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November 1999
Vol. IX • Issue 11
#79

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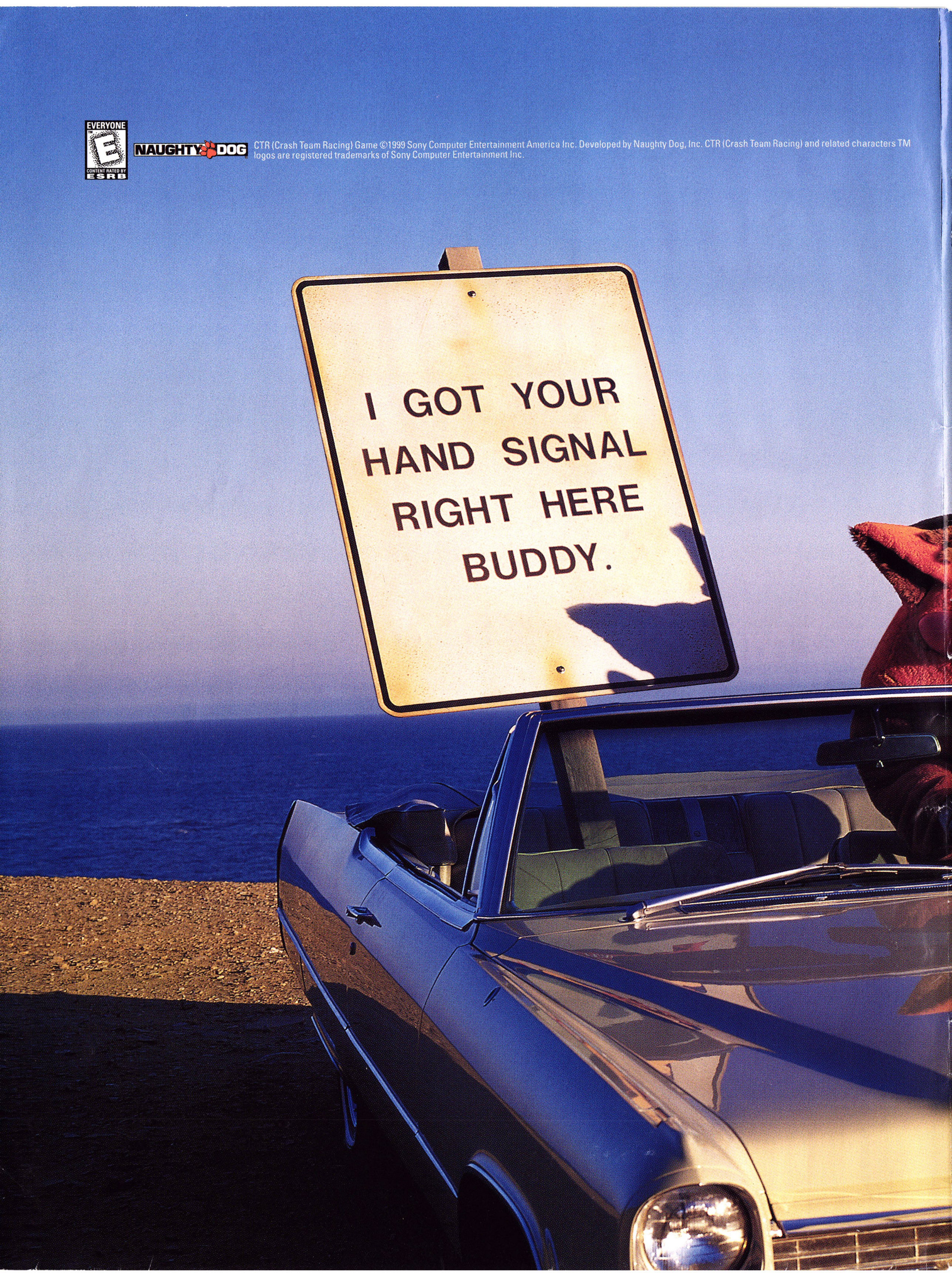

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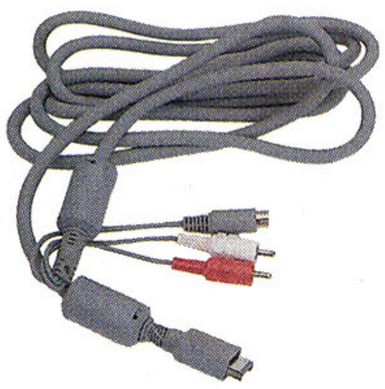

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TABLE OF CONTENTS • TABLE OF CONTENTS •

GI MAGAZINE™

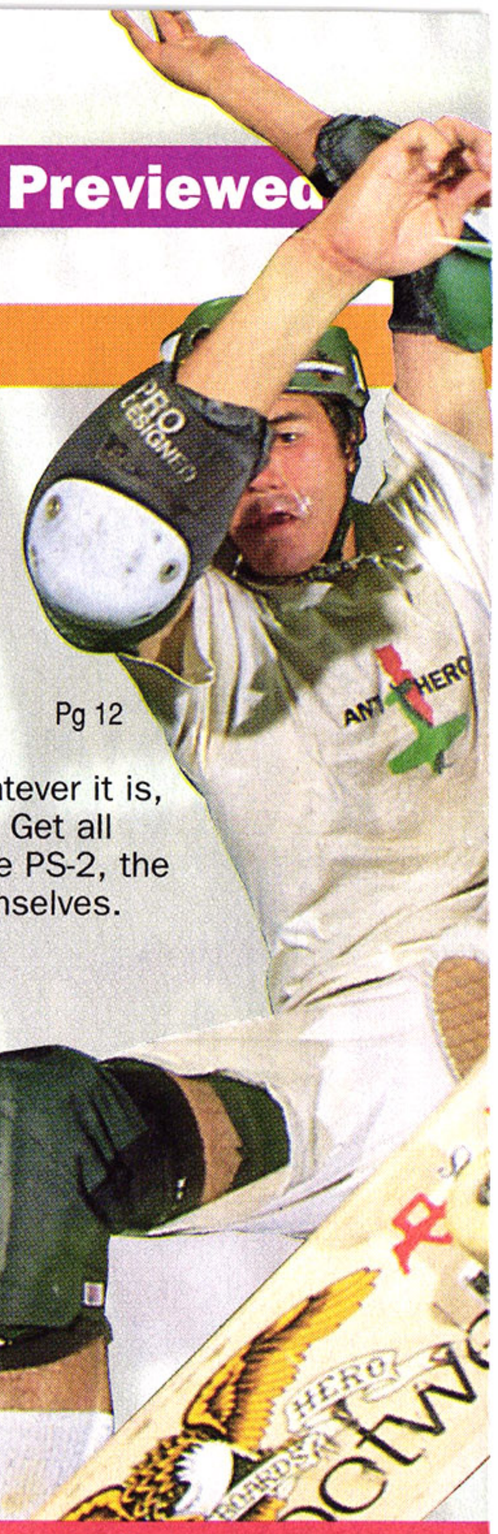
Over 100 Games Reviewed & Previewed

Features

12 **Cover Story: Tony Hawk's Pro Skater**
A skating game this good? We had other plans for the cover this month, but Tony Hawk was just too good to be true. This game had everyone in the office sneaking away from their desk to get in a little extra playing time. Get the scoop and check out our interview with Tony Hawk.

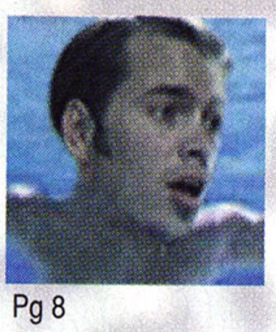
18 **Feature: PlayStation 2 Extravaganza**
Is it a DVD player, a game system, or a radiator? Whatever it is, it's got us walking around with big grins on our faces. Get all your facts straight with this trove of information on the PS-2, the Dual Shock2, and of course, the amazing games themselves.

24 **Feature: Space World**
Cripes! It seems like all we have to do is mention the word Pokémon and another 50 subscribers magically appear. Senior Editor Paul Anderson brings back our first substantial info on Pokémon Silver and Gold, an announcement about the pending release of the 64DD in Japan, and more news on upcoming Nintendo games. Did we forget to mention the interview with the man behind Mario, Shigeru Miyamato?


Pg 12

Departments

Pg 6


Pg 8

Pg 9

Pg 28

Pg 100

6 **Letter From the Editor**
Homie Don't Play That

8 **Dear Game Informer**
GI readers from across the globe interact with Game Informer.

9 **Envelope Art**
You can't win if you don't enter GI's Monthly Envelope Art Contest.

28 **GI News**
Nintendo announces a new Game Boy and talks of new Pokémon, updates from the Tokyo Game Show, plus Name That Game!, Trivia, and GI's Top Ten.

84 **Photophile**
Super mini-previews with a big taste! This month we crammed in the Dukes of Hazzard, Ridge Racer 64, Mega Man Legends 2, and Tomorrow Never Dies.

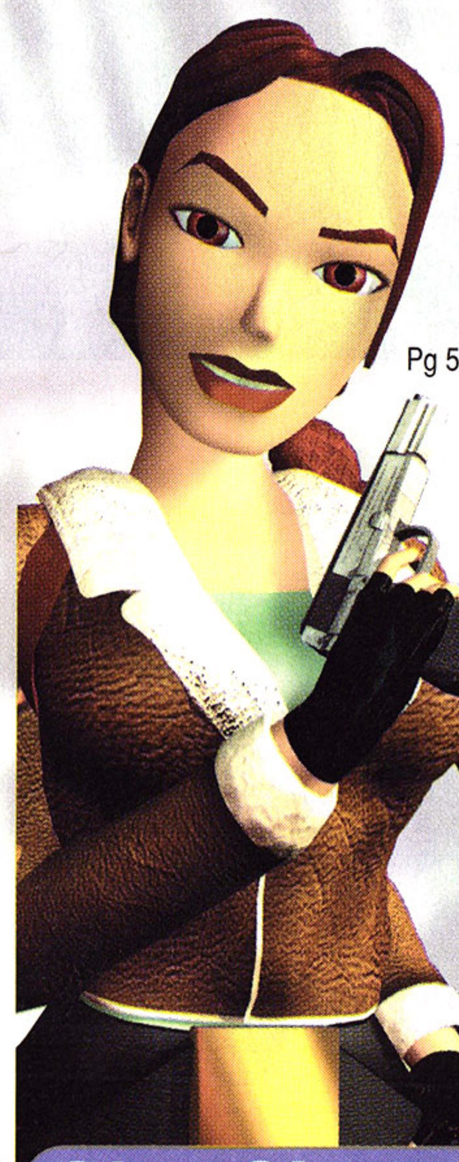
90 **Game Informer PC**
Oops. We broke the PC Jedi. Or no, one of his games is broken? Oh well, he babbled something about Mech Commander Gold, Starfleet Command, Septerra Core, and Sinistar Unleashed.

91 **Arcade Brigade**
Shortly after saving the world from a horde of zombie Pokémon collectors, The Arcade Assassin squeezed in just enough time to go off about Ferrari 355, San Francisco Rush 2049, and Outtrigger.

92 **Play to Perfection**
Skaters, poseurs, and people who never touch the stuff gather 'round. We've provided you with guided tours of every area of Tony Hawk's Pro Skater, including sweet spots and some of the highest scoring trick combos in the game.

98 **Secret Access**
Fabulous tips from readers and Game Shark codes that dazzle the eye! Enhance your gaming experience with codes for Ready 2 Rumble, NFL Blitz 2000, Mortal Kombat Gold, and Sled Storm.

102 **Classic GI**
Fond memories and old groans emanate from this page when we check out classic games on the SNES and Genesis systems, and throw in a few classic codes to boot.


Pg 54

Reviews & Previews

34 **Nintendo 64**
Battletanx 2: Global Assault, Castlevania: Legacy of Darkness, Destruction Derby 64, Donkey Kong 64, Earthbound 3: The Final Days of the Pig King, Excitebike 64, Legend of Zelda: The Continuing Saga, NBA Courtside 2 Featuring Kobe Bryant, Rayman 2, Resident Evil 2, Winback

46 **PlayStation**
Crash Team Racing, Dune 2000, Grand Theft Auto 2, Grandia, NASCAR 2000, NHL 2000, NHL Face Off 2000, Resident Evil 3:Nemesis, Spyro 2: Ripto's Rage, Thousand Arms, Tomb Raider: The Last Revelation, Wipeout 3

64 **Dreamcast**
Crazy Taxi, D2, Dynamite Cop, Ecco the Dolphin, Fighting Force 2, Freshtracks, Seaman, Shenmue, Soul Fighter, Toy Commander, Virtua Fighter 3tb

74 **Game Boy Color**
Pokémon Yellow, Pokémon Silver & Gold

Pg 43

At a Glance

76 **Nintendo 64**
Rocket, Starshot

PlayStation
Bass Rise, Gallop Racer, Hot Wheels Turbo Racing, Juggernaut, Metal Gear VR Missions, Monkey Magic, Rat Attack, Re-Volt, Shadow Tower, Shadow Man, Tail Concerto, Test Drive: Off Road 3, Tiny Tank, WCW Mayhem, Xena: Warrior Princess

Game Boy Color
Game & Watch Gallery 3, Ghosts N Goblins, Legend of Zelda: Fruit of the Mysterious Tree, Mario Golf, Ms. Pac-Man, NBA 3 on 3 Featuring Kobe Bryant, Vegas Games

Neo Geo Pocket Color
Pac-Man

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LETTER FROM THE EDITOR

Homie Don't Play That

BY ANDREW McNAMARA

That's right. I'm not too happy with Sony's choice to go with broadband Internet connections to deliver games. First off, I don't see broadband hitting any kind of market penetration in the timeframe that PS-2 will be in the limelight of next-generation gaming. Secondly, I hate cable modems.

As of now, and this may change in the future, for each person in your neighborhood that gets a cable modem, your data transfer rate slows down. Which, in and of itself, makes the medium moronic. Then you add in the fact that my cable signal already stinks and this whole cable modem thing is heading for disaster.

Back that up with the fact that Sony wants me to run out and buy a modem and pay an ISP 20 bucks every month just so I can download games from the comfort of my living room. Yeah...right. I think not.

Certainly this plan could almost work if I was going to surf the web on my TV, but as Dreamcast owners already know, surfing the Internet on a standard TV just stinks. The only way surfing in the living room is somewhat bearable is if you have high definition TV (HDTV), and let me tell you first hand that there aren't many people with those. Plus, to throw another wrench in the cogs, the realities of HDTV being in everyone's living room is still at least four years off. If you can afford a HDTV, you can afford to buy a computer for all your Internet surfing fun, so why would you want to surf in the living room?

While I realize that broadband connections are the way to go (I have one at home), I don't want to sit around and wait for Sony to figure out that things aren't going to work out as planned while we miss out on years of multiplayer gaming that could have been. I want to play EverQuest on PlayStation now, not at some unseen time in the future. Luckily, Sony hasn't ruled out the possibility of another company selling a modem and making massive multiplayer games a reality, but I just don't like the idea of the system manufacturer not supporting the medium.

Then there is the last, and possibly worst, scenario regarding this whole e-distribution of gaming thing – the downloads could take forever. Right now I know game developers that send games over the Internet and it takes somewhere around 14 hours – and that's for a CD-ROM. Imagine how long it will take with a DVD. There are also times when the game arrives at its destination missing sections of data. Yikes! Plus, storing games on hard drives? Isn't that why I play console games – to avoid the hassle.

I don't know, this may work, but right now I think this whole thing sounds like a mess. And homie don't play that.

Grassy Knoll Gamers (left to right): Paul, Andy, Matt, Jay, Reiner. Inset: Lee Harvey Reppen (Erik).

GAMES INDEX

Game	Page Number
Army Men	88
Bass Fishing	25
Bass Rise	80
BattleTanx (GBC)	88
Battletanx 2	35
Bouncer, The	21
Castlevania: Legacy of Darkness	39
Countdown Vampires	84
Crash Team Racing	50
Crazy Taxi	69
Croc (GBC)	89
Custom Robo	25
D2	73
Dark Cloud	21
Destruction Derby 64	45
Donkey Kong 64	43
Dukes of Hazzard	86
Dune 2000	62
Dynamite Cop	64
Earthbound 3: The Final Days of the Pig King	25, 44
Ecco The Dolphin	73
Eternal Arcadia	88
Eternal Ring	21
Excitebike 64	45
F-Zero Expansion Kit	24
Fear Effect	87
Fighting Force 2	72
Freshtracks	68
Galerians	85
Gallop Racer	78
Game & Watch Gallery 3	89
Ghosts N Goblins	82
Gran Turismo 2000	21
Grand Theft Auto 2	56
Grandia	47
Hotwheels Turbo Racing	77
Juggernaut	77
Kessen	20
Kirby's Dreamland 64	25, 84
Kobe Bryant 3 on 3	89
Kyojin no Doshin	24
Legend of Zelda: Fruit of the Mysterious Tree	25, 89
Legend of Zelda: The Continuing Saga	25, 42
Macross VF-X 2	87
Mario Golf	81
MechCommander Gold	90
Mega Man Legends 2	85
Metal Gear Solid: VR Missions	76
Mini Racers	25
Monkey Magic	78
Ms. Pac-Man	82
NASCAR 2000	62
NBA 3 on 3 Featuring Kobe Bryant	89
NBA Courtside 2 Featuring Kobe Bryant	44
Need for Speed V-Rally	85
New Ridge Racer	20
NHL 2000	63
NHL Face Off 2000	63
Pac-Man	82
Paint Studio	24
Pokemon Silver and Gold	25, 75
Pokemon Yellow	74
Rat Attack	81
Rayman 2	34
Resident Evil 2	38
Resident Evil 3: Nemesis	60
Re-Volt	80
Ridge Racer 64	84
Rocket	76
Seaman	72
Septerra Core	90
Shadow Man	81
Shadow Tower	80
Shenmue	70
Sim City 64	24
Sinistar Unleashed	90
Soul Fighter	71
Spider-Man	86
Spyro 2: Ripto's Rage	58
Starshot	76
Star Trek: Star Fleet Command	90
Super Mario RPG 2	25
Super Runabout	87
SuperCross Circuit	86
Tail Concerto	78
Talent Studio	24
Tekken Tag Tournament	20
Test Drive: Off Road 3	79
Thousand Arms	46
Time Loop	85
Tiny Tank	79
Tomb Raider: The Last Revelation	54
Tomorrow Never Dies	84
Tony Hawk's Pro Skater	12, 92
Toy Commander	65
Vegas Games	89
Vigilante 8	88
Virtua Fighter 3tb	66
WCW Mayhem	79
WCW Mayhem (GBC)	89
Winback	36
Wipeout 3	48
Xena: Warrior Princess	77

Andy, The Game Hombre
andy@gameinformer.com

"I just got back from Tokyo Game Show, and to say that I'm pretty impressed with the PlayStation2 would be an understatement. At this point the games are good; nothing revolutionary yet (don't forget they still have six months of development time left), but I never would have guessed that it would be able to play DVD movies (with Dolby Digital and dts) without some kind of add-on. That's awesome. I already paid well over 300 bucks for a DVD player and for me to be able to get another one – that just happens to include a PlayStation2 – is incredible."

Paul, The Game Professor
paul@gameinformer.com

"So there I am, at Nintendo's Space World, expecting to see some cool Dolphin footage or something. Nintendo had nothing, and I scoured the site looking to kick Mario's tail. Couldn't find that plumber boy, so I turned my aggression to Charmander. Unfortunately, some other Pokemon (I didn't get a good look at it) blind-sided me, and I awoke to find myself stuck under the new Zelda 64 display. Luckily, that game is cool. I just watched as I dressed my wounds. Other than Zelda and getting my butt wupped by a Pokémon, Space World was a fairly uneventful show."

Reiner, The Raging Gamer
reiner@gameinformer.com

"After some serious soul searching, I now know what the true meaning of life is, and oh boy, is it amazing! The meaning of life is...eh? (Reiner's train of thought is derailed as Erik begins thrashing about his desk screaming nonsense about this month's grueling deadline.) Hold that thought, I need to calm one of my coworkers. (Like Jesus walking across water, Reiner gracefully glides to Erik's desk.) Fool, what's yo deal? (In a lighting fast motion, Erik's iron fist connects with Reiner's jewels.) ARGH! You bruised my precious orbs! Damn you rat-monkey!!! I... will... get... revenge..."

Jay, The Gonzo Gamer
jay@gameinformer.com

"Things given up during this issue: soda (1 successful attempt, 2 failures). Sick things eaten this issue: Green Slime sauce. Innovations this issue: writing a half page article with a person writing one sentence, then passing it on until completed. Total staff hours put in on Tony Hawk's Pro Skater: 85. Highest single combo score: 24,400. Skateboard ridden for issue research: Payaso Longbow. Percentage of this magazine written in the last week: 70%. Ideas Gonzo had for a clever blurb: 0"

Matt, The Original Gamer
matt@gameinformer.com

"I just spent the weekend in Vegas, and I have one piece of advice for every guy out there: Don't wear tank tops! (Especially if you're fat.) You don't look cool, you look like a tool. Also, someone at Nintendo needs to stop sniffin' their BVD's and get some good games out for the N64. Outside of Donkey Kong 64, this year's holiday lineup looks about as exciting as a Jim Belushi film festival. You can't expect kids to keep eating out of the Pokémon slop bucket forever. Fads like this have a notoriously short lifespan. Remember Mighty Morphin Power Rangers? Neither does anyone else."

Erik, The PC Jedi
erik@gameinformer.com

"The Dead Lion leapt. I did a full length split and delivered a mighty blow to its gonads as it flew over me gnashing and clawing at air where my head had just been. The wretched thing shrieked and tumbled to the ground groaning. It had been a long battle and I was already growing weary so I grabbed a hold of an Atari Jaguar and smashed it repeatedly into the Dead Lion's head hoping to knock it unconscious before it had a chance to recover from its injury. The Dead Lion faded away, leaving us in peace for a scant few days before the endless battle began again."

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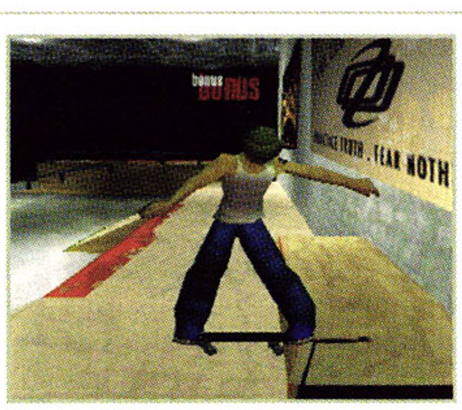

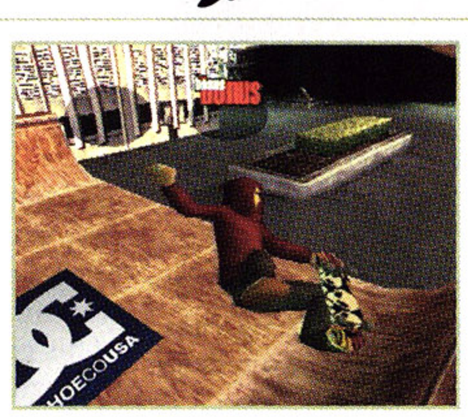

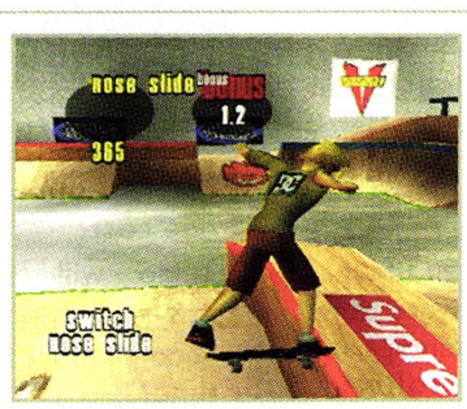

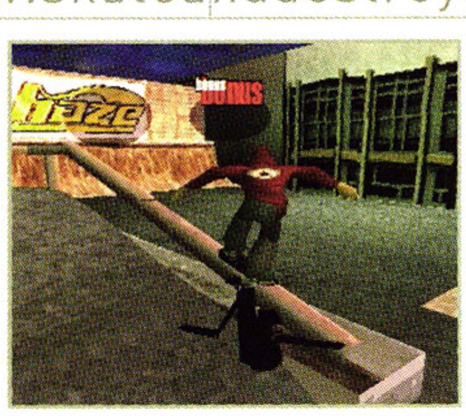

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Letters From Our Readers

Soul Reaver: Director's Cut?

I would like to direct your attention to something. Eidos, the company who issued the Soul Reaver game, has cheated gamers. They have released a cut-up version of the game so chock full of bugs, glitches, and errors that pure playing enjoyment is impossible. Further, it has come to my attention that nearly a third of the game has been cut.

Why was this done? I have no idea, but I hope this letter makes it into your magazine so Eidos will know that they can't cheat people out of a good gaming experience. We waited over a year for this game, and what do we get for our patience? A game that crashes constantly, has missing parts, and has the worst possible ending any company could give a gamer. I paid nearly $40 for this game. At the very least I expected some sort of good ending, but instead I get, "TO BE CONTINUED." For further information on what this game really had, direct your attention to www.thegia.com/news/n990831a.html. I'm sure you'll be as surprised and angry as I was when I read this.

The worst part of it is that the information for the cut parts are still on the game disk. This is not the way for a gaming company to garner support from its fans. This is a sad day indeed for gamers everywhere, especially when a gaming company can do things like this at the last minute.

Michael Gevins
Bridgeport, PA

All of this information is true. We received confirmation from Crystal Dynamics that several pieces of the game were, in fact, chopped out of the final product. Why these pieces were left on the disc is a mystery. Maybe it was a cry for help from the development team that spent years on this project, then a deadline came along and stripped away their dream. Who knows? Leaving this stuff on the disc was a bad idea, and Crystal had better have a cheap Director's Cut in the works so that we can play the finished product. It's a great game, but come on! Finish it before you release it! Believe it or not, Konami pulled a similar stunt with the Nintendo 64 game Castlevania. It was supposed to have four playable characters, but when it released it only had two. Later this year, Konami is releasing the finished game under the guise, Castlevania: Legacy of Darkness.

History Lesson

I have been noticing a lot of hype around the Dreamcast. Even though it is an inferior system to the PS-2 and Dolphin, everyone is saying it still is going to do well because of the lead it has over all the other systems. I don't think that is going to make a difference. Sega has always put out a superior system before everyone else puts out an even better system.

It has been this way for years. First there was the NES. Then Sega came out with the Genesis which was superior to the NES. Then Nintendo came out with the Super Nintendo which was superior to the Genesis. While the Genesis did well, the Super Nintendo did much better. Then Sega came out with Saturn. That too was superior to the SNES. Then the PlayStation arrived, and that pretty much ground Saturn's face into the dirt.

Now there is Dreamcast. Superior to everything else out there, but not for long. I'm not saying that Dreamcast is bound to flop, and it does look sweet compared to anything on the home console market today, but is this just going to be another case of history repeating itself? I know that games make or break a system. It doesn't matter how good the system is if it doesn't have enough good games to support it. How is Sega on this matter? With all the major console companies coming out with new systems, this will be one heck of a console war. I'm looking forward to it.

David "What's my age again?" Scarberry
Juno.com

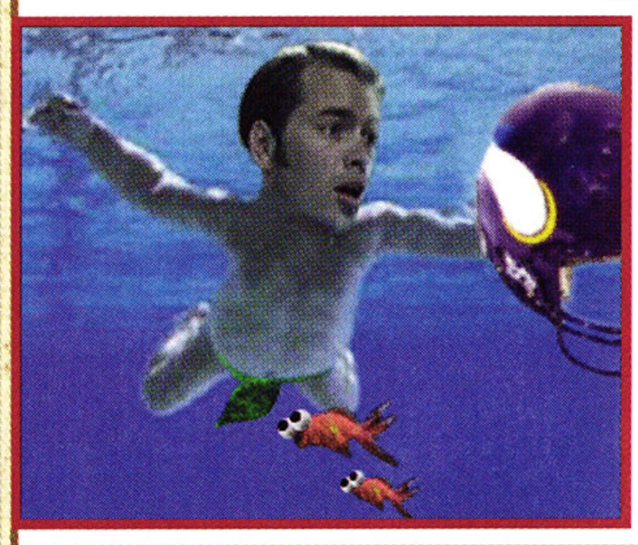
It's too early to tell. Both Sony and Nintendo can talk smack about how great the new machines will be, and how much they will squash Sega, but we won't believe it until we see it. Here's the pattern – almost every console is talked up to be the most powerful unit ever, then it hits the street and the machine can only handle half of what was suggested. It happens every time.

As of now, Sega has an advantage and a good head start. The software looks great, and the Dreamcast is already collecting a library of games light-years better than that of the Saturn. However, there are still a ton of third-party developers who do not want to create software for Dreamcast, and this is a sore spot for Sega. The absence of Electronic Arts and Square Soft is a bad thing, and something from which Nintendo and Sony can greatly benefit.

Smells Like Team Spirit

Why do you guys always talk about the Minnesota Vikings and Timberwolves? The Denver Broncos and Houston Rockets are far superior. Get with it!

John McFaras
Oakland, CA



Game Informer headquarters is located in Minnesota – the armpit of the nation. It's always damp and stinky here. Always. To get our minds off the Minnesota misery that crushes our spirits and makes us whine like a beaver with its leg caught in a bear trap, we root-root-root for the Minnesota ball clubs. Both Paul and Andy are huge T-Wolves and Vikings fans. Matt, the gamer from the ghetto, has Vikings season tickets. Life must be rough, huh? As for Jay, he doesn't think much of either team, and hopes that both will have horrible seasons this year. Reiner dislikes anything that reminds him of his co-workers; and Erik believes that the Vikings were brave warriors with great table manners, yet he has a sneaking suspicion that they weren't very nice people.

Elvis – The King of Highlighting

When you guys review a game, there is always a comment (good or bad) highlighted in bold letters. Who decides to highlight these comments? I would also like to send congrats to GI for not falling for the "norm" – which is mentioned in September's Letter From the Editor.

Keep Shining GI!
NME FIST...

That's an interesting question. When we proofread pages for grammatical errors, a highlighting marker is used to choose the review quotes that should be in bold. Ironically, we have no idea who actually highlights these quotes. Matt claims that he saw Elvis doing it. Then again, Matt has also been caught sniffing glue and drinking out of the toilet.

Skool Be Cruel?

I'm a junior in high school, and I was thinking I could either go to college in Boston and get a good education, which every aspiring college student needs. Or, I could go to another school and just get a regular education to get me by in life. Or, I could just screw the education and go to a college near Eden Prairie and try and get myself work with GI. I pretty much don't care what kind of job I get, just as long as I work there.

Thanks,
Logan
Holmes Beach, FL

Donut werry aboot skool. Edukaten iz ovoratid. All u needz iz a gud dicktonaire and a gud pursonalate. It wurkt fur us.

Fun Little Numbered Questions!

1) When will the PlayStation 2 console be released?

2) How much will the adaptor to connect the old console to the new one cost?

3) How will I be able to wait that long?

4) How come NES and SNES games become more difficult to turn on over time?

5) What can I do to fix this problem?

6) Why does Reiner get blasted so much in a magazine he works for?

Sewer Lobster

We love numbered questions, but this time we're going to answer them out of order. Revolution!

3) Wait for what? We're confused!

2) What adaptor? What console?

5) What are you talking about?! These crazy out-of-order questions make no sense!

6) Ahh... finally, a question we can answer. Andy's big quote is, "Readers think that mentioning Reiner will get them onto the letters page." Honestly though, this is complete nonsense. Reiner gets belittled in Dear GI because the rest of the review crew is jealous of his success. They are jealous of his gaming wisdom and power. They are jealous of his good looks. They are jealous of his legion of fans. For years, Paul has manned Dear GI and has insulted Reiner in almost every issue. For what?! Just to raise his own ratings. Jealousy – it's a killer.

4) Because they are old.

6) Oh wait...we answered this one already.

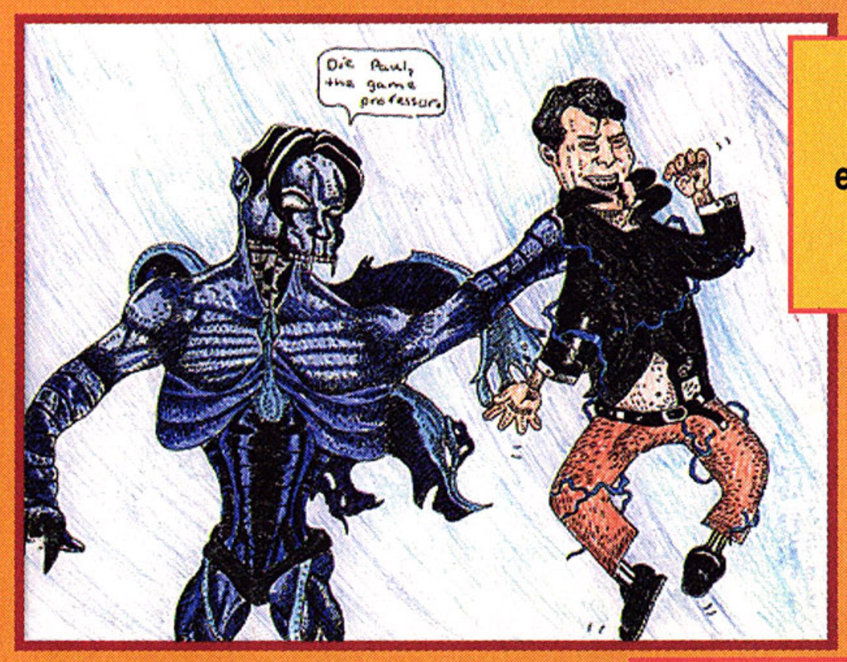
1) March 4, 2000 in Japan, autumn 2000 in the States. Whew! These out-of-order questions were grueling!

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

November Winner

Billy Moran, Brick, NJ



The dream of every hardcore gamer.

Dreaming of Online

I was wondering if you could tell me how well the modem works in the Sega Dreamcast. Have you tried surfing the Internet? How well does Sega Rally 2 work over the Internet? It's been out for awhile in Japan. Are there any reports, good or bad, about how Sega Rally 2 works there? Internet multiplayer is one of the reasons I'm buying this system, and I would just like to know how well it works. Just imagine racing a Gran Turismo type game, playing against 2 to 20 other people. It almost makes you soil yourself doesn't it?

DJ Wonderbread – Master of the Bumpasaurus and the Humpty Dance

We hate to burst your bubble DJ, but Sega still hasn't finalized the online gaming aspect of its Internet service quite yet. Right now, you can download stupid little additions to Sonic Adventure, and that's about it. The web browser works quite well and actually moves out at a nice speed. However, just like Web TV, most of the web pages out there don't fit onto the screen correctly. In addition to this, the text is washed out. Many of the images on the Internet also look rather strange. Really, this service is about gaming, and we've yet to see how it works.

The Highest Compliment Ever

I've read GI and its competitors for seven years, and GI is easily the leanest, meanest, electronic recreational periodical on the market. It seems many of the other mags have donned the kneepads to make Nintendo and Sega happy, but I've never observed this magazine do it. That's journalism in the truest sense. I'm sick of everyone whining about this and that – I hate this and that – you need to throw that crap in the hamper for ya mama to clean. It's hard to make everyone happy, impossible – like trying to look cool pumping gas.

GI has saved me countless $$$ because of its reviews – so I thank them and you should too.

John Stefan
via aol.com

Never have we received such high praise, and we're delighted that you trust our reviewers. All of the hard work is finally paying off! Thanks a billion! But we gotta tell ya, we'd sell out in a heartbeat. Seven years of deadlines will cripple any soul. Any company that would like a perfect 10 rating on its next game should send twenty thousand dollars (small bills please!) to the Dear GI address listed above.

What Makes a Game

I was talking with my cousin about video games one day and how they have changed. He says graphics are everything, and lots of people agree with him. He bases all games on FFVII's graphics and will not play anything with worse graphics. I, on the other hand, say gameplay is everything and don't care about graphics. What do you guys think?

Unknown
via aol.com

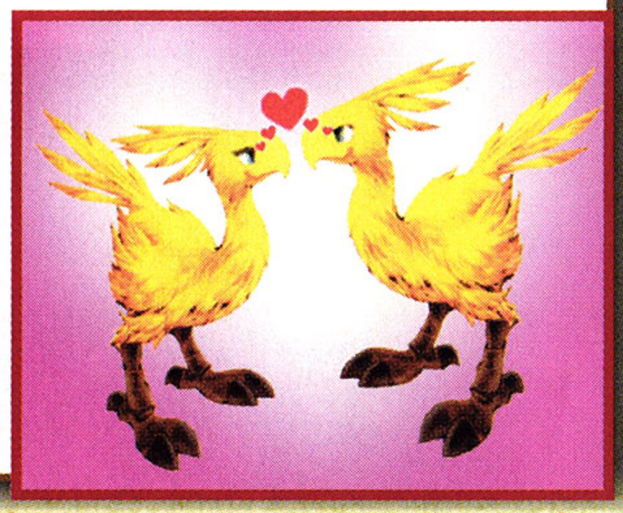
This is an age-old dispute that will never end. It's been a thorn in our side since Pong was conceived. Both graphics and gameplay make the experience better. Which is more important is just personal taste. What you need to do is change your angle and argue that sound and packaging make a game, not graphics or gameplay. He won't bring the topic up again.

The Dating Game

There's this girl in school who loves to play Final Fantasy VIII. She's not the prettiest thing in the world, yet I've fallen in love with her simply because she is obsessed with my favorite game. I really want to ask her out, but I still haven't talked to her. She probably doesn't know I exist. I dream about her as my lovely RPG-playing wife. I'm obsessed. Think of it, GI guys – me and my lovely lady playing Final Fantasy VIII for an eternity! My heart aches! Help me GI! You are my only hope!

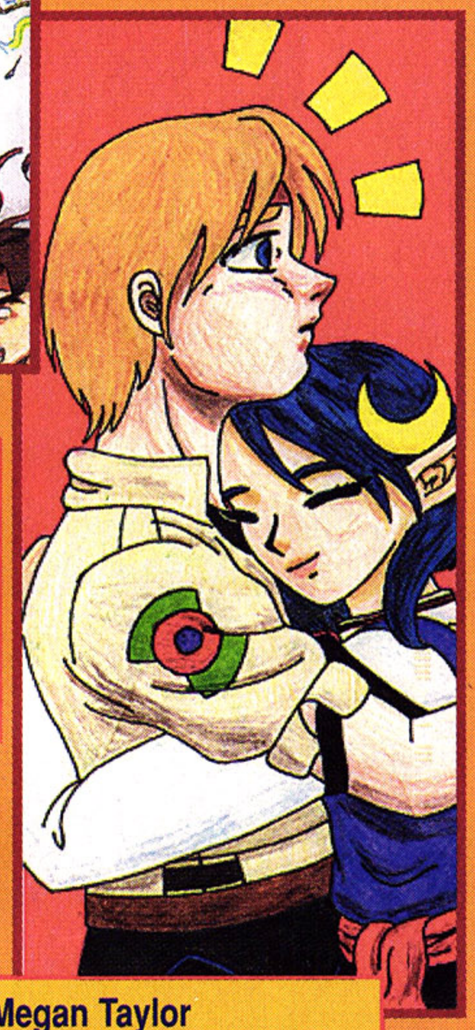
John Johnson
San Rafael, CA

First of all, you gotta change your name. You won't score with the ladies with the name John Johnson. It may be difficult, but you gotta pull yourself together and actually confront this broad. Ask her if she'd like to come over and check out your collection of Triple Triad cards. From what we suspect, she'd love to see your hand. You really do sound like the perfect match for one another. Word of advice – clucking like Chocobos is fine and dandy, but junctioning her now and then will, in turn, keep your GunBlade finely polished.

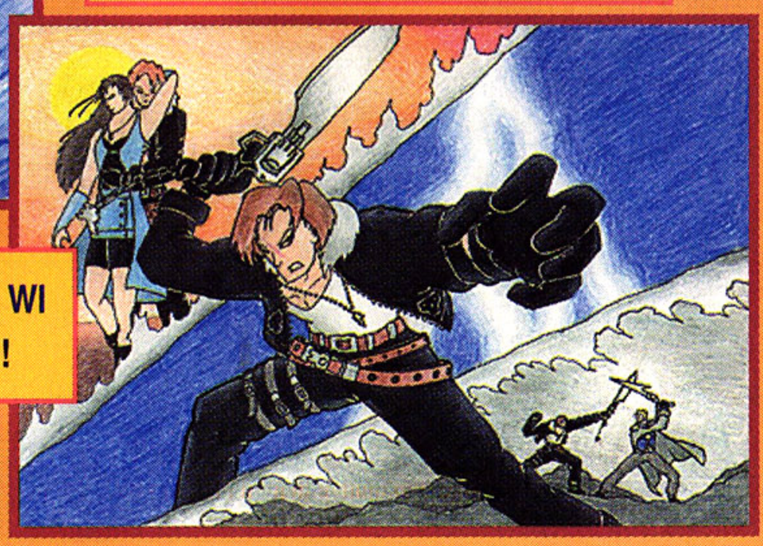


Benny Ross
Kick...punch...it's all in the mind.

Amelia B. Hernandez
Los Angeles, CA
Grrrl, you be fine!

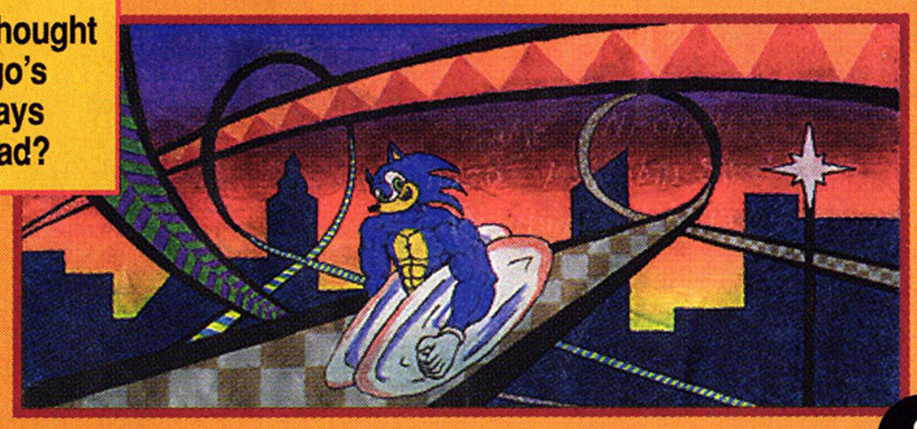


Megan Taylor
Columbia, MD
Spider sense going crazy! Danger...down...there!!!



Josh Gilbert, Glendale, WI
Snap into a Slim Jim!

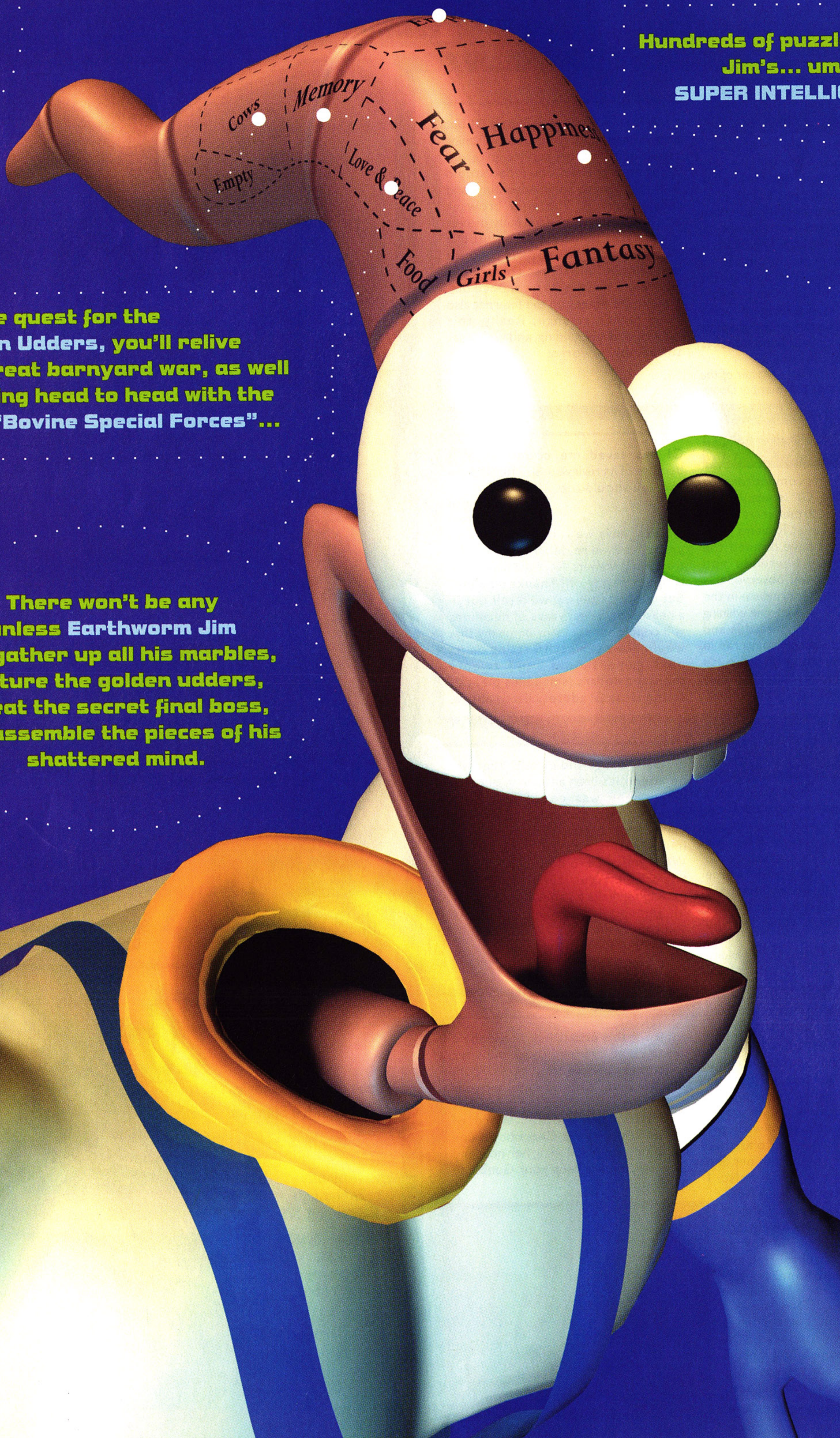
Anthony Zanfardino
Patchogue, NY
And you thought Chicago's highways were bad?



Hundreds of puzzles to test
Jim's... um...
SUPER INTELLIGENCE!

On the quest for the Golden Udders, you'll relive the great barnyard war, as well as going head to head with the elite "Bovine Special Forces"...

There won't be any unless Earthworm Jim can gather up all his marbles, capture the golden udders, defeat the secret final boss, and assemble the pieces of his shattered mind.



AMERICA'S FAVORITE EARTHWORM SUPER-HERO IS BACK.

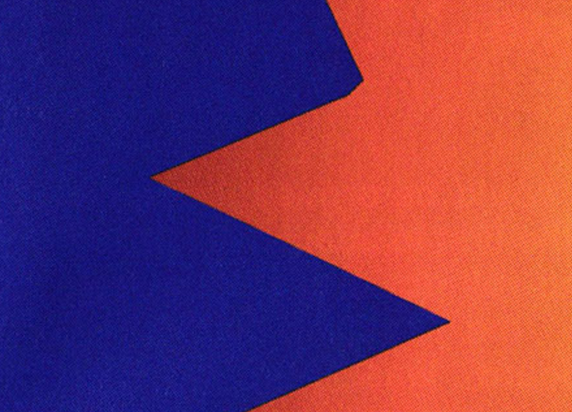
40 of Earthworm Jim's allies and enemies!

13 weapons including the Groovy Gun, the Chicken Gun, Banana-Myte, and the good old Hair Flamer!

5 evil bosses to battle including: Professor Monkey for a Head, Psy-Crow, Bob the Goldfish, and Fatty Roswell

EARTHWORM JIM™ 3D

www.earthworm-jim.com



NINTENDO.64

Interplay™ BY GAMERS. FOR GAMERS.™

EVERYONE E CONTENT RATED BY ESRB

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TO AIR IS HUMAN

Although it could be argued indefinitely who was the first to attach wheels to a board and roll down a driveway, it was in the 1960s that the manufactured skateboard was born. Toy companies, surf shops, and department stores alike began making and selling hard rubber wheels attached to heavy wooden boards, advertising them as the street version of surfing. For a brief time, skateboarding captured the media's attention and the public eye. By 1967, however, skateboarding's popularity dwindled, and it looked to be no more than another passing fad.

Skateboarding as we know it might not exist if not for Frank Nasworthy's invention of the Cadillac Urethane skate wheel in the early 70s. This wheel allowed skateboards to go outside the roller rink, giving a smooth and fast ride on relatively rough streets. Skateboarding had become accessible to the masses, and before long, every kid on the block had a board, and skateparks were opening everywhere.

The urethane wheel and changes in board design truly brought skateboarding into its own. Unlike the 60s, where what few tricks there were borrowed heavily from surfing, the hordes of new street boarders were creating a new style with new moves and tricks to go with it. Born was the ollie, the fakie, the grinder, and the aerial. The craze lasted until the late 70s when, inexplicably, skating's popularity waned once more.

Lack of public interest forced almost all of the skateparks to close. Those that clung to the sport weren't welcome on the street (hence the catchprase "Skating Is Not a Crime" was coined), and had nowhere to go. Skaters had no choice but to build their own backyard vert ramps and halfpipes, starting a sort of skateboarding underground. As these ramps gained prevalence, and with the move towards narrower and lighter wheels, the vertical skater became the norm.

By the mid-80s, the spectacular stunts that vert skaters were pulling off would once again put skateboarding in the limelight. Since then, boarding's acceptance has continued to fluctuate, but it's never almost died as it did in the 70s. Today, skateboarding's back in the saddle thanks to exposure from MTV, Vans Warped Tour, and especially ESPN's X-Games. Hopefully, this time it's here to stay.

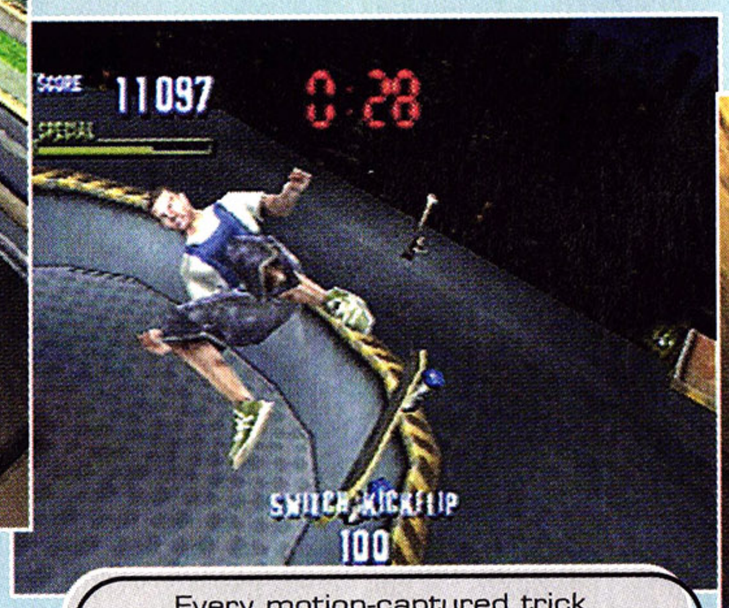
TO THRASH DIVINE

About the only thing that's suffered a more drastic slump than skateboarding is skateboarding video games. In 1986, Atari released 720° and it became an instant arcade hit. The game had it all, street skating, equipment upgrades, tournaments, and that funky angled joystick. 720° was ported over to the NES to much acclaim, but even better was Skate or Die and Skate or Die II.

From this fantastic beginning, it would seems that things could only get better, but the 16-bit gaming era came and went with nary a memorable boarding game. At best, a multi-sport game might have a boarder cruising down the sidewalk dodging dogs and spilled ice cream puddles. By the time the PlayStation and Nintendo 64 hit the North American market, it seemed that no developer even wanted to consider a skateboarding game. Titles featuring snowboards and hoverboards grew like weeds, but skateboards could only be found lumped together with rollerblades and bikes, apparently not sufficiently viable in the market to stand alone.

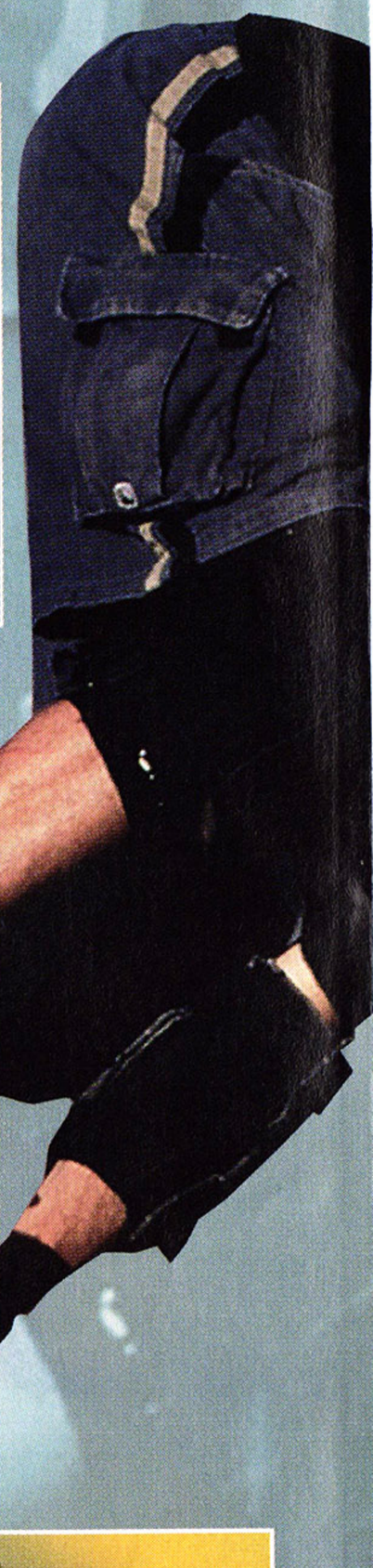
Not until a few months ago was the first skateboard-only game, Street Sk8ter, released for PlayStation. Unfortunately, the developers seemed more caught up in decade-old skating culture than the actual sport itself. With an annoying announcer constantly shouting, "Radical!" and "Loser!" the game was, to put it kindly, a poseur.

Thankfully, the tides have turned. Games like Tony Hawk's Pro Skater and the upcoming Thrasher: Skate and Destroy have dispensed with the old clichés and the "extreme" attitude. Instead, they're bringing skateboarder games back to their roots. It's not about being "totally awesome," it's simply about busting tricks and developing a style of your own. Like skateboarding itself, the true skateboarding video game is here to stay.



Every motion-captured trick looks smooth.

Plug.



JAY
THE GONZO GAMER

Concept	9.5
Graphics	9
Sound	9
Playability	9.75
Entertainment	9.75

9.5
OVERALL

"The new standard has been set. Pro Skater has succeeded in areas where all other skating games have failed. The environments are huge, there's plenty of challenge, and well pulled-off tricks are worth saving on your memory card to watch later. I think for the first time the phrase, "easy to learn, yet hard to master," truly applies to a video game. The control is so simple, I've found myself trying to use it while playing other games. When you biff it, you know it's your fault for trying to do too much. Best of all, Pro Skater makes me want to grab my board and hit the streets. **The only disadvantage of this game is that it's too addictive**. At my request, Matt hid it from me so I could get some work done. Not only will skaters love this game, anyone will."

Bucky schools Hawk in two-player Trick Attack.

PAUL
THE GAME PROFESSOR

Concept	9.5
Graphics	9
Sound	9
Playability	9.75
Entertainment	9.75

9.5
OVERALL

"Ever since 720° appeared in the arcades, I've been craving a skateboarding game that could live up to that finger-blistering experience. This game is it. **It has been a long while since a game has actually made my fingers hurt**. After many hours and late nights, I am still hooked. Sure, some of the environments (Phoenix, The Mall) are a little contrived, but it still doesn't change the fact that everything is set up for tricks. The bread and butter is busting huge tricks and this game does it to perfection. Linking flip tricks to grinds to grabs is tough, but oh so satisfying. Furthermore, the two player events are fantastic – especially a game of Horse. Heck, even just handing off the controller in the one-player game is enjoyable for a crowd. I can't say enough good things about this excellent game. Check it out."

You'll see all sorts of strange things at Roswell.

REINER
THE RAGING GAMER

Concept	9.75
Graphics	9.25
Sound	9.25
Playability	10
Entertainment	9.5

9.5
OVERALL

"Tony Hawk's Pro Skater is the ultimate skateboarding experience and one of the most exhilarating games the PlayStation has to offer. Never before have I seen a game that pushes the player to call upon so many skills and techniques. It's just like the real deal. If you don't have the dexterity to pull off tricks, then you don't have what it takes to compete in this game. It also grades you down for performing the same trick over and over again. So you have to be inventive with both your trick list and what obstacles you grind. To score big, you'll need to set up routines and make perfect runs. This is also a flashy looking game. The polygonal environments are lush with detail, the animation is great, and the camera is never a nuisance. Even the multiplayer modes are killer. Don't pass this one up. It belongs in every library."

A clue about this game's engine.

If it looks grindable, it is.

The Ambassador of Kikyorasater

TONY HAWK'S PRO SKATER

PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports/Action
- **Special Features:** 10 Pro Skaters With Signature Styles, Tricks, & Equipment; Career Mode; 9 Courses; 10 Song Soundtrack; Replay Save; Combo Any Trick; Blood; Dual Shock & Analog Compatible
- **Replay Value:** High
- **Created by:** Neversoft for Activision
- **Available:** Now for PlayStation

Bottom line: 9.5

Thirteen years after its arcade release, 720° is still the definitive skateboarding game according to many. So how does a developer go about toppling 720°'s reign? By bringing in the man who's 180 degrees better: Tony Hawk. The only person to ever land a 900 in competition, and the undisputed king of skateboarding, consulted with Neversoft on what a boarding game needs to have. Activision then brought in nine more pro skaters (Bob Burnquist, Rune Glifberg, Bucky Lasek, Chad Muska, Kareem Campbell, Andrew Reynolds, Jamie Thomas, Geoff Rowley, and Elissa Steamer) to give their advice and lend their images. The result is Tony Hawk's Pro Skater; quite possibly the new champion of the genre.

For the most part, Pro Skater is all about points, which are earned by performing tricks. Ollies and air are achieved by pressing X. While airborne, tapping another button and a direction will perform one of the 27 kicks, flips, and grinds. In addition, each pro has three tricks unique to them. Every successfully landed move earns points, and these points add to your Special meter. As this bar increases, so does your skater's speed and air. When the bar is filled and flashing yellow, such insane tricks as the 900 Method are possible

To score really high, combos must be mastered. Two tricks performed together will add the two scores and multiply the total by two, three tricks by three, and so on. Don't think that doing one good combo over and over will carry you through the game, however. Every time the same trick is done, it's worth progressively fewer points, forcing players to constantly think up new stunts.

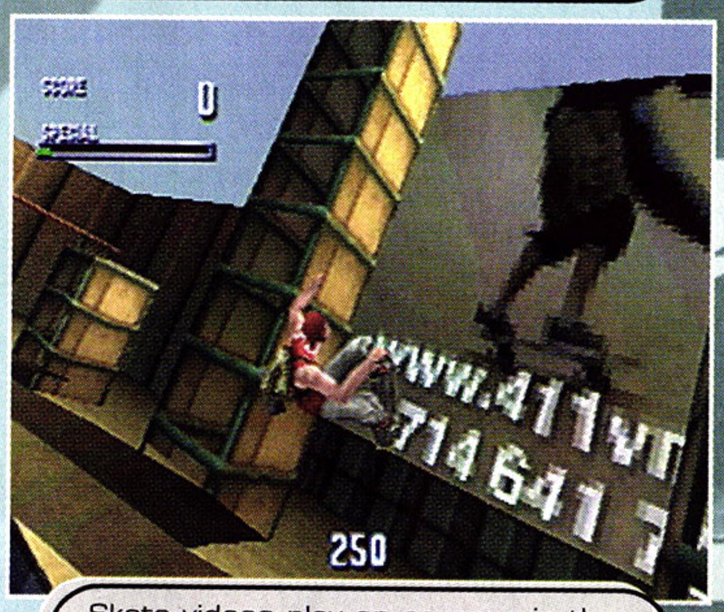
The main meat of the game is in Career mode. Players begin with basic equipment and only one course open. To unlock successive levels and new decks, you must achieve certain goals in the two minute time limit to earn video tapes. Each environment has five videos available: two for points, one for collecting the letters S-K-A-T-E, one for finding a hidden tape in a hard to reach location, and one for destroying or grinding five specific objects. As you progress, competitions are opened up in which you have one minute to impress the judges with your routine and earn a bronze, silver, or gold medal.

The gameplay makes Pro Skater work, but the music helps it rock. Wisely choosing not to have a surf reject spout long-dead skating terminology throughout the game, Activision assembled a 10 song score of thrashing songs. Tunes from Primus, Unsane, Suicidal Tendencies, The Dead Kennedys, Suicide Machines, and others play while you rip it up on the halfpipe. If you search around the courses, you'll probably find a video screen with the group's video playing.

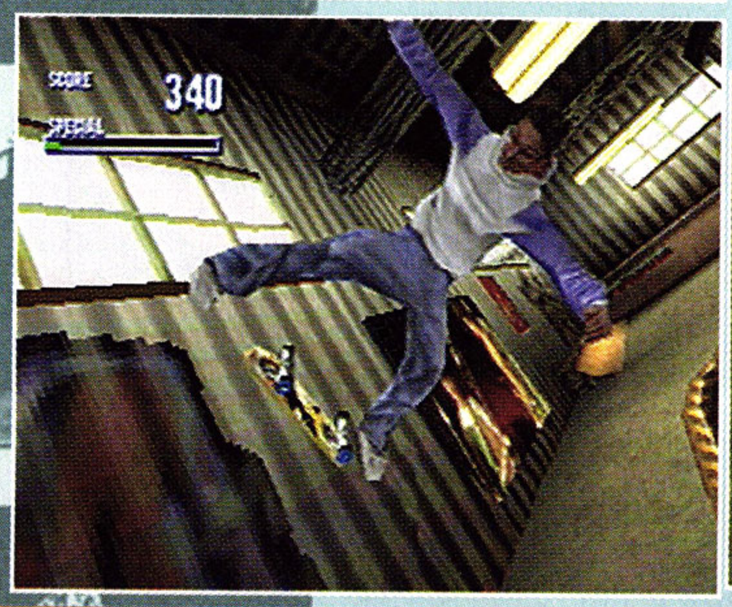
Two-player Tony Hawk has plenty to explore as well. Trick Attack puts two skaters in the same area and lets them tear it up to see who can score the most points in two minutes. Graffiti colors ramps, ledges, and rails in the shade of the player who's scored the most points on it. The one with the most obstacles tagged after two minutes wins. In Horse, one player gets 10 seconds to do a trick, then the next person has to one-up him or her, or receive a letter. The first to get all the letters is the loser.

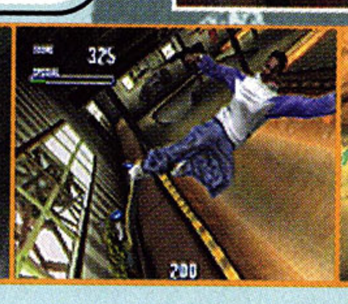
For much too long the video game world has suffered without a great skateboarding game. Tony Hawk's Pro Skater not only brings this long-neglected sport back to the forefront, it does so with perfectly captured skaters, beautiful environments, addicting control, and a perfect camera system. Let the words ring out across the video game industry – skateboarding is back and it's here to stay.

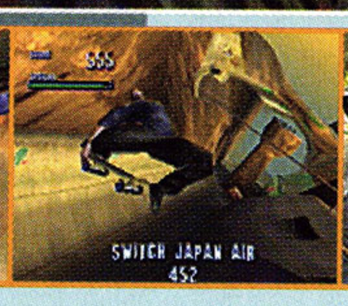
Look everywhere for bonus points and hidden tapes.

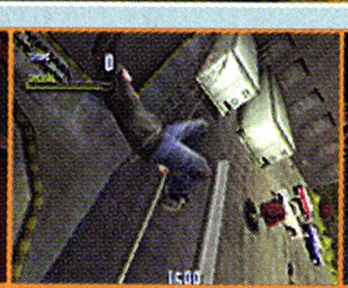


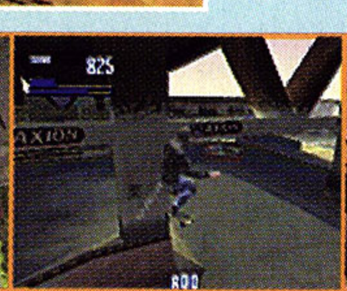
Skate videos play on screens in the background.

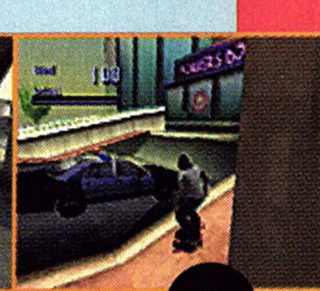




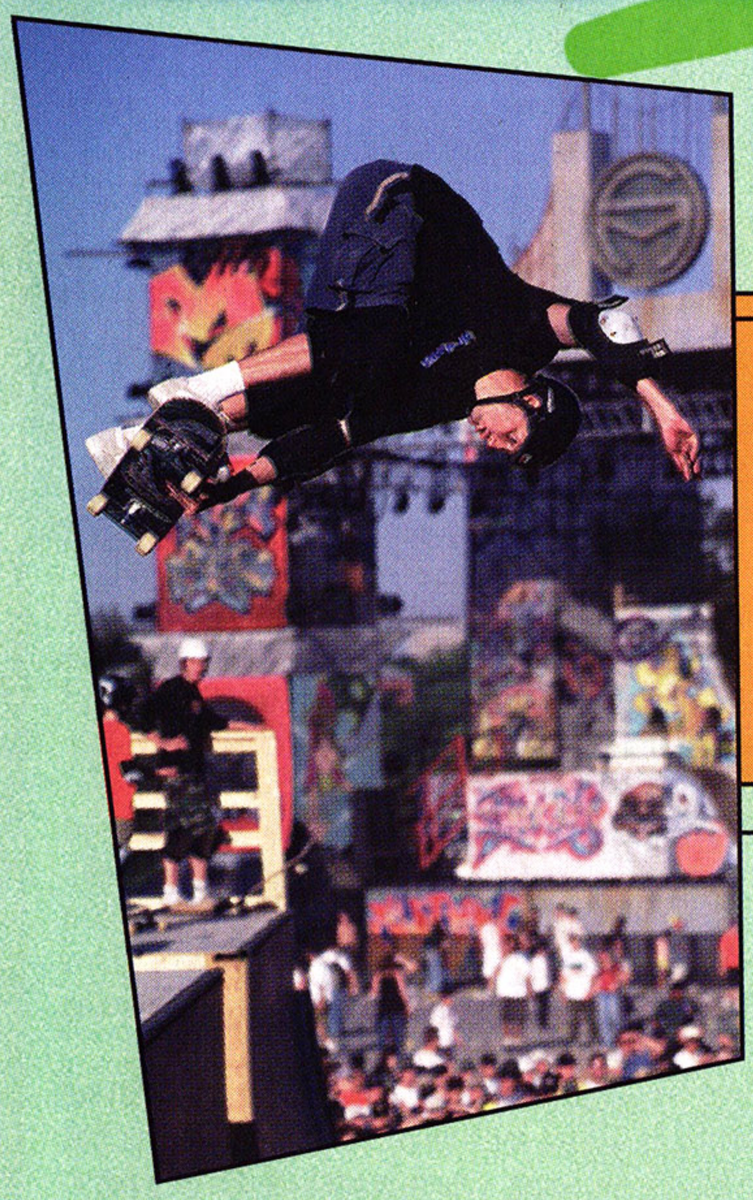








900 LIKE THE 900



With 16 years of professional skateboarding under his belt, even those with but a passing knowledge of the sport recognize the name Tony Hawk. To list everything he's contributed to and accomplished in the skateboarding world could easily fill this entire magazine. The living legend himself took some time off from the halfpipe to answer some of our questions regarding the Activision game bearing his name, Tony Hawk's Pro Skater.

Game Informer: Who are some of your skating idols?

Tony Hawk: Eddie Elguera, Dave Andrecht, and Steve Caballero.

GI: What's the worst injury you've ever sustained in the name of boarding?

TH: A broken elbow on Friday March 13, 1998 while shooting a Gap commercial.

GI: You've performed the first 900 in competition and firmly cemented yourself in skateboarding history. Is there anything else on your boarding agenda? Ollie the Grand Canyon perhaps?

TH: Actually, I am supposed to jump between buildings in downtown L.A. for the Guinness Book of World Records TV show. It is not confirmed yet...

GI: You've definitely got the crown for skating longevity. For how many more years are you going to be schooling the youngters? Is there such a thing as too old to be skateboarding?

TH: Probably. I'll be the first to tell you when I find out.

GI: Obviously you don't become a world-reknown skateboarder by sitting on your butt all day playing vids, but do you play any games now? Do you have any favorite games from today or from yesteryear?

TH: I bought an Amiga just so I could play Marble Madness. I also played Skate or Die on my Commodore 64. Today I play Banjo Kazooie (N64), Um Jammer Lammy (PS-X), and House of the Dead 2 (Dreamcast).

GI: We always considered 720° to be the definitive skateboarding game until Pro Skater came along. Were you a fan of 720° back in the day?

TH: Of course! I tried to buy one, but they wouldn't cut me a deal (they wanted about $7000 for one at the time).

GI: It seems to us that you would have been sought after for years to do a skateboarding game. Why Activision?

TH: Actually no, but when Activision approached me there were two other interested parties. I had a meeting with another publisher a few years ago, but they just didn't get it.

GI: How much work did you put into Pro Skater?

TH: I played it every step of the way and gave suggestions. I also spent an entire day doing motion-capture.

GI: How satisfied are you with the finished product?

TH: It is better than I could have imagined. It has given me faith in the PlayStation platform (I didn't own one before I got involved with this project).

GI: Do you think Tony Hawk's Pro Skater will inspire people to get off the couch and hit the streets?

TH: I can only hope it will.

GI: Did you have to biff and bleed for the development team?

TH: I did take a few slams during the motion-capture shoot, which were not intentional.

GI: Did you have any input on Pro Skater's soundtrack or the track selection and design? If not, what songs and/or places would you have liked to included?

TH: I was hoping to get a Rammstein or Propellerheads track in there, but they got too huge. The Primus and Dead Kennedys tracks are my favorites. All of the skate spots are awesome, although Phoenix Downhill Jam is sweetest.

GI: Recently, a certain editor here at Game Informer with little previous skateboarding experience bought a four foot Payaso longboard with three trucks. It's pretty much the semi-truck of skateboards. He's desperately trying to ollie with it, but the other editors are saying no way. Who's right and who's wrong?

TH: Unless you can snap the tail, an ollie would be pretty useless.

GI: What's up with this new fingerboarding fad? We remember first seeing homemade fingerboards on an old Bones Brigade video. Is there some skater that invented this and is cashing in on it? Are we going to be seeing fingerboarding on the X-Games anytime soon?

TH: I doubt it, but it's definitely huge. A company called X-Concepts came up with the Tech Deck series, and that's when it took off.

GI: What kind of differences do you see in skateboading and skateboarders from when you first began and now?

TH MASTER

TH: People are into it now because of the genuine skills that it requires. During the 80s, there were more people involved simply for the fashion statement.

GI: Any thoughts on where skateboarding is going in the future?

TH: It's going to get crazier as far as maneuvers, and more accepted in the general public.

GI: What do you think of this new "extreme" label skateboarding has acquired? Is there anyone out there who actually goes around slamming Mountain Dews, screaming incessantly, and calling themselves extreme?

TH: If there is, you don't see them skateboarding.

GI: Is there still enmity between skateboarders, bikers, and rollerbladers, or has X-Games and Warp Tour bridged the gap?

TH: I don't think there is the animosity among the pros that there is among kids. We all pretty much do our own things without worrying about everyone else. The only drag is that we have to share a "street" course half of the time.

GI: In the 90s, MTV and ESPN 2's X-Games have brought a new respectability to boarding. So is skateboarding still a crime?

TH: In some areas it is, but cities are finally figuring out that they need skateparks.

GI: Gleaming the Cube vs. Thrashin'. Which is the more definitive boarding movie.

TH: I'm a little biased towards Gleaming the Cube, but there is THE most classic line in Thrashin' – "What do you thrash?" Answer: "What do you got?"

Tony Hawk's Career Highlights

Competitive Highlights:

1998
- 1st place, X-Games doubles competition
- 1st place, X-Games best trick competition
- 3rd place, X-Games vertical competition, San Francisco, CA
- 1st place, X-Trials vertical competition, Richmond, VA
- 1st place, X-Games doubles competition and 3rd place, vertical competition, San Diego, CA
- 1st place, S.P.O.T. (Skate Park of Tampa) Professional Open, Tampa, FL;
- 1st place, vertical competition, X-Trials Virginia Beach, VA

1997
- 1st place, X-Games vertical competition
- 1st place doubles competition, San Diego, CA
- 1st place, Hard Rock Triple Crown of Skateboarding, Las Vegas, NV
- 1st place Highest Ariel Competition, Zurich, Switzerland

1996
- 1st place, Hard Rock Triple Crown of Skateboarding, Las Vegas, NV
- 1st place Airwalk Monster Mash, San Diego, CA
- 1st place, vertical competition
- 2nd place street competition, Destination Extreme, South Padre Island, TX

1995
- 1st place, vertical competition
- 2nd place street competition, Extreme Games, Newport, RI
- 1st place, Hard Rock World Championships of Skateboarding, Newport Beach, CA

1981 - 1993
- 1st place overall, NSA (National Skateboarding Association) series

General Highlights:

1998
- GAP television commercial
- ESPN X-Games television commercial
- Traveled for skateboarding exhibitions to: Dominican Republic, France, Switzerland, Chile and Peru

1997
- Schick Razors television commercial
- AT&T television commercial
- On-air host of MTV Sports "History of Snowboarding and Skateboarding"
- On-air host of MTV Sports & Music Festival
- Traveled for skateboarding exhibitions to: Australia, New Zealand, Japan, Canada, England, Sweden, Norway and extensive six-week U.S. tour.

1996
- Pepsi television commercial
- Traveled for skateboarding exhibitions to: Taiwan, Germany, Italy, Netherlands and extensive five-week U.S. tour.

1993 - 1995
- AT&T television commercial
- Coca-Cola television commercial
- Levi's television commercial
- Campbell's soup television commercial
- Traveled for skateboarding exhibitions to: Japan, Australia, New Zealand, Europe, and extensive U.S. tour.

THE HAWK

Sony's PlayStation2

The PlayStation2's blue stand represents the Earth, while the black console symbolizes the vast expanse of space. In keeping with this theme, PS-2 CD-ROMs will be blue, though the DVD-ROMs will be silver (per industry regulations).

The new 8 Megabyte memory card has a data transfer rate 250X faster than that of the 128K memory card.

The Dual Shock2 is identical to the first, except that the buttons, excluding Start and Select, are pressure sensitive.

Unveiled At Last

On September 13, 1999 Sony Computer Entertainment Incorporated finally unveiled to the world concrete details on its highly anticipated next-generation platform, PlayStation2. Sony's new proliferation of the PlayStation will be available in Japan on March 4, 2000 with the American and European launches to follow in the fall. Priced at 39,800 Yen (compared to Dreamcast's launch price of 29,800 Yen), Sony plans to sell 1,000,000 units on the weekend of its release, eclipsing Dreamcast's biggest day in entertainment history by a healthy margin.

The PlayStation2 marks more than the biggest product launch of all time, it is the first step in Sony's plans to take over your living room. It was already known that PS-2 would be backward compatible with PS-X games, but few would have guessed that PS-2 would also support DVD-video right out of the box. Once you own it, PlayStation2 becomes your game station, CD player, and movie player. Quite an amazing feat that makes it a shoe-in to become the backbone of your home entertainment system.

That is not the end to Sony's plans for world domination. Sony hopes to introduce broadband networking for PS-2 in 2001 that will enable it to provide e-distribution (buying and downloading games through the Internet) through a cable modem. Sony will also introduce a mass storage device at that time, High Capacity HDD, so that games from the Internet can be saved. Obviously, encryption and delivery of the games will be a huge obstacle, but Sony seems confident in its ability to deliver it come 2001, though only to a small percentage of gamers. Once the Internet portion of the PS-2 is in place, other uses for it may include Internet games, video conferencing through digital cameras, e-broadcasting, digital TV delivery, and it may even let you use the PS-2 as a home server.

