DEAD OR ALIVE 3 XBOX UNDRESSED INSIDE

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ISSUE #98

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JUNE 2001

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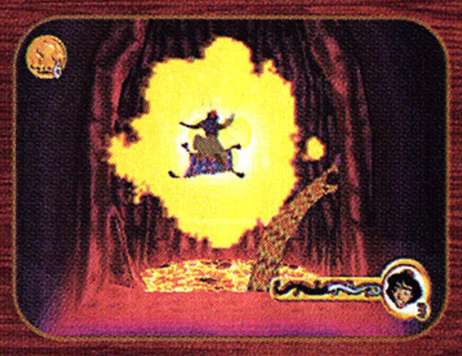

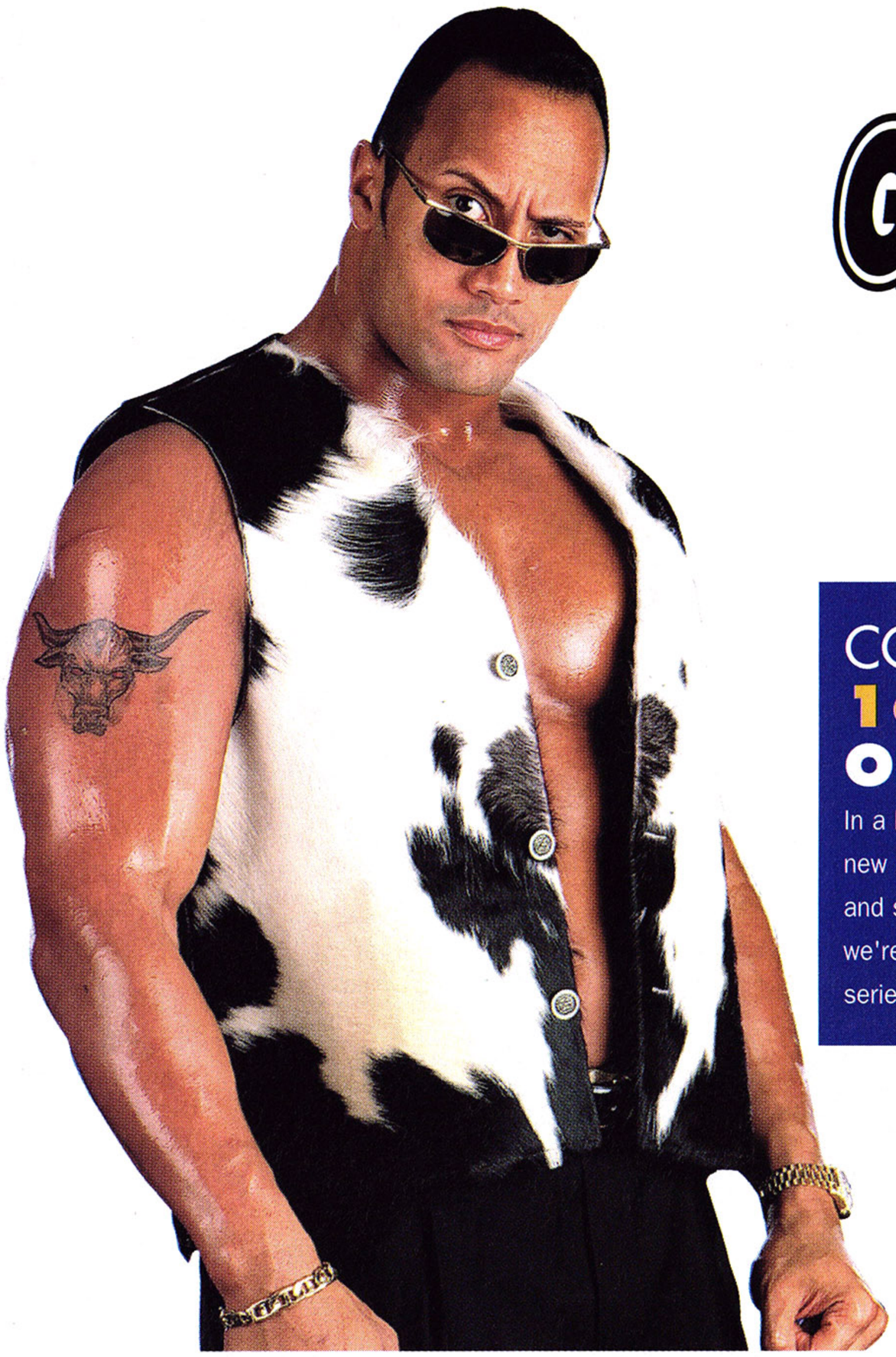

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FEATURE

24 SYPHON FILTER

989 calls on Gabe Logan once again, and GI is there to document all on this upcoming PlayStation title. Don't forget to stick around and see Sony's secret plan to spread its espionage capers to the PS2.

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Send an editor to Tokyo and what do ya get? A peek at new rock sensation Pocket Music and the coolest Bouncer dude ever is just the start. Tokyo Game Show 2001 Spring is bottled and analyzed for your consumption.

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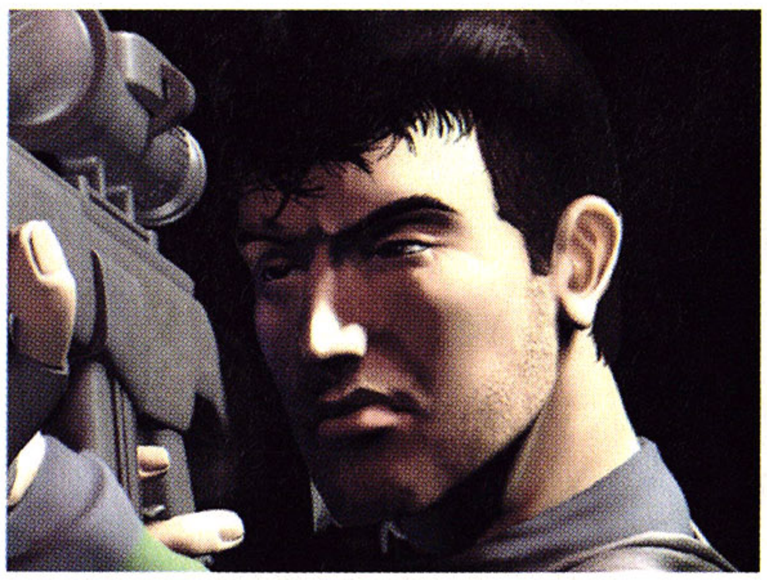
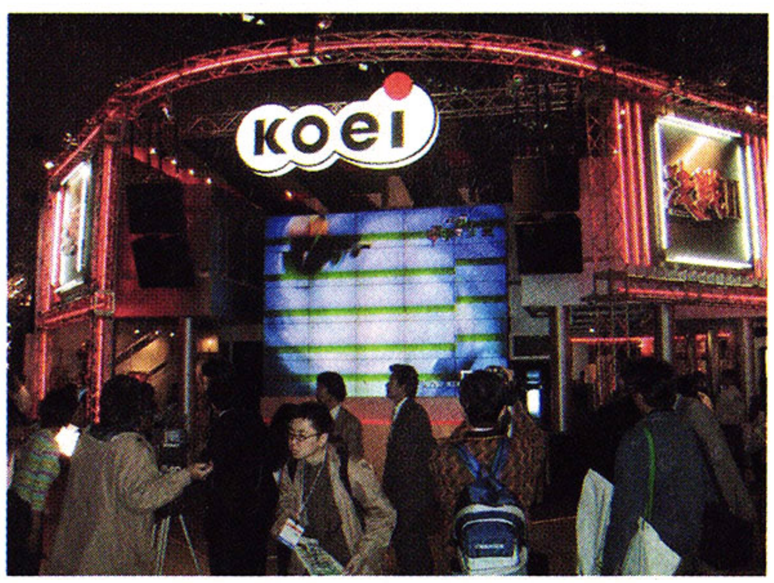
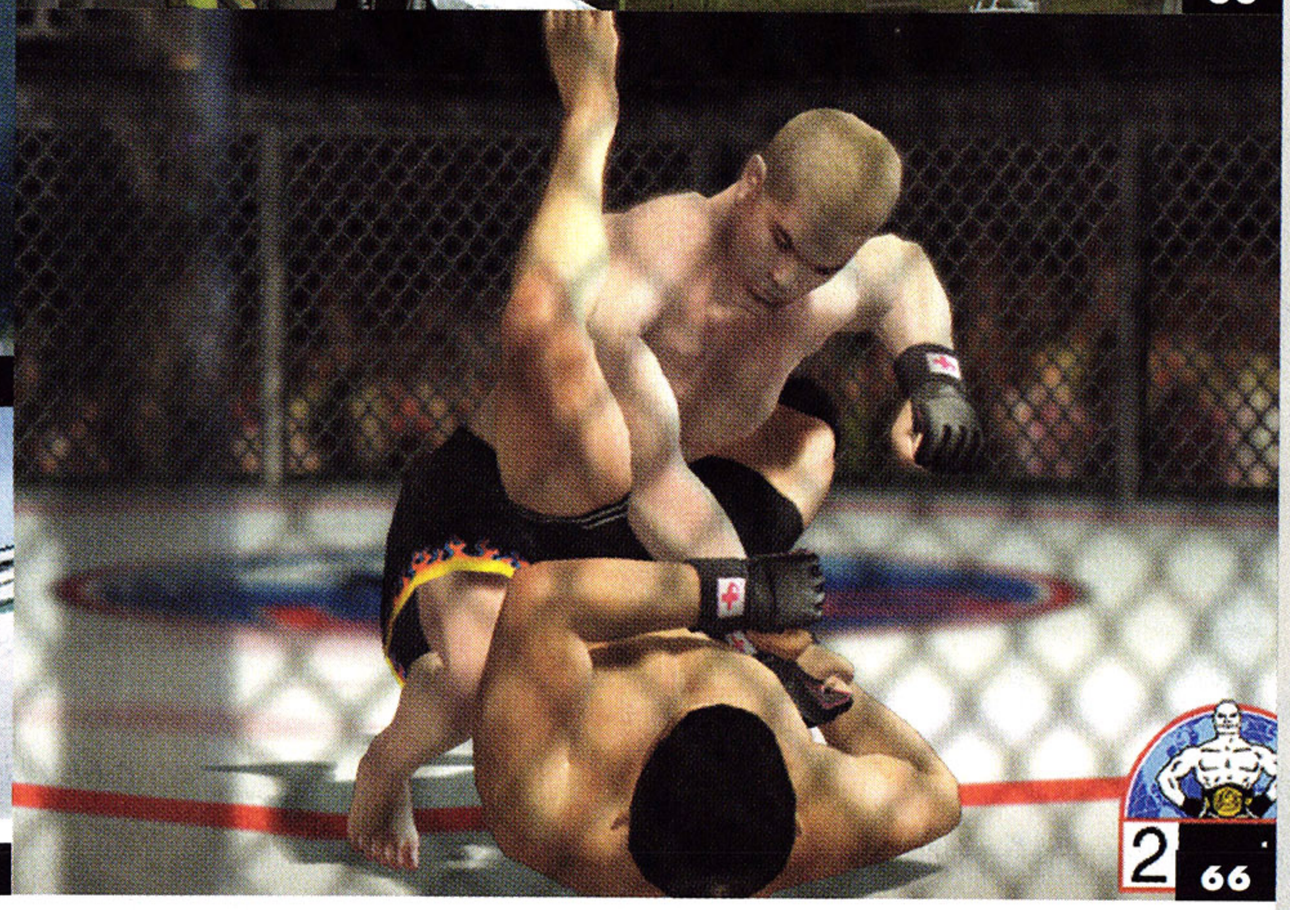
GI talks to developer Team Ninja and brings you more shots on this Xbox fighter than you'll see anywhere else! Get the latest on Busty LaRue and Chesty St. Clair, or whatever the characters' names are...







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7 GI SPY
The Game Informer paparazzi stalk the video game industry, bringing you candid photos of all the action.

8 DEAR GI
We get pithy, spiffy, and snitty in picking apart your latest round of queries. If we didn't get to yours, don't beg in front of Judge Jay – he'll bang your fingers till they are black.

10 NEWS
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36 PREVIEWS
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70 PHOTOPHILE
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74 REVIEWS
Here at GI Laboratories, we put titles through a thorough examination before affixing our stamp. Check out no less than six reviews for the Dreamcast, and a barrage of PS2 Army Men games. Also, the PC faithful can feast their eyes on Black & White, Tribes 2, and Ultima Online: Third Dawn.

93 CHARTS
All Pokémon – all the friggin' time! Don't even bother turning to page 93 to see who's best this month, 'cause we're laying down the law right here. Pokémon rules! For those with no interest in the phenom, you can bone up on upcoming releases or relive past glories in our reviews archive.

96 PLAY TO PERFECTION
Biffy-bashing at its finest – but don't think that Mat Hoffman is covered in stink. We provide you with the clues, and now it's time for you to pay your dues with this PS-X extreme title.

104 SECRET ACCESS
Watch as we stand idly by and let you cheat to your heart's content. Don't peek over and look at what your neighbor's got, because GI is here to hook you up with Unreal Tournament, Pokémon Stadium 2, Black & White, and tons more. The line to the head of the class starts here!

108 CLASSIC GI
Learn of the sordid past between Nintendo and Atari, or earn your bumps and bruises with the old-school flavor of WCW vs the World, Duck Tales 2, and Snatcher. Also, pick up the complete how-to on this latter Sega CD game that may have slipped through your crack.

114 ETC.
Sick of suits and their laptops, cell phones, and cappuccinos? Show 'em you're just as serious with your portable, grrrl-powered PSone (or Nanolooped Game Boy) and a Nerds Blizzard! Then sit back and enjoy a vid while they panic at the stock market. Sell! Sell! Seeelll!

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EDITORS' FORUM

LET THE GOOD TIMES ROLL

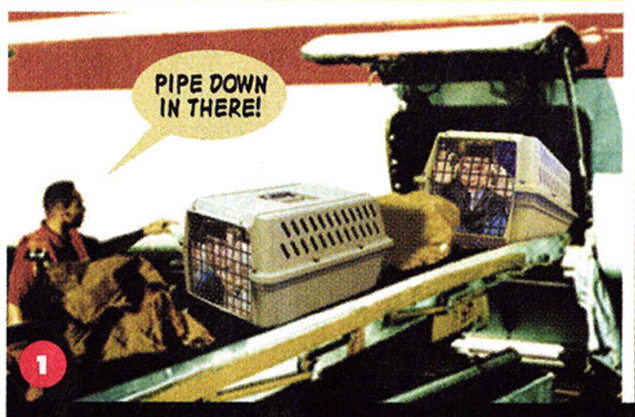
If you take a good look at the issue in your hands, you can see that the next generation of video games is upon us. It seems like every day I come to work there is a brand new game on my desk that I go absolutely crazy over. From Game Boy Advance to new playable PS2 games, everything looks to be on the up and up, and it's far from over.

Over the next couple of months we are going to see the launches of Xbox and Gamecube up the ante even higher. Game developers will have to follow suit and push the envelope even farther to make titles that keep us gamers coming back for more (for whatever system or systems end up in our living rooms). If they do, I think gamers everywhere will be extremely pleased with the results.

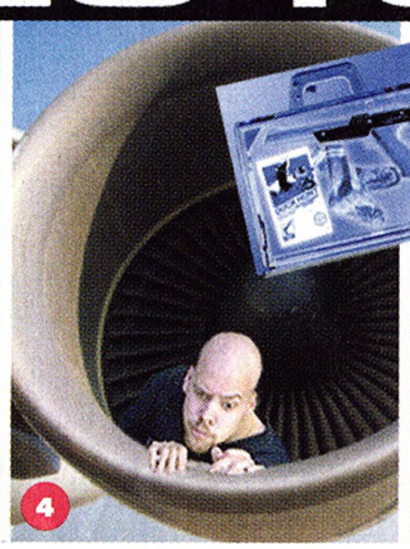
I am generally a pessimist, so whenever transition times hit the video game industry I get worried that the great video game crash of 1983 is going to happen all over again, but I think that, finally, my time of worry has passed. If the awesome games in this issue aren't enough to convince you of this as well, I think that next month's coverage of E3 will prove to you that video games are back in full swing, and that you can expect them to hit new heights in the years that follow. *Cue *Rocky* Theme music*

Andy McNamara
Editor
andy@gameinformer.com

Budget cutbacks have forced GI to economize its travel plans to E3. **1.** Kristian and Jay are loaded in the cargo bay. **2.** Andy flies in 1st class with his manservant Kato, Arthur and friends. **3.** Matt soils himself as he wishes he used the restroom before he left. **4.** Justin has second thoughts about his stowaway plan. **5.** For some reason airport security doesn't like the NES Zapper revealed in Reiner's carry-on bag.



FLYING TO E3



REINER, THE RAGING GAMER
reiner@gameinformer.com

While you sit back and continue your meaningless lives – you know, doing homework, emptying the trash at Burger King, and pretending you still love your girlfriend – I'll be basking in what will be the greatest E3 of all time. Right now, I'm probably checking out a handful of games on Gamecube or playing Tony Hawk's Pro Skater 3. After this, I might grab a bite to eat, then head on over to Microsoft's booth to check out the new Xbox software. Did I forget to mention I've already played Naughty Dog's secret game, Final Fantasy X, Star Wars: Rogue Leader, and Harry Potter? Yes, my life rules, and yours is just as bland as it always was. My, how I pity you.

MATT, THE ORIGINAL GAMER
matt@gameinformer.com

Who let the duds out? I know everyone's waiting to drop their hot titles at E3, but after a new spate of Army Men games (not to mention Illbleed or Shrek), I'm seriously reconsidering my chosen field of employment. If it weren't for Red Faction, Mat Hoffman, and MTV Music Generator 2, I would have been forced to ditch video games in favor of a more entertaining hobby, like sponge painting or participating in Civil War reenactments. Here's hoping things will improve next month, when we head down to the big Triple-E in Paradise City, where the drinks are free and the geeks are sweaty. One love.

JAY, THE GONZO GAMER
jay@gameinformer.com

After having returned from my first trip to Tokyo, I must say it seems like a mostly superior society. I say mostly because according to my findings, Japanese ice cream technology has yet to surpass that found in the US. Every time I purchased ice cream, I ended up with either green tea or coffee flavor. Obviously, this was partly due to a language barrier, but I swear the pictures on the packages made me think it was something else. Also, in a restaurant I ordered what translated as "Hell Sundae" and ended up with something quite pleasant looking. Disappointment!

KRISTIAN, THE GAME DAWG
kristian@gameinformer.com

As always, while I am writing this things are rather chaotic around the office. Andy is running around worrying that the issue will suck, Matt and Jay are deep in conversation about the Insane Clown Posse, Reiner has pinned Kato down and is giving him the "typewriter," Justin is attempting to glean information on international policy from the liner notes of a Henry Rollins album, and I am absorbed in thought about just how in the hell I was able to write 98% of the magazine for the third consecutive month. Oh well, I guess that's why I make $1.8 million a year.

JUSTIN, THE DIGITAL DEVIANT
justin@gameinformer.com

After years of faithful service, I have officially retired my old 1986 Grand Am. By retired, of course, I mean it's sitting in the GI parking lot until I find a better dumping ground. My new hooptie is a modest '96 Corsica, which is mine after only 35 more payments. Being able to open all of the car's doors and drive on highways without violent shaking are luxuries most people take for granted, especially when their parents handed them shiny sports cars at a tender age. For those born without the silver spoon, let me give you some valuable advice. 1) Get some credit ASAP. 2) Don't piss off your parents, because if they don't cosign for you, you're SOL.

KATO, THE GAME KATANA
kato@gameinformer.com

They call me Kato…but not because there's another Matt in the office, or because my Japanese heritage demands respect, unfortunately. I'd rather they call me Mister, but we (my agent and I) are still deep in negotiations over that. As the months roll on, I imagine you'll take to calling me your own assortment of names as you see fit. All I ask is that you pronounce my name right (kah-toe). In case you may have missed it last month, one of my first reviews gave Aidyn Chronicles a 2. After a meeting with my superiors, I promise never to be so kind again. I hope that fact hasn't started us out on the wrong foot. By the way, in honor of the late Paul's knack for understated prose, I'll end with this – Go Vikes!

GI SPY

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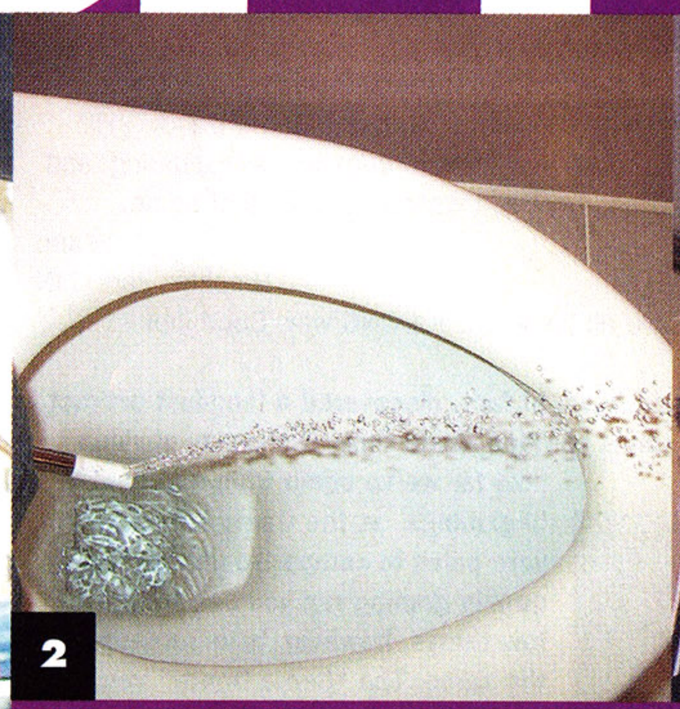

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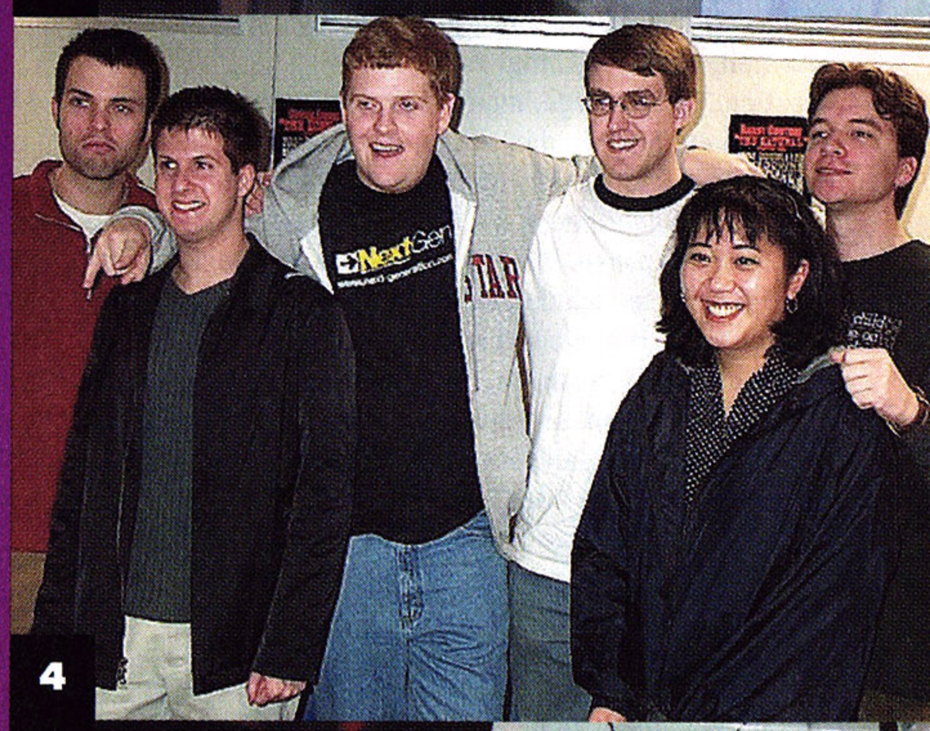

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CANDID PHOTOS FROM THE SEAMY UNDERBELLY OF THE VIDEO GAME INDUSTRY

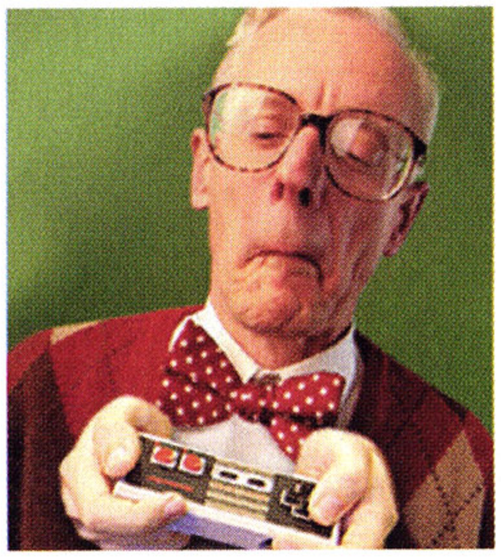
1 "Sell...SELL!....SEEEELLLL!" cries Activision PR's Rhy-Ming Poon as she desperately tries to unload her 50,000 shares of smokedsalmononline.com en route to Neversoft's Tony Hawk 3 event. **2** Jay was confused by his commode at the Keio Plaza in Japan until Crocodile Dundee explained it was "fah warshin' yer backside, mate!" **3** OPM's Sam Kennedy faces off with Jay in a deadly game of Shakka to Tambourine at an arcade in Tokyo. **4** Jay and his wife Fran pose with their four teenage sons. Sniff...sniff...they just grow up so fast. **5** Michelle Seebach giggles like a schoolgirl as Kjell Vistad casts the Eidos PR Evil Eye on the Game Informer staff. **6** "Hello, this is the Colonel, and if you try my new Honey Barbecue Wings, I'll throw in this nice young white boy for free!" **7** Seiichi Ishii, CEO of Dream Factory (The Bouncer, Tobal 1, Ehrgeiz), shows the strenuous training required to become a fighting game master. **8** Somehow, these rabid GI fans managed to infiltrate our high security complex. They were even nice enough to bring us some Mountain Dew! We were just about to give them a tour of the facilities when, sadly, security rushed in and shot them on sight.

DEAR GI

COVER ISSUES

First, I want to say you guys do a great job with the mag. Next, I would like to comment on your new policy of putting preview games on the cover of Game Informer. One of my favorite things about the old Game Informer format was that every month you guys picked a game of the month, put it on your cover, and did a strategy guide for it. That was helpful because I can just look at the covers of my old issues and know where to go if I need a strategy guide. Also, I can look through old issues to find a great game on the cover if there is a drought of good games. I think everything with the new mag is an improvement over the old, except that you guys keep putting previews on the cover. I don't know if I'm the only one who feels this way, but I just wanted to give you my input. Keep up the good work.

Mike
Via aol.com



Listen jerkface, apparently you've been spending too much time thinking up stupid questions and not enough time taking your head out of your...oh, wait...hey...that IS a good question. By and large, most of our letters from readers are so inane that we don't actually waste effort reading them before haphazardly meting out punishment. In light of your intelligent query, we'll try to scrape together an intelligent response. While it is true that we have branched out to include preview games on our cover, this doesn't mean that we will rule out doing a review game on the cover. For example, our recent Onimusha issue (GI #95) featured both a review of the game and a complete walkthrough. This said, we decided to turn away from our "review-only" cover policy because we wanted to do expanded coverage on highly anticipated games like Metal Gear Solid 2 and Red Faction before they hit stores to give our readers the heads-up on how they're developing. Also, our new format has allowed us to include a large art spread and two-page review of each issue's Game of the Month. Hopefully, this will allow us to give both the cover game and the Game of the Month the best coverage possible.

GI: THE EARLY YEARS

I was at my friend's house the other day when I found an old magazine on the floor. I looked inside and noticed a review of a game from 1993. I checked the cover and, to my surprise, it was a ratty old Game Informer. I love the magazine, nowadays anyway, but what the hell was up with this greasy nerd with the name "Andy the Game Dandy"??!? What is this? This magazine in question is disgusting, and horribly written. Anyway, I wanna get a hold of some.

Greg Lageson
Brooklyn Park, MN

PS: You've all come a LOOOONG way. Good job!

Greg, you have, in fact, discovered a long-lost artifact from the sands of video game time. It's pretty obvious how far we've come from our humble beginnings, as the Game Informer of yore pales in comparison to the top-quality gaming rag you see today. A few things, however, have remained the same. The "Game Dandy" you speak of is none other than GI head honcho (now the Game Hombre) Andy McNamara. Following his change of moniker, Andy seized control of the magazine, and began assembling his crack staff of video game mercenaries. Although some would say that GI is still disgusting and horribly written, we appreciate the props.

IRRITATED OLD-SCHOOLER

I get so irritated these days that people don't like old games because of their graphics! Ugh! Old games like Castlevania, Indiana Jones, and Contra may now be considered dinosaurs compared to the games these days, but I still play them because they offer high-quality entertainment. Everybody I know plays the new systems, just because they have more up-to-date graphics, and they think that people who still play the older systems just plain suck. Is there anyone out there who still plays Atari, NES, SNES, and the old Laserdisc systems?

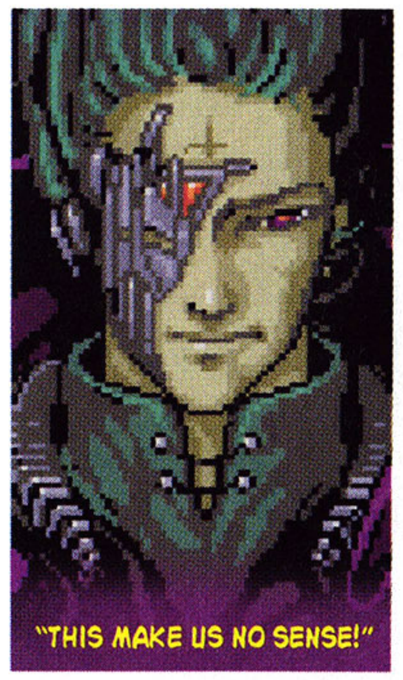
Anonymous
Via aol.com

Actually, you'd be surprised at how much mail we get from readers asking for coverage on classic arcade, 8-bit, and 16-bit video games. This is one of the many reasons we recently expanded our Classic GI department to include more features, classic strategy guides, and codes. We've worked hard to offer the most comprehensive coverage of classic video games in the industry. We encourage our readers to write in with their comments, questions, and opinions about our coverage of video games both old and new. So, if you liked an article, or you think we're just smoking crack, we want to know. As for classic gaming, if you dig around on the web, you'll find a pretty healthy community of classic gamers out there. Some of the sites we like include www.atarihq.com, and www.klov.com. Another way to seek out sites that cover all things old school is to go to www.webring.com and enter "classic video games" as your keyword search. On the list of results you should find the Classic Video Game Syndicate, a group of over 200 sites that center on old-school games. Happy hunting.

NO ONE SET US UP THE JOKE

In the ETC section of the April 2001 issue there was an item called "All your base are belong to us." It had no description, but there was a website. I went to that website, and have a few questions. What in the name of all that is sacred and holy is this supposed to mean?! The movie makes no sense; the phrase makes no sense. Is there a hidden meaning I missed?

Adam Dickinson
Via hotmail.com



Since a few of our readers seem confused by our inclusion of the greatest email forward of all time in Etc, we'll give you the straight Zig. The phrase originated from a cutscene in the 1989 Sega arcade shooter Zero Wing. Apparently, the job of translating the text fell to a developer with only a cursory knowledge of English, and the result was the unintentionally hilarious dialogue that has now become the stuff of legend. A small group of people began posting PhotoShop artwork that superimposed "All your base are belong to us" on hundreds of scenes. The whole phenomenon really took off when techno group The Laziest Men on Mars put together a video that combined a series of the pictures with a dance track that utilized samples from the infamous cutscene. The result was titled "Invasion of the Gabber Robots," and the rest is history. Hope this clears things up. For an extensive history of the phenomenon, go to http://hubert.retrogames.com/history.htm. Make your time.

TROUBLE IN RIVER CITY

I just wanted to point out that your magazine has made one of the greatest errors ever. I mean, you guys have done crazy stuff in the past, but leaving out River City Ransom from the most underrated games of all time list is by far the worst. If you guys have not played this game you have no business calling yourself gamers. Blast Corps and some Neo Geo game make the list but you leave out RCR? This is a travesty of justice.

G.N.
Via aol.com

Send your comments to Game Informer. **Snail Mail:** Game Informer Magazine • Attn: Dear GI • 10120 W. 76th Street • Eden Prairie, MN 55344 **Email:** deargi@gameinformer.com **WWW:** www.gameinformer.com

Sorry G, there just wasn't enough room for the admittedly top-notch River City Ransom on the list. While the game is fun to be sure, we tried to fit in a wide variety of games and systems in the article. RCR is good, but a little too derivative of Double Dragon to make the cut. We may do another underrated games feature in the future, so we encourage our readers to send in their ideas on games they feel have been overlooked by the masses.

SNAP JUDGEMENTS

Hey if I shaved my head I would look exactly like Matt.

James Jackson
Clinton, OH

Cool.

You guys should do more articles where your editors tell us what they like.

Greg
Via aol.com

Okay.

Have you ever rated a game 0.00?

Tim O' Denius
Via excite.com

No.

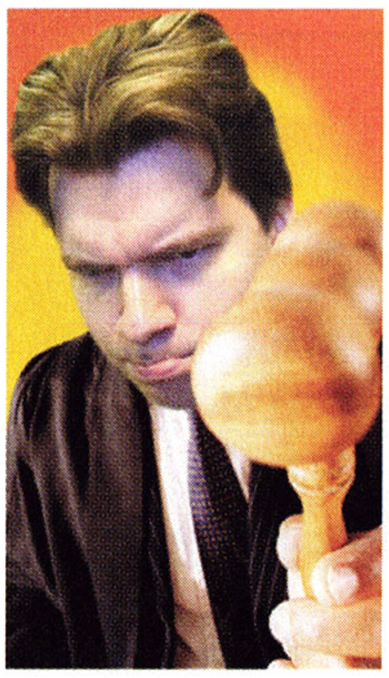
Why is Sega making games for other systems? Why don't they make another game system?

Gereron D. Shepard
Via aol.com

Because Sega decided it liked making profits after all.

I believe that GI should be able to insult people, and put what you want in your mag. I was hoping you would insult me to make my point clear.

Mike Bergeron
Via prodigy.net



You smell bad.

Could you print the stats of all the game consoles ever made? Like CPU power, graphics, and stuff like that.

Ryan Hawk
Via gamespotmail.com

No.

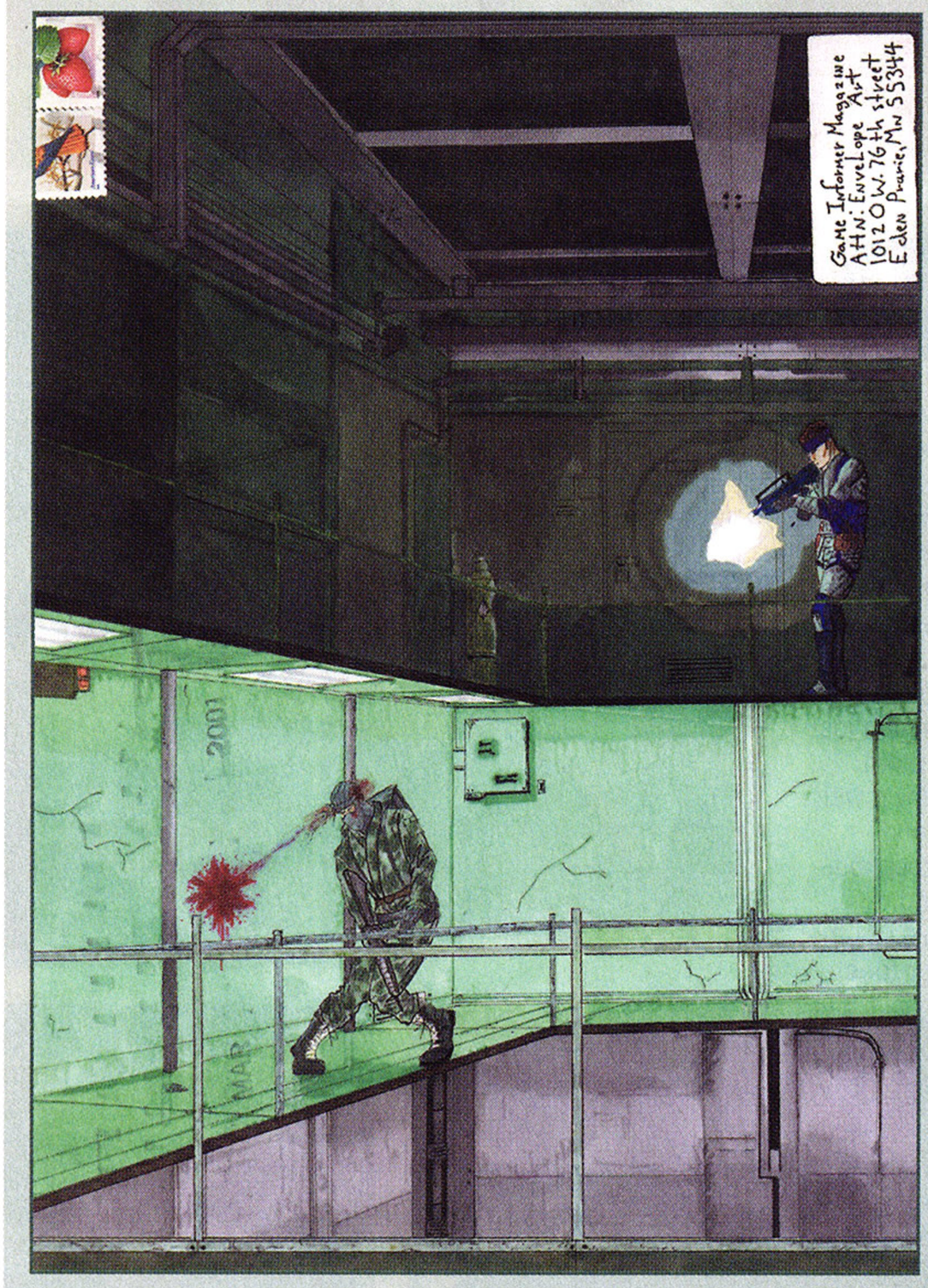
If the Xbox puts Nintendo and Sony out of business, there will be only one gaming console for your magazine to write game reviews for – the Xbox. Considering Bill Gates' history of being a power-hungry knave when it comes to the computer entertainment industry, this will most likely become a reality. What will you do if this happens?

Shadow Maxwell
Via aol.com

Move to Canada.

ENVELOPE ART

JUNE WINNER!

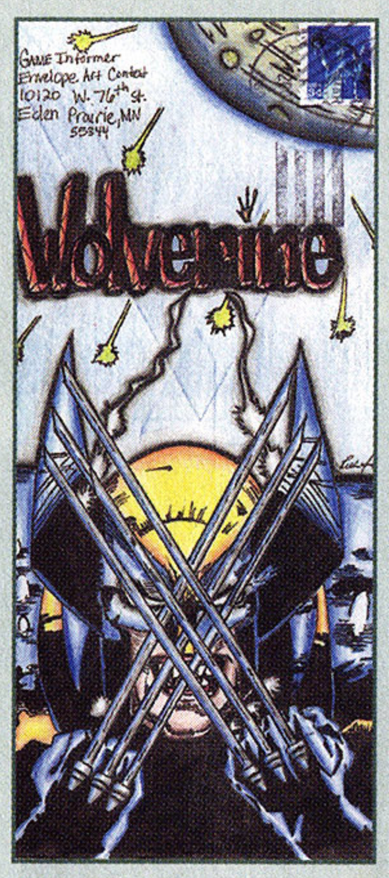


Dean Bryant
Even Tylenol isn't gonna fix that headache.

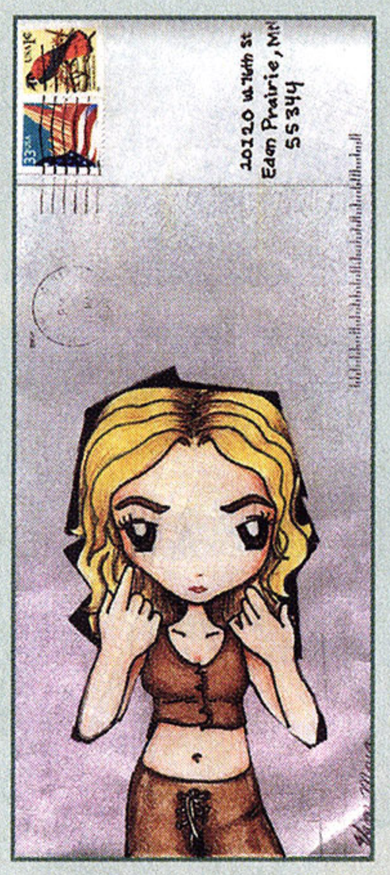
Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit, or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

Send to:
Game Informer
Envelope Art Contest
10120 W. 76th St.
Eden Prairie, MN 55344

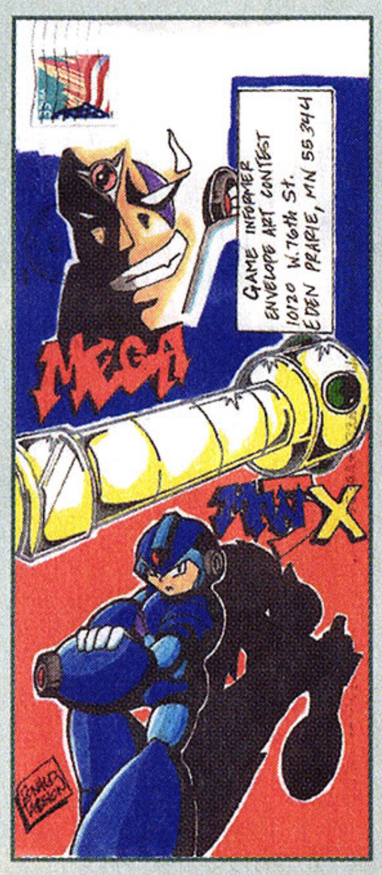
Guillermo Silva
The whole boy with a giant robot story is deep on so many levels, as you can see by these intense stares.



Ruben Fuentez
Wolverine makes a giant X with his claws...hmmm...he must be an XFL fan. Perhaps even the only one.



Vam Moua
Envelope art of Brittany Spears – is that a sign of the apocalypse?



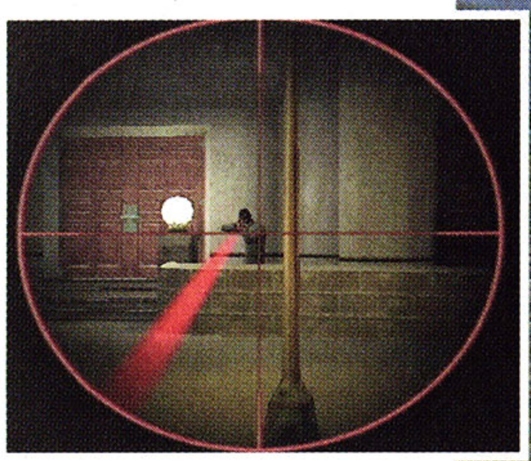
Ronald Tacsion
He's a Mega Man. Mega Man I know-whoa. And he's dancing like he's never danced before-whoa.

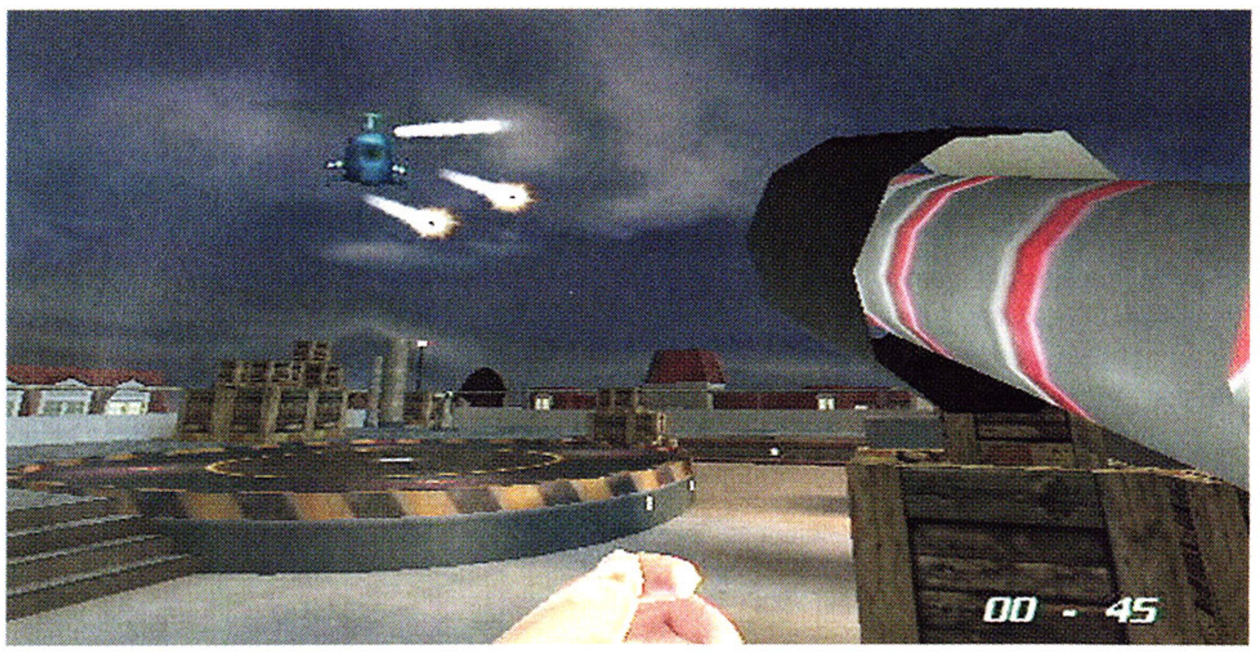
GI NEWS

BOND LIVES MORE THAN TWICE ON PS2

While not the only first-person shooter on the **PlayStation 2**, **EA Games'** new presentation, ***James Bond 007 in...Agent Under Fire***, will certainly know what goes in a martini, as it started out being stirred as ***The World Is Not Enough***. This explosive cocktail will combine an all-new story with multiplayer capabilities and the usual Bond gadgets for the system sometime before the end of the year.

Terrorist **Malprave** is cranking out evil clones hell-bent on world domination just as fast as you can shoot them down. Hottie **Zoe Nightshade** cools down with a quick shower, while various Bond characters populate the title throughout its ten locations around the world. Stealth and driving missions diversify the experience and keep you on your toes.





LIGHTNING STRIKES THRICE FOR HAWK

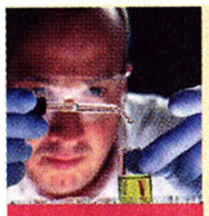
Feast your eyes on this **PlayStation 2** shot of **Activision's** third strike for the ***Tony Hawk*** franchise. The publisher has stated that it will also bring ***Tony Hawk's Pro Skater 3*** to the **Xbox**, **PS-X**, **Game Boy Advance**, **GBC**, and **PC** at an undisclosed time. What can be counted on is that *Tony 3* will literally change the extreme sports landscape. This time around, locations in Tokyo, Rhode Island, Rio, Canada, and more will be teamed with natural disasters (which will completely reorganize levels!), pesky peds, traffic accidents, and troublesome weather conditions, not to mention new skater Bam Margera of *Jackass*.

The PS2 will solve past problems of fogging, offer up much larger levels, and add extra animations and details for skaters. Although Sony's online plans aren't known yet, it's planned for THPS3. This includes a community skatepark where players can chat and trade items, apart from the multiplayer games. *GI's* seen and played the game, but mum's the word until next month's issue due to Reiner's creepy catatonic smile (and a pesky non-disclosure agreement).

GAMECUBE DELAY OFFICIAL

Confirming fears expressed last month, **Nintendo** has announced that the **Gamecube's** launch will be delayed in Japan from July to September 14. The console's debut will also slip till mid-November here in the States. An official statement from Nintendo says that this development actually "confirms that we [Nintendo] are on-track for a US launch this fall as we have previously stated." The release continues to say that, "The system is scheduled to launch in November, before the all-important holiday season."

President **Hiroshi Yamauchi** had previously warned of a delay for the Japanese market, and responded to these latest developments by saying they were done to prevent console shortages at launch (perhaps due to a problem with semiconducters). While Nintendo hasn't disclosed the number of units it plans to ship initially, or the Gamecube's price, *GI* hopes against hope that this delay will make all the difference.

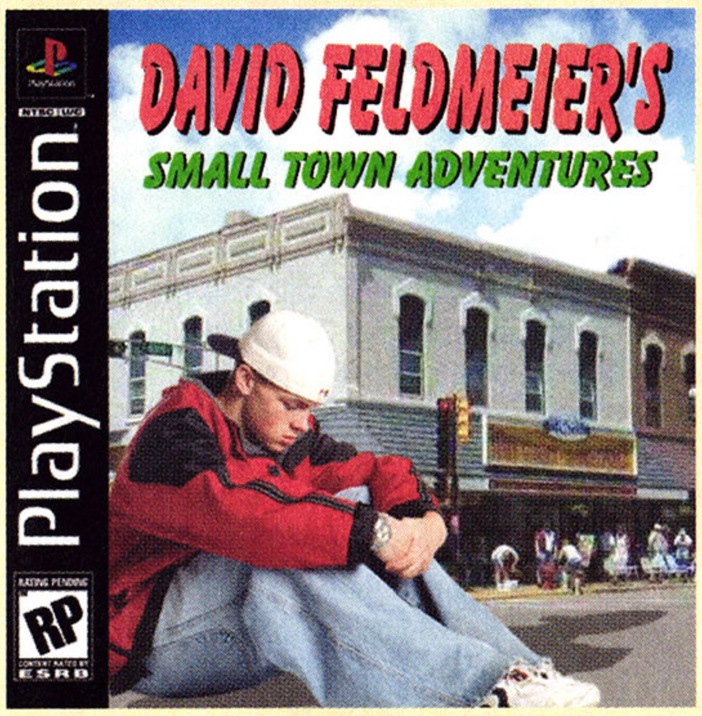


R&D

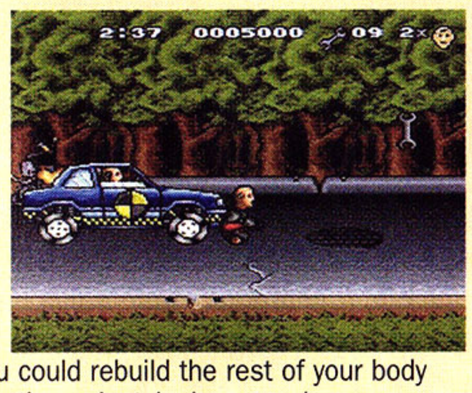
Game Informer's research and development operatives search the globe, seeking out the untapped licenses that will become tomorrow's killer games. If you have any great ideas for games of the future, be sure to drop us a line. Maybe we'll use our godlike power over the video game industry to turn you into a millionaire – or just steal your idea.

DAVID FELDMEIER'S SMALL TOWN ADVENTURES

Welcome to the world of David Feldmeier. He's bored, he's hungry, he's 17, and he lives in a town of 6,000 people. There isn't much for David to do on Friday night... or is there? It will be your job to see to it that David has the time of his young life. First things first, after you pass the parental debate level, you'll need to drive around town in your station wagon (or the El Camino if you have the code), and look for your buddies. After finding them through a tip from Cindi who works at Subway, you all decide to take the new kid in town snipe hunting. Your fun meter will reach near 100% as you sit back with your friends and watch poor Blaine stand alone in the dark with a burlap sack waiting for the fictional snipe to run out of the brush. After humiliating the city-slicker, and thereby showing him that country kids aren't to be trifled with, you retreat back to the Holiday station parking lot where everyone hangs out and talks about how much they drank the previous weekend. Don't hang out too long, though. If your fun meter falls below 25%, you'll get bored and commit some terrible gaffe that everyone will ridicule you for. The game ends when you are invited to a college keg party by a friend's brother and you blissfully drink away your sobriety with reckless abandon.



NAME THAT GAME



This early '90s multi-platform, safety-conscious side-scroller starred a yellow jumpsuited stand-in. The main gimmick of the title was that instead of losing health points, you lost limbs. As you collected wrenches, you could rebuild the rest of your body and continue your battle against Junkman and unnecessary auto deaths.

(Answer on page 15)

TOP 10 GI CHANGES IN HONOR OF PUFF DADDY BECOMING P. DIDDY

10 Mag's name changed to G. Inny

9 We collaborate with every publication in the industry

8 GI's Sting cover becomes bestseller

7 Monthly editor blurbs now read, "Not Guilty"

6 Every game reviewed goes either gold or platinum

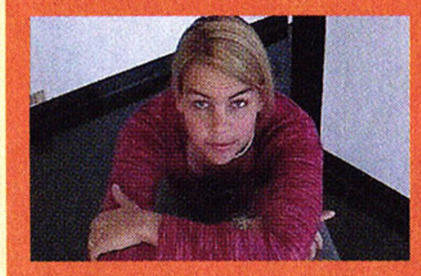
5 White suits and Bentleys for everyone

4 Andy is ordered into anger management counseling

3 Editors continue to maintain their innocence

2 GI records Notorious P.A.U.L. tribute single

1 GI's Kristian replaces J-Lo as K-Bro, and is treated like a Harlem hooker



DEVELOPER **TOP 5**

MARGARET STOHL
Director of Creative Development, 7 Studios

1 Super Mario Bros. – NES

2 Command & Conquer – PC

3 The Legend of Zelda: Ocarina of Time – N64

4 Half-Life – PC

5 X-COM: UFO Defense – PC

READER **TOP 5**

PATRICK KENIMOND
Stow, OH

1 WWF No Mercy – N64

2 WWF SmackDown 2 – PS-X

3 Final Fantasy IX – PS-X

4 The Sims: Livin' Large – PC

5 The Next Tetris – PS-X

Game Informer is looking for your Top Five favorite games. Please send your Top Fives to:

Game Informer Magazine
Attn: Top Five
10120 West 76th Street
Eden Prairie, MN 55344

Everyone that enters every month will be entered in a drawing to win a GI T-Shirt! So get writing!

CROUCHING TIGER SPRINGS ONTO SYSTEMS

Taiwanese company **Vista Group** says it's planning to develop games based on *Crouching Tiger, Hidden Dragon* for the **PC**, **Xbox**, **PlayStation 2**, **Gamecube**, and **Dreamcast**. Little is known about the upcoming titles, other than that the PC version is slated for a winter release this year, while the others will have to wait until early 2002.

While this license should make for a dual-hero, action-adventure romp through China as Yu Shu Lien and Li Mu Bai chase after Jade Fox and the Green Destiny, we're not alone in expecting more. Standard you say? How cool will aerial acrobatics and dynamic fighting physics be amongst the tree-tops? And what about Zhang Zi Yi's restaurant brawl? We wait anxiously.

DRAGON BALL Z DEARTH TO END

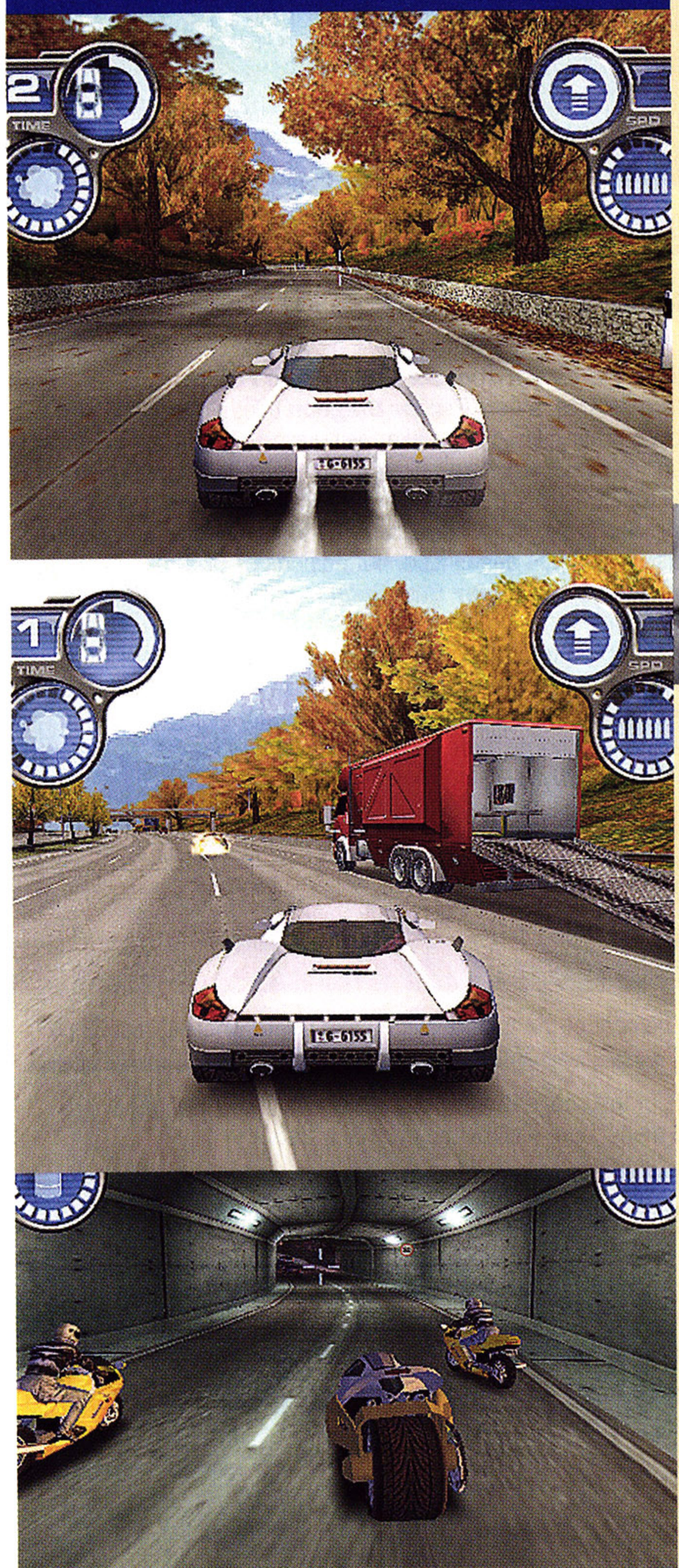
Infogrames made huge news when it announced last year that **FUNimation** had granted it the license for the **Dragon Ball Z** series. *GI News* spoke briefly with project producer **Michael Gjere**, who informed us that the company plans to not only maximize the franchise, but also do it proud. Multiple ***Dragon Ball Z*** games over multiple consoles can be expected for years to come.

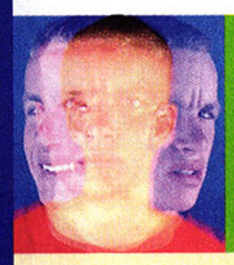
Although a developer has not been revealed, Infogrames assured us that FUNimation was sufficiently impressed with said mystery developer's work to choose it over such high-profile companies as **EA** and **Sierra**. Reportedly, the development staff are extremely excited to be working on the project, as a number of them are huge fans of the Dragon Ball Z series. No release dates have been announced for these titles, but we can expect some big news on this front at **E3**, so stay tuned.

SPY HUNTER BACK ON THE STREETS

Before people started "seeing motorcycles," there was **Spy Hunter**. Bumpin' those big bicycles didn't get you any points, but damn, was it fun. **Midway's** classic roadster gets a makeover in a new **PS2** action-racing title set to release this fall. This time your G-6155 Interceptor will tackle 14 worldwide missions, and will be able to transform into a motorcycle or jet ski, as well as the classic boat.

While making *Spy Hunter* a hit the second time around may be a tad difficult in a genre filled with plenty of road rage, the return of the supply trucks will be welcome. Here you can load up on cluster mines, smoke screens, oil slicks, lasers, and other offensive add-ons.





THE GOOD, THE BAD, THE UGLY

BAD – **Sega of Japan** getting its hands dirty laying off employees. According to Japanese newspaper Mainichi Shimbun, 12 workers started a strike after refusing to "voluntarily retire." The Japanese method of persuasion consists of putting laid-off employees to be in an isolation room with no work in the hopes they'll crack and quit their jobs on their own.

BAD – **Talonsoft** has announced a **PC RTS** title based on the Arab-Israeli wars. This summer game will cover the 1948, 1956, 1967, and 1973 campaigns in the pair's unfortunate history. If this vid is ever released over there, we may just have to admit that some video games do promote violence.

GOOD – **Taco Bell** and **Microsoft** joining forces to push the launch of the system. We don't know what's less appetizing: a dirty, yapping Chihuahua, or a place mat with a smiling Bill Gates (see page 29).

GOOD – The **Linux**-based console **Indrema** is dead. The 600 MHz CPU console, despite its promise of open source to developers, never got off the ground. *GI* sez: It's always good to be proven right.

BAD – *GI* being in the **PETA** poop parade for its history with animals. When not joking about sending Petey to sleep and getting cats drunk and/or killed, your favorite staff is attempting to stomp the office's mouse problem dead.

UGLY – During a vital mission, ***Metal Gear Solid 2's*** Snake can be found taking a load off with the help of this very photogenic young woman. Instead of being found by soldiers bent on killing him, our hero gets caught in the act by Otacon, who is horrified that Snake would engage in such conduct unbecoming an officer.

LOOSE TALK

Wherever there's a juicy rumor in the industry, Game Informer experts are on it like a fly on stink. If loose lips are spraying hot gossip, we're sucking up the secret saliva and drooling it all over this section. Loose Talk exposes inside rumors for all to see. These leads may turn out to be 100% untrue, but then again, they could also be dead honest, and you've just learned about them months before anyone else!

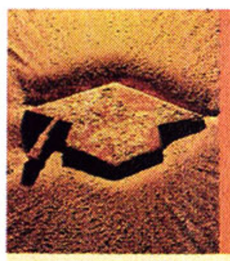
Developer **Dream Factory** (***Chrono Trigger***, ***Tobal No. 1***) has been at odds with **Square** over **PS2's *The Bouncer***. Word has it that the company is deeply dissatisfied with the publisher's hijacking of its product (and the outcome). Therefore, Dream Factory is leaving the PlayStation 2 and heading for **Xbox**, for which it is already making two fighting games.

Think action! Think adventure! Think like a game publisher! Rumor is that **Disney Interactive** is looking for a publisher for the movie ***Spy Kids*** . A multi-platform deal may be in the works, with **Ubi Soft** very interested.

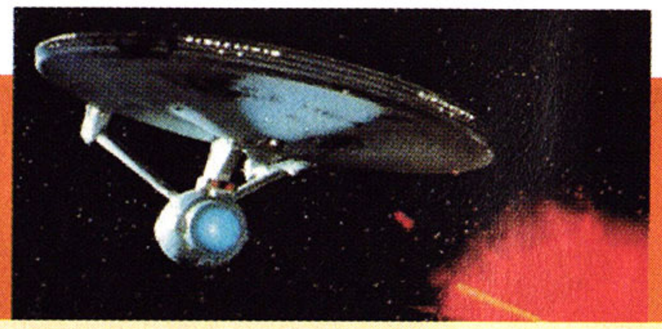
Activision has spring fever and is busy spawning sequels and then some. Work on ***X-Men: Mutant Academy 3*** is underway (most likely for **PlayStation 2**), which will feature destructible environments. As another ***Blade*** film is in the works, so is a second video game title also for the PS2.

Activision's *Gunslinger* for **PlayStation 2**, seen at last year's **E3**, is currently in limbo. However, the game may become a part of **Sony's** first-party roster.

Nintendo is bringing the original **NES *Zelda*** to the **Game Boy Advance** with some enhancements in tow. Also making the jump (to its umpteenth system) will be **SNES** cult hit, ***Earthbound*** (***Mother*** in Japan).



VIDEO GAME TRIVIA



Seeing that Trivia's readership has begun to slide into the toilet, we decided to target America's largest nerd base – the Star Trek fans. Live long and prosper, dudes! Do or do not, there is no...wait. Chiga socka maae!! That was "Your mom is fat!" in Klingon! We're totally in tune! Now, guess away to see whom you'd be on the show!

Question 1: In the fascinating Dreamcast RPG, Skies of Arcadia, Princess Fina is very mysterious; however, she does finally open up to the party through the revealing of what secret?

A. She is Vyse's long lost daughter
B. Her snazzy silver bracelet is actually a transforming creature named Cupil
C. She's not a true blond, but rather a strawberry blond
D. The Valuan Army is pursuing her because her blood is made of a powerful solar energy

Question 2: In the motion picture Super Mario Bros., a film that was ever so loosely based on the game, who is the actor who almost threw his career away portraying the onscreen persona of King Koopa?

A. Christopher Lambert
B. Malcolm McDowell
C. Dennis Hopper
D. Kurt Russell

Question 3: On October 1, 1993, the video game industry forever changed with the arrival of Shiny Entertainment. Founder David Perry says his company name was inspired by the song...

A. Shiny Happy People by R.E.M
B. Shiny Birds of Doom by Skullflower
C. Shiny Knight by Penelope Houston
D. Shiny Shoes by Janis Figure

Question 4: He created Nintendo's first Game and Watch games. He oversaw Shigeru Miyamoto's work on Donkey Kong. He was the visionary behind Metroid. He also created the Game Boy. Sadly, he tragically died at age 56. Who was this legendary gaming figure?

A. Gumpei Yokoi
B. Hiroshi Yamauchi
C. Yuji Naka
D. Hironobu Sakaguchi

Question 5: Which of these games never appeared on Sega Master System?

A. R-Type
B. Shinobi
C. Ghostbusters
D. Ninja Kid

Question 6: What NBA superstar had the starring role in Slam City for Sega CD?

A. Karl Malone
B. Dominique Wilkins
C. Charles Barkley
D. Scottie Pippen

Question 7: What is the TRS-80?

A. The processing chipset in the PlayStation 2
B. A playable aircraft in Earth Defense Force
C. The first home computer introduced by Radio Shack
D. The prototype for Tyco's modern day radio-controlled vehicles

Question 8: Which video game publisher fashioned its own rating system before the ESRB entered the industry?

A. Nintendo
B. Sega
C. Capcom
D. Acclaim

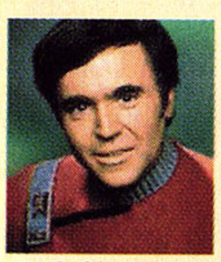
Question 9: What is the name of the main character in Final Fantasy: Mystic Quest (according to the manual)?

A. Storm
B. Sauna
C. Benjamin
D. Helius

Question 10: In the NES classic, StarTropics, what weapon do you begin the game with?

A. A baseball bat
B. A yo-yo
C. A frying pan
D. A strange, vibrating rubber thingy

Score and Rank



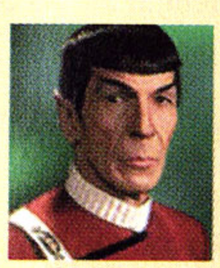
-3 Chekov

0 Kirk

1-3 Uhura

4-6 McCoy

7-9 Sulu



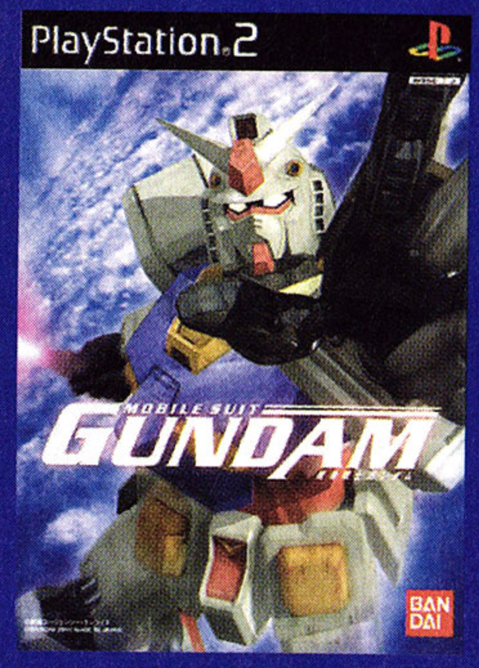
10 Spock

Video Game Trivia Answers:

1. B 2. C 3. A 4. A 5. C 6. D 7. C 8. B 9. C 10. B

THERE'S GUNDAM GOIN' ON

Answering many prayers, **Bandai** has dropped some info on two upcoming fall **PlayStation 2** ***Gundam*** games. The first is a 3D action hellion called ***Mobile Suit Gundam: Journey to Jaburo*** that takes place in the One Year War period. Players control Amuro Ray over nine FMV-filled stages, including the Colony and Jaburo Interiors. Journey to Jaburo features Gundams from the Gundam 0080, 09th MS Team, and Side Story series.



The tentatively titled ***Mobile Suit Gundam: Zeonic Front*** is also set against the One Year War's backdrop, but is of the real-time strategy vein. Set in U.C. 0079, you play as the commander of a Zeon mobile suit company taking back control of the Earth with ten different mecha through 16 stages.

SEGA SPREADS TO XBOX, GAMECUBE

Sega has revealed that it will be making games for both **Xbox** and **Gamecube**. ***Jet Grind Radio Future***, ***Gunvalkyrie***, a new ***Panzer Dragoon*** title, ***Sega GT 2***, and seven other games will make their way to Xbox in the next year. **Visual Concepts** will also be extending its 2K series to Microsoft's black box. Meanwhile, **Nintendo** feels the love with ***Sonic Team*** and ***Amusement Vision*** on the GC tip. No titles have been announced, but editions of ***Sonic Adventure***, ***Phantasy Star Online***, and ***Daytona USA*** are possibilities.

Unfortunately, this new Sega direction comes at the expense of laying off workers and the **Dreamcast** itself. It has been announced that after releasing its remaining 65 DC games worldwide, there will be no new titles for the system as of March 2002.

BREAK DOWN

7% percent of the time Andy gets his say of where to eat lunch

90% of the songs Kristian sings are awful (Bon Jovi, Air Supply, and many more – all by the original artists!)

34% percent of GI editors are prone to spontaneous combustion

0% percent of this month's free office snacks will be offered to Jay

70% of Kato's time was spent cleaning up Paul's crap and hitting his TV

DATA FILE

➤ Online games for the **Xbox** will begin in 2002. **Microsoft** has already started talks with its partners regarding this strategy. In Japan, NTT's fiber optic network will be the backbone, while in the US, such details are still being worked out. **Metro 3D** has already announced that ***Armada 2*** for the Xbox will ship with online capabilities in 2002.

➤ **The Rock** has signed on for a third **Mummy** film to be called **The Scorpion King**. We'll get to see Dwayne's rise from homeless peasant to first Pharoah of Egypt. Not only that, but he may get screen time in a ***Duke Nukem*** picture that's being tossed around.

➤ **THQ** is cooking with fire when it comes to spreading its **WWF** license. The company is planning **Game Boy Advance** and **Gamecube** vids, both of which will feature new game engines.

➤ Fighting-mad publisher/developer **SNK** has filed for a special form of bankruptcy in Japan. The company behind such properties as ***King of Fighters***, ***Metal Slug***, and ***Ikari Warriors*** hopes to restructure and continue delivering the hits.

➤ It had to be **Activision**...The license-loving company picked up the rights for **NBC's The Weakest Link**. Here's a tip: Don't put HER on the box – you'll sell more copies. Hopefully her 15 minutes of fame will be up by the time the titles start rolling out later this year. Goodbye!

➤ On other **Activision** fronts, no less than eight titles are forthcoming for ***Spider-Man*** and ***X-Men***. These range from the Dreamcast incarnation of Spider-Man to two for **Game Boy Advance**. Fall should see both ***Spider-Man: Mysterio's Menace*** and ***X-Men: Reign of Apocalypse*** for the handheld.

➤ Work is underway on ***Wild Arms 3*** by **Sony of Japan**. To appear on the **PlayStation 2**, ***Wild Arms Advance 3rd*** (tentative title) should surface over there before the end of the year. No story or gameplay details have been disclosed as of yet.

➤ **Infogrames** is hoping success will stick with its new recruits ***Mission: Impossible 2*** and ***CBS's Survivor***. The former will show up on **PS2** and **Xbox** in 2002, while the latter will be based on the show's second season in Australia and should surface at the tail end of 2001.

➤ **Enix of America** has stopped being coy about the domestic release of ***Dragon Warrior VII***. The **PlayStation** game has been confirmed to come out later this year. This is more than one year after the Japanese release, but we won't hold a grudge.

Name That Game Answer:
The Incredible Crash Dummies

SQUARE SAYS "YES!" TO PS-X CHRONO TRIGGER

Don't shoot the messenger; give us a hug instead. *GI News* is happy to report that **Square** has given in to demands to re-release **SNES** titles ***Chrono Trigger*** and ***Final Fantasy IV*** (known as ***FFII*** in the US) on the ***PlayStation***. Come July, you'll be treated to updated installments of both games under a single set to be called ***Final Fantasy Chronicles***.

Chrono Trigger will feature new opening and closing sequences, and re-creations of a few others. These were done to both "answer any lingering questions" and offer a prelude into ***Chrono Cross***. *FFIV* will also give you new movies, as well as a dash option to run through towns. Exclusive monsters, abilities, items, and the chance for a second player to join in on battles are now yours with this PS-X twofer.

PHANTASY STAR FUN SHINES ON

Sega plans to reward ***Phantasy Star Online's*** 235,000 registered fans with **PSO Version 2**, which is set to release in Japan and the US. This new edition of the title promises new levels, MAGs, and even a lobby soccer game! Unfortunately, for undisclosed reasons, this temporarily disrupted service to current *Phantasy Star* users for a period of a few days in April. Sega has yet to set an official release date for the American version of the title, but with the new PSO being one of the last hurrahs for the **Dreamcast**, we'll let you know as soon as possible.

CONTEST

ARE YOU WORTHY OF THE VIDIOT?

"Attention insignificant peons – when it comes to the video game universe, you are no match for the Vidiot! And just to prove this is so, I've convinced those fools at Game Informer to give you turds another shot at arranging a Video Game Deathmatch – if only to add inches to my frail frame and miles onto my ego. So muster up 1,000 words on your two favorite video game characters in a fight to the finish, then send them to my slaves who are obediently standing by!"

Grand Prize (2)

- Contestant's entry will be used in an upcoming edition of GI's Video Game Deathmatch
- The original artwork created specifically for your Deathmatch
- Goodies from the GI vault
- The Vidiot's cybernetic-powered virtual battlefield armor. Not!

Your entry will be placed in a pool of valid contestants, with winners to be judged and determined on July 9, 2001.

There Are Two Ways To Enter:
(1) Send a COMPOSITION with your NAME, ADDRESS, & TELEPHONE NUMBER to:

Game Informer's Video Game Deathmatch
10120 W. 76th St.
Eden Prairie, MN 55344

(2) Send a COMPOSITION by EMAIL with your NAME, ADDRESS, & TELEPHONE NUMBER to:

deathmatch@gameinformer.com

GAME INFORMER'S VIDEO GAME DEATHMATCH OFFICIAL RULES

1. NO PURCHASE NECESSARY. To enter, send your name, age, address and phone number on a postcard to: Game Informer's Video Game Deathmatch Giveaway 10120 W. 76TH ST, EDEN PRAIRIE, MN. Or, email your name, age, address, and phone number to: deathmatch@gameinformer.com. Entries must be received no later than July 9, 2001. One entry per person. Duplicated entries will be disqualified. Game Informer magazine (the "Sponsor") is not responsible for lost, late, mutilated, illegible, incomplete or misdirected entries. 2. PRIZES: Two (2) grand prize winners will have their entries used in an upcoming edition of GI's Video Game Deathmatch, goodies from the GI vault, the original artwork created specifically for their Deathmatch (approximate retail value of at least $100. But really, isn't appearing in GI priceless?). Sponsor reserves the right to substitute prize of equal or greater value if prize is unavailable. Prizes are non-transferable and no substitutions allowed. 3. WINNER(S): Winners will be determined by a judging of all valid entries received by the Sponsor, whose decisions are final. Drawing will be held on or about July 9, 2001. Winners shall be notified by mail and/or telephone. Please allow six to eight weeks for delivery of prizes. 4. ODDS OF WINNING: The odds of winning depend on number of valid entries received. 5. ELIGIBILITY: Promotion open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 14 days of receipt or forfeit prize. If the winner is a minor, then prize may be awarded to winner's parent or legal guardian. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this sweepstakes or receipt of prize. 6. RESTRICTIONS: Void where prohibited or restricted by law.

WHAT GAMES ARE THE ALL-TIME GREATS?

Within the pages of **Game Informer's 100th issue**, a listing of the greatest games of all time will be found. We've already asked many industry greats their opinion on what should be included in this list – and we're now asking for you to do the same. Send us your opinion on what should be the greatest games of all time to:

Game Informer's Top 100
10120 W. 76th St. • Eden Prairie, MN 55344
or email your vote to:
top100@gameinformer.com

BROTHERS OF DESTRUCTION

WWF on PlayStation 2 and Xbox

In the world of professional wrestling, change is the only thing that's certain. Long gone is the time where a travelling show could take the same card on a tour across 30 cities, with the same matches and outcomes occurring every night. In its place are live weekly events in huge stadiums, pay-per-views that pull in millions, and Internet reports updated by the minute. Fans not only get excited over new storylines and title swaps, they expect it.

Yet even the most prescient among wrestling aficionados couldn't have predicted what's transpired in the last few months. One of the industry's greatest faces has made a complete 180 to become one of the most despised heels in the form of Stone Cold Steve Austin. Vince McMahon displayed that he didn't have the Midas touch after all when the XFL went from rebel pioneers to ratings poison in less than three months.

The biggest surprise of them all, however, was the three major leagues more or less merging into one. ECW, the innovative indy that helped shape pro wrestling as we know it today, grew faster than it could fiscally handle, and folded after TNN pulled the television rug from underneath it. In the aftermath, many ECW workers moved on to the greener pastures of WCW and WWF, but it soon became apparent that the field of World Championship Wrestling was under-fertilized and wilting. At one time the long-standing leader in the ratings war, the fall from viewership grace was long and hard for WCW. A buyout from Fusient Media Ventures looked to reinvigorate the ailing company, but the declaration from Turner Networks that it would no longer broadcast wrestling on its channels put the kibosh on all negotiations. Just when it looked like WCW was to go off the air for good, Vince McMahon stepped in and purchased the outfit lock, stock, and barrel.

Now the WWF isn't just the leader in sports entertainment, it has a veritable monopoly on it. Despite this sudden ownership shift, the excitement over what might happen next in this sweat-laden soap opera is at an all time high. Cross-federation matches once thought to be pipe dreams are definitely in the realm of possibility, and the somewhat silent war between the leagues can be very vocal now that it's falling within the parameters of the McMahon family feud.

For gamers, though, there is yet another change in the works that promises perhaps even greater thrills – the arrival of the next generation of consoles. Miraculous grappling pinnacles like SmackDown! 2 for PlayStation and No Mercy for Nintendo 64 left all who played wondering what THQ could possibly do next. Wonder no longer, for the answer is finally here.

Game Informer took a trip to Tokyo, Japan and visited the office of Yuke's to get a look at WWF SmackDown!: Just Bring It for PlayStation 2. While we were in the area, we also stopped by Anchor to see how WWF Raw Is War was progressing on Xbox. Both look to continue THQ's trend toward ever-improving the genre, and should provide an unshakable foundation for inevitable sequels. Turn the page to get a glimpse at the future of console wrestling.

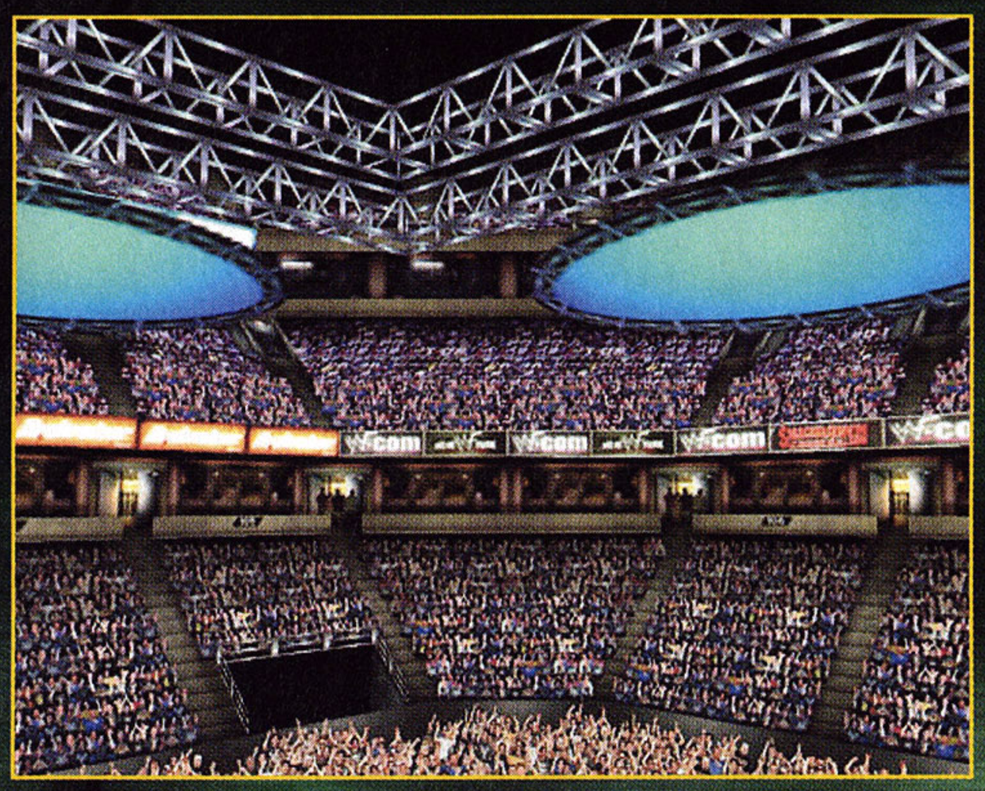
WWF SMACKDOWN!:

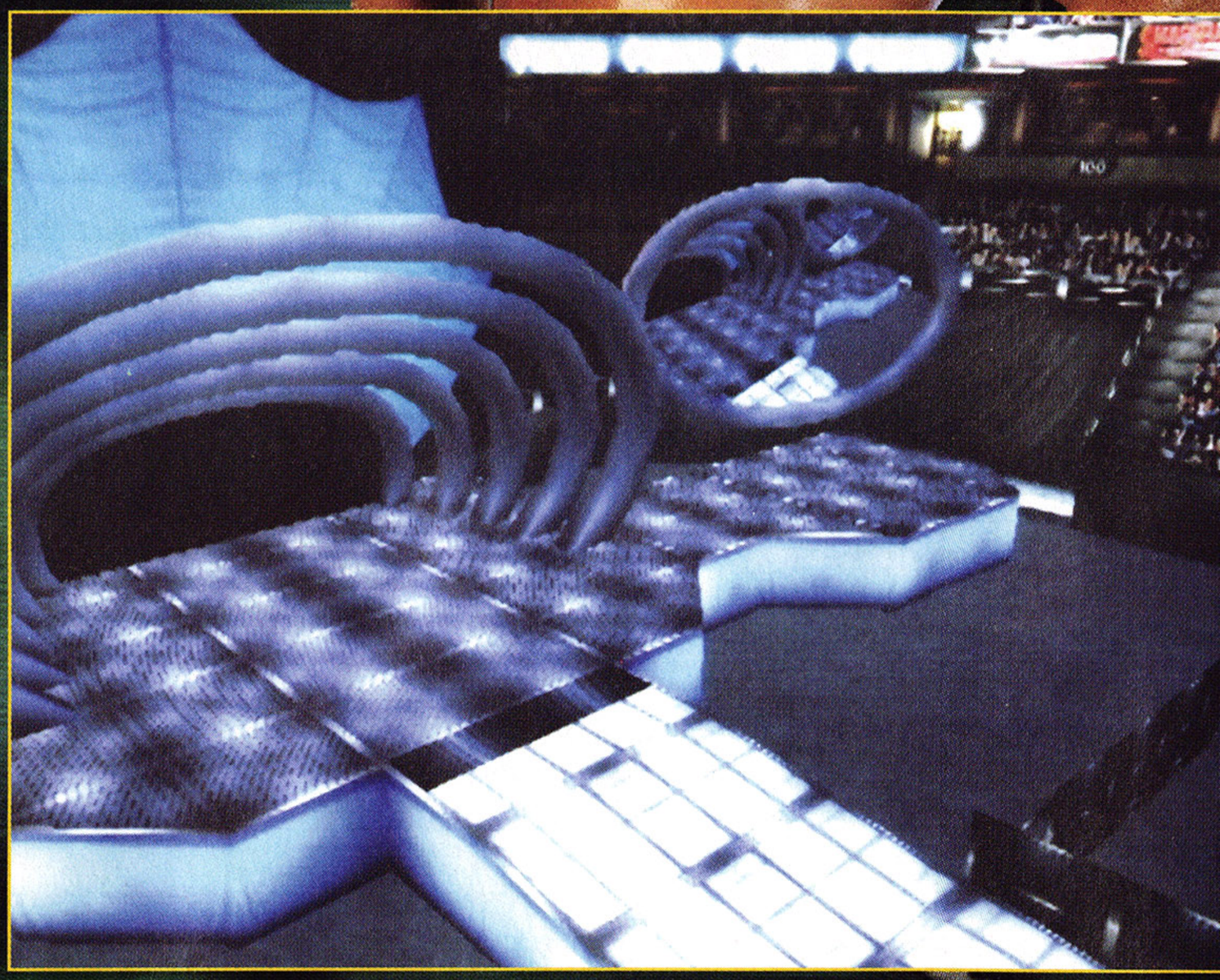
THE SERIES KEEPS ROLLIN', ROLLIN', ROLLIN'

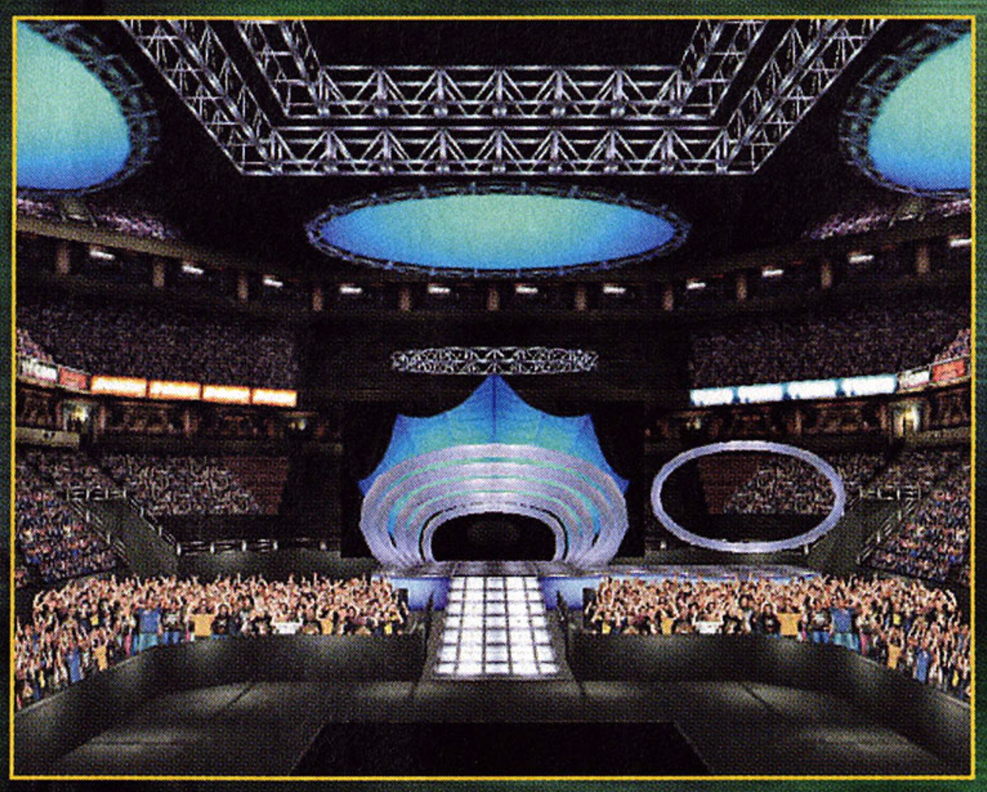
Developer of many a wrestling title before being tapped by THQ to handle its WWF PlayStation products, Yuke's is no stranger to games of the grappling nature. Once given the green light, the Yokohama, Japan team put together the two greatest games a wrestling fan could hope for in the form of SmackDown! and SmackDown! 2: Know Your Role. Both received critical acclaim (each scoring a solid 9 from Game Informer), and became instant best-sellers.

Grand as both titles were, though, perhaps the most impressive aspect of this software tag team is the tremendous amount of material Yuke's was able to add in the mere eight months between the release of the first SmackDown! and Know Your Role. The second in the series had twice as many Superstars, arenas, and modes, and over ten times as many parts in the Create-A-Superstar.

Thanks to the increased power of PlayStation 2, Yuke's will be able to continue on the path of improvement with WWF SmackDown!: Just Bring It. But just because it's coming out less than a year after Know Your Role, don't think for a second that Just Bring It is simply a quick transfer and update to the SmackDown! series. Although it certainly retains much of the flavor found previously in the franchise, Just Bring It has an entirely new engine that is in all ways superior.







Perfectionists that they are, the Yuke's team wouldn't send any screenshots due to slight inconsistencies. They did, however, give us environments galore. Here's the SmackDown arena from various angles. Enjoy!

