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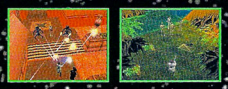

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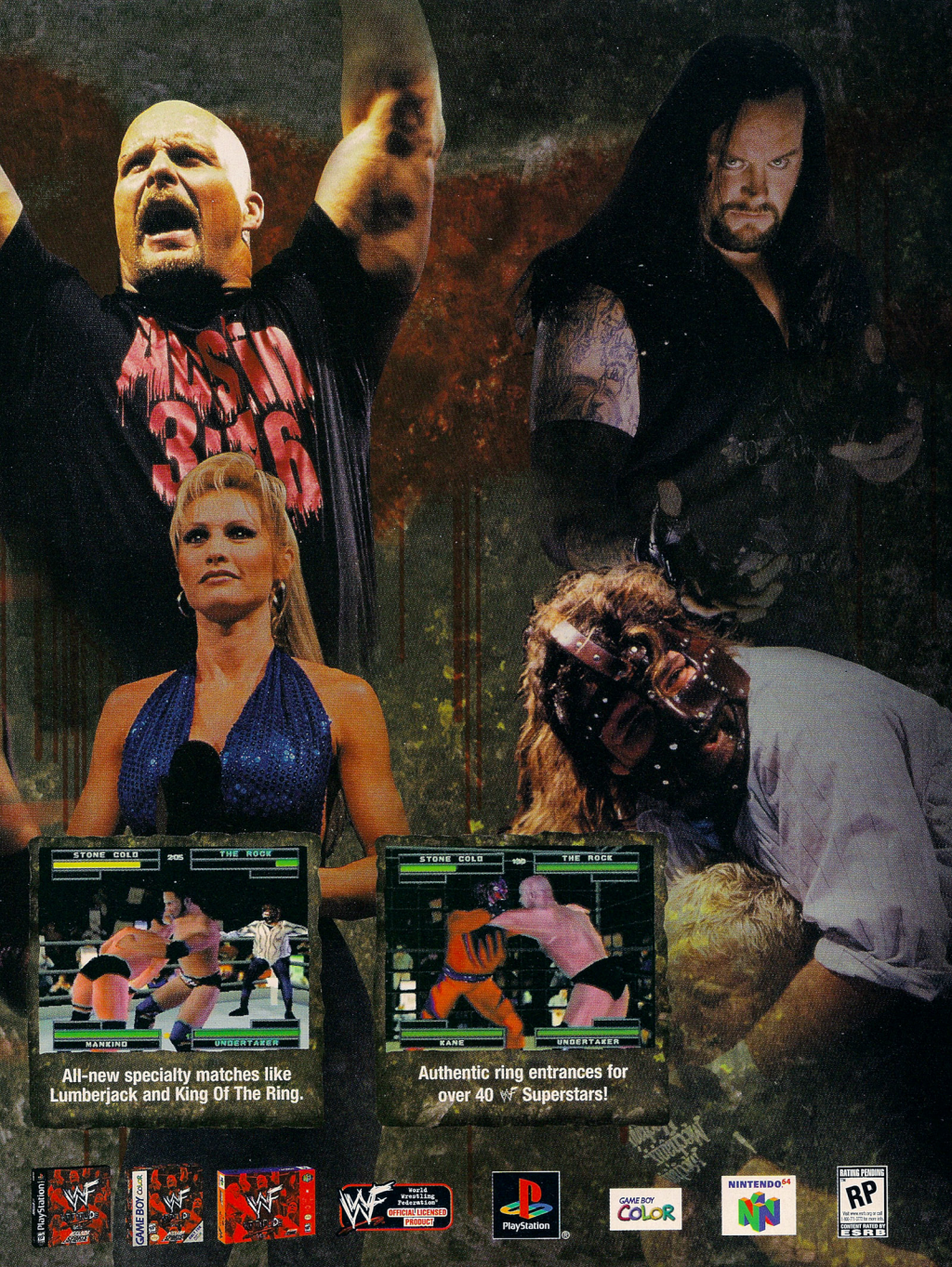
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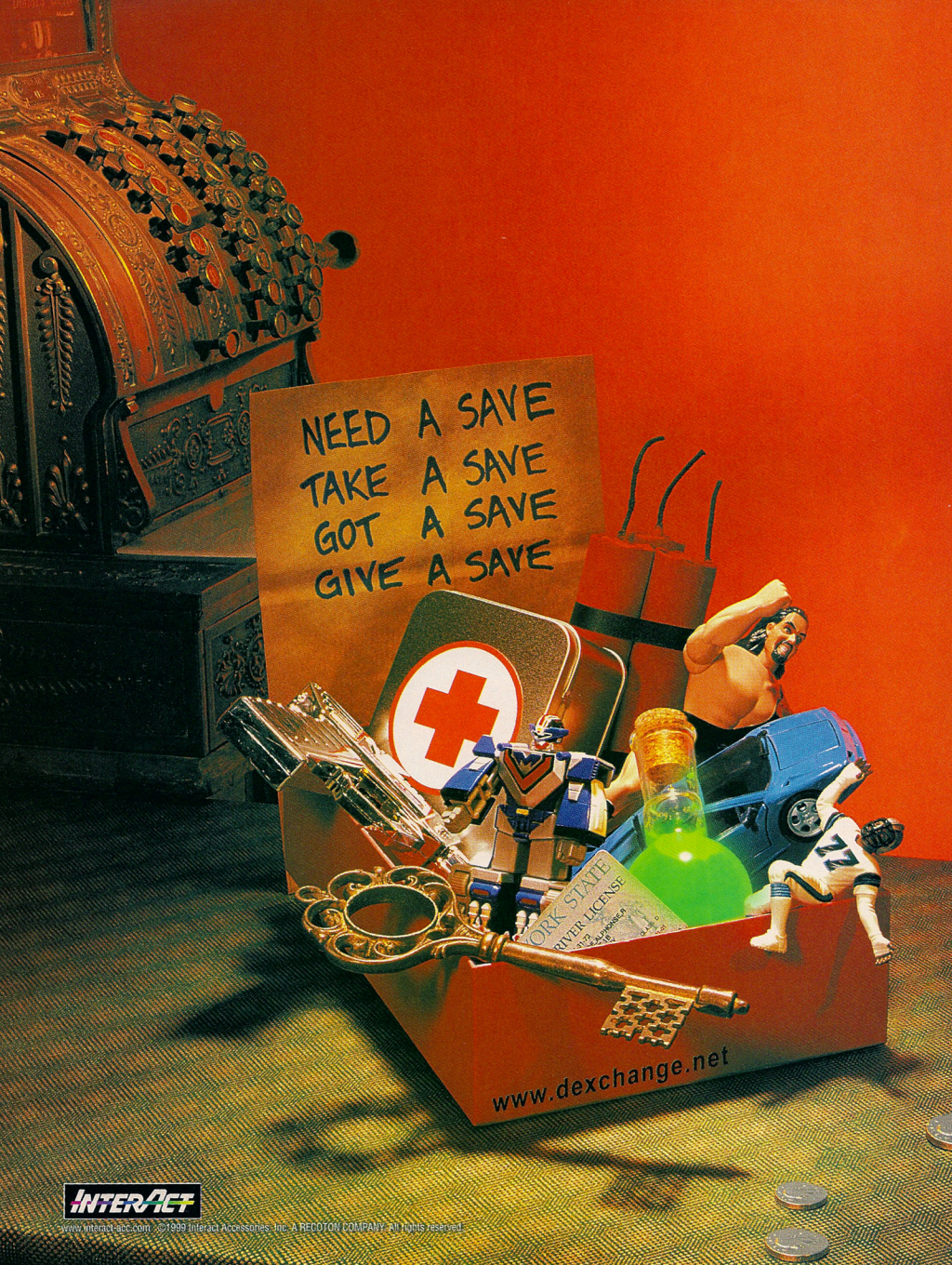

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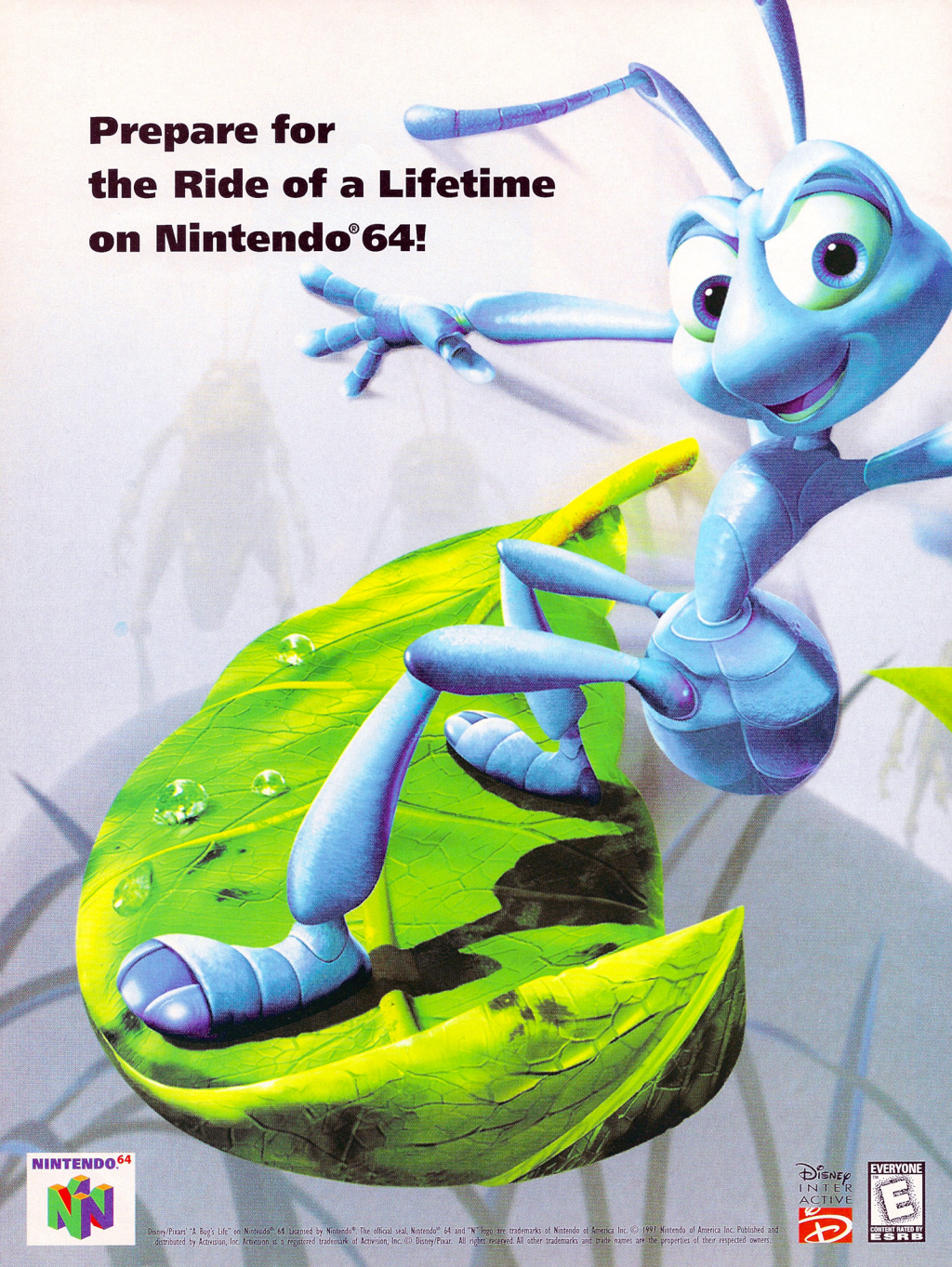

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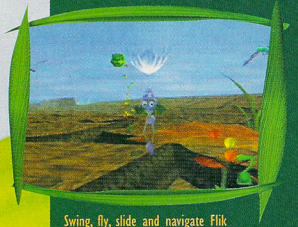

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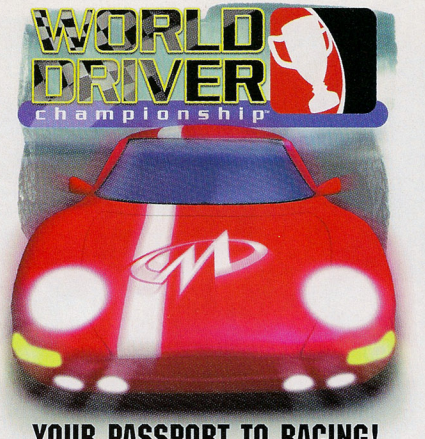

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In order to prolong your experience of the world's hottest movie, you might want to play these two hot *Star Wars* games. Star Wars Episode I: The Phantom Menace for the PlayStation is shaping up as an out-of-this-world action/adventure game—but don't play if you don't know how the movie ends! Star Wars Episode I: Racer will be Nintendo's primo racing cart, starring podracers, *Star Wars* chariots straight from the film.

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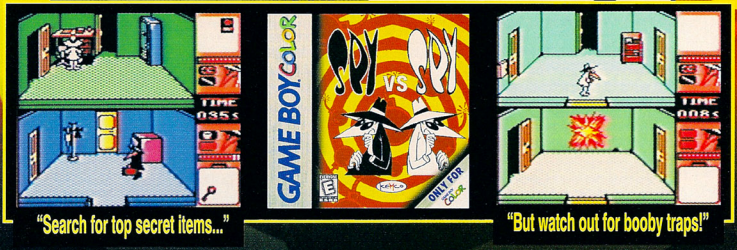

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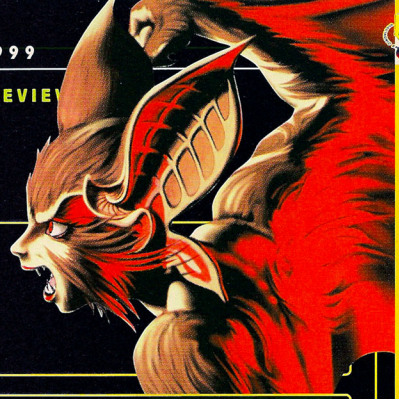

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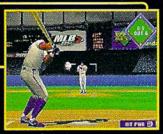

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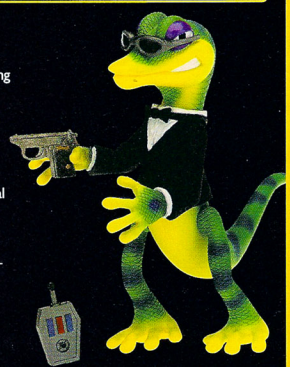

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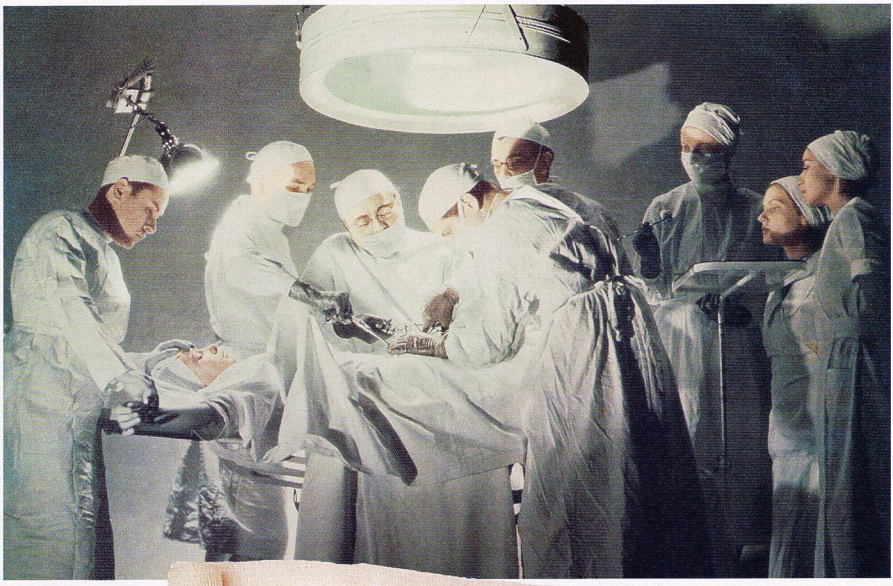

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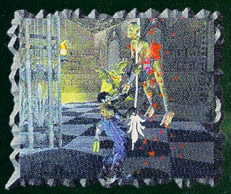

"...very impressive indeed."
–EGM

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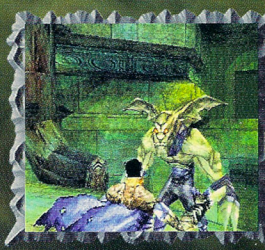

"Vampire fans get ready – Soul Reaver could be the ultimate thriller..."
–GamePro

PlayStation

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PC CD ROM

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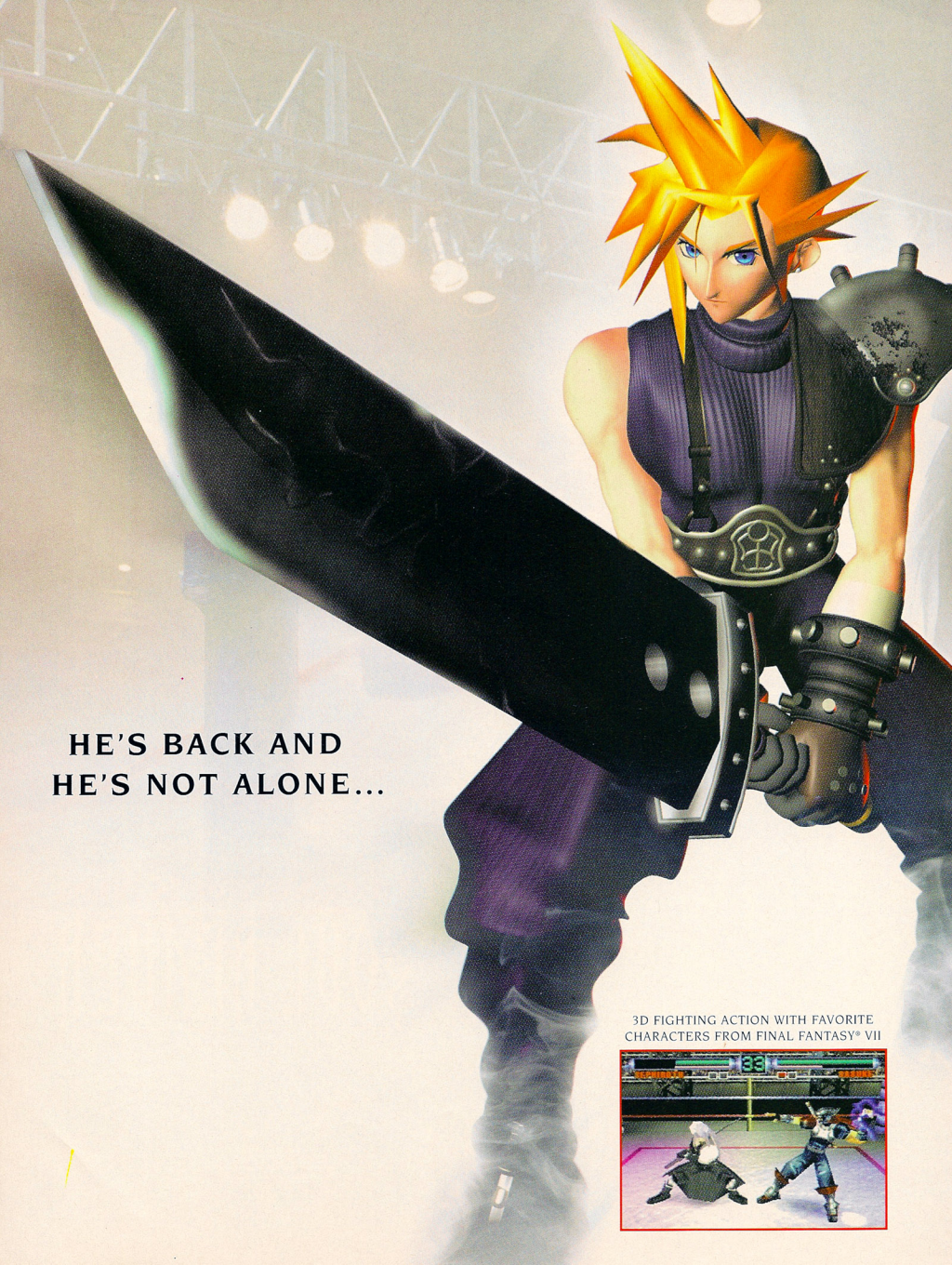
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Editor's Letter

It's E³ Time!

As you read this, the environmentally unsound *TeamGamePro* bus is chugga-lugging into Lost Angeles, California, the city of angles. Yup, the Electronic Entertainment Expo is on!

The *GamePro* crew has done the best we could in our E³ preview this issue to pry info from game companies. So now we'll find out if those guys were righteous…or not—as foretold by our Nostradamus-like editors!

Sega's on the line. In fact, if the Dreamcast is not present at E³ in full force, Scary Larry vows to eat his shorts. Hopefully, Shen Mue, Hydro Thunder, Resident Evil Codename: Veronica, and Sonic Adventure will save us from that disgusting display.

Looming in the background, of course, is the as-yet-unnamed "future PlayStation" scheduled for debut in Japan this winter. It's backward compatible with the current system, so Air Hendrix is riding herd on a mess-o-PlayStation games including Gran Turismo 2, Resident Evil Nemesis, and even Um Jammer Lammy (PaRappa 2).

Final Fantasy VIII for the PlayStation will be awesome, but Robinson Hood is also eyeballing Jade Cocoon and Climax Landers for "Role-Player's Realm." Grandia and Darkstone could show, too.

Major Mike likes the Nintendo 64 battleplan with Star Wars Episode I: Racer, Armorines, and WWF Attitude backing him up.

Sports talk is centered on the usual suspects, so The Rookie plans to score NCAA Football 2000, NASCAR 2000, NFL 2000, and Knockout Kings 2000.

Dan Elektro's absolutely blowing up over PC games this year. Quake III Arena, Planescape: Torment, Diablo II, and NASCAR Racing 3 should rock.

We're heading into the millennium with new games and systems on our minds. The hopes and dreams of game companies—and GamePros—everywhere will be exposed at E³.

The GamePros
Somewhere between S.F. and L.A.
comments.gamepro@gamepro.com

Reading Be Signs

I love your magazine. You guys write from the gamers' perspective. Other try, but don't get it quite right. That said, I do have a question: If someone had the ability and the inclination to design and build a game for the PlayStation, could they just do it? Or are there legal matters that need to be attended to? Would they need to get permission from Sony to make software for the PlayStation?

▶ **IDEZINER1 via Internet**

All official games go through an approval process that is strict some of the time and not so strict at other times (judging from the crappy games out there). If you have the programming tools and the development system, you could always make your game and submit it to Sony afterward. But that's like writing a term paper first and finding out the class was canceled later. Check with Sony by calling 800/345-7669.

Life's a Bitch

I've heard that Nintendo is at work on a new system it plans to release within the next two years. I bet Nintendo will try to top Sega's new system. Don't these two companies know that if they don't quit this silly war, they're both going to lose? Who will win? Sony, of course, because Sony provides what we really want: lots of games for the system we currently own. Haven't any of these companies learned a lesson from the Atari fiasco back in the '80s when the video game industry came to a screeching halt because of all the system wars and bad product?

▶ **KBR via Internet**

Relax, cowboy. No need to get all worked up. Even Sony can't stop the march of technology and is therefore releasing a new system that'll make the old PlayStation look like crap (see "The Cutting Edge," May). Yet, Sony *has* learned one lesson—backward compatibility—which will enable you to play old PlayStation games on the PlayStation 2. If the Dreamcast had that, Saturn owners wouldn't feel so cheated. And the same goes for Nintendo and its new system (which we suspect may still contain the 64DD drive).

A Miss Capcommunication

In your March issue, you told Dave Fox about Square's decision not to make games for the N64 [see "Head2Head"]. Well, what's Capcom's problem? It's making all its fighting games solely for the PlayStation, too, though it used to make the Street Fighter series for the Nintendo 64! The N64 is in great need of some good 2D fighters. I'd kill for Street Fighter Alpha 3 on the N64.

▶ **Sai via Internet**

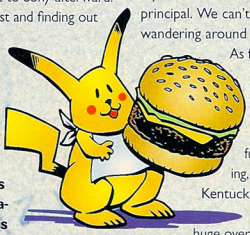
Because Nintendo has very few fighting games (and all of them are 3D), you may have to wait a while longer. As for Capcom, don't be disappointed by its first release for the Nintendo 64—Magical Tetris Challenge starring Mickey Mouse—Capcom is definitely bringing its hit, Resident Evil 2, to the N64 in some way, shape, or form.

Are Pokes a Joke?

What is the big deal with Pokémon? I see no point in throwing balls at animals and saying "Got ya" every time I catch one. Yet, everyone is hooked on them! A kid in my school told me to be careful not to step on the Pokémon! If you could tell me how Nintendo managed to get people hooked on throwing balls at animals, I would be grateful.

▶ **JBarilla via Internet**

If your classmates are seeing Pokémons, please call the principal. We can't have a bunch of dreamy-eyed freaks wandering around our schools seeing imaginary friends.



As for throwing balls at a small animal and saying "Got ya," my question is this: Ever heard of hunting?

Nintendo did not intentionally set out to make Pokémon the greatest furball since Linda Tripp. Smart marketing, savvy partnerships like the one with Kentucky Fried Chicken, a hot comic from Viz, and a cartoon show that was huge overseas all helped. But mostly, kids just think Pokémon is fun. Gotta go now—my Pokémon wants to grab a burger.

Maybe You Did

Who decided to change the look of your magazine and Web site? Who has the last word regarding *GamePro's* appearance?

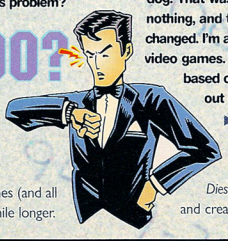
▶ **Kewl_Carter via Internet**

Actually, the whole company has a say, from the publisher right down to the interns. But the constructive criticism we really care about comes from you, the readers. You let us know when you're not happy with the way things look—and we listen. We collect your opinions through our Reader Surveys, focus groups, letters, and phone calls. Majority rules in the fast-paced world of video game magazines.

Tomorrow Never Comes

GoldenEye 007 is my favorite game of all time. When my friends and I heard that there was a Tomorrow Never Dies game coming out, we were like Pavlov's dog. That was last fall. Since then, I've heard nothing, and the Web site for the game hasn't changed. I'm a huge Bond fan and love spy-type video games. What's going on? Will the game based on *The World Is Not Enough* come out before the one for *TND*?

▶ **Mike Zocchi via Internet**



MGM Interactive, the company behind the game for *Tomorrow Never Dies*, has had a few setbacks, both financial and creative. The game is now scheduled for

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a fall release, and we'll keep you informed throughout the year about the game's progress. (For more info, see the preview of Tomorrow Never Dies in our feature, "Electronic Entertainment Expo-sed.")

WHO BLINKED?

Which system will go obsolete first, the PlayStation or the Nintendo 64?

▶ **Anonymous via Internet**

The Dreamcast. No, just kidding. As we already mentioned, Sony has announced the advent of the PlayStation 2 and has stated that the unit will be backward compatible. This means that when the PlayStation 2 debuts, PlayStation owners will flock to it like bees to honey. Will Nintendo's new system also have hindsight? If not, it may go the way of the dinosaurs long before its main competitor does.

Y2KRAP

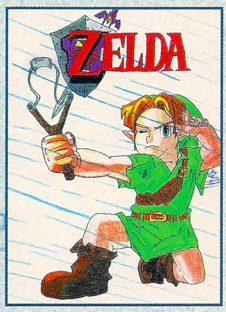
First of all, I want to say your mag rocks! Will the next-generation systems—the Dreamcast, PlayStation 2, and the new Nintendo system—be safe from the Y2K bug? I would really like to know because I don't want to pay $250 for a Dreamcast and have it go dead on me three months later. Please help!

▶ **Ajttwo2 via Internet**

It's too early to say for the future PlayStation and Nintendo systems. The Dreamcast, on the other hand, does have an internal clock. A Sega customer service representative, however, informed The Watch Dog that any Y2K problems would *not* affect Dreamcast games or gameplay. But what do you care? The Y2K bug is going to knock out your TV and power anyway—so stock up on Game Gear and Game Boy games (and lots of batteries).

ART ATTACK

Matt Chapman, Powder Springs, GA



Greg Nallbandyan, Stanton, CA

Phillip Dickerson, Louisville, KY

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WE'VE GOT MAIL

We asked a few questions to those subscribers who have patiently stayed with us over our 10-year history. Here's one of the amazing pro-responses we received!

GamePro, December 1990

Name: Anthony Zopolos

Reader since: 1990 ("Bart Simpson was on the cover!")

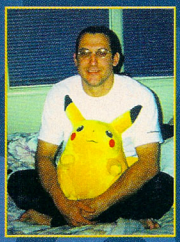
Age: 37

Favorite game of the last 10 years: Cosmic Fantasy for the TurboGrafx 16

Least-favorite game of the last 10 years: Hover Strike for the Jaguar

What do you like about *GamePro*? I like the magazine that you have become over time: reliable with solid reporting, great features, and fantastic strategies. You guys do it best.

Best *GamePro* moment: I would have to say it was when you guys went to a square spine, and moved away from that stapled thing. After you went to the small spine, I could easily read the contents of that issue.



I am also featured in Road Rash 3D for the PlayStation. I ride the second bike you get, a type of custom Harley. A friend called and said they [Electronic Arts] needed to motion-capture bikers, and that's how I got in the game. My 14-year-old son (a big fan of yours, by the way) always tries to flatten and beat me when I play against him!

Tell Us What You Think!
This is your magazine, so tell us what you'd like to see in it. Send your letters to:

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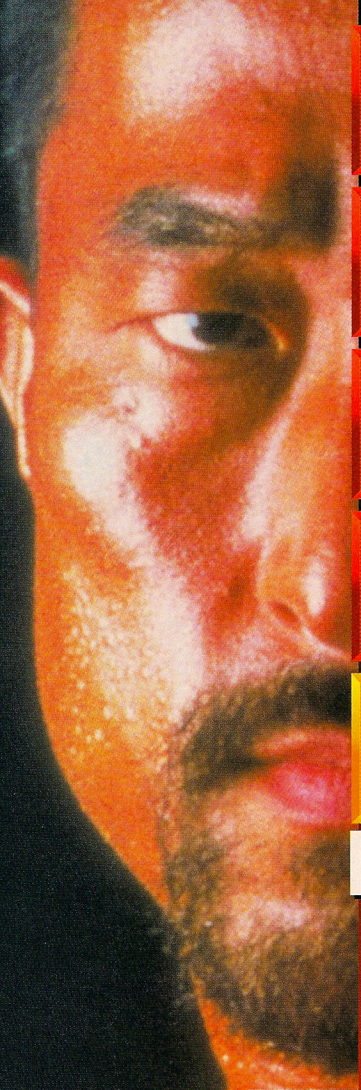

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BUYERS BEWARE

By The Watch Dog

Finally, school is out and it's time to party. But before the the horse-meat flavored ice cream starts to melt on my paws, the following problems definitely need to be addressed.

Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709
San Francisco, CA 94119-3709

Or e-mail us at:
buyers_beware.gamepro@gamepro.com

You Make the Call

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer-service numbers to call:

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

Q I was wondering if the Puzzle Me, Inc. contest that's advertised in *GamePro* is legit (for example, see our February issue, page 89). Having to send money to enter sounds sketchy to me.

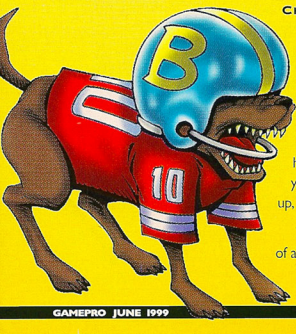
CRAZYDRAGON
VIA INTERNET

A puzzle for your wallet.

A The Watch Dog replies: The "Puzzle Me, Inc." contest you're referring to does sound a bit "sketchy." Rick Sundvall, who runs the sweepstakes, has every legal right to run this type of business. But this advertised contest needs to be treated with caution. Being asked to send money to someone you don't know should always be cause for alarm, so ask for your parents' permission before entering if you're under 18 (as minors should with any sweepstakes). If you have any questions or concerns, call Puzzle Me's customer service at 503/228-1694. If you want background information about a company that you suspect is shady, contact the Better Business Bureau by phone at 703/276-0100 or visit it on the Web at **http://www.bbb.org**. The BBB has an extensive database containing information about businesses all over the U.S. At present, the Better Business Bureau reports that there isn't enough information about Puzzle Me, Inc. to determine its business performance, but there have been inquiries about the company from a number of people.

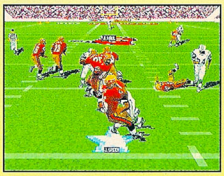
Q Whenever I block an extra point, a field goal, or a punt in Madden NFL '99 for the PlayStation, the game freezes up. This is especially frustrating given that the winner of a game is sometimes determined by a field goal or an extra point. Am I the only one who's experiencing this problem?

CHAZ RAPA
WEST CALDWELL, NJ



A An Electronic Arts customer service representative answers: "We're surprised you can even block field goals, extra points, and punts, but we've heard of this problem happening. If you don't want the game to freeze up, simply don't block any kicks."

The Watch Dog snarls: What kind of answer is this? We hope not all reps at Electronic Arts give responses as senseless as this one. Blocking kicks is an integral part of football. Here's a better solution: Trade in your copy of Madden for another football game. We're getting really tired of these football follies—first with NFL GameDay '99's audio glitches (see "Buyers Beware," March) and now this. Hopefully, quality assurance at 989 Studios and Electronic Arts will do a better job of catching errors with their next round of football games!



Mad errors in Madden.

Q I bought a Dual Shock controller six months ago, and recently I've had a problem with the analog switch disengaging. I've never used any third-party peripheral with my PlayStation, and I keep my Dual Shock as clean as possible. What is causing this problem?

RAVY VAJRAVELU
ORLANDO, FL

A The Watch Dog responds: We've had the same problem with our Dual Shock. When we asked Sony customer service about the problem, they advised us to make sure the wires on our controllers weren't frayed or cut, which could be causing the problem. Because we've received a handful of similar complaints, *GamePro* suspects there's a bigger problem with the Dual Shock, but it's too early to tell what it is. For now, Sony's solution to any problematic controller is to just buy a new one. Sony's service centers do not repair controllers, they only fix broken PlayStation consoles. (Incidentally, you also won't find a place to service third-party peripherals, such as light guns and joysticks.) Sony's reasoning is that it's more expensive to repair a controller than to buy a new one. Kinda sucks, but it's true.

