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- Knockout Kings 2001 (PS2)
- Unreal Tournament (Dreamcast)

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- Black & White
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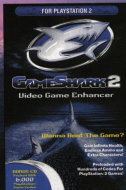
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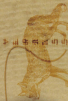
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*Strength in the physical  
being is matched, tempered  
by the warrior who  
possesses strength in  
matters of the mind  
and spirit.*

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*Clarity is as deadly  
as the sharpest sword  
when wielded by one  
with acute fortitude  
and directness.*

武士

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*Only through unyielding  
courage can a warrior  
overcome those  
obstacles which at first  
appear insurmountable.*







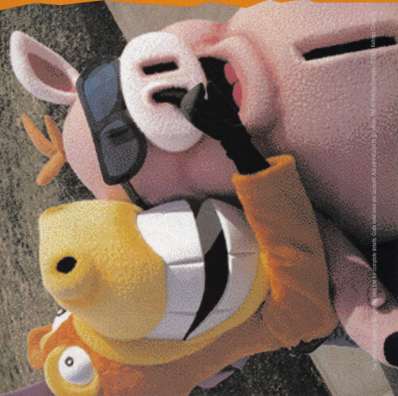




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PlayStation 2



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Army Men games are raring for an all-out assault on the PlayStation 2 and the PlayStation, but Portal Runner is poised to spin off into a new dimension. Here's the lowdown on the all-new Army.



## ARMY MEN



## LAMEPRO

**WARNING:**  
DUE TO THE DIMATURE  
NATURE OF THIS CONTENT,  
THE EDITORS OF GAMEPRO  
ADVISE YOU NOT TO TURN  
TO PAGE 45.

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### Games

Check out GamePro.com for reviews and previews of the hottest games. Print strategies, find the latest cheats, enter contests to win prizes, and chat with a different GamePro editor every day.

### This Month

- Triple Play Baseball (PS2)
- Tiger Woods PGA (PS2)
- Stupid Inevitable (Dreamcast)
- Gran Turismo 3 (PS2)
- Project Justice (Dreamcast)
- Onimusha: Warlords (PS2)
- 18 Wheeler: American Pro Truck (Dreamcast)
- Shogun: Total War—Warlord Edition (PC)

### Entertainment

The entertainment channel has reviews of new movies, comics, anime, toys, and the latest DVDs. Be sure to check out New Comics Day every Friday.

### This Month

- In Theaters—59y Kids
- DVD—Almost Famous
- Anime—Knights of Renesse
- In Theaters—The Adventures of Joe Dirt
- Anime—Outlaw Star Collection 3
- DVD—Charlie's Angels

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## You're in the Army Men Now

When you read ProNews this issue, you'll see that the fighting on the hardware battlefield is hot and heavy with Nintendo's GameCube and Microsoft's Xbox yet to launch their assaults on the PS2, and the future of the Dreamcast hanging in the balance.

So this item may come as a shocker: Throughout all this hype of next-gen systems as they jockey for a stranglehold on gamers, the Army Men just keep rolling along.

Like it or not, 3DO's green-and-tan plastic franchise has been conducting a subversive campaign on the game systems and wallets of gamers everywhere. Need proof? Check out this issue's cover feature, "Plea, Green Fighting Machines" for scouting reports on the new recruits, including *Parasol Runner*. This series also produced some of the most popular games of 2000, despite mixed reviews in *GamePro*. In fact, the *GamePro* editors are still trying to figure out why everyone thinks these games are soooo cool. (We'd love to hear your take on the popularity of Army Men, so drop us a line here in Head2Head or at The Hub on [GamePro.com](http://GamePro.com).)

Of course, those little green men don't have a lock on all the hot gaming action. *Onimusha*, *Star Wars Starfighter*, and *The Boogier* are here for the PlayStation 2. *Unreal Tournament*, *Daytona*, and *18 Wheeler: American Pro Trucker* are on hand for the Dreamcast. *Pokémon Stadium 2* remains for the N64. And *Mario Advance* and *Mario Kart Advance* are preparing to lead the charge for what could be the year's hottest system: the Game Boy Advance!

If the Army Men have anything to teach us, it's that we shouldn't let the promises of high-tech hardware distract us from continually seeking out good gameplay. Consider those poor marching orders.

The *GamePro*  
San Francisco, CA  
[letters@gampro.com](mailto:letters@gampro.com)

## Full Speed, Uh, Backward

I know I can play original PlayStation games on my PlayStation 2—but can I play PlayStation 2 games on my original PlayStation? I mean, if they're so compatible, why do I have to buy a new machine to play games like *SSX*?

► **Dobby Mallove—Via Internet**

Um...because that new machine is the only reason games like *SSX* exist! The original PlayStation's core processor is inside the PS2, handling all the input/output functions. When you load a PlayStation game into the PS2, the PS2 thinks, "Ah, an old friend. I/O processor, you take this one." But if you put a PS2 game into an original PlayStation, it asks, "What the hell is this?" You might as well put a Saturn game in there. The only thing PlayStation and PS2 games really have in common is that they both ship on five-inch discs. For that matter, you can play audio CDs in a DVD player, but you can't play DVDs in your Discman, can you? There ya go.

## Hey You, Nothead

Hey You, Pikachu for the N64 is a rip-off of *Seaman* for the Dreamcast. Nintendo copied the idea from Sega, and the Nintendo game is really stupid. All you do in *Hey You, Pikachu* is walk around with a useless little Pokémon and talk to him and play pointless, brainwashing games. The game gets boring quickly and should not be purchased by anyone; plus, it costs over \$30 and comes with a microphone that is pretty much the same model as the one for *Seaman*. Hey You deserves horrible ratings and should be taken off the shelves of all stores worldwide. Nintendo should be ashamed of itself for making such a retarded piece of junk.

► **Nick LaFave—Franklin, TN**

Don't hold back, Nick—tell us how you really feel. It might interest you to know, however, that Hey You, Pikachu first appeared in Japan under the name *Pikachu Genki Dechu* (near translation: Pikachu Is Feeling Fine) in 1998—about a year before *Seaman* made his Japanese Dreamcast debut. So just who is copying whom? Also, Hey You comes with a headset microphone while *Seaman*'s plugs into the VPU slot—very different designs, actually, and a difference you would have noticed right away...if you'd actually played Nintendo's game before you slammed it.



## Dollar Daze

My friend who wishes to remain anonymous—oh, what the hell, Timothy—wants to know why the price has increased on your great mag. Unfortunately, my friend can't subscribe because our local post office does not consider a cardboard box an actual home. I know you guys need to make a profit but please think of my friend Tim—it took guts for him to tell me he could no longer subscribe to *GamePro* anymore.

► **Danny—Via Internet**

Sucks to be Tim. Price increases in magazines are due to some combination of the Three "P"s: paper, printing, and postage. The price of paper just went up another 8 percent; printing over 500,000 copies of a four-color magazine like *GamePro* every month costs a good chunk of change; and, of course, your local post office just raised the delivery price. Ultimately, however, it was the big raise that all the editors demanded which finally broke the bank. So, be a good guy and let Timmy read your copy until he can build a new house, slay!

## PlayStation 2 and PlayStation, Too

Because the PlayStation 2 came out, are you guys going to stop talking about the regular PlayStation? Will you continue to give out codes, strategies, previews, and reviews? If so, do you think the other magazines will do the same?

► **Jorge Cisneros—Arlota, CA**

Other magazines! What other magazines! Anyway, don't worry—plenty of companies are still hungry to create new games for the 30 million or so plucky PlayStation owners out there, so we'll keep offering previews, reviews, strategies, and codes for the latest releases. The original PlayStation still has plenty of life in it.

## Zero News Is Good News

Like many survival/horror fans out there, I've been had a question for quite a while now: When will Capcom release *Resident Evil: Zero*? I realize, of course, that the game wouldn't be for the N64 anymore. But how long does it take to port a game to a different

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system? I've already read multiple press releases from Capcom stating the release date, which is always being pushed back. I've even seen screens for the game in your magazine! Nobody at Capcom has bothered giving the public any real answers; I'm hoping you'll have a bit more sway than I do.

► **Aaron—Via Internet**

Major Mike, our RE expert, just asked Capcom on your behalf. He reports: "Resident Evil Zero is still in development but will no longer appear on the N64 (you guessed right). Capcom will not confirm what system it will appear on, but our best guess is the GameCUBE. Keep the faith—you'll get the game eventually."

## The Best of the Best of the Best

I play a lot of video games and I pretty much master the games that I buy. I heard that there are competitions out there and I want to test my skills. Do you know where I can find out about upcoming gaming tournaments?

► **Chris Jones—Los Angeles, CA**

The place to go for information on game tournaments—whether you play arcade, console, or PC games—is [www.twingalaxies.com](http://www.twingalaxies.com), the ultimate scoreboard maintained by the inconspicuous Walter Day for 20 years now. Many cash-prize competitions don't even require you to leave home: The recent Tony Hawk's Pro Skater 2 contest was all handled via videotaped gameplay. If you don't care as much about competing and just want to show you're the best player at a given game, you can consult Twin Galaxies' database and submit your best score for the record books.

## Four Against Two

Considering the success of the N64's and the Dreamcast's built-in four-player capabilities, why didn't Sony follow suit with its PS2 design, which has only two controller ports? After playing four-player on Gokker-Eye, I found it hard to go back to Twisted Metal 2's two-player death-match mode. I think it's much more convenient to have the controller spaces built in instead of having to buy a peripheral multitaip.

► **Keith Raynor—Via Internet**

It sure is more convenient to have four ports—just not for Sony's bottom line! Sony sold a lot of multitaips for the first PlayStation, so it wants to sell many more at \$15 each for the PS2! Purely a money thing so far as we can tell. And speaking of multitaips...

## Four Against Two Against...Sixteen?

My brother and I have a bit of a bet going over this. He says that the first system to have a multitaip for multiplayer games was the Super NES, which had one for Super Bomberman. I say that the Game Boy had the first multitaip for F1 Race. I seem to remember, however, that the old NES had a multitaip, but for what game, I don't know. So, which is it: the SNES, the Game Boy, or even the NES?

► **Nicholas "The Rock" Palletier—Via Internet**

You're going to laugh, but this question forced several brains into overdrive here. We had a visitor from Nintendo the day you asked, who said the Game Boy was the first, but he's wrong. The Game Boy adapter and F1 Race came out in 1991 and Super Bomberman (and its top) hit the SNES in fall of 1993—but the Turbo Grafx-16 had a multiplayer adapter (which supported the first home version of Bomberman) in fall of 1988. Bad Hans, our resident historical know-it-all, confirms this. The TG-16, as Four-eyed Dragon will tell you, was a killer machine. For the purpose of your argument, though, you're right—the Game Boy tap predated the SNES tap.

## Who Is Marvin Gardens, Anyway?

What is with the Xbox? Have you noticed Microsoft is stealing some of the best PlayStation games? Metal Gear Solid, Crash Bandicoot, and now the Oddworld series. I smell another monopoly.

► **Aaron—Via Internet**

Monopoly! That's a great game (the orange properties are the key to winning, as is owning all four railroads). But Microsoft is not doing anything Sony didn't do a few years back when Sony was looking for support for its daring upstart console. Remember how they "stole" SquareSoft from Nintendo? That turned out okay for the game world, don't you think!

Although Konami is bringing out Xbox versions of HGS and Crash, as well as a few other games, Microsoft does not own Konami and is not preventing it from making games for other companies (MGS2 on the PS2 is still quite safe). Oddworld, similarly, is independent; it chose to publish its games with Microsoft. Oddworld was reportedly not happy with its deal with Sony, and Microsoft must have offered something more.

Microsoft's business deals have been a hot topic recently, and many people feel the way you do—that Microsoft is "swallowing" people—but the bottom line is that developers are free to make games wherever they feel they have the best chance of success, both creatively and financially. To accuse any company of unfair business practices just because it has made some good deals seems unfair (not to mention premature).



## Magazine Ads for Dummies

You guys really need to cut back on the advertisements. Look at all the ads in your magazines! I'd prefer to have more information about games than stupid advertisements about things that don't even come close to relating to gaming. Think about it, then see if you can correct this situation. That's all I ask.


► **Matt—Via Internet**

Matt, that's actually the nicest and most polite letter we've ever received about this controversial topic, so thanks—you get a response. There's a misconception that we place ads where we would normally write about games, and that we're therefore ripping the readers out of game coverage—but it's simply not true. Here's the deal: Ads bring in money that pays for the very expensive paper. The more ads there are, the more pages we have to show games. Ads do not take up pages that would otherwise be devoted to games. It has always been that way, and it will continue to be that way, and it's also that way for the competition. If we were able to produce your dream issue—140 pages, no ads, all games—that one issue would cost you about \$30 (because we'd have to pay for the paper somehow). Instead, with the system we use, you suffer through easy-to-skip ads, but you can subscribe to the mag for \$17.97 a year. Not so bad a deal, really.

As for the ads that have nothing to do with games—"nonademic" is the industry term—that's just because the people who make joints and fat



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food and all that nongame stuff want your attention. They know you read *GamePro*, and these companies want people like you to buy their products. Here's a tip, though: You don't have to buy what they sell.

## Uneventful

**Why do the Dreamcast and PS2 versions of Konami's International Track & Field feature different events? I thought they would be the same game.**

► Anonymous—Via Internet

Konami completed the 10-event Dreamcast version of IT&F first. The PS2 version was supposed to have 12 events: all 10 of the Dreamcast events plus two exclusive to the PS2. As the game's ship date drew nearer, however, Konami had completed only 10 events for the PS2 game, including the two exclusive to that version. Konami finally decided to scale back its plans for the PS2 version. So now both games feature eight common events, plus two more that are exclusive to each system. Does that make any sense? Even we're confused now.

## Batteries Not Included

I'm an avid game player who's into old-school video games. I own a Super Nintendo, Nintendo, Genesis, Sega Master System, and Game Boy. I play all of these quite frequently, but, lately, something's been bothering me. My copy of *Final Fantasy II* (SNES) suddenly stopped saving my games. Someone suggested that the battery in the game was dead. Soon after, one of my Genesis games, *Warsong*, stopped saving as well. This really confused me, as my oldest battery-backed game, *Zelda (NES)*, still works fine. How long should a battery-backed game last? Are there ways to make them last longer? And just what do I do when my favorite game goes ka-pow? Sega and Nintendo offer full warranties, but neither produce any 16-bit or 8-bit games anymore. Any feedback would be greatly appreciated.

► Col McClelland—Via Internet

The average life span for a battery in a cartridge game is only about five years, but obviously, it all depends on how good the battery was when it was first installed and how much the game has been used since. When batteries are dead, they're dead. If anybody out there has solutions or workarounds, please send them in. Meanwhile, you might be interested to know that some Capcom coin-op boards suffer from the same battery problem—and if you try to change the battery on those, the boards self-destruct!

## And They Say "Buy GamePro," Too

**I've heard rumors that if I keep my Sega Dreamcast for long enough, it will speak to me. If this is true, how long will it take, and what will it say?**

► Scott Baker—Mammoth Lakes, CA

Your Dreamcast will say, "Scott, you are completely bonkers. I can't talk to you. I'm just a game console. What you're hearing are the little voices inside your head having some fun. Inanimate objects can't talk, no matter how long you give them to learn." Or something like that.



# ART ATTACKS!

Pick of the Month!



Kervey Barnett—Mableton, GA



Leonard Griffin Jr.—Duncanville, TX



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Do you ever get a strange urge to communicate with the writers of *GamePro*?

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## BY THE WATCH DOG



The Watch Dog has already answered questions about what to buy for the PS2 and how to buy a PS2. So now that they're finally in plentiful supply, he answers tough questions about how to use a PS2—including what to do if a DVD movie or an original PlayStation game doesn't work on one.

**Q** I'm having a problem with the DVD function of my PS2. While playing the behind-the-scenes feature of *Halloween 5* on DVD, the PS2 pauses, skips, and the image becomes choppy. I bought another DVD—*Game in 60 Seconds*—and around the ninth chapter, problems occurred again, with the PS2 even occasionally saying, "Cannot read disk."

**ROB SOMMERFIELD—VIA INTERNET**



**A** A Sony rep responds: "The PS2 is not guaranteed to work with every DVD. If something is wrong with your PS2, the problem would probably affect every DVD, not just one or two. Assuming the DVDs aren't scratched or defective, they may be incompatible with the PS2. Even if the DVDs work on another DVD player, they may not work on the PS2, as different DVD players work differently. You might try turning on the auto-diagnose feature before playing a DVD, which acts like tracking does on a VCR. At the PlayStation main menu (which reads Browser and System Configuration), press  $\Delta$ , highlight "Console," press  $\Delta$ , then toggle on the Diagnose feature. Also, you might try turning on Dolby Noise Reduction (DNR). While playing a DVD, press Select, choose "Setup," then choose "Screen Setup." Highlight "DNR" and turn it on. If these steps don't work, and if other DVDs don't work on your PS2, your system probably needs service."

The Sony Web site ([www.scea.com](http://www.scea.com)) reads: "In rare instances, certain DVD videos may not operate properly with the PS2. This is primarily due to variations in the manufacturing process or software encoding of the DVD video software."

The Watch Dog growls: One of the PS2's selling points is that it can play both games and DVDs. If the PS2's DVD player doesn't function on a par with other players, consumers aren't getting what they paid for. How many DVDs don't work on the PS2? Sony says it's rare, but if DVDs like *Game in 60 Seconds* don't work, Sony may have a problem that dwarves the launch shortage. The Watch Dog has received many letters about similar PS2

DVD problems, and Internet message boards are flooded with complaints. The sheer volume of messages means the PS2 could be especially sensitive to DVD imperfections; or many DVDs may simply be incompatible with the PS2.

If a DVD isn't working on your PS2, try to isolate the problem before calling Sony. Make sure the DVD isn't scratched and clean it per the instructions in the PS2 manual. Try a variety of DVDs on your PS2 to make sure the system isn't malfunctioning. If it is, call Sony for repair service before the 90-day warranty period expires.

**Q** I've been playing old PlayStation games on my new PS2. Most of them work fine, but in *Mortal Kombat Trilogy*, the game freezes when the continue-timer runs out. I tried it on my old PlayStation, and it works fine. I thought the PS2 was totally backward compatible. What gives?

**JASONE—VIA INTERNET**



**A** The Sony Web site ([www.scea.com](http://www.scea.com)) reads: "Some PlayStation format software titles may perform differently on the PS2 console than they did on the PlayStation, or may not perform properly on the PS2. Following is the list of PlayStation format software titles that SCEA is aware of which may fall into this category."

- Arcade Party Pak (Midway Home Entertainment)
- Arcade's Greatest Hits: The Midway Collection 2 (Midway)
- Fighter Maker (Agetec)
- Final Fantasy Anthology (Square EA)
- Judge Dredd (Activision)
- Monkey Hero (Take 2 Interactive)
- Mortal Kombat Trilogy (Midway)
- Tomba! (Sony)

The Watch Dog adds: Sony has always hedged its statements about the PS2's backward compatibility, usually saying "most" or "almost all" PlayStation games should work on the PS2. Considering the complex nature of software and that more than 1000 PlayStation games are out there, these eight

## SUBMISSIONS

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Or e-mail us at:  
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aren't a huge crisis. Still, more incompatible games are bound to be discovered and reported to Sony. With backward compatibility a huge selling point, the PS2 could be facing the second major crisis of its short life if a substantial number of games are found to be incompatible.

**Q** Can I permanently set the PlayStation drivers on my PS2 to "Fast" and "Smooth," so I don't have to apply them every time I want to play an original PlayStation game?

**DREW BURRIS—VIA INTERNET**



**A** The Watch Dog replies: No. According to a Sony rep, you have to reset the drivers each time. For anyone wondering what Drew is asking, the PS2 enables you to change drivers so original PlayStation games load faster and look smoother. It's probably for the best, as some games may fail if the Disc Speed is set to "Fast." This also applies to some PS2 games, as *Struggle's Rain* crashed when the Disc Speed was set to "Fast."

To change drivers, at the PS2 main menu press  $\Delta$  to open the Version Information screen. Highlight "PlayStation Driver" and press  $\Delta$ . Highlight "Disc Speed," press X, and choose "Fast." Highlight "Texture Mapping," press X, and choose "Smooth." Press  $\square$  twice to return to the main menu, insert a PlayStation game CD, choose "Browser," and load the game. Changing the drivers may have no effect on some games or may cause them to fail. If this happens, set Disc Speed and Texture Mapping to "Standard."

## YOU MAKE THE CALL

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




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# SEGA: THE DREAM IS OVER

## Will the Xbox Run Dreamcast Games?

While GamePro is staunchly opposed to printing unsubstantiated rumors, we take making the rounds in the wake of the Sega confusion as so juicy—and legal—that it bears mentioning. According to an unnamed source speaking to GamePro.com, the Xbox may be Dreamcast compatible and the lion's share has already been incorporated into Microsoft's machine. If this compatibility turns out to be true, it would actually be a pretty nice move for all involved—Microsoft would obtain a library of great games, while Sega would stick to its new software focus, freeing it financially.

While both Sega and Microsoft deny the report, past statements by both companies can be interpreted to lend such an alliance some credence. Sega has already taken steps to expand its games and technology onto other machines, including Pico's digital set-top boxes and Sonic's Palm device. Microsoft's Xbox and PocketPC palmtop computers might be similarly attractive targets. Microsoft said the Xbox design was incomplete pending some "state-of-the-art" chips that would be added later; those chips could be Dreamcast chips. Plus, Microsoft and Sega already have a business relationship as Windows CE is a part of every Dreamcast.

Bill Gates will be the keynote speaker at March's Tokyo Game Show, during which he is expected to make a major announcement. Some suggest that the announcement may be that developers like SquareSoft or Capcom are pledging support—but it could also concern an alliance with Sega. Both Microsoft and Sega have vigorously denied the report. So stay skeptical, but stay aware—and stay tuned for news updates about the Tokyo Game Show at GamePro.com in late March.

## Sega halts Dreamcast production; drops price; says it will develop games for the PS2, Game Boy Advance, Xbox

In a late-January move that strewed Sega fans lamented but financial investors cheered, Sega officially announced that it would cease production of its 128-bit Dreamcast and drop the console's price to \$99.95, leaving the company to re-create itself as a "platform-agnostic, third-party publisher" for consoles manufactured by Sony, Nintendo, and Microsoft. The announcements came after weeks of rumors, speculation, and leaked information that the end was near for the Dreamcast.

"They always say you make money on the blades, not the razors," said Sega president and COO Peter Moore in a telephone press conference. "Right now, our games are the sharpest razors we have." Among the games confirmed as slinking onto the PlayStation 2 are Virtua Fighter 4; a new Space Channel 5 game; Sakura Wars (a popular Japanese simulation series); and two entries in the "Let's Make a Sport" series in Japan. Meanwhile, Nintendo's Game Boy Advance will receive handheld versions of Sonic the Hedgehog, Chu Chu Rocket, and Puyo Puyo. The games for both systems should appear between August and

November of this year. Sega is also in negotiations to bring Sega games to Nintendo's GameCube and Microsoft's Xbox, but the arrangements have not been finalized. "Everybody in the industry agrees that it's the games that matter," said Moore. "Content is Sega's strength. The opportunity is here for Sega."

While many fans never thought they'd see the day when Sonic would appear on a Nintendo platform, the impetus is almost entirely financial. Sega has posted losses in excess of \$300 million over the last two years, and much of that debt was accrued by the Dreamcast. "The hardware business is not profitable," stated Moore flatly. "By the time the product hits shelves, most companies are in the hole." Moore estimated that hardware companies sacrifice anywhere from \$50 to \$100 per console in an effort to establish its product in as many households as possible. The Dreamcast currently has an installed base of 3 million gamers in North America.

Sega's decision to cease Dreamcast production was widely rumored for about two weeks before the company's announcement, but the hearsay gained credibility with a report in the Japanese newspaper Nihon Keizai Shinbun in January. The article stated that Sega would cease production of the Dreamcast console in March, but would continue marketing the console until its existing supply was depleted. Within hours of the paper's publication, Sega

of America responded with this statement to calm consumers in the United States: "Sega of America stated today that the company globally reaffirms its commitment to the Dreamcast. In fact, Sega has more than 100 games worldwide coming out for the platform in the next year. It is not Sega's policy to comment on rumors, and the company has not made any statement regarding ceasing manufacturing of the Dreamcast or development for other video game platforms." Sega of Japan followed closely with its own detailed statement to Japanese game magazine Famitsu, confirming that Sega was exploring software development for other consoles but that the company did "fully intend to continue" Dreamcast business and was "prepared to let the software titles take the lead."

Months earlier at a press event, Charles Bellfield, Sega of America vice president of corporate and marketing communications, had downplayed rumors of the Dreamcast's demise and Sega's supposed transformation into a third-party developer for other consoles (see ProNews, February). Bellfield said that Sega was "looking at digital convergence devices that also run games" and that the company was "developing [Dreamcast] technology, not discontinuing it." Peter Moore was loathly able to elaborate on Bellfield's vague statements, adding that Sega would also create games for Sonic's Palm series of handhelds and Microsoft's cell phones. Dreamcast technology is also being incorporated into digital set-top boxes made by Pace, so owners of Pace's personal video recorders will also be able to download and play Sega games. (Look for a Cutting Edge report on Pace's THruPlayTV-like device in the next issue of GamePro.)

Moore assured the existing 3 million Dreamcast owners that they would be taken care of in the coming months—"We will continue to market Dreamcast content as long as gamers want to buy it"—but was equally pleased to throw off the shackles that a single, dedicated machine presents. "We are no longer limited by our hardware installed base," he said. "We are limited only by the population that plays games worldwide."

"The future is a bright one for Sega," concluded Moore. "This announcement will allow us to become a profitable company quickly. Sega will become a profitable company quickly by playing to its primary strength—game content—and that is a game we know how to win."



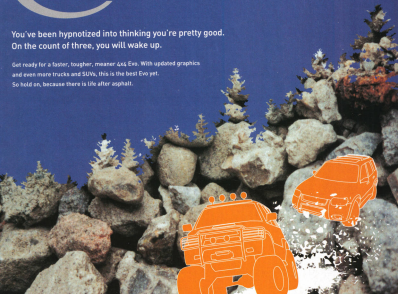
Peter Moore, Sega president and COO, said the company will focus on its "core competency"—making games.



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## NEWS BITS

**Gran Turismo 3 Delayed...Again**

Despite rumors that a late March release of Gran Turismo 3 for the PS2 was still just cover feature "Gran Turismo: Start Your PS2!" (March), Sony has announced that the game's launch has been pushed back to "late spring" which probably means May or June. While no reason for the game's second delay was given (it was originally scheduled as a launch title for the PS2), the reason that "good games are better than on-line ones" is a reasonable bet—especially since the hotly-bug-filled launch of GT2 caused such an uproar last year.

**Nintendo To Buy Sega? Nope**

Well, so much for the New York Times. In late December, the London of journalists reported that Nintendo was in negotiations to buy Sega for roughly \$2 billion—a story that was widely reported despite the fact that both Sega and Nintendo denied the report. "There is absolutely no chance that Nintendo will buy Sega," said Nintendo president Hiroshi Yamauchi in a statement. Similarly, a Sega spokeswoman told the Reuters news service, "The report is absolutely groundless. We are not talking to Nintendo or anyone about such a deal." Industry analysts suggested that Nintendo has everything it needs to be competitive in the home marketplace and would have little interest in acquiring Sega.

**MK Blamed for Boy's Death**

Andrew Wilson of Norwalk, Connecticut has filed suit against Midway Games, alleging that his 13-year-old son Noah was stabbed by a friend after playing Mortal Kombat at a restaurant in 1997. The boys were on their way to a screening of Mortal Kombat: Annihilation when one of them found a knife on the sidewalk and allegedly tried to imitate a scene from the game. Wilson's suit alleges that the friend "was still feeling the effects of a cut was controlled by the Mortal Kombat video [game]" and that for his son and his friends were "obsessed" with it. The owners of the restaurant say they have never had a Mortal Kombat machine at their establishment.

# SOUL CALIBUR 2, TEKKEN 4 ON THE PLAYSTATION 2?



Several new, high-profile coin-op games in Japan could well find their way to American consoles in the coming months. Soul Calibur 2, Bloody Rose 3, and Tekken 4 are among the latest Japanese arcade games to be developed using Namco's System 246 hardware, which is based on the core technologies of the PlayStation 2. Games designed for System 246 should therefore enjoy a smooth passage to Sony's current console.

System 246 is not the first arcade architecture to share specs or elements with a home console. Namco's System 12 was built with shared technology from the original PlayStation, and that synergy is what resulted in such accurate translations of Soul Edge and Tekken 3. More recently, Sega's Naomi arcade board has resulted in very accurate Dreamcast versions of Virtua Tennis, Power Stone, Crazy Taxi, and Captain vs. Shik.

While this is by no means an official announcement, it's reasonable to assume that System 246 games would also make excellent candidates for home release both in Japan and in America—and goodness knows that fighting game fans have been clamoring for the latest chapters in the Soul Calibur, Bloody Rose, and Tekken franchises. Soul Calibur 2 is expected to make its debut at an arcade trade show shortly, while future issues of GamePro (both in Hot at the Arcades and Sneak Previews) for information as it develops.



## SONY ACQUIRES NAUGHTY DOG

Bad dog, good deal. In January, Sony acquired Naughty Dog (developers of the Crash Bandicoot series) as a wholly owned subsidiary—meaning the brains behind the bandicoot will now be 100 percent devoted to the PlayStation 2. And from all reports, the gang at the Dog pound couldn't be happier.

"We're looking at the next generation," said Naughty Dog co-president Jason Rubin in an interview with GamePro. "We made a choice to support the original PlayStation exclusively, feeling that was going to be the strongest system—and we were right; we picked the winner. A year and a half ago, we felt the PS2 was the strongest choice, and, as things have moved forward, we still feel that way. Especially after seeing the Xbox CES announcement, I feel the PS2 will be the place to be for the next few years."