Of course, all these things are in the future for PS-2, but it is easy to see that Sony is eyeing more than gaming when it comes to PlayStation2, though that will be its major use. As everyone knows, game systems are nothing without games – and PlayStation plans to deliver those in spades. With an impressive list of developers including Square, Namco, and Electronic Arts on board, Sony seems well on its way to insuring that gamers own a PS-2.

There is little doubt that the PlayStation2 has some impressive technical data (for more tech information see Game Informer May 1999), but the big question is, will gamers let Sony enter their homes and take control of their entertainment centers? That is to be decided, but gamers will definitely be intrigued by PlayStation2 when it launches in 2000.

The PlayStation2 will launch on March 4, 2000 in Japan, retailing for 39,800 Yen (approximately 400 U.S. dollars) and coming packed with a Dual Shock2 Analog Controller and an 8 Megabyte memory card.

What It All Means

Blasting high-resolution graphics with gorgeous lighting and particle effects, the PlayStation2 is an impressive game machine in its own right. Its backwards compatibility with PS-X games and its ability to play DVD-video complete with Dolby Digital and dts, makes it a force to be reckoned with.

Its success in Japan is almost certain, but industry pundits are quick to point out that success in the States isn't guaranteed. Sega's Dreamcast has had a significant jump on its competitors (namely Sony) and it plans to have Internet gaming available on or near the PlayStation2's launch in the U.S. this fall. While some may fault Sony for not having the Internet available right out of the box, that is more than likely the least of its worries.

Sony's first test will be bringing in the PlayStation2 at a market savvy price point, which Game Informer believes will not be more than $299. This hurdle should be easy, Game Informer would go as far as to say Sony may even come in as low as $249.

But perhaps Sony's biggest obstacle will be itself. With the system being backward compatible, and many of the games (sans Bouncer) not offering anything new over the previous system except better graphics (albeit incredibly better graphics), it may have problems convincing people of its value. While it sounds silly, there will be people that will shy away from the PlayStation2 at first just for this fact. But in time, PlayStation2 will quickly become an irrefutable force that few will be able to stop.

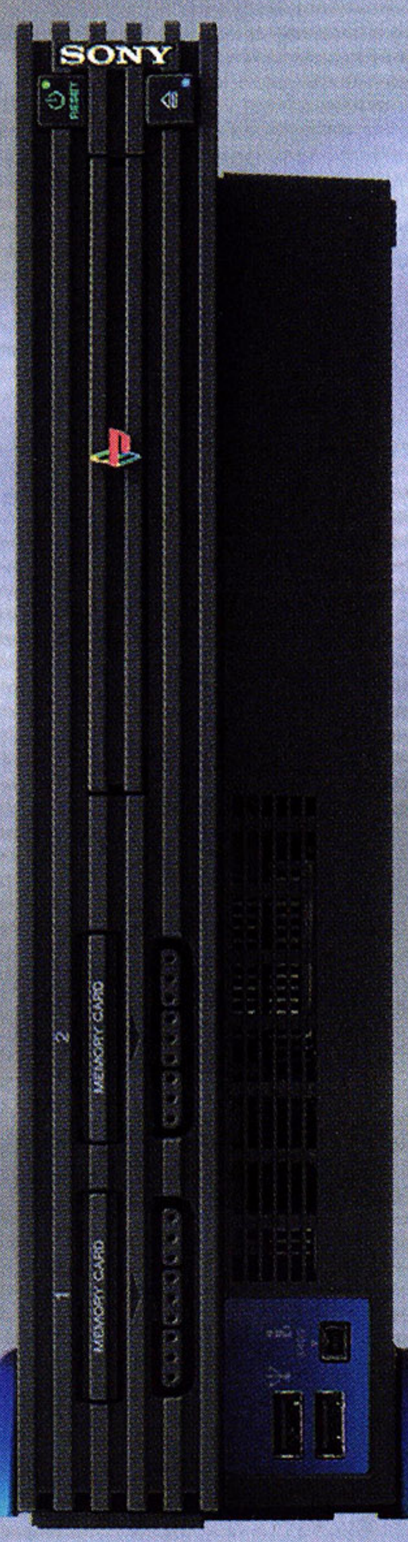
As for who will play alongside Sony in the next-generation gaming market, it is tough to tell. We have always thought that Nintendo would be a player no matter what, but with Sega having a good head start and Sony taking the second spot they may just find themselves on the outside looking in if they don't have a system ready in the fall of 2000 (which Game Informer would be willing to bet the farm that Nintendo won't).

So are we impressed? A resounding yes. A DVD player alone costs 300 bucks, and the PlayStation2 will have that and the all the gaming power you could want for the same price. Sega's Dreamcast launch was impressive, but nothing short of stupidity will stop Sony from taking a strong hold on the next generation of gaming.

The only fault in Sony's plan is that it showed its hand too early concerning its plans for taking control of your living room. PlayStation2 is no Trojan Horse, this is a real attempt by Sony to be the center of your home entertainment universe. While we seriously doubt Sony's plan for broadband networking to function within the time frame it is forecasting (especially since cable modem isn't nearly as impressive as DSL at the moment), it may come to fruition. With that, we may see the advent of the ever-feared, always talked about but never delivered set-top box. We just want to play games. Let's hope that Sony doesn't forget that.

PlayStation2 Software Development Tools

With the original PlayStation, tools were supplied through a PC extension board that required a PC or some form of workstation. This created further complexity in the already difficult development process. With PlayStation2, the tools combine two modes into one easy-to-use unit: regular PlayStation programming/debugging and a new workstation mode. In this new mode, tools can be used as a Linux-based station that allows developers to create graphics in the PlayStation2. These tools are employed with an Ethernet network connection, resulting in a slick development environment. In the next couple of years, Sony will continue to update the PS-2 tools, creating a much more powerful machine, and an easier development process.



PlayStation2 Quick Stats:

- Price: 39,800 Yen (Approximately $398)
- Average Game Price: 5,800 Yen (Approximately $58)
- Release Date: March 4, 2000
- CD-ROM Speed: 24x
- DVD-ROM Speed: 4x
- Accessories Included: Dual Shock2 Analog Controller Retail Price: 3,500 Yen (Approximately $35)
- 8 MB Memory Card (Retail Price: 3,500 (Approximately $35)
- PlayStation2 Demo Disc
- A/V Multicable
- AC Power Cord
- Dimensions: 12" (W) X 7" (D) X 3" (D)
- Weight: 4 lbs 10 oz
- Media: PlayStation2 CD-ROM, DVD-ROM, PlayStation CD-ROM
- Formats Supported: Audio CD, DVD-Video, Dolby Digital, dts
- Interfaces:
- 2 Controller Ports
- 2 Memory Card Slots
- Audio Video Multicable Out
- Optical Digital Out
- 2 USB Ports
- i.Link (IEEE1394 or Firewire) Port
- Type III PCMCIA Card Slot

The PlayStation2's extra stand will allow you to mount the system vertically like a PC workstation. The motorized disc drawer is equipped with a special lip that prevents discs from falling out. You can even adjust the PS-2 logo so it can be read while the unit is in an upright position.

In the blue field below controller port 1, there are two USB ports and an i-Link port to enable the PlayStation2 to connect to a number of different devices including digital cameras and keyboards.

New Ridge Racer
Developer: Namco

Namco isn't showing much on this one, but we do know the game will feature real techno artists as well as many graphical improvements including sparks flying from the cars, impressive lighting effects, and awe-inspiring car models that include the brake rotors – caliper's and all.

Featured Games

Tekken Tag Tournament
Developer: Namco

Based on the arcade game of the same name, Tekken Tag Tournament for the PS-2 will feature the same addicting gameplay but presented in an all-new graphics package. The backgrounds are now all 3D and the playfield is much improved. While there's nothing new gameplay-wise, triple T's graphics will blow you away.

Kessen
Developer: Koei

This war strategy game is basically Romance of the Three Kingdoms 5, except Kessen is backed by the power of PS-2 so the whole package will look really nice. Don't expect the gameplay to be too terribly different, so action fans need not apply.

The Bouncer – Seamless Action Battle System

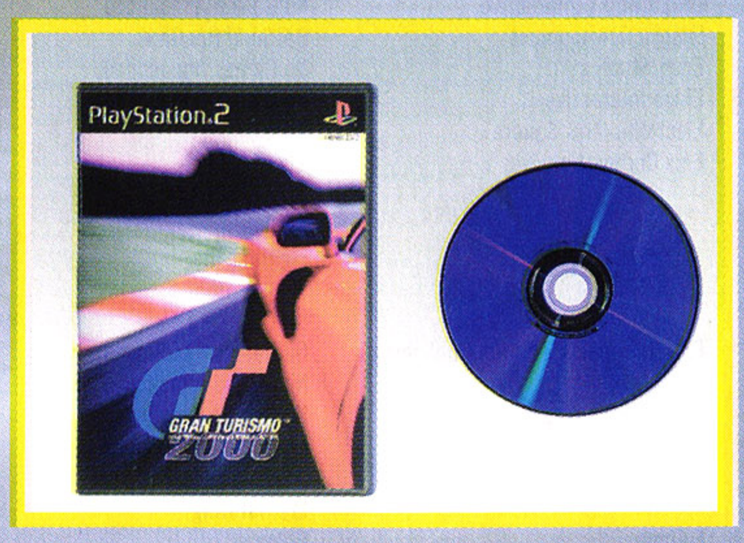
Developer: Dream Factory/Square

From the makers of Tobal and Ehrgeiz comes Bouncer, Square's first PS-2 title. Featuring seamless action (no loading here, folks), Bouncer will deliver cinematic fighting action complete with explosive cutscenes and character interaction. Featuring real-time 3D combat and seamless gameplay, Bouncer is easily the most exciting of the PS-2 games in development. If Bouncer delivers the action it promises, this will be the game to watch on PS-2.

Gran Turismo 2000

Developer: Polyphony/Sony Computer Entertainment, Inc.

Based off of GT2, Gran Turismo 2000 offers all the realistic driving action in a new and improved graphics environment. Unfortunately, this racer may be a little rushed, as the reflection technology is way overused on the vehicles (to the point that it becomes annoying) and the backgrounds tend to suffer from a lot of shimmer.



PlayStation2 games will be packaged just like DVD's.

Eternal Ring

Developer: From Software

From Software, known for its work on Armored Core and King's Field, will hit the PlayStation2 with a first-person RPG named Eternal Ring. This adventure game is frighteningly close to King's Field, expect that the graphics are much improved (duh!) and the player moves at a faster pace. However, we did see a cool dragon scene that made the hum-drum dungeon crawling worthwhile.

Dark Cloud

Developer: Sony Computer Entertainment, Inc.

This interesting RPG will enable the player to build and explore new worlds. While little is known about the story at the moment, it does make great use of the PS-2's graphic prowess by enabling characters to change the terrain in real-time.

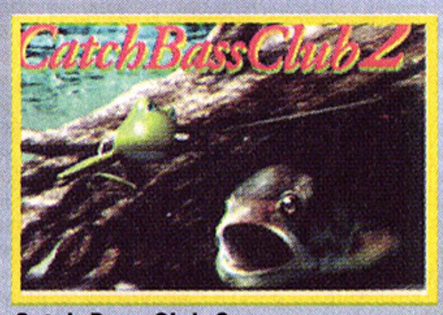
Third Party Publishers and Developers

This is a complete list of all the third-party members in Japan, America, and Europe, and what games they have announced. Currently there are 89 in Japan, 46 in North America, and 27 in Europe. It should be noted that some developers (i.e. Core) are owned by a publisher (i.e. Eidos) that is also on the list, so the numbers are somewhat misleading.

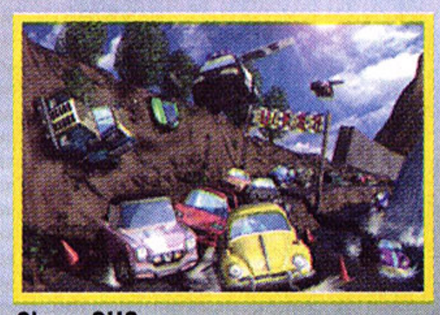
7 Studios	No Games Announced	
Activision	No Games Announced	
Acclaim Entertainment	No Games Announced	
American Softworks	No Games Announced	
Arc Systems Works	No Games Announced	
Argonaut	No Games Announced	
Artdink	A-Train 6	Strategy
Aruze	No Games Announced	
ASCII (Agetec)	Flower Sun and Rain	Action Adventure
	Panic Surfing	Sports
Ask Company	Billiards Master 2	Sports
Asmik Ace Entertainment	Sidewinder Max	Shooter
Astroll	American Arcade	Pinball
Athena	Pro Mahjong Kiwame Next	Board
Atlus	No Games Announced	
Bandai	Mobile Suit Gundam	Action
Banpresto	No Games Announced	
Bullet-Proof Software	No Games Announced	
Bungi Software	No Games Announced	
Capcom	Oni Musha	Action/Adventure
	Street Fighter EX3	Fighting
Cerny Games	No Games Announced	
Chun Soft	No Games Announced	
Codemasters	No Games Announced	
Compile Corporation	No Games Announced	
Core Design	No Games Announced	
Crave Entertainment	No Games Announced	
Data East	No Games Announced	
DaZZ	Lakemasters EX	Sports
Digital Anvil	Free Lancer	Action/Strategy
Disney Interactive	No Games Announced	
Dreamworks Interactive	No Games Announced	
Ecseco Development	Battle of the Ghat	Racing
Eden Studios	No Games Announced	
Eidos Interactive	No Games Announced	
Electronic Arts Square	Xfire	Shooter
Enix Corporation	BBD 2000	Simulation
	Bust-A-Move 3	Dancing
	Exotica	Action/RPG
	Fighting Qts	Puzzle
	Sonnette	Adventure
	Star Ocean 3	Role-Playing Game
Entertainment Software Publishing	No Games Announced	
Escot	No Games Announced	
Eurocom Developments	No Games Announced	
Fox Interactive	No Games Announced	
From Software	Armored Core 2	Action
	Eternal Ring	Role-Playing Game
Fujimic	Bakuryu 2	Sports
Gaga Communications	No Games Announced	
Genki	Jade Cocoon 2	Role-Playing Game
GT Interactive	No Games Announced	
Gti Software	No Games Announced	
Gust	Fly High	Racing
Hakuhodo	No Games Announced	
Hands On Entertainment	No Games Announced	
Hasbro Interactive	No Games Announced	
Heartbeat	No Games Announced	
Hect	No Games Announced	
Hudson Soft	Bloody Roar 3	Fighting
	Bomberman 2001	Action/Puzzle
Humongous Entertainment	No Games Announced	
I4 Corporation	Al Igo 2001	Board
	Al Mahjong 2001	Board
	Al Shogi 2001	Board
Idea Factory	Sky Surfer	Sports
Imagineer	Wild Wild Racing	Racing
Incredible Technologies	No Games Announced	
Infogrames	No Games Announced	
Insomniac Games	No Games Announced	
Interplay	No Games Announced	
IREM Software Engineering	No Games Announced	
Jaleco	No Games Announced	
Jorudan	1 on 1 Government	Action
Kadokawa Shoten Publishing	No Games Announced	
Kaga Tech	Tetsuman Menkyokaiden	Board
Kalisto	No Games Announced	
Kodansha	No Games Announced	
Koei	Kessen	Strategy
	Mahjong Taikai III	Board
	Shin Sangokumusou	Action
	Soldners Child 2	Role-Playing Game
Konami	Drum Mania	Action
	Gradius III & IV	Shooter
	Jikkyou Pawafuru Puroyakyu 7	Sports
	Jikkyou World Soccer 2000	Sports
	Mahjong Yarouze!	Board

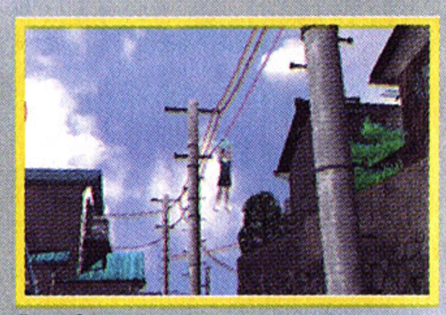
Street Fighter EX3

Oni Musha

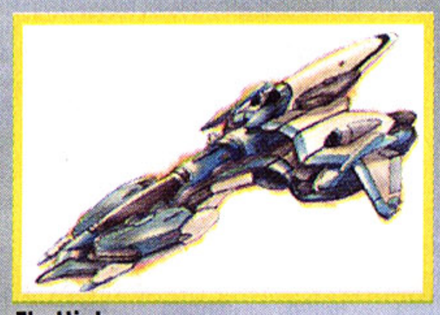


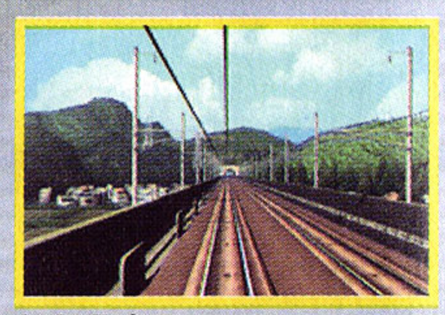
Catch Bass Club 2


Choro QHG


Den-Sen

Fantavision

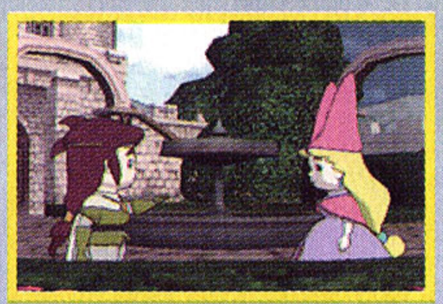

Fly High

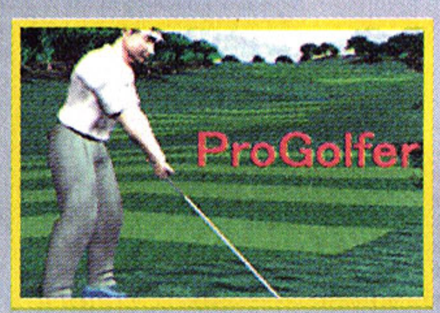

Go By Train

King & I

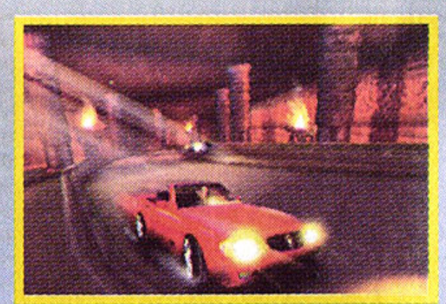
Koshen 2000

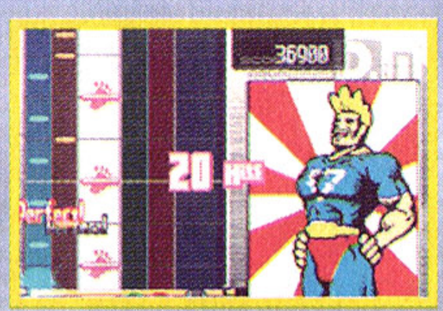
L'Arc~en~Ciel


Popolcrois III



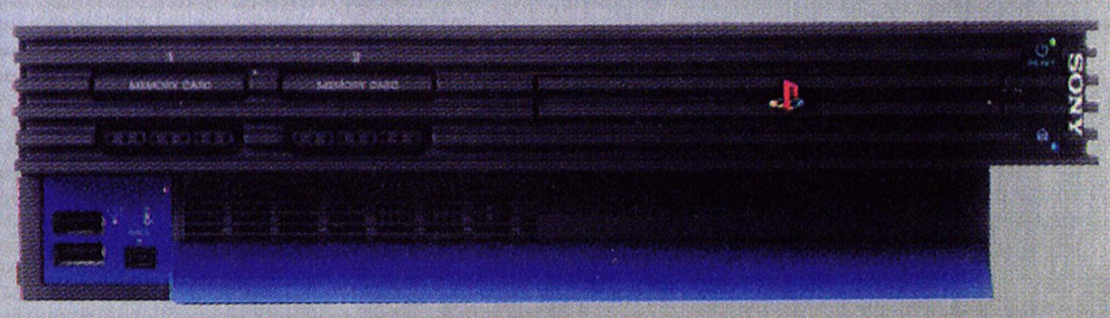
Pro Golfer


Roadster's Trophy 2000

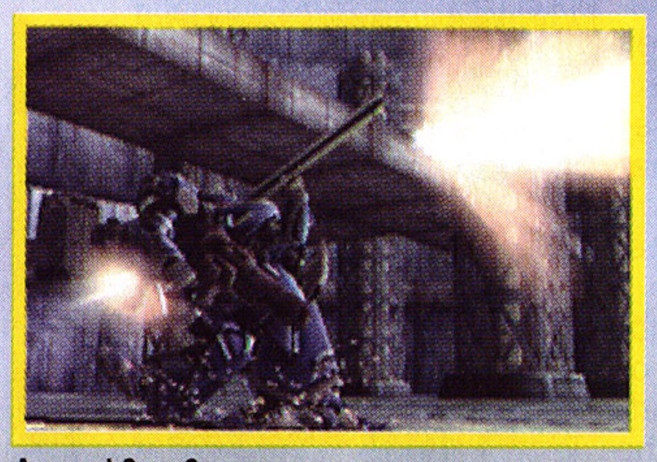


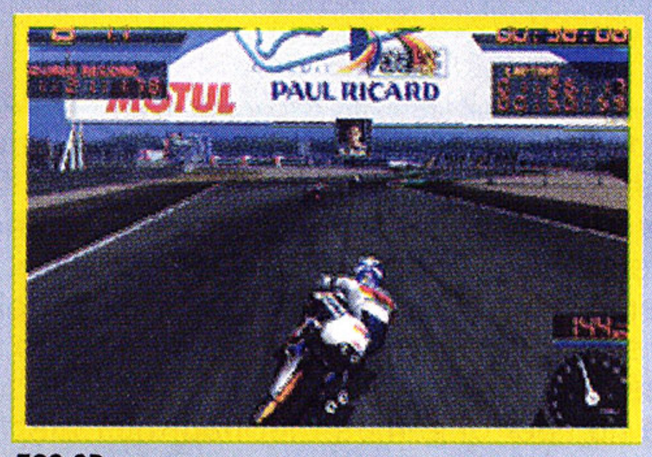
Drum Mania

Drum Mania Peripheral

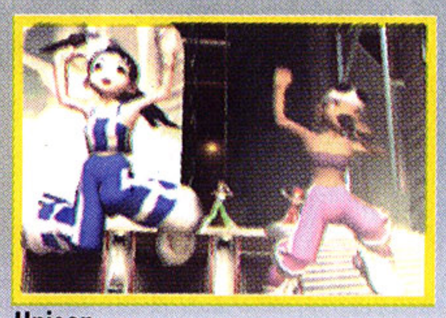


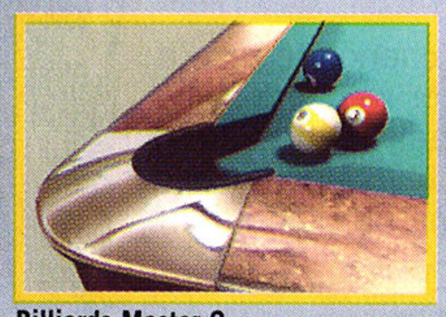
Other Games In Development


Armored Core 2



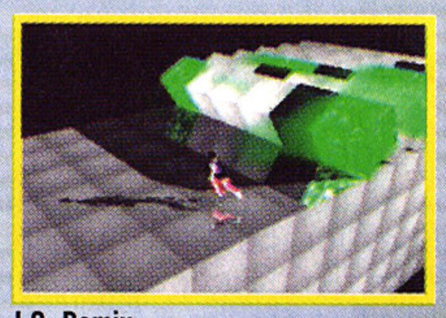
500 GP


Unison

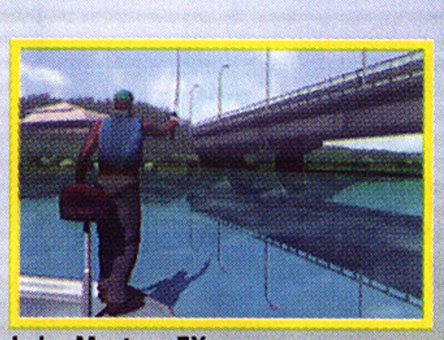

Billiards Master 2

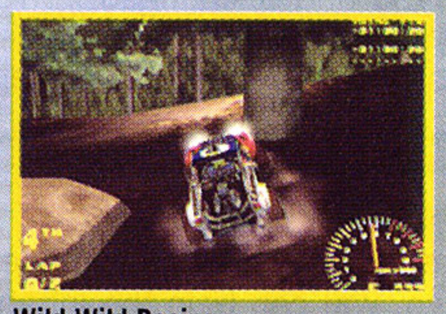
F-1

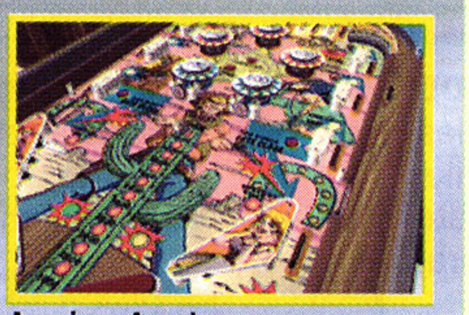
Gradius IIItn

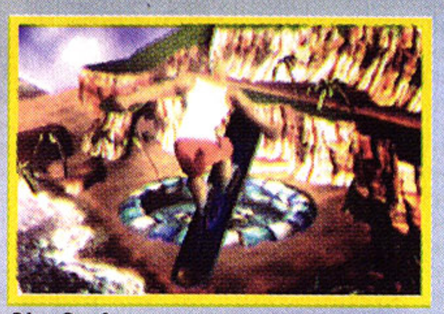

I.Q. Remix

Jikkyou World Soccer


Lake Masters EX

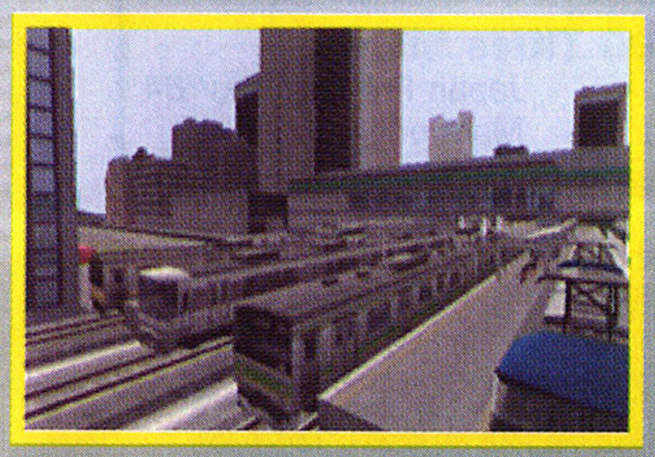

Wild Wild Racing

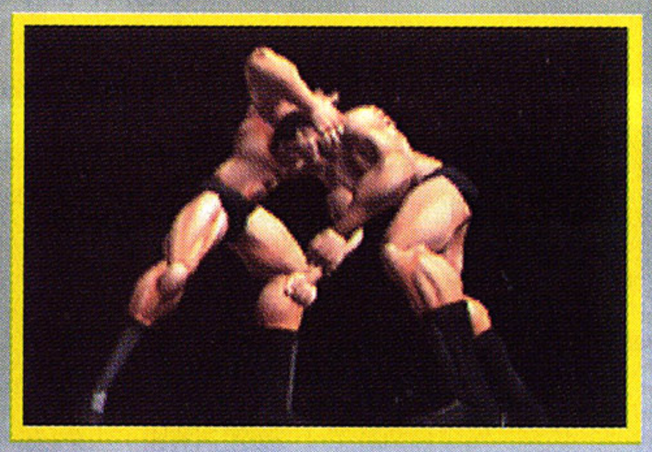

American Arcade


Sky Surfer

Splash Dive

1 on 1 Government


A-Train 6


Baki the Grappler

Lego	No Games Announced	
Lionheart	No Games Announced	
Locus	FX Pilot	Strategy
LucasArts	No Games Announced	
M2TO	Tuning Car Race	Racing
Magical Company	Magical Sports Catch Bass Club	Sports
	Magical Sports Koshien 2000	Sports
	Magical Sports Pro Golfer	Sports
Mainichi Communications	Todai Shogi Shikenbisha Dojyo	Board
Media Factory	No Games Announced	
Media Works	No Games Announced	
Midway Home Entertainment	No Games Announced	
Mindscape	No Games Announced	
Mitsui & Co	No Games Announced	
Namco	500 GP	Racing
	New Ridge Racer	Racing
	Tekken Tag Tournament	Fighting
Naughty Dog	No Games Announced	Action/Platform
Neversoft Entertainment	No Games Announced	
Nihon Syscom	No Games Announced	
Nippon Ichi Software	No Games Announced	
Oddworld Inhabitants	No Games Announced	
OPeNBooK 9003	No Games Announced	
Pioneer LDC	No Games Announced	
Rage Software	No Games Announced	
Redstorm Entertainment	No Games Announced	
Reflections	No Games Announced	
Revolution Software	No Games Announced	
SNK Corporation	No Games Announced	
Sony Computer Entertainment	Boku To Maoh (The King and I)	Role-Playing Game
	Dark Cloud	Role-Playing Game
	Den-Sen	Action
	Fantavision	Action
	Gran Turismo 2000	Racing
	IQ Remix	Puzzle
	Popolocrois III	Role-Playing Game
	Splash Dive	Action
Sony Music Entertainment	L'Arc~en~Ciel	Strategy
	Tenchu 2	Action
Spike Corporation	WRC	Racing
Square Soft	The Bouncer	Action
Starfish	No Games Announced	
Stormfront Studios	No Games Announced	
Success Corporation	No Games Announced	
Sun Corporation	No Games Announced	
Riverhillsoft	World Neverland 3	Strategy
Sammy Corporation	No Games Announced	
Seta Corporation	Ide Yohsuke No Majan Kazoku 2	Table
	Perfect Golf	Sports
Shiny Entertainment	No Games Announced	
Shoeisa	No Games Announced	
Shogakukan Production	No Games Announced	
Sierra	No anghai 5	Puzzle
	Street Mahjong Trance Majin 2	Table
Sunrise Interactive	Panzer Century G Breaker	Strategy
Sunsoft	No Games Announced	
Surreal Software	No Games Announced	
T&E Soft	3D Golf	Sports
Taito	Go By Train!	Strategy
Takara	Choro Q HG	Racing
Take 2 Interactive	No Games Announced	
Tecmo	Ninja Gaiden (Kunai)	Action
	UNiSON	Action
TerraGlyph Interactive Studios	No Games Announced	
The 3DO Company	No Games Announced	
THQ	No Games Announced	
Titus	Roadsters Trophy 2000	Racing
	Robocop	Action
Tokuma Shoten	No Games Announced	
Tomy Company	Baki The Grappler	Action
Tonkinhouse	No Games Announced	
Traveler's Tales	No Games Announced	
TYO Productions	No Games Announced	
Ubi Soft	No Games Announced	
UEP Systems	New Cool Boarders	Racing
Universal Interactive Studios	No Games Announced	
Victor Interactive Software	Let's Become A Pilot	Strategy
Video System	F-1	Racing
Virgin Interactive	No Games Announced	
VR-1 Japan	3D Real Drive	Racing
Warashi	Soul Surfing	Racing
Whoopee Camp	No Games Announced	
Winky Soft	No Games Announced	
Working Designs	No Games Announced	
Xing	Fighting Illusion K-1 Grand Prix	Racing
Yuki-Enterprise	Morita Shougi	Table

SPACE WOR

This past August, Nintendo presented Space World '99 – a Nintendo-only gaming event that showcased most of the Nintendo games Japanese players can expect to see through next spring. Held at the often-used Japan Convention Center just outside Tokyo, Nintendo players from all around the city flocked to see the latest games.

There were a number of games that had their first public display at Space World, which spawned long lines of eager gamers waiting for the chance to try them out. Nintendo unveiled a sequel to Zelda 64, re-introduced the long awaited 64DD, and let gamers have their first try at Pokémon Gold and Silver.

Game Informer wasn't going to miss a chance to take a look at the newest stuff from Nintendo, nor were we going to pass on the opportunity to speak with Mario creator,Shigeru Miyamoto. We packed our bags and headed to the Land of the Rising Sun. Here's some highlights from Space World '99.

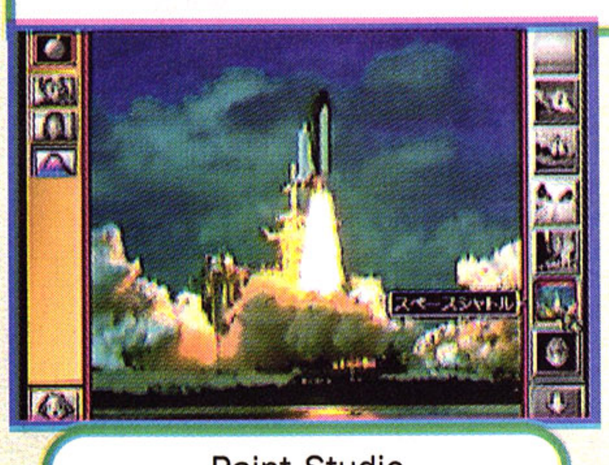
To DD or not to DD? That is the question.

Nintendo announced that the 64DD, a Nintendo 64 add-on disk drive, will arrive in Japan on December 1. The 64DD promises to add expandability to current games and offer new game experiences via the writeability of DD disks. Nintendo also introduced Internet capabilities for the 64DD, which will allow users to download new game data, communicate via bulletin boards, and even get information for use with the Game Boy. Eight titles for the 64DD were introduced.

It has been over three years since Nintendo first announced the 64DD, and since then Nintendo has changed and re-changed its release date many times. Although the 64DD looks promising for Japanese gamers, Nintendo of America canceled its plans to bring the 64DD to the U.S. long ago.

Mario Artist Series – Paint Studio, Talent Studio - 64DD

Remember Mario Paint for the Super NES? These two titles for the 64DD are the next step in the evolution. They, like Mario Paint, will introduce a new mouse controller. Create wacky characters, import your face via the Game Boy Camera, or just compose art using the many brushes and colors.

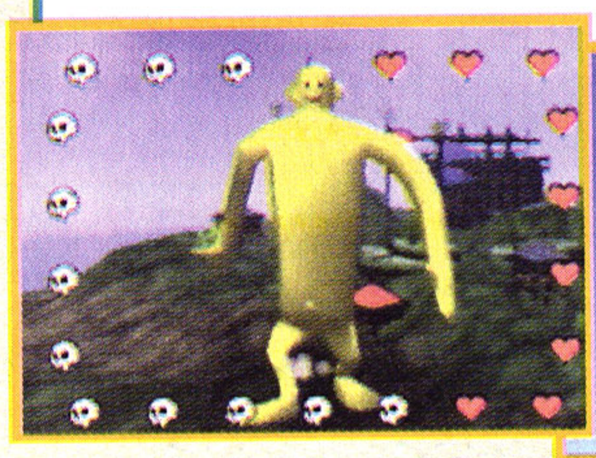


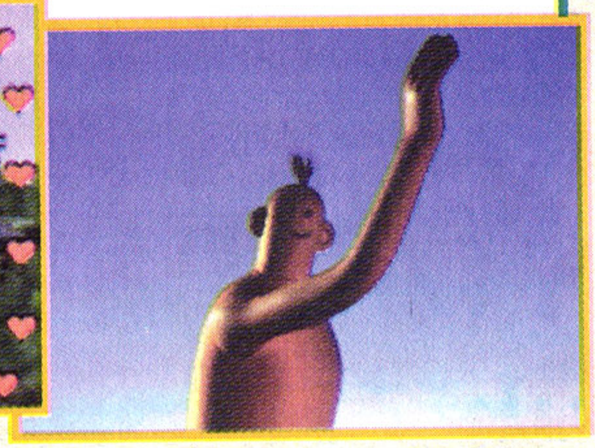
Paint Studio

Talent Studio

Kyojin no Doshin – 64DD

Players take the role of a giant whose goal is to get even bigger. To do so, you can help the inhabitants of your world, or destroy them and everything they build.



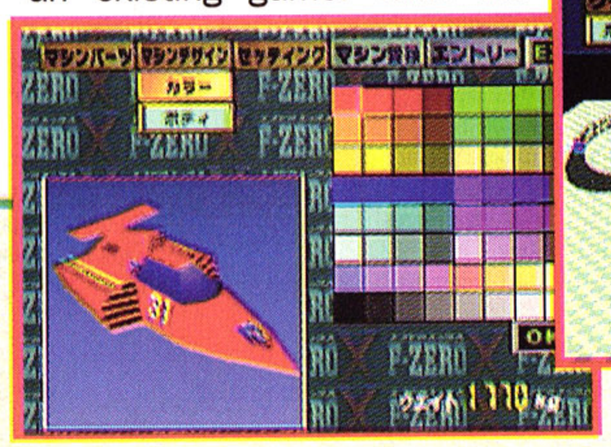


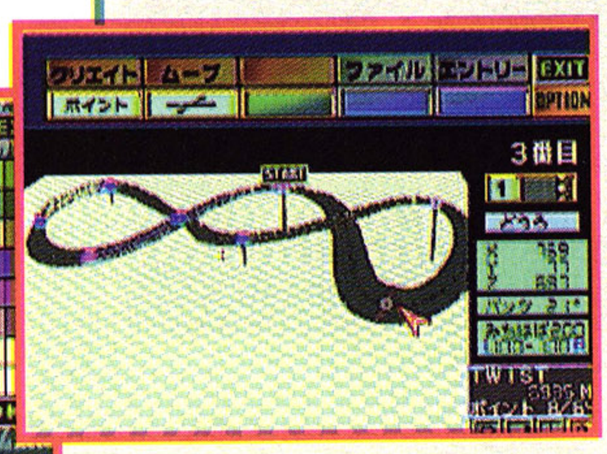
Other 64DD Titles Shown

Sim City 64
Ultimate War
Japan Pro Golf Tour 64
Mah-Jongg School

F-Zero X Expansion Kit – 64DD

This was the only game introduced for the 64DD that offers new updates for an existing game. With the original F-Zero X cart and the 64DD disk, players will be able to design new tracks and vehicles.





Sim City 64

RLD '99

The Legend of Zelda: The Continuing Saga – N64

Played for the first time anywhere, this follow-up to the original was clearly the best N64 game at the show. For more information, turn to page 42.

Earthbound 3: The Final Days of the Pig King – N64

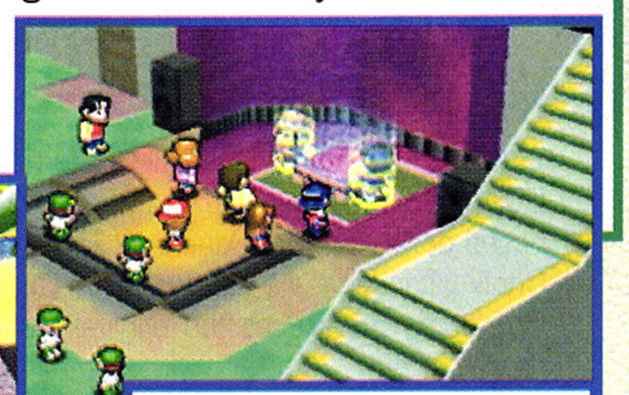
Whoo-hoo! It looks like a traditional RPG is coming. Flip to page 44 for the lowdown.

Kirby's Dreamland 64 – N64

Kirby was supposed to be on the N64 ages ago. This game recreates the stellar game found on the NES. Look in this issue's PhotoPhile section.

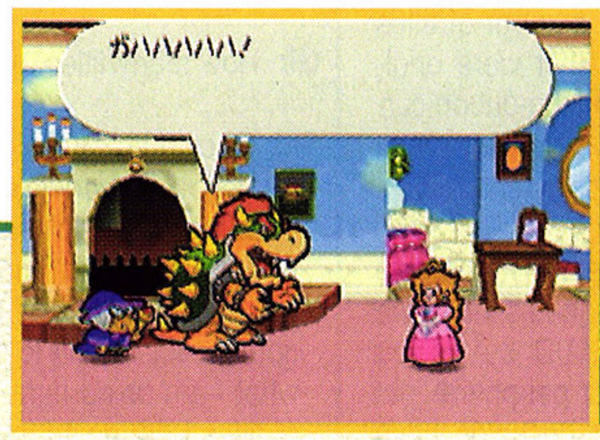
Custom Robo – N64

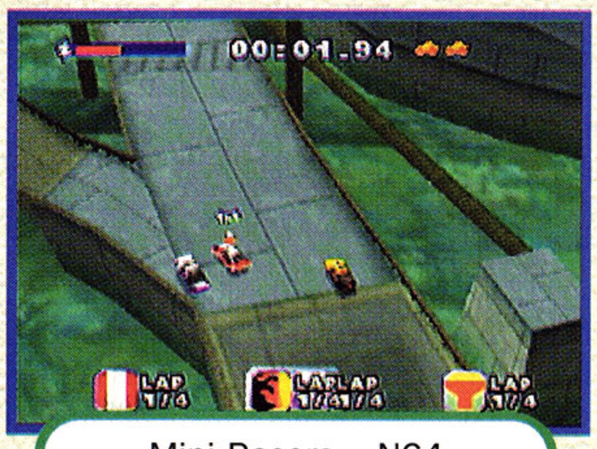
If you imagined a game like Pokémon, except with robots, you'd probably come pretty close to visualizing what this game is all about. It is an action/adventure game where you and your robot battle others from across the land. Instead of collecting more robots, you collect various weapons and parts to change the robo's ability. The battles are strictly arcade action, so you must also be quick with the controls to do well in this game.



Super Mario RPG 2 – N64

Like its predecessor on the Super NES, this game is designed with the casual RPG player in mind. Mario and a cast of familiar characters mix it up in a strange graphical world of 2- and 3D settings. The battles provide plenty of action, while still retaining an RPG feel. You can even call for assistance from some of Mario's friends.





Mini Racers – N64

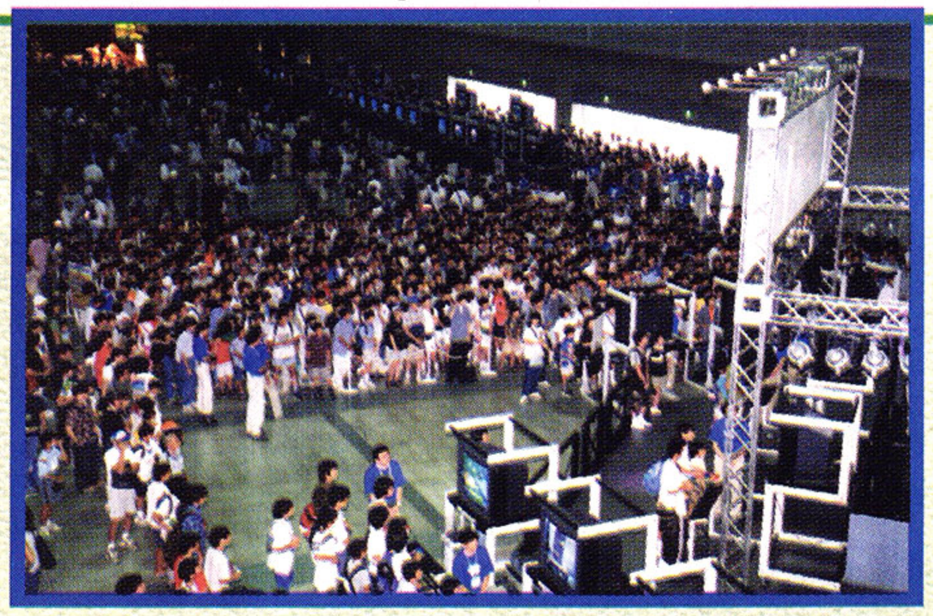
Bass Fishing – N64

Poké-Mania!

Nearly half of the exhibition floor was devoted to Pokémon Gold and Silver. Nintendo had a total of 288 stations set up for this game alone. For more information on the game, be sure to look at page 75.

Smash Your Brother

Even though this game has been out in Japan for quite some time, Japanese gamers flocked to the Smash Bros. corner. Nintendo hosted a smash-mouth competition and people waited in line for nearly four hours to give it their best.



The Legend of Zelda: Fruit of the Mysterious Tree – GBC

Dolphin-Free Space World

Just like the most politically correct cans of tuna, Nintendo was the chicken of the sea by offering nothing regarding its next system.

An Interview With Shigeru Miyamoto

If you don't know this man, you should. He's the most legendary game developer in the world. Nintendo's Shigeru Miyamoto is responsible for creating the classic Donkey Kong and inventing Nintendo's mascot plumber, Mario. Miyamoto spent some talking with us about some of his current work, including his progress on a pet simulator called Cabbage.

Game Informer: Is the Legend of Zelda: The Continuing Saga the version that was originally planned for the N64 DD?

Shigeru Miyamoto: No, actually it is a bit different. For DD, we are planning to make something different based on the original Ocarina of Time. In the case of Continuing Saga, we just had to make the scenario. Continuing Saga uses the original Ocarina of Time game system.

GI: We understand that after making Ocarina of Time, the team split into two groups, with one working on Continuing Saga and another making another title using the Zelda engine. Can you comment on this "other" game?

SM: The team did split into two. One is using the Zelda system to make Continuing Saga, which is on display here at Space World. Another team is working on several 64 game titles, as well as Dolphin titles.

GI: Concerning the DD: There are a number of titles (Earthbound 3, Pokémon Stadium) that were originally planned for DD and are now coming out on cartridge. Without some of these high profile titles, what is the incentive for Japanese gamers to get the DD?

SM: Originally, we were thinking that eventually all the cartridge games would become DD games when we disclosed that we were making the 64DD; but as you know, the 64DD was an accessory or peripheral, not like the CD system which all other consoles have installed with the system. Also, at the same time we have seen the significant decrease in the price of the ROM memory chips themselves. So we though it better to concentrate on the DD software which needs the larger back-up memory and network systems. In other words, the games that would receive data from the network or require writeable data would be very unique to the DD; and any other games without these two features would be suitable for ROM [cartridge]. We are making these two categories different.

GI: Yet, Mario Artist in the U.S. will be on cartridge. Can you explain the differences or limitations of the cartridge version over the DD version?

SM: Actually, it is up to Nintendo America if they make it available for cartridge or not, but actually Mario Paint should be more fun if you can make an original character and hook it up with the network system. At least, that is what I can say, but again the decision is up to Nintendo America. However, I can say that we are working on some system so that, if they [Nintendo America] like, a 64DD game can be put into a cartridge.

GI: You have talked about a virtual life simulator called Cabbage for a long time, and now the DD game called Kyonin no Doshin has appeared. Is this game similar to Cabbage? Are you still working on this game?

SM: Kyoin no Doshin is pretty much different from what we are doing with Cabbage. As for Cabbage, I am very, very sorry about that. Quite recently, the game's main producers and I had kind of a reflection meeting. We all agreed that we still believe it is a very interesting and unique project, but on the other hand, the actual creators and developers involved with the Cabbage project have been rather busy with other projects such as Pokémon Snap, Earthbound 3, and others. Somehow they have had to spend more time on these other projects. We wish we could make some big announcement about Cabbage at this show, like we are going to launch it pretty soon, but unfortunately we haven't decided if it is going to be DD software or cartridge software. We are thinking both right now. At this point in time, I can't tell if it is going to be DD, cartridge, or even a Dolphin game. That is what we are reviewing right now.

As you may know, there is a title called Seaman available for the Dreamcast right now. Actually, I have been working with Mr. Saito, the creator of this game, in hopes that we could make Seaman for N64. Now I have regrets. We should have put more emphasis on a N64 version of Seaman with Cabbage being delayed for so long and there already being a version of Seaman available for Dreamcast.

GI: How many titles are you currently overseeing?

SM: Once, I made it a point of saying that I am always looking at seven titles or so; and when N64 was launched, my involvement with games became deeper and I looked at more. So then I would say that I was looking at 10 or more titles. I don't think it is a good policy for me to take care of so many things, so what I am doing right now is decreasing the number of titles I am going to take care of or participate in. I am making the effort to contain the number of titles I am overseeing to less than five.

"We should have put more emphasis on a N64 version of Seaman with Cabbage being delayed for so long..."

GI: Now that the Dolphin development is underway, is it hard to concentrate on DD or N64 titles because there is this new technology and new things to try? Can you look back at the old stuff or are you just concentrating on the Dolphin?

SM: First of all, it's not much different working on Dolphin than it is working on the N64. It's just a matter of how you go about learning the technology and how you experiment with that technology, that's all. What we are doing is all the same, no matter which platform we are making games for. On the contrary, what is difficult is if I am going to be involved deeply with many projects at the same time. That is very difficult, and that is why I want to concentrate my work on the Dolphin project. I want other N64 projects to be handled by other producers.

GI: At the Game Developers Conference, you stated that you had no plan to make a Zelda game for the Dolphin. Does this still hold true?

SM: [Laughs] I am now considering making Zelda for Dolphin because there have been so many requests for a Dolphin version of the game. But I won't really comment on that because I am the kind of person who doesn't have some type of core plan for specific game titles. I just don't know whether or not what I am working on will result in Mario or Zelda. I am really not in a position to tell you right now.

GI: Well if you are taking requests, may we suggest Metroid?

SM: [Laughs]

GI: You've been answering questions about that for many years.

SM: Yes, that's right, many times. I have had constant questions about Metroid for N64. Next time, I hope I won't have to answer that question. [Laughs]

GI: Other than Rare and Hal Labs, which have worked very closely with Nintendo in the past, who in the N64 development community has impressed you?

SM: Hmmm...That is a very difficult question to answer. Left Field, who is currently working on Excitebike – I believe they are close to Japanese craftsmen when it comes to completing the final phase of development concerning gameplay. I am giving a lot of attention to this American company. As for the actual N64 licensees, I'd say Konami. It has very good development teams with its sports series. They are full of knowledge, and experienced in making good games.

GI: You were quoted in the Japanese press saying that you believed that there was a bad atmosphere at Nintendo because there were limitations around doing something new. You said you wanted to recharge the development teams to do something new. Yet, there are still games like Zelda and others that are merely sequels or updates to existing games. What did you mean by recharging the teams and doing something new?

SM: I think when you look at the games here at the show, you will agree that the quality of the games has improved to some extent; but at the same time you will be seeing less and less Nintendo original first-party titles – I mean there are more collaborations with other companies. What Nintendo is doing inside is this: our own team is working with these other companies as well as working on new Dolphin titles. So I hope that starting next year we can show something very new from Nintendo. For that matter, I hope we can also work on Cabbage more seriously. I believe that in the next five years, you will see the results of our efforts now.

GI: Mario will be the first title for Dolphin, will it not?

SM: [Laughs] You can choose. Mario, Zelda, or Metroid.

GI: OK, Mario. It must be Mario.

SM: I will tell our members that it must be Mario. [Laughs]

TWISTED METAL 4

989 STUDIOS

DRAW-TO-WIN CONTEST

Prizes:

(1) Grand Prize
- Original Framed Sketches Signed by Twisted Metal 4 Artists
- PlayStation® Game Console
- Copy of Twisted Metal 4
- Twisted Metal 4 Fuzzy Dice

(5) First Prizes
- Copy of Twisted Metal 4
- Twisted Metal 4 Fuzzy Dice

(10) Second Prizes
- Twisted Metal 4 Fuzzy Dice

So you think you're creative? We'll be the judge of that!

With whatever tool of your desire (pen, pencil, pastels, etc.) draw your favorite scene or character from TWISTED METAL on the back of a Standard Size Envelope (9 1/2" x 4 1/4"). Your masterpiece will be scrutinized by the very people who designed and produced Twisted Metal 4. They will judge you on your creativity, artistic ability and neatness. We need your entries by December 3, 1999 and you will be notified by April 2000.

Don't forget your name, address, date of birth and phone number.

Send to:
Twisted Metal 4/
Game Informer Art Contest
P.O. Box 34012
Los Angeles, CA 90034

PlayStation

NO PURCHASE NECESSARY.

TO ENTER. Contest open to legal residents of U.S. only. To enter, draw any scene from the "Twisted Metal 4" videogame on a standard size envelope (9.5" x 4.25") and send it with your name, address, date of birth and phone number to: "Twisted Metal 4/Game Informer CONTEST" P.O. Box 34012, Los Angeles, CA 90034. Each entry must be mailed separately in a stamped envelope and be postmarked by 12/3/99 and received by 12/10/99. Sponsor assumes no responsibility for lost, late, incomplete, misdirected, mutilated, illegible or postage due entries. All entries received become the exclusive property of the Sponsor and none will be returned.

JUDGING CRITERIA: All valid entries received will be judged by a panel of judges who worked on the development of the "Twisted Metal 4" videogame. Judging of the valid entries will begin on or about 2/2000 with a final decision to be made on or about 4/2000. The decision of the judges will be final and binding in all aspects. By participating, entrants agree to be bound by the Official Rules. Judging Criteria: (1) artistic ability-33.3% (2) creativity-33.3% and (3) neatness-33.3%. Entries must be original, unpublished and the sole work of the entrant. Sponsor reserves the right to reject any entries featuring gratuitous depiction of violence or sexual behavior, positive depictions of alcohol or tobacco, or are in any way inconsistent with the image of Sponsor.

PRIZES/DRAWING: One (1) Grand Prize winner will receive original framed sketches signed by Twisted Metal 4 artists, a PlayStation game console, a copy of the Twisted Metal 4 videogame and Twisted Metal 4 fuzzy dice (Approximate retail value of $365). Five (5) First Prize winners will receive a copy of the Twisted Metal 4 videogame and Twisted Metal 4 fuzzy dice (Approximate retail value $65). Ten (10) Second Prize winners will receive Twisted Metal 4 fuzzy dice (Approximate retail value $10). Odds of winning depend upon the number of valid entries received. About 3,000 entries will be received. All prizes will be awarded and winners will be notified by mail or telephone. Allow 6-8 weeks for delivery of prize.

PRIZE RESTRICTIONS: Limit one prize per individual or household. Prizes are non-transferable; no substitutions are allowed except by Sponsor due to unavailability, in which case prize substitutions will be of equal or greater value. If the Grand Prize is won by a minor, it will be awarded in the name of the parent/legal guardian. Prize winners (or parent/legal guardian of minor winner) may be required to sign an affidavit of eligibility/release within 14 days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. Neither the Sponsor nor their affiliates, subsidiaries, divisions, parent or related companies are responsible for any damages, taxes or expenses that winners might incur as a result of this contest or receipt of prize. By entering this contest entrants agree to be bound by these rules and consent to Sponsor's use of their name or photograph for Sponsor's advertising or publicity purposes without further consideration, except where prohibited by law. Entrants release Sponsor, its employees, directors, officers, agents, subsidiary, parent and affiliated companies, and each of their licensees from any and all claims or liability in connection with their participation in this promotion or the acceptance or use of any prize.

ELIGIBILITY: Open only to legal residents of the U.S., except employees or agents of Sponsor, its subsidiaries, divisions, affiliates, parent companies and members of the immediate families of each. Contest is void in Florida and Puerto Rico and wherever else prohibited. Valid only in the U.S.

WINNERS' LIST: For the names of the prize winners, send a stamped, self-addressed envelope before 5/2000 to "TM4/Game Informer Contest" and send to the address listed above. Please allow 6 weeks for delivery of winners list.

SPONSOR: 989 Studios, Foster City, CA 94404.

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Nintendo Announces New 32-Bit Game Boy

Nintendo announced a brand new 32-bit Game Boy system, temporarily titled the **Game Boy Advance**. The unit's 32-bit CPU is being developed by the ARM Corporation, which has specialized in cellular phone CPUs in the past. This is probably due to the fact that the GB Advance will provide Internet access through cellular phones. Users will be able to download software, play multiplayer games, chat, and email through their cell phones.

There will also be a digital camera peripheral for the system, which will allow you to see the face of the person you're playing. ***Mobile 21***, Nintendo and **Konami's** joint venture, will be producing software for both the digital camera and the cell phone uplink, as well as software that will link the Game Boy Advance to Nintendo's upcoming **Dolphin** home console system.

(artist's rendition)

- **CPU:** Memory embedded 32-bit RISC CPU (CPU core design by ARM)
- **LCD:** Reflective TFT Color LCD
- **Display Size:** 40.8mm x 61.2mm
- **Resolution:** 240 x 160 pixels Maximum Colors To Be Displayed Simultaneously: 65,000
- **Size (Approximate):** Height 80mm/Width 135mm / Depth 25mm
- **Weight:** 140g
- **Power Supply:** 2 AA Alkaline batteries
- **Battery Life:** 20 hours of continuous play

The Game Boy Advance is slated for an August 2000 release in Japan, and should be out in North America by the end of 2000. The system will run Game Boy and Game Boy Color software, although games developed exclusively for the Game Boy Advance will not be backwards compatible. Check out the tale of the tape.

Sega Finally Gives the Word on Multiplayer Gaming

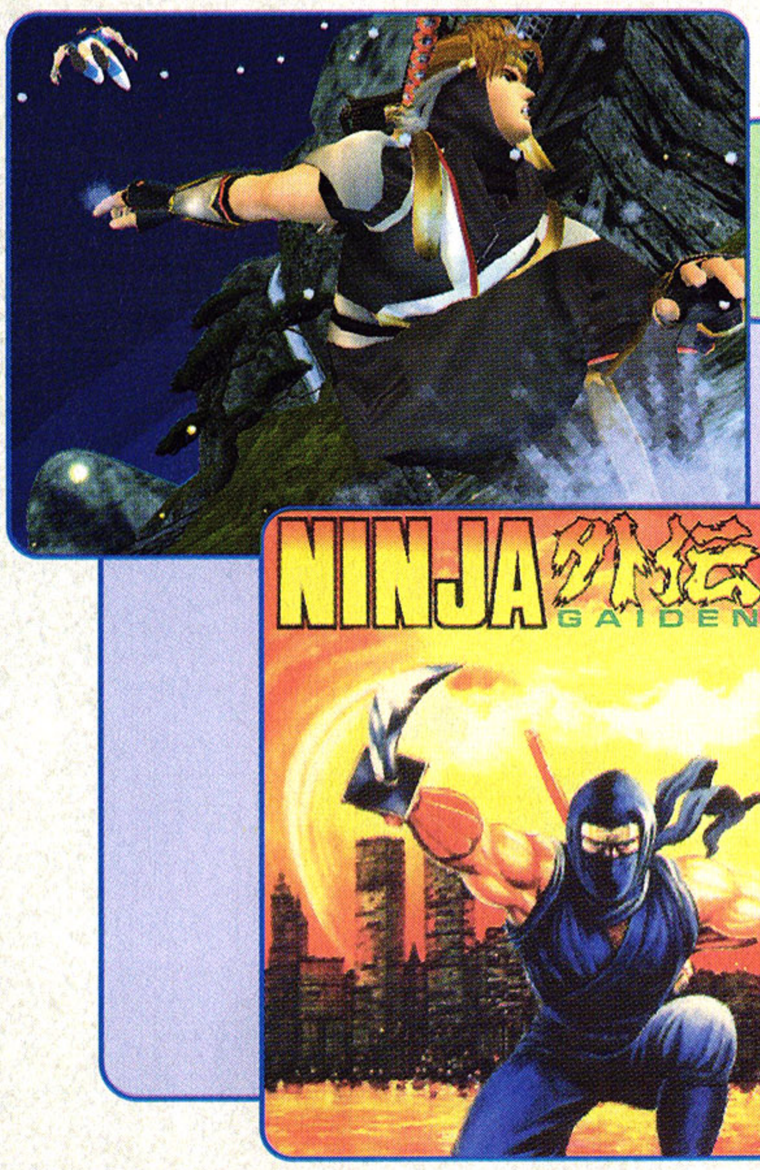
Unfortunately, **Sega** will not be making online multiplayer games a reality on the **Dreamcast** until the second half of next year in this country. Multiplayer gaming was originally announced for the spring of next year. This delay could cost dearly, as the **PlayStation2** will no doubt already have everyone's attention before Sega can establish itself as multiplayer king, which will most likely be the only thing that will make its machine stand out from the amazing titles **Sony** revealed to the world at this year's Tokyo Game Show. Sega will be receiving some support in the form of Interplay, which instead of creating much needed unique titles for the Dreamcast will be doing direct PC ports of the forthcoming ***Star Trek: New Worlds*** real-time strategy game and Sierra's immensely popular first-person shooter, ***Half-Life***, which has already been out on PC for some time and is a dominating force on the PC online multiplayer scene.

Microsoft To Go Console?

It appears **Microsoft** may try to take on **Sega**, **Sony**, and **Nintendo** with a console system of its own. Although Microsoft is denying its existence, news leaked that the company is teaming with **Intel**, **nVidia**, **Dell**, and **Gateway** to offer a PC-based console with a 500 Mhz processor and built-in modem.

The machine, that has been codenamed the X-Box, is rumored to be released in Fall 2000 for around $300 and use a Microsoft Windows CE operating system. The **X-Box** was reportedly shown behind closed doors to industry analysts at the recent European Computer Trade Show (ECTS).

Microsoft®

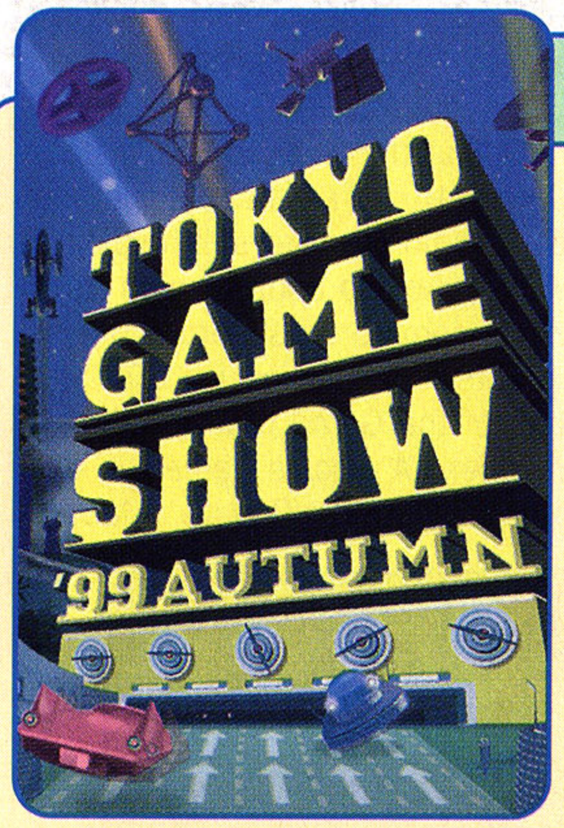


Tecmo Has Plans For Dreamcast & PlayStation2

Tecmo has revealed plans for ***Dead or Alive 2*** and ***Ninja Gaiden***. Tecmo invited *Game Informer* to its Tokyo headquarters and here's what we found out.

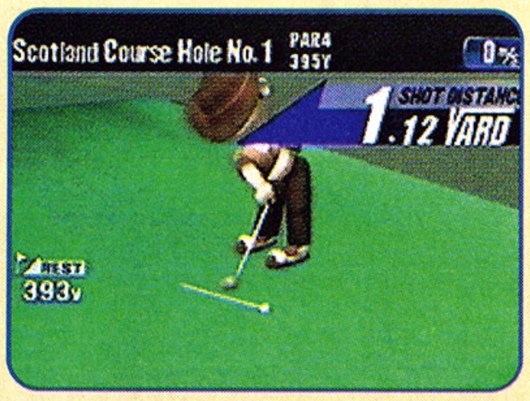
On its way to arcades in November, *Dead or Alive 2* will hit the **Japanese Dreamcast** in late January or early February. This fighting game features impressive CG sequences between each match in the Story mode and is further enhanced with a Tag Battle mode. The Dreamcast version will be further enhanced with new lighting and special effects.

Ninja Gaiden (known as *Kunai* in Japan) will make its way to the **PlayStation2** late next year. This new rendition of the Tecmo classic is said to be inspired by games like ***Prince of Persia***, ***Tomb Raider***, and ***Zelda 64***. Taking the role of the infamous ninja, Ryu Hayabusa, the game is 3D action mixed with magic use and other tricks. For example, *Ninja Gaiden* will re-introduce the attacks and maneuvering using poles and climbing spots. In one section, Hayabusa grabs onto a hawk and, as the bird flies, the crafty ninja attacks enemies. An interesting note about *Ninja Gaiden* is that since Hayabusa is a character in *DOA2*, Tecmo may utilize some of the *DOA2* character models in *Ninja Gaiden*.



Quick Pics From the Tokyo Game Show

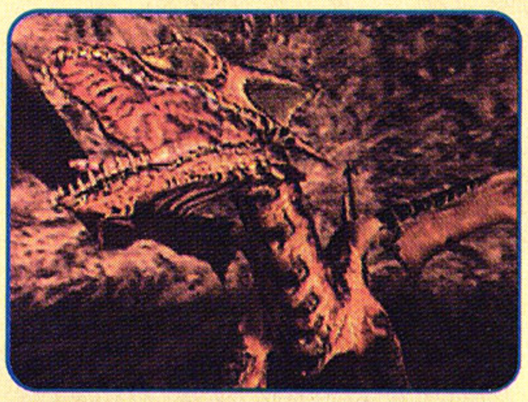
Unfortunately our man on the Tokyo Game Show just got back a couple days after our valiant struggle with the Dead Lion, so we couldn't give you everything we wanted to this month. We decided to prioritize by throwing in some screenshots and brief blurbs of the stronger looking titles that we expect to hit the States. Expect much more in December.



Golf Yarooze – Sega Dreamcast
What can we say? It's Hot Shots Golf on the Dreamcast. Not very original, but an excellent title to add to the Dreamcast complement.

Virtual On: Cyber Troopers – Sega Dreamcast
Virtual On with a face lift. The gameplay looks practically identical.

Berserk – ASCII Dreamcast
In this third-person action/adventure game, players take on the role of a seriously bad-ass looking character who fights mutant zombies with fists, special attacks (magic?), and a rather large sword.

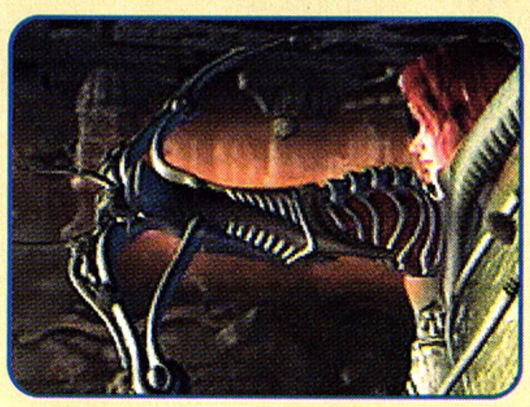


Phantasy Star Online – Sega Dreamcast
Sega only had a few screens to show of the first Phantasy Star game since the late days of the Genesis. While it probably won't stand as a true Phantasy Star sequel, exploring a vast fantasy world with other people via the Internet has proven to be an addictive concept.

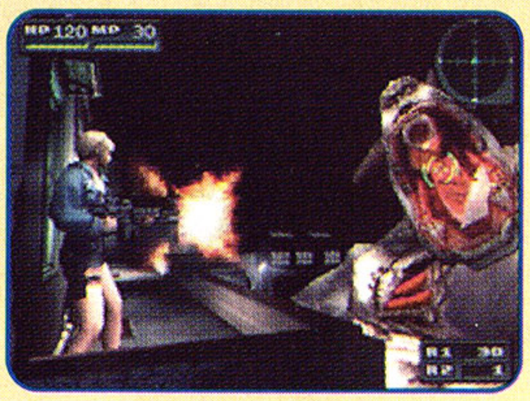
Channel 5 – Sega Dreamcast
This unusual game features a female character in a "groovy" science fiction setting in which dancing (think Austin Powers intro scene) appears to be the method of defeating aliens.

Jet Set Radio – Sega Dreamcast
We're not even sure how this roller-blading game is played, but it looks pretty darn cool. Style appears to be more important than tricks and regular gameplay. Dance Dance on roller-blades?

Valkyrie Profile – Enix PlayStation
This beautiful RPG features an intriguing battle system that blends action elements into traditional RPG combat.



Legend of Dragoon – Sony Computer Entertainment Inc. PlayStation
This gorgeous Action/RPG is chock-full of FMV and beautiful art rivaling Square Soft's.



Parasite Eve 2 – Square Soft PlayStation
People either love or hate the first installment of this unusual game from Square Soft. It still looks good to us, but we hope the action is a little more agreeable.

Dragon Valor – Namco PlayStation
In this unusual adventure game, players are locked in a battle with dragons. The interesting twist is that characters eventually pass away and the task of clearing out Dragonkind is inherited by the character's next of kin.

Resident Evil: Gun Survivor – Capcom PlayStation
When we first heard about this Resident Evil gun game we didn't have very high expectations. Capcom may have proven us wrong as it turned out to be a pretty good shooting experience at the show.

editor's top ten

10. *Toy Commander – DC*
9. *Soul Calibur – DC*
8. *Monster Rancher 2 – PS-X*
7. *Duke Nukem: Zero Hour – N64*
6. *Suikoden II – PS-X*
5. *Sega NFL 2K – DC*
4. *Resident Evil 3: Nemesis – PS-X*
3. *Crash Team Racing – PS-X*
2. *Tony Hawk's Pro Skater – PS-X*
1. *Final Fantasy VIII – PS-X*

reader's top ten

10. *Syphon Filter – PS-X*
9. *Tarzan – PS-X*
8. *Need for Speed: High Stakes – PS-X*
7. *Lunar: The Silver Star Story – PS-X*
6. *Super Smash Brothers – N64*
5. *Star Wars: Episode 1 Racer – N64*
4. *Driver – PS-X*
3. *Pokémon Pinball – GBC*
2. *Pokémon Snap – N64*
1. *Final Fantasy VIII – PS-X*

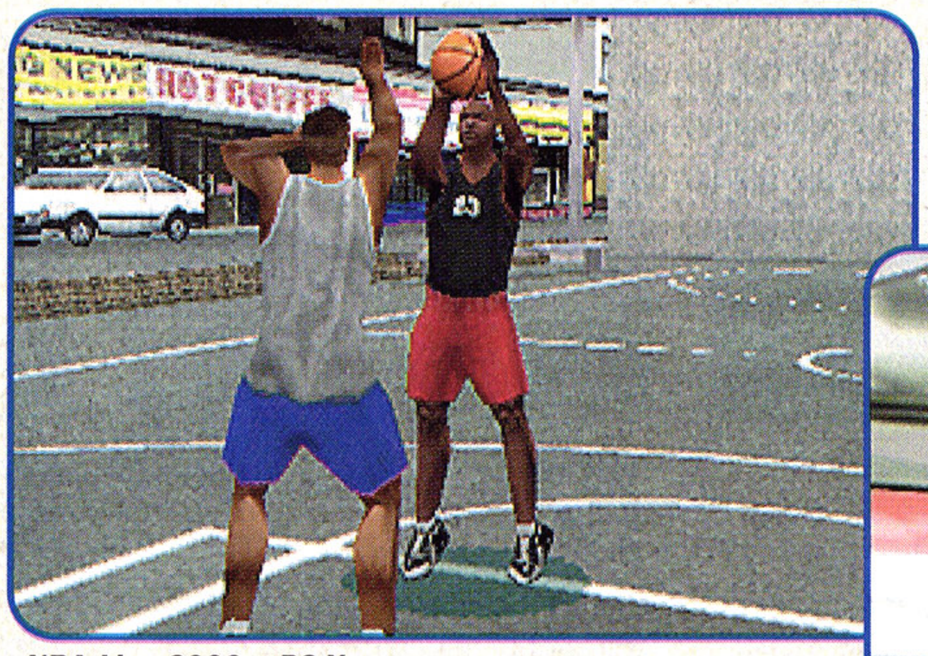
top ten benefits of using a dreamcast controller

10. *Never feel left out when your grandparents start talking about their arthritis*
9. *Makes guitar lessons seem simple in comparison*
8. *VMU always reminds the absent-minded of what game they're playing*
7. *Using Analog and Left Shoulder Button enhances your pinching skills*
6. *Special cord cozy snap-in cavity alternates as a pencil holder*
4. *Doubles as a weird alien spaceship for your toy collection*
3. *No relationship will ever seem as awkward*
2. *Perform a finger puppet show in the empty VMU cavity while you play*
1. *One-size-fits-nobody feature prevents unfair advantages*

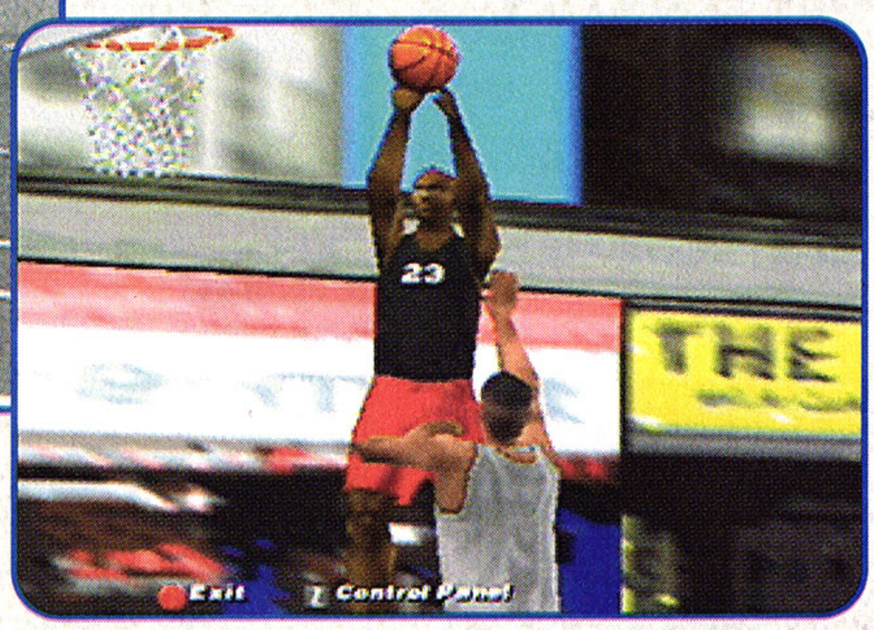
Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Michael Jordan Appears in NBA Live 2000

From underwear to weenies, **Michael Jordan** will endorse just about anything (for a price). Now he's making another foray into the land of video games. **EA Sports** has signed Jordan to act as a spokesperson for EA Sports' games, including ***NBA Live 2000***. Although many of us at *Game Informer* are still holding a grudge against MJ for being indirectly responsible for that "I Think I Can Fly" song, we do applaud his return to the arena of television commercials. Jordan, along with 60 other NBA greats, appears in *Live 2000* as a part of the Legends of the Game feature. Jordan may also appear in other EA Sports games in the future. Here's a look at Jordan in *NBA Live 2000*.



NBA Live 2000 – PS-X



NBA Live 2000 – N64

Perfect Dark Delay Confirmed

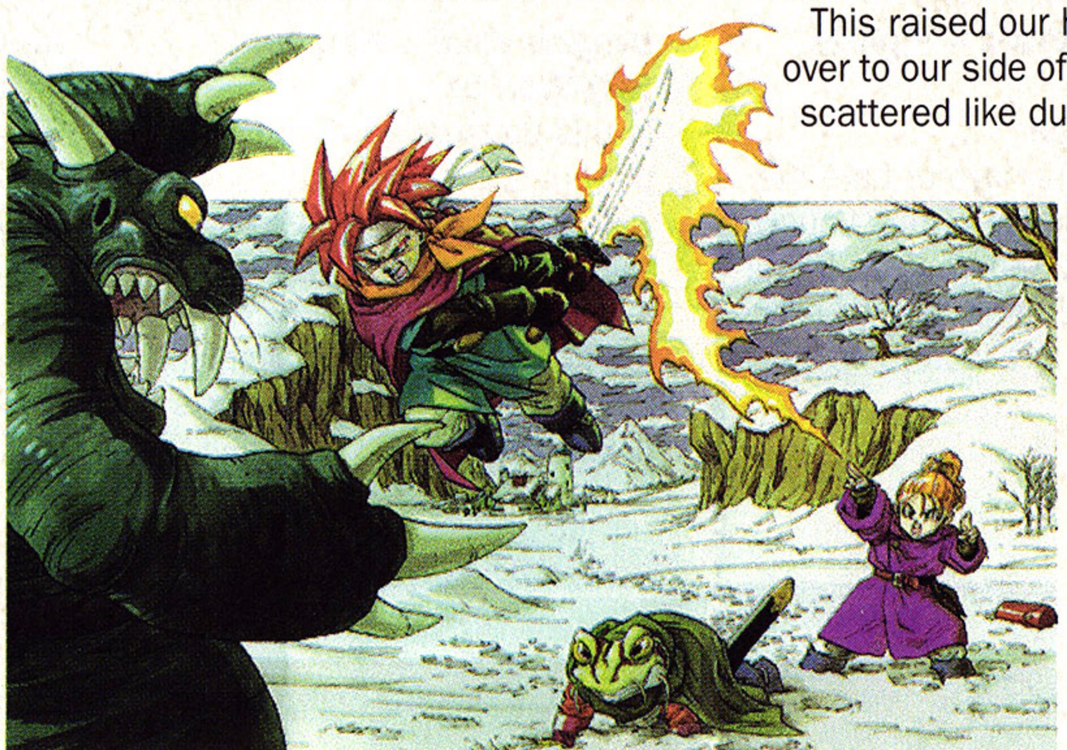
In last month's issue of *Game Informer*, we reported that there was a good chance that **Rare's** much anticipated futuristic pseudo-sequel to *GoldenEye*, ***Perfect Dark***, would be delayed until April. This was confirmed by **Nintendo** at a recent press conference. How did we know? It's Rare. All of its games get delayed. While we don't expect ***Donkey Kong 64*** to get delayed (Nintendo will have the development teams' heads if it does), we do have reason to believe that Rare's next game (which we don't know anything relevant about) will most likely be delayed about six months to a year after its as-yet-unannounced release date.