A shocking development.

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THE DIRECTOR'S CUT

Grand Theft Auto + GTA: London 1969

* GTA: London 1969 is an add-on disc for Grand Theft Auto.

"Makes Boyz N the Hood seem like an After School Disney Special" -CNN

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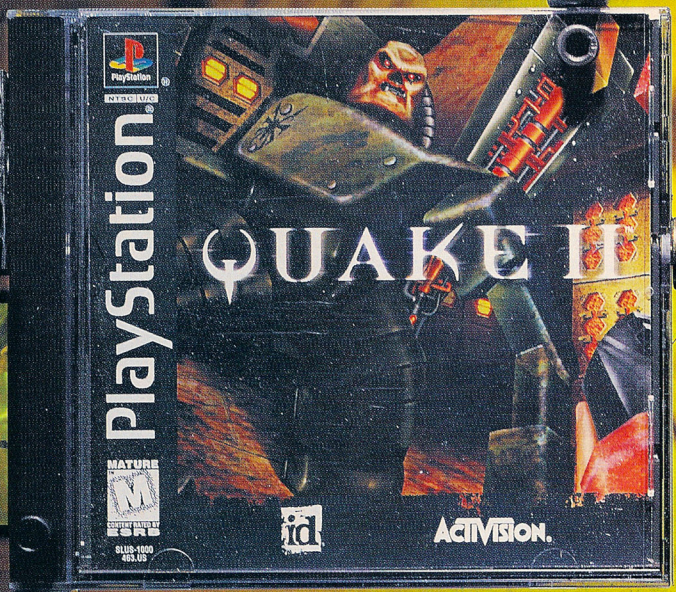
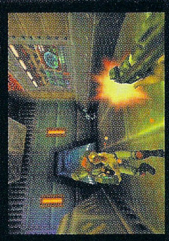
WE DIDN'T CLONE IT.

We ripped its heart out and strapped it into new bodies.





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Sony Shows Off PlayStation 2

Game developers get exclusive preview at trade show

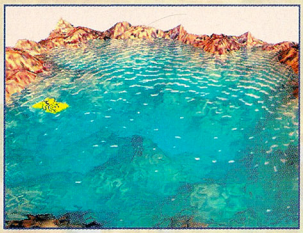
A few hundred game developers got a glimpse of the future when Sony exhibited the first American demos of the forthcoming PlayStation 2 system at the Game Developers Conference in March.

Phil Harrison, Sony's vice president of third party relations and research and development, addressed the crowd of programmers, designers, and media, offering system specs (for more info, see "The Cutting Edge," May) and promising demos. The purpose of the presentation was to enlist support from "middleware" companies—the folks who make the software that programmers use to make their games—but Sony provided plenty of eye candy all the same.

The bathtub demo included moving submarines and rubber duckies as well as water draining from the tub.

A number of technology demos were shown, including fireworks exploding over the Statue of Liberty, back-flipping football players, a fountain made of 50,000 polygons, a shower of sparks with an excellent motion-blur effect, and translucent rippling water ponds. Among other capabilities the new PlayStation can handle realistic effects like perspective-correct texture maps and cinematic focus shifting. The crowd at the conference reacted strongly to details of the machine's power, programming flexibility, and backward-compatibility with original PlayStation software.

This shower of sparks was rendered at 600 frames per second with a 10x motion blur, resulting in a 60 frames-per-second, super-smooth fountain.



PlayStation 2 hardware can create impressively realistic water effects, including transparencies and waves.

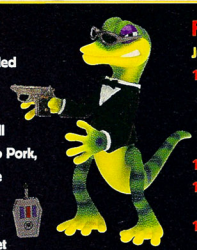
The best demo, however, was interactive. Harrison invited a member of the audience to come up and play with "the bathtub demo," which featured a controllable rubber duck and submarine in a tub filled with clear reflective water that could be drained or filled at will. That may not sound like the most enjoyable interactive experience, but the fact that Sony was willing and able to display a hands-on demo this early in the development stage is encouraging.

Japanese conference demos like these enhanced scenes from Tekken 3 and Gran Turismo were conspicuously absent from the American presentation.

Surprisingly, none of the game previews that were shown at the Japanese announcement—the hi-res scenes from Gran Turismo, Final Fantasy VIII, and Tekken 3—were incorporated into this announcement. Because Sony stressed that this was a technology announcement and not a product announcement, no specifics were divulged concerning the system's price, Internet connectivity, or specific release date. Sony confirmed only that prototype development kits were shipping now and would continue to ship through the summer, and that the Emotion Engine chipset would be completed before the end of the 1999 fiscal year, which is March 2000.

NEWS BITS

Gex Action Figs



The lean, mean, green machine is headed to toy stores this month courtesy of ReSaurus. The first wave of Gex action figure two-packs arrives in June and will include Grandmaster Gex vs. Moo Shoo Pork, Private Gex vs. The Sarge, Long John Gex vs. Skeleton Pirate, and Secret Agent Gex vs. Rez. Look for 'em in stores for $9.99 per set, or order direct from http://www.resaurus.com.

Flashbacks from 10 Years of *GamePro*

Jump Back to June

1991: Nintendo shows the SNES to American gamers for the first time at the Consumer Electronics Show (CES), while denying plans for a Super Game Boy. Sega debuts the Game Gear, and Sony announces its aborted "Play Station" system, which was to use SNES carts as well as Sony's own discs.

1992: Nintendo buys the Seattle Mariners.

1994: Donkey Kong Country is shown at CES, and Project Reality is renamed Ultra 64.

1995: The 3DO drops to just $299, and Nintendo announces the Virtual Boy for release in August.

1996: The N64 is released in Japan, selling 300,000 units the first day.

1997: Electronic Arts buys Maxis, and Atari turns 25.

1998: The N64 drops to $129, and Sega announces its move to San Francisco.

Next Issue: Go Forth to July

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Sega: "The Dreamcast Is a Living Organism"

Stolar reaffirms console commitment to developers, press

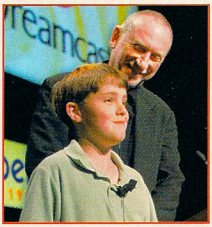
What do you do when the enemy starts firing shots? Dig in and prepare for war. That was Sega's battle plan amidst a torrent of Sony technology announcements and demos in March. Faced with losing the spotlight, Sega of America COO Bernie Stolar addressed both the press and the game development community to discuss the Dreamcast's present and future potential.

Midway's Ready to Rumble is among the third-party games expected to help launch the Dreamcast this fall.

"I had a friend once tell me, 'Go big or go home,'" said Stolar, delivering a speech at the Game Developers Conference in March. "I'm here to tell you Sega is going big."

Stolar presented the Dreamcast not as a toy or even a game console, but as a living entity, thanks to its generous RAM, CD storage, and Internet connectivity. "We view Dreamcast as being alive," he said. "It is a living organism that can grow as the player grows. It can...change and evolve with the gamers' needs, demands, and wants. The games can live much like you do. They can learn your strategies, learn your style, and grow from it."

Stolar pledged "360-degree support" for game developers, as well as a "choice of development environments"—something of a surprise, given the console's Windows-based operating system. While Sony has announced its next PlayStation will be DVD-based, Stolar said that the Dreamcast "absolutely" has "DVD in its future," pointing out that "When DVD reaches a comfortable price point for consumers and developers, that's when we will add DVD to the Dreamcast." Stolar also announced that the American Dreamcast modem would be 56K, as opposed to the 33.6K unit offered at the Japanese launch.



Bernie Stolar, Sega of America COO, addressed the crowd at the Game Developers Conference with the help of fifth-grade Sega fan Nick deWilde.

Stolar revealed little about the Dreamcast's price, noting only that "History tells us that most consumers will not buy a $350 video game machine." At the time of this writing, some retailers were already taking pre-orders for the Dreamcast at $199. While Sega has promised eight to ten software titles at launch and a total of thirty by the holidays, Sega has made no official announcement concerning the console's price or release date; Stolar has only stated that it will launch this fall. Details are expected at E^3.

Static

Sega COO Bernie Stolar stated, "Sony's machine sounds impressive, but the fact is it's still on paper. Sega's Dreamcast is here now." Pity the release date and price aren't here, too. • *Tomb Raider* movie update: Eidos says it'll be live-action, ready for summer 2000, and scripted by überhack Steven E. De Souza, who ruined the *Street Fighter* movie. And to think Universal was this close to going CGI. • Old school alert: *Pac-Man Fever* has been reissued on CD. Visit http://www.bucknergarcia.com for details. • Scary and Major have been hammering each other in Power Stone for weeks—a sure sign of quality • Wanna use your 3D-accelerated PC to play PlayStation games? Check out Bleem!, a cool new emulator. You'll find screens and a demo at http://www.bleem.com. • Warner Bros. is attempting to get the rights to a full-length Pokémon movie from Nintendo. If Warner can lock it down, look for it in theaters this fall. • A shout-out to D'Lo Brown, who stopped by the office when the WWF was in town. There's something intimidating about playing Blitz and Hydro Thunder (and, of course, an early version of WWF Attitude) with a guy who can break your back like a twig. • Yes, at last, it's official: Resident Evil 2 is coming to N64. Um, at this point, wouldn't RE3 be more appropriate? All those patient fans deserve it. • Was our legal copy for "A Date with Lara Croft" contest hilarious or what? • Final Fantasy VIII...Final Fantasy VIII...Final Fantasy VIII...Fin

Top 10 Best-Selling Video Game Titles: February 1999

RANK	TITLE	PLATFORM	PUBLISHER
1	Mario Party	Nintendo 64	Nintendo
2	WCW/NWO Thunder	PlayStation	THQ
3	The Legend of Zelda: Ocarina of Time	Nintendo 64	Nintendo
4	Frogger	PlayStation	Hasbro
5	Syphon Filter	PlayStation	989 Studios
6	GoldenEye 007	Nintendo 64	Nintendo
7	Castlevania	Nintendo 64	Konami
8	Gran Turismo	PlayStation	Sony
9	Crash Bandicoot 2: Cortex Strikes Back	PlayStation	Sony
10	Star Wars: Rogue Squadron	Nintendo 64	LucasArts

Source: NPD TRSTS Video Games Tracking Service

Mad Catz Data Deck

Rating: 3.5

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Like Interact's DexDrive, the Data Deck enables you to download and trade PlayStation saved-games via a PC—plus you can copy directly between two cards, repair damaged cards, create your own icons, and even hack saves. The fact that the Data Deck can read and save DexDrive .GME files is a plus, and you get a free memory card in the box. However, the lack of a text labeling system and the hassle of overwriting an entire card every time you load a file from a PC are serious steps backward. The Data Deck's software is more powerful, but the DexDrive is less annoying.—*Dan Elektro*

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Tribes Teamwork: ALL FOR ONE

If you want to win at Starsiege Tribes, you'll have to learn to play nice with the other soldiers. Here's how.

By Dan Elektro

There is no "I" in "team," but there is one in "Tribes." Hmm. Still, Dynamix's online shooter, Starsiege Tribes, isn't your average Quake clone—players have to exchange their lone-wolf heroics for Starwolf teamwork. In other words, to be successful, you'll need to understand your role as part of a larger team. Get your infantry out of its infancy with these solid strategies.

Be Prepared

There are a few things you should do to make life easier on your tribe before you enter the thick of battle. First, join an empty server and select your favorite setups at the inventory station. In battle, time is a premium—the more you save when choosing your weapons, the more fighting you can do. Plus, it's really rude to sit on an inventory station and go shopping for armor and weaponry piece by piece when there's a line of soldiers waiting behind you.

PROTIP: Avoid unnecessary delays by preselecting your weapon loadouts so you can effectively dispose of enemies storming your base.

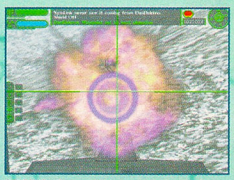
Diversify your setups by having them reflect different possible roles—offense, defense, stealth commando, repair crew, whatever. Always remember: Experimenting with different armor weights and weapon combos is the key. Once you're ready to log on, know your role and play it. If everybody decides they're going to jump in a scout vehicle and take out the base, it's unlikely that the team can sustain the energy and properly equipped personnel to pull off a victory. Chat about who'll do what at the start of each round.

Everyday People

In fact, knowing your role is the single-most important part of playing Tribes. Face it—you can't always be Rambo. As it turns out, performing well in one of the less-glorified positions can often mean the difference between success and failure. Here's a list of the most important jobs that often get overlooked.

MR. FIX-IT: You need to dedicate a backpack to this thankless role, but most people don't want to run around repairing things. When you get jammed by the enemy, however, someone has to fix the broken stuff like vehicle pads, turrets, solar panels, and even other players. Furthermore, the work gets done twice as fast when two people work together.

THE BUS DRIVER: What's the surest sign of a team not working together? A guy in heavy armor walking from one base to the other. Time to commandeer an Armored Personnel Carrier (APC) and fly the big boys to their destination. As the strike team's driver, you should bring some hand weapons and a sensor-jammer backpack to provide cover and wreak stealthy havoc when you land. If you're transporting a heavily armored soldier who's equipped with a mortar, bring a targeting laser to help him aim.



PROTIP: A purple impact point means the item you're attacking is shielded. You'll either have to take it out with a mortar or disable its shields by blowing up the generators.

THE TURRET GUY: Again, backpacks that don't shoot things aren't too popular with the gung-ho crowd—but these backpacks will shoot by themselves once they're deployed. Strap on some medium armor and absolutely litter your base with turrets. It will take a good chunk of time to set up, but nothing's more satisfying than watching your enemies suffer from turret syndrome.

PROTIP: If you get stranded or stuck, it's sometimes better to kick the bucket. Use Ctrl-K to commit suicide and re-spawn somewhere else.

Talk the Talk

When you do something that affects the team's goals, tell your comrades. If you've blown up the generator, jammed the enemies' sensors, mined your team's flag, or if you're about to drive an APC, the rest of your team needs to know so they can act and react accordingly. Tribes makes it somewhat easy to contact your team members via a voice command menu: Three keystrokes will trigger .WAV files that offer updates like "Our flag is mined" and "APC waiting for pick up." Or you can always send messages to your team by toggling the Y-key and typing what you want to say.

Likewise, when you see or hear someone doing something worth praising, give 'em a shout-out. Team spirit is as important as any weapon—just ask General George Patton, "Wars may be fought with weapons, but they are won by men. It is the spirit of the men who follow and of the man who leads that gains the victory." Dismissed!

PROTIP: When riding on an APC, be careful as you disembark—sometimes, you'll accidentally get run over by your own ship.

Want more info on Starsiege Tribes? Check out Dynamix's official Web site, **http://www.tribesplayers.com.**

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THE JEDI STRIKE BACK

The Star Wars saga continues on the PlayStation and the Nintendo 64. Check out these exclusive hands-on previews!

STAR WARS EPISODE I THE PHANTOM MENACE

By Scary Larry

Developed and published by LucasArts

Target release date: May

PlayStation, PC

Hands-On

It's Menace time! Recently, *GamePro* played Star Wars Episode I: The Phantom Menace for the PlayStation, and even at 70 percent complete, it looked and felt solid. Not surprisingly, the story line in the LucasArts' game mirrors that of the Lucasfilm movie. Plus, the game will offer tons of action and adventure with a dose of role-playing. When Menace arrives in a few days, no *StarWars* fan will be able to live without it.

May the Fourth Be with You

By now, everyone should know that the fourth *StarWars* movie debuts this month. The story in the game and the film acts as a prequel to the original *StarWars* flicks, recounting the events in the life of nine-year-old Anakin Skywalker, the future father of Luke Skywalker and Princess Leia; of course, after being seduced by the dark side of the Force, Anakin will become the infamous archetypal villain, Darth Vader.

You begin the game as Qui-Gon Jinn, a Jedi knight who's been charged with protecting Queen Padme Amidala—ruler of the peaceful planet Naboo—who's being attacked by the forces of the Federation (which will one day become the forces of the evil Empire). Your pal is fellow Jedi Obi-Wan Kenobi, who is also training a new apprentice, Anakin Skywalker. As the game progresses, you'll assume the roles of the other three playable characters: Obi-Wan, Queen Amidala, and Captain Panaka, a member of the Queen's royal guard.

Menacing Action

Phantom action takes place via a ¾-overhead view. Much in the style of Metal Gear Solid, Phantom contains plenty of obstacles and enables you to hang from walls, swim, run, and jump.

Each character can also discover and use different weapons. For instance, Captain Panaka uses a rocket launcher to blast tanks, while the Queen uses a droid stunner that causes droids within range to go berserk. The two Jedi are "restricted" to lightsabers, but have the opportunity to master the Force Push, which can trigger out-of-reach switches and send a wave of energy to knock down your enemies.

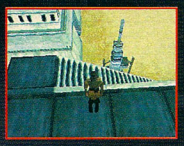
It's saber-swinging action at its very best. Protect the queen, train Anakin, and, generally, be a menace to society.

Conversation sequences move the story forward. For example, you'll have to trade for a generator on Tatooine, where you can interact with over 103 characters. The talking takes place via the LucasArts' SCUMM interface in classic, menu-driven Monkey's Island style, letting you choose from a variety of answers to any one question. Be sure to watch the smart-ass answers, though, young Jedi. Saying or doing the wrong thing may lead to dire consequences, like having a cantina full of aliens draw their weapons on you.

Phantom Menace spans 12 levels, which occur on planets such as Tatooine and Coruscant from the movie. Although LucasArts said it's adhered as much as possible to the film, there are a few secrets lurking around the game, too.

The Reel Deal

In addition to its solid game play, Phantom Menace presents an impressive list of features. The music is sampled from the movie, and some of the film's stars do the voices: For example, Anakin and Jar Jar Binks—Qui-Gon Jinn's alien sidekick—are voiced by the actors playing them in the film (Jake Lloyd and Ahmed



STAR WARS EPISODE 1 RACER

By Dan Elektro

Developed and published by LucasArts

Target release date: May

Nintendo 64, PC

Hands-On

Drama! Action! Excitement! Sure, you'd expect the new *Star Wars* movie to pack all that stuff on the screen, but LucasArts is bringing it to your N64, too, with a re-creation of one of the new films' most exhilarating sequences. Star Wars Episode I: Racer is a space racing game that looks ready to run the competition off the road.

"He Was the Best Starpilot in the Galaxy"

Players take up the controls as Anakin Skywalker, young and gifted podracing pilot—not to mention, the only human on the circuit. Podracing vehicles are like flying, rocket-powered chariots. Humans, it seems, aren't considered prime podracing material: They're too small, too slow, and don't have the right number of limbs to operate the fast, floating racers. Still, Anakin's got skills (not to mention the Force) and can hang with the hottest pilots in the galaxy—even if he does race in the smallest ship.

The podracers are formidable hunks of technology. Two huge jet engines sit up front, held together by only a thin lightning bolt of purple electricity. They tow a small, single-person pod in which sits the daredevil pilot and the ship's controls.

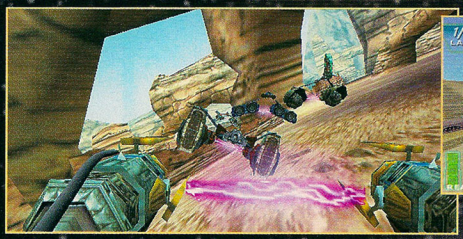
Best, respectively). Plus, LucasArts showed *GamePro* cut-scenes that were digitized straight from the movie.

All this technical craftsmanship looked great on the PC, but a programmer at LucasArts said that PlayStation visuals might suffer slightly, with graphic effects like water transparency taking a hit. In the preview version, however, the particle effects in explosions and laser blasts looked good, and the 30 frames-per-second gameplay moved fluidly.

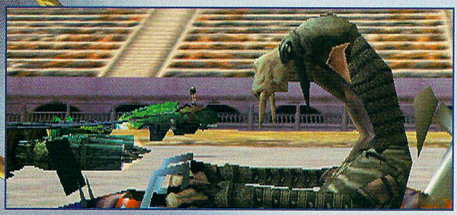
The action takes you to exotic locales like Theed and Naboo.

Don't Give Away the Ending

Even in its early stages, Star Wars Episode I: The Phantom Menace was awesome. A word of warning to fans, however: The game follows the movie exactly, complete with plot twists and the movie's ending—so if you haven't seen *Phantom Menace* on the big screen, don't pop this CD into the PlayStation. All that remains now is for LucasArts' programmers to go full Force and finish Menace with flair.



Take a blood pumpin' adrenaline-filled joyride through the *Phantom Menace* universe using one of three views featured here. It's do or Jedi time!



Anakin's podrace nemesis in the film is Sebulba, who relives his role in Racer!

The result is a mean racing-machine with its own unique steering dynamics: half-car, half-boat, but instantly comfortable and logical in the game's universe. In the preview version we played, the podracers felt instantly comfortable—even more impressive considering the vehicles are completely fictional; only the turbo boosting felt awkward. Also, as play progresses, pilots can use their winnings to upgrade their pod's engines, brakes, cooling systems, stabilizers, power cells—they can even spring for new pit droids.

Brave New Worlds

Anakin squares off against 21 of the galaxy's finest, including creatures with colorful *Star Wars* names like Ebe Endocott, Gasgano, Ody Mandrell, Slide Parmita, and the circuit's top racer, Sebulba—who's not afraid to cheat to keep his title. As you win, other racers become unlocked, so you can try out different pods and personalities. Eighteen of the 21 podracers on display are actually from the film. Twenty-one tracks from the *Star Wars* universe, including Mon Gazza, Aquilaris, Ando Prime, and (of course) Tatooine, are yours to explore, ranging from deserts and jungles to Arctic wastelands and an asteroid penal colony.

The tracks offer quite a bit of freedom; you're not on a rail, and shortcuts can be found by those brave and crazy enough to seek them out. The courses are also impressively varied even within their own circuits; many are pleasantly long, and you won't feel like you've seen the same texture over and over again, or that the second half of the track is just a mirror image of the first.

Young Anakin Skywalker puts the pedal to the metal in that galaxy far, far away, bringing lightning-fast podracing straight from the *Star Wars* universe to your N64!

Racer contains no combat per se, but pods can and will collide during the race, causing damage. A little bumping won't take you out of the running, but too much will give you need for repairs, which can be performed mid-race at the price of a loss of speed. You'll also have to use speed boosts with care: Too much thrusting, and your engines will catch on fire!

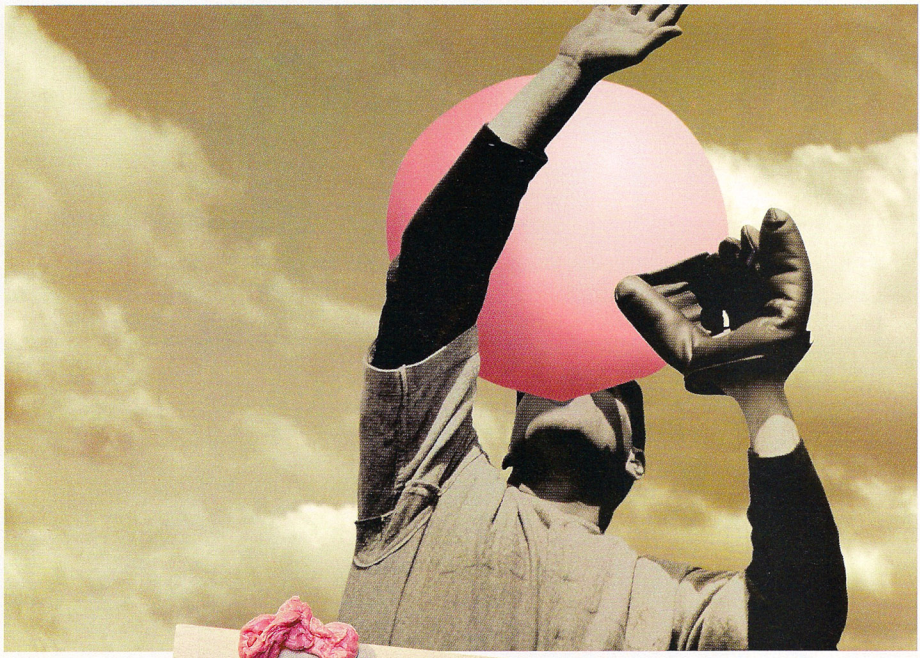
Feel the G-Force

Racer's most impressive aspect is its sensation of speed. LucasArts' programmers claim that the craft are moving at scale speeds of 600 mph—and you won't doubt it. Gamers will grit their teeth as they swoop and slide around obstacles, sometimes twisting the pod up on its side to make it through narrow crevices or zooming off ramps for huge jumps.

Of course, racing fans will find more conventional options as well: tournament mode, upgrades purchased with winnings, and two-player split-screen showdowns. If you haven't already picked up the RAM expansion pak for your N64, you'll want to before playing Racer; the graphics lacked punch in the un-enhanced version.

The Race Is On

In the preview version, Star Wars Episode I: Racer showed great potential with impressive tracks, sharp controls, and killer speed. Will it wipe away Wipeout? Wait and see.



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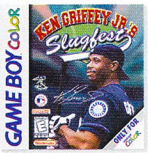

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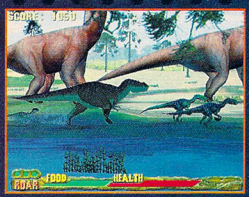
Arcade World '99

Here's a wrap-up of the the latest and greatest arcade offerings on display at the ASI show in the U.S. and the AOU show in Japan. By Johnny Ballgame and Major Mike

Savage Quest by Interactive Light

YOU BLEW 'EM away in Lost World and went one-on-one with 'em in Primal Rage, but now it's time to stomp-em-and-eat-em as you command the king of the dinosaurs in Savage Quest, a brutal 3D action title. In SQ, you control a T-Rex through five stages in search of dino eggs that were nabbed by an evil shaman. The stages range from rolling rivers to high cliffs, each climaxing with a fight against a tough boss.



You maneuver your titanic Tyrannosaurus using a flight stick and three buttons, which enable you to bust several special attacks, including a 360-degree tail swipe, a charging head-butt, a jaw snap (to eat enemies, naturally), and a mighty roar that clears the screen like a smart bomb. In addition to the damage your dino takes from various attackers—cavemen and other prehistoric beasts—your T-Rex can also die if it doesn't eat. You must monitor your health meter throughout the game and constantly feed your beast.

Savage Quest's graphics are stunning, and its sound will rock your world. A Pentium III processor and two Voodoo 2 boards bring the action to life with smooth motion and cool effects. The game's devilish graphical details are abundant: Claw and bite marks appear on your dino as you take damage and spears stick out of your tough hide where you've been hit. The deluxe sit-down SQ units feature a subwoofer under the seat so you can feel your T-Rex thunder about with each step. Although the game at the ASI show wasn't complete, the preview version showed enough savage action to get excited about. Watch for the game's release this spring.

NBA Showtime: The NBA on NBC by Midway

In the high-flyin' tradition of NBA Jam slams NBA Showtime, a rim-rippin' two-on-two dunkfest with both the gameplay and graphics of a superstar. Showtime features all of the top stars of the NBA, including rookie sensation "White Chocolate" Jason Williams and fan favorites like Dennis Rodman, Allen Iverson, and Kobe Bryant. The game sports over 100 dunk animations, alley-oops, special moves like Tim Hardaway's killer crossover, and instant replays. Showtime's graphics are unbelievable—the 3D players move and look so true to life, the game blurs the line between video game and reality. If you're a baller lookin' for a new shot to call, definitely check out NBA Showtime.

Hydro Thunder by Midway

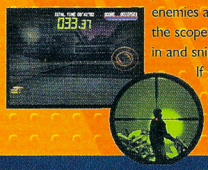
As the best racing game of the year so far, Hydro Thunder splashes into arcades with the wildest action on land or sea. The game sports 13 super-speed boats and 11 tracks, from a simple cruise across a lake to an insane trip down the Nile, along with a slew of turbo boosts and shortcuts to jet you through each level. Up to four Hydro Thunder machines can be linked together for multiplayer contests, and there's a booming subwoofer in each seat that enables gamers to feel every rough wave and hard landing in their...um, seat. The graphics are also extremely impressive. You'll see underwater taxis floating in New York City and a sinking ocean liner in the Arctic. Racing fans should rush out to arcades today and sink their quarters into Hydro Thunder. It's one ship you won't want to miss!

War by Atari

War is hell... unless you're blowing the snot out of your friend standing at the machine next to you. Atari's new first-person shooter is a deathmatch dandy—up to four machines can be linked together for the most bloodthirsty battles this side of Quake. The object of the game is simple: kill as many opponents as possible in the allotted deathmatch time. When the game's over, you can move on to the next arena and kill again. While dodging bullets, you collect various weapons like rocket launchers and Gatling guns to further decimate your enemies...er, friends. You can even build up your character's stats and save them via a password. War is one of the most fun multiplayer games to hit arcades in years.

Silent Scope by Konami

SILENT SCOPE, WHICH Konami displayed behind closed doors, was one of the most promising titles at the show, featuring House of the Dead–style action in Story, Training, and Time Attack modes. The game's most innovative feature is its rifle scope. Looking at the monitor, the enemies appear in the distance; the scope enables you to zoom in and snipe them from far away. If you're a fan of games like Time Crisis II, you'll find this sniper sim a cool twist on the tried-and-true gun-game genre.



Street Fighter III: 3RD STRIKE by Capcom

AOU "SHOW GAME"

WHILE POWER STONE was Capcom's only coin-op offering at the ASI show, it busted out Street Fighter III: 3rd Strike at the AOU show—the most popular fighting-game present. Strike is the sequel to Street Fighter III Second Impact (which was, in turn, the sequel to Street Fighter III), and it offers 19 fighters, including the return of fan-fave Chun-Li. The graphics have remained relatively unchanged from Second Impact, but a few new play elements have been added, most notably the new "Grade Judge System" that ranks and grades your fighter after each contest.

Crazy Taxi by Sega GameWorks

IN CRAZY TAXI, you play as one of four lead-footed cabbies who must race around the streets of San Francisco, picking up passengers and dropping them off at various locations. The faster you get your passengers to their destinations, the more money you collect—driving like a maniac is not only accepted, it's required. The frantically paced racer includes a punk soundtrack featuring The Offspring and Bad Religion. It's a goofy but fun game.

Pinball 2000: Revenge from Mars by Midway

COMBINING THE FAST action of traditional pinball with the graphics and gameplay of a video game, Pinball 2000: Revenge from Mars is the most revolutionary thing to happen to the genre since the flipper. Pinball 2000's board is set up like a normal pinball game, but the table's playing field is actually a reflected video image—instead of merely hitting the ball up a Martian ramp and being told you blew up a ship, you actually watch the ship explode. Awesome!

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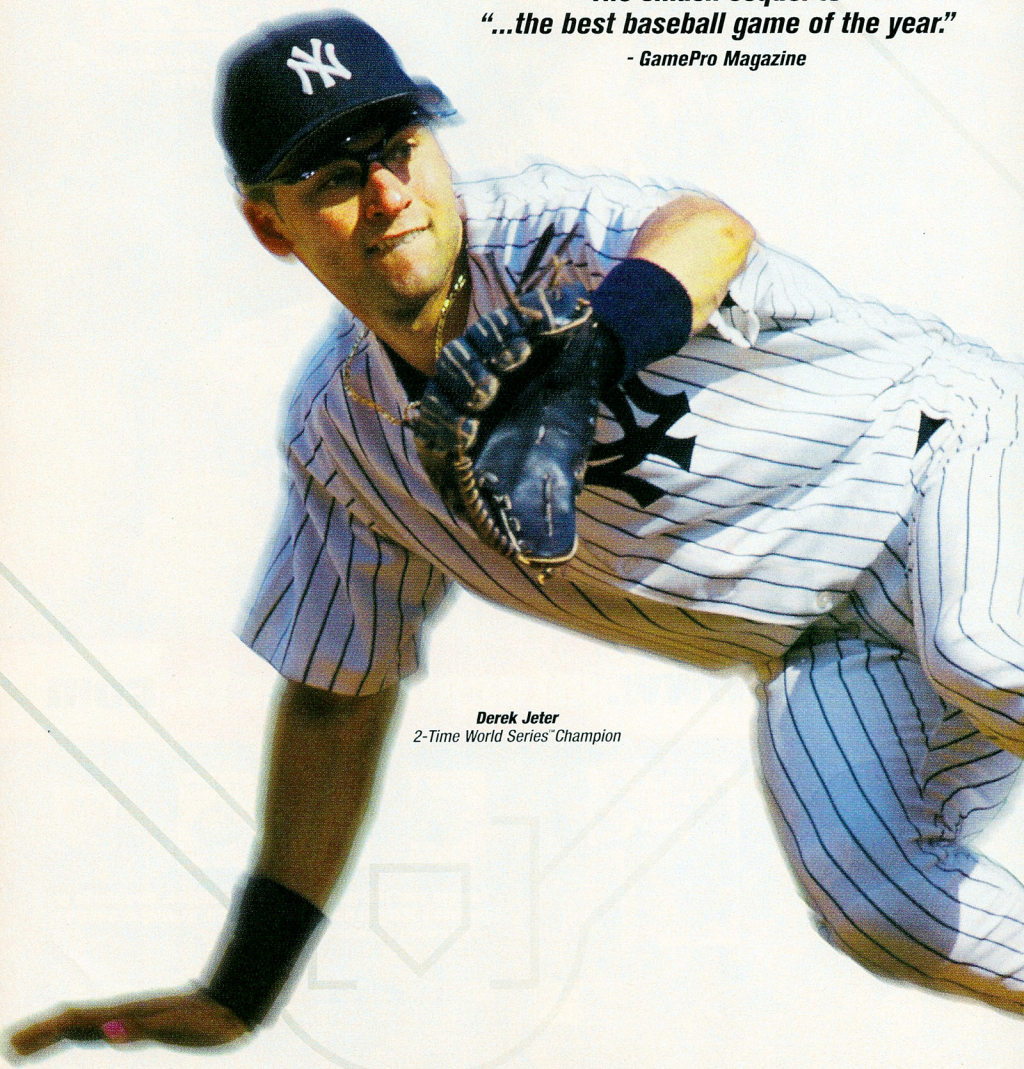

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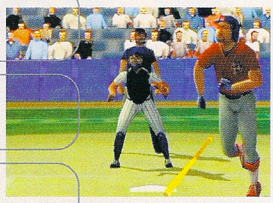

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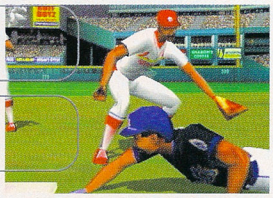

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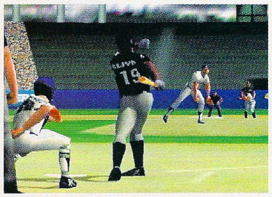

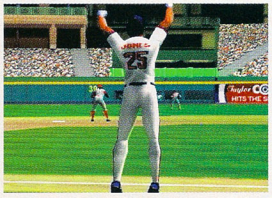

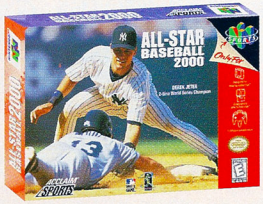

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Electronic Entertainment

GamePro takes a sneak peek at what's bound to be hot at E³ in '99! Check out the best in PlayStation, Nintendo 64, Dreamcast, and even Game Boy titles. The City of Angels has some wicked surprises for you!