Rubin said the decision to join forces permanently was based on the excellent relationship the two companies had already formed. "This isn't a situation where we went around shopping for the highest bidder—we went specifically with Sony, the publisher we had been with for a long time. The relationship is right."

Since December 1999, the entire 30-person staff at Naughty Dog has been diligently working on an unannounced 3D character-based game for the PlayStation 2. Universal Interactive owns the rights to Crash Bandicoot and recently licensed them to Konami for the mascot's forthcoming PS2 appearance. From Rubin's perspective, moving on to a new franchise is a positive step. "I spent more time creating Crash than I spent going to college," quipped Rubin. "But after five years of working with a character, there are things you want to do that you can't do in their world. So we said, 'What's a 128-bit character?' rather than 'What existing character can we bring over?'" Naughty Dog will reveal more details soon—watch GamePro for updates.

In related news, Sony also acquired Red Zone Interactive, the developers behind many of 999 Sports' titles, including NFL GameDay. Red Zone was formed by ex-Sony Interactive Studios America personnel, so rejoining Sony brings the company full circle.



**NAUGHTY DOG**



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# TONY HAWK, WILL YOU MARRY ME?

It's a classic story: Boy meets girl, boy falls for girl, boy builds a skatepark in Tony Hawk's Pro Skater 2 to propose marriage to girl, girl accepts.

Of course, that will never happen to you (especially if you don't get out more), but that's exactly how 19-year-old Mark Taylor of Melbourne, Australia, and his long-time girlfriend Vanessa decided to tie the knot. The original THPS was one of many common bonds between the best friends, but when the sequel came out, Mark also realized it was time to pop the question. He spent only about 30 minutes building Proposal Park with THPS2's skatepark editor before he had something workable. "The level is designed as a huge church, with benches and all," he says. "The walls of the church are made of half pipes, there's an altar complete with steps and a huge grid rail traveling around the edges." There were a few clues as to the park's intent on some smaller sounds, but the big payoff took practice and patience. "It won't until she did a grind all the way around the church and finished at the altar that the gap bonus appeared, saying 'Vanessa, darling, will you marry me!'"

And the answer? "Yes," of course. The couple will be married at the same playground where they met as six-year-olds. "I don't think she suspected it," says Mark. "I mean, we had been talking about doing this for a long time...it was one of the most beautiful moments of our lives."

Despite the unorthodox method, there are good vibes for the couple all around. On behalf of developer Neversoft, THPS2 producer Scott Pease says, "Neversoft wishes them the best of luck. We just hope that when they head off on their honeymoon, the PlayStation stays home."



"Gala to the chapel, and we're gonna get marry..." Mark's altar, the centerpiece of Proposal Park.



# TOME READER



It's time to throw away your old Jaguar cartridges and make room for some good books on your game shelf. (Books are what people used for entertainment before games.) Among GamePro's recommendations (all of which should be available right about now):

The people most qualified to tell the history of video games are the ones who lived it—and copious quotes from the industry's most influential people are what give Steven Kent's *The First Quarter: A 25-Year History of Video Games* its authoritative tone. It's an easy read full of surprising, entertaining anecdotes from gaming's birth right up to the PS2, with frequent, well-timed interruptions by tidbits like Atari's Nolan Bushnell and Nintendo's Howard Lincoln. The typographical errors are numerous but forgivable, because reading it feels more like a friend telling you cool stories over lunch. Kent's wise decision to let his subjects tell their own tales results in an engaging, definitive, must-read tale that you'll quickly forget is a history book.

Similarly, David Sheff's seminal *Game Over* looks like a history of Nintendo, but reads like a spy novel. The book, just recently back in print as *Game Over: Press Start To Continue* with new chapters by Andy Edley, traces Nintendo's legacy from a family-owned playing card company to a family-owned video game dynasty while neither dillydally nor condemning the company. *Game Over* paints a surprisingly intimate portrait of a notoriously private company, tracking the personalities as well as the products it created. Just the dizzying chapter on how Nintendo secured the rights to Tetris is worth the price of admission.

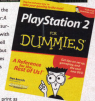
Less academic but no less cerebral, *Trigger Happy* looks at the social impact and importance of video games from a British perspective. Steven Poole's writing is erudite and educated, comparing and contrasting gaming to other entertainment and delving into some psychology in an attempt to discover just what it is that makes you want to play *Gran Turismo* for five hours straight. Be warned that it's a heady read—the word "exogenous" pops up on the first page—but wouldn't you like to know more of the "why" of video games instead of just "when"? A book like this is long overdue.

And in the shameless self-promotion department, GamePro presents *PlayStation 2 for Dummies*. It's all you need to know about the machine—what it can do, what it can't do, how it stacks up against the competition, and reviews of about 300 of the best PS2-compatible games. You'll also find detailed info on the DVD player and the usual jockey bits and cartoons. We think no PS2 owner or potential owner should be without it (but then again, we wrote it).

## Best-Selling Video Game Titles: December 2000

RANK	TITLE	PLATFORM	PUBLISHER
1	Pokémon Gold	GBC	Nintendo
2	Pokémon Silver	GBC	Nintendo
3	WWF SmackDown 2	PlayStation	THQ
4	Tony Hawk's Pro Skater 2	PlayStation	Activision
5	Driver 2	PlayStation	Infogrames
6	Final Fantasy IX	PlayStation	Square EA
7	The Sims	PC	Electronic Arts
8	WWF No Mercy	Nintendo 64	THQ
9	Legend of Zelda: Majora's Mask	Nintendo 64	Nintendo
10	Dinasty King Country	Nintendo 64	Nintendo

Source: NPD (NPD Video Games Tracking Service)



**GAMEPRO LABS**

**Blaze DC-X**

Rating: 5.0

If you're looking for a safe alternative to chipping your Dreamcast for the sake of imports, this is it. Pop in the DC-X disc, and it loads up code that enables gamers to play Japanese software on an American Dreamcast and vice versa; pop it out at the prompt, and you're ready to play.

Our import discs for *TMVC2* and *Gunbird 2* played perfectly on a U.S. model, while *Virtua Tennis* and *Quake III Arena* worked flawlessly on a Japanese console. Simply awesome and well worth its price.—Dan Ekilo

**Price:** \$24.99. **Contact:** Blaze, 867/593-5746, www.firesoft.net



**AP Metals Video Caddy**

Rating: 3.0

The solid steel, smooth-rolling Video Caddy features four sturdy shelves, perfect for organizing your consoles. The top shelf can hold a 17" TV set, and the bottom shelf hides a (noisy) drawer for storing controllers. Holes in the shelves enable you to thread your cables through the rear of the unit, and slots on the shelf walls let you secure the cables with the included zip ties. But even though the Caddy comes with a power strip, an S-video A/V switcher, and Velcro pads, you could buy a new Dreamcast for less than this product's price. Excellent construction, poor value.—Dan Ekilo

**Price:** \$159.99. **Contact:** AP Metals, 619/660-3293, www.apmetals.com

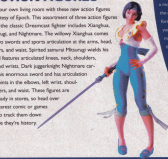


**STATIC**

... MGS X... MGS X... MGS X... Words stopped calling. Placans-rased games. Words were out of business a few weeks later. Colocolonial + Air. Hendrix didn't exactly "break" a Dreamcast controller playing *Virtua Tennis*—he simply wore it out. The constant was slowly eroded the thumb stick's main-line bumps so they were smooth, and then the whole stick just stopped off. That's why *VT* was off on our Top 15 list last issue. Even the best game ship with word bags, so you can imagine what you'll find in the worst games. Check out both lists at [www.breakinggames.com](http://www.breakinggames.com). The section on *Dark Plans* *FreeStyle BMX* is a riot all by itself. If you're not playing your Dreamcast through a VGA monitor, maybe you should be. Plus (but not all) Dreamcast games support VGA mode, and there are some low-priced, third-party VGA boxes on store shelves now. You'll need a monitor and a set of powered speakers (like the ones for computers), but it's worth the effort—see *Force* game of *Soul Calibur*, and you'll never go back. + MC Hooligan's "Quake-mania" is 10 times funnier this, well, everything by *Broken Future* continued. But how about some game-related songs that won't be treated off as novelty? Beyond *Del* the Funky Homosapien's "Praise Culture" there aren't many. It's not like rock and rap stars don't play Nintendo on the list. + Hey Placans, I don't we're the only ones here. + Game. Boy Advance... Game Boy Advance... Game Boy Advance... By Advice

**SOUL CALIBUR ACTION FIGURES**

Set up the stage of history in your own living rooms with these new action figures based on *Soul Calibur*, courtesy of Epoch. This assortment of three action figures from the classic Dreamcast fighter includes Xianghua, Mitsurugi, and Nightmare. The willowy Xianghua comes with two swords and sports articulation in the arms, head, neck, shoulders, and waist. Spirited samurai Mitsurugi wields his swords and features articulated knees, neck, shoulders, waist, and wrists. Dark juggernaut Nightmare carries his enormous sword and has articulation points in the elbows, left wrist, shoulders, and waist. These figures are already in stores, so head over to your nearest comic or games shop to track them down before they're history.



**HIDDEN CHARACTERS**



Rebelle; Arch 'n' Aretich; Doufies; Mao

# GIVE MY REGARDS TO BROADBAND

**DSL AND CABLE MODEM USERS CAN FINALLY WIRE THEIR DREAMCASTS FOR BLINDING INTERNET SPEED. BUT IS THE PERFORMANCE WORTH THE PRICE?** BY DAN ELEKTRIO

**I** MAGINE WAKING UP Quake III Arena on your Dreamcast, searching the Internet for games in progress, finding 200 matches across the country, and then being able to play any of them—without lag. Sounds like a gamer's dream! This dream is finally a reality with Sega's broadband adapter—but that reality may cost more than you're willing to pay.

## PLUG AND PLAY

The Sega Dreamcast Broadband Adapter very quietly became available through Sega's online store in January. The \$60 attachment replaces the existing 56K modem directly. Simply press a tab to pop out the old one (which forms the entire right rear corner of your Dreamcast) and plug in the broadband adapter in its place.

From there, however, the installation becomes a little more complicated.

The adapter alone will do nothing; you also need a DSL or cable modem and the subscription service that goes with it. Depending on where you live, high-speed Internet access will run you \$40 to \$75 a month, plus an installation fee. That's at least double what most dial-up ISPs charge, but because broadband gives you speeds many dozen times faster than that of traditional online service (a file that takes 15 minutes to download at 56K is yours in a mere 45 seconds with broadband), and the broadband connection is always on (no more tying up the phone lines with your gaming—and no more people picking up the phone when you're trying to play), you may find that broadband is well worth it.



Ballpointing your foes in Quake III Arena and leaving the competition in Pod SpeedZone is faster than ever with a broadband Internet connection.

## THE NEED FOR SPEED

So far, only a handful of Dreamcast games support the broadband adapter—Unreal Tournament, Pod SpeedZone, Fantasy Star Online, and Quake III Arena—but the PlayStation 2, GameCube, and Xbox are all planning to support broadband gaming as well. Sorry, you can't play NFL 2K1 or NBA 2K1 (broadband) Alter testing Quake in the GamePro offices, we can say that Sega's promise of playing opponents coast to coast can, in fact, come true. With a high-speed Internet connection and the broadband adapter, we experienced no discernible lag and, therefore, no excuse for the horrible as-whipping our editor received. Even on a link from California to Massachusetts, the speed gauge showed up green—and green definitely means go.

If you can afford it, a broadband setup for your Dreamcast is awesome—a gamer's paradise. If you can't swing it yet, just wait; the price of high-speed Internet access is falling slowly and it will become only more affordable with time. **D**

## CAN I GET IT?

Broadband is still an emerging technology, so you may or may not be able to obtain high-speed Internet access where you live. Check the following Web sites for more information:

[www.broadbandcompass.com](http://www.broadbandcompass.com)  
[www.dslreports.com](http://www.dslreports.com)

[www.athome-att.com](http://www.athome-att.com)  
[www.urf.com](http://www.urf.com)

# リングオブレッド RING of RED™

Some games recreate a battle.

This one recreates history.

Following WWII, Cold War tensions have peaked. The Soviets and Allies have divided Japan and war has broken out. As leader of the Allies, you'll command squadrons of troops and giant mechs through intense 3D firefights in a real-time battle-action system. Enter the Ring of Red, lead your men to victory, and change the face of history.



PlayStation 2



Animated Blood  
Animated Violence



# THINKING INSIDE THE XBOX

THE XBOX IS A SWEET-LOOKING PACKAGE, BUT MICROSOFT IS TRYING TO MAKE ITS HIGH-POWERED CONSOLE MORE THAN JUST A PRETTY FACE. *By the Whizz*

**N**OW THAT MICROSOFT has rolled out the Xbox shell into the light of day (see ProNews, March), the countdown's almost ready to begin. All that's needed now are a few details—like a firm launch date, price tag, and solid list of launch titles. But one thing appears certain: The Xbox is preparing to bring some gameplaying muscle to the video game party.

## XBOX INSIDE

If Microsoft is talking smack, it's preparing to back it up by packing plenty of heavy-duty hardware under the Xbox's hood. Microsoft teased up with Intel to create a custom central processing unit running at 733 megahertz, that's pretty respectable when compared to a Pentium III, where 800 megahertz is considered "low end," but blazing when compared to the PlayStation 2's 300 megahertz clock speed.

However, the system's visuals could outperform all comers thanks to some big-time help from a 3D graphics processor custom built by Nvidia, whose GeForce 254 graphics chips are currently tearing up the PC graphics world. The Xbox graphics processor will run at 300 megahertz, and, according to Microsoft, will outperform current PC graphics chips by a factor of 10.

Creating this bleeding edge chip is going to go right down to the wire. In fact, none other than Bill Gates himself has already stated that "certain" Xbox custom chips wouldn't be completed until just prior to the launch.

When you combine the Xbox's custom silicon pieces with the system's 64 megabytes of main memory (twice that of the PlayStation 2), the unit will generate pure graphics horsepower.

## THE DRIVES TO SUCCEED?

All this number-crunching capability will have plenty of game data to feed off of, too. The Xbox will spin games from a 5x DVD drive, and it will also house an 8-gigabyte hard disk. But don't worry, PC gamers, you're not going to install games onto the hard drive to play. Even though the Xbox's operating system is based on Windows 2000 (this is still a Microsoft product after all), games will load from the DVD just like any other console.

That 8-gigabyte hard drive space will also be put to good use during gameplay. You'll be able to place saved game data there, of course. However, part of the hard drive will also be used as a big memory buffer; that is, a space to store game info like textures or 3D models for a huge level so that it can flow into system memory more quickly and become a part of your gameplay. Say goodbye to load times as the drive tries to read a disc.

You'll also be able to play your favorite tunes with your Xbox games. That's right, reportedly you'll be able to rip tunes from your CDs and store them on the hard disk for replay during your game. And depending on what happens in the world of MP3s...look out!

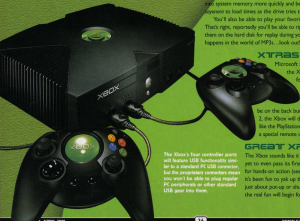
## XTRAS

Microsoft is clearly focused on positioning the Xbox as a game machine...at least for now. There will be a built-in Ethernet adapter for broadband connectivity, but plans to create a 56K dial-up modem appear to be on the back burner. Moreover, like the PlayStation 2, the Xbox will display DVD movies. However, unlike the PlayStation 2, you're going to have to purchase a special remote control to play them.

## GREAT EXPECTATIONS

The Xbox sounds like it will have a lot of upside, but it has yet to even pass its first test: No Xbox games are ready for hands-on action (see sidebar "Xbox Games"). So while it's been fun to juk up the Xbox's potential features list, it's just about put-up or shut-up time. Hopefully, that's when the real fun will begin for gamers everywhere. **G**

The Xbox's four controller ports will feature USB functionality similar to a standard PC USB connector, but the proprietary connectors mean you won't be able to plug regular PC peripherals or other standard USB gear into them.





The Xbox will pack a lot of hardware, so it's built to go one way and one way only. The sleek embossed "X" top cover also means that you won't stack anything on top.



New Legends is a martial arts adventure game coming to the Xbox from THQ. Check this issue's Sneak Preview.



The Xbox controller will have the same general shape and footprint as the Dreamcast controller. It will even feature two shoulder buttons and two forward-mounted slots for memory cards. Similarities stop there as the X-controller will have three analog joysticks, six action buttons, and a "back" button. The back button will enable you to move backward through menu screens or other game data screens. There will also be built-in rumble capability and a 9-foot controller cord that's shielded like a cable to help reduce twists and tangles.

## XBOX GAMES

The Xbox will try to raise the bar on video game hardware, and about 280 game developers are already willing to bet that it will. Here are a few confirmed games coming to the Xbox.

Title	Genre	Publisher
Battlefield 1942	Strategy	Electronic Arts
Back & White	Strategy	Lochwood Studios
Crash Bandicoot X	Action	Konami
Heaven & Hell	Strategy	CDV Software
Ghost Recon	Action/combat	Red Storm
Hellfire	Action/adventure	Serra
Halo	Action	Bungie Software
Jurassic Park	Action/adventure	Konami
Kessen 2	Strategy	Koei
Knockout Kings	Boxing	EA Sports
Madden NFL 2001	Football	EA Sports
Malice: A Dark and Curious Fairy Tale	Action/adventure	Argonaut Games
Metal Gear X	Action/adventure	Konami
New Legends	Action/adventure	THQ
Oddworld Munch's Oddysee	Action/adventure	Oddworld Inhabitants
Ready 2 Rumble Boxing Round 1	Boxing	Midway
Shrapnel: Urban Warfare	Action/combat	Ripstone
Silent Hill X	Action/horror	Konami
SSX Snowboarding	Snowboarding	Electronic Arts
The Thing	Action/horror	Konami
Tony Hawk's Pro Skater 2x	Skateboarding	Activision
Warcraft	Action	Bizarre Entertainment
WWF: Raw Is War	Wrestling	THQ



# MEAN, GREEN FIG

3DO's soldiers of fortune have already stormed most consoles, but with a battle plan based on sequels and spinoffs, can Army Men's mini-military earn its stripes on the PlayStation 2? *By Four-Eyed Dragon*



**T**he Army Men invasion has been persistent, targeting every system and racking up sales. Now the next-generation of green soldiers is disembarking on the PlayStation 2—with *Portal Runner*, *Sarge's Heroes 2*, *Air Attack 2*, and *Green Rogue*—and on the PlayStation with *World War—Final Front*. These games arrive with the series' trademark gameplay, a visual face-lift, new heroes, and new adventures.



# HITTING MACHINES

## PORTAL RUNNER

PLAYSTATION 2 • ETA: APRIL

**B**EST KNOWN AS Sarge's love interest in Sarge's Heroes, green-haired vixen Vikki has been chosen to lead JDO's infiltration of the PlayStation 2. Originally titled "Vikki's Adventure" (see our special feature, "From the Foxhole to the Rabbit Hole," November 2006), Portal Runner will pit Vikki against the troublesome Brigette Bleu, who is vying to steal Sarge for herself. But that's as close as this Army Men tie-in will come to the series: Vikki and her sidekick, Leo the lion, will face challenges in environments far removed from the Green and Tan battlefields.

In this 3D adventure, you'll travel through various toy-themed worlds, using four gameplay modes to battle Brigette's minions and solving brain-twisting puzzles to advance. At certain points, you'll play as either Vikki, equipped with a bow and various high-tech arrows; as Leo the lion; as Vikki with Leo by your side; or as Leo with Vikki riding on your back. When Vikki and Leo are together, Vikki must control Leo's rage by feeding and petting him; if his rage builds up, he'll go berserk and lash out at everyone around him. As the adventure develops, the relationship between Vikki and Leo, JDO claims, will become an emotional bond that that players will experience, too. If one of two should die, the game is over—so it's all about teamwork.

In an early demo, Portal's world was opulent with vivid details and a wide spectrum of colors that dazzled the eyes, which is not surprising considering its variety of levels: prehistoric, medieval, futuristic space-age, etc. Even Leo's running and attacking animations were smooth and convincingly realistic. Portal Runner could be a PS2 sleeper hit. 

CONTINUED ▶



You'll have a chance to sit back and enjoy the many splendid views in Portal's colorful world.



You'll have to be on your toes—multiple enemies will surround you at any time if you're not careful.



You'll have to solve many puzzles by shooting arrows at particular objects and "hot points" in a certain sequence.



If Leo's rage meter maxes out, he'll do some serious damage to anyone around him.



Leo will be 40 to 50 percent faster than Vikki, and able to jump farther.



Vikki will encounter other kinds of green men on her quest to free Sarge.



You'll be able to switch to a first-person perspective for a better shot.



Vikki will be armed with a bow—and a variety of magic arrows.

# ARMY MEN

## SARGE'S HEROES 2

PLAYSTATION 2  
ETA: APRIL

**A**LTHOUGH THE SIMPLE plot—conquer the Tan forces once and for all—and gameplay of this 3D action/combat game may be the same as that of its PlayStation and N64 counterparts, the PS2 version of *Sarge's Heroes 2* could well be worth a trip to Army Men boot camp. The preview version already showcased levels with absolutely phenomenal visual detail: beautiful reflections, stellar lighting effects, and super-crazy explosions. Even the sound effects had been turned up a notch so that

players were not with ear-popping salvos at every turn. Besides the graphic enhancements, *Sarge's Heroes 2* will do battle on new levels, like a toy store, a bedroom, and inside a pinball machine. Also, enemies will have several hit points that result in different types of character animations. Look for a new power-up that makes Sarge invincible.

So far, *Sarge's Heroes 2* seems to be running an airtight campaign full of eye-appealing combat. Let's hope it follows through with strong gameplay reinforcements that convince action-hungry gamers to enlist. **C**



Eye-dropping visuals, like super-real reflections and dynamic lighting, will fill every bit of the game.



Expect to wage urban warfare in towns scaled to your Green size.



Surreal-world environments like this table will be part of your battlefield.



Expect 16 levels of the usual Army Men missions, like securing this tunnel.



SH2 will have five levels dedicated to multiplayer deathmatches.



Unlike those of other Sarge games, each weapon here will serve a specific purpose. For example, only a bazooka or a rocket launcher will be able to destroy this helicopter.



*Sarge's Heroes 2* will have three difficulty levels to challenge your Green abilities.



Tan soldiers won't be the only opponents you face. Giant toy robots will try to blow you away in certain levels.

# ARMY MEN

## AIR ATTACK 2

PLAYSTATION 2 • ETA: APRIL

**C**ONTINUING THE ORIGINAL'S mild success on the PlayStation, *Air Attack 2* will have you dogfighting with enemy copters, blasting 'em stronghold, and defending and rescuing Green troops in 22 levels spanning environments like a flower bed, a Japanese garden, and the Wild West. Your machines of destruction? Four top-of-the-line plastic helicopters.

New to this PS2 version will be an improved camera angle that enables you to see further ahead of your chopper, a new landing feature, and, of course, better visuals. In fact, in the preview version, realistic copter shadows curved over terrain, and platoons of soldiers looked tremendously sharp. The controls also had the feel of those of the PlayStation version: intuitive, precise, and simple to handle.

While the popularity of this branch of *Army Men* hasn't quite taken off, with all the cool new features, it still has a chance to fly high when it arrives on the PlayStation this April. **CONTINUED ▶**



For PS2 dubs, *Air Attack 2*'s camera angle has been improved, so you'll be able to see further ahead.



Huge explosions and hair-raising firefights will be the norm in *AA2*.



You'll have four helicopters to fly, including this Watson-era Oriskany.



Surface attacks against other deadly toys will be the norm.



Expect the air war to be as hectic as the ground war.



3DO promises that the outdoor areas in the final version will look more organic—with flowers, insects, and more.



You'll carry just about everything with your wings, which you can also use as a weapon by swinging objects.



The PS2 version will have more objects to destroy than its PlayStation counterpart.

# ARMY MEN

## GREEN ROGUE

PLAYSTATION 2 • ETA: APRIL

**T**HE ARMY MEN squad has a new weapon in its arsenal: a biotechnologically enhanced super troop named Omega Soldier. In *Green Rogue*, you'll take charge of this one-man wrecking crew, whose only purpose is to destroy the Tin Army in 16 levels of run'n'r and gamin' with super-charged weapons. As in legendary arcade shooter *Ikar* Warriors, you'll guide the Green's version of Universal Soldier using both analog sticks for full 360-degree rotation and movement. The game will be linear, continually moving forward in a 3D environment, with gunfire coming from every direction. What should make the game even more worthwhile will be its two-player co-op mode, which should double the mindless action.

*Green Rogue* is shaping up to be the PS2's premier brainless arcade shooter. It was easy to just pick-up and play an early build of the game; plus, there was enough action to water your eyes in the first minute of gameplay. Get ready to go commando this April. **G**



*Rogue* will collect power-ups, including healing and weapon upgrades.



You'll run into mazes like this one as you try to advance to the next level.



As in other frenetic shooters, bullets will blast from every direction.



Omega Soldier's weapon of choice for mass destruction will be the Biozork, which annihilates everything onscreen.



This rifle is equipped with a laser that will help you target these pesky Tins.



Who do you think will win this match? The rocket launcher or the rifle?



Each of the four available weapons will have its upgradeable state.

# ARMY MEN WORLD WAR

## ★ FINAL FRONT ★

PLAYSTATION • ETA: MARCH

**L**ET'S FACE IT—the first two World War games were flops. Rushed during development, the games looked and played horribly. 3DO hopes to change all that with the release of *Final Front*, the third installment of the wounded *Army Men: World War* series.

In *Final Front*, one of the key features will be your ability to control a variety of vehicles—including a tank, submarine, cargo truck, raft, and motorcycle—which should create a more in-depth style of gameplay. Like its predecessors, *Front*'s battles will take occur from a third-person perspective, as you try to accomplish an array of combat objectives in 15 campaigns. Another key feature will be the two-player battlefield editor that enables you and a friend to compete in deathmatch games like capture-the-flag and one-on-one.

*Final Front* may be the last of the old *Army Men* regime as it will be released only for the original PlayStation. Let's hope *Final Front* will be strong enough to win its final war. ☺



During firefights, you'll be able to snock, crawl, sidestep, and somersault.



*Final Front* will include missions like infiltrating heavily guarded bases.



Try to stay afloat as you sail down a river in a heavily armed gunship.



You'll be able to snipe your targets easier with this over-the-shoulder perspective.



Expect a flurry of armored vehicles to stop at nothing to prevent you from achieving your goal.



In a tank, you'll be able to control both the mounted machine gun and the cannon.



In some stages, you'll be joined by fellow grunts, helping you sweep clean any pesky Tan forces.



Before parachuting behind enemy lines, you'll be asked to man the ship's gun turret.

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OVER  
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- *Eliot Versus Predator*
- *In the Company of Army Men*
- *Lap Dance Dance Revolution*
- *Tekken Freeze Tag Tournament*
- *Breath of Fire V: Waiting To Exhale*
- *Bobby Knight's NCAA SmackDown!*
- *The World Is Quite Enough, Thanks*

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# SADDAM INSANE HOARDING PS2S?

"Kessen rocks!" says genocidal dictator

According to several reports, Saddam Insane has been stockpiling PlayStation 2s, possibly for some military application like launching missiles. However, *LamePro* reporters have secured an exclusive interview with the lunatic in question and report that, in fact, the guy just likes games.



"Word to your moms: I came to drop bombs!"

"I have a PS2 in every room of my bunker," said the world leader via a telephone call from his mysterious underground lair. "And who said anything about missiles? I said Kessen is the bomb. Call me 'crazy,' but I just love hoarding my troops all over the place, conquering everybody they meet... no peace treaties, no summits—just good 'ol fashioned military might raining flaming death upon the infidels. I don't know, maybe it's just me."

Saddam also professed a surprising fondness for *Fantasia*. "SSX is good, too, but I'm looking forward to XS SSX even more. That'll be even better...or sbt."



"The PS2 affords us shared quality time," said Insane. "As the old saying goes, the family that plays together, dominates the world together, and shall be redeemed in the eyes of God."



What an ass.

## BIG IDIOT ALREADY LINED UP FOR LAMECUBE LAUNCH

If you thought you'd have to line up outside a store to get Nintendo's latest game system, you're too late: One huge goofball gamer is already in line.

"I missed out on getting a PS2 even though I waited in line for 14 hours in a blizzard," said Stu Pidgeur, speaking from his makeshift cardboard shelter outside his local Wal-Mart, which he referred to as "the residence." "I'm not going through that kind of torture again. This time, I'm ready!"

By "ready," Stu apparently means "physically in front of the store." By all accounts, he's not actually prepared to spend the next six to seven months sleeping on the sidewalk. A cursory tour of his cardboard box revealed no food, blankets, or money of any kind. "I have my Lame Boy Color, an issue of *LamePro*, and my unwavering devotion to Nintendo—and that's all I need," he said before slamming shut his plastic garbage-bag "front door."

"I don't know what his deal is," said Willy Nilly, a Wal-Mart manager who asked not to be identified. "Nintendo hasn't even told us when the new console is coming out or how much it will be. We tried to talk him into leaving, but he won't budge, and the police said they can't do anything about it. So I guess we'll try tear gas next. If that fails...f---."