■ **FORMAT** PLAYSTATION 2 ■ **STYLE** 1 TO 8-PLAYER FIGHTING ■ **PUBLISHER** THQ ■ **DEVELOPER** YUKE'S ■ **RELEASE** OCTOBER

JUST BRING IT

IT'S A BIG SHOW

Just as the characters in the next SmackDown! chapter will look better and be more detailed, so will the places they battle in. New and improved touches such as ropes that don't become slightly jagged when stretched, a ring apron that billows out when someone hits the mat, and the inclusion of ceilings to the arenas will not go unnoticed. Nor will the improved lighting and more prevalent pyrotechnic displays be lost to the casual eye. That the game moves at a consistent 60 frames per second will surely be appreciated by all.

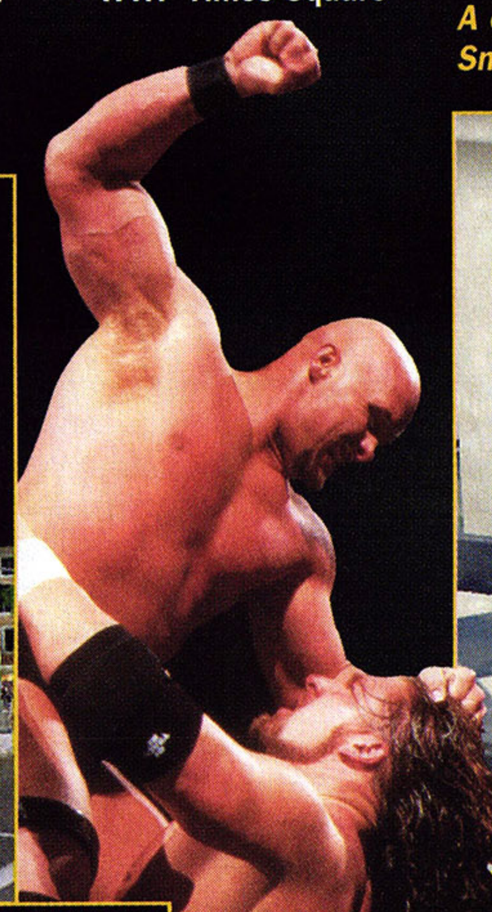
Not only will the environments be more detailed, they will be more expansive as well. Waiting for loading time when a match goes up the entrance ramp to the stage will be a thing of the past. Should the fight go backstage, players will note that these areas are all at least twice the size of those on PlayStation, and with at least twice the interactive events and objects.

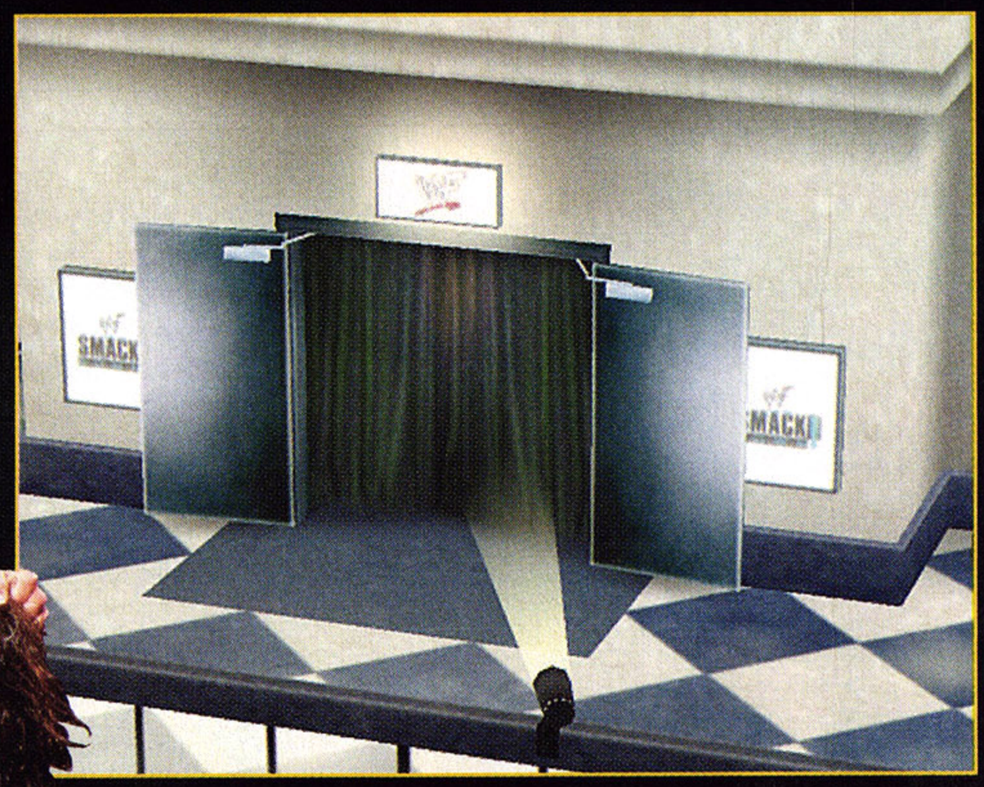
A closer look at some of the hallways in the backstage areas. SmackDown sodas rule!

AREA LIST

Here are the arenas and backstage areas of Just Bring It where you'll be giving your foe a beatdown.

- Boiler Room
- Lobby
- Parking Lot
- Pay-Per-View Arena
- Plaza
- Raw Is War Arena
- SmackDown Arena
- WWF New York
- WWF Times Square



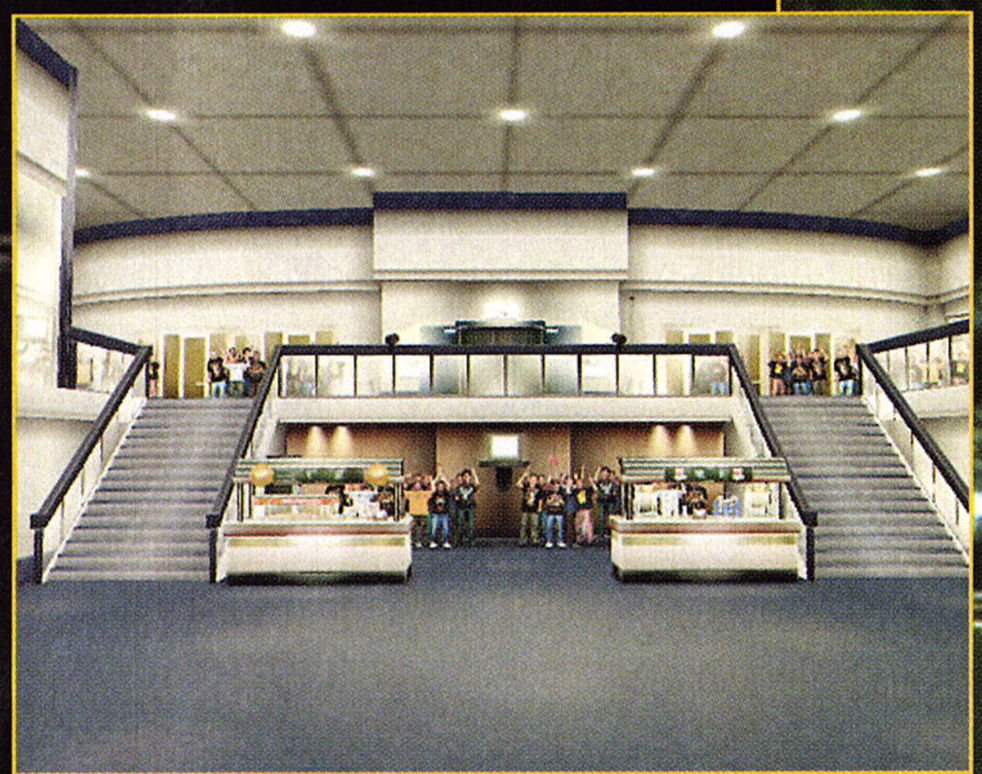


DIGITAL DIVAS

When it comes to the design of wrestling games, the most important aspect next to gameplay has to be the wrestlers themselves. After all, these are the stars we want to play, and if they don't look and move right, dissatisfaction is a guarantee. Just Bring It will not disappoint in this category, especially when it comes down to details. Whereas the characters in the PS-X SmackDowns were made up of 500 polygons, models in its PS2 brethren use that many polys in the head alone. With independently moving eyes and mouths, the anger from being taunted on the TitanTron and the pain of being in the Walls of Jericho will be apparent on wrestlers' countenances.

Of course, one can't have a match consisting of facial expressions alone. Characters' bodies in Just Bring It will be composed of 800 polygons which, when combined with those in the head, brings the tally up to a staggering 1,300 polys per wrestler. Players will witness chests heaving from exhaustion and the appropriate muscles flexing as moves are performed. Yuke's even undertook motion-capture sessions to make all the game's animations that much more fluid and realistic.

Photos © World Wrestling Federation Entertainment Inc.



The concession area of the Lobby

The outdoor Plaza. Note how much more detail and square footage have been added to the backstage areas

TIME TO PLAY THE GAME

When speaking with the WWF SmackDown!: Just Bring It team, their priorities (assuming you speak Japanese or have a translator handy) quickly become apparent: gameplay comes first, everything else is second. It's more important that the game be fun rather than all-encompassing. Despite this conservative attitude, however, the features list for Just Bring It is amazingly long.

Using the same tried-and-true control scheme of previous SmackDowns, many of the innovations for this first PlayStation 2 wrestler come from the console being able to display nine characters onscreen at once without any drop in the framerate. This opens up such options as tag matches with more than two teams, lumberjack matches with people waiting to attack on the outside, and eight-man battle royals. Although no new specialty matches have been revealed for Just Bring It, many of those introduced in past incarnations will be making return appearances. Such favorites as the Ladder Match, Hell In a Cell, and the TLC Match will still be there when just pinning someone for the 1-2-3 isn't enough.

The high character count also allows for referee Earl Hebner to call all the matches right down the middle – or not. Wrestlers who bring a partner or valet to ringside will be able to have them jump up on the apron and distract the ref while moves that might otherwise be grounds for disqualification are performed. Of course, there's also the more direct method of simply knocking poor Earl out.

Yuke's ultimate goal is to bring SmackDown to the level where playing it is like watching the WWF on television. To this end, the development team will be implementing a pop-up screen that will appear in the corner during matches. This picture-in-picture view will show run-ins, and possibly replays and backstage transpirings.

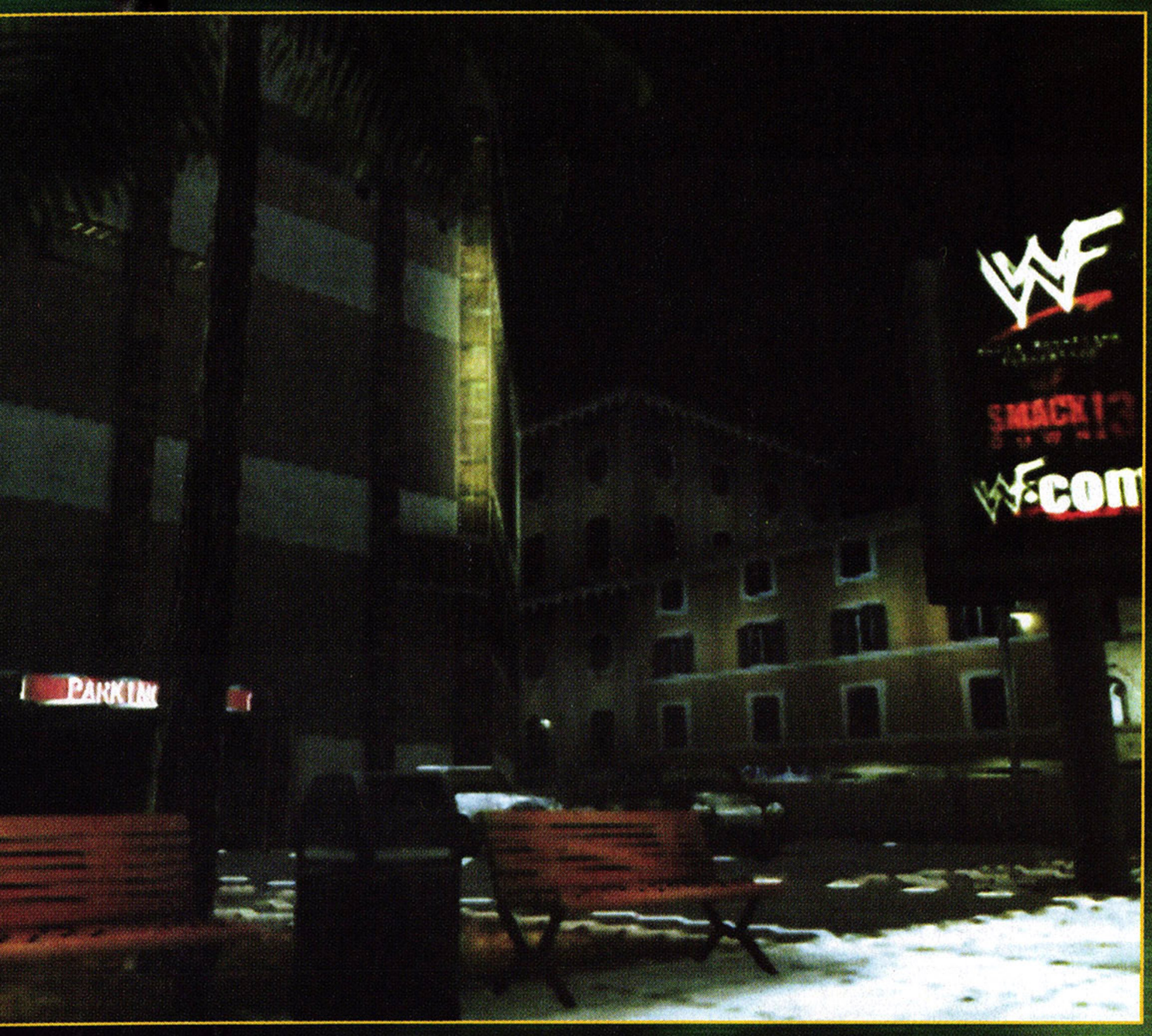
MATCH LIST

The following is a list of match types and match stipulations. Many of these can be mixed together. For example, you could have a Tornado Tag Hell In a Cell match. In all, there will be 68 different match combinations in Just Bring It.

- Anywhere Fall
- Battle Royal
- Cage
- Fatal Four Way
- Handicap
- Hardcore
- Hell In a Cell
- I Quit
- Iron Man
- King of the Ring
- Ladder
- Lumberjack
- No Manager
- One on Tag
- One on Three
- One on Two
- Royal Rumble
- Singles
- Six-Man Tag
- Slobber Knocker
- Special Referee
- Survival
- Table
- Tag Team
- TLC
- Tornado Tag
- Triple Threat
- Two Referee

SHUT UP JUICE NOT INCLUDED

The slap of a chop across the chest and the slam of a body hastily meeting the mat will naturally be heard in Just Bring It, but the sidelines will be silent no longer, as Yuke's plans to incorporate announcer voice-overs into the game. Moreover, the announcers will be actual character models, and players will be able to see their mouths calling the play-by-play as it's heard. The commentators will also verbally (and possibly physically) react to the wrestlers coming over to their table and causing havoc. Who exactly the announce team will consist of is still up in the air at this time, but Michael Cole is likely to be a member. If time and disc space permits, we may hear from more than just those with the headsets. WWF Superstars may be called upon to lay down a few tracks as well.

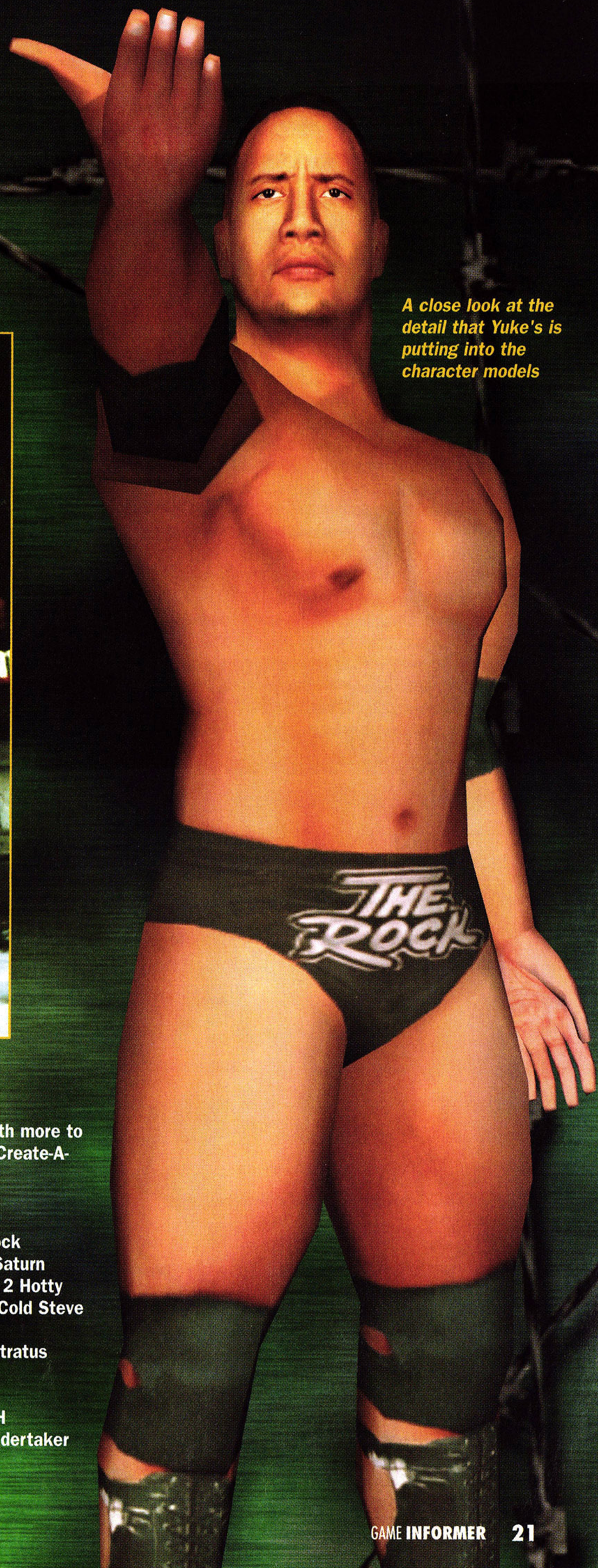


WHAT ABOUT ME!?

The Superstars listed here are guaranteed to be in WWF SmackDown!: Just Bring It, with more to be added if time allows. Of course, should your favorite wrestler not be in this roster, the Create-A-Superstar will be there with over 1,000 appearance options to help you fill in any gaps.

- Albert
- Kurt Angle
- Chris Benoit
- Big Show
- Bradshaw
- Christian
- Chyna
- Michael Cole
- Crash
- Buh Buh Ray Dudley
- D-Von Dudley
- Edge
- Farooq
- The Goodfather
- Grand Master Sexay
- Eddie Guerrero
- Billy Gunn
- Matt Hardy
- Jeff Hardy
- Earl Hebner
- Hardcore Holly
- Molly Holly
- Ivory
- Chris Jericho
- Kane
- Lita
- Dean Malenko
- Shane McMahon
- Stephanie McMahon
- Vince McMahon
- Raven
- William Regal
- Steven Richards
- Rikishi
- The Rock
- Perry Saturn
- Scotty 2 Hotty
- Stone Cold Steve Austin
- Trish Stratus
- Tazz
- Test
- Triple H
- The Undertaker

BROTHERS OF DESTRUCTION



A close look at the detail that Yuke's is putting into the character models

WWF RAW IS WAR

WRESTLING THE BIG BLACK MACHINE

In the review of Dreamcast's Ultimate Fighting Championship from the October, 2000 issue of Game Informer, Reiner summed up the thoughts of the entire staff when he wrote, "Developers creating wrestling games could learn a thing or two from UFC." THQ also agreed with this statement. However, rather than risk its brand integrity on one developer's ability to ape another, THQ went right to the source and recruited Anchor to give birth to its first wrestling game for Xbox – WWF Raw Is War.

Planned as a launch title, Raw Is War will have only the arena it's named after, but what the game lacks in locales it will more than make up for in detail. Every piece of equipment that goes on the road to set up the Monday night show is going into the game, and is being meticulously programmed to work like its real-life counterpart. Thus, not only is there a complete lighting rig at the top of the arena; every single colored light bulb shines, rotates, and gets reflected off appropriate objects. Just as Raw is never held in the same place two weeks in a row, the backstage area in the game will never be the same experience twice. As is sometimes done for dungeons in RPGs, when wrestlers step behind the curtain in Raw Is War they will find a randomly created backstage area assembled from an assortment of different room types.

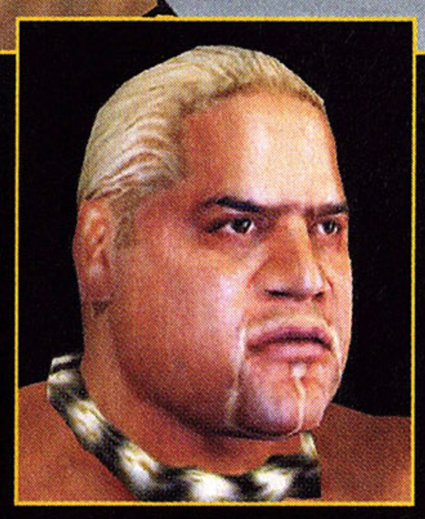
Over 35 WWF Superstars will be at the players' disposal. The exact roster hasn't been declassified yet, but from the models we saw while visiting Anchor and the pictures on these pages it's clear that Chyna, The Rock, Triple H, Al Snow, Raven, Molly Holly, Kane, Undertaker, Chris Jericho, Kurt Angle, and Rikishi are definite inclusions. A wrestler create feature is also high on the programming priority list.

According to the developer, Raw Is War's gameplay will be less like SmackDown! and more like No Mercy. Both the left analog stick and the d-pad will move your wrestler of choice around, and the triggers at the back of the Xbox controller will toggle what opponent you're targeting. One button will be used to do quick chops and punches, another to taunt, and one to apply the all-important grapple that precedes most big moves.

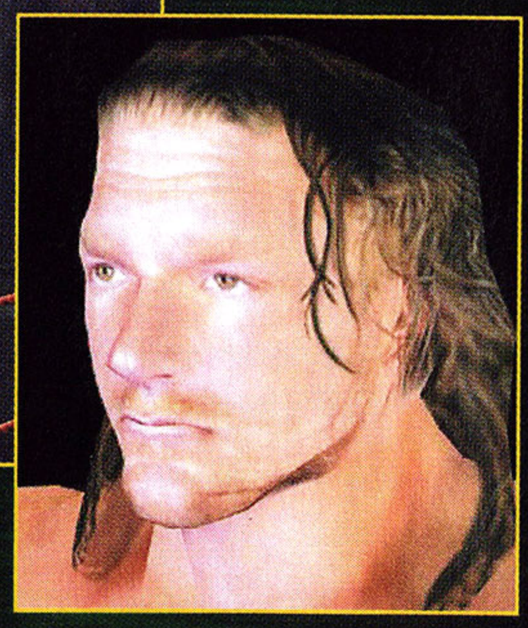
Laying the proper foundation is Anchor's chief concern at this time, and – much like SmackDown!: Just Bring It for PlayStation 2 – the amount of specialty matches, the inclusion of a season mode, and the depth of the wrestler create will boil down to the time left after everyone is sure the game plays fast and furious. No matter how many bells and whistles do get attached, though, the final result is sure to stand out amongst the crowd in Xbox's launch library.

The Scorpion King gets a pedigree courtesy of Triple H

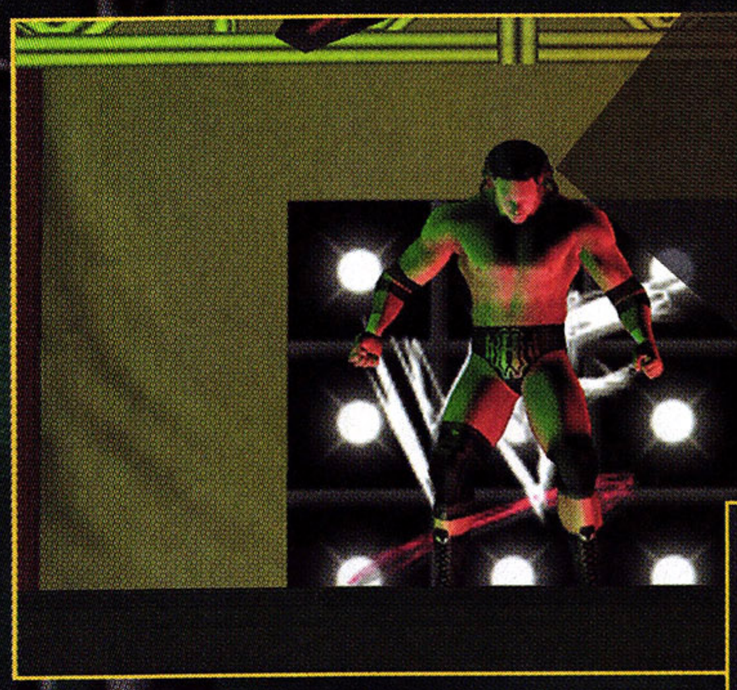
The Rock comes to the ring as the TitanTron plays his entrance video



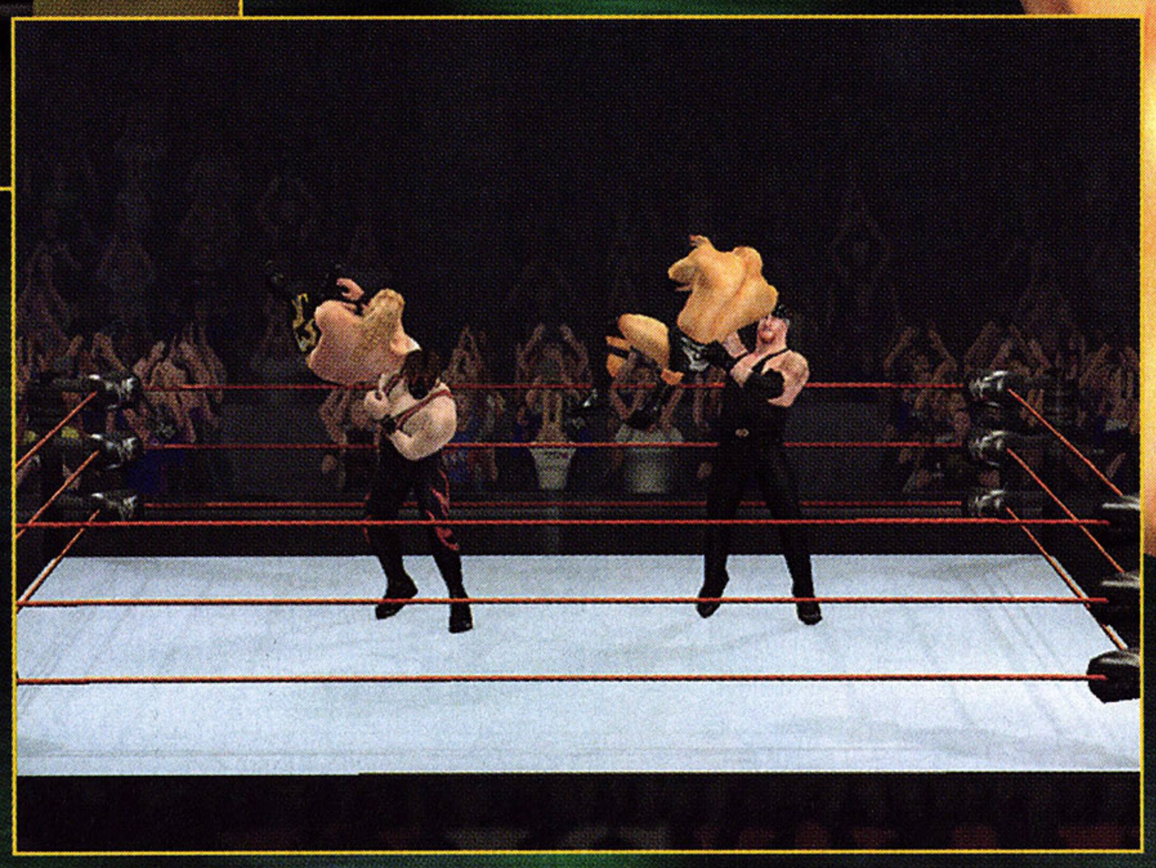
The Rock celebrating a win



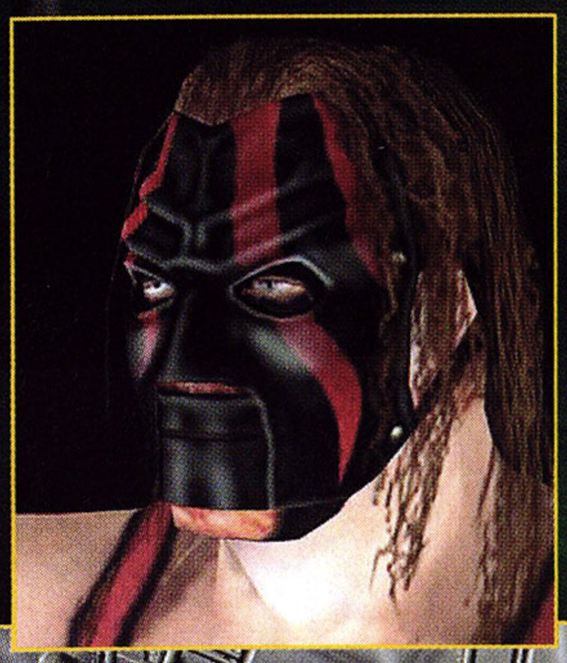
■ **FORMAT** XBOX ■ **STYLE** 1 TO 4-PLAYER FIGHTING ■ **PUBLISHER** THQ ■ **DEVELOPER** ANCHOR ■ **RELEASE** FALL



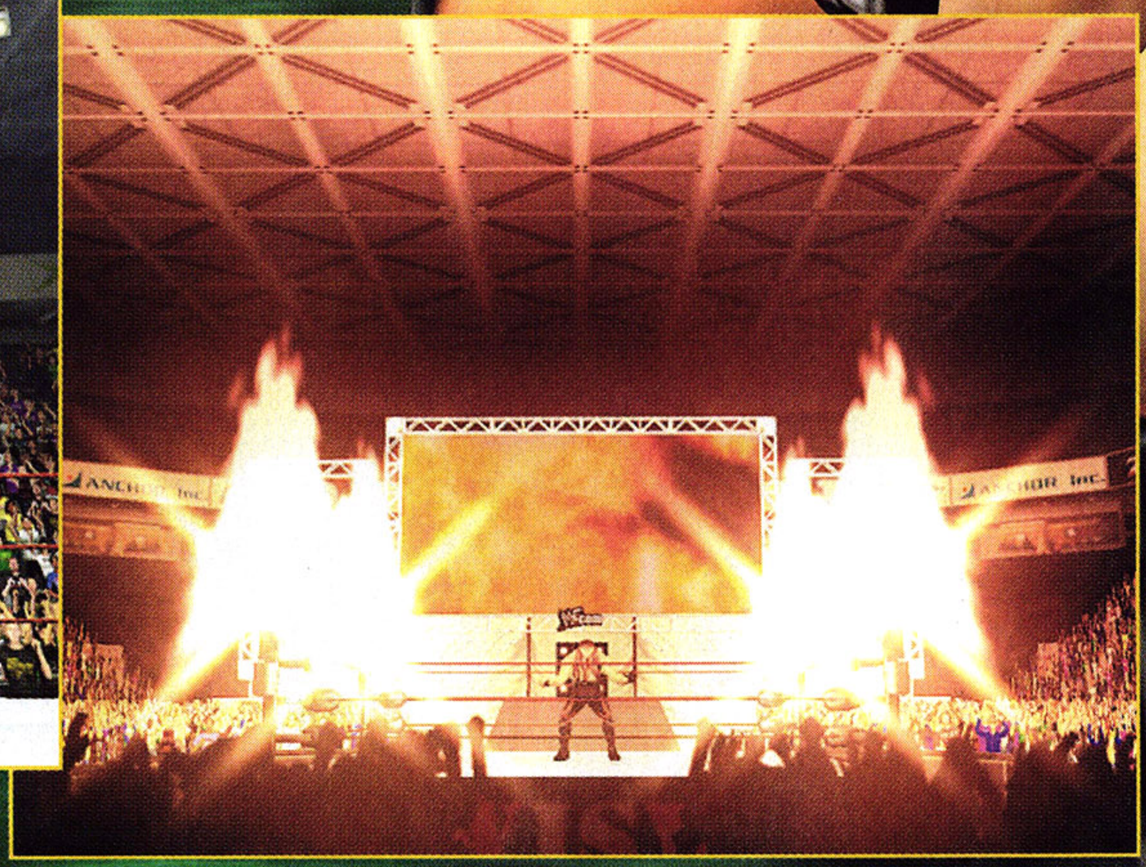
Triple H's entrance will give you a good idea of the lighting effects that will be seen in Raw Is War



The Brothers of Destruction cleaning house



Kurt Angle about to tap out to the Walls of Jericho



Kane's explosive entrance

THE VIRAL CONTINGENCY

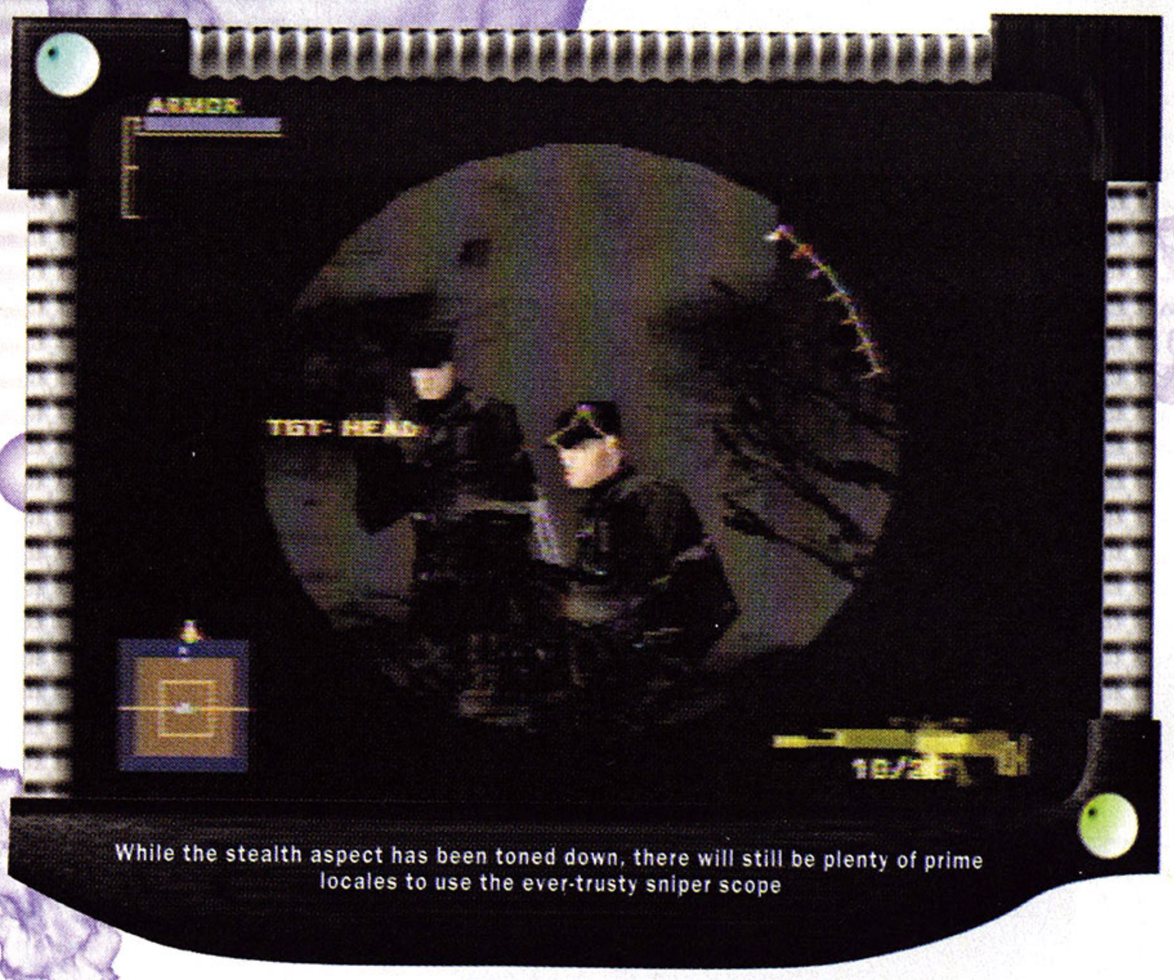
syphon filter 3™

With the largest installed base across the globe, and a future that intertwines generations through backwards compatibility, the PlayStation is still very much alive and kicking. Playing the odds, Sony is wagering gamers will flock toward triple A software even if it is considered under-powered and obsolete upon its time of release. Missing the evolutionary boat, Sony's premiere action franchise, Syphon Filter, will first accomplish a 32-bit trilogy wrap before achieving omnipotence on PlayStation 2. Hinting at things to come, insiders at Eidetic don't see the Syphon Filter virus playing a role in their future. This implies that the toxin will be eradicated in the third adventure, and that the further exploits of Gabriel Logan will unravel under a different name. This might seem to insinuate that Gabe's digital life may cease to exist. Digging for dirt, we received confirmation from a Sony executive that Logan will return. Our contact even went as far to say, "Wait until you see Gabe on PS2!" Gabe may be growing old, but it sounds like he'll be around for some time to come.

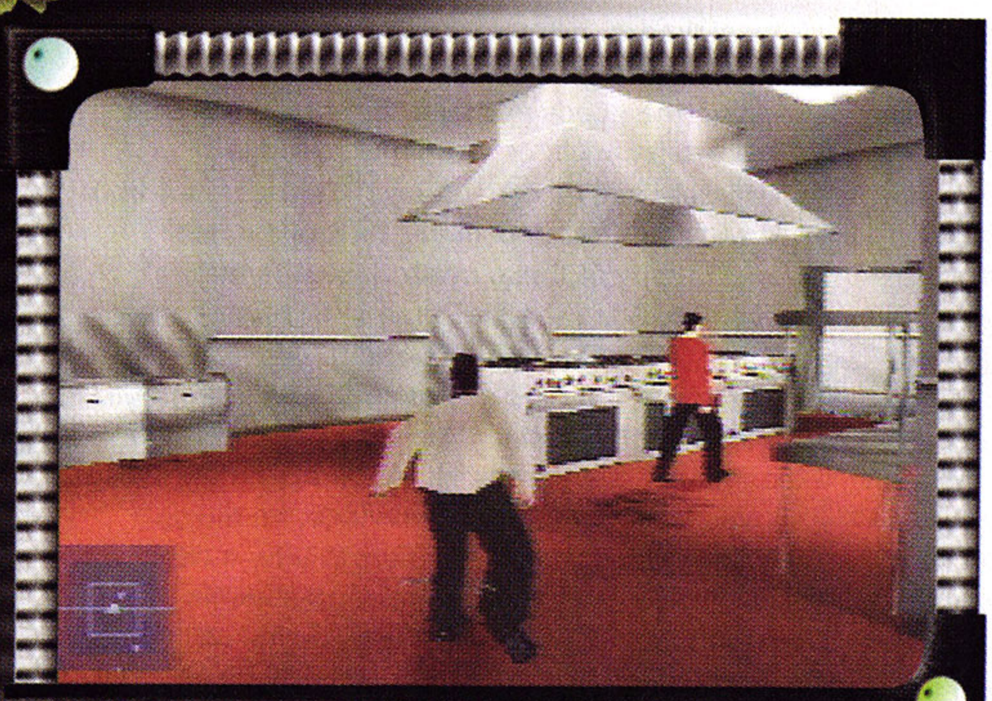
Rather than ruminate on the possibilities that the future may hold, the first order of business is to see operatives Gabriel Logan and Lian Xing to safety in the third and final PlayStation installment. Picking up exactly where Syphon Filter 2's catastrophic events left off, we find our fearless agents in a world of trouble. With emissaries turning face and hundreds of civilians dead, the problem at hand is not necessarily the threat of another terrorist organization, but rather the wrath of the United States government. Despite their heroics, the casting vote of the Senate will determine whether Gabe and Lian ever see the light of day again. As the operatives give their tell-all testimonies and the walls of the clink inch closer and closer with each passing second, the fabled Syphon Filter virus rears its ugly head, and this time around, nothing (as it would appear) can stop it.

Interesting enough, the story in Syphon Filter 3 is presented much differently than it has been in the past. Through what levels developer Eidetic is calling "flashback scenes," players will travel back in time, much like they did with Lara Croft in Tomb Raider: The Last Revelation. These stages not only shed light on the conflict at hand, they seamlessly bind the story together. At the end of the game, you'll be blown away by a handful of surprises, suffer great consequences, and at long last, find out who actually pulls the strings of the Syphon Filter virus. Lucky as always, we were awarded the rare opportunity to catch up on old times with Syphon Filter 3's producer Darren Yager. While it seemed as though Darren was wearing a shock collar, receiving a jolt whenever he'd mention anything about his upcoming project, we did manage to accumulate a wealth of information surrounding Gabe's forthcoming adventure.

A FOOLPROOF PLAN



While the stealth aspect has been toned down, there will still be plenty of prime locales to use the ever-trusty sniper scope



In hopes of blending into the surroundings, Gabe will don different attire

Why does every Syphon Filter have to take place in a museum?

Listening closely to the voices of the gaming masses, Eidetic has fine-tuned the gameplay to appeal to a much wider audience. In many ways, the formula has reverted back to that of the first Syphon Filter. As Darren expresses, "[We're] trying to go back to the original Syphon Filter where [we] rely much more on action than stealth." Before you gasp in horror or send Eidetic a nasty email, a good number of stealth missions will in fact be included into the mix. However, unlike the last exercise, you won't be required to sneak across every inch of the game, though you can do so if it truly pleases you.

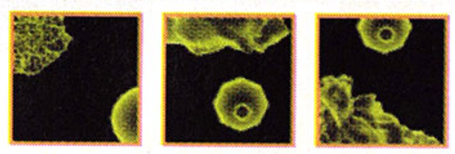
When asked where this adventure would take place, Darren enthusiastically answered, "All over the world! [We] tried for everything this time!" True to his word, you'll see Gabe and Lian making good use of their frequent flyer miles as they run amok on just about every continent. Being foiled twice already, the possessors of the Syphon Filter virus tire of playing games, and will do anything – even if it means killing off the entire human race – to achieve world dominance. The virus is everywhere, as so are our beloved heroes. As Gabe hacks his way through an uncharted rainforest, complete with animated foliage, the next stage may pick up with Lian hunting for a clue in an underground bunker in Africa, or searching for a contact in the busily populated streets of Tokyo.

Along with the complex plot, Eidetic has worked wonders with the graphics. While the player models remain the same, the texture and lighting qualities have received serious enhancements. Adding flair where needed, the CG cutscenes have also received a much needed facelift. Through highly detailed character models, the story breaks deliver staggering realism and amazing special effects.

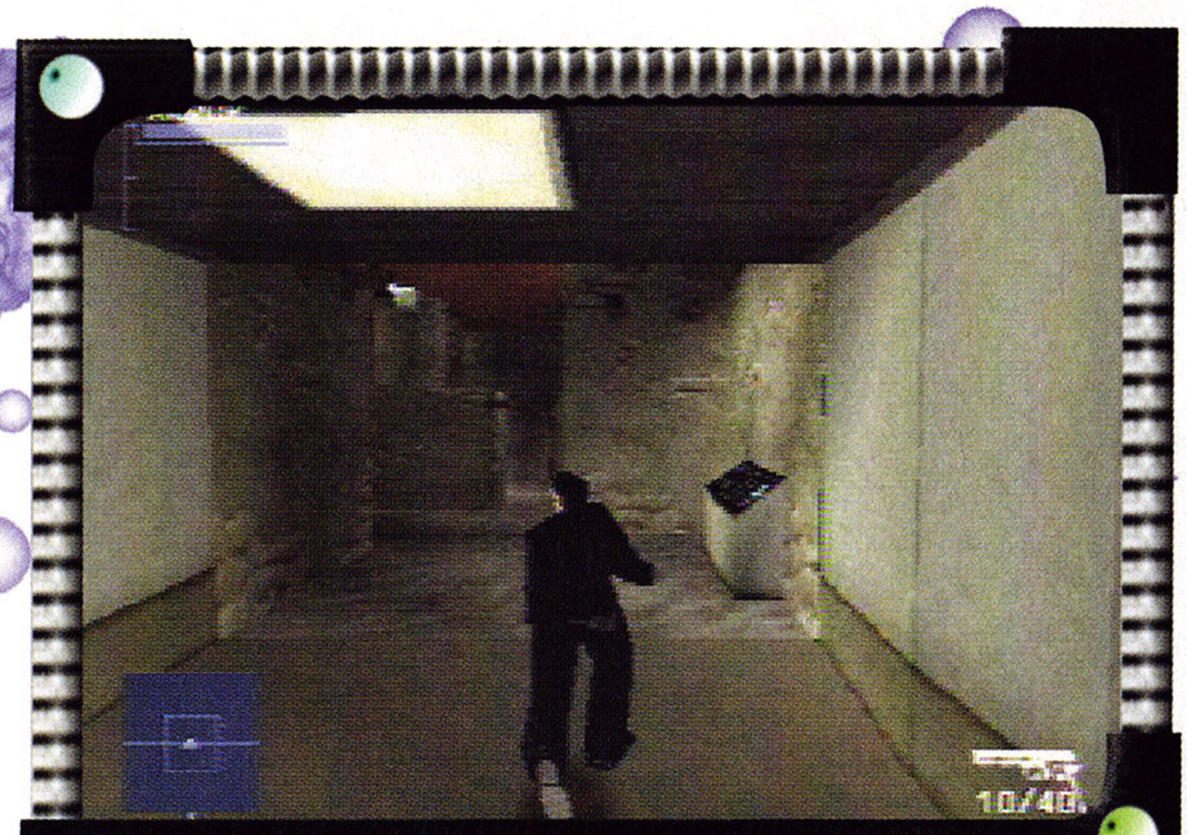
As you can see, weapon management has changed a bit

The locations span all across the world, from Tokyo to Africa

Too much for one man to handle, Lian Xing is once again a playable character



Doing his best David vs. Goliath impersonation, Gabe attempts to take down a tank with a measly firearm



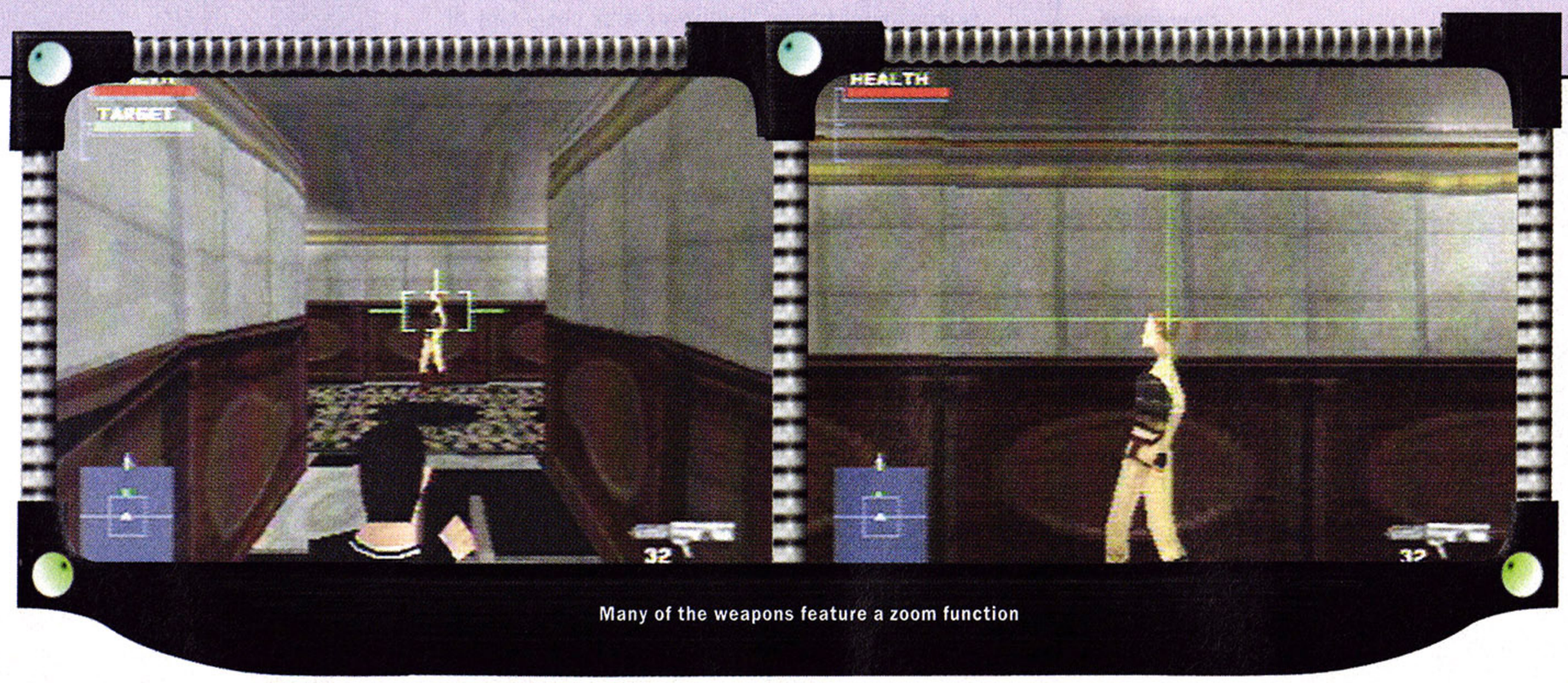
Eidetic is designing the levels with multiple paths in mind

WAR GAMES

Rather than add new moves and tactics to the mix, Eidetic is using the existing arsenal to paint the perfect gameplay picture. For those of you who haven't had the pleasure of putting this series through its paces, Eidetic has won numerous accolades for the superb character movement and precision combat. Many would even go as far to say that Metal Gear Solid doesn't hold a candle to the combat chemistry in the Syphon Filter games. After immersing yourself fully and becoming one with the complex control scheme, you'll begin to see why the gaming nation has gone goo-goo over this franchise. It has, after all, delivered unforgettable moments and outrageous feats. Looking back, in one particular scene you were required to wait until two guards crossed paths, then with split-second timing, send one bullet through both of their brains. If your shot didn't take out both adversaries, one of the guards would open fire on hostages, resulting in mission failure. When dealing with Syphon 3, Eidetic promises a slew of exasperating scenarios just like this, and even plans to up the ante. Not wanting to give away any of the surprises, even the tight lipped Darren couldn't hold back from talking about a battle where quick-footed Gabe must combat a tank with just a light firearm in hand. How in the world is Gabe going to get out of this predicament? We can't wait to find out!

While Eidetic is still scripting the list of objectives and parameters for each level, its goal is to deliver variety and not repeat any of the missions, thus removing the "I already did this," whine from our mouths. Many of the levels will have an open ended feel to them, allowing players to take different routes to reach the denoted location. Just like in Syphon Filter 2, half of the stages will be seen through the eyes of Gabe. Lian, who we might add is no longer suffering from sickness, will pick up the slack and be playable in a fair share of stages herself. Again, keeping the goods from us, Darren did say that there are a couple of additional playable characters in Syphon 3. A loyal Sony servant from head to toe, Darren couldn't be coaxed into revealing any of these mysterious characters' names, marking the first time in GI history where a $100,000 bribe wasn't enough.

Pressing our luck and expecting another "no comment" slap in the face, we asked Darren if the arsenal of weapons would be upgraded. While he was a little reluctant to divulge, he did spill the beans through saying there will be a new shotgun, a minesweeper, and level-specific proximity mines. Giddy as ever over these awesome new entries, we asked if Gabe and Lian would commandeer any vehicles. To much disapproval, and for the third straight game, Gabe and Lian will tackle each stage on foot.

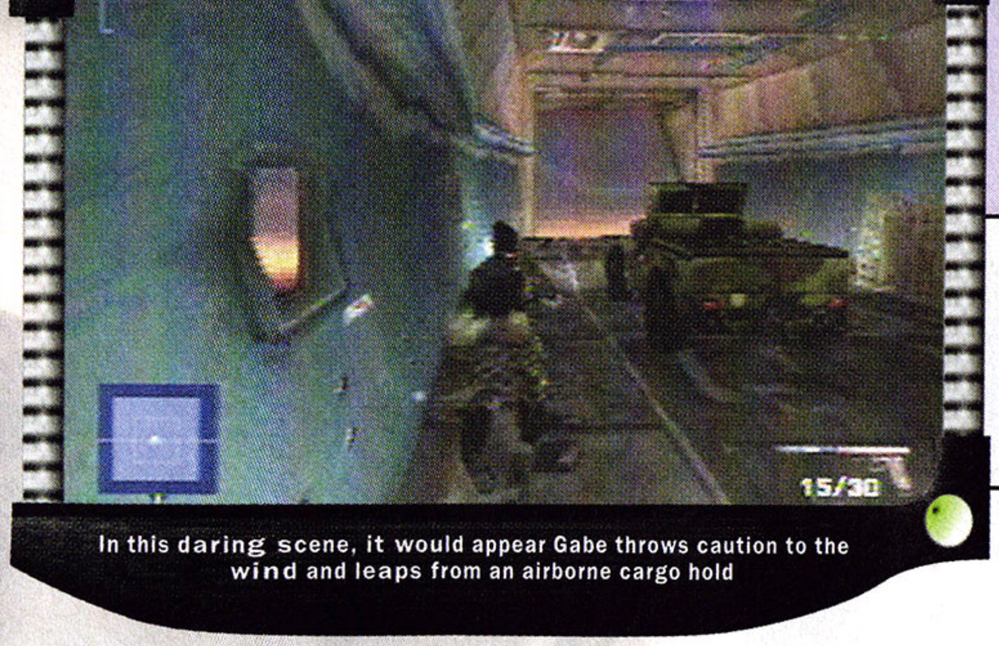


Many of the weapons feature a zoom function

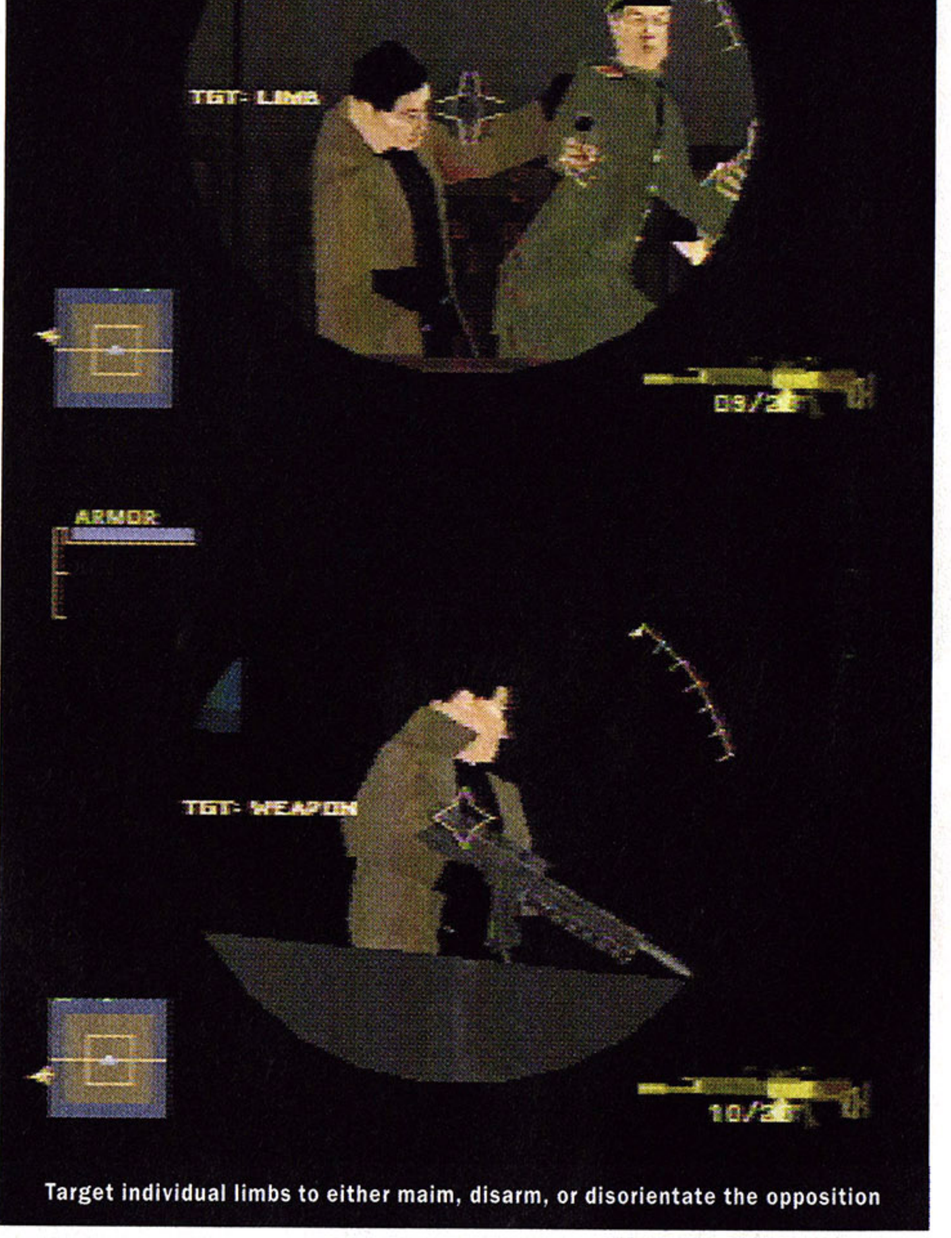
ADDITIONAL FIREPOWER

This time around, Eidetic's main focus of development is to reward gamers with as many goodies as it possibly can – thus creating a package with longevity. Above and beyond the 18 single-player missions, war can be waged on ten multiplayer maps. Throughout gameplay, players can unlock new skins, additional outfits for Gabe and Lian, and a host of options. Saving the best for last, truly determined players can unearth a slew of single-player minigames. Designed to keep gamers enthralled for countless hours on end, each of the minigames delivers a different goal. In the tentatively titled minigame Kill 'Em All, players must annihilate countless waves of enemies in an attempt to achieve the highest kill count. In another minigame, Assassination, you'll need to work your way through a highly guarded complex, then send a bullet through the head of a terrorist leader, all in hopes of doing it faster than your friend can.

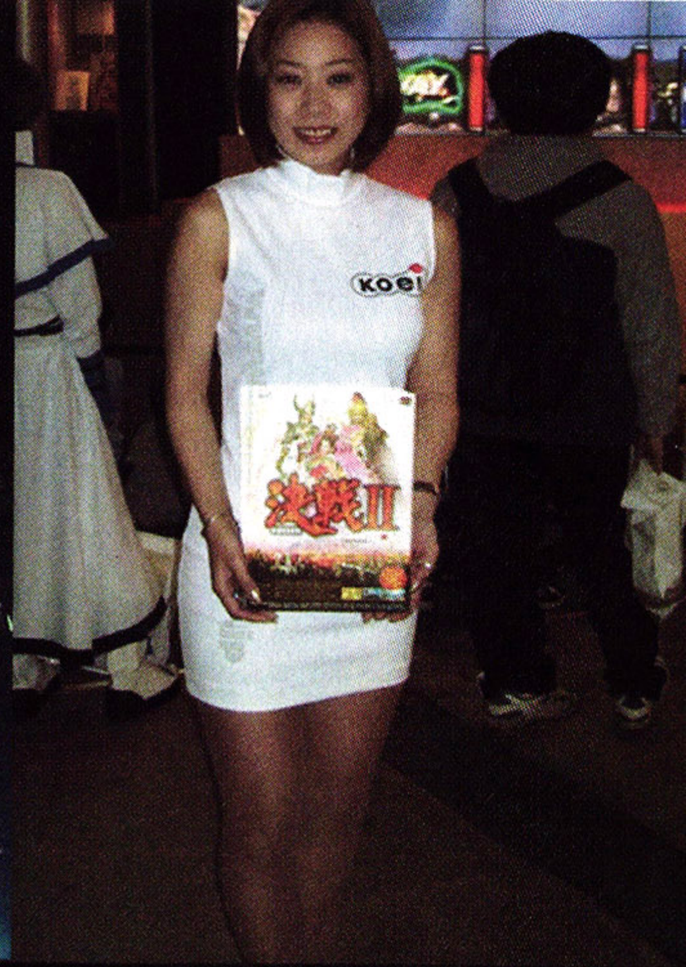
Always one to bow down to technology and quickly bury the past, we would have loved to see Syphon Filter 3 on the PlayStation 2, yet after finding out what's in store for us, we're equally excited and can see why Sony opted to keep it on PlayStation. Come this fall, Syphon 3 will mark the end of the series, and the end of the 32-bit era as well. In such, the PlayStation reign will literally go out with a bang.



In this daring scene, it would appear Gabe throws caution to the wind and leaps from an airborne cargo hold



Target individual limbs to either maim, disarm, or disorientate the opposition

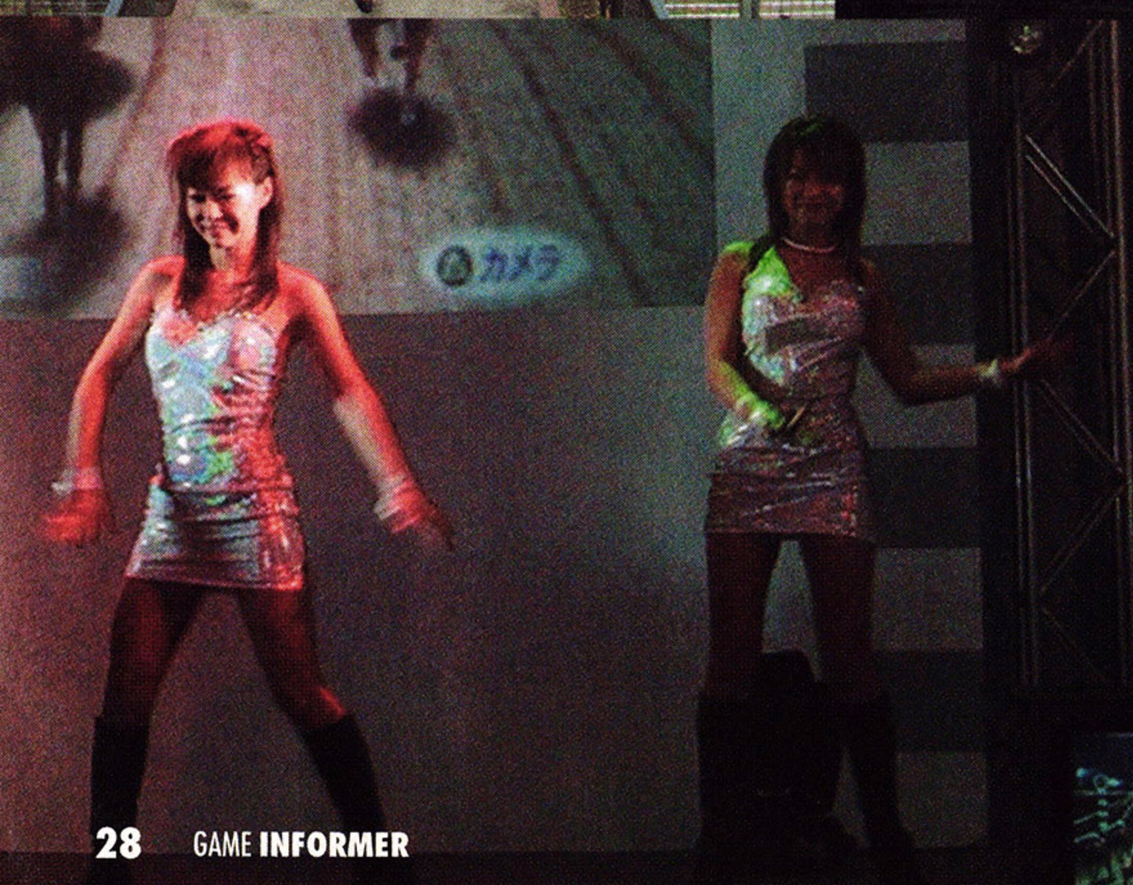


TOKYO GAME SHOW 2001 SPRING

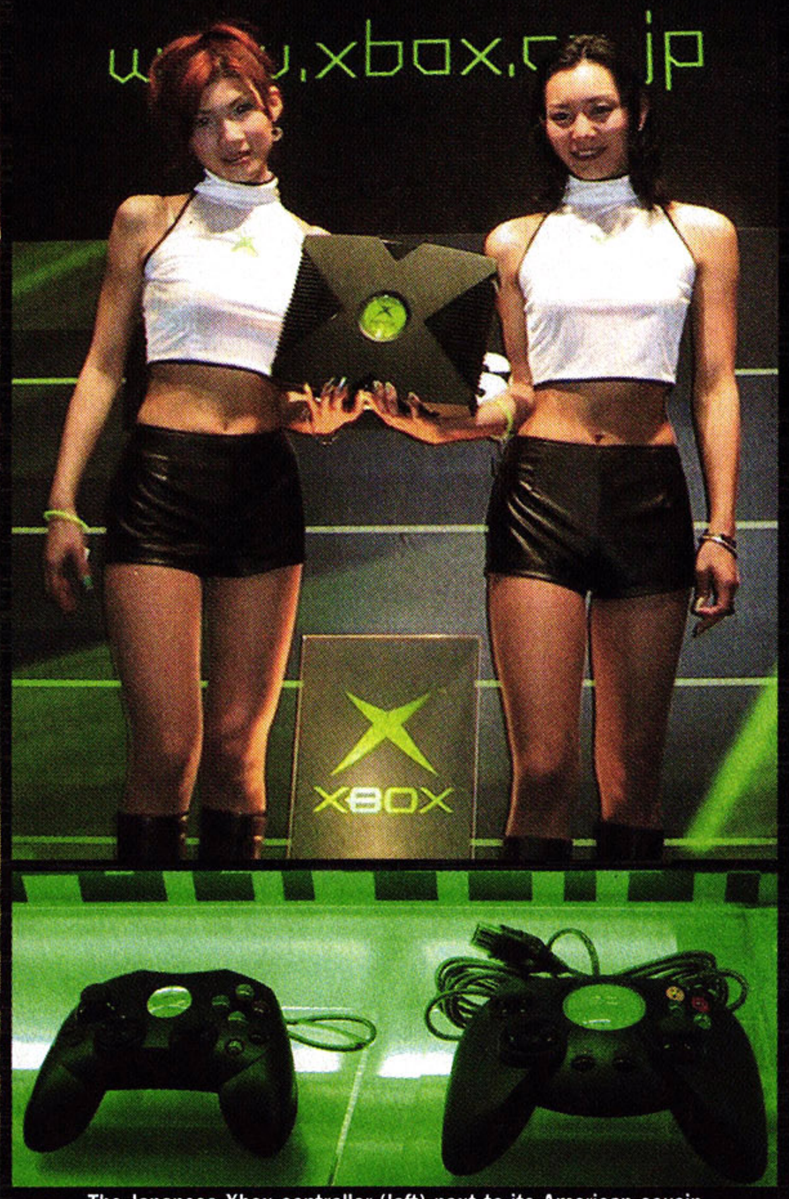
The line waiting for the Tokyo Game Show to open

Part exhibition, part fan get-together, and part place to spend a fortune on video game related merchandise, the Tokyo Game Show is Japan's largest video game exhibition. This year's spring 2001 show, held in the Makuhari Messe convention center, boasted nearly 400 games on display and an estimated attendance of 150,000.

Despite these impressive numbers, however, the show took up only three-fourths the floor space that it did only a year ago. One could blame the slowing pace of the video game market in Japan (and around the world) and the timid economy for this decreased size, but the lamentable reality is that TGS has suffered a steady decline in number of attendees and exhibitors since its inception in 1997. Despite its small size, however, there was still a lot to take in. Game Informer was there to catch the action and bring back all the scoops.



MICROSOFT WINS BATTLE OF THE BAGS



The Japanese Xbox controller (left) next to its American cousin

Stepping off the train at Kaihin-Makuhari station, it immediately became apparent that Microsoft was sending a message of impending dominance to the competition and the Japanese public. Xbox banners hung from every corner, and roaming models handed out huge bags adorned with the fluorescent green logo.

Inside the convention center, Microsoft's declaration of preeminence continued. Whether passing its sizable booth, eating in the food court, or noting how having the biggest bag at TGS was actually quite a coup since every attendee used it to carry all their freebies, Xbox was always staring you back in the face.

To top off its unannounced attack, Bill Gates delivered a keynote speech that filled the Event Hall to near capacity. In his press address, Gates admitted that Japanese support is integral to the success of a video game console. To show that Microsoft is well aware of this fact, a number of announcements were made that illustrated its support of the Japanese market, and the Japanese market's support of Xbox.

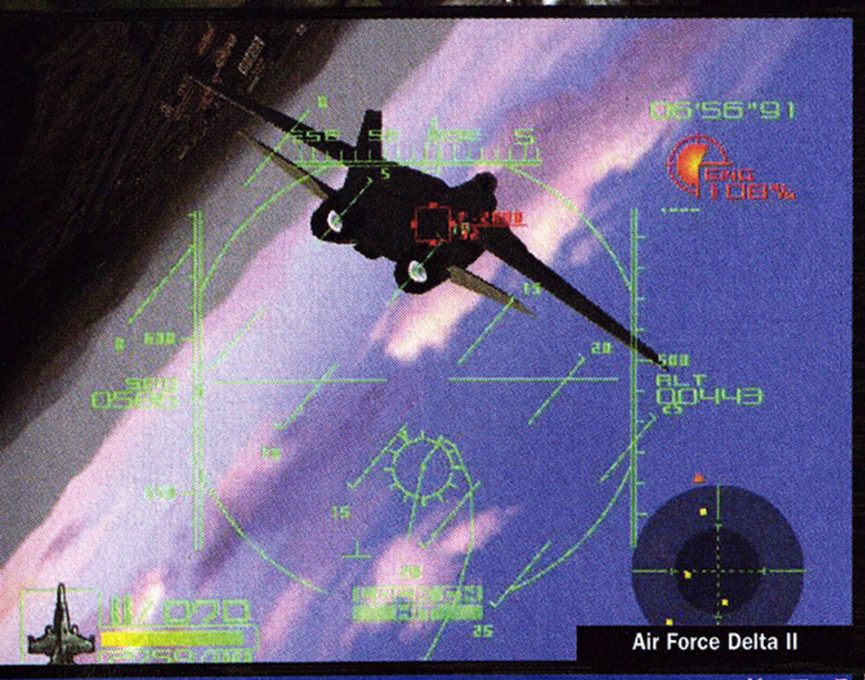
In addition to the debut of a smaller Xbox controller better suited to Japanese consumers, Gates announced that Microsoft had formed a separate first-party development team that would soon be 100 people strong. This crew won't stand alone in making Xbox games for the Japanese market, however, since it was also stated there were 70 Japanese-based third-parties developing for Xbox.

The biggest revelation of the keynote was Sega's long-term partnership with Microsoft. It was divulged that 11 Sega properties would find their way to Xbox, including Gunvalkyrie, Sega GT, Panzer Dragoon, and Jet Grind Radio Future. Tetsu Kayama, COO of Sega of Japan, also announced that Visual Concepts was amongst the Sega teams working on an Xbox title. NFL 2K2X, anyone?

Project K-X

Unfortunately, Microsoft's announcement and logo-placement bravado didn't translate into much of a showing on the gameplay front. Konami had the only playable Xbox game in the form of Airforce Delta II. All other Microsoft-related materials were delivered on televisions via looping videos. Konami had a brief clip of Silent Hill 2 and impressive footage of Jikkyo World Soccer 2001 rolling on a large screen, and Microsoft showed characters from its Project K-X fighting game moving about a dank environment. As demos went, however, Tecmo stole the show with its real-time fighting video of Dead or Alive 3, which it revealed would be exclusive to Xbox for a while (much like DOA2 was to Dreamcast).

Overall, Microsoft made a strong splash with its Tokyo Game Show Xboxbardment. Although many online outlets have reported that Microsoft failed to prove itself as Japanese-friendly, Game Informer's journalist on hand came away with a different impression. Many Japanese developers are behind Xbox, but due to not being as familiar with PC programming as American developers, aren't as far ahead as their compatriots across the seas. Although titles within the launch window will mostly be US-made, second-generation games will certainly carry more weight from Japan. As for interest from the Japanese public, the hordes of young people rifling through and excitedly talking about the Xbox trinkets they collected on the train ride home seemed like a positive sign to us.



Air Force Delta II

Around half the attendees helped advertise Xbox by toting these bags

Staring up from your meal in the food court was this place mat of Bill Gates

Every wall of the train station by the convention center was plastered with Xbox signs

Games of TGS 2K1 Spring

Whether they were playable, shown on a videotape, advertised, or only whispered about, here's a list of all the titles from the Tokyo Game Show that have even a snowball's chance in hell of finding their way to the US.

PlayStation

Saiyuki: Journey West	Koei

PlayStation 2

Ace Combat 4	Namco
Age of Empires II: Age of Kings	Konami
Ape Escape 2001	Sony
Armored Core 2: Another Age	From Software
DNA: Dark Native Apostle	Sony
Fantavision 2	Sony
Final Fantasy X	Square
Gitaroo-Man	Koei
Gran Turismo 3 A-Spec	Sony
Hot Shots Golf 3	Sony
Kessen II	Koei
Maken Shao	Atlus
Monster Rancher 3	Tecmo
Phase Paradox	Sony
Shadow Hearts	Sacnoth
Silent Hill 2	Konami
Sky Gunner	Sony
Space Channel 5	Sega
Xenosaga	Namco
Yanya Caballista featuring Gawoo	Koei

Game Boy Advance

Bomberman Story	Hudson
Breath of Fire	Capcom
Final Fight One	Capcom
Get Backers	Konami
Golf Master	Konami
Klonoa: Empire of Dreams	Namco
Mario Kart Advance	Nintendo
Monopoly	Takara
Monster Guardians	Konami
Monster Rancher	Tecmo
Mr. Driller 2	Namco
Pokémon	Nintendo
Super Street Fighter II	Capcom

Xbox

Airforce Delta II	Konami
Crimson Sea	Koei
Dead or Alive 3	Tecmo
Double S.T.E.A.L.	Bunkasha
Ex-Chaser	Idea Factory
Gunvalkyrie	Sega
Jet Grind Radio Future	Sega
Jikkyo World Soccer 2001	Konami
Kengo: Legacy of the Blade	Lightweight
Metal Dungeon	Panther
Panzer Dragoon	Sega
Project K-X	Microsoft
Sega GT	Sega
Silent Hill 2	Konami
UFC: Tapout	Dream Factory

Dreamcast

Capcom vs. SNK 2	Capcom
Heavy Metal: Geomatrix	Capcom

SONY STANDS STRONG

Although it didn't have near the hype machine of Microsoft, Sony did have something that its main competitor did not – a wealth of playable games. Almost every exhibitor had at least one PlayStation 2 game on display in its booth, and since there were so few first-party titles, every game received a repeat performance amidst Sony's massive floor space.

As one might expect, the longest line at the show was the wait to play Final Fantasy X (see page 38 for a full preview). Other playable games that drew respectable crowds were Ace Combat 4, DNA: Dark Native Apostle (a cell-shaded beat-em-up), Maken Shao (Maken X for PS2), Silent Hill 2, Phase Paradox (an action game with a Res Evil feel), and Sky Gunner.

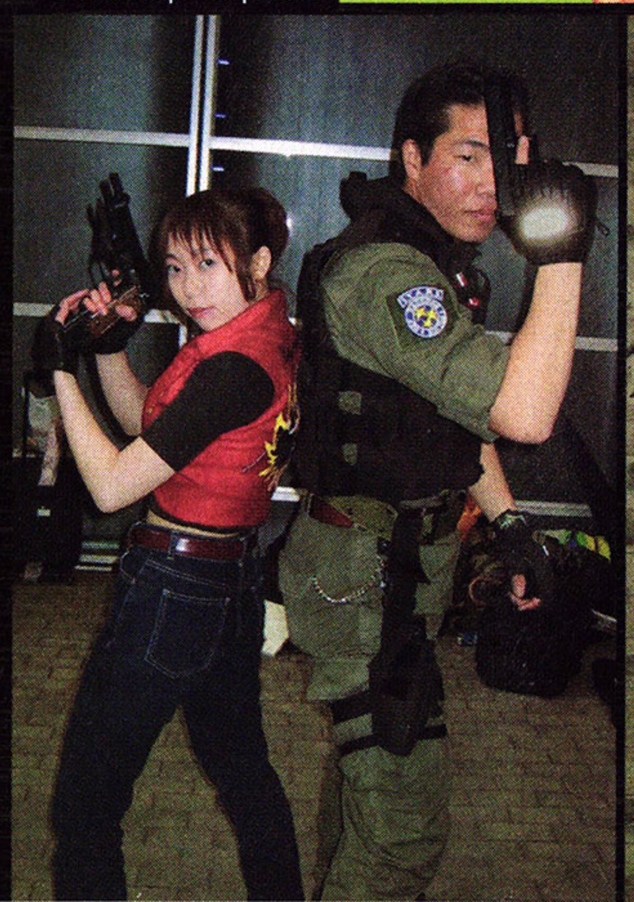
Of even greater interest were the myriad teaser announcements that abound for those with a sharp eye. The game catalogues Sony handed out revealed the existence of Space Channel 5 and Ape Escape 2001, both for PS2. Perhaps the most unexpected declaration of the show, however, was to be found at Namco's booth. For just a second, the title of the PS2 game that Monolith Soft (the team responsible for Xenogears) is currently working on would flash across a video screen – Xenosaga.

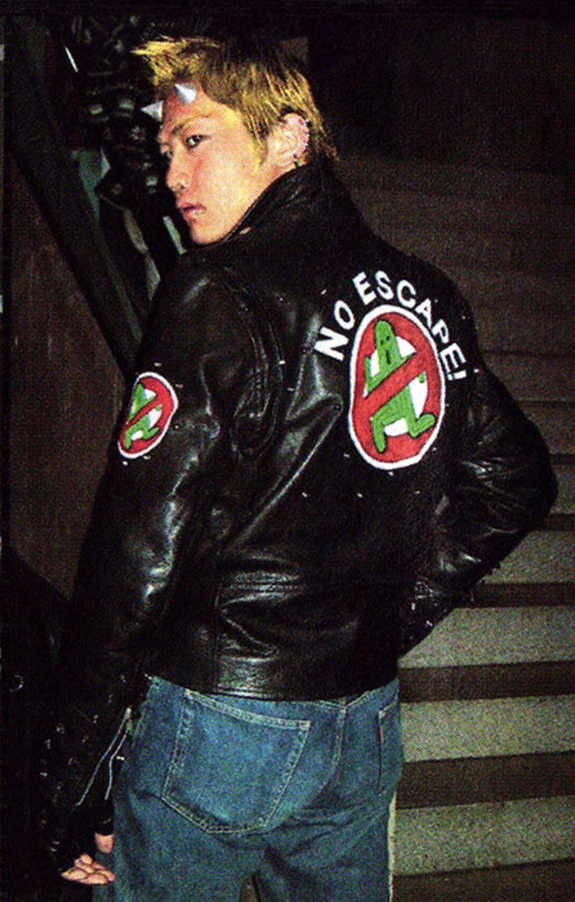
It doesn't have a US publisher yet, but Shadow Hearts is just the kind of FMV-heavy RPG small companies love to translate

The ad for Ape Escape 2001

COOLEST FAN COSTUMES

Saturday at the Tokyo Game Show is the day when many fans come dressed as their favorite video game characters and pose for hordes of photographers in an outside pavilion. This year's dress-up day was made all the more interesting by the fact that it was snowing! The cold weather didn't deter anyone, not even girls dressed in nothing more than a bikini. Here's GI's picks for the best costumes at the show.





JAPAN HUGE ON HANDHELDS

One of the largest booths on the floor showcased only Game Boy Advance titles

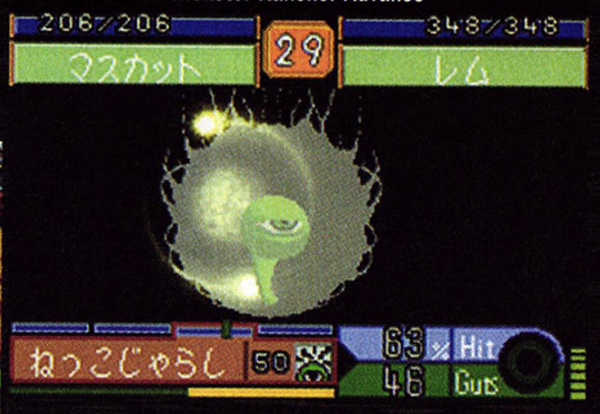
Over one-third of the games displayed at TGS were for handheld systems, and Game Boy Advance was far and away the most numerous and most popular of those shown. A playable version of every conceivable genre could be found, and much like there was for Sony third-party developers, a large handheld game zone gave attendees a chance to give all GBA games a second look.

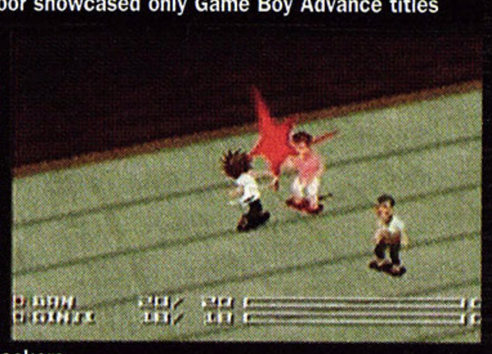
Out on the streets, Game Boy Advance units were in short supply. It wasn't until the tail end of Game Informer's week in the land of the rising sun that a GBA could even be located, and even then it required waiting in line for nearly an hour. Super Mario Advance and Dodge Ball Advance were hot titles, but Castlevania: Circle of the Moon proved to be the most popular and elusive game of them all. Nearly every visiting journalist we spoke with was trying to find it, and most weren't having any luck.

With such overwhelming industry and commercial support this early in its lifespan, the success of Game Boy Advance is an exclamation point, not a question mark.

Klonoa: Empire of Dreams

Monster Rancher Advance




Get Backers

Final Fight One

Super Street Fighter II

Castlevania: Circle of the Moon

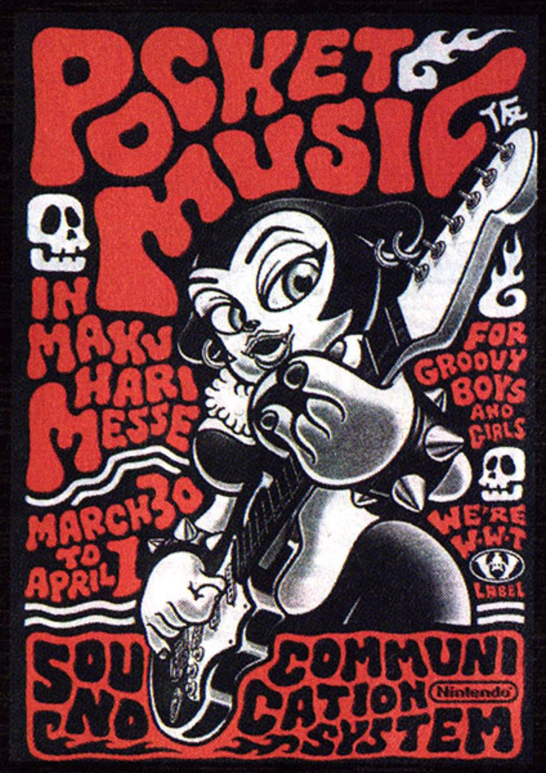
MISSING IN ACTION

Other than miniscule displays for two titles that were already available in Japan, there was nary a Nintendo 64 game to be found. Gamecube managed to be even less represented, scoring a big fat goose egg for the number of games shown.

Dreamcast, which formerly used Microsoft's strategy of carpet bombing TGS with logo placement, suffered the greatest fall from grace. If not for Capcom having a playable Heavy Metal: Geomatrix and a video clip of Capcom vs. SNK 2, there wouldn't have been any notable DC titles on display at all.

BEST GAME THAT WON'T BE RELEASED IN US

It had the coolest poster, a sizeable amount of floor space, hot booth babes showing you how to play, its own pink-haired girl band giving regular performances, and was a lot of fun – yet we'll probably never see it here. Pocket Music for Game Boy Advance is a game where players must hit the right buttons with the correct timing to play songs. The best part about the game, though, is that it can be linked with up to four people, and each person is in control of a different instrument. The tunes you got to choose from were pretty sweet, too. Deep Purple's Smoke on the Water and Highway Star were a couple we heard. Sigh, if only we Americans had more yearning to rock.



Companion Lady Most Popular With Photographers

Known as companion ladies, every company hires a small army of models to hand out promotional material and get their picture taken. Capcom's girls were particularly popular, with the companion lady pictured here constantly having the longest line of shutterbugs before her.

The Bounce Is Back

Dead or Alive Goes To Xbox

Ayane in a peaceful, introspective moment, surrounded by butterflies

Tecmo's Dead or Alive series has changed the face of fighting games as we know it. The series ambitiously took on the heavy hitters of the genre – Virtua Fighter and Tekken – and came out with nary a scratch. At first glance, we were taken in by the busty babes who would crush your larynx under their high heels, jiggling seductively all the while. Closer investigation made it obvious that the game was much more than mere eye candy, and played better than we could have fathomed.

After using virtually every gaming platform as its battleground, Tecmo has eyed the impressive Xbox. For all its technological muscle, the new system has yet to show a title that reaches out to grab the attention of console gaming faithful. There is no better game to make consumers swoon over Microsoft's might than a sequel to one which already rocked both Dreamcast and PlayStation 2. With system exclusivity and the promise of being a launch title, both Microsoft and Tecmo expect DoA3 to attract gamers in frothing flocks.

Game Informer has been granted exclusive information and screenshots on what is bound to be a must-have item for the Xbox launch. Burn the bra and sink your teeth into these jaw-dropping pictures and stirring details of Dead or Alive 3 for Microsoft's Xbox.

