

Shou Buv Dreameast

Or Wait?

The Big Question For Gamers This Holiday...Answered

Takes Over The World

The movie, the burger deal, the new games

GAMES INSIDE

- Gran Turismo 2
 - Soul Reaver DC
- Zombie Revenge
- Tony Hawk N64
- WWF Smackdown
- Tomb Raider TLR
- Turok: Rage Wars
- Fear Effect
- Sega GT Ace Combat 3

Want To Know What's Slick F

50 things that will change your world next year

G M

THE WORLD'S #1 VIDEO GAMES MAGAZINE FOR 10 YEARS









www.playstation.com







He toasts his enemies one by one. And this time, he's not taking any prisoners. Spyro is on a rampage in the air, land and sea. This is one fire-breathing dragen ready to take on the world. Spyro 2: Riptos Rage It's tast. It's ferce. It's where second-degree burns are just part of it he job.



Mess with this dragon and you'll get burned.



INSOMNIAC



Spyro (2): Ripto's Rage! ** & © 1999 Universal Interactive Studios, Inc. All rigit reserved. Developed by Insomniac Games, Inc. All rights reserved. PlayStation and I



Could there be anything more glorious than the afterlife? Consider a lineup of over 500 of the world's most prestigious driving machines. From unrepentant speed demons to the burliest of American muscle cars. Of course, you don't drive them as much as you try to contain them. Each one is engineered according to



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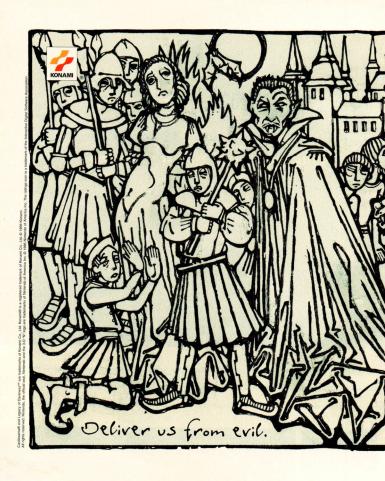


exact specifications. You can customize them to blistering levels of performance. Sound excessive? Not considering what you're up against. Twenty of the world's most unforgiving tracks. Along with an equally merciless Rally Racing Mode. Winning won't be easy. But then, accepting defeat could be far more difficult.





RACING. ON A HIGHER LEVEL.





Morth into a convertul never of and unleash an animalistic tury on those less fortunate.



Unlock secret characters and experience new storylines, bosses, and levels.



Journey back in time and witness the rebirth of Oracula's evil empire.







EDITORIAL

ELECTRONIC GAMING

Number 13.1

Dale Strang

I. E. Funk • joe_funk@zd.com

John Davison • john_davison@zd.com

Dean Hager • dean_hager@zd.com Crispin Boyer • crispin_boyer@zd.com

Dan Hsu • dan_hsu@zd.com

Shawn Smith • shawn_smith@zd.com Che Chou • che_chou@zd.com

Sushi-X • sushi_x@zd.com Sushi-X • sushi_x@zd.com Sushi-X • sushi_x@zd.com

Intributions to this month's EGM were made by: Lisa Blackshear • Raphael Fuchs Leonard Herman • Andrew Prister Michael Price • Elephant Sak James Silvani • Michiko Stehrenberger plus Kingpis, the new Bock vid, Coddy Shack and Spinal Tap ws Edition. Tanks God Pri Chris 'CJ' Johnston • chris_johnston@zd.com

Terry Minnich • tricks@zd.com st Coast Editor Wataru Maruvama • wat maruvama@zd.com

or Astronaut Michael Stassus • mstassus@zd.com

Cyril Wochok • cyril_wochok@zd.com

Andrew Burwell • andrew_burwell@zd.com Jim Cordano • jim_cordano@zd.com

xx Enfertainment Stuart Levy, CEO & Bureau Chief Matthew Galgani, Producer Kiyomi Pukuryama, Editorial Manager Yutaka Onbuchi, Japanese Correspondent

naging Copy Editor Jennifer Whitesides

Dan Peluso

Carlos Lugo Carlos Lugo Manager Peter Discor

Chris Melody

Mark LeFebvre • mark_lefebvre@zd.com

Scott Parus

Cathy Bendof

Joan McInerney

Shirley Viel Shirley Viel

nor Newsstand Sales manager Don Galen BSCRIPTION SERVICE NUMBER: 3-66-8930 (U.S. ONLY) bscription Service Web Site: p://service.egmmag.com

tising Inquiries Contact:
) Game Group
) Beale, 12th Noor, San Francisco, CA 94105
lephone: 415-547-8783 Fax: 415-547-8777

ASSOCIATE Publisher

ASSOCIATE OF THE REID OF THE R

hony George 415-547-8774 e-mail: anthony_george@zd.com

Mary Gray Tel: 415-547-8782 e-mail; mary_gray@zd.com

Karen Landon Tel: 760-942-6277 e-mail: karen_landon@zd.com Linda Philapil Tel: 415-547-8781 e-mail: linda_philapil@zd.com

Marc Callison Tel: 630-382-9034 e-mail: rey, ledds 2zd.com e-mail: rey, ledds 2zd.com e-mail: rey, ledds 2zd.com

for Ad Production manual Dennis Fitzgerald Tel: 415-357-4998 Fax: 415-547-8868 e-mail: dennis fitzgerald@zd.com Sat Sharma Tel: 415-357-4935 e-mial: sat_sharma@zd.com

Teresa Newson
Tel: 415-357-5428 e-mail: teresa_newson@zd.com

Steve Harris

Y2K A Potentially Expensive Year

f you didn't rush out and buy a Dreamcast on Sept. 9, or if you haven't yet succumbed to the glory of Soul Calibur, you'll no doubt have one question on your mind right now. Should you do the Dreamcast thing this holiday season? Seeing as you've waited this long...is it worth holding out awhile longer and slapping

year...this is where we highlight the concepts and games while applauding the visionaries that affect our multi-billion dollar 'niche' of the entertainment industry.

This holiday season will potentially be the biggest ever for video games (heard that before?), But, as ever, we're on the brink of yet

"This holiday season will potentially be the biggest ever for video games (heard that before?)."

down the greenbacks for maybe a PS2 or Dolphin instead? And what about that new Microsoft thing? That looks pretty funky too. Hopefully our cover feature this month will help you (or the person in charge of the purse strings) make this potentially bothersome decision. The year ahead could be very expensive if you really love your games, so we've tried to help you analyze which machine may be best for you.

Elsewhere this month we look both to the future, and to the past. Video-game historian Leonard Herman brings us a revealing insight into the birth of gaming in his interview with inventor Ralph Baer, while elsewhere we bring you the second-annual Slick 50 list. It's not just the new systems that are going to be turning heads next

another giant leap forward in terms of technology, and in the general public's attitude toward gaming. Pokémon is now so big it's inspiring a bona-fide 'backlash' (and a damn funny South Park episode), video games have been branded 'evil' by the religious right, and as we move forward we're going to see more gameinspired movies, TV shows and toys, We hope you enjoy the holiday season, and

hope that things don't get too expensive. To help you along, check out our 'shopping lists' in the Press Start section this month, This could help you (and people you'd like to drop hints to) avoid making any bad/stupid/ridiculous buying decisions.

John Davison

Contributing Writers



Michael Price

Apparently, between games, Michael likes to toss people through glass windows. A black belt in several martial arts - not to mention the AIC light-heavyweight kickboxing champion and star of an upcoming chop-socky flick-Mike landed his contributor gig after impressing us with his vast gaming knowledge and threatening to jam our noses into our brains.

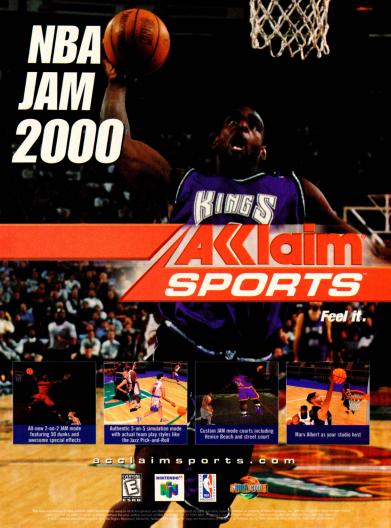
Leonard Herman

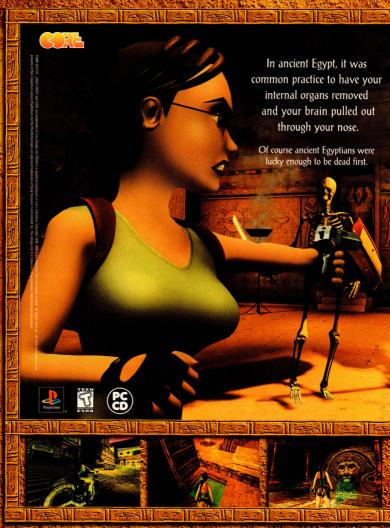
Who better than a video-game historian to write our feature on Ralph Baer? Leonard, who's been hooked on this stuff since playing Pong in 1972, is the author of several books, including Phoenix: The Rise & Fall of Videogames, the most detailed account of gaming history we've ever read. Check www.rolentapress.com for more info.





Fast becoming our most established regular contributor, young Andrew (last name pronounced 'Fistah' for those of you who have asked) is a glorious example of how to sneak your way into a writer's job. He befriends us in the newsgroups. somehow lands himself an internship...and before you know it he has his ugly mug slapped on this page every month.







Could the next tomb Lara Croft enters be her own? Find out in Tomb Raider: The Last Revelation, her latest adventure. With seamlessly integrated gameplay and FMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider.

Let's just hope it's not Lara's last.





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Should you buy a Dreamcast or wait? It's the question on everyone's lips this Christmas. Should you splurge now or wait for more powerful gear from Sony, Nintendo and Microsoft? Our seven-question test helps you make the big decision. pg 150



The Baer Essentials Think Nolan Bushnell invented video games? Think again, Meet Ralph Baer, the man who invented the machine that sparked a \$7 billion industry. pg 168



Zombie Revenge DC preview pg 70



Tony Hawk's Pro Skater preview pg 98



The EGM Slick so If it's lanuary, then it's time for the second installment of our annual Slick so list. Wanna know the people, concepts, games and hardware that'll change the world of gaming in Y2K? We've got 20 pages of revolutionary stuff. pg 182

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Pokémon is everywhere-even in this month's News section.

Gossip 50 Info on PlayStation2 development and more about Metal Gear Solid on Dreamcast, among other stuff.

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DC: Zombie Revenge, Sega GT, SF III, Soul Reaver, N64: Battlezone, Tony Hawk's Pro Skater, PS: GT 2. WWF Smackdown, Tomba! 2. GBC: Turok: Rage Wars. Arcade: Star Wars: Episode | Racer

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The EGM crew talks about defining gaming moments of the retro days all the way to present day.







UNIVERSITY OF THE BUTTSLAM...

CLASS, MEET THE PROFESSOR.





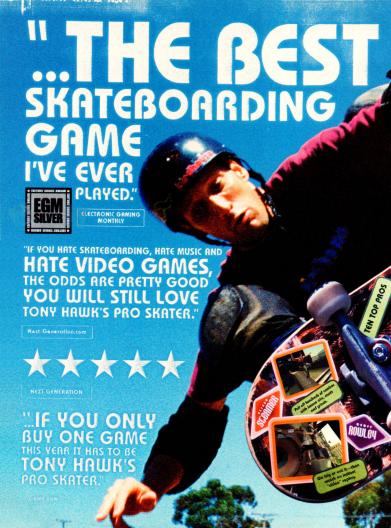
Adapt or get squished as opponents catch on to your moves, rampaging at 60 fps through subways, walled arenas, and 11 other stages, or combine ecendary fighters into a dream team of mayhem for Team Battle. Wear a cup.

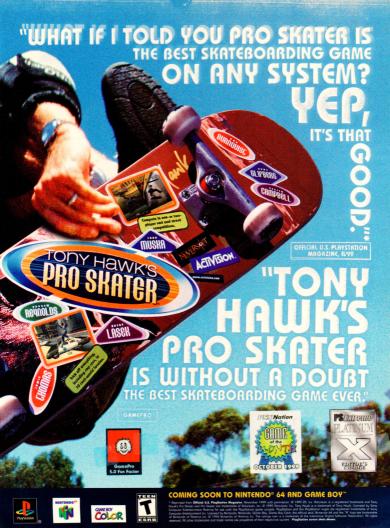














Jaromir Jagr. Humbling goalies since 1990.

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NEW Player Graphics

AMERICA'S MOST WANTED

WANTED



- Troublemaker (alias: Super Ed)
- Last seen saving world with his bow tie and a stick
- Bumbles, fumbles, makes a mess of everything
- · Outsmarts tomatoes, toasters, carrots, the Evil Grögh
- · Can solve loads of mindbending puzzles and traps

"It's a mess of fun"

- Nintendo Power









WANT



ROCKET:ROBOT ON WHEELS

- Extremely advanced robot
- · Last seen saving a massive amusement park
- · Builds & rides a super fast rollercoaster
- Fully Equipped with blast visor, tractor beam, rocket boosters
- · Rocks, rolls, freezes, smashes, & throws just about everything!

and 7 cool cars

"...one of the most innovative platform games to come out in a long, long time..." - Nintendo Power

WANTED



RAYMAN[®] 2:THE GREAT ESCAPE

- Last seen saving an amazing 3D world
- Active in rainforests, swamps, lava flows, undersea caves, and more
- Swims, skis, swings, rides rockets, throws fireballs, flies with hair, frees friends
- Seeking 1001 lums and the four faces of Polochus
- Fast, magical, strong dislike of pirates









ED





NINTENDO® 64

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Letters to the Editors

LETTER FACTS

- . Most asked question to EGM letters?: "Should I buy a Dreamcast or wait?"
- · Recent review people disagreed with most: let Force Gemini
- . Result of our question, "Should we cover PC games?": No, we

LETTER OF THE MONTH

Middle Aged And A Proud Gamer

I am a 40-year-old, collegeeducated, self-employed male, living in the Midwest. One day, two years ago, I was walking through our local department store with a good sum of cash on hand, just looking for something to buy. I had never owned a video game system, nor given them much thought. But something caught my eye that day in the electronics department. It was a video game based on a subject matter in which I have a great interest. So, after

several dozen games. Some are crap. Some are good. A few are truly fantastic. My pursuit of those games in that latter category is now a fervent desire. For they are the ones which make gaming such a thoroughly enjoyable pastime, Now and then I'll catch a negative reaction from one person or another in my fellow age group. But I always tell them to chill out. Bowling, horse riding, stamp collecting and television watching are each the primary passion for millions of people. Whatever. A hobby is a hobby. Different strokes. I happen to find video games a fascinating form of diversionary entertainment. Let no one

"I will age with you...I refuse to grow old with you. And I shall play my video games for

as long as their appeal remains."



Congratulations.

be receiving a

642 (N64)

official rules

See page 289 for

You win an InterAct

controller You will

Barracuda (PS), an Eclipse Stick (SAT)

or a SharkPad Pro

convincing myself to check it out. I bought the game, along with its parent hardware, and headed on home. I see no need to provide names here. This letter isn't about this or that system. It's about gaming in general, My words have equal applicability for each major platform. A few weeks after that first game, I got another one. This time the main appeal was simply that it looked bizarre. Now my collection had two. Neither of them was anything spectacular. Yet they were satisfying. nonetheless. Then it happened. One day, without warning, I was overtaken by a phenomenon which I now know all true gamers experience on occasion, Along came a certain game. A special game, A game I found to be so remarkably designed, beautifully presented, and ridiculously fun, that playing it became the sole reason for my very existence in the universe! (Well, almost.) Days, weeks and months went by before I reached the end. And once there, I was immediately ready to start all over again. I had found a new hobby, unlike any other. Since then I've collected

believe that this is strictly for kids. It's for anyone who wants it-period. Forty-year-old game players may be as rare as lottery millionaires. But I suspect that is because far too many of us allow the passage of time to age our minds as it does our bodies. That is most unfortunate. The process of maturing should not include losing the ability to have fun. And that which is fun differs for everyone.

Physically, yes, I suppose I am middle-aged. Mentally, I hope to never be so old that I can no longer find pleasure in such things. For those of my peers who have not yet done so, I wish you well in developing a similar attitude.

I will age with you, my friends. Yet I refuse to grow old with you. And I shall play my video games for as long as their appeal remains.

I really hope that I can do so for at least a few more decades. I'm dving to know what things will be like with a 10,000-Bit CPU!

> Daniel Ray Shadowship1@webty.net

This is actually a good example of why companies like Sony are now trying to target older gamers too. Eventually everyone will love video games-they're not just for younger people as they're a legitimate entertainment form.

How To Make An Elephant Sak

You guys have to tell us how to create our own Elephant Sak in WWF Attitude. I know I'm just as eager as every other wrestling gamer to go tearing through a career with my very own Elephant Sak!

Squar@angelfire.com

E-Sak is a big fat guy...so you need to crank up the proportions on your character. He's caucasian, has a goatee and sometimes can be seen wearing (usually Arabian) goggles. As for his outfit. we usually find a tightfitting black outfit with long pants does the trick but he's

been known to step into the ring in some pretty funky stuff.

Unofficial Or Official?

I remember you guys saving that official strategy guides are better than the unofficial ones, but I don't think that's true. I bought the official guide of Final Fantasy VIII from Bradygames but it didn't cover the most important part of the game, the last boss. Because of this, I spent hours and hours searching for the right combination of magic junctions. Why is it that this guide does not have the most important part of the game?

Cloudmyl@aol.com

There's also a difference between guides made by different publishers. On the whole, Brady Games' guides are sometimes missing sections of the game or are missing item locations because the guide is written based on a prerelease (or unfinished) version of the game. Once you find a company



EGM@zd.com

Send us your thoughts, your wishes your innermost weirdness...or your pictures, crazy screenshots or photos of hizarre game-related moments.

that makes strategy guide books that are good, you should stick with them, usually—unofficial or official. Look at the books before you buy does it seem to use a really big font or typeface? Does it have maps? Item lists? Everything you think you'll need?

Dissin' Da Donkey

Why do you guys have such a downer on Nintendo? Recently your tone has been particularly negative concerning them, and this was more than confirmed by some of the comments about Donkey Kong 64 in the December issue.

Rare's games are always a pleasure to play, and I for one am really looking forward to it. Also—I was able to order a copy for \$59.95, why all the comments about it costing \$70?

Tim Delaney New York

We're not 'down' on Nintendo...our aim with the last issue of the mag was simply to question whether Donkey Kong 6a, was worth the considerable investment that Nintendo was asking consumers to make. The MSRP of DK6a; 1569,95.-which is a considerable amount for a game. That's only \$90 ieses than the system itself costs. Plus, many avid K6a gamers already have an Expansion

Pak (bought for Turok 2 or Rogue Squadron no doubt) and we feel that it's somewhat unfair to force people to buy something that they don't need. Don't you agree?

GB Incapable of Doing RE?

Hi. I was just wondering about what you said a few issues back. Something about Resident Evil coming out on Game Boy Color. You also said it had speech. There are two very wrong things about that. Ji Game Boy Color is 8-Bit and incapable of 3p graphics. 2) It is also incapable of 1psech. It only has these dumb sounding beeps. I'm not complaining, Just wondering, that's fall. Dustin zunna@et.enet

1) The Game Boy is perfectly capable of moving a sprite around a background that's drawn in perspective like those you'd find in perspective like those you'd find in Resident Evil. 2) The Game Boy is more than capable of talking...check out Pokémon Yellow if you don't balieve us,

3DFX Ads Not Popular

In issue 124, there was a 3DFX ad blatantly bashing console gamers. Of

DESERT ISLAND GAMES

Five Games You Couldn't Do Without

If you were stuck on a desert island and could only have five games with you, which would they be? E-mail us your lists at EGM@zd.com. Mark the subject line 'Desert Island Games.'

Chrono Trigger Super Mario All-Stars Final Fantasy Anthology Zelda: Ocarina of Time Bust-A-Groove Hawkeyethemighty®

Final Fantasy III
Final Fantasy VII
Final Fantasy VIII
Pokémon
StarCraft: Brood War (PC)
Mmiller@tekhullogy.com

Final Fantasy II
Final Fantasy Anthology
Wrestlemania 2000
Metal Gear Solid
Castlevania: SOTN
a.d.skinner@
worldnet.att.net

Tenchu: Stealth Assassins Tomb Raider 2 Tomb Raider 3 Syphon Filter GoldenEye 007 Byk1128@aol.com Zelda: Ocarina of Time Mario Kart 64 NHL 94 Bushido Blade James Smith smythdj@cs.com Final Fantasy VIII

GoldenEye 007

Zelda: Ocarina of Time Mech Warrior 3 Half Life Spyro 2 ivhowell@netscape.net "This is like a 'We Have Cockroaches in our Kitchen' sign at Taco

SHORTS

Bell."

The very bottom of the

OK I'M NOT A
POKÉMANIAC I ADM
IT I DON'T WANT TO
LOOK AT TWO
CHARMANDERS
GETTING IT ON
DOGGIE STYLEIIIII

DOGGIE STYLE!!!!!!
elmo18497@aol.com
OK. DON'T SHOUT!
(This is the Pokéwhacko guy from last
month's letters, John)

When is Seaman going to be released in the U.S.? That game looks awesome and I could really use some Seamen

Abi64@webtv.net Ha ha ha ha. No, stop. You're killing us. it's out next spring.

My friend and I were arguing which is the better magazine—
Nintendo Power or EGM. I say it's EGM because Nintendo Power sucks and then he said Nintendo actually pays EGM for good reviews. Is that true because I thought Nintendo pays Nintendo Power.

Dxxuggrap@

Give your friend a good slap for us...no one pays EGM for good reviews. We say it like it is, and if anyone doesn't like its tough luck. As for Mintendo Power, that's a very different kind of magazine. It's actually owned by Nintendo and is published from within Nintendo of America's offices in Seattle.

Question of the Moment

What do you think of PlayStation2?

For a such a "cutting-edge system," why does it still have only two controller slots?

Will_316_foley@yahoo.com

I think the PS2 is going to be a really cool system, but the Dolphin is gonna completely blow it out of the water. (Pun not intended...but it came out that way.)

Scott McCutchen Marietta, GA

Two words: Kick Ass
doomsayer13@hotmail.com

It's still going to read regular PlayStation games at a 2X speed. Really disappointed that the boys at Sony won't make the speed faster for

reading regular PlayStation games. We all want faster loading times, especially with current games like FFVIII and FF Anthologies.

Andyli@falcom.cc.ukans.edu

Sony was merely a necessary tool to do something that Nintendo and Sega have been trying to do all this time: bring gaming into the mainstream. What better brand name to get this done? Now that Sony has fulfilled its role in this grand scheme...it's time for the big boys to come back.

Ooldgo@aol.com

Man, I be giddy like a school girl all over again...

Shaka405@hotmail.com

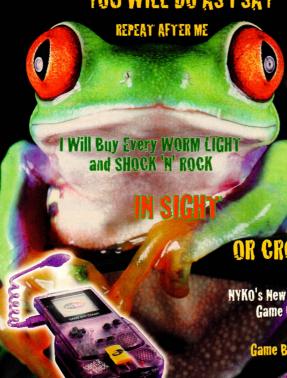
Next Month's Question of the Moment:

What Dreamcast game are you most excited about?

Send your short but sweet responses to: EGM@zd.com with the subject heading: Excited

LOOK DEEPLY INTO MY EYES

YOU WILL DO AS I SAY



vailable at:

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course, in issue 125 there is another ad just like it. This is like a "We have cockroaches in our kitchen" sign at Taco Bell. Something bashing console gamers in a magazine for console gamers. I remember in your 10thanniversary issue that you brought up a story about EGM in the early days. You guys gave Total Recall bad reviews, and Acclaim got pissed. They pulled their ads, you guys said fine, integrity is more valuable than money. Ten years later, we have a somewhat similar situation. We have some ads that go against what the magazine stands for, and you print them. For the money. Then you apologize for it, and print another one. What is the deal? Has the almighty dollar become more important than journalistic integrity? Kliq@aol.com

I don't recall ever apologizing for the 3DFX ads. This doesn't have anything to do with editorial integrity...it simply has to do with advertising. 3DFX chose to try to get your attention by insulting you. It appears to have worked. You may not feel the urge to go out and buy their stuff...but you're talking about them. Don't let that stuff bother you. In a way, the fact that they're resorting to these tactics is proof that they feel they're not reaching the people they want to with their product. Console gamers, and the demographic they represent are a vitally important slice of the consumer pie. 3DFX desperately want your attention because they need affluent guys in their late teens and 20s to buy their products.

A Wizard Writes

Let me introduce myself. My name is Michael A. Bencic and I am an art designer at Wizard (the Comics Magazine), Toyfare and other publications here at Wizard Entertainment, I'm considered THE resident video game nut, and as such, read your mag and Web sites exclusively. In fact, I've been reading EGM since issue one!

I'm not here to gush about your high-quality product, though. I was actually hoping to extend a hand of

SHORTS PS2 this, PS2 that. What about Dolphin? e-m,frail@

What about it? We've run every piece of info we have on the system...until ntendo decides to make any more

I say the SNES had

16-Bit graphics. But my friend claims it had 32-Bit, the only reason that it doesn't have as good as graphics as the PlayStation or Saturn is that it didn't have a 3D accelerator card. Is dnrune@blomand net The SNES was a 16-Bit system and used a tom graphics chip

friendship on behalf of our publication. Every month I read your book. similarities between EGM and Wizord become more apparent. Not just our strange sense of humor, but writing styles-even some design elements. (I can't fully describe the drooling that took place here when we saw your Spider-Man spread, It was mind blowing and a great boost for Spidev. and comics in general.)

> Michael Bencic Wizard Magazine

'How To' Will Return...Promise

Where's that "How To" section you keep promising to bring back? It really helped me in different ways. I was really looking forward to that "How To" get into the video games industry.

Think of how this section could fulfill ambitions, and how it could improve the industry...PLEASE BRING IT BACK!!! Mach666@speed-racer.com

I know we've been promising this for a while, but the 'How To ... ' section will return, and the 'How To Get a lob in the Video Games Industry' is high on our list of priorities. We want to make sure that we give you all the info we can...hence the delay. Watch for it in the next couple of months though. It'll be worth it

OOPS!

. We accidentally forgot to include a photo credit last month. We should have mentioned that the hat modeled by our lovely nurse was supplied by Religiou Sex. No, really. We're not making it up.

LETTER ART

WINNER

Joe Copeland Indianapolis, IN

Congratulations, your prize is on the way-an **ASCII Specialized** Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



The ASCII Control Pad Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art PO Box 3338 Oak Brook, IL 60522-3338

(All entries become the property of ZD Inc. and will not be returned!)







Mark Anderson, Harian, KY

Close, but no controller Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days-so don't miss out!

Chao Sen Chen Brooklyn, NY



"The Critics have Spoken on the Action / Adventure Game of the Year!"



A technical achievement...Soul Reaver delivers an epic piece of vampiric literature...93%" – IGN.com

"Soul Reaver is a deep game possessed with a myriad of impressive little touches...9/10" – VideoGames.com

"3D exploration and adventure at its finest...Game of the Month."

- Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping." – Gaming-Age.com

> "98%" – PS Extreme Magazine

As Raziel, stalk Nosgoth feeding on the souls of your enemies

Engage your creator, Kain, in an epic struggle for dominance

Dark gothic story









No load times







"After reaching legendary status on the PC, the Might and Magic universe is ready to cast its spell on the PlayStation." -GamePro

Play It With a Vengeance.

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· Co to battle armed with a variety of wicked weapons & sizzling spells













Press Start

The Hottest Gaming News on the Planet

"Dropping the A-Bomb On Him Will Only Make Him Stronger"



o other video game has garnered the same kind of attention as Pokémon. And love it or hate it, it's grabbed the attention of the mainstream media more than even Super Mario Bros. Here's the latest on the craze that pays:

Faster Than A Speeding Link: In the two weeks since its release in the States, Pokémon Yellow had sold more than a million copies, becoming Nintendo's fastest-selling agme ever. It beats even last year's Nintendo 64 powerhouse The Legend of Zelda: Ocarina of Time for that honor. The limited-edition Pokémon Game Boy Color sold more than 80,000 units and had only been available for a week when the numbers were reported.

movie was pushed up to Nov. 10, taking advantage of the Veteran's Day holiday that kids had off of school (sneaky, eh/). Some theaters were reporting showings of the movie were sold out through the entire opening weekend prior to release. The second Pokémon movie is very likely to hit theaters in the U.S. sooner rather than later, maybe even by next summer, depending on just how runaway a success the first one is.

Phone Phrenzy: When Los Angeles-area TV station KTLA ran a chance to win tickets to the premiere of the Pokémon movie, it caused a severe phone-line traffic jam. Warner Bros." telephone lines were flooded with 70,000 calls per minute, causing the studio to shut down its voice-mail system and also wreak havoc on



The movie's official site was inundated with hits the day the movie opened.

7 million

POKÉ-FRENZY

The number of Pokémon-related game cartridges Nintendo has sold in the U.S. for Nintendo 64 and Game Boy.

the phone systems of neighboring Burbank, Calif, businesses (NBC and Disney being two also affected), "This is absolutely without precedent," Brad A. Ball, Warner Bros. Pictures' president of domestic marketing said of the frenzied pace of the calls. "That one announcement on the local morning news could provoke such an enormous response is an incredibly exciting indicator of Pokémon's appeal," But will it be bigger than Toy Story? Pokévalues: Burger King is currently (and probably even still as you read this) running a promotion with Pokémon-themed toys in its Kids Meals. The fever was much like McDonald's own Beanie Babies promotions. leading to the question, why wasn't McDonald's able to win this all-too-lucrative promotion? Jack Greenberg, McDonald's chairman and CEO told Reuters, "It was a promotion that we could have had, or at least could have tried for, and chose not to because we don't think it stands for family values and what our brand stands for." Yeah, because you know-Pikachu's had children out of wedlock and Pokémon training in the game encourages kids to leave home when they're 10 years old. Pocket Pikachu in Color: Nintendo's highly successful LCD pedometer game Pocket Pikachu (called Pocket Pokémon in the U.S.) is getting a sequel, Pocket Pikachu Color is set for release the same day as Pokémon Gold and Silver in Japan for 3,000 yen (about \$26). Aside from being in full color and sporting a see-through plastic casing, the new game can communicate with the Game Boy Color





Say hello to a new breed of Pikachu-the color version of Pocket Pikachu.

through the infrared link port. As you walk and the number of steps and Watts you have builds, you can transfer them to earn new items in Gold and Silver You can also communicate between two Pocket Pikachu Colors. How's that for cross-platform gaming? It's very likely we'll see this released in the U.S. when Pokémon Gold and Silver come out. Blue Redeux: In Japan, Nintendo recently released the limited-edition blue version of Pokémon (which is actually different than our blue edition) into stores as a regular release. Originally it was only sold through mail order, and stores were selling used copies of the game for as much as \$100. Check our Pokémon feature in EGM #124 for the full details on the differences between the U.S. and Japanese colored versions of Pokémon. Gold & Silver Shortage: Due to the earthquake in Taiwan, production of Pokémon Gold and Silver (which hit Japan on Nov. 21) was less than expected. Therefore on the day of release a little less than 2 million copies will be shipped to stores-down from the original 3 million. The company expects to sell 5 million copies of the seguels by year's end. Also effected by the Taiwan earthquake are Nintendo's new Game Boy Nintendo Power convenience store distribution service. Pokémon Gold and Silver are tentatively scheduled for a release in the U.S. in fall 2000. Pokémon Card GB in the U.S.: Nintendo confirmed it'll release the Game Boy version of the Pokémon collectible card game in the U.S. this February. There's no question it'll be a success: the card game is probably even more

YEA & NAY

A hearty, hardcore gaming fan "yes" goes to Agetec this month. They've announced that they are once again planning to bring RPG Maker to the U.S., tentatively scheduled for next summer. This has got to be one of the most requested PlayStation games, after it was sadly canned at the 1998 Eş in Atlanta.

Nay goes to Capcom this month for not having any plan to release Resident Evil 2 for Dreamcast in the U.S. Release it for N64 and then leave DC owners hanging? ARGHI But then again, maybe it's good they're not planning on releasing it here (can you say Reverbill?). Either way, Resident Evil: Code Veronica is still headed to the U.S. in the spring.

A charitable "Yea" to Ubi Soft.

Rayman's Run, an Ubi Soft.

sponsored run for kids of all
ages to benefit Prevent Child
Abuse-California took place on Oct. 2g.
Nash Bridges beauty Yasmine Bleeth
sories of runs around Civic Center Plaz
sories of runs around Civic Center Plaz
in San Francisco. Attendees at the event
could also check out Rayman's antics in
Rayman 2 or many of Ubi Soft's other
titles for the Nefs, Dreamcast and
PlayStation. Ubi Soft donated \$20,000
to the organization.



Nash Bridges beauty Yasmine Bleeth kicks off Rayman's Run.





LENO'S READY 2 RUMBLE

On Nov. 4, The Tonight Show with Jay Leno featured a skit where Jay ends up in Midway's Dreamcast game, Ready 2 Rumble. He's then severely beaten by Afro Thunder. So when do we get to beat up on Jay?



Square's Hironobu Sakaguchi (left) and artist Yoshitaka Amano (right) at the Angel Orensanz Foundation, NYC.

More Final Fantasy

While in New York, we had a chance to ask Square president Hironobu Sakaguchi, director of the Final Fantasy series, a few questions. Here's what he had to sav:

EGM: Have you made any decisions regarding development for Dolphin? Hironobu Sakaguchi: We have no plans at this time.

EGM: What involvement does Amanosan have with Final Fantasy IX?

HS: We have asked Mr. Amano to do the image illustrations/designs. This time, we are considering Mr. Amano. His work is an integral part, and we are asking him for a lot of involvement.

EGM: Does he have any involvement with the PS2 Final Fantasy?

HS: As long as FF continues, I would like to ask Mr. Amano to participate.

EGM: Will there be a game based on the

HS: The FF Movie was started, purely as a movie business. I will use many aspects (technical, staging, etc.) which we have learned from making the film. But we have no plans to make the FF movie into a game at this time.

EGM: Do you see any other companies approaching the level of innovation in the RPG genre?

HS: In terms of networking games, I believe entities creating Ultima Online and Everquest are advanced at this time. But Square has already started research on a server-type online game. Within six months, I believe we will be able to have the same level of technology.

Thinking Like Amano in New York City

Artist Yoshitaka Amano is known by RPG fans as the character designer for Square's Final Fantasy series. But his work can also be seen in the new Sandman graphic novel, in artwork for Yampire Hunter D, and the Attus PlayStation game Rebus. But his Latest creation, Hero, was recently shown in an exhibition at the Angel Crensanz with Mr. Amano before the closing of the exhibit to ask him a few questions.

EGM: What first got you involved in art? Yoshitaka Amano: Of course, I liked to draw as a child. I visited Tatsunoko Productions

when I was very young, which is the production company that produced G-Force (a.k.a. Battle for the Planets or Gatchman) and so forth. When I went there I showed them some sketches and was hierd right then. So It wasn't like I planned to have a career in the industry or anything, but I suddenly became a professional really by chance, and I continued thereafter.

EGM: Your art style is very unique. What are some of your influences?
YA: When I was in my teens and my 205 I really

tried to absorb as much as I could from many artists. Of course, for work, I was creating characters for G-Force, and I was very much influenced by American comics and had a lot of American comic books to study as well. I like pop art very much as well.

EGM: What are some of your favorite American comics?

YA: Batman is my favorite.

EGM: When Squaresoft asked you to design the characters for Final Fantasy, how did you begin?

Y& When I first started to work for Squaresoft, games weren't even that popular, so I really games weren't even that popular, so I really didn't know what I was doling, to be frank. The resolution was so bad for the games as well that they wanted me to draw in dots, and they gave me a chart to work on, and so forth, and I really couldn't do it. So finally what we did was is ketched and somebody translated my images to the dot requirements that they had. That's how it all started.

EGM: Do you feel that the medium can now support your vision?

YA: Yes, I mean, of course very much. With the

"Instead of being a science-fiction game, (Final Fantasy IX) is becoming more of a fantasy game again."



Amano's Hero series features a masked rider on top of a black, cybernetic cat. When complete, he hopes to turn these paintings and drawings into storyboards for a CG movie.

advancement of technology, I think it's true that my vision can be translated much better into a game environment. However, when technology advances to a certain level! I think in some ways what you see on the screen can be too close to what I sketch. When things become that close it's interesting, the differences between what! sketch and what's on screen become that unch clearer.

EGM: What was the main reason you stopped doing the character designs for Final Fantasy after FFVI?

YA: Maybe you should ask Squaresoft. I'm working on Final Fantasy IX right now.

EGM: Character design?

YA: Well, yes...but some of the stuff I can't disclose right now.

EGM: It would be very nice to see your work back in the series. We're all big fans...

YA: I think in terms of publicity and marketing they will use my designs a lot more for IX.



EGM: Some of the recent Final Fantasy games have been futuristic in tone. Will the next game keep that setting or will it be something different?

YA: I don't know if I am allowed to say this, but it is becoming closer to the original Final Fantasy. So instead of being a science-fiction game, it's becoming more of a fantasy game again.

EGM: What format will the Hero series take when it's finished?

YA: I think the end product is going to be a 3D CGI movie. That's what I want it to be. I think storywise I don't want it to be a science-fiction film, I want it to be more like futuristic

mythology or a myth. I really want my illustrations to move freely—that is what I'm after. I think the best medium for that is film. Of course, thereafter it could be turned into a game. But the main objective right now is to turn this into a film. So you can think of everything you see here as a kind of storyboard for the final movie.

EGM: Is there a projected date for the finished project?

YA: Of course, I can't do this alone. I'll have to collaborate with a producer, screenwriter and so on. It's going to cost a lot of money as well. So I can't really say right when it's going to be ready. What I can do, however, is to create an original book, an illustrated book, and start from there. Then I figure that people can look at that and help me develop it into a film.

EGM: Is there any interest or possibility of somebody coming to you and wanting to make a game out of your creation, Hero?

YA: I think that's possible. I may be kind of going off on a tangent...but I really feel that in the past, people came to me with stories which were already developed and set in place when I was hired. With Hero, I'm doing the opposite. What I really want to do is to keen expanding the universe and keep imagining things-and then begin to edit, and then begin to find a story line within everything that I output. So I really feel good working right now and I want to continue working this way and maybe thereafter we'll begin to talk about business and find a way to turn this into a product or into many products. Hayao Miyazaki, who's responsible for Princess Mononoke, etc., originally started by being commissioned to do animation series like Lupin III, etc., and then he started to work on his original stories. And started by doing the character design and everything, I'm really amazed by what Miyazaki has been able to accomplish in the latter part of his career up to now. So I think Hero will be my Mononoke, so to speak.

EGM: The Sandman book is going to broaden your audience. Are you interested in doing more work for DC Comics?

YA: I think I will continue to work with DC Comics. I'm not exactly sure how we will continue to work together, but it will happen. I'm not sure if they will commission me or if I will bring something to them. I have a big dream—there's Batman and Superan here in America, and I want to make a new American America, and I want to make a new American character. That's something work own book character. That's something work only book of the world love to become involved in the process of creating a new hero.

EGM: If you did a Batman graphic novel, that would be incredible...

YA: I have doodled quite a bit of Batman, so I would do very good at that, I think.



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RENAMED

The Japanese title for Rare's N64 action game Jet Force Gemini is Star Twins (fitting name), released in late November.

DEVELOPER PROFILE

Sucker Punch

Location: Bellevue, WA Web site: http://www.suckerpunch.com # of employees: 15



Games team members have worked on previously: All things Humongous (Freddie the Fish, etc.), Allegiance, Professional Bull Rider and a couple football games.

Current project(s): We just finished Rocket: Robot on Wheels. We have a nextgeneration platform adventure in the works already though!

The most challenging aspect of developing a game is in the case of games like Rocket; the huge challenge is creating an entertaining world from the ground up. Compare that to a sports game where the rules, characters, visuals and sound effects already exist and you're just trying to reproduce those. For Rocket, we had to create and balance all the elements—which amount to a huge number of little inter-related decisions, We sot the inspiration for Rocket from:

Core gameplay was inspired by Mario 64 and Banjo-Kazoole. That said, reviewers and beta testers agree that although inspired by them, it's also very innovative.

If there was one thing we could change about this industry, it would be: Cooler cheat codes. Invulnerability and bigger guns isn't enough!

What we're most looking forward to with the next generation: We expect the subtleties of games to get better. All games will have incredibly rich characters and environments, the challenge is to make gameplay reach that same level. Our favorite game to play in the office

Our favorite game to play in the office (not by us) is: Ready 2 Rumble Boxing and Crash Team Racing. Music that inspires us around the office:

All things funk. You'll probably notice some influences in the Rocket soundtrack!

Story behind our name: We love the name Sucker Punch! Unfortunately there's not much of a story beyond wanting to have a cool name.

Williams Shuts Down Its Pinball Business



Pinball has been a staple of arcades since the early years of the 20th century. Sure, it may not have been as complex as the latest machines (such as Midway's Pinball 2000 titles), but it is the oldest form of electronic games. The pinball industry has been dwindling in recent years, but recently the game has been dealt what could be a nearfatal blow.

WMS Industries, of which Midway is a part, recently announced that it was closing its pinball division due to dwindling demand and ongoing losses. The company had recently released two new pinball

games utilizing new technology it dubbed Pinball 2000—Star Wars Episode One Pinball, and Revenge from Mars.

The closing leaves only one manufacturer in the U.S. still producing pinball cabinets, Stern Pinball Inc. Considering that WMS Bally Midway made some of the best pinball machines of the 1980s and '90s, it's a sad day to see it go (and especially after seeing how promising the Pinball 2000 project was).

www.midway.com

MY 2 CENTS

"A long, long time ago, I can still remember when pinball used to make me smile..."

While the intro to that famous ditty lamented the day rock 'n' roll died, we lost another icon of American pop culture when

WMS announced they will no longer make pinball machines. With that announcement, the last pillar of an industry built on bells and buzzes may have

crumbled with nary a whimper. Not everyone has heard the news yet, but when people do, the response is almost unanimous: "No way—they can't stop making pinball games." Well, unfortunately, they can and they are, and unless something dramatic

happens, we'll see pinball go the way of the Schwinn Orange Crate and Indian Motorcycles. Apparently it's no longer profitable to make mechanical pinball hardware in this age of software, and despite Williams' efforts to prop up the sagging division with a cool new format

called Pinball 2000 (featured in the new Star Wars machine), the interest just isn't there anymore.

It's a paradox really that a video game magazine would write the obituary for pinball machines—the video game experience was

built on the foundation laid by these venerable machines. If it wasn't for the pinball parlors of the first half of this century, we almost certainly wouldn't have the elaborate arcades of today like Dave and

Busters and Sega Gameworks.
While I suspect a lot of us
haven't played a pinball game
for a long time, there has always
been something tactile and cool
about it—especially in this era

of virtual everything. Here's to hoping that reports of its death are exaggerated, otherwise, we've just lost an irreplaceable part of our gaming heritage.

"Something touched me deep inside, the day pinball died..."

- Joe Funk



THERE'S NO REASON TO BE AFRAID OF THE DARK



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Conquer Your Nightmares and Rescue Your Dreams!



















IMPORT CALENDAR

Space Channel 5



Import Pick of the Month: Sega's latest Dreamcast title, Space Channel 5.

PlayStation

- 12/2 Dragon Valor, Namco (Action RPG)
- 12/2 Legend of Dragoon, SCEI (RPG) 12/9 Valkyrie Profile, Enix (RPG)
- 12/9 Vampire Hunter D, VictorSoft (Action)
- 12/16 Gunpey, Bandai (Puzzle)
- 12/16 Koudelka, SNK (RPG)
- 12/16 Parasite Eve 2, Square (Adventure) 12/22 Street Fighter EX2 Plus, Capcom
- (Fighting)
- 12/29 Dragon Quest VII, Enix (RPG)
- Dec. Chocobo Collection, Square (Misc.)
 Dec. Rockman 6, Capcom (Action)
- Jan. Biohazard Gun Survivor, Capcom (Action/Gun)

Dreamcast

- 12/9 Star Gladiator 2, Capcom (Fighting) 12/16 Space Channel 5, Sega (Misc.) 12/16 Street Fighter III W Impact
- (Fighting) 12/23 Biohazard 2 Value Plus, Capcom
- (Action) 12/23 D2, Warp (Action)
- 12/23 D2, Warp (Action) 12/23 Rainbow Cotton, Success
- (Shooting)
 Dec. Bakuretsu Muteki Bangaioh,
- Treasure (Shooting)
 Dec. Godzilla Generations Maximum
 Impact, Sega (Action)
- Dec. Virtua Striker 2, Ver. 2000, Sega (Sports)
- (Sports)
 Jan. Crazy Taxi, Sega (Action Driving)

Nintendo 64

- 12/3 Baku Bomberman 2, Hudson (Action)
- 12/3 Custom Robo, Nintendo (Action) Jan. Super Mario RPG 2, Nintendo (RPG)
- *Schedule subject to change without notice. Consult your local import game store for the latest release information.

Tekken Tag Tournament



The new King of the Iron Fist Tournament has been declared, Milpitas, located in the heart of the Silicon Valley in California, was the mecca of Tekken Tag talent as the world's top players gathered at Namco's Wonderpark on Nov. 6-7 for the official Tekken Tag Tournament, sponsored by Ziff-Davis (publishers of EGM) and Namco, Hundreds of local contestants were narrowed down through regional competition, with the top five moving on to compete internationally the next day against the elite from Japan and Korea. This was the cream of the crop fighting against Asia's very best, and the first-place winner walked away with a Tekken Tag arcade cabinet and a hefty trophy made of marble and gold.

The tournament itself was set up as double elimination, best of three, two rounds per match. The first day of competition played out among 35 of America's best players. The level of skill displayed was next to virtuoso. Since these were America's best, competition was fierce and the mind games were tense. Highlights of the day included a West Coast standoff between 5F Bay Area favorite Spencer "Srayer" Ray and Alex "CaliPlower" Valle from Souther California, in both the winner and

loser brackets. Valle then went on to win the U.S. championship by defeating Damien "Supert" Ledesma in the final round of competition

On Sunday, the top five players from the previous day met again to take on Japan's number one- and number two-ranked players Douzono "Douzono Mokuiin" Takeshi, and Katsuvuki "Shogun Yoshimitsu" Hayashida. Also present was Korea's numberone, Dong-Min "Crazy Legs" Seok. After a couple rounds, we witnessed the Japanese

crumble against the might

of U.S. players, and then finally eliminated when Douzono lost against Seok from Korea.

Watching the elite Tekken players from Asia quickly opens your eyes to a whole different style of fighting. The crowd erupted a couple times when Seok pulled off Yoshimitsu's Double K.O. unblockable when the opposition began to turtle in light of a dwindling clock. There was also a huge upset when Michael Nappi defeated Alex Valle in the semi-finals for the chance to play the undefeated Seok Dong-Min from Korea, While Nappi put up a good fight, Seok's Lei/lin/Heihachi combination dominated the match. He even accepted a request from his fans to play the Korean team in the final round of competition (they lost, so he stopped using them). Seok's somewhat anti-climactic victory elicited good-natured cheers from fans on both sides of the Pacific. Congratulations to all who competed!

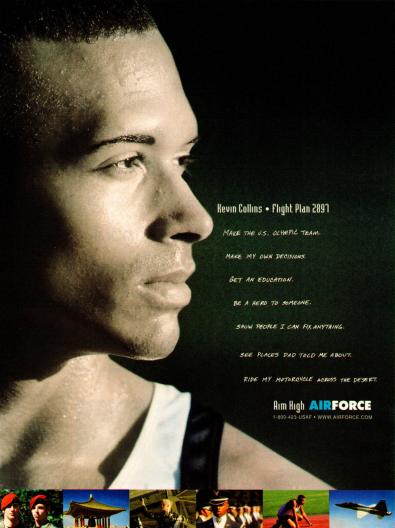
www.tekkentagtournament.com



Bay Area favorites Shafi Mohamed (left) and Jeff Hsu (right) battle it out in the loser's bracket.



Clockwise from left: TTT champ Dong-Min Seok, 2nd: Michael Nappi, 3rd: Alex Valle, 4th: Duc Do, 5th: Shafi Mohamed, 6th: Takeshi Douzono, 8th: Katsuyuki Hayashida and 7th: Damien Ledesma.





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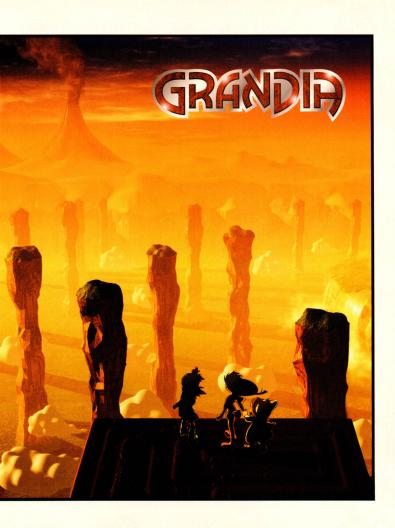






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185.000

DREAMCAST LAUNCH IN EUROPE

Sega sold this many Dreamcast systems in its first weekend of availability. To put it in perspective, it took PlayStation and N64 just over a week to sell just over 19,000 and 28,000 units respectively.

Last-Minute Dreamcast Undate

Here are the first pictures of Sega's Dreamcast Zip drive. scheduled for a February release in Japan and mid-2000 in the U.S. Laying next to the DC and Zip drive is the Ethernet LAN adapter, which will replace your DC modem (snap out the DC modem and snap this in) and allows you to hook up to the Net via cable modem or other Ethernet network. Also pictured below is the Dreamcast Digital Camera, which can provide live video feed for applications such as video conferencing. Both devices were shown at a special ceremony for the Okawa Foundation (a non-profit organization which contributes to the growth and development of technology).

