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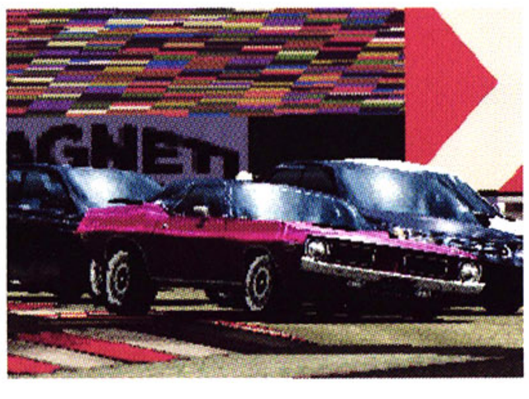

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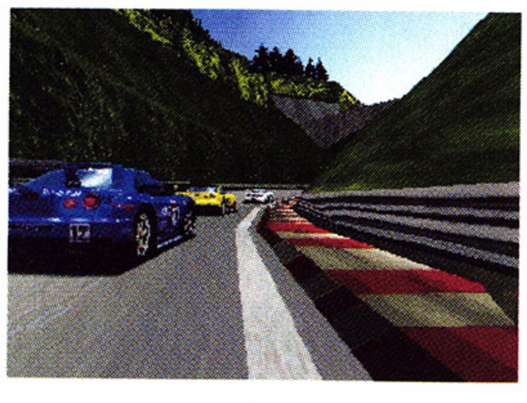

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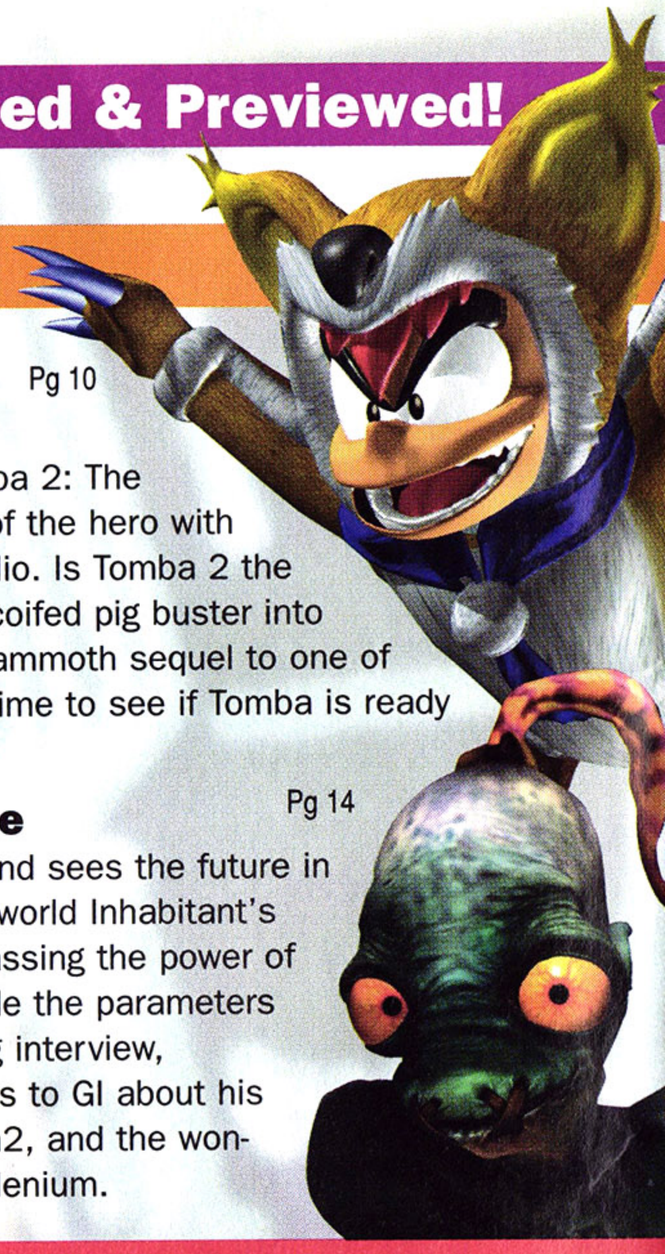

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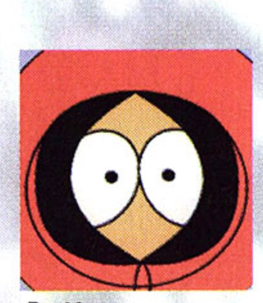
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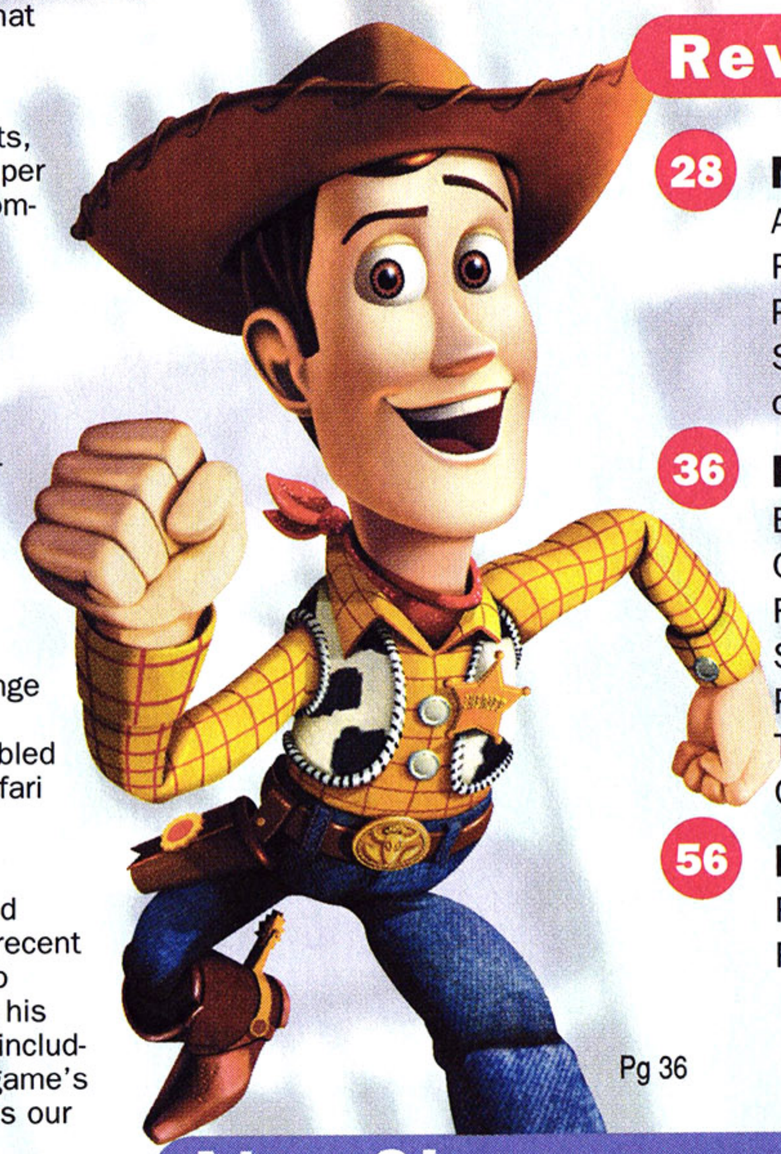
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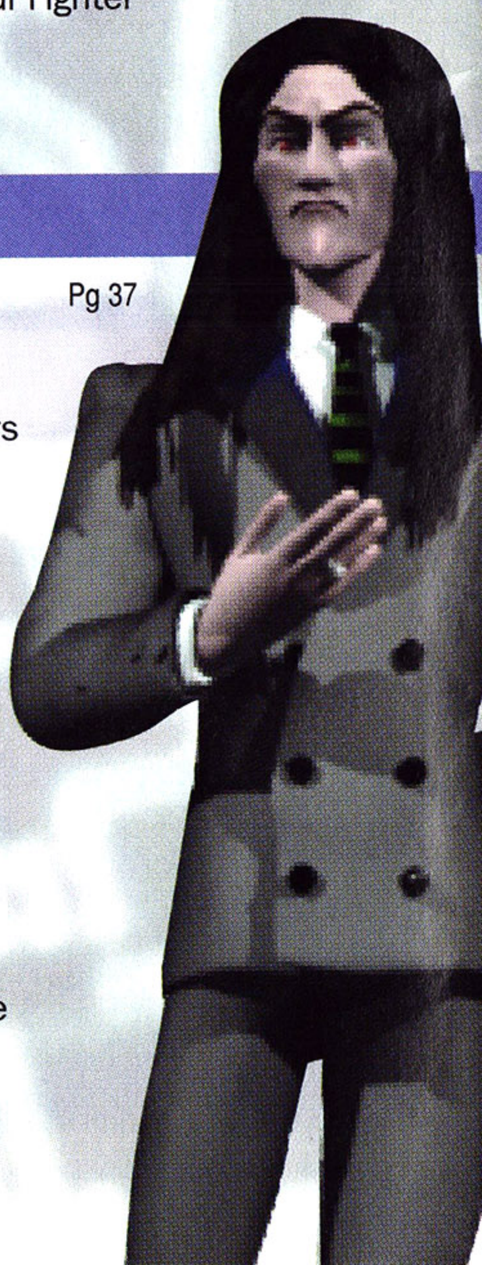
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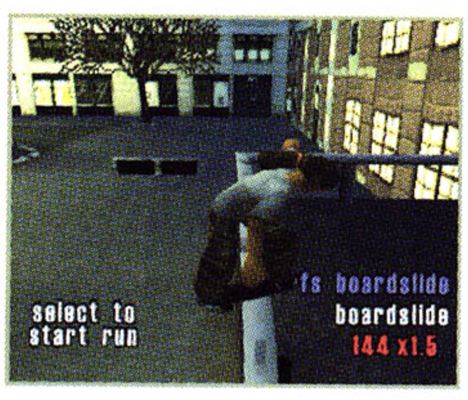

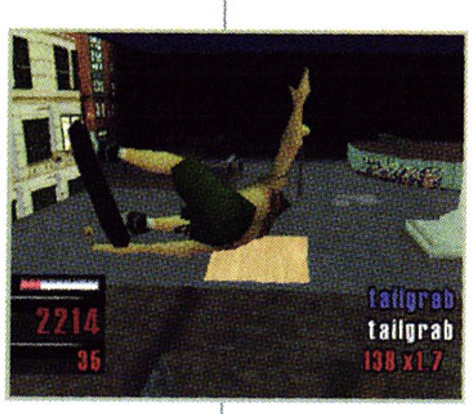

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# LETTER FROM THE EDITOR

## PlayStation2 Transition Could Be Rocky

BY ANDREW McNAMARA

With the new year upon us, I thought it would be appropriate to take a look at what will be the most talked about news of the new year – the launch of the PlayStation2. Obviously, the Dolphin launch will be big news as well, but since Nintendo has yet to show the machine (and I still have serious doubts about the chances of it making it this year) I will skip it due to the lack of any hard facts.

The PlayStation2, however, has been shown and is getting ready to launch in Japan on March 4 of this year (with a U.S. launch scheduled for sometime this fall). Even as the hype intensifies, everything in PlayStation land may not be as peachy as one would hope. There is one aspect of the launch that could make the PS-2's path very rocky, or smooth as a baby's bottom.

No, it's not the Dreamcast, though if it continues to grow it may be a big factor. What I'm talking about is the backwards compatibility of the PlayStation2. Industry pundits have talked for years about how great backwards compatibility would be for a system, but the theory has never been seriously tested as part of a mass market launch (except for the Game Boy Color, but that system has the advantage of basically owning its own market niche).

For one, backwards compatibility confuses the market, as many consumers won't know which games are for which system (even though it will be painfully obvious to us hard-cores). Secondly, publishers will have to choose if they want to produce PlayStation2 software that only works on its smaller installed user base, or a good PlayStation game that will work on both and have a better chance of bigger sales.

Certainly, all the good programmers will want to work on the latest and greatest system, so the transition to PlayStation2 will eventually happen; but the first couple of months of the launch will be a precarious time, where game companies and gamers may not know where to turn. Of course, Game Informer readers will be enlightened like no others so you will have few worries, but don't be surprised if there is a lot of confusion through the industry when PlayStation2 hits the streets.

Y2K gamers left to right: Jay, Reiner, Paul, Matt, Erik. Top Left: Irradiated Mutant (Andy).

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### Andy, The Game Hombre
*andy@gameinformer.com*

*"For those of you who don't know me personally, I have a problem. You see, my addiction to EverQuest is getting way out of hand. I have dreams about this game. That's how bad it has gotten. And the worst part is, now that rumors are flying that Verant has signed on for PlayStation2, that means I will have to start a new character over when it hits PlayStation2, and let me tell you folks that is not going to be a pretty picture (I may never see my friends again). I need help, not more opportunities to play. Ugh...well enough with talking to you...I'm off to kick undead behind."*

### Paul, The Game Professor
*paul@gameinformer.com*

*"Ahh, another new year and it may turn out to be one of the most exciting years in video games ever. The PlayStation2's Japanese launch is only two months away and Nintendo will unveil the Game Boy Advance and Dolphin later this summer. I can't forget about reemergence of Sega Sports as a brand to be reckoned with. Indeed, the year 2000 will be interesting if you play video games. C'mon, what else are you going to do? It is almost becoming socially unacceptable not to have your pulse on some type of game. Talk about peer pressure. The next thing I know, I might be playing EverQuest."*

### Reiner, The Raging Gamer
*reiner@gameinformer.com*

*"I've received a buttload of skepticism as to why I loathe my coworkers so much. Just to set the record straight – I do not 'hate' any of these frail creatures. I actually find their pathetic lifestyles quite amusing. But alas...they are all inferior to the ayatollah of video game rock 'n' rolla, or as many of you have put it, they pale in comparison to the almighty Reiner. Their walnut sized brains can't comprehend reality like my pulsating melon. As for Matt's rant...I got one word for ya brother – Rogaine! With this scalp fertilization you may score something more than that inflatable Tom Hanks you lick at night."*

### Jay, The Gonzo Gamer
*jay@gameinformer.com*

*"So this is the year 2000, huh? So where's the all the flying cars we've been promised since the 1950s? Or how about the personal laundry robots we were supposed to have? I haven't changed my underwear in weeks! For that matter, shouldn't New York City have become a nuclear wasteland filled with cannibals by now? This millennium's a gyp! I for one am refusing to pay anymore taxes to the American government until I get my robot. Everybody chant with me now: Ro-Bot! Ro-Bot! Ro-Bot!"*

### Matt, The Original Gamer
*matt@gameinformer.com*

*"Houston, the ego has landed. I think my bed-wetting homie Reiner left the lid off the rubber cement a little too long, because he must be high. My pathetic lifestyle? Trick, please. You're in your mid-twenties and you still collect COMIC BOOKS. It's time to retire the Batman pajamas, skippy. I don't know what retarded thoughts are swimming around in your deranged psyche, but I do know that your SAT scores were lower than the speed limit in most states, so don't go around spouting off about your mighty intellect. Check yourself before you wreck yourself. Class dismissed."*

### Erik, The PC Jedi
*erik@gameinformer.com*

*"Reiner, you sorry fool. Your pathetic and misinformed attempts at disproving Marxist theory by bringing up the tired example of the failed Soviet economy fall on a weary audience at best. The Communist Manifesto required that after stability had been achieved after the revolution, the dictatorship voluntarily give way to the rule of the working class. This never happened in the U.S.S.R. and furthermore, the 'revolution's' leaders attempted to push an idea for a recently industrialized nation on to a primarily agrarian society. Thus, your point is as moot as your feet are stinky. Get bent."*

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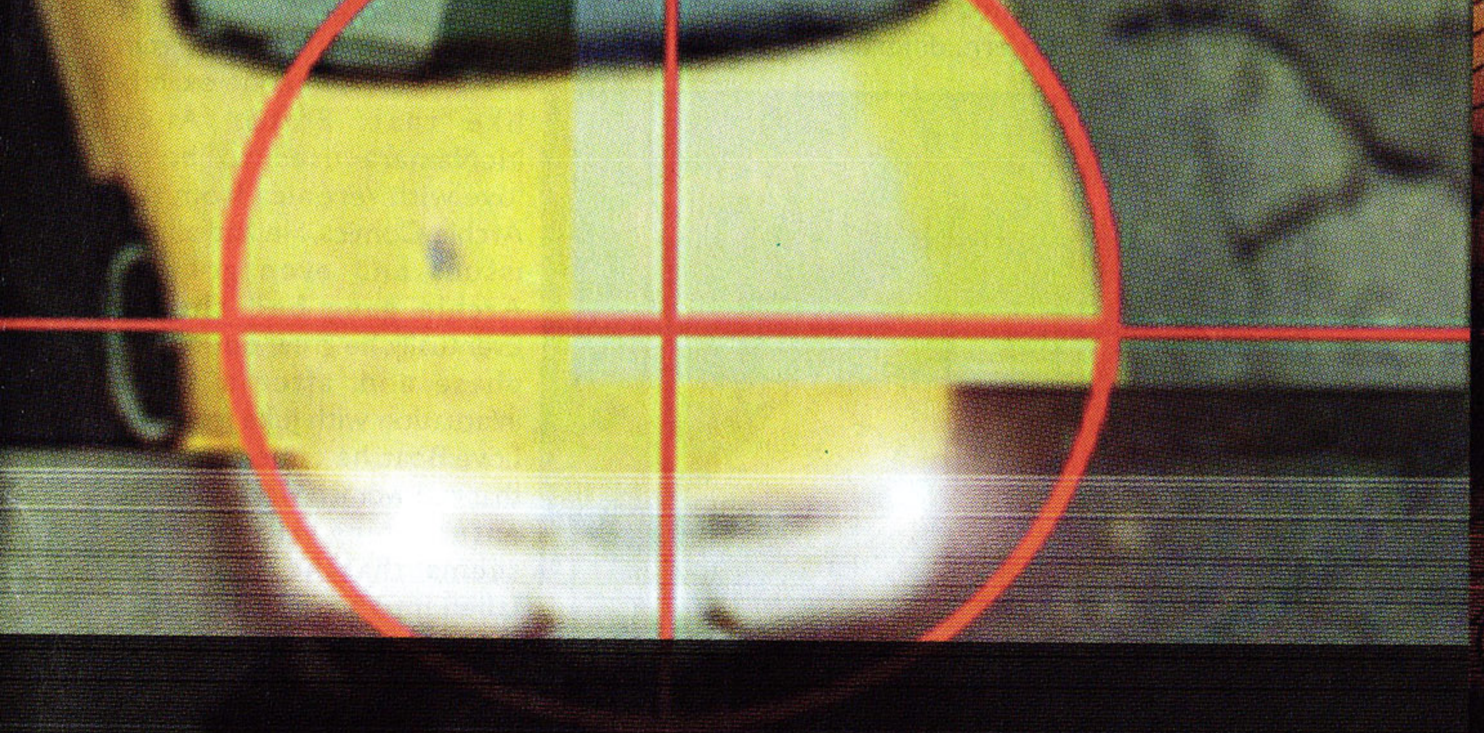

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## Letters From Our Readers

### Pokémon Questions

In the November issue I read about Pokémon Gold and Silver and I got real excited, but then I realized that I don't have a Game Boy Color. I would like to know if the Game Boy Color games will work with the Game Boy/SNES adapter.

*Sean Maloney*
*via aol.com*

Do not fret. Like many Game Boy Color games, Pokémon Gold & Silver will be backwards compatible with the original Game Boy. In other words, you won't have to buy the Game Boy Color to play the new Pokémon games. To answer your other question, games designed specifically for the Game Boy Color will not work with the Game Boy/SNES adapter, known as the Super Game Boy.

### More Classics Please

I have been a long time video game addict. From Atari, to Nintendo, to Sega, to Turbo Grafx 16, and so on. One of the things I look forward to every month is the Classic GI section. I was curious about how this section comes to be in the magazine. What careful process goes into the selection of the codes and reviews? Or is it a deal where somebody goes through a box in the back of a closet with their eyes closed and pulls out an old game? Do fans submit their reviews and codes?

I just know somebody has to be in hog heaven sitting around playing the golden oldies or sometimes just fiddling around with a stupid game to try and see what makes it tick. It sounds like a dream job! I'd love to see a bigger Classic GI section. Since the material is virtually limitless, could there be a bigger Classic GI section in the future for Game Informer?

I'd love to see some more Saturn reviews, Turbo Grafx 16 reviews, and of course, reviews for Jaguar in the Classic GI section.

*Dave, The Rave*
*via TheGym.net*

The criteria of picking the games featured in Classic GI is fairly complicated and involves plastic straws, chewing gum, and hair spray. Without giving too much away on this top secret operation, we keep an extensive library of classic games and an extremely knowledgeable staff that has played thousands of games. That said, picking the classic games usually begins with a perusal of the game archive. Sometimes a game just catches our eyes or we uncover a game that we hadn't seen in years. Other times, we fulfill the request of readers. This month's Classic GI is all you, Dave.

Penning Classic GI is very entertaining for the lucky editor who gets the call to compose it – usually Paul. He hardly calls it a dream job, though, because only a small fraction of his time is spent on the section each month. Currently, we have no plans to expand the Classic GI section beyond one page; however, anything is possible.

### No! You Don't Want This Game

Last year, you had a cover story on Sega Dreamcast. It featured a lot of games with screenshots for each. But now since Sega's U.S. launch, I've heard nothing of these games. What happened? For example, what happened to Godzilla? That is one of the games that made me want to buy a Dreamcast! Did Sega make up the game to build up hype for their last chance at the U.S. market? Let's face it, Saturn was a huge let down. Does Sega hope to buy us back with lies?

Or is this one of these stupid things where the game doesn't come to the U.S.? If this is true, I'll gladly buy a Japanese version. (Where could I get one anyway?) It's not like I'd have to read much for Godzilla. WALK! CRUSH! BOOM! WIN!

*Jason Jernegan*
*Franklinville, NJ*

Sega does not hope to win you over with lies. It hopes to win you over with good games and keep the stanky games away from your system. Godzilla was one of the stankiest pieces of software since Air Cars for the Atari Jaguar. Believe us, they did U.S. gamers a huge favor by keeping this title in Japan. It isn't a stupid thing. On the contrary, it is one of the smartest moves Sega of America could have made. As for the other three games that launched the Japanese Dreamcast (Virtua Fighter 3tb, Pen Pen Tri Icelon, and July), July is the only one we have yet to see. (We likely won't.)

### N64 Demos? No Way

A couple months ago, I sent you guys a list of questions. It was a rather long list at that. Anyway, you guys didn't answer (probably because it was a letter and not an email) and I finally have email now. I don't care if you don't publish these questions in your magazine, but please email me the answers.

Why aren't there N64 demo cartridges like there are demo CDs for PlayStation? I know cartridges cost a lot, but it would be nice to have a N64 demo cartridge with levels from Perfect Dark, Jet Force Gemini, Donkey Kong, etc.

Why do all magazines grade games differently? For example, you guys gave Tiny Tank a 5.5, and Next Generation gave it 4 stars out of 5. You guys gave Mario Party a 3.5, and a certain Internet site gave it an 8! This is really getting confusing! Why do you grade differently than other magazines/Internet sites?

*Frank Koszorus Jr.*
*via prodigy.net*

First off, how about if we publish your questions (and answers) in the magazine and don't answer them via email? Rest assured, we do read all of the email and snail mail, but we get far too many letters each day to answer them all individually. On to your questions...

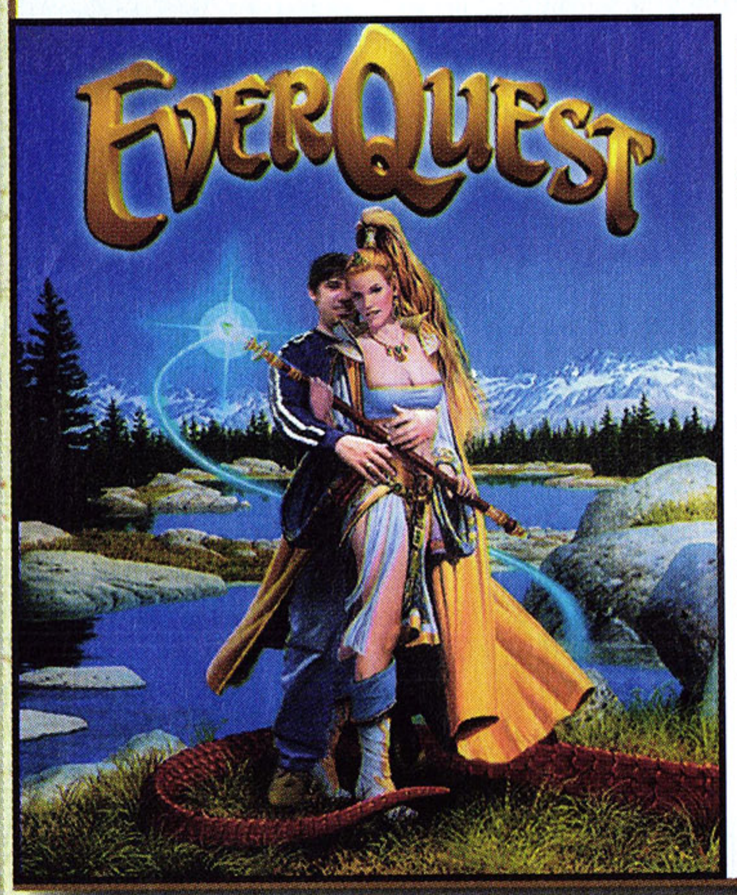
You are right, the reason you don't see N64 demos is that the cost of producing them is far too high. N64 carts are all manufactured in Japan. Couple that with the fact that it takes more than $10 to produce each cartridge and you have a very expensive proposition. Are you ready to pay $50 bucks for a demo cartridge? Conversely, PlayStation discs cost far less to manufacture (around $1) and are made in a number of locations across the U.S.

In regard to your second question, we grade games differently because we have different opinions. What a boring world we would live in if every mag rated everything the same. We have the perfect solution to your confusion – Just read Game Informer!

### Video Game Infatuations

Awright here's the deal: My best friend John is a video game addict, but it hadn't gotten too serious until recently. Most of my friends like video games, but John is a bit err...different from the bunch. He is attracted to... (shudders)...video game characters. First Lara, then Morrigan, then Tifa, and now Quistis. What do I do about it? Accept it or smack him upside the head?

*Joel Gimpy Puggles*
*via aol.com*




We know someone exactly like that. Editor Andy McNamara used to be in love with Veronica from the Archie Comics. He had all the issues and even got the Archie gang bed sheets. Eventually, he grew out of that phase and, after a short infatuation with Julie from the Love Boat, he came to realize that real women were far more entertaining. However, it seems that he has again fallen into a trap and thinks a certain Erudite in EverQuest is pretty peachy.

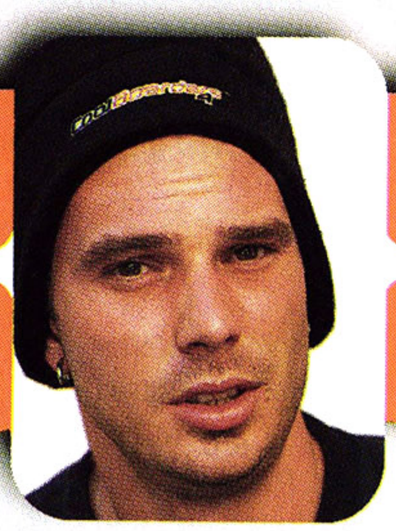
Accept your friend's strange fascinations; he'll get over them.

### Hey, Bootlegs!

My father just bought me a CD-R drive, and I wanted to make copies of all my PS-X and DC games, but when I finished copying them and put them in the systems, they did not register. Why is this? What am I doing wrong? Please help me!!

*Kan Jackson*
*via aol.com*

Welcome to the world of software encryption. PlayStation games include special encoding that communicates with your PlayStation hardware. This software encoding, which is not possible to copy, tells the hardware that the software is authentic and allows your PlayStation to load it. Your copies do not work because your PlayStation does not recognize them as authentic. Dreamcast games will not copy because they are not CD-ROMs.



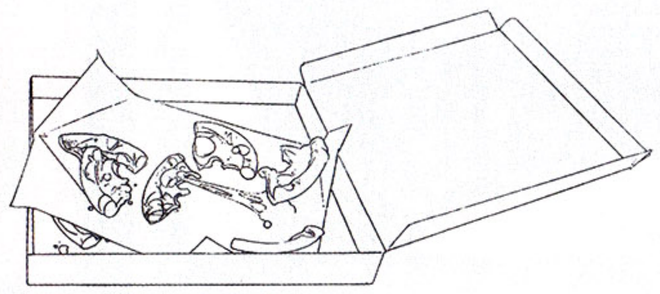
# SNOWBOARDING ETIQUETTE
## *with Steve*
## SPONSORED BY COOL BOARDERS® 4

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

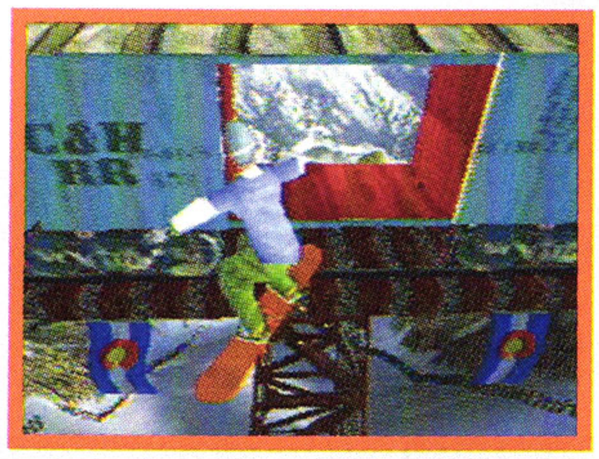
Many experts say that ten or twelve guests in a room is completely acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.

**DON'T LITTER THE MOUNTAIN WITH UNNECESSARY TISSUES.**

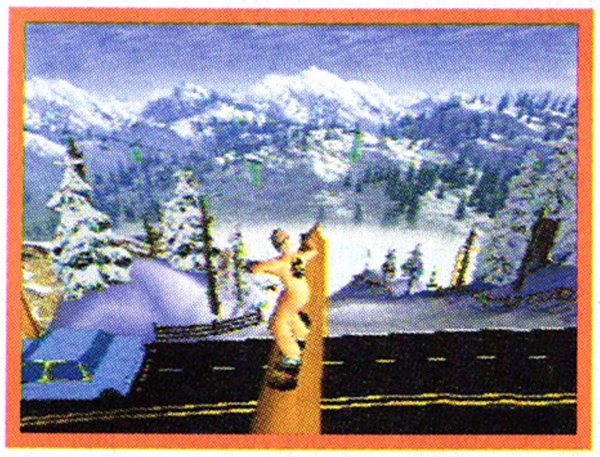
**DISCARDED PIZZA CRUSTS**
*are great for*
**EARLY MORNING CARBS.**



Another great energy source is the #1 snowboarding game, Cool Boarders 4. Make your soul patch tingle with new tweaked out grabs and tricks like method-melons and hand plants. 16 pros including Jim Rippey, Shaun White and J.P. Walker tear it up on 30 new courses riddled with short cuts, kickers and rail slides. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.



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



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

In the heat of competition, show no etiquette. Losers never get the honeys.

www.989studios.com

EXPLORE THE FREAK WITHIN

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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.

# Envelope Art

## January Winner

**David Elliott, Tampa, FL**

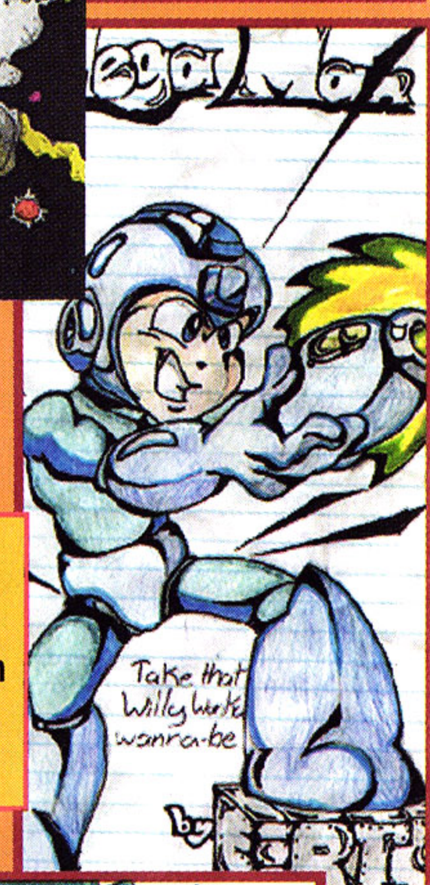
It's true she doesn't have a face, but will anyone notice?

**Bryce Boucher Pembroke, NH**

If you think Reiner looks funny as Link, you should see him in his Princess Zelda outfit.

**LeVar Williams Hopewell, VA**

Hey look! This guy's a better artist than Rob Liefield.

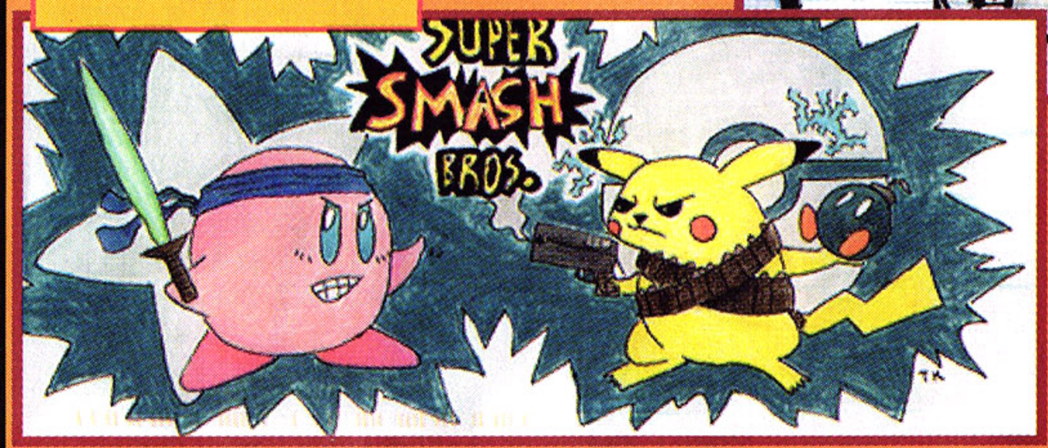


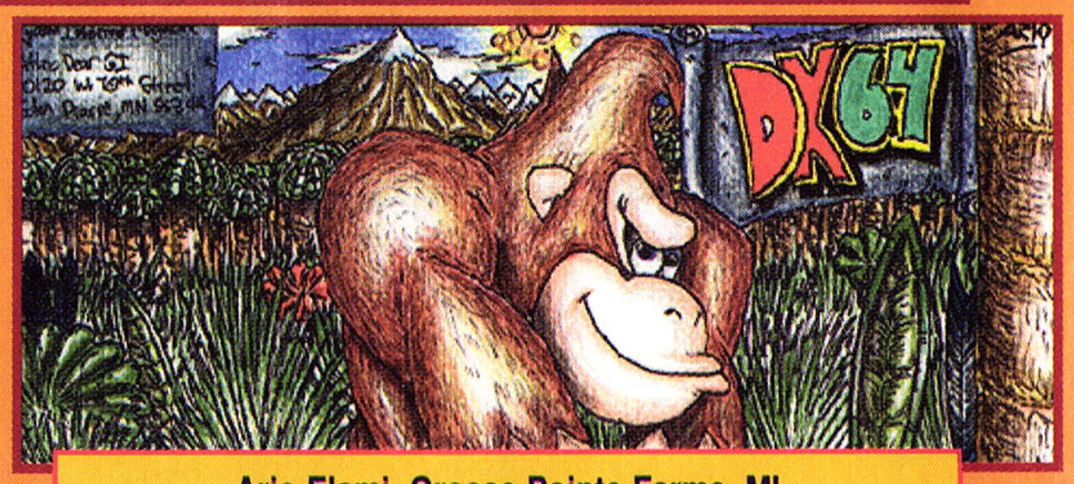

**Tom Kim Blue Bell, PA**

These two Pokémon, like kids at school, are fighting over trading cards.

**Eric Anderson Baltimore, MD**

Mmmmmmmmm mmmm...Mega Man!




**Ario Elami Grosse Pointe Farms, MI**

"Go ahead...touch my monkey! TOUCH HIM!"

## Are You Faking Time?

1. What's real-time? Is there a fake time?
2. Can you make a list of the top 25 N64 games (since you made a list awhile back of the top 25 PlayStation games)?
3. What's the best game of all time so far?
4. Are any of you actually human?

*Aeris Gainsborough*
*via aol.com*

Oh, numbered questions. Here we go!

1. Real-time refers to strategy games where the action doesn't stop. The classic example is Westwood's Command and Conquer. The opposition is in constant flux and continues its activity independent of your actions. In other words, it doesn't wait for you to execute your moves. In games, there is indeed fake time and comes in the form of turn-based strategy games. A game like Panzer General will allow the player as much time as he desires, and after his moves are complete, the computer will then execute its maneuvers.

2. No, but if you refer to the Reviews Archive insert in the magazine, you can see what games our list would likely include.

3. So far, we'd have to say that it is chess or possibly soccer.

4. Bipedal? Mortal? Anthropocentric? The last time we checked, yes.

## One Last 64DD Question...

When I first heard about the 64DD – how long ago? – I was as impressed as the next gamer at some of the possibilities that were being thrown around under the 64DD name. Then of course it never came, and I felt fairly let down about the whole thing.

Then in your last issue you showed a glimpse of some of the 64DD games that were being released in Japan, but mentioned that we'd never see them over here. Why IS this? Personally, I wouldn't mind having Sim City 64 or the F-Zero X Expansion Kit. What happened to the "better late than never" philosophy? Is this the last we'll see of cartridge-based games?

*Julian J. Alderman*
*via juno.com*

It's not that we won't see the games, but we won't see the 64DD hardware. In our interview with Nintendo's Shigeru Miyamoto in the November issue, he stated that Nintendo of Japan is already developing a system to easily convert 64DD games into cartridges for U.S. consumption. Nintendo has already announced that Mario Artist (Paint Studio & Talent Studio) will be released in the U.S. as a cartridge. We won't be surprised to see Sim City 64 joining that list very soon.

## Ratings: Old Vs. New

I was just looking through my Game Informer magazines and I noticed something. For regular Nintendo, you give some games really high scores, like 8s or above. You give lower scores to some N64 and PlayStation games even though they have better graphics, better gameplay, and all sorts of other stuff. Why is that?

*Troy Wegner*
*via aol.com*

There are a couple things you have to keep in mind. In the days before the 32 and 16-bit systems, believe it or not, Nintendo games did get 8s, 9s, and 10s. Also, when we rate games in Classic GI we do not rate them against the current crop of new games. The classic games are rated versus other games of their time. Collectibility and the game's impact on current software are also factors in rating the oldies. Even though today's games have better graphics, we'd have to argue that not all of today's games have better gameplay. There are a ton of classic games that are still far superior to some of today's clunkers.

NCAA® Final Four® 2000 has more than 300 Division I teams from 31 conferences. It's got 100 new animations including 15 new high flying dunks with graphics twice as detailed and smooth as last year. Team-specific playbooks, crowd chants and fight songs create an intense college setting for every game. It's the complete college experience, minus the midterms and missed classes.

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# TOMBA! 2
## THE EVIL SWINE RETURN™

### WHEN PIGS FLY, BREATHE FIRE, AND CAST VILE CURSES UPON THE LAND

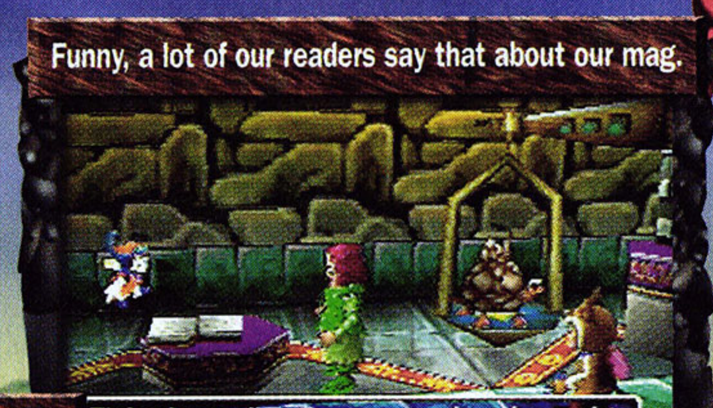
At the dawn of the last generation of console systems, a strange but entertaining thing happened - just about everyone in the video game industry became graphics snobs. People spent a great deal of time discussing the trivial details of "frame rate" and whether or not a game was "truly" 3D. Mario 64 was held aloft over other popular platformers of the time simply because it was a true free-roaming platformer.

We loved the big M's return as much as anyone else did, but Tomba! 2 once again proves that the core of every excellent action/platformer is the gameplay. Unfortunately, few developers seem to understand that the graphics and stunning possibilities of our new toys are quickly rendered pointless by shoddy game design. For years now, we've seen hordes of attractive free roaming games with horrible camera control and lackluster gameplay concepts.

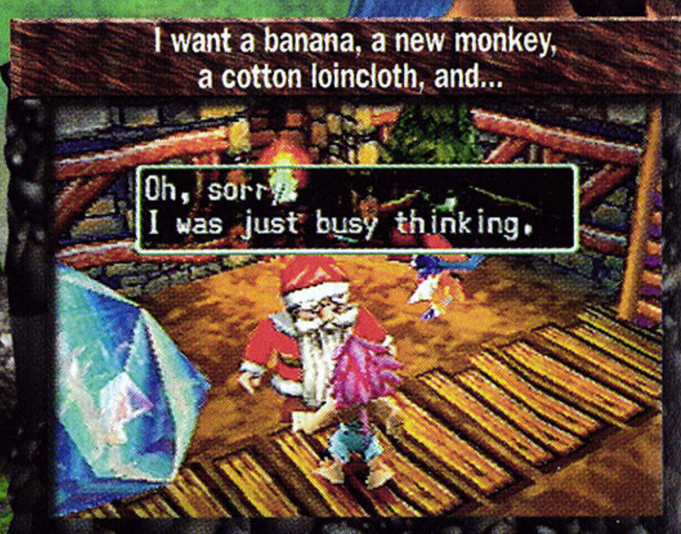
While no graphical masterpiece by a long shot, the original Tomba! proved to be a vastly entertaining game. Its bizarre humor and focus on tricky platforming earned high praise from the Game Informer staff in our July '98 issue. The second installment places Tomba in a much more attractive 3D environment, while keeping the engaging 2D platforming action that made the original such a hit with us.

In Tomba! 2, Tomba's girlfriend has been kidnapped by the vile Evil Pigs who caused so much trouble in the last game by stealing his dad's bracelet and mutating the land. In his new quest to save the girl and once again set things right, Tomba will have the opportunity to help numerous people in need along the way by completing a ton of side quests.

These tasks number well over a hundred and range from providing baked bananas for a needy friend to rescuing




It's hard to look tough in a squirrel outfit.



**JAY**
THE GONZO GAMER

| | |
|---|---|
| Concept | 8.75 |
| Graphics | 8.5 |
| Sound | 8 |
| Playability | 9 |
| Entertainment | 9.5 |
| **OVERALL** | **8.75** |

"It's been a while since we've seen a classic platforming game like this, and Tomba! 2 reminds you what a pleasurable experience it can be. For the first hour or so, the game will overwhelm you with tasks that seemingly have no conclusion and items you have no use for. It's like being in a foreign country and not knowing the language. In time, the player begins to understand the warped mindset of the game, missions begin to fall like dominoes, and you're hooked. I could have done without some of the voice-overs, but the thrill of exploration made up for it. Tomba! 2 obviously borrows heavily from classics in the genre, but does so with its own style, quite possibly becoming a classic in its own right. **To put it bluntly, I love this game, and so will you.**"

**PAUL**
THE GAME PROFESSOR

| | |
|---|---|
| Concept | 8.5 |
| Graphics | 8.75 |
| Sound | 8.5 |
| Playability | 9.25 |
| Entertainment | 9.5 |
| **OVERALL** | **9** |

"I didn't have a chance to review the first Tomba game, but I can say that the sequel is one whacked adventure. **The missions and tasks are insane, and the sheer volume of things to do can be overwhelming**. Luckily, the playcontrol in Tomba! 2 is exceptional. The branching perspective does take some getting used to, but soon the platforming and navigation become second nature. The basic maneuvers are actually very simple, even with the added moves of Tomba's costumes. However, the RPG-styled items and character interaction put an enjoyable twist on the standard platformer. There are definitely not a lot of games like this for PlayStation, and if you liked games like Crash, Ape Escape, or Klonoa, I have no doubt that you will love this game."

**REINER**
THE RAGING GAMER

| | |
|---|---|
| Concept | 9 |
| Graphics | 8.5 |
| Sound | 8 |
| Playability | 9.25 |
| Entertainment | 9.25 |
| **OVERALL** | **8.75** |

"While the rest of the world focuses on the ascension of the third-dimension, Tomba! 2 wines and dines the second-dimension, delivering phenomenal side-scrolling gameplay based within a colorful and creative world. While the look of the game has evolved to the world of polys, the gameplay is still brought to life with classic blood. I enjoyed the goofy play in the first game, but this series will be remembered by the highly intense platforming delivered in this second adventure. **Every little inch of this platformer is brought to life brilliantly**. Whether you be navigating the skies in a flying squirrel costume, or tackling an evil pig with your mouth, Tomba 2 is a wacky ride that never seems to get old. Much to my surprise, this game reminded me greatly of Super Mario 3, and joins it as one of the best platformers around."

EVERYONE
CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Special Outfits Allow Unique Gliding & Magic Abilities; Pants Enhance Speed; 7 Weapons, Each Weapon Equipped With a Special Function; Special Minigames; Puzzles; Over 100 Quests to Complete
- **Replay Value:** Moderate
- **Created by:** Whoopee Camp for SCEA
- **Available:** Now for Playstation

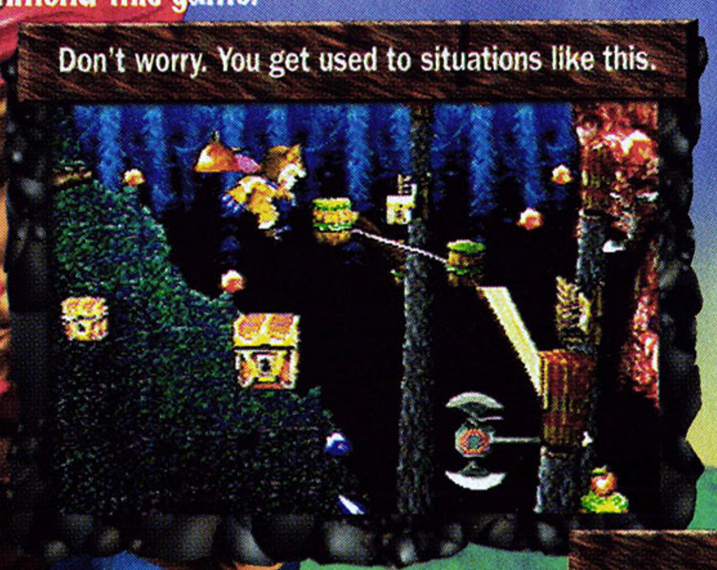
**Bottom line: 8.75**

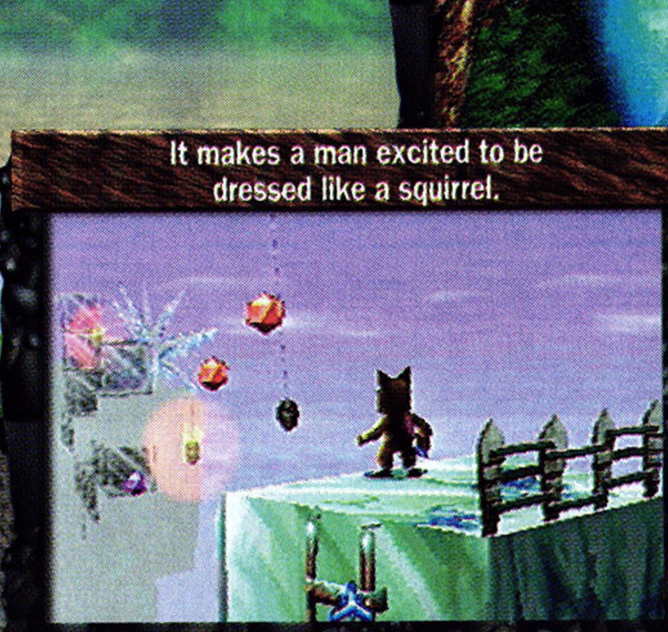
Tomba's girlfriend from the clutches of the evil pig oppressors. While the objectives are often simple enough, the means of achieving them tend to be a lot more than you bargained for. So your monkey friend wants baked bananas? Well, first you'll have to locate the bananas; find a place to cook them; find a hammer so you can activate the stove; find bombs; use them to free another friend who is trapped so that the hammer's owner will finally relinquish it to you; and finally, place the bananas in the stove and bring them back to your hungry buddy who promptly departs and requires your attention at a later point in the game when he gets itchy.

As the average quest in the game goes, this one is pretty basic. Quite frequently, the player is challenged to find a way to get across a level while suffering from one malady or another so that they can enter secret doors. By eating laughing or crying fruit, the player can access doors representating the same actions, but will be unable to use weapons until a neutralizing fruit can be found.

While Tomba has all of his old moves intact, he's gained a few new skills as well. In addition to his basic jumping, biting, and swinging skills, he can now charge his enemies with a rapid Animal Dash that will allow him to move faster and jump higher. He also gains a wide variety of abilities through the use of weapons and garments. By donning the goofy looking Squirrel Clothes, he gains the ability to glide long distances and is granted the additional benefit of staying warm in chilly winter conditions. Acquiring new pants can enhance his speed.

Enough said. Tomba! 2 serves up a fine dish of porcine thrashing action, a tough platform challenge factor, and an immense number of objectives to accomplish. It's guaranteed to hold a proud place in any PlayStation owner's library. Whether you're a huge platform fan or not, we highly recommend this game.





# The Stuff That Jungle Boys Are Made Of

### The Moves

A good action/platformer has a diversity of means towards an end, and Tomba has a vast array of skills at hand. You will need to take advantage of each and every one of them in order to get to every secret in the game.

### Jump

It seems silly to even mention. Few platform games have attempted to go without a jump and it is the most frequently used action of this game, despite all of Tomba's other options.

### Animal Dash

Most of Tomba's charm comes from his animal magnetism. The animal dash helps him move a little faster and adds a little more oomph to his jumps. It's also goofy and crazy looking, which is half of what makes this game so entertaining.

### Climb

Tomba can climb on the vertical surfaces in the game. Even blocks of ice don't deter his sticky jungle man fingers. However, it's still best to be certain that he can in fact climb a certain type of wall before making a risky jump, finding no purchase, and plummeting poor Tomba to his doom.

### Grapple n' Bite

This is the primary means of disposing enemies. Tomba jumps on enemies' backs, clamps down with his teeth, and then somersaults them to oblivion. Weapons are powerful enough to take out weaker enemies, but most opponents will only get stunned and require that you to finish the job with this move. In fact, most enemies don't even need to be hit with a weapon first. All you have to do is jump on their backs. The grapple and somersault maneuver is also the primary means of acquiring new items.

### Swinging

Tomba's pole swinging antics have returned. Swinging on large cranks in the proper direction will allow Tomba to climb up cliffs and poles with ease.

### The Weapons

Most enemies won't be destroyed by a hit from a weapon, but a good arsenal is useful, and often necessary for stunning enemies into submission before doing a Grab 'n Bite throw on them.

### Blackjack

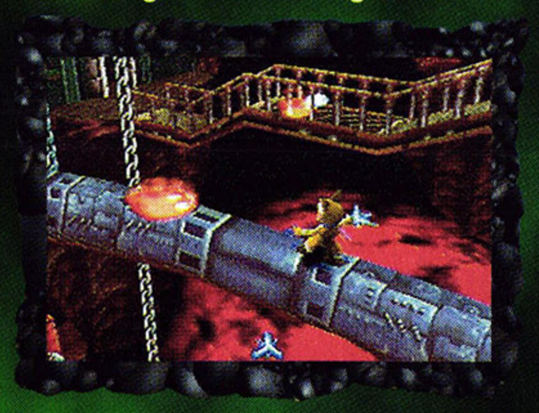
This is Tomba's starting weapon. It has a decent range and fairly rapid rate of attack. For the most part, it is only capable of stunning enemies and has no real secondary use. Ironically, it was our weapon of choice for fighting the Pig Bosses.

### Boomerang

The Boomerang is the second weapon you acquire and isn't much of a step up from the Blackjack. Fortunately, it has the useful ability to grab items in hard to reach places and return them to Tomba. It's not the ideal choice for combat, but the Boomerang sees plenty of use in the game. The Boomerang is on the rope bridge that you raise with the Star Cog in the first area.

### Ice Boomerang

The bane of fire-based enemies everywhere, the Ice Boomerang puts out fires instantly. While it won't slay a flaming Capper, it will put out the fire, enabling Tomba to grapple and chuck them. The Ice Boomerang works wonders on burning inanimate objects as well, and seems especially well suited for attacking ghosts. The Ice Boomerang is located in the Pipe Area in the Large Mine Underground.



### Hammer

The Hammer is good for smashing certain objects and activating special devices. Acquiring the Hammer opens up hidden areas galore. In order to get the Hammer, you need to talk to Charles in the underground room of the Mining Town, and then go back to the Trolley Station in the Pipe Area of the Large Mine Underground.

### Fire Hammer

Getting a hold of the Fire Hammer grants Tomba the ability to start fires as well as put them out. The Fire Hammer also becomes important for stunning enemies in arctic environments that are immune to other attacks. You will have to go down a chimney and help Santa out in the Ranch Area of the Kujara Ranch in order to get this weapon.

### Grapple

Bionic Commando anyone? While not technically a weapon, the Grapple is actually capable of causing harm to certain enemies, and will also burst water plants (the blue jellies) open so Tomba can get at the contents within. The Grapple can be activated as many times as you want in midair, causing Tomba to stand still for a moment as the Grapple extends and retracts. Take advantage of this as it can be a lifesaver after a making a fatal misjump. The Grapple can also be used to pull Tomba up and over an object automatically by holding your D-Pad up. Combined with the Squirrel Clothes, the Grapple will make those risky jumps a lot easier to negotiate. The Grapple is in the Laughing Crying portion of the Donglin Forest. Just keep on moving left until you find a Blue Chest on a ledge.

### Pig Bullet

This goofy weapon instantly turns an unfortunate Evil Pig into a cute little mini-pig that can be used for a circus act. Collect one of each type and bring them to Circus Town. In order to get the Pig Bullet, you will need to use the Ice Pig Robes to transform 30 enemies into Ice Candy and give it all to the sweet shop man in Circus Town.

### Dressing for the Proper Occasion

You may feel a little silly running around in Squirrel jammies or red Turbo Pants, but equipping Tomba with the right outfit will enhance your speed, enable him to glide great distances, or even cast powerful magic.

### Pants

Picking up new pants will enhance your speed by a fraction. We weren't sure if the Fast Pants were much of an upgrade from the Green Pants, but Tomba's animal dash definitely moves a lot faster when he sports those snazzy red Turbo Pants, allowing him to pull off higher jumps and move quickly in and out of trouble.

### Creature Jammies

We really don't know what else to call these, because they pretty much look like a child's Halloween costume or a rich kid's pajamas. Wearing these animal suits will allow Tomba to reach new locations and even help him stay out of trouble.

### Bird Clothes

This is the least goofy looking of all Tomba's special outfits, and also the least powerful. The Bird Clothes allow Tomba to glide for a couple seconds before dropping to the ground like the lead canary he normally is.

### Squirrel Clothes

Sure, you may feel a bit odd sporting a bushy tail and cute little ears, but this extremely useful costume allows Tomba to glide all the way to the ground. Tapping on the jump button will not allow him to fly, but it will keep him aloft for a much longer period of time. The only drawback of this costume is the serious hit you'll take to your platforming skills for using it too much. It really makes the game that much easier. The Squirrel Clothes also enable Tomba to endure cold environments with no fear of freezing.

### The Pig Clothes

The most ridiculous looking of the creature jammies is also the most powerful. At first, all this pig outfit allows Tomba to do is talk to people who have been transformed into pigs

by the evil swine curse and do a questionably useful butt-stomping attack. As you progress through the game and help a mermaid out in the water temple, however, the Pig Clothes will become enhanced, allowing Tomba to swim.

### Robes

Defeating the five most powerful swine of the ravenous porcine horde will win you these powerful robes, allowing Tomba to perform magical attacks. When used, these attacks will destroy all enemies in view, sometimes transforming them into something new. These attacks come at a cost, though. Each use of the robes takes up some of Tomba's magic bar, which he can slowly recharge by using the good old Grapple n' Bite.

### Ice

Acquiring this robe allows you to perform ice attacks that turn monsters into Ice Candy.

### Ghost

The powerful magic of this robe allows you to destroy enemies and simultaneously absorb one point of health. Defeating multiple opponents with one attack still only awards one point of health.

### Earth, Fire, & Water

These robes are strictly damaging robes and provide no other benefits.

### Becoming Afflicted

Tomba's world is full of hazards and while some won't cause death, they can become an inconvenience. Unfortunately, some of them are also necessary evils that must be endured in order to get to certain secret areas in the game.

### Oil Slicks

The Tiger Squid in the Ranch Summit section of Kujara Ranch spray you with a sticky oil that causes damage and makes you susceptible to nasty burns should you come in contact with fire. Steak Sandwiches prepared by the chef or the Tiger Oil Remover will remove this not too dangerous threat.

### Fruit

In the Laughing Crying section of the Donglin forest, there are a number of fruits that will change your mentality. Laughing and Crying fruit will cause you to get emotional instead of attacking when attempting to use a weapon, but being under the influence of these fruits will also allow you to open doors that fit your mood. Simply find a neutral fruit, eat a Hash Brown sandwich from the Chef in Coal-Mining Town (requires potatoes), or take advantage of the permanent Normal Fruit.

### Invisibility

The ghost pigs in the forest areas have a special attack that makes you invisible to friend and foe. Unfortunately, this condition also makes it impossible to use most items and take advantage of your special costumes.

Invisibility is the only thing that will allow you walk through special ghost gates that are located throughout the game. Some of these gates will simply teleport you to another location, while others will grant you special items and secrets.

To remove invisibility, you will have to find another ghost pig and jump on it in order to return to normal; come prepared by having the chef in Coal-Mining Town prepare you Dried Fish Sandwiches; or acquire the Clear Mushroom by traveling through the ghost gate at the bottom of the ladder in the Deep Forest section of Donglin.

### Unified Pig Destroying Theory

At first we attempted to come up with a clever means of destroying each individual Evil Pig boss, but we found a one trick pony of a strategy that seemed to work quite well for most of them. It's simple. Stand in place and wait for them to appear next to you. If they get close enough, jump them and chuck them at the bag. If too far, hop up and whack them with the Blackjack. Repeat until you achieve victory.

### Ice Pig

The gate for this boss is behind the waterfall, accessible through the Water Temple. Simply walk into the middle of the screen when you've acquired the Ice Pig Bag and the door will appear above your head. Hug the cliff right below your starting position and wait for the Ice Pig to appear close to you. Jump on him and chuck him in the bag. If he throws a snowball, jump up to the upper platform.

### Earth Pig

The doorway to this boss is near the Nishiki birds in the Ranch Area of Kujara Ranch. Use the swinging poles by the three wooden spikes to get up and to the left to some seesaws. Jump around for awhile. If you have the Earth bag, a gate will appear between and above two seesaws. Use the grapple to get in.

### Ghost Pig

When you get the Ghost Pig Bag, approach the flattened steam cylinder on the red pipes you use to get to the Trolley in the Pipe Area of the Large Mine Underground. A gate will appear below the steam pipe. Hop in. The unified theory works well here, but you will occasionally have to somersault a few ghost annoyances away.

### Water Pig

In the Waterfall of the Heavens Area at the Starting Beach, cross the chasm of barrels that slide down the cliff when you get on top of them. Continue left until you fall into an area with two Water Plants and a large stalactite. Use your Grapple to latch on to the ceiling on either side of the stalactite and hold the D-Pad up until you find yourself in a secret area. Grapple the ceiling again and use the same move to get on top. This will cause a gate to appear to the far left. Use the Squirrel Clothes to glide to the gate. The Water Pig is one of the more difficult bosses. After you've put her into the bag twice, half the level will disappear. If she starts spinning, hit her even if she's right next to you to avoid a nasty attack. Otherwise, follow the theory.

### Fire Pig

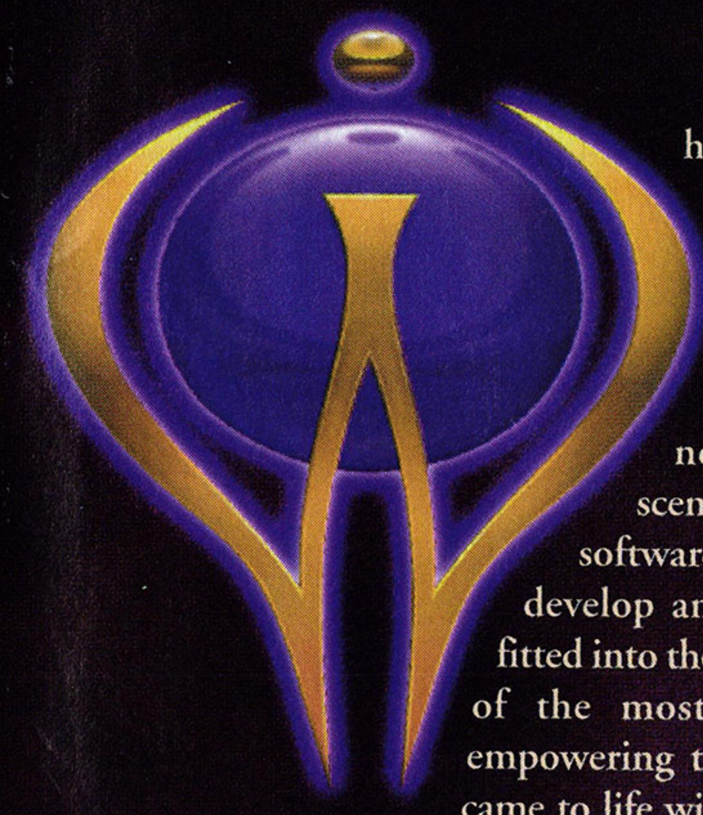
You can not get to this boss until you have defeated the Ghost Pig and gotten a hold of the Swimming Pig Suit. Head to the Forest Entrance area of Donglin forest. It is now safe to swim in the water. Wear the Pig Suit, hop in and keep on going left until you hit a hidden cave. Walk left until a portal appears. Hop in for the boss battle. The usual strategy works, but you will need to be patient, as the revolving bag is not always in the line of fire.

### Evil Pig Boss

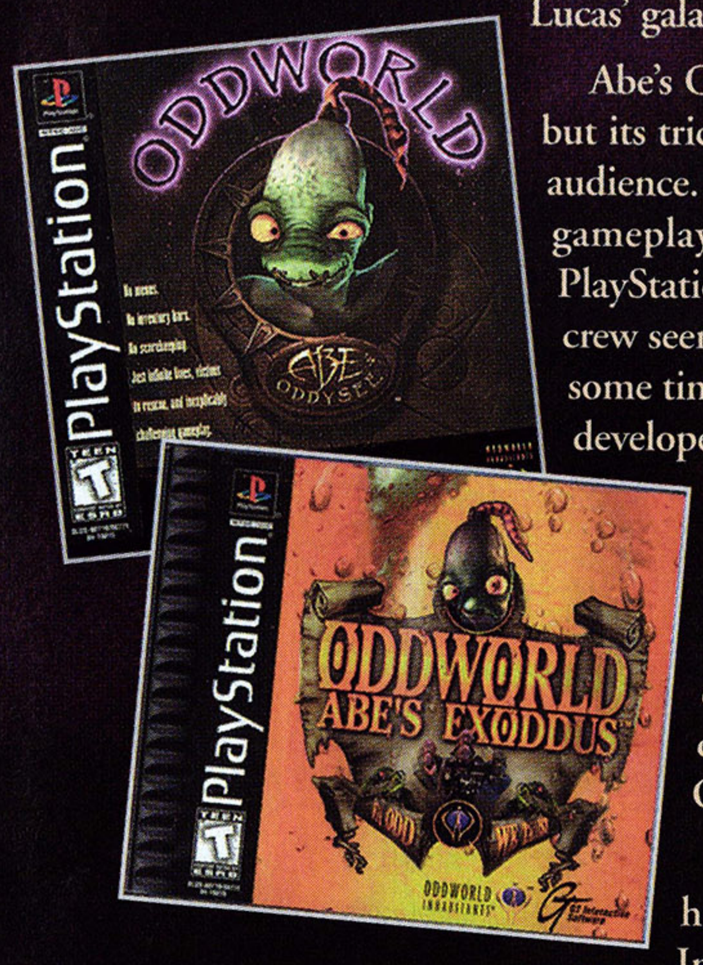
You must defeat all of the other pigs before facing off against this boss. You must take the right chain that operates the drawbridge in the Pipe Area. Keep on climbing down. You will meet Kainen at the bottom. He gives you the final Pig Bag. Talk to him again and he will open the final door. It is blocked by five Pig Statues. You must use the underground passages to return to five worlds, seeking out each statue's corresponding plates and casting the associated magic in order to remove the barrier from the gateway. If not for the unified pig destroying theory, this boss would be really nasty.

# ODDENTIFYING T

# THE FUTURE



When Oddworld Inhabitants crawled out of the woodwork and stepped into the video game light with its first PlayStation title, Oddworld: Abe's Oddysee, it not only graced the gaming scene with a remarkable piece of software, it also announced plans to develop an entire Quintology of games fitted into the Oddworld universe. With some of the most talented artists and designers empowering this rookie company, Oddworld's vision came to life with the beauty and never-ending depth of George Lucas' galactic Star opera – only with an odd twist to it.



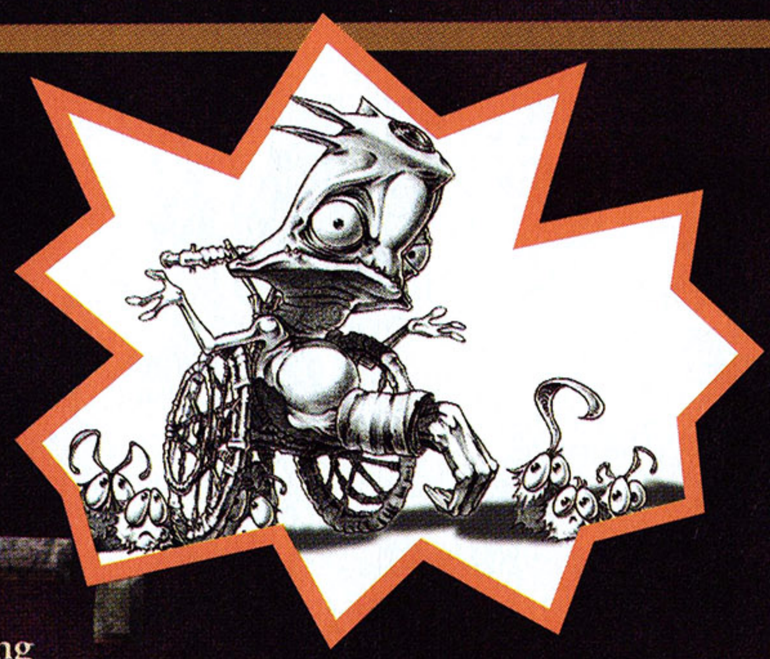

Abe's Oddysee definitely caught the attention of the entire gaming nation, but its tricky Prince of Persia-like gameplay seemed to scare away a good portion of the audience. Yet, for those who were bit by the Oddworld bug and truly understood its gameplay, Abe's Oddysee proved to be one of the most satisfying games the PlayStation had to offer. A year or so passed, and the ever-creative Inhabitants' crew seemed to disappear with the coming of the new year. It wasn't until some time later that we finally heard a peep out of this up-and-coming developer, and what a peep it was. Instead of debuting the second chapter of the fabled Quintology, Oddworld Inhabitants developed a spin-off adventure to Abe's Oddysee entitled Abe's Exoddus. For those who loved the first adventure, this extra helping proved to be just as ingenious. Still, despite this great spin-off, we were left with an obvious question: "Where is the second piece of the Quintology pie?"

In an interview splattered messily across the hallowed pages of the April 1998 issue of Game Informer magazine, Lorne Lanning, Oddworld's voice of reason, unveiled the title and a few tidbits about the second chapter in the Quintology. He admitted that the title would be Oddworld: Munch's Oddysee, and that it would star an offbeat character so hideous that even Abe would think he's ugly. After this, Oddworld again fell into silence.

...But not for long. At 1999's Electronic Entertainment Expo (E3), Lorne Lanning and company were in attendance, offering sneak previews of concept art for two upcoming Oddworld games, Hand of Odd, a real-time strategy game for PlayStation2, and finally, the long-lost second chapter, Oddworld: Munch's Oddysee, also for PlayStation2.

Since we've raved about this developer and its games from the get-go, Oddworld has granted Game Informer an exclusive look at the mysterious title, Munch's Oddysee. So without further delay...get naked, turn the page, and let's get it odd!

# EVE OF THE NEXT MILLENNIUM



# MUNCH
## Star of Munch's Oddysee

Along with the revitalization of Sega, new machines are popping up like mad. Whether it be the PlayStation2, Nintendo Dolphin, or Microsoft X-Box, hardcore gamers (turned prophets) have preached about the coming of these machines; and, ever weak, we've bought into the hype and can hardly wait for the next millennium of gaming. God (the corporation behind a new machine) has revealed little, but from time to time, our hunger has been sated by a tech demo or a sheet of paper with huge numbers on it.

Sony's machine is still in utero, but it will come to term in March. Just like every new console machine before it, the PlayStation2 has been talked up as the most powerful gaming tool ever created. At last fall's Tokyo Game Show, gamers caught a glimpse of the future and actually had a chance to play several games on PlayStation2. Judging from the ear-to-ear smiles and the "Oh...my...Gods!" that slipped from the mouths of all who were fortunate enough to play the PS-2, Sony's next machine is no joke. Here in America, little has been said, and nothing has been shown.

All that's changed when an obscure black box appeared at the headquarters of video game magazines across the nation. In this box was a video of real-time footage from Oddworld Inhabitants' upcoming Munch's Oddysee game. This short reel, which ran approximately two minutes, displayed an atmosphere unlike any seen before in a video game. The entire environment, and all of its inhabitants, move in real-time; and just like Earth, this fantasy world actually has an ecosystem embedded in its code. As a herd of Scrab ran through an incredibly detailed canyon, family of Mudokan's gathered wood for a rapidly approaching cold night. We also saw the environment change from lush, to dry, to waste. Most impressive of all and the finale of the clip, a Slig ran through a battle-ravaged forest to a lookout tower. Before it entered the stronghold, it looked to the sky and eyed several blimps approaching. Without hesitation, the Slig ran into the tower, sprinted past a Mudokon on a hamster wheel, and ascended several ladders. This interior environment actually looked just like the prerendered backdrops in the previous Oddworld titles...However now, it is rendered in real-time and presented in high resolution graphics. Once the Slig reached the top of its ascent, it exited through a door and vigorously spun a crank to sound an airhorn alarm. The video then cut to black, but the show wasn't over. It also included a tech demo of real-time morphing and facial expressions. The morphing showed Abe walking into the screen, then in a split-second his flesh melted to reveal an animated set of bones. The facial expressions also looked fantastic, showing Abe change moods on the fly.

At this point, we rolled our tongues back into our mouths, and called Oddworld Inhabitants to find out more about this product. As always, "The Man" Lorne Lanning took some time out of his busy schedule to talk about Munch's, the PlayStation2, and even the third chapter in the Quintology, Squeek's Oddysee. If you can pull yourself away from these amazing images, flip to see what Lorne has to say.

A herd of Scrab gallop in a highly detailed canyon.

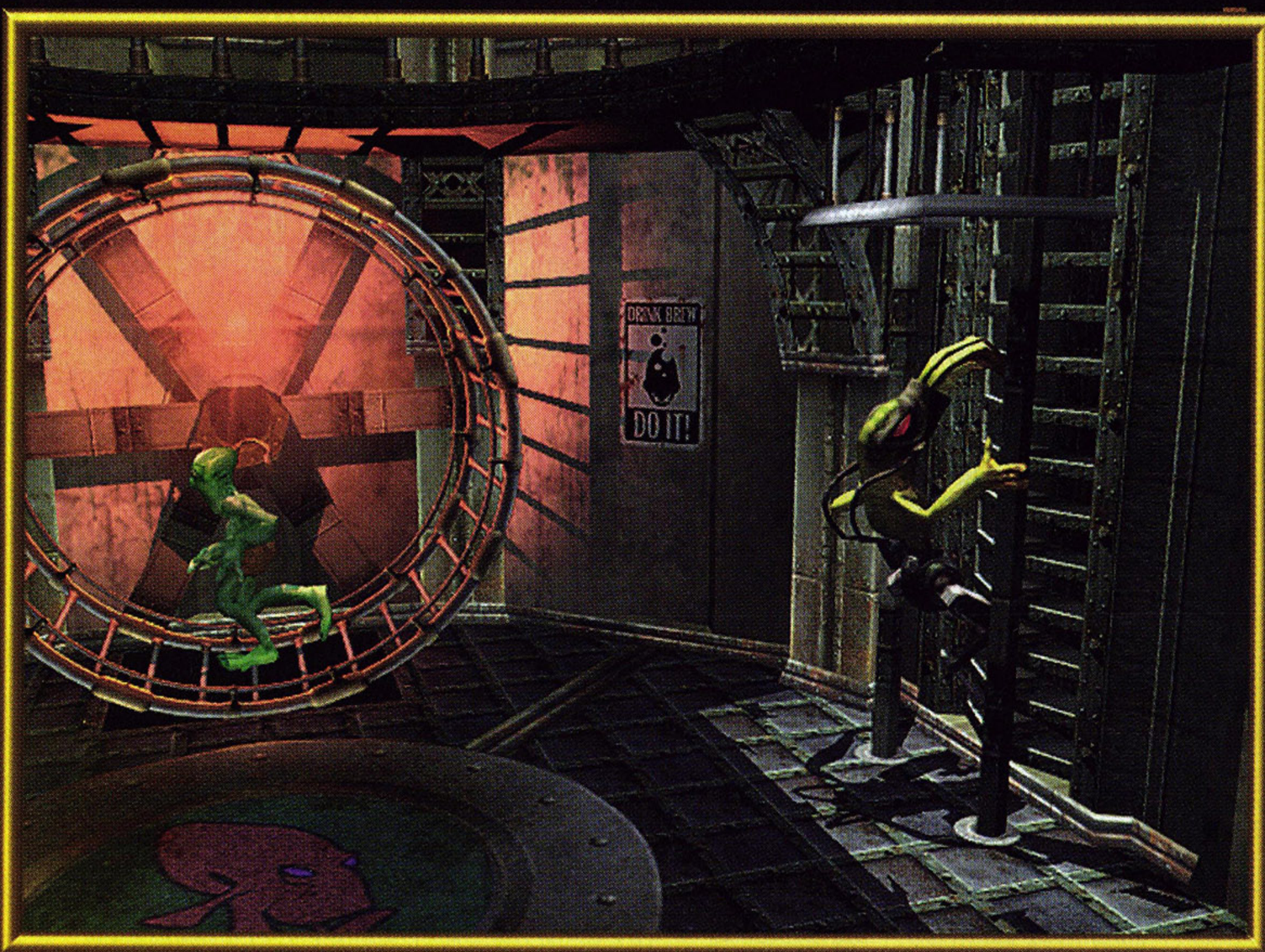
For the first time in Oddworld history we see Mudokons in their habitat and not enslaved by greedy corporations.

Several Mudokons gather wood for a chilly night.

A wandering Scrab visits a forest outpost in search of food.

A Slig warrior runs across a scorched land, and ascends a tower to sound an alarm, warning his comrades of an airbound invasion.

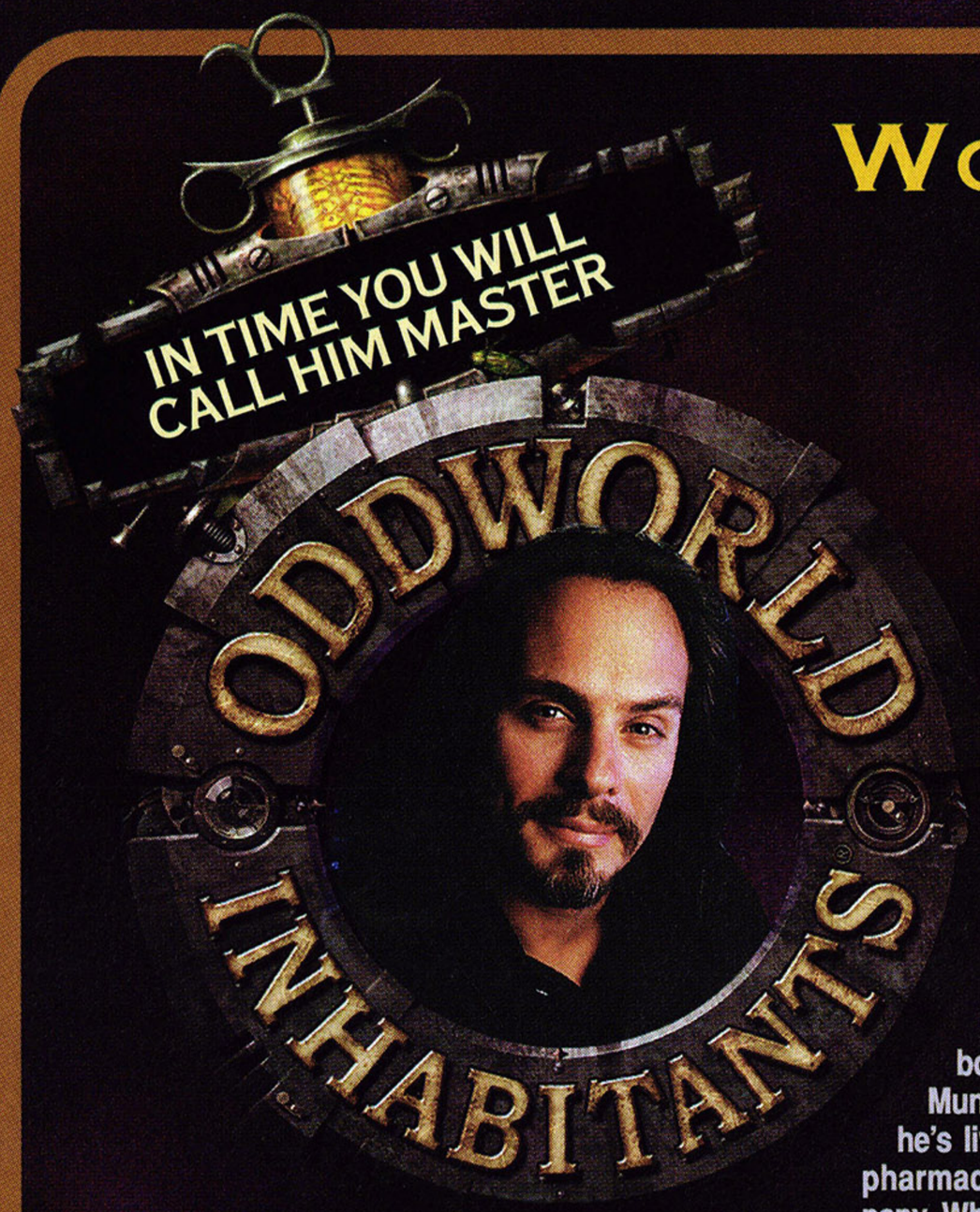
Inside the tower we see that despite all of Abe's heroics, the Mudokon race is still bound to slave labor.