■ **STYLE** 1 TO 4-PLAYER FIGHTING ■ **PUBLISHER** TECMO
■ **DEVELOPER** TEAM NINJA ■ **RELEASE** FALL

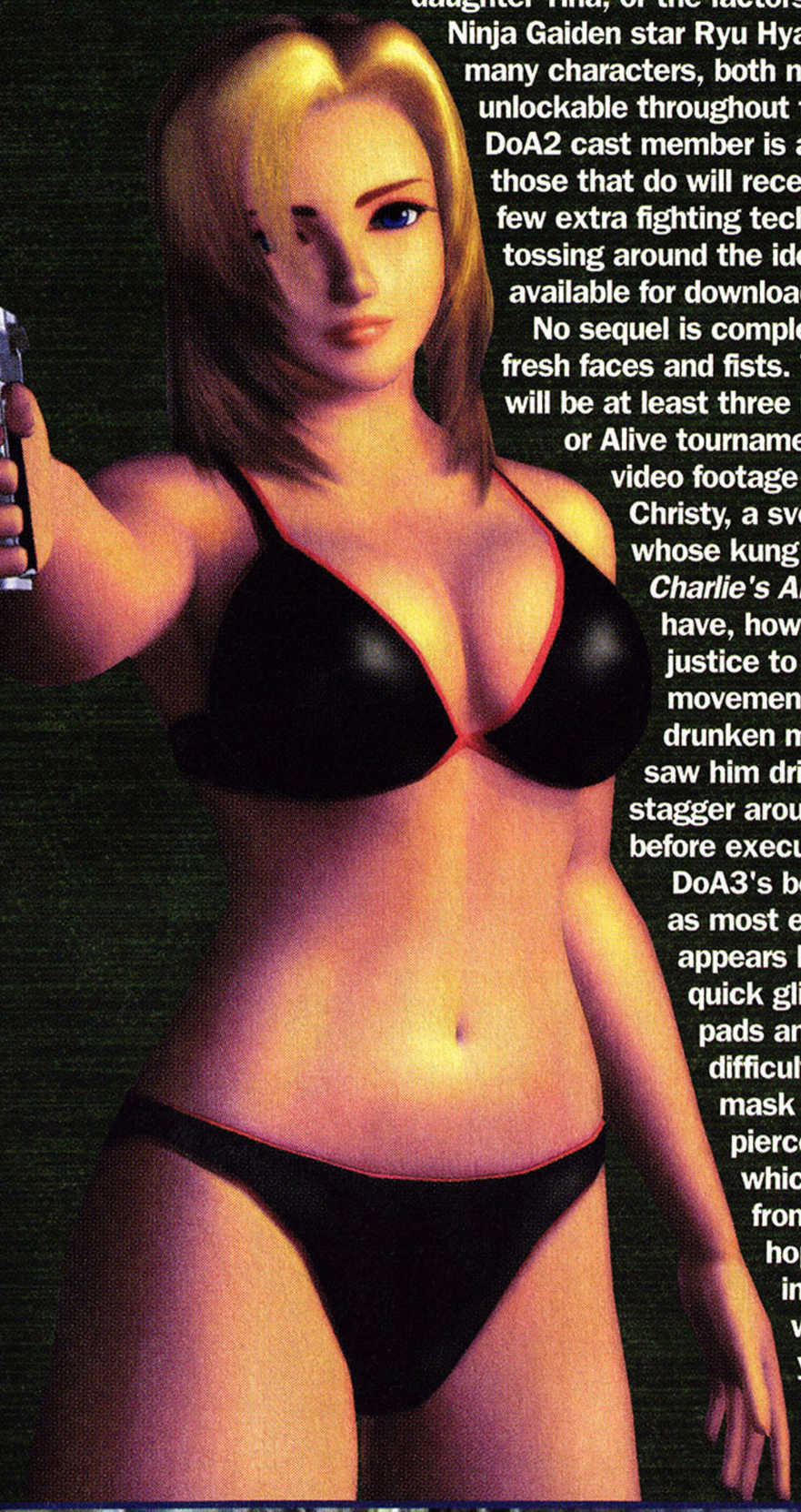
DoA3's new gal on the block, Christy, strikes a pose in her '70s style jumpsuit

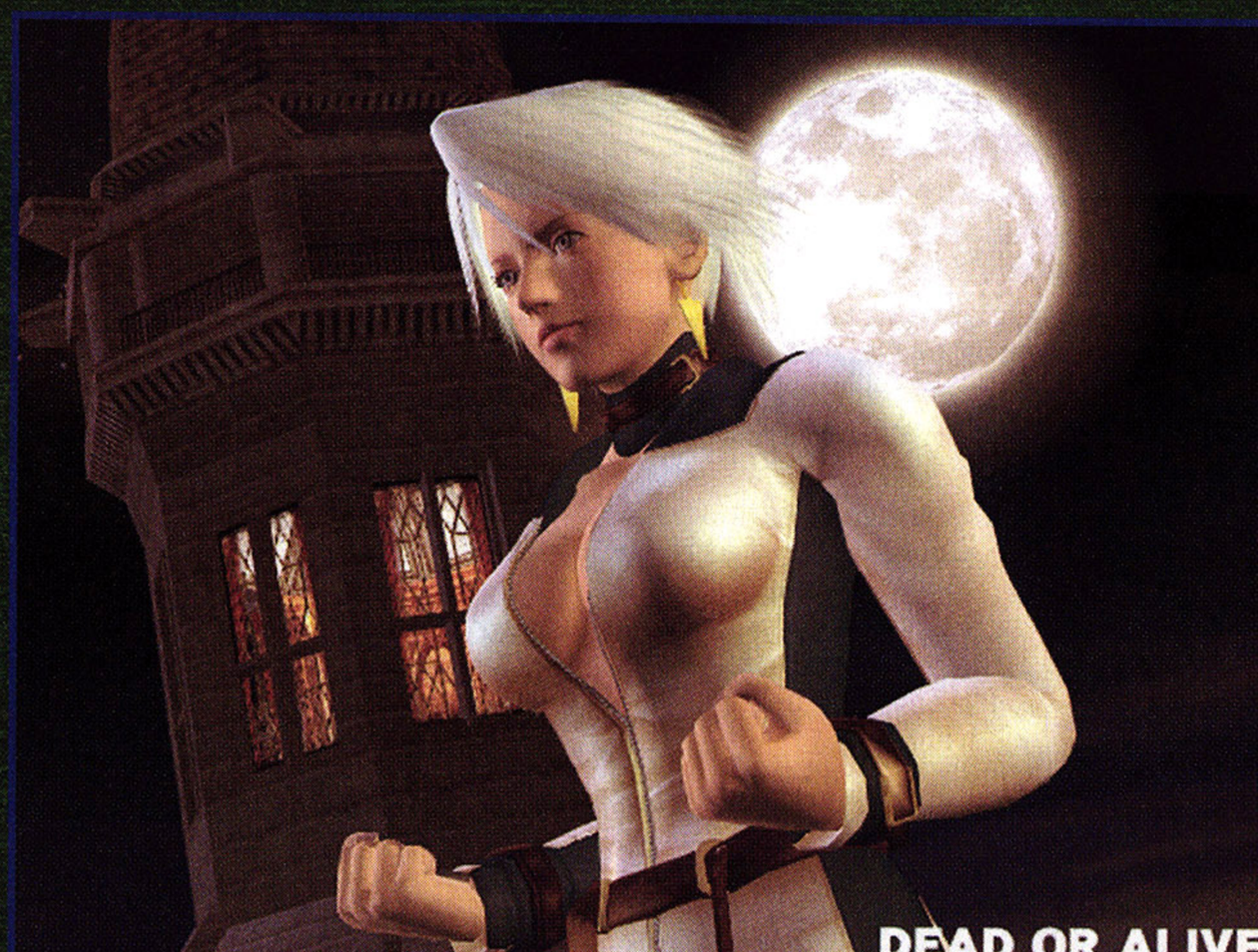
The Cat-Fighting Crew

In the previous Dead or Alive installments, the storylines of each individual character were very much on the vague side. We knew they all had their own plots and motivations, but aside from quick cutscenes and cryptic bios, we relied on their in-game fighting skills to dictate our impressions of them. DoA3 takes a new, story-intensive approach to the series, making plot one of its strongest aspects. Now, perhaps we will find out more on the feud between pro wrestler Bass Armstrong and his daughter Tina, or the factors besides chivalry that drive Ninja Gaiden star Ryu Hyabusa to compete. Expect many characters, both new and old, to be unlockable throughout the course of the game. No DoA2 cast member is a shoo-in to reappear, but those that do will receive all-new costumes and a few extra fighting techniques. Tecmo is also tossing around the idea of making more outfits available for download.

No sequel is complete without introducing fresh faces and fists. Team Ninja told us there will be at least three new entries into the Dead or Alive tournament. We saw extensive video footage of two of them. The first is Christy, a svelte retro sweetheart, whose kung fu seems inspired by the *Charlie's Angels* film. The pictures we have, however stunning, don't do justice to her grace and flowing movement. The other newbie is the drunken monkey master, Brad. We saw him drink from a round flask, then stagger around in mock intoxication before executing surprising strikes.

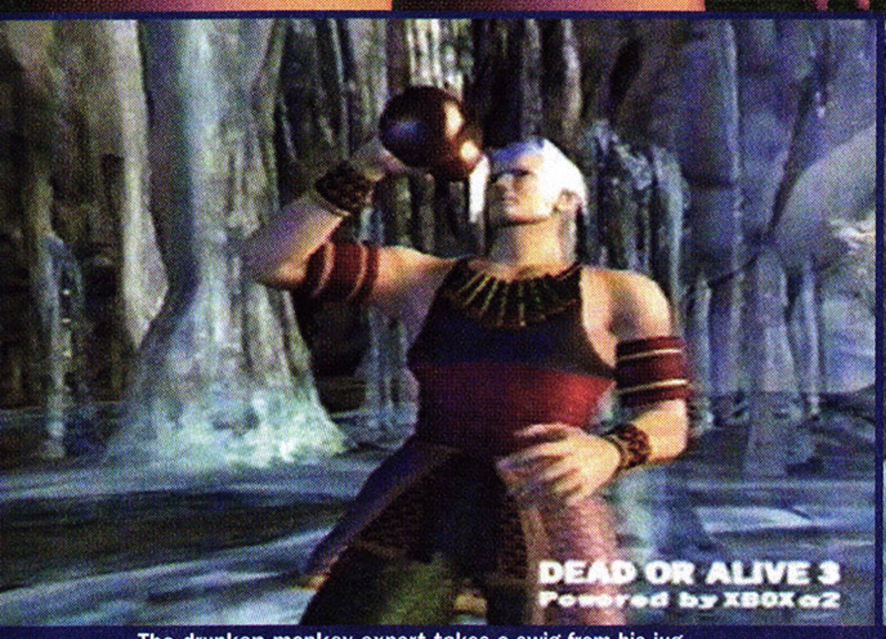
DoA3's boss is shrouded in mystery, as most end-game enigmas are. He appears heavily armored from our quick glimpse, with wide shoulder pads and a horned helmet. It was difficult to tell if he was wearing a mask or not, but his red eyes pierced through the flames which hid the rest of his frame from view. Regardless, he'll hopefully be a bit more imposing than the stilt-wearing Tengu who awaited you at the end of the series' second installment.





Take your eyes off the obvious high point of this image to look at the other amazing details

Ryu resembles his Ninja Gaiden days much more in Dead or Alive 3



The drunken monkey expert takes a swig from his jug...

...and goes into an off-balance, acrobatic show

Bathed in flames, the game's boss will decimate all who oppose him

Break On Through To The Other Side

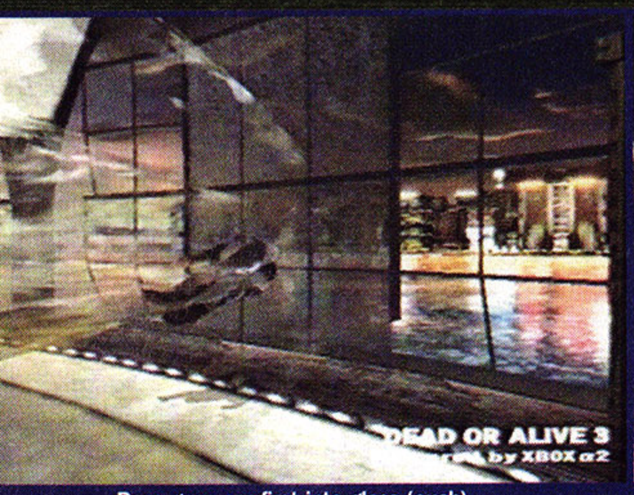
Throughout the telling of the DoA saga, we've seen some interesting battlegrounds. The areas in which the characters of Dead or Alive 3 will face off are even more obscure, and some of the most unlikely backdrops for a beatdown that you could imagine. These include high cliffs, skyscrapers, and picturesque sandy beaches. To aid in their beauty is the ability of Xbox to provide stunning detail. The sunlight will shimmer off 20-foot high panes of glass. Flocks of gulls soar by the ocean as waves crash into shore. Icy pools reflect the furious action going on above them.

As photogenic as these locales may be, they all have the potential to be as dangerous as the guy or gal trying to put you in a pine box. Naturally, getting slammed against a wall doesn't feel good, but how about being slammed through one? Every level contains numerous interactive elements, each of which will add more misery to your martyrdom. However, this activity may also open up brand new areas to brawl in. Not only will you reach previously unknown rooms and sections, but it will happen with no break in the action for load time. If you end up tossed out of a window, try to shake out the cobwebs (and broken glass), then continue the fight in your new surroundings.

This marks the first time where exploration will actually be a replay factor for a fighting game. If it looks breakable, why not attempt to hit your foe into it? If it looks like a place you can toss your opposition off of, give 'em a throw. There is no telling where each human missile will end up, but rest assured you'd be better off as the one following the projectile.

A quiet night...for DEATH!

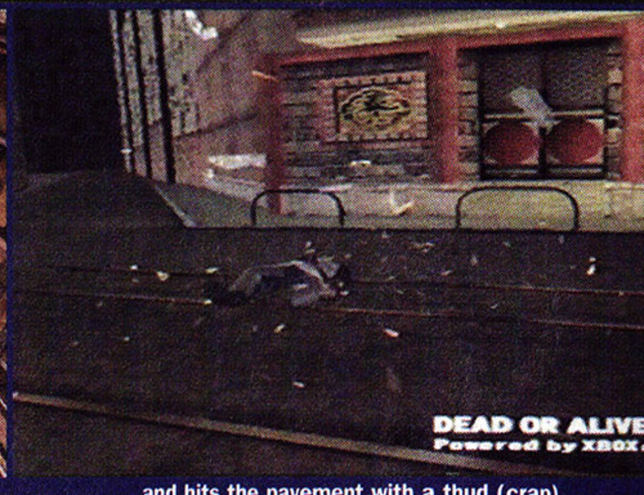
This looks much more like a vacation spot than an assassination spot



Bass goes ass-first into glass (ouch)...

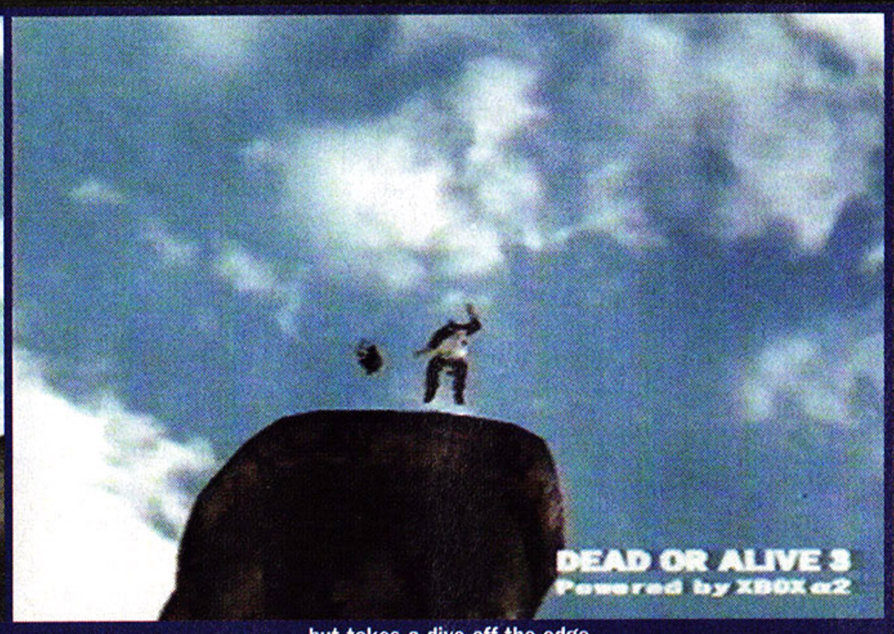
...flies out of the building (eep)...

...nails a neon sign (oops)...



and hits the pavement with a thud (crap)

He not only loses his hat...



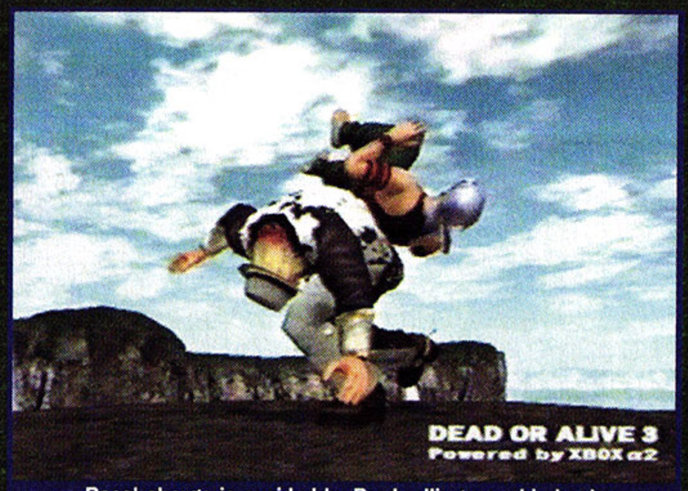
...but takes a dive off the edge...

...and into oblivion

Hear That Engine Purr

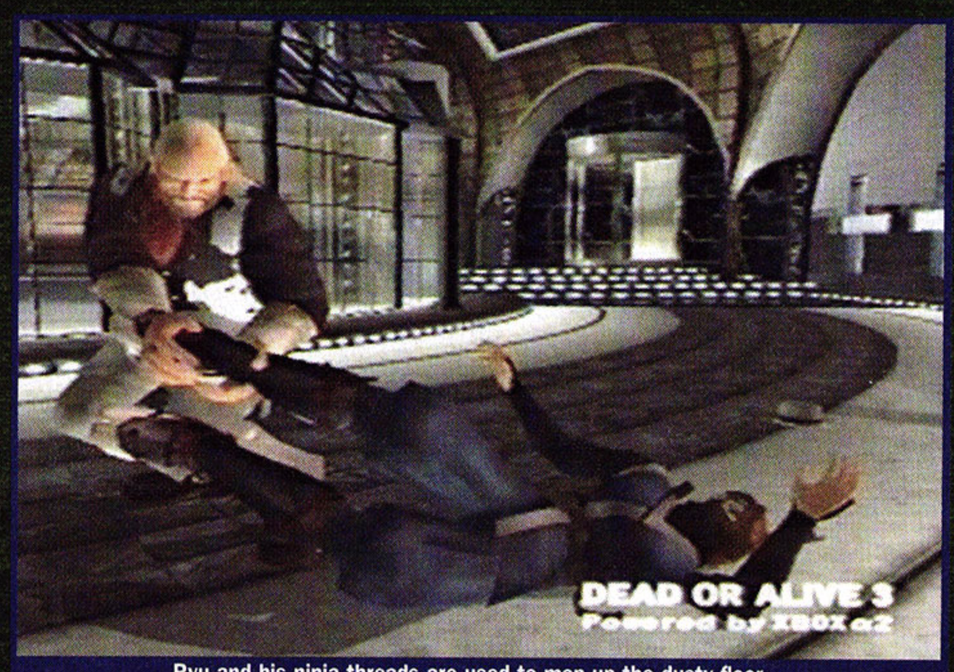
The Dead or Alive 3 engine is as smooth as Ayame's behind. Its gameplay depth is amazing, expanding on the precedent set by the series' second effort. Like most titles in the fighting genre, each character is loaded to the gills with a cornucopia of kicks and punches, and combos are just a matter of some creative button presses. These alone could have you brawling with a smile on your face for months on end.

Strikes are by no means all of your offense, however. Where DoA3 really gets its legs from are the strategic and complex grapples and throws. Taking inspiration from all styles, be it martial arts, wrestling, or countless derivatives thereof, Team Ninja gives every one of the game's combatants an arsenal of close-quarter maneuvers. These will have you grimacing with the impact of both your onscreen alter ego and their digital nemesis. If you thought DoA2's bone-crushing moves were painful, you'd better take an aspirin now, because Dead or Alive 3 is going to give you the mother lode migraine.

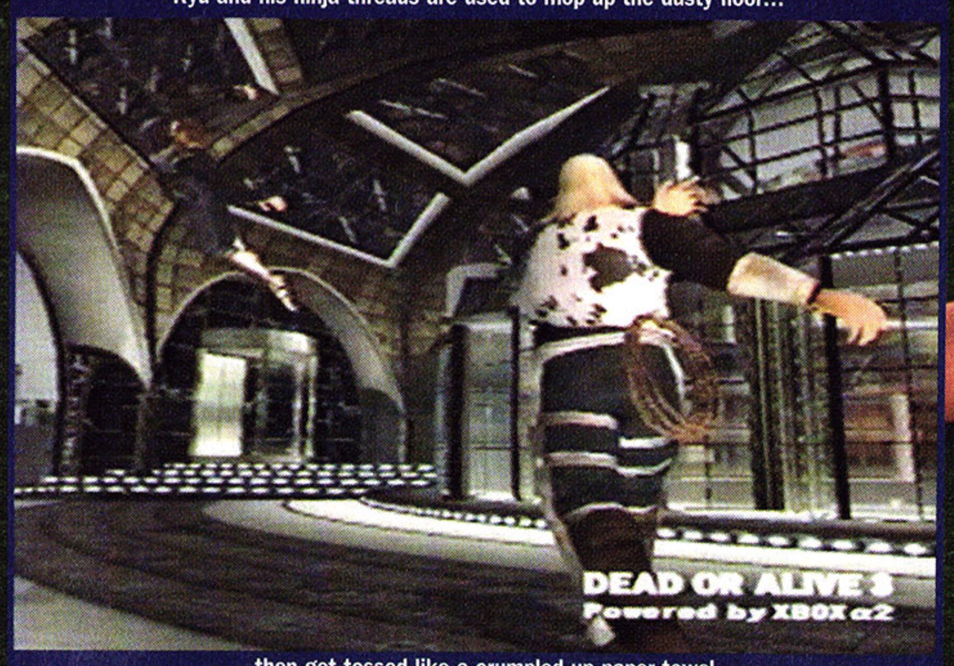


Bass' charge is avoided by Brad rolling over his back

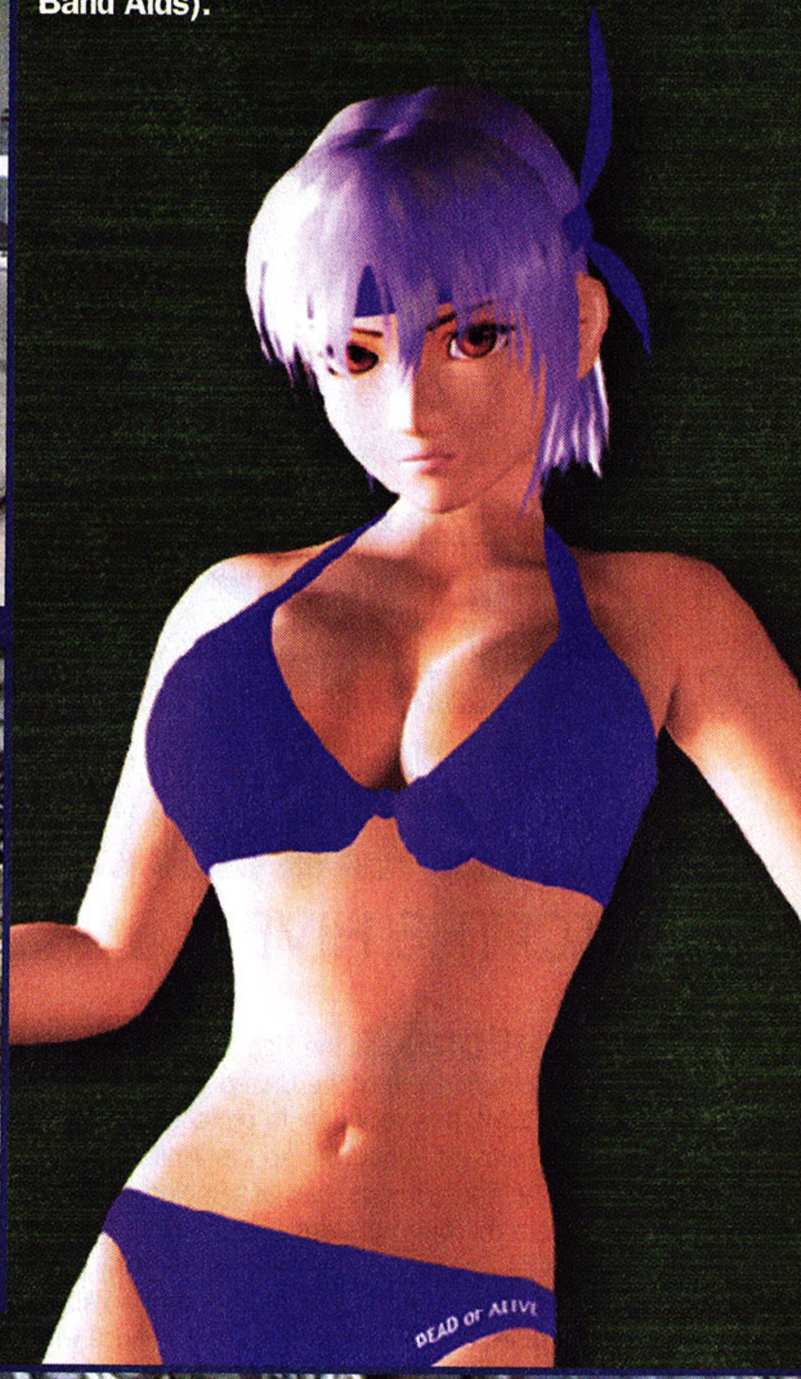
As physics majors and fans of the series already know, every action has an equal and opposite reaction. This, of course, means counters. Any attack thrown at your opponent could result in you feeling the brunt of the bleeding. The game's collision makes the transition between an ill-timed attack and the abusive backlash seamless. One second you could be hurling a cocky roundhouse kick at Leifang's braided melon, and the next you'll be seeing stars and wondering whether you'll be able to have children for the rest of your life. Mastering all the subtle nuances of your favorite character's techniques will encompass hours upon hours of game time (and probably quite a few Band Aids).

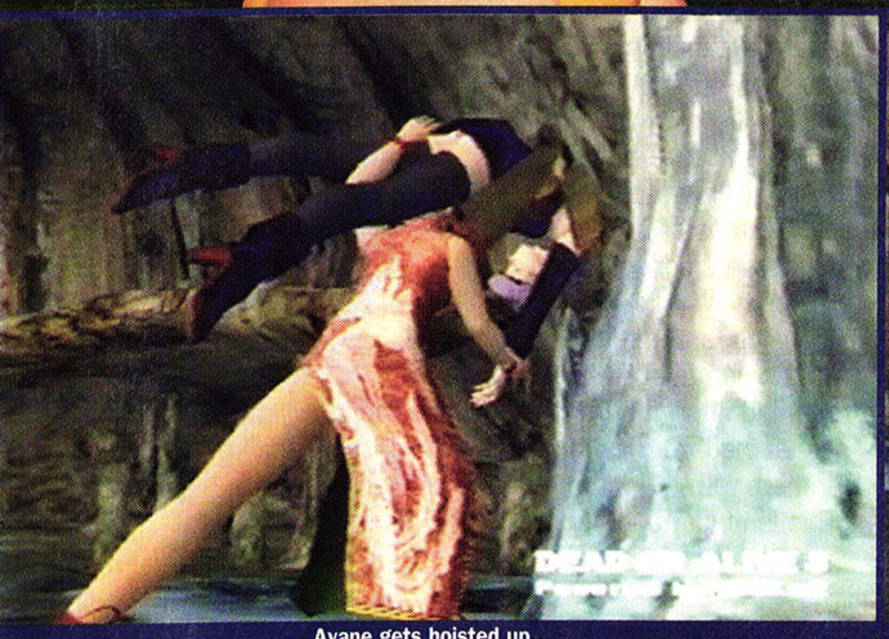


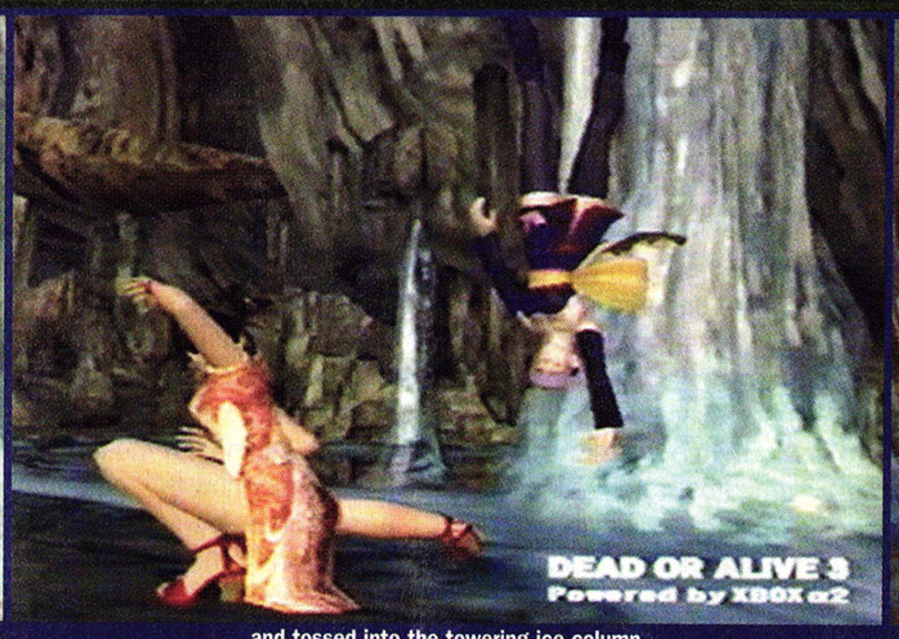
Ryu and his ninja threads are used to mop up the dusty floor...



...then get tossed like a crumpled up paper towel




Ayane gets hoisted up...



...and tossed into the towering ice column...

...where both her and the frozen shards come crashing down

PREVIEWS

PLAYSTATION 2

ALIENS: COLONIAL MARINES

INTO THE HIVE

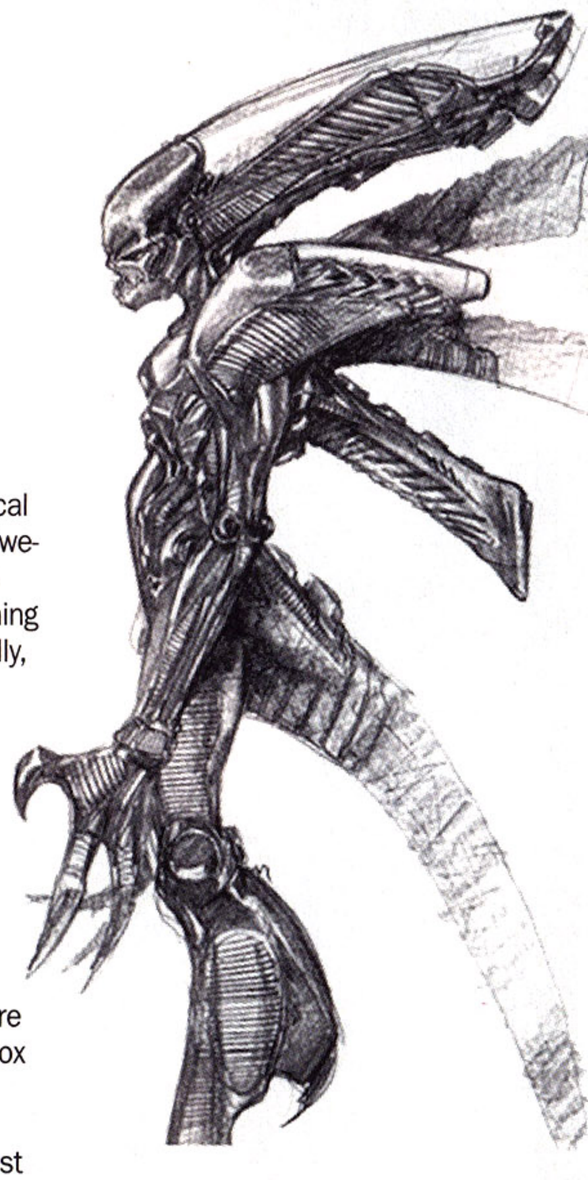
As corporal in the Fighting Eleventh, a guardianship contingent of the United States Colonial Marines (USCM), it is your duty to protect the colonized planets and provide security in space. While the Marines glisten as the finest troops ever assembled, nothing could prepare them for their next assignment. On what was believed to be another routine seek-and-destroy mission, the Fighting Eleventh is summoned to eliminate an Alien swarm that has reportedly caused a subtle disturbance within one of the colonies. Upon arrival, contact with the extraterrestrial species is made, and you know what happens next – disaster. With incredible agility and the durability of a small tank, the Aliens quickly make short work of your soldiers, and amidst the bloodshed and panic, you'll need to pull the troops together and get them the hell out of there.

Destined to be a first-person shooter since it made its big screen debut in 1979, Fox Interactive's most explosive franchise, Aliens, is returning to the gaming scene with its fangs fully exposed. Instead of inserting players into a barren battlefield, where it's basically you against endless swarms of Aliens, you'll now have an entire platoon at your side. As you clean out rooms, stop raids, and save hostages, you'll need to monitor your troops and raise their morale when needed. Some of your soldiers may want nothing more from life than to spill the acidic blood of their foes. However, if you look closely at the expressions on some of the other comrades – and see a look of terror in their eyes – you'll need to provide motivation to keep them in sync with the rest of the squad.

Through 21 massive missions, your reflexes will need to be razor sharp, as the Alien numbers seem to increase with each passing stage. Unfortunately, while you unload countless rounds, you may be required to use your wits to pull your squad out of harm's way. Many of the missions push players to use strategy, stamina, and stealth to pass certain obstacles. You'll also need to remember where your troops have run off to, as each of the 12 Marines are equipped with unique weapons, inventory items, and skills.

Answering all of our prayers, this Alien venture isn't based on any of the movies and stands as an original story that occasionally borrows characters, items, and vehicles from the first three films. The race to stop the Alien scourge spans across the cosmos to such locales as a salvage vessel, a research station, onto the Sulaco spacecraft, into a laboratory complex, down to a planet's surface, and of course, into the Hive.

The complexity of the squadron-based gameplay makes our mouths water with anticipation. We wonder how the multi-man firefights will play out. Little-known development house, Check Six Studios, has not only created a highly detailed design, but the graphical beauty in this title is awe-inspiring. Whether it's ambient lighting gleaming from an Alien underbelly, the sheer number of polys in a soldier's body, or the incredibly accurate modeling of weapons, this title will surely push the PS2's present limits.



It doesn't take a rocket scientist to figure it out, but as of late, Fox Interactive's console division has been struggling, and the most recent Alien title, Resurrection, really didn't do the franchise justice. Hopefully, though, Fox has learned from its mistakes and will more than make up for them with the winter release of Aliens: Colonial Marines. "This isn't just another bug hunt. This time, it's war."

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** TBA ■ **DEVELOPER** CHECK SIX STUDIOS/FOX INTERACTIVE ■ **RELEASE** WINTER

This environment appears to be inspired by Isaac Asimov's Foundation series

Players can choose from 12 different Marines, each of whom is equipped with unique weapons, skills, and items

In addition to combating Alien hordes, you'll need to keep a close eye on your squad's morale

Through 21 missions, war is waged within a Sulaco spacecraft, a salvage vessel, a research station, and the Hive

The story is 100% original, yet familiar faces and items from the first three films may appear from time to time

"Somebody call the Orkin Man?"

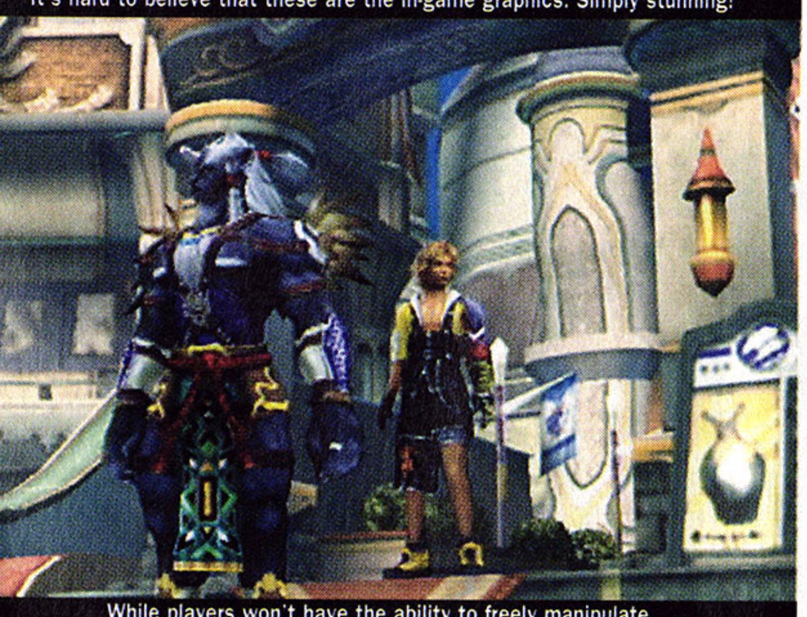
PLAYSTATION 2

FINAL FANTASY X

A NEW BEGINNING?

The magic effects are all the more detailed and explosive

It's hard to believe that these are the in-game graphics. Simply stunning!


While players won't have the ability to freely manipulate the camera angle, Final Fantasy X's 3D world is easy to navigate, as the angle always seems to be just right

Many moons ago, Square Soft shocked the gaming community with the announcement that Final Fantasy IX would be the last title formatted in the traditional mold. Square also noted that significant divergence would shape the future of this exciting franchise. As anticipation and fear swept across the industry, one could only wonder what Square Soft had up its sleeve. On March 30, at this year's Tokyo Game Show, the mysterious Final Fantasy X made its PlayStation 2 debut in the form of a two-level playable demo. Within the environments shown – the water cavern and the tropical isle – all who stepped up to the controller were silenced, not by the drastically altered play, but by the sheer fact that this was the same great FF formula that made the PlayStation series so enjoyable.

True to their word, however, the Square Soft spokespeople who made the "world will end" comments were not puffing the magic dragon. Serious changes have indeed been implemented. Painted and rendered backdrops are now considered obsolete, and for the first time in FF history, the entire world is rendered on-the-fly in 3D. While players won't have the ability to freely alter the camera angle, Square has implemented a phenomenal camera tracking system that follows your every movement. Final Fantasy X will also be the first "talkie" FF game. Many of the cutscenes, and almost every FMV, will feature spoken dialogue.

In the combat domain, Square Soft is definitely implementing diversity. Taking a tip from Breath of Fire IV, battles are no longer limited to three or four combatants. With one click of the button, characters can be swapped in and out of the fray. Expanding even further, summoning a creature like Shiva and Ifrit, for example, is a whole new ballgame. In the PlayStation series, when a summon occurred, all the characters would take a step back and more or less evaporate into nothingness. The beast would rampage across the screen, then vanish as well. In Final Fantasy X, when a summon occurs, the character who cast it will interact with the creature, then bid it adieu. The type of interaction is different for each character and summon. In one scene, Yuna rides in on Bahumat's shoulder, hops off, then waves goodbye. The creatures basically stand in for the character, and can perform a number of commands ranging from basic attack, magic casting, limit break, and special attack. They are, essentially, new combatants.

"No offense, Tidus, but did anyone ever tell you that you smell like fish?"

Along with Tidus and Yuna, new party members Kimari, Wakka, and Lulu were showcased in the demo. Kimari is a feline blue magic-user from the kingdom of Lonzo. Wakka is a Blitzball player just like Tidus, only with a monk-like appearance. He also ties his magic attacks into his Blitzball. Carrying a cute little animal in her arms, Lulu is a black magician who is...well...incredibly attractive. All the characters are varied in class, bringing a wide array of different attacks to the combat field.

While many changes have been made, the biggest leap has been in appearance. The character models are incredibly detailed, and the real-time cinematics are just as powerful and fluid as the FMV movies. We have to admit, we were a tad worried that this title wouldn't live up to the hype, but as always, Square Soft has come through in not only delivering what looks to be a worthy follow-up, but a title that raises the bar for all games to follow.

■ **STYLE** 1-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** SQUARE SOFT ■ **DEVELOPER** SQUARE SOFT ■ **RELEASE** SEPTEMBER

敵1体を攻撃します

戦う
召喚
白魔法

キマリ HP 644 MP 7
ウナ HP 417 MP 15

If one of your allies is struggling during combat, you can switch them out with another character mid-battle

ヴァルファーレ HP 1091 MP 2

Instead of vanishing into thin air when a summon is cast, the players first share an intimate moment with their creature before exiting the battlefield

ヴァルファーレ HP 348 MP 2

The soundtrack is once again orchestrated by famed composer Nobuo Uematsu

イフリート HP 314 MP 2

Summon creatures play a much larger role and possess the ability to use commands like basic attack, limit break, magic, and special

The cinematics are now accompanied by spoken dialogue

Kimari, the resident kitty in the party, is a blue magic-user just like Quina from Final Fantasy IX

PLAYSTATION 2/XBOX/GAMECUBE

CRASH BANDICOOT: THE WRATH OF CORTEX

NOT NAUGHTY, BUT STILL NICE

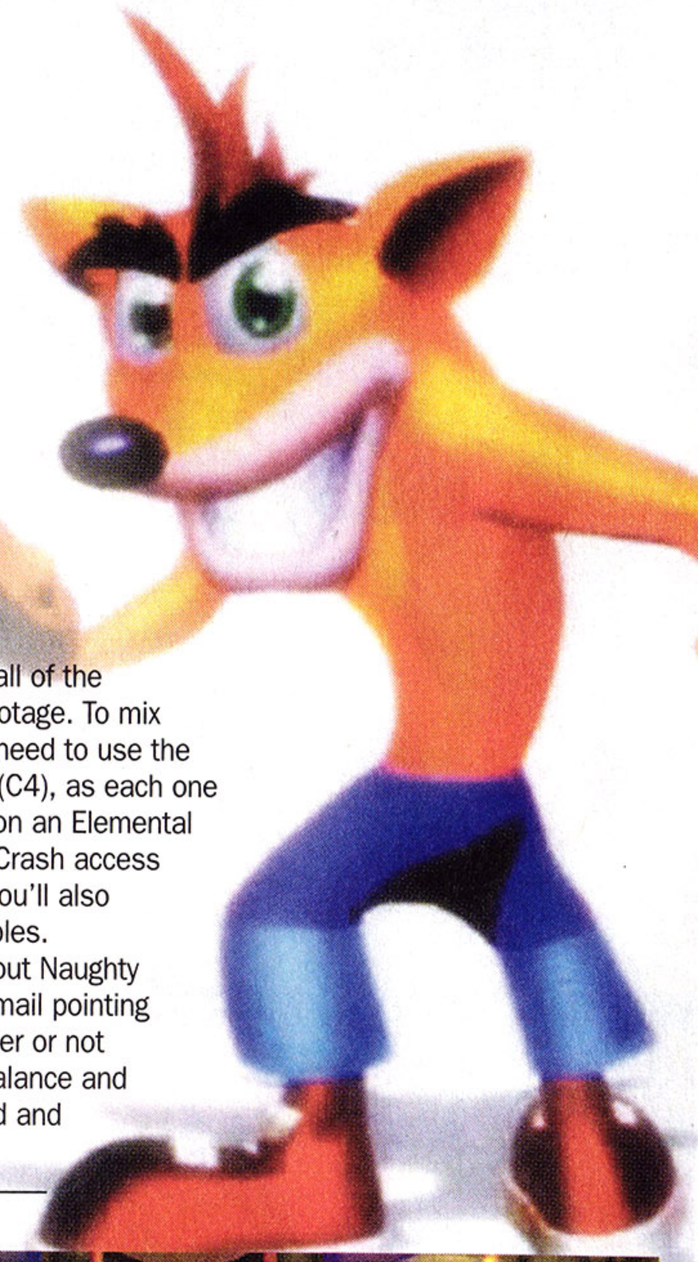
With Naughty Dog no longer holding the marsupial's leash, one can only wonder what the future holds for Universal Interactive's multi-platinum pet. Certainly, it would have been nice to see Crash's original development house continue the adventure and usher in his PlayStation 2 reign, but rather than sulk and moan, we remain completely optimistic. Especially since Traveller's Tales, a developer who has done little more than make action/platform games, has signed on to give this rodent a powerful new pulse.

In creating Crash's new adventure, Universal made the wise decision to continue the story arc rather than start anew or retell the same tale. Not steering too far from the beaten path, Uka-Uka and his loyal servant, Dr. Neo Cortex, are holding the world hostage with a destructive secret weapon. How cunning! Crash and his sassy sister, Coco, play the role of saviors for the second game running, and must do everything in their power to thwart this mischievous plot. Sounds just like every other Crash game, doesn't it? Hold on, though, there's more! A foreign body known as The Four Elemental Powers also has a stake in the outcome of this tale.

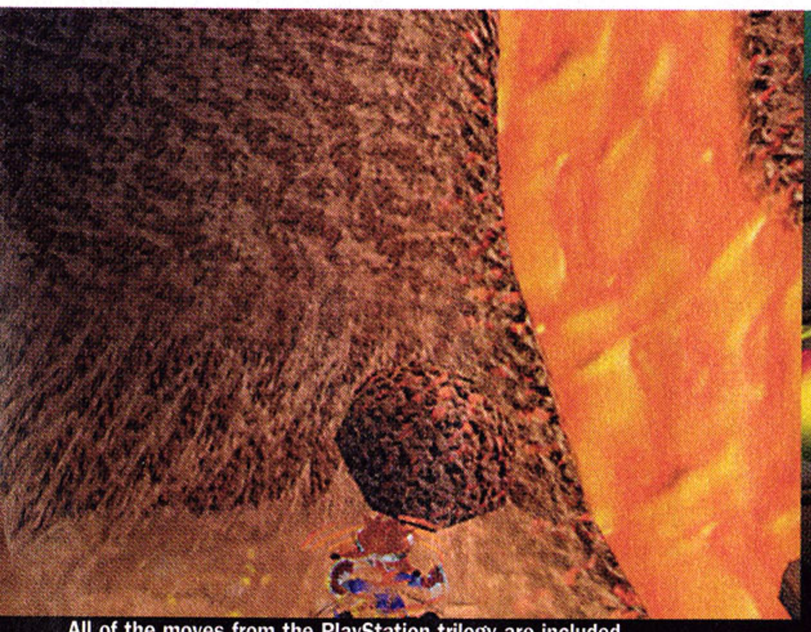
As the three entities collide, our brave adventurers will cover a lot of ground. Traveller's Tales has constructed over 30 levels featuring a multitude of themes. You'll catch a whiff of burnt orange fur in the Wild West levels, see Crash's soles melt on the Volcanic Island, and run into hostile critters in the African Jungles. Not one to suffer from Alzheimer's, Crash hasn't forgotten any of his acrobatic maneuvers, and as the game progresses he'll earn the right to learn a few more. Just to give you an example, the quick-footed goofball will slow things down a tad with the new tiptoe technique. As for Coco, she doesn't much like Crash's style as her unique move list reflects.

After falling completely in love with the destruction left behind by the vehicles in Warped, Crash and Coco pilot an armada of new toys. Along with the hang glider (pictured), you'll ride to the center of the earth in an atlas sphere, avoid a Tsunami on a mini-scooter, and tangle with Cortex's minions in a mecha. Within the levels themselves, which now allow for complete 3D movement, all of the wooden crates of old are still in place to either help or sabotage. To mix things up a little, two box types have been instated. You'll need to use the tiptoe move to sneak past the Close Circuit Cortex Crates (C4), as each one is equipped with a proximity sensor. When you stumble upon an Elemental Crate and smash it, the environment will deform, allowing Crash access to uncharted parts of the level. Within many of the levels you'll also encounter mini-bosses, minigames, and additional collectibles.

If you truly believe a Crash game cannot be created without Naughty Dog at the helm, read this article again, and send us an email pointing out where Universal went wrong. Our only concern is whether or not Traveller's Tales can re-create the tremendous gameplay balance and learning curve. However, given Traveller's Tales track record and history, this shouldn't be a problem.



■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** UNIVERSAL INTERACTIVE ■ **DEVELOPER** TRAVELLER'S TALES ■ **RELEASE** FALL

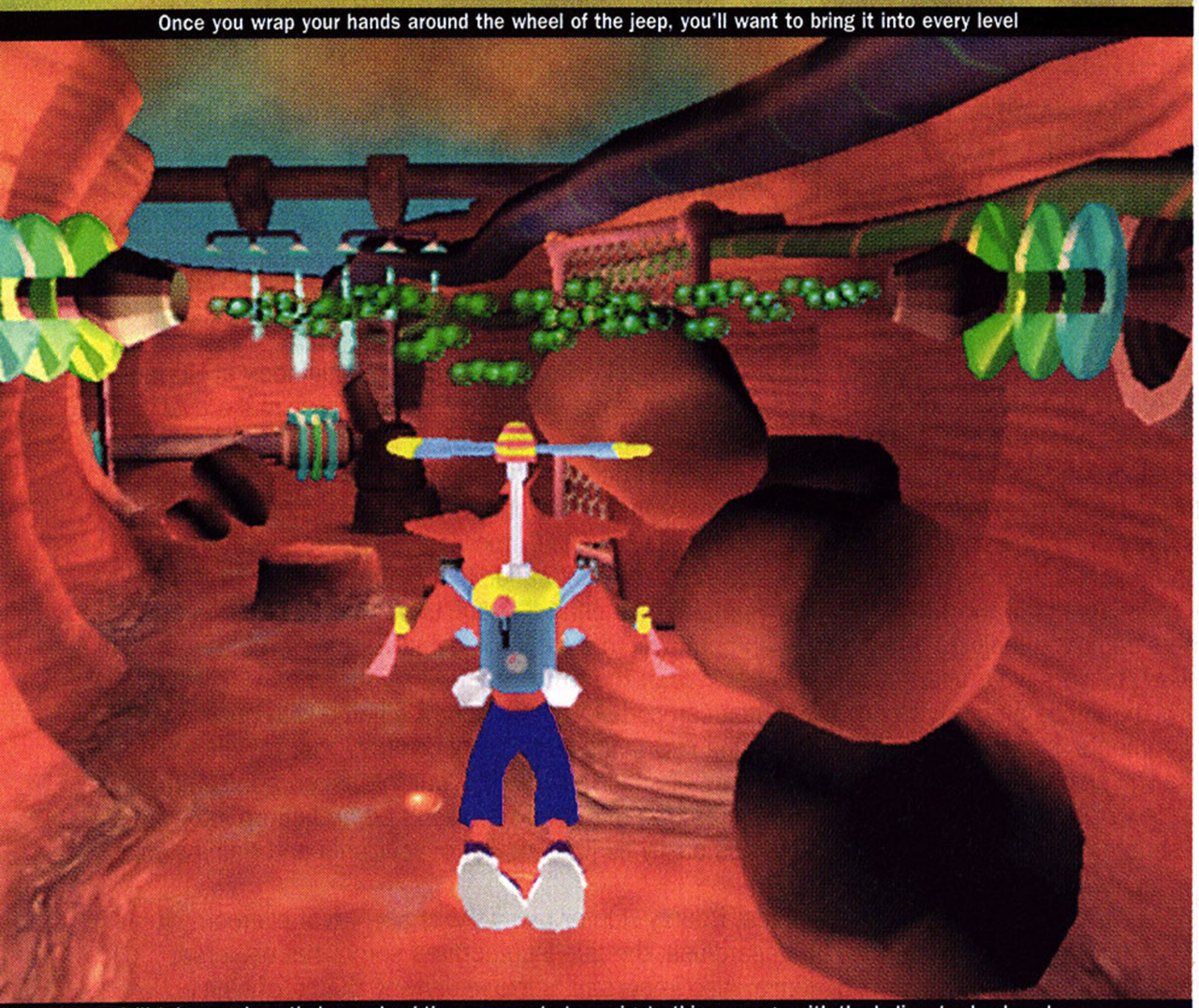


All of the moves from the PlayStation trilogy are included. New moves will be learned throughout the course of the game

Coco is now playable on foot and is equipped with a unique moves list

Much of the game stays true to its classic 2D roots

Once you wrap your hands around the wheel of the jeep, you'll want to bring it into every level



It'll take precious timing and subtle movements to navigate this passage with the helicopter backpack

Crash may not like getting wet, but with levels set in the Undersea Trenches, he won't have a choice

PLAYSTATION 2/XBOX/PC

NHL 2002

A BIOGRAPHY ON ICE

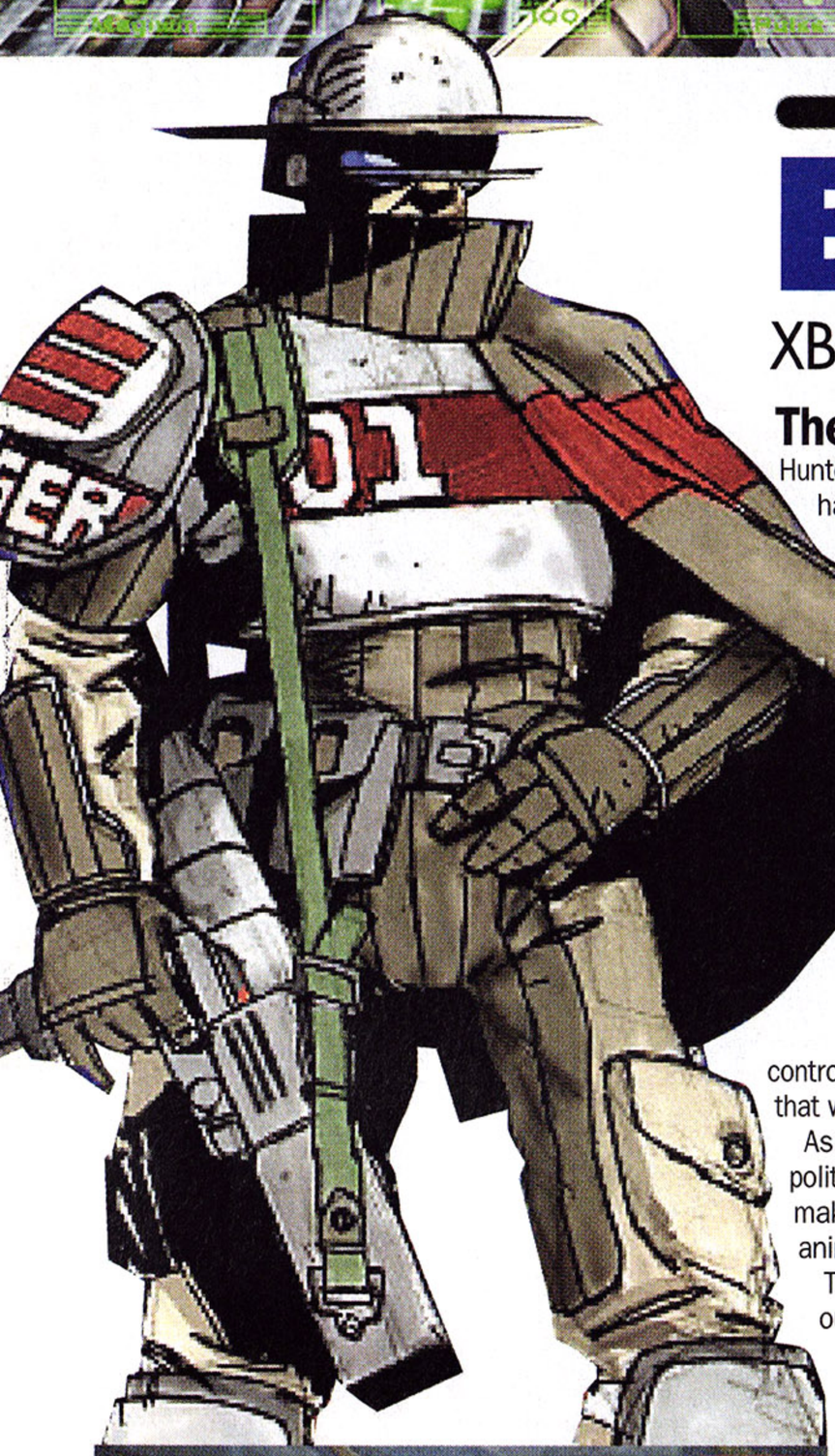
As we've learned throughout the years, you really can't expect much from annual updates. New rosters, moves, and statistical categories have been, for the most part, the exciting additions to look forward to. This year, our outlook will forever be changed. NHL 2002 is literally crammed to capacity with bonus features and innovative concepts.

Within a mode entitled EA GameStory, events are tracked and retold through fascinating stories using cinematic camerawork, overlays, play-by-play, replays, and color commentary. You'll basically learn everything about a player and/or team through these sequences. If you fell in love with Madden 2001's collectible trading cards, never fear; NHL has them as well. The look of the game, believe it or not, has been greatly enhanced. Along with breathtaking animations and celebrations, a Breakaway Camera zooms in and highlights the most exciting moment in the game.

On the ice, EA's gameplay, which we call "The Dominator," is as smooth as ever – equipped with the ability to reach for passes and kick the puck to the stick. Fantasy leaguers will be happy to hear the exciting Play Now mode allows for ten consecutive seasons to be played, and the Create-a-Player now boasts hundreds of cosmetic options. Spoiled PC gamers can compete online, download MP3s, and create custom jerseys.

The new GameStory mode brings the action up close and personal

STYLE 1 TO 4-PLAYER SPORTS ■ **PUBLISHER** EA SPORTS ■ **DEVELOPER** EA CANADA ■ **RELEASE** FALL



XBOX

BOUNTY HUNTER

XBOX WITH A VENGEANCE

The Xbox, from day one, has had to live down the cries of being a PC in console clothing. Taking an initial look at Bounty Hunter, some may be convinced this is true. But what developer Warthog (of Starlancer fame) is attempting to do may make everyone happy regardless. Warthog wants to have its frag-baked cake filled with space combat, and eat it too. With a little help from the system's hard drive, an interesting story, and inspiration from Half-Life, Bounty Hunter could easily help the Xbox hit the mark.

Approximately 800 years from now, humankind's colonization into space has achieved the dream of contact with other lifeforms, but has also spread corporate crime and corruption to all new levels. Outposts are fully free from the gravity of the law. In response, the High Senate has passed enforcement capabilities from the hands of the anti-corporation Rangers onto the Guild of Bounty Hunters. Your character starts out banged up in a penal colony. Ten years can hone feelings of bitterness and betrayal to a very fine point. Set up for the death of a group of fellow Rangers, your one thought is to track down the truth as a bounty hunter.

Utilizing the space on the hard drive, Warthog can complete its vision of a game with huge environments, and the bigger task of merging FPS thrills with fighter combat. Your travels will take you seamlessly between the emptiness of space to duking it out in dark corridors with a variety of weapons. The developer promises that this transition won't be broken up into separate missions, but will occur just as easily as jumping out of your ship and training your sights on the nearest opponent.

By merging these two sub-genres, Bounty Hunter faces the challenge of overcoming more than one gameplay hill. Regardless, the title incorporates somewhat universal controls in an attempt to make cockpit flying and fragging a familiar experience. Also important is the underlying theme of high action that will appeal to traditional console players.

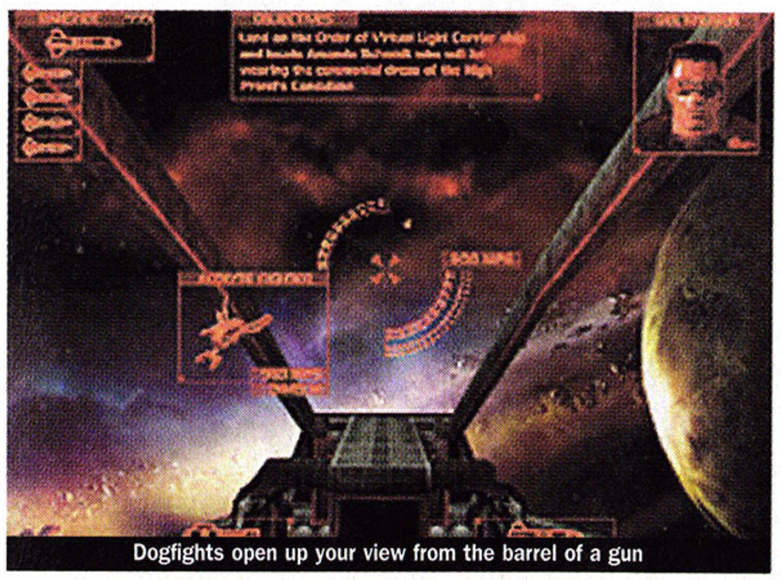
As if your years in the slammer weren't incentive enough, BH will drive you with its blend of random encounters, sidequests, and political twists. Other notable variables include NPCs of different races whose AI not only makes them formidable foes, but also can make their allegiances change over time via a Reputation system. But if all you care about is violence, you'll be delighted with the animation system that allows for detachable limbs and other great details.

The next-gen climate is raising a high bar for games these days, and Bounty Hunter may be the next game that exceeds all our expectations.

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** CRAVE ■ **DEVELOPER** WARTHOG ■ **RELEASE** 3RD QUARTER

Hop out and enjoy the FPS

He truly deserves to die



Dogfights open up your view from the barrel of a gun

XBOX

STAR WARS: OBI-WAN

THE POWER OF THE FORCE, XBOX

Originally designed as a PC title destined to street in the winter of 1999, LucasArts quickly discovered its prized Jedi simulator was too powerful for PC architecture. Thus, development was suspended and the project was moved to the only machine capable of handling the most powerful Jedi in the galaxy – the Xbox. Maybe in the distant future, the PC will be able to simulate the monumental power of Microsoft's dream machine, but for now, the Xbox will be the only console with the adolescent Padawan learner.

Take a look at the totally awesome screenshots, and gawk if you must. Even though Obi-Wan looks a little anorexic below the belt, his character model is decked out with thousands of polys, and his articulation is off the scale. While the screens don't do the environments justice, each area boasts an abundance of ambient life, environmental effects, and animated objects. Seeing the game in action brings back memories of Dark Forces, only on a much larger scale. Since the majority of action is centered on lightsaber play, the default view is third-person, yet if you need to get into Obi-Wan's head, first-person is available, too.

The events in this title are loosely based on Episode I, yet instead of beating a dead horse and trampling on Darth Maul's grave for the billionth time, a mysterious new enemy lurks in the shadows, biding his time, waiting for the perfect moment to strike.

The lightsaber will be the primary weapon, capable of performing a handful of actions, including laser deflection

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** LUCASARTS ■ **DEVELOPER** LUCASARTS
■ **RELEASE** WINTER

One of the many grim environments that await

"Hey baby, don't leave. I meant the good kind of ugly."

Mr. Ed the Funky Homo Sapien

PLAYSTATION 2

THE LOST

THE NETHERWORLD'S NEW MINIONS

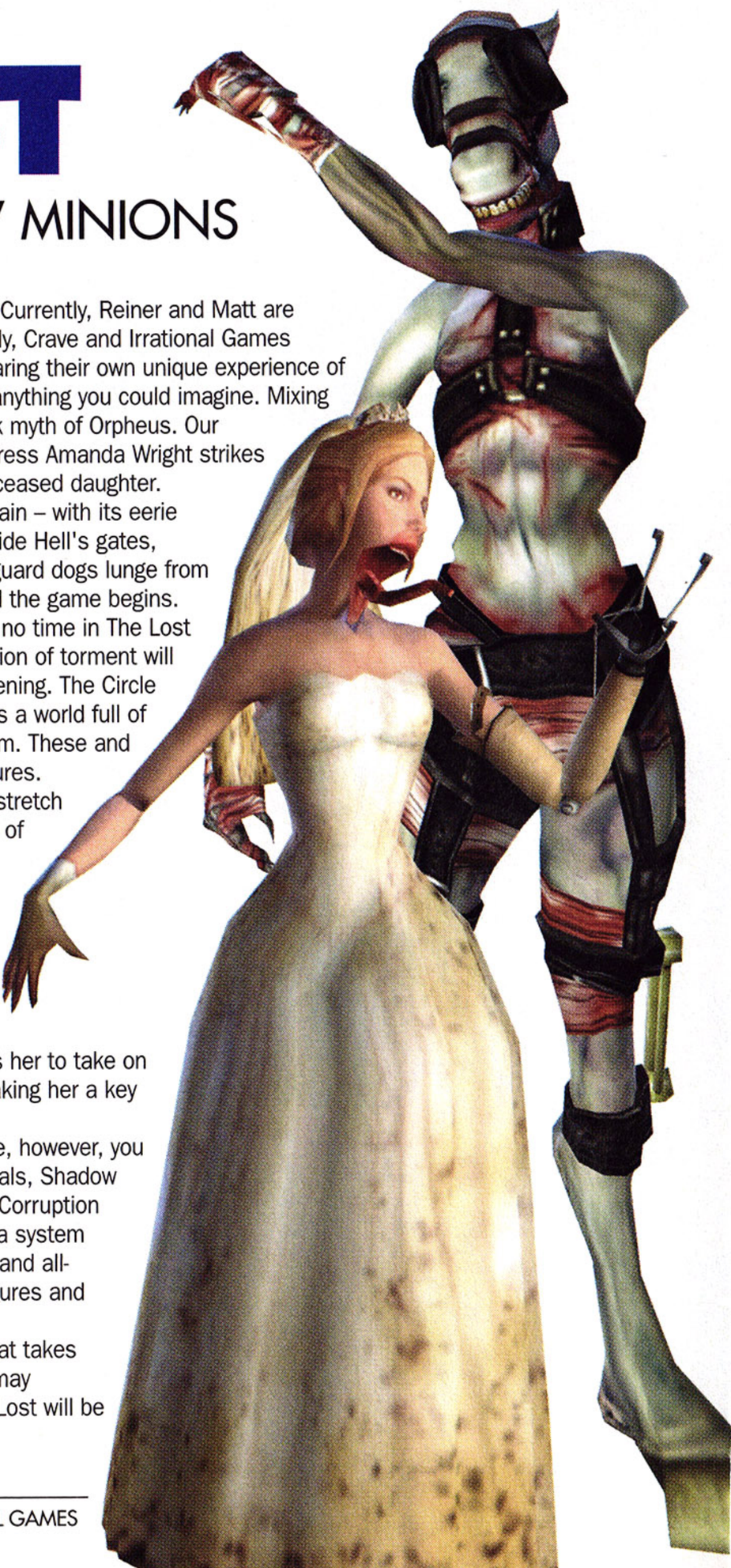
There are many forms of hell in video games. Currently, Reiner and Matt are languishing in the horrors of Illbleed, and it ain't pretty. Conversely, Crave and Irrational Games (minds behind such series as Thief and System Shock) are preparing their own unique experience of the land of the damned, which we can safely say may be unlike anything you could imagine. Mixing classic tales, The Lost touches on Dante's Inferno and the Greek myth of Orpheus. Our journey through the great dark starts when medical student/waitress Amanda Wright strikes a deal with a dubious stranger in order to rescue her recently deceased daughter. Beatrice's only crime in our world was not being baptized. As a train – with its eerie echoes of a concentration camp transport – grinds to a halt outside Hell's gates, Amanda isn't alone in gazing on an all-new abyss. Multi-headed guard dogs lunge from leashes held by stormtroopers, the dark crimson sky churns, and the game begins.

Irrational's head honcho, Ken Levine, told us with pride that at no time in The Lost will you see any lakes of fire or horned demons. The documentation of torment will actually be much more real, and therefore that much more frightening. The Circle of Violence depicts the barren trenches of WWI; Corruption paints a world full of pollution; while Self Hatred traps you in a torturous mental asylum. These and other levels will present disturbing scenery for Amanda's adventures. Included will be mixes of indoor and outdoor scenes, areas that stretch not just horizontally but vertically, creepy sounds, and thousands of polys per character.

Appropriately, our heroine will need more than an apron and a greasy gutburger to defeat Hell's forsaken. The Lost utilizes a persona system, which allows her to change into different forms at will (once they are earned). While these will be necessary in their own ways at various points, the game will let you build your character as you please. As she progresses, Amanda embroils herself with some of the damned, which allows her to take on these personas. This collaboration also enriches the story by making her a key figure in the struggle for power in Hell's halls.

Each form requires lemures or mana to power them. From here, however, you can develop attributes that will activate special abilities: Light heals, Shadow lurks, Instinct begets violence through Amanda's inner fear, and Corruption destroys. Seamless transformations, a clean third-person camera system (with the ability to control it as you like), strafing, over 70 items, and all-around action friendliness augment the development of these figures and make Amanda a powerful force in your hands.

Irrational's modern take on the Inferno is a good move, one that takes imagination to keep it fresh and yet still foreboding. Hell's heat may produce an unquenchable thirst, but at least our interest in The Lost will be slaked this fall.



■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** IRRATIONAL GAMES
■ **DEVELOPER** CRAVE ENTERTAINMENT ■ **RELEASE** 4TH QUARTER

Satan's bouncer likes to get frisky with the guests

"I mean business. See?"

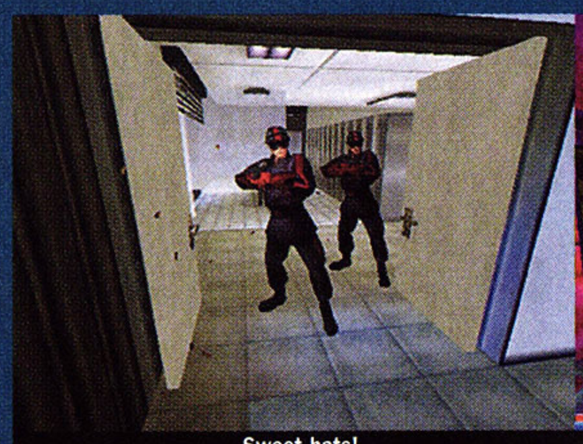
PLAYSTATION 2

NO ONE LIVES FOREVER

DON'T TELL BOB HOPE

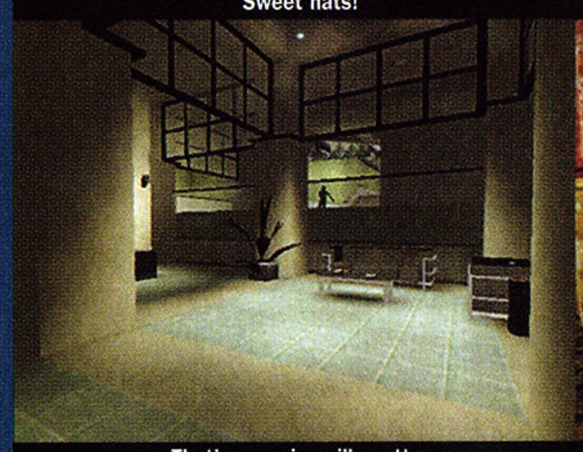
Poor Bob has enough problems of his own. He doesn't need to be reminded that he's old. However, if the Hope-ster played video games, he'd probably like this one. Set against the backdrop of those crazy '60s we've all heard so much about but never experienced, No One Lives Forever takes you on a journey around the world to bust caps while wearing paisley pants. Since Bob (we're on a first name basis) did some of his best work in the '60s, we have a feeling this title would bring back some good memories.

You may remember the PC version of this game. The PS2 incarnation will be very similar to its PC sister, as you will control Cate Archer through 15 missions in locations including Morocco, Germany, the Alps, and the Caribbean. Don't worry, Cate will be wearing plenty of slinky outfits for you to drool over. She'll also be toting some serious firepower – over 25 trinkets will help you eliminate your adversaries. The briefcase rocket launcher will make a repeat appearance in the PS2 offering, as well as exploding lipstick, acid perfume, and the P-421 Canine Persuader. NOLF doesn't take itself too seriously, so don't go into it looking for a military sim. If you're looking for a way to shoot someone for wearing bellbottoms, get your gat on with this one.



Sweet hats!

Love that carpet



That's one nice silhouette

Is that a gun in his hand?

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** FOX INTERACTIVE
■ **DEVELOPER** MONOLITH ■ **RELEASE** 4TH QUARTER

Concept art for Blood Wake or new GI Joe toy?

XBOX

BLOOD WAKE

TO THE HYDROFOIL!

The mid-'90s syndicated television boom spawned a hard-hitting action series called *Thunder In Paradise*. It featured a zany superboat with heavy artillery manned by none other than Hulk "Hopefully Retired From Wrestling Forever" Hogan. Amid cheesy guest star appearances and meaningful life lessons learned, this boat blew crap up. The show's dozens of fans have been waiting for an accurate video game representation of this terror on the high seas. This looks like a job for the power of Xbox.

In Blood Wake, all the ammo you can fit on a boat will be at your disposal. There's no room for life jackets when you've got a few nukes stashed underneath your cooler. Single-player missions send you floating out to battle new-age pirates with some swashbuckling AI captains. No vehicular combat game would be complete without their furious multiplayer, and Blood Wake gives you ten aquatic playgrounds in which to make your friends sleep wit' da fishes.

Sinking enemy vessels (or as Chekov would say, "wessels") isn't your sole directive. Your floating fireworks factory will also be on the defensive in some missions, as you escort ships to exotic ports of call. Other duties include reconnaissance and structure destruction.

Water effects are a good measuring stick of the graphical prowess of your hardware, and Blood Wake's H2O appears realistic enough for hot, bikini-clad babes to lay next to. These calm seas are made even more attractive by rolling waves, realistic fog, rainstorms, and other dynamic weather effects.

I wonder if they're after Steve Borden, aka WCW's Sting?

Fog that actually makes sense

Welcome...to Pagoda Park

■ **STYLE** 1 TO 4-PLAYER ACTION/SHOOTER ■ **PUBLISHER** MICROSOFT
■ **DEVELOPER** STORMFRONT STUDIOS ■ **RELEASE** FALL

PLAYSTATION 2

SHAUN PALMER'S PRO SNOWBOARDER

DORK SHREDS SNOW, GETS GAME

He has more gold around his neck than Mr. T; more sponsorships on his jock than Jeff Gordon has on his car; and more chicks flocking to touch his board than Tommy Lee has grabbing at his drumstick. To say the very least, Shaun Palmer, six-time Winter X gold medalist, kicks major ass. Joining the elite ranks of Tony Hawk, Mat Hoffman, and Kelly Slater (we loved you in *Saved by the Bell*, man), Shaun Palmer will front the winter division of Activision's illustrious Pro sports series.

Instead of entrusting this gargantuan title to a little-known development studio, Activision targeted the top of the digital totem pole and has enlisted UEP Systems, the originator of cool, to handle the development. Not only is UEP faced with the daunting task of creating a game that fits into the Tony Hawk universe, it will also have to, somehow, one-up EA's boarding baby, SSX.

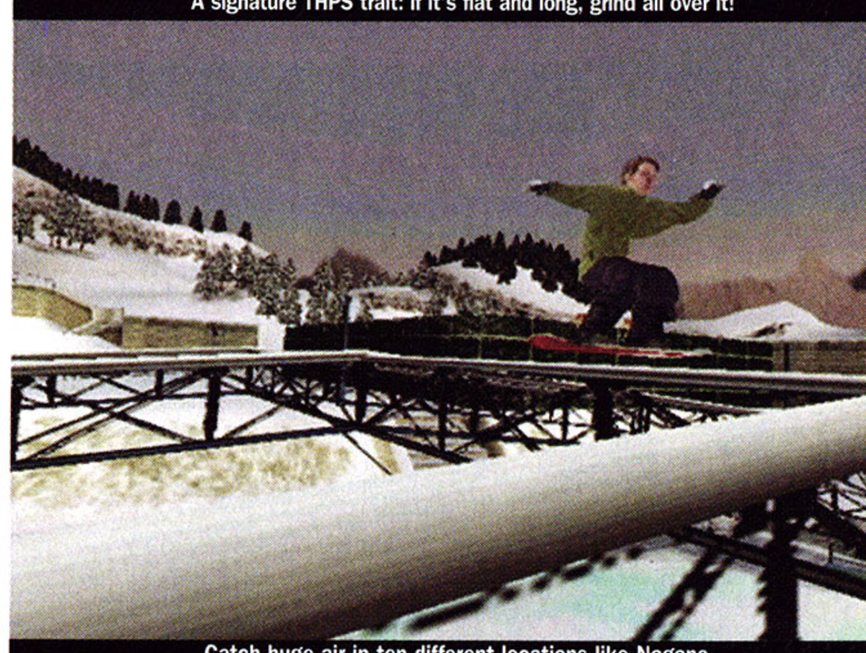
While SSX delivers a fantasy snowboarding experience unlike anything you've seen before, Pro Snowboarder will try to simulate the real deal. Along with the man of the hour, Activision has signed on Jimmy Halopoff (Sweet!), Ross Powers (A must!), Tara Dakides (Rad!), Tommy Czeshin (Wait until you see his special!), Drew Neilson (Awesome!), Shaun White (Killer!), Ingemar Backman (Double awesome!), Markus Hurme (Oh yeah!), and Leslee Olson (Go Leslee! Go Leslee!). Dwarfing the star power a tad, Activision has also gone out of its way to secure ten real-world locations, including Aspen, Mount Hood, Gotcha Glacier, Heavenly, Kirkwood, and Nagano. In these prime destinations you'll have the opportunity to jib on just about every object you desire. This includes ice sculptures, benches, logs, rails, and what have you. Extremists always go to the extreme, and this time you'll pay for it. Let's say you break into a lodge to get some cocoa. Guess what? The cops and locals will chase you. How bunk is that?!

It sounds like a blast doesn't it? Prepare yourself, however, as the best news is yet to come. Since this is a Pro title, Shaun Palmer's game will be equipped with a control schematic similar to Tony Hawk's. This means players can link together hundreds of tricks, and when the special meter is full, perform an awesome move like Shaun's signature Palm Air. Scoring points will, of course, unlock new levels, tricks, snowboarders, equipment, and sponsors. The biggest difference between Pro Skater and Pro Snowboarder is the delivery of play. In Tony Hawk you played the role of a scavenger looking for items. In Pro Snowboarder, similar elements may be found throughout, yet the main goal is to race and climb to the top of the boarder cross ranks.

The screenshots really don't do this game justice. It truly is a beautiful title with incredible snow effects ranging from trails to sprays. We know you're saving your pennies for Tony Hawk 3, and really, we don't blame you; however, you may want to go without eating for a month to save up enough jing for Shaun Palmer's fall release.

You can't call yourself extreme nowadays unless you board with hard nipples

A signature THPS trait: if it's flat and long, grind all over it!

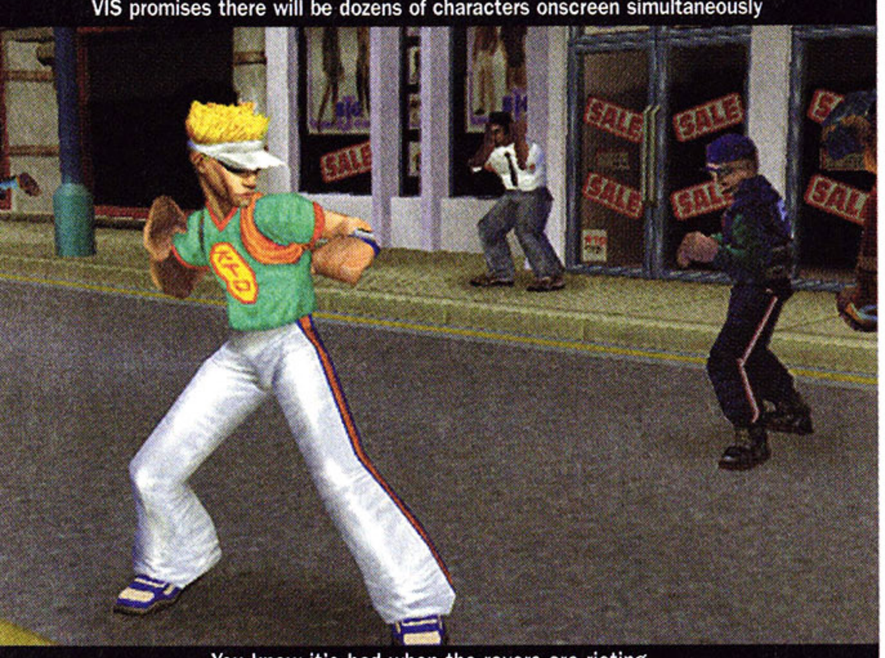


Catch huge air in ten different locations like Nagano, Chamonix, Snowbird, and Aspen

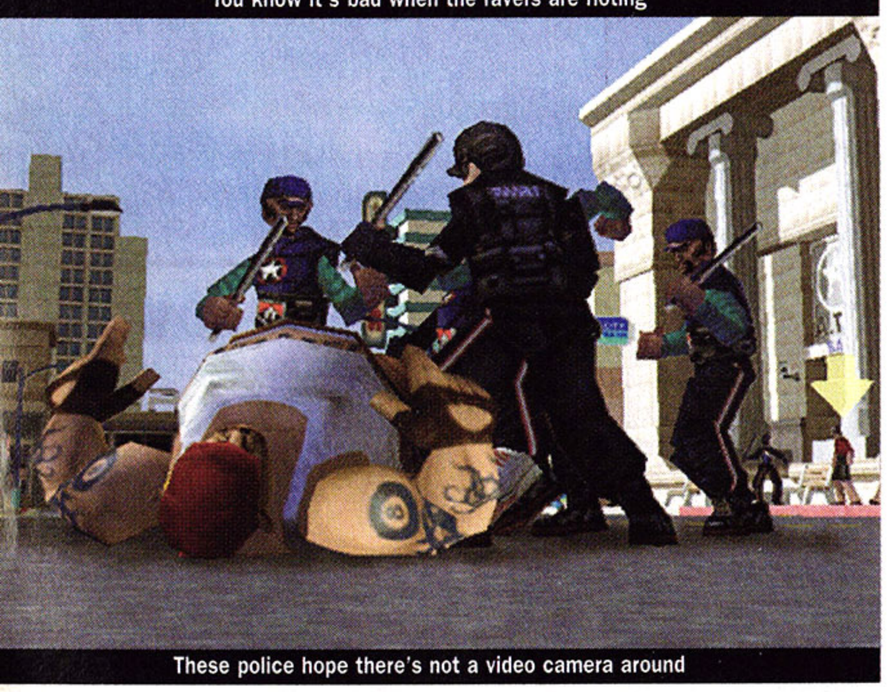
All the boarders feature exclusive trick lists

■ **STYLE** 1 OR 2-PLAYER ACTION/RACING ■ **PUBLISHER** ACTIVISION O2 ■ **DEVELOPER** UEP SYSTEMS ■ **RELEASE** FALL

VIS promises there will be dozens of characters onscreen simultaneously



You know it's bad when the ravers are rioting



These police hope there's not a video camera around

PLAYSTATION 2

STATE OF EMERGENCY

THERE'S A RIOT GOIN' ON

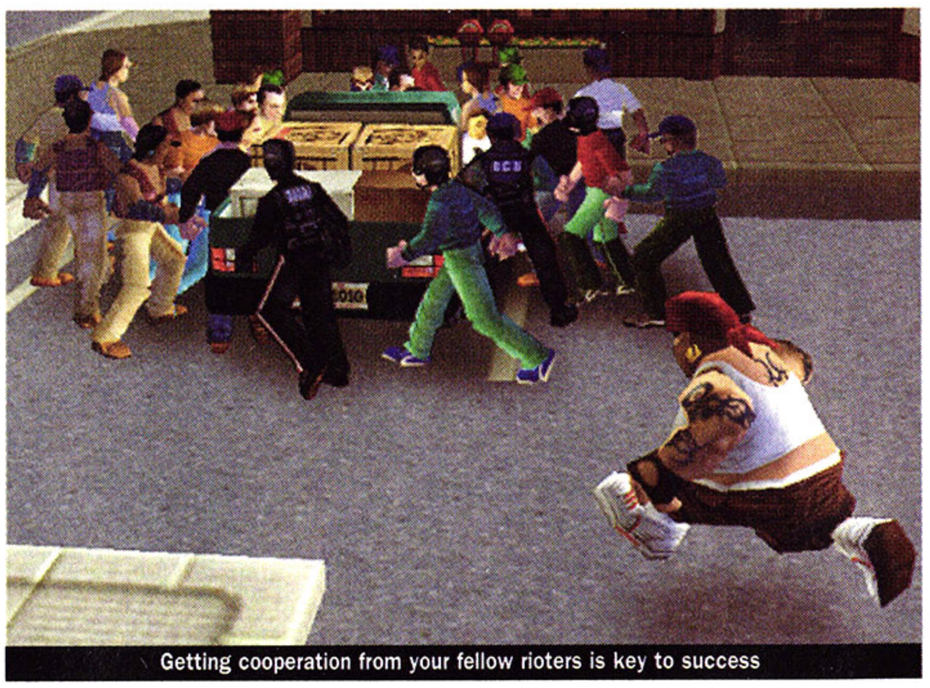
It's been over a decade since Los Angeles burned following the Rodney King verdict, but America's streets are still boiling over with demonstrations and civil unrest. Recently, Cincinnati was rocked with rioting after police shot an unarmed black man. Last year, thousands of union members and counterculture activists gathered in Seattle to protest a meeting of the World Trade Organization. Ripping a page from the headlines, Rockstar is set to release State of Emergency, the first ever urban riot game for the PlayStation 2.

The title is set in the ever-popular "not too distant future," in which the American Trade Organization has declared a state of martial law. Players must take the role of one of a handful of street fightin' men that are determined to stick it to the man by any means necessary. The goal of the player is to create chaos throughout the city, destabilizing the corrupt and oppressive ATO regime. To do this, you must incite your fellow citizens to riot by smashing up the pigs and various storefronts. If they like your style, they just might lend a hand in the revolution. Spanning across four cities that contain over 20 missions each, State of Emergency is going to make the Watts riots look like a campfire sing-a-long.

At its heart, State of Emergency looks to be an old-fashioned brawler in the tradition of the classic 16-bit Streets of Rage series. However, new-school technology has allowed developer VIS to incorporate a tremendous amount of detail in the environment. Every bit of the cityscape from storefronts to street signs can be smashed, bashed, or blown up. Loot stores to obtain new weapons, make your own out of an old pipe, or steal one from a downed officer – it's up to you.

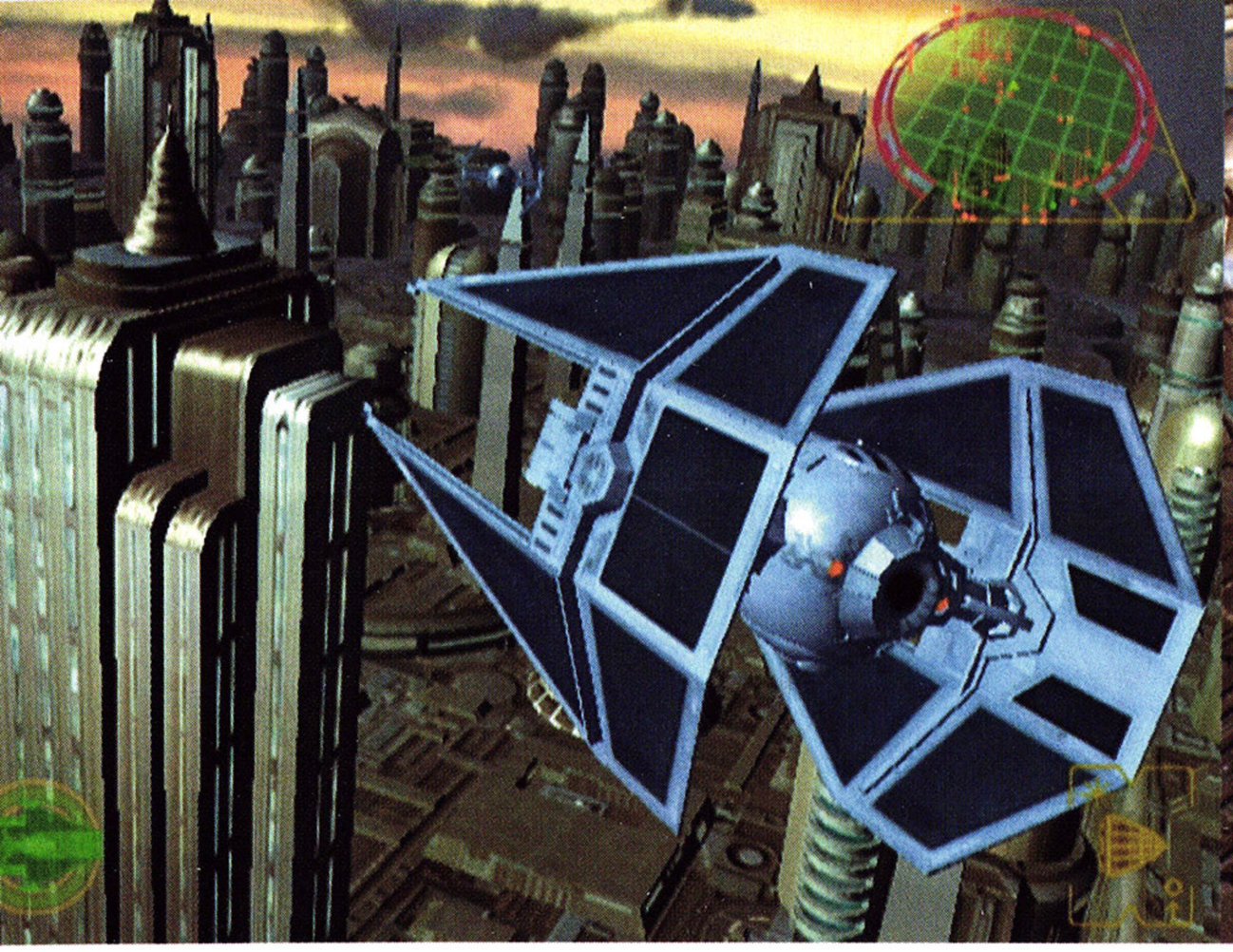
Fighting is always a good time; but the real meat of the experience will come from dealing with the multitudes of your fellow city dwellers that run wild on the mean streets. VIS promises that there will be up to 100 characters onscreen at once, each reacting to events and acting according to their AI. Blow up a building, and some goodie two shoes might rat on you, while others may become your followers. Manipulating the masses to do your destructive bidding is key to success, as you must often get them to destroy specific ATO installations to complete a mission. To make matters even harder, there are cops as well as opportunistic gang members who will make fighting the good fight a difficult task. If you run afoul of one gang member, his buddies will come to administer a beatdown, and will pursue you throughout the game. To get out of a tight spot, it may become necessary to play two gangs off each other to neutralize the threat.

As you can see, State of Emergency is shaping up quite nicely, and should be a controversial (and highly anticipated) PS2 title this fall. It will be interesting to see if VIS can add a new twist to the old beat-em-up formula.