Dino Crisis

BY AIR HENDRIX

Developed and published by Capcom

Target release date: Fall '99

FIRST LOOK

From the creator of Resident Evil comes an all-new survival adventure–only this time you're shredding dinosaurs, not zombies. If Dino Crisis successfully duplicates that RE magic, it's destined to be one of the fall's biggest hits.

Crisis? What Crisis?

SET IN THE near future, Dino's plot will sound vaguely familiar to fans of Spielberg's *Jurassic Park* flicks. Shut down by the government, a star scientist, Dr. Kirk, has set up a lab on a remote island to continue his search for a cheap, clean source of energy.

You play as Regina, a member of a special forces squad sent to the island to capture Kirk and his research—but when you arrive, the place is crawling with dinos, including raptors and T. Rexes. Your job, at least at first, is to collect Kirk and find out what's up with all the oversized lizards.

When Dinos Attack!

Dino Crisis is produced by Shinji Mikami, the creator of the Resident Evil games, so gamers can expect that same style of captivating adventure gameplay laced with startling surprises and bloody battles. Fortunately, Capcom's promising "major advancements" over the RE games, including dinos that relentlessly stalk the player, disarm them, and even play with them like a cat toying with a mouse. Also, the dinos will be large and detailed, and will pursue the player through sizable 3D environments.

Humans will also get some new graphical effects such as creeping when danger's around the corner or trailing blood when injured. Plus, the inventory system will allow players to combine weapons to create new, more effective firepower. Dino Crisis sounds like an awesome twist on the RE formula; assuming Capcom stays on track, the game should be one of this fall's leading titles.

EXPO-SED

Resident Evil Nemesis

BY MAJOR MIKE

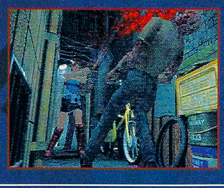
Developed and published by Capcom

Target release date: November

FIRST LOOK

RESIDENT EVIL TERRORIZES the PlayStation for a third time with Resident Evil Nemesis, its latest entry in the popular horror/adventure series. Literally speaking, Capcom isn't counting to "three" just yet: Instead of taking place after Resident Evil 2, Nemesis's two acts take place 24 hours before and 24 hours after RE2, respectively.

During these harrowing two times, you'll control two characters: Jill Valentine, the heroine from the first RE, and a newcomer, Carlos. Nemesis retains the pre-rendered background environments of previous RE games, but introduces some new elements, too: You'll use a dodge button to avoid enemy attacks, be able to carry only two weapons at a time, and interact more with the game environments. Need an explosion? Shoot a gas tank. Advancing zombies? Drop a chandelier on 'em. Check out future issues of *GamePro* for more on this chilling title.



Crash Team Racing

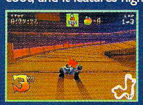
BY MAJOR MIKE

Developed by Naughty Dog/Published by Sony Computer Entertainment America

Target release date: Winter '99

FIRST LOOK

CRASH BANDICOOT'S HANGING up his Spin-Dash sneakers for a little go-kart racing. Crash Team Racing is the latest title to star Sony's famed bandicoot, and it features high-speed competition in the style of Super Mario Kart and Diddy Kong Racing. Several tracks in CTR are patterned after those from the Crash games, filled with helpful power-ups and familiar Crash hazards like man-eating plants. CTR features eight drivers from the Crash character universe, over 20 tracks, and five play modes: Grand Prix, Battle, Versus, Adventure, and Time Trial. Plus, up to four players can race simultaneously via a split-screen view.



Electronic Entertainment Expo-sed

Gran Turismo 2

BY AIR HENDRIX

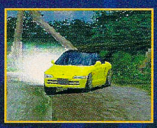
Developed by Polyphony Digital/Published by Sony Computer Entertainment America

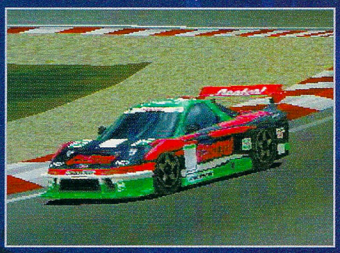
Target release date: November

UPDATE

THE SEQUEL TO one of last year's best-sellers is revving up for a November debut—and it sounds like Sony might be raising the bar in console racing once again. Gran Turismo 2 will deliver its usual jam-packed garage, offering a lineup of about 70 cars that can be modified into about 400 different models. Manufacturers include Toyota, Subaru, Ford, Chevy, Shelby, Volkswagen (yes, the New Beetle's in), and many more. The focus is mainly on sports cars, but muscle cars, high-end racers, and even commuter clunkers will be ready to rumble.

The gameplay will be expanded with drag racing, the Pike's Peak climb, and rally action on the game's 20 tracks, some of which are off-road. Polyphony, the developer, reports that it's focused on making the handling and physics more realistic while also amping up the A.I. so that CPU cars race more competitively. The license-test system is also growing to 60 tests, but thankfully a help system will accompany it. Turismo 2 sounds like it'll be the hot ride this fall.





Wipeout 3

BY AIR HENDRIX

Developed and published by Psygnosis

Target release date: Winter '99

FIRST LOOK

PLAYSTATION WIPEOUT FANS have had a long wait, but it's almost over as Psygnosis has officially announced Wipeout 3. The most exciting news is that the leading hovercraft racer will finally feature two-player split-screen action. For those who were daunted by Wipeout XL's demanding tracks and A.I., Psygnosis says the difficulty curve will be much more gradual, offering rookies more breathing room to ease into the fray.

The eight new tracks will be scattered around a futuristic, Hong Kong–esque city, and will vary from F-Zero–style wide open tracks to the challenging twists, turns, and jumps that are the series' hallmark. Seven new weapons will complement the "best" four from previous games, while three new teams will join the roster. Naturally, the game will support analog controllers, and Psygnosis is promising a graphical facelift as well. Get ready for more rocketlike racing this winter.

Mortal Kombat: Special Forces
Target release date: Fall '99

Star Wars Episode I: Phantom Menace
Target release date: May

WCW Mayhem
Target release date: Fall '99

Road Rash 2000
Target release date: Fall '99

THQ's WWF game
Target release date: Winter '99

Armorines
Target release date: Winter '99

Indiana Jones and the Infernal Machine
Target release date: Summer

Colony Wars 3
Target release date: First Quarter 2000

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INFOGRAMES ENTERTAINMENT

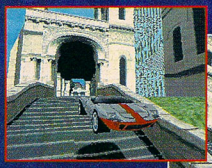
Test Drive 6

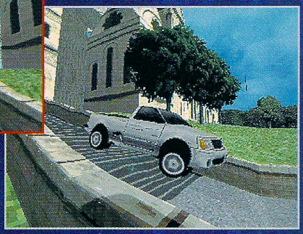
BY DAN ELEKTRO

Developed by Pitbull Syndicate/Published by Accolade

Target release date: Fall '99

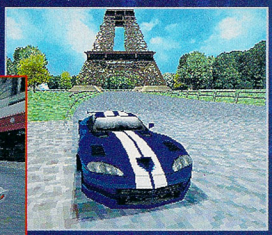
FIRST LOOK

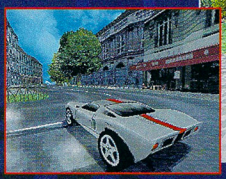




IT'S NOT A question of what Test Drive 6 will have under the hood—it's how long you'll spend exploring all the details of Accolade's most ambitious road racer yet. TD6 will come loaded with tons of factory options, including over three dozen licensed, upgradable cars from Jaguar, Shelby, Ford, Aston Martin, Dodge, and more—all of which can be custom colored. Pitbull is creating 30 all-new international tracks with secret shortcuts and destructible roadside objects (sorry, you can't plow into the polygonal people). Cocky racers can engage in pink-slip showdowns to help fill their 40-car garages, and the police chases now come complete with spotlight-shining helicopters. Cool touches include environment-specific sounds, dynamic A.I., unique car-handling, and—what else?—more speed than Test Drive 5.

If it seems like TD6 is mixing all the coolest elements from other racing games, well, it is. Accolade's plan is clearly to steal and improve—but as long as it all adds up to a killer racing game, who cares?





Driver

BY AIR HENDRIX

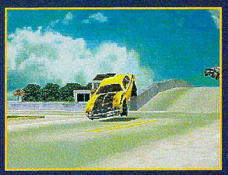
Developed by Reflections/Published by GT Interactive

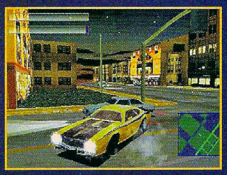
Target release date: July

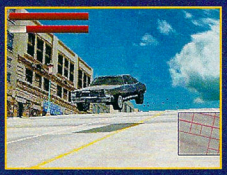
UPDATE

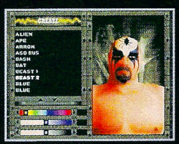
DRIVER BORROWS ITS gameplay straight from big-budget action flicks: Playing as a cop infiltrating a gang, you pose as a getaway driver and rampage through the streets, dusting cops, running lights, and taking shortcuts through white picket fences. In the Story mode, missions range from handling a bank heist to just getting in tight with the gang by posing as a taxi driver, picking up a suit, and driving like a maniac till your fare wigs out. A huge assortment of pick-up-and-play mini-games, ranging from Crosstown Checkpoints to Survival, let you take these '70s muscle cars for a quick spin.

The handling's already really tight, too, as you can whip your ride through 180°s, 360°s, and more. The only downer is that Driver's strictly a one-player game, but with the developers of Destruction Derby behind the wheel, this one looks like a wild ride that gamers won't want to miss.









WWF Attitude
Target release date: May

Ace Combat 3: Electrosphere
Target release date: Summer '99

South Park
Target release date: August

JoJo's Venture
Target release date: Winter '99

Croc 2
Target release date: June

Spider-Man 3D
Target release date: First Quarter 2000

Duke Nukem: Time To Kill 2
Target release date: Winter '99

Nightmare Creatures 2
Target release date: Fall '99

Medal of Honor

BY AIR HENDRIX

Developed by DreamWorks Interactive/Published by Electronic Arts

Target release date: Fall '99

UPDATE

INSPIRED BY STEVEN SPIELBERG and his award-winning work on *Saving Private Ryan*, Medal of Honor's action/adventure gameplay delves into World War II espionage, placing you in the shoes of a U.S. spy battling the Nazis. Medal's 10 missions span 30 levels and have been designed to be historically accurate; the levels include V-2 rocket plants, U-boats, and POW camps. The player will face plenty of blood-shedding combat as they tackle covert raids, conduct search-and-rescue missions, and eliminate advanced war technologies. An intriguing variety of two-player modes, along with an interesting Disguise mode that lets you pose as a Nazi, adds fuel to Medal's flames. With its deep story line and promising gameplay, Medal may earn top honors this fall.

Tomorrow Never Dies

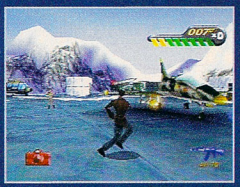
BY AIR HENDRIX

Developed by MGM Interactive/Published by Electronic Arts

Target release date: Fall '99

UPDATE

ORIGINALLY SCHEDULED FOR release last fall, Tomorrow Never Dies suffered delays while the game underwent overhauls. (Sorry, GoldenEye 007 fans, the game's still PlayStation only.) Instead of being a sequel to the flick, this third-person action-fest now mirrors the movie's plot as 007 must prevent media baron Elliot Carver from touching off a war. Bond will be armed to the teeth; naturally his gear includes some of Q's bad-ass gadgets. Chinese agent Wei Lin will also lend a hand in a few of the levels. Hopefully, the wait will be worth it, but the competition's gotten tougher since Syphon Filter and Metal Gear Solid raised the bar for PlayStation spy/stealth action.



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Electronic Entertainment Expo-sed

Wu-Tang

BY JOHNNY BALLGAME

Developed by Paradox/Published by Activision

Target release date: Fall '99

FIRST LOOK

PROTECT YA NECK, kid—the killah bees are on the swarm, and they're headed to the PlayStation. Wu-Tang is a new fighting game that features the much-talked-about Thrill Kill engine (the four-player bloodbath that Electronic Arts nixed) and the fiercest rappers from the Wu-Tang Clan, including Ol' Dirty Bastard, The RZA, and Method Man. Wu-Tang's ready to triumph with up to four-player battles, 10 arenas, and three play modes including practice, versus, and story. Can you conquer the 36 chambers and become a Wu-Tang master? Find out this fall.

Tony Hawk's Pro Skater

BY JOHNNY BALLGAME

Developed by Neversoft/Published by Activision

Target release date: Fall '99

FIRST LOOK

THE MOST FAMOUS skater of all time is finally getting his own game as Tony Hawk's Pro Skater looks to speed onto the PlayStation this fall.

The game sports eight pro skaters, two-player split-screen competition, and hundreds of moves and combos, including rail grinds and ollies. Pro Skater's real-world environments and courses, which range from a freeway to a shopping mall, feature not only breakneck action, but also secret areas, shortcuts, and hard-to-reach spots that pay off big with sick stunts and tricks. Hopefully, Tony Hawk's Pro Skater will live up to its superstar spokesman's reputation for awe-inspiring moves and skateboarding greatness.

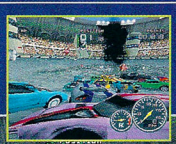
Demolition Racer

BY J. BOOGIE

Developed by Pitbull Syndicate/Published by Accolade

Target release date: Fall '99

FIRST LOOK



IN THE BANG-UP tradition of Destruction Derby comes Demolition Racer, a smash-em-up driving game where colliding at high-speeds is more fun than crossing the finish line. The game features 16 cars and 12 tracks, along with several types of demolition derby events, including last-man standing, suicide racing, stock-car racing, bowl matches, and straight-up demolition racing. As your car gets banged around throughout the game, you'll not only witness the damage to your hood, doors, and tires, but some parts will even fly off during the race. Look for Demolition Racer to crash into stores this fall.

Tarzan
Target release date: Summer '99

Space Invaders
Target release date: Fall '99

You Don't Know Jack
Target release date: Fall '99

Jeff Gordon XS Racing
Target release date: September

Test Drive Off-Road 3
Target release date: Fourth Quarter '99

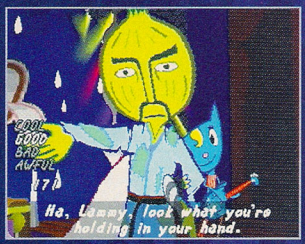
Um Jammer Lammy

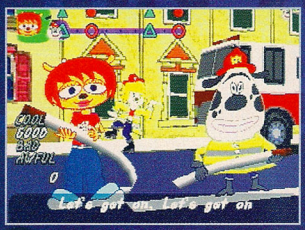
BY JOHNNY BALLGAME

Developed and published by Sony Computer Entertainment America

Target release date: August

FIRST LOOK





THE HARD-ROCKIN' sequel to PaRappa the Rapper, Um Jammer Lammy is an addictive game that's both a blast to play and extremely challenging—much like its predecessor. Playing as a young rocker-chick, Lammy, you strum your guitar through seven levels of block rockin' beats from some George Clinton–esque funk to a jam with PaRappa-favorite Chop Chop Master Onion. Lammy also features two-player co-operative and competitive play, and some of the trippiest, most hilarious cut-scenes to date.

Another cool feature of Um Jammer Lammy is its PaRappa rap mode. When you beat the game with Lammy, PaRappa becomes a playable character and you can play through the levels again—this time with rap beats. Lammy looks like one of the coolest games of '99 and should be an immediate hit with both PaRappa and puzzle fans.

Spyro the Dragon 2

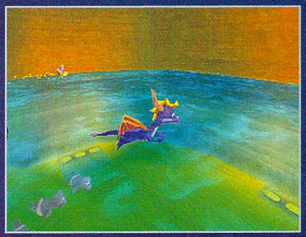
BY MAJOR MIKE

Developed by Insomniac/Published by Sony Computer Entertainment America

Target release date: Winter '99

FIRST LOOK

SPYRO THE DRAGON'S back for another round of fire-breathin' and head-buttin' in this sequel to last year's sleeper hit. Information on Spyro 2 is scant, but SCEA did reveal that the game will have 30 new worlds and that Spyro will have new attacks—including a ground stomp and a supercharge—as well as the ability to climb and to swim. In these screen shots, the various environments look close to the first game, so veterans should take immediately to Spyro 2. You'll find out if the purple dragon can still fly this winter.



Sled Storm
Target release date: Summer '99

Hot Wheels
Target release date: Fall '99

Ultimate 8 Ball
Target release date: June

Fear Factor
Target release date: Fall '99

Fighting Force 2
Target release date: Fall '99

Jet Moto 3
Target release date: To be determined

Army Men: Air Attack
Target release date: Fourth Quarter '99

Tanktics
Target release date: Fourth Quarter 2000

Monster Rancher 2
Target release date: September

Kiss: Psycho Circus
Target release date: Second Quarter 2000

Time Crisis II
Target release date: To be determined

Electronic Entertainment Expo-sed

Warpath

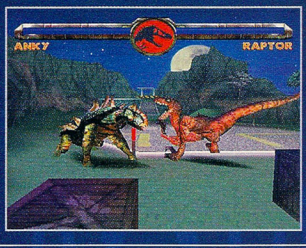
BY J. BOOGIE

Developed by DreamWorks Interactive/Published by Electronic Arts

Target release date: Fall '99

FIRST LOOK

A 3D DINO-FIGHTER reminiscent of Primal Rage, Warpath pits 14 fierce prehistoric creatures, such as a T-Rex and a Mega Raptor, against each other in a one-on-one fight to the dinosaur death. The game features 14 interactive arenas based on scenes from *Jurassic Park* and *The Lost World* where, during battle, your tail might crush cars on the side of the road or trigger explosions on the street.



Ape Escape

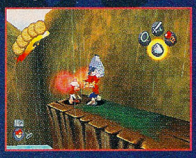
BY J. BOOGIE

Developed and published by Sony Computer Entertainment America

Target release date: June

FIRST LOOK

APE ESCAPE IS a wacky sci-fi platform adventure in which you must capture intellectually enhanced monkeys that have traveled back in time to change history so that apes will rule. Ape Escape will be one of the first games to fully utilize the Dual Shock controller. While you guide your character with one analog stick, you control weapons and gadgets with the other. Ape Escape also features several mini-games and time attacks along with boxing, swimming, and skiing levels.



Shao Lin

BY AIR HENDRIX

Developed by Polygon Magic/Published by THQ

Target release date: Summer '99

UPDATE

WITH THE DEMISE of Thrill Kill, Shao Lin's multiplayer fighting has been drawing plenty of interest as Shao will most likely be the first PlayStation fighter to break free of the two-player mold. Although its features have been changed slightly during delays, its highlight remains four-player simultaneous combat. Gamers will choose from over 30 characters who fight in six real-life martial arts styles. A one-player Story mode adds some depth with the tale of an orphan in ancient China who battles through some RPG-flavored adventures. A potential hot prospect for fighting fans, Lin is scheduled to step into the ring this summer.

Chocobo Racing
Target release date: November

Rugrats: Scavenger Hunt
Target release date: Winter '99

40 Winks
Target release date: September

Oddworld: Abe's Oddysee
Target release date: First Quarter 2000

Crusaders of Might & Magic
Target release date: Fourth Quarter '99

Destruction Derby 3
Target release date: First Quarter 2000

Urban Assault
Target release date: First Quarter 2000

Age of Empires
Target release date: First Quarter 2000

Motocross Madness
Target release date: First Quarter 2000

Carmageddon 2
Target release date: To be determined

Grand Theft Auto London
Target release date: June

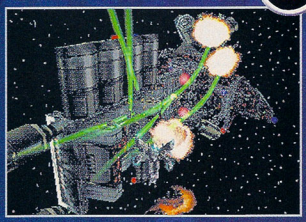
Omega Boost

BY JACK OF HEARTS

Developed by Polyphony Digital/Published by Sony Computer Entertainment America

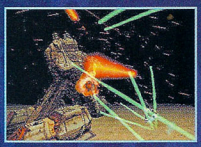
Target release date: October

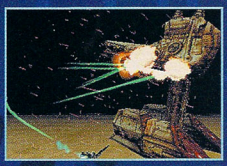
FIRST LOOK



OMEGA BOOST IS a space shooter that takes place in a violent future where computers and robots have run amuck. An evil dictator has apparently traveled back to the past and sabotaged the world's first computer (the E.N.I.A.C.), so now no one is safe. It's up to you, armed with the Omega Boost, to voyage back to the past, destroy the bad guys, repair the E.N.I.A.C., and make the future safe.

The game features nine stages of free roaming warfare, including intense dogfights with mechs and space ships. The gameplay is fast and explosive as you battle incoming enemies from all sides while trying to save the world from the heinous new ruler. Look for Omega Boost to blast into stores this October.





Xena: Warrior Princess

BY DAN ELEKTRO

Developed by Universal Studios Digital Arts/Published by 989 Studios

Target release date: August

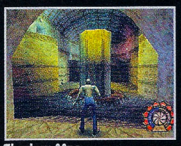
UPDATE

HOW DO YOU control a six-foot amazon who packs a sword and a deadly frisbee? Why, with a Dual Shock, of course. Xena is coming to the PlayStation, and her namesake game not only captures the spirit of the TV show, but also packs plenty of butt-kickin' action.

Players guide Xena through 22 levels in a quest to rescue her kidnapped compatriot, Gabrielle. You'll battle all manner of mythological beasts along the way, from gorgons to cyclops to Dyzan, the fire-breathing gatekeeper of Hades. Some characters from the show will appear, and others will be new, specially created for the game.

Familiar elements from the show are being incorporated into the gameplay, such as Xena's trademark weapon, the chakram (the aforementioned deadly frisbee), and her over-the-top bicycle kicks. The game is improving daily—but can Xena out-muscle Lara Croft in the final battle for the title of single-player adventure goddess?

Rival Schools II
Target release date: Fall '99



Shadow Man
Target release date: August

Messiah
Target release date: Fourth Quarter '99

Danger Girl
Target release date: Winter '99

Test Drive Cycles
Target release date: Fourth Quarter '99

Toy Story 2
Target release date: Winter '99

Mission: Impossible
Target release date: Fall '99

Knights of Carnage
Target release date: Summer '99

Vigilante 8: Second Offense

BY JOHNNY BALLGAME

Developed by Luxoflux Corp./Published by Activision

Target release date: Fall '99

FIRST LOOK

ACTIVISION'S READY TO boogie with Vigilante 8: Second Offense, the sequel to the coolest car-combat game to hit the PlayStation last year. Second Offense will once again feature a cast of crazy characters, who will battle it out in vehicular deathmatches, along with an expanded Quest mode and improved graphical details such as water effects and exhaust.

Marvel's X-Men

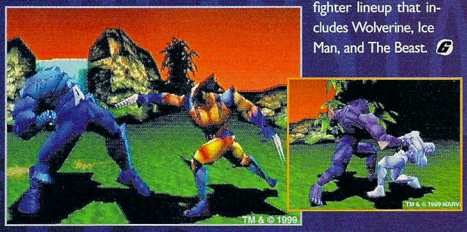
BY JOHNNY BALLGAME

Developed by Syrox/Published by Activision

Target release date: Spring 2000

UPDATE

MARVEL'S MIGHTIEST MUTANTS are back for another fighting game—this time in 3D. In Marvel's X-Men, the mutants must face Apocalypse in a battle that could destroy everyone who possesses the X-gene. The game promises flashy special effects, exciting moves, a deep story line, and a fighter lineup that includes Wolverine, Ice Man, and The Beast.



G-Police: Weapons of Justice

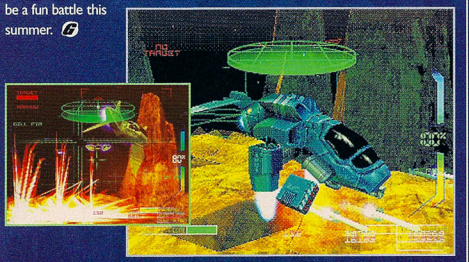
BY AIR HENDRIX

Developed and published by Psygnosis

Target release date: June

UPDATE

THE FIRST G-POLICE crashed and burned because of terrible draw-in and a steep learning curve. With G-Police: Weapons of Justice, Psygnosis is promising to fix all that and inject some new life into the dogfighting action. Pilots will delve into 30 missions in air and on land as the game will offer two helicopters, a spacecraft, a car, and a mech. As long as Psygnosis repairs that draw-in, this game could be a fun battle this summer.



Castrol-Honda Superbike Racing

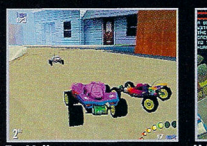
BY AIR HENDRIX

Developed by Intense Interactive/Published by Electronic Arts

Target release date: May

FIRST LOOK

COMPLEMENTING ITS MOTO RACER series, EA's getting into hardcore motorcycle racing with Castrol-Honda Superbike Racing. Featuring the Honda RC-45 bike used by the Castrol-Honda team, the game will offer 14 tracks, including Monterey, Allerton, Padang, and Japan's Honda Test Track. The difficulty will be spread out over six levels that range from pure arcade thrills to nuts-and-bolts sims. A two-player split-screen mode will round out the features of this intriguing prospect.



Re-Volt
Target release date: Fall '99

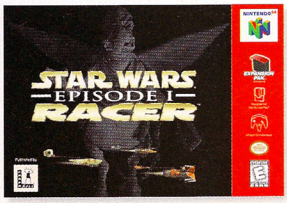
Urban Chaos
Target release date: Fall '99

Omikron
Target release date: Fall '99

Saboteur
Target release date: Fall '99

Looney Tunes: Lost in Time
Target release date: Summer '99

$44.99



$59.99

Available May 23, 1999. Date subject to change.

Get into the game.

TARGET

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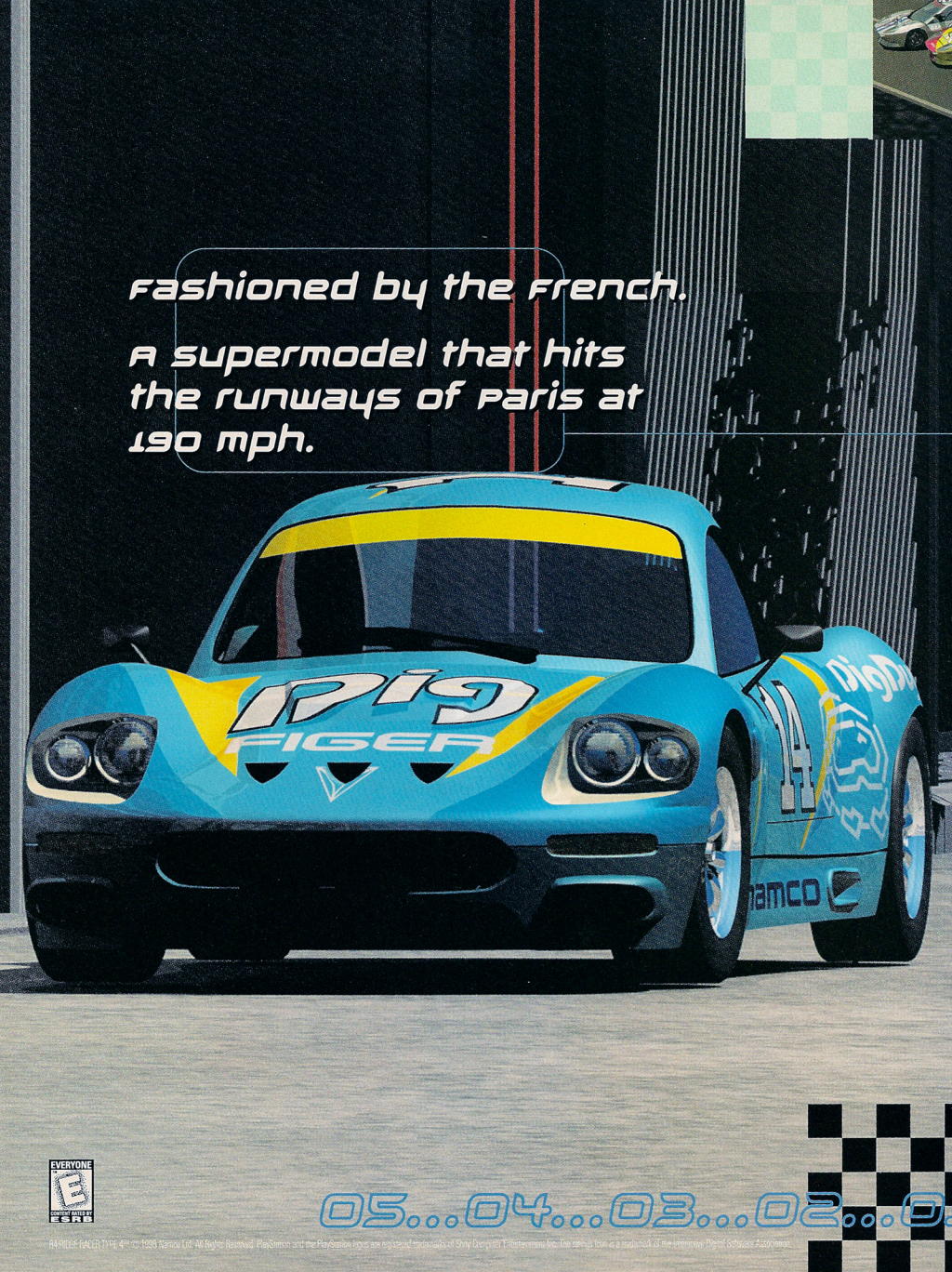

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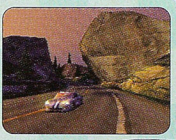
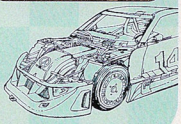
"R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo)."
- *Official PlayStation Magazine, December 1998*

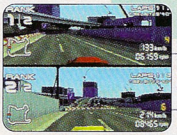
"The first great racer of 1999 could be a ***Gran Turismo Killer***."
- *Official PlayStation Magazine, February 1999*

It's how the French fry the competition. Its classic design and vacuum-like handling are legendary on the Grand Prix - not to mention its trés nasty custom-designed aluminum engine. It is the Dirigeant - just one of the automotive marvels that tear up the streets in R4. With over 300 new cars, 45 fantastic models, 8 thrilling courses, a 2-player split-screen mode and only one way to drive. Fast. R4's asphalt gulping graphics and spectacular racing environments deliver racing speeds that were once deemed impossible. But not anymore. Now you've got R4. Au revoir, mon ami.

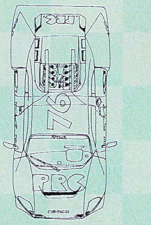
- Sensational graphics and lighting effects give every race a cinematic feel
- Race at all times of day and night, even during dramatic sunsets
- Relive your greatest moments through the dynamic-camera replay mode
- Watch your race with all-new motion-blur effects





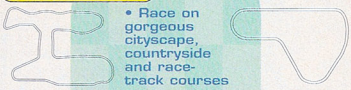


- Battle head-to-head in split-screen vs. mode

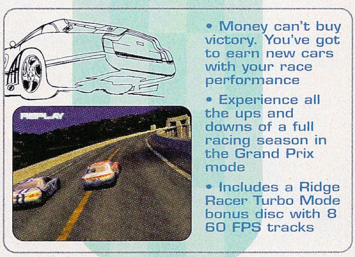


- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy

- Join one of four international race teams - each with individual strengths and weaknesses
- Design original logos to customize your car



- Race on gorgeous cityscape, countryside and race-track courses



- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode
- Includes a Ridge Racer Turbo Mode bonus disc with 8 60 FPS tracks

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RIDGE RACER TYPE 4
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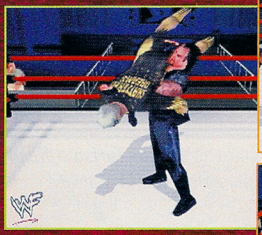
WWF Attitude

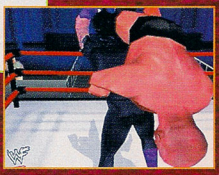
BY JOHNNY BALLGAME

Developed by Iguana Entertainment/Published by Acclaim

Target release date: June

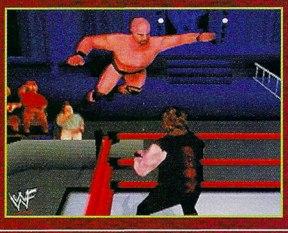
UPDATE





ARE YOU READY? WWF Attitude's gearing up to "walk that aisle," and it already sports the most features of any wrestling game to date! From dropping the Stone Cold Stunner on your opponent in the ring to beating your opponent in the head with a shovel along the ramp way, Attitude looks like the good old-fashioned slobber-knocker wrestling fans have been screaming for since War Zone debuted last year.

Attitude's sound will be digitized to deliver the stereo impact of all of your favorite fighter's theme music along with over 4000 phrases from the new announcing team of Shane McMahon and Jerry "The King" Lawler. The game will also sport more crowd chants, catcalls, and wrestler-voices than War Zone to make each match feel like a live show. If Attitude finishes strongly in its development, it should have enough muscle to slap the taste out of its roody-pooh competition's mouth and capture this year's wrestling championship.



Armorines

BY JOHNNY BALLGAME

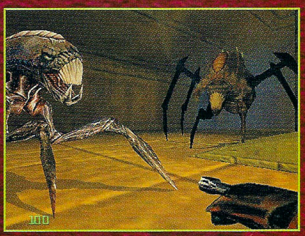
Developed by Iguana Entertainment/Published by Acclaim

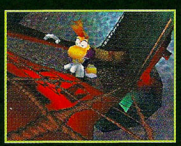
Target release date: Winter '99

FIRST LOOK

IN THE TRADITION of Turok comes Armorines, a futuristic first-person shooter where you must blast bugs to save mankind. You play as one of an elite group of Marines known as Armorines, a squad where each member is protected by an experimental suit of armor against swarming alien bugs hell-bent on colonizing Earth. As the insects hit you, your armor is damaged, leaving you open to more lethal alien attacks.