As you can see, the world changes in appearance. Pictured here are examples of a lush, dry, and desolate valley.

# Words of Wisdom With Oddworldian Lorne Lanning

*If the real-time sample we were fortunate enough to breathe in is any kind of indication of what this game will actually be like, then the future of video games is going to be a very pleasant place to be. Once again, Oddworld Inhabitants' front man, Lorne Lanning, has taken a few seconds to talk to the dorks at GI; and for the second time running, he has spilled the beans on a ton of stuff. So what are ya waitin' for? Read on little cowboy! Read on and learn.*




**GI: Before we delve into Oddworld's new embryo, Munch, let's talk about our good friend Abe. We know he's an important character in the Oddworld universe, and we love him like a cousin. Since his PlayStation adventures made up the first chapter of the Quintology, and Munch's make up the second, does this mean Abe's journey is complete?**

LL: Actually, Abe's journey is just beginning. It is Abe's cause that ropes in the four remaining heroes of the Oddworld Quintology, Munch being the second. All of these heroes have their own fall due to their ignorance, but it's ultimately the dilemma of Abe that pulls them together and gives them a greater cause.

**GI: Do you feel there's still a place on PlayStation2 for the 2D gameplay formula found in Abe's 32-bit adventures?**

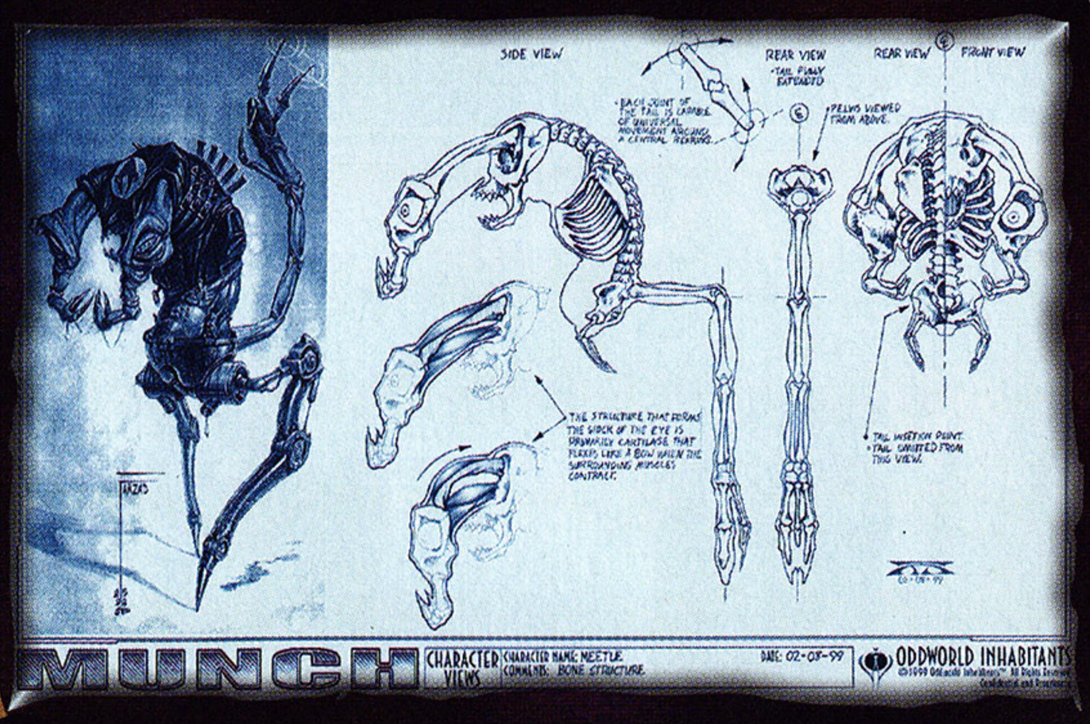
LL: Abe's 2D days are over. From here on, Oddworld is 3D.

**GI: Will we see another solo adventure starring Abe?**

LL: It's possible, even highly likely, but at this moment there is nothing on the design table.

**GI: What role will Abe play in Munch's Oddysee?**

LL: In the beginning, Abe selfishly uses Munch for his own gain. It's a dysfunctional relationship that helps each of them to understand more about their own shortcomings. It's an awkward relationship that ultimately makes each of them stronger.




**GI: Who is Munch, and what is he about?**

LL: Munch is similar to Abe in that he is an unlikely hero who is also "hanging at the bottom of the food chain and slipping fast." Munch is the last survivor of his species, but he's living in the animal testing department of a pharmaceutical research company. Why? One reason was that Gabbit lungs made good transplants for Glukkons who had lung cancer. Many Glukkons get lung cancer, so there was a pretty big demand for Gabbit lungs. There was also a huge demand for the very expensive dish known as "Gabbiare," which is actually Gabbit eggs. (They taste great with champagne and crackers.) Hence, the demand for Gabbiare added to the near extinction of the Gabbits. However, the biggest threat to the Gabbits is the fact that their bodies' biology holds a cure to a major disease that tends to afflict the wealthy and powerful. The pharmaceutical company that is holding Munch captive is making a fortune researching a cure for this disease. Of course, they don't actually want to find a cure, they just want to keep getting paid to continue "researching" a cure. Knowing that the chemistry of a Gabbit holds the cure, they're killing off all the Gabbits so that nobody else will find the cure. They know that no Gabbits equals no cure, and then they can just keep making a fortune searching for the cure.

**GI: What will the relationship be between Munch and Abe?**

LL: It's a relationship that depends upon trust and compassion. When the trust and compassion break down, then both of them have new and horrible realizations about themselves.

**GI: We know you've had the Munch story brewing in the bowels of Oddworld Inhabitants for quite some time. Were you ever going to release it on the PlayStation? Or was this title destined for the PlayStation2 from the get go?**

LL: The idea to build Munch's Oddysee for the PlayStation was considered about three years ago. However, shortly after breaking it down, we soon realized that there was no way in hell the PS-X was going to drive this game. So we decided we would hold off on Munch until the next generation system arrived. We placed our bets on a very ambitious spec, kept designing Munch for nearly two years, and ultimately crossed our fingers hoping that Sony's PS-2 would be powerful enough to drive it. Then, when the specs for the PS-2 were announced, it was a huge relief.

**GI: How will Munch's gameplay compare to Oddworld: Abe's Oddysee and Oddworld: Abe's Exoddus?**

LL: Munch's Oddysee will be more focused on world simulation and the behaviors of characters and ecosystems to achieve much more "living" impressions. We are simulating entire life cycles for all the characters in the world, all the communities, and even the landscape. We are truly going for a "world" simulation approach rather than gauntlet types of puzzles that you saw in our previous games. We are also putting a ton of effort into advanced behavioral, simulation, and social chemistry models. GameSpeak will also now allow you to move around and manipulate a large number of characters in order to have them do your bidding and reshape your landscape. GameSpeak has become more highly evolved and smarter, but simpler to understand and use.

**GI: You say that you can now control larger groups of characters. Does this mean Munch can command an entire army?**

LL: Abe's more of the army commander type in this game. While Munch tends to have more influence over the animals and machines.

**GI: What are some of the new GameSpeak commands that Munch barks out?**

LL: We still have at least a year until release. I don't want to spill all the beans just yet.

**GI: You've said, "Munch's Oddysee will be in real-time 3D, but it will do it in ways that have not been done yet"; can you elaborate on that?**

LL: In most real-time 3D games, the two biggest shortcomings that we identified and addressed deal with the camera systems and the character's seeming to truly be aware it is in the world. Many people do not enjoy the roving, wild, whip-panning camera activity that comes with over-the-shoulder or POV. So we will be offering a different twist to the camera logic, which aims to fix the orientation and motion-sickness problems that result from the status

quo of what's going on out there. Our camera system will feel more "cinematic" in its delivery, without compromising playability. As for characters, we feel the industry is suffering from a "virtual idiot" phenomena. What was very easy for a character to accomplish in a 2D gaming environment has become much more difficult in 3D.

The controls and characters don't seem to know where the pickup item is; they can't figure out the doorway is right in front of them without slamming into the wall; they jam up in tight corridors because controlling efforts are not precise. For example, pickup items used to take one fraction of a second in 2D; but now, in even some of the best examples, like Zelda or Mario, a pickup item (or sign to read) takes five times longer and as a result makes the character look stupid. So we've been working on a system that helps the game's Inhabitant identify where it is in the environment and also recognize what items of interest might be nearby. So picking up an item should be as fluid as it used to be in 2D, yet still look totally real and convincing in 3D. The same applies to a character running through a hallway, entering a tight doorway, or anything else that involves having the desire of the game player manifest more easily in controlling the game's Inhabitants.

GI: Are you expanding on Game Emotion?

LL: Massively. With the additional audio memory that is now available, and the faster disk access, we will be able to hold many more words and animations. Not to mention the advanced AI that will drive all of the Inhabitants. It's our goal to make things look and feel alive. That means they need to react emotionally if a situation suggests that the Inhabitants would be psychologically effected.

GI: Any new concepts? Game Evolution perhaps? Or have you incorporated some sort of virtual pet into the mix?

LL: All living things on this world will have life cycles. This means they depend on resources to live out their lives. Shortage of these resources manifests in the Inhabitants' abilities and behaviors, as does abundance of these resources. You will be able to breed creatures, nurture them, and condition them by way of your actions and behavior. You will have a great deal of experimentation available to you.

GI: What are the new language treatments you're including in Munch's Oddysee?

LL: GameSpeak is expanding greatly, as are the number of characters. There are a variety of different languages, as well as some that are more musical.

GI: More characters?! More musical?! Speak, man! Speak!!!

LL: We're still too far away from delivery to get too much into these types of details. I can tell you that the world in and of itself will take on much more of a harmonic quality that is directly related to gameplay.

GI: Who are the new adversaries?

LL: Virtually all of the enemies from our previous games will reappear in the new 3D world. But they will be greatly evolved from what was experienced on 32 bit. (Bats won't be coming back, as nearly everyone hated them, and we really try to learn from our mistakes.) They will all have life-cycle patterns that make them more like real living creatures rather than game enemies. Some of the new ones will be much larger in scale, some will have strange co-dependent relationships, some will be aquatic. You'll also start seeing more herds and the like. The real nasties will be the Vykkers scientists and doctors. These guys are very twisted, and they create some strange creatures on their own.

GI: Is there a much larger story taking place than just Munch's saga? It looks like there is some kind of war sweeping the land?

LL: Munch's saga is about him coming to terms with his unfortunate reality and becoming a more compassionate creature as a result of it. In the meantime, there are a lot of confrontations that take place during this game, and some of them ultimately manifest in large-scale conflicts involving many characters. Philosophically speaking, the war that is sweeping the land is consumerism, and the land and its creatures are losing the battle. Munch and Abe are starting to take back the land and return it to its natural state. But those wonderful folks who are making profit from the land don't like giving up without a fight.

GI: How many disks? How long do you expect the game to be?

LL: Munch will fit onto one 4.5 Gigabyte DVD. We expect that once people start playing the game, they will find themselves getting interested in subgoals and subplots – going off on their own and just treating the world more like it's a habitat or terrarium full of living creatures. The result will be that people will want to nurture some things or levels for a long time, possibly days, weeks – who knows? It's our goal to let people take their time and have great fun with this living chemistry set that we're providing them, but also to have a storyline that players will want to unfold. If someone wanted to follow the core story as quickly as possible, then it would probably take a good 50 to 60 hours to unfold. However, we estimate that the replay value will be huge. It will be more like visiting Oddworld than playing Oddworld.

GI: Could you describe how a typical gameplay scenario from Munch's Oddysee unfolds?

LL: Not yet.

GI: Are you (Lorne) supplying the voices again?

LL: I will be supplying a lot of them, but it's our goal to get more and more people within the studio involved with the voices. I love the way Jim Henson did it on his projects. I must also admit that I really don't like the way some studios take animation and use famous actors' voices. It kills the experience for me. If I see fantasy characters, then I want to hear fantasy character voices. I'd much rather listen to Kermit the Frog or Yoda than listen to Sylvester Stallone or Sandra Bullock.

GI: Any plans for Internet play with Munch's Oddysee?

LL: Not for Munch's Oddysee. But we do plan to take the A.L.I.V.E.2 technology to the Internet for Hand of Odd.

GI: What do you think of the PlayStation2 hardware? Is it easy to develop for? More powerful than the Death Star?

LL: No comment.

GI: Hmmm...We know we may be pressing our luck, but what can we look forward to for the third chapter of the Quintology?

LL: It's very possible that Squeek's Oddysee (the third chapter in the Quintology) will require a much more powerful system than the PS-2, but it's too soon to say for sure. Basically, the Quintology was designed to require greater and greater populations of characters for each new Oddysee. We will get dozens more characters on the screen on the PS-2 than we could on the PS-X...but will it be enough to drive what's in store for Squeek? We don't know yet. Even if it's not, we have a fortune of ideas that we would like to manifest for the PS-2, all of which involve fleshing out more of Oddworld.

GI: Do you have any plans to develop games outside of the Oddworld universe?

LL: When you look at Oddworld the way we do – which is to say that Oddworld is a planet ten times the size of Earth, on which so far we've only been to Nicaragua – then you can see that we have no need to develop outside of Oddworld, because the world hasn't even started seeing the rest of Oddworld yet. Our designers and artists know that if they can dream it, it can happen somewhere on Oddworld, so long as it doesn't go into space and so long as it's loaded with mountains of subtext. These are the two critical laws. The Quintology will ultimately just reveal what took place on one continent, but there are many other continents on Oddworld, with many other Inhabitants, cultures, societies, and dilemmas that our world has yet to see. I understand how a lot of people tend to think of it as Abe's world, but that really doesn't do it justice. It would be like saying Earth is Andrew's world. It is where Andrew lives, but there are millions of others there with different issues.

GI: You left the high stakes of Hollywood for video games. Do you feel you made the right choice and can express your vision in games? Or do you eventually see yourself going back to film?

LL: Since we left Hollywood five years ago, Sherry McKenna and I have never looked back. Video games have given us creative and production freedoms that simply don't exist in Hollywood. We do see ourselves making films, but we see ourselves doing it right here, our way, with Oddworld. Not in Hollywood. Just like the games, we will build the movies under our own roof and then have them distributed through the best available means. The idea of going back down to Hollywood and having to do lunch with that group of vampiric bozos makes me want to throw up.

GI: Alright, we want your honest to God opinion here...and no backing out! Who would win in a fight: Abe or Munch?

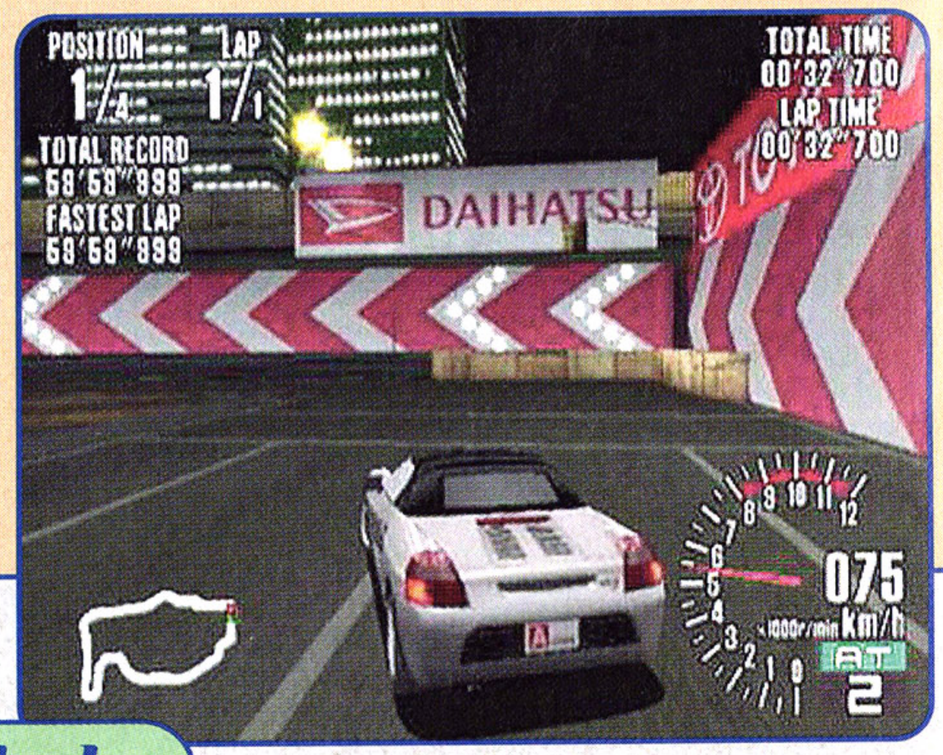
LL: Okay, I'll be honest. If they were in the water, Munch would beat Abe's ass because Abe can't swim. But on land, Abe could probably stomp the piss out of Munch because Munch is really quite pathetic; although there is Munch's tongue move to consider. However, each of them has the ability to possess different types of things. Abe can possess organic creatures, whereas Munch can possess mechanical robots and such. Via possession, then, the winner would only be determined by who had possessed the more powerful victim.

## Sega Unveils New Dreamcast Racer

***Sega of Japan*** recently debuted a new racing game for **Dreamcast** that appears to be its answer to ***Gran Turismo***. The new game, entitled ***Sega GT***, is slated to hit the Japanese Dreamcast in the coming months, and is confirmed for the U.S. later this year.

*Sega GT* will include more than 100 authentic cars from such manufacturers as **Honda**, **Toyota**, and **Mitsubishi**. There is also speculation that **Sega of America** will attempt to include U.S. cars for the North American release.

Look for more on this exciting Dreamcast racing game in future issues.



## Syphon Filter Sequel Unveiled

In a top secret location in the desert of Arizona, **989 Studios** unveiled the sequel to its top selling **PlayStation** thriller, ***Syphon Filter***.

Game editors that were on hand for this event were sworn to secrecy, so many details surrounding the game are extremely scarce. However, *Game Informer* intelligence agents found that the game, code named ***Syphon Filter 2***, is likely to surface on PlayStation this spring.

More details on this covert title are on the way in upcoming issues.

## Gran Turismo 2 Release In Question

**Sony's** highly anticipated racing sequel, ***Gran Turismo 2***, was the subject of great speculation in the past weeks as its exact release date has come into question. Reports from numerous sources stated that the game has been delayed.

**Sony Computer Entertainment America (SCEA)** originally announced that *GT 2* would arrive in stores on December 7, while a SCEA spokesperson still maintained that the game would arrive on the announced date. Retailers across the country changed the expected release date to the last week of December.

At press time we are still uncertain as to the exact release date of *Gran Turismo 2*, but we advise all of our readers whom are interested in purchasing the game to contact their local game store for exact release information.

## The Force Returns To PS-X With Jedi Power Battles

Just when you thought the **Episode I** madness would die down for a few months, LucasArts announced a new **PlayStation** action game, ***Star Wars: Episode I Jedi Power Battles***.

"*Jedi Power Battles* is a fast action, arcade-style game inspired by classic LucasArts titles such as ***Super Star Wars***," says Joel Dreskin, product marketing manager for LucasArts. Players can choose from one of five Jedi masters – Qui-Gon Jinn, Obi-Wan Kenobi, Mace Windu, Plo Koon or Adi Gallia – in a one or two-player game. Each Jedi has his or her own set of moves and skills. There will also be a wealth of power-ups to aid your quest against the Sith and the Trade Federation. The game will include ten different levels all based on actual *Episode I* settings.

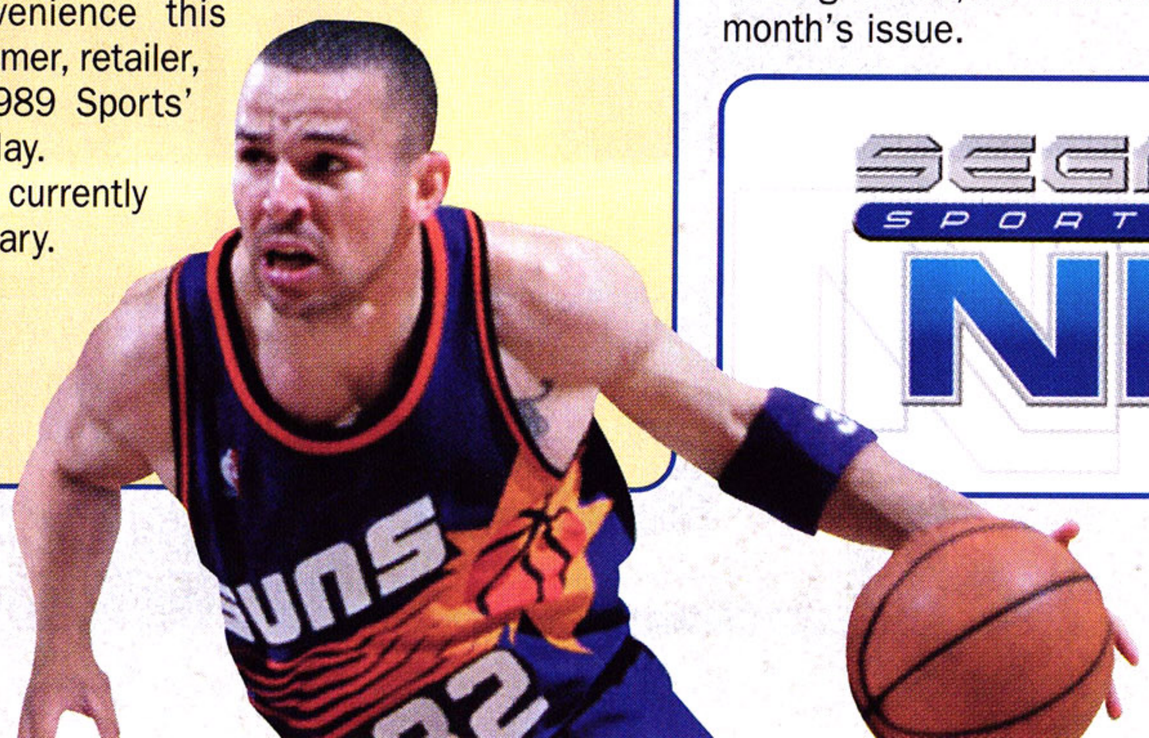
*Star Wars: Episode I Jedi Power Battles* is set to launch on the PlayStation this spring.

## Shoot Out 2000 Called For Technical Foul

**989 Sports** has delayed the release of its PlayStation basketball title, ***NBA Shoot Out 2000***.

Video game basketball development has not been very smooth for the folks at 989 Sports in the last two seasons. If you remember, last year's ***Shoot Out*** was delayed and then completely canceled. This year, 989 Sports again was not pleased with the progress of *Shoot Out 2000's* development and decided to take a few more months to get the game just right. "We apologize for any inconvenience this may have caused any consumer, retailer, or media outlet," read a 989 Sports' statement regarding the delay.

*Shoot Out 2000* has currently been rescheduled for February.



## Release Date Set For Dreamcast Hockey

Sports hungry players on **Dreamcast** will get yet another meal from **Sega Sports** next month. ***NHL 2K*** is scheduled to arrive in stores during the second week of February.

Developed by new coders, **Black Box**, *NHL 2K* will get the same graphical treatment as Sega Sports' *NBA* and *NFL* games. Expect to see exceptional player detail with faces beautifully recreated on the virtual skaters.

*Game Informer* is expecting to see more on the game in the coming weeks, so look for your first glimpse of the game in next month's issue.

## editor's top ten

10. *WWF WrestleMania 2000 - N64*
9. *Twisted Metal 4 - PSX*
8. *Sypro 2: Ripto's Rage - PSX*
7. *Crash Team Racing - PSX*
6. *Sega NBA 2K - DC*
5. *Medal of Honor - PSX*
4. *Tomba 2: The Evil Swine Return - PSX*
3. *Final Fantasy VIII - PSX*
2. *Resident Evil 3: Nemesis - PSX*
1. *Tony Hawk's Pro Sktater - PSX*

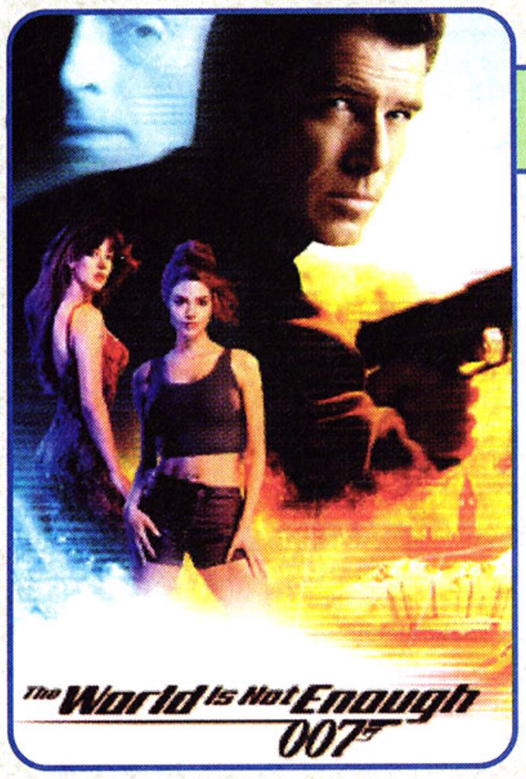
## reader's top ten

10. *Sega NFL 2K - DC*
9. *Army Men: Sarge's Heroes - N64*
8. *Resident Evil 3: Nemesis*
7. *Madden NFL 2000 - PSX*
6. *Pokémon Pinball - GBC*
5. *Driver - PSX*
4. *Tony Hawk's Pro Skater - PSX*
3. *Crash Team Racing - PSX*
2. *Knockout Kings 2000 - N64*
1. *Pokémon Yellow - GBC*

## top ten Similarities Between Motorcross & trench Warfare

10. *Mud*
9. *Helmets*
8. *Constant Skull Piercing Noise*
7. *Shell Shock*
6. *Both Can Leave You Sterile or Impotent*
5. *Over the Top!*
4. *Very Few Fans of Either*
3. *Low Prospects of Advancing to a New Career*
2. *Hard to Make Into a Good Video Game Out of Either*
1. *Lots of Handsome Young Men in Uniform*

*Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:*
***Game Informer Magazine***
***Attn: Top Ten***
***10120 West 76th Street***
***Eden Prairie, MN 55344***
*Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!*

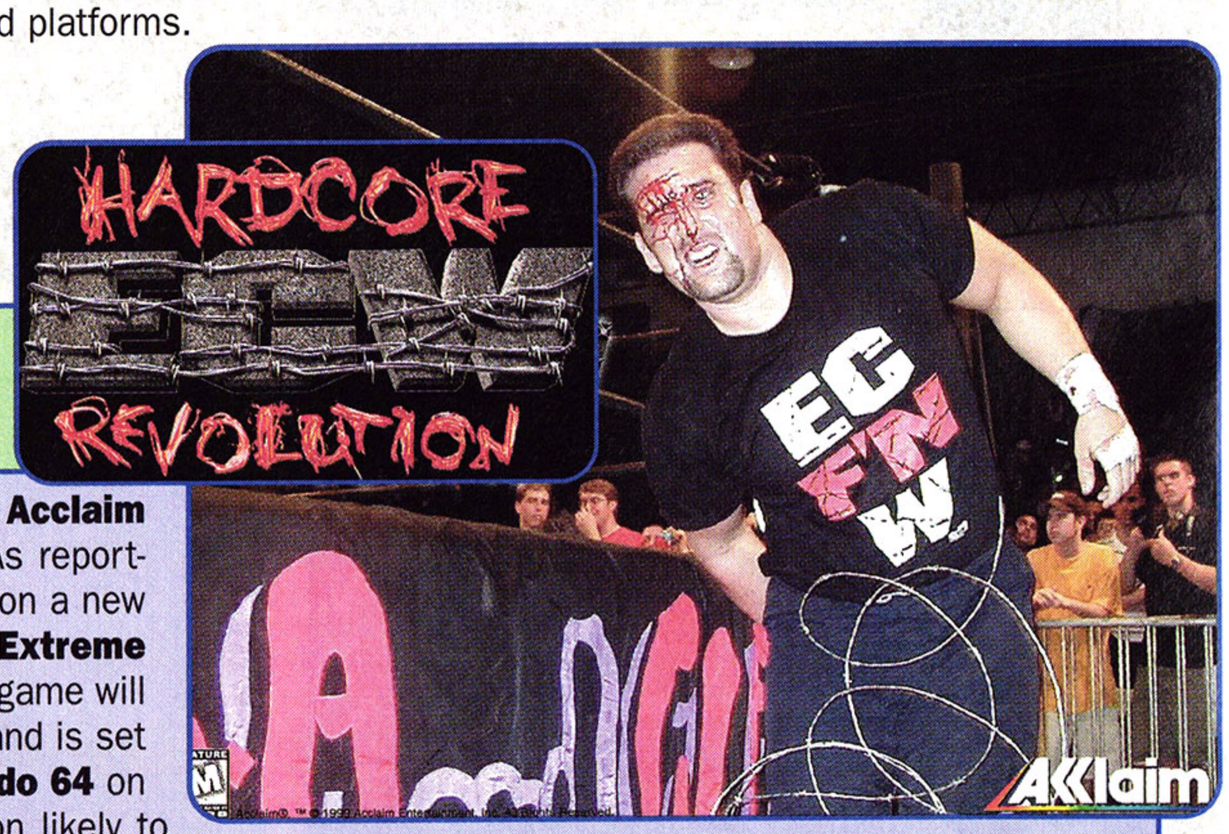



## EA To Have Its Way With 007

Hoping to expand the so far limited **James Bond** titles available, **Electronic Arts** has made a deal with **MGM Interactive** to develop and publish James Bond games for consoles and PCs. The multi-year agreement gives EA the rights to publish and distribute Bond games for current and future game consoles.

The first game announced in this newly formed relationship will be a action/adventure game based on the current Bond tale, ***The World Is Not Enough***. The game is scheduled to release sometime this year on multiple, unnamed platforms.

## Acclaim Starts A Hardcore Revolution



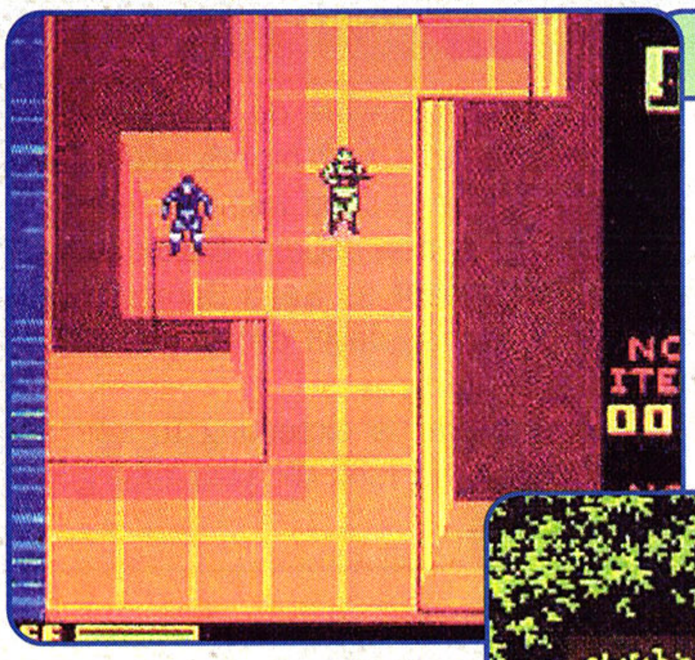

More details have been released on **Acclaim Entertainment's** new wrestling title. As reported last month, Acclaim is hard at work on a new wrestling game featuring the cast of **Extreme Championship Wrestling (ECW)**. The game will be titled ***ECW: Hardcore Revolution*** and is set to release for **PlayStation** and **Nintendo 64** on February 17, with a **Dreamcast** version likely to follow.

All your favorite bleeding psychopaths, including Sabu, Raven "Don't call me Johnny Polo," Mike Awesome, Tommy Dreamer, Justin "Not the guy at *Game Informer*" Credible, and "Mr. PPV" Rob Van Dam, are included for your hardcore amusement. All told, over 46 tough guys and gals will be at your control, each with their own trademark moves and taunts.

Capitalizing on Acclaim's vast wrestling game experience, *Hardcore Revolution* will contain a ton of modes and features. The famous create-a-wrestler option is sure to be back and improved, allowing you to make turncoats like Taz and Shane Douglas for the real workers to beat down. More than 20 game modes are planned, including a video game first: the barbed-wire match!

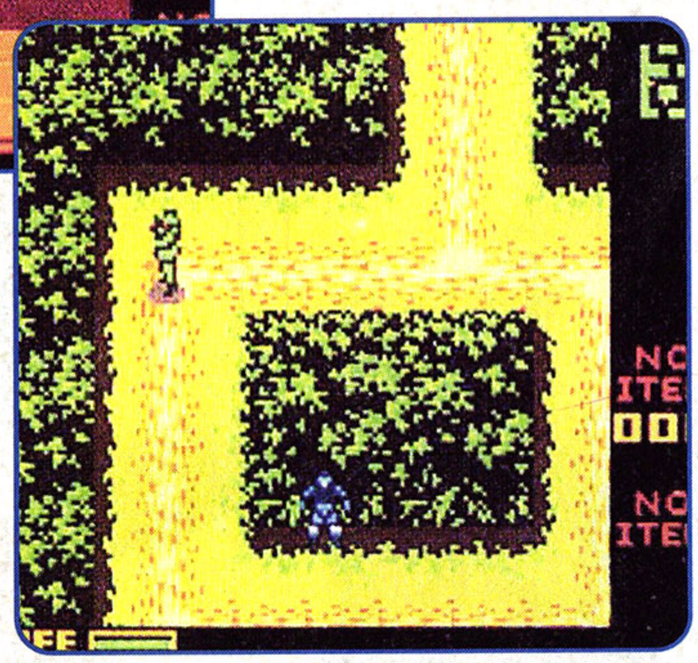
Acclaim estimates *ECW:HR* will receive a Mature ESRB rating, due to "adult language and content." More info on the game and *ECW* can be found in the February issue of *Game Informer* and at www.hardcorerevolution.com.

## Solid Snake Goes Portable



The popular **NES** action series, ***Metal Gear***, is heading to the **Game Boy Color** with an exciting new chapter that capitalizes on classic gameplay and retro graphics. The title of the game is ***Metal Gear: Ghost Babel*** and it should ship for the handheld unit this summer. Solid Snake is back and of course, stealthy tactics are the key to victory.

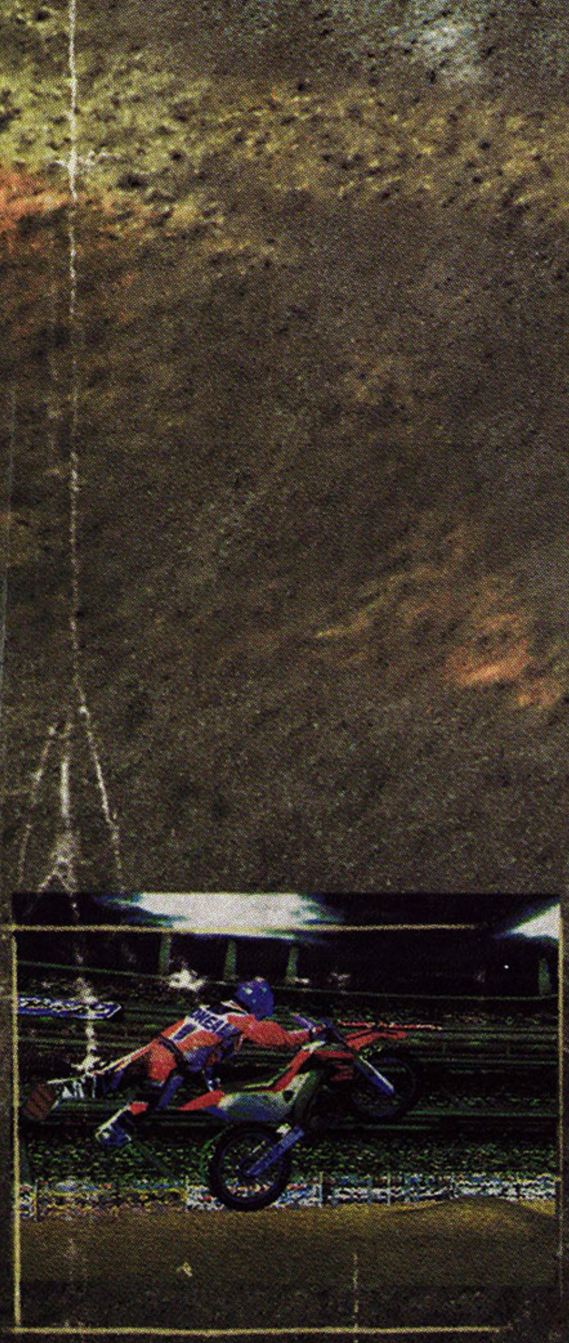
Drawing inspiration from its **PlayStation** brother, *Ghost Babel* features a more cinematic package (stillframe cuts) and VR training. You can also look forward to linking two Colors together for multiplayer.



# SuperCross Circuit™

# BURY THE COMPETITION.

## That's what the dirt's for.



### Top Riders Including . . .

① Albertyn
② Button
③ Dowd
④ Emig
⑤ Ferry
⑥ Henry
⑦ Huffman
⑧ Hughes
⑨ Johnson
⑩ Lamson
⑪ LaRocco
⑫ Lusk
⑬ Lytle
⑭ Pichon
⑮ Tortelli
⑯ Ward
⑰ Windham

### Supercross/Motocross Tracks

① Glen Helen Raceway
② Spring Creek Motocross Park
③ Washougal Motocross Park
④ Unadilla Valley
⑤ Budds Creek Motocross Park
⑥ Kenworthys Motocross Park
⑦ High Point Raceway
⑧ Southwick MX 338
⑨ Hanglown Raceway
⑩ Steel City Raceway
⑪ Broome-Tioga Sports Center
⑫ Red Bud Track N Trail
⑬ Qualcomm
⑭ Bank One Ballpark
⑮ Sam Boyd Stadium
⑯ Metrodome
⑰ Astrodome
⑱ Atlanta, Georgia
⑲ Pontiac Silverdome
⑳ Raymond James Stadium
㉑ Anaheim, California

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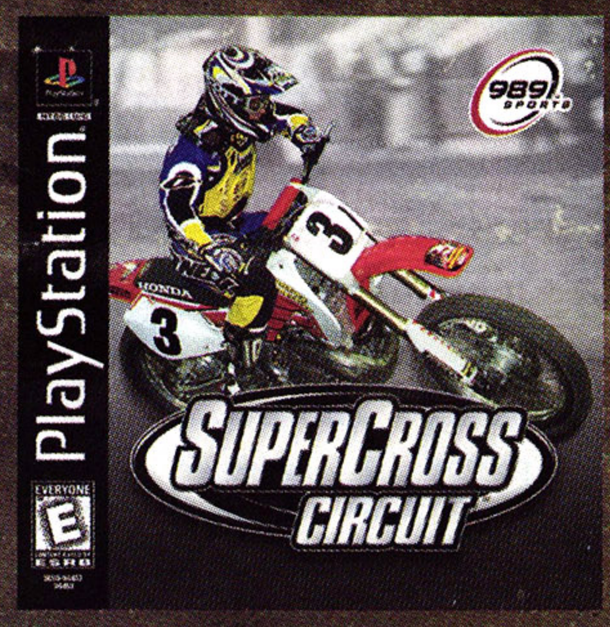


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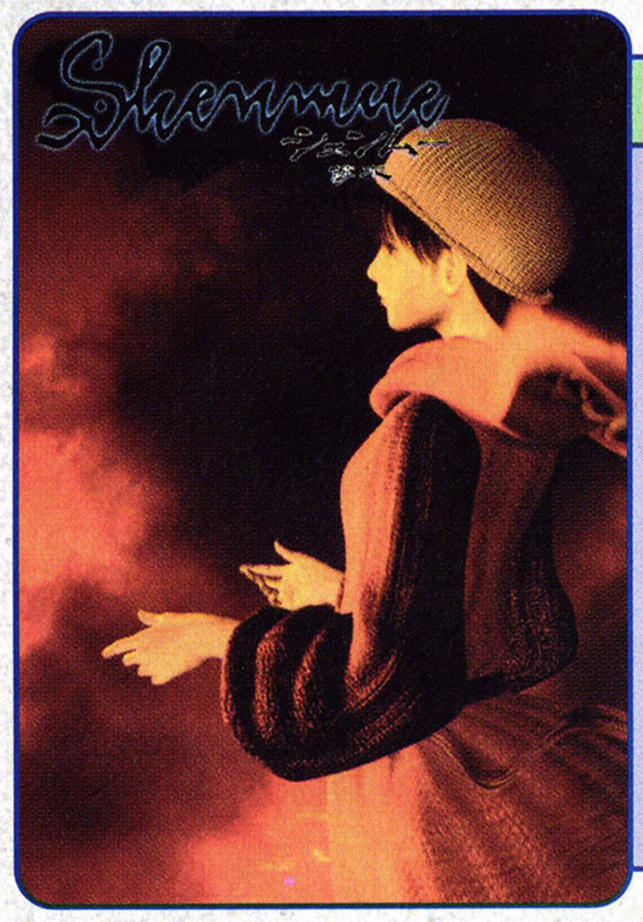
# GI NEWS

WHAT'S HOT • TECH TALK • MUTATION NASHUN • COMIC WATCH • TOP TEN • TRIVIA • NAME THAT GA




## A Shenmue Surprise In Japan

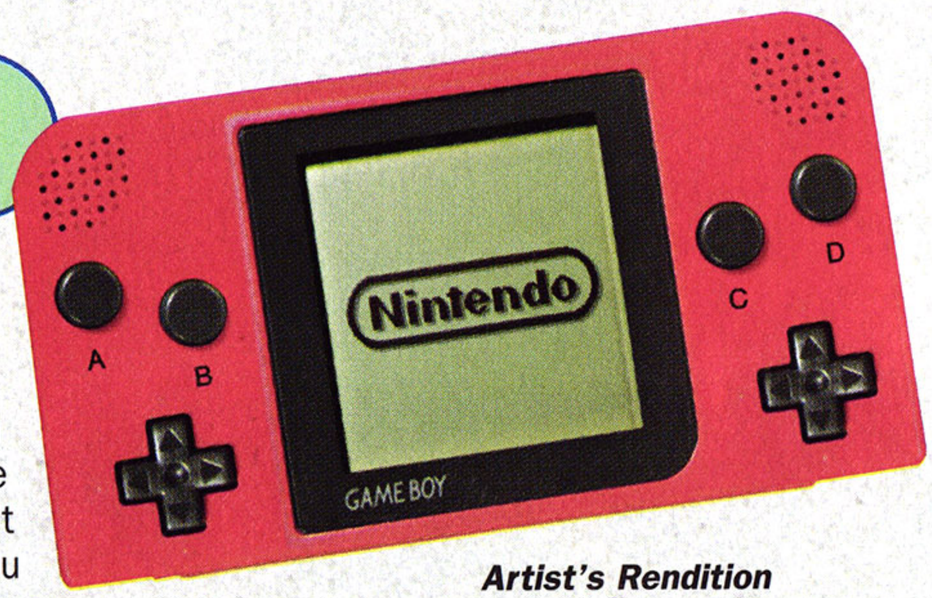
**Sega of Japan** pulled a fast one on gamers in Japan and on **Dreamcast** owners across the world.

As reported last month, Sega announced that the Dreamcast action/adventure, ***Shenmue***, had been delayed until April. In a sudden switch, Sega made a surprise announcement telling gamers that the Japanese launch of *Shenmue* would now be December 29. The reason for this release change is uncertain, but *Game Informer* speculates that increased manpower was put into *Shenmue's* development to get the game out before the end of 1999. Another possibility is that some of the game's features have been cut to allow the game to release early. Either way, this is good news for Japanese Dreamcast players.

*Shenmue* is not scheduled to release in the U.S. until next fall.

## Game Boy Advance Designer Speaks

Japanese magazine **Famitsu 64+** recently interviewed **Masahiro Deishi**, a member of the **Game Boy Advance** design team, regarding Nintendo's upcoming 32-bit handheld system. Deishi, when asked to explain the decision to make the system a horizontal console, said, "I can't say more than what's in the paper, but you could say that it has the face of the Game Boy. Up until now, we've used a vertical design, so we wanted to stick with that, but in order to keep the overall size of the unit small with the larger LCD screen, we decided that horizontal was the best way to go."



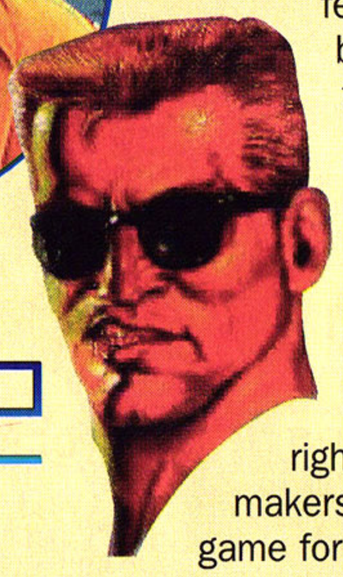

***Artist's Rendition***

Deishi also seemed to hint that the system might not be compatible with previous Game Boy systems. When asked about the future of the Game Boy Advance, Deishi commented, "It's becoming something everyone is really happy with. Currently, there are more than 800 titles available for the Game Boy, but we feel like we can create a new kind of experience [with the Game Boy Advance]. The people in the software development division are acting like children who just got a new toy." Nintendo has not set a release date for the Game Boy Advance, which will likely be able to link to the **Dolphin**. *Game Informer* expects to see the GB Advance for the first time at next year's Space World show in August.

## Take-Two Takes Two

Take-Two Interactive Software's **Rockstar Games** division has been busy with new game announcements over the past few weeks. The company revealed plans for a game based on **Austin Powers** and also a new **PlayStation2** title starring **Duke Nukem**.

Take 2 and Rockstar gain exclusive rights to publish console and PC games of Austin Powers and plans are being made to produce games for both the **Game Boy Color** and **PlayStation** this year. Take 2 also stated there are preliminary plans for a PlayStation 2 version as well.



For ***Duke Nukem***, Take 2 acquired the PlayStation2 rights from 3D realms and plan to use developer n-Space, makers of ***Duke Nukem: Time to Kill***, to craft the new *Duke* game for PS-2.

## Game Informer's Site O' The Month

Smithsonian Institution

### Coming Attractions by Corona
www.corona.bc.ca

Surprisingly, the triple-dub's premier purveyor of Tinsletown gossip is not based in Hollywood, but in frigid British Columbia, Canada. Want to know the latest on Peter Jackson's movie adaptation of the Lord of the Rings trilogy? How about Fletch 3? Look no further. Facts, rumors, and half-truths all simmer together in Corona's spicy cinema jambalaya. Don't take it as gospel, but for every red herring there is a solid scoop. A must-bookmark for movie fans.

## VIDEO GAME TRIVIA

1. *When Tomba creator Tokuru Fujiwara worked for Capcom, he was one of the guiding forces behind what legendary title?*
2. *What was the first viable online console gaming peripheral?*
3. *What was the game that came packed-in with the PlayStation when it launched?*
4. *What was the first classic game museum title ever released?*
5. *What was the first magazine devoted entirely to video games?*

*[Answers on the bottom of page 27]*

Patriotic strategy fans can relive the tumultuous days of Revolutionary War with this exhaustively detailed SNES title. Created by obsessive Japanese developer KOEI, this complex and well done game lets you command the upstart Yankee forces against the dentally deficient dandies known as the English. This may be an old game, but it is as deep as many of today's titles (the instruction book is as large as a short novel).

*[Answer on the bottom of page 27]*

Sweet Tooth's back and in charge of the original car combat freakshow, Twisted Metal 4. With new interactive battlegrounds, *wicked characters*, innovative weapons, killer graphics, a hell-raising soundtrack, car customization and best of all, Sweet Tooth's *evil* henchmen. *Man*, as if clowns weren't scary enough.

989 STUDIOS

www.989studios.com

PlayStation

RATING PENDING RP CONTENT RATED BY ESRB

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## Data File:

➤ **Capcom** is rumored to be working on a sequel to ***Marvel vs. Capcom***. Spider-Girl and Daredevil are just some of the possible new character additions.

➤ **Working Designs** has renamed its **PlayStation** action/strategy game, ***Detonator Gauntlet***. The new title is ***Vanguard Bandits***.

➤ Reports from Japan indicate that **DVD Dreamcast** compatibility could come as early as March in Japan.

➤ **Sony** announced that there is a **PlayStation** in one of five US homes (22 million units). In October alone, Sony claims that PlayStation games sold more than double that of their closest competitor.

➤ ***Pokémon Yellow*** has replaced ***Zelda: Ocarina of Time*** as Nintendo's fastest selling game ever. In the first two weeks of release, *Pokémon Yellow* sold over 1 million copies.

➤ **Activision** has tentatively slated the release of its ***X-Men*** fighting game for March 15. The game is planned for **PlayStation**, **Nintendo 64**, and **Game Boy Color**.

➤ **Electronic Arts** announced that they have signed an agreement with basketball broadcaster and former coach, **Dick Vitale**. Mr. V will lend color commentary to EA's ***March Madness 2000***, alongside play-by-play announcer **Ron Franklin**.

➤ **Vatical Entertainment** has acquired the U.S. publishing rights for the **Dreamcast** action/RPG, ***Elemental Gimmick Gear (E.G.G.)***.

➤ In an interview with trade magazine *GameWeek*, **EA Sports** vice president and executive in charge of production, Michael Pole, stated that the company currently has no plans to develop games for the **Sega Dreamcast**.

➤ **THQ** announced an agreement with **Genetic Anomalies, Inc.** to develop and publish a **WWF** online multiplayer strategy game, set to be released sometime in the first half of this year.

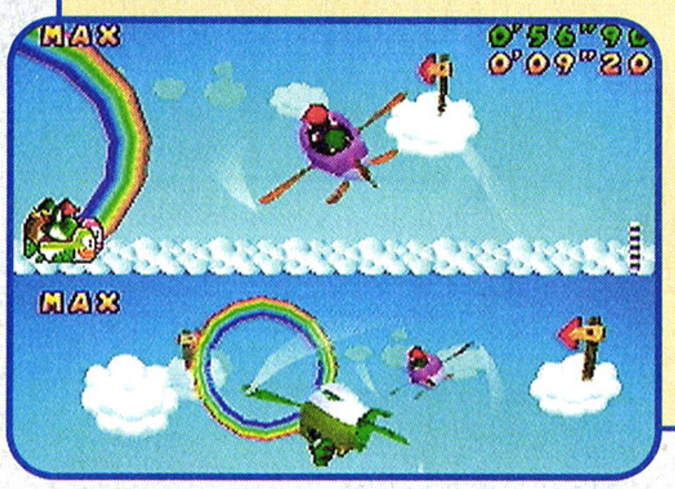
## Mario Throws Another Party

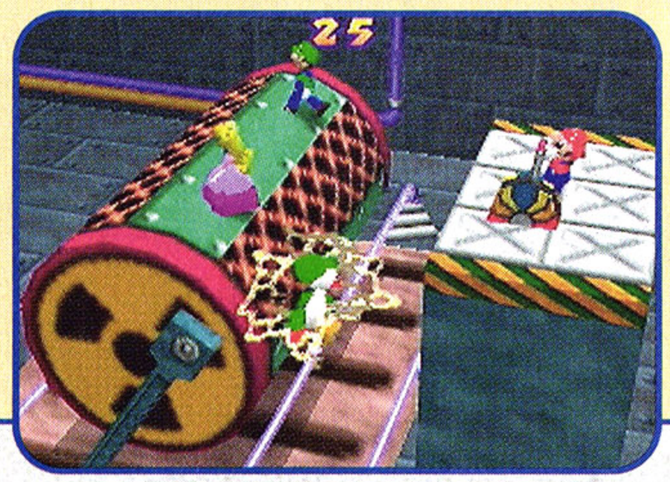
The festive plumber is planning another soiree on the **Nintendo 64**. In other words, gamers can expect to see ***Mario Party 2*** later this month.

The game will feature five new game boards and 64 wacky mini-games to amuse the bemused fans of the original game that arrived last spring. We can't wait for another crack at the crane game!

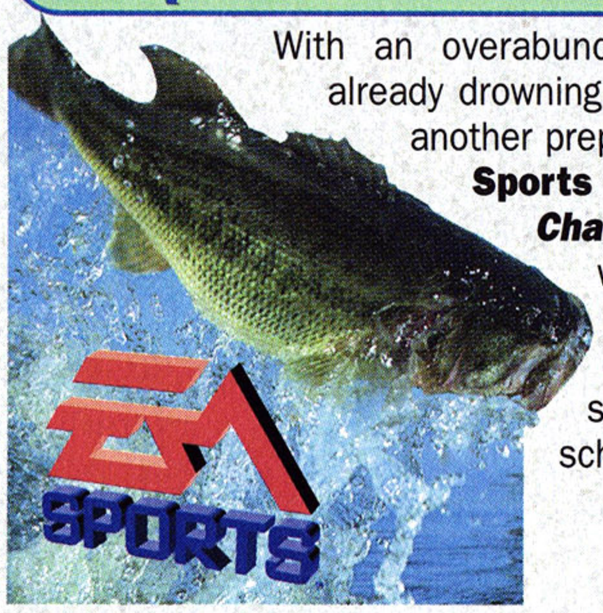
Look for *Mario Party 2* on January 24. The game will sell for a suggested retail price of $59.95.

MARIO PARTY 2




## EA Sports Fishes For PlayStation




With an overabundance of fishing simulations already drowning the **PlayStation**, there is yet another prepared to wash up on shore. **EA Sports** is readying ***Ultimate Bass Challenge*** for the PlayStation as we speak.

The game is currently in development at EA's Seattle studio and has tentatively been scheduled for release in March.

## Coming Soon: Ace Combat 3

**Namco's *Ace Combat 3 Electrosphere*** has finally received the call to scramble. The game is scheduled to land at stores in March.

If you like flying games, chances are you thought *AC 2* was the cat's pajamas, so there wasn't a whole lot that needed improving. A graphical update is the major new feature to *AC 3*, with lighting and cutscenes highlighting some groovy visuals. Other nifty additions include the technological buzzword of the day, 'Real-time Perspective Control,' which basically means the camera can move around and lock onto prospective targets. Mid-air refueling can now be a player-controlled activity, and several landings, both day and night, land and sea, make even coming home an exciting experience.

ACE COMBAT 3 electrosphere

## More Trials & Tribulations From The Pokemon Universe

After last month's report regarding **Pokémon** being banned in schools in such states as New York, New Hampshire, and New Jersey, more reports of altercations have surfaced through new sources and you, our readers. Here are just a few of the reports.

➤ "Cheeseball", a *GI* reader from Washington tells us that Pokémon Cards have indeed been banned from his junior high school, although he adds that the ban has done little in stopping students from bringing them to school.

➤ *GI* reader, Gary Aldridge, believes the Pokémon craze is "tearing up the nation" and vows to burn the cards if he gets any.

➤ A recent observation from one of the members of the *GI* Staff found that there are a large portion of Pokémon Card collectors who don't even know how to play the game. "The Wizards of the Coasts Pokémon cards are a game and, if you want to play, you have to know how to read," exclaims the editor who wished to remain anonymous.

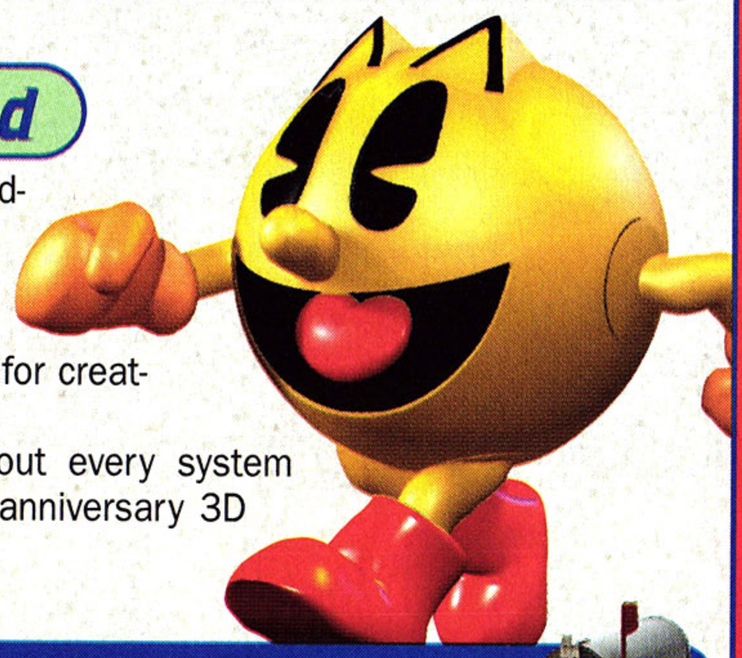
➤ A news story reports that in Quebec, Canada, a teenager was treated for a stab wound he received at the hands of a 12-year-old Pokémon trainer. It seems that the 12-year-old, a connoisseur of fine Pokémon trading cards and a budding hooligan, had stolen some valuable Pokémon cards from the teenager's 10-year-old brother. When the elder brother attempted to retrieve the cards from the little thug, the 12-year-old attacked the teenager with a knife, leaving a nasty gash in his shoulder.

➤ In 1977, *Game Informer* staff member Paul Anderson, witnessed a bogus trade involving baseball cards. Anderson states that one kid almost started crying after he realized he made a bad trade.

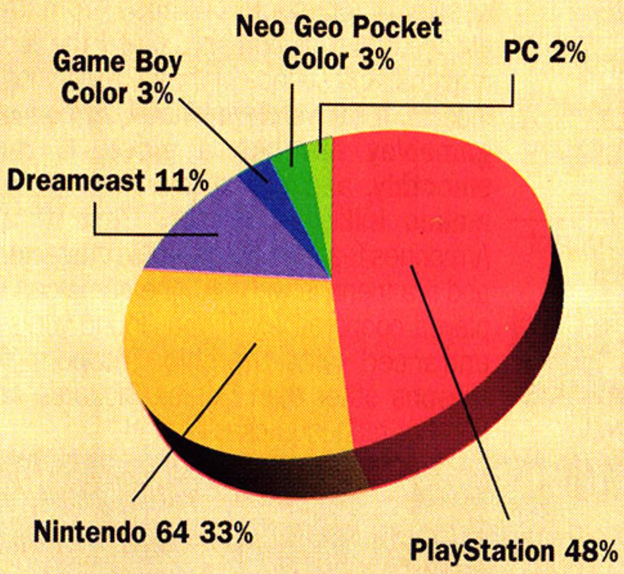
## Game Of The Century Crowned

Tokyo, Japan, a virtual Mecca for gamers worldwide, chose their **Tokyo Game Show** to hold a ceremony for the "Game of the Century," Pac-Man. **Mr. Masaya Nakamura**, founder of the yellow guy's home team, **Namco**, is the man most responsible for creating this gaming icon.

***Pac-Man*** has appeared in games on just about every system known to man, including ***Pac-Man World***, a 20th anniversary 3D platformer for the **PlayStation**.



**What is your favorite video game system?**




*Source: gameinformer.com survey*

## NOT GETTIN' ANY?

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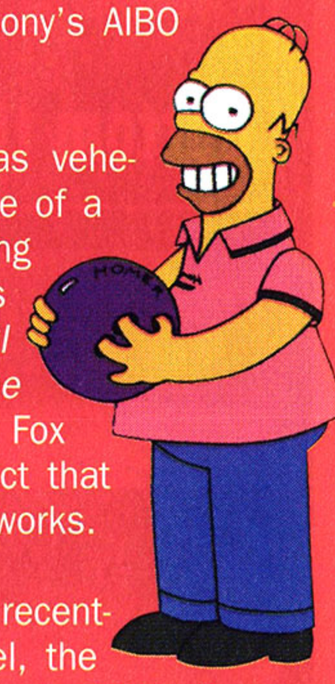
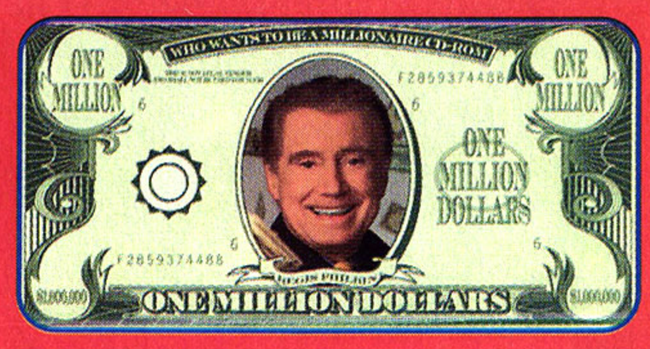
## THE GOOD, THE BAD, THE UGLY

**GOOD – Time Digital**, the personal technology publication of Time magazine, voted the **Sega Dreamcast** "Machine of the Year" for 1999. Dreamcast beat out other products such as the **Rio MP3** player and Sony's AIBO robotic dog.



**BAD – Fox Interactive** has vehemently denied the existence of a Simpsons licensed bowling game for **PlayStation**, as reported in last month's *GI News*. However, *Game Informer* learned that the Fox may be covering up the fact that the game is actually in the works.

**GOOD – Gameinformer.com** recently interviewed Sanders Keel, the producer of ***WWF Smackdown***, THQ's first WWF wrestling games for **PlayStation**. The entire interview can be found at http://www.gameinformer.com/news/news_story.cfm?NEWS_ID=88




**UGLY** – On an episode of **ABC's** *"Who Wants To Be A Millionaire"* television game show, an unnamed contestant blew the chance at $500,000 after failing to answer this simple video game question: Which of the following is not a Pokémon? a) Jigglypuff b) Frodo c) Squirtle d) Pikachu.

**UGLY – EverQuest** fiends who just can't escape the grips of this life-sucking PC game may want to add this to their collection. It's the EverQuest credit card complete with a picture of your character. And we thought the NFL credit cards were extreme.

**Video Game Trivia Answers:**
*Biohazard (Resident Evil in the U.S.)*
*The Catapult XBand, which could be used with the SNES and Genesis, offered online gaming and email capabilities.*
*Ridge Racer*
*Activision's Atari 2600 Action Pack (1995) for PC and Mac.*
*Electronic Games*

**Name That Game Answer:**

# Nintendo 64 Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 2 Playable Characters With Unique Weapons; Additional Weapons & Items Like IR Goggles & Chemical Gun; 2-Player Cooperative & 4-Player Deathmatch Modes; Monorail Ride
- **Created by:** Acclaim Studios
- **Available:** Now for Nintendo 64

**Bottom Line: 7.25**

## The Orkin Man Cometh

Based on yet another Acclaim Comics failure, Armorines' central character bears an unfortunate resemblance to Captain Power. If the military were ever to design powered armor suits, why on earth would they make them gold? Despite the goofy character design, Armorines offers an alien bug hunting experience comparable to a viewing of Starship Troopers.

One of the game's more impressive features is the AI of each bug species. Upon being shot, some will run away, then attack you from behind just when you thought they had disappeared. Other bug tactics include charging relentlessly, sniping, swarming, or even attempting to flank you as they move in.

In the earlier levels, it's easy to become overconfident as nearly all of the bugs you encounter can be taken down with a couple shots. On later levels, however, the bug invaders become a serious threat. A lot of time is spent backing up and blasting at something big and nasty while casting nervous glances at your radar to make sure nothing is about to ambush you from behind.

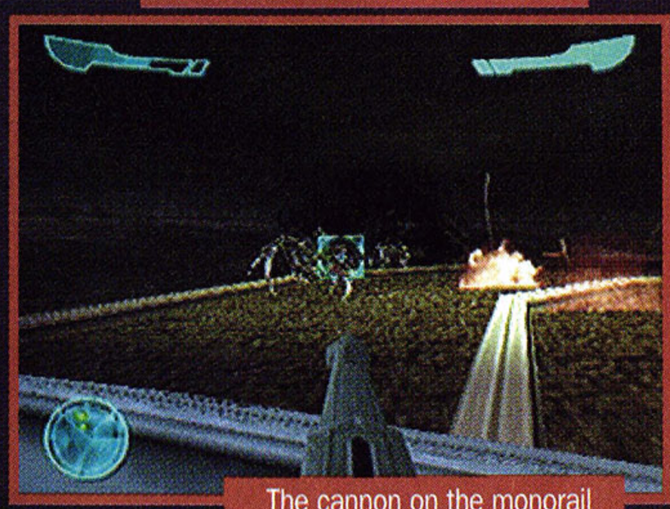
The two playable characters in the game are each equipped with auto-targeting hand guns and powerful explosive weapons. Both characters can pick up additional weapons, but these often seem less effective than the standard handguns due to their lack of significantly increased stopping power and lack of auto-targeting. Despite this, the extra weapons are still fun to use because of the new and entertaining ways they splatter bugs.

Acclaim didn't pull any punches in the multiplayer department. The two-player Cooperative is an excellent way to blast bugs with a buddy, and the four-player Deathmatch mode allows you to play as a human or nasty bug critter. Once you die, you can change to a different character at any time. Despite its flaws, Armorines is an excellent non-racing game for the N64.

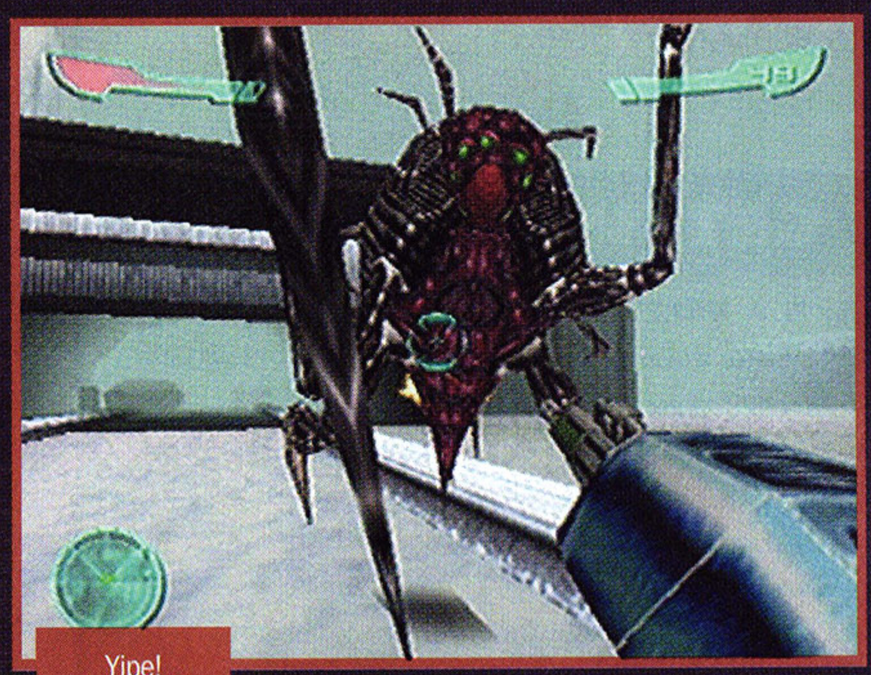
Gold armor? Don't ask. Don't tell.

Destroying eggs is a messy affair.

If you don't like spiders, Armorines will help you get over it.



The cannon on the monorail is deadly.



Yipe!

**JAY**
THE GONZO GAMER

| | |
|---|---|
| Concept | 8.25 |
| Graphics | 8.5 |
| Sound | 7.75 |
| Playability | 8 |
| Entertainment | 8.5 |
| **OVERALL** | **8.25** |

"First-person shooters are normally an intense experience due to their immersive qualities, but **Armorines was making me a nervous wreck. Its Starship Troopers bugs and Alien feeling of isolation have been combined to create a spine tingling sensation.** If your N64 is Expansion Pak powered, then Armorines also becomes a great multiplayer experience. What mainly kept me from giving a higher score was its lack of bug-blasting choices. Your character's main weapon, with its auto-targeting, is the one you'll probably use for most of the game. The other weapons are okay, but they don't really dish out significantly more damage and are harder to use effectively. Despite this, I still think anyoneone purchasing Armorines won't be disappointed. This is what Jet Force Gemini should have been like."

**PAUL**
THE GAME PROFESSOR

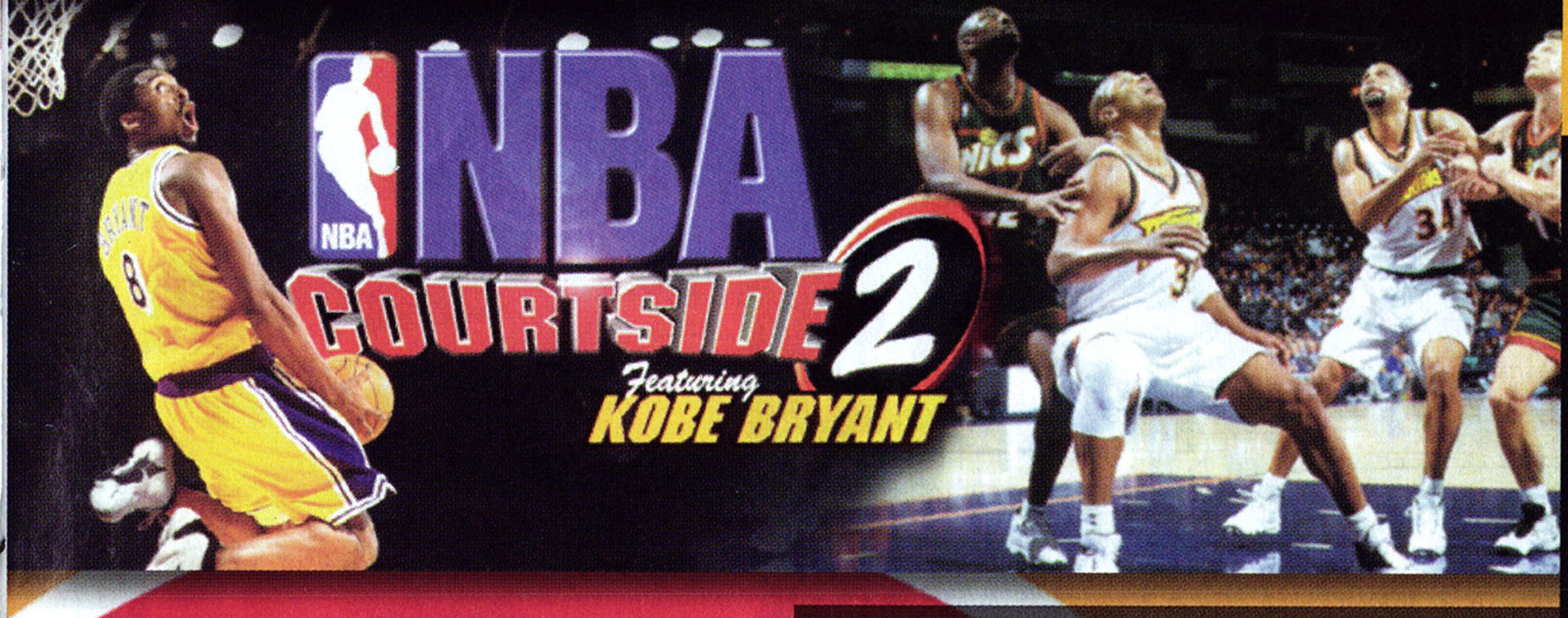
| | |
|---|---|
| Concept | 5 |
| Graphics | 7 |
| Sound | 8 |
| Playability | 7 |
| Entertainment | 1 |
| **OVERALL** | **5.5** |

"If you failed to recognize Armorines as a long lost comic, don't worry. You didn't miss much there and you are not going to miss much if you skip this game. I do think it may be the closest thing to Starship Troopers in video games, but that is actually being far too nice. **I find this game dull. The environments are very basic and the dark settings are just another way to hide the pop-up.** The enemies are equally weak looking and, although they surprise you with a sneak attack at times, become increasingly uninteresting. There is little this game does that is exciting. It is basically Turok with worse graphics and a bunch of bugs instead of dinosaurs. Keep a strong grip on your wallet and don't go with Armorines. Don't even rent this puppy."

**REINER**
THE RAGING GAMER

| | |
|---|---|
| Concept | 8.25 |
| Graphics | 8.25 |
| Sound | 7.75 |
| Playability | 8 |
| Entertainment | 8.25 |
| **OVERALL** | **8** |

"Armorines is a conceptual masterpiece, and a pretty good game to boot. It features the outstanding visuals and gameplay from the Turok series, and incorporates elements from the cinema smash and best-selling novel, Starship Troopers, into the mix. In fact, Acclaim didn't just base the design of bugs off of those from this excellent film, it outright copied the look, motions, and sounds of these blood hungry insects. **If you've played Turok, Armorines' gameplay fits like a glove. It runs smoothly, and the auto-lock targeting makes killing a breeze.** Best of all, Armorines features two playable characters, and if a friend is with you, the game can be played cooperatively. If you found yourself entranced with Starship Troopers for reasons other than Denise Richards and that hot redhead...check it out!"




# Nintendo 64 Review

EVERYONE
CONTENT RATED BY ESRB

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Arcade & Practice Modes; Create Player; Signature Player Moves; NBA Draft Mode; Three Point Contest; Expansion, Memory, & Rumble Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Left Field Productions for Nintendo
- **Available:** Now for Nintendo 64

**Bottom Line: 7.25**

## HIP HOPPIN' & RIM ROCKIN'

**Kobe Bryant is the most enigmatic of the NBA's young superstars. His teammate Shaquille O'Neal embraced his starring role on the City of Angel's beloved Lakers with gusto, bathing his oversized booty in the Hollywood limelight with numerous entertainment side-projects, ranging from rapping to acting. Kobe, on the other hand, has always come off as intellectual and shy, some would even say aloof. What gives? Is he too smart to fall victim to the hype, or just a snooty nerd? Either way, his talent on the court is indisputable, as was the quality of last year's NBA Courtside featuring Kobe Bryant.**

**NBA Courtside was our favorite basketball title of last year, schooling perennial contender NBA Live and taking advantage of the conspicuous absence of NBA Shootout. For once, Nintendo 64 sports fans had a reason to talk trash to their PlayStation counterparts. This year, Kobe & co. return to defend their title, battling for hoop dominance against a much improved NBA Live 2000 and Sega's breathtaking NBA 2K.**

**Courtside has been training hard in the off-season to keep pace with the competition. There are over four times as many player moves as last year, including crossovers, signature player moves, post-ups, and pick calls. New motion-capture done by Kobe himself means that these new move animations are as smooth as silk. Arcade mode appeases NBA Jam fans with its fast-paced gameplay and outrageous ten point shots.**

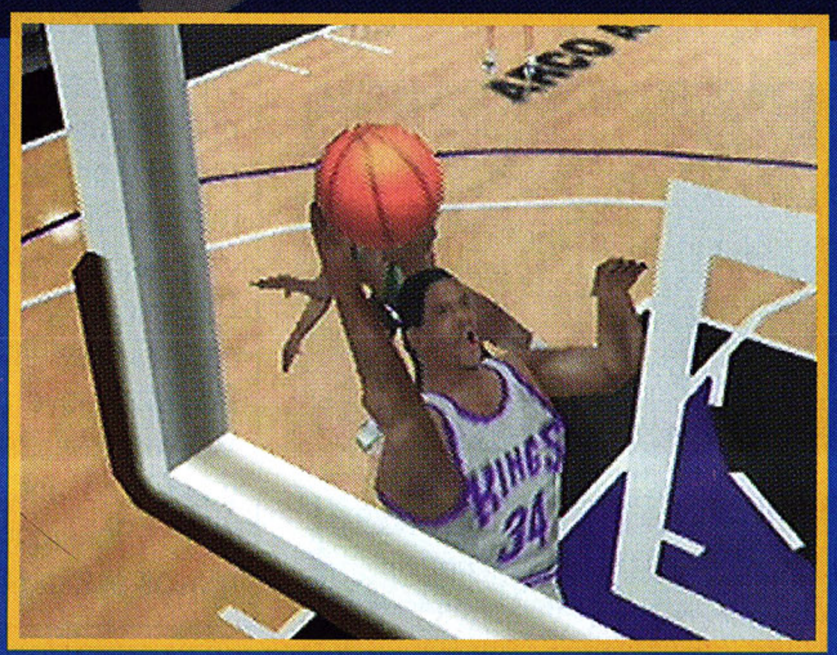
**Probably the most compelling feature of Courtside 2 is the Create Career Player mode. This allows you to hatch a bouncing baby NBA superstar of your very own and bring him up through the ranks, from journeyman to All-Star. At first, your player is given a set of default attributes based on his position (centers will have better rebounding and shot blocking, point guards will be quicker and better passers). You increase his abilities through in-game performance; an outstanding single-game performance in a certain category will increase his rating, as will a high season average or reaching a statistical milestone.**

**As the Chicago Bulls well know, it doesn't take long to go from the penthouse to the outhouse in the NBA. Left Field and Nintendo seem to have learned this lesson, and have put in enough serious gym-time to make sure that NBA Courtside is once again one of the premier basketball games on the market.**

"I believe I can fly..."

"Come to Vlade, my sweet."

Stockton dunking?
This must be Arcade mode.



Create a mutant hoopster.

**ANDY**
THE GAME HOMBRE

| | |
|---|---|
| Concept | 8 |
| Graphics | 7.5 |
| Sound | 5 |
| Playability | 7 |
| Entertainment | 6 |
| **OVERALL** | **6.75** |

"**Like Kobe Bryant, this game is overrated and second rate. Compared to NBA Live 2000, this doesn't even play in the same league**. The graphics are sub-par. The interface is interesting, but dysfunctional in many ways (like when you press the button to shoot and the player runs out of bounds). Even the announcers grind on me like an episode of 90210. So should you buy this? God, no. The Create Career Player mode is quite interesting as you can build up your player's stats throughout the season based on how well you play. But even that won't save this second effort from Nintendo. I say your best bet this basketball season is to go with NBA Live 2000 if you have only an N64. But if you have the means, I highly recommend Live PS-X; or even better, go with NBA 2K on Dreamcast."

**PAUL**
THE GAME PROFESSOR

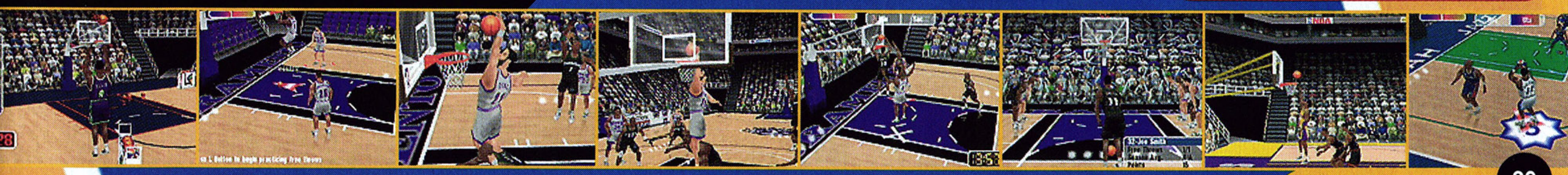
| | |
|---|---|
| Concept | 9 |
| Graphics | 8 |
| Sound | 7.75 |
| Playability | 8.5 |
| Entertainment | 7 |
| **OVERALL** | **8** |

"The first edition of Kobe's N64 game blew away the competition, but this season is a different story. NBA Live is better than this game in almost every way. This game does a great job of recreating the look of the players' faces, but the player models on the whole look pretty goofy. Courtside 2 also has some decent playcontrol and inventive gameplay schemes, but fails to deliver a smooth and cohesive package. Everything is pretty stiff and the players seem to be on a court of deep mud. Also, drives to the basket come up uncontested very frequently and steals are far too common. **This game is nicely constructed, but fails to deliver an exciting experience**."