Sega Enterprises Chairman Isao Okawa commented at the event that Sega's focus will shift in the future from hardware to software and other Internet applications even if the Dreamcast does well.



Dreamcast and will continue to give the system its attention up against PlayStation2 and Dolphin, If this proves true, we may find ourselves playing Segadeveloped games on other platforms, including Dreamcast. Sega has already begun that step in bringing Sonic to Neo•Geo Pocket and Sakura Taisen to Game Boy.





	JAPAN TOP 10	
1	Jojo's Venture Capcom	B
2	Formula One 99	B
3	Derby Stallion 99 Ascii	B
4	Dragon Quest I II	
5	SNK Vs. Capcom Card Fighters	o
6	Biohazard 3 Last Escape	B
7	World Soccer Winning Eleven 4 Konami	B
8	Dew Prism Square	B
9	Dance Dance Revolution 2nd ReMIX Konami	B
10	Doko Demo Issyo	B

Ouick Bytes



Hello Kitty Dreamcast

Similar to the Seaman Dreamcast offered this summer, Sega and Sanrio have teamed up to offer two special limited-edition Hello Kitty Dreamcasts. Both come with the console, one controller, a VMU, keyboard and Hello Kitty's Garden Panic - a Sanriothemed version of the Dream Passport software. It's available in two colors, skeleton pink and skeleton blue (pictured above), It's available in Japan beginning Nov. 25 for a price of 34,800 yen (about \$328).

Send a friend a lil' Seaman joy this holiday season. In Japan, Sega is introducing Christmas Seaman, available only from Dec. 16-24. You can send a Christmas Seaman message to a friend, but you have to give them the Receiver Disc that comes with the Sender, or they can buy a Receiver separately for under \$10. The messages will be sent over e-mail, but you can only read 'em with the discs. Available only in Japan.

man in Yer Stocking





Happy 20th, Pac

Pac-Man is celebrating his 20th anniversary this year (and is starring in a new PS game). Hard to imagine that a video game character such as Pac-Man has lasted this long. Other video game mascots are gearin' up for big birthdays too, including Mega Man, who celebrates his 15th anniversary next year, and Mario, who's nearing the big 2-0 himself-Older than most people who play video games! Here's to 20 more ghost-chompin' years!

Even Shorter Tidhits

Weekly Famitsu, week ending 10/24/99

Monolith, a new Japanese developer formed from former Square and Namco employees might just be working on a sequel to Xenogears, Of course, it won't be called Xenogears 2 nor star the same characters, but much like Rogue Trip was an "unofficial" sequel in the Twisted Metal series when SingleTrac parted ways with Sony, Monolith may do something similar. Sega's releasing new.

colored Dreamcast controllers in Japan this December in limited quantities, Colors include aqua smoke, aqua pink, aqua blue and aqua lime. They'll set you back 2500 yen (about \$23), and only 150,000 units of each color will be available. No word yet on whether or not these colored controllers will show up in the U.S.



name

DR. EVIL

profession

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mission

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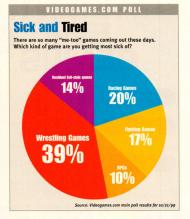


GameShark Fix for New PS

If you have a PlayStation that's model #9000 and higher, you're not going to be able to use the regular PS GameShark. Sony got rid of the expansion slot on the back of the machine as a cost-saving measure, and because no official peripherals use it.

But InterAct's got your fix. The company is introducing the GameShark CDX, which is a GameShark that fits into the memory card slot. The package comes with the cartridge, a supporting CD and the video "How to Hack Like A Pro." The GameShark CDX will be available beginning in November for an MSR P of \$49.9. www.gameshark.com





ZINE-O-PHILE

A "fanzine" is a fan-made magnine or newslett under magnine or newslett under magnine or newslett under magnine or desktop opposition of the magnine or desktop publishing software with copies produced at a local copy center or office supply store. Zines aren't as flashy (mostly black & white) or ad-filled as a magazine like EGM, but that's what make them fun to do and fun to read (often leading to brutal honesty). Online 'zines (connetimes referred to as fansiles) can be found all over the left, constructed by ganing of the left, constructed by ganing of the left of the left

opy of a 2 intervene that or by visiting their site. Got a 'zine' Send it to: Electronic Gaming Monthly (Attn. Chris Johnston), P.O. Box 3338, Oak Brook, II. 66522-3338. Or e-mail us your URL or any questions you have about 'zines to chris Johnston@Zd.com, Subject: 'Zine-O-Phile.

Classic Gamer Magazine

Issue reviewed: Fall 1999, 5.4 for one Issue/515 for four, Edited by Chris Cavanagh, 770 Regents Rood #193-93, 5.3 m lego, 0.4 92122. Reading this Issue of CGM was like opening up a box of classic gaming goodles you haven't seen for years. CGM is in full cloop, but with such a high cover price, one has to wonder if the number of full-color pages could have been inimited to keep the price down. Aside from that, this is both of the color of the





Final Fantasy Online

URL: http://www.ffonline.com

If Final Fantasy's your game, then Final Fantasy Online is your meca. It is contains information on all the games (FFHV-VIII and Earlos), including character profiles, images from each of the games, music in midd format, fan-drawn artowick, box art, moyels of intros and gameplay and morat, Fand-drawn artowick, box art, moyels of intros and gameplay and morat, Plus, if all you really care about newswise is the latest on Square's most popular series, the main page keeps you up to date. The site is currently planning a major redesign which will no doubt make it look even more professional (on first visit it appears to be official, but is in no way related to Square). Well-organized and designed, the only thing really missing are wall-throughs or strategy sections for the games.





For icy cool breath that lasts.

Winterfresh.



EGM's Holiday Shopping List

's Holiday Video Game Wish List

The holidays are upon us and if you haven't made out your wish list—what are you waiting for?! Well, we've made your job easy this year. Just put a check mark next to the game or system you want, tear out this page (or Xerox it, if you don't want to ruin your magazine) and leave it where Santa can get a good look at it or give it to your parent/loved one/significant other.

Dreamcast

- Dreamcast System
- Dreamcast Visual Memory Unit-VMU
- Dreamcast Arcade Fighting Stick (Agetec)
- Dreamcast Rally Wheel (Agetec)
- Dreamcast Fishing Controller Dreamcast Light Gun
- Extra Dreamcast Controller
- Evolution (Ubi Soft)
- Hydro Thunder (Midway)
- Marvel vs. Capcom (Capcom)
- NBA 2k (Sega)
- NBA Showtime (Midway)
- NFL 2K (Sega)
- NFL Blitz 2000 (Midway)
- Power Stone (Capcom)
- Ready 2 Rumble (Midway)
- Sega Rally 2 (Sega)
- Sonic Adventure (Sega)
- Soul Calibur (Namco)
- The House of The Dead 2 (Sega)
- Toy Commander (Sega)
- Virtua Fighter 3tb (Sega) WWF Attitude (Acclaim)

PlayStation

- PlayStation System PlayStation Dual Shock Controller
- PlayStation Mouse
- PlayStation Multi-tap
- PlayStation Memory Card
- Interact GameShark Pro
- Interact GameShark CDX
- Interact PlayStation Dex Drive
- Ape Escape (Sony)
- Big Ol' Bass (Konami)
- Crash Team Racing (Sony) Dino Crisis (Capcom)
- Driver (GT Interactive)
- FIFA 2000 (Electronic Arts) Final Fantasy Anthology (Square EA)
- Final Fantasy VIII (Square EA) Grandia (Sony)
- Gran Turismo (Sony)
- Gran Turismo 2 (Sony)
- Legacy of Kain: Soul Reaver (Eidos)
- Lunar Silver Star Story Complete

- (Working Designs) Madden NFL 2000 (Flectronic Arts)
- Metal Gear Solid (Konami) Nascar 2000 (Electronic Arts)
- NBA Live 2000 (Electronic Arts)
- NHL 2000 (Electronic Arts)
- NHL FaceOff 2000 (989 Studios)
- Quake II (Activision) Resident Evil 3 Nemesis (Capcom)
- Spyro 2 (Sony)
- Tomb Raider The Last Revelation (Eidos) Tony Hawk's Pro Skater (Activision)
- Twisted Metal 4 (989 Studios)
- WCW Mayhem (Electronic Arts)
- Wipeout 3 (Psygnosis)
- WWF Attitude (Acclaim)
- You Don't Know Jack (Sierra)

Nintendo 64

- Nintendo 64 System (with Atomic Purple controller)
- Green Nintendo 64 System packed with
- Donkey Kong 64
- Interact N64 Dex Drive Interact GameShark Pro
- Banio-Kazooie (Nintendo)
- Castlevania: Legacy of Darkness
- (Konaml) Donkey Kong 64 (Nintendo)
- GoldenEve ooz (Nintendo) Jet Force Gemini (Nintendo)
- Legend of Zelda: Ocarina of Time (Nintendo)
- Madden NFL 2000 (Electronic Arts)
- Mario Golf (Nintendo)
- Mario Kart 64 (Nintendo) Mario Party (Nintendo)
- Pokémon Snap (Nintendo)
- Rayman 2: The Great Escape
- Resident Evil 2 (Capcom) Star Wars Episode One: Racer
- (Nintendo) Super Mario Kart 64 (Nintendo)
- Super Smash Bros. (Nintendo)
- Turok: Rage Wars (Acclaim)
- WWF Wrestlemania 2000 (THQ)

Game Boy Color

- Game Boy Color System (Color:
 - Game Boy Printer
 - Game Boy Camera Game Boy Link Cable Nyko Game Boy Worm Light
 - Game & Watch Gallery 3 Legend of Zelda DX
 - Mario Golf Mickey Mouse Racing
 - Pokémon Blue

- Pokémon Pinball Pokémon Red
- Pokémon Yellow R-Type DX Star Wars Episode One: Racer
- Super Mario Bros. Deluxe

Neo•Geo Pocket Color

- Neo•Geo Pocket Color System (Color:
- Link Cable AC Power Cord
- Baseball Stars Biomotor Unitron
- Bust-A-Move Pocket Fatal Fury: First Contact
 - King of Fighters R-2
 - Magical Drop Metal Slug: First Mission
 - Neo Turf Masters
 - Pac-Man Puvo Pop
 - Puzzle Link Samurai Shodown 2
 - Tennis





IVERSON LEARNS FROM YOUR MISTAKES.

APPARENTLY, THAT'S A FULL TIME JOB.



Sega © Dreamcast.

SEGA SPORTS™ NBA 2K

— Twenty-nine teams throw down in 28 arenas with 1300 motion-captured moves actual NBA coaches' playbooks and jawdropping action down to hand signals, taltoos and sneaker squeaks. Microwaves don't get this hot, son.









"What you are thinking is the answer"

-The ever-cryptic Hideo Kojima on the possibility of Metal Gear Solid 2 on PS2. As told to the U.K. Official PlayStation Magazine.

Quartermann - Video Game Gossip & Speculation

fter so many people got their knickers in a twist over some of the stories we printed last month, let's make a few things clear. First of all...this is a page of rumor and speculation. We spend a lot of time, and put a lot of effort into piecing together pieces of information and forming conclusions based on this information. That is why everything is presented in the 'Rumor' and 'Truth' format. If you're going to take the information you find on this page, and mention it on your Web site, or in your fanzine, or anywhere else for that matter please: A) acknowledge the fact that this is rumor...not reported fact. Acknowledge the integrity of the people concerned with compiling this page. We're not trying to tell you something that isn't true-we're just passing on our conclusions based on the information we have. B) If you're going to quote us...give us some credit. Our Metal Gear Solid on Dreamcast story appeared all over the world within days of last month's issue hitting newsstands. Very few people mentioned where the info came from...and the rest of them got confused and seemed to think we were reporting solid news and spent far too much time and effort trying to debunk a story that was only a rumor.

OK...now that we've got that straight, let's launch straight into this month's rumors.

RUMOR Remember last month when we said Metal Gear Solid was coming to Dreamcast? TRUTH We still think that it's extremely likely. but it sounds to us like someone got their ass Ricked when the story leaked out (go O-Spy Network! Woohoo!). Konami has been backpeddling on the subject like it's some kind of new fitness fad, claiming that MGS is the sole responsibility of Hideo Kojima, and that he wouldn't release the rights for a conversion to anyone...least of all Microsoft. Regular readers will recall Konami's announcement at E3 regarding the PC deal they signed with Microsoft, The deal allows a two-way publishing deal. Microsoft can port console games to PC, and Konami can take Microsoft's PC titles and publish them on console, Can someone please tell us a Konami game that Microsoft could possibly want to port OTHER than MGS? Sure Castlevania would be lovely...and maybe some of the sports games (especially now that the big-K's mediocre line of sporty games has the ESPN tag on them) but there's only one that makes real commercial sense. Believe the denials if you will, but we still believe that Metal Gear Solid is going to come to the PC...and in turn to Dreamcast. We may be wrong, but only time will tell.

RUMOR Dreamcast z is already in development at Sega and set for release by Christmas 2000. TRUTH Not Dreamcast z, but NEC and Videologic, have finished work on the replacement for the PowerVR 2DC graphics inchip. The new Chip is sook's compatible with the old, but apparently boasts specs more powerful. Library the Wide Gerice 29G. Quite how Sega Library the Wide Gerice 29G. Quite how Sega Chip and Chip an

RUMOR Ubi Soft is working on Rayman 3 as a possible PS2 launch game.

TRUTH Determined to establish Rayman as a 'mascot' character, UbiSoft is already hard at work on piecing together the ultimate limbless wonder. Expect to see this day one on PS2.

RUMOR Final Fantasy X will be an online adventure, and not a scripted RPG pulled from DVD, Expect to see this on PS2 first. TRUTH Hironobu Sakaguchi recently hinted to us that Square has been experimenting with online role-playing games, and that the 10th game will be a very different style to previous FF games. Apparently the trials have already reached a very advanced stage and Sakaguchi intimated that within six months Square's technology would already be a match for Origin's Ultima Online engine. No release date is set, but considering that this is being designed for PlayStation 2, the timing will depend on the emergence of widespread broad bandwidth availability in both Japan and the U.S. Don't expect anything until well into

2001 then.

the next title in

each other.

the series would

be able to talk to

RUMOR Future incarnations of the Unreal engine will not be designed just for the PC. much of the code is rumored to be optimized for consoles like PS2 and Dotphin. TRUTH Unreal guru Tim Sweeney recently hinted in an online chat that the future of his 'baby' wasn't just in the PC games market. With the new consoles being more akin to high-end PC titles, the graphics technology needs to be portable across systems without major reworking. He also intimated that his team would be researching the network code for the new games to ensure that all versions of

Q-SPY SPECIAL REPORT

IN DEVELOPMENT

Nothing here is absolutely confirmed, but all of the information we have received comes from reliable sources, so the likelihood of many of these games happening is high. (Many of the names are simply franchise titles rather than actual game titles—so, for example, don't expect the original Syphon Filter from 989—it will most likely be a new game.)

Black & White (Lionhead) Blade (Hammerhead) C&C: Renegade (Westwood) Crash Bandicoot (Naughty Dog) Dead or Alive 2 (Tecmo) Dragon Quest VIII (Enix) Dragon Quest IX (Enix) Duke Nukem Forever (3D Realms) Ehrgeiz 2 (Square) Ferrari F360 (Acclaim) FIFA 2001 (EA Sports) Final Fantasy X (Square) Formula One 2000 (Psygnosis) Furballs (Bizarre) GameDay 2001 (989) GTA 3D (DMA Design) let Moto (989) Legacy of Kain: Soul Reaver (Crystal) Legion (Midway) Loony Tunes (Infogrames) Madden 2001 (EA Sports) Medal of Honor (Dreamworks) Metal Gear Solid 2 (Konami) NBA Live 2001 (EA Sports) Need for Speed (EA) NHL 2001 (EA Sports) On-line Crime World (Rockstar) Outcast 2 (Infogrames) Pac-Man (Namco) Rayman 3 (Ubisoft) Road Rash (EA) Ready 2 Rumble 2 (Midway) Ready 2 Rumble Wrestling (Midway) Soul Calibur 2 (Namco) Spider-Man (Neversoft) Spy Hunter (Midway) Syphon Filter (989) Tony Hawk's Pro Skater 2 (Neversoft) TrickStyle 2 (Criterion) WipeOut 4 (Psygnosis) Xevious (Namco)

THE CREATORS OF COMMAND & CONQUER™ARE TURNING UP THE HEAT.

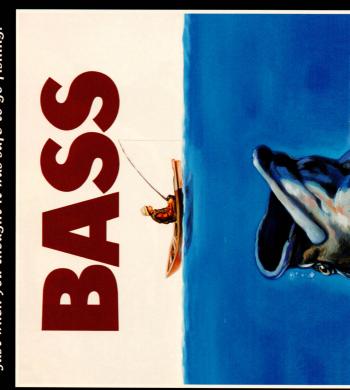


- Real-time strategy blended with blazing action
- · Sharp, 3D terrain with true elevation
- · Play three distinct sides across 30 missions

- · Dozens of 3D-modeled units specific to each side
- · Solo play, head-to-head, or skirmish versus the Al
- · Pulsing cinematics and soundtrack

Westwood

Just when you thought it was safe to go fishing.







20 DIFFERENT FISHING HOLES • NEW WORLD MONSTERS MODE • DUAL SHOCK "Analog Controller I Featuring BIG OL' BASS • TROUT • PERCH • THE CATFISH • And MANY MORE















The Top 20 Best-Selling Games of October, 1999

1 - Pokémon Yellow



After a month out of the top five, Nintendo's Pokémon comes right back to dominate. Yellow is the newest of the versions in the U.S.. and features Pikachu more prominently and has different artwork for the Pokédex.

	NEW
8.0	6.0

8.0 6.0

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	1

Dino Crisis

Gran Turismo

Square EA

WCW Mauhem

Electronic Arts

Spyro the Dragon

18 Army Men: Sarge's Heroes

Super Mario Bros. Deluxe

Final Fantasy Anthology

Capcom

9.0 8.0

8.0 9.0

9.0 8.0

8.0 9.0

Pokémon Red Over a year old, both Pokémon



Red and Blue remain very strong sellers. With the release of the movie, sales of the games are likely to only get stronger, and we're sure Pokémon will be the best-selling game of the year.

Pokémon Blue	4
It may be hanned at schoolyards	



across the country, but there's no stopping the runaway popularity it's all a question of how long this popularity is going to last. When will it end?

of the Pokémon games. Of course,

Pokémon Pinhall



together. This takes advantage of Nintendo's rumble cartridge, and includes a few voice samples of Pikachu. Includes plenty of secrets to find while trying to catch all 151 Pocket Monsters.

Pinball and Pokémon go well

8.0

989 Studios

20 NFL GameDay 2000

ource: NPD TRSTS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

NEW

15

20

NFW

18

14

5 - Pokémon Snan



Please keep your hands insitrain, because you never kno when Pokémon might attack Nintendo brings safari pictur snappin' action to the N64. You can save your favorite Pokémon pictures for later viewing.

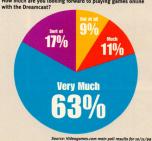
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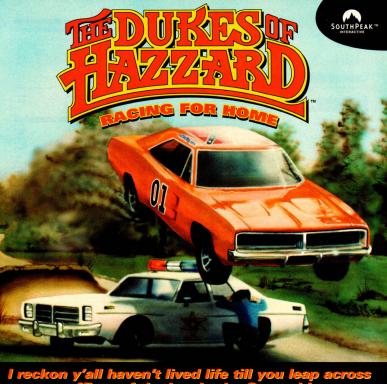
8.5	8.0
Shawn	Crispin

6	Driver GT Interactive	4	11
7	Final Fantasy VIII Square EA	4	1
8	Tony Hawk's Pro Skater Activision	4	NEW
9	Madden NFL 2000 Electronic Arts	4	2
10	NASCAR 2000 Electronic Arts	4	NEW

VIDEOGAMES.COM POLL **Go Online With Dreamcast** How much are you looking forward to playing games online

Star Wars Ep 1: The Phantom Menace





reckon y'all haven't lived life till you an officer of the law in the Gener

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

the Duke Boys through the dirt roads of Hazzard County.

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

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

Mission-Based Arcade Racing Game











Coming Soon - January 2000

_	
December	
DCCCIIIDCI	
Game Boy Color 1942 - Capcom	Shooting
All Star Tennis 99 - Ubi Soft	Sports
Armorines: Project S.W.A.R.M Acclaim	Action
Army Men - 3DO	Action
Azure Dreams - Konami Bowling - Vatical Entertainment	Action
Carmageddon - Titus	Sports
Cat Woman - Vatical Entertainment	Action
Catz - Mindscape	Misc.
Daffy Duck - Electro Source	Misc.
Darts - Vatical Entertainment Deja Vu - Vatical Entertainment	Sports RPG
Dogz - Mindscape	Misc.
Dukes of Hazzard - Redstorm	Racing
Game & Watch Gallery 3 - Nintendo	Misc.
Ghosts 'n' Goblins - Capcom Godzilla - Crave	Action
Hot Wheels Stunt Track Driver - Mattel	Racing
International Track & Field 2000 - Konami	Sports
Knockout Kings 2000 - Electronic Arts	Sports Misc.
Marble Madness - Midway	
Mask of Zorro - Electro Source	Action Misc.
Micro Machines & R. a. Trein Turbo - THO	Action
Matchbox Caterpilar Const Mattel Micro Machines 1 & 2: Twin Turbo - THQ Micro Machines V3 - THQ	Action
Mission: Impossible - Infogrames	Action
NBA Courtside 3 on 3 Challenge - Nintendo	Sports
NBA In the Zone 2000 - Konami	Sports
NBA Live 2000 - THQ NBA Showtime - Midway	Sports Sports
NFL Blitz 2000 - Midway	Sports
NFL Blitz 2000 - Midway Polaris Snocross 2000 - Vatical Entertainment	Racing
Puzzle Master - Metro 3D	Puzzle
Ready 2 Rumble Boxing - Midway	Sports
Shamus - Vatical Entertainment South Park - Acclaim	Action
Speedy Gonzales - Electro Source	Action
Star Wars Ep. One: Racer - Nintendo	Racing
Supreme Snowhoarding - Infogrames	Sports
Test Drive Off-Road 3 - Infogrames	Racing
Tiger Woods 2000 - THQ	Sports
Test Drive Off-Road 3 - Infogrames Tiger Woods 2000 - THQ Top Gear Rally - Vatical Entertainment Lino - Mattel	Racing
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Action Action



SNOWBOARDING ETIQUETTE

with Steve

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YOUR GUESTS SHOULD STAY IN COMFORT. NO MORE THAN 8 TO A ROOM.





As you jump through a boxcar, don't stare at the hobos. They're people too.



Many experts say that ten or twelve guests in a room is completely acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind, Offer up a thigh for a pillow, or if you have a toothbrush, share it.



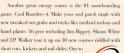
When crossing a road, share a good moon with a family. Preferably one in a mini-van



THE MOUNTAIN WITH UNNECESSARY TISSUES.



EARLY MORNING CARBS.



four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.































































Sweet Tooth's back and in charge of the original car combat freakshow, Twisted Metal 4. With new interactive cattlegrounds, winken characters, innoveline weapons, killer graphics, a heli-ratisfing soundtrack, car uponization and best of all. Sweet Tooth's evil henchmen. Man, as it cleans verson't Scary mough.







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As Eagle One, command the searing action and fly 5
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AKIGIN

"THE CORLIE ROIMRTIONS ARE INCREDIBLE. IF I COULD OD ALL THAT STUFF I DON'T THINK I'D GIVE UP VERY MANY GORLS." - STEVE SHIELDS - SAN JOSE SHARKS

he name of the game is speed, power, agility and enough moves to bring the house down. After beating the Washington Capitals 2-1 the day before, the San Jose Sharks were eager to strut their cyber stuff. What better way to unwind then to mix it up with a little EA SPORTS NHL 2002



Bryan Marchment, right, was a huge physical presence (as always) pummeling teammate Jeff Norton five consecutive times.





Third overall droff pick and veteran EA SPORTS hockey gamer Brad Stuart proved he could win on the ice and away from it as he displayed all the penache and skill of a wily veteran. It wasn't even dose as he amassed seven goals in one game as he raveged the EA SPORTS' IML 2000 tourney held in the San Jose Shark locker room. But it wasn't all offense. The power-check button was in full effect and one too many crosschecks in between the shoulder blades led to tough guy Bryan Marchment dropping the gloves and laying the smack down on all five of his fighting ballengers.

CRU TUURTIIN FILS







Goalie Steve Shields, left, and defensemen Brad Stuart and Mike Rathje scope the competition as Wingers Jeff Friesen, center, and Dave Lowry dig in the corners.



SAN INSE SHADIN

SAN JOSE SHARRS
"The most important thing in
hockey is speed. This game reall
captures the greatest element of
the greatest game on Earth."



ERSEN MERCHMENT AN JOSE SHARKS

"It's such a fast-moving game, bu I couldn't score a lick. Then again, I won all five fights I was in, so it seems perfectly realistic to me."







Wingers Jeff Friesen, left, and Dave Lowry are all smiles as they drop the puck in a simulated Stanley Cup Finals between the San Jose Sharks and the Ottawa Senators.







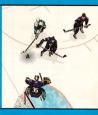
ERRD STURRTS
SAN JOSE SHARKS
"I've always loved
EA SPORTS' hockey
games. It's a little bit
weird playing the video
game now that I skate
on the ice with lots of
those guys."

Brad Stuart enjoys the power of the new BIG HIT button and the revvedup AI NHL 2000 has to offer.



SAN JOSE SHARKS

"We play tournaments when we're on long road trips. It's great to see how much the NHL games have evolved."



"WE'RE A TEAM THAT'S FINALLY STARTING TO DAIN RESPECT. IT'S DIFFERENT, BUT WE'VE DOT A DREAT TEAM, AND WITH IT A LEGITIMATE SHOT AT THE STARLEY CUP."

- TONY GRANATO











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Casper

Prehistoric Isle 2 Star Wars: Episode 1 Racer Garou Densetsu: Mark of the Wolf Quick & Crash

This Month in Previews



the U.S. They

e're now in the part of the year where the preview coverage drops off significantly. Why, you ask? Well, game companies want to make lots o' money. To make extra 'lots o' money,' they ship out their games during the month of November, complete and bug-free or not. You see, we consumers tend to buy more games for Christmas than we do for Easter...so this is the time of year to release the most number of products to get the biggest bang for the buck. It's actually rather unfortunate. It's a fact-some companies have even privately admitted so to us-that in order to reach sales quotas promised to stock-

But we digress. The coverage is a little lighter this month because we've covered most of the fourth-quarter stuff already. You can especially tell this with the Nintendo 64 previews. They're getting awfully light, and it

holders, they'll release an incomplete

game (rushed, bugs, etc.). Bleh.



doesn't bode well for the system. With Sega's hot new system on the market and the PlayStation's cheap CD format, no one really wants to make N64 games any longer. Oh well...at least we can look forward to Perfect Dark.

You'll also notice that we're missing a PlayStation2 previews section this month. We kinda "blew our wad" with the PS2 coverage last month, so we don't have much to cover in this issue. Worry not...as soon as the action picks up a little in Japan, we'll resume regular PS2 coverage.

TOP 5 Preview Picks	
1. Gran Turismo 2	PlayStation, December 1999
2. Sega GT	Dreamcast, Q2 2000 (Japan)
3. Legacy of Kain: Soul Reaver	Dreamcast, March 2000
4. Tomba! 2: The Evil Swine Return	PlayStation, January 2000
5. Fear Effect	PlayStation, Q1 2000

Which of the following companies will be the most successful this holiday season?

source: videogames.com online poll	
Nintendo	3190
Capcom	512
Sega	9083
Sony	2274
Namco	218
Square	2029



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The first of the property of t









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iast 'em sky-nigh in one and two-player odes, or up to four-player on Sega reamcast" and Nintendo 64".

"Vigilante 8: 2nd Offense leaves the competition in the dust!" - PSM



IF IT DRIVES BY, BLOW IT UP!





VEE EM EWE

Like VMU games? Zombie Revenge has a couple of them to satisfy your appetite...literally. You can buy food for your character (which can be used in the game), unlock new modes/costumes and more.

Zombie Revenge



In the game's Fighting Mode you select from one of the game's characters and go head-to-head against a friend or the computer.

One of the most visually stunning areas of the game takes place on top of a train. Just take a look at this boss fight.



I. ZOMBIE

Grab a friend and

kick the crap out of the undead.

What more could a gamer want?
The Bad: Being surrounded by

And The Ugly: The "goo boss" that vomits green slime on you.

zombies with no weapons.

Evil Dead

To appreciate just how amazing the graphics are in Zombie Revenge, you have to see it in motion. But, since we can't provide a flipbook, check these out...







ou can't keep a good zombie down. In this side-story to Sega's gun-totin', zombieblastin' horor fest. The House of the Dead, you're off to find out what went wrong with a government experiment to turn the undead into soldiers (as if that isn't obvious from that premise). Originally seen in the arcades on Sega's Naomi, it has been perfectly ported to the Dreamcast.

Zombie Revenge is divided up into seven episodes, each in a different environment—alleys, sewers, on top of a train, inside a chemical plant and through the original House of the Dead, to name but a few. There are three characters—Stick Breitling (what a name, eh?), Linda Rotta and Rikiya Bujushima. Do battle the zombies, you can use fists









or choose from a vast smorgasbord of weaponry that are hiding in boxes or are dropped by zombies.

There are fives modes of play: Arcade, Original, VS, Boss, Fighting and Training Room, While Arcade Mode is a straight-up version of the arcade game, Original Mode includes two enhanced play modes specific to the CV ersion. The first is Gum Mode, where punches and kicks are weaker while weapon firepower is increased (but you don't get as much rigerower is increased (but you don't get as much ammo). Second is Bare Knuckle Mode, where punches and kicks reign superne (you can't pick up weapons or ammo in this mode). There are also extra cheats to unlock by beating the game—one of which is an Area Select.

which is an Intea setter. Like its name implies, Vs. Boss Mode has you only playing through Boss encounters one after another. Fighting Mode turns it into a one-one-brawlest between you and a second player or the computer. Here, you can also set up Zombie Assist, which will let loose a few walking corpses that will interfere with your fights. It's not the most complex fighting same, but does the trick incley.

One of the other odd enhancements is that you can use the Fishing Controller or Dreamcast Gun to control your characters. Using the Fishing Controller seems pretty limited, but with the gun you use the control pad to move and the trigger to actually shoot. Why anyone would want to use those is beyond us, but you do have the option.



GUNDAM WING

Gundam Side Story 0079's release will coincide with a TV series to air on the Cartoon Network this spring. The series, called Gundam Wing, will slot in the prestigious Toonami afternoon lineup.

Gundam Side Story 0079



Action

90% March 2000 None

www.bandai.com Excellent graphics, great voice acting, fun mech sim. Controls can be

frustrating at times.

And The Ugly: The look on your face when you accidentally leave the mission zone and abort the mission.











The 3D engine in Gundam Side Story 0079 powers all of the cutscenes before and after each mission. Every screenshot here is in-game and real time...it made us grateful that the Dreamcast and the next generation of graphics have finally arrived.

TEAMWORK

Gundam It!



Teamwork is vitally important in Gundam Side Story 0079. Since the game tries to simulate dynamic skirmishes between your squad and the Zeon forces, you'll learn to give them commands and direct their course of action. By pressing the Start button, you access the overhead map that allows you to point-andclick your teammate's destination and targets. A good strategy is to triple team an enemy Mobile Suit. While members of your squad are engaged in handto-hand combat with an enemy Zaku, you can snipe away at the opposition. OK, so it isn't quite as deep as a real-time strategy game, but it does add an extra dimension to the game.

n Japan, the Gundam franchise commands a huge empire of entertainment. The series, which first hit Japanese airwaves in 1979, was revolutionary for portraying giant mechs as just another cog in the machinery of war. These gigantic "Mobile Suits" were mass-produced like tanks, and were equally as susceptible to damage and destruction. In other words, this was the future of war-and these were the grunts on the frontline.

Following their release of Macross VFX-2 on the PlayStation (see EGM #125), Bandai hopes to capture a similarly niche audience with Gundam Side Story 0079: Rise From The Ashes on the Dreamcast. Like the two previous Gundam side stories on the Sega Saturn, Rise From the Ashes is



more of a sim than an all-out action arcade title. The similarities with the game's control scheme and mission objectives suggest that Gundam 0079 is a direct follow-up to the Saturn titles.

If you're expecting Virtual On-style gameplay, give yourself some time with Gundam's controls. The game is slower-paced and more sim-oriented. While shooting, blocking and dashing are important aspects of Gundam's gameplay, you'll find that a lot of the action boils down to a good beatdown with the Beam-Saber. The game does a convincing job of bringing you into the cockpit: each step you take. each burst from the 60mm Vulcan cannon resonates nicely with the Dreamcast Jump Pack. Unfortunately, there's no third-person perspective so some of you may find the cockpit to be a bit claustrophobic in heated moments of melee, Eventually, you can choose between two variations of the GM and the heavily armored RX-77 Mobile Suits to use for each mission, Like all good sims, it's important to understand each suit's limitations and expertise.

Gundam 0079 is a real contender for some of the richest graphics yet on the Dreamcast. Each of the mechs are cut with so much detail, they look like FMV at a glance. Also impressive is the level of interaction with background objects (stuff blows up real good). 3D terrain means you can use hills to mask your presence. For fans of Gundam, the authenticity here is a dream come true.





One of Japan's most hardcore gaming publications, Gamest (now unfortunately defunct), once rated Psychic Force as being one of the year's best fighting games in the arcade.

Psychic Force 2012



Smooth fast action.

innovative fighting system. Real-time intro is lackluster, where's the anime?

And The Univ: Some of the translation is a bit...dubious.



OK, there's no escaping a little fan service when it comes to animeheavy games like Psychic Force. Above, Regina shows off the goods.

Psychic Force 2012 takes place in a number of different locales: lava pits, freeways, rain storms, even the open sky.



LOCALIZATION

EGM Loves **Subtitles**



How many times have you played through a game. watched a movie or anime and pined for decent voice acting and/or subtitles? Well, as Japanese animation becomes more mainstream in America, game publishers are flirting with the idea of shipping a title with Japanese voices or text. Not only is it more economical for the publishers (in this case, Taito), it keeps the game intact culturally-and here at EGM, we're all about multi-culturalism. Honorable mention also goes out to Namco for the subtitles in Soul Calibur. Psychic Force 2012, being from the anime school of design, is a perfect candidate for subtitles!

n Japan, where fighting games are scientifically dissected, Psychic Force has attained the sort of critical and fanfare acceptance reserved for games like Tekken and Street Fighter here in America, Psychic Force 2012 is an indirect sequel. ported over to the Dreamcast from Taito's own Wolf arcade board to fine perfection. The proper sequel. Psychic Force 2, recently released in Japan for the PlayStation, is more or less the same game minus the power of a Dreamcast.

There's something quintessentially anime about kung-fu fightin' in the sky. Like in Jojo's Bizarre Adventure or Eretzvaju (Evil Zone), the 13 combatants here are bestowed with psychic abilities that bend the laws of physics. Even though you're





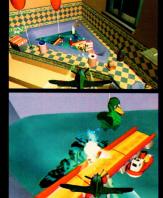




floating in midair (but caged in a transparent cube). you pretty much fight in 2D (a bit like Tekken and Virtua Fighter). Yes, sidestepping is an important part of the strategy, but by nature, moving in and out of the screen has less emphasis in Psychic Force. This is because much of the gameplay centers on projectile and distance attacks.

Each character in the game can pull off long-range attacks simply with the press of a button. These attacks won't damage your enemies much, but it's the equivalent of the poke and interrupt tactic in other fighting games. More powerful projectiles can be dished out by performing traditional "fireball" or "dragon punch" D-Pad motions. When the action gets up close, each character can pull out combos or throws. Overall, the gameplay is set to a distinct and innovative pace; you'll need to mix close-in tactics with lots of long-ranged attacks, know when to play defense and recharge your psychic meter, in order to overcome your opponent.

The graphics in Psychic Force 2012 are easily the best in the series. The game whips along at a solid 60 fps while retaining some truly over-the-top special moves and particle effects. The Dreamcast version also features both an arcade mode as well as a story mode which has prologues and epilogues around every bout. There's no doubt that this is the definitive version of Psychic Force, but the question remains: will American audiences catch on?



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CADDY SHACK MEMORIES

Caddy Shack has to be the most quoted movie of all time. Here's Carl, the slightly retarded Assistant Green's Keeper, at the ball washer. "Ooh, I'll show you the meaning of respect."

Tee Off Golf





Australia Course Hole No. 2 STEV 27

An important part of any golf swing is the angle at which the ball is struck. Tee Off lets you control back and top spin using the meter on the lower right side.

Cute Golfers

Just look at those lovable anime characters.









n Acclaim's Tee Off Golf, 12 anime-inspired characters and six wacky modes of play lay the foundation for an all-around lighthearted golf game. The sounds of chipring binds and cute music assault you at every turn. Well-hit shots shoot like laser beams across the sky, while players react like happy children. A serious golf sim this ain't. Could this be Hot Shots for the Dreamcast? Nope, but it's dam closely.

We don't wanna beat a dead horse but comparisons to Hot Shots are inevitable, not only for the obvious but for gameplay reasons as well. Rumor has it, some of the guys who worked on Hot Shots put their efforts into this game as well.

To be fair, Bottom Up (the game's developer) has done a good job emulating HS, but doesn't quite capture the same flavor or, for lack of a better term, fun-appeal of that great game. For example, shots are largely predictable once they leave the tee. They



When it comes down to it, Tee Off shows potential as a decent golf game for the sports-starved Dreamcast.



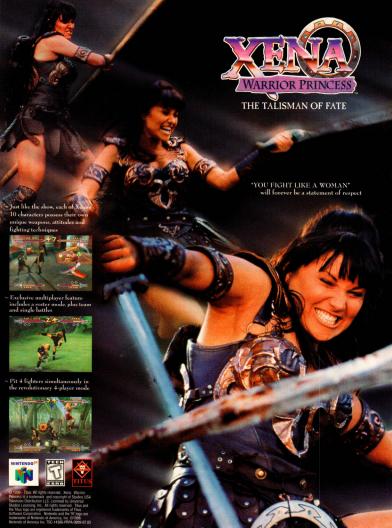
travel about the same distance indicated by the power meter and stay very straight (even if the meter was not nailed dead on). The wind is not all that potent and the greens are very fast. Back-spin doesn't work as great as we'd like either. Perhaps we're remembering Hot Shots too fondly but Tee Off doesn't feel quite as good at this point in its development. We'll see in a month or two.

Comparisons aside, Teo Off Golf is a no-nonsense arade-style golf experience. Outside of the animestyle characters, and the awesome 128-Bit graphics, the formal is pretty standard. Take your pick of World Tour, Free Shound, Match, Stroke and Point Play. As a bonus, a special Millennium Mode introduces watch elements to a regula round of golf. Five difficulty levels and a unique four-player mode are available as well.

As for courses, there aren't many, but they span the globe-America, Africa, Australia, Japan and end Scotland. For the most part, the fairways and greas are flat. Hills and valleys are scarce but are more prevalent in the harder courses. A 3D preview gives you a good view of the terrain before you select a course. Once on the greens a number of adjustable cameras point out the ins and outs of the hole.

While we can't stop comparing Tee Off to Hot Shots, the game doesn't look too bad on its own. Once they give the players new names and tweak some of the ball physics it'll be fine.







VIDEO SYSTEM RÉSUMÉ

A relatively new developer, Video System's previous projects include F1 World Grand Prix for the N64 (which was met with good reviews early this year: 8.0, 7.5, 8.5, 7.0), Harrier 2001 and Aerofighters Assault.

F1 World Grand Prix





The weather effects are all much more dynamic than anything you will have seen before. It looks impressive while you're playing, but when you watch the replay (above) it looks almost real.



eautiful isn't the word. Video System has done an incredible job with the graphics on F1 World Grand Prix; the level of detail in the cars and the tracks is simply stunning. Just check out the screenshots. It looks great doesn't it? When you see it with all the weather effects switched on, it has the same visual quality as Sega's NFL 2K. If you go straight to the benchmark course for F1 games, Monaco, you are treated to one of the most realistic racing environments ever produced in

a simulation. Let's hope that the team can ensure the frame-rate does justice to the visuals-the demo version of the game we've played suffers from some severe slowdown. All is not lost though...as we go to press the game is still a month away from completion.

So ... yet another racing game for the Dreamcast. What does this one offer that others don't? Well, for a start it's a full-on simulation of the 1998 Formula One season, What's that? The 1998 season? No. we're not entirely sure why that is either ... especially seeing as the 1999 season is now over. Apparently the team wanted to be able to simulate all of the events that happened throughout the season to make things as realistic as possible. So if you want to see some ridiculous Constructors Championship politics in action, and Eddie Irvine getting screwed by Ferrari at the end of the season after Schumacher broke his leg, you'll have to wait until next year's

inevitable release. Kudos to Video System for wanting the maximum level of realism...but it does seem a bit odd racing with what feels to be the wrong drivers in the wrong teams. This doesn't detract from the overall experience though, Imagine the Psygnosis F1 games on PlayStation, only dummied down a little bit, without Murray Walker's desperately enthusiastic commentary (oddly, the version we played only had some seriously condescending pit-radio chatter and no commentary at all), and with some seriously funky drum and bass music which you'll no doubt want to switch off. It's certainly a better 'serious' racer than Sega's Flagto-Flag-so real gearheads might want to check this out while they wait for Sega GT.









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Dreamcast.







The story as it appeared in EGM issue #121, August 1999.

THE RUMOR: Legacy of Kain Soul Reaver will be coming to Dreamcast. THE TRUTH: It seems like a pretty obvious fit for Eidos/Crystal doesn't it? The game is bound to be huge on PlayStation-the PC version looks gorgeous and utilizes 3D technology to the max and Eidos has a Sega license. Top this off with the fact that there is something of a 3D action/adventure 'hole' in the DC lineup and things seem very likely.

Legacy of Kain:

Soul Reaver

After being the first magazine to print rumors of the game's existence in Quartermann back in the August 1999 issue of EGM, we're pleased to be able to bring you the first screenshots of what will no doubt be a huge hit for the Dreamcast.

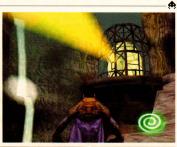
Although using the same basic game code as the PC and PlayStation original, the team at Crystal Dynamics has been able to go back to its original graphics data and make use of it in its full 32-Bit color and hi-res glory. In supplement to this, they've also been able to up the poly count in both the backgrounds and the characters to give everything a

much more solid and realistic feel. Representatives from the game's publisher, Eidos tell us that the game should be out in March.









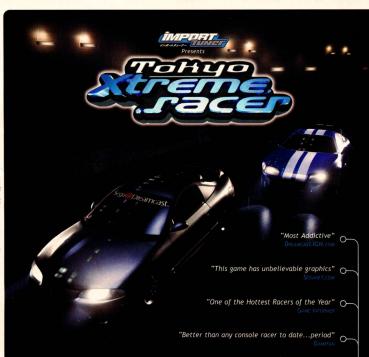














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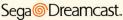
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CAPCOM www.capcom.com





DID YOU KNOW?

In addition to being a game, Shadow Man is also a comic book. It has the same horrific-looking style and adult themes from the game.

Shadow Man

Obviously the first noticeable difference between this version of Shadow Man and the PlayStation and Nintendo 64 versions is the graphics. But we're not sure if these screenshots do the amazing visuals in this DC offering justice-the thing looks downright spectacular with all sorts of moody and brilliant effects. Some say they look more vivid than even the PC version. Other additions include areas populated with more objects. Look for it in November from Acclaim

















Re-Volt Racing

Some issues we had with the N64 and PS versions of Re-Volt Racing involved choppy frame-rates (which hampered control) and uninspired visuals. Thankfully, all of that seems to be changed. This DC version of the game from Acclaim Studios-London brings out the real worldness of this game-stuff on sidewalks and in grocery stores looks the way it should. The frame-rate is really nice as well. Look for it in November.





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DEAR RAYMAN AND ED (OF TONIC TROUBLE).

We understand being limbless mascots is no walk in the park. It's difficult enough as it is to get a leg up in this competitive market, so we thought we'd lend you a hand. The Limbless Association (www.limbless-association.org) is waiting with open arms to give you the support you need.

Love, EGM

Legend of the Blade Masters

There's certainly no shortage of role-playing games on the Dreamcast - Ripcord Games is planning on bringing out this 3D RPG in March of 2000. You play Erik Valdemar, who joins others to learn the powers of magic and fend off alien creatures who have assimilated the land's inhabitants. Shown here are screens from the PC version, but the game should look exactly the same on the Dreamcast.













Arcatera

Part RPG and part point-and-click puzzle-solving adventure game. Arcatera is a unique title that's well worth checking out. The non-linear story line involves a detective who has three weeks to stop a satanic cult. You'll have more than 100 environments to explore and more than 120 characters with whom to interact. Ubi Soft is planning on releasing this Westka Kommunikations-developed game in the spring of 2000.













Rayman 2: The Great Escape

It's Ray, man, Ubi Soft brings its star character to the DC in style. As Rayman, you've got to rescue your friend. Globox, from a band of nogoodnick pirates. The DC version's high-res graphics move at a silky smooth 60 frames per second, giving it more of a cartoony feel. All the action and adventure of the N64 version are intact, only much, much prettier. Rayman 2 DC is due in March.













Test Drive 6

TD 6 for the Dreamcast offers more of the same hot-roddin' action only with prettier graphics and more cars. This game is packed with 'em: The Toyota GT1, TVR, Panoz, Audi TT and lots more. Modes include Race, Pursuit, Two-player and Practice. Look for this Infogrames title in November.









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Exp. Date



"pretty much whenever PS2 is set for release."

 A Sega of America's representative's response when asked about a release date for Sega GT in the U.S.

Sega GT: Homologation Special

Yes! Sega finally gets serious with a racing simulator that's looking to compete head-on with the likes of Gran Turismo 2 and GT 2000. Sega GT will feature more than 100 real-life cars from major Japanese manufacturers like Toyota, Nissan, Honda, Mitsubshif, Subaru, Isuzu, Mazda, Daihatsu and Suzuki. An Internet mode will also be included. Sega GT will be out this winter in Japan. There's no official U.S. date vet.













SNK vs. Capcom

While SNK's been working on the Neo•Geo Pocket Color version of the SNK vs. Capcom fighting and card battle game, Capcom's been busy with the Naomi and Dreamcast versions. These screens are from an early preview, but the potential of the long-overdue grudge match has us very excited. SNK vs. Capcom is slated for a winter release in laaam...no word vet on a U.S. date













Black Matrix A/D

Black Matrix A/D, from **NEC/Interchannel**, is a direct port of a Saturn game with the same name. It's a strategy/RPG that tells the tale of a world powered by virtues and stark contrasts between good and evil. You spend the first year of your existence training with a teacher; everything you choose to learn there will affect how your characters specializes. Black Matrix A/D is out now in Janan.













The number of Street Fighter games that came out for the U.S. arcades (from Street Fighter to Street Fighter: The Movie to Street Fighter EX2 Plus), not counting Pocket and Gem Fighter or any of the Vs. games, Yikes,

For a comprehensive look at the venerable fighting game series, check out http://videogames.gamespot.com/features/universal/sfhistory/games.html

Langrisser Millennium

With Langrisser Millennium. Masaya hopes to win over its fans which have complained about the direction the strategy RPG series has taken. The Dreamcast version, released this month, is also the first of its kind to employ 3D graphics during combat. There hasn't been a Langrisser game released in the U.S. since Warsong on the Genesis: however, with games like Gundam coming out here, there's still hope yet!

主人公を選んでください









Street Fighter III: **World Impact**

Capcom has decided to bundle the first two versions of SF3 into a nice Christmas package for the kids. The only problem is, SF3: Third Strike won't make it into the collection, and the differences between SF3 and Second Impact are fairly minimal. Expect the Dreamcast version of SF3 to be arcade-perfect in quality. SF3: WI comes out this December in Japan. Capcom will surprise us with a U.S. release sometime in 2000.







Death Crimson 2

Dreamcast's second light-gun game goes by the name of Death Crimson 2 (electric boogaloo). Ecole's gun game brings back the nostalgic days when we blew away something other than zombies. One cool innovation is the ability to look up, down, left and right with the D-Pad built into the Dreamcast light gun. Up to two players can ride through the bowels of hell on Nov. 25. No word on a U.S. release date.







Maken X

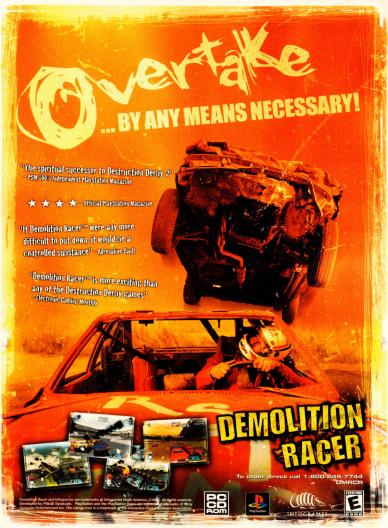
We showed you Atlus' Maken X months ago, and we're bringing it back. After playing it recently at TGS, we can safely say it is one of the most bizarre and intense firstperson shooters ever. Fighting is done melee style with your sword. while holding down the R trigger locks your view to the enemy. The game is slated for a winter release in Japan, and Atlus is considering a possible U.S. release. We certainly hope the overtly demonic theme and atmosphere make it intact through the localization.