## FORBIDDEN CHARACTERS

TODAY'S EPISODE: **Jake's Big Break**  
MORE ABOUT DAN & MIKE





## XS SSX



OH, THERE ARE extreme games, and then there are extreme extreme games...and XS SSX takes extreme games to the excessive extreme! You want danger? Grab your snowboard and try surfing downhill with lead mines randomly buried in the packed powder! You crave excitement? You won't know what the word means until you've got snipers firing rounds at you from nearby peaks! And then there's the giant dinosaur that chases you downhill, threatening to eat you even if you win! At higher difficulties, your board is set on fire and melts the snow as you go! You couldn't pack more exclamation points into a single game! **B**



**XS SSX**



BY GARE HENRIKE

- Developed by the letters E.A. and the number 6
- Published by Electronic Arts



LOOK OUT BELOW

## Chicken Smuggler's Run

WHY DID THE chicken cross the road? Because it was running for its life from an oncoming 4x4! The smuggling community charges its cargo from human kidneys to buffalo wings in Chicken Smuggler's Run, the hottest combination since bacon and eggs. Roam around the free-range environment searching for cargo to pluck for Mrs. Tweedy's Pies as you run afoul of the law. If you can collect enough feathered friends within the allotted time, you unlock new vehicles and earn Shake & Bake bonuses, including the infamous Pullet Surprise. This egg-celent adventure will be more than just poultry in motion—it'll be feg-en-lickin', sne-kickin' good! **B**



BY THE HUMAN TORATO

- Developed by Sector Seven
- Published by The Bureau of Alcohol, Tobacco, and Firearms



WINGS ON

## Silent Scope Surfing

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BY TERRY GIBBS/STEW

- Developed by White-wind
- Published by The National Rifle & Beach Sports Association



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**NOT AT THE ARCADES**  
PREVIEWS

## Lame-Duck Hunt



BY MARGRETT LINDER BIRD

Developed by Florida Voters  
Published by The Good,  
The Bad, and The Stupid



FINAL TALLY



FINALLY, THE ELECTION! (We free a nation is yours to enjoy over and over again in Lame-Duck Hunt! In this light-gun shooter, it's up to you to decide—maybe—who will be the President of the United States! In the first round, the screen swarms with flapping butterfly ballots. You'll receive bonus points for Hanging Chads and Pregnant Chads, but, in some precincts, all your points will go for Pat Buchanan.

The second round presents players with a map of the nation. Aim for the states you want your party to win, then see if the TV news crews call it in your favor. (You can also get a secret Look Book for a score an extra 2 million popular votes.)

The final stage is the most crucial—the Rally. As you aim, the screen is filled with the state of the union. If you hit the Daisy Double power-up, all your uncalled votes will be counted. (The Florida Supreme Court guardians will try to put the Democrats ahead, but you can still win the Court; does the same for the Republicans—and if the truck sideswipes Florida, you're out.)

The game's last boss is tough. The Electoral College is armed with the most powerful (and absolutely legal mumbo-jumbo and a huge stick. No matter what your popular vote is, the Electoral College will randomly zap you back to New Hampshire.

If the Democrats win, Al Gore French-kissed the state of the union. If the Republicans are victorious, you'll receive a congratulatory note on your great "strategy." (The game's never should have "misunderestimated" in the first place.) Lame-Duck Hunt is a game you'll never forget, no matter how you vote.

You can  
take my  
votes, but  
you'll  
never  
take my  
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# Black & White

## SUPREME BEING OR SUPREME PAIN IN THE NECK?

By creating a beautiful and complex world where you use your godly powers to influence events instead of directly controlling them, *Black & White* looks to be one of the most intriguing real-time strategy games in many moons. After you use your powers to save a small boy, a primitive village builds a temple to worship you—and allows you to meddle as much as you want in their affairs. Put a man next to some trees, and he becomes a forester; put him next to a woman, and they fall in love and make babies.

Each of the game's 400 single-player mini-quests has multiple methods, including a "good" one and an "evil" one. To obtain a special stone from a woman, for example, you can either save her brother or smash her house and take it. Your supernatural influence isn't limited to one village. By terrifying or helping other villages with miracles—44 of them, including creating food, causing storms, and hurling fireballs—you can convert them to your persuasion, expand your influence, and become the most powerful god.



# Black & White



BY JAKE THE CHAME

Developed by Lionhead Studios  
Published by Electronic Arts  
Target release date: April



HANDS ON



In what looks to be the most elaborate and *Wii*-like god game yet, your subjects may consider you the Supreme Being...or something less lofty.



## A DEITY—WITH OR WITHOUT PIETY

Hapless humans aside, you'll also control a worldly embodiment—one of 16 giant beasts, including a rhino, ape, lion, or cow. Using complex A.I., your pet will learn elaborate tasks and even to "think" on his own, doing things never designed by you or the game's programmers.

In the preview version, using the mouse, it was possible to zip around the domain with ease, even panning back to see the whole world at once. The 3D world was as detailed as anything yet seen on a PC, and incredibly lifelike. It was possible to pile uprooted trees, light them on fire, put a boulder on the fire until it became red-hot, then use it to light new fires elsewhere. When *Black & White* manifests itself to wannabe deities this month, many hours of joyful, supernatural meddling is foreseen.



# Medal of Honor: Allied Assault

## UNCLE SAM WANTS YOU!

Medal of Honor has fired its last round on the PlayStation, but the war is far from over: EA has two more missions on deck over the next year or so: Allied Assault for the PC, and Front Line for the PS2 (see cover feature, August 2006). While the PS2 version remains under wraps for now, EA has unveiled Allied Assault with a very early tech demo that was already compelling enough to rank Allied Assault as one of the year's hottest PC prospects.

Like its predecessors, the gameplay will involve first-person combat that focuses more on stealth and smart strategy, not gonzo mayhem. Players will conduct infiltrations alone and as part of a team, and will occasionally go undercover in disguise. The multiplayer side will feature both deathmatches and cooperative action.



BY BILL KOPPELMAN

- Developed by EA GAMES and EA LA
- Published by Electronic Arts
- Target release date: November



FIRST LOOK



Medal of Honor's tour of duty on the PlayStation is over, but there's plenty of war left to fight on the PC and PS2. Judging from this jaw-dropping first peek at Allied Assault, recruits will be eager to stan on for the OSS's latest operation.



## STORMIN' NORMANDY

Allied Assault will follow Lt. Mike Powell of the 1st Ranger Battalion as he's recruited into the OSS in '42 and tackles missions in North Africa, France, and Germany. Some of the specifics will involve famous moments: In World War II like Operation Market-Garden (the Allied invasion of Nazi-occupied Holland), preventing the bridge at Arnhem from being demolished by Germans, and—coolest of all for *Saving Private Ryan* fans—the landing at Omaha Beach in Normandy.

The Omaha Beach level will closely follow the movie scene as you'll begin in the water and head for a shore that's littered with wire, hedgehogs, and intense enemy fire. You'll have to stay prone and wait for a path to be cleared before storming the cliffs.

Naturally, the game will be loaded with authentic WWII weapons, uniforms, vehicles, and other details; you'll be able to drive a Sherman tank, use artillery, plant sticky bombs on tanks, and more. Visually, the game already looks spectacular with dazzling textures, scenery, and lighting. Look for Allied Assault to take you behind enemy lines this November.

## Hostile Waters: Antaeus Rising



BY JAKE THE SHARK

•Developed by 14 Degrees East  
•Published by Interplay  
•Target release date: April



FIRST LOOK



**REAL-TIME STRATEGY** gamers will soon be able to jump into the action with *Hostile Waters: Antaeus Rising*, a futuristic strategy game that allows the player to drive and fly the game's vehicles. It's 2032, and the world is at peace until an astute cabal of military leaders tries to take over. Using the Antaeus, a futuristic super-carriers-factory, you'll fight past many islands to the cabal's home base. You'll build utility vehicles, then carry them ashore with helicopters



to collect resources for more powerful units. As many as 10 vehicles can be controlled by your A.I. counterparts: long-dead soldiers who live on soul-capture chips. But most of the time, you'll take direct control of the action, flying helicopters, driving tanks, hovercraft, and more, all of which can be customized with shields, weapons, and other items. The 3D islands were impressively detailed in a demo, and the action seemed fast-paced and deep. If development stays on course, *Hostile Waters* could conquer the RTS genre with a wicked-looking action game. **G**



## Evil Islands: Curse of the Lost Soul



BY JAKE THE SHARK

•Developed by Nival Interactive  
•Published by Fitbit Interactive  
•Target release date: April



HANDS-ON



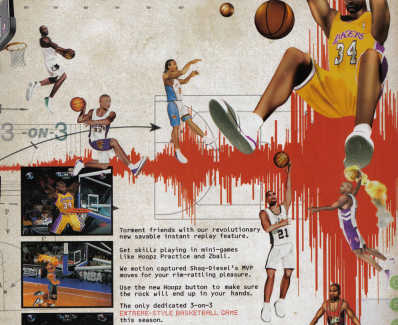
**EVIL ISLANDS BRINGS** an entirely 3D perspective to the role-playing game genre. Created by Russian developer Nival Interactive, the game will enable you to view three beautifully detailed worlds—forest, snow, and desert—from almost any angle, via an adjustable floating camera, similar to that found in 3D real-time strategy games.

Playing as hapless hero Zak, you wake up with no memory on a forest island populated by a primitive tribe, orcs, goblins, wolves, warhogs, and others. To succeed, you'll have to use your wits as well as your strength, sneaking past tough trolls and chieftains, while sneaking behind goblins and orcs to get them from behind.

You can have two other party members at once. Plus, you'll be able to combine countless spells, build your own weapons, like a lightning-spewing axe, and watch your character's shoulders and arms become more muscular as his strength increases. Though the dialogue and voice-acting were a bit silly at times, *Evil Islands* should please RPGers eager for a fresh-looking adventure. **G**



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PlayStation 2



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## Fate of the Dragon



BY THE HUMAN HANDOUT

- Developed by Overmax Studio
- Published by Eidos
- Target release date: February



Microsoft XBOX

HANDS-ON



FATE OF THE DRAGON will take the real-time strategy staples of combat and resource collecting to ancient China, where warring warlords seek to unite the country under one rule. This game seems very similar—almost too similar—in scope and presentation to Microsoft's Age of Empires. Fate will have gamers collecting and processing essentials (like wood, iron, grain, and meat) as well as constructing buildings, upgrading technologies, and training armies to vanquish opponents.



In the preview version, combat was very hectic, and, unfortunately, there weren't formations in which to organize your troops. Adding a bit of resource management to combat, Fate required you to support your armies with food and supplies, and to keep them rested. The game's 3D aesthetic graphics were nicely detailed, and the clear audio rounded out the package nicely. If you want to include a bit more resource and people management to your real-time strategy experience, Fate of the Dragon looks as if it should deliver. **B**



## Fallout Tactics: Brotherhood of Steel



BY ARIAN BENDER

- Developed by Micro-Forté
- Published by Interplay
- Target release date: March



Microsoft XBOX

FIRST LOOK

MANY RPGERS KNOW *Fallout* as the post-apocalyptic RPG series, but now Interplay is taking the *Fallout* universe in a different direction with *Fallout Tactics*, a "continuous, turn-based" combat game involving squads of up to six characters. *Tactics* takes place between the events of *Fallout* and *Fallout 2*, following the adventures of six rookies in the Brotherhood of Steel as they pursue a mysterious new enemy.


*Tactics* will supply 20 single-player missions and five multi-player modes like *Deathmatch*, *CTE*, and others. Players will control every member of their squad during the turn-based action, improving their skills and stats with each success. In addition to driving a variety of vehicles, gamers will be able to play as one of nine races (ghouls, supermutants, humans, and more) as they wreak havoc in the classic post-apocalyptic *Fallout* universe. If you've finally had your fill of *Diablo II*, *Tactics* might just be the next battle you've been waiting for. **B**





## Star Trek: Away Team

ACTIVISION IS SETTING its sights on star with *Star Trek: Away Team*, a real-time mission-based game of strategy and tactics that puts you in control of four of the Federation's finest through a series of 18 missions. *Away Team* will play like a direct descendant of 11-perspective, character-driven tactics games like *Syndicate*. Each of your characters will be granted a balance of strengths and weaknesses to use and abuse, ranging from Wilcox Neck Pinch Expertise to Demolitions to Alien Herb Lore.

The gameplay in the preview build seemed complete except for a few minor AI and pathfinding issues. The four preview levels were straightforward, fun, and well-balanced, offering the options of playing it stealthy and cool, or mowing it with phasers blazing and Klingon bloodlust on the brain. Hardcore strategists might be a little disappointed, however, because the game didn't seem to provide much reward for clever play, or growth opportunities for particularly courageous characters. However, we'll know whether *Starfleet* hands out merit badges when the final version ships in April. 



## NASCAR Racing 4



REALISM IS THE NAME of the game with *NASCAR Racing 4*, the newest installment in developer Papyrus's *NASCAR* game library. The preview version featured tight, realistic physics, convincing sound effects, and great-looking 3D cars with a nice range of television-style camera angles available for replays. But great graphics and control are only the beginning.

Ever since *Gran Turismo* upped the ante, it's the variety of modes, tracks, cars, and customizing options that has made or broken racing titles. In *NASCAR 4*, everything from the weather to the Camber angle of your front-left alignment will be tweakable, but the full depth of the options weren't even available in the preview version. The game also has an extremely promising multiplayer aspect with support for over 40 players at once. We'll just have to wait till the game breaks out wide to see if *NASCAR Racing 4* delivers on the extra goods. 



BY STAR BINKO

- Developed by Papyrus Racing Games
- Published by Sierra
- Target release date: February

HANDS-ON



## Independence War 2: Edge of Chaos



BY JAKE THE BRIDE

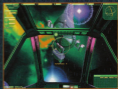
Developed by Particle Systems  
Published by Infogrames  
Target release date: April



HANDS-ON

**CASTING SPECTACULAR SPACESHIP** graphics, a deep nonlinear story, and slick but elaborate controls, this sequel to the 1998 cult classic is on a sure trajectory to be this year's space shooter for the thinking gamer. Picking up 100 years after the first game, you'll play as Cal Johnson, a young boy who is thrown in jail while seeking to avenge his father's death. After escaping 15 years later, you inherit a space port from your grandmother, who used it as a pirate base. From the base hidden in a nebula, you carry on the family business. You can choose which missions to fly, either as a hired gun or a pirate, stealing cargo from transport ships. The four pilicable ships looked great in the preview version, and could be customized with stolen weapons and gadgets. Controlling your ship was intuitive but complex—this is definitely a sim, so fly on by if you're an adrenaline fiend.

If you have the patience, though, *Independence War 2* promises to be an absorbing game that provides a vivid feel of flying and fighting in space.



## Operation Flashpoint

**THIS GAME MEANS WAR!** Operation Flashpoint is a complete action/r tactical simulation of a Cold War conflict that has heated up. A rogue Soviet general is attempting to establish a new world order, but NATO forces, in cooperation with the Soviets, are trying to squash the rebellion. The one-player game will have 15 solo missions as well as a 30-mission campaign. The multiplayer game, however, will enable up to 100 gamers to be on the battlefield at once.

Using real Cold War weaponry, you'll not only get to take the role of infantry, but you'll also take command of helicopters, tanks, and other vehicles. The vehicular combat won't be overly technical like that of a dedicated sim, and you'll give troops orders, too. The game, however, will obey the laws of combat, so if your men are fired upon, they won't respond like robots. In fact, Operation Flashpoint aims to set a new standard in military combat simulations when it ships in April.



BY THE HUMAN FORGE

Developed by Bohemia Interactive  
Published by Codemasters  
Target release date: April



FIRST LOOK

Using real Cold War weaponry, you'll not only get to take the role of infantry, but you'll also take command of helicopters, tanks, and other vehicles. The vehicular combat won't be overly technical like that of a dedicated sim, and you'll give troops orders, too. The game, however, will obey the laws of combat, so if your men are fired upon, they won't respond like robots. In fact, Operation Flashpoint aims to set a new standard in military combat simulations when it ships in April.







BY UNCLE GUY

- Developed and published by Nintendo
- Target release date: Summer 2001

Game Boy Advance

FIRST LOOK

## Mario Advance

NINTENDO'S MOST famous mascot—Mario, not Pikachu—is getting ready to bust into the next generation of handheld games with Mario Advance for the Game Boy...Advance. Picking up where Super Mario Bros. 2 for the SNES left off, this fantasy adventure will be unlike other Mario games: You'll defeat your enemies by throwing items at them instead of jumping on them. Mario Advance will also have a four-player game much like the original Mario Bros., so you'd better buy that link cable! You can look for Mario and the gang to appear after the GBA launches in the U.S. some time this summer. **G**



BY UNCLE GUY

- Developed by Pipe Dream Interactive
- Published by Majesco
- Target release date: Summer 2001

Game Boy Advance

FIRST LOOK

## Iridion 3D

A TRUE 3D-SPACE shooter is going to be in the Game Boy Advance launch lineup thanks to Majesco's Iridion 3D. In this game, you'll take on the role of an interstellar prospector as you battle invaders bent on destroying the Earth. You'll blast through seven huge levels, firing away at the Iridion alien fleet with an impressive arsenal of weapons in order to reach the game's enormous bosses. You should be prepared to save the Earth from invasion (yet again) this summer. **G**



## BOY SCOUT

ALL THE LATEST HANDHELD NEWS

SET FOR RELEASE in Japan on March 21, the Game Boy Advance will feature three colors—purple, white, and clear—and will come with a few accessories, like an AC adapter and a link cable that enables up to four gamers to play simultaneously. The following is a tentative list of software that should be released at launch (this list is subject to change and does not guarantee that these games will be released in the U.S.): Mario Kart Advance (Nintendo), F-Zero Advance (Nintendo), Napoleon (Nintendo), Kuru Kuru Karurin (Nintendo), Pocket GTA (MTD), I'm an Air Traffic Controller (Tara), Tweety & Jewel of Magic (Kemco), Top Gear All Japan GT Championship (Kemco), Kosami Wai Wai Racing (Konami), Golf Master (Konami), Silent Hill Novel (Konami), Cats in Hats (Konami), Monster Gate Apricot (Konami), Castlevania: Circle in the Moon (Konami), Mr. Pawapuro Pocket 2 (Konami), J. League Pocket (Konami).

Plus, Majesco has announced that it will be releasing 10 titles for the GBA in 2001, including Iridion 3D (see Sneak Preview this page), Peab: The Pagan Adventure; Fortress; Earthworm Jim; Aerial Aces; Caesar's Palace; Jelly Belly; M&M's Lost in Time; and F-18. It sounds like American GBA owners will also have a full plate of games. **G**



BY UNCLE GUY

- Developed and published by Nintendo
- Target release date: Summer 2001

Game Boy Advance

FIRST LOOK

## Mario Kart Advance

THE PREMIER KART racer is going handheld—and if the screens are representative of the whole, it's gonna be one heck of a wild ride. Featuring Mario, Luigi, Peach, Toad, Wario, Yoshi, and Bowser, Mario Kart Advance will give gamers a challenging, single-player mode plus the ability to link up to four players for racing or battle mayhem. Koopa shells and banana peels will be flying when this game races to the U.S. some time around the Game Boy Advance launch. **G**





BY UNCLE DUST

Developed and published by Hudson Soft  
Target release date:  
March (Japan), to be determined (U.S.)



FIRST LOOK

## Bomberman Story

THE CLASSIC "BLOW up your buddy" franchise is back with a vengeance: Bomberman Party Edition was released this fall for the PlayStation, and the upcoming Bomberman Story is set to erupt onto the Game Boy Advance later this year. Featuring an involved single-player mode (hence the game's



name), the new Bomberman should give handheld gamers a taste of explosive excitement. But the real fun will come with multiplayer bombfests using a link cable and up to four GBAs, which should make this game a blast, indeed. Be sure to check out future issues of GamePro for more information on Bomberman Story and other titles in the countdown to the Game Boy Advance launch continues.



BY UNCLE DUST

Developed and published by Natsume  
Target release date: March



FIRST LOOK

## Return of the Ninja

NINJAS POPULATE SOME of the best 2D platformers in awesome games such as Shinobi, Ninja Gaiden, and Ninja Spirits. Now Natsume hopes to send you back to that era with Return of the Ninja for the Game Boy Color. You'll play as a ninja who must return an ancient scroll from your enemy's lair to its rightful owner. As you progress, you'll learn skills like walking on water, scaling walls, and bleeding into backgrounds; plus you'll receive special attacks from the five elements: earth, wind, fire, water, and heaven. Once you've completed your mission, you'll obtain a special Ninja Card whose value will depend on how well you did; you'll be able to trade the card via the GBC's infrared port. Get ready for this silent but deadly game this March.



**PRO TIP:** Enemies respawn over time, so re-enter a room, but as to the health power-ups.

THE ANNUAL HALLOWEEN episodes of The Simpsons are the inspiration for this latest 2D platform video game starring the famous cartoon family.

In The Simpsons: Night of the Living Treehouse of Horror, you play through six levels of horrific mayhem as each of the five family members. The characters and the rest of the cartoon world of The Simpsons is faithfully re-created with bright, colorful graphics replete with humorous details. In the background, you'll be able to hear distorted versions of the famous theme music, creepified for the eerie levels. The controls vary as you change characters, but are equally sluggish with all.

This latest Simpsons video game is a fun platformer that should hold the attention of most Game Boy owners, but it will really appeal to the diehard fans of the series, who will enjoy all the little inside jokes found throughout the game.



BY UNCLE DUST

Developed by Software Creations  
Published by THQ  
\$24.99  
Available March

Adventure  
1 player



**PRO TIP:** This latest Simpsons game is filled with amusing bits from the show, like this Mr. Sparkle bot.



**PRO TIP:** Because shot blocking is nearly impossible, set up your players for rebounds instead. Even dunks can miss!

## NBA Hoopz

GAME BOY VERSIONS of Midway's NBA games have never been much to cheer about, and Hoopz is no exception. The player graphics are impressively crisp—when they're not blinking that it, because only so many players can appear onscreen at once without flickering. The happy, plinky music sounds like it belongs in a Pokémon game, and the controls are amazingly awkward, with Turbo on the Start button. Shooting jumpers looks unusual and defense is downright impossible, so expect nothing more than to trade dunks through the whole season. Maybe someone at Midway will get the hint that the Game Boy should have its own basketball game to match its capabilities, instead of constantly forcing the GB to do things it can't and shouldn't do. In a word, NBA Hoopz sucks.




BY DAN ELSTRO

Developed by Toru Games  
Published by Midway  
\$24.99  
Available now

Family friendly  
1 player



**PRO TIP:** At the Tonight's Matchup screen, press Start once and then press Down to reveal your hotspot on the court. It will stay visible throughout the game.

BY UNCLE DUKE  



- Developed and published by Capcom
- Target release date: April


Game Boy Advance  
**FIRST LOOK**

## Toki Tori



CAPCOM IS BRINGING A classic, arcade-style platform/action game to the Game Boy Color. You'll play as the title character in over 60 levels of egg gathering, using 10 weapons and solving challenging puzzles. Plus, four hidden mini-games promise extra hours of gameplay.

The 2D graphics will scroll and animate at a smooth 60 frames per second, making the action fast and frantic. If you're longing for some addictive, old-school arcade action, keep an eye open for Toki Tori. 

BY UNCLE DUKE  


- Developed and published by Enix
- Target release date: Summer 2001

Game Boy Advance  
**FIRST LOOK**

## Dragon Warrior III

THE DRAGON WARRIOR series (known as Dragon Quest in Japan) continues its massive popularity with Dragon Quest VII for the PlayStation



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 だんていせい!

762 267/21 153/15 47/4  
 H 72 H112 H 76 H 87



47/4  
 27/28 25/28!



BT 104.4 75.1  
 883/37426

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H 72 H112 H 76 H 87

outselling even Final Fantasy IX in Japan. To capitalize on this success, Enix is bringing the early DQ chapters to the U.S. in portable form. Dragon Warrior I & II were released this fall, and now comes the Super Famicom smash, Dragon Warrior III.


This massive adventure will be twice as big as Pokémon Gold or Silver and will take 70 hours to complete—not including the various side-quests. You'll create characters by choosing from nine classes to fill up your four-person party. Already the best-selling RPG in Japan—

over!—DWIII will try to conquer the U.S. when it's released this summer. 



THIS MUCH SHOULD be said up front: Metal Walker is a shameless Pokémon rip-off with an action twist. But that doesn't mean it's not fun. The setup is standard sci-fi mecha jumbo: Your dad is a Core Hunter, roaming a remote island in search of a unique evolving metal, and it's up to you and your

**PROTIP:** Look up an HP boost whenever possible; you'll need them in seven fights.

Metal Walker robot to find both it and him. That means lots of walking around and talking to people, yet when your robot battles others, it does so through an action/strategy hybrid that resembles—no kidding—billiards. The angle of your MW's attack and the appearance of random hazards and power-ups on the battlefield make all the difference. Few sounds and graphics plus decent controls make this an engaging if derivative quest. 



BY BAD PINE  


- Developed and published by Capcom
- \$19.99
- Available now
- RPG

Platform	Players	Rating	Genre	ESRB
GBA	2	4.0	RPG	4.0




**PROTIP:** When attacking, look for weak to ricochet your opponents into hazards.

SEA-DOO HYDRO CROSS brings the wave-hopping thrills of Sea-Doo racing onto the GBC. You splash through nine raceways on three difficulty settings—with a bonus course after completing the raceways on the hardest setting.



**PROTIP:** On the Louisiana Bayou Course, loop over the bridge to the right just after crossing the second bridge (the first bridge is demolished on lap one) to cut directly to the finish.

The sound effects are fairly inspiring, emphasizing the fast-paced action, but the ear-wrenching music can be distracting. The controls enable you to tailor the Sea-Doo to your racing style, but it's too easy to get stuck on the banks of the tracks. Plus, sprays are a bit on the dry side, making it easy to lose track of your race. Overall, Hydro Cross should be fun for serious racing fans, but other gamers will be satisfied after a few hours of play. 

BY THE BARBICU CHAIRBOY  


- Developed by Acclaim Video
- Published by Viclic
- \$19.99
- Available now
- Racing
- 2 players (with link cable)

Platform	Players	Rating	Genre	ESRB
GBA	2	3.0	Racing	3.0

**PROTIP:** On Amarcia, steer toward the bottom of the grey island after passing the ship wrecks to save time.



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# Zone of the Enders



BY MAJAN MICE

- Developed by KOEI
- Published by Konami
- Target release date: March



HANDS-ON

## In the Zone

On the heels of *Armored Core 2* comes *Zone of the Enders*, the latest mech-fighting game for the PS2. You'll play as Leo Sternbeck, a youngster who "accidentally" takes command of Jekity, a giant mechanized-robot prototype that's armed to the hilt with all kinds of exotic weaponry.

In addition to the narrative-heavy one-player story mode, the game will come with a two-player head-to-head game, where mech pilots can battle it out via a split-screen view.



With its stunning graphics and easy-to-learn controls, *Zone of the Enders* could be the best mech-fighting game for the PlayStation 2.



## Behind the Wheel

The most arresting aspect of *Enders* will be its controls. Even non-mech fans will find the game remarkably easy to pick up and play. Through analog controls, the stick will move your mech around, the control pad will cycle through your armaments, and the buttons will lock onto enemies and fire weapons. In addition to your basic blaster and sword, you'll acquire several auxiliary big-bang items, including aerial mines, rapid-fire Vulcan cannons, and armor-piercing javelins. There will be close combat, too, as you can brawl hand-to-hand and even execute throws. Adding to the challenge will be a developed enemy A.I. that evolves according to how much skill you exhibit during battles. In the preview version, the controls were responsive and never became confusing or frustrating—even during heavy battles against multiple opponents.



## Enders Is Just The Beginning

Another of *Zone's* strengths will be the visuals. In the preview build, the graphics were clean, razor-sharp, and loaded with details and special effects like explosions and weapon discharges. Intercutting the battle sequences were several anime-ish rendered cinemas that helped propel the one-player story to its conclusion. Accompanying these visuals was a techno-pop music track soundtrack and lots of voice talent that breathed life into the dialogue-heavy script. So far, it looks as if *Armored Core 2* will fall into second place on the mech-fighting rankings when *Zone of the Enders* hits the shelves in March.





# Conker's Bad Fur Day

## Not for Kids

After a lengthy delay—and a complete overhaul—Conker's Bad Fur Day is scheduled for a March release. With the GameCube looming, Conker could be one of the last games for the Nintendo 64, but it's an odd send-off for a system that will best be known for Mario and Zelda.



Rated MATURE for good reason, Conker will push the limits—not of the N64 hardware—but of good taste and off-color humor: You'll control Conker, a squirrel whose mouth is as foul as his mind is dirty, through several gnostic stages with different objectives. As for motive, there's no princess to rescue or planet to save; nope, Conker is in it only for the money, which is the reward for each completed level.



## Pissed Off...and (Literally) On!

Conker will have a variety of special abilities that differ from stage to stage. In addition to using his trusty *boink-em-in-the-head* giant frying pan, Conker will also be able to dispatch foes by jumping, urinating, and farting on them.



The diverse stages will also be loaded with humor, ranging from defeating a giant toilet-corn-loving monster with toilet paper to storming Omaha Beach in a sequence reminiscent of Saving Private Ryan, complete with Conker's fellow furry friends getting dismembered and blown to pieces by enemy artillery. The control scheme will be similar to that of other Nintendo 64 3D action titles (including an adjustable camera) and should be easy to master.

## Command and Conker

The preview version looked and sounded great. Conker's visuals featured colorful locales, sharp details, and gore galore. Yet the real technical grabber was the soundtrack, which was filled with hilarious spoken dialogue and an odd musical score—an area where cartridge games don't normally excel. In addition to the one-player game were several multiplayer skirmishes. Up to four people could take on each other via split-screen view in contests that ranged from a money-grabbing capture-the-flag to a free-for-all tank battle. With its raunchy sense of humor and hilarious gameplay, Conker's Bad Fur Day will make its release a good day for older N64 owners who are looking for some dirty fun.



BY MAJOR BLISS

- Developed by Rare
- Published by Nintendo
- Target release date: March



HANDS ON



The eagerly awaited Conker's Bad Fur Day will be loaded with profanity and bathroom humor that's definitely geared toward mature gamers.