**REINER**
THE RAGING GAMER

| | |
|---|---|
| Concept | 8.25 |
| Graphics | 6.5 |
| Sound | 5.5 |
| Playability | 6.75 |
| Entertainment | 7.25 |
| **OVERALL** | **6.75** |

"With NBA Live making such a strong showing this year – dominating both the perimeter and the paint – Nintendo's upstart franchise entered the game with the odds stacked well against it. **I really enjoyed Courtside's rookie debut, but the sequel just doesn't have the depth of Live, and its gameplay has deteriorated into a chunky beast**. I like the new Arcade mode, and the Career Player is something that every basketball title will incorporate into next year's product. Honestly though, I would have traded both these features away if it meant the gameplay had been improved. It really needs some work. The player models move awkwardly. The framerate skips frantically. Swarms of players jumble in the paint. And the commentator sounds like Forrest Gump. Just like Kobe, this Courtside talks big, but plays little."



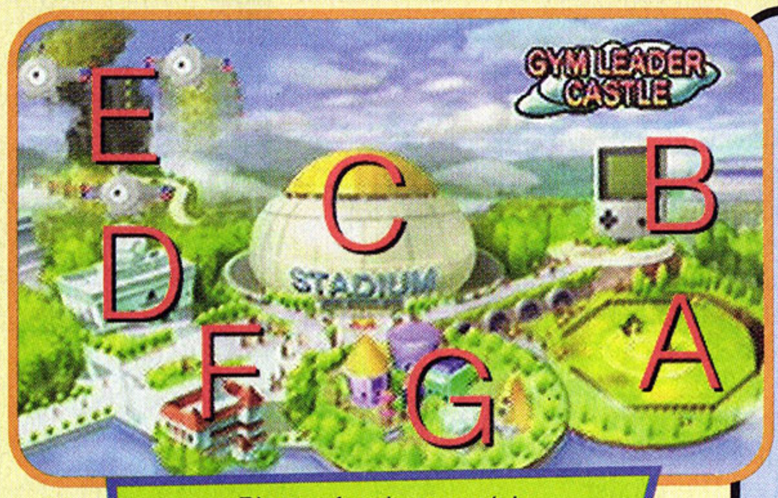
# The Squirtle Is Not Enough

*Squirtle nonchalantly waves to his millions and millions of fans.*

Even though the PlayStation2 launches in March, Nintendo will probably be the company that turns heads in the first half of 2000. The long overdue return of the GoldenEye engine takes place this April in Perfect Dark, and the hottest franchise on the planet comes to life yet again this March with Pokémon Stadium. Perfect Dark will attract the adults, and Stadium will suck away the lives of our precious youth. Along with Perfect Dark, Pokémon Stadium will be one of the first Nintendo 64 titles to utilize the Transfer Pak – a device that plugs into the N64 controller and loads data from the Game Boy. With Stadium, saved Pokémon can be loaded and used as combatants on this highly detailed battlefield. Right now, and after one delay, Nintendo says that Stadium will release in America on March 6 – a date that will later be known as the day that transformed children into mindless zombies.

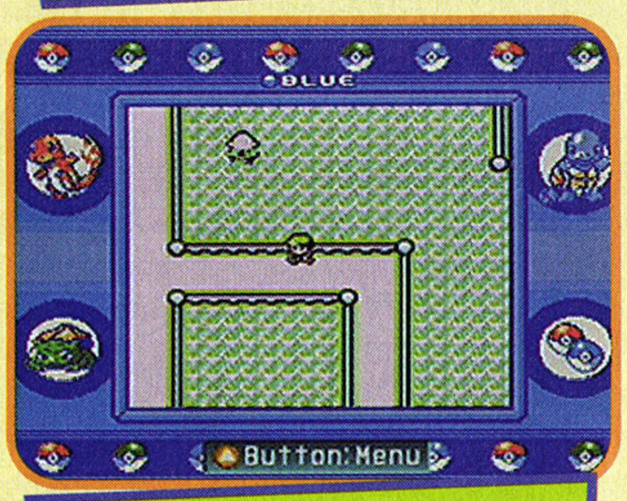
## Buckets of Fun & Monsters On the Run

*In Cup battles, your six trusty steeds must climb the ranks...and outperform the competition's vicious lot.*




*Plenty of options await in Stadium's overworld.*

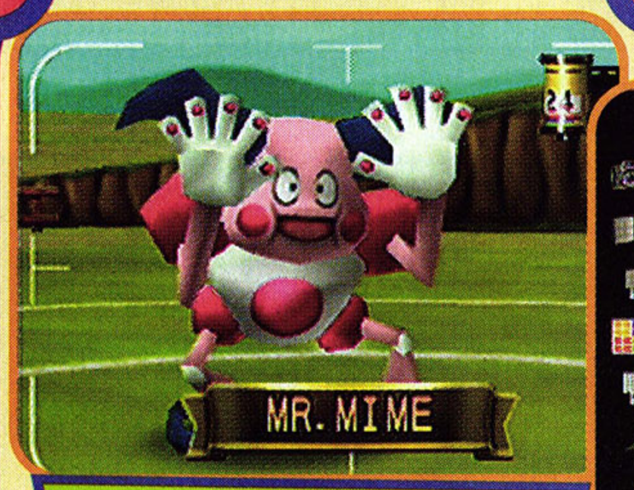
A) Free Battle (Friend vs. Friend)
B) GB Tower (play Game Boy games)
C) Stadium (tournaments)
D) Pokémon Lab (data & stats)
E) Gym Leader Castle (trainer battles)
F) Victory Palace (Hall of Fame)
G) Kids Club (minigames)




*In the GB Tower the Red, Yellow, and Blue versions of the Game Boy classic can be played from the comfort of the Nintendo 64 (and a big screen TV).*

If you thought the collectable Pokémon card game was deep, just wait until you see how large Pokémon Stadium is! From the incredibly difficult battles against the world's best Pokémon trainers, to the hall of records cataloging your finest moments, Stadium is a juggernaut release with more Pokémon power than any of the games before it. For those that couldn't catch them all, Mew can be unlocked through battle, and for those with weak eyes, the original Game Boy games (Yellow, Blue, Red) can be played on the big screen via the Transfer Pak. If you like the arena battles in the Game Boy game, then Stadium is the game for you. It's huge, loaded with tons of modes, and truly challenging.

## Say Cheese!!!




*In the U.S. exclusive Gallery mode, take pictures of your favorite Pokémon...*




*...then print them out as stickers!*

Why has Stadium been delayed for so long? Despite what you may think, it's not because Nintendo has its thumb up its rear. Stadium's delay actually comes from the inclusion of a cool new mode. Absent from the Japanese release, Stadium features a new Gallery mode. This hot new feature is stylized very much like Pokémon Snap, allowing players to snap shots of their favorite Pokémon, then organize their best shots in a photo album (that saves to the cart). These shots can then be printed as stickers. These sticky bits of Pokémon love appear to be printable at the Snap Stations in Blockbuster Video stores...however, Nintendo hasn't 'officially' confirmed this yet. On the other hand, and very much unlike Snap, Stadium allows you to take photos of all 151 Pokémon, and the stickers for these creatures can be printed in either groups of four (4x4), or as one large image (16x1).

# Nintendo 64 Preview

- **Size:** 256 Megabit (With Battery Back-Up)
- **Style:** 1 or 2-Player Strategy
- **Special Features:** All 151 Pokémon; New Pokémon Snap Gallery; Detailed Animations; Authentic Voices & Sound Effects; Squirtle; Minigames; Rumble & Transfer Pak Compatible
- **Created by:** EAD/Game Freak/Creatures for Nintendo
- **Available:** March 6 for Nintendo 64

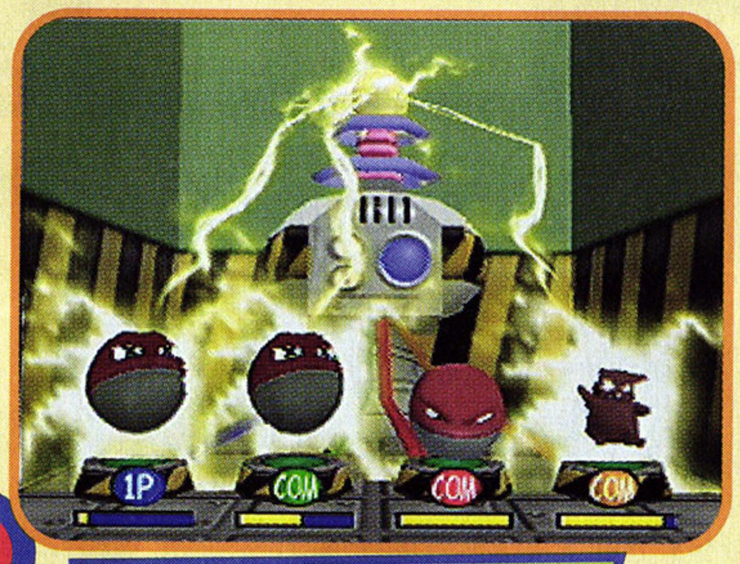
**85% Complete**

## The Battle For Supremacy

The main bulk of Pokémon Stadium is in fact dedicated to turn-based combat and nothing more. Of course, there are a ton of different modes to compete in, and the battle options are basically limitless, yet most of the thrills in this game come through battle. Never before, not even in the cartoon, have the Pokémon looked so good. Whether it be Pikachu's electric dance, Squirtle's cockiness, or Snorlax's lethargic ways, the rendered graphics and the oh so smooth animation in Stadium bring to life the Pokémon like never before. All of your Pokémon can be transferred from the Game Boy to the Nintendo 64 and entered into competition against the CPU or even against a friend's critters loaded up from another Game Boy cart. All of the same combat factors from the Game Boy game are enforced in Stadium, and like the animation, the moves are amplified into a magnificent show of effects.

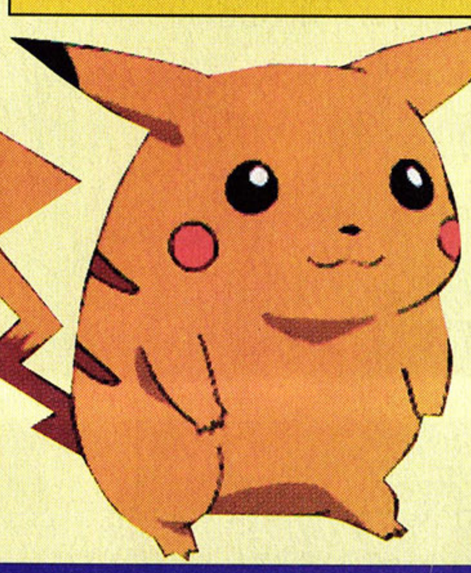
Game Boy Transfer Pak

## Mario Ethics...Minigame Olympics




*Up to four players can compete in nine wacky minigames.*

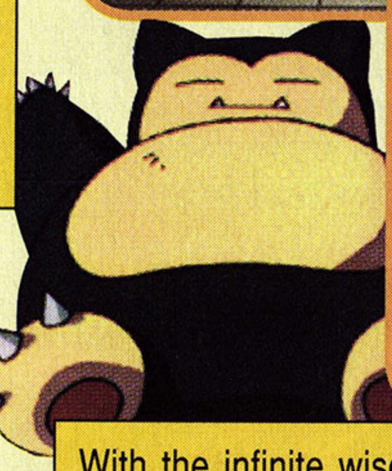
If the vigorous combat becomes too tedious, or if a couple of friends unexpectedly cozy up to you on the couch, then head into the Kids Club and compete amongst one another (or against the CPU) in nine different minigames. Just like Mario Party, these games are very simplistic and more of a novelty than a true test of skill. These games include a Simon Says skill test called Clefairy Says, a test of quick reflexes in Rock Harden, and even a hurdle race entitled Run, Rattata, Run.



## Studying Pokeology

*Professor Oaks' PC...*

*...is loaded with interesting Pokémon information.*



With the infinite wisdom of Professor Oak logged into the Pokémon Lab, players can get to know all 151 Pokémon in a more scientific way. Along with in-depth bios, the Lab (which requires the Red, Blue, or Yellow Game Boy cartridge) also allows players to trade Pokémon and reorganize PC boxes in a much easier way.

## Nintendo 64
# Preview

- **Size:** 256 Megabit (with Built-In Save)
- **Style:** 1 to 4-Player Racing
- **Special Features:** 8 Tracks Including 5 Original & 3 New; 24 Cars; New Music & Announcer; Night Driving; Powerslides & Countersteering; Expansion Pak Compatible
- **Created by:** Namco/Nintendo
- **Available:** February 14 for Nintendo 64

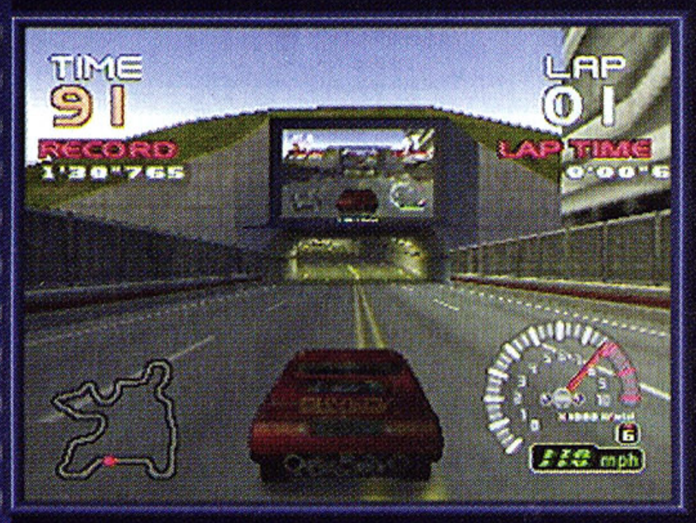
# RIDGE RACER 64

## 70% Complete

## Where'd You Learn How To Drive?

The racing scene on Nintendo 64 is crowded. Numerous tire-burning titles have dotted the N64 library for many years. Nintendo will again add to the racing game lineage on the system with the upcoming release of Ridge Racer 64 in February.

The history of Ridge Racer was born at the arcades and matured on Sony PlayStation. Originally developed by Namco, Ridge Racer was instrumental in the successful launch of the PlayStation and later spawned three sequels for the Sony machine. The N64 version of Ridge Racer, aptly titled Ridge Racer 64, is being constructed by Nintendo and encompasses many of the features, cars, and tracks from the first three Ridge Racer home video games.



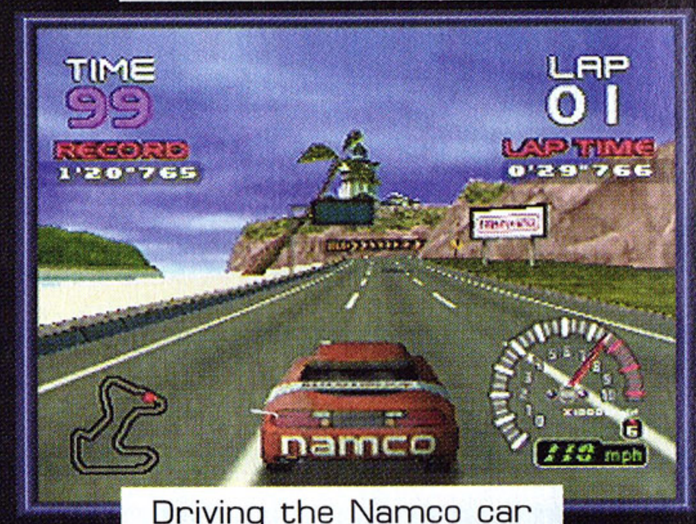

Smoking tires and burning rubber.

Ridge Racer 64 includes five classic tracks from Ridge Racer and Ridge Racer Revolution, as well as an entirely new environment featuring three track variations. The meat of the game is the Grand Prix mode. Here, the player starts with a choice of four cars and competes against a 12 car pack. The progressively harder stages consist of three races where the only acceptable spot to finish is first. After placing first in all three races, the next stage will open. A Car Attack mode will also open. This section is a race against one car and placing first will unlock that car and add it to your garage. A total of 20 cars are unlockable.

When racing through the tight turns and quick switch backs of Ridge Racer 64's tracks, players will have to master the powerslide and countersteer. This maneuver is essential and allows your car to make hard turns while maintaining speed. A turn, a quick tap on the brake, and then a readjustment of the joystick sounds simple, but it takes hours to master. As the races get more difficult, you will be required to take every turn perfectly.

Ridge Racer's formula has been a proven winner on the PlayStation, and N64 owners will soon have their chance to give it a run. With new music, more tracks, and four-player capabilities, Ridge Racer 64 may prove to be the best Ridge Racer yet. ■

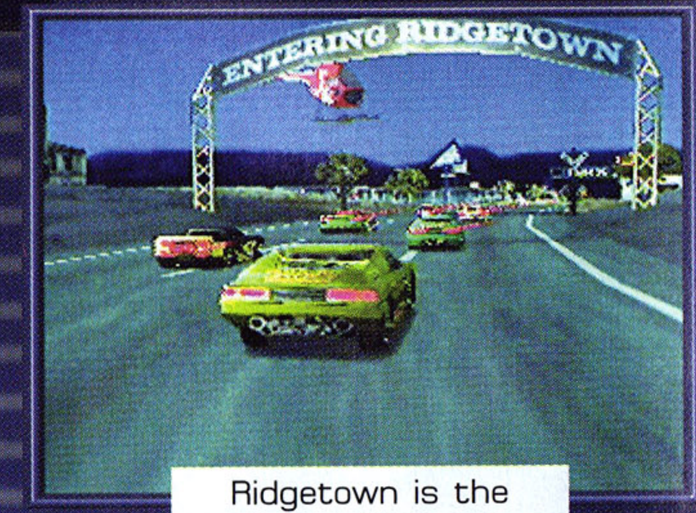
Watch the rearview mirror for opponents.




Driving the Namco car on a classic RR stretch.

You're on the final stretch. Go for it!

Up to four players can race at the same time.




Ridgetown is the all-new RR track.

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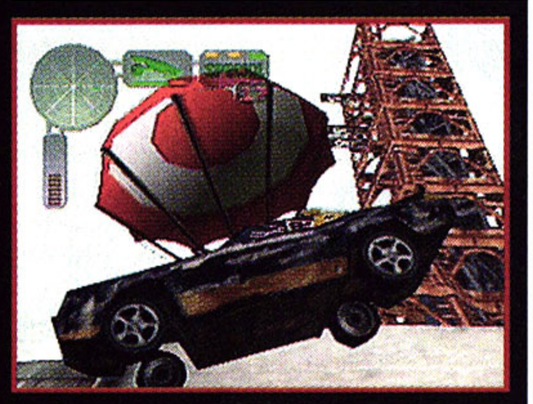
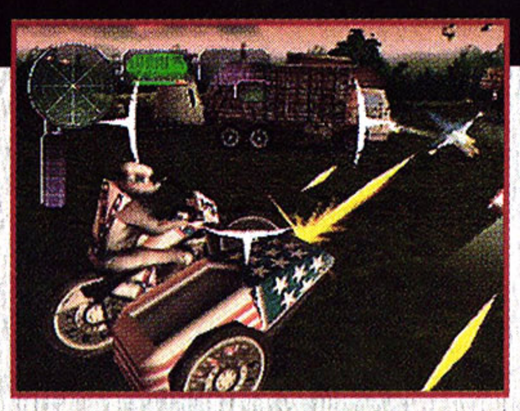
Nintendo 64

# Review



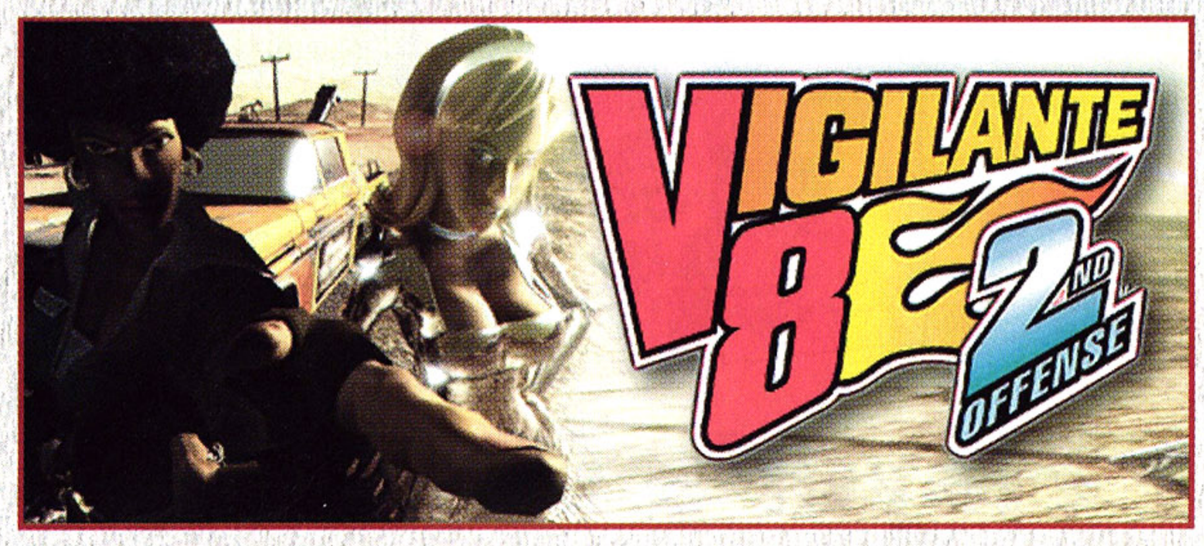


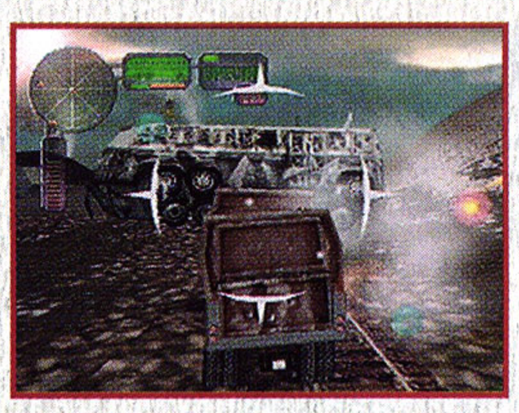
- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 12 Battle Arenas; Destructible Environments; 18 Vehicles; Special Terrain Power-Ups; Bad '70s Retro Look; Quest, Arcade, Survival, Cooperative, & Versus Modes
- **Replay Value:** High
- **Created by:** Luxoflux for Activision
- **Available:** Now for Nintendo 64

TEEN — CONTENT RATED BY ESRB

**Bottom Line:** 8

| | ANDY | PAUL | REINER |
|---|---|---|---|
| Concept: | 7.25 | 8 | 6.75 |
| Graphics: | 8.75 | 9 | 9 |
| Sound: | 9 | 9.25 | 8.5 |
| Playability: | 7.5 | 9 | 5.5 |
| Entertainment: | 7.5 | 9 | 6.75 |
| Overall: | 8 | 9 | 7.25 |



**Andy, The Game Hombre**

"With the Expansion Pak this game looks infinitely better than its PlayStation counterpart. It also has the luxury of not going up against Twisted Metal 4, so in the world of N64 vehicular combat, Second Offense is the new king. I still have some problems with its ease, but it is fun nonetheless."

**Paul, The Game Professor**

"I really don't have to go too far out on a limb to say that this is the best vehicular combat game on the N64. I recommend it to all who just like to blow things up."

**Reiner, The Raging Gamer**

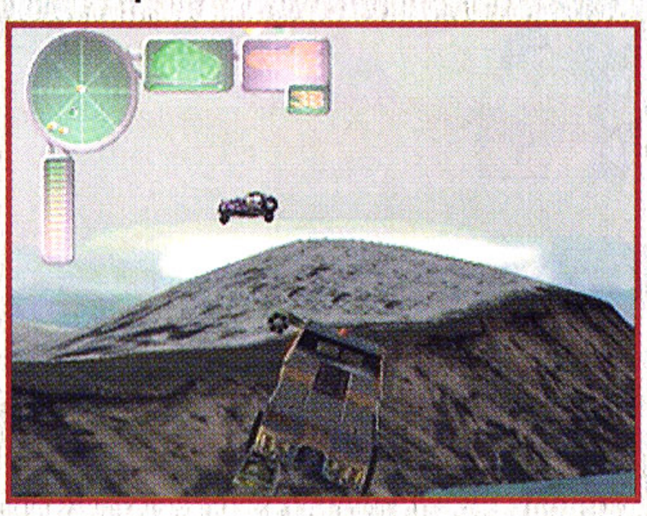
"Since Twisted Metal doesn't exist in the vocabulary of N64 gamers, Activision once again has a monopoly in vehicular combat. Second Offense's gameplay is nearly identical to the first, and the improvements are minimal. I like the new characters, but the play still needs a little more of an arcade shine."

**Vigilante 8 is much like the first game in terms of physics and control, but it adds new cars, the ability to upgrade vehicles, excessively destructible environments, special terrain power-ups, and a whole slew of single and multiplayer modes.**

**By collecting tokens from fallen enemies, each vehicle can be taken to a new level. Collecting the maximum points in any one of four different categories will award the player with a cosmetic change to the vehicle. Once all of the categories are maxed, the entire chassis of the vehicle will change to a new and more powerful form.**

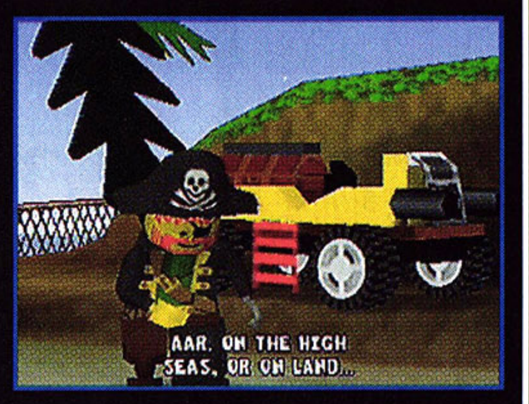
**Another new change is the addition of special terrain power-ups. Picking up any one of these wonders will replace your wheels with a hydrofoil, snow treads, or fan jets that allow you to hover above ground. Using these items to full advantage while keeping your enemies away from them is a key strategy to completing certain levels of the game.**

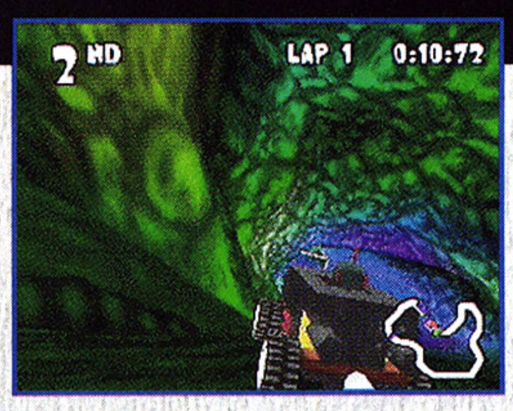
**Just about everything in the levels can be broken, destroyed, or tampered with. Entering through the proper gate at a launching pad, for instance, will attach a booster to your car, causing it to launch and then drop with a parachute, giving the player a brief moment to pick up a multitude of special items.**



Nintendo 64

# Review



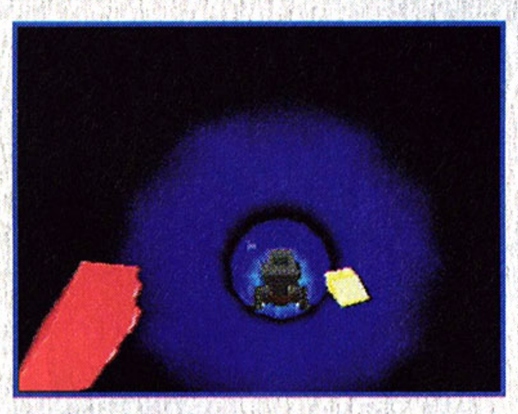



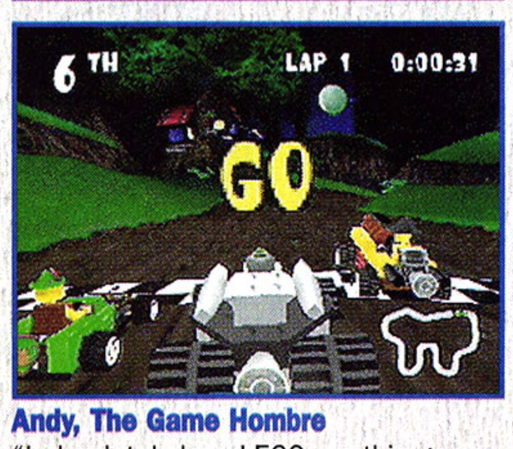

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Championship, Single Race, & Versus Modes; Build Vehicles & Drivers From LEGO Parts; 4 Power-Up Types With 3 Upgrades Each
- **Replay Value:** Moderately High
- **Created by:** High Voltage Software for LEGO Media
- **Available:** Now for Nintendo 64

EVERYONE — CONTENT RATED BY ESRB

**Bottom Line:** 7.75

| | ANDY | JAY | REINER |
|---|---|---|---|
| Concept: | 8 | 8 | 7 |
| Graphics: | 7.5 | 8.5 | 7.75 |
| Sound: | 7.5 | 8 | 7 |
| Playability: | 7.75 | 7.5 | 8 |
| Entertainment: | 7.75 | 7.75 | 7.5 |
| Overall: | 7.75 | 8 | 7.5 |






**Andy, The Game Hombre**

"I absolutely love LEGO, so this game scores some points with me right off the bat since you can build your own car. The racing is nothing innovative, but it is done well. A fun game for Zack or any other LEGO-maniac."

**Jay, The Gonzo Gamer**

"Although it's certainly no Mario Kart, LEGO Racer is a very enjoyable and challenging game. I just can't fathom why this game doesn't have a four-player mode. If it did, and if car building had more than a cosmetic effect, this game would have been huge."

**Reiner, The Raging Gamer**

"LEGO Racers is actually a nice little surprise that boasts a mighty challenge within its block-mount-block world. Its gameplay is not as balanced as it should be, and the non-LEGO worlds are somewhat confusing, but the create-a-car feature and multiplayer frenzy come together as a solid game."

**In some ways, LEGO Racers is more a strategy game than a racing game. Not only must you build your own vehicles, but the racing itself demands more than good driving skills. The fact of the matter is, the AI cheats. No matter how good your vehicle is and how much of a lead you have, the other opponents will catch up with you in no time if you don't take advantage of the variety of offensive, defensive, and turbo power-ups scattered throughout the tracks.**

**Each power-up can be upgraded by picking up white LEGO pieces on the track. By adding enough white pieces to a green turbo power-up piece you can teleport your car a considerable distance on the track instead of getting a brief turbo boost. Other power-ups include red offense, yellow traps (oil slicks and such), and blue shield pieces that protect you from attacks.**

**Building vehicles is less complicated than it sounds and primarily cosmetic. The only real difference depends on which starting chassis you use. By unlocking new LEGO sets, you will eventually get access to higher performing chassis. Adding bricks to a chassis will affect top speed vs. acceleration and balance. The differences are marginal, but it's still a blast to make your own cars.**

Nintendo 64

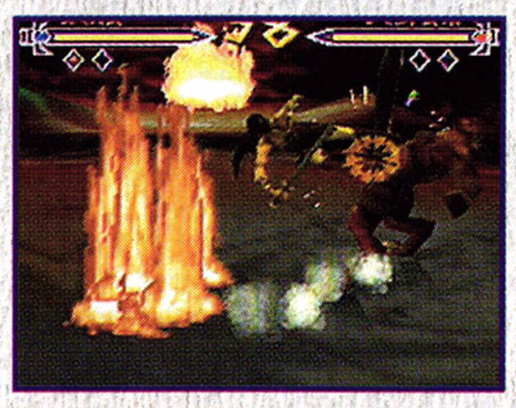
# Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 10 Playable Characters From the Xena Television Show (Plus 1 Hidden); 3 Difficulties; 4-Player Arena Battles; Special Maneuvers; Multiple Costumes; Wall Climbing
- **Replay Value:** Moderate
- **Created by:** Saffire for Titus
- **Available:** Now for Nintendo 64

TEEN T CONTENT RATED BY ESRB

**Bottom Line:** **3.5**

| | ANDY | JAY | REINER |
|---|---|---|---|
| Concept: | 3 | 4 | 4.25 |
| Graphics: | 4 | 6 | 5.25 |
| Sound: | 3 | 7 | 6.5 |
| Playability: | 0.25 | 2 | 0.5 |
| Entertainment: | 0.25 | 5 | 0.75 |
| Overall: | 2 | 4.75 | 3.5 |



**Andy, The Game Hombre**

"Sometimes there are those games that are so bad that you have to rent them to see for yourself just how bad, bad can be. This is one of those games. The only thing positive this game has done is stopped Superman from winning worst game of the year by a landslide."

**Jay, The Gonzo Gamer**

"Unless I was fighting against two people at the same time, I was able to consistently defeat AI opponents with one move. Fighting game fans will feel nothing but dislike for this fighter, and probably only true Xena fanatics need apply."

**Reiner, The Raging Gamer**

"At first glance, Xena looked inviting and somewhat amusing. After my first bout, my thoughts spun 180°, and I soon realized that Xena's gameplay is a hideous beast with a bite so venomous it'll kill you in seconds. If the choppy combat engine doesn't scare you, then hopefully the appalling animation will. Xena is truly evil incarnate."

**Why has Xena: Warrior Princess had such a successful run on television? Is it the engaging storylines? The campy characters? The legions of Renaissance Festival workers looking for costume ideas in the off-season? Or is it something bigger than all that? Could it be the ineffable ecstasy that all humanity inexplicably finds in the hypnotic dance known as the catfight? Titus' new fighter based on the Xena universe, Talisman of Fate, is banking on just that, with over half its characters being attractive, scantily-clad females who swing big swords.**

**Talisman of Fate has all the standard ingredients of a three-dimensional arena fighter. Up to four players join in and try to thwack each other silly using combo attacks and special moves. Talisman prevents people from getting cornered by allowing them, when near a wall, to climb and jump to the relative safety of the middle of the ring.**

**In the Quest mode, players select a character and then fight ten battles in an attempt to win the game-entitled Talisman from Despair, the game's boss. As holder of this hallowed item you'll have control over the fate of the world. What this translates to in game terms is getting a code for secret characters and options each time the game is won.**

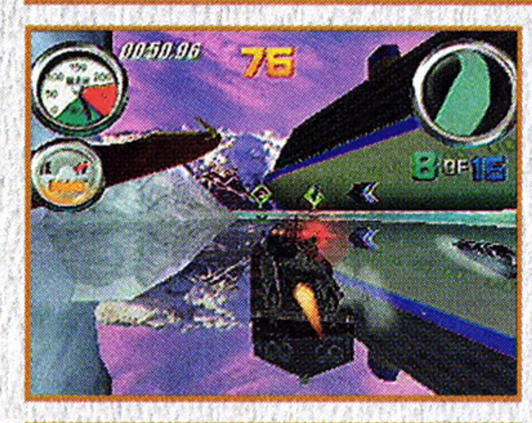
Nintendo 64

# Preview

- **Size:** 128 Megabit
- **Style:** 1 to 2-Player Racing
- **Special Features:** Irritating Announcer; 9 Tracks Plus 4 Unlockable; 9 Boats Plus 4 Unlockable; Turbo; Shortcuts; Booster Fuel Pickups Allow Insane Jumps & Knock Opponents Out of the Way
- **Created by:** Midway
- **Available:** March for Nintendo 64

**65% Complete**

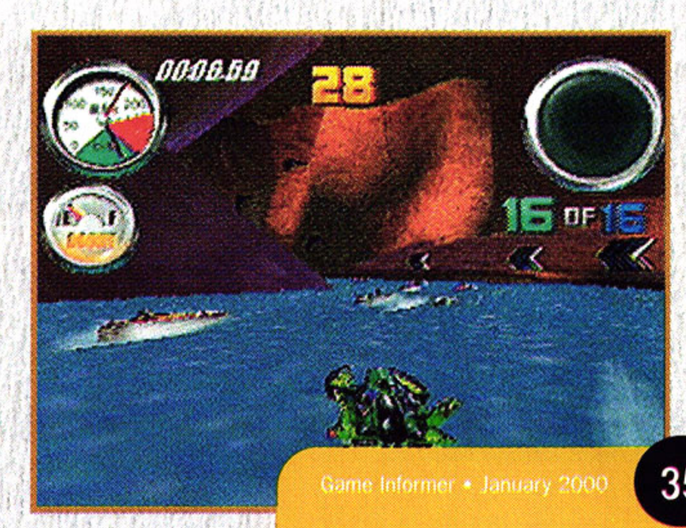
**Racing on a Crowded Lake**



**Hydro Thunder was a hit in the arcades and translated well to the Dreamcast. Now it comes to the N64 and shows surprisingly low graphic degradation from the other two versions. If you're a N64 fan, you've had the opportunity to race cars, planes, bikes, Tron light-cycle lookin' things, RC cars, toy cars, futuristic hover-vehicles, and countless other tools of locomotion. Now Midway brings boats to the burgeoning barrel of N64 racing games.**

**Hydro Thunder's racing premise is fairly simple. You can't win without using turbo fuel. Unfortunately, it is often in short supply or hidden. In order to keep your rockets blasting, you will need to take advantage of every single shortcut and secret fuel location on the track, making track memorization a key factor in winning the game. Just knowing where the secrets are isn't the end of it, however, as you will often be required to complete a series of tricky jumps in order to maintain your fuel supply.**

**We can already tell that Hydro Thunder compares favorably to most N64 racing games, but that's not saying much. The only way this game will succeed in its new endeavor is on its arcade reputation and how willing the average N64 owner will be to stomach yet another racing game.**



# PlayStation Review

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Large Real-World Environments; First-Person Targeting; Hidden Power-Ups; FMV Cutscenes; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Traveller's Tales/Disney Interactive for Activision
- **Available:** Now for PlayStation (Nintendo 64)

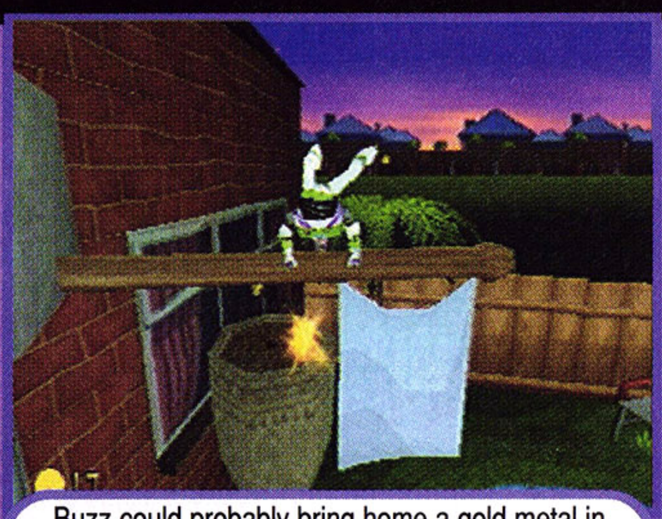
**Bottom Line:** **8**

## To PlayStation and Beyond!

Originally planned as a direct-to-video release, the Disney empire and its apt pupil, Pixar, reworked Toy Story 2 into a theatrical release that received enormous praise and left audiences rolling with laughter. Toy Story 2 also stomped across the retail market with a mighty toy line rivaling that of The Phantom Menace. How else could Disney suck so much cash out of the civilian populace like a blood-thirsty vampire? Seeing that the first Toy Story transformed into a blockbuster 16-bit title, Disney Interactive teamed with Traveller's Tales yet again to see if history could be repeated.

The first Toy Story game incorporated several different genres into its shell, creating a diverse and entertaining package. In Toy Story 2, only one gameplay formula is present, and in the same vein as Tomb Raider, three-dimensional exploration in vast real-world environments is the main focus. Traveller's Tales' game design truly captures the essence of the film. The environments are all sculpted just as they appear in the movie, and of course, the wacky toy personalities run rampant through each zone. While the majority of play is dedicated to finding items or new routes, Toy Story 2 does present a significant amount of action as well. As Buzz Lightyear, players must laser-blast evil toys, glide with the jet pack wings, and infiltrate the evil toy collectors base to save Andy's favorite toy, Woody. Plenty of secrets abound, and if you're truly thorough in your search, you'll unlock new abilities and levels. After each level comes to a close, a snazzy FMV from the motion picture brings players up to speed.

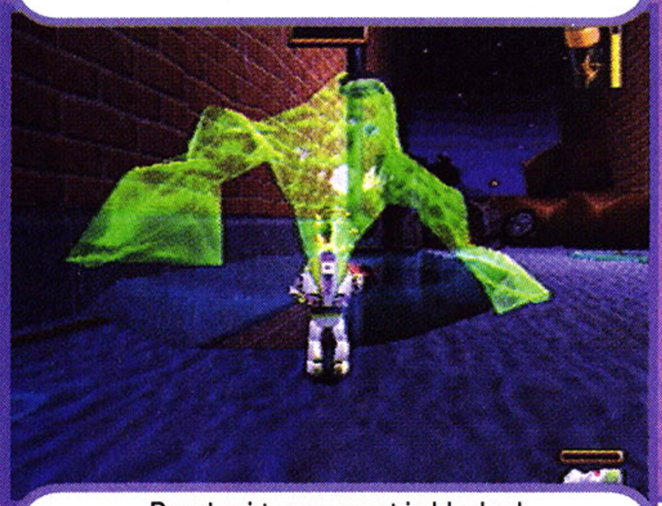
Andy loves to play with his Woody, as do most of you; but never fear – we think you'll find Mr. Lightyear with his gadgets o' plenty to be the ultimate video game action hero, going above and beyond the call of duty to fill the 16-bit shoes of his cowboy friend. The plastic is in motion, and the race is on! Can Buzz save the day? Or will Woody become yet another dust collector on a mantel of rare toys? His fate is in your intergalactic hands. Never e-e-ever let a Woody down.



Buzz could probably bring home a gold metal in men's gymnastics – the last true hardcore sport.

Toy Story 2 is loaded with FMV up the wazoo.

Woody always loves to see Buzz on a pole.



Buzz's virtuous quest is blocked by nefarious bosses.

The first-person targeting allows Buzz to pinpoint enemies.

### ANDY
THE GAME HOMBRE

Concept 8
Graphics 9
Sound 8
Playability 7.75
Entertainment 8

**8.25** OVERALL

"Since I had to review this game before the movie came out, I wasn't too excited about the prospects of Toy Story 2 (I was pretty sure that the Buzz and Woody jokes had run out). But **this game quickly grabbed my attention and my anticipation for the movie shot through the roof.** I'll go see the movie on opening day, and fans of the movie will want to play this game. Featuring the standard movie clips (which are hilarious) interspersed throughout the quest, it would seem that this was an easy movie-to-game port, but there is much more to this game. The levels are impressive, and can be as hard or as easy as you'd like them to be by offering many different challenges for you to complete. Graphically, everything looks spectacular with surprisingly little clipping, and great use of the real-world objects. Toy Story is back, and it's a good thing."

### PAUL
THE GAME PROFESSOR

Concept 8.5
Graphics 8.75
Sound 8
Playability 7
Entertainment 6

**7.75** OVERALL

"There's a lot to like about this game. It has great-looking graphics, the environments are huge and varied, and it has a ton of film footage. Also, the set up of the levels makes it easy to progress to new areas fairly quickly. Even with all this, Toy Story falls into the trap that most 3D action/platform games do. At times, **the camera is incredibly frustrating and left me wanting to hurl this disc across the room.** Add to this the slippery platforming and I'm not throwing this game across the room; it is going out the door. I love the films, but I can't say as much for the new video game. I still find it entertaining at times, but you really must have some patience. If you like games along the lines of Gex, you may like what's in store for you in Toy Story 2. However, I would suggest giving it the pass-o-la."

### REINER
THE RAGING GAMER

Concept 7.5
Graphics 8.75
Sound 7.5
Playability 7.75
Entertainment 7.5

**7.75** OVERALL

"I expected Toy Story 2 to be a throwback to its 16-bit precursor – delivering a plethora of different genres sown together into an exciting shell that covers every inch of the movie. Toy Story 2 does a commendable job of capturing the settings and flow of the film, but it doesn't go the extra mile to include different scenarios for specific scenes. All of the action takes place within a third-person engine that is heavy on exploration and light on action. Toy Story 2's play is smooth and the environments show fine details, however these dynamics are not displayed throughout play. **Repeating the same procedure to obtain a gameplay milestone wears thin rather quickly.** Its cushy difficulty and lax learning curve makes it a good game for kiddies, but only average at best for experienced players."

PlayStation

# Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action
- **Special Features:** 20 Characters; 8 Levels; 8 Additional Multiplayer Arenas; Create-A-Car Feature; Improved Graphics & Vehicle Physics; Tons of New Weapons; Dual Shock, Multi-Tap, & Analog Compatible
- **Replay Value:** High
- **Created by:** 989 Studios
- **Available:** Now for PlayStation

**Bottom Line: 9**

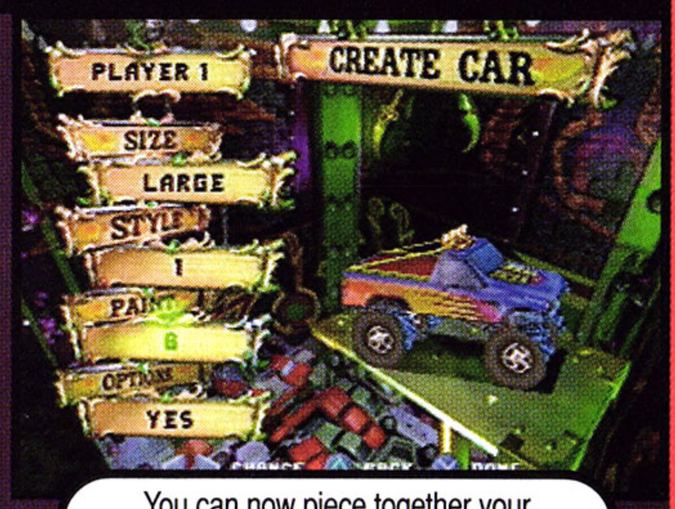
## Ghosts of the Past & Carnage of the Future

The world fell into a state of shock when SingleTrac renounced itself as the developer of the Twisted Metal series. Seeing gold buried in this license, 989 Studios revived the Twisted Metal franchise and developed a sequel in-house. With a different engine under its hood, Twisted Metal came to life like never before, featuring a new physics model poised to bring realism to the carnage-filled battlefield. 989's first attempt, Twisted Metal 3, eventually sold one million units. At the same time though, most gamers voiced their disappointment with the new physics and eventually demanded that it be tossed in the pits of hell before being implemented into another Twisted Metal game. Not wanting to be responsible for the first video game World War, 989 Studios returned to the drawing board and revamped Twisted Metal's insane play to closely mimic the chaos of Twisted Metal 2 – the classic, the fan favorite, the most twisted game ever to grace the PlayStation console.

For those of you who are sweating buckets in anticipation, we can happily say that 989's cloning process went exceptionally well. While Twisted Metal 4 is still running on a different engine, it's completely twisted to the second degree. From the quick 180° spin to the balance between characters and weapons, Twisted Metal 4 is a well-oiled machine that strives to unleash addictive play before it attempts to deliver realism. With technology improving, 989 was also able to make Twisted Metal look better than ever. Very rarely do textures break at the seams, or does the game slow down or display poly drop out. Twisted 4's effects and explosions are also a sight to behold. Along with these numerous improvements, 989 has upped the CPU AI to be as aggressive as ever, giving the player little chance to pull over and rest.

In total, there are twenty vehicles/characters to buckle up in or to annihilate. Along with well-known faces like Sweet Tooth, Thumper, Axel, and Calypso, a slew of new vehicles await. From Trash Man to Microblaster, all of the new vehicles fit in nicely with the already existing Twisted Metal universe. Along with the colorful personalities, a host of new weapons accompany the powerful selection from Twisted Metal III. Some of the weapons have also been tweaked to be more powerful, and of course, many weapons have several different uses. As always, all characters feature a mighty special attack of their own.

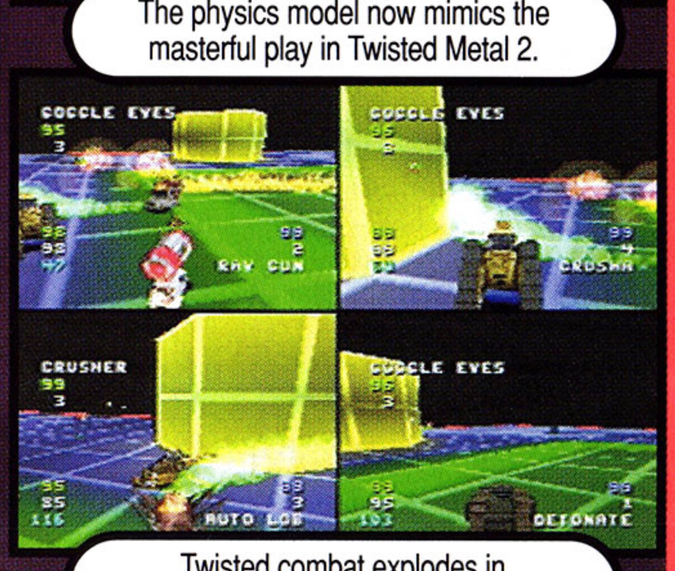
The two biggest demands from fans were a Create-A-Car feature and four-player split-screen. 989 has implemented both of these wishes into this latest venture. The Create-A-Car is limited in cosmetic choices and options, but it does bring at least a dozen different cars to the fray; and while the four-player can be choppy at times, a group of friends can blast each others' bumpers off for the first time.




You can now piece together your own vehicle in the Create-A-Car feature.

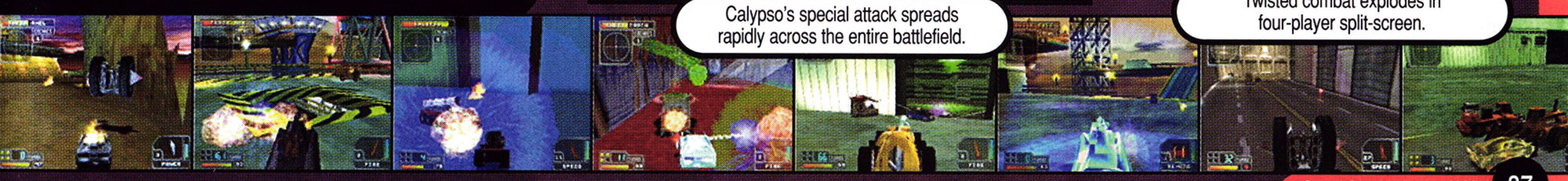
Sweet Tooth is one of the many hidden characters.

The physics model now mimics the masterful play in Twisted Metal 2.




Twisted combat explodes in four-player split-screen.

Calypso's special attack spreads rapidly across the entire battlefield.



**ANDY**
THE GAME HOMBRE

"Revamped and improved, Twisted Metal is back in all its glory with this latest installment. While I was one of the rare fans of TM3, I would agree that the back-to-its-roots gameplay that TM4 brings to the table is better (no more screaming at the screen because your car is on its roof once again). But perhaps the best thing about TM4 is the great array of cars to choose from. While you can create your own vehicle, it's nothing spectacular, and this feature probably will go unused because **the characters in the game are the best yet.** While TM4 does have a four-player option, you won't want to play this choppy mess, but the two-player and single-player games are a blast. Twisted Metal fans unite; TM4 is here to cure all your vehicular combat woes!"

| | |
|---|---|
| Concept | 8.5 |
| Graphics | 8.75 |
| Sound | 9 |
| Playability | 9 |
| Entertainment | 9.5 |
| **OVERALL** | **9** |

**PAUL**
THE GAME PROFESSOR

"The adrenaline rush of Twisted Metal has never faded. The first two games rank as some of the best games the PlayStation has to offer. However, last year's game was a total stinker and soured me on the experience. Luckily, **the developers have returned to the roots of the game and made Twisted Metal 4 a worthy car combat experience.** Gone are the small levels and cumbersome car physics found in TM3. I still think it lacks some of the insanity found in Rogue Trip, but TM4's control and excellent weapon effects are very well done. The two-player game is a blast, but think twice about trying the four-player; it's horrible. Don't let your ill thoughts of last year's game keep you from trying TM4. It is extremely entertaining and worth a look."

| | |
|---|---|
| Concept | 8 |
| Graphics | 8.5 |
| Sound | 8.75 |
| Playability | 9 |
| Entertainment | 9 |
| **OVERALL** | **8.75** |

**REINER**
THE RAGING GAMER

"Ever the vigilantes, Twisted minions were quick to voice their dissatisfaction toward 989 Studios for the facelift it gave to the Twisted Metal series. If you despise the last game, bury those memories and approach this new title with an open mind. 989 has completely reinvented its formula to closely mimic the play in Twisted 2. Fans of SingleTrac's work will go hog wild over what has been incorporated into this sequel. The gameplay is incredibly slick and never for a moment dull. **From its incredible effects to its outrageous explosions, Twisted Metal has never looked so good** either. The new vehicles and weapons are also nice entries to the ever-expanding Twisted universe. I dislike a few of the levels, but this time around, this is the only complaint I have. If Twisted 2 is your cup of tea, Twisted 4 is the follow-up you've been waiting for."

| | |
|---|---|
| Concept | 9 |
| Graphics | 9 |
| Sound | 9 |
| Playability | 9.25 |
| Entertainment | 9.25 |
| **OVERALL** | **9** |

# PlayStation Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Multiple Story Paths; Team, Solo, & Army Battles; Attack Combos; Hand-Painted Watercolor Backgrounds; Political Intrigue; Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Square Soft
- **Available:** February for PlayStation

**Bottom Line: 8**

## *This Boy Needs an Anima*

Poor Gustave. In Square's second title in the SaGa Frontier franchise, only he (out of everyone in the world) has no Anima, the force that allows people to perform magic. His lack costs him his right to the throne and his mother's life, but it gives him the resolve to become a great warrior, one who can excel without any mystical aid. Gustave's quest for self-esteem sets the scene for SaGa Frontier 2, a second attempt at a Square franchise, the first of which was reviled by even the most diehard fans.

Attempting to make a silk purse from its sow's ear predecessor, Square has given SaGa a complete makeover. The eyesore landscapes have been replaced by pastel hand-painted watercolor backgrounds that are not only easy on the oculars, they're flat out gorgeous. Rather than playing through the life of a character chosen at the beginning, players now go to a world map, pick an area or country, and then participate in one of the branching storylines. Completing an adventure not only opens up new options in one area, but all others as well, since time moves on in all places.

Naturally, combat and character advancement is the main focus of SaGa 2. Rather than going up levels to gain hit points, magic points, skill points, and so on, every ability increases individually through combat. If you tend to use axes and tree magic, that's what you'll be best at. On the battlefield, you'll often have the choice of engaging a group of monsters with your entire party or having a single character face a lone beast for the whole enchilada. In the one-on-one duel, players choose four moves to perform, with certain strings pulling off combos that can be completely devastating. In addition to all this, SaGa 2 also has a Tactical Battle mode that occurs whenever you get involved in a war between nations.

Square most definitely intends for SaGa Frontier to become another of its legendary RPG series. With all the improvements made, it's definitely moving in the right direction. All that's left is to find if it's come far enough from the first to build a legion of fans.

*Choose a location and an adventure on the world map.*

*Every background is a hand-painted watercolor.*

*Fight as a group...*



*...or go solo.*

*The field of war.*

### ANDY
THE GAME HOMBRE

Concept 8
Graphics 8
Sound 7.5
Playability 8
Entertainment 7.75

**7.75** OVERALL

"Revamped since its previous showing, SaGa Frontier 2 is actually quite a treat. **While it's no Final Fantasy, I do think it delivers an entertaining quest that is definitely one of the standouts of recent months.** The battle system is solid, allowing the player to gain experience as well as skill points in a number of areas depending on the character. There is even a unique Duel mode that I thought was a particularly nice innovation. The story and the quest are somewhat odd in that you pick different chapters to play out and then basically complete that goal, but this unique approach is forgivable since you can choose to follow different characters around in the story arc. If you like RPGs, then SaGa Frontier 2 is definitely worth a look as it offers plenty of gameplay in a well-rounded package."

### JAY
THE GONZO GAMER

Concept 8
Graphics 8.75
Sound 7
Playability 7.5
Entertainment 7

**7.75** OVERALL

"**Although I feel SaGa Frontier 2 is a step in the right direction for the series, it still hasn't come together as an engrossing and compelling RPG.** The simultaneously occurring storyline adds more replay value than most in the genre, but also encourages the player to switch around and generally lose track of what's happening. The backgrounds are incredible, but are difficult to navigate, especially in dungeons, since the colors tend to blend together and hide passages. Most disheartening of all is the combat system. It's entirely adequate, but since SaGa focuses heavily on battles, it quickly degenerates into an arduous task. There's plenty that SaGa 2 does right, and by no means is it a bad game, but it's still somewhat of a disappointment considering the developer behind it."

### REINER
THE RAGING GAMER

Concept 9
Graphics 9.75
Sound 9.5
Playability 8
Entertainment 8

**8.75** OVERALL

"Very rarely do I see a game that delivers a blockade of gorgeous visuals like SaGa Frontier 2. **Every environment is brought to life with magnificent colors and beautiful artistry.** Add a brilliantly composed soundtrack to the mix and SaGa's gameplay atmosphere comes together as one of the most awe-inspiring to grace the PS-X. Since the last adventure, Square Soft has not only enhanced the graphics, it has also worked wonders with the gameplay and story. Early on, the plot skips around a bit – not allowing you to find your footing with the adventure or understand your character's motivation. As the game progresses, the story settles down and shows its brilliance. SaGa's play is basic, yet the combat is well balanced and bountiful in options. If RPGs are your forte, do not miss SaGa 2."

# PlayStation Review

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** Multiple Seasons With Statistical Tracking; 60 NBA Legends Including Bird & Jordan; One-On-One Mode; End of the Season Awards; Motion Capture by Kevin Garnett; Dual Shock & Analog Compatible; Season Requires 4 Memory Blocks
- **Replay Value:** High
- **Created by:** EA Sports
- **Available:** Now for PlayStation

**Bottom Line: 8.5**

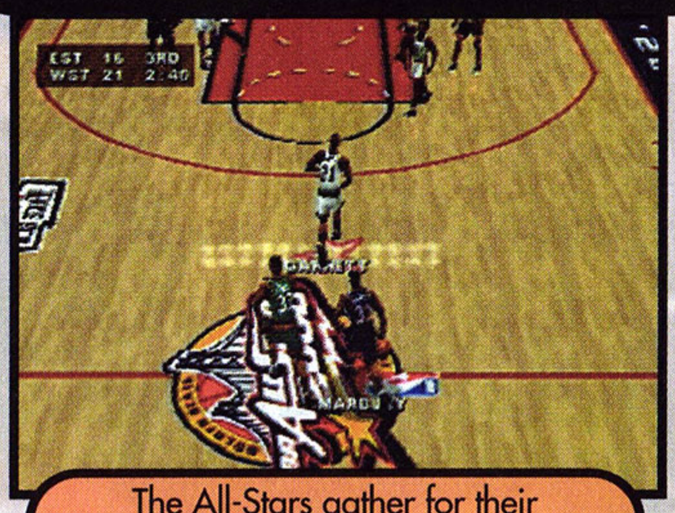
## The Return of Dr. J and Larry Bird

What do Minnesota Vikings fans do after a grueling season? They turn their attention to the NBA and the Minnesota Timberwolves. We won't bore you with the details of the most exciting team in the NBA, but we will present you the details of NBA Live 2000, the exciting basketball game featuring the Timberwolves' big ticket, Kevin Garnett.

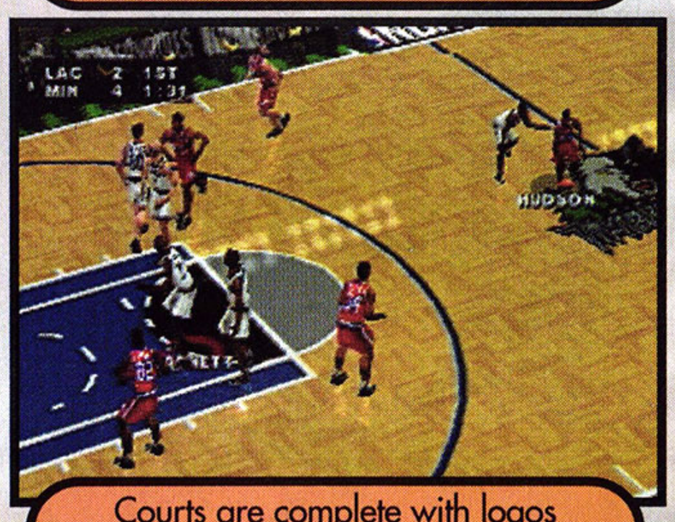
The biggest addition to this year's installment of EA Sports' long-running franchise is the inclusion of 60 NBA legends. Representing each decade since the 1950s, the NBA legend teams include such names as Julius Erving, Wilt Chamberlain, Pete Maravich, and Michael Jordan. These cagers are not only available on the respective decade teams, but can also be unlocked through the Season mode. It is then possible to activate the eminent players and add them to the current free-agent pool. Without a doubt, resigning Larry Bird to Boston would be any Celtics fan's dream.

Fans' dreams will also come true with NBA Live's new "Michael Jordan in One-On-One" mode, a throwback to EA's classic hoops game. Here you can pit any player, past or present, against Jordan. Or you can create a match-up of your own. Imagine putting Shaq against Kareem, Marbury vs. Isiah Thomas, or the timeless video game classic, Dr. J vs. Larry Bird. Anything is possible.

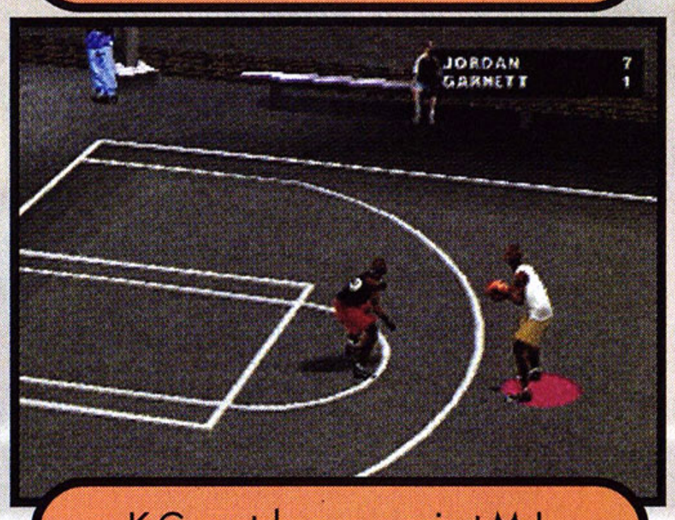
Lastly for the stats and fantasy league fanatics, EA Sports has added a Season mode that will extend 10 years. Player statistics will be tracked, attributes will rise and fall, and the computer will conduct a number of trades and free agent signings. By the end of our three year reign as the Wolves, the team had won back-to-back championships and every team was trying to tempt us with multiplayer trades for future NBA star, Wally Szczerbiak.



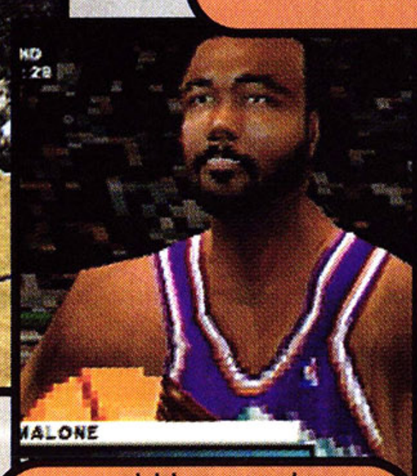
The All-Stars gather for their yearly show of pure offense.



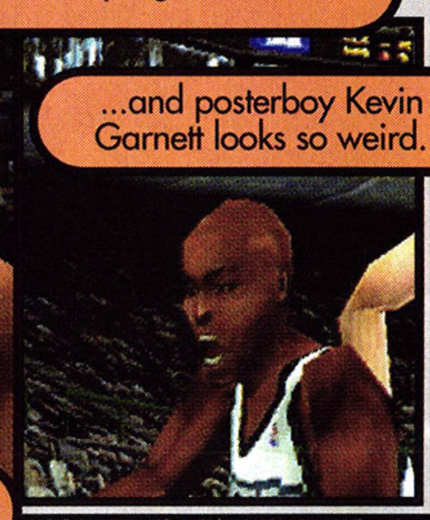
Courts are complete with logos and other details.

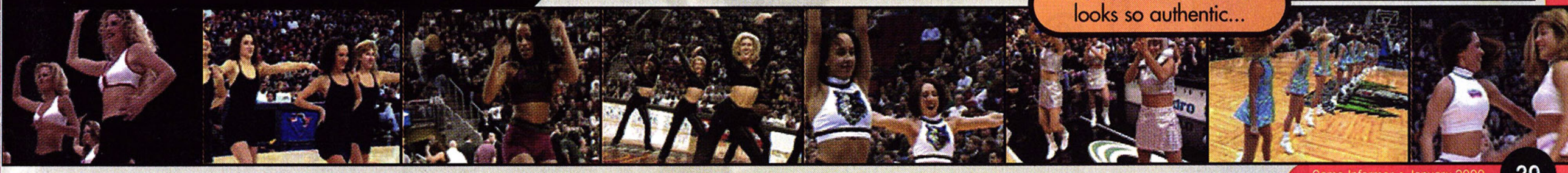


K.G. matches up against M.J.



It's odd how Malone looks so authentic...


...and posterboy Kevin Garnett looks so weird.



**ANDY** — THE GAME HOMBRE

"Video basketball has really improved over the last couple of years, and **NBA Live 2000 is leading the pack with enhanced playcontrol and defense rather than the open court dunk fests of old.** EA has also done a good job of adding new animations and defensive positions without complicating the play control. While I still think basketball is one of the worst done video game sports, this game and NBA 2K are definitely getting close to bringing the sport to life. This year's NBA Live is the best work I've seen, especially with the addition of the legends and Michael Jordan to the mix. If you're looking for an NBA experience on PlayStation, look no further than NBA Live 2000; it's the bomb."

| | |
|---|---|
| Concept | 8.5 |
| Graphics | 8.5 |
| Sound | 8.5 |
| Playability | 8.75 |
| Entertainment | 8.5 |
| **OVERALL** | **8.5** |

**PAUL** — THE GAME PROFESSOR

"EA has a knack for continuing to pack more and more options into all of its sports games; Live 2K is no different. **The rebirth of EA's classic one-on-one game has been long overdue.** The legends and multiple season play are also great additions. The only thing missing now is the dunk competition. I didn't find a whole lot different in graphics or playcontrol between this game and last year's. The computer is still very easy to beat and bumping up the skill level does little more than create more turnovers. EA has hyped some new AI, but I don't see any real change here. Even so, it is extremely entertaining to take a team through the season and attempt to get all your players amongst the league leaders – especially if you have some friends to compete against. Clearly, the game is far better when playing a human opponent."

| | |
|---|---|
| Concept | 9 |
| Graphics | 8.5 |
| Sound | 8.5 |
| Playability | 8.75 |
| Entertainment | 8.75 |
| **OVERALL** | **8.75** |

**REINER** — THE RAGING GAMER

"Last year, I absolutely despised NBA Live. With my raging disgust in full effect, I grabbed hold of Live 99, attached it to a concrete block, and tossed it into the Mississippi river. This year, I eagerly awaited my chance to defile Live in another devious way. After months of anticipation, I finally played the game, and instead of hating it, my mouth dropped to the floor, and **I found myself completely engrossed with its dynamic gameplay.** EA has rebounded from a pitiful showing and has created a follow-up that excels in fantasy options and plays like a dream. The controls are fantastic, the framerate is consistent, and the CPU is actually a tough competitor. Live also presents bonus features like the one-on-one versus Jordan and the Legends teams. Live is well worth investing in."

| | |
|---|---|
| Concept | 8.75 |
| Graphics | 8.25 |
| Sound | 8 |
| Playability | 8.75 |
| Entertainment | 8.5 |
| **OVERALL** | **8.5** |

# INSANE.
# FRENZIED.
# TOTAL
# TAG-TEAM
# CHAOS!

ARCADE 100% PERFECT

TEEN T CONTENT RATED BY ESRB

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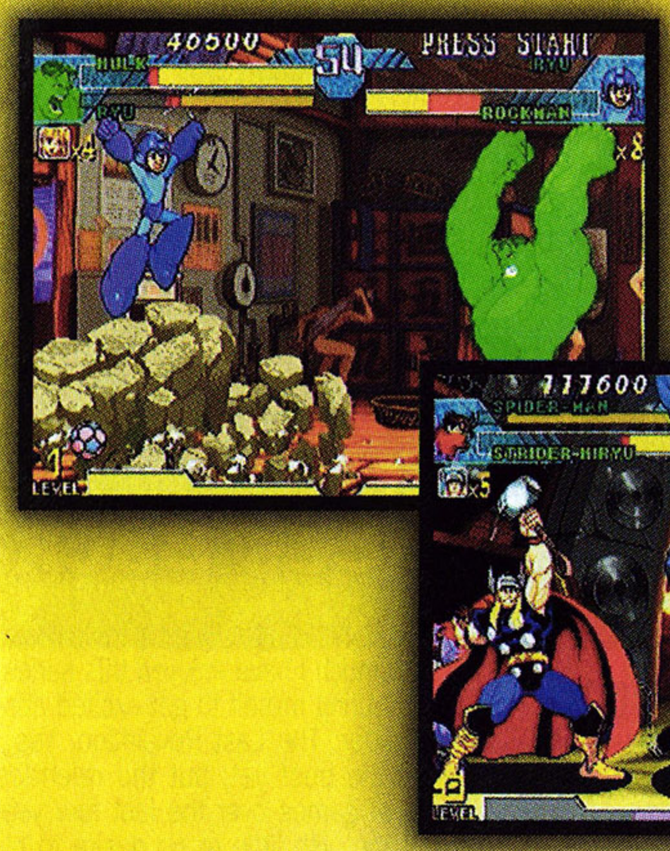
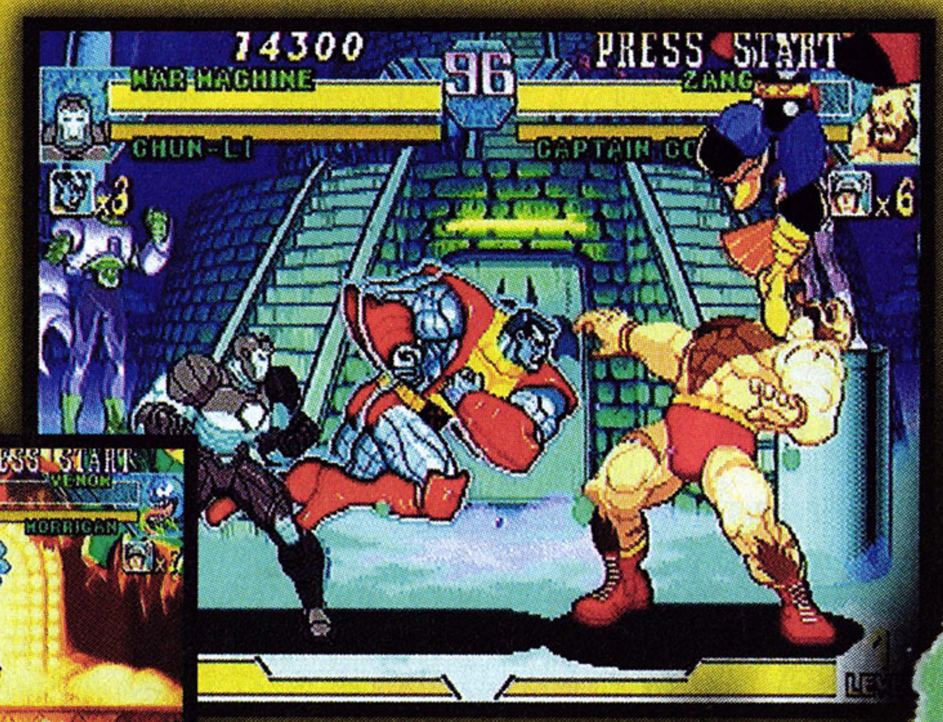
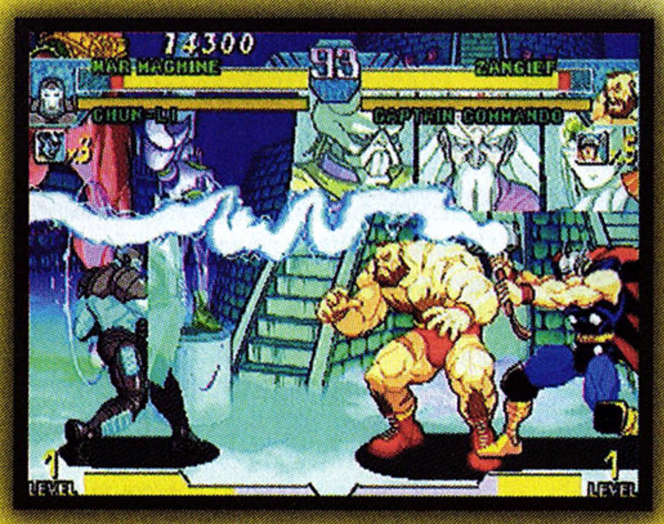
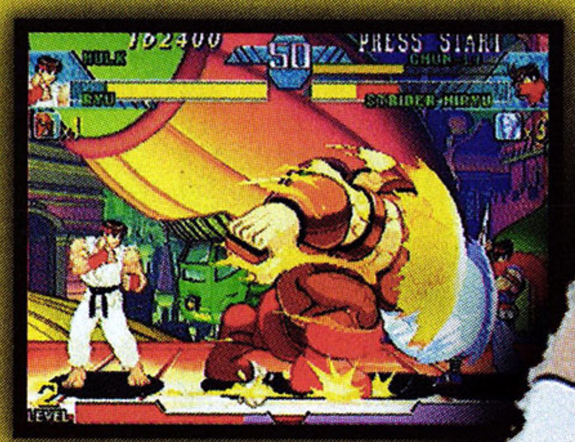





# MARVEL® VS. CAPCOM®

## CLASH OF SUPER HEROES™




Imagine the battle: Spider-Man vs. Mega Man... Incredible! Or, who would stand victorious in Strider vs. Captain America? Amazing! Now Capcom's #1 smash arcade fantasy fighter comes to the Sega Dreamcast! Experience the world's most amazing battles between your favorite legendary Capcom characters and super heroes of the Marvel Universe.

Supports 4-player simultaneous play for the most explosive tag-team matches ever!

Sega Dreamcast™

# PlayStation Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Young & Middle-Aged Lara Croft; Set In Egypt; New Rope Climbing & Swinging; Improved Texture Quality & Character Model Detailing; Cinematics Galore; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Core Design for Eidos Interactive
- **Available:** Now for PlayStation

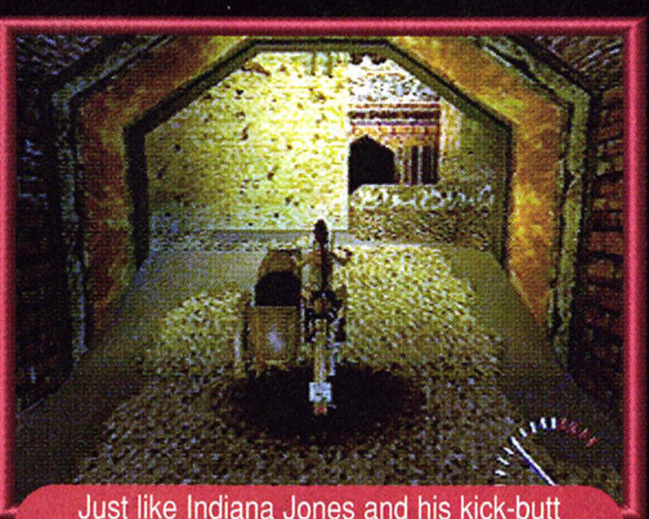
**Bottom Line: 8**

## Lara Croft Bounces Back

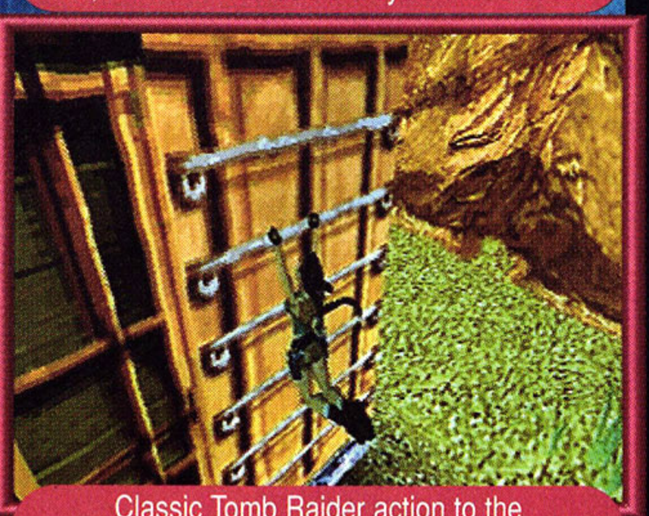
Game Informer picked Tomb Raider as one of the most influential games of the 90's. With Lara Croft's dynamic personality leading the way, Tomb Raider raised the standard for all adventure games to follow. If the dynamic real-world environments didn't make gamers drool, then the foxy protagonist did. Many of us fell in love with Lara Croft's polygonal sensuality, and because of this fanfare, Core Design and Eidos Interactive have forged four different Tomb Raider adventures since 1996.

The latest offering, Tomb Raider: The Last Revelation picks up right where Tomb Raider III left off, but this time around, a vast array of improvements have been plugged into the quest. If you found yourself fed up with the incredibly challenging difficulty of III, or found it too similar to the previous two games; The Last Revelation features a ton of variety, a more involving story arc, and graphical enhancements galore. In the expansive story telling, Eidos delivers a ton of back story on Lara Croft's past, and as you've all heard, you can now play as a teenage Lara Croft on the first level of the game. This stage is nothing more than training – a stage where Lara learns the ropes with her mysterious mentor.

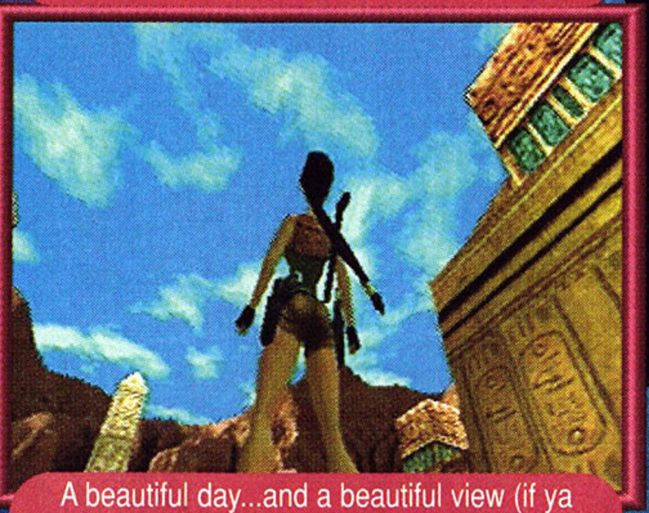
Unlike the other Tomb Raider games, this one takes place in just one area – Egypt. It would seem that monotony in settings would quickly grow tiresome, but rest assured, Core has gone the extra mile to keep each stage unique. Whether it be the Burial Chambers, the Valley of the Kings, or the Temple of Karnak, all of the stages are quite different in design and mission structure. As for the gameplay, the same dynamic engine from the previous titles is reused once again. Along with the side flips, handstand, and swan dive, Lara can now climb poles, swing on ropes, and hand over hand shimmy around corners. The player has the ability to combine two items into one. For example, adding a laser sight to the revolver will allow Lara to take out baddies with ease.