Getting cooperation from your fellow rioters is key to success

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ROCKSTAR GAMES ■ **DEVELOPER** VIS ■ **RELEASE** FALL



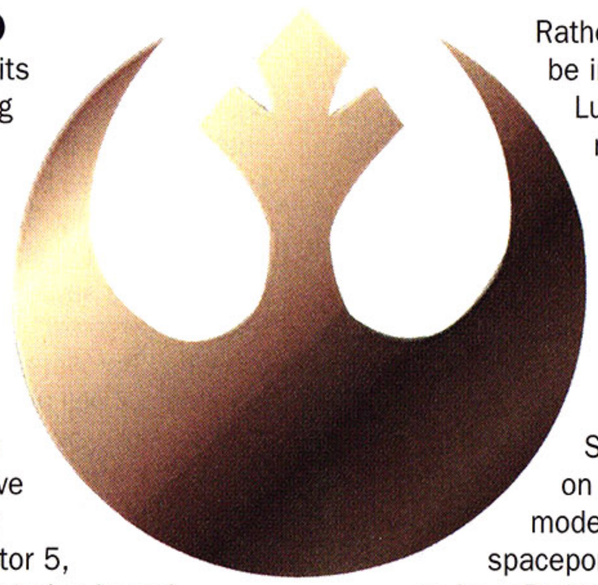
GAMECUBE

STAR WARS: ROGUE LEADER

JUST LIKE SHOOTING WAMP RATS BACK HOME

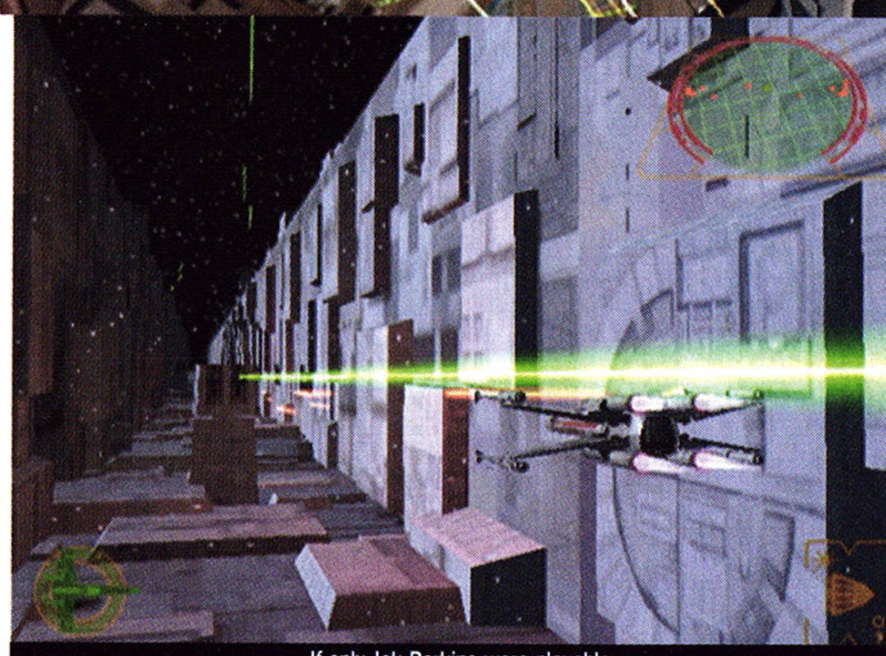
Last year, Nintendo finally pulled the curtain away from its upcoming Gamecube console, letting all who were in attendance at the annual Space World show see what the future held. Along with a handful of product demos, many of which are Miyamoto projects, one American publisher, LucasArts, was invited to showcase what it had in store for Nintendo's forthcoming machine. In the shortest development cycle we've ever heard of, spanning across less than 20 days, famed developer, Factor 5, pieced together a remarkable presentation based on its Rogue Squadron engine. The demo re-created the Death Star run from A New Hope almost identically. The Death Star surface was particularly amazing. All its components consisted of at least 300 polygons, and its textures were in true color at 512x512. On top of these, dozens of X-Wings, and what appeared to be hundreds of TIE Fighters, were clouding the screen. With all this graphical muscle, the game never once slowed from 60 frames per second.

Again, this was only a demo, 20 days of work. On the other hand, at this year's Electronic Entertainment Expo, LucasArts will be showing the true game with over six months of development time behind it. The look, as you can see, is absolutely stunning. Just look at the reflection on the TIE Interceptor and the detailing that went into what appears to be Cloud City or Coruscant. We get shivers just thinking about how this stage will look in action.



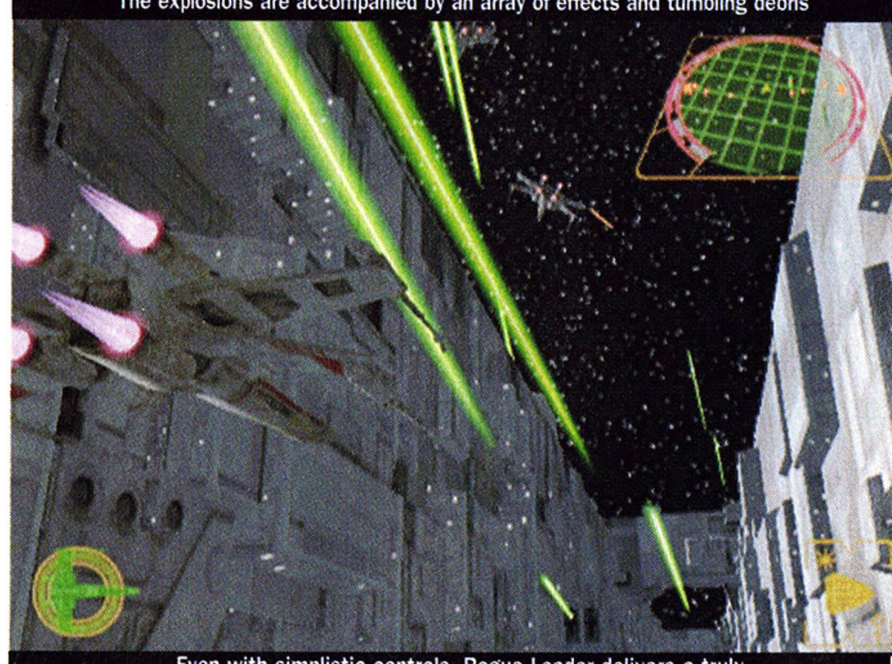
Rather than create a sequel, which would be impossible with the proposed levels, LucasArts is more or less creating a new game based on many of the same stages. Thus the name of the title is Rogue Leader, not Rogue Squadron II. In addition to the Death Star run (a must), the fight against the Galactic Empire spans across Hoth (another no-brainer), Cloud City, Tatooine, and Toshe Station. If you keep your eyes peeled on Tatooine, you'll see highly detailed models of Jabba's Palace, Mos Eisley spaceport, and the remains of what appears to be a Podracing track (the Boonta Eve Classic, perhaps?). You'll also witness killer real-time environmental effects at work. Depending on how much time you spend on this stage, the twin suns will set, shrouding the mission in darkness.

In the ten stages, players will set out to complete a wide array of missions. You may need to rescue a fallen wingman, raid an Imperial bunker, take out swarms of fighters in air-to-air combat, or destroy troops in an air-to-ground melee. The story revolves around Luke Skywalker (why?) and the most underrated Star Wars character of them all, Wedge Antilles (finally!). The vehicles of choice are the X-Wing, A-Wing, and B-Wing. Hmmm...we wonder if we'll see prototypes of the C-, D-, and E-Wing as well? Surely LucasArts won't include the F-Wing...but who knows. Cross those fingers, kids, and marvel at the first actual Gamecube gameplay screenshots one more time!



If only Jek Porkins were playable

The explosions are accompanied by an array of effects and tumbling debris

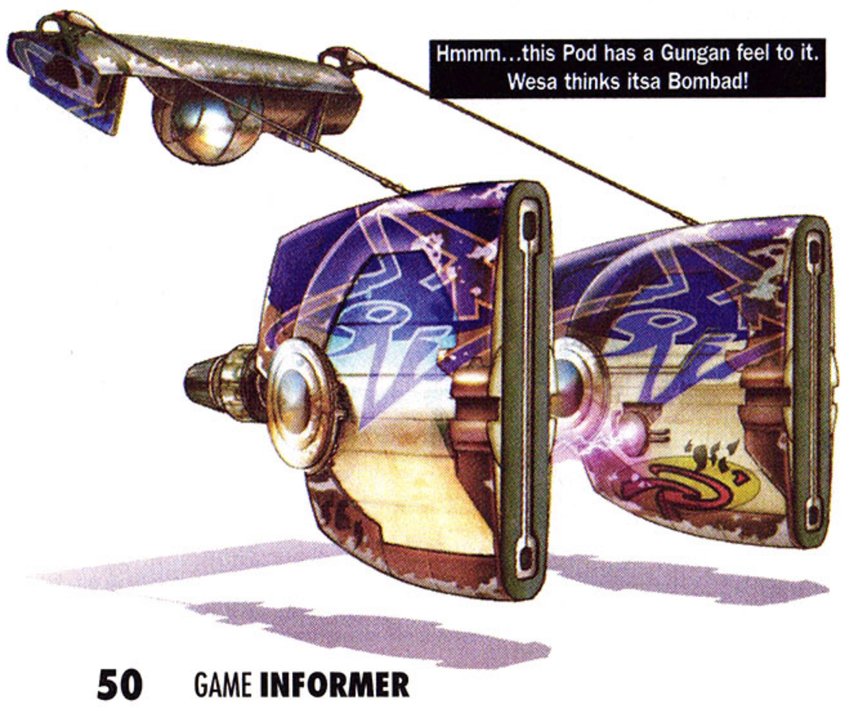


Even with simplistic controls, Rogue Leader delivers a truly remarkable flight simulator experience

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** LUCASARTS ■ **DEVELOPER** FACTOR 5/LUCASARTS ■ **RELEASE** FALL

Keep your eyes peeled for Sebulba's shenanigans on the Boonta Eve Classic race

Sebulba is the greatest! If anyone says otherwise, we'll beat you silly!



Hmmm...this Pod has a Gungan feel to it. Wesa thinks itsa Bombad!

PLAYSTATION 2

STAR WARS: RACER REVENGE

FAST TIMES AT TATOOINE HIGH

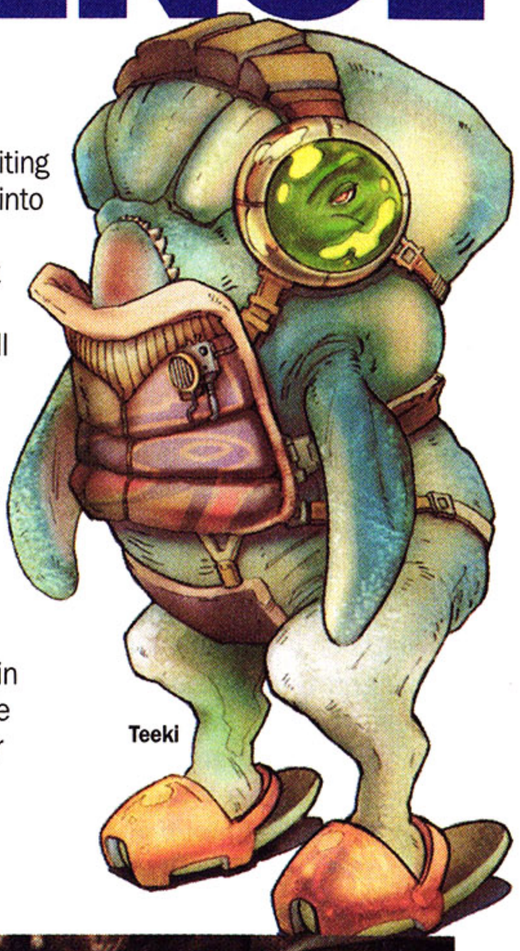
Eight years have passed since Anakin Skywalker defeated Sebulba in the Boonta Eve Classic. Filled with rage, Sebulba is intent on reclaiming his title of Podracing Champion and would like nothing more than to do so against Anakin. Little does Sebulba know that Anakin has matured and his Podracing skills have grown with him. The stage is set for the rematch of the century, and you will determine the outcome of the race. Does the fleshy human win? Or will the Dug exact his revenge?

Now, we know what you must be thinking. "If eight years have passed, that means Anakin is a teenager, just a wee bit younger than he will be in Episode II. So does this game tie into the second film?" From our understanding, no it doesn't, but it may shed some light on what Anakin has been doing in the meantime. Anakin is still justifiably a "good guy," but his racing has escalated and you can clearly see he's much more aggressive than he was. Ah yes...we can already see him slicing Mace Windu's head off and juggling it with his lightsaber. Since his big defeat, Sebulba is more erratic and even craftier than before. He used a flame-thrower as a cheating device in the first race, and we can't wait to see what he tries to sneak by in the second.

If you don't like either of these characters, LucasArts and Racer's new developer, Rainbow Studios (Motocross Madness, ATV Off-Road Fury), have institutionalized over 14 additional characters, a few of which are returning from the previous game. Let's see...that weird alien that smashed into the rock column won't be back, and the twerp who accidentally got sucked into the engine probably won't return either. We're more than certain Gasgano will be included, and it won't be a Podrace without Dud Bolt. You gotta love the Dudster! Along with Tatooine, the nerve-wracking racing will take place on 18 tracks spread across six new planets.

The game really didn't need a boost in difficulty, yet LucasArts insisted on implementing what it so cleverly calls "turbo-charged AI." This time around, you'll never find yourself coasting freely on the track. There will always be someone nearby, just waiting to send your Pod hurling into a canyon wall.

All the tracks will boast new dynamics and obstacles, and the overall game speed has been enhanced. Really, 600 mph was way too slow! As LucasArts says, "This time it's personal!" If we know the Star Wars fans out there as well as we think we do – you know, those guys who sit back in bed thinking abut Episode II for hours on end – their fingers are callused and their wrists are in prime racing condition!



Teeki

Across the six new worlds, 18 harrowing tracks await

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** LUCASARTS ■ **DEVELOPER** RAINBOW STUDIOS/LUCASARTS
■ **RELEASE** WINTER

PLAYSTATION 2

DARK CLOUD

ROGER THE SHRUBBER

Sony's lack of decent first-party support for the PlayStation 2 started off, appropriately enough, on a Sony sidestreet at last year's E3. With Gran Turismo 2000 (sorry, GT 3) still a ways off, GI first got a crack at playing Dark Cloud at the company's convention party. Standing in a back alley next to Fantavision, we were clueless as to DC's intent as we ran around a dusty town with no motive in sight.

Fast forward a year, and your mamma would be called worse things than ugly if you were to pass up Dark Cloud for the fizzled fireworks of Fantavision. Deep and intruiging, the game succeeds in bringing you RPG choices mixed with hybrids of other genres. As a young man named Toan, you must use DC's Sim City-esque Georama feature to rebuild the lands of the Western Continent in a bid to stop the evil unleashed by Colonel Flag and his forces from the East.

There are two divisions within Dark Cloud's world: above and below. Down in the dungeons of the planet is where you must battle foes and retrieve pieces of your world which have been sealed in magical spheres. From here you must return to the surface and set about rebuilding the structures of your village and its inhabitants as days pass in real-time. How exactly you do this and how you satisfy the needs of your compatriots are key to how the story will unfold. While Dark Cloud doesn't contain the intricacies of the Sim genre, it's a welcome twist to the standard console form.

In its action incarnation, the title serves RPG fans by offering a wealth of weapon customization and upgrade possibilities. While navigating through dungeons (which randomly reconfigure themselves when you leave) in search of pieces of your world, you'll be attaching gems to your weapons and working them on the backs of beasts to achieve a Status Break. From here you can fuse the weapon into another in order to allow this new hybrid blade to complete special attacks. In the meantime, Toan (and up to five other playable characters) will have to contend with not only the standard health bar, but staying hydrated and making sure weapons don't break through use.

Fights occur in real-time, and allow you a selection of special and combo moves. The only problem here being the targeting system and camerawork (third-person) don't always work together effectively. Moreover, Dark Cloud (at least a couple hours in) seems to lack imagination in its levels, with monsters merely standing around in caverns. To break this up, however, the title does deliver Event Battles, where the form of combat will switch to timing exercises, like in a music game.

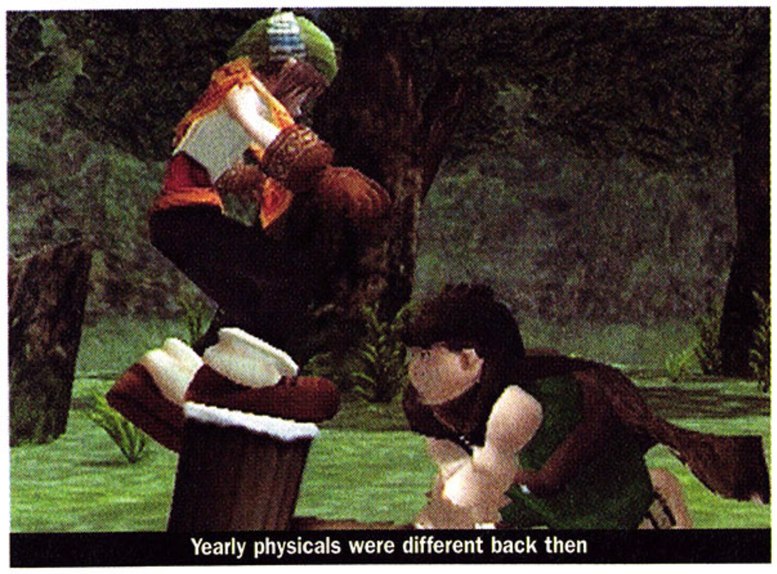
With Sony promising more features for the US edition of Dark Cloud, it looks like we're gonna get a few hopeful genre additions to bolster the PS2 – except racing-sim thrills. That will have to wait until summer...

Rebuild your world with the Georama feature

Event Battles offer something new

Is this the end for our brave hero?

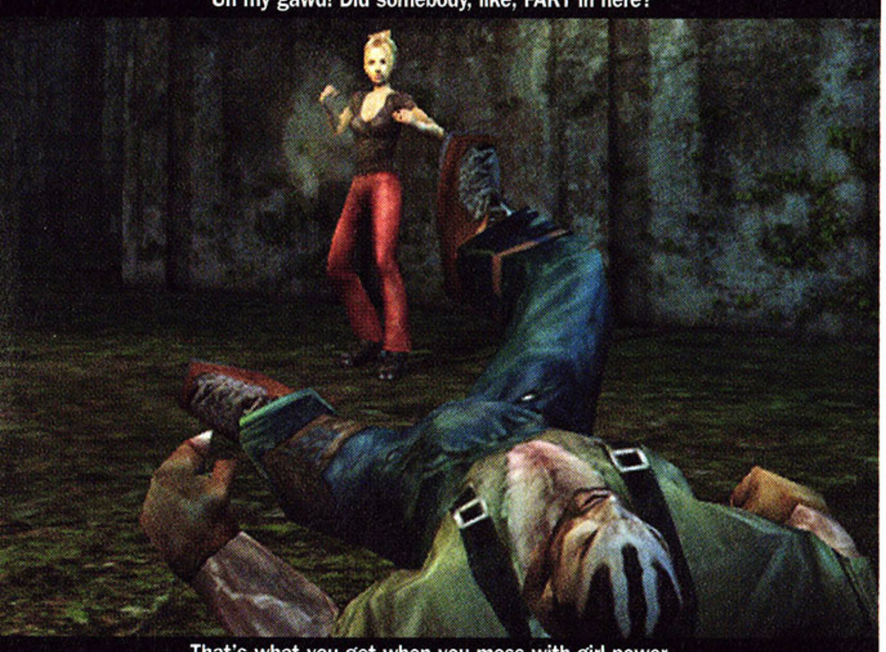
■ **STYLE** 1-PLAYER ACTION/RPG ■ **PUBLISHER** SONY ■ **DEVELOPER** SONY COMPUTER ENTERTAINMENT JAPAN
■ **RELEASE** MAY 31



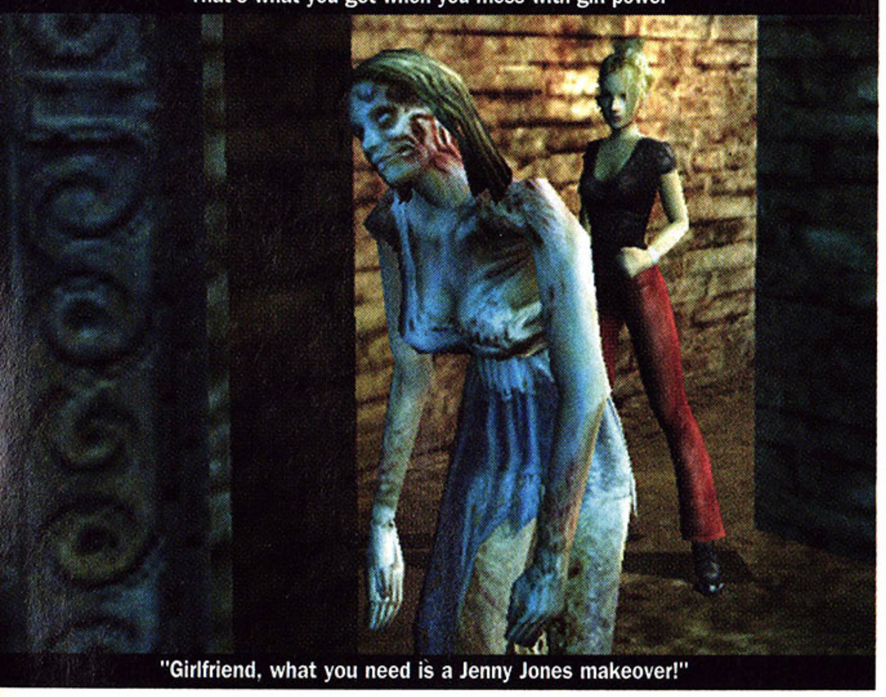
Yearly physicals were different back then

The Post-McDonald's Reforestation Project

"Uh my gawd! Did somebody, like, FART in here?"



That's what you get when you mess with girl power



"Girlfriend, what you need is a Jenny Jones makeover!"

PLAYSTATION 2/XBOX/PC

BUFFY THE VAMPIRE SLAYER

WE'RE JUST GLAD SHE'S NOT CHANGING HER NAME TO B. DIDDY!

Although it's been a big hitter in the WB Network's lineup, Buffy the Vampire Slayer is actually produced by Fox, and recent rumors suggest that it might be making a migration to the Fox Network. One thing is certain – Buffy's video game incarnation is coming out under the venerable Fox Interactive banner. Given that the WB won't reap the benefits of Buffy's polgonal adventures, perhaps the fledgling network should look to its own stable of highly prized properties to create a little video game magic. How about Gilmore Girls? Jamie Foxx? The legendary Steve Harvey? Can you say "bling bling?"

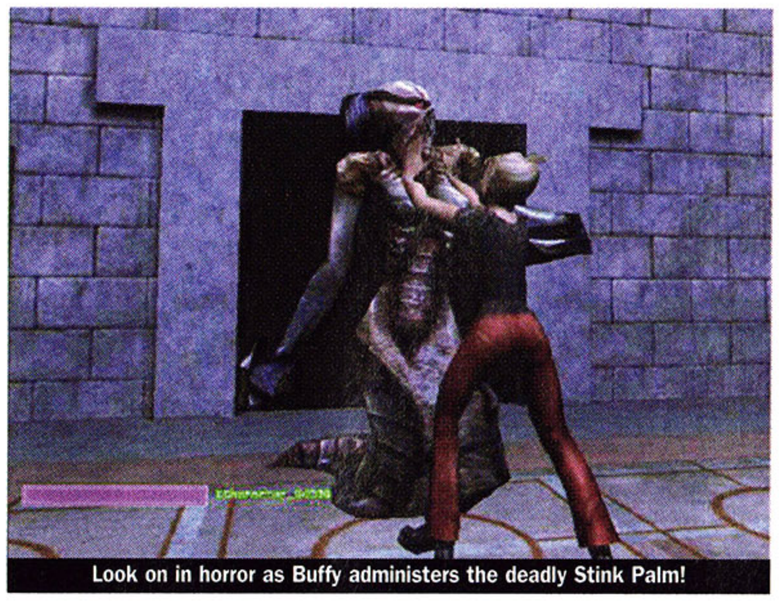
Based on the screens we've seen so far, Buffy the Vampire Slayer is looking extremely impressive. So good, in fact, we're increasingly hopeful that the game will distinguish itself from the scores of derivative licensed-based games released each year.

For those of you unfamiliar with foxy Sarah Michelle Gellar and the popular TV series, the game will introduce newcomers to the lore of the Buffy universe. You see, there were once demons that walked among us mortals here on Earth. As time passed, humans came to dominate the planet, forcing the demons back into the pits of Hell. Of course, they've now decided to come back to seek revenge, and it's up to plucky Buffy and her pals to save the day. There's a bunch of other stuff that figures into this as well, but let's just say that if you've ever seen a teen horror movie in your life, you'll probably pick up on things pretty quickly.

The game will feature many famous settings from the television show, including Sunnyvale High School, the cemetery, the library, and The Bronze Nightclub. Of course, Buffy won't be swinging solo, as the whole cast of the show is along for the fun. Xander, Willow, Cordelia, Giles, and even hunky Angel (hubba hubba) will make appearances.

The game is a 3D free-roaming action/adventure title, with a combat system that allows for elaborate countermoves and a wide variety of fighting techniques. Buffy will be equipped with a number of abilities, ranging from gymnastic moves to martial arts to her special Slayer Sense. As you can see, the game looks absolutely gorgeous, and should be even more impressive once all the planned creature-morphing and spell-casting effects are added to the mix.

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** FOX INTERACTIVE ■ **DEVELOPER** THE COLLECTIVE ■ **RELEASE** TBA



Look on in horror as Buffy administers the deadly Stink Palm!

Buffy is, like, totally awesome at karate and stuff!

PLAYSTATION 2

DEVIL MAY CRY

AND GOD MAY SMILE

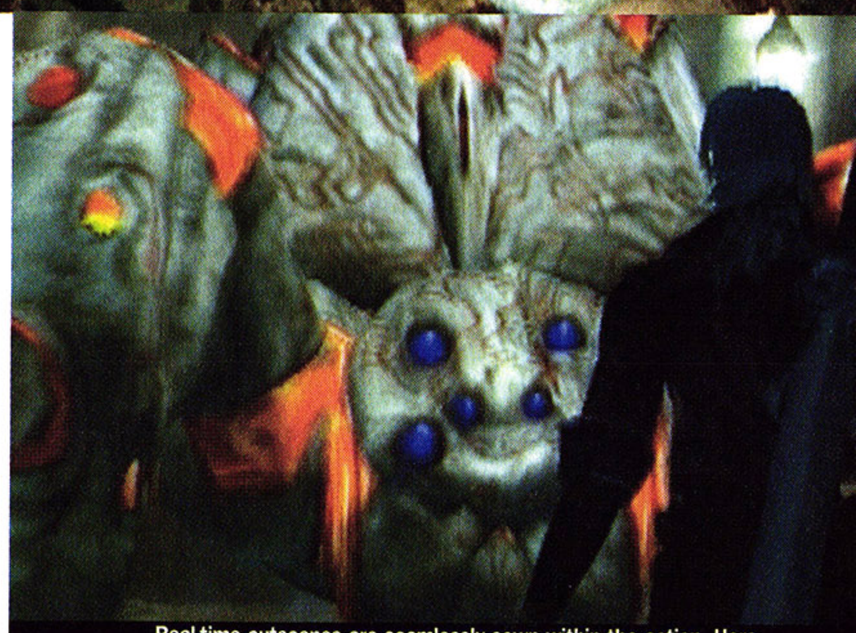
Everyone who has had the rare opportunity to see Shinji Mikami's next entry into the macabre world of survival horror has had one thing to say: "This is what a three-dimensional Castlevania should be like." On a recent trip to Capcom's North American headquarters, Senior Associate Editor Andrew Reiner (aka Reiner) also received a special presentation of what Capcom is counting on to be the big hit of the upcoming holiday season. After soaking in the beautiful and visceral gameplay, Reiner remarked, "I could hardly contain myself, and I have to say, I'm more excited about this title than I am about Metal Gear Solid 2." Big praise indeed for a game that still has half a year of development time left.

Rather than keep gamers in the dark until its winter release, Capcom is including a playable demo of Devil May Cry within the Resident Evil Code: Veronica X casing. The demo is approximately ten minutes long, spanning across a dozen rooms. In this prelude of things to come, players assume the identity of Dante, a human/demon hybrid with amazing agility and unparalleled combat skills. The game begins with two steel doors swinging open, revealing a worrisome Dante and a blond female accomplice. Before we find out who his friend is, she runs ahead, says, "The castle is above this cliff. Come on! Let's go!" She then leaps 30 feet into the air and onto a cliff. Rather than follow, Dante navigates a winding rock stairway up to the castle's door. Once inside, the main lobby plays the role of a training ground. As you'll soon find out, the controls are pieced together brilliantly. Along with the ability to jump to the sides (à la Lara Croft), Dante can leap into the air, then bounce off a wall or pillar to fling himself higher – a double jump of sorts. He can also pull himself up onto ledges and casually leap over a balcony to drop to a lower level. For Resident Evil fans, this is a drastic change in the character control.

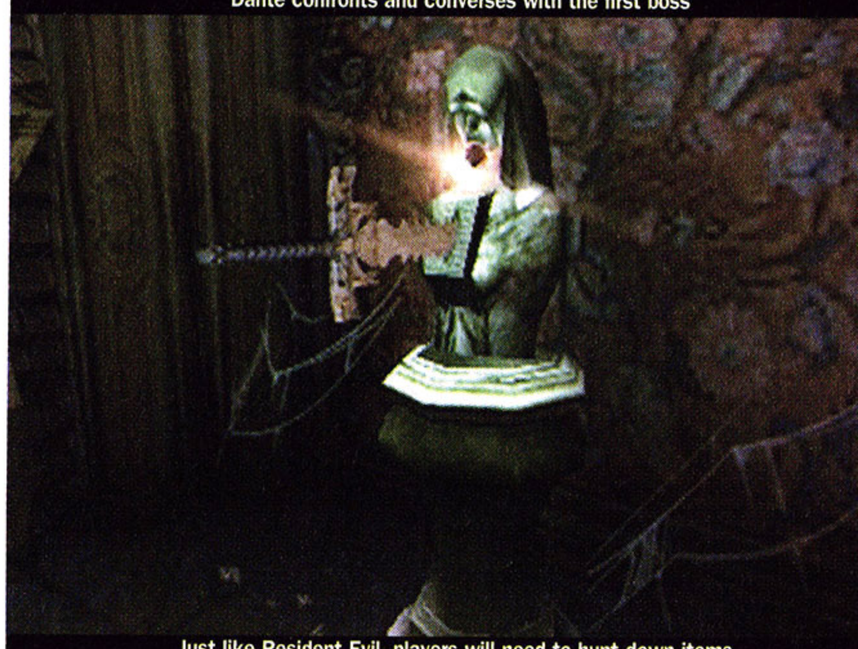
Sticking with the guns that made the Resident Evil series so popular, the action is as explosive as ever. Dante wields not only a lengthy sword, but firearms as well. Instead of simply hacking and slashing, players have the ability to perform a wide variety of moves with each weapon. When you approach an enemy, Dante locks onto their location and he'll stay glued to them even if they take to the air. The most devastating move in the game, at this point, is a combo where Dante launches the opponent into the air with his sword, then before they land, pulls out his double pistols and fills them full of lead. Juggling with gunshots, you gotta love it!

Since he is part demon, Dante can also transform into a hideous winged beast that rains lightning down upon his foes from a high perch. This transformation is extremely powerful, yet is limited to about five or six seconds of use.

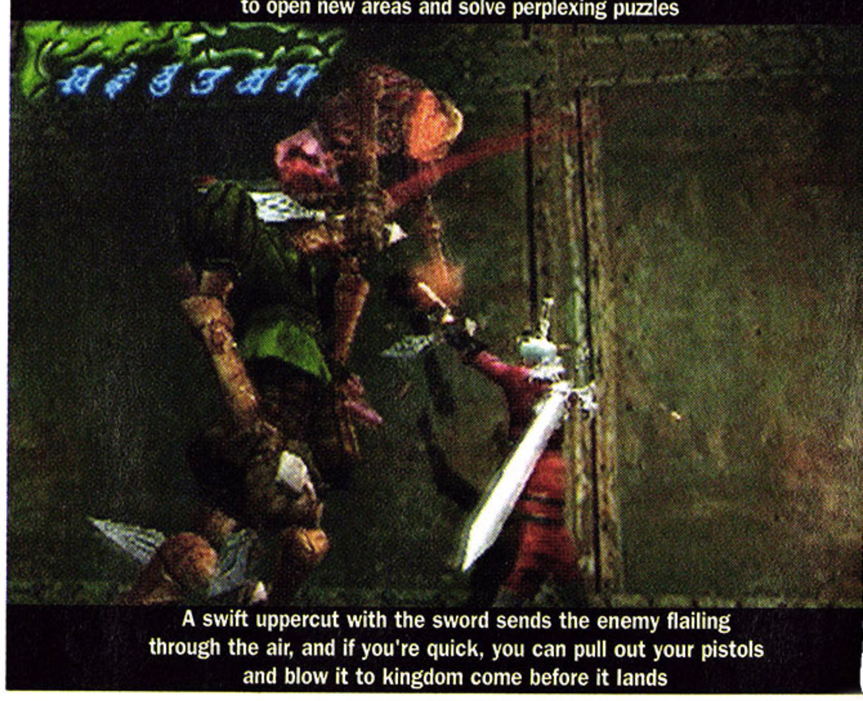
Most gamers are eagerly anticipating the return of Resident Evil, but from what we hear, it'll be a lengthy wait for the first original PS2 installment. Nevertheless, we believe all inquiries as to Jill's whereabouts will be hushed when this game hits the streets.



Real-time cutscenes are seamlessly sewn within the action. Here, Dante confronts and converses with the first boss



Just like Resident Evil, players will need to hunt down items to open new areas and solve perplexing puzzles



A swift uppercut with the sword sends the enemy flailing through the air, and if you're quick, you can pull out your pistols and blow it to kingdom come before it lands

Dante's movements are very fluid, allowing players to flip out of the way and strafe when locked onto an enemy

Survival horror's move to 3D is accompanied by stunning environments and cinematic camera angles

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM ■ **RELEASE** DECEMBER

That enormous hand on the right, coupled with the giant shadow, could be good (but it probably isn't)

Nowadays, you can't teleport anywhere without getting jumped

This could end badly

PC

BALDUR'S GATE II: THRONE OF BHAAL

LET THE SLEEPLESS NIGHTS BEGIN (AGAIN)...

Oh dang, darn, and shucks! How are any of us supposed to get any work done with a game like this on the shelves? Do you have any idea how many hours of gameplay are going to be added on to the already enormous amount planted in BG2? Do you even have half a clue what the experience cap will be like? Of course you don't! That's why you're reading this. Prepare yourself for a game that will dominate your life even more than its vaunted predecessors.

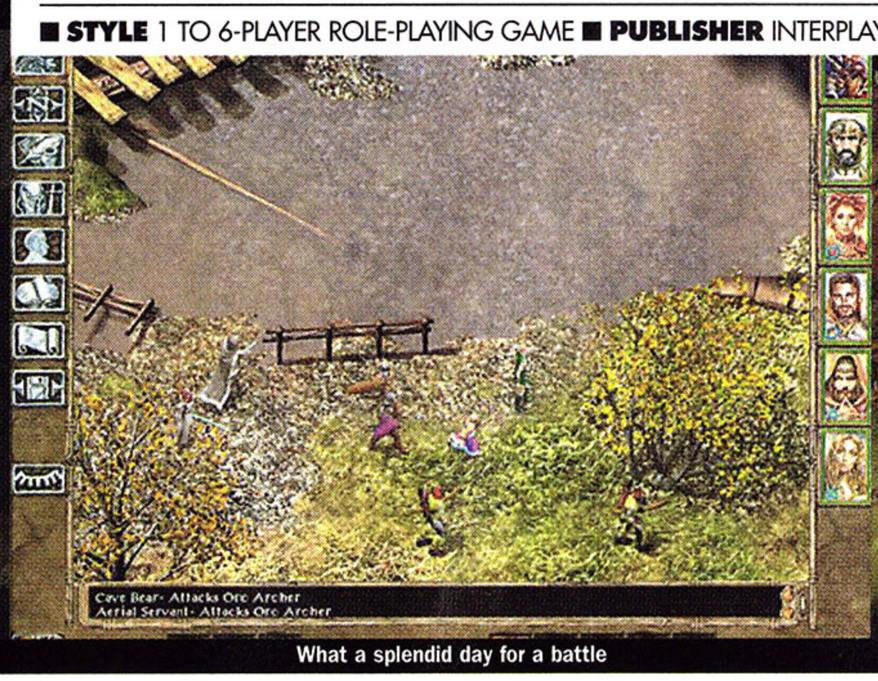
BioWare may give you 200 hours of gameplay for BG2, but it knows you're coming back for more. The company also knows that to follow up a blockbuster hit like BG2 is a massive and daunting undertaking. From what we've seen, Throne of Bhaal will not disappoint. In fact, we have a feeling the expansion itself will contain close to, if not more than, 50 hours of play. Music to your ears, right?

This will be the conclusion of the series, as all the questions pertaining to your powers will be answered. Keeping with previous standards, Throne of Bhaal will allow you to import your party from BG2, and continue your adventures as the child of Bhaal. The experience cap will be set to roughly 40th level – 8 million experience points. No, that is not a misprint. If you feel like playing until your eyes glaze over, well, the game will reward you for it. BioWare is expecting most players to reach somewhere around level 30 (5 million points). All you diehard fans can adventure to your heart's content and know that you can always go farther if you want to.

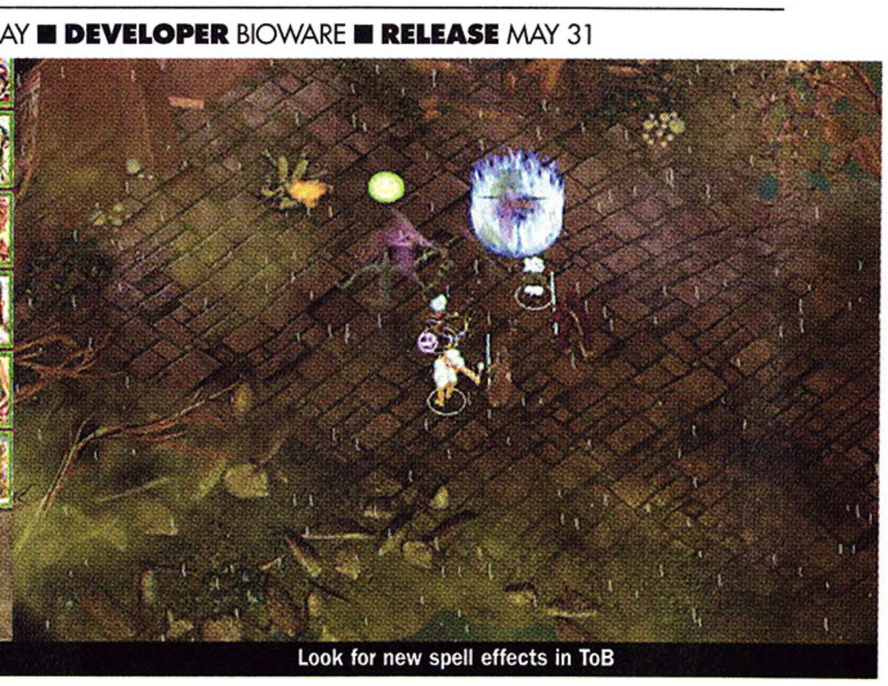
Throne of Bhaal will give you plenty of opportunity to explore. A full 70 new areas will be included in this expansion, as well as the new dungeon, Watcher's Keep. This will be no ordinary dungeon, and will likely demand the best gameplay you can offer to defeat it. If your party is less than 14th level (it shouldn't be if you've completed BG2), you're probably done for from the get-go. Fear not! You'll be able to start anew with a party boasting enough experience to make things interesting for you. Don't worry about new items, either – there are over 100 awaiting your discovery.

Ninth level spells will be available – that probably just put a big ol' grin on your face. We are very curious how the Wish spell will work. Yes, it will be included. Of course, with all these new spells and abilities come enemies that will slice and dice you six ways from Sunday. It won't be a walk in the park, but you'll have a new character kit to help you out – the Wild Mage. They're powerful, unpredictable folk whose casting doesn't always work as planned. If you want to know more about the Wild Mage, you'll just have to roll one up for yourself. You can bet your bottom dollar we will. Look for a late spring release for this final installment in the Baldur's saga. You may want to reserve a copy now – they're going to go fast.

■ **STYLE** 1 TO 6-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** INTERPLAY ■ **DEVELOPER** BIOWARE ■ **RELEASE** MAY 31



What a splendid day for a battle



Look for new spell effects in ToB

PLAYSTATION 2

SLED STORM 2

THE PRODIGAL SLED RETURNS

Before Sled Storm, the mere thought of a game based around snowmobile racing inspired little more than titters from the video game community. Really, the sport's popularity is slightly below that of lumberjack competitions and cricket, and its sole practitioners are inbred yokels that inhabit the arctic nether regions of frozen Midwest hellholes like Michigan and (gasp!) Minnesota. Sure, there had been a few marginally successful snowmobile titles released for the PC, but conventional wisdom suggested that frozen racing had no place on the console scene. Despite the skepticism, the usually timid Electronic Arts threw caution to the wind and released Sled Storm in the fall of 1999. The game shattered our preconceptions, bringing harried snowbound racing alive to brilliant effect. Much like Wave Race 64 defined jet ski racing as a genre, so Sled Storm made speeding through glacial gorges a viable alternative to more traditional blacktop-based racers.

As early as last year's E3, word on the street had it that EA was planning a PlayStation 2 sequel to Sled Storm. These whispers were confirmed when we saw movies of Sled Storm 2 being shown on a screen at EA's booth; sandwiched between clips of PS2 versions of Road Rash and The World Is Not Enough. Then, like the other two aforementioned titles, Sled Storm 2 disappeared from view, causing many to believe it had been cancelled. After many frozen tears were shed, our cold hearts eventually accepted this as fact, and we bid farewell to this beloved franchise forever.

Then one day, the doorbell rang, and we discovered that a basket containing a disc of brand new screenshots of Sled Storm 2 had been left on our doorstep. In addition to these awesome visuals, the mysterious interlopers had also left some juicy details regarding the gameplay of this white-hot PS2 super-sequel.

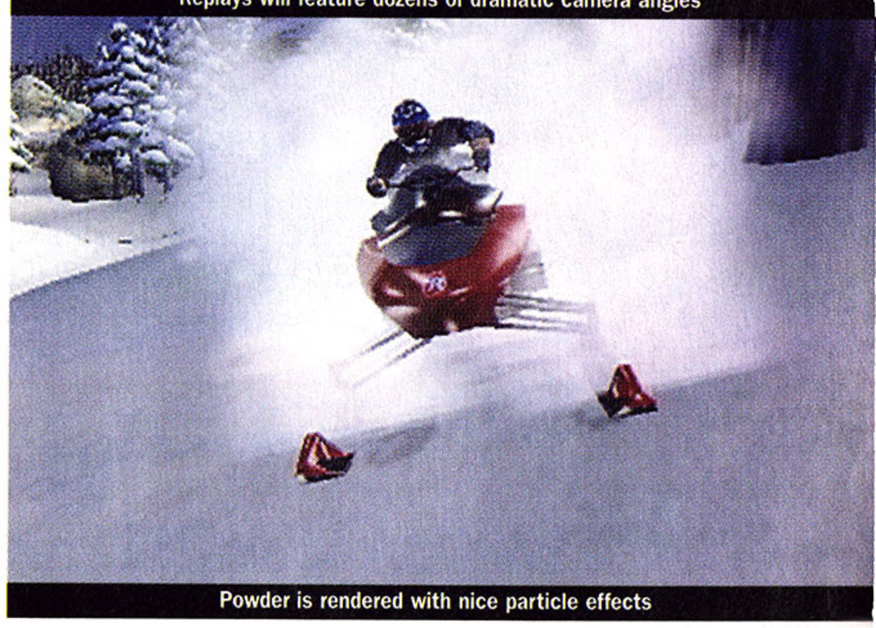
Sled Storm 2 will feature 12 gargantuan tracks, each of which contains many shortcuts and hidden routes. In fact, many of the alternate tracks will require the players to smash their way through buildings or over backyard decks. To add to the variety, there will be six different racers to choose from, each with their own strengths and weaknesses. As before, a four-player split-screen multiplayer mode will allow you to go toe to toe with your buds to see who is the Jeff "Sweetmeat" Gordon of the tundra.

In an exciting twist, gameplay will be reinvented through the use of the S.T.O.R.M. meter. When maxed out, this gauge, which builds when players smash through objects in the environment, allows players to bust mind-blowing stunts like barrel rolls and 360s. All told, there will be over 30 different tricks implemented in the game. Eat your heart out, Tony Hawk! If our instincts are correct, Sled Storm 2 might be the only reason to look forward to winter.

Features the patented Ease of Play system to ensure a smooth learning curve and intuitive control

Screw the Xbox, check out the power of the PS2 in this lovely screen!

Replays will feature dozens of dramatic camera angles



Powder is rendered with nice particle effects

■ **STYLE** 1 TO 4-PLAYER RACING ■ **PUBLISHER** EA BIG ■ **DEVELOPER** EA SPORTS CANADA ■ **RELEASE** WINTER

DREAMCAST

CRAZY TAXI 2

TAXICAB CONFESSIONS

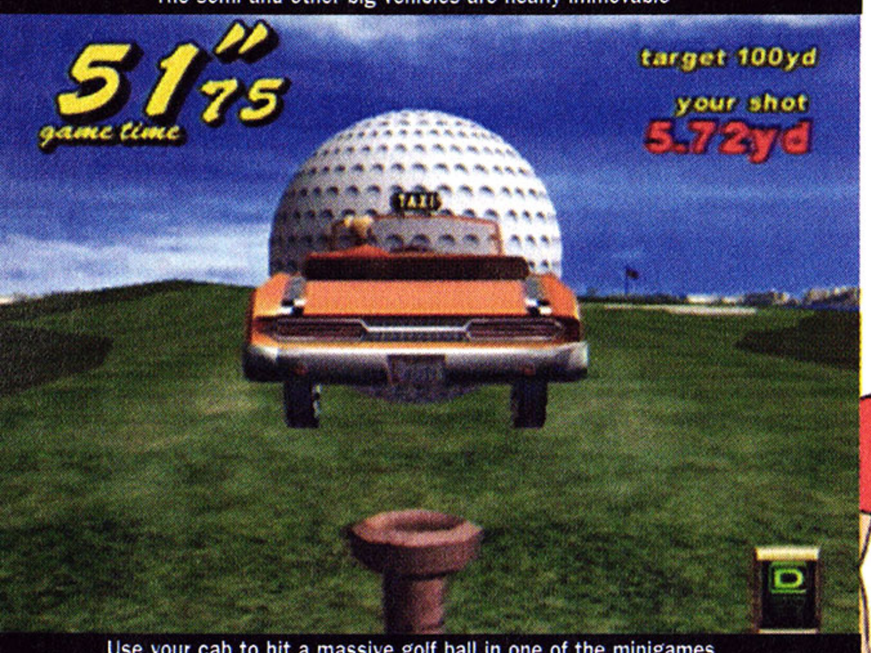
Last year's Crazy Taxi was without a doubt the upper echelon of Dreamcast gaming. It sold well enough to become an All Star title, and was even voted Best Dreamcast Racer by this fine publication. Sega looks to keep the glorification of this modest profession alive with a sequel, to be known to the world as Crazy Taxi 2.

Four new cabbies take to the streets of this New York–themed environment. Slash is a peroxide prettyboy. Iceman is a death-metal dude. Cinnamon is a cutie who rocks rough and stuff with her afro puffs. Hot-D is a dirty old man who doesn't like wearing socks. The city where these misfits ply their craft is totally different from the place Axel and company called home in Crazy Taxi. Instead of KFC, Tower Records, and The Original Levi's Shop, Crazy Taxi 2 uses destinations like Burger King, The Gap, and Hard Rock Café. There are countless other locales, and the city itself is replete with skyscrapers, making it look more like a highly populated area. Like most metropolises, one-way streets will serve to confuse you, and bring you head-to-head with oncoming motorists. The AI of other vehicles has been made much more realistic in Crazy Taxi 2. Opposing cabs and passenger cars will pose little threat to your hell-bent beater. However, semis and buses will barely feel the impact of your bumper on their heavy frames. Each driver's car is equipped with a new hop move to evade traffic. Unlike most maneuvers in the original game, this requires one simple button press. Another addition is a seemingly roomier back seat, because you can take up to four fares at once. Scores of punkers, pimps, and cheerleaders will occupy your ride, each desiring a different destination. You'll also receive crazy bonuses multiplied by the amount of passengers. Score!

When the hardships of work get you down, relax with a plethora of minigames. The Crazy Pyramid gives you a list of stages, each with their own objectives. Complete two, and one more pops up; hence the pyramid term. Missions include leaping into a golf ball to send it over 100 yards, traversing rooftops, and doing an Olympic-style triple jump.

At first glance, Crazy Taxi 2 may seem like a stereotypical sequel, but much more lies beneath. While not taking the drastic jump that Driver 2 did for its respective sequel, this new Crazy Taxi offers added replay value, which is something a game can never have too much of.

The semi and other big vehicles are nearly immovable

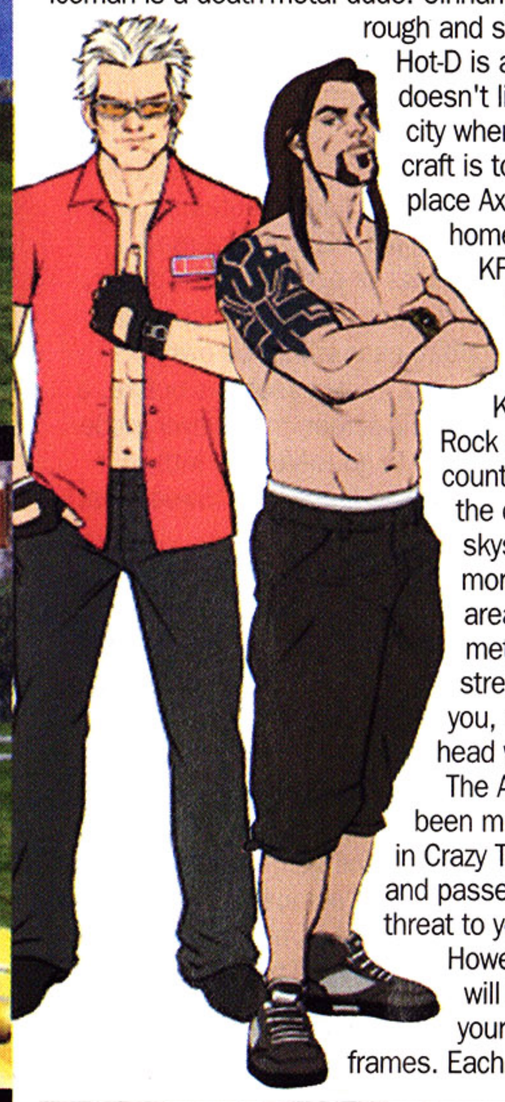


Use your cab to hit a massive golf ball in one of the minigames

You gotta be hurting for cash to pick up a bunch of mimes

Crazy Taxi 2's city is vast and varied

Take time out for a free car wash



■ **STYLE** 1-PLAYER RACING ■ **PUBLISHER** SEGA ■ **DEVELOPER** SEGA ■ **RELEASE** MAY 29

PLAYSTATION

SPIDER-MAN 2: ENTER ELECTRO

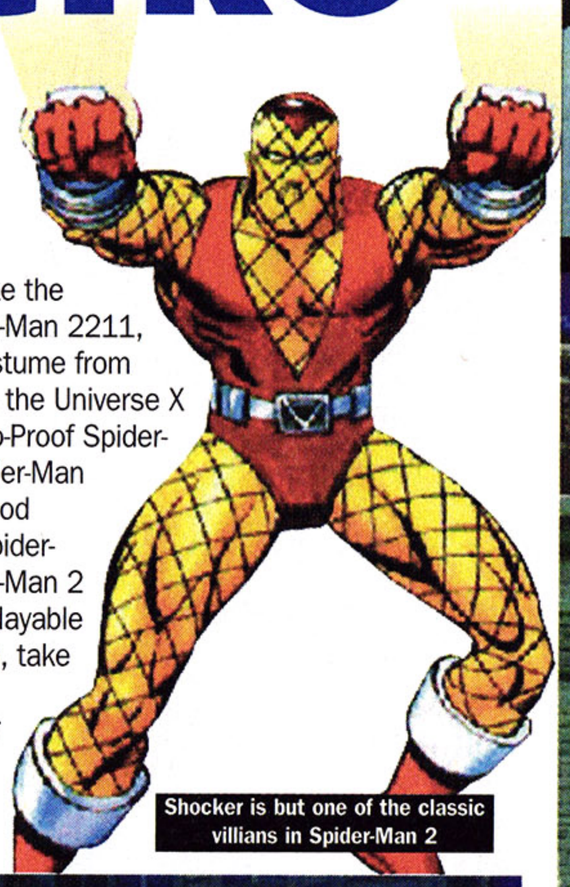
SPIDER MAN WAHOO!!! (PART 2!)

So far, the new millennium has been kind to Marvel's legendary arachnid, as Spider-Man fever is spreading across the globe as quickly as foot-and-mouth disease. After watching idly as Batman and the X-Men went mainstream with highly successful movies, Spidey is readying an assault on American popular culture with the highly anticipated Spider-Man motion picture (set to release on May 3, 2002), Marvel's wonderful new Ultimate Spider-Man comic series, and a host of Activision-published Spider-Man games for almost every system imaginable.

In his last PlayStation adventure, Spider-Man battled such famous foes as Venom, Scorpion, Carnage, and Dr. Octopus. While we suspect that Spider-Man 2 will feature numerous characters from the series' rich history, we have confirmed that two of Spider-Man's enemies will be Electro and Shocker. These highly charged supervillains have apparently joined forces to destroy New York City by creating a storm of electrical chaos. Of course, Spider-Man (and perhaps a few allies) has sworn to pull the plug on their scheme.

The gameplay will remain largely the same as the original, although Spidey does have a few fresh tricks up his sleeve. His new powers include ice webbing, which allows him to freeze enemies then shatter them with a single punch; and taser webbing, a stun-gun-like blast that stops baddies dead in their tracks. The environments have undergone an overhaul as well, as Spider-Man can now descend from the rooftops of New York and take to the mean streets. As you can see from these pictures, the expanded cityscape should provide a much more interactive and realistic experience.

As before, Activision promises there will be a ton of hidden goodies to discover throughout gameplay, including several brand new Spider-Man costumes to unlock. It should be interesting to see which costumes are added, as the first Spider-Man contained virtually every costume our favorite webcrawler ever donned. A few possibilities we suspect might make the final cut are Spider-Man 2211, the Spider-Man costume from the Negative Zone, the Universe X Spider-Man, Electro-Proof Spider-Man (Amazing Spider-Man #425), and the Blood Spider (Amazing Spider-Man #367). Spider-Man 2 will reportedly be playable at E3, so until then, take a look at these screens to get your Spider-Senses tingling.



Shocker is but one of the classic villians in Spider-Man 2

Expect combat to be essentially the same

Pimp slappin' ninjas 24-7

This time, Spidey can swing through the air...

...or take it to the streets

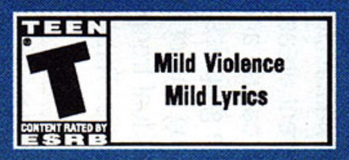
■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** NEVERSOFT ■ **RELEASE** FALL

YO!
CAN I GET
A FREAKIN'
TAXI OVER
HERE?

Crazy Taxi is bigger and crazier than ever as it invades New York City with a vengeance!

Hit the Big Apple as one of 4 new "cabbies" in low-rider taxis—that can now leap over traffic!

Pick up multiple fares at one time while driving to the slammin' sounds of The Offspring and Methods of Mayhem.



Mild Violence
Mild Lyrics

Dreamcast™

Crazy Taxi New York Style!

CRAZY TAXI 2™

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Hover above and rain down death

Commanders can now do their own dirty work

Kill Kessen II's 500 onscreen characters in various ways

PLAYSTATION 2

KESSEN II

HISTORY RAPTUROUSLY REPEATING

As visionary as Koei's Kou Shibusawa wanted to be with the first Kessen, it may have not been enough to convince US gamers. After all, can you expect kids who most likely can't pick their own country out on a world map to have a good grasp of feudal Japan? Based on Koei's Chinese series Romance of the Three Kingdoms, Kessen II has liberated itself from the history books and jumped into a world filled with fantasy.

Koei revamped the engine used in the original to not only make the game better, but to provide for more hands-on action. Players will now be able to instantly switch to field commanders in the real-time battles in order to personally lead the charge. Although these Dynasty Warriors-esque excursions aren't terribly fast, they do make for some jaw-dropping spells which have liberated the series from the cobwebs of history. The overall battle interface lends itself more easily toward understanding what's going on with all your units, as well as controlling them. For example, troop information clutters up the screen less by being shifted to different areas. The emphasis, instead, lies on being able to both call up and control your units as efficiently as possible.

The graphics also pull away from the pure strategy feel by solving one of the most nitpicky defects of the first Kessen. Individual troops are now visible, instead of being formless clusters. This sequel enjoys the ability of presenting five times the number of soldiers onscreen at once. Not only that, but the character models are better than the original, even if it comes at the price of some fogging of the landscape.

As much of a hack-fest as the game is shaping up to be, all the old elements are there, and those into strategy minutiae won't be disappointed. New tactics include the chance to change your companies' formations at will, and naval and castle siege locations will offer up new challenges. While the former only encompasses docking parties, mobilizing your forces effectively is just as important as ever. Perhaps the greatest addition has occurred off the battlefield. Before the skirmish begins, you solicit the advice of your generals, and pick the best strategy. Afterwards, you can direct your legions to enlist new recruits, run training drills, perform surprise attacks, and more.

Koei's Kessen and Dynasty Warriors 2 are two PS2 titles you may have passed over, but the arrival of Kessen II could represent a beautiful second coming for both.

■ **STYLE** 1-PLAYER ACTION/STRATEGY ■ **PUBLISHER** KOEI ■ **DEVELOPER** KOEI ■ **RELEASE** FALL

PLAYSTATION 2/XBOX/PC

MADDEN NFL 2002

STILL THE GO-TO GUY

Summer is almost here, and it's almost time for...football?!? These new shots of Madden 2002 tell of a Super Bowl gone by filled with pain. Tired of seeing us run picture after picture of our main man Randy Moss? Well here you go. At no point in this article will you see any Vikings. Oh yeah, the reason is we kinda fell short of actually getting to play in the Big Game. And where's Raven's QB Trent Dilfer? Well, the XFL hasn't busted down his door just yet.

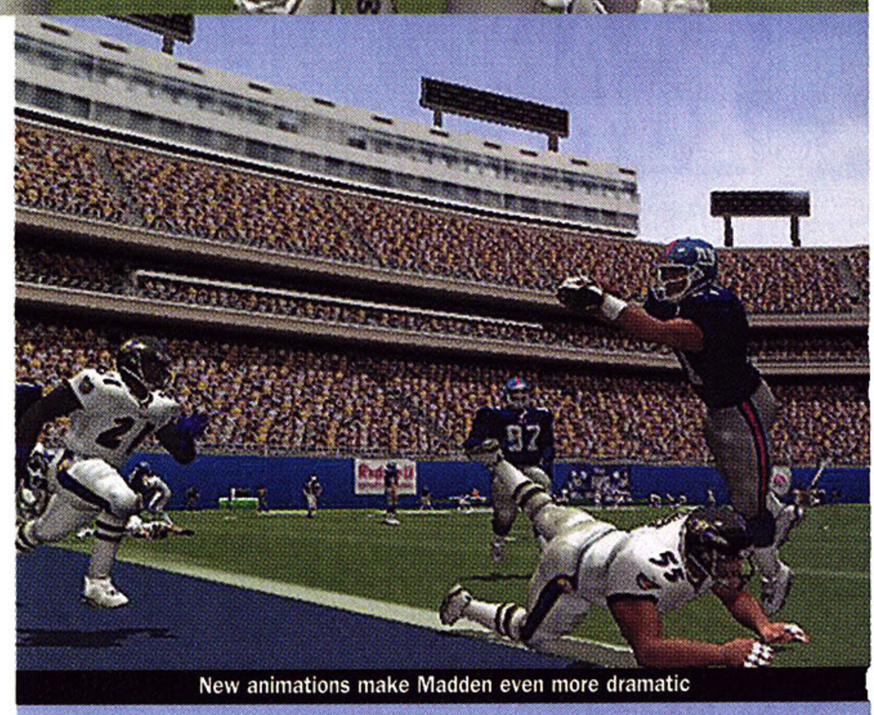
So what are you really seeing here? You're seeing EA make Madden better and better. How can we tell? First off, the developers have made players' faces actually look like they should. For those who claim that sports franchises don't evolve, take a peek back at the dramatic leap the genre took with the first PS2 Madden's use of real-time TV presentation between plays. Now you don't have to wince when looking at these 'cause all your hard hittin' homies' faces have all been made real. Peer into Eagles' head coach Andy Reid's eye – we dare you to offer this man your excuse for sloppy play.

Just as importantly, EA has added hundreds of new animations. The ones we're most eagerly awaiting are those for pass catching. Hopefully fly patterns down the sideline will produce beautiful over-the-shoulder grabs this time, instead of that awful basket-catch ballet from 2001. New replays, shots from inside the huddle, and the opportunity to call your own play challenges will likely give this series all the intangibles. Improved collision, however, would be the cherry to top all this off.

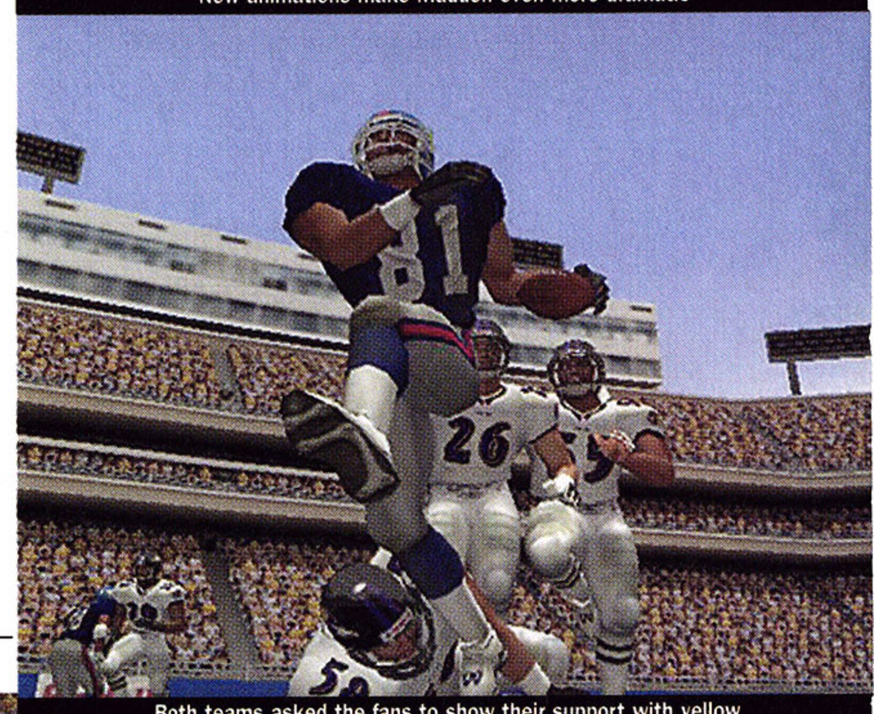
Apart from these seemingly minute topics, Madden 2002 is going to give those with widescreen TVs a luxury that hasn't been offered since the days of the old passing windows – the chance to see your receivers run their entire pattern. No longer will you throw quick outs to your WRs totally blind.

Otherwise, this package is rounded out with new Madden Cards (now with cheerleaders – is this the XFL all of a sudden!?), the Two-Minute Drill, and custom teams (including the chance to build the Houston Texans from the ground up). The latter two were sorely missed on the first PS2 attempt.

We keep saying it, 'cause it still rings true – EA keeps improving Madden and making it the one to beat. If the score it is running up happens to exceed 41-0, we'll be all the more pleased.



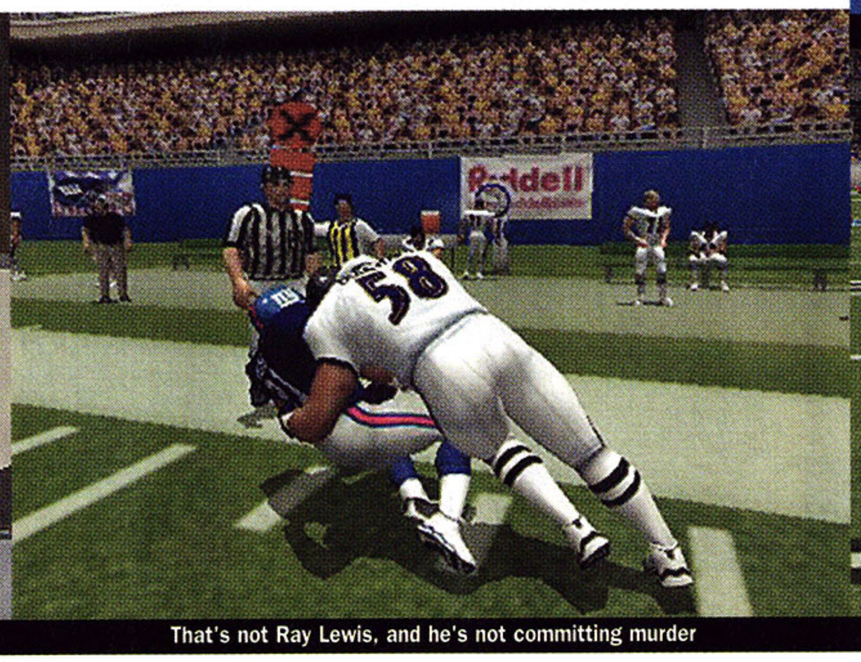
New animations make Madden even more dramatic



Both teams asked the fans to show their support with yellow

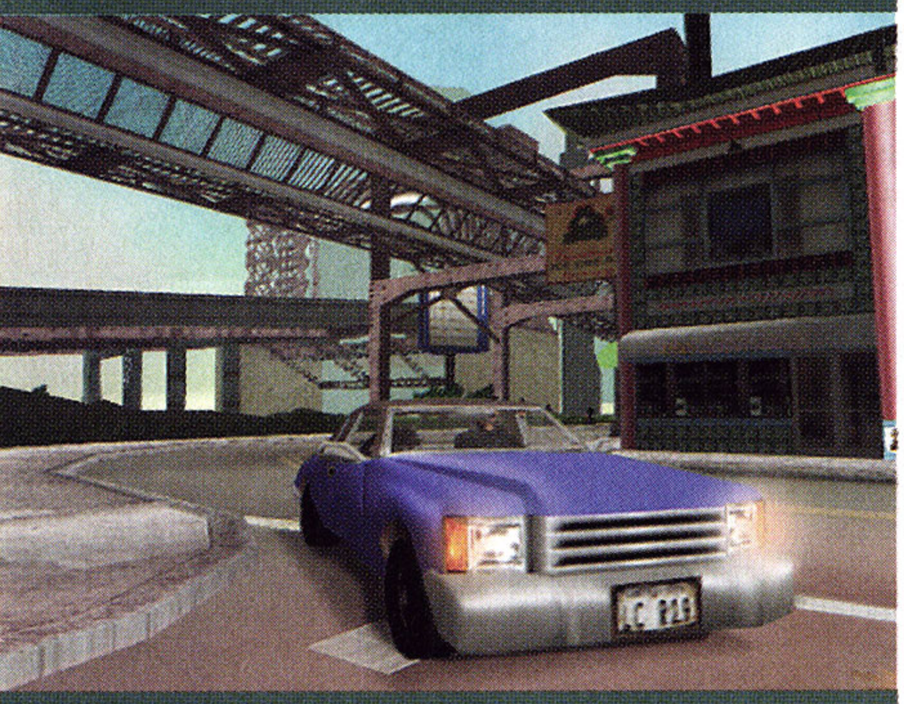
■ **STYLE** 1 TO 4-PLAYER SPORTS ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** ELECTRONIC ARTS ■ **RELEASE** SUMMER

Nobody wants to be downwind from Coach after lunch



That's not Ray Lewis, and he's not committing murder

Improved collision is needed for 2002

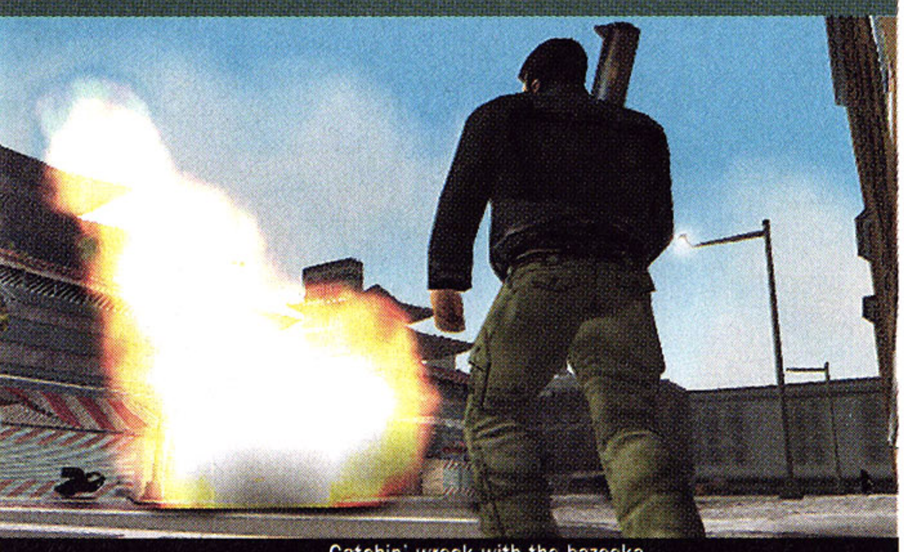


PLAYSTATION 2

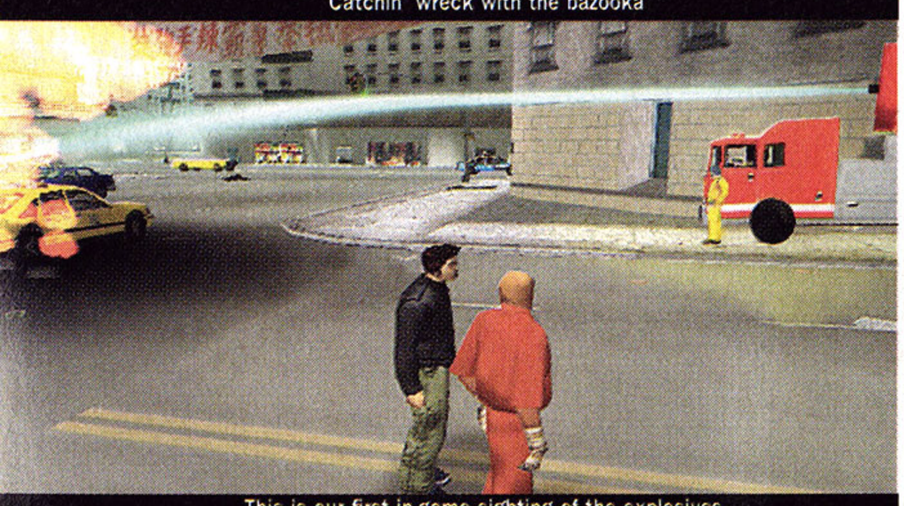
GRAND THEFT AUTO 3

THE WAY OF THE GUN

Recently, we had an opportunity to get some more hands-on time with GTA 3. Needless to say, the game was running even more smoothly and looked even more impressive than before. During the precious minutes we spent with GTA 3, we did glean a couple of cool new details regarding the gameplay. For one, it looks like the action is leaning even more toward gory realism, as we saw the heads of innocent civilians explode from the impact of a sniper bullet. Also, we learned that the game will feature drive-by missions. When a player nears his target, the view switches to a first-person view (looking out the side window), complete with an extended arm and weapon. Then, it's just a matter of lining up your shot and capping the fool. Sweet.

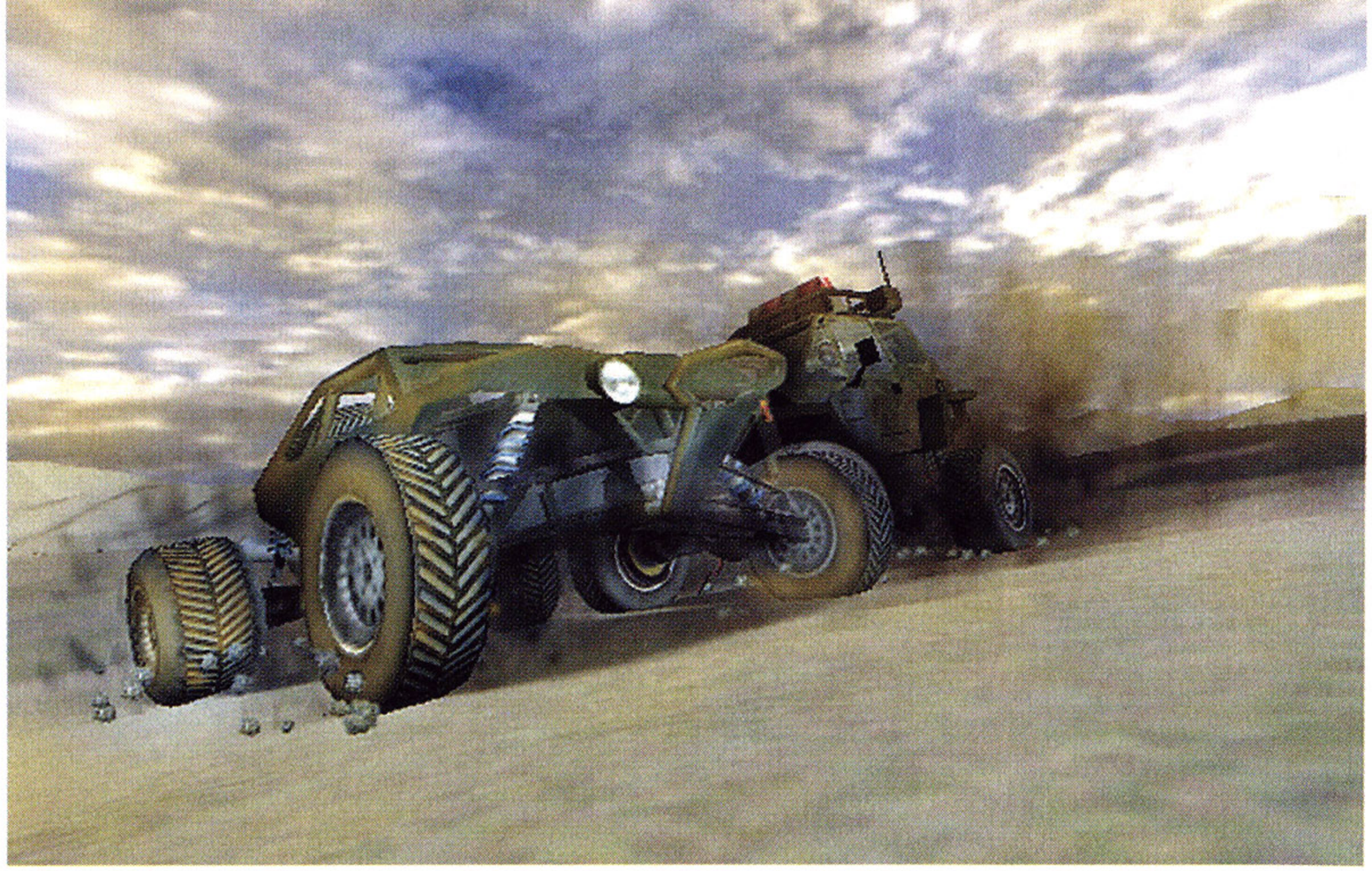


Catchin' wreck with the bazooka



This is our first in-game sighting of the explosives expert Eightball (pictured in red sweatsuit)

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** ROCKSTAR GAMES ■ **DEVELOPER** DMA DESIGN ■ **RELEASE** SEPTEMBER



PLAYSTATION 2

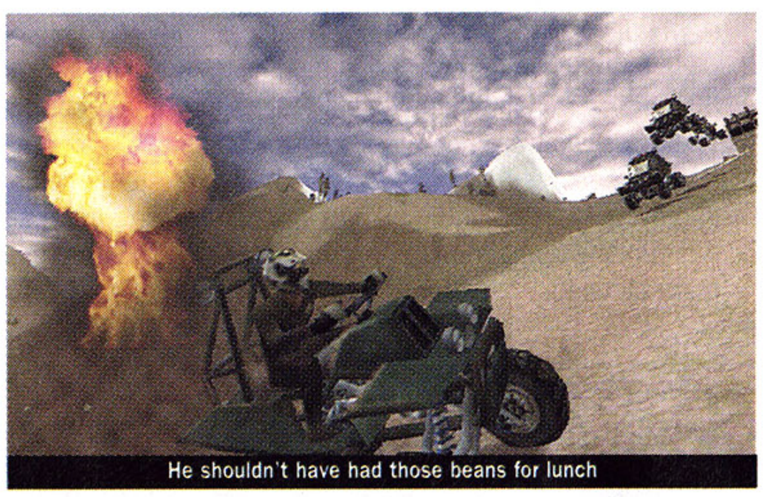
SMUGGLER'S RUN 2: HOSTILE TERRITORY

SNEAKING ANOTHER ONE OVER THE PS2 BORDER

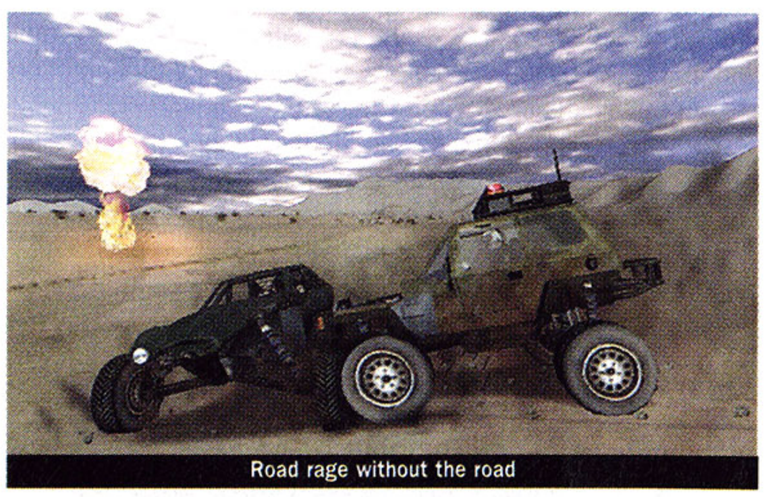
In terms of both product quality and sales, 2000 was a breakout year for Rockstar Games, a company which had been (at times) more noteworthy for its uber-hip marketing campaigns than its actual games. Although the highly-anticipated Oni might have fallen prey to inflated expectations, the company did manage to put out two well regarded (and best-selling) PlayStation 2 racing titles at launch, Smuggler's Run and Midnight Club. Smuggler's Run, with its gorgeous, expansive environments, was a staff favorite last year, so we were pretty excited when Rockstar gave us these hot-looking screenshots of the upcoming sequel.

Titled Smuggler's Run 2: Hostile Territory, the game seeks to re-create the magic of the original on an even grander scale. The action has been transported out of the rather boring environs of Canada to the exotic (and dangerous) wilderness of Vietnam and Afghanistan. Building on its experience in creating mammoth environments, Angel Studios promises levels that will improve on the first both in terms of detail and size. One small, but striking, enhancement will be in the layered, animated skies, which will change with the varying weather conditions (including rain, sandstorms, and snow) that have been implemented into the game.

There will be over 30 missions to complete, and Angel has added a dramatic storyline, which will be fleshed out with between-level FMV cutscenes. Graphically, Smuggler's Run 2 should tower above its predecessor with amazing smoke and particle effects, and will run at a brisk 60 frames per second. Also to be added are a ton of new vehicles, including tank-line military vehicles and quad ATVs, along with brand-new nighttime missions. All in all, Smuggler's Run 2 should be one of the hottest racing titles released this fall.

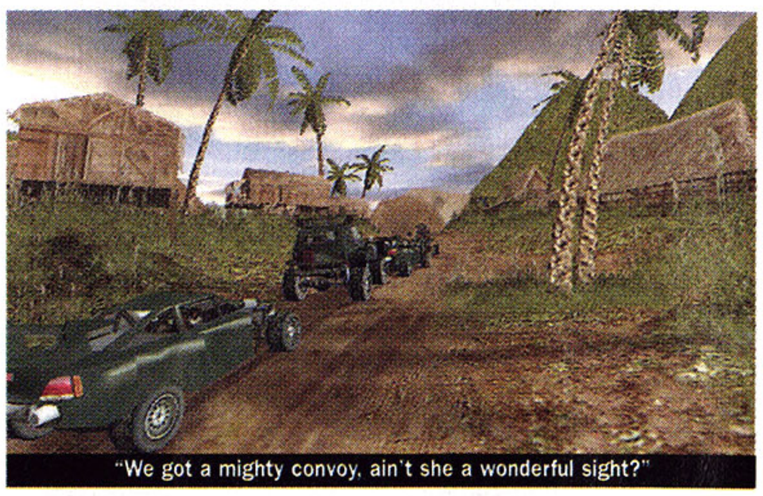


He shouldn't have had those beans for lunch



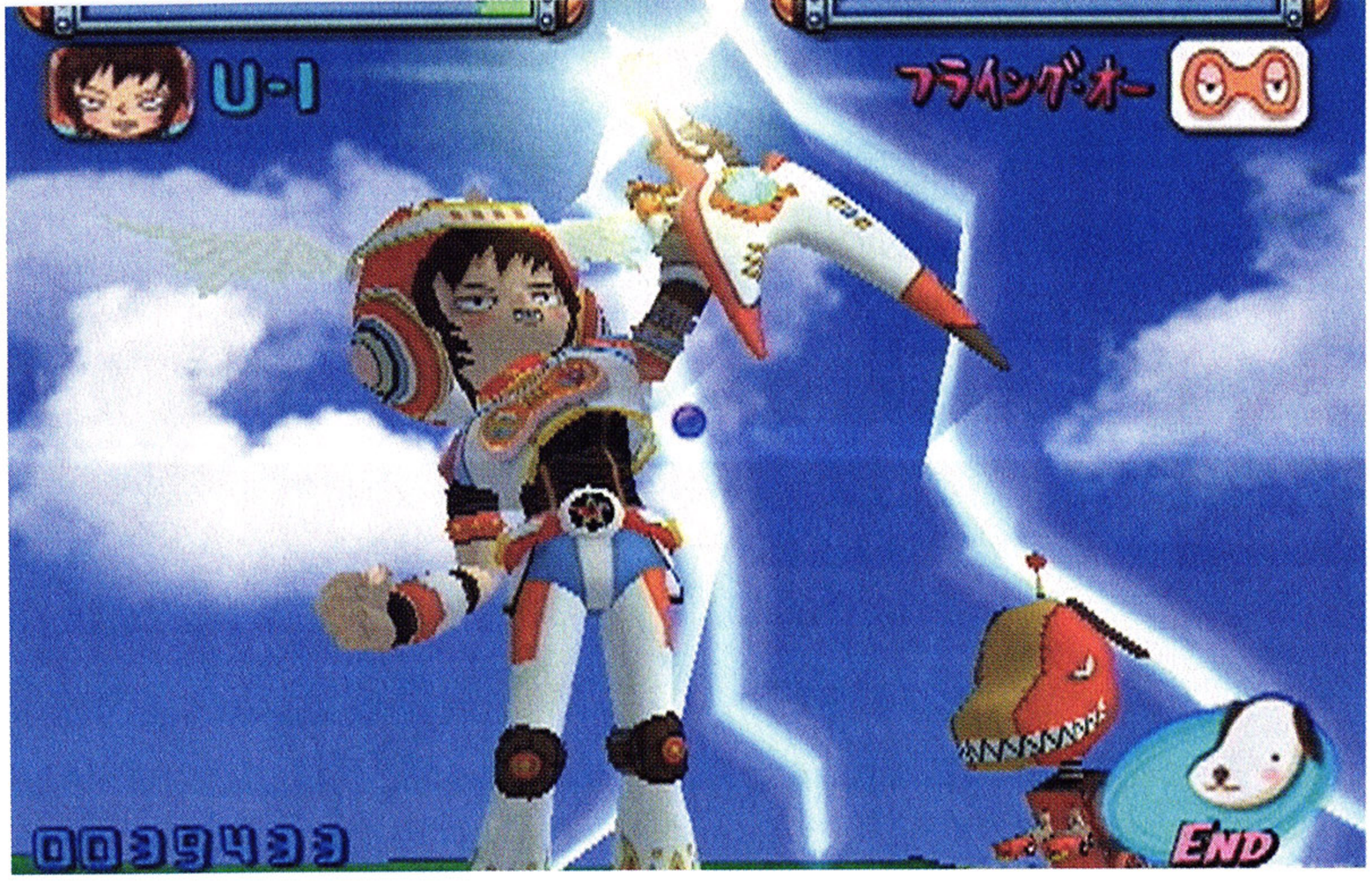
Road rage without the road

Among the new vehicles are quad ATVs



"We got a mighty convoy, ain't she a wonderful sight?"

■ **STYLE** 1 TO 2-PLAYER RACING ■ **PUBLISHER** ROCKSTAR GAMES ■ **DEVELOPER** ANGEL STUDIOS ■ **RELEASE** OCTOBER



PLAYSTATION 2

GITAROO-MAN

WELCOME TO WAH WAH WORLD

Music and dance games that are insanely popular in other countries fall on deaf ears and lead feet when they make it to these parts, but maybe that's because none of them totally rock! America is the place where guitar gods get the respect they deserve, and if there's anyone who deserves your admiration, it's Gitaroo-Man.

In the span of one game, he'll defeat the evil Grabaren family, restore peace to the planet, and hopefully impress the girl he likes while he's at it. How could a lone elementary school student in an orange and white bodysuit accomplish all this, you ask? Why, with his guitar, of course.

Every stage in Gitaroo-Man requires players to dodge enemy attacks by tapping the Dual Shock 2's buttons to the beat, then blast back by hitting riffs. To successfully jam your opponents to death, players press and hold the circle button for the length of a bar, while following the flow with the left analog stick to create a wah wah-like effect. When it all comes together, it really feels like you're cranking out a killer tune on an electric guitar.

The songs we experienced in the Japanese version were all pretty cool, yet Koei plans to Americanize the music to appease its audience across the Pacific. This could be either a good or a bad thing, depending on how these different (and purportedly, harder and heavier) tunes pan out. The feature that will stay the same, however, is the songs seamlessly changing depending on how you play the game. Thus, if you miss a few notes in one attack, extra bars will be stacked on – many of which wouldn't be heard if the stage were played perfectly.

Eddie Van Halen? Washed up! Wes Borland? Nothing but three chords and monkey makeup! Tom Morello? Two words: rank amateur! Soon everyone will know that Gitaroo-Man is the new icon of the axe!

Defeat the aliens and put down some hot licks in the process

Gitaroo-Man's groove comes in all different forms

Now that's the face of a riff-chomping axe man!

Ride the whammy bar or stay in rhythm – just make it sing!

■ **STYLE** 1 TO 4-PLAYER ACTION ■ **PUBLISHER** KOEI ■ **DEVELOPER** KOEI ■ **RELEASE** WINTER

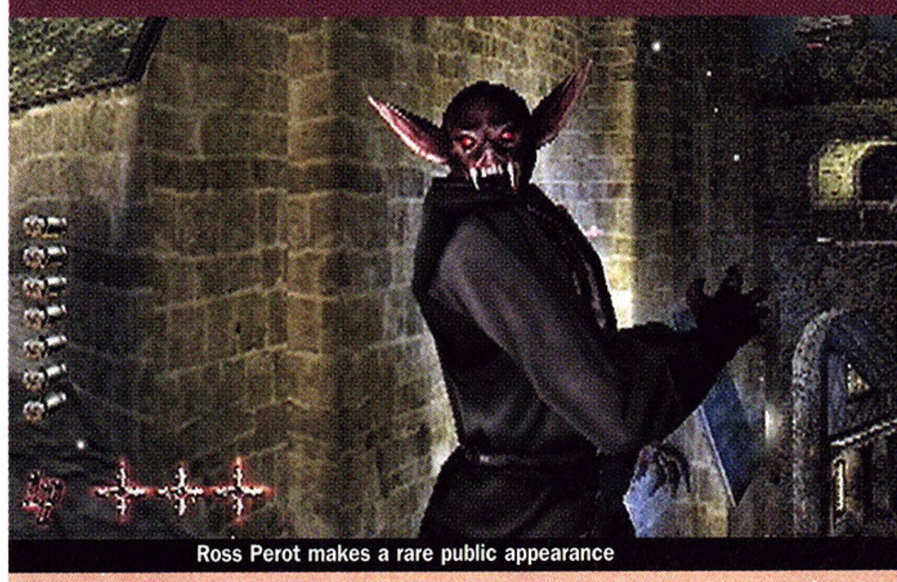
Think this guy is a boss? Let's hope so

PLAYSTATION 2

VAMPIRE NIGHTS

GOTH GONE GORY

It's a typical Friday evening. You and your pale-faced, dark-apparelled companions are talking about how much sunlight blows, and how cool it was that Type O Negative's Bloody Kisses had two chicks kissing on the cover. All of a sudden, your friend clutches her abdomen and collapses with a pained shriek. You rush to her aid, only to find her horribly disfigured and resembling one of those pagan deities that are all the rage these days. She lunges at you violently. You whip out your .45 and cap her right between those piercing red eyes. Just another incident to write bad, depressing poetry about. It's also what Namco's new PS2 gun game is all about. Vampire Nights is compatible with the Guncon 2, and lets up to two players blast through six-plus stages of things that go bump in the night.


Ross Perot makes a rare public appearance

It's not always dark, and you're not always on offense

■ **STYLE** 1 OR 2-PLAYER SHOOTER ■ **PUBLISHER** NAMCO
■ **DEVELOPER** NAMCO ■ **RELEASE** FALL

PC

DIE HARD: NAKATOMI PLAZA

YIPPE KIYAY, MOTHER...

That's right, all you Die Hard fanatics out there, you'll finally be able to assume control of John McClane in the famed Nakatomi Plaza on your PC. Twenty-seven of you probably just started jumping for joy, but for those who could give a rip, there will be plenty of big-time weapons and a plethora of baddies to light your fire.