PERFECT DARK™

RAREWARE

Chrono Trigger Returns as a PlayStation Game

Square's classic SNES RPG, ***Chrono Trigger***, is being ported to the **PlayStation** in Japan. The game, coming to Japan late this year, is packed with new animated cutscenes as well as a few other surprises. This raised our hopes that *Chrono Trigger* might make its way over to our side of the pond. Unfortunately, our hopes were soon scattered like dust in the wind – all we are is dust in the wind. All we do crumbles to the ground, though we refuse to see. A source at Square confirmed that it has no plans to bring *Chrono Trigger* to the U.S. However, the company did not rule out the chance that *Chrono Trigger* might release if there is enough consumer demand. In other words, head over to http://www.squaresoft.com/ and drop them a line via the customer service section.



New Pokémon Game

Nintendo has announced a new *Pokémon* **Game Boy Color** title, ***Pokémon Card***. Set to be released in February of 2000, the game will be based on the popular Wizards of the Coast trading card game.

Before that, expect Pokéfever to reach new heights with the November 22 release of the theatrical *Pokémon* movie, ***Mewtwo Strikes Back***. Nintendo also announced that it has cut a deal for a 22 million dollar *Pokémon* promotion at Burger King. (Let's hope that it's more successful than Teletubbie custard!)

Dreamcast Launch Plagued by Defective Games

Defective games are becoming a black eye on the hugely successful **Dreamcast** launch. Apparently, a number of titles had a significant number of defective GD-ROMs due to problems in pressing. **Sega** has attributed the problems to a single defective GD-ROM duplicating machine in a California-based Sanyo pressing plant, in which the GDs weren't fitting into the molds properly, resulting in missing data.

Sega has informed retailers that as many as 10% of ***Sonic Adventure*** discs may be defective, and is rushing new stock to the stores to handle returns. Many have experienced problems with the web browser disc that was included with the Dreamcast. ***Blue Stinger*** is the title perhaps most plagued with trouble; one retailer informed us that over 40% of the *Blue Stinger* titles sold have been returned. To deal with the problem, **Activision** has set up a toll-free line for exchanges. Just call 1-888-402-8951 and Activision will overnight you a new copy of the game with a pre-paid envelope to send back your defective product. **Midway** titles ***Ready 2 Rumble*** and ***Hydro Thunder*** have also experienced some defects.

Sega says they have addressed the pressing problem, and has instituted a more liberal returns policy. If you have problems returning a disc to your local retailer, call 1-800-USA-SEGA to get a replacement game. More information can be found at www.sega.com.

No Indy for the Holidays

The forthcoming **LucasArts PlayStation** title, ***Indiana Jones: The Infernal Machine***, has been pushed out of its holiday release frame and will now make its debut next spring. Fortunately, the PC version is still right on track and should hit retailers this November.

Game Informer's Site O' The Month

Smithsonian Institution

Fat Babies
www.fatbabies.com

Being a magazine focused on reviews, we have to vent our occasional irritation and contempt for the industry on the really bad games rather than the politics, people, and half-baked marketing plans that are responsible for them. The cynical people at Fat Babies dish out all kinds of juicy industry insider gossip that would cause us way more trouble than it's worth, which is why we enjoy checking out their site so much. Just keep the difference between rumor and fact in mind as they often mix the two together. And remember, there is no real proof on the Internet.

Video Game Trivia

1. *Why did Core choose a female character for its first Tomb Raider game?*
2. *What year was 720° released in arcades?*
3. *What company has dominated the top ten selling games for the last year and a half?*
4. *What company has dominated the top one hundred best selling games for the last year and a half?*
5. *How many new Metroid games have come out since the last Metroid on the SNES, Super Metroid?*

[Answers on the bottom of page 33]

Allen Ludden

This TurboGrafx game was published by Hudson Soft and came out in 1992. It featured a world-wide martial arts megastar who has been featured in several recent Kung-Fu flicks on the big screen. Unlike the movies, the goal was simply to save the girl and hurt the bad guys (er... forget we said that). What game is it?

[Answer on the bottom of page 33]

Data File:

➤ In a move that must have the GenCon crowd shaking in their knee-high lace-up boots, toy giant **Hasbro** announced that it is buying **Wizards of the Coast**, which virtually has a lock on the trading card game business with ***Magic: The Gathering*** and will open up for Hasbro the ***Dungeons & Dragons*** universe.

➤ Internet wrestling sites have reported that **Justin Credible** and **Lance Storm** have been working with **Acclaim** lately, getting ready to launch **ECW's** first video game sometime next year. With the success of the TNN ECW show (Friday at 7 pm CST, by the way), this is the obvious step for Acclaim, and it's about time ECW had a video game.

➤ Sales of the **Game Boy Color**, fueled by the *Pokémon* craze, have propelled **Nintendo** to the top of the video game market in 1999. Since the first of the year, Nintendo has accounted for 51% of all video game revenues. Sales of the Game Boy increased a mind-boggling 249% over last year.

➤ **Sega** expected to sell more than 400,000 **Dreamcast** units in the first 30 days, but surpassed this goal in only seven days. Sega stated it had sold 410,000 units from September 9-16. Sega hopes to sell one million units by December 31, and 1.5 million by March 31, 2000.

➤ **Midway** has signed an exclusive four-year deal with the **Arena Football League** to develop AFL-licensed game titles.

➤ **Sir Dan** will come back to **PlayStation**. ***Medieval 2*** is in development at **Sony Computer Entertainment Europe**.

➤ **LucasArts** has signed on to develop for the **Dreamcast** and that means one thing – a *Star Wars* game for the new Sega platform. **Sega** is also reportedly working on a new *Episode 1 Racer* for the arcades.

Gran Turismo 2 Release Date Set

Dispelling the rumor that **Gran Turismo 2** has been delayed until next year (or would only come out on the **PlayStation2**), **Sony Computer Entertainment America** announced that *Gran Turismo 2* will release on the PlayStation on December 7. With over 400 cars, more than 10 racing courses, and 40 track combinations, *Gran Turismo 2* will more than likely be a must buy for racing game enthusiasts.

As of July, Sony has shipped over seven million units of Gran Turismo worldwide: 2.4 million in the States; 2.4 million in Japan; and surprisingly, 2.4 million in Europe as well. *Game Informer* predicts that *Gran Turismo 2's* success will double that of the original. Lower system prices bring about more gamers, and there is no better racer than *GT*.

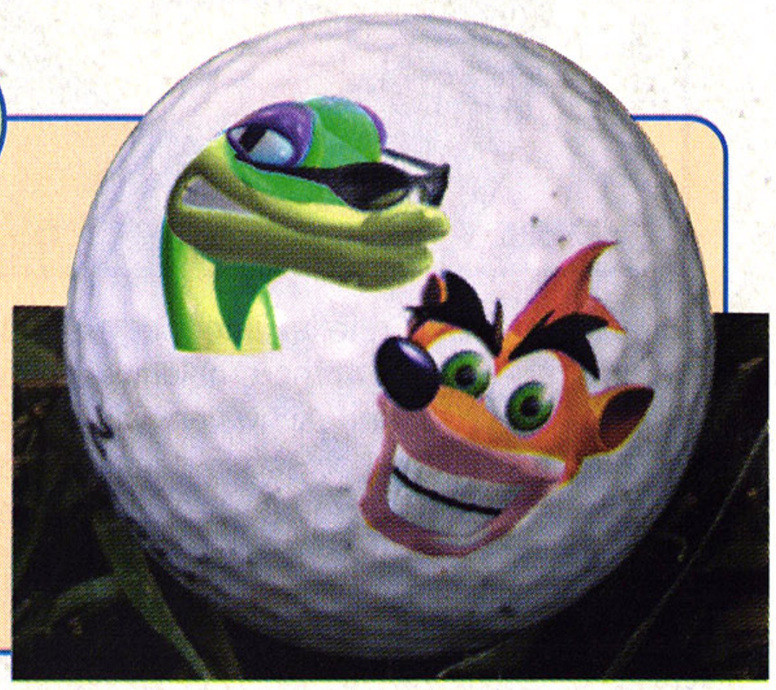
GRAN TURISMO 2™
THE REAL DRIVING SIMULATOR

Kain Morphs To The Dreamcast Spectrum

Eidos and **Crystal Dynamics** have confirmed plans to bring ***Legacy of Kain: Soul Reaver*** to the **Sega Dreamcast**. Already available for **PlayStation**, the DC game will obviously receive a number of graphical improvements. At this point, it is not certain whether the game will undergo any other changes (like getting a decent ending). However, the DC version of *Soul Reaver* may just simply be a port of the PC game that is due to hit shelves very soon. The DC version of *Soul Reaver* should be available early next year.

Sony Recruiting Popular Golfers For Hot Shots 2

Hot Shots Golf 2 may have a few surprises when it hits the **PlayStation** next spring. *Game Informer* has learned that Sony is planning to add some familiar video game characters to the list of golfers. Just like **Nintendo's** *Mario Golf*, Sony is hoping to put popular faces into its next golf game. ***Gex*** and ***Crash Bandicoot*** are the obvious choices, but don't be surprised if you see the likes of Sweet Tooth from ***Twisted Metal*** or possibly Lara Croft. Well, maybe not Lara as her guns might get in the way of her golf swing.



THINK ABOUT THIS!

by Erik, the PC Jedi

For Shame Developers!

We can feel it coming. The classic video game slump that seems to occur at the dawn of a new series of systems seems almost unavoidable. With all of the top-notch developers rushing in to throw themselves at the next big thing, our current consoles are beginning to suffer from a lack of new and innovative titles.

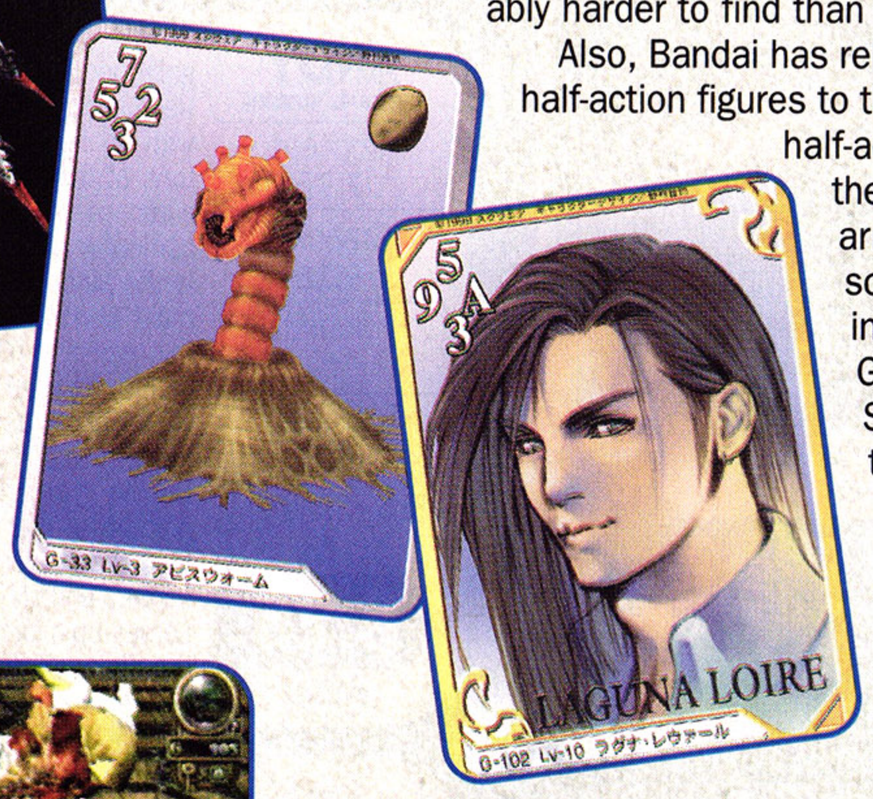
The chief offenders on this front are Konami for even thinking they could get away with putting out Metal Gear Solid: VR Missions as a separate game (it was an extra disk included in a Japanese special edition); Nintendo for jipping Pokémon fans who are too mind-numbed from the whole Pokémon craze to realize having Pikachu follow you around and making crappy printouts of all your Pokémon is not worth $40 (not to mention the cost of the printer itself); and Core for barely changing basic essentials of Tomb Raider over the course of 4 sequels.

Are these slumps necessary? I don't think so. It's great that Sony has such an amazing complement of companies working on its first generation of titles for PS-2, but did they have to let everybody in on it? The only people we can hope to rely on to keep the industry alive and vital in the States until next Christmas season is Sega. With the online gaming delay and all the PC ports showing up for its machine, that's not a very optimistic thought.

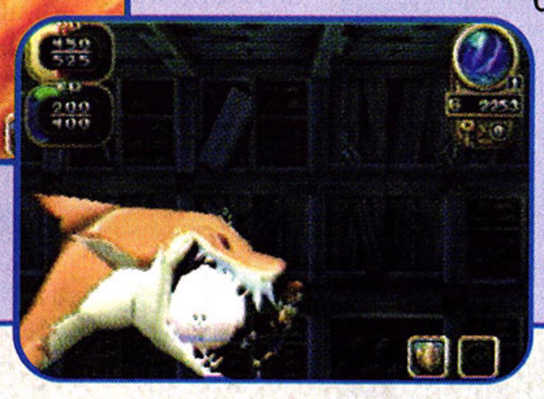
Bandai Introduces FF VIII Trading Cards

The ***FFVIII Triple Triad*** trading card game is quite addictive and will no doubt add 10-20 hours to your game that you never devoted to actually playing through the plot. In fact, it's so simple yet cool that you will find yourself wanting to play it against human opponents. Fortunately for you, **Bandai** will be importing the "actual reality" version from Japan to the States. These collectable cards will feature all 110 cards found in the game, plus a number of cards devoted to character art, puzzles, and screenshots of stunning views from the game. The Character and GF cards will be considerably harder to find than the rest.

Also, Bandai has released *Final Fantasy VIII* half-action figures to the States. We call them half-action figures because they can only move their arms, and their accessories don't fit very well into their hands (Squall's Gunblade in particular). Still, they're pretty cool to look at.



Alundra Returns To PlayStation

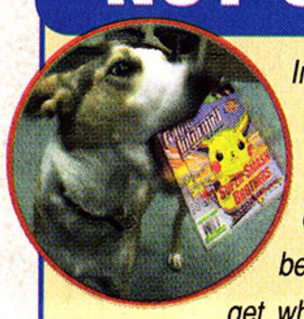


Sony Computer Entertainment Japan is hard at work on a sequel to its popular action/adventure, ***Alundra***. Aptly titled ***Alundra 2***, the game features hack n' slash gameplay loaded with puzzles, minigames, and rich 3D graphics. If you remember, the first *Alundra* game was brought to the U.S. by the fine folks at **Working Designs**. While if Working Designs will bring this game to the States is uncertain, this company or any other publisher would be moronic not to do so. *Alundra 2* is slated for release on the Japanese PlayStation in November.

Video Game Trivia Answers:
1. A developer got tired of staring at a male's backside all day long.
2. 1986
3. Nintendo
4. Sony
5. 0

Name That Game Answer:
Jackie Chan's Action Kung-Fu

NOT GETTIN' ANY?



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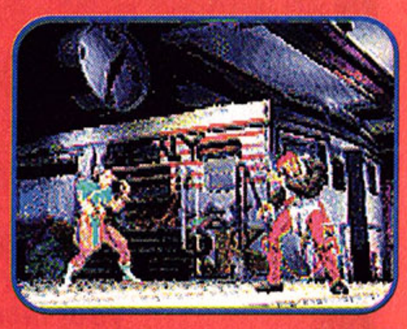
THE GOOD, THE BAD, THE UGLY

UGLY – Nintendo will be hyping the release of ***Donkey Kong 64*** with a new DK console and controller package. The package will come with DK 64, a RAM pack, and a "Jungle Green" (although Erik said the color "looks more like lime lollipop green to me") N64 console and controller.

GOOD – The highly anticipated showdown between **Capcom** and **SNK** is making its way to arcades and the **Neo Geo Pocket Color**. A fighting game featuring both SNK and Capcom characters will soon be in Japanese arcades. Not only in arcades, the home version on NGPC is slated for this winter. We should also be hearing the announcement of a Dreamcat version of ***SNK Vs. Capcom*** very soon.



BAD – In a recent article, ***The Wall Street Journal*** quoted **Square Soft CEO Tomoyuki Takechi** predicting that his company would spend over $40 million on an upcoming ***Final Fantasy*** title for the **PlayStation2**. Are developers going to be priced out of making software?

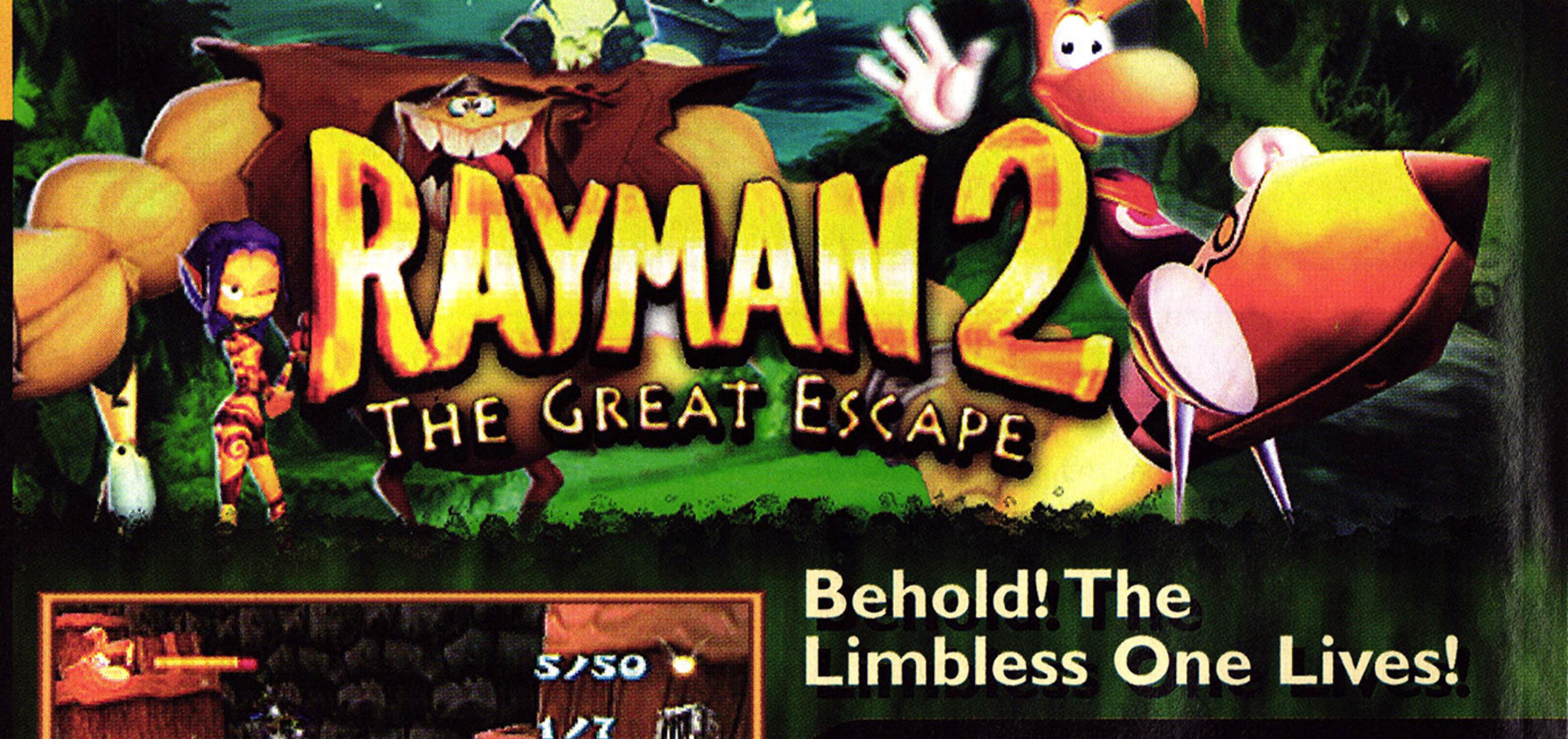
GOOD – Tony Hawk will return to video games. Besides working on the N64 version of Pro Skater , Neversoft has revealed that it is indeed working on a sequel for this monster skateboarding game. The game promises "tailslides, noseslides, and more bluntsides." **Neversoft** also wants feedback on what gamers would like to see. Send your comments and suggestions to thps2@neversoft.com.

TONY HAWK'S PRO SKATER 2

Nintendo 64
Review

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 45 Levels Spread Across 13 Worlds; Helpful Allies; Side Quests; Helicopter Hair & Energy Ball Tossing; Controller & Expansion Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Ubi Soft
- **Available:** October for Nintendo 64

Bottom Line: 7.75



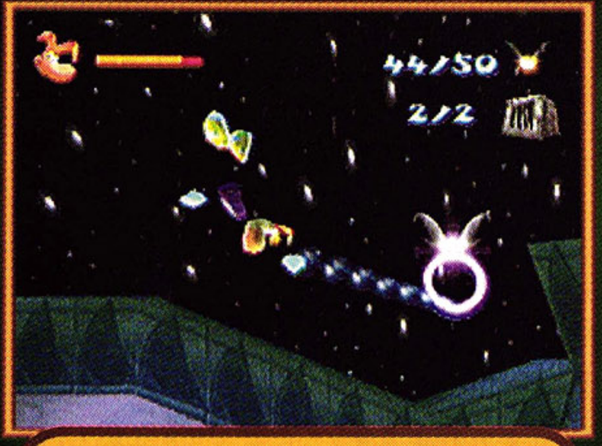
Rayman can toss energy balls at the evil pirates.

Behold! The Limbless One Lives!

Um no...how 'bout I just fart in your face?

The jungle level is a sight to behold.

Egad! Look out behind you Rayman!



Eat your heart out Pitfall Harry!

With the resurrection of Sega, most developers are abandoning Nintendo and jumping headfirst into Dreamcast gaming. Because of this, the Nintendo 64 holiday lineup is practically transparent. Nonetheless, slim numbers don't necessarily constitute complete and utter doom. Nintendo is projecting big numbers for the return of Donkey Kong, and Ubi Soft's long delayed action/platform title, Rayman 2, is finally complete and raring to give Rare's big ape a run for the money.

The long development cycle for Rayman 2 actually paid off, and after years of construction, Ubi Soft's platform star can finally hold his own against the likes of Mario and Banjo-Kazooie. Just like the PlayStation precursor, this 64-bit sequel is loaded with breathtaking imagery and Disney-like animation. In Rayman 2, the story plays a much larger role than it did before, and every now and then a real-time cutscene will be triggered, and the player will be briefed on the conflict at hand. Some of the characters in these gameplay intermissions are actually allies of Rayman, and if you help them out at a given time, they'll return the favor and lead you to secret areas or even open new levels for you.

All of the environments in this platformer are gigantic and appear as though they were taken straight from a wild dream. With an arsenal of moves, like the helicopter hair and energy grapple, Rayman can work his way along every inch of these worlds. In the same vein as Mario 64, enemies play second fiddle to both the platforming and exploration. For the action that is there, Ubi Soft did a commendable job mixing up the play; and with each new environment, you never really know what to expect. Rayman may jump on a pair of water-skis, then a second later he may jump on a rocket bull and ride across a lava pit.

Rayman has come a long way from its initial PlayStation attempt, and the inclusion of 3D only strengthens this obscure character's future. The Nintendo 64 has always been mighty in the ways of platforming, and Rayman fits the high class bill.

ANDY
THE GAME HOMBRE

Concept	7.75
Graphics	9.25
Sound	8
Playability	8.5
Entertainment	8
OVERALL	**8.25**

"There is little doubt that Rayman 2 is a gorgeous N64 game. It's easy to see that Rayman pays homage to Banjo-Kazooie with its large, intricate levels filled with tons of texture maps and great real-time cutscenes. Rayman also owes a lot of its gameplay elements to Mario. **If imitation is the sincerest form of flattery, Rayman must want to hump Mario's leg**, because this game is filled with Mario slides and jumps. Rayman doesn't limit itself to just N64 either, as it has shell and animal riding much like PlayStation's orange rat. But in the end, Rayman 2 is a fun platformer that actually deserves notice. Even though you have infinite lives and the camera and play are a little quirky, Rayman serves up a lot of challenge and secrets to discover, which makes Rayman the best N64 game I've seen in months."

JAY
THE GONZO GAMER

Concept	8
Graphics	8
Sound	7
Playability	7
Entertainment	7
OVERALL	**7.5**

"Personally, Rayman 2 is not my type of game. I like the story and the characters, but the jiggling camera and loose controls eventually drove me nuts. **There are times when the game comes together brilliantly**, like while helicoptering down a long chute or skiing behind a sea monster. But when it doesn't work, as when you're trying to execute a simple platform-to-platform jump for example, you quickly forget the good times. Despite having said all this, I know there are plenty of people out there who will thoroughly enjoy Rayman 2. It's got interesting puzzles, a good level of challenge, and if you like it, plenty of things to keep you playing through its long adventure. All I'm saying is, rent it before you rush out to buy it."

REINER
THE RAGING GAMER

Concept	7
Graphics	8.25
Sound	7.25
Playability	7.75
Entertainment	7.5
OVERALL	**7.5**

"Rayman 2 came incredibly close to being a rockin' platformer, but **the gameplay just doesn't have the pizzazz it needs to keep you thoroughly engrossed**, and the overall experience lacks the polish of Nintendo's impressive platforming stock. Even though it's not a blockbuster, fans of this genre should definitely invest some time in this title. Ubi Soft did a commendable job developing new platforming techniques with it, and altogether, the gameplay features a nice balance between exploration and action. Its platforming is broken up by a slew of different challenges, and very rarely does this game ask that the same feat be performed twice. As such, the play is always unique. While Rayman 2's look can get a little muddy, the overall design of both the environments and characters is very stylish."

QUEENLORDS OF THE MECHANICAL REVOLUTION

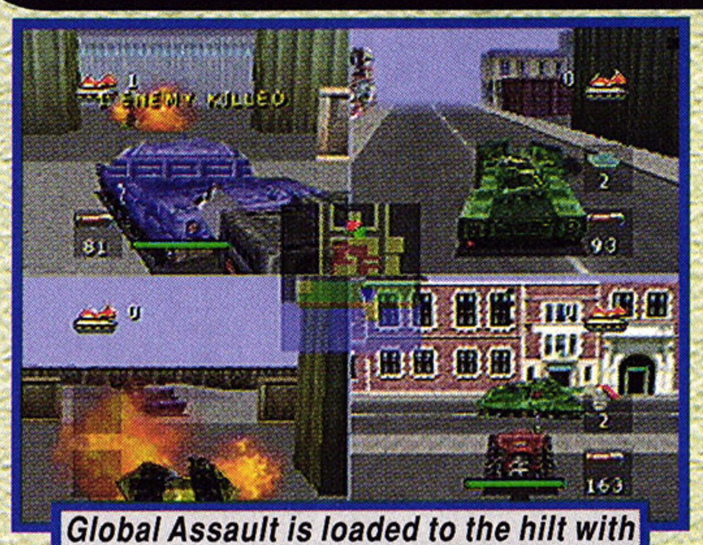
Nintendo 64

Review

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** Several Single & Multiplayer Modes; Multiple Tanks; Tons of Power-Ups Including Cloaks, Teleports, Nukes, & Guided Missiles; Rumble & Controller Pak Compatible
- **Replay Value:** Moderate
- **Created by:** 3DO
- **Available:** November 9 for Nintendo 64

Bottom Line: 7.25

You'll even pilot hovertanks.



Global Assault is loaded to the hilt with multiplayer modes.

With firepower like this, entire cities can be leveled.

Little was expected of the first BattleTanx release for Nintendo 64, but never underestimate a game loaded with more firepower than a third world nation. 3DO surprised the gaming world and turned BattleTanx into an addictive single and multiplayer game. Its arcade-like tank controls and destructive nature combined to create irresistible gameplay, and the inclusion of super sexy QueenLords made the game all the better. While gamers slaughtered innocents and blew one another through the stratosphere, 3DO launched another surprise attack and announced the development of the sequel, BattleTanx: Global Assault.

This new installment came out of nowhere. As you might guess, Global Assault is running on the same engine as the original, and the look of the game hasn't changed too much. However, 3DO has incorporated a ton of new vehicles and multiplayer modes. The story is brand-spanking new as well, and many of the missions feature new objectives.

The physics are once again far fetched, truer to a dune buggy than a tank. The arsenal is as powerful as ever and a real treat to unload on the scum who want to score points with your QueenLords. Joining the always vigilant nuke and slick guided missile are the bouncing betty hopping mine and The Edge, a powerful electrical bolt that stuns enemies with a radial blast. With the multiplayer modes, 3DO created a cornucopia of different gameplay scenarios that range from collecting QueenLords to capturing the flag.

The first BattleTanx sold well above what anyone predicted, and this improved sequel has more than enough firepower to shatter its predecessor's mark and climb to the top of the charts.

Flame on!

Deadly gas fills the room.

JAY
THE GONZO GAMER

"No matter how you cut it, **there is always something vaguely satisfying in just blowing stuff up**. This base instinct is exactly where the thrill of BattleTanx: Global Assault derives from. There are missions, weapons, tanks, and targets aplenty, but after an hour or so it all blends together into one large festival of destruction. For some, this is just the type of thing they look for in a game. I, however, need a bit more to keep me playing than go here, kill tanks, go here, kill tanks, go here, kill tanks, ad infinitum. People went nuts for the first BattleTanx, and I don't doubt that this title will be a success as well, but I highly recommend a rental before a purchase."

Concept	7.5
Graphics	7.5
Sound	7
Playability	7
Entertainment	6.5
OVERALL	**7**

PAUL
THE GAME PROFESSOR

"The concept behind this game is really nothing new. Tank battle games are almost as old as video games themselves. I personally didn't care for the first installment of BattleTanx, but this one surprised me a little. **The graphics are drastically improved and aren't hampered when there is a lot of destruction on the screen.** Equally impressive are the number of gameplay modes. Not only do you have the standard one-player campaign, but the selection of games that can be played with one to four players is impressive. The multiplayer aspects are probably this game's strength because everyone, no matter how little they know about video games, can grasp this game fairly easily."

Concept	8
Graphics	8
Sound	7
Playability	8.75
Entertainment	8
OVERALL	**8**

REINER
THE RAGING GAMER

"Hardcore carnage and non-stop pandemonium await all who decide to saddle up and man the mechanical war machines in BattleTanx: Global Assault. Just like the first installment, this sequel is not the most complex game ever constructed. Rather than assembling a sophisticated tank sim, 3DO opted to go the other way and create an intense arcade experience that is lightning fast and as destructive as it could be. As expected, the look of the game hasn't changed too terribly much. The effects are a tad better, but the environments are still blocky and plagued by haze and fog. **It may look rather crude, but it's actually a riot to play in both the single and multiplayer modes.** Blowing crap up for hours on end is nothing short of a good time. What else can I say? Chaos = fun."

Concept	7
Graphics	6.5
Sound	6.5
Playability	7
Entertainment	7.75
OVERALL	**7**

Nintendo 64 Review

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** Stealthful Movements; Intuitive Targeting System; Headshots; Tons of Weapons; 3 Difficulty Settings; Rumble & Controller Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Omega Force for Koei
- **Available:** Now for Nintendo 64

Bottom Line: 7.75

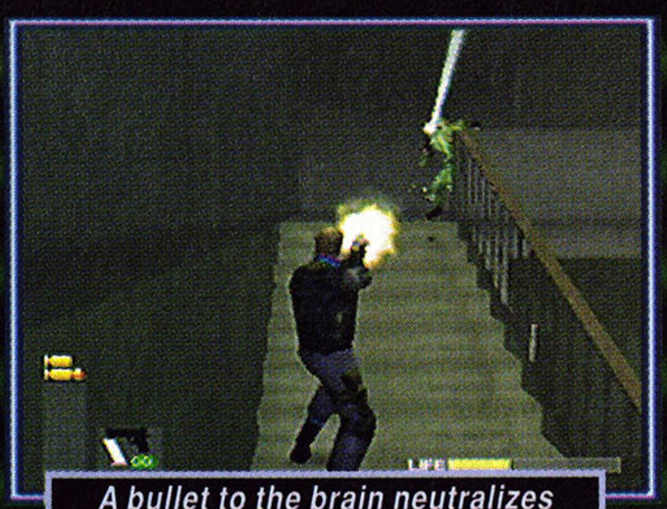
Silent & Deadly

Koei is best known for its comprehensive turn-based strategy games. Whether it be Romance of the Three Kingdoms, Uncharted Waters, or PTO, Koei will always be known as the king of war. However, the arrival of high-end gaming has ignited a new flame in this powerful development house, and through the last few years, Koei has abandoned its roots and has experimented with several different genres. On the PlayStation, Koei cut loose and unleashed the beautiful fighting game Dynasty Warriors, and as you read this, Koei is distributing its first Nintendo 64 action title, Winback.

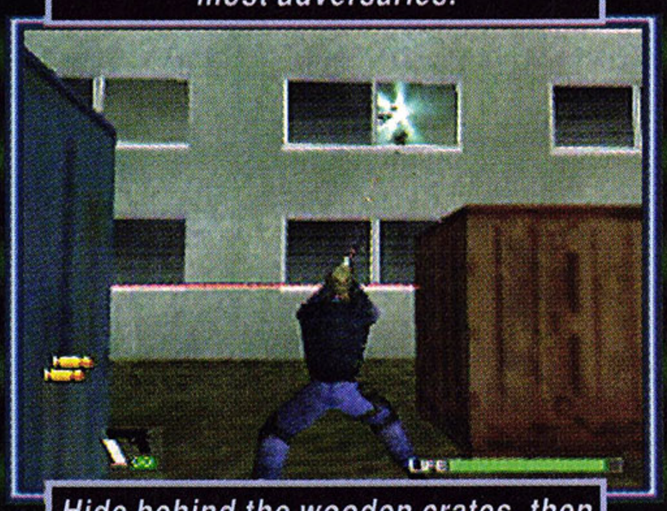
Ever since Metal Gear Solid exploded on the PlayStation, Nintendo 64 gamers have been on their knees pleading for a sophisticated action game of their own. Koei was the only developer willing to give it a shot, and to much industry surprise, this inexperienced developer has crafted one of the most complex console action games. Just like GoldenEye, Tenchu, and Metal Gear, Winback's gameplay chemistry is a perfect mix of stealth and balls-to-the-wall carnage. In the shoes of Jean-Luc Couger, a well trained S.C.A.T. member and pretty boy weenie, players scamper behind enemy lines, imbedding little metal surprises into the brains of all who oppose.

With autolock targeting and the ability to duck and hide behind almost every object, Winback makes terrorist negotiations a real breeze. The goal of the game is to stop the criminal organization, Crying Lions, from seizing control of a high-tech weapons satellite. With a SWAT team that doesn't crave martinis or lovely ladies, this feat could be achieved. Just don't ask any of these guys to cover your back. Boink!

Winback also brings to the plate a finely crafted multiplayer mode that allows four players to blow each other to smithereens. While the purpose of multiplayer is to kill, kill, kill, the single player game comes equipped with a ton of cutscenes that deliver a story so intense, and so covertly scary, you may find yourself hiding under your bed and sucking your thumb like a big fat baby after each energetic gaming session.

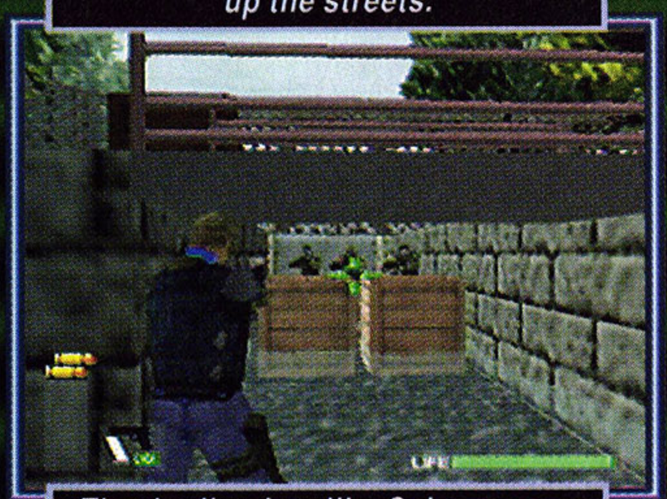


A bullet to the brain neutralizes most adversaries.

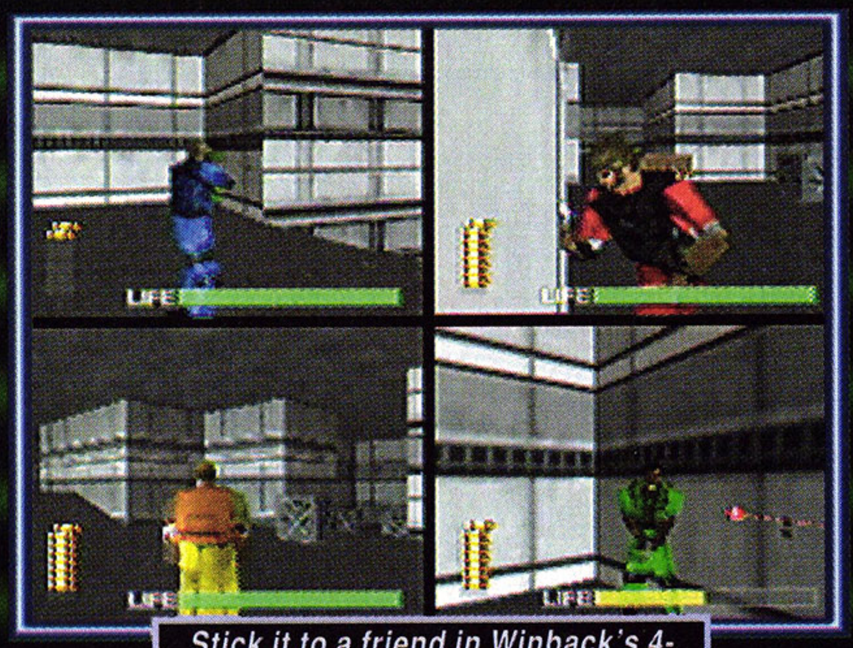


Hide behind the wooden crates, then jump out and blast the opposition before they get a whiff of you.

Use the rocket launcher to clean up the streets.



They're lined up like Coke cans on a fence.



Stick it to a friend in Winback's 4-player stealth-a-thon.

JAY
THE GONZO GAMER

Concept	8.5
Graphics	8.5
Sound	7.5
Playability	7
Entertainment	7.5
OVERALL	**7.75**

"Winback's most interesting feature also turns out to be its biggest drawback – the targeting. I'd be so proud of myself for running past two gunmen at my side, battle rolling behind a box, putting my back to it, and be ready to strike. Then my pride changed to anger when I swung my gun around the corner and my laser sight wouldn't point at a guy right in front of me. Other than this ever-present annoyance, Winback provides plenty of tense action. **The game is pretty large with a good level of challenge** (sometimes due to the targeting). Yeah, it sucks having to do 100 missions in the same building, but hey, there just aren't enough games like this for Nintendo 64. Winback should get a lot of play simply for being something different."

PAUL
THE GAME PROFESSOR

Concept	9
Graphics	8.75
Sound	7
Playability	8
Entertainment	8
OVERALL	**8**

"This is the type of game you can't just jump into and start blasting. You can, but chances are you'll get your butt blown off in minutes and end up a little ticked off at the control. Luckily, there is a Training mode that will show you the ropes of Winback's ingenious control. However, the playcontrol is not without its faults. I found myself fumbling with the camera control over and over, but again, it's a matter of training. With that, the challenge of the missions are heavy and I really enjoyed the gunplay. The multiplayer mode is reasonably fun as well. **Winback is a solid action tile, which are in short supply on N64.** I just have to warn you again that the control may be a stumbling block for many a gamer."

REINER
THE RAGING GAMER

Concept	8
Graphics	7.25
Sound	7.25
Playability	8.75
Entertainment	7.25
OVERALL	**7.75**

"This action game is loaded with potential. Its control schematics and targeting system are simply amazing and a sight to behold, yet the level designs and conflict don't embody the same level of detail. **If the story doesn't bore you to death, the blocky level designs will.** Winback is also mediocre in the graphics category. The animation of Jean-Luc is pretty slick, but the texture quality and effects are average at best. It seems as though Koei spent most of the development time perfecting the complex gameplay, and then at the last minute hacked together the rest of the game. I thoroughly enjoy the play and bow down to the stealthy tactics, but I couldn't pull myself to play this game all of the way through. The multiplayer is good, but the overall package will probably scare off most gamers."

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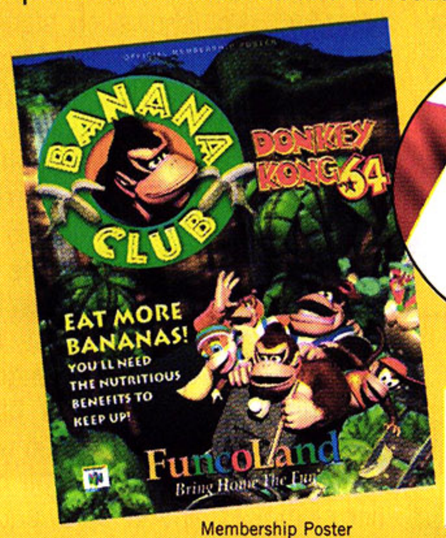

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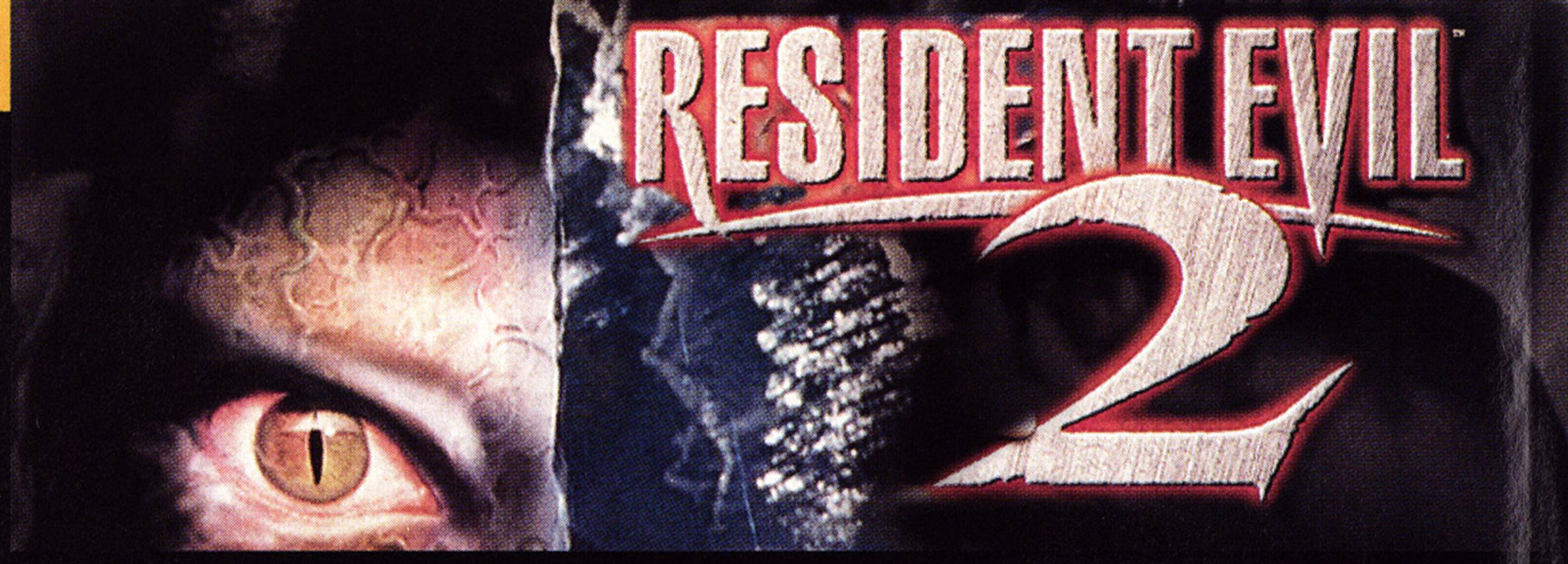
Nintendo 64
Review

- **Size:** 512 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Characters With Slightly Altered Quests; CG Cutscenes; 2 Different Sets of Weapons for Both Leon & Claire; Zombies Lose Limbs, Heads, Etc.; 3 Violence Level & Blood Coloration Options
- **Replay Value:** Moderately High
- **Created by:** Angel Studios for Capcom
- **Available:** Now for Nintendo 64

Bottom Line: 8.75



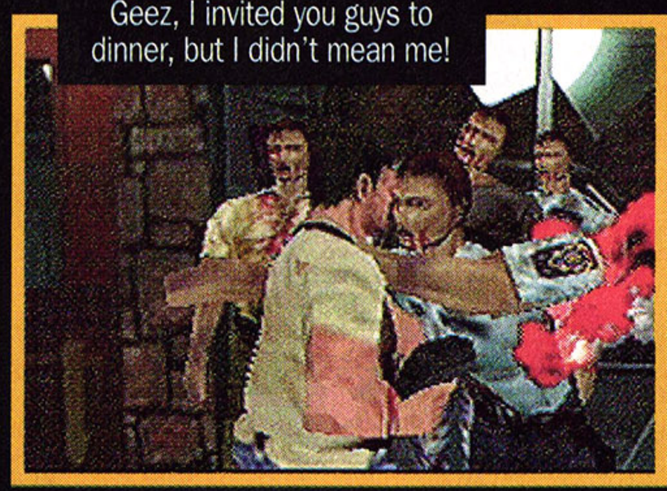
Resident Evil 2 In All Its Gory

The N64 has suffered without Capcom's Resident Evil series on it, but the reason for the game's absence seemed pretty obvious. A Resident Evil game just couldn't be done on a cartridge-based system. The rendered environments and cutscenes simply take up too much memory to be feasible on anything short of a CD. Or so we thought.

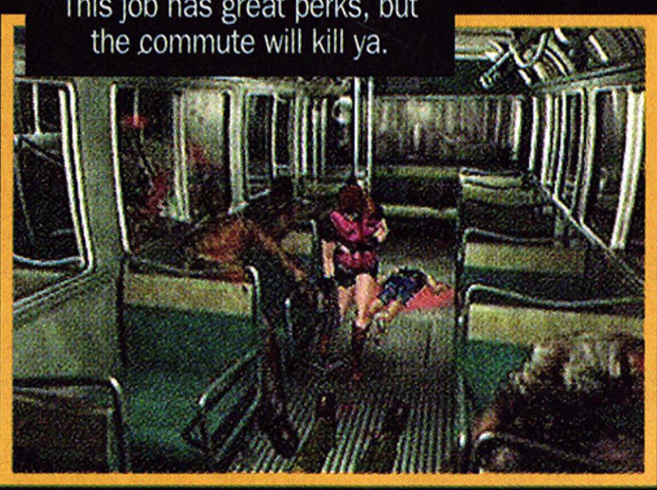
Capcom enlisted Angel Studios to mash, cram, and stuff Resident Evil 2 into a cartridge for the N64, and they've done a remarkable job of it. The CG cutscenes might be a little fuzzy, but it's a miracle that they're even there. The overall graphics during gameplay itself suffer to a very minor degree, but certainly not enough to seriously damage the entertainment value of the game.

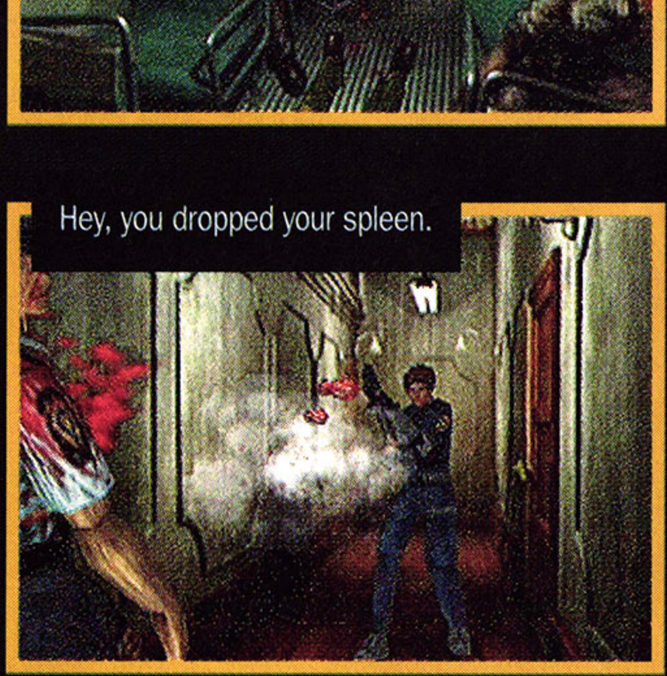
You'll still drop your controller and soil yourself when something large and nasty smashes through a window, and you'll be just as disgusted and horrified when you come across a whole pack of zombies making a snack of some unfortunate individual.

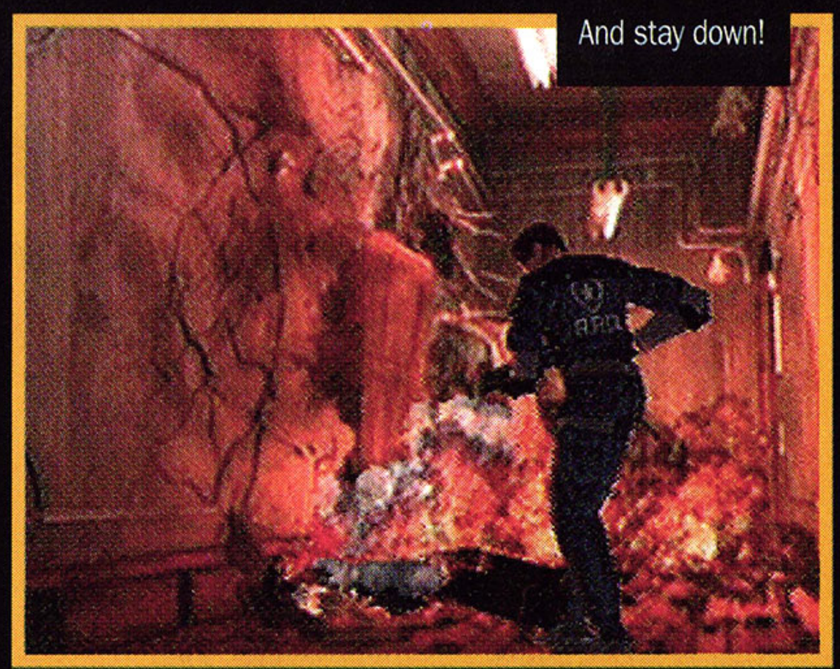
In Resident Evil 2, you get the option of choosing two characters, Claire or Leon. Depending on which character you choose, you will encounter different situations and pick up different sets of weapons. As hard as the game is, and as frightened and weary you are after you beat a Resident Evil game, you always end up wanting to play through it with the other character just to see the different scenes.


Geez, I invited you guys to dinner, but I didn't mean me!

Even on the N64 Claire looks just as stylin'.


This job has great perks, but the commute will kill ya.


Hey, you dropped your spleen.


And stay down!

JAY
THE GONZO GAMER

Concept 8.5
Graphics 9
Sound 9
Playability 8.75
Entertainment 9.25

8.75
OVERALL

"RE 2 on N64 is an amazing accomplishment. The translation has been handled so well, you forget it's not on the PlayStation. It isn't a letter-perfect translation, but the only very noticeable difference is the slightly dampened sound of the gunfire. Despite all this praise, however, one thing constantly bothered me while I was playing – this game's almost two years old. It seems to me that almost anyone that wants to check RE2 out would have by now. I wouldn't classify being able to change the blood color and violence level as must-see features. Now if Capcom had brought Resident Evil 3 to N64, that would have been huge! Still, for those two dozen people that refuse to look at anything PS-X and haven't checked out Resident Evil 2, crawl out from under your rock and get this game."

PAUL
THE GAME PROFESSOR

Concept 6
Graphics 9.5
Sound 9.5
Playability 7.75
Entertainment 9

8.5
OVERALL

"For a game that originally appeared on two CDs, Angel Studios should be commended for fitting this masterpiece on a single cartridge. **The FMV, audio, and real-time cutscenes are probably some of the best ever seen on the N64**. It is almost an identical port of the PS-X game, but there have been changes made to some of the puzzles. Angel even redesigned the special costumes found in the police station. What else has been changed? You may want to find out, but I can't see myself playing through this again. Even if you don't have a PlayStation and never experienced this game, you may have to think hard about the fact that you could practically buy a PlayStation for the price of this game. In the end, I advise you to take a look at this game at your local rental store."

REINER
THE RAGING GAMER

Concept 8.75
Graphics 9.5
Sound 9.25
Playability 8.75
Entertainment 9

9
OVERALL

"Even though it's an entire year and a half later, RE 2's gameplay is still an intense fright-fest that shows no signs of aging whatsoever. This was a great game to port to the Nintendo 64, and to be quite frank, I didn't think it was possible to deliver so many textures and FMV sequences on a cartridge format. Then again, that's what the whopping 512 meg cart is for. **While the FMV quality is a tad on the fuzzy side, the story and suspense haven't lost their bite**. Along with the most frightening tale to ever grace a Nintendo console, Resident Evil 2 delivers a puzzle-heavy gameplay experience coupled with breath-taking cinematography. If you can handle horror movies and enjoy sweating bullets in suspense for hours on end, RE2 shouldn't be missed."

Nintendo 64 Preview

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Characters (One Unlockable) That Were Supposed To Be In Previous Game; Old Monsters; Old Bosses; Some New Monsters & Bosses; Levels Have Been Rearranged; Controller Pak Compatible
- **Created by:** Konami
- **Available:** October for Nintendo 64

90% Complete

So Good It Had to be Finished Twice

The Castlevania series has featured some of the greatest titles in the history of gaming, dating all the way back to Nintendo's first console, the NES. The best Castlevania games have all featured the same classic gothic feel, challenging gameplay, and an interesting storyline featuring the ongoing battle between the forces of darkness and the cursed Belmont family.

The first PlayStation Castlevania game was Symphony of the Night and featured old-school 2D sidescrolling gameplay. To this day it remains one of our favorites on the PlayStation. Even though it abandoned the classic whip action and Belmont family line, it stayed true to the Castlevania series with its rigid adherence to challenge, style, and lengthy quest.

The next Castlevania installment, on the N64, simply named Castlevania, was the first in the series to feature a 3D free-roaming environment, and it was a bitter disappointment. It boasted some cool enemies but the characters were lame, the level designs were uninspired, and it just didn't have that same creepy gothic feeling, certainly not with skeletons cruising around on motorcycles in what appeared to be a Renaissance time period.

Castlevania: Legacy of Darkness returns to the exact same gameplay, with slightly altered levels and two additional characters. Cornell is an extremely powerful character who can shift at will into wolf form for the price of red gems, which will slowly count down until he runs out of them and returns to human form. The game will also feature a hidden character who uses a revolver and must blast his way through Drac's castle in seven days in order to save six children that are being held captive there.

Make no mistake. Despite these new characters, rearranged levels, and tweaked gameplay, this latest Castlevania installment is exactly the same game. The new characters make things a little bit more interesting than before but as Marge Simpson would say, "Mmmmmmmm!"

You always get to hold the torch! Now it's my turn.

What kind of werewolf keeps his pants after the transformation?

The penitent man... No wait! Wrong one!

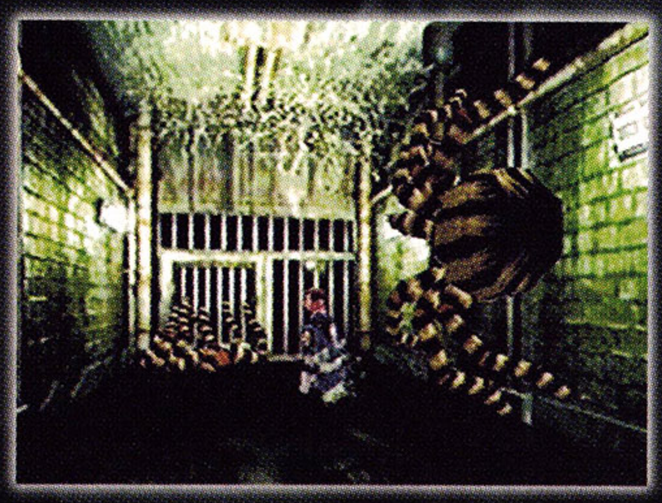
This boss surprises you.

Cornell is coming down with a strong case of deja vu.

Cornell's ranged attack makes quick work of enemies and bosses alike.

Carrie is supposed to be eight years younger.

MATURE
M
CONTENT RATED BY
ESRB



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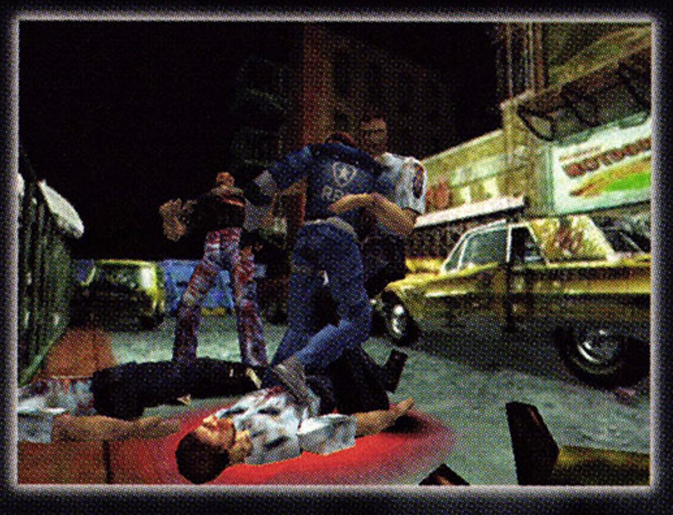
If the suspense doesn't kill you, something else will.



CAPCOM EDGE

NINTENDO 64

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Nintendo 64
Preview

- **Size:** 256 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Link Transforms To New Characters; Minigames; Limited Time To Finish Adventure; Built-In Save; Expansion Pak Required; Rumble Pak Compatible
- **Created by:** Nintendo
- **Available:** March 2000 for Japanese Nintendo 64 (U.S. Release Undetermined)

50% Complete

THE LEGEND OF ZELDA®
THE CONTINUING SAGA

Link's Next Adventure Is Close At Hand

Link, the hero of many an adventure, returns to the Nintendo 64 for another challenge. In this sequel to the smash hit, Link will be joined by many familiar faces from his last adventure. Unveiled at Nintendo's recent SpaceWorld game show, fans of the Zelda series should be in for a treat when it comes to the U.S. sometime next year.

THE STORY

The exhaustless tale of Link takes place just a short time after he restored peace to the land of Hyrule. Young Link is deep in the forest, relaxing with his trusty steed, Epona. Suddenly, Link encounters a Skull Kid wearing the most unusual of masks. Whatever power the mask holds, it is great because the Skull Kid opens a dimensional warp and rides off with Link's beloved pony. Like anyone with a cherished pet, Link makes chase through this dimensional doorway. What Link finds on the other side is strange, yet still very familiar. Soon enough Link discovers what is so strange – the gigantic moon is growing larger and larger. In time it will consume this world, and it's up to Link to save this mystic realm. The Skull Kid may hold the answer.

Did Link find Epona or is the saga just beginning?

What is behind this mysterious mask?

Link enters a strange new world.

RACE AGAINST THE CLOCK

With the giant moon looming closer and closer, time won't be on your side in this game. In this adventure, Link must act quickly or the world will end. There is no time to enjoy the beautiful surroundings. Time is of the essence, and an enormous clock in this world counts down as a reminder to you and Link.

This giant timepiece tells Link to get his patootie moving.

THE MASKS

Most of the playcontrol and gameplay is identical to the previous version. There are unusual masks this time as well, and they play a crucial role and add new gameplay dynamics. Wearing various masks will transform Link into different characters such as a Goron, a Deku Shrub, and even a Zora. As you may remember from Link's past adventure, these characters have unique powers and you will have to utilize them all to conquer this new adventure.

As a Deku, Link will be able to glide over certain areas.

Link can transform into a Goron...

...a Zora...

...or a Deku Shrub.

DONKEY KONG 64

IN DONKEY KONG COUNTRY

Nintendo 64 Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Action/Platform
- **Special Features:** 5 Playable Characters (Donkey, Diddy, Tiny, Chunky, & Lanky Kong); 8 Worlds; Expansion Pak Required; Unlock the Original DK Games; Each Character Has Special Abilities & Tasks
- **Created by:** Rareware for Nintendo
- **Available:** November 22 for Nintendo 64

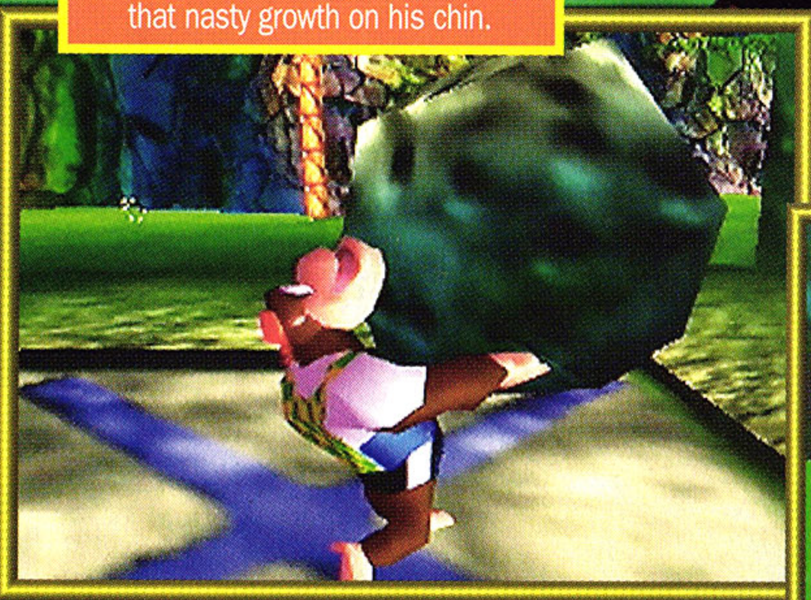
95% Complete

The long awaited sequel to Donkey Kong Country takes elements from previous games Mario 64 and Banjo Kazooie, expanding them to a new level. The game features five playable characters and a wealth of abilities, minigames, and special tasks that can only be completed by certain characters.

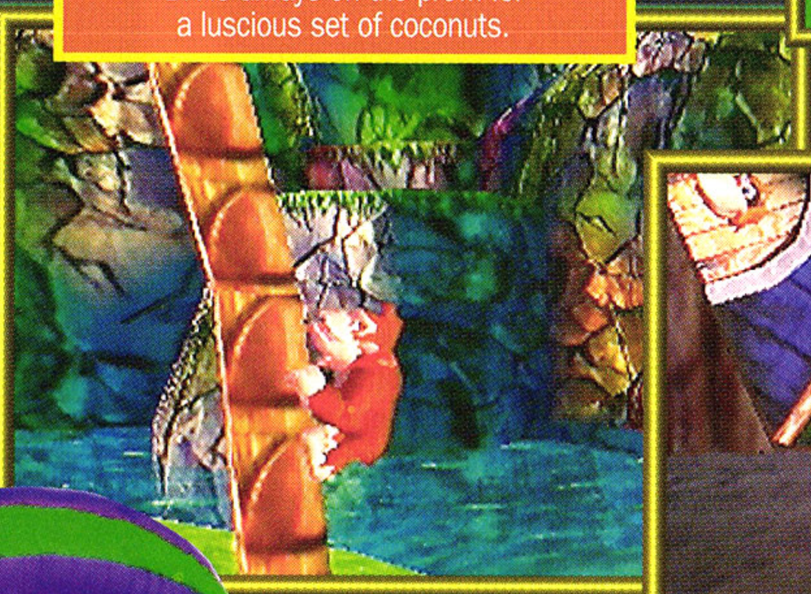
Donkey and Diddy Kong have returned from the popular Donkey Kong Country series on the SNES and have been joined by three new friends: Tiny, Chunky, and Lanky. Each character takes advantage of a number of unique abilities to achieve special tasks that only he or she can accomplish. Donkey Kong, for instance, can do a barrel blast in certain areas, which will propel him to new heights and areas of the game that couldn't have been reached through other means.

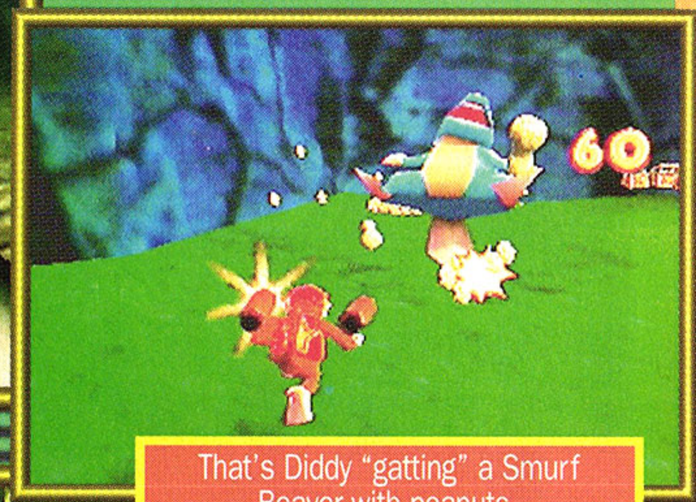
In addition to special abilities, all of the characters get special items that allow them to open up new areas of the game. Jungle-style weapons that launch various types of fruits and nuts must be used to unlock certain types of gates by shooting at symbols with the proper type of ammunition. Peanut gates, for instance, can't be opened until Diddy Kong unloads on the locking mechanism with his dual peanut guns. Characters also receive musical instruments that enhance their abilities and allow them to cause special things to happen.

Chunky is constantly hampered by that nasty growth on his chin.



DK is always on the prowl for a luscious set of coconuts.

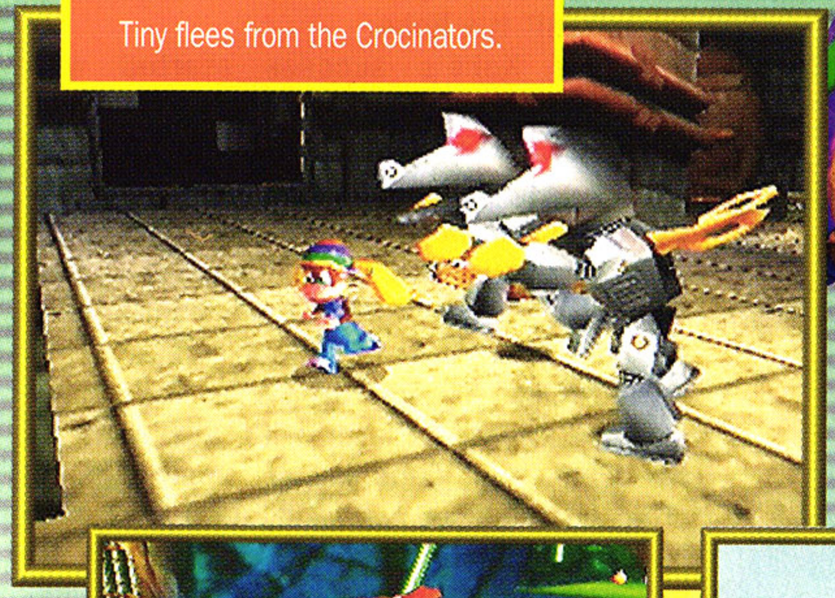




That's Diddy "gatting" a Smurf Beaver with peanuts.

Yank the lever Lanky!

Tiny flees from the Crocinators.

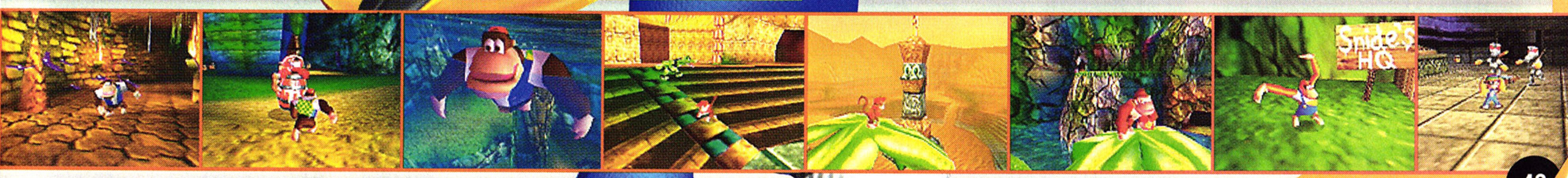


DK is hugging that vine a little too closely.

Lanky runs on his arms.

With only one character, the beginning adventure seems restricted to a narrow set of tasks. Fortunately, as the game opens up and more characters are unlocked, the world gets much more diverse, and players will be able pick and choose from a wide variety of quests.

If all goes well and Rare continues its tradition of doing games with hideous camera control that it fixes at the last second, the spastic Donkey Kong 64 should be a more than worthy addition to the DK series. For those hardcore vidiots out there who still think the original Donkey Kong games are the best, you'll enjoy the fact that the very first Donkey Kong games will be unlockable Easter eggs.



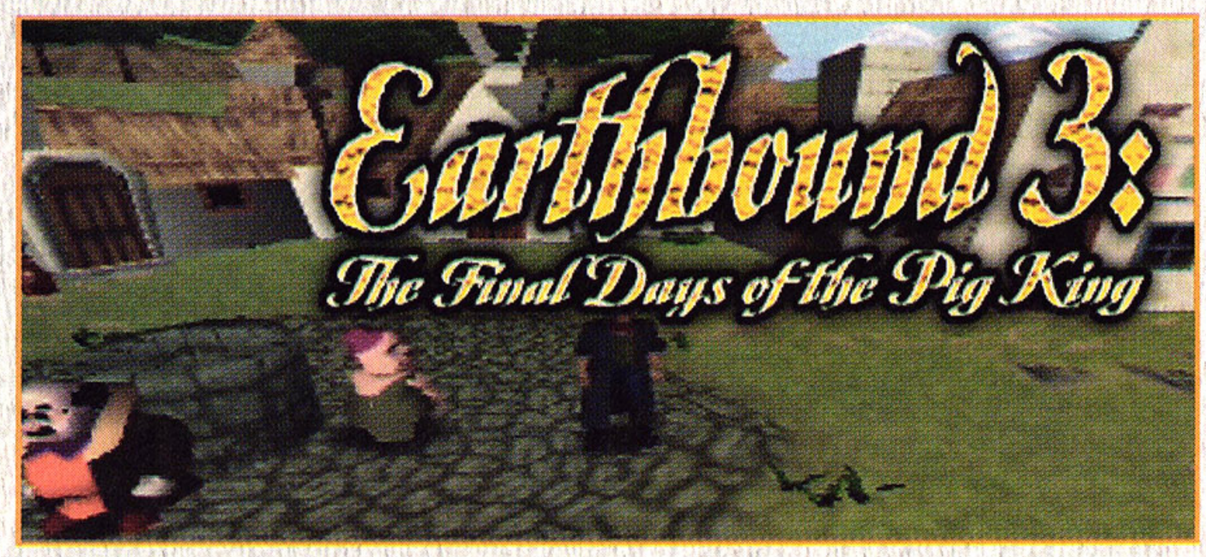
Nintendo 64

Preview

- **Size:** Unknown
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Different Main Character for Each Chapter of the Game; Magic Powered by Combat Environments; Enthralling First-Person Combat View; 4 Playable Characters Including a Dog; Pig King
- **Created by:** HAL Labs for Nintendo
- **Available:** May 2000 for Japanese Nintendo 64 (U.S. Release Undetermined)

55% Complete

The French Never Had to Contend With a Porcine Monarchy



We know as much about this game as the French know about diplomacy, but as it is only the second RPG to come out for the Nintendo 64 in its four year history (Four years! Good job Nintendo!), we had to give it the proper loving care and affection we have for all N64 games attempting to plug a genre vacuum hole the size of Kansas. Earthbound 3 was actually meant to be Nintendo's first RPG and was slated for release on the N64 DD drive which got delayed for a couple of years in Japan and will never hit our shores.

Fortunately, for RPG deprived N64 owners in the States, the game was changed back over to a cartridge format and will probably show up in the U.S. next year. For the sake of all who were left with a foul taste in their mouths from Quest, we hope this game is good. It's only a matter of time before those who get no enjoyment out of Pokémon or racing games come crashing Nintendo's gates with torches and a large battering ram.

The combat system of the game sounds unusual. It has returned to the old school first-person perspective, but magic use is provided for by directing the energy of whatever combat environment you happen to be in. The game also features four playable characters, who each become main characters for every chapter of the game.

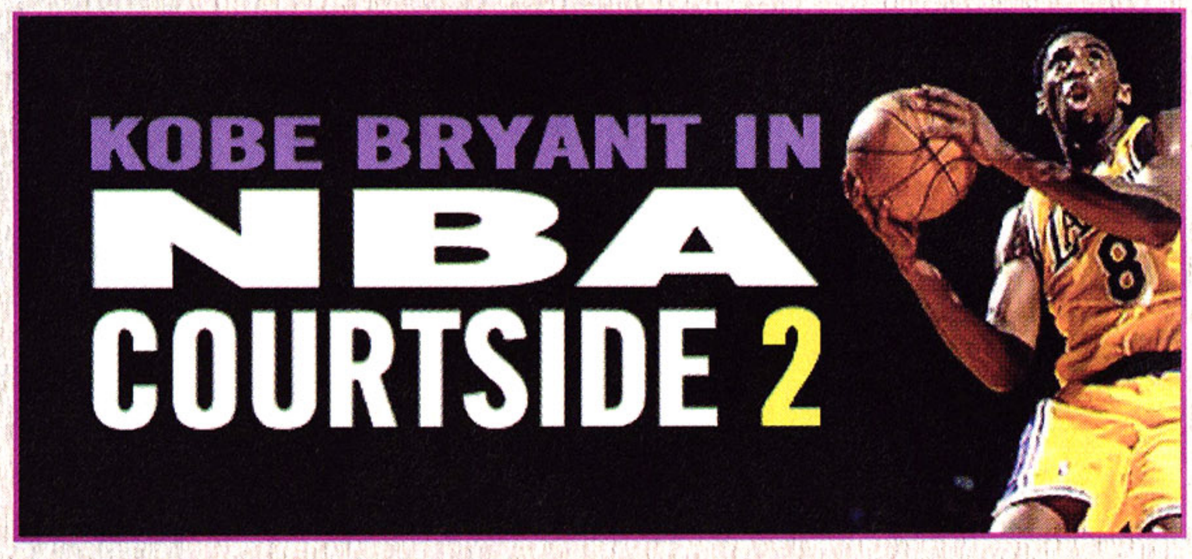
Nintendo 64

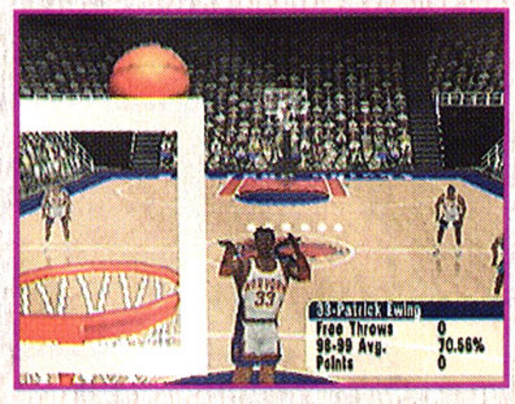
Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** New Fast-Paced Arcade Mode; Expansive Create-A-Player & Career Players; Three Point Contest; Improved AI; Hi-Res Graphics; Rumble & Controller Pak Compatible
- **Created by:** Left Field Productions for Nintendo
- **Available:** November 1 for Nintendo 64

90% Complete

Slam! Ba ba da...Let the Boys Be Boys





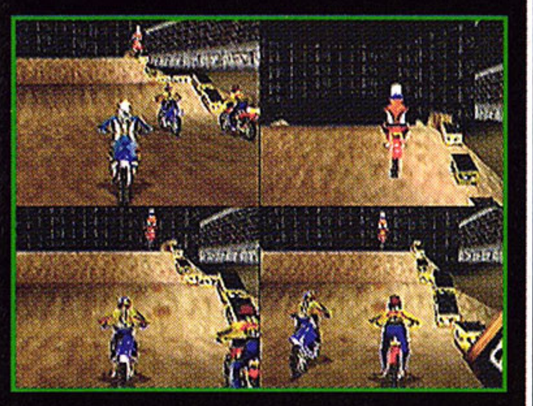
With Shaq out of the spotlight and checked into Jenny Craig, and Michael Jordan pushing AA batteries for an easy 40 million, Kobe Bryant has stepped up to fill the shoes of the next athletic juggernaut. As we speak, this young spark has his good looks plastered across billboards, his phenomenal acting is demonstrated in a handful of shoe commercials, and his golden voice can even be heard bringing joy to eight year olds everywhere in Kobe's very own rap album. If anyone can stand tall and yell, "I am...I am...I am Superman!" It's Kobe.