Like GoldenEye's levels, Armorines' gameplay is mission-based—players will have to follow orders, not just run around and randomly squash bugs, and will earn awards and promotions based on how well they perform in battle and how thoroughly they complete mission objectives. Iguana even promises two playable characters to choose from along with a two-player co-op mode. Armorines is definitely a game to watch for this holiday season, especially if you're a fan of the movie *Starship Troopers*.

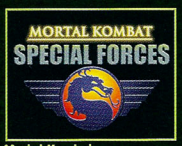




Rayman 2
Target release date: September

Winback
Target release date: Summer '99

Star Wars Episode I: Racer
Target release date: May



Mortal Kombat: Special Forces
Target release date: Fall '99

Bass Masters
Target release date: Winter '99

Asteroids
Target release date: Fall '99

Battle Zone
Target release date: Fall '99

BattleTanx 2
Target release date: Winter '99

Road Rash 64

BY AIR HENDRIX

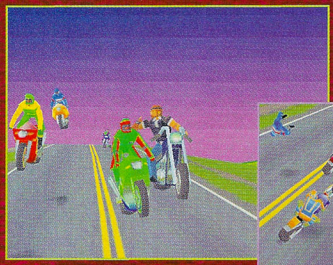
Developed by Pacific Power & Light Company/Published by THQ

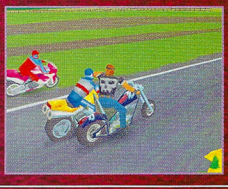
Target release date: Fall '99

FIRST LOOK

THE GAMING CLASSIC is finally peeling out on the N64, and the best news for Road Rash fans will be the ramped-up multiplayer action, which will feature four-player split-screen mayhem. THQ's also striving to make the combat a bigger focus than it's been in the PlayStation games, packing more weapons into the fray.

While details are still scarce, Road Rash 64 will feature completely new tracks and environments, as well as a revised set-up for gangs where the player's performance and notoriety will draw invites into different cliques. New modes will expand upon Rash's standard battle-to-the-finish format with challenges like Team Race, Pursuit, Gauntlet, and Escape. Look for the Rash to rev its engines on the N64 later this fall.





Shadow Man

BY AIR HENDRIX

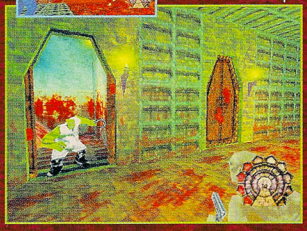
Developed by Iguana/Published by Acclaim

Target release date: Summer '99

UPDATE

IN THE TRADITION of Turok, Shadow Man's the latest character from Acclaim Comics to get his own game. Following the exploits of Mike Le Roi, hit man turned voodoo warrior, Shadow Man drops you into a battle against the undead that crosses the line between this world and Hell, or the Liveside and the Deadside. Mike doesn't go into that good night alone, though, as he faces down murderous hordes with both regular and voodoo weapons, including the Shadowgun, the .50 Desert Eagle, the Violator, the Flambeau, and more.

Shadow Man will feature a puzzle-solving element with its gameplay, a story line that features more than 40 cut-scenes, and "hours" of dialogue that will give you a break from the carnage. The huge 3D environments will capture your attention, too, because Acclaim's using its new "Vista Engine," which it reports will allow you to see far into the horizon. If all continues to go well with its development, Shadow Man may shape up into a hot prospect that action/adventure gamers will be salivating for.



A Bug's Life
Target release date: Spring '99

Gauntlet Legends
Target release date: June

Jet Force Gemini
Target release date: Fall '99

Vigilante 8: Second Offense
Target release date: Fall '99

Hydro Thunder
Target release date: Fall '99

South Park 2
Target release date: Winter '99

Turok 3
Target release date: Winter '99

Nuclear Strike
Target release date: Winter '99

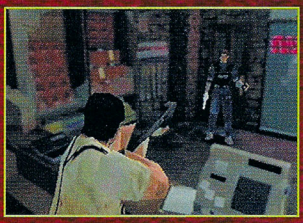
Resident Evil 2

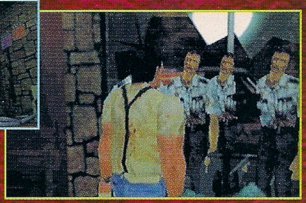
BY MAJOR MIKE

Developed and published by Capcom

Target release date: Fall '99

FIRST LOOK





RESIDENT EVIL'S horrific legacy continues this fall, this time in Resident Evil 2 for the Nintendo 64. While there will be plenty of bloodthirsty zombies and other monsters to battle, as well as the hidden Hunk and Tofu games and "zapping" system, the N64 version of RE2 will be slightly different from the PlayStation version. For starters, the locations of items will be different each time you re-play the game and there are new hidden character-costumes. You can also change the color of the game's blood and the level of its gore. Other improvements include no load times and hi-res graphics.

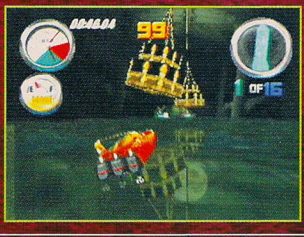
Hydro Thunder

BY MAJOR MIKE

Developed and published by Midway Home Entertainment

Target release date: Fall '99

FIRST LOOK



AFTER MAKING A big splash in the arcade, Hydro Thunder will be making waves on the Nintendo 64. The home-console version of HT will be identical to its arcade counterpart, featuring the same nine boats and just as many tracks—though it may contain more of both. In addition to the one-player game, there will also be a two-player head-to-head mode that enables you to race against a friend via a split-screen. Hydro Thunder seems to have all the right options, but judging from these very early screen shots, the graphics could use some fine-tuning.

Earthworm Jim 3D

BY MAJOR MIKE

Developed by VIS Interactive/Published by Rockstar Games

Target release date: August

FIRST LOOK

EARTHWORM JIM 3D takes place in a very scary place—inside Jim's head. After having (what else?) a cow dropped on his noggin, our hero must venture into his own subconscious to put his mind back together. His subconcsious just happens to be a fully interactive 3D play environment. Fans of previous Jim titles will find the worm's various attacks and abilities intact, like his body whip-snap and helicopter float, while the visuals, especially the impressive weapon discharges and explosions, take the series to new heights courtesy of the N64's graphics engine.

World Driver Championship
Target release date: June

Toy Story 2
Target release date: Fall '99

Superman 64
Target release date: May

Rat Attack!
Target release date: October

Paperboy 64
Target release date: Fall '99

Pokémon Snap
Target release date: Fall '99

Twelve Tales: Conquer's Quest
Target release date: Spring 2000

Starshot: Space Circus Fever
Target release date: Summer '99

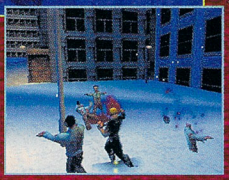
Duke Nukem: Zero Hour

BY SCARY LARRY

Developed by Eurocom/Published by GT Interactive

Target release date: September

HANDS-ON



FIRST, THE BAD news: Duke Nukem: Zero Hour has been delayed again. Now, the good news: Not only will the game use the Expansion Pak for hi-res ass-kicking graphics, but there's also a chance the wait will lead to appreciable changes. The version we played was still early in development, but it's best described as a behind-the-Duke Turok clone. Some of the weapons' effects already looked spectacular, though there were some slowdown problems that need to be fixed.

Monster Truck Madness

BY SCARY LARRY

Developed by Edge of Reality/Published by Rockstar Games

Target release date: July

HANDS-ON

FORGET EVERYTHING YOU might know about the Microsoft game of the same name; Monster Truck Madness for the N64 looks like it should be a marked improvement over the PC version with a better game engine and smoother play mechanics. You can race in Circuit, Head-To-Head, or Two-Player Chase modes while catching serious air on jumps and knocking down almost everything in your path. The game focuses heavily on combat-racing, so be prepared to use power-ups like hover jets, missiles, and more.

Re-Volt

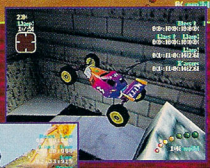
BY SCARY LARRY

Developed by Probe/Published by Acclaim

Target release date: Fall '99

FIRST LOOK

ACCLAIM HAS A wacky game on its hands about remote-controlled cars that jump off the shelf and come to life. Re-Volt will feature 28 cars, 5 single-player options, 14 tracks, 7 worlds, and multiplayer modes galore. It'll also feature combat-intense racing in battle arenas with power-ups. Furthermore, there are several hidden features that can only be unlocked by taking certain actions while playing the game, thereby guaranteeing rewards at every twist and turn.



Army Men: Sarge's Heroes

BY SCARY LARRY

Developed and published by 3DO

Target release date: Fourth Quarter '99

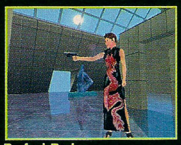
FIRST LOOK

WAR IS HELL, especially when fighting in unfamiliar territory. Army Men: Sarge's Heroes takes the battle from the green-and-tan fantasy world of the PlayStation game and moves it to human-occupied settings where even cereal boxes loom large over these tiny plastic soldiers. You now play 14 different missions in areas such as a kitchen where you have to find items like a magnifying glass (which you use to melt your plastic enemies) and firecrackers. There will also be four-player deathmatches to add to the fun.

Harrier 2001
Target release date: Summer '99

40 Winks
Target release date: September

Taz Express
Target release date: Fourth Quarter '99



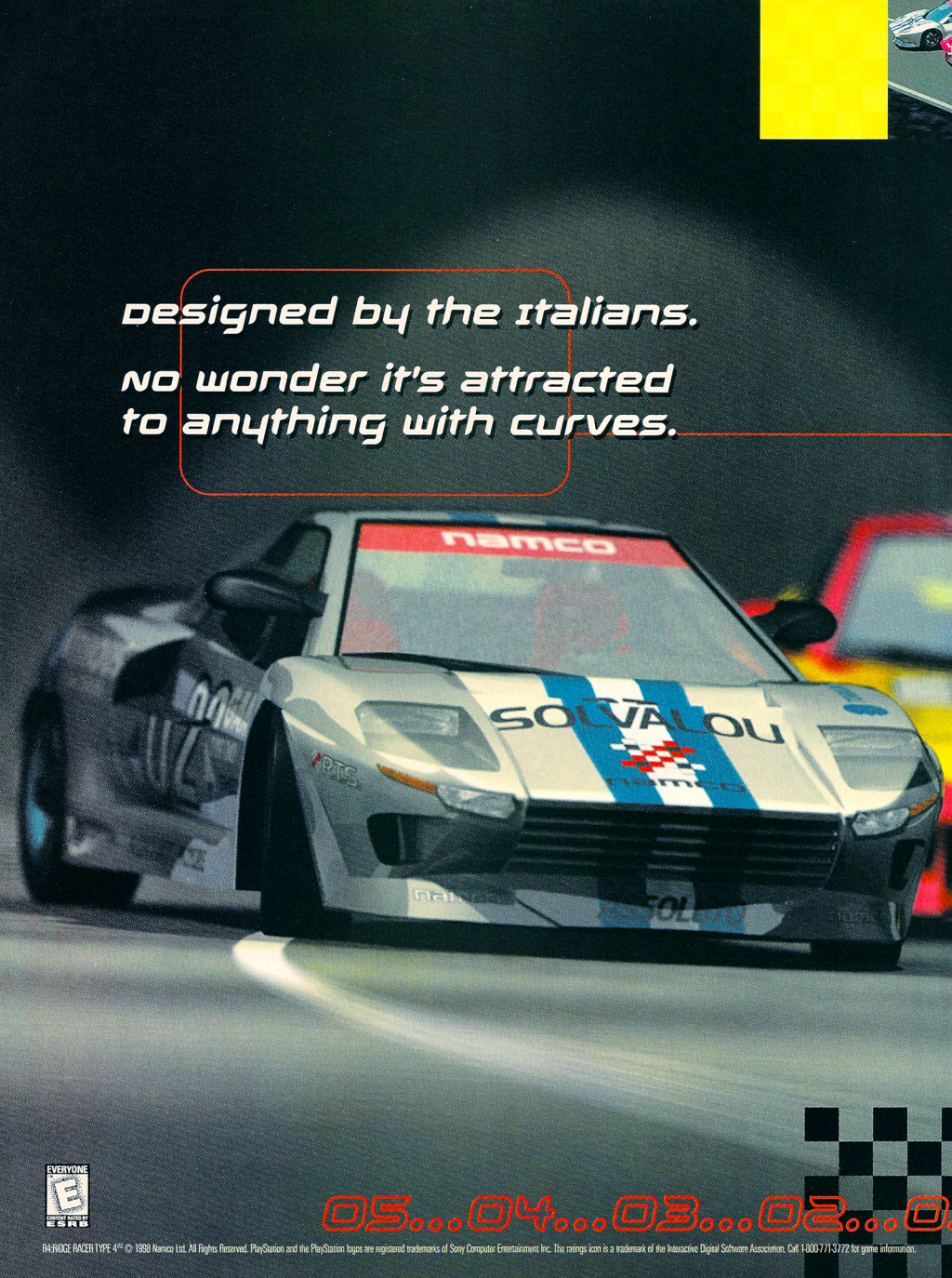
Perfect Dark
Target release date: December

Carmageddon 2
Target release date: Fall '99

Pokemon Stadium
Target release date: Fall '99

StarCraft
Target release date: Fall '99

Command & Conquer
Target release date: June

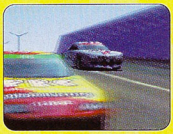


R4:RIDGE RACER TYPE 4™ © 1998 Namco Ltd. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Call 1-800-771-3772 for game information.

"R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo)."
- *Official PlayStation Magazine, December 1998*

"The first great racer of 1999 could be a ***Gran Turismo Killer***."
- *Official PlayStation Magazine, February 1999*

- Sensational graphics and lighting effects give every race a cinematic feel
- Race at all times of day and night, even during dramatic sunsets
- Relive your greatest moments through the dynamic-camera replay mode.
- Watch your race with all-new motion-blur effects

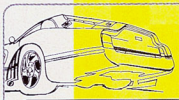


- Battle head-to-head in split-screen vs. mode

- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy

- Join one of four international race teams - each with individual strengths and weaknesses
- Design original logos to customize your car

- Race on gorgeous cityscape, countryside and racetrack courses



- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode
- Includes a Ridge Racer Turbo Mode bonus disc with 8 60 FPS tracks

It is speed incarnate. Its sexy sheet metal restrains a 3000 cc power plant that hits 0-190 mph in the snap of a linguini. It is the Bisonte - just one of the automotive marvels that scorch the streets in R4. With over 300 new cars, 45 fantastic models, 8 thrilling courses, a 2-player split-screen mode and only one way to drive. Fast. R4's asphalt gulping graphics and spectacular racing environments deliver racing speeds that were once deemed impossible. But not anymore. Now you've got R4. Ciao, baby.

R4™
RIDGE RACER TYPE 4

Think fast. Drive faster.

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PlayStation®

Resident Evil: Code Veronica

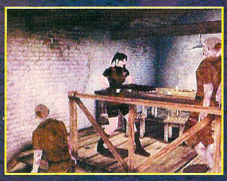
BY MAJOR MIKE

Developed and published by Capcom

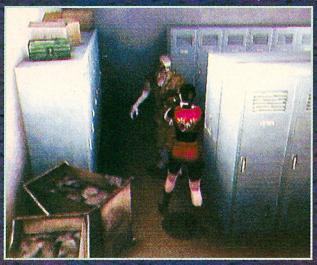
Target release date: Fourth Quarter '99

FIRST LOOK

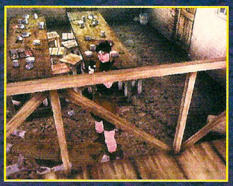
Resident of the Dreamcast

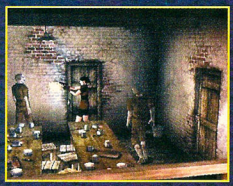


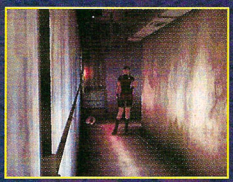
It appears that no home console gaming system is safe from Resident Evil! In addition to the Nintendo 64, PlayStation, and Game Boy Color RE titles slated for release this fall, the Dreamcast is also getting its due—with the best-looking RE title yet. Resident Evil: Code Veronica ditches the pre-rendered environments of other RE tiles and replaces them with fully polygonal ones. You can also say good-bye to awkward-looking character polygons and big pixels; as you can tell from these screens, Veronica's graphics are silky-smooth and distortion free (in short, gaming heaven).



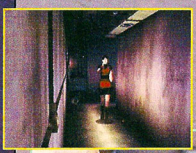
Resident Evil: Code Veronica is getting ready to become the Dreamcast's visual feast with eye-popping graphics and horrific gameplay.



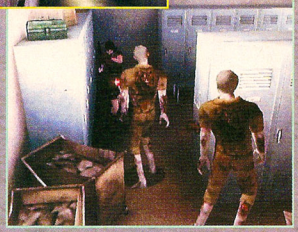


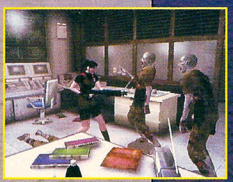


"Claire Is Our New Partner, You Know"



Information on Veronica is scarce at this point, but we can tell you that the game features Claire Redfield (from Resident Evil 2) and that the story picks up right after the events of the second game, with Claire searching for her brother, Chris, at Umbrella's headquarters in Europe. True to the RE series, you can expect tons of scares, loads of gore, an arsenal of weapons, and several puzzles to tax your wits. Veronica is slated for release before the new millennium, and we'll provide more info and screens in upcoming issues.





Shen Mue

BY SCARY LARRY

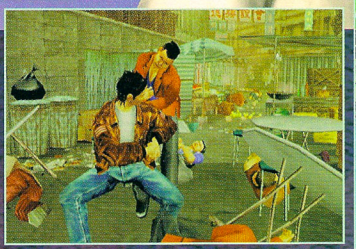
Developed and published by Sega

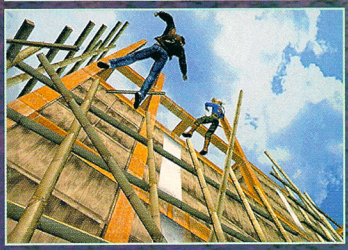
Target release date: Fall '99

HANDS-ON

Mue and You

The buzz surrounding Shen Mue, Sega's upcoming adventure/RPG game, has been phenomenal—as it should be. Rumor has it that Shen Mue cost over $10 million to make, and it's still not finished! Based on a life-simulation engine that requires you to work for a living, Shen follows characters through the streets of Tokyo using some of the slickest graphics ever seen. In some screens, the lead male character, Ryo Hazuki, is shown fighting off as many as five people in a Jackie Chan–style brawl.

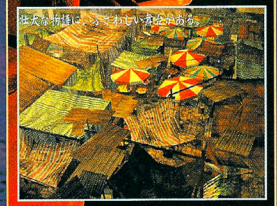




Yu Suzuki, creator of the Virtua Fighter, Daytona, and Fighting Vipers series, is bringing his magic to the Dreamcast. If peeks at the game-so-far are any indication, Yu should once again hit gold with Shen Mue.

Shen and Shen's Abilities

Yu Suzuki, Shen's creator, wants the game to appeal to younger gamers; to that end, he's developed a new system called Quick Timer Events. When the game enters this mode, arrows flash on the screen to indicate in what direction you should proceed. If you go against the arrows, the outcome of the game will be changed. You can also watch your life go by in real time; the game will know when it's night or day, so each time you start the game, it will correspond to the correct time in your real life.



Welcome to the Real World

Given that there are lots of real-world problems in Shen Mue, such as running out of money, you may have to find a job—although you can also gamble or steal. Plus, you'll have four players to choose from, with gameplay changing slightly for each. Shen Mue is almost certain to make the impact that Zelda made last year and will probably be one of the better reasons to invest in a Dreamcast.

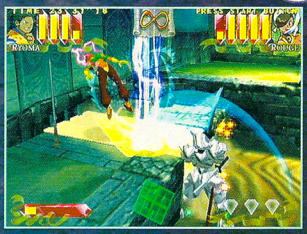
Power Stone

BY MAJOR MIKE

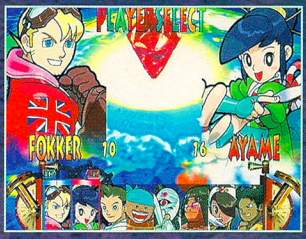
Developed and published by Capcom

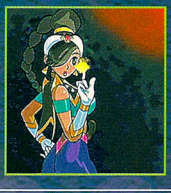
Target release date: Fall '99

FIRST LOOK



POWER STONE, CAPCOM'S latest 3D fighting game, isn't the same as the company's previous fighters. Instead of catering to the skill and precision of veteran gamers, Power Stone targets novices: For example, the controls are basic and masher-friendly. Stone also features fully 3D multi-tiered arenas loaded with interactive elements like furniture to throw and weapons to use. What's all the fighting about? Three magic stones are scattered throughout each fighting stage: If a player collects all three stones, they're briefly possessed with super powers and can easily decimate their opponent in seconds. However, if they're carrying less than three stones, a well-timed blow can make them drop what they have. After playing through the Japanese version, we can safely say that Power Stone may not take a ton of skill, but it's a lot of fun.





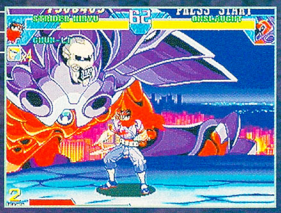
Marvel vs. Capcom

BY MAJOR MIKE

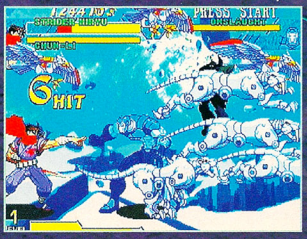
Developed and published by Capcom

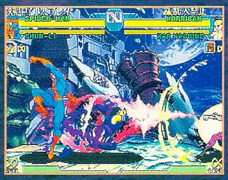
Target release date: Fall '99

FIRST LOOK



THE SEGA SATURN did a magnificent job of getting Capcom's 2D fighting games home in style—and the Dreamcast looks to continue the legacy with the latest arcade-to-home conversion, Marvel vs. Capcom. MvC features 15 fighters (eight Capcom and seven Marvel) in a roster that reads like a who's who of classic video game characters, including Strider, Captain Commando, and Mega Man, just to name a few. Building on the tag-team fighting from X-Men vs. Street Fighter—where you can switch between playable characters at will—MvC adds a third partner who can jump onscreen a limited number of times during a fight for a single attack. The Dreamcast version of MvC has Arcade, Training, and Survival modes in addition to a new Cross Fever option that allows four-player simultaneous fun.





Soul Calibur

BY SCARY LARRY

Developed and published by Namco

Target release date: Fall '99

FIRST LOOK

WITH THE ANNOUNCEMENT of Soul Calibur for the Dreamcast, Namco may once again help a system through its infancy (as it nursed the PlayStation with Tekken). The DC version of Soul Calibur will be more than a simple arcade port; new features will include a Practice mode, improved graphics and animation, and speedy visuals running at 60 frames per second.

Every indication out there so far points to a Dreamcast Soul Calibur that should actually look and play better and faster than its acclaimed arcade version. Insiders at Namco say the home version of Soul Calibur is going to surprise quite a few people. Take a look at these screens and decide if this will be the hottest first-generation fighter and a Virtua killer.

Note: All screens are from the arcade version; Dreamcast screens may look better.

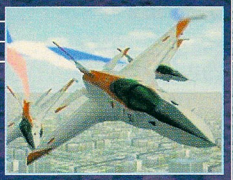
Aero Dancing

BY SCARY LARRY

Developed by CSK/Published by Sega

Target release date: March (in Japan)

OVERSEAS PROFILE/FIRST LOOK



AERO DANCING IS going to try its best to pull some showy aerial maneuvers on the Dreamcast. Players will pilot a number of real jets, including an F4 EJ, F15 J, and the workhorse of any respectable air force, the F-2. Stunt, practice, and time-trial modes will surely leave a callus or two on your fingers, and the Flight Test will force you to hone your piloting skills. This one could make the other systems' flight games look and feel like kite-flying.

D2

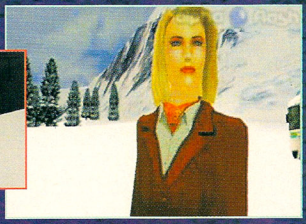
BY SCARY LARRY

Developed by Warp/Published by Sega

Target release date: To be determined

FIRST LOOK

WHEN WE LAST left Laura, the heroine of D (3DO's top adventure game), she was languishing on the M2 system, waiting for her sequel to debut. Now Warp has taken Laura to the Dreamcast—where she'll find a much happier home. Given that the game will move over a million polygons per second, Warp points out that even individual expressions will be noticeable. Indeed, most characters in this action/adventure/RPG hybrid will contain at least 5000 polygons. D2 should make more people sit up and notice the Dreamcast.



Virtua Fighter 3tb
Target release date: September

Get Bass
Target release date: Winter '99

Godzilla Generations
Target release date: Fall '99

Sega Rally Championship 2
Target release date: Fall '99

Incoming
Target release date: Fall '99

Hydro Thunder

BY SCARY LARRY

Developed and published by Midway

Target release date: October

FIRST LOOK

IF HYDRO THUNDER for the Dreamcast achieves all that its arcade experience does, it will deliver a mix of death-defying leaps, tight racing action, plus thrill-a-minute turns and burns. Every one of the 10 speedboat-racing tracks looks like it'll be a polished, detailed masterpiece, spilling over with some of the greatest wave effects since Noah hit the open seas. You'll be amazed at such niceties as sharks swimming just below the surface or a train derailing as you slam into it in mid-jump. Hydro Thunder may become a racer's dream-come-true when Midway releases it this fall.

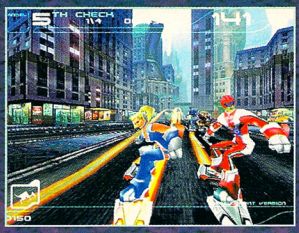
Project Velocity (working title)

BY SCARY LARRY

Developed and published by Acclaim

Target release date: Third Quarter '99

FIRST LOOK



PROJECT VELOCITY (WORKING TITLE) is a stunt-based racer with cool tracks, futuristic hovering skateboards, and tons of tricks. You choose from nine characters and compete with up to four friends in some millennium mashing that's sure to attract extreme-sports fans. Some combat is involved, and Acclaim says there will be stunt linking (like combo linking in a fighting game). Three power-up classes, major futuristic city domes, and the Velodrome—a skate park for air surfers—will be included. This racer could be what Streak for the PlayStation wasn't.

House of the Dead 2

BY SCARY LARRY

Developed and published by Sega

Target release date: September

FIRST LOOK

HOUSE OF THE DEAD 2 is another Sega arcade conversion that's sure to be a must for Dreamcast owners. And don't think this is just another lousy port—Sega plans on maximizing the Dreamcast's potential, promising that Dead 2 will have better graphics, speedier action, and a light gun, all of which were available at the game's launch in Japan. Sega is also adding six brand-new levels, including stages that'll take place in an ancient medieval mansion. Gamers in the United States can expect to start shredding zombies in September.

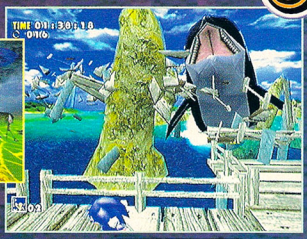
Sonic Adventure

BY SCARY LARRY

Developed and published by Sega

Target release date: September

HANDS-ON



WE REVIEWED THE Japanese version of Sonic Adventure in our April issue (see "ProReviews"), and with its outstanding graphics, rich environments, and speedy-Sonic pace, it's likely to be one of the darlings of the show. Old-timers will remember that Sonic was the flagship title for the Genesis. But sometime during the mid-'90s, Sonic games hit a lull; Sonic Spinball and (ugh) Sonic R really tarnished the brand. So Sega is smart to release the hedgehog's newest title with the high-quality graphics and action-oriented gameplay that return Sonic to his roots.

Basically, the game has Sonic and his friends racing around and gathering rings and Chaos Emeralds. But unlike past Sonics' visuals, the 3D backgrounds lend a depth to the game that's breath-taking to behold. Nuances like out-of-control camera angles and amazing water effects should push the game to greatness, while hidden areas, power-ups (such as faster shoes and invincibility), and flawless character design should guarantee long-lasting playability. If Sonic Adventure's release coincides with the Dreamcast's, make it your first purchase.

Geist

BY SCARY LARRY

Developed and published by Sega

Target release date: To be determined

FIRST LOOK

SEGA HAS A shooter as one of its first Dreamcast games, thereby securing the interest of fans of games like R-Type and G-Darius. Geist (formerly Geist Force) is detail-oriented: For example, the force of explosions blasting from your turrets will damage your ship. There's also apparently some sort of relationship story line: Depending on how you interact with people, you'll be presented with a variety of scenarios and endings. If these early screens are a good indication, Geist is right for the Dreamcast.

Blue Stinger

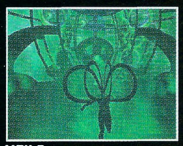
BY SCARY LARRY

Developed by Climax/Published by Sega

Target release date: March (in Japan)

OVERSEAS PROFILE/HANDS-ON

CLIMAX, THE DEVELOPER of Dark Savior, is back with another action/RPG title. Set in the year 2000 after a massive earthquake, Blue Stinger is a 3D game where you help solve puzzles, shoot bad guys, and discover some nasty things about evil. The producers promise a 30/30/40-percent mix of action, horror, and puzzle solving (respectively). Plus, there's some great Hollywood talent on the project, including the special effects people from *Beetlejuice*, *The Mask*, *Mars Attacks*, and *James and the Giant Peach*. The Resident Evil–style of the game definitely looks promising.



MDK 2
Target release date: Fall '99

Buggy Heat
Target release date: To be determined

Evolution
Target release date: Fourth Quarter '99

Frame Gride
Target release date: Fourth Quarter '99

Half-Life
Target release date: December

Test Drive 6
Target release date: Winter '99

Sword
Target release date: To be determined

Mortal Kombat: Special Forces (working title)
Target release date: Fall '99

NCAA Football 2000

BY THE ROOKIE

Developed and published by EA Sports

Target release date: Fall '99

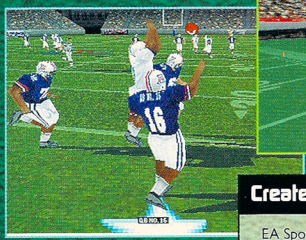
FIRST LOOK

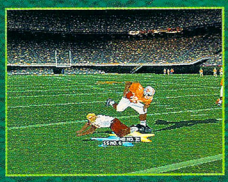
Gridiron Grit

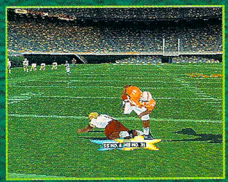
THE COLLEGE FOOTBALL season is beginning to rev up as EA Sports hits the gridiron with NCAA Football 2000, the next installment of its excellent collegiate franchise. As in recent years, gamers can expect an unparalleled number of gameplay options.

For starters, NCAA Football 2000 will feature a new graphics engine that promises to handle tons of animations, such as wraparound tackles and more varied catches, and that delivers a more optimized frame rate. Gamers can also look forward to an expanded Dynasty mode, including the ability to cut or red-shirt players; a play-editor that allows you to create and edit plays on the field; all 23 bowl games, including the exclusive rights to the Orange, Sugar, and Fiesta Bowls; analog passing and trajectory kicking; and new play-by-play from Rose Bowl announcer, Chuck White.

EA Sports looks to stiff-arm the competition once again with this year's NCAA Football 2000.

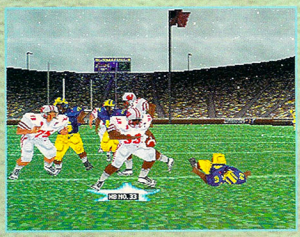






Create It and They Will Play

EA Sports is also looking to load the PlayStation's stadiums with more teams than in previous years by including 137 Division I-A and AA schools, as well as 40 classic-matchup contests—you can even create your own team and university using NCAA Football 2000's new create-a-school feature. You'll be able to choose your team's colors, logo, and the size and location of your school. Best of all, you can play with your created school in any game mode and contend for the title. If NCAA Football 2000 plays as smooth as it sounds, the franchise should once again reign as the top collegiate pigskin-game on the PlayStation.



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NASCAR 2000

BY AIR HENDRIX

Developed and published by EA Sports

Target release date: Fall '99

FIRST LOOK

LAST YEAR, NASCAR'S booming popularity flexed its muscles on the gaming charts as NASCAR '99 turned lap after lap on console gaming's top 10 list. NASCAR 2000's likely to draw the same huge crowd, especially because EA Sports has some promising new features lined up. First and foremost, the PlayStation version will finally deliver a create-a-driver feature, so you can put yourself on the track and take that punk Gordon into the wall. Along with more road courses to amp the variety and new interactive pit stops that let you play a role in getting back on the track quickly, drivers will also find re-tuned physics and handling, a Championship mode with the official points systems, and the top pro drivers and tracks. The green flag drops this fall.

NHL 2000

BY AIR HENDRIX

Developed and published by EA Sports

Target release date: Fall '99

FIRST LOOK

GAMING'S BEST HOCKEY series is returning to the ice this fall, and yes, EA Sports is promising to fix the frame-rate woes that hampered NHL '99. Another huge improvement to NHL 2000 will be its Dynasty mode, which will provide multi-season play so you can try to build your team for a run at the Cup. EA's also spent time working on specific player's characteristics and their A.I. to make them affect gameplay, so you'll have to watch out for Fleury's sniping shot, Lindros's crushing check, or even the seething rivalry between Detroit and Colorado. The controls are also being tuned so that passing and fighting should be more intuitive. Factor in the usual graphical facelift, and NHL 2000's bound to be another huge hockey title.

