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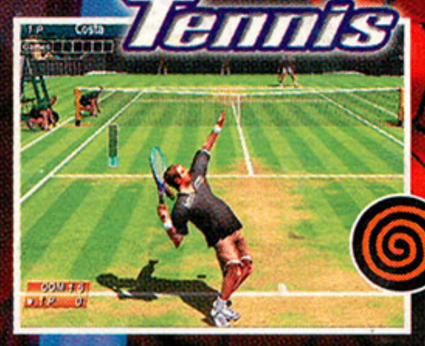
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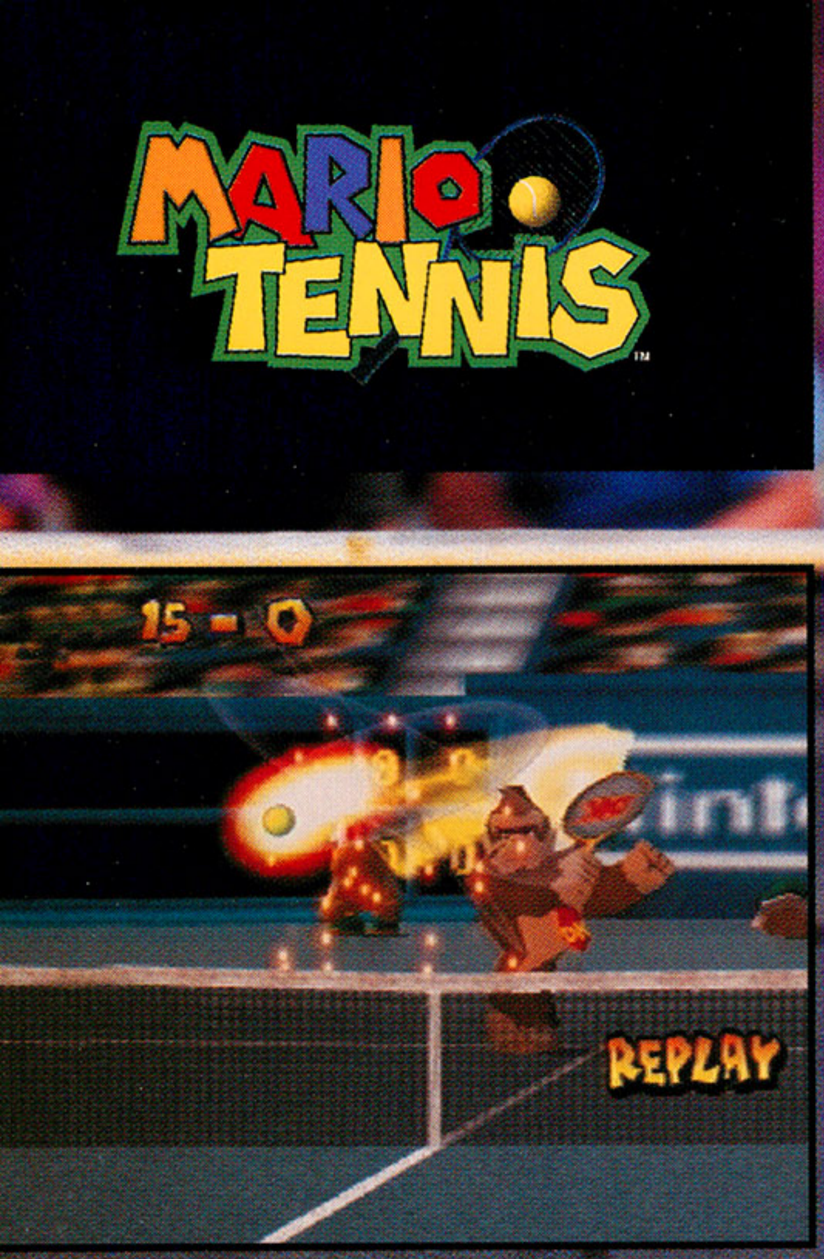
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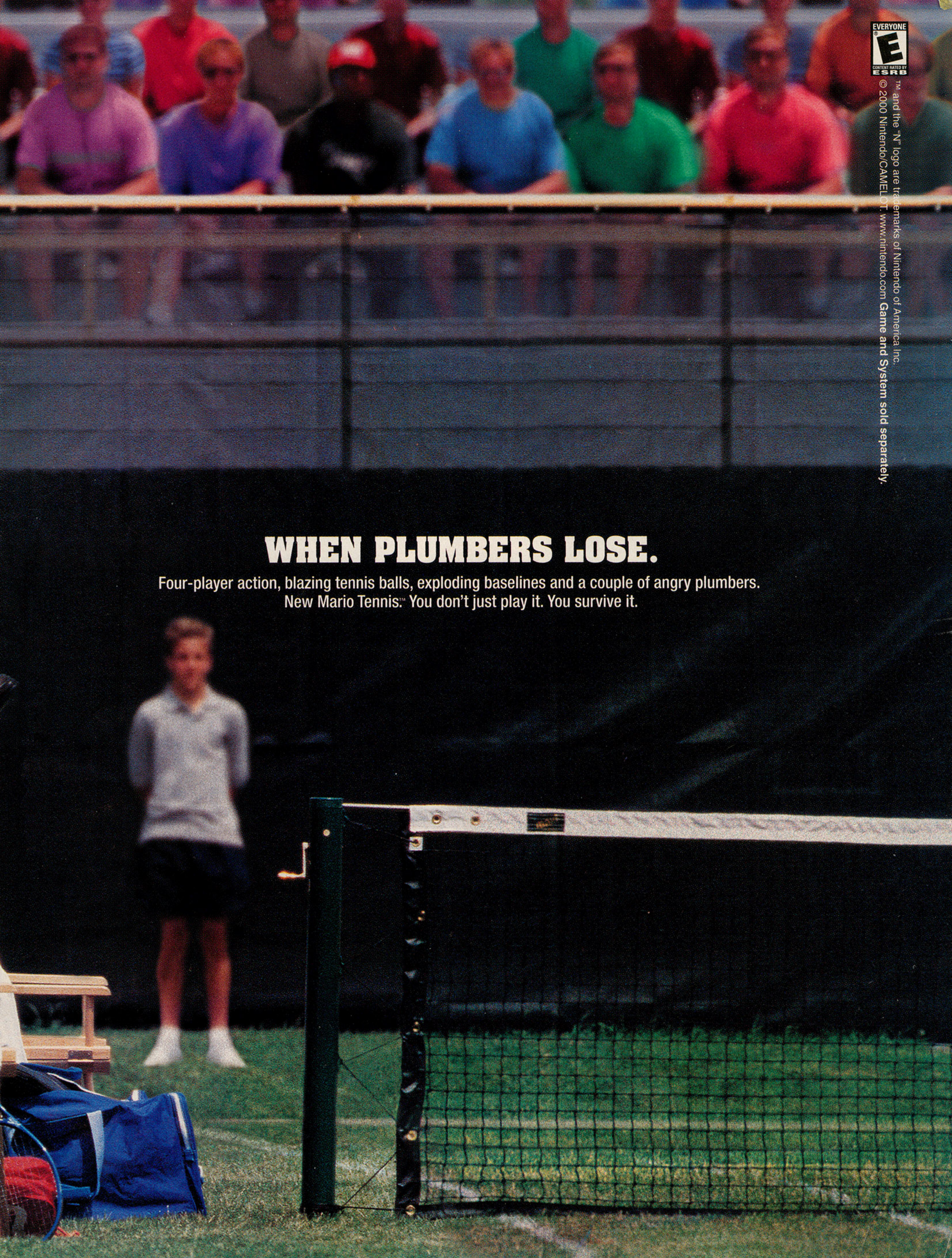
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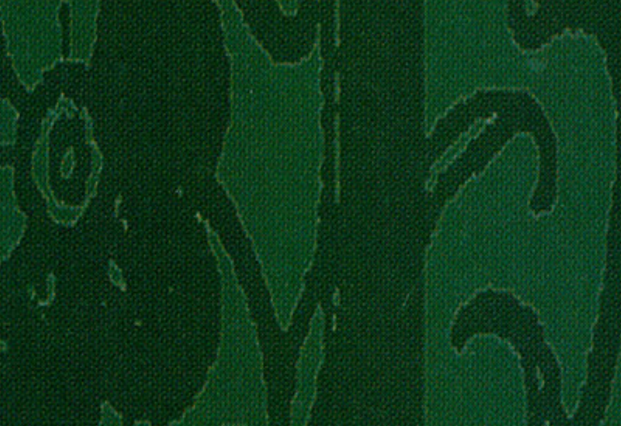
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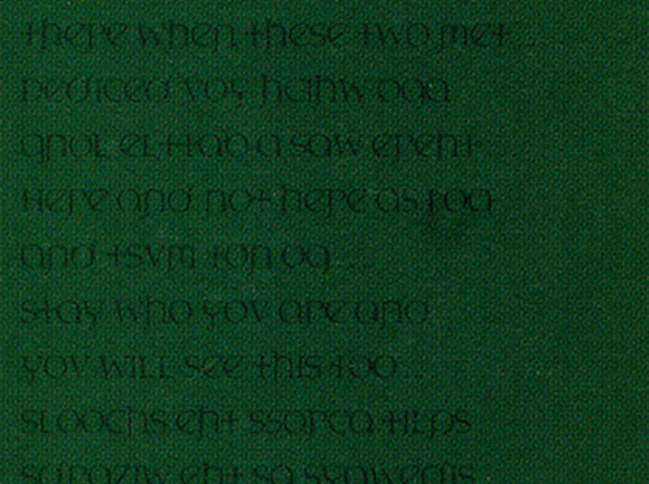
In Between Is Chaos.

In this, the first traditional RPG for N64, a young man embarks on a seemingly impossible journey to discover his identity and fulfill his destiny. Can he stave off his enemies, overcome his obstacles and find that which he has dreamed about? Or will chaos keep Alaron from everything that may be rightfully his?

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Graphics: Judges the overall artistic quality of the animation, cinemas, and scenery.

Sound: Critiques the music and sound effects.

Control: Rates how the interface and control-pad commands affect the action and fun.

Fun Factor: Are you going to have a good time playing this game?

GamePro.com Connection

Whenever you see this symbol within an article, that means you can go to www.gamepro.com to find late-breaking information on the subject of that article—from additional game coverage, a blowout feature, special strategies and codes, to...who knows?! Check out gamepro.com!

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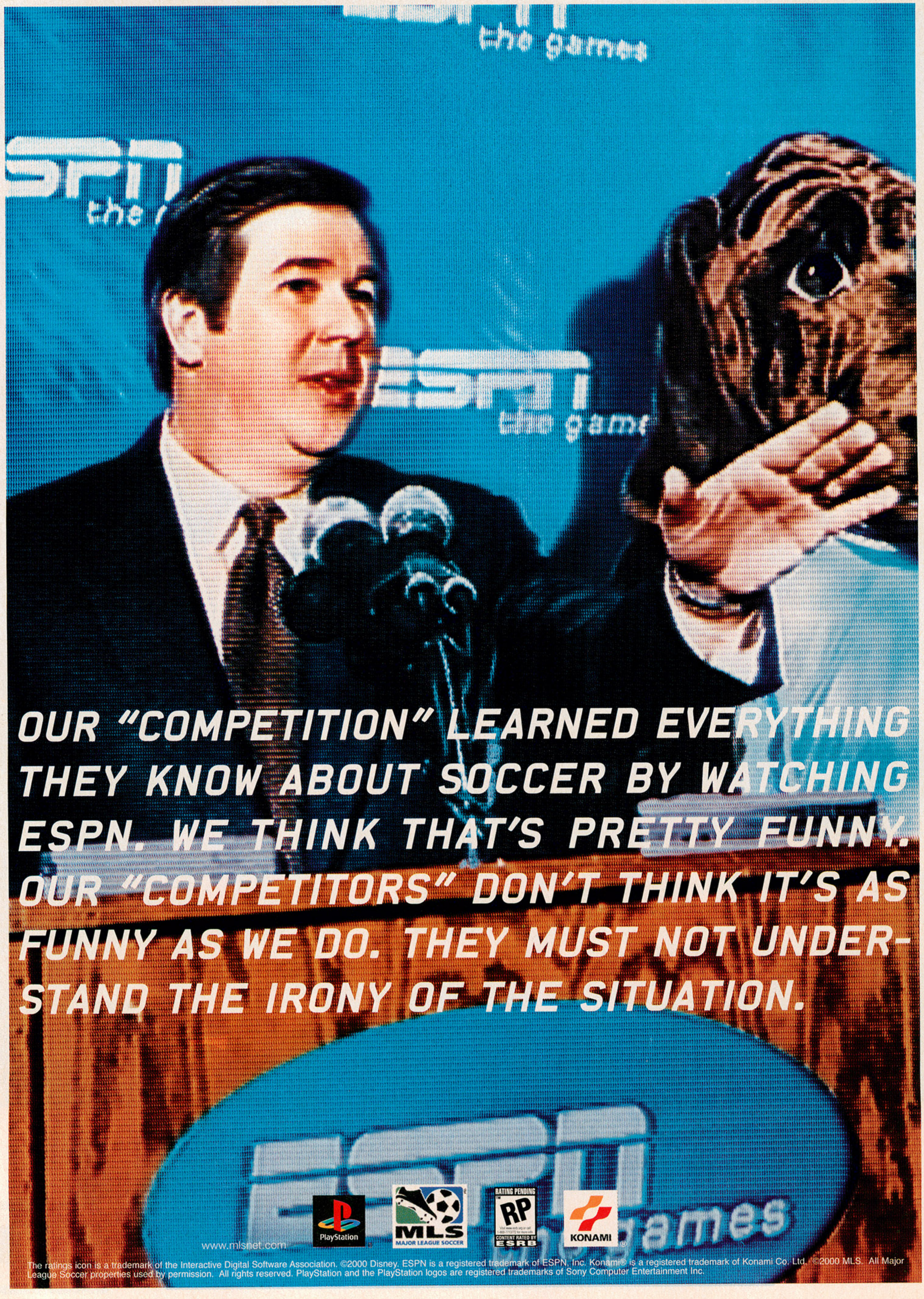
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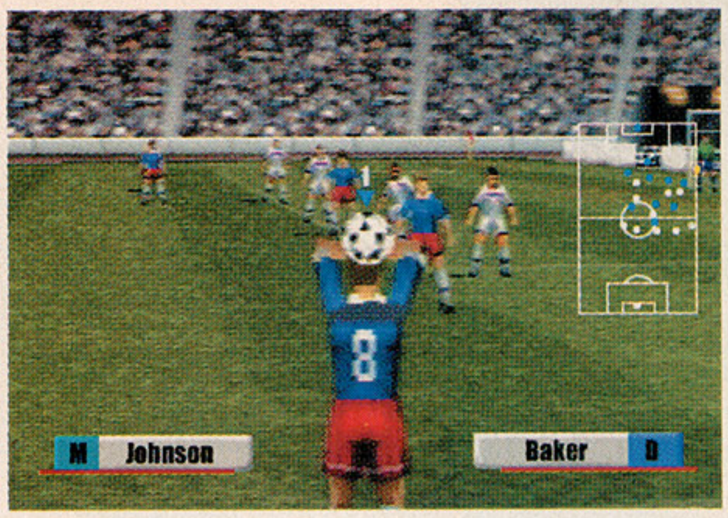
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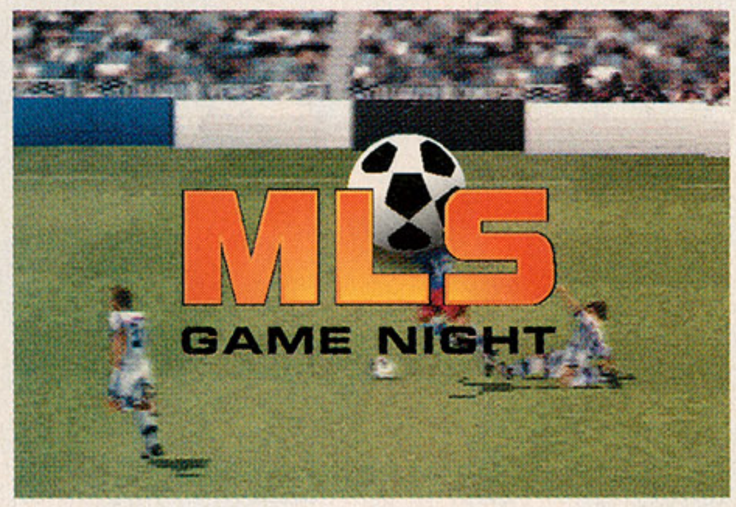



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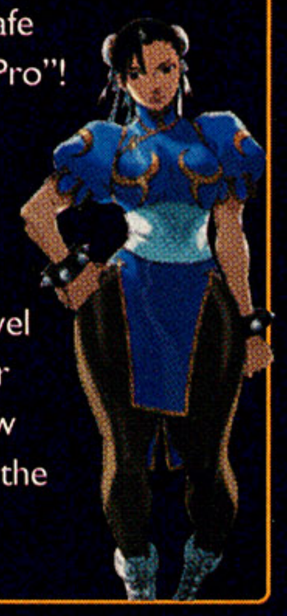
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Cover art courtesy of Activision
Spider-Man ©Marvel Comics

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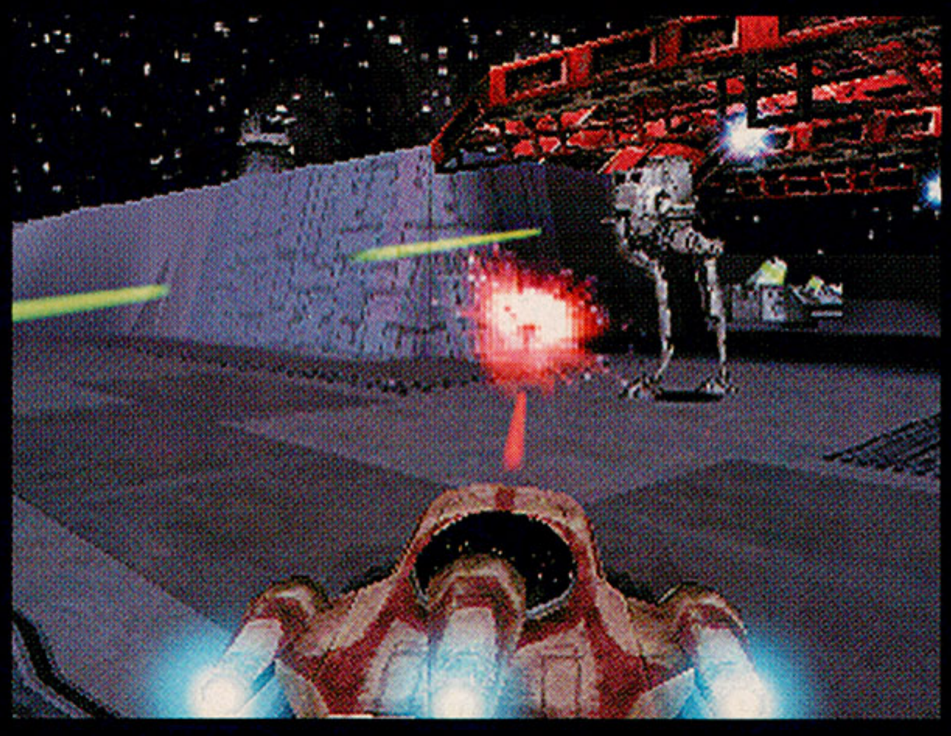
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- Ecco the Dolphin: Defender of the Future
- Mario Tennis
- D2
- Turok 3: Shadow of Oblivion
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Our new entertainment site features reviews of all the biggest movies in addition to news on upcoming DVDs, animé, comics, and toys.



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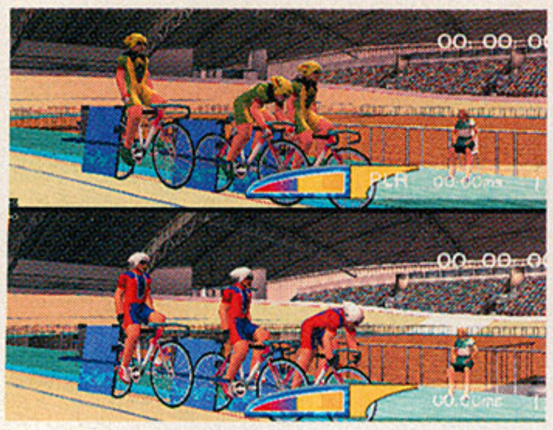
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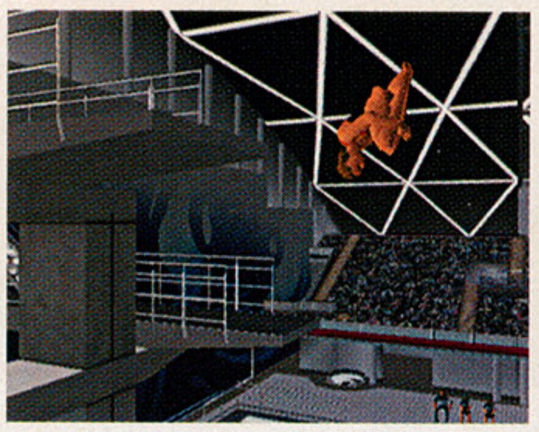
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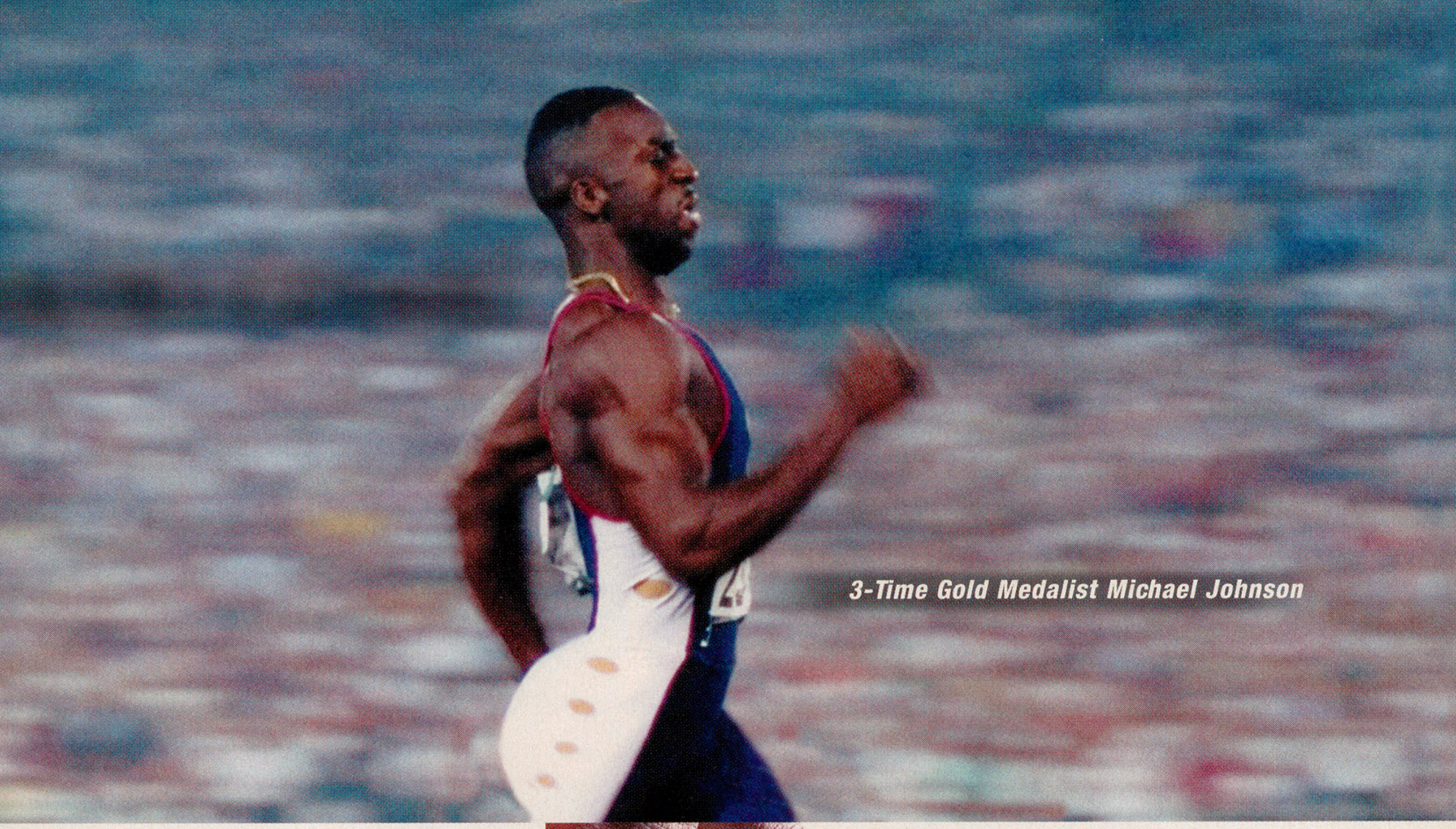




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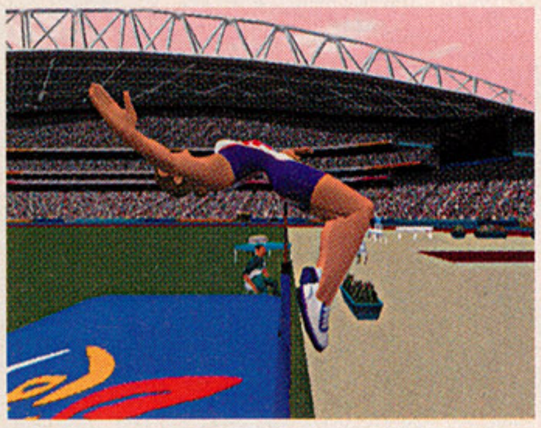
3-Time Gold Medalist Michael Johnson



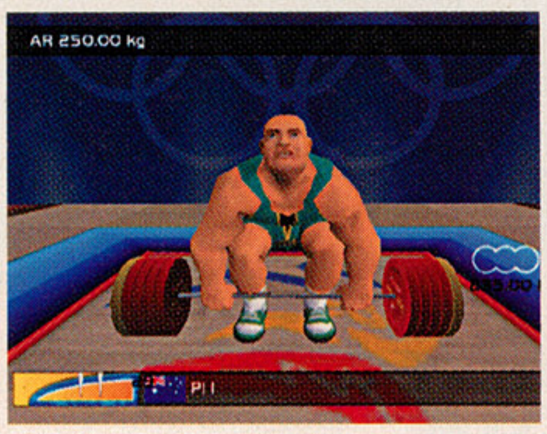
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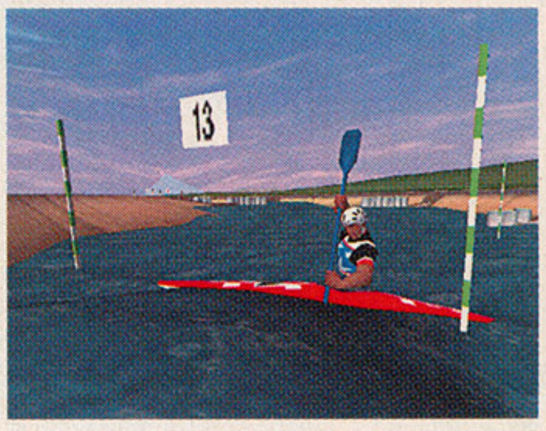
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SUDDENLY, THE WHOLE COUNTRY IS INBOUNDS.

HEAD 2 HEAD

EDITOR'S LETTER

GamePro Goes Exclusive



This issue, *GamePro* presents you with three exclusive stories you won't see anywhere else.

First, your friendly neighborhood Spider-Man is swinging onto the PlayStation. Activision is showcasing the world's most popular superhero, and Dan Elektro has the goods for all you Webheads out there with his exclusive ProReview feature.