Just like Indiana Jones and his kick-butt dad, Lara commandeers a cycle with sidecar.



Classic Tomb Raider action to the fourth degree.



A beautiful day...and a beautiful view (if ya know what we're saying – wink wink).

Cinematic cutscenes run rampant throughout Lara's latest adventure.

In Egypt you'll see hieroglyphics, pyramids, pharaohs, and fire breathing dragons!

### ANDY
THE GAME HOMBRE

| | |
|---|---|
| Concept | 7 |
| Graphics | 9 |
| Sound | 8 |
| Playability | 8.25 |
| Entertainment | 6 |
| **OVERALL** | **7.75** |

"For how much I have enjoyed this series, I just can't bring myself to get excited about Tomb Raider: The Last Revelation. Yes, it may be the best yet; but the relentless barrage of games over the last four years has left me with little or no desire to play through yet another Lara Croft adventure. Especially since this game really doesn't look any different, or really play any different for that matter. Sure you can swing on ropes and stuff, but it just hasn't changed enough of the basic gameplay mechanics. I will give props to Eidos for taking Lara back to Egypt where she belongs, as exploring the environments is totally enjoyable with some awe-inspiring vistas. However, I say let Lara lie for a while. **I love this series, but I don't know how much more I can take.** Now if you were to give me revved-up Lara game on DC or PS-2, I'd be a lot more interested."

### PAUL
THE GAME PROFESSOR

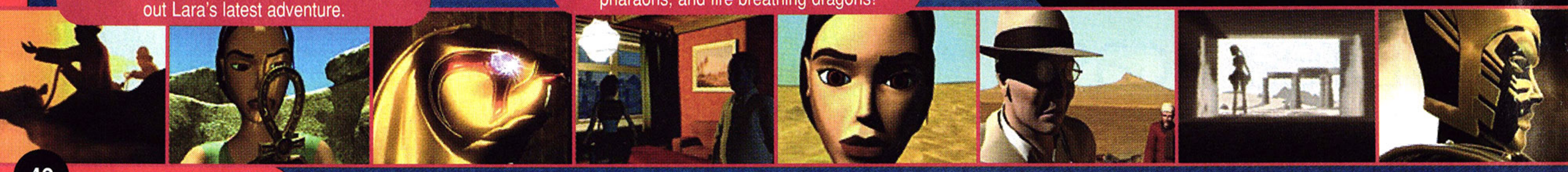
| | |
|---|---|
| Concept | 7.75 |
| Graphics | 9 |
| Sound | 8.5 |
| Playability | 8.5 |
| Entertainment | 8.25 |
| **OVERALL** | **8.5** |

"Lara Croft fanatics, you know who you are. You've played the other three adventures and you are probably ready for the fourth. If that is you, you will most likely be pleased with this game. Yet, I am a little disappointed with how little this game has progressed over the years. **This new version does have some nice graphical improvements and a few new moves, but I view these changes as minor.** You still have the annoyingly difficult jumps and other pitfalls. Although it is great that the save anywhere function has returned, where I think the game has declined is in the game design. There is way, way too much backtracking and returning to levels. I find this extremely boring. There's no doubt that Tomb Raider freaks should take a look, but just don't get your hopes up that this is something completely new."

### REINER
THE RAGING GAMER

| | |
|---|---|
| Concept | 7.25 |
| Graphics | 8.75 |
| Sound | 8.25 |
| Playability | 8 |
| Entertainment | 8 |
| **OVERALL** | **8** |

"I think it's safe to assume that Tomb Raider fans know what to expect from this fourth chapter. Lara is indeed back, and with her cometh the long running gameplay that we've manipulated for three consecutive games. Along with the original maneuvers, Lara can now climb poles, swing on ropes, shimmy around corners, and combine items and weapons. The biggest enhancements are displayed within the storytelling and graphical presentation. Gone are the hideous pixels, and gone are the ten hours of play without a story break. **Core has implemented a ton of cutscenes into this sequel, making it the most explosive and provocative story in the series.** Those who truly appreciate Lara's quests will love this game to death. As for the rest of you, this edition blends in with the other installments – offering the same gameplay yet again."



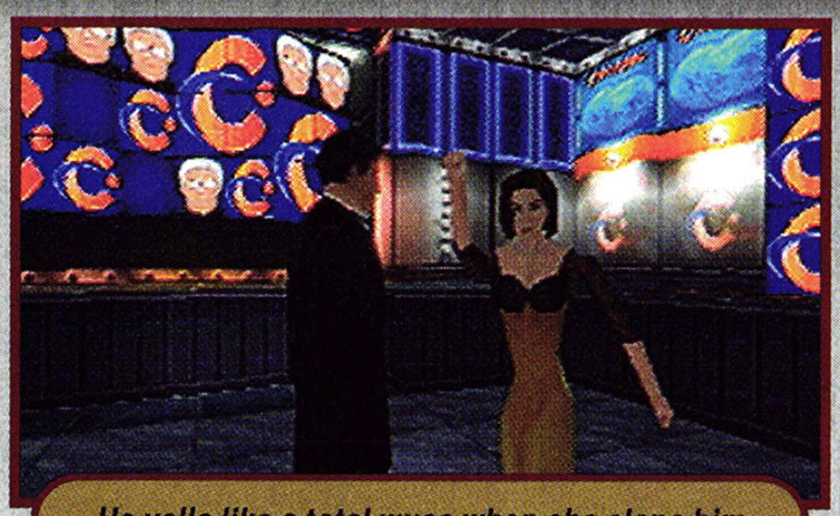
# New Feats of Bondage

PlayStation

## Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Special Scenarios Like Skiing & Driving; Auto-Targeting; Aiming Mode; Sniping; Cutscenes Straight From the Movie; Plenty of Gadgets & Guns; 10 Levels; Wai Lin as a Playable Character
- **Created by:** Black Ops for Electronic Arts
- **Available:** Now for PlayStation

**Bottom Line:** 7.25



*He yells like a total wuss when she slaps him.*

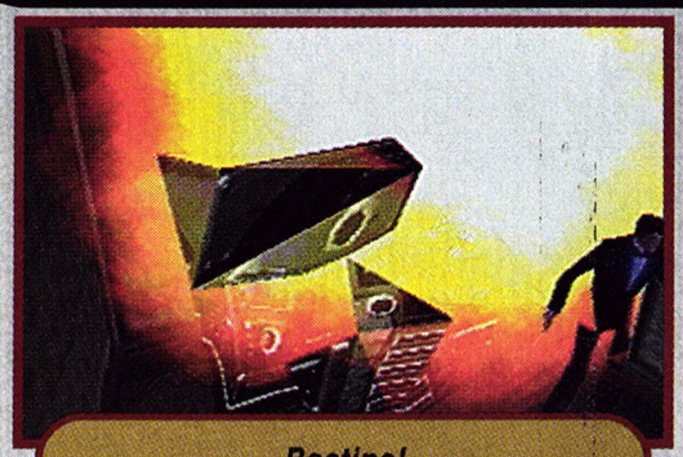
When jealous PlayStation owners see screenshots of this game, we know what they're thinking. It's Goldeneye for PS-X, right? Unfortunately, it's not. While Tomorrow Never Dies may have many features similar to the hit N64 game, its focus is more on achieving an experience close to the movie than on being a separate game.

While there is plenty of combat and the plot has been bent and broken in some pretty big ways (you can rescue the woman this time around), there are plenty of action sequences that are meant to go along with the movie like downhill skiing, hopping into a Mig and spinning it around a couple of times to blow everything up before taking off, and blowing up terrorist convoys with a fully armed and armored Beamer. Just to remind you what point of the movie you're in, the end of every mission is followed by a cutscene directly from the film.

This isn't to say that the gameplay has no merit. There are a wide variety of weapons, many of which were never used in the film. Assault rifles, submachine guns, sniper rifles, and rifles with infrared scopes are a regular part of the action as well as Bond's classic sidearm, the PK7.

Bond can also take advantage of numerous gadgets to help him out. Unfortunately, the use of these items is pretty obvious as the game will tell you when you can and can't use them. People looking for Goldeneye on the PlayStation, may be disappointed by this new Bond experience at first, but they may still find the game enjoyable if they hack at it long enough.

*They come out of the helicopter one at a time.*



*Bactine!*

*Bond does tricks, even while people are trying to kill him.*

*Bond's cuff links can work wonders.*

*Unfortunately, you don't get to fly it.*

**ANDY**
THE GAME HOMBRE

"Hoping to capitalize on the good deeds of GoldenEye, MGM wouldn't let the Bond license go, and thus embarked on its own crusade to create an entertaining Bond experience. On paper, the addition of skiing and driving seems like a good thing, but I think it may have spread the team a little thin, as the main focus of the game, the third-person action sequences, are quite mediocre. The overall presentation is also quite average with only decent graphics and sound. Which is a shame as I was really hoping for something worthwhile from this title. I will admit that playing Bond and completing the various missions certainly makes this game a decent rental, but **Syphon Filter and Medal of Honor make this game look stupid** and rule it out as a purchase in my book."

| | |
|---|---|
| Concept | 7 |
| Graphics | 7 |
| Sound | 7 |
| Playability | 7.25 |
| Entertainment | 7 |
| **OVERALL** | **7** |

**JAY**
THE GONZO GAMER

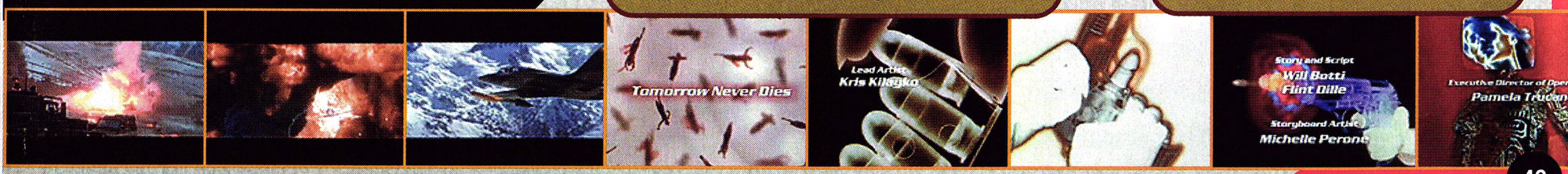
"There's a real love/hate relationship going on with me and this game. **The weapons aren't that great, the camera will give you vertigo, and enemies were sometimes able to shoot me through walls and closed doors.** The worst part is that Tomorrow Never Dies feels very un-Bond-like. Other than to score some Style Points at the end of the mission, there's no reason not to constantly use the assault rifle and blast your way through every mission. The driving minigame is okay, but the skiing is absolutely ludicrous. Deep in my heart, I know I should be scoring this game lower, but for some reason I couldn't stop playing. Curse you, Bond! Luckily, the game isn't too long, but you'll likely get stuck somewhere for an hour or two and have no idea what to do. I say rent this one and get it out of your system."

| | |
|---|---|
| Concept | 7.5 |
| Graphics | 8 |
| Sound | 7.75 |
| Playability | 6 |
| Entertainment | 7 |
| **OVERALL** | **7.25** |

**REINER**
THE RAGING GAMER

"Black Ops had huge shoes to fill, and while the game feels like an authentic Bond adventure, it doesn't have the gameplay presence needed to rank with the likes of GoldenEye, Metal Gear Solid, or Syphon Filter. **It may not be the next big spy thriller, but Tomorrow Never Dies is a decent game that does many things well.** The story is brought to life nicely with plenty of cutscenes, the missions are sculpted to be both difficult and thought provoking, and the graphics are colorful and filled with effects galore. On the other hand, this title also does several things wrong. Its animation is choppy, the controls are loose and unresponsive, and targeting is often a serious nightmare. I enjoyed the challenge and the soundtrack absolutely rocked, but the gameplay made me think of greener pastures – namely Syphon Filter."

| | |
|---|---|
| Concept | 7.75 |
| Graphics | 8 |
| Sound | 9.25 |
| Playability | 6 |
| Entertainment | 7 |
| **OVERALL** | **7.5** |



# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** Arcade, Rally Championship, V-Rally Trophy, & Time Trial Modes; 16 Cars Plus 10 Unlockable; Visible Damage; Caked Mud & Snow; 80 Courses in 12 Locations; Excellent Track Editor
- **Replay Value:** High
- **Created by:** Infogrames for Electronic Arts
- **Available:** Now for PlayStation

**Bottom Line: 7.25**

## Righteously Real Rally Racing

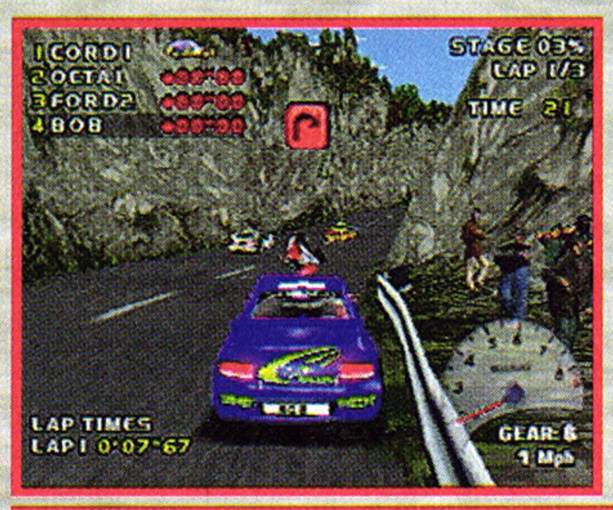
There is nothing quite so thrilling as a high speed race through hilly territory and rough terrain. Actually, that's a lie, but it's still a pretty cool racing concept. V-Rally 2 offers a lot to the armchair Rally car fan and then some. The racing is smooth and the game has a wide variety of modes to try out.

Cars are not purchased in this game, but instead are unlocked in the way of old. Available vehicles may be used at any time. Using higher class vehicles won't be to the beginning driver's advantage, however, as the game will automatically assign vehicles of the same class for every race.

Rather than featuring a complicated parts system, V-Rally 2 keeps car tweaking simple with a slide bar system that players can use to change the performance of their vehicles. Before every race, cars can be modified through a series of slide bars for Tires, Gear Box, Chassis, and Brakes. Jacking your car further off the ground or increasing acceleration at the cost of top speed is a simple matter of pointing and clicking.

One of the game's more impressive features is its Track Editor. This excellent mode allows you to design all of the turns and bends in your course and then change the elevation of certain points, set the location (determining track surface and background graphics), and set the weather conditions. Driving on your own twisted track is thoroughly entertaining. It's our hope that Track Editors will become as mandatory to racing games in the future as being able to modify your vehicles has become now.

V-Rally 2 is a fine mix of modes and options, and offers a great deal of replay value with its Track Editor mode. Regular racing fans may cast a stern and speculative eye at the reviews on this game, but V-Rally 2 offers plenty of solid racing action that anyone could enjoy. If Rally racing is your box of chocolates, you'll find few of those nasty rum and cherry nougats in this game.



### ANDY
THE GAME HOMBRE

| | |
|---|---|
| Concept | 7 |
| Graphics | 8.5 |
| Sound | 8 |
| Playability | 8 |
| Entertainment | 7 |
| **OVERALL** | **7.75** |

"Personally, **I thought last year's V-Rally game was atrocious, so I was pleasantly surprised at how improved V-Rally 2 is.** The improvements are numerous with smoother playcontrol (though it does get a little rubbery at times) and graphics that are infinitely better than the original. Also improved are the track designs and soundtrack, which really get you pumped as you fly though a barrage of tight turns and twisty passages. In the Arcade mode, V-Rally 2 flies with lots of insane speed and out-of-control slides. The Championship and Trophy modes still feature the same action, but it is tempered by the fear of mistakes as one screw up can cost you the series. In the end, I liked V-Rally 2's fun racing, but soon lost interest in the whole rally experience."

### PAUL
THE GAME PROFESSOR

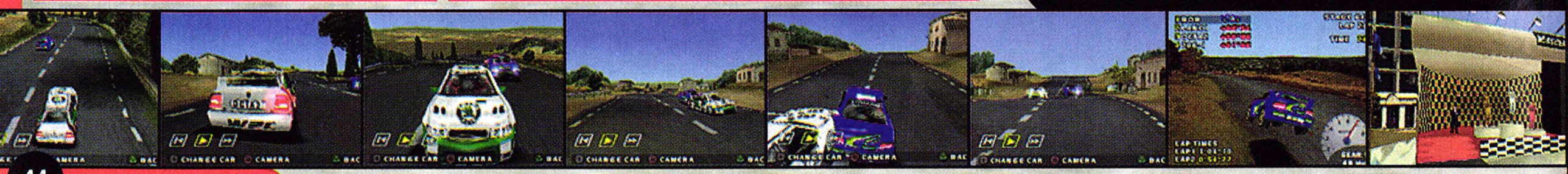
| | |
|---|---|
| Concept | 8 |
| Graphics | 8.75 |
| Sound | 8 |
| Playability | 7 |
| Entertainment | 5 |
| **OVERALL** | **7.5** |

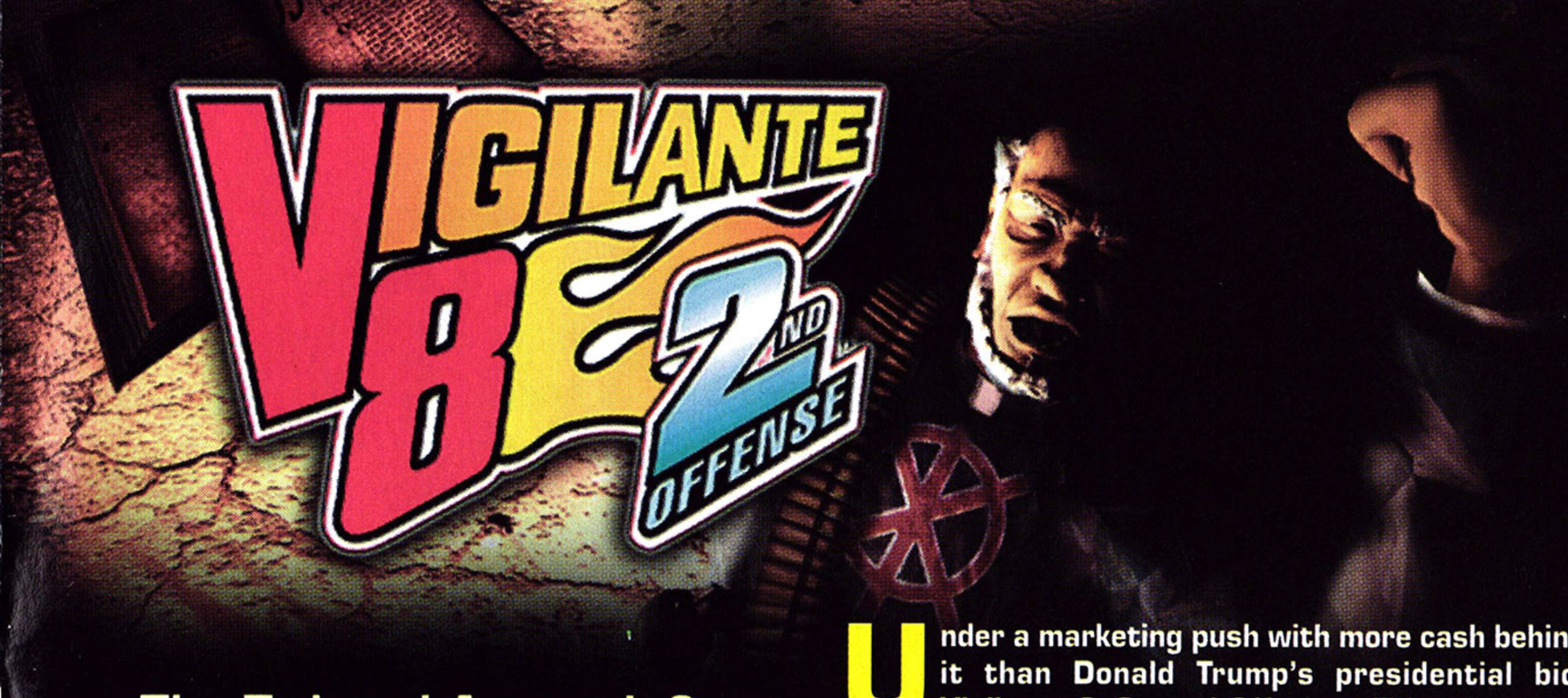
"Rally racing games seem to have been around since the dawn of time. **This specific racing genre has come a long way and leading the pack is V-Rally 2.** The Track Editor is especially well designed. Constructing a circuit purely of jumps is always entertaining. I found that the adjustments that can be made to the car's suspension are nicely transferred into gameplay; however, in the early stages it doesn't pay to waste the time as they are pretty dang easy. That's probably the game's downfall; it is pretty dull to start out. Although, I must commend the replays, complete with the two-person team in the car. It's a cryin' shame that rally racing isn't that popular, as V-Rally 2 would probably be one of the top racing games of the year. As it stands, it gets buried by flashier games like Test Drive and Gran Turismo."

### REINER
THE RAGING GAMER

| | |
|---|---|
| Concept | 6.25 |
| Graphics | 8.25 |
| Sound | 6.5 |
| Playability | 6.25 |
| Entertainment | 6.5 |
| **OVERALL** | **6.75** |

"With a handful of improvements igniting its engine, V-Rally 2 shines as one of the most detailed and accurate racers on the market. With a finely sculpted physics engine bringing forth realistic suspension and collision, V-Rally 2 had all the key elements in place to perform just as miraculously as 989's Rally Cross series. It controls phenomenally – forcing the player to pump the brakes and counter steer. It looks outstanding – delivering beautiful terrain designs and very little pop-up. It offers plenty – with options galore in vehicular configuration and game modes. Ironically, all of this doesn't add up to excitement. It should have been a killer game, but one huge fault holds it back from gathering praise. **All of the tracks suck. The courses are vigorous in turns, yet each track is as plain as a Perkins' pancake.**"






# The Twisted Assassin?

PlayStation

Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 18 Vehicles; 12 Arenas; Quest, Co-Op, & Survival Modes; New Weapons; Vehicular Transformations & Power-Ups; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Luxoflux for Activision
- **Available:** Now for PlayStation (Nintendo 64, Dreamcast)

**Bottom Line: 7.75**

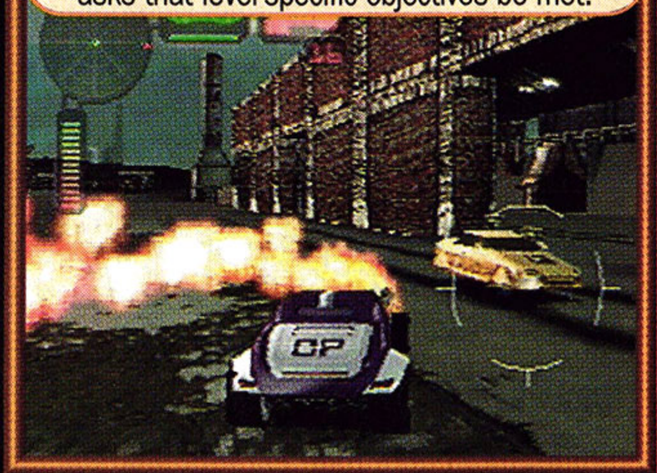
**Under a marketing push with more cash behind it than Donald Trump's presidential bid, Vigilante 8: Second Offense will be plastered practically everywhere. From boob tube commercials to urinal patties, Activision is forking out the cash all in an attempt to capture gamers' votes (and hard earned cash) for vehicular combat game of the year. The leader in this genre, Twisted Metal, is also making a triumphant return to the PlayStation scene. Unlike last year's lethargic sequel, Twisted Metal is well oiled, juiced up, and in classic form. In this issue, Game Informer reviews both products, adding closure to the clash of the vehicular titans, and once and for all, crowning one title as the king of this vigorous genre.**

**Instead of revamping a formula that worked wonders just a year ago, Luxoflux, Vigilante 8's developer, has rendered additional flair to the previously used (and thoroughly abused) V8 coding. Of course, like every sequel known to man, Second Offense features a host of new characters - all diabolically warped in unique ways. Along with these personalities, Luxoflux has created 12 arenas that are loaded to the hilt with trigger events (like a space shuttle launching or a secret gate opening) and a ton of objectives that must be completed in the revamped Quest mode. Almost everyone who played the previous V8 offering complained that the quest was too short, ending abruptly after four minuscule stages. This time around Luxoflux constructed the quest with 'double your pleasure' in mind. Level objectives, like finding gas tanks or destroying complexes, are in greater number on each of the eight double your pleasure stages.**

**As for the gameplay and look, this sequel is constructed with the same bag of tricks as the original, and even though a complete year has passed, the game still looks incredibly sharp - portraying realism in vehicular damage and environment designs. The control schematics are also fitted for realism, although we have to admit, amongst the well lubricated chassis, we've never seen a bus mounted to water skis floating down an Alaskan stream.**

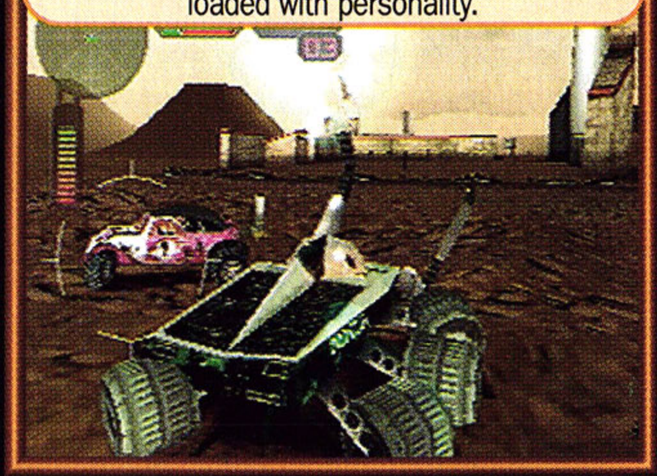
**Like Twisted Metal 4, Vigilante 8: Second Offense is loaded to the hilt with features galore, phenomenal graphics, and a booty shakin' box of beats - but does it just sound good on paper? Or is it really the prophesied Twisted killer?**

Along with vehicular combat, the Quest mode asks that level-specific objectives be met.



A new addition to the series is the ability to ride on water skis, snow treads, and hover jets.

The new vehicles are creative and loaded with personality.



Character specific weapons are as deadly as ever.

There's a bomb on the bus... and I put it there! He he he!

**ANDY**
THE GAME HOMBRE

| | |
|---|---|
| Concept | 7.25 |
| Graphics | 8.25 |
| Sound | 8.75 |
| Playability | 7 |
| Entertainment | 7 |
| **OVERALL** | **7.75** |

"Most of what made the original a solid game is still here, but the additions, like the transformations and the expanded Quest mode, really don't do that much to make this game all that different. It's still a realistic version of Twisted Metal with a 70's personality. While I am usually all about the retro thing, **I think the new characters in this sequel are less than exciting and really don't do anything to further the series**. Plus, I don't know if I've been playing too much Dreamcast, but the graphics in this one don't look that great. If you are a Vig 8 fanatic, you will be pleased by this new addition, but I'm gonna play Twisted Metal on PlayStation, and hope that the Dreamcast version of this game rocks so I can forget all about this one."

**PAUL**
THE GAME PROFESSOR

| | |
|---|---|
| Concept | 8 |
| Graphics | 8.75 |
| Sound | 9 |
| Playability | 9 |
| Entertainment | 9 |
| **OVERALL** | **8.75** |

**"This game has made huge improvements in the playcontrol and computer AI departments. It also got a big dose of da funk**. The James Brown-esque 'Gimme Mo' Torque' is tight. To say the least, this game has a lot of personality. The characters and cars are great, as is the addition of the car transformations. With both the Quest and Arcade modes, there is a lot to accomplish and destroy. I especially like the new areas that launch you into a new place or high into the air. Graphically, the game puts Twisted Metal to shame, but there are some instances where the graphics bog down. That aside, veterans of the first game should enjoy the mix of classic old environments and impressive new ones. Be sure to give this game a look."

**REINER**
THE RAGING GAMER

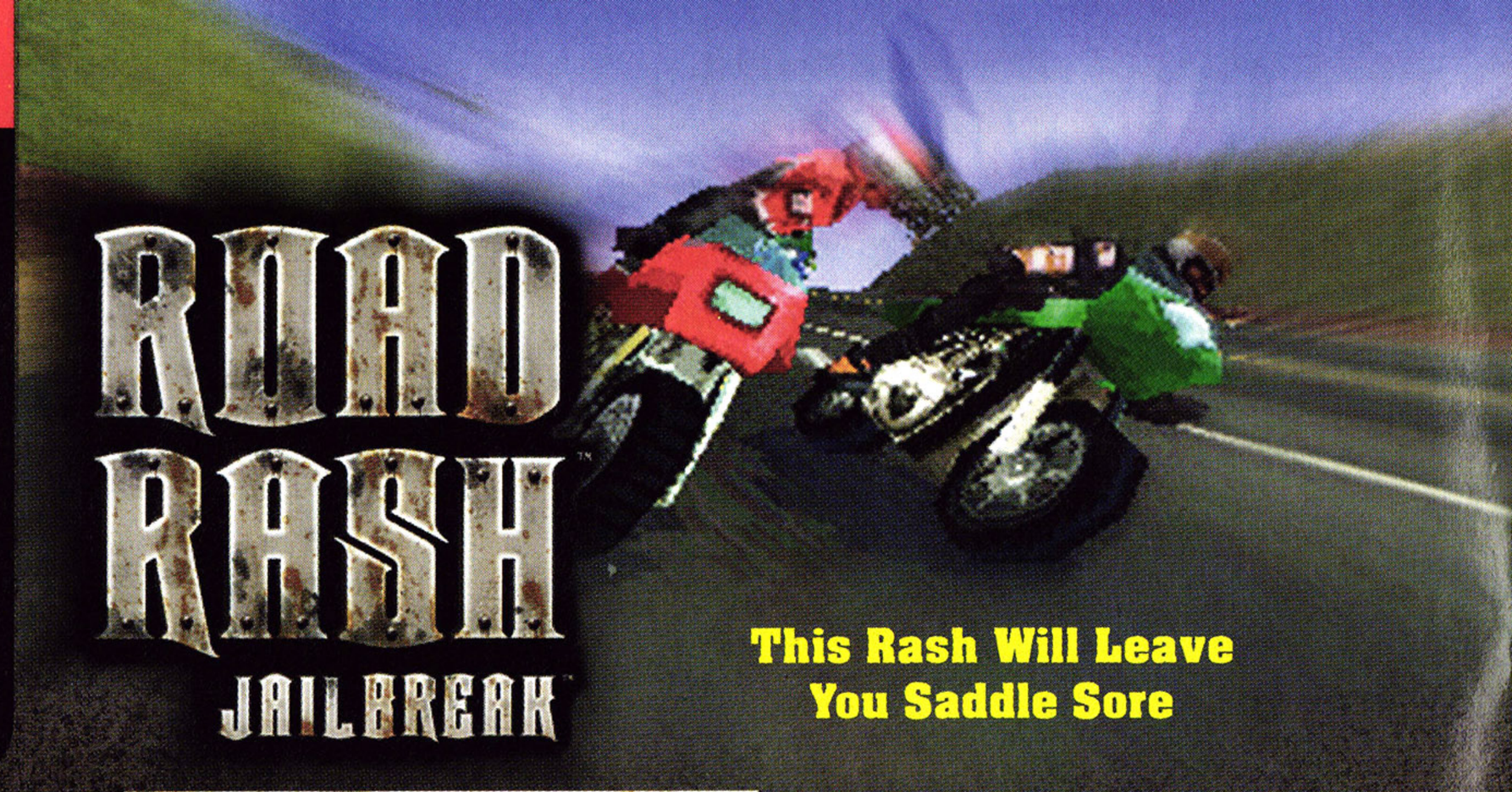
| | |
|---|---|
| Concept | 6 |
| Graphics | 9 |
| Sound | 8.75 |
| Playability | 5.5 |
| Entertainment | 5.5 |
| **OVERALL** | **7** |

"Every little oddity in the first V8 release has been kept intact and magnified in this subpar sequel. Vigilante 8's main attraction was the vehicular combat - not the missions or the depth of the quest. In the sequel, Luxoflux has incorporated longer missions that do little more than infuriate and sidetrack the thrills of vehicular destruction. Once again, the computer drones showcase prehistoric reflexes and sheer stupidy. The new characters and levels are definitely improved upon, but **the misery of gameplay eventually drove me to a state of great depression and unharnessable anger**. If you love the first title, then disregard my words and drop down the pretty penny. Otherwise, I suggest hooking up with Sweet Tooth and cannonball running it over to the Twisted fields."

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action/Racing
- **Special Features:** Eleven Weapons; 2 New Multiplayer Modes; "Five-0" Mode; First Ever Story Mode; 2 Rival Gangs; New Combos; Multiple Bikes; FMV Cutscenes For Story Mode; Redesigned Tracks; Leather Clad Dwarf Riding Shotgun
- **Created by:** Electronic Arts
- **Available:** January for PlayStation

**80% Complete**




## This Rash Will Leave You Saddle Sore

Way back in the days of the Sega Genesis, the Road Rash series carved out a unique niche in the video game totem pole by combining two simple genres, fighting and racing, into what would become one of the longest-running franchises in gaming. Few games have attempted to follow Road Rash's burnt rubber tracks, making the series almost a genre in itself.

Numerous sequels have left many with the feeling that Road Rash is running a little low on gas. Can Road Rash: Jailbreak top off the tank and get this old hog back on the highway? EA has upped the horsepower with some new features that should have haggard Road Rash groupies crawling back for one more whiff of the tailpipe.

First and foremost among the myriad of new modes is the Story mode. At the outset, you must join one of two rival gangs, and gradually work your way up through the ranks. Attain status as a rasher extraordinaire, and you will be sent on a mission to free an unjustly imprisoned man. Mumia, perhaps? No – leave the Mumia freeing to Rage Against the Machine, son. Your job is to save Spaz, a legendary rasher who's been thrown in the clink. For those law-and-order types out there, there is Five-0 mode, which allows you to assume the role of a little piggy out to lock up renegade bikers. Finally – a chance to live out all your CHiPs fantasies!

Jailbreak's combat has been augmented with over 45 new combo and supermoves that will have your foes eating asphalt and spitting out teeth. Also, the new multiplayer Sidecar mode should double the fun with cooperative two-on-two action. One player is the designated driver, while another (who appears to be some kind of midget/gimp) concentrates on assault and battery.

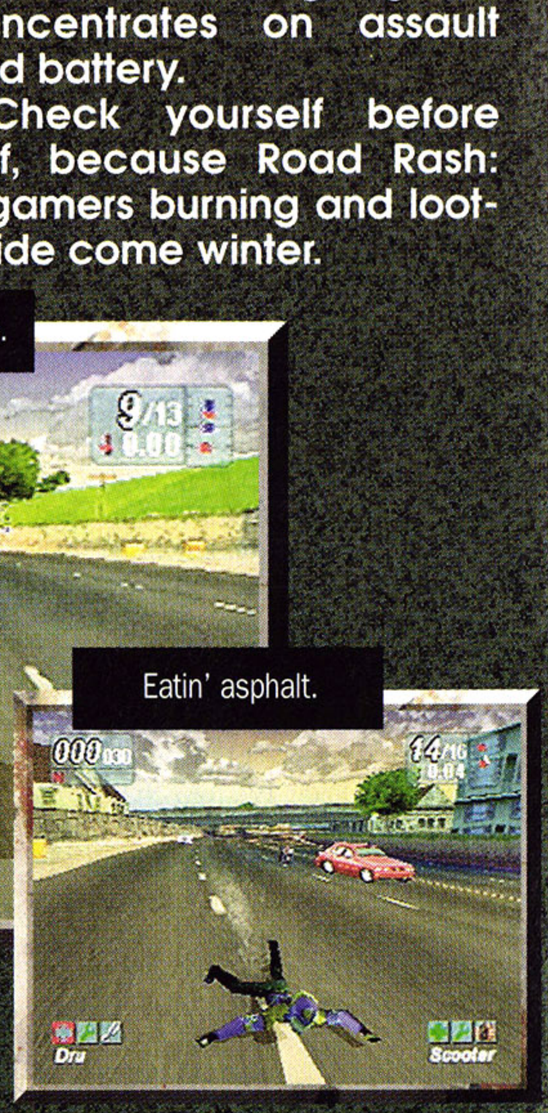
Check yourself before you wreck yourself, because Road Rash: Jailbreak will have gamers burning and looting retailers nationwide come winter.

"Tickle, tickle!"

The old arrow-in-the-tailpipe trick.

The motorcycle gimp Olympics.

Eatin' asphalt.



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# PlayStation Preview

- **Size:** 3 CD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Psychic Attacks; Manage Character Levels Through Use of Drugs; Futuristic Visuals; CG Cutscenes; Ambient Background Sounds; Item Management & Map Screen; Puzzle Solving
- **Created by:** Polygon Magic, Inc. for ASCII Games and Crave Entertainment
- **Available:** March for PlayStation

## 60% Complete

# GALERIANS

ガレリオンズ

## Psychotic Reactions

It's commonly known that human beings utilize only 15 percent of their brains. The editors at Game Informer use only about 3.8 percent of their mental capacity, most of which is devoted to thinking of ways to break into the Coke machine in the cafeteria, but that's beside the point. Imagine what feats humans could accomplish if we could exploit our vast lumps of untapped cerebral matter.

In Galerians you are cast in the role of Rion, an androgynous male ingenue who wakes up in a hospital with a case of total amnesia. Rion soon discovers that he is possessed of very powerful, and volatile, psychic powers. As he begins to explore the labyrinthine hospital complex, he soon begins to unearth clues about his shadowy past. It turns out that Rion is the son of Dr. Steiner, one of the original developers of Dorothy, a massive supercomputer that manages the futuristic megalopolis of Michaelangelo City. Shortly before Dr. Steiner and his family disappeared under mysterious circumstances, he had been involved in a top-secret project that was devoted to cloning genetically-altered workers who could withstand the most extreme working conditions. The key to unlocking Rion's past lies in finding out how this project went wrong.

We might as well get this out of the way now – Galerians is very similar to Resident Evil. The pre-rendered backgrounds, the controls, and the fixed camera all scream Res Evil.

However, don't discount Galerians as a cheap knock-off. There are a number of well done and interesting elements that make this game one to watch. In place of weapons, Rion uses psychic attacks to dispose of his enemies. These psychic powers are managed through the use of drug capsules that you inject into your neck with a hypodermic needle gun. You can also use your powers of intuition to help you solve the game's many puzzles. Be careful in using these powers, as they exact a heavy price on your fragile equilibrium. In addition to a health meter, you have an adrenaline meter which must be monitored. Stressful situations can push it into the red-zone, causing you to become disoriented and your health meter to plummet. Fortunately, your adrenaline can be regulated through the use of Delimeter, another psychoactive drug.

Galerian's cyberpunk ambiance, extrasensory action, and engrossing story should capture the imagination of survival horror and Dionne Warwick fans alike. Although there is less gore and nary a zombie to be found, Galerians dares you to discover something infinitely more horrifying – the truth.

It's a tornado drill.

Meet your mechanical nemesis.

"I'll never understand this modern art stuff."

"We don't need no water, let the muthahubba burn!"

The janitor's going to have fun cleaning this one up.

This won't hurt a bit.

Michael Jackson really needs to lay off the plastic surgery.

PlayStation
# Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3 Playable Characters; Pre-Rendered Backgrounds; Tons of Cutscenes; Challenging Puzzles; Intuitive Targeting; Stealth Sneaking; Dramatic Camera Angles; Cartoon-Style Graphics; Shower Scene
- **Created by:** Kronos for Eidos
- **Available:** February for PlayStation

**80% Complete**

## Fear and Loathing in Hong Kong

Chances are you've played Resident Evil; you've farted around in Oddworld; you've capped some fugitives in Syphon Filter. While combining elements from each one of these titles, Fear Effect strives to be its own game. The game's story is somewhat unique, its graphics are original, and its control has a few innovations, and still it appears like each of the above-mentioned games in one way or another – which certainly isn't terrible.

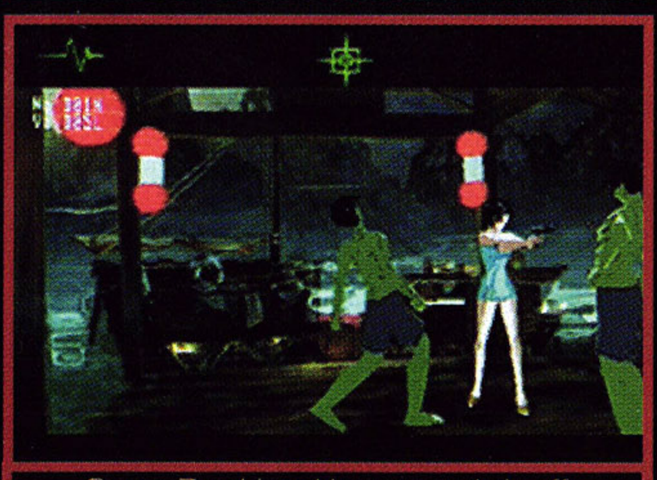
Mercenaries Glas and Hana are headed to the Lam building in downtown Tokyo. Word is that Wee Ming Lam, daughter of a powerful Triad boss, is missing. Returning her safely means big bucks. Reaching their destination, things seem awry. Hana, ever the independent gal, sets out to find some answers. She discovers both bad guys and puzzles, and deals with them using gunshots to the head and keen problem-solving skills, respectively. After diffusing a time bomb, and busting a few skulls in the process, the duo takes on grizzled partner Deke, and all head toward a tiny fishing village. A sexy shower scene ensues before their barge docks. Fire and green machete-wielding zombies greet them, and the story becomes more tangled.

Each character has a distinct personality. Bound to be the favorite playable character in Fear Effect is Hana Tsu-Vachel, the svelte lynx of the outfit. Raised an orphan in the Republic of China, she grew up a skilled marksman and driver, and an infiltration specialist. Her partner, Royce Glas, is an ex-soldier from Cali. His sense of honor during a job is second only to his need for money. Big bad Aussie Jakob "Deke" Decourt is the third link in the chain. This macho assassin constantly spouts witty drivel with an Australian twang. The other prolific performer in FE is Wee Ming Lam, the object of the mission. She is supposedly a beautiful young girl with a very important father. The whole story seems to revolve around her.

From the word go, the control breathes Resident Evil. Movements and puzzle solving mimic the survival horror to a tee. Gunplay leans a bit toward Syphon Filter, with a mildly detailed target system. When you near an enemy, a sight shows up on top of the screen. If a fatal shot is in range, the sight turns red. Simple, but effective. We're all for stealth, and it plays a role in FE as well. Use your sneakiest stroll to glide unnoticed directly behind enemies, and say peek-a-boo with a slug to the dome.

Cutscenes take up almost as much game time as actual play. Few actions occur without some animated elaboration. The anime-style graphics lend themselves well to this setup, as the transition between cutscene and gameplay comes unbelievably smoothly, and with virtually no load time.

Deke gets all the cool lines.



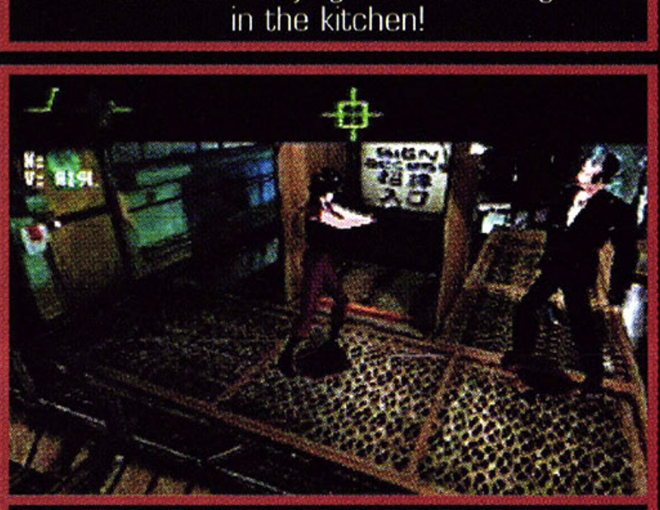
Green Zombies: Heavy metal rip-off or music sensation?

Even death is pretty.

Dead dockworkers revolt!

You'll be seeing a lot of Hana.

THAT'S for saying women belong in the kitchen!



Most combat is close range.

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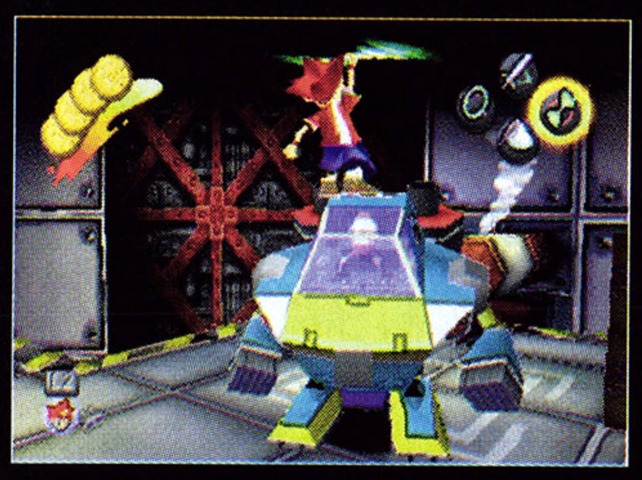

**You better get them before they get you.**

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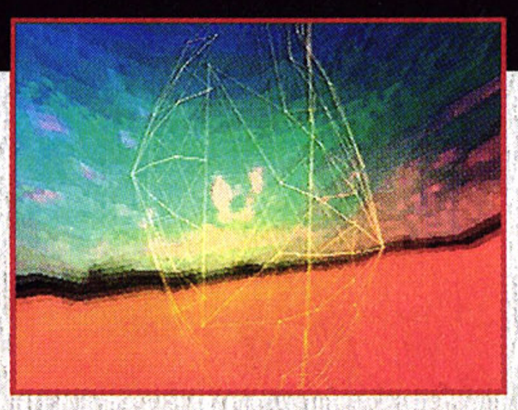
PlayStation

# Review



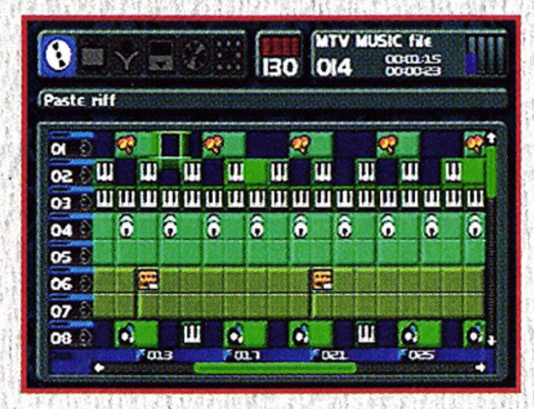
- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action/Strategy
- **Special Features:** Mix Together Your Own Music Tracks; 4-Player Music Jam; 6 Music Styles; Over 1,000 Sound & Voice Samples; Over 300 Visual Effects; Riff Editor
- **Replay Value:** Moderately High
- **Created by:** Jester Interactive for Codemasters
- **Available:** Now for PlayStation

EVERYONE — CONTENT RATED BY ESRB

**Bottom Line:** **7.25**

| | JAY | PAUL | REINER |
|---|---|---|---|
| Concept: | 9 | 9 | 8.25 |
| Graphics: | 8 | 6 | 4.25 |
| Sound: | 8.75 | 9 | 8.5 |
| Playability: | 4 | 6 | 7.25 |
| Entertainment: | 7.5 | 7.75 | 7 |
| Overall: | 7.5 | 7.5 | 7 |

# mtv music generator

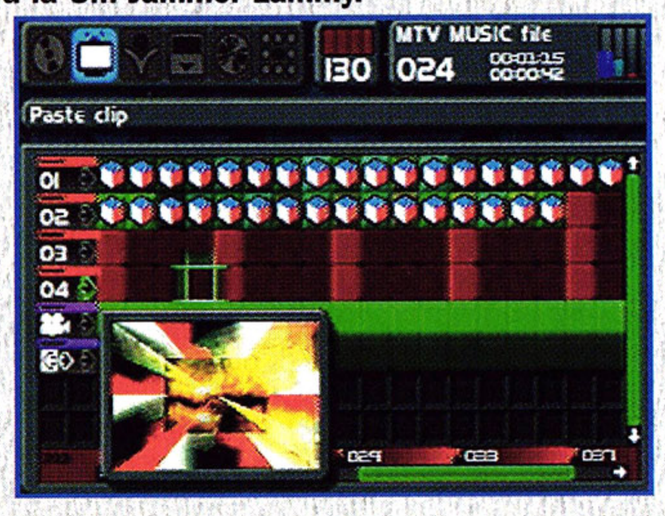



**Are you the type of person who goes to a club, watches the DJ mix up a dope beat, then says to yourself, "That's easy!"? Codemaster's MTV Music Generator shows you how wrong you are, and saves you mucho turntable dinero to boot.**

**Held within this single CD are over 1,000 sound and voice samples from six mixing styles – Beat, Drum n' Bass, House, Rock, Techno, and Trance – all waiting to be pieced together on a 24 track mixing board. Every single effect can be taken to the Riff Editor, where such things as volume, pitch bend, octave, and vibrato depth can be adjusted. If one were willing to do the work, practically any sample could be made, giving wannabe DJs near infinite capabilities.**

**Once a phat track has been assembled, it's time to hit the Video Editor and gather mind-altering visual accompaniment. An incredible number of backgrounds, animations, and effects can be combined to create something that all your hip college friends can like, get totally into. The game will even randomly generate a video for something from your own CD collection.**

**If it all seems overwhelming, MTV Music Generator also features a Music Jam mode where up to four players can have a mix off à la Um Jammer Lammy.**



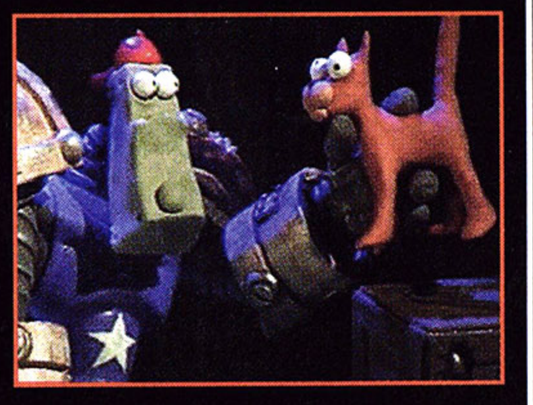

**Jay, The Gonzo Gamer**
"There's definitely plenty of fooling around (and a lot of laughs) to be had with this freak-out of a product. In the end, though, it's limiting because you can't cut samples from your own music collection. Consider this the Easy Bake Oven of DJing."

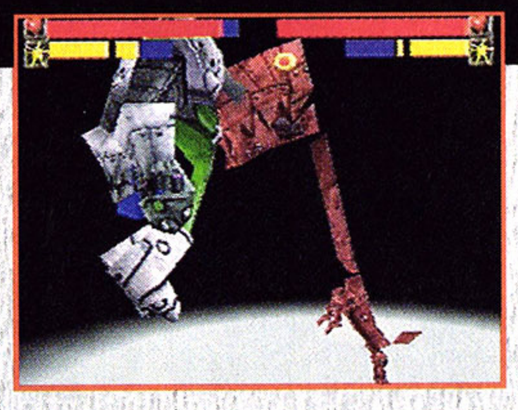
**Paul, The Game Professor**
"It definitely takes a while to get into it, and I did get a little frustrated with some of the hardware limitations messin' up my musical masterpiece. If you are a serious audiophile and into the club music scene, you might want to check this software out."

**Reiner, The Raging Gamer**
"Andy and Matt prove that you don't need to be a musician to make music. With the same theory in mind, any dolt with a PS-X can use this title to lay down some killer dance tracks. If you have a creative flair, are into really obscure simulations, and have way too much time on your hands...then MTV is worth a look."

PlayStation

# Review





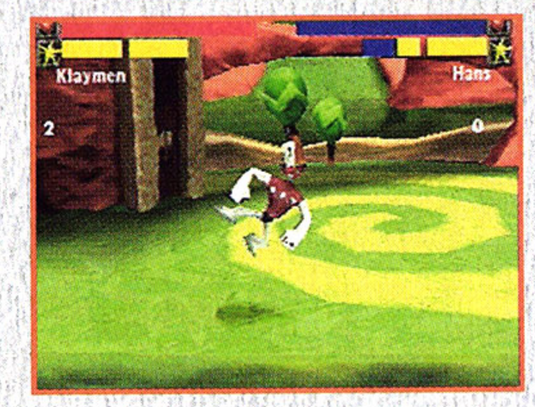
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Claymation Cutscenes; 10 Characters Plus 5 Hidden; Homing Missiles, Guided Missiles, Guns, Throws, & Hand-To-Hand Attacks
- **Replay Value:** Moderate
- **Created by:** Neverhood & Dreamworks for South Peak Interactive
- **Available:** Now for PlayStation

EVERYONE — CONTENT RATED BY ESRB

**Bottom Line:** **4.5**

| | ANDY | JAY | REINER |
|---|---|---|---|
| Concept: | 6 | 5 | 3.5 |
| Graphics: | 6 | 6 | 6.5 |
| Sound: | 6.75 | 5 | 6 |
| Playability: | 5 | 2 | 0.75 |
| Entertainment: | 3 | 5 | 3 |
| Overall: | 5.25 | 4.5 | 4 |

# BoomBots




**About three years ago, an upstart company led by Doug Tenapel of Earthworm Jim fame put out an excellent point-and-click adventure on the PC called The Neverhood. The entire game was done through stop-frame animation and took place in a strange world composed entirely of clay. While the game never got the attention it deserved, we witnessed the return of The Neverhood's hero, Klaymen, in (the company) Neverhood's next project, Skull Monkeys. The action/platform game featured the same brand of bizarre humor and also took place in a claymation world.**

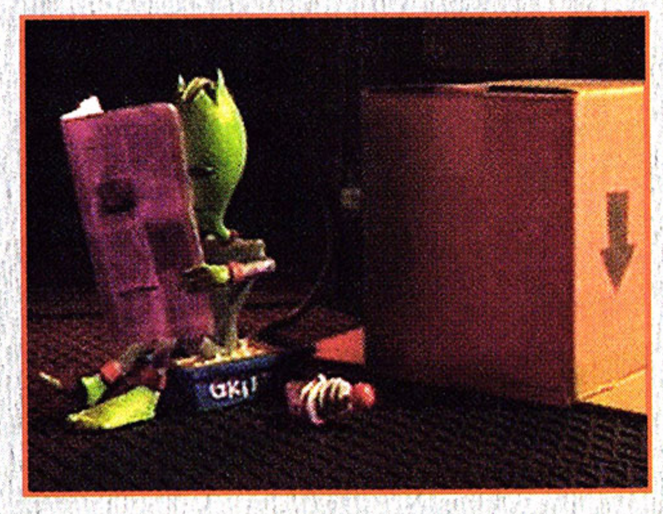
**Now, Neverhood returns with a bizarre fighting game. Earth is being invaded by a strange race of cat-like aliens, and it is up to the elite Boombots to stop them. These robot warriors are equipped with homing missiles, guns, guided rockets, and deadly hand-to-hand attacks. Unfortunately, the cats have captured all the other Boombots and forced them to fight for the other side.**

**Beating the game is not hard, but unlocking all of the characters and arenas is tricky, because you must fight your way through every character in the game without being defeated.**

**Andy, The Game Hombre**
"This is an interesting fighting game, but it does absolutely nothing for me. Yes, the claymation story scenes are funny, and the fighting techniques are solid, but playing the game itself is humdrum at best. The combat is just too slow."

**Jay, The Gonzo Gamer**
"Claymation cutscenes at their best, arena combat at its worst. That's about the best way to sum up Boombots. I think a disc filled with Neverhood claymation would have been more enjoyable than this."

**Reiner, The Raging Gamer**
"With the exception of hilarious claymation cutscenes, Boombots is without a doubt one of the worst-playing games I've seen this year. I'll leave it at that."



# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Sports
- **Special Features:** 12 Cities With Multiple Locales; Funky Fresh Sound Track Featuring Numerous Rap Artists; Unlockable Tricks; Tons of Grinds; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Z-Axis for Rockstar Games
- **Available:** Now for PlayStation

TEEN T CONTENT RATED BY ESRB

**Bottom Line:** **8**

| | PAUL | JAY | REINER |
|---|---|---|---|
| Concept: | 9 | 8 | 8.5 |
| Graphics: | 8.75 | 7.75 | 7.5 |
| Sound: | 9.5 | 9.5 | 8.75 |
| Playability: | 8 | 7 | 7 |
| Entertainment: | 8 | 7 | 7.25 |
| Overall: | 8.75 | 7.75 | 7.75 |

**Jay, The Gonzo Gamer**

"Be prepared for frustration in your first few hours with Thrasher. After this educational time passes, you'll find a very challenging street skating game. Fortunately, the bails are cool enough to keep you entertained until this time comes."

**Paul, The Game Professor**

"Don't expect to be busting huge tricks right off the bat. Moves in this game are nearly as hard as real skateboarding. It doesn't touch Tony Hawk, but it is still an addictive and enjoyable skateboarding game."

**Reiner, The Raging Gamer**

"Thrasher is definitely sick, but not nearly as ill as Tony Hawk's Pro Skater. I thoroughly enjoy the wrecks and depth of Thrasher, but Hawk's gameplay outperforms Thrasher in every possible way. If you're a diehard skate buff, look at both...otherwise, stick with Neversoft's killer title."

**Rockstar Games' excursion in skateboarding comes at a time when legions of skate fanatics have already skated the vert of Tony Hawk. Comparisons are inevitable, although Thrasher: Skate and Destroy bares little resemblance to the aforementioned game.**

**Thrasher, like Tony Hawk, is comprised of a number of huge skate environments where just about everything is skateable. You won't find yourself grinding across canyons in Thrasher, rather, most of the areas are styled for grinding stairs, sidewalk edges, and rails. Indeed, most of Thrasher is designed more like a simulation than an extreme airfest.**

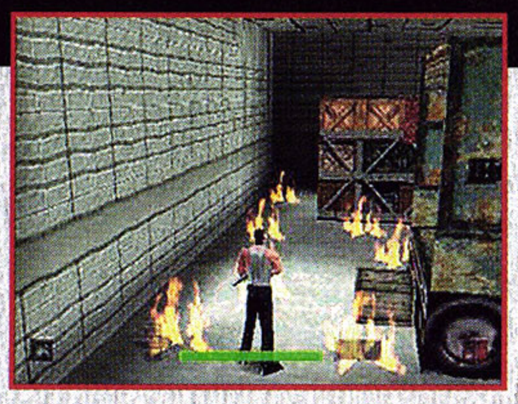
**The gameplay is designed with the basic skateboarding move in mind – the ollie. Just like riding a real board, the ollie will start many tricks and can be linked to a number of grinds and grabs. Don't expect to be ripping 540 varials from the get go, Thrasher is more about finesse and setting up a succession of tricks. It is not about vert, it is about street skating. As in skateboarding, the learning curve in this game is steep, especially after playing Tony Hawk.**

**The technical sides of Thrasher may turn off some players, but gamers who skate will definitely have to give Thrasher some...thrashin'!**

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 3 Modes (Action, Racing, Shooting); Destructible Environments; Mission-Based Play; FMV Cutscenes; Multiple Weapons; Trigger Events; Analog, Lightgun, & Dual Shock Compatible
- **Created by:** N Space for Fox Interactive
- **Available:** February for PlayStation

**85% Complete**



## Fox's Big Gamble

**The original Die Hard Trilogy has sold over two million units worldwide, and Fox Interactive is gambling that this sequel will do just as well. Granted, it does have a new developer behind the mask, but the gameplay has been sculpted to closely mimic its predecessor. Just as before, three game modes (Action, Racing, and Shooting) unfold the dramatic story arc with vibrant details and amazing special effects. Finely polished cutscenes also bring to life certain aspects of the plot after each stage comes to a close.**

**All three game modes are shaping up nicely. The action stage is the best of the bunch, producing both slick controls and a diverse gaming experience. The first-person shooter stages, with all of the movements on a track, are the next best – delivering tons of action and completely destructible environments. At this time, the targeting is still a tad too cumbersome...but, good journalists that we are, we phoned Fox and relayed a message saying that this needs to be worked out before it ships. We also voiced concerns about the Racing mode. Right now, this mode is extremely frustrating and a nightmare to control. Hopefully, Fox takes our suggestions to heart and does a little surgery before we see the game again. If all goes well, this could be another million plus title for Fox. Die Hard Trilogy 2's fate is hanging in the wind.**

# Dreamcast Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Throwing Weapons; 6 Levels; Block Button; Punch & Kick Combos; 3 Playable Characters; Shifting Camera Perspectives; Each Character Has Unique Weapon
- **Replay Value:** Low
- **Created by:** Toka & Piggyback Interactive for Mindscape
- **Available:** Now for Dreamcast

**Bottom Line: 5.5**

Soul Fighter contains as much death, deceit, and familial dysfunction as your average Shakespearean drama; and almost as much as an episode of Melrose Place. If you thought your family was bad, we suggest you peep the plot of Soul Fighter; then go give your Mom a great big hug.

The medieval soap opera begins with the tragic death of Sedan Valmek, the King's eldest son. Driven mad with grief, Queen Antea and her surviving son Felies enter into a pact with the powers of darkness to re-animate Sedan. King Valmek sends his army to stop his treacherous family, which results in the death of the King's chief swordsman at the hand of Felies. Incensed with his trifling brood, King Valmek banishes Queen Antea and Felies from Gomar. In exile, Antea and Felies pledge their allegiance to the forces of evil in exchange for powers that enable them to transform men into vile beasts. With an infernal legion at their command, they begin their attack on Gomar. Whew! This family should settle their differences on the Jerry Springer show!

The kingdom's last hope rests in the hands of Atlus, the son of the King's chief swordsman; Sayomi, a beguiling spy; and Gomar's chief wizard, Orion. This trio of marauders must kick butt across the land, defending it from the advancing hoards of beasts.

While the game's overwrought story might make your head hurt, the gameplay focuses on satisfyingly simple violence. Soul Fighter is essentially a brawler in the vein of such classics as Double Dragon and Bad Dudes. Walk into a new area, and you'll soon be accosted by swarms of man-beasts just begging for a knuckle sandwich. Open wide, sucker – Blaugh!! If you want to get a little fancier, there are a number of combo and special moves for each character. Every character carries a unique weapon, which should be used sparingly; as your weapon has a power meter that must be replenished. Also, there are special weapons (like axes, daggers, and bombs) that you can throw from a first-person perspective.

These interesting touches give Soul Fighter a depth that should help distinguish it from the pack of ho-hum beat-em-ups, while still offering more than enough senseless violence to satisfy the schoolyard bully in us all.

*Watch your back.*

*"We're going to kick butt in the Gen Con costume contest!"*

*Pow! Right in the kisser!*

*Orion's flaming crotch combo.*

*"...and the kick is good!"*

## Check It Out Now, The Funk Soul Fighter

**ANDY**
THE GAME HOMBRE

| | |
|---|---|
| Concept | 5 |
| Graphics | 6.75 |
| Sound | 6 |
| Playability | 7.5 |
| Entertainment | 5 |
| **OVERALL** | **6** |

"Not to say that I don't like brawlers, but there is something about them that leaves me feeling empty. Yes, there is lots of action, but basically all you do is hit the kick and punch buttons over and over. Sure you can also block and do basic combos, but the action never gets that intense (even when you hop into the inventive first-person blasting mode). The graphics in Soul Fighter are decent, but the cutscenes are quite silly and don't tell much of a story to keep me playing. **The lack of a multiplayer mode hurts this brawler as well, since some of the fun of beat-em-ups is hooting it up with your friends.** If you like brawlers then this one is worth a rental (as it is fairly challenging), but there really isn't much substance to this game so I'm not even going to do that."

**PAUL**
THE GAME PROFESSOR

| | |
|---|---|
| Concept | 8 |
| Graphics | 8 |
| Sound | 4 |
| Playability | 2 |
| Entertainment | 1 |
| **OVERALL** | **4.5** |

**"Soul Fighter unleashed the barbarian in me.** It has the makings of a great hack and slash game with its lush surroundings, a bunch of pickups, and a choice of three characters. However, instead of enjoying my barbaric self by slicing up some baddies, I was very tempted to slice the game into pieces – very small pieces. The play control in the game is just hideous. Like the acting in Conan, Soul Fighter's gameplay is laughable. From punching your opponent to picking up items, everything is far too unmanageable. Combine that with a story presentation that is as exciting as dirt and you have one nasty game. I can't recommend enough that you put the axe to Soul Fighter and defend your Dreamcast at all costs."

**JAY**
THE GONZO GAMER

| | |
|---|---|
| Concept | 6 |
| Graphics | 8 |
| Sound | 7 |
| Playability | 4 |
| Entertainment | 5 |
| **OVERALL** | **6** |

"You don't expect much when playing a game like Soul Fighter, but you should at least know where the heads that need busting are. **The camera in this game is so out whack that not only will you lose track of enemies (the map in the corner is of little use), you'll have trouble focusing on them even if you do.** During your first game, I guarantee that you'll miss at least one hundred times due to a sudden shift of viewpoint. The first-person targeting was cool, but limited and not really worth doing since damage from throwing an axe or dagger is minimal. Some good gore could have been this game's saving grace, but alas, the attack animations and action are only average. If you must play Soul Fighter, then I recommend playing it in Arcade mode. At least that way there's a time limit on how long you have to play."

# Pumpin' Da Jam Like Nobody Can

## Dreamcast Review

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** Create-A-Player & Create-A-Team; Authentic Player Detail; Player Moods & Facial Expressions; Realistic Crowds; On-Court Coaches & Refs; Icon Passing; Injuries; Stats Galore; VMU Compatible
- **Replay Value:** High
- **Created by:** Visual Concepts for Sega Sports
- **Available:** Now for Dreamcast

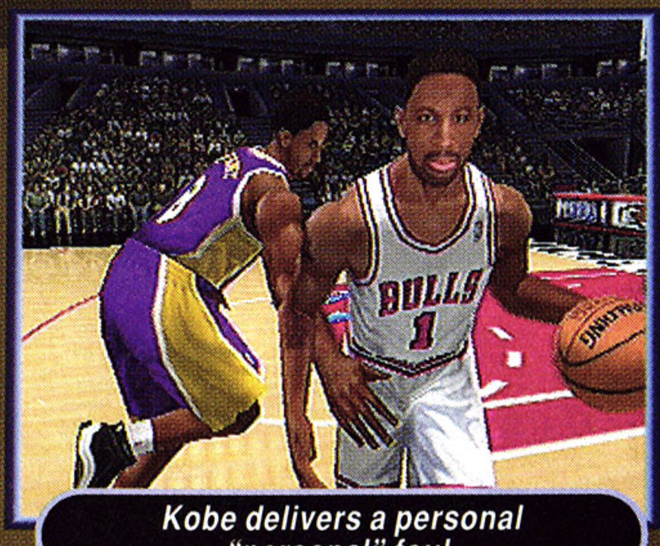
**Bottom Line: 9**

When the Dreamcast made its North American debut, eager gamers snatched it up and launched this rookie console through the stratosphere, making it the fastest selling video game unit of all-time. History has shown that a console launch accompanied by a platform game featuring a first-party mascot is destined for greatness. Sega brought Sonic along for the ride, but it wasn't big blue that guided the Dreamcast to its landmark destination. The title that sent gamers into convulsions was Sega NFL 2K. With Visual Concepts' awesome gameplay code, some of the most remarkable graphics outside of Industrial Light and Magic, and the most electrifying player in football plastered on its cover – Sega NFL 2K was a must-have release in every way. Visual Concepts has already sedated football fans with its lethal video game IV. Now, the corrupt doctors at Visual Concepts are bringing a new drug to town for America's tall, lanky, and somewhat dimwitted nation of hoops.

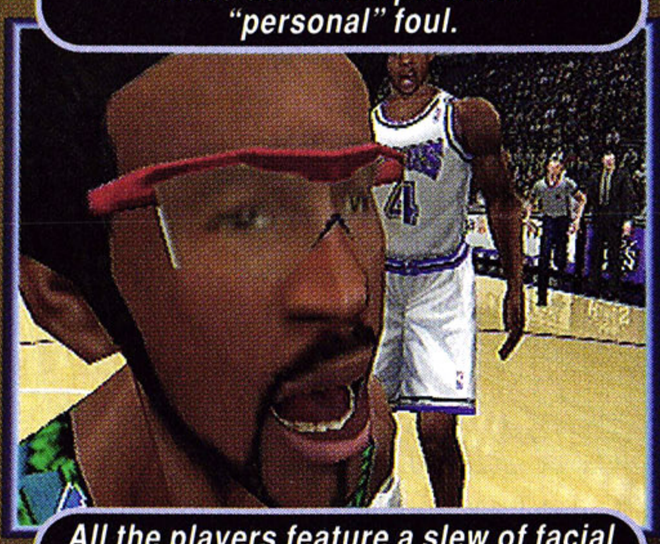
The same high caliber presentation found in NFL 2K runs rampant through Sega NBA 2K. From the dual commentary to the menu configuration, NBA 2K is styled to share the same DNA as NFL 2K. While you won't see Randy Moss dunking over Jason Williams (maybe next year?), you will see the NBA's finest brought to life with authentic detail right down to the color of mouth guard and number of rubber bands on the wrist. NBA 2K also delivers player moods and facial expressions. When Karl Malone gets tapped on the elbow, you'll see him whine and complain like the big dope he is. NBA 2K also features on-court referees and coaches, plus animated benches featuring the NBA's overpaid scrubs. To top off the realism, if your team really sucks the big one, the crowds will dwindle as the season drudges forward.

As far as gameplay is concerned, NBA 2K is once again the trend setter in both animation and player collision. From the forearm check on defense to the swift-footed drives on offense, NBA 2K is as realistic as our feeble minds can perceive. If you thought the one-handed snags in NFL 2K were awesome, wait until you see Kevin Garnett performing a tomahawk jam over Tim Duncan and David Robinson. For the intelligent crowd who enjoys the statistical side of basketball, a wide array of fantasy options and statistical categories bring every numerical change throughout the course of an entire season.

We think you'll agree that Visual Concepts has once again proven that the Dreamcast is THE sports machine in the current console race.

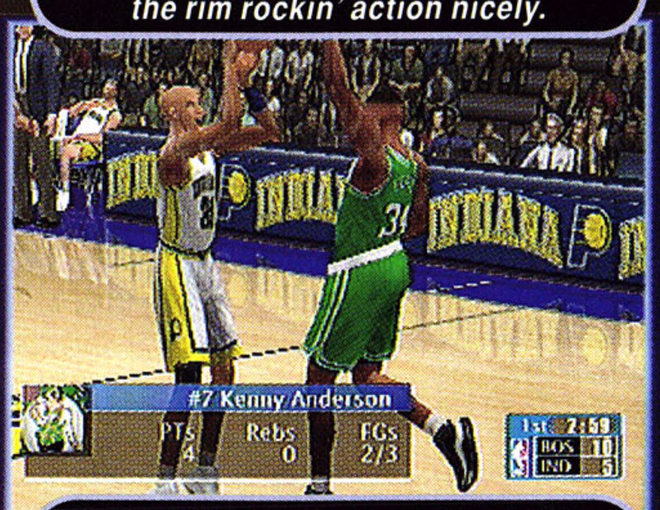


*Kobe delivers a personal "personal" foul.*

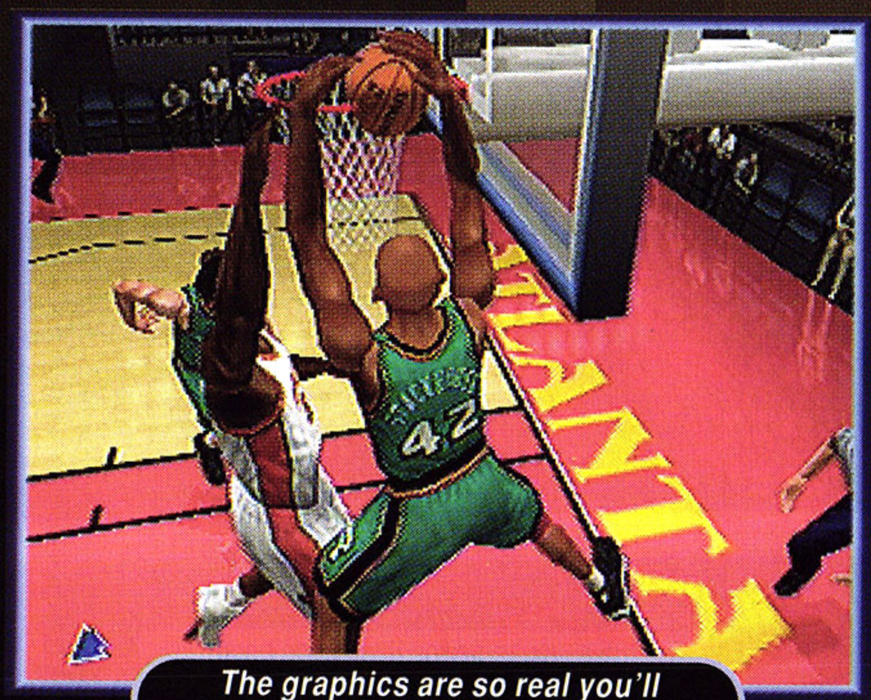


*All the players feature a slew of facial expressions.*

*The default up-court view delivers all the rim rockin' action nicely.*




*A vivid TV-style presentation brings every stat and key play into the big picture.*




*The graphics are so real you'll hemorrhage at the seams in glee.*

### ANDY
THE GAME HOMBRE

| | |
|---|---|
| Concept | 8.75 |
| Graphics | 9 |
| Sound | 9 |
| Playability | 8.75 |
| Entertainment | 8.75 |
| **OVERALL** | **8.75** |

"For a first year product, NBA 2K is simply amazing. **There is a lot of game here, and the graphics are impressive with tons of animations and great attention to detail.** Even the who-are-those-guys? announcers aren't too bad. Overall the game is solid, but it's my job to nit-pick, so here I go. First off, I think the icon passing is a little goofy (maybe it's because the Dreamcast controller doesn't have enough buttons); and when using the standard passing, the game throws the ball away a lot. I also don't like that the league stats don't conform to the quarter length that you play (which totally screws up the stat tracking). But in the end, NBA 2K is a solid game with some great play mechanics. I like the play of NBA Live 2000 PS-X better, but for graphics alone, I'll probably put more time in on NBA 2K."

### PAUL
THE GAME PROFESSOR

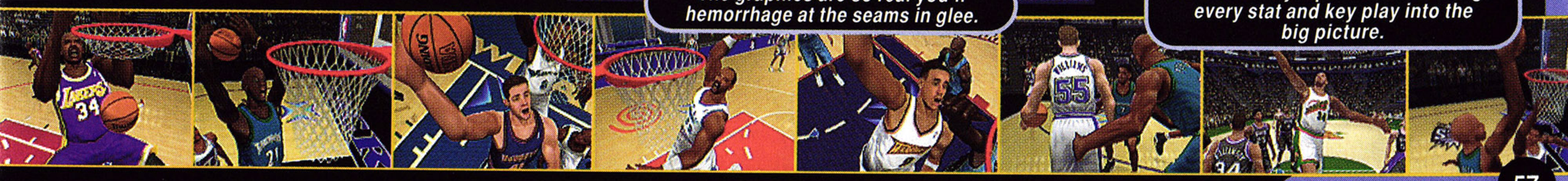
| | |
|---|---|
| Concept | 8.75 |
| Graphics | 9.5 |
| Sound | 9 |
| Playability | 8.75 |
| Entertainment | 9.5 |
| **OVERALL** | **9** |

"Just like its NFL game, **Visual Concepts has created a visually stunning game that is more than just eye candy.** NBA 2K is a solid basketball game. From the phenomenal Player-Create mode to the superb playcontrol, NBA 2K has all the basics down. The game definitely still has to catch up to NBA Live's deep assortment of options, but it shines when you're on the court. Initially, I was a little frustrated with the passing; however, as soon as you become accustomed to your offense, things begin to click. Heated battles in the office proved to be close and extremely entertaining. NBA 2K gives you a great feel for the court and the players interact in incredibly lifelike ways. VC did exceptional work with the game's AI. Even though you may initially find a few quirks in the game, the entire package is rock solid."

### REINER
THE RAGING GAMER

| | |
|---|---|
| Concept | 8.75 |
| Graphics | 9.5 |
| Sound | 8.5 |
| Playability | 8.75 |
| Entertainment | 9 |
| **OVERALL** | **9** |

"Never before have I seen a developer deliver such excellence with its first year product. I became completely ensnared by the play in NFL 2K; now **Visual Concepts is redefining the game of hoops with NBA 2K.** The same amazing graphical prowess from the gridiron release lives just as large on the wooden court. The dunking animations and changing facial expressions are simply spectacular. NBA 2K's realism even pinpoints sideline activity with riled up coaches, running referees, and rowdy benches. I also like how the crowd dwindles in numbers for a sub-par team. Its gameplay fires direct hits in ease of control and difficulty. Along with a Create-A-Team feature, NBA 2K's fantasy options are simply huge. The only complaint I have is the lame free-throw system. The rest of the game is oh so sweet."



# Dreamcast Review

TEEN T CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Action
- **Special Features:** 13 Missions; 37 Levels; 13 Enemies; 13 Weapons; 8 Unique Multiplayer Maps; First & Third-Person Perspective; 3 Difficulties; Destructible Environments; Jump Pack Compatible
- **Replay Value:** Moderately Low
- **Created by:** Accolade for Infogrames
- **Available:** Now for Dreamcast

**Bottom Line: 6.25**

## A Program of Zero Tolerance

Oh, we got trouble. Right here in Megacity S1-9. Trouble with a capital T, and that rhymes with G, and that stands for giant biomechanical slaves taking over Megacity in the name of the ruthless tyrant, SovKhan. A spiritual brotherhood of resistance known as The Guardians have cooked up a countermeasure in the form of a poor schmuck melded with a mecha named Slave Zero. Playing this 20 foot tall rebel, it's up to you to climb to the heights of Megacity and take out all the SovKhan loyalists that get in the way.

Fortunately for you, Slave Zero isn't just a heap of junk. It's equipped with jump jets and a rocket launcher, is able to stomp things at its feet, and can carry both an energy and a projectile gun. With people fleeing for their lives, cars swerving out of control, and the pavement constantly cracking beneath your step, you'll constantly be reminded that you are indeed an awesome weapon made for pure destruction.

And that's exactly the kind of gameplay Slave Zero dishes out. At the beginning of each level, a feminine voice will tell you what the mission objectives are (usually to shoot something), and it's then your job to navigate the city mazes, blasting away at pretty much anything that moves. Enemy robots will come running at you on the street, but will also snipe you from hard to see places, so caution, as well as a quick trigger finger, is often needed for success.