Knockout Kings 2000

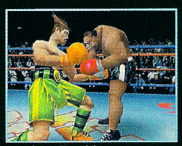
BY JOHNNY BALLGAME

Developed by Black Ops/Published by EA Sports

Target release date: Fall '99

FIRST LOOK

ROUND TWO OF Knockout Kings' ring dominance is about to begin, this time with a Nintendo 64 edition added to the card. At press time, only details and screens of the N64 version were available, which looks to feature over 25 boxing legends, including the best pound-for-pound fighter in the world, Roy Jones Jr., and the true heavyweight champ, Lennox Lewis. KO Kings 2000 also has a new Flashstart option that enables gamers to hit the ring in a snap, along with a create-a-boxer mode and a Great Fights slugfest that lets you re-live classic matches of the past. Look for Knockout Kings to make another run at the championship this fall.



Ready 2 Rumble
PlayStation, Nintendo 64, Dreamcast
Target release date: Fall '99

Jeremy McGrath Supercross 2000
PlayStation
Target release date: Fall '99

All-Star Tennis '99
PlayStation, Nintendo 64
Target release date: May

NFL Quarterback Club 2000
Nintendo 64
Target release date: Fall '99

NBA Live 2000
PlayStation, Nintendo 64
Target release date: Fall '99

NBA Jam 2000
Nintendo 64
Target release date: Fall '99

Vive Soccer
PlayStation
Target release date: To be determined

Wild Water World Championship
PlayStation
Target release date: To be determined

Mario Golf
Nintendo 64
Target release date: To be determined

Formula 1 '99
PlayStation
Target release date: Fall '99

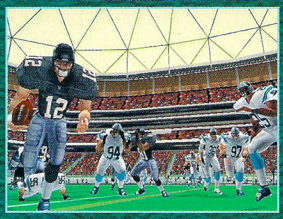
NFL 2000

BY AIR HENDRIX

Developed by Visual Concepts/Published by Sega

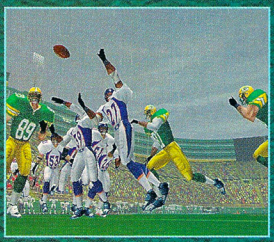
Target release date: Fall '99

FIRST LOOK



WHILE THE WANING days of Sega's NFL series on the Saturn were rocky at best, NFL 2000 looks likes it's fired up to kick off with the kind of graphical glory console gamers aren't used to seeing. Jaw-dropping levels of detail and fluidity make the players look remarkably lifelike, even down to nuances like their breath fogging on cold days.

Dreamcast football looks like it'll deliver more than just eye-candy, though. NFL 2000 lets you call plays on the Dreamcast controller's Virtual Memory System, preventing cheesy opponents from snooping on your calls. Along with standards like all the pro teams and players, gamers will also find a play editor (for creating and saving custom plays), a fantasy draft, trades, and the ability to create custom teams.



Finally, tackling utilizes a 3D collision model, which means that instead of just hitting the dirt the same way no matter how they're hit, players will get clobbered in a way that directly reflects the force and direction of your tackle. If NFL 2000 plays as well as it already looks and sounds, football fiends will be foaming at the face-mask for this title.

NBA 2000

BY AIR HENDRIX

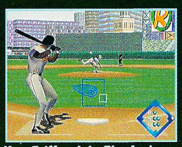
Developed by Visual Concepts/Published by Sega

Target release date: Fall '99

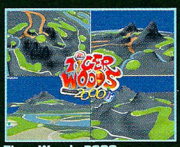
FIRST LOOK

LIKE ITS NFL counterpart, NBA 2000's gonna raise the roof when console gamers get a look at its slick graphics. The player models sport an impressive level of detail—their faces are so realistic, you'll recognize famous athletes in a flash. Even the arenas look tight, from the scoreboard to the hometown crowds that cheer and boo the action. The game even features fully animated coaches, refs, and scorer's tables. Best of all, Sega's promising a speed of 60 frames per second, which is wicked fast.

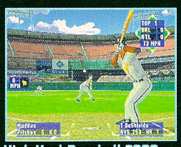
As far as features go, details were still scarce at press time. Each team plays in the style of its real-life counterpart, and NBA coaches designed the playbooks. Players will respond to in-game situations like their real-life counterparts, too…but that probably doesn't mean Rodman will take off mid-season to hit the craps tables in Vegas. Along with all the pros, NBA 2000 will also provide four-player action, trades, and season play. As long as the gameplay keeps up with the razzle-dazzle, NBA 2000 should tip off to plenty of interest from the hoops crowd.



Ken Griffey Jr.'s Slugfest
Nintendo 64
Target release date: May



Tiger Woods 2000
PlayStation, Nintendo 64
Target release date: Fall '99



High Heat Baseball 2000
PlayStation
Target release date: May

Madden NFL 2000
PlayStation, Nintendo 64
Target release date: Fall '99

NFL GameDay 2000
PlayStation
Target release date: Fall '99

NFL Xtreme 2
PlayStation
Target release date: Fall '99

NCAA GameBreaker 2000
PlayStation
Target release date: Fall '99

NHL Face Off 2000
PlayStation
Target release date: Fall '99

NBA Shoot Out 2000
PlayStation
Target release date: Winter '99

Fox Sports Basketball
PlayStation
Target release date: Fall '99

Fox Sports Hockey
PlayStation
Target release date: Fall '99

NFL Blitz 2000

BY JOHNNY BALLGAME

Developed and published by Midway Home Entertainment

Target release date: Fall '99

FIRST LOOK

THE HARDEST-hitting football game of last season returns to the gridiron, hoping to once again dominate the field from end zone to end zone. NFL Blitz 2000 will contain both an offensive and defensive play editor, updated NFL rosters, players that catch fire, up to four-player capability, and plenty of secrets like hidden characters and big heads. This year, you'll have 27 offensive plays and approximately 18 defensive plays to choose from. Hopefully, icon passing will also be available to provide armchair QBs with more accurate passing control—something the arcade version sorely lacked.

Note: Screens are from the arcade version of NFL Blitz '99.

FIFA 2000

BY AIR HENDRIX

Developed and published by EA Sports

Target release date: Winter '99

FIRST LOOK

ALTHOUGH SOCCER'S STILL struggling for respectability in the U.S., FIFA's become one of sports gaming's all-around best titles with its slickly polished controls, gameplay, and graphics. FIFA 2000 looks to continue the magic, delivering new features like rowdier physical contact, consecutive season play (with advancement to the European Cup), season schedules that include league and cup matches, and more than 40 classic teams. Of course, FIFA will provide the usual enormous roster of players and teams, and, if everything comes together as planned, EA Sports is hoping to score the license for the MLS teams and players.

Note: Screens are from the PC version.

Supercross 2000

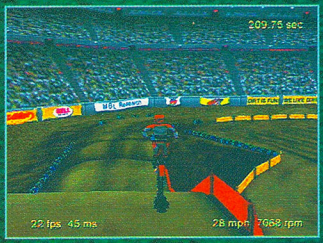
BY AIR HENDRIX

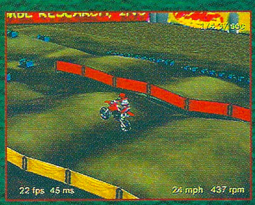
Developed by MBL Research/Published by EA Sports

Target release date: Winter '99

FIRST LOOK

LIKE NASCAR, Supercross is becoming more and more popular, and EA Sports is getting into the thick of it with Supercross 2000. While info was still scarce at press time, the game will supply real tracks, riders, and teams, and EA's promising to re-create all the wild jumps and spectacular crashes that are the hallmark of the sport. Stay tuned for more on this intriguing prospect.





Superspeed CART Racing

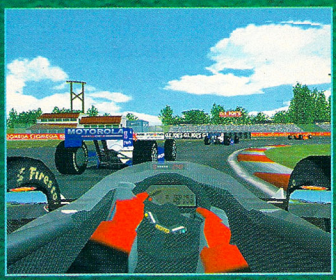
BY J. BOOGIE

Developed and published by Sega

Target release date: Fall '99

FIRST LOOK

SUPERSPEED CART RACING screeches onto the Dreamcast with an impressive list of features and game options. SCR sports 27 CART drivers from 17 teams—each with their real-life stats. The game also includes 19 courses, pit crews, and incredible details like rubber striking your windshield during crashes and grass actually sticking to your tires. The sound effects were even recorded from actual Indy 500 cars to provide gamers the most realistic engine roars and grinds around.



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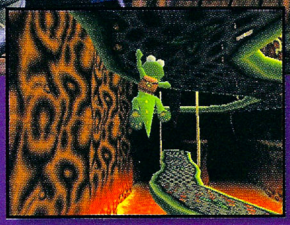
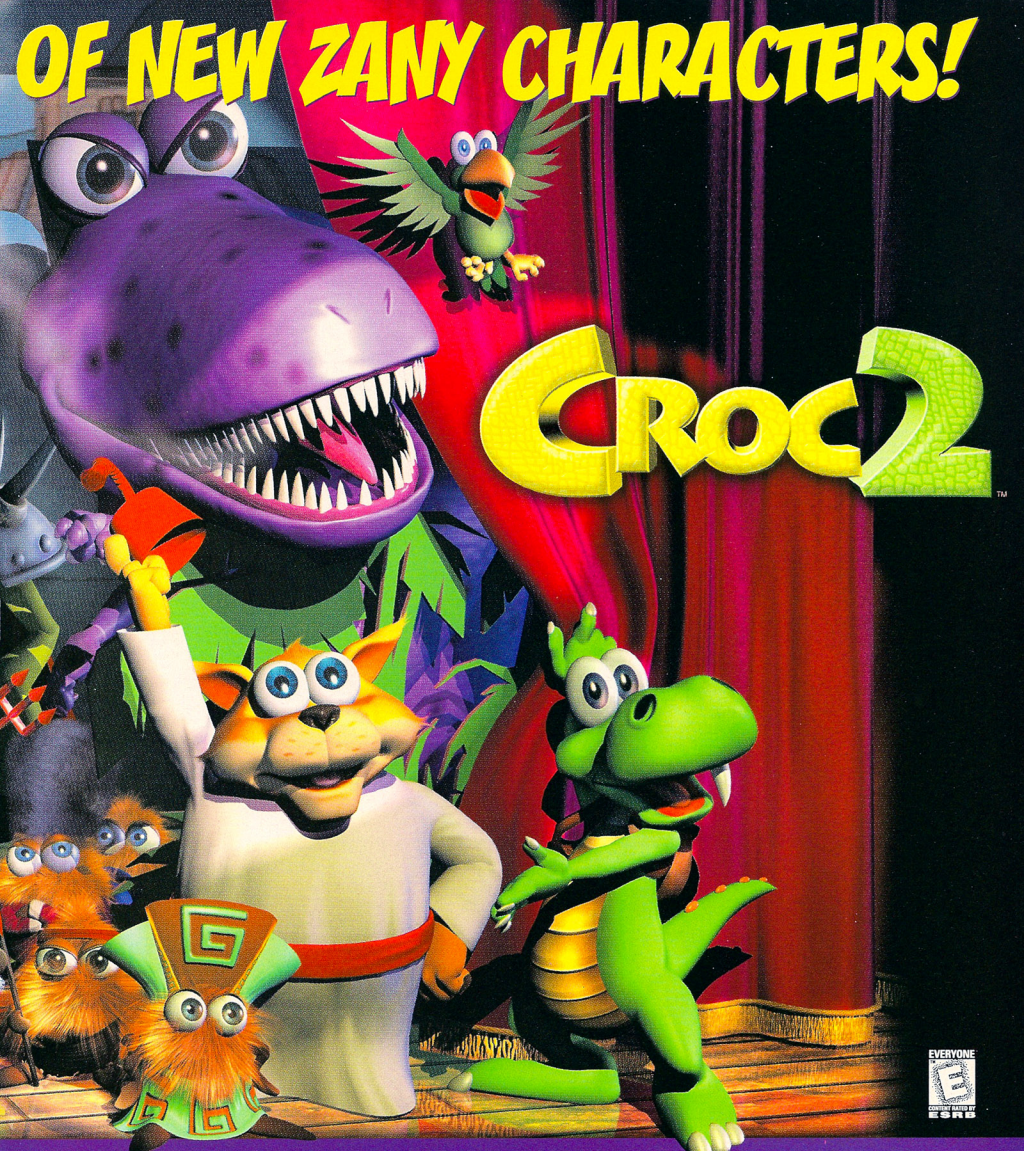
CROC'S BACK WITH A BUNCH

Croc races into action in a go-kart, hang glider, speedboat, mine cart and a hot air balloon!



Croc hurries along pathways, and scurries below them.

Croc picks up and throws objects to discover hidden clues!



Croc's back in an exciting new adventure as he searches for his long lost parents. But the search soon becomes a showdown as Croc's archenemy, Baron Dante, is magically resurrected by his evil Dantinis. Join Croc's journey as he explores over 40 levels within four Gobbo tribe villages, each packed with unique Gobbos, mischievous monsters, and tons of fun!

PlayStation

www.foxinteractive.com

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Gummi Savers

FOX INTERACTIVE

Jade Cocoon: Story of the Tamamayu

BY ROBINSON HOOD

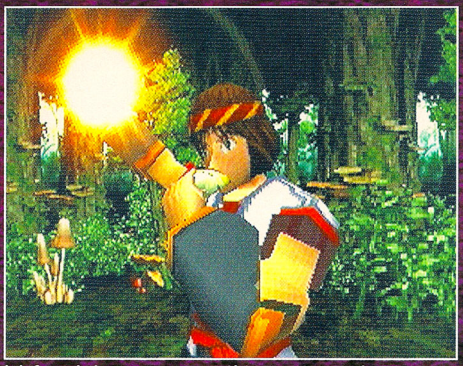
Developed by Genki Co. Ltd./Published by Crave Entertainment

Target release date: July

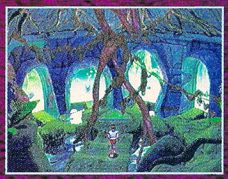
FIRST LOOK

Tell Me About Jade

Playing as Levant, the son of a great Cocoon Master, you must embark on a journey of enlightenment and magic as you attempt to save the world from destruction. Throughout your quest, you'll battle over 150 monsters that represent one of the four elements: earth, air, fire, and water. Jade Cocoon's fighting system is turn-based, but it's unique in that you can capture a monster after you pummel it and then combine it with the other monsters already in your possession to create your own specialized mutants. These powerful new creatures can be summoned to fight for you as you encounter bigger and badder enemies. JC even provides a Versus mode that enables you to test your monster's skills against a friend's creature as well as a Hunting mode that lets you re-explore previously traversed forest areas to capture monsters that aren't available in the Quest mode.



Jade Cocoon looks to entrance gamers with its engrossing gameplay, monstrous fights, and colorful graphics.



Wrap It Up

Jade Cocoon features over 600 lush pre-rendered backgrounds, an anime intro, cool cut-scenes, and character and art direction by Katsuya Kondoh (the artist responsible for anime sensations *My Neighbor Totoro* and *Kiki's Delivery Service*). Soundwise, the game includes voiceovers for all dialogue and a soothing soundtrack to help you get through your quest.

Because it promises over 40 hours of gameplay to complete the main adventure, an intriguing monster system, and vibrant graphics that RPG-heads demand, Jade Cocoon should be one of the hottest role-playing games available before Final Fantasy VIII's released. Watch for Jade Cocoon to weave its way into stores this July.

Next party, lose the piñata. New Point Blank™ 2 allows up to 8 of your gun-crazed pals to unload on over 70 wild and wacky shooting scenarios - from fish and fowl to ninjas and gangsters. Blast through an all-new Arcade Mode, Theme Park Mode, Endurance Mode - plus a VS. Mode for the perfect head-to-head (no pun intended) party game. Point Blank 2. Time to get pistol whipped.

PlayStation

TEEN

CONTENT RATED BY ESRB

POINT BLANK 2

namco

www.namco.com

Guncon

Guncon for use with software that displays the Guncon icon. Point Blank™ 2 sold with Guncon and without.

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Final Fantasy VIII

BY MAJOR MIKE

Developed by Square Soft/Published by Square EA

Target release date: September

UPDATE

SQUARE SOFT'S FOUR-CD monster epic is on the mind of every RPG gamer. From what we've seen so far of the Japanese version, Final Fantasy VIII could be one of the best entries in the long-running FF series. FFVIII seeks to avoid the "more-of-the-same" doldrums by implementing new wrinkles to the combat system. For starters, you can steal AP from your enemies and use it to cast spells. Most of the series' now-familiar elements have been retained, however, including an epic story line, characters that join your party throughout the game, and eye-popping rendered cinemas.

Final Fantasy Anthology

BY MAJOR MIKE

Developed by Square Soft/Published by Square EA

Target release date: August

FIRST LOOK

SQUARE SOFT IS going retro with 32-bit re-releases of two 16-bit titles, Final Fantasy V, which never made it stateside, and Final Fantasy VI. Both games on this two-CD set should be identical content-wise to their original versions, but expect new rendered cinemas and a digital soundtrack that'll take advantage of the PlayStation's CD processors. For the record, only four Final Fantasy games have been released in the U.S. to date (excluding the Game Boy titles): Final Fantasy for the NES, Final Fantasy II (called Final Fantasy IV in Japan) and Final Fantasy III (called Final Fantasy VI in Japan) for the Super NES, and Final Fantasy VII for the PlayStation.

Grandia

BY MAJOR MIKE

Developed by Game Arts/Published by Sony Computer Entertainment America

Target release date: Fall '99

FIRST LOOK

THE MUCH-ANTICIPATED RPG, Grandia, is coming to the PlayStation courtesy of Sony Computer Entertainment America. The story centers around Justin, who, together with his friends, sets out to stop an evil general from unleashing a destructive ancient power. Created by Game Arts, the developer of acclaimed RPG titles like Lunar and Alisia Dragoon, Grandia (previously a Saturn-import only) features over-head 2D battles, 80-plus spells, and gigantic areas to explore—in short, all the traditional elements of a solid RPG.

Date subject to change.

3Xtreme **39.99**

Need for Speed **39.99**

MLB 2000 **39.99**

Centipede **39.99**
Available June 15

Tetris **39.99**
Available June 10

Street Fighter
Alpha 3 **34.99**

Legacy of Kain
Soul Reaver **44.99**
Available June 20

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Type 4 **39.99**

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Episode I **44.99**
Available May 23

Sony Playstation
Playstation game system comes with one analog dual-shock controller. **129.99**

Memory card. Available in gray, black, crystal, blue or emerald. **14.99 each**

Additional dual-shock controllers. Available in gray, black, crystal, blue or emerald. **29.99 each**

Get into the game.

TARGET

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Climax Landers

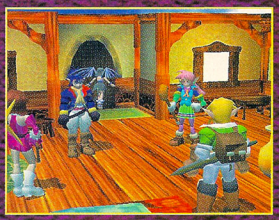
BY ROBINSON HOOD

Developed by Climax Graphics/Published by Sega

Target release date: Fall '99

FIRST LOOK

CLIMAX LANDERS IS the first role-playing game to hit the Dreamcast, and it already shines with some impressive graphics and an intriguing story line. You play as a young boy, Sword, who must travel through space and time solving riddles and gathering clues in locations ranging from medieval Europe to Japan in the 1980s. To heighten the gameplay, Climax Graphics promises both turn-based and real-time fighting sequences throughout the game along with six main characters to encounter, including a sorceress and a warrior.



Another unique feature is CL's Automatic Random Generation. Each time you step inside a dungeon, the layout will change to constantly present new challenges. The game will also sport separate monster missions and sub-games designed especially for the Dreamcast's portable Visual Memory Unit. If Climax Landers' gameplay can live up to its great features and poppin' graphics, Sega's first RPG for the Dreamcast will make an immediate impact on the genre.

Star Ocean: The Second Story

BY J. BOOGIE

Developed by Enix/Published by Sony

Target release date: June

FIRST LOOK

IN STAR OCEAN, the planet Expel is in chaos. Not only was it struck by a big-ass meteor, but now a group of nasty monsters have surfaced—and only two fated heroes can stop the terror before it's too late. SO features a Double Hero system enabling RPGers to play as one of two characters throughout their journey. As the game progresses, the two heroes will unite; however, depending on which character you select as your main hero, the story line and circumstances will change. Look for Star Ocean to debut this June.

Darkstone

BY JACK OF HEARTS

Developed by Delphine Software/Published by Take 2 Interactive

Target release date: Spring '99

FIRST LOOK

DARKSTONE, WHICH IS eerily similar to Diablo, takes place in a fiery world where you must defeat the devilish Drakk to stop his evil domination of Earth. Before battling the heinous creature, though, you must first search the land for seven magic crystals and empower the Orb. Darkstone features over 80 enemies, over 30 levels, and dozens of weapons and spells per quest. Fans of Diablo should especially love this hellish game, which is scheduled for a spring release.

Super Mario RPG 2
Nintendo 64
Target release date: To be determined

Earthbound 64
Nintendo 64
Target release date: To be determined

Suikoden 2
PlayStation
Target release date: August

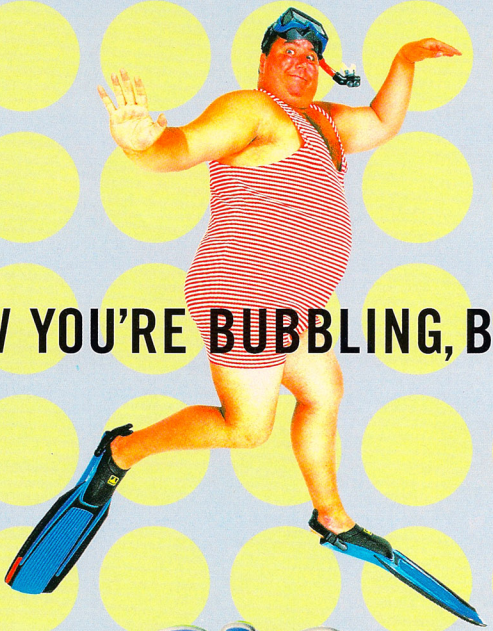
Thousand Arms
PlayStation
Target release date: Summer '99

Ogre Battle 3, Nintendo 64
Target release date: Fall '99

SaGa Frontier 2, PlayStation
Target release date: Fall '99

Parasite Eve 2, PlayStation
Target release date: To be determined

Nomen Quest, Nintendo 64
Target release date: Fall '99



NOW YOU'RE BUBBLING, BABY!

BUST-A-MOVE '99

Choose from 1,000 mind-popping bubble puzzles!

Take on 8 outrageous characters!

Engage in all-new, challenging 4 player action.*

EVERYONE E CONTENT RATED BY ESRB

NINTENDO 64

PlayStation

Acclaim®

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*FOUR PLAYER MODE IS AVAILABLE ON THE NINTENDO 64 VERSION OF THE GAME ONLY.

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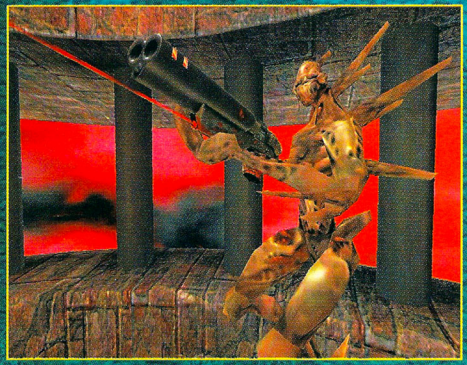
Quake III: Arena

BY DAN ELEKTRO

Developed by id Software/Published by Activision

Target release date: Summer '99

FIRST LOOK



With killer technology and a dominant brand name, Quake III: Arena is the first-person shooter to beat this year. Can id make lightning strike thrice?

Aiming for A.I.

The main thing that separates Quake III: Arena from its predecessors is the single-player game. The linear story line of Quake and Quake II has been replaced with a series of battles against A.I. opponents in a 30-level deathmatch competition. Of course, that's just a warm-up for the bloodbaths that await hearty players on the Internet.

From the outset, players will choose between Light, Medium, and Heavy classes—as you might expect, Light soldiers can move fast and rocket-jump higher, while Heavy guys can take more damage as they lumber around. The player models have also been segmented into head, body, and legs for even more realistic movement. About 12 player models are expected to ship with QIIIA, along with numerous skins and instructions on how to digitize yourself into the game.

III Is a Magic Number

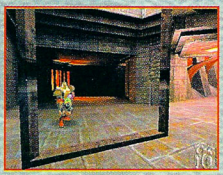
To get all Quake III: Arena has to offer, you'll need some decent hardware. Acceptable performance will require a Pentium II 300, and the game won't run without a 3D accelerator.

By taking the best bits of Quake I and Quake II, id's hoping that Quake III: Arena will appeal to hardcore veterans as the best of both earlier games. Meanwhile, many of the elements are being crafted with complete newbies in mind, so they won't be overwhelmed. It's a delicate balance, but if anybody can pull it off, it's id.

Smoke & Mirrors?

Quake III's gaming world will feature such goodies as curved surfaces, dynamic shadows, rotating mirrors, volumetric fog (similar to the smoky stuff found in Unreal), 24-bit color textures, and displacement maps, which will finally solve that blocky-when-you-look-at-it-up-close problem.

Familiar weapons will include the super shotgun, machine gun, grenade launcher, plasma gun, rocket launcher, railgun, and some form of a BFG. New weapons include a flamethrower and perhaps a return of the lightning gun. The guys at id are still finalizing the guns, as well as working on balancing for each weapon.



YOUR ROOM IS WAITING

EVERY TOWN HAS ITS SECRETS...SOME ARE DARKER THAN OTHERS.

WELCOME TO SILENT HILL. PLEASE CHECK YOUR SANITY AT THE DOOR.

YOU'RE HARRY MASON. YOU'VE CRASHED YOUR CAR OUTSIDE OF TOWN.

YOUR DAUGHTER IS MISSING. AND SOON YOU DISCOVER SILENT HILL

IS NO ORDINARY QUIET TOWN. IN FACT, IT'S A LITTLE TOO QUIET.

PASS BETWEEN THE "REAL" WORLD AND A DEMONIC NIGHTMARISH

WORLD, RENDERED IN REAL-TIME 3D, WHERE YOU'LL BE

ON THE EDGE OF YOUR SEAT...AND THE EDGE OF MADNESS.

Don't be afraid of the dark.
Be afraid of what it's hiding.

Use your brain. Use your brawn. And find your lost daughter, before you also lose your mind.

Friend or Fiend? Is anything what it seems in this town?

PlayStation

MATURE M AGES 17+

SILENT HILL™

KONAMI

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NASCAR Racing 3

BY DAN ELEKTRO

Developed by Papyrus/Published by Sierra Sports

Target release date: Fall '99

FIRST LOOK

THE PREMIER PC racing sim revs up for its third lap this fall, thanks to the four-wheel wizards at Papyrus and Sierra Sports. In addition to real drivers and 18 tracks, NASCAR 3 will feature an all-new graphics engine under the hood (which will require a 3D accelerator) as well as improved physics. Mechanics will find more options in the garage, including detailed shock adjustments and different engine types. Even the sound is due for a tune-up. Racing fans won't want to miss this one.

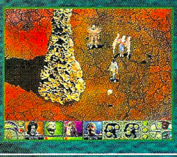
Planescape: Torment

BY DAN ELEKTRO

Developed and published by Black Isle Studios/Interplay

Target release date: June

FIRST LOOK



SICK OF CONSTANTLY dying in RPGs? Try one where repeatedly dying actually furthers the plot. Welcome to the weird world of Torment, Black Isle's follow-up to Baldur's Gate. Set in AD&D's Planescape multiverse, Torment players start their journey laid out on a slab, surrounded by corpses. Who are you? Why are you dead? And why is a smart-mouthed, disembodied skull telling you that you'd rather not know the truth? Black Isle promises that Torment will be "nearly cliché-free" and will feature one of the most dramatic endings to date.

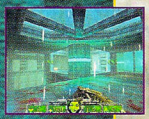
Daikatana

BY DAN ELEKTRO

Developed by Ion Storm/Published by Eidos Interactive

Target release date: June

HANDS-ON



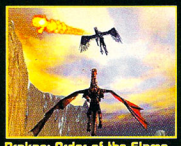
WHILE ION STORM has taken its well-publicized time to complete Daikatana, the PC gaming world has evolved. The deathmatch demo of John Romero's time-traveling shooter featured fast weapons and action, but the two playable maps (future visions of San Francisco and Kyoto) pale next to Half-Life's detailed environments and Sin's gritty urbanscapes. At this stage, the game looked and played like the Quake II conversion it is. Gamers can only hope that the finished product's single-player mode will be as inventive and engaging as Ion Storm's promised it will be.

Ultima Ascension
Target release date: To be determined

Command & Conquer: Tiberian Sun
Target release date: June

Keeper
Target release date: June

Giants
Target release date: July



Draken: Order of the Flame
Target release date: June

V-Mem™ Word Find

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W	T	I	E	G	M	T	N	O	T	O	N	E	Q	
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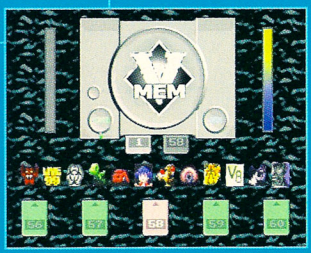
M	D	X	I	Y	O	N	A	U	G	T	H	A	N	
K	E	S	L	M	H	W	O	I	T	R	U	M	T	
B	L	A	P	E	I	H	N	O	S	A	V	E	E	
E	Q	W	N	I	S	A	S	X	S	H	W	U	V	

1) FINDING
2) YOUR
3) SAVE
4) WITH
5) THE
6) FASTEST
7) LAP
8) TIME
9) IN
10) DAYTONA
11) HISTORY
12) SHOULD
13) BE
14) EASIER
15) THAN
16) IT
17) WAS
18) TO
19) MAKE
20) IT
~~21) SAVING~~
~~22) IS~~
~~23) NOT~~
~~24) A~~
~~25) GAME~~

Directions:
Plug V-Mem™: Virtual Memory Card System into your PlayStation®. Icons of 60 memory cards will appear on your TV screen. Use your controller to scroll to the card of your choice. Start your game. Load your save. Safe, organized data that's easier to find and faster to retrieve. Just like a hard drive for your game console. You save a game to beat it. But you can't beat it if you can't find it.



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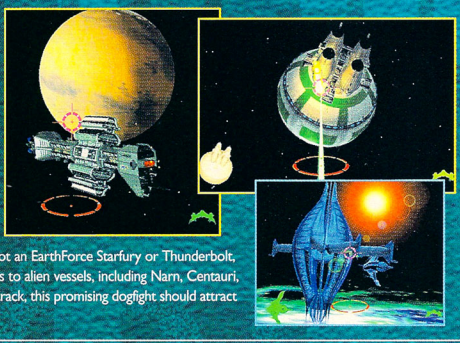
Babylon 5 Space Combat Simulator

BY AIR HENDRIX

Developed and published by Sierra FX

Target release date: Fall '99

FIRST LOOK



AFTER A SUCCESSFUL run as a popular sci-fi television series, *Babylon 5*'s finally landing its first game, and early peeks were most impressive. Gorgeous ship models and scenery are matched by some intriguing innovations, including commanding capital ships, battles with more than 1000 ships in the fray, and an optional inertial-flight mode that delivers realistic space flight. Lone players will be able to pilot an EarthForce Starfury or Thunderbolt, while the multiplayer game will grant access to alien vessels, including Narn, Centauri, and Minbari craft. If development stays on track, this promising dogfight should attract more than just *B5* fans. G

Asheron's Call

BY DAN ELEKTRO

Developed by Turbine Entertainment/Published by Microsoft

Target release date: Fall '99

FIRST LOOK

WHAT COMES AFTER EverQuest? Asheron's Call, Microsoft's entry into the turbulent world of online RPGs. The action unfolds on a 24-square mile island where players can create customized characters with constantly developing skills and can participate in a unique social structure. The more allies you acquire, the more influence you wield in the game world, which encourages experienced players to squire newbies so that nobody feels left out of the social scene. Add in a strategy combat system and modular magic spells, and Asheron's Call oozes potential. G

MechWarrior 3

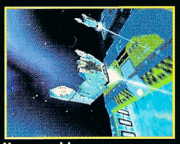
BY BOBA FATT

Developed by Zipper Interactive/Published by MicroProse

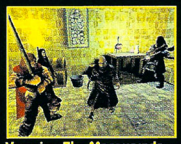
Target release date: June

HANDS-ON

THE GIANT-ROBOT combat-sim wars continue as MicroProse readies the long-awaited MechWarrior 3. MW3 boasts an impressive polygon-generating engine and played smoothly even in the preview version. With crisp lighting effects such as retina-burning explosions and realistic lens flares, weather environments including rain and snow, and a wide variety of customizable Mechs, MW3 looks ready to open fire on Activision's Heavy Gear II. G

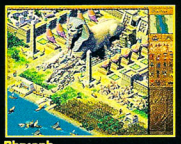


Homeworld
Target release date: June

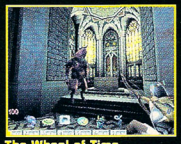


Vampire: The Masquerade—Redemption
Target release date: Fall '99

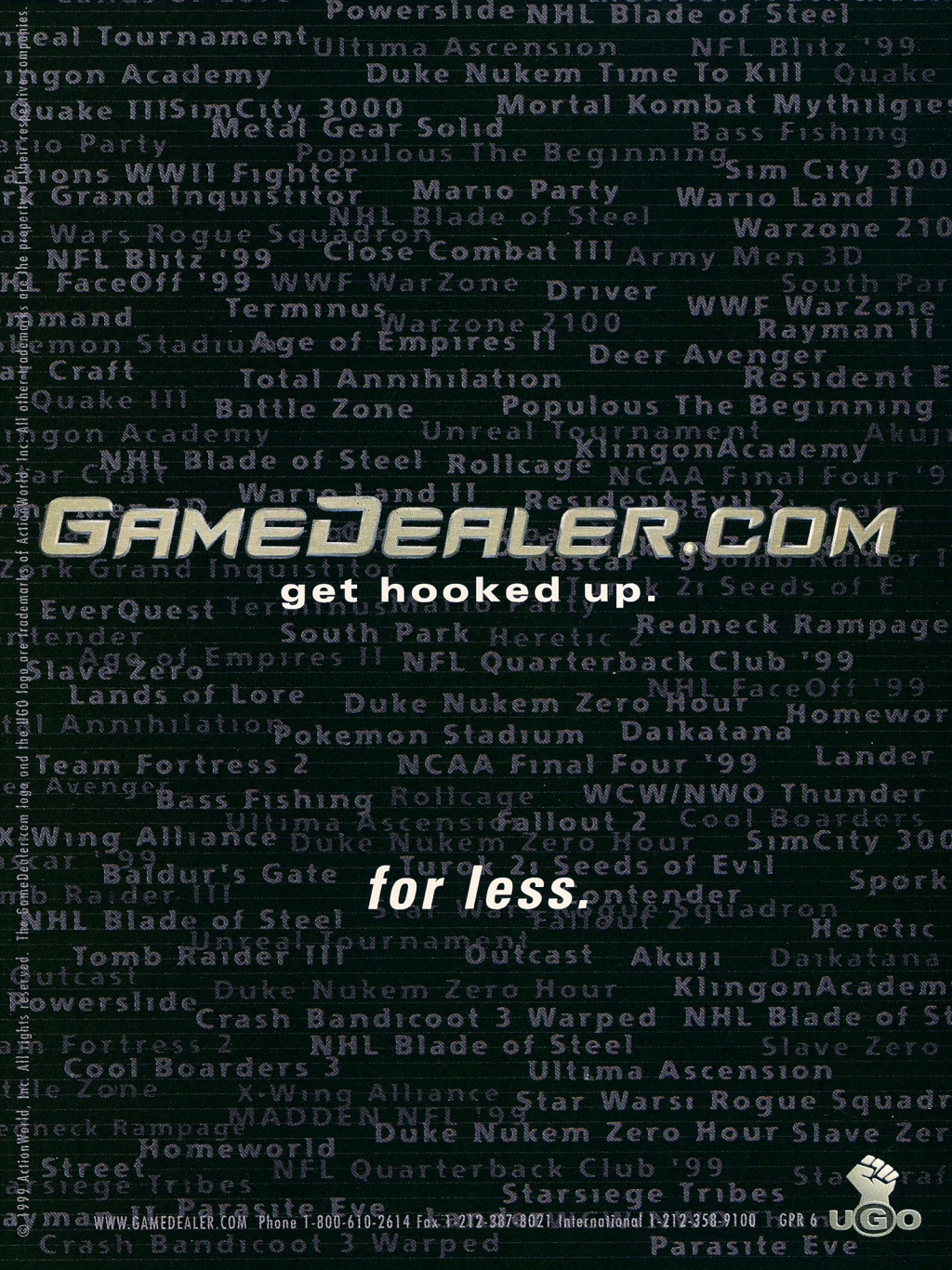
Midtown Madness
Target release date: June



Pharaoh
Target release date: Fall '99



The Wheel of Time
Target release date: June



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Battlezone II

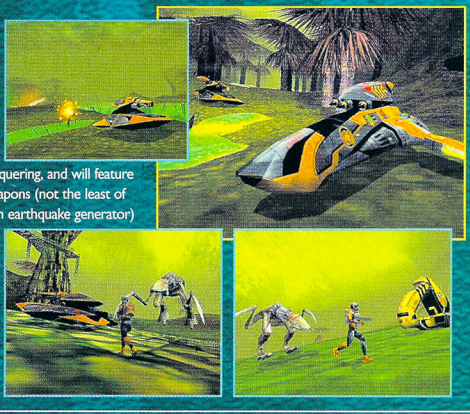
BY DAN ELEKTRO

Developed by Pandemic Studios/Published by Activision

Target release date: Fall '99

FIRST LOOK

LAST YEAR, ACTIVISION did the impossible—it took an old coin-op license and reinvented it as a new genre unto itself, the action/strategy game. The much anticipated sequel to Battlezone will retain the blend of on-high command and first-person conquering, and will feature 30 unique units and 25 weapons (not the least of which is "The Thumper," an earthquake generator) as well as an improved interface and more multiplayer options. But can Activision and Pandemic keep the same high level of innovation? We'll know more at E3.