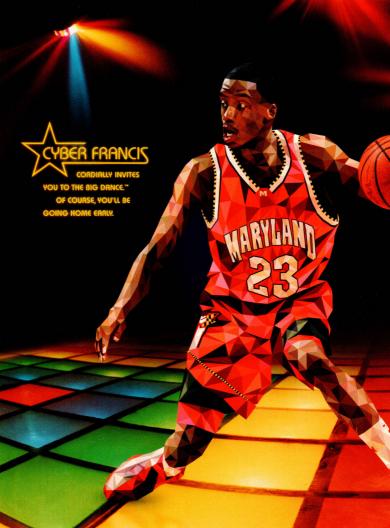
















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ALL THE MADNESS

nsane dunks. Crazy fans, Dickie V's Ram-Jam-Slamlam commentary. It's pandemonium, Baby.



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BEGIN.

"Evolution is a shining example of Dreamcast's power."

-Seea Dreamcast, net

The Dreamcast handles Evolution's beautiful 3D world with ease, providing visual splendor that...puts Final Fantasy VIII's otherwise amazing aesthetics to shame."

-FGM

DIN MAG LAUNCHER IN HIZ BATTLE AGAINST THE 8TH EMPIRE & DISCOVER THE MYSTERIES OF ANCIENT PANNAMN AND "CYFRAME" TECHNOLOGY. REVOLUTIONARY 3D GRAPHICS AND LIGHTENING QUICK ZNOITAMINA COMBAT DEMONSTRATE AND THE POWER OF THE SEGA DREAMCAST™. EVOLUTION, THE FIRST RPG FOR THE SEGA DREAMCASTIM, TAKES THE RPG GENRE INTO THE NEXT, NEXT GENERATION.











Battlezone: Rise of the Black Dogs



Action/Strategy

March 2000

www.cravegames.com www.battlezone64.com All those new modes

and features exclusive to the N64. The Bad The command interface still needs some work.

And The Ugly: Getting squashed by an enemy hover tank while on foot. Gross



Utility vehicles like this scavenger are vital to your success. It's always a good idea to protect it.

The A.I. will take advantage of players who leave important structures unquarded. While you're away the enemy might sneak in and trash your base.



HISTORY LESSON

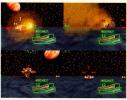
Toy Soldiers



You know all about the Battlezone coin-op Atari released in 1980, right? Gamers played this vectorgraphics tank sim by peering at the screen through a small view slit (early machines had plastic covers that blocked the rest of the screen) and wrangling two control sticks to maneuver the treads of the tank. OK, but did you know retired Army brass actually commissioned Atari to build a more realistic version of Battlezone to train drivers of the Bradley Fighting Vehicle? Although he wasn't keen on the idea, designer Ed Rotberg built a \$30,000 prototype. Only a couple of these rare super Battlezones exist today.

een wonderin' how to serve up an old classic on a 64-bit console? Well try this recipe for Battlezone: Rise of the Black Dogs. Take one cup real-time strategy (a ripe Command & Conquer should do fine) and one cup first-person shooter (a la Quake), add a dash of planetary exploration and a generous helping of "bio-metal," throw it all in a genre blender, set to liquefy, pour into an Nintendo 64 cartridge and serve to one to four players chilled

Let's take our time machine back in time for a second. The year is 1962. The Americans and Soviets have somehow orchestrated the world's biggest cover-up, and we're not talking the recovering of alien bodies or the capture of some swamp gorilla.



cold war duo snuck whole armies to the different planets in our solar system. Why, you ask? To gain control of mysterious alien alloy deposits known as "bio-metal" and use it to build advanced weapons. Whoever gets the most bio-metal could win the war. Battlezone developer Climax is taking the Activision PC hit and not only faithfully porting it,

While we civilians were busy picking our noses, the

but adding new Nintendo 64-exclusive features as well. Players choose between the Americans and Soviets of the PC version, or they can opt to be members of the renegade Black Dogs. You can play the full Commander Mode game which includes all the strategy elements, like building structures that will produce troops and commanding multiple units at one time. Alternatively, you can just blast away at the enemies and collect repair and ammo power-ups without bothering yourself with the strategy part in the new Arcade Mode. The other new feature, Pilot Mode, allows players to be a member of an elite squad of hover-tanks following specific mission orders from your commander. Of course, you can always blow up three of your friends in the various multiplayer options: Death Match, Capture the Flag or Arena Battle.

Battlezone supports hi-res with the RAM Pak, and the PC's complicated controls are porting over nicely to the N64's controller, Action and strategy fans should be in for a treat.



GRAND THEFT AUTO IS BACK

GTa2

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Start Turf Wars











Tony Hawk's Pro Skater

ablisher: Activision
eveloper: Edge of Reality
layers: 1-2

Senre: Action
% Bone: 50%

Release: March 2000 Also On: PS

www.activision.com www.thps.com lmproved graphics

and a smooth frame-rate.
The Bad: N64 controller could

lead to botching moves.

And The Ugly: Getting repeatedly

run over by an angry Minneapolis cab driver.



Jam on the city streets (just watch out for the cabbies).

One of the cooler levels takes place in Roswell, N.M. Wonder what kind of secrets one can find here...



ony Hawk's Pro Skater, recently released on the PlayStation, could very well be the sleeper hit of the year. It was hailed by many (including the Review Crew) as the best skateboarding game they've ever played. The popularity of Mr. Tony Hawk is gradually increasing, so now Activision is making sure that N64 gamers don't miss aur.

For those of you not familiar with the greatness that is Tonry Hawk's Pro State; here's a brief rundown of the game. Pro Skater features nine real-life skateboarding professionals like Tony Hawk, Bob Burquist and Bucky Lasek. There are a total of nine locations to skate, including abandoned warehouses, New York malls, downtown



Minneapolis and the streets of San Francisco.

The most addictive part of the game by far is Career Mode. Pick your skater and begin your tour of the various locations. By performing various tasks you can collect "tapes," which unlock new boards (increasing your stats) or new levels. If life on the tour is too much pressure, Free Skate mode gives you all the time in the world to improve your skills.

The port is being done by Edge of Reality, previously known for their work on Monster Truck Madness 64. From the look of this early build, the game is coming along quite nicely, it now runs in a slightly higher resolution, and the frame-rate is slightly higher resolution, and the frame-rate is noticeably smoother compared to its PlayStation cousin. Most surprising of all is that Edge of Reality managed to cram some of the songs on the HayStation soundtrack onto the N64, cartridge, lyrics and all. The sound quality is lower, naturally, but it is still an impressive feat.

The only problem that may arise in this version is control. The C buttons on the NAC, controller are used for pulling off tricks, but because they're so close together it's a bit trickier (excuse the pun) to pull off the desired trick. Also, the analog stick doesn't seem as responsive as the PlayStation's Dual Shock stick.

Tony Hawk's Pro Skater for Nintendo 64 will be out in March of 2000, and looks to be an excellent port of an excellent game.







SKATEBOARDING History

Dream Fulfilled



This past summer at the ESPN Summer X Games, Tony Hawk achieved what was considered to be the "holy grail" of skateboarding (and his personal career goal), the 900.

After a few misses, Tony eventually landed the difficult maneuver (the first time ever), sending the crowd into a complete frenzy. The goo' is one of Tony's Specials in Pro Skater, so if you manage to land it, give yourself a pat on the back and proclaim, "I am Tony Hawk!"

There are two kinds of gamers in this world.

The ones who still play on consoles.

And the ones who've actually seen breasts.

3dfx PC Accelerators. There's a better way to game. Hey, did you guys hear the one about the console gamer and the gir? Neither did we.

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So pick one up, Oh, and lose the headgear. They hate that too. For more information, check out www.3dfx.com. So powerful, it's kind of ridiculous. 3dfx

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igher Resolution

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READING MATERIAL



If you're interested in learning more about Tarzan of the Apes (the book by Edgar Rice Burroughs, that is), check out the Online Literature Library for the full text: www.literature.org/authors/ burroughs-edgar-rice/tarzan-of-the-apes/

Supercross 2000

Why must every company release a motocross game at once? Is there something we don't know? EA's Supercross 2000 takes a slightly different approach by playing up the freestyle option. Hit the ramp, fiddle with the joystick and watch your rider perform some nifty maneuvers. Like snowboarding, you're judged on style and difficulty. Regular racing packs over 10 tracks and lots of real riders-Larry Ward, Jeff Emig, Damon Huffman and several others. Control is a bit trickyinstead of the standard hard-lean option you have to manipulate the clutch and brake to make the corners. Even then it's not as fluid as we'd like. Unfortunately the bikes are not licensed but they do come in 125 and 250 classes. Supercross 2000 is available now.















Tarzan

Like the PS version based on the Disney film, this N64 Tarzan puts you in control of everyone's favorite apeman. Gameplay is fairly simple, geared more toward a younger gamer, as are the cartoony graphics. Most levels are side-scroller in nature, but some spice up gameplay with things like an elephant stampede, bird flight and vine surfing. Look for this one in January from Activision and Eurocom/Disney Interactive.















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World League Soccer 2000

Is it suicide to go up against FIFA and ISS Soccer (two great soccer series)? Perhaps, but SouthPeak is hoping this Q1, 2000 release will capture its fair share of the market. Developed by Silicon Dreams, WLS2000 features more than 200 international teams (but no MLS license at the moment), varying weather conditions and commentary by Peter Brackley and Ray Wilkins. Yeah...we don't know who they are either.















Big Mountain 2000

Among the numerous snowboarding games for the N64, Big Mountain throws something different into the mix: skiing. What you get is a snowboarding and skiing extravaganza...or something like that. Really, it has standard extreme winter sports-game stuff: different racers with licensed boards and gear, various types of play, courses and modes. Look for it in December from SouthPeak and Imagineer.







KING PIN

Brunswick Circuit Pro Bowling is OK, but man are the bowlers boring. They could take a lesson on style from the movie Kinapin.

Brunswick Circuit Pro Bowling

Remember this PlayStation title from awhile back? The N64 version is basically the same game. Take your average-looking bowler on several worldwide lanes for Tourneys, Skins and Exhibition play. Create-a-bowler lets you build the perfect athlete to compete with the real pros in the game. Line up your shot, give it some spin and go. THQ will release BC Pro Bowling in December.















NHL Blades of Steel 2000

Konami's Blades of Steel has been around for a long time. The recent installments haven't exactly lit the gaming world on fire, and...uh, well...we're still waiting. Anyway, this latest N64 incarnation looks unique. The players appear almost cartoon-like with their lanky arms and legs. Perhaps Konami is trying something new, At 40 percent completion, details are scare on NHL BoS 2000, Look for it in March.









access ranted>



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Gran Turismo 2



graphics, more tracks, More, more, The Bad: Your social life will be

More cars, better

seriously affected. And The Ugly: Some of those

European cars, Citroën? Yuck, AT-A-GLANGE











Not only are there considerably more cars in GT2 than any other game you could think of, but the styles of vehicles are many and varied. This isn't just a bunch of GT sports cars racing round in circles. This time we get cool European coupes like the Pininfarina-designed Fiat Coupe (top left), cool muscle cars (middle), tricked-out GT1 and GT2 racers and minis like the Daihatsu.

Why is GT2 **Better Than** GTP

· 40 different track binations with different styles of courses including:

- Street courses
- World-renowned
- racetracks · Rally racing
- accurately modeled in the
- There are more than 500 cars this time.
- · Includes muscle cars like the Mustang and Ca
- · Real-life tuners help you set up your cars, including TWR, Audi Sport, AMG and
- · Racing brands such as Quaker State, Michelin Bridgestone, elf and Alpine have a presence in the game.
- . There are 60 different license tests this time...44 more than the original (this is good or bad, depending on your point of view.)
- 3D graphics have b improved by 20%, pushing the power of the PlayStation even more than the original

he original Gran Turismo is still one of the biggest-selling PlayStation games of all time. Gearheads everywhere are completely obsessed with this thing-it may even be responsible for selling lots of PlayStations. There's no telling what the opportunity of driving race-ready NSXs or Dodge Vipers will do to the mind of the average 20-something, red-blooded guy. Well, girlfriends and wives everywhere be

warned...the seguel is nearly upon us, and this time there's a LOT more to get excited about. 500 cars, lots of new race options and all manner of grooviness. We won't go into it here...just check out the list over there on the left for all the reasons why the new game is better than the first one.





In development since the original was released last year, GT2 is the vision of Kazunori Yamauchi, the head of Polyphony Digital and a self-confessed gearhead, "As a child I dreamed of being a race car driver," he confesses. "It's more unlikely in Japan even than in the U.S. or Europe. I always wanted to work with cars." Well, he certainly got to do that. The team spent some considerable time with driving schools around the world including the Skip Barber school at Laguna Seca where much of the development work for sounds, textures and general game 'feel' was researched. (See next page.)

The new game is much more of a global undertaking than the original, and is a very positive step forward toward Yamauchi's ultimate vision, "My goal is that every user can drive the car that they drive, the car they want to own and admire." With so many vehicles in this version, it certainly seems likely that there's something for everyone. This coupled with the numerous racing options that vary from road tracks, to 'real' raceways, to dirt tracks for rallying and drag strips, would seem to indicate that there's going to be a lot of replay value in GT2.

While part of the charm of the original game was simply being able to drive brutish vehicles very fast,

Thanks to the improvements in the graphics technology this time, the cars look even more detailed than before. Polygon and texture data from GT2 is also being shared with the team working on the PS2 launch game... GT2000.



EGM SCORES AGAIN



EGM was the first magazine to bring you in-depth info on GT2 back in our June issue (#119). In this issue, we interviewed the team and showed exclusive screenshots of the game as it was developed.







the objective-driven parts were limited to the 16 elements of the driving test section. Thanks to the help of a number of driving schools, the new game features a much broader structure in this area and now incorporates 60 different tests which help push your progress through the game. The structure is no longer a strict certificate-based thing...the new game adapts what it opens up for you based on your abilities as a driver. The ultimate goal of this is to help the game simulate what it's really like to drive in certain conditions. "I want the cars in the game to

feel exactly like driving that particular car on the road," Yamauchi tells us. By working through the tests, you're never going to end up trying something that you're not ready for. Trying to get a 400hp Viper through the corkscrew at Laguna Seca takes some skill after all!

Whether this will prove to be a cool way of working through the game is yet to be seen. However, you don't have long to wait as now, after a number of delays, Gran Turismo 2 has a definite release date of early December.

Researching GT2 At Laguna Seca Raceway

1 Shinobu Sawamura and helper gathering track data at Laguna Seca. 2 A rare specimen of the Ford GT40...the team was not allowed to drive this classic. 3 Kazunori

Yamauchi...the man behind Gran exhaust tones, 5 Shinobu Sawamura, track designer. 6 The team working on 3D models based on photography.

7 Dodge Viper. 8 Viper going around Turismo. 4 Sound engineers recording the corkscrew at Laguna Seca with Yamauchi-san at the wheel. 9 Kazunori Yamauchi walking the walk to his muscle car at Laguna Seca.



















LOTS TO DRIVE

500 Cars

Although a final list of vehicles is yet to be announced, we do know that Gran Turismo 2 boasts more than 500 different carswith manufacturers represented from all over the world. Here's the most up-to-date list we have:

Alfa Romeo **Aston Martin** Audi RMW Chevrolet Chrysler Citroën Daihatsu Dodge Fiat Ford Honda Jaguar Lancia Lister Lotus Mazda Mercedes-Benz Mercury MG Mini Mitsubishi Nissan Opel Peugeot Plymouth Renault RUF Shelby Subaru Suzuki Tovota TVR Vector

Venturi Volkswagen



1 million

The James Randi Educational Foundation is ready to dole out \$1 million if you can "provide evidence under proper observing conditions of any psychic, supernatural or occult power or event." James Randi is an author, lecturer, magician and recipient of the MacArthur "genius" fellowship (whatever that is). Check out www.randi.org for more info. And if you happen to win, don't forget about the poor EGM editors who tipped you off.

Galerians



And The Ugly: Popping melons when you can no longer contain your power.











Two guards are about to get a flavor of the Nalcon serum (above right). Rion sets a hapless victim on fire with the Red serum (above middle). FMV flashbacks show you all the grisly details (above left). Rita's cute, yeah, but she's a real bitch (bottom left). Rion with a full AP meter and a raging headache (bottom right).

Melon Head









ou awaken from a long slumber in a sterile metallic room. The hum of machinery and the wash of fluorescent lights overhead provide your only clues-you're in a test subject in a lab, somewhere. You ask yourself, "Who am I? Why am I here?" but there's only an empty echo in your head. Stumbling out into the adjacent room, you feel an intense pain behind your eyes and temples. A technician sees you and you try to run away, only to collapse and writhe in pain. Something strange has happened to your body...

Galerians puts you in the role of Rion, a boy with immense psychic powers trying to unravel the mysteries of his past and future. Underneath Galerians' "survival horror" pastiche is an action adventure that borrows heavily from such movies as Akira, Scanners and Firestarter. To achieve a seamless level of suspense, developers Polygon Magic worked with veteran storyteller Chinfa Kang and popular manga artist Shou Tajima (Madara). Tailma gives the Galerians a memorable supporting cast that includes fellow "child psychics" Lillia. Rainheart, Rita and Birdman,

While the gameplay of Galerians feels similar to that of the Resident Evil series (walk around pre-



rendered scenes, solving puzzles and such), there are unique differences which set this game apart. Rion's only weapon is his psychic power; in order to use it, you'll need to shoot yourself up with PPECs (Psychic Power Enhancement Chemicals) which provide you with different abilities. The Nalcon PPEC allows you to cast telekinetic shockwayes (which kill people, of course). The Red PPEC accelerates the molecules of your victims and ignites them into flames (yup, it's fatal too). A shot of the D-Felon PPEC lets you lift your enemies off the ground to slam them against walls and floors (people tend to die when this happens).

To balance out all this power, Rion's AP meter will inch slowly toward critical mass each time he uses the powers. Once the AP meter maxes out, anybody within five feet of Rion will suffer a massive head hemorrhage-Fist Of The North Star style, However, your body can't stay overloaded for long as you'll continually take damage from the effect. Taking a Delmetor pill will neutralize your AP, but they're hard to come by so choose your fights carefully.

Crave assured us that Galerians will go through no censorship for the American audience, even while the game contains graphic violence and rampant pill popping. William S. Borroughs would've been proud. For the mature audience that's tired of shooting zombies in a city of raccoons, Galerians is definitely the one to watch for.



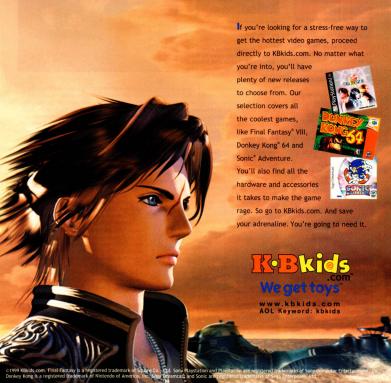
By pressing the triangle button. Rion can read morints of traumatic events and catch a glimpse of how it happened.





You battle monsters. You outrun enemies. You're attacked by a killer whale.

A painless buying experience is the least we can do.





Chocobo's Dungeon 2



www.squaresoft.com Random dungeons add to the replay value.

The Bad: Might be too simple for older gamers and too complex for the youngsters.

And The Ugly: Collecting tons of magic books, then getting axed by Doom in one hit.

THE NAME GAME **Over There**

This is the second game in the Dungeon series, the first being Chocobo's Mysterious Dungeon (released in Japan only). In order to avoid another confusing game nomenclature, Square EA has

decided to keep the "2." In review (Japanese game listed first, followed by its U.S. title, if any):

- · Final Fantasy (Final Fantasy)
- . Final Fantasy II & III (unreleased)
- Final Fantasy IV (FF II)
- · Final Fantasy V (same, released in FF Anthology)
- Final Fantasy VI (FF III)
- Final Fantasy VII & VIII (same)
- Chocobo's Mysterious Dungeon (unreleased)
- · Chocobo's Mysterious Dungeon 2 (Chocobo's Dungeon 2)

Let's not even start with the Game Boy versions...



The dungeons in Chocobo's Dungeon 2 are randomly generated each time vou enter them...

...as are the various enemies that Chocobo and friends encounter inside. Here, Chocobo unloads a fire spell on an overly aggressive black mage.



e's cute, yellow and feathery, and as soon as genetic engineering allows it, he'll be in the homes of all dedicated Squaresoft fans worldwide. He's the Chocobo, and Square is utilizing everyone's favorite "not-quite-a-bird" to introduce the younger demographic to the world of RPGs. In Chocobo's Dungeon 2, the curious Chocobo teams up with Mog, an adventurous young Moogle, in search of treasure that is supposedly hidden deep inside mysterious dungeons.

At first glance, the gameplay seems rather simple. Chocobo can move and attack in eight different directions, and the battles can best be described as "live turn-based." Any action (walking or attacking, for example) makes up one turn. After the turn is



only difference between this setup and your typical RPG is that you can constantly be on the move. This sounds very simple, but after a few hours of play, a hidden level of depth is revealed. Chocobo can pick up a large variety of items and equipment, and then combine them to produce upgraded saddle armor, claw weapons and powerful potions. The only drawback to this system is that every time you perish inside of a dungeon, all the items that were in your inventory disappear. Each dungeon is randomly generated, making the

over, all enemies in the dungeon take a turn. The

game different every time it's played. Items, enemies and staircases to the next level are also randomly placed, as well as various traps, teleports and transformation pads. Another nifty feature is simultaneous two-player action (Secret of Mana fans, take note).

The game's overall style is decidedly cartoon-like. The surrounding landscapes are very bright and colorful, and the dungeon enemies are your typical Square-fare, with just a hint of super-deformity. The music is also very happy and upbeat, just what one would expect in such a lighthearted game. It's good to see that Japanese companies like Square are bringing over games that aren't quite "sure things." While not the most hardcore RPG out there, Chocobo's Dungeon 2 looks to be different enough

to attract some new fans to the genre.











Playstation



























DID YOU KNOW ...

...vou can purchase working replica cockpits of your favorite fighter jets? Desktopsims.com has recreated the most realistic sim chairs you can get. With working hydraulics and 60-inch screens, these things can't be beat for realism. Their price: \$9,000-20,000 each. You gotta be pretty hardcore to go this route.

Ace Comhat 3



60% February 2000

None www.namco.com Awesome gameplay and multiple endings.

The Bad: Namco is cutting out some voices and cutscenes.

And The Ugly: Good luck finding anything ugly in this game.













In Ace Combat 3, four warring corporations battle for control of the skies, Join them, or be a lone wolf.

MISSING OUT

The Art of War

Will U.S. gamers ever get a chance to experience Ace Combat 3 in all of its glory? Perhaps we'll see it one day in an Ace Combat Anthology.







t took a little longer than expected, but Namco has finally announced a U.S. release for the third chapter of the hugely popular fighter plane series Ace Combat.

Namco has made a few drastic changes in this latest installment. First, instead of waging war against the country of "Generica" in Ace Combat 2, a complex story line is introduced to provide more of a reason behind the fighting. The plot is revealed through a series of pre-mission news broadcasts, ingame segues during missions and anime-style cutscenes after various stages are completed. Unfortunately for U.S. gamers, Namco has decided to scale back the amount of full-motion video. voices and cutscenes from the Japanese release. This move is surprising, considering the mature PlayStation demographic and the increased acceptance of story-driven titles (RPGs, adventure. etc). It also begs the question "Why is it taking so



The story changes depending on corporation you joinfriends may become



enemies.

long to translate?" (The Japanese version was released back in May.)

Another thing fans will notice is that the style of Ace Combat 3 is decidedly more futuristic. The standard aircraft like the F-15, F-16 and F-22 are again represented, but as the game progresses. you'll be thrust into the cockpit of some of the coolest fighters ever to be mistaken for UFOs in the Nevada desert. The game's front-end takes on the facade of a computer interface, incorporating "streaming" news broadcasts and map "downloads,"

Aside from the new style, the gameplay remains basically the same - Ace Combat 2 fans should feel right at home. The mission structure consists of eliminating your primary targets, while either avoiding secondary targets or destroying them for bonus points (and showing off to your wingmen). But instead of accumulating points to purchase new aircraft - there are only certain aircraft available for each mission-your performance is judged by a letter grade. Just like Ace Combat 2, at various points in the game you can choose between two missions. This decision will obviously have an effect on the story and ending sequence.

It will be interesting to see just how much of the story will be cut, but regardless, fighter-pilot wannabes should be more than impressed with Ace Combat 3 when it arrives this February.





















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Remember, the only thing to fear is fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move, Just be sure to keep your fear in check.













NON-INTERRUPTED GAMEPLAY for more debilitating action and power. Comes in handy for the THREE RUTHLESS MERCENARIES whose destinies you control.





MOTION FX TECHNOLOGY. Pre-rendered. fully animated backgrounds creating a frighteningly real world.





Breakthrough SUSPENSE/ACTION ADVENTURE game. Beyond your realm of fear. Beyond any 3rd person game created.













Tomba! 2: The Evil Swine Return



Within a given area-even a small area-Tomba can be presented with mini-task after mini-task. Collecting objects. gathering water and much more await you.



And The Ugly: Does Tomba really have to ride the pigs like that? THINGS TO DO

The Bad: Most of the cutesy

voice and the music. Yeeuck.

Whoopee Camp

70% January 2000 www.playstation.com Tons and tons of mini-quests to embark on...some as action-packed as finding a basket.

The Good Samaritan



If you played the first Tomba! you know the basics of the gameplay in this one. If you haven't played the original though, you're in store for a whole new kind of action/ adventure game. You're presented with hundreds of tasks to complete - most of which involve helping the people of the land find and/or movsomeone or something. Some "quests" are ridiculously easy (like finding a bird's nest...in a tree), while others require you to go through several steps to complete. And of course, each of the steps is its own little task. Sure, it can get confusing, but that's half of the fun. You'll interact with dozens of people and visit all kinds of places during your quest.

igs. There's not much to like about them. They're dirty animals that wallow in their own filth-Sam Jackson's character taught us that in Pulp Fiction. If you agree, you'll enjoy

Tomba! 2. It takes hatred of swine to new levels. The same pack of evil pigs from the first game has kidnapped Tomba's special lady friend Tabby, and also cast all kinds of wack spells over the land, turning it bad. Tomba is obviously PO'd about this and has to save her and the places he visits along the way. And like the first game, there are all kinds of tasks to complete throughout the game before you even come close to finding her.

For example, earlier on you come across a crank that operates a bridge that you need to cross. The



bridge is missing a gear, but in order to get the gear you have to find it in another area of the level. And it turns out the gear is next to a house that's on fire, so you have to put that out first. And the tasks pile up. As the game progresses the tasks get harderalthough there seem to be quite a few simple ones thrown in for good measure.

At times, Tombal 2 seems to be geared more toward a younger crowd (thanks in part to its silly voice work and cheesy music). But don't worrythere's still plenty of stuff in this sequel for hardcore gamers (goodies to find, secrets to explore, etc.).

You can find all kinds of items to equipeverything from a bucket to a squirrel suit to a lunchbox. You'll use every item in the arsenal at one point or another-sometimes several times. Weapon-wise, Tombal 2 isn't lacking. Stun an enemy with a particular weapon, and then do them in by jumping on their back, riding around on them for a couple of seconds and then slamming them down. You can also use some weapons as items.

While the solid gameplay in this seguel may be similar to the original, the graphics are leaps and bounds improved. The game's simply filled with rich. interestingly designed environments, full of vibrant colors and 3D models, It's a great-looking title.

Like the first Tombal, some of the top brass behind the original Resident Evil and the creator of Mega Man are involved in the making of this game. .



















ONE

TO SAVE THE WORLD.

Rainbow Six is as close as it gets to the intensity of real-life tactical operations. You'll control an elite multi-national strike force battling international terrorism.

Rainbow Six's explosive real-world action is coupled with spine-tingling tactics to create a gaming experience you won't soon forget. Rainbow Six is so real you'll find yourself yelling "Tango down!" in your sleep for weeks.





COLOR











Warhawk hit the shelves in 96? The Singletrac game was a real humdinger.

Eagle One: Harrier Attack



February 2000

www.infogrames.net Controls OK and the explosions are nice. The Bad: A bit unrealistic,

especially aircraft damage. And The Ugly: The story line is really unbelievable.











Eagle One walks the fine line between sim and arcade quite nicely. At no point do the controls become overly frustrating or does the action get too unbelievable...well, maybe a little.

CINEMATIC

Cutscenes The game uses video clips

of war-like situations.









agle One: Harrier Attack takes the best of a chopper sim (mainly hovering) and mixes it with high-speed dogfights and loads of mission-based action. The Gulf War/terrorist atmosphere is fueled by FMV scenes of destruction and chaos as depicted by the national news.

Normally we wouldn't waste your time explaining the plot of a game like this but it's kind of interesting. A terrorist group has detonated an electromagnetic pulse bomb over Hawaii rendering all means of communication on the islands dead. The military bases are in utter chaos. The president himself dispatches a group of highly skilled marine fighters to regain control. It's up to you and your crew to liberate all five islands one by one.





Wow, what a great place to have a war: Hawaii, It's not as cheesy as it sounds, however, Basically each island requires you to complete five missions in succession. They range from the typical blow-upthe-enemy convoy to performing surgical strikes in a city still crawlin' with civilians.

The Harrier lump let can hover as well as fly like normal (obviously). You unlock four other craft-the AlO10, Rescue Copter, F16 and a special stealth Raven let as you complete missions.

Flying involves the usual skills: throttle, heading, altitude, etc. All functions are displayed on an easyto-read HUD display unless you're using the tail cam. A woman's voice announces certain actions like weapon selection and heading...a nice touch. Controls are easy to learn and become second nature quickly. The hard part is aiming your guns and firing while eluding enemy rockets.

Weapons consist of 25mm cannons, unguided rockets, air-to-air and air-to-ground missiles plus laser-guided bombs. Guns are replenished at the home base but refueling can be done via air-tanker.

Two-player split-screen lets you pick the location, weather and rules of the battle, (first to a set amount of kills, etc.). In addition, a friendlier Cooperative Mode gives you and a friend a chance to blow stuff up as a team.

Aside from the story line, Harrier shows a lot of promise as a flight sim/arcade shoot-'em-up.













HICC KITTY

The delectable Miss Kitty would appear to be the WWF's new 'star' attraction, as you'll no doubt see in her huge photo spread in the January Issue of WWF Raw. Previously a personal assistant at the WWF, she is now establishing herself as a strong contender.



WWF

Smackciown THQ has done their best to imitate the glitz and glamorous testosterone-enhanced soap opera with their latest wrestling effort, WWF Smackdown, which will be released in Q azooo. Smackdown, developed by Yukes, has as much going on in the ring as out of it. A television-style presentation allows

you to witness backstage plots as they unfold. WWF superstars will plan ways to undermine your wrestling skills with acts of betrayal and surprise.

The game moves very quickly (it uses the Toukon Retsuden engine, the most popular and refined wrestling series in Japan), and all

uses the Toukon Retsuden engine, the most popular and refined wrestling series in Japan), and all of the wrestlers you see on TV are present with loads of moves and all the finishers to bring the flash bulb-happy fans to their feet. More on Smarkdown later.



















SaGa Frontier 2

SaGa Frontier 2, the latest entry in **Square's** long-running "SaGa" series, is headed to the U.S. this **February**. SFz features a multi-scenario game system which allows for the same non-linear gameplay fans of the series have grown to love. The hand-drawn graphics are absolutely stunning, and the battle system is improved as well. SaGa supports the PocketStation, too. Look for a full preview next issue.













Road Rash: Jail Break

Except for the last N64, version, the Road Rash series has been excellent. Jail Break offers more 3D action with some tasty new features. First off, a story mode, in which your mission is to free your pal Spaz from jail. Of course, you'll have to join a gang and complete a number of tasks to do so. Eleven weapons, super combo attacks and four-player, side-car play round out the new features. IA will release this game in January.









K-1 Grand Prix

Jaleco is getting ready to release the third installment of the K-1 kickboxing trilogy—Grand Prix. It looks and plays a lot like the last version but features a ton more fighters. Find it in January.







for serious gamers





When asked what movies helped influence Fear Effect's slick design and killer theme, developer Kronos told us: La Femme Nikita, Akira, Blade Runner and anything with Chow Yun-Fat in it.

Fear Effect

We wanted to show you folks a few new screens of Eidos' Fear Effect (formerly Fear Factor), Why? We think the game's pretty f'in cool, This RE-style adventure has three playable characters (all tough-as-nails mercenaries), a gritty story line, Blade Runner-style environments and beautiful CG sequences that blend right into the gameplay (like FFVII and VIII)...all on four CDs. Fear Effect will be out early in 2000.















Jackie Chan's Stuntmaster

We first took a look at Stuntmaster 50 years ago, but Midway assures us this one's still coming out (by February 2000, they hope). The action/fighting game stars the man himself, lackie Chan, in a series of Final Fight-style adventures. You'll actually see him doing some crazy crap-he learns new moves and stunts as he progresses in the game. Radical Entertainment is developing this brawler.





Tomb Raider: The Last Revelation

Last month, you saw the first renders of young 16-year-old Lara Croft, Here are some screenshots of her in action.







Micro Maniacs

Codemasters in the U.K. is bringing out the fourth Micro Machines game, Micro Maniacs, in the year 2000. This time around, the racers are little biped creatures called Maniacs-gone are the lil' race cars from the previous installments. The gameplay will also be 3D (instead of just 2D playfields backed up with polygon graphics). Codemasters has not announced a U.S. release yet, but they probably will fairly soon.











Arc the Lad was turned into an animé series that ran on lapanese TV. That makes two Sony RPGs turned into animé, this and Popolocrois.

Arc The Lad III

SCEI and Arc Software have recently released the third in the popular Arc the Lad series. You once again suit up as young adventurer Arc, this time with somewhat more "mature" graphics. Combat is very strategy/tactics based-enemy characters are situated in their own screens. You battle and if you win, you can freely move about that screen. Also features a few PocketStation mini-games.















Dragon Valor

When we last saw Namco's work-in-progress RPG Dragon Valor, it was at E3 back in May. While the game looked promising, it seemed to lack a certain captivating spark in terms of design and graphics. Recently, Namco gave us another peek at the latest build of Dragon Valor and it's looking much more solid. We can't wait to get our hands on the import of this 3D action RPG in December. A U.S. release is set for 2000.













Samurai Spirits

You may know this popular fighting game series as Samurai Shodown here in the U.S. While we've seen a couple 3D Shodown games on the Neo•Geo Hyper 64 arcade system, none have been ported yet to the consumer market. This latest chapter, roughly translated as "Resurgence Of The Purple Blade" continues 20 years later, and features older versions of Haohmaru, Hanzo, etc. SNK will release this in December in Japan.







FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUNCHIEST ROAD RACE EVER. WERE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITE:



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Chrono Trigger features the artwork of Akira Toriyama, known for the series Dragon Ball Z and his work on the Dragon Quest series.

Chrono Trigger

In 1995 one of Square's most boundary-breaking RPGs was released upon the world. Chrono Trigger came out after Final Fantasy VI (III, at the time) and opened the mass market to RPGs. Join young Chrono and his friend Lucca as they accidentally stumble upon time travel and get whisked away into a series of adventures that are as engrossing as any of today's RPGs. Sure, the graphics are 2D oldschool Super NES, but the gameplay is where it's at with this title. Additionally, animated sequences using Akira Toriyama's character designs have been created especially for this version. It also includes an additional scene at the end which ties it in with Chrono Cross (released just a week or so. after Chrono Trigger hit Japan), CT is available in Japan now, but unfortunately Square EA currently has no plans to bring this out here.













Growlanser

Fans of the long-running Langrisser series (remember Warsong on the Genesis?), listen up. Atlus' Growlanser boasts (aside from an interesting battle system) the team that worked on the original Langrisser series (I-V). Plus, Satoshi Urushihara returns to illustrate the character portraits which made the original Langrisser series so memorable. What we've gathered so far is that battles in Growlanser are a mix between action and traditional RPG elements, Import it in November.









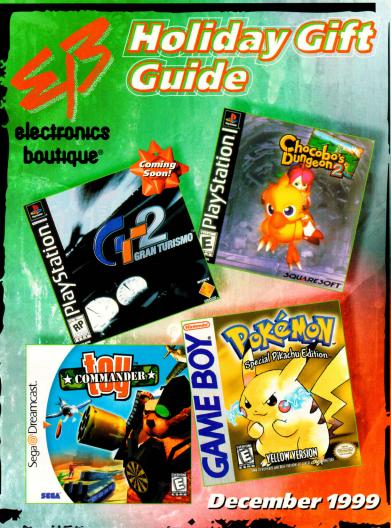
Biohazard: Gun Survivor

For Biohazard: Gun Survivor. Capcom's combining two popular genres to give the ol' Time Crisis formula a new twist. We got our hands on a playable demo at the recent TGS and were delighted to discover that the game gives you total control over where you go on each level. With a Guncon, players point the gun away from the screen and fire once to move forward, keep the trigger down to run, pull the trigger twice and hold it down to backtrack, and use the A and B buttons on either side of the gun to turn left and right. The game also promises to have more depth by including adventure elements like finding keys, solving puzzles and using items. Capcom hasn't set a release date just yet but expect this to be a huge title sometime next year.











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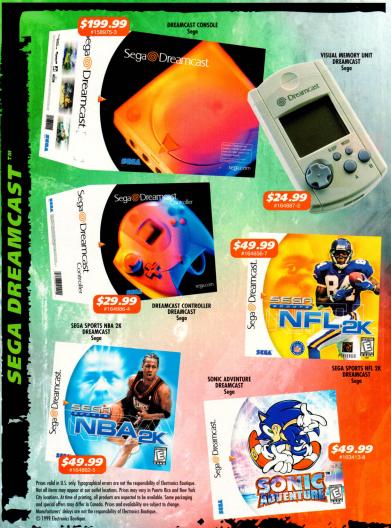
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EPISODE TWO NEWS

On Sept. 22 1999, George Lucas gave a live interview in a famous store called 'Fnac' in Paris and it was broadcasted live through all the 'Fnacs' in France. He revealed that in the next Episode, Yoda will be seen in a full combat scene-thus proving his status as 'Jedi Master.'

Star Wars:

Episode One Racer

The first fruits of Nintendo and LucasArts' announcement about Episode One games on Game Boy, Racer is a top-down scrolling racing game which should be with us in time for Christmas.







Turok: **Rage Wars**

This winter, Acclaim will be bringing the N64 game to the GBC as a 2D action/shooter.









Mickey's Racing Adventure

This end of November release from Disney Interactive, Rare and Nintendo features a variety of popular Disney characters in a Diddy Kong-esque Game Boy adventure, Racing is the main theme of this title. but it's also filled with a number of other gameplay elements and mini-games (some of which are secret).







Micro Machines 1 & 2

It's surprising that these classic Codemasters games haven't made it to the Game Boy before. The simple yet effective design is perfect for the system, and developers On-Line Ltd. have done an admirable job converting it across for THQ. Expect to see this classic pack out in stores in December.







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

Based on the Nintendo 64 and PlayStation games of the same name, Armorines for GBC features plenty of action, weaponry, insectoid aliens and more, spread out over 13 levels (only this is done from a 2D perspective). Look for it in December from Acclaim.







Casper

Casper's uncles-Stinkie, Fatso and Stretch-are up to their old tricks again, trying to scare a family out of their new manor. The Friendly Ghost has to disable their traps and solve puzzles to stop them in this game developed by G3. Casper is due out Dec. '99/ January 2000 from Interplay.







INTERPLANETARY DEBT COLLECTION RECLAIM THE FUTURE FOR MANKIND



Sega

Dreamcast.

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EPISODE TWO FACTS



Episode Two researchers have been visiting a Franciscan convent near Assisi that could serve as a temple for the Siths in the sequel. Also, locations at Mount Vesuvius, the active volcano that towers over Naples. have been scouted and this could be a possible backdrop for a duel scene. Maybe the oft-rumored battle between Anakin and Kenobi?

Prehistoric

Can you believe it, these Neo. Geo MVS machines have been around for nearly 10 years now! And SNK still consistently pumps out 2D action titles. Prehistoric Isle 2 is a side-scrolling shooter in a very old-school sense. There's a plot buried in here somewhere, but nobody cares-it's all about dodging a screen littered with bullets and enemy sprites. Prehistoric Isle 2 should be out in arcades by the time you read this.







Star Wars: **Episode One** Racer

We've all seen the movie, played the N64 Pod Racer game, then played the PC version and wet ourselves...now get ready for an entirely new pod racing experience in an arcade cabinet. We know you know that LucasArts has an Episode One racing game in the works for the Dreamcast, but keep in mind the arcade version is an entirely new game being developed by Sega. We've been told that the folks developing this racer is the same team that was responsible for Sega Rally 2 on the Model 3. Don't expect a port to the Dreamcast either-this arcade racer is powered by a souped-up Naomi system, dubbed the Hikaru. Sega has not announced a U.S. release date yet.







Garou Densetsu: Mark Of The Wolf

Mark Of The Wolf is the latest chapter in the fighting game series also known as Fatal Fury here in America. This time around, Geese Howard's son, Rock, is back and he wants a piece of Terry Bogart (now age 35). There isn't a release date for SNK's latest arcade fighter vet.









Ouick & Crash

Namco's latest venture into firearm amusement machines is much less a digital affair as it is an optical illusion. Q&C simulates a shooting gallery where you shoot cups, dishes and other items and watch them shatter and break with a puff of smoke. Very convincing, but none of it actually happens. It's low tech meets high tech, and it's out this fall.



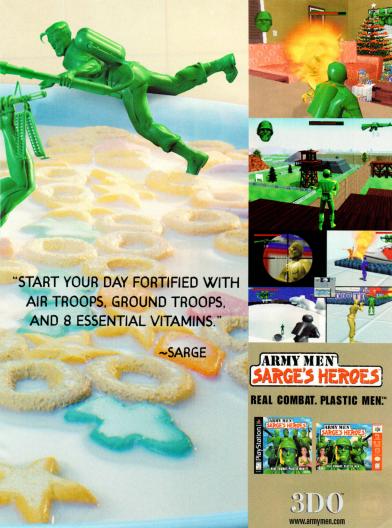


- Advanced snowmobile physics system
- incorporating extreme slopes, banked turns, radical jumps, and even full blown half pipes. Rumble Facium et let you to feet the excitement on varying terrain such as mud pits, ice patches, and mogul fields. Race on bumping and jumping SnoCross tracks, tight and winding cross country tracks, and even a constitution.
- speed demon oval.
- Fully customize your sled attributes before each race for optimal performance.
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- Hardcore techno soundtrack along with real voice playback.















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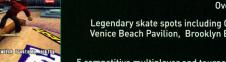












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Photography by Rafael Fuchs

e have seen the future of gaming, and it is confusing.

Case in point: Sony will unleash its PlayStation2, a monolithic dynam that'll possibly from the heart of your home-entertainment matrix—but it won't come with a modem and it won't come chaes, Nintendo may release its Dolphin—a DVD-based console that doesn't play DVDs—by the end of 2000. The Dolphin moy come packed with a modem, and it may rival or even surpass the power of PlayStation2. And who knows what Microsoft is up to with its rumored PC-console hybrid, the mysterious X-Box.

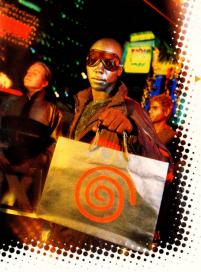
While all that hardware sits on the horizon, we have the

Dreamcast here and now. Nearly a million of you have bound Sega's slick system. And with triple-A stuff like Soul Calibum. NBA 2K and soon Crazy Taxi to kick around, we figure you're happy you took the 128-Bit plunge. But what about the rest or you? Why haven't you jumped on the Dreamcast bandwagon?

Chances are you're just playing it safe. After all, why buy a new system now that might be obsolete next Christimas. You're confused. You're overwhelmed. Vou're nearly ready to tags in the towel, turn your back on the new generation of systems and sit in the corner playing Tetris on your Game Boy.

Relax, We're here for you. We'll help you answer this year's big.





Sega Dreamcast Release date: Out now Price: \$200

What is your favorite genre?

This question ties in closely with the first, since hardcore gamers are typically aficionados of fighting, sports or role-playing games. Well, the Dreamcast certainly has the first two genres covered. You'll have no shortage of 2D and 3D fighters (and Soul Calibur really is the best thing ever), and Sega Sports' NFL and NBA 2K combo-along with an in-the-works NHL game-will put a grin on any armchair jock's mug.

As for the other stuff, hold tight-it's coming, "By Christmas here, we're talking about at least 40 titles, and it's been amazing to see publishers step up in genres that I didn't think would happen this soon on the platform," said Neal Robison, Sega's group director of third-party support, "We're already going to have RPGs by Christmas, which is amazing, because usually those things take a really, really long time to work on for a platform. We've obviously got the benefit of the Dreamcast having been out for a while in Japan."

Unfortunately, the Dreamcast's first duo of role-playing games - Evolution and Time Stalkers - are hardly extraordinary. But in 2000 you'll have the much more promising Eternal Arcadia and Phantasy Star Online to swipe your waking moments. In fact, by the time the competition rolls out their gear at the end of the year, the Dreamcast'll have at least one triple-A title in every genre. "Traditionally, fighting, sports and driving are the three key genres," Bellfield said, "but that's not good enough for us. We have to get the best in flight sims, the best in even fishing games. All the categories are going to get even richer, even deeper going forward."

Do you need the most powerful system around?

Two things are certain at this instant in gaming history: The Dreamcast is the most advanced console you can buy, and the Dreamcast will be the least-advanced next-generation system at the end of the year when the competition releases their units. But just how much power do you crave? Although PS2, Dolphin and X-Box specs humble the Dreamcast's abilities, the jump in visual quality between, say, PS2 Tekken Tag Tournament and Soul Calibur ain't all that great.

As you'd expect, Sega's hardly cowering before the might of the competing consoles. "We looked at the PlayStation2 demos the day after they were released in Japan," Gregory Thomas, Sega's vice president of product development, said, "and if all we did was work on demos, we could have done those demos. We could have done that rubber ducky thing. We could have done that dance scene. I'm expecting magic, but I'm looking at the Gran Turismo demo and I'm

> some jaggy edges there. There's nothing special about this." More importantly, Dreamcast developers will be unloading their secondgeneration games in late 2000, just in time to rival the gee-whiz visuals of the competition's first-gen stuff.

saying, 'Wait a minute-there's

Desnite the Dreamcast's initial faulty-games fiasco, Sega still pulled off the most successful sustem launch in history back on Sept. 9. And the honeymoon's not over uet: Sega expects to sell a total of 2 million systems here by March-half a million more than the company originally hoped for. Nevertheless, not all of you share Sega's confidence in its console. The competition's future systems have you all wishu-washu. Let's apply our seven-question test to the Dreamcast

Are you a hardcore gamer?

and help you hop off the fence.

We'll come right out and say it: Hardcore gamefreaks-the type who still trek to arcades, who've imported a game or two, who passionately defend their console - have always gravitated toward Sega's systems. The Dreamcast is no exception, and Sega knows it. "If Sony wants to sell a million PlayStation2 units to 55-year-old men, fine, let them go do that," Charles Bellfield, Sega's director of marketing communications, told us, "We are literally a video games company. You'll never hear us say we are an entertainment company. Our audience is the 12- to 24-year-old male gamer. We're core to that audience."

Do you want a system that does more than play games?

Like Beilfield said, Sega is a video-game company, not an entertainment company. If you want a set-top box hartil play DVDs, download digital movies and snuggle up to your stereo components, look elsewhere. The Dreamcast and its peripherals are designed with one goal in mind: to play or enhance games.

But that's not to say Sega doesn't have some mitty add-ons up its sleeve. Take the ZIP drive, due in the second quarter. "We're making the ZIP drive essentially a hard disk for the system," Bellfield told us. "The ZIP will add to the gameplay, It'll save VMU games or memory files or MP3-type content—even levels you can download, unlock and trade between friends."

Sega plans to release its ethernet card—which'il allow access to cable moderns and even let you link Dreamcasts together at home—in the second quarter and a digital camera not long after that. And, yes, Sega is still planning a DVD add-on for the Dreamcast. The point here is that the piece of hardware you buy now is not gonna be outdated," Bellfield said. "Don't worry about that. Commit to us and well commit to you for the promit of the promit of the promit to you have the commit to you have the committee you have the committee of the committee of the young the committee of the young the committee of the co

Do you crave Internet connectivity out a the box? The X-Box will let you do it. The Dolphin may not. The

PlayStation2 definitely won't. But only the Dreamcast gives you everything you need in one box to connect to the Internet from the get-go. As of now, the only thing you can do with the modem is browse the Net and the Dreamcast Network, chat, send e-mail and download the occasional VMU mini-game and Sonic Adventure art file. In January, you'll be able to play parlor games like chess and checkers against opponents online. Sega's third phase of its online strategy, ready this spring, will let you play turn-based games that rely on e-mail to send moves to opponents. By summer, you'll be able to play point-to-point games (those that let one Dreamcast connect to another online). And by the third and fourth quarter of 2000 Sega will finally have all the pieces in place for the fifth phase of its online strategy-true multiplayer gaming over the Internet - and this phase will be inaugurated with high-profile games like Frontier, Baldur's Gate and Half Life, "Our design criteria for next year for our first-party development team is to revolutionize the world of multiplayer gameplay," Bellfield said. "That's what we're aiming for for all our fall 2000 games."

As for what these innovations might be, Sega's keeping mum. Robison did tell us we can expect to see games that let a team of players on one Dreamcast compete against a team on another, essentially combining the traditional console concept of split-



screen multiplayer gaming with online gaming. Dreamcast multiplayer games will be optimized to work with your s6k modem, but it won't be long after the third or fourth quarter that content designed more for cable modems comes into play, "What will happen after our fifth phase," Bellfield said, "is content will be developed specifically to take place over a broad-bandwidth network. That's content that has media delivery (such as streaming of real-time video and audio from users with cameras and mikes] as part of the title, content that has multiple levels of games downloaded into the Dreamcast."

Do you care about franchise characters?