# 18 Wheeler: American Pro Trucker

## The American Way of Driving

If you think there isn't any more to a racing game than what's already out, think again. Sega is revving up for a fun ride on the Dreamcast with the release of its popular racer from the arcade, *18 Wheeler: American Pro Trucker*—a hilarious, no-holds-barred romp on the highways with monster big rigs.

In *18 Wheeler*, you'll need to haul 20 tons of cargo to key cities across the nation. But in the spirit of competition, you'll face a rival semi whose only intent is to beat you to your final destination. In your race, you'll weave through traffic while trying not to damage your goods, draft other trucks for speed boosts, and blow your horn as loud as possible.

At the beginning of each level, you'll get to choose from five trucks, each with their own levels of speed, torque, and toughness. You'll also choose from two levels of cargo to maximize your profits. But be careful: The heavier the cargo, the slower your big rig will accelerate and brake. While *18 Wheeler* will contain all the stages from the arcade version, it will also feature new stages, a Parking mode, and a two-player split-screen Battle mode.



BY FOUR EYES SEEN

- Developed by AM2
- Published by Sega
- Target release date: March

**HANDS-ON**



The road will be crazier than ever when *18 Wheeler: American Pro Trucker* jams down the freeway this March.

**18 WHEELER**

☆☆ AMERICAN PRO TRUCKER ☆☆☆



## Rock 'n' Roll, Good Buddy

The preview version of *18 Wheeler: American Pro Trucker* played just like its arcade counterpart. Even when driving 60 feet of truck, you could feel the sense of speed was smooth and fast, especially when hitting other vehicles and road obstacles. Plus, the amount of visual and audio detail looked great—with sparks flying when grinding against other trucks and cool country music playing fluently in the background. You'll be able to sign up for your commercial driver's license and get ready to steer this thrilling big rig in March.





BY THE SHOGUN TEENAGE

- Developed and published by Namco
- Target release date: Third Quarter 2001



**FIRST LOOK**

## Ace Combat 4



available will include the F-16, Mirage, F-22 Raptor, and what looks like the EF-2000. The plane models will have been rendered from real aircraft, and the terrain graphics will boast excellent detail, visually rivalling even the most advanced PC flight sims. You can look for Ace Combat 4 to take off in this year's third quarter. **G**

NAMCO'S ACE COMBAT series has set the standard for all console flight sims, and it managed to fly high with Ace Combat 3 for the PlayStation. In the PlayStation 2 era, Ace Combat 4 will be punching the airburner, aiming even higher than ever before. Namco promises a totally new story line that will have pilots flying 24 missions in a variety of roles, including interceptor, escort, ground attacker, and intense dog-fights. Some of the high-tech planes



## 4x4 Evolution

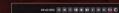


BY DAN GUERTZO

- Developed by Tomical Reality
- Published by Gathering of Emotions
- Target release date: Spring 2001



**HANDS-ON**



### GATHERING OF

Developers' arcade-style off-roader 4x4 Evolution is going through some subtle but significant upgrades as it makes its way to the PlayStation 2. First and foremost, it will have new cars to drive, including current models by Ford, Chevy, Lexus, GMC, Nissan, Jeep, and others (including a hidden truck decorated in honor of the world's largest multipatform gaming magazine, nudge nudge). Additionally, the physics engine will have been completely overhauled for an even more realistic ride than before. The game's

A.I. is also being tweaked so that gamers

will be able to choose the level of opponent smarts before hitting the track.

Graphically, in the preview version, the PlayStation 2 edition looked strong so far, with detailed vehicle models (note the reactive driver in the cockpit) and particle effects already in place. Sonic details like loose gravel spattering against your car's chassis made the audio seem promising. Because there were still a few pop-up problems, 4x4 Evolution clearly isn't finished evolving yet, but

it looks like it's on track for some impressive off-road thrills. **G**

# Daytona USA

## Restart Your Engines

You couldn't walk into an arcade in the early '90s without bumping into one—or eight!—of Sega's pedal-to-the-metal stock-car races, *Daytona USA*. The game's popularity was well-earned—slick graphics, multiplayer-linked races, and that theme song that would never, ever leave your head. The updated Dreamcast version will feature all of the stuff from the coin-op original (including its three tracks), but will also add two tracks from the Championship Circuits edition and three new courses for a grand total of eight.



## Speeding Onto SegaNet

One of *Daytona USA*'s biggest draws this time around will be the addition of online play. Through SegaNet, players will be able to hook up for four-player matches and track their network rankings, before you issue an online challenge, you can download a ghost car based on a competitor's data and practice against it. If you prefer to go head-to-head in the same room, there will be a two-player split-screen mode as



# DAYTONA USA



BY DAN ELKIND

- Developed and published by Sega
- Target release date: March

**HANDS-ON**



"Rolling stealer!" Sega's classic coin-op rubs back into the spotlight on the Dreamcast with online play and tons more goodies.



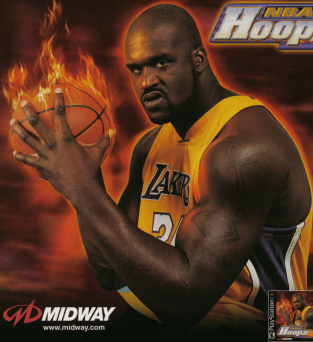
## Let's Go Away

Our hands-on play with the boxed Japanese version showed great promise. The graphics were extremely polished (maybe too much—the cars seemed to reflect more light than even the sun provides), and the analog steering, braking, and acceleration were highly responsive. Arcade hallmarks such as the statue of Jeffrey on Sea-Side Street, Galaxy, and the slot machine and Sonic rock carving on Three Seven Speedway remained intact (not to mention the haunting theme song). Sega has taken pains to make this refurbished *Daytona* more than just a retro re-rod.

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BY MATT MEX

- Developed and published by Capcom
- Target release date: Fall 2001



FIRST LOOK

## Devil May Cry

CAPCOM PRODUCER SHINJI MIKAMI already has two popular-franchise feathers in his cap—*Resident Evil* and *Dino Crisis*—and he's about to add a third with his latest title, *Devil May Cry*. Devil follows the exploits of a devil hunter named Dante who carries two guns and a sword—and the latter item enables him to transform into a demon.

*Devil May Cry* will use pre-rendered backgrounds loaded with creepy details and gothic architecture to give the game a supernatural feel. Unlike the *Resident Evil* games, though, Devil's emphasis will be more on technique than on gory shocks, especially given Dante's vast repertoire of moves. Dante will be able to double jump, attack

with his sword or pistols, and even execute combo attacks: For example, Dante will be able to bat an opponent into the air with his sword, then switch to his guns and blast them before they hit the ground. Although the game is still very early in development, *Devil May Cry* may become another must-have PlayStation 2 title.



## New Legends



THQ HAS UNVEILED its Xbox launch action title.

*New Legends*, giving gamers yet another reason to be excited about Microsoft's upcoming entry into the video game market, futuristic technology and weaponry will meet ancient Chinese mysticism and martial arts in what may turn out to be a unique action/adventure game.

The power of a new, dark dynasty is growing in future China, so a young warrior makes a stand for the country's freedom. Featuring both explosive weapons combat and hand-to-hand action, *New Legends* will

use an enhanced version of the Unreal Tournament engine to bring its high-octane gameplay to life. You'll take part in massive battles, wielding two weapons at once with NPCs assisting you, as you attempt to defeat the evil half-demon offspring of the evil Xao-Gee.

Developed by Infinite Machine, which is made up of veterans of classic LucasArts shooters like *Dark Forces* and *Jedi Knight*, this game's pedigree is top-notch. While *New Legends* seems destined for greatness, you'll have to wait until the fall to see if this warrior rises above the rest.



BY BRUCE HUNT

- Developed by Infinite Machine
- Published by THQ
- Target release date: Fall 2001



FIRST LOOK





## Kessen 2

**S**CHEDULED FOR RELEASE in Japan in February, Koei's sequel to its wartime strategy game, which offered players a first-hand experience in ancient Chinese warfare, promises to be just as engaging. In *Kessen 2*, you'll be able to cast destructive magic on opponents—plus, you'll be able to control squads within your forces. Also, whereas in the first game battles consisted of about 100 characters, you'll now be able to fight with over 500 soldiers. Given the PlayStation 2's lack of strategy games, hopefully, Koei will decide to bring *Kessen 2* stateside. **D**



BY HORN-EYED DRAGON

- Developed and published by Koei
- Target release date: February (Japan)  
To be determined (U.S.)



OVERSEAS PROFILE

## Resident Evil Code: Veronica X



**T**HE PLAYSTATION 2 is about to receive its first taste of the Resident Evil franchise with *Code: Veronica X*, a part of the popular Dreamcast game. *Veronica* focuses on Claire Redfield and her search for her brother, Chris. The game begins with Claire on an island of mutated monsters. This version, however, will feature over 10 minutes of extra cinema sequences that help flesh out (pun intended) both the overall Resident Evil story line and *Veronica*'s character. Another "X-tra" feature will be a playable demo of the upcoming PlayStation 2 game *Devil May Cry*. **D**



BY MAJOR ROSE

- Developed and published by Capcom
- Target release date: April



FIRST LOOK



## Supercar Street Challenge



**P**REVIOUSLY KNOWN as *Street Legal* (and before that, merely *Concept Car*), Activision's PlayStation 2 racing-game-of-a-thousand-names has finally settled on one moniker—*Supercar Street Challenge*—and is progressing nicely. In addition to 10 boutique-built cars from names such as Fioravanti and Modera, SSC will challenge players to design and build their own custom-made cars, then race them through 16 city courses in seven international locales, including Monaco, Rome, and the freeway disguised as a city, Los Angeles. You can expect PlayStation 2 goodies like real-time weather, accurate driving physics, and hi-res graphics that zip by at 60 frames per second. **D**



BY DAN SLATER

- Developed and published by Activision
- Target release date: Summer 2001



UPDATE





BY FOUR-EYED DRAGON

- Developed and published by Namco
- Target release date: April



HANDS-ON

## Klonoa 2



NAMCO'S LONG-EARED HERO is returning in another platform adventure to save the Lunoxia kingdom. Playing as the quirky Klonoa, you'll slide and jump in 3D environments populated by colorful enemies. Namco promises that the game will fully use the PS2's power to produce eye-popping visuals in all 24 stages of the game. So far, Klonoa 2 looks to be on track as the demo showcased marvelous graphics and the same simple gameplay that was found in its predecessor. Look for an earful this April. **H**



## Dragonriders: Chronicles of Pern



BY FOUR-EYED DRAGON

- Developed by Ubi Soft UK Studios
- Published by Red Storm
- Target release date: May



FIRST LOOK



BASED ON ANNE

McCaffrey's popular *Dragonriders of Pern* series of fantasy novels, *Dragonriders* takes place in the Pern world, which is protected by powerful dragons, but threatened by a deadly phenomenon called Thread. As D'Neer, you'll have to find the solution to stopping Thread by journeying through 120 locales and talking to more than 170 characters. You'll also be able to choose between weapons or hand-to-hand combat during battles. If the game is anything like the books, then *Dragonriders: Chronicles of Pern* has a high probability of pleasing anyone craving an engrossing adventure. **H**



## Point Blank 3



BY FOUR-EYED DRAGON

- Developed and published by Namco
- Target release date: May



HANDS-ON



THE NEXT EDITION of this madcap, wacky shooting series, which is compatible with Namco's Guncon, will provide over 80 brand-new crazy mini-games to test your hand-eye coordination and quick trigger-fingers. Up to eight players will be able to join the fray, zapping everything from simple bulls'-eyes to ghosts and skeletons. In the preview version, the Guncon was dead-on accurate, while the challenges were tough yet fun during two-player competition. Get ready for some carnival antics when this shooting gallery for the whole family opens in May. **H**





## Batman: Gotham City Racer

THE CAPED CRUADER loves a good set of wheels, and that's just what he has in *Batman: Gotham City Racer*. The game's focus is on rising action, with 14 vehicles modeled in the style of the animated TV show; in fact, the single-player missions will feature 34 clips taken from the actual series. Gotham will also come with a multiplayer option where you and a friend can race as Batman or any of the 12 villains available in the game. You can look for Gotham's finest to drop into stores this May. **G**



BY DAVID SHEPHERD

- Developed by Gallop Games
- Published by Ubi Soft
- Target release date: May



FIRST LOOK



## Heroes of Might & Magic: Quest for the Dragonbone Staff



THIS SPRING, a classic fantasy-based PC strategy game will be resurrected and given a mighty 3D facelift for the PS2. In *Quest for the Dragonbone Staff*, your beloved legs is poisoned, and, unless you retrieve the fabled Dragonbone Staff, you'll have a nasty case of regicide on your hands. You'll pick from four hero classes with 25 creature types under your command, as you embark on a strategic campaign through the forests, seas, castles, and dungeons of your kingdom. **G**



BY STEVE BRINE

- Developed by Blue World Computing
- Published by 3DO
- Target release date: Spring 2001



FIRST LOOK

## Tokyo Extreme Racer Zero



TOKYO EXTREME

Racer Zero sports all the

upgrades you'd expect from a series making the transition to the PS2. In the preview version, the level of car detail had already been bumped up and the environments were fleshed out in greater detail thanks to a higher polygon count. The controls definitely benefited from the accuracy of the Dual Shock stick, and the sounds had extra punch. The goals hadn't changed from previous outings, which means you race against rivals and secure cash prizes so you can upgrade your car. Zero is looking good so far, but you can read the final word in an upcoming issue of GamePro. **G**



BY TOKYO SHIBUYA

- Developed by Ganki
- Published by Crave
- Target release date: March



HANDS-ON



## Outrigger



THE DREAMCAST IS about to be overwhelmed with hot first-person shooters this year, and Sega is hoping that *Outrigger* will be one of those must-have titles. In it, you'll be able to choose from four characters who possess specialized weapons and who vary in strength and speed. In the preview version, you could choose from four controller configurations—however, Sega promises that when it's released, *Outrigger* will also be compatible with the preferred mouse and keyboard. You'll also be able to go head-to-head with up to four players on- and off-line. Prepare your itchy trigger fingers for a summer picnic.



BY FOUR-EYED DRAGON

- Developed by AM2
- Published by Sega
- Target release date: Summer 2001

HANDS ON



## Run Like Hell



INTERPLAY IS AIMING to shake up the survival-horror genre with its upcoming sci-fi action game, *Run Like Hell*.

Gamers will play as Nick (voiced by gravel-throated actor Lance Henriksen of *Alien3*) while attempting to survive a week in a space station overrun by super-intelligent, deadly aliens. The AI for the aliens will adapt depending on the player's actions, which, if the programming is well done, could generate some innovative gameplay. This third-person adventure will take place in a fully polygonal world, free of pre-rendered art, so its dynamic camera can make the most of the action. Get ready to *Run Like Hell* this fall.



BY SWELL DUST

- Developed by Digital Mystherm
- Published by Interplay
- Target release date: Fourth Quarter 2001

FIRST LOOK



## Dr. Mario 64

THE DOCTOR who first started his practice on the NES—continuing it on the SNES and Game Boy—is back. In fact, not much has changed since the glory days in this classic puzzle: you'll have you battling viruses with vaccinations simply by matching up the color of each virus with a pill of the same color just like old times. It may sound easy, but with up to four players competing at the same time, the room may get as heated as an ER. Additionally, the doctor rewards combos, so by clearing multiple viruses simultaneously you'll rack up an even bigger score. Get a shot of *Dr. Mario 64* this April.



BY FOUR-EYED DRAGON

- Developed and published by Nintendo
- Target release date: April

FIRST LOOK



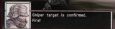
## Ring of Red



**RING OF RED** will be a tactical combat game that takes place in an alternate history of post-World War II Japan, one in which Japan never surrendered to the combined Allied forces. Now, in the 1960s, the country is divided, with the north allied with the Soviets and the south allied with the Axis powers. In this continuing conflict, giant battle mechs will fight along side specialized troops, like medics and engineers. Gamers will determine battle strategy on a



tactical map, then engage the enemy in 3D battles that resemble mini-movies complete with cinematic camera cuts. With all of this action backed by a plot that reflects the politics of war, Ring of Red could be a breakout strategy title for the PlayStation 2.



## Stupid Invaders



MEANINGFUL BACK TO LucasArts' classic Day of the Tentacle, Ubi Soft's Stupid Invaders is a 3D graphic adventure with a wry sense of humor. Five aliens crash land on earth and are then pursued by the evil Dr. Sakarine, who wants to dissect them. You'll have to guide each alien past all sorts of booby traps and other obstacles to foil Dr. Sakarine and his minions. In the preview version, the simple point-and-click interface was easy to use, and the puzzles had odd but logical solutions—with often hilarious results. The graphics had a smooth cartoon look, while amusing cut-scenes blended seamlessly into the action. Stupid Invaders seems to be a retro-classic in the making.

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**BY THE HUMAN FORWARD**  
 • Developed by Elex  
 • Published by Ubi Soft  
 • Target release date February

**HANDS-ON**

## Kao Kangaroo

**KAO KANGAROO** HAS been kidnapped, and it's up to you to help him find his way home in this traditional 3D adventure. Kao is a typical platform game with relatively simple controls and straightforward objectives. You have to maneuver Kao past lava pits, rolling boulders, and other obstacles, while helping him grab coins and other items. In the preview version, Kao's world wasn't riddled with bad guys. Most of the time, Kao had to pull off challenging jumps, though the boss characters were difficult to beat. Kao should be out now, so hop to it!



**BY THE HUMAN FORWARD**  
 • Developed by E.Bay  
 • Published by Titus  
 • Target release date February

**HANDS-ON**

## Rumble Racing



**NASCAR RUMBLE SENT** shock waves through the PlayStation racing community last year with its unorthodox, over-the-top arcade gameplay. This year, EA has ditched the stock-car license and is going with souped-up hot rods, keeping the shortcuts, power-ups, and furious sense of speed, thanks to a sky-high frame rate. The PlayStation 2 promises fast loading times and even faster gameplay across 15 tracks with a wide variety of upgradeable cars. TV-style replays will showcase environmental effects like sparks and tire smoke, too. Can your eyeballs keep up the pace this summer? **F**



BY DAN SLETTED

• Developed and published by Electronic Arts  
• Target release date: Summer 2001

**FIRST LOOK**

## MTV Music Generator 2.0



**THE MOST CREATIVE** and innovative product

for the PlayStation is back for the PS2, and it's bigger, badder, and louder than ever. MTV Music Generator 2.0 will enable music lovers to become music creators by sampling, editing, tweaking, and building custom songs, from rock and R&B to trance and house. For wannabe mixmasters, there's nothing else like it. The PS2 version will feature a



new interface, digital effects, a waveform editor, and more—just the tools you need to get your groove on. Create your own black-rockin' beats in April. **F**

BY DAN SLETTED

• Developed by Jester Interactive  
• Published by Codemasters  
• Target release date: April

**FIRST LOOK**

## Worms World Party



**THE TURN-BASED** strategy gameplay of

Worms has attracted countless fans on several platforms—and now it's looking for new recruits on the Dreamcast. Bearing an alarming similarity to the classic PC shooter, Scorched Earth, Worms World Party will enable you to command of a squad of heavily armed invertebrates, battling on randomly generated terrain. Last worm standing wins. The cutesy graphics in the early version of the game belied its deep strategy, and the control scheme felt comfy so far. The addition of online play will make this game even more attractive to Worms fans in March. **F**



BY DAN SLETTED

• Developed by Team 17  
• Published by Titus  
• Target release date: March

**HANDS-ON**

## Unison: Rebels of Rhythm and Dance

IF YOUR FEET aren't already sore from other dance-themed games, you might want to try Unison—Tosno's answer to the dance revolution. It's 200 years in the future and a ruthless dictator has prohibited dancing. It's up to you and two other friends to step the right way in order to show the people that dance and rhythm make the world go around. You'll sway your hips to Naughty by Nature, Aqua, and others. **C**



BY FOUR-FOOT DRAGON

- Developed and published by Tosno
- Target release date: March



HANDS-ON

## Woody Woodpecker Racing

THAT WACKY WOODY WOODPECKER is picking his way to the Diamond for some wild kart-racing action. In Woody Woodpecker Racing, you'll choose from 16 race courses and nine characters, including Chilly Willy and Woody himself. Each character will have his own unique weapon—such as huge lawnmowers or stinky fish—to battle other racers.

The game will also feature several vehicles, including ATVs and jeeps, as well as game modes such as World Championship, Quest, and two-player. You'll be able to hear Woody's notorious cackle this March. **C**



BY JIM K

- Developed by Universal Interactive Studios
- Published by Konami
- Target release date: March



FIRST LOOK

## Monster Force

A GHULISH FORCE to be reckoned with is creeping its way to the PlayStation in an action-adventure game called Monster Force. You'll play as child

versions of Frankenstein, Dracula, and the Wolf Man as they contend with creatures, complete quests, solve puzzles, and search for the magical elements needed to save the land from a wicked witch's spell. Monster Force will feature three-dimensional graphics and varying difficulty levels this March. **C**



BY JIM K

- Developed by Universal Interactive Studios
- Published by Konami
- Target release date: March



FIRST LOOK

## Toy Story Racer

IF YOU'VE SEEN Toy Story, you'll remember the driving scene with Woody and RC. Now with Toy Story Racer, you can race as Woody, RC, or any number of other characters from the movie. In the preview version, control was very easy and the sound effects seemed straight from the movie. With Toy Story Racer, while competing with your animated pals from the movie, be sure to watch out for Sid. **C**



BY NAT BIRD

- Developed by Traveller's Tale
- Published by Activision
- Target release date: March



HANDS-ON

# ONIMUSHA Warlords

**A**FTER A LESS-THAN-STARLING launch lineup, the PlayStation 2 now has an "A"-title created exclusively for the system with *Onimusha: Warlords*—a remarkable action/adventure offering. Not only is *Onimusha* graphically stunning, but its extensive character techniques and engrossing story line will also keep gamers glued to their controllers for hours.

## RAZOR-SHARP NARRATIVE

*Onimusha* follows a linear narrative that mixes fact and fiction. Set in 1560 feudal Japan, you assume the role of Sanasouke, a lone samurai warrior out to rescue a kidnapped princess from evil warlord Nobunaga and his army of monsters. Equipped with a guarder and three elemental powers that can be charged up to unleash devastating special attacks, Sanasouke must also solve various puzzles that range from simple to frustrating. At certain points, you control a second character named Kaede, who is a female ninja. A strong narrative—complete with well-scripted dialogue—moves the action along and keeps the quest compelling. The fact that you can unlock several secrets, depending on how you finish the game, adds excellent replay value.



**PRO TIP:** Watch out for interactive objects that help during battles.



**PRO TIP:** After you've knocked your opponent to the ground, you're temporarily vulnerable to attack, so be wary of delivering a deathblow.



Sanasouke faces off against a foot soldier from the army of darkness in *Onimusha: Warlords*, one of the best offerings of the year for the PlayStation 2.



Drama gallery: A sample of *Onimusha*'s eye-opening CG interludes. Moving clockwise from top-left: Sanasouke and Kaede make a narrow escape; the powerful warlord, Nobunaga; an enemy gets a leg-up on a stair; and a kidnapped cleric in distress.

## HONORABLE SIGHTS AND SOUNDS

*Onimusha*'s visual presentation is reminiscent of that of several *Resident Evil* titles, with pre-rendered environments and forced camera angles. The scheme works well here, although the slight pause when you travel from one screen to the other can become annoying—especially when you're hacking away at multiple enemies and the hesitation throws your timing off. For detailed splendor, *Onimusha* delivers the goods with a garden variety of visual effects, including blazing fires, smoking weapons, waving flags, splattering blood, and no gameplay slowdown—even when action fills the screen. Populating these environments are rotting samurai zombies, axe-wielding ogres, gigantic bosses, and other creatures, along with item-containing breakable objects that blend seamlessly into the surroundings.



**PRO TIP:** If you're faced with a seemingly dead end, look for "suspicious" objects in the environment. Chances are you can shoot something to make a bridge or passage.

## Lethal Elemental Weapons

You can collect three orbs that enhance Sanasouke's sword so he can execute more powerful attacks. The orb and his sword can be powered up three times with soul energy that's absorbed from defunct enemies.

### Lightning



Lightning zaps one enemy and delivers a series of devastating slashes.

### Fire



Fire unleashes a stream of fire that fries anything in its path.

### Wind



Wind creates a vortex and is handy for clearing enemies when surrounded.

### Bishamon Sword



Only the most dedicated samurai warrior can find this weapon.

The game's awesome audio is a perfect match for the graphics. It's rife with atmospheric effects, such as the wet slap of dashed flesh and various explosions. The voices also reverberate with well-cast talent, and purist gamers will revel in an option that allows toggling between Japanese and English dialogue and on-screen text. The excellent score is comprised of sweeping symphonies and soft melodies that complete the audio package nicely.

## ALL THIS AND TECHNIQUE, TOO

Although the visual eye-candy is one of *Onimusha*'s biggest strengths, the game's real star is the gameplay—especially the various character techniques that elevate *Onimusha* above the usual mindless hack-n-slash formula. Samanosuke and Kasde can execute several offensive and defensive moves—including fatal counter-moves—and they can take advantage of various weapons, including bows, throwing knives, and even firearms. The various fighting techniques get some good use, too, as the enemies arrayed against you are imbued with advanced AI, and take more than manual button-mashing to put down. There aren't many health items in *Onimusha*, and, often times, the only way to heal Samanosuke is by absorbing life energy from defeated foes. Because the energy disappears if you wait too long, you have to pace yourself during a fight.

Tight controls keep the character abilities in firm command. The various techniques quickly become second nature, but the auto-aiming doesn't always target the nearest enemy and unintentionally attacks the wrong enemy; it's also easy to lock on accidentally to breakable objects.

## SAMURAI SUNDAY

*Onimusha*'s minor deficiencies are easily swept aside once the action begins and the story takes hold. Here's one game that does honor to both gamers and the PlayStation 2.

Note: For more on *Onimusha* WiiWare, check out our cover feature in the February issue.



**PRO TIP:** The tall armor-clad samurai spirits take skill and patience to defeat when using a sword; however, you can make quick work of them by tossing one in a corner and kicking it repeatedly.



**PRO TIP:** Fire may be an excellent visual effect, but it can also hurt your character; enemies can also get burned, though.



**PRO TIP:** When confronted by several enemies, take out enemy archers first with the bow, machete, or wind-obj power.



**PRO TIP:** Unfortunately, Kasde wounds easily and has weak defenses, so often times, it's better to run from a fight when playing as the female ninja.

BY MATT MUIZ

Developed and published by Capcom

\$49.99

Available March

Action adventure

1 player

ESRB RATED

4.5 5.0 4.0 5.0



**PRO TIP:** Once you've received the *Library of Communication*, be sure and talk to any spirits that you find to obtain important clues.



**PRO TIP:** When a black-clad handback ninja jumps in the air, block because the creep will throw three shurikens while airborne.

### GRAPHICS

4.5

Well-rendered characters and a plethora of special effects complement *Onimusha*'s breathtaking visuals. The only sore spot is the slight delay between prerendered screens.

### SOUND

5.0

*Onimusha*'s sound and music combine for an excellent package, which consists of a bevy of awesome audio effects and a sweeping musical score.

### CONTROLS

4.0

All the character techniques are easy to control, but the sticky targeting feature can occasionally be unreliable. Lack of a custom-controller configuration also herts the score.

### FUN FACTOR

5.0

*Onimusha* delivers an enjoyable gaming experience on every level. At long last, the PlayStation 2 gets an "A"-title with one of the best action-adventure offerings to date.



# STAR WARS STARFIGHTER

**N**OT ALL of the Star Wars games are gems, but LucasArts has earned a well-deserved rep for quality space combat on the PC and consoles. With its thrilling gameplay and sleek styling, *Star Wars Starfighter* streaks on to the PlayStation 2 with a performance that ranks it as the newest ace pilot in that celebrated squadron.



**PROTIP:** If firing at a quickly moving target, you need to lead it out. In other words, aim at where the target will be when your fire arrives, not at where the target currently is.



**PROTIP:** In *Secrets on Esu*, the red beams in the star lead directly to the planets you need to destroy.

blazing action that nicely straddles the line between simulation and flight. You won't need a pilot's license, but *Starfighter* is no mindless shooter, either.

The game's only serious flaw is the multiplayer action—there's no split-screen dogfighting, which would've rocked. Instead, you get a couple of decent two-player missions that are unlocked by beating the 14th mission. Pursuing the secrets is also truly dazzling—look around, and you see tons of ships hanging at it across a huge landscape. But some of the terrain consists of bland textures and moundlike lumps. Overall, the graphics aren't as slick as some PC games like *Freespace 2*, but for a first-generation PS2 title, they tick all.

## ROGUE SQUADRON

Mastering *Starfighter*'s controls will take some practice, but once you become comfortable, these craft are a joy to fly. You use both analog joysticks to guide your ship and the various buttons for firing weapons and controlling flight. One outstanding innovation is the zoom button, which zooms your perspective in on distant targets, making aiming much easier. You can also use the directional pad to issue simple commands (attack, defend, etc.) to your wingmen, but the info-packed HUD isn't intuitive enough to read with a quick glance.

Visually, *Starfighter* puts on a fantastic light show, filling the screens with billowing explosions and crackling laser fire. The amount of onscreen action taking place in some of the bigger battles is also truly dazzling—look around, and you see tons of ships hanging at it across a huge landscape. But some of the terrain consists of bland textures and moundlike lumps. Overall, the graphics aren't as slick as some PC games like *Freespace 2*, but for a first-generation PS2 title, they tick all.