All of Kobe's success started with Nintendo's premier basketball sim, NBA Courtside. When Kobe was just a tadpole sitting on the bench as a sixth man, Nintendo signed him to the game and the rest is history. With every good game comes a sequel, and as large as his contract may be, Nintendo signed Kobe to host NBA Courtside 2.

Courtside 2's improvements include an amazing Create-A-Player with attributes up the yang, and gameplay so smooth it will often be confused with silk. Courtside also breathes innovation into sports with its Career Player. Through gameplay, users raise a player just like a Tamagotchi. Play well and he'll become a superstar! Just as exciting, Nintendo has added an Arcade mode featuring insane NBA Jam style play.

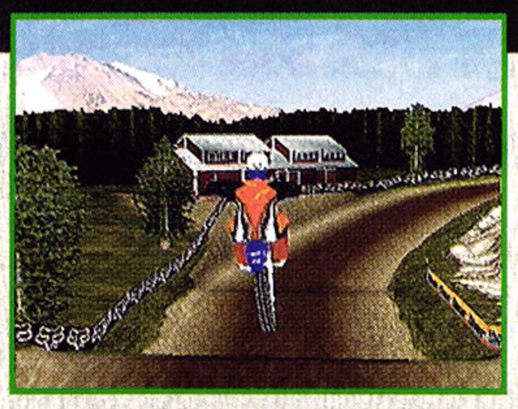
Nintendo 64

Preview



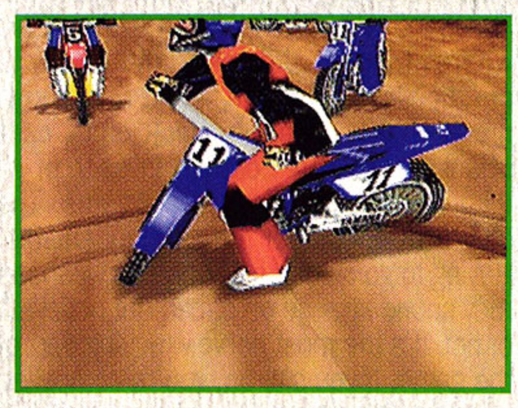
- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 20 Indoor & Outdoor Tracks; Tournament & Stunt Mode; Track Editor; Painful Crashes; Expansion, Controller, & Rumble Pak Compatible
- **Created by:** Left Field Studios for Nintendo
- **Available:** 2000 for Nintendo 64

70% Complete



That Ain't No Crotch Rocket!

Excitebike



Excitebike was one of the first big games on the NES and we still hear that game's high-pitched, whiny engine noise ringing in our ears to this day. The concept was simple enough. You had to race along a straight course that went from left to right and take the best advantage of jumps and your turbo button to stay ahead of the pack. The only limiting factor in your turbo usage was your heat meter. If your bike overheated, you would have to stop to let it cool off before you could get back up to speed again.

The original also featured a remarkably innovative feature (back when Nintendo was into innovative games) – It had a track designer. It's safe to say that this game was one of the very first to actually feature a level designer packed onto the cartridge. Few games bother with such things to this day.

The new Excitebike takes all of the same features from the original and throws them into a 3D environment. What, you want more? Okay, it also has a Stunt mode, a variety of indoor stadiums and outdoor tracks, and a replay designer that allows you to pick your own camera angles to present that killer race you had to your buddies. It all sounds good to us, but we're just looking forward to getting our hands on the track editor to create some seriously messed up courses.

Nintendo 64

Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 24 Vehicles; 12 Areas; Tons of Multiplayer Modes Including Bomb Tag & Capture the Flag; Cosmetic Damage; Rumble & Controller Pak Compatible
- **Created by:** Looking Glass Studios for THQ
- **Available:** December for Nintendo 64

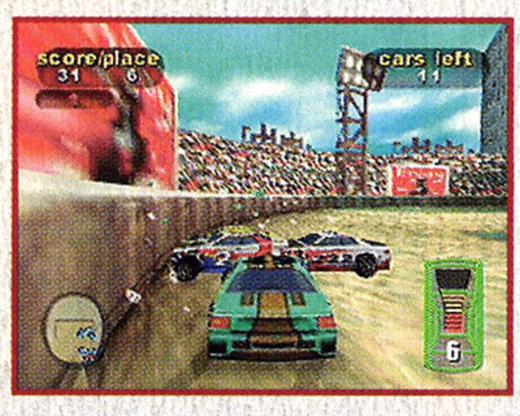
85% Complete

EVERYBODY LOVES DOUBLE D

DESTRUCTION DERBY 64

When God created the Earth, he did some pretty slick things. But we gotta say that all of his (or her) life-giving work pales in comparison to THQ's magnificent production, Destruction Derby 64. This smash 'em up, crash 'em up, glass-shattering driver brings two things to the table that few other N64 drivers do: sheer brutality and finesse. Buckle up, buttercup, this ain't no game for Sunday drivers.

It has been many moons since this game first appeared on the PlayStation and then spawned a yawner of a sequel, but a new and more refined version will greet N64 car smashers. What an impact this racer will have. Using the patented Deforming Geometry system, this remarkable N64 racer is all about crashing and burning. There are 24 vehicles to choose from and 12 different areas filled with bumper-busting action.



In addition, there are many shortcuts, hidden vehicles, and secret tracks to discover. However, THQ has told us that the computer racers will be some bad brothers, so these punks may bust your car before you get the chance to wreck their rides. THQ is also striving to capitalize on multiplayer, and has incorporated a ton of deathmatch arenas and multiplayer modes into this bump da bumper action/racer.

PlayStation Review

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Anime Cutscenes; 12 Hours of Spoken Dialogue; Minigames Aplenty; Dating Raises Intimacy; High Intimacy Makes Better Weapons; Elemental Summons; Dual Shock Compatible
- **Replay Value:** Moderately Low
- **Created by:** Red Company for Atlus
- **Available:** Now for PlayStation

Bottom Line: 7.75

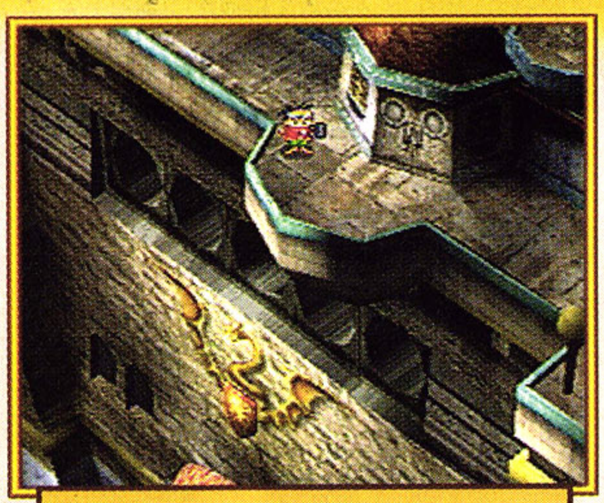
Atlus has built itself by translating Japanese RPGs and bringing them to North America. It has done some amazing work, but Thousand Arms is its boldest project yet. Not only was it necessary to translate two discs worth of text, but also 12 hours of spoken dialogue. Atlus is doubly daring for choosing to put so much work into a new and untested kind of product – an RPG/dating simulator.

The main character, Meis Triumph, is descended from a long line of lecherous Spirit Blacksmiths who can forge magic weapons, but only with a beautiful lady at their sides. Different women bring out varying abilities in the weapons, but Meis can't just love 'em and leave 'em. The higher his intimacy level with the ladies-in-waiting, the greater the powers he can imbue.

So how does one come to a deeper understanding with those of the feminine persuasion? The first step in Thousand Arms is going to a Goddess Statue. There Meis chooses which girl to court, and then decides if he wants to give her a gift, play a minigame with her, or take her on a date. When the decision is made to go on a date, Meis first has to find a suitably romantic location, then try to schmooz his way through a series of questions. Most questions are easy ("Do you think I'm pretty?"), but some will leave you clueless how to answer ("What are you thinking?").

On the role-playing side of things, Thousand Arms doesn't exactly break new ground. The plot involves fighting monsters, following the story path, and going on small quests that eventually reveal an evil plan. You'll often talk to locals to gather clues, but interestingly, conversations will sometimes shift to anime cutscenes where you get a much closer look at what's transpiring.

Combat is also a bit different. No matter how many characters you have in your party, only the person in front gets into the nitty-gritty. Everyone else in the party can only use items, cast healing magic, or stand by. Choosing to stand by will usually evoke a cheer or taunt from those stuck behind you. Cheers power-up the person in front, while taunts lower the defenses of the front monster.



The detailed terrain is impressive.

To forge great weapons...

...you must play minigames...

Only the front characters get into combat.

...and answer tough questions.

CHICKS DIG BLACKSMITHS

ANDY
THE GAME HOMBRE

Concept 7
Graphics 6.5
Sound 6.5
Playability 6.75
Entertainment 6.75

6.75 OVERALL

"The concept of picking up women and using them to make swords is quite hilarious, but even that is not enough to save this game. The RPG portion, especially the combat, is just uninteresting. **The date sequences and the chases that follow are easily the best part of this game**, but I just couldn't get into the whole dating game thing. I do like all the anime stuff in here, and the story is pretty entertaining (though at times the hot chick and polishing sword jokes get a little old). I'm impressed that Atlus went out and brought this unusual game here to the States, but there is only so much of this game that I can take. If you are really into Japanese culture or can't get a date in the real world, this game is worth the time, but otherwise there are a lot better RPGs to fill your days with"

JAY
THE GONZO GAMER

Concept 9
Graphics 8.5
Sound 8.75
Playability 7
Entertainment 9

8.5 OVERALL

"There are a lot of things I don't like about Thousand Arms. You often have no idea where to go, **the overland map is practically unnavigable, and it really bugs me that the people in back can't cast offensive spells in combat**. In spite of all this, I can't stop playing this game. The charm of Thousand Arms is undeniable. Having to go on dates to upgrade weapons may sound strange on paper, but believe it or not, it's the most nerve-wracking part of the game. If you slip up, you're compelled to go buy the girl a gift to make amends for the fouled up date, or else you won't be able to get new spells. I also like that it's (eventually) the player's decision if he's faithful to one girl or a dog. Add to all this an unprecedented level of phallic innuendo, and it's easy to see why this is my kind of game!"

REINER
THE RAGING GAMER

Concept 8
Graphics 9
Sound 7.75
Playability 7.25
Entertainment 7

7.75 OVERALL

"I've played some obscure games in my time, and I can honestly say that **Thousand Arms is as bizarre as video games can get**. Its goal? To date women. Successful dating rewards the player with a sharper, harder sword. The look of this oddball RPG is very Japanese and heavy on the manga artwork. Anime cutscenes and conversations are also sewn into the quest, as is a ton of humor delivered through phallic innuendo. It's actually a fun game to play, but it does have a few drawbacks. For one, the overworld map is difficult to navigate and the camera is terrible. Secondly, the combat, while different, is very basic and lacking in strategy. I'll probably play it all the way through; but if I had to choose, I'd pick Suikoden II and FF VIII before I bought this game."

PlayStation

Review

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Intuitive Combat Scenarios; Complete Camera Controls; Sega Saturn Graphics; Wacky Dialogue, Skywalker Sound; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** Game Arts/ESP for Sony Computer Entertainment America
- **Available:** Now for PlayStation

Bottom Line: 7.25

THE RINGS OF SATURN ON PLANET PLAYSTATION

Through the years, Game Arts has pieced together a handful of wonderful role-playing games. While many of these titles have garnered the highest accolades in Japan, most of these RPGs have hidden in the shadows or have not been released in the North American market. The Lunar series was widely overlooked on the Sega CD, and Game Arts' masterpiece, Grandia, didn't make it to the States before the Sega Saturn crashed and burned. With the PlayStation, Game Arts is playing catch up; and now, good things are coming to those who have waited. The Lunar series is finally getting the respect it deserves, and for the first time ever, Grandia is heading to the States.

Working Designs has handled most of Game Arts' translations in the past. However, this time around, Sony Computer Entertainment America holds the porting rights. It would have been nice to see Working Designs back in the saddle, jazzing this game up with a chromium cover, leather-bound manual, and cloth map; but really, all that matters is a good translation, and Sony did a commendable job localizing this RPG. Grandia's expansive story arc is written well and comes across quite nicely. The only portion of this port that could have been better is the spoken dialogue. The voice actors chosen to fill the shoes of Justin and Sue, the heroes of this adventure, are rather annoying and a little too high-strung for our liking. Thankfully though, the voices are only used in certain plot points, and most of the game is straight text.

As for the gameplay, expect great things. From its experience with the Lunar series, Game Arts has come out swinging, and has forged a fascinating game that comes to life with beautiful three-dimensional environments and phenomenal character animations. Grandia also tosses out a wicked gameplay experience that thrives through a host of gameplay innovations and thrilling action spread across dungeon exploration and monster battles. Grandia's combat sequences are uniquely sculpted, making good use of both range-based and timed attacks. These sequences allow the player to use strategies and perform maneuvers like surrounding enemies, applying double teams, and keeping a character with long range capabilities in the backfield.

For a Saturn game that came out years ago, Grandia still looks and plays quite well, delivering an RPG experience that will keep gamers playing for weeks on end.

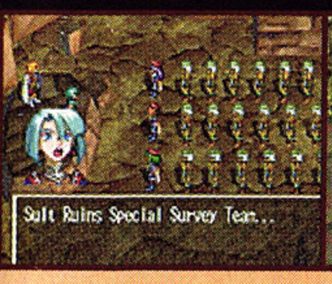
Grandia's combat chemistry is unique and often chaotic.

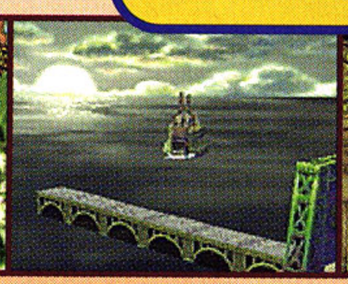
Boss battles come equipped with killer effects.

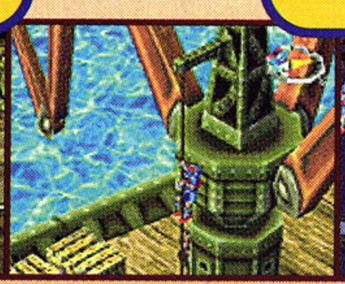
Justin's little friend is as annoying as they come.

This looks bad...real bad.

Wheeeee!!!







ANDY
THE GAME HOMBRE

"Grandia went from being a game I was excited about to being the bane of my existence. From the instant you start your quest, the lead character, Justin, grates on you like Judy Tenuda at a funeral. Then you throw in the fact that the first quest is one of the most mundane I've ever seen, and things aren't looking too good for Grandia. Luckily, **the game does with time open up and offer some interesting adventures**, but moving the camera is always annoying. For its battle sequences and beautiful graphics, I will give Grandia some points, but this story has got to go. If you can put up with Grandia's problems, you will get quite a quest; but I quickly got tired of its irritating characters, story, and camera."

Concept	7
Graphics	8.75
Sound	5.5
Playability	7
Entertainment	7
OVERALL	**7**

JAY
THE GONZO GAMER

"Unlike other recent role-playing retreads like Final Fantasy Anthology and Lunar, Grandia feels outdated. Despite having better graphics than the aforementioned titles, Grandia's story and scope of adventure feels minuscule. I just couldn't get drawn into what was happening, mostly due to the fact that the game goes out of its way to remind you that your characters are kids. I don't mind playing young characters, but let me fight rather than going on hide-and-seek treasure hunts around the city. After the adventure finally got underway, **I found the battle interface to be only adequate**. Grandia would have amazed me in the Saturn days, but it's only an average RPG on PlayStation."

Concept	7
Graphics	7.5
Sound	8
Playability	7
Entertainment	7
OVERALL	**7.25**

REINER
THE RAGING GAMER

"Grandia compares favorably to the best the PlayStation has to offer, dishing out impressive three-dimensional environments and phenomenal combat sequences. However, **Grandia's story lacks serious conflict**, and while the characters designs are cool, I can't stand any of the personalities. Every character in the game is dreadfully annoying, and get this, their mission is to live out the adventure of a lifetime. Boring! To be quite frank, I'd much rather see this annoying brat squad swallowed whole by a dragon and have the rest of the game dedicated to watching them scream in horror as the digestive system tears them apart. If you do manage to sink to the level of these childish heroes, this game offer a lengthy quest with beautiful imagery and interesting gameplay scenarios."

Concept	6.25
Graphics	8.5
Sound	7.5
Playability	8.25
Entertainment	7
OVERALL	**7.5**

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Hi-Res Graphics; 8 Racing Teams; New Vehicles; 8 New Tracks; 7 Weapons; New Tournament, Challenge, & Deathmatch Modes; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Psygnosis Leeds Studio
- **Available:** Now for PlayStation

Bottom Line: 7.75

Neck and neck through the tunnel of techno love.

Hmmm...it's a downward spiral.

Check out the new cockpit view.

Ahhh!!!

With over 1.5 million units sold in North America and Europe, the Wipeout series is the most successful franchise in Psygnosis' massive video game lineup. Colony Wars, Destruction Derby, G-Police, Lemmings, and even Shipwreckers play second to this anti-gravity combat racing phenomenon. It's a difficult challenge to churn out sequels faster than rabbits breed, yet Psygnosis does it in mid-stride; and amazingly, another high caliber Wipeout release is just around the corner.

With the first sequel, Wipeout XL, Psygnosis modified the gameplay and perfected the anti-gravity physics engine, which in turn created a killer ride that electrified the PlayStation console and made gamers jump for joy. Yip-yip-yippie a hoo! In the new update, Wipeout 3, the gameplay and physics are one and the same; but now, the graphics have received a facelift and the difficulty level has been tweaked to accommodate a much wider audience. The play will still make you want to break your controller, but now, it's not so tedious from the get go. The first few races are actually a breeze. As with Wipeout XL, there's a good chance that you may see a music video made out of one of the songs in Wipeout 3. DJ Sasha has laid down five exclusive tracks, and joining in on the techno fun are songs from the Chemical Brothers, Underworld, Propellerheads, Orbital, and Paul Van Dyk. The music is so good that it may make you drop your controller, jump to your feet, and dance like you've never danced before.

As if any were needed, Wipeout 3 features a slew of enhancements. The entire game makes use of hi-resolution graphics, presenting a crisp, posh, and trendy look. There are now eight different teams (five of which are from Wipeout XL), all loaded with new vehicle designs. Wipeout 3 also features seven new weapons joining five of the best from Wipeout XL. If you thought the shockwave was cool, wait until you see the reflector wall. It's impressive! It's deadly! It's super ultra cool!!!

To keep fans of the series guessing with every turn and spitting at the screen on every terrain elevation, Psygnosis has created eight brand spanking new tracks, all of which feature booster pads, incredibly difficult blind turns, and narrow straight-aways. Just like in the last game, these courses are as frustrating as a pimple in high school; and as always, the competition is a serious pain in the thrusters. If you're not eating a wall, then they're shooting you up from the rear, and there's nothing mad phat about that! Wipeout 3 is also the first Wipeout to include two-player split-screen on the PlayStation. Word.

Prepare for big air.

Word to Your Hover

JAY
THE GONZO GAMER

Concept	7
Graphics	8.5
Sound	8
Playability	8.25
Entertainment	7
OVERALL	**7.75**

"Wipeout 3 has all the ingredients for a great racing game: it's incredibly fast, the tracks are just the right length, and the difficulty eventually becomes atrocious. There is, however, one key factor that I felt was missing while I played – a sense of urgency. After doing my best, only to lose by a nose in the final stretch, I had a kind of 'eh' attitude. The first-person view alleviated this somewhat, but not enough to press me into playing ever onward. It could be that Psygnosis has created such a foreign environment that I can't feel a part of it, or it could be that I'm a total loser who can't understand the club culture that the game seems to be built around. I definitely liked it, but didn't love it. Or in Wipeout 3 terms, **I find it neither phat nor wack, but somewhere in-between.**"

PAUL
THE GAME PROFESSOR

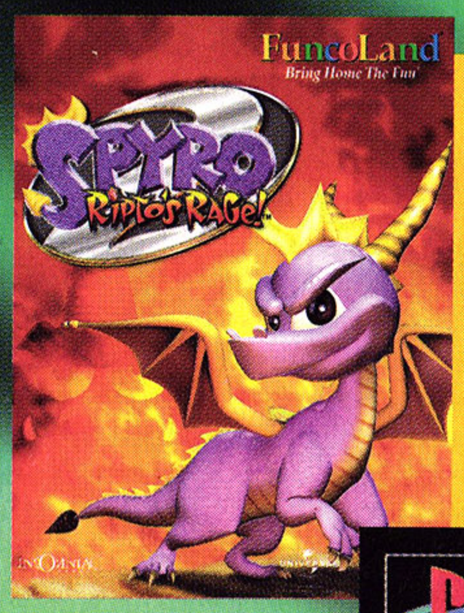
Concept	5
Graphics	9
Sound	9
Playability	8.5
Entertainment	6
OVERALL	**7.5**

"It's hard to believe that it has been over four years since this series debuted. I still consider Wipeout XL to be one of the best racing games for the PS-X, but it is hard to rank this one any better than that. Nothing has really changed. **Sure, there are some graphical improvements and new course designs, but it is otherwise dull.** Psygnosis had (I mean that in that past tense) a great franchise here, and they have done nothing but run it into the ground. Don't get me wrong, it is better than many racing games. However, I would suggest just dusting off a copy of XL for a better experience."

REINER
THE RAGING GAMER

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

"This latest addition to the Wipeout legacy clings tightly to the adrenaline-heavy formula that has worked oh so well in the past, and incorporates just enough upgrades and new features to keep this anti-gravity racing experience fresh and entertaining. As with the other Wipeout releases, this one is an incredibly difficult racer that not only dishes out tough CPU opponents, but also forces the player to master a complicated control/physics system. **While it can be frustrating, the laborious play is actually what makes this game so irresistible.** After coming in a close second for fifteen to twenty consecutive races, achieving victory is the greatest feeling in the world. Wipeout 3 features eight new tracks, a slew of new weapons and vehicles, and a great new look that is outshone only by its fantastic play."



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CTR
CRASH TEAM RACING

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 8 Characters (Plus More Hidden); 16 Tracks; 4 Ways To Turbo; Adventure & Battle Modes; Analog & Dual Shock Compatible
- **Replay Value:** Moderately High
- **Created by:** Naughty Dog for Sony Computer Entertainment America
- **Available:** October 19 for PlayStation

Bottom Line: 9

Nitrous Oxide is the new baddie.

Use the powerslide to access turbo blasts.

Brother and sister...neck and neck!

Crash and friends can compete in an exciting 4-player Cup event.

The PlayStation has succeeded in covering every genre from head to toe. If you want an RPG, take your pick. If you want a sports game, they're all here. If you want racing, hundreds of titles await. However, if you get really specific and crave a character based racer, then get a Nintendo 64. It's hard to believe, but the PlayStation has not landed a decent character based racing game yet. On the Nintendo 64, Mario Kart sold incredibly well, as did Diddy Kong Racing, yet developers didn't jump at the chance to make a game like this for the even larger PlayStation market.

On October 19, Naughty Dog is dropping a piece of gold into this overlooked genre. With three straight action/platform releases, Naughty Dog has succeeded in turning Crash Bandicoot into a legend. Now Crash's fame will propel Naughty Dog's latest project, Crash Team Racing, to the top of the charts. If you want Mario Kart on your PlayStation, then here it is. Crash Team Racing is an almost identical twin to Miyamoto's classic, but instead of a wacky plumber, players will buckle up with a rascally rodent.

While Crash Team Racing shares a similar look and a gameplay style with Mario Kart, the inclusion of a sophisticated turbo system makes the game feel truly unique. Turbos can be acquired in four different ways. Catching big air rewards the player with speed. Timely tapping a turbo button through powerslides grants the player one to three turbo blasts. Just like Mario Kart, turbos can also be acquired by running over a turbo grid and via a turbo pick-up. When you truly master the system in which these turbos work, your racing style will forever change. You'll hunt for hills to catch massive air from, and you'll even powerslide through straight-aways to gain additional speed.

Crash Team Racing features all of the characters from the Crash universe, minus the warthog and Tawna. This means that Pinstripe, Ripper Roo, and even Papu Papu are making a return. If you conquer certain tasks in the Adventure mode, like winning cups and collecting Gems, you'll unlock these wacky personalities. Even Crash's alter ego, Fake Crash, makes an appearance as a hidden playable character.

Crash Team Racing is just as beautiful as the platform games, and the gameplay is even more intense, forcing the player to get in the zone and turbo until they're blue in the face. Racing fans and followers of the Bandicoot will love this game to death. Crash Team Racing is also home to a slew of exciting multiplayer modes that 4-players can compete in without experiencing slowdown or background pop.

Weapons make every race a little more intense.

Sticking The Plumber In The Backseat

JAY
THE GONZO GAMER

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

"Crash Team Racing has something that a lot of games have been missing lately, and that's longevity. Its many characters, tracks, and more than ample difficulty level will keep you busy for quite a while by your lonesome. It's the multiplayer games, however, that will constantly keep CTR out of its jewel case and spinning on your PlayStation. If you don't have a multitap and four controllers, you'll want one after you quickly come to the realization that you're missing three-fourths the fun. This game's only drawback is that the controls will turn off the casual player. The powerslide turbo (especially the triple) takes some getting used to. People playing this game for the first time in multiplayer are destined to lose for a while, but those who stick with it will grow to love it."

PAUL
THE GAME PROFESSOR

Concept	7.75
Graphics	9.5
Sound	8.25
Playability	9
Entertainment	8.5
OVERALL	**8.75**

"I thought Naughty Dog was nuts when I first heard they were making CTR – like we need another racing game with animals on go carts. Plus, the Dogs set themselves up for direct comparisons to the likes of Mario Kart and Diddy Kong Racing. Sure, these game will never see the PlayStation, but both these Nintendo games set the curve. You can see Mario Kart all over this game and, **even though it's kind of a rip-off, it is challenging and entertaining**. The control, graphics, and replay value are all solid. You'd be hard pressed to find a better character racer on the PlayStation. Even so, I'd much rather save my racing time for Gran Turismo 2, Test Drive 6, or even NASCAR. Hardcore Crash fans may want to take a few laps, but other racing fans should look elsewhere."

REINER
THE RAGING GAMER

Concept	8.5
Graphics	9.5
Sound	8.75
Playability	9.5
Entertainment	9.5
OVERALL	**9.25**

"There's no denying it – Crash Team Racing is the spiritual descendant of Mario Kart and Diddy Kong Racing. It may seem like a blatant copy from the get go, but rest assured, Crash Team Racing goes above and beyond the call of duty to claim its independence. **Once you master this racer's physics and conceptual basis, its gameplay makes Mario Kart look like roadkill.** From its insane track designs to its unique turbo system, Crash Team Racing dishes out an intense marathon of spastic play that not only leaves your hands cramped, it also leaves you thoroughly satisfied after each gaming session. Naughty Dog may have used Miyamoto as a stepping stone, but the PS-X really needed a game like this, and I'm sure you'll agree that this the ultimate character based racer on any console."

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*Don't miss the cameo by Capcom RE2 characters!

Roast Beef, Chicken Salad, Swiss Cheese-TS satisfies my hunger for air.

Greg Hally
BoardHead

TRICK'N IS STRAIGHT UP SPECIAL.

Spencer Jacobs
Magstatic

No Snow? Trick'n is where I go!

Shane O'Toole
C'Ville Boarders

TS is the Cookie dat gets me some Nookie

Andy Wright
Photographer

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation

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PlayStation
Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Lara Does All The Same Stuff She Used To & More; Smoothed Over Polygons Eliminates Lara's Angular Nature; Lara Always Equipped With Dual Flotation Devices; Difficulty Reduced
- **Created by:** Core for Eidos Interactive
- **Available:** November for PlayStation

75% Complete

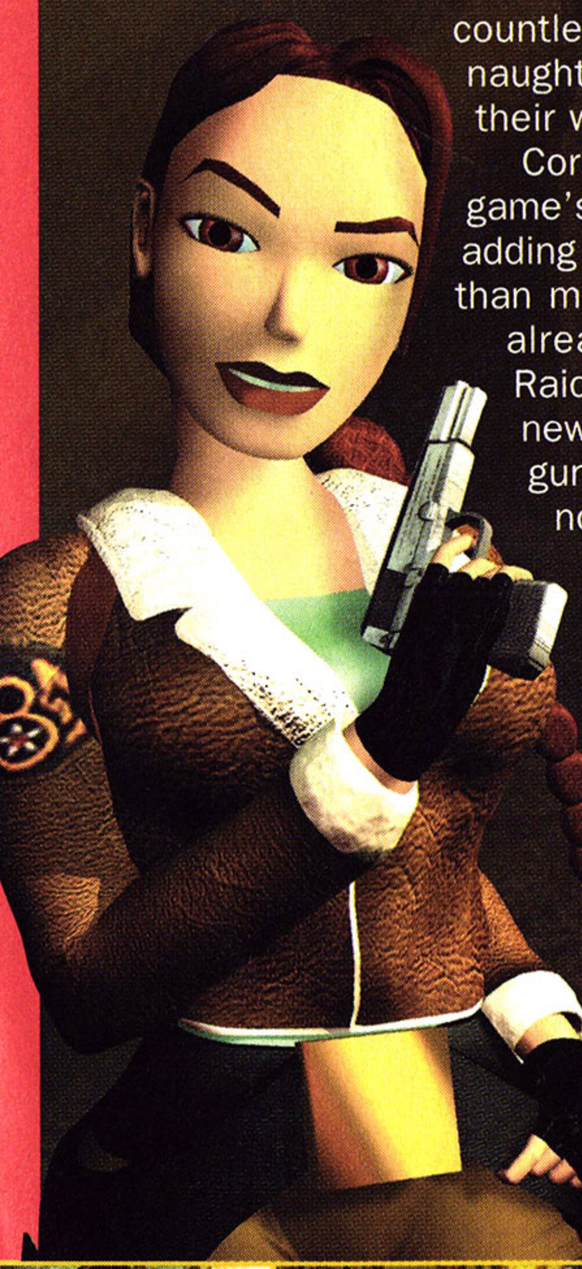
TOMB RAIDER THE LAST REVELATION

Hey! She's No Feminist Icon!

The Lara craze has proven that we truly spend way too much time playing video games. Not only has this woman's unwieldy figure won the hearts (or something) of countless gamers, but her popularity even seems to exceed that of real, living, breathing geek icons like Gillian Anderson or any woman who ever had a role in Star Trek, Babylon Five, Space: Above & Beyond, or a Star Wars movie.

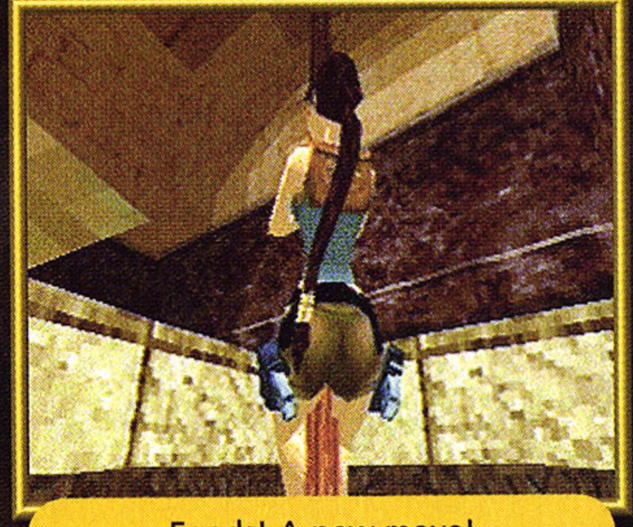
Since the very first Tomb Raider game, an irrepressible rumor of a nude code has circulated. IT DOESN'T EXIST, YOU REPROBATES!! We've even heard tales of women sporting Lara Croft tattoos to pay their respects to her powerful female image. We're not certain they would appreciate the irony that Lara was created because a male developer didn't want to stare at a guy's butt all day long.

Therein lies the dilemma for the PC minded. Lara earns points for being a popular character whose chief strengths are along the lines of the typical male action hero adventurer: physical prowess and a tough attitude. On the other hand, if someone were to attempt plastic surgery in order to emulate Lara they would probably fold in half and into themselves, creating a bizarre fourth-dimensional object. Yet this doesn't keep countless fans from drooling and doing naughty things with graphic utilities on their web sites.

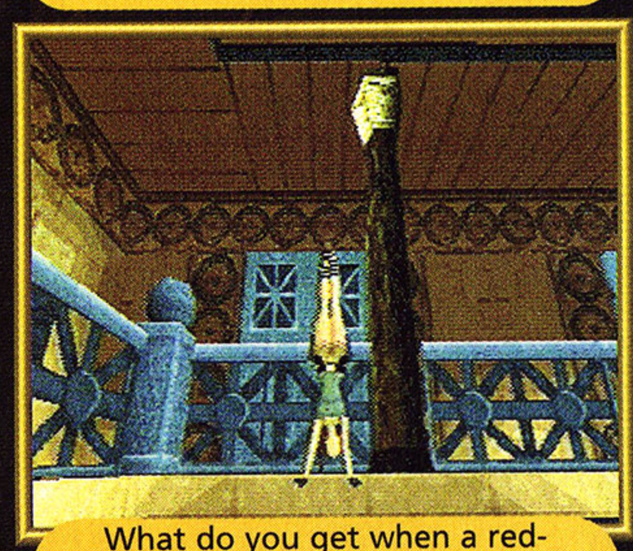


Core, fully aware of Lara's role in its game's popularity, has simply focused on adding more to a winning formula rather than making any drastic changes to what's already there. Since the first Tomb Raider, Lara has gained the occasional new move, an animated pony tail, more guns to play with, vehicles to drive, and now a more refined look from her smoothed out polys.

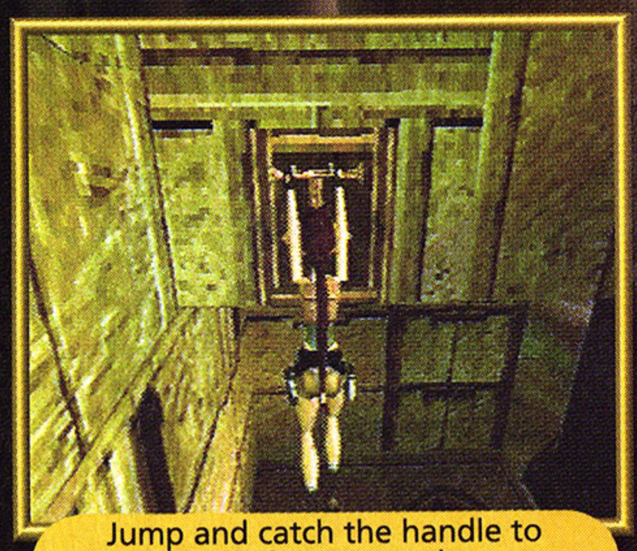
This most recent installment doesn't seem any different. Lara will have some new weapons, outfits, the ability to climb poles, and more vehicles to drive. Eidos has also promised a stronger focus on the plot of this game, planning plenty of cutscenes and levels to create a more cinematic experience. From what we've played so far, it tastes like yet another Tomb Raider. Nothing more. Nothing less.



Egads! A new move!

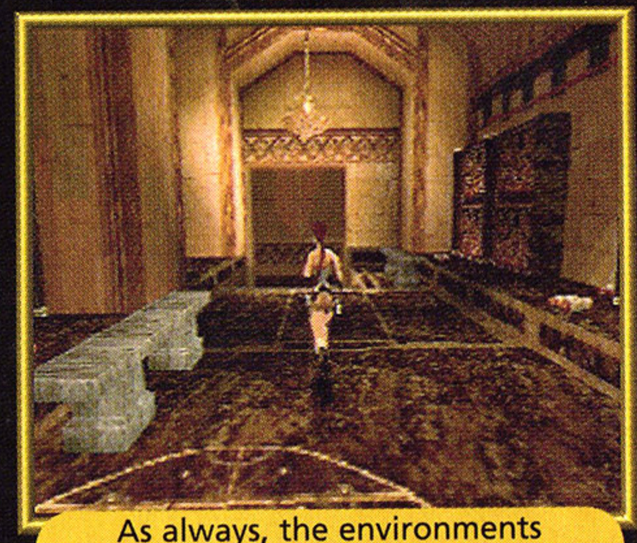


What do you get when a red-head does a handstand? We'd get fired if we told you.



Jump and catch the handle to open a door somewhere else. Innovation!

The puzzles are everything you could expect from Tomb Raider.



As always, the environments are pretty.

Seriously folks, is this all it takes?

Try turning the knob.

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EVERYONE
E
CONTENT RATED BY ESRB

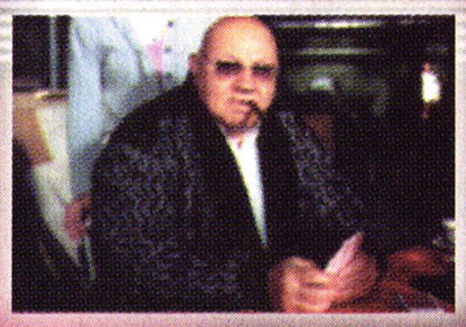
PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 7 Different Gangs; Respect Meter; Choose Missions From Various Gangs; Multiple Weapons; Individual Crime Record; Drum & Bass Soundtrack By Moving Shadow Records
- **Created by:** DMA Designs for Rockstar Games
- **Available:** October 22 for PlayStation

80% Complete

GTA2



Light up the stage and wax a chump like a candle.

Rollin' in my 5.0.

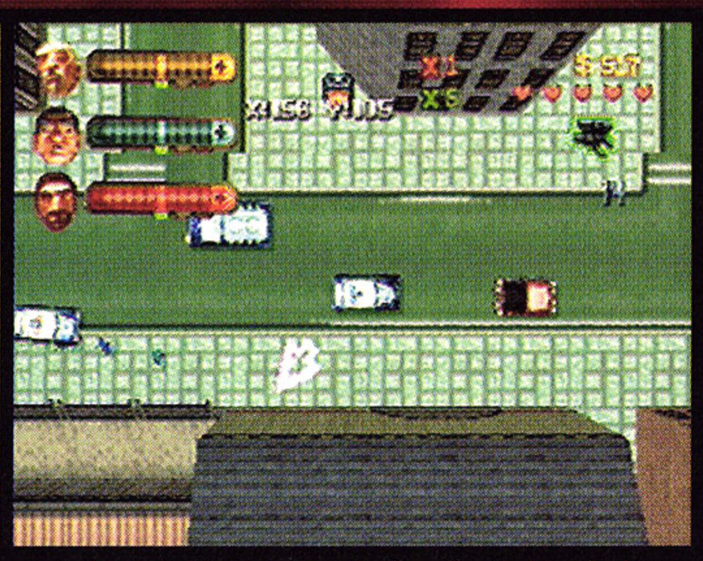
CHUMPS ACTING ILL

In 1994, Quentin Tarantino's Pulp Fiction revitalized the independent film industry and created what would become almost a genre in itself – the "Tarantinoesque." Pulp Fiction was a postmodern stew of classic film archetypes, from 50's kitsch to Hong Kong action flicks to 70's blaxploitation. By turns darkly humorous and ultra-violent, the film was like nothing anyone had ever seen. That is, until we were subjected to five years of poorly done Pulp Fiction rip-offs, the makers of which seemed to think that a few guns, a bag of money, an ironic plot twist, and some greasy twentysomethings in suits made for a classic film.

DMA Designs' controversial Grand Theft Auto created a stir among the moral watchdogs of society by taking Pulp Fiction's seemingly random plotline, uber-hip sensibility, and explicit content to the world of video games. Like Pulp Fiction, the game was a huge success and inspired a few imitators (like the recent smash, Driver).

In GTA2 (set a mere three weeks in the future), players assume the role of a thug-for-hire let loose in a decadent metropolis. The key new features in GTA2 is the emphasis on gang warfare, turf, and respect. There are seven gangs, from the Rednecks to the Yakuza, that have carved the city into a crazy quilt of tuff turf. You can accept jobs from any underworld organization you choose, but beware: gang politics can be deadly. Performing a caper for a gang will gain you the respect of that gang while provoking the wrath of another. Each area of the city you go through is controlled by a different gang, so this can make your life very hazardous. GTA2 attempts to have almost totally open gameplay, allowing you to use your wits and your firepower to survive in the urban jungle. For example, you can succeed by being a diligent servant of one gang in order to rise through the ranks, or pull a sneaky double-cross by turning two gangs against each other. There are also religious cults, monolithic corporations, crazy taxi drivers, and innocent civilians to kill, rob, and maim at your leisure. The graphics and gameplay remain largely the same as in the original, save for some slight improvements. However, GTA2's new gang and jobs system promises to open up a whole new world of criminal behavior for aspiring hooligans the world over.

Bumper to bumper, the avenue's packed...



...I'm trying to get away before the jackers jack.

Burning them, if they're not quick and nimble.

You better hit a bull's eye, the kid don't play.

Anything less than the best is a felony.

Expected to be available November 11, 1999

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"The most frightening chapter yet"

Game Informer magazine

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PlayStation

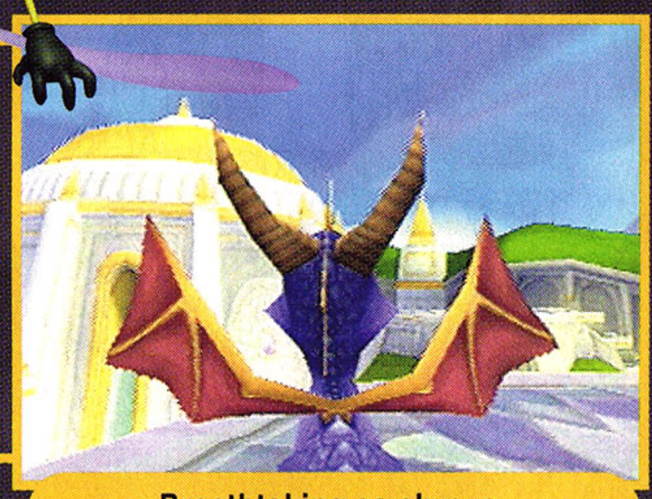
Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 29 Levels; 4 Speed/Flying Rounds; Minigames & Missions; Learn New Moves Like Swimming, Climbing, & Hover; Tons of Voice-Overs & Cutscenes; Dual Shock & Analog Compatible
- **Created by:** Insomniac Games for Sony Computer Entertainment
- **Available:** November 11 for PlayStation

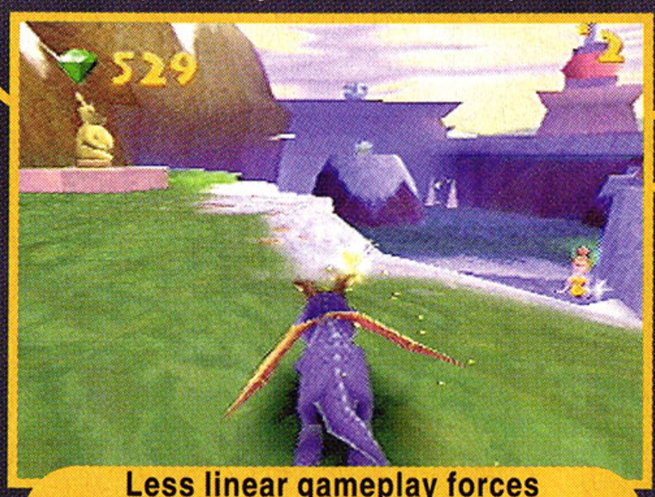
90% Complete

A Dragon on a Mission

When Spyro made his debut, the press tore this upstart to shreds, spewing profanity about its controls and assaulting the game with lines like, "I hate his voice!" and "The camera makes me sick!" Even though most of the industry felt a serious distaste for this dragon, Game Informer stood behind him one hundred percent, praising his first title as one of the best platformers on the PlayStation. Consumers agreed with our reviews, and even though sales were slow from the start, once word of mouth hit the streets, Spyro quickly gained momentum and sold like hotcakes. Given Spyro's success, Insomniac Games began to construct a sequel. A sequel that fans of the original can jump right into. A sequel that goes above and beyond the call of duty and fixes the "problems" the industry had with the first release. A sequel so large, so complex, and so involving that it dwarfs the first game, making it look like a measly little demo.



Breathtaking as always.



Less linear gameplay forces players to spend more time exploring and trying new techniques.

Reaching Maturity

Spyro has grown up a tad, and while his growth doesn't show outwardly, you'll definitely see some differences in his attitude and his platforming prowess. The gameplay has also evolved and now incorporates more adventure elements. The first game forced players to move from level to level. The sequel is wide open, and many of the levels feature areas that cannot be reached until later in the game. Throughout the adventure, new abilities and rare artifacts can be acquired, but you won't know where to use these items and powers unless you explore every inch of the land. Spyro has also matured to the point where he knows that players prefer him when he is completely silent.

Spyro can now fly for a limited time on certain levels.

He's no longer afraid of water; as a matter of fact, he's a great swimmer!

Powering Up

Spyro had a slew of moves to begin with, but now, he has more than a scrappy little punt returner. As you work your way through the game, Spyro will learn how to climb ladders, swim underwater, propel fireball blasts, hover, fly, and even perform a super charge. With these abilities, new treasure chests can be opened, new enemies can be squashed, and new zones can be reached.

Purple Dragon to Mission Control

Level completion is no longer based on finding a teleport or collecting all the gems. In addition, Spyro must solve puzzles, compete in minigames, and complete missions. Missions range from lighting torches to breaking boxes. The minigames are a real treat, asking the player to do the wildest things.

Spyro will be rewarded with rare artifacts after mission completion.

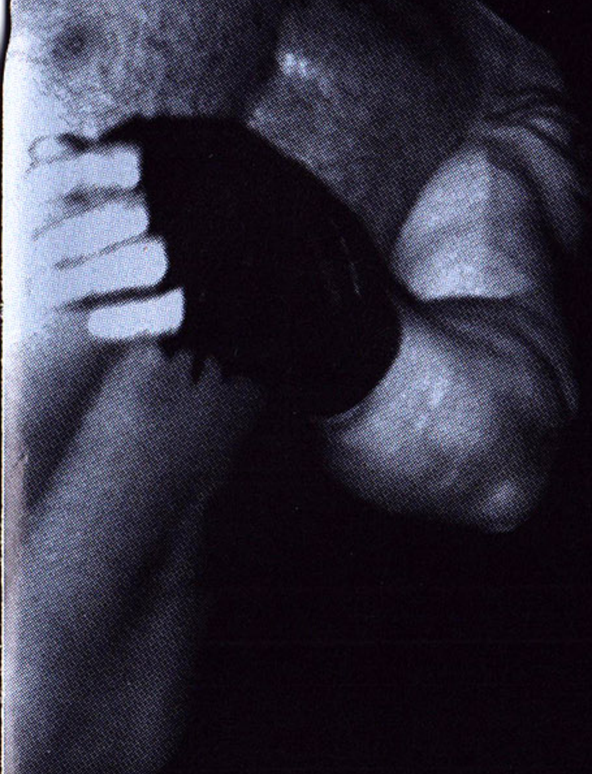
This platformer is loaded with tons of minigames. You'll even play hockey!

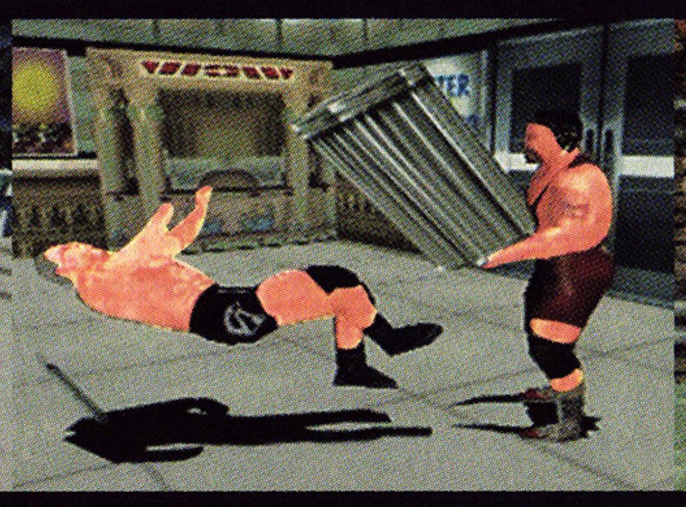
All through this sequel, Spyro will encounter allies and characters in need of help.

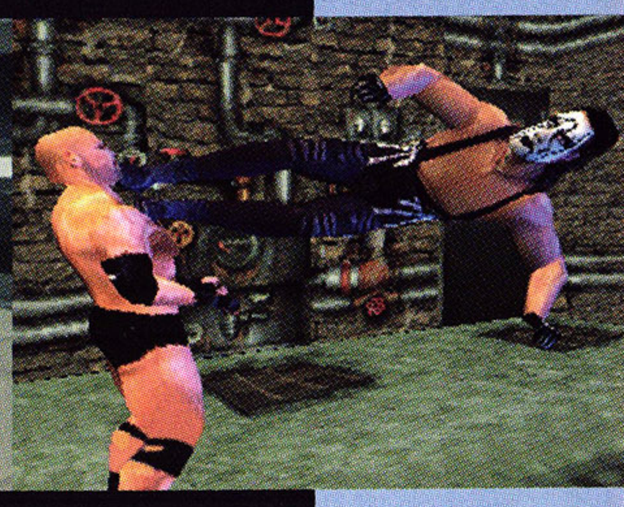
New Friends & Villains

One of the most noticeable enhancements is the inclusion of non-playable characters, and just like in the first game, all of the characters feature voice-overs. These characters usually seek help, but sometimes they'll ask for money, or even provide helpful tips. Since Gnasty Gnort is long gone, Spyro has a new adversary. His name is Ripto, and don't be deceived by his size. This little runt is a serious pain in the tail, armed with a ton of minions willing to make purple pancakes.

YOU CAN LEAVE THE RING ONE OF THREE WAYS.
AS CHAMPION. VICTOR. OR PROJECTILE.







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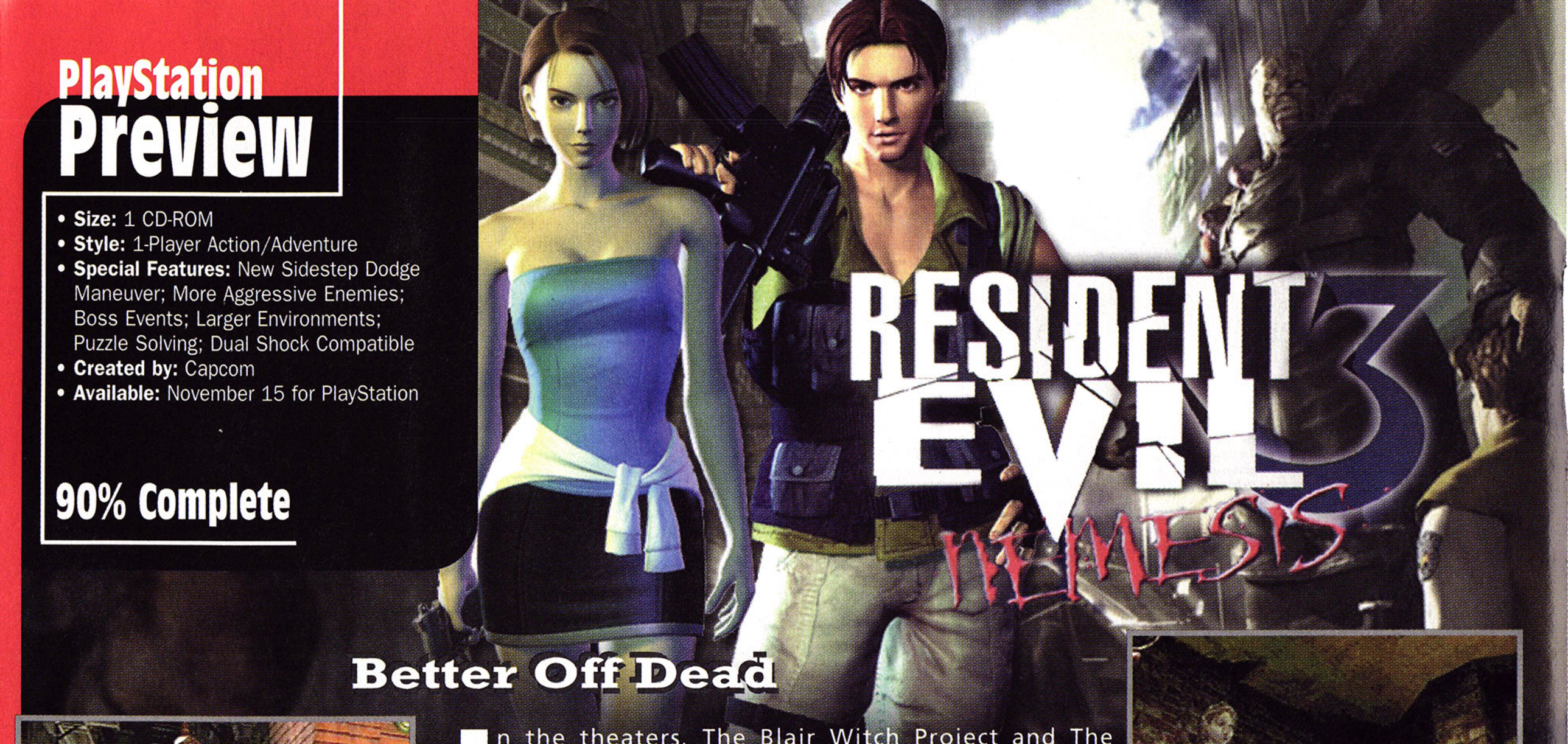
WCW...The Album Coming 10.19.99
Prima Strategy Guide Available.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** New Sidestep Dodge Maneuver; More Aggressive Enemies; Boss Events; Larger Environments; Puzzle Solving; Dual Shock Compatible
- **Created by:** Capcom
- **Available:** November 15 for PlayStation

90% Complete

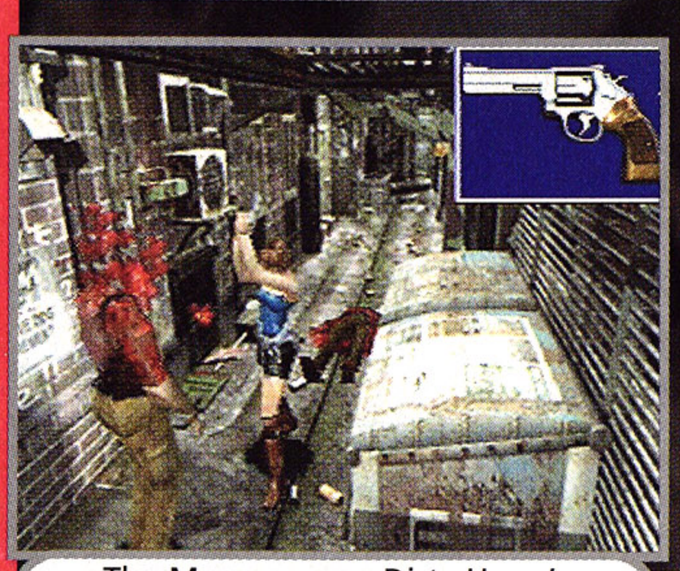


Better Off Dead

The Automatic Rifle pumps 'em full of more lead than a No.2 pencil.

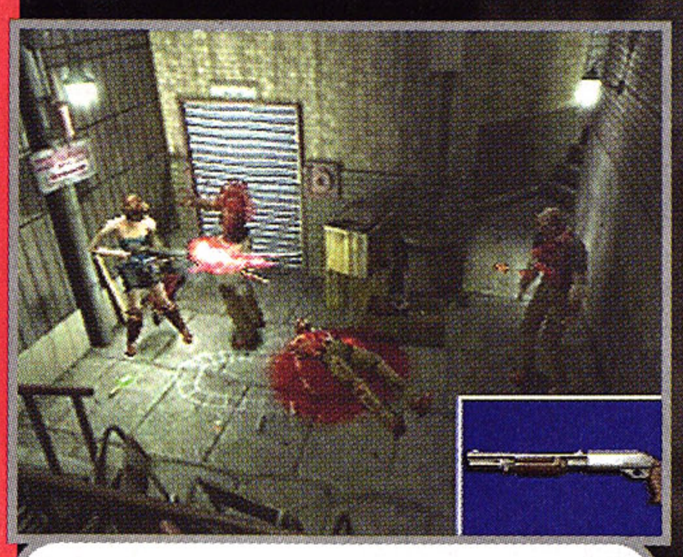
In the theaters, The Blair Witch Project and The Sixth Sense have made 1999 a pretty scary year thus far. Reiner already wet his pants at the thought of the Blair Witch, and he hasn't even seen the movie yet. On November 15th, the horror should kick into high gear with the release of Resident Evil 3: Nemesis, the third title in Capcom's trilogy of terror.

Resident Evil 3 stars the sweet and petite Jill Redfield in a somewhat convoluted plot that manages to take place both before and after RE2. The action picks up at the end of the first RE, just as Jill has escaped the mansion. Her escape is put on hold as she discovers that the Umbrella Corporation virus has spread over the entire city, causing undead legions to run rampant over the dark streets of Raccoon City. Adding to her difficulties is the Nemesis, one very large zombie who makes your average run-of-the-mill zombie seem as cuddly as an undead teddy bear. The Nemesis is extremely intelligent and quick (he was a history major at Yale until he dropped out to destroy mankind), making him hard to outwit or outrun. Beware, this character will haunt your dreams and dirty your diapers.

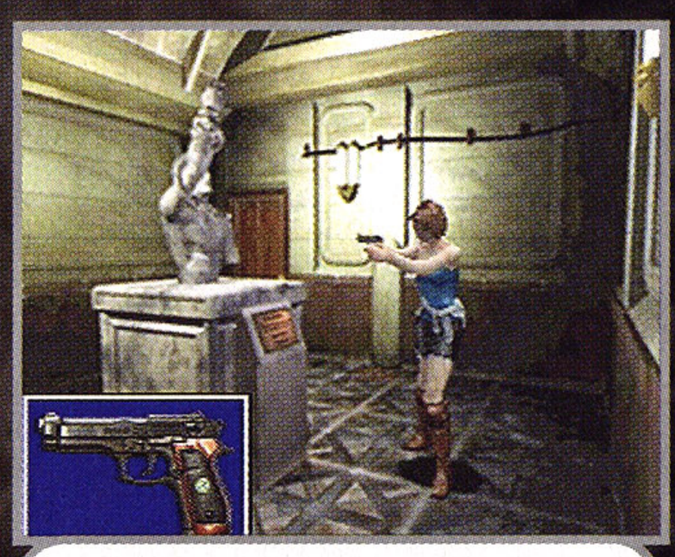


The Magnum was Dirty Harry's weapon of choice for a reason.

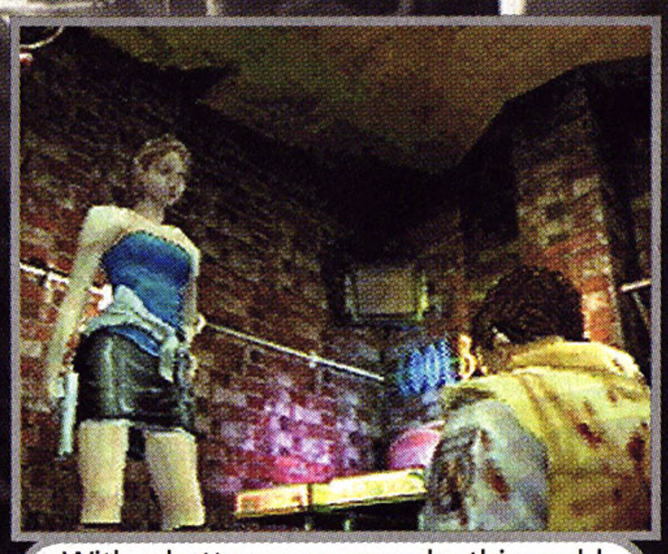
While RE3 sits squarely in the tradition of its predecessors, it does offer some innovations. For one, the Raccoon City environment is much larger than the settings of the previous RE games. As you solve puzzles to open doors, vast new areas of the city become accessible. Of course, you must frequently backtrack to explore for crucial items you might have missed. New weapons include a mine launcher, which plugs a mine into a zombie's chest cavity, then blows it up like Pikachu crammed full of C4. Jill has a new duck move as well, which is vital in defeating the Nemesis.



Shotgun blast goes boo-yah!



The hand gun is a sissy weapon.



With a better camera angle, this could have been a scene from Basic Instinct.

Aiyeee!

The Nemesis has been learning some moves from the Big Show.

Resident Evil 3 will take gamers even deeper into the heart of darkness, cementing the series' reputation as one of the greatest game sagas of all time. Oh, and did we mention Jill is sporting a sexy halter-top and miniskirt outfit. She's so hot she makes Lara Croft look like that chick who played Blossom.

Tomb Raider: The Last Revelation

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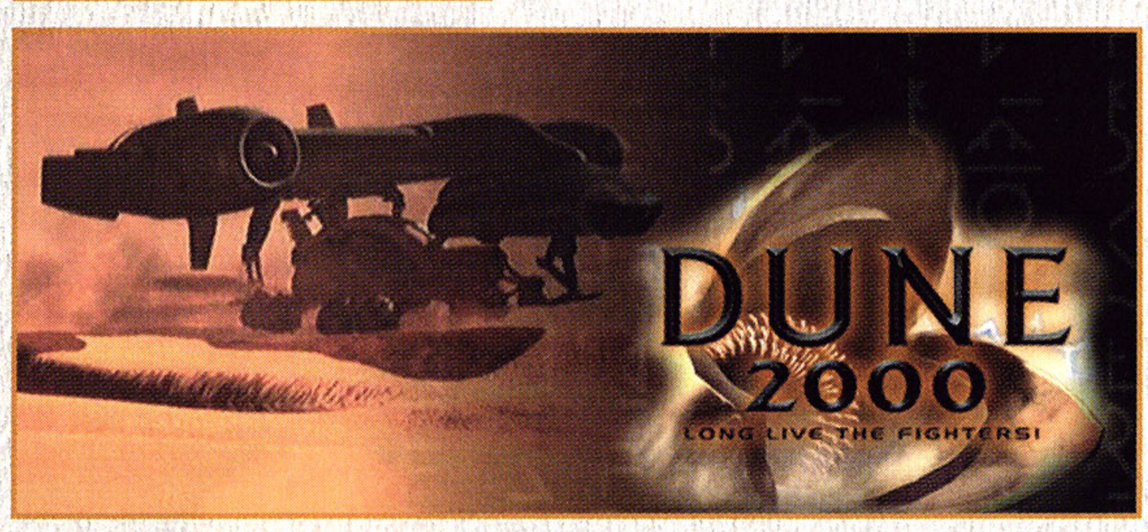
PlayStation Review

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Strategy (2-Player Via Link)
- **Special Features:** 3 Unique Playable Houses (Atreides, Harkonnen, & Ordos); 30 Missions; FMV Aplenty; Spicy Sandworms; Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Westwood Studios for Electronic Arts
- **Available:** Now for PlayStation

Bottom Line: 7.75

	JAY	PAUL	REINER
Concept:	7	5	8.5
Graphics:	8.5	7.25	8.25
Sound:	7.5	8	8.5
Playability:	7.75	7	9
Entertainment:	8	8	8.75
Overall:	7.75	7	8.5



Jay, The Gonzo Gamer
"It's no Tiberian Sun, but since that probably won't be seen on PS-X in the near future, Dune 2000 is a good alternative. I could have done without the FMV of that weenie guy chewing me out, but other than that, this is a solid strategy title."

Paul, The Game Professor
"Dune has always been a killer license, yet there hasn't been a console appearance since the Genesis. If you can remember that game, go for this one. Likewise, any C&C fans can look at this as almost a sequel."

Reiner, The Raging Gamer
"The Dune license blended nicely with Command & Conquer's real-time gameplay shell. Dune 2000's play.has a nice balance to it. Best of all, the desert warfare is simply amazing in linked play. If you like C&C, I say add a little spice to your collection and get Dune 2000."

Before Command & Conquer hit the PC like an orbital ion cannon, a lesser known title by the name of Dune II erected the frame in which C&C would be placed. Dune 2000, therefore, is an almost exact clone of Command & Conquer, the main difference being that the game is set in the spicy diplomatic arena made famous in the novels of Dune. Rather than mine Tiberium, your forces mine Spice. Rather than GDI vs. Nod, it's Atreides vs. Harkonnen vs. Ordos.

Any C&C player will quickly pick up the playing style of Dune 2000. Build refineries to mine resources, then use these resources to construct the machines of war necessary to wipe out your opponents. It's a proven formula for fun.

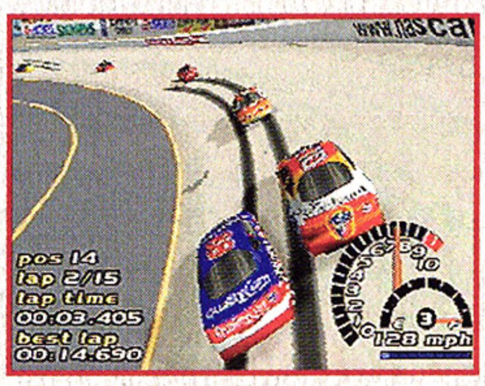
For added intensity, the landscapes of Dune 2000 are much more dangerous than in C&C. Passes between the rocky terrain of the untamed desert must be found without running afoul of giant sandworms willing to eat your army without provocation. In addition, wandering merchants may try to overtake your spice production, or the Emperor himself may decide he doesn't like you and give aid to another house.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Create-A-Driver Feature; Racing Legends Including Richard Petty; 5 Fantasy Road Courses; 2-Player Split-Screen; 18 NASCAR Tracks; Communication With Crew
- **Replay Value:** Moderately High
- **Created by:** Stormfront Studios for EA Sports
- **Available:** Now for PlayStation

Bottom Line: 7

	JAY	PAUL	REINER
Concept:	3	9.25	6.75
Graphics:	7	8.75	7.25
Sound:	7	8.25	4
Playability:	7.75	9	7.25
Entertainment:	4	8.5	6.5
Overall:	5.75	8.75	6.25



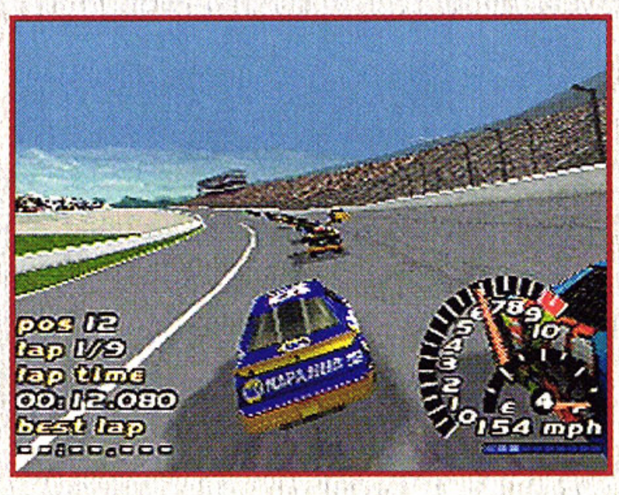
Jay, The Gonzo Gamer
"There might be a really great racing engine hidden in here, but it's hard to tell when all you do is speed around a cement oval. This game is option heavy, but devoid of fun. Hey, look at this! A free NASCAR 2000 strategy guide in this issue – Turn left."

Paul, The Game Professor
"Although I think the graphics suffer a little within the gameplay, the race replays and pit options are very cool. They even added the rear view mirror. Excellent. Take a look if you realize that there is more to NASCAR than turning left."

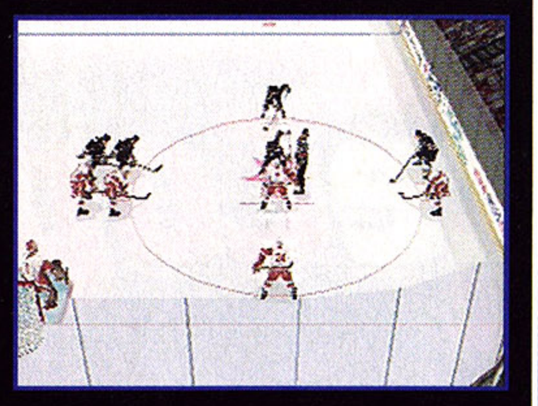
Reiner, The Raging Gamer
"EA has crammed this racer with tons of frontend options and a zoo of configurations for the most technical racing this side of Jeff Gordon's sissy buttocks. NASCAR fans will love this game's realism, but 'extreme' racers (like myself) should still choose Need for Speed, Ridge Racer, and Gran Turismo before investing in this title."

A historian writing a book on American culture in the late 90s might title his tome The Triumph of the Trailer Park. From Jerry Springer to professional wrestling, our nation is starting to resemble the crowd at a monster truck rally. Perhaps no phenomenon captures this trend like NASCAR, which has been the fastest growing sport in America in the past decade. Some will try to fight the redneck tide, but you might be better advised to slide a can of Pabst into a foam cozy, pop open a tin of Skoal Bandits, put on your Zubaz, call up your cutest cousin, and get with the times, city slicker.

EA's NASCAR 2000 might be the game that can convert high-brow nancy boys to the joys of stock car racing. Once again, the game offers up depth of features that few racing titles match. You can adjust just about everything on your car. The Season mode has been expanded to include two-player seasons and a Custom Season mode. Create-a-Driver allows you to genetically engineer a bubba of your very own (although he'll never be as cute as Jeff Gordon). There are 33 real drivers and 18 official tracks, and a new feature lets you go head-to-head with the king, Richard Petty, to unlock a hidden track.

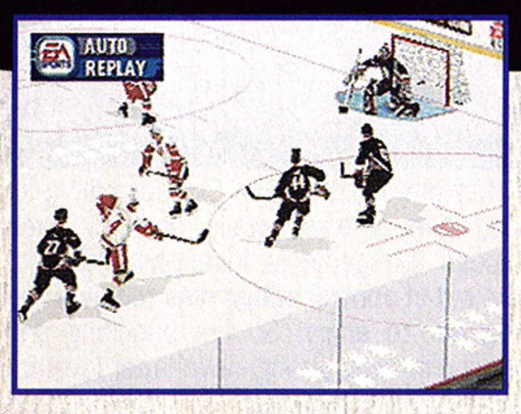


PlayStation Review

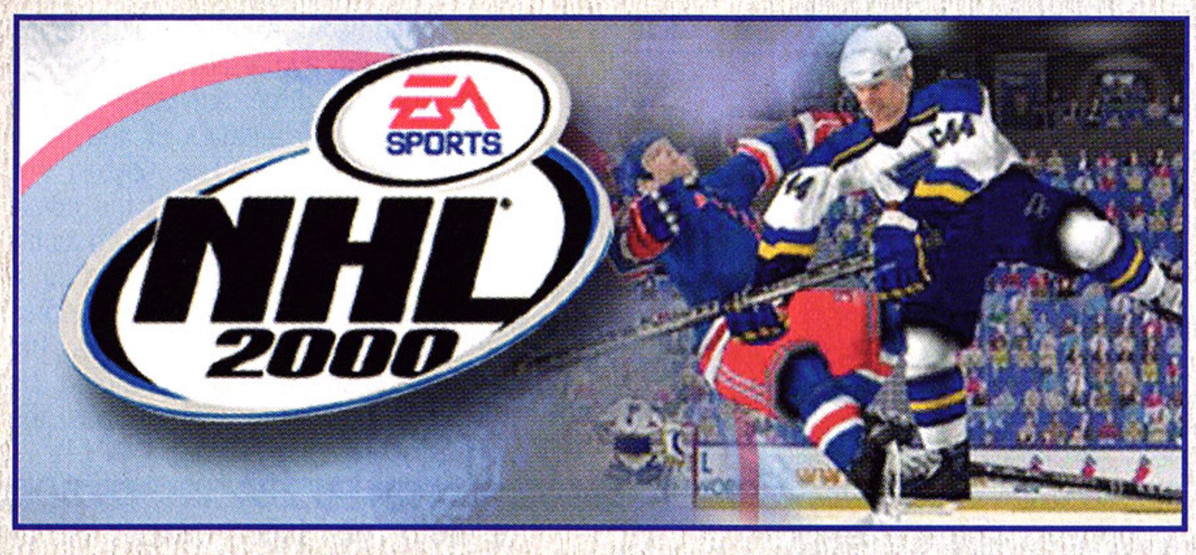


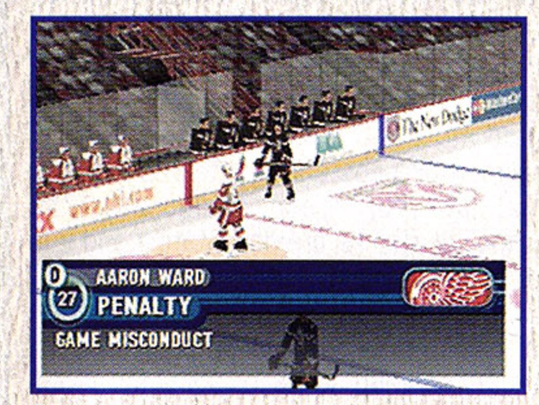
- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** Customizable Strategies; Career Franchise Mode; Edit & Save Lines; Beginner Mode; New Big Check Button; Shot Meter; Dual Shock Compatible
- **Replay Value:** Moderately High
- **Created by:** EA Sports
- **Available:** Now for PlayStation

Bottom Line: 8.5



	ANDY	PAUL	REINER
Concept:	8	8.75	8.25
Graphics:	8.5	8.75	8.75
Sound:	7.75	8.75	8.25
Playability:	8.5	7.75	9
Entertainment:	8.5	9	9
Overall:	8.25	8.5	8.75





Andy, The Game Hombre

"NHL is once again a nice package with solid playcontrol and good graphics, although I do wish that EA would take the game to another level. The addition of the big hit does add to the action, but there really hasn't been anything done to make the game different than it was before."

Paul, The Game Professor

"This has been one of my favorite games year after year; I am again very impressed. The computer AI is quite wily, but some of the same scoring tricks will have you putting them in the back of the net quite often. Hardcore hockey fans should enjoy the new multi-season stuff."

Reiner, The Raging Gamer

"Every year, the Raging Gamer posse saddles up to the boob tube and competes to win the NHL championship. This year, when it comes to PlayStation hockey, there is no substitute for EA's NHL series. It's awesome!"

In the early 90's, NHL Hockey was one of the titles that put Electronic Arts on the sports game map. Over the years, it has become the hockey game that every other hockey developer tries to beat.

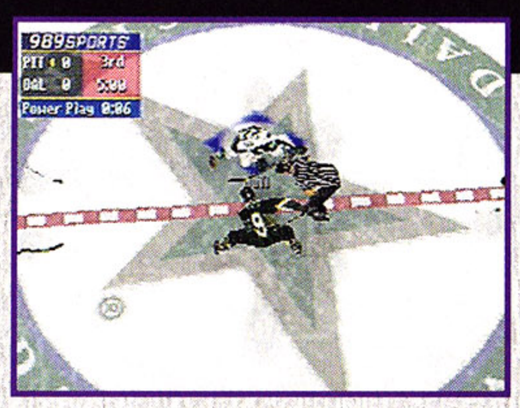
One of the biggest additions to this installment of NHL Hockey is the Career mode. Made popular in Madden, the Career mode allows you to play over multiple seasons and deal with retirements, free agency, and trading deadlines. If you are a serious hockey nut, you can make all the calls and pretend that you are Bob Gainey (or another of your favorite GMs). If you don't have the patience for all this roster stuff, the game will do it for you.

Control-wise, NHL is extremely similar to last year's game. Although EA has added a new big check button, some of the same scoring tricks found in last year's game will work again. The play control does seem to be slightly different, but much of the feel can be attributed to the new speedy graphics framerate. EA also added a little fluff with a taunt/celebration button. After a goal or mixing up in a fight, you can add a little (and we do mean little) yell or trash talk to the audio track.