Sega's own series are the sort of thing that make hardcore gamers misty-eyed. And we're not just talking Sonic-who's already returning in Sonic Adventure 2 in late 2000. Classic franchises appearing on the Dreamcast include Phantasy Star, Virtua Fighter, Sega Rally, Virtual On and Virtua Fighter. Hot on arcade games? Sega's most popular Naomi-based coin-ops'll find their way to the Dreamcast. And then there's all the franchises in the making-great stuff like Shenmue, Space Channel 5 and Sega Sports' entire lineup.

Are you a cheapskate?

If you live in one of the 50 percent of U.S. households that don't own a PC, the Dreamcast-and its modem-are a great deal at \$200. Plus, Sega's system is cheaper than what we expect both the PS2 and Dolphin'll cost. But should you hold tight to your cash now and splurge on the competition's system later? Move on to the next section and find out.



word on the street

WHAT YOU'RE SAYIN' ABOUT SEGA AND ITS COMPETITION...



Name: GILES SHELTON Age: 22

Occupation: DELIVERY DRIVER

O: Did you buy a Dreamcast?

A: Yes. I decided to get it after reading about it and seeing all the titles that were coming out for it. And for the \$200 price.

O: Did the consoles coming from Nintendo, Sony and that rumored Microsoft contraption affect your decision?

0: Which system are you most looking forward to? A: The PlayStation2, because it's the only thing being talked about.



Name: TIM YEE Ane: 29 Occupation: SYSTEMS PROGRAMMER

O: Did you buy a Dreamcast? A: Yes, I did. I'm just a fan of Sega and I was

impressed with its abilities. 0: Did the consoles coming from the competition affect your decision?

A: Not at all.

0: Which sustem are you most looking forward to? R: The PlayStation2.



Name: GERARDO SALGADO Age: 25

Occupation: SALES 0: Did you buy a Dreamcast?

A: No. I'm waiting for the PlauStation2, and I'm waiting for more Dreamcast games to hit the

Q: Have the competition's upcoming consoles affected your decision to not get a Dreamcast?

A: No. I still plan on buying a Dreamcast. 0: Which system are you most looking forward to?

A: The PlauStation2.

Dame: AHMAD SAYED Age: 16 Occupation: STUDENT

O: Did you buy a Dreamcast? A: No, not yet. I'm debating on whether to get it or

wait for the PlauStation2. 0: So the competition's consoles have affected your decision?

A: Oh yeah, they have.

Q: Which system are you most looking forward to? A: The PlayStation2.



Name: EZRA CAUANAUGH Age: 17 Occupation: SALES

Q: Did you buy a Dreamcast? A: No. Not enough games. I'm waiting for more to

be released. Q: Did the competition's upcoming consoles affect your decision to not get a Dreamcast?

Q: Which system are you most looking forward to? A: The PlayStation2 and possibly the Dolphin.

Stop scrounging for quarters, the classics are here.

































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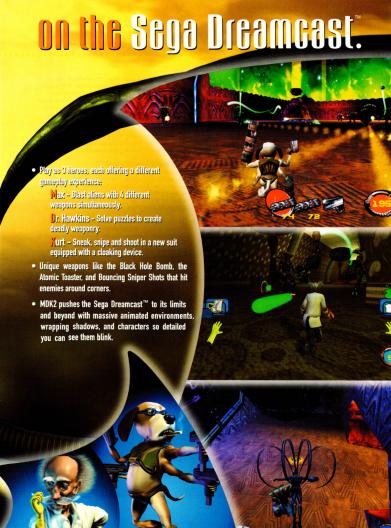


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Sony PlayStation2 Release date: March 4, in Japan; Fall in U.S. Price: \$370 in Japan; U.S. price unknown

becoming embraced as the best of the new breed of games.

Well, expect that new breed to thrive on PS2, "I think that PlayStation2 technology allows us to deliver new kinds of experiences," SCEA vice president of marketing Andrew House said, "which are digital worlds that you can experience that are as emotionally satisfying as watching a fantastic movie. reading an incredible book or even watching a great piece of television drama."

Still, Harrison explains, "This is a game system. It will be the best game system the world has ever seen and is going to deliver some unbelievable game content."

What is your favorite genre?

This one's easy. More than 160 third parties are supporting the PS2. Worldwide, developers are crafting more than 130 games for the system. From Tekken Tag Tournament to Shin Ridge Racer to the RPG Dark Cloud to the survival horror gem Onimusha, all genres will get their due on PS2 (and that's not even taking into account the entire library of PS games you can play on PS2).

Do you need the most powerful system around?

Nintendo claims its Dolphin will at least match the PS2's capabilities. But we've seen the PS2 in action. We've played its games. And while we have yet to see a title that clearly demonstrates the PS2's tenfold increase in power over the Dreamcast, we know it's only a matter of time 'til developers begin to wrangle more stellar stuff from the system's ballyhooed Emotion Engine and Graphics Synthesizer. "Probably our first one or two games will not reveal the PS2's true potential," said Shigeru Yokoyama, who's in charge of all of Namco's consumer product development worldwide.

We've yet to see Dolphin or X-Box do their thing. And, frankly, we're a bit skeptical that these systems and their conventional architecture can best the PS2's revolutionary chipset.

Do you want a system that does more than play games? "With the DVD feature, PS2 will sell a lot," Konami game director

Hideo Kojima told the Official U.S. PlayStation Magazine. "Regardless of the game software, this is a machine that will sell because of what the machine is all about." We agree, And you better believe PS2 will do a lot more than play DVDs. Aside from all the broadband options (discussed below), the PS2 could evolve into what Sony is labeling your "in-home server." In other words, it'll sit at the heart of a multimedia mainframe that includes your stereo, a digital camcorder and microphone, your TV, a hard drive, etc., and the PS2 will serve as a gateway between all these devices and the Internet.

Sony expects to sell more than one million PlauStation2s in Japan within a week of the sustem's March 4 release. And Sonu expects the PlauStation? will do more than just revolutionize gaming-it'll change the way we interact with our TVs, shop for games, buy movies and listen to music. At this point. Sony has the hardware and clout to meet all its expectations. But do you want the same thing Sony wants?

Are you a hardcore gamer?

Phil Harrison, SCEA's vice president of R&D and third-party relations, said it's a myth-a flat-out falsehood-that Sony ever held a bias against 2D game development for the PlayStation. In fact, he touts the PS2's essentially limitless sprite-drawing ability. Nevertheless, the consensus among the hardcore is that Sony turned its back on old-school gamers-and that cinematic experiences like Metal Gear Solid and Final Fantasy VIII are







..Playstationa

Do you crave Internet connectivity outa the box?

Short answer: You're outa luck here; Son'ys shipping the PS2 sans modem. Nevertheless, the Internet—more specifically, a broad-band connection to It—is so crucial to Sony's PS2 strategy that the system wouldn't reach half its potential without it. "In 2001, we will introduce a broadband connectivity option for PlayStation to a very, very "fat pipe," as "it's called," 'Harrison said, "...which enables them to get access to tens of megabytes of data per second via a cable modem solution."

Once Sony's network is up and running in 2001, you'll have access to more than just Web browsing and online games. Sony plans to make your PS2 a portal to vast quantities of digital content, including movies, music, game add-ons and eventually entire games that you can buy with a slap of the Start Button and save to your hard drive.

It's important to note that Sega shares several of these schemes for its Dreamcast, too. With the Dreamcast ethernet card and ZIP drive, you'll be able to download game levels and demos, music files, real-time video and audio in games, etc.

Do you care about franchise characters?

Another easy one. Square is behind the PS2. The Final Fantasy series will continue in one from or another on Sony's new system. That fact alone is enough to draw millions of gamers. Toss in Gran Turismo, Mannoo's games and good 'ol Crash Bandicoot (who Naughty Dog is handing off to new developers) and you have a franchise lineup that nearly rivals mighty Nintendo's.

Are you a cheapskate?

The PS2 will sell in Japan for 39,800 yen (about \$370), the same price the original PlayStation sold for when it launched there. So does that mean the PS2 will debut in the U.S. for \$299, the original launch price for the U.S. PlayStation? We have no idea.

We do know that, compared to the Dreamcast and Dolphin, this thing won't come cheap. But then DVD players aren't cheap yet, either—and you're getting that feature for free with PS2. And since the system relies on common connectivity ports, you'll be able to buy off-the-shelf hard drives, digital cameras, mice and other peripherals instead of pricier system-specific stuff, although Sony will release its own gear, too.

You have one year to save your money.





Nintendo Dolphin
Release date: Possible release in Fall 2000
Price: Not announced

exceptions." While strong franchises like GoldenEye and Perfect Dark attract the 20-somethings, we never lose sight of the fact that, in this country alone, every year 4 million new kids celebrate their...birthdays," said Peter Main, Nintendo's executive vice president of sales and marketing, at a recent toy conference, "and most are brand-new consumers of video-game entertainment."

Nevertheless, Nintendo guru Shigeru Miyamoto was recently quoted as wanting to help change Nintendo's image somewhat and target the key franchises at slightly older audiences. This is no doubt in recognition of Nintendo fans 'growing up' with the games. Don't expect anything truly adult from Nintendo itself though, with the possible exception of the inevitable follow-up to Perfect Dark.

"we intend to target the mass market immediately."

-Nintendo's Peter main

Nintendo claims its Dolphin will be at least as powerful as PS2 and is on track for a worldwide release by Christmas. Unfortunately, since we haven't actually seen the hardware, we'll just have to take the big Il's word for it. We know Nintendo has allocated much of its resources to Dolphin development. Rare, Retro Studios, Letf Field in the U.S. and Nintendo's own teams in Kyoto are busting their butts to get Dolphin content ready for launch. But regardless of whether this new Nintendo system's on time or late as usual, will it be worth the wait?

Are you a hardcore gamer?

No matter what they think of Nintendo's kid-friendly attitude or the lackfuster third-party titles that have plagued the Nintendo 64, hardcore games really just want one thing out a life—the best games available. And Nintendo is arguably the best game developer on Earth (with Rare nof far behind). We know Shigeru Miyamoto is working on the proper sequel to Super Mario 64, We know the Dolphin will lift all the technical limitations Miyamoto faced with the Nintendo 64, That alone should have legions of hardcore Miyamoto devotees lining up to buy the system.

What is your favorite genre?

Like we said, Nintendo's attitude still seems firmly planted in family-friendly games—although there are some notable

► Do you need the most powerful system around?

"I can assure you that we're hard at work creating a Dolphin machine that will meet or exceed the performance of PlayStation2," Main said. And that's about all we have to go on, since Nintendo has yet to demo the console. Still, Nintendo is working with powerful partners—IBM, Matsushita, ARTX and others—to assemble the Dolphin from custom versions of state-of-the-art chipsets, processors and memory.

But it's not until you compare the Dolphin to Nintendos current technology that you really get a sense of the new system's potential. "Let's say we're going to try some new experiment based on the hardware," Miyamoto told us. "With the N64, we had to pay total attention to every point so that the system can still run. In the case of the Dolphin, this isn't a problem, so we can put our maximum attention into little details."

Do you want a system that does more than play games? Nintendo has stated repeatedly that it'll release a streamlined.

games-only Dolphin console that'll launch here and around the world, while Matsushita will incorporate Dolphin technology inside a DVD-movie-playing device that'll come out—at least initially—only in Japan. This is a hotly debated issue, but it's clear that Nintendo wants to produce a system that is powerful but cheap.

Nintendo has always had a very focused attitude about the abilities of its systems and has always been very focused on games rather than anything fancy or pretentious. The Dolphin will no doubt carry on this tradition, so don't expect the "digital entertainment center" philosophy of Sony.



Do you crave Internet connectivity outa the box?

Although the Internet is a part of Mintendo's long-term strategy on't expect out a-the-box connectivity. Miyamoto, quotable as ever, recently told us that "we can't create entertainment without thinking about network communication." However, the continued by saving. "We have to take into consideration the cost associated with network games, and the ages of the users who are actually going to make use of it. If we consider these two points right now, I have to tell you that there is not a big market right now for Dolphin to involve a significant internet business."

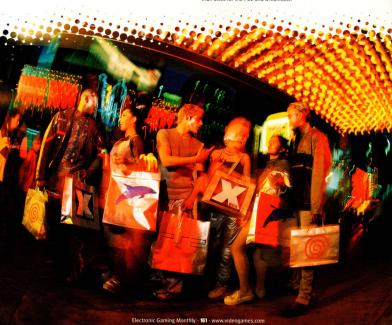
We know the Dolphin will eventually link to the Net (and to the Game Boy Advance, as well). We just don't know when and how. "Will the Dolphin have connectivity? Yes, but I'm not at liberly to provide details yet," Main said. "And as I've mentioned, the Game Boy Advance will also provide that function, too." Do you care about franchise characters?

Simply put, Nintendo's franchise roster is packed with nothing but all-stars. Forget about Mario – whose name is synonymous with video games—for a sec. We're talkin' Link and Zelda, Donkey Kong and Diddy and the current Death Star of all franchises, Pokemon. Expect all these stars to make regular appearances on the Dolphin.

Are you a cheapskate?

One thing's for sure: the Dolphin will be one of the cheapest of the new systems—between \$200 and \$250 is our guess.
"We will sell our dedicated game machine at a very competitive price," Main said. "We intend to target the mass market immediately."

More good news: Since Nintendo is finally abandoning expensive cartridges, expect all its DVD games to cost no more than discs for the PS2 and Dreamcast.





Of all the systems featured here, K–Box is still the only one that isn't officially confirmed for release. Rumors point to a fall 2000 release date...but we won't have any specific news for a few months.

► Are you a hardcore gamer?

When considering X-Box, it's probably more important to consider what kind of gamer you are. Many "hardcore" enthusiasts are seriously into the classic game franchises and the creative influence of planese designers. X-Box will initially be dominated by PC-based (and Western) developers, so the style of games is going to be somewhat different to that found on Nitendoo and Sega systems. Eventually we'll see more and more ports of "classics" but it's doubtful that a developer like Square will ever develop specifically for a PC-based system. We will see ports from time to time though.

▶ What is your favorite genre?

Early X-Box games will be very much in the classic PC vein—30 shooters like half Life, action games like Nocturne or Vampires, RPGs (but more Westernized) and strategy games like Warcraft III. Fortunately, though, many publishers are looking into PC ports of classic console stuff (Final Fantasy VII and VIII being good examples) and X-Box will benefit from this. Ironically, the other new systems are all starting to see ports of many PC titles (Half Life and Quake immediately spring to mind), so over time we'll see a certain dezero of equilibrium.

Do you need the most powerful system around?

Early reports and rumors certainly place the X-Box as being a much more powerful system than the Dramcast and on par with the PlayStation. The CPU will be very fast, and thanks to the nividia graphics chip it won't be burdened with rendering visuals. Multis the PSa, the CPU in X-Box will be able to concentrate on game logic and Al.

Do you want a system that does more than play games?

Chances are X-Box will offer DVD movies from the box, and thanks to the Windows environment—you'l have no trouble downloading MP3s, Windows Media files, etc., and saving them on the cavernous hard drive. Although not a fully fleeged PC, X-Box stands a good chance of being one of the most versatile sel-top boxes or "Junior PCS" (as they're sometimes called) on the market.

▶ Do you crave Internet connectivity outa the box?

There'll be a 56k modem with the machine. You'll be able to use broad-bandwidth devices like cable modems very easily, and everything will run with familiar browsing and e-mail software. Yet again the Microsoft advantage plays its hand and X-Box will no doubt come ready and raring to go with versions of Explorer and Outlook preinstalled.

▶ Do you care about franchise characters?

If you're into the classics (Mario, Zelda, Sonic...etc.), you're pretty much screwed here. Although you will get Lara Croft in full hi-res, 3d accelerated glory, many of the other franchises will be PC based games of which there are squillions. An interesting aside to this point emerges when you consider emulation though. The X-Box will be more than capable of emulating many of the older systems. Although a way off yet, with the advent of broadbandwidth internet and the gaming-on-demand services, X-Box could be in a good position to bring you legitimate old-school games through emulation.

► Are you a cheapskate?

Although the system! likely ring in at about \$500, everything else about the *Abox could be a cheapskate's dream. Lots of developers and publishers make free downloadable demos for the PC, so there's no reason why this trend wort continue on X-Box. Also, there's a huge back catalog of PC games to deve into and many of these could be republished very cheaply, Finally, because of the publishing and licensing model that Microsoft is proposing, there's a good chance that X-Box games Could undercut other systems' titles on retail price quite considerably.







HALF-LIFE

nie veedict

WAIT FOR PLAYSTATION2 IF...

...you consider yourself a more mainstream gamer, you don't have a DVD player, you're tired of conventional connections to the Internet and you're ready to take part in a revolution in home entertainment. If Sony's plans pan out (and we have every reason to think they will), the PS2 will evolve into your home's entertainment hub, on which you'll download moves, buy games and of course play titles that'll look at least as good (probably better) than the stuff on Dolphin and X-Box. You'll pay a high-end price, but you're getting high-end gear.

WAIT FOR DOLPHIN

DOLPH IF... ...you're a heart who's

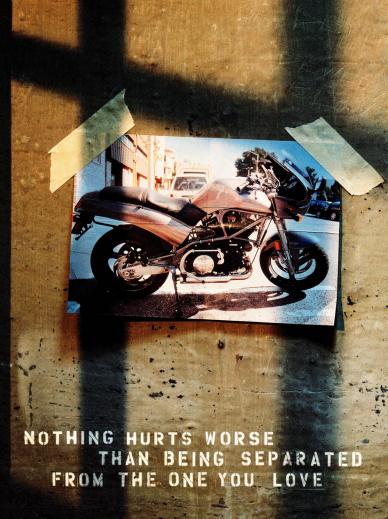
...you're a kid or a kid at heart who's ready to finally see what Nintendo can do on a system with few technical limitations. Unlike the PS2, the Dolphin will be released here as a streamlined gaming device. But with Nintendo pumping more and more resources into Dolphin development, we expect this system will play the greatest games in the world. Plus, the system's price will make it hard to pass up.

WAIT FOR X-BOX

...you don't want to invest thousands in a games-playing PC, you want to experience games that aren't typical console fare, you need a DVD player and you want to get involved in online multiplayer games as soon as you buy the machine. Playing the roles of both a games machine and a "Junior PC" admirably, the X-Box is much like the PlayStation2 in its aspirations to be the much-fabled set-top box we've been hearing about for years. Microsoft still hasn't confirmed X-Box as a "live" project, but the level of interest in the concept means there's definitely room for a PCbased machine in the gaming market.

BUY A Dreamcast If...

...vou're a hardcore gamer who wants to experience nearly everything the competition's promising well before they can deliver it. The Dreamcast packs the best graphics now. It will deliver online multiplayer games before the competition. It will deliver broad-bandwidth content before the competition, Best of all. Sega built this machine to evolve, Expect DVD capabilities and a host of other add-ons to help the Dreamcast hold its own when the new systems arrive.







And only you can reunite them. By taking on rival gangs as well as the boys in blue, to bust your buddy out of the lighouse. Terrorize the highways with a friend in Sidecar Mode. Or switch sides and ride with the law in the new Five-O Mode, All while rocking out to the hottest soundtrack of up and coming bants.

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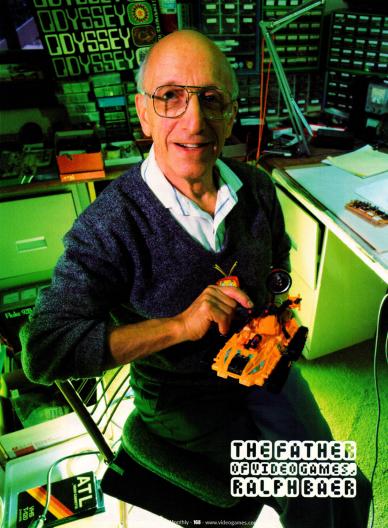
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YOU'VE SEEN THE FUTURE OF GAMES. NOW FIND OUT HOW IT ALL BEGAN.

In 1982, Video Games magazine published an interview between Ralph Baer and editor Steve Bloom in which Bloom referred to Baer as the "Godfather of Video Games." Although it was an honorable title, Baer made it clear in the interview that he would rather be known as the "father of Video Games."

Seventeen years later mainstream historians still don't recognize Baer's proper place in video-game history. The current edition of the New York Public Library Desk Reference states that Notan Bushnell invented video games. Most other resources agree.

So what's the real story? Is Ralph Bace, an engineer with over 150 patents to his name worldwide, really the "father" of video games? Further, if he actually invented video games, what has he done for us since? And why does Notan Bushnell continue to receive all of the credit?

By Leonard Herman Photography by Michael Sexton alph Baer never set out to be an inventor. Upon his graduation from Chicago's American Television Institute of Technology in 1949, he became one of the first people in history to receive a degree in Television Engineering. After designing some electro-medical equipment, he obtained a job with New York-based Loral, where his first assignment was to design a home television set. At first Baer suggested he include some sort of game in the set, but management didn't think much of the idea. So he designed the 'IV and forgot about home IV games for more than 1s vears.

The idea mysteriously came back to him as he waited for the arrival of another engineer in a New York bus station in 1966. At that time Baer was the Division Manager and Chief Engineer for Equipment Design at Sanders Associates inc. This large New Hampshire-based company, which today is a division of Lockheed, developed complex military electronic systems that had nothing at all 10 ow with consumer-oriented products such as television sets and games. Still, the idea of developing a small "game box" that could transmit fun things to a standard television set excited Baer.

Upon his return to New Hampshire, Baer quickly wrote a fourpage paper outling his idea. What he had in mind was a "spotgenerating" device that would place two spots on a TV screen. These spots could then be repositioned anywhere on the screen by rotating built-in "vertical" and "horizontal" control knobs. He accompanied the paper with an elementary schematic that demonstrated how the generator could transmit the spots as well as color background signals to any television set that was tuned to channels 3 of 4.

Baer assigned a technician named Bob Tremblay to build the unit according to the schematic. In one month Tremblay delivered an actual unit that could produce two moving spots on the screen. Baer and Tremblay quickly modified it into a chase game where one spot represented a fox and the other a hunter. The hunter chased the fox and the other a hunter. The fox disappeared if the two soots made contact.

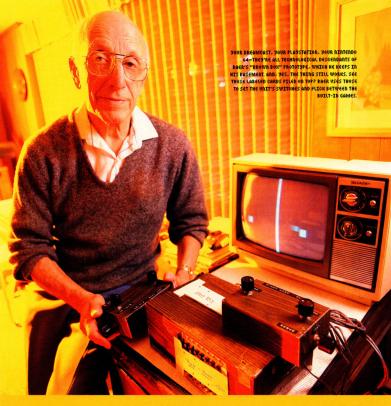
Baer then demonstrated the game to Herb Campman, Sanders' Corporate Director of Research and Development. Although Sanders didn't develop consumer products, Campman was so impressed with the concept of playing games on a TV set that he allocated \$2,500 of further development of the device.

The next step came when Baer had another technician, Bill Harrison, take apart a plastic toy rifle and add circuitry to it. Before long they were using the gun to shoot at a moving spot on the screen and wipe it out when they hit it. The light-guns you wield today are essentially the same as Baer's tow-rifle prototype.

Baer and Harrison were next joined by Bill Rusch, another Sanders engineer. A third machine-controlled spot was added shortly afterward. It evolved into a ball and the two original spots logically became paddles. Video Ping-Pong was born.

Herb Campman was again invited to sample the game, and he agreed that Baer and his team were on to something. Campman allocated another \$8,000, which was used to perfect a new prototype that was demonstrated to the top brass at Sanders in June 1967. Everyone liked what they saw. Although they dion't know what they were going to do with the unit business-wise, they officially gave Baer the go-ahead and financing to continue developing the product and to come up with a business plan.

Baer realized that one problem with the system was its bland graphics. To keep the unit's price reasonable, the system only had the power to create the most minimal effects. It could only generate a vertical line that served as a net, paddles that looked like thiny rectangles and a smaller blip that represented a ball.



Baer experimented with ways to make the graphics more exciting while still keeping costs low. Early on he figured out how to include colorful backdrops for the games. The hardware was modified so it could receive a video signal. Colorful wall charts displaying such scenes as a tentil sourt complete with lines, net and spectators were created. These charts were then photographed with a color video camera. The video signal was sent to the game hardware, which merged the backdrops with the electronic ball and paddles. On screen this gave the impression of a game with sophisticated, colorful graphics.

Baer decided that the cable industry would be the perfect vehicle to deliver these colorful backgrounds into homes that

had the game console. He invited Irving Kahn, the chairman of the board of Teleprompter, a New York City cable company, to Sanders' headquarters to sample it. Although Kahn was impressed, he later rejected the idea because the fledgling cable industry was in deep trouble and he had his own problems.

With or without cable TV, Baer still had the problem of figuring out who would take a liking to the concept of playing home TV games. His device needed a manufacturer. Sanders was simply not in the position to assemble and distribute consumer products. The logical company to build a TV-oriented product was naturally one that also produced television sets.

Baer soon began demonstrating his "Brown Box" prototype to

BAERUNPUUGGED

WE SAT DOWN WITH THE FATHER
OF VIDEO GAMES AT HIS NEW
HAMPSHIRE RANCH HOME TO
REMINISCE ABOUT HIS BROWN
BOW, UNIMAGINATIVE
EXECUTIVES AND NOLON BUSHNELL

tom: rour invention spawned a 57 billion industry. Your grandhids must be proud.

Ralph Barr: Every time I go out west to visit my kids, my oldest grandson, who's 9 going on 10, has me come to class and bring a Simon and open it up and tell the kids what's inside and how it works. As far as video games are concerned, they don't really extrapolate that their

questions. Surprisingly, very few kids ask the question you shouldn't be asking, which is how much money did you make? EGM: So, pardon us for asking, but how

much money did you make?

RB: I can't complain. I've done rather well, 've never made millions. I made millions for the company—100 million bucks by the time I got through with all those lawsuits. We took 56 million bucks from some lawsuits. We took 66 million bucks from lawsuits. We took 66 million bucks from I was in a company of 20,000 employees. I was in a company of 20,000 employees. I test a division behind of 200 people which I ran. I no longer got up in the morning with a rock in my stomach. Total freedom. Next thing you know, they make me an Engineering Fellow in the company. low I can do what I want. I can walk into neetings and tell them they're full of crap, ell them the bullshit they're putting on he board is just that. How do you pay for hat? What is that worth?

EGM: You came up with the concept of home video games way back when you started at Loral in the '50s. Where'd the idea come from?

RB: At that time, I thought, 'jeez, wouldn't the nice if we could do something else with a TV set by tuning to channel 3 or 4 on the stupid thing.' And of course nobody wanted to hear that. So it was percolating in the back of my mind all these years.

several major television-set manufacturers. Although they all marveled at the new product concept, they were afraid to make a move and pioneer a completely new product category.

The opinion of the TV executives changed when Baer demonstrated the product to RCA. There he found people who were interested. Sanders began negotiating but RCA's demands were just too great. When RCA couldn't get all the onerous conditions that they wanted in a license agreement, they backed away from the video game negotiations.

Soon afterward, Bill Enders—one of the main negotiators for RCA—left the company for Magnavox. Baer's demonstration had so impressed Enders that he convinced his new bosses to view a demonstration of the Brown Box. They were equally impressed and before long a contract was drawn up that awarded Magnavox the full exclusive rights to use and to sublicense Sanders' patents and technology to produce video games.

Magnavox's production console was very similar to Baer's prototype Brown Box. Internally the circuitry was practically identical. The major difference was in how players could switch back and forth between the assorted array of built-in games. The Brown Box used i6 toggle switches. Magnavox opted to use plug-in cards, instead of video backgrounds fed in from consider source, Magnavox decided to include colorful overlays that were placed over the television screen to simulate the full-color graphics that were impactacial in 1972.

The Magnavox Odyssey was released in May 1972 to indifferent shopers who viewed it as a novelty. Sales for it were hindered by the fact that it was only available at Magnavox owned stores, where salesmen gave the impression that it could only work on Magnavox televisions in an effort to self IV's also. Meanwhile, Nolan Bushnell founded Atari in June of that year and released the arcade game Pong in October, Although Pong came out several months after the Odyssey, it received a lot more attention because it appeared in popular places that

already had pinball machines such as arcades, bowling alleys and bars. Before long everyone heard of Pong. Magnavox eventually sold about 100,000 Odyssey systems in 1972, but it may have been Pong's success that spurred interest in the home console. People wanted Pong and the Odyssey

the closest thing to it that they could bring home.

Actually, the similarities between Odyssey Ping-Pong and Atari Pong were so close, they raised some eyebrows. To the folks at Sanders and Magnavox, it was just too much of a coincidence that Atari released a game so similar to their own. A little investigation turned up a guest book of an Odyssey demonstration at an open-house held in January 1972 in Burlingame, Calif, by the local Magnavox dealerships. One of the attendees who signed in had been Nolan Bushnell. He saw Odyssey Ping-Pone while he was there.

Pong's success ignited the video-game industry. Even Ralph



ALTHOUGH BACK ALSO DESIGNED UNITS FOR COLEGO (SUCH AS THE TELSTAR ARCADE AND COMMET SYSTEMS). HIS ODYSSEY SPAWNED HUNDREDS OF KNOCK-OFF IF YOU'RE OVER 20, YOU PROBABLY PLAYED SOME OF THIS STUPF AS A RID. Baer fully acknowledges Bushnell for successfully establishing the industry. Because Bushnell's name is so associated with Pong-the first well-known video game-it's easy to see why Bushnell is always erroneously labeled as the inventor.

Magnavox, which had the responsibility for protecting Sanders' patent, soon sued Atari, among others, on the grounds that Pong was copied from the Odyssey. The various parties to the lawsuit lost their case and had to pay up back-royalties and penalties. Atari, represented by Bushnell and his lawyers, opted out of the case and settled out of court. They sublicensed the patent rights from Magnavox for a mere \$100,000 for a paid-up license. The deal of the century? Maybe, considering that Atari

made Bushnell a millionaire several times over.

With rights to the patent in tow Atari moved on to become the number-one name in video games. The name Atari became synonymous with video games just as the name Nintendo would become a decade later. Atari eventually made billions from video game consoles and cartridges based, in part, on Sanders'

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■RAUPH BAGR

patents. Sanders and Magnavox didn't do badly, however, They licensed approximately 100 video-game manufacturers worldwide during the mid-'70s and they collected royalties on cartridges that were covered by the patents. They also launched and won lawsuits against other patent infringers, including Mattel, Activision, Nintendo and Sega.

In most accounts of video-game history, the story of Ralph Baer ends here. Bushnell's life after Atari is well-documented with the many companies that he began such as Pizza Time Theater (Chuck E. Cheese), Sente, Androbot and Axlon. However, Ralph Baer's association with video games didn't end with the birth of the Odyssey. It was only the beginning.

Following the success of Pong, many other companies quickly jumped onto the video-game bandwagon. One of the first was Coleco, which produced a multi-game Pong clone for the home called Telstar. With the 1976 Christmas season close at hand, Coleco jumped the gun and produced tens of thousands of units which they planned to release to stores once they received the critical approval from the FCC. It would have been a good strategy-except that the Telstar failed its radio-frequencyinterference (RFI) compliance testing, which put FCC approval in jeopardy. The FCC gave Coleco a few days to repair the problem, but if Coleco couldn't fix it by the end of the week, the company would have to begin its entire FCC testing process all over again. That would have delayed the release of the stored Telstars until after the lucrative Christmas season. The company would then lose \$30 million worth of business from the inventory that had



magination, there are always 15 guys

EGM: But if they'd liked your game idea... RB: ...then we might have had games much earlier. Well, maybe, because remember, in 1950, transistors were barely a gleam in our eye. Transistors were very rudimentary. Nobody could even dream of using them in a consumer product. And to build a game with vacuum tubes...it's possible. I started that way. That little four-tube chasis on the table there was the move a spot around on the screen and that we knew how. Everything was cludgy and

would have been possible, I guess.

EGM: When you were demonstrating your prototype, did you ever fear that video games might never take off?

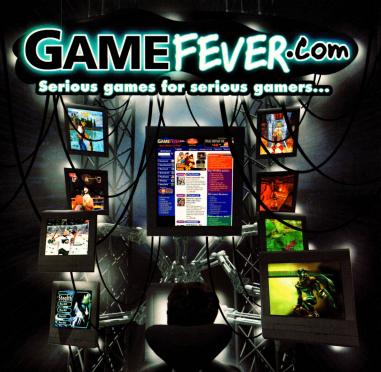
RB: No. I knew sooner or later we'd find somebody. It was just too good—once we had the Ping-Pong game going. Bingo! That was it. We knew we had something. EGM: What if you had never come up with

the idea for the Brown Box?

RB: Someone else would have come up with it. Look at the other track. I did this work in the '6os and in '72 the Odyssey shows up. Seven, eight years later, Steve Jobs and Wozniak build Apple II. What's

the first thing you did with an Apple? Play very primitive games, right? Maybe home games would have become a derivative, a cheaper version of computer games. Take the Apple, take the keyboard off. Take the other bits you don't need off, plug it into your home TV set and you have a game. Then again, If I'd done nothing and Nolan [Bushnell] plowed ahead with coin-op games, it may have dawned on him a year or two or three later that you could reduce his thing to a home version.

EGM: Have you ever met Nolan Bushnell? RB: Nolan and I met on the steps of the federal courthouse in Chicago in '75. against Bally, Midway and a few others-



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already been produced and was sitting in the warehouse.

Coleco's president turned to Baer, whom he had met

collects president turned to Base, whom he had met previously, for help, By coincidence, Baer controlled an RFI test lab at Sanders. Baer was more than happy to offer his services if Coleco first signed Magnavox's Licensing Agreement. They did so the next morning and testing began on Wednesday, two days before the deadline. On Thursday Baer figured out the solution to the problem and on Friday Coleco received its approval. Baer saved the company from a major disaster.

This episode began a fruitful relationship between Sanders and Coleco. Sanders and Baer were signed to develop two videogame consoles: Combat, which had tank-like controllers built into the unit, and the Telstar Arcade, a triangular-shaped unit that had a light pistol and steering wheel built in. The console acceted triangular cartridees for additional games.

accepted triangular cartribges for adoutional games. Bear also invented and licensed to Coleco a video-game peripheral for preschoolers that operated in conjunction with an audio tape player. As a story was read from the tape, children were directed to perform certain simple game-like tasks on the screen. If the tasks were performed correctly, the tape acknowledged the feat and continued. The device was called the



and Attari, I met Motan. He had a lamyor with him, and I was with a couple of our lawyers, and we shook hands and exchanged a few words. Within days Motan got together with our lawyers and decided to take a license. He must have figured it was the better part of valor to spend a few bucks, take a license and have Magnavox protect him from all the knock-offs.

EGM: Do you think Bushnell benefited more than he should have from your work?

did all the right things. I have no problem with that. The only problem I had was that he always claimed to be the inventor. Get It straight: He invented a coin-operated game in 7s, Computer Space, and he knew nothing about ne. So he independently came up with the idea of doing a coin-operated video game. No doubt about it. The fact that I had done the work earlier than he did has nothing to do with that concept. He wasn't thinking of nome games. He was thinking of acade games, and that's a different thing. It wasn't unlike saw my work, the Magnavo Odyssey.

game, that he saw this is a much bigger thing than coin games. That's when the light dawned on him. Of course, he would never admit to that, and I don't bisme him because from years a big success out there so he had his face in front of the camera all the time. He was a good-looking, photogenic guy, bright, personable. Well, he was also a licensee, but I wasn't gonna piss all over a licensee, but after a while I began to stick in my craw. EGM: Do you still keep up with games?

KidVid and had been designed to work with Atari's hugely popular VCS (2600) game console. Unfortunately, Coleco followed the "Magnavox Primer to Video Game Marketing" and advertised the KidVid as a companion to its Gemini, a 2600 clone. Most owners of the 2600 weren't aware that the KidVid worked with their console and completely ignored it. Today the KidVid, and the Smurfs and Berenstain Bears software that was released with It, are quite rare and highly prized by collectors.

Baer's final project for Coleco was a system that would marry Coleco's Coleco's Coleco's Coleco's Coleco's Sole or their Adam computer with a s-inch version of the RCA Selectavision videodics player. In effect, this was the precursor of the modern COR-POM. In anticipation of this system Coleco spent \$5 million for the home rights to Dragon's Lair. Unfortunately, due to Adam's failure and Coleco's consequent financial problems, the greatly anticipated unit never saw the light of day.

During the past 15 years, Baer continued to invent electronic

toys (such as the perpetually popular Simon by Milton Bradley) and gadgets-first in his spare time and more recently on a fulltime basis. His interest in video games never waned, as a trip to his workshop could attest. The workshop, which occupies most of the basement of his sprawling ranch home in New Hampshire. reveals old Atari and Nintendo consoles hooked up to TVs. They are not there for his amusement. Instead, Baer uses them to demonstrate new video game peripherals. For instance, he hooked up an exercise bike to the Atari console and used it as a controller for racing games such as Night Driver and Enduro. While he doesn't have either a PlayStation or N64, he keeps abreast of today's technology and is very impressed with the strides that Sony and Nintendo made for the industry. However, he doesn't need to work with the new systems to invent products for them. His latest invention, still in a rudimentary form on an old NES console, will be an exciting new peripheral that will work on any game system. Unfortunately, the highly competitive

The second secon



RECORDED HISTORY: THESE FOUR PAGES CONTAIN BACK'S FIRST SCRIBBLED NOTE FOR A HOME VIDEO-GAIME SYSTEM. HE WROTE THEM BACK IN 1966. WHEN HE WAS ONIEF ENGINEER FOR EQUIPMENT DESIGN AT SANDERS ASSOCIATES, CHECK WWW.BALPHBACK.COM FOR MORE INFO.



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THE Odyssey



Just as there is constant confusion about who invented the infirst video-game console, there's also confusion about whether that first console, the Magnawox Odyssey, was the first programmable machine. A programmable console is one that can play different games by loading different programs into it. The Sony PlayStation and Mintendo 6a, for example, are both programmable machines. This is opposed to a dedicated machine, which has games premoraramed into.

programmed into it.

The TACHILLE of August 1 of Augus

The popular consensus is that the Fairchild Channel F system, which debuted in August 1976, was the first programmable machine. This system, unlike the dedicated systems that preceded it, had a slot into which bulky yellow plastic cartridges (which closely resembled 8-track casestees) could be inserted. These cartridges contained a ROM chip that was

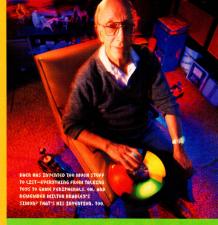
encoded with a game program. Each time a cartridge was inserted into the system, a different program loaded into the console.

The original Odyssey was packaged with six circuit boards and several more were available optionally. Each of these boards caused the simple ball-and-paddle graphics of the Odyssey to behave or appear differently. In other words different games could be played on the Odyssey by changing the boards. If that's the case, wouldn't the Odyssey—and not the Channel F—be the first programmable console?

The answer is no...and ves.

In the case of the Odyssey, all of the different games were programmed into the system just as in any other standard dedicated machine. In other machines the different games were accessed by flicking a toggle switch or turning a knob. The boards inserted into the Odyssey weren't actually cartridges; they were more like keys that told the machine which program to run.

So the Channel F was indeed the first true programmable console. The Odyssey, on the other hand, was the first—and only—programmable/dedicated console. It was definitely a unique machine in more ways than one.



play games. I don't have the time. I don't have the patience. I don't have the dexterity to play games.

EGM: Are you surprised at how big the industry has grown, at its

RB: Of course. You have to be surprised at how everything has mushroomed. I still use an Apple in my lab. It has 64,60 memory, not 64, megabyles. And that's only sy years old. It's just incredible what's going on. I'm not going to be around to see all the fantastic things that will happen in the next 25 years, but it's just unbelievable. We're already down to the molecular level in screwing around on the chip. Pertly soom vere gonna run out of the ability to lay down transistors and other components on the chip, because we're optically limited by wavelength, and then we get to the problem of parts so small they begin to approach molecular size, and everything changes inside. So now they're already screwing around with moving molecules, and there are chips that use optical technology for communicating (between elements on the chip). We're only in the beginning of things.

nature of the video-game business prevents him from disclosing any detailed information about the new product before he has secured adequate patent protection and a licensee. After all, Baer has learned the value of patents having spent the better part of 20 years helping to protect both his and Sander's patents in and out of court.

Although now in his mid-'70s, Baer displays a child-like enthusiasm when he demonstrates his inventions. Despite the number of patents in his name—from talking greeting cards to interactive cable TV—it is still the Brown Box that he's most proud of. The original prototype of the first video-game system sits in a special part of his lab. The world's first light-gun sits alongside it. Both are in remarkably excellent working conditions.

In a world filled with 3D graphics and stereo sound, the most remarkable thing about the Brown Box becomes clear when it's switched on. The game's still just as much fun to play today as it was 30 years ago. That alone is a testimony to the everlasting appeal of the work of Ralph Baer, the father of video games.

The Most talked-about

Most satisfying

Most magical

Most romantic

Most engrossing

Most interesting

Most recommended

RPG of 1999

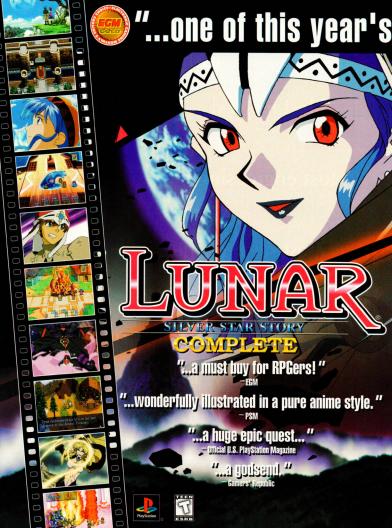
Will gain one final title on January 1, 2000:

Most hard to find

On that day, sales to retail of LUNAR: Silver Star Story for the PlayStation® game console will cases. Forever. The end. Omega-time. Sales have far exceeded our expectations, and being the mentally-dailenged non-MBA gaming-types we are, we thought it would be kind of cool to say "Enough! All the cool peculiar but know what's up have already bought the game anyway. Had the experience. Are probably listening to the free soundtrack and fonding the other free stuff right now, laughing at the ignoramuses (or is that ignoram? We never can remember...) who still call anime that freaky Speed Racer stuff. Why not keep this game at least a LITTLE bit of a secret and make the penny-pinches who haven't bought it yet end up paying too much on eBayTM when they realize what a terrible mistake they've made?"

So, if you think that passing on the "Ghaleon Experience" has something to do with floating Spanish doo-dads, you're definitely missing the boat. In that case, about all we can offer you by way of consolation is "Ignorance is Bliss. Keep your damned tainted burger-emporium-earned money, you freaking spaz. You're not worthy. And don't count on your momma savin' your sorny butt with her awesome foresight, 'cuz she already spent the family dough on wunder bread and kool-aide. Bon Appetit!"

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Air combat so real you can taste it.

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People • Hardware • Concepts • Software

Each year, we see a number of significant innovations that truly change the way we think about video games and the games industry from that point on. These trendsetters can involve anything from the rise in power of a particular developer or publisher, the acceptance of a new technology, the dawning of an entirely new concept or even the actions of an individual, and each year as we look back it's possible to pinpoint the slickest, most important elements in video gaming.

Last year was the first time we introduced this feature—we wanted to provide you with a list of the 50 things we thought would really make a difference in 1999. You can see last year's list on page 200 along with our coments on how the industry developed. On some things, we were spot-on...whereas elsewhere we were maybe a little ahead of our time.

Next year looks set to be one of the most exciting yet in the history of video games. We have new technology emerging, new systems and all manner of new concepts which will genuinely change the way both hardcore and casual gamers look at the fastest-growing entertainment form in the world. Over the next 20 pages we will introduce you to the people, the hardware, the concepts and the software that will make the biggest impact and the most difference.

There are always so many influential things worthy of mention each year, but alas we only have room for 50. We look forward to what Y2K will bring.



There have been few games in history as eagerly awaited as Rare's Perfect Dark...and in light of the recent Perfect-Dark-delayed-to-get-Donkey-Kong-out-the-door debacle, gamers around the globe have been whipped up into a frenzy.

So what's the deal? For those of you who've been living on Mars, in a cave, with your fingers in your ears and wearing a blindfold, Perfect Dark is by the same team responsible for one of the most successful

video games of all time, GoldenEye ooy.
Perfect Dark uses a vastly enhanced version
of the 3D engine used in the original game,
and eschews the James Bond story line in
favor of an original cyberpunky yarn about
aliens, nasty global corporations and bad
guys intent on ruling the world.

The central character in all this is young Joanna Dark—sleek, sexy, dressed in black and tougher than a gang of pissed-off ninjas on PCP. She's got a collection of gadgets and gizmos that will make 007 jealous and an arsenal of high-tech weaponry that will get anyone excited. Wanna shoot through walls? Joanna's got the hardware.

That's not all that's cool about Perfect Dark. There'll be multiplayer games to keep you competitive (or cooperate with a pail), and a way of interfacing with your Game Boy Camera so you can map your own noggin onto multiplayer characters in the game. Everyone's going to be talking about this.









Killer Zap

When Capcom announced it was delaying Resident Evil: Code Veronica until early 2000. we heard a collective "Awww crap!" from half a million U.S. Dreamcast owners, (No. really, You guys are loud.)

We feel your pain. With a scenario written by Flagship, Code Veronica seems more like the true seguel to RE2. It picks up months later, with Claire Redfield hot on the trail of her missing big bro, Chris. Capcom claims the game is nearly twice the size of RE3. Packed on two GD-ROMS, Code Veronica also resurrects RE2's "zapping system," You'll beat the game as one character, then as another -



except now you'll notice more interaction between your games. "The first person is the younger sister and the next person is the brother," Flagship head Yoshiki Okamoto told us. "Depending on what the first person does, it alters the plot. If you break open a building, the other person will see it broken. It's more like real zapping,"

Heck, we're just happy to have a genuine sequel. We bet you are, too.

New Uses for Handhelds

The Swiss-Army Gaming System



Gone are the days where handheld systems were nothing more than portable gaming devices. As technology improves in other areas of computing, many of the ideas are making miraculous transitions to both the Game Boy and other devices such as Sega's VMU.

Next year it's all set to go completely crazy as we see things blossom in ways that we never expected. On one hand we're seeing the Game Boy adapt to functions like those found in cheap PDAs-games like Infogrames' Mission: Impossible turn the 10-year-old handheld into an address book and even a TV remote. Elsewhere we see the Game Boy adapt itself to be a remote control unit for RC cars. You'll notice that still elsewhere in the Slick 50 there are references to Wireless gaming-and we'll start to see this as game companies tap into the advantages of online "gaming on demand" through handheld devices.

What's most incredible is yet to come though. When Game Boy Advance finally shows itself we'll see the handheld prove itself still further as it doubles as both controller and butch-VMU for Nintendo's Dolphin system.

Yes, handheld technology may have remained still for 10 years. But it's about to take a huge leap forward.



Co-op Play

Stop Playing With Yourself

Here's something long overlooked in console gaming — but something that is slowly becoming more and more fashionable. We've had deathmatch and head-to-head games for years. People are only just now starting to appreciate the joys of playing cooperatively.

A concept that's been evident in PC gaming for some considerable time, co-op gaming has as yet only appeared in a few good games on consoles. One of the most enjoy-bel recent examples was the N64 version of Rainbow Six, in which two of you can work together and cover each other's backs og et through each mission. The sense of teamwork it inspires is unsurpassed, and it brings a whole new level of enjoyment to the multiplayer experience. Expect to see a lot more of this—both in games where you sit together and play, and later in the year in online Dreamacst sames.

Dolphin

Nintendo Grows Up

"Even when we were working on Wave ace," Shigeru Miyamoto told us, "we realized that the M64 was not powerful enough for that kind of game." The Dolphin project (still the work-in-progress title, not the final name of the system) is clearly Nintendo's answer to Miyamoto's development dreams.

With strategic alliances forged with numerous technology powerhouses—Silicon Graphics, S.3, ArtX, IBM, Matsushita (and smaller guys like Factor s)—it's clear that Nintendo isn't messing around and is intent on taking the challenges from Sony, Sega and Microsoft head-on.

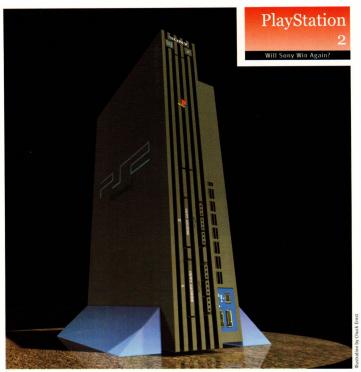
"Dolphin may follow the same concept as N64," Miyamoto continues, "which was originally called Project Reality. It will have much more functionality with advanced

technologies, like Al. It is becoming much easier for us to install actual Al into the game characters because we are going to have a much more powerful CPU, which should be enough to realize this concept. Rather than the calculation ability, it's the ability to simulate something real."

We don't know exactly when Dolphin will hit the U.S., but you can bet the big N has huge plans for it. Can Nintendo return to the top? This system might take them there.



Illustration by Lisa Blackshear



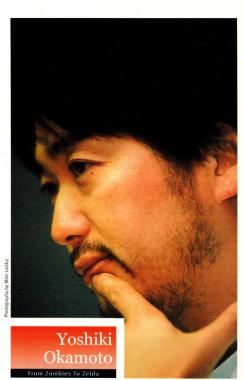
Sony amazed the world in early March when it showed early demos of its "Next Generation PlayStation." Later in the year it amazed everyone still further with more advanced demonstrations of what PlayStationz could do, along with a long list of developers and games that were already in development, and a final Japanese release date: March 4, 2000.

In typically bullish Sony fashion, the company's expectations for the new system are

very high. A million units are expected to be sold within two days of the Japanese launch. If this happens, it will assert Sony's dominance as the all-conquering force in video gaming even more.