**PROTIP:** When battling distant targets, hold R1 to zoom in and improve your aim.

## BATTLING THE TRADE FEDERATION

Set in the time of *Planet of the Apes*, *Starfighter* follows the adventures of a motley crew of fighter pilots: Rhyk Dalow, a rookie Naboo pilot; Yara Sage, a human mercenary; and Nym, an alien pirate. All three have a grudge against the evil Trade Federation, and you alternately play as each of them, piloting Rhyk's N-1 Naboo starfighter, Yara's Guardian, or Nym's Hawk. Each of the 14 missions unfolds another layer of *Starfighter*'s tale as the trio eventually meets and teams up against the Trade Federation.

The missions range from defending Queen Amidala's ship from an attack in space to landing off a full-scale droid invasion of Nym's pirate base. You do battle in the depths of space near asteroid belts, then fly along the surface of various planets, laying waste to your foes with laser cannons, proton torpedoes, bombs, and more.

The action is fast and furious, packed with epic amounts of dogfighting and brief story interludes that gently guide *Starfighter*'s plot forward. Admittedly, it's not the greatest Star Wars story ever told, but it's decent enough to hold your interest. Better yet, the high-octane gameplay just rocks, delivering



**PROTIP:** To aim the Queen in Royal Escort, speed is top priority—blast through the incoming waves of droids as rapidly as you can.



**PROTIP:** If taking heavy fire, escape by continuously boosting (hold R2) and rolling your ship with the right analog stick.



**PROTIP:** If your target is scrambling all over the place, use the right analog stick to position the arrow that tracks offscreen targets in the top center of your screen; then use the left analog stick to pull the target into view.



**PROTIP:** If your craft gets turned on its side during planetary missions, press down on the right analog stick (the R2 button) to automatically reorient your ship.

## THE COCKPIT'S WAITING....

The PS2 didn't live up to the circus of hype surrounding its launch, but *Starfighter* is one of those titles that helps you remember what all the fuss was about. It has its share of minor flaws, but *Starfighter* stands tall as one of the best PS2 titles in early 2001.





## MISSION 7: EYE OF THE STORM



BY JIM DENNIN

Developed and published by LucasArts  
\$19.99  
Available March  
Space combat  
1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	4.5



Mission 7 is Starfighter's first, truly challenging level, so this walkthrough will guide you through the key points. As your fighter launches, immediately head up and to your left to take out the first two dropships.



Take out Scarb fighters for a few seconds and the Inferno turret is online.



Then rush back to base and mop up any remaining bombers. By now, Jenkins has reached his ship and lifted off to help you fight. Your focus is handling the ATT tanks that flood the base while Jenkins covers the rear.



When they're all wiped out, first help Jenkins mop up the bombers, then tackle any remaining Scarbs. Keep an eye on the freighters to make sure they don't take too much fire, but the invasion should be wrapped up by now.



Target one dropship and order your wingmen to attack that target, then target the other dropship and take that out yourself.



As soon as the distress call for Jenkins is received in, your targeting automatically switches to a wing of fighters outside the base. Swoop over there and take out the entire wing—Jenkins' survival is crucial to winning this level.



Five from the tanks is lethal, so stay high and use bombs to clear them out. Zooming in and attacking with lasers is another helpful tactic.



When battling dropships, unload with both lasers and bombs simultaneously. After the first one is down, help your wingmen take out the other one.



Immediately after that, you're told to take out the wing of approaching bombers...but ignore them and locate the last two dropships descending to the left of the bomber wing. Take out both before they land.



The tanks approach through the gap in the walls of the crater, so keep an eye on that as the tanks attack in several waves.



### GRAPHICS 4.5

The colorful fire of weaponry and huge explosions fill the screen, but some of the terrain could've used more detail and variety. For a first-generation PS2 game, though, these graphics scale.

### SOUND 5.0

Excellent sound effects breathe life into the action, and awesome Star Wars music delivers that epic feeling. The dialogue gets a little lame at times, but at least it's informative.

### CONTROL 4.5

At first, you'll stumble around as clumsily as C3PO, but with practice, you'll own Starfighter's skies. A more intuitive HUD would've helped, but overall these controls are smooth and innovative.

### FUN FACTOR 4.5

Climb into the cockpit and heat up those lasers! Starfighter has a few minor flaws, but this awesome space-combat game will definitely make you glad you sprung for a PlayStation 2.



# The Bouncer

**S**QUARESOFT'S HIGHLY typed brawler finally knuckles its way to the PS2 with deafening results. As a Final Fight of sorts, The Bouncer slidy



**PROTIP!** When fighting humans and robots at the same time, beat the people first.



**PROTIP!** Spread out. If you don't, you may get bumped by one of your friends who's balls attacked.



**PROTIP!** In your final fight with Deacons, you can't use your group special attack.



**PROTIP!** End a boss level faster by defeating the main boss first.

correlates copious amounts of hard-hitting moves with a stellar story line in a visually stunning world.

### Three's Company

In *Bouncer*, you follow three...bouncers who witness the kidnapping of their friend, Dominique, by a special forces team belonging to the Mikado Group. As your search for the girl progresses, you discover that each of the three fighters has some sort of history with the evil corporation, exquisitely told through SquareSoft's trademark, beautiful CG cut-scenes. In fact, the vivid graphics—which also include unbelievable character designs and lush environments during gameplay—should be the benchmark for future PlayStation 2 games.

As for the action, each character can bust more than 15 gut-wrenching moves thanks to the smooth analog controls. High, mid, low, and jump attacks are at your fingertips via pressure-sensitive buttons: The strength with which you press a button determines what kind of punch or kick you execute. You can also buy special, powerful attacks through a unique point system; with those, your library of combos can become quite extensive.

### More Bounce to the Ounce

For a mindless beat-'em-up, the sounds are surprisingly stellar. Although cheesy in some parts, the voice-acting is convincing, containing emotion and intrigue in key parts of the game. Furthermore, the music's tempo changes at just the right moment whether it's during a climactic part of the story or at the beginning of a realm.

Where *Bouncer* really excels, however, is its replay value—a rarity for this genre. In *Story* mode, there are three different endings and a variety of specific plot details, many of which are revealed only when playing as a specific character. There's also a multiplayer rumble mode in which up to four people can jammie each other with the same characters found in *Story* mode.

### Getting a Good Whoopin'

With spectacular features, *The Bouncer* is not just another simple pound-on-them game. If you're looking for some variety in the latest PS2 library, hire *The Bouncer*—you won't be disappointed.



Who ever thought that bouncers actually took their jobs so seriously?

#### BY YOUR OWN DESIGN

- Developed by SquareSoft
- Published by Square EA
- \$59.99
- Available March
- Action
- 4 players



5.0

4.5

4.5

4.5



**PROTIP!** In your first game, use your earned points on Life, Power, and Defense. During the next games, build your special moves.



**PROTIP!** Buy King's Greater Universal first. You can easily juggle your opponent four or five times in a row using this move.

#### GRAPHICS

5.0

The characters look amazingly sharp, from their threads to their animated punches and kicks. Incredible CG sequences will keep you on the edge of your seat wanting more.

#### SOUND

4.5

Well-acted voice-overs add to the depth of the story. The feel of the music plays nicely with the game's action and suspense.

#### CONTROL

4.5

The controls make great use of the analog buttons. Performing the 15-plus moves for each character is simple. However, there should be a better way to avoid opponents easily if you don't want to fight them.

#### FUN FACTOR

4.5

*Bouncer* delivers more than just fierce punches and kicks—it features an engaging story and plenty of gameplay modes that offer high replay value. Hands down, this is one of the best PS2 titles.



# Oni

**B**UNGIE'S HIGHLY ANTICIPATED beat-'em-up/shooter hybrid makes its debut on the PS2. But even with a great premise and an awesome lead character, this game gets its inn kicked by unwieldy controls and bland graphics.

## I Am a One-Woman Army!

Loaded with reflections from the anime movie *Ghost in the Shell*, Oni's lead character, Konoko, is an enhanced super soldier working for the Technology Crimes Task Force (TCTF) in the year 2032. Using her superior physiology and high-tech gadgets, she fights hand-to-hand or with weapons in 14 missions while attempting to stop the Syndicate from executing its brand of corporate warfare.

In its design and conception, Oni is a pure winner. Unfortunately, the execution of these ideas comes across as massively flawed, turning the game into a truly frustrating *see-of-will-that-doesn't-give-you-enough-variety-or-rewards* for tacking your way through it.



Oni's lead character Konoko is a true badass. It's a shame the game controls can't keep up with her.



**PRO TIP:** Try to fight opponents one at a time; if you're outnumbered, they'll quickly take you out.



**PRO TIP:** If you are low on life, try running past opponents to get to your goal (a flashing yellow circle). Missions often end without a boss fight.

## Totally Out of Control

The game's first and most obvious flaw is the graphics, which is made doubly frustrating by the awesome character design, especially Konoko's. Not taking full advantage of the PS2's *see graphical power*, Oni's visuals have blocky characters, massive—yes utterly bland—levels, and horrible frame rate drops. Compared to Square's *The Bouncer*, Oni looks like it belongs on the N64.

Even worse are Oni's complex controls. Getting the hang of Konoko's moves—from kicks and punches to sprints, throws, and even firing ranged weapons—is a massive task. The controls are set up like a first-person shooter's, but the camera quickly becomes unwieldy, avoiding the action and never centering. And Konoko is too twitchy, leaping about inaccurately—sometimes sliding or diving rather than crouching—which makes picking up a gun in the heat of battle next to impossible. Players are forced to *switch from analog stick to directional pad* to get her to run on ice.

The soundtrack is a forgettable mix of basic voice-overs and pulse-pounding music. It fits right in with the rest of the game.

## Oh No, Konoko!

Disappointed as I am in Oni, but hopefully Konoko will receive a second chance in a future PS2 game with overhauled controls and improved graphics. Unfortunately, the awful character balance, bland graphics, monotonous gameplay, and horrendous controls make Konoko's big debut a big dud.



**PRO TIP:** When you knock your opponent down, press and hold L2 and tap X2 to land a low kick while they're on the ground.



BY EMILY BOST

Developed by Bungie  
Published by Activision Games  
\$59.99  
Available now  
Action/adventure  
1 player



**PRO TIP:** In mission files, there is a Phase Check at top of these boss start at the lowest one and jump up in a pile to obtain it.



**PRO TIP:** To lose the boss, jump the boss and check the computer terminals for the first two sequences. Then dash the T on the directional pad with the left to make the last pass to beat it.



**PRO TIP:** Whenever you lose a Phase Check, dash to double-tapping T on the directional pad to speed for all opponents until a wave off.

## GRAPHICS 3.0

The characters and levels lack any sort of detail and are truly uninspiring. Cool character designs save the score from being much lower.

## SOUND 2.5

The voice actors are goofy at best, while the music is limited and unmemorable. Sound effects aren't going to save this mess.

## CONTROL 1.5

Konoko has too many things that she can do, and they don't fit onto the controller in a logical fashion. Plus, the controls are ineffect and unresponsive just when you need them the most.

## FUN FACTOR 2.0

Konoko is an intriguing character, but she doesn't receive any support. Oni looks bad, sounds bad, and plays even worse—all of the anticipation for this game is left unfulfilled.





**F**OR A STATE-OF-THE-ART system, the PS2 gets a lot of leftovers. This time, the rebash is *WinBack Covert Operations*, which previously appeared on the Nintendo 64. And not much has changed since then: PS2 *WinBack* has the same minimal sounds and graphics, disorienting control scheme—and adding gameplay, which encourages stealth.

## 'WinBack Control, We've Got a Problem'

Really irascible people have taken control of a weapon/taselize and, wouldn't you know it, are threatening nice people with it. Playing as Jean-

Luc, one of the good-guys, you have to stop them. The first mission? Make the game camera obey your wishes. Because *WinBack* uses a third-person view and Jean-Luc frequently positions himself between you and whatever you'd like to see, you may feel like you're on a merry-go-round, not a spy mission, as you swing around that camera trying desperately to see what's in front of you. No strafe or jump commands complicate the game's disorientation.

To compensate, *WinBack* provides a jump-from-behind-the-pillar-and-shoot move, which, while fun, requires your enemies to stand there waiting for you to shoot them. The AI is rarely proactive. *WinBack* is really a chess game with weapons (machine gun, pistol, rocket launcher, etc.) in which you have to figure out where to hide, when to shoot, and how to get from point A to point B. If you like this sort of thing, you'll eventually figure out the camera and start to enjoy yourself.

## 'WinBack Losing Front'

The sound effects are only average, while the background music really belongs in the background. The voice-overs are hilariously bad. Combine those with the game's robotic animation, and all the characters seem like they're suffering from a rare mind-impairing, physically debilitating disease.

*WinBack* even looks like a checkerboard, with nice tile floors, railings, and laser beams that form gridlike patterns. The visuals may not be stunning, but they do get the job done by creating clear, engaging puzzles—with you as the armed rat. The puzzleplay continues in the game's bot and multiplayer modes, which offer extended gameplay and arenas in which to hone your skills.

## 'A Winning Comeback'

*WinBack* on the Nintendo 64 was a good, not great, game, and it hasn't been changed enough to warrant a reappraisal of that status—not even the megaforce of the PlayStation 3 helps much. Nevertheless, if you're in need of wordwhile stealth/action, *WinBack: Covert Operations* will satisfy. **C**



**PROTIP:** On Stage 5, to avoid being surrounded, shoot the box that the guard before passing under the metal door pictured above.



**PROTIP:** In the room with the conveyor belts, use the boxes as cover and pick off your foes.



**PROTIP:** As in the N64 version, you should always move stealthily, taking cover behind crates, walls, and so on.

**GRAPHICS** 3.5

The visual building blocks combine to form pleasing grids on which to play out the game's stealth scenarios. The characters move like escapees from a zombie flick, though.

**SOUND** 3.0

The voice-overs are pure '70s-tung-flick, drenched with all the emotion of someone on junkies. The sound effects are passable, while the music is repetitive.



BY ESTHER KOOB

Developed and published by KOEI

\$19.99

Available March

Action

4 players (with multiplayer)

ESRB

TEEN

3.5

3.0

3.5

4.0

# WINBACK COVERT OPERATIONS



**PROTIP:** Your enemies are insufferable for a second after being hit, so wait until their stamina up before firing again.



**PROTIP:** On Stage 6, in the room with the mounted machine gun, shoot out the box blocking your way forward, then proceed around the outer perimeter of the room to avoid becoming Swiss cheese.



**PROTIP:** When finishing the first boss, wait till the change direction after she fires a few rounds, then blast away.

**CONTROL** 3.5

Once you've tamed the camera and, consequently, can see what's in front of you, the targeting, moving, and shooting controls are adequate.

**FUN FACTOR** 4.8

Despite its averageness, *WinBack: Covert Operations* is fun, satisfying stealth/action fare. If it were the only game you had, it'd be great compared to PlayStation games like *Metroid: Honor* and *MOH: Underground*, it lacks.



**PRO TIP:** Don't cut corners. Fury has a sensitive detector that sends you back to the corner over...and probably knocks you out of contention.

THE DEVELOPERS of the popular PC series *Motocross Madness* are gunning it over the PS2 with *ATV Offroad Fury*. While *ATV* and offroad junkies will delight in Fury's deep, challenging action, its appeal isn't mainstream enough to reel in the average racing fan.

### Air Aplenty

Fury packs in plenty of ways to race *ATV*'s, ranging from the useful Training mode to freestyle competitions, stadium supercross circuits, cross-country heats, and even a Career mode. The lineup of bikes includes top manufacturers such as Honda, Polaris, Yamaha, and Kawasaki, while the huge tracks cover icy, desert, urban and other terrain.

Once you start racing, taking corners with your *ATV* is effortless and almost automatic. The gameplay instead focuses on timing the rhythm of jumps—with the right approach, you sail cleanly over a set of humps, but the wrong one leaves you slogging slowly over each individual bump. If you're into *ATV*'s, the authenticity will appeal to you, but mainstream racing fans will find it to be more frustrating than fun.



Fury's freestyle mode lets you bust every-thing from a bar hop to a superman.

### ATV Madness

Visually, *ATV* delivers attractive, well-rendered tracks and riders, while the music thumps with tunes from Soundgarden, Aezthax, Primus, and more. The high-pitched whine of the engines, though realistic, can be grating after a while. Finally, the controls revolve around learning to pre-load your suspension for all the jumping—it takes practice to master, but it's a reasonable challenge.

All told, Fury will reward offroad racing fans with gameplay and challenges that definitely suit their interests. If that's not you, though, you should rent Fury to see if it's a ride you'll enjoy. **C**

**BY GIGAWATT**

- Developed by Rainbow Studios
- Published by Sony
- \$49.99
- Available now
- Racing
- 1 players

**E** RATED

4.0	4.0	4.0	3.5
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**PRO TIP:** If you manage to land your *ATV* on top of another rider, you wreck him out and move up a place.



**PRO TIP:** Don't pre-load your suspension to the max for each jump—smaller pre-loads give you a flatter arc, which sometimes is faster.

# Shadow of Destiny

LIKE A GOOD mystery novel, *Shadow of Destiny* is a whimsical, atmospheric adventure that keeps you intrigued to the end, but the game is destined to sit on a shelf when you're through.

### More Than One Life To Give

You play Eike Kusch (pronounced like Kusch), a young man with an oddly sensitive psycist who lives in the German village of Lobenstein. Eike has a problem: He's about to die...again and again. Each of the game's nine chapters begins with poor Eike getting offed—stabbed, poisoned, run over, you name it—but after his first death, a vintager being gives him a time-traveling device so he can change the past and prevent being killed. You travel back as far as the 16th Century—when the town looks familiar but much different—to charge seemingly obscure events that will save your life hundreds of years later. You're essentially a detective in your own murder investigation, ultimately learning who is trying to kill you, and why.



**PRO TIP:** The first time you return to the present from 1602, use the toppling balls while in the town square.



**PRO TIP:** To avoid being thrown off the tower, go back to 1602, find the lower key, use it to obtain the new rope, then tie the rope to the top of the tower the night before you die.

### Live It Again, Sam

The village is beautifully rendered, and has a unique look in each time period. And the characters are impressively lifelike in the many in-engine cinematics. Luckily, the voice acting is good, too—vital for a game with so much dialogue. Moving Eike is a snap, and the adjustable camera works fine, but the puzzles are so straightforward, you often feel like you're on a guided tour: or watching a movie—even newbies can win the game within a handful of hours. *Shadow of Destiny* is a worthwhile game, but just as you wouldn't spend \$30 for a DVD you've never seen, rent this first. **C**



**PRO TIP:** In 1500, give the watchman outside the square's gate the postcard of the town, and he lets you in.



**PRO TIP:** After you obtain meat from the butcher, give it to the dog outside the alchemist's house to enter.

**BY JAKE THE THUMB**

- Developed by KEET
- Published by Namco
- \$49.99
- Available March
- Adventure
- 1 player

**T** RATED

4.5	4.0	4.0	4.0
-----	-----	-----	-----

THE GAMEPLAY OF this creative action/puzzle game certainly goes with its quirky title. Indeed, to fully enjoy this imaginative 3D adventure, you need at least one person to be the Cream to your Cookie.

## What Came First? The Chicken or the Moon?

Part of what makes this journey so fun is the wacky story: The Moon has mysteriously disappeared, endangering the very essence of life; after Cookie and Cream have a deep discussion with the Great Chicken, they are chosen to return the Moon to its rightful place.



**PRO TIP:** To avoid attracting nasty flying creatures while waiting for your partner, continually perform your double jump.



**PRO TIP:** For this puzzle in Stage 4 of Desert World, have Cookie first edit the middle track, then pull the lever.

To fulfill their destinies, Cookie and Cream must coordinate their actions to solve puzzles through nine worlds, each comprised of four stages and one boss. Cookie and Cream are displayed on a split screen, and you control the one or the other via both analog sticks and all four shoulder buttons. Along their paths, each hero encounters obstacles that can be removed only through the action of the other. The adventure is therefore almost impossible to play alone, as coordinating each character's movements can get extremely cumbersome. Playing with a friend, of course, alleviates that dilemma and builds teamwork.

## A Taste of Treat

Splendid sights and sounds complement the great tag-team foray: The Cookie and Cream universe is alive with colorful and cutesy levels stocked with funny-looking creatures and lush environments. The music and sound effects may ring adolescent, but they still fit the game's style perfectly.

Gather your friends for an unbelievable time with Cookie and Cream. You'll laugh at the story, gout about the hard puzzles, and wonder about why Cookie and Cream make such a good combination for the PS2. **C**

**BY FOUR-EYED CREAM**

- Developed by From Software
- Published by Atlus
- \$49.99
- Available March
- Archaic puzzle
- 4 players

ESRB	TEEN	TEEN	TEEN	TEEN
4.5	4.5	4.5	5.0	

# The Adventures of Cookie & Cream



**PRO TIP:** When fighting Tarpedo in Water World, let Cookie push Cream with the boat to retrieve the bomb's faster.



**PRO TIP:** Look inside structures, like this ice building, for extreme power-ups.

# WARRIORS

## Might of Magic

**DESPITE ITS GOOD** mix of cool levels with action and role-playing, Warriors is marred in mediocrity by choppy animations, dizzying camera angles, and unresponsive controls.

**BY JAKE THE SHARK**

- Developed and published by 3DO
- \$49.99
- Available March
- Archaic adventure
- 1 player

ESRB	TEEN	TEEN	TEEN	TEEN
3.5	3.6	3.0	3.5	



**PRO TIP:** On the Guardians of Riverside level, Jeremiah's Scepter is the best weapon against the gargoyles.

## Masked Marauder

You're Akeron, the captain of the guards who is denounced as a necromancer, banished to the Pit of the Accused, and forced to wear the Mask of Shadows. From there, you pick up a bone club and fight through the pit's sewers, which are populated by sludge monsters, zombies, and skeletal warriors. As you progress through the nicely detailed and designed levels, you find better weapons, armor, and spells. The locales range from tight dungeon corridors to an open-air orc village built into the sides of a canyon.

The monsters look decent but blocky, so does your character, whose appearance changes with his armor and weapons. The choppy frame rate and disorienting camera angles, however, make it difficult to enjoy the otherwise handsome presentation. The lame sound effects and paltry amount of voice-acting don't help, either.

## Wall-Smacking Warrior

Although Warriors has all the elements of a traditional fantasy RPG—character development, spells, potions, health points, item management—you play from a third-person perspective in real-time, so you need some twitch-gaming skills. And though the control scheme is laid out nicely and is easy to use, the controls vary between too touchy and not touchy enough. This, combined with the awful camera angles, causes you to fall off ledges a blind man could negotiate, and to swing at walls instead of enemies. Overall, Warriors is a decent action/RPG that will mildly entertain tolerant gamers looking for a sword-swinging adventure. **C**



**PRO TIP:** You don't have to kill every enemy to progress. If you're outnumbered and weak, run for it.



**PRO TIP:** Sneak around so you can single out enemies for attack. Avoid fighting more than one at a time.



**PRO TIP:** When you can, hurl fireballs or other spells against enemies before going for the melee attack.

Your friend wants you  
to smoke that wacky weed.

You don't know what to say. Try this.

**No. Absolutely not.**

I have **more respect** for my **body** than that.

I have **more respect** for my **parents** than that.

I have **more respect** for my **little brother** who thinks

I am the best thing  
**to happen to the planet**  
**earth**  
since professional  
wrestling.

I don't get **high**  
on the  
**streets.**

I get high above  
the **rim.**

Where I take guys  
like you to school.

So, when I say **NO**,  
I mean not now,  
not **tomorrow.**

Not this weekend  
at the **party.**

**Not ever.**

Or you could just say:  
**I'm not into that stuff.**



SEIFEISE

MY ANTI-DRUG.

[www.whatsyourantidrug.com](http://www.whatsyourantidrug.com)



BY JAZZ HANLEY

- Developed by SNK
- Published by Arcades
- Price not available
- Available March
- Action
- 2 players



STREET FIGHTER	PRIME	INTERNATIONAL	ULTIMATE
4.0	3.5	4.5	4.5

**M**ETAL SLUG, ONE of the arcade's most beloved action titles, has received a peel-perfect transplant to the PlayStation with Metal Slug X. Not only does it feature an excellent arcade port, but several mini-games also enhance the replay factor.

## Go! Go! Go!

For the uninitiated, Slug is a side-scrolling shooter similar to the classic *Contra* titles. From a side-scrolling view, you collect weapons, blast enemies, and dodge incoming fire. You can even utilize weapons of mass destruction, like tanks, jet fighters, and machine-gun-fitted cars.

But the game's console-exclusive features deserve a gaming medal of honor. In addition to the intense one- and two-player games, players will find several addictive, challenging, and diverse mini-games with activities that range from safely guiding a crawling infant to destroying as many buildings as possible in a limited time. You can also unlock additional hidden mini-games depending on your success rate.

Metal Slug X delivers the goods for a perfect arcade-to-home port, while the game's console-exclusive features deserve a gaming medal of honor. In addition to the intense one- and two-player games, players will find several addictive, challenging, and diverse mini-games with activities that range from safely guiding a crawling infant to destroying as many buildings as possible in a limited time. You can also unlock additional hidden mini-games depending on your success rate.

## Old-School Bliss

Metal Slug X has all the right ingredients. The PlayStation duplicates Metal Slug's arcade experience down to the last pixel, especially in its detailed 2D sprite visuals that are loaded with humorous details and colorful stages. The game also never suffers from slowdown—even when the screen is jam-packed with chaotic action during a wild two-player skirmish.

Accompanying the carnage is a routine soundtrack with an incoherent music score and repetitive sound effects (several enemies all make similar screams to signal their demise). Simple but responsive controls keep the action in solid command.

Metal Slug X probably won't appeal to gamers looking for a side to push the limits of their PlayStation. Yet for players who crave old-school arcade mayhem, X firmly marks the spot.



**PRO TIP:** To make quick work of the attacking dive-bombers in the T, T Timing mini-game, use rifle fire to destroy incoming torpedoes and grenades to take down the planes.



**PRO TIP:** In Mission 3, you can find a hidden P.O.W. in the cave to the far right of the screen after the first enemy attack.



**PRO TIP:** During mini-game The Destroyer, save your ammunition for the buildings and take out any enemy soldiers at close range with the rifle.



**PRO TIP:** Turn the Metal Slug tank into a time bomb. While playing the tank, simultaneously press Jump and Grenade/Gamma (Metal Slug Attack).



**PRO TIP:** In mini-game Do the Mummy, maximize your score by starting in the corner on the ground level while reloading throwing grenades.



**KING OF FIGHTERS '99** is a year or two behind the times, but it still is a fair specimen of a fighting game. The home version tries to spice up the arcade version's three-on-three-plus-striker formula by adding a single-play mode. Two combatants—one active, one a striker—fight their way through the rest of the cast in an old-school best-of-three brawl. The mode is more of a novelty, however, and simply doesn't fit in the *King of Fighters* series.



**PRO TIP:** For a second of invulnerability, use Iyo's Dispersion move: Motion 4 + 4 + 4 + 4, tap Punch.

Silly, the sounds and animations of the Neo Geo version were apparently too much for the PlayStation to handle, and so the audio quality of this version is pretty poor. Fortunately, the *KOF* series has never failed to deliver pinpoint control, and this port is no exception.

*KOF99* retains all the fun fighting gameplay of the previous years, but doesn't make the transition to the PlayStation without a few problems. Unless you're a diehard fan without a Dreamcast, call this one a rental at best.

*KOF99* retains all the fun fighting gameplay of the previous years, but doesn't make the transition to the PlayStation without a few problems. Unless you're a diehard fan without a Dreamcast, call this one a rental at best.



BY GREAT HONKEY

- Developed by SNK
- Published by Arcades
- Price not available
- Available now
- Fighting
- 2 players



STREET FIGHTER	PRIME	INTERNATIONAL	ULTIMATE
2.5	2.0	4.5	3.5

# THE KING OF FIGHTERS '99



**PRO TIP:** Use your striker to lead into a super move or invincible of your own. Vers, Vanessa holds your opponent in place, giving you plenty of time to plot King's doom.





***"I can tell you what it's like to play  
Major League Baseball® in two words..."***

**Montreal Expos® Outfielder Vladimir Guerrero.**

Last season, he led all players under 27 in batting average (.348), slugging (.664), and total bases (379). Pitchers walked him intentionally more often than any other big league player.

# "...High Heat."

Only High Heat™ Major League Baseball® asks the tough questions — and gets the answers right. That's what makes it so amazingly real.

- Q. Why did Mark McGuire slug only .257 with two strikes, but 1.310 when ahead in the count?
- A. He can guess the pitch more easily when he's ahead...and crush the ball for a mammoth homer. **High Heat's Got It.**



- Q. How is Barry Bonds sometimes able to uselop splash landing homers out of Pac Bell Park?
- A. He works the count, then looks for a fastball inside and starts his stride early to put it into the bag. **High Heat's Got It.**



Screen shots were taken from the PlayStation2 console and PC versions of the game.

- Q. Why should a pitcher make some pickoff throws, but not too many?
- A. A few pickoffs shorten runners' leads, but too many can distract the pitcher or result in an error. **High Heat's Got It.**

- Q. When Vladimir Guerrero drills the ball down the left field line, will it curve fair or foul?
- A. The spin of the ball coming off the bat causes it to curve towards foul territory. **High Heat's Got It.**
- Q. When Kevin Brown waste a pitch and throw a breaking ball in the dirt?
- A. On an 0-2 count when the hitter is likely to chase a bad pitch while trying to protect the plate. **High Heat's Got It.**



Available on PlayStation2 computer entertainment system, PlayStation game console, Game Boy Color and PC-CD Rom

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"...we might be looking at a Yankees® type of dynasty with High Heat 2002."

— Official PlayStation Magazine (Feb. 2001)

SEQUEL TO

"This year's best baseball video game."

— Sports Illustrated (Dec. 2000)

Awarded Top 10 Games of All Time and Sports Game of the Year two years running.

— CGW

"The finest baseball game on any system, ever!"