Next, you can climb into the ring with the Ultimate Fighting Championship—if you dare! Four-Eyed Dragon went after Crave's Dreamcast fighting game (a sleeper hit at this year's Electronic Entertainment Expo), and in Cedar Rapids, Iowa, he got closer than he planned to the real-life UFC, a pay-per-view version of the Fight Club. WWF and WCW wrestling looks unreal—but in this league, these guys are tossing feet, hands, and every other body part at each other *for real*!

Finally, the cult movie series, *Evil Dead*, is about to spawn a wicked-looking video game—at last! THQ is bringing Evil Dead: Hail to the King to life, and Uncle Dust went digging for the story at developer Heavy Iron Studios. He wound up back where it all began—the infamous cabin. Uncle was about to observe the origin of the *Necronomicon* (the Book of the Dead), but he forgot to say the magic words. We haven't heard from him since. At least he filed his one-on-one interview with Bruce Campbell, star of the movies, who provides the voice of Ash (who else?) in this game for the PlayStation and Dreamcast.

With all the Web sites and publications trying to splatter you with info about video games, there's a lot of noise out there. Just let us know what stories you'd like to see in *GamePro*. We remain your magazine.

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THE COLOR GAME

My daughter and I were reading through some old magazines, and she asked me a question that I've asked myself quite a few times and haven't been able to answer. "Why aren't there any black people on the editorial team of *GamePro* or other gaming publications?" Is it that so very few of us apply? Does the industry see us as too insignificant? Or are we for some unknown reason just blackballed? I'm addressing this only to *GamePro* because I can get an honest answer here and I respect your magazine's opinions.

▶ **Ivan Nightingale**
Brooklyn, NY

Dr. Zombie and Major Mike are green, Dan Elektro is silver, Four-Eyed Dragon is red…and all their resumés were in black-and-white. The answer from *GamePro* is as you put it: Very few, if any, African-Americans apply for employment here. You'd think that that wouldn't be the case, especially in a cosmopolitan city like San Francisco, but it is. In any case, *GamePro* is an equal-opportunity employer—gaming skill and editorial talent know no color boundary. When we hire new editors, we go with the candidates who have the best gaming and writing qualifications. There are professionals of many races in this industry—why would you assume otherwise from simply reading words on a page? So we respectfully pass this one back to you: Why aren't there more black people on the editorial teams of gaming publications?

SAY IT, DON'T SPRAY IT

I recently read your preview of Jet Grind Radio and was outraged that this game incited spraying graffiti and breaking the law (see "E³2K," June, page 74). I was also disappointed because I thought a great mag like *GamePro* wouldn't stoop so low as to publish an article that abetted gang-related acts. I'd also like to request that the next time you guys write an article about a game like this that you trash it instead of making it sound cool. When I read that preview, it reminded me of Joe Camel and how he influenced kids to smoke. By making this game sound hip, you guys became the Joe Camels of graffiti and gangs!

▶ **Doron Kipper**
California

We were almost "influenced" by your letter until you tagged us with that limp "Joe Camels of graffiti and gangs" line. Okay, Doron, let's look at this: Jet Grind Radio takes place in a dystopian 21st Century future where individuality of any kind is suppressed. Sound familiar? It shouldn't—because video games are fantasy! Just because you can do it in a game doesn't mean you should do it in real life—isn't that obvious by now? We can't believe we have to explain this to you, but just for the record, neither *GamePro* nor Sega is suggesting you go out and spray your name on a wall. It's a game, have fun with it, and give us a break.

STRIKEOUTS FOR SHUT-INS

I'd like to think I'm the man at Triple Play 2001, but maybe you can be the judge. If you look really close at the enclosed pictures I'm sending to *GamePro*, you can see that I pitched a complete perfect game. That's right–no runs, hits, walks, or errors, and every one of the computer's settings was set to its highest level. That's the only way I play. It would mean a lot to me if the experts would let me know what they think of this accomplishment.

▶ **Estevan "The King of the Hill" Bourgeois**
Decatur, GA

Smart-mouthed answer: You're king of the hill because you can push the pitch button over and over? You've gotta get out more (and when you do, please buy a better camera).

Real answer: Yep, the too-blurry-to-print Polaroids do indeed prove that you've mastered Triple Play 2001—congratulations, that's really cool! Your commitment to pushing the pitch button is admirable. But you've still gotta get out more.

THUMB'S THE WORD

This is a picture of my double-jointed thumb that has helped me through fun-filled hours of gameplay. If you could print this pic in your magazine, it would make me pleased as pie.

▶ **Lucas Foster**
Sioux Falls, SD



We ask only one thing: Please don't let this be the start of a string of photos of unusual body parts sent by readers. (But you can send pie.)

THE PLOT THICKENS

I'm confused. In Resident Evil Code: Veronica, Albert Wesker is a living superhuman who now works for a different company. But if my memory serves

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me correctly, the Tyrant brutally slashes Wesker across the chest in RE1. Chris, Jill, Barry, and Rebecca escape in the helicopter piloted by Brad, but how does Wesker get out? The outside is crawling with gruesome zombie dogs, and he's probably too injured to move. After the chopper leaves, the mansion blows to smithereens not long after Wesker is attacked. Don't you think it's just a little strange that Wesker lives?

▶ **Nicky Pratt**
New Milford, CT

Yeah, well, that's a little detail that Capcom will no doubt resolve in future games. Part of the fun of the Resident Evil series is trying to get all the character details straight anyway. Don't think of it as a plot hole, think of it as a story opportunity.

War Games, For Real?

I heard a rumor that Japan is not allowing Sony to export the PlayStation 2 because its parts are powerful enough to launch missiles. Is this true?

▶ **Tyler Antar**
Jacksonville, FL

Yes—or it was, anyway. Japan's Department of Trade and Commerce places restrictions on devices that could have military applications—and the PS2's ability to process high-quality images quickly is one of the neat tricks often found in missile guidance systems. And yes, if someone really wanted to, they could crack open a PS2 and rewire the machine to do their evil bidding. But really, the law never had entertainment products in mind—who knew that video games would evolve so far, so fast?—so the rules were amended around mid-April. Good thing, too; if not, there'd be no PlayStation 2's in the United States at all come October.

Major Mike: The Case For

It makes me mad how everyone picks on Major Mike just because of his rank and the fact that they think he looks like a turtle. I've been teased all my life (that's 13 years, by the way) because I'm short and skinny, and because of my last name. Please consider printing this letter so everyone will cut the Major some slack! I know how he feels.

▶ **Carolanne Bonanno**
Woodbridge, VA

Well said—there are plenty of other good reasons to pick on Major Mike (e.g., his commitment to the truth). By the way, you spelled your last name wrong, Ms. Banana.



Major Mike: The Case Against

No offense, but I think you guys are nuts. You people talk about Major Mike with reverence, making him sound like a big-time notorious bruiser as if you're scared of him or something. I mean, how can you be intimidated by a giant ninja turtle in a military outfit? Without a shadow of a doubt, I would have that giant turtle shaking in his boots with my lethal fighting skills. I find Miss Spell to be more of a threat than that phony baloney.

▶ **Jayson Elta**
Highland Falls, NY

After reading Carolanne Bonannose's letter above, aren't you ashamed? And because you called him a turtle, the Major refuses to dignify your letter with a response. Miss Spell, however, has this to say: "Is that supposed to be some kind of a dis because I'm a girl? Watch it, Jayson, or you could find out what it's like to be a *toad*, too…."

Now you did it.

Do you ever get the urge to communicate directly with the writers of *GamePro*? Well….

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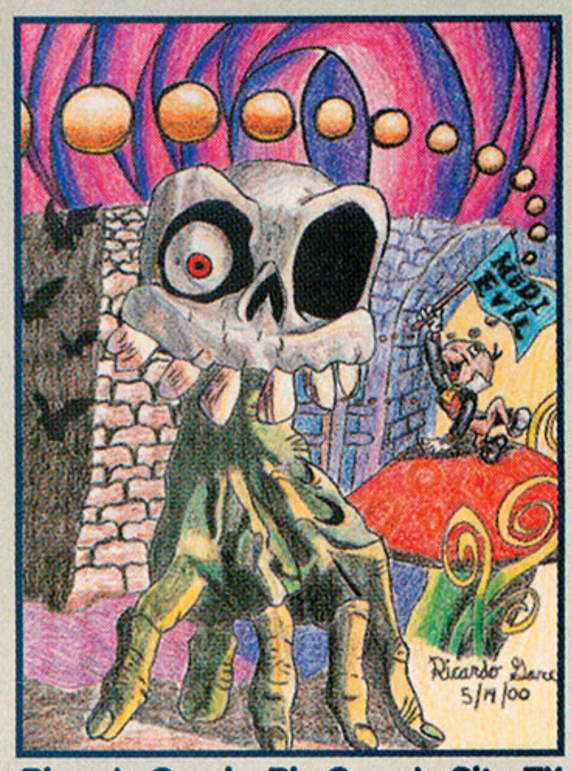
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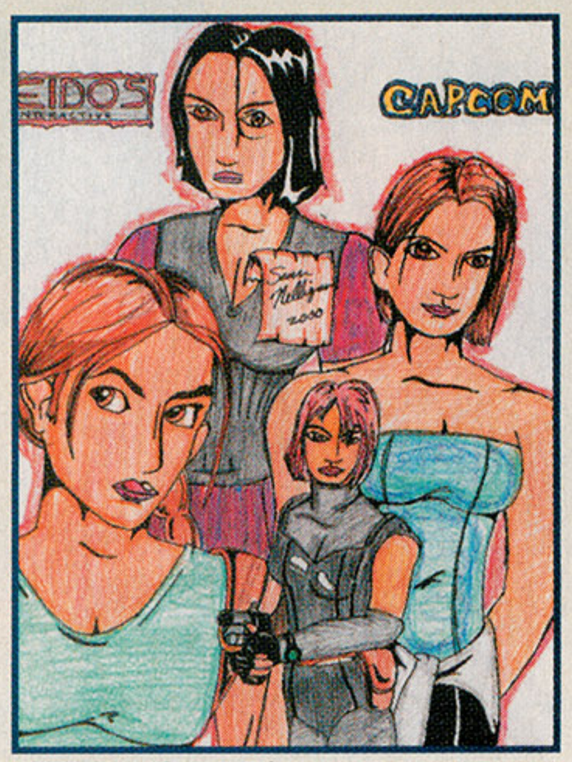
Pick of the Month!



Ayako Saito, Oklahoma City, OK



Ricardo Garcia, Rio Grande City, TX



Sean Nelligan, Bishop, CA

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$ BUYERS BEWARE

By The Watch Dog



When he hasn't been watching the opening games of football season, the Watch Dog has been busy addressing the concerns of PlayStation owners about mod chips, memory cards, and new PS2 accessories. Read below to see how he tackles their questions.

Q I've spent a lot of money on controllers, memory cards, and a multitap for my PlayStation. When the PlayStation 2 comes out, will I be able to use my old peripherals with it? Or will I have to buy all new devices?

Josh Laury
Minneapolis, MN

A A Sony customer service representative answers: "PlayStation games, memory cards, and Dual Shock controllers will work on the PlayStation 2. The multitap should also work with the PS2 as long as it's made by Sony or has the official PlayStation logo on it."

The Watch Dog adds: We tested these PlayStation accessories on a Japanese version of the PS2, and they all worked (except the multitap adapter). Moreover, you'll really want to keep your Dual Shock controllers, as the PS2 will come with only one. On the other hand, though the PS2 won't come with memory cards and will be compatible with the old PlayStation cards, you may prefer to buy the new PS2 cards. Sony has said the new cards will have more capacity (8 MB) and will save and load games much faster. The PS2's multitap adapters, memory cards, and controllers will be sold separately for a suggested retail price of $34 each.



You Make the Call

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

Sony: 800/345-7669

Nintendo: 800/255-3700

Sega: 800/872-7342

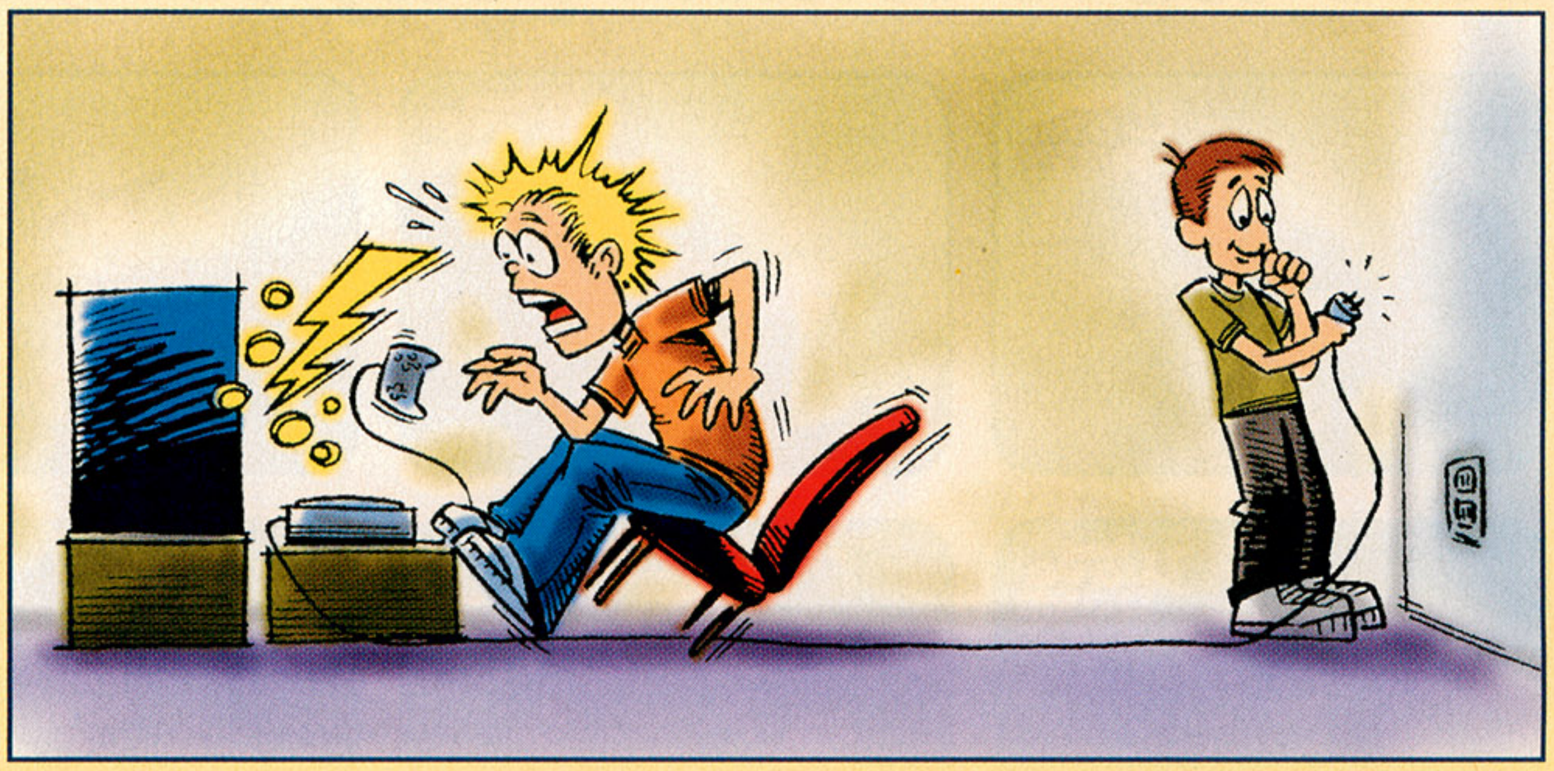


Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

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Or e-mail us at:
buyers_beware.gamepro@gamepro.com



Q I was saving a WWF SmackDown preseason to my memory card when my brother turned off the PlayStation. Now I can't load any of my saved games or characters, though I can load saved games for my other PlayStation games. What's wrong?

Jordan Skurja
Los Banos, CA

A A Sony customer service representative responds: "Turning off your system or removing your memory card while saving a game can corrupt the file on the memory card. Unfortunately, there's no way to fix a corrupted file. If you were overwriting an existing file, it can be lost, too, as only part of the new file may have been saved, leaving garble your PlayStation can't understand. However, you can consider yourself lucky because all the files on your memory card weren't corrupted as can sometimes happen. If you can't run WWF SmackDown with this memory card installed, you might try deleting the corrupted file (or files) at the PlayStation main menu. To get to the main menu, turn on your PlayStation with the memory card installed, but with no game CD inside."

The Watch Dog adds: Not to pour salt on your wound, Jordan, but that's why the instructions tell you not to mess with your PlayStation or memory card while saving. As for the rest of you gamers, let Jordan's misfortune be a lesson. And let's hope Jordan doesn't lay too big a smackdown on his brother for turning off the PlayStation. Accidents will happen.

Q I have a mod chip in my PlayStation, and when I try to play Wild Arms 2, the system won't let me. How can I bypass this?

Kyle Yee
Via Internet

A A Sony customer service representative answers: "The only way around this is to take out the modification chip or to use a PlayStation that doesn't have a chip. Many newer games are being made with an anti-modification program that detects and blocks the use of mod chips. Other new games that block mod chips are Tomba 2, Vandal Hearts 2, and The Legend of Dragoon. To be safe, rent a game before buying to make sure it works with your chipped PlayStation."



Modified PlayStations may get this message with some games.

The Watch Dog adds: Installing a mod chip in your PlayStation enables you to play Japanese games, but also lets you play illegally pirated games—which is why more and more new games are blocking their use. (For more info, see "Buyers Beware," April and August '99, pages 26 and 24, respectively.) Other games that won't work with a mod chip are Um Jammer Lammy, Grind Session, and Dino Crisis. Keep in mind that while mod chips are perfectly legal, installing one will void your PlayStation's warranty—and using one to play pirated games is perfectly illegal.

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THE DARK.

BE AFRAID OF
WHAT'S IN IT.



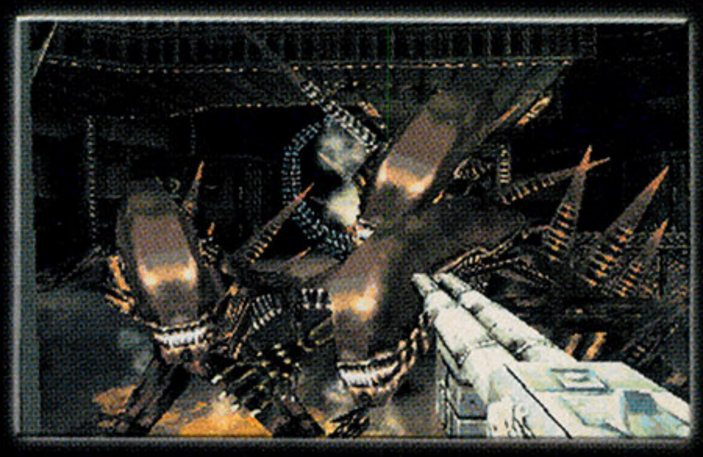
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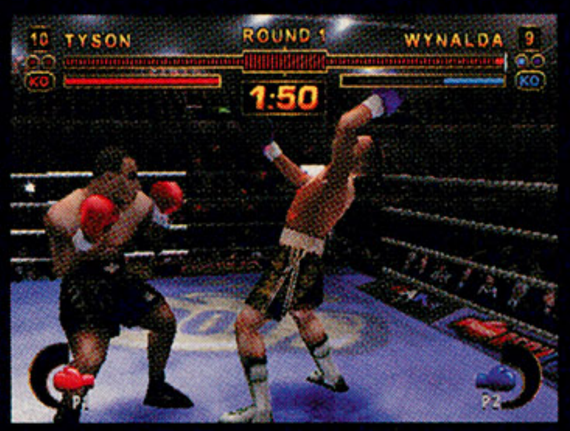
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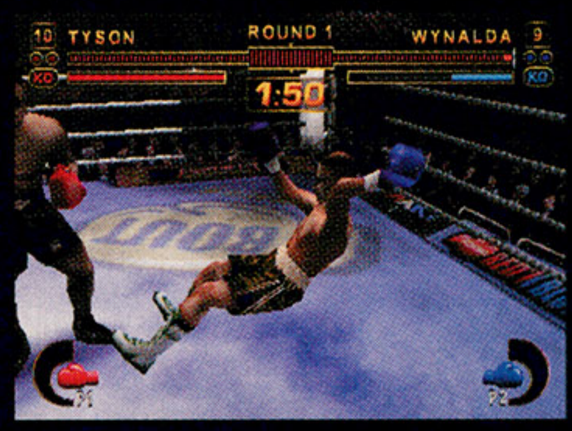
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SONY UNVEILS PORTABLE PLAYSTATION

Streamlined "PS one" to support optional LCD screen



◀ Everything old is new again with the PS one, a slimmer, portable version of the PlayStation due out this fall.

Sony took a big step toward differentiating its current PlayStation console from its impending PlayStation 2 by announcing the release of the PS one, a redesigned 32-bit console that will replace the existing PlayStation hardware currently on store shelves. The new unit, which went on sale in Japan in July and will arrive in U.S. stores in September, will play all existing PlayStation software while offering one major perk: portability.

The PS one is smaller than the existing PlayStation—roughly one-third the size—and the power and reset buttons have been combined into a single switch, but inside it's still the same 32-bit architecture that 26 million U.S. gamers already know and love. Furthermore, Sony plans to release a four-inch LCD screen specifically for use with the PS one for go-anywhere gaming. It's important to note, however, that this is a portable PlayStation—not a handheld PlayStation. The smoother, more rounded PS one will still require an AC power source—it won't run on batteries. Still, taking your gaming rig on vacation, to a friend's house, or on a long car trip will certainly be a lot easier with the PS one.

In Japan, the console will also accommodate a special cable enabling users to connect and transfer data using cellular phones; this functionality has not been confirmed for the American market. But the announcement of the PS one also explains why original PlayStations have been in short supply at retail stores over the last few months—Sony has been quietly phasing out the old unit in preparation for the redesigned console's arrival.

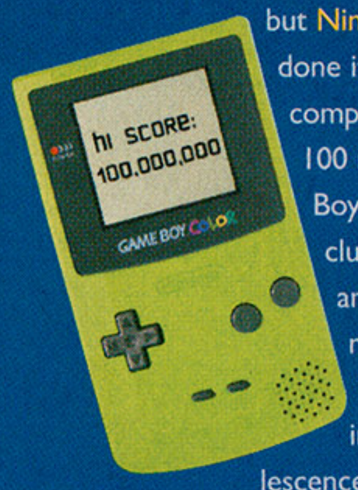
In a related story, Nintendo has unveiled a special Pikachu edition of the Nintendo 64. While the hardware inside remains the same, the new unit features Pikachu on the casing—and his cheeks light up when the console is powered on.



Nintendo's latest spin on the N64 banks on Pikachu's popularity.

NEWS BITS

100 Million Game Boys!



It's a milestone nobody ever dreamed about hitting, but Nintendo has done it: In June, the company shipped its 100 millionth Game Boy unit. That's including both black-and-white and color models, of course—but at a time in the industry when obsolescence lurks around every corner, it's a sobering thought that software bought 11 years ago still runs just fine.

SNK USA R.I.P.

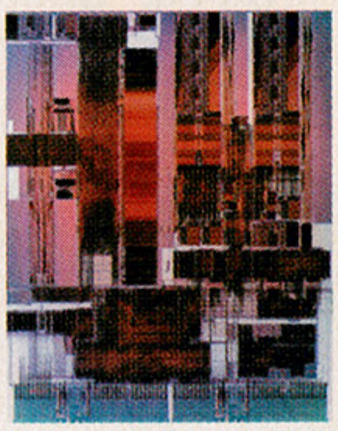
If the Game Boy keeps winning, someone has to lose. In late June, SNK, publisher of the NeoGeo Pocket Color system, closed the doors of its U.S. operation, thereby canning all U.S. releases, including games for the PlayStation and Dreamcast. If you're thinking that now's the time to get a Pocket Color cheap as a result, think again—SNK has recalled all hardware and software to keep retailers from having to push dead product. The handheld system will continue on in Japan.



The Return of Doom

After you Return to Castle Wolfenstein, id will have another flashback for you: a third chapter of the seminal shooter, Doom. While programmer John Carmack has been very vocal about his desire to do the project—going so far as to air some of his company's dirty laundry on the Internet—id has released few details other than that the game will be based on an all-new 3D engine.

SONY BOOSTS PS2 CHIP PRODUCTION



▶The heart of Sony's PlayStation 2, the Emotion Engine, is in short supply but high demand.

At a news conference in June, Ken Kutaragi, president of Sony Computer Entertainment, said Sony will spend 125 billion yen ($1.16 billion) to boost production of the computer chips it uses in the PlayStation 2. In May, Sony had announced the PS2 would go on sale in the United States on October 26, but that only 1 million units would be available at launch—and all are sure to be sold through preorders immediately. Another 2 million units are expected to be shipped by March (see "ProNews," August, page 28).

It's not clear how much of the ramped-up production will go to the U.S. market, but Kutaragi said the investment will increase PS2 production from 500,000 units a month to 1.4 million units a month by fall. By April, when a new graphics chip plant starts production, 2.2 million PS2s should be rolling off the line each month.

According to Reuters, Sony's huge investment will go to two semiconductor plants in southern Japan: one that makes graphics chips and one that makes CPUs. Besides getting more PS2s into customers' hands, Sony's investment will also allow the company to sell more of its computer chips to manufacturers of digital televisions and other electronics. "This is a strategic decision involving our business future," Kutaragi said.

NEW CHERRY CRAZE

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SEARS, WARDS PULL M-RATED GAMES

The debate over video game violence and ratings appears to be heating up again. In May, national retail chains Sears and Wards stopped selling all "Mature"-rated video games to ensure that they don't get into the hands of children.

The retailers' dramatic decision came after Illinois Attorney General Jim Ryan orchestrated a sting operation in which 32 children were allegedly able to buy games rated "Mature" from various stores. Based on these results, Ryan wrote to leading retail chains asking them to stop selling "Mature"-rated games to children; Sears and Wards responded by halting the sale of "Mature" games altogether.

Games rated "Mature" or "M" by the independent Entertainment Software Rating Board (ESRB) are deemed suitable only for people age 17 or older because of intense violence or language, or mature sexual themes. "M"-rated games make up about 7 percent of games rated by the ESRB, which rates all console games and about 80 percent of PC games.



Ryan's sting operation apparently got the attention of Senator Joseph Lieberman of Connecticut, a leading advocate for limiting access to violent video games. In a letter to national retailers, Lieberman applauded the response of Sears and Wards and urged other retailers to follow suit. "If you are unwilling to stop selling these ultraviolent games altogether, we would strongly urge you to at least make a firm commitment to stop selling them to children," Lieberman wrote. "No single policy, governmental or corporate, will eliminate the serious threat of violence or prevent another Columbine from happening. But all of us have an obligation to do whatever we can to reduce the risks, and we are convinced that shielding our children from the hailstorm of cultural messages and images that glorify and legitimize violence will help to do just that." To make it easier for parents to discern a product's rating, Lieberman last year proposed a uniform warning label for all video games, music, and movies, complete with a $10,000-a-day fine for noncompliance.

In what appears to be an attempt to preempt Lieberman's proposal, the associations representing five major media industries created a joint Web site—**www.parentalguide.org**—where parents can find ratings for movies, music, TV, and video games. "Parents ultimately decide what entertainment is appropriate for their kids," said Doug Lowenstein, president of the Interactive Digital Software Association, in a press release. "This joint effort is further evidence of the entertainment industry's continuing commitment to put the control for what kids watch, hear, and play in the hands of parents—where it belongs."

SONGBOY HITS A SOUR NOTE WITH NINTENDO

MP3 playback on your Game Boy—too good to be true? It just might be now that Nintendo has filed suit against digital music proponent SongBoy.Com.

SongBoy.Com applied to become an official Nintendo licensee, but its request was not only denied, but also countered by the filing of an infringement complaint. The company's product, the SongBoy digital music player (see "The Cutting Edge," May, page 40), has yet to be released.



Will Nintendo litigation stop the SongBoy from reaching your ears?

"Our legal team has taken great measures to ensure that we have in no way violated the Nintendo patent and trademark," said Mark Bush, SongBoy.Com's chief marketing officer. "We are hoping to work things out quickly. We don't feel it's an issue of approval based on our technology and position—we feel it's a matter of working together."