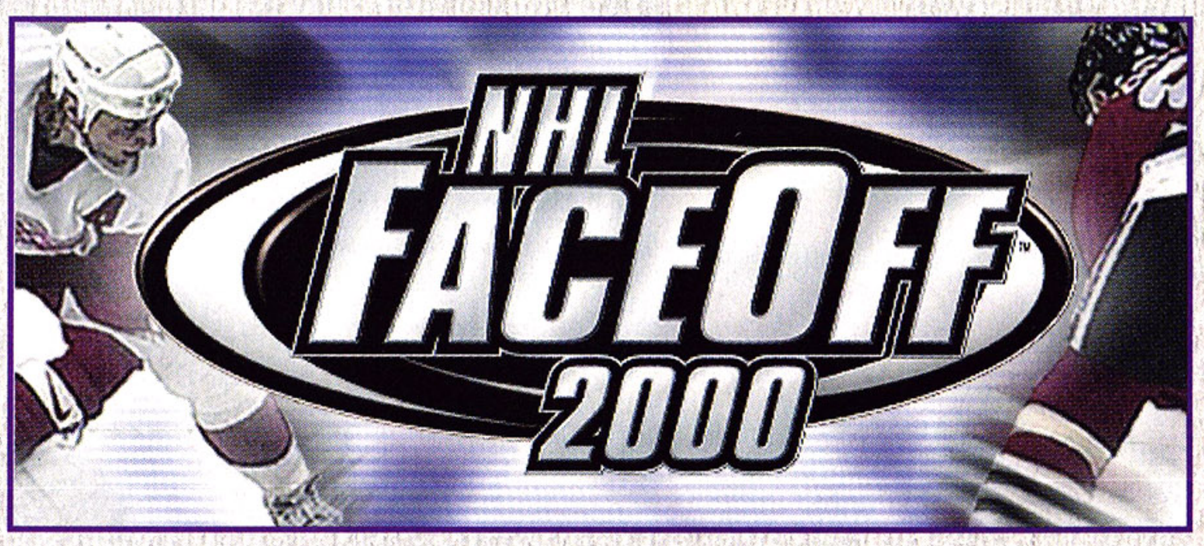
PlayStation Review

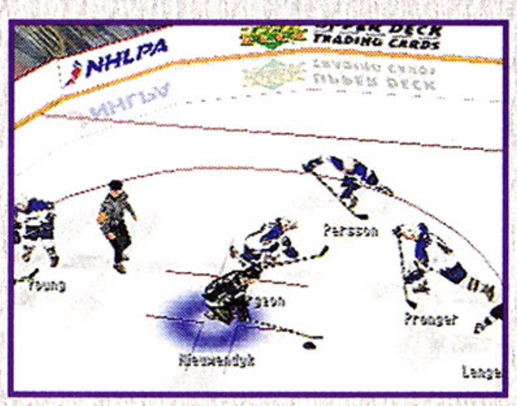
- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** On-The-Fly Strategy Calling; Icon Passing; 3 Difficulties; Dual Shock & Analog Compatible; Multiplayer Season
- **Replay Value:** Moderate
- **Created by:** SolWorks for 989 Studios
- **Available:** Now for PlayStation

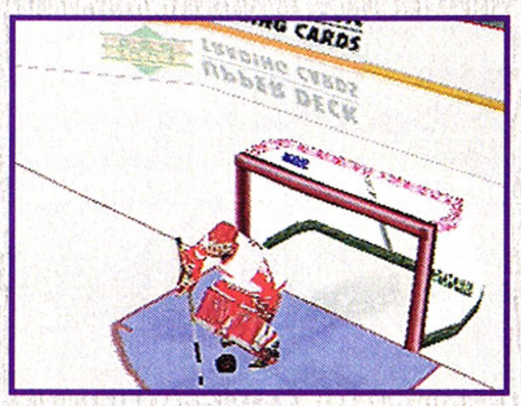
Bottom Line: 7.25



	ANDY	PAUL	REINER
Concept:	7.25	7	7
Graphics:	8.25	8.75	7.25
Sound:	7.5	8.75	7
Playability:	8	6	7.25
Entertainment:	8	5	7
Overall:	7.75	7	7







Andy, The Game Hombre

"Face Off is a nice blend of simplistic game control and blazing fast action. While I like playing Face Off, there's not a lot of strategy to it since the action is smash mouth all the way. The graphics and the speed are nice, but the gameplay in NHL is still better."

Paul, The Game Professor

"The great thing about this game is it is fast, but it is almost an exact copy of last year's game. I still found numerous problems with it. The passing game is still plagued with quirks, there are far too many breakaways, and penalties are almost never called on the CPU."

Reiner, The Raging Gamer

"989 Sports has achieved greatness in football and baseball, yet the Face Off series just hasn't come together. This installment is better than the previous offerings, and the play is actually fast and enjoyable, but it still doesn't come close to touching EA's amazing NHL series."

The Face Off franchise has brought a lot of innovation to sports games over the years, especially with the often imitated Icon Passing. Our major complaint with last year's game was that it relied too heavily on this option. If you didn't use this feature, passing was inaccurate in terms of direction and speed. Unfortunately, 989 Sports did little to change this. But there are other changes.

Most of the differences you'll find in Face Off 2000 are cosmetic. Other than the minor changes to the look of the frontend options, you will also notice the smiling player faces that have been mapped onto every skater. These are most apparent after a goal is scored. Also, auto-replay features have been modified to a more TV-style presentation. Lastly, Face Off 2000 offers a wider selection of gameplay views which, in part, contributes to tighter gameplay.

The controls haven't changed a bit in this new version, but there have been minor adjustments to the on-the-fly playcalling. You can still call offensive and defensive strategies, as well as forechecking and breakout plays. However, these have been dumbed down and instead of picking plays, you just choose from normal, aggressive, or conservative.

Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 3 Playable Characters; 3 Missions; Multiple Weapons; Versus & Survival Mode; Art Gallery; Comic Book Mode; VMU & Jump Pack Compatible, Original 1980 Tranquilizer Gun Arcade Game
- **Replay Value:** Low
- **Created by:** AM1/Sega
- **Available:** November for Dreamcast

Bottom Line: 7

Dynamite Cop

The Long Arm of the Law

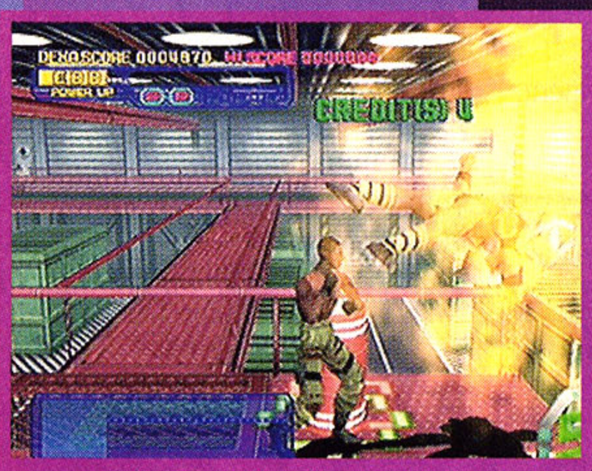
As children, many of us on the GI editorial staff once dreamt of becoming police officers when we were all grown up. You know, capturing the baddies; protecting and serving innocent civilians like those NYPD Blue guys. Unfortunately, after a slew of parking, speeding, and public urination tickets, we soon developed a certain resentment towards the boys in blue. Perhaps Dynamite Cop can restore our esteem for Minneapolis' finest.

Known as Dynamite Deka 2 in Japan, Dynamite cop hopes to resuscitate the sickly side-scrolling brawler genre. Games like Double Dragon and Bad Dudes once lifted gamers to new pinnacles of physical punishment, but since those golden days the brawler has fallen out of the spotlight.

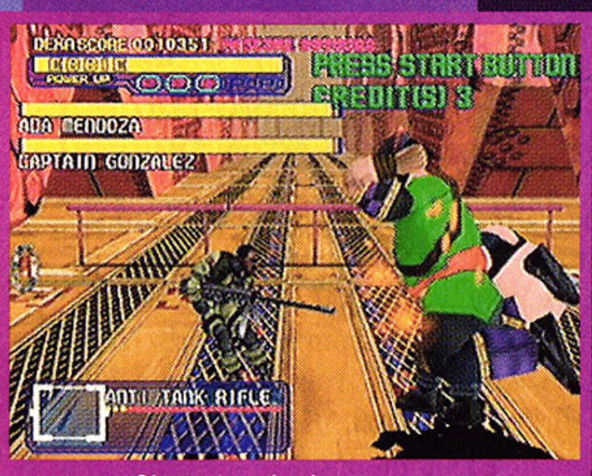
Can Dynamite Cop restore truth, justice, and ass-whoopin' to the gaming nation? Maybe. The game has many of the requirements for a quality fighter: fast action, a variety of moves, sharp graphics, and a wide array of objects and weapons. There are three playable characters (Bruno, Jean, and Eddie), and three intersecting missions. Each character has a vast arsenal of moves and combos to unleash on unsuspecting opponents.

There are also Versus and a Survival modes, which should help to extend the shelf-life of this rather short fighter. As a bonus, Sega has included a virtual comic book, which fleshes out the characters and plot, and an Art Gallery mode, which is filled with illustrations you pick up during gameplay. In a rather odd move, Sega has also thrown in an obscure 1980 arcade game entitled Tranquilizer Gun, in which you roam about a maze, shooting animals with a dart gun, and then drag them back to your truck to earn points. What this has to do with the premise of Dynamite Cop, we have no idea, but it's sure to keep you entertained for minutes and, umm, seconds on end.

Dynamite Cop proves itself worthy of its fierce lineage. It is definitely an entertaining game, even though it fails to offer up the depth and graphical flair of many of its competitors (Soul Calibur and Powerstone, for example). Fans of this increasingly rare genre might want to check it, as it provides some solid side-scrolling action.



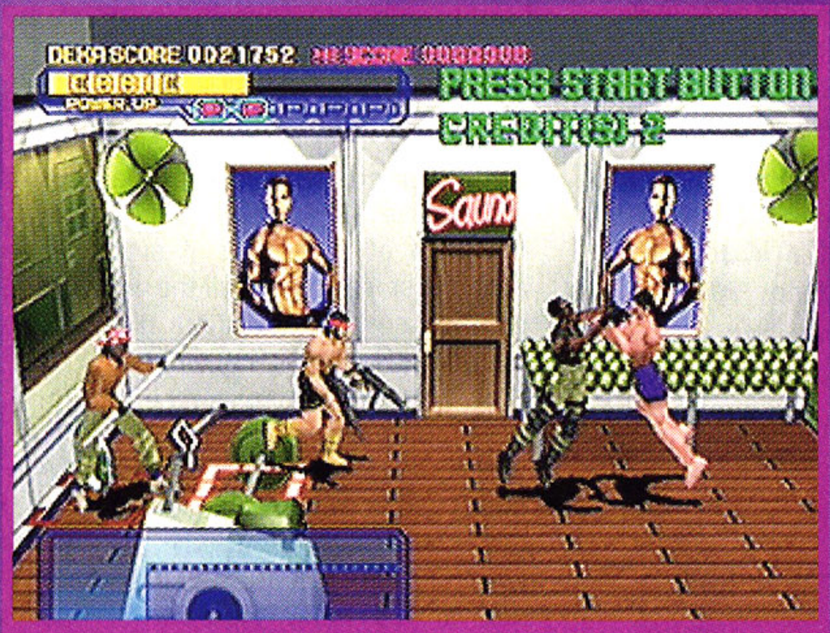
Blowin' up the spot.



Shoot 'em in the nuggets.

There's nothing like a table dance.

Use the vacuum to clean house.



Patty cake, patty cake, baker man.

JAY
THE GONZO GAMER

Concept	6
Graphics	8.5
Sound	7.5
Playability	6
Entertainment	7
OVERALL	**7**

"After playing Dynamite Cop for only a little while, I was totally hooked. Even though the game is insanely simplistic, **the out-of-control action was too over the top not to enjoy**. So I'm punching and kicking my way through level after level for 15 minutes, and then I'm done. Game Over. I had won. A little multiplication will tell you that a quarter hour with three characters and three scenarios equals two hours and 15 minutes of one-player action tops. The few extras beyond this are nice (I especially enjoyed the comic book), but nowhere near enough to justify buying this game. However, this is a great game to rent. Get a few buddies together and get this game for the night. Your slumber party should be thoroughly entertained until well past the witching hour."

PAUL
THE GAME PROFESSOR

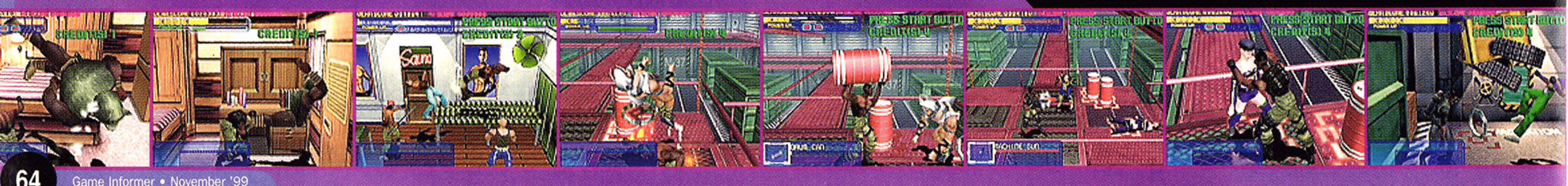
Concept	7
Graphics	8
Sound	7.5
Playability	9
Entertainment	4
OVERALL	**7**

"If you're into some mindless button mashing, then this game is for you. Not that the game takes little skill, but quick thumbs will take you a long way. Like Die Hard Arcade, Dynamite Cop has a ton of weapon pick-ups and plenty of objects to hurl at your foes. Additionally, the grappling attacks are devastating and it is quite satisfying to unleash a long combo. Although you can blast through this game in less than a day, the additional bonus games can add some longevity to an otherwise short experience. Still, that may only extend Dynamite Cop's life span to a weekend rental at best. If you are looking for a good beat-em-up, you really only have one choice. Let out a little aggression with this game, but don't open the wallet too wide."

REINER
THE RAGING GAMER

Concept	7.25
Graphics	8.25
Sound	6.5
Playability	6.75
Entertainment	4.75
OVERALL	**6.75**

"Dynamite Cop grants players the ability to thrash evil terrorists with almost every object located in a room. Seriously, almost everything in this game can be used as a weapon. You name it; chairs, slabs of meat, brooms, French bread, guns, apples, cake...all of it can be used to obliterate opposing forces. Dynamite Cop's story is just as cheesy as its name, and the gameplay is as shallow and easy as its predecessor, Die Hard Arcade, but it does come packed with a killer gameplay engine. **While it is a riot to play – especially in 2-player – Dynamite Cop's thrills end within an hour**, and not because of monotony, but rather, because that's how short the game is. One sitting of Dynamite Cop is enough for anybody, and that's why I recommend that you rent it, opposed to laying down the green."



Dreamcast

Review

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Action/Racing/Shooter
- **Special Features:** Tons of Vehicles; Weapon Upgrades; Varying Mission Objectives; Animated Screen Saver; Jump Pack & VMU Compatible
- **Replay Value:** Moderately High
- **Created by:** No Cliché for Sega
- **Available:** Now for Dreamcast

Bottom Line: 8.75

FELLOWSHIP OF THE TOY

A select few of the Game Informer staff still play with toys, cherishing them as the essence of life and holding them up as the one thing that makes life bearable. So naturally, these plastic-hugging freaks viewed Toy Commander as a must-play game. For those of you who have lost the ambition to play with toys and decided that waxing cars and writing poetry is more exciting, Toy Commander gives you the chance to relive your diaper years and rekindle the thrills of running around the house with a three-inch piece of plastic.

The introductory FMV sequence shows that this game is portrayed through a little red-headed child's point of view, and holy cow, does this kid have a vivid imagination! Actually, if his parents caught wind of him flying toy helicopters down the toilet, setting fire to pencils in the basement, and shooting the household cat with tacks, he'd be on a leash for the rest of his life and wearing a shock collar until he was 18.

Toy Commander's playtime, as that of most kids, is constructed around war. The goal of the game varies from level to level. Sometimes you'll be forced to compete in a race; other times you'll be asked to perform the most miraculous stunts like creating hard-boiled eggs through the combined efforts of a truck and fighter plane, stopping Godzilla with a helicopter, and freeing the bathtub from red army control. Each and every level is completely different and accompanied by a different vehicle or two. Through the course of the game, and as you move through the house from room to room, the player will commandeer tons of vehicles. A slew of helicopters, transport vehicles, planes, jeeps, tanks, cars, and spacecraft are waiting to be unlocked. Each of these vehicles is equipped with its own unique attributes, and most have the ability to wreak havoc on other toys with pen-cap missiles and eraser bombs.

Toy Commander also comes equipped with a finely crafted multiplayer mode. Ooh la la!! Up to four players can bash heads and rage late into the night as sworn enemies, or teams can be formed and treaties can be signed, singling out one hapless friend as the toy on the run with a bounty on his or her head. It's a toy-eat-toy world out there...Can you handle it?

JAY
THE GONZO GAMER

Concept	9.5
Graphics	9.5
Sound	8.5
Playability	8.25
Entertainment	9
OVERALL	**9**

"I was not looking forward to this review. From looking over others' shoulders, I was sure this was another contender in the race to the bargain bin. How wrong I was. Toy Commander has it all. There are a ton of vehicles, each with differing controls and abilities that must be mastered. **The missions are extremely varied, highly challenging, and usually pretty funny.** Best of all, the interactive environments are huge, with distant objects always remaining crystal clear. In fact, one of the few complaints I have with Toy Commander is that sometimes the rooms are too big and you have no idea where to go. The option to go to a human's-eye view would have helped. NFL 2K is the must-have for sports fans; Soul Calibur is the first buy for fighting fans; but Toy Commander will entertain the entire gaming spectrum."

PAUL
THE GAME PROFESSOR

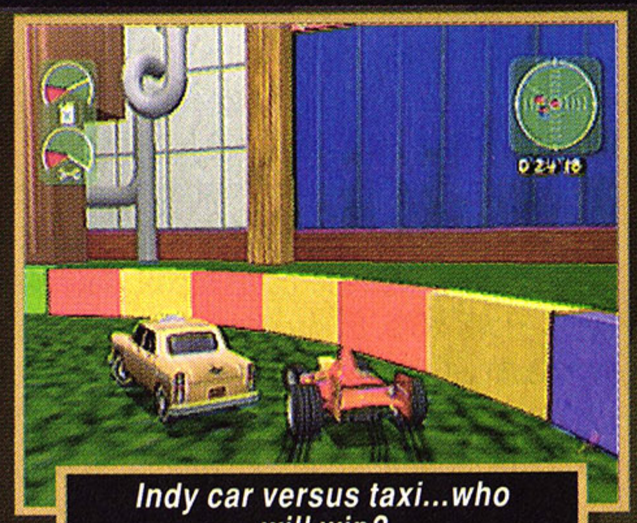
Concept	8.5
Graphics	9
Sound	7
Playability	8.5
Entertainment	8.25
OVERALL	**8.25**

"If you combine Toy Story and Small Soldiers, and then strip it of all personality (and characters), you'd come up with Toy Commander. There is a fairly interesting story going on here, but the text presentations and lack of extra audio/video make for a rather obtuse experience. Still, even though you might find yourself frequently attempting to discern the objective of a given mission in Toy Commander, the game really turns out to be enjoyable. There are a huge variety of controllable vehicles, a wide range of tasks, and an excellent multiplayer mode. Again, **this game may take a while to get into**, but if you like a mixture of driving, flying, strategy, and combat, Toy Commander may surprise you. It might not be a must buy, but it is worth a look."

REINER
THE RAGING GAMER

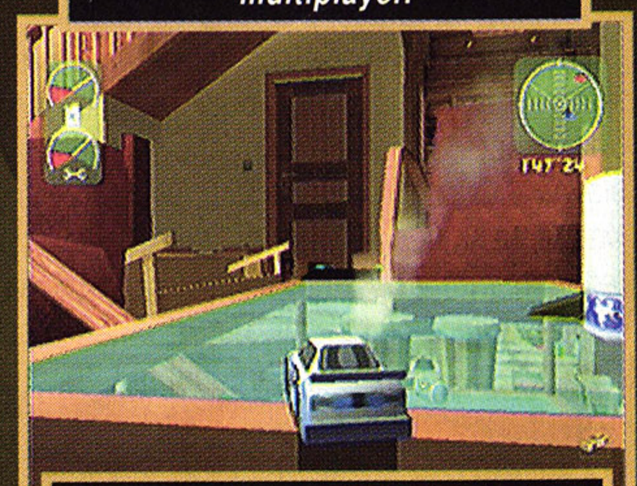
Concept	8.25
Graphics	9
Sound	8.5
Playability	8.75
Entertainment	9
OVERALL	**8.75**

"For a game that sounds like it has about as much appeal as the Teletubbies, Toy Commander is actually a pleasant surprise that not only brings a touch of novelty to Dreamcast, but also delivers an addictive gameplay experience filled with challenging play and beautiful graphics. The diversity between missions and the vast number of vehicles keeps the gameplay fresh and exciting. Its wild wars, goofy gameplay antics, plethora of multiplayer options, and oddball missions collide together to create a fascinating game that is hard to put down. **I really didn't expect anything positive from this game, but the more and more I played, the more I liked it**; and I have to say, Toy Commander is easily one of my favorite Dreamcast games. Very rarely do you see a game that offers as much variety as Toy Commander does."



Indy car versus taxi...who will win?

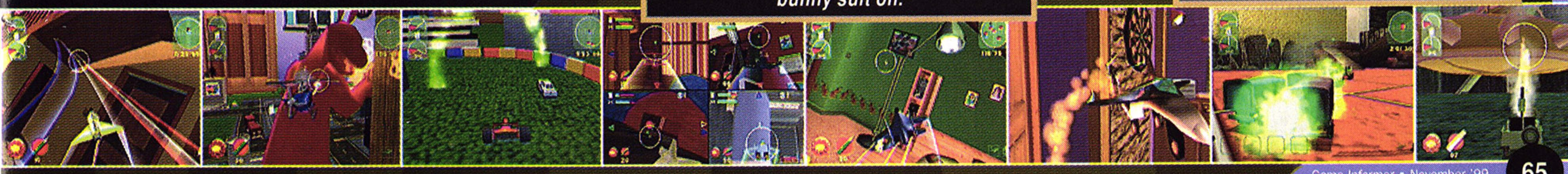
Stick it to your friend's toy in multiplayer.



The adventure really begins to heat up on the dinning room coffee table.

Godzilla shows his true colors with his bunny suit on.

Pen-cap missiles away!



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 13 Characters; 13 Stages; Improved Practice Mode; New Versus Mode; Enhanced Texture Quality & Effects; VMU & Jump Pack Compatible
- **Replay Value:** Moderate
- **Created by:** AM2/Sega
- **Available:** Now for Dreamcast

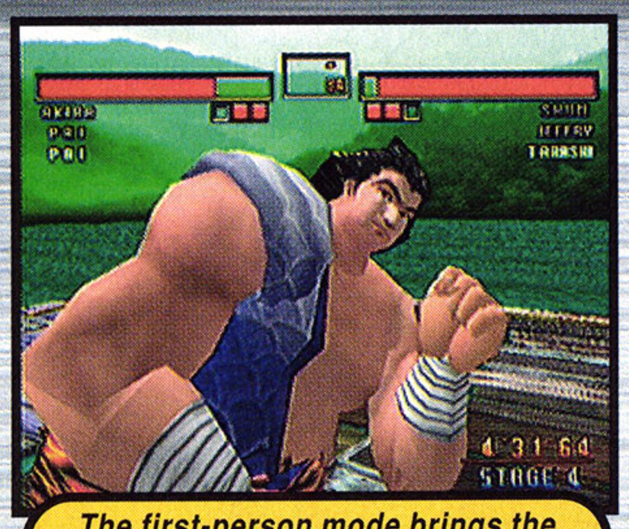
Bottom Line: 7.75

Virtua Fighter is one of the most respected arcade fighters on the market. Sega once transformed this polygon powerhouse into a respectable Saturn game that had enough might in its punches to combat the PlayStation's finest fighters. Sadly, with all good things there comes an end, and Sega may have alienated all of Virtua Fighter's fans with the catastrophic Japanese Dreamcast release, Virtua Fighter 3tb. Every now and then developers rush software to hit deadlines, but never before have we seen a game release in such an incomplete form as the Japanese version of Virtua Fighter 3tb. How far from complete was it? Well, the list of abnormalities could stretch across the country and back, but we can safely say its biggest blunder was the absence of a Versus mode.

Knowing full well that gamers love to compete against one another without having to go through a grueling maze of menus, Sega of America delayed the U.S. release of Virtua Fighter 3tb to incorporate a Versus mode, and also to fix its plethora of problems. Since the Dreamcast launch was loaded to the hilt with top-rate fighters, this delay turned out to be more a blessing than a curse. The minuscule wait for the latest Virtua Fighter offering paid off well. Along with a Versus mode option for both Team Battle and Normal gameplay, Sega has enhanced the Practice mode, allowing players to hone not only moves but also combos and specific strategies. Sega has also added a touch of flair to the graphics by implementing motion blur to certain moves.

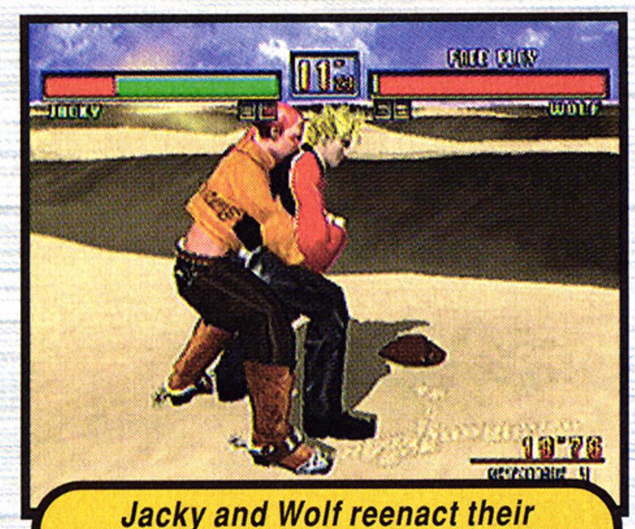
Just like its arcade counterpart, the Dreamcast version of 3tb features 13 characters and 13 beautifully sculpted arenas. Sega claims that these arenas were the first to include gameplay based on elevated tiers. We beg to differ. Naughty Dog's Way of the Warrior was, in fact, the innovator of tiered combat. On the other hand, we recommend that Virtua Fighter 3tb, unlike Way of the Warrior, be played rather than destroyed.

Have you ever danced under the pale moon light?



The first-person mode brings the action up close and personal.

Lau slams Pai hard.



Jacky and Wolf reenact their favorite scene from Deliverance.

Sega of America has answered our requests by implementing the much needed Versus mode.

From the Bowels of Kung Fu Land

JAY
THE GONZO GAMER

Concept 7
Graphics 7.75
Sound 7.5
Playability 7.5
Entertainment 7

7.25
OVERALL

"In the time it took Virtua Fighter 3tb to be fixed and brought overseas, it has gone from being the one and only fighter on Dreamcast to cowering in the shadow of newer and better products of the genre. It's not a bad game, but while playing it, you quickly notice that it doesn't have the many character choices of Mortal Kombat Gold, the three-dimensional mayhem of Power Stone, or the breathtaking animations of Soul Calibur. Overall, **Virtua Fighter 3tb feels like too little, too late...** way too late. At best it's a rental for those who want to have an easy-to-learn fighter for a couple nights, or maybe a purchase for fans of the Virtua Fighter series."

PAUL
THE GAME PROFESSOR

Concept 8.75
Graphics 9
Sound 8.75
Playability 9.5
Entertainment 8.75

9
OVERALL

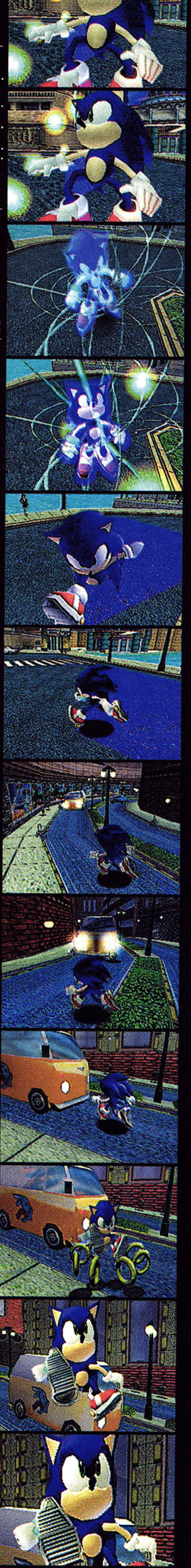
"Sega caught a lot of grief when it released this game in Japan without a Vs. mode, which luckily has been added to the U.S. release. There are definitely different schools of thought in fighting games, and Namco, Sega, and Capcom each has its own ideas on how to make them click. Sega has always seemed to take the easy road with VF, but **the more you play it, the more you realize how deep it really is**. The throws alone are simply amazing. Sure this game doesn't have the dazzling graphics of Soul Calibur, but the control and technique are just as solid. In fact, I think it plays better than SC and I much prefer it to any of Capcom's fighters. Fighting game fans should not miss an opportunity to play this game."

REINER
THE RAGING GAMER

Concept 5.5
Graphics 8
Sound 7
Playability 7.5
Entertainment 6

6.75
OVERALL

"As much as I hate to say it, Sega should have abandoned this game in Japan. It was rushed to meet the Japanese Dreamcast launch, and in all the hustle and bustle, this title lost its ferocious bite. It hit store shelves buggy as heck, and it even debuted without a Versus mode. Sega of America tried to mend this game's wounds; however, touching up the Practice mode and incorporating Versus play doesn't help this game in the long run. **Stacked up against Soul Calibur and Power Stone, Virtua Fighter 3tb looks kind of silly**. Virtua Fighter 3tb is still a decent title, it just doesn't have the polish. Sega has always delivered phenomenal arcade ports. This one must have fallen through the cracks because it doesn't rank with Sega's previous VF attempts. VF junkies should at least take a look, and everyone else should wait for VF4."



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EVERYONE
E
CONTENT RATED BY ESRB

SONIC HAS A NEW
LIGHT SPEED DASH

SONIC ADVENTURE™ | Sega Dreamcast.

IT'S THINKING

TOO BAD YOUR LAME-ASS REFLEXES ARE THE SAME

Yuji Naka's warp speed 3D adventure through 40 expansive worlds of bonus rounds and minigames where 6 playable characters snowboard, play pinball, fly and even talk. moving 360° never felt so good. sega.com

SONIC ADVENTURE

Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Old School Cool Boarders Controls; Different Terrains; Complex Course Designs With Huge Air & Multiple Routes; Halfpipe; Tons of Tricks; VMU & Jump Pack Compatible
- **Created by:** UEP Systems for Sega
- **Available:** November for Dreamcast

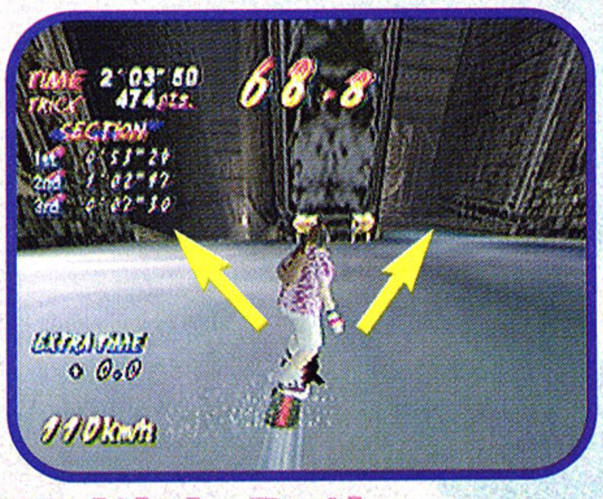
85% Complete

BOARDIN' IN THE NAME OF

Don't let the name fool you. Freshtracks is actually UEP Systems' third installment to the Cool Boarders series. In Japan, this game surfs the slopes with the name Cool Boarders Burrrn. 989, owning the U.S. copyright to the name Cool Boarders, made Sega take evasive action and choose another rad name. Freshtracks features all the thrills and spills of the first two PlayStation Cool Boarders releases. It features a slew of tracks and characters, several halfpipes, and more tricks than you can shake a two-foot pipe at. If you like Cool Boarders' controls and challenge, here comes the long-awaited son to the series!

Beauty

Freshtracks takes full advantage of the Dreamcast's power and delivers unbelievable environment detail and insane track designs.



Multiple Paths

The Cool Boarders series has always had plenty of shortcuts. In Freshtracks, shortcuts are everywhere, as are multiple routes.

Tricky

The tracks are always outrageous. Adding blurry weather effects only makes the racing all the more difficult.

NEW BUSTER SYSTEM

No sequel or update is complete without new options. Joining new tracks and radical boarder designs, Freshtracks features a few new moves that make racing easier. When an obstacle like a rock or a ten ton metal pole appears, the boarder no longer needs to take evasive action. By tapping Y or B, the boarder can smash through obstacles and sustain no damage or reduction in speed.

Halfpipe

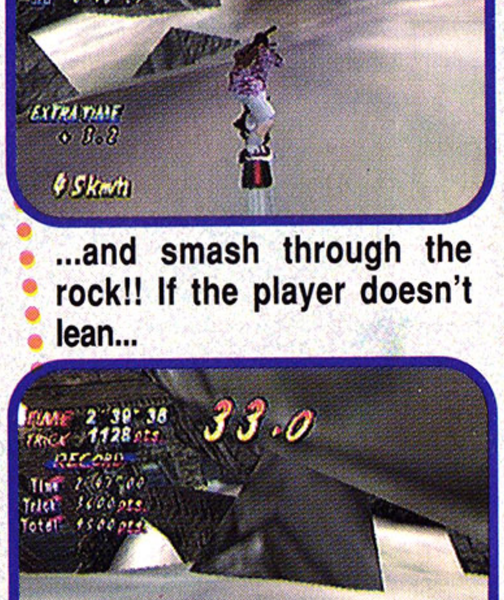
One of the most enjoyable modes in Freshtracks is the halfpipe. Here the player can obtain death-defying air and perform outrageous tricks.

New Obstacles

Shave the sheep? No! Shred the sheep!

Shred

By holding the X button through turns, the boarders turn tighter and really tear it up!



By pressing Y or B, the boarder will lean forward...

...and smash through the rock!! If the player doesn't lean...

...he or she'll eat dirt and spend a considerable amount of time on his or her back!

TERRAIN DIFFERENCES

Just like the Nintendo 64 game, 1080 Snowboarding, Freshtracks features a variety of different terrains. However, unlike 1080, these surfaces don't affect the player in any way except in speed. 1080's terrains were loaded with grooves and ruts, pushing the player to carve and stay on course. Even if the different terrains in Freshtracks don't do much, they certainly add a heap of flash to the already impressive look.

Cut through fresh powder...

...across slippery streams...

...and acquire amazing speeds on hard snow!

CRAZY TAXI™

WOW! Just Like New York!

Dreamcast Preview

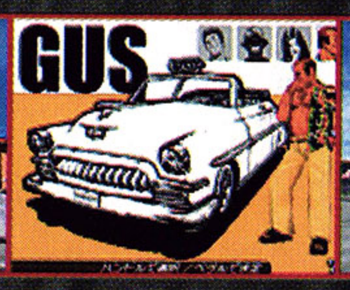
- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Racing
- **Special Features:** Perfect Naomi Board Arcade Translation; 4 Cabbies; 1 Gigantic City; Scare Passengers For Tips; Product Placement Galore; New Modes
- **Created by:** Sega
- **Available:** 2nd Quarter 2000 for Dreamcast

70% Complete

Crazy Taxi is an arcade game that gives you exactly the experience its name promises. It's your job to drive a taxi around in a California-like city filled with Pizza Huts and Kentucky Fried Chickens, hastily searching for a high-paying fare. The passengers in the game, much like anyone else, like to get to their destinations as promptly as possible, but they do have one major psychological difference. No risk is too great in the interest of cutting a few seconds, and the insane people in this town are willing to give a hefty tip to a maniac like you that's eager to go high speed against traffic, cut through a city park, and jump off a parking ramp.

Players choose from one of four cabbie stereotypes, each equipped with a style and cab all their own. From there, you scour the city, looking for a hail that looks like easy money. To make your job a bit easier, passengers are marked with dollar signs above their heads, with different colors representing the length of the journey and the cash they're willing to fork out. Once you slow down near someone, they hop in your cab and tell you where to go. An arrow then pops above your taxi, showing which way to turn to get where you need. A knowledgeable cabby will learn shortcuts, jumps, and how to do the taxi-turbo maneuver to keep that coinage rolling on in.

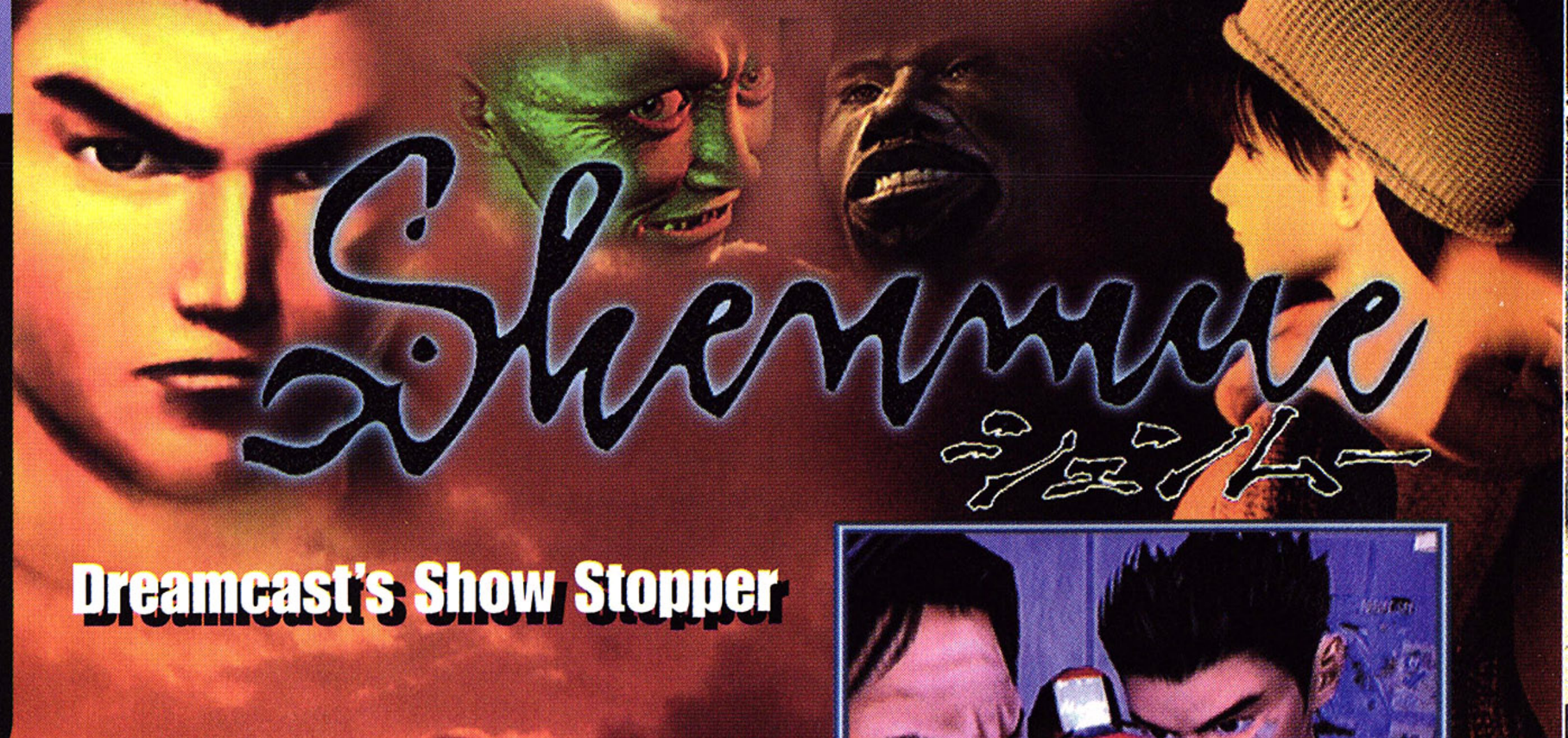
Since Crazy Taxi is a Naomi board arcade unit, the translation to Dreamcast will be flawless. In fact, it will be better than the arcade. If Sega had wanted, this could easily have been a launch title, but thankfully they held out. Design teams at Sega are busy adding new modes that will give this game more play value at home. Expect some kind of career mode, some 2-player games, and maybe an extra cabby or two when Crazy Taxi swerves on in to the system with a swirl.



Dreamcast Preview

- **Size:** 4 GD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Play Darts; Unbelievable Animation; Mind-Blowing Graphics; Dragon's Lair Style Action Sequences (But They're Cool); Talk To Anybody; Ambient Sound Effects & Crowds
- **Created by:** Sega
- **Available:** Now in Japan (2nd Quarter 2000 in US)

50% Complete



Dreamcast's Show Stopper

We heard about this game and weren't impressed. We saw screenshots and it didn't seem like a big deal. When we finally got our hands on the demo we were completely blown away and had trouble sleeping that night.

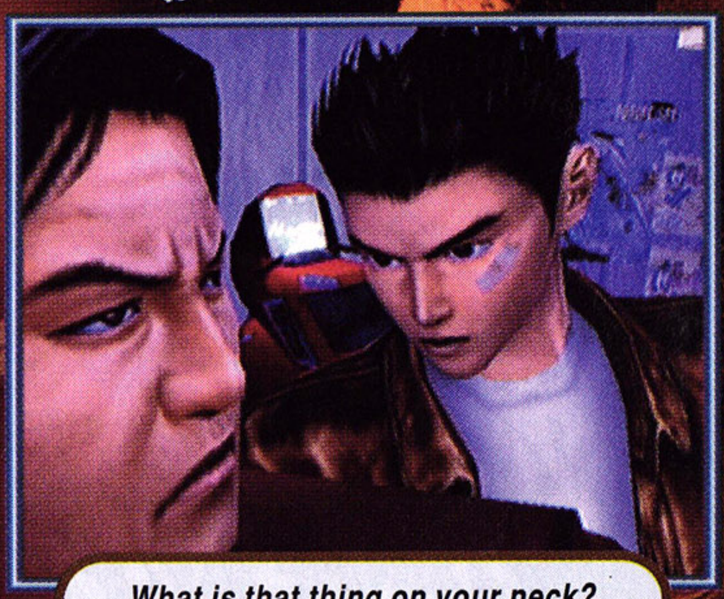
If it was a PlayStation or a Nintendo game, the concept wouldn't be all that remarkable. Okay, yeah, you can talk to everybody you see and there are people walking around and stuff. Oh neato, you can get a Coke out of a vending machine. Oh look, a Dragon's Lair action scene. Quick! Push right. Ho hum. Yada, yada, yada...

What truly makes Shenmue fly is its absolutely unbelievable graphics, its style, and its remarkable use of ambient sound and motion. When walking through town, people are constantly passing you and the occasional motorcycle or bicycle rider whips by. Anytime you attempt to address someone, their reactions are so well animated and realistic that you have to check your reality for a second.

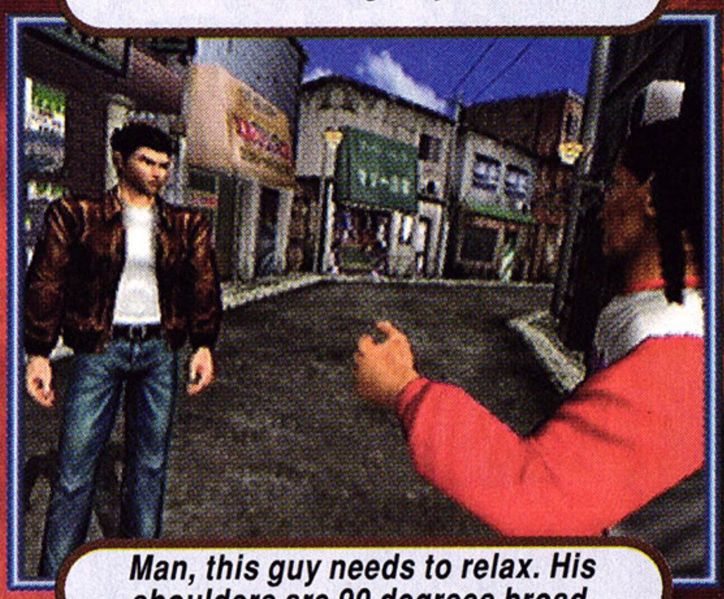
If you try to talk to someone who's in a hurry, they put their hand in the air and apologize as they continue walking in such a simple, but perfect, fluid motion that makes the shaky animations of most current polygonal games seem silly in comparison. Words truly can't describe how awe-inspiring an experience it is.

We're not saying that Shenmue is perfect. We could easily see ourselves getting tired of the game mechanics or the clunky control, but first we would have to let the graphic spectacle sink in, and that's going to take a lot more time on this game than the demo offers. On top of that, Shenmue takes place in the eighties, so you'll be able to walk into an arcade and play a game of darts or classic arcade games like Space Harrier and Afterburner.

While we can't say too much about the gameplay, certain things do seem to be rather awkward at this point. Shenmue is pretty, but will it live up to Sega's Hype?

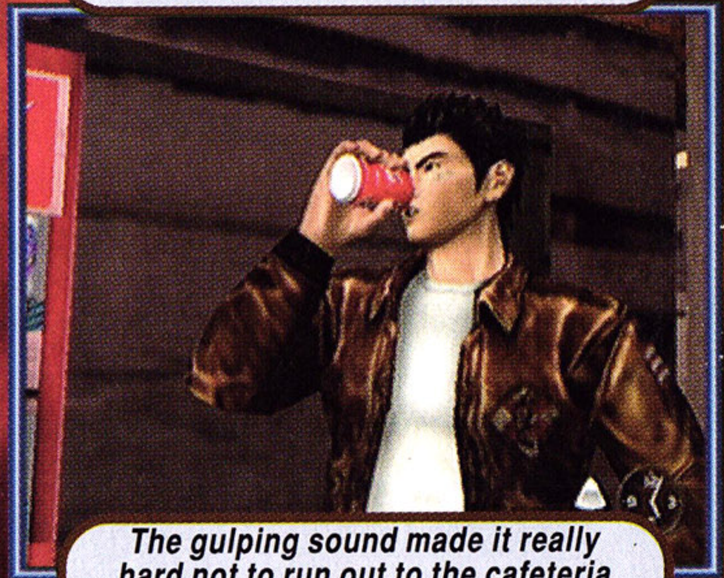


What is that thing on your neck?



Man, this guy needs to relax. His shoulders are 90 degrees broad.

Jay and Andy don't know it yet, but this is the official drink of GI.

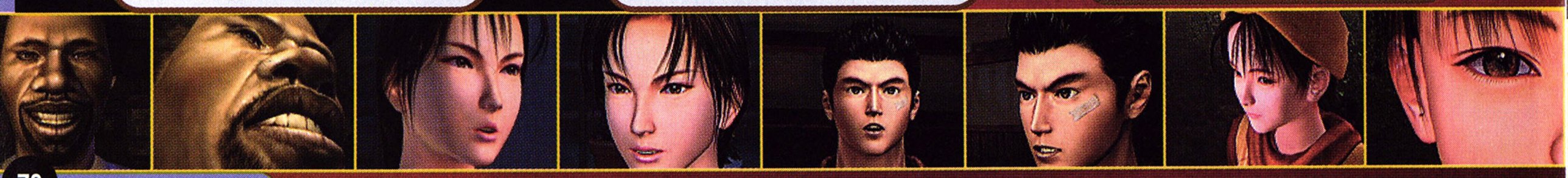


The gulping sound made it really hard not to run out to the cafeteria and get a Coke.

Oh crap! I pissed off Steven Segal!

Lay off the drugs son.

Not there! Not there!



Soul Fighter

Gettin' Run Over by the Soul Train

Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Beat 'Em Up Action; 3 Characters; Each Character Fights With Weapons & Martial Arts; Throwing Weapons; Shifting Camera Perspective; 6 Levels; Block Button; Combos
- **Created by:** Toka & Piggy Back Interactive for Mindscape
- **Available:** October for Dreamcast

90% Complete

In Soul Fighter, players pick one of three characters and go on a monster fighting rampage. The goal is to save the souls of humans who have been transformed into vile humanoid beasts. Apparently, beating the crap out of these unfortunates is the path to their salvation, but you won't find any religion in Soul Fighter. Like most beat 'em ups before it, the emphasis is on constant action.

While the basic premise is pretty simplistic, Soul Fighter does add a few new ideas to a genre that has seen more than its fair share of titles since the early days of Bad Dudes and Double Dragon. In Soul Fighter, each character is equipped with a weapon that can be used until a power bar is depleted. Each successful hit with the weapon will reduce the bar a little bit more, but getting hit by enemies will cause it to fill up again.

Characters also have the option of picking up items and then throwing them from a first-person perspective, allowing you to take enemies out with crossbow bolts, throwing axes, daggers, and bombs. Using the thrown weapons is crucial for thinning out the herd before jumping into a frenzied melee with a whole pack of enemies.

Soul Fighter is an unusual game that blends elements of fighting games with the relentless mayhem of classic beat 'em ups like Double Dragon. Players must take advantage of combos, special moves, and the block button to make it through the hordes of enemies that inhabit each level. If you're a fighting fan or a beat 'em up fan, Soul Fighter might sound like a good pick for a Dreamcast game, but it's definitely worth your while to wait for a review before purchasing it.

Don't ask. We don't know either.

For some reason, these Rhino guys are total wusses.

Put a shirt on!

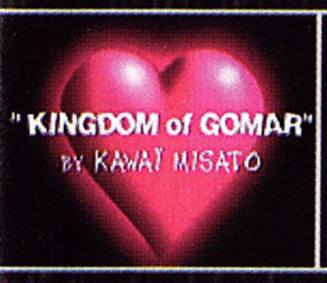
Orion's deadly stomp maneuver.

Say Big Bear, was that a barbiturate?

We prefer to use Sayomi when playing Soul Fighter.

Freeze! Fashion Police!

Double-headed axes were never used by Vikings. They're Minoan.



Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Incredibly Destructible Environments; Wide Variety of Melee Weapons & Guns; Stunning Environments & Effects; Explosions; More Explosions; A Lot of Explosions
- **Created by:** Core for Eidos
- **Available:** December for Dreamcast

80% Complete

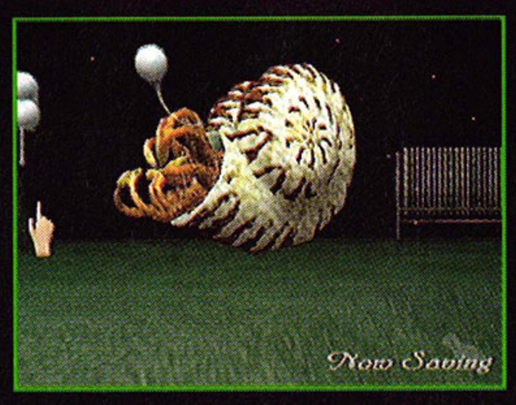
Elegant Explosive Force

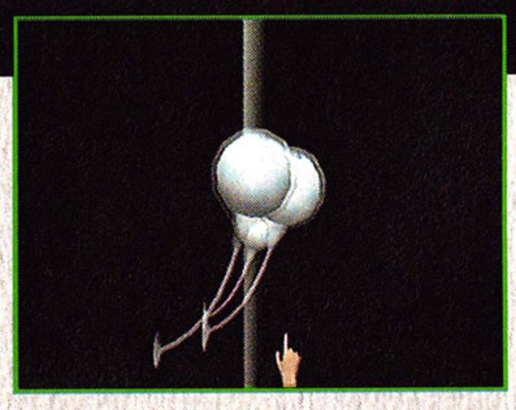
Not since Project Overkill on the PlayStation has there been a game with such a sheer multitude of exploding objects and breaking glass. Fighting Force 2 is not quite a game yet, as the AI has yet to be added to the enemies. Despite this, we actually had a lot of fun just running around and gunning down computer consoles, beds, chairs, viewscreens, large pipes, vehicles, soda machines, the soda cans that fell out of the soda machines, radars, radio antennas, air conditioners – and yes, there are enemies too.

There is quite a variety of weapons in the game and, unlike first-person shooters of the past, here your character will actually carry all of his weapons somewhere on his person. Eventually you will run out of room and be forced to drop older weapons to get new ones. There is a wide assortment of melee weapons and guns in the game. Use knives, sledge hammers, shotguns, rocket launchers, grenades, grenade launchers, and submachine guns to take down your enemies.

Core has done a remarkable job prettying up this game for the Dreamcast. We sat around for a good five minutes dropping grenades into a pool of water just to watch the crazy ripple effect. If you're a big fan of raw action games, Fighting Force 2 is worth keeping an eye on.

Dreamcast Preview

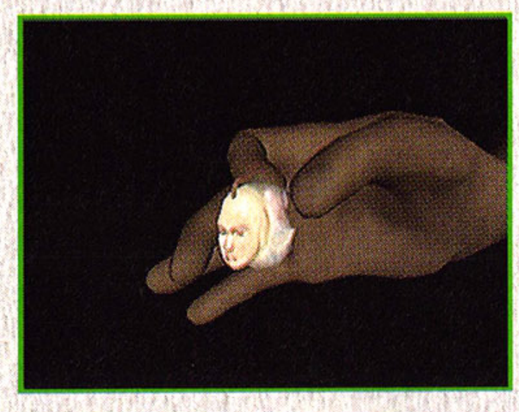




- **Size:** 1 GD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Real-Time Pet Simulator; Packed With Microphone; Nearly Empty VMU Required; Chat With Human-Faced Tadpoles; Swap Hours & Hours of Innuendo With Friends While Playing
- **Created by:** DigiToys & Vivarium for Sega
- **Available:** Now for Japanese Dreamcast (U.S. Release 2nd Quarter 2000)

75% Complete

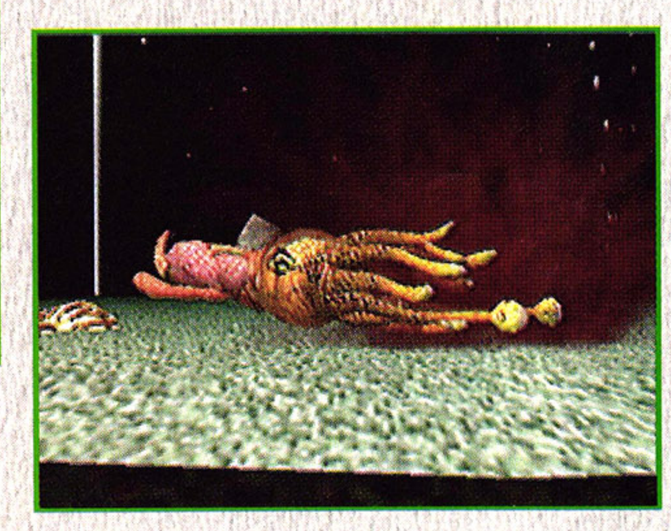
Insert Dirty Joke Here



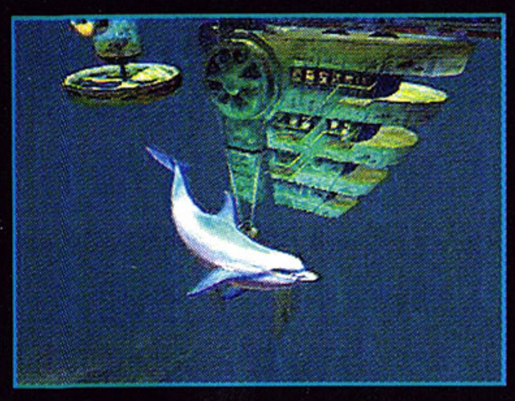
The only thing stranger than this game with the freaky name is the fact that it's being translated for English-speaking audiences. The goal in Seaman is to raise tadpole creatures into human-faced froggies. This title's no quickie, though. It takes a lot of love and patience to make them grow. If you can keep your Seaman happy, they'll strike up conversations with you. If you chat with them enough, they'll eventually learn words and respond to your questions the way you want them to.

Speaking to the Seaman is done using the microphone attachment that comes with the game. Once you've properly assembled your controller, the adventure begins with you looking at a tank. Inside are three rocks, a heater, an aerator, a microphone hoop, and a seashell. In your inventory are an egg and 11 pieces of food. You can also change the lighting, tap on the glass, move things a little bit, or pick up Seaman. From here on, it's up to you to figure out what to do.

Part strategy, part simulator, and all bizarre, consider Seaman the Dreamcast version of Sea Monkeys. It's entertaining, but we're not sure why.



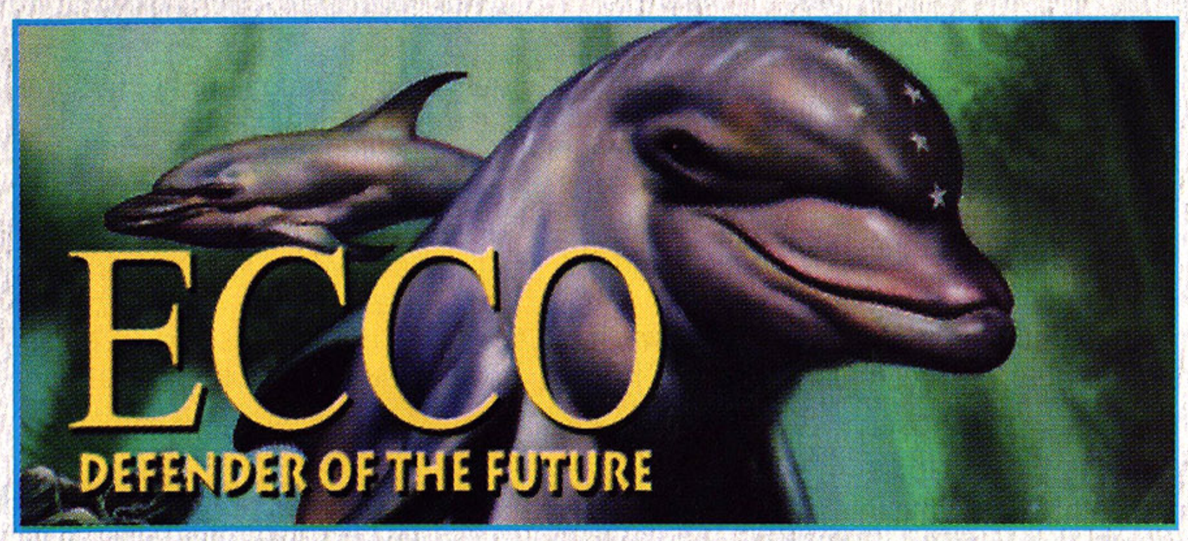
Dreamcast Preview

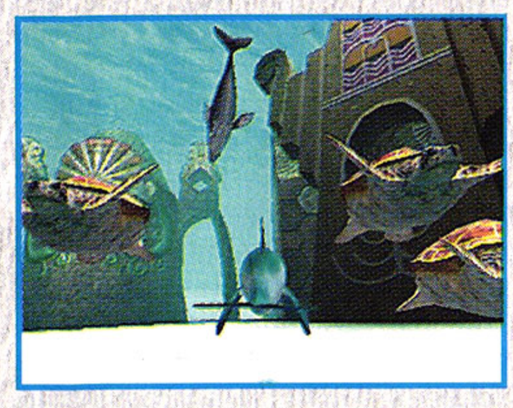


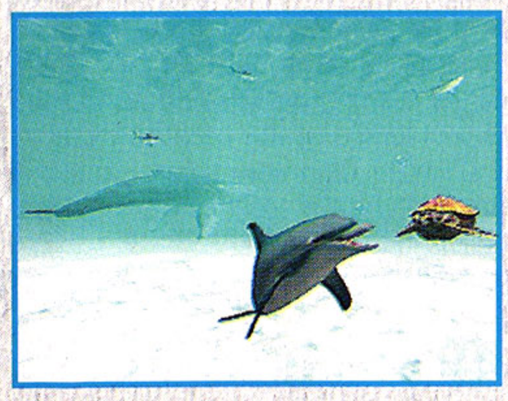
- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Full 3D Oceanic Environment; 30+ Hours Of Play; Use Sonar To Gather Clues; Killer Whales, Sharks, & Jellyfish; Faster Than Lightning; No One You'll See Is Smarter Than He
- **Created by:** Appaloosa for Sega
- **Available:** Spring 2000 for Dreamcast

50% Complete

THE SONAR THE BETTER



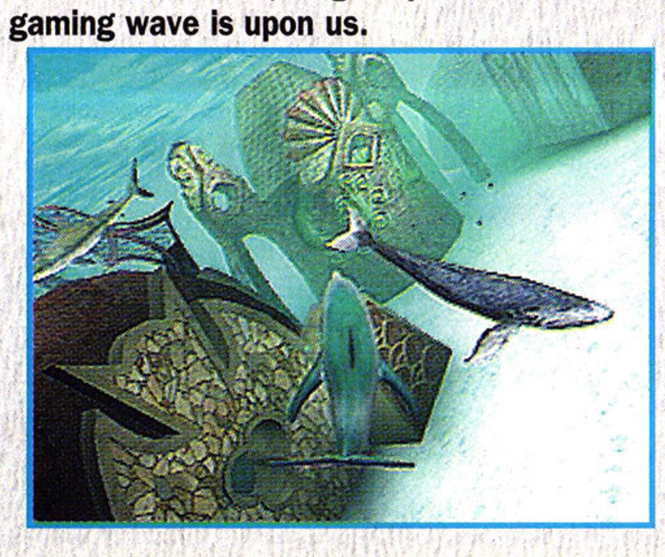




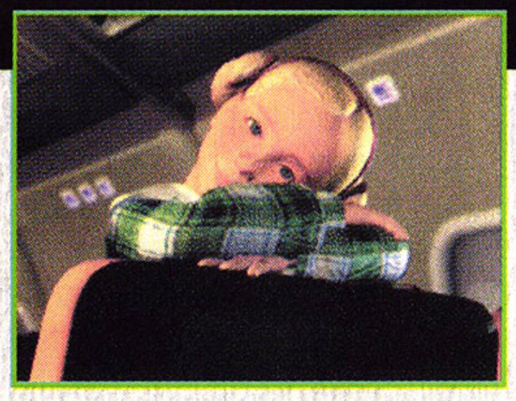
One of Sega's highly touted promises regarding the Dreamcast is that it will change the entire gaming experience. Looking at titles like Seaman and Shenmue, it's hard to argue that point. In the Genesis days, no game sounded stranger on paper than Ecco the Dolphin. Come next spring, this surprise 16-bit smash is getting a serious Dreamcast makeover, and is poised to shake up the status quo once again.

As Ecco, players must solve the mystery of what happened to his lost family and friends. Ecco searches the ocean, using his sonar to gather clues and to communicate with other dolphins and friendly sea life. Naturally, not all denizens of the sea are willing to help. Ecco must always be on the lookout for killer whales, sharks, and stinging jellyfish that are more dolphin unfriendly than canned tuna.

Calling Ecco the Dolphin's graphics breathtaking is a huge understatement. The full 3D underwater environment is filled with sunken ships, plantlife, and sea creatures that interact with one another under the filtered sunlight shining from above. To animate Ecco himself, Appaloosa ran hundreds of wireframe modeling routines to make this dolphin swim smoother than Flipper. If the gameplay matches the look, Sega's promise of a new gaming wave is upon us.



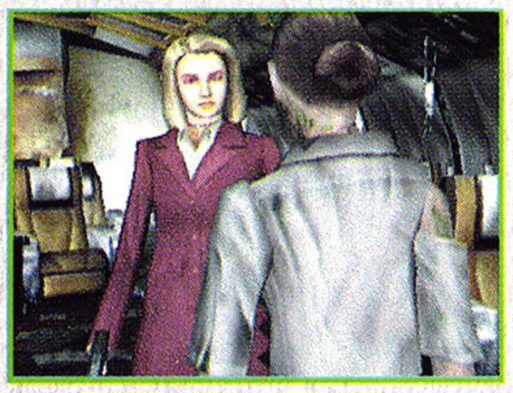
Dreamcast Preview



- **Size:** Unknown
- **Style:** 1-Player Action/Adventure
- **Special Features:** Real-Time 3D Environment; Realistic Weather Effects; Monster Murder Mystery; Vehicle Riding; Cabin Fever; A Lot of Snow
- **Created by:** Warp Entertainment for Sega
- **Available:** 1st Quarter 2000 for Dreamcast

60% Complete

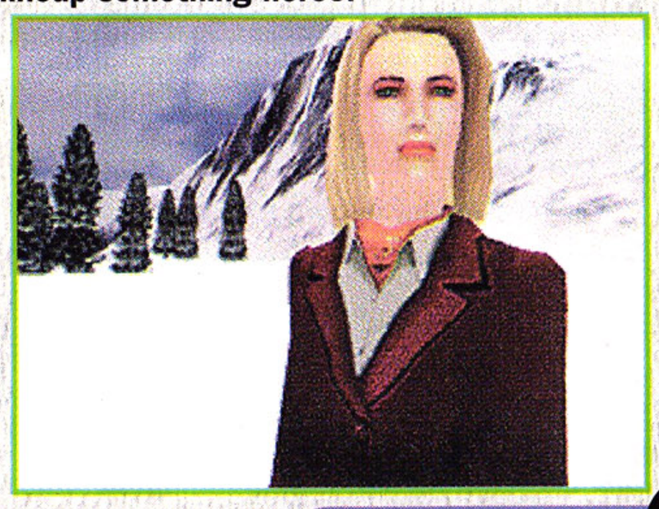
Not a BS DC RE Rip-Off



D2 begins in the sky. Laura, the story's protagonist, has a vision of a meteor plummeting towards the earth, and then terrorists firing their guns. Scant moments later, the plane she's in is struck by a meteor, forcing it to crash land in a remote part of Canada. Rather than stay with the wreckage, surviving by eating the flesh of the dead, Laura decides to solve the local mystery of why people keep turning into monsters.

Warp is going out of its way to make D2 a distinctly different experience than Resident Evil. When you converse with characters, they don't make wildly exaggerated body motions while speaking, but rather subtle facial gestures. D2's tale is not only about man vs. monster, but also man vs. nature. People and places in the fully 3D environment are all affected by the real-time weather conditions that occur – most notably, snow. Not only must Laura not be cornered by a boogeyman, but she better not be in the middle of nowhere during a blizzard.

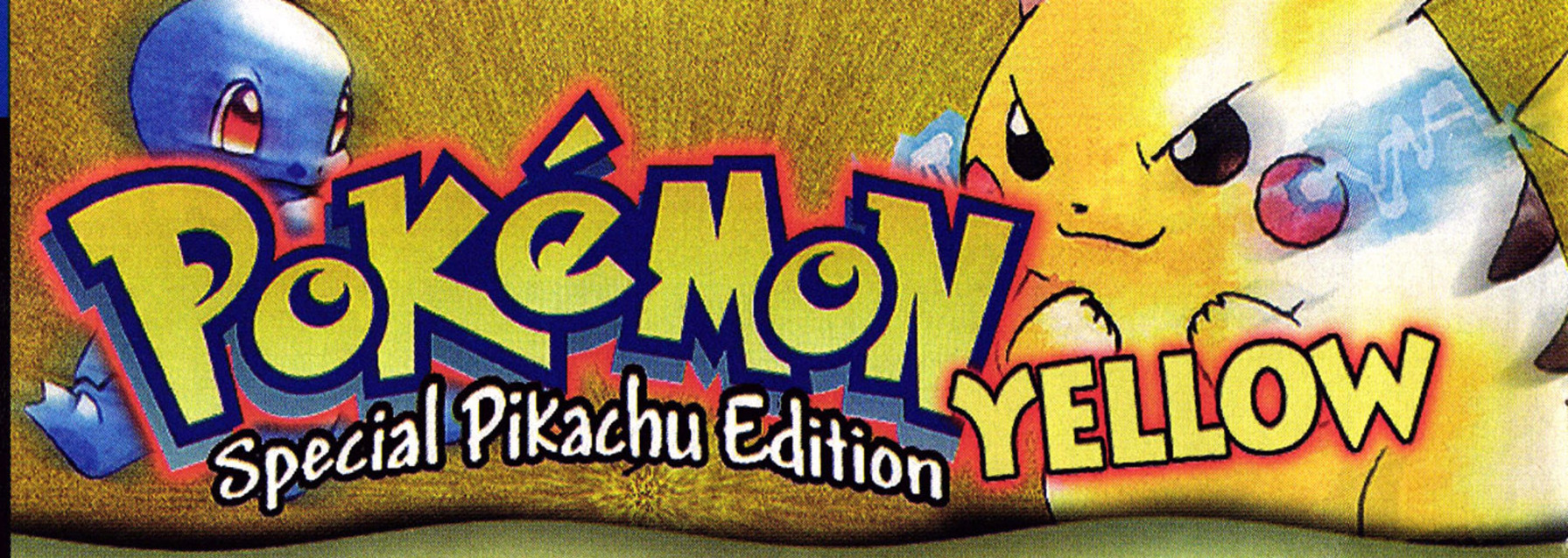
If Warp can achieve its goal of having graphical realism rather than representation, D2 may become gaming's premier horror title. We have a bit of trepidation, however, since there's already a Dreamcast game involving a meteor and monsters that stinks up Sega's lineup something fierce.



Game Boy Color Review

- **Size:** 4 Megabit
- **Style:** 1-Player Role-Playing Game (2-Player Via Link)
- **Special Features:** Onscreen Pikachu Interactivity; New Monster Locations; New 2-Player Coliseum 2; Guest Appearances by Jesse & James; Link To Red & Blue; Printer Compatible
- **Replay Value:** Moderately High
- **Created by:** Game Freak for Nintendo
- **Available:** October 18 for Game Boy

Bottom Line: 6.5

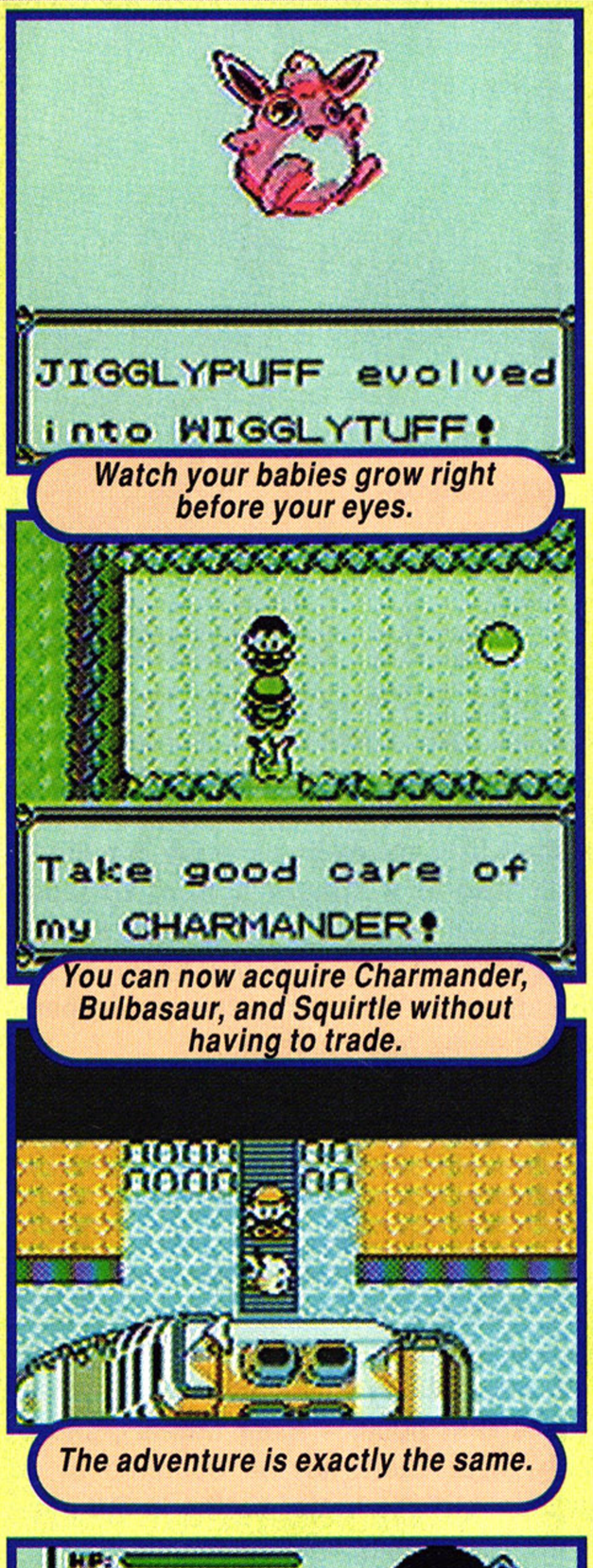


Exploiting the Rainbow

As predicted by industry insiders, Nintendo 64 sales jumped into the toilet when Sega launched the Dreamcast in the North American market. It would only seem natural that Nintendo would panic and pull out hair, but surprisingly, Nintendo has remained as calm as a summer breeze. With the Dolphin console on the horizon, Nintendo is guaranteed a future, and even if the Nintendo 64 suffers a catastrophic heart attack and ends up in a body bag, Nintendo will still make a huge profit from its handheld tank, the Game Boy Color. With a handful of colors left in the rainbow, Nintendo will still suck the lives away from America's youth with the world's most addictive cash cow, Pokémon.

With Pokémon Red and Pokémon Blue achieving landmark sales, Nintendo is trying its luck with another color. This time around, Pokémania will be achieved in the tone of yellow. On October 18, Nintendo will launch Pokémon Yellow Version: Special Pikachu Edition to retailers everywhere, and if you thought the kids went nuts over Red and Blue, wait until you see them wearing Yellow. While many have predicted that Yellow will be a sequel, it is actually nothing but an update to the original offering. Pokémon Yellow is home to over 100 Pokémon, and just like the previous colors, Yellow will need to be linked to Blue and Red if a player wishes to collect all 151 Pokémon. What makes Yellow so special then? Well, the 100+ monsters are a different assortment, with many of the rare monsters being common. Squirtle, Bulbasaur, and Charmander can all be captured within the first few hour of play. Pokémon Yellow is also based on the cartoon. While the gameplay and missions are identical, the player (Ash) will now start the game with Pikachu. Since Pikachu doesn't like the Pokéball, he will walk on the overworld map behind Ash. The player can turn around and check out how Pikachu is doing, and oh boy, are his facial expressions cute! Pikachu will also trigger different scenes throughout the game. If he sees an Eevee, he may walk over to it for a brief chat. Rival cartoon personalities, James and Jesse, make a cameo as Team Rocket members.

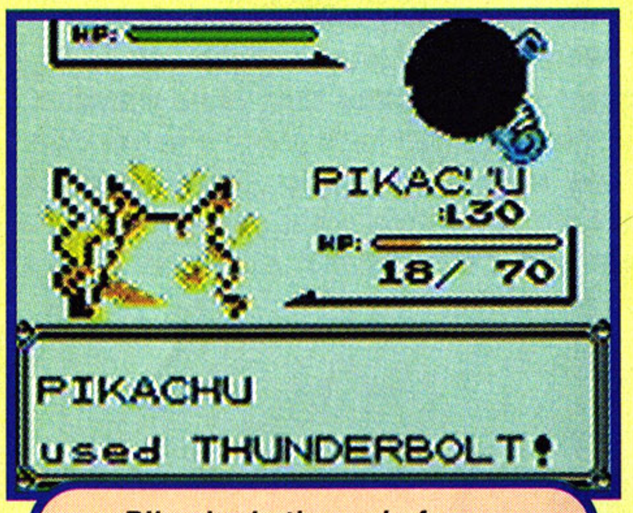
As if this wasn't enough, Pokémon Yellow allows friends to battle in the new Coliseum 2 and try to win the Pika Cup, Petit Cup, and Poké Cup titles. For those who have the Game Boy Printer, stickers of the Pokédex can be printed and plastered wherever you like.



Watch your babies grow right before your eyes.

You can now acquire Charmander, Bulbasaur, and Squirtle without having to trade.

The adventure is exactly the same.



Pikachu is the main focus.

Jesse and James make a cameo appearance.

JAY
THE GONZO GAMER

Concept	1
Graphics	8
Sound	7
Playability	7
Entertainment	7
OVERALL	**6**

"Rip off. Rip off. Rip off. I say rip off three times in the hope that you'll remember it better. **Never before in the history of video games have I seen a more blatant attempt to cash in on a current craze**, and that's saying a lot in this industry. There are no new monsters and no new adventures, just Pikachu doing some cutesy facial expressions and some super-crappy prints for the handful that own a Game Boy printer. Up until this point, I didn't mind the Pokémadness sweeping the nation, but after this insult, I can't wait for this fad to head to the Cabbage Patch. The only reason anyone would want to get this is if they've always wanted to play Pokémon, but haven't, or someone who is so bored they're willing to start a new Poké game from scratch."