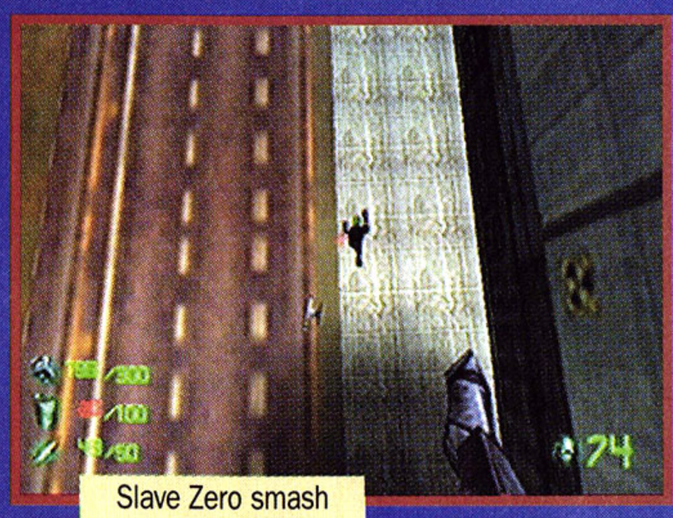
Lying about the city are giant robot-sized power-ups that regenerate health and ammo. Occasionally, a new weapon will be found, but since you can only carry two, decisions will have to be made. In those rare cases when you haven't a bullet to spare, you can pick up debris and chuck it.

Although the planned 16-person Internet deathmatch had to be scrapped due to Sega's online difficulties, Accolade did manage to include a multiplayer option. Eight arenas were designed specifically for up to four players to participate in. Happy hunting!

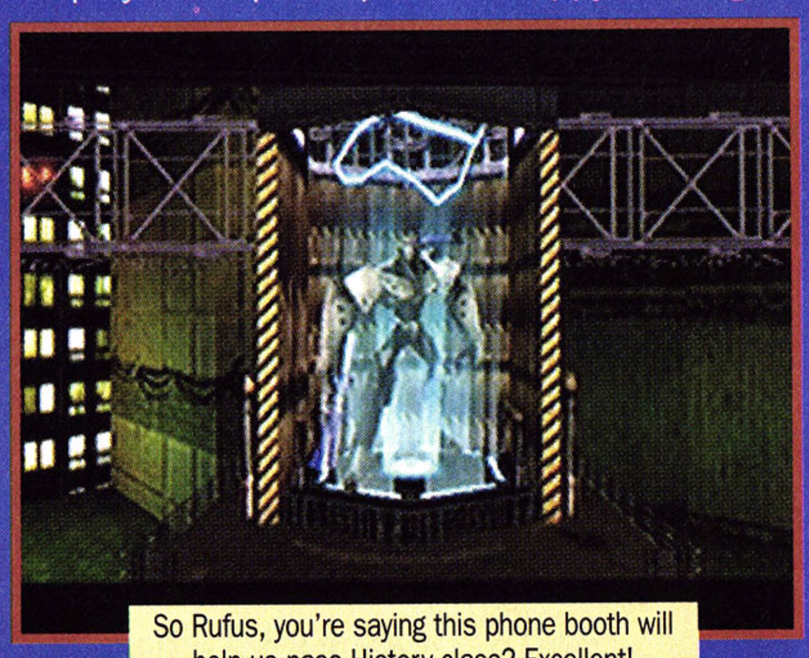
If you don't like the explosions in third-person...

...try them in first-person...

...or multiplayer deathmatch.



Slave Zero smash puny humans!



So Rufus, you're saying this phone booth will help us pass History class? Excellent!

### ANDY
THE GAME HOMBRE

| | |
|---|---|
| Concept | 6.75 |
| Graphics | 7.75 |
| Sound | 7 |
| Playability | 8 |
| Entertainment | 7.75 |
| **OVERALL** | **7.5** |

"There really is a lot that Accolade and Infogrames could have done with the whole Mecha theme in this game (like more object manipulation), so it's a shame that in the end it's just a shooter game along the lines of Apocalypse (but instead of Bruce Willis, you have a huge unfeeling robot – or maybe it's not that different). Another bummer is that you are confined to corridors almost the entire game, which is a waste since I like the look and control of Slave (except that jump is on the digital pad – yet another example of the Dreamcast controller being inadequate), and I would have liked to have taken him into different environments. Overall though, **Slave Zero is an enjoyable title, with a pretty good story and decent cutscenes.** It is a shooter, so it's not for everyone, but Slave Zero is a good game that DC owners will want to at least rent."

### JAY
THE GONZO GAMER

| | |
|---|---|
| Concept | 7 |
| Graphics | 7.5 |
| Sound | 4 |
| Playability | 2 |
| Entertainment | 2 |
| **OVERALL** | **4.5** |

**"Ladies and gentlemen, we have a loser! Say hello to the only Dreamcast game worse than Blue Stinger.** While playing Slave Zero, you can almost taste how cool it could have been. If only you could hear the city surrounding you, with civilian panic ensuing as two giant mecha had a gun and fisticuffs duel nearby. All you get is rapid machine gun fire at targets so far away they're barely specs on the screen. Oh, and that civilian panic I was talking about consists only of one guy running down the street and two cars swerving by. You're telling me that's all the Dreamcast can handle? Add all this disappointment to choppy animations, miserable controls, uninteresting combat, bland multiplayer, and the erroneous exclusion of a sniper option and you have...well, I don't know, but I wouldn't play it."

### REINER
THE RAGING GAMER

| | |
|---|---|
| Concept | 8.5 |
| Graphics | 7.25 |
| Sound | 7 |
| Playability | 6.25 |
| Entertainment | 6.5 |
| **OVERALL** | **7** |

"Slave Zero's kickin' character design and intricately detailed Blade Runner-like cityscapes instantly drew me into this game. **Its look and concept are a sci-fi junkie's dream come true. With the gameplay though, this dream quickly displays several nightmarish overtones.** The framerate is choppy, the controls are just as uncooperative, and targeting enemies is a serious hassle. Slave Zero just doesn't play well, period. Yet even through all of my complaining, I found myself intrigued enough to press forward and complete the game. As for multiplayer? It's so unplayable it shouldn't have been added to the game. Only the dedicated dorks that collect any kind of MechWarrior and Transformers memorabilia should invest time in Slave Zero. The rest of you straight-edge jocks will dislike it."

# Dreamcast Review

ESRB: EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 16 Courses; 19 Cars (11 Hidden); Time Attack, Arcade, 10 Year Championship, & Versus Mode; Weather Effects; Customizable Vehicles; Jump Pak & VMU Compatible
- **Replay Value:** Moderately High
- **Created by:** Sega AM Annex
- **Available:** Now for Dreamcast

**Bottom Line: 7.5**

## It's Powerslide or Nothing

Even though it only had four tracks and three cars, many still insist that the original Sega Rally was the ultimate driving experience on any home system. Sega Rally 2 should drive these same people into a rabid frenzy. It's a massive leap from the original, it's much bigger than the arcade version, and it's come to the States to take over as Dreamcast's premier racing title.

Of the game's four modes (Time Attack, Arcade, Ten Year Championship, and Vs.), Championship is where the meat of the game lies. Every year of rallying consists of a race on four of the game's 16 tracks. Weather conditions cause a course's surface to vary between wet and dry, gravel and mud, and snow and ice. To effectively handle the road conditions, and shave split-seconds from every turn, players need to adjust their car's transmission, gear ratio, front and rear suspension, steering, brakes, and tires. Placing first for the year is difficult, but if achieved, another of SR2's cars is unlocked.

The play of Sega Rally 2 can be summed up in one word – powerslide. Since most of the racing is done around tight turns in rough conditions, the powerslide isn't an option in this game, it's a necessity. Mastering when to let off the gas, pull the emergency brake, and make a heavy turn is the only way to achieve success.

Unfortunately, due to the ever-pervasive Internet problems Sega U.S. is having, the Network play option of the Japanese version has been dropped. To make up for it, Sega has increased the framerate. Overall, the game looks fabulous. Mud will mar the side of your vehicle, rain will batter your windshield, and there's never any noticeable slowdown despite massive numbers of objects onscreen. There's plenty of competition to be king of Dreamcast driving games, and if Sega Rally 2 isn't the champion, it's definitely a contender.

### JAY
THE GONZO GAMER

"I don't mind driving games that utilize the powerslide, but Sega Rally 2 makes the move monotonous. If you can't powerslide properly, you lose. Once you master the technique, you win. Simple as that. I was also disappointed to see that the game's graphics suffered from undue fogging and pop-up. Plus, the one truly innovative feature the game was to have, Network play, is absent. On the positive side, Sega Rally 2 looks good, handles well, presents an adequate challenge, and the car tweaking options are decent. **Sega Rally 2 is a solid title in the genre, but isn't that gigantic hit that blows you away.** The Dreamcast has yet to acquire that ultimate driving experience. If you don't have a racer already, check it out. If you're happy with the one you have, leave it be."

| | |
|---|---|
| Concept | 7.75 |
| Graphics | 8.5 |
| Sound | 7 |
| Playability | 7.75 |
| Entertainment | 8 |
| **OVERALL** | **7.75** |

### PAUL
THE GAME PROFESSOR

"Sega Rally 2 seems like old hat. **The game has been in the arcades forever and my interest in it is all but gone** with the introduction of Ferrari Challenge. As soon as I fired up Rally 2 in my Dreamcast, I was unimpressed. There's not even an intro to get you into the racing mood. There's just a dull arcade title screen. Granted, this is an extremely challenging game, and the graphics are considerably better than most racing games on the DC. However, little has been added to the gameplay modes to set this apart from the arcade. Additionally, I found the analog control to be extremely touchy. I much prefer the digital pad. Like I said before, Rally 2 is tough and this may be great for some, but just too frustrating for others. I recommend you skip this game altogether and take a look at a game like Test Drive 6."

| | |
|---|---|
| Concept | 8 |
| Graphics | 9 |
| Sound | 8 |
| Playability | 8.75 |
| Entertainment | 8 |
| **OVERALL** | **7.75** |

### REINER
THE RAGING GAMER

**"Rally 2 really tears out, delivering breakneck speeds and aggressive CPU competitors determined to keep you behind their bumper.** Sega's award-winning arcade racing formula is the main push behind this title, and while my hunger has been expanded by Gran Turismo, Sega Rally 2's difficult Arcade mode and Ten Year Championship can keep you playing for eons. The environment designs are a tad simplistic and some of the effects are way off the mark, but the texture quality is sufficient and the realistic vehicular detailing is right on. Just like the arcade version, you'll need to master the powerslide to stand a chance. Its controls are very responsive and both views are perfect. If you enjoy arcade racers, then Rally 2 should keep you hooked to your Dreamcast."

| | |
|---|---|
| Concept | 7.25 |
| Graphics | 8.5 |
| Sound | 6 |
| Playability | 7.5 |
| Entertainment | 7 |
| **OVERALL** | **7.25** |

Two-player split-screen action.

Icy conditions ahead.

Mud it up.

Powerslide, powerslide, powerslide!

Be sure to change your tires for the weather.

## Dreamcast Preview

- **Size:** 2 GD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Story Branching; New Weapons; Continuation Of RE 2 Plotline; New Enemies; Spin Move; 2 Playable Characters; Dual Targeting Special Weapon; Story Branching; Undead Minions; Amazing Lighting Effects
- **Created by:** Sega/Capcom
- **Available:** March for Dreamcast

**70% Complete**

# RESIDENT EVIL
## CODE: VERONICA

### Evil's Next Evolution

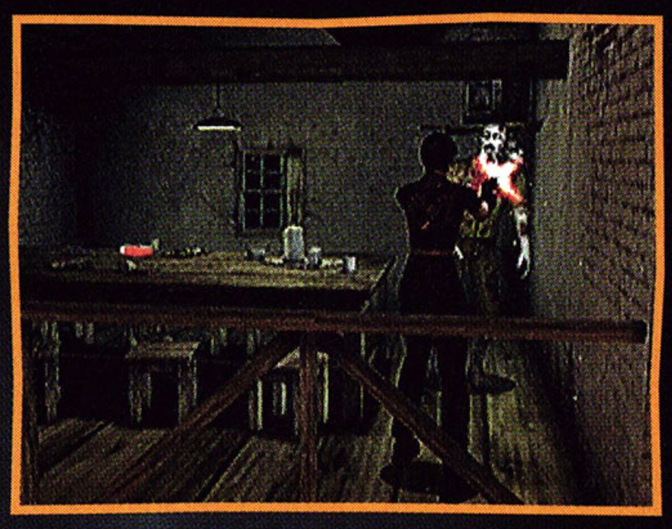
Dreamcast owners starved for an immersing gaming experience worthy of the system's graphical horsepower should thank Jehovah that Capcom is bringing the next chapter of the Resident Evil saga to Big Blue's upstart console. Resident Evil fans might look at Code Veronica as the true continuation of RE 2, as RE 3 followed a convoluted plot that somehow managed to take place both before AND after the second chapter.

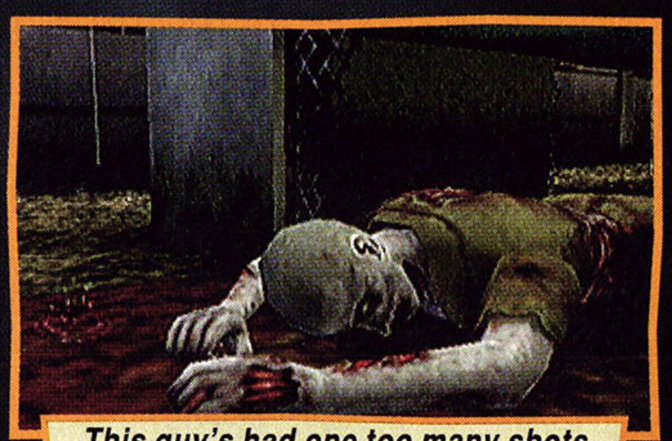
Code Veronica stars the lovely and talented Claire Redfield, who is still scouring the European continent for her brother Chris, all the while looking svelte in a pair of snug jeans and a red leather jacket the likes of which hasn't been seen since Michael Jackson's "Beat It" video. Of course, this being the RE universe, nothing is ever easy. Sure enough, Claire is captured and imprisoned by the Umbrella Corporation on a remote island somewhere off the coast of Europe. Not one to accept this distressing fate lying down, Claire is soon snooping around the Umbrella complex, looking for secrets about the nefarious shadow organization and for clues to her brother's whereabouts. Need we mention that there might be more than a few zombies and other hideous creatures lurking about this deserted tropical isle? If you thought the Nemesis was a terrifying foe, wait until you see the infernal beasts that are equipped with Mr.Fantastic-like stretching arms to swing from ceilings and capture our beautiful protagonist in their nasty clutches.

Like love in the Appalachians, Code Veronica is a family affair. Expect to see many of your favorite characters from RE's past making return appearances. Chris, once lost but now found, will be the second playable character in the game, although Capcom hasn't divulged just how this element of the game will be implemented. Jill Valentine will most likely be making a celebrity guest appearance, though nothing is confirmed yet. Most intriguing is the rumor that Barry Burton, the barrel-chested hunk many consider to be the living embodiment of testosterone, will make his long-awaited return in Code Veronica.

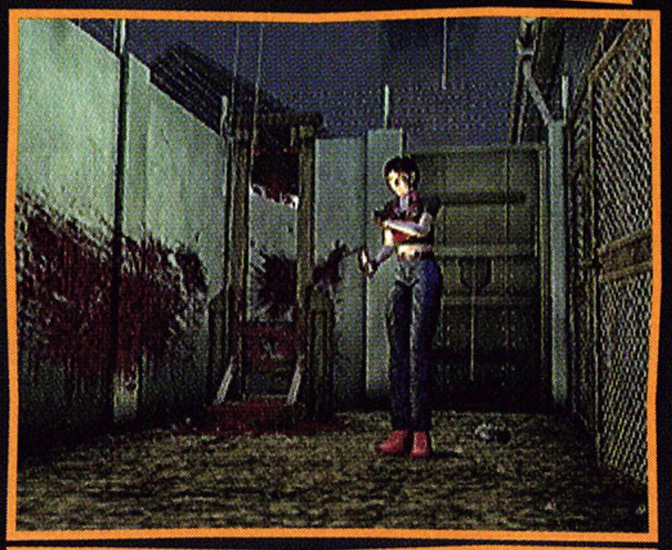
With the move to the Dreamcast comes the requisite graphic improvements (the light sourcing is particularly impressive). Code Veronica rests squarely in the tradition of the series, including the familiar opening-door animations. Capcom confirmed that there will be some type of story-branching system, similar to one used in Nemesis, as well as trigger events. The gameplay is essentially identical to the previous games, but Claire does have a few new tricks up her shiny red sleeves. One hidden weapon is a set of matching, fully-auto handguns, which Claire uses to target two zombies simultaneously.

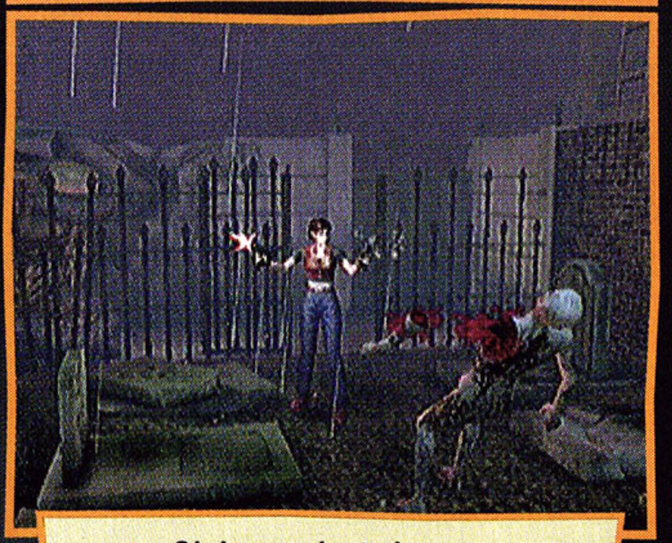
With Shenmue caught in a seemingly endless tailspin of delays, Code Veronica is shaping up to be the most exciting Dreamcast title on the horizon. With a little luck, the new millennium might be shaping up to be quite evil indeed.





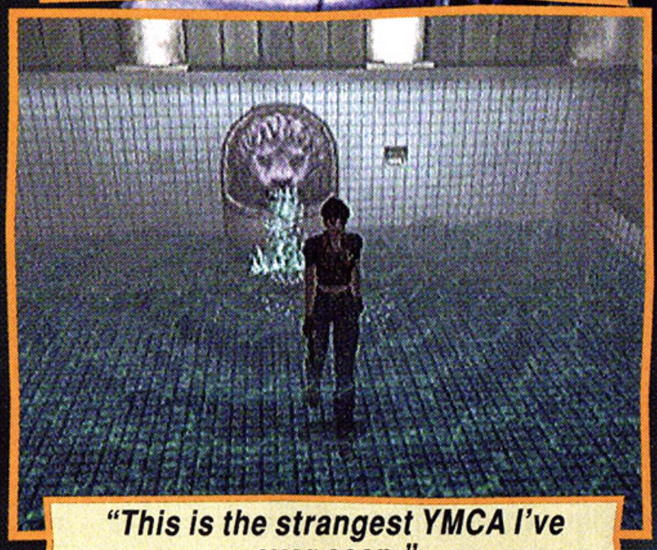
*This guy's had one too many shots of Jag.*



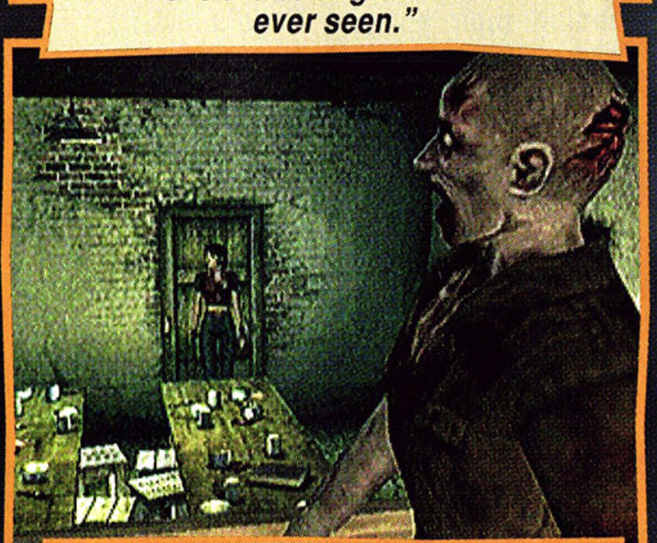


*Claire packs twin gats.*

*"Must...touch...the heiny!"*



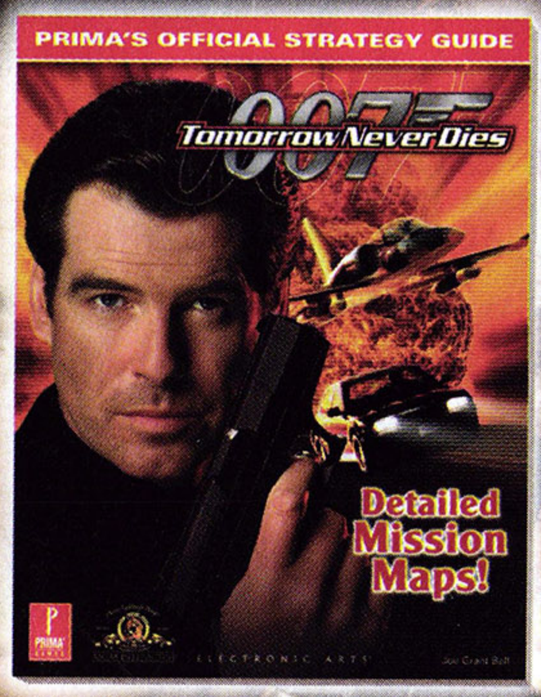
*"This is the strangest YMCA I've ever seen."*

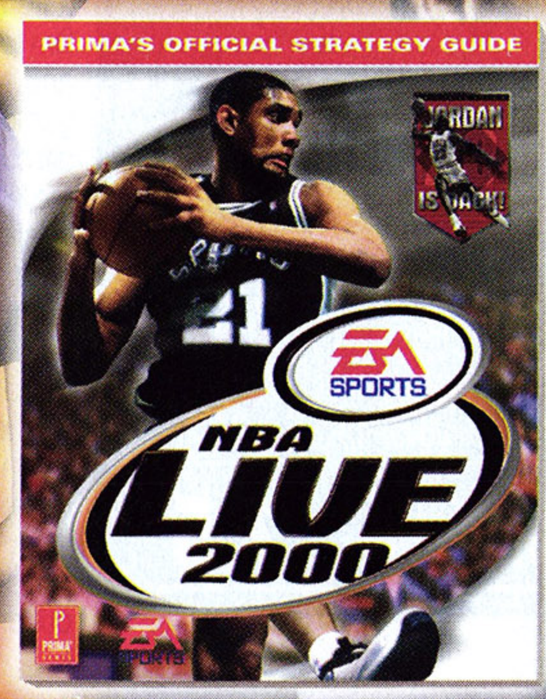


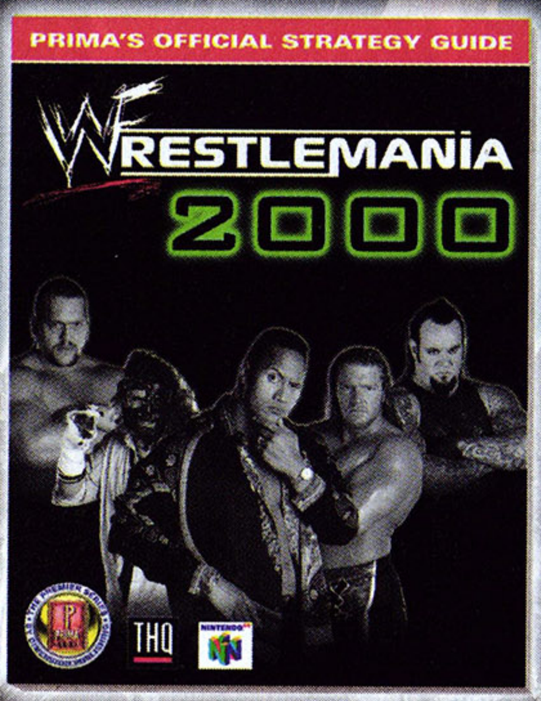
*"Man, that chick is totally checking me out."*

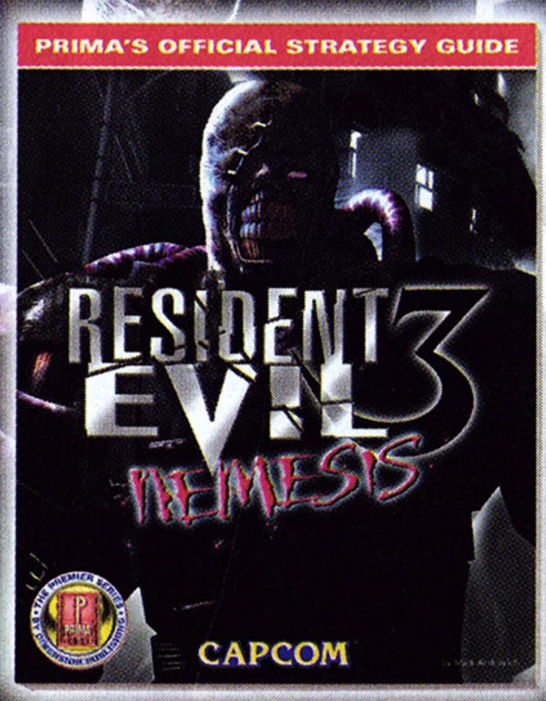
# LEARN TO FIGHT FIRE WITH FIRE

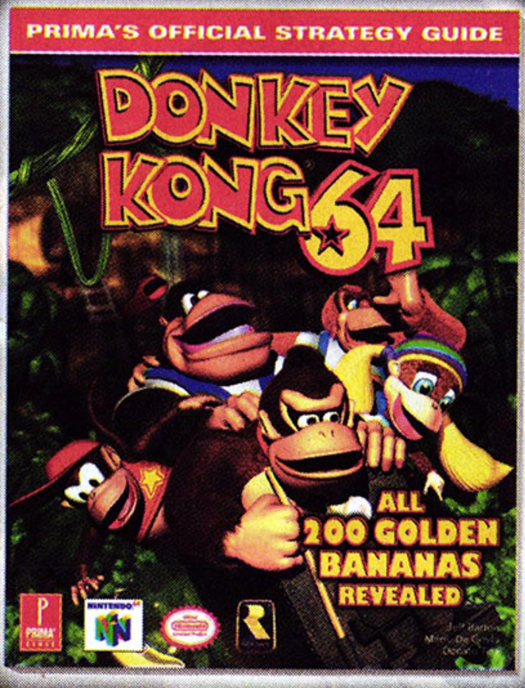
## ALL THE HOTTEST GUIDES FOR ALL THE HOTTEST GAMES

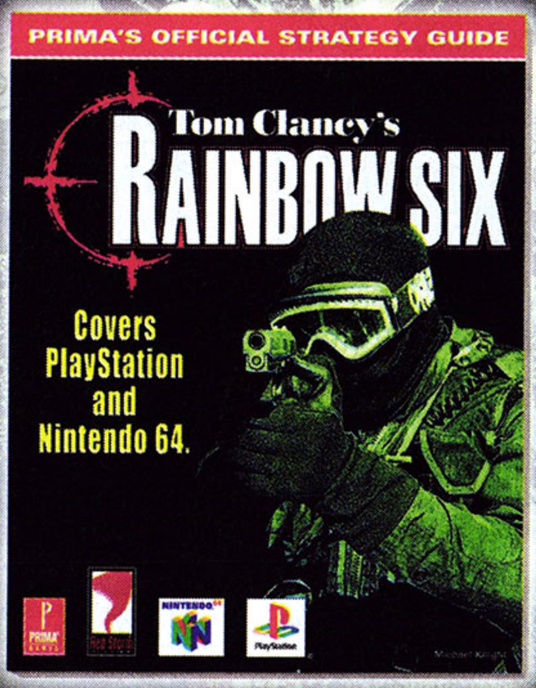


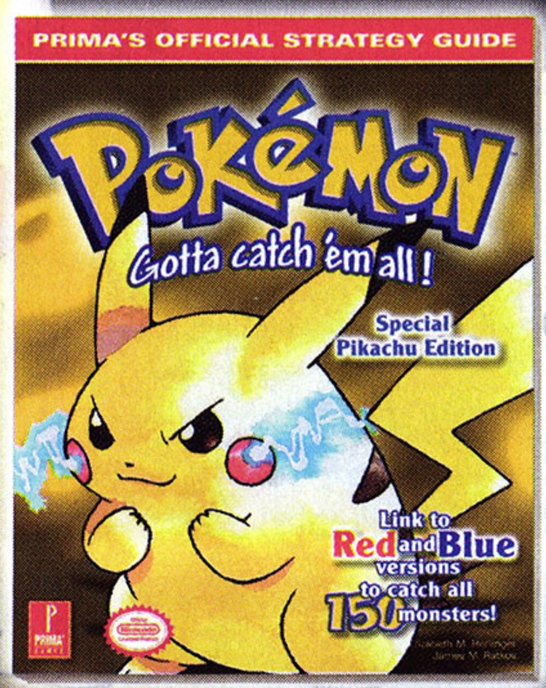


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# AT A GLANCE

## Toy Story 2

**Nintendo 64**
**by Reiner, The Raging Gamer**

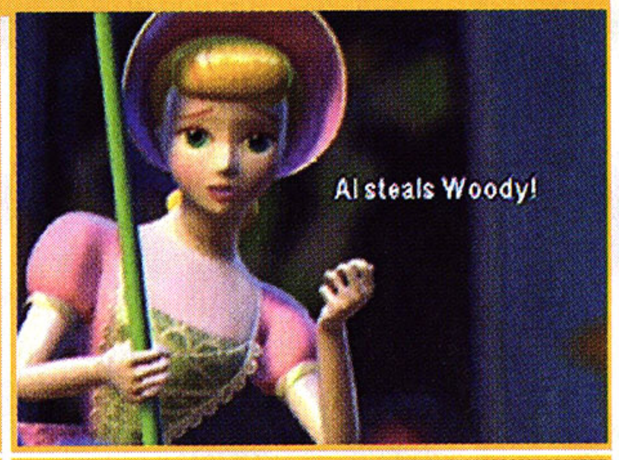
EVERYONE E CONTENT RATED BY ESRB

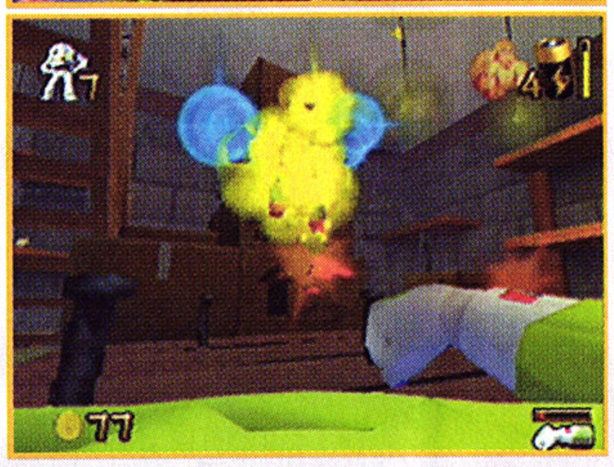
- **Size:** 128 Megabit
- **Style:** 1-Player Action
- **Special Features:** Large Real-World Environments; First-Person Targeting; Hidden Power-Ups; Still-Frame Cutscenes; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Traveller's Tales/Disney Interactive for Activision
- **Available:** Now for Nintendo 64 (PlayStation)

| | |
|---|---|
| *Concept:* | *7.5* |
| *Graphics:* | *7.75* |
| *Sound:* | *7.5* |
| *Playability:* | *7.25* |
| *Entertainment:* | *7* |

**Bottom Line: 7.5**

Everyone in the world wants a plastic Woody! Just like Al, the evil toy collector in Toy Story 2, I fancy the action-figure market and found Pixar's sequel to be both hilarious and dead-on accurate when dealing with greedy toy aficionados. As a game, Traveller's Tales did a tremendous job bringing this action-packed film to life. All of the environments look perfect and the gameplay is very enjoyable. The game does suffer from monotony, and the difficulty is a tad on the easy side; yet this is the kind of game that once you start, you gotta finish. Comparatively, the Nintendo 64 version doesn't display the flash and polish of its PlayStation counterpart. It misses out on delivering the hilarious FMV clips from the motion picture, and the graphics lack definition and texture clarity. If you have both systems, pick up the PS-X version. It's cheaper and loaded with additional material. However, if you only own a Nintendo 64, don't be afraid to invest in this title. It's a decent title that dishes out an enjoyable gameplay package.





## NBA In The Zone 2000

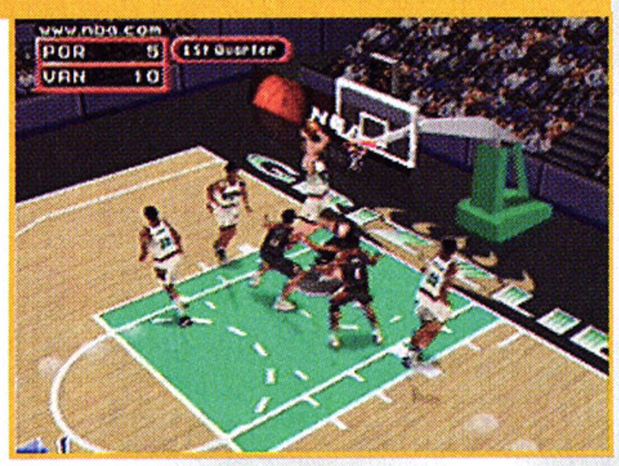
**Nintendo 64**
**by Matt, The Original Gamer**

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Hot Streaks; New Dunk Contest; 3 Point Contest; Quick First Step; Icon Passing
- **Replay Value:** Low
- **Created by:** KCEJ for Konami
- **Available:** January for Nintendo 64

| | |
|---|---|
| *Concept:* | *6* |
| *Graphics:* | *5.75* |
| *Sound:* | *5* |
| *Playability:* | *6* |
| *Entertainment:* | *5* |

**Bottom Line: 5.5**




While the PlayStation version of In The Zone 2000 nearly managed to achieve mediocrity, on the N64 the game is downright bad. The animation and framerate are much choppier, which exacerbates the existing control problems. In The Zone does have many of the elements that make for a respectable basketball title, Konami just fails to incorporate them into a cohesive game. When compared to NBA Live, In The Zone 2000 just doesn't have what it takes to compete.

## Supercross 2000

**Nintendo 64**
**by Erik, The PC Jedi**

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Freestyle, Head-To-Head, Single Race, & Season Modes; Modify Bikes for Shocks, Traction, & Gearing; Over 20 Licensed Tracks; 25 Professional Riders; Tracks Degrade as the Race Goes On
- **Replay Value:** Moderately High
- **Created by:** EA Sports
- **Available:** Now for PlayStation

| | |
|---|---|
| *Concept:* | *6* |
| *Graphics:* | *8* |
| *Sound:* | *4* |
| *Playability:* | *8.25* |
| *Entertainment:* | *7* |

**Bottom Line: 6.75**

While the score for this game is pretty low, keep in mind that none of us here at Game Informer are huge motorcross fans. Supercross 2000 offers plenty of options, the ability to do stunts, a ton of licensed racers, and a wide variety of tracks. Unfortunately, I find the stop and go racing of motorcross to be not entirely unlike the frustrating experience of driving through Minneapolis traffic to get to work in the morning. For me, watching motorcross can be fun. Simulating the experience is not.

## Namco Museum 64

**Nintendo 64**
**by Andy, The Game Hombre**

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Action
- **Special Features:** Includes the Hits Pac-Man, Ms. Pac-Man, Galaga, Galaxian, Pole Position, & Dig Dug; Tips for Each Game; Dip Switch & Option Settings; Controller Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Namco
- **Available:** Now for Nintendo 64

| | |
|---|---|
| *Concept:* | *8* |
| *Graphics:* | *7* |
| *Sound:* | *7* |
| *Playability:* | *9* |
| *Entertainment:* | *8.5* |

**Bottom Line: 8**

You really can't go wrong with this six pack of fun. Personally, I'm not a big fan of Pole Position or Galaxian, but Pac-Man, Ms. Pac-Man, Galaga, and Dig Dug are all mega classics that will bring back fond memories for older gamers, and maybe spark a whole new generation of fans with their addictive and never-ending gameplay. If you haven't bought the Namco Collection on PlayStation yet, this one is a must.

## Roadsters Trophy

**Nintendo 64**
**by Jay, The Gonzo Gamer**

EVERYONE E CONTENT RATED BY ESRB

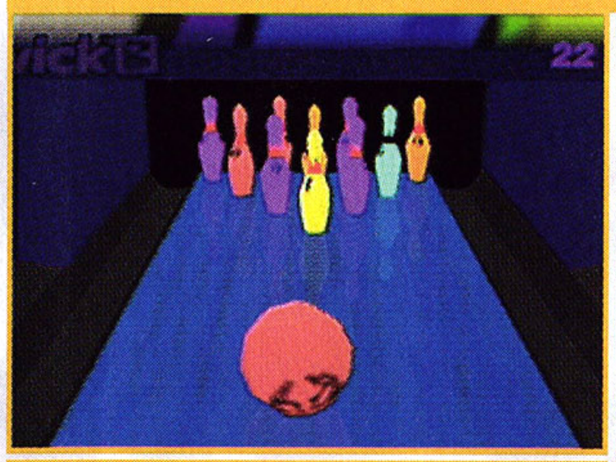
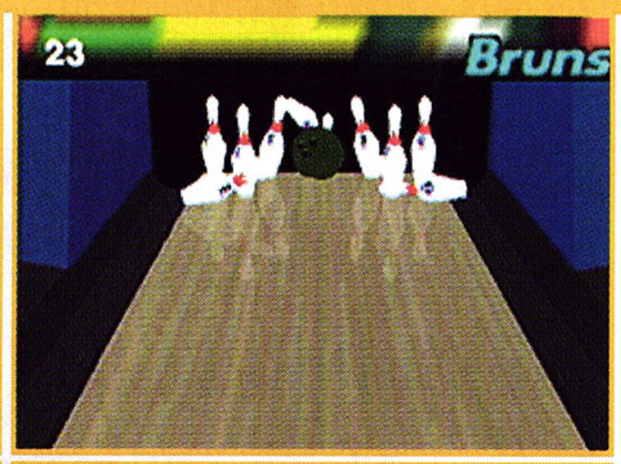
- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 8 Drivers; 8 Tracks; 34 Cars; Vehicle Upgrades; Weather Effects; Pit Stops; Trophy, Multiplayer, Quick Race, & Time Trial Modes; Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Titus
- **Available:** Now for Nintendo 64

| | |
|---|---|
| *Concept:* | *7* |
| *Graphics:* | *7.5* |
| *Sound:* | *6* |
| *Playability:* | *6.75* |
| *Entertainment:* | *7* |

**Bottom Line: 7**

Hm, how 'bout that? There are plenty of car options (with many European cars you don't see in other racing games), adequate upgrades, nice looking tracks, somewhat challenging races, and you even need to pit if the weather changes so you can switch tires. The game's only major drawbacks are that reverse gear is difficult to use and after a few upgrades races are too easy to win. Roadsters Trophy is a perfectly adequate game – from Titus! I can't believe I just wrote that.

## Brunswick Circuit Pro Bowling

**Nintendo 64**

**by Jay, The Gonzo Gamer**

EVERYONE — CONTENT RATED BY ESRB

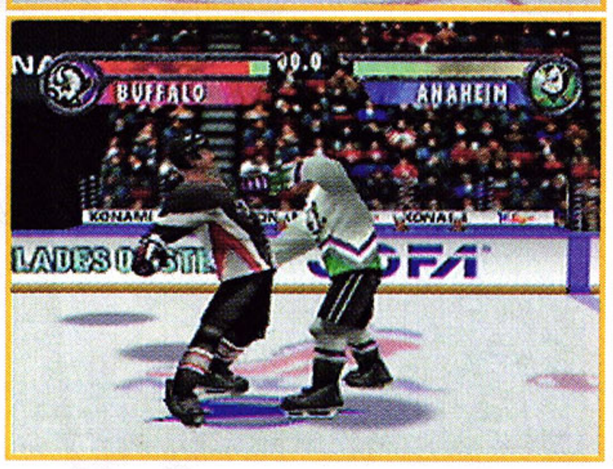
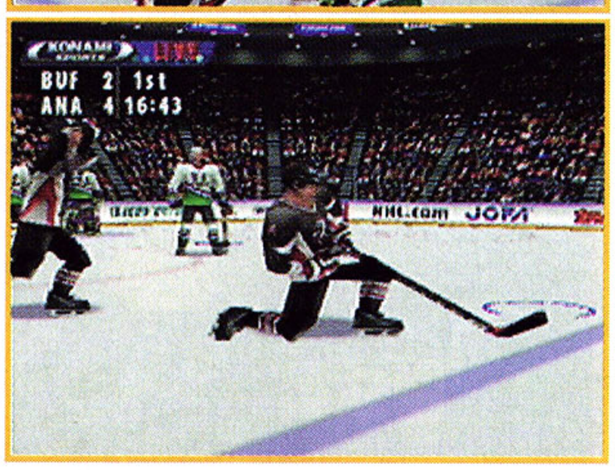
- **Size:** 96 Megabit
- **Style:** 1 to 6-Player Sports
- **Special Features:** Exhibition, Skins, Tournament, Career, Practice, & Cosmic Bowling; 15 Alleys; 9 Tournaments; 7 Brunswick Pros; 10 Pins; Create-A-Bowler; Instant Replays
- **Replay Value:** Moderate
- **Created by:** Point of View for THQ
- **Available:** Now for Nintendo 64

| | |
|---|---|
| *Concept:* | *6* |
| *Graphics:* | *4* |
| *Sound:* | *5* |
| *Playability:* | *6* |
| *Entertainment:* | *5* |

**Bottom Line: 5.25**

For some inexplicable reason, I find golf games (unlike the actual "sport") entertaining. Therefore, I expected to gain similar enjoyment in Brunswick Circuit Pro Bowling. It didn't happen. It could be that the thrill of spinning thrice-bored balls down oiled wood doesn't translate well to the video game world, but I believe the finger of blame should be pointed at the developers on this one. There is very little happening onscreen, yet somehow the graphics are still choppy. The crowd makes the same noises every time. All the bowlers share the same three victory animations. There is absolutely no commentary. The control works, but is an absolute snoozer. Brunswick's only high points are the Cosmic Bowl (because it's just too gaudy not to like) and the replay edit option (since it's such an unbelievably obscure feature). Everything about this game is dangerously close to the real thing (i.e., boring to watch, and not that much fun to play unless you have a bunch of friends with you).

## Blades of Steel 2000

**Nintendo 64**

**by Matt, The Original Gamer**

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Season, Playoff, Exhibition, Scenario, & Practice Modes; Create & Trade Players; Edit Lines; Multiple Camera Angles; Commentary by Randy Hahn; NHLPA Licensed
- **Replay Value:** Low
- **Created by:** KCEJ for Konami
- **Available:** Now for Nintendo 64

| | |
|---|---|
| *Concept:* | *5* |
| *Graphics:* | *3* |
| *Sound:* | *4* |
| *Playability:* | *3* |
| *Entertainment:* | *2.5* |

**Bottom Line: 3.5**

You think the PlayStation version of Blades of Steel 2000 was bad? The N64 port sucks so hard it caused a low-pressure system to form directly over my cubicle, resulting in a nasty hailstorm. Ouch! Of course, getting pelted with hail wasn't nearly as painful as playing this game. Blades of Steel 2000 might actually unseat Wayne Gretzky's Hockey as the worst hockey title in Nintendo 64 history. The framerate is so slow and choppy it almost duplicates that trippy stop-motion effect you see when the D.J. turns on the strobe light in a dance club. I've seen smoother animation in episodes of Speed Racer. Heck, I've seen smoother animation in flip-books I made when I was a kid. I realize that this is the only hockey game being released this year for the N64, but I urge you to avoid this game at all costs. Buy a used copy of NHL 99; read a book; do your laundry; do ANYTHING except play this game. If you're looking for a more enjoyable winter sports experience, I advise sticking your tongue on a cold metal pole.

## Formula One '99

**PlayStation**

**by Paul, The Game Professor**

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Full 1999 F1 Season Including Malaysia Circuit; 24 Real Drivers Including Jacques Villeneuve; Full Rules With Black Flags & Caution Laps; Car Failures; Pit Strategies; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Studio 33 for Psygnosis/Activision
- **Available:** Now for PlayStation

| | |
|---|---|
| *Concept:* | *7.75* |
| *Graphics:* | *8.5* |
| *Sound:* | *8* |
| *Playability:* | *8.5* |
| *Entertainment* | *6* |

**Bottom Line: 7.75**

I think there is no more prestigious racing season than Formula One. It is truly a world league with races held on virtually every continent. Psygnosis has had a great track record for recreating the whole F1 experience in a video game – although I did have some apprehension after a fairly weak version last year. Luckily, Psygnosis hired on Studio 33 for this game, and the developer came through with a fantastic simulation. Virtually every aspect of gameplay is adjustable, so much so that you can almost let the computer drive for you. On the other hand, you can go the full sim route which makes the game almost too difficult to play. All the circuits and all the drivers are here. The historic Monaco GP, the tight turns of Suzuka, and the rest of the 17 circuits are even highlighted with a virtual track preview complete with commentary on turns and speeds. As racing simulations go, Formula One '99 is pretty impressive. However, it is just for hardcore fans of F1. I only recommend it to people who know how to pronounce Mika Hakkinen.

# AT A GLANCE

## Chocobo's Dungeon 2

**PlayStation**

**by Erik, The PC Jedi**

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Role-Playing Game
- **Special Features:** Tons of Spells, Equipment, & Items; Excessive Cuteness Factor; CG Cutscenes; Summoning Feathers; Cooperative 2-Player Mode; Classic FF Characters; Combine Items To Make New Ones
- **Replay Value:** Moderate
- **Created by:** Square Soft
- **Available:** Now for PlayStation

| | |
|---|---|
| *Concept:* | *5* |
| *Graphics:* | *7.5* |
| *Sound:* | *7.75* |
| *Playability:* | *7* |
| *Entertainment:* | *6.5* |

**Bottom Line: 6.75**

Chocobo's Dungeon attempts to be a G-rated RPG for all ages, but will most likely fail to meet with approval from most. While dumb and cutesy, the game is also weighed down with enough items and things to do with them to confuse younger players, while the mind-numbingly simplistic dialogue will have all of us who have learned to read books without pictures bored to tears. If the game had been funnier, it would have been cool. As it stands, it's just a little too cute for me to stomach. All of your items are perishable, meaning you have to manage inventory more carefully than in any of the "adult" Final Fantasys; and if you try to rush ahead, you'll often find yourself running into trouble. If you're one of those exceptionally devoted Square fans who thinks everything Japanapop, anime, and Final Fantasy is cool, Chocobo Dungeon might warrant a trial run. Personally, I'd rather think of Chocobo as a big, dumb, happy, domesticated bird that you use to cross swamps and mountains with.

## X-Files

**PlayStation**

**by Reiner, The Raging Gamer**

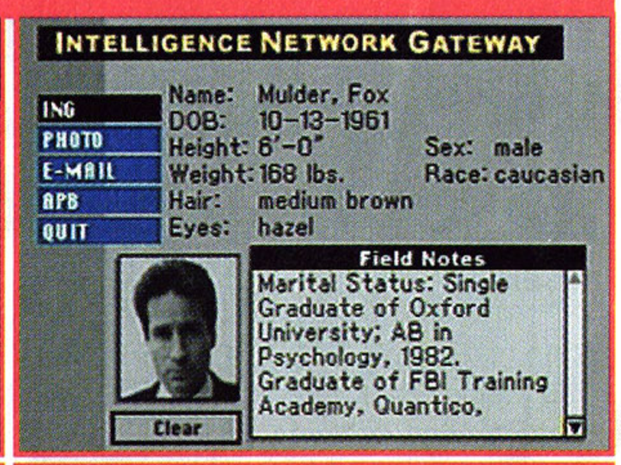
TEEN — CONTENT RATED BY ESRB

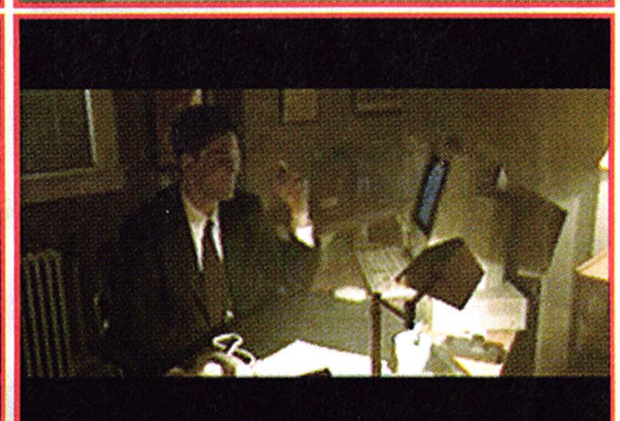
- **Size:** 4 CD-ROMs
- **Style:** 1-Player Adventure
- **Special Features:** Streamlined Point-&-Click Technology; Gadgets Galore; New FMV Sequences Starring Fox, Scully, & Skinner; Cunning Puzzles; Analog Compatible
- **Replay Value:** Low
- **Created by:** Hyperbole Studios/FPQ for Fox Interactive
- **Available:** Now for PlayStation

| | |
|---|---|
| *Concept:* | *5* |
| *Graphics:* | *5.25* |
| *Sound:* | *6.5* |
| *Playability:* | *1.75* |
| *Entertainment:* | *0.75* |

**Bottom Line: 3.75**

As odd as it may sound, I was actually quite excited to play the X-Files game. I knew it was a point-and-click adventure, and I knew that it would be as slow as an ox, but I enjoy the show and thought maybe I could have gotten a little something out of the game. Boy, was I wrong. After only 30 minutes of play, I had to leave work and scrub myself down in the shower. X-Files made me feel extremely dirty – not because it was a frightening game, but because it reminded me of the dreadful past where Digital Pictures fought valiantly to transform gamers into mindless drones with its crude and rude FMV technology. These were dark days indeed, and to me, X-Files is nothing but a depressing look back. If you continue to die on the first jump in Crash Bandicoot, then maybe this game is your speed. If you like X-Files and don't know what a video game is, then again, this could be the game for you. If you don't fall into these categories, then X-Files will more than likely disappoint.





## Ballistic

**PlayStation**

**by Jay, The Gonzo Gamer**

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Panic, Stage, & Versus Mode; 3 Difficulties; Power-Ups; A Hypnotic Swirl; Addictive Fun for the Whole Family; Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** Mitchell Corporation for Infogrames
- **Available:** Now for PlayStation

| | |
|---|---|
| *Concept:* | *5* |
| *Graphics:* | *6.75* |
| *Sound:* | *6.75* |
| *Playability:* | *8.75* |
| *Entertainment:* | *8* |

**Bottom Line: 7**

Ballistic is like Bust-A-Move, except the balls move on a swirl toward your sphere-shooting ship. When you match three balls of the same color, they explode. If the marbles touch your ship, you die and the game's over. Ballistic has the basic necessity of a good puzzle game: simple, yet addictive play. Unfortunately, the game is so elementary I'd feel cheated if I purchased it since that money could have been used to buy a game that lets me do more than bust my balls.

## No Fear Downhill Mountain Biking

**PlayStation**

**by Andy, The Game Hombre**

EVERYONE — CONTENT RATED BY ESRB

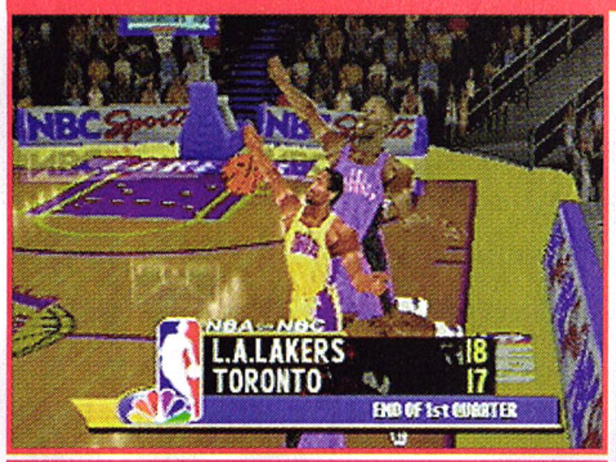
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Championship, Single Race, Time Trail, Duel, & Tournament Modes; 3 Difficulties; 6 Racers; Replay; 7 Bike Settings; No Fear; Tournament Ladder
- **Replay Value:** Moderately Low
- **Created by:** UDS/Codemasters for Activision
- **Available:** Now for PlayStation

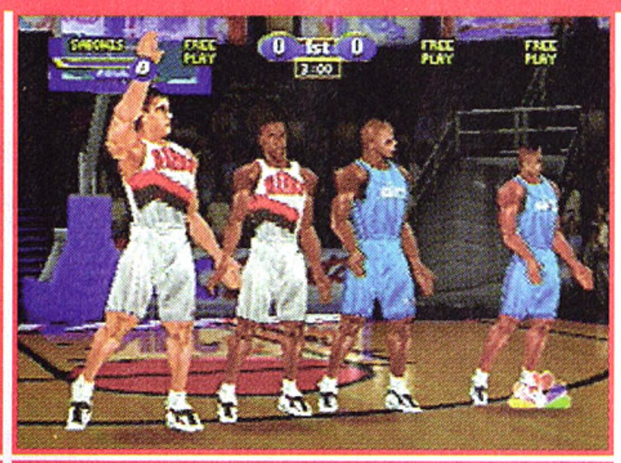
| | |
|---|---|
| *Concept:* | *4* |
| *Graphics:* | *6.25* |
| *Sound:* | *4* |
| *Playability:* | *5* |
| *Entertainment:* | *2* |

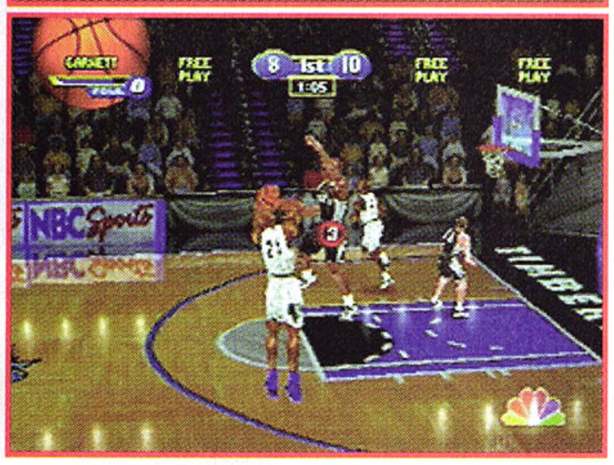
**Bottom Line: 4.25**

Sometimes life puts you at the edge of a cliff, and it's moments like these when it's time for a gut check – to see the cut of your jib. No Fear Downhill Mountain Biking attempts such a challenge by putting you on two wheels and sending you careening down a mountainside. The only thing you'll want to check your gut for is to locate your lunch, as this horrific racer is sure to make you hurl. Ignore the title, and definitely fear this one.

## NBA Showtime






This version of Showtime doesn't stack up against the Dreamcast and Nintendo 64 offerings. The graphics lack definition and the player models have been dwarfed to Smurf-like beings. In addition to this, NBA Showtime's arrival is already severely dated. Cobwebs and sheets of dust accompany each of the 29 team rosters. Not having the promising rookies or big time trade transactions for this year's season implemented makes it kind of worthless. On the other hand, I do have to give credit where it is due. Midway did a phenomenal job porting the gameplay to the PS-X. Stride for stride, this version performs just like the arcade counterpart. Its play is responsive, fast, and addictive. If you really enjoy hoops, and groove on an NBA Jam-style of gameplay, then you'll definitely like Showtime. If you have a Dreamcast or N64...I suggest investing in these versions before dropping a dime on this one. They both look nicer and don't have the long loading times this version does.

### PlayStation

**by Reiner, The Raging Gamer**

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** Create-A-Player; Combo Dunks; Record Keeping; Difficulty & Clock Speed Slide; All 29 Teams & Arenas; 98/99 Rosters; Analog & Multi-Tap Compatible
- **Replay Value:** Moderate
- **Created by:** Midway Home Entertainment
- **Available:** Now for PlayStation (Dreamcast, Nintendo 64)

| | |
|---|---|
| *Concept:* | *6* |
| *Graphics:* | *6.25* |
| *Sound:* | *7* |
| *Playability:* | *7* |
| *Entertainment:* | *6.5* |

**Bottom Line: 6.5**

## NCAA Final Four 2000

Year after year, I nearly wet my trousers in anticipation of the upcoming college basketball season. Unfortunately, my beloved Minnesota Golden Gophers have been crippled by accusations of academic fraud, so the only way they'll make the Big Dance is on my PlayStation. College hoops' rabid fan base will appreciate the number of teams and conferences included in Final Four 2000 (300 and 31, respectively). Little touches like conference Player of the Year Awards, and a "bubble" team watch also add to the true-to-life atmosphere. Overall, this game is just solid, not spectacular. The graphics are lackluster when compared to NBA Live, and the gameplay isn't as intuitive. Another major problem is that the touch-shooting meter, once mastered, makes it almost too easy to score from the perimeter, even when there is a player right in your face.

### PlayStation

**by Matt, The Original Gamer**

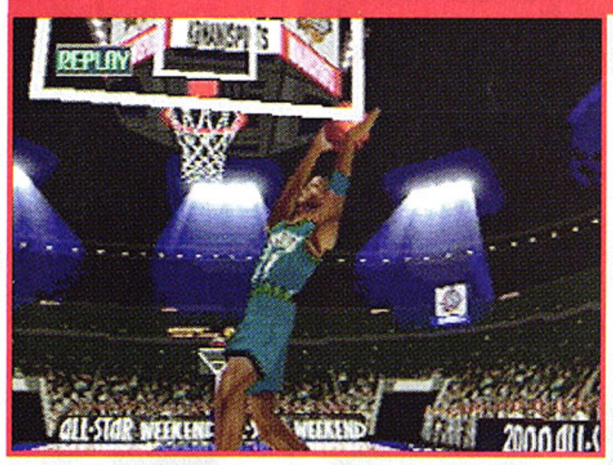
EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** Scaled Player Models; "Bubble" Watch; Year-End Awards; 6th Man Meter; Commentary by Quinn Buckner
- **Replay Value:** Moderate
- **Created by:** 989 Sports
- **Available:** Now for PlayStation

| | |
|---|---|
| *Concept:* | *7.75* |
| *Graphics:* | *7* |
| *Sound:* | *6.75* |
| *Playability:* | *7* |
| *Entertainment:* | *7* |

**Bottom Line: 7**

## NBA In The Zone 2000




In The Zone was once a top contender in the basketball game market, but like an aging NBA dynasty, it has stagnated and been eclipsed by the competition in recent years. In The Zone 2000 attempts to dispel the perception that the series has lost a step, with mixed results. The animation is fluid, which unfortunately tends to interfere with the controls. A serviceable game, but it is one that lacks so many of the features (most notably in-game commentary) that NBA Live includes.

### PlayStation

**by Matt, The Original Gamer**

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** Hot Streaks; New Dunk Contest; 3 Point Contest; Quick First Step; Icon Passing
- **Replay Value:** Moderately Low
- **Created by:** KCEJ for Konami
- **Available:** Now for PlayStation

| | |
|---|---|
| *Concept:* | *7* |
| *Graphics:* | *7.75* |
| *Sound:* | *5* |
| *Playability:* | *6.5* |
| *Entertainment:* | *6* |

**Bottom Line: 6.5**

## TOCA 2: Touring Car Challenge

Touring car racing, outside of Europe, has what Spinal Tap's manager once termed a "selective" appeal. The sport's low profile in the States means that TOCA 2 will probably have a hard time making a dent in a crowded racing marketplace. The game attempts to approximate Gran Turismo's ultra-realistic physics and control, but can't seem to get it quite right. Graphically, it also lags behind much of the competition, including Test Drive 6 and V-Rally 2. Close, but no cigar.

### PlayStation

**by Matt, The Original Gamer**

EVERYONE — CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** Championship, Arcade Challenge, Time Trial, Single Race, & Support Car Championship Modes; Official BTCC Cars; Pit Stops; Crew Communication; Car Set-Up Options; Variable Weather Conditions
- **Replay Value:** Moderate
- **Created by:** Codemasters
- **Available:** Now for PlayStation

| | |
|---|---|
| *Concept:* | *7.5* |
| *Graphics:* | *6* |
| *Sound:* | *7* |
| *Playability:* | *6.5* |
| *Entertainment:* | *6* |

**Bottom Line: 6.5**

# AT A GLANCE

## Broken Sword II

**PlayStation**

**by Erik, The PC Jedi**

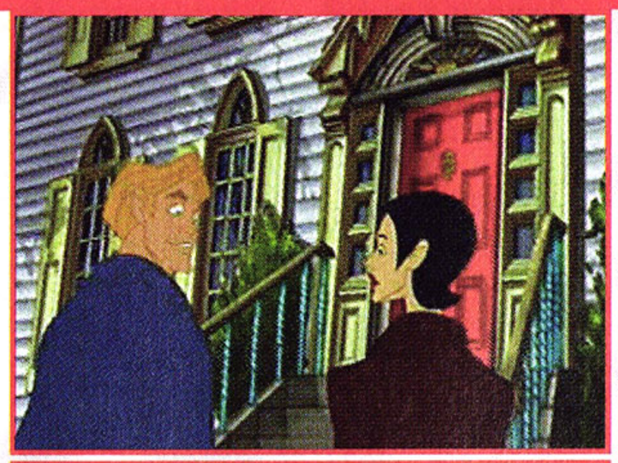
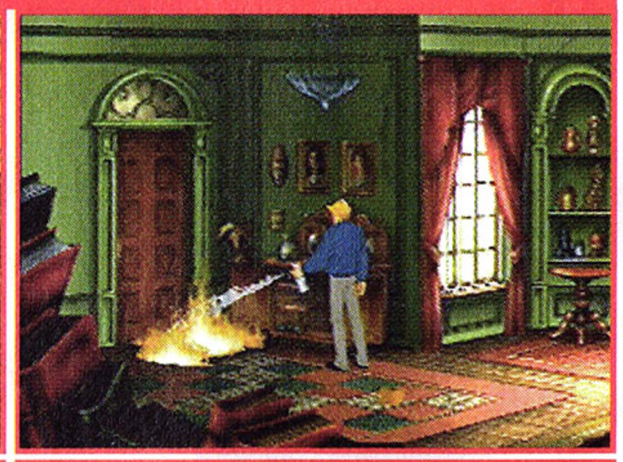
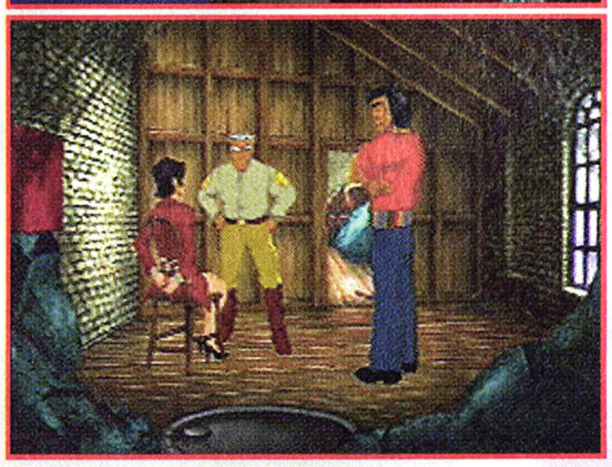
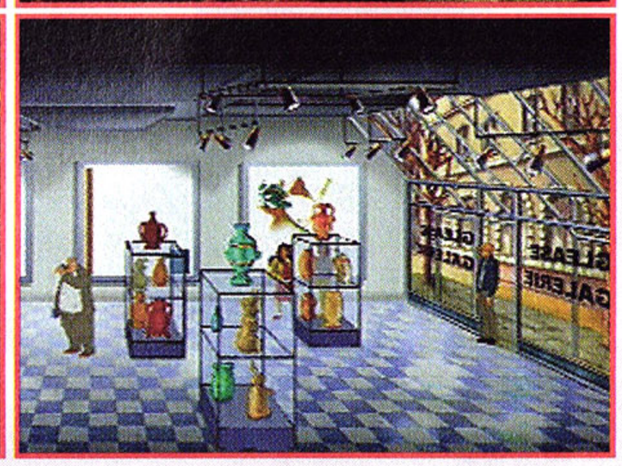
EVERYONE E CONTENT RATED BY ESRB

- **Size:** 1 CD-ROM
- **Style:** 1-Player Adventure
- **Special Features:** Third-Person Perspective Point-&-Click Adventure; Sierra "Quest" Approach to Puzzles; Pick Up Everything Not Nailed Down; Audio Dialogue; Screen Scrolls With Main Character; Animated Cutscenes
- **Created by:** Revolution for Crave Entertainment
- **Available:** Now for PlayStation

| | |
|---|---|
| *Concept:* | *8* |
| *Graphics:* | *6.5* |
| *Sound:* | *6.75* |
| *Playability:* | *7* |
| *Entertainment:* | *6* |

**Bottom Line: 6.75**

Having been a huge fan of Sierra's old "Quest" games and some of the excellent LucasArts clones that followed, I was looking forward to having a look at this one. Unfortunately, the main character is kind of a nerd. This wasn't so bad back in the days when all you had to do was read the text, but when a character's voice is your constant companion throughout a game, they need to be cool or funny or interesting. This guy is just kind of annoying. While much of the dialogue is witty, the delivery often had me cringing. The game's other big problem is that the graphics are fuzzy to a point where it's really hard to find smaller objects without "scanning" by just moving your cursor around until it changes to a pick-it-up icon. I was stuck on one scenario for about 20 minutes just because I couldn't even see a drawer that was in plain sight. Broken Sword II fails to compare to the classic experience of using an athletic supporter and a rock to knock a hostile guard unconscious or trading insults with pirates in order to become a master fencer.

## WWF Attitude

**Dreamcast**

**by Jay, The Gonzo Gamer**

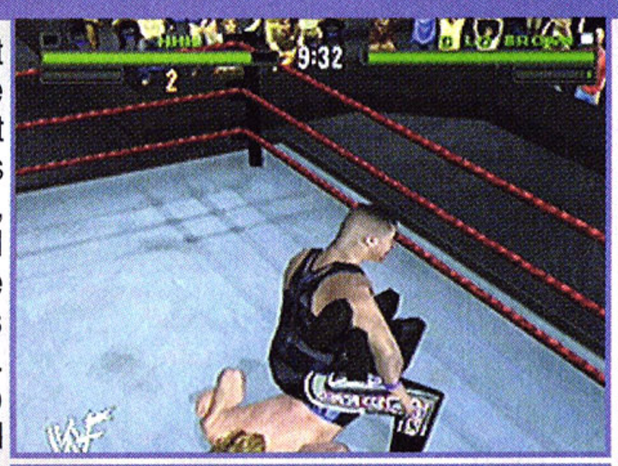
TEEN T CONTENT RATED BY ESRB

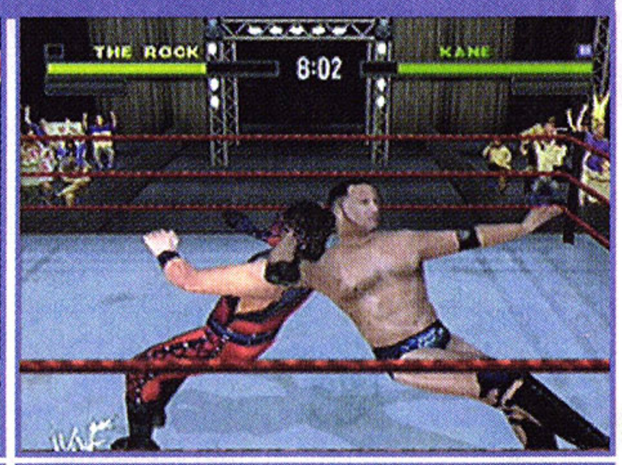
- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Expanded Create-A-Wrestler; Expanded Commentary; Create-A-PPV; Improved Wrestler Entrances; Improved Graphics; 41 WWF Superstars; Jump Pack & VMU Compatible
- **Replay Value:** High
- **Created by:** Iguana West for Acclaim
- **Available:** Now for Dreamcast

| | |
|---|---|
| *Concept:* | *8.75* |
| *Graphics:* | *9* |
| *Sound:* | *9* |
| *Playability:* | *8* |
| *Entertainment:* | *8* |

**Bottom Line: 8.5**

When Acclaim announced that a Dreamcast Attitude would be on shelves before its license expired, industry skepticism was high. Just under the wire, Acclaim delivered. Dreamcast's Attitude has exactly the same wrestlers, modes, and moves of other versions, but with improved graphics. Wrestlers' faces are much more distinct, the ring ropes have textures, flames look very realistic – the list goes on and on. There have also been some additions made to the already expansive Create-a-Wrestler, and Shane and Lawler have a few new things to say. So why does Attitude for Dreamcast score lower than other versions? First and foremost, it feels rushed and like a quick cash-in. The cosmetic improvements are nice, but nowhere near what they could have been, and the character animations are slow and choppy. The cumbersome controls, which can't be adjusted, also force you to use the analog stick for some moves. Attitude's already showing its age (one fourth of the roster is no longer in WWF), but should satisfy all Dreamcast wrestle-heads.





## Psychic Force 2012

**Dreamcast**

**by Erik, The PC Jedi**

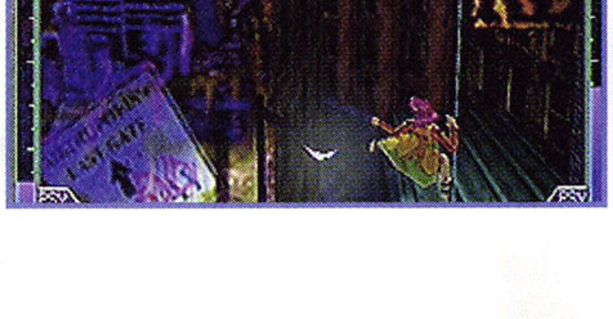
TEEN T CONTENT RATED BY ESRB

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Floating Combat; Arcade, Vs., Training, & Story Modes; Block Button; Throws; 10 Playable Characters Plus 2 Hidden; Mad Fireball Action; Still-Frame Cutscenes
- **Replay Value:** Moderate
- **Created by:** Taito for Acclaim
- **Available:** Now for Dreamcast

| | |
|---|---|
| *Concept:* | *6* |
| *Graphics:* | *7.5* |
| *Sound:* | *7.5* |
| *Playability:* | *7* |
| *Entertainment:* | *7* |

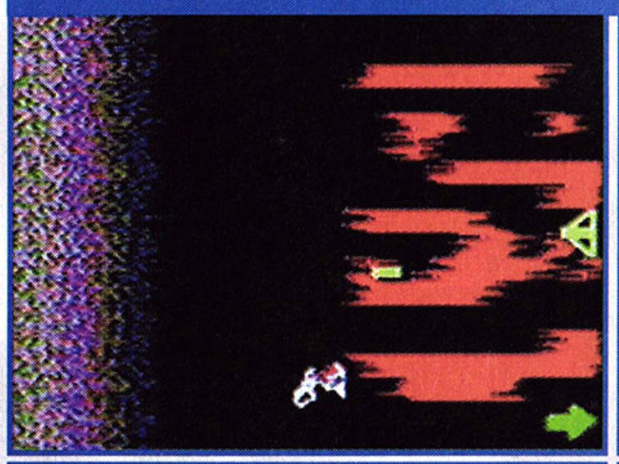
**Bottom Line: 7**

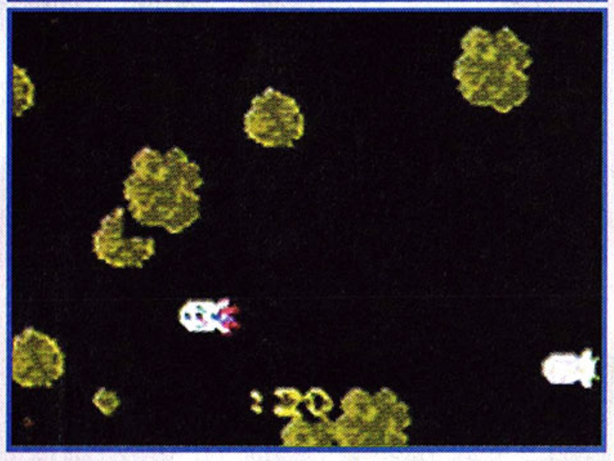
The concept of a floating fighting game may not be all that bad, but the Psychic Force series has yet to prove it. As the actual fighting itself is primarily long-range fireballs and crazy special moves, the actual hand-to-hand portion of the game is limited to two attack buttons and some really short combos. The only vast improvement 2012 has over its predecessor on the PlayStation is its challenge factor. The AI of the opponents, while still somewhat basic, won't always fall for the same moves; and toward later levels, the game actually becomes quite difficult. Graphically, the game would be good on any other system, but it's not too mind-blowing when ranked up with the rest of the Dreamcast fighters. If you're tired of the standard formula fighter, get Powerstone before you try this game. Psychic Force 2012 isn't bad, but we'd rather be playing Soul Calibur, MK Gold, Virtua Fighter, or Powerstone. Still, if you're curious, a two night rental wouldn't hurt.

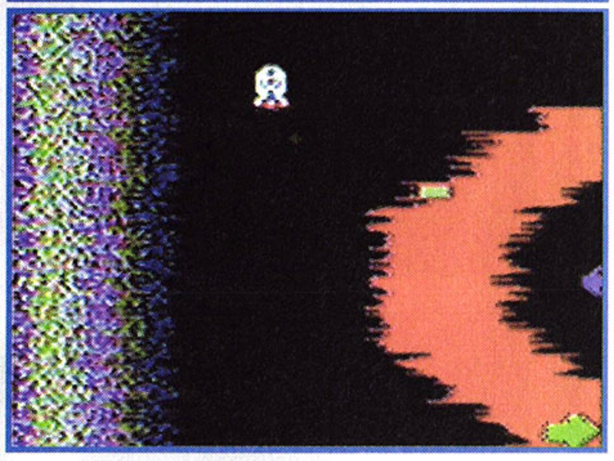


# reviews

## Yars' Revenge







Are you old enough to remember one of the best games ever released for the Atari 2600? Well, now you don't have to be old enough or even have a memory because Yars' Revenge has been re-released on the Game Boy. Originally arriving to the video game world in 1982, this game puts players in control of Yars, a nasty mutant space bug. The goal is to defeat the Qotile Armada by disabling their energy shields and blasting them with your Zorlon Cannon. This may seem like a simple concept. In actuality, it is. There is not a lot of innovation in level design, but the addictive qualities of this game are undeniable. Some in the office just rave at the return of Yars' Revenge, but I find that, with the multitude of choices available for the Game Boy, this game is only for the players who once called the 2600 their prized possession. In a day and age when you can get two classic arcade games into one GB cart, Yars' Revenge falls short by offering not much more than a glimpse at the past.

### Game Boy Color

**by Paul, The Game Professor**

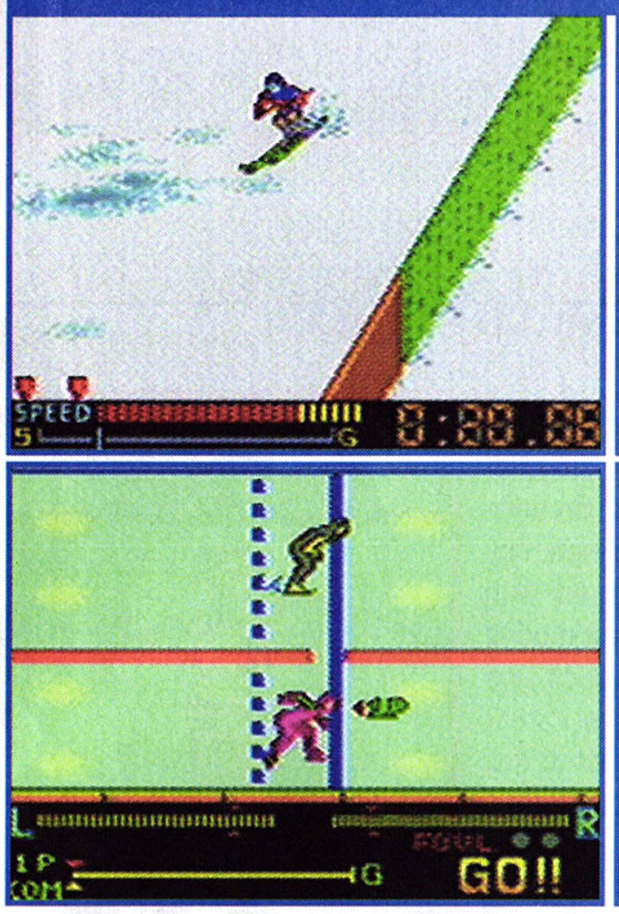
EVERYONE E CONTENT RATED BY ESRB

- **Size:** 8 Megabit
- **Style:** 1-Player Action
- **Special Features:** Remake of the Atari 2600 Classic; More Than 250 Levels; Level Password
- **Replay Value:** Moderate
- **Created by:** Atari for Telegames
- **Available:** Now for Game Boy Color (& Game Boy)

| | |
|---|---|
| *Concept:* | *6* |
| *Graphics:* | *5* |
| *Sound:* | *5* |
| *Playability:* | *8.5* |
| *Entertainment* | *7* |

**Bottom Line: 6.25**

## Millenium Winter Sports



Essentially, Millenium Winter Sports is a collection of timing and rapid button-pushing games. If you do well, the upper screen will show your skater winning the race or your ski jumper building up enough power to make a strong jump. Some events, like the bobsled run and the halfpipe, were cool, but for the most part, I found myself wanting to stop. In the past, there were a surprising number of games like this, which died I believe for a reason. Video gamers have evolved beyond the level of getting a kick out of the fact that they actually made something move on a TV screen. They need more than spastic button-pounding action to keep themselves entertained. To be fair, Millenium Winter Sports does have games that focus more on timing or performing a series of button sequences before a timer runs out; and it is excruciatingly challenging, but it's hard to feel like you're in true control of what's going on when your fingers are off the buttons half the time.

### Game Boy Color

**by Erik, The PC Jedi**

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 4 Megabit
- **Style:** 1-Player Sports
- **Special Features:** Classic Timing & Button-Tapping Action; Championship & Challenge Modes; Ski Jumping, Downhill, Speed Skating, Halfpipe, Aerial, Giant Slalom, & Bobsled Events; Teeth-Gnashing Frustration
- **Replay Value:** Moderately High
- **Created by:** Konami
- **Available:** Now for Game Boy Color

| | |
|---|---|
| *Concept:* | *6* |
| *Graphics:* | *8* |
| *Sound:* | *7.5* |
| *Playability:* | *8.25* |
| *Entertainment:* | *6.5* |

**Bottom Line: 7.25**

## Missile Command

Missile Command was a great arcade game and has been entertaining on just about every video game platform until now. Hasbro has created an update to the classic that is vastly inferior to the original. The targeting icon moves at a dismal pace, making the game's challenge factor more of a frustration factor. The explosions are so ill defined and choppy that you can never be sure whether you stopped the enemy warheads until they reach the other side of the blast. It's the worst classic update I've ever seen.