While the SongBoy is capable of displaying lyrics and album artwork on the Game Boy's screen, the unit currently uses the Game Boy only as a power source, as Nintendo licenses only software, not hardware. If SongBoy.Com is awarded a proper license, then the visual features can be activated.

Nintendo has a policy of not commenting on lawsuits until after they are resolved. However, a spokesman said, "Nintendo protects its customers by enforcing its intellectual property rights when we believe they are being infringed."

SongBoy.Com expects product beta tests to continue throughout the summer.

MICROSOFT BUYS BUNGIE

Bill Gates finally earned a Halo—but heaven only knows how much it cost him.

Rumored for the past several months to be shopping for a developer, Microsoft recently announced a deal to acquire Bungie, creators of Myth, Oni, and the highly anticipated sci-fi action game Halo. The move further strengthens Microsoft's first-party software slate as the release of the Xbox approaches in 2001. And yes, it's confirmed: Bungie programmers will create Halo for the Xbox.



The sci-fi warriors of Halo will help Xbox's assault.

In a press release, Bungie Chief Executive Officer Alexander Seropian said, "We are... looking forward to helping define the Xbox platform, which may soon be the world's premier game console." In a letter to Bungie's fans on the company's Web site, Bungie co-founders Seropian and Jason Jones said, "With the might of Microsoft's testing, distribution, and other vast resources, we'll lead the way on the Xbox while holding true to our original vision."

The irony in this situation is that Bungie started out as a Macintosh-only developer, creating the popular corridor crawler, Marathon, exclusively for that platform. In fact, Halo was given its first public demo at a Macintosh trade show. Bungie maintains that it will operate as a separate entity within Microsoft and that its Mac software support will not be affected by the sale.

A few months ago, Take Two Interactive invested in Bungie, but it has now traded its 19.9 percent share in the company to Microsoft in exchange for the rights to Bungie's Myth and Oni. Oni's PlayStation 2 release will be handled by Gathering of Developers.

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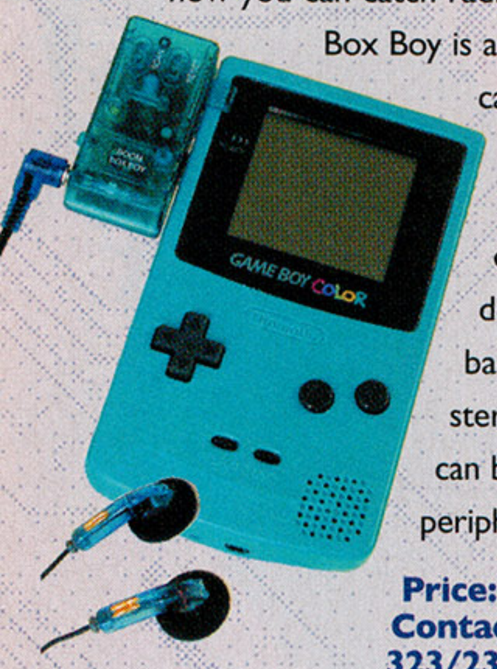
For more game information, check out
getintothegame.com

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GAMEPRO LABS

Pelican Boom Box Boy

Rating: 4.5



As if the Game Boy doesn't provide enough entertainment, now you can catch radio waves while you play. The Boom Box Boy is an FM radio that attaches to the link cable port and features a three-level volume switch, plus scan and reset functions. Your reception will depend on your location, and the handy little device is small enough to slip in your back pocket. For $12.95 (including stereo earphones!), the Boom Box Boy can be a great addition to your Game Boy peripherals.—*Lamchop*

Price: $12.95
Contact: Pelican Accessories, 323/234-9911, www.pelicanacc.com

TOP 10

Best-Selling Video Game Titles: May 2000

RANK	TITLE	PLATFORM	PUBLISHER
1	Perfect Dark	Nintendo 64	Nintendo
2	Pokémon Stadium	Nintendo 64	Nintendo
3	WWF SmackDown	PlayStation	THQ
4	Excitebike 64	Nintendo 64	Nintendo
5	JamPack Summer 2000	PlayStation	Sony
6	Tony Hawk's Pro Skater	PlayStation	Activision
7	Syphon Filter 2	PlayStation	989 Studios
8	Star Wars Episode I: Jedi Power Battles	PlayStation	LucasArts
9	Tony Hawk's Pro Skater	Nintendo 64	Activision
10	Spec Ops	PlayStation	Take 2

Source: NPD TRSTS Video Games Tracking Service

SF JR. ROUND TWO!

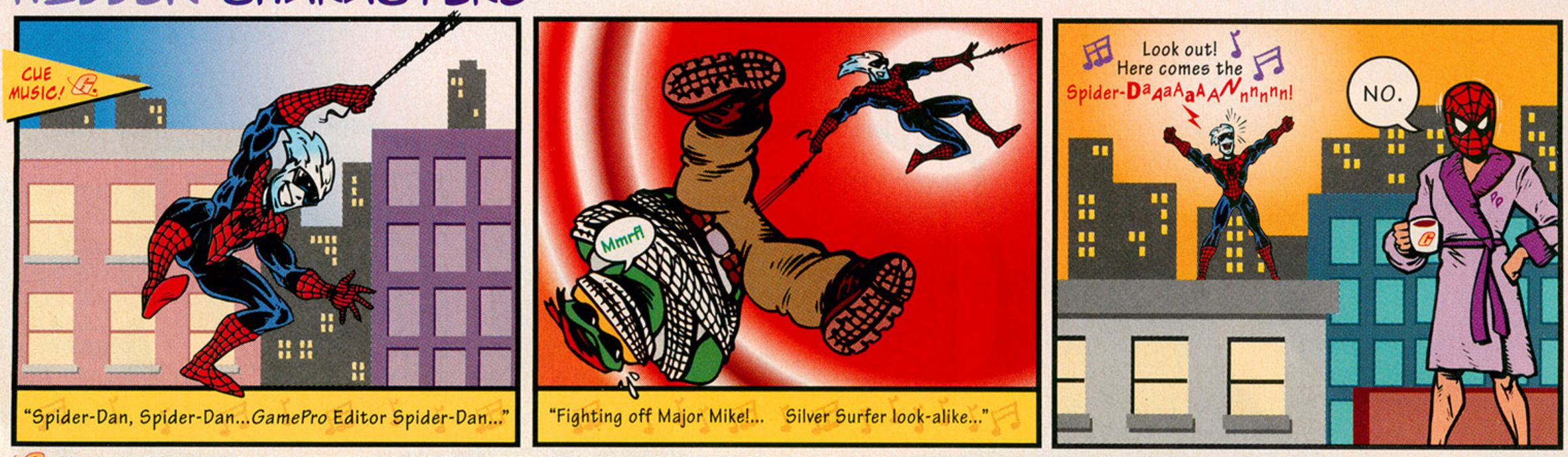
They're tiny tots, but they pack a punch! ReSaurus's first wave of Street Fighter Jr. action figures went over so well that four more fighters are stepping in for round two. Watch for super-deformed incarnations of Guile, Sakura, Blanka, and Cammy to appear at your local store—or buy 'em direct from **www.resaurus.com**. Each pint-sized pugilist hits your wallet for only $6.99.



STATIC

MGS2...MGS2...MGS2...We were sure Sega would change the name of Seaman before it hit the U.S.—but instead, it's reveling in the double-entendre. Then again, this is the company that brought us a game called Wild Woody.... • *GamePro* was proud to play host to students from Kitayama Elementary, who got a rare, first-hand look at what life at *GamePro* is really like—not to mention lots of free stuff and plenty of time on the PS2 and in the in-house arcade. Pleasure havin' ya. • #@*%! Dept.: Virtua Tennis is undeniably the most fun tennis game in years—but it gets the *GamePro* editors swearing at a pace that would blister even Conker's ears. • Tokyo Drifter is the man to beat at Guitar Freaks, Dance Dance Revolution, and DrumMania. Too bad a patent issue prevents DM from coming out in America. But that's okay—the Drifter knows how to play the drums in Japanese.... • *GamePro's* chat room is back! Check it out at **www.gamepro.com** • Someone has to remake Karate Champ—the first head-to-head fighting game ever—using the latest technology. Give this classic its due! • Confidential to Juan Trevino, author of a 100-page WCW game proposal: Holy cow. We'd love to see your game get made, too, but we're not on that side of the biz. • Dr. Zombie has rekindled an old flame—foosball! Yep, when you look at video screens all day, an old-fashioned analog skill contest makes for a great stress-breaker. And while there have been some great video pinball games, we've yet to see a killer table soccer sim.... • FF IX...FF IX...FF I

HIDDEN CHARACTERS



IF YOU'RE TOO YOUNG TO REMEMBER THE OFFICIAL SPIDER-MAN THEME SONG, LOG ONTO WWW.GAMEPRO.COM TO DOWNLOAD THE MP3 FILE!

Babble: Auch 'n Amrich Doodles: Mao

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Dreamcast Online

hands-on part 1

september 7 will be a pivotal day for sega. that's when its online gaming service, seganet, goes live, enabling console gamers to duke it out in cyberspace. what should you expect, and how well will games perform in the real world of 56k dial-up connections? the *gamepros* got their hands on the first batch of previewable online-capable dreamcast games to find out. by lamchop

4x4 evolution

developed by terminal reality
published by gathering of developers
target release date: august



Even as a beta, this game rolled along as smoothly as a Lexus RX300 on a newly paved road. Racing is one of the least lag-tolerant genres for online gaming, so 4x4 Evolution earned kudos for its excellent performance. With ping times averaging between 200 and 400 milliseconds, 4x4 showed off some smooth gaming with almost no bad lag and no noticeable dropped frames. The gaming was rock-solid—even after a couple of PC gamers joined the races. You'll be able to host a game and have friends connect to your IP address, or to connect to servers and find competition directly. What's more, 4x4 will use the GameSpy network to make it easy to find your friends online. PC and Mac gamers will also be able to join in the fun for true multiplatform mayhem. Terminal Reality hopes to enable up to four online players on the Dreamcast version, while PCs and Macs should be able to accommodate eight.











RAILROAD TYCOON II

developed by TREMOR ENTERTAINMENT
published by GATHERING OF DEVELOPERS
target release date: JULY

All aboard! Railroad Tycoon II is bringing 3D real-time strategy online with support for up to four players in a game. One click on the multiplayer button will automatically dial and connect you to the correct server (online play will be only through SegaNet) where you can host a game or search for available games to join. All players will be able to lay track at the same time, and, although the beta version crashed a couple times, the online action was smooth and seamless. In fact, unless another player chats with you or starts building in your area, Railroad will almost feel like a single-player game. If building railroads is your thing, then definitely look to Railroad Tycoon II and hook up for some steam-engine action.







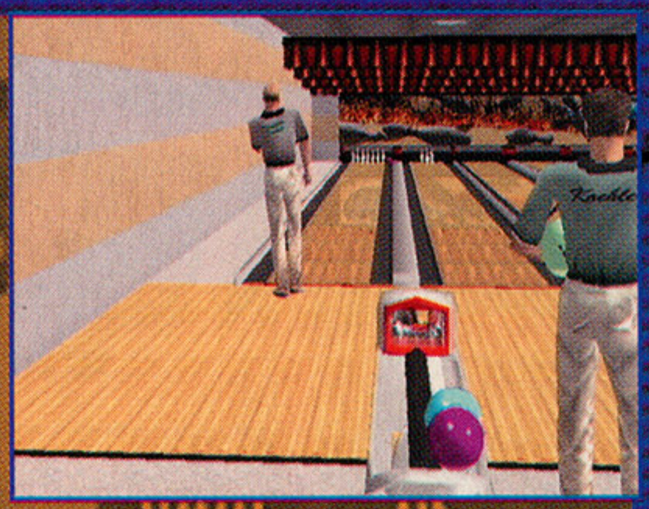


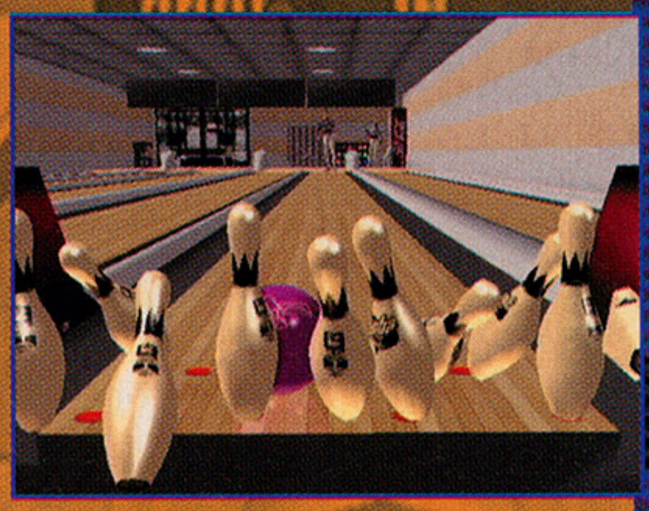


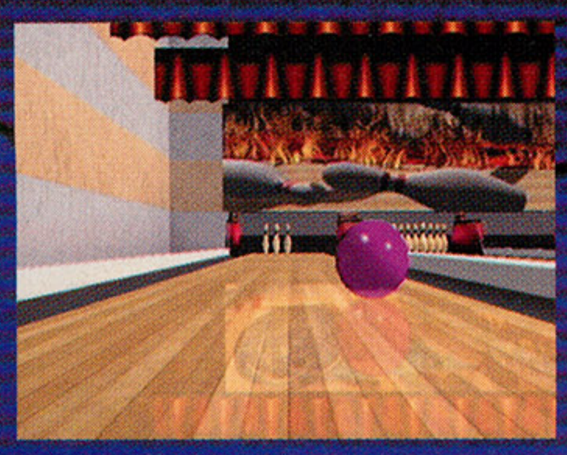
PBA TOUR BOWLING 2001

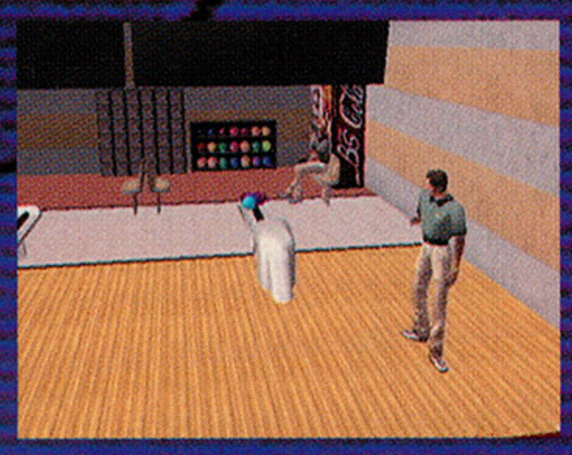
developed and published by BETHESDA SOFTWORKS
target release date: OCTOBER

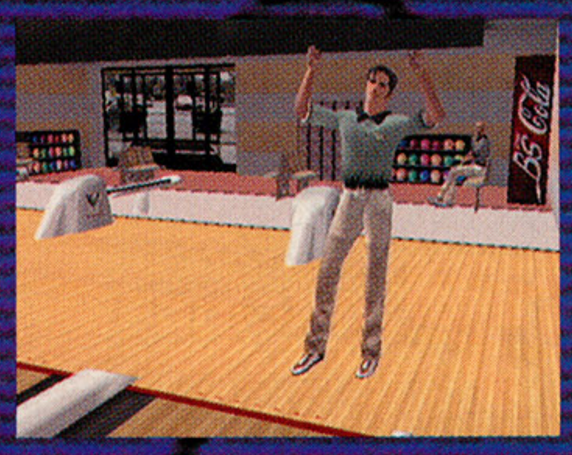
When it comes to bowling, the more the merrier! Fortunately, PBA Tour Bowling 2001 doesn't need a lot of bandwidth to offer smooth-rolling action; players will take turns, so any lag will be barely noticeable. One person will host a game and set the parameters, while others will be able to log onto the server and join the game. Besides taking turns and waiting for the bowlers' stepping-to-the-lane animations, multiplayer gameplay was smooth, happily lag-free, and loads more fun than playing alone. When this game is ready, you can expect four to six bowlers in a game—but you'll be able to play online only through Bethesda's servers.







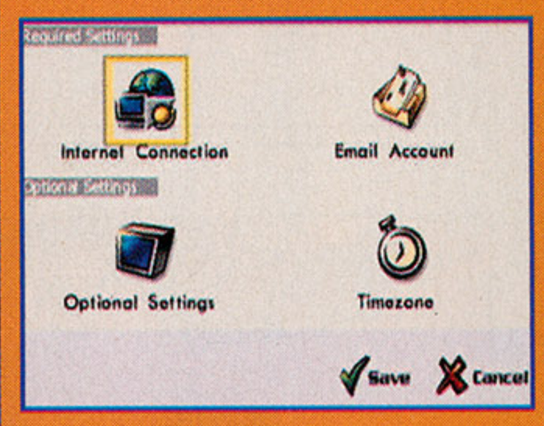


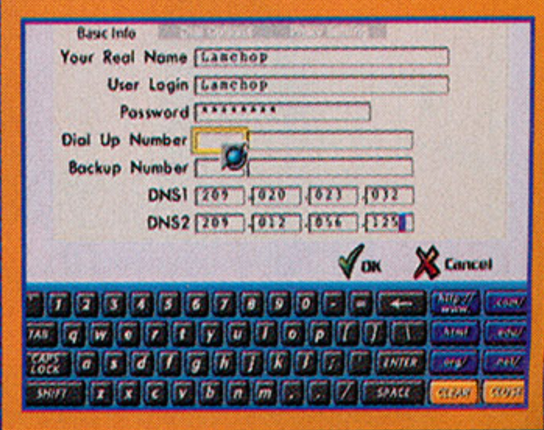


MEET ME ONLINE

Before you start smack-talking to your friends about how you're going to take them down online, you have to get online first! The first step is to subscribe to an Internet Service Provider (ISP). Sega offers its own ISP service, but almost any ISP should do (unfortunately, AOL members are out of luck). Sega claims, however, that you'll have better gaming performance on SegaNet—the company's ISP with its tweaked-for-gaming connection. The next step is to load the browser software that came with your Dreamcast (or the newer 2.0 version). Go to Options and input your personal information as prompted (screen name, password, etc.). This information will be stored in the Dreamcast's internal memory—not on the VMU—so when you want to play online, your console will already know how to connect to the Net. Just plug your phone line into your Dreamcast, and you'll be ready to back up that smack talk.

Online-capable Dreamcast games will have a multiplayer mode that will allow you to connect to the Internet to join or host a game, or to connect to an appropriate server for gaming (not necessarily SegaNet). This will all happen invisibly. You'll just select multiplayer mode, and the Dreamcast will automatically dial its modem and connect to the Internet.







1

Famous pro speed racer Benny Moto says, in life and in racing we must know how to SLOW DOWN. Benny uses carbon fiber rotors and 4 piston calipers because he says the curb tastes like defeat.

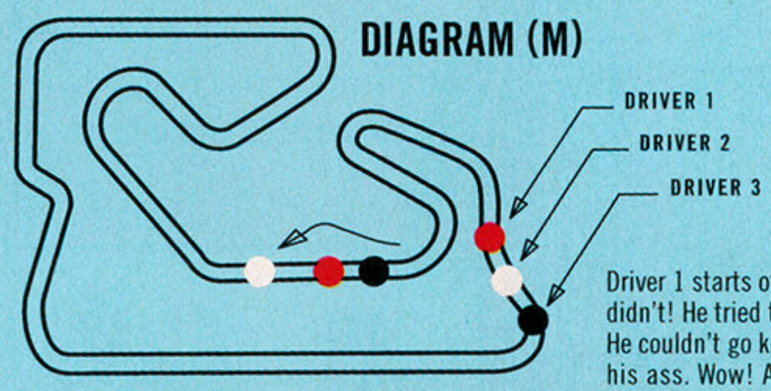


2

Are you hard core? Have this beefy spring please. It's good for you. Without a trick suspension the hairball track will shake your head up and down like one of those stupid dogs in the back window.



DIAGRAM (M)



Driver 1 starts off in the lead. But did he listen to Benny? He didn't! He tried to save money on brakes. He's cheap. He's stupid. He couldn't go kicky fast through the turn. Now Driver 2 passed his ass. Wow! And look at Driver 3! He's making power. How to be the leader? Customize and drive like a freak with fiery pants.

3

A big, 19 inch, 3 piece magnesium wheel is your fun friend in the quest for a sweeter contact patch. It's hot too.





YOU FOLLOW MY ADVICE. YOU CUSTOMIZE. YOU BEAT EVERYBODY. **POW!**



Tear it up in this total competition speed trip where you can build original machines from scratch or tweak over 130 GT sports cars that reproduce exact handling and performance specs. Then use your VMU to trade machines, parts and laptimes on the net. Assuming you got anything worth trading, Grandma.



6

The shock absorber is often overlooked. Not here. In Benny's shop everyone concentrates on the shock. A good shock where it really counts will bring forth nimbler handling and quicker transitions.





5

Oh my God! Look at that engine! Yes, that's a kicky big damn motor. Benny likes the superhuge V12 for stump-pulling power. But only for the big bad bomber cars. Otherwise enjoy a V-8.







4

Oh! What a loud muffler! Loud coolie mufflers intimidate chump-ass rivals. Get a big pipe for greater flow at high rpm levels.

Dreamcast™

IT'S THINKING

sega.com

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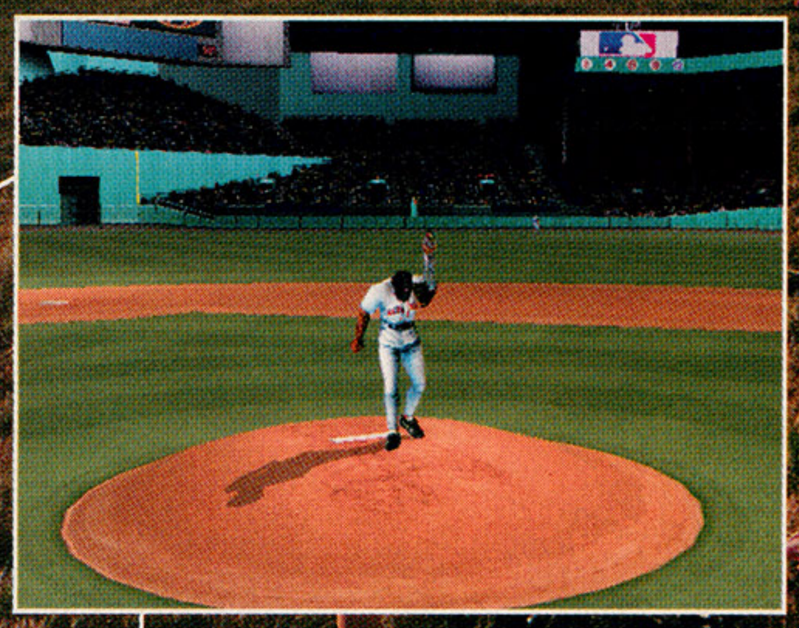
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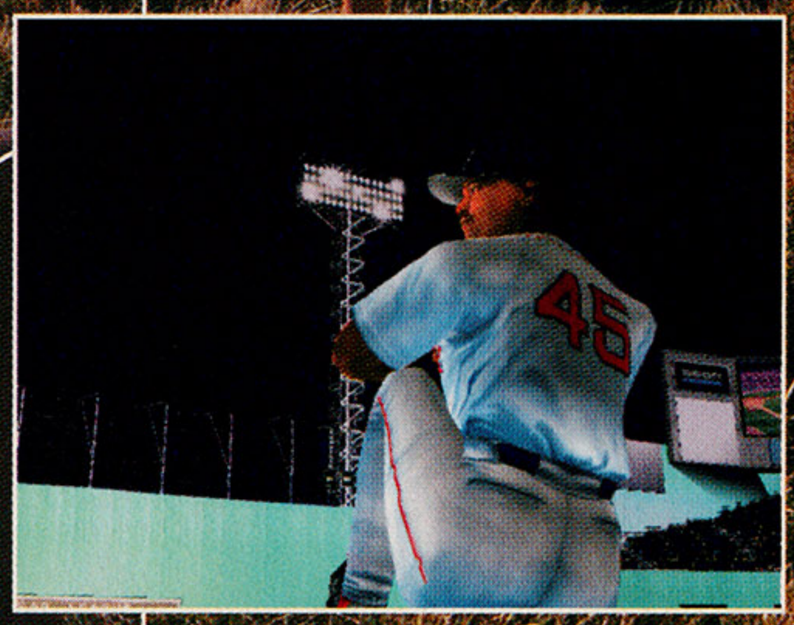
EVERYONE
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CONTENT RATED BY ESRB

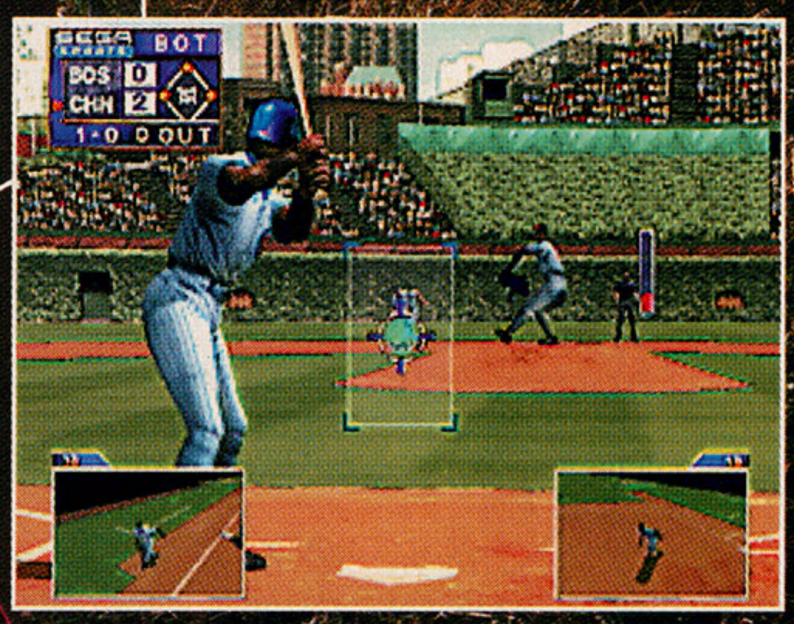
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Sega Dreamcast.

IT'S THINKING

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MAJOR LEAGUE BASEBALL

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PlayStation 2









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SPIDER-MAN

THE SPIDER'S EDGE

EXCLUSIVE FIRST REVIEW!

PETER PARKER RETURNS TO GAMING WITH A RAUCOUS ROMP ON THE PLAYSTATION—AND *GAMEPRO'S* GOT THE SCOOP ON SPIDEY'S MARVELOUS NEW ADVENTURE.

BY DAN ELEKTRO

THERE HAVE BEEN a lot of Spider-Man games over the years, but Activision's PlayStation adventure wins the award for the most vicarious. More than any of its predecessors, this Spider-Man really makes you feel what it's like to be in Peter Parker's tights. Only some swishy camera work keeps this web-slinger from flying as high as he possibly can.



PROTIP: Don't waste webbing. Make sure the red arrow is lit up over your chosen enemy before shooting.

WEB OF INTRIGUE

When Spidey gets framed for stealing an invention from Dr. Otto Octavius—now reformed from his criminal ways, but better known to the world as Dr. Octopus—well, Peter Parker's notoriously poor luck goes from bad to worse. But that's exactly the oh-boy-you're-screwed scenario players find themselves dealing with at the game's opening—and nobody wants to hear the spider's side of the story.

Players control Spidey in a go-anywhere 3D environment from a third-person perspective, but the action over the game's eight large levels is constantly changing. Infiltrating a bank for a search-and-rescue, saving *Daily Bugle* editor J. Jonah Jameson's neck in a deadly close-quarters battle with the Scorpion, struggling to keep up with Venom in a high-speed chase above and below the city, dodging bullets from NYPD sharpshooters as you skitter across New York City's rooftops—it's all in a day's work for your friendly neighborhood Spider-Man.