If you're not familiar with *Die Hard*, we suggest you crawl out of your cave and rent it. It's an awesome movie. It looks like it's shaping up to be an awesome game as well. You'll assume control of John in the first-person and guide him through all 40 stories of Nakatomi Plaza. If you've seen the movie, you'll recognize many features of the building, as well as different terrorists, hostages, police, and your fat cop buddy, Officer Powell.

You'll have plenty of firepower at your disposal, including the HK P7M13 (a really cool gun), the Baretta 92F, and the M-60, among others. A morale system will also be implemented which allows your gameplay decisions to affect the reaction of hostages and the hostility of terrorists. Look for a release date around Christmas time of this year. Or if you're really antsy, you could watch the movie every day for eight months.

"Take that, Fritz!"

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** FOX INTERACTIVE
■ **DEVELOPER** PIRHANA ■ **RELEASE** WINTER

PC

EVERQUEST: SHADOWS OF LUCLIN

WILL YOU EVERREST?

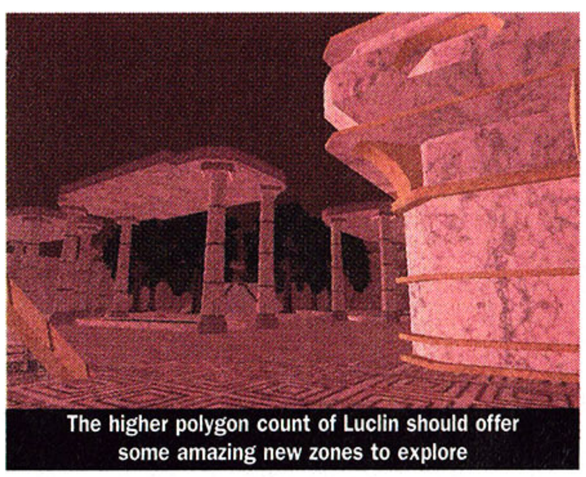
For the legions of EverQuest faithful, Shadows of Luclin is a fantastic addition to this, the greatest of all massively multiplayer online games. Not only will it feature 25 new zones accommodating a wide range of players, a new race and class, it will represent a giant leap forward in the graphics by offering improved player models.

From new armor to facial animations, the character models are rebuilt from the ground up, and even feature different movements depending on whether you are dual-wielding or brandishing a two-hander. There are even more animations in the works that Verant isn't discussing, but promise will "blow you away."

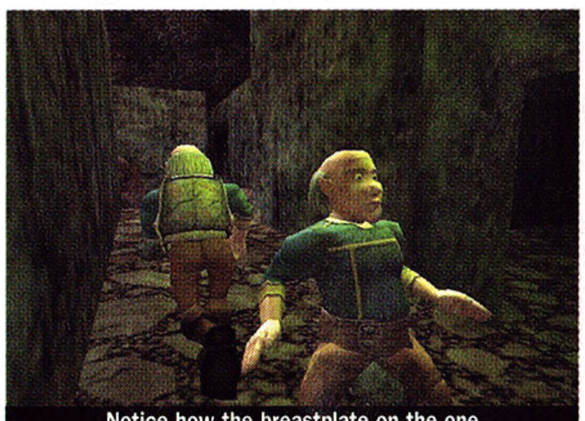
The race is the Vah Shir or Kerrans, a cat-like race from the Isle of Odus; and the added class is the Beastlord, a hybrid caster of sorts that relies heavily on the use of pets. If the additional class and race isn't enough to get you excited about this expansion, Verant is also including new non-level-based advancement for level 60 players. Although, at this point, Verant wouldn't go into any detail, it did state that such advancement would be subtle.

Oh, and did we happen to mention that all the new zones are on the moon of Norrath? That's right; while no space suit will be required, all your adventuring will be on Luclin, a land where half the world is perpetually bathed in light and the other forever encased in blackness.

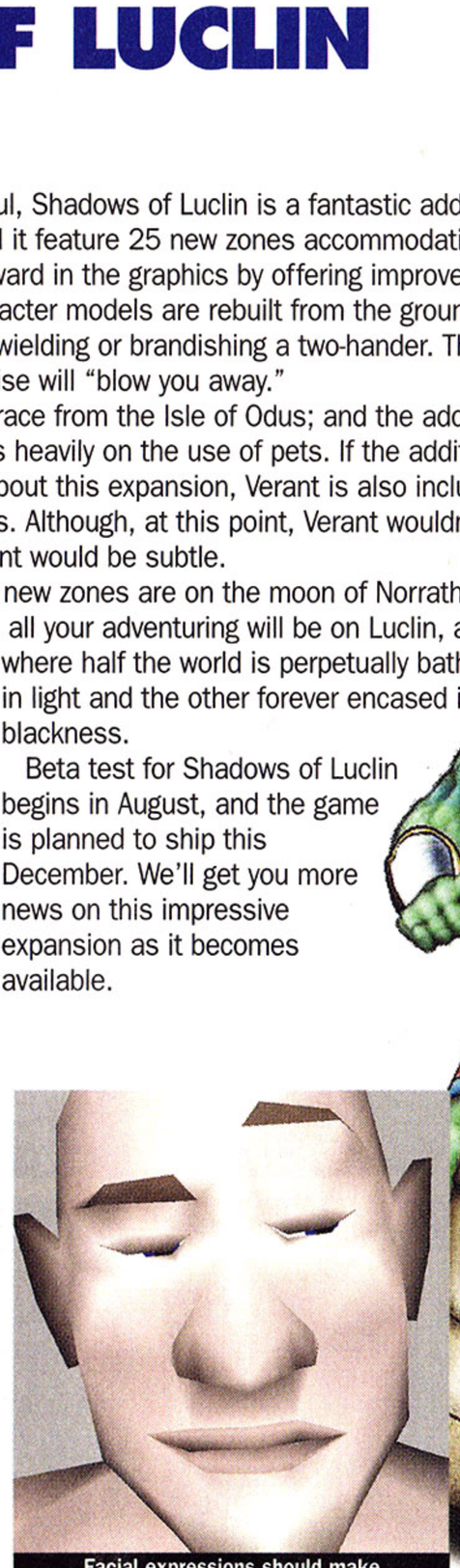
Beta test for Shadows of Luclin begins in August, and the game is planned to ship this December. We'll get you more news on this impressive expansion as it becomes available.



The higher polygon count of Luclin should offer some amazing new zones to explore



Notice how the breastplate on the one gnome goes over other items?



Facial expressions should make for better in-game emotes

■ **STYLE** MASSIVELY MULTIPLAYER ONLINE RPG ■ **PUBLISHER** SONY ONLINE ENTERTAINMENT
■ **DEVELOPER** VERANT INTERACTIVE ■ **RELEASE** DECEMBER

PC

COMMANDOS 2

GERMANS LOVE DAVID HASSELHOFF

Commandos 2 is still in development, but what it really needs is a David Hasselhoff unit. That way, you could use David to infiltrate the German strongholds and brainwash the units, thereby leaving things wide open for your elite force to raise hell. No? It was worth a try. Even though there (probably) won't be a Hasselhoff unit, Pyro Studios has been cooking up a hot little number here with Commandos 2.

Set against the backdrop of World War II, C2 will take you on a journey behind enemy lines to fight the Germans and Japanese on their home turf. Squad-based combat is the order of the day, and your squad of six elite troopers will unleash their unique skills to help you attain your mission goals. As you might suspect, stealth is necessary to ensure the successful conclusion of your missions.

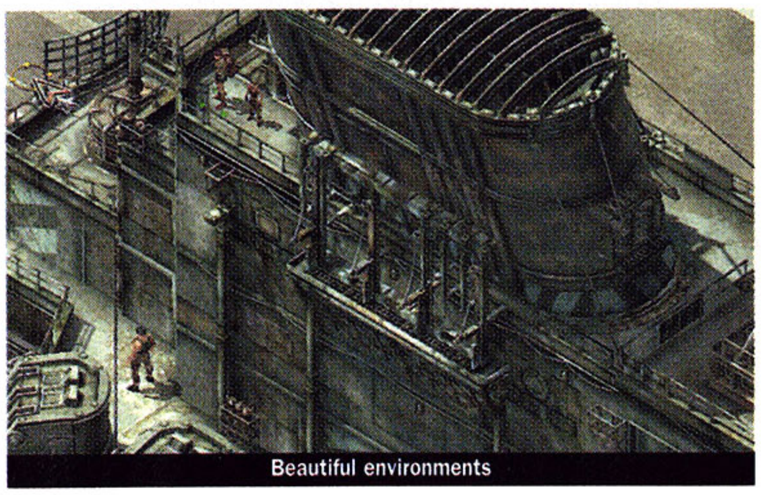
From a familiar isometric view, you'll carry out your orders outside, as well as inside, various structures and buildings. The camera control has also been improved over the original Commandos to allow viewing of the action from four angles when you're outside, and a 90-degree shift when you're inside.

The original cast from Commandos will be back, along with two additions: Natasha (a sniper and spy), and Lopin (a thief). The different units will give you a variety of ways to accomplish your mission. The latitude built into the mission execution means you have to figure it out, and hope for the best. You'll be using vehicles of various types, and infiltrating strongholds in both the Pacific and European theaters. There will be a dozen missions to defeat, and numerous strategies to explore.

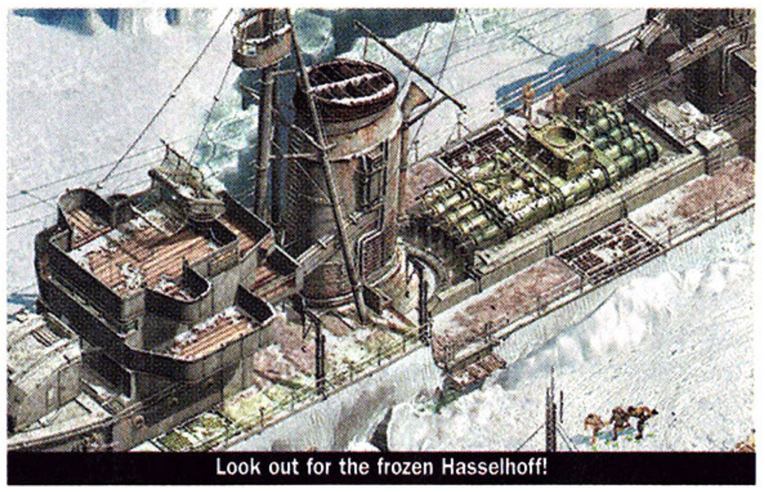
Hopefully, Commandos 2 will have the gameplay to back up its sleek graphics. If Pyro can keep this consistent throughout the game, we might be looking down the gullet of a hit.

You'll have to navigate around inside buildings

Ship went boom

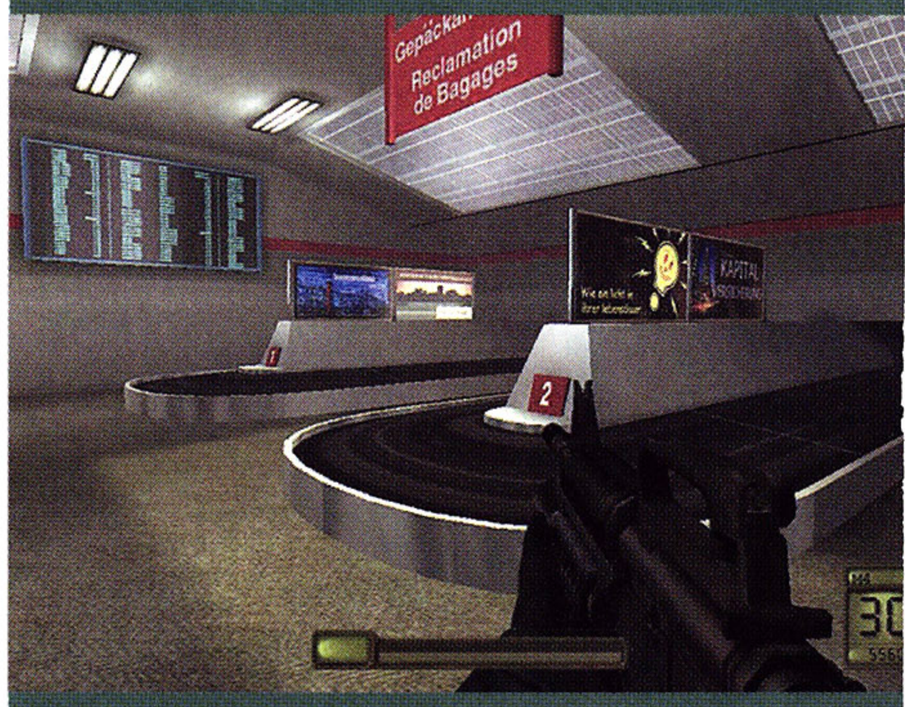


Beautiful environments



Look out for the frozen Hasselhoff!

■ **STYLE** 1 TO 9-PLAYER STRATEGY ■ **PUBLISHER** EIDOS ■ **DEVELOPER** PYRO STUDIOS ■ **RELEASE** MAY 1



PC

SOLDIER OF FORTUNE 2

SOLDIER...OF...FORTUNE (2)!!!

Resting on the proven gameplay of the Quake III Arena engine, Soldier of Fortune 2 will throw you deep into a realistic covert-operative themed gameplay experience. There will be no room for wannabe Rambos in this title. You'll need patience, cunning, and good luck to see you through the numerous levels. Players will take on the identity of John Mullins (not the guy who sang that "Rock-a-bye" song), a military consultant working for a top-secret, anti-terrorist group known as The Shop. You'll be sent on a number of different missions ranging from hostage rescue to search-and-destroy.

As a realistic military sim, SoF2 will employ the use of the ROAM Terrain Systems, and GHOUL II technology. GHOUL II will provide complex skeletal animations, lifelike character movements, and per-pixel hit locations that allow radically realistic damage modeling. Your enemies' AI will challenge you to use a combination of strategy, stealth, and combat tactics to complete your tasks. The enemy type will also determine their difficulty. For example, a gang member will be easier to take down than a Soviet soldier.

After you've ripped your way through the primary campaign, a mission generator awaits your exploration for added replay value. From what we've seen so far, this game is completely off the hook. Salivate with us as you enjoy the screenshots.

It's time for a little infiltration

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION
■ **DEVELOPER** RAVEN SOFTWARE ■ **RELEASE** NOVEMBER

PLAYSTATION 2

THUNDERSTRIKE: OPERATION PHOENIX

STAY ON TARGET! STAY ON TARGET!

You can't keep a good military/industrial complex down, and you sure as hell can't stop Eidos from supporting a franchise. The Thunderstrike series has always been straightforward, and neither the PlayStation 2 nor the Xbox is going to wrest this title from those roots. Fly around. Kill targets and blow stuff up. Feel good about yourself. Repeat.

Regardless of how basic the title appears to be at the moment, there are features here and there which add some value to Thunderstrike. Foremost amongst these is the missile cam (official Stormin' Norman license still pending). This first-person view attaches to any explosive you want to Wolf Blitzer on someone. Very cool. Anything remaining can be taken care of by sending in troop, tank, or fighter support units. Infrared evening scopes, an electronic HUD, weather effects, and multiplayer deathmatches also help to spruce up this mission-mad sky jockey.

Terrorists will always be a problem to nations like ours, so it seems like there's a fundamental need for Thunderstrike. Let's hope it can grow into a bigger role than that.

Smell burning bodies any time of the day

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** CORE DESIGN
■ **DEVELOPER** EIDOS INTERACTIVE ■ **RELEASE** SEPTEMBER

XBOX

UFC: TAPOUT

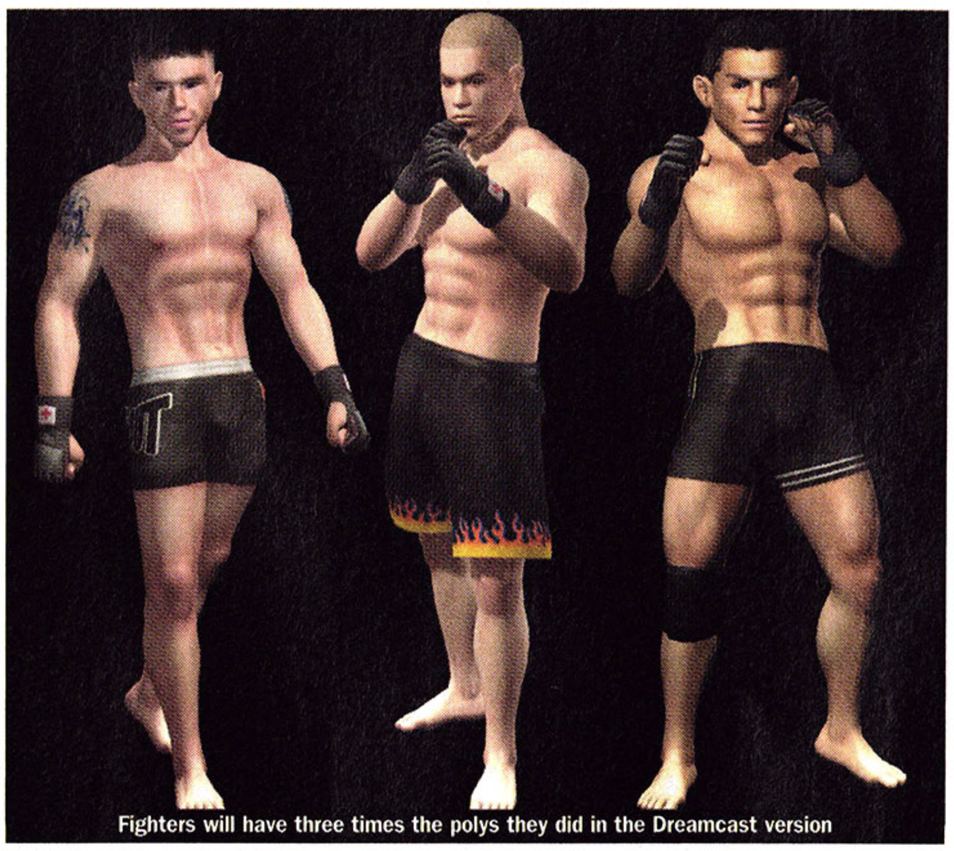
MORE POWER, MORE PAIN

Innovation doesn't come along very often in the video game realm – especially in the fighting genre – but that's exactly what Ultimate Fighting Championship delivered on Dreamcast. The basic array of moves kept things physical, while the takedowns, submissions, and counters elevated the psychological side to an unprecedented level. Anchor, the team behind the original, has moved on to do a WWF game (perhaps our cover tipped you off to that), but picking up the UFC baton and running with it on Xbox is Dream Factory, most recently known for The Bouncer.

As expected, UFC: Tapout on Xbox will look significantly better than the already impressive DC original. Fighters will be composed of roughly three times the polygons they were previously. With this pumped-up look, players will quickly notice the fighters' animated faces changing expressions, their skin sweating and bruising, their stance changing as they become exhausted, and blood dripping out and staining the mat. Around the three arenas there will also be a more animated crowd, and corner men giving the contender water, wipe downs, and minor injury treatments between rounds.

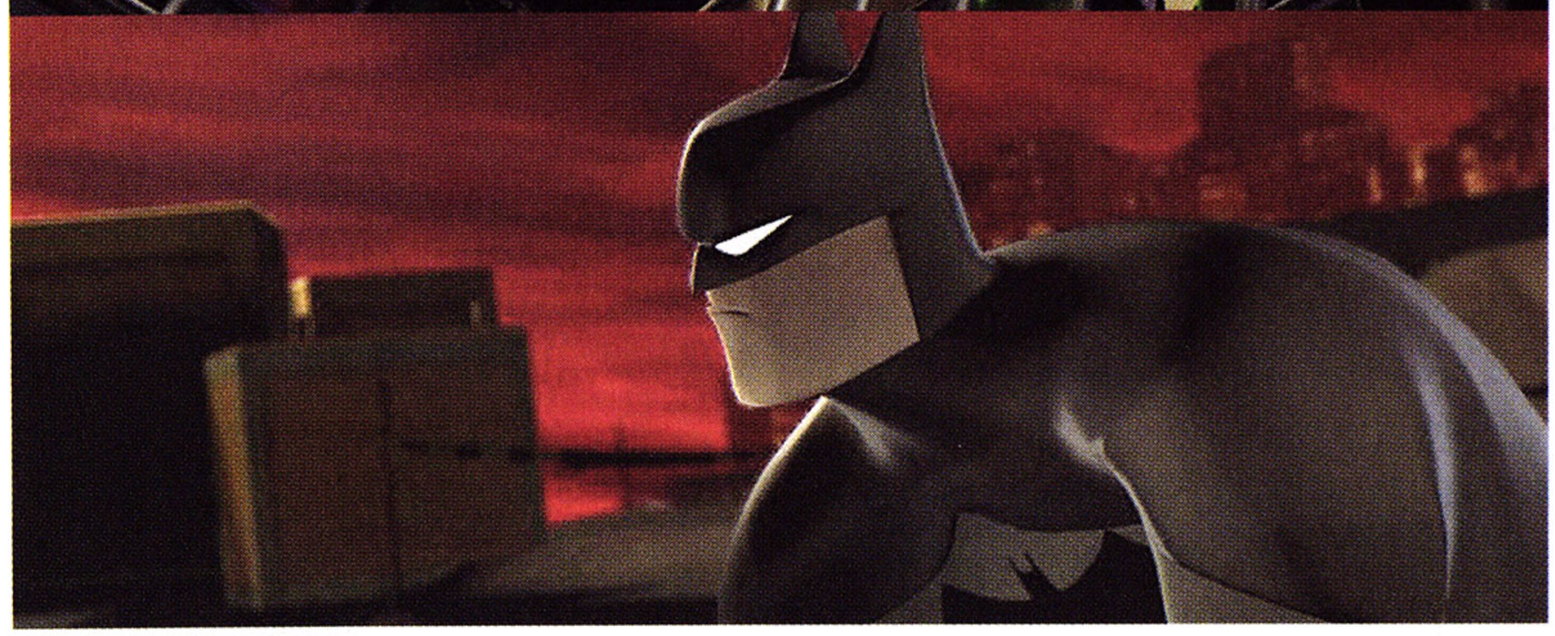
Gameplay will remain largely the same, but with expansions and slight changes. Career mode will be deeper, new weight classes will be available, and there will be a wealth of new options in the fighter create. Players can make an AI routine for their fighter just in case you want him to excel on his own. The system for applying and escaping submission holds will also be tweaked, to give opponents a more varied chance of doing both (depending on the stamina of both fighters). The only way it could get more real is if you were in the Octagon yourself.

The game will be presented much like a pay-per-view is on television



Fighters will have three times the polys they did in the Dreamcast version

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** CRAVE ENTERTAINMENT ■ **DEVELOPER** DREAM FACTORY ■ **RELEASE** FALL



PLAYSTATION 2

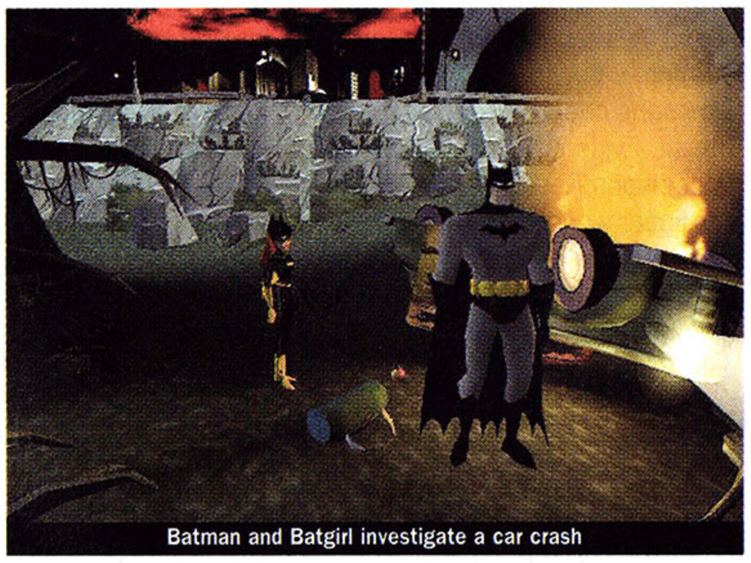
BATMAN: VENGEANCE

THE DARK KNIGHT RETURNS

When Konami announced it would no longer be creating titles based on the Batman license, the gaming community let out a sigh of disapproval. Konami's 16-bit Bat titles were nothing short of brilliant, and when the franchise was dropped, that meant Acclaim was the only developer still in possession of the Caped Crusader license. Ugh! From one bowel movement to the next, Acclaim ripped some serious stinkers before driving Bruce Wayne into a pixelated grave. After a lengthy break, Ubi Soft has snatched up the cowl of the Bat and plans to rekindle the Dark Knight's legacy through a series of high-end titles.

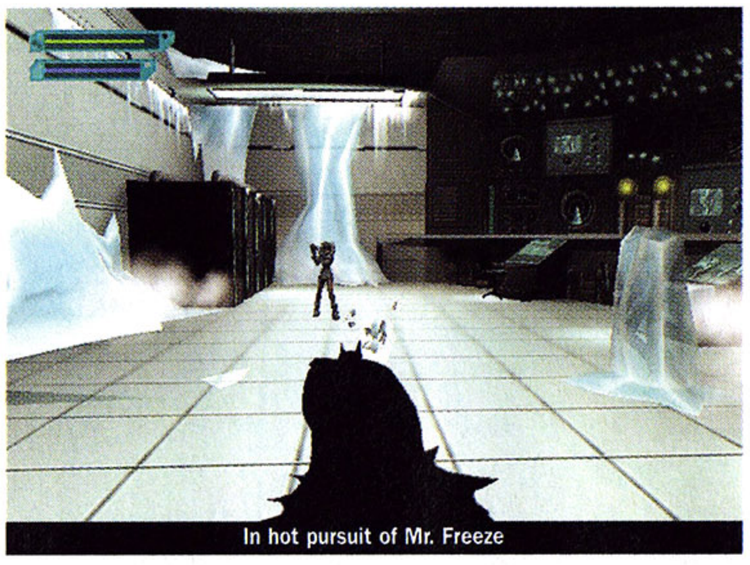
From the brief glimpse we caught of Ubi Soft's Batman: Vengeance in action, the design holds many similarities to the SNES title, The Adventures of Batman & Robin. Showing great promise indeed, Vengeance is based on *The New Batman/Superman Adventures*, and many of the animated show's top writers, one of which may be Paul Dini, have contributed their penmanship to scribe a fascinating story arc for the game.

Fashioned as an action/adventure, players will take the role of both detective and vigilante as they track down and try to imprison such foes as Poison Ivy and Mr. Freeze. Gameplay includes both first and third-person perspectives, and almost every Bat-utility will be called upon.



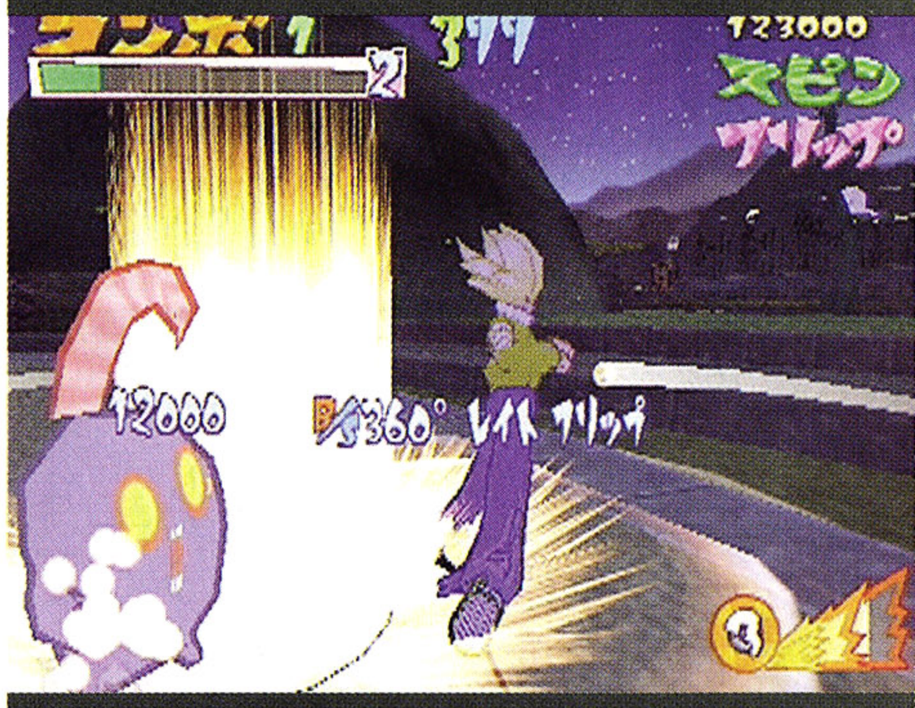
Batman and Batgirl investigate a car crash

Switching to first-person gives the player a better sense of accuracy



In hot pursuit of Mr. Freeze

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** UBI SOFT ■ **DEVELOPER** UBI SOFT CANADA ■ **RELEASE** FALL



PLAYSTATION 2

YANYA CABALLISTA FEATURING GAWOO

GAWOO, GAWOO, GAWOO, WHERE ARE YOU?

Believe it or not, this game's title isn't nearly as strange as the concept behind it. A skateboarding game with (soon to be ubiquitous) cell-shaded graphics, Yanya doesn't require players to score major points, collect items, or grind anything in particular. Instead, you must track down the ghost-like aliens known as Gawoo and defeat them by exploiting their one weakness – seeing an impressive trick combo. As Gawoo are taken out, more and more of the level is opened up, until you face off with the boss.

Like Surfing H30, Yanya will come with a board peripheral that attaches to the analog sticks of the Dual Shock 2. Players hold the controller sideways, pushing forward to start pedaling, pulling back to brake, and leaning the sticks left or right to turn. To pull off tricks, players tap the back of the board to launch up, then do various board movements and button combinations.

Everything about Yanya is unique, even the extra modes. Of particular curiosity is the Live mode where various tricks performed on a halfpipe lay down different music tracks that string together to complete the background music. This is going to be one of those games that's easier to play than it is to explain.

The pictured Gawoo is so excited about this trick he's lit his own fart

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** KOEI
■ **DEVELOPER** KOEI ■ **RELEASE** WINTER

PLAYSTATION

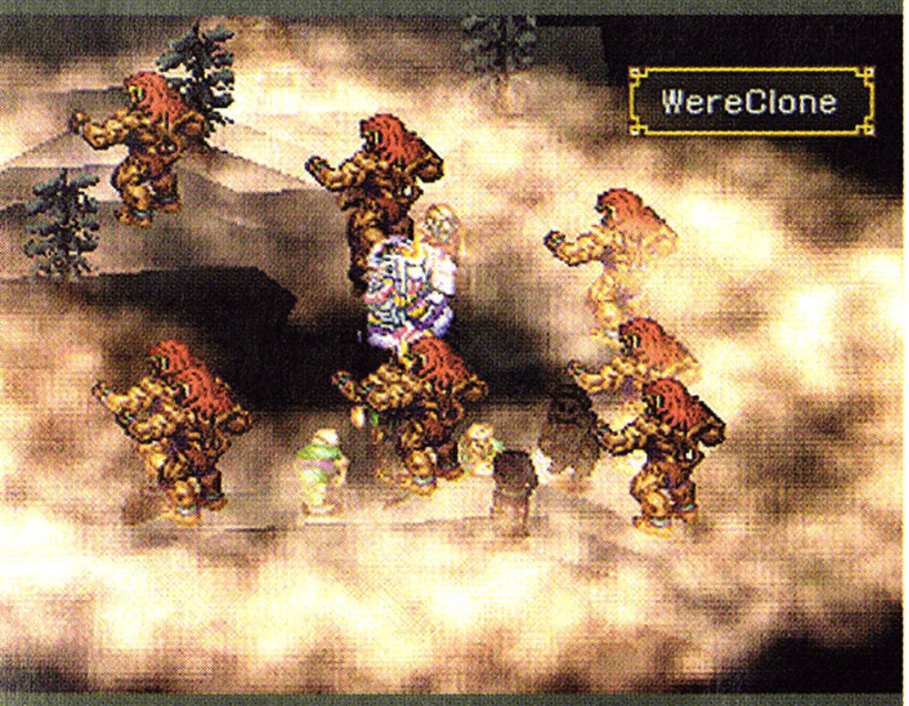
SAIYUKI: JOURNEY WEST

FROM INDIA WITH LOVE

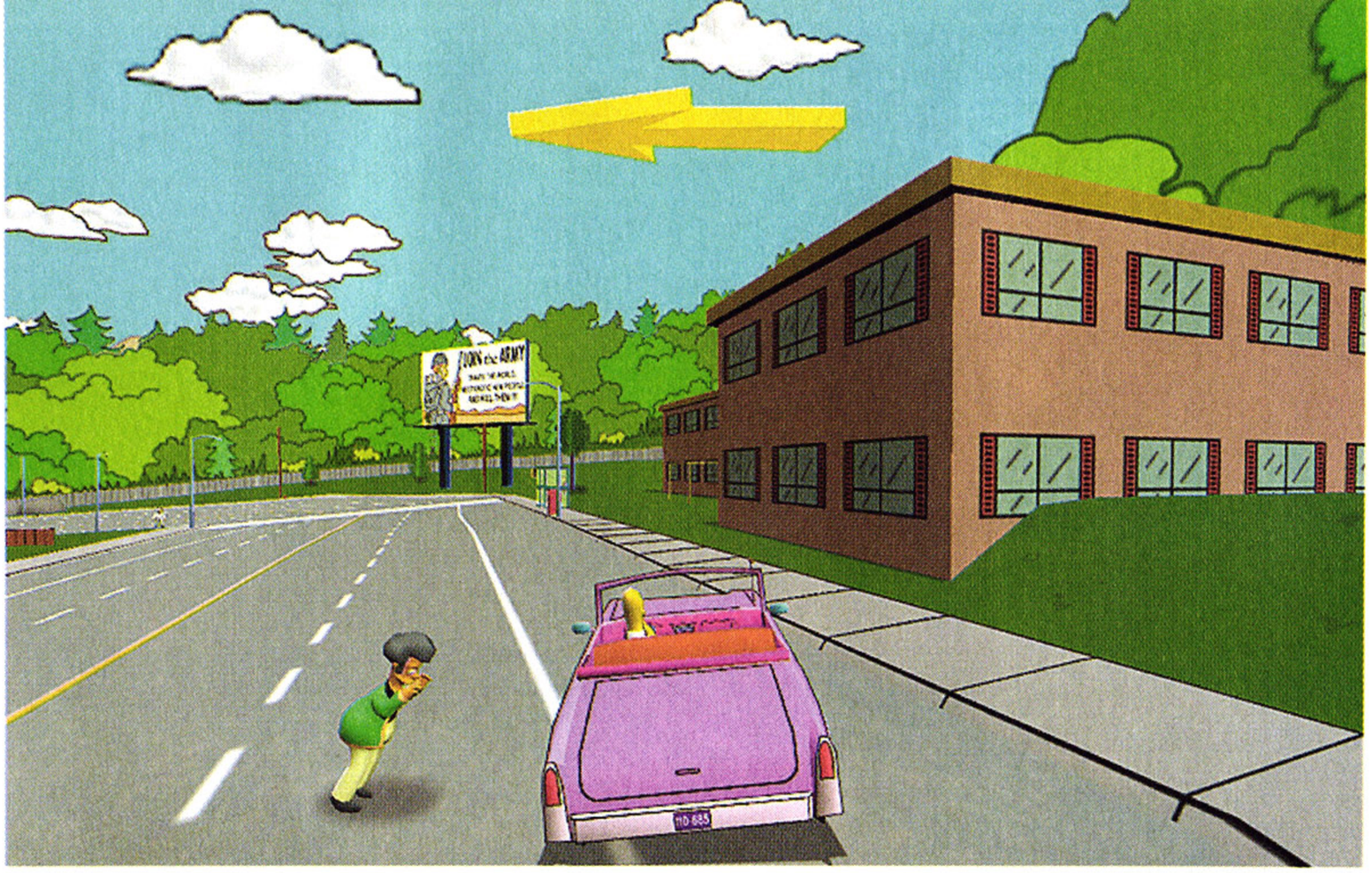
Based on the popular Chinese legend of Sanzo – a monk who travels to India and then back to China – Saiyuki: Journey West looks to be a strategy/RPG in the Vandal Hearts vein. During his journeys, Sanzo recruits new characters, finds scrolls that allow his party to cast powerful magic, discovers items that grant special abilities, and, of course, gets into a lot of turn-based fights.

To add more choices, customization, and tactics to the battles, the developers have designed the game so that every item equipped alters a character's profile in some way. Additionally, characters will be able to transform into monsters, but the time a person can be in this form is limited, and enemies like to single out those changed into a beast. Sanzo will also have the ability to call down heavenly aid in the form of Guardians that power-up the entire party. The time these deific assistants can remain on earth is limited, however, so they must be used wisely and sparingly.

For a system that's been eclipsed by its successor for months, Saiyuki: Journey West is but further proof that PlayStation is still alive and kicking. Or, in this case, kicking ass across India.



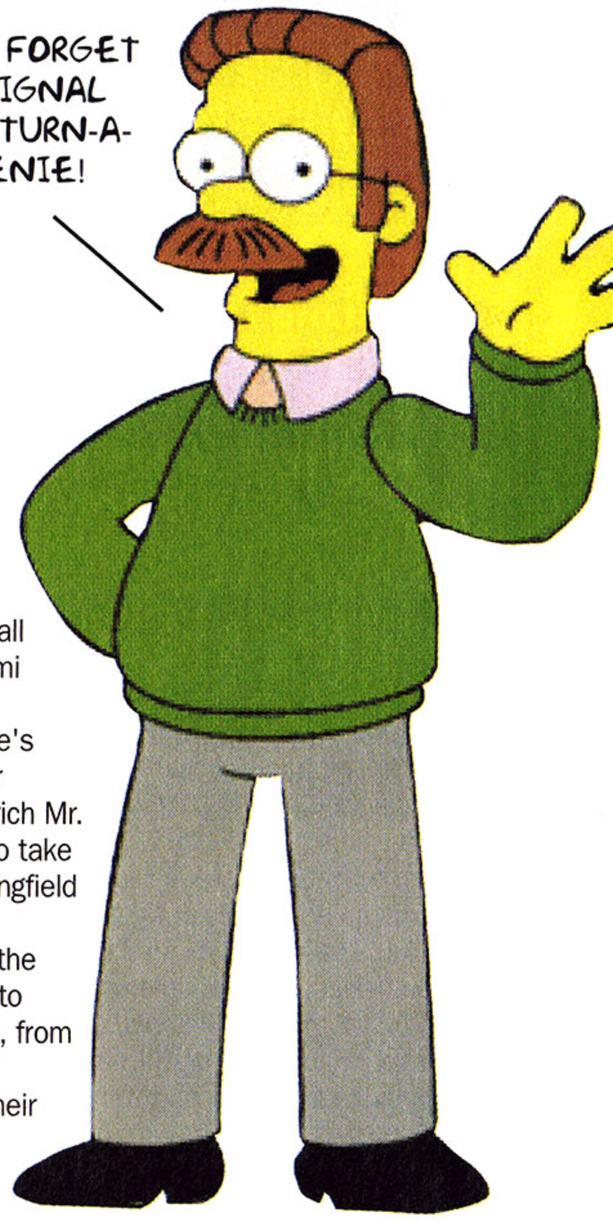
■ **STYLE** 1-PLAYER STRATEGY/RPG ■ **PUBLISHER** KOEI
■ **DEVELOPER** KOEI ■ **RELEASE** JULY



PLAYSTATION 2

SIMPSONS ROAD RAGE

SHE'LL GO 300 HECTARES ON A SINGLE TANK OF KEROSENE

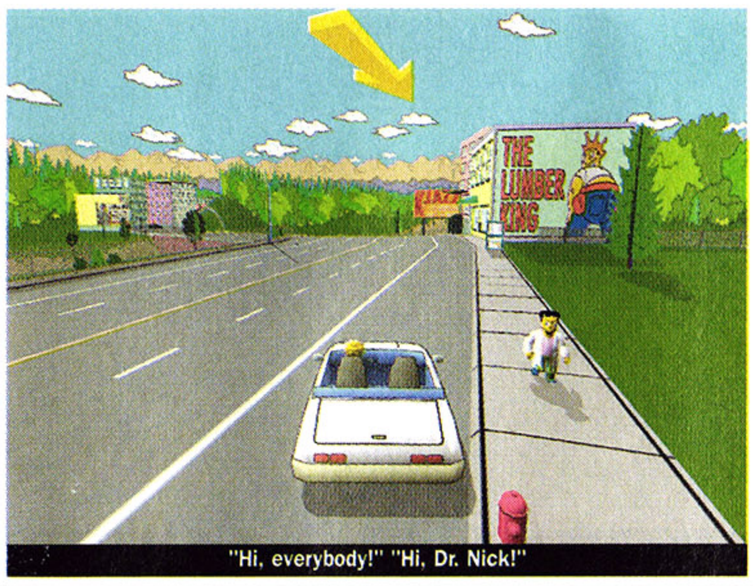


Some of the best Simpsons moments happened in vehicles. For example, on his way home from work, Homer sings, "Simpson. Homer Simpson. He's the greatest guy in history. From the town of Springfield, he's about to hit a chestnut tree." Or who could forget when the family drives through a cactus patch with Sideshow Bob clutching to the underside of the vehicle? And we all fondly recall the time Homer was accused of sexual harassment when he reached for the gummi Venus de Milo stuck to his babysitter's behind as she left the car.

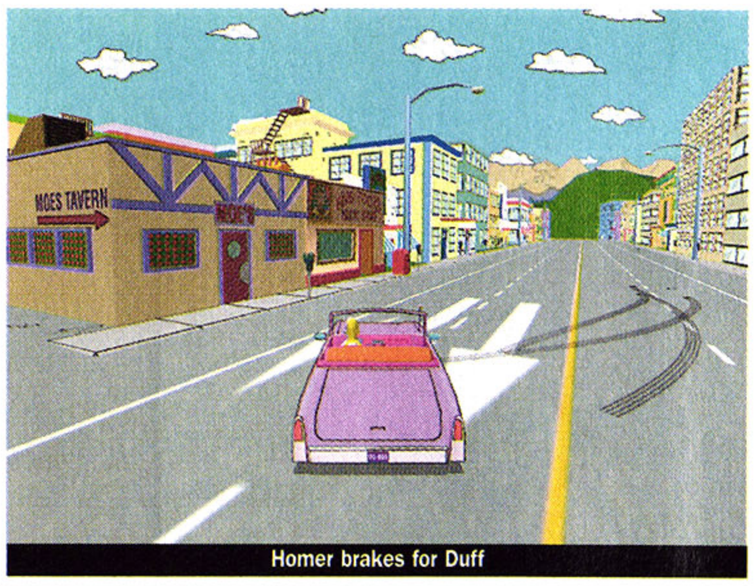
Of course, some of our worst Simpsons memories have to do with Fox Interactive's PlayStation release reviewed in this issue, Simpsons Wrestling. However, vehicular shenanigans are much more suitable for Homer and company. The conniving and rich Mr. Burns has bought up the transit company. In a Crazy Taxi-esque slant, your job is to take Simpsons characters to Springfield landmarks in a grand scheme to buy back Springfield Transit. Evidently the monorail isn't a viable transportation alternative.

Simpsons Road Rage boasts an amazing total of over 100 landmarks to visit in the non-linear world. Even the most hardcore fans of the show would be hard-pressed to rattle off that many locales. You can take to the streets as 22 different characters, from Marge to Barney (hopefully without the influence of Duff). However, not all cast members making appearances will be under your control; many will be in cars of their own, sure to get in your way. Nobody wants to be stuck behind Hans Moleman, or be forced to navigate around the portly Chief Wiggum.

Simpsons Road Rage has some definite potential. If Radical Entertainment can tap into the hilarious aura of the TV show, and meld it with a decent driving game engine, there is no telling how utterly Krusteriffic it could be. Even if Simpsons Wrestling was such a complete failure, we can't pass up the chance to visit Springfield via a promising PlayStation 2 release. We need premium, dude. Premium!! Duuude!!!



"Hi, everybody!" "Hi, Dr. Nick!"



Homer brakes for Duff

■ **STYLE** 1-PLAYER RACING ■ **PUBLISHER** FOX INTERACTIVE ■ **DEVELOPER** RADICAL ENTERTAINMENT ■ **RELEASE** TBA

PLAYSTATION

X-MEN: MUTANT ACADEMY 2

THE XPERIMENT CONTINUES

Mutants may never secure the human rights they deserve (freaks!), but in the pixel realm, they will always garner praise from gamers. Fighting back with a vengeance, Activision's surprising sequel boasts significant changes and a heavily expanded roster. Joining all of the funnily dressed circus performers from the original release are a handful of new combatants. Rogue: a sexy vixen with skunk-like hair who possesses the power to steal mutant abilities. Havok: though he's burdened with being Cyclops' brother, he can absorb cosmic ambient energy and release it in plasma blasts. Nightcrawler: bearing a weasel-ish exterior, he can travel where he wants through line-of-sight teleportation. Forge: a good-looking guy who can build weapons through his mutant (Jedi) powers.

Adding depth to the mix, the combat has not only been tweaked to run more smoothly, it now features aerial combat, defensive rolls, and a fine-tuned Super Meter. In hopes of rewarding gamers properly, all of the CG cutscenes are inspired by Joe Madureira's art and will be brought to life through cell animation. The evolution begins this Summer!

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** PARADOX ■ **RELEASE** AUGUST

DREAMCAST

ALIEN FRONT ONLINE

ET PHONES HOME FOR REINFORCEMENTS

Aliens invaded so they could reconfigure DC's monuments

There are worse things that can happen than aliens invading the earth. After all, watching the *X-Files* is already worse than getting the steel probe injection. Alien Front Online proves this, and that the DC still has plenty of life left in it. With online play, console vs. arcade battles, and the chance to wreak wanton destruction across the board, AFO does a lot with what little new features it offers.

The gameplay is as simple as choosing a side (Army or Aliens), one of three vehicles per team (tanks like the M1A1 Abrams or a multi-legged Triclops craft), and pulling the trigger on an arsenal of weapons. Explain our understanding of the power of the atom to the Triclops, or sweep up the Earthlings' puny technology with a quick tornado blast. Destructible environments make your misanthropy or xenophobia that much more enjoyable.

AFO's controls are simple, and lend themselves well to the across-the-board, universal nature of the title. Online play and the in-game chat features are what will really make this title shine, even if it doesn't have the sophistication of Counter-Strike. Screw Kristian, let's kill!

Packing extra heat never hurts

"Ahh, Tokyo. We always have a good time there."

■ **STYLE** 1 TO 8-PLAYER ACTION ■ **PUBLISHER** SEGA ■ **DEVELOPER** WOW ENTERTAINMENT ■ **RELEASE** AUGUST

PC

STEEL SOLDIERS

TEN-HUT!

As a sequel to the game Z released in 1996, Steel Soldiers will focus on action-heavy gaming environments to help it stand out in the RTS crowd. With games like Warcraft III stepping on deck, Bitmap is making sure average gamers aren't going to pass over Steel Soldiers because they think there's something out there that's doing the same thing, only better.

At the onset of the game, you will begin work for one of two corporations: Transglobal or Megacom. Your goal will be to snag as much territory as you can get your hands on in the shortest amount of time. You'll have an army of robots – which can be equipped with everything from tanks, helicopters, and destroyers – to help you achieve your goals. There will be 30 air, sea, and land units at your disposal, as well as 20 building types to work with.

Although Steel Soldiers is an RTS, the gameplay will shy away from traditional resource gathering in favor of a more streamlined approach: The more territory you take over, the more money you get. It's that simple. Look for this title to break a number of RTS conventions, all while providing impressive graphics and engrossing plotlines. June might not come soon enough for you diehard RTS buffs out there.

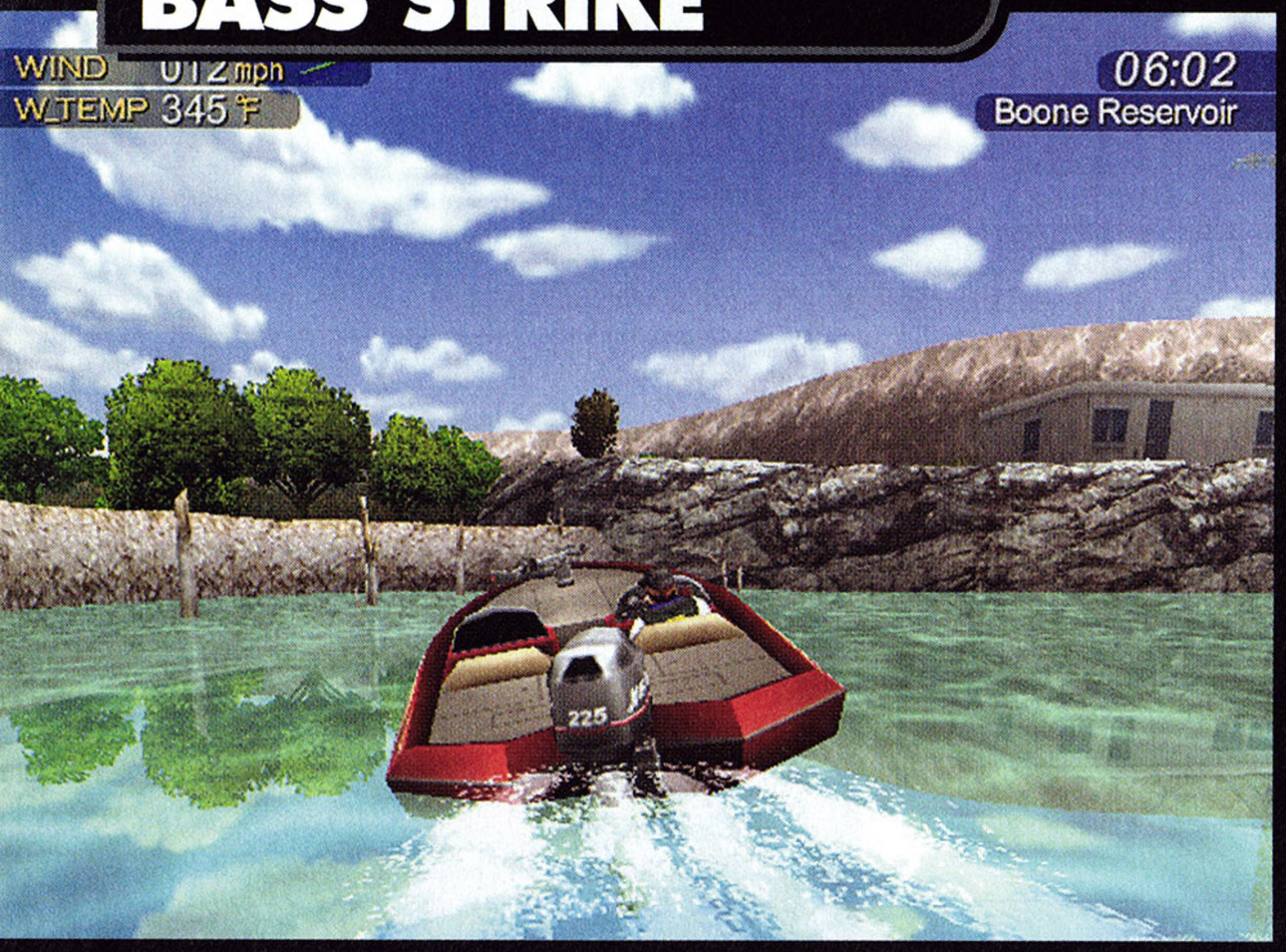
Holy crap that looks awesome

■ **STYLE** 1 TO 8-PLAYER STRATEGY ■ **PUBLISHER** EON DIGITAL ENTERTAINMENT ■ **DEVELOPER** BITMAP BROTHERS ■ **RELEASE** JUNE

PHOTOPHILE

PLAYSTATION 2

BASS STRIKE



It was only a matter of time before THQ dropped a line into the PlayStation 2 pool. With seven environments modeled after real world locations, and a 150 man six-round tournament, we're sure gamers will think this title kicks total bass! At the beginning of the game, players must choose between two anglers, each equipped with his own tackle box, lures, abilities, and attributes. As the game progresses, four additional characters will be added to the roster. With varying weather conditions, the fish behaviors will change, and different techniques must be used to land the lunker. Nine-time BASS Masters Classic qualifier, Shaw Grigsby, provides color commentary and tips for beginners.

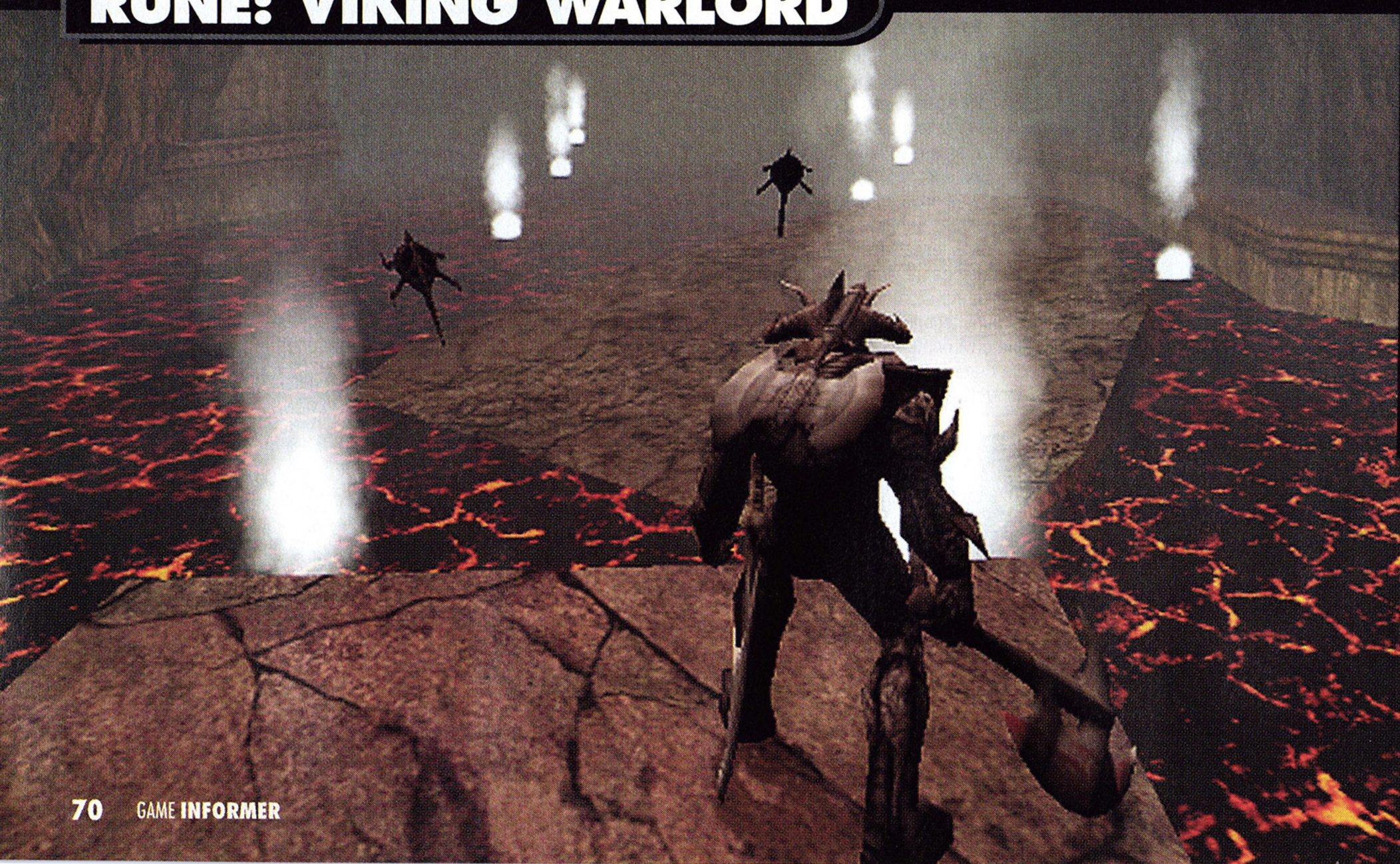
PC

STAR WARS: GALACTIC BATTLEGROUND

If Force Commander didn't do anything for you, Ensemble Studios is working on a real-time strategy alternative that not only does the Star Wars license justice, but launches it to staggering new heights. Along with explosive ground battles, combat can be waged in space and within submerged cities. The pallet of units is particularly exciting as it seamlessly combines technology from *The Phantom Menace* with the classic trilogy. The expanded universe is also tapped and, at long last, the Wookie Kas Tank will make its gaming debut.

PLAYSTATION 2

RUNE: VIKING WARLORD



Already a hit on the PC, developer Humanhead Studios is redesigning Rune for its console debut. Along with the 40 environments displayed in the original release, new levels have been created. You'll also encounter a handful of sinister new monsters like the flame-clawed Hellhound and Frost Giant. The main character, Ragnar, embodies more than 7,000 frames of animation and can wield 15 different axes, hammers, and swords. Multiplayer is available through split-screen, with 20 different Viking skins to choose from. If the console version can deliver the smoothness of control the PC game did, this will be a bloodbath you won't want to miss.

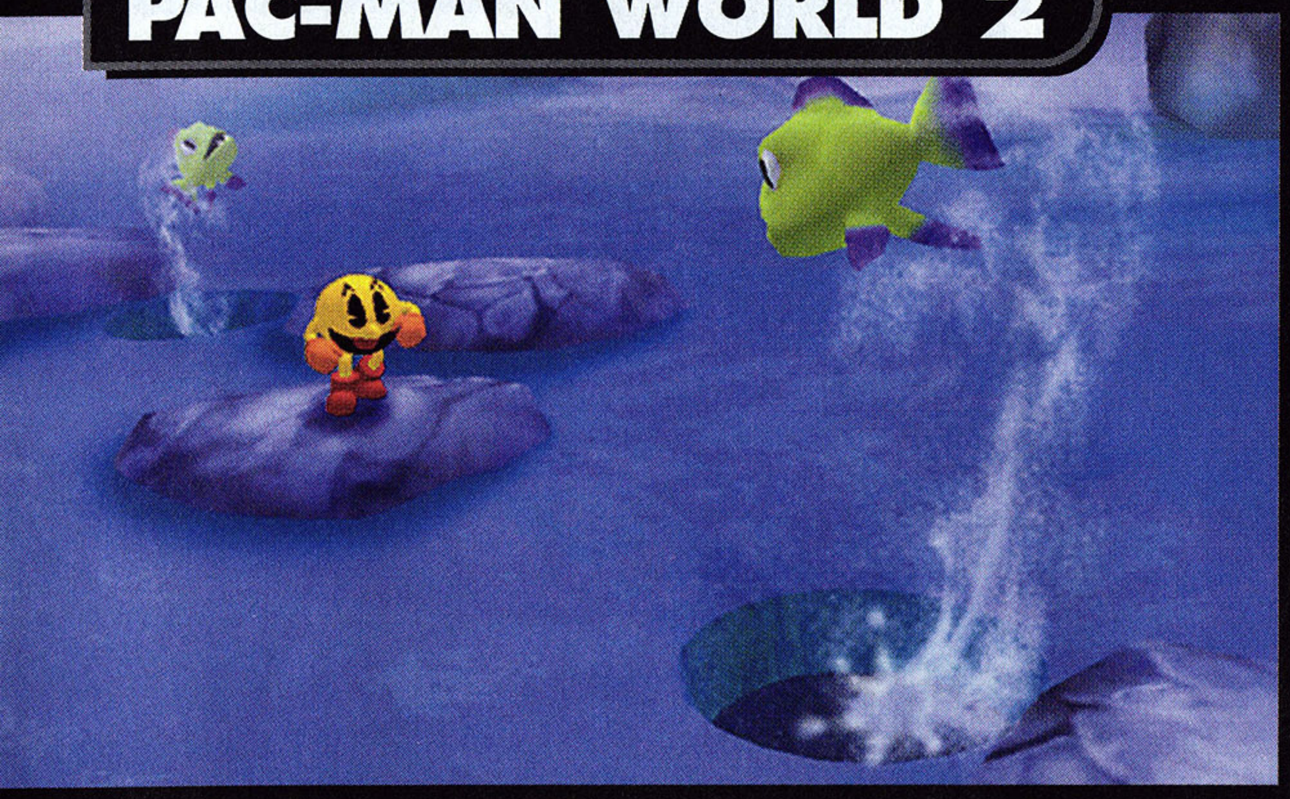
PLAYSTATION 2

TIME CRISIS 2

This may look like an ordinary arcade port on the outside, yet nothing could be further from the truth. New levels, modes, and options await. You can even link it up via the I-Link for multiplayer, or use two guns for a single-player game.

PLAYSTATION 2

PAC-MAN WORLD 2



Come this winter, the video game community will be rocked to its knees by the battle of the titans – Frogger versus Pac-Man! This sequel to the popular PlayStation game marks Pac-Man's first adventure in a 3D world.

PHOTOPHILE

PLAYSTATION 2

FROGGER: THE GREAT QUEST

Thanks to Konami, our dreams of controlling a frog in an immense 3D world have finally come true. Eat your heart out, Kermit!

PLAYSTATION 2

JURASSIC PARK 3: SURVIVAL OF THE FITTEST

Just when you thought the tyrannosaurus rex feeding frenzy had ended, a whole new world of terror awaits. In collaboration with Universal Pictures and its upcoming *Jurassic Park III* theatrical release, Universal Studios' PS2 title, Survival of the Fittest, should make 2001 the year of the thunder lizard.

XBOX

OUTLAW GOLF

Fitted with a Composure Response System, the better your game, the easier the controls. If you are stinking up the course, the controls will be unmanageable, and the only way to regain composure is to beat your caddy. Unfortunately, this Simon & Schuster Interactive release won't be available until 2002.

XBOX

KENGO: LEGACY OF THE BLADE

In the Xbox Kengo offering, you will have a choice of characters, each with an original storyline. You will also be able to customize your character's face, clothing, and body to make him fit your ideal vision of what a badass should look like. You'll need to use and improve your physical and mental skills to move the game along, as well as increase your Samurai Reputation, which will be based on your honor and technique. Also implemented will be a Turn-Around attack that will allow you deal out a final, devastating attack to attain victory. Look for LotB sometime this winter.

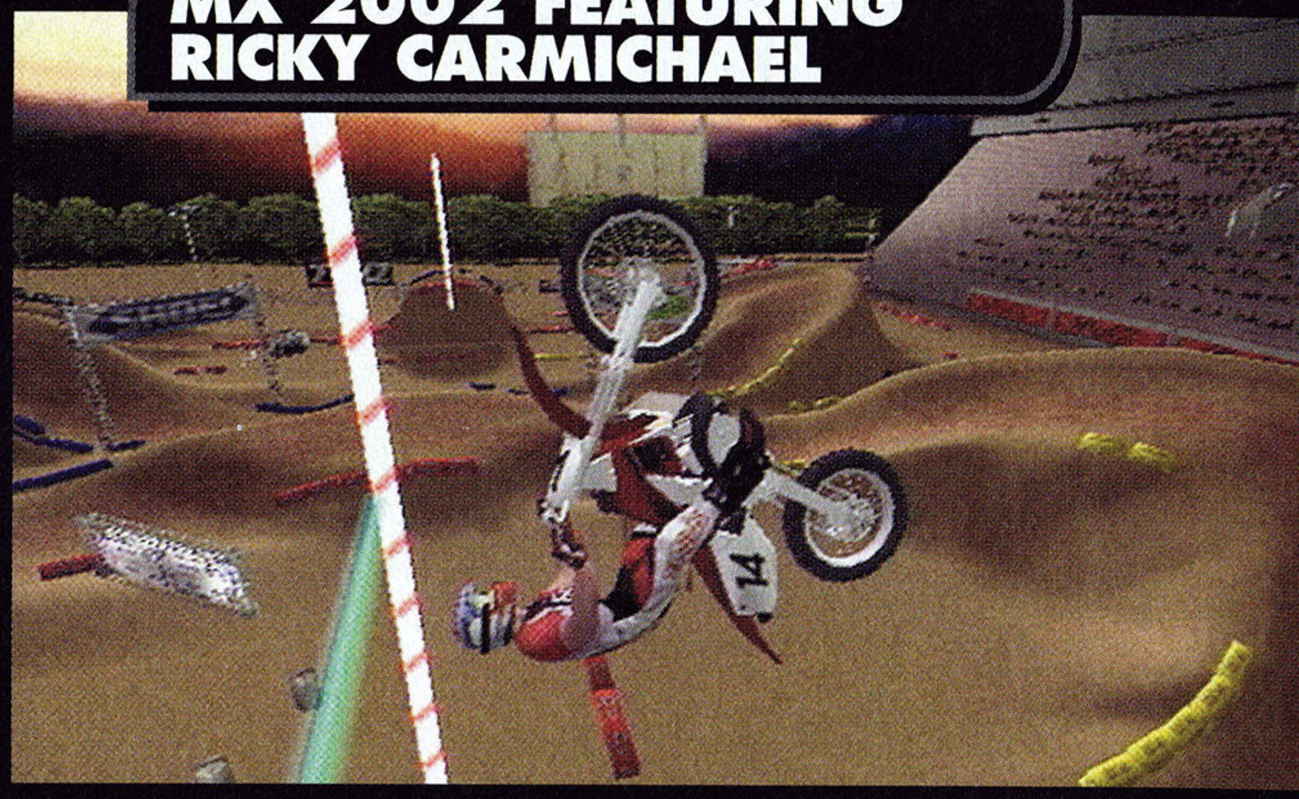
DREAMCAST

HEAVY METAL: GEOMATRIX

This game looks a lot like the Spawn title we saw last year for Dreamcast. Geomatrix will be a four-player death match-style fighting game based on the classic adult futuristic comic of the same name.

PLAYSTATION 2

MX 2002 FEATURING RICKY CARMICHAEL



Part motocross, and part heart-stopping, eye-popping, crazy-stunt action, MX 2002 featuring Ricky Carmichael will wet the whistle of any hardcore racing fan. Look for over 20 different tracks to tear up. MX 2002 should hit shelves sometime this summer.

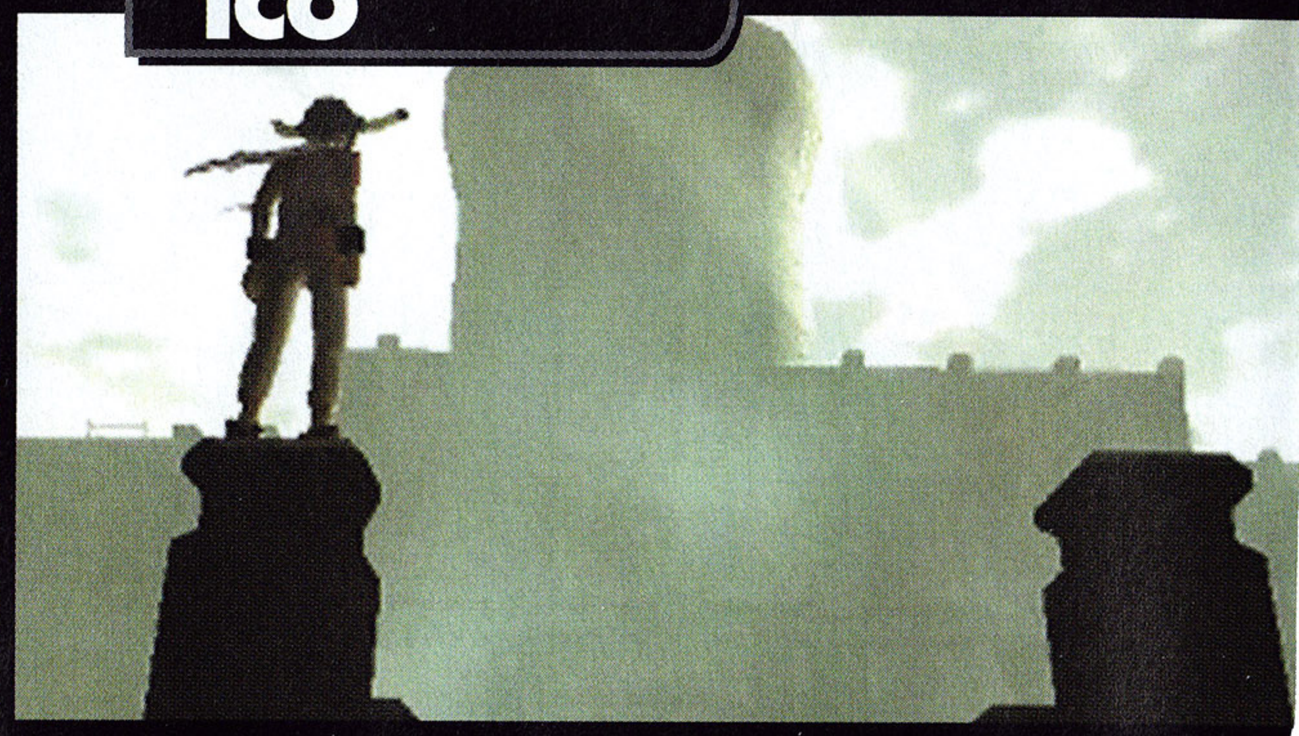
PLAYSTATION 2

ROBOCOP

Although some might say it's about 15 years too late, the GI staff (especially *Robocop 2* fanatic Jay) is pretty pumped to see the franchise returning to the world of vids. This futuristic FPS will feature a ton of heavy weaponry, an innovative adaptive AI system, and 15 arduous missions.

PLAYSTATION 2

ICO



Every generation, a baby is born with horns. Rather than nurture the child and raise it as one of their own, the villagers look at this freak occurrence as a bad omen, and the youth is quickly sacrificed. At the age of 12, a horny boy named Ico was brought to the castle and buried alive within a tomb. Left for dead, Ico fights for life and eventually escapes from his grave. In his quest to learn of his fate, he crosses paths with a troubled princess, and lends his hand in helping her escape from the castle. In the 30+ stages, players will have to conquer countless puzzles and navigate treacherous mazes, all while keeping the princess out of harm's way. Developed by Sony, Ico is slated to release this fall.

PLAYSTATION

ONE PIECE MANSION

Heavily laden with puzzle elements, players must manage a mansion and keep its residents happy, otherwise disaster will ensue. Capcom calls it a mix between The Sims and Super Puzzle Fighter.

XBOX

METAL DUNGEON

Metal Dungeon will be a dungeon-based (go figure) RPG which will take place in the world of Aransas. Aransas is in turmoil and you must battle to help save it! Look out for the evil that has been unleashed while you're at it.

PC

FREEDOM FORCE

Set in 1962 New York City, Freedom Force is a tactical RPG using customizable super hero type characters to fight crime and save the city. 30 levels await your exploration and destruction. Have at it!

PHOTOPHILE

GAME BOY ADVANCE

SPYRO THE DRAGON

Your scaly little friend will make his handheld debut on Game Boy Advance. Look in wonder at this wonderful picture and imagine yourself wasting hour after hour with your pal on a brand new system.

PC/XBOX

STAR WARS: STARFIGHTER SPECIAL EDITION

The game that earned your respect on the PS2 is looking to blow you away on the Xbox and PC this fall. You'll be fighting against the feared and hated Trade Federation in an all new expanded Star Wars universe which ties in nicely with Episode I. Don't worry about lack of plot, or lack of punch – the power of Xbox and your PC will take care of that. This game should really turn some heads on these platforms seeing as how it was absolutely gorgeous on the PS2. We've provided you a little eye candy to hold you over.

REVIEWS

Our crack (or crackhead, we can never decide which) review team rates games in a number of categories to help you sort out the great from the stuff you hate. Each game is reviewed by at least two staff members, and you will find both their opinions on each review. To make things a little easier we have put together some definitions of what the numbers mean, what the reviewers are like (so you can find the reviewer most like yourself), what we look for in a game, and also a cheat sheet so the newbies can understand our advanced video game jargon. Read on and soon you will be talking FPS and FMV with the best of them.

THE SCORING SYSTEM

10
9
8
7
6
5
4
3
2
1

Game Informer's rating system ranges from 0 to 10, and is similar to school grading. 7 is average, 9 and above is exemplary work, 5 and below is a failure. Aside from concept, entertainment, graphics, playability, sound, and replay value (all explained to the right), other factors that influence a game's final score are how much game you get for your money and how all the game's elements come together.

10 - Perfection. One of the best games of all time, if not THE best game of all time. This game has no flaws, and thus this rating is rarely given out.

9 - Worth owning. Fans of the genre should definitely enjoy this game, but even those who don't normally like this type of game may find themselves getting hooked.

8 - Worth playing. Still a great game, but arguably so. It may not be the best ever, but there's enough to keep your fingers wrapped around the controller for some time.

7 - Worth renting. Unless you're a fledgling gamer, you've probably seen everything this game has to offer before. Still, just checking it out won't ruin your weekend.

6 - Limited appeal. There are always a few people that will fall in love with a game of this caliber, but for the most part, those playing it will be yearning for something more.

5 & BELOW - Garbage. From this point down, it's just a matter of how much of a failure the game is. The lower the score, the more you're hating life for playing it.

CONCEPT
What new ideas the game brings to the table and how well old ideas are presented.

GRAPHICS
How good a game looks, taking into account any flaws such as bad collision or pop-up.

SOUND
Does the game's music and sound effects get you involved or do they make you resolve to always play with the volume down?

PLAYABILITY
Basically, the controller to human interface. The less you think about the hunk of plastic in your hands, the better the playability.

ENTERTAINMENT
Flat out, just how fun the game is to play. The most important factor in rating a game.

REPLAY VALUE
The longevity of the title.

- **High** - You'll still be popping this game in five years from now.
- **Moderately High** - Good for a long while, but the thrills won't last forever.
- **Moderate** - Good for a few months or a few times through.
- **Moderately Low** - After finishing it, there's not much reason to give it a second go.
- **Low** - You'll quit playing before you complete the game.

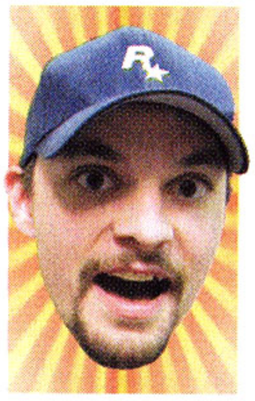
EARLY CHILDHOOD EC — Content suitable for persons ages 3 and older.
MATURE M — Content suitable for persons ages 17 and older.
EVERYONE E — Content suitable for persons ages 6 and older.
ADULTS ONLY AO — Content suitable only for adults.
TEEN T — Content suitable for persons ages 13 and older.
RATING PENDING RP — Product is awaiting final rating.

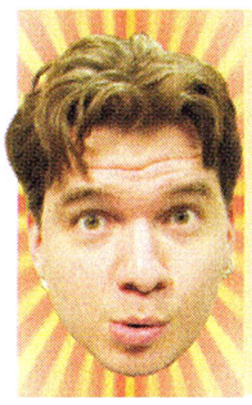
ANDY
Handle: The Game Hombre **Expertise:** RPGs, Action/Platform, Driving, Strategy, FPS **Interests:** DVD Movies, Plastic Constellations, The Console War **Dislikes:** Overuse Of The Phrase "Power Of Xbox," The Laggy As All Heck Post-Dot-Com Meltdown Internet **Current Favorite Games:** EverQuest, Serious Sam, Red Faction, Castlevania: Circle Of The Moon

When Andy's not yelling at a game for "rippin' him off," he plays drums in Minneapolis indie rock band, Unbelievable Jolly Machine. A longtime fan of Metroid, Andy has been reviewing video games professionally since the days of the 8-bit NES. While a big sports fan in real life, Andy isn't the first to line up for sports titles, but is always willing to put in the extra hours to play a good RPG or strategy game.

REINER
Handle: The Raging Gamer **Expertise:** RPGs, Fighting, Action/Platform, Sports **Interests:** Comic Books, Star Wars, Quidditch, Lord Of The Rings, Uranus **Dislikes:** Draco Malfoy, Weezer, Liquid Candy, 3DO's Recent Torture Chamber Of Army Men Games **Current Favorite Games:** Tony Hawk's Pro Skater 3, Metal Gear Solid 2: Sons Of Liberty, Devil May Cry

Reiner considers himself the biggest Star Wars fan in the world. Along with his impressive collection of Star Wars action figures, he has seen the trilogy 511 times. A fan of all game types, role-playing games are his strong suit. In his six years as a professional gamer, Reiner has achieved the impossible. Penetrating the pixel boundary, he not only plays games, he's in one, and can be shot daily in the epic N64 release, Perfect Dark.



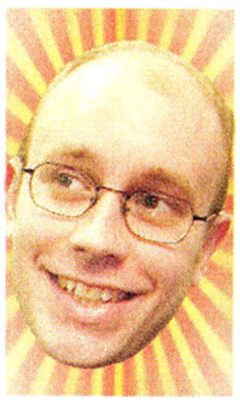


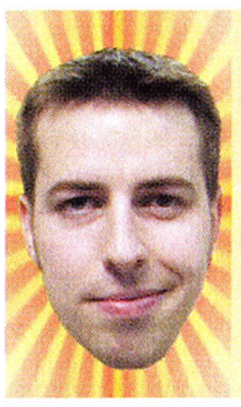
JAY
Handle: The Gonzo Gamer **Expertise:** Strategy, Puzzle, RPGs **Interests:** Dungeons & Dragons, Comic Books, Wrestling, Paintball **Dislikes:** Wendy's When Gabriella Isn't Working **Current Favorite Games:** Red Faction, Red Faction, Red Faction (No Other Game Was Close To Being A Contender)

Jay lives in his mom's basement just like you. Adding further fuel to his archetypal nerd fire is his love for comic books, metal miniature painting, and twice weekly pencil-and-paper RPG sessions. In fact, he's such a D&D fanatic, he hates professional football simply because it interrupts his Sunday gaming schedule. Par for the course, his favorite games are often obscure ones. He is also one damn handsome man.

MATT
Handle: The Original Gamer **Expertise:** Racing, Puzzle, Action/Adventure **Interests:** Nerds Blizzards, Acre Thrills By US Maple, Channel 45, Tylenol PM **Dislikes:** My Stalled Rock Music Career, My Loud Neighbors, Trying To Quit Drinking Pop **Current Favorite Games:** MTV Music Generator 2, Crazy Taxi, Super Mario Advance

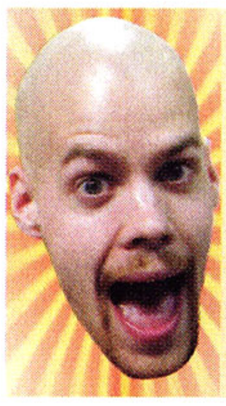
While record collecting, watching reality television, and playing video games might sound like a state of retarded adolescence, Matt manages to scrap together an almost meaningful existence out of these activities. His encyclopedic knowledge of pop culture is either amazing or annoying, depending on how close your desk is to his. Less esoteric than his colleagues, Matt prefers traditional action and platform games.





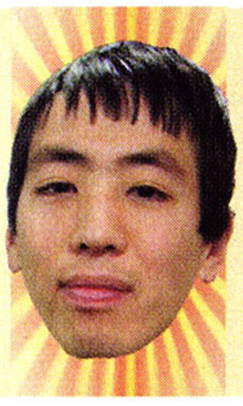
KRISTIAN
Handle: The Game Dawg **Expertise:** RPGs, Strategy, Sports **Interests:** Flight Of The Navigator, Those Weird Flip-Cube Things, Spring Thunder Storms **Dislikes:** His Roommate's Fake Plants He Put On The Porch, Dirt Burritos **Current Favorite Games:** Serious Sam, Baldur's Gate 2, MTV Music Generator 2

Kristian enjoys opening a can of whoop-ass on his buddies at the ping pong table, then running off to the driving range for a lesson in humility and anger management. The original text-driven Zork started Kristian on the gaming road; Ultima 6, NES Baseball, and Zelda made sure he stayed. Still an avid RPG fan, he can always find time to pound out a good sports game.



JUSTIN
Handle: The Digital Deviant **Expertise:** Action/Platform, Fighting, RPGs **Interests:** My New(er) Car, VH1's Bands On The Run, Utah Jazz, A Tribe Called Quest **Dislikes:** Comprehensive Insurance Costs, US Vs. China, Carbonated Beverages **Current Favorite Games:** Solitaire Lite, Phantasy Star Online, Castlevania: SotN

Unlike most gaming jabronis, Justin knows there's life outside video vegetation. He doubles as wrestler Helmut Von Strauss in the Minnesota independent scene, where he violently bonds with other sweaty males – a practice that just gets blank stares when attempted on other GI reviewers. Though the youngest on staff, Justin's tastes are highly old-school, and he plays 16-bit classics as often as he plugs into the latest titles.



KATO
Handle: The Game Katana **Expertise:** Sports, Action/Adventure, RPGs **Interests:** Processed Meats, The Brothers Gallagher, Winning A Super Bowl Ring **Dislikes:** People Who Like The XFL Just 'Cause It Doesn't Interfere With Their Excursions Into D&D's Land Of Make-Believe **Current Favorite Games:** Dark Cloud, Madden, Tokyo Xtreme Racer Series, Krull

When not buying copious amounts of records, Kato can be found exercising good taste, feeding the goats, and trying in vain to update his wardrobe into the 21st century. Like other young men of his generation, he quickly found out that the one true real world application of good grades was the free arcade tokens that were given out at as reward. With allegiance to none, he takes on every game with an equal eye.

NEWBIE CHEAT SHEET

For our newer readers, here is a glossary of terms and acronyms that commonly appear in the magazine. Video game veterans should move along (these aren't the droids you are looking for).

Action – A term we use for games like Rising Zan

Adventure – A term we use for games like Myst

AI – Artificial Intelligence. Usually used to refer to how well the computer reacts to a human opponent

Board – A term we use for games like Jeopardy

CG – Computer Graphics

cutscene – A portion of the game where players simply watch as the story unfolds

DC – Sega Dreamcast

E3 – A place where pathetic people jump for hours on end to get free shirts

Fighting – A term we use for games like Street Fighter

FMV – Full Motion Video. Usually refers to an animated CG cutscene

FPS – Frames Per Second. How many animation frames happen in one second. Also used to denote First Person Shooters like Doom, GoldenEye, & Unreal Tournament

framerate – The frames of animation used to create the illusion of movement

frontend – A game's menus and options

GB – Game Boy

GBA – Game Boy Advance

GBC – Game Boy Color

Isometric – Three-quarters top down view, like Starcraft

ISP – Internet Service Provider. The company that provides you with access to the Internet

LAN – Local Area Network. Connecting computers or consoles together within a small space to allow communication between them. Provides fast, simultaneous gameplay

minigame – A small, simple game within a larger one

motion-capture – Using human models and infrared cameras to record movement for game animation. Also mo-cap

N64 – Nintendo 64

NES – Nintendo Entertainment System

Platform – A term we use for games like Super Mario and Crash Bandicoot

pop-up – When onscreen objects, usually distant, suddenly appear

PS2 – Sony PlayStation 2

PS-X – Sony PlayStation

Puzzle – A term we use for games like Tetris

Racing – A term we use for games like Ridge Racer

RPG – Role-Playing Game. A game that involves character improvement through collecting and spending points. A term we use for games like Final Fantasy

Scuzz – A mid-80's term used to define a good put-down in South Minneapolis

SG – Sega Genesis

Shooter – A term we use for games like R-Type

SNES – Super Nintendo Entertainment System

Sports – A term we use for games like, well duh, Madden Football

SS – Sega Saturn

Strategy – A term we use for games like Command & Conquer

third-party – Something made for a console by a company other than the console manufacturer

GAME OF THE MONTH
RED FACTION

Sometimes aniticipation outshines reality – but not this time. Long touted as the first-person shooter that would revitalize and reinvent the genre, Red Faction has arrived on PlayStation 2. Delivering not only all the destruction that was promised, it also gives players a compelling story, ingenious level design, and a desire to shoot every cowering scientist in sight. Go to page 76 to find out why Red Faction is the best Mars epic not starring Arnold Schwarzenegger.

Another *Jackass* impersonator pays the price

Even gory deaths look great

If a door is locked, explosives sometimes allow you to blow your way around

PLAYSTATION 2

RED FACTION

REBEL REFURBISHMENT

If you have any interest at all in upcoming titles for PlayStation 2, it's a sure bet you've encountered a healthy share of hype regarding Red Faction. Its Geo-Mod engine promised to give players the heretofore unavailable ability to absolutely obliterate objects in the environment – be it windows, walls, or whatever. Both anticipation and expectation for the game have been unbelievably high. So let's get the big question out of the way first. Does Red Faction live up to the hype? Yes.

As a matter of fact, it's a sure bet that your first hour of play will be spent looking around in awe at the carnage you're able to cause. If you have the right equipment, you'll have opportunities aplenty to carve your own path through walls, fell opponents indirectly with debris, and ricochet bullets to take out people not in direct line of sight.

With that question answered, let me clue you in to a little detail that many have neglected to mention. Even if you weren't able to achieve such unprecedented levels of mayhem, it would still be an immensely fun first-person shooter. Volition hasn't relied on the Geo-Mod engine to carry its game. Rather, it has used its creation to enhance an already impressive piece of work. It looks great, sounds fantastic, has great weapons and vehicles, and enemy AI that can be absolutely brutal. The single-player story of Parker's rebellion against his Martian corporate masters is compelling enough to keep you stuck in front of your television, and the action at hand ensures that it will be a tense experience the whole way through.

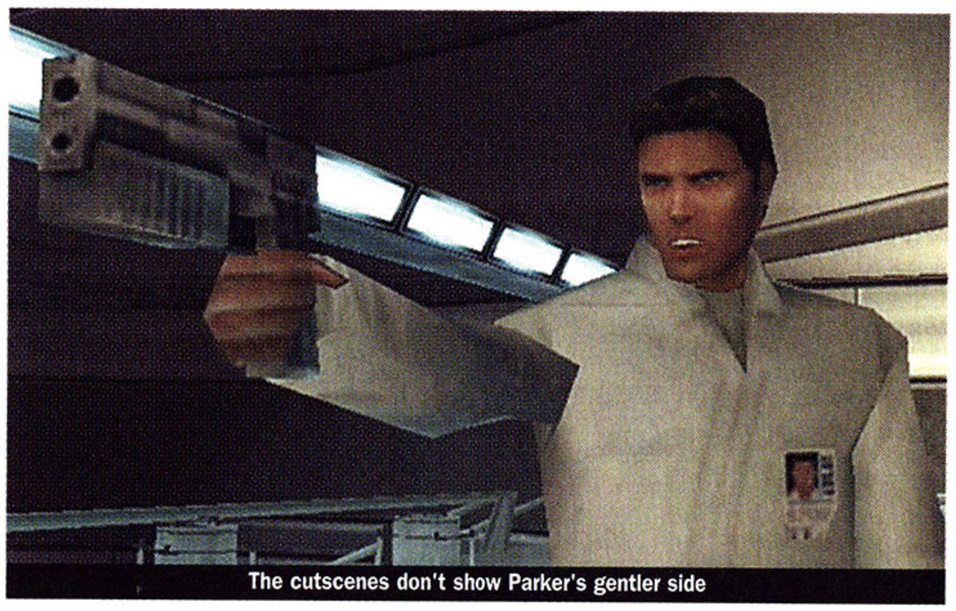
Red Faction certainly has a fair amount of annoyances (frequent loading being chief amongst them), but my only real complaint is also my biggest compliment – the game ends. The single-player game is a hefty one, but after obsessively pressing forward in the game for a few days, it's practically heartbreaking to see Red Faction come to its conclusion. Thankfully, the environments are so immense and the level design so intricate, it's actually worthwhile to play the game through more than once. The two-player deathmatch game doesn't hurt the replay value either.