So far 46 North American and 27 European companies have joined the 89 Japanese developers producing games for the system, and there are currently nearly 100 titles in development. That kind of support only comes when everyone concerned is convinced of the new system's potential. Sure, initial pricing in Japan seems a little steep (39,800 yen, which is approximately \$375) but when it is released in the U.S. toward the end of 2000 (current estimates place it at a September launch) we expect to see it arrive at something close to a \$249 price point.

The next-generation console war is about to begin—and the stakes are higher than ever. Still, PS2's success seems assured.



He once came to work clad in a cow costume. Few films influenced him more than George Romero's ultra-gory zombie flicks. Odd traits for a legend, huh? But make no mistake: Okamoto is an industry icon. Formerly one of the top guys at Capcom, Okamoto formed his own company, Flagship, two years ago. Most gamers know Flagship as the scenario creator for Resident Evil 2 and Dino Crisis, but this company's influence is

hardly limited to the world of survival hor-

ror-thanks to some heavy-hitter investors. "Flagship is a subsidiary of Capcom," he told us. "But the capital of the company is also from Sega and Nintendo."

You see support like that, you gotta expect big things, And Okamoto won't disappoint us in 2000. His company has already wrapped up the scenario for RE: Code Veronica for release early in the year. And Flagship's also creating the scenarios for Link's upcoming trio of Game Boy Color games.

Slick Disasters

Five things that should've been Slick, but turned out to be nasty fall-on-their-face failures.

1 Superman

Titus took the world's greatest superhero, spent years working him into a game and then released what has to be one of the worst titles ever produced. It's certainly the worst N64 game of all time (and it's up against some stiff competition) and possibly the worst game ever. It received the lowest scores the Review Crew had ever given.

2 PocketStation

It's Sony's super gadget that should do for the PlayStation what the VMU does for the Dreamcast, It's a memory card and a cool PDA that you can download games into. And...it's not coming out in the U.S. The system has been plagued with both battery and supply problems in Japan-so we're not getting it here. Maybe there'll be a PocketStation2?

3 Sega's Manufacturing **Problems**

A spectacular system launch on 9.9.99 could only have been spoiled if some of the games didn't work. And they didn't. It was a minor hiccup, but a bunch of cool games, including Sonic, were affected thanks to a manufacturing glitch.

4 Perfect Dark Delays

Rare's follow-up to GoldenEve has been pushed back to April 2000. If there's one game every N64 owner wants...this is it. Instead you get Donkey Kong 64. Hope you have a lovely Christmas.

5 Dreamcast **Online Gaming**

The prospect of playing your buddies over the Internet on your Dreamcast was quashed when Sega announced that the full network won't be up and running until September 2000. Not quite what we wanted.

The VMU

We Wish We'd Thought Of That

You can save sames on them. You can download mini-games onto them. You can raise Chaos and other virtual pets on them. You can push them together and pass information back and forth on them. You can use the screen to do secret stuff in games. You can use them as a calendar and a clock. Possibly the most versatile peripheral for a games system ever made...and we bet Sony and Nintendo are kicking themselves because they didn't think of it first. Expect to see some coopweats.



Photography by Ted Tambu

Treasure

Games For The Hardcore

Despite being a small developer, Treasure has continued to put out quality titles on all systems. With roots firmly planted in the golden days of Konami, Treasure is often heralded as a hardcore gamer's company. Their games are quirky, but always accessible. Titles like Rakugaki Showtime and Silhouette Mirage show off the eccentricities of Treasure's design, while others like Bangaio and Radiant Silvergum present straightforward, but ultimately timeless gameplay. These guys are forever slick.

AT&T

Online Gaming Visionaries

AT&T has more than proven themselves as visionaries and pioneers in the online gaming arena by partnering with Sega to provide Internet access for the Dreamcast. It doesn't end there, though. You'll be hearing more and more about AT&T's activities as the results of their acquisitions of cable companies such as MediaOne become more and more apparent. If anyone's going to bring broad-bandwidth Internet and high-speed online gaming to the masses, it's soing to be AT&T.

DVD

Lots And Lots And Lots Of Space

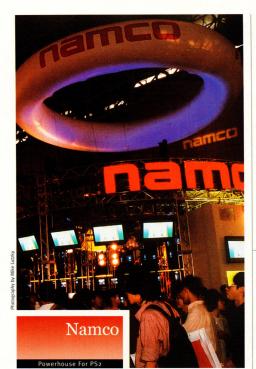
What do new PCs, Microsoft's X-Box, iMac DV, PSa, Dolphin and center of most people's home entertainment system have in common? DVD...or Digital Versatile Disc (not Digital Video Disc as many think). It looks like a CD, feels like a CD, but is capable of holding a considerably larger amount of data than the CD-ROM. It's been creeping into the mainstream for the past year now, but once the new systems are available this will be the storage medium of choice. Kiss cartridges goodbye forever.



Music Games

Move To The Groove

It's pretty safe to say that pretty much everyone seriously doubted the impact music game like Beatmania would have on the game industry. And now that they've proven themselves a success, we can expect to see a lot of products capitalizing on playing music, tapping rhythms, dancing and generally getting into the groove. If there's one way to get more people interested in video games, it's to communicate to them in a language they understand. What better way that through music?



In last year's Slick 50, we salivated over Namco's development for the Dreamcast. Now that we've seen what Namco has done on that system, all thoughts turn to their devotion to Sony's PlayStationz. As history repeats itself in 2000, we're going to witness another powerhouse combo between Namco and Sony; the bottom line for the PS2 is that Shin Ridge Racer and Tekken Tag are going to the the ultimate consumer abhodisiacs.

Case in point: Systems programmer Katsuhiro Harada, the man behind the latest Tekken Tag movement, has a reputation as the best Heihachi player in Japan—he's appropriately nicknamed Shinjuku Heihachi Harada. His systems design in Tekken 3 has aroused legions of loyal fans who swear by his name. After gettling hands-on with PS2 TTT, we think the generational leap in graphics and representation will be more than worth the price tag. We're going to set ourselves up for the next year's Slick 50 feature, and say how we're salivating at the thought of Namo's future PS2 developments.

3D Cartoon Games

Graphics With Style

Get ready for a mini-revolution in game visuals. We're about to see games jump to a hybrid of hand-drawn artwork and 3D, polygon-based imagery. You've seen how cool some of the scenes in Matt Groening's Futurama look—the way the spaceships zoom off and fly into the distance with an eerily realistic look? Now imagine that same unique style in a video game. Trust us: It'll catch your attention when you see it.

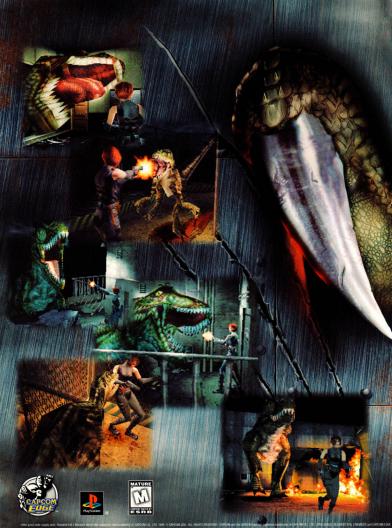
We're already starting to see the way things are going, with Sega's incredible-looking let Set Radio being one of the first to display a "new" look for a video game (Space Channel 5 has its own style, too). At first it seems just music-based rhythm games will be the first to get the makeover, but expect RPGs and even fighting games to follow suit over the next year.

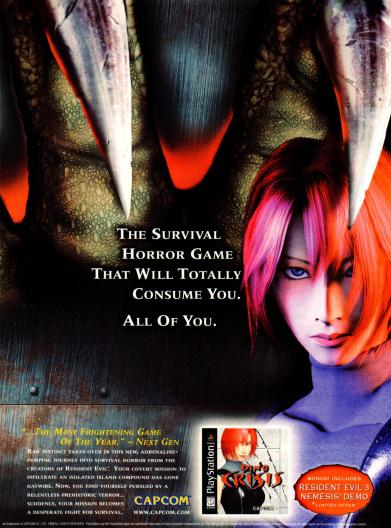
MSR

Bizarre's Return To Form

Bizarre Creations has been beavering away on Metropolis Street Racer for some considerable time now. Originally unveiled at E3 last year, it's been slipping further and further away in terms of release date with each passing month. Will it be worth the wait though? You betcha. With real-world environments built from topographical and digitally captured data from the real cities, and a wide variety of accurately modeled real cars, the game looks absolutely stunning. Some of the models have to be seen to be believed; the Honda S2000 looks amazing, and handles incredibly well.

Could MSR be the Dreamcast's Gran Turismo? Maybe. It certainly looks like it's going to be the definitive sports car racing game for a while. There still isn't a definitive release date—but once this one comes out, it'll be the game by which all other DC racers are compared.







Pokémon Gold & Silver

Genuine Mainstream Franchise

It's not often that a Game Boy game is so big that it makes the cover of Electronic Gaming Monthly, but Pokémon is such a huge phenomenon that it more than deserved the attention.

Now responsible for more than \$5, billion in revenue, the franchise just seems to keep growing and growing. If nothing else, Pokémon is proof that video games can produce world-class mainstream entertainment franchises just like any other entertainment form. In the run up to Christmas, there's a

movie and yet more merchandise set to hit store shelves—as well as the long-awaited Yellow version. The real big hit will be in early 2000, though, when Nintendo finally unleashes the "proper" sequels to the existing games. Pokemon Gold and Silver will introduce more than 100 new Pokémon onto the public and yet more merchandising and marketing opportunities to fuel the business.

Anyone who thought the bubble was going to burst sooner rather than later was most definitely wrong.

Hammerhead

Porting The Impossible

Back in Quake's heyday, developers scoffed at the idea of porting id's hellspawn to the PlayStation. Funny thing, though: No one told U.K.-based Hammerhead Studios that such a complicated 3D shooter couldn't be ported. Their flawless version of Quake II for Activision is packed with all the eve candy of the PC original, and it even runs four-player split screen at 30 frames per second. "We made the PlayStation do things that the PlayStation is best at, not what the PC is best at," Hammerhead coowner and programmer Chris Stanforth said when we asked how they did it. Originally formed by developers from Travellers Tales, Hammerhead worked on 16-Bit titles and ShadowMaster for the PlayStation, They're one developer that can squeeze everything they need out of a console, and we're eager to see their next project: an action game based on a comic book character.

Mario Adventure

Mario's Last Dance on N64?

Mario is still the king of video game franchises, but he's not set to reappear in his next blockbuster for quite some time. The sequel to the groundbreaking Mario 64 isn't set to appear until the launch of Nintendo's Jolphin, so in the meantime you could do a lot worse than check out Mario Adventure a game that is technically the sequel to the Square-developed Super Mario RPG that appeared on the SNES.

Using a unique blend of 3D backdrops and flat, sprite-based character art (similar in style to Somy's PaRappa and Umjammer art) the game is certainly unique in style. Hardcore gamers will lament the lack of Square's involvement this time and cast some doubt over its quality, but its success seems assured regardless of quality. Mario still has the maric.

Realism

More Than Just A Head Shot

As gaming technology gets more and more advanced, we're seeing some incredible advances in the degree of video-game realism. Want examples? Look at anything from the unflinching violence found in games like Medal of Honor and Rainbow Six to the spectacular attention to detail in the new sports titles currently hitting the market. Sega Sports alone has raised the bar. and as the year progresses we will see further examples of the line between reality and interactive entertainment blurring.





Pokémon Card Game

Geeks Everywhere Love It

As a way of taking the experience away from a video-game environment, few products have captured the necessary spirit as well as Wizard of the Coast's card game. It works on so many levels, both as a way of Pokémaniacs feeding their collecting obsession still further and as a way of introducing new players to games like Magic the Gathering. No one ever thought it was going to be this popular.

Team Calibur

Developers With Soul

Did you really think Soul Calibur was going to escape our Slick 50 this year? Not only is it without a doubt the best game on the Dreamcast, it's also our favorite fighting game of all time. If you could credit one individual for the shining example of how a Dreamcast game should look and play, it's Ko Onda-the man who held Team Calibur together during its rigorous Dreamcast development cycle.

To achieve Soul Calibur's perfection, Onda and his crew worked relentless hours, sometimes not leaving Namco's R&D offices for days at a time. Rumors late this year pointed to a rerelease of an upgraded Soul Calibur in arcades with new character models and all the goodness from the home version, but Namco has since given us word that the project has been scrapped. The unofficial line is that Mr. Onda and his team are instead working on a proper sequel that will see the light of day on PlayStation2. What a shame we won't see it on Dreamcast, Early reports indicate that Soul Calibur 2 will focus even more on differentiating styles between the various weapons, thus making each of the characters more unique, EGM salutes Ko Onda and Team Calibur. You guys are unbeatable.

Eternal Arcadia

Sega's Answer To Zelda?



Developed by Sega's Phantasy Star team, this game is eligible for the Slick 50 simply because of that fact alone. But when you look into things further, it's clear that Eternal Arcadia is something of a special case in the world of RPGs. The Dreamcast lineup in this department may be a bit weak so far (Evolution and Time Stalkers are both a bit disappointing) but Sega's Software R&D Dept. #7 (snappy name for a team, eh?) is determined to make Arcadia a genuine step forward for the genre.

Set in a world of pirates, islands floating in the sky and flying ships, the game is, of course, entirely rendered in 3D. The overworld is a vast 3D environment which players traverse in enormous flying galleons. But unlike in many RPGs, this overworld is a true 3D environment and very much part of the game-players will be able to move their ships around and even engage in huge flying battles.

The real meat and potatoes of the game though will be the adventuring aspect, which revolves around the exploits of Vyse. He's the hero of the story who must fight against the Black Pirates as he continues with his quest.

There are still very few details on gameplay specifics, but it's already clear that if anything is Sega's Zelda, this is it.



The First Step To The Next Level

No one can deny that Sega really cocked things up when they launched the Dreamcast in Japan. The system was rushed out, the games were either crappy or buggy and the Japanese games-playing public snubbed it for the insult to them that it was. It looked like Sega was doomed, and everyone looked on and wondered when they were going to pack everything up and just become a software developer.

Who would've thought that subsequent

launches in the U.S. and Europe could've seen such a reversal in fortune? The Dreamcast is an unprecedented success now. In the U.S. it is already way ahead of its projected targets and has secured its place in history as the most successful system launch in history. Originally Sega had intended to sell a million units by March 2000, but if things continue at the rate they've been going, there will be a million Dreamcasts in America before Christmas.

Once the new systems from its competitors arrive, Sega will be well-established and be forging ahead with its visionary plans for online gaming networks. It will already be hitting that all-important second generation of game titles that - believe it or not-will put even early blockbusters like Soul Calibur

Sega is well and truly back in the saddle and their phoenix-like rise should be applauded by all gamers.

Neversoft

Super Dudes

Recently slapped on the back repeatedly for their sterling work on Tony Hawk Pro Skater (easily the best skating game ever), this small L.A.-based team is at the heart of Activision's recent Marvel Comics announcements. With Spider-Man in the works and set for release next summer, and a number of possible X-Men titles in development, Neversoft will certainly be a name on everyone's lips. Heck, Activision liked Neversoft so much, they bought the company. Sounds like a good deal to us.











Erik Kraber

Dreamworks Sound FX Guru

Video-game sound editors, listen up: If you want effects as amazing as those in Dreamworks' Medal of Honor, take your gear to war. "Most of the sounds are field recordings I did when we went out with Captain Dale Dye for boot camp training in the middle of the desert, in 114-degree heat," Erik Kraber, the game's audio director, told us. "We're out there with my microphones and DAT recorder melting, trying to get as many recordings as possible of all different sorts of hand weapons and rifles

and shotguns." No microphones were injured in the making of this game-even though Kraber placed mikes near targets to capture the whiz of speeding bullets. But if all the desert warfare seems like an unconventional way to build game sounds, well, Kraber is an unconventional sound designer. After nabbing a degree in filmmaking, he worked a brief stint at Skywalker Sound and on effects for Seven, Species and other flicks. And while sound design for games is still kinda new to Kraber (he's worked on about five games so far), his film background gives him an edge. Medal of Honor's 180 minutes of incredible background effects are proof enough of that.



Controller-Specific Games

Rods & Rumblings

As the technology that goes into actually making the games improves, it's cool to see more interesting ways of actually controlling them. On one hand we have games that use the Dual Shock especially well-like the under-appreciated Ape Escape - while on the other we have things like the fishing controllers, wheels and light guns, Good control makes the immersive experience more convincing. And that's a good thing.

Game Customization

The Way Ahead

The future of gaming is fully customizable. No developer worth its salt would dare put out a wrestling game without a create-a-wrestler mode featured prominently. Sports games across the board are slowly offering more and more options to make your playing experience unique. Rare is set to really push the boundaries with Perfect Dark next year when they let you build multiplayer personas using images captured with the Game Boy Camera.

Throughout 2000 expect the Dreamcast to lead the way thanks to downloadable patches and add-ons before we get the really juicy stuff when the DC camera is unleashed. Elsewhere we're set to see more and more create-a-player features and other such goodness that let you make the most out of your games.

Bioware

Dreamcast Darlings

Currently one of the jewels in Interplay's development crown, Bioware has been making something of a name for themselves over the past couple of years.

After impressing everyone with the quality of its AD&D RPG Baldurs Gate, the team then impressed everyone even further by provoking spectacular sales figures for a PC game. In 2000 we'll see Bioware turn its considerable talents to the PC-like development environment of the Dreamcast. It is already committed to being one of the first teams developing an online game for the system (a consolized version of Baldurs Gate) and is also set to show us what it can do with an action game. Having taken the reins of the MDK franchise from Shiny, we should get to see the design savvy, graphical expertise and bizarre sense of humor of the team when the game is released at the end of 1999. This is a gang to watch.

Visual Concepts

SOA's Big Gun



They're the guys behind NBA Action '98 for the Saturn, Weapon Lord for the Genesis. One for the PlayStation and many others. They've made games for the 8-Bit systems, the PC-even the Apple IIGS. VC has been around for a while, but chances are you didn't know their name until you played NFL 2K.

Bought by Sega last year, Visual Concepts has become the company's most important stateside developer. Its current blockbusterin-waiting, NBA 2K, is due any day and looks to replicate NFL 2K's tight gameplay and attention to detail. But it's the stuff that's coming next year that has us really excited, Take Floigan Brothers, which promises a novel two-character system that we don't understand yet. We just hear it's way cool, "The idea behind Floigan Brothers is that it looks exactly like the best cartoon you've ever seen," said VC president Greg Thomas. "And we wouldn't have attempted it on anything but this machine."

Visual Concepts is also looking into new types of multiplayer experiences. "Online is so infantile," Thomas said. "People are still playing deathmatch. You can do so much more."

As far as what that "more" might be. Thomas ain't talking, We'll just have to wait until next year to find out.

Marigul

Masters Of The Double D

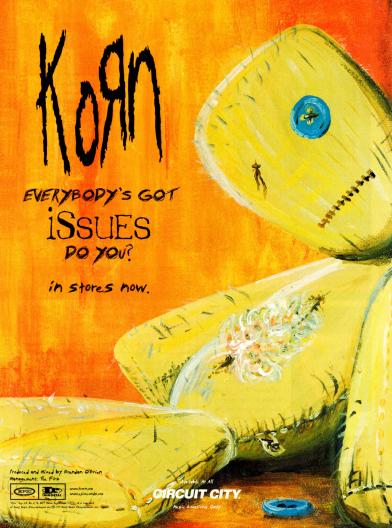
You probably haven't heard of Marigul, but you soon will. The company (a subsidiary of Japanese conglomerate Recruit), has teamed up with Nintendo before. Two of their latest and most popular titles are Derby Stallion 64 (the N64 version of the ultra-popular Japanese horse racing franchise) and Pikachu Genki Dechu (a virtual pet game for the N64 where you talk to Pikachu through a microphone peripheral). Lately they've been hard at work on the entire slate of 64DD projects and Custom Robo for the N64. As a second-party game developer for Nintendo, they're one of the up-and-coming names.

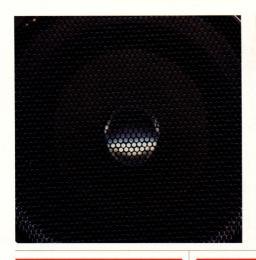
While we won't see 64DD games in the U.S. you can bet that their influence will have repercussions throughout the industry. After all, Marigul is pushing customizable games to the extremes with the existing technology.

Consultants

Mr. Smartypants

While working on Virtua Fighter, Yu Suzuki sought help from an Aikido master. Metal Gear Solid creator Hideo Kojima took his staff on field trips to military bases. But lately it seems expert consultation has become an increasingly important step in game development. After all, Tony Hawk had major input in Activision's Tony Hawk Pro Skater, and that turned out to be the best skateboarding game ever. But for the most extreme example, look at Dreamworks, which hired retired Marine Captain Dale Dye-the entertainment industry's top military know-it-all-to make Medal of Honor's combat feel real. Dye dragged the team into the desert and subjected them to boot-camp conditions (two staffers nearly passed out from heat stroke), Considering how well Medal of Honor turned out, we reckon the risk to developer life and limb was worth it.





Surround Sound

What's That Behind You?

As the technology becomes more and more commonplace in everyone's living room, it was only a matter of time before games and systems would take advantage of the advances in sound technology.

Both PlayStation 2 and Nintendo's Dolphin make use of Dolby Digital Sound and DTS, while developers are also pushing what they can do with current systems. Many teams are encoding their current proiects with surround sound setups, and the results are always startling. Once you've heard something creeping up behind you, or missiles flying from one side of the room to the opposite side behind you, it's hard to go back to boring old stereo.

Surround sound is inevitable, and that's why it's slick. Sooner or later it'll be a part of every game whether you like it or not.

Rvo Hazuki

Sega's '8os Hero



Who? Rvo Hazuki is the central character in the \$20 million production headed up by Yu Suzuki-the incredible Shenmue. When the game eventually sees a final release date, the degree of anticipation for it will be so great that long-time Sega fans will be practically bursting.

As you may or may not know, Shenmue is a huge sprawling role-playing adventure set in

China in the mid-'8os, Featuring a variety of gameplay styles, an intricate plot and some of the most incredible visuals yet seen on any console (as well as full versions of Suzuki's arcade classics such as Hang-On and Space Harrier) it looks set to be a masterpiece.

Hazuki is not your typical video-game hero, and that is why we have singled him out. Basically he's just a "normal" guy...no magic, no rippling muscles, he's not a SWAT member or a special operative. He's just a character for you to identify with and root for as you take him through the sprawling city streets.

The Bouncer

Seamless Action Battle System

Developed by Dream Factory, the team responsible for Tobal and Ehrgeiz, The Bouncer is looking to be a genuine step forward in fighting-game design. Developed specifically for PS2, it goes without saying that it looks incredible - but the most amazing thing about this is not how it looks but how dynamic the environments are. Pretty much every object in every environment can be interacted with, and the huge gang fights that make use of the new Seamless Action Battle System look like scenes ripped right from The Matrix.



You Think Malls are Just Where You Go to Shop?



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Redneck Games

Yeee-Haw!

Fishing. Monster Trucks. Hunting. Shooting. NASCAR. Wrestling. Redneck concepts seem to be the real hot ticket at the moment. You may laugh and joke but a) some of the games are pretty damn playable, and, more importantly, b) these concepts are broadening the reach of video games. If a Monster Truck racing title is going to get someone playing a video game that normally wouldn't think twice about looking at a PlayStation, that's OK by us.



Final Fantasy Movie

Showing Hollywood How It's Done

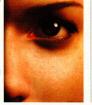
Set for release in 2001, the hype for the Final Fantasy Movie will no doubt start to snowball in the latter half of 2000. With the heavy-hitter voice talent already signed up (Alec Baldwin, Donald Sutherland, Ving Rhames, James Woods, Steve Buscemi) and a huge budget of \$70 million, the movie has the potential to show other Hollywood animation studios how things should be done.

Being produced at Square's "render farm" in Hawaii, until recently the project was progressing at a rate of about one second every 24 hours. However, as new technology emerges, the team of several hun-

dred artists and animators are able to work at a somewhat faster rate. Don't expect to see any familiar

characters from the games in the movie-this is a whole new scenario with new characters, new ideas, and, oddly enough, a story that takes place on Earth.

This one's going to be huge. And at the rate things are going it'll probably be out before either the Lara or Duke Nukem movies too.



The 1999

Slick 50

Hideo Kojima

So how did we do? Well there were plenty that we got right, but we'll come to those in a moment. As for the stuff we were wrong about, most of it involved us being a little premature in our predictions, Infrared linkups still haven't quite made it (although we're starting to see things now), and movies of games, while a hot topic, still haven't actually made it to theaters. Elsewhere our prediction that serial games would be a hot item also seems to have been a bit on the premature side. The concept of episodic role-playing games is still a way off. although we know there are some Japanese developers very hot on the idea. Oddworld Inhabitants is always slick, but have only just shown their hand in terms of future plans, while Mucky Foot (ex-Bullfrog guys developing Urban Chaos for Eidos) is a little behind in releasing their game. Other things we were too quick off the mark with? Rewriteable media. Even though it is still a slick concept, manufacturers still haven't got to grips with it. The 64DD isn't coming to the U.S., but at least we'll see the Dreamcast Zip drive next year, Sega claims.

So what about the stuff we got right? Well, everything else really. Pokémon is the most obvious one to spring to mind, but we were also on the money with the revival of interest in Game Boy when the GB Color came out. We couldn't have been more right about game toys being hot (there are now more game-related action figures than anything else) and the real bands in games things seem to be becoming as normal as real bands on movie soundtracks. Anything Sega-related came true as prophesized and many of the people we singled out proved themselves in some considerable style. Miyamoto is now the most-quoted man in the world (so it seems) while Ken Kuturagi wowed us all with the specs and philosophy behind PlayStation2 way back in March. Obviously Naughty Dog, SquareSoft, Namco, LucasArts and EA Sports have continued to help push the game industry to new levels, while our predictions about emerging concepts were pretty spot-on. Humor has become a big element in recent months, while customization seems to be de rigueur in many sports and action titles. Check back January 2001 to see how we did this year.

Mucky Foot Infrared Linkups Ken Kuturagi Naughty Dog Movies of Games Solid Snake Tetsuva Nomura Furby Namco Serial Games N64 RAM Pak Ken Lobb LucasArts **Oddworld Inhabitants** SquareSoft Shigeru Miyamoto EA Sports **Humor in Games** Game Boy Color Game Boy Camera Game Toys Reflections **DMA** Design Games for Cool People Sonic Dreameast Yu Suzuki Yuii Naka **PDAs** Raziel Crystal Dynamics Rewriteable Media Developer Alliances Real Bands in Games Yoshitaka Amano Game Customization Ava Brea Iguana Rumble Technology MGS Dialogue Pokémon Cyber Life

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"From now on we can't create entertainment without thinking of network communication." Wise words from Nintendo's guru, Shigeru Miyamoto. The future of video games is without any shadow of a doubt in online, multiplayer experiences. Although we're only in the infancy of both the concept and the technology right now, it's clear that this is something that will develop very quickly and soon establish itself as the accepted norm for all games.

Sega is already doing an admirable job of blazing a trail for the rest of the video games industry. While the company has been criticized for delays to its online Dreamcast gaming network, you can't fault them for the vision they have. Playing against real people is always going to be more fun than playing against a machine.

Once the technology allows it (see Broad Bandwidth entry in the Slick 50) we're going to see huge multiplayer environments that

go beyond the realms of simple deathmatch games like Quake or Unreal. Players will be able to cooperate together in the creation of worlds, they'll be able to experience things together and play in a genuine community

with other like-minded players from around The first steps will happen in 2000, and once the technology arrives, the whole gaming experience we know now will change.

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DREAMWORK











Broad Bandwidth

A 10-Lane Highway of Data

We've all heard that the future is in "broad bandwidth" but what the hell is it all about? We've seen phone companies and service providers posture in the technology media, and closer to home we've seen Sony's statements that it only wants to see PS2 accessing the Internet through broad bandwidth connections. So what does it mean? Well, imagine that your standard phone-based Internet connection is a country road along which your data trundles until it appears on your screen. Broad bandwidth is like a 10-lane highway in comparison. Data can hurtle along digital connections at phenomenal speed and in huge chunks. Once this is commonplace we'll be able to download entire movies, or even games from the net at speeds comparable to what we see from a CD today.

ENIX

When you think Enix, you think Dragon Quest (a.k.a. Dragon Warrior in the U.S.). But Enix has been behind other games too, like Bust A Groove (PS) and Actraiser (Super NES). In November 1999 they reestablished themselves in the U.S. with a staff ready to handle the English versions of their titles like Vallayrie Profile and Dragon Quest VII. And if Americans' hunger for a good RPG holds out, Dragon Quest

Dancing Dragons



Mobile 21

Wireless Gaming Evangelists

By the time Game Boy Advance hits shelves worldwide next fall, you'll be hearing a lot about Mobile 21. The company was formed when the system was first announced and is half owned by Nintendo and Konami. Its main focus will be producing titles for the new portable that utilize cellular phone communication technology. Mobile 21 will also be developing games that can exchange data between the new handheld and Nintendo'S Dolphin, although no specific titles have been announced vet. In Japan.

the company has been actively recruiting employees through game magazines and over the Web. As illustrated elsewhere in the Slick 50, this concept is going to be BIG—and Mobile 21 are right at the heart of it, pushing the technology to the limits.



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Ulala

Dancing Chick From The Future

The skinny chick in the orange plastic dress is going to be HUGE. The central character in the whacky, futuristic music game from Sega, Space Channel 5, Ulala is a news reporter that stumbles on an alien conspiracy to enslave the human race through the power of music and dance. Go figure. Think Bust-A-Groove with '60s style grooviness, baby. Although the game isn't out in Japan until the end of 1999, Ulala is already showing potential as a superstar. Expect a repeat performance in the U.S.



Sonic Team

More Than A Hedgehog

Certainly one of the crown jewel's in Sega's collection of developers, it seems more than likely that we're going to see a lot of action from the newly divided Sonic Team. No longer working on one project at a time, we can expect Yuii Naka and his group to emerge with a broad range of games over the next year. There are at least two new Sonic games set for release in the foreseeable future as well as a seguel to the critically acclaimed Saturn game NiGHTS. These guys know gameplay. Watch out for them.

Emulation

Play Anything On Anything

As each new piece of technology comes along, it's more than capable of pretending to be something from the past that was less powerful. While currently frowned upon. companies like Bleem! are blazing a trail that could well lead to the future of gaming and the set-top-box holy grail that everyone still seems to aspire to.

Coupled with broad bandwidth connections and "gaming on demand," emulation could be the way that people access the games of yesteryear.

OpenGL

3D Graphics For All

Developed by 3D rendering guru's Silicon Graphics (now SGI) and adopted for use with many of the top 3D accelerators on the PC, OpenGL is fast becoming a standard for graphics development. When Apple integrated it into its gaming strategy for G3 and iMac, everyone sat up and took notice, but the most recent development is the biggest. OpenGL will officially be a part of Sony's Middleware program for PlayStation 2 development, thus opening the machine up to even more potential developers.



X-Box

Sony Crusher? Or The Next 3DO?

Can the richest company in the world crush PlayStation2? Or is its plan just a little reminiscent of Trip Hawkins' vision for 3DO? Whatever you think, the idea is awesome...an incredibly powerful machine, backed by Microsoft, that provides a development environment most teams are familiar with. Throw in the fact that there's no license fee for publishers to pay, and the result will inevitably be that we'll see a lot of Western developers focus their attention on X-Box. The next 12 months are going to be war.

HEHTILE

You're alone on this mission, so credentials are all you've got to go on.













Boys, Microsoft head honcho Bill Gates is referred to as "Darth Wader, Godzilla, the Leona Helmsley of technology—he's the guy weryhody loves to hate...the richest man in the galaxy and the leader of the Evil Empire." Now, be that as it may, it's hard to ignore the influence Microsoft is having on all of technology.

In David A. Kaplan's book The Silicon

In the past, the Seattle-based giant has acknowledged the game industry without ever really making a full-scale assault on it. The firm's PC game titles are successful (Age of Empires is a whopper, while Flight Simulator continues to be one of the most popular PC products ever) and its online games service, The Internet Gaming Zone, is one of the biggest on the Net.

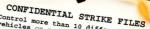
It's only in the past year or so though that we're really starting to see Microsoft's interest in the game industry pique somewhat. The introduction of Windows CE was where it all began, and the subsequent integration of this PC-developer-friendly operating system into Sega's Dreamcast made everyone sit up and take notice.

Now, with the prospect of X-Box (see elsewhere in the Slick 50), it's clear that the software glant feels that gaming is something it wants a slice of. Whether you think they're evil or not, their involvement in the games industry will ensure that the boundaries of technology continue to be pushed.



First Time Ever On N64!

TOP SECRET



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Sonic

The Return Of The King

He shocked us all with his stunning comeback when the Dreamcast launchedeven overcoming the problems he experienced when he hit Japan a year earlier. As we cruise into the next year we can expect to see even more of the once and former king of gaming. Sonic Team is apparently working on at least two new Sonic games. one of which will be the official sequel to Sonic Adventure, the other will be a side story. Whatever happens, it's good to have him back isn't it?





Wireless Gaming

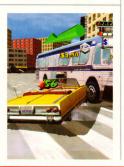
Gaming On The Go

Who'd have thought that Game Boy technology would've been so influential that it even infiltrates the wireless arena? Not only will Game Boy Advance be Internet ready when it's unleashed in 2000, but Nintendo and phone company Nokia have hooked up to provide downloadable Game Boy games for a new range of phones set for release. Already available in Japan, expect to see this service emerge here very soon.

Crazy Taxi

Originality In The Arcades

Sega experienced a spectacular return to form in its arcade division when Naomi (the arcade version of DC) was unveiled last year, Crazy Taxi is certainly one of the most original driving games to hit the arcades in recent years, and it's also one of the most eagerly awaited Dreamcast games for early 2000. Expect the DC version of this Naomi game to feature an entire extra city as well as numerous mini-games and multiplayer options. This game will rock-especially with The Offspring doing the soundtrack.



Yutaka Saito

The Creator Of Seaman



Tamagotchi? Forget about it-that fad was over and done with guicker than you can say Furby. But the genre of virtual pet games is still around in many forms, including (if you can count it as part of the genre) Pokémon, But Vivarium's Seaman is different, and creator Yutaka Saito is credited with producing what can be considered the Dreamcast's killer app in Japan, Saito, who also created the game Yoot's Tower on the PC (later released by Sega's PC label in the U.S.), originally developed Seaman on the PC but was persuaded by Sega to develop it for Dreamcast.

The use of voice recognition brings players closer to this on-screen pet, whose face is a mirror-image of Saito's (who is also a friend of Shigeru Mivamoto, who's still working on his own virtual-pet creation. Cabbage). The game successfully brought casual gamers into the Dreamcast fold in Japan, and there's a good chance of that happening in the U.S. too. In fact, we're betting that the game's U.S. release will make news in the mainstream press.

Thankfully, Sega is planning to really get behind the project and is adamant that it won't be changing the name of the product. They are, however, admitting to having some problems coming up with an advertis-





Are You Missing Something?











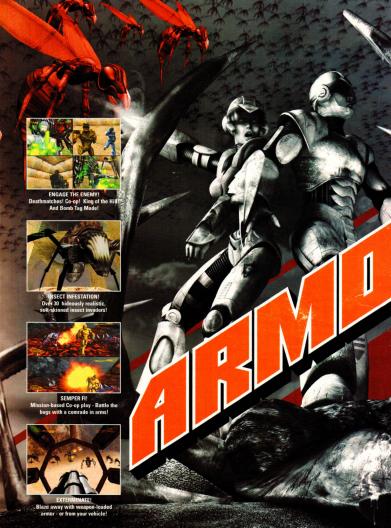


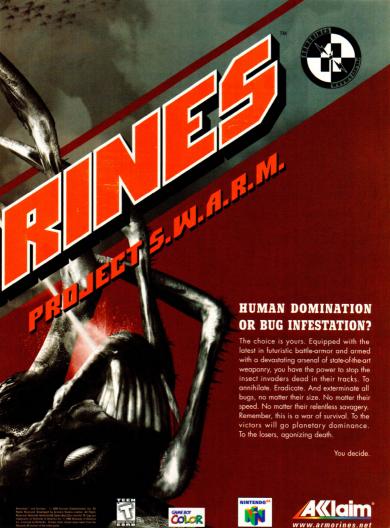




How To Order:

Check Your Mag







Power Tools Peripheral Reviews

pulling off circular motions takes some getting used to.



With the holiday season here. you may be considering the Arcade Stick. After all, it's perfect for Soul Calibur, and other more old-school fighters that are making their way to the Dreamcast. Simply put, the stick rocks. It looks good, feels good and will last round after round. If you don't have one, and play fighting games, you're a silly person

www.agetec.com

This wheel feels really nice, and performs well in most racing games, but it moves around a bit much. This makes extreme steering situations tedious. Instead of suction cup, the Rally Wheel has rubber discs for gripping to flat surfaces. Maybe this works on some surfaces but it didn't work on ours. Still, it's a quality product and should be considered.

www.agetec.com



not buzz constantly

> nice clicky action on this crank

Sega Bass Fishing is a lot of fun, so that may be partially why the Fission controller was so fun to use. Of course, the rod is made well. We especially liked the clicky action of the reel, and the way it's designed. Problem is, the vibration is more of a buzz than an actual rumble. This gets annoying after awhile, It's above average, but the first-party Sega rod may be a better choice.

www.interact-acc.com

would you want this thing sticking off of your Playstation?

System

If you're having mucho-serious overheating problems with your PlayStation, this giant fan should do the trick. Certainly it's powerful enough to dissipate any unwanted heat, even after extended time. But it's just not attractive in the slightest, and it's bulky. The price is too high, as well,

www.computersplusnyc.com

sure does have a nice look.



This Guncon-compatible light gun looks good, and more importantly feels good. We like the extra button opposite the trigger for reloading, the rubberized handle grips and the extra-long cord (perfect for actually aiming at targets from a distance instead of sitting right next to the TV). Some of the buttons feel cheap, and the rumble is more of a buzz, but overall it's well above-average.

www.pelicanacc.com

more rubbery bits -- we love 'em.

Don't let its small and compact size fool you, we took to the streets with the GT2 Wheel and felt in control the whole time. The GT2 is built to sit on the edge of a table, and features four suction cups underneath to lock it down in place. All it requires is that you play your driving games on a table, and that your table is relatively clean. The face of the wheel has a D-Pad and all the buttons you'll ever need, while analog throttle and brakes are handled by two levers placed like gearshifts behind the wheel. If you're a racing fan, this thing is a must-buy

www.pelicanacc.com



throw a Small TV up here.



Finding a storage area to tuck your system into is always tricky. Trickier still is making your console gaming area look somewhat clean, hiding all of those wires, controllers and what not. Well, the Game Station should help on both accounts. It features a drawer for your system, complete with spots for controllers and an open back for all of your system's wires. What's more, a small TV can sit up top (we found that an additional system sat nicely up there though). Be aware: It's quite sturdy but the drawer sticks sometimes, and the controller holders seem loose.

www.spectravideo.com













It's not driving. It's a motorized beat-down. Leave skid marks on 25 different tracks. Reduce your fellow drivers to modell. And if you've man enough to survive the hairport tarms, you'll know a LVBBO both Unless, of course, you get 86 ed by a TNT crue. Plue in the Multi Tap adapted up to four players can use to the ugle from the Without El Bepublic chances from the Without El Bepublic chances from Basically, it's a full-blown war on wheels.

www.playstation.com



Once he gets behind the wheel, things get ugly.









Review Crew

Crispin **Bover**

All right. It is now the year 2000 and Crispin is officially ticked off. Where are the hover cars from Rack to the Future? Why haven't we built moonbases like in 2001: A Space Odyssey? When are those mutants from The Road Warrior gonna swipe our gas? Oh, wait, maybe PlayStation2 will make all that possible.

Medal of Honor, Worms

Action, Adventure



This month, Che got riceboy parts for his Integra in preparation for a winter of GT2. Che was knocked off the #1 spot on the Soul Calibur ladder and now sits unhappily at #3. He'll win it all back, very soon. Food for thought: What is man but a miserable pile of secrets?

Sega Rally 2, Soul Calibur, Galerians, SRW 64, NGPC

Fighting, Racing, RPG

Navison

As the holiday season approaches John is looking forward to jetting back to England, where he will forget which side of the road to drive on, enjoy a mere five channels of TV and relearn how to spell things correctly. Let's hope he makes it through New Vear's

Sega Rally 2, Medal of Honor, MTV Music Gen.

Action, Racing



Dean

It's round-ball time again and Dean is bombarded with the current batch of basketball entries. Floods of laughter could be heard from his cube. The reason? NBA 2K's Create-a-player mode. Some of the players he assembled are downright disturbing.

V-Rally 2, NBA Live 2000, NBA 2K

Sports, Racing



look for it next month along with 989's NBA Shootout 2000.

Team EGM

t was hoops-mania for Team EGM this

month. NBA 2K was the center of attention for its jaw-dropping beauty and fluid gameplay, Ricciardi and Leahy

couldn't get enough two-player action on the new title. Of course when it came to

multiplayer matches Ricciardi refused to

take any team but his beloved Knicks. It

didn't take long for the NBA Live 2000 vs.

NBA 2K argument to erupt. The boys will let

their reviews speak for themselves on that matter. Konami's basketball games as well

as 989 Sports' NCAA Final Four 2000 made

the cut this month. What happened to EA's

March Madness 2000? It's not quite done,

FIFA 2000, NBA 2K.

Medal of Honor, NBA Live 2000 With football season winding down, Leahy's

been takin' it to the rim in various hoop sims. Ricciardi's thinking about winning a "cyber-title" for his Knicks, but early indications are that they might have a tough time with the Cavs. Why, you ask? Because they're Leahy's team, and they always win.

Dan Hsu

Did Shoe ever tell you how much he loves Soul Calibur? He's currently up \$80 from challenging officemates to dollar games. He's also currently #2 on the rankings (among EGM, XG and OPM players), Not bad Shoe, but how about using that time for something more constructive, like say...work?

Worms Armageddon, Soul Calibur, Intellivision Classics

vorite Genres Strategy, Puzzle





Chris could be seen this month fighting crowds to get into the Pokémon movie opening weekend-even though he's seen it in Japanese. Now only if there were more good animated films like the underrated The Iron Giant and any of Studio Ghibli's work (Princess Mononoke).

O-bert, Rocket, Chrono Trigger, Toy Story 2

Adventure, Puzzle



o Will It Be? Our search for the last RC member is nearly over. But who will it be? The 'real' Elephant Sak? The return of Sushi-X? Find out soon. Really. We promise. We're not kidding this time. You'll see.



Shawn

Shawn has Worms on the brain. Now that the PlayStation version of Armageddon is here, he can't stop playing the blasted thing-if not physically, then mentally. Please don't ask us to explain. Shawn's favorite weapon is the missile. It's the long-distance

stab in the back Worms Armageddon Arcade Party Pack, GTA2 Action, Adventure



lohn

NBA Live 2000, NBA 2K, Resident Evil 3, Final Fantasy VIII

Once again, Ricciardi's Yankees dominated in the playoffs and took home the World Series trophy. Now that baseball's out of the way, he's turned his attention to the NBA, in hopes of seeing the Knicks finally win a championship. Can they do it? If not. he'll do it himself with Live 2000 or NBA 2K.



NBA 2K, NHL 2000, NBA Live 2000, Donkey Kong 64

Todd is completely sold on NBA 2K. He says the graphics are so good it makes PlayStation games look like dirt. Well, maybe he didn't say that exactly but he's darned excited about the Dreamcast just the same. He can't wait for some hockey titles to come out for the system.

This Month

his month Reviews turned out to be a bigger beast than we anticipated. Again we clocked in at over 40 games with a handful of real winners. Game Of The Month goes to Worms Armageddon on the PlayStation, Honorable mention goes out to a couple of DC games including Sega Rally 2 and NBA 2K. on the PlayStation side, there's EA's respectable NBA Live 2000 and the virtual Saving Private Ryan look-alike Medal of Honor, Unfortunately, not everything went through our offices unscathed. We were unmoved by Dreamcast's first RPG offering, while the crew busted out the proverbial ugly stick with the long-awaited Slave Zero. Last but not least, there was the underwhelming (and much delayed) 007 game, Tomorrow Never Dies. Syphon Filter, this was not. As we approach the end of the year, decade and millennium, you can expect seguels reviewed: Gran Turismo 2 (yes!), an early bird review of Chocobo's Dungeon 2, Fighting Force 2, etc. Oh, and some obscure little game called Tomb Raider 4. See you in 30 days!

Our Philosophy



EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made-a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a o.o. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Our Awards



Platinum Awards go to games that get four 10's. the best and rarest review a game can get.



Gold Awards go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 receive Silver Awards.

Centinede



Publisher: Developer: Featured In: Players: Supports: Best Feature:

Hasbro Interactive Leaping Lizard EGM #124 1-2 N/A

Graphics look really good Gameplay still sucks www.hasbrointeractive.com/atari Worst Feature: Web Site:

The Dreamcast version improves upon the PlayStation version so much that it's like comparing a final game to an alpha. Centipede looks a hundred times better on the DC. Everything's better lookingtransparent water, textures that look good, powerups that can be distinguished easily from enemies...and what a difference that makes! While the PS translation of the classic Centipede that's included with the game was slow, clunky and hardly arcade-perfect, this one is exact (and a lot of fun to play). That said, the updated Centipede (called "Adventure") leaves a lot to be desired. There's so much going on in any one level it's changed the blast-anything-that-moves gameplay of the original. Between saving Wee People, saving their settlements and worrying about what enemies other than the Centipedes are around you-it's easy to get lost. While in the original Centipede you only faced forward and were limited in how far up the screen you can move, in this you can go just about anywhere and have 360 degrees of movement. That alone changes the game from Centipede to Doom, Don't get me wrong, I like it when companies update retro games. But what I don't like is when they update it and lose the tone and feel of what made the original so much fun. Hasbro, take note. Chris

Maybe it wasn't such a good thing Hasbro packed the original arcade Centipede on this disc, because it just goes to show what's wrong with the supposedly "new-and-improved" version. The go-anywhere gameplay saps much of the pulse-pounding tension of the original. And although Centipede looks better than the PlayStation incarnation, is still gets choppy at times. Even though enemies get mighty quick, Centipede couldn't hold my interest.

In my Centipede for PS review, I asked if it really needed to be in 3D, and three months later, I pose the same question. I don't mind if developers want to improve upon a given formula, but it wasn't like all the good gaming ideas were exhausted by 1986! The updated Centipede lacks the genius of the and is diluted with generic gaming clichés of 1999. Like its sibling on the PS, the only redeeming feature here is the original Centipede game.

Here's a thought, perhaps Centipede doesn't lend itself to an update? Yeah, it was fun as a simple arcade game 10 years ago, but this weak-premise, 3D adventure/shooter just doesn't go anywhere. Granted it looks better than the PS version-for whatever that's worth. Sorry to say, but in this day and age of hardcore first-person shooters. Centipede is just too cute for most. The Classic option is cool though, but not enough to buy the game.

VISUALS SOUND INGENUITY REPLAY

Evolution: The World of Sacred Device



Publisher: Uhi Soft Developer: Featured In:

Sting EGM #124 Players: Jump Pack

Supports: Best Feature: Nice graphics, decent combat engine Worst Feature: Little story, randomized dungeons Web Site www.ubisoft.com

There are certain RPGs out there that openly forego the necessity of story and plot to deliver a combatheavy dungeon crawl. Look no further than Enix's Torneco series, or Square's Chocobo RPGs as recent storyless megahits Dreamcast's first II S RDG falls into a similar category, except it lacks the franchise recognition of the aforementioned. But that's basically the sort of context you'll need before you go playing something like Evolution. It might look nice, but it wasn't meant to out-epic Final Fantasy or Dragon Quest, As a dungeon RPG though, Evolution is plenty fun. The combat system in Evolution is slightly similar to Grandia's, albeit not as deep or flexible. For instance, the character development system for magic directly apes that of Grandia's. It's nice, but it's not as well-developed or blown out. During combat, each character can "move" between several different ranks on the grid. This adds a bit of positional strategy, but nothing that turned the tide of victory. I wanted to give the randomized dungeons in the game a chance, but in the end, they were just too bland and populated by some of the tamest bosses I've ever faced. Unfortunately, 16 hours was all it took to finish this game, and I took my sweet time with this one. As it is, Evolution is a perfect game for first-time RPG virgins.

You know when you really, really want some games to be good? Evolution is something that made me feel like that. Imagine the immense disappointment after a few hours of playing time when I realized it wasn't anything special at all. You can finish the whole thing in around 16 hours, it's repetitive and the lack of a coherent, involved story makes it difficult to feel inclined to stick with it. I like the combat system, but ultimately the whole thing left me cold.

The RPG genre could not have gotten a less memorable start on stateside Dreamcasts. Evolution is adequate from a combat and graphical standpoint, but just about everything else is bland-especially the dungeons. You don't really find a dungeon that's interesting to look at and explore until the very end (probably because the final dungeon is not randomly generated). But the game does look nice, especially some of the spells.

Crispin Randomized dungeons don't really work in an RPG of this sort. I like a random dungeon when it's an Action RPG like Chocobo's Mysterious Dungeon or Torneco. but when playing Evolution, I didn't come away feeling as fulfilled as a dungeon from an RPG that's got fixed maps. As the first RPG on Dreamcast it's bad, but those looking for Final Fantasy won't find it here. It's a light RPG that won't take long to finish, but I need a more involved quest.