Inspider Information

Dr. Octopus

Real Name: OTTO OCTAVIUS

First Appearance: *AMAZING SPIDER-MAN #3*



Origin: A brilliant nuclear scientist, Octavius is caught in a dangerous lab explosion that permanently fuses the mechanical arms he's wearing to his body—but the blast also enables him to control those new limbs with his mind. Assuming no one can match the combination of his devastating intellect and mighty arms, Doc Ock is as dangerous as he is arrogant.—*Uncle Dust*

Inspider Information

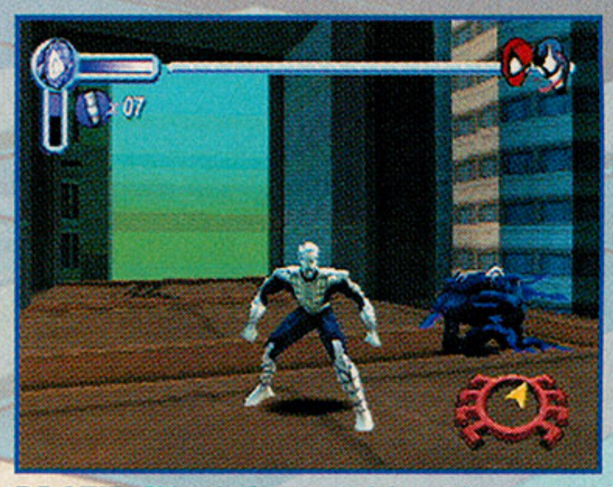
Rhino

Real Name: UNKNOWN

First Appearance: *AMAZING SPIDER-MAN #41*



Origin: Rhino is a small-time tough guy who takes part in an experiment to develop super criminals. After chemical and radiation treatments augment his physical abilities, he becomes permanently bonded with an armored "skin," complete with a horn on his head—hence his name.—*UD*



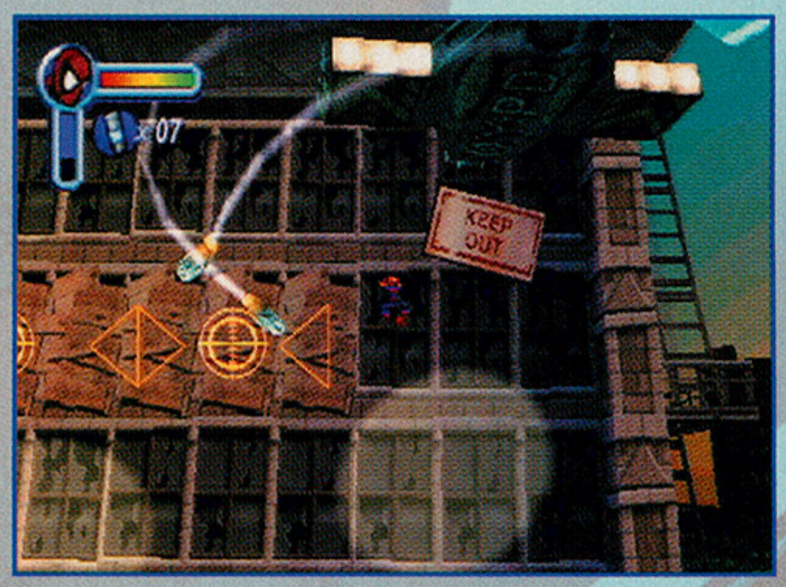
PROTIP: Watch for a gold spider icon during the Venom chase—grab it to gain Spidey's special armor.



PROTIP: When running over the rooftops, don't stick to the obvious next-building path—jump and swing diagonally between rooftops to move faster.



PROTIP: To defeat Rhino, step behind one of the transformers as he charges you. Enough shocks will wear him down.



PROTIP: Boarded-up windows are the ones targeted for destruction, so stay off them. Graffiti-covered areas are usually safe, too—at least briefly.

Inspider Information

Venom

Real Name: EDDIE BROCK

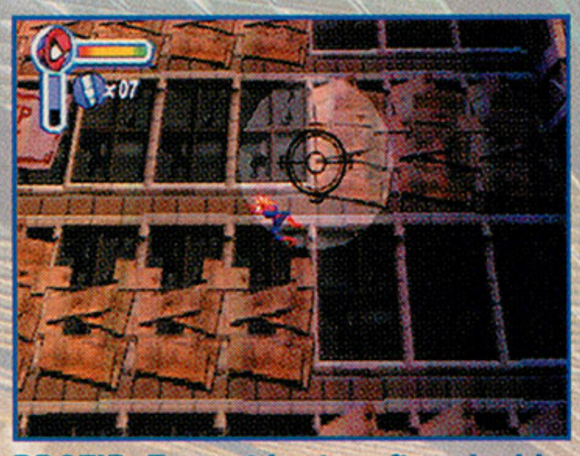
First Appearance: *AMAZING SPIDER-MAN* #300



Origin: Talk about a killer fashion sense. Spider-Man finds a new black costume in *Secret Wars* #8, but it turns out to be an alien life form. While Spider-Man tries desperately to remove the suit from his body, the suit jumps off of him and merges with Eddie Brock, a down-on-his-luck crook who just happens to think Spider-Man ruined his life. Thus, a new, more menacing villain is created.—*UD*



PROTIP: After Venom cuts through the skyscraper, he'll make a quick left and swing back the way you both came. Be ready to follow or it's over!



PROTIP: To avoid sniper fire, double back down a few feet just as the shooter is about to take his shot, then continue moving up.

I ♥ NY

Marvel tales have always taken place in New York City, and part of the game's appeal is that, as in the real N.Y., there always seem to be things happening. While you're fighting the Rhino at OmniTek, elsewhere in the city Venom kidnaps your girlfriend. As you run from the law, trying to stop all the disasters and clearing your own name, you'll bump into some of your pals from the Marvel Universe, including Black Cat, Daredevil, The Punisher, the Fantastic Four's Human Torch, and Captain America. Of course, you'll also square off against famous Marvel villains like Mysterio, Carnage, and Doc Ock (see "Inspider Information" sidebars). The combination of the heroic with the realistic—sights like the Fantastic Four's HQ in the same skyline as the Statue of Liberty—give the game a good dose of gravity.

The ultimate thrill of Spider-Man is being able to swing between the high-rises of Manhattan—a move the controls make easy. A leap of faith off the top of a building and a tap of the R2 button will have you flying through midtown as your web strands take hold like jungle vines (though where those webs connect above, nobody knows…).

A solid combat engine gives you multiple nonlethal options, including web balls, an explosive web shield, and web-based spikes for extra punching power. Plus, it's just plain cool to take down a henchman by grabbing him with your webbing and flipping him overhead! Your "Spider Sense" always lets you know when you're about to enter a dangerous situation, and the Dual Shock kicks in to complete the tingle effect. The only downside: Sometimes the

CONTINUED ▶



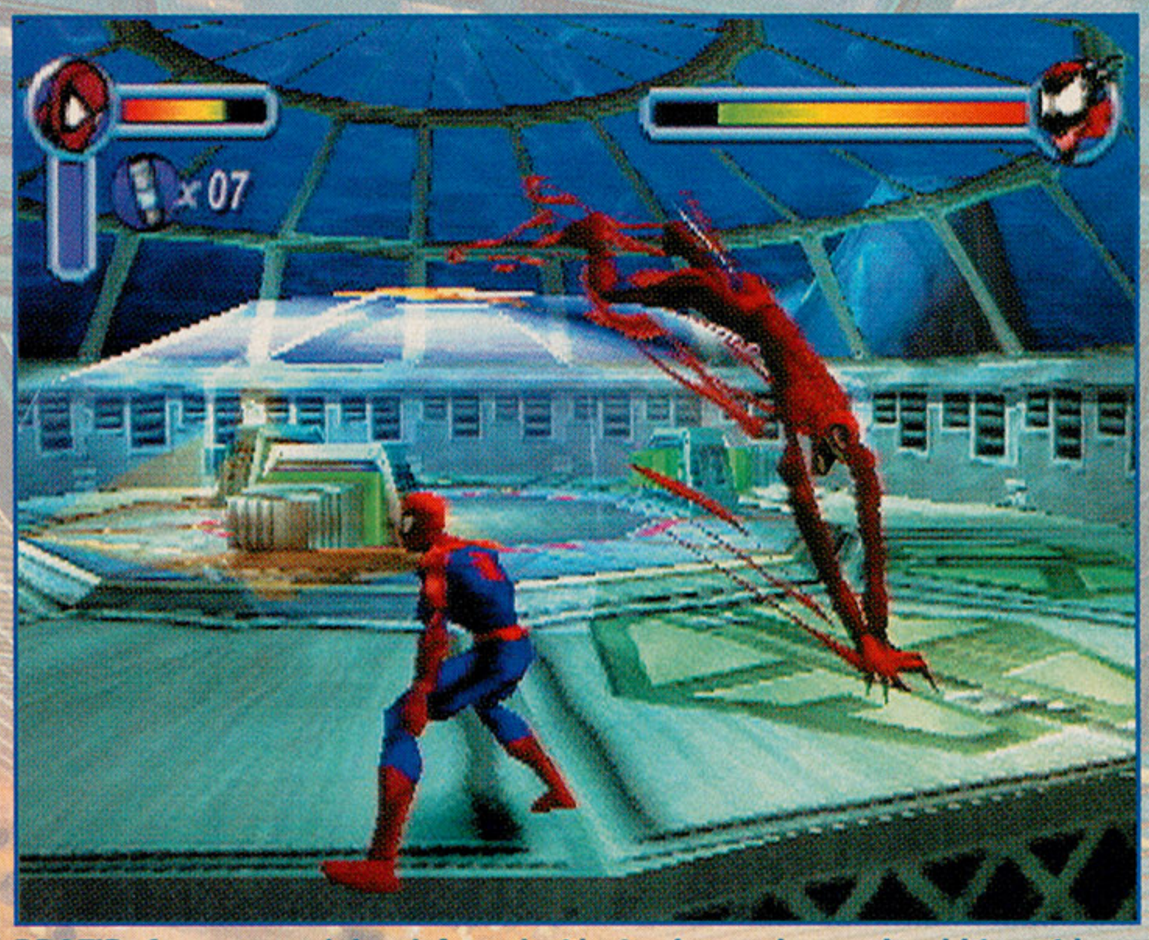
PROTIP: To defeat Doc Ock, tag the force field switches with your webbing. When all four are on, Doc Ock will receive a nasty energy jolt.



BY DAN ELEKTRO

- Published by Activision
- $42.99
- Available September
- Action/adventure
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.5



PROTIP: Carnage won't be defeated with simple punches and webbing tricks. Trap him in the room's machinery to bring him down.



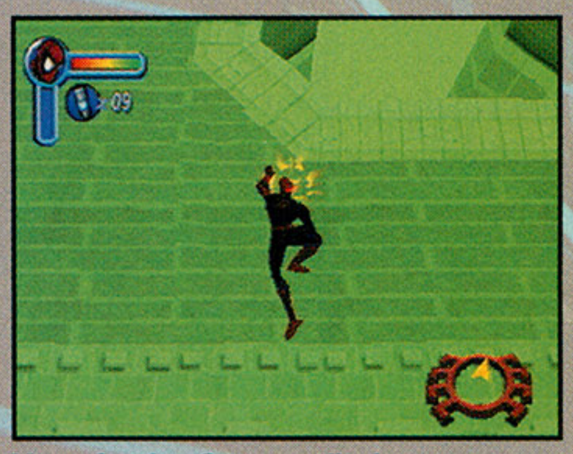
PROTIP: Save your web-shield attack for places where you're surrounded–it's good on rooftops because you don't have to move (and risk falling).



PROTIP: You need to activate only two panels–this one, and its green-red-green-red twin–to solve Venom's door puzzle.



PROTIP: To save web fluid, shoot some to immobilize enemies, but finish them with your fists.



Your Spider Sense will alert you to nearby danger with a wavy, tinted screen–the Dual Shock will give you feedback to complete the effect.



PROTIP: Shooting webbing to jump to the opposite wall in a room can create a quick escape.

Inspider Information

Carnage

Real Name: CLETUS KASADY

First Appearance: *AMAZING SPIDER-MAN* #361



Origin: Cletus Kasady is a convicted serial killer who coincidentally shares a cell with Eddie Brock. When Eddie's alien symbiote rescues him, it leaves a spawn that bonds with Kasady. Together they become Carnage, the most deadly, bloodthirsty enemy Spidey has ever known.—*UD*

camera can't keep up with your fast moves, causing confusion—and maybe costing your life.

A COLORFUL CHARACTER

In the wake of newer, more powerful consoles, don't sell the PlayStation short—Spider-Man more than delivers visually. Developer Neversoft has set the game up as an interactive comic book, and the sharp graphics go a long way toward making it work. Animation-wise, all the classic Spidey nuances are there, from the distinctive crouch while walking up a wall (and subsequent backflip dismount) to the Errol Flynn–worthy leaps and swings on strands of webbing. In short, the programmers have nailed Spider-Man's looks and mannerisms, which will definitely make long-time fans happy.

The game's comic-book look and feel is aided by professional voice-acting throughout. Rino Romano reprises his cartoon role as the voice of Spidey, so it's no surprise that he's got the sarcastic wit and good-natured attitude down cold. Other characters are performed by professionals as well, including Efram Zimbalist Jr. and Spider-Man's comic creator himself, the ever-enthusiastic Stan Lee (see sidebar, "Out-Stan-Ding!"). The rhythmic rock soundtrack, while admirably understated, seems somewhat limp by comparison. Spider fans will enjoy sound effects like the distinctive "thwip" of Spidey's wrist-based web shooter, though.



THE KING OF SWING

As you progress, you'll unlock nifty extras like storyboards and a comic-cover gallery. But they're just gravy on what's really one of the most joyous, action-packed games on the shelves. Whether you're a long-time fan of ol' Web-Head or are merely looking for a unique action adventure on the PlayStation, Spider-Man delivers the comic-authentic goods.

Inspider Information

Scorpion

Real Name: MACDONALD "MAX" GARGAN

First Appearance: *AMAZING SPIDER-MAN #20*



Origin: Gargan is a willing participant in a scientific experiment funded by J. Jonah Jameson to reproduce the effect of the radioactive insect bite that gave Spider-Man his powers. Equipped with a mechanical tail, he sets out to destroy Spider-Man (under Jameson's guidance), but the experiment leaves Max's brain damaged and his new powers turn him into a ruthless, power-hungry villain who listens to no one.—*UD*

OUT-STAN-DING!

SPIDER-MAN CO-CREATOR AND GAME NARRATOR STAN "THE MAN" LEE OFFERS SOME BRIEF INSIGHT ON HIS ARACHNID ALTER EGO.

GAMEPRO: What's the secret to Spider-Man's long-term appeal?

STAN LEE: He has all the human traits and problems as the average reader. He is easy to empathize with.

GP: What is Spider-Man's fatal flaw?

SL: Too much introspection.

GP: Spidey has been honored with a lot of games, all the way back to the Atari 2600 and even pinball. Do you have a personal favorite?

SL: I like the good old-fashioned pinball machine!

GP: Spider-Man artist John Romita Jr. is skeptical about merchandising comic characters—or, as he put it, "Comic readership hasn't improved because of a tube of toothpaste." Do you agree or disagree?

SL: Merchandising a comic increases the public's awareness of the comic. I know of no way to quantify the improvement in sales, but I'd rather have merchandising for a character than not have it.

GP: To this day, the controversial and shocking death of Peter Parker's girlfriend Gwen Stacy in *Amazing Spider-Man* #121 still inspires heated debate. Who killed her: Green Goblin, Spider-Man, or gravity?

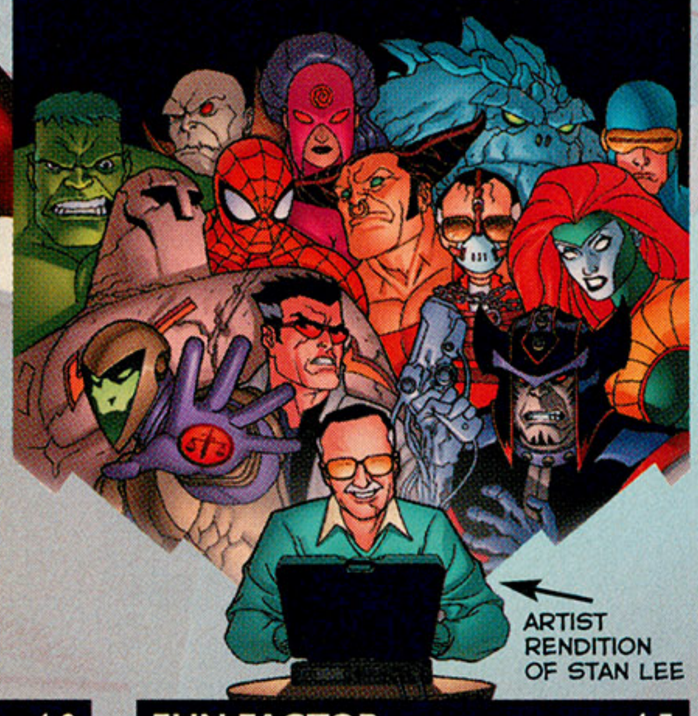
SL: Actually, it was the writer, Jerry Conway!

GP: If you could change any piece of Spider-Man lore—fix any plot point that bugged you, resurrect any character, rewrite any plot line—what would it be?

SL: I'd bring Gwen back!

GP: What's the best part of being Stan Lee?

SL: Being able to work with the world's most talented, creative people. It's like I spend my whole life in one gigantic fun-filled playpen.





PROTIP: To defeat Scorpion, distract him from J.J. by repeatedly pelting him with office furniture–then run!

Inspider Information

Mysterio

Real Name: QUENTIN BECK

First Appearance: *AMAZING SPIDER-MAN #13*



Origin: Beck starts out as a Hollywood stunt man who then moves on to special effects for TV and movies. Inspired by Spider-Man's early appearance on television, he seeks to replicate Spider-Man's powers and frame him for a string of crimes. Beck creates a persona for himself and uses his knowledge of special effects to counteract Spider-Man's webbing in the hopes of becoming famous. When Spidey foils this attempt, Mysterio embarks on a life of crime.—*UD*

GRAPHICS 4.5

This is the PlayStation? Sure, there's some pop-up (you can't render all of New York City at once, after all), but the graphics look especially crisp, and the animation really gives these characters, well, character.

SOUND 4.0

The fine effects and just-okay rock soundtrack ultimately take a back seat to some fine voice-acting. Spidey's sarcastic quips are dead-on, and Stan Lee's (melo)dramatic narration sets the perfect atmosphere for classic comic-book action.

CONTROL 4.0

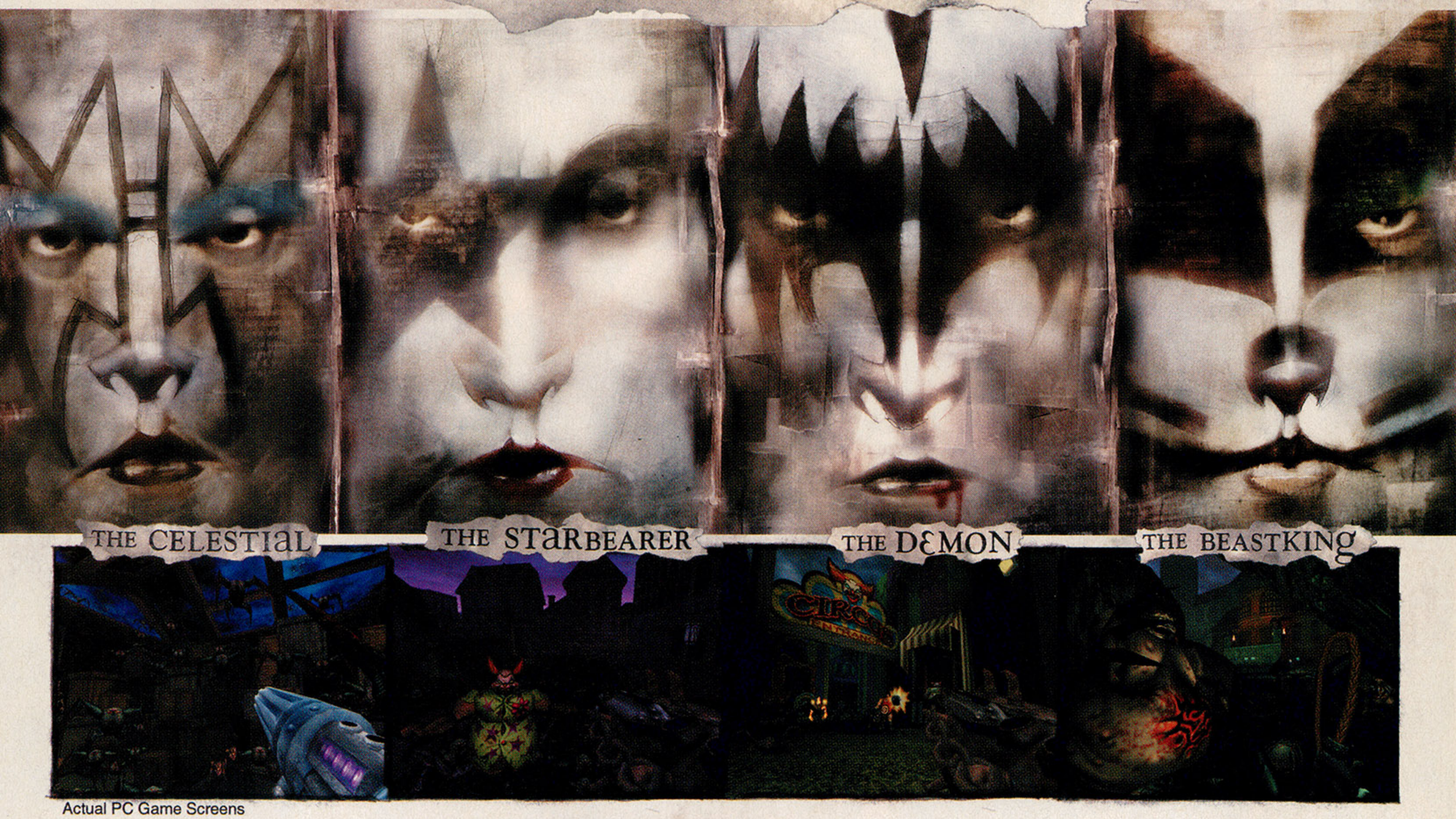
Most moves are easy to pull off, and swinging between buildings is both a thrill and a breeze. Getting Spidey to move in small steps—on ledges, for instance—can sometimes prove tricky, though, and the camera will sometimes leave you hanging.

FUN FACTOR 4.5

From swinging through Manhattan to saving the day, no superhero game gives you quite the same behind-the-mask appreciation as Spider-Man. The relentless action, varied gameplay, and faithfulness to the character will make more than just your Spider Sense tingle.

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–NextGen Magazine, February 2000

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ULTIMATE FIGHTING CHAMPIONSHIP









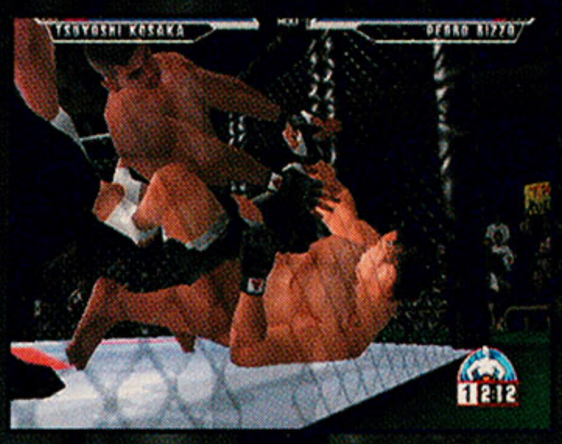
The Real Fight Club

If you're looking for a fight, buddy, Crave is ready. Ultimate Fighting Championship for the Dreamcast and PlayStation could be the most realistic—and intense—brawl of them all. ***By Four-Eyed Dragon***

ULTIMATE FIGHTING CHAMPIONSHIP is about to send all of those phony wrestling and wannabe fighting games back to school for a lesson in combat. Based on the full-contact, fierce, and sometimes extremely bloody real-life event, UFC is preparing to re-define what virtual fighting is all about (for info on combat techniques, see sidebar, "It's All About Style").



Someone is about to kiss the mat!



Even if your back is on the mat, you can still bash your rival.



A tapout is imminent.

Genuine Gut Swallowing

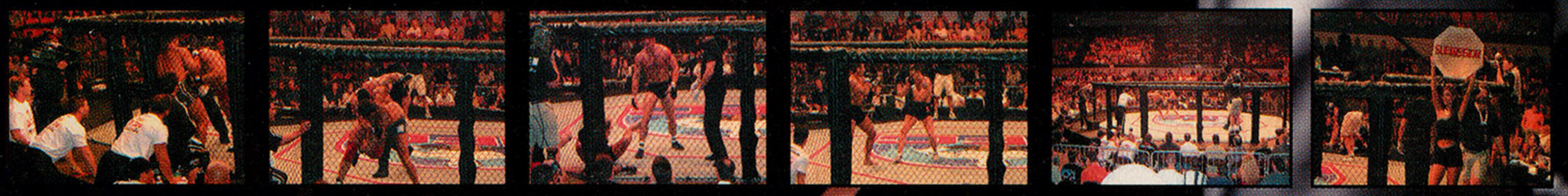
The Ultimate Fighting Championship began in '93 as a mixed martial arts tournament among fighters from all weight classes that ended with only one winner. Now, the sporting event is competition-based—which means there are multiple victors—taking place in the United States, Japan, and Brazil. While each locale has its own rules and regulations, every UFC event is comprised of two men fighting in a caged octagonal ring, competing for rank in a specific weight class. Usually, combatants use a combination of two or three fighting techniques like kickboxing, wrestling, and jiujitsu to conquer their opponent. There are three ways to win: knockout, tapout (give up), or decision.

Fans can witness these fierce affairs only by watching Pay-Per-View or attending live events. Over the years, the UFC fan base has grown considerably, and now UFC claims to be one of the most-watched shows on Pay-Per-View programming. Crave hopes to bring this evolving sporting event—complete with real fighters, moves, and intensity—to the Dreamcast in September and to the PlayStation (see sidebar, "UFC on the PlayStation") and the Game Boy Color this winter. In fact, to ensure that all aspects of the real-life matches are accurately replicated in the game, producers at Crave have watched every UFC event, recorded the voices of UFC's official announcer and referee, and had each of the 22 UFC champs featured in the game videotaped and motion-captured.

How Would You Like Your Ass Kicked?

UFC's enormous quantity of moves and combos, as selected from actual martial art techniques used by the sport's real fighters, will set it apart from other fighting games. In fact, a whopping 3000 unique moves derived from 34 styles of brawling will be available on the Dreamcast version. Techniques will include counter punches and kicks, grappling, and a variety of submission holds.

Ultimate Fighting Championship will also have six game modes. In Career mode, you'll build your rank up while learning new moves and combos. Once you become champion, you'll have to defend your title in Title Defense mode where players can unlock hidden fighters. There will also be a Tournament mode for up to 16 people, a Create-a-Fighter mode, a Versus mode for two-player exhibition matches, and a Training mode.





You can avoid being taken down by rotating the pad clockwise.



Even victory poses duplicate those of the real-life fighters.



Ultimate Fighting Championship will feature a whopping 1200 combos.

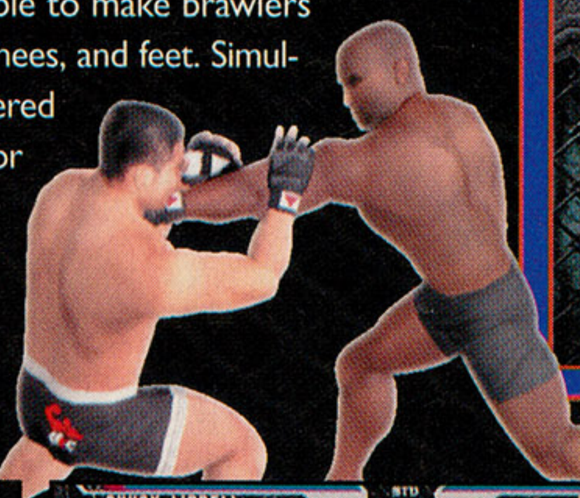


UFC will also contain 3000 moves, including some devastating offensive kicks and punches.