### Game Boy Color

**by Erik, The PC Jedi**

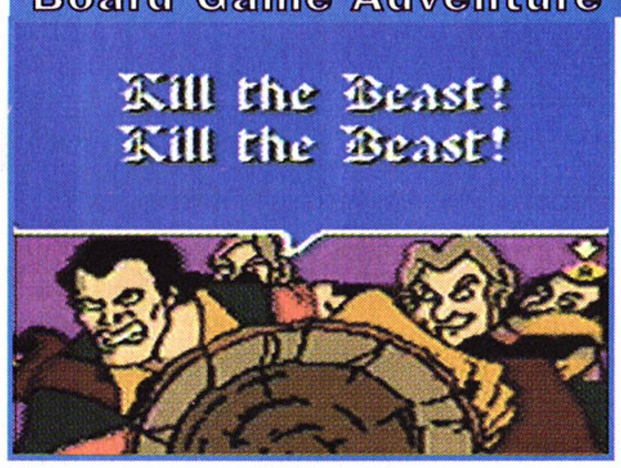
EVERYONE E CONTENT RATED BY ESRB

- **Size:** 4 Megabit
- **Style:** 1-Player Action
- **Special Features:** 2 Missile Bases; Enemy Now Uses Hard-To-Kill Bombs in Addition to Warheads; 2 Kinds of Overhead Flyers; Rumble Cartridge With Battery Included; Challenging Slow-Moving Targeting Icon
- **Replay Value:** Low
- **Created by:** Hasbro Interactive
- **Available:** Now for Game Boy Color

| | |
|---|---|
| *Concept:* | *5* |
| *Graphics:* | *1* |
| *Sound:* | *2* |
| *Playability:* | *1* |
| *Entertainment:* | *0.25* |

**Bottom Line: 1.75**

## Beauty and the Beast: Board Game Adventure




If this home video sees more time in your VCR than any other tape, I suggest that this may be a worthy purchase. For me, the interest runs short after just a couple rounds of the Crazy Chopper minigame. This game is styled much like the successful Mario Party on N64, but really falls short in offering any worthwhile minigames. Unless you're hip to why the Beast decided to fight Gaston and other goofy trivia, you should not even considering giving this a look.

### Game Boy Color

**by Paul, The Game Professor**

EVERYONE E CONTENT RATED BY ESRB

- **Size:** 16 Megabit
- **Style:** 1 to 4-Player Board
- **Special Features:** 4 Gameplay Modes Including Story, Board, Practice, & Challenge; 3 Difficulty Levels; A Variety of Simple Minigames
- **Replay Value:** Moderate
- **Created by:** Left Field/Disney Interactive for Nintendo
- **Available:** Now for Game Boy Color (& Game Boy)

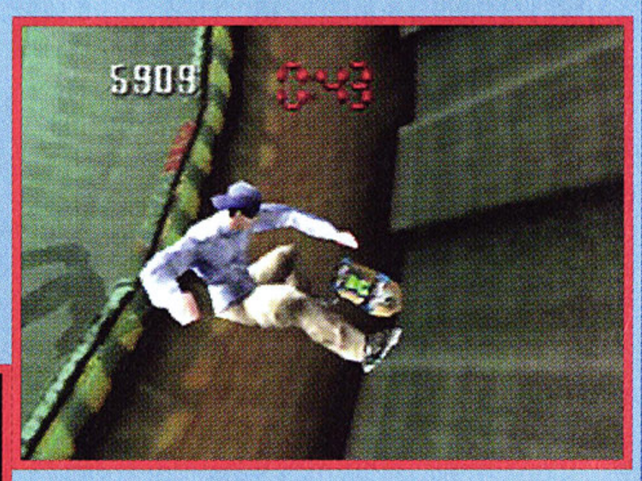
| | |
|---|---|
| *Concept:* | *5* |
| *Graphics:* | *5* |
| *Sound:* | *5* |
| *Playability:* | *5* |
| *Entertainment* | *3.75* |

**Bottom Line: 4.75**

## TONY HAWK'S PRO SKATER – NINTENDO 64

**CREATED BY: NEVERSOFT FOR ACTIVISION**
**AVAILABLE: MARCH**

Activision's chart-topping PlayStation release is thrashin' its way to Mario's playland. In just a few short months, Tony Hawk's Pro Skater will bring the thrills (and spills) of professional skating to the Nintendo 64. All the same features that made the PlayStation game the hot title it is today will be redefined in 64-bits.

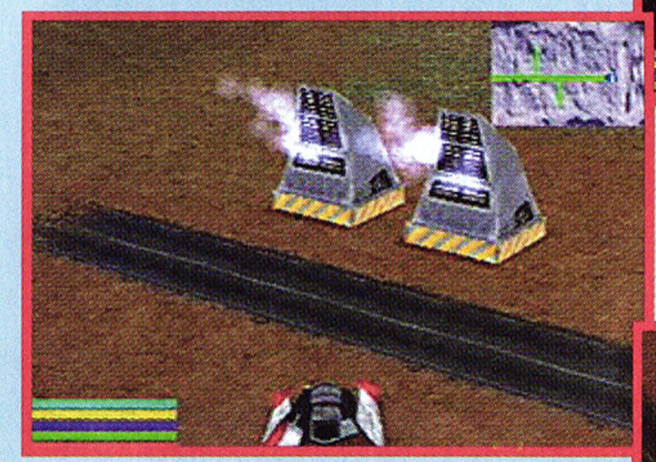


As for the kickin' soundtrack and skating videos? There's a good chance that some of this material will be cut, and as of now, Activision isn't saying squat. Hopefully, if something gets deleted, something new will replace it.

## DIRTY WAR – PLAYSTATION

**CREATED BY: SIDHE INTERACTIVE**
**AVAILABLE: MID-2000**

Recently, we've had a severe case of pre-millennial Cold War nostalgia. Sure, there was always the threat of global thermonuclear war, but the world was so much more orderly. In Dirty War, a 3D tank strategy game, you can recapture that old paranoia in a three-way struggle for world domination between a U.S.-based conglomerate, the New Soviet Republic, and Kage, a shadowy Japanese organization. The single-player mode allows you to upgrade and modify your tank as you complete the missions. Multiplayer modes, which support up to eight players, include Deathmatch, Capture the Flag, Search & Return, and Tank Racing.



## KONAMI INTERNATIONAL RALLY RACING – PLAYSTATION

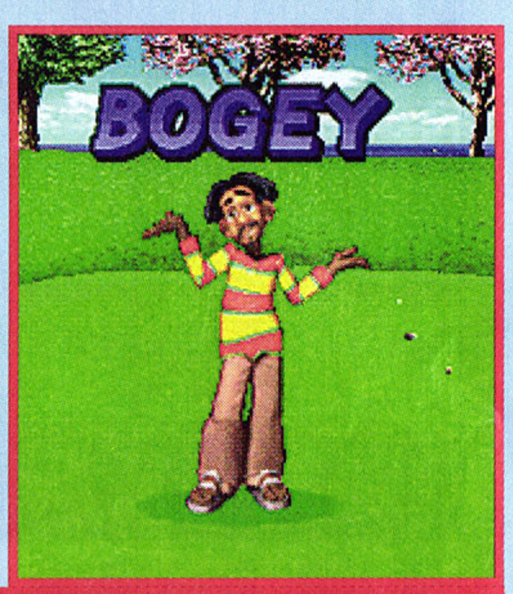
**CREATED BY: KONAMI**
**AVAILABLE: FEBRUARY**

Not even Konami of America knows a whole heck of a lot about this game. From the playable demo we got our hands on, we discovered that the game has at least three cars, highly detailed environments, and top-notch physics. The way the cars react to road surfaces like gravel and snow is right on the money. The game will also feature a host of customizing and upgrading options, but we have yet to see any of these.

## HOT SHOTS GOLF 2 – PLAYSTATION

**CREATED BY: CLAP HANZ LIMITED FOR SCEA**
**AVAILABLE: MARCH 7**

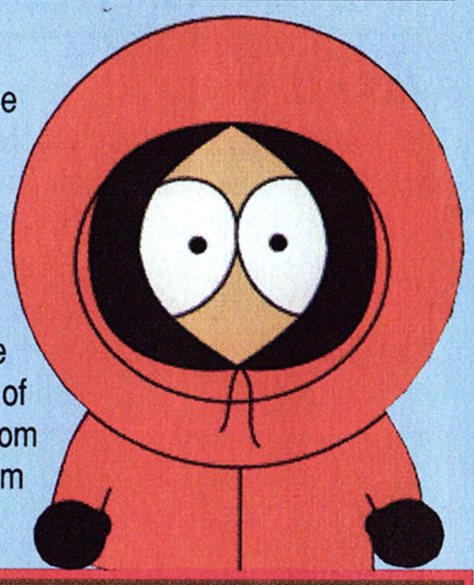
Giddy golf geezers might want to whip off their knickers and polish up their woods in anticipation of Hot Shots Golf 2, the sequel to one of the greatest golf games ever created. HS 2 features all-new, hip, Americanized characters, each designed with individual abilities and animations. Play modes include Match Play, Vs., Training, Miniature Golf, and a new Tour Play mode in which you use your career earnings to outfit your bag with the newest in golf equipment. Add in six new courses, and you've got a game that should make a crater-sized divot in the marketplace.



## SOUTH PARK RALLY – PLAYSTATION

**CREATED BY: ACCLAIM**
**AVAILABLE: DECEMBER**

Despite its success, last summer's South Park movie seemed less like a crowning achievement for the show's creators than a last gasp of relevancy. South Park's ratings on Comedy Central have slipped considerably since the show's breakout rookie season, but Acclaim is betting that the license can still move some units. South Park Rally brings Parker and Stone's sick sensibility to the familiar cart racing genre. The game features a number of different race modes based on locales and situations from the show, plus all your favorite South Park characters, from Mr. Hankey to Satan.



## GEKIDO – PLAYSTATION

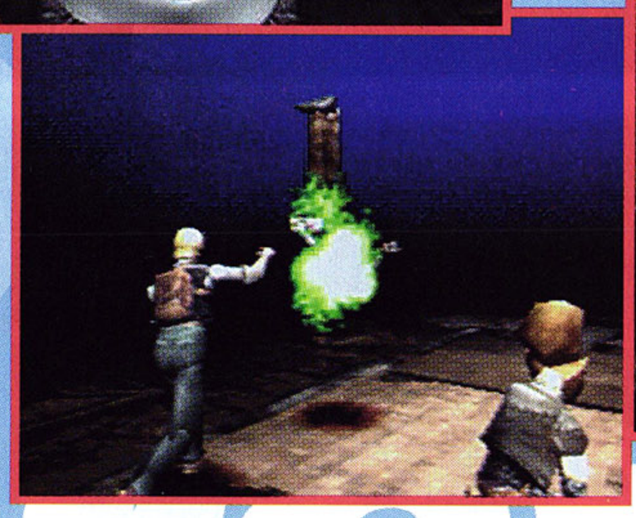
**CREATED BY: GREMLIN FOR INTERPLAY/TITUS**
**AVAILABLE: MARCH**

The human mind is the mightiest weapon in existence, except maybe for the AK-47. While your brain IS powerful, we wouldn't recommend trying to stop a bullet with it. However, when your psyche becomes filled with rage and adrenaline, there is no limit to the feats you can perform. In Gekido, anger is the key to unlocking special Rage moves that will lay waste to your enemies. Interplay has combined Wu-Tang's four-player Arena mode with Powerstone's 3D interactive environments into what could be a very promising fighter.

## KOUDELKA – PLAYSTATION

**CREATED BY: SACNOTH FOR SNK**
**AVAILABLE: 2ND QUARTER**

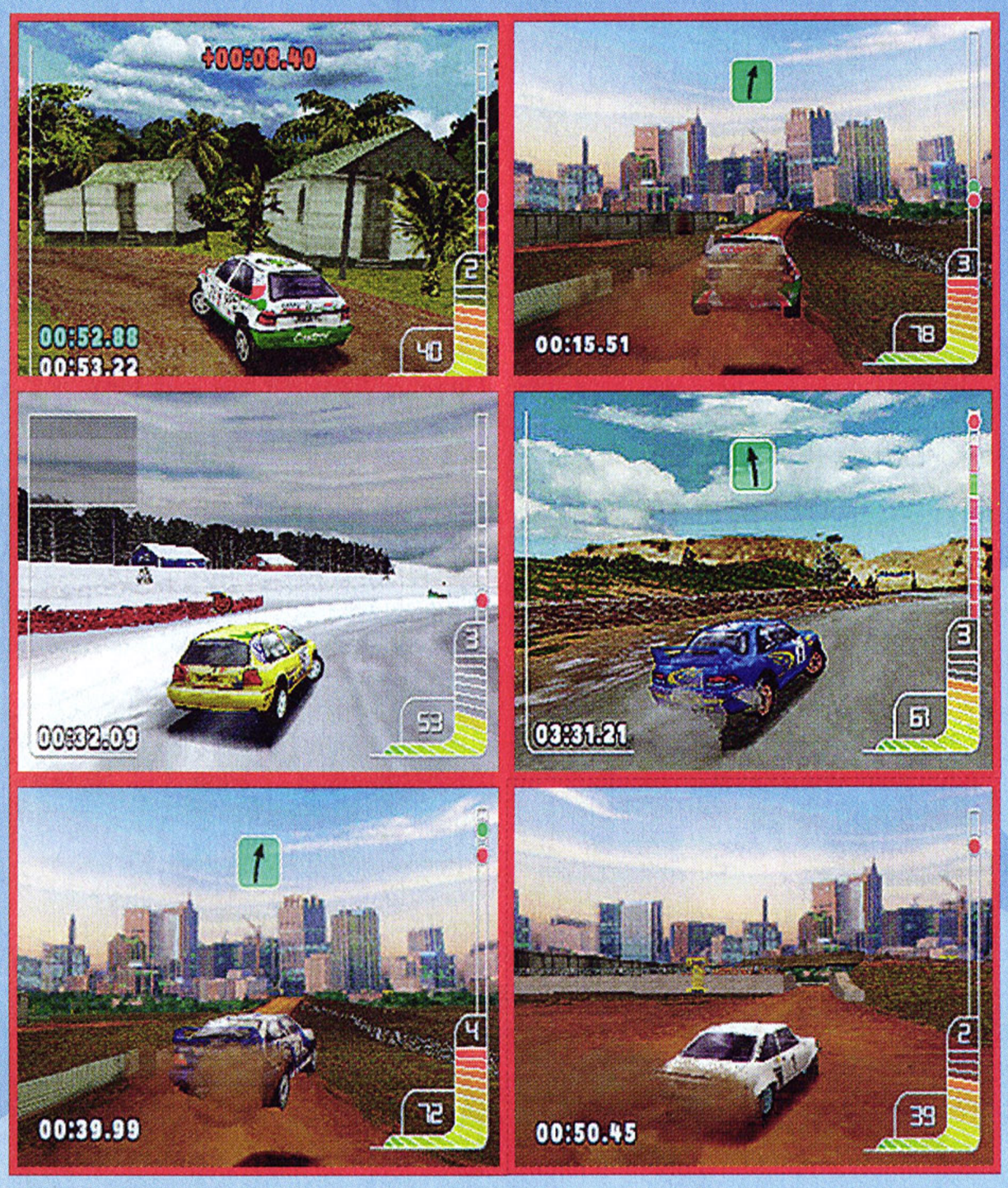
Recently announced for release in North America, Koudelka is a Victorian horror title that takes place in the ruined Nemeton Monastery in Wales. Players control three characters: Koudelka Iasant, the psychic babe; Edward Plunkett, the egotistical hunk; and Father James O'Flaherty, the curmudgeonly Irish priest stereotype. Abandoned treasures supposedly lie in the building's bowels, but so do monsters and demons. Players must explore the monastery and solve its mysteries. The game looks to be heavy on FMV and cutscenes, kind of like a cross between Final Fantasy and Resident Evil, but with a story that changes due to characters' actions.



## COLIN MCRAE RALLY – PLAYSTATION

**CREATED BY: CODEMASTERS FOR SCEA**
**AVAILABLE: FEBRUARY 15**

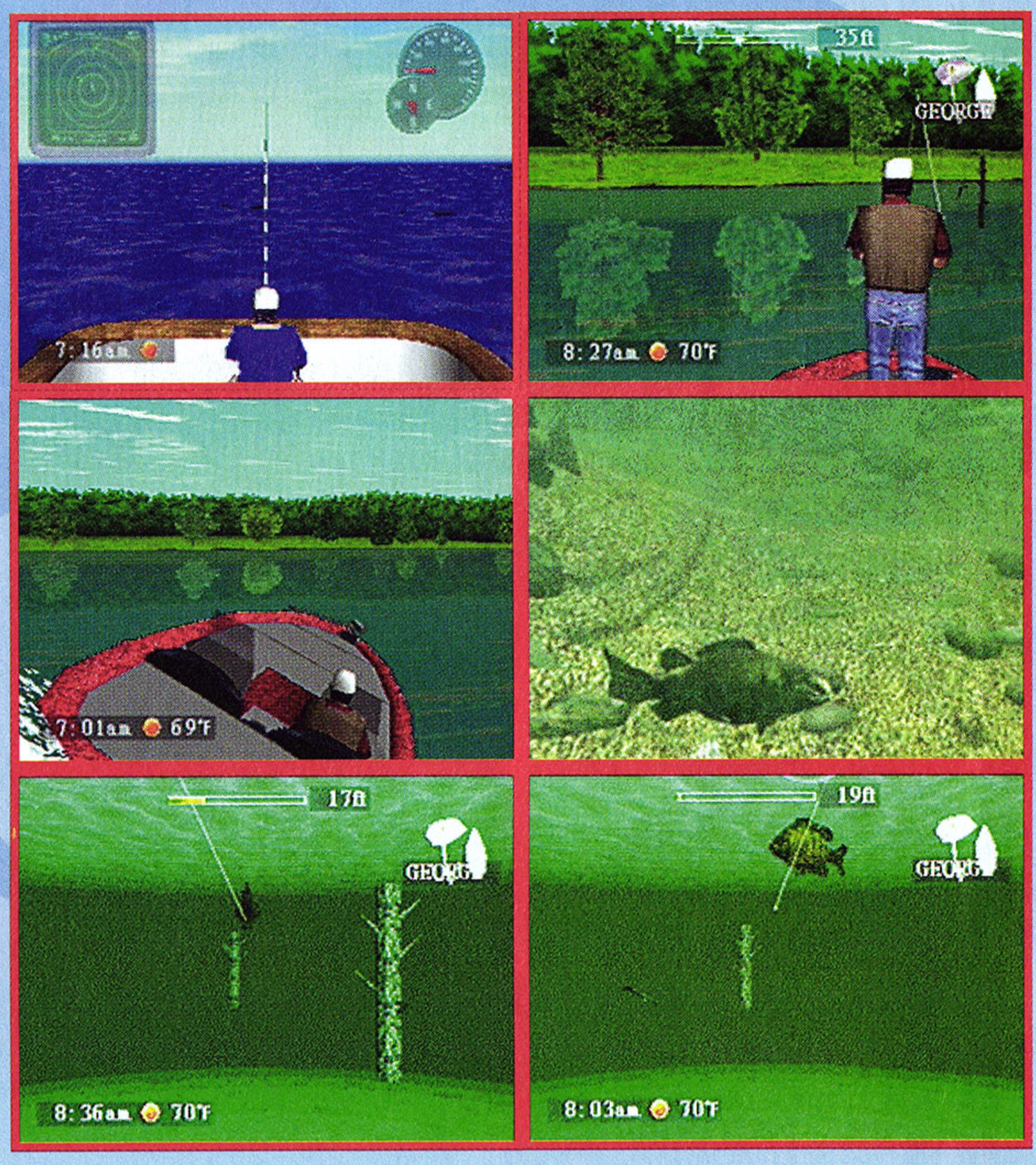
Rally race legend Colin McRae, known to millions as "The Flying Scotsman," has lent his name and fame to this mammoth racing title. Just a quick peek up the kilt of Colin McRae Rally will tell you that this game is going to be a huge, hard, and exhausting racing experience. There are 12 rally cars (including the Toyota Corolla and the Subaru Impreza) to choose from, five camera angles, and a whopping 48 tracks. McRae's real-life co-driver and cabana boy, Nicky Grist, will be on hand to provide in-game navigation.




## BLACK BASS AND BLUE MARLIN – PLAYSTATION

**CREATED BY: HOT B**
**AVAILABLE: NOW**

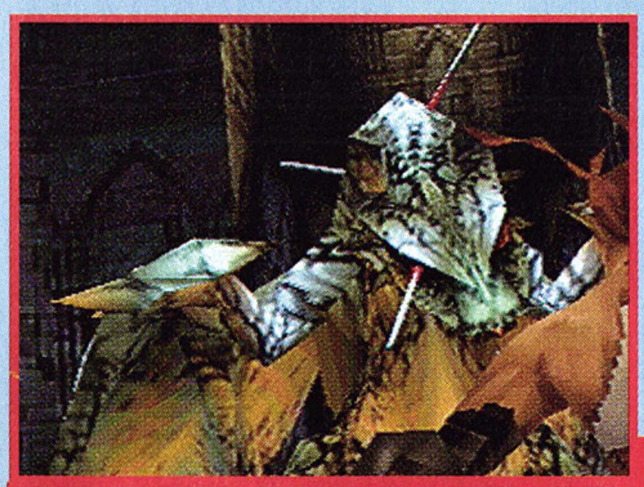
The goal for a sports game is realism. Fishing is a sport, and Black Bass and Blue Marlin painstakingly strives for realism. Seemingly aimed at the serious fisherman, this game has a great array of options. From tutorials with voice-overs and choice of lures to scenario options, it tries to present the full experience of fishing. Included in that fishing experience is the other half of fishing – the wait. Black Bass and Blue Marlin looks to be a faithful rendition of the real thing, for real anglers. However, not everyone fishes.

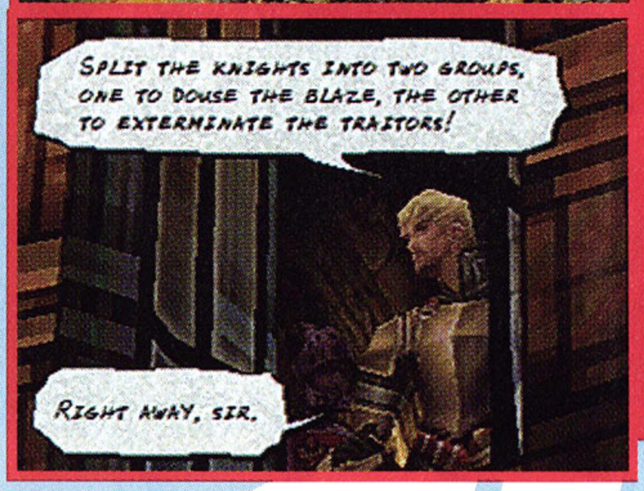


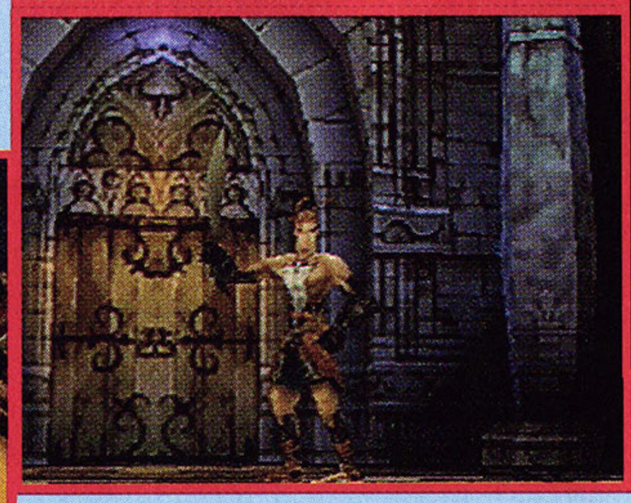

## VAGRANT STORY – PLAYSTATION

**CREATED BY: SQUARE SOFT**
**AVAILABLE: WINTER IN JAPAN (FIRST QUARTER IN U.S.)**

Vagrant story is an action/RPG that appears to be something of a cross between Tomb Raider and Parasite Eve. While the main character's abilities can't be enhanced, he gains greater power by creating new weapons from grips, "blades" (or axe heads or whatever), and gem stones. From what we saw in Japan, the variety of weapons you could construct was quite impressive. The game's action system is similar to Parasite Eve's in that you run around in real-time, but must wait until a power meter fills up before you can attack. Hopefully, multiple plot paths and the weapon system will add a lot of replay value to this game as play time is relatively short (under ten hours).



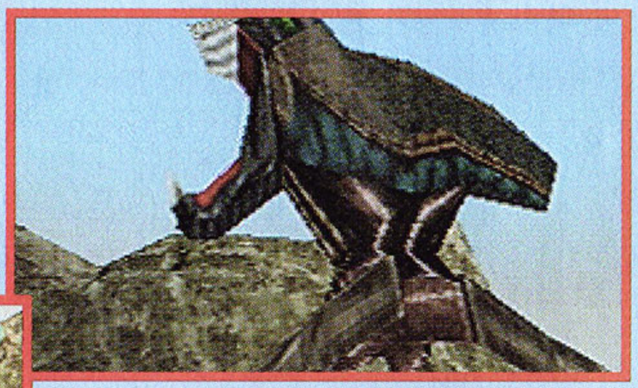


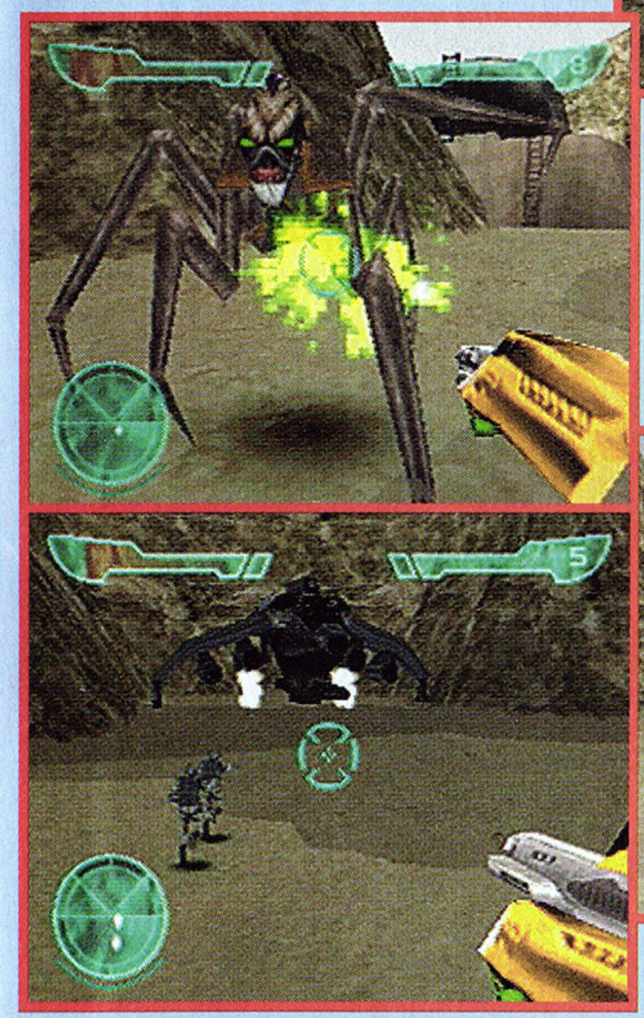


## ARMORINES – PLAYSTATION

**CREATED BY: ACCLAIM**
**AVAILABLE: LATE JANUARY**

In Armorines, you take on the role of a grunt in a prototypical suit of powered armor who has been charged with saving the world from an alien menace. Essentially, the game is a first-person shooter, only with the addition of a suit of strength-enhancing armor that can be upgraded. Armorines for the N64 runs on the Turok 2 engine, something Acclaim never attempted to use on the PlayStation, so expect the game to have a serious graphic overhaul.

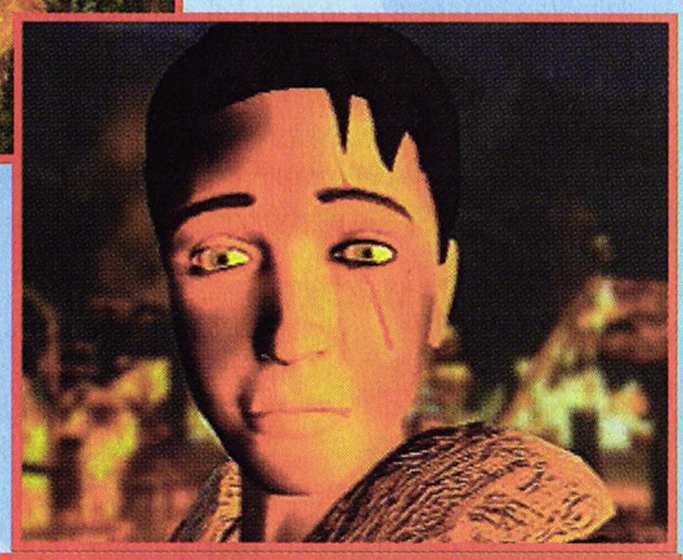




## CRUSADERS OF MIGHT & MAGIC – PLAYSTATION

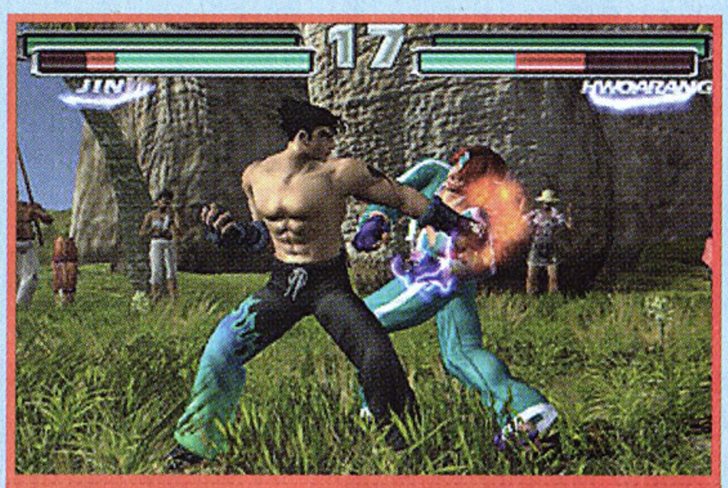
**CREATED BY: 3DO**
**AVAILABLE: JANUARY 11**

Crusaders has everything your 12 sided die-rollin', half-elf fighter/mage lovin', Ruins of Undermountain dungeon crawlin' heart desires. Playing a super stud with a grudge, Drake, you have to fight your way out of imprisonment, battling monsters and dodging traps along the way. As you progress, you'll go up levels, find new weapons and armor, and learn better spells. Crusaders plays and looks like Tomb Raider without all the puzzles. Hack n' slash at its finest.

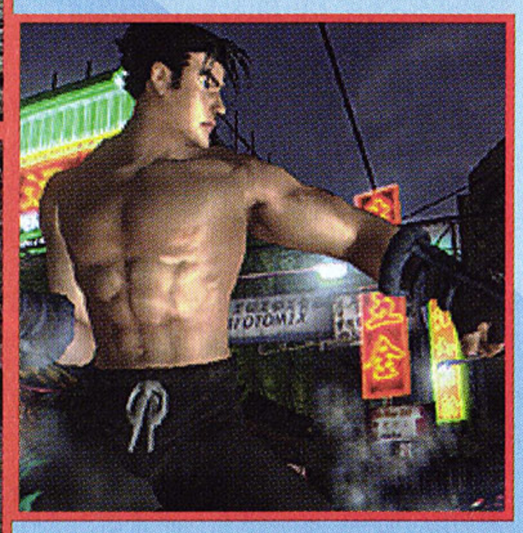


## TEKKEN TAG TOURNAMENT – PLAYSTATION

**CREATED BY: NAMCO**
**AVAILABLE: MARCH IN JAPAN (FALL IN U.S.)**



As anticipation for PlayStation2 mania begins to reach a fever pitch, Namco is making moves to ensure that it won't be standing alone by the punch bowl at the big PS-2 launch dance. Namco should be getting jiggy on the dance floor with Tekken Tag Tournament, an enhanced port of the arcade smash. Just looking at these sumptuous pix makes us want to tell Namco to "back that thang up" and give us more, more, MORE of triple-T! The detail is amazing. From the smallest blades of grass to the tautest of biceps, the graphical power of Sony's new system is evident.



## TEST DRIVE 6 – DREAMCAST

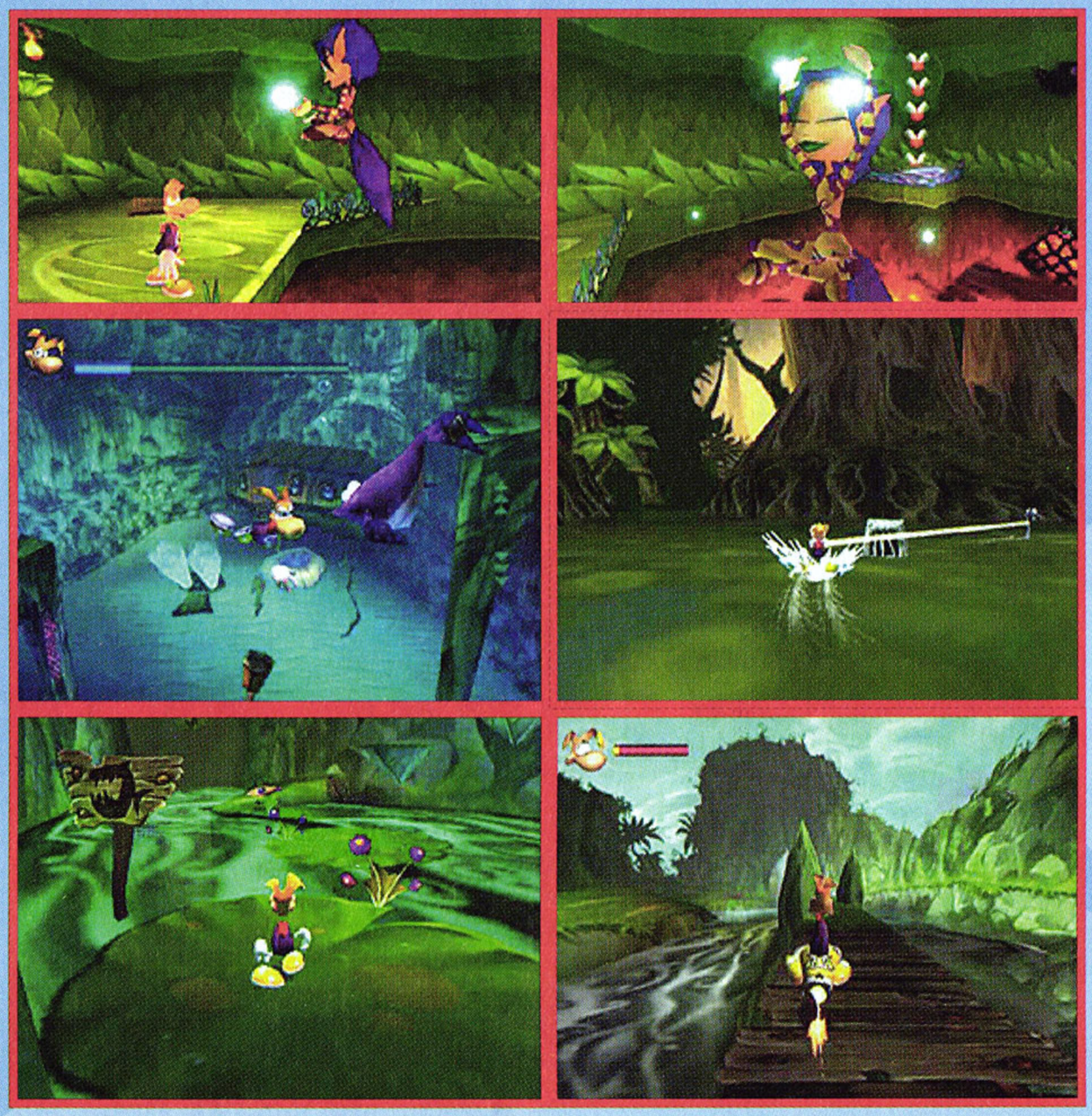
**CREATED BY: PITBULL SYNDICATE FOR INFOGRAMES**
**AVAILABLE: JANUARY**

The Dreamcast version of Test Drive 6 is essentially unchanged from the PlayStation version. With the exception of a little graphical spit 'n' polish, the only thing that separates the two is the amazing speed at which the game moves out on the Dreamcast. The game appears to have all the same features, right down to the Cop Chase, Circuit, and Single-Race modes.

## RAYMAN 2: THE GREAT ESCAPE – DREAMCAST

**CREATED BY: UBI SOFT**
**AVAILABLE: 1ST QUARTER 2000**

This graphically dazzling and surprisingly fun action/platformer (the first Rayman sucked) is one of the better games we've seen on the N64 in recent months. Now, Ubi Soft appears to be bringing it over to the Dreamcast. It doesn't look like they're planning to change a thing, but we can't be sure until we get hold of a playable version. While about as original and innovative as Coke II, Rayman 2 looked great and was put together well enough to be a good time on the N64. Either way, Rayman 2 certainly won't hurt the Dreamcast and should actually lend a strong hand to the DC's relatively thin platforming library.



## F1 WORLD GRAND PRIX – DREAMCAST

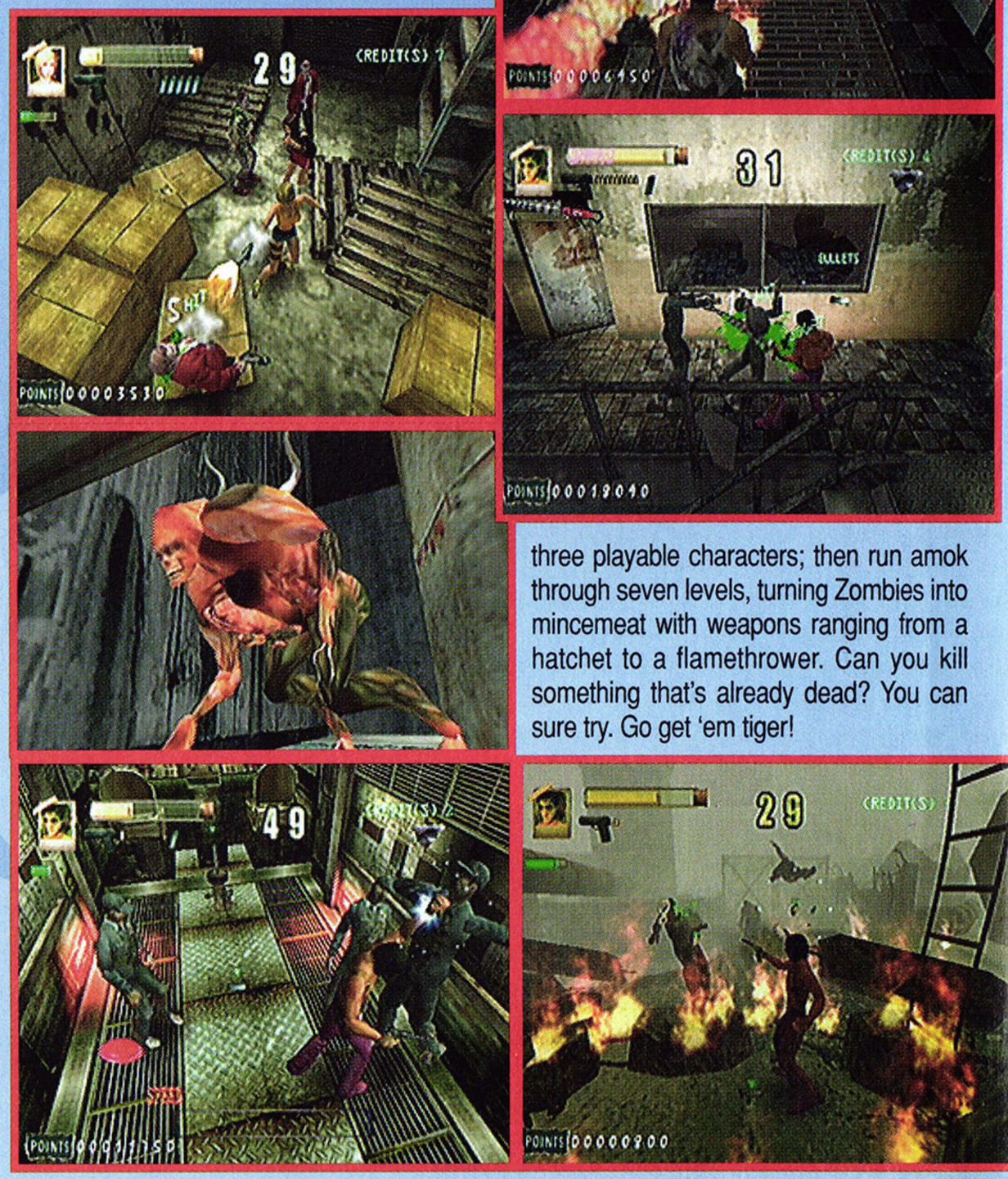
**CREATED BY: VIDEO SYSTEM**
**AVAILABLE: UNCERTAIN RELEASE (DECEMBER OR JANUARY)**

Unlike your average racer, where you can crank through the first few tracks, F1 WGP demands the utmost racing skill from the very start. There are no unlockable vehicles, no secret shortcuts, and no special power-ups. At the beginning of every race, you are asked to adjust your car's fins, gears, engine, tires, fuel, etc... We have a feeling this one is going to end up being a game for serious racers and sim-addicts only.

## ZOMBIE REVENGE – DREAMCAST

**CREATED BY: ADX FOR SEGA**
**AVAILABLE: JANUARY**

Frustrated by Resident Evil 3? Tired of running like a coward from those undead morons, just to preserve your precious supply of ammo? Zombie Revenge should help you sort out your "issues." No puzzle solving, no exploration, no item management – just balls-to-the-wall beat-em-up action. Choose one of three playable characters; then run amok through seven levels, turning Zombies into mincemeat with weapons ranging from a hatchet to a flamethrower. Can you kill something that's already dead? You can sure try. Go get 'em tiger!



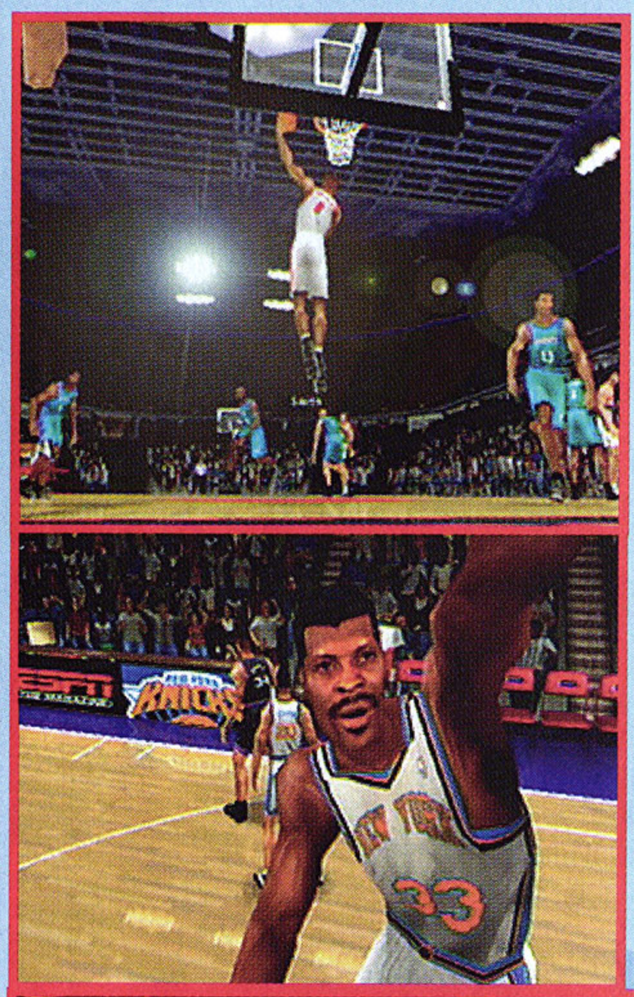
## TEE OFF – DREAMCAST

**CREATED BY: BOTTOM UP FOR ACCLAIM**
**AVAILABLE: MARCH**

Acclaim traveled to Japan to find the first golf game for the Dreamcast, Tee Off. As you can probably see, the game is styled much like Camelot's successful Hot Shots and Mario Golf engine. Filled with an assortment of super-deformed characters and beautifully designed courses from around the world, Tee Off is extremely easy to play. However, it still seems to have the options and control that will please the golf fanatic. Tee Off is currently being localized for the U.S. and will be out later this spring.

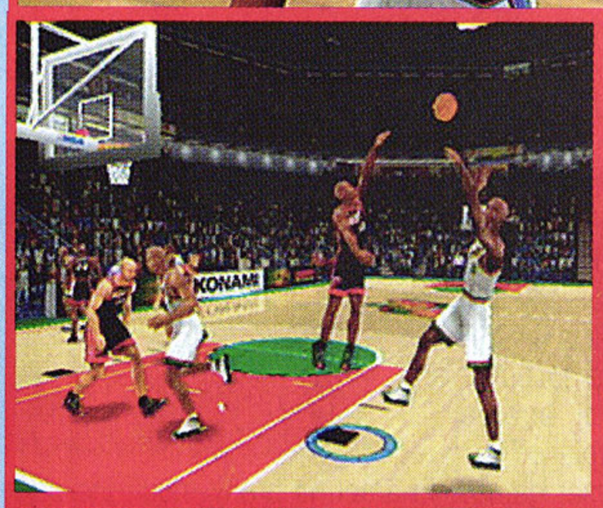
## ESPN NBA TONIGHT – DREAMCAST

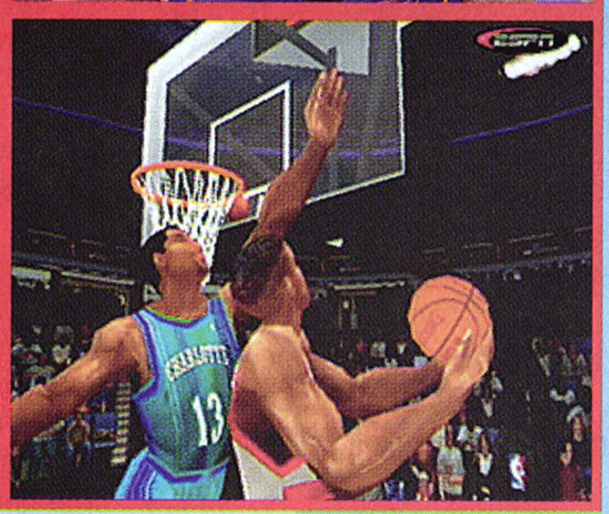
**CREATED BY: KONAMI OF AMERICA**
**AVAILABLE: SPRING**





Rising from the ashes of Konami Sports is ESPN Games, a joint venture between the veteran game publisher and the world's premier sports network. The first title released under the ESPN Games moniker will be NBA Tonight for the Dreamcast, which will compete with the brilliant NBA 2K for DC roundball dominance. Konami has harnessed the graphical power of the Dreamcast to render realistic player models brought to life with over 1,000 animations. A Create Player mode will allow you to sign your young hoopster to a team, then increase his attributes over the course of the season. The ESPN-style presentation will feature post-game interviews and Brent Musburger on play-by-play. Sportscenter icon Stuart Scott will also be on hand to spout off such trademark catchphrases as "Off the heezay!" and "Tom Hammonds must be butter, 'cuz he's on a roll!"

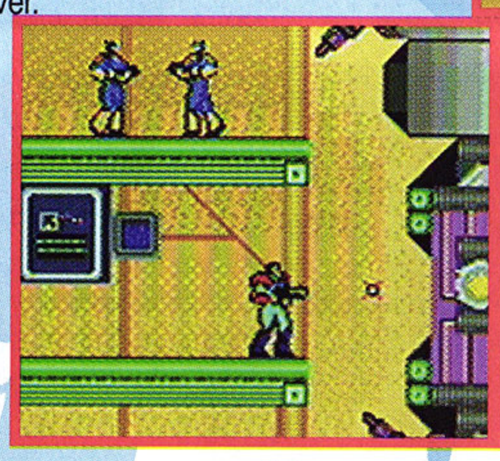




## BIONIC COMMANDO – GAME BOY COLOR

**CREATED BY: NINTENDO**
**AVAILABLE: JANUARY 24**

The classic NES gameplay with a Rush N' Attack look. Using extendible claw and gun, you must climb, swing, and shoot your way through 22 levels to thwart international terrorism. Just as in days of old, Bionic Commando can't be won by charging ahead and blasting blindly. A crafty claw approach must be used. This sharp-looking revamp also makes use of the occasional overhead firefight and a Sniper mode. It looks sweet and plays great, but leaves us wondering why the old NES version wasn't ported over.



## 4 WHEEL THUNDER – DREAMCAST

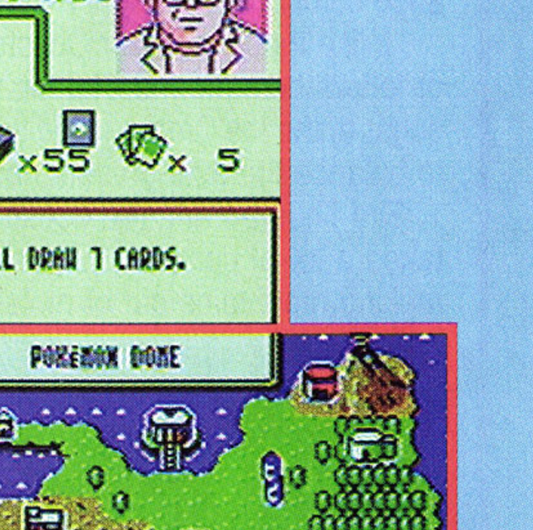
**CREATED BY: KALISTO FOR MIDWAY**
**AVAILABLE: SPRING**

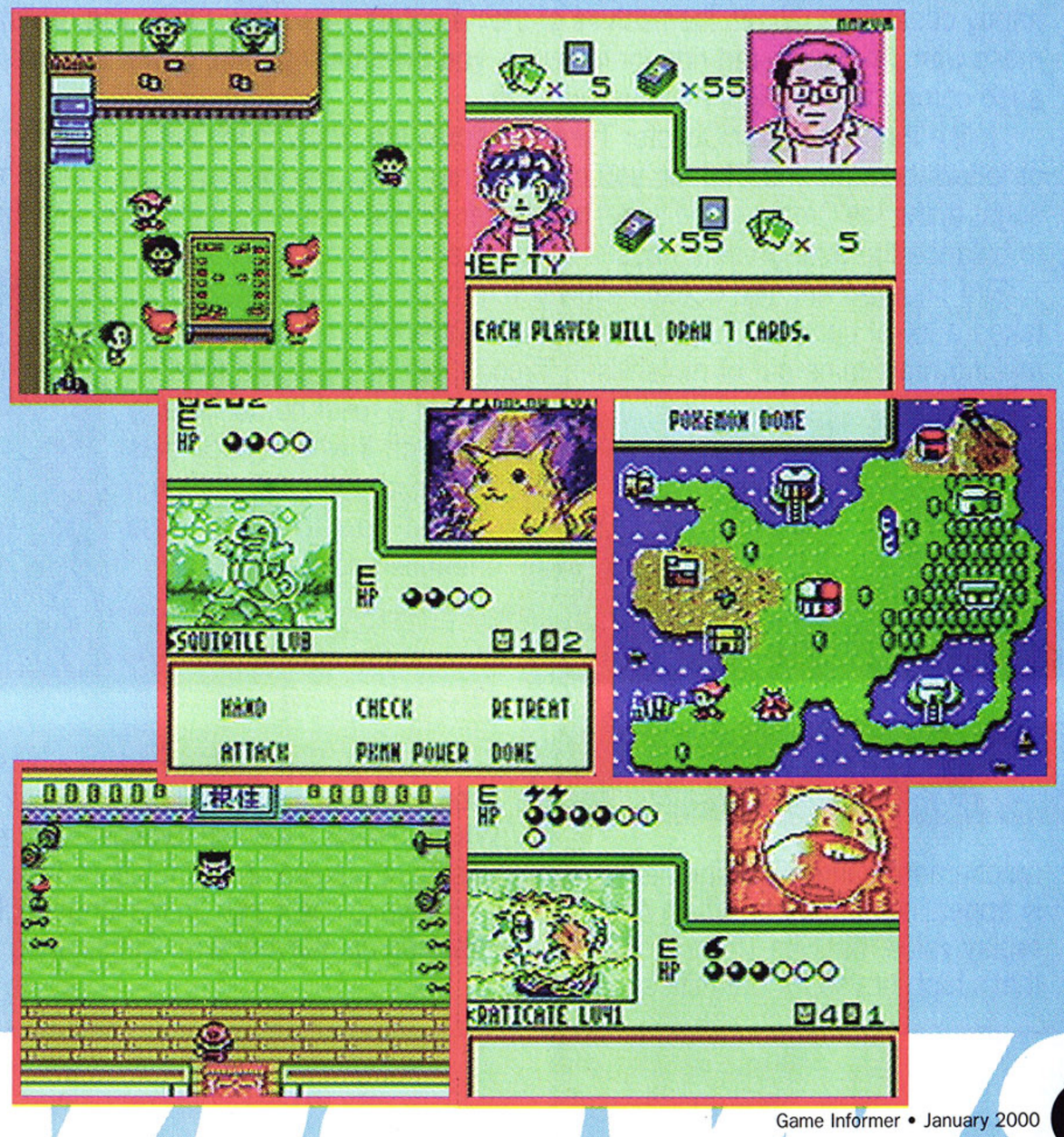
Another in Kalisto's offroad products, 4 Wheel Thunder is an indoor/outdoor track game. Although the release for this game is scheduled for spring of 2000, the action over 12 tracks and six locations through the world (who would of thunk that people in Italy would have been man enough for giant wheel madness?) seems to be mainly track-oriented. Yeah, you can spin your wheels through a shallow river or up a hillside; still the vehicle physics of this game are (slightly) more exciting than balling through the mud and jumps of the tracks themselves. The Championship mode features 22 races broken up into four sub-championships split between six indoor and six outdoor courses, allowing for vehicle upgrades. A Tag mode and split-screen action is also on the way, but regardless, watching the opening sequence of Lee Major's monster truck in the Fall Guy was more exciting.

## POKÉMON TRADING CARD GAME – GBC

**CREATED BY: HUDSON FOR NINTENDO**
**AVAILABLE: FEBRUARY 7**

So your teacher confiscated all your Pokémon cards because there were too many fights on the playground, huh? Boo hoo hoo! Don't you worry, buckaroo, big daddy Nintendo has the solution. It's taken all the Wizards of the Coast cards, added some Game Boy only cards (for a total of 226), and hidden them within its upcoming Game Boy cart, Pokémon Trading Card Game. Of course, you begin with only a starter deck. From there you must travel the world, winning matches and tournaments to get booster packs. If you're the social type, two Game Boy owners with the cart can put their units together so they each get a new card. This trick only works once for each coupling, however, so you better be nice and stop beating up kids for their rare cards, bully boy.



# GIPC

by Erik, The PC Jedi

***Nobody Knows the Trouble I Seen***

*After people finally figured out how to set up their games to install on Win 95, things seemed to be running so smoothly in the PC gaming realm. Now, suddenly we have all these 3D Accelerated Only games that work for about half the cards out there and don't even look that great despite the costly acceleration. Do you think there's a reason console games sell better than PC games do?*



## 8.75 Sim Theme Park – Bullfrog

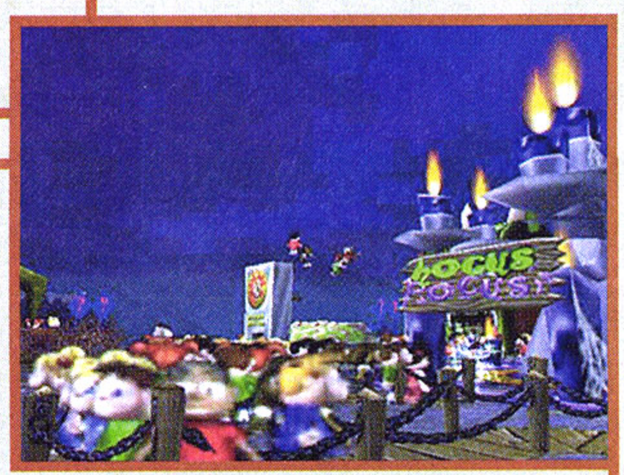
EVERYONE E CONTENT RATED BY ESRB

### Two Amusement Park Games Go Head-To-Head

The similarities between Sim Theme Park and Roller Coaster Tycoon (which came out earlier this year) are so numerous that I'm surprised there hasn't been a lawsuit yet, but both games somehow manage to deliver a different flavor. If you've already played Roller Coaster Tycoon, you'll find it pretty easy to hop into Sim Theme Park. In fact, you'll have a pretty serious case of deja vu.

### Divine Coincidence?

In both titles your goal is to create monstrous amusement parks for fun and profit. You hire from almost identical pools of staff types, albeit for slightly different reasons. Research is done in order to acquire new ride types. Janitors must be hired in both games to clean up litter, and unfortunate mishaps result from placing that burger stand a little too close to an intense thrill ride with a high nausea factor. Both feature intriguing ride design systems. In sum, there are more similarities than I have space to list.



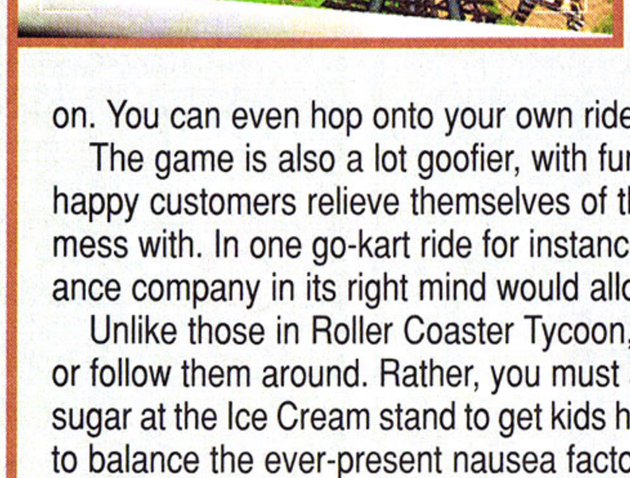
### Flash Over Micro Management

Sim Theme Park does stand above Tycoon in one respect. It's a much more graphically compelling game. At any point, you have the option of setting yourself anywhere you want in the amusement park in order to get a first-person look at what's going on. You can even hop onto your own rides in order to experience them first hand.

The game is also a lot goofier, with funny looking people and a much more punctuated "bleh" sound whenever happy customers relieve themselves of their lunches. The rides, while less realistic, are a lot of fun to look at and mess with. In one go-kart ride for instance, you eventually get the option to place jumps and tunnels that no insurance company in its right mind would allow.

Unlike those in Roller Coaster Tycoon, people are pretty much out of your hands. You can't read their thoughts or follow them around. Rather, you must attempt to control them through subtler means, like upping the amount of sugar at the Ice Cream stand to get kids hyper for that next ride, or messing with the ingredients of your hamburgers to balance the ever-present nausea factor against cost effectiveness.

Sim Theme Park also doesn't allow you to mess with the terrain. This takes a lot of complexity/hassle out of the game. I personally enjoyed making mountains out of molehills in Tycoon, but at the same time it's kind of a relief not to have to deal with it when space gets tight, and you can't quite figure out how to place those entrance and exit booths.



### Conclusion

In closing, Sim Theme Park is a blast. Despite its clone-like appearance to Roller Coaster Tycoon, it still manages to be its own game. Where Roller Coaster Tycoon is a more serious, in-depth look at amusement parks, Sim Theme Park balances its strategies and simulations with a more light-hearted and visually appealing approach. Which one's better? I'd have to call it a tie. In the long run, Roller Coaster Tycoon has more replay value, but Sim Theme Park had me cracking up at every turn. Considering that I generally hate sim games, that's high praise for both titles.

## – PC Quickies –

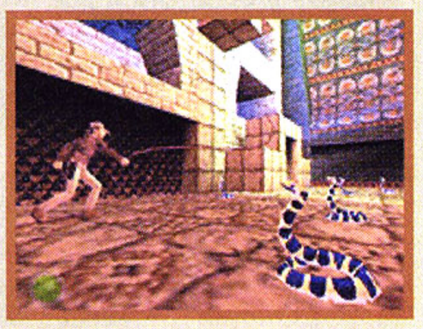
**Roller Coaster Tycoon: Corkscrew Follies – Microprose – 8.25**

EVERYONE E CONTENT RATED BY ESRB

This is a solid expansion pack that allows you a great deal more control in altering the look of your amusement parks. It also changed some of the rules that I didn't think made much sense in the unaltered game. If you're still playing RC Tycoon, you'll dig it.

**Indiana Jones and the Infernal Machine – LucasArts – 8**

TEEN T CONTENT RATED BY ESRB



This game's a complete and total Tomb Raider clone, brought back to the license that clearly inspired it. I would have been more impressed by the whip action and gorgeous graphics if LucasArts hadn't opted to go with the awkward Tomb Raider control.

**Pharaoh – Sierra – 8.5**

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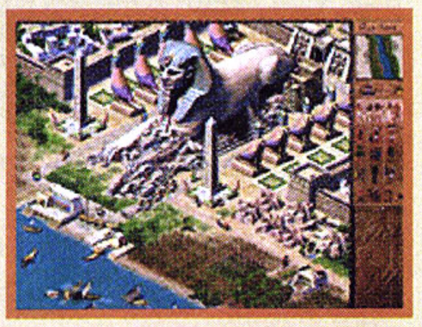


This is a great game for city building sim addicts, with lots to see, lots to build, and plenty of strategy. If you've played any of the Caesar games, Pharaoh is pretty much the same game with a different look and different priorities to focus on. It's cool.

**Seven Kingdoms II – Ubi Soft – 8.75**

TEEN T CONTENT RATED BY ESRB

I wasn't sure that I was enjoying this game, which is similar to Age of Empires, until I got over its monster learning curve. Essentially, Seven Kingdoms II is a real-time game with all the complexities one might expect from a good turn-based game.

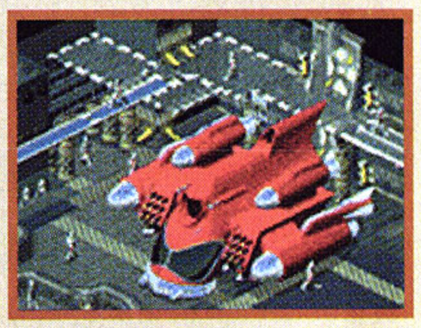
**Age of Empires II – Microsoft – 8.5**

TEEN T CONTENT RATED BY ESRB

Age of Empires II is a solid sequel, but I was a little disappointed by the fact that many of the cool features introduced in the first game's expansion pack weren't present in the sequel. It's a great multiplayer game, but lacks long-lasting single-player appeal.

**X-Com Collector's Edition – Microprose – 9**

TEEN T CONTENT RATED BY ESRB



It's X-Com 1-3 in one box. This collection seems like an apology for not putting out a fourth X-Com sequel yet, but for about $29.95 you get two of the coolest turn-based strategy games of all time (Terror From the Deep was kind of lame).

**By Beaux, The Arcade Assassin**

*They tell me it's okay to come out of my fallout shelter now that the world is still there. But I just don't know. I think they just want my stockpile of canned food and will do anything to get at it. I know what it must be like out there – scorched lands everywhere and hoards of crazed marauders looting gasoline and bartering with animal bones. I think I'll stay down here with my Y2K compliant boomstick and can opener. Maybe I'll come out in 50 years when society rebuilds itself.*

PREVIEW

## Jambo! Safari

**Architecture:** Naomi
**Style:** 1-Player Driving
**Special Features:** Technical Driving; Four Drivers/Rangers to Select From; 28 Different Critters to Wrangle; 6 Areas to Choose From
**Created By:** Sega
**Available:** First Quarter 2000

**Jambo! Safari takes place in the deepest parts of Africa, where the most villainous of poachers come to destroy the poor defenseless creatures that dwell there. Your job is to help the critters by capturing as many of them as you can to send them to the safety of a zoo or research facility. In Jambo! Safari you drive in one of six areas in search of animals attempting to lasso, net, and crate them for shipment. It sounds easy enough, but these guys don't know you are here to help them and always try to get away. Never fear though, you are a trained Ranger with all the skill and equipment necessary for your craft. After getting your rope around a beast, you must drive carefully to tire him without snapping the rope, much like many fishing games out today. When you feel they are weak enough, it is time to launch your net and claim your prize. Now you can sleep easy knowing you helped the little guy out.**

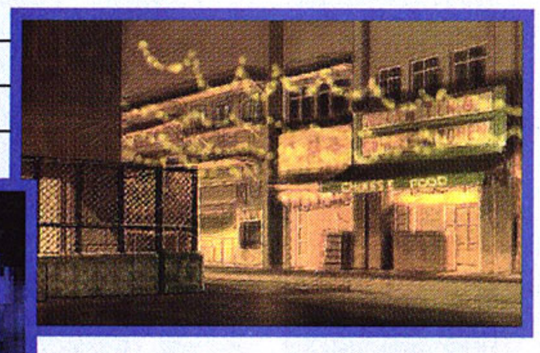
**Controls in the game seem pretty straightforward. You have your basic driving controls (steering wheel and gas/brake pedals) and a stick and button for aiming and firing your rope/nets. The gameplay looks similar to Crazy Taxi. Each animal you capture will give you more time to catch the next. The faster you capture your quarry, the more point you will rack up. Jambo! Safari is yet anther whacked-out game from Sega that shows there are still a few ideas untouched in arcades.**

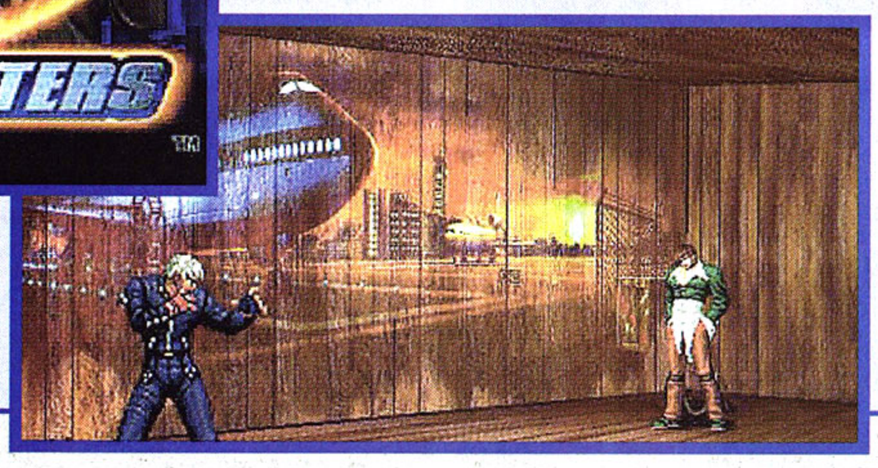



REVIEW

## The King of Fighters '99

**Architecture:** Unkown
**Style:** 1 or 2-Player Fighting
**Special Features:** 32 Characters to Choose from; Team Battle; Support Characters (Strikers)
**Created By:** SNK
**Available:** Now in Arcades





**I have never been a big fan of the King of Fighters series. I find the series a little too rigid for my blood. However, I can say it is definitely getting better, and I found myself really enjoying '99. The graphics look great and the animation is far better than in earlier renditions. This one boasts many new play techniques like powering-up defense and various counter attack and evade moves. Probably the most noticeable new addition to King of Fighters '99 is in the introduction of support characters into the series. Taking the idea from Capcom's Versus series, SNK has improved on it. The Strikers, as they are called, do different moves (making them harder to predict) and can be swapped around in-between battles. The basic fighting is almost the same as '98 with a few questionable tweaks to help balance the characters. One nice thing about this series is Team Battle. You can create your team of four fighters (three active fighters and a striker), then battle it out until they are all defeated. This gives you a little more bang for your buck by making the fights last a little longer. King Of Fighters '99 is probably not a game to go hunt down, but if you are a not a fan of the series or if you see it at your local arcade, be sure and give it a try.**

# PLAY TO PERFECTION
## A GAME MONGER'S STRATEGY GUIDE

*Writing a walkthrough for Tomba! 2 would be both a gigantic and pointless task. Considering that players have the freedom to play the game however they like, roaming from area to area completing missions, GI has opted to simply list all of the tasks and their solution. If you're stuck, flip through this guide for the answers. For the locations of all the Evil Pigs turn to page 13.*

**WARNING!!!**
This is a game walkthrough. It may spoil the enjoyment of the game. USE AT YOUR OWN RISK!

## TOWN OF THE FISHERMAN

### REQUIRED MISSIONS

**Find Tabby!** – This is the first mission of the game. You must finish this monster of a game to complete it.

**Go to the Burning House!** – Talk to the panicky gent past the hanging net to complete this mission. This will start **Save the Crab!**

**Save the Crab!** – Climb the hut with the ladder on it, then grab the Bucket on the other side (see **Pour the Water In**). Take the filled Bucket to the old man, then fill it again. Bring him the other Bucket of water and the precious crab will be saved. Yeah!

**Pour the Water In!** – Take the Bucket from the hut to the spigots by the pools of water. Raise, then lower, the seesaw near it. Catch a drop from the spigot and you will complete this mission. Note: One pond has two small fish in it.

**Win's windmill!** – You must collect three Golden Crabs and bring them back to the windmill. (See **Save the Crab!**, **The crab basket!**, **Collect the Golden Crabs!** for locations).

**The Tiny Mouse's House** – Take the path past the formerly burning house to the end, then look at a tiny door. Come back to this door after you've completed **Tiny Tomba/Mini Tomba** in the Water Temple. Finish by simply entering the small door when Tomba is small. Be sure to play **Tiny Mouse's Berry Nuts** to get the Minitta Mushroom (this can turn you small at anytime).

**Tiny Mouse's Berry Nuts (Annoying Mushroom & Berry Nuts Harvest)** – After completing **The Tiny Mouse's House**, enter the Mouse Door in the Town of the Fishermen at anytime to play this minigame. First, nab the Adventurer's Chest in the southwest corner (two million AP required). Talk to the mouse gathering nuts to play this Pac–Manesque game. Collect 100 nuts in 60 seconds and you'll complete **Tiny Mouse's Berry Nuts**. Before you can play again, you must give the mice a Spoon to dig out the **Annoying Mushroom**. You can then proceed to play again. Make a new record to finish **Berry Nuts Harvest** and get a Golden Star.

**Wind it Up!** – In the Town of the Fishermen, take the back path to the house, then swing on the crank to raise the net. Climb it and receive the Star–Shaped Cog to start this mission. Later, at the end of the path past the house, give the Star–Shaped Cog to Ark.

**The crab basket!** – After completing **Wind it Up!**, Ark will give you some advice that begins this mission. Complete this mission by hitting the winged pig on the entrance bridge to the Waterfall of the Heavens to dislodge the Crab Basket. It will land on the second suspended seesaw. Jump up and retrieve it. Done and done.

### OPTIONAL MISSIONS

**A Red Treasure Chest–** From the second seesaw, Animal Jump onto the locked treasure chests to open this mission. This mission can be completed when you get the Red Key from Win (see **Win's Windmill**).

**Chick from an Egg–** This mission is related to **Where is the Bird's Nest**? Go to the first seesaw, knock off the piggy, then roll the egg into the lower barrel. Hit the barrel to hatch a chick, then take it up the tree to the left (see **Where is the Bird's Nest?**). Go to the next seesaw and repeat the process to complete **Chick from an Egg** and **Where is the Bird's Nest?**

**Where is the Bird's Nest?** – Take the chicks you get from completing **Chick from an Egg** and place them on top of the tree to the left of the first seesaw. Be sure to grab the Rare Fish that is hanging nearby.

## WATERFALL OF THE HEAVENS

### REQUIRED MISSIONS

**Collect the Golden Crabs!** – Ascend up the series of seesaws, cross the gap, then proceed around the corner. There are two paths, the left leads to the Crab on the roof of the tower. Jump from the pole to the crank, turn the crank, then jump on the roof to nab a Crab. While you're up there, grab the bobber stuck in the net. The second Crab will be right above your head after you complete **The stuck Fishhook line**.

### OPTIONAL MISSIONS

**Adventurer's Chest** – This is located by the gate past the first bridge. You will be able to open this chest if you have enough AP. If not, go collect some nearby Gems. If you open it, you will receive a Pig Nose Panel.

**Adventurer's Clue** – This mission begins when you get the Pig Nose Panel by completing **Adventurer's Chest**. Open all five Adventurer's Chests to gain the final Pig Nose Panel and finish this mission.

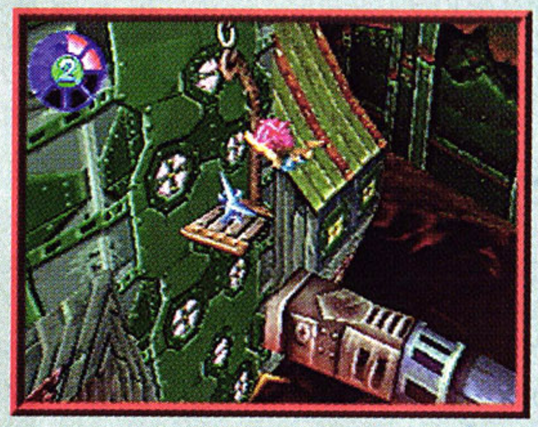
**The stuck Fishhook line** – When you get the Golden Crab on the tower roof, grab the bobber that's blocking your path. The fisherman will reel you in to complete this mission. He rewards you with the Bird Clothes.

**The Golden Fishhook** – This mission begins as **The stuck Fishhook line** ends. Find the fisherman's Golden Fishhook, then return it to him at the tower. He will give you a Mermaid Scale (See **Closed Clamshell**).

**Other Side of the Waterfall** – Go back to the roof where you released the fisherman's bobber. Animal Jump to the pole on the left, then swing and make a long jump to get on the other tower's roof. This will begin this mission. In the Water Temple, between the Mini Temple and the door to the Golden Tower, there is a platform with a door hiding behind a waterfall above you. Go through this door to finish the task.

## PIPE AREA

### REQUIRED MISSIONS



**Cools off and disappears!** – After saving at the Pipe Area town sign, talk to the nearby miner to hear his dilemma. Thus starts the mission. To complete this mission you must find the Ice Boomerang and remove the first Capper from the pipe.

**Remove all the Cappers!** – These gross blobs are blocking the tops of pipes throughout the level. To remove, strike them with the Ice Boomerang then jump on them and toss 'em! Remove every Capper to complete.

**Pull and open!** – From the Pipe Area town sign, head right, go down the ladder between the two pipes, go down the chain at the far right of the lower pipe (watch out for the fire–breathing pig). From the next lower pipe, go right and grab the chain and climb up. Put out the fire on the next chain, jump on it to release the door jam. This will begin the mission. To complete, ride the steam up from the Trolley Entrance, jump on the scaffolding to the right, follow the path down, and talk to the guy by the blocked doorway. Animal Jump up and grab the chain above you to release the second door jam. Mission complete.

**Let's Go to Tabby's house!** – Talk to the guy by the door you opened in **Pull and open!** He will open up this mission. Complete the mission by entering Tabby's house on the northwest side of Coal–Mining Town.

### OPTIONAL MISSIONS

**I'm Thirsty!** – After talking to the miner that begins **Cools off and disappears!**, grab and hang from the chain above you to reveal a Red Chest. Ignore the chest and jump to the next chain, then go in the door talk to the thirsty man with the red hat. Go back to the Town of the Fishermen and bring back a Bucket of water to quench this man's thirst. He'll drop a hint about the Tower of Courage.

**The Fuel that Burns Well** – After you defeat the Anemone that live below the thirsty man, venture onto the pipe behind it and jump on the chain to the right with the Red Chest attached to the bottom. Quickly jump on the chest (it will begin to sink into the lava if you're on the chain too long) and open it. This reveals the Power Coal, which prompts this mission. To complete, ride the conveyer belt that's just out the door of the second floor of Gran's House in Coal–Mining Town. Ride it west until you meet a miner who asks for your Power Coal.

**Feed the Chicks** – Open the Red Chest between two Cappers on the uppermost pipe. This chest contains Chick Food x2. Take this food back to the bird's nest in the Town of the Fisherman to complete this mission.

**The Laughing Door** – Go to the Trolley Entrance, then check out the Laughing Door above it. This mission is completed when you enter the Laughing Crying Forest and jump on a laughing fruit. This will put you in a laughing state. Go back to Witch Mizuno's Hidden House in the top right of the Forest Entrance. Enter and give her the Anemone's Icy Dregs to finish this mission and prompt **Witch's Concoction**.

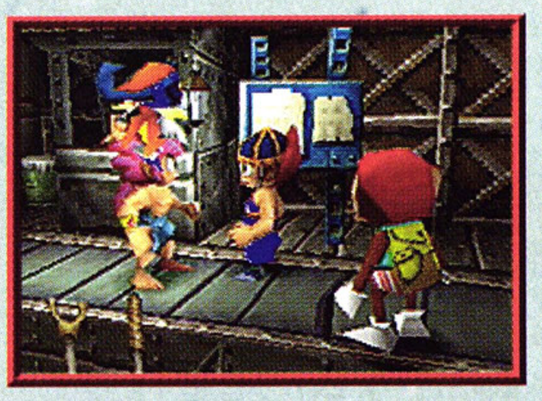
**What's Inside the Mud?** – Begin this mission by heading right on the pipe that's down from the door for **Pull and open!**. Discover a set of Magic Wings and a Banana. Jump to the second chain on the right to lower a bridge and reveal a Mudball Surprise. After completing **Bury it in the sand!**, wash the Mudball in Coal–Mining Town's Washing Machine to find Low–Purity Lightomite.

## COAL-MINING TOWN

### REQUIRED MISSIONS

**Wash the strange lump!** – Find the giant dirtball upstairs at Tabby's house. You must toss it in the Washing Machine (to reach Washing Machine, see **Bury it in the sand!**). Get the man watching the dirtball to carry it to the Washing Machine for you. Return to the machine room and talk to him again. This completes the mission.

**Bury it in the sand!** – You must fill the large hole in front of the machine room to reach the Washing Machine. At the end of the broken tracks between Tabby's House and Gran's House lies a wheelbarrow. Fill it with sand on the north end of town. It takes three loads to fill in the hole.



**Look for the hammer!** – Talk to Charles in the machine room, then backtrack to the Trolley Entrance and the Hammer will be inside.

**Blast the rock!** – After you complete **Look for the hammer!**, Mole will tell you that Gran is trapped under a rock. To get him out, you must complete **Get bombs!** After you get the Bombs, go to the drawbridge where Gran is trapped. Set the Bombs and hit the plunger with the Hammer to free Gran.

**Deliver to Gran!** – After you free Gran, he will run off and drop the Trolley Rails. You must bring them back to him. He will be at the broken tracks between Tabby's House and Gran's House. Give them to him and he will give you his Flame Pig Bag.

**Capture Evil Flame Pig!** – After you get the Flame Pig Bag from Gran for completing **Deliver to Gran!**, this mission will begin.

### OPTIONAL MISSIONS

**Where's My Son?** – Talk to the woman in the house nearest the city entrance. After you've completed **Getwell Plant Heals Wounds** in Circus Village, return to see the woman to complete this mission and receive a Half Spell of Courage.

**Get bombs!** – Talk to the miner in the Large Shed, who tells you to get a Hammer and bombs. After you get the Hammer, go back to the door you couldn't open in the Pipe Area and hit the plunger with the Hammer. Behind this door are the bombs you need.

**Lost clay spatula** – Talk to the sad potter in the Large Shed. He's lost his favorite utensil. Across the street is a miner with a pot. Touch the pot twice and break it to reveal the Lost Clay Spatula. Return it to the potter.

**Let's Make a Pot!** – After Tomba breaks the pot to find the Spatula, he must accept this mission. You need Clay (see **Get clay from the mud**). After the potter gives you the Master's Pot, bring it back to the miner whose pot you broke. He will give you a Half–Spell of Courage.

**Get clay from the mud** – You start this mission by remembering that you could get Clay by washing Mudballs in the machine room's Washing Machine. After completing **Bury it in the sand!**, wash a Mudball to get Clay and give it to the potter.