Publisher: Developer: Featured In: Players: Supports: Best Feature: Web Site

Sega Visual Concepts EGM #121 1-4

Jump Pack Rebounding Worst Feature: Defense www.sega.com

isual Concepts, already entrenched as one of the hottest sports developers on the DC thanks to NFL 2K, could be poised for a banner year, NBA 2K is not quite on par with VC's stellar football title, but it's pretty damn fun and continues to give hope to sports gamers who thirst for more than the PlayStation or N64 have to offer. Once again, VC has raised the bar for visuals, as NBA 2K looks better than any other hardwood game: cool facial reactions (which can be seen in high-res beauty), fully animated crowds, coaches who look exactly like their real-life counterpart. For the final proof, zoom in on the players in Replay Mode, you can see the holes in their mesh uniforms, tattoos and even facial blemishes...the list goes on and on. Player introductions are done with the complementary arena effects (fireworks, dimming lights, laser show, etc.), giving the





It's obvious NBA 2K is the best-looking basketball game on the market. That fact alone will sell it for a lot of gamers.

game an authentic NBA atmosphere. They even have the Bulls' world-famous laser pregame show complete with Benny The Bull. Gameplay is equally immersive (not to mention darned impressive), save for some really annoying glitches (see reviews). Defensive stalwarts will want to look elsewhere for satisfaction, however, as this game is offenseheavy. Beat your man off the dribble (a relatively easy feat with turbo and special moves) and it's all for the taking ... an easy three, a thundering dunk, you name it. Once you get the hang of defense, it does get a little better. but the steal button could have been ramped up a bit, and a hand-check or bump button would have been a nice addition. Other shortcomings include a list of options which is far too brief. There is no General Manager Mode, little game customization (like referee strictness, etc.), and plenty of other goodies which could have added to the package. But hey, it's got the one element all games should possess - fun.

Even though NBA 2K has a flaw or two, it's still a great first-generation basketball title. Once the bugs are worked out, it'll be outstanding.



Visual Concepts has done it again. Following up on the success of NFL 2K comes NBA 2K, a 5-on-5 hoops fest which features crisp visuals and smooth gameplay. Granted, it doesn't have the overall graphic impact that its NFL cousin did, but it is NICE, very nice. Players are modeled accurately down to the laces on their shoes. Spree's corn rows? They're in there, Shag's tatoo? Right there. On the gameplay side there are some problems. First off, there is some poor Al concerning defensive assignments, Also, after every made basket, one of the team's big men will come back to help take the ball out. It doesn't matter if he's hanging around half court, the computer will run his slow ass back so he can take it out. Never mind that big men are usually first down the floor, leaving the guards and forwards to bring the ball up. It's ridiculous. Also, the innovative new freethrow meter blows. You have to "massage" the trigger buttons into a halfway position before shooting. Something more basic, which makes it harder or easier based on the player's true tendencies, would have sufficed. Finally, the one-player mode is pretty boring, but that's common among the console it sims. NBA 2K is great multiplayer fun, featuring high-octane offense and fantastic trash-talking opportunities. Just ask Ricciardi.

As the DC's first "real" b-ball game, I think it's pretty safe to say that NBA 2K is a must-own. If you're an everyday fan of the sport, you'll be more than happy with the game's awesome visuals and solid gameplay. If you're more of a hardcore hoops fan, you might be turned off by some of NBA's annoying little quirks (such as centers who insist on inbound ing no matter where they are, or the totally lame freethrow system), but overall it still delivers. John R

OK, the graphics are great but NBA 2K also has fluid gameplay and a lot of good, useable special moves as well. But wait, where are the lean-in jumpers? And why are steals so hard to pull off? Also, the two-player Al defense is kind of weak. Even with these problems NBA 2K is still a great game for the DC but for old-school b-ball fans (like myself), EA's Live 2000 is still king. That won't stop me from playing the heck out of this one however.

I've been patiently waiting for a basketball game to wow me since Double Dribble, and it has finally happened. NBA 2K is astounding graphically, the sounds are impeccable and I felt like I was playing in the NBA. The only negatives are a lack of franchise mode (though the fantasy draft softens that blow) and the fact that the center almost always inbounds the ball While NFL 2K did some solid things for football, NBA 2K succeeds on all levels for hoops.

Psychic Force 2012



Publisher: Developer: Featured In: Players: Supports: Worst Feature: Frustrating Al

Web Site:

Taito Taito EGM #126 1-2 Jump Pack Best Feature: Innovative gameplay www.acclaim.com

Like the first Psychic Force on the PlayStation a couple years back, this is one fighting game you'll either love or hate. For fighting classicists, the Psychic Force system will definitely take some getting used to. Since you're flying around in an enclosed arena, all that really matters is judging distances and timing dashes. In this respect, Psychic Force 2012 feels a lot like other arena fighters (Power Stone, Virtual On). You'll rely on distance attacks quite a bit, but real offense is dashing in to perform devastating combos and juggles off the invisible wall...reminded me a lot of Fighting Vipers. Like any fighting game with ring outs, you're constantly being reminded of your proximity to the edge. Getting near a wall means opening yourself up for chain combos, but unlike the original PF, you won't take damage every time you hit the barrier. There's a nice variety of combos to perform, and you're encouraged to mix in special attacks; at the advance level, you'll find yourself looking for openings to dish out combos with machine-like precision. There's a lot of depth to appreciate, and I found myself getting more and more creative with my techniques. Still, I don't see a huge audience for the "projectile fighter" (how well did Evil Zone sell, any-

If you're still deep in the throes of Soul Calibur ecstasy, you're probably gun-shy about buying another Dreamcast fighter. But give Psychic Force a try. Sure, it looks crude and lacks options, but the gameplay here is fresh enough to hook you. It might take you a while to figure out the right balance of projectile and hand-to-hand attacks. That's what I like about this game-it's different. The simple control scheme means it plays fine with the joypad, too. Crispin

way?) here in the U.S. If you're a fan of anime, buy it

for the excellent localization and subtitles.

I didn't like the first PF that much, and prettier DC graphics haven't done much to change my mind. It's not a terribly deep fighter, though it does involve a lot of mind games (trying to guess your opponent's next move, fake rushes, etc.). A few things annoy me like how easy it is to throw someone after blocking his or her punch/kick combos and those damn overly reliable one-button projectile attacks. Two-player play is OK, but not great. Shoe

The only difference between this game and the original Psychic Force for the PlayStation are the graphics and a few of the characters. Almost everything else is the same. For casual players, the gameplay is about on the level of Toshinden as far as how much skill is involved. There's some amount of strategy but you'll have to delve. And since most of the attacks are projectiles it lends itself to a lot of hands-off combat. I wish it had something new to offer.

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VISUALS	SOUND	INGENUITY	REPLAY
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Sega Rally 2



Publisher: Developer: Featured In: Players: Supports: Best Feature:

Sega EGM #117 1.2 Jump Pack

Better than the arcade game Worst Feature: Only two-player multiplay www.sega.com

You'll no doubt read elsewhere that Rally 2 suffers because it doesn't hold a constant 30 fps, and that this is terribly disappointing. You know what though? Who cares? It's still by far the best-looking and most natural-feeling rally game around...and it's without any shadow of a doubt the best racing game you'll see on the Dreamcast for a while. It looks as good, if not better than the arcade game - and has more cars and tracks too. Those of you who have played the import version before will be pleased to hear that there are changes in the U.S. release...and unusually some of these are very Euro-centric as they're just more recently released cars. Aside from this, all is present and correct. Most importantly the 'feel' of the game is still exactly right, and the sense of competition it inspires is topnotch. You actually feel like you're chasing after the other drivers, and as you work your way through the 10-year championship mode, you find yourself on the edge of your seat desperately trying to get into first place. You'll even find yourself taking notes to help you set your car up each time too...you really need to get the gearing and suspension settings 'just right' if you're going to win. It's a shame that the multiplayer experience only offers you a two-player game...this would be so great with four of you battling it out. John

The import version of Sega Rally 2 is still one of my favorite console racers of all time. Aside from the finicky drop in frame-rate from 60 to 30, the game is beautiful in just about every other respect. I don't quite understand the reason behind the changes in the U.S. version (with the frame-rate codes), but the new cars are a blast to use. With Sega GT still in development, Rally 2 is the best racer you can get for your Dreamcast.

Once you get the hang of it you'll truly appreciate this racer. The presentation is awesome, everything from the reflections on the back windows to the graphic detail on the tracks. Car selection is bountiful and full of adjustment options. This is the kind of racing game that'll draw you in for hours at a time. Even so I wish the frame-rate was a touch faster, especially around the corners. Without a doubt this is the best racing sim for the DC.

It's been a long time in coming, but finally Sega Rally 2 arrives on the U.S. Dreamcast. It looks a bit more polished than the Japanese version-and wow, is it one damn fine-looking game. Sure, there's no online play, but the game holds up fine without it, especially since other enhancements were made to the game. Easily the top of the heap as far as Dreamcast racing games go. If you have a DC and don't have this game, you're missing out.

VISUALS SOUND INGENUITY REPLAY

Slave Zero



Publisher: Developer: Featured In: Players: Supports:

Infogrames Infogrames North America EGM #123 1-4

Jump Pack Best Feature: Mechanized robot combat Worst Feature: Frame-rate takes frequent dumps www.infogrames.com

Slave Zero is an incredibly cool concept, Mechanized

combat, a futuristic city swarming with enemies, you're civilization's only hope. But underneath that concept is a standard shoot-'em-up with not much "wow" after the first level. Still, there are a lot of little touches, like the ability to pick up cars and throw them and destroy buildings or structures to reveal power-ups. As a PC port, Slave Zero looks really good, but it's like they didn't do any optimizing when the game was ported to Dreamcast. In heated battles with multiple enemies, the frame-rate drops to 10-15 frames per second. It's so choppy that you can't even tell who you're shooting at or aim. This is the game's fatal flaw. Control-wise, Slave Zero uses the all-too familiar Turok control scheme. It may take awhile to learn if first person shooters aren't your bag, but it's very intuitive. It takes awhile getting used to using both the digital and analog pads for full control over your mech. I gotta say that I prefer the third-person shooter like this and Jet Force Gemini to the been-there done-that first-person views of Quake and Duke. It does get a little repetitive, and there isn't much else to do but shoot, run, shoot, and run some more. A faster frame-rate, and more storytelling would've been nice, but as it

Slave Zero is hugely disappointing. After waiting at least a year for the PC version, I couldn't wait to get my hands on the DC review copy. Imagine the horror I faced when I finally witnessed the mercury framerates that plague Slave Zero. Never mind the mediocre story, the unappealing character and mech designs and flaccid deathmatch options; with framerates this bad, nothing matters anymore because you simply can't play the game.

stands, this is a decent shoot-'em-up.

Slave Zero won't blow you away, but for a simple mech shooter it's tolerable. They could've done a lot more with the environments however. The futuristic city theme is fine but there's not enough stuff to mess with. It's just a lot of free-roaming, searching for the next objective. A more diverse selection of enemies would've been nice as well. Two-player is entertaining but four-player bogs down to extremely low frame-rates. Overall a so-so game.

Cool idea, crappy game. How many times do we get that these days? Slave Zero is yet another one of those games that I would dearly love it to have been cool but it's let down by sloppy design, tired concepts and a seriously piss-poor graphics engine that slows down so much it renders the game unplayable. The multiplayer mode is a joke, and if you try it with four players, the frame-rate drops so low you can hardly see what's going on. John D

The King of Fighters DM 1999



Publisher: Developer: Featured In: Players: Supports:

SNK EGM #122 1-2

NGPC link Best Feature: Gameplay, load times Worst Feature: CD music that needs to reload Web Site: www.snkusa.com It was like KOF 94 was the dawning of a new age for

SNK, after having ripped off Capcom year after year. Since then, SNK's been busy porting their flagship fighting game to other consoles with dubious results. In a strange bout of dejá vu, I got the same feeling after playing KOF DM99: SNK finally got it right with the Dreamcast version. Even if this is just 98, there's not much here to complain aboutunless you're a real stickler about the series. The backgrounds are now a mixture of 3D objects and 2D backgrounds, and depending on what you prefer, this can be good or bad. Overall though, the graphics look brighter and more vibrant. Unfortunately, the higher resolution of the Dreamcast has also made the sprites in KOF look a little dated by today's stan dards. Another complaint is that unlike the cartridge soundtrack, the music is now redbooked off the GD ROM so that it has to reset in between rounds. Most mportantly, KOF DM99 competently lives up to its KOF 98 counterpart in the gameplay area. The Neo. Geo Pocket Color support was also a surprising highlight for me. Your R-2 characters can actually learn new moves by downloading data from your Dreamcast VMU. If you're a fan of the KOF series, DM99 is a must-buy. Besides, what other fighter is actually more stylish than the cats in KOF?

This series is starting to show its age. Although it still has that nostalgic old-school feel, KoF DM 1999 really should look a lot better (at least a Street Fighter III level of graphical quality). But even though the sprites are small and the frames of animation are too few, this game should tide over fans of traditional 2D fighters until SFA3 comes out. DM 1999 has tons of characters and that old-style gameplay that requires skill, not memorization, to master. Shoe

What we have here is an old-school 2D fighter for old-school fighting fans. As you'd expect, control is spot-on and you get an enormous collection of characters to choose from. But then we're talking SNK characters-who don't have quite the cachet of Capcom's stars-so you gotta be ultra-hardcore to get excited about this thing. The gameplay is just what you'd expect; the same Street Fighter-inspired moves work for each fighter. Crispin

If you're not a hardcore fighting game fan, you're probably best steering clear of KOF. While it's a more than competent port of a more than competent game, the underlying fighting engine is really start ing to show its age, and to be honest-it doesn't look like a Dreamcast game. The controls are solid (even if the moves list is predictable) and the character design is fine, but this will always be a 'niche franchise, and it's not for everyone. John D

VISUALS SOUND INGENUITY REPLAY

WWF Attitude



Publisher: Acclaim Featured In: Players:

Acclaim Studios- Austin EGM #125 Supports: N/A

Best Feature: Unlimited customization Worst Feature: Shoddy collision detection Web Sitewww.acclaim.net

I've got good news and bad news about WWF Attitude. Bad news first: Other than a slight facelift to the visuals, this thing is little changed from the PlayStation and N64 versions-meaning it suffers all the same annoying little problems. Gameplay's sluggish (although a teeny bit faster), Wrestler ani mation—aside from the incredible ring entrances—is stiff. Collision detection's shoddy. Watching seemingly whiffed attacks bang opponents across the ring kinda sucks realism out of this already hokey sport, you know? But now the good news: Other than a slight facelift to the visuals, this thing is little changed from the PlayStation and N64 versionsmeaning it packs more play modes and options than you could ever want and nearly unlimited customization. From the awesome create-a-player feature to the ring setups to the Pay-Per-View mode, this game almost overloads you with stuff to tinker with. And as if its multitude of play modes, multiplayer thrills and customizable options weren't enough to keep you busy, Attitude packs 40 wrestlers to master. Yet the fighting engine is still simple enough that you can whip this game out at a party and play with newbies But then you knew all this if you own the PS or N64 game. There's no need to buy Attitude again. The slightly improved visuals ain't worth it. Crispin

I found myself messing around with the create-a wrestler mode in this version of Attitude moreso than I did with the PS and N64 versions. Sure, I enjoy customizable stuff, but I spent a considerable amount of time with the editing stuff in this version because there isn't much else new. And this is all right in most respects. Sure, there's still some sluggishness but the spectacular graphics make up for it. Buy it if you don't already own another version. Shawn

What can I say that hasn't been said before? Attitude has the nicest-looking character models around Acclaim's Create-A-Wrestler is the best in the biz. The collision detection stinks. The engine isn't as easy to jump into as the THQ N64 games... These comments and criticisms apply to every incarnation of Attitude, including this one (but of course, this bad boy looks the sharpest). If you haven't gotten Attitude yet, make sure you pick up the DC version.

Same game, different system-that's what it boils down to. Some might think that's cheap, to me it's not a problem just as long as people know it's unchanged. They could've at least worked on the presentation, the venues look small and the crowds are flat and nondescript. On the brighter side, it's faster and more responsive (unlike the PS and N64 versions). Pass on this DC Attitude unless you don't have it on another system already.

VISUALS SOUND INGENUITY REPLAY

Earthworm Jim 3D



Publisher: Rockstan Developer: Vis Interactive EGM #113 Featured In: Players: Supports:

N/A Rest Feature: Cow humor!

Worst Feature: Bad camera, monotonous gameplay Web Site: www.rockstargames.com

Remember how the 16-Bit Earthworm Jim games were insanely difficult and unforgiving? That tradition lives on in EWI3D, Unfortunately, this game brings nothing new to the table, on a system which has had its fill of 3D action platformers. A few things are missing here which could've made this game better. One is checkpoints. Huge levels, no checkpoints-why? The whole game is divided up into rooms. Let's say you get really far into a level and die in a lava pit. Instead of restarting right from that room, you start from the beginning of the level, with no power-ups collected (except Golden Udders). There's no Rumble or Expansion Pak support-very unusual for a new N64 game these days. The graphics are very N64-ish and very plain. Some PlayStation games look better. You can control the camera and it's either always following you (by holding R1) or stationary on one angle. This can lead to battles with enemies where you're surrounded and can't actually see where your enemies are. So it's often just shoot ing blind and hoping you hit them. There's a wide array of weapons in the game but you can't toggle between them, and sometimes the game picks the weapon you'll use on each level for you. EWJ3D's just not that different or fun, and is too frustrating with no payoff, Rental at most,

Even though this 3D Earthworm Jim accurately repre sents the wackiness of all that is Jim, it has the typical problems many other 3D action/adventure games have. First and foremost, there's the camera. Trying to control the view while moving Jim around at the same time is a huge pain in the backside. And many of the levels have ridiculously tedious areas in them So there you have it-the perfect combination of problems. It's funnier than it is fun. Shawn

Earthworm Jim 3D has some pretty nice level designs and interesting boss fights. A lot of the trademark El humor from the 16-Bit games have carried over into 3D nicely as well. But everything else about the game is soooo average. Average frame-rate, average gameplay and average fun. And then there's the below-average: the damn camera work (excuse my French, but give the game a run and you'll be swearing like a frustrated editor as well).

This is about as weird as they come. OK, so it's ultimately just a 3D platform game, and when I first started playing it, the thought "Oh god, not another one" did cross my mind-but it has the odd way of endearing itself to you. It doesn't really offer anything new or original, it suffers from some truly godawful camera problems and it's really hard, but it can be quite fun. If nothing else it's further proof

that farts are the funniest thing ever. VISUALS SOUND INGENUITY REPLAY

Harvest Moon 64

Publisher: Developer: Featured In: Players: Supports: Best Feature: Worst Feature: Web Site:

Natsume Victor Interactive Soft. EGM #125

www.natsume.com

Open-ended, non-linear gameplay Monotonous farming chores

Even though the N64 has a serious lack of role-playing games, it does get bragging rights to Harvest Moon 64...an as-far-from-normal RPG as one can get. If you're a fan of death and destruction (killing monsters, big explosions and level 20 Death spells), this harmless game will probably make you puke. But if you think you could have a good time doing nothing but farming and wooing babes, then you HAVE to check out HM64. This is one lovable cart that is like nothing you've played before...well, except for Harvest Moon for the SNES and GB (and even fans of those games should check out HM64-there's plenty new here to experience). As hokey as it sounds, farming and dating can be quite fun. Trying to fit everything you need to do in one day (tend to livestock and crops, attend town events, suck up to the purdy girls, etc.) is challenging and amazingly enough, addicting. The best part is, the game is completely open-ended. You can play it any way you want, and you'll never run into old-man "linear gameplay. HM64 can get rather tedious (but tolerably so, if that makes any sense). Your daily chores are a bit repetitive, but most tiresome is having to move animals in when it rains and out when it doesn't. Still, this is a fun and unique experience that definitely is not for everyone. Rent it to see if it's for you.

Harvest Moon is definitely one of them love-it-orhate-it kinda games, It's a bit tedious, It's unconventional. It's a farming/dating sim, for cryin' out loud! But its cutesy gameplay is just the sort of thing to attract new types gamers. Kids will love it, sure, but girls will probably dig this, too. Here's a game you can play with your girlfriend. Don't let the weird premise scare you. You get mini-games, competitions-lots of stuff to keep you busy. Crispin

Harvest Moon 64 is a "life simulation" in the true sense of the word. You take up residence as a farmer after your Grandpa dies, and you go about daily farming tasks. But there's so many things to do in this game that no two players are going to have the same outcome. I really like the "cute" style of the art and the openness of the entire game. It's very whimsical, but serious at the same time. Gamers who are into Monster Rancher should check it out.

Harvest Moon is one of those twilight titles that will go tragically unnoticed to most RPG fans out there. That's a shame because HM64 has that rare charm and warmth missing from a lot of games. There's a lot to like here: the nonlinear farming simulation and scheduling system is challenging (it forces you to make decisions without beating you over the head with a plot), and the dating aspect is just an added Che bonus. Buy it for your girlfriend.

PLAY	
5	
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Lego Racers



Publisher: Developer: Featured In: Players: Supports: Best Feature:

Web Site:

Lego Media High Voltage Softv EGM #120 1.2 Rumble Pak Worst Feature:

Slap together your own Lego cars Needs more multiplayer stuff www.lego.com

Bored of Mario Kart 64? Fed up with Diddy Kong Racing? You could do a lot worse than pick up Lego Racers. It certainly won't take you long to figure this game out. Lego Racers is simple, pure racing fun, with 25 well-designed tracks and tight control Heck-even the control is pretty simple. Instead of having to hop to pull off a power slide, you just press the power-slide button (R1), or press both it and the brake button for a super-duper slide. There's no limit to vehicle variety, either; build your own cars using pieces from classic Lego kits (new kits open when you win each circuit). The colorful courses pack the expected allotment of shortcuts. Some track obstacles can be downright frustrating (such as flying saucers that zap you backward). And the power-ups are the usual kinda thing-turbos, guided missiles, oil slicks, etc. You can also supercharge each weapon by picking up white Lego pieces. The turbo is really the only power-up that matters, since it becomes a teleporter that warps you miles ahead once you fully charge it. In fact, you'll spend most races tracking down just turbos and ignoring other weapons. But it's the lack of multiplayer options that really hurts Lego Racers' replay value. The game only supports two players, and all you and a pal can do is race each other on tracks you've opened. Crispin

Lego Racers is a good example of a kids' game-a real kids' game. Not one of those crap-games turned kids' game so it won't be considered crap. So would I buy it for my own enjoyment? No. Would I buy it if I had a kid? Yes. It can be quite fun to play — albeit simple. Graphics are bright and colorful, racing is competitive but playful and there are loads of tracks. You can even build your very own racer with whatever parts you choose. Now that's cool stuff.

I'm not sure what the Lego folks had in mind with this title. Obviously it's for kids but it's so bland that even they'll get tired of it quickly. The tracks are short, unimaginative and devoid of good shortcuts. Power-ups can't be stockpiled so you have to unload constantly. In the end, Lego Racers looks and plays like a cheap Mario Kart clone, only much less entertaining. The only redeemable thing about the game is the Create-a-racer option.

It's Mario Kart with Legos! The real fun of this game is in building your racer and going head to head against a friend. The tracks have a very cartoony, Lego-ish look that (amazingly) doesn't suffer from the standard "re-used" texture look of most N64 games. It's too bad there aren't more multiplayer options or more customization options for your car and driver (like creating decals for your car or new shirt designs for your racer.

Chris VISUALS SOUND INGENUITY REPLAY

NBA Jam 2000



Publisher: Developer: Featured In: Players: Supports: Best Feature:

Web Site:

Acclaim Sports Acclaim EGM #123 1-4 Rumble, Memory Pak Jam and sim all in one Worst Feature: Too easy to get dunkadelic www.acclaim.com

There's lots of good and bad to NBA Jam 2000, but not much ugly. It's a good-looking game that moves smoothly. One of my favorite parts is announced Kevin Harlan, who has a no-holds-barred style of commentary, whipping out zingers at every turn. Several different shot animations, some playerspecific, are nice to see on fallaway jumpers and three pointers. The free-throw meter is intuitive and challenges the Shaqs of the world. In game statistics display not only the current game stats for players, but season stats as well. There are some big flaws, though. It's simply too easy to get into the paint. You can spin, you can juke or you can just dribble into position for a great shot. Dunks are way too frequent, and if you get to the hoop you'll often find yourself going airborne to throw it down with authority. It's also too easy to steal the ball when playing defense. A simple double team makes it difficult for the dribbler to hold onto the ball. When it comes down to it, the best reason to buy this game is because it's actually two games in one. You can play two-on-two jam-style and when you get bored you can scare up a franchise with draft picks and offseason moves. A bonus points system is implemented for creating players, trading and free-agent signing. A pleasant surprise. Todd

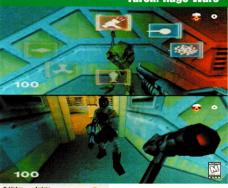
Uh, If I were Shaq I'd be highly annoyed at the way they made me look in Jam Mode-ouch. Overall the two-games-in-one idea doesn't work that well, Both Sim and Jam Mode are mediocre at best. Sim Mode is the better although it doesn't play a whole lot different than last year's game. Jam Mode fails to get me fired up either, especially since playing NBA Showtime. As a N64 basketball game, Jam 2000 falls well below Live 2000 in the pecking order.

This game is so bad it hurts. The Sim Mode is totally weak-the players look and animate like crap, and the gameplay is completely unbalanced and devoid of any "fun" aspects whatsoever. The Jam Mode is even worse. NBA Showtime runs circles around this turd. The N64 isn't exactly the sports gamer's dream system, but even still, there are FAR better hoops games than this. I wouldn't take this dud if you offered it to me for free.

It's too bad that some of the best visuals this side of NBA 2K for the Dreamcast get lost in bogged-down gameplay. This game is slow, with shot animations taking entirely too long to feel responsive. The overall effect kills any intensity the game might have had. Also, players from both teams tend to get jumbled together when rebounding or driving the lane. I hate not being able to see what's going on. Ignore the screenshots, and wait for Kobe 2... Dan L

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	6

Turok: Rage Wars



Publisher: Acclaim
Developer: Acclaim Studios
Featured In:
Players: 1-4
Supports: Rumble Pak, Mem. Pak, Exp. Pai
Best Feature: Multiplayer fragging!

Worst Feature: Tedious way of opening up extras
Web Site: www.acclaim.com

urok has always been a bit lacking in

the multiplayer department, and Rage Wars would seem to be Acclaim's way of making amends for this. By throwing all of the best ideas from various PC-based first-person shooters into the mix and stirring it up with the Turok characters, there seems to be some foundation for a quality game.

Unfortunately something seems to have gone a bit wrong along the way. The different play modes, while varied enough to offer some different challenges, aren't what you'd expect from a game targeted as a 'multiplayer' game. Somehow we expected more—and maybe at a push, something new.

All the modes let you play up to four players...but that's the maximum number of characters that can be in any one arena. You can't introduce Bots into the fray to make things even more interesting (only to make the





Chase the chicken, kill the chicken, try not to become the chicken. The tag game isn't the most fun of the modes available.

numbers up to four if necessary). As for the modes themselves...they're all pretty standard stuff. The four basic game types that you start with are only supplemented later after you've performed the laborious task of working through the single-player game. Even then, the rewards aren't plentfull. Alter go hours invested, you simply manage to open up all of the characters and weapons—along with two new play modes; a 'Time Trial' mode, and a 'Frag Fest' which is basically a multiplayer variant on the single-player gan-

Obviously the game has all the visual polish you'd expect from a Turok game, and with the Expansion Pak in place, the graphics looks very tasty—even if the animation is poor.

Ultimately it has to be said that this is yet another Turok game that feels like it's been rushed for the Christmas season. We should be thankful for the few games that are being released...but wouldn't it be so much better if they were more polished and refined? Rage Wars doesn't meet its potential at all. Shame. Another year, another Turok...another disappointment because it's been rushed out before some of the problems have been ironed out. When will they learn? Looks like never...



I always thought the premise for Rage Wars was a good idea. Borrow the best ideas from multiplayer games like Quake 3 or Unreal Tournament and throw them into the Turok universe. The only problem is, someone got a bit carried away along the way and made the whole thing unnecessarily unfriendly. The basic multiplayer modes are pretty bog-standard, and if you want to open up the extra modes, you're going to have to sit down and invest a tremendous amount of time in the single-player game (although two of you can play co-op too, which is a nice touch). This wouldn't be so bad if it wasn't so lengthy and tedious. Each character has to go through the same series of simple tasks...and frankly it's just mindnumbing. Fortunately the multiplayer stuff is quite cool, even if it is far from inspired. The deathmatch and team-based stuff is pretty much what you'd expect, but my personal favorite is the capture-theflag game. It's not quite what you'd find in a similar PC game (it's too dummied-down) - but it does get the competitive spirit going. The tag game I could live without, frankly...I hated it in Turok 2, and I still do. If you don't have three friends, you can still enjoy the multiplayer game, as there is some perfectly able Bot Al in the game that presents you with some worthy opponents John D

Rage Wass is a welcome deathmatch experience after that halffarme-presecond mest shat was Turok 25 multiplayer game. The decent frame-rate and the arena-style stages are great for four-player games (pass on this one if you're a lone gamen). But for a deathmatch-specific crary, TRW should've been a lot more. Even that cappy old Fe game, Ris of the Triad, had more (and better) multiplayer modes. Still, thad a fun time playing this with the gyus. Should be given the great should be supported to the still be given.

What went wrong here? This was supposed to be the definitive multiplayer shooter on the consoles, but instead it's just barely adequate. The multiplayer modes (of which there aren't enough; leg's too muches (of which there aren't enough; leg's too much on stuff; you open in the single-player game—which on stuff; you open in the single-player game—which infriend, 5th, there? you deaving this game delivers plenty of four-player thrills. And with Perfect Dark delayed, what less are you groun paly? **Declaration**

Even though I admire the concept behind Turok: Rage Wars, I don't think I works with this type of game. Playing though the one-player game them after time after time with different characters may work with fighting games, but doing the same thing in a PS to open up stuff can get frustrating and boring, Grarted, it's a beautiful-looking game—one of the best on the system—but all in all, I don't think it's worth picking up for multiplayer allone. Shawm

Top Gear Hyperbikes



Publisher Developer Featured In: Players: Supports: **Best Feature:**

Kemco EGM #121

1-2 **Rumble Pak** Nice speed, graphics Worst Feature: Not much beyond visuals www.top-gear.com

Top Gear Hyperbikes is like Beetle Adventure Racing in that it features a fair number of shortcuts and various power-ups, except with a bunch of turbocharged street and off-road motorcycles instead of bugs. The crucial difference between the two, however, is Beetle Adventure Racing is fun and has long lasting appeal. Hyperbikes just doesn't have enough underneath its high-speed surface. Yeah, TGH is pretty-looking and plenty fast. I also like the trick system on the off-road bike (although it's not very useful in the actual gameplay). But all of this stuff just isn't enough. Most courses are short and uninspired design-wise, and the shortcuts in those courses are ridiculously easy to find and use to your advantage. This makes for boring gameplay...most of the time. Most of the time because it seems the Al bikers are just too darned good on certain courses. Even after running near-perfect laps, hitting the available shortcuts, the best I could place in three laps was fifth (whereas | placed first in the previous course). Perhaps the computer opponents could've used a little more balancing. Two-player has a decent frame-rate, but racing the same courses again and again-it gets boring. Now, Hyperbikes isn't a terrible game-it's put together fairly well overall. But for the money, it doesn't provide much.

Once again, Kemco beats everyone to the punch with a new racing game sub-genre for the N64. The Top Gear Hyperbikes engine is mighty impressive-fast and smooth...what else does a racer need? Oh yeah, a nice variety of tracks always helps. Hyperbikes has that too, with a generous helping of shortcuts to keep things exciting. This is a very, very challenging game that has a lot going for it. It's no Beetle Adv. Racing, but it's fun enough on its own. Shoe

I've never seen a game where you have to take sho cuts to have any hope of placing in a race. That said, it's easy enough to find shortcuts that you'll never have to stay on the plotted course again. In fact, it's just no fun to stay on the standard course because there's nothing that interesting or inspired there -all the cool stuff's a shortcut or alternative route. Graphics are decent enough, but have that very plain, textured, Nintendo 64 look to them.

Like Top Gear Overdrive, Hyperbikes doesn't get fun until you open up the faster bikes and better tracks-after that it's great. The key is finding and using shortcuts along with lots and lots of turbos It's a blast to keep popping off the boosters as you fly down the twisty roads. For the most part TGH is really fun but there are a few bad things: The motor sound is crap, handling could be tighter and the bikes are not proportional

VISUALS SOUND INGENUITY				Deal
	VISUALS	SOUND	INGENUITY	REPLAY
	8	6	6	6

V-Rally Edition 99



Publisher: Featured In: Players: Supports:

Web Site:

Eden Studios N/A 1-2 Rumble, Memory Pak Best Feature: Fast frame-rate Worst Feature: Squishy control www.infogrames.net

V-Rally Edition 99 is remarkably similar to EA's origi nal V-Rally for the PlayStation. Same developer, different publishers, it's kind of confusing. Anyway, around here we call it V-Rally Lite because the driving gameplay is so dummied-down. The cars feel squishy and tend to drift all over the road. It's hard to keep up with the pack when it feels like you're sliding on ice. The frame-rate is smokin' fast but the graphics are bland and lack detail. Multiplayer is OK but doesn't do much to redeem the game. Overall a solid "so-so" for this one.

VISUALS SOUND INGENUITY REPLAY

NBA: In The Zone 2000



Publisher: Featured In-Players: Supports: **Best Feature:**

KCEO N/A 1-4

Dunk contest orst Feature: Sloppy frame-rate

Yet another NBA game is here to saturate the basketball market. With NBA: In the Zone 2000 you'll urself flustered with the control and disappointed by the frame-rate. The dribbling animations are nice, but they don't seem to deceive the defense. Rebounding is difficult because the players seem sluggish when they're going up for rebounds. The graphics are solid, but overall the game doesn't live up to its competition. If you're going to choose a new basketball game for your N64, EA's NBA Live 2000 is a hetter more solid choice.

SOUND INGENUITY REPLAY

Arcade Party Pak



Publisher: Featured In: Players: Supports: Rost Feature

Web Site-

N/A 1.3

Plenty of newer classic gam Worst Feature: Unlimited continues www.midway.com

Sure, I enjoy retro collections, but this is the first collection of games that are really from when I was growing up and going to arcades. It's packed with some of Midway's newer hits: Toobin', Rampage, Smash TV, 720°, Super Sprint and KLAX. All are absolutely arcade-perfect. One play and the memories flooded back. I'm disappointed that Rampart, which is on the PC version, is not included (it's one of my faves). Analog control is a great addition to some of these (especially Smash TV), except for the analog on 720°-it just doesn't feel right. Unlimited continues means that I've now beaten Smash TV (a goal I was never quite able to achieve as a youngster), but it would be nice if retro collections had some way of earning credits. There's also short behind-the-scenes interviews with each game's creators. If you're going to go that extra mile and include interviews with the creators, why not include things like scans of the game's original advertisements or pictures of what these machines look like would have been a good addition as well. The fact that it's set at a low(er) price makes it an even better value. If you're like me and hung out at arcades in the late '80s/early '90s, this is a great addition to your game catalog. Makes me wonder why they don't make arcade games as varied as this anymore.

Of all the retro compilations I've seen come through here, this one is definitely near the top of the heap. Not only does this compilation bring back some great memories of mall arcades and having no real money, the featured titles are identical both graphically and gameplay-wise to the arcade versions from long ago. I can't even choose a favorite from the bunch. I also like the little history on each of the classics (although the sound quality is poor in the clips). Shawn

With Smash T.V., Klax and Super Sprint, this may be one of the best cheap cash-ins, er., I mean, compilations, ever. Each of these titles was a lot of fun then and is still fun now (except for Rampage, whose popularity I will never understand). The fun quickly dissipates, however, because of the unlimited credits. It's simply not challenging (and defeats the purpose of going for high scores) when you can die and continue as many times as you want

Of all the retro compilations right now, Arcade Party Pak is by far the most entertaining. Second-wave arcade games like Smash TV, 720°, or Super Sprint dominated the Golfland I frequented and filled a huge void in my otherwise meaningless life. My only complaint is that 720° just doesn't feel quite the same without that whirly stick controller. Smash TV feels perfect with the Dual Shock controller. That's worth the price of admission alone!

Army Men: Air Attack



Developer Featured In: Plavers: Supports **Best Feature:** Worst Feature: 3D0 3D0 EGM #124 **Dual Shock** Strike-like gameplay Infuriating difficulty curve

www.3DO.com

They must just be releasing Army Men games too close together or something, because frankly I'm sick of Sarge, Captain and Colonel Grimm and all of the faux-WWII bollocks that go along with them. I know 3DO is trying to build a franchise...but the whole Army Men thing just isn't appealing enough. I don't want to relate to a badly voice-acted piece of plastic thank you. Especially when his obnoxious buddies are taking the piss out of my accent like they do in this game. At its heart Air Attack is a shameless rip off of the wildly popular and sorely missed EA 'Strike series...only it's been dummied down and buried beneath the Army Men 'plot'. You fly one of several helicopters on missions that involve shooting stuff. escorting things, blowing things up and saving people. As with the other AM games the scenario takes you between the Army Men world and the 'real' world...and like all of the others it's the 'real' stuff that holds the appeal here. Some of the missions are very cleverly thought out, and I particularly liked the interaction between the soldiers and the insects of the real world later on in the game. My big problem with the gameplay though is that it starts off great and gets real tough, real quick. The only thing that saved it for me is that the two-player mode is a co-op game...a welcome feature these days. John

Think of a game from the Strike series, except with plastic army men and vehicles instead of real military stuff. Missions have you taking out ant hills and escorting a teddy bear down a river, among other things. But does the toy-in-the-real-world theme work well? Not really. The missions aren't terribly entertaining and the gameplay is nothing new The Army Men concept just isn't as fresh as it used to be. I think it's time to try something new. Shawn

This is a logical next step for the Army Men series, but the minute I see Army Men Kart, it's time to run for the hills, But seriously-this is, at least for me the easiest of the Army Men games to pick up and play (and, in my opinion, the most fun of the series). Little touches like the bugs that scream "we're free" when you release them, and the ability to pick up items and drop them on your enemies just made this all the more fun to play.

I have to agree with John about the similarities between this and EA's Strike series, It's all about the same stuff only with plastic army men and other toy influences. It's kind of weird when a giant toy robot waltzes into a fierce fire-fight. It's like the game tries to mask hardcore violence under an "it's veil. If you don't mind the schizophrenic nature of Air attack, it's kind of fun. I especially like blowing

up insects...in the game that is, Dean VISUALS SOUND INGENUITY REPLAY 6

Broken Sword II



Publisher: Featured In-Players: Supports:

Mouse, Dual Analog **Best Feature:** Story, graphics, voices Worst Feature: Replay

www.cravegames.com

Generally speaking, I have to be in the right mood to eniov point-and-click adventures. They're about as linear as a game can get, and they don't give you much in the action and replay departments. Thankfully, I was in the right mood. And besides Broken Sword II has a funny and thoroughly entertaining story line. I wanted to keep going to see what would happen next-that is, if I could figure out the next puzzle. In addition, there's a huge cast of interesting characters to run into, tons of talented voicework, and rich, colorful graphics throughout the game. Of course, the game isn't without a few prob lems. First, even though the background graphics and character animation is topnotch, some graphics get a bit washed-out, making it difficult to see what's what (and in some cases, making it difficult to solve a puzzle). Most puzzles are easy to sort through, but others are ridiculously obscure (nice in a way, since it exercises your brain, but also very frustrating). Sure, this is the nature of point-and-click adventures to a certain degree, but this doesn't excuse those extratoughies. You'll probably have to resort to a walkthrough at one point or another. And finally, the saving interface is klunky-probably due to the port from the PC to the PlayStation. But as far as PC ports go, Broken Sword II is quite enjoyable. Shawn

This is a dying breed of games, which is a c shame. Some of you remember this from the PC a couple of years ago, and the translation to PS is more than admirable-if a little slow in the ol' disc access dept. The story line is involving, and more importantly it's actually interesting. The characters' development is topnotch (you actually care what happens to them) and the presentation is very good. It plays even better if you have a mouse.

Nearly everything about Broken Sword II can be described in one word: "lush." Scenery is lavishly detailed and full of stuff to play with. The voice act ing (of which you'll hear plenty) is topnotch. And the game's story is packed with clever twists and loads of funny moments. I only wish some of the puzzles weren't so obscure. There's nothing worse in these point-and-click games than getting stuck just 'cause you've hit a puzzle that makes no sense. Crispin

This game brought back memories of playing King's Quest IV on my old Apple IIGS. If you've got the patience and have played and enjoyed games like Myst or The 7th Guest, you might enjoy it. But I just couldn't get into it. Like Shawn said, some of the puzzles are very frustrating or obscure, somet leading to peeking at a walk-through to get by. Animation and storywise, it's fine, but pointing and clicking isn't enough anymore. Chris

VISUALS SOUND INGENUITY REPLAY

Formula One '99



Publisher: Developer: Featured In Players:

Web Site:

Psygnosis Best Feature: Car control

EGM #125 **Dual Shock** Worst Feature: Two-player mode www.psygnosis.com



I've always felt that most F1 games put too much emphasis on aesthetics and not enough on gameplay. Personally I don't care if my car has 30 adjustable points or if all the correct licenses are present. At the same time I know hardcore F1 fans want all that stuff and more. F1 '99 does a fine job of keeping all the details of the '99 F1 season in order while offering driver-friendly vehicles and adequate Al. Psygnosis has made a point of softening its traditionally strict car control to attract more casual racing fans. While not quite as arcade-like as Ubi Soft's Monaco Grand Prix, control is definitely easy to learn and master. Interestingly enough the digital pad works much better than analog. When using analog the cars will occasionally drift to the right side. Digital is straight as an arrow, however. On a negative note, two-player is really mundane and at times downright unplayable. It's split-screen, one-on-one with no other cars on the track. Some of the wide-open courses are tolerable while others, like Monaco, are horribly confusing. In the end, despite the mediocre two-player, I really like the game. The gameplay is as fun as Monaco Grand Prix's but unlike that game, you get all the fancy F1-licensed teams and tracks. F1 '97 still tops 'em all but for a really fun and sim-accurate racing game F1 '99 fits the bill.

Having never been a fan of Psygnosis' Formula One series after Bizarre Creations left the franchise, I was pleasantly surprised with Formula One '99. I had trouble with the game until Dean advised me to use the D-Pad instead of analog, and the car immediately handled much better, I still prefer the feel of Monaco GP but Formula One '99 has all the names and licenses so it's a give and take. It's nice to see this franchise back on track once more.

The overall look and feel of F1 99 is more 'game than 'sim', which is unusual for this series. Thankfully though, it captures enough of the spirit of the sport to hold fans' attention. The 1999 season is ably re-created (except for the last few races) so you can pretend you're Eddie Irvine getting screwed by Ferrari if you want to. My only major complaint is the two-player mode which suffers both graphically even if there are only two of you racing.

Past Formula One offerings were truly something. but then things went downhill for a couple of years Thankfully, the series is back on track with this year's version. Controlling your racer is much less strict than in years past (kind of arcade-like, in fact) and the graphics and frame-rate are about as good as they can get at this point. Surprisingly, I had better luck using the digital pad to steer than the analog stick. This is one to look into. Shawn



Publisher: Featured In: Players: Supports: **Best Feature:** Worst Feature: Graphics are pretty rough

Rockstan DMA Design EGM #123 **Dual Shock**

www.rockstargames.com

I have a little problem: I've played GTA2 so much, it's actually turning me into a hardened criminal. Or at least it's making me swear like one. No, not because it's a bad game-GTA2 is just really difficult most of the time. If it's not the rival gangs, it's the cops. If it's not the cops, it's the occasional cabbie who runs you down. There are lots of ways to get screwed in GTA2, and each one is maddening. I guess this would be a bad thing with most games, but with GTA2 I just had to come back for more. It's like an addiction...an incredibly fun addiction. I had to complete that next job for the Zaibatsu, no matter the cost (about \$30 for the Dual Shock I just destroyed in a fit of rage). And that's what's funny about the game. There's plenty of humor in it (what's funnier than running people over and delivering controlled substances to street-corner dealers?), but there's also a very real side to GTA2. You have jobs to complete (lots and lots of jobs) and rival gangs to wreak havoc upon. When you first start playing, you do all sorts of crazy stuff simply because you can. But once you start getting big jobs for whatever gang you decide to side with, you stop screwing around and get serious. After all, you need the street cred and mad bank to advance in the game. GTA2 will take you a long time to finish, so it's definitely worth the dough. Shawn

Fun? Yes, Funny? Sure. Obscene? Hell yeah, GTA 2 is all those things, held together by surprisingly catchy gameplay. It's the type of game that lets you explore and do your own thing while still going about your mission objectives. The excellent Al of the original game is even smarter; city residents, cops and gang members exhibit more realistic and complicated behavior patterns. I love your car's radio chatter, but the sound effects can get annoying.

Who would've thought there's so much strategy and technique involved in committing illegal acts and distributing illegal substances. I never played the first GTA, but you really don't need to have played it to jump right into this one. I agree with Shawn that this game is a lot of fun, but is also really frustrating. Graphics aren't anything to go nuts over, but the radio feature is very cool. If you feel like breaking a few laws, this is your game.

I'm with the school of thought that says the first GTA sold well due to its notoriety, not because it was a great game. Well, with GTA 2, they've capitalized on its pop-cultural appeal (Moving Shadow records... yes!) and upped the dosage of hip urban sponsorships. But there's definitely enough here to set it apart from its former self. Like the fact that different gangs will react to you based on your reputation. Check this out if you liked GTA.

VISUALS SOUND INGENUITY REPLAY

MTV Music Generator



Publisher Featured In: Players: Supports

Web Site:

Codemasters lester Interactive EGM #125 N/A Best Feature: You can make music! Worst Feature: Fiddly controls with a joypad

www.codemasters.com

As I said in my preview last month, this is probably

the coolest thing that will ever be released on the PlayStation, and it's a very different kind of product that deserves to sell very well. Upon first tinkering this comes across as a very basic sample sequencing program. Some of you may have tried the Acid products on the PC (from Sonic Foundry) and this is fundamentally the same thing. You pull loops and samples off the CD, load them into memory and piece together a song by 'painting' these loops into a grid.

Although a bit fiddly, and limited by the PlayStation's meager memory capacity, it is actually possible to produce some very decent results. The package comes with a wide variety of different samples from Drum & Bass to Rock to Trance...but once you delve deeper into the manual (you need to pay attention with this one) you realize that you can manipulate the samples as well as simply lining them up and playing them back. I pieced together a fairly respectable '70s cop show-style theme complete with 'wacka' guitars and funky bass lines in about an hour. Shoe was humming it after I played it to him, so it must have been OK. I've not even touched on the 'Jam' game and video editor here...but they're simply

Being a fan of the original Music (released in Europe only), I'm tickled pink to see its sequel make it over to these shores. This game jams. Having always been a DJ wanna-be without the resources to buy real DJ equipment, I found MTV Music Generator a cheap and user-friendly alternative. You can create many a groovy beat on this disc, even if your musical training doesn't go beyond puffing on a recorder. Give this "game" a look and a listen. It's cool.

added bonuses. The real fun is making music. With

patience, it's very enjoyable.

When I first heard about this software I didn't think it was going to be very good. I knew they could do stuff like this on a computer, but thought there was no way to do it on the PS. I was wrong. They not only made this program, they made it fun to use and provided tons of samples (most of which sound good). The load times are trying, organizing samples takes some getting used to and there are some memory limitations but there's a lot to this title.

I'm not sure what MTV has to do with this sequencer. but Music Generator is a cool little gadget for your PS. If you've used any of the Sonic Foundry apps. then you should feel right at home here. With the help bubbles, everything is fairly straightforward. although actually pasting the samples could get a little unwieldy with the standard PS controller. Wanna hear the drum'n bass tune I cooked up with Music Generator? I'll MP3 it and send it on over. Che

VISUALS SOUND INGENUITY REPLAY 6 8 9

NBA: In The Zone 2000



Publisher: Developer: Featured In: Players: Supports: Best Feature: Web Site:

N/A 1-8 Dual Shock Nice animatic Worst Feature: Sloppy Al

www.konar

I feel bad for this game only because Live 2000's dominance hasn't left much room for anyone else. If ITZ 2000 had some kind of interesting gimmick or at least more than a few things it did better than anyone else I could see recommending it. Unfortunately it puts itself in the same gallery as the big boys without the firepower it needs to compete. That's not to say it doesn't have redeemable qualities, it has several. The animation takes account of players stumbling, falling backward and getting knocked sideways. Little things like reach-ins, blocks and passes look good as well. Sadly, the animation isn't the main flaw-the AI takes that prize. While it's not as bad as others I've played recently, it has some serious probems. The computer players are often out of position. leaving gaping holes in the defense. It's quite easy for the opposing team to drive the lane when it's practically vacant. The Al players do some wacky stuff on offense too, like wandering out of bounds or getting tangled with other players. Two-player reflects the same sort of problems only to a larger degree. Overall the game lacks fluidity and the kind of natural gameplay it needs to succeed. It's a shame because it's obvious Konami is trying to do some innovative things but it's not quite there yet. Better luck next year.

In the Zone 2000 offers little improvement over last year's game, at a time when big changes were necessary in order to keep up with EA's ever-improving Live series. ITZ suffers from outdated graphics, sloppy controls, horrid sounds (is that a basketball or a lead weight?) and an ugly interface. If you own ItZ 99, this isn't different enough to warrant a purchase. If you don't, you should just get Live 2000 instead. It's a better game in nearly every aspect. John R

This title lags other hoop sims as far as 5-on-5 gameplay goes, but the dunk contest and three-point shootout modes are well-done. The regular game suffers from a lack of atmosphere, some jerky animations and weak Al. Also, there was a real sense of a plodding, slow offense. Not recommended for hardcore hoop heads. Time after time I quit at halftime to go back into the dunk contest. Maybe a rental, but really a brick.