— PC Gamer

- REAL PITCHING
- REAL HITTING
- REAL FIELDING & RUNNING
- BETTER A.I.
- REAL STRATEGY
- REAL PHYSICS
- ACCURATE ROSTERS

Q. What makes Aaron Sele's curve so effective against both righties and lefties?

A. His dead overhead, or "12 to 6" arm motion, makes his curve break nearly straight down against all hitters. High Heat's Got It.

Q. What change in strategy helped fuel Frank Thomas' resurgence to MVP form last year?

A. He adjusted to the umpire calling strikes on the inside corner and began looking for inside pitches to pull. High Heat's Got It.



## REAL. BASEBALL.

Q. On a long throw to the plate, what's the best way to stop a runner from taking an extra base?

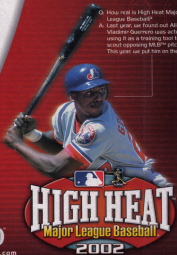
A. Use the first baseman to cut off the throw and nail the runner. High Heat's Got It.

Q. How can you tell Bernie Williams is batting in Shea Stadium?

A. You hear boos from Mets fans combined with cheers from the cross-town Yankees fans. High Heat's Got It.

Q. How real is High Heat Major League Baseball?

A. Last year, we found out All-Star Vladimir Guerrero was actually using it as a training tool to scout opposing MLB™ pitchers. This year, we put him on the box.



3DO™

www.highheat.com



**BY ROADNAME**  
Developed by EML Game Prods.,  
Creators  
★EAR 15  
★Action  
★Available March  
★4 players



# POKÉMON STADIUM 2

**IT A TIME** when the flow of Nintendo 64 games is drying up faster than you can say, "Pika, Pika," the Pokémon have arrived to work their magic for the console. At least Pokémon players have something to cheer about.

## PERFECTLY POKÉMON

Serious Pokémon trainers are going to freak when they enter Stadium 2: You can play with all 249 Pokémon from the Gold and Silver versions. The Pokémon Lab showcases a new Pokédex that displays Game Boy Pokémon in detail, including cool full-screen close-ups and a map of their habitats. You can also visit a Pokémon academy for in-depth info about the critters.



**PROTIP:** In the Clear Cut Challenge mini-game, make your partner or Poo or moo the falling log before the cut-off line rather than after it. Otherwise, those games end in loss points.



**PROTIP:** When you fly the Golbat challenge mini-game, keep your bat near the front of the pack to reach boats as soon as they appear.



You can play with all the Pokémon from Gold and Silver, and challenge 16 trainers, too.



**PROTIP:** In the Tumbling Tower mini-game, just follow your competitor's "leader" and avoid his mistakes until you can make your move. A computer opponent usually takes the fastest path down the track.



**PROTIP:** Remember to use Pokémon items for tactical advantages. For example, ground-type Pokémon are resistant to Water-type attacks. Switch Pokémon to create weaknesses in your team.



**PROTIP:** In the mini-games, spin your Nintendo 64 in the middle of the arena, then pick an opponent and hit it to boost your score just as you hit him. Remember when Mario Kart's power belts. They can't be touched.

This Stadium is no pushover when it comes to challenging your trainer's skills, either. Naturally, you and a pal can import Pokémon for head-to-head matches. You can also get your Pokétable against 21 trainers from Gold and Silver, or challenge for 16 badges. Additionally, up to four players can jam buttons in 12 new mini-games: For example, you can use Mr. Mime in a Pong-like contest to knock Pokéballs into opposing goals or race rampaging Doughnuts around a track. If you're a real Pokémon pro, you might try the ego-bruising Pokémon quizzes.

## A STADIUM BUILT TO PLEASE

Pokémon Stadium 2 is a solidly crafted game, too. Of course, the simple Pokémon gameplay mechanics don't push the controls at all, but the mini-games use every joystick switch and controller button available—and Stadium responds exactly like a star should.

Nintendo didn't just rest on the earlier Pokémon Stadium's graphical laurels, either. The Pokémon images look a little sharper, and, while movement during combat remains minimal, the special-move animations have much more flair than before.

Stadium's sounds, however, aren't going set your soul on fire. The minimal Pokémon vocals and special move noises are kinda cool, but there's just not much added to go around.

## THE GOLD AND SILVER LINKS

If your Pokémon sales has led you all the way into the Gold and Silver eras, then Pokémon Stadium 2 is a perfect addition to your N64 library. It's worth it just to be able to play your Game Boy Pokémon games on a large screen, but you'll find plenty of Pokémon-pleasing goodies, too.

## GRAPHICS 4.8

It's just cool to see your favorite Pokémon, especially the new Gold and Silver crew, operate in 3D and full color. They don't move around much, but some of the animations for special moves are sweet.

## SOUND 4.0

As with the first Stadium, the audio effects for the Pokémon and their moves keep the show moving. The hyperactive announcer gets on your nerves, and the music's happy but happy.

## CONTROL 4.0

As with the Game Boy games, the single controls manage your Pokémon 300 and chain battle moves with ease. The controls also deal effortlessly with the much more diverse stick-and-button maneuvering of the mini-games.

## FUN FACTOR 4.5

Pokémon fans can't go wrong with Stadium 2. You can work out your home-grown Pokémon in N64 color, and the Transfer Pak enables you to play any Game Boy Pokémon game on a big screen.

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PlayStation 2

A DARK FUTURE.  
AN UNCERTAIN PAST.  
NO ONE LEFT TO TRUST.

AN INTENSE ACTION THRILLER COMES TO  
LIFE WITH EXCITING NINTENDO STYLE  
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COMING SOON: THE ONI COMIC BOOK FROM DAWN HORSE COMICS



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BUNGIE



Rated Violence



# Unreal TOURNAMENT

SOMETIMES IN LIFE, you have to give a little to get a lot. So it is in video games, too: Unreal Tournament for the Dreamcast onto one key gameplay mode from the PS2 roster, but fills the void amply with improved multiplayer matches and online play, making this version a stronger game overall.

## SHOOT TO THRILL

Unreal Tournament, which originally gained fame by going toe-to-toe with Quake III Arena on the PC before porting to the PlayStation 2 late last year, plucks players into a future where the most popular event isn't the Super Bowl or even Testision Mend—it's a gladiatorial bloodsport played with rocket launchers, laser

rifles, and sawblade shooters. The guy who does unto others more times than they do unto him is the winner. As you rise through each tournament's ranks, you find the matches become longer, the levels get larger, and your computer-controlled teammates and enemies ("bots") become smarter and more numerous.

Game modes include Deathmatch (blast everybody), Team Deathmatch (blast everybody but your teammates), Capture-the-Flag (blast everybody while stealing the other team's banner), and Domination (blast everybody while trying to occupy checkpoints). The popular Assault mode (blast everybody while storming a base) is curiously absent.

In its place, however, is one trick the PS2 version couldn't pull off: online play. In addition to 56K modem play, Unreal Tournament is

one of the first few games to support Sega's new broadband adapter (for more info, see NetPro in this issue). In twitch-shooting games like UT, reaction time is critical—and the last thing you want is pesky lag getting in the way. You might still see some with 56K connections, but probably not with a cable modem or DSL. High-speed access is a must for games such as UT, so it's great to see it supported.

## THE LOOK OF TOMORROW

Of course, if you don't want to play online, there's always split-screen mode—and that's another area where the Dreamcast version outperforms the PS2 edition. Whereas the latter suffered from lousy frame-rate hits in four-player mode, the Sega edition handles split-screen matches noticeably better (but you'll see the game drop frames here and there as the screen becomes cluttered with enemies and explosions).

Hi-res graphics and smoothly animated characters make the game look gorgeous; if you export the signal to a VGA monitor, you'll never know you were playing a console game at all. A minimal HUD keeps the screen clear for actual gameplay, while futuristic environments mix the cold futurism of steel and



Hi-res textures and logical AI behaviors make Unreal Tournament an early personal, believable combat experience.



**PRO TIP!** In CTF matches, make sure you or another human player is the flag carrier, and assign at least one bot to guard your flag.



**PRO TIP!** Many levels feature vertical construction, so use the terrain to your advantage—drop down on enemies from above.



**PRO TIP!** On Headshot, use the small switches in the doorways to crush anyone in the life-replicating green columns.



**PRO TIP!** In Domination games, tell the bots to defend, then run around on your own to secure the control points.



**PRO TIP:** Pick up all weapons, even if you already have them; if nothing else, you deny your opponents.

confronted with an organic, slightly shabby, lived-in look. Meanwhile, the sound effects and music come straight from the PC version, right down to the trash-talking overheard as the bots spew during the match, from raucous laughs to full-on taunts like, "Anyone else want some?" The bots do sound a bit miffed, though.

## BUTTON HOLES

Control is the one place where the game underdelivers. The four controller presets are nice, but why just four? Why not let the user set his own configurations? The Dreamcast keyboard and mouse, however, allow greater customization for maximum precision and comfort—just another good reason to pick them up (although even the mouse is limited to eight predetermined setups). The Dreamcast mouse is a bit on the flimsy side, yet it's still better for aiming than the analog stick, even if you're not a PC Unreal veteran. (And yes, you can even use a combination of mouse and control pad if you prefer.) Also, as in the PS2 version, you can't control bots on the fly—you have to pause the action to tell your teammates to guard the flag or attack the base.

## UNREAL FOR REAL

Throw in some wild game-rule-altering "instigators" and pleasantly brief loading times, and Unreal Tournament 3 delivers a high-speed, high-adrenaline package that never even has the chance to be boring. It packs more personality than Quake III Arena Assault may be able to, but Infogrames didn't miss anything else.



**PRO TIP:** Stay on the roof of Commanded during Domination matches. You have views of the two control points and can jump down as needed.



**PRO TIP:** Jetpacks, as like the Snake will tell you, is an art—and one worth learning. Sliders are valuable in CIT and Domination defensive situations.

BY GUY CLAYTON

- Developed by Secret Level
- Published by Infogrames
- \$19.99
- Available March
- Fast-paced shooter
- 4 players

ESRB	M	4.5	4.8	3.5	4.5
------	---	-----	-----	-----	-----

# TRICK SHOTS

The all-fire mode of UT's weaponry opens up some creative options, such as these two little-known tricks:



If you hold down the fire button with the rocket launcher, you can load up to five rockets for a massive blast. The rockets separate into a horizontal line in flight for wide damage. Unless...



...you hold the all-fire button down as well. If you do, the rockets will stay tightly grouped and fly in a circle formation when they launch. Concentrated damage!



The all-fire on the shock rifle shoots a blue ball of energy that travels in a straight line and explodes on contact. However...



...you can quickly blast that ball with a regular rifle shot to make it explode immediately—and with a much larger radius.



**PRO TIP:** On the Stalwart map, this crate near the cones and garage door hides a huge health power-up.

## GRAPHICS 4.5

Occasionally, characters' heads look a little misshapen in close-ups, but by and large, you'll see nothing but high-quality textures and liquid frame rates.

## SOUND 4.8

Cross crotchphrases like "You suck!" and "Bum, baby" plus atmospheric, driving music spice up the gameplay, but it could all be just a smidge crisper.

## CONTROL 3.5

A completely customizable controller setup would've helped here. However, UT is compatible with the Dreamcast keyboard and offers great mouse support—now all Dreamcast users need is a better mouse.

## FUN FACTOR 4.5

Dreamcast owners had to wait a little while longer, but are rewarded with killer graphics, addictive gameplay, and one very large ace in the hole: online deathmatches. Quake III, look out.







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PlayStation 2

SQUARESOFT

PICK A WORLD  
WE'LL TAKE YOU THERE

BY JIM SALAS

- Developed by Black Ops
- Published by EA Sports
- \$19.99
- Available now
- Boxing
- 17 players

ESRB	TEEN	3.5	3.0	4.5	4.0
------	------	-----	-----	-----	-----

# Knockout Clings to Title on PS2

PLATFORM  
 PlayStation 2



SPORT  
 Boxing



**KNOCKOUT KINGS** HAS ruled the sweet science on the PlayStation for a few years, and now it's looking to extend its reign to the PS2 with this debut. While the graphics and sounds barely survive the weigh-in, sharp controls and entertaining gameplay help this boxer hold on to the championship.

## Hall of Fame

As always, *Knockout Kings 2001* delivers gaming's best roster of famous boxers, including female brawlers. The *Knockout* game lineup ranges from Muhammad Ali and Joe Frazier to Lennox Lewis and David Tua, along with plenty of middleweights and lightweights, like Sugar Ray Leonard, Fernando Vargas, Shane Mosley, and many others.

As with its PlayStation counterpart, you can go toe-to-toe in the arcade-style Slugfest, square off in more realistic Exhibition bouts, or create a boxer and battle through the ranks to the title fight. In fact, if you've played the PlayStation game, there isn't much reason to upgrade to the PS2 version—so far as gameplay and features go, the two versions are identical.

## T.K.O.

Naturally, the graphics in this PS2 incarnation are much better than the PlayStation game's, but they don't live up to the promise of the early screen shots that EA Sports released. The Dreamcast could easily handle these visuals—they don't stretch the PS2's wings at all. The game is hardly an eyesore, showcasing sharp details in the boxers' bodies and faces, but the angles, wooden look to the models definitely won't impress you.

As with the PlayStation version, the sounds need some serious help, suffering from lousy music and repetitive, off-the-mark commentary. The grunts and attacks of combat keep you in the fight once the bell sounds, though, and the voice of referee Mills Lane is a real treat.

## Hammering Haymaker

Fortunately, *Knockout Kings* shows its charms when the fists start flying. The gameplay is challenging, deep, and addictive, offering much more realism and longevity than *Ready 2 Rumble Boxing: Round 2*. Throughout it all, excellent controls jam an amazing amount of moves and combos into the controller without becoming too tricky or complex.

If you're a boxing fan with a PS2, *Knockout Kings 2001* won't move mountains for you, but it's still the PS2's best boxing game and will provide plenty of thrills. If you've already conquered the PlayStation version, however, steer clear—this game is too similar to be worth its ticket price.



**PRO TIP:** Mastering the timing of some good one-two combos is essential to winning. Some of the most effective are  $\Delta$ ,  $\Delta$ ,  $\times$ ,  $\square$  and  $\Delta$ ,  $\times$ .



**PRO TIP:** If facing a tough opponent, work the body as much as the head—E3 catch us in later rounds and make a K.O. easier to accomplish.



**PRO TIP:** If you're winning and your opponent clinches, get out fast and keep after him—or pound on him while he's trying to rest in the clinch.



**PRO TIP:** Dodge punches to your head by holding  $\square$ , then pressing  $\times$ .



Hold the heavyweight belt after winning the championship bout!

## GRAPHICS 3.5

If it were a Dreamcast game, *Knockout Kings* would look sharp. For a PS2 title, however, it's kind of a disappointment, sporting well-detailed boxer models that look a little too cartoony. Also, some collision-detection flaws occasionally mar the show.

## SOUND 3.0

The low point of *Knockout Kings*, the audio just doesn't measure up. Lane's music jangles in the background, while the commentary is either really repetitive or not even connected to the action. The sound effects during bouts, though, are engaging.

## CONTROL 4.5

It's hard to imagine that a PS2 controller can pack in this many moves, combos, and more, but *Knockout Kings* pulls it off with ease. The game is simple to start playing, and, with practice, you'll unlock a lot of depth.

## FUN FACTOR 4.0

*Knockout Kings* touches gloves and starts ringing with terrific controls and deep, exciting gameplay. It's too bad that the lousy graphics and sounds prevent it from becoming a truly memorable champion.



**PRO TIP:** Hit up your attacks so they start low and end high, or vice versa.



**PRO TIP:** Don't be shy about stealing in a low blow (hold  $\square$  and  $\square$ , tap  $\times$ ) at a key moment—it will zap a lot of stamina from your opponent.

## NBA Hoopz

PLATFORM

Dreamcast



SPORT

Fantasy Basketball



**PRO TIP:** When the opposing team is on the score as fast as possible to cool them off. Otherwise, you're buried by baskets from downtown.

ADD STATISTICS AND a third man to NBA Showtime and what do you get? NBA Hoopz, a more structured take on Midway's rim-rattling sports series. More structure, however, doesn't mean more fun.

The graphics engine holds up well. Smooth, fast players slam thunderous dunks, and you can now save instant replays to a VCR. The controls respond well, even if you become confused while using them. Effective defense is difficult, though, due to the extra human traffic in the paint—sometimes it's hard to know who you're guarding, let alone where the ball is. The Showtime announcer returns with many of his old sayings, adding a few new ones for good measure.

Goodies like player creation and season mode, along with new games like 3ball, can't make up for the main game's fatal identity crisis. NBA Hoopz comes off as a simulation wannabe, simultaneously betraying Showtime fans and only weakly attracting serious hoop addicts. Sick with NBA 2K1, **G**

# NBA Hoopz

PLATFORM

PlayStation



SPORT

Fantasy Basketball



LAST YEAR, **NBA SHOWTIME** made a decent showing on the PlayStation, and now NBA Hoopz tries to take the game to the next level—but it's not entirely successful.

The failure doesn't stem from any lack of effort. Hoopz adds an extra player to the court for three-on-three action (six gamers, two multitaps), plus it has a new "Hoopz" button for better ball control. Unfortunately Showtime vets will be stymied by the new play dynamics, and it's hard to kick the sense that the third man just gets in the way. The game is also marred by low resolution and players who float when they jump, as if someone had filled their Air Jordans with helium. Generic crowd sounds are redeemed by an alert announcer, but controlling three men effectively is difficult and slows the pace.

**PRO TIP:** Hold Turbo when shooting from long range to increase your shot's chances of going in.

Give Midway credit for trying, but not much more. If Showtime left you wanting more stats and details, Hoopz might fit the bill, but Live is a better sim. **G**



BY DAN COLEMAN

- Developed by Eurocom
- Published by Midway
- \$29.99
- Available now
- 4 players
- Fantasy basketball



**PRO TIP:** At the Tonight's Matchup screen, press and release Pass and Turbo, then press Down. You'll now see your shot's chances as a percentage at the top of the screen.



BY DAN COLEMAN

- Developed by Eurocom
- Published by Midway
- \$29.99
- Available now
- 4 players (with multitap)
- Fantasy basketball



**PRO TIP:** When a teammate flashes and goes up for a dunk, click off for a quick two. The defense will rarely be able to stop it.

## NHL FaceOff 2001

PLATFORM

PlayStation 2



SPORT

Hockey



BADLY, 989 SPORTS' PS2 lineup has bombed, and while NHL FaceOff 2001 is one of the beleaguered Sony studio's better efforts, the game is still a sorry sight. FaceOff's few successes just can't redeem its laundry list of woes.

The first thing you'll notice about FaceOff is that the graphics are pitifully bad—these chunky player models barely look PlayStation-quality. The audio fares little better with lame sound effects and commentary that blows basics (like player names). The bright spots include the starchy roster of features, which sports all the basics plus nice touches like hip checks, separate line changing for offense and defense, and old-timers such as Gordie Howe. As always with FaceOff, the decent controls are bogged down by a twerky piranha-like feel to the skating, and the gameplay is fast and very high scoring—even when set on "Sim" and "All-Star."

When the real whistle blows, there's just no reason to step onto this ice. Stick with the bar for superior NHL 2001 for your PS2 hockey cravings. **G**



BY DAN COLEMAN

- Developed by TellTale
- Published by VSI Sports
- \$49.99
- Available now
- 4 players (with multitap)
- Hockey



# NHL FACEOFF 2001



**PRO TIP:** Back up goals for centering the puck from the boards to the slot's net more about every time.



**PRO TIP:** Hacking > win! win face-offs—try to tap > right when the puck hits the ice.

# SP PREVIEWs

## Triple Play Baseball

### Swing, Batter!

The most striking part of Triple Play Baseball isn't just the spiffy PS2 graphics (though they're pretty slick), it's the new cursor-based pitcher/batter interface. While plenty of gamers will groan that news with a muttered "Finally!", others will be seriously disappointed. For the past couple years, Triple Play has been the only baseball series that didn't make use of cursors, and that was a big part of its charm. Sadly, you won't even be able to option out of cursors to use the old Triple Play interface.

So since we're stuck with it, how does it play? The scouting report on the preview version is pretty promising

as the game sported comfortable, responsive controls and quality baseball action. Some basics weren't included, though—like controlling your basemen's lead-off (the CPU always handles it), warming up relievers (they're always ready to go), and a pitcher-status overlay that shows their energy levels and pitch history.

On the plus side, the game made great use of the Dual Shock 2's analog buttons, offering pressure-sensitive responses when batting, pitching, or throwing the ball. If you drill the button, you'll knock the cover off the ball or whip it in from the outfield, while a light touch lets you take something off your pitch, swing, or throw.



BY AN HENNER

- Developed by Triplay
- Published by EA Sports
- Target release date: March

EA SPORTS  
HANDS-ON



Triple Play is looking sharp as it enters spring training for its rookie season on the PS2—but so does All-Star Baseball. It's going to be a tight pennant race this year!



### Sparkling Diamond

As far as visuals go, Triple Play looks like it will offer the same high-caliber graphics that Madden and NHL delivered last fall. While they were still under construction in the preview version, the level of detail in the stadiums and player models was impressive.

Hopefully, EA Sports will have time to make the player faces more recognizable and tune up the frame rate and animations—for now, All-Star seems to have the advantage in that department. Still, both of the PS2's leading contenders are looking really sharp in the spring-training phase, and that's only good news for PS2 baseball fans—a tight pennant race always makes things interesting.



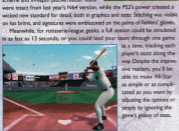
# All-Star Baseball 2002

## It's the Little Things...

America's pastime comes to the PS2 this spring, and some hands-on time with All-Star Baseball 2002 has shown why this pedigreed slugger is one of this season's hottest prospects. The smooth control scheme and in-depth pitcher/batter duck were intact from last year's N64 version, while the PS2's power created a wicked new standard for detail, both in graphics and stats. Stitching was visible on lat brims, and signatures were embossed on the pairs of fielders' gloves.

Meanwhile, for rosters-of-league geeks, a full season could be simulated in as fast as 13 seconds, or you could lead your team through one game

at a time, tracking each player's stats along the way. Despite the impressive realism, you'll be able to make All-Star as simple or as complicated as you want by adjusting the options or simply by ignoring the game's galaxy of stats.



## ...Like Randy Johnson's Virtual Mullet

The 30 stadiums were virtually photo-realistic yet totally 3D, with each seat modeled. And the player models looked much like their real-life counterparts, even including the digitized faces of most of the well-known players. More than 1500 animations made them act lifelike, too. Each batter had his own signature stance and stroke, and had a different swing for high and low pitches, not just the same swing at a different height. Plus, each pitcher had his own delivery.

For example, the gangly sidearms of multi-headed Randy Johnson. The TV-style presentation was right on, too, with informative yet nonintrusive announcing. Pitching and batting was still cursor-based, and pressing one of the four controller buttons still threw to a specific base. The controls sometimes responded slowly though, and some animations were off-cue. If those faults are fixed in the final version—and they probably will be—All-Star Baseball 2002 may win the first PS2 world series when, for the first time, it faces EA Sports' Triple Play series on the same platform (see preview, this issue).

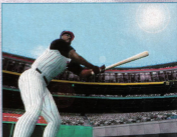


BY JOHN THE GREAT

- Developed and published by EA GAMES Sports
- Target release date: March



HANDS-ON



One of the best virtual baseball series is on its way to the PS2—and it looks to have enough realism, detail, and deep yet fast gameplay to satisfy "reals" geeks and hobby gamers alike.



## Triple Play Baseball



As **TRIPLE PLAY** enters its final season on the PlayStation, it has lost a few numbers at the end of its name (next year's game will be called Triple Play 2002 rather than 2001, as EA Sports is dropping the year-in-advance naming scheme with its baseball titles), but has gained a PS2 counterpart (see preview, this issue). EA Sports is treating Triple Play like a veteran on the verge of retirement, making very few modifications and additions, which isn't necessarily bad news since last year's game was the PlayStation's best baseball title.



EA  
SPORTS  
**TRIPLE  
PLAY**  
BASEBALL



ON PS2 WINNER

- Developed by Tomach
- Published by EA Sports
- Target release date: March



HANDS-ON



The two fresh features are this season's new stadiums—PNC Park and Miller Park—and an end-of-season World Tournament where, after winning the World Series, you take on all-star teams stocked with players from around the world. Naturally, the rosters have been updated as well, but beyond some cosmetic changes and tuning, the Triple Play will feel very similar to anyone familiar with Triple 2001. Fortunately, the preview version played very well and looked sharp. As long as the final stages of development go smoothly, Triple Play Baseball should be another dinger for PlayStation baseball fans. **C**

## High Heat Major League Baseball 2002

**3DO IS RELEASING** a triple-threat slugger this year in High Heat Major League Baseball 2002—with a brand-new PS2 version, a completely revamped PlayStation offering, and another top-notch PC powerhouse. This year's real star will be the PS2 version, with its 4000-plus polygon batter models and its 3500-plus polygon fielder models that will sport a huge library of animations, from outfielders making diving catches near the wall to shortstops throwing out base runners from their knees. The PlayStation version has received a massive graphical overhaul, while the PC version should continue to be excellent with its own improved graphics that include extensive weather effects.



All High Heat versions will feature intelligent crowds who react realistically to the action on the field throughout a complete season. High Heat also promises realistic AI and more stat tracking than any other game. Finally, all incarnations of the game will have the unique icon-free interface, which enables gamers to judge the pitches rather than just watch the icons. So no matter what your platform, this year's High Heat is gunning for the World Series. **C**

Most/all screens shown here are from the PlayStation 2 version.



ON WIDE FRONT

- Developed and published by 100
- Target release date: March



UPDATE





## NBA ShootOut 2001



EA's TROUBLED PS2 sports line continues to battle it out with EA Sports and Konami's upstart ESPN line for dominance on Sony's powerful new system. NBA ShootOut 2001 will bring lightning-fast gameplay to the courts, along with all of the visual 989 goodies—touch shooting, create-a-player, and more. The preview version exhibited terrific stadium models, but the players were a little rough close up. Gameplay also needed a little work, as player movement and transitions between animations were awkward. 989 still has time to improve its entry, but ShootOut 2001 has some stiff competition and a ways to go. **G**



BY GWILL BUNT

- Developed and published by 989 Sports
- Target release date: February



HANDS-ON



NBA SHOOTOUT 2001

## Tiger Woods PGA Tour 2001

TIGER'S REAL-LIFE GLORY hasn't always carried over to his video games, and the preview version of his PlayStation 2 debut continued the trend of solid but flawed golf. The core gameplay and features—including three PGA courses and six pros—supplied enjoyable action. But the game forces you to use the analog joystick to control the swing meter, which may annoy traditional sports gamers, even though the setup is very playable. Most important, though, EA Sports needs to clean up the anti-slaking jiggles and blood vessels that made the preview version less than dazzling. **G**

BY AD RINDER

- Developed and published by EA Sports
- Target release date: March



HANDS-ON



EA SPORTS  
TIGER WOODS  
PGA TOUR  
2001



## CMX 2002

BY THE WOODS TEAM

- Developed by Pacific Coast Power and Light
- Published by 989
- Target release date: Summer 2001



FIRST LOOK



STRAP ON YOUR helmets because THQ is planning to tear up the mud in CMX 2002. Rocky Carnichael will lead the CMX pack of 28 real riders from the pro circus, including Mike Larocco, Jeff Eng, and Casey Hart. Gamers will be able to compete for cash and sponsorship deals, and, in addition to the single-player races, the game will come with six multiplayer modes, such as Stars Showdown, Challenge Race, and Target Jumping. You may want to get ready to ride, because the CMX PlayStation 2 hit is on starting this summer! **G**



## Final Fantasy X

### NEXT GENERATION FANTASY, FINALLY

Square's next installment of its stellar RPG series will be going boldly where no Final Fantasy game has gone before: into the world of 128-bit graphics. And if Square's recent action title, *The Bouncer*, is any indication, Final Fantasy X should be a gorgeous example of what the PlayStation 2 can accomplish visually.

Square is planning to take full advantage of Sony's powerful game machine in FFX, with gorgeously detailed character models and intricate real-time facial animations that should help bring to life the game's extensive voice-overs. Also, for the first time, characters will move through a 3D world that features a moving camera in order to develop the cinematic qualities of the game even further.



### HERE'S THE STORY...SO FAR

Few specifics have been released concerning the plot of FFX, but a few known details are beginning to set the stage. FFX will return to a more technology-based, sci-fi world (like that of *FFVIII*), rather than the fantasy-based ninth installment. The two lead characters have also been revealed: Tida, a highly competitive jockey, and Yara, the daughter of a High Summoner. And the character designs should be familiar since they will be created by FF-veteran Tetsuya Nomura. While definite story elements are few and far between, it's clear that the characters will have to deal with the evil power of "Sin" and come to terms with their dissatisfaction with reality. The battle system will undergo a change to include more strategic elements like those found in the *Front Mission* series, while character advancement will be more skill-based than level-based as it was in previous iterations. Look for more details to be unveiled in upcoming issues of *GamePro*.



BY VINCE BUET

- Developed by SquareSoft
- Published by Square EA
- Target release date to be determined



FIRST LOOK



The next epic chapter of the Final Fantasy series is preparing to explode onto the PS2 with unparalleled visual splendor.

### FINAL FANTASY: THE SPIRITS WITHIN

Here are some new shots of the movie coming out this summer.







BY FOUR EYES BRAMSON

- Developed by Level 5 Inc.
- Published by Sony
- Target release date: Available now (Japan); to be determined (U.S.)



OVERSEAS PROFILE

## Dark Cloud

WHILE A NORTH American release date has yet to be announced, Japanese gamers are already enjoying this much-hyped RPG. Dark Cloud involves a boy who finds his village has been destroyed by an evil force. As the young hero, you'll have to reconstruct your village, bring back its citizens, and destroy the bad entity that annihilated your home.