**Cooking with Tomba!** – Start this mission by reading the cafeteria signs. You must make a Steak Sandwich. Once you have the Hammer, return to the Underground Machine Room and put your Big Pieces of Meat in the Burning Machine to make Big Steaks.

**The best! Hash potatoes!** – Start this mission by reading the cafeteria signs. You must make a Hash Brown Sandwich. Later, in the Ranch Area, you can complete this mission by getting the Potatoes from the Red Chest in the snow pillar where you found the Squirrel Clothes. Return to the drawbridge in the Pipe Area. Place a Potato under the pipe and hit the switch with the Hammer twice to make a Boiled Potato. Bringing this to the Chef in Coal–Mining Town to produce a Hash Brow Sandwich, a cure for laughter and crying.

**Let's make Dried Fish** – In the Coal–Mining Town cafeteria, you learn that Ark from the Town of the Fishermen knows how to make Dried Fish. Return to Ark in the Town of the Fisherman for advice on putting Fish on a net. Wait awhile, come back, and they will be dry.

**The cook's special menu** – Talk to the cook in Coal Mining Town. He needs ingredients. After you complete **Cooking with Tomba!**, bring the steaks to the Coal–Mining Town Cafeteria, and he will make you a Steak Sandwich.

**Make a light alloy** – Begins when you get the Low–Purity Lightomite from completing **What's Inside the Mud?** Later you will find another Mudball by where you freed Gran. Return to the Washing Machine, wash the new Mudball to produce Low–Purity Hardonium. Open the Burning Machine with the Hammer, put the Lightomite and Hardonium in to produce Hi–Purity Hardonium and Hi–Purity Lightomite. Put both in the Combining Machine to make a Light Alloy.

**Starving Charles** – Go to the house up the stairs on the west side of the city and talk to poor Charles. To feed him, take the bananas you found in the Pipe Area to the machine room. Put them in the Burning Machine, then take the freshly Baked Bananas back to Charles. After he chows down, he gives you a Life Potion.

**Precious Ring** – After the Flame Pig is defeated, return to Coal–Mining Town. A miner near the entryway has lost his ring. Find it in the Pipe Area and return it to him. Way to go!

## TROLLEY STOP

### OPTIONAL MISSIONS

**Trolley ticket** – Before you leave Coal–Mining Town, go talk to the man with the broken arm in the Large Shed. He will give you the Trolley Ticket if you agree to work for him. Go back to the Pipe Area and the Trolley Entrance. Show the man at the counter your ticket. Now you can board the Trolley.

**Quick! the trolley! & Super fast on the trolley** – These missions are your basic platformer mine cart ride. Ride the first track in less than one minute and sixteen seconds to complete **Quick! the trolley!** (you will earn another Bucket for your trouble). While you are racing, be sure to lean your cart and collect all five of the Clues (green circles) along the track. If you're having trouble with the last one, rock your cart back and forth as you approach it. The next trolley is even faster and you must complete the track in one minute, ten seconds to finish **Super fast on the Trolley**. For this you will receive a Golden Sun.

## RANCH AREA

### REQUIRED MISSIONS

**Bring the Big Sack!** – Climb up to the ladder at the right of the first level, talk to a girl, then hit the giant snowball to your right. This will reveal a chimney. Jump down into the Chimney Shed and have a chat with Santa, who's lost his Big Sack. It's your job to grab his sack. Take the downward path from the swinging pole by the traveler whose diary you found. The snowball directly ahead of you contains Santa's Big Bag. Go back to the Chimney and return it to Father Christmas. In return he will give you the Fire Hammer.

**The Hidden Diary** – After you are done talking to Santa in the Chimney Shed, push the large box through the fence on the left and jump on the ledge to get the Hidden Diary. To the left, past where you opened **Kujara's Favorite**, talk to the shivering man. He's lost his journal. Give him the Hidden Diary and he will give you the Green Key. You can now open any Green Chests you passed over previously. Destroy the snow pillar to your left to reveal some chests. The Green Chest contains the fabled Squirrel Clothes.

**Kujara's Favorite** – Head left from the Chimney, jump over the Anemone (don't fight it yet), and climb up the leftmost ladder. At the top, destroy a snowball to reveal a balloon and open this mission. Swing up the poles to the left of the man who told you about **Melt the Giant Ice!**, then go across the seesaws to the left. Jump on the floating peach next to the second seesaw to finish this mission.

**Melt the Giant Ice!** – Climb up the ladder nearest the girl who told you about Santa and talk to the man on the right. This negative nellie will tell you to get the Fire Hammer to complete this objective. Once you've finished **Bring the Big Sack!**, come back to the giant ice block and hit it with your Fire Hammer. This will awaken the Big Freeze Pig. Three deft blows to the snout will K.O. the frigid swine.

**Let's Take the Lift!** – Go in the door to the right of the ghost mural, and talk to the bearded men. The Kujara are too pooped to pop. Give them the Kujara Peach and they will spring to life. This activates the gondola. Board it to complete this mission and go to the Ranch Summit Area.

### OPTIONAL MISSIONS

**Collect snow fireflies** – These lovely creatures live in the snow around the first level of the Ranch Area. Run through the snow to roust them, then jump on them to capture the little bugs. You won't catch all you need here, but eventually bring 20 Snow Fireflies to the guy with the firefly cage in the upper left corner of The Forest Entrance.

**Snow Firefly Nest** – With the Squirrel Clothes, traverse the crevasse to the far right of the first level by jumping and gliding from poles to platforms. There is an AP Box (500,000 AP required) on the upper right ledge which contains a Pig Nose Panel. Climb down the pole to the left and jump onto the cocoon–like object to start this mission. Collect the snow fireflies from the nest to complete this mission.

**Ghost Sticker** – Go up the ladder at the beginning of the slide and inspect the ghost mural on the left to begin this mission. At the beginning of the Forest Entrance, allow a flying ghost pig to turn you invisible. Make sure you have a Dried Fish Sandwich to turn you visible (give Dried Fish to the Chef in the Cafeteria). Enter the ghost mural while invisible and you complete this mission.

**Sea Anemone's ice** – Climb up next to the trolley car at the beginning of the level. From the log, long jump right to the platform, then jump onto the pole. Climb up about an inch from the top, then Animal Jump to the ledge with the Anemone. Dodge it, knock over a nearby Hedgehog, and throw it into the Anemone. He will freeze himself, starting this mission. Smash the ice with the Fire Hammer and jump on top of the Anemone's Icy Dregs to complete this easy mission.

**Holy Tree** – Traverse up the snowy incline by the Anemone's Icy Dregs, then long jump to the left to see the Holy Tree. After you complete **Holy Pedestal** in the Water Temple, go to the pig–faced spigot and fill two buckets with Holy Water, return here and use the Holy Water on the petrified tree. When this mission is finished the tree grows tall, leading to an area full of Chests and Gems. At the end is a ladder and the Rucksack (see **Forgotten Rucksack**).

## RANCH SUMMIT

### REQUIRED MISSIONS

**Static Explosion!** – Climb the ladder next the Kujara Washing Shed. Enter and talk to Pham. He needs the static electricity of three more Kujara to start the gondola. The first Kujara is at the bottom of the slope, trapped in a block of ice. The second Kujara is in ice by the Sculptor's Hut. The third is hidden in the ice blocks across the gap from the top of the Raised Ladder (see **Raise the Ladder!**). Return the three Kujara to the Summit Shed to complete this mission and start the gondola. You will receive an Ice Pig Bag.

**Capture Evil Ice Pig** – Complete **Static Explosion!**, receive the Ice Pig Bag, and this mission will begin.

**Raise the Ladder!** – Give the Hexagon Gear, which you find in a Green Chest in the ice blocks down the incline to the left of the Collector's place, to the man standing next to the Summit Shed. Mission accomplished! We're so proud of you!

## OPTIONAL MISSIONS

**Fatigue–Curing Mission** – Walk into the Ranch Summit and talk to Kainen. Use the Hot Water Bucket (collected from the drawbridge in the Pipe Area) to fill the spa. Hop in for a quick dip to restore your health.

**Ready Or Not! Here I Come!** – Exit the spa, smash the block with the Tiger Squid, then climb up the next set of ice blocks. Smash another ice block to reveal the hidden door. Walk into the Operations Room. Talk to the brood of tots by the fire to begin a rousing game of Hide and Seek. Return to the Ranch Area to find the kids. Take the hidden slide to unearth Kid #1. Kid #2 is hiding on the ledge in the large crevasse to the far right across from the bird's nest. Kid #3 is holed up in one of the small niches in the cliff where the Giant Ice Block had been. You can only catch Kid #3 after you defeat the Ice Pig. Throw a Boar into the niche to dislodge him. Each kid you catch will give you a Snow Firefly. After you're done with this annoying waste of time, be sure to play the brats in a game of **Who's the Liar?**

**Who's the Liar?** – The point of this game is to figure out which one of the treacherous tots is a lying muthahubba, and give the Liar Badge to that dear child. The middle girl is always the liar, so give the Badge to her. Complete this game for a Half Spell of Strength.

**Oil–Smeared Traveler** – In the Operations Room, talk to the oily man standing next to the kids. Give this hapless moron a Steak Sandwich (**The cook's special menu**) to cure him.

**A rare collection** – Climb up the ice blocks to the right of the Operations Room, and smash the ice block with the Tiger Squid. Kill it, then smash the block below you to reveal a ladder. Climb down it and talk to the collector. Give him any rare animals you find. You should already have a Rare Fish that you found on a hook by the bird's nest in Town of the Fishermen. There is a Rare Shrimp in the forest level by the fruit that hangs over the water. Hit the mushroom at the bottom right and jump on the shrimp as it comes out of the water. A Rare Squid is in a water plant at the top left of the Ranch Summit. Use the Hammer to reveal the squid and the Grapple to pop the plant. The Rare Crab is in the Water Temple. Go all the way to the right, then go up (need Swimming Pig Suit) until you see it swimming in a shallow pool. The collector will create a portal that puts Tomba in taboo status. This opens up **Taboo fruit**.

**Taboo fruit** – After completing **A rare collection**, go to the high treasure area at the top of the **Holy Tree** (this mission must be complete). Jump across the sky and go down the ladder to a large box. The Taboo Fruit is inside (you must be in Taboo Status to open it).

**Kujara Washing Shed** – Climb out of the entrance to the collector's house. Climb the ladder to the right, and go in door to complete this mission.

**Itchy Charles** – Climb up the new ladder (see **Raise the Ladder!**). Use the Ice Boomerang to put out the fire on the first rope, then glide from the first rope to the ice blocks. Smash the top block to acquire the Itching Salve. Take this back to the Tool Shed and give it to Charles. He will give you half a Life Potion.

**The Ultimate Sculpture** – Push the opaque blue ice block down the incline by the Collector's place. It will go down a hole. Follow it down to enter the Sculptor's Hut. Help out this volatile artiste by pushing the block onto his workplace. He will begin to hack away at the ice. Return later to see the finished work and finish this mission.

**The Crying Door** – Start this mission by inspecting any Crying Door. Finish this mission at the beginning of the Laughing Crying Forest. Jump on a crying fruit than go in the Crying Door to complete this mission. This will prompt the **Strange Fruit** and **Normal Fruit** missions.

**Wash the Kujara (The Washing Machine Fuse & A Kujara washing expert)** – These missions take place within the Kujara Washing Shed. It's basically a minigame in which you must wash a bunch of dirty birdies. On both walls of the shed there are Kujara Washers. You must jump onto and then throw the Kujaras in to the various holes. Each time a Kujara washer is used, it cannot be used again. Try throwing the Kujara straight down to bounce them a little higher if you need elevation. You have 90 seconds to get all the Kujara washed. This is extremely challenging. We advise taking off the Squirrel Clothes before you try it. After you complete three levels of the game **Wash the Kujara** will be finished. The attendant will ask for the Fuse to complete **The Washing Machine Fuse**. Get through ten levels of this hectic game to be certified as **A Kujara washing expert**. This will earn you a Golden Moon.

**Escaped Kujara** – After the Ice Pig is vanquished, talk to the girl's father in the Summit Shed. Three of his Kujara have escaped. Find them scattered throughout this level. Return them and receive a Half Spell of Wisdom.

# FOREST ENTRANCE

## REQUIRED MISSIONS

**Put In the Spirit's Eye** – Exit the gondola from the Summit Shed, talk to the man standing there, then grab and throw the ghost on your left. This brings up the mission. The second ghost is in the middle of a long series of swinging cocoons and platforms to the left. Get to the third by taking the two sets of cranks up, then glide to the next platform to the right. Jump up to the wooden platform to the right, grab the pole, then land on the next wooden platform (Witch Mizuno's Hidden House). Grab the swinging cocoon below you, then swing to the platform with the ladder to the right. Capture and throw the ghost to the right. This will complete the mission.

**Kill the Guards!** – This objective begins when you complete **Put in the Spirit's Eye**. Return to the beginning of the level, then go to the far lower left of the level. Defeat the ghoulish tongue creature by hitting his tongue three times with the Fire Hammer. Blaugh! You will receive the Donglin Bell, which will allow you to return to the Forest Entrance at anytime.

**More Blue for the Picture!** – On a platform in the middle of the swinging cocoons, swing up the crank directly above you, glide and grab the Blueberry on the right. This begins the mission. Go to the platform with the ladder where you captured the third Ghost for **Put in the Spirit's Eye** and climb up to the Artist's Atrium. Give him the Blueberry to complete this mission. The artist will give you the Blue Key. You can now open the Blue Chests you passed over in earlier levels.

## OPTIONAL MISSIONS

**Witch's Concoction** – After completing **The Laughing Door** in Witch Mizuno's Hidden House, giving her the Anemone's Icy Dregs will begin this mission. She needs more dregs. Get the other Dregs by returning to the Pipe Area. Hit the first Capper you see, then ride him down the ledge, and throw him into the Anemone next to the pit (completes **Sea Anemone's burning dregs**), hit the burning Anemone with your Ice Boomerang and grab the leftover Dregs. Repeat this process with the Anemone near where the Ice Boomerang was found. Bring the Dregs back to Witch Mizuno's Hidden House in The Forest Entrance to get Hot Powder and finish this mission.

## THE LAUGHING CRYING FOREST

### REQUIRED MISSIONS

**Take the Grapple!** – Head up and left to the end of the area. There are three pegs you must hit with your Hammer to reveal a Blue Chest and a door at the far left. Grab it to receive the Grapple.

Optional Missions

**Baron Turned to Stone** – This mission starts at the beginning of the Laughing Crying Forest when you check out the dog statue. After you complete **Holy Pedestal** in the Water Temple, go to the pig–faced spigot and fill two buckets with Holy Water. Return here and use the Holy Water on the petrified Baron. Baron joins your party, giving you the Super Fly ability.

**Strange Fruit** – A man behind **The Crying Door** in the Laughing Crying Forest will tell you of the Strange Fruit, which allows you to switch emotions. Return to the Ranch Level in a crying state, then enter the Crying Door at the far left top. Inside is Blue Chest which contains the Strange Fruit. Well done, sir!

**Normal Fruit** – Talk to the second man in the room where you completed **Strange Fruit**. The Normal Fruit is in a White Chest (need the White Key to open) located in the Laughing Door above the Trolley Stop in the Pipe Area. Retrieve it, and you can change back to a normal state from laughing or crying.

**Switch with Donglin** – Head to the second Laughing Door at the left of the level. Enter the Laughing Door (must be in laughing state) to start the mission. Go to the far end of the room, push the switch right towards the front door, then jump on it. This completes the mission. Always suspected that you were a switch hitter!

**Laughing Traveler** – Go in the Laughing Door above where you completed **Take the Grapple!**. Give the laughing man a Hash Brown Sandwich. The giddy idiot is now cured and this mission is done.

## DEEP FOREST AREA

### REQUIRED MISSIONS

**Device guards the treasure** – Grapple up and left from Wormy Charles. You will encounter several tricky seesaws. One will open this mission. All the seesaws must have the crescent symbol in the middle facing up. After you complete **Potato bug eats leaves** there will be one seesaw left to switch. After you complete this mission, head to the top left door (The Treasure House).

**Use Rock Crabs for Balance!** – After completing **Device guards the treasure**, enter the Treasure House and talk to the man by the book in the cage. You must find a Rock Crab to find the book. Travel all the way to the left of the Deep Forest on the lower level, avoiding the spikes. Here lies the Rock Crab and an AP Chest. Open the Chest (one million AP required), capture the Crab, and take it to the Treasure House. Kainen will give you the Ghost Pig Bag (see **Capture Evil Ghost Pig!**).

**Capture Evil Ghost Pig!** – This mission starts when you receive the Ghost Pig Bag for completing **Use Rock Crabs for Balance**.

### OPTIONAL MISSIONS

**Wormy Charles** – Use the Grapple to swing across a series of acorn platforms. Jump on a platform, then climb down a long ladder. Go down, left, and then down again from the ghost mural (there's a Clear Mushroom in there if you're invisible). Enter the cave and talk to Charles, who's imprisoned in some leaves. After you complete **Potato bug eats leaves**, land on top of the bug, and he will crawl to where Charles is and eat him out. Success!

**Potato bug eats leaves** – Follow the white string from the seesaw that triggered **Device guards the treasure**. There will be a green bug suspended. Knock him loose, then lead him down the string by tripping the seesaws down as he follows you. When the bug lands on the leaf in the spikes, leap on top of him for a wild ride.

## CIRCUS VILLAGE

### REQUIRED MISSIONS

**Use Pig Suit to Talk!** – A lady near the Circus Village entrance tells you about the Pig Suit. Get the Closet Key on the upper level of the town and take it to the Circus Warehouse. Open the closet, get the Pig Suit, and talk to any Pig–Person to finish.

**Lift the lid on the Well!** – Examine the capped well the Pig–Person is looking at to start the mission. After you receive Paon Grass from the elder at the Pig's Tribe Hall, go to the warehouse with the Paon Grass on your back and lead the Paon to the heavy lid. The Paon will lift the lid. You complete the mission and receive the Carpenters Book (see **A Pig Tribe Clown Statue!**)

**Use the seesaw!** – A clumsy Pig–Person has whacked a bird onto a place too high to reach. Find the balancing ball nearby, roll it onto the lower level seesaw, then hammer the ball up to the next level. Once more place the ball on a seesaw and hammer again to hit the bird. This will finish **Use the seesaw!** and earn you the Triangle Gear. The Triangle gear will lower the Drawbridge.

**Let's see the Clown Circus!** – Speak with the pig and the kid with the other pig suit. Return to where the old man and the child were to speak with them and the clown. You will witness a great act and earn an invite to the Pig's Tribe Hall.

**Let's Help the Clown!** – Go talk to the Clown Pig. Help him practice. Grab the cushion quick and break his fall. Good job!

**A Pig Tribe Clown Statue!** – The pigs are all hyped up to break this statue, but they need the Carpenters Book to do it. After completing **Lift the lid on the Well!**, bring the book back to the elder. This opens the way to the Temple of Water.

**Capture Evil Earth Pig!** – Go down the chain to the Temple of Water to start this mission.

### OPTIONAL MISSIONS

**Getwell Plant Heals Wounds** – A boy near the entrance to Circus Village needs a Getwell Plant for his sick mother. Speak with the Pig–Person standing by the underground river to receive a Getwell Plant. Give it to the boy to finish the mission. (see **Where's My Son?**)

**Invisible Traveler** – In the building nearest the Circus Village entrance is an Invisible Traveler. Give him a Dry Fish Sandwich to cure him. Finito!

**Unmoving Blessed Priest** – Talk to the Pig–Priest near the fountain to hear the problem. Once you've made all the Magic Flowers in the land bloom (by pouring water on them), go talk to the Cherub in the Fountain to finish this task.

**Collect ice candy** – Talk to the Pig–Person in the house next to the whiny kid to start this objective. After you've acquired the Evil Ice Pig's Suit, use it to turn enemies into Ice Candy. Bring 30 Ice Candies back to the Pig–Person. In thanks, he gives you the Pig Bullet weapon and the mission **Pig Ball to the Pigs**.

**Pig Ball to the Pigs** – Take the Pig Bullet and go to every world to collect one of each kind of pig (Tiny Water Pig, Tiny Ghost Pig, Tiny Ice Pig, Tiny Flame Pig, and Tiny Flying Pig). Give them to the Pig–Person that wanted the Ice Candy to complete this mission.

## WATER TEMPLE

### REQUIRED MISSIONS

**Open the Water Gate** – To the right of the entrance are some water spout platforms. Look high around here for the Round Gear and the start of this mission. Talk to the man at the end of this series of platforms, and give him the Round Gear to end this mission.

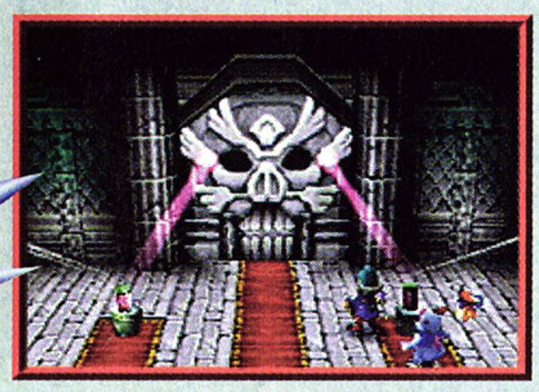
**A Mermaid in a Water Tank!** – Go into the Water Tank Room. A mermaid is trapped there. You will need to patch the hole in her tank with a Crystal Panel to free her (see **Crystal Panel Block a Hole!**). After you get the Crystal Panel from the Crystal Artisan, bring it to the mermaid, then step on the water switch to the left to finish the mission. She will change your Pig Suit into a Swimming Pig Suit.

**Crystal Panel Block a Hole!** – The Crystal Artisan needs the Crystal Claw of the Great–Clawed Long–Leg Turtle. Go to the Water Gate crank and defeat the turtle. The Crystal will come off and land on a ledge. Bring it to the Artisan and he will make you a Crystal Panel (see **Mermaid in a Water Tank!**).

**Sink the White Platform!** – Go out the other archway in the room where the water plant mermaid was trapped. Swim up the river until you reach a man standing on a chest. Jump and hit the switch directly above you to complete this mission. He will give you a White Key. You can now open any White Chests you may have missed. A nearby White Chest contains the High–Pitch Pearl.

**Wake up the Giant Fish!** – From the starting point, climb into the fast moving water and move against the current. When you get to a platform with a ladder, climb it to see a sleeping fish. A mermaid offers to help you if you can find the pieces of her harp (see **Broken–Up Mermaid Harp!**). Once this is done, and you bring back the pieces, the mermaid will wake the big fishy. Huzzah! This causes the Great Temple to appear.

**Broken–Up Mermaid Harp!** – The pieces are hidden throughout the Water Temple (one is in the Water Tank Room). Finding them all finishes this mission. Take the pieces to the mermaid.



**Find another reflector!** – Go into the Great Temple and talk to the priest. Bust the Kokka egg to reveal a reflector and start this mission. The other reflector is in the bird's nest in the far right top of the crevasse in the Ranch Area. Crack the egg in the nest to get it. Return it to the Great Temple and you're done! Cheers!

**Capture Evil Water Pig!** – After you finish **Find another reflector!**, a gateway will open. Go in it to grab the Water Pig Bag and start this mission.

## OPTIONAL MISSIONS

**Secret of the Aquatic Plant** – From the Artisan's door ledge, jump to an upper pillar on the right, then jump left to the higher platform above the Artisan's place. A mermaid is trapped in a water plant. You must pop all the water plants in the land to free her (use the Grapple). After you are done, return and talk to her to finish. She gives you the Mermaid Bucket.

**Starving Traveler** – Next to the mermaid trapped in the water plant is this destitute soul. Give him something to eat. Doesn't it feel good to do nice things?

**Forgotten Rucksack** – The Starving Traveler has lost his bag, and needs you to find it. It is at the top of the ladder at the end of the high treasure area that opened up when you completed **Holy Tree**. Return it to this sniveling idiot to complete the mission.

**Closed Clamshell** – Begin this mission by going to the Water Gate crank, then passing through the gate where the Crystal Crab used to be. There is a giant clam with a shy man looking for a familiar scale. After you've completed **The Golden Fishhook**, bring the Mermaid Scale back here.

**Too Dark to See!** – Continue right from the giant clam room into a new area. Go into the first room you see, which will be pitch black. You need 20 Snow Fireflies to light the room.

**Holy Pedestal** – To the right of the Dark Room is a Holy Water Spigot, with a switch that looks like a pedestal, which you can't use. Go back to the Sculptor at Ranch Summit and get the Ice Statue. Bring it back, stand on the pedestal, and use the Ice Statue to complete this mission.

**Tiny Tomba/Mini Tomba** – Higher up from the water plant mermaid is a man standing by a four–cogged crank. He needs three more cogs. Go back to every crank you've brought gears for in the past (Circus Village, Waterfall of the Heavens, and Ranch Summit). When you've given him all three, he'll raise the Minitta Tunnel. Walk through and this mission is complete. You are now small, so you can enter any Mouse House doors (see **The Tiny Mouse's House**).

**With the Nishiki bird**– Up from the Minitta Tunnel is a gate with a small hole. Use the Minitta Mushroom or Tunnel to become small and enter. Inside the Mini Temple, a mouse gives you Nishiki's Wings and asks you to find two birds. Stay small and return to the Town of the Fishermen. Climb up the bird's nest at the very beginning of the game to finish this task.

**Nishiki Bird Servants**– After completing **With the Nishiki bird**, you're returned to the Mini Temple. You will now need to find mouse servants for the birds. Go through all the Mouse Houses in the game to find the mouse with the same color tail as the birds (the color changes from game to game). Good luck, sucka.

**Golden Tower**– After you've collected the five Pig Nose Panels from the Adventurer's Chests, go to the top and right of the Water Temple. Put the Pig Nose Panels in the Golden Tower door. This completes the Golden Tower. Put on you Pig Suit and talk to the elder pig at the top of the tower. He will inspect your Adventure Journal, and then probably scold you for not having done enough

## THE END

With the Flame Pig defeated, the dark doors that were previously locked in the levels are now open. The passages behind these doors are to a series of tunnels that connect to the other dark doors and to the Pipe Area's chains that formerly went into the fire. Go to the Pipe Area chain under the drawbridge and jump on the right end. Go all the way down to find a secret room. Kainen is at the bottom. He will give you the Final Pig Bag, which gives you infinite magic, finishes **Find the last Evil Pig!**, and starts **Capture the Last Evil Pig!**. Talk to Kainen again and he'll unlock the door for you.

After the final boss makes some threats, you'll be in a room with five Pig Statues. Inspect the plate all the way to the right to open **The Evil Flame Pig Plate!**. Put on your Evil Flame Pig Suit and use the magic to destroy the Evil Flame Pig Statue to complete this mission. Inspect the other four statues in the room to get these missions:

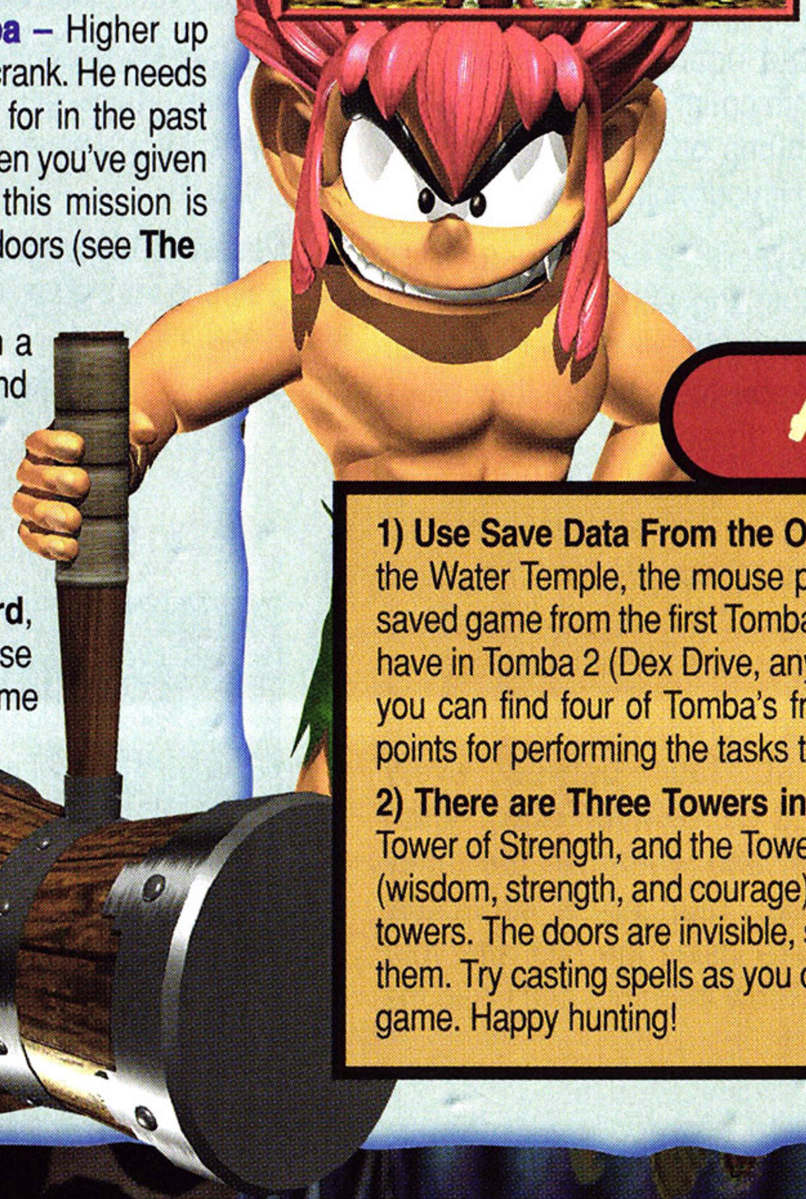
**The Evil Ice Pig Plate!** – In the Ranch Area, use Ice Pig magic on it to finish the mission.

**The Evil Ghost Pig Plate!** – In the Laughing Crying Forest, use Ghost Pig Magic on it to finish the mission.

**The Evil Earth Pig Plate!** – In Circus Village, Use Earth Pig Magic on it to finish the mission.

**The Evil Water Pig Plate!** – Head right from the doorway to the Water Temple to find it, then use Water Pig Magic on it to finish the mission.

After these are completed, go back to the secret room and go through the floating doorway for the final facedown. Win and not only do you **Capture the Last Evil Pig!**, but you complete your mission from the beginning of the game – **Find Tabby!**. What a long, strange trip it's been. Peace.



## ADDENDUM

**1) Use Save Data From the Original Tomba** – In the Mini Temple in the Water Temple, the mouse priest gives you a fortune if you have a saved game from the first Tomba game with more AP than you currently have in Tomba 2 (Dex Drive, anyone?). Following the mouse prophecy, you can find four of Tomba's friends from his first adventure, scoring points for performing the tasks they ask.

**2) There are Three Towers in the game:** the Tower of Wisdom, the Tower of Strength, and the Tower of Courage. You must use your spells (wisdom, strength, and courage) to find the doors to unlock these fabled towers. The doors are invisible, so you must use trial and error to locate them. Try casting spells as you complete other missions throughout the game. Happy hunting!

# PLAY TO PERFECTION
## A GAME MONGEA'S STRATEGY GUIDE

# WWF WRESTLEMANIA 2000

***You may have thought the tricks you learned in Revenge were going to work 4 life, brother, but it just isn't so. The infamous tap-the-analog-stick to get out of every pin and submission is out. In fact, according to the game's producers, doing so will actually cause you to be stuck in the pin or hold longer. There are, however, a few of the classic tricks that still work in WM2K.***

**Steal Opponent's Special:** When your Attitude meter is flashing Special, perform a strong grapple, then press A and B simultaneously.

**Steal Opponent's Ground Submission:** When your Attitude meter is flashing Special, press A and B simultaneously with your opponent on the ground.

**Steal Opponent's Taunt:** Rotate the analog stick counter-clockwise when your opponent taunts you.

**Unlock Characters:** Keep plugging away in Road to WrestleMania. Finishing it the first time should unlock three new characters.

**Attack Onlookers:** Having accompaniment to the ring can be handy since they'll jump in the ring for the assist if there's a run-in. For the opposition, they're a sitting duck. Don't be afraid to go outside and hit a lady for a quick Attitude boost.

**Take It Outside:** Tag matches can last forever since pins are constantly interrupted by the two count. If the count-out option is on, drag your opponents outside the ring and around the eighth count, throw them into the barrier. Climb back in immediately and the chump on the outside will be counted out. Of course, this could also backfire if your hold is reversed.

**Isolate:** In tag matches, never let a tag happen. You'll know your Nintendo is thinking about it when your opponents start walking toward their partner's corner. Do a running block or grapple them before they make it. In Royal Rumble or three-way matches, let everyone else do the work. Stay out of the fray, running if you need to, only stopping pins that would cause you to lose. By the time you're ready to make your move, you'll be fresh while all the others are on their last legs.

**Taunt:** The surest way to get your Attitude up: Taunt between every move you do, between every action you take, and whenever the fancy strikes you. Taunting is especially effective when you're inside the ring and your opponents aren't. Throw them out and jiggle the analog like mad.

# TRADEMARK MOVES

***To document every single move of all the wrestlers in WrestleMania 2000 would fill this entire magazine. We couldn't even fit all the wrestlers! Instead, we've opted to give you a few trademark moves from some of the major players.***

## STEVE AUSTIN

**Lou Thesz Press Punches (strong Irish Whip):** Move toward opponent and press **A**.

**Mudhole Stomping (turnbuckle):** Strong grapple, then press **B**.

**Austin Elbow (opponent face up on mat):** Simply press **B**.

**Stone Cold Stunner (special):** Strong front grapple and tap the analog.

## THE ROCK

**Samoan Drop (strong Irish Whip):** Move toward opponent and press **A**.

**Rock Bottom (special):** Strong front grapple and tap the analog.

**Rock Stomp (opponent face up on mat):** Simply press **B**.

**People's Elbow (opponent face up on mat):** Press **A** while next to your opponent's head, then hold **Down C** to jump over him, then press **B** to deliver the elbow.

## TRIPLE H

**Jumping Knee:** While moving toward opponent, press **Down C** and then **B**.

**Turnbuckle Head Punch (turnbuckle):** Weak grapple and press **B**. The more Attitude you have, the more punches you do.

**Double Underhook Knee Suplex:** Strong front grapple, then press **Left** and **A**.

**Pedigree (special):** Strong front grapple and tap analog.

## MANKIND

**Kitchen Sink:** Move toward opponent and press **Down C**, then **A** and **B**.

**Double Underhook DDT:** Strong front grapple, then press **Left** and **B**.

**Get Socko:** Taunt when Attitude meter is in the red.

**Mandible Claw (special):** Strong front grapple and tap analog.

## UNDERTAKER

**Chokeslam:** Strong front grapple, then press **Up** and **B**.

**Tombstone Piledriver (special):** Strong front grapple and tap analog.

**Rest in Peace (opponent face up on mat):** Press **A** while by opponent's head.

**Rope Walk (turnbuckle):** Strong grapple, then press **B**.

## KANE

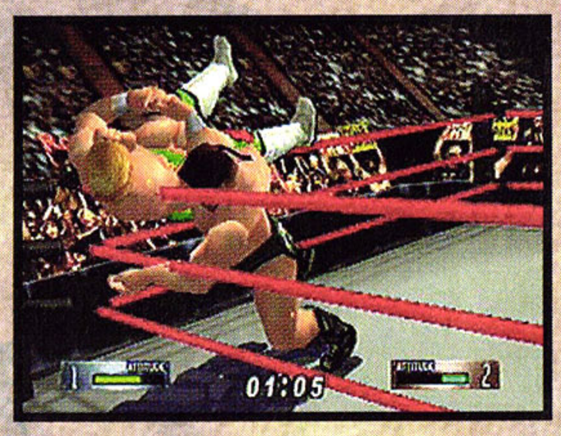
**Tombstone Piledriver (special):** Strong front grapple, then tap analog.

**Diving Clothesline:** Press **Down C** when near and pressing toward turnbuckle.

**Rest in Peace (opponent face up on mat):** Press **A** while by opponent's head.

**Running Boot:** While moving toward opponent, press **Down C**, then **A** and **B**.

## BIG SHOW




**Giant Headbutt:** Weak front grapple, then press **Up** and **A**.

**Chokeslam (special):** Strong front grapple, then tap analog.

**Foot Choke (turnbuckle):** Weak grapple, then press **A**.

**Big Thump (turnbuckle):** Strong grapple, then press **A**.

## MR. ASS

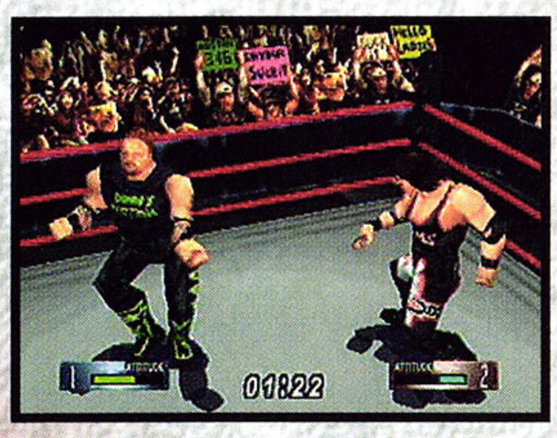
**Running Elbow:** While moving toward opponent, press **Down C** and then **B**.

**Turnbuckle Head Punch (turnbuckle):** Weak grapple and press **B**. The more Attitude you have, the more punches you do.

**Press Slam:** Strong front grapple, then press **Up** and **A**.

**FameAsser (special):** Strong front grapple, then tap analog.

## Road Dogg




**Shake Jab:** Move toward your opponent and perform a strong punch.

**Shake, Rattle, & Roll (special):** Strong front grapple, then tap analog.

**Pump Handle Drop (special):** Strong back grapple, then tap analog.

**Shake Knee Drop (opponent face up on mat):** Simply press **B** while near opponent.

## X-Pac

**X-Factor (special):** Strong front grapple, then tap analog.

**Bronco Buster (turnbuckle, special):** Strong grapple, then tap analog.

**Spinning Heel Kick:** Move toward your opponent and press **B**.

**Spinning Clothesline:** Move toward your opponent and press **Down C** and then **B**.

## Jericho

**C'mon Baby! (opponent face up on ground):** Stand by your opponent's head and press **A**.

**Walls of Jericho (opponent face up on ground):** Stand by your opponent's feet and press **A**.

**Triple Sitting Powerbomb (special):** Strong front grapple, then tap analog.

**Hey, ho, hya:** Hold **B**.

## Shamrock

**Muay Thai Roundhouse:** Press and hold **A** and **B**.

**Belly to Back Suplex:** Strong grapple, then press **Left** and **B**.

**Ankle Lock (opponent face down on mat):** Press **A** near opponent's feet.

**Super Belly to Belly Suplex (turnbuckle, special):** Strong grapple, then tap analog.

## Test

**Big Boot (Irish Whip):** Move toward your opponent and press **B**.

**Elbow Drop (opponent down):** Press toward a turnbuckle and press **Down C**.

**Diving Powerbomb (special):** Strong front grapple, then tap analog.

**Pump Handle Slam (special):** Strong back grapple, then tap analog.

## Big Bossman

**Sidewalk Slam (strong Irish Whip, special):** Tap analog.

**Bearhug (special):** Strong front grapple, then tap analog.

**Powerslam (strong Irish Whip):** Press **A**.

**Two Handed Choke:** Strong front grapple, then press **Up** and **B**.

## Farooq

**Snap Powerbomb:** Strong front grapple, then press **Down** and **B**.

**Dominator (special):** Strong front grapple, then tap analog.

**Spinebuster (strong Irish Whip):** Move toward opponent and press **A**.

**Running Dominator (strong Irish Whip, special):** Tap analog.

## Bradshaw

**Big Boot:** Hold **B**.

**Clothesline From Hell:** Move toward opponent, press **Down C** and then **B**.

**Fallaway Slam:** Strong front grapple, then press **Left** and **A**.

**Powerslam (strong Irish Whip):** Move toward opponent and press **A**.

## Val Venis

**Russian Leg Sweep:** Weak front grapple, then press **Down** and **B**.

**Bump & Grind (opponent face up on mat):** Stand by opponent's head and press **A**.

**Fisherman's Suplex (special):** Strong front grapple, then tap analog.

**High Grind:** Taunt while climbing the turnbuckles.

## Godfather

**Pimp Kick:** Weak front grapple, then press **Left** and **B**.

**Chugga Chugga:** Taunt when Attitude meter is in the red.

**Ho Train (turnbuckle):** Run toward opponent and press **B**.

**Pimp Drop (special):** Strong front grapple, then tap analog.

## Jeff Jarrett

**Uppercut:** Press toward opponent and hold **B**.

**Russian Leg Sweep:** Strong front grapple, then press **A**.

**Facebuster (special):** Strong front grapple, then tap analog.

**Figure Four (opponent face up on mat):** Stand by opponent's feet, then press **A**.

## D'Lo Brown

**D'Lo Legdrop (opponent face up on mat):** Press **B**.

**Sky High (special):** Strong front grapple, then tap analog.

**Lo Down (opponent on mat, special):** Press toward turnbuckle and press **Down C**.

**Running Powerbomb:** Strong front grapple, then press **Down** and **B**.

## Edge

**Flipping Dropkick:** Press both **A** and **B**.

**Missile Dropkick:** Move toward turnbuckle and press **Down C**.

**Flying Body Press (special):** With your opponent standing, move toward turnbuckle and press **Down C**.

**Downward Spiral (special):** Strong front grapple, then tap analog.

## Christian

**Impaler (special):** Strong back grapple, then tap analog.

**Headscissor Takedown (strong Irish Whip):** Hold **A**.

**Tornado DDT (turnbuckle):** Strong grapple, then press **A**.

**Diving Reverse DDT:** Strong back grapple, then press **B**.

## Gangrel

**Double Underhook Belly to Belly:** Strong front grapple, then press **Left** and **A**.

**Double Underhook Pin:** Strong front grapple, then press **Down** and **B**.

**Bulldog:** Strong grapple from behind, then press **B**.

**Implant DDT (special):** Strong front grapple, then tap analog.

## Hardy Boyz

**Spinning Wheel Kick:** Move toward opponent, then press **Down C** and **B**.

**450 Splash (opponent down, special):** Move toward turnbuckle and press **Down C**.

**3/4 Turn Neckbreaker (special):** Strong front grapple, then tap analog.

**Spinning Hurracanrana Pin (special):** Strong back grapple, then tap analog.

## Al Snow

**Snow Butts:** Strong front grapple, then press **Left** and **B**.

**Snowplow (special):** Strong front grapple, then tap analog.

**Frankensteiner (turnbuckle):** Strong grapple, then press **B**.

**Mahistrol Cradle (opponent face down on mat):** Stand by opponent's head and press **A**.

## Chyna

**Low Blow:** Hold **A** and **B**.

**DDT:** Strong front grapple, then press **B**.

**Pedigree (special):** Strong front grapple, then tap analog.

**Reverse DDT (special):** Strong back grapple, then tap analog.

PLAY TO PERFECTION
A GAME MONGEA'S STRATEGY GUIDE

## Basic Training

### Special Combos
The meter to the right of the selected special weapon is your special meter. Using this wondrous gauge, you can enter a number of directional pad combos to unearth secret powers. And you thought Herby was amazing!

**Freeze Burst** – Left, Right, Up, Up
**Rear Freeze** – Left, Right, Down, Down
**Massive Attack** – Up, Down, Up, Down, Up
**Rear Massive Attack** – Up, Down, Up, Down, Down
**Rear Attack** – Right, Left, Down, Down
**High Jump** – Up, Up, Left
**Shield** – Up, Up, Right
**Invisibility** – Down, Down, Up, Up
**Hyperspace** – Up, Up, Down, Down

### Quick 180° Spin
The most helpful move in Twisted 4 is the quick 180°. With the gas held down, apply ■ and Left or Right to spin out and face the opposition. Master this move to excel!

### Sneaky Move
If you're having trouble landing damage with the Remote weapons, plant one next to your car and park. When a car is nearby, put your shield up and detonate the bomb to send the opposition flying.

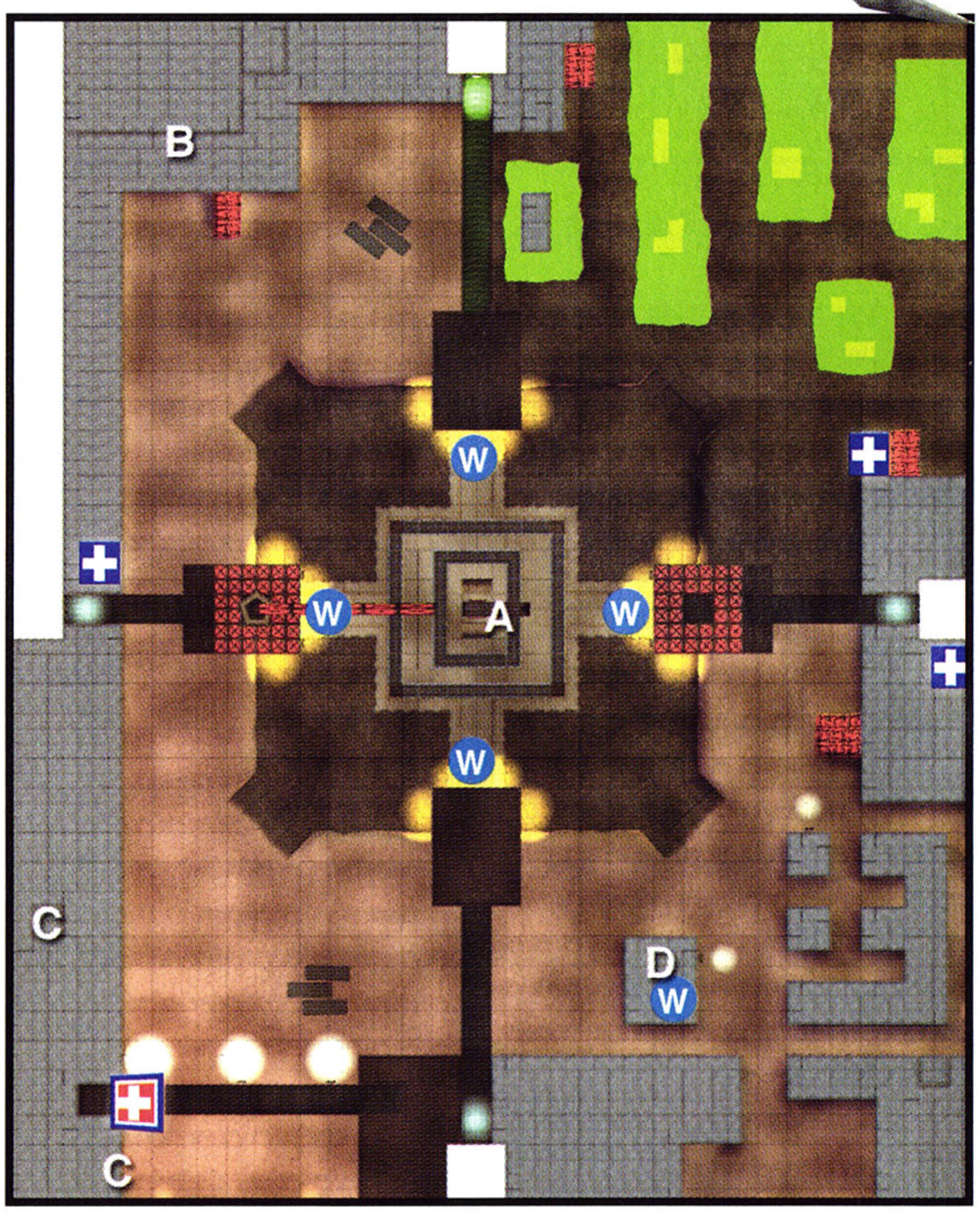
### Acid Burns
On most of the stages, large strips of green acid cover the playing field. You can drive over these without harm, but there is a trick to these strange slicks. If you shoot napalm or use a fire special attack, the acid will start on fire and spread. When an enemy is on the acid, initiate the burn.

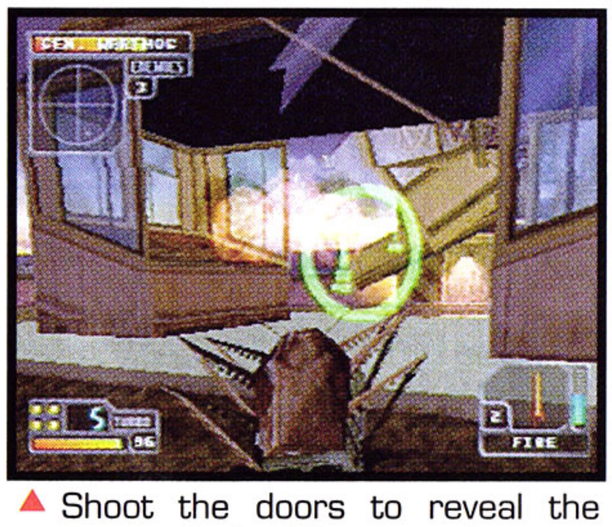
### Hidden Vehicles
After you beat a boss, he or she will become available in the Character Select screen.

### Final Rating
After you beat the game, you'll be placed back into Level 1; however this time around it's called Level 9. Don't fret, no extra bonuses can be unlocked through further gameplay. All you play for now is a higher rating (listed on your save file). Each time you beat the game, you are placed back at the start of a more difficult game with your previous rating. If you really want the final rating (bragging rights), then keep playing!

## Level 1 – Construction Yard

**Enemies: 3**
**Boss: Crusher**
For a stage that is so small, a ton of well hidden secrets await. In the center of this square-shaped level sits a crane (A). Simply shoot out the doors on the crane's command and drive into the green icon. Doing this will give you control of the crane. Move it around the arena and use the map to track enemies. When an enemy is under the crane, hit ✖ to capture the enemy. With him or her elevated on the magnet, maneuver to the left or right and drop the enemy into the flames or onto a barrel. For more ammo, a secret alcove awaits at point (B) behind the cracks in the wall, and at point (C) underneath the square block or to the left of the bridge. If you're in need of a full health, turbo from the elevated platform over to point (D). Additional warps bring you to various power-ups; and this stage's boss, Crusher, is best handled from a distance. In close quarters his claw will eat you alive. One last note – if you die, we recommend starting over. You'll want every last life for the battle with Sweet Tooth at the end of the game.



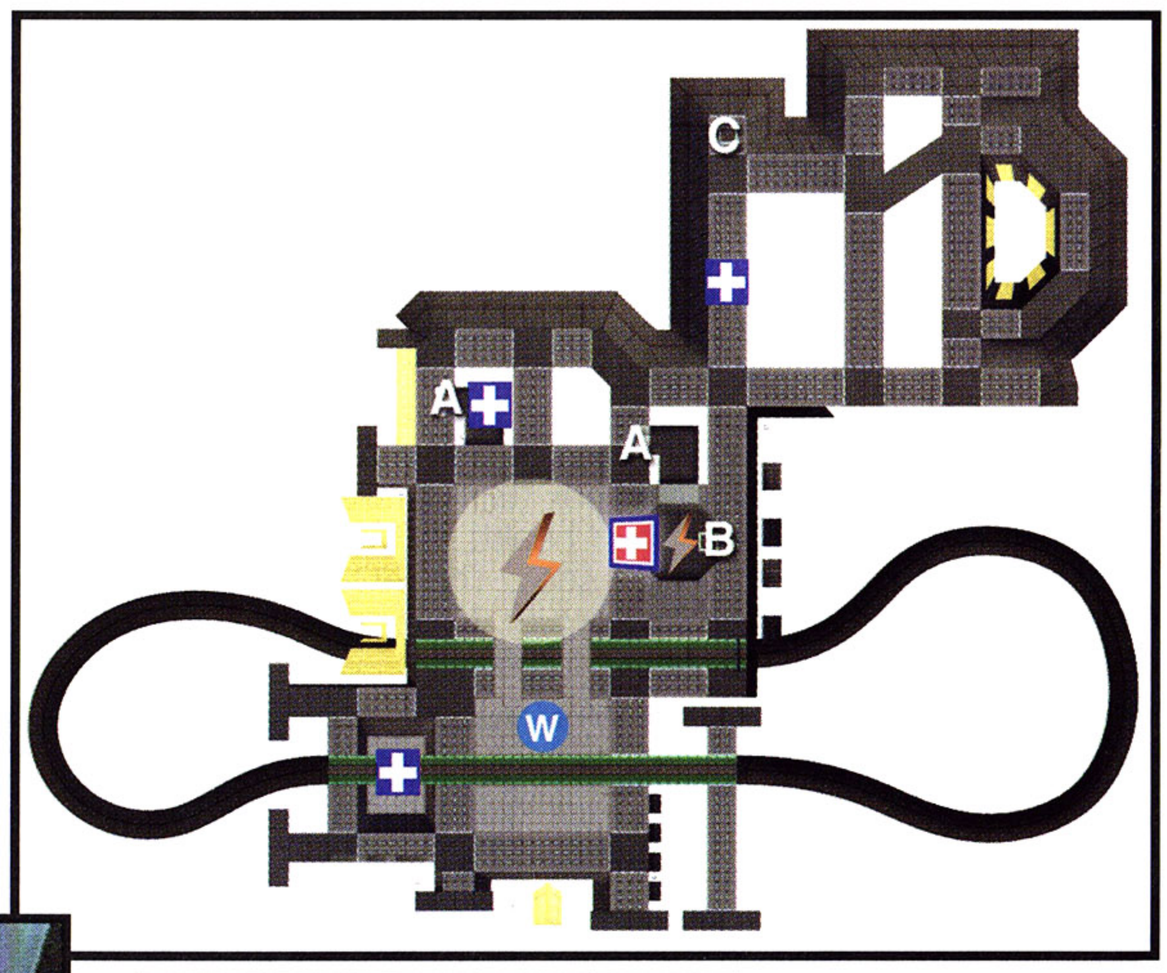




▲ Shoot the doors to reveal the crane controls...Then use the magnet to suck up the competition.

▲ Blow away the block to uncover a secret area.

## Level 2 – Neon City

**Enemies: 4**
**Boss: Moon Buggy**
This is an unforgiving stage that will suck your life away if you are not careful. Use extreme caution when approaching the raised railway. Every minute or so, a train occupies this space; and if you happen to be in its way, prepare to be sent into an uncontrollable spin that will eat away a good portion of your health. Speaking of which, Health power-ups are scattered all about. To get the Full Health, work your way up the railway onto the building tops. Pass by the teleport and use your Turbo to launch off the ramp through the window. Here, you will find an Auto Lob and a Health. Shoot the wall to the left (A) to reveal the air taxi icon. Drive onto the icon and wait for the air taxi to transport you to a secret sector. Blast the windows on this building to reach another rooftop that holds this level's Lightning and the air stream (B) leading to the Full Health. The first rooftop you were on is the blast zone for the Lightning. If you use it, and you're on this roof, be sure to raise your shield as the skies electrify.



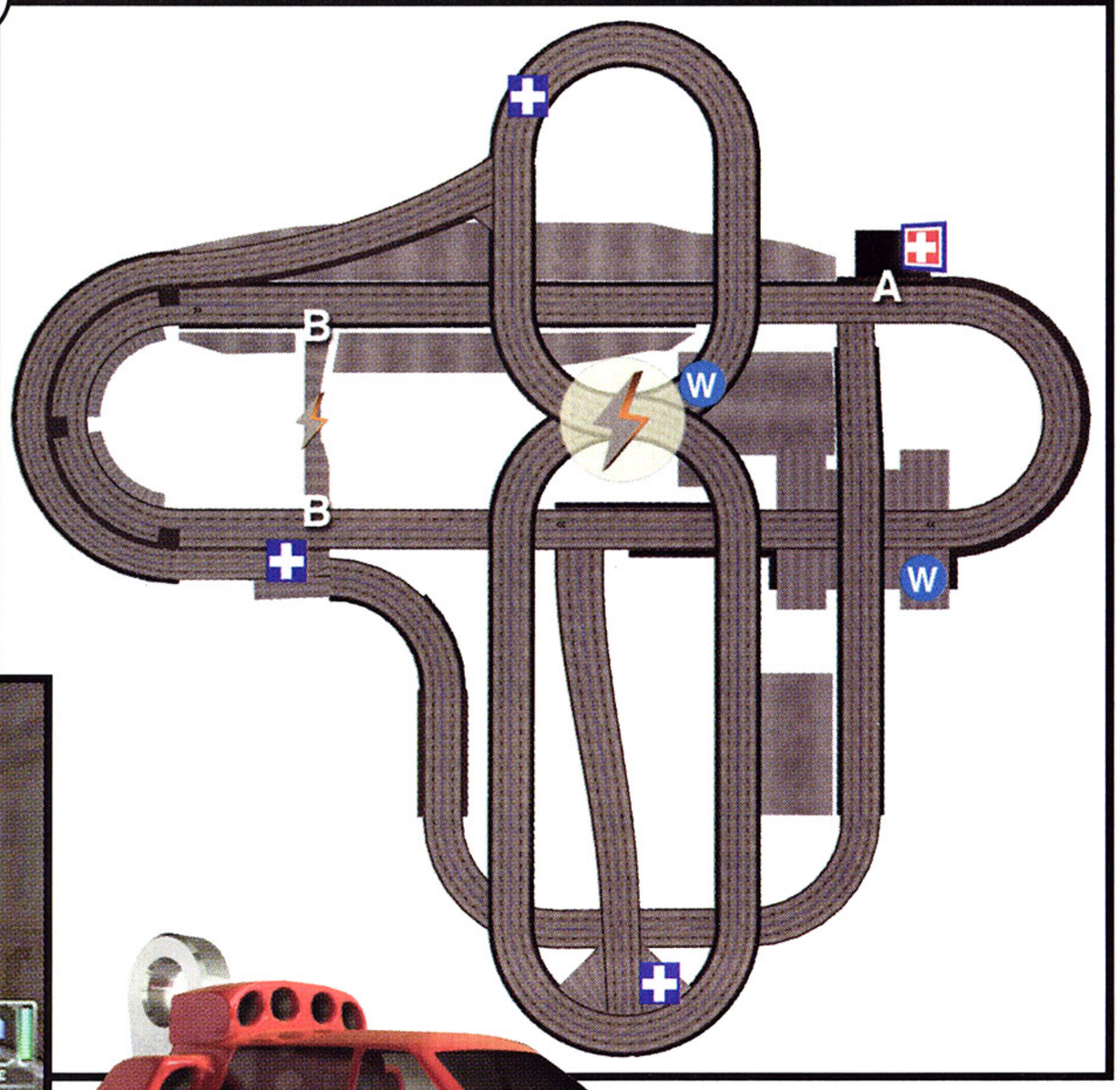
▲ Launch from the ramp through the window...

▲ Then shoot out the wall to reveal the air taxi...

◀ ...and the secret path to the Lightning and the Full Health.

## Level 3 – Road Rage

**Enemies: 6**
**Boss: Super Thumper**
To be successful on this level, you'll need to control the flow of the Health power-ups, and you'll need to continually make your rounds to snatch them up as they appear. When an enemy's power is in danger, he or she will flee the fray and seek Health. We recommend leaving the Full Health hidden until you need it. When the time comes, destroy the wall in front of the glass (A) to reveal the Full Health and Auto Lob. Also, be sure to blow away the gates (B) guarding the Lightning early on. Lure enemies to the target zone, and use the Lightning to make them fry. As for Super Thumper, stay away from his flame, and use missiles (Homing and Power) to take him out from a comfortable distance.



Blow away this window to unearth the highly coveted Full Health.

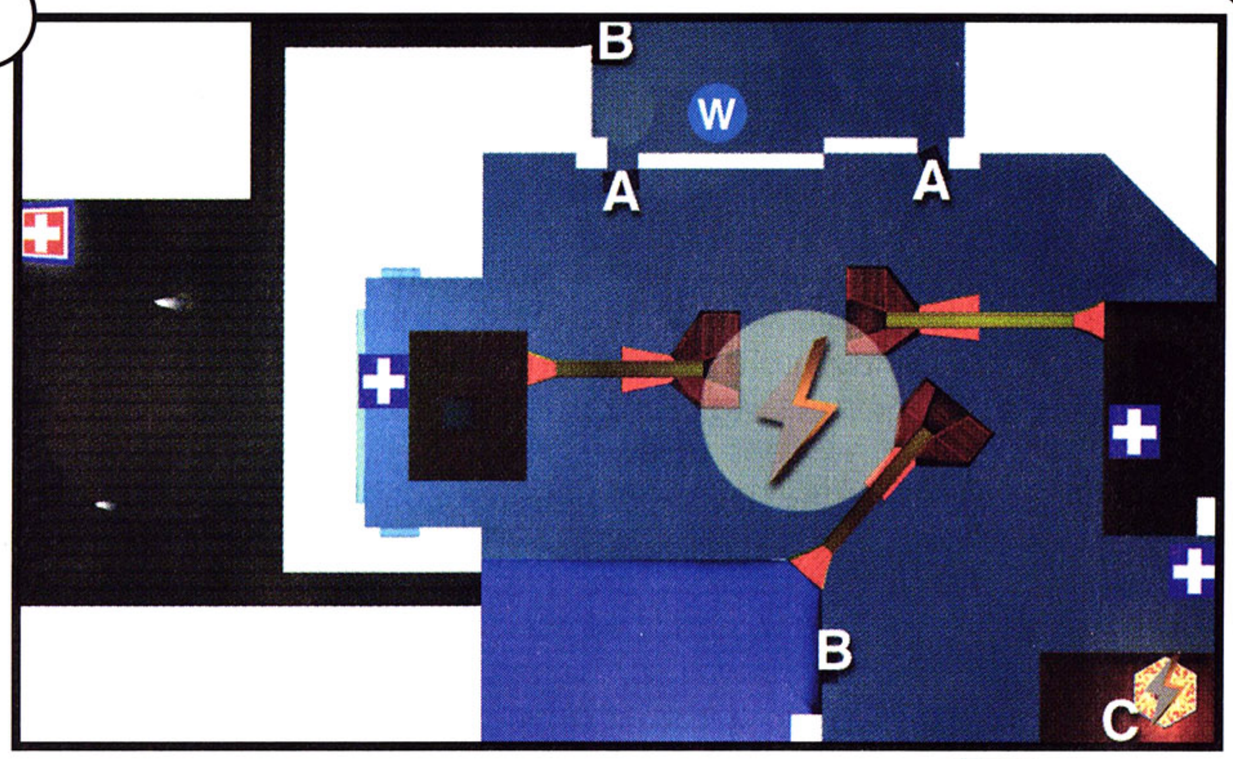
Destroy this wall to the right of the building to find the Lightning.

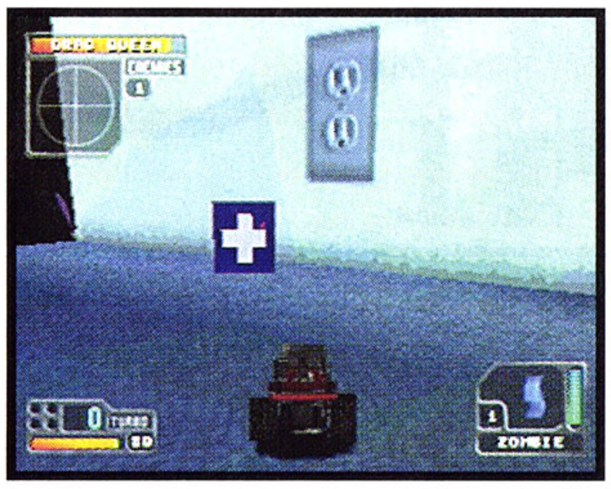
## Level 4 – Bedroom

**Enemies: 5**

**Boss: RC Car**

Just like in the last stage, staying in control of the Health power-ups gives you a huge advantage. The Lightning is also a mighty weapon that can clear out multiple enemies at once. To unveil this weapon, simply destroy the Sweet Tooth lamp (C). Once the weapon is secured, lure the enemies to the floor, then drive up a ramp and activate the Lightning. Its blast covers most of the floor and fries almost everything on the premises! To unlock a wide array of weapons, destroy the gas tanks (A) next to the walls. From here additional weapons and the Full Health await behind the bomb box and gas box (B). Before confronting the boss, RC Car, make sure your health is full and you have a powerful arsenal in your back seat. The RC Car is a vicious adversary with both speed and power. Never confront this boss head on, or you'll feel the zap of a megaton laser.




▲ Snag all the Health before the opposition can mend wounds.

▲ Blow away the gas boxes to find secret mouse holes.

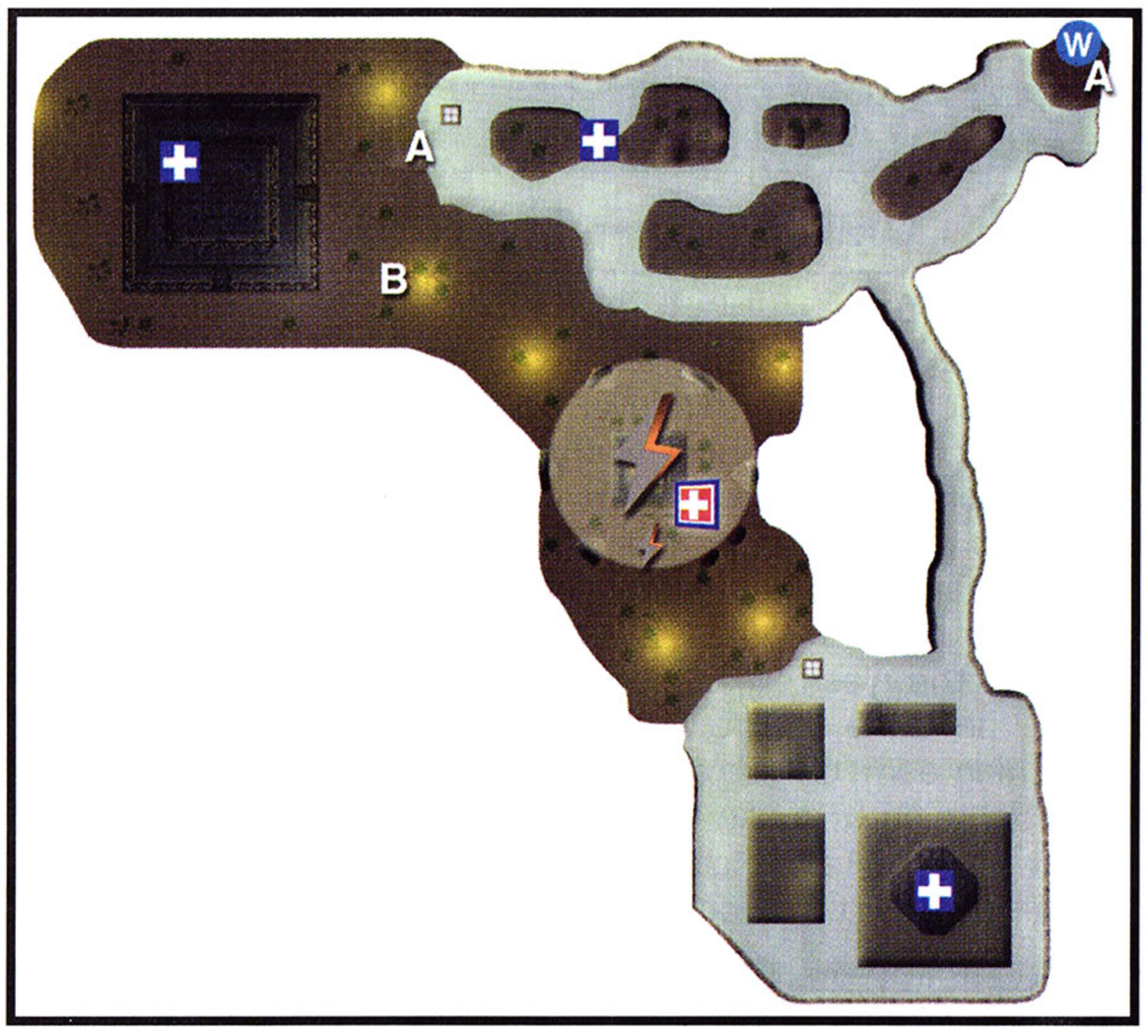
▲ The Lightning awaits behind the lamp.

## Level 5 – Amazonia

**Enemies: 6**

**Boss: Super Axle**

There's a lot of ground to cover on this level, and unfortunately, all of the weapons seem to be evenly dispersed throughout this dangerous land. Once you do obtain a fairly large arsenal, we recommend battling in the prairie (B). This area allows you to use jousting-like maneuvers to take down the enemy. Charge head on against any foe. Take a few shots, then when you pass the enemy, quickly spin 180° and charge again. If you want the Lightning or need the Full Health, both await in the same place. Simply jump across the platforms and a warp leading to these powerful tools awaits at the end. Good luck!



▲ Launch across the ramps to reach the warp leading to weapons party.

▲ Use this wide open terrain to outperform the competition.

## Level 6 – The Oil Rig

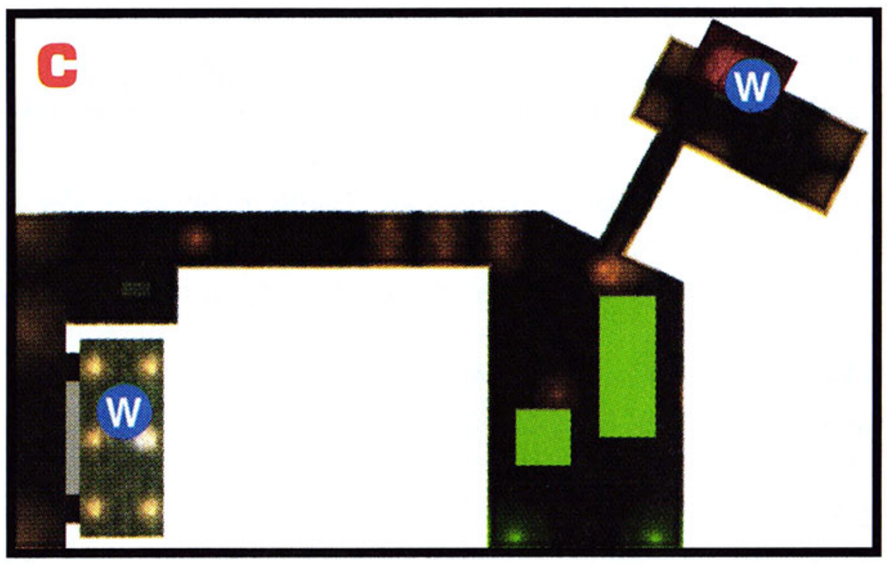
**Enemies: 5**

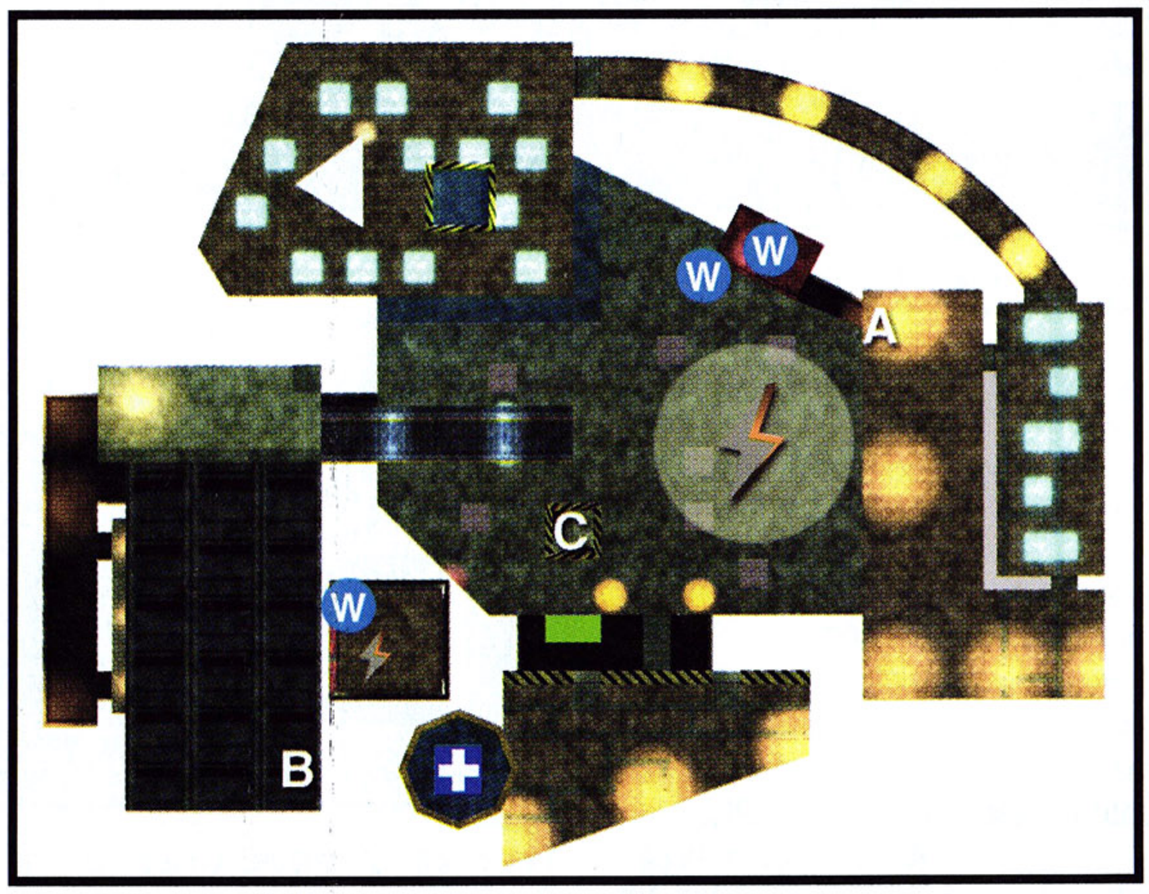
**Bosses: Super Auger & Super Slamm**

One false move on this stage can result in death, so be extra cautious when battling near ledges, otherwise you'll plummet into the white unknown. Another bummer is the lack of Health. There's only one Health unit on this stage, and you'll need either to get a running jump to nail it (B) or to use the Warp (D) to teleport onto its ledge. This power-up reappears every few seconds and is greatly wanted by the CPU. This is one of those stages that you need the Lightning to clear out the competition. To get it, use the jump combo to launch from the rooftop to the warp on top of the red building (A).

◀ Launch across the ramps to reach the warp leading to weapons party.

This warp will bring you to a slew of goods. Be sure to nail a swarm of enemies with it on the main platform. This technique works well on the bosses too. Just like the previous Twisted Metal games, stay far away from these bosses, and use your Specials whenever you can! Their armor is tough, so you'll need the heavy firepower to weaken them.

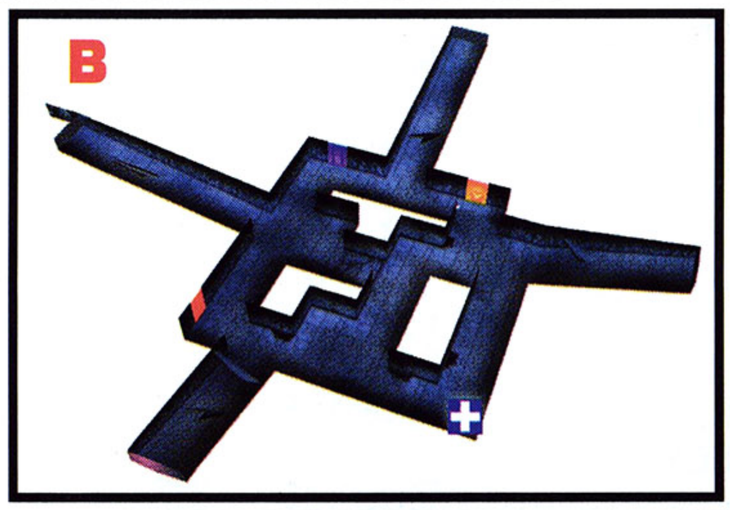


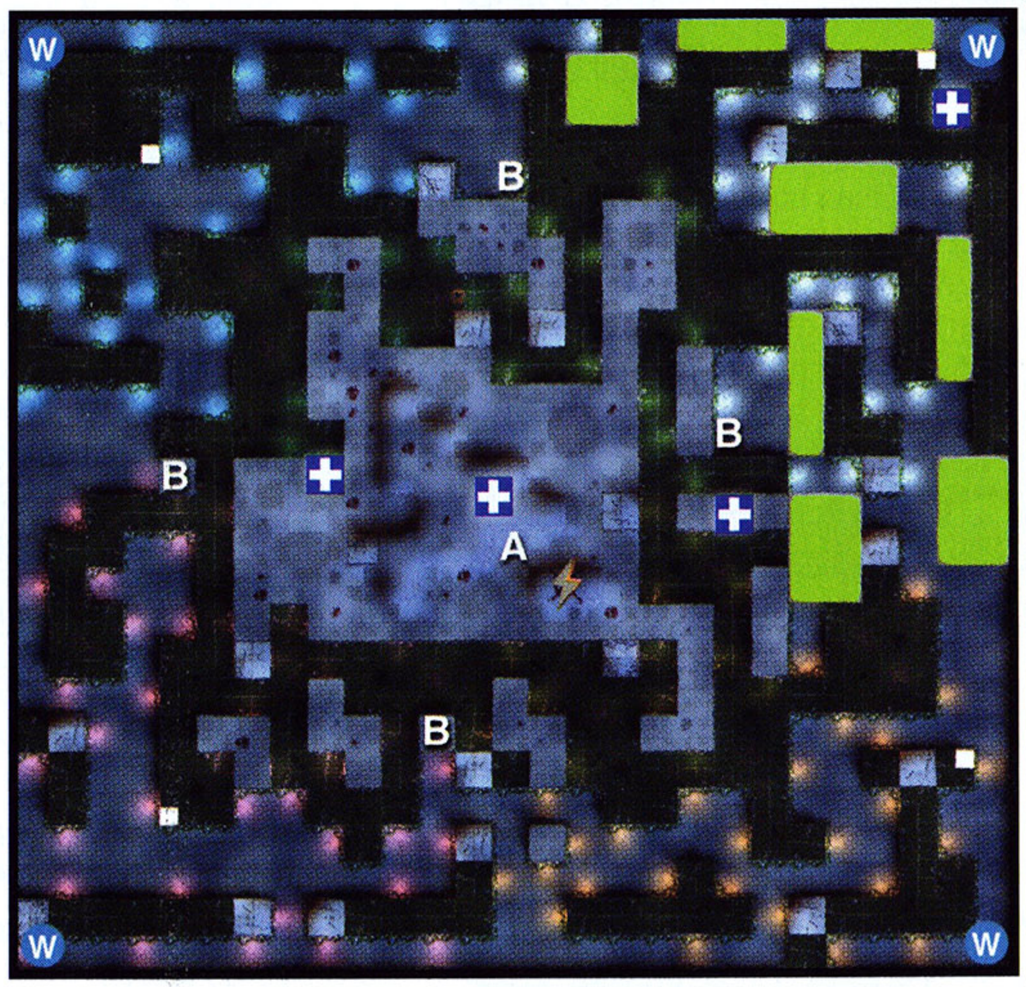

## Level 7 – Minion's Maze

**Enemies: 6**
**Boss: Minion**

On this stage, you're basically nothing more than a mouse in a maze. Your cheese is four different Health power-ups scattered across the terrain and an easy-to-reach Lightning blast (A). The Lightning on this stage is incredibly powerful – spreading across the entire play field. Let it rip whenever you want and watch the enemy drown in pain. It'll take a while to get to know this level, but hopefully you won't be on it too long. When confronting Minion, stay on his tail. He's incredibly slow and easy to pick off from the side. Just confront him prepared with tons of firepower. If his health drains, he'll run for Health. Don't let him get his bandages.