There are definitely places where extra polish could have been applied, but the overall package that is Red Faction completely overpowers any shortcomings. It's the type of game that has to be seen to be believed, and I recommend all PlayStation 2 owners go out and find it to understand. –**JAY**

Multiplayer has a variety of deathmatch options

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** THQ ■ **DEVELOPER** VOLITION ■ **RELEASE** MAY 22

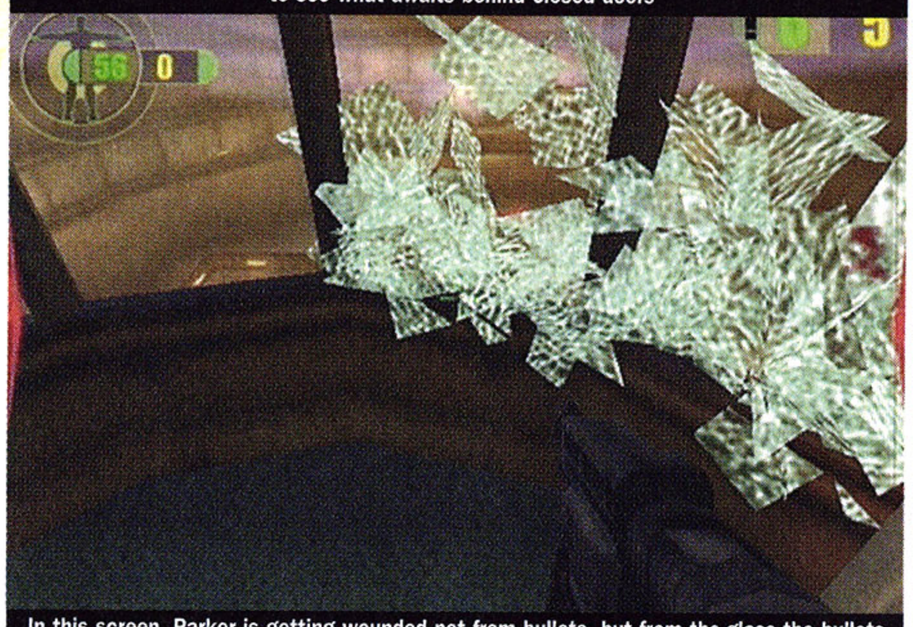
RED FACTION



The cutscenes don't show Parker's gentler side

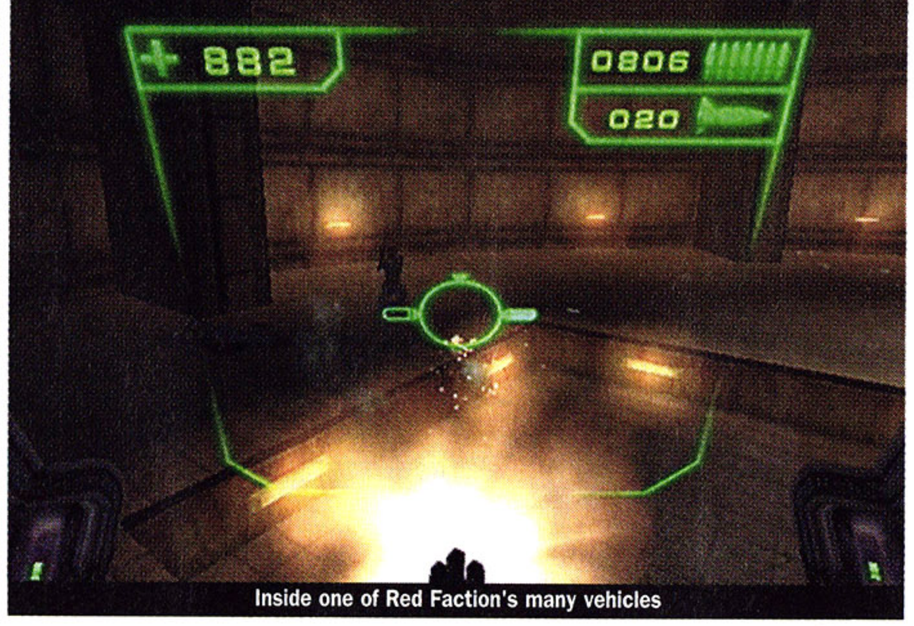
"Does Red Faction live up to the hype? Yes."

The infrared scope of the rocket launcher allows players to see what awaits behind closed doors



In this screen, Parker is getting wounded not from bullets, but from the glass the bullets are shattering

A pinpoint shooting option allows players to precisely aim when the opportunity arises



Inside one of Red Faction's many vehicles

THE BOTTOM LINE

MATURE M — CONTENT RATED BY ESRB

9

- **Concept:** A first-person shooter where what you kill with matters as much as what you kill
- **Graphics:** Other than very rare and very brief slowdown, the game looks and runs beautifully
- **Sound:** Voice-overs are plentiful, and there's actually a lot more to hear than the report of your guns
- **Playability:** The preset is natural as can be, but if you don't like it you can change it however you like
- **Entertainment:** Fun the whole way through, and leaves you begging for more
- **Replay Value:** Moderate

SECOND OPINION

Red Faction is the PS2 GoldenEye. Not in the sense that the game is modeled exactly the same, but rather, it's THE FPS gamers will fall head over heels in love with. Whether it be the single-player game or the multiplayer modes, Red Faction delivers the goods. The story is interwoven seamlessly with the action, and the highly touted Geo-Mod engine delivers the highest level of destruction possible. Whether it be a thin windowpane or a mile-long rock wall, if you have the tools, you can blow through it. I was also thoroughly impressed with the AI. The computer opponents flee, seek cover, and even try to trick you by saying, "I'm unharmed!" With the power Red Faction delivers, the game does suffer from extensive loading. Other than this subtle annoyance, however, Red Faction lives up to the hype as an innovative, compelling, and completely immersive FPS.

REINER – 9.25

PLAYSTATION 2

TOKYO XTREME RACER: ZERO

HIGH BEAM BATTLES

THE BOTTOM LINE

EVERYONE — CONTENT RATED BY ESRB

8

"When the sun goes down..." No that's all wrong. "They only come out at night." That sounds stupid too. Basically, there's no way to start out this review without sounding like I'm trying to give upcoming street racer film *The Fast and the Furious* free press. While that's what Tokyo Xtreme Racer: Zero does in its DVD extras (a trailer for the movie appears, as well as a documentary with real Japanese drivers), this title is better than that flick or any vid tie-in could be. I found challenging rival gangs on the highways of Tokyo addictive in its knack for turning personal – very fast.

Roaming the metropolis looking for takers builds up a list of enemies, of which there is an endless supply. In your garage you can study their tendencies and see those you've bested. Along the way you'll earn a B.A.D. name (which changes as you gain rivals' respect), unlock stickers/more cars, and spend money on keeping your wheels competitive (a must).

Although the controls of TXR:Z are basic, one soon learns that navigating the NPC AI and exact driving are key. Unlike most titles, bumping into walls and foes isn't the way to win, as this will reduce your SP meter/life.

Small points off because there isn't a marked upgrade in graphics from the DC's TXR 2, the new Vs. mode shows pop-up and less onscreen details, and the city's areas are the same (as in said DC title). Either way, however, you'll be intoxicated by the fumes. – **KATO**

- **Concept:** Haven't seen a cool addition to the genre since the last Tokyo Xtreme Racer on the Dreamcast
- **Graphics:** Fast, smooth, and with some good lighting/headlight effects
- **Sound:** Nighttime is always the right time for techno – or so we're led to believe
- **Playability:** Streamlined and easy to avoid adding drag
- **Entertainment:** The humanization of your rivals makes this much more than just a racer
- **Replay Value:** Moderately High

SECOND OPINION

I'm a little underwhelmed by this PS2 port of TXR 2. There are few improvements, and many of the tracks are recycled from the DC version. Graphically, it's rock solid, and almost identical to the Dreamcast. I'm a big fan of this series, but I wish some of the pacing issues had been addressed, as you still spend a ton of time aimlessly driving, just looking for a race. A fine game, but it's going to take more than this to compete with GT 3. Hopefully, this will sell well enough to warrant a true sequel.

MATT – 8

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** CRAVE
■ **DEVELOPER** GENKI ■ **RELEASE** MAY 15

PLAYSTATION 2

GAUNTLET DARK LEGACY

MIDNIGHT IN THE DUNGEON OF GOOD AND EVIL

THE BOTTOM LINE

TEEN — CONTENT RATED BY ESRB

7.75

Few retro retreads actually work. Gauntlet Dark Legacy is one that does. The original arcade game was an overhead hack n' slash title. Not much has changed in the 15 years since, but that doesn't keep Dark Legacy from being a worthy video game fix.

Going at Gauntlet alone wasn't a chore, but this game is meant to be played in pairs or more. You can take to the millions of minions and gargantuan bosses by your lonesome, coveting all spoils to yourself, and picking up all the experience. It's got an army of one vibe, but the thrill doesn't last too long. However, when Andy joined in and we made it a twosome (in the game, you sick freaks), the fun factor took a drastic leap. We had to conspire together to find all the hidden artifacts, divvy up the gold, and trounce bosses. The best part was ripping on the weaker link when the end-of-level stats showed who performed better.

I still prefer the unique item hunt that is Diablo, rather than grabbing temporary boosts in Gauntlet. However, gaining levels, saving up gold, and finding new artifacts aren't bad ways to keep you hooked to Dark Legacy's quest. This isn't game of the year potential, but the PS2 could use more great multiplayer games like Gauntlet Dark Legacy. – **JUSTIN**

- **Concept:** A fast-paced dungeon crawler
- **Graphics:** Nice environments populated with hordes of onscreen enemies – and not a hint of slowdown! Maybe a little too dark
- **Sound:** The music loop is short for the long levels, but everything else is pleasant, in an evil, dungeon sort of way
- **Playability:** The combat is just deep enough to be interesting, and the puzzles are creative
- **Entertainment:** Great for a gaggle of players, but wears thin as a solo venture
- **Replay Value:** Moderately High

SECOND OPINION

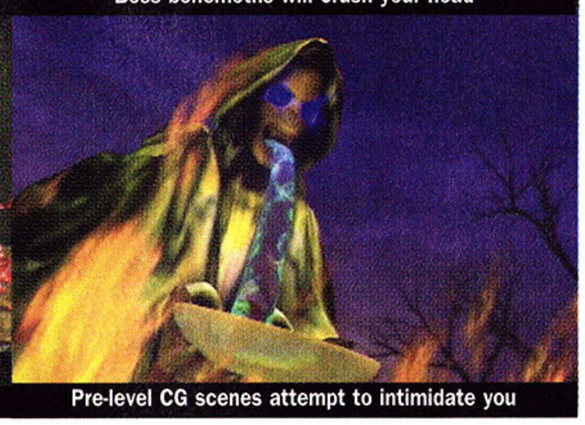
Gauntlet Dark Legacy isn't exactly showcasing the PlayStation 2's power, so don't expect a lot in this department, but the game itself is entertaining even without the flashy graphics. Like previous installments, you basically hack your way through levels looking for cash, items, and hidden treasures. Unfortunately, some of the levels here are from the original Gauntlet Legends, but Midway did add some new monsters and even some new items to keep it interesting. For all this game's shortcomings I still enjoy playing it. I like leveling-up the characters, solving the level puzzles, and adventuring with friends (the game definitely benefits from having a partner). There is a lot of game here, and if you took the time to do it with every type of character, you could play this game for months. I don't think I could play Dark Legacy through more than once, but the first time is a fun adventure.

ANDY – 7.25

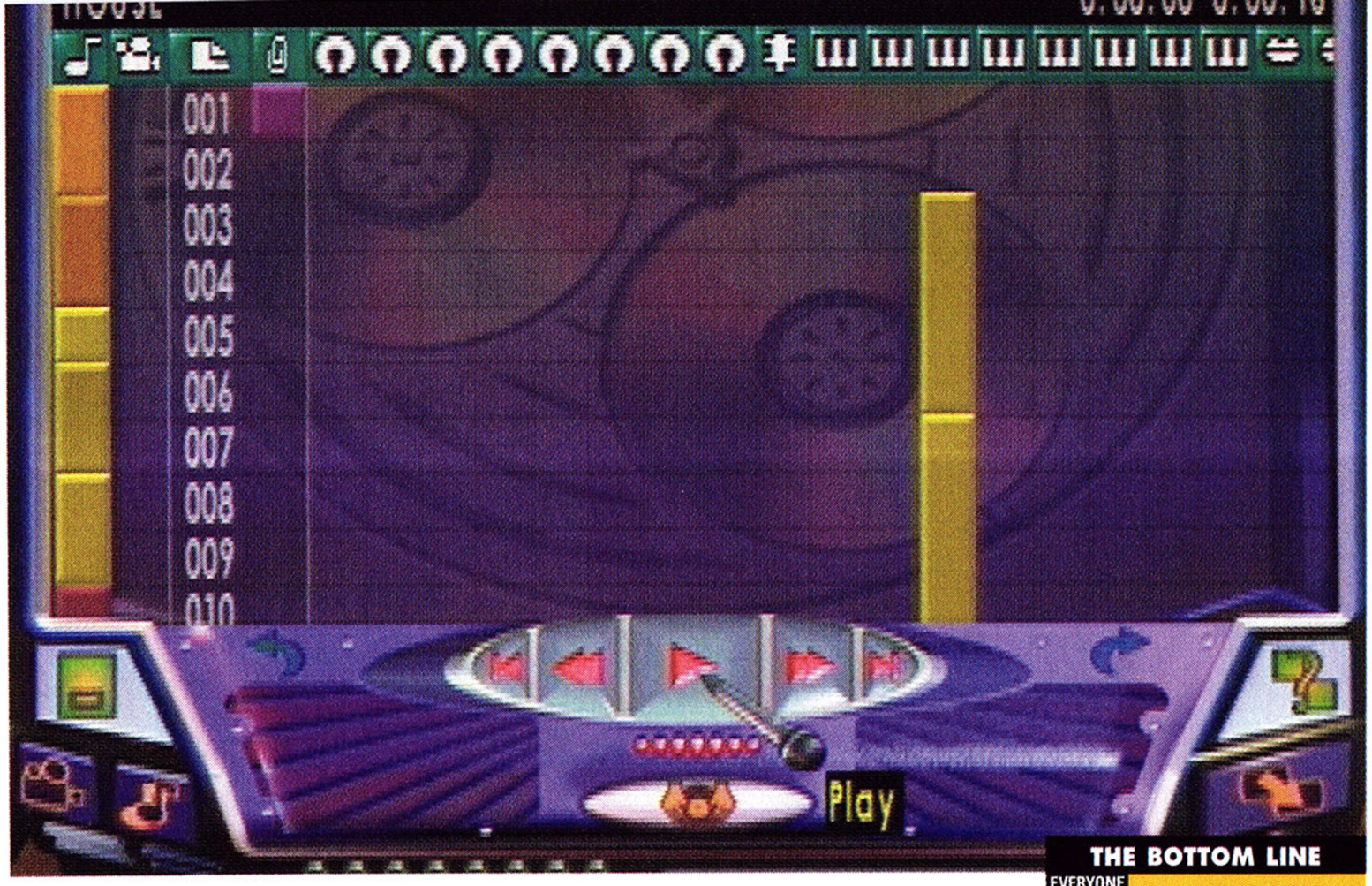
Some levels are remixed from Gauntlet Legends

Boss behemoths will crush your head

Look out for traps, like floor spikes


Pre-level CG scenes attempt to intimidate you

■ **STYLE** 1 TO 4-PLAYER ACTION ■ **PUBLISHER** MIDWAY ■ **DEVELOPER** MIDWAY
■ **RELEASE** MAY 1



PLAYSTATION 2

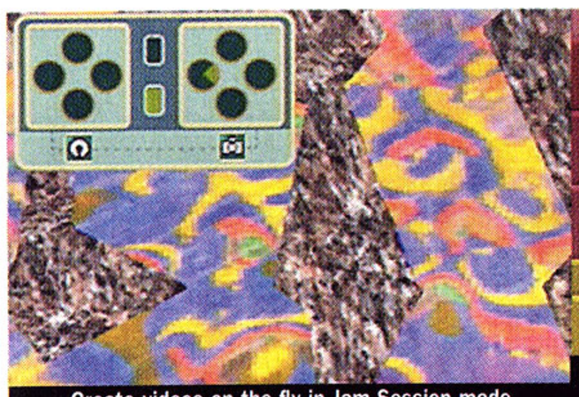
MTV MUSIC GENERATOR 2

THE PS2 GETS SWIVEY ON THE WHEELS

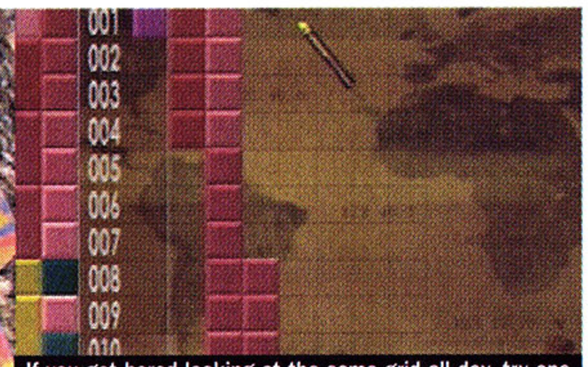
As video game consoles grow ever more powerful, I expect that we will soon see their libraries expand to include types of software that were previously relegated to PCs. MTV Music Generator, a sequel to last year's equally excellent PS-X hit, is a great example. The title allows console owners to write, create, and edit their own techno/dance tracks in a manner similar to PC digital music editing programs like Acid and ProTools. While it's not nearly as deep or versatile as professional quality software, it gives you an easy and intuitive way to create songs for a mere fraction of the price.

As a particularly pathetic breed of music geek (the type who goes to concerts by himself and spends more on CDs a month than most people spend on food), I was hooked on MG2 from the minute I booted it up. With hundreds of different samples organized by eight different styles of dance music, there are seemingly infinite possibilities to what you can create. Nearly every aspect of the game has been improved, from the inclusion of a mouse-style pointer that runs off the left analog, to increased riff palette memory, to the ability to create samples via a USB compatible microphone. Anyone who's played the first will notice a ton of subtle improvements (my favorites being the inclusion of hot key shortcuts and the fact that all samples now only take up one track).

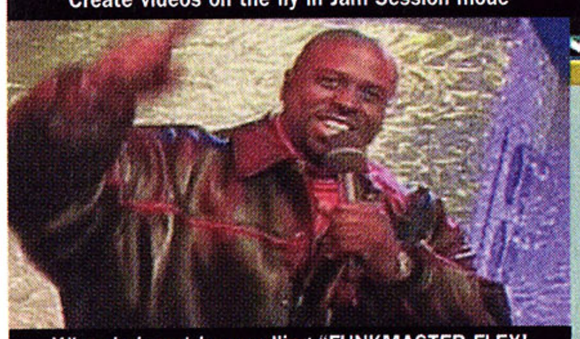
Hardcore gamers might turn up their noses at a game that offers absolutely no action, but I encourage everyone to take a chance on this extremely unique title. If you have any interest in music whatsoever, I guarantee you'll be hooked. – **MATT**



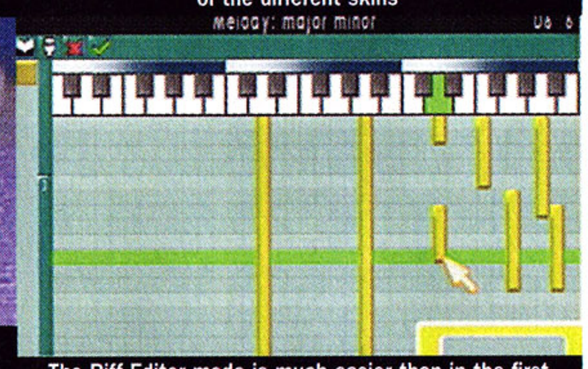
Create videos on the fly in Jam Session mode



If you get bored looking at the same grid all day, try one of the different skins



When he's not busy yelling "FUNKMASTER FLEX! EXCLUSIVE!" over rap songs, Mr. Flex gets busy with MTV Music Generator 2



The Riff Editor mode is much easier than in the first Music Generator

■ **STYLE** 1-PLAYER SIMULATION ■ **PUBLISHER** CODEMASTERS ■ **DEVELOPER** JESTER INTERACTIVE ■ **RELEASE** MAY 22

THE BOTTOM LINE

EVERYONE — CONTENT RATED BY ESRB

8.5

■ **Concept:**
A brilliant, if limited, piece of music creation software for the PS2

■ **Graphics:**
The new look is sleeker and better organized, but the video effects still scream cable access television

■ **Sound:**
A virtual cornucopia of block-rockin' beats that cover the breadth of techno/dance music clichés

■ **Playability:**
Jester did a phenomenal job of improving the interface and menu system

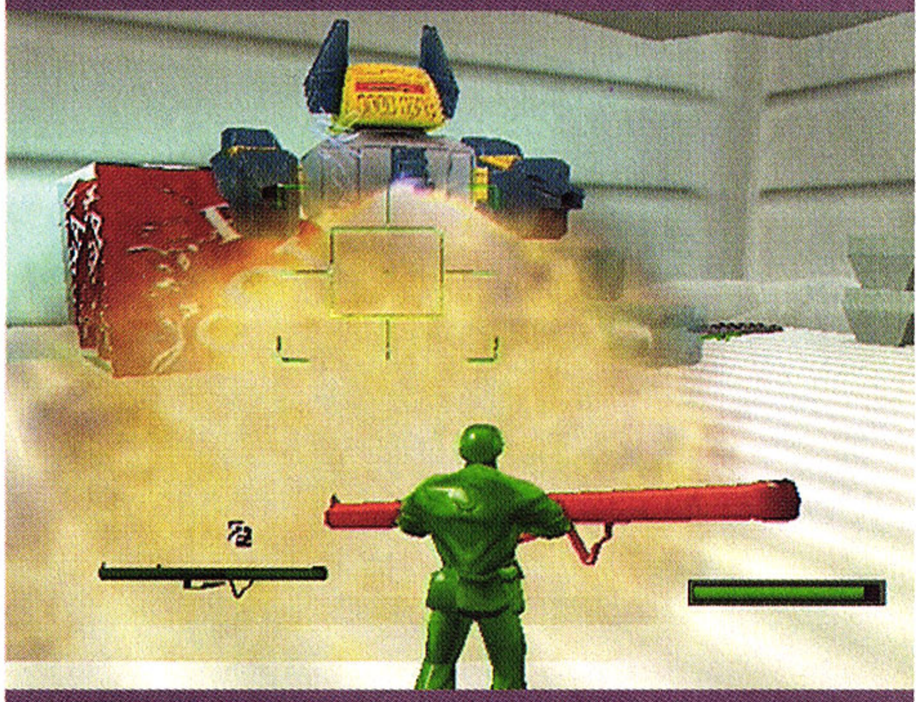
■ **Entertainment:**
Although it's not a game per se, I challenge anyone to find a PS2 title with more long-term replayability

■ **Replay Value:**
High

SECOND OPINION

The arrival of MTV Music Generator 2 sparked a ferocious competition between DJ Snailtrax (Matt) and myself, DJ Lumpy Fuzz. Everyone in the office was asked to vote for their favorite song, and while my track, Paste, offered much more variety, Snailtrax won over the hearts of the GI staff with the catchy dance number, Ask for More. With great defeat weighing heavily on my shoulders, I wanted to slam this game, but alas, I couldn't. For a console title, Music Generator 2 is pretty slick. The design is so easy to comprehend that any moron (like Snailtrax) can jump right in and create a killer track. For those of you who played the original PS-X version, variety is now offered by the truckloads, and every little aspect has been fine-tuned. You can even use a microphone to record your own samples.

REINER – 8



PLAYSTATION 2

ARMY MEN: SARGE'S HEROES 2

LEARNING NOTHING FROM THE LESSONS OF WAR

3DO has sent so many waves of Army Men units out to slaughter that morale wasn't running very high for this latest Sarge's Heroes. Still, with full GI patriotism, I signed on for this tour of duty, from which I knew there may be no return. The catch of playing plastic soldiers simply isn't enough to overcome the fact that the Army Men titles haven't grown. We've probably spent more time with 3DO's titles than we ever did with the figures themselves – and with limited results.

This edition of Sarge's Heroes 2 easily offers more in the looks department than the other versions of the title, but the environments' shiny veneer lack substance and are often too simple. The one aspect of SH2, however, which does effectively utilize the PS2 is the sniper mode. Similar to Star Wars Starfighter, you can pop enemies' heads like pimples with first-person, zoomable ease. Also notable is enemy AI, which has them run around or lie prone in order to add seconds to their lives.

Subtracting from this addition is the lack of a good targeting system. When encountering multiple foes, the only way to lock on to them is by moving towards them. This has you running back and forth like some little kid who has to go pee-pee. Add SH2's collision and camera problems, and you'll find yourself in the s#$%, with no air strike in sight. – **KATO**

THE BOTTOM LINE

TEEN — CONTENT RATED BY ESRB

5.5

■ **Concept:**
3DO leaves another Army Men soldier to rot on the console battlefield

■ **Graphics:**
Green sheen hides the fact that there aren't any character textures

■ **Sound:**
Unfortunately there aren't any screaming deaths

■ **Playability:**
Slight camera and control problems may give you additional enemies to combat

■ **Entertainment:**
More fun than the previous console versions, but still a retread for the series and 3DO

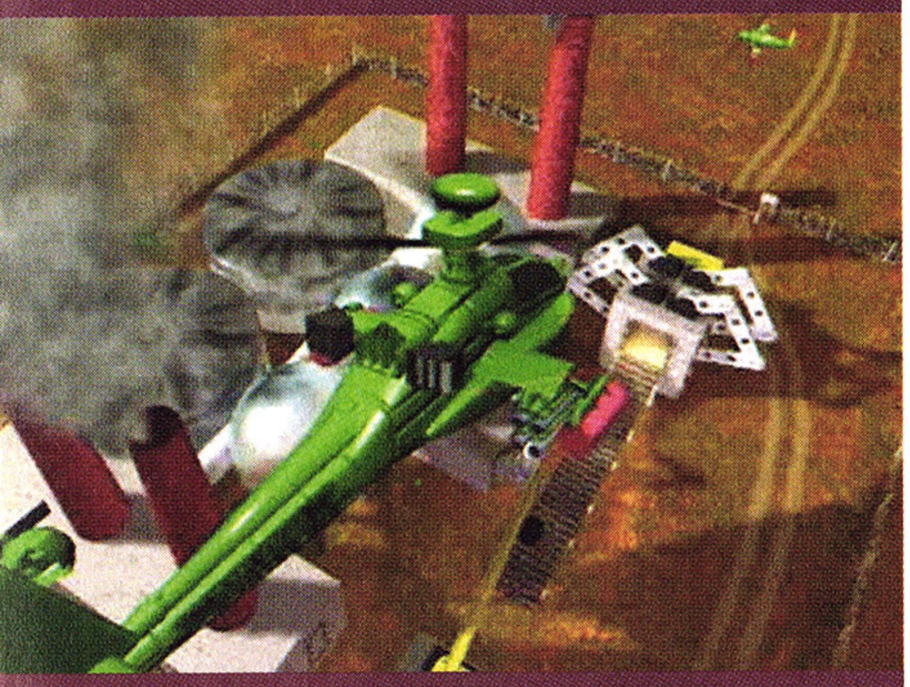
■ **Replay Value:**
Moderately Low

SECOND OPINION

Let's see...I've now played Sarge's Heroes 2 on three systems (N64, PS-X, and PS2), and I can safely say that I've had my fill. This one features improved graphics, some new levels, a revamped training mode, plus a few other extras, but nothing to warrant playing this game a third time (or ever, for that matter). Uncle.

MATT – 2.5

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** 3DO ■ **DEVELOPER** 3DO ■ **RELEASE** MARCH 21



PLAYSTATION 2

ARMY MEN: AIR ATTACK 2

A GRAHAM RUSSELL LOVEFEST

THE BOTTOM LINE

TEEN T CONTENT RATED BY ESRB

3.5

- **Concept:** Fairly straightforward, like Air Supply's 1985 self-titled album, Air Supply
- **Graphics:** Boring, like the cover for Air Supply's 1991 album, The Earth Is...
- **Sound:** Not nearly as good as Air Supply's version of Unchained Melody off their 1995 Now and Forever – Greatest Hits Live album
- **Playability:** Easy to play, like the re-release of Air Supply's 1979 album Life Support on compact disc
- **Entertainment:** I didn't like it very much, like Air Supply's 1987 Christmas album
- **Replay Value:** Moderate, like Air Supply's 1977 album, The Whole Thing's Started

Are you feeling the groove? More importantly, are you feeling the love? You must be. I suggest turning down the volume while you play Air Attack 2, and turning up Air Supply's watershed song, Even The Nights Are Better. Both the game and the group are at the pinnacle of their particular genres. Air Supply is all the rage down in Mexico, as I'm sure you know. The power-packed combination of Russell and Hitchcock with their silky smooth guitar riffs and indomitably clever lyrics are not to be denied. Similarly, Air Attack 2's combination of the strafe command and unlimited machine gun ammo is sure to make a believer out of even the hardest of the hardcore gamers.

True, this PS2 offering is basically the same as the original for the PS-X, but so what? Look at Air Supply: They've been putting out killer albums for over 20 years. Give the people what they want. If they want a new album entitled simply, Yours Truly, then that's what you give them. If they want an Air Attack game for the PlayStation 2, by God, 3DO is going to make sure they have it – original or not. In fact, 3DO will probably make it regardless. That's something our beloved Air Supply would never do. – **KRISTIAN**

SECOND OPINION

Air Attack 2 absolutely festers. The winch is fun for 13.4 seconds, but after that I'd rather do deep knee bends in front of Richard Simmons. The only way I'd suggest playing this is if you've only got a few months to live. That way, your remaining time on this planet will seem like an eternity, albeit eternity in Hell.

JUSTIN – 3.75

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** 3DO
■ **DEVELOPER** 3DO ■ **RELEASE** MARCH 20

PLAYSTATION 2

CRAZY TAXI

THE FIRST NEXT-GEN LOVE TRIANGLE

THE BOTTOM LINE

TEEN T CONTENT RATED BY ESRB

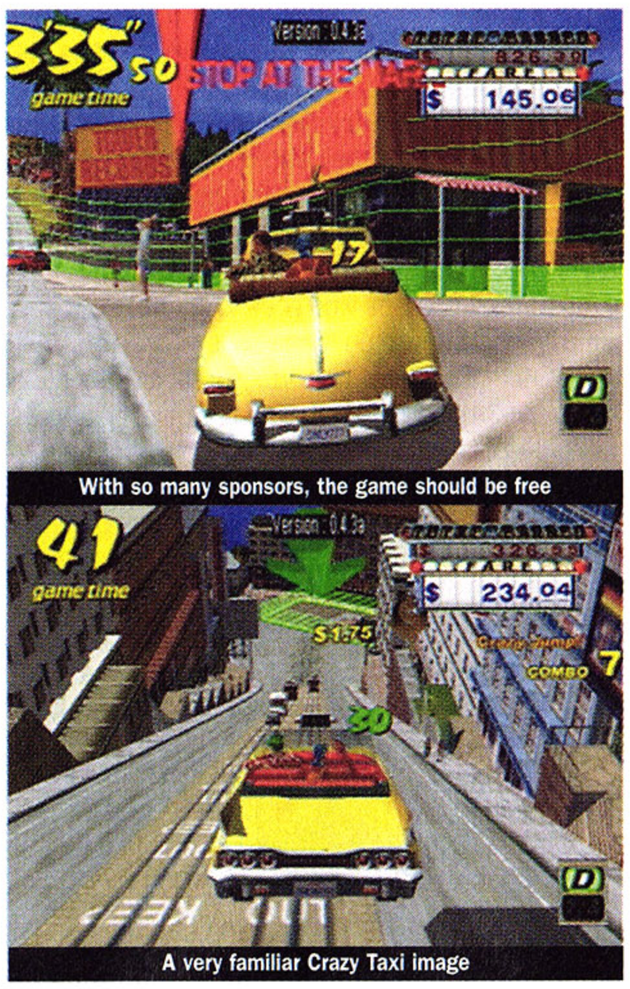
8.25

- **Concept:** A direct port of the Dreamcast non-linear driving sensation
- **Graphics:** Impossible to differentiate from the DC version, but not up to PS2 speed
- **Sound:** No, sir. I don't like The Offspring. Funny passenger quotes, though
- **Playability:** Gas and brake aren't as nice with extra shoulder buttons
- **Entertainment:** Though more than a year older, Crazy Taxi is still a good addition to PS2's library
- **Replay Value:** Moderately High

Video games make for strange bedfellows. A ménage à trois between swingers Sega, Acclaim, and Sony has spawned an exact clone of Crazy Taxi on the PlayStation 2. Despite the potential for twisted genetics (Gran Turoksmo Online?), this port is an exact duplicate of the Dreamcast version released over a year ago.

For the three of you who never played the game, or missed the GI that proclaimed Crazy Taxi our pick for best DC racer of 2000, the premise is simple: Drive around town, bringing passengers to KFC, Pizza Hut, and the like. The two cities are full of parks, water, hills, and highways to traverse. Minigames are also available, and will help you hone techniques like the Crazy Drift.

There isn't too much more to touch on for the PS2 incarnation. Acclaim can either be praised for its accuracy in this port, or criticized for the lack of innovation. That all depends on whether you played your fill on Dreamcast or not. Crazy Taxi has been tops on my DC heap for a year, so I won't be playing much of the PS2 version. You PlayStation faithful, though, would do well to check out Crazy Taxi for some great racing thrills. It doesn't have a long list of modes or flashy graphics, but you won't have much more fun behind the wheel unless you're a swinger yourself. – **JUSTIN**



With so many sponsors, the game should be free

A very familiar Crazy Taxi image

All minigames are still in place

"Aren't you that Cabbage Head guy from Kids in the Hall?"

You hellions could use some churchin' up

■ **STYLE** 1-PLAYER RACING ■ **PUBLISHER** ACCLAIM ■ **DEVELOPER** SEGA
■ **RELEASE** MAY 2

SECOND OPINION

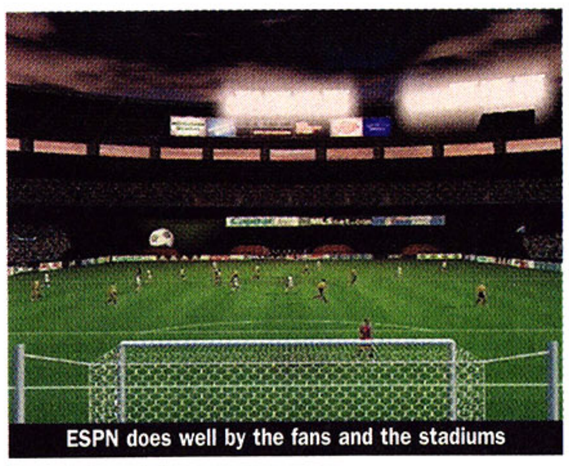
I have to admit that I felt like Benedict Arnold when I booted up Crazy Taxi, one of the games that I most identify with the Dreamcast, on the PlayStation 2. Times change, I guess, so we'll all have to get used to it. Once the guilt subsided, I found myself having a great time banging around San Francisco looking for fares all over again. Crazy Taxi holds up pretty well, but I wish more effort had gone into improving the game. This is a direct port, plain and simple – no new minigames, no new graphical enhancements, no new levels. Basically, it comes down to whether you like the Dual Shock or the Dreamcast controller better. I'll cast my vote with Sony's tight and responsive analog stick, although I do miss the DC's triggers for the gas and brake functions. If you haven't had the pleasure before, check out Crazy Taxi. This warmed-up DC leftover is still tastier than 90% of the PS2 racers out there.

MATT – 8

PLAYSTATION 2

ESPN MLS EXTRATIME

BOOT TO THE HEAD



ESPN does well by the fans and the stadiums

Split the defense and hit 'er home

When I first got my hands on MLS back in issue #94, I was excited by the solid groundwork Konami had laid. Now that the final copy is being kicked around, I wonder what's been going on in its studios. Did ESPN all of a sudden decide to listen to all those hacks who say soccer is boring?

Extratime is based on the successful International Superstar Soccer engine, and that's where it scores. However, the devil's in the details and this is where ESPN misses. A dual power and angle meter has been added to shots, but don't confuse holding down the square button for more strength - that'll just send the ball into the cheap seats. Moreover, there aren't any deke or dribble moves to perform. Still, the basics of player and ball physics are excellent, and opponent AI makes for a final piece in the montage of realistic soccer movements. Extratime treats the ball like its own entity, so it'll slip out of goalies' hands, get kicked on the hop, and even trip you up when you're fighting for it in a crowd.

Unfortunately, all this won't help Konami and its PS2 sports lineup that much. If EA is the Serie A or Premier League of vids, then ESPN is...the MLS. – **KATO**

"It's time to get down wit da funk!"

Give the fans a gift – shoot the ball in the stands

Looks like he needs a rest anyway

■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** KONAMI ■ **DEVELOPER** KONAMI
■ **RELEASE** APRIL 24

THE BOTTOM LINE

EVERYONE — CONTENT RATED BY ESRB

6

- **Concept:** Another in the ESPNization of console sports
- **Graphics:** Solid. Crowds are well detailed
- **Sound:** Louis "Gooooaaal" Tapia bellows, the crowds roar
- **Playability:** He shoots! It soars! Getting shots on target is difficult, and there aren't even special dribble moves
- **Entertainment:** Kinda makes you wish there were female players who would take their kits off
- **Replay Value:** Moderately Low

SECOND OPINION

I've always taken an interest in the Federation Internationale de Football league (FIFA for all you Americans out there), but I've never once watched a Major League Soccer match. After spinning this disc in my PS2 for countless hours, I couldn't shake the feeling that this league is the XFL of soccer. The Dallas Burn? The Tampa Bay Mutiny? The Miami Fusion? He Hate Me has to be on one of these teams! In comparison, EA's FIFA offers roughly 100 teams, whereas MLS has a dozen. The kicker is, all of the MLS teams are included in FIFA as well. I commend Konami for capturing the authenticity of the game and delivering a stellar graphical package, but all this is worthless when the gameplay doesn't intrigue. With sluggish controls and a miniscule moves list, you can't help but turn your back, curse, and wish you had purchased FIFA instead.

REINER – 6.5

PLAYSTATION 2

ARMY MEN: GREEN ROGUE

THIS JOKE ISN'T FUNNY ANYMORE

As you may remember from my previous Army Men reviews, I've been pretty flippant in my dismissal of the series. I just couldn't resist the urge to savage what has become perhaps the most reviled franchise (at least by video game journalists) in history. At this point, though, I'm starting to feel like a jock picking on the Special Ed. students in high school. It's almost sad, really.

Green Rogue, similar in style to classic NES-era shooters like Ikari Warriors and Gun.Smoke, dies whimpering in a morass of poor visuals and inept gameplay. Even simple things, like shooting someone two feet away from you with a bazooka, are rendered nearly impossible. If you've ever liked a game in this genre, please don't play Green Rogue.

Rating a game of such poor quality is a difficult thing. Previously, I'd vowed to give every Army Men game a 1 until something new was done with the series. Now, Green Rogue is most definitely different than the others; unfortunately, it might be even worse. To top it off, the packaged copy of the game crashed for both Reiner and I at the exact same point during gameplay on two different PlayStation 2 units. By the standard Jay set with Aidyn Chronicles last month, this would mean the game should be rated at around 0.5. However, I like to keep my promises, so I'll let Green Rogue slide by with a gentleman's F. – **MATT**

THE BOTTOM LINE

TEEN — CONTENT RATED BY ESRB

1

- **Concept:** An old-school Ikari Warriors-style shooter with a moldy stench
- **Graphics:** Pretty laughable; Green Rogue could easily pass for a PS-X game
- **Sound:** Listen close, and you can hear the Army Men series hitting rock bottom
- **Playability:** Erratic targeting, faulty level designs, and a glacial pace duke it out in a battle royal of suckiness
- **Entertainment:** I had more fun looking in the thesaurus for synonyms for "bad" and "slow" than I did playing Green Rogue
- **Replay Value:** Low

SECOND OPINION

Army Men, the cancerous cyst on the video game industry's heinie, continues to grow more repulsive by the day. Need proof? Check out Green Rogue. And you thought the worst was behind us?

REINER – 0.5

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** 3DO
■ **DEVELOPER** 3DO ■ **RELEASE** APRIL 16

PLAYSTATION

MAT HOFFMAN'S PRO BMX

SOARING LIKE A HAWK

"...the majority of this title is formatted with the first THPS in mind."

Similar to Arnold Schwarzenegger's inspirational performance in the motion picture, *Junior*, Activision defied the laws of evolution and knocked Tony Hawk up – planting a digital seed between his durable birthing hips. On May 15, Tony's lengthy, and somewhat painful, gestation period will end with the birth of his beautiful baby son, Mat. Father figures, Shaba Games and Runecraft have slaved long and hard (no pun intended) to make sure Mat's lil' heart is thumping with the same award-winning DNA that made Tony Hawk the video game icon he is today.

True enough, Activision's breakout into new extreme sports venues is done so under the guidance of The Hawk – actually the Tony Hawk engine. Realistically, why start from scratch when you've already achieved perfection? As grand as this may sound, fans of the Tony Hawk series may not be completely enthralled with this biking venture. Why, you might ask? While Pro BMX is decked out with key traits from THPS 2 – most notably the Park Editor and the Manual maneuver – the majority of this title is formatted with the first THPS in mind. You cannot change your rider's move list, purchase new specials, or upgrade attributes. The levels only ask that five feats be tackled, and the true challenge in THPS 2, the Gap checklist, is nowhere to be seen. In a sense, you really can't blame Activision for starting at ground zero, but if you're a seasoned Tony Hawk veteran, this package seems a little on the shallow side – a step back of sorts, if you will.

For those of you who would never touch a skating game, and thrive only on the BMX scene, this release will seem like a godsend, especially if you've already tried to digest what the competition has to offer. Pro BMX delivers a fantastic control scheme with a tremendous learning curve. Even after investing 15 hours of play, you'll continue to improve, master new combos, and stumble across new gaps and scoring multipliers. I herald the control scheme as one of the greatest wonders in the world and marvel in its brilliance each time I touch the controller. On the graphical end, this is a sharp-looking PS-X title, yet the framerate, especially within the two-player split-screen modes, is incredibly choppy and oft times unplayable.

As a gargantuan Tony Hawk fan myself, I truly hated this game for the first few hours – mainly because the timing in Pro BMX is a fraction of a second different than it is in THPS. After investing a good day, and shedding the "I suck" feeling, I can honestly say I thoroughly enjoyed the time I spent with this title. Certainly, I would have loved for this game to be as deep as THPS 2, but you have to start small. Skateboarding still reigns king, but BMX is a nice diversion – especially when a new THPS sequel is a good six to eight months off. – **REINER**

The Manual maneuver from THPS 2 is alive and well

The framerate in the split-screen two-player games is way too choppy

Along with grinds and plants, Pro BMX is equipped with stalls

■ **STYLE** 1 OR 2-PLAYER ACTION/SPORTS ■ **PUBLISHER** ACTIVISION O2 ■ **DEVELOPER** RUNECRAFT/SHABA GAMES
■ **RELEASE** MAY 15

Guess who's hidden?

Countless hours can be lost sculpting your own levels in the Park Editor

THE BOTTOM LINE

EVERYONE
CONTENT RATED BY ESRB

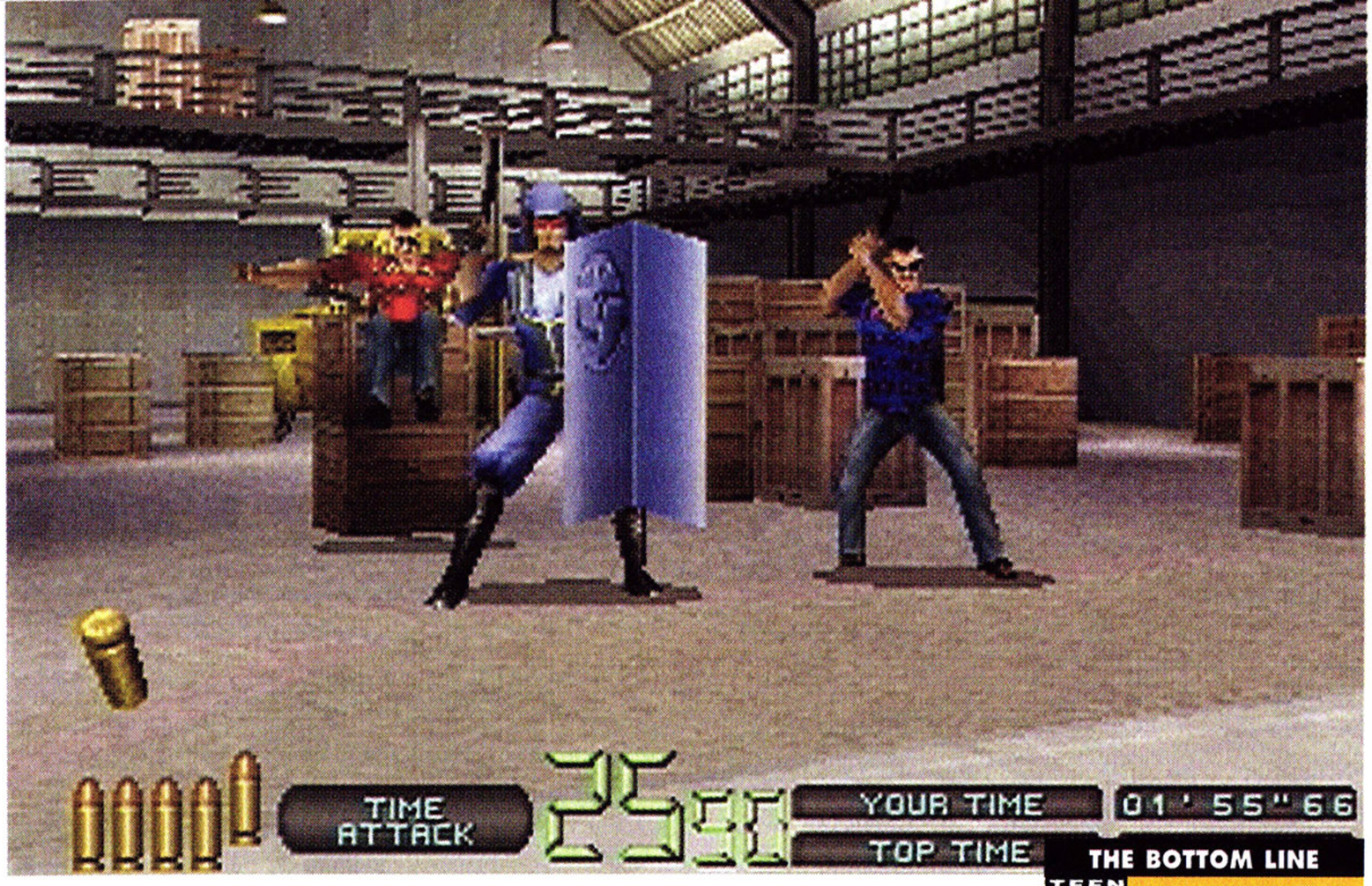
8.5

- **Concept:** Tony Hawk's Pro Skater with a bike
- **Graphics:** The levels hold many THPS 1 qualities, as does the somewhat unforgiving framerate
- **Sound:** A nice compilation of underground bands and phenomenal sound effects
- **Playability:** The play is not as refined as its boarding buddy; however, the controls are still better than every other BMX title on the market
- **Entertainment:** Lacking in perks and depth, some players may feel this is a step down from THPS 2
- **Replay Value:** High

SECOND OPINION

Maybe I take my job too seriously, but this was the most difficult review I've done in my tenure at GI. You can't deny the brilliance of the Tony Hawk engine, and Hoffman takes full advantage of it. However, I kept feeling that this was a B-team effort. The physics and collision are just not up to par with Pro Skater. Quarterpipes toss you inconsistently, and your rider takes many unexplainable spills. Despite this, Hoffman is still an addictive game, and the track design is ideal for setting up some great runs. Also, Pro BMX has the BEST SOUNTRACK EVER, with Bad Brains, Dead Prez, and Outkast. The less Hawk you've played, the faster you'll pick up on Hoffman. Seasoned THPS 2 vets like myself will have to retrain their gaming instinct, or suffer the self-loathing consequences. I recommend Pro BMX as a purchase, but it's just not in Tony Hawk 2's league.

JUSTIN – 8



PLAYSTATION

TIME CRISIS: PROJECT TITAN

SHOOT TO THRILL, PLAY TO KILL

THE BOTTOM LINE

TEEN T CONTENT RATED BY ESRB

7

- **Concept:** Clear Agent Miller's name of an assassination frame-up by cleansing the country of foes
- **Graphics:** Solid, non-tearing graphics that are right up the PS-X's alley
- **Sound:** No silencers to ruin the cap-busting beats
- **Playability:** Hide n' shoot system is fluid and simple, letting you get your gun groove on
- **Entertainment:** Miss simpler times when killing was cool? Happiness is now a warm gun
- **Replay Value:** Moderate

Before school shootings became all the rage, there was a time when life was cheap, and boy, did it flow with ease. Namco's Project Titan is a throwback to those days, and its place on the outgoing PS-X is a testament to how little this type of game has changed.

Fans of the series will note that this Crisis is familiar, although I found its controls a tad looser than the first installment on the system. The franchise utilizes a duck-and-fire method, whereby you make your way through levels by shooting from behind various planters, stacks of boxes, etc. The beauty of this is that all the levels are timed, and unlike those mucho macho classic action flicks of the '80s, you will have to reload. I welcomed the challenge of having to be as precise as possible when you're standing and firing, otherwise you'll leave yourself out in the open, naked as the day you were born. Foes make themselves hard to hit by throwing knives and such your way, diving across the screen, and by using bulletproof shields. Time Crisis can utilize the Guncon peripheral, but I've found this difficult in its own way, due to the fact that you have to put your second hand on the barrel for the A button.

Assuming you're a rational PS-X owner, you could easily have a good time with this latest Time Crisis title. – **KATO**

"Damn, missed!"

Bulletproof shields can be a hassle

Come out from cover firing

Miscellaneous industrial areas are often places of danger

■ **STYLE** 1-PLAYER SHOOTER ■ **PUBLISHER** NAMCO ■ **DEVELOPER** FLYING TIGER DEVELOPMENT ■ **RELEASE** JUNE 15

SECOND OPINION

Wow! What landfill did they excavate this fossil from? Seriously, the visuals in this title are antiques. I'd even go as far to say Hogan's Alley for the NES has a higher level of detail than Project Titan does. Along with a low-resolution comes scabrous textures, low poly count character models, and desolate landscapes. The gameplay is, of course, wild and addictive, but only if you are manhandling the Guncon peripheral. Using the d-pad just doesn't deliver the same sensation. As the series has progressed, Namco has upped the difficulty a tad, and you'd be surprised how many enemies pop up at once. Like the rest of the games, though, this one is incredibly short and the story is completely uninteresting. This is a fun game, but man oh man, this series needs a serious upgrade in the graphics department if it wants to return again.

REINER – 6.5

PLAYSTATION

THE SIMPSONS WRESTLING

D'OH!

THE BOTTOM LINE

TEEN T CONTENT RATED BY ESRB

2

- **Concept:** The unnecessary butchering of Matt Groening's baby
- **Graphics:** Odd indeed. Big Ape somehow failed to capture the simplistic likenesses of the cartoon characters
- **Sound:** The voice-overs (many of which are taken straight from the show) are boisterously entertaining
- **Playability:** Tap □ repeatedly, then turn off the power
- **Entertainment:** False advertising! The title specifically states "Wrestling," yet the gameplay is nothing like it! Rip-off city, man!
- **Replay Value:** Moderately Low

After wallowing in mediocrity for countless years, Fox Interactive finally dipped back into its stable of blockbuster licenses, one of which is The Simpsons – a property filled with so much potential it could literally be used to create a game in any genre...even wrestling. This obscure venture could work. It could be entertaining. It could be just as enjoyable as a WWF game. So why does it fail in every conceivable way?

When a game defies the laws of amusement to the degree that The Simpsons Wrestling does, I usually blame the publisher for cutting off the developer at the knees – not allowing it to truly create the game it originally set out to. This time around, Big Ape is the one to blame. The game design really couldn't have been much worse. It holds no wrestling qualities whatsoever, and the characters, which should be easy to re-create, look awful. Instead of grappling or performing devastating slams, you are asked to do little more than slap your opponent silly through redundant button mashing. Then, of course, you pin them. The only enjoyment garnered is from the multitude of voice samples taken from the show. The rest of the game is, and forever shall be, a major disappointment and one of the worst PS-X games to date. – **REINER**

SECOND OPINION

No one likes The Simpsons or wrestling more than I do, and this is the worst video game representation of either that I have ever seen. I poop on the pathetic graphics, gameplay, character list, and entertainment value of this swill. You're better off using your money to buy a hammer and pound gravel into your forehead.

JUSTIN – 2.25

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** BIG APE PRODUCTIONS/FOX INTERACTIVE ■ **RELEASE** APRIL 2

DREAMCAST

18 WHEELER: AMERICAN PRO TRUCKER

BEEP-BEEP, BEEP-BEEP, YEAH!

"Games with original concepts are rarely as appealing as 18 Wheeler: American Pro Trucker."

You've seen them clutter up passing lanes going well under the speed limit. You've felt your pulse skyrocket as one almost merges right into your door panel. Yes, most people loathe the humble trucker. Ride a mile in his boots, though, and you'll gain a newfound respect for these breathing pieces of Americana; and that's just what 18 Wheeler offers.

Pro Trucker features the cross-country hoedown you plunked quarters into on the arcade version, but that's not the half of this package. Two other modes – Parking Challenge and Score Attack – give you enough variety to avoid falling asleep at the wheel. Parking lets you maneuver around tight turns, and even cruise around in reverse. Score Attack takes place on circular courses with more lenient time limits, and the ability to turn your crap-talking rival into scrap.

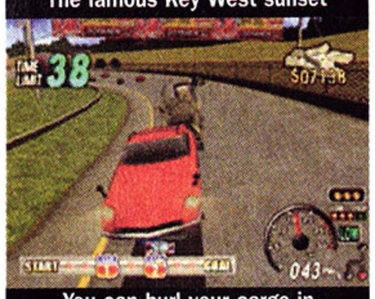
You couldn't ask for much better execution with 18 Wheeler. Weaving through traffic, managing your low and high gears, and trying to hit the bonus car before your time expires are all a credit to the normally monotonous driver genre. The rolling boulders and destructive twisters break up the drudgery of long highway stretches. You have some freaky freight folk to pick from, along with cargo of varying difficulty, so although the courses may not change, you don't have to play the same game twice.

There are two problems I have with Pro Trucker, though. The first is its linear play. Those expecting a similar experience to Crazy Taxi will be disappointed with the straightforward levels. Even with forked paths thrown in, your options are rather limited. I know this is pretty anal of me to complain about, especially since 80% of racing games for Dreamcast are even more linear, but this is my review and I can whine if I want to.

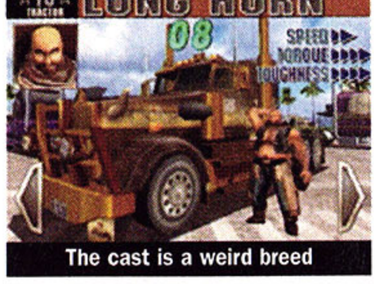
The other beef I need to mention is the interactivity of the game. It's not that you can't cause some large-scale destruction, but rather that you can ill afford to deviate from your course to do so. The time limits are too tight to take out the shanties at roadside or the cop cars that slow your progress. A free ride mode would've remedied this quite nicely.

Games with original concepts are rarely as generally appealing as 18 Wheeler: American Pro Trucker. The novelty of manning a big rig doesn't wear off, and the medley of modes explore all aspects of the semi spirit. Crazy Taxi is still my favorite Dreamcast racer (especially since Sega nixed 18 Wheeler's online play), but Pro Trucker has more than enough to please the driving masses. – **JUSTIN**

The famous Key West sunset



You can hurl your cargo in Time Attack



The cast is a weird breed

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** SEGA ■ **DEVELOPER** SEGA ■ **RELEASE** MAY 23

Time Attack lets you destroy Lizard Tail

Sponsorships are everywhere

THE BOTTOM LINE

ESRB E EVERYONE CONTENT RATED BY ESRB

8.5

- **Concept:** Keep on truckin' across the US of A
- **Graphics:** Some of DC's best, with beautiful environments and a homey in-truck view
- **Sound:** The voice-overs will elicit some giggles. The music is drab, but much preferred over Crazy Taxi's Offspring
- **Playability:** It handles exactly how you'd imagine a semi would.
- **Entertainment:** Crazy Taxi fans will miss the nonlinear play, but the three modes will keep you happier than a pig in slop
- **Replay Value:** Moderately High

SECOND OPINION

I certainly enjoyed my time with 18 Wheeler: American Pro Trucker. There's just something about me, a big rig, and the open road that is appealing. Plus, the whole time I played this game I sang East Bound & Down from *Smokey and the Bandit!* As if that wasn't entertainment enough, this game also offers some great, albeit unique, racing. For all the fun I had, however, the experience just doesn't last long. Sure, you can entertain yourself for a while with the Parking Challenges and Scoring mode, but the lure of the road loses its luster rather quickly (as you can conquer the arcade mode in under two hours). If you can pick this game up for 20 bucks, it is so worth it. 18 Wheeler really is a blast, and it's one of those games you can put down for a while and then have fun with all over again two months later. However, at full price, I think you'd be better off heading down to an arcade and getting the full effect with the full-size steering wheel and the obnoxious horn. Honk! Honk! Keep on truckin'!

ANDY – 7.5

DREAMCAST

ILLBLEED

BUTTERSCOTCH CANARY EATS RAINBOW SWAMP GAS, AND HOW!

"It's an experience not unlike taking a metal detector to the beach to look for spare change and bottle caps, only not as fun."

If you found the title of this article confusing, wait until you play the game. Nothing can really prepare you for the surreal world that is Illbleed. From front to back, Illbleed is packed with stilted dialogue, illogical plot points, incomprehensible random events, and bizarre enemies that seem to point to heavy consumption of hallucinogens on the part of the development team.

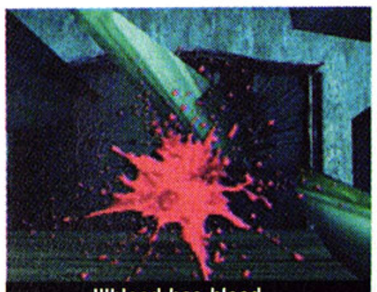
The real-time movie that portrays the game's heroine, Eriko Christy, delivering a rambling and oddly upbeat speech about her childhood spent terrorized by a father obsessed with scaring others, makes it pretty apparent that you're not in Kansas anymore. Soon, you're whisked away to Illbleed, a horror theme park created by impresario Michael Reynolds, as Eriko tries to rescue her three friends.

As unique as the game's premise is, the actual gameplay is dreadfully dull. Here's how it breaks down: The park has been designed to scare the player to death. As such, every nook and cranny of the level is crammed with random Shock Events. There is no way to tell visually what seemingly innocuous item might suddenly rise up to terrorize you. These events range from the lame (a noxious gas that spews from a can of soda) to the slightly more lame (a lightbulb that "scares" you by becoming really, really bright – oooh!). To circumvent these booby traps, you can use your Horror Monitor, a device that can mark off potential trouble spots or items with iridescent blue lights. Easy, right? Wrong. To activate the Horror Monitor, you must use your precious supply of adrenaline. If the spot you uncovered was a nasty monster, you will win back some lost adrenaline points, but if it was an item or just a false alarm, you've wasted it for no reason.

Because you've used all your adrenaline marking spots that contained absolutely nothing, you are now reliant on your four sense meters. As you continue to explore the level at a snail's pace, you must watch for small fluctuations in the meters to sniff out trouble or power-ups. It's an experience not unlike taking a metal detector to the beach to look for spare change and bottle caps, only not as fun.

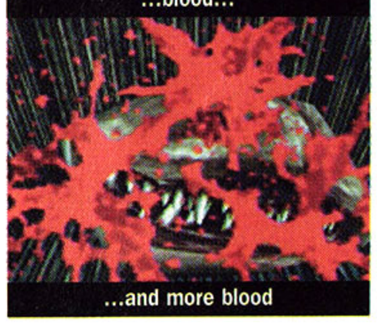
There are action sequences, which are largely derivative of the combat in Res Evil, with an even more troublesome interface. The experience is made even more frustrating by the fact that you can't use your inventory screen during combat, meaning you can't access your health power-ups for a mid-battle boost of hit points.

I have no doubt that the creators of Illbleed had some interesting ideas in mind when they conceived this game, but the end product comes across as merely muddled and confused. – **MATT**



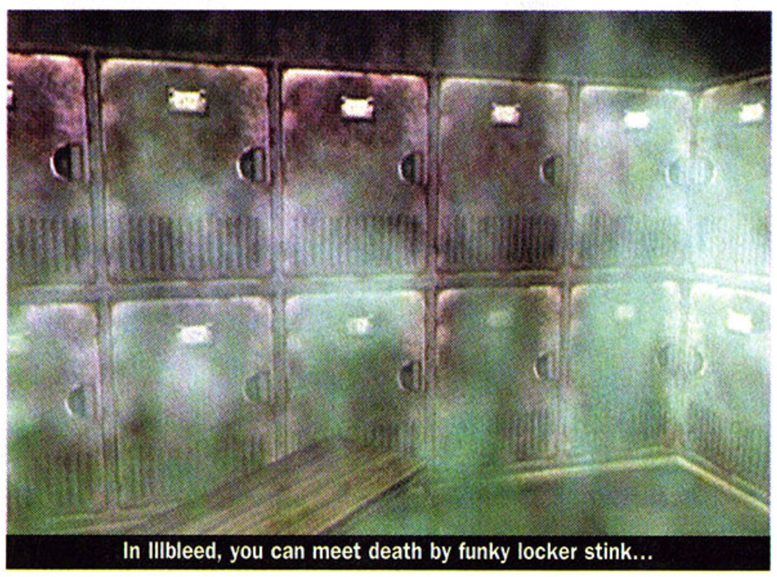
Illbleed has blood...

...blood...

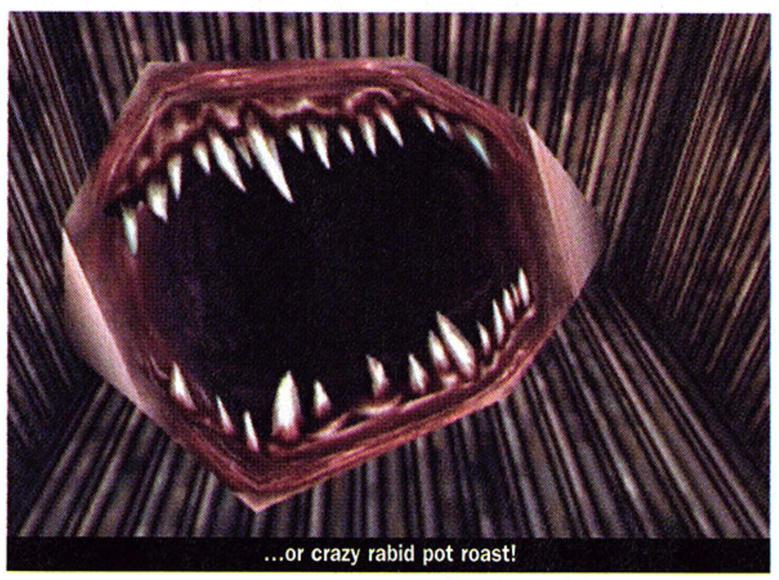


...and more blood

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** AMUSEMENT INTERFACE ASSOCIATE ■ **DEVELOPER** CLIMAX GRAPHICS ■ **RELEASE** APRIL 17



In Illbleed, you can meet death by funky locker stink...



...or crazy rabid pot roast!

THE BOTTOM LINE

MATURE M CONTENT RATED BY ESRB

5

- **Concept:** Slowly explore a horror theme park while collecting items and avoiding nasty scares
- **Graphics:** Pretty dingy and dark during gameplay, and the cutscenes are just laughable
- **Sound:** The amateurish voice acting coupled with the clumsy dialogue does manage to produce a few chuckles
- **Playability:** The lion's share of the game is horribly slow exploration, and the simple, yet awkward combat doesn't do much to save this title
- **Entertainment:** It's entertaining in the sense that it's interesting trying to figure out just where this game went so wrong
- **Replay Value:** Low

SECOND OPINION

I applaud Climax Graphics for throwing caution to the wind (they better have good severance packages), and attempting to create a truly revolutionary title (I hear 989 Studios is hiring), but I'd be surprised if one person, I don't care if he's deaf or blind, actually enjoys this game. The haunted house angle could have worked, I guess, but being scared to death just doesn't seem logical. Yes, it is amusing how over-the-top this game can get, but with a poorly designed gameplay schematic, you really don't feel you're controlling the action. You basically have to die, memorize where the traps are, then move to the next area and repeat the process. Illbleed has a nice look to it, but the gameplay really doesn't hold any enjoyable qualities. Would you eat fish-flavored ice cream? I think not! The same theory applies here. Mysterious yet repellent.

REINER – 6

DREAMCAST

PBA TOUR BOWLING 2001

THIS IS NOT 'NAM. THIS IS BOWLING. THERE ARE RULES

THE BOTTOM LINE

EVERYONE — CONTENT RATED BY ESRB

6.25

For any who venture into your local bowling alley, you'll see that time has almost stopped within this dying pastime. Similarly, nobody has told Bethesda that the sport isn't the draw that it used to be (oh, about 50 years ago). The publisher has made options like special balls, grips, PBA pros, and lane wax available to give the title quite a serious treatment.

Even tighter are the ball's controls. Nailing a strike or picking up spares is dependent on a tri-functioning meter which determines the ball's power, accuracy, and spin. Does your score range wildly from 50 to 150? Expect the same here, as mastering the art of consistent bowling with the meter (and therefore high scores) will be just as hard as it is in real life. The only thing lacking is the sharp graphics capable on the Dreamcast. Bowler approaches are choppy, and so is the VCR replay function. Still, at the nice price of 20 bucks, this title isn't bad if you don't want to hassle with moonlight bowling and people putting dents in the lanes. The Dude abides, and so does PBA Tour. – **KATO**

- **Concept:** Hark back to America's lost sport and those who roll the thunder of the gods
- **Graphics:** Not too good considering the action and the console
- **Sound:** What do you expect?
- **Playability:** PBA's mix of power, accuracy, and spin makes the title frustrating to master
- **Entertainment:** Pin monkeys will find the fickle pins all too real; everyone else won't care
- **Replay Value:** Moderate

SECOND OPINION

While substandard in both animation and physics, PBA 2001's shot interface makes the game. There's a lot of lining up and button taps involved, but the result is just accurate enough to be addicting, but not so easy that you'll be racking up 300 games after an hour. A solid buy at $20, and good for parties.

JUSTIN – 7

■ **STYLE** 1 TO 8-PLAYER SPORTS ■ **PUBLISHER** BETHESDA SOFTWORKS INC. ■ **DEVELOPER** BETHESDA SOFTWORKS INC. ■ **RELEASE** APRIL 10

DREAMCAST

OUTTRIGGER

ANIMA ENEMA

THE BOTTOM LINE

TEEN — CONTENT RATED BY ESRB

6.25

I don't want to call Outtrigger soulless, but the shoe fits perfectly. It has no plot or story, and merely offers a variety of ways to engage in frenzied multiplayer combat. If this deathmatching were top-rate, maybe I could forgive Outtrigger's lack of depth. However, the default control configuration is seriously the worst I've ever seen. You use the analog to look around and move left or right, while the digital pad moves you forward, back, and strafes. Thus, to go around corners, you have to hook the analog with your index finger. What's worse, it'll take you forever to find a way to change it. Is Sega trying to get us pissed, just so we'll enjoy taking out our aggression in the game?

The single-player missions are more for skill-building than anything else. You're ordered to kill 12 bad guys in a minute, or collect a bunch of coins before time runs out. These will keep you busy for a while, but it's like being given a coloring book when you asked for a novel. On top of it, the gore factor is zero.

I didn't hate playing Outtrigger. I just didn't find much of a point in doing so. It's void of anima, and with games like UT and Quake on the system, you'll have no problem finding more fulfilling deathmatch thrills. – **JUSTIN**

- **Concept:** Fast-paced first- and third-person deathmatching
- **Graphics:** Nothing to complain about, but extremely mediocre overall
- **Sound:** Funny, albeit repetitive, corporal-esque narrator
- **Playability:** Default controls besmirch your fingers and make you cry
- **Entertainment:** Not enough substance to hang with Quake 3: Arena or Unreal Tournament
- **Replay Value:** Moderate

First-person mode narrows your field of vision

Nothing flame retardant about this victim

Some missions keep you stationary

Medic!

■ **STYLE** 1 TO 4-PLAYER ACTION ■ **PUBLISHER** SEGA ■ **DEVELOPER** SEGA ■ **RELEASE** JUNE 1

SECOND OPINION

I think this game has something to do with shooting at stuff, but I'm not completely sure. I spent over half my playtime looking down at the controller in baffled amazement. How could one little game concoct a control scheme that would stymie even an MIT graduate? Not only are the controls horrendous, but there's really next to no reason to play Outtrigger other than some kind of sadistic way to improve your hand-eye coordination. The missions are ridiculous, the training is asinine, and I'm not sure what the overall point of the game is. I don't even understand what the title means. Outtrigger? Why not call it "Theed" or "Floppy Pants?" It seems like this entire game is the training scenario for something bigger and better.

KRISTIAN – 4.25

DREAMCAST

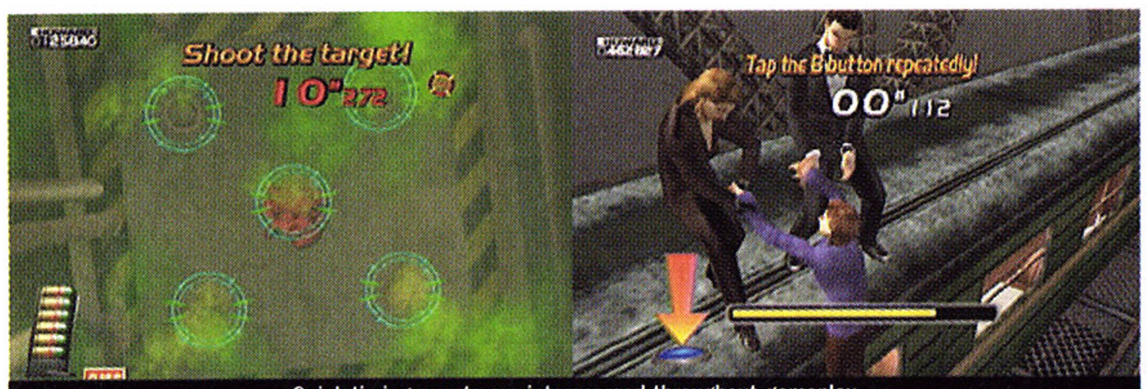
CONFIDENTIAL MISSION

A MISSION GUN WRONG

A port from the arcade cabinet of the same name, Confidential Mission follows the exploits of two very Bond-esque secret agents trying to prevent a megalomaniac with an eye patch from plunging the world into chaos. As per usual, the antagonist of this tale has about 14,000 slow-shooting flunkies who love to jump from behind things and use civilians as shields. It's your job to kill them all, and occasionally take part in a sharpshooting challenge.

There's no denying that Confidential Mission is a great port. The problem is, it's the type of game that made a much better quarter-plopper than console hopper. The main part of the game, Mission mode, lasts all of one half-hour. Extra challenge modes have been added in the form of the Agent Academy, but even these won't take a person more than a day to complete.

Considering there's only one other game on Dreamcast that's compatible with the light gun peripheral, this is exactly the kind of game the console needed. Unfortunately, it arrived about a year too late. House of the Dead is completely superior. Even if this game had come out long ago, it would have just been okay. Now it seems dated and practically worthless. – **JAY**



Quick-timing events are interspersed throughout gameplay

Agent Academy adds a bit of replay value

Enemies love hiding in small spaces

THE BOTTOM LINE

TEEN T CONTENT RATED BY ESRB

5.5

- **Concept:** A very, very arcade-centric gun game
- **Graphics:** Would have been acceptable around the time of Dreamcast's launch, but not up to the current system standard
- **Sound:** Aside from some entertaining voice-overs, there's nothing fantastic
- **Playability:** With either a gun or a controller, the game plays adequately
- **Entertainment:** It's okay while it lasts, it just doesn't last very long
- **Replay Value:** Moderately Low

SECOND OPINION

The world's lucky that I'm not disgruntled, harboring vengeance from my high school days, or looking for a quick ride to fame on the evening news. It's fun to shoot stuff. But before I prescribe firearms for everyone (not that I'd do such an irresponsible thing), let me warn you that it's not as easy as it seems. The best example of this is in Confidential Mission's training academy. Here you progress through some rather difficult challenges, ranging from hitting quick combo shots to targeting just foes' arms. Unlike most games, the practice mode will teach you well once your missions begin. Still, I found myself more drawn to the Agent Academy than the main story itself, but this is most likely due to the game's port status from arcade to console, where this feature is an add-on. Besides, everyone should be glad I'd rather use my pistol on targets.

KATO – 6

■ **STYLE** 1 OR 2-PLAYER SHOOTER ■ **PUBLISHER** SEGA ■ **DEVELOPER** HITMAKER
■ **RELEASE** MAY 15

DREAMCAST

SPIDER-MAN

GOT WEB?

Originally spinning webs on PlayStation, then maneuvering to Washed Out Texture City on Nintendo 64, Activision's extraordinary romp in the action genre completes its console world tour with one last stop on Dreamcast. Unlike most comic-inspired games, Spider-Man is developed by hardcore fanatics who know the web slinger's universe inside and out. In such, you can do whatever a spider can.

Neversoft even went to great lengths to capture Stan Lee's squirrelly voice for the narrative breaks. For the Spider geeks out there, a handful of familiar Marvel characters make cameo appearances, classic comic covers are hidden within each stage, and almost every significant Spider-Man costume can be unlocked through extensive play.

Other than a slight improvement in texture quality and the implementation of new lighting effects, there really is no dissimilarity between the PS-X and DC versions. The gameplay is just as fluid on the DC controller, and obscure camera glitches are less abundant. A dazzling re-release indeed, it will send tingles down the spines of true believers and action fans alike. – **REINER**

THE BOTTOM LINE

EVERYONE E CONTENT RATED BY ESRB

8

- **Concept:** Man dresses in tights, swings across city, fights crime
- **Graphics:** Shedding his pixelated skin, Spider-Man's DC debut features smoother textures and impressive new lighting
- **Sound:** A pleasant earful with narration by Stan Lee, the cartoon theme song, and amusing dialogue by that wacky Spider gang
- **Playability:** Spidey's myriad moves are seamlessly integrated
- **Entertainment:** The adventure is a tad short, yet longevity lies within the hunt for the plethora of secrets
- **Replay Value:** Moderately High

SECOND OPINION

Loved this game on PlayStation, and while I am not exactly going out of my way to play it again on Dreamcast, it is nice to see that Dreamcast owners finally get a shot at this impressive game. Spider-Man has all the elements that will make comic book fans happy, including little cameos and some great arcade action to entertain the rest of the gaming population. A solid port of a solid game.

ANDY – 8

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION
■ **DEVELOPER** TREYARCH/NEVERSOFT ■ **RELEASE** APRIL 20

"You have control of virtually every facet of your followers' lives, right down to how much they breed."

PC

BLACK & WHITE

BOW BEFORE ME, YOU MEWLING FLESH-BAGS!

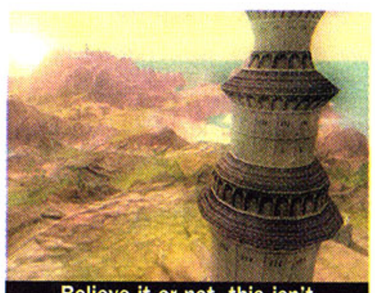
If you play this game for half an hour and you don't come away with some sort of superiority complex, you probably already have one. I wasn't even in the game yet, and already I liked it. The Lionhead Studios logo loads up as you start Black & White, and can I just say that it's the sweetest emblem sequence I've ever seen in any game. Then, as you play the game for a while, the same music that accompanies the Lionhead sequence begins, but instead of the logo, your god's symbol and his name appear in its place. How sweet is that?!

So, the game begins with you choosing a name for your god, your symbol, yatta yatta yatta. The opening sequence happens, and gameplay begins. I sat there blinking at the screen for the first couple of seconds. The control over the camera is astonishing. You're able to zoom out to what would be the equivalent of miles away from your island, or zoom in so close you can see the grain on the wood of your structures.

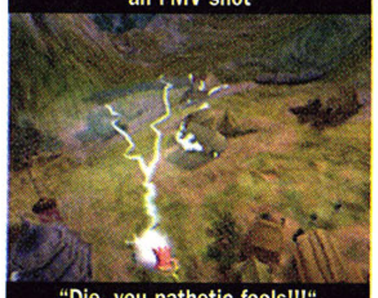
As you progress, you'll be able to choose a creature. This will be an entity you must teach and mold, as it will roam your land and interact with your people. Your creature will be as strong and as helpful as you make him. You can teach your little friend to do any number of things. I taught mine to only poop in my village's grain fields – thereby making them yield more food with the added fertilizer. The creature itself is programming genius. As you praise or punish him, it will begin to take on its own personality. I gave my cow creature a beach ball to play with on one level. When he got bored with it, he wandered around outside a little bit, then kicked a tree down. Satisfied, he returned to kicking his ball.

Your people will be your ticket to winning the game – the more faith they have in you, the more powerful you will become. There are over 400 challenges that progress the story, or act as mini-challenges with rewards you can use to aid or punish your people. If you want to rule through fear, you can do that. If you want to rule through kindness, you're more than welcome to do so. I found picking up random people and flinging them across the village raised your faith level rather quickly. As you meet other gods, you'll attempt to take over their realm of influence by converting their followers to worship you. If you're drawn into a battle with another creature, there is a completely separate combat system to learn and master.

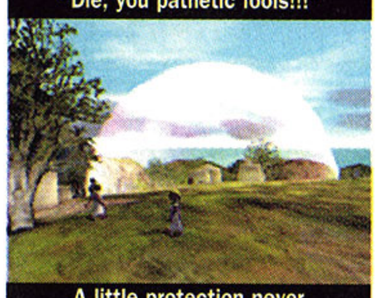
This game is off the hook. You have control of virtually every facet of your followers' lives, right down to how much they breed. There is so much depth and ingenuity oozing from every pore of this game, multiplayer might boggle your mind. If you enjoyed games like Sacrifice, and feel like investing a week of your life into perfecting a game, have at it with Black & White.
– **KRISTIAN**



Believe it or not, this isn't an FMV shot



"Die, you pathetic fools!!!"



A little protection never hurt anything

■ **STYLE** 1 TO 8-PLAYER STRATEGY ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** LIONHEAD STUDIOS ■ **RELEASE** MARCH 28

Don't get too familiar with your creature...

...he'll get bashful

THE BOTTOM LINE

MATURE M CONTENT RATED BY ESRB

9

- **Concept:** Rule your people through whatever means you deem necessary, and the game will react accordingly
- **Graphics:** You have complete control over what you see, and how you see it. You can zoom out to view your entire realm of influence, or zoom in to follow one of your loyal subjects
- **Sound:** You'll be able to hear the thud of a boulder you throw, the scream of your subjects, and the crackle of the fire you start from fiddling around with the lightning bolt miracle
- **Playability:** The tutorial is very necessary; after that, it's learn by trial and error
- **Entertainment:** You could spend hours just training your creature alone
- **Replay Value:** High

SECOND OPINION

Do you have a God complex? No? Well, I do, and it's totally awesome! With Peter Molyneux's latest brain fart, Black & White, players assume the role of the Lord almighty and must choose between sinner and saint. Will you perform miracles, or institute callousness? I, of course, chose the latter, and yes, the world feared me. I threw rocks at houses, tossed villagers over mountains, and fed loyal worshipers to my pet. What a rush! With user-friendly gameplay and intricately detailed graphics, Black & White's world is something to behold. Just the general scope and overall depth this title delivers are staggering. Basically, you can do whatever you want and the game will react accordingly. If there ever was a 'necessity title,' this is it for strategy and sim fans.

REINER – 9.25

"The overall feel of [Tribes 2] smacks of the kind of high-octane, multi-ple-axis, crazy-weapons shoot-er you've all grown to know and love."

PC

TRIBES 2

IT'S NOT BETTER THAN CATS, BUT I'LL PLAY IT AGAIN

There are a number of different ways to look at Tribes 2: as a Tribes fan, as a Quake fan, as an Unreal fan, or as a Counter-Strike fan. I told myself I wouldn't compare Tribes 2 to Counter-Strike for this entire article, so this will be the only place I'll mention it...prob...probably. Tribes, Quake, and Unreal fans should be slobbering all over themselves to get at this game. The overall feel of it smacks of the kind of high-octane, multiple-axis, crazy-weapons shooter you've all grown to know and love. Counter-Strike fans, we can enjoy this game the same way a father enjoys watching his son play tee-ball. That's all I have to say about that.

What really makes this game stand out? The vehicles! The vehicles! Tribes 2 makes excellent use of vehicles in a number of ways. Motorcycles, Shrikes (air combat vehicles), armored transports – all of them very fun to drive, and even more fun to destroy. To be honest, I thought this game was leagues better than Quake or Unreal, primarily because of this feature. It lends such depth and strategy; the aforementioned titles seem quite one-dimensional in comparison. On the flip side, the vehicles can be quite cumbersome to control. A Shrike will have very sluggish controls which can be the difference between a near miss and getting killed when you're making passes on a plasma turret. Likewise, driving a motorcycle over undulating terrain could be more trouble than it's worth, due to the decreased accuracy it causes.

A combination of your jump-pack and the enormous environments give your tribe a number of different ways to accomplish your objective – be it capture the flag or obliteration of your enemy. The multitudinous command and communication functions keep your team organized and connected. What I liked to do was sneak into the enemy base from behind, and coordinate a pincer attack with my teammates. Of course the plasma towers throw a damper on things if you don't take out the sensor arrays first.

I actually enjoyed this game not because of the mission types, the weapons, or even the graphics. I liked it because it allows you to attack your objective using whatever strategy you want. If you want to throw yourself headlong into a full frontal assault, it's quite easy to do so. If you want to hang back and snipe, or set up a surprise attack, you can do that, too. You can talk with your tribe via microphone peripherals, but it is yet to be seen if the servers can handle that much traffic. Presently, the servers seem to be steady, but there is lag when you're tooling around with a large number of people. Lag? On an online FPS?! That's crazy talk.

I really wish I could tell you to rent this game, but that's impossible. However, you probably have a friend who will own this title soon. Go over to his or her house, and check it out! – **KRISTIAN**

THE BOTTOM LINE

TEEN T CONTENT RATED BY ESRB

8

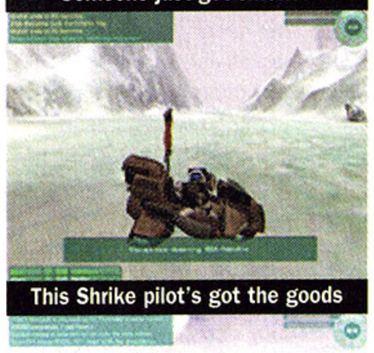
- **Concept:** Massively Multiplayer online shooter with a few twists
- **Graphics:** Much improved over the first Tribes offering, but still has a few holes
- **Sound:** Lots of radio chatter and particularly well done 3D sound bring this title to life
- **Playability:** If you're buying this game, chances are you already know how to play. The rest of you may have to pay attention to the controls for five minutes
- **Entertainment:** As with any online shooter, the longer you stay alive, the longer you'll play
- **Replay Value:** High

SECOND OPINION

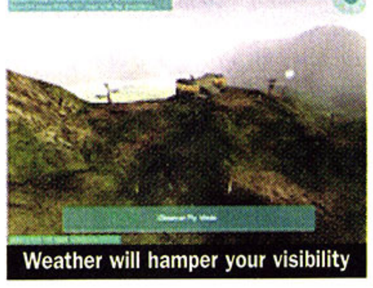
I had heard a lot of good things about the original Tribes, but like many online games, it's not too friendly to newbies and I wasn't ready to put in the time to get on the bandwagon. So, I waited for Tribes 2. Now, I'm pissed I was too big of a wuss to get in on this before. Tribes 2 is a beautiful game that brings all-out war to your computer screen. Figuring out the controls and getting used to how to become a meaningful contributor to your team takes some time, but once you get in, it's easy to get hooked. The options are pretty amazing as you can fly vehicles, defend your base, join up with others in an assault group, or go Rambo and try to take out the enemy solo. Overall, Tribes 2 is an experience that computer FPS fans will not want to miss. Trust me, the moment you enter the game and all hell breaks loose, you'll know why this game is the bomb.

ANDY – 9

Someone just got smoked



This Shrike pilot's got the goods



Weather will hamper your visibility

■ **STYLE** 1 TO 64-PLAYER ACTION ■ **PUBLISHER** SIERRA ■ **DEVELOPER** DYNAMIX ■ **RELEASE** MARCH 28

Repairing a plasma turret

Saddle up!

PC

FATE OF THE DRAGON

CHINESE SMORGASBORD

THE BOTTOM LINE

TEEN T CONTENT RATED BY ESRB

6

College and high school students – pay attention! If you find yourself ensconced in a grueling unit on 2nd century Chinese politics, and you just can't seem to get the names and dates down, then Fate of the Dragon is the game for you, my friends! If you play this game from start to finish, I promise you'll know more about the collapse of the Eastern Han Dynasty and the subsequent conflicts that erupted to fill the power vacuum than you ever thought possible.

FotD isn't bad. I guess that's a good thing. The graphics are stable and reasonably stylized, the sounds are entertaining (even though I can't understand a word of what my units are saying because everything is spoken in Mandarin Chinese), the missions are numerous, and the plot is interesting. Of course, the plot follows 2nd century Chinese history to the letter. I now know more than I could have imagined about the Yellow Scarves' uprising. Nothing is really bad about this game, but there's nothing that stands out, either. I would definitely recommend this game for anyone taking a class on early Chinese history. For the rest of us, I would say stick with Red Alert 2. – **KRISTIAN**

- **Concept:** It's an RTS for people who really love early Chinese history
- **Graphics:** If you've ever played an RTS, you're not going to see anything new here
- **Sound:** There's a whole lot of Mandarin goin' on
- **Playability:** Playing this game is like riding a bike – if you've done it before it's no problem. If you haven't, it's going to take you a while to figure out
- **Entertainment:** I enjoyed this game for the same reason I enjoyed *Notting Hill* – the formula works
- **Replay Value:** High

SECOND OPINION

This isn't a Koei game? Eidos has released a real-time strategy starring characters many are familiar with from the Romance of the Three Kingdoms. Other than the separate city and field maps, and how explored areas slowly grow hazy, this game is as standard as it gets. Well done, but not spectacular.

JAY – 7

■ **STYLE** 1 TO 8-PLAYER STRATEGY ■ **PUBLISHER** EIDOS
■ **DEVELOPER** OVERMAX STUDIO ■ **RELEASE** MARCH 15

PC

SERIOUS SAM

PAGING MR. HAGAR...

THE BOTTOM LINE

MATURE M CONTENT RATED BY ESRB

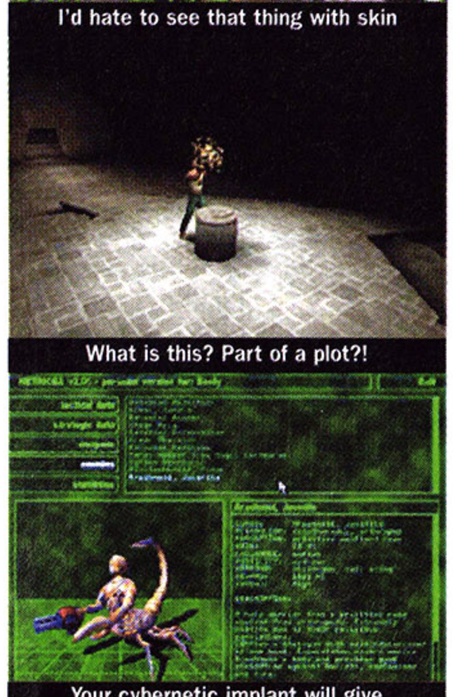
8.5

What Serious Sam could really use is a soundtrack composed by Van Halen circa 1991. There's nothing like blowing a headless, undead Syrian away with a shotgun while listening to a song like Right Now. Those without an overabundance of testosterone need not apply when perusing perspective action titles for your next PC game investment. If you're not yelling at the screen in horror and excitement 15 minutes after starting, your character will probably be doing it for you.

There's not much to this game in the sense that what you see is what you get. If you're under the impression that you'll be embarking on some type of cerebral crusade with a street howitzer in tow, let me disabuse you of that notion right now. This game consists of action, blasting, and dodging – and man is it fun. You don't see a pure shooter rise to the occasion very much anymore, but Serious Sam should fill that place in your heart for a long time to come.

You won't find anything new control-wise with this release. Likewise, you'll probably forget about the graphics as soon as you turn the game off. What will stick with you is your heightened heart rate, and the residual effects from adrenaline. If you find PC games a good source of catharsis at the end of a long day, pick up a copy of Serious Sam and have at it until you're too drained to play anymore.
– **KRISTIAN**

I'd hate to see that thing with skin



What is this? Part of a plot?!

Your cybernetic implant will give you info on your foes

Go for the crotch!!

Have a seat

- **Concept:** Now that Action's on your PC, you can have Action any time
- **Graphics:** Some nice, tight meat-and-potato graphics, but nothing that'll make your jaw drop
- **Sound:** Some great voice acting and eerie effects add a lot of humor and depth
- **Playability:** This game is more straightforward than a yes-or-no question
- **Entertainment:** If you don't mind substituting plot for an ass-load of killing, you'll love it
- **Replay Value:** High

SECOND OPINION

Screw your mission-based or team-based combat, Serious Sam brings on action the likes of which I haven't seen since the original Doom. Visually, this game is raw with mediocre graphics at best, but when it pours on the action...it's a flood. The creatures are very unique and come after you relentlessly whether it's in packs, bands, or full-on legions. Behind every door, after every pick-up, this game throws enemies at you from every corner. This game is so fast, and there is so much blasting and killing, it actually wore me out. If you have ever had a bad day at work and just wanted to break something, Serious Sam is the ultimate solution, as you will have more than enough chances to take out your anger on the rampant baddies found in this game. If you have fond memories of Doom and its endless waves of cannon fodder, I can't recommend Serious Sam enough. A definite blast.

ANDY – 9

■ **STYLE** 1 TO 16-PLAYER ACTION ■ **PUBLISHER** GATHERING OF DEVELOPERS
■ **DEVELOPER** CROTEAM ■ **RELEASE** MARCH 23

PC

STAR TREK: AWAY TEAM

HOME TEAM 1, AWAY TEAM 0

There is a very large reason Away Team came out at the end of the fiscal year: It sucks donkey crap. That's right – donkey crap. Why am I being such a cold-hearted bastard? Well, first and foremost because I'm a cold-hearted bastard. There's really not much I can do about that, aside from an intervention. Second, because after you play something like Fallout Tactics, then load up this piece of garbage, you're bound to get cranky.