The Japanese version displayed sharp visuals that included smooth transitions between day and night, great character detail, and beautiful lighting effects. Early in the game, most of the real-time battles occurred in dungeons where you had to find artifacts to help rebuild your town.

Hopefully, Dark Cloud will be available soon for U.S. gamers. The lack of any strong PS2 role-playing games could make it an overnight success. Stay tuned for more in GamePro. ☺



# DARK CLOUD



## Arc the Lad Collection



BY BRUCE BURT

- Developed by Arc Development
- Published by Working Designs
- Target release date: Next Quarter 2001



FIRST LOOK

### WORKING DESIGNS

will soon deliver one of the most impressive role-playing-game sets ever with the Arc the Lad Collection. Weighing in at a whopping six CDs—which represents well over 100 hours of gameplay—this anthology should satisfy even the most die-hard RPGer.



The games in the collection will be Arc the Lad I, II, III, and the Arc the Lad Monster tournament—a supplement to the second game that enables gamers to earn prizes with the monsters they've captured.

Working Designs is giving these games its usual in-game overhaul, updating graphics and delivering the best translation possible. The set will contain the kind of high-quality packaging and supplemental materials that Working Designs is known for, including a 30-minute making-of documentary. Serious RPG fans should clear some time on their calendars for the Arc the Lad Collection. ☺





BY SEAN JOYD GRAMER  
 #Developed by Sonic Team  
 #Published by Sega  
 #\$49.99  
 #Available now

Online RPG  
 #4 players



PLATFORM

Dreamcast



**W**HILE ITS UNIQUE multiplayer gameplay raises the bar for the Dreamcast's online capabilities, *Phantasy Star Online* is nothing more than a watered-down role-playing game that will disappoint both RPG enthusiasts and fans of the *Phantasy Star* series.

## PHANTASY STAR ONLINE

you investigate a mysterious explosion on the Phantasy Star world. On the planet, you face vicious creatures in real-time combat, building your skills and collecting useful items.

Gameplay doesn't vary much between online and offline. You battle the same creatures, collect the same items, and participate in the same story line. Online, however, you can have up to four people on a team, which makes it much easier to finish levels and build your character's stats. Online, there's also the friendly camaraderie that develops between you and your teammates, which the game enhances by facilitating communication through the Dreamcast keyboard and preset buttons on the controller.



**PRO TIP:** A Bad Factory will run away after you defeat him. Before he disappears, hit him again for an item.



**PRO TIP:** Star behind this fire-breathing dragon. He's slow to turn around, so you won't have any problem defeating him.



**PRO TIP:** Your MAG will often be hungry, so feed it items after every major battle.



**PRO TIP:** Even if you can't use them, collect as many items as possible, then sell them at the shop for extra cash.



**PRO TIP:** Because you lose all your money if you fall in battle, deposit your Mesets often.

### A Fancy Online Fantasy

You start by choosing a character from nine types, each with their own attributes, such as magic and fighting abilities. You can alter their appearance by picking threads, body types, and more. As your base, you receive mission assignments, buy and sell equipment, and converse with the locals. The adventure begins as

### An End to a Star?

PSO's sights and sounds don't disappoint. You venture through visually pleasing outdoor and indoor environments that are filled with an array of menacing and detailed creatures. Plus, character animations are smooth, especially during heated battles. Although there isn't an orchestra playing a masterpiece at every turn, the minimal music and solid sound effects keep up with the game's pace.

While PSO may triumph in originality, however, it lacks depth—particularly as an RPG. The story is extremely basic, without any type of character development, and, if it wasn't for the ability to level up, the game would be in the hack-'n-slash/best-of genre. Additionally, you can't attack while moving, even though combat is in real-time. PSO also comes with some draw-in, while targeting specific enemies can become a chore because the controls are a little loose.

### Phantasy Is Just a Fantasy

You shouldn't expect *Phantasy Star Online* to be an epic RPG or an inspirational continuation of the famed series. Instead, you can anticipate an intelligent online romp just meant to create teamwork among Dreamcast owners. **B**



Too bad the buddies don't talk back!



**PRO TIP:** For a quick escape, go to the next room or beyond the next gate. Enemies are restricted to their area, so they can't follow. Cheap, but it works.

### GRAPHICS

4.0

PSO is replete with lush environments inhabited by gangs of odd-looking creatures. Smoothly animated characters wear colorful garbs, while visual effects—like magic spells and explosions—dazzle the eyes. But there's still draw-in, and level layouts are too linear.

### SOUND

4.0

The game has a simple soundtrack consisting of pleasant tunes and minimal sound effects. Enemies make hardly any noise, and there are no voice-overs.

### CONTROL

3.5

Communicating online with your teammates is a cinch. During battles, however, you can't attack while moving, and targeting specific enemies can become tedious due to loose controls.

### FUN FACTOR

3.5

Although PSO contains basic RPG elements, don't count on a deep story or nonlinear gameplay. It's straightforward hack-'n-slash combat online or off. You must jump online, though, to experience completely what the Dreamcast is capable of.

# ROLE-PLAYER'S REALM PROREVIEWS

PLATFORM  
PlayStation

**LUNAR 2: ETERNAL BLUE COMPLETE** is a classic role-playing game from the Sega CD days, it still delivers a terrific adventure in its improved PlayStation version. This is a game that should not be missed.



## Classic, But Not Dated

You play as Hino, a young man who, in the midst of trying to save his planet from destruction, meets the mysterious Lucia—who holds the key to salvation. Hino's infatuation with her fuels his desire to help her and jumpstarts your quest. Your party grows and the story unfolds in epic form over three CDs filled with tricky puzzles, tough boss battles, and terrific animated cut-scenes.

The game harks from the classic days of RPGs, giving you turn-based party combat filled with magical spells and dozens of weapons. The menus and battle systems are straightforward and easy to master, plus they provide plenty of depth and customization. Random-battle haters will like the fact that you see enemies coming at you, and can sometimes even avoid them.

The graphics are certainly pre-Final Fantasy VII, with simple cartoony sprites and limited animation, but they still portray the characters and the world of Lunar effectively. The cinematics are excellent, moving the story along and further illuminating the characters. The soundtrack is replete with stirring music and fine voice-overs, but the dialogue in battle becomes very repetitive.

## It Doesn't Get Much Better

With an engrossing story, excellent character development, and plenty of challenging gameplay, Lunar 2: Eternal Blue has what's most important in a great RPG (and it isn't flashy graphics): the creation of a strong bond between the player and the characters. Lunar 2 bonds excellently.



**PRO TIP:** The best way to take out these seemingly innocent little girls is with Jean's sleep spell—after that, one attack knocks them out.



**PRO TIP:** Immediately equip characters who join your party with the best equipment and gear you have.



BY STEVE COVAT

- Developed by Game Arts
- Published by Working Designs
- \$59.99
- Available now
- Role-playing game
- 1 player

ESRB	US	UK	FR	DE
T	3.5	4.0	4.5	4.5



# LUNAR 2 ETERNAL BLUE COMPLETE



**PRO TIP:** When fighting a boss, start with Bonfar casting Saint Library on all the characters so they regain hit points at every turn.



**PRO TIP:** Use Jean's long range attack or magic spells to take out the toughest enemies first.



The animated cut-scenes in Lunar 2 do a great job of bringing the characters to life and moving the story along.

PLATFORM  
Nintendo 64



**AIDYN CHRONICLES: THE FIRST WAGE** attempts to bring hardcore old-school role-playing to the aging Nintendo 64 hardware, but an unstable mix of ambitious ideas and poor execution makes Aidyn a case of too little, too late.

First, the good: Aidyn's 3D world is vast and wide open, with much to explore and plenty of opportunity to wander from the beaten path. Plus, the game has many playable characters with unique personalities, and a large number character-growth options, which adds to Aidyn's sense of freedom. Now, the bad: The glorified Quest 64 combat system is cumbersome and unforgiving. The graphics, even though they look nice from afar, are plagued by muddy textures close up and suffer from a low frame rate. The music and sound effects are only half-baked. Still, it's not often that you hear the terms "RPG" and "Nintendo 64" in the same sentence, so we should at least give THQ some credit for trying.

# AIDYN CHRONICLES THE FIRST WAGE



BY STEVE COVAT

- Developed by RGD
- Published by THQ
- \$39.99
- Available March
- Role-playing game
- 1 player

ESRB	US	UK	FR	DE
T	3.5	3.0	3.0	3.0



**PRO TIP:** Whenever possible, upgrade your skills with a trainer in town instead of on the field. It costs less XP that way.



**PRO TIP:** Normally your characters should learn totally different skills, but everyone in your party should train a few levels in the art of healing.



# fear effect 2

RETRO HELIX



RYAN AND THE BOYS ARE BACK FOR ANOTHER AD-VENTURE IN THE ANIME-INSPIRED WORLD OF FEAR EFFECT 2: RETRO HELIX. THIS PROSTRATEGY GUIDE GIVES YOU ALL THE SOLUTIONS TO THE GAME'S MIND-BENDING PUZZLES. PLUS, WE'LL WALK YOU THROUGH TO THE END OF THE GAME WITHOUT RUINING THE ENDING STORY. SO IT'S UP TO YOU TO DECIDE HOW TO FINISH THIS INCREDIBLY INTENSE ADVENTURE. BY UNCLE HOE



# FEAR'S SPECIAL EFFECTS

Here are some basic gameplay elements that you should be aware of before you enter the world of Fear: Effect 2: Retro Hell.

## CLASSIC VS. 3D CONTROL



Before you start your game, you must decide between Classic and the new 3D control schemes. Classic are the same Resident Evil-style controls that were in the first Fear Effect game: press  $\uparrow$  to move your character left,  $\downarrow$  to move right,  $\leftarrow$  to turn around, and  $\rightarrow$  to rotate. The 3D control scheme is more like Final Fantasy's: Your character moves in whatever direction you press relative to the fixed camera angle, which can cause some confusion when moving from screen to screen.

## STAY ALERT AND AVOID



The most effective offensive maneuver is a shoot-out in the mid. Simultaneously press L2 and any direction. You can use this to dodge bullets or other projectiles sent your way. Another great use for this move is to gain some more space between you and your enemies, so you can fire off a few more rounds before they attack.

## STAY ON HILLY



To quickly and quietly take out an enemy, press and hold R2 to crouch, then move in any direction—this is

your silent sneak walk. Do this as you move up behind an enemy, and, as soon as your sight goes from green to red, press X to take them out with one hit. This works with fan-fan-to-hand weapons as well as guns.

## WIND SYSTEM



The wind system in this game is rather cumbersome, forcing you to flip through all of your weapons or items in relative to make a selection. This is really annoying when you have several items to choose from or if you're being attacked. The best thing to do is to always arm yourself with your best weapon that has the most ammunition, so you won't need to change it during a fight. Also, remember to press  $\square$  to start flipping through your weapons and press  $\triangle$  to go through your items, then hit the opposite button to scroll back, or if you pass something you want to use.

## STAY LOADED



Another tip that saves you many lives is to always keep your weapons loaded. After firing off a few rounds, tap  $\square$  then  $\triangle$  to quickly reload your gun (this is especially helpful with the shotgun, which only holds five rounds at a time). In the case of the Arc Taser, you need to wait for it to recharge, so don't ever move into a new room unless it is fully charged.



## ROUTE 101



You start as Hana. Go left and follow the path past the save point until you run into two Fixers. Defeat them and head to the dark corner on that screen, just to the right of the door, to find the **EMP**. Then head to the upper left on that same screen and follow the path until you find the **Metal Hook**. Go back past the save point, enter the first room on the right, and use the **Metal Hook** on the metal grating on the floor. There you get the **Yellow Keycard**. Take that to the locked door on the screen where you found the **EMP** and open that door. Climb down to the generator, which you have to turn on twice.



As Rain, avoid the steam coming from the pipes and then maneuver through two rooms with moving walls that crush you. Work your way back to a big room filled with dead bodies, where you find several Fixers. Don't shoot the humans, though—they won't hurt you unless you attack them. Head through the red door at the right side of the room and enter the first room, which has a computer. Use the **Flash Disc** on the computer for your first puzzle.



By using the pieces, spell "80" and then "86" on the digital readout within three minutes. Hit buttons 1, 2, 3, 4, b, and d for both numbers, but then add only the c-button for 86, and add only the a-button for 86. Head back into the big room and out

the third door. Follow this path until you reach another room with a computer terminal. Examine the terminal for another puzzle.



Using the key at the top right, press the numbers to the corresponding letters at the far right of the screen. Start with the blue row (3-1-4-5-2), then yellow (4-5-1-2-3), and finally red (2-3-4-5-1). This gives power to another computer, which is to the left of the rooms of the **80/86** puzzle. Before you go there, head to the terminal on the left side of the room; you're already in for another puzzle.



Input the numbers in the black spaces that make up the difference between the numbers above and below them (2, 5, 10, 11, -1), then press OK. As Hana, walk forward to the end of the hall, where you see a **VideoScope**, and return to where you started (the save point) when the rats burst through the door. Pick up **VideoScope A**, continue on, get the **Fixer Pistols**, leave that room, and examine until you reach a four-way intersection. Head down to see the clue to the puzzle, then head up and use the **VideoScope** there to solve it.



Stack the blocks in each row to stop the steam from blocking your path to the left. Stack blocks starting at the left five high, then four, three, and two. Head to the left at the intersection. As Rain, return to the big room with three doors for a boss fight. Keep yourself a safe distance away from the boss while he swings

his giant wrench. After that, he stops and screams; now shoot him several times, then run again. Repeat this until he goes down, then check him. Now it's Hana's turn. Grab the **Wall** and head up the ladder. At the top, take the **Machine Cog** and use the **Green Keycard** to exit the room. Return to the original intersection where you split up and go to the right this time. As you go, get the **Flux Head Key**, pass the two moving wall robots to reach the big room with three doors. Go through the door with the red markings and enter the small computer room. Destroy the **Fixer** and get **VideoScope B**. Walk to the back of that room and watch both open. **VideoScope B** reveals a code, 92572.



Head back through the big room, enter the rusted gray door, head to the door with the control panel in front of it, and input 92572. Through there you find a split-level room; head to the end of the top level and find an **Wall** and a furnace at the back. Use the **Blasting Caps** on the furnace, and then hide in the darkness as the Fixers enter the room. Return to the split-level room, go down, and find a **Flux Orb**.



Return to the big room with three doors and use the **Machine Cog** in the gears on the top wall. A **Flux** drops into place. Go to the original intersection and head down to find the **fixer**, after it's destroyed, take the **Flux Station**.



Head back to the room with the broken **Fixer** and the door with the shorted-out control panel. Go to the **Flux** and use the four pieces to get it running again so it opens the door for you.



Descend the ladder, find **Rain**, go up to her, and hit **Δ** to trigger a boss battle. Use him against the wall with running water, and then door him to knock him against the wall to shock him. You defeat him by doing this three times. After that fight, release **Rain** from his "situation." You then have two minutes to deactivate two bombs, which are in the two rooms with the yellow doors that were previously locked. Climb the ladder, enter each room, and deactivate the bombs.



The doors are deceptively close together because of the fixed camera angles—they almost look like the same door in two different shots. (See the above screens for the first door.)



And here is the second door. Return to **Rain**. Finally, you must fire an explosion to clear this level.

## WIND CHIME GARDEN MAZE



As Rain, make your way through the maze, trash-billing as many guards as possible (see the "Sassah Kills" section under "Pear's Special Effects"). You need to find the water valve and turn it off, then take out the guards below by using the Sniper Scope. Return to the curtain overlooking the water and shoot it to swing over to the other side and get **Ali's Package**.

## WIND CHIME GARDEN MAZE



As Rain, hit the control panel to lower the bridge to walk back to where you came from, and then head up the ladder where you find three gears. Kill them and use the **Maintenance Keypad** to open the door. The **AVR Riser** is inside. Enter the room with the computer and use the **Flash Disc**. In this puzzle, you have to match six different geometric shapes to disable the security system.

## WIND CHIME PARTY



As Hana, maneuver through the party and avoid the metal elevator-carrying security guards dressed in tuxedos. Ascend the escalator to the second floor and find a save point in the women's restroom. Find the ramp that leads to the third floor. Speak to the man standing to the right of it (Taru) twice and receive the **Filled Glass**. Go up to the third floor, where you see the red carpet, leading to the VP entrance.



Go past the VP entrance to the far right, past the barbers, where a man speaks with you and gives you the **Gold WP Bracelet**. Go to the VP entrance and use the **Gold WP Bracelet**. Go to the far left of the balcony, but be careful to avoid the security guards—there's not much room to move. In the corner, you find a man in a white coat; use the **Filled Glass** and get a **Hair Sample**. Return to the VP entrance.



To match each of the six shapes you must move eight points in one of five directions (either  $\uparrow$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\leftarrow$ , or  $\times$ ) and then press  $\times$  to move to the next point.

Here are the solutions:

### First shape:

$\uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow$

### Second shape:

$\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow$

### Third shape:

$\rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow$

### Fourth shape:

$\leftarrow \leftarrow \leftarrow \leftarrow \leftarrow \leftarrow \leftarrow \leftarrow$

### Fifth shape:

$\rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow$

### Sixth shape:

$\downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow \downarrow$

Then you move on to the next room for another puzzle.



Fill in the missing pieces with the selections from the bottom in order to reduce the meter from 14 volts to 0 (the solution is pictured in the above screen). You hear a buzz each time you put a correct piece in place,

which lowers the voltage readout by one volt. This activates yet another puzzle, to continue to the next room.



This one is tricky. Realign the colored bars from the starting order, pictured on the top left, to the order set below that. This is accomplished by swapping the fuses above and below them—which are also color-coordinated—and you use that current is not running through them (the edges of the colors are not blinking). You need to get the fuses out of the corresponding top and bottom pieces of the color you were to move, and then also do that for the one you want to swap it with. In the above screen, red and blue were swapped to get blue into the correct location as you can see; there are no fuses at the top and bottom red and blue sections.



After you solve that puzzle, you see a room full of armed guards and flying robots—don't enter that room. Instead, return the way you came, and get the **Bridge Control Card** from a security guard. Head back to where you picked up **Ali's Package** and use the **Bridge Control Card** on the control panel against the wall. You avoid several more guards on the way—take them out with your double **Uts**.

## WIND CHIME PARTY



Now you are at the party. Ascend the escalator to the men's restroom on the second floor—which is on

the right side of the ramp that leads to the third floor. (Previously, when you were at the party at Hana, there was a guard standing directly in front of this door.) When inside, avoid the security guards as you walk to the back of the restroom. Press  $\Delta$  when you get to the man at the urinal and take the **Elevator Keypad**. Carefully walk back out, head to the elevator on the same floor (it's located to the left of the ramp that leads to the third floor), and use the **Elevator Keypad**.



As Hana, head down the ramp to the second floor and then left to the elevator. Don't enter; go to Rain and press  $\times$ . Then go to the security camera in the opposite corner of the elevator and use the **Dress**. This is the end of the level.





### 80TH FLOOR



As Rain, head to the right of the elevator and take out the guard in the yellow suit to get the **Blackcard Keycard**. Go across the skybridge (which is toward the camera from the elevator) and use the keycard. Enter the door to the left, go in the closet, and put on the yellow suit. Now you can move about undetected, unless you have a weapon drawn. Return to the elevator and head through the door to the left of it. Enter the door using the **Video Room Keycard**, go up to the wall of monitors with color bars on them, and enter the code 816745 (which was on the locked door to the right of the elevator). Go across the room to the other monitors that are glowing white and solve a maze puzzle.



The puzzle is easy to solve—it just takes timing. The red dot that starts in the center moves only in the direction of the arrows. You must get to the green dot. Move it up one notch and it travels left, then tap it twice when it gets to the end and it will be moving on the outer edge. Wait for it to get directly to the right of the green dot and tap it three times to land on the green dot. Return to the monitors with the color bars and watch the video on each screen, one screen reveals the next codes you need for upcoming puzzles.



Return to the hallway to the right of the elevator, go to the locked door, at the end, and punch in the code 4615207. Use the **Bypass Keycard** to open the next door, and then use the **Flash Disk** on the computer.



You have to align the code 428300A up and down in the proper arrangement to clear this puzzle. (See the above screen with the solution highlighted in yellow.)



As Hana, you have 30 seconds to go to the far wall, check the control panel, and then back away and shoot it. Pick up the **Dispersion Camcorder**. Take out the guard in the next room with a stealth kill to get the **Security Keycard**. In that same room is a saw point and doors to the left and the right. Go to the left and straight back, then use the **Security Keycard** to open the door.



Inside are the **Arc Taser** and the fuse box. There's one fuse for three different spots; moving it from one to another provides power to that area. Remove the fuse and move it from the bottom to the top spot. Head back to the room with the saw point and use the **Security Keycard** to open the door. Go to the right.



Ready the **Arc Taser** for two security robots in the hall, and two more inside the next room. Let the **Taser**

recharge each time before you advance. Of the two doors in that room, go through the one to the left, where there are two more security robots.



After you destroy the robots, go to the big white machine pictured on the face box and use the **Muir Sample**. You receive the **Genetic ID Card**. Head back toward the face box and open the door to the left side before you get there.



Open the locked door in the orange hallway using the **Genetic ID Card**. When you get to the next hallway, use the **Dispersion Camcorder** to reveal doors that you must avoid to get to work.



As Rain, go to the right of the elevator and check the computer console in the corner to give Hana the help she needs.



As Hana, return to the face box and move the fuse back to the bottom spot. Go to the room past the laser hallway (it has a saw point and a





security robot lying in the middle of it). Enter the door immediately to the left of the one you entered. Open the refrigerator on the left side of the room and get the **Centrifuge Tubes**. Purify the tubes in the centrifuge (the white, drum-shaped machine pictured on the face box).



Next, return to the face box and place the face in the middle spot. Go back to the dark room where you shot the control panel and there are two security robots to destroy. Go to the machine in the back corner and use the **Purified Tubes**. You then receive **Machine Blot T**, **Cell Blot C**, **Blood Blot A**, and **Glass Blot G**.



Head to the computer terminals spread throughout the rooms; you have been running backben and use those new items in them. You acquire **Cytosine Disk**, **Thymine Disk**, **Adenosine Disk**, and **Guanine Disk**.



Follow your way back to the main corridor, which is down the orange hallway, past the laser beams, and into the room where you found the **Centrifuge Tubes**—at the door next to the refrigerator. As you go that way, be sure to let your **Arc Taser** charge between rooms, because there are several security robots and guards along the way. Once in the main computer rooms, use the **DNA Code Disk** in the computer at the back wall. Now you have all of the pieces to complete the DNA strands.



You must fill in the missing pieces, matching red with yellows and blues with greens. Most pieces match exactly, but you have to reassign the order of a couple of the pieces by pressing **L1** or **O** after you select them.



As Rain, go over the skybridge and enter the room using the **Biohazard Key**. Press the big red button on the bottom wall and enter a room full of security guards. Go to the corner and talk to the guard in the green suit; she sends you into the next room.



Once inside (there is a save point) go to the far wall and use the **Blasting Caps**. Now you must fight your way past plenty of security robots and guards during your trip back to the elevator. You have a boss fight just outside the elevator: use the speed of the weapons that comes with the yellow suit to quickly take him out.



You start this level on a freighter, and now you're playing as Deke. First, kill

the officer, get the **Genetic Marker**, and then run for your life off the boat. Next, you find yourself in a city full of zombies. Kill them and get the **Machine Key**, the **GL 250** grenade launcher, and the **Assault Rifle**.



Return to the room with the save point and pick up the **Diesel Fuel**. Exit that room and examine the big machine with the red blinking light. Put the **Diesel Fuel** in the gas tank next to the drills, then climb on top, and use the **Machine Key**. On the roof, you find the **AL400** rocket launcher. Easy on landing with zombies lying on the floor; one zombie starts you, so kill him and get the **Elevator Lock Key**. Activate the locked door as you go, and use the key to enter the elevator.

### TEMP ENTRANCE



As you advance, you come to three doors. One is red, one is gold, and one is large with two dragons on it, which is locked. Enter the red door, get the **Gold Crank**, and then enter the gold door; you still the **Red Crank**. Use the **Gold Crank** in the back of the gold room, then use the **Red Crank** in the back of the red room and the door with two dragons will open. Once inside there is a save point, a door, and a ramp leading down. Head down the ramp and continue through the set of four doors, where you find a batch of ghosts; you can't kill.



As Hana, grab the **Ull** and exit the room. You're at the save point where

Deke was. Head back up the elevator, and in the next room you get the **Archaeology Key**. Use that to open the door that was previously locked and take the **AL400** rocket launcher and **Mirror Segment**. One door is still locked. Head back down the elevator into the room with the save point and head down the ramp after Deke. Use the now whole **Mirror** in the door at the bottom of the ramp and continue through the next room, which is filled with ghosts that Hana can't kill either. Follow the wooden path and kill any zombies along the way.



Now it's Deke's turn. Continue out the door, kill the zombies, and head up to the door at the top of the next hallway—the X-Men Rendezvous Room.



You now play as Gho in the Mesh. Blast away at the zombies with your unlimited ammo, then shoot through three walls.



Go up the tall ladder above Deke; there are **Rocket Shells** in the room at the top.



As Rain, head back the way Hana came (over the wooden path, through the



door to the right, and up the tall ladder) to find Deka. Go up to him.



Now it's time for Glas again. Head back up the elevator again and out to the street where you meet a man who gives you the **Storage Room Key** and the **Poach**. Head back inside the building and unlock the first door—inside you get **Dynamite**. Climb in the elevator, and use the **Dynamite** on the right of the crashed metal, blowing a hole through the wall. Go through the hole, and you're at the room with the save point and the ramp. Descend the ramp and follow the wooden path to the room with the two ladders. Fight dozens of zombies with Hans.

### QUEEN'S BURIAL TOMB



At Hans' head down toward the tomb. Be sure to grab the **Shotgun** which is behind a terra cotta statue on the second screen, along with **Shotgun Shells** inside the room with the blue doorframe. Go to the circular room and climb down the ladder. Pick a glass, and retrieve the **Ham Pin**, **Gold Bullion**, **Wood Coin**, and **Iron Coin**. Return to the wall across from the blue doorframe, which allows you to open and close the various doors.



Press  $\Delta$  against the wall where you see the symbols, and the mirror and ten light up, and colored buttons appear underneath the symbols. Press the mirror, the sun, and then finally the bottom button,

and the door on top of the scaffolding opens. You have 30 seconds to get inside before it closes. Enter the room, and the statues come to life and attack—shoot them with the **Shotgun**. After that, you get the **Iron Coin**. Return to the circular room and open the red door on the top level. When you head toward the back, you see the ghost again and are transported to a dream world.

### OLD MAN AT THE INN



Glas the old man the **Gold Bullion** or return he gives you the **Butterfly Coin** and the **Iron Room Key**. Go to the room, open it with the key, and use the **Mirror** on the other side of the bed. You're transported back to the Tomb.

### QUEEN'S BURIAL TOMB



Take the **Butterfly Coin** to go with. Press the butterfly pin on the mirror, and then run to the door opposite the scaffolding in 30 seconds. Head through the door to the left, and you find a winding wooden path that connects to a save point and open doors. Enter through the left door and battle two undead samurai and a statue to get the **Dig Key**. Use the key to open the door to the right. Once inside, kill the statues and get the **Wood Plank**. Continue along the wooden path until you reach a gap before a door. Use the **Wood Plank** and then enter the room. You see the ghost and are again transported to a dream world.



## OLD PEOPLE AND THE WELL



Talk to the old couple to receive the **Astronomy Key**. Using the key, enter the house and clear the first window and the blinds. Then go to the second window and open the blinds, revealing a statue. Head back outside, and it will be nighttime.



Follow the ghost over to the well and proceed—take the **Bewinders**, return to the house, close the one blind and open the other one. It's daytime again. Go back to the couple and give them the **Bewinders**; you receive the **Lib Gale** as reward.

## QUEEN'S BURIAL TOMB



When you're transferred back to the Tomb, there are plenty of skeletons scattered waiting for you—walk away from them and shoot them with the **Shotgun**. Head back to the wall and press the button; it's night again. You have 40 seconds to go through the cube room to the door at the back of the east room. Run past the skeletons to quickly get inside. When you force a door open,



Stand on the right or left side—never in the center—at the wall in

front of you spins. When the wheel comes to a stop with either a skeleton or a human warrior, it fires missiles at you. Roll to the other side of the board to avoid them. If the wheel comes to a stop with the picture of the man with the bull's head, open fire on it—the **Assault Rifle** is the most effective weapon here. After you defeat him, enter the hole in the wall that's revealed. You're then transported to a dream world.

## JUSTICE IS BLIND



Head to the left side of the screen, get the **Clay Pot**, and then head to the drain next to the statue. Hit the drain to summon the judge. After speaking with the judge, return to the corner where you found the **Clay Pot** and go back to the judge—but before you get there, place **Bandages** over the eyes of the two garbans statues. Go to the judge, use the **Clay Pot** and receive the **Ball Coins**.

## QUEEN'S BURIAL TOMB



When you're transported back to the Tomb, there are skeletons waiting for you and more along the way. Return to the wall again, and, this time, press all five buttons. The cube in the corner of the front room lowers, revealing a level-down below.



Head downstairs for a boss battle—a fireball-throwing stone monster. Run side-to-side to avoid the fireballs, and when the monster reverts to human form for a few moments, quickly open fire. You have to repeat

this several times. Again, the **Assault Rifle** is the best choice, as it fires off many rounds quickly. After the battle, you receive the **Emperor's Plaque**.



As Glas, go straight ahead and kill terra cotta soldiers as you go, and then enter a room for a boss battle. Avoid the electricity long enough to survive until you are rescued. Be sure to take out the terra cotta soldiers without getting injured. Now you have to face the challenge, so head through the door to the left.