Picking the Teeth Out of Your Gloves

To create UFC for the Dreamcast, Crave recruited Anchor, a developer known in Japan for its Sega arcade game, Toy Fighter. It seems as if Crave made the right decision—after only nine months in development, the Hands-On Dreamcast preview version of Ultimate Fighting Championship looked and felt phenomenal.

To begin with, controlling your fighter was simple. Using just the four top buttons and the directional pad, it was possible to make brawlers land damaging blows with their fists, elbows, knees, and feet. Simultaneously pressing two specific buttons countered any punch or kick, took down an opponent, or performed a submission hold—or accomplished all three in a row when mastered. Also, rotating the directional pad liberated fighters from dangerous holds or enabled them to avoid takedowns. CONTINUED ▶





UFC will have a wide selection of submission moves you can put on your opponent.



Chuck "Iceman" Liddell uses his kickboxing expertise to bust a jaw.

UFC on the PlayStation

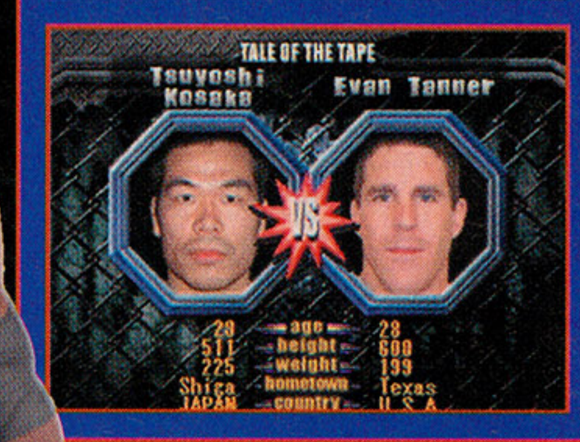
Developed by Opus and scheduled for release this winter, the PlayStation version will feature the same 22 real-life brutes as in the Dreamcast version, but with only 1600 moves compared to 3000 and 12 fighting styles instead of 34. Aside from the graphical differences, the PlayStation UFC will play more like a wrestling game, with slower gameplay. You can still expect some intense brawling action with plenty of kicks and fists in your face.



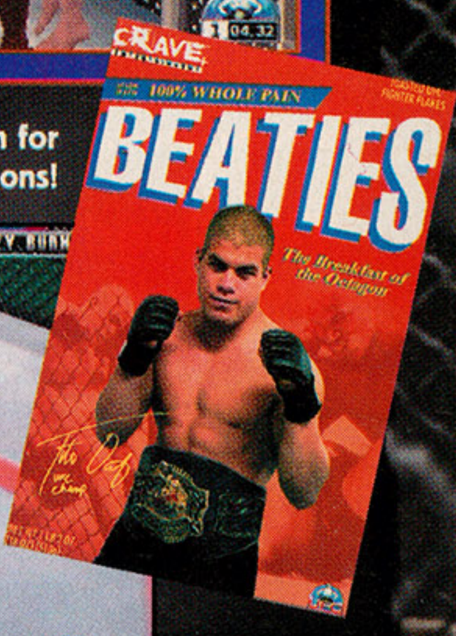








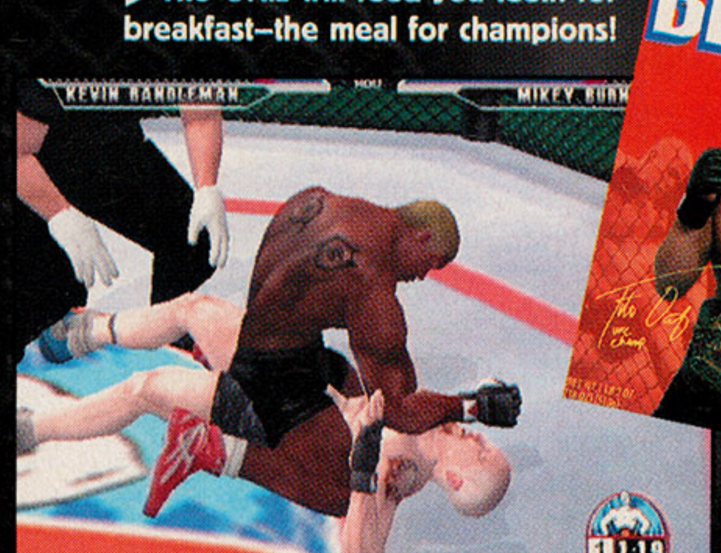




▶ Tito Ortiz will feed you teeth for breakfast–the meal for champions!

UFC will have a wide selection of submission moves you can put on your opponent.

Chuck "Iceman" Liddell uses his kickboxing expertise to bust a jaw.



Sharp details like the intricate tattoos and player

Note: Except for the "UFC on the PlayStation" sidebar, all screens shown here are from the Dreamcast version.

The visual characterizations of fighters were astounding. Each combatant mimicked his real-life counterpart all the way down to fighting stances and victory poses. Even their strides mirrored the way they really strut to the ring—and you can count on seeing each fighter's body scarred with actual battle marks and detailed tattoos. But the level of graphical detail went far beyond the bruisers. The octagonal ring has been accurately re-created—UFC logo canvas and all—while the camera angles have been set up to imitate actual views as seen on TV: e.g., high above the fighters, at ringside, or close up.

Plus, players will hear familiar UFC voices and sounds accompanying each fight. Listen for official announcer Bruce Buffer introducing the fighters and proclaiming the winner after every match. You'll also hear Big John McCarthy, the no-nonsense ref, yell, "Let's get it on!" to begin every round. Roars of cheers and boos will echo throughout the game, becoming louder as the action heats up.





Chokeholds are among the many submission holds.



Grappling, as in the real events, will be a key move in the UFC game.



It takes patience and good timing, but an efficient counter move can quickly shift the advantage in the ring.



Always keep your guard up or else you'll be quickly KO'd—just like in the real thing.

The Road to Victory

So far, Ultimate Fighting Championship for the Dreamcast seems poised to set the next standard in the fighting genre. It'll have all the elements of a champ, especially if the bugs that hampered the preview version are fixed: matches were too fast, play involved too much random button mashing, and camera views were often blocked (Crave has stated that all will be taken care of before the game's release). Count on reading more about Ultimate Fighting Championship in the coming months!

It's All About Style

Get familiar with the martial art styles featured in both the UFC game and real life.

Aikido: Throws and joint manipulations

Boxing: Fighting with fists and a combination of foot maneuvers and quick jabs to mount an offense

Brazilian Jiujitsu: Modified form of judo that uses less strength to be more effective against larger opponents

Freestyle: Generic form of martial arts not partial to a specific style

Greco-Roman Wrestling: Using only upper body and attacking only opponent's upper body (waist and above)

Hapkido: Combines traditional Korean karate-style of high kicks and powerful hand-strikes with Aikido-style techniques

Hybrid: Combines two or three martial art styles, including Jo Son Do, Moo Yea Do, Pakua-Chan, Pitfighting, and Trapfighting

Jeet Kune Do: Embodies the philosophy of Bruce Lee, stressing simplicity and directness

Jiujitsu: Accentuates throwing, joint locks, striking, and weapons training

Judo: Derived from jiujitsu; emphasizes throws

Kapu Kuialua: The Hawaiian art of bone breaking using joint locks and strikes

Karate: General term used to identify Japanese and Okinawan martial arts—mainly powerful punches and kicks

Kenpo: "Americanized" karate with roots in self-defense techniques

Kickboxing: Combines boxing punches and martial arts kicks

Kuk Sool Wan: Korean martial art that mixes kicking and hand strikes with throws and joint locks

Kung Fu: Referred to as Gung Fu, Chinese Boxing, and Wu Shu; usually patterned after the movements of animals

Muay Thai: Form of kickboxing incorporating elbows, knees, and low kicks

Ninjutsu: Consists of hand-to-hand combat, weapons, and stealth

Pentak Silat: Indonesian martial art practicing attacks to the body's weak points

Sambo: Russian martial art combining wrestling and judo, and specializing in submission holds

Savate: French style of kickboxing noted for precise kicking techniques

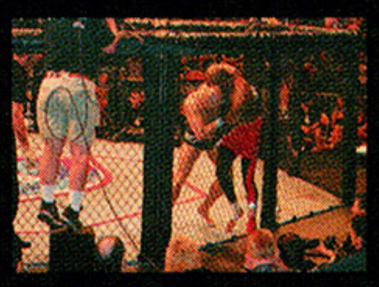
Shootfighting: Combination of wrestling, kickboxing, and jiujitsu

Submission: Includes locks and holds that cause pain to make opponents submit

Sumo: Traditional Japanese martial art using push, hold, and throw techniques

Tae Kwon Do: Korean form of martial art known for its flashy kicking

Wrestling: Style that emphasizes throwing or taking down opponents without striking blows





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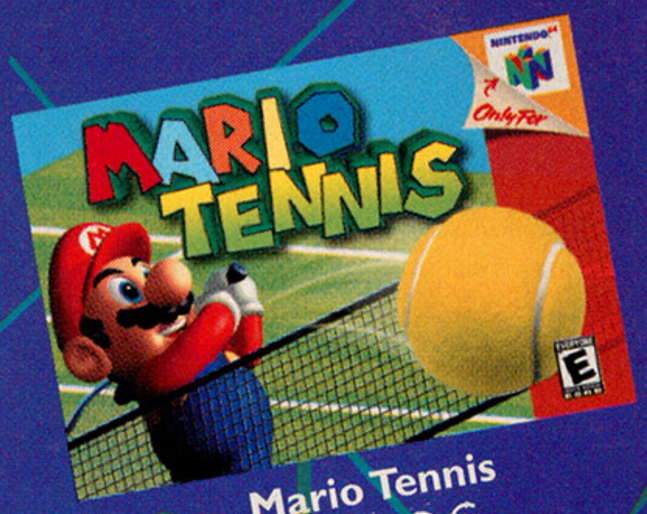
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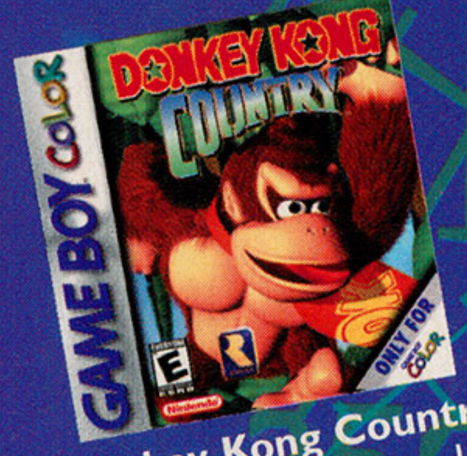
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Dead Again

Exclusive!

Evil Dead hero Ash gets a fourth round of cabin fever— this time on the PlayStation and Dreamcast—and _GamePro_ gets an exclusive Hands-On with Evil Dead: Hail to the King. ***By Uncle Dust***

HOLLYWOOD MAY NOT be ready for *Evil Dead 4*, but gamers are chomping at the bit to see the first-ever video game adventure for the film series' cult hero, Ash. THQ took *GamePro* inside Heavy Iron Studios, the creative center for the fourth installment of the *Evil Dead* series (coming to the PlayStation and Dreamcast), to reveal some never-before-seen story and game elements.



Extreme wide-angle shots will show off the environments and clearly delineate the combat.

Back to the Beginnings

Evil Dead: Hail to the King's story debuts several years after the end of the movie trilogy's finale, *Army of Darkness*, taking Ash back to the film's origin—the cabin. The developers have taken on the challenge of exactly re-creating the environments from *Evil Dead 2*—which means the cabin, basement, work shed, destroyed bridge, and even the famous creepy fog in the woods will be in the game. Plus, all the backgrounds are being painstakingly modeled after screens from the DVD right down to the half-stucco/half-wood siding of the cabin's main room (which was caused by the razing of a wall right before filming).

The game won't be restrained by the limits of the movie, however. The woods around the cabin are being expanded to include a house full of "hellbillies," a labyrinth, and a haunted campground—and that's just the first act. The second starts with a time portal sucking Ash back to ancient Damascus when the *Book of the Dead* is first being translated. This plot ingenuity will allow for elements reminiscent of *Army of Darkness* to be included in Hail to the King.



Cinematic camera angles will help bring to life the world Sam Raimi created on film.



Ash journeys back to ancient Damascus to find the origins of the *Book of the Dead*.

Army of Deadites

The development team consists of an impressive collection of artists and animators, including veterans of Square LA (creators of Parasite Eve) and former Hollywood visual-effects pros. Using such high-tech software tools as Maya and Pixar's Renderman (you know, from *Toy Story 1* and 2), they're not only creating the in-game elements, but also the prerendered full-motion video sequences.

GamePro got a sneak peek at brand-new character designs and animations, from the oodles of deadites and bizarre Damascus cultists to Ash's double-weapon-toting finishing moves. Originality is flowing freely and mixing with ideas from the films, and the team's obvious favorites were the Wolverines—evil boys out on a camping trip with a "youth organization."



The game is also being inspired by classic horror films like *The Texas Chainsaw Massacre*, as evident in the Hellbilly household.



Hellbillies will be among the many newly created deadites.



Every detail of the cabin from *Evil Dead 2* is being re-created exactly for the game.



Heavy Iron Studios has created some gorgeous backgrounds, like this one of ancient Damascus.





Hail to the King will include all of the evil fog you've come to expect from the *Evil Dead* series.

Kicking Ash

The game was shown in a limited capacity at E^3, but has advanced dramatically since. The PlayStation version sported much-improved visuals in both character and background, while many new regions were explorable on the Dreamcast. Judging from the work-in-progress, this will be a visually stunning game indeed. The eye-popping prerendered backgrounds already contained streaming animations of light, water, and (lest we forget) gobs of dreaded fog. Both versions will feature more combat-oriented gameplay than your typical survival/horror game, with very little inventory manipulation and a whole lot of ass kicking—just like in the movies. Ash will fight with two weapons, combining them to put a furious hurt on any deadite that crosses his path. There will also be a user-controlled taunt system which will affect enemy A.I. (featuring quips by Bruce Campbell, who is Ash once again; see sidebar, "The King, Baby"). Also, Heavy Iron is planning to include puzzles throughout the game to balance the rambunctious gameplay.

Though they're busily working away at both console versions—and even a PC version (all of which are currently on schedule for a Halloween release)—the game is only 60 percent done. Yet the promise in the pudding is undeniable. THQ and Heavy Iron are optimistic about more video game adventures for Ash, and, if Hail to the King continues to progress as well as it is, gamers will definitely agree. GP



Using both the chainsaw and the shotgun will enable you to finish off your opponents in style.



The King, Baby

Evil Dead's Ash, Bruce Campbell, gives *GamePro* the scoop on the game—and punk-ass, Duke Nukem.

GamePro: You just finished with the first recording session for Evil Dead: Hail to the King—how did it go?

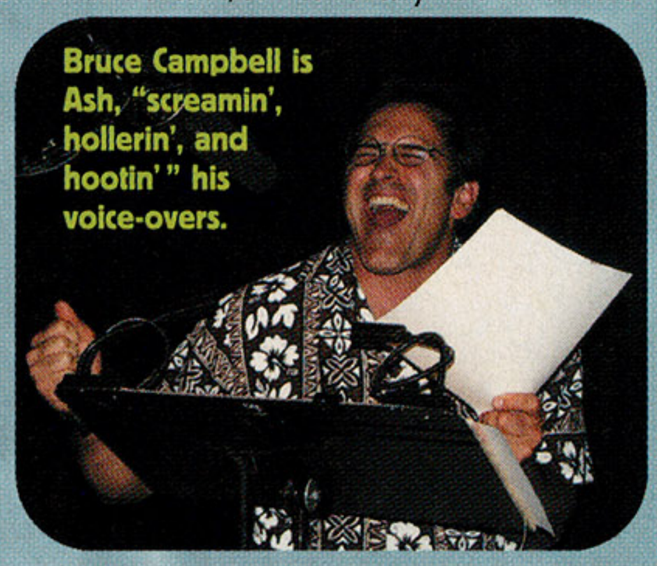
Bruce Campbell: My voice is just now returning. A couple days of screamin', hollerin', and hootin'—you know, asinine one-liners and stuff like that.

GP: What did you see of the game before recording?

BC: I saw the different worlds because they took a lot of stuff to the recording studio; it was very instructional in the very least. I think it's great—a cross between *Evil Dead* and Riven; the Damascus stuff is very Rivenlike. But that makes it cool; it adds more dimension to that world. It's the next best thing to *Evil Dead 4*.

GP: What's your involvement in Hail to the King in addition to doing Ash's voice?

BC: Our job—between me, Sam Raimi [director of the *Evil Dead* films], and Rob Tapert [producer of the *Evil Dead* films]—is to make sure that the game doesn't suck. And so far these guys [Heavy Iron Studios] have bent over backward to make sure that it doesn't, so I don't really have to torment them because they torment themselves. We've looked at things, but we pretty much let them have free reign. They've already kept very true to the character and the environment—the cabin they've done in meticulous detail—and they've even moved beyond that. So we kicked in as much as we could in a very casual way. I just made recommendations like: Make sure Ash can fight with his bare hands because he's going to run out of shotgun shells and gas for his chainsaw. As the game gets closer to completion, I'll go in to see more of it.



Bruce Campbell is Ash, "screamin', hollerin', and hootin' " his voice-overs.

GP: You've done a lot of voice-overs in video games (e.g., Pitfall 3D and Tachyon). Are you an avid gamer?

BC: I'm not a gamer, but my son is. He's my tester; he'll look at the finished game and go, "That's cool, dad" or "That one sucked" or "I couldn't beat the game" or whatever. My main interest is to stay involved in the new technology. I think movies are getting more like games and games are getting more like movies; eventually, they're going to merge, so you might as well be ready. The Evil Dead game was a good opportunity; plus I didn't want somebody else doing that voice for obvious reasons. And it's a way to put that whole Duke Nukem crap to rest. Now people can buy the original.

GP: What was your reaction when you first heard Duke Nukem stealing a few of your patented one-liners?

BC: All's fair in entertainment. I just always encourage people to use original material. I thought the idea was to make other people copy you. There's a lot of copycat stuff going on in all forms of entertainment, though, whether it's music or sequels to movies that were based on TV shows. It's all part and parcel of the whole thing, so I don't want to make more of it than that; I don't want to get into some nebulous pissing war with these guys.



GP: What were your thoughts about the mob that showed up for your appearance at this year's E^3?

BC: I was glad because that meant the game will get a good launch, hopefully. There's a lot of competition, so you want to come out strong. Over the last 20 years since we made the first *Evil Dead* movie, we've built up a good following. I guess that's the beauty of doing cultish stuff: You don't have a huge following, but you have a very loyal one.

GP: What do you hope Hail to the King will add to the movie trilogy?

BC: A little more back story, more on the origins of the *Book of the Dead*, so that now Ash will finally have a chance to tie up all the loose ends—which he's never had a chance to do because each sequel left him in some ridiculous place: past, present, or future. So it's a chance to tell the whole story. That's the fun of it, I think. Plus it's much more interactive than a movie—now instead of watching Ash, you get to be Ash. Hopefully, that's the wet dream of some 17-year-old kid.

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CAPITALISM DIGITAL LABORATORIES

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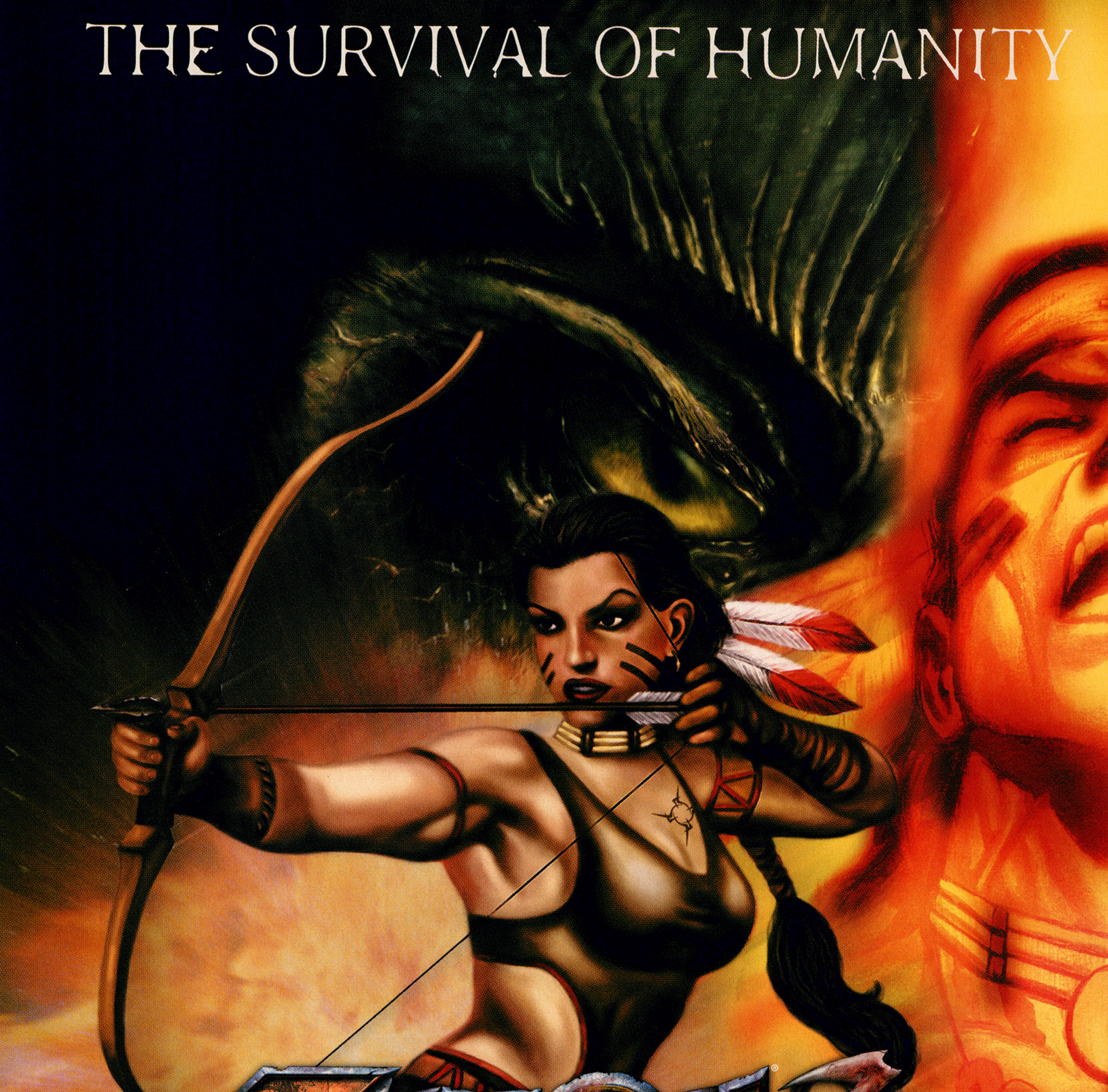
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SIERRA STUDIOS

Sega Dreamcast

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NINTENDO 64

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BY LAMCHOP

- Published by Blizzard Entertainment
- $49.99
- Available now
- Adventure/RPG
- 8 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	5.0	5.0

DIABLO II

Recommended System Requirements

- Windows 95/98
- Pentium II 233
- 64 MB RAM
- 950 MB on HD
- 3D accelerator

AFTER AN ETERNITY in development hell, one of the most anticipated PC games is finally seeing the light of day. Diablo II is bigger and badder than the original, spanning three CDs and featuring more monstrous creatures than you can hurl fireballs at. But is this adventure/RPG really worth the wait?

Dark, Dank, and Dirty

The story picks up where the original ended as a valiant hero sacrifices himself to contain the freakish Diablo. But in a case of prudence losing to ego, the hero falters and Diablo takes over—with plans to hook up with his old buddies, Mephisto and Baal, and enslave mankind. It's up to you to put an end to this gruesome threesome.

Diablo II makes the original seem skimpy, with a laundry list of new features and improvements, from gem-enhanced weapons to no-waiting level transitions. There are five character classes to choose from—Paladin, Sorceress, Amazon, Barbarian, and Necromancer—and each class has 30 unique skills and abilities; you choose which of your character's skills to develop. The game's five acts include four towns, massive dungeons, crypts, deserts, and more for you to explore, all of which eventually leads to a confrontation with the Big D. You definitely won't finish this game in a weekend. The addictive hack-n-slash gameplay blends perfectly with cool spells and weapons and 20 quests that will keep you coming back for more.



PROTIP: When dealing with creatures that can revive other monsters, such as the Hollow One, kill them first before attacking their minions.



PROTIP: The sorceress's Blaze spell is an awesome way to nail enemies running after you.



PROTIP: The paladin's Holy Fire spell is always enabled once activated. Use it to destroy a group of enemies just by running around them.



PROTIP: Portals allow you to travel not only within areas on the level, but also to previous acts.



PROTIP: As the necromancer, summon golems and skeletons to fight for you while you curse the enemy.

Eww...What Is That?

The characters look sharp thanks to the 3D graphics, while little nuances—mummies falling out of sarcophaguses, Thorned Hulks shriveling up into tree stumps, and gigantic beetles oozing slime—complete the visual impact and bring Diablo II's world to life. A dramatic medieval soundtrack accompanies the awesome effects, and the hissing and shrieking of monsters allows you to hear them before you see them, a definite bonus. The controls are blissfully simple—left click to move your character or attack, right click to cast spells, and keyboard keys to select spells and open inventory screens and such.



PROTIP: As the necromancer, lure a group of enemies to you, then use the Confuse spell to make them fight each other.

The World According to Diablo

Fans will definitely want to snatch this one up, and newcomers will soon be saying, "Oh crap! It's already 2:00 A.M.!" as they delve through Diablo's addictive realm. Pick up Diablo II and cancel next week's appointments for some delicious demon dissecting.



◀ PROTIP: Hire a mercenary to bear the brunt of enemy attacks; NPCs that heal you will heal them as well.

GRAPHICS 5.0

3D-accelerated graphics bring sharp-looking characters and backgrounds to Diablo II. Little details like trees that rustle in the wind and dramatic death animations create a believable world with an appropriately dark atmosphere.

SOUND 4.5

From the hissing and moaning of the dungeon monsters to the adventurous medieval tune, Diablo II's audio creates a tempo of urgency and an eerie mood. It also helps that you can hear the growl of insidious creatures lurking around corners before you see them.

CONTROL 5.0

As painless and simple as those in the original Diablo, the controls are hassle-free. Even the newest of newbies will master the mouse and keyboard combination within five minutes. Keys are also configurable, and characters react quickly and smoothly to commands.

FUN FACTOR 5.0

With great gameplay, an intricate story line, and enough content to last an entire week (three CDs), Diablo II guarantees a long, satisfying experience. Five unique character classes and multiplayer support for eight on Battle.net ensures great replay value. This is definitely the RPG you've been waiting for.

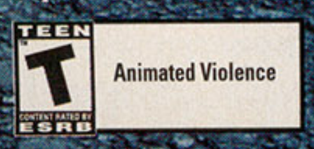
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Deus Ex



BY DAN ELEKTRO

- Published by Eidos
- $39.95
- Available now
- Shooter/RPG
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

Recommended System Requirements

- Windows 95/98
- Pentium III/450
- 64 MB RAM
- 700 MB on HD
- PCI/AGP video card
- 3D accelerator

PICTURE SOLID SNAKE starring in Half-Life 2 with the look of *The Matrix*, and you have a good mental snapshot of Deus Ex. By combining role-playing elements with a slick, stylish shooter, Deus Ex instantly ranks among the year's best.

Secret Agent Man

Players will take on the role of a secret agent, code-named J.C. Denton. He's the first of a new breed of government agents with upgradeable cybernetic implants who's investigating a killer plague in a futuristic New York City.