I like this version better than the N64 edition but it still leaves a lot to be desired. The frame-rate is clunky as all get-out. The players look like they're stutter stepping when they run. Granted, the special move animation looks good, but it doesn't blend well overall. It's funny, the turbo on the N64 game shoots players across the court at hyper st while in this version it hardly does anything. NBA ITZ 2000 has way too many holes in it for me,

6 5	5	6

Medal of Honor



Publisher Developer: Featured In: Plavers: Supports: Web Site

Electronic Arts Dreamworks Interactive EGM #122 1-2 **Dual Shock** Best Feature: Killing Nazis Worst Feature: It's too short www.ea.com efore 3D blast-a-thons like Quake II and

GoldenEve existed there was a game called Wolfenstein 3D. You played an American super-soldier who singlehandedly took on the entire Nazi regime, eventually fighting a mech-like Hitler. It was a fantastic game for its time-and in no way accurately represented the goings-on of the second World War. In the same FPS style, except with a bone-chillingly realistic edge, Medal of Honor turns you into Special Operative James Patterson as he goes up against the Nazis toward the end of WWII.

Imagine Savina Private Rvan, except you're the spy/espionage specialist who goes over before the onslaught of infantry. You drop in and take out key locations (like munitions depots, giant cannons, chemical weapons plants, etc.) and retrieve important materials in the cloak of darkness. Sounds cool, and it is,





Here, you point out a pimple to a Nazi quard. Then you help him get rid of it by blowing it clean off of his face.

Missions take you to various locations around Europe, on land and at sea. You'll sneak around the countryside in France, make your way around an underground fortress in Germany and even sink a U-boat in the middle of the ocean, among many others. In some cases, you even disguise yourself as a Nazi officer. It's especially creepy when a Nazi soldier strongly asks to see your papers while readying his machine gun. If he recognizes you as a spy, you're German Shepherd meat.

Weapons are real-world stuff. Pistols, machine guns, a sniper rifle, grenades and of course a rocket launcher, among others. The music and especially the sound effects will have you looking around the room in amazement. Rounds whiz right past your head, loudspeakers announce your presence to guards and alarms make you sweat bullets.

All of this truly makes you feel like you're part of the action-like you're walking around deserted city streets, risking your life, fighting the good fight for the Allied Troops.

Nazis aren't stupid. When you throw a grenade at one of them, they'll quickly kick it or throw it back. Sometimes they'll even jump on top of one to save fellow troops. It's extra fun when the dogs pick them up.



I've played many different first-person shooters over the years, and few have really left a lasting impression. Medal of Honor is one of those few. Looking beyond the occasional graphical glitch, you have a game filled to the top with cool bits. Whether you're sniping a Nazi officer from afar, or dropping grenades down a hatch to take out a group of evil krauts, you can't help but feel like a World War II Allied badass. The missions and objectives make you feel like you're actually in the war. The levels have a very real look about them, as do the objects and characters therein. Then there's the sound effects and musicyou have to hear them to believe just how they draw you into the game. In addition to the ambient sound and music and overall motif missions are broken up with old-time footage of the war, with excellent narration. It's like a little history lesson. Multiplayer is one-on-one unfortunately (four-player would've been incredible), but it's still a blast-especially when you unlock some of the secret multiplayer levels and cheats. As for replayability, you open up all kinds of secret stuff by going back into levels and going for better accuracy, more kills, etc. You get medals for finishing particular missions. Do a fantastic job beating the entire game, and you're awarded the Medal of Honor. This one's a classic. Shawn

Less like Saving Private Ryan: The Game and more like Castle Wolfenstein 2000, Medal of Honor is a twitch-rich first-person shooter that emphasizes action over realism. Nothing about the gameplay is revolutionary. Levels are simple and linear, But in this game, presentation is everything. Sound effectssuch as the rumble of artillery or barked German over loudspeakers - are spectacular. And for once you get to battle a real enemy: Nazis. Cool. Crispin

I like my war games to be historically accurate. Medal of Honor definitely has the ambience to pull it off, but too many quirks will snap you harshly back to reality. I'm being critical here because this game was so close to being the perfect GoldenEye killer on the PlayStation. Unfortunately the multiplayer doesn't quite live up to snuff. Make sure you're playing this game with the volume turned up LOUD...it's a totally different experience.

Without a doubt one of the most atmospheric games ever produced, this is classic stuff without any shadow of doubt. The sound effects and music are unbelievable, while the gameplay itself has all the tension and drama of an old war movie. I was enthralled from the moment I started playing, and soon got to a point where I didn't want it to end, Oddly, for such a violent game there's no blood whatsoever-

just like the old movies VISUALS SOUND INGENUITY REPLAY

NBA Live 2000



Publisher: Developer: Featured In: Players: Supports: Rest Feature Worst Feature: Web Site:

EA Sports NuFX EGM #123 Dual Shock, Multi-tap Great Al The New York Knicks www.easports.com

t figures now that Michael Jordan has retired for good, EA Sports would obtain the license to put him in what many regard as the finest hoops franchise around. Yes, that's right, old MJ can be found hitting fadeaways and throwing down vicious dunks in this year's NBA Live 2000. Lots of other never-seen-before greats can also be found, or unlocked, by beating them in a game of one-on-one. This creates match-ups people usually only talk about. Dream up the marquee match-ups (Dr. J vs. Jordan, anyone?) or go for the more obscure (John Stockton vs. "Pistol" Pete Maravich), This setting is ideal for trash-talkin'. If you eschew the individual game, but are interested in playing with the legends, there are a number of all-decade teams spanning the '50s, '60s, '70s and so on. Even more incredibly, all of these players are modeled accurately to their real-life coun-





It may not look as good as Sega's NBA 2K. but for unequaled Al and gameplay, Live 2000 is king of the hill.

terpart-uniform, hairstyle and all. The oldtimers even opt to wear uniforms specific to their era (remember those restricting P.E. gym shorts you wore in school?). This all sounds great, but simulation style basketball remains one of the hardest sports to replicate on a console. Hard-core basketball enthusiasts will tire quickly of not being able to play defense. The computer, on the other hand, seems to have no problem playing in-your-jersey D. The game moves at a brisk pace, and keeping up with your man can be a chore. There are also a ton of gameplay options which fans of the series have come to expect, including Franchise Mode, Draft, Custom Seasons. Arcade Mode and Three-Point Shoot Out, Ingame options are deep as well, including the ability to lock a player (you only control that player for the entire game) and set offensive and defensive strategies. Even with all the variables a hoop fanatic could ask for, we didn't feel the gameplay was quite as strong as it could have been.

In years past Live was on the easy side (a common gripe about the game). It was just a matter of finding the open holes for the easy jam. Not so this year, the defensive Al has sewn up all the loose ends.



Playing NBA Live 2000 is the ultimate bittersweet experience. On the sweet side, it's got all the options, players, game modes and on-the-court moves you could want. On the bitter side, it doesn't have the perfect engine to take advantage of enjoying these elements. A perfect example is in the oneon-one mode. Each player, no matter whether it's Jordan or Shaq, plays essentially the same. Sure some guys are taller, and some a little quicker, but it's really kind of boring. It's the same thing in the game. And the special moves like crossovers, spins, etc., go through a motion-captured animation which often sends you in the opposite direction that you want to go. Still, you can hit the turbo button, beat your guy off the dribble, and soar to outrageous dunks. Nice. The inclusion of classic teams and legendary players adds a lot to the replay value, Finally, pit Shaq against Wilt and see who shows up. It's hard not to like seeing these guys on the court together. Once you get familiar with some of the control glitches, two-player games are really fun. One-on-one mode, including Michael Jordan, is a relatively boring experience thanks to the difficulty of playing defense. Use the special move of choice, hit turbo, dunk and repeat. Oh well, I give them credit for trying to do a lot, and coming up a bit short. Dan I

Aside of the fact that the frame-rate is a bit weak, and the overall game speed is a bit fast (and cannot be adjusted), I have just about no gripes at all with NBA Live 2000. This is how console basketball should be. Awesome animation (for the PS, anyway-it looks dated next to DC NBA 2K), tight gameplay, smart Al, tons of options and features and a slew of hoops legends (Dr. J, baby!) make this my favorite b-ball game ever. EA, please port this to DC...

You gotta love having MJ in the game! Basically Live 2000 is a tweaked-out version of last year's game. Beyond the new all-decade teams, MJ's One-on-One and the huge list of classic players, the "brick-wall" defense is the biggest gameplay change. Singleplayer games are tough. No more can you can't cut to the basket untouched, it's all teamwork now. Those who dogged Live for being too easy should check out this year's defense-enhanced game.

Dean

NBA Live 2000 is filled with features upon features. I've been made fun of for it, but my favorite part is the one-on-one mode where you play street ball against NBA legends from the last four decades. I dismantled Jordan 11-9 with Iverson. As far as general gameplay, the frame-rate has improved though you'll still run into occasional choppiness. Dunks are great fun, special moves are reserved for certain players, and rebounding is much easier, Todd

VISUALS SOUND INGENUITY

NCAA Final Four 2000



Publisher: Featured In: Players: Supports: Best Feature: Worst Feature:

Web Site



A big thumbs-up to 989 for putting in over 300 college hoops teams, so that those Lehigh fellows can feel like a part of big-time college ball. But a monster thumbs-down for using the slow-witted Quinn Buckner as a commentator (although I'd have to say this is some of his better work). Besides that, there are a lot of good features in NCAA Final Four 2000. The coolest part is the Bubble Watch which allows you to track your team's progress in relation to the NCAA tournament. The post-season awards are a nice touch, too. They feature first and second team All-Americans, National Player of the Year and Conference Player of the Year. There are four gameplay settings, but it seems like the only way the defense stops you on the Senior setting is by prying the ball loose regardless of what moves you put on. Probably my biggest gripe about the game might seem minor, but the ball always hits the rim. You could shoot a prayer full-court and it will clank off the rim. It may add to the excitement, but it deducts from the quality. Another flaw is the lack of special moves, Sure I can spin the ball in the palm of my hand prior to a free throw, but I can't dribble between my legs or throw a vicious spin move at the defense. Overall, this is a solid game and one of my favorite parts is that DePaul University is finally good.

www.989sports.com

Help, they sucked all the fun out of this game! It's not quite that bad but the amount of stealing going on is ludicrous. Depending on the difficulty level the computer will a) let you steal the ball at will or b) steal or block your shots (even dunks) constantly. It's very frustrating. It's much tougher to make a shot in general. The ball rocks around the ring and jumps out a lot...too much in fact. Play the game on Sophomore level and it's pretty good.

If you liked Final Four 99, chances are you'll like Final Four 2000. Similar to last year's game, Final Four isn't too heavy on the sim aspects, relying more on fast-paced, arcade-style play. If you're a serious college hoops fan, you may want to hold off to see how March Madness 2000 turns out, but if you're just out for a solid, fun-playing college b-ball game, this'll do you fine. Personally, I'm not a huge fan of college ball, so I'd rather just play NBA Live. John R

This is a decent game of hoops gone awry. The shot meter is great at first, but a little practice ruins the feature. After two games, I was dropping 50 points on Duke with some small guard from Chump University. You get the idea. Even with this feature off players from both teams shoot ungodly percentages. Still, this game does a lot right, and is pretty fun for a head-to-head clash with your roommate. Check it out if you're a college hoops buff. Dan L

VISUALS SOUND INGENUITY REPLAY

Test Drive 6



Publisher Developer Featured In: Players: Supports:

Dithull FGM #121 1-2 **Dual Shock** Loose control

Infogrames

Best Feature: Big selection of cars Worst Feature: Web Site www.Infogrames.com In the past Test Drive has always played second fid

dle to racers like Need for Speed, Gran Turismo and Ridge Racer, Last year TD 5 narrowed the gap by offering a good variety of cars (muscle and exotics), decent tracks and a smokin' frame rate. The only thing holding it back was the unforgiving handling Basically you had to run mistake-free race to place in the top three which was very hard to do. For Test Drive 6, all we hoped for was a similar game only with handling comparable to Need for Speed: Hot Pursuit or even Gran Turismo. Well, they certainly worked on the handling and physics but they turned it heavily toward the arcade side of things. Instead of authentic, specific-to-the-vehicle physics, the cars have that turning-on-a-spindle feel and bumpercar-inspired gameplay. Personally I don't like that sloppy stuff because it never feels like your car is gripping the road. Granted each vehicle handles differently, for the most part they're all loose. If you can get used to that (I can't) the game has some nice points. Beyond a load of licensed cars, there's Pinkslip racing, Wagering, Two-player and Cop Mode. Two-player is passable, but again, the slop handling and limited view make for frustrating gamin'. you're a Test Drive fan, give TD 6 a rent before you make a decision Dean

TD6 is a real letdown. I don't know what happened. Control is too loose, and it often looks like your car is floating along the road (and the cars look like they're wrapped in plastic or something). The game looks and feels more like some no-name racer than a TD game. No, it's not a complete loss—the courses are designed well and are quite long, and there are plenty of vehicles to choose from. But TD6 is not what I expected from a game in the series. Shawn

I haven't played a Test Drive game (other than Off Road) since Test Drive 2. The game's changed quite a bit since then. Although I prefer the more arcade feel of Test Drive 6, this series was built on a more simulation feel. It has a good selection of cars (both new and old) and a good selection of modes. Fans of Need For Speed will appreciate the police chases. But there are so many good driving games on the PS, this falls just right of center.

Chris

Test Drive 6 totally took me by surprise. Gone are last year's virtues like realism, finesse and all that other stuff that makes me want to play a racing game. TD6 has been dummied-down into some incomprehensible arcade game, more comparable to games like Runabout or even Demolition Racer, I like placing bets on your own outcome, and chasing other racers as a cop is novel for an hour or so,...overall though TD6 was neither exciting nor appealing. Che

VISUALS SOUND INGENUITY REPLAY

Tomorrow Never Dies



Publisher EA/MGM Interactive Developer: Featured In: Players: Supports:

MGM Interactive/Black Op EGM #125 **Dual Shock** Best Feature: Varied gameplay Worst Feature: Sluggish control and graphics

www.tndgame.com GoldenEye 007 may have hit the Nintendo 64 a year late, but it turned out to be a better game than anyone expected. Now, Tomorrow Never Dies is hitting the PlayStation a year late-but that's where the

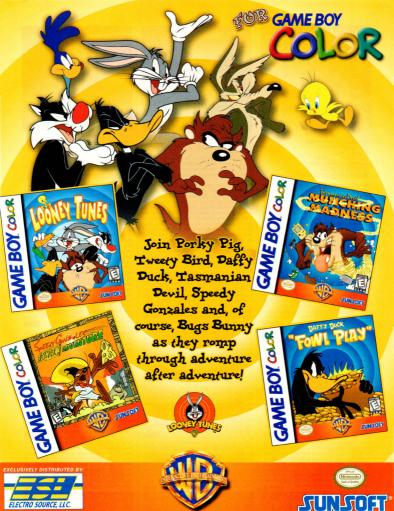
similarities between these Bond games stop. TMD is a major disappointment. It does start off fine; early levels deliver intense, stealth-intensive gameplay that have more in common with Syphon Filter than Rare's N64 masterpiece. The music is excellent. And inlike most games that try to mix varied play styles, TMD does a decent job at giving you more to do than just shoot, sneak and snipe. The ski stages and Chase HQ-style driving level give TMD a true Bondflick feel. But things start going sour during the game's second half. The visuals suffer more glitches (I've actually shot enemies through walls). Missions, which were better paced earlier in the game, become monotonous. The difficulty curve spikes way upward around level eight. And the frame-rate takes a turn for the super choppy during the final, 10th stage. Couple that with the already sluggish controls and you're in for some frustration. TMD just loses any sense of imagination toward its finale. The game's main adversary, for instance, can take a dozen grenades to the face before he falls, C'mon-he's a media mogul, not Iron Man, Lame, Crispin

When I was playing through Syphon Filter, I kept thinking that the engine would have made for a great Bond game. Now that the Bond game is here, it's a bit of a letdown. The problem is with the game's engine, which never ceased to piss me off. Slowdown, clipping, erratic camera in small enclosed places...all of it detracts from what could have been a really solid third-person shooter. Still, the minigames were fun, but few and far between.

Tomorrow Never Dies has all the components of a really cool third-person shooter, but somehow it just never comes together. The game starts off nicely, with a mixture of stealth and action missions, but by the second half, the seams begin to show. One gripe I had was with how the game handles targeting. It'll lock onto something, but as soon as you take off running, it's hard to keep a bead. Also, sniping in first person is awfully slow and clunky. Dean

It's kinda like Syphon Filter only not as good...which would possibly be OK if you actually liked SF, and I didn't. Considering how long this has been in development, it's very disappointing-and hardly the PlayStation's answer to GoldenEye. I kinda dig the variety in the levels, and the 'James Bond-ness' of it all (especially the chases), but the controls suck, the graphics look terrible and the camera is nothing short of useless. Another wasted license. John D

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Publisher: Developer: Featured In: Players: Supports: Best Feature: Worst Feature: Web Site:

Activision EGM #123 **Dual Shock**

www.activision.com

Traveler's Tales Sweet graphics Nothing

The characters of Toy Story fit very naturally in a video game, and Traveler's Tales has done a great job of snapping everything together. It may not be the most difficult game in the world, but it's going to be just as fun for the experienced gamer as it is for the novice. It follows the plot of the movie, and includes lots of cutscenes which you can choose to watch later as you open them throughout the game. Control is silky-smooth, and there are two options for the camera-active and passive. I ran into times where I had to switch the camera control just to make hairline adjustments to my positioning. At no point did I feel like I was fighting the camera to get through a level, which is the main pitfall of the 3D platform game. Levels are the perfect length-if they were any longer it wouldn't feel like there's a steady enough progression. Music sounds as if it's from the movie, but even if it's not, it fits nicely into gameplay. I don't think there's any doubt that the reason this game is good is because of the strength of the characters and the Toy Story world. Take that away, and you've got yourself an average game. There's really nothing to complain about, but on the other hand, there's nothing to shout about other than the quality of the graphics. I'd suggest renting it if you liked the movie, but if you're a huge fan, it's a buy. Chris

Impressive. In a day where it's easy to poop out a generic 3D platform game, Traveler's Tales gives us something that not only looks sharp, but play as well. Toy Story 2 has an old-school platform game feel to it, despite being constructed of polygons (like how Mario 64 is to Super Mario Bros., this game is exactly how you'd think the original sidescroller should look and play in 3D). Give Toy Story 2 a shot. It's not as "kiddie" as you think.

I haven't seen the movie yet, and this game makes me want to watch it all the more. Unfortunately, some of the plot was spoiled for me, oh well. As a 3D platformer, Toy Story 2 puts its elegant engine to good use with some of the best "toy world" levels I've seen. I do wish there were more variation with the goals-you've always got the same five objectives on every level. However, for the younger gamer, Toy Story 2 is a pretty good buy.

This is one of the best kid's games I've seen in a very. very long time. Graphically it's topnotch, but what's best about it is the design of the levels. Sure, it may be easy for a lot of gamers (especially the bosses which are a walkover), but the whole thing is pieced together in a package that just oozes quality. As a 'game of the movie' it's tough to fault. It has a few camera problems in places, but unlike many 3D platformers it generally does a great job.

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Twisted Metal 4



Publisher 989 Studios Developer: 989 Studios Featured In: EGM #125 Players: Supports:

Web Site:

Dual Shock, Multi-tap

Best Feature: Better than TM III Worst Feature: The concept's getting real old www.989studios.com

The good news: 989 went back to the drawing boards and has given us a better game than the previous offering that was Twisted Metal III. The game engine plays and feels very much like the first two offerings from Singletrac. Gone are the constant and annoying flip-overs from III (although the programmers over compensated for this a bit by having the cars flip back a little too quickly). The arena designs are better this time around as well. They have a lot of variety, are interesting for the most part and are full of secrets. Finally, the new remote weapons are a nice addition to the arsenal. Everything seems to indicate that this is the best Twisted Metal yet, but unfortunately, that is not the case. So what's the bad news? The game speed varies from extremely fast (almost too fast in the one-player game) and smooth to choppy and slow. The graphics themselves are a step down from the nicer-looking TM III. Once in a while, you can get your car stuck against a wall, and it won't become unstuck until you get smacked by an opponent. Also, some of the levels are way too big, leading to prolonged periods of inactivity while ou're trying to locate some machine gun fodder. Sure, this is better than TM III, but do we really need another car combat game? The genre's getting old on the PS...let's let it retire until PS2.

TM 4 is better than last year's game. They fixed the roll-over problem as well as other control issues. The environments are bigger and more interactive as well. You can blow up objects to reveal secret pas sages and special weapons (great fun). Even so, it's no Rogue Trip. Things that hurt it: Create-a-car is too limited, it takes too much to kill enemies, and vehicles occasionally get hung up in walls (glitch). On top of that, multiplayer is a bit boring at times. Dean

I don't understand why this game is updated and rehashed every year like it's a sports game. The first two were fine! I never got into Twisted Metal before, and number four didn't do anything to convince me that I'm missing out. Multiplayer is no fun with any more than two players, and the cars are so small that you can hardly determine what's a weapon and what's a power-up. If you've played Twisted Metal before, this is all-too familiar territory.

Having driven in a real demolition derby, you would think I'd appreciate this a little more. Yes, Twisted Metal 4 has all the tweaks that we screamed about last year, but for me, it's still the same old game. This series, which goes on its fourth anniversary this year, is becoming seriously stale. Deathmatch has always been the main staple of Twisted Metal, but not even that could salvage an otherwise hackneyed formula in TM4. Please, introduce something new!

VISUALS SOUND INGENUITY REPLAY

Vandal Hearts II



Publisher Konami Developer: Featured In: Players: Supports Best Feature:

Web Site:

KCE Tokyo FGM #121 Story line, music Worst Feature: Long, boring cutscenes www.konami.com

The big thing that differentiates Vandal Hearts II from all the Tactics-this or Tactics-that before it is the two-unit simultaneous movement during combat. This unorthodox battle system has enemy characters moving at the same time as yours, so while still staying a turn-based game, it gives you a little more sense of being active and live (real-time, if you wish). It sounds good in premise, then sucks when you first try it out (you'll be swinging at empty spaces a lot while you're trying to anticipate what the CPU is going to do). It then becomes pretty darn cool again once you learn how the Al is going to act. When you do get the hang of things, you'll find this to be the deepest strategy-RPG yet. One thing's for certainyou'll need to use your noggin to win the fights...a lot

more so than in other games of this type. If you're not a fan of noggin-usin', you won't enjoy VH II at all. Besides this neato style of combat, the game has an awesome soundtrack (one of the best I've ever listened to) and a deep story line with twists and turns (although the cutscenes and accompanying dialogue can really drag on at times). The new weapon/armor system will remind you of features found in more recent Final Fantasy games, which is a very good thing. It's yet another aspect of VH II that gives it a healthy dose of depth. Recommended. Shoe

Konami's latest sequel is a class above its predecessor; the simultaneous movement and weapons/character development system makes this a complex game. The flow of combat will confuse most of you used to a more traditional tactics game, but it's rewarding once you use it to your advantage. With Square still holding back Front Mission, and Bandai's unlikely release of Super Robot Wars, you'll have to make do with VH2 as your tactics fix.

Che

It took me a long time to get used to this sequel's chief innovation-it's simultaneous-movement system. Half the time I liked it (it does speed up the game), half the time I didn't, depending on whether I guessed my enemy's movement correctly. Otherwise, Vandal Hearts II is nearly as addicting and easy to get into as the original. The new weapon-skill system encourages experimentation. You practically need flow charts to follow the story, though.

As far as tactical RPGs go, Vandal Hearts is one of the best. The sequel adds a lot, including enemies that move when you do-and you have to anticipate those moves. Meaning that there's another level of strategy you have to devise before blindly positioning and attacking the enemy. The gameplay and the story line are a lot deeper than the first game. Graphically it's not that much different from the first

il Heart	s. A solid titl	e for RPG fans.	Chris
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Need For Speed Presents V-Rally 2



Publisher: Developer: Featured In: Players: Supports: Web Site:

Electronic Arts Infogrames EGM #125 1-2

Dual Shock, wheel Best Feature: Frame-rate and controls Worst Feature: Can't configure control scheme

Last month I spent all my time zipping around the notorways of England with Team Honda in ToCA 2. This month, I find myself drifting across the paved roads of Spain, or sliding around the muddy bends of Indonesia in my Subaru Impreza, V-Rally 2 picks up where last year's V-Rally left off with nice solid results. Complaints with the previous installment included sensitive controls, clunky car physics and frequent car flipping. In V-Rally 2, they've tweaked the car flipping quotient so that it's a lot more tolerant of bad driving. You can now scrape along the side of the road, or even run up a slope, without constantly falling into last place. The physics of the cars have also taken on more bounce; they feel lighter, more buoyant and absolutely responsive. The real highlight of the game is how smooth it can maintain 30 fps even while you're neck-to-neck with three other cars. This helps V-Rally 2 achieve a sense of speed not commonly seen in a rally racer. The car models are also among some of the best I've seen on the PlayStation, with both exterior and interior vehicle detail. A couple gripes: There's no way to configure the game to use the other analog stick as a throttle, and your navigator's voice quickly begins to grate. Otherwise, V-Rally 2 is the perfect balance between arcade fun and sim intensity.

This is considerably better than the original V-Rally. and it seems that a lot of lessons have been learned about what people want from this kind of game. The cars no longer flip over at the slightest hint of trouble, and they now have much more of a Sega Rallytype feel to them. The controls are spot-on, the graphics are excellent, and the selection of cars will have ardent Euro car fans enthralled. This is a superb racing game...don't overlook it. John

VR 2 is every bit as fun as Sony's Rally Cross 2, plus it gives you real cars and authentic Rally features. It's the perfect combination and easily my favorite Rally game to date. The changes made to vehicle physics and handling have done wonders. It's more forgiving than V-Rally yet not too soft and arcade-like; it's just right. Replay value is high due to voluminous amounts of tracks and cars. Two-player works great as well. Rally fans must have this game.

V-Rally 2 is put together extremely well, from the opening cinemas to the gameplay itself. The framerate stays high, and courses (though a tad short in some cases) are designed well. Although, I have a preference for the tracks I created with the in-game editor-especially the one with the super-high jump. The game is pretty amazing graphically, too (especially night courses when the headlights come on). Overall, it's a bit technical but it's also fun. Shawn

VISUALS SOUND INGENUITY REPLAY

Wu-Tang: Shaolin Style



Publisher: Developer Featured In: Players: Supports:

Activision Paradox EGM #122 1-4 **Dual Shock**

Best Feature: Four-player fighting Worst Feature: **Gratuitously violent content** Web Site: www.activision.com

This game was not put together for your benefit. They should've just been straight with us and called 'Wu-Tang: When Marketing Departments Collide'-apparently it was 'inspired' by the hip-hop group's love of kung-fu movies...but really it's a way of taking a mediocre fighting game and slapping a license on it. The thing is, that's part of the problem. I don't think a game has ever made me feel uncomfortable before-but this is the first time I've genuinely felt that things have gone a bit far. I'm not being an old fart, or overly righteous-but seeing Method Man plant his foot on his opponent's chest and then swinging his sledgehammer like a golf club against his head is, frankly, just asking for trouble. It would get bad press for the action alone...but the fact that it's a 'real' guy means that it's going to attract the wrong kind of attention. This is the first game ever where I don't feel I could defend the content...and that's bad. It's not even a particularly good game either. It's probably the closest we'll eve get to Thrill Kill, but the fighting engine ain't great. It feels too much like an 'extreme' wrestling game, and the net result is that you get that 'detached' feeling from the action. The four-player mode will no doubt get the most play-time from most people...but it gets old really quick

At least you can finally see what the fuss over Thrill Kill was about (and you'll certainly see the bloodshed that made EA balk). But if you look past the guts and silly marketing tie-in, Wu-Tang is actually a decent four-player game. Sure, the button-mashing gameplay makes for a shallow experience (despite scads of moves). And things get sluggish in larger arenas. But Wu-Tang's a fun diversion that'll likely get more attention than it deserves.

I know plenty of you out there are starving for a Thrill Kill four-player gore-fest, but believe me when I tell you that you can get it all out of your system with a ne-evening rental. Sure this game has an impressive list of moves and combos. When you start the chaotic four-player game, however, most of the action deteriorates into a button-mashing orgy. Wu-Tang is worth checking out, but it probably won't hold your attention for too long.

I think where the line draws for me is the fact that these are real people (gangsta rap supergroup Wu-Tang Clan) committing pixelized acts of violence onscreen. As a fighting game, Wu-Tang just isn't that exciting or fun. It's a lot of button-mashing mayhem and a lot of gratuitous violence. Maybe that does it for some people, but not me. You don't actually need to know any of the moves-just button mash like crazy and you'll be fine. Chris

VISUALS SOUND INGENUITY REPLAY 6 5

Worms Armageddon



Publisher: Developer Featured In: Players: Supports: **Best Feature:** Worst Feature: Web Site:

Team 17 EGM #125 **Dual Shock** Tons of options, multiplaye Painfully slow CPU AI www.hasbrointeractive.com

Many deadlines ago, we here at EGM were glued to our TV sets, playing the original Worms for hours at a time. Now, the third and best chapter in the series (Worms 2 never came out for the consoles) is here, and I couldn't be happier. This excellent strategy title makes a perfect party game. Almost everyor I know loves I know loves it (except Mark MacDonald of OPM...strange one, he is). Don't let the term "strate-MacDonald of gy" scare you off either-this is a simple game that's hella easy to jump right into, It's also one of the most fun things you'll ever play. Whether it's Crispin accidentally falling on top of a live stick of dynamite he just placed or me inadvertently letting go of the Ninja Rope over water (sending me to my watery grave). something inevitably goes awry. And when it does, everyone laughs their heads off. As a seguel, this one doesn't disappoint. The graphics are leagues better, The game has tons of new (and secret) weapons. The numerous game schemes provide plenty of variety. The training mode adds a lot to the normally weak one-player Worms experience. Speaking of which, playing WA against the CPU is alright (it doesn't aim as annoyingly perfect as it used to), but it takes an awful long time to think out its moves. Don't get this for the one-player game though...this is meant to be played (a lot) with friends. Shoe

It comes down to this: If you have at least one friend, you should own Armageddon. And since most PlayStation owners have at least one friend, all of them should have this game. It's that good. In fact, the only things that are a little off about the game are the cheesy euro-dance music at the Title Screen, and how long it takes the Al to decide what to do during a one-player match. Note: You don't need to own a multi-tap to enjoy multiplayer fun.

Worms Armageddon may have originated on the PC. but this madly rewarding multiplayer experience reaches its full potential on the PlayStation, Invite three pals over (you don't need a Multi-tap), boot this thing up and you're set for hours of goofy fun. Everything about WA, from its extensive options to its many play modes, is fine-tuned for multiplayer play. Even nongamers-like, say, your significant other-will love this game.

Crisnin The Worms series has long been a favorite of mine on

the PC, but Armageddon is certainly the best incarnation yet. It's best with four players...and with a bunch of friends who don't take things too personally. This can get really competitive, and you'll find yourself playing for LONG sessions, exploring the possibilities of the wacky weapons while devising increasingly fiendish strategies. This is multiplayer video gaming at its best.

Intellivision Classic Games

Publisher: Developer: Featured In: Players: Supports: Rost Feature

Web Site-

Activision Livesay Technologies EGM #123 1-6 None

Better than Atari 2600 games Worst Feature: Some of our personal faves not here www.activision.com

A more exciting collection than the 2600 compilation, Intellivision Classic Games brought back tons of fond memories for us all. Some of the best are here, like Snafu and Shark! Shark! John D. loves the gameplay of these classics, although the turd graphics still turn him off, Crispin and Shoe are bummed out some of their favorites aren't here, like the AD&D titles, Dreadnaught Factor, B-52 Bomber and Utopia (Intellivision Classics 2, perhaps?). If you grew up loving Intellivision, be sure to pick this disc up, even though the controls (sans keypad) are inconvenient.

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Publisher: Developer: Featured In-Players: Supports:

Dual Shock Best Feature: Classic gameplay, updated! Worst Feature No construction/random mode Web Site: www.hasbrointeractive.com One of the most neglected classics of the '8os finally

Hasbro Interactive

Artech Studios

EGM #125

gets its fair share of updating. Shoe commented that this is an awesome update of the original-which keeps the same feel, but updates it flawlessly. Not only does the Adventure mode hold plenty of variety and challenge, but the original game is included. Only thing missing is a level construction kit and a random level generator, includes a handful of headto-head boards which are a blast. Chris says that it's an action puzzle game taken from its simplest form to its most advanced. Excellent,

Asteroids



Publisher: Activision Developer: Syrox Developments Featured In: EGM #122 Players: 1-2 Supports: Link cable Best Feature: Classic old-school gameplay Grating sound

Worst Feature:

Web Site:

www.activision.com "It's been updated enough without them really "ng with it" was the first comment from Johnny England. Asteroids is an excellent retro remix. Now with power-ups, color graphics and a two-player link mode, the original game has been snazzed up just enough to make it feel modern, but the incredibly

addictive old qualities are still there. You can always tell a great game on GB when wives and girlfriends steal it...and this one was 'borrowed' a lot. It's a shame the sound is so grating though-you'll turn it off within minutes.

VISUALS SOUND INGENUITY REPL

Madden 2000



Publisher: THO Developer: **EA Sports** Featured In: N/A Players: Supports: N/A Best Feature: **Full Season Mode** Worst Feature: Receiving the ball Web Site: www.easports.com

If you're not getting enough gridiron action while sitting on your couch or playing on your console, Madden 2000 for Game Boy is a great alternative. You can play through the entire 1999 schedule with whatever team you choose, which gives some serious replay value. The biggest flaw is the passing game. We couldn't rightly tell where the ball was going, or if receivers needed to be moved around to intercept the flight of the ball. There are a good variety of plays or both sides of the ball. Sometimes the defensive Al is a bit goofy, but overall a really solid game.

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SOUND INGENUITY REPLAY



Publisher: Nintendo Developer: Left Field Productions Featured In-N/A Players: 1-4 Supports: Best Feature: It's Mario Party, Jr. Worst Feature: Beauty and the Beast theme Web Site: www.nintendo.com

Don't be turned off by the kiddle license...this game isn't half bad. Like a shrunken and dummieddown Mario Party, Beauty and the Beast is a simple board game that's ideal for more than one player. Shoe, Crispin and Shawn all took turns on the thing and had a decent time. Shoe and Crispin liked the Game & Watch Gallery-style mini-games. They could see picking this game up every once in a while when really bored (but they wouldn't go out of their way to play it). Shawn, on the other hand, took on the role of "Beast" too seriously and frightened us.

VISUALS SOUND INGENUITY REPLAY

Test Drive 6

Publisher: Infogrames Xantera Developer: Featured In: N/A Players: Supports: N/A **Best Feature:** Tight control Worst Feature: Cheap Al www.infogrames.com Web Site-

Test Drive 6 is viewed from an isometric perspective, and most of the Review Crew agree that's really the best way to present a driving game on the Game Bo In fact, TD6 plays like the classic NES racer R.C. Pro Am. Control is right-on, making it easy to power slide around corners. Shawn thought the graphics were sluggish. And Crispin wasn't keen on the cheap Al; opposing cars seem to magically catch up if you got too far ahead. Win races and you'll earn money to upgrade your car or buy a faster one. You get an extra mode that lets you chase cars as a cop, too

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EGM's Last 100 Reviews From EGM #123 - 125

	Game	Publisher	Best Feature	Worst Feature	Sc	ores			Issue ‡
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	eamcast		THE PARTY NAMED IN						
	Dynamite Cop House of the Dead 2. The	Sega	Arcade Perfect Graphics, Extra Modes	Short, Easy And Dull	3.5 7.5	7.0	6.5 7.5	4.5	124
	House of the Dead 2, The	Sega Midway		Cheesy Dialogue, Gun Calibrating	7.5			8.0	125 123
	Marvel vs. Capcom	Capcom	As Close To The Arcade The Four-Player Crossover Mode	Slowdown In Two-Player Mode	8.0	8.0	7.5	7.0	123
100	Monaco Grand Prix	Ubi Soft	Awesome Control	Impossible To Play On Standard Pad No Real-World Drivers Or Teams	8.0	8.0	8.0	1.5	123
ä	NFL 2K		Realistic Graphics		8.0	8.0	7.0	9.0	123
-	NFL Blitz 2000	Sega Midway	Incredibly Fun	Play Selection Menu Al Can Be Dumb Sometimes	9.0	8.0	9.0	8.5	124
-	Power Stone	Capcom	Simple, Arcadey Gameplay	Too Much Jumpy Jumpy	8.0	6.5	7.5	8.0	123
101	Ready 2 Rumble	Midway	Facial Graphics and Animation	Unbalanced Championship Mode	9.0	9.0	8.0	9.0	123
-	Rippin' Riders	Sega	Multiplayer Modes, Frame-Rate	Track Designs, Clipping	7.0	6.5	5.5	6.0	125
	Sonic Adventure	Sega	Great Graphics And Gameplay	Camera Problems, A Bit Glitchy	9.5	9.0	9.5	8.5	123
A	Soul Calibur	Namco	Graphics, Controls, Extras	No Rendered Intro Or Ending	10	10	10	10	123
	Suzuki Alstare-Ext. Racing	Ubi Soft	Smooth And Fast	Rigid Handling	6.0	5.0	6.0	6.5	125
88	Toy Commander	Sega	Beautifully Implemented Idea	Some Control Issues	9.0	7.5	8.0	9.0	125
_	TrickStyle	Acclaim	Graphics	Short Courses	8.0	6.5	6.0	6.0	124
100	Virtua Fighter 3tb	Sega	VF3 Gameplay Fully Intact	Graphics Are Sub-Model 3 Quality	8.0	7.5	8.5	8.0	124
	ntendo 64	Jeyo	VI S dameplay runy meace	Graphics Are 3do Model 3 Quanty	0.0	1.5	0.5	0.0	124
141	Army Men; Sarge's Heroes	300	Cool Story	Terrible Controls And Camera	5.0	6.0	4.5	3.0	125
	BattleTanx: Global Domination	300	Two-Player Co-Op For Main Game	Frustrating Escort Missions	8.0	6.5	6.0	8.0	124
	Destruction Derby 64	THO	Four-Player Capture-The-Flag	Choppy Frame-Rate	4.0	5.0	5.0	6.5	124
	Hot Wheels Turbo Racing	Electronic Arts	Selection Of Classic Hot Wheels	Track Environments	7.5	8.5	6.5	7.0	124
	Jet Force Gemini	Nintendo	Huge Levels, Fun To Play	Learning Curve On The Control	8.5	7.5	8.0	7.0	124
	Knockout Kings 2000	Electronic Arts	Graphic Detail	Very Tough	6.5	1.5	8.0	7.0	125
100	Madden NFL 2000	Electronic Arts	Great Gameplay	UmmNothing Worth Mentioning	8.5				123
~	NBA Live 2000	Electronic Arts	Michael Jordan	The New Nork Knicks	9.0				125
•	NBA Showtime: NBA on NBC	Midway	Fun NBA Jam Gameplay	Glitchy Animation	7.5	8.0	8.5	7.5	125
	NFL Quarterback Club 2000	Acclaim	Good Replays	Jerky Frame-Rate	3.0	2.0	2.0	3.0	124
	Rainbow Six	Red Storm Entertainment	Two-Player Cooperative Mode	Blah Visuals	8.0	8.0	8.0	6.5	125
	Rayman 2 The Great Escape	Ubi Soft	Lush Graphics, Tight Control	Music Could Be Better	9.0	9.0	9.0	9.0	124
	Ready 2 Rumble	Midway	All Of The Boxers	Repetitive Gameplay	7.0	7.0	9.0	9.0	125
-	Resident Evil 2	Capcom	Two CDs Jammed Onto One Cart	No Extreme Battle Mode	9.0	9.0	9.0	7.5	125
_	Road Rash 64	THO	Cool Combat	Simple Graphics	4.5	4.5	2.5	5.5	124
	Rocket: Robot on Wheels	Infogrames	Grabby Thing	Shifty Camera	6.5	9.0	7.0	6.0	125
10	Shadow Man	Acclaim	Horrifying Levels, Graphics	Confusing Level Design	9.0	8.0	7.0	8.0	123
0.00	WCW Mayhem	Electronic Arts	It Looks Nice	Too Few Modes Of Play	5.5	0.0	7.0	8.0	125
88	Winback: Covert Operations	Koei	Doing Covert Operations	Camera	8.5	8.0	8.0	8.0	124
-	WWF Attitude	Acclaim	Customizable Everything!	Poor Collision Detection	8.0	8.5	8.5	8.0	123
100	WWF Wrestlemania 2000	THO	Previewing Moves In Edit Mode	Not A Big Step Over Revenge	8.5	8.0	8.5	8.0	125
	vStation	THU	Freviewing moves in colt mode	Not A big Step over Revenge	0.5	0.0	0.0	8.0	125
FIC	Ballistic	Infogrames	Simple, Novel Gameplay	Not Enough Modes Of Play	6.0	5.5	4.0	5.5	125
	Bass Landing	Agetec	Like Real Fishing	Boring, Like Real Fishing	7.5	5.5	4.0	5.5	125
	Bass Rise	Bandai	Easy To Get Into	Low Variety Of Fish	6.0				125
100	Big Ol' Bass	Konami							
-	Crash Team Racing	SCEA	Graphics, Controls Incredibly Fun To Play	Absolutely Needs Dual Shock Major Mario Kart Influences	8.0	8.5	0.5	9.5	125 125
ŏ	CyberTiger	Electronic Arts					9.5		
	Demolition Racer		Graphics	Choppy Frame-Rate	5.5	5.0	6.0	5.5	125
88	Dino Crisis	Infogrames	Speedy Frame-Rate	Shallow Gameplay	6.0	6.5	7.0	7.5	124
-	Dino Crisis Dune 2000	Capcom Westwood Studios	Cool 3D Graphics	Load Times	7.5	8.0	8.0	9.0	123
	FIFA 2000	EA Sports	Three Sides To Play, Link Games	It's Not That Innovative	7.0	0.0	0.5	0.0	125 125
ä	Final Fantasy VIII	Square Electronic Arts	Intuitive Control	No Women's Teams		9.0	9.5	9.0	
÷		-4	The Characters, FMV, Plot	The Games Will Eventually End	9.5	9.5	9.5	9.5	123
	Final Fantasy Anthology	Square Electronic Arts	FinallyFinal Fantasy V!!!	No Final Fantasy IV (U.S. II)	9.5	9.5	9.5	9.5	124

	Game	Publisher	Best Feature	Worst Feature		ores			Issue #	
	Gallop Racer	Tecmo	Pleasant Graphics	Stupendously Niche Subject Matter	7.0				125	
	Grandia	SCEA	Combat And Character Growth	Bad Voice Acting, Slowdown	9.0	9.0	9.0	9.0	125	
	Hot Wheels Turbo Racing	Electronic Arts	Cool Cars	Fantasy Environments	7.5				124	
	International Track & Field 2000	Konami	Motion-Captured Graphics	Boring Button'-Mashin' Gameplay	5.5	6.0	6.5	6.0	125	
	Jet Moto 3	989 Studios	Speed (In Some Instances)	Overall Sloppiness	4.0	4.0	6.0	4.5	124	
	Juggernaut	Jaleco	Atmosphere, Story, Puzzles	Moving Around Can Feel Clunky	7.5				125	
	Knockout Kings 2000	Electronic Arts	Speedy	Sloppy Collision Detection	7.0	6.0	7.0	7.0	125	
100	Legacy of Kain: Soul Reaver	Eidos	It's Enormous	Sometimes A Bit Tomb Raider-y	9.0	9.0	9.0	8.0	123	
1	Madden NFL 2000	Electronic Arts	The Running Game	"Maddenisms"	9.5	8.5	8.0	9.0	123	
	Monster Rancher 2	Tecmo	Improved Combat System	A Lil' Too Repetitive	5.5	6.5	7.0	7.5	125	
	MTV Sports: Snowboarding	THO	Easy To Pick Up, Smooth Frame-Rate	Polygon Clipping	7.0	6.5	5.5	6.5	125	
8	NASCAR 2000	Electronic Arts	Create-A-Driver	Very Tough At Times	8.0				125	
	NBA Basketball 2000	Fox Interactive	Rim Physics	Free-Throw Meter	7.5	5.0	4.0	7.5	125	
8	NHL 2000	Electronic Arts	Bit Hit Button	Fighting	9.0	9.0	9.0	8.0	124	
	NHL Championship 2000	Fox Interactive	Excellent AI, Realism	Sluggish Gameplay	7.5	6.0	6.0	7.5	125	
	NHL FaceOff 2000	989 Sports	Fast Gameplay, Great Atmosphere	Too Easy On Rookie And Veteran	9.0	8.5	8.5	8.5	124	
-	No Fear Downhill Mountain Bike Racing	Codemasters	Upgradeable Bikes	Sluggish Control	4.0	0.0	0.0	0.0	125	
88	Omega Boost	SCEA	Graphics, Frame-Rate	Too Short	9.0	9.0	9.0	8.5	123	
٦.	Pong	Hasbro Interactive	Classic Gameplay	Needless Frills	6.5	2.0	7.0	0.5	125	
8	Ouake 2	Activision	Mouse Support	Some Tedious Levels	9.0	9.0	8.5	9.0	125	
	Rainbow Six	Red Storm Entertainment	Very Cool Music	Disappointing In Every Respect	3.0	5.0	3.5	4.0	125	
	Rat Attack	Mindscape	Old-School Gameplay	Odd Perspective And Camera	5.0	3.0	3.3	4.0	125	
	Ready 2 Rumble	Midway	Cool Cast Of Fighters	Crappy Al	6.5				125	
	Resident Evil 3 Nemesis	Capcom			8.5	9.0	8.5	8.5	125	
100	Re-Volt Racing	Acclaim	Just As Creepy AS RE1 And 2 Track Editor	The Story's Kinda Weak Poor Frame-Rate	4.0	9.0	8.5	8.3	124	
									125	
	Shadow Tower	Agetec	Two-Player Deathmatch	Loading TimesFor Menus?	2.0				125	
	Space Invaders	Activision SCEA	Plays Like The Original, But Better	Long Load Times, Not Enough Variety	5.5	6.5	7.5	6.0	757	
8	Spyro 2		So Much Stuff To Do And Find	It's A Bit On The Easy Side		8.5	8.5	8.5	125	
	Star Wars Episode 1: Phantom Menace	LucasArts	Fantastic Sound	Top-down View Is Obstructive	6.0	5.5	5.5	5.5	124	
	Suikoden II	Konami	108 Characters	Can't Move Diagonally	7.0				124	
	SuperCross Circuit	989 Sports	Two-Player	Speed Burst Is Weak	7.0				125	
	Tail Concerto	Atlus	Imaginative Environments	Mindless	6.0				124	
	Test Drive Off-Road 3	Infogrames	Licensed Vehicles	Squishy Vehicle Control	6.0	7.0	6.0	6.0	124	
	Thousand Arms	Atlus	Going On Dates	Combat Is Tedious And Plentiful	7.0	7.5	7.0	6.5	124	
	Tony Hawk's Pro Skater	Activision	The Flexible Combo System	Level Design Is Hit-Or-Miss	9.0	9.0	8.0	7.5	124	
	Touring Car Challenge: TOCA 2	Codemasters	It's A Sim Lover's Delight	Frame-Rate When The Action Heats Up	8.5	8.5	7.5	7.0	125	
	Vegas Games 2000	300	Five Types Of Poker	No Kino?!	5.0				125	
	WCW Mayhem	Electronic Arts	Very Fast Game Engine	Very "Clippy" Game Engine	5.5	5.5	4.0	6.0	124	
	WipeOut 3	Psygnosis	Hi-Res Graphics	Difficulty In Later Circuits	8.0	6.0	8.0	7.5	124	
	Xena: Warrior Princess	Electronic Arts	Sword-Swingin' Women	Unforgiving, Loose Control	4.5	4.0	2.0	4.0	124	
•	You Don't Know Jack	Sierra	The Host, The Sarcasm, The Humor	Repeat Questions	9.5	8.5	10	10	125	
Bo	//Game Boy Color			TRACTO IN CONTRACTOR	100		100		5.755	
	Antz	Infogrames/Dreamworks	Large Levels	Loose Control	5.5				125	
	Ballistic	Infogrames	It's A Simple Little Game	A Little Too Simple, Perhaps?	7.0				125	
	Billy Bob's Huntin' and Fishin'	Midway	The Southern Stereotypes	Very Little Skill Required	3.5				125	
	Chase H.Q.	Metro 3D	Combines Driving And Shooting	Repetitive	5.5				125	
	Duke Nukem	GT Interactive	Interesting Level Design	A Little Too Easy	6.5				125	
W.	Mario Golf	Nintendo	Golf Physics	Tall Grass	8.0				125	
	Ms. Pac-Man Special	Namco	A Complete Bonus Game	(Not-So) Super Pac-Man	6.0				125	
	Pokémon Yellow	Nintendo	It's Pokémon	It's PokémonAgain	8.0	6.0	8.0	6.0	125	
	Rampage: Universal Tour	Midway	Lots Of Levels	But It's Extremely Repetitive	3.5				125 125	
	Rampart	Midway	Linkable Warfare	Somewhat Plain	5.5					
	WWF Wrestlemania 2000	THO	Does Its Best To Capture TV Feel	Control	6.0				125	



Tricks of the Trade

Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to: Tricks of the Trade P.O. Box 3338, Oak Brook, IL 60522-3338

By Trickman Terry • tricks@zd.com

or send e-mail to: tricks@zd.com

TRICK OF THE MONTH

Medal of Honor (PS) **Awesome Codes** Captain Dye Mode



Entering CAPTAINDYE into the Enigma machine before you start a new game will activate "Captain Dve Mode." (The console will flash green if it is entered correctly.) With Capt. Dve Mode turned on, the amount of health you have is persistent from level to level within a mission. Finishing the game in this mode is an alternate way to win the game's secret commendation and unlock all the secret multiplayer characters (like the Raptor). Nifty Multiplayer Power-ups



Enter DENNISMODE into the Enigma machine before you start a new game. This will

activate Nifty Multiplayer Power-ups on the secret codes menu. Turning this on adds a whole new dimension to the

two-player game. American Movie Mode

Enter SPRECHEN into the Enigma machine before you start a new game. This activates American Movie Mode on the Secret Codes Menu. Turn this on and, like a had American movie, the German enemies will speak to you

Unlock Col. Müller in Multiplayer



Enter BIGFATMAN into the Enigma machine before you start a new game. This unlocks the evil Col. Muller multiplayer character. He and Manon are archenemies.