Slave Zero

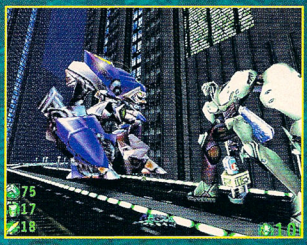
BY DAN ELEKTRO

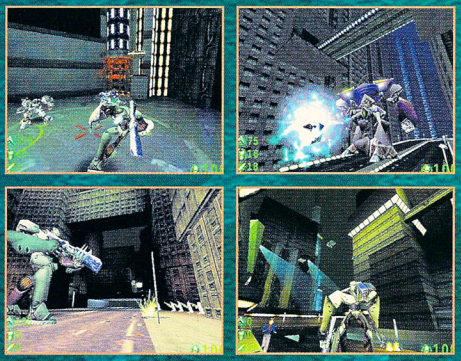
Developed and published by Accolade

Target release date: June

HANDS-ON

SLAVE ZERO IS shaping up to be just what its designers intended: A blend of fast action with anime-style and giant-robot coolness. Players control a 60-foot robot with a brain on a 13-level quest to seek and destroy a dictator in a huge future city. The sense of scale is impressive, while the little touches—like picking up a car and hurling it into a building, whereupon both explode—help make the world live and breathe.





Star Trek Games

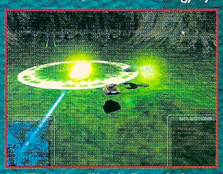
BY DAN ELEKTRO

Published by Interplay and Activision

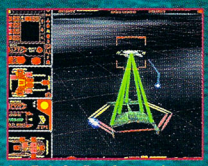
Target release dates: Summer 1999 through Winter 2000

FIRST LOOK

SHELF SPACE—THE final frontier. As the lucrative *Star Trek* license changes hands from Interplay to Activision, no less than six games will boldly go on sale this year. Interplay offers Klingon Academy, a starship sim slated for a spring release; Starfleet Command, a highly detailed turn-based strategy title that's due out this summer; and New Worlds, an action/strategy hybrid which should be out this winter. Meanwhile, Activision's releasing a first-person shooter based on the *Voyager* series called Hazard Team; Armada, a real-time strategy game built around *Star Trek: The Next Generation*; and an action/adventure game based on the ninth film, *Star Trek: Insurrection*. All three should be out in time for the holidays.

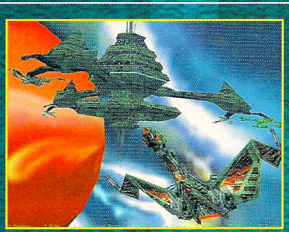


Star Trek: New Worlds (Interplay)

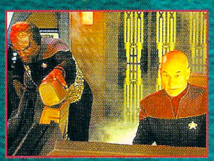


Star Trek: Starfleet Command (Interplay)

The *Voyager* gang gets to shoot things in Activision's upcoming first-person blaster.



Star Trek: Klingon Academy (Interplay)



◀ Activision will show two games starring Picard's Enterprise crew.

PC Prospects

BY DAN ELEKTRO

What other PC games will be at E³? More than you could possibly play.

ACTIVISION WILL HAVE the action/adventure game **Beneath** on display, as well as **Dark Reign II** and games based on the Soldier of Fortune and Vampire: The Masquerade licenses…The games Cavedog showed behind closed doors last year—the first-person blaster **Amen** and the Tim Burton–esque **Good & Evil**—should be ready to come out and play…GT's **Duke Nukem Forever** has been living up to its name, but it should make an appearance alongside a barely breathing **Unreal II**. But hey, where's **Prey?**…**Max Payne** should light up the Gathering of Developers' booth, along with a game based on the sequel to the cult film *Heavy Metal*…Hallelujah! Shiny's **Messiah** is slated for a third-quarter PC release and will be a big part of Interplay's booth…If you can see past the glare of the two *Episode I* games at LucasArts' booth, you might spot the new Indiana Jones adventure and the previously announced real-time strategy game, **Force Commander**….Blizzard will definitely be showing **Diablo II**… Microsoft has a boatload of new games to show, including the car combatant **Full Auto**, the strategy sequel **Age of Empires II**, a space shooter from the Wing Commander folks called **Starlancer**, the auto-mercenary action of **Loose Cannon**, and a crop of licensed sports games— not to mention two new cool-looking controllers…Hopefully, SegaSoft can show real progress on its two online games, **Skies** and **10six**…Monolith will trot out the Chrono Trigger–inspired RPG **Septerra Core**, as well as a gory psionic action/adventure game called **Sanity**…Expect Eidos to display its new Formula 1 game, as well as the pirate sim **Cutthroats**, the real-time strategy game **Braveheart**, the Diablo-style action/RPG title **Revenant**, and PC versions of **Urban Chaos** and **Legacy of Kain: Soul Reaver**… Sierra's continuing with the Gabriel Knight adventure series, but has dropped the live actors in favor of hi-res rendered characters. Also look for the long-awaited **Team Fortress 2** and Berkeley's You Don't Know Jack–style **Austin Powers: Operation Trivia**…Now that the deer hunting season's over, Interplay and Sierra are releasing competing bull-riding simulations. No joke…And if controlling a city wasn't enough, Maxis takes "god games" to the next level with **The Sims**, wherein you control the lives of an actual suburban family. Help them get ahead in life! Help them host a barbecue to wow over the neighbors! Watch them flirt and fall in love! See them put out a kitchen fire! Maybe games are getting a little too realistic…

Yeah, baby! Austin Powers gets his own… trivia game?

Gabriel Knight 3: Blood of the Sacred, Blood of the Damned (Sierra)

Diablo II (Blizzard)

◀ The Sims (Maxis)

◀ Braveheart (Eidos)

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Electronic Entertainment Expo-sed

Super Mario Bros. Deluxe

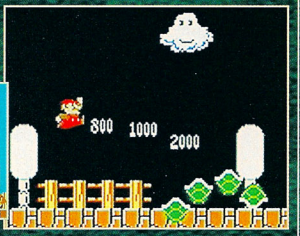
BY BROTHER BUZZ

Developed and published by Nintendo

Target release date: May

HANDS-ON

PLUMBER BOY IS back! This 8-bit classic appears exactly as it did on the good ol' NES—but there are cool extras, too. Once again, Mario hops-n-bops across eight worlds, stomping Koopas, burning Bowser, munching mushrooms, and head-butting blocks. In addition, you'll get the nine "lost" levels from the Japanese version, a versus game, a printable Mario graphics gallery, and even a date book. However, this cart's for Game Boy Color only—definitely a plumber bummer. GB



Pokémon Yellow

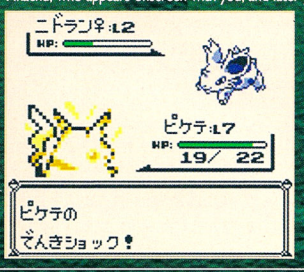
BY POKÉMAXX

Developed and published by Nintendo

Target release date: Fall '99

HANDS-ON

POKÉMON ARE POWERING through 1999, so joining Red and Blue is...Yellow! The English version of this popular Japanese cart will feature Pokémon trapping, trainer-versus-trainer fights, and creature trading. Yellow also mirrors the TV show: You'll begin with Pikachu, who appears onscreen with you, and later you'll hook up with Team Rocket. Yellow plays like the other carts, but the Pokémon zoo consists of a combination of creatures from Red and Blue. The Pokémon are smokin', mon. GB



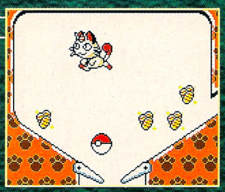
Pokémon Pinball

BY SLO MO

Developed and published by Nintendo

Target release date: June

FIRST LOOK



NOTHING'S SAFE FROM Pokémon madness, not even pinball. Pokémon Pinball promises frantic flipper action with Pokémon serving as bumpers, obstacles, and targets. Plus, the pinball tables will feature Pokémon designs, and, instead of steelies, you'll play Pokéballs. Pinball will also be one of the first Game Boy Rumble carts. The Rumble mechanism will be built right into the cart and powered by a single AAA battery! Pokémon Pinball will be shaky, fer sure. GB

R-Type DX

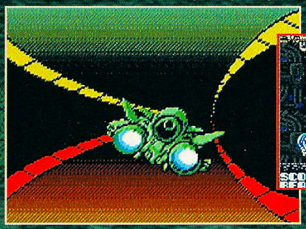
BY THE MAN IN BLACK

Developed and published by Nintendo

Target release date: June

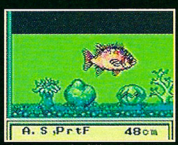
HANDS-ON

IF YOU'RE WONDERING what ever became of the Bydo Empire... man, you are old-school! Scope out R-Type DX 'cuz the Bydo's went Game Boy on yah. Classic side-scrolling shooter action returns in two games, R-Type and R-Type II, both faithfully ported from the 8-bit originals. You'll pilot a deadly starfighter through thumb-blistering action against those icky, mecha-monstrosities of the evil Bydo. If you dig shooters, you may be the type for R-Type DX. GB



The Game Boy will rumble.

NBA In the Zone
Target release date: Spring '99



The Legend of the Sea King
Target release date: June

Beavis and Butt-Head
Target release date: May

Rush 2 Extreme Racing USA
Target release date: Spring '99

Yoda Stories
Target release date: Spring '99

Disney's Tarzan
Target release date: Summer '99

GAME BOY COLOR ONLY!

Top Gear Pocket
Target release date: Spring '99

NHL Blades of Steel
Target release date: June

Spy Vs. Spy
Target release date: Winter '99

Duke Nukem

BY ATOMIC DAWG

Developed and published by GT Interactive

Target release date: Spring '99

FIRST LOOK

HAIL TO THE king, baby. The Duke-ster is raring to put a rocket in your pocket: Duke Nukem is unleashing a side-scrolling blast-em-up across 16 fierce levels. The evil Oinkers unfortunately are out, but Duke faces extermination by other extraterrestrial invaders such as robo-droids, bug-eyed Greys, and otherworldly mutations. He'll be packin' heat in the form of blasters, lasers, flamethrowers, and more. There's only one thing to say about Nukem for the Game Boy Color—groovy!

Conker's Pocket Tales

BY BROTHER BUZZ

Developed by Rare/Published by Nintendo

Target release date: June

FIRST LOOK

CONKER THE SQUIRREL has been kinda squirrelly, scampering in and out of Nintendo release lists for the Game Boy and the N64 over the past year. It appears that the rodent hero is finally cracking into the Game Boy Color in an action/adventure game where he must retrieve stolen birthday gifts and rescue his pal, Berri. During his quest, Conker will interact with an odd menagerie of animal characters who Conker must...er, conquer.

Ken Griffey Jr.'s Slugfest

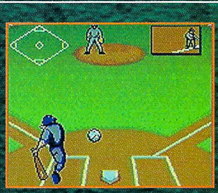
BY SLO MO

Developed and published by Nintendo

Target release date: May

HANDS-ON

SLUGFEST WILL PACK plenty of baseball into the little Game Boy. It carries full MLB and MLBPA licenses, so you'll get all the pro players and teams—and you'll be able to cut trades, too. The gameplay will be standard ¾-overhead view baseball with players tuned to real-life stats. You can play head-to-head or team up with four other gamers. The only strike against Griffey may be that it's for the Game Boy Color only.



Revelations: The Demon Slayer

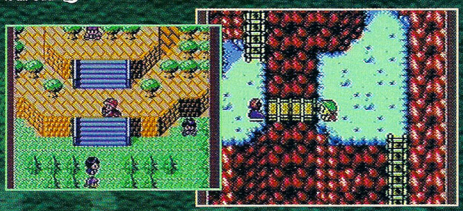
BY BROTHER BUZZ

Developed and published by Atlus

Target release date: Fall '99

FIRST LOOK

ATLUS (AT LAST) has a full-fledged RPG for the Game Boy. Revelations takes place on a planet where the inhabitants have mastered a force called Gaia. In a battle between good and evil, you must find 100 monsters and convince them to join your quest. A unique gameplay system enables you to "fuse" monsters to create even more powerful creatures as allies—plus, 100 types of weapons and magic mean you won't be helpless while you're figuring it all out.



At E3, Nintendo plans to unveil a new lineup of Game Boy Color colors.

Spawn
Target release date: June.

Prince of Persia
Target release date: May

Bass Fishing
Target release date: June

Catz
Target release date: August

Dogz
Target release date: August

Bust-A-Move 4
Target release date: Spring '99

Barbie: Ocean Discovery
Target release date: Spring '99

Alexi Lalas International Soccer
Target release date: June

WWF Attitude
Target release date: Spring '99

Mr. Domino
Target release date: Spring '99

Deja Vu 2: Ace Harding
Target release date: To be determined

Silicon Valley
Target release date: To be determined

Kiss: Psycho Circus
Target release date: To be determined

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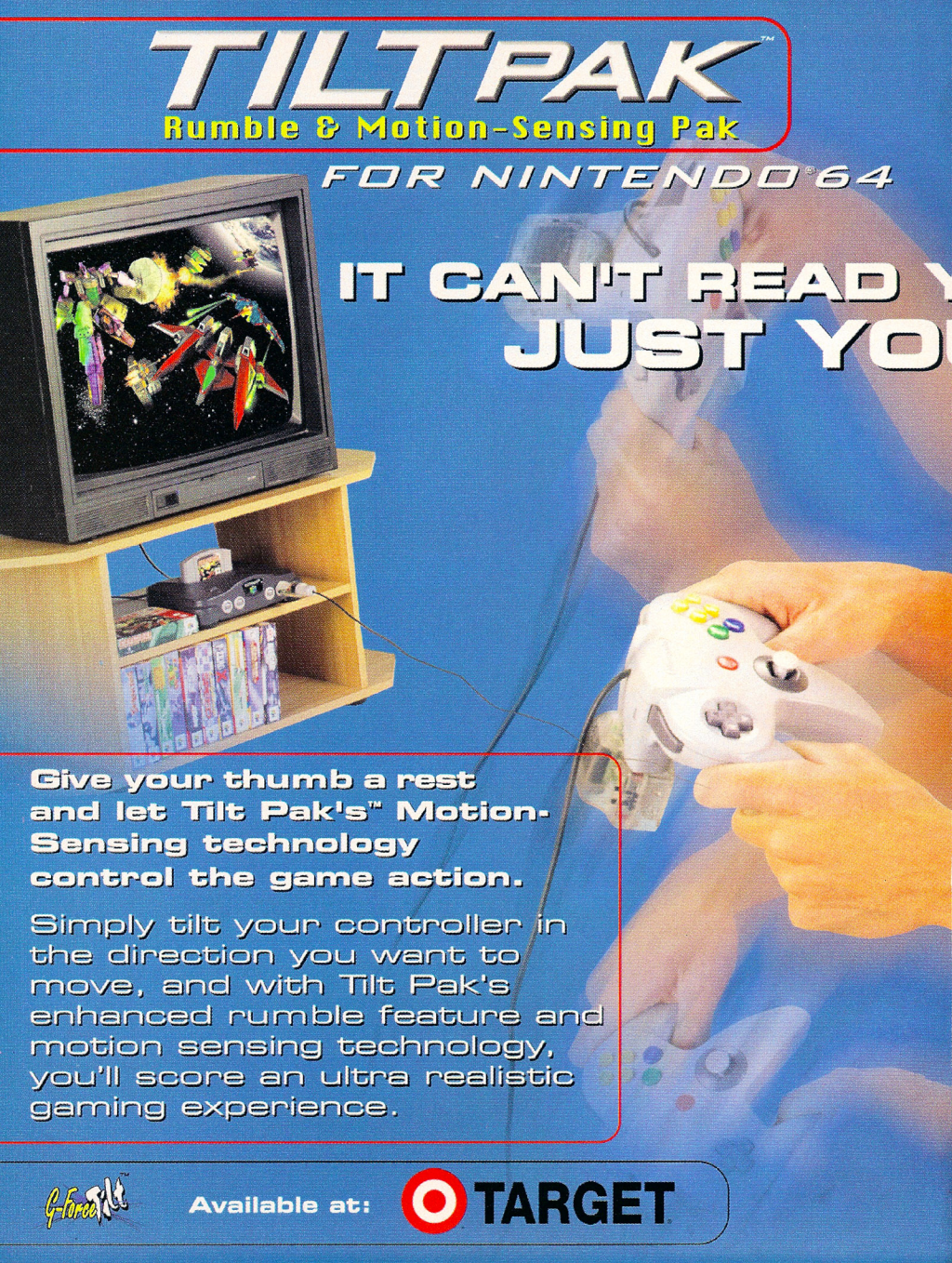

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BY BOBA FATT

- Published by Dynamix
- $39.99
- Available now
- Action/strategy
- 20 players LAN/Internet
- Windows 95/98
- ESRB rating: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	2.5	3.0

STARSIEGE

Recommended System Requirements

Pentium 200

32 MB RAM

300 MB on HD

4X CD-ROM

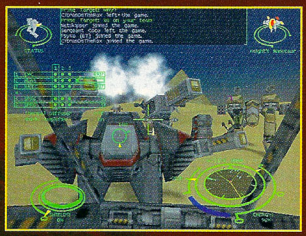
SVGA video

3D accelerator

THERE'S A MECH-STYLE rumbling on the robot-sim horizon: Heavy Gear II and MechWarrior 3 will soon go turret-to-turret. Starsiege, looking to be a contender, has fired an early salvo, but its amateurish mistakes reduce it to scrap metal.

From the Earth to the Stars

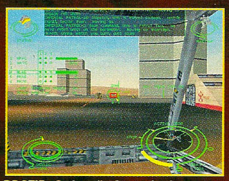
Spawned from the Earthsiege franchise, where humans battle a *Terminator*-style race of intelligent machines, Starsiege's solo game offers story-driven campaigns where you can choose to fight for either side in one of 35 fully customizable robots or tanks. It's a highly strategic challenge thanks to a variety of vehicles and an impressive arsenal of over 40 weapons, each with a myriad of armament, shield, and special-unit combinations.



PROTIP: Using a tank during multiplayer games offers a great advantage: The free-turning turret will save you time when you shift to attack enemies that are behind you.

Eyes on the Ground

As far as the graphics go, eye-candy enthusiasts should look elsewhere: Although Starsiege's robots are nicely designed, they simply don't move with a sense of weight that implies great size. The anti-climactic vehicle destructions show your enemies' mechs crumbling into big pieces like a broken model, while the dainty explosions will have you looking to your HUD to make sure you actually wasted the guy. Luckily, Starsiege's soundtrack picks up some of the slack with its slammin' effects and a rockin' score, but even that quickly gets old due to the repetitious radio chatter.



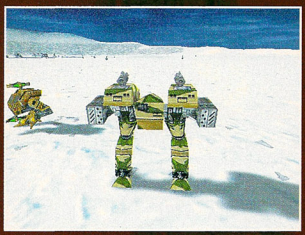
PROTIP: Order all of your backup units to attack the same target and eliminate it before moving on–you don't want to get wasted by a guy who's almost dead.

PROTIP: Concentrate your attack on one component of your enemy's hull to cripple their systems quickly.

Gunning on Empty

Starsiege's colossally disappointing interface stumbles despite complete keyboard, mouse, and joystick customization features. Unfortunately, the remapping doesn't adapt well to a flight stick with throttle-speed control (the weapon of choice for most robot-sim fans), and there isn't even force-feedback support. In fact, Starsiege works best as a keyboard-and-mouse first-person shooter, but there's an inexcusably slow response while firing your weapons, which makes precision aiming difficult. Meanwhile, you'll get precious little help from your impossibly stupid A.I. comrades, who run over visible land mines and get stuck in uncomplicated terrain.

Although Starsiege offers a refreshing degree of freedom in robot customization, its basic gameplay is not up to the robot-sim benchmark of MechWarrior 2. Those who are burnt out by first-person shooters may want to try StarSiege for a change of pace, but others should definitely wait for the MechWarrior 3 vs. Heavy Gear II shootout.



Starsiege's lone highlight is its wide variety of vehicles and weaponry.

PROTIP: If your backup gets stuck on a hill, simply run into him to knock him onto flat ground.

GRAPHICS 3.5

Starsiege's robots are well designed, but they don't move like the giants they're depicted to be. The backdrops look nice, but the sliding terrain textures, clipping, and bland explosions make the sky the only thing worth staring at. .

SOUND 4.0

The gritty grunt-dialogue makes you feel like you're in the thick of it, but the same catchy phrases are repeated over and over. Starsiege's pounding sound effects and moody, ominous score don't help much either.

CONTROL 2.5

Starsiege doesn't support force-feedback or work very well with flight sticks. Using the keyboard and mouse would be forgivable, if not for the sluggish response you get while firing your weapon.

FUN FACTOR 3.0

The disappointing interface makes negotiating Starsiege a chore, while the underwhelming graphics and lack of force-feedback don't convey the sense of commandeering giant vehicles as well as MechWarrior 2.

PROTIP: If you're looking to take out objects protected by heavy shielding, rely on your energy or plasma weapons–make sure to keep an additional battery handy.

PROTIP: During Operation: Jailbreak, keep the fighting on the perimeter of the base so as not to accidentally destroy the hangars.

PROTIP: During the ambush in Under the Gun, take cover behind buildings and let your shields recharge before rejoining the battle.

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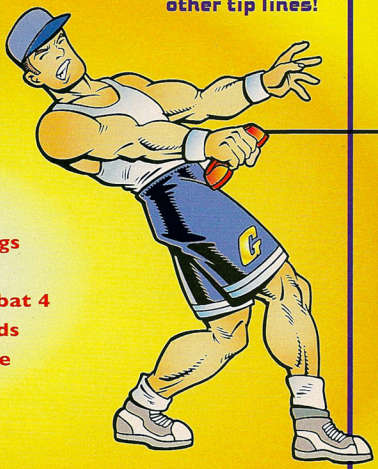

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A service of IDG Games Media Group in San Francisco, CA.

BY SCARY LARRY

- Published by Sony Computer Entertainment America
- Price not available
- Available May
- Fighting
- 2 players
- ESRB rating: Not yet rated

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	5.0

BLOODY ROAR II

LAST YEAR'S sleeper-hit fighting game, Bloody Roar, was released by Hudson in Japan, and Sony subsequently snapped it up for a U.S. debut. This year, Sony will repeat that magic by releasing Bloody Roar II, a far superior and much improved game.

THEY'LL NEVER BE BEASTS OF BOREDOM

On the one hand, Bloody Roar II continues the one-on-one fighting style of the original, featuring human players that morph into ass-kicking animals during a match. You still have your choice of some of the best fighters of Roar along with the addition of a bat, leopard, chameleon, insect, and half-beast. The boar, fox, and gorilla from the first game are gone.

On the other hand, Bloody Roar II improves on the original, using much smoother and more realistic graphics. Special moves look snappier, the combos are slicker, and the backgrounds are eye-catching without being distracting. The game also moves at a speedier clip, so combos and morph moves occur in the blink of an eye.

The Rave move of the first game, which sped up your fighter's moves and made it harder for an opponent to get a punch in, has been removed. Bloody Roar II now has a Super combo that drains all of your Beast meter (which fills up according to your attack/damage ratio), but it's relatively easy to defend against. The game is now more about quick-hit combos and counter attacks, and less about who can take more hits (as it was before in the original Bloody Roar).

ANIMAL (BONE) CRACKERS

All the bone-cracking sound of the original is present here. Indeed, the sequel roars with sound, from the growl of the tiger to the howl of the wolf. If you don't like cutesy Japanese voices, however, steer clear of Jenny the Bat.

Controlling the characters is simple and effective. Using the button-tap style of Tekken 3, you'll find yourself learning the quick-combo system easily. Throws, counters, and air juggles round out the game and add depth.

PROTIP: To get to the hidden character of Gado, play through the game with any character. To access Shen Long, play through the game and beat the final boss in under 6 minutes 30 seconds.

FANGS FOR THE MEMORIES

If you liked the original, you'll love the sequel. Also, if you're a fan of the Tekken series and can't wait for Tekken 4, go out and purchase Bloody Roar II right now. This zoo crew of fighters create one of the best fighting games available this season—a welcome addition to any fighter's library.

Uriko the Half-Beast

PROTIP: Tap Punch, Punch, Punch, Punch, Punch, then simultaneously tap ↓, Punch.

Stun the Insect

PROTIP: Grab a few extra hits against less skilled players by simultaneously tapping Punch, →, and repeating the move while your opponent is in the air.

Jenny the Bat

PROTIP: Simultaneously tap →, Kick, tap Kick, then simultaneously tap ↓, ↘, →, Kick.

Shina the Leopard

PROTIP: Simultaneously tap →, Kick, tap Kick, Kick, then simultaneously tap →, Kick.

Busizima the Chameleon

PROTIP: Tap Punch, Punch, Punch, Kick, simultaneously tap ←, Kick.

GRAPHICS 4.5	SOUND 4.0	CONTROL 4.5	FUN FACTOR 5.0
The visuals are an improvement on the original—in fact, you'll find the blitzkrieg action almost too much for the eyes. Nice moves and cool backgrounds also lend a hand.	Although you'll wince when you hear Jenny the Bat yell, all the jungle sounds are crystal clear. During matches, the music is somehow a full-metal racket and subtle at the same time.	You'll probably practice against a weaker friend a lot to get the controls down because, regrettably, the game has no practice mode. But after that, you'll be roaring with pride.	Better than a lot of wannabes, this game is a great fighter to sharpen your fangs on—especially for newbies who can't grasp the complex combo systems of other games. Bloody Roar II is one of the best fighting games available.

In episode five, Slappy the Beaver swallowed over 100 sticks of dynamite and suffered only minor indigestion.

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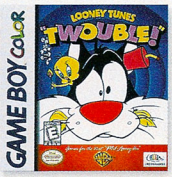

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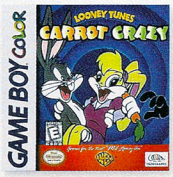


$29.99

Get into the game.

TARGET

©1999 Dayton Hudson Brands, Inc.

BY SCARY LARRY

- Published by 989 Studios
- Price not available
- Available now
- Racing/combat
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	4.0

3XTREME

PIERCE-NOSED, HEAVILY tattooed, nine-inch-nail-through-the-eyelid sports freaks are going to get busy this season with 3Xtreme, the latest gonzo sports game from 989 Studios. This is definitely an Xtremists' dream—and it's sure to attract a few newbies to the franchise.

SKATE, RATTLE, AND ROLL

The third in 989's extreme-sports series, 3Xtreme lets you ride a trio of '90s transport modes: BMX bikes, in-line roller skates, and skateboards. As in the first two games, you dash for cash against a horde of opponents, blasting through streets and over highways while busting harrowing jumps and even discovering a few shortcuts along the way.

Prize money buys upgrades to your equipment, but don't expect it to come easily—3Xtreme's A.I. is pumped way up. You can rush through gates for spare change, but going airborne off ramps during a race is where you make the big bucks. While up there, you can pull off 45 tricks; the more difficult the trick, the more money you earn. Landing incorrectly, however, not only voids all credit, but also usually dumps you in last place.

The 27 tracks are packed with challenges, and the layouts are much improved over earlier versions. Racing A.I.-controlled players in Circuit mode kicks, but the game's real fun lies in its two-player game. As in Road Rash, you can punch any opponent who gets near you, turning the race's momentum in your favor. There are also tons of obstacles with ramps galore, while the variety and length of the tracks—which include urban skate parks—guarantee maximum replayability.

XTREME LOOK AND FEEL

Like its predecessors, 3Xtreme's sound and visuals are solid if unremarkable. The graphics still show their pixels, but the speed and fluid movement of the contestants are a plus. As for the soundtrack, it's a mix of thrash metal and techno music that does a good job of pumping the adrenaline.

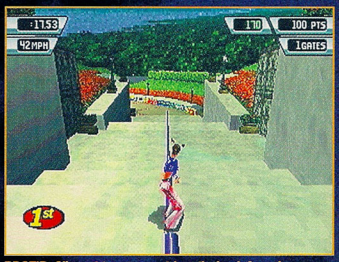
The controls, however, are a little tough to handle: Minor skids and baby jumps can often turn into major wipeouts. Also, the equipment classes handle differently, so don't expect the bike to respond as fluidly as the in-line skates.

AN ITCHY RASH

3Xtreme is definitely a cool Road Rash–style ride for thrashers. It's fun, competitive, and full of energy—but it's also fairly niche-oriented. You gotta love extreme wheels to get into this game. If you do, you'll be Xtremely pleased.

PROTIP: To knock someone on their Xtreme ass, get in front of them, slow them down just a bit, then swing away.

◀ PROTIP: Different rides handle differently. For example, when you ride onto grassy areas with the bike, it stops almost completely.



PROTIP: All participants can ride rails. Look for other areas where you can skim something rail-like, such as cinder blocks or staircases.

PROTIP: Landing correctly is key. Don't extend your tricks too much–in other words, give it up before you start your descent.

PROTIP: Newbies should avoid the ramps until they've got a complete set of racing skills down.

PROTIP: To grasp a course's layout, race around a few times. Then go back and aim for the first-place spot. Watch the computer-controlled players for tips.

PROTIP: Whenever you come to a fork in the road, take the split opposite the one your opponent takes. You'll end up ahead of them every time.

GRAPHICS 4.0

Although it's still a pixel party, 3Xtreme does a nice job on the secondary graphics such as the countryside backgrounds and the stun and trick animations.

SOUND 4.0

Thrash metal rules, but it doesn't go overboard. It would've been nice to hear some more diverse themes like hip-hop or hardcore rap. And, unfortunately, the voice effects all sound the same.

CONTROL 3.5

Control can be a monster when making tight turns; even minor jumps off the end of a staircase, for example, can end up turning you over. This game's learning curve is steep.

FUN FACTOR 4.0

This third installment of 989's extreme-sports thrasher wades through some flaws to deliver a real rush. 3Xtreme's A.I. is merciless, the action is intense, and the game is so like Road Rash that the racing's sometimes secondary to the combat.

Games for the Next Mil-Looney-Um!

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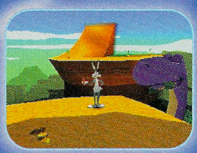

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GEX 3

DEEP COVER GECKO

BY DAN ELEKTRO

- Published by Eidos Interactive
- $44.99
- 1 player
- Available now
- ESRB rating: Teen
- Action/platform

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.0

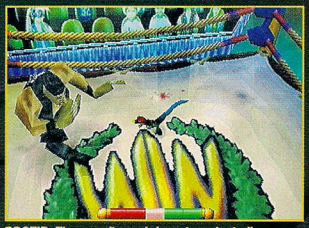
GEX RETURNS FOR another round of TV and pop-culture skewering—but despite plenty of exploration and strong visuals, the third game in the series starts to feel like a rerun.

REMOTE PATROL

Gex retains his super-spy persona from last year's Enter the Gecko, but this time he's got a partner: Agent Xtra, played by *Baywatch* beauty Marliece Andrada. When Xtra gets Rez-napped, it's up to Gex to brave the Media Dimension once more and save the girl.