PAUL
THE GAME PROFESSOR

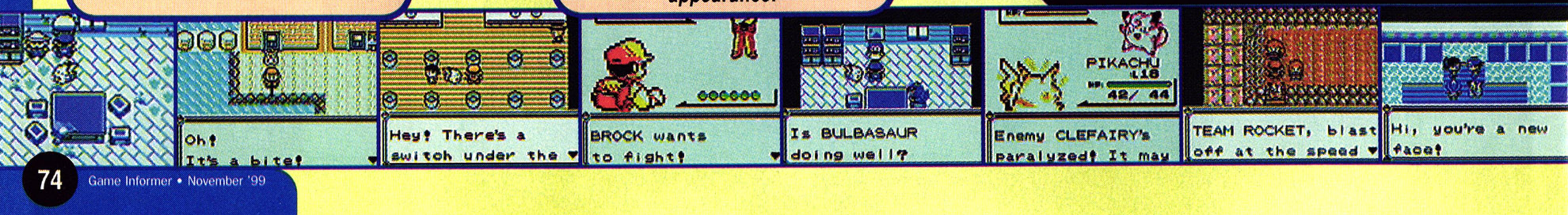
Concept	2
Graphics	8.75
Sound	8
Playability	9
Entertainment	5
OVERALL	**6.5**

"Gotta catch 'em all, right? If you have already been feverishly capturing and training Pokémon on the other two versions, Pokémon Yellow will be a huge disappointment. It's virtually the same game that everyone's been playing for months. Why any Pokémaniac would want to collect all the same monsters in the same adventure is beyond me. Even though Nintendo took the time (probably less than 10 minutes) to hide the Pokémon in different locations, **a serious fan of the game is going to feel ripped off if they plunk down cash for this game.** The game's only positive is that it will be the best for the newbie because you start with Pikachu. Otherwise, steer clear of this stinker and save the cash for the real sequels in the spring."

REINER
THE RAGING GAMER

Concept	4.75
Graphics	8.75
Sound	6.75
Playability	8.75
Entertainment	5
OVERALL	**6.75**

"If you already own Pokémon Red or Blue and have maxed out your Pokédex with all 151 Pokémon, then this game holds little interest to you. Yellow is just another unneeded update to the Pokémon rainbow. **It doesn't feature any new monsters, and it doesn't offer any new challenges.** The only new material is a different assortment of Pokémon, different Pokemon locations, a new 2-player Coliseum, and Pikachu following the main character. The player can interact with Pikachu to see how he is doing, and at times, Pikachu will add a little humor to a sequence or two. The hardest of hardcore Pokémon fanatics may get something out of this release, and beginners will thoroughly enjoy it. Everyone else will probably feel ripped off."



Pokémon Gold Silver

Game Boy Color Preview

ONLY IN JAPAN

- **Size:** Unknown
- **Style:** 1-Player Role-Playing Game (2-Player Via Link)
- **Special Features:** Over 250 Pokémon; New Evolutions For Returning Pokémon; Redesigned Pokédex; Breeding; Poké-Eggs & Poké-Babies; Printer Compatible
- **Created by:** Game Freak for Nintendo
- **Available:** November for Japanese Game Boy Color (U.S. Release Undetermined)

90% Complete

The Real Sequel

Pokémon players suffering from post-Pokémon trauma no longer need to go the extra mile to get a quick Poké fix because Nintendo is coming right back at ya with an all new Game Boy Color sequel featuring over 250 Pokémon. As you probably guessed, this sequel comes in two colors: Silver and Gold. Both versions feature exclusive Pokémon critters, and if you want to become the ultimate trainer with all 250 Pokémon scribed in your Pokédex, you'll need to link both versions together and trade for the Pokémon not featured on your version of the game. There's also a chance that Nintendo may turn completely evil and make the player connect to all four colors (Red, Blue, Gold, and Silver) to get all 250. Ouch!

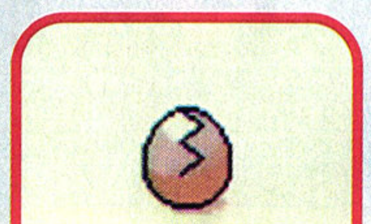
Both Gold and Silver debuted at this year's SpaceWorld event, and the kids went absolutely nuts over the enhanced Game Boy Color look and slew of new options. One of the biggest enhancements to this sequel is the ability to breed and crossbreed Pokémon to create Poké-Eggs. The Eggs then hatch into Poké-Babies. Another interesting addition is that all Pokémon from Red and Blue that didn't feature a third evolution form will now have the ability to reach maturity. Some of the Pokémon with three stages can evolve even further and may even transform into five different forms! A few of the new Pokémon already made their debut on the cartoon series, but as you can see from the shots, there are a ton of new Pokémon to capture and train.

Nintendo has also redesigned the Pokédex so it is easier to navigate. The Pokédex has been expanded to hold more libraries and commands. One of the new options is a radio system. With this, players will have to listen to Pokémon sounds to determine if it is male or female. The Pokédex will even feature a real-time clock that may ask gamers to complete tasks within certain time blocks. There's also a chance that events could appear on certain calendar days. With real-time comes day and night changes during play – and get this, the Pokémon will actually have to sleep! Night night, Pikachu!

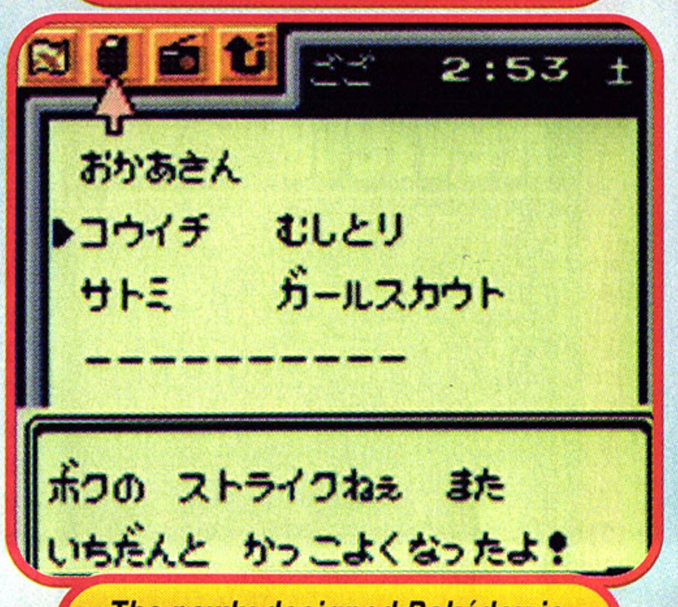
Right now, Nintendo of America will not comment on the possibility of Silver and Gold coming to the States, but really folks, if you had a chance to make millions of dollars on a new game, would you leave it in Japan?

As you can clearly see, Silver and Gold feature more vibrant graphics.

From the looks of the PC in the right corner, this appears to be a new Pokémon Center.



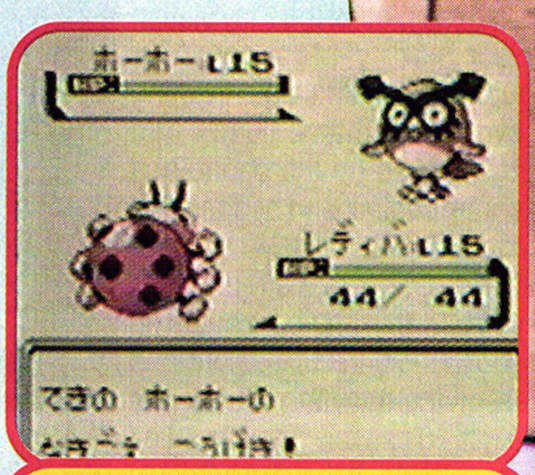
Pokémon can now be bred to produce Poké-Eggs.



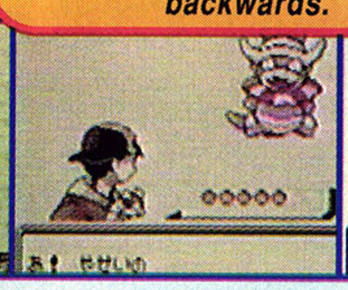
The newly designed Pokédex is easier to navigate and loaded with a ton of new options.

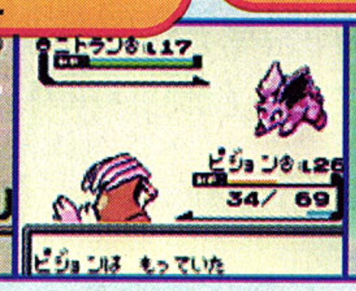
This new rock creature looks evil.

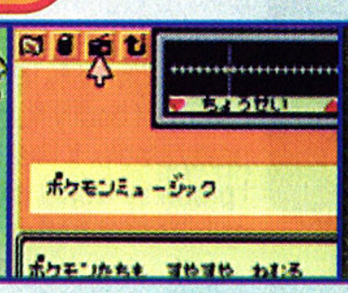
Since we last saw him, Ash has grown up a tad, and because of teen angst he now wears his hat backwards.

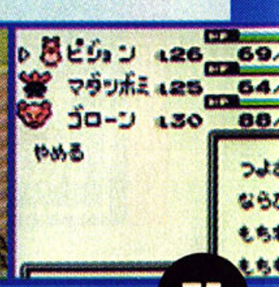


This ladybug-like Pokémon looks cool, but come on! What's a ladybug gonna do to an owl?









Starshot

Nintendo 64 Review

- **Size:** 64 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 7 Worlds To Explore; Guided Shots; Limited Flight; Adjustable Camera; Overland Map; 3 Languages (English, Francais, & Deutsch); Evil Circus Vs. Good Circus
- **Replay Value:** Low
- **Created by:** Infogrames
- **Available:** Now for Nintendo 64

Concept:	*5*
Graphics:	*6*
Sound:	*5*
Playability:	*4*
Entertainment:	*3*

Bottom Line: 4.5

by Jay, The Gonzo Gamer

On an episode of When Animals Attack, I once saw a circus elephant go nuts while giving three children a ride. The beast charged the crowd while the helpless passengers cried their eyes out. The people on the elephant's back finally jumped off and the majestic Indian beast was then shot dead. They say that everyone loves a circus, and I guess the carnival-goers who had a good time that day might like Starshot. In this game you play a bungling juggler who has to save the Space Circus from being busted up by the evil Virtual Circus and its robots. Believe it or not, the story is the best thing about this game. Even though it's adjustable, the camera is a true pain, always forcing you to reposition rather than play. When you combine this with sub-par graphics, incredibly difficult control, enemies that are hard to target and hit, and level goals that are nearly impossible to discern, Starshot, unlike the mad circus elephant I was talking about at the beginning of this paragraph, is easy to put down.

Rocket

Nintendo 64 Review

- **Size:** 96 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Multiple Vehicles; Tractor Beam; Realistic Physics; Power-Ups; Puzzles; Minigames; Wicked Tic-Tac-Toe AI
- **Replay Value:** Moderately Low
- **Created By:** Sucker Punch for Ubi Soft
- **Available:** November for Nintendo 64

Concept:	*9*
Graphics:	*8*
Sound:	*6.5*
Playability:	*8*
Entertainment:	*8*

Bottom Line: 8

by Matt, The Original Gamer

Rookie developer Sucker Punch steps up to the plate with this unique title. Originally called Sprocket, this game is one of the most creative platformers to come down the pike in a while. For one, Rocket has perhaps the most realistic physics model ever attempted in a platformer. The mass and weight of every object in the game has been calculated; which means that everything you throw or bump into falls with eerie accuracy. On the downside, the realistic momentum, coupled with a buggy camera, means that navigating a series of tricky platform jumps can become a little frustrating at times. However, these are small quibbles with a game that shows so much imagination. In the first level alone you'll play tic-tac-toe with a chicken, race in a dune buggy, and design your own roller coaster. That's more gameplay variety than some developers put in an entire game. In a N64 market that's about as innovative as Who's The Boss reruns, Rocket stands apart from the crowd.

Metal Gear Solid: VR Missions

PlayStation Review

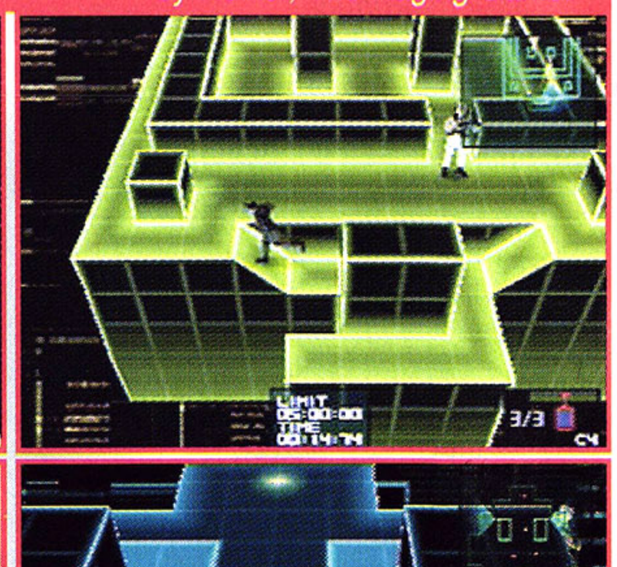
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Over 300 Training Missions; Play as the Ninja & Snake; Murder Mystery Mode; Extensive Puzzle Solving & Weapon Usage; Photo Sessions; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** KCEJ for Konami
- **Available:** Now for PlayStation

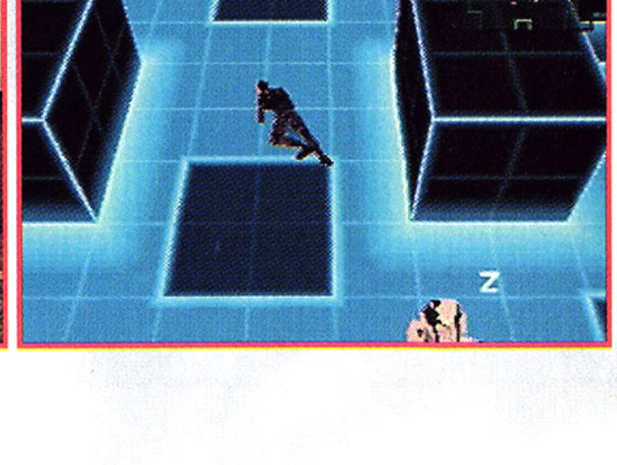
Concept:	*1.5*
Graphics:	*5.25*
Sound:	*7.5*
Playability:	*2.5*
Entertainment:	*1.75*

Bottom Line: 3.75

by Reiner, The Raging Gamer

I thought Konami hit the nail on the head when it named this unique spin-off of the PlayStation classic Metal Gear Solid: VR Missions. After jamming through 150 different training exercises, an even better name floated into my head. I quickly picked up the phone and dialed up my Konami contact and begged that the name be changed from VR Missions to Metal Gear Stupid: Suicide Risk Test. It's perfect! When you play this game for hours on end, it pushes you to the brink of insanity, and makes you question the relevance of living. If I were a psychiatrist, I'd use this game to study the stability of my patients. If they broke down and tried to strangle themselves with the PlayStation controller cord after completing only 15% of the game, then they would need some serious counseling. Amazingly, I made it through 76% of the game before losing control of bodily fluids – I guess that means I'm pretty stable. If I had to play any longer though, I probably would have pulled a Cobain curtain call. It's that bad.

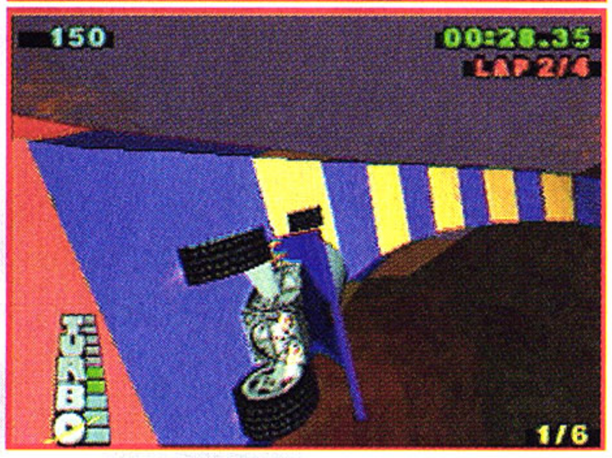




Hot Wheels Turbo Racing

by Erik, The PC Jedi

PlayStation



Hot Wheels Turbo Racing is such a simple yet brilliant concept that it's really unfortunate that this game wasn't fine-tuned just a little bit better. Players must race around whacked out tracks and use turbos to hit major air so they can pull off crazy stunts in order to get more turbos so they can repeat the process over and over again. Unfortunately, the load time is gad-awful, the tracks too narrow at times to even pass the other cars, and the game is choppier than boogie boarding in a typhoon. To the game's credit, the tracks are entertaining and full of ramps, loops, and corkscrews. It also has a ton of playable and unlockable vehicles to try out. If three more months had gone into turning Hot Wheels Turbo Racing into a smooth racer, we're certain we would have had a blast. Our best advice to Stormfront Studios on its next project is to never let anybody tell you what your deadline is.

Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Tons of Cars; Tricks; Turbos; Tracks Featuring Loops, Corkscrews, Hidden Routes, & Ramps; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Stormfront Studios for Electronic Arts
- **Available:** Now for PlayStation

Concept:	*9.25*
Graphics:	*5*
Sound:	*7*
Playability:	*7*
Entertainment:	*3*

Bottom Line: 6.25

Xena: Warrior Princess

by Matt, the Original Gamer

PlayStation

The television show Xena: Warrior Princess, which provides the basis for this game, has garnered a huge following based on its infectiously loony plotlines, goofy dialogue, and hokey special effects (that, and the fact that Xena seems to be, shall we say, a REALLY big Indigo Girls fan). In much the same way, the pixelated version of Xena overcomes average graphics, sound, and playcontrol; and somehow manages to be pretty entertaining. As you journey to rescue Xena's life-partner, Gabrielle, you encounter a wide variety of enemies, ranging from giant spiders to Amazon Bird Women. The button-mashing combat isn't too complex, but the first time I kicked an enemy soldier in the jingle berries and let out a trademark Xena war whoop, I was hooked. I am woman, hear me roar! In addition to hot catfighting action, this game features puzzle-solving elements, some unusual gameplay, and a high camp value which make it comparable to another recent cult classic, Rising Zan.

Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** FMV Intro From TV Show; First Person Snipe Mode; Control Flight Path Of The Chakram; Locales & Characters From TV Show; Xena's War Whoop; Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Universal Interactive Studios for Electronic Arts
- **Available:** Fall for PlayStation

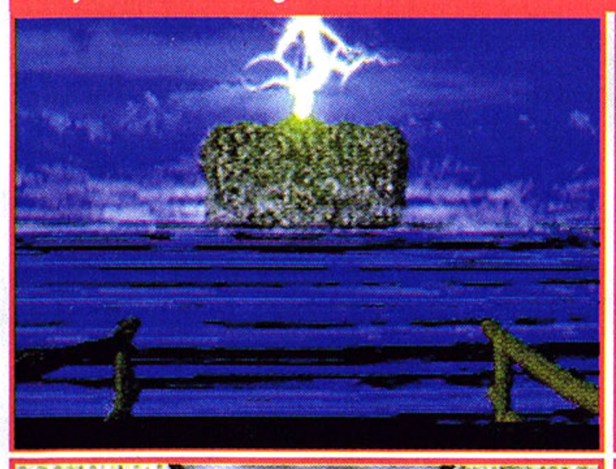
Concept:	*7.5*
Graphics:	*7.5*
Sound:	*7*
Playability:	*8*
Entertainment:	*8.5*

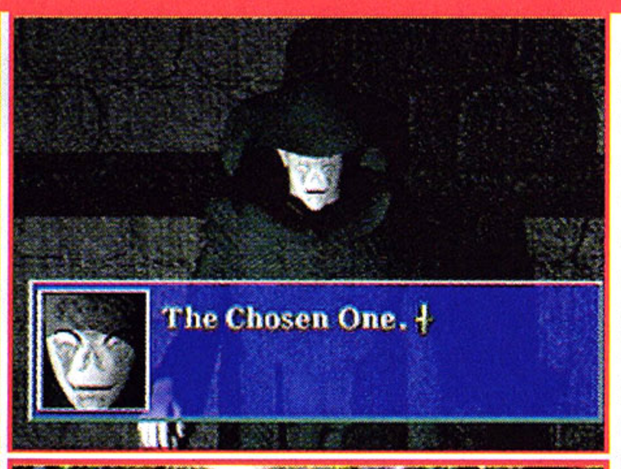
Bottom Line: 7.75

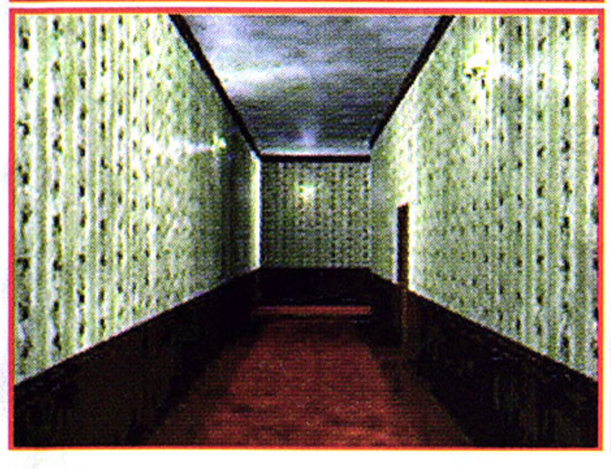
Juggernaut

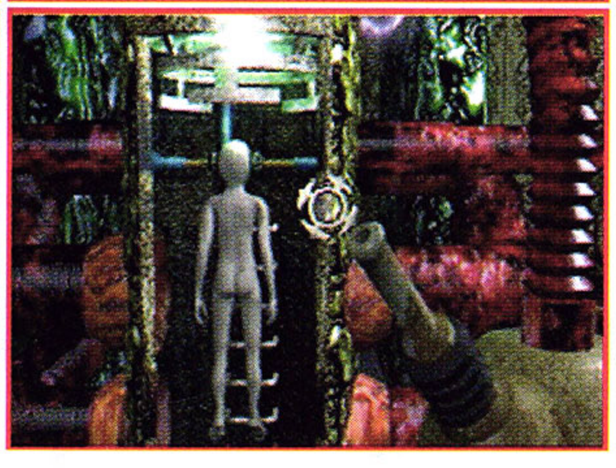
by Matt, the Original Gamer

PlayStation









Just when you thought that console point-and-click adventures had died with the 3DO and Sega CD systems, Jaleco brings Juggernaut to the PlayStation. Juggernaut occupies the universe of classic horror, complete with shadowy forests, abandoned castles, and haunted mansions. The most compelling aspect of this game is its unique look, which effectively mimics grainy film stock. Unfortunately, these visuals are wasted on a cliched plot. At a full three CDs long, this game is deep and difficult. The puzzles in this game will haunt long after you put down your controller. Unfortunately, I doubt that more than a few diehard Myst fans will have the patience to slog through this behemoth. Cursor-based gameplay does have its devotees, but I am not among them. It seems like a pretty tired genre, given that games like Zelda and Legacy of Kain offer the same depth of exploration and puzzle-solving, while offering actual gameplay as well. I guess I like my games to run faster than 1 frame per minute.

Review

- **Size:** 3 CD-ROMs
- **Style:** 1-Player Adventure
- **Special Features:** Point And Click Interface; Occupy & Control Dead Bodies; CG Cutscenes; Use & Combine Items; Puzzle Solving; Classic Horror Ambiance
- **Replay Value:** Low
- **Created by:** Tonkinhouse for Jaleco
- **Available:** Now for PlayStation

Concept:	*7*
Graphics:	*8*
Sound:	*6.5*
Playability:	*5*
Entertainment:	*6.5*

Bottom Line: 6.5

PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Horse Radar; Buy And Breed New Horses; Prize Points Awarded For Wins; Custom Jockey Uniforms; Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** Tecmo
- **Available:** Now for PlayStation

Concept:	*7.5*
Graphics:	*6*
Sound:	*4*
Playability:	*6*
Entertainment:	*6.5*

Bottom Line: 6

Gallop Racer

by Matt, the Original Gamer

Horse racing ranks right up there with NASCAR on my list of sports I couldn't care less about. Although some horses can add and subtract by stomping their hooves, making them smarter than most NASCAR drivers, so I guess I'll give horse racing the nod. Unfortunately, I'm afraid that Gallop Racer doesn't do a very good job of translating the sport of kings into a video game. For one, the "racing" part of the game is incredibly lame. The control is essentially automatic; your horse runs around the track on a set pattern. You can move slightly from side to side to jostle for position and whip the horse to gain speed, but that's it. I like smacking horses in the butt as much as the next guy, but that doesn't exactly make for a great racing game. There are some good frontend features which allow you to buy and breed new horses by winning prize money, but this doesn't overcome the dearth of compelling gameplay.

PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 4 Magic Types; Puzzles; Animated Cutscenes; A Main Character That's a Monkey; Fly On a Cloud; Whack People With a Stick or Monkey Fu
- **Replay Value:** Moderately Low
- **Created by:** B-Factory Co. & M-Pen Inc. for Sunsoft
- **Available:** Now for PlayStation

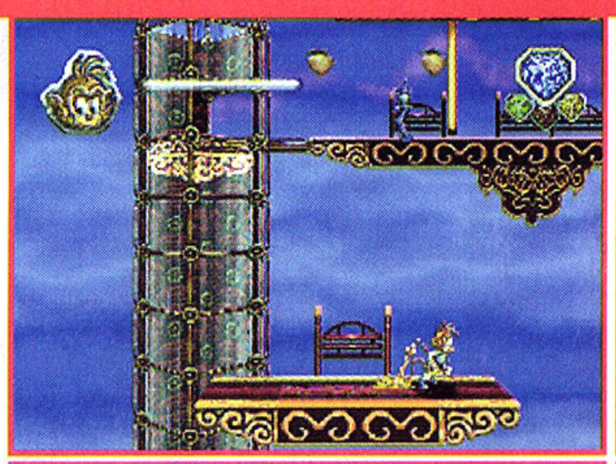
Concept:	*4*
Graphics:	*5*
Sound:	*5*
Playability:	*5*
Entertainment:	*7*

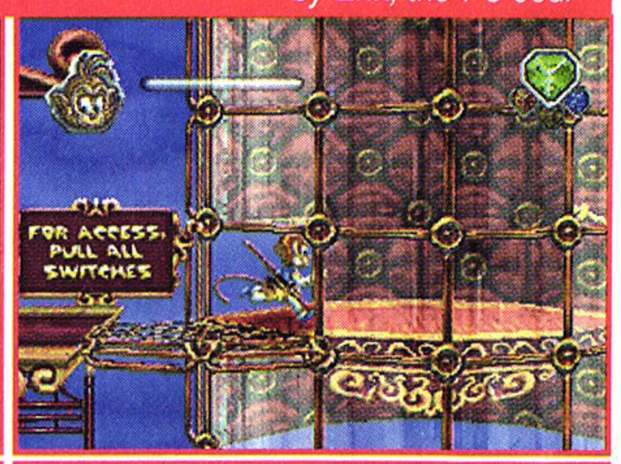
Bottom Line: 5.25

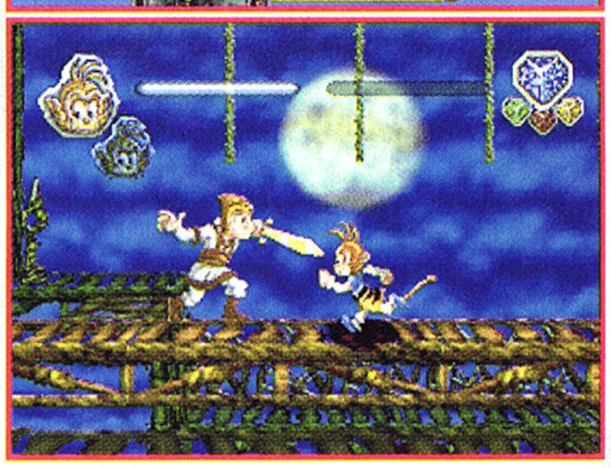
Monkey Magic

by Erik, the PC Jedi

Monkey Magic is what we would describe as a 2 1/2 dimensional game. Essentially, the action is straight out of an old 2D sidescroller, but occasionally you cross bridges towards areas in the background and foreground. Congo the Monkey relies on his Monkey Fu and four different magic powers to get through the puzzle oriented aspects of the levels and the enemies that attempt to stop him. Once you acquire ice magic, defeating enemies becomes a simple matter of freezing them and hitting them once. The puzzles are challenging at first, but they tend to repeat the same patterns over and over again. I'm not entirely sure of why this game even exists. Aside from the polygonal environments and goofy cutscenes, it could have easily been a 16-bit platformer offering. If you couldn't get enough of Lost Vikings 2, Monkey Magic might merit a rental, but it's really just mildly entertaining at best.







PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1 Player Action/Adventure
- **Special Features:** Find & Save Pictures In Photo Album; Anime Cutscenes; Recorded Dialogue; Cute Kitties; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** Bandai for Atlus
- **Available:** Now for PlayStation

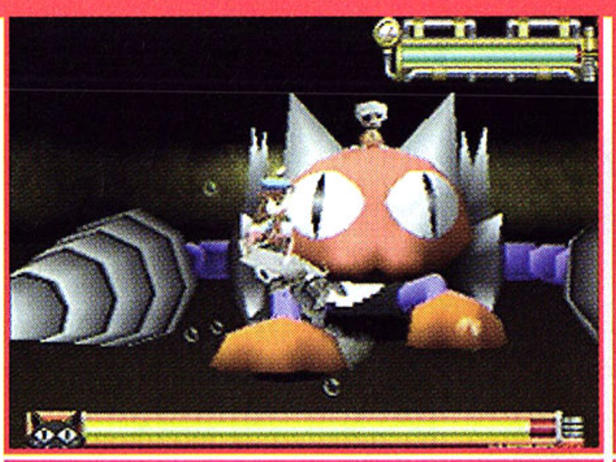
Concept:	*7.5*
Graphics:	*7*
Sound:	*7.5*
Playability:	*8*
Entertainment:	*8.5*

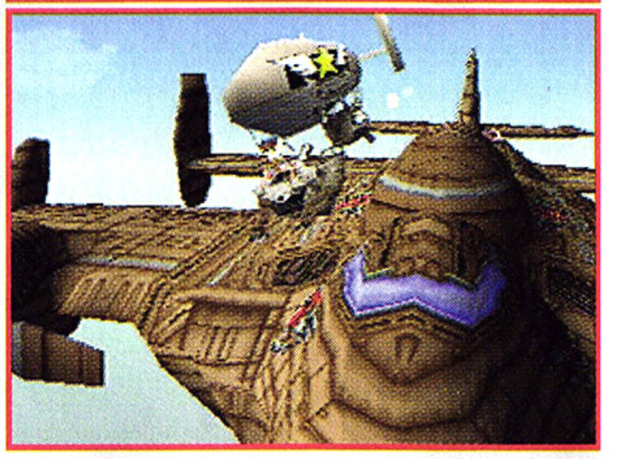
Bottom Line: 7.75

Tail Concerto

by Matt, the Original Gamer

Maybe I'm the biggest sissy in the history of mankind, but this cute-fest charmed my pants off. For one, the whole premise of this game is adorably whacked. You're Waffle, a dog who is a police officer in control of a mecha-suit that is equipped with a bubble-gun. You are on the trail of the Black Cat Gang, who are wreaking havoc throughout the islands of Prairie as they try to resurrect the Giant Iron God. Say what?? There is nothing too complex or innovative about this game, but it does a good job of combining solid platforming with a dab of exploration and dialogue. The gameplay is pretty straightforward; if you're stuck, just talk to the next person you see and they will clue you in as to where to go. Graphically, Tail Concerto isn't spectacular, but the delightfully clumsy anime cutscenes (think Speed Racer) kept me hooked and in the office well past quitting time. This is a good month for the kooks at Atlus, whose pervert-RPG Thousand Arms also gets props in this issue. Hands down, Tail Concerto is the best dog-mecha game EVER.





Test Drive Off-Road 3

by Erik, the PC Jedi

PlayStation

Review

The only off-road racing game I've liked that comes to mind is Rally Cross. The others have all been hideous in terms of graphics and sound, weak in the physics department, and who the heck wants to race at 45 miles an hour? Test Drive Off-Road 3 seemed decent at first, but I quickly became bored and irritated by more flaws than I have space to list. The balance between the cars is so poor that you will always be picking the same one, and the handling is pretty frustrating. Vehicles are either out of control or too sluggish to make a reasonable turn. Still, the game has some redeeming factors. It has an excellent soundtrack and the tracks are nicely put together with a lot of interesting shortcuts, alternate routes, and rough terrain. If you're really into off-roading, you might dig the game no matter what we say. Even the worst ones have sold well. Rent it first or you might regret it.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Upgrade Vehicles; Extremely Rugged Terrain; Short Cuts & Alternate Routes; 27 Different Vehicles; 11 Tracks; Girls Vs. Boys on the Soundtrack; Shortcuts & Alternate Routes; Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** Accolade
- **Available:** Now for PlayStation

Concept:	*4*
Graphics:	*7.5*
Sound:	*8*
Playability:	*4.5*
Entertainment:	*6*

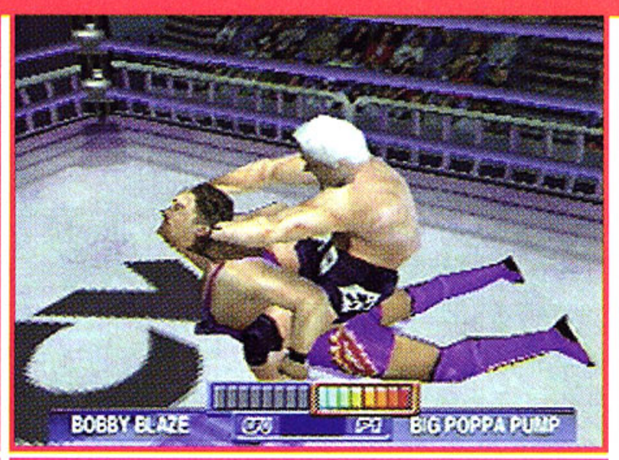
Bottom Line: 6

WCW Mayhem

by Jay, The Gonzo Gamer

PlayStation

Review



Ah, this is more like it. Mayhem on N64 was pretty good, but only having Shiavone on commentary is a crime against nature. This oversight has been corrected on the PlayStation. In fact, the commentary in the PS-X Mayhem is the best of any wrestling game available. Even after hours of play, Heenan will spout something you've never heard before. Mayhem also sports the first hard difficulty level in a wrestling game that's truly nasty, giving the one-player game legs. To enjoy Mayhem, you have to be the type that doesn't mind if the action spills to the outside. After all, the innovation of being able to go in back and beat your opponent senseless with a Singapore Cane is what truly makes this game. There's no arguing that Attitude's options and Create-a-Wrestler completely blow Mayhem away, but wrestling fans should definitely check the PS-X Mayhem out to see what EA has brought to the table.

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 56 WCW Wrestlers; 15 Rings; 12 Backstage Areas; Commentary by Shiavone & Heenan; Announcing by Mean Gene; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Kodiak for Electronic Arts
- **Available:** Now for PlayStation

Concept:	*8.5*
Graphics:	*7*
Sound:	*8.5*
Playability:	*8.5*
Entertainment:	*8*

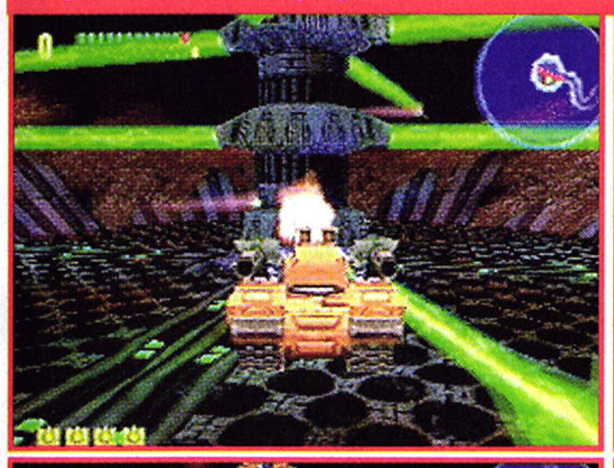
Bottom Line: 8

Tiny Tank (Revised)

by Reiner, the Raging Gamer

PlayStation

Review



In an attempt to bring another playful personality to the PlayStation, Sony Computer Entertainment America laid down the gauntlet and acquired the rights to Tiny Tank before MGM Interactive could release the product in an unappealing, mangled form. As you may remember, Game Informer already reviewed Tiny Tank in the January '99 issue. It's a good thing that Sony stepped in because Tiny Tank scored a miserable 5.5 and received a verbal beating so intense we almost had to pull the issue off newsstands because it frightened children. Sony tried to help Tiny, but really, I don't think anything could ever help this pathetic little hunk of metal. The gameplay is a tad better, but it's like comparing guano to dung. Both versions, while somewhat different, still stink. Tiny is a stupid character and I hate his game. 'Nuff said.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 12 Levels; Positronic Brain Based Weapon Development System; Wise Crackin' Tank Dialogue; Jump Jets; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Appaloosa Interactive/AndNow/MGM Interactive for Sony Computer Entertainment America
- **Available:** Now for PlayStation

Concept:	*2.25*
Graphics:	*8.25*
Sound:	*3.75*
Playability:	*8.25*
Entertainment:	*5*

Bottom Line: 5.5

PlayStation

Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 3 Lure Boxes; Multiple Fishing Holes; A Whole Lotta Fish; Underwater Camera Controls; 2 Characters (Man & Woman); Fishing Controller, Dual Shock, & Analog Compatible
- **Replay Value:** Low
- **Created by:** Bandai
- **Available:** Now for PlayStation

Concept:	*4*
Graphics:	*6.25*
Sound:	*4.5*
Playability:	*2.25*
Entertainment:	*2.5*

Bottom Line: 4

Bass Rise

by Reiner, The Raging Gamer

Bass Rise is much more than your typical fishing simulation. Bandai went with a fantasy angle by setting players in a parallel dimension where bass are the fastest creatures on the planet. As you troll the waters for a tasty meal, bass fly by the screen at amazing speeds, nibble on your rod, and vanish without a trace. This parallel dimension doesn't seem to be entirely stable either. All of the textures are breaking apart at the seams, and for some reason or another, when you enter the water, reality slows down and chugs out at 10 to 15 frames per second. It's really freaky, and no episode of Sliders even came close to delivering excitement like this. What I'm trying to say is, Bass Rise is about as entertaining as slamming your hand in a car door. It lacks options. It lacks graphical flash. It lacks everything that makes a game fun. If you want a fishin' game, use Bass Landing to hook a big black bass on your rod.

PlayStation

Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Tons of Special Items, Weapons, & Armor; Items Suffer Wear & Tear From Repeated Use; Hordes of Different Enemy Types; Intense Challenge Factor
- **Replay Value:** Moderately High
- **Created by:** From Software for AGETEC
- **Available:** Now for PlayStation

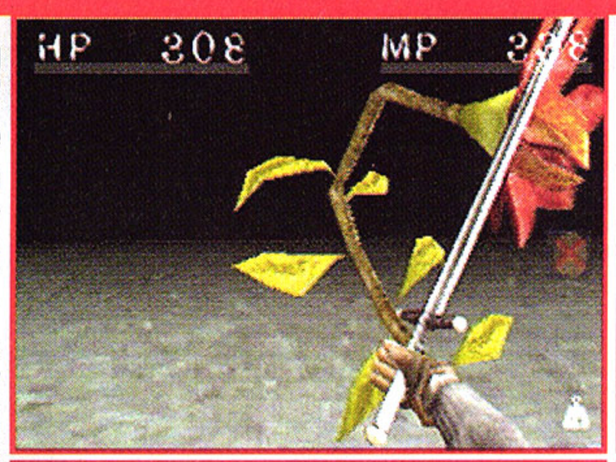
Concept:	*8.5*
Graphics:	*7*
Sound:	*7.25*
Playability:	*6*
Entertainment:	*8.75*

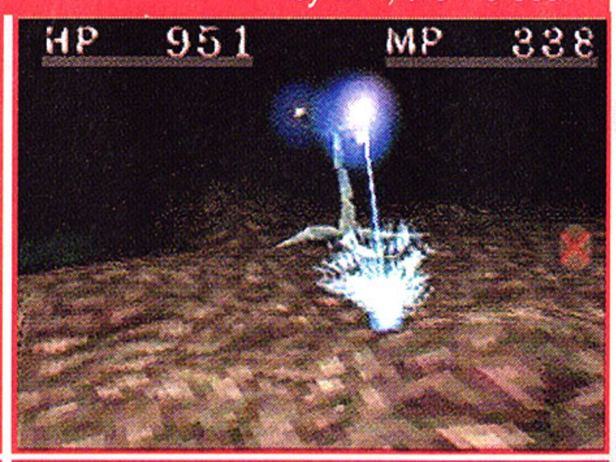
Bottom Line: 7.5

Shadow Tower

by Erik, the PC Jedi

Sure, we didn't give this game a mind-blowing score, but for those of you who miss a good ol' fashioned dungeon crawl where concepts like plot and theme are minimized to make room for a dungeon full of traps, critters, and 10' by 10' cubes, you'll get plenty of entertainment out of this game. If you've ever played the old-school pen & paper D&D and AD&D games, you'll know what we're talking about. Shadow Tower is what we call here in Minnesota a good winter game. The graphics won't blow you away and the action won't have you breaking out in a sweat, but the lengthy quest, remarkable diversity of items, and hideously challenging gameplay (we had to save at every opportunity) will keep you occupied long into those cold winter nights when it just doesn't pay to go outside. If you miss the days of the trusty 10 foot pool and hammer with spikes, check this title out.





PlayStation

Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Lots of Cars; "Challenging" Physics Engine; Miniaturized Cars in a Big World; Cars Don't Run Out of Batteries; 2-Player Racing & Battle Modes; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** Acclaim
- **Available:** Now for PlayStation

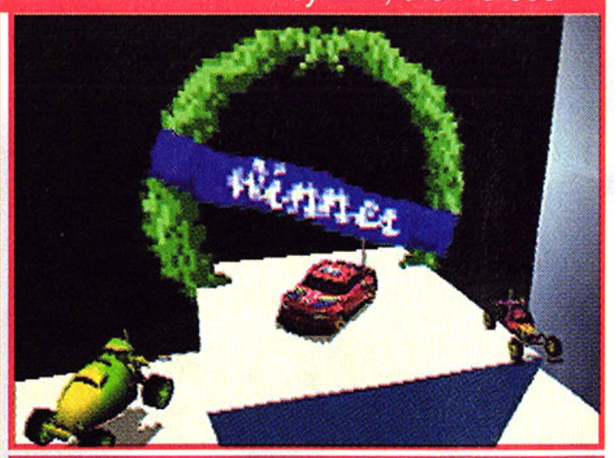
Concept:	*8*
Graphics:	*5*
Sound:	*3*
Playability:	*1*
Entertainment:	*1*

Bottom Line: 3.25

Re-Volt

by Erik, the PC Jedi

Driving little cars in real-life environments is not a bad concept. Unfortunately Re-Volt is a horribly executed game. The physics are so poor that I often found myself spinning out or just popping into the air for no identifiable reason on a straight-away. The game is so choppy that you can see cars teleporting on the replay screens. The weapons are interesting, but aren't very effective unless everyone on the track is gunning for the player on the more challenging levels. To aid you on the tracks, a little arrow points to where you need to go, but it's so jumpy that you will occasionally be led in the wrong direction before it suddenly spins 45 degrees to the proper area you should be driving towards. In its favor, the game's level design could have been somewhat interesting if not for all of the other problems, but I'd rather play the "pour-Tabasco-sauce-on-a-fresh-paper-cut" game than spend any more time thinking about this one.



by Matt, the Original Gamer

Rat Attack

PlayStation

Review

Rats are probably the most underrated of creatures. Why, I think those huggable, squeezable 'lil buggers are as cute as the dickens! Despite my moral reservations, I accepted Rat Attack's mission of capturing and destroying hoards of charming mutant rodents. The premise of this game is pretty basic: just drag your "Eraticator" force field around a rat to capture it (much like dragging and clicking a box in Windows), then run over to the "destructor" button to dispense them to the great beyond. As you advance over 50+ levels, the rats start coming in hoards, upping the action to a frenetic pace. There are also floor buttons which activate different appliances to aid you in your quest of rodent genocide. Unfortunately, Rat Attack doesn't really offer up enough variety of gameplay to make it a worthwhile purchase. The hectic action will definitely keep you entertained for a while, but in a crowded PlayStation market, Rat Attack's simple concept doesn't have enough depth to warrant more than a rental.

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Action/Strategy
- **Special Features:** 50+ Levels (15 Specifically Designed For Multiplayer); 12 Types of Rats; Power-Ups; 2 Hidden Super Cats
- **Replay Value:** Moderate
- **Created by:** Pure Entertainment for Mindscape
- **Available:** Now for PlayStation

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

Bottom Line: 6.75

by Jay, The Gonzo Gamer

Shadow Man

PlayStation

Review

Let's make one thing clear right off the bat – I wasn't a huge fan of Shadow Man on the Nintendo 64. I did, however, have to admit that it looked pretty incredible. But just when you thought voodoo couldn't get any scarier, Acclaim releases its PlayStation version of Shadow Man, throwing the graphical saving grace out the door. The environments are grainy, the collision is somehow worse, even the cutscene animations are choppy. The only thing more clear is the sound of Shadow Man's gun, which I liken to short, rapid bursts of a dentist's drill. The game's environments are still gloriously huge, but since you'll spend most of your playing time shooting vases and wandering aimlessly, this feature is moot. Unless you're really into chicken blood-letting or a goth kid who needs more pain in your angst-ridden life, leave this game be. Shadow Man, along with Akuji the Heartless, proves that voodoo and vids just don't mix.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 20 Huge Environments; Deadside; Liveside; Non-Linear Story Development; Multiple Weapons; Choppy Gameplay & Cutscenes; Vase Shootin'; Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Iguana for Acclaim Entertainment
- **Available:** Now for PlayStation

Concept:	*7.25*
Graphics:	*7*
Sound:	*6.5*
Playability:	*7*
Entertainment:	*5*

Bottom Line: 6.75

by Paul, The Game Professor

Mario Golf

Game Boy Color

Review

Before the Game Boy Color came around, the sport of golf didn't really lend itself to the many shades of gray the original Game Boy had to offer. Still, there were a couple of good games, but nothing has come close to Mario Golf. This game is deep and loaded with replay value. Like its big brother on the N64, a big part of this game is acquiring new characters through the Vs. mode. At first, the competition is tough because your character can barely drive the ball 200 yards. Eventually you'll win and be rewarded with points to build your golfer's strength and other attributes. Another interesting and challenging section of the game is an Adventure mode that gives you a number of challenges to hone your skills. Although no plans have been officially announced, this game should allow you to export your golfer into the N64 game at a later date (hopefully next March). If you like golf, this is a must.

- **Size:** 16 Megabit
- **Style:** 1-Player Sports (2-Player Link Compatible)
- **Special Features:** 5 Courses; Tournament & Match Play; Practice; Minigame Adventure; Character Building; 3 Save Slots; Future Compatibility w/ N64 GB Pak
- **Replay Value:** High
- **Created by:** Camelot for Nintendo
- **Available:** Now for Game Boy Color

Concept:	*9*
Graphics:	*8*
Sound:	*8*
Playability:	*9.5*
Entertainment	*9.5*

Bottom Line: 8.75

Game Boy Color Review

- **Size:** 4 Megabit
- **Style:** 1 or 2-Player Action
- **Special Features:** Exact Arcade Renditions Of Ms. Pac-Man & Super Pac-Man; Arcade & Hard Difficulties; Scrolling Playfield; Inky, Blinky, Pinky, & Sue
- **Replay Value:** Moderate
- **Created by:** Namco
- **Available:** Now for Game Boy Color

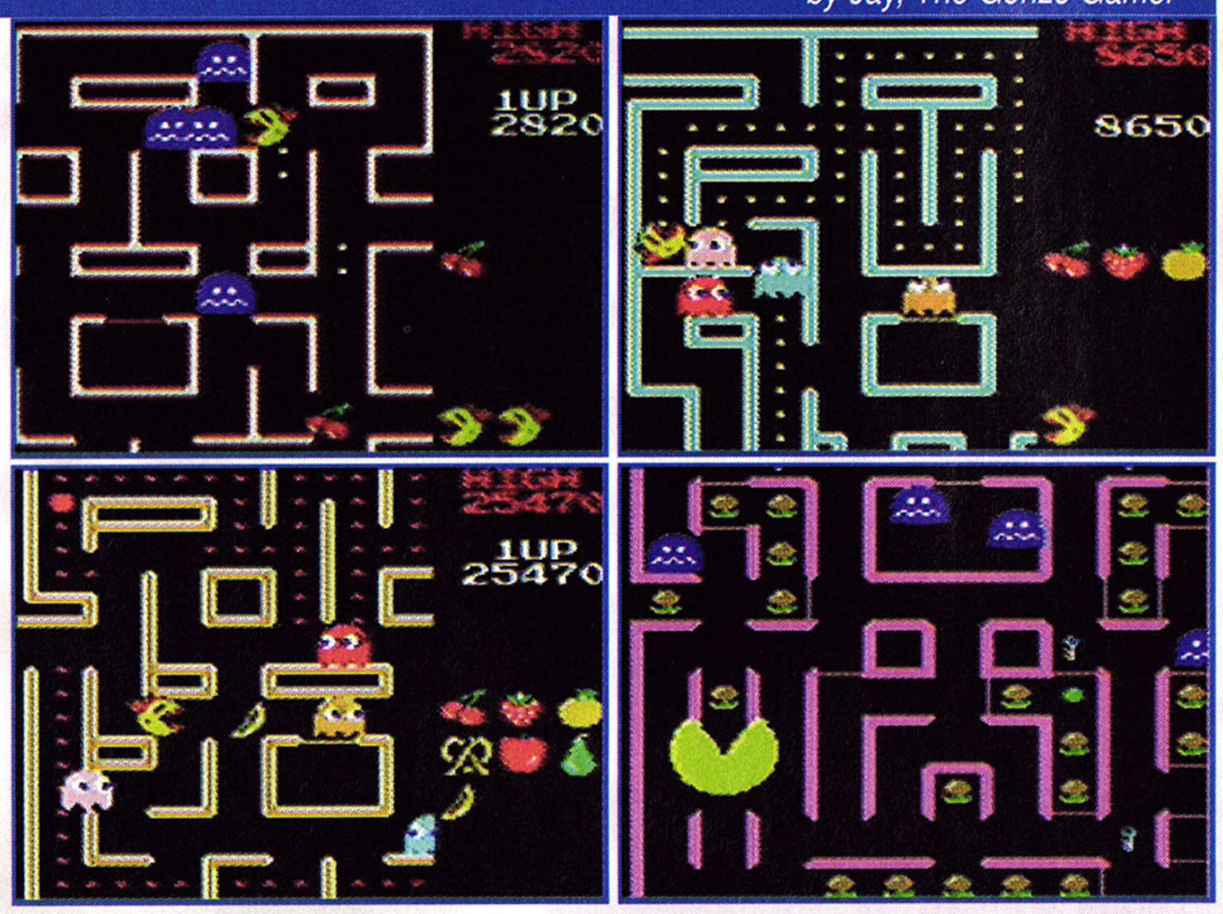
Concept:	*8*
Graphics:	*8*
Sound:	*7*
Playability:	*7*
Entertainment:	*8.5*

Bottom Line: 7.75

Ms. Pacman

by Jay, The Gonzo Gamer

Let it be known that in the video game industry, Gonzo is queen of super-speed Ms. Pac-Man in the arcades. Many have challenged and all have fallen before my oppressive Pac-Might. As the definitive authority on all things Pac, I feel confident in saying that Ms. Pac-Man on Game Boy Color is pretty good. The sights and sounds are dead on, and the bonus of Super Pac-Man was a pleasant surprise. The scrolling screen is the biggest downfall of this port, especially considering that a full screen option was definitely possible. Since you can't see the entire board, ghosts can sneak up on you easier and the escape tunnel always carries the risk of Inky waiting for you on the other end. On the nitpicky side, where's the super-speed option? Despite this, this cart isn't too bad of a buy considering that we may one day face one another in heated Ms. Pac-Man battle, and surely you don't want to come to the war unarmed.



Game Boy Color Review

- **Size:** 4 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Complete 1986 NES Game; Multiple Weapons; Password Save; Weapon Power-Ups; Compatible With Game Boy; Old School Charm
- **Replay Value:** Low
- **Created by:** Digital Eclipse for Capcom
- **Available:** November for Game Boy Color

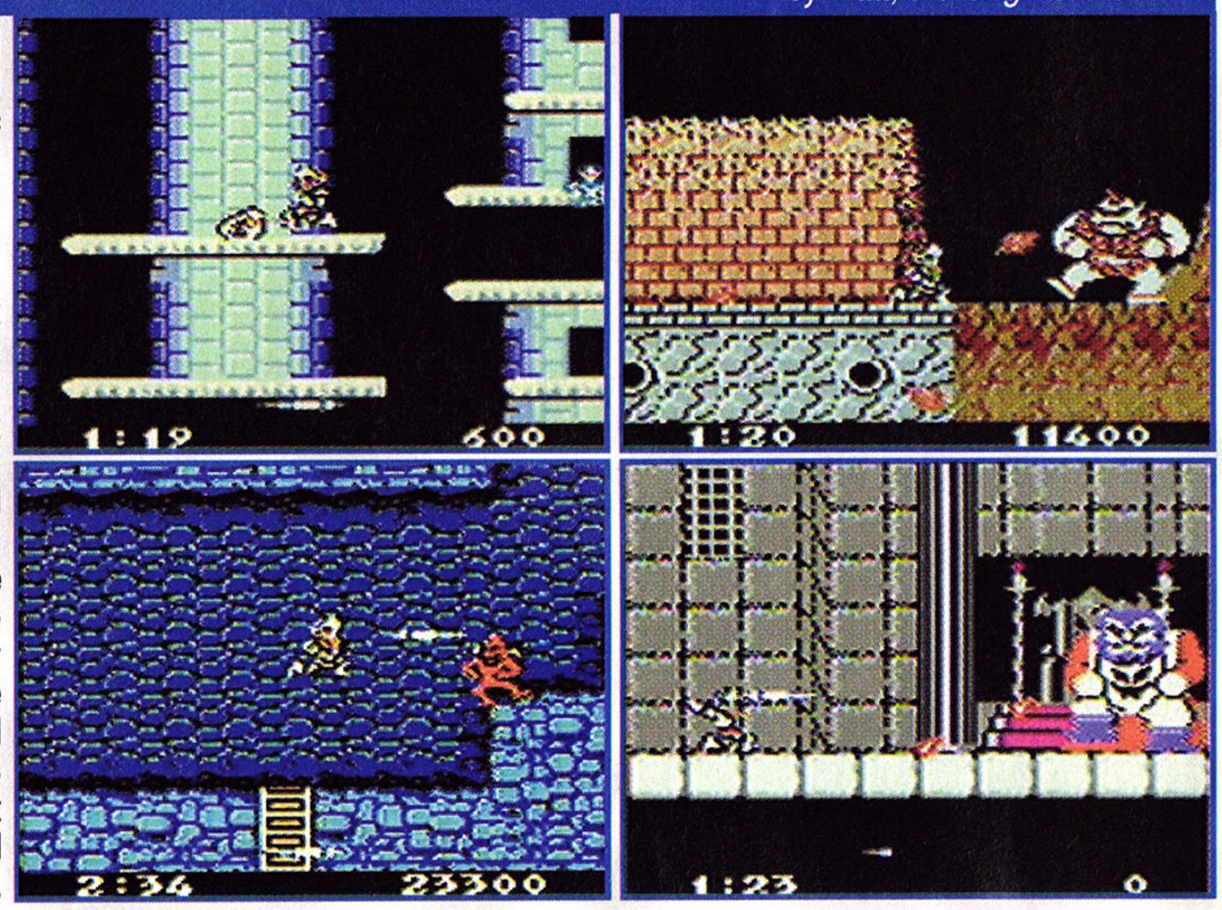
Concept:	*6.5*
Graphics:	*7*
Sound:	*6.5*
Playability:	*8*
Entertainment:	*7*

Bottom Line: 7

Ghosts N' Goblins

by Matt, the Original Gamer

When I was handed this game to review, I became almost giddy with nostalgia. I remembered Ghosts N' Goblins, an NES classic from my childhood, as a killer game. My mind was suddenly filled with memories of holding court in the rec room; playing vids, listening to Run-DMC, and drinking Tahitian Treat. Sadly, after playing for about an hour, I realized that it just wasn't the same. Maybe times have changed, maybe I've changed. While Ghost N' Goblins reminded me of the great things about classic games (an emphasis on good control and gameplay, for example), it also reminded me of the bad things, like butt-ugly textures and repetitive level designs. As we head into the next generation of consoles, golden oldies like Ghosts 'N Goblins are looking more archaic by the day. If you missed this one the first time around, it's still a fun action/adventure title, and will provide you with some insight into the NES era of gaming. Game veterans like myself might want to leave Ghosts N' Goblins as a fond memory. I guess you can't go home again. Sigh.



Neo Geo Pocket Color Review

- **Size:** 4 Megabit
- **Style:** 1-Player Action
- **Special Features:** Scrolling & Full Screen Game Fields; Exact Arcade Graphics & Sound; Pellets; Energy Pellets; Ghosts; Pac-Man Fever Induction Possible
- **Replay Value:** Moderate
- **Created by:** Namco for SNK
- **Available:** Now for Neo Geo Pocket Color

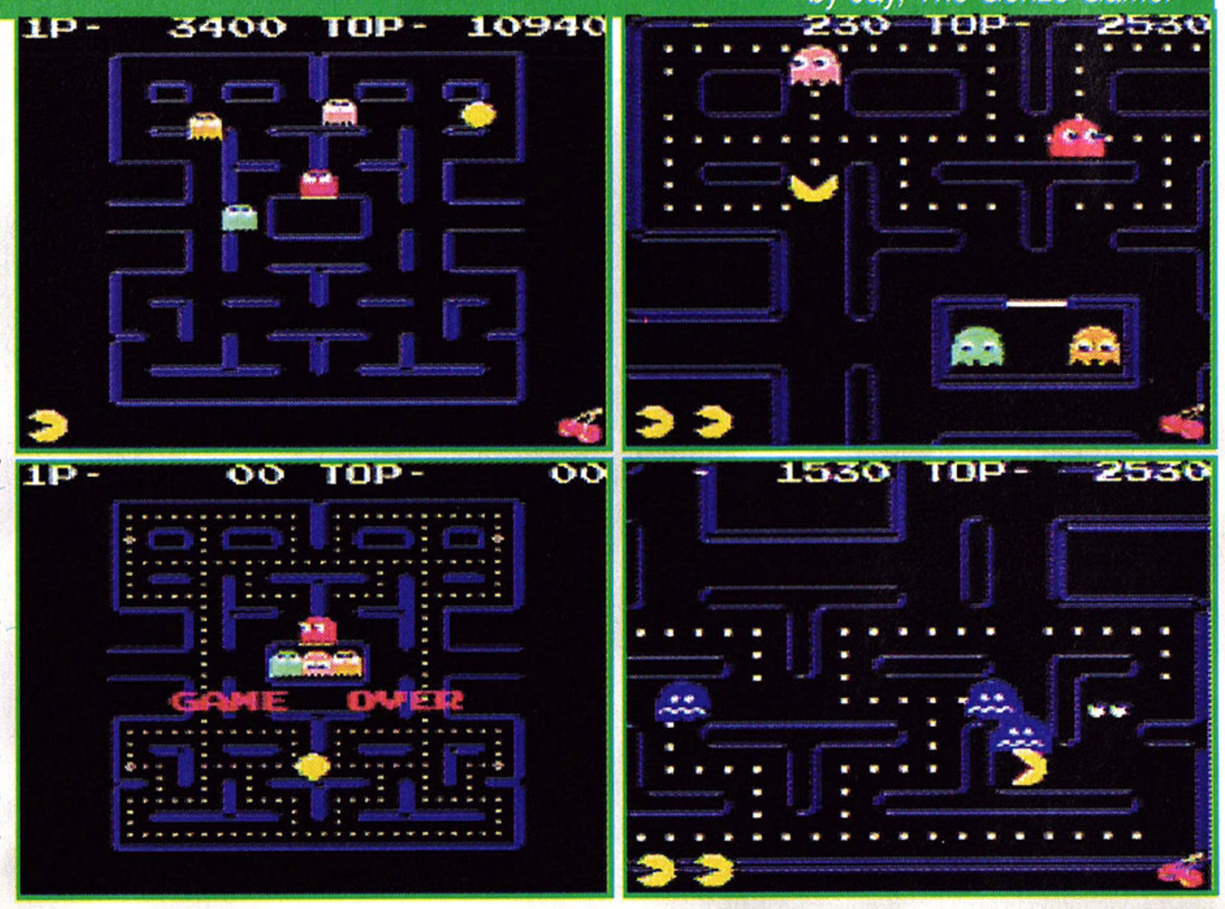
Concept:	*6*
Graphics:	*8*
Sound:	*7*
Playability:	*7*
Entertainment:	*7*

Bottom Line: 7

Pac-Man

by Jay, The Gonzo Gamer

Pac-Man for the Neo Geo Pocket Color tells a riveting tale of a mouthed yellow circle that lusts for pellets. His cravings drive him to search through the same maze over and over, his dot fixation pushing him ever towards madness. Lo! Behold the four ghosts: Inky, Blinky, Pinky, and Clyde. Is this a dream? Do these spirits truly pursue him endlessly lest he find a power pellet that cause them to become turncoat. Shall he eat the ghosts be they in this afeared state, the point value ever doubling from ten score? These are the things one must ask oneself when considering purchase of Pac-Man for NGPC. Though its full screen option is a plus over the Game Boy version, the lack of the Pac-Attack puzzle game is a negative. In the end, it is but Pac-Man. With so many other great NGPC games available, only the true diehard Pac-Fanatics need purchase. Others will find greater tales to be told within other carts.



EA SPORTS™

Madden NFL 2000 (PSX)
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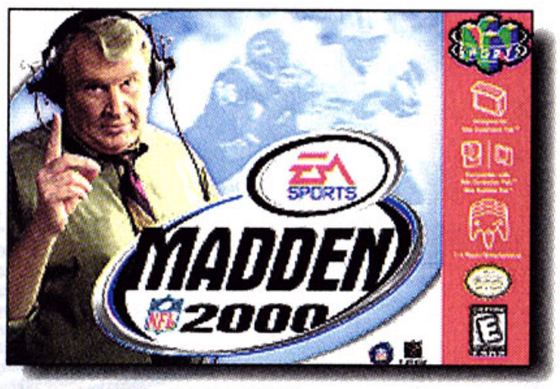
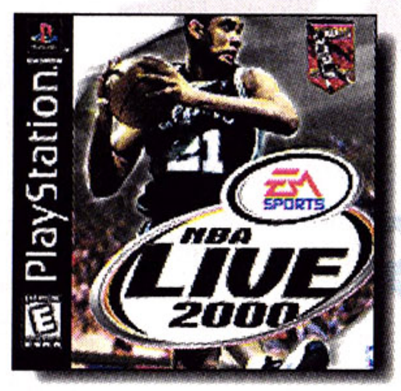
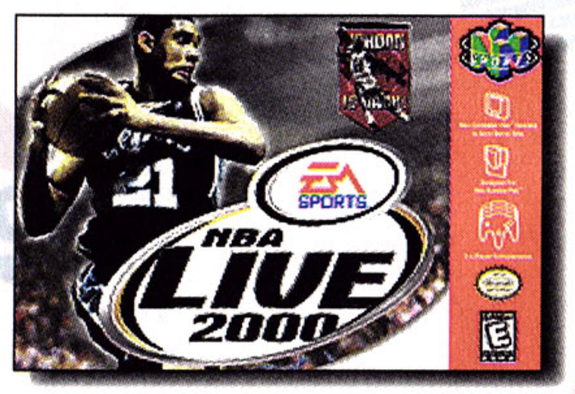


Madden NFL 2000 (N64)
Now available

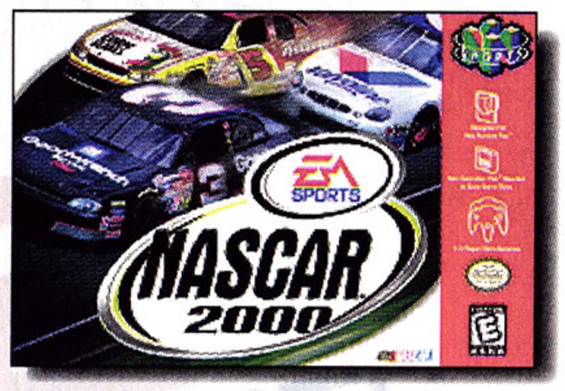


NBA Live 2000 (PSX)
Expected to be available 11/10



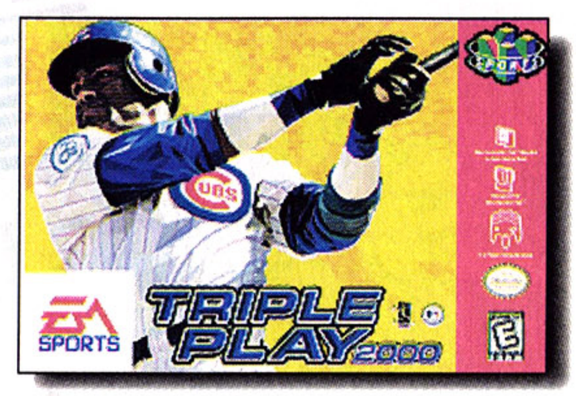
NBA Live 2000 (N64)
Expected to be available 11/12

NASCAR 2000 (PSX)
Now available



NASCAR 2000 (N64)
Now available

Triple Play 2000 (PSX)
Now available



Triple Play 2000 (N64)
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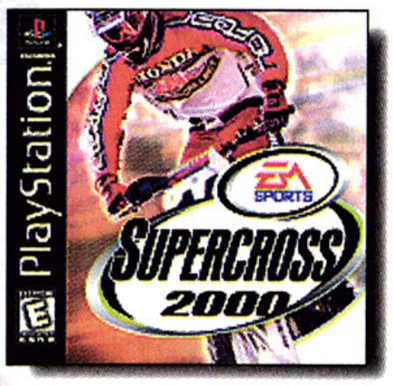
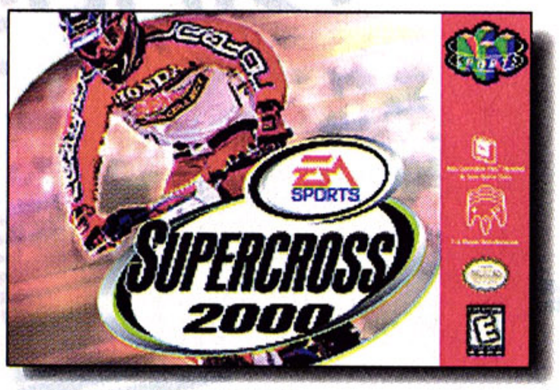
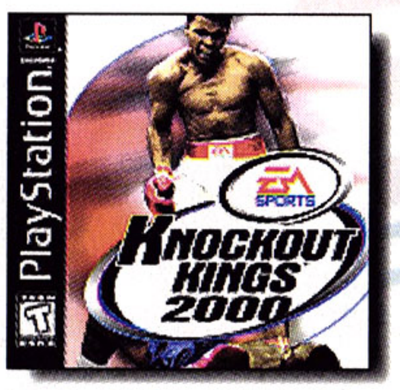


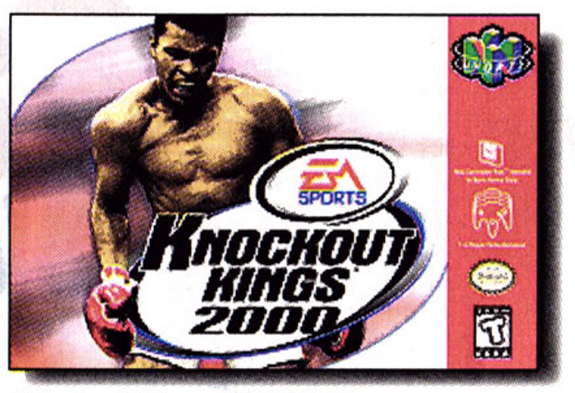
Supercross 2000 (PSX)
Expected to be available 11/12



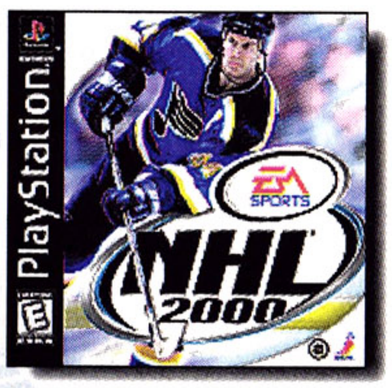
Supercross 2000 (N64)
Expected to be available 11/26



Knockout Kings 2000 (PSX)
Expected to be available 11/3



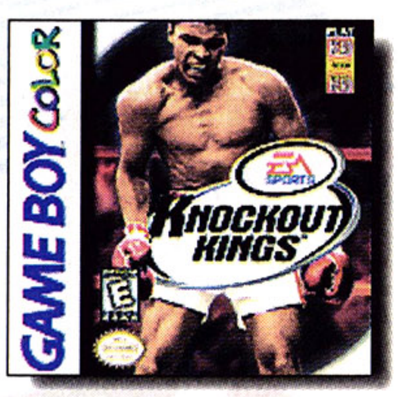
Knockout Kings 2000 (N64)
Expected to be available 10/15



NHL 2000 (PSX)
Now available

NCAA Football 2000 (PSX)
Now available

FIFA 2000 (PSX)
Expected to be available 10/29



Knockout Kings 2000 (Game Boy)
Expected to be available 11/19

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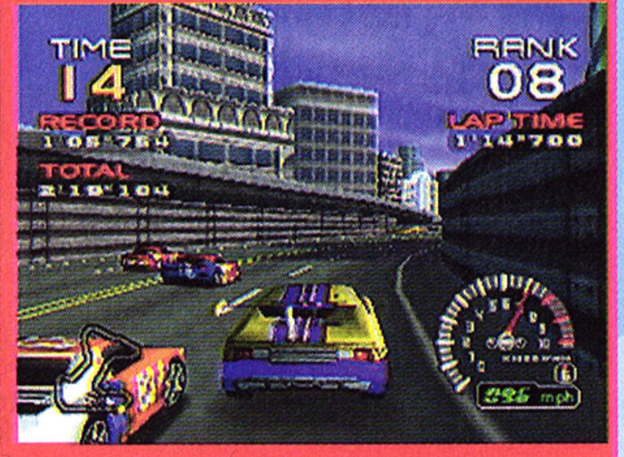
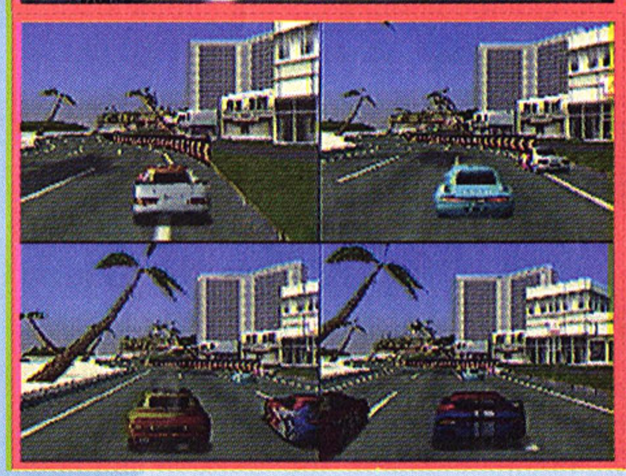
RIDGE RACER 64 – NINTENDO 64

CREATED BY: NINTENDO SOFTWARE TECHNOLOGY CORPORATION FOR NINTENDO
AVAILABLE: UNKNOWN

When we first asked Namco about the upcoming Ridge Racer game for N64, they told us they have absolutely nothing to do with or say about it. We assumed this meant NSTC would have to build the game from the ground up, but we learned at a recent press conference that Namco actually provided the source code for its previous games. Ridge Racer 64 features all of the tracks from the previous Ridge Racer and Ridge Racer Revolution, but alters the environments for a more realistic feel. Like most racers, it sure looks good in screen shots.

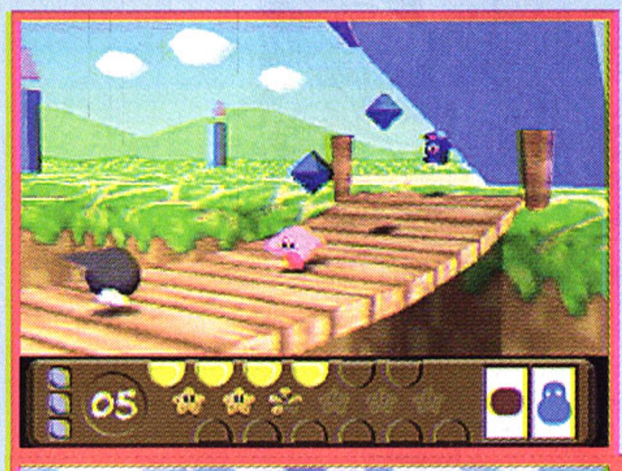


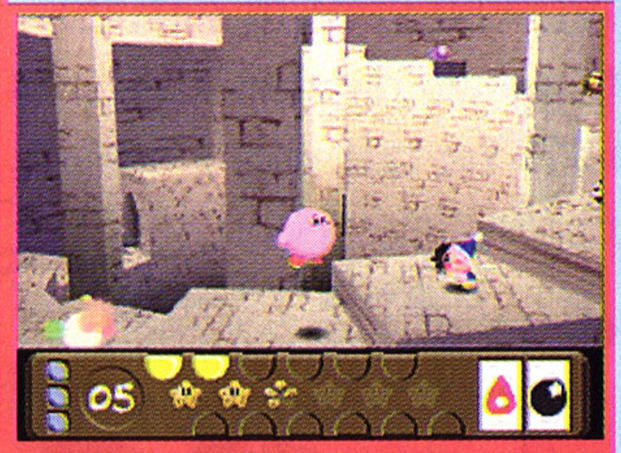


KIRBY'S DREAMLAND – NINTENDO 64

CREATED BY: HAL LABS FOR NINTENDO
AVAILABLE: MARCH IN JAPAN

The cumulous cloud of condensed water known to gamers as Kirby is back to suck the abilities out of his enemies on the N64. Kirby now has the ability to combine different acquired abilities to form his own special attacks. Kirby's Dreamland makes the requisite move into three dimensions, and should offer a deluge of action and puzzle-solving.

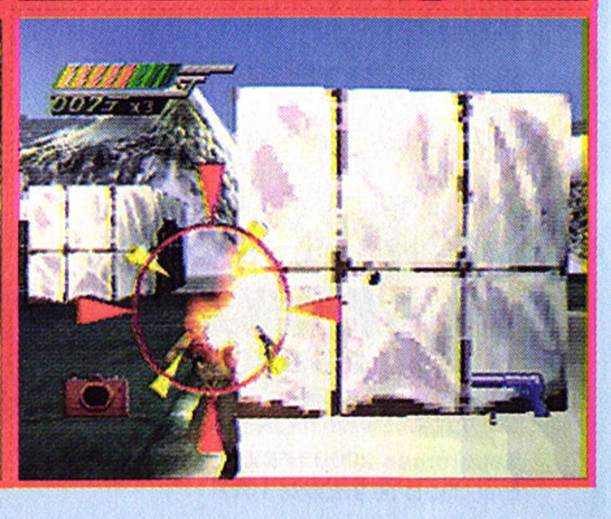




TOMORROW NEVER DIES – PLAYSTATION

CREATED BY: MGM INTERACTIVE/BLACK OPS FOR ELECTRONIC ARTS
AVAILABLE: NOVEMBER

Agent 007 made quite a name for himself on the N64 with the classic GoldenEye, and now looks to romance the PlayStation audience with Tomorrow Never Dies. Despite Mr. Bond's success in a first-person shooter, Black Ops decided to go with a third-person adventure for TND. The plot closely follows that of the movie, using familiar locales and characters. Driving and skiing levels provide a break from the hectic action. Imagine a suave and more light-hearted version of Metal Gear Solid.



COUNTDOWN VAMPIRES – PLAYSTATION

CREATED BY: BANDAI
AVAILABLE: SPRING 2000

Since last viewed in the August issue, Countdown Vampires hasn't made too many leaps and bounds. The version we played is basically the E3 demo with new monsters and a few new areas to explore. Joining the zombie with the red shirt is a female zombie with a gray shirt and a strange bug looking creature that leaches onto your character and sucks on your neck. The gameplay is exactly like Resident Evil. The controls are identical, the character clutches his side when injured, and the perspectives and combat are right on the money. The only thing that is missing is the door loading screens, but who knows? Bandai may add them and make Countdown the ultimate RE rip-off.