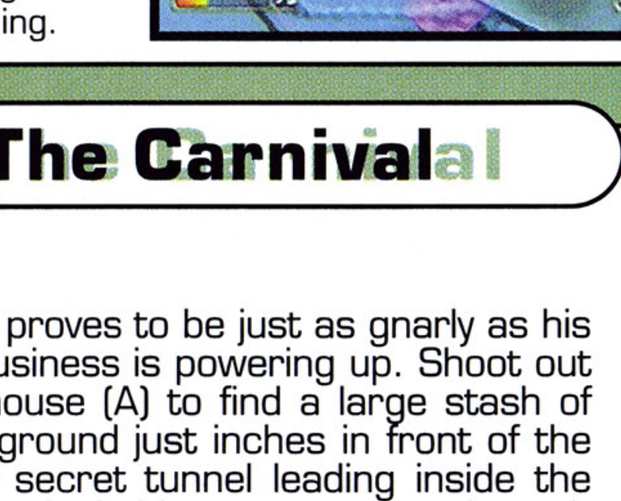
Jump from the central platform to the magnetic lift to get the Lightning.

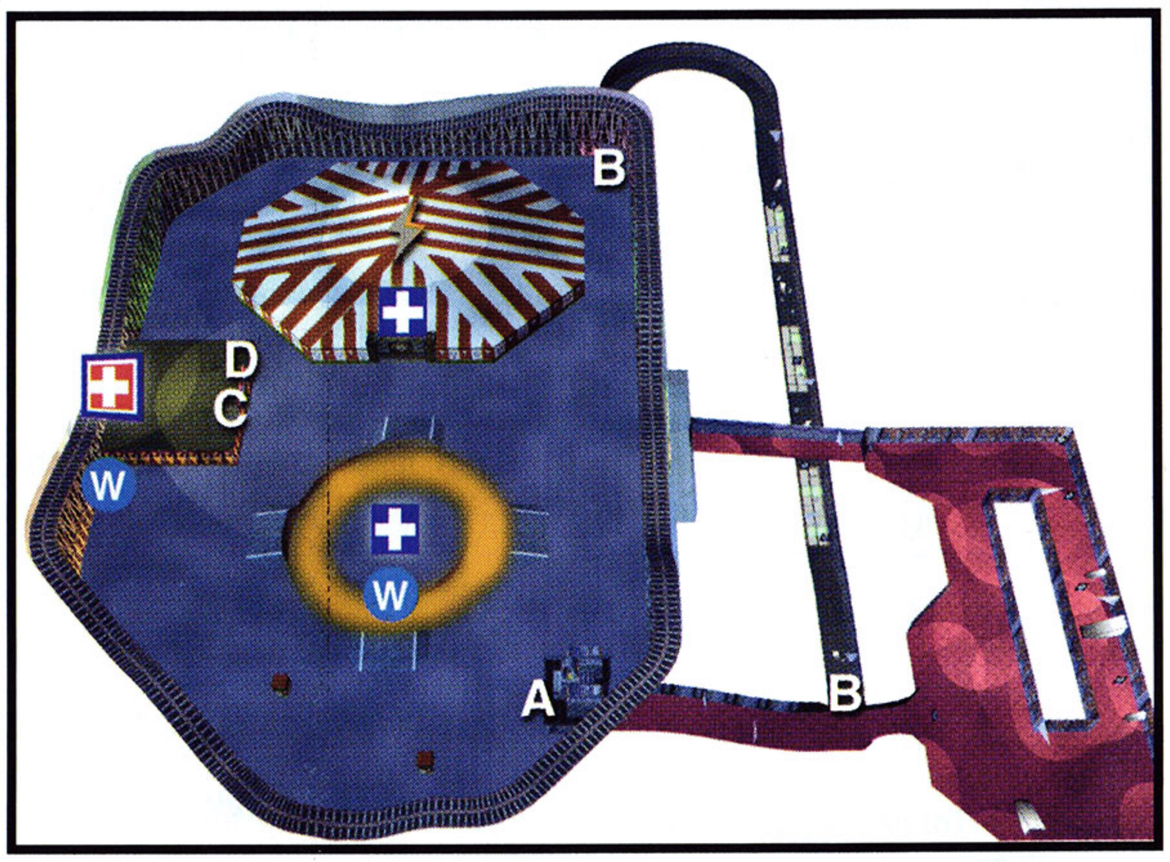



## Level 8 – The Carnival

**Enemies: 6**
**Boss: Sweet Tooth**

This is Sweet Tooth's pad, and it proves to be just as gnarly as his personality. Your first order of business is powering up. Shoot out the floor gate on the haunted house (A) to find a large stash of goods. Also, blow a hole in the ground just inches in front of the Dada booth (B) to find another secret tunnel leading inside the haunted house. Through this spooky hold, you can pass through two doors to reach the coaster. On these tracks, avoid the Sweet Tooth car, and grab the Full Health. For the Lightning, use the warp next to the Sideshow Freaks' hut to reach the roof. Jump from this brown surface to the tent (D) and you'll find the Lightning on top. All unlucky cars on the main floor will receive a jolt from this powerful weapon. Also, enter the Sideshow Freaks' booth and blast the walls to see some hidden imagery (C). Lastly, when fighting Sweet Tooth, make sure your arsenal and combo meter are full. Sweet Tooth's special can kill you in a hit, and you'll want to use three shields to block it. Otherwise, keep him away from the Health, and enjoy the ending!




Use your Machine Gun to unearth secret images.

# SECRET ACCESS

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## Nintendo 64

### Battle Tanx: Global Assault

Enter all of these codes at the Password screen.

**Level Select** – 8ODYS
**Invincibility** – HPPYHPPY
**All Weapons** – RCKTSRDGLR
**Bonus Level** – WRDRB
**Brandon Gang** – NNKNHCKS
**Custom 1 Gang** – TRDDYBRRKS

*"Azrael, Angel of Death"*
*Queens, NY*

### Winback: Covert Ops

Enter all of these codes at the Press Start screen.

***Trial Mode*** – Up, Down (x2), Right (x3), Left (x4), then hold Down C and press Start

***All Multiplayer Characters*** – Up, Down (x2), Right (x3), Left (x4), then hold Up C and press Start

*Bryan Williams*
*Indianapolis, IN*

### Re-Volt

Enter this code during gameplay.

***All Cars & Tracks*** – B, A, Z (x2), B, Left Button, A, Up C

*Bob Dole*
*Braindead, AK*

### Grand Theft Auto 2

Enter all of these codes as player names.

**Level Select** – ITSALLUP
**Infinite Health** – LIVELONG
**All Weapons** – NAVARONE
**$500,000** – MUCHCASH
**No police** – LOSEFEDS
**Max Wanted Level** – DESIRES
**Display Coordinates** – WUGGLES
**5x Multiplier** – HIGHFIVE
**10 Million Points** – BIGSCORE
**Debug Scripts** – NOFRILLS

*Bryan Williams*
*Indianapolis, IN*

### The New Tetris

Enter these codes as player names in the single player mode.

***Delete Line Totals & Reset Wonders*** – 01DERS
***Delete Line Totals, Reset Wonders, & Erase Scores*** – 1N175R4M

*"Da Ill Communicator"*
*Boisel, MT*

### Paperboy

Enter all of these codes at the Password screen.

**Invincibility** – INVINC
**Infinite Papers** – NOBUNDLE
**View All Headlines** – HEADLINE
**Super Jump** – MOON
**Super Jump Springs** – ALLJUMP
**Rocket Boosters** – GOFAST
**Turbo Mode** – RUSH
**Slow-Motion Mode** – WAKING
**Frame-By-Frame Mode** – UNTIMED (Press C-Right to advance frames)
**Near-Sighted Mode** – MAGOO
**Invisible Obstacles** – JUMBLE
**Screaming Obstacles** – SCREAM
**Throw Papers Backwards** – BACKWARD
**Big Newspapers** – SUNDAY
**Small Paperboy** – LITTLE

*Mr. Yuck*
*Middletown, VA*

### Lego Racers

Enter these codes as names at the Make License screen.

**Rocket Car** – FLYSKYHGH
**Turbo Mode** – FSTFRWRD
**No Wheels** – NWHLS
**No Chassis or Bricks** – NCHSSS

*Pootang McBootang*
*Webville, COM*

### Xena: Talisman of Fate

To Increase your power over fate, enter this cheat at the Main Menu.

***Debug*** – Right (x2), Left (x2), Right, Left, Right. A sound will indicate success, and then...

...these codes become available for entry:

***Play as Despair*** – Left C, Right C, Left C, Right C
***Play as Bunny Despair*** – Left C, Up C, Right C, Down C
***Titan Quest Mode*** – Up C, Down C, Up C, Down C

*"Mr. Monday Night"*
*Fargo, ND*

## PlayStation

### Spyro 2: Ripto's Rage

As promised, here are all of the Skill Points in Spyro 2. We recommend beating the game with a 100% rating before attempting to meet most of these Skill Point goals. The Superflame reward for this feat will help greatly!

| Skill Point | Level | Strategy |
|---|---|---|
| All Cacti | Skelos Badlands | (Flame all cacti) |
| All Windmills | Hurricos | (Destroy all windmills) |
| Perfect in Hockey | Colossus | (Win hockey 5-0) |
| 3 Laps of Supercharge | Fracture Hills | (Zoom through the Supercharge area by passing through the gate on each lap) |
| Perfect | Crush's Dungeon | (Defeat Crush without taking a hit) |
| Perfect | Gulp's Overlook | (Defeat Gulp without taking a hit) |
| Perfect | Ripto's Arena | (Defeat Ripto without takinga hit) |
| All Trees | Scorch | (Smash into all trees to make them drop a coconut) |
| Under 1:10 | Ocean Speedway | (Beat Ocean Speedway in under 1:10) |
| Under 1:15 | Metro Speedway | (Beat Metro Speedway in under 1:15) |
| Under 1:15 | Icy Speedway | (Beat Icy Speedway in under 1:15) |
| Under 1:10 | Canyon Speedway | (Beat Canyon Speedway in under 1:10) |
| Land on Idol | Idol Springs | (Land on large idol Head in hula girl area) |
| All Seaweed | Aquaria Towers | (Flame all Seaweed with the Superflame power) |
| Hit Ripto | Gulp's Overlook | (Hit Ripto with a rocket in Gulp's Overlook) |
| Catbat Quartet | Skelos Badlands | (Defeat all four Catbats in the rocket area) |

*"GI Pleasure Droid"*
*(location unknown – last seen under the gun)*

### NCAA GameBreaker 2000

Enter all of these case-sensitive codes at the Easter Egg screen.

**Better Passing** – Pass_Attack
**Better Running** – Run_Attack
**Better Defense** – Da_Wall
**Super Recruits** – GOLDEN
**Small Vs. Big** – David_Goliath

*Mo "Golden Gopher" Ommit*
*Really Stinky Dorm Room, MN*

### NHL 2000

***Laugh At Opposition*** – After scoring a goal, simply tap the s button to crazily laugh at the competition. Note: Doing this against a friend in a critical situation will surely lead to you getting your arse kicked.

*"The VidMan"*
*Uptown, MN*

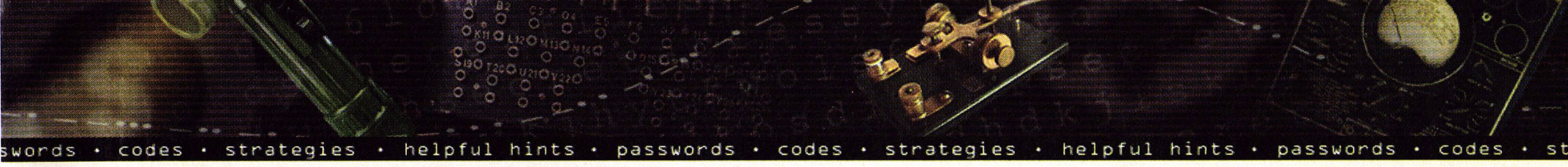
### Twisted Metal IV

Enter all of these codes at the Password screen.

***Unlimited Special Weapons*** – ▲, L1, Down, ▲, Up
***CPU Only Attacks Player*** – Right, ▲, Right, ▲, L1
***Only Napalm*** – Right, Left, R1, Right, ●

***Hidden Songs*** – Place your totally tubular Twisted Metal IV game disc in an audio CD player and access track two to hear music by Rob Zombie, Cypress Hill, Cirrus, Goulspoon, One Minute Silence, Cirrus, and Skold.

*"GI Droid"*
*(location unknown – last seen playing Othello)*




## Knockout Kings 2000

Enter all of these codes as player names at the Career Player creation screen.

**Fight as Jermiane Dupri –** JERMAINE DUPRI
**Fight as Q-Tip –** Q TIP
**Fight as Gargoyle –** GARGOYLE
**Fight as Clown –** SHMACKO
**Fight as Alien –** ROSWELL
**Fight as 0 –** 0
**Fight as Marc Ecko –** MARC ECKO
**Fight as Tim Duncan –** TIM DUNCAN
**Fight as Marlon Wayans –** MARLON WAYANS
**Fight as Ed Mahone –** ED MAHONE

*Sean "The Dark Jedi" Davis*
*Flint, MI*

## Tomorrow Never Dies

***Cheat Mode –*** Pause the game then press Select (x2), ● (x2) to enable the cheat mode. After this, and while the game is still paused, enter one of the three cheats below:

***Full Health –*** ▲, Select
***All Weapons –*** L1 (x2), R1 (x2)
***Complete Mission –*** Select, ●

*"The Rhino"*
*Toledo, OH*

## WCW Mayhem

Enter this code as a PPV Password.

***World War III PPV –*** yKh#J$=JQLmFs

*Trey Witherspoon*
*Austin, TX*

## Army Men: Air Attack

Enter all of these codes at the Password screen.

***All Co-Pilots –*** Up, Down, Up, Down, Up, Down, Up, Down

**Level Codes**
**Level 2 –** ✖, Down, Left (x2), ■, ● (x2), Right
**Level 3 –** ▲, Up, Left, Right, Down, ▲, ●, Up
**Level 4 –** Down (x2), ■ (x2), Left, Right, ●, ✖
**Level 5 –** Right (x2), ✖, ●, Down, Up, Down, Up
**Level 6 –** ■, ●, ✖, ■, ▲, Left, Up, Right
**Level 7 –** Right, Down, Left, Up, s, Down, Up, Down
**Level 8 –** ● (x2), Right, Up, Right, Up, ✖ (x2)
**Level 9 –** ✖, Down (x4), ✖, Left, Right
**Level 10 –** ▲, Up, ●, Down, ■, Left, ✖, Right
**Level 11 –** ▲, Up, ●, Down, ■, Left, ✖, Right
**Level 12 –** Up (x2), ▲ (x2), Left (x2), ● (x2)
**Level 13 –** Left, Down, Left, Down, ■, ●, ■, ●
**Level 14 –** Down (x4), ✖ (x2), ● (x2)
**Level 15 –** ■, Right, Left, ● (x2), Up, Down, ■

*Miles Lane*
*Sun City, OR*

## Jet Moto 3

Enter both of these codes during gameplay (must be done rapidly).

***TV Style Camera –*** ●, L1+ ▲, L1+ ✖, ▲, R1 + Up, Select
***Insane Speeds –*** L1+ Right, R1 + Down, ■, L1 + ▲, R1 + Down, L1 + Left, Select

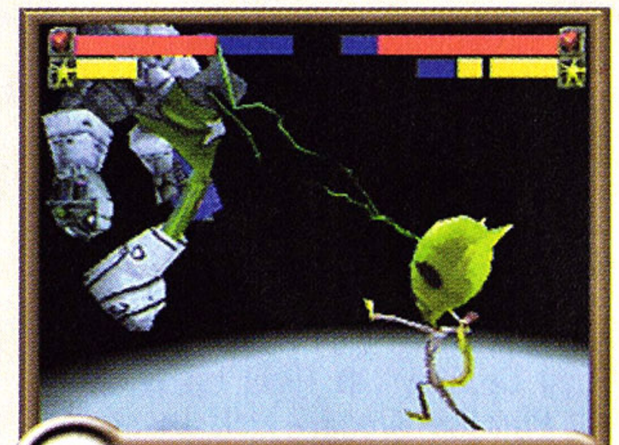
*Sammy Haggar*
*Rosewood, WA*

## Cool Boarders 4

Enter both of these codes as player names.

***All Riders, Boards, & Mountains –*** ICHEAT
***Open All Events –*** IM SPECIAL

*"The Rhino"*
*Toledo, OH*



## Boombots

Enter both of these codes at the Character Selection screen.

***Unlock All Characters & Levels –*** ■ (x4), ● (x4), ■ (x4), Select (x3)
***Cheat Mode –*** ■, ● (x2), ■, ● (x2), ■, ● (x2), ■, ● (x2), Select (x3)

Enter this code from the Pause screen.

***One-Hit Kills CPU Opponent –*** ● + ■ + ▲

*Teddy "Snugly Wugly" Roosevelt*
*Washington, DC*

## RC Stunt Copter

Enter all of these codes at the menu with "Training" at the top.

***All Gold Medals –*** Down, Up, Left, Right, ▲, ✖, ■, ●
***Level Select –*** Down, Up, Right, Left, ▲, ✖, ■, ●
***Extra Points –*** L2, R2, L1, R1, ▲, ●, ✖, ■
***Long Name –*** Up, Down, Left, Right, ▲, ✖, ■, ●
***View Ending –*** Up, Down, Left, Left, ✖, ■, ▲, ●

*Jeff Nallen*
*Stool, AZ*

# code of the month

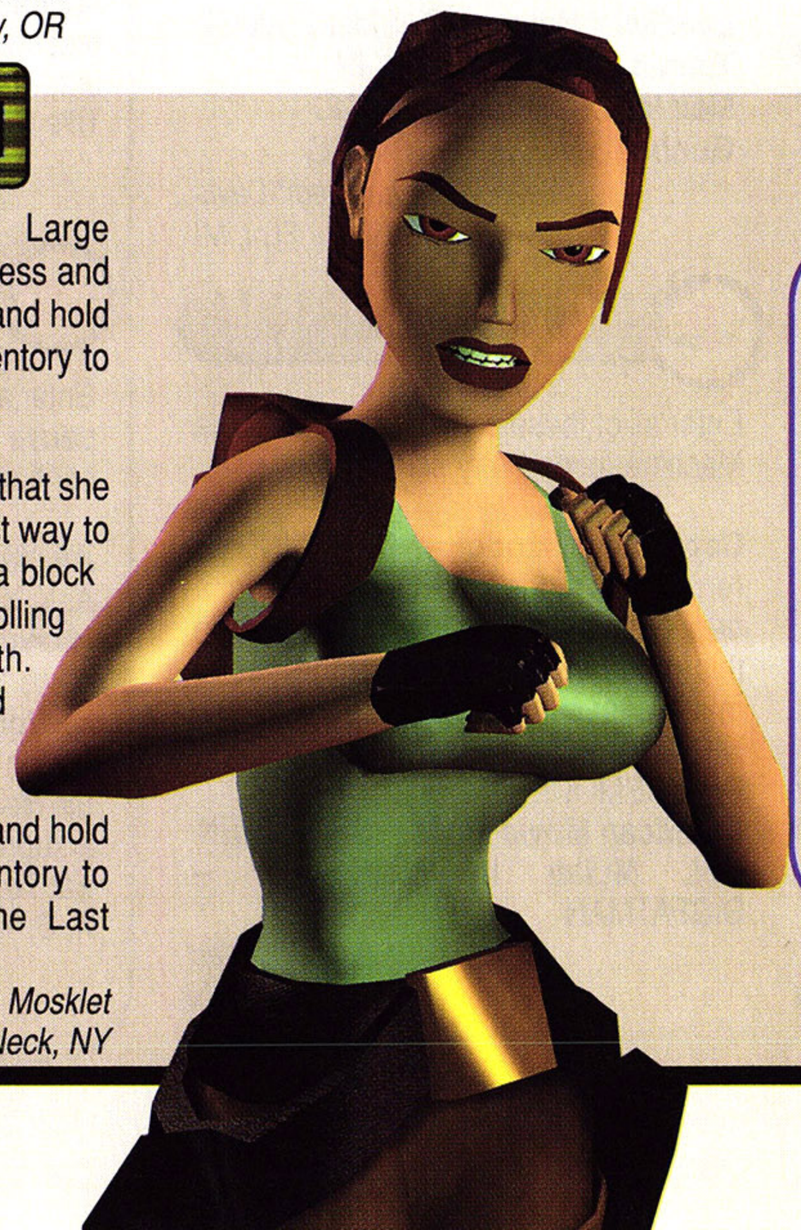
## Tomb Raider: The Last Revelation

***Level Skip –*** Position Lara so that she is facing to the North. The easiest way to do this is to hoist Lara up onto a block or item. If she's facing South, rolling (●) will spin her to the North. Now, enter your inventory and highlight the Load Game icon. Simultaneously press and **L1, L2, R1**, and **R2**, then press and hold **Up**. At this point, exit the inventory and the level will skip.

***All Items –*** Position Lara so that she is facing to the North. The easiest way to do this is to hoist Lara up onto a block or item. If she's facing South, rolling (●) will spin her to the North. Now, enter your inventory and highlight the Large Medipak icon. Simultaneously press and **L1, L2, R1,** and **R2**, then press and hold **Down**. At this point, exit the inventory to receive a ton of items.

***All Weapons –*** Position Lara so that she is facing to the North. The easiest way to do this is to hoist Lara up onto a block or item. If she's facing South, rolling (●) will spin her to the North. Now, enter your inventory and highlight the Small Medipak icon. Simultaneously press and **L1, L2, R1**, and **R2,** then press and hold **Up.** At this point, exit the inventory to receive the full arsenal in The Last Revelation.

*John Mosklet*
*Great Neck, NY*



## 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.

Send To:
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# SECRET ACCESS

helpful hints • passwords • codes • strategies • helpful hints • passwords • codes • strategies • helpful hints • pas

## Tony Hawk's Pro Skater

Enter all of these codes from the Pause screen. Note: The menu will shake when the code is entered correctly.

***Cheat Mode*** – Hold L1 and press ●, Right, Up, Down, ●, Right, Up, ■, ▲
***All Practice Areas*** – Hold L1 and press ■, Up, Left, Up, ●, ▲
***Random Start Locations*** – Hold L1 and press ■, ●, ✖, Up, Down
***Level Select*** – Hold L1 and press ▲, Right, Up, ■, ▲, Left, Up, ■, ▲
***Special Meter Always Full*** – Hold L1 and press ✖, ▲, ●, Down, Up, Right
***10x Stat Bonus*** – Hold L1 and press ■, ▲, Up, Down
***13x Stat Bonus*** – Hold L1 and press ✖, ■ (x2), ▲, Up, Down
***Big Head Mode*** – Hold L1 and press ■, ●, Up, Left (x2)
***Blood Mode*** – Hold L1 and press Right, Up, ■, ▲

*"Scarecrow"*
*Burnt Hills, NY*

## Championship Motocross: Featuring Ricky Carmichael

Enter all of these codes at the name entry screen displayed in Championship mode or after a race. Note: "_" indicates a space.

**All Classes** – ALL_EVENTS
**All Tracks** – DIRT_TRACKS
**Big Heads** – GROSSE_TETE
**Mirror Mode** – OPPOSITE_LOCK
**Wrath Child FMV** – LIVE_ACTION

*"Virtual Gap Boy 2001"*
*Phoenix, AZ*

## Wipeout 3

Enter all of these codes at the Default Name screen located in the Options/Game Setup menus.

**Phantom Class** – JAZZNAZ
**All Circuits** – WIZZPIG
**All Teams** – AVINIT
**All Challenges** – THEHAIR
**Infinite Hyperthrust** – MOONFACE
**Infinite Shields & Thrust** – GEORDIE
**Infinite Random Weapons** – DEPUTY
**Prototype Tracks** – CANER W
**All Tournaments** – BUNTY
**White Turbo Triangles** – BEBEDEE
**Wall Resistance** – NOWHEELS
**Link Mode** – LINK (Before you enter this, load Wipeout 3 on two linked PlayStation units. Now, change the Default Name on both units to LINK. If entered correctly the screens will flash and a new Establish Link option will appear.

*"The VidMan"*
*Uptown, MN*

## Mission: Impossible

Enter all of these codes at the Password screen. Note: Ignore the Invalid Password message.

**Super Jumps** – BIONICJUMPER
**Disable AI** – SCAREDSTIFFF
**Turbo Mode** – GOOUTTAMYWAY
**Slow-Motion Mode** – IMTIREDTODAY
**View FMV** – SEECOOLMOVIE.
**Programmer Message** – TTOPFSECRETT

**Level Passwords**
**Subpen Area** – ABEMJQLNVTPG
**Russian Embassy** – OGLIESHVIRLL
**KGB Warehouse** – OQRFFSITJMNI
**KGB Headquarters** – EHNJHSURWJMP
**Security Hallway** – GDPSISJOWUAN
**Underground Sewage Plant** – GGHIHSJVWRML
**Security Hallway** – GQOFISKTLMAI
**KGB Headquarters** – IGCJMJMVMRBL
**Russian Embassy** – IQDSNJNTOMCI
**IMF Headquarters** – IJENMUNHONCJ
**IMF Headquarters 2** – IMQPNHNKOSCM
**Infirmary** – PBFROUOPPWDB
**CIA Rooftop** – PMGKPUPKQSDM
**CIA Mainframe Computer** – PJGNOUPHQNDJ
**CIA Rooftop** – KEJPPUPSRKEE
**Waterloo Station** – HDGGFPKQMOBC
**Train** – IGILGPMLMYBO
**Train 2** – HDGOFTKQMOBC
**Train Roof** – IGJDGTMLMYBO
**Lundkvist Base** – NGHSMGQTXMGI
**Tunnel** – MOEEOJGHVXJH
**Mainland** – MKEHTJSSVVJD
**Gunboat** – AFQMOJGPVTPG

*Sean "The Dark Jedi" Davis*
*Flint, MI*

## Medal of Honor

Enter all of these codes into the Enigma Machine (code entry screen).

**Capt. Dye Mode** – CAPTAINDYE (enter this code BEFORE starting a new game) Also, beating the game in this mode will unlock all of the secret multiplayer characters (like the Raptor).
**Nifty Multiplayer Powerups** – DENNISMODE
**American Movie Mode** – SPRECHEN
**Col. Muller in Multiplayer** – BIGFATMAN

*Orlando Thomas*
*Edina, MN*

# Dreamcast

## Virtua Fighter 3tb

***Play as Dural*** – At the Character Select screen press **Down, Up, Right, Left + Start** to unlock this powerful adversary.

***Play as Alphabet*** – Set the game to Normal, then head to the Character Select screen, highlight Akira, then press **Start**. Next, move to Lion and press **Start**, then highlight Pai and press **Start**. From here, simply hit **A** to bring up the big Alphabet dude.

***Fight Against Alphabet*** – Set the game to Normal, then head to the Character Select screen, highlight Akira, then press **Start**. Next, highlight Lau and press **Start**, then move to Pai and press **Start**. From here, simply press **A** on the character you desire to fight Alphabet.

***Change Backgrounds*** – When in Training Mode, hold **Start** and press **A** while selecting a stage.

***Hidden Train*** – Pick Jeffry as your character then execute a Toe Kick (↓ + K) into a Slash Mountain combo (↓, ↘, → + **P** + **G**) a train will fly by in the background.

***Hidden Snowman*** – If you get an Excellent victory with Shun Di on Dural's desert stage, a snowman will randomly appear during the replay.

***Peace Sign*** – Immediately after achieving an Excellent victory with Jacky or Kage press ↓ + **P** + **G** + **E** to bring up the symbol of peace. If you do this with an alternate costumed cage a basin will appear instead.

***Remix Music*** – When the Sega logo appears at the beginning of the game press and hold Start on both controllers until the new remix music plays at the Title Screen.

*Ewan McGregor*
*Blaine, NH*

## Toy Commander

Enter all of these codes from the in game pause screen. Note: A 'bing' sound confirms correct code entry.

***All Maps*** – Hold the L Button and press A, Y, X, B, Y, X.
***Heavy Weapon*** – Hold the L Button and press X, A, Y, B, A, X.
***Switch Machine Gun*** – Hold the L Button and press B, A, Y, X, A, B.
***99 Heavy Ammo*** – Hold the L Button and press A, B, X, Y, B, A.
***Fix Toy*** – Hold the L Button and press A, X, B, Y, A, Y

*"Daddy Fat Sax"*
*Memphis, TN*

## TrickStyle

Enter all of these codes in the Cheats menu.

**Win Everything** – CITYBEACONS
**Always Win** – TEAROUND
**Infinite Time** – IWISH
**Power-Up Moves** – TRAVOLTA
**Big Heads** – INFLATEDEGO

*"The Rhino"*
*Toledo, OH*

## Expendable

Enter these codes from the Pause screen.

***Additional Lives*** – A, B, X, Y, L Button, R Button, Up, Down, Left, Right
***Additional Credits*** – A, B, Left, A, B, Right, B, A, Down, R Button
***Level Skip*** – Y (x2), X (x2), L Button, R Button, Down (x2), Up (x2)
***Level Select*** – Up, Down, Up, Down, Up, Down, Left, Right (x2), Y
***Grenades*** – Down (x5), Up (x4), R Button
***Instant Victory*** – L Button, R Button, L Button, R Button, Left, Right, Left, Right, Y, X
***Shields*** – Up, Down, Left, Right, X, Up, Down, Left, Right, Y
***First-Person View*** – L Button, Left, R Button, Right, ✖ (x2), Down (x2), R Button, L Button

*Red Green*
*Ontario, Canada*

## Speed Devils

Enter all of these codes during gameplay.

***All Cars & Tracks*** – B, Right, B, Right, Up, B, Up
***Extra Cash*** – A, Right, A, Right, Up, B, A
Infinite Nitros – Down, Up, Down, Up, A, X, A
***Skip Class*** – Down, Right, Down, Right, A, X, A

*Paula Abdul*
*Aol, Com*

## Sega Bass Fishing

Female Character – Enter Arcade mode then simultaneously press A + B at the Level Select screen.

***Sonic Lure*** – Complete All Five Tournaments in Consumer mode to unlock this tasty fishy treat.

*Jon "The Balding Fish" Storm*
*(It doesn't matter where he's from!)*

words • codes • strategies • helpful hints • passwords • **ATTENTION:** The codes below only work with Interact's GameShark enhancer attachment • hints • passwords • codes • stra

# GameBoy

## Space Invaders

Enter all of these codes at the Password screen.
**Classic Mode –** CLSS1281999DBM

Level passwords
**Venus –** RTJNPBKCX2RJPW
**Earth –** WWYXTC2NQW79VY
**Mars –** ?WZ4VCLN4W81V?
**Jupiter –** RSSN3QJ78?GJMC
**Saturn –** WSPZMSO8N?H8NF
**Uranus –** CV1?QWKGJ3X8R5
**Neptune –** HV27RW1GN3YOR7
**Pluto –** MV7HRCLHS3ZSR9

*James Jordan*
*Houston, TX*

## Tetris DX

**Expert Mode –** During a game, Pause, then press Select. Doing this will remove the next piece preview menu when gameplay resumes.

**Move Blocks Up –** When any piece other than a straight bar or block is falling, hold to the Left or Right until the block touches the wall. While still holding the direction, rapidly tap A to make the piece rise.

**Alternate Screens –** Before starting a game, sit at the Main Menu and wait until the demonstration begins. Now, press Select and wait until the swimming fish show up. Press A and wait to return to the demonstration, then tap A again to wait and see confetti and the Nintendo logo. For the last surprise, press B and wait to bring up the demonstration again, then press B to eventually bring up a blackboard.

**Continue Game –** In single player, pause the game then turn off the Game Boy Color. When you turn on the GBC again, a continue screen will appear and you can resume your previously played game.

*Abe Froman*
*Greenwood, NJ*

## Mortal Kombat 4

Extra Credits – Press Up at the Difficulty screen to obtain up to five credits.
Enter these Kombat Kodes before the match begins. The numbers represent how many times you need to tap the D-Pad Up.
**Play as Reptile –** 192-234
**Fight Against Reptile –** 205-205
**Disable Throws –** 100-100
**Dark Kombat –** 688-422
**Randper Kombat –** 333-333
**Psycho Kombat –** 985-125
**No Blocking –** 020-020
**Player 1 25% Health –** 707-000
**Player 1 50% Health –** 033-000
**CPU 25% Health –** 000-707
**CPU 50% Health –** 000-033

*Ponda Bonda*
*Mos Espa, UT*

# GameShark

## Ready 2 Rumble Boxing

Infinite Health –
810d9f78 0000
810d9f7a 0064

No Health –
810d9f7a 0000

Infinite Stamina –
810d9f7c 0000
810d9f7e 0064

No Stamina –
810d9f7c 0000
810d9f7e 0000

Max RUMBLE –
810d9f84 0000
810d9f86 0030

Never RUMBLE –
810d9f84 0000
810d9f86 0000

Infinite Health (Player 2) –
810da790 0000
810da792 0064

No Health (Player 2) –
810da790 0000
810da792 0000

Infinite Stamina (Player 2) –
810da794 0000
810da796 0064

No Stamina (Player 2) –
810da794 0000
810da796 0000

Max RUMBLE (Player 2) –
810da7a0 0000
810da7a2 0030

Never RUMBLE (Player 2) –
810da7a0 0000
810da7a2 0000

Infinite Time –
810e7596 0e10

Unlock All Characters –
5000125c 0000
810ec938 0000
5000125c 0000
810ec93a 0003

Infinite Money –
810ec932 ffff

## Toy Story 2

Max Coins –
810bb10e 0063

Infinite Lives –
810bb10a 0005

Infinite Battery –
810bb106 000d

Infinite Double Jumps –
810bb0fc 0002

## Rayman 2: The Great Escape

Have All Crates –
810c70f8 7fff
810c70fa ffff
810c70fc ffff
810c70fe ffff
810c7100 ffff
800c7102 00ff

Lotsa' Lums Part 1 –
50006401 0000
800c7108 00ff

Lotsa' Lums Part 2 –
50001901 0000
800c70bd 00ff

Open Map –
810c70f0 ffff
810c70f2 ffff

## Resident Evil 3: Nemesis

Infinite Ink Ribbons In Chest –
800d21a0 6381
800d21a2 0001

Infinite Health for Jill –
800ccc90 00c8

Condition Fine –
300ccc97 0004

Have 10 Slots –
800d225e 000a

Have All Maps –
300d2127 00fe
300d212b 00fe

Have All Files –
800d212c ffff
800d212e ffff

Hyper Mode –
800d454c 0002

Secret Mode –
800d1f32 ffe0

Total Time (Get Grade S) –
800d1f28 0000
800d1f2a 0000

Have All Pics in Epilogue –
800d1f3e 0008

Infinite Fuel –
80082016 0180

## Knockout Kings 2000

Infinite Creation Points –
800c56980 0064

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Jet Moto 3 ..... PS
Knockout Kings 2000 ..... PS
Lego Racers ..... N64
Medal of Honor ..... PS
Mission Impossible ..... PS
Mortal Kombat 4 ..... GBC
NCAA GameBreaker 2000 ..... PS
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Winback: Covert Ops ..... N64
Wipeout 3 ..... PS
Xena: Talisman of Fate ..... N64


## STILL STUCK?

These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission. All calls cost between $.95 and $1.25 per minute.

**Acclaim**
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**Eidos**
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**Electronic Arts**
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**GT Interactive**
900-225-5248
**Konami**
900-896-4468
**LucasArts**
900-740-5334
**Midway**
903-874-5092
**Nintendo**
900-288-0707 (Game Counseling)
425-885-7529 (Automated)
**Sega**
1-900-200-SEGA
**Sony**
900-933-7669
**Square Soft**
900-407-KLUE(5583)
**THQ**
900-370-4468

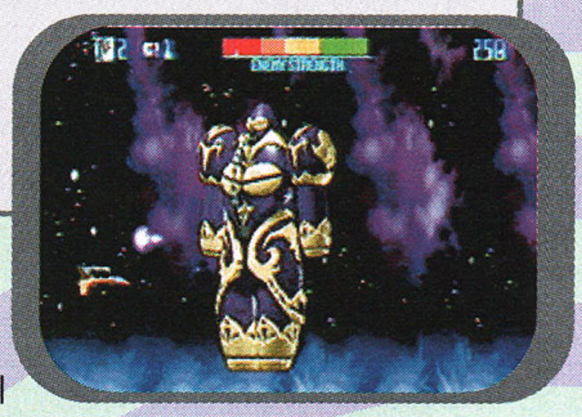
# Classic GI

gaming from the past to the present

## Trevor McFur in the Crescent Galaxy

Jaguar

**Availability:** Uncommon
**Replay Value:** Moderate
**Similar Games:** Raiden (Jaguar), R-Type (Various Systems)
**Created by:** Atari Corp.
**Access Tip:** To activate the Cheat mode, hit 1, 1, 9, 3 at the Title screen and use the second controller buttons to activate various cheats.
**Overall:** 5



If you were lucky enough to attend the 1992 Summer Consumer Electronics Show, you would have seen the first glimpse of Atari's Jaguar in action. While still promoting its handheld, the Lynx, on the showroom floor, Atari held a special press conference to tout what it was calling the first 64-bit gaming system. One of the first games introduced was a side-scrolling shooter that would later be known as Trevor McFur. This game not only holds the distinction of being the first game ever shown for the Jaguar, but also the first shooter released for the system in 1993. McFur is fairly typical to the genre. The player controls a spaceship armed with unlimited cannon and bomb shots. Through destroying targets, the player can then acquire power-ups and special weapons. An interesting feature of McFur's special weapons' control is that it makes use of the Jaguar controller's 12-button keypad. The nine special weapons are selected via a corresponding button; however, finding the correct button is difficult because taking your eyes off the screen is a poor strategy. As a shooter, Trevor McFur is pretty forgettable even though the game's place in Jaguar history is prominent.

## Splatterhouse

Turbo Grafx-16

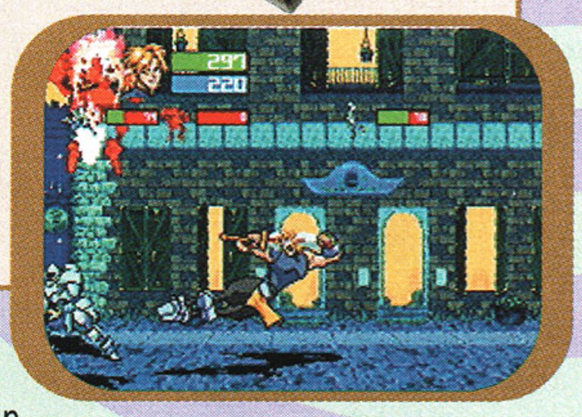
**Availability:** Uncommon
**Replay Value:** Moderate
**Similar Games:** Splatterhouse 2 & 3 (SG), Final Fight (SNES)
**Created by:** Namco for NEC
**Access Tip:** To activate the Level Select, start the game and when you see the Intro screen showing the rain, hit Run, Select, Select, Select. Then hold down/left and hit the I button.
**Overall:** 8

A surge of horror films in the early 1980s, Friday the 13th in particular, fueled the development of this Namco arcade title in 1988 and later a home version for the TG-16 in 1990. Like Friday the 13th, Splatterhouse stars a hockey-masked mutha; only his name is not Jason, but Rick. It's not like Rick is evil and bent on killing the counselors of Camp Crystal Lake. Rick's quest is to save his girlfriend, and the special powers of his hockey "Terror Mask" will give him the strength and courage to do so. Splatterhouse is a classic beat-em-up with a standard array of punches and kicks that allows the player to truncheon the monster minions that come Rick's way. While some timely jabs will usually do the trick, the real splattering begins when you grab the various item weapons found throughout the game. You start out finding a simple two-by-four; then in later levels you'll discover a shotgun, spear, and cleaver. Splatterhouse remains a very entertaining game; its only downfall may be that the game is over way too quickly.

## Guardian Heroes

Saturn

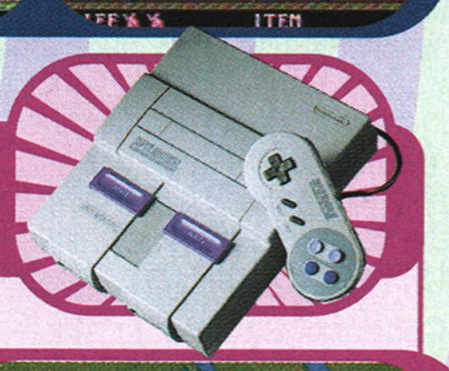
**Availability:** Common
**Replay Value:** Moderately High
**Similar Games:** Gunstar Heroes (SG), Golden Axe: The Duel (SS), Streets of Rage (SG)
**Created by:** Treasure for Sega
**Access Tip:** To get 99 continues, start a game on easy difficulty and then reset the game. Next, enter the Options menu, select a difficulty, and begin another game.
**Overall:** 8.5



Guardian Heroes is a very stylized side-scrolling brawler that appeared on the Saturn early in 1996. Developed in Japan by Treasure, makers of the classic Genesis game Gunstar Heroes, the game is full of spectacular graphical effects and incredible character melees. Part brawler, part RPG, Guardian Heroes mixes traditional hack n' slash gameplay with magic use, level-ups, and adjustable character attributes. The game unfolds in many different ways depending on which of the four characters you begin the adventure with. There are numerous path choices, and after certain scenes, character attributes such as agility, strength, and intelligence can be modified. Using the attacks and magic is much the same as in many fighting games. Additionally, playing through the game a number of times will unlock over 40 new players for the Head-to-Head mode. Up to six players can rack each other to a pulp here, but this mode is more a novelty than anything else.

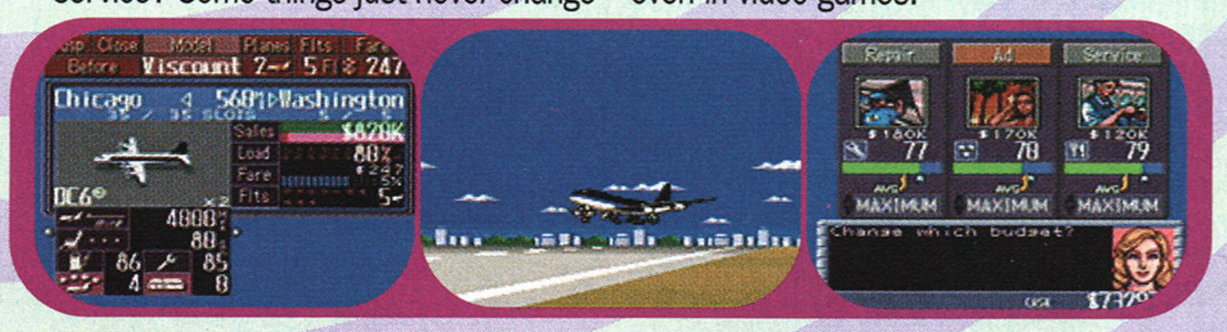
## Aerobiz Supersonic

SNES

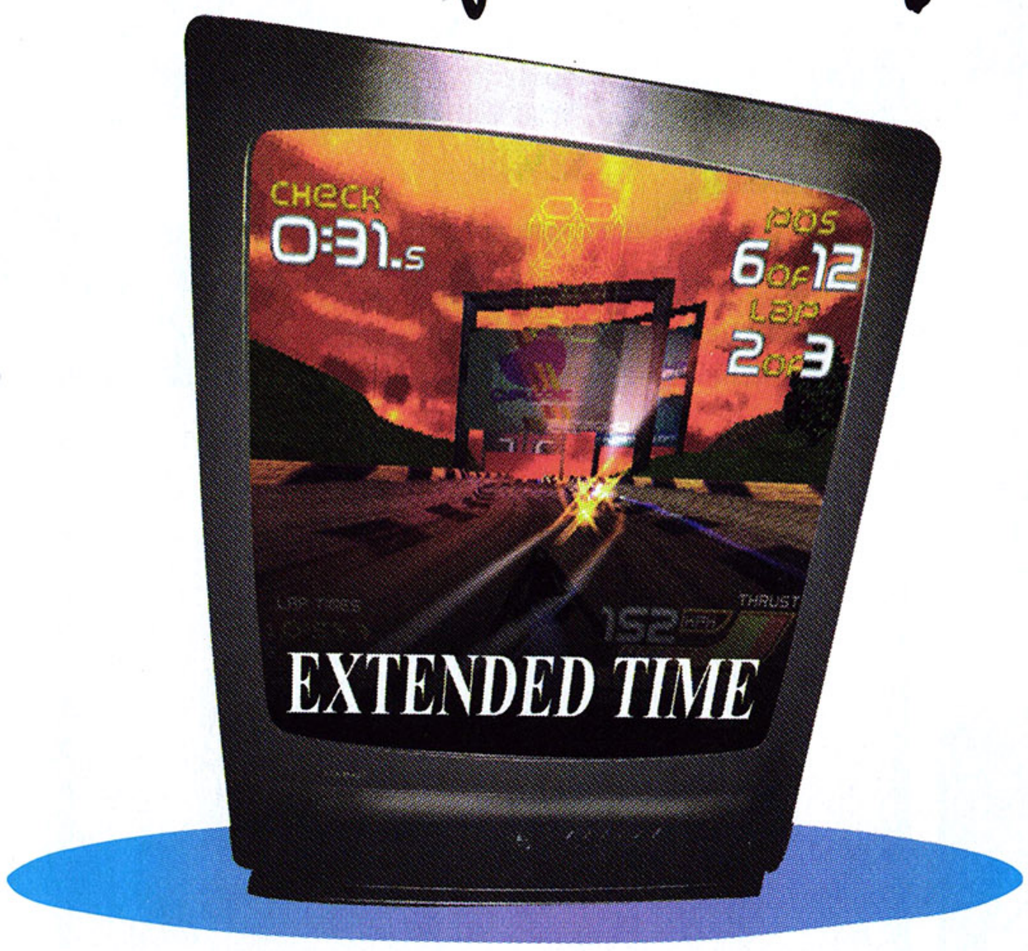


**Availability:** Rare
**Replay Value:** High
**Similar Games:** Aerobiz (SG), A-Train (PS-X), Theme Park (Various Systems)
**Created by:** Koei
**Access Tip:** To find a minigame where you have to identify a country's flag, go to the Options menu and push Select.
**Overall:** 7.75

As requested from the peanut gallery, we have one of the more unusual and unique strategy games for the SNES. If you are familiar with the developer Koei, then you know that the company makes games for a different breed of gamer. Aerobiz Supersonic is no different and, in actuality, it is the second game of the series to appear on the SNES. In the game, you manage all aspects of running an airline. From determining routes to buying planes, the goal in this game is to dominate the world of global airline travel. Choosing one of four scenarios that range from the dawn of the jet age to the future of supersonic air travel, the creation of an airline empire will take countless hours and plenty of brain power. As with most strategy games, things begin simply enough, but then become extremely hectic as more variables are added. Did you monitor the capacity of the Atlanta to New York route? Are your ad campaigns effective? What about taking care of your shoddy in-flight service? Some things just never change – even in video games.



This is your game.




This is your game on the blink.

ANY QUESTIONS?

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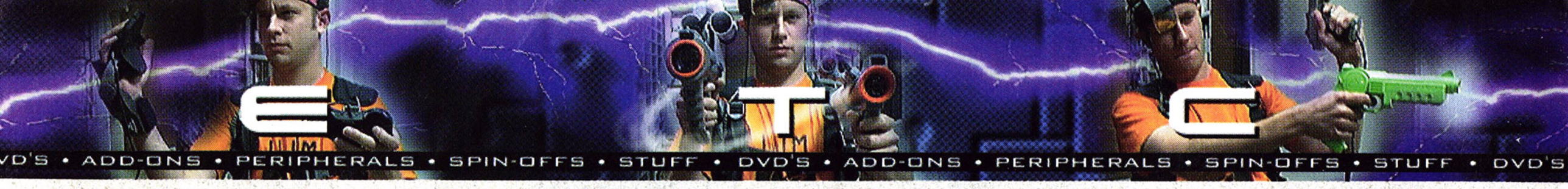


## Perfect Blue

**Manufacturer:** Manga Entertainment
**List Price:** $19.95

The theatrical release of Princess Mononoke has put Manga on the minds of many, and no one supplies more good stuff to the States than Manga Entertainment. One of its latest, Perfect Blue, is a psychological thriller that would make Hitchcock jealous. Just like Mononoke, however, Perfect Blue is NFK (not for kids, or kitties for that matter). It's recommended that those with the fever for the flavor of Japanese animation head over to www.manga.com and check out Manga's wares.

## Tilt Double Shock PX3000

**Manufacturer:** Saitek
**List Price:** $59.99

Saitek's first foray into the world of console peripherals has yielded the Tilt Double Shock. Notice how it has only one analog stick? A second isn't needed since the PX3000 will sense if you're leaning it one way or the other, and then move you in that direction. It's like being a TIE Fighter pilot. There's even a throttle wheel near your thumb. It's a little pricy, but with its clever control set up, you'll be able to play games one-handed – and using that free hand in the right way can add a whole lot of entertainment value to any game.

## Five-Toed Socks

**Manufacturer:** Boston Sox
**List Price:** $5.99

Back in the old days, these socks were available only in rainbow hues and were the exclusive footwear of hippie freaks like that magician Doug Henning. Well, now they're available in more toned-down colors, so us middle-class businessmen types can finally let our freak flags fly.

## Misfits Action Figures

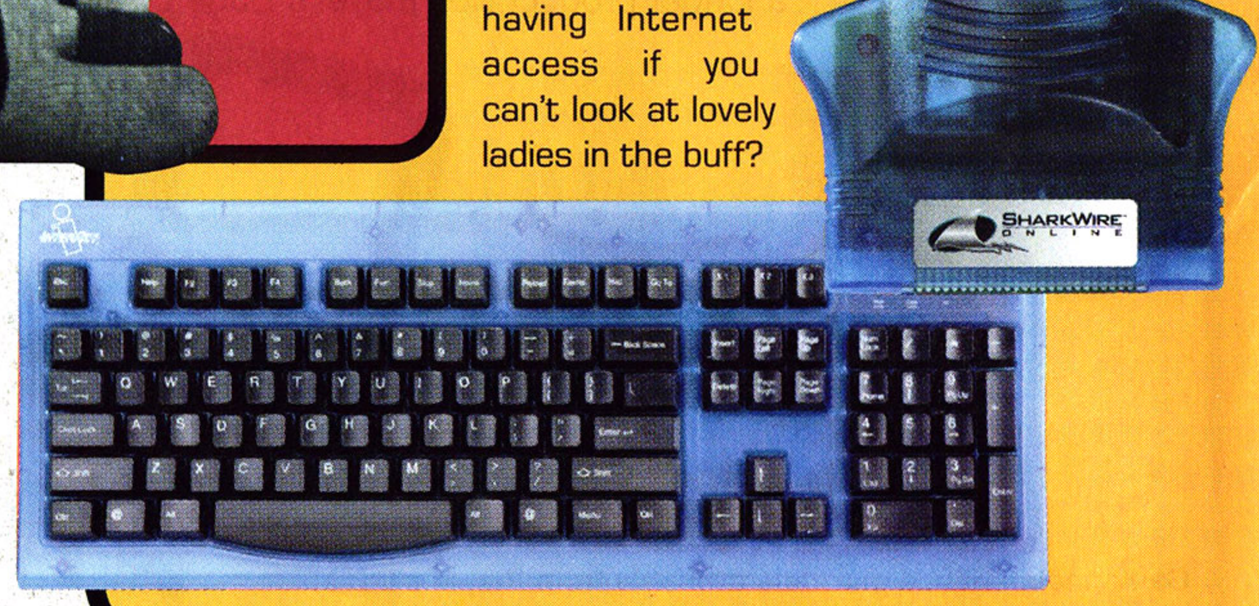
**Manufacturer:** 21st Century Toys
**List Price:** $29.99

Hate the living, love the dead! They ain't cheap, but if you've had We Are 138 stuck in your head for the last ten years like some of us around here, these are an absolute must buy. As they come in coffin-shaped boxes, don't expect to find Jerry Only and Doyle at Wal-Mart. Your best bet is specialty stores or online. All 21st Century has to do now is make GWAR figures, and they'll officially become the coolest toy company on the planet.

## SharkWire Online

**Manufacturer:** InterAct
**List Price:** $79.99
(plus $9.99/month subscription)

Those Dreamcast owners can get a little cocky, huh? They think they're sooooo cool with their Internet access. Well, InterAct is giving Nintendo 64 owners a chance to say, "In your face Dreamcast!" SharkWire Online allows you to access the SharkWire site, which has content up the yang, email access, chat rooms, codes, and so on. The only drawback? You can't access any other sites! What's the point of having Internet access if you can't look at lovely ladies in the buff?




## AstroPad

**Manufacturer:** InterAct
**List Price:** $19.99

It comes in four fruity colors and has an auto-fire button to boot. The AstroPad is nice and lightweight, and the cord actually faces the right way; but the triggers feel a little flimsy, and the Start button is so small it's hard to reach. Still, you won't find a better lime green Dreamcast controller anywhere.

**$44.95**

**$54.95**

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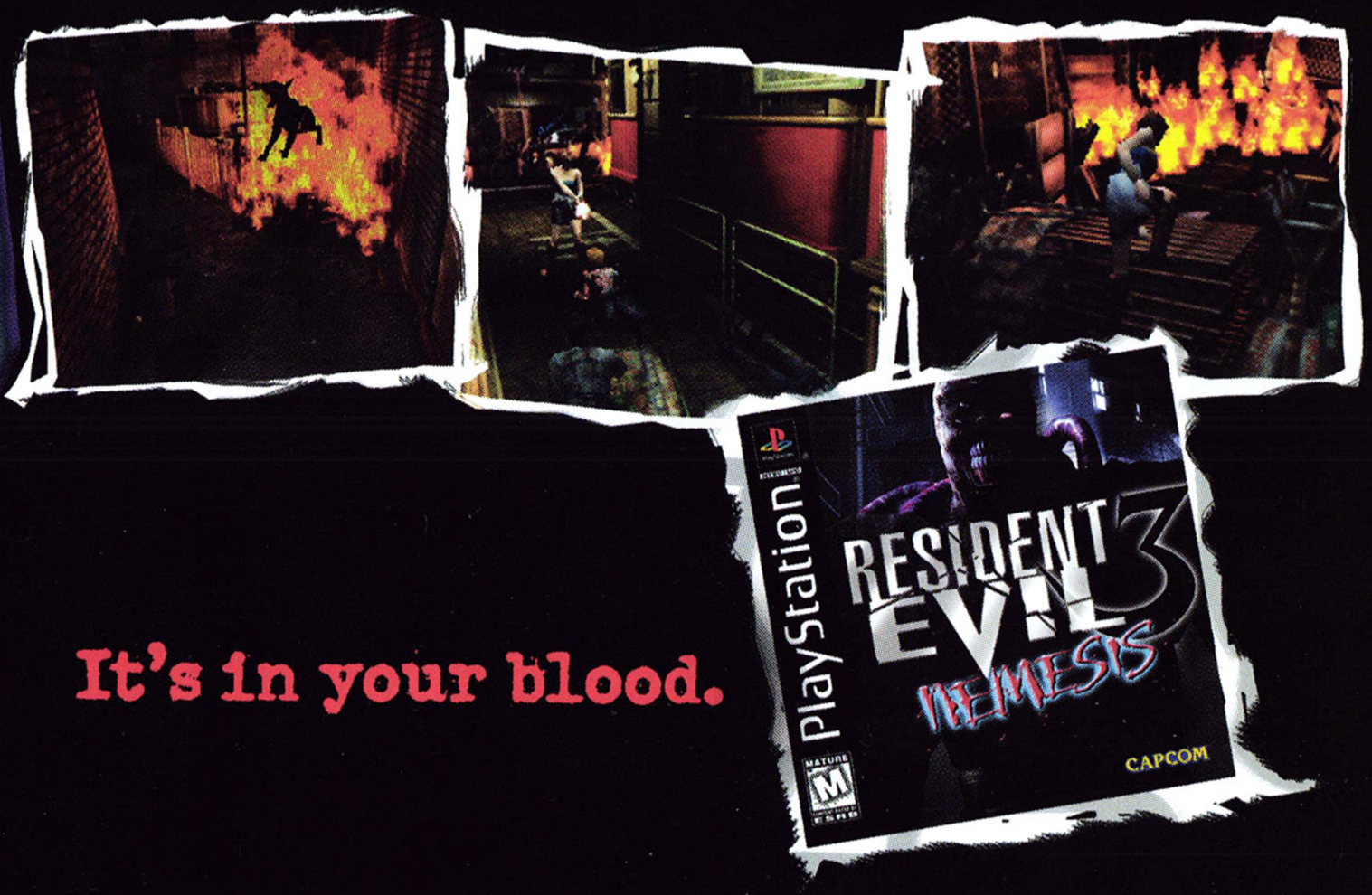
# Some secrets come back to haunt you.

Just days after surviving the grisly disaster at the mansion lab, Jill Valentine resigns from S.T.A.R.S. and attempts to escape a nightmarish city in ruins. Trapped in a town crawling with hordes of flesh-eating zombies, hideous mutants, and a relentless new nemesis, she must rely on cunning and brute force to stay alive. What she soon discovers is that the evil created by Umbrella Corporation's bio-tech terror is even more horrifying than she ever imagined...




## It's in your blood.

MATURE M CONTENT RATED BY ESRB

PlayStation

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# new releases JAN 2000

**All dates subject to change. Call your local retailer for more details.**

| Release Date | Title | Publisher/ Distributor | System |
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| 12/14/99 | Shadow Man | Acclaim | DC |
| 12/14/99 | Test Drive 6 | Infogrames | DC |
| 12/14/99 | Ghosts & Goblins | Capcom | GBC |
| 12/14/99 | Knockout Kings | Electronic Arts | GBC |
| 12/14/99 | NBA Showtime | Midway | GBC |
| 12/14/99 | Ready 2 Rumble Boxing (w/ rumble) | Midway | GBC |
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| 12/14/99 | Space Invaders | Activision | N64 |
| 12/14/99 | Worms Armageddon | Infogrames | N64 |
| 12/14/99 | Broken Sword 2 | Crave | PS-X |
| 12/14/99 | March Madness 2000 | Electronic Arts | PS-X |
| 12/14/99 | Official F1 Racing 99 | Eidos | PS-X |
| 12/14/99 | Renegade Racers | Interplay | PS-X |
| 12/14/99 | South Park Rally | Acclaim | PS-X |
| 12/14/99 | Urban Chaos | Eidos | PS-X |
| 12/15/99 | Cage | Metro 3D | GBC |
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| 12/15/99 | Match Box Catepillar Construction | Mattel | GBC |
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| 12/15/99 | Uno | Mattel | GBC |
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| 12/15/99 | Macross VF-X2 | Bandai | PS-X |
| 12/17/99 | Fighting Force 2 | Eidos | DC |
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| 12/21/99 | Armorines Project Swarm | Acclaim | GBC |
| 12/22/99 | Vigilante 8: 2nd Offense | Activision | N64 |
| 12/27/99 | Gran Turismo 2 | Sony | PS-X |
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| 1/1/00 | BattleZone | Crave | N64 |
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| 1/15/00 | Armada | Metro 3D | GBC |
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| 1/15/00 | Return of Ninja (w/ rumble) | Tommo | GBC |
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| 1/18/00 | Tiger Woods 2000 | Electronic Arts | PS-X |
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| 1/25/00 | Battle Tanx | 3DO | GBC |
| 1/25/00 | Jeremy McGrath Supercross 2000 | Acclaim | N64 |
| 1/25/00 | South Park Rally Racing | Acclaim | N64 |
| 1/25/00 | Armorines Project Swarm | Acclaim | PS-X |
| 1/25/00 | Jeremy McGrath Supercross 2000 | Acclaim | PS-X |
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| 1/26/00 | Die Hard Trilogy 2 | Fox Interactive | PS-X |
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| 1/31/00 | Carrier | Jaleco | DC |
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| 1/31/00 | K1 Grand Prix | Jaleco | PS-X |
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| 2/1/00 | Hidden & Dangerous | Take 2 | DC |
| 2/1/00 | 40 Winks | GT Interactive | N64 |
| 2/1/00 | Flintstones Bowling | South Peak | PS-X |
| 2/1/00 | Spec Ops | Take 2 | PS-X |
| 2/1/00 | Wild Wild West | South Peak | PS-X |
| 2/7/00 | Pokemon Trading Card Game | Nintendo | GBC |
| 2/8/00 | NHL 2K | Sega | DC |
| 2/8/00 | Street Fighter Alpha 3 | Capcom | DC |
| 2/8/00 | Time Stalkers | Sega | DC |
| 2/8/00 | Street Fighter Alpha | Capcom | GBC |
| 2/8/00 | World League Soccer 2000 | South Peak | N64 |
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| 3/1/00 | Metropolis | Sega | DC |
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| 3/1/00 | Galerians | Crave | PS-X |
| 3/1/00 | Railroad Tycoon 2 | Take 2 | PS-X |
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| 3/15/00 | Major League Soccer | Konami | PS-X |

# reviews archive

JAN 2000

BL = Bottom Line

## TOMB REVIEWER: THE LAST REVIEWLATION

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| Street Sk8er | 4.5 | Apr-99 |
| Suikoden II | 9 | Oct-99 |
| SuperCross Circuit | 3.5 | Dec-99 |
| Syphon Filter | 9 | Mar-99 |
| T'ai Fu | 6.5 | Apr-99 |
| T.R.A.G. | 7.5 | May-99 |
| Tail Concerto | 7.75 | Nov-99 |
| Tales of Destiny | 6.75 | Oct-98 |
| Tarzan | 7.75 | Sep-99 |
| Team Losi RC Racer | 7 | Oct-98 |
| Tekken 3 | 9.5 | May-98 |
| Ten Pin Alley | 8.5 | Jan-99 |
| Tenchu | 9 | Nov-98 |
| Test Drive 5 | 8.25 | Jan-99 |
| Test Drive 6 | 7.5 | Dec-99 |
| Test Drive Off Road 2 | 6.5 | Jan-99 |
| Test Drive Off-Road 3 | 8 | Nov-99 |
| Theme Hospital | 8 | Jun-98 |
| Thousand Arms | 7.75 | Nov-99 |
| Thunder Force V | 6.5 | Sep-98 |
| Tiger Woods 99 | 2 | Jan-99 |
| Timeshock! Pinball | 7.25 | Nov-98 |
| Tiny Tank: Up Your Arsenal | 5.5 | Jan-99 |
| Tiny Tank (Revised) | 5.5 | Nov-99 |
| Tiny Toon Adventures | 6.75 | Mar-99 |
| Tomb Raider III | 9 | Jan-99 |
| Tomba! | 8.25 | Jul-98 |
| Tony Hawk's Pro Skater | 9.5 | Nov-99 |
| Trick'N Snowboarders | 4.25 | Oct-99 |
| Triple Play 2000 | 6.5 | May-99 |
| Turbo Prop Racing | 8.5 | Aug-98 |
| Twisted Metal III | 8.25 | Jan-99 |
| Ultimate 8 Ball | 6.5 | Jul-99 |
| UmJammer Lammy | 8.25 | Sep-99 |
| Unholy War, The | 7.25 | Nov-98 |
| Uprising X | 4.75 | Feb-99 |
| Vandal Hearts II | 7.75 | Dec-99 |
| Vigilante 8 | 7.5 | Jul-98 |
| VR Baseball '99 | 7 | Jul-98 |
| VR Powerboat Racing | 6 | Apr-98 |
| Wargames Defcon 1 | 7.25 | Sep-98 |
| Warhammer II: Dark Omen | 7.75 | Jun-98 |
| Warpath: Jurassic Park | 6.75 | Dec-99 |
| Warzone 2100 | 7.75 | Jul-99 |
| WCW/NWO Thunder | 4.75 | Feb-99 |
| Wheel of Fortune | 7 | Jan-99 |
| Wild 9 | 6.25 | Dec-98 |
| Wipeout 3 | 7.75 | Nov-99 |
| Worms Armageddon | 8 | Dec-99 |
| Wu-Tang: Shaolin Style | 6.25 | Dec-99 |
| WWF Attitude | 9 | Aug-99 |
| WWF War Zone | 8.5 | Oct-98 |
| X-Games: Pro Boarder | 6.5 | Dec-98 |
| X-Men Vs. Street Fighter | 7.5 | Jul-98 |
| Xena: Warrior Princess | 7.75 | Nov-99 |
| Xenogears | 9 | Nov-98 |

### NINTENDO 64

| TITLE | BL | DATE |
|---|---|---|
| 1080 Snowboarding | 9.25 | Apr-98 |
| Airboardin' USA | 5.5 | Oct-99 |
| All-Star Baseball 99 | 8.5 | Jul-98 |
| All-Star Baseball 2000 | 8 | May-99 |
| All Star Tennis '99 | 5.5 | Aug-99 |
| Army Men: Sarge's Heroes | 7 | Dec-99 |
| Banjo Kazooie | 9.25 | Jun-98 |
| BattleTanx | 6.75 | Feb-99 |
| BattleTanx II: Global Assault | 7.25 | Nov-99 |
| Beetle Adventure Racing | 8 | Apr-99 |
| Bio FREAKS | 4.5 | Jul-98 |
| Body Harvest | 7.75 | Nov-98 |
| Buck Bumble | 8 | Oct-98 |
| Bug's Life, A | 5.25 | Jul-99 |
| Bust A Move 2 | 8 | Aug-98 |
| Bust-A-Move '99 | 9 | Apr-99 |
| California Speed | 2.25 | Apr-99 |
| Castlevania 64 | 6.5 | Mar-99 |
| Chameleon Twist | 7 | Apr-98 |
| Chameleon Twist 2 | 6.5 | May-99 |
| Charlie Blast's Territory | 3 | May-99 |
| Chopper Attack | 5.25 | Jun-98 |
| College Hoops 99 | 5 | Feb-99 |
| Command & Conquer | 8 | Sep-99 |
| Cruis'n the World | 6.5 | Nov-98 |
| Deadly Arts | 3 | Sep-98 |
| Destruction Derby 64 | 7.25 | Dec-99 |
| Donkey Kong 64 | 8.75 | Dec-99 |
| Duke Nukem: Zero Hour | 8.75 | Sep-99 |
| Earthworm Jim 3D | 5.75 | Dec-99 |
| Extreme G 2 | 8.25 | Dec-98 |
| F-Zero X | 8 | Sep-98 |
| F1 World Gran Prix | 7.5 | Sep-98 |
| FIFA 99 | 8.25 | Jan-99 |
| Fighting Force 64 | 6.75 | May-99 |
| Forsaken 64 | 8 | Aug-98 |
| Gauntlet Legends | 7 | Dec-99 |
| Gex 64 | 7.75 | Nov-98 |
| Gex 3: Deep Cover Gecko | 7.75 | Sep-99 |
| Goeman's Great Adventure | 7.25 | Sep-99 |
| Hot Wheels Turbo Racing | 7 | Oct-99 |
| Hybrid Heaven | 7 | Jun-99 |
| Iggy's Reckin' Balls | 8.75 | Sep-98 |
| In-Fisherman's Bass Hunter 64 | 7.75 | Sep-99 |
| International Superstar Soccer '98 | 9 | Aug-98 |
| International Superstar Soccer 64 | 9 | Jul-97 |
| Jeopardy! | 6 | May-98 |
| Jet Force Gemini | 7.75 | Oct-99 |
| Ken Griffey Jr.'s Slugfest | 8.5 | Jul-99 |
| Knife Edge | 3 | Nov-98 |
| Knockout Kings 2000 | 8.25 | Dec-99 |
| Kobe Bryant's NBA Courtside | 9 | May-98 |
| Lode Runner 3-D | 6.5 | May-99 |
| Lucky Luke | 6.5 | Nov-98 |
| Madden NFL 99 | 8.75 | Oct-98 |
| Magical Tetris Challange | 8 | Jan-99 |
| Major League Baseball f. Ken Griffey Jr. | 7.5 | Jun-98 |
| Mario Golf | 9 | Aug-99 |
| Mario Party | 3.5 | Mar-99 |
| Micro Machines 64 Turbo | 7 | May-99 |
| Mike Piazza's Strikezone | 4.25 | Jul-98 |
| Mission: Impossible | 8 | Jul-98 |
| Monaco Gran Prix 2 | 5 | Jun-99 |
| Monster Truck Madness | 5.5 | Sep-99 |
| Mortal Kombat 4 | 8.5 | Jul-98 |
| NASCAR 99 | 7.25 | Oct-98 |
| NBA In The Zone '98 | 4.75 | Apr-98 |
| NBA Jam 99 | 7 | Feb-99 |
| NBA Jam 2000 | 6 | Dec-99 |
| NBA Live 99 | 7.25 | Dec-98 |
| NBA Live 2000 | 8.25 | Dec-99 |
| NBA Showtime: NBA on NBC | 7.25 | Dec-99 |
| NFL Blitz | 9 | Oct-98 |
| NFL QB Club 99 | 8.25 | Dec-98 |
| NFL QB Club 2000 | 5 | Oct-99 |
| NHL 99 | 8.25 | Nov-98 |
| NHL Blades of Steel '99 | 6 | Apr-99 |
| NFL Blitz 2000 | 7.75 | Sep-99 |
| NHL Breakaway 99 | 6 | Feb-99 |
| Nightmare Creatures | 8 | Jan-99 |
| Off Road Challange | 5 | Sep-98 |
| Paperboy | 4.25 | Dec-99 |
| Penny Racers | 5.75 | Feb-99 |
| PilotWings 64 | 9.5 | Aug-96 |
| Pokemon Snap | 7 | Aug-99 |
| Quake II | 7.75 | Jul-99 |
| Quest 64 | 6.5 | Jul-98 |
| Rampage 2: Universal Tour | 5 | Apr-99 |
| Rayman 2: The Great Escape | 7.75 | Nov-99 |
| Resident Evil 2 | 8.75 | Nov-99 |
| Re-Volt | 4.75 | Oct-99 |
| Road Rash 64 | 8 | Oct-99 |
| Rocket | 8 | Nov-99 |
| Rush 2: Extreme Racing USA | 8.75 | Dec-98 |
| SCARS | 7.75 | Dec-98 |
| Shadowgate 64 | 4 | Aug-99 |
| Shadow Man | 7.75 | Sep-99 |
| Snowboard Kids | 6.75 | Apr-98 |
| Snowboard Kids 2 | 6.25 | May-99 |
| South Park | 7 | Jan-99 |
| Space Station: Silicon Valley | 6.5 | Dec-98 |
| StarCraft | 8 | Oct-99 |
| Star Wars: Episode I Racer | 9 | Jun-99 |
| Star Wars: Rogue Squadron | 8.75 | Feb-99 |
| Starshot | 4.5 | Nov-99 |
| Superman | 1.25 | Aug-99 |
| Super Mario 64 | 9.75 | Aug-96 |
| Super Smash Brothers | 8.5 | Apr-99 |
| The New Tetris | 7 | Sep-99 |
| Tonic Trouble | 7 | Aug-99 |
| Top Gear Overdrive | 7.25 | Jan-99 |
| Top Gear Rally 2 | 6.75 | Dec-99 |
| Triple Play 2000 | 5.75 | Apr-99 |
| Turok 2: Seeds of Evil | 9 | Jan-99 |
| Turok: Rage Wars | 8 | Dec-99 |
| Twisted Edge | 3.25 | Nov-98 |
| Vigilante 8 | 8.5 | Apr-99 |
| Virtual Chess | 3 | Oct-98 |
| VR Pool 64 | 7.75 | Dec-98 |
| Waialae Country Club | 3.5 | Sep-98 |
| WaveRace 64 | 9 | Nov-96 |
| WCW/NWO Revenge | 8.75 | Nov-98 |
| Wetrix | 8.25 | Jul-98 |
| WipeOut 64 | 7.5 | Dec-98 |
| Winback | 7.75 | Nov-99 |
| World Cup 98 | 8 | Jun-98 |
| World Driver Championship | 6.25 | Jun-99 |
| WCW Nitro | 4.25 | May-99 |
| WWF Attitude | 9.25 | Aug-99 |
| WCW Mayhem | 7.5 | Oct-99 |
| Wrestlemania 2000 | 9 | Dec-9 |
| WWF War Zone | 8.75 | Oct-98 |
| Zelda: Ocarina Of Time | 9.75 | Dec-98 |

### DREAMCAST

| TITLE | BL | DATE |
|---|---|---|
| AeroWings | 7 | Oct-99 |
| Airforce Delta | 7.75 | Oct-99 |
| Blue Stinger | 5.25 | Oct-99 |
| Dynamite Cop | 7 | Nov-99 |
| Evolution | 7 | Dec-99 |
| Expendable: Millennium | 4 | Oct-99 |
| Flag to Flag | 4.5 | Oct-99 |
| House of the Dead 2 | 8 | Oct-99 |
| Hydro Thunder | 8 | Oct-99 |
| King of Fighters Dream Match 1999 | 8 | Oct-99 |
| Marvel Vs. Capcom | 7.5 | Oct-99 |
| Monaco Grand Prix | 7 | Oct-99 |
| Mortal Kombat Gold | 7.25 | Oct-99 |
| NBA Showtime: NBA on NBC | 7.25 | Dec-99 |
| NFL Blitz 2000 | 9 | Oct-99 |
| Pen Pen Trilcelon | 4 | Oct-99 |
| Power Stone | 8 | Oct-99 |
| Ready 2 Rumble Boxing | 7.25 | Oct-99 |
| Rippin' Riders | 7 | Dec-99 |
| Sega Bass Fishing | 8 | Sep-99 |
| Sega Sports NFL 2K | 9.25 | Oct-99 |
| Sonic Adventure | 7.75 | Sep-99 |
| Soul Calibur | 9.25 | Oct-99 |

### GAME BOY

| TITLE | BL | DATE |
|---|---|---|
| 720 | 7 | Jun-99 |
| A Bug's Life | 5.75 | Dec-98 |
| All-Star Baseball '99 | 7 | Oct-98 |
| All-Star Baseball 2000 | 7.25 | Jul-99 |
| All Star Tennis | 6.5 | Dec-99 |
| Battle Arena Toshinden | 8 | Jan-97 |
| Bust-A-Move 4 | 8 | Aug-99 |
| Billy Bob's Huntin' 'N Fishin' | 3.75 | Dec-99 |
| Carrot Crazy | 3.5 | Apr-99 |
| Catwoman | 4.75 | Dec-99 |
| Chase HQ: Secret Police | 5.5 | Dec-99 |
| Conker's Pocket Tales | 4.5 | Sep-99 |
| Contra: The Alien Wars | 8.75 | Oct-99 |
| Donkey Kong Land 2 | 8.5 | Dec-96 |
| Deja Vu I & II | 7.5 | Dec-99 |
| Dr. Franken II | 6 | Apr-98 |
| Duke Nukem | 6.75 | Dec-99 |
| FIFA Soccer 97 | 7.5 | Nov-96 |
| FIFA 2000 | 4.5 | Dec-99 |
| Game & Watch Gallery | 5.5 | Jul-97 |
| GB Camera | 7 | Sep-98 |
| Gex: Enter the Gecko | 8 | Mar-99 |
| GriffeyJr. Pres. MLB | 8.75 | Dec-97 |
| Ghosts N' Goblins | 7 | Nov-99 |
| Harvest Moon | 7.5 | Oct-98 |
| Hexcite | 8.5 | Jan-99 |
| James Bond 007 | 8.5 | Apr-98 |
| Joust/Defender | 6.25 | Jun-99 |
| Ken Griffey Jr. Slugfest | 5.25 | Sep-99 |
| Kirby's Block Ball | 8.25 | Jul-96 |
| Klax | 7.75 | Jun-99 |
| Klustar | 5 | Oct-99 |
| Kwirk | 9 | Jun-99 |
| Legend of the River King | 7 | Aug-98 |
| Logical | 5 | May-99 |
| Lucky Luke | 7.25 | Oct-99 |
| Madden NFL 97 | 7.25 | Nov-96 |
| Madden NFL 2000 | 7.75 | Dec-99 |
| Men In Black: The Series | 4.75 | Mar-99 |
| Mario Golf | 8.75 | Nov-99 |
| Moon Patrol/Spy Hunter | 6.75 | Jul-99 |
| Mortal Kombat 4 | 5 | Apr-99 |
| Motorcross Maniacs | 8.5 | Sep-99 |
| Ms. Pac-Man | 7.75 | Nov-99 |
| Mulan | 4.75 | Dec-98 |
| NBA In The Zone '99 | 4 | Jun-99 |
| NBA Jam 99 | 7.5 | May-99 |
| NFL Blitz | 6 | Apr-99 |
| NHL Blades of Steel '99 | 7.5 | Apr-99 |
| Oddworld Adventures | 7 | Feb-99 |
| Pac-Man | 7.75 | Sep-99 |
| Pitfall: Beyond the Jungle | 6.5 | Mar-99 |
| Pokémon | 9 | Oct-98 |
| Pokémon Pinball | 8 | Sep-99 |
| Pokémon Yellow | 6.5 | Nov-99 |
| Prince of Persia | 6 | Jul-99 |
| Quest for Camelot | 5 | Mar-99 |
| R-Type DX | 7.5 | Sep-99 |
| Rampage: World Tour | 6.5 | Apr-99 |
| Rugrats Movie | 2.5 | Feb-99 |
| Skate of Die 2: Tour de Thrash | 9 | Aug-97 |
| Small Soldiers | 7.75 | Dec-98 |
| Smurf's Nightmare | 6.5 | Jan-99 |
| Spawn | 6.25 | Sep-99 |
| Spy Vs. Spy | 7.5 | Aug-99 |
| Super Black Bass | 8 | Jan-99 |
| Super Breakout/Battlezone | 8.25 | Oct-96 |
| Super Mario Bros. Dlx. | 9.25 | Aug-99 |
| Survival Kids | 7.5 | Sep-99 |
| Tamagotchi | 7 | Apr-98 |
| Tarzan | 6.5 | Aug-99 |
| Tetris Attack | 8.5 | Oct-96 |
| Tetris Blast | 8.75 | Mar-96 |
| Tetris DX | 8.5 | Dec-98 |
| The Fidgetts | 7.5 | Apr-98 |
| The Legend of Zelda: Link's Awakening | 9.25 | Mar-99 |
| Top Gear Pocket | 6 | May-99 |
| Twouble | 6.5 | Apr-99 |
| V-Rally Ed. '99 | 5.5 | Aug-99 |
| Vegas Stakes | 8.25 | Oct-97 |
| Wario Land II | 8.75 | Apr-98 |
| World Cup 98 | 3 | Oct-98 |
| WWF Attitude | 6.5 | Jul-99 |
| WWF Wrestlemania 2000 | 7.25 | Dec-99 |

### NEO GEO POCKET COLOR

| TITLE | BL | DATE |
|---|---|---|
| Baseball Stars | 6 | Aug-99 |
| Beast Busters: Dark Arms | 8.75 | Dec-99 |
| Bio Motor Unitron | 9 | Oct-99 |
| Bust-A-Move Pocket | 8.25 | Sep-99 |
| Crush Roller | 7.5 | Aug-99 |
| Fatal Fury: 1st Contact | 8 | Aug-99 |
| King of Fighters | 8.5 | Aug-99 |
| Metal Slug: 1st Mission | 8.5 | Aug-99 |
| Neo Geo Cup '98 | 8 | Aug-99 |
| Neo Turf Masters | 8.25 | Oct-99 |
| Pac-Man | 7 | Nov-99 |
| Pocket Tennis Color | 6.75 | Aug-99 |
| Puyo Pop | 7 | Oct-99 |
| Puzzle Link | 7.75 | Dec-99 |
| Samurai Shodown 2 | 8.75 | Aug-99 |