This time around, Gex parodies Greek myths, Christmas specials, war flicks, Clint Eastwood, *The Wizard of Oz*, superheroes, Mafia movies, Sherlock Holmes, pro wrestling—even Crystal Dynamics' own Akuji—donning 25 outfits along the way. Most of the game's 34 levels resemble the last game: You collect icons, complete specific goals (such as "Visit the world's largest mound of poop"), battle sub-bosses, and earn remotes. There's more interaction with environments, plus special levels where you can ride donkeys, tanks, and snowboards or play as other characters like Rex and Cuz. Unfortunately, that doesn't add much; the side-games are mere distractions from the main task of tail-whipping enemies and collecting endless icons just like Gex did all through the last game.

PROTIP: All the little critters—bunnies, pigs, pigeons, etc.—will cough up a coinfly if you whip them. Corner them.



PROTIP: The wrestling sub-boss is pathetically easy. Just avoid his body splashes, then tail-whip his ankle.

▶ PROTIP: For accuracy on underwater levels, use a wide view to spot target objects and zoom in to collect them.

A SHINY NEW COAT

Gex 3 certainly looks pretty, featuring clean lines and particularly cool reflections: Ice, metal, and water textures will catch your eye. The adjustable camera can't always keep up, however, and tends to make you queasy. Smooth, responsive control makes movement easy. There are plenty of smart-mouthed quips from comedian Dana Gould, who provides Gex's voice, but some of the jokes are too obscure (anybody care about Eva Gabor's wig fridge?), and some rehash old territory (didn't we get our fill of *Shining* jokes last time)? But when Gex is on, you'll snicker. Meanwhile, Marliece Andrada does her best to look like Emma Peel, but she has the acting range of an orange peel. She's little more than curvy eye-candy.

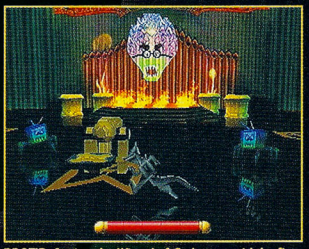
PROTIP: Take out the searchlights with the Gatling gun right away on War Is Heck.

GEX 2.5?

Don't doubt that Gex 3 is fun to play. Fans of the platform hero will enjoy the multiple hours of action. But the focus in this sequel is on addition, not innovation—which is fine, but Gex 4 will need more.

PROTIP: The donkey will help you climb steep hills in the western levels. Follow the hoofprints.

PROTIP: You'll find Clueless in Seattle's first mini-game in the mounted bear's head. Whip the fleas, earn a coin.



PROTIP: Against the Wizard of Oz boss, avoid the fireballs and rush to the cannon when the TV crawlers appear. Fire the cannon, then whip the bad guys.

GRAPHICS 4.5

The PlayStation shows its power with impressive reflections and a healthy amount of detail. There's some annoying slowdown on stages, however; and sometimes the camera leaves you reeling, but it's tolerable.

SOUND 4.0

Some of Dana Gould's lines are side-splitting, but some should've been sidelined—and sometimes they're hard to hear. The music matches the worlds' atmosphere every time, and the game's sound effects are crisp.

CONTROL 4.0

You can use the analog stick for comfort, but you're still limited to eight-way directional controls, not true analog freedom. Everything's tight and responsive, though.

FUN FACTOR 4.0

Gex 3 is built on the solid icon-collecting, 3D-platform foundations of Gex 2—almost to a fault. Most elements seem too been-there, tail-whipped-that. But if the last game left you wanting more, Gex 3 delivers another heaping helping.

GOD BLESS THE RING

EZ EHRGEIZ

IF YOU REMEMBER Square's earlier hybrid fighting-games Tobal No. 1 and Tobal No. 2, you'll get an idea of where Ehrgeiz is headed. But with so many options and mini-games crammed into it, you may show up for the fight only to become sidetracked.

BY SCARY LARRY

- Published by Square Soft
- Price not available
- Available May
- Fighting/RPG/puzzle
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.5	3.5

That Is the Question

In general, Ehrgeiz is fun, fast, and middle-of-the-road exciting. Lots of grabs, counters, and mini-combos dominate a basic fighting structure, while the characters range from weird—like Jo the Wolf Girl—to wild; plus three characters from Final Fantasy VII have made their way into the game.

The inclusion of Cloud, Tifa, and Sephiroth aren't enough to lift this fighter out of a quagmire of mediocrity, even though Square has added a few bonuses including a foot race, capture-the-flag sprints, and a puzzle game. Most importantly, Square has thrown in an RPG Quest mode, much like the one in Tobal, which is a lot more fun than the game's other modes because it contains magic spells, weapons galore, and some formidable opponents.

PROTIP: Any corner or lowered flooring provides great cover against projectile attacks.

PROTIP: To win matches easily, after a grab, either tap △ for a high combo that stuns or tap × for a low combo that also stuns.

God Bless the Reset Button

Ehrgeiz's other elements—standard music and sound effects, and mildly impressive graphics—never really soar, while the poor controls set Ehrgeiz apart: Characters run without provocation, you can easily miss some combos because of where you're standing, and projectile attacks are all over the place. Had Square kept the game in 2D, it might've had a better chance.

With its soup of RPG, puzzle, and fighting aspects, Ehrgeiz is definitely the weirdest fighter to come along in a while.

PROTIP: Don't spend too much when equipping Koji Masuda in the Quest mode. You'll have to buy stuff for your partner, Clair Andrews, too.

◀ PROTIP: Almost every arena is multi-level, so be sure to jump up and catch a ledge (and your breath).

RAMPAGE 2 UNIVERSAL TOUR

RAMPAGE RETURNS TO the PlayStation with four new monsters, over 125 levels to destroy (from cities on Earth to outer-space settings), and new bonus games and special moves. Up to three players can link up for tag-team destructive action as the new monsters seek to free the original three Rampagers—George, Lizzy, and Ralph—from captivity.

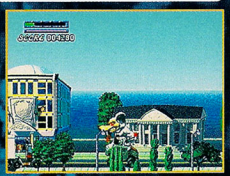
BY DR. ZOMBIE

- Published by Midway Home Entertainment
- $44.99
- Available now
- Action
- 3 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.5	4.0	2.5

◀ PROTIP: Score more time points by destroying buildings together.

Despite all its new features, this Rampage provides the same gaming experience as its predecessor: punch, kick, jump—and punch some more. The graphics are nice, but just serve to decorate the flat, linear settings. (Why not take the Rampage franchise to the next level with 3D environments?) Controls are responsive for the limited move options, while the sounds are as unadventurous as the graphics. This Rampage is a rental.



PROTIP: Don't waste time with anything on the road that doesn't shoot at you.

bigair

BIG AIR ENTERS the PlayStation snowboarding scene with tons of options, over 30 courses in six countries, and a wide assortment of competitions: Halfpipe, Big Air, Boardercross, Slalom, and Freeride. Shredders will also find solo or two-player competitive play, six snowboarders, customizable clothing, and over 80 snowboarders.

BY DR. ZOMBIE

- Published by Accolade
- $39.95
- Available now
- Snowboarding
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	3.5	3.0

◀ PROTIP: Tap the brakes and take the inside of high turns for better control.

Nevertheless, this impressive assortment doesn't make up for a lackluster experience. The graphics are grainy and formless, while recurring backgrounds are a downer. The controls are adequate, but analog is a must. Original songs on the soundtrack are interesting, but sound effects are at a minimum. Overall, Big Air is full of big potential, yet provides only average gaming satisfaction.

PROTIP: When doing combos, attempt the grab after pulling off a spin.

Micro Machines 64 Turbo

BY FOUR-EYED DRAGON

- Published by Midway Home Entertainment
- Price not available
- Available now
- Racing
- 4 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.5	4.0	3.5

FANS OF THE Micro Machines school of mini-car racing won't be disappointed with Micro Machines 64 Turbo.

Trying to drive 32 miniaturized vehicles may not be everyone's racing forte, but this "tiny" game sports great multiplayer action. Racing against up to four friends is a gas, and it opens up many more gameplay options. On the other hand, racing against the computer can get very frustrating, particularly in the harder levels where the A.I. doesn't make any mistakes. The controls are tight, but require practice, practice, practice. Once you've mastered them, however, you can enjoy the game's fine sights as you race through 38 environments, which include table tops full of food. Luckily, the awful music only plays during the option screen.

Even if you're not a Micro Machines fan, this racer is at least worth a rental.

◀ PROTIP: In Baguette Balance, avoid knocking off your opponents on top of the baguettes—you may fall and lose valuable position.

PROTIP: The easiest way to win in the Challenge mode is by using either Turbo Level 1 or Turbo Level 2—you'll have more control of your vehicle.

Goemon's Great Adventure

BY BOBA FATT

- Published by Konami
- Price not available
- Available now
- Action/adventure
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	2.5	2.0	3.5

GOEMON'S GREAT Adventure combines elements of 3D action and role-playing with tried-and-true 2D side-scrolling gameplay.

Goemon's latest quest is a large and complex adventure that spans five expansive worlds, which you can play with up to four characters. Goemon provides colorful scenery with fluid polygonal visuals that often wind you through the same territories on different paths.

Unfortunately, looks aren't everything. The sound effects and music are blah—but they're only half as bad as the severely unresponsive controls that make precision jumping and attacking a pain. Even Goemon's most novel element, a two-player co-op mode, falters by limiting one character's movement and the other's attacks. Goemon has satisfying visual impact for an N64 side-scroller; sadly, it stumbles on the gameplay basics.

PROTIP: Crack this skeleton boss in the head with your hammer to remind him he's dead.

PROTIP: Swipe upward to knock the scarecrow's exploding balls back at him—and watch out for that swinging spiked chain!

Charlie Blast's Territory

BY FOUR-EYED DRAGON

- Published by Kemco
- Price not available
- Available now
- Puzzle
- 4 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.0	3.0	2.0

IT'S PROBABLY BEST to steer clear of Charlie Blast's Territory. This otherwise unique puzzle game is severely plagued by deficient music, average graphics, and slow gameplay.

In CBT, you must blow up islands by creating a chain reaction of explosions. Players must make Charlie push rocks out of the way in order to place dynamite of varying intensities.

This may sound easy, but the challenge increases with every level. Unfortunately, you must also endure the sterile music and the frustrating controls. Both the analog and digital controls are maddeningly sensitive and often cause Charlie to inadvertently move something. The graphics are colorful, but after a while, the sights become as repetitive as the gameplay.

Charlie Blast's Territory offers gamers a decent challenge, but it's just too slow. The multiplayer games provide some salvation as you try to blow up your friends, but Bomberman this ain't! Gamers wanting explosive action should look elsewhere.

PROTIP: Don't stress about the time limit. Just scroll back and pause the game if you need more time to solve the puzzle.

PROTIP: Sometimes the moving platforms serve as more than just a means of crossing. You can also position dynamite on top of them.

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PlayStation®

BY THE ROOKIE

- Published by 989 Sports
- $39.99
- Available now
- Baseball
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.5

MLB 2000's a Sim Dandy

PLATFORM
PlayStation

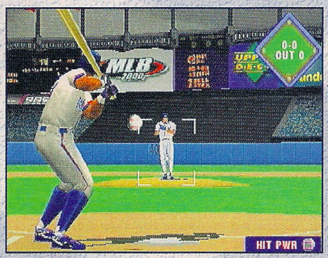
SPORT
Baseball

THE PENNANT RACE is heating up on the PlayStation as MLB 2000 takes the field to challenge Triple Play 2000 for the top spot. By combining smooth graphics, fast gameplay, and excellent sim depth, MLB 2000 offers up a superb alternative to TP2000's slick arcade-style action.

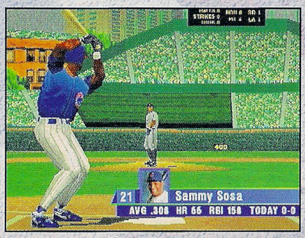
Bonds Away

MLB's bench is deep with features, starting with the customary standard play modes, teams, and players. You'll also be able to assume general-manager duties to make trades, conduct drafts, sign free agents, and waive subpar performers.

The feature that makes MLB 2000 stand above the other titles, however, is its excellent Spring Training mode (introduced last year). Rather than just creating a player and sticking him into your lineup, you can choose to take him through a two- or six-game spring-training series. If you amass at least 50 performance points, he'll make it to the bigs. From there, you must keep your player performing well—if he slips in production, he'll slip back to the minors.



PROTIP: Mix up your pitch locations and set up the ball cursor outside the box to rack up strikeouts.



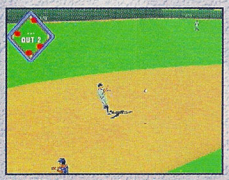
Sosa's back for another crack at the home-run record.

Mo Better Baseball

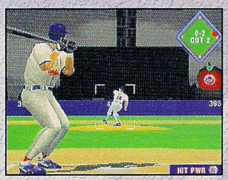
MLB 2000's outstanding features are complemented by its excellent graphics, atmospheric sounds, and tight controls. Visually, MLB sports detailed player models and stadiums, as well as cool motion-captured animations. While Triple Play's overall appearance may be flashier, MLB delivers a solid hardball experience with fast, fluid action.

This year, MLB matches Triple Play with some two-man commentary of its own from hall of famer Vin Scully and ESPN announcer Dave Campbell. For the most part, they make the correct calls; however, they do tend to repeat certain phrases too often. The in-game effects are right on, including active crowd noises, cracking bats, and snapping leather.

MLB 2000's controls are also right on. Total Control Fielding enables you to bust out awesome throws, while Total Control Batting enables you to hit with a bigger batting cursor or with more power if you can guess the type of pitch or its location. Unfortunately, you can't turn off the pitching cursor, which makes two-player contests easy after a few play-throughs. Fortunately, MLB's staunch one-player action makes up for it.



PROTIP: Constantly hold down L2 to take advantage of Total Control Fielding and bust out some awesome throws.

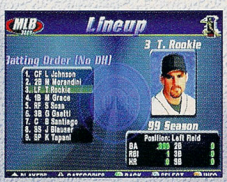


MLB 2000 features over 200 personalized batting stances and pitching motions, including Nomo's windup.

Kent Get Much Better Than This

MLB 2000 is an excellent game that puts more emphasis on sim play than on high-scoring, arcade-style blowouts like Triple Play 2000. If you're looking for realistic action with in-depth features and a slick overall appearance, this is the baseball game to get.

PROTIP: Use Total Control Batting with discretion—you'll often make better contact by free-swinging without assistance.



PROTIP: The key to getting your created player into the bigs is having a good batting average and five or six RBIs; so place him third in your batting order to get in enough swings.

PROTIP: If you have a man on third, hit conservatively to knock in the run.

GRAPHICS 4.0	SOUND 4.0	CONTROL 4.5	FUN FACTOR 4.5
MLB 2000 sports excellent player models, slick stadiums, cool motion-captured moves, and a fast frame rate. Triple Play 2000 is definitely flashier in its overall appearance, but MLB delivers enough graphical goods to make each game visually entertaining.	The MLB franchise catches up to Triple Play with the inclusion of two-man commentary from Vin Scully and ESPN announcer Dave Campbell. MLB 2000's in-game effects are also right on, featuring accurate ballpark effects such as active crowd noises, popping gloves, and cracking bats.	This year's control is as tight as ever as both Total Control Batting and Total Control Fielding return. But like every baseball game this year, the right player isn't always toggled to make the play in the field. Also, because you can't turn off the pitching cursor, you'll find MLB's one-player game outshines its head-to-head contests.	Combining excellent baseball action with its sim-style gameplay and killer Spring Training mode make MLB 2000 a bona-fide World Series contender. If close-scoring games and heated pitcher/batter confrontations are what you like, MLB 2000 should be your top draft choice.

Rigor Motorist

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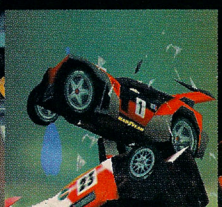


Baseball 2000's Safe at Third

BY AIR HENDRIX

- Published by Interplay Sports
- $39.95
- Available now
- Baseball
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.5

PLATFORM
PlayStation

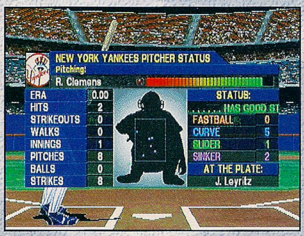
SPORT
Baseball

WHILE A LOCKER room full of improvements make Baseball 2000 a nice step up from VR Baseball '99, Interplay's baseball series is still stuck at third in the PlayStation standings. Solid, realistic gameplay and responsive controls can't make up for this game's bare-bones style.

Long Fly Ball

The latest in what Interplay used to call its VR Baseball series, Baseball 2000 delivers all the basics but none of the bells and whistles of its competition. Beyond the standard features, the rosters include drafts, player creation, and double-switches. The game's coolest feature—a pitcher-status screen that pops up to display your pitcher's energy, stats, and the location of every pitch thrown—can't be found in either Triple Play 2000 or MLB 2000, and it comes in handy when strategizing.

PROTIP: L1 is used to increase your base runner's lead off the base as well as to start a steal—make sure you're done leading off the bag before the pitcher throws, or you may accidentally steal when you don't want to.



Baseball 2000's cool pitcher-status screen shows where you put every pitch and displays your pitcher's stats.

Sadly, Baseball 2000 lacks features that many gamers will sorely miss. The M.I.A. list includes the ability to move your batters around in the batter's box and open or close their batting stance, speed bursts, hard throws, guessing the pitch location for a batting boost, and more. Even worse, some bugs pop up now and then; while they don't cripple the game, they sure are annoying.

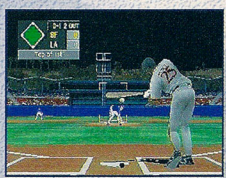
Despite these flaws, Baseball 2000's gameplay is realistic and challenging, yet easy to play—and that might be enough for some. The A.I. plays you tough with smart moves like sticking you with intentional walks at just the right moments. The result's a tight, tough, sim-like experience that's far from the action-packed diamonds of Triple Play 2000.

PROTIP: When your pitcher starts to tire (his energy meter will have only one or two green bars left on the pitcher-status screen), get a reliever going in the bullpen right away.

PROTIP: If you have a man on third with less than two outs, go for power swings (tap ○) and try to hit a sacrifice fly to bring in the runner.

Nice Glove

When it comes to controls, Baseball 2000's fielding, pitching, and base-running are all smooth, responsive, and fun. Batting, however, feels pretty basic without the ability to move your batter around in the box, and some of those aforementioned bells and whistles would've added a lot.



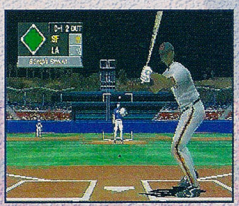
PROTIP: Be smart about who's at bat—if you have Barry Bonds at the plate, bust out the power swing every time (tap ○). If your pitcher's up, use the contact swing (tap ×) or go for a bunt (tap △).

Visually, the graphics sport well-detailed player models, sharp stadiums, and cool animations, like the shortstop cranking powerful throws to the first baseman who's leaning out to make the catch. However, the players' faces are bland—everyone tends to look the same—and some of the animations wig out in weird ways, like when a fielder rotates in place without moving his feet.

As for sounds, Baseball 2000 gives you one-man commentary…but when you're used to a two-man booth, it sounds quiet. Plus, the announcer blows it now and then (but that happens in all the baseball titles), while the crowd sounds and other effects are basic but effective.

Rental Time

Baseball 2000's sim-style action makes for the kind of ballpark that could appeal to hardcore baseball fans looking for a realistic game, especially if Triple Play 2000's glamorous homerfest turned you off and MLB 2000 didn't strike your fancy. However, this diamond's definitely still in the rough, and many gamers won't be patient enough to tolerate its shortcomings. Rent it before you shell out for a full-price admission.



◀ PROTIP: If your pitcher has a good pitch or location working, don't hammer batters with it over and over again. Mix in some balls that will get the batter looking in a different spot, then serve up your hot pitch.

GRAPHICS 4.0

Slick animations and good player models make this ballpark easy on the eyes, but recognizable player faces would've been mustard on the hot dog.

SOUND 3.5

The one-man commentary sounds sparse in comparison to the two-man booths of competing games, while the in-game sound effects are clean but basic.

CONTROL 4.0

Pitching, fielding, and base-running handle naturally and responsively, but batting comes up short with an experience that's too simplistic.

FUN FACTOR 3.5

Baseball 2000 stays two games back, trailing Triple Play and MLB. The sim-like gameplay's challenging and fun, but it can't overcome the game's shortcomings and vanilla style.

PLATFORM
Nintendo 64

SPORT
Basketball

NBA In the Zone '99

BY BOBA FATT

- Published by Konami
- $49.99
- Available now
- Basketball
- 4 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	2.5	3.0

KONAMI, ONCE A contender in the NBA video game race, has put up a brick with its '99 installment of In the Zone. Like David Robinson in the playoffs, Zone chokes in nearly every category. Its blurry players and slow ball movement pale in comparison with NBA Live '99's sharper, more fluid graphics, and Zone also fails to deliver an Arcade mode as Live does.

The N64's cartridge format makes Zone's sparse commentary, which features Chicago Bulls' announcer Ray Clay, somewhat forgivable thanks to the in-game arena music and sound effects that put you right in the paint. Unfortunately, Zone's clunky menu navigation, sluggish player switching, and confusing free-throw interface are flagrant fouls that'll make you want to sit out your contract...or force a trade to the superior Live '99.

▶ **PROTIP: A combo charge, spin move toward the basket is very hard to defend.**

PLATFORM
Nintendo 64

SPORT
Hockey

NHL Blades of Steel '99

PROTIP: Tap B twice to perform a fake slapshot to fool your opponent's goalie, then move in for a high-percentage snapshot or wrister.

BY VICIOUS SID

- Published by Konami
- Price not available
- Available now
- Hockey
- 4 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	2.5	3.0

HOPING TO continue the legacy of its classic 8-bit ancestor on the N64, Konami's NHL Blades of Steel '99 features a solid array of features, including extensive trading and management options. Sadly, it crashes into the boards because of sluggish, frustrating controls and unpolished graphics.

While players are treated to impressive cinemas before and after each game, Blades' blocky polygonal players move with robotic stiffness, while collision-detection problems make some players pass right through each other. Otherwise, fine camerawork, thumping theme music, and clear, if dull, announcing create the effect of a genuine NHL telecast.

Ultimately, Blade is a rental-only title at best. If you're eager to strap on your skates, stick with NHL '99 all the way.

PLATFORM
PlayStation

SPORT
Racing

Monaco Grand Prix

BY BOBA FATT

- Published by Ubi Soft Entertainment
- $49.95
- Available June
- Racing
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	2.0	3.5	2.0

LIKE A TRUCK on the Autobahn, Monaco Grand Prix is the slowpoke of the PlayStation superhighway. Shockingly bland visuals keep Monaco in a perpetual pit stop. With side orders of jarring pop-up and drab textures to go with its low polygon count, Monaco's only hope is to keep ahead of the Genesis 32X. Audiowise, the roar of F1 engines has never sounded so much like a pigeon squealing.

By utilizing the Dual Shock controller's sticks for steering and acceleration, however, Monaco's decent interface puts the pedal to the gravel, and the 16 international tracks offer a challenging assortment of racing styles. Plus, a plethora of technical adjustments will keep virtual grease monkeys tinkering with the perfect car setup for each track. Despite those pluses, Formula 1 and Gran Turismo outclass Monaco in every category.

◀ **PROTIP: On the first turn of the course in Germany, drive full-speed across the sand embankment—it's quicker than slowing to turn around it.**

PLATFORM
Nintendo 64

SPORT
Racing

Monaco Grand Prix

BY VICIOUS SID

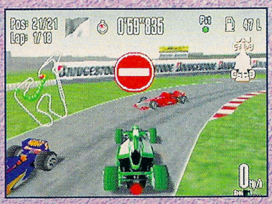
- Published by Ubi Soft Entertainment
- $59.95
- Available June
- Racing
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	3.5

MONACO GRAND PRIX brings technical racing to the N64, but comes up a few cylinders short. On the one hand, aficionados of F1-style racing will appreciate the game's hardcore sim-style action, including its challenging tracks, detailed Career mode, and thorough car-tuning options. On the other hand, they won't appreciate the total lack of licensed cars or tracks—it's all fantasy here. For rookies, an Arcade mode was thankfully included, which is a nice leg up on F1 World Grand Prix.

Despite some nice graphical details like dirt-accumulating tires, Monaco receives a yellow flag for its mediocre sounds, low-resolution textures, and unpolished track details. Sim fans dying for a break from the daunting F1 World Grand Prix will likely flock to Monaco Grand Prix, but the more accessible Rush 2 Extreme Racing USA remains the best choice for armchair drivers.

▶ **PROTIP: Don't take shortcuts or block the track, or you'll be penalized by 10 seconds. Repeat the offense and you'll be ejected from the race!**



STREET FIGHTER ALPHA 3

PlayStation

Part 2

The best 2D fighting game series on the planet is hotter than ever with Street Fighter Alpha 3! In this second and final installment, we give you all the moves and some hard-hitting combos for 12 of the baddest brawlers.

By Major Mike

HIDDEN FIGHTERS

Hidden Fighters

Evil Ryu

To play as Evil Ryu, start a World Battle game and build up your fighter to Level 32. At the Player Select screen, Evil Ryu is now a selectable character. See his character profile on the next page for all his moves.

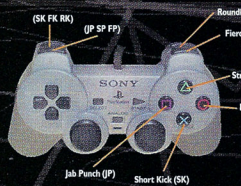
Powerful Akuma

To play as Powerful Akuma, start a World Battle game and build up your fighter to Level 32. At the Player Select screen, highlight Akuma and press L2 to select Powerful Akuma. See his character profile on the next page for all his moves.

Guile

To play as Guile, start a World Battle game and build up your fighter to Level 32. At the Player Select screen, Guile is now a selectable character. (For Guile's moves and combos, see "The Fighter's Edge," May.)

Controller Legend



K = Any Kick button
P = Any Punch button
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the buttons and directions indicated in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.
* = Designates a move that can also be performed in the air.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

BASICS

Note: For more basic skills and techniques, check out last month's "The Fighter's Edge."

"-ism" Fighting Styles

Street Fighter Alpha 3 has three fighting styles for every character: Simple (X-ism), Standard (A-ism), and Variable (V-ism). After you pick your fighter, you select your fighting style. You can increase the energy in the "-ism" bars by getting hit and by performing special moves and combos. Each fighting style is outlined below.

X Simple (X-ism)

Instead of a Super Bar, you have an X-Bar that can be used only for one super move. The tradeoff for choosing this fighting style is that your Guard Meter is longer than the Guard Meters of the Standard and Variable fighting styles.

A Standard (A-ism)

Each fighter has a Super Bar made up of three levels that can be carried over between rounds. When the Super Bar reaches Level One, you can do a super move. The Super Bar maxes out at Level Three, and when it does, you can perform a super move that uses part of the bar or the entire bar, depending on how many buttons you press or on the specific button that you press. For example, if you perform a super move by pressing FP or RK, three levels are drained; if you press SP or FK, two levels are drained; if you press JP or SK, one level is drained.

V Variable (V-ism)

Each fighter has a Custom Combo Gauge that enables you to perform a Custom Combo by pressing (JP SK), (SP FK), or (FP RK) when the gauge is charged to 50 percent or more. This move starts the limited Shadow Combo. During this time, you can chain together any button or special moves to score a high-hitting combo. You can also start a Shadow Combo while in the air. Be careful, though—if you're hit during a Shadow Combo, the effect will be canceled.

-ism Legend

X X-ism
Designates a move that can be performed only in the Simple fighting style.

A A-ism
Designates a move that can be performed only in the Standard fighting style.

V V-ism
Designates a move that can be performed only in the Variable fighting style.

EVIL RYU

Hidden Fighter!

To play as Evil Ryu, start a World Battle game and build up your fighter to Level 32. At the Player Select screen, Evil Ryu is now a selectable character.

Special Moves

Dragon Punch X A V
Motion → ↓ ↘ P

Fireball X A V
Motion ↓ ↘ → P

Hurricane Kick* X A V
Motion ↓ ↙ ← K

Stun Fireball X A V
Motion ← ↙ ↓ ↘ → P

Teleport X A V
Motion → ↓ ↘ (P P P), or motion ← ↓ ↙ (P P P), or motion → ↓ ↘ (K K K), or motion ← ↓ ↙ (K K K)

Super Moves

Super Dragon Punch A
Motion ↓ ↘ → ↓ ↘ → K

Super Fireball A
Motion ↓ ↘ → ↓ ↘ → P

Super Hurricane Kick A
Motion ↓ ↙ ← ↓ ↙ ← K

"You're Dead!" X A
Tap JP, JP, →, SK, FP

Note: Your Super Bar must be at Level Three or your X-Bar must be full to perform this move.

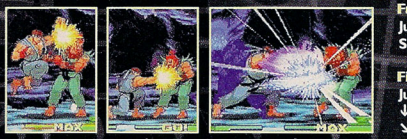
Devastating Combos

Seven-Hit Hurricane X A V

Cross-up, tap FK | Hold ↓, tap SK | Hold ↓, tap SP, two-in-one | Motion ↘ → RK for four hits

Eight-Hit Jump-In A

Note: Your Super Bar must be at Level Three to perform this combo.



Jump in deep, tap SP for two hits | Hold ↓, tap SP, two-in-one | Motion ↘ → ↓ ↘ → FP for five hits

More Devastating Combos

Fourteen-Hit "You're Dead!" X A
Jump in deep, tap FP, JP, two-in-one, tap JP, →, SK, FP for 12 hits

Five-Hit Corner-Trap X A V
Jump in deep, tap RK, hold ↓, tap SK, hold ↓, tap JP, hold ↓ tap JP, two-in-one, motion ↘ → JP

Note: Your opponent must be in the corner to perform this combo.

POWERFUL AKUMA

Hidden Fighter!

To play as Powerful Akuma, start a World Battle game and build up your fighter to Level 32. At the Player Select screen, highlight Akuma and press L2 to select Powerful Akuma.

Special Moves

Dragon Punch X A V
Motion → ↓ ↘ P

Fireball* X A V
Motion ↓ ↘ → P

Ground Roll A V
Motion ↓ ↙ ← P

Hurricane Kick* X A V
Motion ↓ ↙ ← K

Stun Fireball X A V
Motion → ↘ ↓ ↙ ← P

Teleport X A V
Motion → ↓ ↘ (P P P), or motion ← ↓ ↙ (P P P), or motion → ↓ ↘ (K K K), or motion ← ↓ ↙ (K K K)

Somersault Slide A V
Motion ↓ ↘ → ↗ P

Perform the following four moves while in the air during the Somersault Slide.

Air Punch A V
During the Somersault Slide, tap P

Body Drop A V
During the Somersault Slide, tap K

Backbreaker A V
When directly over your opponent during the Somersault Slide, tap P

Piledriver A V
When in close to your opponent during the Somersault Slide, tap P

Super Moves

Raging Demon X A
Tap JP, JP, →, SK, FP

Note: Your Super Bar must be at Level Three or your X-Bar must be full to perform this move.

Super Air Fireball A
While in the air, motion ↓ ↘ → ↓ ↘ → P

Super Dragon Punch A
Motion ↓ ↘ → ↓ ↘ → P

Super Fireball A
Motion → ↘ ↓ ↙ ← → ↘ ↓↙ ← P

Devastating Combos

Seven-Hit Juggle Time X A V

Jump in deep, tap FP | Hold ↓, tap SK, two-in-one | Motion ↙ ← RK for four hits | Motion → ↓ ↘ FP

Seventeen-Hit "Ha! Ha! Now You Die!" X A

Note: Your Super Bar must be at Level Three to perform this combo.

Jump in deep, tap RK | Tap JP, two-in-one | Tap JP, →, SK, FP for 15 hits

More Devastating Combos

Nine-Hit Corner-Trap A
Jump in deep, motion ↓ ↘ → JP, tap FP, motion ↓ ↙ ← SK, hold ↓, two-in-one for three hits, motion ↘ → ↓ ↘ → FP for four hits

Note: Your opponent must be in the corner and your Super Bar must be at Level Three to perform this combo.

Five-Hit Jump-In X A V
Jump in deep, tap FP, hold ↓, tap FP, motion → ↓ ↘ FP for three hits

KARIN

Special Moves

Arc Kick X A V
Motion ↓ ↘ → ↗ K

Elbow Strike X A V
Motion → ↓ ↘ P, or motion ← ↓ ↙ P

Grab & Slam X A V
Motion 360 degrees clockwise starting at →, tap K

High Counter X A V
When your opponent attacks high, motion ↓ ↙ ← P

Low Counter X A V
When your opponent attacks low, motion ↓ ↙ ← K

Punt Kick X A V
Motion → ↓ ↘ K

Rushing Punch X A V
Motion ↓ ↘ → P

Super Moves

Hyper Arc-Kick A
Motion ↓ ↘ → ↓ ↘ → K

Hyper Rushing-Punch X A
Motion ↓ ↘ → ↓ ↘ → P

Devastating Combos

Four-Hit Rushing Slide X A V

Hold ↓, tap SP, two-in-one | Motion ↘ → SP | Tap SP | Hold ↘, tap RK

Six-Hit Rushing Juggle X A V

Tap JP | Tap (→ SK), two-in-one | Motion ↓ ↘ RK for two hits | Motion ↓ ↘ → FP | Tap FP

Seventeen-Hit Hyper-THB A

Note: Your Super Bar must be at Level Three to perform this combo.

Jump in deep, tap FP | Hold ↓, tap SP, two-in-one | Motion ↘ → SP | Tap SP | Tap RK for two hits | Motion ↓ ↘ → ↓ ↘ → RK for 10 hits | Tap (↓ RK)

SAKURA

Special Moves

Big Fireball X A V
Motion ↓ ↘ → P, tap P rapidly

Fireball X A V
Motion ↓ ↘ → P

Hurricane Kick* X A V
Motion ↓ ↙ ← K

Overhead Smash A V
Motion → ↓ ↘ K, when in close to your opponent, tap P

Running Dragon-Punch X A V
Motion → ↓ ↘ P

Super Moves

Ground Hurricane Kick A
Motion ↓ ↙ ← ↓ ↙ ← K

Super Fireball A
Motion ↓ ↘ → ↓ ↘ → P

Super Running Dragon-Punch X A
Motion ↓ ↘ → ↓ ↘ → K

Devastating Combos

Eight-Hit Basic Puncher X A V

Jump in deep, tap FP | Hold →, tap FP, two-in-one | Motion ↓ ↘ FP for five hits

Eleven-Hit Cross-Up X A

Note: Your Super Bar must be at Level Three or your X-Bar must be full to perform this combo.