With an arsenal of deadly weapons, shooting your enemies will be easy—but you'll get further by knocking out bad guys and then searching and hiding the bodies. Your cybernetic abilities can include enhanced sight, poison resistance, and a few dozen other boosts that you'll choose, allowing you to customize the character to your tastes.



PROTIP: They'll tell you not to question the prisoners after the Hell's Kitchen debriefing...but you can learn a lot from eavesdropping.



PROTIP: When it's time for gun battles, scope out the territory first–use crates for cover and be aware of where reinforcements could appear.



PROTIP: Be nice to everyone you meet. With a little sweet-talking, strangers and colleagues may offer you items, access codes, and other useful secrets.



PROTIP: To save lockpicks, always check a door's strength. Sometimes a high-caliber round will shatter a weak door.

Players will be able to use any number of tactics—brute force, stealth, traps, even bribery—as they make their way through the nonlinear missions. Want to storm the front of a building or sneak in via the ducts? It's up to you—and there's no wrong answer. You could play this game all the way through multiple times and, depending on your choices, see something entirely different each time. (Good thing, too—there's no multiplayer mode.)

I Want To Believe

Instead of the traditional one-mission, one-level structure, Deus Ex unfolds as one fluid scenario. There's a lot to explore, both in the huge levels and in the game's rich back-story—and the game's seedy-future feel is so palpable that you can practically taste the pollution. Refreshingly, Deus Ex rewards the player who believes in its reality: You'll find useful items like ammo and lockpicks tucked into desk drawers, locked up in safes, and in other logical places. Plus, reloading weapons will take time (for you and your enemies), and, as in real life, your aim won't always be true—heavy guns are more difficult to hold steady, and nasty recoil can throw off your accuracy. They're small touches, but they'll suck you in.



God in the Machine

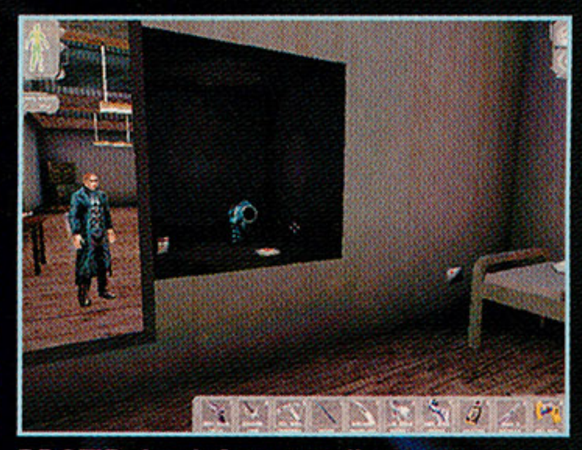
The Unreal engine is put to gorgeous use here, and the easy interfaces are welcome innovations. Only the huge save files are a drag. With tons of spy gadgetry, great voice-acting, a deep story, and excellent visuals, Deus Ex is a stunner.



PROTIP: Always look for non-lethal ways of taking out enemies–gas grenades and stun guns work especially well.



PROTIP: Weapon modifications are gold. Be sure the weapon you modify is something you're going to use through the whole game.



PROTIP: Look for a small security panel behind the bed in the smuggler's lair–it opens a juicy secret stash behind the mirror.

GRAPHICS 5.0

With the Unreal engine under the hood, there's no doubting the smooth textures and speedy frame rate. Tons of tiny visual details boost the realism of the futuristic surroundings.

SOUND 5.0

Deus Ex features a whopping 10,000 lines of dialogue—and you'll want to hear every one of them. Stellar acting, dramatic music, and excellent effects combine for a flawless performance.

CONTROL 5.0

While the responsive controls are entirely customizable, the RPG-style gameplay uses so many keys that you may want to avoid shuffling them around. The interface is incredibly well-designed and useful.

FUN FACTOR 5.0

With accents on stealth, smarts, and cinematic storytelling, Deus Ex picks up where Half-Life left off. Deftly weaving an RPG and FPS, Deus Ex sets a new—and very high—standard.

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VAMPIRE THE MASQUERADE REDEMPTION



BY THE FRESHMAN

- Published by Activision
- $37.99
- Available now
- RPG
- 4 players
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	3.5	4.5

THANKS TO NIHILISTIC and Activision, PC gamers can finally play the game that has mesmerized tabletop RPG fans for years. Those who have a thirst for creative freedom will definitely want to sink their teeth into Vampire.

They're in Your World Now

While Vampire's presentation is as good as it gets for an RPG, it's a little clunky for the intense action Vampire tries to provide. Highly detailed characters spout purple prose in the one-player story, while point-and-click controls don't work that well with the clingy camera, making retreat and precision attacks nearly impossible. Plus, the one-player game seems under-designed: You may waste hours on an implied quest just to learn later on that you could've won earlier by simply hitting the bad guy with a stick. That's disappointing in a game based on an RPG system that emphasizes social role-playing over constant combat.

Redemption's innovative multiplayer mode, however, easily sets the standard for all future RPGs. Vampire's Storyteller mode allow you to create your own stories and play as game master while three friends roam your world. Powerful editing tools enable you to create entire cities and script your own events, while an enthusiastic online community exists to support your fledgling chronicles.

Ankh You Very Much

Because there are better hack-n-slash games on the market (from Diablo II to Darkstone), Vampire's frail one-player game offers little reason for purchase. Still, its multiplayer mode saves Vampire from eternal damnation. If you're a budding storyteller and want to create custom worlds, then you should seek Redemption.



PROTIP: If you have Awe, cast it on enemies to lure them toward you, and then feed on them while they're mesmerized. Usually you can suck them dry and kill them with minimal danger to yourself.



PROTIP: Use the Walk the Abyss power before a boss to buy new powers and become stronger.



PROTIP: Employ the camera to peer around corners in dungeons. You may see enemies before they see you.

Recommended System Requirements
Windows 95/98
Pentium II 233
64 MB RAM
720 MB on HD
3D accelerator

GROUND CONTROL

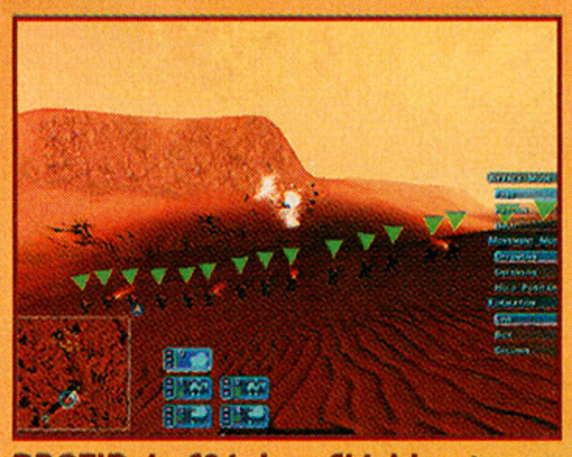


BY DAN ELEKTRO

- Published by Sierra
- $44.99
- Available now
- Real-time strategy
- 8 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

FINALLY, A REAL-TIME strategy game for people who hate real-time strategy games! Ground Control cuts through the clutter to offer user-friendly futuristic warfare at your fingertips.



PROTIP: In C04: Iron Shield, set up line formations in the shade of the mountain—but be ready to dispatch one tank division to keep the enemy from flanking the research facility.



PROTIP: Position units carefully at the entrances in C07: The Satellite—friendly fire can wreck the radar station!

This Woman's Work

Players take on the role of an outcast major fighting the colony war of Krig-7B. She's constantly butting heads with superiors, which makes for tension off the battlefield as well as on it. Ultimately, as you lead your troops through 30 missions, you'll follow the trail of some mysterious alien "xenofacts" that have both sides of the skirmish up in arms.

If games like StarCraft and Command & Conquer baffle you, Ground Control will offer a welcome respite. For one, you control only squads, not individual units—no more micro-management, no more stray soldiers. Also, GC's bare-bones controls are closer to a first-person shooter's than to any modern RTS's—if you can circle-strafe, you can own this battlefield. Even setting waypoints and stacking attack commands is refreshingly simple.



PROTIP: Early losses cannot be afforded in C06: Neighbors at the Door. Defend the two front doors, then move all units out together.

Borrowing some visual cues from *Aliens*, Ground Control is a beauty with detailed units and only a few seams visible on the texture mapping. The go-anywhere camera makes for excellent viewing, and zooming down to a soldier's perspective is not only cool, but can also aid targeting. The military music and futuristic sounds of warfare are complemented by topnotch voice acting.

Control Freaks

While Ground Control's easy learning curve will definitely appeal to new RTS players, its multiple skill levels and excellent execution means there's plenty here for military veterans, too. Enlist today!

Recommended System Requirements
Windows 95/98
Pentium II 333
64 MB RAM
400 MB on HD
4 MB video card
3D accelerator

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BY JAKE THE SNAKE

- Developed by Wayward Studios
- Published by MicroProse
- Target release date: Fall 2000

FIRST LOOK

WINDOWS 95/98

B-17 Flying Fortress 2





IF YOU LIKE the idea of aerial combat, but think flight sims are dry and lifeless, B-17 Flying Fortress 2 may change your mind. As you take off on realistic missions against the infamous Third Reich, you'll be able to jump to any compartment within your B-17 bomber while ordering crew members to perform tasks, e.g., treating a wounded comrade. Or you'll be able to take action yourself, piloting the plane using the virtual cockpit or manning a machine gun against enemy fighters. The style of control will be entirely up to you.

Aside from its unique crew-management system, B-17 also promises to be a first-rate flight sim with plenty of realism, sweet 3D graphics, and lots of options, including a multiplayer mode for up to 16 players. You'll also be able to helm the fighters that flew with and against the B-17—American P-51s, P-47s, and P-38s, as well as German Bf-109s and FW-190s. B-17 Flying Fortress 2 should be airborne this fall.

















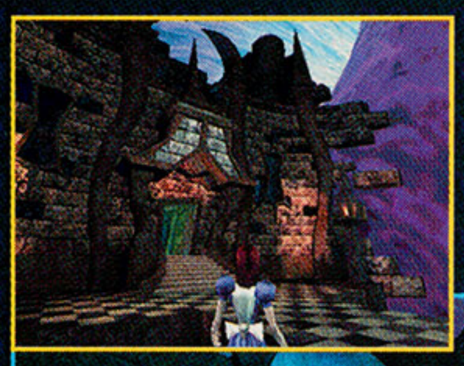
BY LAMCHOP

- Developed by Rogue Entertainment
- Published by Electronic Arts
- Target release date: Fall 2000

FIRST LOOK

WINDOWS 95/98

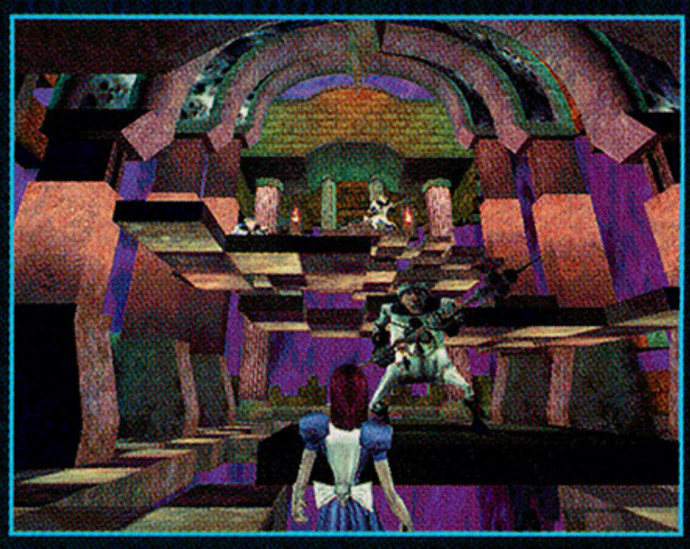
American McGee's Alice





COMBINE THE CREATIVE talents of id alumnus American McGee with Quake III Arena and Alice's Adventures in Wonderland, and what do you get? The eerie, but dazzling American McGee's Alice, a third-person action/adventure game that takes you on a mind trip to a morbid and warped Wonderland. The wicked Queen of Hearts is up to no good in this new story, and Wonderland has been turned inside out—so a teenage Alice will have to set things right.

Familiar characters like the Cheshire Cat and Mad Hatter will guide or hinder Alice on her quest, but she'll also encounter a host of new denizens, such as soldier ants that attack in multiple ways. Alice's bag of tricks will contain an arsenal of toy-based weapons—e.g., demon dice, jack (in-the-box) bombs, and an ice wand—to help her complete the 15-plus levels filled with puzzles and dangerous enemies. The graphics (using the Quake III engine) already look spectacular, and Alice will have great moves, leaping off edges and walking on walls. Hopefully, the gameplay will be equally wondrous when Alice steps through the looking glass this fall.











Wizards & Warriors: Quest for the Mavin Sword



BY JAKE THE SNAKE

- Developed by Heuristic Park
- Published by Activision
- Target release date: Fall 2000

HANDS-ON

WINDOWS 95/98

WIZARDS & WARRIORS has the potential to create a unique role-playing experience by building a huge world for first-person exploring without sacrificing such RPG mainstays as inventory and character management. In fact, within a unique combination of real-time and turn-based systems, your party of six will investigate and fight in the same seamless first-person perspective. A playable demo showed impressive graphics that, while not as crisp as today's first-person shooters', conjured up an immersive world filled with many well-animated creatures.



NASCAR Racing 4



BY LAMCHOP

- Developed by Papyrus
- Published by Sierra
- Target release date: Winter 2000

FIRST LOOK

WINDOWS 95/98

GENTLEMEN, START YOUR engines! NASCAR Racing 4 will be tearing up the track this winter, featuring ultra-real-looking cars that should knock your wheels off thanks to a spankin' new 3D graphics engine. Aside from the slick vehicles, NR4 will also sport an updated physics engine that allows for body rolls and wheel lockups; multiplayer support for 32 gamers over a LAN or WON.net; and authentic drivers, tracks, and teams from the 2000 Winston Cup and Busch Grand National Series season. Gentlemen, are those engines revving?









The Sims: Livin' Large



BY LAMCHOP

- Developed by Maxis
- Published by Electronic Arts
- Target release date: Fall 2000

FIRST LOOK

WINDOWS 95/98

THE VERY ADDICTIVE Sims will receive new life this fall with an add-on expansion pack. The Sims: Livin' Large (working title) will append five new career categories—musician, slacker, paranormal, journalist, and hacker—giving your characters a total of 50 job types. Bob can now be a UFO investigator, or maybe a slacker lifeguard, or—as far-fetched as it seems—a game-reviewing journalist. Other neat additions will include new décors (with castle, Vegas, and retro themes), eerie alien abductions, personality-altering potions, wish-granting genies, and more than 150 new items. Bigger should equal better for Sims fans this fall.









BY DAN ELEKTRO

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

FIRST LOOK

ARCADE

Alien Front

BATTLEFIELD EARTH

The Triclops have arrived on Earth—and they're kicking our asses! The aliens are disintegrating monuments and eating politicians in Washington, D.C.—and while that might not sound so bad in an election year, it's still up to the U.S. military to curb the aliens' appetites before the entire planet's population is devoured like so much popcorn.



In Alien Front, players will take up arms as either the brave Earth army or the creepy Triclops invaders in a team shootout that resembles Namco's coin-op classic, Tokyo Wars. If you choose to join the army, you'll pilot M1A1 Abrams tanks, the massive M-109, or a fast Merkava assault vehicle. Tow missiles, grenade launchers, and tactical nukes should put the hurt on the aliens—but the invaders will be packing futuristic walkers and hovercraft loaded with ray guns, tank-slamming gravity balls, semi-sentient hover missiles, and more freaky firearms from another world.



Sega's Alien Front will offer classic sci-fi showdowns with tons of firepower—and even more potential. Could this be the first coin-op vs. console crossover?







WHEN WORLDS COLLIDE

Alien Front could be the first of a new breed, as Sega's aggressive plans include more than mere networked coin-op machines—at least in Japan. A Dreamcast version of Alien Front on deck for the Japanese market will enable home gamers to compete against arcade players in four-on-four online confrontations complete with real-time voice chat. Each player will select an online nickname that can be used either at home or in the arcade—and certain home elements and bonuses will be unlocked by playing the coin-op.



INVASION OF THE QUARTER SNATCHERS

A networked version of Alien Front with Dreamcasts and arcade units battling it out was up and running in Sega's E³ booth, which proved only that the technology was sound. Hopefully, this overseas online experiment will eventually trickle down to American consoles as well, but Sega hadn't confirmed that by press time. In any case, Alien Front looks like a wild blastfest for arcade fans. Target practice begins in September.







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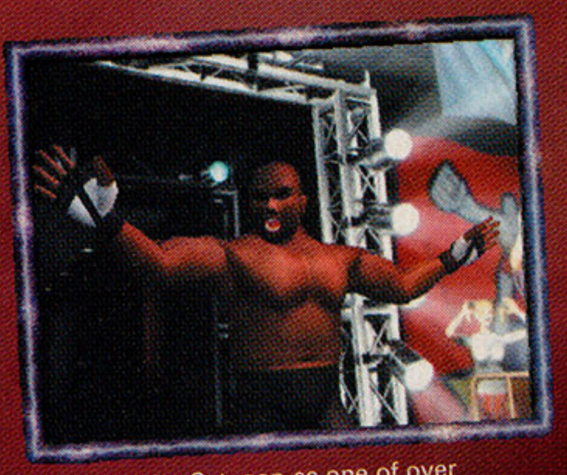
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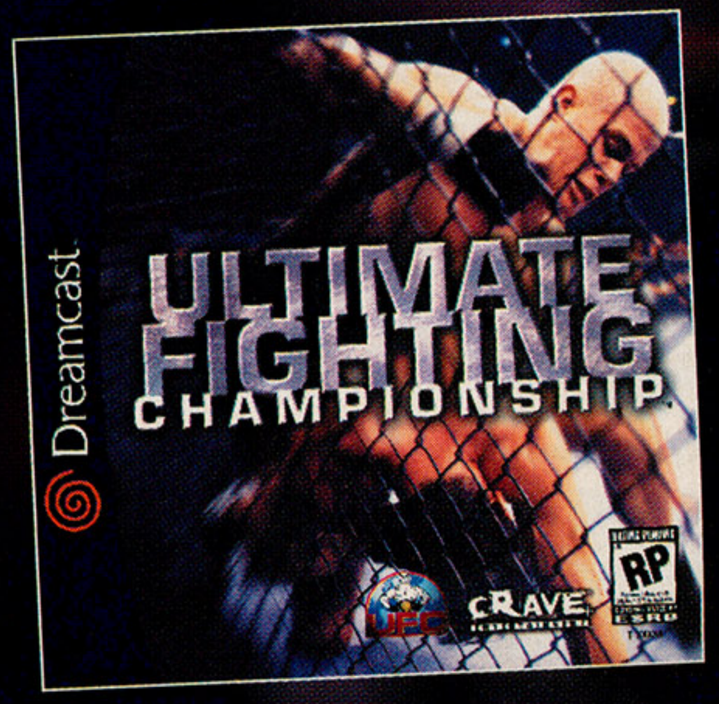
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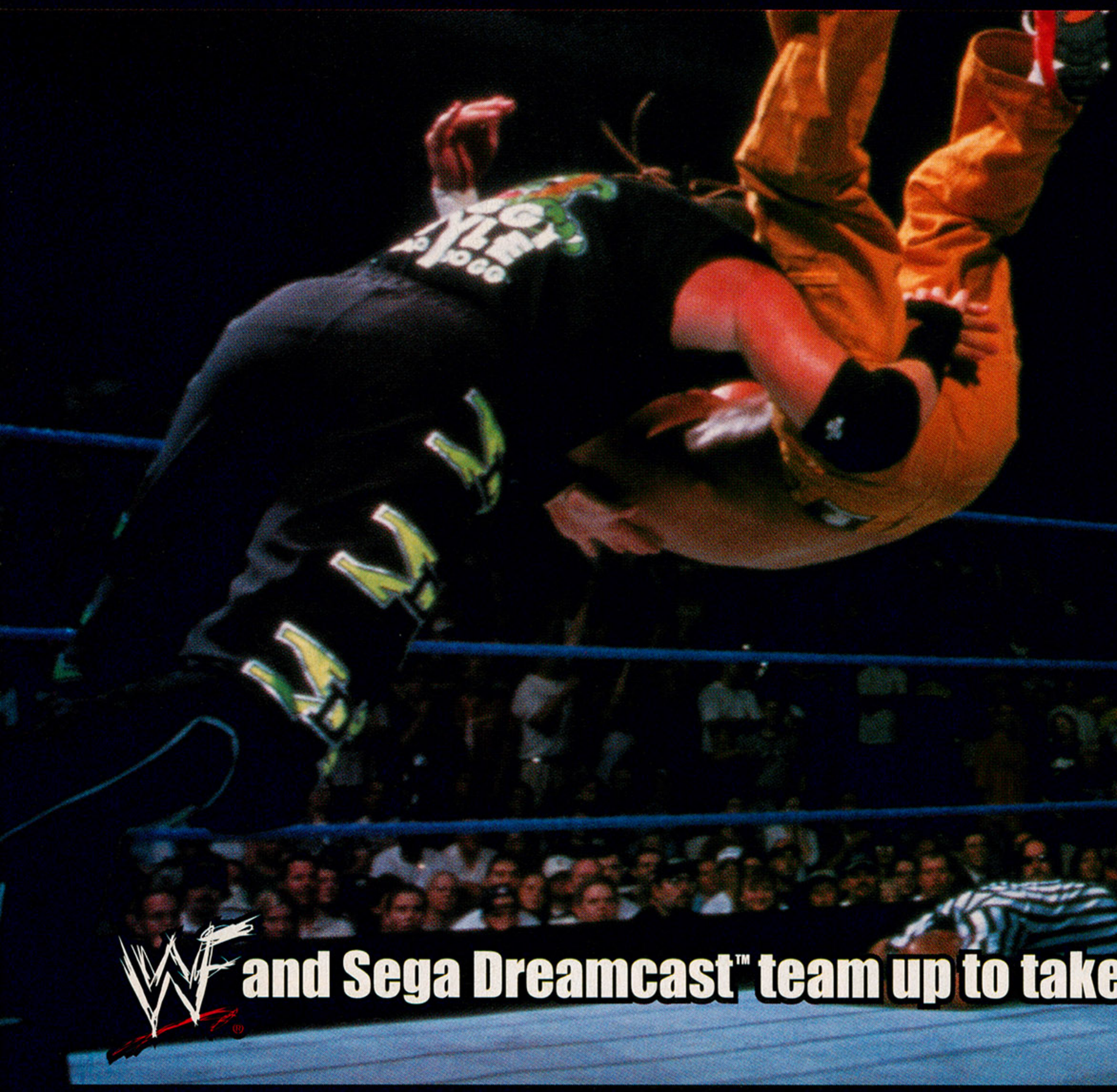
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TEEN T CONTENT RATED BY ESRB

Animated Violence
Suggestive Themes

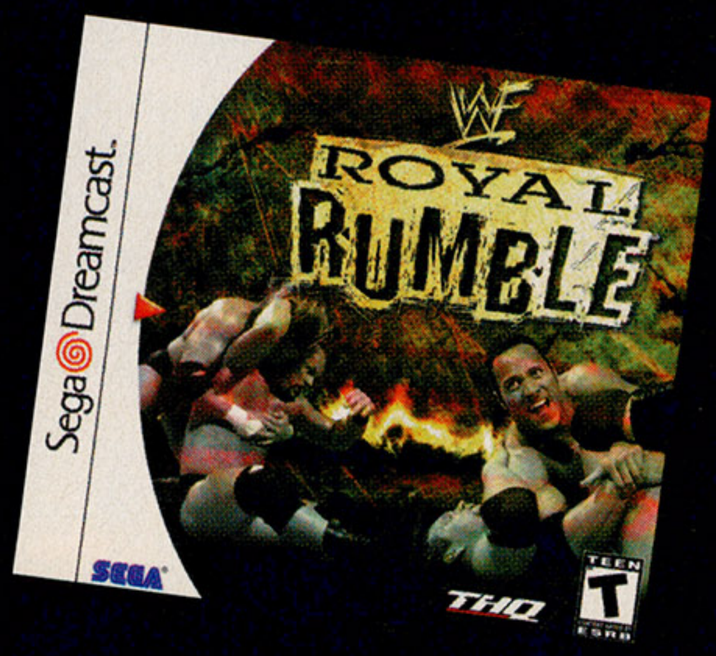
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The World Is Not Enough

BY DAN ELEKTRO

- Developed by Electronic Arts (PS2), Black Ops (PlayStation), Eurocom (N64)
- Published by Electronic Arts
- Target release date: Winter 2000

FIRST LOOK

PlayStation 2 PlayStation Nintendo 64



Bond is back! This time, the super-stealthy secret agent will be fairly easy to catch—his latest adventure will appear on three platforms.

The Man With the Golden Gun



Electronic Arts is prepping the world's most famous secret agent for another round of deadly adventure, this time inspired by his latest cinematic exploit, *The World Is Not Enough*. Rather than being a strict, by-the-numbers retelling of the movie, the game will be only loosely based on the film. Look for nuclear nutcase Renard, slinky scientist Christmas Jones, gadget guru Q, wily comrade Zukovsky, and other colorful characters—some of whom are being created expressly for these games.













The Living Daylights

Bond's BMW won't be the only thing with a killer engine under the hood—all three games will use tweaked and, in some cases, brand-new rendering technology to create realistic environments. The PlayStation 2 game will benefit from the Quake III engine's curved-surface rendering, so you can expect detailed levels and photorealistic characters; the 32-bit PlayStation version will feature an all-new graphics engine, tweaked A.I., an improved targeting system, and clips from the movie as cut-scenes; the N64 version, which will support the Expansion Pak for enhanced visuals, is being built from the ground up to accommodate fast and fluid four-player matches. Of course, you can't help but wonder: James Bond, first-person, Nintendo 64…is there any way this game can top GoldenEye 007? Fans will ultimately decide when all three games are released later this year.

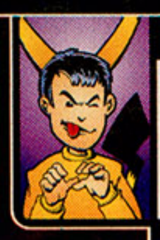


A View to a Kill

If you liked the third-person perspective of last year's Tomorrow Never Dies game, guess what—it's gone! The World Is Not Enough will put gamers inside Bond's head to experience his not-enough-world from a first-person perspective. Once you're in 007's shoes, expect to do some walkin'—EA is promising more than 10 enormous 3D levels, while N64 gamers will get some unique single- and multi-player arenas all to themselves. The mission-based gameplay will provide a fair amount of puzzle-solving to go with the gunplay—for which you'll be well equipped: The PlayStation version will feature over 20 Q-lab weapons and gadgets, while the N64 game will offer twice that number.



Hey You, Pikachu!



BY POKÉMAXX

- Developed by Ambrella
- Published by Nintendo
- Target release date: November

FIRST LOOK

NINTENDO 64

Pikachu Is All Ears

Hey You, Pikachu! has been out in Japan for over a year (as Pikachu Denki Denchu), but soon American gamers will be talking to the world's favorite Pokémon. Yep, Pikachu!'s unique microphone and voice recognition system will enable you to speak to Pika to make it do your bidding.

Poké-vocals will be made possible by Nintendo's VRS voice recognition unit and a microphone, which will come bundled with the N64 cart. No, this setup doesn't crack the weird Pokémon language; it lets you give Pika voice commands (as if you were training a dog). Merely plug the VRS into controller port 4, and you'll be ready to rap with the Pokémon.



For more info on Hey You, Pikachu!, go to gamepro.com!



Hey You, Pikachu! brings voice recognition technology to the N64.

What Would You Say to a Pokémon?

Pikachu at your beck and call? It's a Pokémon fan's dream…and a Pokémon hater's nightmare. But wherever you stand on the issue of Pocket Monsters, Hey You, Pikachu! certainly stands as an imaginative Poké-product.



