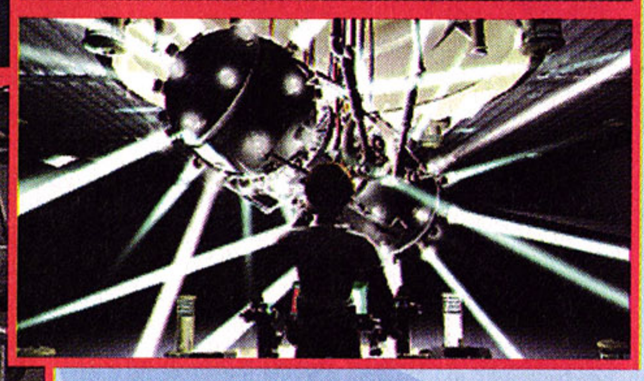
super-mini previews

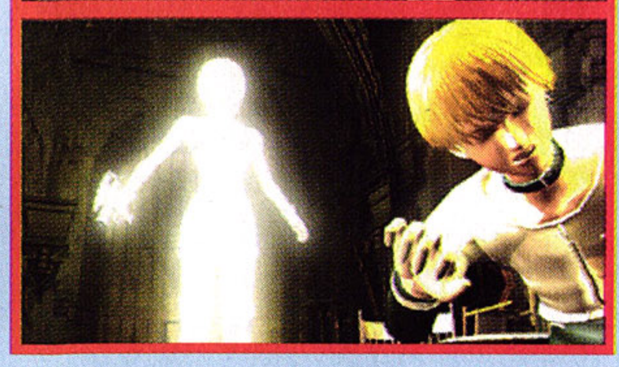
BIS RED ZONE INTERACTIVE EUTECHNYX KRONOS SOFTWARE UEP SYSTEMS IBEM CORE CLIMAX ASCII HUMAN PA

GALERIANS – PLAYSTATION

CREATED BY: ASCII FOR CRAVE ENTERTAINMENT
AVAILABLE: 2000

Galerians is a graphically intensive psychological thriller that spans across three CD-ROMs. It features over one hour of rendered CGI movies and an estimated 50 hours of gameplay time. There are no weapons in this game, nor contact with other living souls. Galerians pushes the player to use his or her brain to solve perplexing puzzles, and if a nightmarish creature does cross your path, you are equipped with flashy psychic powers that work just as well as a taser. Crave seems really excited about this product, but then again, it hyped up Shadow Madness as the be all, end all RPG experience. We'll have to wait and see how it pans out. Right now, it looks like D or Myst.

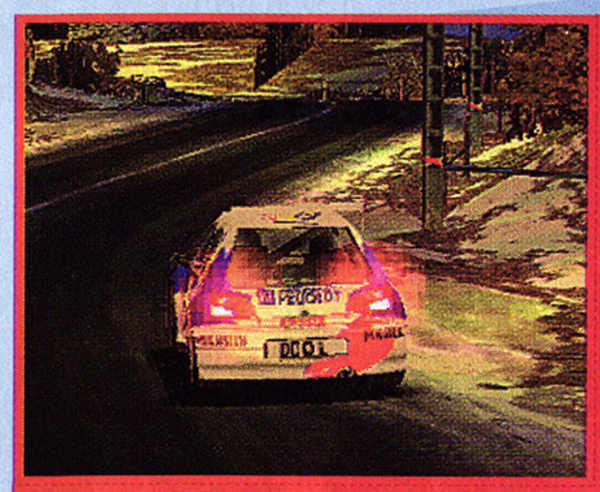
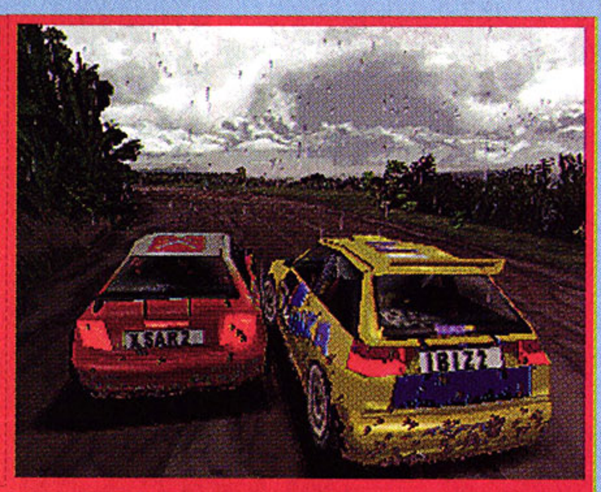




NEED FOR SPEED: V-RALLY 2 – PLAYSTATION

CREATED BY: ELECTRONIC ARTS
AVAILABLE: FALL

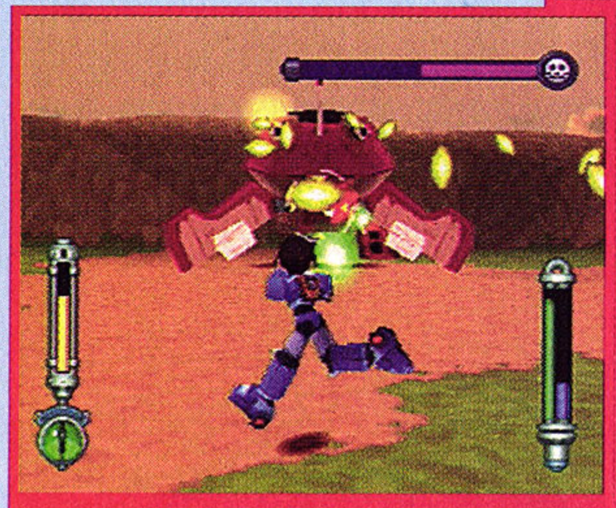
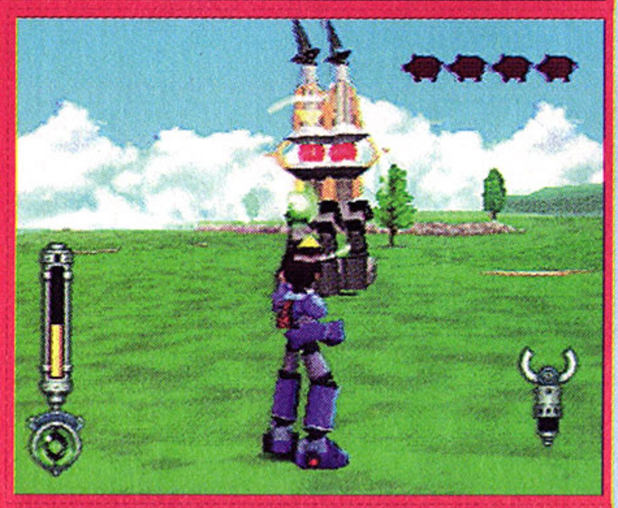
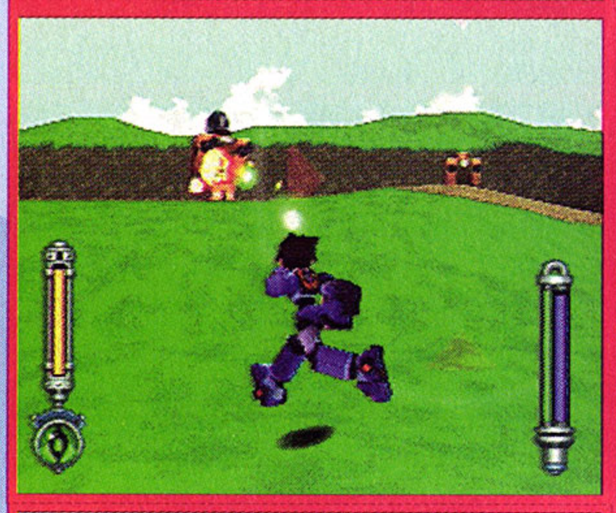
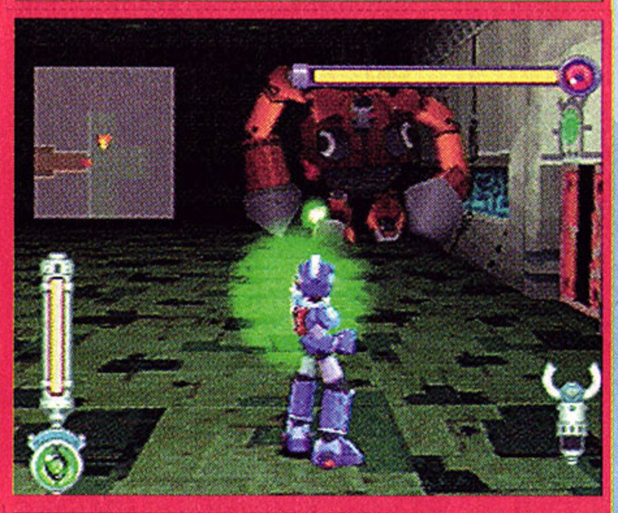
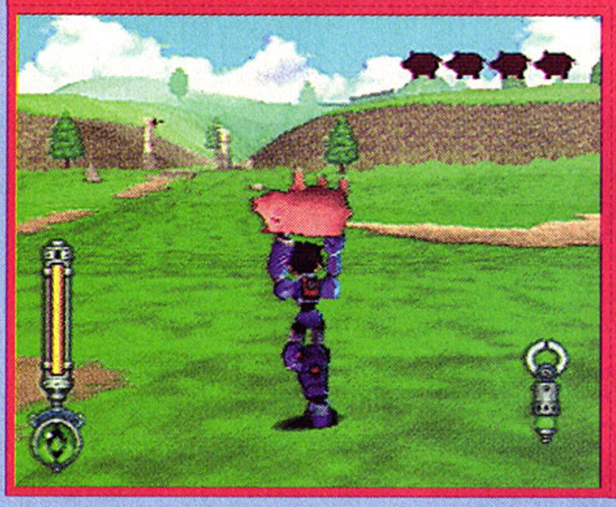
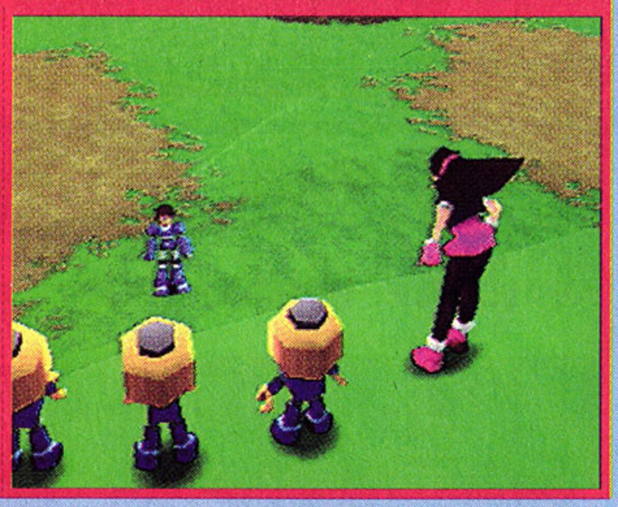
This series has been hugely popular in Europe, considerably less so in the States. As in years past, V-Rally 2 puts an emphasis on off-road and rally racing. EA has added some significant features that should make this a worthwhile purchase. For one, EA claims that VR2 has over 70 tracks, which would indeed be an impressive number. There is also a track editor and random track generator, as well as weather conditions, multiple vehicles, and a new four-player mode.

MEGA MAN LEGENDS 2 – PLAYSTATION

CREATED BY: CAPCOM
AVAILABLE: 2000

Mega Man Legends 2 looks as though it will follow Capcom's usual practice of never changing a winning formula. The Megster will get some new toys to play with and make some new friends and enemies, but don't expect the gameplay to be too different from its precursor. That's okay with us... for now.

TIME LOOP – PLAYSTATION

CREATED BY: MITCHELL CORPORATION FOR INFOGRAMES
AVAILABLE: DECEMBER

It may look like a really, really, really stupid game in pictures, but once you gab a hold of the controller and spend some time with this obscure product, you'll see that it is highly addictive. In a nutshell, the gameplay is just like Bust-A-Move. Instead of matching stationary colored balls, Time Loop asks the player to match moving ball colors on a spiral loop. If the balls maneuvers into your position, it's game over.

SUPERCROSS CIRCUIT – PLAYSTATION

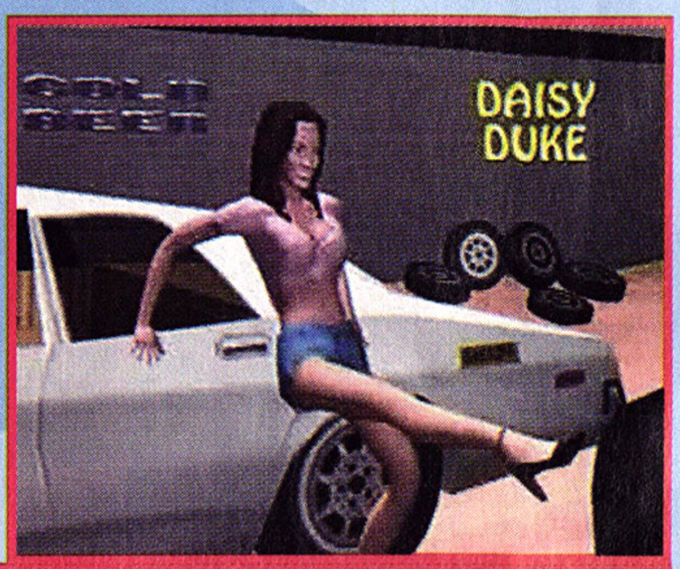
CREATED BY: IDOL MINDS FOR 989 SPORTS
AVAILABLE: NOVEMBER 16TH

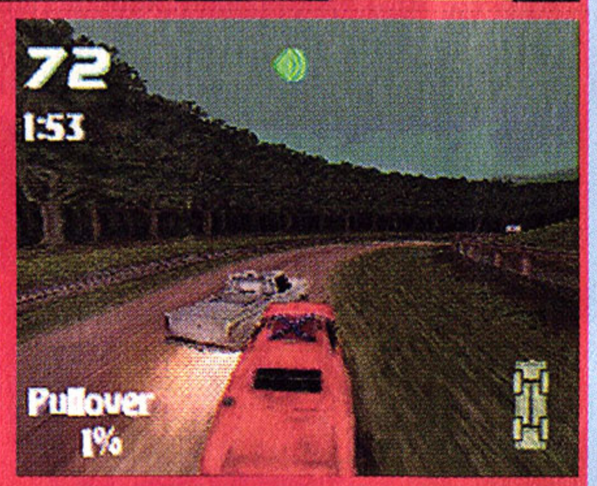
Lord Almighty! The deluge of motocross racing titles shows no signs of abating anytime soon. Supercross Circuit, 989 Sports' contribution to the glut, features a ton of actual motocross and supercross riders, including Sebastien Tortelli, Greg Albertyn, and Mike LaRocco (no relation to rapper La Rocko T). There are twenty authentic tracks, including Glen Helen Raceway and the Metrodome. Customize you bikes with several types of tires, suspension settings, and gear settings.

DUKES OF HAZZARD: RACING FOR HOME – PLAYSTATION

CREATED BY: SINISTER GAMES FOR SOUTHPEAK INTERACTIVE
AVAILABLE: NOVEMBER

YEEEEEHAAAW!! Shepherd to Lost Sheep, Shepherd to Lost Sheep, come in Lost Sheep! Crazy Cooter coming 'atcha!! That's right – Miss Daisy, Uncle Jesse, Bo, Luke, Cooter, and the whole Dukes posse are set to burn rubber all over the PlayStation. Dukes of Hazzard takes Driver's successful formula, slaps it in a pair of overalls and a cap, takes in down to Dixie, and gets it blotto on cheap moonshine. As a Duke, you must evade Roscoe and company as you complete a series of Driver-style missions to save the family farm. All the characters, locales, and vehicles from the show are present and accounted for, including Daisy's legendary super-short cut-offs.

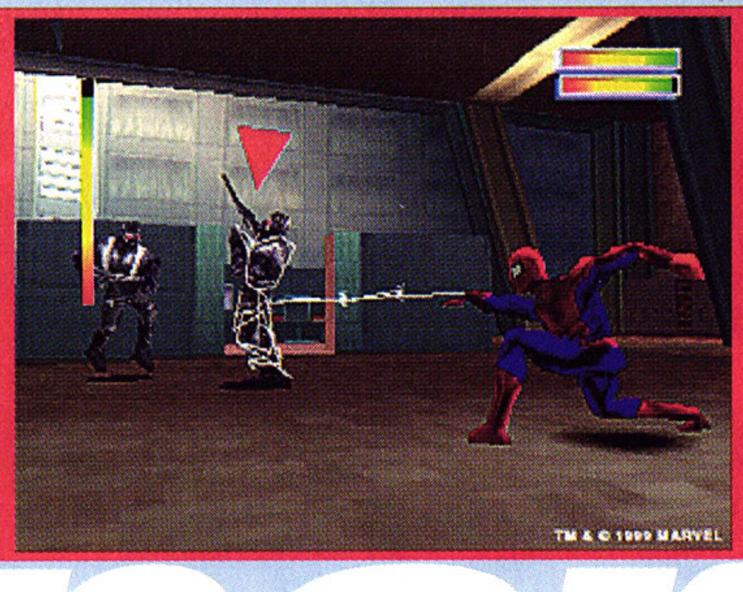




SPIDER-MAN – PLAYSTATION

CREATED BY: NEVERSOFT ENTERTAINMENT FOR ACTIVISION
AVAILABLE: SPRING 2000

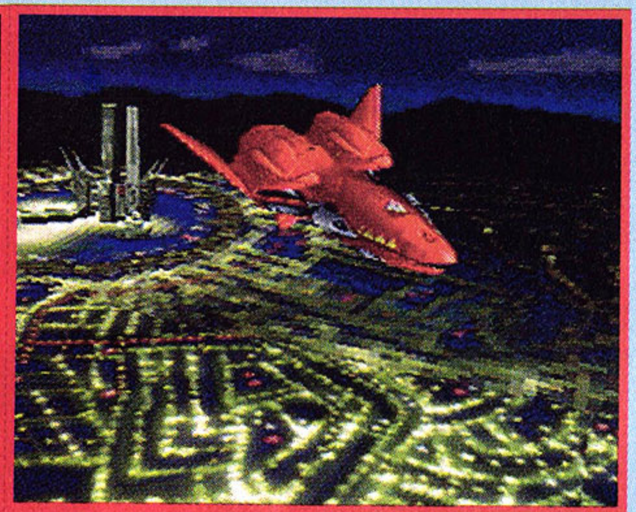
Neversoft Entertainment, developers of the most electrifying skateboarding game on the planet, Tony Hawk, is developing a new adventure featuring Marvel Comics' web slingin' superhero, Spider-Man. Have any of you read Spidey lately? Wow...it's terrible, and get this, he's now joined by Spider-Girl and a new Spider-Woman. Ick. On the flip side of the coin, the PlayStation game looks rather promising, and as of now, Spider-Man's female sidekicks are not part of the picture and hopefully never will be. Activision plans to release Spider-Man in the spring, and if you're wondering what the conflict is, the game includes both Doctor Octopus and Lizard, two characters who have died and risen again in the wacky Marvel universe.

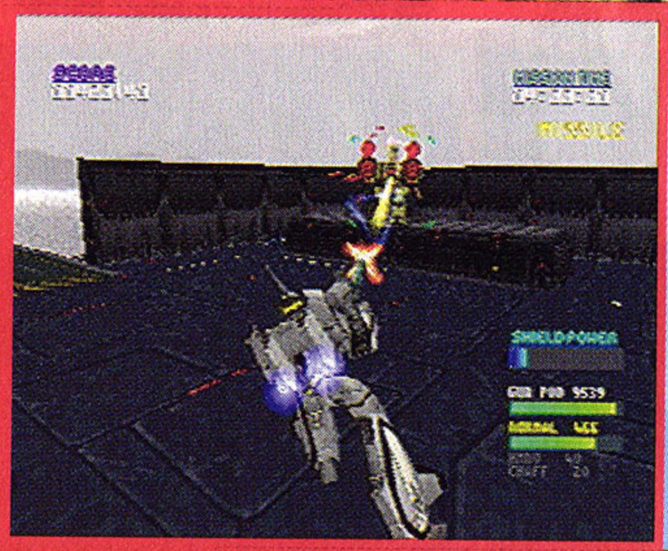


MACROSS VF-X2 – PLAYSTATION

CREATED BY: UNIT AND EMOTION FOR BANDAI
AVAILABLE: 2000

There has never been a Macross game that looked this good. That's not saying much, and it says nothing about the gameplay or the camera angles. The missions have a lot of variety and take place in space, on the ground, and in the air. Macross/Robotech fans will enjoy all of the planes and transformation sequences, but the gameplay still has us a little confused.





FEAR EFFECT – PLAYSTATION

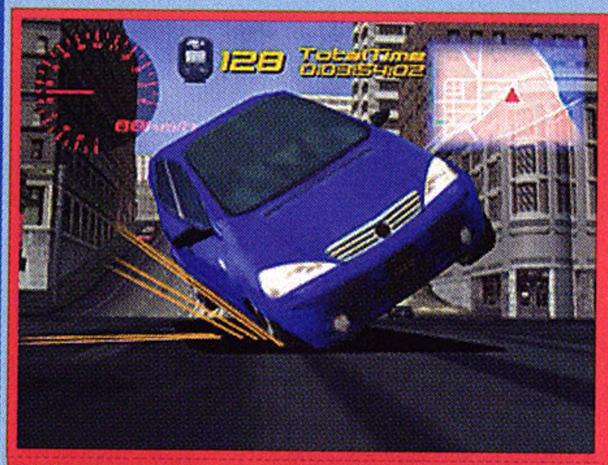
CREATED BY: KRONOS FOR EIDOS INTERACTIVE
AVAILABLE: FIRST QUARTER 2000

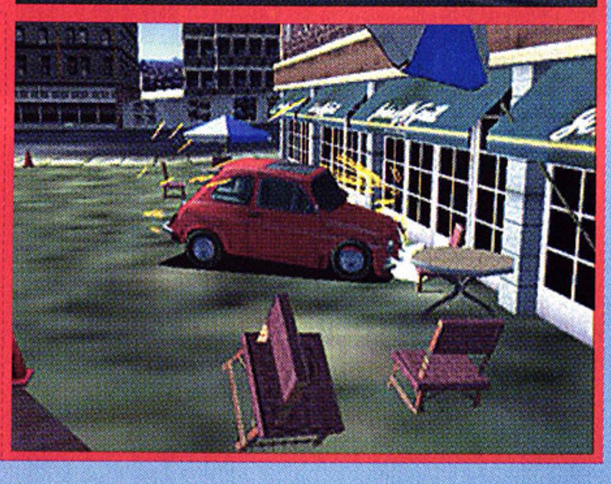
Formerly Fear Factor, Fear Effect is similar to the Resident Evil series with its fixed camera perspectives, attractive rendered environments, and emphasis on puzzle solving. The action in Fear Effect is a lot faster and more forgiving than Resident Evil. It appears as though the characters in the game go through a great deal of trauma as one starts off with a bloody, bandaged stump where his arm used to be. Ouchie.

SUPER RUNABOUT – DREAMCAST

CREATED BY: CLIMAX ENTERTAINMENT
AVAILABLE QUARTER 4 IN JAPAN

The massive success of Driver has not gone unnoticed in the gaming industry, so we should expect to see a slew of Driver-inspired titles. Climax Entertainment is bringing us Super Runabout. This sequel to the PlayStation title Felony 11-79 will feature scenario-based gameplay that allows players to roam freely in a modeled version of San Francisco. There will also be roles to take on, like becoming a police officer, that will change missions and gameplay.

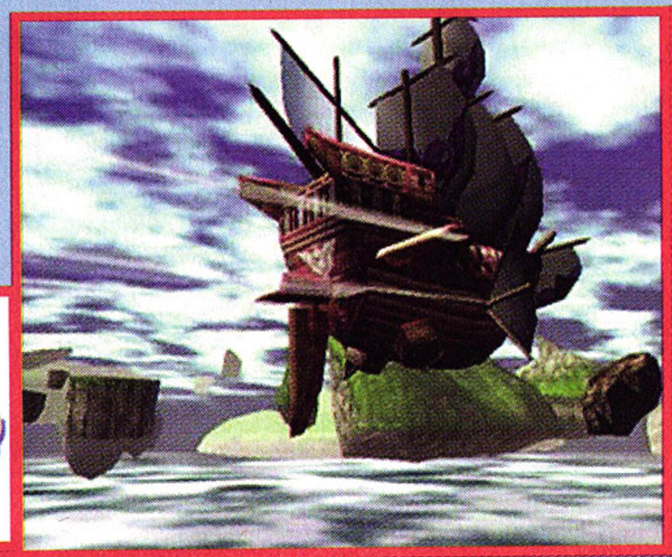


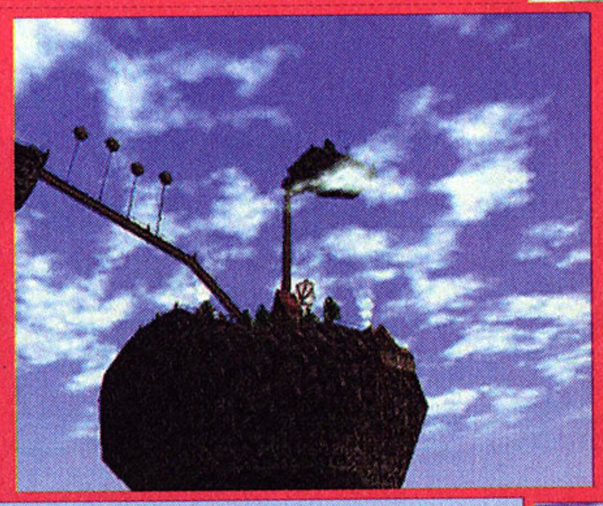


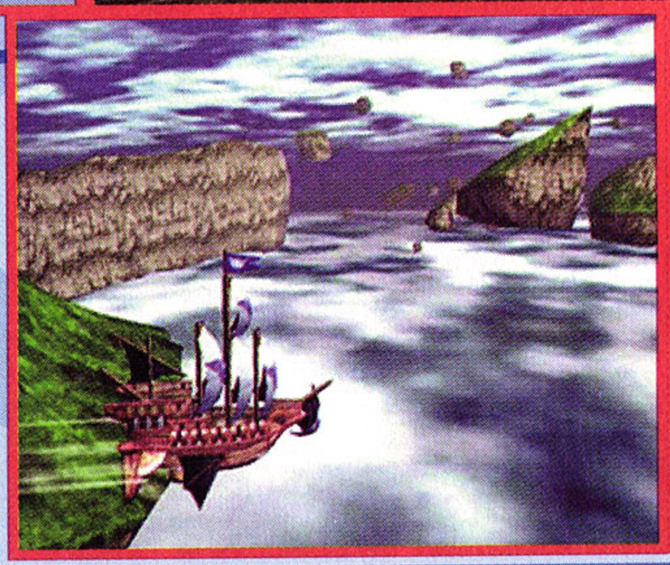
ETERNAL ARCADIA – DREAMCAST

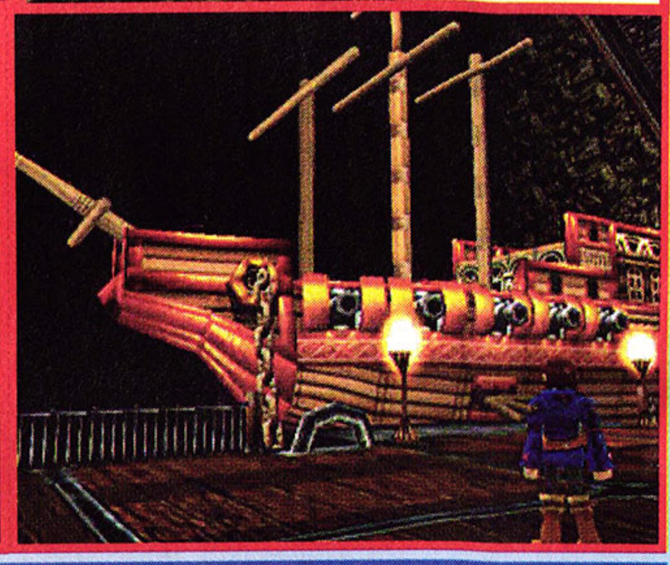
CREATED BY: SEGA
AVAILABLE: UNKNOWN

These are screenshots of the Japanese version of Eternal Arcadia, a promising Dreamcast RPG that was formerly titled Project Ares. In addition to the change of name, the setting of the game has moved from the high seas to the friendly skies. The ship is now airborne, flying between islands suspended high in the great blue yonder.





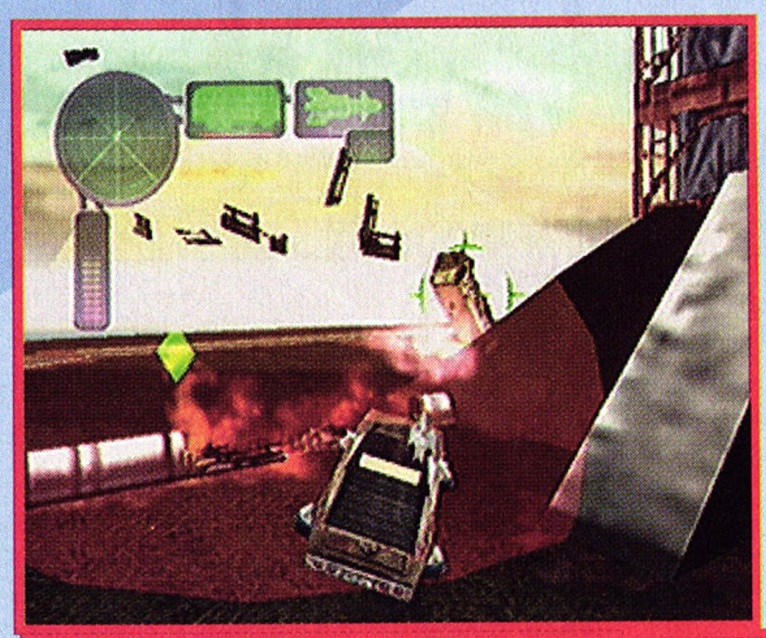


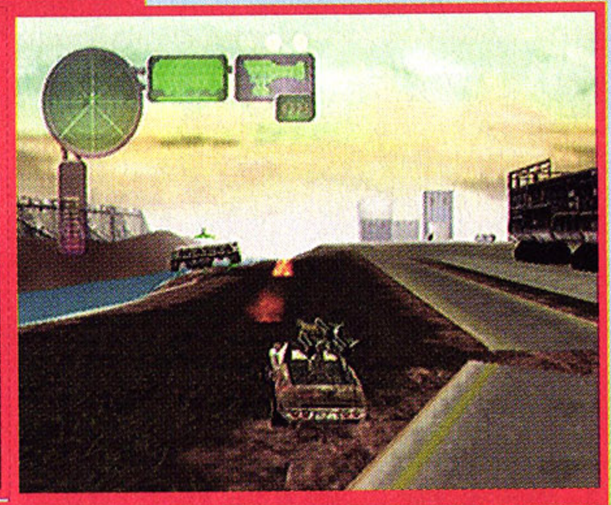


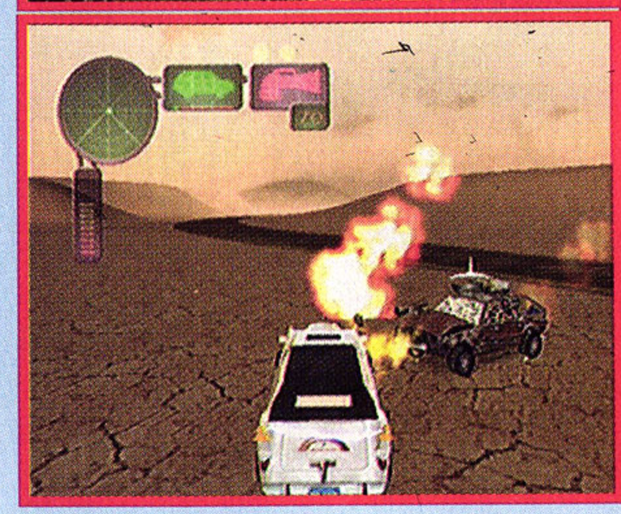
VIGILANTE 8: 2ND OFFENSE – DREAMCAST

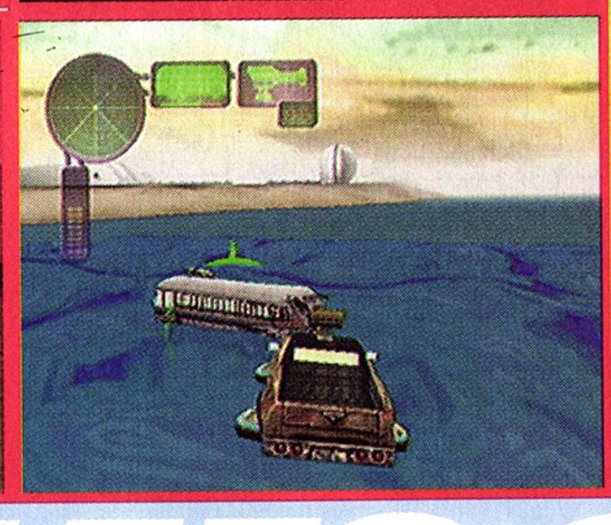
CREATED BY: LUXOFLUX FOR ACTIVISION
AVAILABLE: NOVEMBER

The automotive melee that is Vigilante 8 will crash into the next generation of consoles in November with its Dreamcast debut. Expect this lush, high-res DC port to maintain the explosive gameplay of its ancestors. V8: Second Offense has 18 vehicles, each of which can transform into a hydrofoil or hoverjet among others, to navigate treacherous terrain. Dreamcast owners should get ready for all-out war.





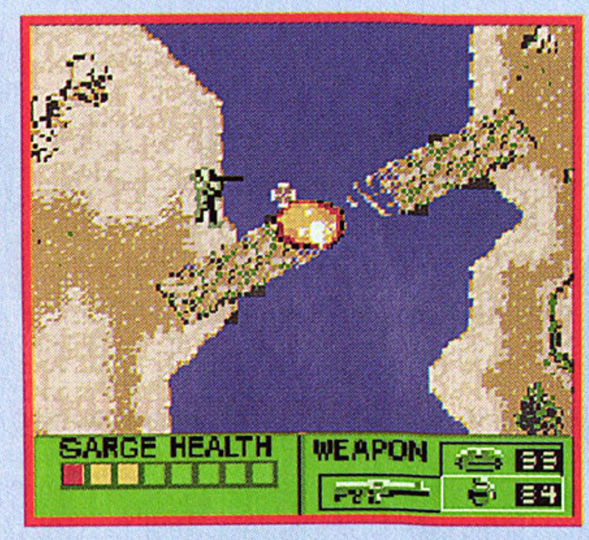




ARMY MEN – GAME BOY COLOR

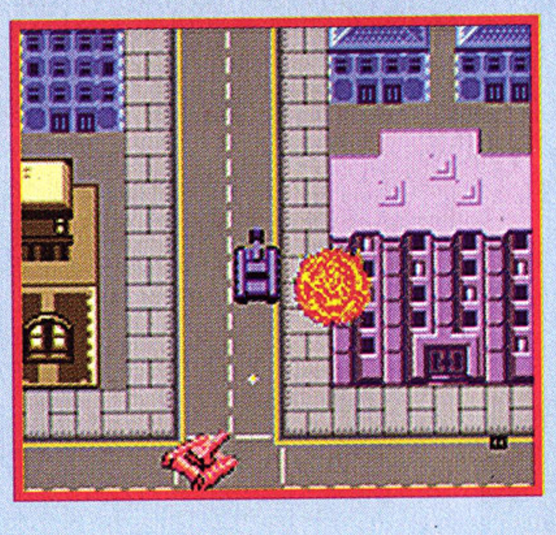
CREATED BY: DIGITAL ECLIPSE FOR 3DO
AVAILABLE: DECEMBER

3DO brings its tiny Army Men troops to the appropriately diminutive confines of the Game Boy Color. Your verdant warriors run roughshod through 15 missions spanning three different terrains. Armaments include bazookas, grenades, flame-throwers, and assault rifles, as well as tanks, Jeeps, and helicopters. It's also compatible with the Game Boy Link



BATTLETANX – GAME BOY COLOR

CREATED BY: LUCKY CHICKEN FOR 3DO
AVAILABLE: DECEMBER

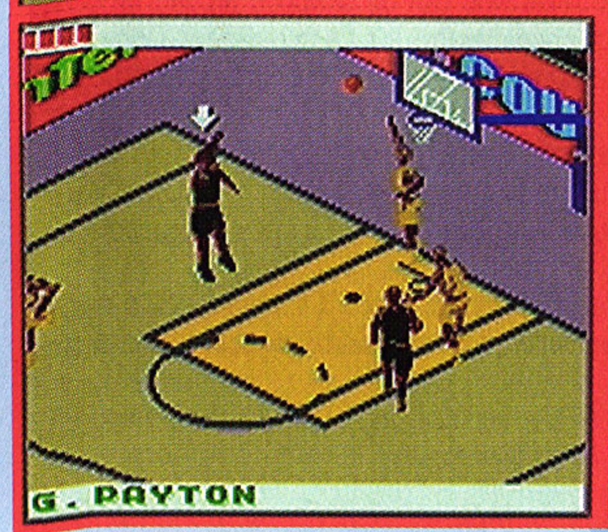


Where would the world of video games be without the "post-Apocalyptic future?" You couldn't count the games that take place in this cliched setting with all your fingers and toes, even if you were an 12-toed post-Apocalyptic mutant. Chalk up one more title with Battletanx. Your tank can damage the infrastructure of five cities with your choice of three different tanks. There are eight power-ups, including bounce shots, swarmer missiles, 3-way shots, and nuclear weapons.

NBA 3 ON 3 FEATURING KOBE BRYANT – GAME BOY COLOR

CREATED BY: LEFT FIELD FOR NINTENDO
AVAILABLE: DECEMBER 6

This 3 on 3 basketball game features all 29 NBA teams, six of their star players, and each team's home court. The rosters have been updated for the current season, and the game appears to have all of the create and customize options of your typical console sports game. Sounds almost too amazing to be true on a Game Boy sports title.



CROC – GAME BOY COLOR

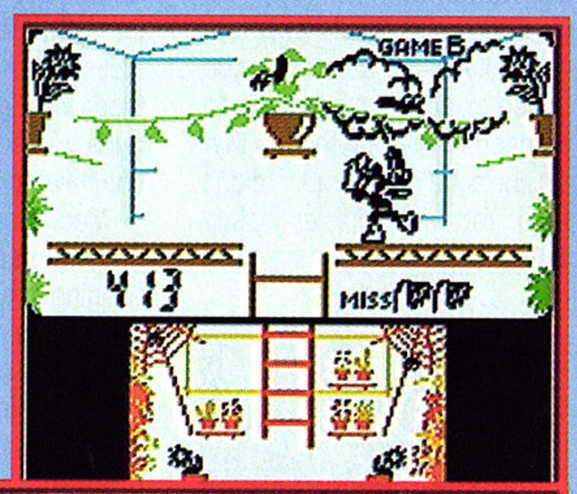
CREATED BY: FOX INTERACTIVE
AVAILABLE: DECEMBER

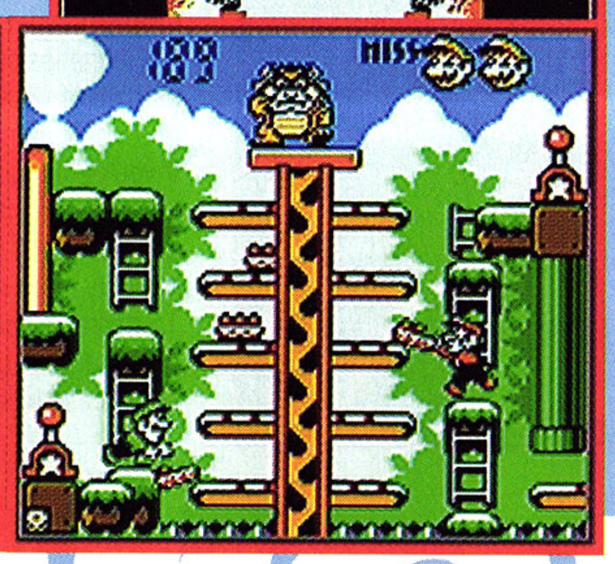
Ever since Croc's inception, the Game Informer staff has begged Fox Interactive to create a first-person shooter that would pit the adorable crocodile against the world's most powerful weapons. Could Croc's cuteness factor overpower a shotgun blast? It would be awesome! For now, Fox is still experimenting with new platforms for Croc. He evacuated the PlayStation and now he's spreading his love onto the Dreamcast and the Game Boy Color. On the Game Boy, Croc only has two dimensions to work with. Hopefully, this cramped platforming space won't affect his charm in any shape or form. We love you Croc!

GAME & WATCH GALLERY 3 – GAME BOY COLOR

CREATED BY: NINTENDO OF JAPAN
AVAILABLE: DECEMBER 6

If you played those classic LCD games of yesteryear, you just might be able to hold some appreciation for these collections. If not... well, you know. Like the previous games, G&W 3 emulates the games in their classic LCD format and also features an updated mode with actual animation and color schemes for each game.





WCW MAYHEM – GAME BOY COLOR

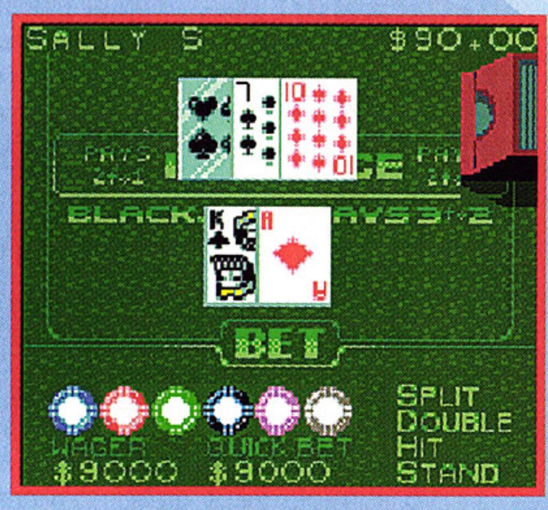
CREATED BY: KODIAK FOR ELECTRONIC ARTS
AVAILABLE: NOVEMBER

Just like its PS-X and N64 counterparts, WCW Mayhem on Game Boy promises to deliver out-of-hand rasslin' that can spill out of the ring. Players can mix it up with 12 WCW wrestlers in the squared circle or take it back to the locker room or back alley. With a link cable, two players can have a head-to-head match.

VEGAS GAMES – GAME BOY COLOR

CREATED BY: DIGITAL ECLIPSE FOR 3DO
AVAILABLE: DECEMBER

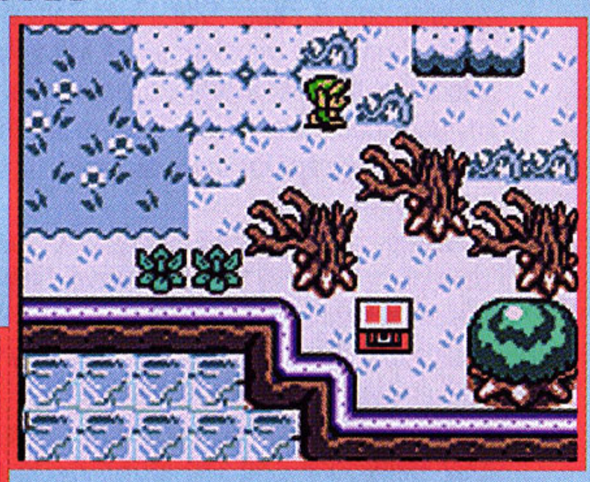
A while back, on a press junket in Vegas, the GI staff was befriended by a high-rollin' gambler called the Silver Fox. This Vegas legend taught us the pleasures of straight bourbon, showgirls, and counting cards. Now, we can put this age-old wisdom to use in Vegas Games. There are over 20 casino games, including blackjack, slots, poker, keno, and baccarat. A-ring-a-ding-ding-doo, skippy!

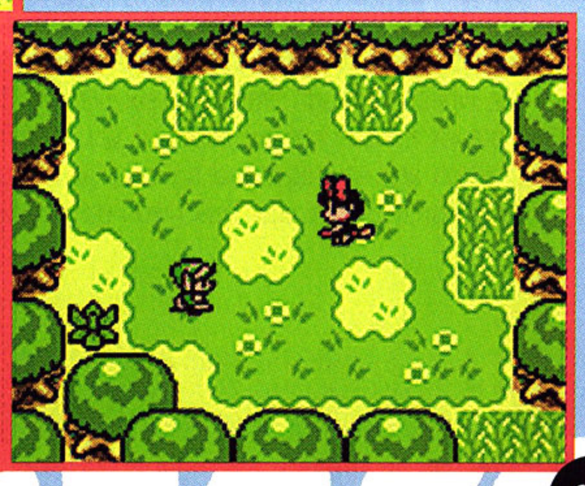


THE LEGEND OF ZELDA: FRUIT OF THE MYSTERIOUS TREE – GAME BOY COLOR

CREATED BY: NINTENDO
AVAILABLE: DECEMBER IN JAPAN

Zelda fanatics will rejoice at the news of Fruit of the Mysterious Tree. Our hero Link returns to save Hyrule from a nasty spell of inclement weather. It seems that Ganon has kidnapped the Princess and the Rod of the Seasons, which he is using to wreak havoc with the weather in Hyrule. Weather plays an important role and the change of seasons will open up new areas. Aiding Link in his quest is Rikki, a kangaroo who Link can control by riding in his pouch. Rikki is equipped with boxing gloves, allowing you to pack a mean right hook.





GIPC

WHERE DOS & WINDOWS COLLIDE — WHERE DOS & WINDOWS COLLIDE —

by Erik, The PC Jedi

Argh! Curse you evil Dead Lion! Once again, I was forced to cut down on the page to help the rest of the staff do fisticuffs with this vicious creature who snuck up on us while we were still recovering from the last bout with it. What is a Dead Lion you ask? It is a vile creature from the land of Angurd Subscribia that hounds us at the turn of every moon.

preview — Septerra Core – Monolith

I got excited about this game when I first wrote about it a couple of years ago. This RPG takes place on an unusual world that consists of seven layers of continents floating around a central core. The main character, Maya, lives on the sixth layer and is a junk collector, picking up pieces of trash that the denizens of the seventh layer discard at their whim. The seventh layer people call themselves the Chosen and are a technologically advanced people who are frequently at war with each other.

Trouble begins when a Chosen warlord decides that it is his destiny to head down to the core and open up its secrets before the proper time. Another sect of the Chosen take it upon themselves to stop him and a conflict begins. Unfortunately for Maya and the denizens of all the other layers, all the Chosen regard the lower layer with about the same regard they would have for ants, and have no qualms about civilian casualties outside of their own realm. It becomes Maya's quest to stop the insanity and prevent the same catastrophic event that killed her parents ten years ago.

As the game progresses Maya will acquire eight additional allies who can be swapped around to form parties of three. Combat is fairly basic, using a turn bar for each character that fills up in real-time. Once the bar fills up to its lowest level, characters can make a weak attack against enemies. Letting it fill up to the third level will allow characters to attack with their most powerful moves.

The magic system in the game is based on Fate Cards that are acquired as the game progresses. By using and combining these cards, a variety of spell effects can be enacted. Cards remain a permanent part of your inventory when you find them, but magic is limited by how much Core Power each character is capable of possessing.

The storyline and dialogue in this game are excellent. Different characters and NPCs will react to each other differently depending on their reactions, and every conversation is accompanied by both text and an audiovisual box that pops up, showing the face of the speaker.

By combining elements of some of the best console and PC RPGs, and coupling an excellent story and an intriguing world with them, Monolith may have the next sleeper hit on their hands.

8.5 — Star Trek: Star Fleet Command – Interplay

Yeah, this one's a little dated due to our focus on Tiberian Sun last month, but if you don't know about it yet, you should. Ever since I reviewed my first Star Trek game a couple of years back, I've been ranting about how it's impossible to focus on starship combat in a Trek game simply because the combat in the episodes is so basic (DS9 being a noteworthy exception).

Starfleet Command has broken my previous conviction, shattering it into a million pieces. Based heavily on the popular pen & paper Star Fleet Battles board game, Star Fleet Command transforms this formerly turn based game into a real-time extravaganza that appears to have crammed in just about every Star Trek tactic that has ever been deployed (except for that notoriously ill thought out "Picard maneuver").

Being based on a 2D game, all of the battles take place on a plane within a 3D perspective. Lame? Not really. All of the old-school Star Trek battles were so deeply rooted in 2D tactics that they might as well have been tank or naval battles anyway. Aside from the mainstay Trek weapons like phasers, plasma torpedoes, fusion beams, and disrupters, Star Fleet Command also allows you to take advantage of a number of other offensive and defensive options to defeat your opponents.

Tractor beams will hold enemies in place while you either blast them to smithereens or use your transporters to send in boarding parties to capture the enemy vessel or selectively destroy its internal components. Shuttles and fighters can also be deployed to bolster offense and give the enemy more targets to choose from.

My only complaint about the game is that the Campaign mode missions started get a little tedious and repetitive after a while. Although limited to six players, the network multiplayer modes are excellent. If you like that perfect mix of action and strategy, and have at least a grudging love/hate relationship with Star Trek (like I do) check this game out.

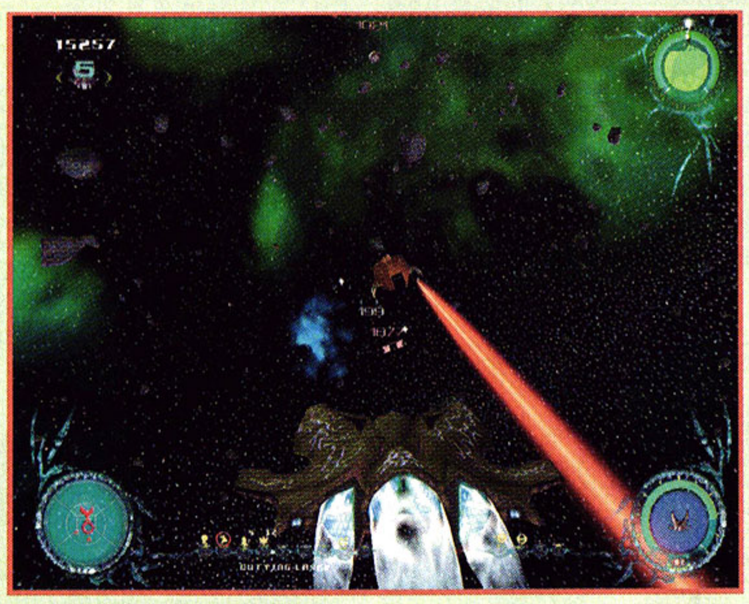
??? — Sinistar Unleashed – THQ

I can't score this game because I barely played it. The install and opening sequences ran smoothly and beautifully. I started the game up, ready for some kick butt arcade action. I tried out the first tutorial and familiarized myself with the controls, but oddly enough, I couldn't find the throttle. I quit the tutorial and checked the key settings for which one it was.

I tried the tutorial again and jammed down on the appropriate key. Nothing happened. I went back to the key settings and changed the throttle over to a different key and repeated the frustrating process over and over again until I was about ready to punch my fist through the monitor. I tried setting the throttle to various buttons on the gamepad that we had hooked up to the controller port. Again, nothing.

I attempted to exit the program to see if something was wrong. Our Dell Pentium II 450 couldn't handle the strain and froze. I restarted the machine and checked the configuration settings. All seemed well. On attempting to reach THQ's customer support line at about 2:30 CST on a Wednesday, the phone rang forever before I was finally notified that I would have to wait for the next representative.

I concentrated on an imaginary image of small Pokémon-like creatures in pain and waited patiently for a couple more minutes, at which point I was asked to leave a message with my name, number, and a description of my problem so that my "very important" phone call could be answered. I didn't bother. I wrote this story instead. Too bad. Sinistar looked really pretty. I haven't had a frustrating game experience like this since that vile transition from DOS to Windows.



8.75 — Mech Commander Gold – Microprose

The original Mech Commander game is a mech junkie's dream come true. This real-time mission based game required players to use tactics to blast their way through 30 different missions, each with its own goals, hazards, and tricky terrain to be dealt with. The graphical detail of the environments is remarkable, with people, buildings, and smaller vehicles thrown in frequently to remind players of the massive scale they are operating on.

Any mechs you disable rather than destroy are the fruits of victory and can be taken back to the shop and repaired for your next mission. Getting the coolest mechs is the true goal of most players as it will allow you to kick a lot more butt early on and is a lot cheaper than purchasing a brand new machine.

My only serious complaint about the game is that it doesn't allow you to fine tune your mechs, but rather offers three variations; Armor, Weapon, and Jump. Each variation focuses on one aspect over the others. In order to get a mech with jump jets that allow you clear ridge lines and hop quickly over rugged terrain so you can surprise the enemy, you have to take a serious hit in fire power and armor.

Mech Commander Gold offers a number of cool bonuses and features. Microprose has added six new mech types, bringing the total to 24. There are also ten new weapons. Twelve new campaign missions and three stand alones have been added to the original 30. The mission builder has been revamped for easier use. New commands and a waypoint system have been added in to make gameplay even smoother.

Rehashes of older games are always difficult to review, as it's hard to decide whether to rate them as complete games or on how many new items and features have been added. If you've already been there and done that on the original Mech Commander, you may want to take the score with a grain of salt. If you couldn't get enough of the original, there is plenty more in Mech Commander Gold to keep you going. To make it worth their while, owners of the original Mech Commander game can get a ten dollar rebate from Microprose when they purchase Gold.

ARCADE BRIGADE

By Beaux, The Arcade Assassin

I recently attended an anime convention in Iowa (the other obsession in my life) and was appalled and disgusted at the people there. A couple folks voiced their extreme hatred for everyone's favorite Pokémon, Pikachu. This is all right, I guess. Pikachu may not be for everyone. But what truly sickened me was when it turned into a grand scale mob hatred of him. What, is he too cute? Well if that is the case then you guys better start hating about 95% of anime mascots. I personally think they are a bunch of sheep, and if someone said Hayao Miyazaki wasn't fit to direct lame Mentos commercials, you would all be erecting a visage of him to destroy with sadistic glee.

PREVIEW

Outtrigger

Architecture: Naomi
Style: 1-Player Action
Special Features: First or Third-Person Perspective, 4 Playable Characters; Linked Cabinets for Deathmatch; Roller Ball Control; Multiple Power-Ups & Weapons
Created by: Sega
Available: Now in Japanese Arcades, U.S. Release Undetermined

We caught a glimpse of Outtrigger on test in a Japanese arcade recently. The easiest way to describe this Sega game is to compare it with Half-Life, Quake, or any other first-person action game for the PC. Even though this game can be played as a one-player excursion, Outtrigger is designed with multiplayer in mind. The version we witnessed had four cabinets linked together for some entertaining deathmatches. The control setup gives you a rollerball to control the gun sighting, a joystick for weapon controls, and a jump button. The environments are varied and include open, multi-tiered arenas, as well as fairly tight, small levels. The weapons are typical of any game of this style. Grenades, flame-throwers, and an assortment of rifles and pistols can be picked up. We're uncertain if Outtrigger will surface in the U.S., but if ever there was the coming together of the PC and arcade worlds this game may be it.

REVIEW

Ferrari F355 Challenge

Architecture: Naomi
Style: 1-Player Racing
Special Features: 6 Tracks; Realistic Cab; Player Assist Switches; Informative Tutorial (All the Essential Information Needed to Tear Up the Road)
Created by: Sega
Available: Now in Arcades

After playing F355 for a while, I now feel competent enough to take an actual Ferrari out and slam it into a wall. Ferrari F355 is probably the closest I've seen to driving a real car on any platform. The pedals give you a large amount of play, enabling better control of speed instead of the usual stop/go associated with most other racing games. Another great feature is the pod you are encased in. The large windshield view creates the illusion of being in the car, and the pod bounces the sound around nicely, adding to the experience. Graphically, Ferrari Challenge is awesome, with great attention to detail. Drivers can be seen in their cars when you pass them, which somewhat gives you the sensation of taking on a person as opposed to a lifeless car. A note of caution, however, this game is a simulator and it can take some time to become accustomed to it. The controls are very sensitive and the play mechanics are like that of an actual car (it is not possible to just gas it all the way). The player assist helps a little if you want to do a typical arcade style race, but technique is still necessary. Overall this is one game not to miss, and I believe it is well worth going out of your way to track down.

REVIEW

Rush 2049

Architecture: 3D-FX
Style: 1-Player Racing
Special Features: Player Registration; Multiple Tracks & Cars; Car Modifications; Shortcuts; Hidden Bonus Cars
Created by: Atari
Available: Now in Arcades

Rush 2049 marks Midway's last hurrah with the Atari name. Yes, that's right, no more Atari. From here on out, all "Atari" games will bear the name of Midway. Kind of sad, isn't it? Seems like the end of an era. I just wish the last Atari game was a little more epic. I am not saying Rush 2049 is a bad game, but it seem a little too much like a cosmetic filter put over Rush the Rock. The new tracks are entertaining and the futuristic cars look cool, but the gameplay is the same. It would have been nice to see a whole new feel with the game, (after all, the cars are 50 years more advanced than ours). The player registration feature is a respectable new addition that allows a player to work toward unlocking a few extras, such as new cars, and Midway will be awarding prizes to people who accumulate so many miles on the game. The hunt for hidden routes has always been ever so entertaining and are still present, littered throughout the four tracks. Any fan of the series will undoubtedly love the multitude of things to do in this game, but if your arcade doesn't upgrade from Rush the Rock, I wouldn't worry too much.

PLAY to PERFECTION
A GAME MONGEA'S STRATEGY GUIDE

Basic Training

Let no surface go ungrinded and no air unheld. Success in all areas of Pro Skater will be achieved by putting on your skater eyes. If something looks at all possible, it probably is, and worth mondo points (and pride) to boot. Spend a while in the Warehouse growing accustom to Pro Skater's control and learning how to pull off multiple tricks in succession. Performing two kick tricks on the halfpipe is a good start, but when you're able to kickflip onto a rail, double grind it, and then ollie off with a 180 grab you're well on your way to getting all the tapes and winning golds in every competition.

Vert Skater vs. Street Skater

Once you've begun to develop a skating style of your own, you may want to give some thought to whether you want to go through Career mode the first time with a vert skater or a street skater. We have noted which type of skater each course slightly favors, which is especially handy for choosing who to be in the two-player games. Overall though, the most important deciding factor should be personal skating preference.

How To Get High & Score

Below is a list of the various tricks in Tony Hawk's Pro Skater and how many points each is worth on its own. Keep in mind, however, that combos and originality are heavily emphasized in this game.

All the points in your trick string are added together and then multiplied by the number of tricks performed. Bonus point icons and scoring gaps (things like "Over the Pipe" and "Big Rail") also figure into this equation. For example, a Kickflip (100 points) "Over the Pipe" (300 points) to a 5-0 rail grind (250 points) with a 250 bonus point icon at the end would garner 3600 points (100 + 300 + 250 + 250 x 4).

A trick is worth progressively less points the more it is performed during a session. The first time any trick is done it's worth the full point value listed, 75% of the value the second time it's done, 50% the third, 25% the fourth, and 10% for every time it is done after that.

To add value to your tricks, spin. Judicious use of the d-pad (slow spin), L1/R1 (fast spin), and L2/R2 (performs an automatic 180) will multiply the points depending on how many degrees you rotate before landing safely. 180 degrees gives a 1.5x multiplier, 360 a 2x, 540 3x, 720 4x, and the ultimate in skating, the 900, gives a 5x multiplier.

General Advice:

- The higher your Special meter, the higher your top speed. The 900 is only possible when the Special is yellow and nearly full.
- A quick Nollie or Fastplant into and out of every trick adds a multiplier or two.
- The L2/R2 controlled 180 is very useful for grind to grab combos.
- Scoring gaps don't go down in value. Hit different tricks over the same gaps to keep the points rolling.
- We have plenty of hidden scoring gaps listed for each level, but there's many, many more to be found. Hit the streets with a grind in mind.
- Get those skater eyes on! Practically every level has a place where it's possible to string together upwards of ten tricks together. If it looks even remotely possible, try it!

Time Warp Warning!

Tony Hawk's Pro Skater is one of those rare games that makes you lose track of time, friends, social engagements, eating, and sleeping. If you have something important to do, play at your own risk

This guide will reveal hidden items, levels, and characters in THPS, but greater satisfaction and karma will be gained by discovering everything on your own.

Special Tricks

(Note: If a point value has * next to it then it means that the points shown are only a base value. Holding down the button while performing the trick, or going a longer distance in the case of grinds, will cause the point value to climb ever upward.)

Skater Name	Trick	Points
Tony Hawk	Kickflip McTwist	4000
	540 Board Varial	2000
	360 Flip to Mute	1500
	The 900	8000
Bob Burnquist	Backflip	4000
	One Footed Smith	750*
	Burntwist	5000
Geoff Rowley	Backflip	4000
	Double Hardflip	1500
	Dark Slide	750*
Bucky Lasek	Kickflip McTwist	4000
	Fingerflip Airwalk	2000
	Varial Heelflip Judo	2500
Chad Muska	Front Flip	4000
	One Foot 5-0 Thumpin	750*
	360 Shove-it Rewind	1500
Kareem Campbell	Front Flip	4000
	Casper Slide	750*
	Kickflip Underflip	1500
Andrew Reynolds	Backflip	4000
	Heelflip to Bluntslide	750*
	Triple Kickflip	1500
Rune Glifberg	Kickflip McTwist	4000
	Christ Air	2000*
	Front/Back Kickflip	1500*
Jamie Thomas	Front Flip	4000
	One Foot Nosegrind	750*
	540 Flip	1500
Elissa Steamer	Backflip	4000
	Primo Grind	750*
	Judo Madonna	1500
Officer Dick	Yeeehaw Frontflip	1500
	Neckbreak Grind	750*
	Assume the Position	1500*

See Dick Skate

Dick's hobbies include confiscating skateboards and then taking them to the street. When he's not busy billy clubbing bystanders, you'll find him playing with his nightstick and doing grabs. You can find Officer Dick by collecting all 30 tapes, unlocking this character.

Ollie	/////
Speed	/////
Air	/////
Balance	/////
Age	**43**
Born	**USA**
Hometown	**Mallwood**
Years Pro	**25**
Stance	**Regular**
Height	**5'11**

Special Tricks

Yeeehaw Frontflip
Down, Up, ●

Neckbreak Grind
Left, Right, ▲

Assume the Position
Left, Left, ●

TRICK VALUES

(Note: If a point value has * next to it then it means that the points shown are only a base value. Holding down the button while performing the trick, or going a longer distance in the case of grinds, will cause the point value to climb ever upward.)

Flip Tricks

Kickflip = 100

Heelflip = 100

360 Shove It = 250

Impossible = 250

Kickflip to Indy = 500*

Vert Skater Tricks

Varial = 800

Fingerflip = 500*

Front Foot Impossible = 600

Street Skater Tricks

Sex Change = 500

Hardflip = 300

360 Flip = 300

Grabs

Method = 300*

Indy Nosebone = 300*

Japan Air = 350*

Tailgrab = 300*

Stalefish = 300*

Benihana = 400*

Madonna = 500*

Rocket Air = 350*

Grinds

Boardslide = 100*

50-50 = 100*

5-0 = 125*

Nosegrind = 125*

Smith = 150*

Crooked = 150*

Miscellaneous

Nollie = 200

Fastplant = 250

Wallride Ollie = 500

Handplant = 1000*

Warehouse: Woodland Hills

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Tape Goals: 5,000 Points, Smash Five Boxes, Get SKATE Letters, Find Hidden Tape, Get 15,000 Points

Favors: Vert Skaters

The Warehouse is the training ground for skating greatness. Since this is the first level, all the tape goals are within easy reach. But even after you've collected them all, don't be too proud to come back and practice some new moves and combos.

The Five Boxes: From your starting position, go right to find the first stack of boxes. Smash through the nearby window and go over the halfpipe. The second set of boxes is on a ledge against the right wall. Follow the wall around and to the left and you'll see the third boxes on an outcropping. Again follow the wall left, going near or through a puddle, and you'll see the fourth stack of boxes on a raised platform in the corner. From here, go around the corner, towards the vert ramp next to chickenwire fence. Push forward on the ramp to go over it and the fifth set of boxes will be waiting for you. ❶

S - From the starting position, smash through the window straight ahead and go down the ramp. Curve left around the rail and a small ramp with the S floating above it will be in sight. ❷

K - Turn right after collecting the S, and K will be visible above the quarterpipe back wall.

A - Look above the taxi with all the boards stacked around it. ❸

T - The T is floating high above the halfpipe. It can't reached from within the pipe no matter how much air you get. Instead you must jump the ramps over the halfpipe to get it. ❹

E - Go to the vert ramp next to chickenwire by the entry ramp. Push forward to clear the ramp and collect the E. ❺

Hidden Tape: The hidden tape is located within the suspended glass room above the Warehouse's halfpipe. An easy way to get it is to smash through the glass wall on the right from your starting position. As you're going down the ramp, hold ✖ to crouch for more air when you release. Go slightly to the right as you head down the ramp, then ollie at the edge of the halfpipe. With a good angle, the tape will be yours. ❻❼

Scoring Gaps:

Over the Pipe - Simply ollie over the Warehouse's halfpipe.

Secret Room - Smash through the glass room where the hidden tape is located. Easily combined with the Over the Pipe scoring gap.

Big Rail - Grind most of the long rail in the center of the Warehouse.

Kicker Gap - Simply jump the ramp near the puddle.

Transfer - Push forward to go over back wall outcropping where a stack of boxes is.

School: Miami

Tape Goals: 7,500 Points, Grind Five Tables, Get SKATE Letters, Find Hidden Tape, Get 25,000 Points

Favors: Both

The secret dream of any skater in the classroom. The School is a highly varied course featuring two pools and a pseudo-halfpipe for vert skaters, and plenty of open areas with tons of grindable rails for street skaters.

The Five Tables: Take an early left off the starting point ramp and the first table will be in plain sight between the brick planters. Head down the large set of stairs in front of the gym to the wide-open grinding area. At the bottom of the stairs, make a sharp left to find the second table. Continue past the second table and over the bridged gap to find the third. Make an easy right, still staying within the open area, and the fourth table can be found next to beginning of the long vert area. After grinding the fourth, head down vert haven to the double pool area. Hug the left wall and you'll be led to the final table. ❶

S - Jump off the starting point ramp and head for the stairs. The S will be floating on the handrail. ❷

K - After grinding down the handrail, follow the dark brown pavement to the ramp with the K above it. ❸

A - In the open street skater area at the bottom of the stairs, the A hovers over one of the long rails. ❹

T - The T hangs above the long vert skater area between the open area and the pools.

E - Between the two pools is a metal rail with the E on it. ❺

Hidden Tape: Go right off the starting point ramp and head up the ramp next to the back alley. This takes you to the roof of the gymnasium. Look for a wooden rail that leads off the edge. Railslide down this board to be led to a long ramp, at the end of which lies the hidden tape. ❻❼❽❾

Scoring Gaps:

Gimme Gap - Ollie off the starting point ramp and grind the planter that you strike at the bottom.

Planter Gap - Leaping from one of the cement planters to another to score a 100 point bonus. Grinding four planters in a row can score upwards of 10,000 points.

Rail To Rail Transfer - On the ramp next to the stairway, do a grind on the rail, then ollie over to the brick wall and grind that. You can also perform this be grinding the wall and then the rail.

Dumpster Rail Gap - In the back alley by the ramps which leads to the gymnasium roof are two wooden planks leaned against some dumpsters. Grind the first, the ollie to the second and grind that.

Garbage Ollie - Near the end of the back alley lies a lone dumpster. Do a trick over this for an easy multiplier.

Playground Rail - In the open skate area at the bottom of the stairs there is a large graffiti covered wall. Build sufficient Special speed, then hit one of the ramp plateaus on either side of it. Grind the entire length for big points.

Mini Gap - In the open skate area, there are two places by the vert ramps against the wall where there is a gap. Launch off one and land on the other for some points and a multiplier.

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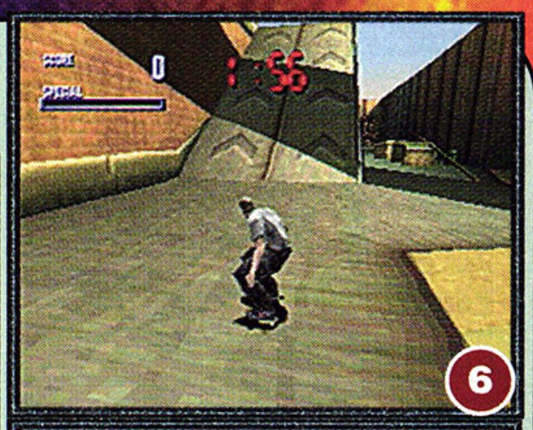

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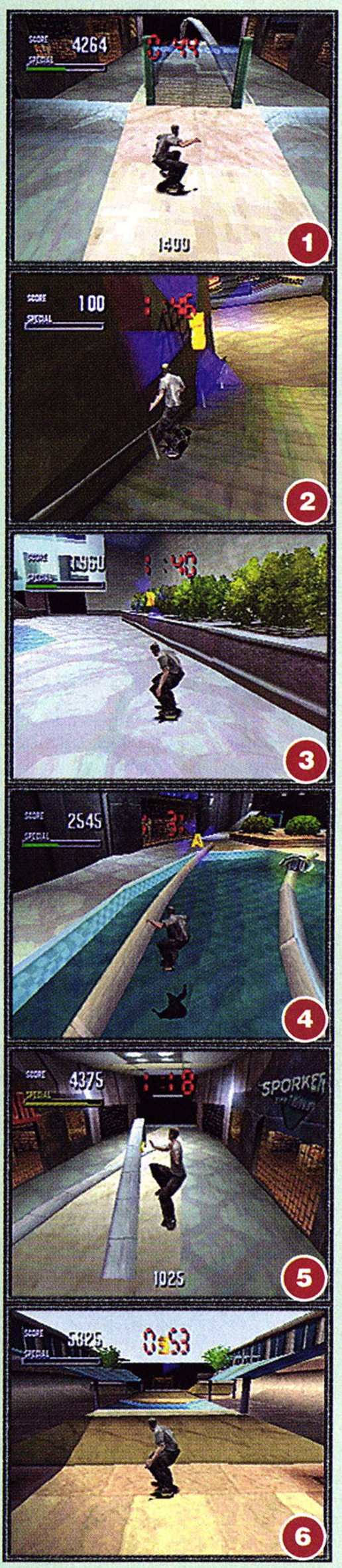
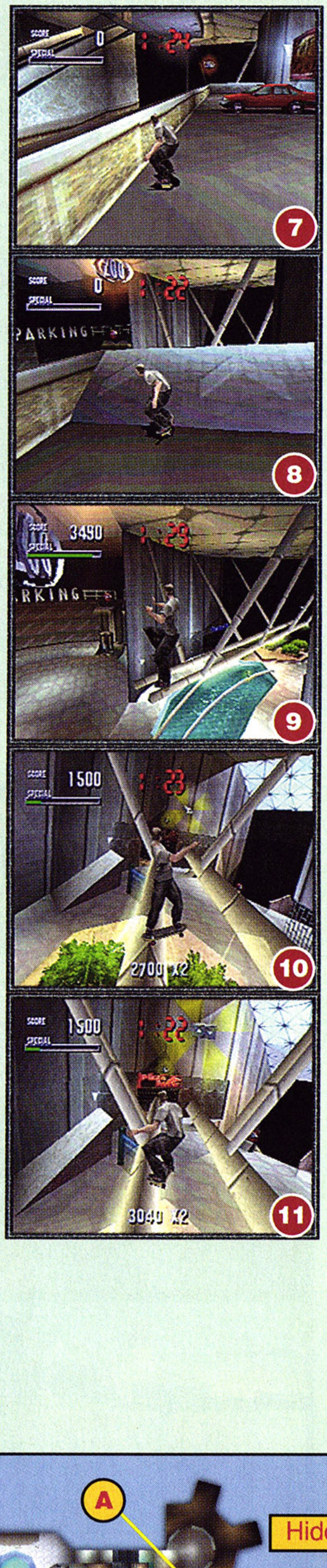
Mall: New York





Tape Goals: 10,000 Points, Destroy Five Directories, Get SKATE Letters, Find Hidden Tape, Get 30,000 Points

Favors: Street Skaters

What boarder hasn't been to a shopping center and marveled at all the smooth floors, stairs, and rails going to waste? Nary a halfpipe can be found within the Mall, and it's the level which favors street skaters most heavily. It's here where all the grinds you've been practicing will be used to the fullest.

The Five Directories: After traveling down the entryway and smashing through the glass, head straight up the escalator to find the first directory. Take a flying leap off the ledge, and head for the other side of the mall until you see a second up escalator on the left. At the top, look around for the second directory. Get down to the lower level and follow the left wall to find the third. Continue to the mall finishing point and the fourth directory will be found in front of two crossing rail arches. The final directory can be found at the end of the outdoor Mall area. ❶

S - After the second wall ramp at the Mall entryway, the S is located on the handrail on the left. ❷

K - After collecting the S, stay on the same level and the K will be found on the right side of the Mall, floating next to some shrubbery. ❸

A - The A is along the left rail that runs across the lower level pool. ❹

T - As you careen through the mall, the T is along the lower rail of the crossed arches before the outside area. ❺

E - Head outside to find the E hanging proud before a pool of water. ❻

Hidden Tape: Hanging high above the large lower level pool is a double rail with the hidden tape suspended between them at the end. After going through the Mall entryway, stay to the right. After the shrubbery which the K was on is a balcony with a red car on display. At the very end of the balcony is a ramp. To ollie to the upper rails, try to have your Special meter in the yellow, hit the ramp going a little bit of a left (towards the floating bonus point icon), and ollie at the last possible moment. Grind the rail almost to the end, but don't forget that you'll have to ollie up to grab the tape. ❼❽❾❿⓫

Scoring Gaps:

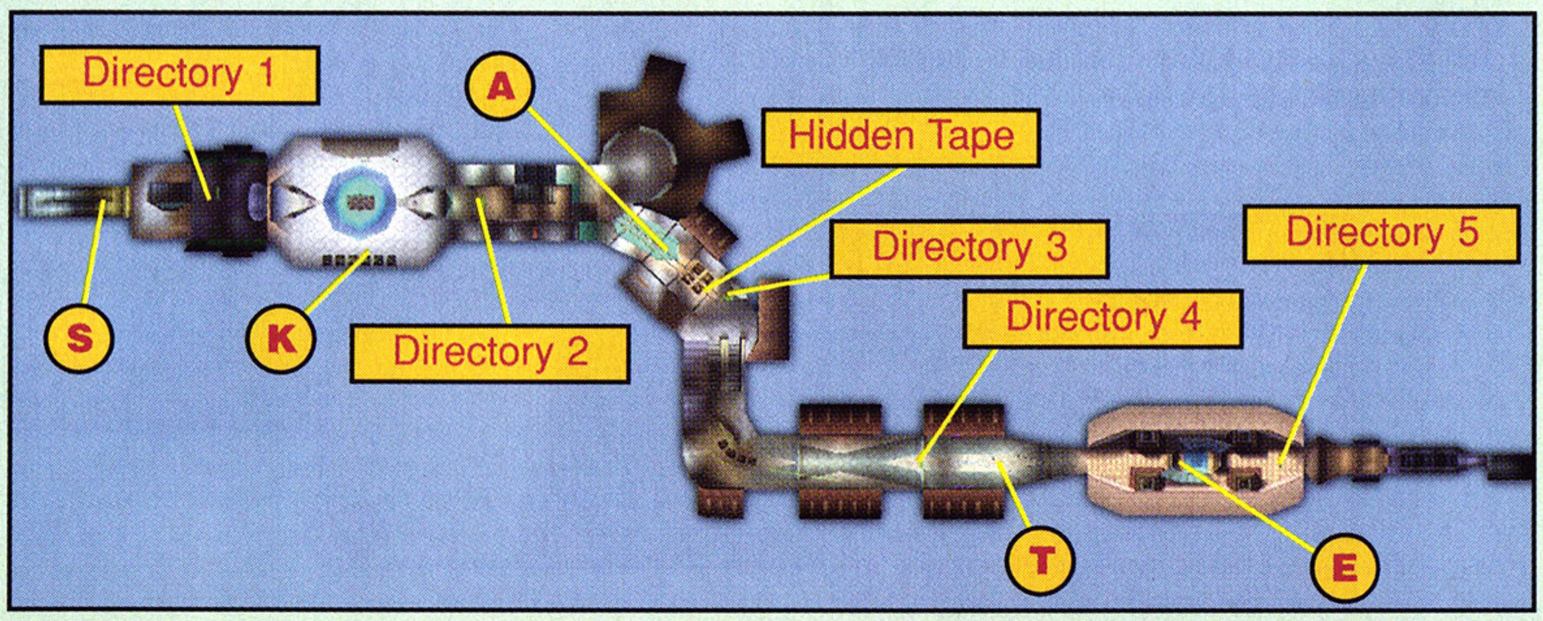
Coffee Grind - Grind most of the rail by the Trash Core Cafe (it has green patio furniture in front of it) to score this.