DREAMCAST **Aerowings**

Cheat Mode



At the Press Start Screen press L button+R button simultaneously. Once you press these buttons. you will hear "OK Good." Then Exhibition Mode, all levels, airplanes, including the dolphin, buggy and more will be unlocked.

Airforce Delta

Full Replay Screen During a replay, hold X + Y to remove the text from the screen.

Expendable

Level Skip, Lives, etc. Level Skip

While paused, press Y, Y, X, X, Left Trigger, Right Trigger, Down, Down, Up. Up.

Extra Lives While paused, press A, B, X, Y, Left Trigger, Right Trigger, Up. Down, Left, Right.

Extra Credits While paused, press A, B, Left, A, B, Right, B, A, Down, Right Trigger.

Flag To Flag Weather Codes Rainy Weather



While starting the game in arcade mode, hold L + R + Down. **Weather Never Changes** While starting the game in arcade mode, hold L + R + Up.

Marvel Vs. Capcom

Hidden Characters Play as Shadow Lady

At the Character Selection Screen, highlight Morrigan, then press Up, Right(2), Down(4), Left(2), Up(4), Right(2), Left(2), Down(2), Right(2), Down(2), Left(2), Up(2), Right(2), Up(2), Left(2), Down(5). Then, Shadow Lady will appear below Gambit.

Play as Gold War Machine At the Character Selection

Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up(4), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(5). Gold War Machine will appear above Zangief

Play as Orange Hulk



At the Character Selection Screen, highlight Chun-Li, then press Right(2), Down(2), Left(2), Right(2), Down(2), Left(2), Up(4), Down(2), Right(2), Up(2), Down(4), Up(4), Left, Up. Then, Orange Hulk will appear above Ryu.

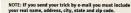
Play as Lilith

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2). Up(2), Down(4), Left(2), Up(4). Right, Left, Down(4), Right(2), Up(4), Left(2), Down(4), Right, Down, Then, Lilith will appear below War Machine.

Play as Red Venom At the Character Selection Screen, highlight Chun-Li, then

Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month. you will win a free GameShark provided by the kind people at InterAct, and a Pro Shock controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 257 for rules.



"OVER 1.000 HOT TRICKS"

What the EGM Video Game Buyer's Guide 2000 cover promises are inside. What you get: the promised tricks, plus 300 reviews of games and peripherals for Dreamcast, PlayStation, N64 and Game Boy, CTR strategy, the history of video games and tons more!



press Right, Down(4), Left. Up(4), Right(2), Down(2), Left(2), Down(2), Right(2), Up(4), Left(2), Up. Then, Red Venom will appear

above Chun-Li. Play as Roll

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up, Right, Up(2), Right(2), Then, Roll will appear to the right of Mega Man.

NFL 2K

Cool Codes Slow-Motion Mode

In the Options Screen choose the "Codes" selection. Enter DEDMAN as a cheat code, all caps. Then, choose the "Game Options" selection, highlight Game Speed, change to Slomo.

Fat Players Go into the Options Screen and

choose the Codes selection. Enter LARD as a cheat code. **Auto-Defense Play Selection** On the Play Selection Screen when on defense, press the A button twice to have the CPII choose a random play to stop your opponent.

Sega Rally 2 Increased Frame-Rate

At the Title Screen, enter the



following code. If done correctly. you should hear a confirming sound: Up, A, Down, Down, Left, Right, B, B, Down.

Cool Codes Infinite Time

On the Options Screen, choose the "Cheats" option. Then, put in IWISH

Power-up Moves

On the Options Screen, choose the "Cheats" option. Then, put in TRAVOLTA.

Always Win

On the Options Screen, choose the "Cheats" option. Then put in TEAROUND.

Win Everything

On the Options Screen, choose the "Cheats" option. Then put in CITYBEACONS.

Big Heads



On the Options Screen, choose the "Cheats" option. Then put in INFLATEDEGO

Virtua Fighter 3th

Hidden Characters Play As Dural

in any mode.

At the Character Select Screen. press Down, Up, Right, Left+Start, You can play as Dural

Fight the Alphabet Character

This code will work in Normal Mode. At the Character Select Start, highlight Lau and press Start, highlight Pai and press



TOP 10 TRICKS

The top 10 games of the last month given the full-on Trickman treatment:

1. Driver (PS) Invincibility

At the Main Menu rapidly press L2, L2, R2, R2, L2, R2, Lz, L1, Rz, R1, L2, L1, L1, This option will now be unlocked in the Cheats Screen

Steer with Rear Wheels At the Main Menu rapidly

press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1. This option will now be unlocked in the Cheats Screen

Get Rid Of Police

At the Main Menu rapidly press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2, This option will now be unlocked in the Cheats Screen.

Tiny Cars

At the Main Menu rapidly press R1, R2, R1, R2, L1, L2, R1 R2, L1, R1, L2, L2, L2, This option will now be unlocked in the Cheats Screen

Flip Screen Upside Down

At the Main Menu rapidly press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1. This option will now be unlocked in

the Cheats Screen **Long Suspension** At the Main Menu rapidly

press R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1. This option will now be unlocked in the Cheats Screen.

2. Pokémon Pinball

Animate Unevolved Pokémon

Pokémon you've caught, go to the Pokédex and highlight one of the regular, unevolved Pokémon. Now press and hold the Start button to see the character movel

3. Pokémon (Blue)

Fight Safari Zone Pokémon

catch the

This will allow you to fight and



Which of these games would you most want to play in a tournament?

Level Select



TOP 10 TRICKS

(CONTINUED)

Safari Zone Pokémon outside of the Safari Zone To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found, Stay in the section until the time runs out

Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy. it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well

4. Pokémon (Red) (GR)

Find Codes

Find more tricks for this game and send them in!

5. Pokémon Snap (N64)

Get Level 7

There is a special rainbow level that will send you to space and let you capture a picture of the infamous Mew! First you must get all of the Pokémon signs in each of the levels. Then Prof. Oak will open up a new level for you where you'll find Mew in a bubble. Stay in the middle and hit him with a pester ball three times as he passes. Then he will appear in the distance, so throw the pester ball ahead of him so he runs into it as he passes. Do this three times. After Mew is out of his bubble, he will be chasing it. Hit him one more time and he'll be stunned. Move in

cont. on pg. 244

press A after highlighting the character you want to play.



This code will work in Normal Mode. At the Character Select Screen, highlight Akira and press Start, highlight Lion and press Start, highlight Pai and press Start, and then press A after highlighting the character you want the Alphabet character

NINTENDO 64

BattleTanx: Global Assault

Tons of Codes

Be the Alphabet Character

Enter "80DYS" as a code. Invincibility Enter "HPPYHPPY" as a code. **All Weapons** Enter "RCKTSRDGLR" as a code. Brandon Gang Enter "NNKNHCKS" as a code. Custom 1 Gang Enter "TRDDYBRRKS" as a code



to unlock the Custom 1 gang (M2 Hydra tank) in multiplayer

Campaign Mode Bonus Level

Enter "WRDRB" as a code to unlock a secret level after Campaign Mode is completed.

Hot Wheels: Turbo Racing

Cool Passwords Bonus Cars and Tracks

Enter the password: 99T8DTY8VD D7BDDDDDD2.



Additional Bonus Cars Enter the password: 9PTNPTFN6P NMQPPNPPPL.

Knockout Kings

2000 **Big Gloves Mode**

Press Start to pause the game

and then press C-Up, C-Down, C-Up, C-Up, C-Down, If you

TOP 5 GRIDIRON CODES WHAT DOES IT LOOK LIKE? FOR WHAT GAME? WHAT DOES IT DO? HOW DO YOU DO IT? HOW IT RATES All-Madden team - TEAMMADDEN 0000 Super Teams EA Sports team - WEARETHEGAME NEL 2000 Industrials team - INTHEFUTURE (N64) Marshalls team - COWBOYS At the Secret Code Entry Screen input any of the NCAA Cool Cheat 000 following codes: Football Codes All exhibition mode stadiums: STADSGALORE 2000 Maximum recruiting points: STAFFUP (PS) Super stats team: UNSTOPPABLE NEI ak Turbo Mode Go into the Ontions Screen and choose Codes, Enter 00 (DC) "TURBO" as a password. Note: The code is case-sensitive. Then, choose the Game Options selection, highlight Game Speed and change the speed to Turbo. NFL Blitz Hidden DINO / 1111 (Dinosaur) Players 2000 SHINOK / 8337 (Shinnok from Mortal Kombat) (PS) SKULL / 1111 (Skull) SMILE / 1111 (Smiley Face) NFL **Cheat Codes** Enter any of the following codes to activate the cheat: 00000 GameDay Receivers catch better: GLOVES Super speed bursts: JUICE 2000 Super stiff arm: PISTON (PS) Running back is juiced: DAVIS

1-900-PRE VIEW 5.4g per minute. Must be 18 vera or other: Under 18 must 773 8439

The number to call for the latest cheats & gaming info



entered the code correctly, you will hear the bell ring five times. Repeat the code to disable it.

Monster Truck Madness 64

Weird and Cool Codes



Gut Bomb

Enter "BRPS" as a password. While playing, press Up to hear various burping noises.

Full-Time Missiles

Enter "Y_WNT_T" as a password to have unlimited missiles. Note: "_" indicates a space. Then while playing a game, press Left to use the missiles.

Alternate Textures

Enter "JMPNG" as a password to change all textures in the game into pictures of one of the programmers of the game.

Weird Mode

Enter "JMPR" as a password.

PLAYSTATION

Re-Volt

All Cars and Tracks

All the cars and all the tracks are yours for the playing just by entering this button code on the Main Menu: B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.



V-Rally Edition '99 Cheat Mode



At the Press Start Screen, press L+R, C-Left, C-Right, L+R. Press Start, then at the Mode Selection Screen, hold Z and tap L until "Cheat mode" appears at L until "Cheat mode includes special modes and the option to unlock bonus cars.

WinBack:

Covert Codes

Trial Mode

At the Press Start Screen, press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, Hen hold C-Down and press Start to unlock trial mode. Now any level in the game can be played.



All Multiplayer Characters
At the Press Start Screen, press

Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold C-Up and press Start to unlock all the Bosses as well as the engineer and a few army characters in multiplayer mode.

Bass Landing

Lake Configuration Tips
Check out the Free Fishing Mode
on your next Bass Landing outing
and experiment with the Lake
Configuration settings. Here are
some suggestions as to how to

some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit! You can always try a variety of settings, but this should help.

Lake: Lunker Lake Pressure: None

Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (Aug.-Oct.)

Weather Yesterday:

Cloudy/Sunny

Weather Today: Cloudy/Sunny Wind Direction: East

Wind Direction: East Wind Speed: 0.0 to 1.0

Water Temp: 60° - 70° Water Quality: Clear Start Time: 6:00 - 8:00 or

15:30 - 17:30
Time Elapsed: None
Best Lures: Spinnerbait and

Popper Hint: Fish like to hide in and around vegetation.

Grand Theft Auto 2 Level Select



Enter ITSALLUP as a player name. You will be able to choose your starting level before you begin the game!

Hot Wheels: Turbo Racing

Awesome Codes

Infinite Turbos

At the Main Menu, press R2, L1, Square, Triangle, R1, L2, L1, R2. If you

entered the code correctly, you will hear a sound. Towlam Car

At the Main Menu, press Square, Triangle, L1, R1, L2, R2, Square, Triangle. If you entered the code correctly, you will hear a

sound. Small Cars

At the Main Menu, press Square, R2, L2, Triangle(2), L2, R2,

Square. If you entered the code correctly, you will hear a sound.







PlayStation:

http://www.psxmax.com/cheats/dex/index.html

http://geocities.com/Areas1/Shuttle/4921/psxsaves.html http://consolers.stomped.com/Console/codes/Dexdrive/dexfiles1.html

http://www.geocities.com/TimesSquare/Corridor/8554/N64Saves.html

http://www.members.home.net/linkoo7/oo3.htm http://www.nintendozone.com/dexdrive3.html

Both: http://www.mindspring.com/~magik1/

http://www.geocities.com/TimesSquare/Arcade/6625/start.html

TOP 10 TRICKS

close for a great picture that will get you a huge amount of points!

6. Super Mario Bros. Deluxe (GB)

Five Extra Lives

Note: This trick works only on a new game. Select the Toy Box option at the Main Menu Screen, and then choose the "Fortune Teller" option, Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the Main Menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

7. Super Smash Bros. (N64)

Borrow a Life

Do this trick if you are defeated in a multiplayer match. If your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+R+7+Start

8. S.W. Episode 1: Racer (N64)

Podracer Codes

Choose a mode from the Title Screen/Main Menu. Then on the Select Player Screen, pick an Empty file. When asked to enter your initials, press and hold the Z button while scrolling through the letters with the analog stick. Next, choose each letter of the code with the L button. You will see the letters of the codes appear in the lower left-hand corner of the screen Then press the I but. ton on the word, "End." This will confirm the code. Use this method to enter the codes shown below-RRJABBA - This code makes you invincible to damage and overheating, (Note: This code needs the Cheat Menu to be activated.) RRTHEBEAST - This code

cont. on pg. 245

Large Tires

1000

At the Main Menu, press Square, Triangle, Square, Triangle, R1(2), L2(2). If you entered the code correctly, you will hear a sound.

Flat-Shaded Graphics At the Main Menu, press L1, R1,

L2, R2, L1, R1, L2, R2, If you entered the code correctly, you will hear a sound.

Weird Sounds

At the Main Menu, press R2, R1, L2, R2, Square, Triangle, L1, R1. If you entered the code correctly, you will hear a sound.

Legacy Of Kain: Soul Reaver

Tons of Codes

All of these codes are entered

while the game is paused during play.

WCW Mayhem

Gecko Infinite Health

800a54d90004 Extra Flies dooa54dfoooo 800a54df0032 Start With so Remotes dooas4eboooo 800a54eb0032

Micro Machines 64 Turbo Infinite Lives

800bafd20009 Infinite Specials On Pickup 802084010005

Refill Health

Hold L1 and press Down, Circle, Up, Left, Up, Left, **Next Level Health** Hold L1 and press Right, X, Left, Triangle, Up. Down.

Maximum Health Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic Hold L1 and press Right, Right,

Left, Triangle, Right, Down, Maximum Magic

Hold L1 and press Triangle. Right, Down, Right, Up, Triangle, left.

Pass Through Barriers Hold L1 and press Down.

Circle(2), Left, Right, Triangle,

Wall Climbing

Hold L1 and press Triangle, Down, L2, Right, Up, Down. **Hurt Raziel** Hold L1 and press Left, Circle, Up(2), Down.

Force Hold L1 and press Left, Right,

Circle, Left, Right, Left, Constrict

Hold L1 and press Down, Up, Right(2), Circle, Up(2), Down,

Force Glyph



Hold L1 and press Down, Left, Triangle, Down, Up. Stone Glyph

Hold L1 and press Down, Circle, Up. Left. Down, Right(2). Sound Glyph

Hold L1 and press Right(2). Down, Circle, Up(2), Down. Water Glyph

Hold L1 and press Down, Circle, Up, Down, Right. Fire Glyph



GameShark Codes

NINTENDO 64

Gex 3: Deep Cover

Max Strength

802f16f50009 Max Impact 803121b50009 **Max Speed** 803156f50009 Max Quickness 803176b50009 Max Aerial Max Mat Ability 8031b6350000 Max Brawling 8031f5b50009

Max Dirtiness

803215750009

PLAYSTATION Omega Boost

Infinite Missiles 800a7ed00014 Max Viper Beam Infinite Health

800a7ebc04b0 80030f722400 **Um Jammer**

Lammy All Stages Open 801a58fa3f3f 801858fc3f3f 801858fe3f3f

WipeOut 3 100 Tournament Points 80186b800064 **Enable Rapier Class Enable Venom Class**

You Don't Know lack

Infinite Time do0919f40200 800919f40238 Player 1 Can Always 800ab4440001 Player 2 Can Always Screw 800ab44c0001 Player 3 Can Always

800ab4540001

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Hold L1 and press Up(2), Right, Up, Triangle, L2, Right. **Sunlight Glyph**

Hold L1 and press Left, Circle, Left, Right, Right, Up(2), Left. Shift at Any Time

Hold L1 and press Up(2), Down, Right(2), Left, Circle, Right, Left,

Star Wars: Episode 1 - The Phantom Menace

Droid Test Debug



At the Main Menu, highlight Options, but do not select it. Press Triangle, Circle, Left, L1, R2, Square, Circle, Left, If

you entered



the code correctly, you will hear a beep. Then, hold L1 + Select + Triangle to access a droid test debug menu with level select. FMV sequence, sound test and invincibility options. To start on a new selected level, exit the Cheat Menu and start a new game. The game will begin on the level selected. To watch the FMV sequences or hear the game sounds, highlight the desired clip and press X, Hold L1 + Select + Triangle to return to the menu at any time.

Tony Hawk's Pro Skater

Cool Codes

Enter the following cheats while paused during play, If you entered these correctly, the screen will shake.



Big Head Mode





Hold L1 and press Left, Up. X. Down, Up. X.

Special Available Anytime Hold L1 and press Square, Up,

Left, Up, Circle, Triangle. Get 10X Multiplier Hold L1 and press Triangle, X,

Triangle. Get 13X Multiplier

Hold L1 and press X, Square, Square, Triangle, Up, Down.

Hold L1 and press Left, Square, Left, Square, Left, Square, Left. Go To Restart Option

Hold L1 and press Circle, Square, Circle, X.

Get All Practice Mode Levels Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu and you will have all practice mode levels.



activates Mirror Mode. Your left and right controls will be switched during the game. (Note: This code needs the Cheat Menu to be activated.) Cheat Menu

To activate the RRIABBA and RRTHEBEAST codes, start a race and press Start to pause it. With the control pad, press Left, Down, Right, Up. A new option called Game Cheats will be available under the Pause Menu. Access this option and you can now turn on any of the available cheats.

9. Tarzan (PS) Find Codes

Find tricks for this game and send them in!

10. Rugrats Scavenger Hu (NGA)

Hidden Stage On the Title Screen, press and

hold the Z button and press R, then A to display the Password Screen. On this screen, press Z, A, A, B, R, L to start the game on a hidden level in Angelica's Temple.

GAME BOY

Chase H.O.: Secret Police Level Password

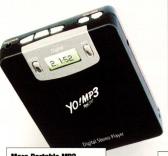


Enter this code at the Password Screen: MMOG. This will give you access to any level up to 10. lust scroll Left to access the previous levels.





Get Some Gool stuff you could probably live without, but shouldn't



Ow. My Eves!

And here everyone thought futuristic stuff like this would only be in Star Wars and James Bond films. The joke's on them! Laser Tennis from Tiger is truly something from another time. A laser beam bounces back and forth on a makeshift court, while you hit the little ball of light with reflective racquets. It features oneand two-player games and an announcer who keeps score. Price: Around \$40 www.tigertoys.com



More Portable MP3 Goodness

The simple-looking but highly functional portable Yo! MP3 Player by Kaser Corporation allows you to copy MP3 files from your PC and listen to them on the go. Loading MP3 files onto the unit is easy. sound quality is topnotch and it only requires one AA battery. Problem is, the player only has 32MB of memory on-board. unless you buy the bundle with 64MB total. Price: Around \$150 (32 MB), \$220 (64 MB) www.kasercorp.com

True Console-Gaming Sound Up to this point, there really haven't been a good

set of speakers specifically designed for the console market. Now there is: the 5 Sound Station from SpectraVideo. In addition to just looking cool, the subwoofer/satellite set sounds spectacular-with clear highs and solid lows. Plus the speakers are shielded so you can have them near your TV without a problem, lacks in the front of the subwoofer make connecting your systems incredibly easy. Price: Around \$70 www.spectravideo.com



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If you want your household computers networked but don't want to go through the hassle of getting special cards, hubs and spools of network cable, the ree USB Network is for you. It uses existing phone lines in your home to connect your PCs together. All you need to do is plug a hub into each computer via the USB port and set all of it up with the included software. Perhaps something like this could make its way to the USB-enabled PlayStation 2. Price: Around \$70 (one hub)



Anime-nia

Martian Successor Nadesico



Join young and well-endowed female captain Yurika and the crew of the spaceship Nadesico in their journey to Mars in this TV series released in the U.S. by AD Vision. A combination of mecha action with madcap comedy, Nadesico is a fun (if often a little weird) show that starts to grow on you throughout the first three episodes on this first volume. The

AD Vision Japanese subtitled VHS: \$29.95 English dubbed VHS: \$19.95 Approx. 90 minutes

Perfect Blue



English dub's really well done, too.

If you liked Akira and Ghost in the Shell you'll want to keep a eve out for Manga Entertainment's hom

video release of Perfect Blue. Focusing on society's preoccupation with fanatical worship of celebrities, the movie follows Mima Kirigoesinger with the pop group Cham. When she leaves the group and begins an acting career, she is stalked by a psycho fan. As those around her are picked off one by one, she must find the truth in a sea of illusion. Katsuhiro Otomo (known for Akira) acted as Special Advisor on the film-and it shows.

Manga Entertainment Japanese subtitled VHS English dubbed VHS Approx. 80 minutes

Revolutionary Girl Utena: The Rose Collection 1

Utena's a high school student who can't get a break. The ring she wears on her finger is identical to those worn by the school's student council members. When she stumbles upon their cultish plans to bring revolution to the world,

she inadvertently becomes the champion of their tournament for the Rose Bride. From the Director of Sailor Moon, this isn't for the kiddies (lots of "undertones," shall we say), but is a great collection. Also available as separate VHS tapes.

Software Sculptors Japanese subtitled/English dubbed DVD: \$39.99 Approx. 170 minutes

El-Hazard The Alternative World Vol. 1: The Priestess of Water

Makoto and his friends are living in the magical world of El-Hazard, but are soon whisked off to a slightly "alternative" and not-so-magical place. Will they ever be able to return home? El-Hazard has got to

underrated anime series in Pioneer's lineup, and definite ly worth a look if you're into high adventure in a fictional land, Also available on VHS

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dubbed DVD: \$29.98





ine a bunch of guys sitting around discussing something seemingly important in the world of video games. That's what Final Word is all about...this month it's:

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Defining Gaming Moments





first time I beat Super Mario Bros. 2. When I finally got to Wart, my hands were shaking and my palms soaked in sweat. Of course, in that condition I died, several times. I couldn't figure out how to beat him! Finally I figured it out and about an hour later was watching the ending, which I can honestly say is something that sticks in my mind even today, Watching Mario snooze away was the most impressive thing I'd ever seen. "It's like I'm watching a cartoon!" Of course, on many games my

Chris: My gaming moment has to be the

named Stephani, we went back to her house and played Super Mario Bros. until 2 a.m. We've now been married for 11 years. Dean: When I was about five years old my

family and I were in Florida visiting my grandparents. At some point during the trip I remember going to Sears to spend some of our vacation money (yes, Sears) when my brother and I came across a display unit running a Telstar Pong machine. Needless to say we were transfixed for the next few hours. Wow, I

...we went back to her house and played Super Mario Bros. until 2 a.m. We've now been married for 11 years."

hands are shaking and I die a LOT when





Iohn Davison



nt that

I'm up against an end boss. But I think that's just part of the game playing experience for me. Shoe: I will never forget a few specific

moments in my gaming life. Two of them happened on my SNES. When it rained and stormed in Zelda: A Link to the Past. just about peed my pants. It just looked so incredible at the time. My other favorite SNES memory comes from Super Metroid. Screw Titanic. The part where the Metroid comes in to save the day is the most emotional bit of cinematography in the '90s. At least to geeky me it is. Speaking of geeky...I have this one bad video game-related memory that will haunt me forever. In the fourth grade, I went on my first date with a cutey from down the block, Christy Wright. After lunch, I took her to a local laundromat to play arcade games. Of course she'd love Phoenix and Asteroids as much as I did...right? Wrong, That was the last date I went on with the later-turnedcheerleader-and-actress-beauty. Jim: I'm like, old or something, so my

defining gaming moments are pretty much old school. When I was in like fifth grade, my friend Tom got an Odyssey game system, and myself and about four or five of my friends stayed there for three days straight living on Jumbo Frito's and 7-up. Life was good in fifth grade, This was around the same time I got a Mattel Football II handheld that I played so much, I had to cut the wire to the speaker so I could play even while 'sleeping', My third, final and most important gaming moment came as a senior in college when after my first date with a little hottie

was hooked from then on...as a side note. my other brother was completely oblivious to the wonder we had found. He was all excited about a skateboard with urethane wheels. He kept calling it "the ultimate." I didn't even know what "ultimate" meant.

John: I think the first, genuine 'jawdropping' moment for me was the first time I saw Star Raiders for the Atari 400. It's not often that you see a game and completely obsess on it...but that was the first one for me. I had to own that game. Once I got it I played it to death... and broke several of those groovy Atari joysticks in the process. Beyond that there have been numerous memorable moments...but I can remember seeing Gyruss for the first time in a burger joint and thinking that no game could ever possibly look or sound better than that thing. Che: Again, old is the operative word

here. Like most farts around here, most of my pivotal moments happened in the early '8os. When my friend first got Space Invaders for the 2600, I nearly wet myself. There were more than 200 variations of the same game on one little cartridge...it still boggles the mind. Then, along with a million other people, I experienced true fear with Sinistar in the arcade (I can still hear that voice in my head). Next there's Castle Wolfenstein on the Apple II-one of my all-time favorite games ever...who can forget being hunted down by the SS while backtracking over the bodies of the Nazis vou've wasted! More recent revelations include seeing Virtua Fighter for the first time. It might look like crap now, but in 1994, it blew my mind.



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Asteroids Hyper 64 Battle Tanx 2 Blades of Steel 2000 Carmageddon 64 CyberTiger Golf Destruction Derby Donkey Kong 64	11/99 11/99 10/99 11/99 11/99 10/99 11/99	\$52.99 \$52.99 \$54.99 \$56.99 \$54.99 \$54.99 \$54.99 \$59.99	Ogre Battle 3 Paper Boy 64 Perfect Dark Pokemon Stadium RayMan 2 Resident Evil 64 Shadowgate 64 So. Prk Chef Luv Shack	10/99 04/00 02/00 10/99 10/99 06/99 11/99	\$56.99 \$59.99 \$59.99 \$59.99 \$64.99 \$59.99 \$59.99	Alone in the Dark PSX Banjo-Kazosie N64 Beyond the BeyondPSX Blue Stinger Dreamcast Breath of Fire 3 PSX Crowr City of Angels PSX Cruis'n the World N64 F-Zero X N64	09/99 09/99 09/99 11/99 09/99 08/99 08/99	\$19.99 \$32.99 \$29.99 \$39.99 \$29.99 \$24.99 \$44.99 \$29.99
Asteroids Hyper 64 Battle Tanx 2 Blades of Steel 2000 Carmageddon 64 OyberTiger Golf Destruction Derby Jonkey Kong 64 Duke Nukem Zero Hour	11/99 11/99 10/99 11/99 11/99 11/99 10/99 11/99 09/99	\$52.99 \$52.99 \$54.99 \$56.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$59.99	Ogre Battle 3 Paper Boy 64 Perfect Dark Pokemon Stadium RayMan 2 Resident Evil 64 Shadowgate 64 So, Prik Chef Luv Shack Space Invaders	10/99 04/00 02/00 10/99 10/99 06/99 11/99	\$56.99 \$59.99 \$59.99 \$59.99 \$64.99 \$59.99 \$59.99 \$52.99	Alone in the Dark PSX Banjo-Kazoele N64 Beyond the BeyondPSX Blue Stinger Dreamcast Breath of Fine 3 PSX Crowr City of Angels PSX Crois in the World N64 F-Zero X N64 Flying Dragon N64	09/99 09/99 09/99 11/99 09/99 08/99 09/99 10/99	\$19.99 \$32.99 \$29.99 \$39.99 \$29.99 \$24.99 \$44.99 \$29.99 \$32.99
Asteroids Hyper 64 Battle Tanx 2 Blades of Steel 2000 Carmageddon 64 CyberTiger Golf Destruction Derby Conkey Kong 64 Duke Nukem Zero Hour SEX 3:Deep Cover	11/99 11/99 10/99 11/99 11/99 11/99 10/99 10/99 10/99	\$52.99 \$52.99 \$54.99 \$56.99 \$54.99 \$54.99 \$54.99 \$59.99 \$54.99 \$59.99	Ogre Battle 3 Paper Boy 64 Perfect Dark Pokemon Stadium RayMan 2 Resident Evil 64 Shadowgate 64 So. Prk Cheft Luv Shack Space Invadors Star Wars Racer	10/99 04/00 02/00 10/99 10/99 06/99 11/99 11/99 05/99	\$56.99 \$59.99 \$59.99 \$59.99 \$64.99 \$59.99 \$59.99 \$59.99	Alone in the Dark PSX Banjo-Kazoele N64 Beyond the BeyondPSX Blue Stinger Dreamcast Breath of Fire 3 PSX Crow City of Angels PSX Cruis in the World N64 F-Zero X N64 Flying Dragon N64 Ghost in the Shell PSX	09/99 09/99 09/99 11/99 09/99 08/99 09/99 10/99 09/99	\$19.99 \$32.99 \$29.99 \$39.99 \$29.99 \$24.99 \$44.99 \$29.99 \$32.99 \$24.99
Asteroids Hyper 64 Sattle Tank 2 Slades of Steel 2000 Zarmageddon 64 DyberTiger Golf Destruction Derby Donkey Kong 64 Duke Nukem Zero Hour SEX 3:Deep Cover Sauntlet Legends	11/99 11/99 10/99 11/99 11/99 11/99 10/99 10/99 10/99 09/99	\$52.99 \$52.99 \$54.99 \$56.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Ogne Battle 3 Paper Boy 64 Perfect Dark Pokemon Stadium RayMan 2 Resident Evil 64 So, Prk Cheft Luv Shack Space Invadors Star Wars Racer Starcoaft	10/99 04/00 02/00 10/99 10/99 06/99 11/99 05/99 01/00	\$56.99 \$59.99 \$59.99 \$59.99 \$64.99 \$59.99 \$52.99 \$59.99 \$54.99	Alone in the Dark PSX Banjo-Kazoele Ni64 Beyond the BeyondPSX Blue Stinger Oreamoast Breath of Fire 3 PSX Crowr City of Angels PSX Crowr City of Angels PSX Crowr Ni64 F-Zero X Ni64 Flying Oragon Ni64 Ghost in the Shell PSX Killer Instinct Ni64	09/99 09/99 09/99 11/99 09/99 08/99 09/99 10/99 09/99 08/99	\$19.99 \$32.99 \$29.99 \$39.99 \$24.99 \$24.99 \$29.99 \$22.99 \$24.99 \$24.99 \$29.99
Asteroids Hyper 64 Battle Tank 2 Battle Tank 2 Blades of Steel 2000 Carmageddon 64 CyberTiger Golf DeverTiger Golf Devertion Derby Donkey Kong 64 Duke Nukem Zero Hour EEX 3:Deep Oover Sauntlet Legends Farvest Moon	11/99 11/99 10/99 11/99 11/99 11/99 10/99 10/99 09/99 12/99	\$52.99 \$52.99 \$54.99 \$56.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Ogne Battle 3 Paper Boy 64 Perfect Dark Pokemon Stadium RayMan 2 Resident Evi 64 Shadowgate 64 So, Pik Chef Luv Shack Space Invaders Star Wars Racer Starous Coross 2000	10/99 04/00 02/00 10/99 10/99 06/99 11/99 01/00 10/99	\$56.99 \$59.99 \$59.99 \$59.99 \$64.99 \$59.99 \$59.99 \$52.99 \$59.99 \$54.99 \$64.99	Alone in the Dark PSX Banjo-Kazoele N64 Beyond the BeyondPSX Blue Stinger Dreamcast Breath of Fire 3 PSX Cruis'in the World N84 F-Zero X N84 Flying Dragon N64 Ghost in the Shell PSX Killer Instinct N84 Major Carpet PSX	09/99 09/99 09/99 11/99 09/99 08/99 09/99 10/99 08/99 09/99 08/99	\$19.99 \$22.99 \$29.99 \$29.99 \$24.99 \$24.99 \$22.99 \$24.99 \$24.99 \$22.99 \$22.99
Asteroids Hyper 64 Battle Tank 2 Baldes of Steel 2000 Carmageddon 64 CyberTiger Golf Destruction Derby Joankey Kong 64 Duke Nukem Zero Hour SEX 3:Deep Cover Sauntfet Legends Harvest Moon Hybrid Heaven	11/99 11/99 11/99 11/99 11/99 11/99 11/99 10/99 10/99 12/99 09/99	\$52.99 \$52.99 \$54.99 \$56.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Ogne Battle 3 Paper Boy 64 Perfect Dank Pokemon Stadium RayMan 2 Resident Evil 64 Shadowpate 64 So. Pik Chef Luv Shack Space Invaders Star Wars Racer Starcart Super Cross 2000 Super Mario Adventure	10/99 04/00 02/00 10/99 10/99 06/99 11/99 05/99 01/00 10/99 04/00	\$56.99 \$59.99 \$59.99 \$59.99 \$64.99 \$59.99 \$59.99 \$52.99 \$54.99 \$54.99 \$54.99 \$59.99	Alone in the Dark PSX Banjo-Kazoole N64 Beyond the BeyondPSX Blue Stinger Oreamcast Breath of Fire 3 PSX Crow City of Angels PSX Crow City of Angels PSX Crow City of Angels PSX Crow To N64 Fiying Dragon N64 Ghost in the Shell PSX Killer Instinct N64 Major Carpet PSX Major the GatheringPSX	09/99 09/99 09/99 11/99 09/99 08/99 10/99 09/99 08/99 09/99 09/99	\$19.09 \$22.99 \$29.99 \$29.99 \$24.99 \$24.99 \$22.99 \$24.99 \$24.99 \$22.99 \$22.99 \$22.99
Asteroids Hyper 64 Staffle Tank 2 Stades of Steel 2000 Carrinageddon 64 Cyber Tiger Golf Destruction Berby Donkey Kong 64 Duke Nukem Zero Hour SEX 3:Deep Cover Sauntlet Legends tarvest Moon Hybrid Heaven let Fooce Gemini	11/99 11/99 11/99 11/99 11/99 11/99 10/99 10/99 10/99 12/99 09/99 10/99	\$52.99 \$52.99 \$54.99 \$56.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Ogne Battle 3 Paper Boy 64 Paper Boy 64 Porfect Dark Pokemon Stadium RayMan 2 RayMan 2 Shadowagate 64 Shadowagate 64 So, Prik Chef Luv Shack Space Invadors Star Wass Racer Starcart Super Cross 2000 Super Mario Adventure Tiger Woods 2000	10/99 04/00 02/00 10/99 10/99 06/99 11/99 01/00 10/99 04/00 10/99	\$56.99 \$59.99 \$59.99 \$59.99 \$59.99 \$59.99 \$59.99 \$52.99 \$59.99 \$54.99 \$59.99 \$54.99	Alone in the Dark PSX Banjo-Kazoole N64 Beyond the BeyondFSX Bise Stinger Dramcast Breath of Fire 3 PSX Cruis'n the World N64 F-Zero X N64 Flying Dragon N64 Ghost in the Shell PSX Killer Instinct N64 Magic Carpet PSX Major by Mario Pary Nario Pary Nario Pary Nario Pary Nario	09/99 09/99 09/99 11/99 09/99 08/99 10/99 09/99 08/99 09/99 09/99 09/99 08/99	\$19.99 \$32.99 \$29.99 \$29.99 \$24.99 \$24.99 \$22.99 \$24.99 \$22.99 \$22.99 \$22.99 \$22.99 \$22.99 \$22.99
Asteroids Hyper 64 Sattle Tank 2 Stades of Skel 2000 Carmagedion 64 DyberTiper Golf Destruction Derby Dockey Kong 64 Duke Nukem Zero Hour SEX 3:Deep Gover Sauntfel Legends Harvest Moon Hybrid Heaven let Food Germini Knockout Kings 2000	11/99 11/99 11/99 11/99 11/99 11/99 10/99 10/99 10/99 12/99 09/99 11/99	\$52.99 \$52.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Ogne Battle 3 Paper Boy 64 Paper Boy 64 Pokernon Stadium RayMan 2 Resident Evil 64 Shadowapate 64 So, Pric Cheft Luv Shack Space Invaders Star Wars Racer Starmars Starmars Starmar Cross 2000 Super Mario Adventure Tiger Woods 2000 Tonic Trouble	10/99 04/00 02/00 10/99 10/99 06/99 11/99 05/99 01/00 10/99 04/00 10/99 09/99	\$56.99 \$59.99 \$59.99 \$59.99 \$59.99 \$59.99 \$59.99 \$52.99 \$54.99 \$54.99 \$59.99 \$54.99 \$59.99	Alone in the Dark PSX Banja-Kazoole N64 Beyond the Beyond PSX Blue Stinger Oreamoast Breasth of Fire 3 PSX Crew City of Angels PSX Crew City of Angels PSX Crew To May Company N64 Flying Dragon N64 Ghost in the Shell PSX Killer Instinct N64 Magic Carpet PSX Majo Eme Gathering PSX Mario Parly N64 Monaco Grand PrixDeam	09/99 09/99 09/99 11/99 09/99 08/99 09/99 08/99 08/99 09/99 09/99 09/99 09/99 11/99	\$19.99 \$32.99 \$29.99 \$29.99 \$24.99 \$24.99 \$22.99 \$24.99 \$22.99 \$22.99 \$22.99 \$22.99 \$22.99 \$22.99 \$23.99
kateriotis Hyper 64 Battle Tank 2 Slades of Skeil 2000 Carmagedon 64 SyberTiger Golf Josekey Kong 64 Juke Nukem Zero Hour JEX 3:Deep Cover Sauntfel Legends Larvest Moon Hybrid Heaven let Fooc Gemini Knockout Kings 2000 EGO Racers	11/99 11/99 11/99 11/99 11/99 11/99 10/99 10/99 12/99 09/99 11/99 11/99 11/99	\$52.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Ogne Battle 3 Paper Boy 64 Paper Boy 64 Portect Dark Pokemon Stadisum RayMan 2 Resident Evil 64 So. Pik Cheft Luv Shack Space Invaders Stare Wars Racer Stare Wars Racer Stare Wars Racer Tiger Woods 2000 Tonic Trouble Top Grant Raily 2	10/99 04/00 02/00 10/99 10/99 06/99 11/99 05/99 01/00 10/99 04/00 10/99 10/99	\$56.99 \$59.99 \$59.99 \$59.99 \$64.99 \$59.99 \$52.99 \$54.99 \$54.99 \$54.99 \$59.99 \$54.99 \$59.99	Alone in the Dark PSX Banjo-Kazoole N64 Banjo-Kazoole N64 Beyond the Beyond Ste Negorid Ste Beyond Ste DepromSx Blue Stinger Oreamoast Breast of Fire 3 PSX Crown City of Angels PSX Killer Institut N64 Mapic Carper Bristler Mapic Darper Bristler Monaco Grand PrixDeam Opre Battler PSX Monic Dary National Monaco Grand PrixDeam Opre Battler PSX	09/99 09/99 09/99 09/99 09/99 08/99 09/99 08/99 09/99 09/99 09/99 08/99 11/99 08/99	\$19.99 \$32.99 \$29.99 \$29.99 \$24.99 \$24.99 \$22.99 \$24.99 \$22.99 \$24.99 \$22.99 \$24.99 \$22.99 \$24.99 \$22.99 \$24.99 \$22.99 \$24.99
Asteroids Hyper 64 batter Tart 2. Studies of Steel 2000 Zarmageddon 84 Sybert Typer Golf Destruction Derby Donkey Kong 64 Usek Nukem Zero Hour EEX 3. Deep Cover Sauntet Legends Sauntet Legends Sauntet Sau	11/99 11/99 11/99 11/99 11/99 11/99 11/99 10/99 10/99 12/99 09/99 11/99 11/99 11/99	\$52.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$64.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Ogre Battle 3 Paper Boy 64 Perfect Dark Polesmon Stadium RayMan 2 Resident Evil 64 Shadowagen 64 Shadowagen 64 Shadowagen 64 Share Manaders Staucott Share Mana Adventure Tiper Woods 2000 Tools Tools 1000 Tools Shory 2	10/99 04/00 02/00 10/99 10/99 06/99 01/99 01/00 10/99 04/00 10/99 10/99 11/99	\$56.99 \$59.99 \$59.99 \$59.99 \$64.99 \$59.99 \$52.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Alone in the Dark PSX. Barrip-Kazole 164 Bayord the BeyordPSX. Blue Stinger Onamoast Bestart of Firs 3 Postart of First AND Alone 164 First NASA Postart of First of Postart of First NASA Magic Carrier PSX. Magic Carrier PSX. Magic the Gathering PSX. Mario Party 164 Morazo Girand Pri-Diream Ope Barrier SX.	09/99 09/99 09/99 11/99 09/99 08/99 09/99 08/99 09/99 08/99 11/99 08/99 11/99	\$19.99 \$32.99 \$29.99 \$29.99 \$24.99 \$24.99 \$22.99 \$24.99 \$22.99 \$24.99 \$22.99 \$24.99 \$39.99 \$39.99 \$32.99 \$34.99
Asteroids Hyper 64 batter Tank 2 Siludes of Steel 2000 Jarmagedoon 64 HyperTiger Got1 bestruction Derby Donkey Kong 64 Julie Mukem Zero Hour Siludes Mukem Zero Hour Siludes Mukem Zero Hour Siludes Mukem Zero Hour Hyper Siludes Mukem Zero Hyper Siludes Mukem Zero Hour Hyper Siludes Mukem Zero Hyper Siludes Mukem Zero Hour Hyper Siludes Mukem Zero Hour Hyper Siludes Mukem Zero Hyper Siludes Mukem Zero Hour Hyper Siludes Mukem Zero Hyper Siludes	11/99 11/99 11/99 11/99 11/99 11/99 10/99 10/99 10/99 10/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99	\$52.99 \$54.99	Ogre Battle 3 Paper Boy 64 Paper Boy 64 Perfect Dark Polesmon Stadium RayMan 2 Resident Evil 64 Shandowgate 65 Sop Pric Chef Lur Shack Saxe Invaders Stare Wars Racer Stare Wars Racer Stare Wars Racer Stare Wars Racer Toper Woods 2000 Topic Tropics Ogro Topic Gran Rail Top Gear Rail Top Gear Rail Top Gear Taylia Top Gear Sparin Top Gear Carlotine Topic Stare Stare Wars Top Gear Carlotine Topics Coffense Topics C	10/99 04/00 02/00 10/99 10/99 06/99 11/99 01/00 10/99 04/00 10/99 09/99 11/99 12/99	\$56.99 \$59.99 \$59.99 \$59.99 \$59.99 \$59.99 \$52.99 \$52.99 \$54.99 \$54.99 \$54.99 \$59.99 \$54.99 \$59.99 \$54.99 \$59.99	Alone in the Dark PSX Banja-Kazole IR64 Banja-Kazole IR64 Banja-Kazole IR64 Beyond the BeyondPSX Blue Shinger Onsamosat Besstant of Firs 3 Pesstant of First 3 Pesstant of Fi	09/99 09/99 09/99 11/99 09/99 09/99 10/99 09/99 08/99 08/99 11/99 08/99	\$19.99 \$32.99 \$29.99 \$29.99 \$24.99 \$24.99 \$22.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99 \$39.99 \$39.99 \$32.99 \$34.99 \$34.99
Asteroids Hyper 64 state Tanz 2 Blades of Steel 2000 Jarmagedosin 64 Joyden Typer 1960 Joseph Colling 1961 Joseph Colling 1961	11/99 11/99 11/99 11/99 11/99 11/99 11/99 10/99 12/99 09/99 12/99 09/99 11/99 11/99 11/99 11/99 11/99 11/99	\$52.99 \$54.99	Ogre Battle 3 Paper Boy 64 Paper Boy 64 Perfect Dark Polestron Stadium RayMan 2 Rasidant EV8 4 Shackburgute 64 Sop Pick Deal Lui Shack Space Invaders State Vars Racer State Vars Racer Topic Woods 2000 Tonic Trouble Topic Story 2 Vigilante 8 2 0'denses 64 Virtual Chess 64	10,99 04,00 02,00 10,99 10,99 06,99 11,99 01,00 10,99 04,00 10,99 10,99 11,99 12,99 06,98	\$56.99 \$59.99 \$59.99 \$59.99 \$59.99 \$59.99 \$52.99 \$52.99 \$54.99 \$54.99 \$59.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Alone in the Dark PSX Banip-Kazole R64 Banip-Kazole R64 Banip-Kazole R64 Beyond the BeyondP5X Blos Stinger Orsanosat. Blos Stinger Orsanosat. Bloss Stinger Orsanosat. Cross Othy Orsanosat. Cross othy World M64 F-Zero XX M64 F-Zero XX M64 F-Zero XX M64 Marp Carper R5X Marip Party M64 Marp Carper R5X Peripher TriclesOrbeamos Powerboat RacingP5X Rogists M64 Rogists Rogis	09/99 09/99 09/99 11/99 09/99 08/99 08/99 09/99 09/99 08/99 11/99 08/99 11/99 08/99	\$19.99 \$22.99 \$29.99 \$29.99 \$24.99 \$24.99 \$24.99 \$22.99 \$24.99 \$22.99 \$24.99 \$22.99 \$24.99 \$29.99 \$29.99 \$24.99 \$29.99 \$24.99
Asteroids Hyper 64 hatter Tank 2 2000 Jarmagedson 64 Syelfriger Gott Jestruction Derby Jonkey Kong 64 Julie Mukem Zero Hour Jest 3:Deep Cover Sauntiet Lepends Armest Moon Hybrid Heaven fronchard Kings 2000 JEGO Racers Agend of Zelda Jede Cattolier Assorted Jede Cattolier Assorted Jede Cattolier Assorted Jede Controller Assorted Jede Controller Assorted	11/99 11/99 11/99 11/99 11/99 11/99 10/99 10/99 10/99 11/99 10/99 11/9 11/9	\$52.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Opre Battle 3 Paper Boy 64 Paper Boy 64 Perfect Dask Stationary Stationary Stationary Stationary Stationary Stationary Stationary Stationary Stationary Topic Woods 2000 Tomic Trouble Top Gase Rasy 2 Top Story 2 Virtual Chess 64 Work Market Virtual Chess 64 Work Mayketen	10/99 04/00 02/00 10/99 10/99 06/99 11/99 04/00 10/99 11/99 11/99 11/99 12/99 06/98 09/99	\$56.99 \$59.99 \$59.99 \$64.99 \$64.99 \$59.99 \$52.99 \$52.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99	Alone in the Dark PSX Banja-Nazonis R64 Banja-Nazonis R64 Banja-Nazonis R64 Band Bandaria Band Band Band Band Band Band Band Band	09/99 09/99 09/99 09/99 09/99 08/99 08/99 09/99 09/99 08/99 11/99 08/99 08/99 08/99 08/99 08/99 08/99	\$19.99 \$22.99 \$29.99 \$29.99 \$24.99 \$44.99 \$24.99 \$24.99 \$24.99 \$24.99 \$22.99 \$24.99 \$39.99 \$32.99 \$34.99 \$34.99 \$34.99 \$34.99 \$34.99 \$34.99 \$34.99 \$34.99 \$34.99 \$34.99 \$34.99
Asteroids Hyper 64 state Tank 2 Blades of Steel 2000 Jarmagedoin 64 Hyper Type Tiger Company State Company Destruction Derby Destruction Derby Destruction Derby District Legends Armest Moon Hybrid Heaven He Force Gemini Crockout Kings 2000 EGO Reaces Agenci of Zelf State 1 Reaces Moon State Hyper State 1 Reaces Moon Hybrid Heaven He Force Gemini Crockout Kings 2000 EGO Reaces Agenci of Zelf State 1 Reaces Moon Hybrid Heaven H	11/99 11/99 11/99 11/99 11/99 11/99 11/99 10/99 11/99 10/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99 11/99	\$52.99 \$54.99	Ogre Battle 3 Paper Boy 64 Paper Boy 64 Perfect Dark Polestron Stadium RayMan 2 Rasidant EV8 4 Shadowpate EV8 4 Shadowpate EV8 4 Shadowpate EV8 6 Topic Shadowpate Topic Shadowp	10/99 04/00 02/00 10/99 10/99 06/99 11/99 05/99 04/00 09/99 11/99 06/98 09/99 11/99 11/99	\$56.99 \$59.99 \$59.99 \$59.99 \$59.99 \$59.99 \$52.99 \$54.99 \$56.90 \$56.90 \$5	Alone in the Dark PSX Banjo-Kazole R64 Banjo-Kazole R64 Banjo-Kazole R64 Beyond the BeyondPSX Blos Stinger Orsancast Blos Stinger Orsancast Blos Stinger Orsancast Crow Chy of Angels PSX May Dark M64 Bots In the Shell PSX Mario Party M64 Magic Carser PSX Mario Party M64 Samural Shorokoma PSS Sa	09/99 09/99 11/99 09/99 09/99 08/99 09/99 08/99 08/99 08/99 11/99 08/99 11/99 08/99 08/99	\$19.99 \$22.99 \$29.99 \$29.99 \$24.99 \$44.99 \$22.99 \$24.99 \$24.99 \$24.99 \$39.99 \$24.99 \$39.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99 \$24.99
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