Pika, Chew on This

Judging by the Japanese version, Hey You, Pikachu! isn't really a game so much as an attempt to be a fun activity, much like Pokémon Snap. Basically, you'll talk Pika through a series of puzzles and tasks that involve some of your other favorite Pokémon. For example, you'll attempt to guide Pikachu through the process of cooking and serving a meal for Bulbasaur and you'll coach it as it fishes for Magikarp and Goldeen. There's no apparent story line, so you'll really have to get off on Poké-chatting to enjoy this cart.



Also, unless Nintendo makes drastic casting changes to the Japanese version's crew, don't expect to encounter all 151 creatures or any of the new Pokémon from the Gold and Silver games for the Game Boy Color. However, old favorites like Squirtle, Charmander, Butterfree, Caterpie, Oddish, Poliwhirl, Magneton, and more will be on call.

Obviously, playing the Japanese version is going to be impossible unless you have at least a grade-school command of the language, but that should mean that the A.I. in the English version will also understand a fair amount of vocabulary.

TimeSplitters

BY FOUR-EYED DRAGON

- Developed by Free Radical Design
- Published by Eidos
- Target release date: Fourth Quarter 2000

FIRST LOOK

PlayStation 2





DESIGNED BY THE same folks who created GoldenEye 007 for the Nintendo 64, TimeSplitters is one of the few first-person shooters currently planned for the PlayStation 2—and it promises fast, intense action mixed with an abundance of gameplay options.

The story has heroes and villains fighting together for a common cause: to stop the TimeSplitters, an evil race that has manipulated the fate of humanity for its own purpose. Players will battle through time in multiple areas, spanning the years 1935 to 2035.

Multiplayer action will highlight the game; up to four players will be able to enjoy fraggin' festivities in scenarios such as deathmatch, capture-the-flag, escort, last stand, and cooperative modes. What's more, you'll be able to create your own deathmatch level using the game's mapmaker. Stay tuned for more info on what looks to be a slick shooter.













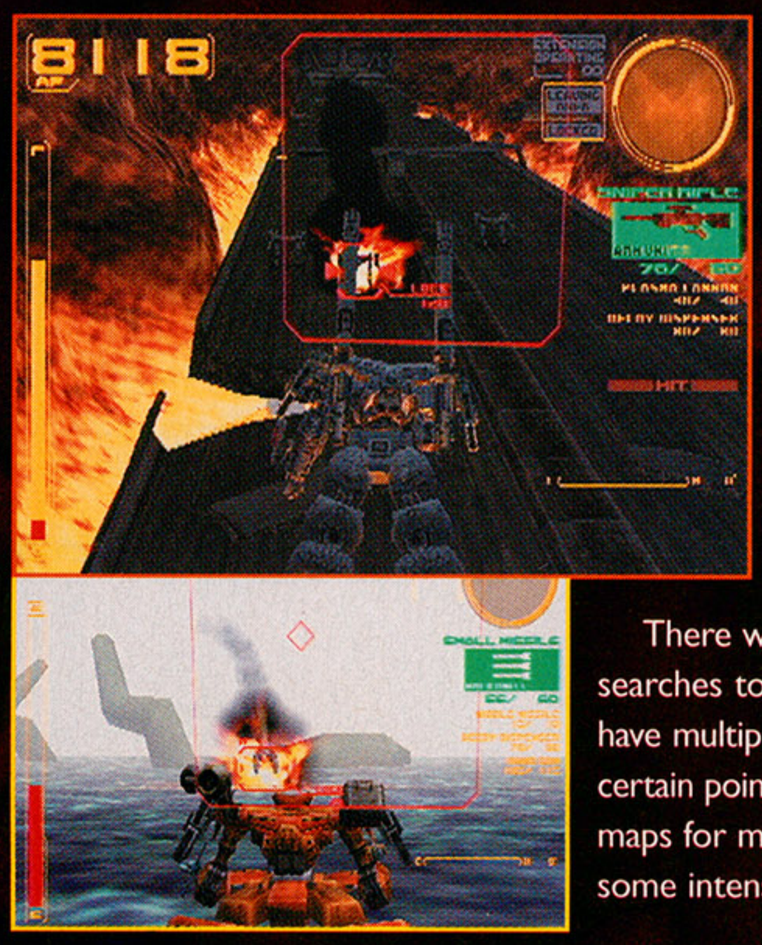
Armored Core 2

BY FOUR-EYED DRAGON

- Developed by From Software
- Published by Agetec
- Target release date: October

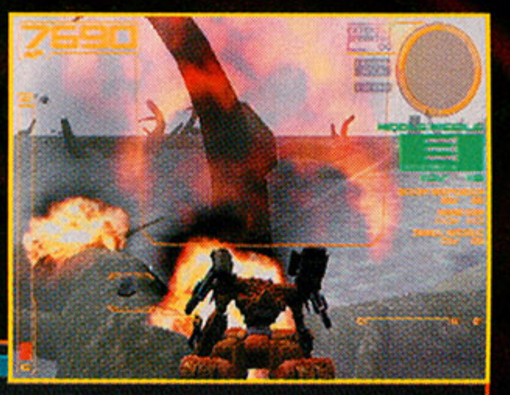
FIRST LOOK

PlayStation 2



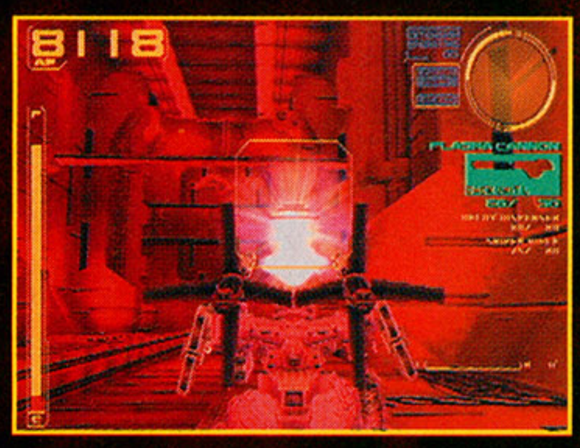
CONTINUING ITS legacy of furious mech fighting, Armored Core 2 is set to nuke future PS2 owners with intense action and beautiful visuals. Like the previous Armored Core games, AC2 will enable players to build their own deadly robotic machines by choosing different types of high-powered weapons, jet packs, body frames, legs, and colors. Amazingly, there will be over 1 billion possible part combinations, so you can constantly create new mechs. Players will be able to battle solo or challenge a friend in split-screen mode. Unfortunately, players won't be able to transfer their prebuilt robots from previous PlayStation Armored Core games.

There will be 37 single-player missions, ranging from artifact searches to all-out search-and-destroy objectives. The story will have multiple scenarios that depend on which path you choose at certain points in the game. Additionally, there will be several unique maps for multiplayer havoc. Expect Armored Core 2 to provide some intense action when the PlayStation 2 launches.



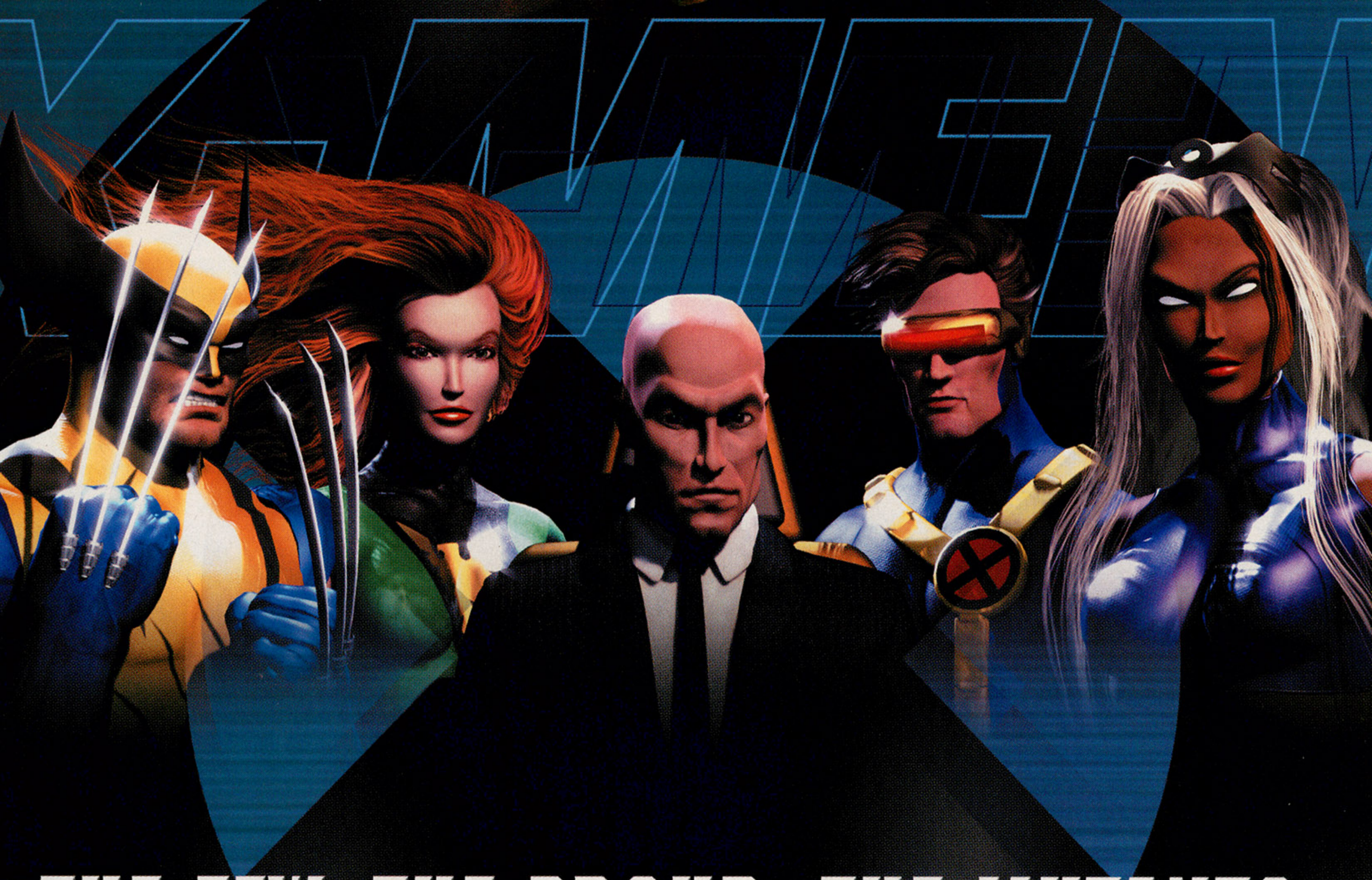












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Screen shots taken from PlayStation® game console gameplay.

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Wipeout Fusion



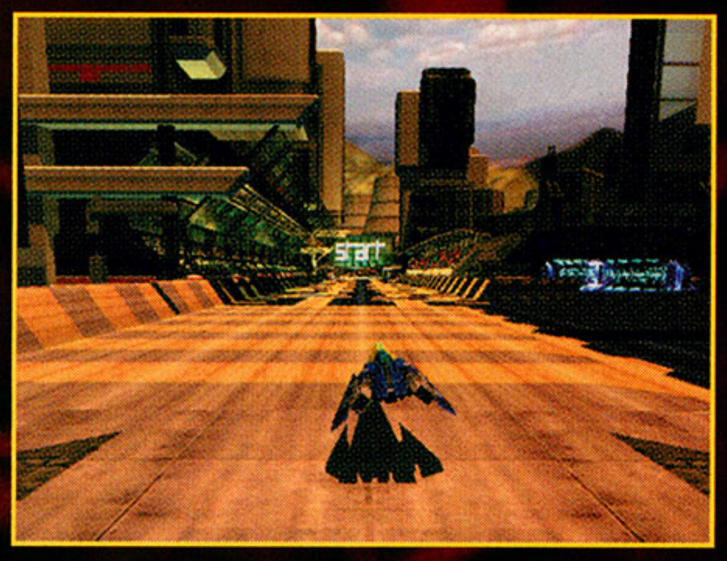
BY JAKE THE SNAKE

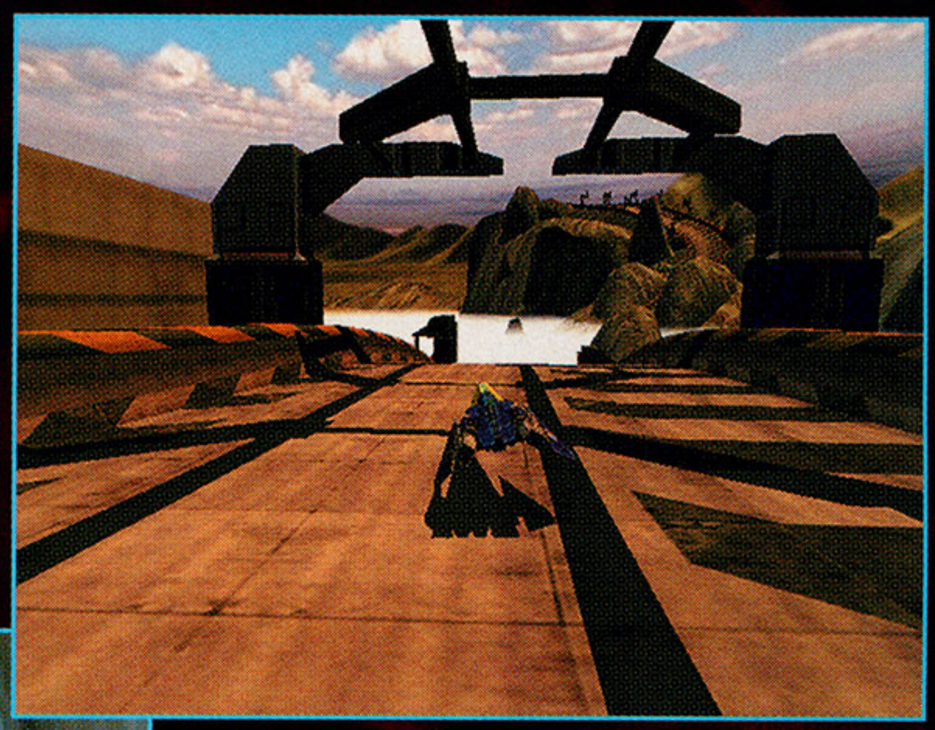
- Developed by Studio Liverpool
- Published by Sony
- Target release date: First Quarter 2001

FIRST LOOK

PLAYSTATION 2

WITH ITS UPBEAT techno music, slick, futuristic tracks, and gravity-defying vehicles, the Wipeout series has been among the first of hip console racing games for the PlayStation. Now, the smooth Wipeout style will get the hi-res treatment it deserves when Wipeout Fusion is released for the PS2. An all-new physics engine will factor in 47 attributes for each vehicle's handling—instead of just seven as in the previous games—enabling the vehicles to truly defy gravity, fly upside down, and even leave the track altogether. The 32 vehicles will show damage—flying parts, smoking fires, etc.—that will affect their performance and require you to use the pit stop. The tracks will, of course, have much more detail than those in the PlayStation games and have much more freedom of movement. Also, CPU-controlled vehicles will no longer simply fly predetermined paths, but will be flown by A.I. pilots with unique personalities. There will also be plenty of new power-ups and special weapons, including some exclusively for multiplayer mode.









Half-Life



BY JAKE THE SNAKE

- Developed by Captivation Digital Laboratories/Gearbox Software/Valve
- Published by Sierra
- Target release date: Summer 2000

FIRST LOOK

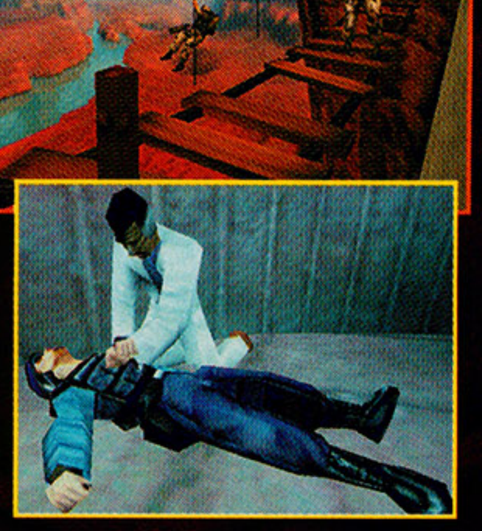
DREAMCAST

WHETHER OR NOT the Dreamcast can serve as a good platform for ports of topnotch PC games will soon be decided when Half-Life comes to the 128-bit console. Half-Life has been one of the best-selling PC games of the last few years and broke new ground for first-person shooters with its immersive, story-based action. As in the PC version, you'll play as seemingly mild scientist Gordon Freeman, who gets trapped at the top-secret Black Mesa research facility when a botched experiment warps mutant aliens to Earth. After the government sends in hard-charging Marines to wipe out any trace of the accident, you'll be pitted against both aliens and soldiers. An early preview of the Dreamcast version was almost indistinguishable from the PC version and had all the same detailed weapons, characters, and environments. The Dreamcast version will also have all the levels of the PC original—plus a new mini-mission focusing on Barney, a security guard at the research facility. If this one plays as well as the PC version, Half-Life could be a complete hit for the Dreamcast when it hits store shelves.



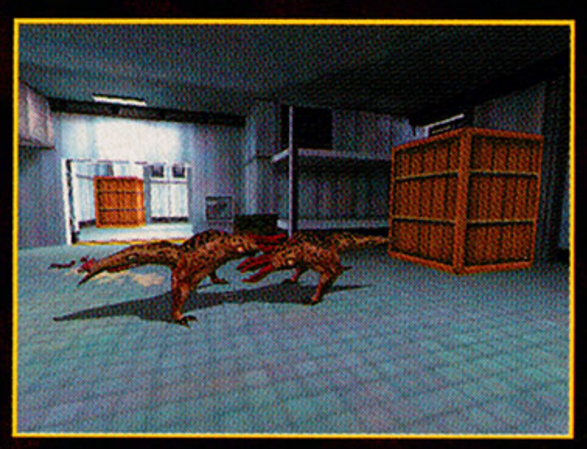














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Silent Scope

BY FOUR-EYED DRAGON

- Developed and published by Konami
- Target release date: October

FIRST LOOK

PLAYSTATION 2 · DREAMCAST

A POPULAR ARCADE hit, Silent Scope uses the preferred sniper perspective found in many shooters and action games—in fact, its central gameplay is all about sniping. Now console buffs will have a chance to test their marksmanship when Silent Scope comes to the PlayStation 2 and Dreamcast.

As a counterterrorist marksman ordered to rescue the kidnapped daughter of the President of the United States, you'll have to neutralize enemies as quickly as possible, taking care not to hit any innocent bystanders or hostages along the way. Missions will take place in a variety of locations, such as a downtown area and a freeway, and in land, sea, and air environments.

Unfortunately, the cool gun with the scope used in the arcade won't make it home, but Konami promises that the controls will be just as accurate with the control pad. Silent Scope will also feature new modes exclusive to the consoles along with the arcade's Story, Time Attack, and Shooting Range modes.

Get ready to scope out this console killer in October.

Note: All screens shown here are from the Dreamcast version.



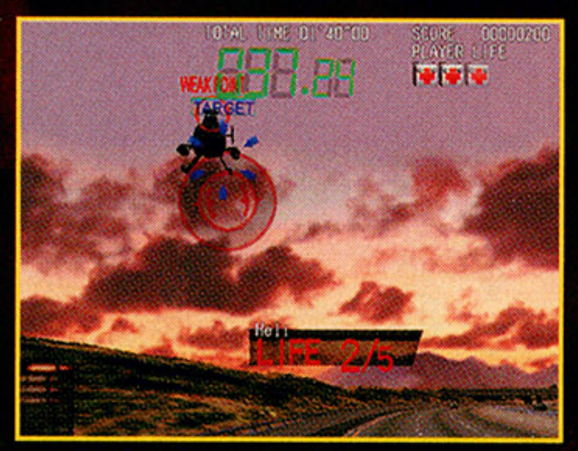














Mega Man X5

BY MAJOR MIKE

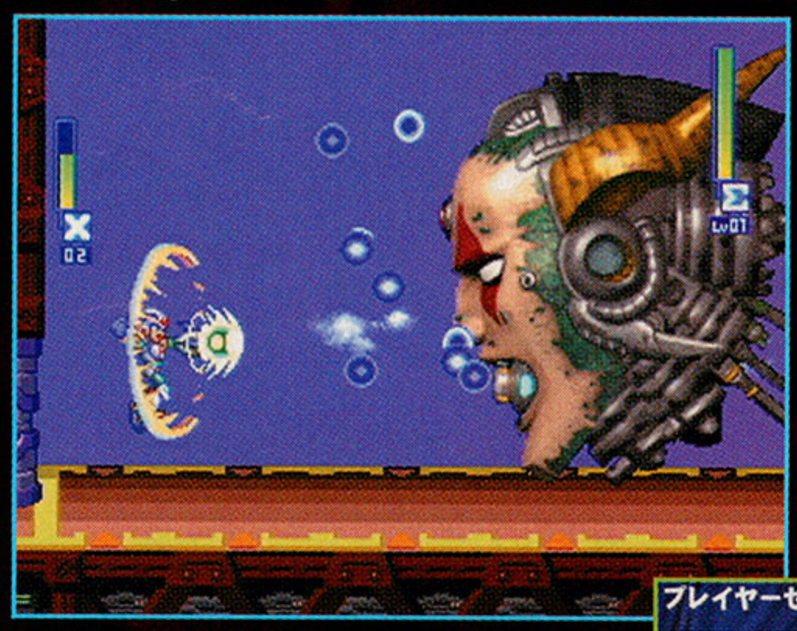
- Developed and published by Capcom
- Target release date: September

HANDS-ON

PLAYSTATION

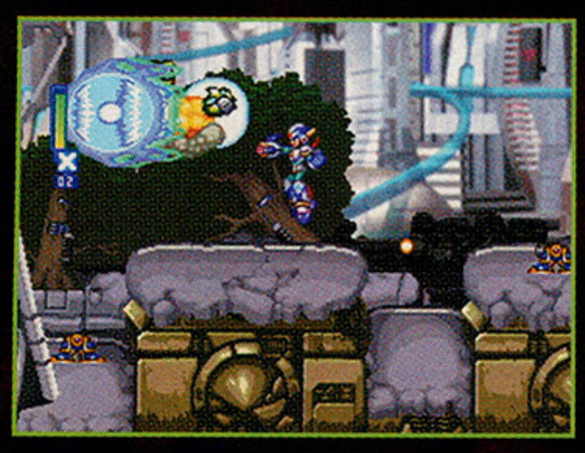
MEGA MAN X is making a second appearance on the PlayStation with X5, the latest installment in the popular 2D side-scrolling action/adventure series. You'll play as either Mega Man or his friend Zero, while racing to beat a 48-hour deadline as an asteroid space colony speeds toward Earth. X5 will showcase eight levels, with each climaxing in a battle against a tough boss. Defeat the boss and you'll acquire power-ups and more destructive weapons.

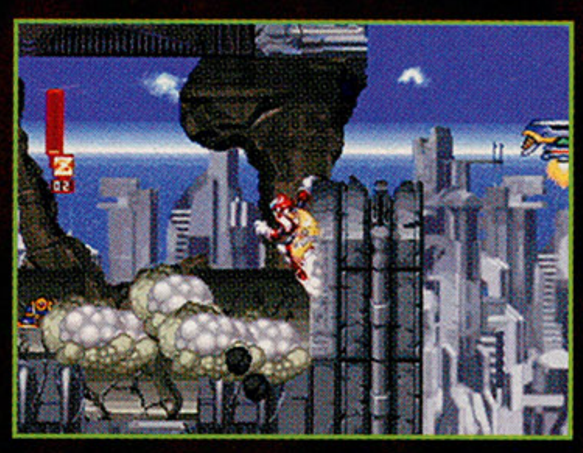
One more notable feature will be "time-based" gameplay where, for example, the time it takes to clear a level or vanquish a boss may alter other events—or even determine the game's ending. Only four of the game's eight worlds were available in the preview version, but they all featured the trademark elements of a solid side-scroller—especially fluid sprite graphics, solid controls, and atmospheric sounds. So far it looks as if Mega Man X5 should be another X-cellent entry in the Mega Man series.















Turok 3: Shadow of Oblivion



BY JAKE THE SNAKE

- Developed and published by Acclaim
- Target release date: August

HANDS-ON

NINTENDO 64







ONE OF THE N64's best first-person shooters will soon return with Turok 3: Shadow of Oblivion, and like its predecessors, it promises plenty of guns, gore, and dinosaurs. Playing as Joseph or Danielle Fireseed, you'll have to stop Oblivion, an evil, shapeless entity, from breaking through from the Lost Land and destroying the world. Armed with an array of weapons—from ordinary but deadly shotguns, mini-guns, and grenade launchers to the fantastic Cerebral Bore and Vampire Gun—you'll blast and puzzle through five huge worlds that include a missile base, a besieged city, as well as eerie mist-filled canyons and jungles. More than 40 new monsters and enemies are sure to make your quest interesting—gun-wielding security guards, two-headed beasts, huge spider-like creatures with human heads, and, of course, dinosaurs.

The scenery in the preview version was more detailed and immersive than in previous Turok games. The many levels had more wide-open spaces and more varied terrain, with impressively little fog—Turok 3 won't be a corridor shooter like its predecessors. Of course, the coveted multiplayer mode will return, now with 48 maps and seven modes, including capture-the-flag and tag. Barring any catastrophes, Turok 3: Shadow of Oblivion should be an excellent addition to the Turok family when it steps out of the shadows in August.













PlayStation®2

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RELEASE DATE: PlayStation 2 Launch



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RATING PENDING RP CONTENT RATED BY ESRB

Angel STUDIOS

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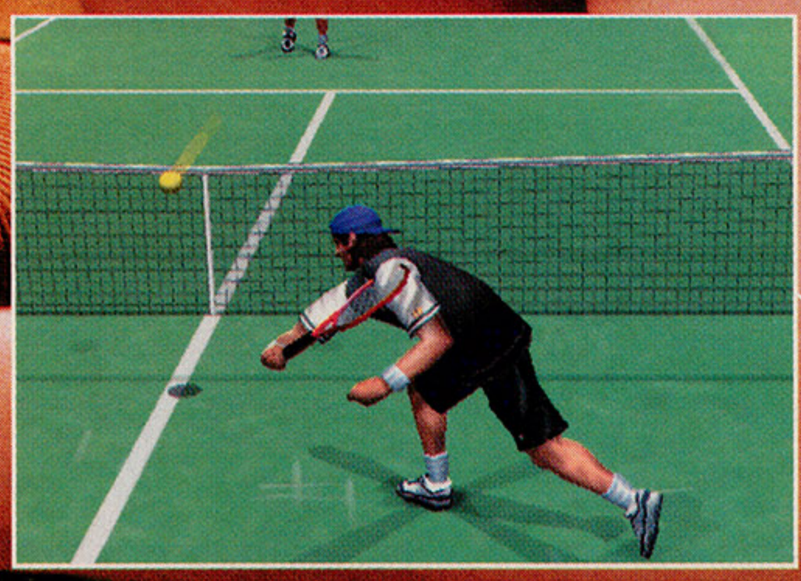
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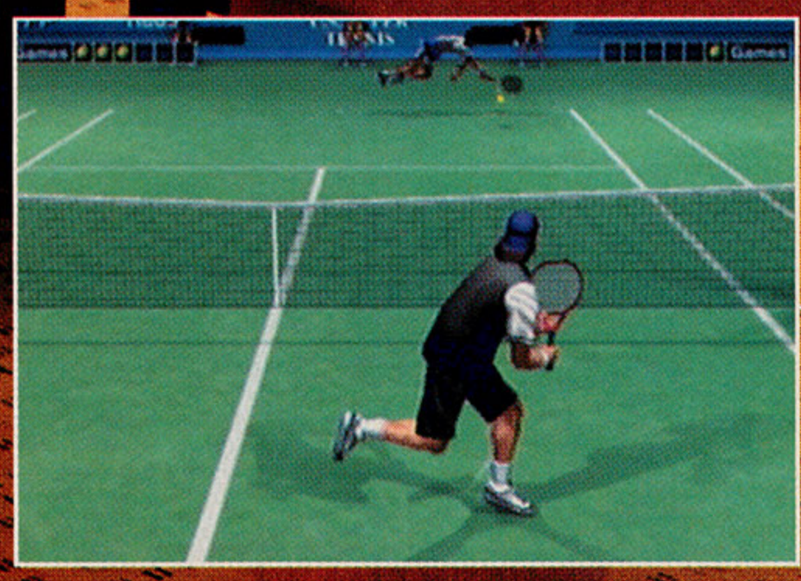
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IT'S THINKING

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EVERYONE
E
CONTENT RATED BY ESRB

Star Wars Demolition



BY UNCLE DUST

- Developed by Luxoflux
- Published by LucasArts
- Target release date: Fall 2000

FIRST LOOK

PlayStation

LucasArts has teamed up with Luxoflux, the developers of Vigilante 8, to bring you Star Wars Demolition—an arena-based vehicular combat game set in the *Star Wars* universe. The game's time frame will fall between *The Empire Strikes Back* and *Return of the Jedi,* so ships from the classic trilogy and *Episode I* will be included.