Rail Combo - When you go up the first escalator, there are two flag poles overhanging the right and left ledge. Grind these, then ollie off and grind what you see below. A brutally high scoring move when combined with the Coffee Grind and a couple tricks.

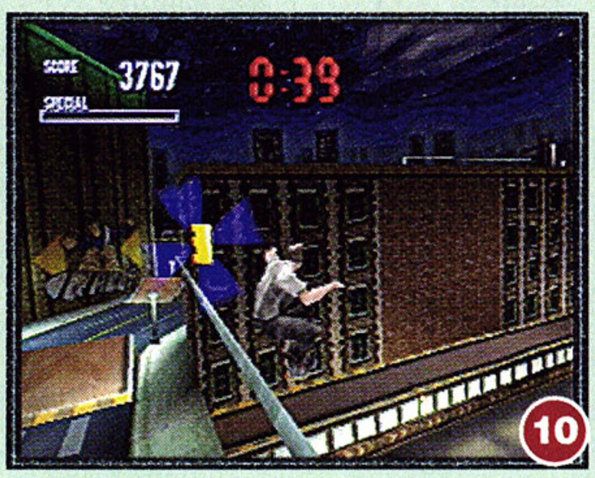
Fountain Gap - Behind the first and second directories is a ramp that leads to a hole in the large fountain. Managing to take all the ramps between the two directories awards this twice.

The Flying Leap - Go up the second escalator you find and ollie over the wall.

Over A 16 Stair Set - Rather than take the Flying Leap, clear the stairs on the left of the second escalator.



Downtown: Minneapolis



Tape Goals: 15,000 Points, Break Five No Skating Signs, Get SKATE Letters, Find Hidden Tape, Get 40,000 Points

Favors: Vert Skater

It's odd to see Minneapolis, about as anti a skating mecca as you'll find, in Tony Hawk's Pro Skater. Still, it's about time our city got some props! All the components are here: road construction, brutal drivers, skywalks, and drab surroundings. The only thing missing is eight inches of snow and a bunch of idiots yelling, "Go Vikes!"

The Five No Skating Signs: From the starting position, head straight until you see the fountain area, and the first No Skating sign, on your left. Do a nice kick trick over the fountain, then head left to see a ramp leading up with the second sign at the top. At the top of the ramp, go left and press forward while going up the wall ramp to get on top of it. The third No Skating sign awaits there. Go down the other side of this partition and take another left. The fourth sign will be on the right side of the street. After this, just keep following the street and dodging taxis until you see the fifth sign. ❶

S - If you go straight from the starting point, you'll soon see the S to your right, high above the street. Use the first ramp on the right to ollie up to the nearby ledge, then ollie again at the ledge ramp and grind the rail. One more ollie at the end of the rail will get you the S. ❷❸❹❺

K - After all the trouble you went to to get the S, the K is child's play. It lies above the fountain in the park. ❻

A - Near the wall where the truck bed leads up to a window is the easily reachable A. ❼

T - Remember the truck bed we were talking about with the letter A? Yeah, well now go up it and ollie at the end to smash through the glass. Follow the passage around to get the T. If you're feeling rad, you can also use the ramp underneath the skywalk at the right angle to smash through and get it. ❽

E - Near both the A and the T, the E isn't too tough to get. Just ollie high enough off the nearby ramps and grind the pipe it's on. ❾❿

Hidden Tape: Let us once more return to the truck bed that allows you to smash through a window. Following the passage not only leads you to the T, but also to the roof of a building. Head for the ramp enclosed part of the roof with four skylights in it. Note that one side of this construction has no ramp on it. The ramp opposite this end leads to another roof, and between the two buildings is the hidden tape. ⓫⓬⓭⓮⓯⓰⓱⓲

Scoring Gaps:

Kicker Gap: The first two ramps you see from the starting position give this easily attainable scoring gap.

Kicker 2 Edge: Use the Kicker Gaps and grind a nearby ledge.

Kicker 2 Street: If you turn around from your starting position, you'll see two ramps that will take you over a high ledge. Clear the ledge to get this kicker.

Cheesy Deck Gap: Clearing the narrow section of the ramp with the No Skating sign earns this.

Deck Gap: This is earned for clearing a more hefty portion of the No Skating sign ramp.

Rail 2 Rail Transfer: Next to the area of the Deck Gap is an incline going up and then down with a metal rail on both ends. Grind one, then leap to the next and grind the second.

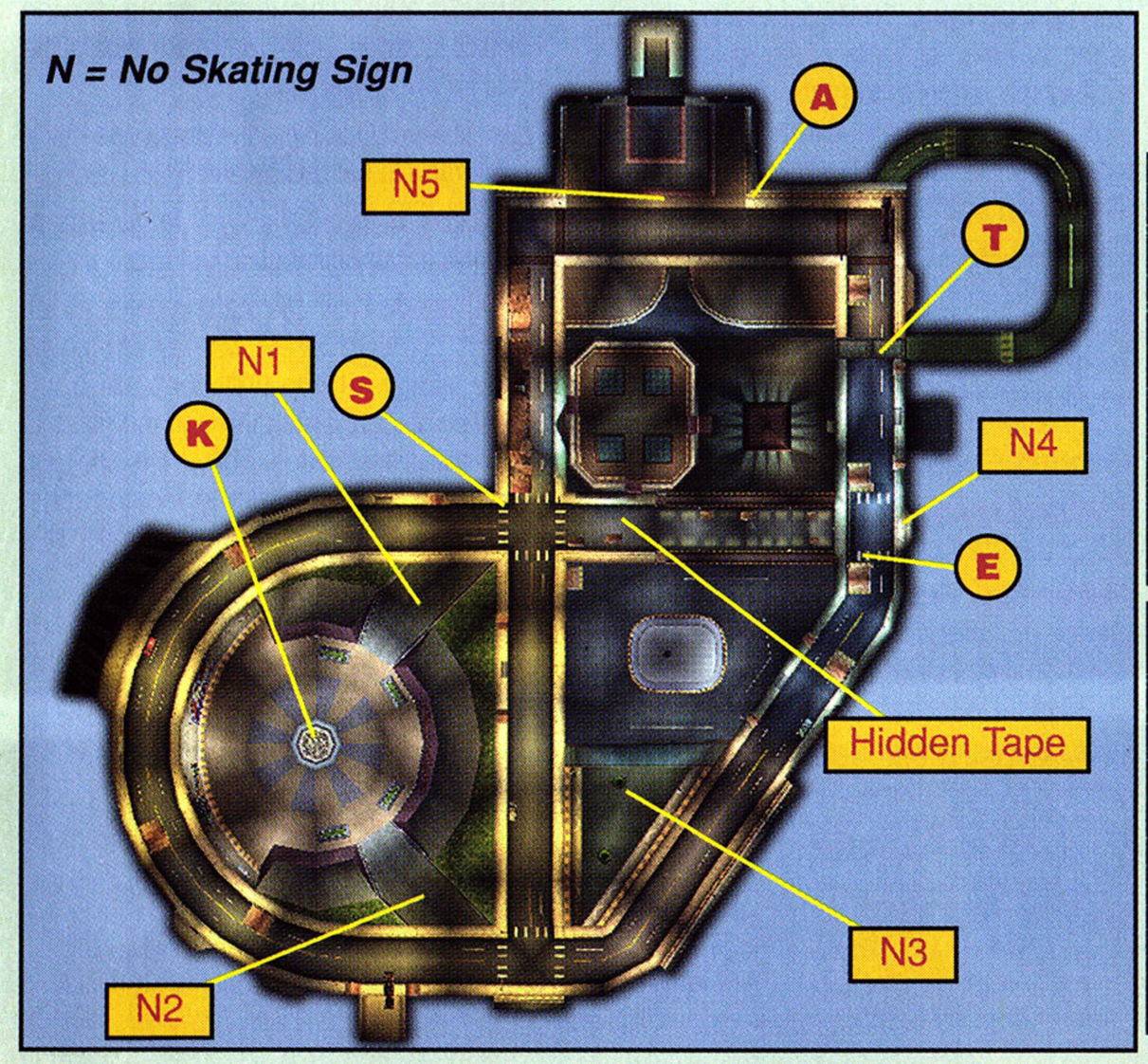
Car Plant: When a taxi is heading straight for you, ollie, then press ▲ to car plant.

Wimpy Gap: Ollie out of the fountain area using one of the many rail-guarded ramps.

T 2 T Gap: Using the much discussed leaning truck bed to smash through the window gets this.

Roof 2 Roof: Follow the instructions for the hidden tape to find this scoring gap.

Secret Tunnel Entrance: Use the ramp underneath the skywalk with the T to smash into these bonus points.



Downhill Jam: Phoenix

Tape Goals: 20,000 Points, Open Five Valves, Get SKATE Letters, Find Hidden Tape, Get 40,000 Points

Favors: Street Skaters

The Downhill Jam in Phoenix is a deceptive level. Although it looks like a vert skater's playground, the many ramps and jumps only take you to the finish line faster. A street skater, particularly those with a grind as a special trick, will excel here. This is especially true when trying to collect SKATE and the hidden tapes.

The Five Valves: Early on from your starting point you'll notice a twin set of pipes rising from a ramped platform. Use the ramp to ollie up, then grind either of the pipes to the end to open the fist valve. Almost immediately after this you'll see a twin set of pipes leading down near a small ramp. Ignore the pipes and go around the ramp to find a second ramp with the second valve in the middle of it. Before the halfpipe, a long ramp leads up to a pipe stretching over to the level above the halfpipe. Grind this to set off the third valve. Not too far after the halfpipe is a huge downward incline with a thin, yellow marked ramp at the bottom. Use this ramp to air up to the plateau with the fourth valve. The fifth valve is connected to the wall of the downward ramp just before the finish line. Ollie along the wall to set it off.

S - Hit the first ramp with orange arrows at a bit of a leftward slant to get the S.

K - Just before the halfpipe and to the right is a ramp with two pipes leading out of it. Ollie up and grind one of the pipes to collect the K. ❶

A - In the area above the right of the halfpipe is the A. Either take the long valve pipe to get here or push forward on the right side of the halfpipe to pump your way up to it.

T - Rather than take the ramp that jumps up to the fourth valve, stay to the left and use the small hill near the end of the rail to get the T.

E - Hands down, the hardest letter to get in the game. Just before the ramps that lead to the finish line, you'll notice a shallow pool of water with two humps on either side of it. The small space between the water and the exit ramp is where you'll be working. Go wall to wall, doing tricks and adding to your Special meter until it's in the yellow. Then hit the right wall at a slight angle towards the E. Don't press forward, press ▲ to grind. It will take many tries, but with the correct momentum and angle, you'll eventually grind down the rail to the E. ❷❸❹

Hidden Tape: Not only does the Downhill Jam have the hardest letter in the game, it also has the hardest hidden tape. First get up to the area above and to the right of the halfpipe. At the end of this area is a pipe that you must grind down. You'll touch ground for only a moment and then come to a large gap. To cross this you must wall ride the dam by using the ramp by the wall and pressing ▲. Once on the other side, hop onto the rock arch and ride over to another cement landing. Once again there will be a gap that you must wall ride to cross. At the end of the next landing will be a ramp. Ollie the right end of the ramp at an angle going slightly right and get ready to grind the pipes at the top of the plateau holding the hidden tape. Go get a snack and maybe a glass of milk to help you calm down after this very frustrating ordeal. ❺❻❼❽❾

Scoring Gaps:

Huge Water Hazard Gap: Let your skater go straight until a safety rail is in front of them. Grind this all the way to the ramp it leads to. If you hit this ramp at a rightward angle, you'll clear the water that you normally grind the double pipes for and collect a huge bonus.

Neversoft Elec Co Gap: Follow the instructions for getting the E, grinding all the way to the end of the rail. Double grinding this with a few tricks thrown in at the end is easily worth 30,000 points.

25 Feet + 50 Feet + 75 Feet: Behind the plateau with the fourth valve and the Mountain Dew billboard is a steep tunnel. When you see the ramp, ollie. You'll hear three shutters go off and collect this triple scoring gap.

Streets: San Francisco

Tape Goals: 25,000 Points, Wreck Five Cop Cars, Get SKATE Letters, Find Hidden Tape, Get 50,000 Points

Favors: Street Skater

The city with more skaters per capita than anywhere in the nation. San Francisco is unusually wide open, forcing skaters to use stairs and creative grinds to get the level point goals. The tiered stairs in the park are excellent for multiple grind combos.

The Five Cop Cars: From your starting point, turn immediately left to find the first patrol car. Go down through the Lombard Street flower garden and straight down the road. Be on the lookout for the second cop car on the left. Continue following the road for quite a ways. Eventually you'll find two cars sitting by the Chinatown entry.Go back the way you came and follow the road left. The last cop is sitting by the donut shop.

S - This is the only place in the game where it is easier to get the letters out of order. We recommend starting with K, and getting S last. If you do this, then take a right out of the building where you got the E. Follow the street around, taking a left. At the next left turn, go right and up the ramp with the green handrail. The S is at the top. If you're getting the S first, then from the starting position, go down the flower bed, then left, and up the ramp with the handrail.

K - From the starting point, head straight up the ramp, through the glass, around the corner, and down the ledges. Start slowing down on the third ledge. Eventually you'll come to a glass enclosure waiting to be broken. Inside is the K. ❶

A - From the K, head out towards the donut shop. Go down the street and take a right at the intersection. Head for Chinatown. The A lies between two ramps (you'll need to transfer) at the dead end.

T - Go straight out of Chinatown. On the street, be on the lookout for a glass window on the right after some trees. Hit the cement tree planter diagonally and ollie to smash in to where the T floats. ❷❸

E - Break out of the opposite window you came in when getting the T, go around the spiral ramp, and right down the street. It won't be long before you come to a building with flags hanging on the wall nearby it and a vert ramp across the street. Go up the building's front ramp and bust through the front window. The E hangs above the pool inside. ❹❺

Hidden Tape: Go to the park in the center of San Francisco and check out that funky shaped fountain. On one side you'll notice a lowered gap that looks like it could be ollied up on. Do it and ride the fountain ramp to the end, then ollie over to the building ledge. If you need to, slow down to follow the ledge left. Jump from the end of this ledge to the next building ledge and go straight. Take the thin ramp up and to the left, which will take you up a big ramp. The hidden tape will be in sight, but this isn't the place to leap for it. Follow the ledge around the building to the right until you go up another ramp. Now you're on the roof. You should see a green and brown scaffolding, which happens to be the Noel sign. This is ramp that will take you to the tape. Follow the sign ledge all the way to the end, making an ollie as late as you can to grab the tape and smash through the pavilion. ❻❼❽❾

Scoring Gaps:

Lombard Ledge: Ride the cement rail to the left of the downhill flower garden for this.

Hubba Gap: From the bottom of Lombard Street, go left to find a cement bridge with a ramp on either side. Jump this for the bonus.

Hook Rail: Slide down the length of the green handrail on the ramp you followed to get the S.

Rail 2 Rail: In front of the building with the pool and the E inside, grind one rail, ollie to the other, and then grind again.

Car Plant: When either the VW or the trolley is heading for you, ollie and grind to score points.

Fountain Gap: This is the bonus for the fountain to ledge jump you make during the quest for the hidden tape.

Pagoda Gap: Complete the directions to the hidden tape to get this award.

Oversized 8 Set: Ollie over large sets of stairs in front of buildings to get this.

Acid Drop-In: From the starting point, go left towards Lombard Street, but rather than go down, take the ramp that goes up to the bonus point icon. Break through the glass to get on the grassy ledge. Follow this until you reach the end. Drop down to the vert ramp and you'll hear the shutter herald this scoring gap.

Contest 1 - Chicago

Tape Goals: None

Favors: Vert Skaters

Welcome to your first of three competitions. Skaters are given one minute to show their stuff around a small course. Even though earning a bronze or silver medal is an accomplishment in itself, keep competing until you've gotten the gold because it only gets harder from here. The judges' score is based on points, variety, and how many times you fall. A good routine showcasing all of your tricks without a bail will usually garner at least a score of 90.

Scoring Gaps:

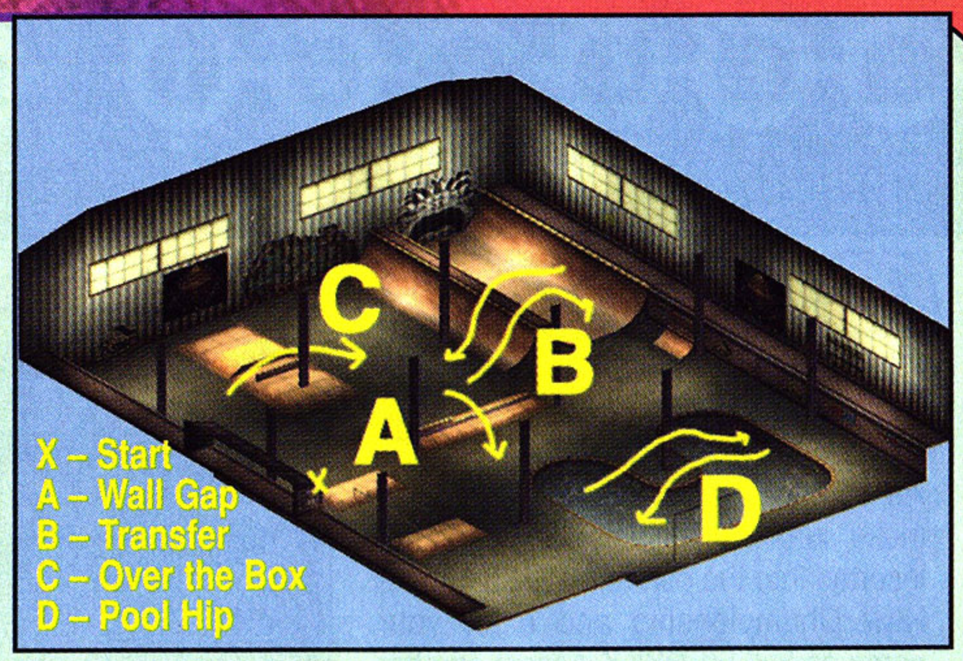
Wall Gap: Leaping crosswise over the rail in front of you from your start position earns this bonus.

Transfer: Push forward to go into or out of the halfpipe.

Over the Box: Leap over the rail surrounded by ramps for this. ❶

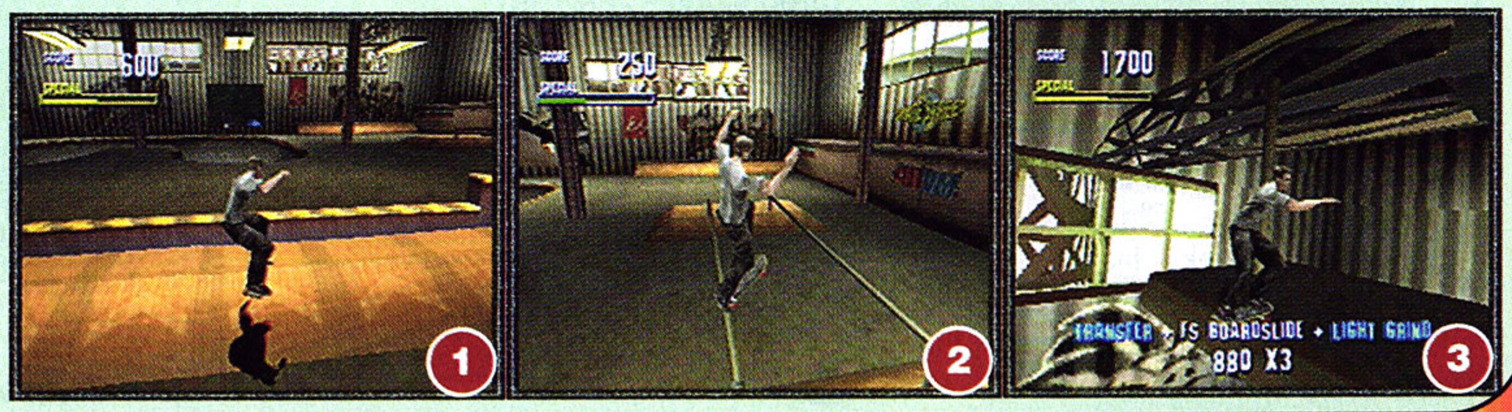
Pool Hip: Transfer over the indent that somewhat separates the pool.

Whoop Gap: Rather than grind one of the two parallel rails, jump over them. ❷



Light Grind: Above the halfpipe is a suspended light. Approach the halfpipe from the outside, pressing forward, and ollie at the right time to get yourself up here. ❸

Rafter Rail: This works just like the Light Grind, but since the rail is above the light, it requires you to be higher. A yellow Special meter is practically mandatory for this maneuver.



Contest 2 - Burnside

Tape Goals: None

Favors: Street Skaters

In Portland the competition gets a little stiffer, but the same rules as the first contest apply. Get a lot of points in a little time without bailing. There are plenty of pools and ramps, but vert skaters will find too many obstacles around to use them effectively. Thus the advantage to the street skater. In Burnside, you'll also find two incredibly steep ramps that are a great place to pull off a 900.

Scoring Gaps:

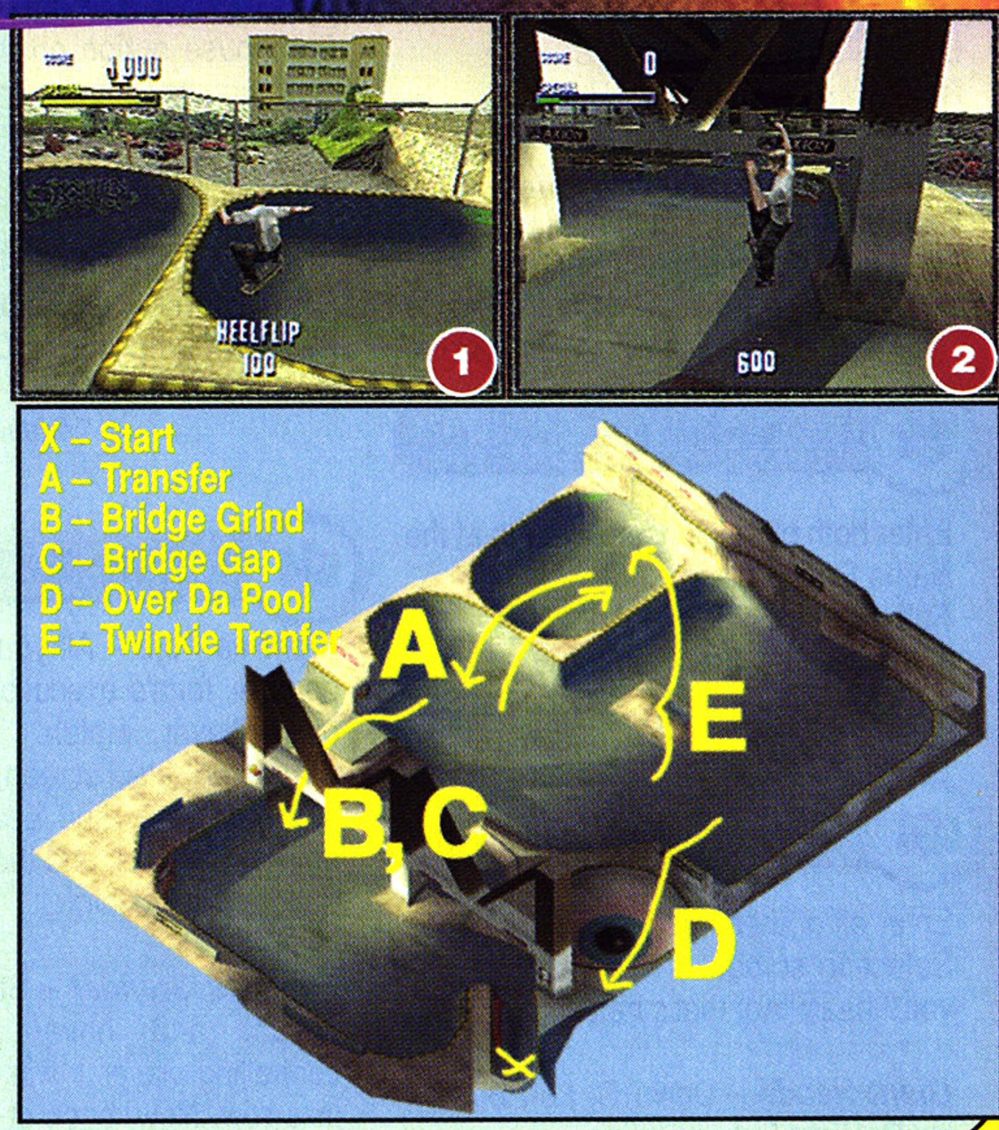
Transfer: Going into or out of the small pool in the back corner (not the eyeball pool) will get this bonus. ❶

Bridge Grind: Those metal rafters above you aren't just for decoration. Hit a jump with enough speed to get up and grind these.

Bridge Gap: This is just like the Bridge Grind, but is awarded for going through the rafters without touching them. ❷

Over Da Pool: Use surrounding inclines to go over the eyeball pool.

Twinkie Transfer: Use the dirt pile near the back corner pool to transfer into it for this award.



Contest 3 - Roswell: New Mexico

Tape Goals: None

Favors: Vert Skaters

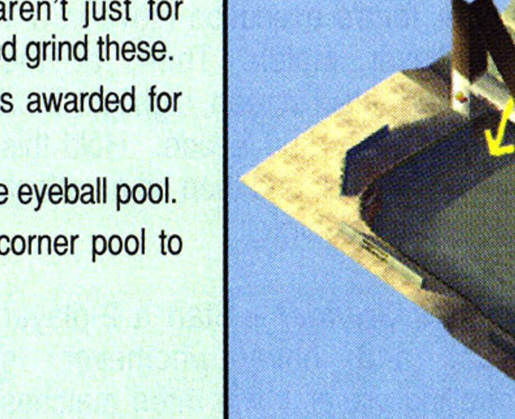
Roswell is an extremely difficult course to get a gold in. Not because of lack of scoring space, but because competition is ramped up to the utmost. A lot of practice and a perfect routing are needed to walk away the champion in this alien environment.

Scoring Gaps:

Rhouse Rail: From your starting point, go left and follow the ledge to the caution colored rail. Grind all three ledges to collect. ❶

Channel Gap: In the UFO room, transfer over the entryway into the pool. ❷❸

Low Deck Gap: If you clear the central area by using the ramp with the white arrows near where you start from, you collect this.



Nintendo 64

World Driver Championship

All Sydney Tracks – Before you start, make sure that a Controller Pak is not inserted into the controller. Next, start a New Championship and enter your name as FROZENSKY. Accept an offer from one of the two teams. After accepting, return to the Main Menu and select Quick Race. All six of the Sydney tracks should be available.

Karl McEwing
Pittsburgh, PA

Superman

Cheat Mode – At the Main Menu press **Up C, Down C, Left C, Right C**. If entered correctly, Clark Kent will murmur "This looks like a job for Superman." Now, start a game and enter one of the codes below from the Pause screen.

Level Skip – Up C, Down C
Refill Health – Z + Right Button
Super Speed – Right Button + Z
Super Punch – Left Button + Z
Heat Vision – Right Button + Left Button
Freeze Breath – Z + Left Button

Johnny Begood
Redrock, RI

Monster Truck Madness 64

Enter both of these useful cheats at the Name Entry screen.
Full-Time Missiles – Y_WNT_T
Alternate Textures – JMPNG

"Daddy Fat Sax"
Memphis, TN

Mission: Impossible

Enter all of these codes at the Mission Selection screen. If entered correctly you'll hear, "Ah, that's better."

Giant Heads – Down C, Left Button, Up C, Right C, Left Button
Big Feet – Down C, Right Button, Z, Right C, Left C
Big Heads – Down C, Right Button, Up C, Left Button, Left C
Turbo Mode – Up C, Z, Up C, Z, Up C
Kids Mode – Down C, Up C, Right Button, Left Button Z
7.65 Silencer Gun – Up C, Left Button, Right C, Left C, Up C
9mm – Right Button, Left Button, Down C, Up C, Up C
Uzi – Right C, Left C, Right C, Down C, Right Button

"Mr. Tuseday Night"
Farto, SD

The New Tetris

Enter all of these codes as Names under the Single Player game.
Turbo Mode – 2FAST4U
Turbo CPU Mode – AI2EZ4U?
Music Kaleidoscope – HALUCI (Note: First enter Audio Options and set the song to Haluci.)

Bryan Williams
Indianapolis, IN

Mario Golf

Code Entry Screen – Highlight the Clubhouse option on the Main Menu and simultaneously press **Z**, **Right Button,** and **A**. Enter the code below at the Code Entry screen.

NP Mario Cup – KPXWN9N3
First Camp Hyrule Cup – 0EQ561G2
Second Camp Hyrule Cup – 5VW689O6

"Virtual Gap Boy 2000"
Phoenix, AZ

Mace: The Dark Age

Fight as Pojo – All you have to do is perform Taria's execution move in a 1 or 2-Player match. Then, at the Character Select screen, highlight Taria and hold Start and Evade. Hold this until he appears, and then hit an attack button to select him.

Fight as Grendel – Start a 2-player match, and have whomever is controlling player 1 win three matches in a row. Now, back at the Character Selection screen, highlight the Executioner and hold **Start** and Evade. Hold these buttons down until Grendel appears, then hit an attack button to select him.

Fight as Ichiro & Gar – At the Copyright screen press **Right, Up, Left, Down, Right, Up, Left, Down**. If this is entered correctly, a chime will sound out. Now, head to the Character Select screen and the two new characters will appear above the Executioner.

Hayden Fox
Charleston, NM

GoldenEye 007

64 Multiplayer Characters – This is a long code, but definitely a great one. Read carefully and you should have no problem unlocking this mighty secret. **Note:** This code can be entered almost anywhere, but we recommend entering it on the Character Select screen with Moonraker Elite highlighted.

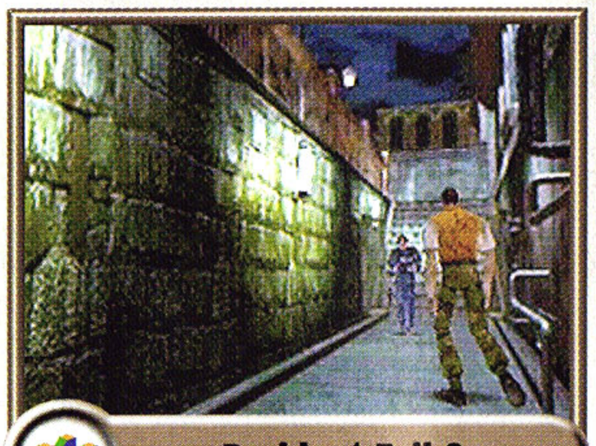
Step 1 - Hold the Left and Right Buttons and press Left C
Step 2 - Hold the Left Button and press Up C
Step 3 - Hold the Left and Right Buttons and press Left on the directional pad
Step 4 - Hold the Left Button and press Right on the directional pad
Step 5 - Hold the Right Button and press Down on the directional pad
Step 6 - Hold the Left and Right Buttons and press Left C
Step 7 - Hold the Left Button and press Up C
Step 8 - Hold the Left and Right Buttons and press Right on the directional pad
Step 9 - Hold the Left and Right Buttons and press Down C
Step 10 - Hold the Left Button and press Down on the directional pad

The Clones are Here – To have three of the same characters in Multiplayer follow these instructions.
Step 1 - Select Multiplayer and choose a 4-player game.
Step 2 - Choose the character you want to clone as player 4.
Step 3 - Don't start the game, back out, and select a 3-player game.
Step 4 - Have player 3 choose the character you want.
Step 5 - Now, start a 2-player game.
Step 6 - Choose the same character for player 2.
Step 7 - Finally, start a 3 or 4-player game and begin the match.
Step 8 - If done correctly, players 2, 3, and 4 will all be the same.

View Movie Poster – Enter Bunker 2 and when you come across the CCVV Tape hit Start and scroll down your list of junk until you come to the Tape. Press Start twice and you will see the GoldenEye movie poster.

Scientists Take Aim – Target a scientist in the hands, arms, or legs, and shoot him twice. If you do this without killing, he will pull a DD4 or grenade on you. Kill him or her and take the weapon.

"Mr. Monday Night"
Fargo, ND



Resident Evil 2

Special Key/New Costumes – Select Normal difficulty and reach the courtyard entrance of the Raccoon City Police Department without picking up any items. In the stairwell below the RPD entrance, a zombified Brad from the STARS team will greet you. Pick up the bullets in the RPD lobby and then return to dispose of Brad. Search the body to find the Special Key. The key will open a locker in the Dark Room. Inside you'll find two new costumes for Leon or a costume and weapon for Claire.

"Virtual Gap Boy 2000"
Phoenix, AZ

Hot Wheels

Enter these codes at the Main Menu with Options highlighted. **Note:** Only one code may be entered at a time.

Wireframe Mode – Up C, Z, Down C, Left C, Up C, Z, Down C, Left C
Night Mode – Up C, Up C, Down C, Down C, Left C, Right C, Left C, Right C
Mirror Tracks – Z, Right Button, Z, Z, Right Button, Z, Z, Z
Unlimited Turbo – Right C, Z, Up C, Down C, Right Button, Left C, Z, Right C
Tow Jam – Up C, Down C, Z, Right Button, Left C, Right C, Up C, Down C

Carlos "The Pokéhead" Bellington
Pewter Town, NV

Duke Nukem: Zero Hour

Refill Health – Having trouble staying alive? If so, find a water source. Shoot a fire hydrant or stand in front of a toilet or urinal and press **B** to regain health. Water...it is the source of life.

"The Rhino"
Toledo, OH

PlayStation

Wipeout 3

Enter all of these codes at the Default Name screen located in the Options/Game Setup menus.

All Tracks – WIZZPIG
Bonus Vehicles – JAZZNAZ
Phantom Class – AVINIT

Greeko Irish
Johnsonville, IN

Duke Nukem: Time to Kill

Enter all of these codes from the Pause screen.

***99 Continues* –** Left, Right, Up, Left, Right, Down, Left, Right, L1, R1
***Super Weapons* –** R1, R2, L2, L1, R1, R2, L2, L1, Select, Select
***Small Head Enemies* –** R1(x3), L1(x3), R2(x3), Right

X, The Unknown Gamer
Feasterville, PA

Apocalypse

Since we put Tony Hawk on the cover, we thought we'd pay our respects and put the game that started it all in Secret Access. Neversoft underwent the grueling task of finishing Apocalypse. After that, Neversoft transformed the Apocalypse engine into Tony Hawk. Amazing. Simply amazing. To enter these codes, pause the game, hold **L1**, then input the trick you desire.

***Invincibility* –** Down, Up, Left, Left, ▲, Up, Right, Down
***All Weapons* –** ■, ●, Up, Down, ✖, ■
***Level Select* –** ▲, Up, ✖, Down
***Debug Info* –** Down, Down, ▲

GI "Paying Respect To Fill Space" Vault
Eden Prairie, MN

Gex: Enter the Gecko

***Voice Cheat* –** Pause the game, hold **L2** or **R2**, then press ▲, **Left, ●, Up, Down.** After this, hit **Select** to start the cheat.

***Level Select* –** Pause the game, hold **L2** or **R2**, then press **Right, Right, Left, Right,** ▲, **Down, Right**. After this, hit **Select** to start the cheat.

***Time Mode* –** Pause the game, hold **L2 or R2**, then press **Right, Down, Right, Left,** ▲, ✖. After this, hit **Select** to start the cheat. Press ■ to bring up the best times.

Honkety Bonkety & The Kool Aid Gang
New York, NY

Hot Wheels

Enter these codes at the Main Menu with Options highlighted. Note: Only one code may be entered at a time.

***Little Cars* –** ■, R2, L2, ▲, ▲, L2, R2, ■
***Flat Shaded Mode* –** L1, R1, L2, R2, L1, R1, L2, R2
***Sounds* –** R2, R1, L2, R2, ■, ▲, L1, R1
***Big Tires* –** ■, ▲, ■, ▲, R1, R1, L2, L2
***Turbo* –** R2, L1, ■, ▲, R1, L2, L1, R2
Tow Jam – ■, ▲, L1, R1, L2, R2, ■, ▲

Peter Puppy
Oakland, CA

Broken Helix

The Bruce Campbell fan club has been hounding us to print codes of Bruce's game, Broken Helix. For month's we tossed feces at this sissy group of fans, but then a hard jagged piece of turd hit someone in the eye, and the cops made us cease and desist. The fan club wanted us to pay the doctor bills for the poor individual who lost her left eye, but we have something even better in mind. Instead of cash, take these codes!

***Infinite Ammo Units* –** While in gameplay, Pause, press ▲, and highlight the Help Text icon. Now, hold **L1** and **R2**, and press ▲ and ✖ simultaneously. Doing this will give you an extra ten ammo units. Repeat to obtain more.

***Infinite Health Units* –** While in gameplay Pause, press ▲, and highlight the Help Text icon. Now, hold **L1** and **R2,** and press ● and ✖ simultaneously. Doing this will give you an extra ten health units. Repeat to obtain more.

Hubert Lawrence & Game Informer
Eden Prairie, MN

Bubsy 3D

To enter these codes, enter the Load/Save option, then punch in the code you desire.

Level Select – XLVLCHTMSB
Bonus Round – XBNSCHTMMM
Coordinates – XDBUGLOCNC
All Rockets – XTOOROCKER

Damion Sinclair
Felton, MD

Sled Storm

Enter both of these codes at the Password screen.

Unlock Jackal – L2, L2, ●, R2, ■, R1, L1, ▲
Unlock Rhine Rider – ●, ▲, ■, R2, R2, L1, ✖, ▲

Benson
Webville, COM

Felony 11-79

***New Camera View* –** During gameplay, hold Select and press ▲.

Hidden Vehicles
Here's are the locations of Felony 11-79's wacky lot of vehicles.

***CIV and NSR* –** Beat the Downtown track.
***GT5 and BUS* –** Beat the Seaside track.
***DTK and LIM* –** Beat the Paris track.
***DAM and DBL* –** Beat the Metro City Track.
***FD7* –** Beat the Downtown track within 4 minutes.
***GT1* –** Beat the Seaside track within 4 minutes.
***TAC* –** Beat the Metro City track within 4 minutes.
***GTR* –** Accumulate over $1 million on Downtown track.
***ELS* –** Accumulate over $2.5 million on Seaside track.
***FML (Indy Car)* –** Accumulate no damages whatsoever on the Downtown track.
***PLC* –** Accumulate no damages whatsoever on the Seaside track.
***TNK* –** Accumulate no damages whatsoever on the Metro City track.
***GTK* –** On the Seaside track, break the speed limit by at least 75 mph.
***SSP* –** On the Seaside track, break the speed limit by at least 145 mph.
***RCC* –** Go into the mall at the end of the Paris track. It is hidden within one of the glass display cases.

"Lobot"
Kincaid, SD

Jet Moto 3

***Unlock Granny* –** Complete Professional Season with the ranking of first place.

***Stunt Track* –** Collect all ten track coins.

Track Coins
Here are the locations of all of the Track coins.

***Devil's Canyon* –** Look for the coin on top of the mountain to the left of the second to last grapple.

***Ice Falls* –** The coin is located on the ledge opposite the first grapple.

***Volcano Island* –** Located on the first bridge. Use the walls and turbo to get on the bridge.

***Lost City* –** The coin is located in the lower canal area. Hop up to the lower tower and collect the coin behind the spire.

***Urban Subway* –** The coin is on top of the bridge with the yellow car to the left of it. Turbo off the car to reach it.

***Shipwreck Cove* –** Get on the deck of the last ship. The coin is located on top of the metal boxes on the left side of the ship.

***Catacombs* –** Get out of the long tube and take the path to the right. Follow the path to the grapple. The coin is to the left of the grapple.

***Forest* –** At the end of the track, look for a tree that has been knocked down. The coin is on top of the tree and to the left.

***Monchu* –** Go to the ruins at the end of the track and get onto the ledge to the far right. Turn your bike around and use the turbo to reach the ledge higher up. The coin awaits.

***Sky Park* –** When you reach the large four way intersection near the end of the track, drive to the far right and jump up to the platform with the Slim Jim sign to find the coin.

"Scarecrow"
Burnt Hills, NY

SECRET ACCESS

helpful hints • passwords • codes • strategies • helpful hints • passwords • codes • strategies • helpful hints • pass

Dreamcast

Ready 2 Rumble Boxing

Enter all of these codes as Gym names in the Championship mode.

Champ Class Boxers – POD_5!
Gold Class Boxers (Arcade) – MOSMA!
Silver Class Boxers (Arcade) – RUMBLE BUMBLE
Bronze Class Boxers (Arcade) – RUMBLE POWER

***Leprechaun Voice* –** Simultaneously press and hold **X, Left Button, and Right Button** when selecting a character.

***Alternate Corner Voices* –** Simultaneously press **X** and any direction on the d-pad when selecting a boxer.

***Alternate Costumes* –** Simultaneously press **X** and **Y** when selecting a boxer.

***Two-Tier Arena* –** Enter a 2-player bout and press the **Left Button**.

Championship Arena – Select Two Player mode, then press the **Right Button**.

Gym – Select Two Player mode, then press the **Left** and **Right Buttons**.

Sean "The Dark Jedi" Davis
Flint, Michigan

House of the Dead 2

***Score Display* –** At the Main Menu press **Left** (x2), **Right** (x3), **Left**, **Right**, then **Start** on the standard controller or gun. If you enter the code correctly, a "0" score will appear at the top of the screen.

***Infinite Continues* –** Successfully complete Training and Boss mode to change "Continue" to "Free Play".

***Infinite Super Ammo* –** Successfully complete Training mode with a five red star rating on each stage, and infinite super ammo (one hit kills) will become available.

***Bonus Room* –** Beat the game without killing any hostages.

"The Stinky Rompasaur"
Roseblume, IL

code of the month

Mortal Kombat Gold

***Cheat Menu* –** At the "Press Start Button" screen quickly tap **Up** (x2), **Down** (x2), **Left** (x2), **Right** (x2). If entered correctly, you will hear laughter and the announcer boldly saying, "Outstanding". Next, hit **Start** to bring up the Main Menu. Highlight Arcade and simultaneously press the **Left** and **Right** buttons to display the cheat menu. When you enable Fatal 1 use the High Punch to perform the Fatality. For Fatal 2 use Low Punch. For the Pit Fatality, hold **Down** and press High Punch (Uppercut)

***Play as Goro* –** At the Character Select screen, highlight the "Hidden" icon, then hold the **Left** and **Right** buttons and press **Up, Left, A.**

***Play as Noob Saibot* –** At the Character Select screen, highlight the "Hidden" icon, then hold the Left and Right buttons and press **Up** (x2), **Left** (x3), **A.**

***Play as Sektor* –** At the Character Select screen, highlight the "Hidden" icon, then hold the Left and Right buttons and press **Up** (x4), **Left** (x4), **A.**

***View Character Bios* –** Enter Kombat Theater, then highlight a character and simultaneously press the **Left** and **Right buttons** to view a biography. To view Goro's, highlight Opening Sequence.

***Alternate Costumes* –** When choosing a character, hold **Start** and press any button to bring up a second or third costume.

***Kombat Kodes* –** To enter these cheats, memorize the desired code, then head to the Versus screen. You'll only have a limited amount of time here, so you'll have to enter the code quickly. What you want to do is change the three icon code menu in the lower portion of the screen to match your code. The digits represent the number of times each of the three icons must change. The three digits can be accessed by pressing Low Punch for the first digit. Block for the second digit, and Low Kick for the third digit.

One-Hit Victory – 123 123
Noob Saibot Mode – 012 012
Red Rain (Rain Stage) – 020 020
Explosive Kombat – 050 050
Cannot Lose Weapon – 002 002
Disable Throws – 100 100
Disable Max Damage – 010 010
Disable Throws & Max Damage – 110 110
Random Weapon Appears – 111 111
Start With Random Weapon – 222 222
Start With Weapons Drawn – 444 444
Tons of Weapons – 555 555
Silent Kombat – 666 666
Big Heads – 321 321
Goro's Lair – 011 011
The Well – 022 022
Elder God's Stage – 033 033
Tomb Stage – 044 044
Rain Stage – 055 055
Snake Stage – 066 066
Shaolin Temple – 101 101
Living Forest – 202 202
Prison – 303 303
Ice Pit – 313 313

Bryan Williams
Indianapolis, IN

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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Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

E–Mail:
secretaccess@gameinformer.com

Game Boy

Spy Hunter/Moon Patrol

***Infinite Lives* –** At the Game Selection screen press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A.** If entered correctly, a sound will confirm the code.

Infinite Weapons – At the Game Selection screen press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B.** If entered correctly, a sound will confirm the code.

Lisa Andrews
Dewit, IL

Oddworld Adventures

***Password Chanting* –** At the Gamespeak screen press **Left** to chant. Next, enter the Password screen and rapidly tap **Up, Down, Left,** or **Right** to hear more chanting.

***Super Jump* –** Jump , then Pause the game while your Abe is in mid-air. Resume gameplay and quickly hit B to jump again while Abe is still in mid-air. He will launch even higher. Repeat as many times as you like...but be warned, going too high will crash the game.

Level Codes
Enter all of these codes at the Password screen.
Level 2-0 – JCBCM
Level 2-1 – JMBCC
Level 2-2 – JMCCB
Level 2-3 – JPCCD
Level 2-4 – JTCCJ
Level 2-5 – STCCS
Level 2-6 – SBCCT
Level 2-7 – TBFCQ
Level 3-1 – TBKCL
Level 3-2 – TBTCB
Level 3-3 – TBTDC
Level End – TBTBT

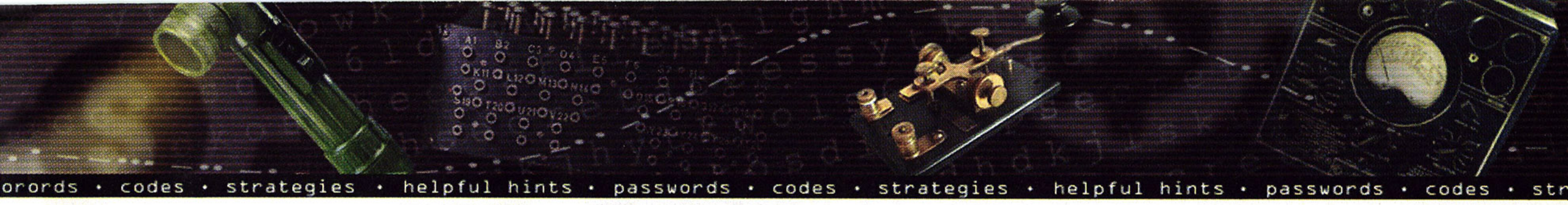
David Reagan
Grotter, NH

Klax

Enter these codes at the password screen.

Furd Herder Minigame – Green Alien, Green Alien, ■, Green Alien
Snake Mini-Game – ●, Diamond, ■, Green Alien
The Story of Klax – Yellow Alien, Pillar, Pillar, Green Alien
Klax Myth – ■, Pillar, Diamond, Green Alien
Programmers – Green Alien, Green Alien, ●, ■
Credits – Pillar, Yellow Alien, Diamond, Diamond

"The Arsenator"
Buelaton, MI



Grid Iron Codefest

NFL Blitz 2000

Cheat Codes – This code list works for the N64, Dreamcast, and PlayStation versions of the game. To enter these cheats, first memorize the digits and direction of the code you desire. Now, head to the Versus screen. You'll only have a limited amount of time here, so you'll have to enter the code quickly. What you want to do is change the three icon code menu in the lower portion of the screen to match your code. The digits represent the number of times each of the three icons must change. The three digits can be accessed by pressing Turbo for the first digit. Jump for the second digit, and Pass for the third digit. After you've entered the code correctly, press the digital pad in the direction the code requests. It's that easy.

Old Day Stadium – 5-0-1 Up
Day Stadium – 5-0-1 Down
City Stadium – 5-0-1 Left
Old Night Stadium – 5-0-2 Up
Night Stadium – 5-0-2 Down
Old Snow Stadium – 5-0-3 Up
Snow Stadium – 5-0-3 Down
Roman Stadium – 5-0-3 Left
Turn Off Stadium – 5-0-0 Left
Grass Field – 3-0-0 Up
Asphalt Field – 3-0-1 Up
Dirt Field – 3-0-2 Up
Astroturf Field – 3-0-3 Up
Snow Field – 3-0-4 Up
Packers Playbook – 1-2-2 Left
Fog On – 0-3-0 Down
Thick Fog On – 0-4-1 Down
Weather: Clear – 2-1-1 Left
Weather: Snow – 5-2-5 Down
Weather: Rain – 5-5-5 Right
Night Game – 0-2-2 Right
Infinite Turbo – 5-1-4 Up
Fast Turbo – 0-3-2 Left
Power-Up Teammates – 2-3-3 Up
Power-Up Offense – 3-1-2 Up
Power-Up Defense –4-2-1 Up
Power-Up Blockers – 3-1-2 Left
No Interceptions – 3-4-4 Up
No Random Fumbles – 4-2-3 Down
No First Downs – 2-1-0 Up
No Out of Bounds – 2-1-1 Left
No Punting – 1-5-1 Up
Super Blitzing – 0-4-5 Up
Super Field Goals – 1-2-3 Left
Super Passes –2-5-0 Left
Late Hits – 0-1-0 Up
Show Field Goal % – 0-0-1 Down
Show Punt Hang Meter – 0-0-1 Right
Use Team Plays – 1-0-0 Up
Hide Receiver Name – 1-0-2 Right
Invisible Receiver Highlight– 3-3-3 Left
Invisible – 4-3-3 Up
Big Football – 0-5-0 Right
Big Head – 2-0-0 Right
Huge Head – 0-4-0 Up
No Head – 3-2-1 Left
Headless Team – 1-2-3 Right
Team Tiny Players – 3-1-0 Right
Team Big Players – 1-4-1 Right
Team Big Heads – 2-0-3 Right
No Play Selection [Note 1] – 1-1-5 Left
Show More Field [Note 1] – 0-2-1 Right
No CPU Assistance [Note 1] –0-1-2 Down
Power-Up Speed [Note 1] – 4-0-4 Left
Hyper Blitz (Requires 2-Player Entry) – 5-5-5 Up
Smart CPU Opponent (1-Player Game Only) – 3-1-4 Down
Tournament Mode (2-Player Game Only) – 1-1-1 Down
Always Quarterback (Requires 2-Player Entry) – 2-2-2 Left
Always Receiver (Requires 2-Player Entry) – 2-2-2 Right

Secret Players – (These codes only work for the Dreamcast & PlayStation Versions.) To access these codes go to the Enter Name For Record Keeping screen and input the name of the player you seek and his or her pin number. The phrase "Lights out, baby" will ring out if the code is entered correctly.

Name	PIN	Name	PIN
ALEC	1197	JOVE	6644
ALIEN	1111	LEX	7777
AOB	1111	LT	7777
AUBREY	7777	LUIS	3333
AZPOD	4777	MARKA	1112
BETH	7761	MIKE	3333
BILLZ	0526	MITCH	4393
BOXER	2111	MONTY	1836
BRAIN	1111	MOOSE	1111
BRIAN	2221	MXV	1014
BRIAN	0818	NATHAN	0515
CALEB	0996	NICO	4440
CARLTN	1111	PAULA	0425
CURTIS	1111	PAULO	0517
DANIEL	0604	PIRATE	1111
DAVID	3333	PUNKB	2112
DBN	6969	PUNKR	1221
DINO	1111	RAIDEN	3691
ED	3246	RALPH	1111
EDDIE	3333	RANDU	6666
FORDEN	1111	ROG	8148
FRANZ	1010	ROOT	6000
GATSON	1111	RYAN	1029
GENE	0310	SAD	1111
GENTIL	1111	SAL	0201
GRINCH	0222	SHINOK	8337
GRINCH	2220	SHRUNK	6666
GUIDO	2222	SHUN	0530
GUIDO	6765	SKULL	1111
GUMBY	8698	SMILE	1111
JAPPLE	6660	THUG	1111
JASON	3141	TODD	1122
JEFF	1111	TREX	1111
JENIFR	3333	TURMEL	0322
JIMK	5651	VAN	1234
JOHN	5158	WHODAT	1844
JOSH	4288	ZZ	1221

"GI Droid"
(location unknown –
last seen cutting cheese)

Madden 2000

Enter all of these cheat and team codes at the code entry screen.

Cheats
Bonus Christmas Stadium – XMASGIFT
Bonus Circus Stadium – 3RING
Bonus Dodge City Stadium – WILDWEST
Bonus Salvage Field Stadium – TENANU
Curved Space & Time – EMC2
Defense Scores Easily – FRAPLAPRO
Floating Heads – GUILLOTINE
Frequent Injuries – PAINFUL
No Interceptions – VICEGRIP
Perfect Passes – QBINTHECLUB or QBISINTHECLUB
Players Fatigue Faster – CHAINSMOKER]

Teams
All '60s Team – MOJO
All 70s Team – SIDEBURNS
All '80s Team – REAGANOMICS
Hidden Clown Team – SCARYCLOWN
Hidden Marshalls Team – COWBOYS
Hidden Vipers Team – PLAYWITHTHEART
Large vs. Small Team – MICEANDMEN

Tom Marx
Los Angeles, CA

NCAA Game Breaker 2000

Enter these codes at the Easter Egg menu. Note: These codes are case sensitive.

Win All sim Games – SC
Better Players – Builder
All Attributes 99 – Beat_Down
Stronger Offense in Season – Boost

Toranardo Hurricani
Windwurst, FL

Sega NFL 2K

Enter this cheat at the Codes screen. Note: This code is case sensitive.
Turbo Mode – TURBO

Jesus Diablos
Los Angeles, CA

games index

Codes found in this issue:

Apocalypse
Broken Helix
Bubsy 3D
Duke Nukem: Time to Kill
Duke Nukem: Zero Hour
Felony 11-79
Gex: Enter the Gecko
Golden Eye 007
Hot Wheels
House of the Dead 2
Jet Moto 3
Klax
Mace: The Dark Age
Mario Golf
Madden 2000
Mission: Impossible
Monster Truck Madness 64
Mortal Kombat Gold
NCAA Game Breaker 2000
NFL Blitz 2000
Oddworld Adventures
Ready 2 Rumble Boxing
Resident Evil 2
Sega NFL 2K
Sled Storm
Spy Hunter/Moon Patrol
Superman
The New Tetris
Wipeout 3
World Driver Championship

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
516-759-7800
Capcom
900-976-3343
Electronic Arts
900-288-4468
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)
Sony
900-933-7669
Square Soft
900-407-KLUE(5583)
THQ
900-370-4468

Classic GI

gaming from the past to the present

Golden Axe

Genesis

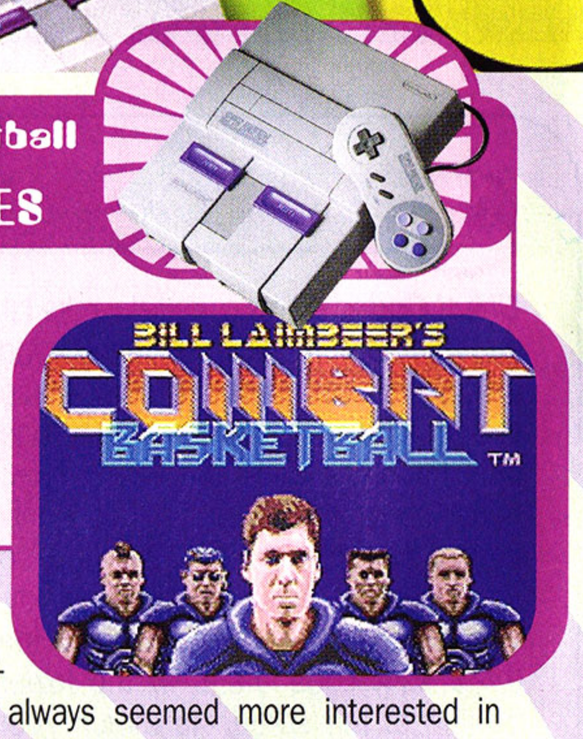
Availability: Common
Replay Value: Moderate
Similar Games: Gauntlet (Various Systems), Golden Axe 2 & 3 (SG), Dungeons & Dragons (Saturn)
Created by: Sega
Access Tip: At Character Select screen, hold **Left** + **A** + **Start**. A number should appear in the upper left-hand corner. Use the directional pad to select a level.
Overall: 8.75

Prior to the launch of the Sega Genesis in 1989, Golden Axe was a fixture in many arcades across the nation. Like many classic Sega arcade games of the time, Golden Axe was a prime candidate for Sega's fledgling 16-bit system. Arriving shortly after the debut of the Genesis, this medieval hack and slash game features three playable characters, two-player simultaneous action, and powerful magic spells. Another interesting aspect of Golden Axe are the Bizarrians – dragon creatures that players can ride. Many times you'll encounter enemies riding these beasts. The tactic is to thwack the opponent off the dragon and take it as you own. The Bizzarrians have powerful attacks and obviously whup major butt. The playable warriors dish out plenty of damage on their own, but range in abilities. The Conan-like warrior has strong physical attacks, the axe wielding dwarf is quick and well balanced, and the voluptuous sorceress has strong magic. The medieval theme of Golden Axe, coupled with the non-stop action, makes this games as enjoyable today as it was a decade ago. A piece of Sega history that should never go away.

Bill Laimbeer's Combat Basketball

SNES

Availability: Common
Replay Value: Low
Similar Games: Cyberball (SG), Speedball (SG), BaseWars (NES)
Created by: Hudson Soft
Access Tip: Passing is extremely difficult. Try to pass to the center of the court to avoid out of bounds plays.
Overall: 2

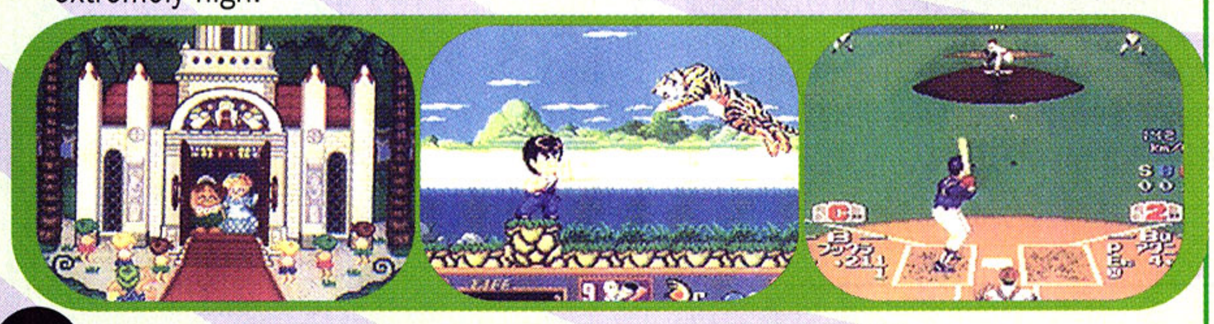


Without taking too much away from the championship Detroit Pistons teams of the 1989 and 1990 seasons, Bill Laimbeer was a thug. This guy always seemed more interested in hurting people on the court than playing the game. Unluckily for video game players, his on-court antics and championship recognition made him a perfect spokesperson and coverboy for Hudson's Combat Basketball. Unfortunately, the game should have been called Bill Lame-Beer's Basketball – a frequent joke around this game's launch in late 1991. The premise of this game had little to do with basketball, but more with someone's crazed vision of basketball in the future. There are no rules and players look more like robots than actual people. The overhead view and scrolling court give users a confusing look at this game. The confusion is further amplified by some of the most heinous graphics the SNES had to offer. Poor control, poor graphics, and an overly obnoxious coverboy do not a good game make. However, Combat Basketball does hold on to one redeeming, yet trivial, quality (which is why we are wasting this space on it). This was the first basketball game for the SNES.

NEC TurboExpress

Availability: Rare
Replay Value: NA
Similar Systems: Atari Lynx, Game Boy Color, Sega Nomad
Created by: NEC
Access Tip: If you find one of these, grab it. If you find one with a TV tuner, you've struck gold.
Overall: 9.5

Behold the TurboExpress! This handheld unit is kept in a prized place in the Game Informer offices, and rightfully so. Not only is it featured in the film Enemy of the State, this NEC-made unit is a very rare piece of video game history. The TurboExpress is a miniature TurboGrafx-16, compatible with all the TG-16's TurboChip games. The machine was first launched in very limited quantities in late 1990, with a more widespread launch following in 1991. With over 50 games already available at the time of the launch and a crisp color display, the TurboExpress looked to deflate the success of its chief competitor – the Atari Lynx color handheld. A TV tuner was also made available to turn this game machine into a mini television. Still, the TurboExpress was priced at nearly $300, and even after a $100 price reduction in the middle of 1992, NEC had really priced themselves out of the competition. So with the limited success of the TurboExpress at retail, the supply of units in circulation at the time was very low and the collectability of the TurboExpress today is extremely high.



Golden Axe – Genesis
9 Continues – At the Character Select Screen, hold **Down-Left** and then press **A** + **C** simultaneously. Release all the buttons and press **Start**.

Turrican – Genesis
Special Options – Go to the Options screen and move the arrow to the bottom of the screen. Hold **Down** and hit **A**, **B**, **B**, **A**, **B**, **A**, **A**, **B**, **A**, **A**, **B**, **A**, **A.**

Bug's Bunny Crazy Castle – Game Boy
Passwords
Stage 10 – **wzfs**
Stage 20 – **ztpz**
Stage 30 – **wycz**
Stage 40 – **tx9w**
Stage 50 – **2twx**
Stage 60 – **ytkx**
Stage 70 – **she2**
Stage 80 – **xho2**

Blaster Master Boy – Game Boy
Level Select – At the title screen, highlight Continue and then hold **A** and press **Start**.

Chrono Trigger – SNES
Secret Ending – Finish the game with all the side quests completed. You will know you've found everything by the extra New Game icon at the Option/Start New Game screen. Start a new game with your best data (saved quest), and go into the carnival. At the teleporters, hit the green dot to the right by pushing the A button. After completing this task you'll be taken to fight Lavos. Defeat Lavos and you'll view the hidden secret ending. You may have to go through the game again to get the other characters to help beat Lavos.

classic codes

Final Fantasy 3 – SNES
Find GoGo – Make sure you have the Falcon (the second ship you find), and fly to a triangular shaped island found in the right hand corner of the map. Confront the beast "Zone Eater" and let it engulf every member in your party. Once you've been engulfed, the party should arrive in a hidden cave. Solve the puzzles of the cave to reach GoGo.

Primal Rage – SNES
Cheat Codes Menu – At the Title Screen press **Left**, **Left**, **Left**, **Right**, **Right**, **Left**, **Left**, **Right**, **Right**, **Right**, **Left**, and **Right**. If you do this correctly the word "Cheats" will appear as a selectable option. This new menu allows for one-hit wins, Turbo mode, free play, and invincibility to be accessed.

Shaq-Fu - Genesis and SNES
Blood Codes – The codes must be entered at the Option screen with Controller #1.
SG – **A**, **B**, **C**, **C**, **B**, **A**
SNES – **Y**, **X**, **B**, **A**, **L**, **R**
If you did it right, you'll see a red flash.

This is your game.

This is your game on the blink.

ANY QUESTIONS?

Dust and dirt can damage your game system. The result? Poor picture quality, fuzzy sound and slow or "buggy" game play. Cleaning your system and games regularly will maintain high quality gaming and ensure a longer product life. Player's Edge cleaning kits will keep you and your system in the game.

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5 APES FACE A WORLD OF TROUBLE.

(MAKE THAT 8 WORLDS.)

Too big to be a movie. Too dumb to be a book. Too hairy to

EVERYONE E CONTENT RATED BY ESRB

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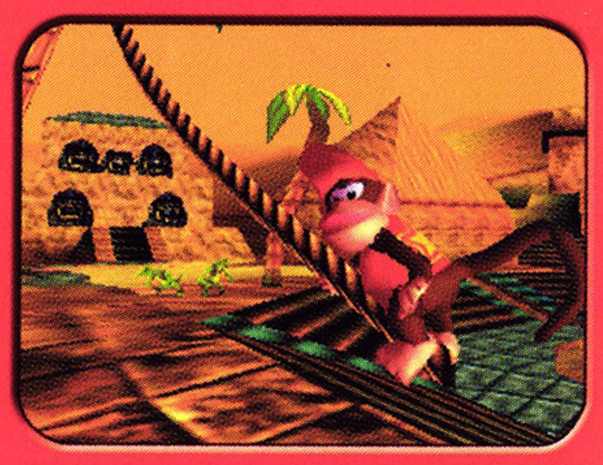

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PlayStation

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new releases

All dates subject to change. Call your local retailer for more details.

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10/19/99	Marvel vs Capcom	Capcom	DC
10/19/99	Ghosts & Goblins	Capcom	GB
10/19/99	Kiss:Psycho Circus	Take 2	GB
10/19/99	Magical Tetris Challenge	Capcom	GB
10/19/99	Ms. Pacman	Namco	GB
10/19/99	NFL Blitz 2000	Midway	GB
10/19/99	Alien Resurrection	Fox Interactive	PS
10/19/99	Arcade Party Pak	Midway	PS
10/19/99	Army Men Sarge's Heroes	3DO	PS
10/19/99	Crash Team Racing	Sony	PS
10/19/99	Dune 2000	Westwood	PS
10/19/99	Grandia	Sony	PS
10/19/99	Official F1 Racing 99	Eidos	PS
10/19/99	Pong	Hasbro	PS
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10/19/99	Trick'N Snowboarder	Capcom	PS
10/22/99	Grand Theft Auto 2	Take 2	PS
10/25/99	Beauty & Beast Board Game Adv	Nintendo	GB
10/25/99	Pokemon Yellow	Nintendo	GB
10/25/99	Rayman 2	Ubi Soft	N64
10/25/99	StarCraft 64	Nintendo	N64
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10/26/99	Juggernaut	Jaleco	PS
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11/22/99	Railroad Tycoon 2	Take 2	PS
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BL = Bottom Line

XENA: WARRIOR REVIEWER

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Micro Machines	8	Feb-98
MLB '99	8.75	May-98
MLB 2000	8.5	May-99
Monaco Gran Prix 2	5	Jun-99
Monkey Hero	5.5	Feb-99
Monster Rancher	9	Feb-98
Monster Rancher 2	8.5	Oct-99
Monster Seed	6	May-99
Mortal Kombat 4	7.75	Aug-98
Moto Racer 2	6.75	Nov-98
MotorHead	6.25	Nov-98
N20: Nitrous Oxide	8.25	Jul-98
Nagano Winter Olyp.	5	Feb-98
Namco Museum Vol. 5	7.25	Jan-98
NASCAR 99	8.25	Nov-98
NBA FastBreak 98	8	Jan-98
NBA In The Zone 98	8	Feb-98
NBA In the Zone '99	6	May-99
NBA Live 98	8.25	Dec-97
NBA Live 99	7.75	Jan-99
NBA ShootOut 98	8.75	Apr-98
NCAA Final Four '99	5.5	Mar-99
NCAA Football	7.75	Sep-98
NCAA Football 2000	8	Oct-99
NCAA Gamebreaker 98	9	Jan-98
NCAA GameBreaker 99	8	Jan-99
NCAA Gamebreaker 2000	7.5	Oct-99
NCAA March Madness 99	5.75	Mar-99
Need For Speed III	7.75	May-98
Need For Speed: High Stakes	8.75	May-99
Need For Speed:VRally	7.5	Dec-97
Newman/Hass Racing	7.75	Apr-98
Next Tetris, The	6	Jul-99
NFL Blitz	8	Oct-98
NFL Blitz 2000	6.5	Sep-99
NFL GameDay '99	7	Oct-98
NFL Game Day 2000	8.25	Oct-99
NFL XTreme	6.5	Aug-98
NFL Xtreme 2	8.25	Sept-99
NHL 99	9	Nov-98
NHL FaceOff 99	7.75	Nov-98
Ninja	2.5	Oct-98
No One Can Stop Mr. Domino	7.75	Jan-99
Oddworld: Abe's Exoddus	9.25	Dec-98
Oddworld: Abe's Oddysee	9.25	Aug-97
ODT	5	Nov-98
Omega Boost	7.75	Oct-99
One	8.5	Jan-98
Pac-Man World	8	Oct-99
Pandemonium	6	Dec-97
Parasite Eve	7.75	Sep-98
Pitfall 3D: Bynd. Jngl.	8	May-98
Pocket Fighter	7.75	Sep-98
Point Blank	8.5	Feb-98
Point Blank 2	8	Apr-99
Pool Hustler	7.25	Dec-98
Populous: The Beginning	7	Jun-99
Pro 18 World Golf	1	Feb-99
Psybadek	3.75	Feb-99
Punky Skunk	7	Jun-98
Rally Cross	9	Apr-97
Rally Cross 2	8.25	Jan-99
Rampage 2: Universal Tour	5.5	Jun-99
Rascal	6	May-98
Ray Tracers	7.5	Feb-98
R/C Stunt Copter	7	Oct-99
RE2: Dual Shock	8.5	Oct-98
RE: Director's Cut - Dual Shock	7	Oct-98
ReBoot	7	Apr-98
Red Asphalt	7.5	Dec-97
Reel Fishing	7	Apr-98
Resident Evil 2	9.5	Jan-98
Ridge Racer Type 4	8.25	May-99
Rising Zan Sep-99	8	Sep-99
Risk	7	Jun-98
Rival Schools: United by Fate	7.75	Nov-98
Riven	8.5	Feb-98
Road Rash 3D	7.75	Aug-98
Rogue Trip	9	Oct-98
Rollcage	7	Apr-99
Rosco McQueen	3	Sep-98
R-Type Delta	7.25	Aug-99
Rugrats	7	Jan-99
Running Wild	6	Nov-98
Rushdown	5	Apr-99
SaGa Frontier	7.25	May-98
San Fran Rush:X Racing	6.75	Jun-98
SCARS	8	Nov-98
Shadow Madness	6	Apr-99
Shadow Master	7	Apr-98
Shipwreckers	6.5	Feb-98
Silent Hill	7.25	Apr-99
SkullMonkeys	8.75	Mar-98
Sled Storm	8.75	Sep-99
Small Soldiers	7.25	Dec-98
Soul of the Samurai	4.25	Aug-99
Spawn: The Eternal	4.75	Jan-98
Speed Racer	6.75	Jun-98
Spice World	3	Oct-98
Sports Car GT	6	Jun-99
Spyro the Dragon	9.5	Sep-98
Star Ocean	7.5	Jun-99
Star Wars: Masters of Teras Kasi	6.75	Jan-98
Star Wars: The Phantom Menace	7.25	Oct-99
Streak	8.25	Dec-98
Street Fighter Alpha 3	8	Jun-99
Street Fighter Col.	8	Oct-98
Street Ftr. 2 Collection	7	Feb-99
Street Sk8er	4.5	Apr-99
Suikoden II	9	Oct-99
Syphon Filter	9	Mar-99
T'ai Fu	6.5	Apr-99
T.R.A.G.	7.5	May-99
Tactics Ogre	8	Apr-98
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
Tennis Arena	7.5	Feb-98
Test Drive 5	8.25	Jan-99
Test Drive Off Road 2	6.5	Jan-99
Theme Hospital	8	Jun-98
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 Toon Adventures	6.75	Mar-99
Tomb Raider II	9.25	Dec-97
Tomb Raider III	9	Jan-99
Tomba!	8.25	Jul-98
Treasures of the Deep	9	Sep-97
Trick'N Snowboarders	4.25	Oct-99
Triple Play 98	9	Jun-97
Triple Play 99	8.5	Apr-98
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
Vigilante 8	7.5	Jul-98
VR Baseball '99	7	Jul-98
VR Powerboat Racing	6	Apr-98
Vs.	6.25	Dec-97
Wargames Defcon 1	7.25	Sep-98
WarhammerII: Dark Omen	7.75	Jun-98
Warzone 2100	7.75	Jul-99
WCW Nitro	6.75	Feb-98
WCW/NWO Thunder	4.75	Feb-99
Wheel of Fortune	7	Jan-99
Wild 9	6.25	Dec-98
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
X-Men: Children of the Atom	4.5	Mar-98
Xenogears	9	Nov-98

NINTENDO 64

TITLE	BL	DATE
1080 Snowboarding	9.25	Apr-98
Aerofighters Assault	6	Mar-98
AeroGauge	5	Feb-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
Automobili Lamborghini	5.75	Jan-98
Banjo Kazooie	9.25	Jun-98
BattleTanx	6.75	Feb-99
Beetle Adventure Racing	8	Apr-99
Bio FREAKS	4.5	Jul-98
Body Harvest	7.75	Nov-98
Bomberman 64	7.25	Dec-97
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
Diddy Kong Racing	8.5	Dec-97
Duke Nukem 64	7.75	Jan-98
Duke Nukem: Zero Hour	8.75	Sep-99
Extreme G 2	8.25	Dec-98
F-Zero X	8	Sep-98
F1 World Gran Prix	7.5	Sep-98
FIFA 98	8	Feb-98
FIFA 99	8.25	Jan-99
Fighter's Destiny	8	Feb-98
Fighting Force 64	6.75	May-99
Forsaken 64	8	Aug-98
Gex 64	7.75	Nov-98
Gex 3: Deep Cover Gecko	7.75	Sep-99
Goeman's Great Adventure	7.25	Sep-99
Gretzky 3D Hockey 98	8.75	Mar-98
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
Kobe Bryant's NBA Courtside	9	May-98
Lode Runner 3-D	6.5	May-99
Lucky Luke	6.5	Nov-98
Mace: The Dark Age	9	Dec-97
Madden 64	9	Oct-97
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 Kart 64	9.25	Feb-97
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
Mystical Ninja Starring Goemon	8	Mar-98
Nagano Olympics 98	5.5	Mar-98
NASCAR 99	7.25	Oct-98
NBA In The Zone '98	4.75	Apr-98
NBA Jam 99	7	Feb-99
NBA Live 99	7.25	Dec-98
NFL Blitz	9	Oct-98
NFL QB Club '98	5	Dec-97
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 '98	8.25	Mar-98
NHL Breakaway 99	6	Feb-99
Nightmare Creatures	8	Jan-99
Off Road Challange	5	Sep-98
Olympic Hockey 98	4	Feb-98
Penny Racers	5.75	Feb-99
PilotWings 64	9.5	Aug-96
Pokemon Snap	7	Aug-99
Quake 64	7.5	Mar-98
Quake II	7.75	Jul-99
Quest 64	6.5	Jul-98
Rampage 2: Universal Tour	5	Apr-99
Re-Volt	4.75	Oct-99
Road Rash 64	6.25	Dec-97
Robotron 64	5.5	Feb-98
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
Star Wars: Shadows of the Empire	9.25	Jan-97
Starfox 64	9	Jun-97
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	8	Dec-97
Triple Play 2000	5.75	Apr-99
Turok 2: Seeds of Evil	9	Jan-99
Turok: Dinosaur Hunter	9.5	Mar-97
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
WCW/NWO World Tour	8.5	Dec-97
Wetrix	8.25	Jul-98
Wheel Of Fortune	8	Feb-98
WipeOut 64	7.5	Dec-98
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
WWF War Zone	8.75	Oct-98
Yoshi's Story	8.5	Feb-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
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

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
Asteroids/Missile Command	7.25	Aug-95
Battle Arena Toshinden	8	Jan-97
Bust-A-Move 4	8	Aug-99
Carrot Crazy	3.5	Apr-99
Centipede/Millipede	7.75	Aug-95
Conker's Pocket Tales	4.5	Sep-99
Contra: The Alien Wars	8.75	Oct-99
Daffy Duck: The Marvin Missions	6	Jan-95
Donkey Kong Land	7.5	Jul-95
Donkey Kong Land 2	8.5	Dec-96
Dr. Franken II	6	Apr-98
FIFA Soccer 97	7.5	Nov-96
Frank Thomas Big Hurt Baseball	6.5	Feb-96
Galaga/Galaxian	6.75	Aug-95
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
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
Killer Instinct	7.25	Jan-96
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
Men In Black: The Series	4.75	Mar-99
Moon Patrol/Spy Hunter	6.75	Jul-99
Mortal Kombat 4	5	Apr-99
Motorcross Maniacs	8.5	Sep-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
Primal Rage	7	Aug-95
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

NEO GEO POCKET COLOR

TITLE	BL	DATE
Baseball Stars	6	Aug-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
Pocket Tennis Color	6.75	Aug-99
Puyo Pop	7	Oct-99
Samurai Shodown 2	8.75	Aug-99