There's no aggressiveness gauge for your units in this game. You'll be getting attacked by five different enemies, and your troops will stand there and eat phaser fire like lobotomy patients. You'll have to command each unit individually to illicit any reaction from them whatsoever. This title's only high point comes in the voluminous amount of voice acting done by a large number of the actual cast from assorted Star Trek programs. Brent Spiner as Data gives this game the only facet of gameplay worth experiencing.

The squad-based combat notion Away Team seems to attempt is overshadowed by the absolute and utter simplicity of the missions. You will have no option to choose your missions or how you complete them. Basically, you run through a bunch of different environments with different team members – then the game ends. It seems to me like Away Team could have been a much better performer. It's a shame it ended up sucking more than a Hoover at a carpet convention. – **KRISTIAN**

The cone of vision for enemies ends up being nothing more than a novelty

Beam me, baby

Inside a structure

Take that, you filthy Klingon

Smorgas-Borg!

■ **STYLE** 1 TO 6-PLAYER STRATEGY ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** REFLEXIVE ENTERTAINMENT ■ **RELEASE** MARCH 20

THE BOTTOM LINE

TEEN T CONTENT RATED BY ESRB

4.5

■ **Concept:**
An isometric squad-based action shooter that can't quite get its hands in the gameplay cookie jar

■ **Graphics:**
Some nice lighting effects and decent animations are about all this title has to offer

■ **Sound:**
A ton of voice acting and authentic audio will draw Trekkies (yeah, I know you don't like to be called that) to this game by the droves

■ **Playability:**
Easier to play than a Sit-and-Spin

■ **Entertainment:**
For what this game is trying to be (a PC game), it's pretty mediocre. For what this game is (a way to bilk more money out of content-starved fans), it hits the mark dead on

■ **Replay Value:**
Moderately High

SECOND OPINION

Rather than use the wealth of material available in Star Trek movies, television shows, books, and comics to create a unique squad-based combat game, Reflexive Entertainment has chosen to create an utterly basic game with Trek equipment replacing more current equivalents. Instead of rifles, your team has phasers. Instead of first aid kits, you have hypo sprays. To top off this stab at mediocrity, the missions are often structured so it's easier to run around firing wildly at anything that moves rather than bother attempting stealth. With such capacity for mayhem, Away Team provides a baseline of entertainment. Unfortunately, this isn't why it should be fun. Those who aren't Star Trek fans will find nothing compelling in this title. Those on the other side of the fence will likely find it a fair distraction.

JAY – 6

PC

ULTIMA ONLINE: THIRD DAWN

NOW MOSTLY BUG FREE

Third Dawn is getting close to what I would like to see out of this type of game. It has a butt-load of options and skills which are set up in an intuitive manner, and one of the most polite gaming populations I've ever encountered. There won't be any blazing your way to the top in this game. Hard work and determination will see the best players reaching the highest levels.

Being one of the first graphical massively multiplayer games to hit the market, Ultima Online has come a long way. In my first foray through UO a year and a half ago, I was simply plopped in a city and left to fend for myself. There is now an elaborate tutorial system that eases newbies into their surroundings, and a counselor's guild of experienced players to give new arrivals personal attention.

Aside from growing pains along the way, Third Dawn is fun as hell to play. The sheer volume of skills your character has to improve upon will have you up at night thinking about the next day's gaming session. The slick new graphics and low bug rate are welcome sights, but the lag is not...and there is plenty of it. This title lets you play your character however you want to. The only thing holding you back is lack of imagination. – **KRISTIAN**

THE BOTTOM LINE

TEEN T CONTENT RATED BY ESRB

8.25

■ **Concept:**
Have fun between seemingly unending lag periods

■ **Graphics:**
The updated 3D client adds some nice effects, and smooth animations

■ **Sound:**
Turning the music off immediately is a necessity. The "clang crash" of battle gets the job done

■ **Playability:**
If you're new to the world of massively multiplayer games, Third Dawn will hold your hand until you're ready to let go

■ **Entertainment:**
Watching your character develop his or her skills is the best part of this game, and it's more addictive than you might think

■ **Replay Value:**
High

SECOND OPINION

I'm sure, for Ultima Online fans, this expansion pack is a no-brainer. Unfortunately, with the cancellation of the sequel, expansion packs are all fans have to look forward to, and when I compare this game to the other multiplayer RPGs out there, I just don't think it has stood the test of time

ANDY – 6.5

■ **STYLE** MASSIVELY MULTIPLAYER ONLINE RPG
■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** ORIGIN
■ **RELEASE** MARCH 27

GAME BOY COLOR

THE SIMPSONS: NIGHT OF THE LIVING TREEHOUSE OF HORROR

"THIS SNOWFLAKE TASTES LIKE FISHSTICKS"

THE BOTTOM LINE
EVERYONE
7.5

Treehouse of Horror is a lot closer to what I expect out of a Simpsons game than the PS-X wrestler reviewed earlier (let us never speak of it again). This evokes memories of Acclaim's Simpsons classics of the 16-bit era. The multi-genre levels touch on all bases of platform-esque gaming, while showcasing loads of Simpsons lore and impressive visuals.

I didn't really dislike any of the stages, which is a rarity for these types of games. Seeing Mr. Sparkle boxes, Blinky the three-eyed fish, and Milhouse all brought back great TV flashbacks. There's some difficulty in here that may have you feeling like Ralph Wiggum taking a spelling test ("Me fail English? That's unpossible!"), but challenge is a welcome thing for portable games. Still, it's not fun taking unavoidable hits from enemies.

Simpsons fans, and those looking for a GBC cart with some difficulty, will feel at home with Treehouse. It may not light up your life like 100 tacos for $100, but it sure won't bend your wookie. – **JUSTIN**

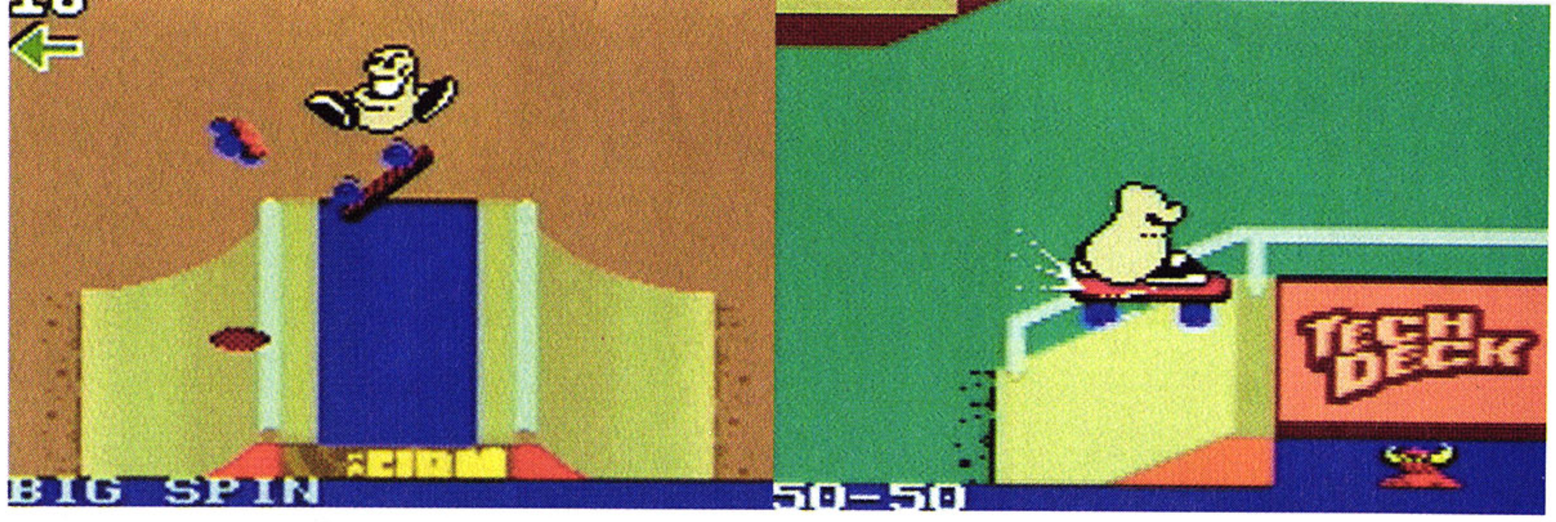
- **Concept:** Seven levels of Halloween-Special inspired platforming
- **Graphics:** A load of rich, creamery butter
- **Sound:** It sounds like burning
- **Playability:** Button configuration seems backwards, but controls well
- **Entertainment:** Lots of variety and show references make this more Bonestorm than Lee Carvallo's Putting Challenge
- **Replay Value:** Moderate

SECOND OPINION

In the overall scope of Game Boy games, Treehouse of Horror isn't absolutely... umm...horrific, but it isn't exactly poetry in motion either. Very basic gameplay with limited animations and graphics. I wouldn't be mad if I bought this game, but I wouldn't recommend it either.

ANDY - 6

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** THQ
■ **DEVELOPER** FOX INTERACTIVE ■ **RELEASE** MARCH 19



GAME BOY COLOR

TECH DECK SKATEBOARDING

HEY NUMB NUTS!

THE BOTTOM LINE
EVERYONE
3

Given that fiddling around with a Tech Deck is only for posers and those not coordinated enough for the real thing, I wasn't expecting much of this latest entry on the extreme bandwagon. Boy, was I underestimating just how bad this title really is. I guess I can't fault TDS for its realism – just as you can't pull real flip tricks on one of those plastic planks, this game often makes it hard to lay down any good moves. But jeez, that's not even the objective; all you're supposed to do is go around and collect decks in the cart's ten levels. After all, Tech Deck's bad collision doesn't even make busting a move that enjoyable. Most disturbing of all, however, is the game's character, Finger Guy, who should be more accurately named Mr. Hairy Beanbag. You'd have more fun with this pint-sized skater if you played your own version of "Finger Guy" in the corner of your pants pocket. – **KATO**

SECOND OPINION

Finger Guy is disturbing, and I never want to see him do another Head Plant again. The game itself has a decent engine, but without a scoring system it's merely a scavenger hunt.

JUSTIN – 5.25

- **Concept:** Yet another exploitation of the skateboarding boom
- **Graphics:** Creepy. The appendage saddling the wood doesn't look like a thumb
- **Sound:** Average at best, which makes it perhaps the best thing about this title
- **Playability:** Pulling off tricks isn't always easy
- **Entertainment:** Side effects may include loose stool and abdominal distension
- **Replay Value:** Low

■ **STYLE** 1-PLAYER ACTION/SPORTS ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** HANDHELD GAMES ■ **RELEASE** MARCH 26

GAME BOY COLOR

SHREK: FAIRY TALE FREAKDOWN

HANDHELD MISERY

THE BOTTOM LINE
EVERYONE
0.5

The Game Boy Color has never been a strong platform for fighting games, nor has it been favorable to licensed product. Given the potential outcome – one that can best be described as suicide – combining these two concepts is a risky venture. The kind of thing that could spoil a youngster's day, give a video journalist editor a nagging headache, and make the voting process for the Worst Game of the Year all the easier.

With the red-hot Shrek license at its disposal, TDK went for broke by attempting the impossible. As you would expect, this handheld fighter is laden with troubles. I salute TDK for being brave enough to dive headfirst into a cauldron of sulfuric acid, yet it should have killed this title rather than press its luck on retail. Within the repugnant gameplay, frustration abounds through unmanageable controls and buggy AI. Instead of inserting a catchy fairy tale-esque soundtrack, only one song accompanies the detestable fighting – looping non-stop between and during the bouts. Making a mockery of everything games stand for, Shrek should be avoided at all costs. – **REINER**

SECOND OPINION

Mankind's greatest mystery will be how TDK could release this decrepit abomination, then charge actual money for it. A retarded, paraplegic monkey could design a better game.

JUSTIN – 0.5

- **Concept:** Proof that a game can be made in three hours
- **Graphics:** Six high-quality frames of animation for each character
- **Sound:** One annoying looping song that plays in-between and during every battle
- **Playability:** Similar to driving a car without wheels
- **Entertainment:** Revelation 20:7 "When the thousand years are over, Satan will be released from his prison." Well, boys and girls, he's back, and making games to boot!
- **Replay Value:** Low

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** TDK MEDIACTIVE
■ **DEVELOPER** PROLIFIC/DREAMWORKS ■ **RELEASE** MAY 7

CHARTS

In association with the NPD TRSTS Video Games Service, Charts presents an in-depth listing of the best-selling software on a month-to-month basis. Are the games you spend your hard-earned dollars on top sellers? Take a look below to find out. We've also compiled a listing of the top-selling Japanese software, and, of course, we included a Top 10 list of the games the GI staff is currently enjoying.

NPD TOP 20

Listings Based Upon NPD Data For March 2001
Based On Units Sold

RANK	L. MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
1	N/A	**Pokémon Stadium 2**	N64	Mar-01	$60

We could say something mean spirited about the Pokémon craze, but seeing that it's still somewhat popular (enough to secure the number one position again), we decided to sell our souls and jump back on the bandwagon. Wahoo!!! We're number one, baby!!! Squirtle rules!!!

2	N/A	**Onimusha: Warlords**	PS2	Mar-01	$51

What?! This spot was reserved for Pokémon Silver! Yo, Capcom! Pack your bags and take that sword-wielding weenie with you! How in the world can zombie slaying be more entertaining than raising a Pikachu? It's not! All you dorks out there should return your copies and buy Pokémon games instead. Come on! Chop! Chop!

3	N/A	**The Bouncer**	PS2	Mar-01	$50

No! No! NO!!!! What an outrage. This game is lame! It's all polygonated and junk. Nobody likes 3D games with fighting and hours of lush cinematics! It's all about bite-size 2D sprites, man! Get with it! Now then, get off your bum, return this piece of trash, and buy another Pokémon game...preferably Gold. It keeps falling in the charts.

4	2	**Pokémon Silver**	GBC	Oct-00	$29

This is an outrage! Oh...wait...it's a Pokémon game! Wahoo! In your face, Tony Hawk! Wouldn't you like to be up here, Mario?! Hey, Tiger Woods! How's the view down there at the unlucky 13 spot? Man, Pokémon is better than every game...ever!!!

5	3	**Pokémon Gold**	GBC	Oct-00	$29

What's the matter with you, Pokémon Gold? Why won't kids buy you? You should be at number one for at least 2,567 months, yet here you are, eating Silver's butt. What you gotta do is promote yourself. Go out there on the streets and sell it, baby. Hopefully, after all your hard work, we'll see you at the top next month.

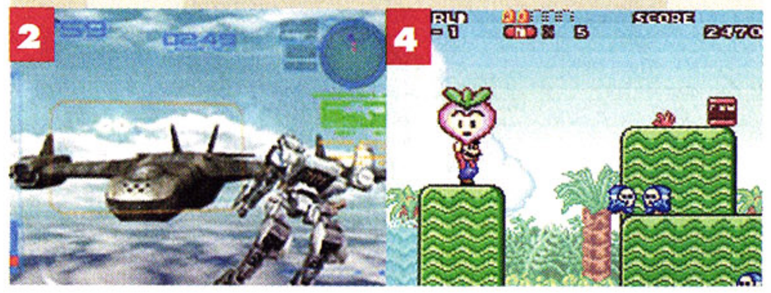
RANK	L. MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
6	N/A	**Zone of the Enders**	PS2	Mar-01	$51
7	N/A	**Triple Play Baseball**	PS2	Mar-01	$50
8	6	**Madden NFL 2001**	PS2	Oct-00	$50
9	1	**Paper Mario**	N64	Feb-01	$50
10	N/A	**Conker's Bad Fur Day**	N64	Mar-01	$60
11	11	**ATV Off-Road Fury**	PS2	Feb-01	$50
12	7	**Star Wars: Episode I Starfighter**	PS2	Sep-00	$50
13	N/A	**Tiger Woods PGA 2001**	PS2	Feb-01	$50
14	14	**Gran Turismo 2**	PS-X	Dec-99	$21
15	5	**NBA Live 2001**	PS2	Jan-01	$50
16	4	**Mario Tennis**	GBC	Jan-01	$29
17	10	**Tony Hawk's Pro Skater 2**	PS-X	Sep-00	$40
18	12	**Driver 2**	PS-X	Nov-00	$40
19	18	**Spec Ops**	PS-X	Apr-00	$10
20	N/A	**All-Star Baseball 2002**	PS2	Mar-01	$51

Source: NPD Interactive Entertainment Service • Kristin Barnett-Von-Korff (516) 625-2481

JAPAN TOP 10

Source: Game Japan
Based On Monthly Units Sold

POS.	L. MO	GAME	SYSTEM
1	2	**Dragon Quest Monsters 2: Iru's Adventure**	GBC
2	N/A	**Armored Core 2: Another Age**	PS2
3	N/A	**Super Robot Big Battle Infinity**	PS-X
4	N/A	**Super Mario Advance**	GBA
5	N/A	**Animal Forest**	N64
6	N/A	**Dragon Quest Monsters 2: Ruka's Travels**	GBC
7	N/A	**Kessen II**	PS2
8	N/A	**One Piece Grand Battle!**	PS-X
9	N/A	**Hunter X**	GBC
10	N/A	**Biohazard Code: Veronica Complete**	PS2



GAME INFORMER TOP 10

The Staff's Favorite Picks

POS.	L. MO	GAME	SYSTEM
1	N/A	**Red Faction**	PS2
2	N/A	**Black & White**	PC
3	1	**Zone of the Enders**	PS2
4	3	**Metal Gear Solid 2: Sons of Liberty**	PS2
5	N/A	**Castlevania: Circle of the Moon**	GBA
6	N/A	**Dark Cloud**	PS2
7	N/A	**Dodge Ball Advance**	GBA
8	N/A	**Super Mario Advance**	GBA
9	N/A	**Mat Hoffman's Pro BMX**	PS-X
10	N/A	**MTV Music Generator 2**	PS2

PC TOP 10

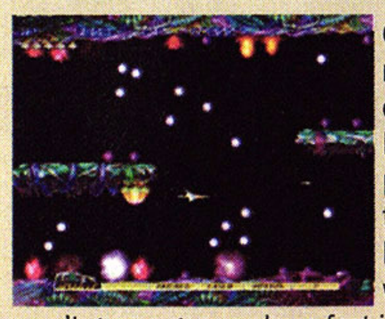
Based On Monthly Units Sold. Source: NPD Interactive Entertainment
Sevice Kristin Barnett-Von-Korff (516) 625-2481

POS.	L. MO	GAME	MONTH	PRICE
1	1	**The Sims**	Feb-00	$40
2	2	**The Sims: Livin' Large**	Sep-00	$28
3	3	**Roller Coaster Tycoon**	Mar-99	$26
4	N/A	**Black & White**	Mar-01	$45
5	6	**NASCAR Racing 4**	Feb-01	$43
6	5	**Diablo 2**	Jun-00	$38
7	4	**Hoyle Casino 2001**	Oct-00	$27
8	7	**Age of Empires II: Age of Kings**	Oct-99	$44
9	9	**Command & Conquer: Red Alert 2**	Nov-00	$39
10	N/A	**The Sims: House Party**	Mar-01	$30

REVIEWS ARCHIVE JUNE 2001

GRADIUS III & IV

■ **FORMAT** PLAYSTATION 2 ■ **STYLE** 1 OR 2-PLAYER SHOOTER
■ **PUBLISHER** KONAMI ■ **REVIEWED** DEC-00



Gradius III & IV is just as you might have guessed – a little combo title featuring two Konami shooters from the past. As you would expect, there is plenty of challenge here. So much so, that even with unlimited continues you aren't gonna go anywhere fast in this one, unless you're a shooter game wunderkind. This game is just a classics collection being pawned off as a PS2 title. Shame on you Konami. – **ANDY**

5

PLAYSTATION 2

4X4 Evolution	8	May-01
Adventures of Cookie & Cream, The	8.75	Mar-01
All-Star Baseball 2002	8	May-01
Armored Core 2	9	Nov-00
Aqua Aqua	6	Mar-01
ATV Offroad Fury	8.5	Mar-01
Bouncer, The	8.5	Feb-01
Championship Surfer	7	Jan–01
Dead or Alive 2: Hard Core	9	Nov-00
Driving Emotion Type-S	8	Feb-01
Donald Duck: Goin' Quackers	7.5	Mar-01
Dynasty Warriors 2	8	Nov-00
ESPN International Track & Field	6.75	Dec-00
ESPN NBA 2night	4.25	May-01
ESPN NHL National Hockey Night	6.25	May-01
ESPN Winter X Games Snowboarding	8.25	Jan–01
Eternal Ring	7.5	Nov-00
Evergrace	7	Nov-00
F1 Championship Season 2000	7.75	Feb-01
F1 Racing Championship	8.75	Apr-01
Fantavision	6.75	Dec-00
FIFA 2001	8	Dec-00
Gameday 2001	3	Dec-00
Gradius III & IV	5	Dec-00
Gungriffon Blaze	7	Nov-00
High Heat Baseball 2002	7.75	May-01
Kengo: Master of Bushido	7.25	Mar-01
Kessen	8	Nov-00
Knockout Kings 2001	9	Mar-01
Madden NFL 2001	9.75	Nov-00
MDK2: Armageddon	7.5	May-01
Midnight Club	7.5	Dec-00
Moto GP	7.5	Dec-00
NASCAR 2001	8.5	Dec-00
NBA Hoopz	5.75	May-01
NBA Live 2001	8.25	Feb-01
NBA Shootout 2001	6.5	Apr-01
NCAA Final Four 2001	3	Feb-01
NCAA Gamebreaker 2001	3.25	Feb-01
NHL 2001	8.5	Nov-00
NHL Faceoff 2001	1	Apr-01
Oni	6.5	Mar-01
Onimusha: Warlords	8.75	Mar-01
Orphen	4.25	Dec-00
Q-Ball: Billiards Master	4.5	Jan–01
Quake III Revolution	7.75	May-01
Rayman 2: Revolution	8	Apr-01
RC Revenge Pro	5.5	Feb-01
Ready 2 Rumble Boxing: Round 2	7.25	Dec-00
Real Pool	5.25	Dec-00
Ring of Red	9	Apr-01
Rumble Racing	7.75	May-01
Shadow of Destiny	6.75	Mar-01
Silent Scope	7.75	Nov-00
Silpheed	6	Nov-00
Sky Odyssey	7.75	Dec-00
Smuggler's Run	8.5	Nov-00
SSX	9.25	Nov-00
Star Wars: Starfighter	9.25	Mar-01
Star Wars: Super Bombad Racing	2.5	May-01
Street Fighter EX3	6	Nov-00
Summoner	8	Dec-00
Super Bust-A-Move	7	Nov-00
Surfing H3O	3	Jan–01
Swing Away Golf	7.75	Nov-00
Tekken Tag Tournament	8.5	Nov-00
Tiger Woods PGA Tour 2001	6	Apr-01
TimeSplitters	9.5	Dec-00
Theme Park Roller Coaster	7.5	Jan–01
Top Gear Dare Devil	2	Dec-00
Unison	7.75	May-01
Unreal Tournament	9	Dec-00
Warriors of Might and Magic	7.75	Apr-01
Wild Wild Racing	7.5	Nov-00
Winback: Covert Ops	7.5	Apr-01
World Destruction League: Thunder Tanks	7	Mar-01
X-Squad	7.5	Nov-00
Zone of the Enders	9.25	May-01

PLAYSTATION

007 Racing	7	Jan–01
102 Dalmations: Puppies to the Rescue	6.5	Feb-01
Action Bass	7	Sep-00
Alien Resurrection	6	Nov-00
Army Men: Air Attack 2	1	Dec-00
Army Men World War: Land, Sea, Air	1	Dec-00
ATV: Quad Bike Challenge	6	Nov-00
Ball Breakers	3.5	Sep-00
Batman Beyond: Return of the Joker	0.5	Dec-00
Bedrock Bowling	3.5	Oct-00
Blade	4	Jan–01
Blaster Master: Blasting Again	5	Dec-00
Breath of Fire IV	8.5	Dec-00
Bugs Bunny & Taz: Time Busters	8.5	Feb-01
Bust A Groove 2	7.25	Sep-00
Buzz Lightyear of Star Command	5.5	Dec-00
Championship Surfer	7	Jan–01
Championship Motocross 2001 Featuring Ricky Carmichael	6.5	Feb-01
Colin McRae Rally 2.0	7.75	Jan–01
Cool Boarders 2001	5	Dec-00
Crash Bash	6.5	Dec-00
Dance Dance Revolution	8.75	Apr-01
Darkstone	7.25	Apr-01
Dave Mirra Freestyle BMX	7.75	Nov-00
Destruction Derby Raw	7.5	Oct-00
Dino Crisis 2	8.75	Oct-00
Dinosaur	2.25	Sep-00
Disney's Aladdin In Nasira's Revenge	6	May-01
Disney's The Emperor's New Groove	8.25	Dec-00
Dragon Valor	7.5	Nov-00
Driver 2	8.75	Jan–01
Donald Duck: Goin' Quackers	7	Jan–01
Ducati World	5.5	Feb-01
ECW Anarchy Rulz	4	Nov-00
ECW: Hardcore Revolution	8.25	Mar-00
ESPN MLS Game Night	8	Aug-00
Eternal Eyes	7.75	Dec-00
Evil Dead: Hail to the King	4.5	Feb-01
Fear Effect 2: Retro Helix	8.5	Mar-01
FIFA 2001	7.5	Dec-00
Final Fantasy IX	9.75	Dec-00
Freestyle Motocross: McGrath Vs. Pastrana	3	Jan–01
Golden Tee Golf	5	Jan–01
Grinch, The	5	Feb-01
Grudge Warriors	5	Aug-00
Harvest Moon: Back to Nature	6.75	Dec-00
HBO Boxing	3	Feb-01
Incredible Crisis	7.5	Nov-00
Jarrett & Labonte Stock Car Racing	7.75	Jan–01
Jeremy McGrath Supercross 2000	4	Oct-00
Knockout Kings 2001	7.5	Dec-00
Koudelka	4.5	Sep-00
Lego Rock Raiders	1.5	Oct-00
Looney Tunes Racing	6.25	Dec-00
Lunar 2: Eternal Blue Complete	7.5	Jan–01
Madden NFL 2001	8.75	Sep-00
March Madness 2001	8.25	Feb-01
Medal of Honor: Underground	9	Nov-00
Mega Man Legends 2	8	Nov-00
Mega Man X5	7	Feb-01
Mike Tyson Boxing	5	Dec-00
Mortal Kombat: Special Forces	1.75	Sep-00
Moto GP World Tour	7	Jan–01
Ms. Pac-Man Maze Madness	8.25	Aug-00
MTV Sports Skateboarding featuring Andy Macdonald	3	Nov-00
MTV Sports: Pure Ride	6.5	Nov-00
Mummy, The	0.75	Feb-01
Muppet Racemania	5	Nov-00
NASCAR Heat	6.5	Feb-01
NBA Live 2001	8	Dec-00
NBA ShootOut 2001	5.5	Nov-00
NCAA Final Tour	5.5	Jan–01
NFL Blitz 2001	5.5	Nov-00
NFL GameDay 2001	7	Sep-00
NGEN Racing	7.25	Sep-00
NHL 2001	7.75	Nov-00
NHL Face Off 2001	6.5	Nov-00
Parasite Eve II	8.75	Sep-00
Persona 2: Eternal Punishment	8	Feb-01
Point Blank 3	7.25	May-01
Polaris Snocross	5.5	Nov-00
Power Spike Pro Beach Volleyball	5	Jan–01
Rampage Through Time	4.75	Sep-00
Raycrisis: Series Termination	7.25	Nov-00
Razor Freestyle Scooter	8	Jan–01
RC De Go	7.5	Jan–01
RC Revenge	5.5	Oct-00
Resident Evil Survivor	4	Nov-00
Road to El Dorado, The	1	Feb-01
RPG Maker	7.75	Aug-00
Sno Cross Championship Racing	6	Nov-00
Spec Ops: Stealth Patrol	6.5	Aug-00
Spider-Man	8.25	Oct-00
Spin Jam	3.5	Oct-00
Spyro: Year of the Dragon	8.75	Nov-00
Star Trek Invasion	8.5	Oct-00
Star Wars: Demolition	7	Jan–01
Strikers 1945	6.75	May-01
Supercross	5.75	Apr-01
Supercross 2000	4	Oct-00
Surf Riders	6.75	Oct-00
Sydney 2000	2.75	Oct-00
Team Buddies	7.25	Oct-00
Tenchu 2	8.75	Sep-00
World is Not Enough, The	7	Dec-00
Tiger Woods PGA Tour Golf	8	Feb-01
Tomb Raider Chronicles	7	Jan–01
Tony Hawk's Pro Skater 2	10	Nov-00
Torneko: The Last Hope	2.75	Dec-00
Toy Story Racer	5	Apr-01
Triple Play Baseball	7	Apr-01
Ultimate Fighting Championship	7	Jan–01
Valkyrie Profile	7.75	Sep-00
Vampire Hunter D	5.25	Sep-00
WCW Backstage Assault	3	Dec-00
Who Wants To Be A Millionaire: 2nd Edition	6.5	Aug-00
Woody Woodpecker Racing	3	Jan–01
World Destruction League: Thunder Tanks	3	Dec-00
WWF SmackDown 2: Know Your Role	9	Dec-00
X-Men Mutant Academy	7.5	Aug-00
You Don't Know Jack: Mock 2	5	Mar-01

NINTENDO 64

Aidyn Chronicles: The First Mage	0.5	May-01
Banjo-Tooie	9	Jan–01
Cruis'n Exotica	6	Feb-01
Conker's Bad Fur Day	9	Apr-01
Donald Duck: Goin' Quackers	7.5	Feb-01
Dr. Mario 64	8.5	May-01
Duck Dogers	3.5	Oct-00
Fighter's Destiny 2	2	Sep-00
Hercules: The Legendary Journeys	4.75	Feb-01
Hey You, Pikachu	4	Jan–01
Indiana Jones: The Infernal Machine	6.75	Jan–01
Indy Racing 2000	8	Sep-00
Kirby: The Crystal Shards	7.5	Aug-00
Legend of Zelda: Majora's Mask, The	9.75	Nov-00
Madden NFL 2001	8.75	Sep-00
Mario Party 3	4	May-01
Mario Tennis	8.25	Oct-00
Mega Man 64	7.25	Dec-00
Mickey's Speedway USA	6	Jan–01
Ms. Pac-Man Maze Madness	7.5	Dec-00
Ogre Battle 64	9	Oct-00
Paper Mario	7.5	Feb-01
Pokémon Puzzle League	8.5	Dec-00
Pokémon Stadium 2	6	May-01
Quarterback Club 2001	4	Nov-00
Rally Challenge	4.5	Sep-00
Star Wars: Episode I Battle for Naboo	8.5	Jan–01
Spider-Man	8	Jan–01
World is Not Enough, The	9	Nov-00
Turok 3: Shadow of Oblivion	8	Oct-00
Walt Disney World Quest: Magical Racing Tour	7.25	Oct-00
WCW Backstage Assault	3.5	Dec-00
WWF No Mercy	9.5	Dec-00

DREAMCAST

4X4 Evolution	8.75	Dec-00
AeroWings 2: Air Strike	7.5	Sep-00
BANG! Gunship Elite	8	Jan–01
Cannon Spike	7	Sep-00
Championship Surfer	5	Mar-01
Chicken Run	5	Jan–01
D2	4.75	Oct-00
Dave Mirra Freestyle BMX	8	Feb-01
Daytona USA	7	Apr-01
Demolition Racer: No Exit	8	Nov-00
Dino Crisis	6.5	Jan–01
Ecco the Dolphin: Defender of the Future	7	Oct-00
ECW Anarchy Rulz	3	Mar-01
Evil Dead: Hail to the King	4.5	Mar-01
F355 Challenge: Passione Rossa	7.5	Dec-00
Frogger 2: Swampy's Revenge	7	Dec-00
Fur Fighters	7.75	Aug-00
Grandia II	8	Jan–01
Gunbird 2	5.5	Oct-00
Hidden & Dangerous	7	Oct-00
Jeremy McGrath Supercross 2000	3.75	Nov-00
Jet Grind Radio	8.25	Dec-00
Kao the Kangaroo	7	Apr-01
Kiss Psycho Circus: The Nightmare Child	4.5	Feb-01
Looney Tunes Space Race	7	Jan–01
Mars Matrix	8	May-01
Marvel Vs. Capcom 2	8	Aug-00
Metropolis Street Racer	9	Dec-00
Ms. Pac-Man Maze Madness	8	Jan–01
Namco Museum	7.75	Sep-00
NBA 2K1	9.5	Jan–01
NFL 2K1	9.5	Nov-00
NFL Blitz 2001	5.25	Nov-00
Next Tetris: On-Line Addition, The	7	Dec-00
Nightmare Creatures II	5	Sep-00
Omikron: The Nomad Soul	5.5	Sep-00
Phantasy Star Online	9	Mar-01
Pod: Speedzone	3.5	Jan–01
Power Stone 2	8.5	Aug-00
Project Justice	7	Feb-01
Quake III Arena	9.25	Jan–01
Quarterback Club 2001	2.5	Nov-00
Railroad Tycoon II	5	Nov-00
Record of Lodoss War	8.5	May-01
Ready 2 Rumble Boxing: Round 2	7.5	Jan–01
Red Dog	7.75	Dec-00
Resident Evil 2	8	Jan–01
Resident Evil 3: Nemesis	8	Jan–01
Royal Rumble	6.75	Sep-00
Rush 2049	7	Oct-00
Samba De Amigo	5.5	Dec-00
Seaman	7	Sep-00
Sega GT	9	Oct-00
Sega Marine Fishing	8	Nov-00
Sega Smash Pack	9	May-01
Shenmue	6	Dec-00
Silent Scope	7.5	Jan–01
Silver	8	Sep-00
Skies of Arcadia	8.5	Jan–01
Sonic Shuffle	7	Jan–01
Spawn: In the Demon's Hand	6.5	Nov-00
Speed Devils Online	7.5	Jan–01
Starlancer	7	Dec-00
Star Wars: Demolition	7	Jan–01
Star Wars: Jedi Power Battles	8	Jan–01
Street Fighter III: 3rd Strike	8.25	Nov-00
Street Fighter III: Double Impact	7.75	Sep-00
Street Fighter Alpha 3	8.75	Aug-00
Striker Pro 2000	6.75	Aug-00
Super Magnetic Neo	8.5	Aug-00
Super Runabout: San Francisco Edition	8	Jan–01
Surf Rocket Racers	5.5	Feb-01
Sydney 2000	3.5	Oct-00
Tech Romancer	8.5	Aug-00
Test Drive Le Mans	4.75	Jan–01
Test Drive V-Rally	1	Jan–01
Tokyo Xtreme Racer 2	8.5	Nov-00
Tom Clancy's Rainbow Six: Rogue Spear	7	Feb-01
Tony Hawk's Pro Skater 2	9.75	Jan–01
Toy Story 2	7	Sep-00
Typing of the Dead	9	Feb-01
UFC	8.5	Oct-00
Unreal Tournament	8.5	Apr-01
Vanishing Point	7.5	Mar-01
Virtua Athlete 2000	7	Oct-00
Virtua Tennis	9.25	Sep-00
Virtual On: Oratorio Tangram	7.25	Aug-00
Wacky Races	6	Sep-00
World Series Baseball 2K1	5.75	Sep-00
Worms World Party	8	May-01
Xtreme Sports	7	Jan–01
Covert Ops Essentials	8.75	Dec-00
Rune	7.75	Dec-00
Sacrifice	8.5	Jan–01
Sanity: Aiken's Artifact	5.25	Nov-00
Sea Dogs	8.5	Mar-01
Sheep	7.5	Feb-01
Simcoaster	7.75	Apr-01
Sims: House Party, The	7.5	May-01
Sims: Livin' Large, The	7	Nov-00
Soulbringer	6.5	Oct-00
Squad Leader	6.25	Jan–01
Starpeace	7	Apr-01
Starship Troopers	7.75	Jan–01
Star Trek New Worlds	5	Nov-00
Star Trek: Starfleet Command Vol.2	8.5	Mar-01
Star Trek Voyager: Elite Force	8.25	Dec-00
Timeline	5.75	Feb-01
Tomb Raider Chronicles	4	Feb-01
Warlords Battlecry	8.75	Oct-00
Wizards & Warriors	5	Dec-00
You Don't Know Jack: 5th Dementia	8	Jan–01
Zeus: Master of Olympus	8.5	Jan–01

GAME BOY

1942	5.5	Aug-00
Aladdin	7	Feb-01
Action Man: Search for Base X	2.5	Apr-01
Batman: Chaos in Gotham	6	Mar-01
Buffy the Vampire Slayer	2	Dec-00
Chicken Run	4	Jan–01
Croc	5.75	Aug-00
Croc 2	6.5	Apr-01
Crystalis	8.5	Aug-00
Dinosaur	3.75	Aug-00
Donald Duck: Goin' Quackers	7.5	Jan–01
Donkey Kong Country	8.75	Jan–01
Dragon's Lair	6	Dec-00
Dragon Warrior I & II	7	Dec-00
Frogger 2	7.5	Dec-00
Galaga Destination: Earth	2	Feb-01
Hoyle Card Games	9	Mar-01
Inspector Gadget	6.5	Jan–01
Kirby Tilt 'N' Tumble	8.75	May-01
Lion King: Simba's Mighty Adventure, The	7	Mar-01
Little Mermaid II: Pinball Frenzy	7.5	Dec-00
Looney Tunes Racing	4.25	Mar-01
M&M's Minis Madness	6	Dec-00
Magi Nation	8.5	May-01
Mario Tennis	8.75	Feb-01
Marvin Strikes Back!	6	Apr-01
Mega Man Xtreme	7	Mar-01
Metal Walker	7.75	Dec-00
Mickey's Speedway USA	6	May-01
Monster Rancher Explorer	7.5	Nov-00
MTV Skateboarding Featuring Andy Macdonald	6.75	Dec-00
MTV Sports Ultimate BMX	7	Apr-01
Perfect Dark	4	Nov-00
Pokémon Puzzle Challenge	8.5	Feb-01
Pokémon Silver & Gold	9	Dec-00
Power Spike Pro Beach Volleyball	6.5	Jan–01
Q*Bert	6.5	Feb-01
Road Champs BXS Stunt Biking	7.75	Apr-01
Road Rash	6	Feb-01
Road to El Dorado	4.5	Sep-00
Spider-Man	4	Nov-00
Star Wars: Episode I Obi-Wan's Adventures	8	Mar-01
Toki Tori	7.5	Apr-01
Tomb Raider	8.25	Aug-00
Tony Hawk's Pro Skater 2	6	Jan–01
Toonsylvania	7	Sep-00
Toy Story Racer	4	May-01
Triple Play 2001	4	Aug-00
Trouballs	8	May-01
Turok 3: Shadow of Oblivion	3.5	Oct-00
Wario Land 3	8.75	Aug-00
Warlocked	8	Sep-00

GALAGA DESTINATION: EARTH

■ **FORMAT** GAME BOY COLOR ■ **STYLE** 1OR 2-PLAYER SHOOTER
■ **PUBLISHER** HASBRO INTERACTIVE ■ **REVIEWED** FEB-01

Stupid idea number one: Take the Galaga concept to Game Boy and not make it an arcade port. Stupid idea number two: Make the playing field wider than what is displayed onscreen, causing players to be killed by unseen enemies. Stupid idea number three: Not having any Challenge Stages. Stupid idea number four: Making a game so easy, it can be beaten on the first try. Stupid idea number five: Buying Galaga Destination: Earth. – **JAY**

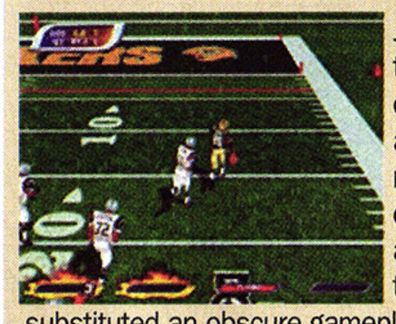
2

PC

Age of Empires II: The Conqueror's Expansion	9	Nov-00
America	6.5	Apr-01
American McGee's Alice	9	Feb-01
BANG! Gunship Elite	7	Oct-00
Baldur's Gate II	9.5	Nov-00
Blade of Darkness	8.25	May-01
Blair Witch Volume One: Rustin Parr	6.75	Dec-00
Breakneck	6.25	Oct-00
Call to Power II	6	Jan–01
Clive Barker's: Undying	8	May-01
Colin McRae Rally 2.0	6.5	Apr-01
Command & Conquer: Red Alert 2	9.5	Dec-00
Crimson Skies	8.25	Nov-00
Escape From Monkey Island	8.25	Jan–01
Evil Islands	5.25	May-01
Everquest: The Scars of Velious	9.5	Jan–01
Fallout Tactics: Brotherhood of Steel	8.75	May-01
Freedom: First Resistance	5.75	Mar-01
Giants: Citizen Kabuto	9.25	Feb-01
Gunman Chronicles	8.25	Feb-01
Half-Life: Counter-Strike	9.75	Jan–01
Heavy Metal: FAKK 2	6.75	Oct-00
Hitman: Codename 47	6.75	Feb-01
Homeworld: Cataclysm	8	Nov-00
Icewind Dale: Heart of Winter	9	Apr-01
Insane	7.25	Mar-01
Jagged Alliance 2: Unfinished Business	5.75	Apr-01
Kingdom Under Fire	6.25	Mar-01
Mechwarrior 4: Vengeance	8.75	Jan–01
Midtown Madness 2	7.75	Dec-00
Moon Project, The	7.75	May-01
NASCAR Racing 4	8	Apr-01
No One Lives Forever	7.75	Dec-00
Project IGI: I'm Going In	3.5	Mar-01
Quake III: Team Arena	3.5	Mar-01
Rainbow Six: Covert Ops Essentials	8.75	Dec-00
Rune	7.75	Dec-00
Sacrifice	8.5	Jan–01
Sanity: Aiken's Artifact	5.25	Nov-00
Sea Dogs	8.5	Mar-01
Sheep	7.5	Feb-01
Simcoaster	7.75	Apr-01
Sims: House Party, The	7.5	May-01
Sims: Livin' Large, The	7	Nov-00
Soulbringer	6.5	Oct-00
Squad Leader	6.25	Jan–01
Starpeace	7	Apr-01
Starship Troopers	7.75	Jan–01
Star Trek New Worlds	5	Nov-00
Star Trek: Starfleet Command Vol.2	8.5	Mar-01
Star Trek Voyager: Elite Force	8.25	Dec-00
Timeline	5.75	Feb-01
Tomb Raider Chronicles	4	Feb-01
Warlords Battlecry	8.75	Oct-00
Wizards & Warriors	5	Dec-00
You Don't Know Jack: 5th Dementia	8	Jan–01
Zeus: Master of Olympus	8.5	Jan–01

NFL BLITZ 2001

■ **FORMAT** DREAMCAST ■ **STYLE** 1 TO 4-PLAYER SPORTS
■ **PUBLISHER** MIDWAY ■ **REVIEWED** NOV-00



Just like the late NBA Jam, the Blitz franchise has overstayed its welcome. In an attempt to make this game more realistic, Midway has eliminated the fast-paced arcade experience that put this title on the map, and substituted an obscure gameplay formula that does little more than get on your nerves. Just like a race horse with a broken leg, Midway needs to put this series out of its misery. BANG! – **REINER**

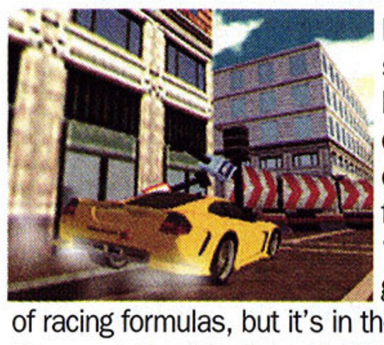
5.25

NEW RELEASES ALL DATES SUBJECT TO CHANGE. CALL YOUR LOCAL RETAILER FOR MORE DETAILS

Release Date	Title	Publisher/ Distributor	System
5/15/01	Coaster Works	Infogrames	DC
5/15/01	Confidential Mission	Sega	DC
5/15/01	Mat Hoffman's Pro BMX	Activision	GBC
5/15/01	Spider-Man 2: The Sinister Six	Activision	GBC
5/15/01	X-Men: Wolverine's Rage	Activision	GBC
5/15/01	Dino Crisis	Capcom	PC
5/15/01	Aladdin: Nasira's Revenge	Disney Interactive	PC
5/15/01	Disney's Atlantis the Lost Empire: Trial By Fire	Disney Interactive	PC
5/15/01	Dragonriders: Chronicles of Pern	Red Storm Entertainment	PC
5/15/01	Gamefest: Chess Classic	Interplay	PC
5/15/01	Gamefest: Strategy Classics	Interplay	PC
5/15/01	Legends Series: Medival Masters Collection	Take 2	PC
5/15/01	Microsoft Flight Sim 2000:American Airlines	World Air Simulation Group	PC
5/15/01	Microsoft Flight Sim 2000: Real Air Traffic Controller	World Air Simulation Group	PC
5/15/01	Resident Evil 2	Capcom	PC
5/15/01	Ripley's Believe It or Not! The Game	Havas Interactive	PC

SUPERCAR STREET CHALLENGE

■ **FORMAT** PLAYSTATION 2 ■ **STYLE** 1OR 2-PLAYER RACING
■ **PUBLISHER** ACTIVISION ■ **RELEASE** JULY 1

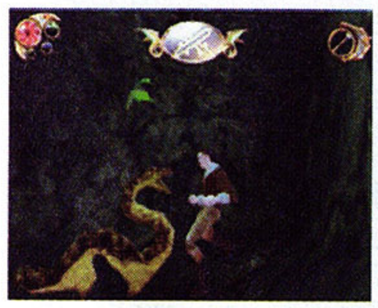


Formerly known as Street Lethal, somebody at Activision must have asked the same question a certain GI editor asked the developer when this game was first revealed at last year's E3 – "What's so lethal about it?" The game itself uses the most basic of racing formulas, but it's in the details where it shines. Players get to drive through 27 tracks within the cityscapes of London, Paris, Monaco, Los Angeles, Munich, Rome, and Turin. All this combined with 60 FPS animation, variable weather effects, and admirable multiplayer modes could make this one a lethal contender in the racing market indeed.

5/15/01	Schizm	Dreamcatcher	PC
5/15/01	Deep Sea Fishing 2	Interplay	PC
5/15/01	Battle Hunter	Tommo	PS-X
5/15/01	Blast Lacrosse	Acclaim	PS-X
5/15/01	Dave Mirra Freestyle BMX Maximum Remix	Acclaim	PS-X
5/15/01	Disney's Goofy's Fun House	NewKidCo	PS-X
5/15/01	IHRA Drag Racing	Bethesda Softworks	PS-X
5/15/01	Mat Hoffman's Pro BMX	Activision	PS-X
5/15/01	Point Blank 3 with Guncon	Namco	PS-X
5/18/01	Flinstones: Burgertime in Bedrock	Electro Source	GBC
5/18/01	Microsoft Best of Entertainment Pak	Electro Source	GBC
5/18/01	Microsoft Pinball Arcade	Electro Source	GBC
5/21/01	Resident Evil 3: Nemesis	Capcom	PC
5/21/01	LEGO Stunt Rally	Lego Media	PS-X
5/21/01	Crazy Taxi	Acclaim	PS2
5/22/01	18 Wheeler: American Pro Trucker	Sega	DC
5/22/01	Desperados: Wanted Dead or Alive	Infogrames	PC
5/22/01	Echelon	Bethesda Softworks	PC
5/22/01	World's Scariest Police Chases	Activision	PS-X
5/22/01	CART Fury	Midway	PS2
5/22/01	Cool Boarders 2001	Sony	PS2
5/22/01	Red Faction	THQ	PS2
5/24/01	Microsoft Links 2001 Course Expansion Pack Volume 1	Microsoft	PC
5/25/01	F/A-18 Korea Gold	Graphic Simulations Corp	PC
5/25/01	In Cold Blood	Dreamcatcher	PS-X
5/28/01	Disney's Atlantis the Lost Empire: Trial By Fire	Disney Interactive	PC
5/29/01	Crazy Taxi 2	Sega	DC
5/29/01	Stupid Invaders	Ubi Soft	DC
5/29/01	Pinobee: Wings of Adventure	Activision	GBA
5/29/01	Commander Keen	Activision	GBC
5/29/01	Peacemakers	Red Storm Entertainment	PC
5/29/01	Kasparov Chess	Interplay	PS-X
5/29/01	Dark Cloud	Sony	PS2
5/29/01	Fur Fighters: Raw Revenge	Acclaim	PS2
5/29/01	Tokyo Xtreme Racer: Zero	Crave Entertainment	PS2
5/30/01	Dark Angel: Vampire Apocalypse	Metro3D	PS2
5/31/01	Tony Hawk's Pro Skater 2	Activision	GBA
5/31/01	Baldur's Gate 2: Throne of Bhaal	Interplay	PC
5/31/01	Microsoft Train Simulator 1.0	Microsoft	PC
6/1/01	World Series Baseball 2K2	Sega	DC
6/1/01	Fire Pro Wrestling	Bam! Entertainment	GBA
6/1/01	High Heat Major League Baseball 2002	3DO Company	GBA
6/1/01	High Heat Major League Baseball 2002	3DO Company	GBC
6/1/01	Alone In The Dark: The New Nightmare	Infogrames	PC
6/1/01	Sega Bass Fishing	Activision	PC
6/1/01	Sega GT	Activision	PC
6/1/01	Sega House of the Dead 2	Activision	PC
6/1/01	Arthur's Knights: Tales of Chivalry	Dreamcatcher	PC
6/1/01	Nicktoons Racing	Infogrames	PS-X
6/1/01	Tic Tak Chicken	Tommo	PS-X
6/1/01	18 Wheeler: American Pro Trucker	Acclaim	PS2
6/1/01	Gran Turismo 3	Sony	PS2
6/1/01	Soccer America: International Cup	HOT-B USA	PS2
6/4/01	Atlantis	THQ	GBC
6/4/01	Dracula: The Resurrection	Dreamcatcher	PS-X
6/4/01	MTV Music Generator 2	Activision	PS2
6/5/01	Chu Chu Rocket!	Sega	GBA
6/5/01	GT Advance Championship Racing	THQ	GBA
6/5/01	Rayman Advance	Ubi Soft	GBA
6/5/01	Ready 2 Rumble: Round 2	Midway	GBA
6/5/01	Shogun: Total War Warlord Edition	Electronic Arts	PC
6/5/01	World War 2 Online	Infogrames	PC
6/7/01	Super Dodge Ball	Atlus U.S.A.	GBA
6/8/01	Star Trek Deep Space Nine: Dominion Wars	Macmillan Computer Publishing	PC
6/11/01	Army Men Advance	3DO Company	GBA
6/11/01	F-Zero: Maximum Velocity	Nintendo	GBA
6/11/01	Hot Potato	Bam! Entertainment	GBA
6/11/01	Super Mario Advance	Nintendo	GBA
6/11/01	EverQuest Trilogy	Verant/Sony	PC
6/11/01	Steel Soldiers	Softek International	PC
6/12/01	Castlevania: Circle of the Moon	Konami	GBA
6/12/01	Krazy Racers	Konami	GBA
6/12/01	Roswell Conspiracies	Ubi Soft	GBC
6/12/01	Anachronox	EIDOS Interactive	PC
6/12/01	Emperor: Battle for Dune	Electronic Arts	PC
6/12/01	Startopia	EIDOS Interactive	PC
6/12/01	Roswell Conspiracies	Ubi Soft	PS-X
6/12/01	MX 2002 featuring Ricky Carmichael	THQ	PS2
6/15/01	Sesame Street Sports	NewKidCo	GBC
6/15/01	Anarchy Online	Funcom	PC
6/15/01	Half-Life: Blue Shift	Havas Interactive	PC
6/15/01	Legends of Might & Magic	3DO Company	PC
6/15/01	Vietnam 2: Back to the Front	ValuSoft	PC
6/15/01	Sesame Street Sports	NewKidCo	PS-X
6/15/01	Time Crisis: Project Titan	Namco	PS-X
6/15/01	NASCAR Heat	Infogrames	PS2
6/15/01	Resident Evil Code: Veronica X	Capcom	PS2
6/19/01	Dragonriders: Chronicles of Pern	Ubi Soft	DC
6/19/01	Sonic Adventure 2	Sega	DC
6/19/01	Portal Runner	3DO Company	GBC
6/19/01	Return of the Ninja	Crave Entertainment	GBC
6/19/01	Hostile Waters: Antaeus Rising	Interplay	PC
6/19/01	Independence War 2: Edge of Chaos	Infogrames Entertainment	PC
6/19/01	Motorcross Mania	Take 2 Interactive-v	PS-X
6/19/01	World Destruction League: War Jetz	3DO Company	PS-X
6/19/01	Escape From Monkey Island	Lucas Arts	PS2
6/19/01	Motor Mayhem	Infogrames	PS2
6/19/01	Twisted Metal: Black	Sony	PS2
6/19/01	World Destruction League: War Jetz	3DO Company	PS2
6/20/01	Digimon Card Battle	Bandai	PS-X

DRAGONRIDERS: CHRONICLES OF PERN

■ **FORMAT** DREAMCAST ■ **STYLE** 1-PLAYER ADVENTURE
■ **PUBLISHER** UBI SOFT ■ **RELEASE** 3RD QUARTER



One may assume that a game named Dragonriders would be something of an exciting journey, filled with fire breathing, fast fight, and intense action. The early version of this title has all the makings of a mild, mellow, stroll down Boredom Lane. Most of the game is spent walking around the area, gathering information and being a gofer for everyone's whims and desires. Future missions include gathering ingredients for a banquet, apologizing for a drunk comrade's actions, and whacking snakes. These are all strung together in open-ended fashion, allowing you to tackle them at your leisure; that is, if you stay awake long enough to get that far.

6/21/01	Diablo II Expansion Set: Lord of Destruction	Havas Interactive	PC
6/22/01	Space Ace	Digital Leisure	PC
6/22/01	Stunt GP	Titus	PS2
6/25/01	Jekyll & Hyde	Dreamcatcher	PC
6/25/01	Ultimate Egyptian Adventure Pack	Dreamcatcher	PC
6/26/01	Outtrigger	Sega	DC
6/26/01	Bomberman Tournament	Activision	GBA
6/26/01	Alone in the Dark: The New Nightmare	Infogrames	GBC
6/26/01	Razor: Freestyle Scooter	Crave Entertainment	GBC
6/26/01	Commandos 2	EIDOS Interactive	PC
6/26/01	Gadget Tycoon	Monte Cristo	PC
6/26/01	Gangsters 2: Vandetta	EIDOS Interactive	PC
6/26/01	Top Shot 2: Lock & Load	Activision	PC
6/26/01	Alone in the Dark: The New Nightmare	Infogrames	PS-X
6/26/01	Bloody Roar 3	Activision	PS2
6/26/01	Giants: Citizen Kabuto	Interplay	PS2
6/26/01	NBA Street	Electronic Arts	PS2
6/26/01	Portal Runner	3DO Company	PS2
7/2/01	Buffy the Vampire Slayer	Fox Interactive	PC
7/2/01	Planet of the Apes	Fox Interactive	PC
7/2/01	Starfleet Command 2: Orion Pirates	Interplay	PC
7/2/01	Arc the Lad: Collection	Working Designs	PS-X
7/2/01	Dinosaur	Ubi Soft	PS2

ZOO TYCOON

■ **FORMAT** PC ■ **STYLE** 1-PLAYER STRATEGY
■ **PUBLISHER** MICROSOFT ■ **RELEASE** SEPTEMBER 1

"Oy, mates! Croykie theys wallabies are spittin' mad! You're beautiful, you are!" is exactly what you can be saying after playing Microsoft Zoo Tycoon for three hours. This release will give gamers the opportunity to build the zoo of their dreams. You'll build habitats, adopt animals, hire staff to run your establishment, and monitor your guests to make sure they're having a good time. Numerous modes will offer added gameplay. Freeplay, for instance, allows players to build their zoo without the constraints of the regular game. There will be 40 different animals to choose from, 60 habitat building types, and 40 building materials with which to enhance your park.

7/3/01	Ultimate Surfing	Crave Entertainment	GBC
7/5/01	Microsoft MechCommander 2	Microsoft	PC
7/10/01	Conflict Zone	Ubi Soft	DC
7/10/01	Disciples II: Dark Prophecy	Infogrames	PC
7/10/01	Final Fantasy Chronicles	Electronic Arts	PS-X
7/10/01	Ephemeral Fantasia	Konami	PS2
7/12/01	Larry Bond's Harpoon 4	Learning Co.	PC
7/16/01	Museum	Namco	GBA
7/16/01	Pac-Man Fever	Namco	GBA
7/16/01	Pipe Dreams 2	Talonsoft	PC
7/17/01	Soldier of Fortune	Crave Entertainment	DC
7/17/01	Dragon Warrior III	Enix	GBC
7/17/01	Galleon	Interplay	PC
7/17/01	Max Payne	Gathering of Developers	PC
7/24/01	Klonoa 2	Namco	PS2
7/24/01	NCAA Football 2002	Electronic Arts	PS2
7/24/01	Rune: Viking Warlord	Take 2 Interactive	PS2
7/25/01	Gundam: Journey to Jaburo	Bandai	PS2
7/27/01	Green Berets	Talonsoft	PC
7/27/01	Duke Nukem	Take 2 Interactive	PS2
7/30/01	Pool of Radiance: Collector's Edition	Stormfront Studios	PC
7/30/01	Pool of Radiance: Ruins of Myth Drannor	Brothers	PC
7/31/01	Floigan Bros.	Sega	DC
7/31/01	Throne of Darkness	Havas Interactive	PC
7/31/01	Dave Mirra Freestyle BMX2	Acclaim	PS2
7/31/01	Extreme G3	Acclaim	PS2
7/31/01	NFL Quarterback Club 2002	Acclaim	PS2
7/31/01	Paris Dakar Rally	Acclaim	PS2
7/31/01	Shadowman 2: Second Coming	Acclaim	PS2
8/1/01	Ooga Booga	Sega	DC
8/1/01	Barbie Pet Rescue	Havas Interactive	GBC
8/1/01	Capitalism 2	Red Storm Entertainment	PC
8/1/01	Red Faction	THQ	PC
8/1/01	Stars! Supernova Genesis	Empire Interactive	PC
8/1/01	X-Com: Alliance	Hasbro Interactive	PC
8/9/01	The Mask	Dreamcatcher	GBC
8/9/01	Woody Woodpecker	Dreamcatcher	GBC
8/14/01	Razor: Freestyle Scooter	Crave Entertainment	DC
8/15/01	Mountain Dew Sky Surfer	Crave Entertainment	DC
8/15/01	Klonoa: Empire of Dreams	Namco	GBA
8/15/01	Duke Nukem Endangered Species	Gathering of Developers	PC
8/15/01	Sudden Strike Add On	Infogrames	PC
8/15/01	Fisher Price Rescue Heroes	Havas Interactive	PS-X
8/15/01	M & M's Shell Shocked	Havas Interactive	PS-X
8/15/01	Carrier	Jaleco	PS2
8/15/01	Half-Life	Havas Interactive	PS2

PLAY TO PERFECTION

BASIC TRAINING

For those of you who have invested countless hours in the Tony Hawk titles, try to forget everything you've learned. The timing in Mat Hoffman is a fraction of a second slower than Tony Hawk, and many of the moves require extra timing for landing. Basically, you won't be able to hold a trick then release it at the last second any more. At first, coming to terms with these changes may be a tad frustrating, and yes, you may feel as though the game is broken, but trust us, after a few hours, it'll all make sense.

Moves List + Trick Values

To rack up a huge score, try to use a wide variety of these tricks in a routine. Most require massive air, especially when spins are involved. If you repeat the same trick over and over again, the point total diminishes. Holding the button of the desired trick results in a higher trick value. The longer the trick is held, the higher the score. The basic moves list is only slightly different for each character. Here are the basics. Check under specials for the aforementioned changes.

TRICK	VALUE
Rocket No Hander – Up + ●	450
Pendulum – Up/Right + ●	500
Front Peg Grab – Right + ●	500
Backflip (Flair) – Down/Right + ●	1,000 (Flair 2,000)
Indian Air – Down + ●	400
Tail Whip – Down/Left + ●	700
No Footed Can-Can – Left + ●	250
Superman – Up/Left + ●	500
No Hander – Up + ■	300
Look Down – Up/Right + ■	225
Toadstool – Right + ■	500
X-Up – Down/Right + ■	200
No Footer – Down + ■	250
One Handed X-Up – Down/Left + ■	225
Barspin – Left + ■	150
Seat Grab – Up/Left + ■	500
Bunny Hop – ✖	N/A

Spins

By spinning with a trick held or combo sequence, the point total will multiply. Here's the multiplier value for each spin. By hitting L2 or R2, your character will automatically spin 180.

360 x2
540 x3
720 x4
900 x5

Manuals

While Mat Hoffman's Pro BMX is stylized after the first Tony Hawk game, a few elements like the Manual have been worked into the mix. When on the ground, press Down, Up to perform a Nose Manual, and Up, Down to pull off a standard Manual. When this move is performed, tap Up or Down to maintain balance, then try to link the Manual into a trick for a higher point total.

Gaps

Without a gap checklist like the one in Tony Hawk 2, it's almost impossible to tell if we listed every gap in the game. However, we did spend countless hours on each stage linking every rail and ramp together. Hopefully, we nailed them all.

SIGNATURE MOVES

MAT HOFFMAN

Unique Moves	Value
Rocket Queen – Up + ●	420
No Footer Switch Hand – Down + ■	400
Special Moves	
Backflip Tailwhip – Up, Down, ●	5,000
Superman One-Hander – Down, Down, ●	2,500
Triple Tailwhip – Down, Right, ●	5,000
Peacock – Left, Right, ■	3,000
Barhop – Right, Right, ■	2,500

MIKE ESCAMILLA

Unique Moves	
One Footer – Right + ■	400
Nothing – Up/Left + ■	800
One Handed One Footer X-Up – Up/Right + ●	700
Can-Can – Left + ●	250
Indian Air Superman – Down + ●	700
Hand Plant – Down/Right + ▲	450
Special Moves	
Backflip One Footer – Up, Down, ●	3,500
Superman Seatgrab Bar Spin – Down, Down, ●	2,500
Front Flip – Down, Up, ●	5,000
Body Varial – Left, Right, ■	5,000

CORY NASTAZIO

Unique Moves	
One Handed One Footer – Up/Right + ●	500
Indian Air Superman – Down + ●	500
One Hander – Right + ■	250
Nothing – Up/Left + ■	800
Special Moves	
Backflip Tabletop – Up, Down, ●	4,000
Front Flip – Down, Up, ●	5,000
Superman Seat Grab – Down, Down, ●	2,500
Double Tailwhip – Down, Right + ●	3,500

JOE BUTCHER KOWALSKI

Unique Moves	
Neilarm Strong – Up + ■	300
Nothing Seat Grab – Up/Left + ■	500
Indian Air Seat Grab – Down + ●	400
Can-Can – Left + ●	250
One Handed One Footer X-Up – Up/Right + ●	700
Rocket One Footer Candy Bar – Up + ●	600
Special Moves	
Backflip Tabletop – Up, Down, ●	4,000
Superman Backpeg Barspin – Down, Down, ●	2,500
No-Footed Candy Bar One-Hander – Up, Up, ●	3,000
Half Barspin Tailwhip – Down, Right, ●	4,000

RICK THORNE

Unique Moves	
Rocket No Hander – Up + ●	450
Can-Can – Left + ●	250
Indian Air Seat Grab – Down + ●	400
One Hander One Footer – Up/Right + ●	500
No Footer Switch Hand – Down + ■	400
Nothing Seat Grab – Up/Left + ■	500
Footplant 360 Tailwhip – Down/Right + ▲	500
Special Moves	
Backflip No Footer – Up, Down, ●	4,000
Double Seat Grab Superman – Down, Down, ●	2,500
Decade Air – Left, Right, ●	4,000
Front Body Flip – Down, Right + ●	5,000

DENNIS MCCOY

Unique Moves	
One Hander One Footer – Up/Right + ●	500
One Handed Can-Can – Left + ●	400
Rocket One Footer Candy Bar – Up + ●	600
No Handed One Footer – Up + ■	500
One Hander – Right + ■	250
Double Foot Plant – Down/Right + ▲	450
Special Moves	
Backflip One Footer – Up, Down, ●	3,500
Superman Tailwhip – Down, Down, ●	3,000
Decade Air – Left, Right, ■	4,000
Double Tailwhip – Down, Right, ●	3,500

KEVIN ROBINSON

Unique Moves	
One Handed Can-Can – Left + ●	400
Rocket One Footer Candy Bar – Up + ●	600
No Handed One Footer – Up + ■	500
One Footer – Right + ■	200
Double Foot Plant – Down/Right + ▲	450
Special Moves	
NH Backflip – Up, Down, ●	4,000
Superman Tube Grab – Down, Down, ●	2,500
One Handed Swing Leg – Right, Down, ■	2,500
Bar Hop – Right, Right, ■	2,500

SIMON TABRON

Unique Moves	
One Hander One Footer – Up/Right + ●	500
Indian Air Superman – Down + ●	500
One Handed Can-Can – Left + ●	400
One Hander – Right + ■	250
Double Foot Plant – Down/Right + ▲	450
Special Moves	
Backflip One Footer – Up, Down, ●	3,500
Superman Seat Grab – Up, Up, ●	2,500
No-Footed Candy Bar One Hander – Left, Right, ■	3,500
Double Seat Grab Superman – Down, Down, ●	2,500

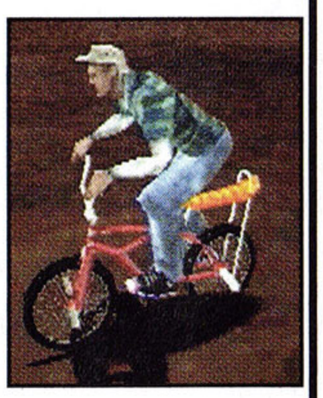
TONY HAWK (HIDDEN)

Secure every cover with one character to unlock this skating god.

Unique Moves	
Rocket No Hander – Up + ●	450
Special Moves	
Superman Tailwhip – Down, Down, ●	3,000
Front Body Flip – Down, Up, ●	5,000
Decade Air – Left, Right, ●	4,000
Body Varial – Left, Right, ■	5.000

Grinds + Stalls

Double Peg – Up/Right + ▲
Toothpick – Up + ▲
Icepick – Down + ▲
Crooked – Up/Left + ▲
Smith – Left + ▲
Feeble – Right + ▲
Disaster – Down/Left + ▲
Plant – Down/Right + ▲



LEVEL 1: HOFFMAN BIKE FACTORY

Just like the Tony Hawk games, this initial stage is a great place to get your bearings and shed your training wheels. Spend a significant amount of time learning the controls, and combining tricks into combos.

HIGH SCORE: 15,000 PRO SCORE: 30,000

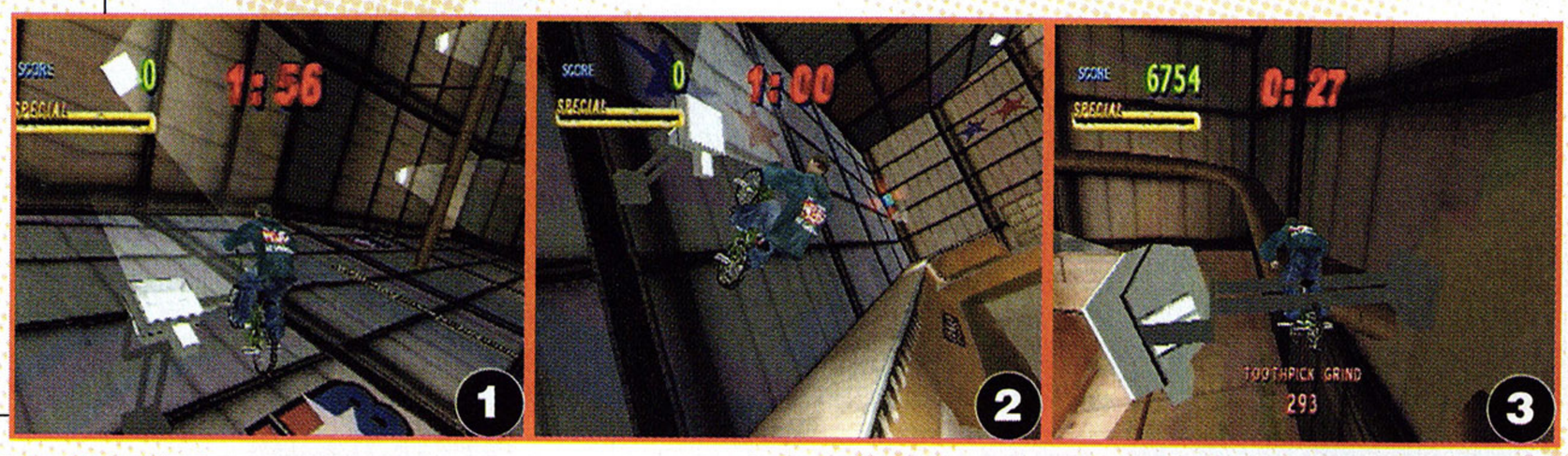
SMASH THE LIGHTS

Lights 1 & 2

Easing you into the gameplay, the Lights are just as easy to find as the TRICK letters. Just launch off the glowing portion of the ramps on the outside ring to smash four out of five Lights.

Lights 3

For the fifth and final Light, return to the starting point, then jump and grind on the metal piping. When you approach the Light, jump ever so subtly to the left to smash it.



GET T-R-I-C-K

T & R

Drop into the halfpipe and grind the rail against the wall to snag the T and R.

I

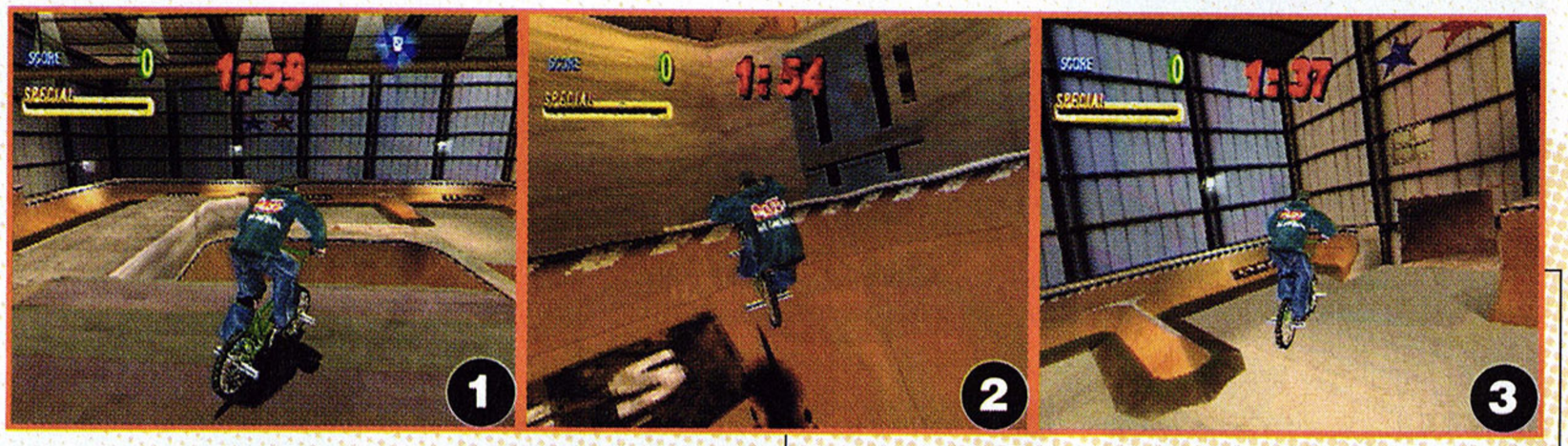
Hop off and make a 90° turn to the right. You'll find the I floating above a funbox.

C

Now, maneuver to the backside of the course to find the C on a rail.

K

The K is floating in the air just a few clicks down from the R location. Simply jump off of the ramp to get it.



SECRET AREA

Secret Area 1

From the starting point, turn to the right and drop into the pool.

Secret Area 2

Turn around and hit the switch on the wall of the starting point. This little gizmo is timed, so haul ass if you want to reach the door it opens.

Secret Area 3

The door is on the far side of the level. Simply launch out of the pool and book it to the door.

SECRET COVER

Secret Cover 1

Rather than destroying your controller trying to jump for the Secret Cover, access the secret area. Once outside, fill your special meter to gain speed. The best way to do this is to perform a trick off of the dirt ramps.

Secret Cover 2

This will give you a straight shot at your destination. Hop over the dirt piles, then launch off of the last onto the white ledge. It takes a perfectly timed jump to get here, so don't get flustered if you keep ramming your face into the wall.

Secret Cover 3

When you do get up here, smash through the window, then jump onto the pipe. After a long grind, you'll run into your prize.

GAPS

Big Air!! – Just catch significant air on the halfpipe.

Cleared the Doorway – Grind the metal pipe near the fifth Light, then jump and grind on the tiny bar over the door.

High Rail 2 Rail – Grind the metal pipe near the fifth Light, then drop down onto the rail on the quarterpipe below. This can be performed vice versa as well.

Hip-Hop – Jump over the funbox holding the I.

Horse's Handbrake Gap – Jump over the ledge on the left or right side of the hidden area.

Ikkle Finger Gap – Jump from the finger ramp onto the outside rail and grind.

Madam Palm Grip Gap – Grind the entire rail on the small side of the halfpipe.

Over the Top! – Launch from the halfpipe over the pipe holding the Secret Cover.

No Time for Tiddlywinks – Grind the entire edge starting from the halfpipe and ending at the door.

Positive Contact – Launch out of the pool onto the halfpipe.

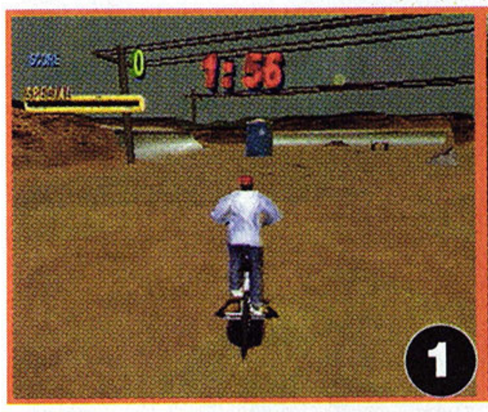
Sloppy Flat Lip Trick – In the secret area, hop from the dirt mound onto the ledge of the building.

Things You Can Do – In the secret area, launch from one dirt pile over another.

LEVEL 2: CONSTRUCTION YARD

This stage allows for huge tricks to be performed. Just work your way to the backside and you'll run into some major drops and huge ramps. The halfpipe near the bridge is a great place to rack up a huge score, and the bridge is loaded with several interesting grinds.

HIGH SCORE: 35,000 PRO SCORE: 50,000



GET T-R-I-C-K

T
Just pedal straight ahead and hit the dirt bump to launch onto the trailer. Grind on the metal pipe to snag the T.

R
Continue forward over the mounds on the dirt path, then grind the diagonal girder to launch into the pool. On your way in you should hit the R. If you miss, simply jump to get it.

I
Grind on the girder within the pool, then jump to the long metal pipe. Maintain balance long enough and you'll hit the I.

C
Maneuver to the broken bridge and hit the jump to snag the C midair.

K
Drop down to the halfpipe and catch some air to elevate to the K.

TOPPLE TOILETS

Portaloo 1
The first Portaloo is dead ahead. The only way to miss it is if you're blind.

Portaloo 2
Take the dirt path to the right, hop over the bumps, and then look for a Portaloo on the right side of the pool.

Portaloo 3
Turn around and you'll find another near the silver quarterpipe.

Portaloo 4
Veer to the right again and drop into the clearing. Fly across the broken bridge and smash the poo out of the fourth Portaloo.

Portaloo 5
Now, drop down near the halfpipe to find the fifth.

SECRET COVER

Secret Cover 1
From the starting point, angle slightly to the left, then transfer over the metal quarterpipe.

Secret Cover 2
You'll land in grass. With as much speed as you can gain here, pedal to the large gray ramp to the right.

Secret Cover 3 & 4
Launch off of the ramp onto the large steel girder attached to the crane.

Secret Cover 5
Grind your little heart out, then time a jump so you land on the adjoining girder.

Secret Cover 6
From here, grind a few more feet, then jump to wrap your mitts around the Hidden Cover.

GAPS

Flying Piece of Corruption – In the grassy area leading to the Secret Tape, hit the jump, then grind on the floating girder.

Hi Low-Reign Terror – Head to the pool and use one of the mini-ramps to transfer in.

Goin' Down – Enter the grassy area near the Secret Tape, then hit the jump and plummet to the ground below.

Grind the Line – Either launch off the metal clunk or jump from the grass onto the phone lines above the trailers.

Jimmy's Shimmy – Grind the diagonal girder with the R on it.

Metal to Metal – In the starting area, locate the diagonal steel girder and grind up it, then jump and grind on the girder on the grass.

Over the Bridge – Jump over the missing chunk of highway on the bridge.

Trailer Trash – Grind the pipe in-between the two trailers.

LEVEL 3: LONDON UNDERGROUND

Ah yes...London. What a beautiful place. This stage is very similar to the Mall in the original Tony Hawk. Right off the bat, you shouldn't have a problem pulling in 10 to 20k on a trick off the railing on the stairs. When you land, Manual, then launch off of the funbox and perform another trick. Just look for the hard-to-reach rails and nail them to bring in a staggering point total.

HIGH SCORE: 35,000 PRO SCORE: 60,000

HIT VENDING MACHINES

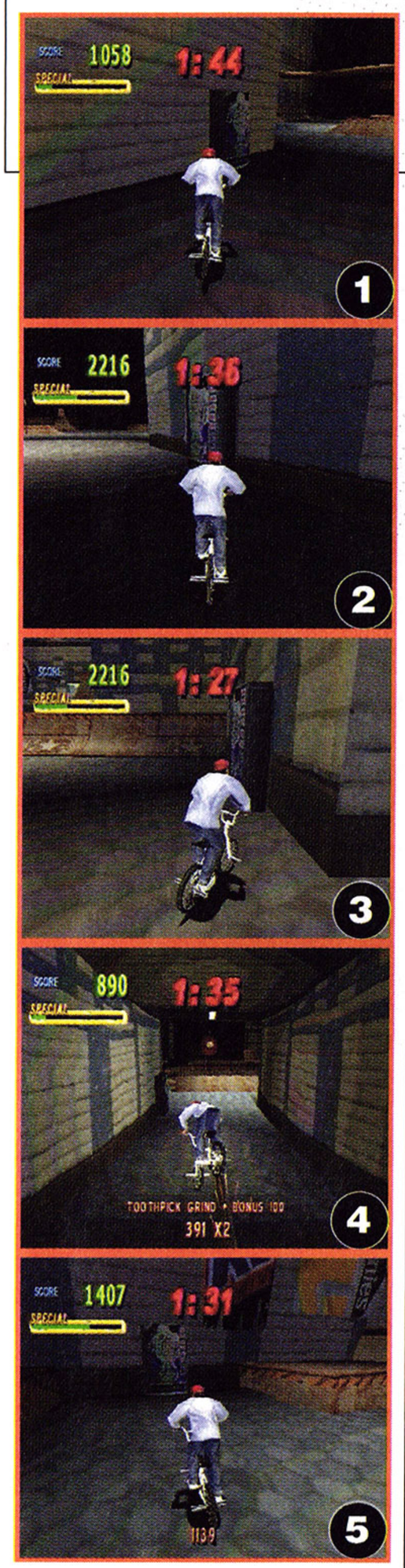
Vending 1
After grinding the railing, you'll find the first Vending Machine at the bottom of the staircase to the left.

Vending 2
Maneuver across the stage to the right and descend the escalator. Another Vending Machine awaits on the next floor down – this time to the right.

Vending 3
Hug the right wall and make the turn. Blammo! You just ran into another one!

Vending 4
Ascend the ramp to the left and descend down to the subway. At the bottom of the ramp, you'll find another Vending Machine to the left.

Vending 5
The final Vending Machine is hiding out in-between two platforms to the left.



SECRET COVER

Secret Cover 1
Make way to that pesky escalator again, but instead of descending, launch off the ramp on the front side of the moving escalator rails.

Secret Cover 2
Once airborne, grind on the metal lighting, then jump and crash through the metal gate.

Secret Cover 3
Blast your way through the other side, then grind on another set of lights to reach the Cover.

GET T-R-I-C-K

T
Plummet down the stairs and veer to the left. Grind on the quarterpipe to the left, then jump across the gap to capture the T.

R
Follow the curvature of the quarterpipe and you'll see the R resting on a rail.

I
Descend the escalator and grind the rail on the ramp to the left to secure the I.

C
For the C, drop down to the subway, gaining speed on the rail. Launch over the tracks, then smash through the glass and catch air on the quarterpipe. You'll run right into it.

K
With the speed gained on the quarter, launch across the tracks and ascend another ramp to the left to obtain the final letter.

GAPS

Escalator Grind – Grind the entire escalator rail.

Hidden Hall – Launch from the escalator onto the metal lighting, then break through the wall.

High Tower Props – On the south side of the tracks, launch on the far quarterpipe (above the C), then grind on the ledge high above. Complete the grind to score the gap.

Keep It Movin' – Descend the first staircase, then grind the entire ledge on the right.

Last Exit – Descend the staircase, then jump from the ledge on the right to the metal pole over the staircase exit. Grind it, then smash the monitor.

London Calling – Descend the stairs, then hit the funbox and launch on top of the second funbox.

Mad Hops – Grind from one quarterpipe, then jump over the tracks and continue to grind.

NorthBound Transfer – On the tracks, transfer in-between the gap on the ramps on the north side. You can either jump or grind to accomplish this.

Over the Tracks – Simply launch over the tracks.

Pied Piper Girder – Descend the first staircase, then grind the entire ledge on the left.

Ryno's Rail – Fill your special meter, then descend the escalator and grind the entire yellow rail on the ramp.

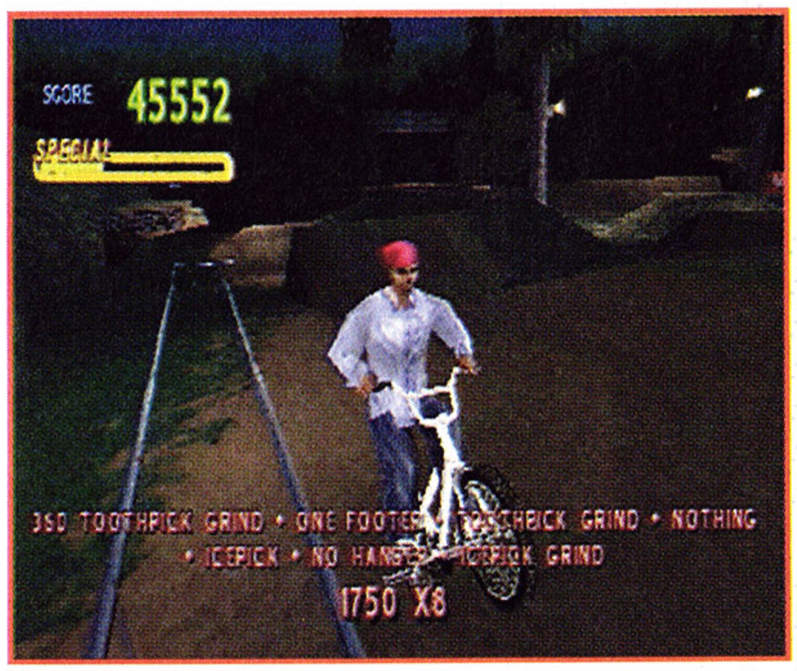
SouthBound Transfer – On the tracks, transfer in-between the gap on the ramps on the south side. You can either jump or grind to accomplish this.

Tight Pipe – Grind the entire pipe holding the Secret Cover.

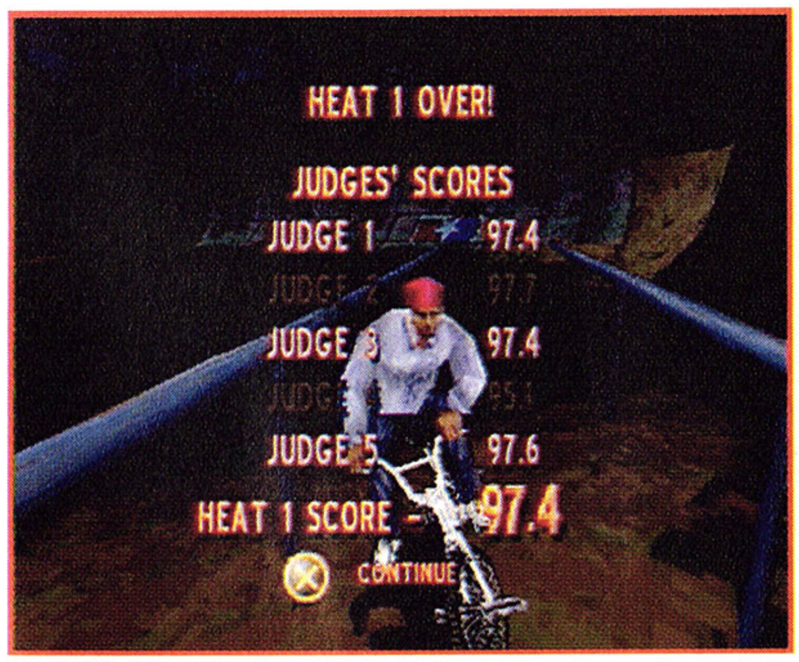
LEVEL 4: BLUETORCH COMPETITION

Just like Tony Hawk's Pro Skater, a competition level separates the first batch of scavenger hunt levels from the last. There's nothing to search for or destroy on this level. The only thing you should worry about is scoring big points to secure a silver or gold medal. The judges' score is based on points and variety. The score will diminish each time you bail. Usually, a score of 92 or better will win you the gold. First, learn the course, and then put together a little routine. There are plenty of ramps and grind spots here, as well as scoring gaps, so it shouldn't be too difficult.

If grinding isn't your forte, you'll find plenty of ramps to perform specials on.



Search out scoring gaps, or link together big tricks to impress the judges.



A score like this is unheard of, yet we nail it every time.

GAPS

Bottom Tier – Jump from a dirt ramp onto the lowest ledge of the grandstand or any high-mounted metal rail.
Log Gap – Grind from a quarterpipe onto a log hidden between trees.
Mid Tier – Jump from a dirt ramp onto the middle ledge of the grandstand or any high-mounted metal rail.
Over the Hill – Just veer to the left and leap off the hill at the beginning of the stage.
Snake Grind – Jump from either dirt ramp to either of the crooked red railings and grind them to the end.
Support Grind – Jump from a dirt pile onto the straight red rail.
Top Tier – Jump from a dirt ramp onto the rail above the grandstand.

HIT SHWARMA STANDS

Shwarma Stand 1
Just turn to your left. Duh!

Shwarma Stand 2
From the starting point, or from the first Shwarma Stand, turn around and follow the road. On the bridge awaits the second food stand.

Shwarma Stand 3
When you come to the crossroads just after the bridge, turn left and drop down the stairs. The Stand awaits.

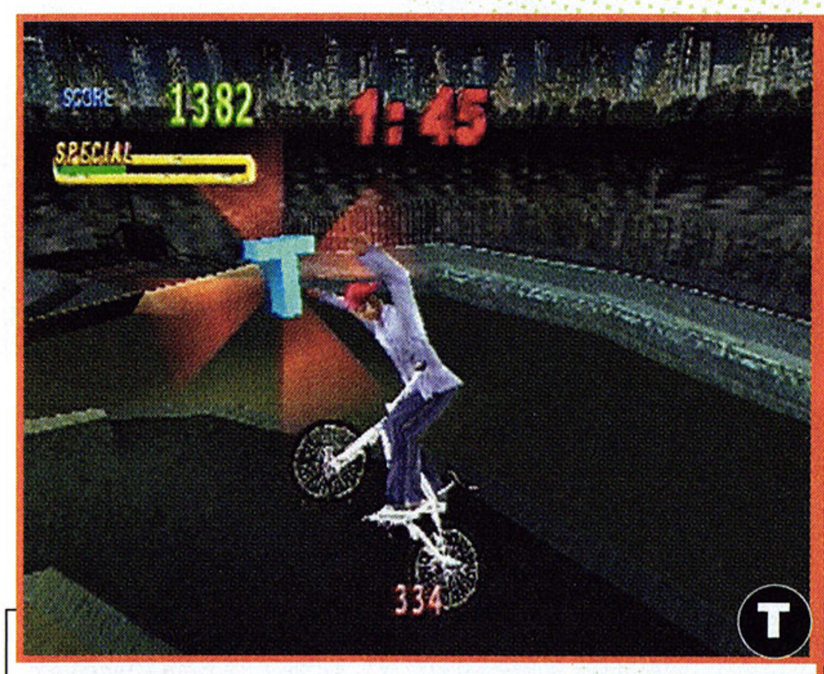
Shwarma Stand 4
Turn to the right and approach the swing set. You'll find the fourth Shwarma Stand next to the building.

Shwarma Stand 5
Backtrack to the crossroads and go straight. When you see the jump leading to the fountain, angle slightly to the right to smash the last Stand.

LEVEL 5: NEW YORK PARK

This level is loaded with amazing transfers and grinds, yet the game doesn't reward you for them. What gives?! Certainly, the absence of scoring gaps is a major downer in the scoring department, but 70,000 shouldn't be difficult to reach. Whether it be massive grinds or air tricks, this level is loaded with sweet spots.