## A SIMPLE GAME OF STRATEGY



First up is a strategy game, where you must capture your opponent's flag. The best approach is to take out your opponent's weaker soldiers with your stronger ones so that you outnumber him—thus making it easier to grab his flag and still protect your own. You must play the game four times on four different boards. However, you need a different strategy for the last board: Send three men to your opponent's flag while keeping his men protecting your own. Your opponent shouldn't advance on you, so use his to your advantage and rush his flag with three guys—sure will carry it through.

## RUN FOR YOUR LIFE



After the game, enter the door to the right. Go through the fire showers, and then run from the stone monster—don't stop moving or you die. After you lose the monster, get off of a collapsing path, and then

insever the flames coming from the floor. When the monster appears again, run away from him. You have three minutes to survive the gunshot and make it to the gold on the side.

## MORE FUN AND GAMES



As Haze, enter the doorway to the left and solve the puzzle by sliding colored blocks into place. When pushed, the black room will die by connecting blocks, so you need to make sure you place them in the right order. First, put the dark green, light blue, red, light green, and orange pieces into place; then position the last three (brown, dark blue, and purple) as shown in the above screen and drag them down to any order.

## RUN FOR YOUR LIFE, PART 2



Like Glas before her, Haze enters the right door and runs through exactly the same three-minute timed run. Do it exactly as you did it before and you should have no problems; after the run you receive the **Mercury Vial**.

## THE EMPEROR'S BOAT



Go to the back of the boat and put the **Emperor's Plaque** on the throne to get the boat to move. Return to the front of the boat and use the **Mercury Vial**.

ISLAND BY THE  
EIGHT IMMORTALS

At Hana, enter the palace, go through the door to the left, and get two **Bridge Tiles**. Enter the door to the right and get two more **Bridge Tiles**. Go forward to the water, use the **Bridge Tiles**, and then cross the bridge to get to the building. Once inside, speak to an old woman and she gives you the **Tiger Plaque** and **Dragon Plaque**. You must now face the Elemental Challenges.

## ELEMENTAL CHALLENGES



Head back through to the area where you found the tiles and speak to a man; he gives you the **Chinese Fan** and the **Dipping Tool**. However, there are two key differences to those areas now. First, there are a bunch of demons attacking you, so use the **Shogun** to kill them (two shots should take them out). Second, the platforms where you found the **Bridge Tiles** now teleport you to new rooms.



Head to the right and enter the fire area. Move toward the camera to the red platform and use it to teleport. At the back left of that board is an **Empty Gourd**; take it, and then go to the blue platform and teleport.



Go to the left, stand on the dock, and use the **Empty Gourd**—it becomes the **Fresh Water Gourd**. Don't use anything else in that water or you'll be killed by the sea serpents. Head to the white platform (just take you inside a cave with a gold platform); use that gold platform



You're now in the gold area, which has four platforms in a row on it. Walk forward toward the gold water and use the **Fresh Water Gourd**. Walk to the back left corner of the board to get the **Empty Gobbet**, and take the **Gold Crystal** from inside it. Use the brows platform to teleport back to the cave area.



Go to the back right corner of the board and use the **Dipping Tool** to get **Rock Salt**. Return to the dock via the blue teleport platform next to the gold platforms.



Use the **Rock Salt** in the machine by the dock with the sea serpents in order to turn the **Rock Salt** into **Salt**. Go to the dock and fill up the **Empty Gobbet** and **Empty Gourd** with water. Pouring the **Salt** into the water kills the sea serpents and allows you to swing down and get the **Water Crystal** (the **Dipping Tool** breaks in the process). Return to the red platform and teleport to the fire area.



Stand in the center of the board (where you found the **Empty Gourd**) on the blue platform and drink the water out of the **Fresh Water Gobbet**. Now you can enter the wall of flames on the right to get the **Fire Crystal**.



Return to where you found the **Empty Gobbet**, and the urn is now lit. Put the **Empty Gobbet** in the urn and then combine the melted gobbet with the **Broken Dipping Tool** to fix it. Teleport back to the cave area.



Head to a corner where you found the **Rock Salt** and use the **Dipping Tool** to reveal a purple spot. Put the **Fire Crystal**, **Water Crystal**, and **Gold Crystal** on the spot, then pour water from the **Fresh Water Gourd** on it. A tree grows, and you get a **Diamond**.



Return to the door in front of the tower and use the **Diamond** to unlock it.

## REIGNITION



Now you're playing as Giles. First, kill the soldiers and get the **Gate Key**. Note the utility door that doesn't open at this time (you unlock it later). Head to the next room; kill the Mech, and use the **Gate Key** to open the next door. In the next room, take out the soldiers and, when the Mech awakens, destroy it by shooting the fuel drums. Climb the ladder, kill the soldier in the dark corner, and get the **Flamethrower**. Use the **Grappling Hook** to cross over to the next three soldiers. Kill the soldiers and jump over to the next building.



Go to the middle fan on top of the building and press **△**; inside are **C4** and a saw pipe. Exit the room, get into the mech, and use it to destroy the other mech.



When the helicopter chases you down the hallway, press and hold **R1** and run from it as fast as you can. After the chase, climb to the top of the building for a boss battle.





Roll to dodge the helicopter bullets and get into the tunnel to destroy it. Kill the soldiers and get the **Utility Key**. Then use the key on the hatch to climb down inside where you find the **Crowbar**. Open the hatch and climb down again—you're now back to the room where you started and the exitable locked door you need earlier.



Now you're caught in a shootout. Grab the gun from the floor; otherwise, you'll be shot dead. After the gunfight, you're transported to the Island of the Eight Immortals. Kill the demons on your way to the door in front of the tower and enter it.

### TOWER OF THE IMMORTALS



Retrace the steps you took earlier until you reach the door (shown above), use the **Utility Key**, and enter. Climb down through the ladders.



As Hans, use the **Bell** at the doorway to make an elemental appear. Now play a Simon-like game. Just press the tiles in the exact order as you are shown. Each time, one more is added to the sequence.



In order to successfully navigate the electrified floor, watch the patterns and just flash the sequence to safe sections. Use the **Gate Key** to open the door, and then battle a mech and a soldier. Kill a few more soldiers and then open the next two doors with the **Gate Key**.



Now you play as Glas. Use the **Phoenix** at the doorway and an immortal appears. Now you have to play a Dragee Dice Game. You need to reach the end of the board first by rolling the die. The gameplay here is totally random and based on luck and not skill, so you have to play it a few times before you finally clear it.



Continue until you get to the door pictured in the above screen and open it with the **Crowbar**. Inside are hospital beds—head straight back to the far wall and get the **Blood Sample**. Put your weapon away.



Back to Hans. Use the **Chinese Fan** and another immortal appears. This will be a puzzle where you must step on tiles in the right order to match the music, without stepping on a bad tile. The large screen above shows



the solution, with the pink highlighted tiles numbered in the order you have to step on them, and the safe walkway is shown in yellow.



Next as Glas, you make a choice, then use the **Placer Doll** at the doorway. Then there's a boss battle. Be sure to use the weakest firepower—you have for this one.

**NOTE:** Depending on your choice here and in the following situations, the story and Solids may be different—for the sake of preserving the surprise. In the game, these passages are left intentionally vague.



As Hans, use the **Mirror** to enter the door.



Next, as Glas, use the **Bravery Medal** at the door. Then there's a boss battle. Evade attacks by rolling away, and then attack with the **Assault Rifle**.



Place the **Hair Pin** into the **Hair Pin** at the door. Now you have to make a choice, after which you have a boss battle.



As Glas, use the **Peach** at the doorway. Then solve a floor puzzle where golden blocks hurt you as you walk by. This is fairly easy and has several solutions.



Now that you've made it this far, the rest is up to you. There is one more choice to make and a boss. So, for the sake of the story, you need to do a yourself—good luck!

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PlayStation 2

### Summoner

#### Hidden Movie



At the main menu, choose "credits." When the credits start rolling, press X. The movie will start immediately.

Brian Mazzeo—New Egypt, NJ

Dreamcast

### Resident Evil 2

#### Alternate Outfit for Claire

Start a new game as Claire, and make it to the police precinct without picking up any items. Once in the precinct, load up on ammo and head back outside. Go down the stairs and shoot the zombie, Brad—he's tough, so it takes about 20 shots to destroy him. After he's down, search his corpse and find the Special Key. The key opens one of the lockers in the darkroom with different clothes for Leon and Claire, and a new pistol for Claire.

RESIDENT EVIL  
2



Nintendo 64

### NFL Quarterback Club 2001

#### Large Players, Skinny Players, and More



At the main menu, choose "Options," then select "Enter Cheat" input any of the following passwords to activate these cheats. If you entered the code correctly, you'll hear a bell and the cheat will take effect.

Eight Downs Instead of Four:	8DOWN8
Large Coin at Coin Toss:	BIGGET
Large Players:	BIGGERSLW
No Fumbles:	STUCKBGL
Skinny Players:	THINPK
Smoking Football:	888FP

PlayStation

### Blade

#### All Items, Infinite Health, and Infinite Weapons



At the main menu, enter any of the following codes to unlock these cheats. If you entered the code correctly, you will hear a sound. Pause the game to activate the Cheat Menu, highlight a cheat, and press X to activate it.

**All Items:** Press Right, Left, Up, Down, L2, L2, R2, R2

**Infinite Health:** Press Left, Left, Left, Right, L2, L1, R1, R1

**Infinite Weapons:** Press Down, Right, Up, Left, L2, L1, R2, R1

BLADE





## Game Boy Color



## Chicken Run

## Unlock Levels



At the Options menu, select "Password." Enter the medals in the following order to unlock these levels. If you entered the password correctly, you will automatically start that level.

Level 2	Bronze, Cross, Cross, Bravery
Level 3	Diamond, Bravery, Honor, Bronze
Level 4	Cross, Bravery, Bronze, Bronze
Level 5	Crown, Diamond, Crown, Honor
Level 6	Valor, Diamond, Cross, Silver

## PlayStation 2



## Dynasty Warriors 2

Fight on Either Side in Free Mode  
And Open Cinema Editor

**Fight on Either Side in Free Mode:** At the main menu, press and hold  $\Delta$ , then press R1, L1, L2, R2, R1, L1, L3, R2. If you entered the code correctly, you will hear the sound of shouting warriors. Choose "Free Mode," and you can select which side to fight for.



**Open Cinema Editor:** At the main menu, press R2, R2, R2, L2, L2, L1, R1, L1. If you have entered the code correctly, you will hear the sound of shouting warriors. Select "Options" and highlight "Opening Edit" to access the cinema editor.

## Dreamcast



## Silent Scope

## Hidden Mode, Love Mode, and More



At the Mode Select screen, enter any of the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

**First-Person View:** Press Up, Up, Up, Up, Down, Down, Down, Down.

**Hidden Mode:** Press Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y.

**Love Mode:** Press Left, Right, Right, X, Y.

**Mirrored Levels:** Press Left, Left, Right, X, Down, Down, Up, Y, Up, Right, Down, Up, Left, Down, X.

**Right Mode:** Press Up, Right, Down, Left, Up, X, Y.

**No Crosshair:** Press Right, Right, Right, X.

**No Enemy Gunset:** Press Right, Right, Right, Right, Left, Down, Up, Right.

**No Scope:** Press Right, Down, Right, X, Right, Down, Right, X.

**Turbo Mode:** Press Down, Y, Up, X, Y, Down, Right, Down, Right, X, Y.



**Exchange Five Seconds for Half a Life:** Pause the game, then press R, A, Right, Left, Right, Left, Down, Down, Up, Up. If you entered the code correctly, you will hear a bell and you'll get half a life and lose five seconds.

**Exchange Half a Life for Five Seconds:** Pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, A, B. If you entered the code correctly, you will hear a bell and you'll get five seconds and lose half a life.

# SILENT SCOPE

## Dreamcast



## Resident Evil 3: Nemesis

## Jill's Diary

If you collect all the files in the game in the correct order, you'll be awarded Jill's hidden diary. Simply collect each file in sequence from #1 to #30. When you pick up the last file, File #30 (the Classified Photo), enter Jill's item inventory and check out File #1. Instead of Game Instructions, you'll now find Jill's Diary a hidden file.

# RESIDENT EVIL 3

## NEMESIS

## PlayStation 2/DVD Player



## Gladiator

Hidden Chicken Run Movie Trailer  
And Hidden Deleted Rhino Scene Info

**Hidden Chicken Run Movie Trailer:** On disc 2, Bonus Materials, select "More" at the bottom of the first Special Features menu screen and press  $\times$ . At the second Special Features menu screen, select "Trailers and TV Spots" and press  $\times$ . Highlight "Theatrical Trailer" and then press **Left**—the eagle-shaped emblem on Richard Harris's chest should turn red. Press  $\times$  to start a hidden preview trailer for Chicken Run set to the music of Gladiator.



**Hidden Deleted Rhino Scene Info:** On disc 1, Bonus Materials, select "More" at the bottom of the first Special Features menu screen and press  $\times$ . At the second Special Features menu screen, select "Original Storyboards" press  $\times$ , and then go to "More" at the bottom of the screen. At the second Storyboards menu screen, highlight "Rhino Fight" under Deleted Sequences, press  $\times$ , and, at the storyboard screen, press **Up**—the rhino on the middle storyboard should turn gray. Press  $\times$  to access the hidden menu, "What happened to the Rhinos?" which includes more information on this scene that was ultimately deleted from the movie.

## Dreamcast



## San Francisco Rush 2049

## All Cars, All Tracks, and More



At the Start Game screen, highlight "Options," then simultaneously press **L, R, X, Y**. You must press all four buttons at exactly the same time—it may take a few tries. If you did it correctly, a Cheats option will appear at the bottom of the screen. Choose "Cheats," highlight any of the following cheats on the Cheats Menu, and then press the appropriate button combinations so quickly as possible to unlock that cheat. If you entered the code correctly, you will now be able to toggle the cheat on and off.

*Note: If a cheat doesn't work, you probably need to press the buttons faster.*

**All Cars:** Press **A, A, X, Y, L, L**. Simultaneously press and hold **R** and **X**. Release, then simultaneously press and hold **L** and **A**.

**All Tracks:** Simultaneously press and hold **A** and **X**, then press and hold **R**. Release the buttons, simultaneously press and hold **X** and **Y**, then press **L**. Release the buttons, then press **A, A, Y, Y**. Simultaneously press and hold **L** and **R**, then press **X**.

**Car Collisions:** Simultaneously press and hold **L, R, X, Y, A**. Release the buttons, then press **X, Y, A**.

**Besamed in Race:** Press **R, R, L, L, A, X, Y**.

**Super Speed:** Simultaneously press and hold **Y** and **R**, then press **L**. Release the buttons, then simultaneously press and hold **A** and **X**. Release the buttons, then press **A, A, A**.

**The Scaling:** Press **X, Y, A, X, Y, A**, then simultaneously press **R** and **A**.

## Game Boy Color



## Duke Nukem

## Invincibility and Level Select



**Invincibility:** At the Press Start screen, press **Up, Down, Down, Left, Right, Left, Up, Up**. If you entered the code correctly you'll hear a sound. Start a new game, and you are invincible.

**Level Select:** At the Press Start screen, press **Left, Right, Up, Up, Down, Up, Right, Left**. If you entered the code correctly you'll hear a sound and automatically go to a level-selection screen.

Andrew Folcan—Kingston, Ontario, Canada

## GLADIATOR

Hidden DVD  
Features now in  
S.W.A.T-PRO





## Dreamcast

## NFL Quarterback Club 2001

## Big Football, Skinny Players, and More



At the main menu, choose "Options," then select "Enter Cheat." Input any of the following passwords to activate these cheats. If you entered a code correctly, you'll hear a bell and the cheat will take effect.

Big Football:	DIEDLG
Eight Downs Instead of Four:	D8LD98IS
Rubber Ball:	PL3BR
Large Coin at Coin Toss:	8080Y
Large Players:	M888G12F
More Fumbles:	DYTERPW8RS
More Injuries:	IS2P2G
No Fumbles:	2PCKYBLL
Rugby Mode:	9038Y
Skinny Players:	YENPCK
Smoking Football:	IS2P2B

## PlayStation

## 007 Racing

## Unlock Aston Martin Vantage in Two-Player Mode



At the title screen, press LI, RI, Δ, C, X. If you entered the code correctly, you will hear a laugh and the Aston Martin Vantage car will be available in two-player mode.

# 007 Racing

## Dreamcast

## Wacky Races

## All Abilities, All Cars, and More



Start a new game. In the hub, run into the sign on the grassy hill. When the Wacky Races menu appears, select "Cheats." At the Cheats screen, select "Enter Cheat Code," and input the following codes to unlock the corresponding cheats. If you enter a code correctly, that cheat will appear on the Code Collection screen. To activate a cheat, go to the Code Collection screen, highlight the cheat, and press **A**.

All Abilities:	8ARRAZ88A8E88E88T
All Cars:	NACKY8POLL88R8
All Challenges and Tracks:	NACKY8TVE88A8T
Super Difficult Mode:	CRACK8TR88T8S

## Nintendo 64

## Knockout Kings 2000

## Big Head Mode



Pause the game and press left-C, right-C, left-C, left-C, right-C. If you entered the code correctly, the bell will ring five times. Resume the game, and the boxers should have big heads.

Heriberto Rodriguez—Yeaco, Puerto Rico

PlayStation 2



## Ready 2 Rumble Boxing: Round 2

Unlock All Fighters, Rings, and More



At the character-select screen, enter the following codes to unlock these cheats. If you entered the code correctly, you will hear the bell.

**Fast Mode:** Press Right, Right, Up, Down, Right, R1, R1, R1, R1, R2.

**Fight Ramblerman:** Press R2, Down, Right, Up, Left, R1, R1, R1, R1, R1, R1, R2, R1, R1, R2.

**Hyper-Speed Mode:** Press Left, Left, Down, Up, Down, Right, Right, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2.

**Unlock All Fighters:** Press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2.

**Unlock Christmas Ring:** Press Right, Up, Down, Down, Down, R1, R1, R1, R1, R1, R1, R1, R1, R2.

**Unlock Easter Ring:** Press Right, Up, Down, Down, Down, R1, R1, R1, R2.

**Unlock Halloween Ring:** Press Right, Up, Down, Down, Down, R1, R1, R1, R1, R1, R2.

**Unlock Independence Day Ring:** Press Right, Up, Down, Down, Down, R1, R1, R1, R1, R1, R1, R2.

**Unlock New Year's Day Ring:** Press Right, Up, Down, Down, Down, R1, R2.

**Unlock St. Patrick's Day Ring:** Press Right, Up, Down, Down, Down, R1, R1, R1, R2.

**Unlock St. Valentine's Day Ring:** Press Right, Up, Down, Down, Down, R1, R1, R1, R2.

**Unlock Thanksgiving Ring:** Press Right, Up, Down, Down, Down, R1, R1, R1, R1, R1, R1, R2.

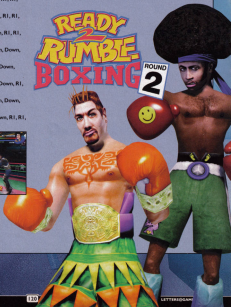


**Unlock Holiday Outfit:** Turn on the PlayStation 2 with no disc inserted so that the system's main menu appears. Choose "System Configuration," and then set the following dates to unlock the corresponding holiday outfits. Return to the PlayStation 2 main menu, insert the game disc, press **Reset**, and start a normal game. If you entered the dates correctly, the following characters will be wearing holiday outfits when you start a match.

Joey T in New Year's Day Outfit	01/01/2001
J.R. Flury in Halloween Outfit	10/31/2001
Lulu Valentine in Valentine's Day Outfit	02/14/2001
Mama Tia in Easter Outfit	04/15/2001
Referee in St. Patrick's Day Outfit	03/17/2001
Selena Strike and Ramblerman in Christmas Outfit	12/25/2001



**View Development Team:** At the main menu, press Right, Right, Right, Down, R1, R2. If you entered the code correctly, you'll hear a bell and automatically go to the view development team mode.



## Dreamcast

## NBA Showtime: NBA on NBC

## Unlock Midway Players



At the main menu, choose "Start Game." At the Choose Options screen, choose "Enter Initials." You'll be asked if you want to enter your name for record-keeping. Answer "Yes." Input any of the following passwords and PIN numbers to play as that secret Midway player.

Note: A "." designates a blank space.

Player	Password	PIN	Player	Password	PIN
Alan Gilliam	LEE	9514	John Root	ROOT	6000
Andy Eloff	ELOFF	2181	Jon Hey	JOSEY	8823
Beth Smulowski	BETHAN	1111	Larry Weisman	STRAT	2112
Brian Lefavon	BRINCK	0222	Mark Guldreth	GUDDO	4165
Chris Skrusic	CRIVED	8003	Mark Tarnell	TURMEL	6122
Daniel Thompson	DANIEL	9404	Max Gilmore	MATT_G	1006
Dave Grossman	DAVE	1104	Mike Lynch	LYNCE	3333
Eugene Geer	E_GEEB	1105	Paul Martin	STEFER	8263
Josh Thomas	TOMAS	1111	Paulo Garcia	PAULO	0517
Jason Skiles	JASON	3141	Rob Geason	GATSON	1111
Jeff Johnson	JAPPLE	6440	Sal Divita	SAL	0091
Jennifer Hendrick	JENNIFER	1111	Shawn Lipatic	LIPETAK	0114
Jennifer Hendrick In Alternate Uniform	JENIFR	3333	Tin Bryant	TINBRYN	3314
Jim Gerdel	GERDEL	1228	Tim Kozrow	TIMK	1785
Jim Tassi	DIME	0519	Willo Morris	WIL	0101

Osver Galvez—Aguado, Puerto Rico

## Dreamcast

## Dead or Alive 2

## Hidden Images and Taunt Opponent



**Hidden Images:** Insert the game disc into the CD-ROM drive of your computer. When the disc icon appears on your desktop, choose it, and then open the folder entitled "Bonus" to find hidden images of the girls of Dead or Alive 2.

**Taunt Opponent:** During gameplay, press Left, Right, Left, R, to taunt your opponent.

Jeon Beongsu—New York, NY

## Dreamcast

## KISS Psycho Circus—The Nightmare Child

## Hidden Music



Turn on the Dreamcast without a disc. At the Dreamcast main menu, choose "Music" to access the CD player. Insert the game disc and close the lid. If done correctly, an image of the game disc will appear on the screen. Tracks four and higher are music by KISS.



# S.W.A.T. PRO CLASSIC

**Y**ou want more cheats? You got 'em! By popular demand, here are some classic cheats for some golden oldies! The "G" or "SN" in the upper-right corner of each code indicates Genesis or Super NES, respectively.

Genesis



## Sonic the Hedgehog 3

### Secret Special Stage and Stage Select



**Secret Special Stage:** Before Sonic fully appears on the title screen, press **Up, Up, Down, Down, Up, Up, Up, Up**. If you entered the code correctly, you should be able to select the Sound Test option at the title screen. Change the music to "1F" and press **C**, then highlight "Stage 2" and you'll start on the secret Special Stage!

**Stage Select:** Put Sonic on any level with this cool Stage Select for Sonic 3. At the Sega screen, after the voice says "Sega" and as Sonic begins to appear on-screen, quickly push **Up, Up, Down, Down, Up, Up, Up, Up**. If you've done the trick correctly, you'll hear a chime. When the title screen appears, highlight "Competition" and press **Down**. A Sound Test option will appear. Go into the Sound Test option, and you'll enter the Stage Select/Sound Test screens.

Super NES



## Donkey Kong Country

### 50 Lives, "Bad Buddy" Code, and Sound Test



At the Select A Game screen, highlight "Erase Game" with your cursor and then enter any of the following tricks:

**50 Lives:** Press **B, A, R, R, A, L**, and then begin with one of your saved games.

**"Bad Buddy" Code:** Press **B, A, Down, B, Up, Down, Down, Y**. In two-player team games, this trick enables either player to gain control at any time by pressing Select.

**Sound Test:** Press **Down, A, R, B, Y, Down, A, Y**. Press Select to skip through the game sounds and music.

Genesis



## Battletoads & Double Dragon

### Level Select and Extra Lives



This scaldingly hot level-select trick also gives you extra lives. At the character-select screen, press **Down, Up, Up, Down, C, A, B**. Select your Toad or Dragon, and then press **Start**. A Select Level screen will appear. It enables you to choose any level and gives you 10 lives, to boot.

Super NES



## ActRaiser 2

### ActRaiser 1 Boss and Password



**ActRaiser 1 Boss:** To enter a strange stage in ActRaiser 2 and fight a boss from the original ActRaiser, enter the following password: **XXXXYYYYXXXX**.

**Password:** This password gives you 30 lives and takes you to the last level of ActRaiser 2. At the Password screen, enter **MMML TVTYT 3FVFX**.

Super NES



## Battletoads & Double Dragon

### Level Select and Extra Lives



Double your fun with this level-select trick that also scores you extra lives. At the Select Character screen, press **Up, Down, Down, Up, X, B, Y, A**. Select a hero and press **Start**. A level-select screen will appear that you can use to choose any level. You'll also get 10 lives!



Super NES



## Ranma ½

## Play As Any Character



Use this simple trick to play as any character in Ranma ½. Go to the match-up screen. After you select a character, **simultaneously press and hold R, X, and A**. You can pick any character from the Special screen that appears, including a bonus character, Hippo-san.

Super NES



## Wolfenstein 3D

## All Weapons



Need some heavy weapons to help you on your way through Wolfenstein 3D? While playing a regular game, access the map mode by **pressing Start**. Now **press R, Up, B, A**. Exit the map mode and **press Select** to cycle through your newfound weapons.

Genesis



## Aladdin

## Cheat Menu



Need help rescuing the princess from Jafar? This code gives you a cheat menu where you can select a level, freeze your character, and more. Go to the Options screen and **press A, C, A, C, A, C, A, C, B, B, B, B**.

Super NES



## Ninja Warriors

## Stage and Area Select



When the title screen appears, **simultaneously hold X and Y**. While **holding X and Y**, **press A, A, A, B, B, B, B, A, B, A, B, A, B, A, B**, and a stage select screen will appear. If you perform the same trick at the stage select screen, an area select screen will also appear.

Genesis



## Streets of Rage 3

## Stage Select



When the MenuSelect screen appears, **press and hold B**, then **press Up** on the directional pad. While **holding both buttons**, **press Start**. You'll hear a chime if you did the trick correctly and the words "Stage Select" will appear on the Options screen. Choose the Stage Select option, pick your stage, and begin the game.

Super NES



## Earthworm Jim

## Level Select and Invincibility



**Press Start** to pause the game. **Simultaneously press and release Left and A**, then **press B, X, A, A, B, X, A, Start**. A picture of the Earthworm Jim design team appears, followed by a debug menu with level-select and invincibility options.

# VIPER<sup>2</sup>



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# GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

## WHERE TO FIND THE RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help



readers locate it throughout GamePro. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

## GAMEPRO RATINGS REVIEW

Dear GamePros,

A few months ago, the National Institute on Media and Family issued its fifth annual Video and Computer Game Report Card ([www.mediaandthefamily.org](http://www.mediaandthefamily.org)). The NIMF monitors the efforts of game-related companies to ensure that consumers are playing age-appropriate games. The report noted that those involved in games need to "aggressively continue their efforts to educate the public about game ratings." Since you're reading the GamePro Ratings Review page, you know that GamePro is trying to make gamers aware of the ESRB ratings. We're one of the few magazines that explains each rating symbol, and the only one that provides a breakdown of each issue's rated reviews. We're doing our part; it's time to do yours. If every GamePro reader passed this page to one person, they would help educate about 6.2 million people! Let's start a GamePro Ratings Review movement today.

Sincerely,

Wes Nihel, Editor-in-Chief  
GamePro magazine

## ESRB RATINGS REVIEW

The interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Rating Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in GamePro includes the ESRB's rating, which indicates the gamer's recommended age level. Following is a quick key to the most common ratings; for complete descriptions, check out the ESRB's Web site at [www.esrb.org](http://www.esrb.org) or call 800/771-3772 for more information.



Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.



Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.



Games rated **EVERYONE** are fine for ages six and up. They may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.



Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

## APRIL 2001

Below is a list of games reviewed in the April issue of GamePro along with each game's ESRB rating:

Fear Effect 2: Retro Helix	M
Onimusha:Warlords	M
Unreal Tournament	M
Aidyn Chronicles:The First Mage	T
The Bouncer	T
The King of Fighters '99	T
Knockout Kings 2001	T
Lunar 2: Eternal Blue Complete	T
Metal Slug X	T
Oni	T
Fantasy Star Online	T
Shadow of Destiny	T
Warriors of Might and Magic	T
WizBack: Covert Operations	T
The Adventures of Cookie & Cream	E
ATV Offroad Fury	E
Metal Walker	E
NBA Hoopz	E
NHL FaceOff 2001	E
Pokémon Stadium 2	E
Sea-Doa Hydro Cross	E
Star Wars Starfighter	E
The Simpsons: Night of the Living Treehouse of Horror	RP

M= Mature, T= Teen, E= Everyone, RP= Rating Pending

Note: Ratings on reviewed games are subject to change without notice.



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APRIL 2001



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3. Oni
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5. ATV Offroad Fury

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2. Tony Hawk's Pro Skater 2
3. WWF SmackDown 2: Know Your Role
4. MTV Sports  
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5. 007 Racing

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2. Paper Mario
3. The World Is Not Enough
4. Mario Tennis
5. Indiana Jones and the Infernal Machine

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2. NBA 2K1
3. Shenmue
4. Crazy Taxi
5. Jet Grind Radio

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- Dance Dance Revolution!
- Xbox coverage!
- And, of course, much, much more!

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ProStrategies!

Star Wars  
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Onimusha:  
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