Cross-up, tap FK | Hold ↓, tap JP | Hold ↓, tap JP | Hold ↓, tap SK, two-in-one | Motion ↙ ← ↓ ↙ ← RK for seven hits

More Devastating Combos

Four-Hit Easy Jump-In X A V
Jump in deep, tap RK, hold ↓, tap FP, two-in-one, motion ↙ ← RK for two hits

Eleven-Hit Punching Fury X A V
Jump in deep, tap FP, JP, JP, JP, hold →, tap SK, two-in-one, motion ↓ ↘ for six hits

CODY

Special Moves

Dash Kick X A V
Motion ↓ ↘ → K

Get a Knife X A V
Stand over the knife and tap (↓ P P)

Knife Throw X A V
While holding the knife, motion ↓ ↘ → P

Rock Throw X A V
Motion ↓ ↘ → P
Note: Hold P to delay throwing the rock.

Whirlwind Punch X A V
Motion ↓ ↙ ← P

Super Moves

Dead End A
Motion ↓ ↘ → ↓ ↘ → K

Final Fight Stance X
Motion ↓ ↘ → ↓ ↘ → P

Prison Beating A
Motion ↓ ↘ → ↓ ↘ → P

Devastating Combos

Seven-Hit Lucky Juggle X A V

Jump in deep, tap RK

Hold ↓, tap SP, two-in-one

Motion ↓ ↙ ← FP for four hits

Tap (↗ RK)

Twelve-Hit Corner Trap A

Note: Your Super Bar must be at Level One and your opponent must be in the corner to perform this combo.

Jump in deep, tap FP

Hold ↓, tap JP

Hold ↓, tap SK, two-in-one

Motion ↙ ← SP for five hits

Motion ↓ ↘ → ↓ ↘ → SK for four hits

More Devastating Combos

Eight-Hit Hyper-Jabber Fury A
Tap JP, JP, hold ↓, tap SK, two-in-one, motion ↘ → ↓ ↘ → SK for five hits
Note: Your Super Bar must be at Level One to perform this combo.

Eight-Hit Jump-In Whirlwind A
Jump in deep, tap FP, hold ↓, tap JP, two-in-one, motion ↙ ← SP for five hits, motion ↓ ↘ → ↓ ↘ → FP
Note: Your Super Bar must be at Level One to perform this combo.

ROLENTO

Special Moves

Baton Pogo A V
While in the air, hold ↓, tap FK
Note: Tap FK repeatedly when you land to keep hopping.

Baton Spin X A V
Motion ↓ ↘ → P
Note: This move can be chained up to three times.

Dagger Throw X A V
Motion → ↓ ↘ K, tap P or K to throw the dagger

Hop Attack X A V
Tap (JP SP FP)
Note: Tap P when you land for a rolling attack.

Reverse Roll X A V
Motion ↓ ↙ ← P
Note: Tap P during the Reverse Roll to attack.

Wall Lunge X A V
Motion ↓ ↙ ← K

Super Moves

Fire Raid A
Motion ↓ ↙ ← ↓ ↙ ← P

Hanging Man X A
Motion ↓ ↘ → ↓ ↘ → P

Knife Rain A
Motion ↓ ↘ → ↓ ↘ → K

Devastating Combos

Five-Hit Hangman's Revenge X A

Note: Your Super Bar must be at Level One or your X-Bar must be full to perform this combo.

Jump in deep, tap RK

Hold ↓, tap SP, for three hits, two-in-one

Motion ↘ → ↓ ↘ → P

Fifteen-Hit Baton Barrage X A V

Jump in deep, tap SP for two hits

Hold ↓, tap SP for three hits, two-in-one

Motion ↘ → FP for four hits

Motion ↓ ↘ → FP for four hits

Motion ↓ ↘ → FP for four hits

More Devastating Combos

Thirteen-Hit Cross-Up Assault X A V
Cross-up, tap FK, hold ↓, tap JP, JP, two-in-one, motion ↘ → FP for four hits, motion ↓ ↘ → FP for four hits, motion ↓ ↘ → FP for four hits

Fifteen-Hit Jump-In X A V
Motion ↓ ↙ ← K, when in close to your opponent, tap FP, hold ↓, tap JP, two-in-one, motion ↘ → FP for four hits, motion ↓ ↘ → FP twice for eight hits

JUNI

Special Moves

Cannon Spike X A V
Charge ↓ two seconds, tap (↑ K)

Spinning Pile driver X A V
When in close to your opponent, motion 360 degrees clockwise starting at →, tap P

Spiral Arrow X A V
Charge ← two seconds, tap (→ K)

Teleport X A V
Motion ↓ ↘ → K

Somersault Slide X A V
Motion ↓ ↘ → ↗ P

Perform the following two moves while in the air during the Somersault Slide.

High Somersault Throw X A V
While in the air and in close to your opponent's head during the Somersault Slide, tap (→ K) or (← K)

Low Somersault Throw X A V
While in the air and close to your opponent's torso during the Somersault Slide, tap (→ K) or (← K)

Super Moves

Bison Help X A
Charge ← two seconds, tap →, ←, (→ K)
Note: Your Super Bar must be at Level Three to perform this move.

Spin-Drive Smasher A
Charge ↙ two seconds, tap ↘, ↙, (↗ P)
Note: Your Super Bar must be at Level Three to perform this move.

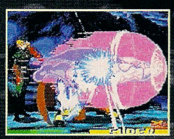
Devastating Combos

Eight-Hit Supreme Commander X A
Note: Your Super Bar must be at Level Three or your X-Bar must be full to perform this combo.

Jump in deep, tap RK

Hold ↙, tap SK

Hold ↙, tap SP, two-in-one


Tap →, ←, (→ FP) for five hits

Four-Hit Driller Killer X A V

Jump in deep, tap FK

Hold ↙, tap JP

Hold ↙, tap JP, two-in-one

Tap (→ RK)

More Devastating Combos

Twelve-Hit Spin-Drive Smasher A
Cross-up, tap SK, hold ↘, tap JP, hold ↘, tap JP, two-in-one, tap ↙, ↘, (↖ K) for nine hits
Note: Your Super Bar must be at Level Three to perform this combo.

Four-Hit Quick-Spike X A V
Cross-up, tap SK, hold ↘, tap SK, hold ↘, tap SK, two-in-one Tap (↑ RK)

CHUN-LI

Special Moves

Fireball A V
Motion ← ↙ ↓ ↘ → P

Foot-Kick Flip X A V
Hold ↘, tap RK

Heel Stomp X A V
While in the air, hold (↓ FK)

Knee Flip X A V
Hold ↘, tap RK

Overhead Kick A V
Motion → ↘ ↓ ↙ ← K

Rising Bird-Kick A V
Charge ↓ two seconds, tap (↑ K)

Spinning Bird-Kick X
Charge ← two seconds, tap (→ K)

Thousand Kicks X A V
Tap K rapidly

Two-Foot Flip Kick X A V
Hold ↘, tap FK

Two-Hand Palm Smash X
Charge ← two seconds, tap (→ P)

Super Moves

Hyper Rising-Kick A
Charge ↙ two seconds, tap ↘, ↙, (↗ K)
Note: Your Super Bar must be at Level Three to perform this move.

Super Fireball A
Motion ↓ ↘ → ↓ ↘ → P

Thousand-Burst Kick X A
Charge ← two seconds, tap →, ←, (→ K)

More Devastating Combos

Three-Hit Rising-Bird Kick A V
Jump-in deep, tap FP, hold ↙, tap SP, two-in-one, tap (↑ SK)

Eleven-Hit Night of a Thousand Kicks X A
Jump in deep, tap FK, hold ↙, tap JP, hold ↙, tap JP, two-in-one, tap →, ←, (→ SK) for seven hits, tap RK
Note: Your Super Bar must be at Level Three or your X-Bar must be full to perform this combo.

Devastating Combos

Three-Hit Power Punch X

Jump in deep, tap FP, hold ↙

Hold ↙, tap SP, two-in-one

Tap (→ FP)

Twelve-Hit Corner-Trap Hell X A
Note: Your opponent must be in the corner and your Super Bar must be at Level Three or your X-Bar must be full to perform this combo.

Jump in deep, tap FP

Hold ↙, tap JP

Hold ↙, tap JP, two-in-one

Tap →, ←, (→ RK) for seven hits, hold ↘, two-in-one

Tap FK for two hits

R. MIKA

Special Moves

Air Leg Grab X A V
While in the air with your opponent, motion → ↘ ↓ ↙ ← ↖ K

Bulldog X A V
Rotate the directional pad 360 degrees clockwise from →, tap K

Butt Slam X A V
Motion ↓ ↙ ← P or K

Thigh Grab & Slam X A V
Motion 360 degrees clockwise starting at →, tap P

Super Moves

Heavenly Dynamite A
Motion 720 degrees clockwise starting at →, tap P, tap P rapidly

Turbo Kicks A
Motion ↓ ↘ → ↓ ↘ → P

Flip Over X A
After doing the Peach Special, tap K

Suplex X A
After doing the Flip Over and when in close behind your opponent, tap (→ P)

Peach Special X A
Motion ↓ ↘ → ↓ ↘ → K

Perform the following three moves after the Peach Special.

Double Foot/ Top-Rope Drop X A
When in close to your opponent after doing the Peach Special, tap JP

Foot Slide/ Top-Rope Drop X A
When in close to your opponent after doing the Peach Special, tap SP

Elbow Slam/ Top-Rope Drop X A
When in close to your opponent after doing the Peach Special, tap FP

Devastating Combos

Four-Hit Butt Slam X A V

Jump in deep, tap SP | Tap JP | Hold ↓, two-in-one | Motion ↙ ← SK

Seven-Hit Cross-Up A

Note: Your Super Bar must be at Level One to perform this combo.

Cross-up, hold ↓, tap FP | Hold ↓, tap JP | Hold ↓, tap SP, two-in-one | Motion ↙ ← ↓ ↙ ← P for four hits

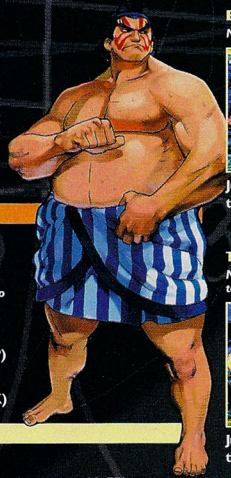
More Devastating Combos

Four-Hit "Off the Top Rope!" X A
Jump in deep, tap FP, tap JP, hold ↓, tap SK, two-in-one, motion ↘ → ↓ ↘ → K, tap P

Note: Your Super Bar must be at Level One or your X-Bar must be full to perform this combo.

Four-Hit Basic BTC X A V
Jump in deep, tap FP, hold ↓, tap JP, hold ↓, tap JP, hold ↓, tap SK

E. HONDA



Special Moves

Hundred-Hand Slap X A V
Tap P rapidly

Sumo Smash X A V
Charge ↓ two seconds, tap (↑ K)

Sumo Squash X A V
Motion 360 degrees clockwise starting at →, tap P

Sumo Torpedo X A V
Charge ← two seconds, tap (→ P)

Super Moves

Super Butt-Splash A
Motion 720 degrees clockwise starting at →, tap P

Note: Your Super Bar must be at Level Three to perform this move.

Super Sumo-Torpedo X A
Charge ← two seconds, tap →, ←, (→ P)

Super Sumo-Squash A
Charge ← two seconds, tap →, ←, (→ K)

More Devastating Combos

Three-Hit Torpedo X A V
Jump in deep, tap RK, hold ↙, tap JP, two-in-one, tap (→ FP)

Four-Hit Cross-Up X A V
Cross-up, tap FK, hold ↘, tap FK for two hits, two-in-one, tap (← FP)

Devastating Combos

Eight-Hit Super Squash A

Note: Your Super Bar must be at Level Three to perform this combo.

Jump in deep, tap RK | Hold ↙, tap SK, two-in-one | Tap →, ←, (→ RK) for six hits

Ten-Hit Super Torpedo X A

Note: Your Super Bar must be at Level Three or your X-Bar must be full to perform this combo.

Jump in deep, tap JP | Hold ↙, tap SK, two-in-one | Tap →, ←, (→ RK) for eight hits

CAMMY

Special Moves

Cannon Spike X A V
Motion → ↓ ↘ K

Spinning Knuckle X A V
Motion ← ↙ ↓ ↘ → P

Spiral Arrow X A V
Motion ↓ ↘ → K

Somersault Slide X A V
Motion ↓ ↘ → ↗ P

Perform the following two moves while in the air during the Somersault Slide.

High Somersault Throw X A V
While in the air and in close to your opponent's head during the Somersault Slide, tap (→ K) or (← K)

Low Somersault Throw X A V
While in the air and close to your opponent's torso during the Somersault Slide, tap (→ K) or (← K)

Super Moves

Hyper Spike A
Motion ↓ ↙ ← ↓ ↙ ← K
Note: Tap K rapidly for more hits.

Spin-Drive Smasher X A
Motion ↓ ↘ → ↓ ↘ → K

Hyper Spinning-Spike A
Charge ↙ two seconds, tap ↘, ↙, (↗ K)
Note: Your Super Bar must be at Level Three to perform this move.

Devastating Combos

Eight-Hit Hyper Cross-Up A
Note: Your Super Bar must be at Level Three to perform this combo.

Cross-up, tap RK | Hold ↘, tap JP | Hold ↘, tap JP, two-in-one | Tap ↙, ↘, (↖ RK) for five hits

Four-Hit Quick Spike X A V

Jump in deep, tap RK | Tap JP | Hold →, tap JP, two-in-one | Motion ↘ → RK

More Devastating Combos

Five-Hit Drill X A V
Jump in deep, tap FP, JP, JP, hold ↓, tap SK, two-in-one, motion ↘ → SK

Nine-Hit Spin-Drive Smasher X A
Jump in deep, tap FP, JP, hold ↓, tap JP, two-in-one, motion ↘ → ↓ ↘ K for six hits
Note: Your Super Bar must be at Level One, or your X-Bar must be full to perform this combo.

SAGAT

Special Moves

High Tiger Shot X A V
Motion ↓ ↘ → P

Low Tiger Shot X A V
Motion ↓ ↘ → K

Tiger Knee A V
Motion → ↓ ↘ K

Tiger Knee-Crush X
Motion ↓ ↘ → ↗ K

Tiger Uppercut X A V
Motion → ↓ ↘ P

Super Moves

Tiger Cannon A
Motion ↓ ↘ → ↓ ↘ → P

Tiger Genocide X A
Motion ↓ ↘ → ↓ ↘ K

Tiger Raid A
Motion ↓ ↙ ← ↓ ↙ ← K

Devastating Combos

Ten-Hit Tiger Juggle X A V
Note: Your Super Bar must be at Level Three and your opponent must be in the corner to perform this combo.

Jump in deep, tap RK | Hold →, tap FP, two-in-one | Motion ↓ ↘ FP for seven hits | Motion ↓ ↘ → ↓ ↘ → RK for 14 hits

Nine-Hit Cross-Up X A V

Cross-up, tap SK | Hold ↓, tap SP | Motion ← ↓ ↙ FP for seven hits

More Devastating Combos

Three-Hit Basic Knee X A V
Jump in deep, tap RK, hold ↓, tap SP, motion → ↓ ↘ RK

Ten-Hit Tiger Juggle X A V
Jump in deep, tap RK, hold →, tap FP, two-in-one, motion ↓ ↘ FP for seven hits, tap FP
Note: Your opponent must be in the corner to perform this combo.

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Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or mail it (or a copy) to *GamePro* by **June 31, 1999**. Or you can go to http://www.GameProWorld.com and enter online! You'll be entered in a contest to win the prizes listed.

Name _____ Age ____

Address _____

City _____ State _____

Zip _____ Phone ( ) _____

1 (a). Please indicate whether you read and/or how useful you found each of the following articles from this issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you **did not read** the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "F" for "not at all useful."

The Cover	All / Some / None	A	B	C	D	F
The Table of Contents	All / Some / None	A	B	C	D	F
Head2Head	All / Some / None	A	B	C	D	F
Art Attack	All / Some / None	A	B	C	D	F
Buyers Beware	All / Some / None	A	B	C	D	F
ProNews	All / Some / None	A	B	C	D	F
NetPro	All / Some / None	A	B	C	D	F
Cover Feature: The Phantom Menace	All / Some / None	A	B	C	D	F
Feature: Arcade World '99	All / Some / None	A	B	C	D	F
Feature: Electronic Entertainment Ex-Posed	All / Some / None	A	B	C	D	F
PC GamePro	All / Some / None	A	B	C	D	F
PlayStation ProReviews	All / Some / None	A	B	C	D	F
Nintendo 64 ProReviews	All / Some / None	A	B	C	D	F
Sports Pages	All / Some / None	A	B	C	D	F
The Fighter's Edge: Street Fighter Alpha 3	All / Some / None	A	B	C	D	F
SWATPro	All / Some / None	A	B	C	D	F

1 (b). With our January issue, *GamePro* introduced an updated look designed to deliver more information. Please tell us how you feel about this new look. Circle "All" if you like the changes, "Some" if you like some of the changes, and "None" if you preferred the previous look. Please also grade the look ("A" through "F") and share your comments in the space provided.

I like *GamePro's* updated look	All / Some / None	A	B	C	D	F

Comments: _____

_____

_____

2. What game systems do you currently own?

- ❑ Game Boy
- ❑ Genesis
- ❑ Macintosh computer
- ❑ Nintendo 64
- ❑ PC
  - ❑ Windows 98
  - ❑ Windows 95
  - ❑ Windows 3.1
- ❑ PlayStation
- ❑ Saturn
- ❑ Super NES

3. Please indicate which of the following publications you purchase or read at least six times per year:

- ❑ Die Hard Game Fan
- ❑ Electronic Gaming Monthly
- ❑ EGM 2/Expert Gamer
- ❑ GamePro
- ❑ Gamers Republic
- ❑ Next Generation
- ❑ Nintendo Power
- ❑ Official PlayStation Magazine (OPM)
- ❑ Official PlayStation Mag.
- ❑ PSExtreme
- ❑ PSM
- ❑ Tips & Tricks

4. Have you ever visited the GameProWorld Online Web site (www.GameProWorld.com)?

❑ Yes ❑ No

If yes, how useful was it? Circle "A" for "very useful" to "F" for "not at all useful." A B C D F

5. Have you watched GamePro TV this year?

❑ Yes ❑ No

If yes, how useful was it? Circle "A" for "very useful" to "F" for "not at all useful." A B C D F

6. On average, how much time in a week do you spend playing interactive games at home or elsewhere?

	Console Games	PC Games	Online Games	Arcade Games
Less than 1 hr	❑	❑	❑	❑
1–5 hrs	❑	❑	❑	❑
6–10 hrs	❑	❑	❑	❑
11–15 hrs	❑	❑	❑	❑
16–20 hrs	❑	❑	❑	❑
21 hrs or more	❑	❑	❑	❑

7. You would like to see more editorial on:

Console games	❑ Yes	❑ No
PC games	❑ Yes	❑ No
Online games	❑ Yes	❑ No
Arcade games	❑ Yes	❑ No

8. How did you get this copy of *GamePro*?

- ❑ Subscribed
- ❑ Purchased at the newsstand
- ❑ Other _____

_____

Tell us what you THINK!

HOW TO ENTER

To be eligible to win, please mail your completed survey (or a copy) to:

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San Francisco, CA 94119-3712

Or fax it to:
415/975-2618

Or e-mail your survey to:
comments.gamepro@gamepro.com
(Please enter "GamePro Survey" in the subject line.)

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or e-mail to: swat.gamepro@gamepro.com

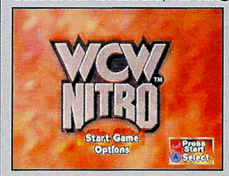
Please include your name, address, and phone number so we can award you your prize.

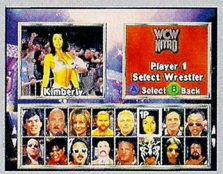
READER TIP OF THE MONTH

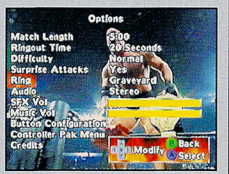
Nintendo 64

WCW Nitro

Unlock All Wrestlers, All Rings, and More







Enter the following codes at the title screen. You'll hear a sound to confirm that each code was entered correctly.

Unlock All Wrestlers: Press right-C, right-C, right-C, right-C, left-C, left-C, left-C, left-C, R, R, R, R, L, L, L, L, Z.

All Rings: Press left-C, L, right-C, R, left-C, L, right-C, R, Z. Enter the Options, highlight Rings, and **press Left or Right** to cycle through the fighting arenas. The Graveyard, Spaceship, Circus, Hive, Turbo, Wunderland, Boudoir, Hall of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas are now selectable.

Swelling Heads: Press left-C, left-C, left-C, left-C, left-C, left-C, left-C, L, Z.

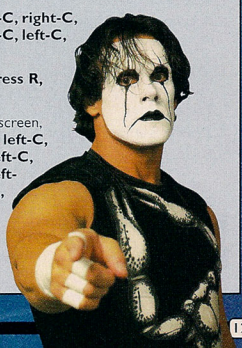
Big-Head Mode: Press right-C, right-C, right-C, right-C, right-C, right-C, right-C, R, Z.

Giant-Head Mode: Press right-C, right-C, right-C, right-C, left-C, right-C, left-C, right-C, Z.

Big Heads, Hands, and Feet: Press R, R, R, R, R, R, right-C, Z.

Big Hands: At the Select Mode screen, press L, L, L, L, L, L, left-C, left-C, left-C, left-C, left-C, left-C, left-C, left-C, left-C, left-C, left-C, left-C, left-C, left-C, left-C, left-C.

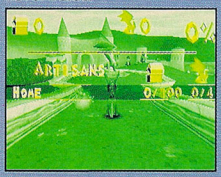
Andre Sarjoo
Hollis, NY

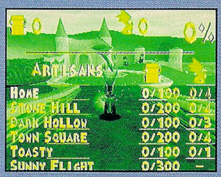


PlayStation

Spyro the Dragon

Level Select





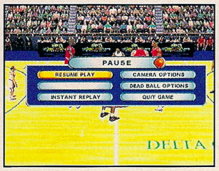
Pause the game, highlight Inventory, and **press** ×. **Press** □, □, ○, □, **Left, Right, Left, Right**, ○, **Up, Right, Down**. If you entered the code correctly, every level in the game will appear onscreen. To use the level-select, find Marco the Balloonist, and he'll give you access to every level in the game.

Mark Landis
via the Internet

Nintendo 64

NBA Jam '99

Giant Players, Tiny Players, and Tie Scores



Pause the game and enter any of the following cheats:

Giant Players: Press L, L, right-C, L, L, right-C, L, L, right-C, Z. Unpause the game, and all players will be giant-sized.

Tiny Players: Press L, L, left-C, L, L, left-C, L, L, left-C, Z. Unpause the game, and the players will be tiny.

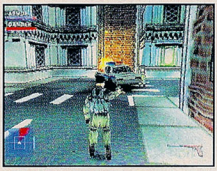
Tie Scores: Press L, L, Down, L, L, Down, L, L, Down, Z. Unpause the game, and the game will be tied.

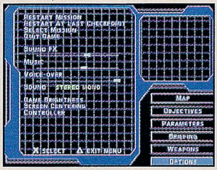
Michael Neville-O'Neill
Rowley, MA

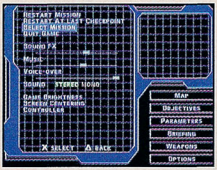
PlayStation

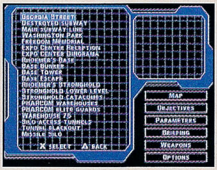
Syphon Filter

Mission Select, Super Ammo, and More









Mission Select: Pause the game, highlight Options, and **press** ×. Highlight Select Mission, **press and hold Left, L1, R1, Select,** □, ×. If you entered the code correctly, all missions in the game will be selectable.

All Weapons and Infinite Ammo: Pause the game, highlight Weapons, and **press and hold Right, press and hold L2, press and hold R2, press and hold** ○, **press and hold** □, **and press and hold** ×. If you entered the code correctly, all the weapons in the game will be added to your inventory.

Super Ammo: Pause the game, highlight Weapons, and **press** ×. Highlight Silenced 9mm and **press and hold Left, press and hold L1, press and hold R2, press and hold** □, **and press and hold** ×. If you entered the code correctly, each weapon in your inventory will be fully loaded.

Movie Player: Pause the game during the Georgia Street mission, highlight Map, **press and hold Right, press and hold L2, press and hold R1,** and **press and hold** ×. If you entered the code correctly, a movie player will appear.

At the title screen, highlight New Game, and **press and hold** Left, press and hold L1, press and hold R2, press and hold Select, press and hold l, press and hold p, and press and hold u. If you entered the code correctly, the game will start on the Hard Difficulty skill setting.

PlayStation

Invasion from Beyond

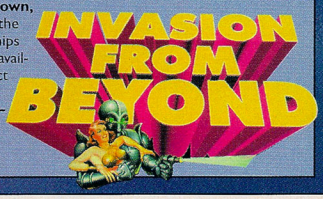
Level Select, and All Ships and Weapons

Enter the following codes at the title screen while the words "Press Start" are flashing.

Level Select: Press L1, R1, L2, R2, △, ×, ○, □, □, ○, ×, △. **Press Start** to access the Main Menu, and you'll find a Level Select option. Highlight Level Select and **press** × to skip to any level in the game.

All Ships and Weapons: Press L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up. If you entered the code correctly, all ships and weapons will be available at the Ship Select screen.

Dan Johnson
Bisbee, AZ



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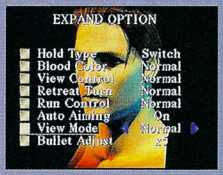
PlayStation

Silent Hill

Extra Options



From the main menu, enter Option, then **press L1 or L2 or R1 or R2** to enter the hidden Expand Option menu.

Once you beat the game and load the new game, two extra options will appear in the Expand Option menu:

View Mode: Normal/Self

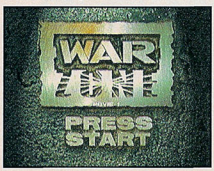
Bullet Adjust: x1/x2

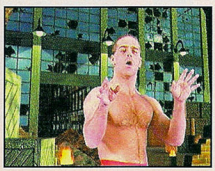
Brad Davis
Clarksville, TN

PlayStation

WWF War Zone

Movie Player





At the title screen, when the words "Press Start" appear, **quickly press Up, △, Right, ○, Down, ×, Left, □, Up, △, Right, ○, Down, ×, Left, □, Up, △, Right, ○, Down, ×, Left, □, Up, △, Right, ○, Down, □, Left, □, simultaneously press L1 and R1, simultaneously press L2 and R2, simultaneously press L1 and R1, and simultaneously press L2 and R2.** If you entered the code correctly, "Movie" will appear onscreen. **Press Up or Down** to cycle through the various movies, and **press ×** to play a movie.

Lin Tu
Beltsville, MD

Nintendo 64

Glover

Level Select, Invisible Ball, and More

Pause the game and enter any of the following codes to activate these cheats:

Level Select: Press top-C, top-C, top-C, left-C, left-C, right-C, left-C, right-C. Quit the game and at the screen with Start, Practice, Options and Time Trial, **press Up, A** to activate the level-select.

All Check Points Open: Press bottom-C, bottom-C, right-C, left-C, top-C, top-C, bottom-C, left-C.

Open Portals: Press top-C, right-C, right-C, bottom-C, left-C, bottom-C, top-C, right-C.

Fish-Eye View: Press left-C, right-C, left-C, right-C, left-C, right-C, left-C, right-C.

Big-Ball Spell: Press bottom-C, bottom-C, top-C, bottom-C, bottom-C, left-C, right-C, bottom-C.

Power-Ball Spell: Press top-C, bottom-C, top-C, bottom-C, top-C, bottom-C, left-C, top-C.

Speed-Up Spell: Press left-C, left-C, right-C, top-C, right-C, left-C, bottom-C, bottom-C.

Summon Ball: Press top-C, left-C, left-C, top-C, right-C, left-C, bottom-C, top-C.

Boomerang Ball: Press right-C, top-C, top-C, top-C, top-C, left-C, left-C, bottom-C.

Invisible Ball: Press bottom-C, bottom-C, left-C, left-C, top-C, top-C, bottom-C, top-C.

Sean Davis
Flint, MI

PlayStation

O.D.T.

Enter the following codes while the game is paused:

Full Ammunition: Press Left, Right, Up, Down, ○, □.

Full Energy: Press Left, Right, Left, Right, □.

Full Experience: Press ○, △, L1, L2, R1, Select.

Full Mana: Press Left, Right, Left, Right, ○.

Upgrade Magic: Press Down, △, Select, L1, R1, Select.

Upgrade Weapon Level: Press R1, L1, R2, L2, Left, Right, Up, Down.

Enter the following codes at the menu screen where New Game, Load Game, and Options are listed:

Play as Karma: Press R1, R2, L2, L1. Karma is now selectable at the character-select screen.

Play as Sophia: Press L1, L2, R2, R1. Sophia is now selectable at the character-select screen.

Sean Davis
Flint, MI

PlayStation

Assault: Retribution

Speed, Goodies Menu, and More

Enter the following codes at the title screen while the words "Press Start" are flashing:

Aliens Have Big Heads (Except for Bosses): Quickly press □, ○, ○, □, Up, □, ○, ○, □, ×.

Big-Head Mode: Quickly press □, ○, ○, □, Up, □, ○, ○, □, △.

Goodies Menu: Quickly press △, □, ○, Left, □, △, □, ○, Left, □.

Grayscale Graphics: Quickly press ×, ×, △, △, □, □, ○, ○, Up, Down.

Mission-Section Select: Quickly press Left, Right, ×, △, Left Up.

Nakomi Mode (All Characters Are 2D Except for Bosses): Quickly press Up, Up, Down, Down, Left, Right, Left, Right, ×, ○.

Sepia-Tone Graphics: Quickly press Left, Left, Left, Left, Left, Left, Left, Left, Left, Left.

Speed: Quickly press ×, □, △, ○, ×, □, △, ○, L2, R2.

Note: **Press** ○ *during game play to run faster.*

Ross Soodoosingh
Queens, NY

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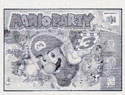

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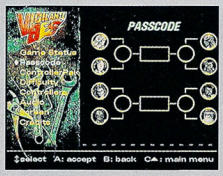
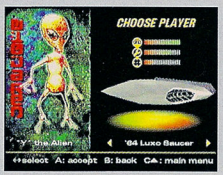
Nintendo 64

Vigilante 8

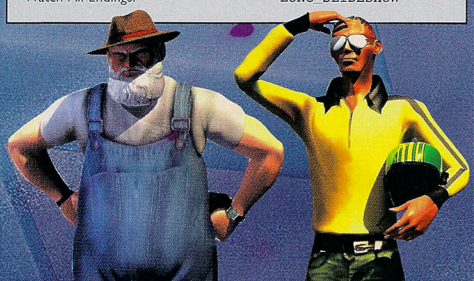
Passcodes





Go into the Options menu, highlight Passcodes, and **press A.** Enter the following passwords to activate these cheats:

Enhanced Missile:	MISSILE_ATTACK
Hardest Difficulty Setting:	I_AM_TOUGH_GUY
Invincibility:	LIVING_FOREVER
Multiple players can choose the same car and chose a car belonging to enemy gang in Two-Player Quest:	MIX_MATCH_CARS
No Delay When Firing:	FIRE_NO_LIMITS
No Enemies:	POPULATION_OUTL
Reduced Gravity:	A_MOON_GETAWAY
Slow-Motion Mode:	GO_REALLY_SLOW
Ultra High-Resolution Display:	MAX_RESOLUTION
Unlock All Cars Except for the Flying Saucer:	GANGS_UNLOCKED
Unlock Everything:	JTBT7CFD1LRMGW
Unlock the Flying Saucer:	GIMME_DA_ALIEN
Unlock Hidden Levels:	LEVEL_SHORTCUT
Watch All Endings:	LONG_SLIDESHOW



PlayStation

Dead in the Water

Big Waves, God Mode, and More

Enter the following codes at the Main Menu screen. You will hear a chicken clucking after each code you entered correctly.

All Tracks Are Open: Simultaneously press ○ and □, press L2, L2, R1, L1.

Big Waves: Simultaneously press ○ and □, press R2, L1, R1, R1.

Chicken Mode: Simultaneously press ○ and □, press R1, R1, R2, L2.

God Mode: Simultaneously press ○ and □, press R2, L2, R1, R2.

Level 2 Boats: Simultaneously press ○ and □, press R2, R1, R1, L1.

Level 3 Boats: Simultaneously press ○ and □, press L1, R2, L2, L1.

RC Boat Mode: Simultaneously press ○ and □, press L1, L1, L2, L1.

Unlimited Missiles: Simultaneously press ○ and □, press L1, R1, L1, L2.

Unlimited Special Attacks: Simultaneously press ○ and □, press R1, L1, L2, L2.

Unlimited Turbo: Simultaneously press ○ and □, press L2, R2, L2, R1.

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2. Vigilante 8
3. All-Star Baseball 2000
4. Triple Play 2000
5. Rampage 2: Universal Tour
6. Fighting Force 64
7. Beetle Adventure Racing
8. California Speed
9. Mario Party
10. South Park
11. Chameleon Twist II
12. NBA In the Zone '99
13. Snowboard Kids 2
14. Castlevania
15. BattleTanx
16. WCW Nitro
17. Star Wars: Rogue Squadron
18. Turok 2: Seeds of Evil
19. Micro Machines 64 Turbo
20. Virtual Pool 64

PlayStation

1. Need for Speed: High Stakes
2. 3Xtreme
3. Triple Play 2000
4. Syphon Filter
5. MLB 2000
6. Rampage 2: Universal Tour
7. Gex 3: Deep Cover Gecko
8. Silent Hill
9. NBA In the Zone '99
10. Army Men 3D
11. WCW/NWO Thunder
12. Street Sk8er
13. Contender
14. Legend of Legaia
15. K-1 Revenge
16. T'ai Fu
17. Rushdown
18. Rollcage
19. Rugrats: Search for Reptar
20. A Bug's Life

The Man in Black's Can't Miss List

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1. Syphon Filter *(PlayStation)*
2. Beetle Adventure Racing *(Nintendo 64)*
3. Mario Party *(Nintendo 64)*
4. Legend of Legaia *(PlayStation)*
5. Super Smash Bros. *(Nintendo 64)*
6. Silent Hill *(PlayStation)*
7. Bloody Roar 2 *(PlayStation)*
8. Star Wars: Rogue Squadron *(Nintendo 64)*
9. All-Star Baseball 2000 *(Nintendo 64)*
10. Metal Gear Solid *(PlayStation)*

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