HIGH SCORE: 45,000 PRO SCORE: 70,000



GET T-R-I-C-K

T
Head forward, avoid the police, and cut onto the grass to the right. Grind the second fence you come across, then jump to get the T.

C
This time, the fastest route to the letters is a little out of order. Continue forward and jump down to the fountain. Launch from the base of the fountain, onto the central circular structure of the fountain. Quickly jump out and grab the C.

R
Find the grass ramp leading out of the fountain square. At the end of the ramp, jump, and grind on top of the swing set to claim your prize.

I
Head left from the swing set, then cut to the left again when you reach the road. Use the grassy ramp to elevate high enough to snag the I.

K
Now, cut across town to the ice rink. You'll find it resting above the rink on a wooden ledge. Grab it!

GAPS

Damage – Grind over the curved metal pipe on the greenhouse.

Devolution – Grind from the second tree (not the one holding the Secret Cover), then drop onto the bridge railing and grind.

Fence To Fence – At the beginning, head straight into the grass, then grind the orange fence. Transfer to the blue fence and continue the grind.

Over Tha Top – Grind all the way over the gate covering the stairs leading to the fountain.

Playground Hero – Grind from one swing set to the next, then drop to the park bench and continue the grind.

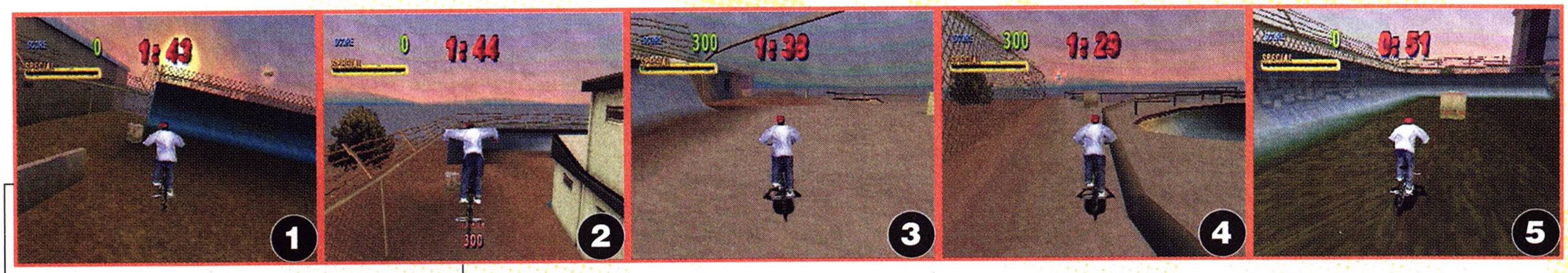
SECRET COVER

This has to be a joke. If you can't figure out how to find this bad boy, then give up now! All you have to do is ascend the hill to the left, then jump over the trunk of the tree onto the long branch. Grind to the Cover.

LEVEL 6: TREATMENT PLANT

This level is small and lacking in huge air. The pool does allow you to catch air, but it's dangerous as you never know which way you'll fly. Try to rack up the points through grinds and gap multipliers.

HIGH SCORE: 55,000 PRO SCORE: 80,000



HIT WASTE BARRELS

Waste Barrel 1
Descend from the bridge and launch over the two dirt mounds. The first Barrel is next to the quarterpipe.

Waste Barrel 2
Angle to the right and launch over the dirt mounds next to the plant to find the second set of Barrels.

Waste Barrel 3
Turn 90° to the right to find the third Barrel clump.

Waste Barrel 4
Continue along the outer ring and you'll see the fourth desired item jammed between two pools.

Waste Barrel 5
The final one is just a few feet ahead. Piece of cake!

SECRET COVER

Secret Cover 1
From the beginning, proceed forward and ascend the central ramp leading off to the right.

Secret Cover 2
Jump to the adjacent building, then grind across the rail to another building top.

Secret Cover 3
Head to the right and grind on another rail to reach the Secret Cover.

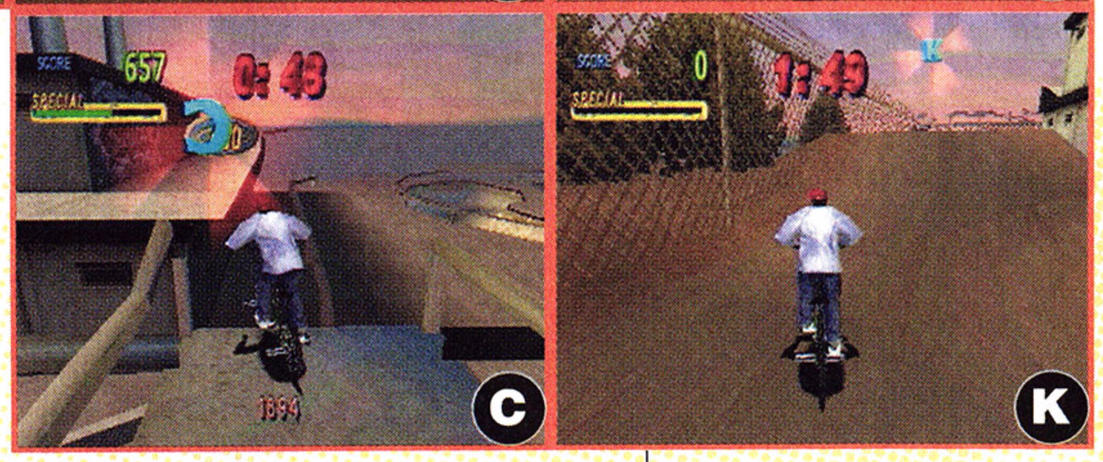
GET T-R-I-C-K

T & R
From the start, you'll see the R off to the left. Don't grab it yet. Just head forward and grab the T off the rail, then backtrack and launch to the R.

I
Follow the path around the corner and bunnyhop up to the I.

C
From the I, drop into the pool and cut across the level, back toward where the T was. Ascend the central ramp, then jump or grind to get the C.

K
After obtaining the C, drop down to the ground, and ride to the backside of the plant. Bunnyhop off the dirt mound to snag the K.



GAPS

All the Time – Transfer from one of the rectangular dirt mounds at the beginning of the stage onto the long concrete barrier leading to the tall blue quarterpipe.

Around the Bend – Hit the jump with the letter R above it, then grind on the pink rail just above.

Big Drop – Ascend to the top of the ramp at the beginning and jump to the ground below on the right.

Come Together – Grind on the concrete barrier on the backside of the stage, then jump and grind on a pool rail.

Hill to Building – Jump off the dirt mounds to the black trim on the backside of the plant.

Poo Poo – Simply grind the concrete rail on the left side of the ramp at the beginning of this stage.

Rail Hop – Jump from one rail surrounding a pool to another.

Tank Grind – Ascend the ramp holding the letter C, then grind on one of the mini-rails over the pink tanks.

Tanker's Gap – Grind one of the mini-rails over the pink tanks, then transfer and grind onto the building ledge.

Treatment Gap – Transfer over a tongue in the pool area.

Walkin All Sideways And – Simply grind the concrete rail on the right side of the ramp at the beginning of this stage.

LEVEL 7: LA HABRA, CALIFORNIA

This is where all your tricks must come together. Scoring 100,000 will be difficult the first time, and we recommend mastering a routine rather than skating aimlessly in hopes of landing a few big tricks. All your pistons must be firing here. We recommend the tiny skatepark (located directly behind you when you start) as the place to accomplish this task.

HIGH SCORE: 60,000 PRO SCORE: 100,000

1

2

3

4

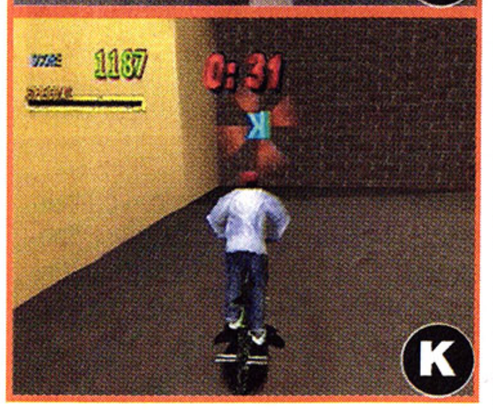
5

T

R

I

C



K

GET T-R-I-C-K

R – Turn around, just like you did for the first Satellite, then grind the fencing on the right to snag the R.

K – Drop down and head straight-ahead across the street. Move toward the building on the right, and drop to its base. The K is located in a small alcove facing the road.

C – Now, head toward the far side of the level. You'll see the C sitting happily above a ramp.

I – Return to the street and maneuver to the right. The I is hanging out by the car.

T – From the car, locate the closest building. Use the ramp to launch to the roof, then hit the jump to soar to the T.

SECRET COVER

This baby is really easy to snag. Just ride out into the street, fill your special meter, then launch off the jump onto the rooftop (the one with the second Satellite). In one quick motion, jump on top of the chimney to get the goods.

GAPS

Ba-Da-Bing!– Hit a ramp and grind on the top of the lights.
Jump the Fence– At the beginning, hit the jump and launch over the fence.
House Raid! – Grind the entire roof of the house leading to the Secret Cover.
Leap the Street – Hit the jump to the right of the fourth Satellite and clear the small divide below.
Mega Rail Slide! – Grind the entire rail stretching from the second to third Satellite.
Rail 2 Wall – Hit the jump and land on the rooftop holding the fourth Satellite.
Roof to Roof – Hop from one gap to the other on the roof with the third Satellite.
Round the Bend – From the starting point, grind the small brick wall around the corner to the left.
Transfer – In the blue/green mini-skatepark, launch from the back wall into the adjoining blue ramp area.
Up to the Roof – Jump from the grass onto the roof holding the third Satellite.

HIT SATELLITE DISHES

Satellite 1

Turn around and head around to the backside of the house. Launch up on the left side of the halfpipe to nail the first Satellite. No more Spice Channel for you!

Satellite 2

Upon dropping back onto the pipe transfer over the far side of the mini-skatepark. Transfer up onto the right roof and head down toward the street. Slowly take this Satellite out.

Satellite 3

From the second Satellite's position, carefully jump onto the phone wire and grind across to the building. Upon arrival you'll nail the third Satellite.

Satellite 4

Drop down to the ground and head up toward the street sweeper. Locate the furthest set of buildings, then launch off the ramp up to a mini-pool. Either grind or jump to destroy the Satellite.

Satellite 5

If you fall after taking out the last Satellite, return to the rooftop and launch across to the next. Again, grind or jump to destroy the target.

LEVEL 8: CFB COMPETITION

This second competition signals the end of the game. That is, if you can secure a medal – preferably gold. Try to stay within the central area as the outer ring is dirt, a substance that slows you down. If you're a trickster, head to the halfpipe. Otherwise, use the hundred or so grinds to get your groove on. You'll need to score high here, so don't hold back!

GAPS

Above the Pipe – Jump from the concrete hills onto the tiny metal bar floating above the halfpipe.
Big Time – Transfer or grind off the quarterpipe next to the Feed the Monkey rails.
Big Transfer – Transfer from the halfpipe onto the quarterpipe.
Hot Shaba Nights – Grind up or down the uneven blocks on the concrete hills.
Feed the Monkey – Grind the second metal rail at the beginning, then launch to the ramp.
Light Grind – Transfer over the quarterpipe next to the halfpipe and grind on the diagonal set of blue lights.
Stranger In the Alps – Jump off a dirt hill and grind onto a bar holding a banner.

BONUSES

THPS1 Burnside – Complete the game with all of the standard characters.
THPS1 Warehouse – Score mad points on one trick. Huge points! Huge huge huge!
Grandma Character – Just keep starting anew and she'll appear.

SECRET ACCESS

PS2 PLAYSTATION 2

All-Star Baseball 2002

Unlock Bonus Teams – Two special teams, the Dingers and the Islanders, can be unlocked by going to Exhibition mode, and holding R2 and L2 at the team select screen. A gong will tell you both are selectable.

Unlock Dingers in Batting Practice – The Dingers are also available for batting practice. Go into the mode's screen and hit R2, R1, L2, L1 at the team select screen.

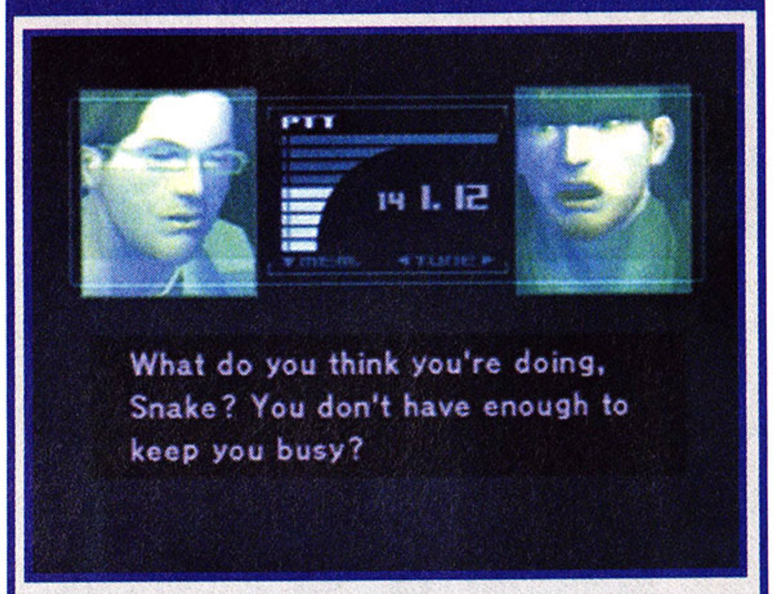
Ron Jocker
Queens, NY

MDK 2: Armageddon

Kurt In His Boxer Shorts – To see more than you ever needed to of MDK 2's main character, go to the Main Menu, hold both R2 and L2, then hit □, □, △, □. Start a game and wave the hi-tech duds bye-bye.

Damian Navarro
Montgomery, AL

CODE OF THE MONTH



Metal Gear Solid 2 Demo

Embarrassing Reminder – Call Otacon while inside a locker, and watch Snake laugh as they reminisce about their first meeting.

Girly Pin-Ups – In two of the lockers (enter the ship from the left-hand side), you will find hi-res pictures of some very attractive females. Get in the lockers with the posters and scope them out in the first-person mode. What was that noise? Nevermind, we don't want to know. Also, give a call to Otacon while looking into the pin-up girls' eyes, and watch Snake making his "Oh!" face.

Sadistic Snake – If you're an evil spy, hold a guard at gunpoint from behind. Shoot out his radio, then circle to his front. Cap him in the leg once and the arm once, and watch him crawl to another enemy, begging for assistance.

"The Mullet"
Green Bay, WI

RC Revenge Pro

Speed Burst At Start – When the word Go appears on the countdown to the race, hit ✕ immediately. You'll get a nice little burst to start you out.

Unlock All Tracks – When on the Main Menu, slam down L1, R1, R2, □, ○. You'll now have all the game's stages at your disposal.

Unlock All Cars – To be able to cruise in all RC Revenge Pro's hoopties, be at the Main Menu and hit L1, L2, R1, R2, ○, □. This will give you every vehicle in the game.

Unlock Next Cup – Having a hard time progressing? To fast forward to the next cup, be on the Main Menu and hit L1, R1, R2, L2.

Shanna Banks
Los Angeles, CA

Winback: Covert Ops

All Multiplayer Characters – On the Press Start screen, hit Up, Down(x2), Right(x3), Left(x4), ○, and Start. A gunshot tells you that you did it right. You now get the bosses, army characters, and other assorted skins to use in Winback's deathmatch modes. Enter this code before the game's demo starts.

Max Power Mode – On the Press Start screen, hit L1, R2, L2, R2, L2, △, ○, △, ○. Hold L1 and press Start. A gunshot tells you that you did it right. You'll now start your game with every weapon and all the ammo you can spew. This mode allows you to start with all weapons and infinite ammunition. This code has to be entered before the demo starts.

Sudden Death Mode – On the Press Start screen, hit L2, R2, L2, R2, ○, △, ○, △. Hold L1 and press Start. A gunshot will tell you that you're successful. In this mode, everything dies after one shot. Make sure to put this in before the demo starts.

Trial Mode – This code must be entered before the demo starts. On the screen that says, Press Start hit Up, Down(x2), Right(x3), Left(x4). Hold △, then hit Start. If you got all this down pat, a gunshot will ring out. Once in Trial mode, you'll have access to all of the game's levels.

"The Joystick Juggalo"
Lansing, MI

Army Men: Air Attack 2

Level Passwords – To bypass the missions in this helicopter shooter, just enter these passwords at the applicable screen.

2	Up, ✕, △, Right, Left, □, ○, ✕
3	△, ○, Down, Left, □, □, Up, Up
4	✕, Right, Left, ✕, ○, □, □, △
5	Down, Down, ○, □, ○, □, Right, ✕
6	△, ✕, Up, Left, Right, Left, ○, △
7	Left, □, Right, Down, ○, ✕, ✕, Right
8	△, Right, □, □, ○, Down, Down, ✕
9	Up, ✕, □, Left, Right, ○, Left, Left
10	△, Up, ○, ✕, □, Down, Down, Down
11	○, ○, Up, Left, Right, ✕, △, □
12	Right, Up, ✕, Right, ○, □, △, ○
13	Left, Left, △, ○, ✕, ✕, Down, Right
14	□, Right, ○, Up, Down, □, Down, ✕
15	Left, Right, ○, ✕, □, Down, Down, ○
16	△, ○, ✕, Right, Right, ○, □, Down
17	□, Up, Up, Right, Left, □, Down, ✕
18	○, ✕, Right, △, □, Up, ✕, ✕
19	Down, Right, ✕, □, Right, Up, ○, ○
20	Up, ✕, ○, Up, Left, □, ○, ✕

"The Vidman"
Uptown, MN

Super Bombad Racing

Unlock Galaxy Circuit – To unlock this circuit, finish in the top three of each individual race. Once accomplished, you'll have Galaxy Circuit at your disposal.

Unlock Darth Vader – To play as the future bad side of young Anakin, use Skywalker to get the gold in Galaxy Circuit. You will then be able to bring balance to the Force.

Unlock Reverse Mirror Tracks – For the option of turning all the courses backwards, beat Galaxy Circuit with a gold medal. It doesn't matter which character you choose, though Kristian wants you to pick Jar Jar.

"GI Droid"
(location unknown – last seen comparing exhaust pipes with IG-88)

Knockout Kings 2001

Tyson Ear Bite – If you're frustrated in a match, you can retaliate, Mike Tyson style! Hit L1 and R1 to grab the opponent, then hit ✕, □, △, and ○ simultaneously. You'll take a chunk out of their flesh, and usually won't even get disqualified or warned. Very gnaw'ty.

Anthony Schmidt
Eau Claire, WI

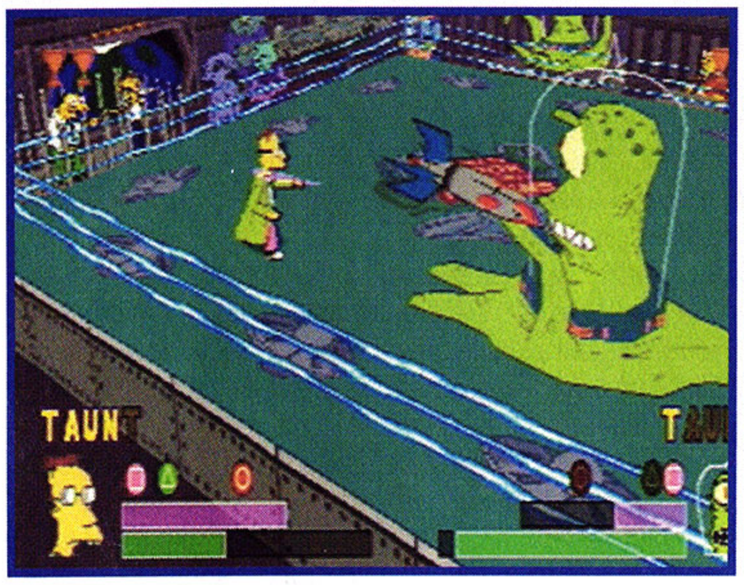
PLAYSTATION

Duke Nukem: Land of the Babes

Game Informer may not have reviewed this game, but that doesn't mean it can't print some codes to it. Enter these at the Cheat screen.

All Weapons – R2, X, □, R1, ○, L2
Big Head Duke – □, □, X, ○, ○, X, □
Big Head Enemies – X, X, R1, X, L1, X
Double Damage – □, □, □, ○, ○, ○, X
End Movie – ○, R2, L1, □, L2, X, R2
First-Person View – L2, R1, L1, R2, ○, X, □
FMV Outtakes – L1, L2, R1, R2, □, □, ○, ○
Full Armor – L1, L1, R1, R1, X, X, ○, ○
Full Ego – R1, R1, ○, ○, L1, L1, R2
Infinite Ammo – L2, ○, R2, □, ○, L2, R1
Invincibility – L1, □, ○, ○, □, L1, L2
Invisibility – □, X, ○, □, X, ○, □
Level Select – X, □, □, X, □, ○
Small Head Enemies – X, L1, X, R1, X, X
Temporary Invincibility – L1, L1, L1, L1, L1, L1, R2
Unlock All Cheats – L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, ○(x4), X(x4), □(x4), Select(x4)

"The Kramer Gamer"
White Fish, MT



Simpsons Wrestling

Cheat Mode – When you're at the screen that tells you to Press Start, press ○, Up(x2), Down(x2), Left, Right, Left, Right. This opens Bonus Match-Up in the Main Menu. Click on that to play as any of the game's characters in any environment.

Handsome Pete
Springfield, KY

DREAMCAST

Spider-Man

If you've been paying attention, you already know how to get everything in the other versions of this excellent game. For each of these Dreamcast secrets, go to the game's Special option, and then to Cheats. Here, enter these codes in for the hook-up.

All Characters In Gallery – RGSGLLRY
All Comic Books – FANBOY
All Game Covers – KIRBYFAN
All Movies – CINEMA
Amazing Bagman Costume – KICK ME
Ben Reilly Costume – CLUBNOIR
Captain Universe Costume – TRISNTNL
Full Health – WEAKNESS
Level Select – MME WEB
Invincibility – ADMNTIUM
Infinite Webbing – GLANDS
Peter Parker Costume – MRWATSON
Pulsating Head Mode – EGOTRIP
Quick Change Spidey Costume – SM LVIII
Scarlet Spider Costume – XILRTRNS
Spidey 2099 Costume – MIGUELOH
Spidey Unlimited Costume – SYNOPTIC
Stickman Mode – STICKMAN
Storyboard Viewer – ROBRTSON
Symbiote Spidey Costume – SECRTWAR
Unlock Everything – LEANEST
What If Contest Mode – UATUSEES

"The Rhino"
Toledo, OH

Nightmare Creatures II

Restore Health – If you're playing this game, chances are you welcome death. If you want to stay alive, however, just press and hold X, Y, and B. Your health bar will magically recharge, so you can endure more suffering.

Sundance Kid
Webville, COM

Project Justice

Hidden Characters – Capcom has a horde of initially selectable characters in this Rival Schools sequel, but there are many more to play as. For the following fighters, just complete the orders given.

Powered Akira – Choose Seijyun in Story mode. Beat Wild Daigo without using a team-up technique
Roy Bromwell – Complete Story mode with Pacific High School
Tiffany Rose – Complete Story mode with Pacific High School
Vatsu – Complete Story mode with Gorin Koukou
Wild Daigo – Complete Story mode with Gedo Koukou
Hyo Imawano – Complete Story mode with all normal schools
Dark Side Student Council – Complete Story mode with all normal schools
Kurow – Complete Story mode with Dark Side Student Council
Demon Hyo – Complete Story mode with all schools and endings

Tyrell Matheson
Portland, OR

Unreal Tournament

999 Ammo – For a whole mess of bullets, pause the game, then press Left, Right, Left, Right(x2), Left.
God Mode – To be an immortal SOB, pause the game, then press Left(x2), Right(x2), Down, Up.

"Gorgonzola The Magnificent"
Philadelphia, PA

NINTENDO 64

WWF No Mercy

Chyna Bazooka Entrance – To relive the popular entrance of the Ninth Wonder of the World, buy the Bazooka from Smackdown Mall. Give it to Chyna by editing her entrance attire. Boom!

Control Manager – Come to the ring with your manager. If you're the first one there, hold Up-C, Down-C, and Z on controller three. If you came out second in a singles match, hold Up-C, Down-C, and Z on controller four. Now another player has control of the manager for an unfair advantage.

CPU Control – If you need a breather from a tough match, press Z and Up-C together to give control over to the computer. Repeat the process to take back the reigns.

Cross-Dressing Male – The WWF is no stranger to cross-dressers (Cloudy, Sammy, Pat Patterson). Take any of the male wrestlers through the Women's Championship. When you get to the swimsuit contest, your guy will be sporting a fashionable bikini.

Steal Opponent's Taunt – To throw up your foe's taunt, make sure you're focused on him/her. Rotate your analog in a full circle. That's the ultimate insult, aside from jobbing to Essa Rios.

Shawn Daivari
Wayzata, MN

Star Wars: Episode I Battle for Naboo

We thought we found every single code for this game, but true to LucasArts style, there is even more hidden inside. For these Jedi-worthy cheats, enter the following words as your passcode. A chime will tell you that what you input was correct.

Advanced Bombs – BOOM!?
Advanced Missiles – ?NUNAPWR
Homing Torpedoes/ Missiles – CANTMISS
Swamp Speeder – RHUBARB!
Unlock All Regular Levels – TOOWEAK?

Bart Jaffe
New York, NY

NINTENDO 64

Pokémon Stadium 2

Open Rival Cup – For a battle with your rival and his Mewtow, Ho-oh, and Lugia, beat all of Stadium mode's cups, as well as Gym Leader Castle. You will now have Rival Cup on your map. You'd better have your best game face on.

Rare Pokémon – The game will reward you with some wild Pokémon if you beat Rival Cup. The first time you win, the prize is a Farfetch'd with the Baton Pass move. Get lucky a second time, and you'll be granted Gligar with Earthquake.

Increased Minigame Difficulty – Beat the computer in a Hard seven-coin minigame, and it will then have the option of Super Hard difficulty level.

George Eudal
Indianapolis, IA

Dr. Mario 64

Hard AI – When selecting your opponent in Vs. Computer and Flash modes, highlight the character, hold the L-Button and press A. You will now have an extra star in your foe's handicap, increasing the difficulty to Hard.

S-HardAI – When selecting your opponent in Vs. Computer and Flash modes, highlight the character, hold the L-Button and press B. You will now have two extra stars in your foe's handicap, increasing the difficulty to to S-Hard.

Isaac Pillbottom
Camp Wellness, CA

GAME BOY COLOR

Mario Tennis

Hidden Courts – Like its N64 bigger brother, Mario Tennis GBC has several hidden courts to unlock. Do the following to discover them.

Warehouse Court – Defeat all Mario characters with a Mario character
Castle Court – Score 60 points on the third level of Shooting Star
Jungle Court – Score 60 points on the third level of Banana Bunch
Tropics Court – Score 60 points on the third level of Target Shot
Star Court – Win all medals on the Clear Status screen

Tommy Vincelli
Charlotte, NC

PC PERSONAL COMPUTER

Star Wars: Battle for Naboo

To enter these codes, go to Options from the main menu, then Passcodes.

Double Your Secondary Weapon – UYCZNCAX
Infinite Lives – LFZWKXAA
One-Shot Kills – CXSJMIAA
View Credits – DIWMZIAR
View Development Team – EOWXZGAS
Unlock AAT – RQORACAQ
Unlock All Levels Minus Bonus Levels – GPAYQWAJ
Unlock All Levels Plus Infiltrator Bonus – JHGNRGAS
Unlock All Naboo Craft – NIZWAGAO
Unlock Art Gallery – JOBXXFAI
Unlock Concert Hall – RECTVBAH
Unlock Dark Side Bonus Level – FRMRYLDAD
Unlock Heat Seeking Missiles – ABVUSEAY
Unlock Sith Infiltrator – FRBPTDAY
Unlock Swamp Speeder – XFIIYBAY

Margaret Kosek
Big Bend, WI

Black & White

Fun Toys – As if there wasn't enough fun to be had in the epic Black & White, you can also party down with some interesting little toys. Hit F2 to bring up two islands. In the rear of the smaller island are bowling balls, bowling pins, and beach balls.

Mood Creatures – Keep an eye on the flying wildlife as you rule over your believers. They can be white doves if you're a merciful master, then change to ravens and "evil" bats when you become a more demanding dictator.

Michael Jackson
Neverland Ranch

The Sims: House Party

1000 Simoleons – To be rolling in the official currency of The Sims, first press [Ctrl] + [Shift] + C. This displays a box in the upper left corner of the screen. Next, enter rosebud in that box. If you want the loot again, just enter [!] in the box.

Carrie "Carebear" Wood
Fridley, MN

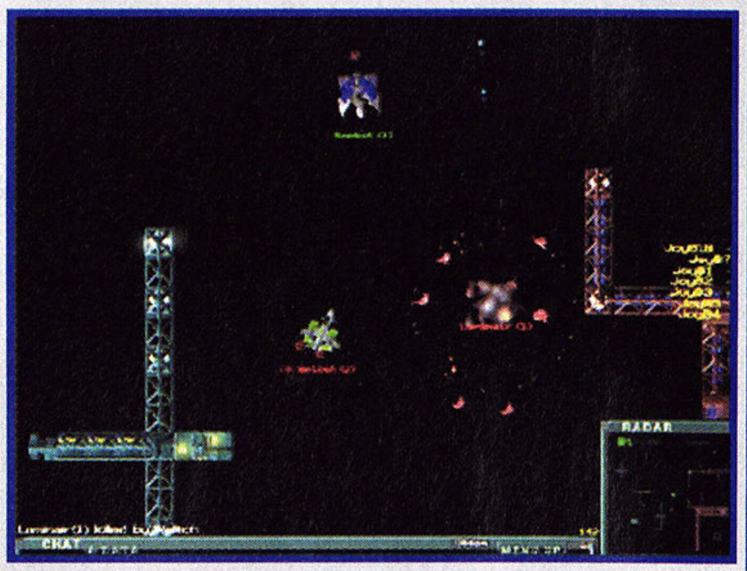
Blood 2: The Chosen

For all of these cheats, hit T to activate the talk feature, then type in one of these codes.

All Weapons – mpkfa
God Mode – mpgod
All Items – mpgoshopping
Full Ammo – mpammo
No Clipping – mpclip
Full Health – mphealthy
View Coordinates – mpwhereami
Hide Coordinates – mphideme
More Power, Gore – mpbeefcake
Kill All Level's Monsters – mpkillemall
Increase Speed – mpspeedup [1-5]
Increase Strength – mpstronger [1-5]
Caleb Character Model – mpcaleb
Ophelia Character Model – mpophelia
Ishmael Character Model – mpishmael
Gabriella Character Model – mpgabby
Invisibility – mptakeoffshoes
300 Health – mpreallynicenurse
100 Armor – mpnewcroward
Triple Damage – mpherkermur
Napalm Cannon – mpnapalmcannon
Bug Buster – mpbugbuster
Voodoo Doll – mpvoodoo

Charlie Kohler
Aurora, IL

DOWNLOAD OF THE MONTH



Game: Cosmic Rift
Site: http://www.station.com

There you are at work. You're bored, you hate your boss, you hate your cubicle, you hate that loudmouth idiot who sits next to you who acts like he can do no wrong. All you really want to do is play a video game that you can hide fast if you feel the heat coming around the corner. Well, Cosmic Rift is the game for you! It's completely free, completely addictive, and an easy way to whittle away those useless hours you've spent sorting accounts receivable data. You choose a ship, fly around a level collecting power-ups, and try your best to annihilate the plethora of other people on your server who are avoiding work just like you. The graphics resemble Sub Space, because CR is basically a sequel. See how that works? Smooth animations, numerous ship types, chat functions, and explosions galore make this a free game with some major teeth.

GAME SHARK

PS2 PlayStation 2

Zone of the Enders

Master Code (must be entered) –
ECB784141456E60A

Infinite Javelin –
4CDF70521456E404

Infinite Geyser –
4CDF70581456E404

Infinite Bounder –
4CDF70561456E404

Infinite Phalanx –
4CDF705C1456E404

Infinite Halberd –
4CDF705A1456E404

Infinite Comet –
4CDF70601456E404

Infinite Gauntlet –
4CDF705E1456E404

Infinite Sniper –
4CDF70641456E404

Infinite Decoy –
4CDF70621456E404

Infinite Mummy –
4CDF70681456E404

Press L2 = Javelin Equipped –
0CDD27661456B10C
4CDF704E1456E7A6

Press L2 + ✕ = Geyser Equipped –
0CDD27661456710C
4CDF704E1456E7A7

Press L2 + ○ = Bounder Equipped –
0CDD27661456910C
4CDF704E1456E7A8

Press L2 + △ = Phalanx Equipped –
0CDD27661456C10C
4CDF704E1456E7A1

Press L2 + □ = Halberd Equipped –
0CDD27661456310C
4CDF704E1456E7A2

Press L2 + L1 = Comet Equipped –
0CDD27661456AD0C
4CDF704E1456E7A3

Press L2 + R1 = Gauntlet Equipped –
0CDD27661456B90C
4CDF704E1456E7A4

Press L2 + R2 = Sniper Equipped –
0CDD27661456B30C
4CDF704E1456E79D

Press L2 + D-Pad Left = Decoy Equipped –
0CDD27661456B18C
4CDF704E1456E79E

Press L2 + D-Pad Right = Mummy Equipped –
0CDD27661456B1EC
4CDF704E1456E79F

PlayStation

Army Men: Green Rogue

High Score –
800edde215e7
800edde605f5

Infinite Lives –
800eddec0063

Press R2 For Full Bio-Strike –
d010b502fdff
800ee1140106

Unlock All Levels –
800edb4e0001

Digimon World 2

All Levels Opened –
8005f644ffff
8005f646ffff

All Ports Opened –
8005f648ffff

Metal Slug X

Infinite Primary Ammo –
8002dce62400

Infinite Secondary Ammo –
800398be2400

Infinite Time –
8002962a2400

P1 Invincible (not when transformed) –
800ca30c0068

P2 Invincible (not when transformed) –
800ca4580068

Silhouette Mirage

All Options & Secret Mode Enabled –
8001002affff

Stop Time Before Core Blows (6-4) –
80128aa01c2f

Infinite Health (Restore World) –
801484e4012c

No Health Boss (Restore World) –
801489640000

Dreamcast

D2

Infinite First-Aid Spray –
8E93842F00000063

Never Reload Grenade –
3A212D680000000F

Never Reload Machine Gun –
53C77E780000000F

AeroWings 2: Air Strike

Enable All Levels/Planes –
4B4B4B25E06DF041
E070704100000000

Enable Level 30 –
CB3BF31400000001

Infinite Machine Guns In Tactical Mode –
A0F345BD00000200
55AF637B00000200

Score 100 In Tests –
2217747C00000064

Unlock F-15DJ Aggressor 2 –
9EA80CBA00000001

Unlock XF-3 Super Recipro Fighter –
5747711A00000001

Record Of Lodoss War

Master Code (must be first) –
9C5D88F8

Master Code (must be last) –
245EECA9

Infinite HP for Hero –
16B443340000270F
47CB021F0000270F

Infinite Mithrill –
78D2FB8C05F50EFF

Infinite MP for Hero –
9BE9C0B80000270F
DB0B519D0000270F

Max Armor for Hero –
7032FB860000270F

Max Damage for Hero –
C03ABD180000270F

Max Magic Power –
3B0EE56E0000270F

Quick Level Gain for Hero –
BE5E06B705F5E0FF

Spider-Man

All Levels Unlocked –
8B70833120703FC2
A1DB5FA000000101
C06AA9C9E06F5041
E0507061

Invulnerability –
DC8882FE00000001

Pulsating Head Mode –
88F38C2100000001

Stickman –
DA388DBD00000001

Unlock All Character Viewer –
8B70833120703FC2
8D134331FFFFFFFF

Unlock All Comic Collection –
8B70833120703FC2
10E4D8A0FFFFFFFF

Unlock All Costumes –
8B70833120703FC2
487A11F800000FFF

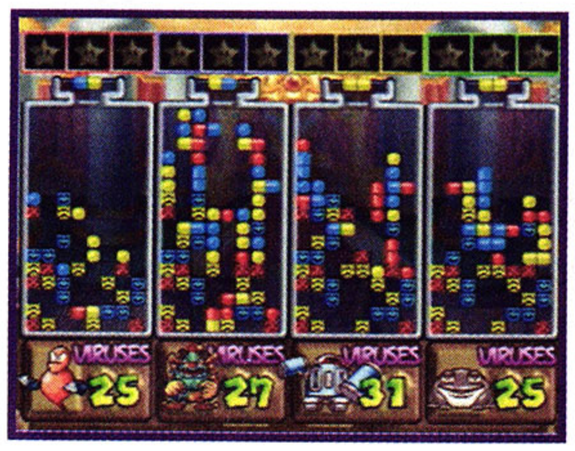
Unlock All Game Covers –
8B70833120703FC2
640BA570FFFFFFFF

Unlock All Movie Viewer –
8B70833120703FC2
D8184DEEFFFFFFFF

Unlock Storyboards –
8B70833120703FC2
7805DD3300000102

Unlimited Webbing –
C28BE6D900000001

Nintendo 64



Dr. Mario 64

Master Code (must be on) –
f100d2e02400

Maximum Score –
81123700e0ff
8112370005f5

Stop Timer –
8105b3a60000

ENTER TO WIN

Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

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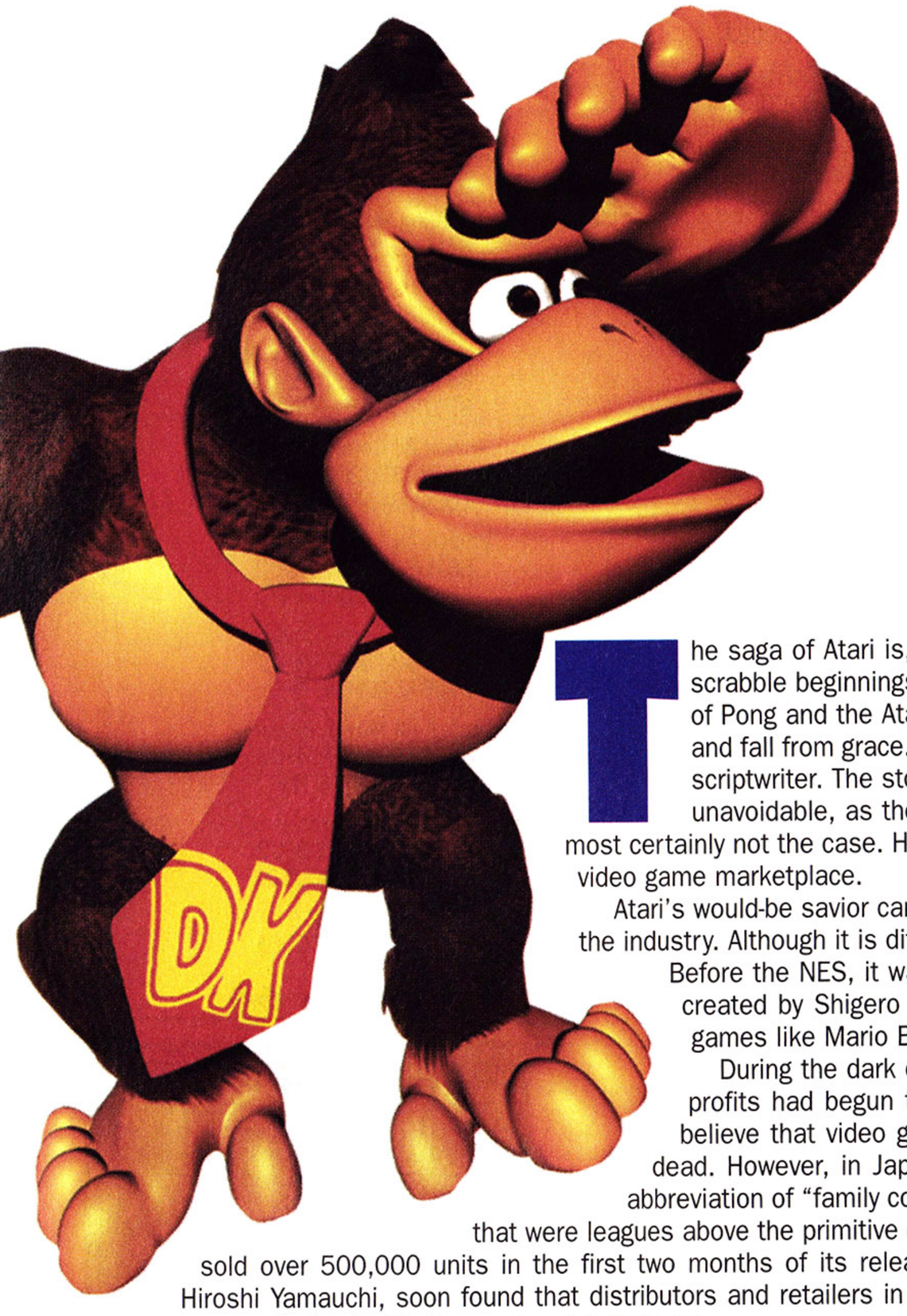
Eden Prairie, MN 55344
secretaccess@gameinformer.com

CLASSIC GI

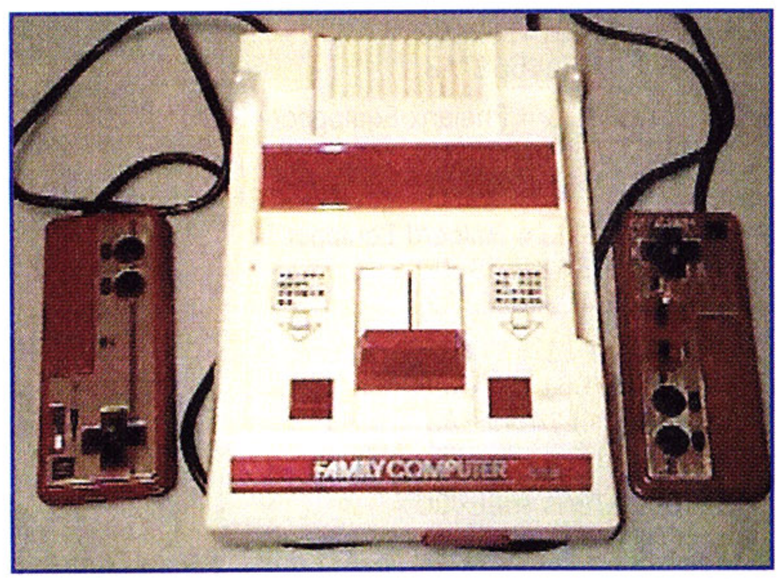


NINTENDO, ATARI, & THE DONKEY KONTROVERSY

The saga of Atari is, in many ways, the archetypal American tale. All the classic elements are there: the hard-scrabble beginnings, the brash and visionary leader (Nolan Bushnell), the meteoric rise to power (the success of Pong and the Atari 2600), the alignment with a corporate giant (Warner Brothers), and the eventual decline and fall from grace. If it were not true, one would suspect the whole thing had been the creation of a Hollywood scriptwriter. The story is so perfect one might also come to believe that Atari's precipitous decline was nearly unavoidable, as the company fell prey to the legendary crash of the video game industry in 1983-84. This is most certainly not the case. Had events turned out differently, Atari might have well continued its reign as the ruler of the video game marketplace.

Atari's would-be savior came in the form of Nintendo, the company that was to replace it as the predominant force in the industry. Although it is difficult to imagine today, Nintendo was not a major player in the industry in the early 1980s. Before the NES, it was known primarily as the company that had made Donkey Kong, the classic arcade game created by Shigero Miyamoto. While Donkey Kong was a huge hit both in Japan and the US, other Nintendo games like Mario Bros. were viewed as second-tier titles, and were not phenomenally popular in the States.

During the dark days of 1983, sales of home video games (particularly the Atari 2600) were stagnant, and profits had begun to suffer. This collapse of the gaming market (which would worsen in 1984) led many to believe that video games had merely been a passing fad, and some media pundits pronounced the industry dead. However, in Japan, a renaissance was beginning, spurred by Nintendo's new creation, the Famicom (an abbreviation of "family computer"). The Famicom featured improved RAM and graphics circuitry that could run games that were leagues above the primitive cartridges of the Atari 2600. The system had found a large audience in Japan, where it had sold over 500,000 units in the first two months of its release. However, Nintendo's president, Hiroshi Yamauchi, soon found that distributors and retailers in the US were very skeptical of video games, mostly due to Atari's spectacular flameout.



Nintendo felt that the Famicom could revitalize the US video game market

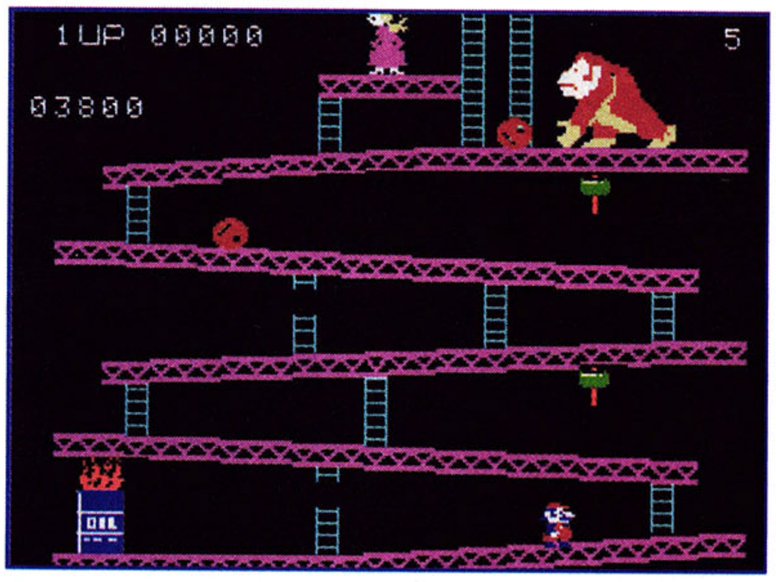
Despite this frosty reception, Yamauchi strongly believed that the Famicom could bring video games back from the dead. He also knew that Nintendo's small US branch did not have the distribution or marketing muscle to make the system a major success in the States. With this in mind, he began to search for a company that could handle the overseas manufacturing and distribution of the Famicom. Naturally, he sought out Atari, the company that had already launched one console into the stratosphere.

After contacting Atari CEO Ray Kassar, Yamauchi and Nintendo VP Howard Lincoln began talks with Atari, in hopes of making a deal that would grant the California-based firm licensing and manufacturing rights to the Famicom. The deal would have allowed Atari distribution of the console worldwide (with the exception of Japan), and the right to manufacture it under the Atari brand name. Nintendo was to collect royalties for each unit sold, as well as the right to publish software for the system. Nintendo felt that, by piggybacking onto the established Atari label, it could make inroads into the hard-to-crack American marketplace.

Atari was excited over the obviously powerful system, but also had its own ulterior motives. Unbeknownst to Nintendo, Atari was in the process of developing its own 8-bit gaming system, the Atari 7800. Looking to hedge its bets, Atari figured that, by licensing the Famicom, it could easily sandbag the product if the 7800 proved superior, thus eliminating its chief competition. On the other hand, if the Famicom was a hit, it could abandon the 7800 and reap the profits from Nintendo's machine. Clearly, this deal would have put Atari in a very enviable position.

After some highly charged negotiations over pricing and royalty rates, a deal seemed imminent. Howard Lincoln recalls in Steven Kent's The First Quarter, "...it was a done deal. We spent a week putting [the] thing together, this elaborate agreement in Kyoto." With all the details in place, the plan was to finalize the contract at the summer CES convention in June. Unfortunately for Atari, the papers would never be signed.

As fate would have it, the deal fell through over a dispute surrounding Nintendo's most valuable property, Donkey Kong. Coleco, maker of the Colecovision system that had stolen some of Atari's thunder in the waning days of the first home console boom, was displaying its new Adam Computer at CES. Atari executives, who had recently acquired the rights to publish Donkey Kong for home computer, were infuriated when they saw the Adam running a new version of Nintendo's Donkey Kong on the show floor. Coleco had developed the Adam version of Donkey Kong without the permission of Nintendo, as it already owned the home console publishing rights for the game. Coleco reasoned that because the Adam used cartridges instead of floppy disks, it was actually a console system, not a home computer. Although the legalities were murky at best, the fallout over the game caused Atari to have second thoughts about the Famicom deal.



Coleco's version of Donkey Kong for the Adam effectively sabotaged the Atari/Nintendo deal

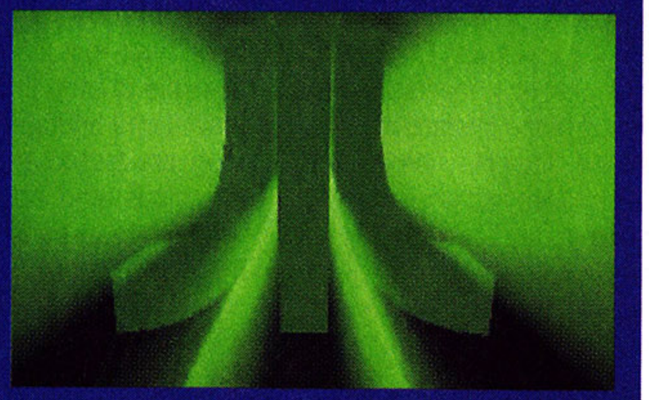
Nintendo rushed to make amends with Atari, and scheduled a meeting with Coleco president Arnold Greenburg. After enduring a withering browbeating from Hiroshi Yamauchi, Greenburg acquiesced and agreed to put a halt to the production of the Adam version of Donkey Kong. Although the situation was now settled, the controversy had resulted in a costly month-long delay. In the interim, Atari had announced a second-quarter loss of $234.4 million, leaving it without the necessary resources to bring the Famicom to market. Also, Ray Kassar, one of the key architects of the deal, had been forced to resign his post amid allegations he had unloaded some $250,000 of his personal holdings in Atari before the announcement regarding the company's huge losses was made public. Nintendo, sensing that Atari was on the ropes financially, backed out of the deal.

Atari's 7800 console couldn't hope to compete with the wildly popular NES

Nintendo would go on to bring the Famicom (now called the Nintendo Entertainment System) to the United States under its own name in 1985, with the help of a distributing and marketing deal with toy manufacturer Worlds of Wonder (a company largely made up of ex-Atari employees). The system was a fantastic success, breathing new life into the video game industry and beginning an era of Nintendo dominance that would last for almost a decade. Atari, under new ownership, finally released the 7800 console in June of 1986, but by that time the country was in the grip of Nintendo fever. Atari would never recover from the failure of the 7800. After another ill-fated system (the Atari Jaguar), the company was absorbed into the JTS corporation, and eventually sold to Hasbro. Today, Atari exists as little more than a brand name for repackaged versions of its classic 2600-era games. Nintendo, fueled by the unprecedented success of the Game Boy, remains one of the most profitable companies in the industry.

THIS MONTH IN GAMING HISTORY

This month in 1972, Atari, the company that would take video games into the mainstream, was officially incorporated. Formed by then-partners Nolan Bushnell and Ted Dabney, the venture was originally named Syzygy (a term used by astronomers to describe a straight-line relationship between three celestial bodies), but the two soon discovered that a California roofing company was already using the unwieldy moniker. As a second option, Bushnell chose the word Atari, a term used in the popular Japanese board game Go. The teenagers of the world would never be the same.



CLASSIC GI

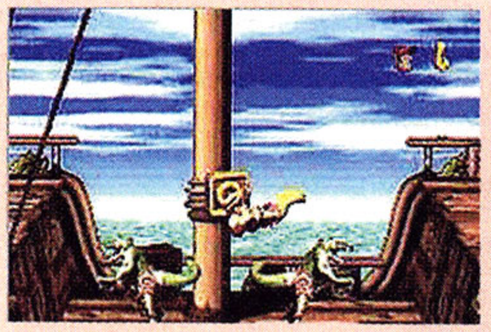
GREATEST GAME OF ALL TIME

By Daniel Kielman

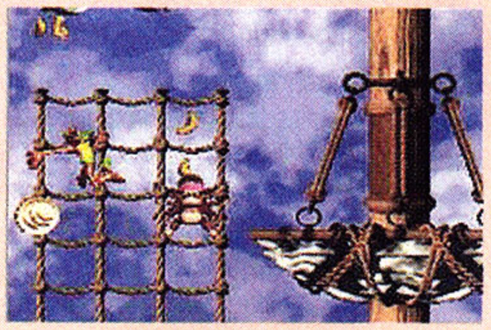
Every month one of Game Informer's readers picks his or her personal choice for Greatest Game Of All Time.

DONKEY KONG COUNTRY 2: DIDDY KONG'S QUEST

■ **FORMAT** SNES ■ **PUBLISHER** NINTENDO



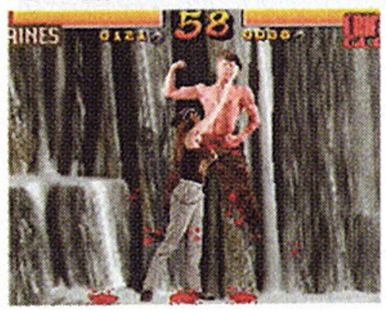
Without a doubt, the only game worthy of being called the best is Donkey Kong Country 2: Diddy Kong's Quest, created by the great developer Rare for the ancient Super Nintendo. This game simply blew me away with its amazing graphics and the simplistic, yet oh-so-hard, control it had. Put that together with a ton of unique and difficult levels, plus some little animals to hop along with, and you got a game to keep you busy for a few weeks. Plus, if the levels ever get boring, you've got the awesome minigames to find and play, and the quest to earn all the coins in the game. I also enjoyed the wide variety of gameplay; like the racing levels, the sections where you turn into an animal, and trying to find a DK coin in each different area. The original DK Country is an instant classic as well, but this one added a lot of depth to the great series and more longevity. I also found that some of the things in this title that were taken out of the first one actually improved the gameplay, like the save points, not being allowed to leave an area until beating the boss, and other minor features. Add that to the multiple endings, tons of levels, a slew of bosses, and you've got my favorite game of all time.



3DO

WAY OF THE WARRIOR

RETRO RATING 3.5



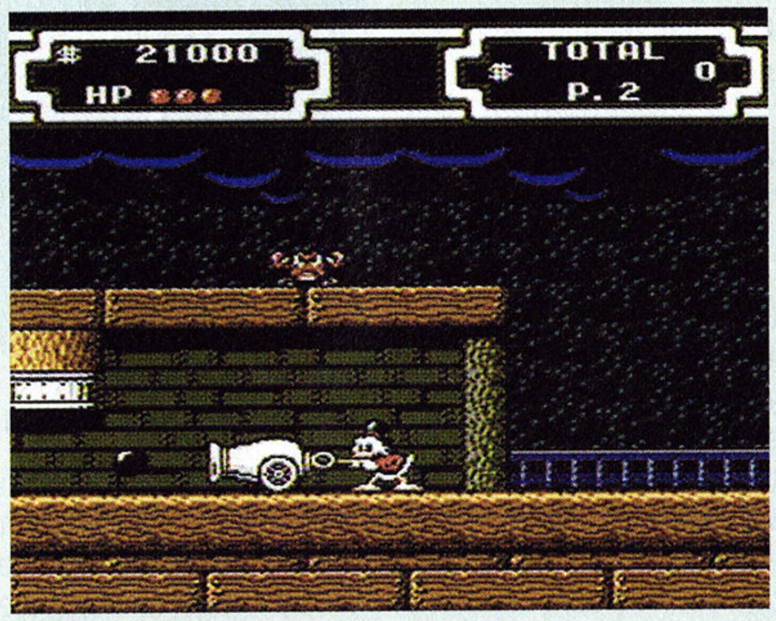
All you budding developers, take heart. Naughty Dog, made famous for its Crash Bandicoot series, entered 32-bit gaming with Way of the Warrior, a Mortal Kombat rip-off on the 3DO. It's almost like the backyard wrestling of fighting games. The characters, who look like they couldn't fight their way out of a wet paper sack, are made up of digitized pals of the Naughty Dog staff, as well as a few Dogs themselves, and everything reeks of cheese. It's all a big hoot to most of us, having close ties with the Naughty crew. Even for us, though, the giggles stop once you get to the gameplay. Way of the Warrior plays like crap. The animations are putrid, jumping is absurd, and the 3DO controller doesn't help things at all. It's probably more playable as a novelty afterthought than an actual, serious game. Akin to firing up a Sega CD full-motion video title, Way of the Warrior is only worth playing to see how bad it really was. If Naughty Dog could redeem itself after this, anything is possible in video games.

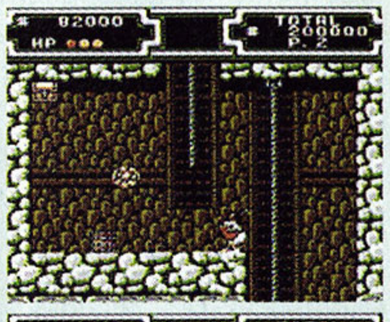
■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** UNIVERSAL INTERACTIVE ■ **DEVELOPER** NAUGHTY DOG ■ **YEAR RELEASED** 1994

NES

DUCK TALES 2

RETRO RATING 8



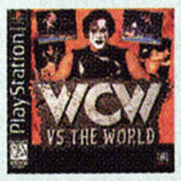


The original Duck Tales is revered as a legendary and beloved platformer on the NES. While most people were getting into the SNES or Genesis, Capcom decided to release the game's sequel still on the old 8-bit console. Because of this, few people even knew it existed. Duck Tales 2 followed Scrooge McDuck and his associates on another wild treasure hunt around the globe. Much like in the original, most of Uncle Scrooge's offense comes from his walking cane. He can bounce on it like a pogo stick, or swing it like a golf club. Several new tricks can be executed with this versatile piece of wood, such as pulling blocks and holding onto latches. Even with these helpful additions, Duck Tales 2 is a difficult platforming venture. Two lives are all you start with, and new ones are few and far between. Graphics are decent for an NES title, but show little improvement over the 1989 original. Duck Tales 2 is definitely fun and interesting, but its difficulty will make or break it in the eyes of gamers.

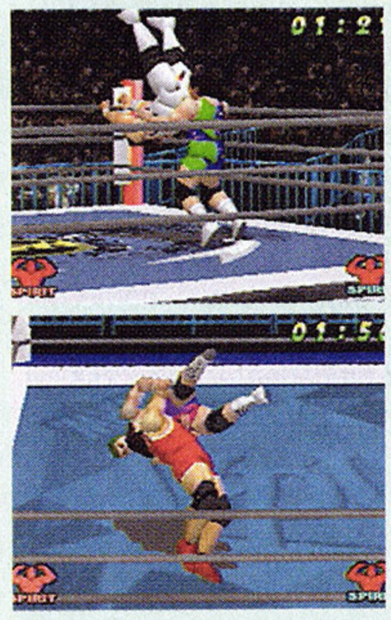
■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** HUDSON SOFT ■ **YEAR RELEASED** 1993

PLAYSTATION

WCW VS THE WORLD



RETRO RATING 7.5



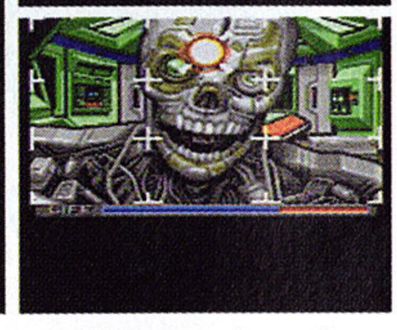
With WCW now under WWF's banner, we wanted to look back at an older WCW title. WCW vs the World sits between new-school and old-school wrestling games. It has the intricate mechanics and strategy of current titles, playing similar to WWF No Mercy. However, it lacks some staples from today's crop, such as career mode, create-a-wrestler, and gimmick matches. WCW vs the World's graphics are terribly dated, but it earns props for being one of the first fully polygonal titles with shifting camera angles. The game's cast only boasts 15 WCW stars, and two of them don't count (Masa Chono and Unknown). The rest of the character list is filled with renamed Japanese stars, including Albright, Baba, and Masawa. You get a flurry of wild Japanese moves that American wrestlers wouldn't dare attempt. Hidden talent and character-specific attacks make this a great playing game, but it can't keep up with today's table matches and in-depth wrestler creators. Still, it's more fun than going back to Acclaim's WWF titles.

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** THQ ■ **DEVELOPER** ASMIK ■ **YEAR RELEASED** 1997

SEGA CD

SNATCHER

RETRO RATING 9.25



Sega CD's capabilities brought forth countless futile attempts to bring the cinematic movie experience to video games. Only one title truly and stupendously accomplished this feat. Snatcher is a graphic, clever adventure tale set 50 years in the future. Snatchers are advanced cyborg killers who take over the lives of their victims. As Gillian Seed, new recruit at the government-financed Junker department, your job is to do everything possible to stop this travesty. Most gameplay takes place via text-based menu options. This may sound boring, and it does require its share of superfluous details, but the writing and story are far too engrossing to let you complain. There are some great cutscenes, and an enormous amount of speech for being on a single CD-ROM. You'll get goosebumps from plot twists, and sweat out rare gun-slinging battles. Much like the immersive experiences that many felt while playing Metal Gear Solid or Shenmue, so will you connect with Snatcher.

■ **STYLE** 1-PLAYER ADVENTURE ■ **PUBLISHER** KONAMI ■ **DEVELOPER** KONAMI ■ **YEAR RELEASED** 1994

SEGA CD

SNATCHER

Secret Phone Numbers – Go to Use Metal Gear, and input these at the videophone terminal for secret messages from Konami team members.

Jeremy Blaustein: 41-6766
Hidenari Inamura: 44-3723
Satoshi Kushibuchi: 33-3333
Keizo Nakamura: 84-6736
Moai Sasaki: 79-6641
Mitsuhiro Togo: 44-6454

Secret ID Entries – Enter these names into Jordan's computer to find out more about key Konami personnel.

Adachi
Christian
Fujio
Furukawa
Haruki
Hayasaka
Imai
Inamura
Inoue
Jeremy
Jonathan
Kasai
Kathleen
Kathy
Kevin
Kimberley
Kirita
Kojima
Kushibuchi
Mark
Marlyse
Matsuhana
Michael
Mike
Mori
Muraoka
Akamura
Nose
Oota
Otani
Peter
Saitou
Sasaki
Sinohara
Togo
Xyla

ETERNAL CHAMPIONS CD

Secret Characters – With a six-button controller in the player two slot, enter these codes at the Final Stats screen.

BLAST: Z, Left, Y, Up, X, B, Mode, Right, Up
CHIN WO: B, Z, Up, Mode, Right, C, B, Up, Y, Up
CRISPY: Mode, Up, C, Up, Mode, Y, Y, Right, Mode, A, Left
HOOTER: X, C, Right, X, B, Right, Z, A, Mode, Up
SENATOR: Right, C, C, Left, Mode, B, Down, X, A, X, Mode
SLITHER: B, Y, Up, Up, C, X, Left, Up, X, Y
THANATOS: Mode, C, Y, A, B, Up, B, B, Y, Z, C
YAPPY: Y, Y, Up, Down, Z, Mode, Down, Z, Up, Up, X, Y
ZUNI: Y, X, Down, B, Mode, Up, X, Up, Up, Left, Z, Up

NES

SKATE OR DIE II

Level Select – In Adventure mode, use the second controller to hit **Start**, **A**, **Select**, **B**. Once you do this, hit **Up**, **Left**, and **Right** to pick your stage.

Infinite Half-Pipe Falls – Before dropping into the half-pipe, hold **Up** to go to the top. Hit **Start** and **Select** repeatedly until you hear a weird sound. Now you can fall down at your leisure.

DICK TRACY

Level Codes – Input these combinations to go to the desired levels.
Case 2 – 207-119-060
Case 3 – 164-003-201
Case 4 – 036-224-136
Final Case – 007-215-047

GRADIUS

30 Lives – Just like in Contra's classic code, to get a bunch of credits in this Konami shooter, hit **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **Start** at the Title Screen.

Continues – To continue after you've died, push **Down**, **Up**, **B**, **A**, **B**, **A**, **B**, **A**, **Start** at the Game Over screen.

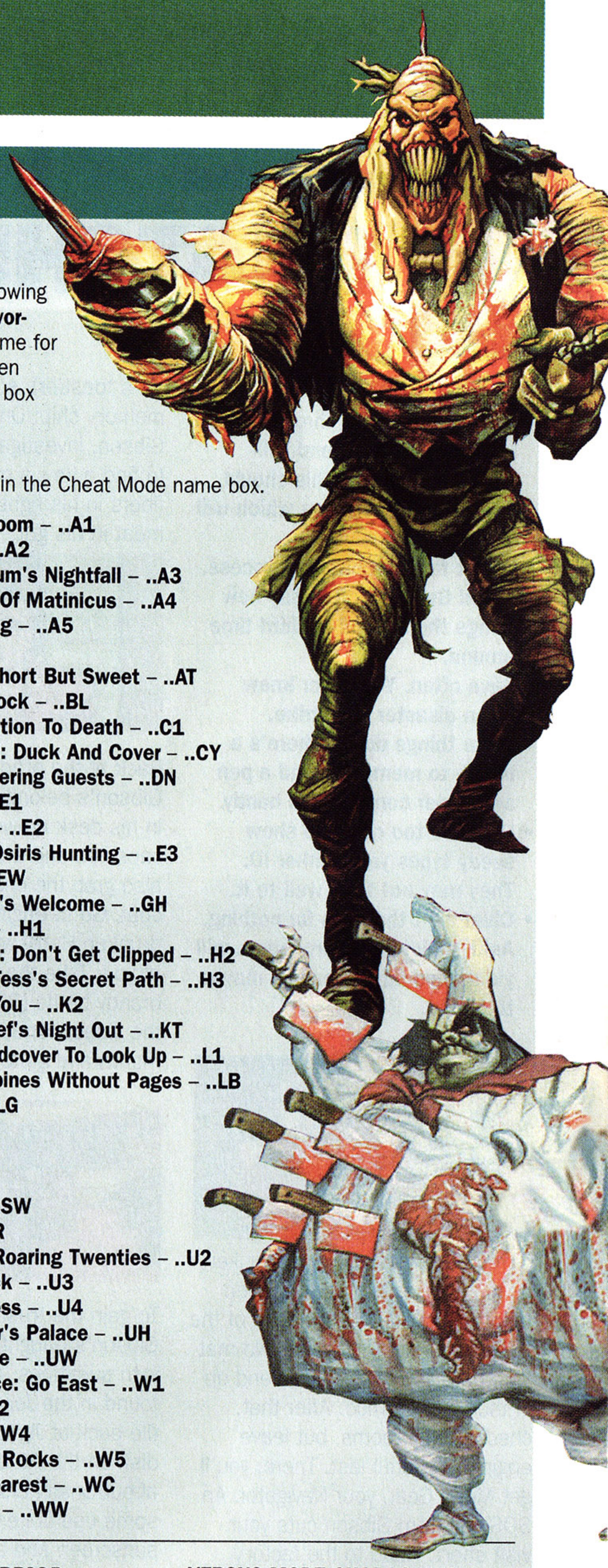
3DO

KILLING TIME

Cheat Mode
For all of the following codes, enter "**.evorgrah**" as your name for a new game. When entered, a name box appears.

Level Select
Put these codes in the Cheat Mode name box.

Hargrove's Storeroom – ..A1
Losing Your Ka – ..A2
Darkling Attic: Atum's Nightfall – ..A3
Attic Intro: Curse Of Matinicus – ..A4
Bloodclock Hunting – ..A5
Time2Die – ..A6
Attic Memories: Short But Sweet – ..AT
Ballroom: Ghostclock – ..BL
Outer Patio: Invitation To Death – ..C1
Conway Courtyard: Duck And Cover – ..CY
Dining Room: Lingering Guests – ..DN
Circus Mortus – ..E1
Columns Of Seth – ..E2
Pyramid Of Pain: Osiris Hunting – ..E3
Tess's Temple – ..EW
Great Hall: Robert's Welcome – ..GH
Hedge Your Bets – ..H1
Tommygun Garden: Don't Get Clipped – ..H2
Old Foundations: Tess's Secret Path – ..H3
Pleased To Meat You – ..K2
Hell's Kitchen: Chef's Night Out – ..KT
Gangster U: A Hardcover To Look Up – ..L1
Byron's Library: Spines Without Pages – ..LB
Tess's Lounge – ..LG
Sewer Rats – ..S1
Necropolis – ..S2
Have A Ball – ..S3
Dankmosphere – ..SW
Tess's Room – ..TR
Bonus Blast: The Roaring Twenties – ..U2
Cleaning Your Clock – ..U3
Room Service 4 Tess – ..U4
Upper Hall: Flapper's Palace – ..UH
Maids In The Shade – ..UW
Assyrian Experience: Go East – ..W1
Pyroglyphics – ..W2
Elevator Shoes – ..W4
Hopscotch On The Rocks – ..W5
Lydia's Mummy Dearest – ..WC
Egyptian Switches – ..WW



WAY OF THE WARRIOR

Secret Characters – Enter these names and birthdates to unlock the two major bosses and alternate characters in Versus mode.

BOSSES:
Kull – A Gavin, Jun 11 1970
High Abbott – J Rubin, Jan 6 1970

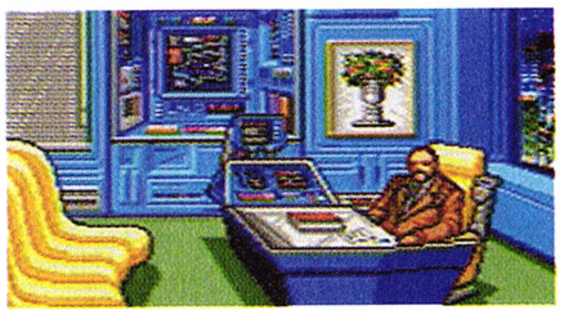
VERSUS MODE CHARACTERS:
Gulab Jamun – Gulab, February 29, 1900
Major Trouble – Bad Boy, February 4, 1908
Voodoo – Evil, June 6, 1966
Black Dragon – Wyvern, March 9, 1927 .

SEGA CD

SNATCHER

HELPFUL HINTS

- **If all else fails, go through every Look, Investigate, and Talk option on the list. This should open up other options which will lead to progression.**
- **If that fails, repeat the process. Metal Gear will often say new things the second or third time around.**
- **Save often. You never know when disaster will strike.**
- **Write things down. There's a bunch to memorize, and a pen and paper come in real handy.**
- **Don't be too quick to show seedy types your Junker ID. They may not take well to it.**
- **Chief isn't the boss for nothing. Asking him about procedure will yield good advice early – maybe too good.**

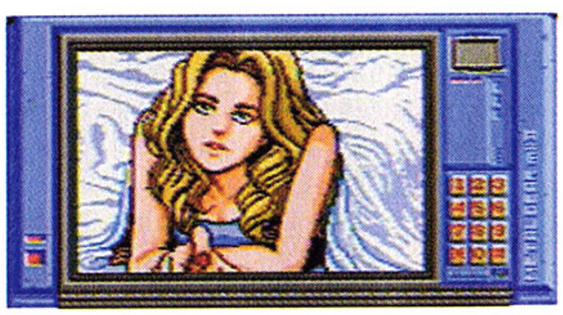


You start in the lobby of Junker headquarters. Try to enter, then talk to Mika. Talk about each of the three subjects, then enter. No matter where you choose, you end up in the chief's office. After that, check out all rooms, but leave engineering until last. There, you'll get Metal Gear, your Navigator. An SOS call from Gibson cuts your visit short. Head to the factory ruins to back him up.

You first come across Little John, Gibson's robot companion. He's toast(er), so relieve him of his memory chip. Once you find Gibson, investigate him thoroughly to find a key, a note, hair and skin fibers in his right hand, and buffalo meat in his gut.

Back at the office, investigate Gibson's belongings. The key goes in his desk drawer, and will get you capsules and a disk. You should also grab the chess piece from his coat. Go to engineering, and a drunken Harry will hurl accusations at you. Take the number off his brandy bottle (39-5644) for use on the videophone. Let your coworkers mourn and go to Gibson's house.

To gain the trust of Katrina, Gibson's daughter, you'll be drilled with questions. Answers can be found in the Jordan computer's ID file back at Junker HQ. Use the disk on the PC to find out more about Snatchers. The desk holds some useful items on it, including sunscreen and a picture of Gibson.



Take a pit stop at Gillian's apartment. Inside, scope out his wife Jamie's picture on the shelf. Her videophone number's on the back of it (39-3444). Call her every once in a while – you may not remember her, but you can't forget to be courteous.

Calling the number off Harry's brandy bottle gets you Napoleon, a weird shady type. He wants a password. Use Jordan's ID search to find it. Meet up with him at Alton Plaza. Watch the scrolling billboard to get the number of Plato's Cavern and Konami. Look at the crowd to find a number for the hilarious Loveline. When you find Napoleon, you'll need to bribe him with cash to get the desired info.

Take the Turbocycle to Plato's Cavern to get yourself a mask. You need to blab at the employee for a while to be able to purchase one of the masks. It doesn't matter which you choose. Once you pick your preference, head over to Outer Heaven.

Talk to the wolfman barker (nice pun, Konami). Put on your mask and mosey on in. Order some buffalo, see the self-serving Konami-costumed crew, and talk to the sexy dancer, Isabella. Show her Gibson's picture twice, and she'll spill her guts about a certain regular at the club. Take down the details and get back to HQ.

Use Jordan's montage function to make a composite sketch of the suspect. Input the 3rd face, 6th pair of eyes, 1st nose, 3rd set of lips, and 2nd hairstyle. You'll get two possible matches: an air surfer named Ivan Rodriguez and a taxi driver called Freddy Nielsen. Don't worry about writing down their addresses, your Turbocycle will go right to them.

Hit Ivan's first. The freemen near his building will give you some information. Go to Ivan's apartment, 301, and find that someone's inside. Use the Knock option when it becomes available, and have your gun at the ready. Interrogate Ivan and inspect his bathroom. After a healthy dose of anti-drug propaganda, you discover Ivan's not your Snatcher.

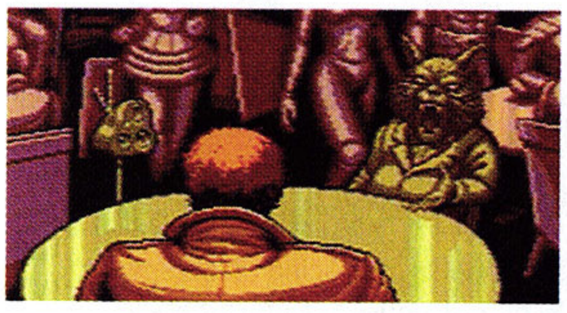
Swing over to Freddy's. After some time in front of the door, you eventually find Lisa, his wife, inside. Get to the bathroom to find the

irrefutable proof you need. Shoot the Snatcher in the mouth a few times, and down it goes! After leaving, the light goes on back in the apartment, making you return. Inside, another Snatcher encounter ends the first act.

After Chief's recap, go to Harry to retrieve Little John's memory. Stop by the targeting room to try out the harder shooting game. Call Napoleon to set up another meeting. Dial Jamie too, and after a big scare (if you showed her your Plato's Cavern mask before), you can count on her help. Brave the Christmas muzak of Alton Plaza. Napoleon's in another disguise, but is as greedy as ever. Find out about Oleen Hospital, and get on your horse.

This Hospital Oleen is obviously not the place (the penguin is a dead giveaway), but you have to do a lot of questioning to be able to leave. A distress call sends you to Katrina's aid. Look around her house for a while, until you find her pooch. Signs point to Katrina fleeing the area. Get in the Turbocycle and play hide-and-seek. Search everywhere to find her, and get a beautiful reward for doing so. You'll also get more evidence to help with your mission. Input Queens as a name to come up with the right hospital. Darn those neon signs with burnt-out lights.

In Queens Hospital, find the switches behind the desk. Each one opens a corresponding door down the hall. The first two doors don't hold much, but number three is filled with clues. Inspect it thoroughly, despite the darkness. No Snatchers around, so head back to headquarters. A call to Jamie will tell you the name of the Chinese director of Queens. Look him up on Jordan.



Call Napoleon's number. He's not there, but a clue tells you he's at Outer Heaven. The guy gets around. Keep railing him with proof to get his telltale sneeze. Show him the note from the hospital, and you'll come up with chemicals that spell out the word Benson. Go back to HQ.

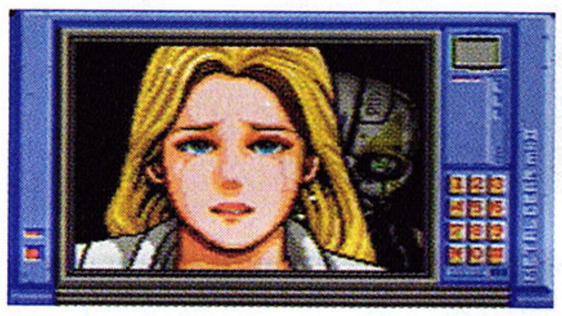
At work, talk with Mika. The memo on Harry's desk will give you a clue to look at Chief's vase painting. Keep investigating it to find a hidden photo. After everything has been inspected, get in the Turbocycle. A videophone call will send you back to Queens Hospital, so get your butt in motion.

Sabotage kills your vehicle's brakes. Try every option you can to save your skin and Metal's alloy. Random shows up again, the timely bounty hunter that he is. Team up to reach Queens. In the third room, use the old vase trick once again, and take the stairs down.

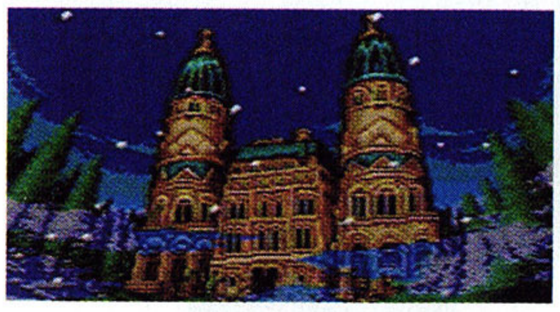
In the new level, try the first door. Peep the skeleton on the right by looking around. Look around a second time with your gun ready, and keep it ready. Room two isn't quite so violent, but the beeping noise is far from soothing. After investigating the scene here, go back to the lobby, and hit both switches simultaneously to open door three, which leads to some nice gore and the Snatcher master plan.

You find yourself in an air duct. Per usual, look at everything possible. Advance when you can, and be ready with your blaster. After much footwork, you end up in a familiar location. There's a cab waiting, but you may need to be a little hard on the driver to get back to HQ.

You're a little late back at the office. Open the shutter to Mika's booth and hear the lowdown. Talk to Harry for more dire info. Embark on a wild Snatcher chase. It's somewhere in the building. Once you find it the first time, be sure to look in every room until Metal Gear tells you it's definitely not in that space. Otherwise, you'll be looking forever. A few sharp shots should take him out once he reveals himself.



This may appear to be the end, but a call from Jamie proves you have a lot of unfinished business to tend to. There's one final act to go.



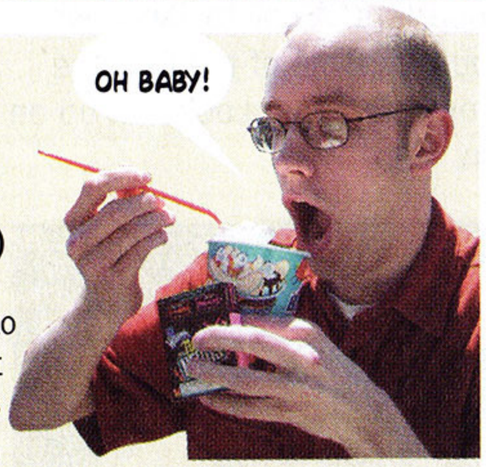
In an attempt to put the pieces together, Gillian, Mika, and Metal have a little brainstorm. Ultraviolet rays are a Snatcher's weakness. They use the underpass to travel along without UV exposure. Sneezing occurs during close contact, and the cause is SNOW 9. Moscow is the city all the pictures have in common. Get yourself to church.

Keep scanning the place long enough to find the door (it's on the front, dummies). From here on out, you'll have to do some thorough investigating to proceed to each new room, so just be patient. When you go out on your own, all we can say is to keep your gun at the ready, but don't shoot anything non-Snatcher or Insectoid. When all is said and done, get a box of Kleenex ready for the touching finale.

ETC

NERDS BLIZZARD

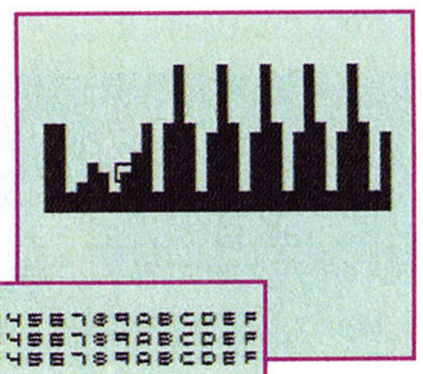
Manufacturer: Dairy Queen
Website: www.dairyqueen.com
(Caution – Do not buy ice cream online!)
List Price: $2.59 (plus tip)



Everyone from old-school players to new-school fools knows that when it comes to DQ Blizzards, Nerds were the flavor to savor. Oh, those tart n' tangy nuggets suspended in a glacier of creamy vanilla goodness – it's like a little cup of heaven! Unfortunately, due to poor sales (and a few wussy customers who chipped their teeth on the frozen Nerds), many Dairy Queens have retired the legendary cool treat. However, with a little moxie, a box of Nerds, and a quick bribe to the manager of your local Dairy Queen (see picture); most Dairy Queen locations will still whip you up one of these frozen delights. In the interest of fairness, Jay asked us to say that he finds Nerds Blizzards disgusting and suggests you get a Pecan Cluster Blizzard instead.

NANOLOOP

Manufacturer: Oliver Wittchow • Website: www.nanoloop.com
List Price: Around $80

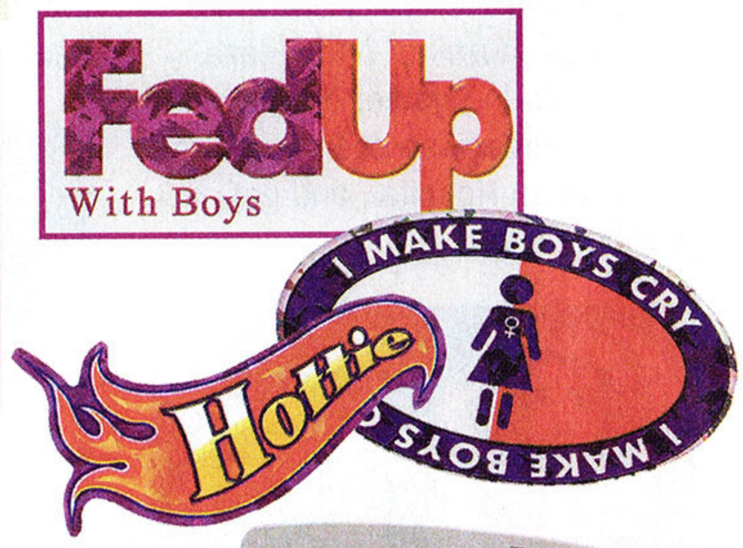


While there are many amateur developers that still create their own titles for the Atari 2600 and other extinct game systems, it's not often that you see a homemade game for a system that's still thriving. It's even more rare to see one that is as innovative and ambitious as Nanoloop's. Basically, it's a tiny MTV Music Generator for the Game Boy. Users can assign different sound loops into a grid of file slots. From there, you can turn them on and off at will, creating your own techno song in real-time. It's easy to pick up and play, but it will take quite a while to learn all of Nanoloop intricacies (you can edit waveforms, and there are instructions on how to build a MIDI/GBC interface). Your creations will probably sound a lot like Trent Reznor's Symphony for Pocket Calculator, but at least there's one GBC title out there that won't make you want to turn down the volume. Check out the website for ordering information.

BOY BASH STICKERS

Manufacturer: Flatline Corp.
Website: www.2flatline.com
List Price: 50 cents

Men are dogs. Women outnumber them and live longer, yet the male species still sits at the head of the pack. Why? What have men ever done? While women are out giving birth and raising the next generation of humankind, men seem content to sit on their over-sized behinds; watching television, drinking beer, and getting fat. What losers! With this in mind, we've been all over this phat new line of stickers, appropriately entitled Boy Bash. If you want to represent Girl Power to the fullest, just go to your local Taco Bell or shopping mall and plunk two quarters into the sticker vending machine. In return you'll get witty feminist slogans done in a style that parodies well-known corporate logos. Subvert the patriarchy! We are women, hear us roar! Hands down, this is the most popular sticker line ever in the GI offices.



INNOVATION PSONE ACCESSORIES

Manufacturer: Future Teck L.L.C. • Website: www.innovation1.com
List Price: $149.99 (5-inch LCD Screen), $24.99 (Car Power Adapter), $59.99 (Rechargeable Battery Pack)

In all honesty, these are some of the coolest video game peripherals we've seen in a long time (if not ever). Although a number of companies are manufacturing LCD screen attachments that are compatible with Sony's pint-sized wunderkind, Innovation has gone the extra mile to make the PSone truly portable by creating a rechargeable battery pack that locks onto the back of the unit. Just attach the screen, juice up the power pack, and you've got your own little PlayStation laptop. The 5-inch backlit LCD screen delivers great resolution, and almost puts our overstuffed televisions to shame. Although the cost of the full setup might be a little steep for the average consumer, hardcore gamers (or frequent travelers) should eat these little babies up. There is also a car power adapter for the unit as well, but we would not recommend playing Tony Hawk 2 while driving.

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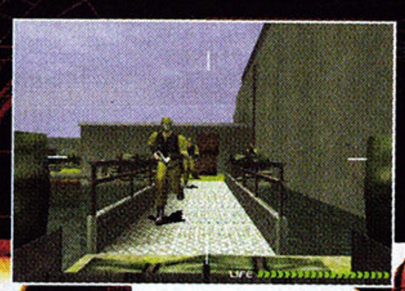
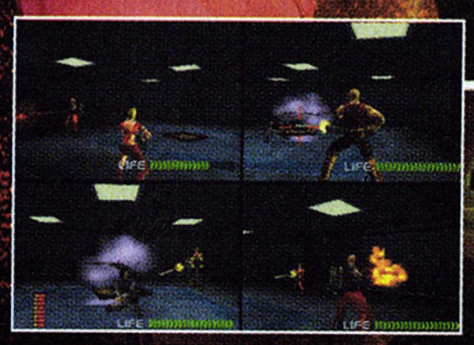


koei

www.koeigames.com

The first blast wiped out your Space Center.

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



Coming March 2001!

WINBACK

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

TEEN T CONTENT RATED BY ESRB

Animated Violence
Mild Language

PlayStation®2

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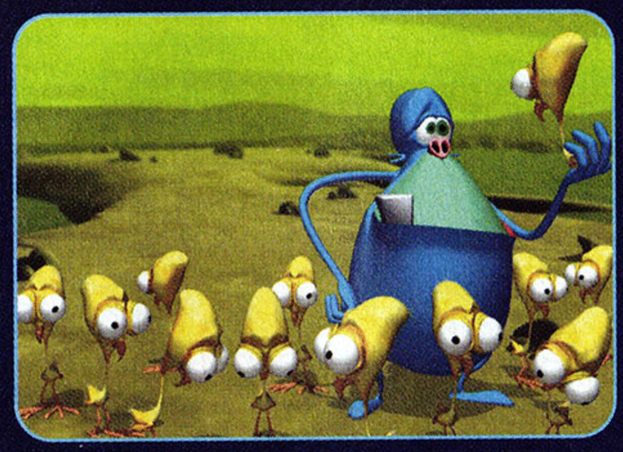

"A visual dynamo that could best be described as Monkey Island on some weird alien crack..." *IGN.com*

TEEN
T
CONTENT RATED BY ESRB

Mild Animated Violence
Suggestive Themes
Mild Language

Having mastered the forces of inertia, mass, and gravity, they *still* have absolutely no idea how to get off the planet.

Spiraling through the Cosmos, five aliens have crashed on our fair planet Earth. Their intent? World domination? Enslave our women? Steal our bodily fluids? No, they'd just like to leave. For they are trapped between the clutches of the evil Dr. Sakarin and his deadly hitman. You must help them fashion solutions from strange and savage surroundings. Arm them with bathroom products, used undergarments, and cow dung to get them home. It's the greatest adventure you and five space idiots could possibly imagine.

STUPID INVADERS

CD-ROM PC

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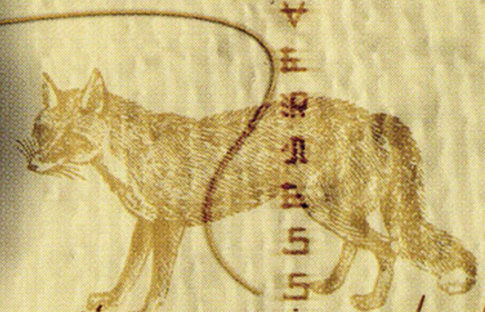
Xilam

鬼武者 ONIMUSHA™ Warlords

武士

Strength in the physical being is multiplied tenfold by the Warrior who practices strength on matters of the mind and spirit.



Cleverness is as deadly as the sharpest sword when wielded by one with ample fortitude and directness.

Only through unyielding courage can a Warrior overcome those obstacles which at first appear overwhelming.

MATURE M CONTENT RATED BY ESRB

Blood and Gore
Violence

PlayStation 2

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