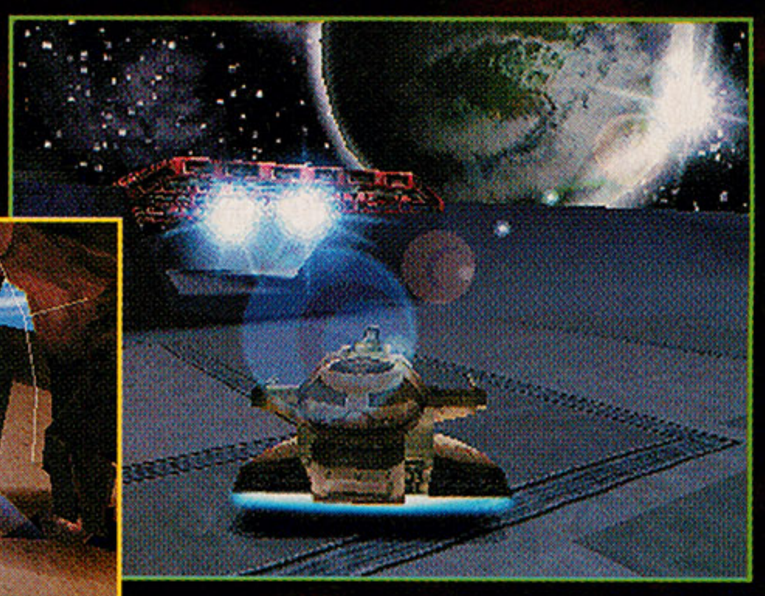
Imagine playing as Boba Fett, riding a STAP, doing battle with AT-ATs and landspeeders, or avoiding the dreaded Sarlacc beast in the Great Pit of Carkoon—these will be just a few of the game's combat activities. Characters new and old will join this tournament of destruction, which will be hosted by Jabba the Hutt and take place in several locations, from the second Death Star to the snowfields of Hoth. Expect a game engine, physics, power-ups, and weapons similar to those in Vigilante 8: 2nd Offense.

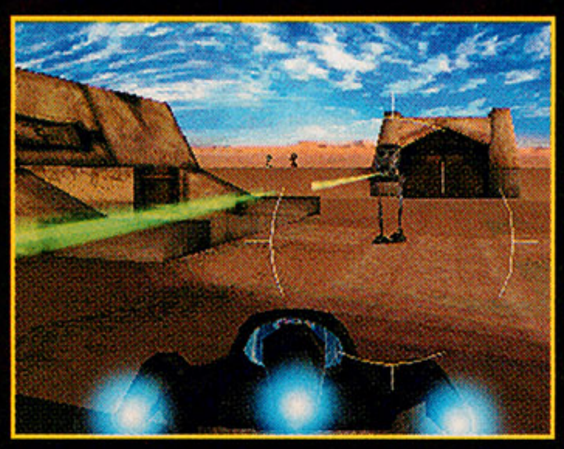
Now you'll finally be able to battle it out demolition derby–style with all of your favorite *Star Wars* vehicles—and without breaking your toys. Star Wars Demolition arrives in our not-so-far-away galaxy this fall.















4x4 Evolution



BY DAN ELEKTRO

- Developed by Terminal Reality
- Published by Gathering of Developers
- Target release date: Fall 2000

FIRST LOOK

Dreamcast

With so many 4x4 games hogging the road, what could possibly be new with yet another off-roader? Pretty much everything, says Gathering of Developers—its new 4x4 Evolution stands ready to leave the competition in the dust.

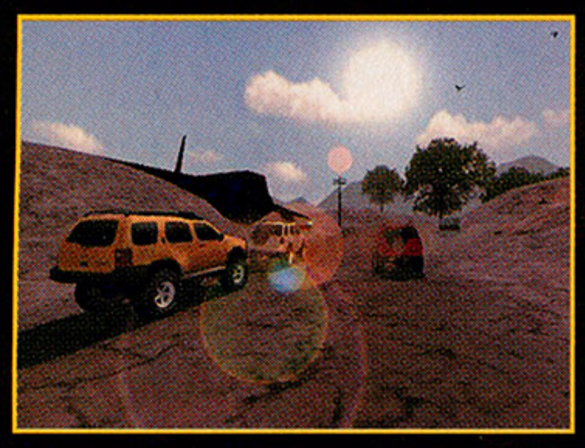
4x4 Evolution will feature 50 licensed trucks and SUVs (including the hot new Nissan Xterra) modeled after the real deals—and, already, they look jaw-droppingly gorgeous. The 16 fictional-but-familiar tracks will range from Arizona to the Arctic, while 4x4 Evolution's realistic details and physics won't get in the way of easy, arcade-style handling.

Off-roaders will be able to enjoy online gameplay against Sega, PC, and Macintosh gamers using the built-in GameSpy software. You'll also be able to upload your records and odometer data to the Internet so you can compete with other players. Better yet, for a change of scenery, you'll be able to use a PC to whip up a new track, download it to your VMU, and take off to all-new races. With so many innovative features, 4x4 Evolution looks poised to push the genre forward.















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Indiana Jones and The Infernal Machine

BY DAN ELEKTRO

- Developed by Factor 5
- Published by LucasArts
- Target release date: Fall 2000

FIRST LOOK

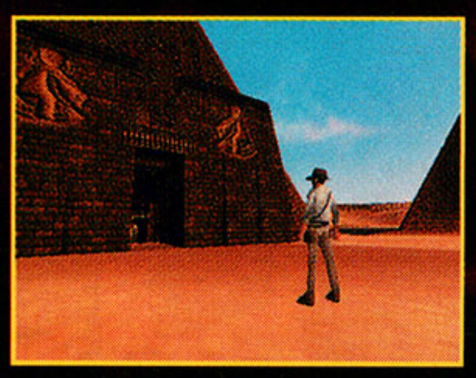
NINTENDO 64

THE MAN WITH the hat is back! Intrepid archaeologist Indiana Jones is returning to game consoles for the first time since his Super NES side-scrolling adventure. An enhanced port of the PC hit from earlier this year, the Nintendo 64 version will find Indy racing to stop the Soviets from acquiring the mysterious Infernal Machine, which can open up rifts between dimensions. With new and improved controls, he'll crawl, jump, swing, and, of course, whip his way from Babylon to Kazakhstan, solving puzzles in temples and dungeons as he goes. Cue the famous theme music when Indy swings onto the N64 this fall.











WWF No Mercy

BY DAN ELEKTRO

- Developed by Aki
- Published by THQ
- Target release date: Fall 2000

FIRST LOOK

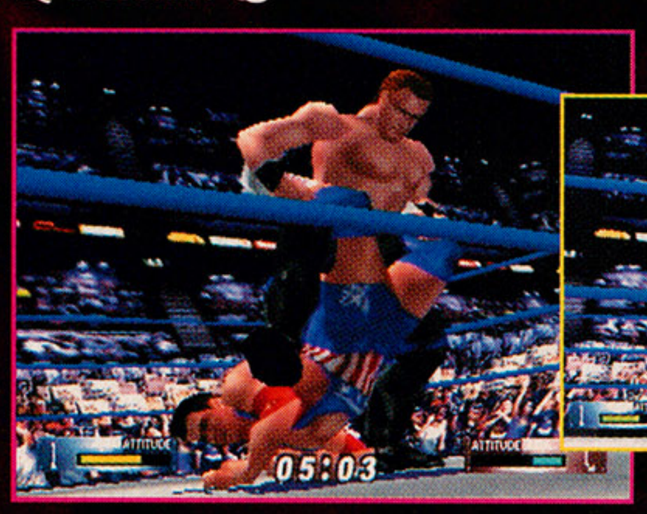
NINTENDO 64



WRESTLING FANS NEVER get tired of laying the smack down—and WWF No Mercy will offer some novel innovations to make the latest N64 event hit harder than ever. Developer Aki (the folks behind last year's excellent WrestleMania 2000) have come up with a neat twist: Fans with the Game Boy Color version will be able to import their handheld data into the N64 cart via the Transfer Pak—so your on-the-go exploits can actually enhance your 64-bit showdowns! Plus (of course), there will be plenty of hard-hitting, four-player mayhem from Kane, Triple H, Chris Benoit, the Rock, and others. This fall, everyone will smell what THQ is cookin'!









Destruction Derby Raw

BY AIR HENDRIX

- Developed by Studio 33
- Published by Midway Home Entertainment
- Target release date: September

HANDS-ON

PLAYSTATION

DESTRUCTION DERBY RAW, the third entry in Psygnosis's classic franchise (which was acquired by Midway after Sony shut down Psygnosis) is shaping up into a worthy but by-the-numbers sequel that's loaded with fender-smashing mayhem. As usual, drivers in this demolition derby will compete to accumulate points by battering other cars and finishing well in the race. Four-player action and cool side-games like Skyscraper and Pass Da Bomb, along with sick crashes and jumps, should ensure that Raw satisfies Derby fans. Clean, speedy graphics seen in the preview version should also make this the best-looking Derby yet. Crunch!











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BUST A GROOVE 2

Yo dawgz an' shortys in da house, ...Bust A Groove® is back and illin! Peep da phat infect-shoouz thumpin' beatz, as you groove da moves of Heat, Hiro, Kelly or any of da uther fifteen superfly cats in diz pulzing dancin' flava jam. With lotz mo ill twists and spins like de 'Apple Jack', 'Helicopter', 'Six Step', and da 'Turtle', Bust A Groove 2 iz all that.
Get hip to Bust A Groove 2.









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PlayStation®

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

Star Wars Episode I: Starfighter

BY THE BAMBOO CARABAO

- Developed and published by LucasArts
- Target release date: Fall 2000

FIRST LOOK

PlayStation 2

SET IN THE *Phantom Menace* universe, Starfighter will challenge eager pilots to liberate Naboo from the tyrannical clutches of the Trade Federation. You'll be at the helm as either: Naboo pilot-in-training Rhys Dallows in his Naboo N-1 starfighter; mercenary Vana Sage in her ship, the Guardian; or pirate Nym in his powerful Havoc starcraft. Extensive flight time and successful missions will add more characters and starships to your docking bay. So far, the initial screens are beautiful. Let's hope LucasArts develops the gameplay to match.













WWF Royal Rumble

BY LAMCHOP

- Developed by Yukes
- Published by THQ
- Target release date: Fall 2000

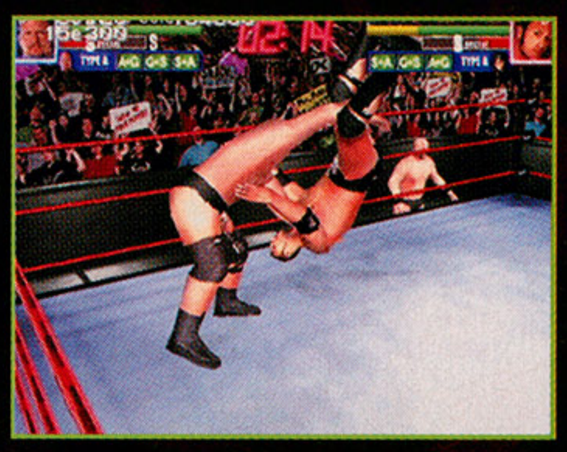
HANDS-ON

Dreamcast

PUT ON YOUR dancin' shades—Rikishi Phatu's gonna rumble into your living room! WWF Royal Rumble will feature his behemoth rear end as well as 20 additional WWF stars, such as Kurt Angle, The Rock, and Chris Jericho. The early demo revealed gameplay similar to that of WWF SmackDown, but in Rumble, gamers will be able to select a partner who can provide weapons and interfere in matches. You'll also have the opportunity to head backstage for some parking lot brawls. Plus, in true Royal Rumble fashion, you'll witness up to nine wrestlers in the ring at once—where anything goes.









Dave Mirra Freestyle BMX

BY MAJOR MIKE

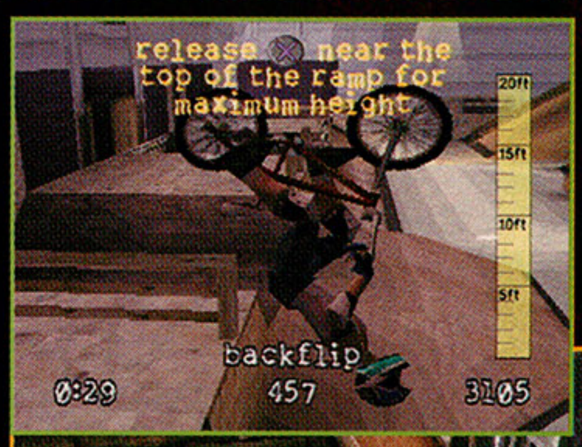
- Developed by Z-Axis
- Published by Acclaim
- Target release date: Fall 2000

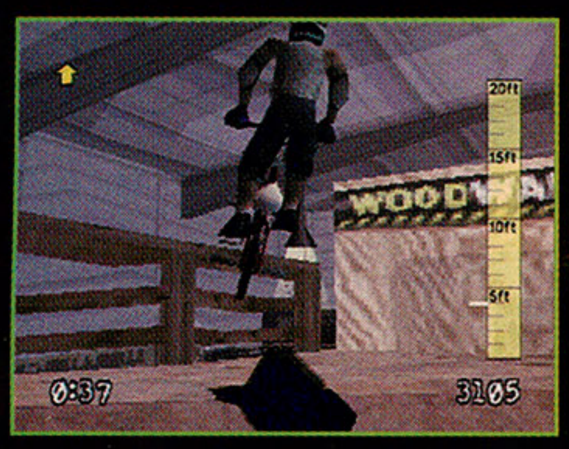
HANDS-ON

PlayStation

SKATEBOARDING FANS WHO have conquered Thrasher: Skate & Destroy and Tony Hawk's Pro Skater should seek out Dave Mirra Freestyle BMX for their next challenge. Mirra will feature freestyle BMX action on 12 courses where you can perform over 1000 stunts with one of 10 characters. The controls in the preview version were dead-on, but the visuals, which had occasional breakup and clipping problems, needed tweaking. The hard-rock tunes were a perfect accompaniment for the onscreen spills, however. If Mirra doesn't stray from its current path of development, stunt-bike thrill-seekers can look forward to this promising fall release.





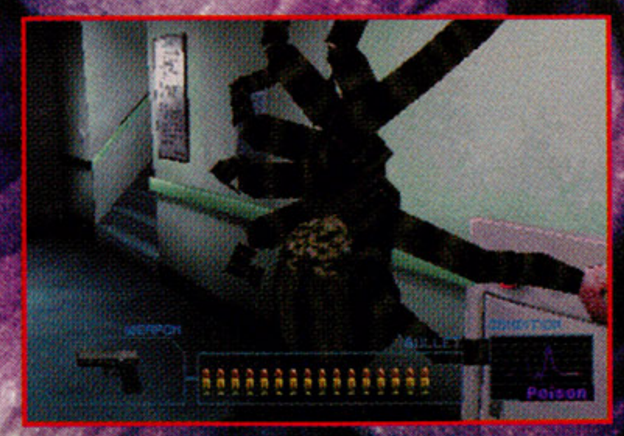






In Your Face Terror





Now experience terror in first person perspective.
Introducing Resident Evil Survivor.



MATURE M — Animated Violence, Animated Blood and Gore — CONTENT RATED BY ESRB

CAPCOM EDGE

PlayStation

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Ferrari 355 Challenge



BY LAMCHOP

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

FIRST LOOK

DREAMCAST

YOU'LL BE ABLE to hop into the cockpit of a 300-plus horsepower beast and tear up the tracks when Ferrari 355 Challenge jackknifes onto your Dreamcast this November. The Ferrari sim will feature six courses, including Montegi and Long Beach, with three modes: training, driving, and racing. For the novice, the computer A.I. will assist in functions like traction control and braking, and two challengers will be able to go head-to-head in a split-screen battle. Gamers will also have the option of downloading and comparing other drivers' records from the Internet. G











Vanishing Point



BY JAKE THE SNAKE

- Developed by Clockwork Games Limited
- Published by Acclaim
- Target release date: August

HANDS-ON

PLAYSTATION DREAMCAST

IN VANISHING POINT, you'll finally see how far you can jump a Ford Taurus without losing your auto insurance. In this arcade racing game, you'll drive 32 cars, trucks, and minivans—from the sleek Lotus Elise to the roomy Ford Windstar. Plus, you'll have the opportunity to try stunts like the long jump, barrel roll, and slalom driving. In a preview version for the Dreamcast, the vehicles looked authentic while the scenery was detailed and without pop-up; but the physics model had a long way to go. If Point handles well when finished, it could be the next great arcade racer when it appears in August. G

Note: All screens shown here are from the Dreamcast version.













Mega Man Legends 2



BY JAKE THE SNAKE

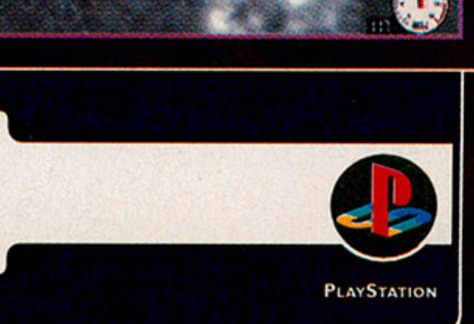
- Developed and published by Capcom
- Target release date: September

HANDS-ON

PLAYSTATION

ALREADY OVERLY FAMILIAR in the 2D arena, Mega Man returns for another 3D adventure in Mega Man Legends 2. Picking up where the first Legends left off, Mega Man searches his world—now twice as big as in the original with twice as many monsters—for the mysterious Great Legacy, a possible source of infinite power. A playable demo featured smooth, easy-to-learn controls with the added benefit of analog compatibility; one stick moved the character and the other allowed him to view the surroundings. The strange world and creatures were also well-drawn and smoothly animated. Mega Man Legends 2 jumps into the PlayStation dimension this September. G





Army Men: Sarge's Heroes 2

BY FOUR-EYED DRAGON

- Developed and published by 3DO
- Target release date: Fall 2000

HANDS-ON

NINTENDO 64

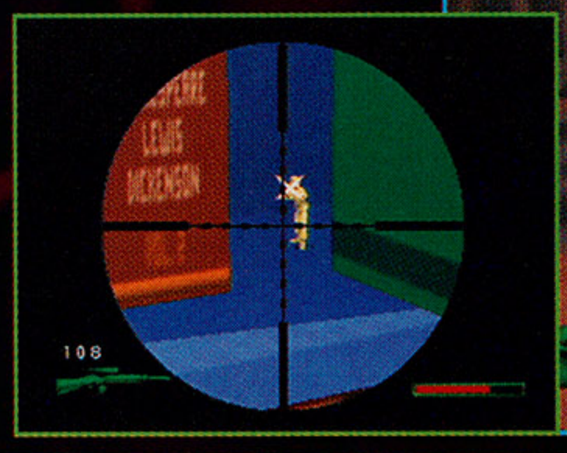




THE SARGE AND his verdant comrades are coming back to stop once again the vicious Tan army from destroying the Green Nation. In this 3D action-heavy combat game, you'll blast through 14 missions with an armory of 12 heavy-duty weapons, including bazookas, flamethrowers, and shotguns. There will also be a wide range of multiplayer games where up to four players can wreak havoc in the plastic world. Controls were a bit loose in the preview version, but 3DO has plenty of tweaking time before the game is drafted into service this fall.









Army Men: Air Attack 2

BY FOUR-EYED DRAGON

- Developed and published by 3DO
- Target release date: Fall 2000

HANDS-ON

PLAYSTATION

FUELED BY THE popularity of the first Air Attack, this sequel will pit you against the evil Tan army with five new helicopters co-piloted by new soldiers at your disposal. You'll fight through 26 missions in over 10 environments, including a Japanese Garden, the Wild West, and Halloween Night. Additionally, pilots will now be able to use the winch as a weapon—you'll be able to swing objects like a wrecking ball and toss items at enemies. The preview version played exactly like the original, so Air Attack fans should get ready for another all-out aerial assault this fall.











Vampire Hunter D

BY FOUR-EYED DRAGON

- Developed and published by Jaleco
- Target release date: October

HANDS-ON

PLAYSTATION









BASED ON THE popular anime of the same name, Vampire Hunter D will put players in control of the part human, part vampire D, who has been hired to save a girl kidnapped by vampires. In order to hunt down the menacing fanged creatures, D will be equipped with a hefty sword for attacking and, oddly, a mysterious organism that lives on his left hand and gives helpful advice. The preview version of Vampire Hunter D had an intriguing story line with some slick visuals. Hopefully, the game will match the popularity of its animated partner this October.



San Francisco Rush 2049

BY THE BAMBOO CARABAO

- Developed and published by Midway Home Entertainment
- Target release date: September

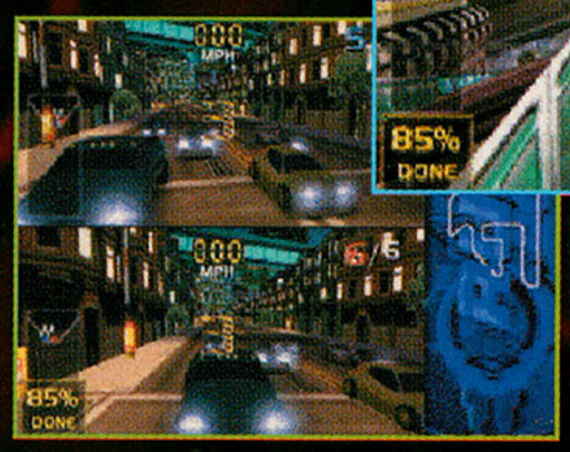
HANDS-ON

DREAMCAST

SAN FRANCISCO RUSH 2049 will be true to its arcade legacy, maintaining the lop-sided physics, Evel Knievel stunts, and secret passages that made its predecessors a tire-squealing success. The preview version's gameplay and graphics were excellent with no pop-up or slowdown in the one-player or multiplayer modes. Rush's sound was equally impressive with intense wheel-popping explosions and house tunes. Moreover, the new Wings option was a helpful addition, enabling players to land on all fours rather than crashing in a junk heap. So far, San Francisco Rush 2049 looks to be a real…rush.











Deuce

BY THE BAMBOO CARABAO

- Developed and published by Midway Home Entertainment
- Target release date: November

FIRST LOOK

PLAYSTATION

IN A BIZARRE, medieval world, you'll assume the role of Deuce, an armored-clad Two of Hearts playing card (yes, you read that right) who is on a mission to rescue the kidnapped members of the royal family. By interacting with various characters, solving a variety of "complex" puzzles, defeating enemies, and raising himself to the rank of knight, Deuce will eventually have the chance to defeat the evil Jack of Spades and the infamous dragon, who hold the royal cards captive. The initial screens look promising, providing a glimpse of the 3D adventure that will be dealt out to store shelves this November.











Rogue Spear

BY THE BAMBOO CARABAO

- Developed by Saffire Corporation
- Published by Red Storm Entertainment
- Target release date: November

FIRST LOOK

PLAYSTATION

THE RAINBOW SIX team is coming back in Rogue Spear, promising more of the strategy-heavy gameplay that made exacting international justice so much fun the first time. You will once again assemble a team of operatives, this time for 19 missions in an attempt to thwart a deadly master plan concocted by the Russian Mafia and a Middle Eastern terrorist organization. The gameplay will be no different from the first installment, still enabling you to choose members and equipment for each mission and to set your troops' paths on the mission map. You can expect to save the world again in November.













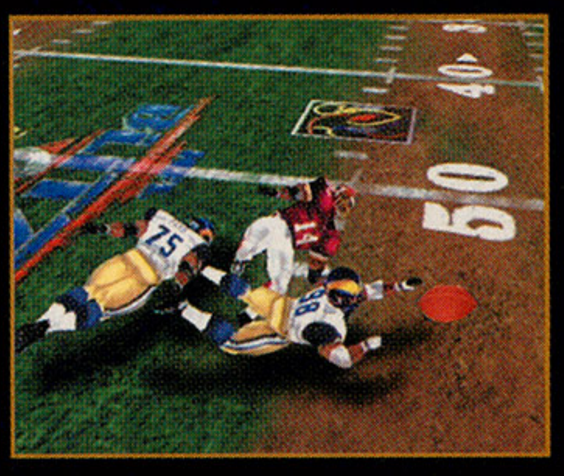
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NFL BLITZ 2001

NO REFS. NO RULES. NO MERCY.™

EVERYONE E CONTENT RATED BY ESRB — Animated Violence

PlayStation

NINTENDO 64

GAME BOY COLOR

Sega Dreamcast

*Screens shown from Dreamcast version

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CHALLENGE FATE

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CHRONO CROSS™

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Mild Language

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PlayStation®

X-MEN MUTANT ACADEMY



BY UNCLE DUST

- Published by Activision
- $39.99
- Available now
- Fighting
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	2.5	3.0

ACTIVISION UNLEASHES X-Men Mutant Academy, a middle-of-the-road 2D/3D brawler that provides plenty of visuals, but not enough fresh gameplay for fighting game veterans.

CHILDREN OF THE ATOM EX?

X-Men Mutant Academy is a one-on-one 2D fighting game featuring Marvel's mighty mutants, but it's presented in a 3D world similar to the one in the Street Fighter EX series. Activision had Paradox (creators of Wu-Tang: Shaolin Style) create an entirely new fighting engine in which combatants do battle. There are three gameplay modes—Arcade, Survival, and Academy—where you'll battle to unlock new characters, costumes, comic and movie art, and more.

Mutant Academy features excellent 3D backgrounds, ranging from the Danger Room to post-apocalyptic New York City, and striking visual effects for the various mutant powers. Also, the models of the X-Men are effectively rendered—though a bit blocky—in both their comic book costumes and newly updated Hollywood clothes.



PROTIP: Toad and Beast jump backward then lunge forward to attack. Learn the timing to defend these tricky moves and avoid getting cornered by both characters.

MUTANT CATASTROPHE

But the game feels like a movie adapted from a comic book; once you get past the flashy exterior, it's rather shallow on the inside. The fighting engine incorporates familiar elements—such as throws, charge moves, super moves, and aerial combos—but it also adds a one-touch counter button, which, once you master its timing, can be most deadly. While it's a solid engine in theory, the controls are sloppy and inexact. Fighters are slow to react to your commands, and some super moves—and even a few special moves—are very hard to pull off despite their simple controller motions. Cross-up attacks are nearly nonexistent, and there are some definite character balance problems that are made crystal clear by the single-minded A.I., which pits you against chronic corner-trappers or projectile-happy opponents.

The soundtrack showcases the voice talents of Fox's *X-Men* animated TV show, but that doesn't make them any less annoying or repetitive. The sound effects and music fill their space, yet don't add anything to the gaming experience.



PROTIP: Sabretooth and Storm's charge moves are quick and powerful. Use them to counteract projectile attacks from Cyclops, Gambit, and Mystique.

BROTHERHOOD OF EVIL GAMEPLAY

X-Men Mutant Academy isn't terrible, but it wouldn't be worth noting without its comic license. There are some cool extras to unlock, but the overly repetitive gameplay (which includes fighting the characters in the same order every time) and weak controls just don't make it worthwhile. G



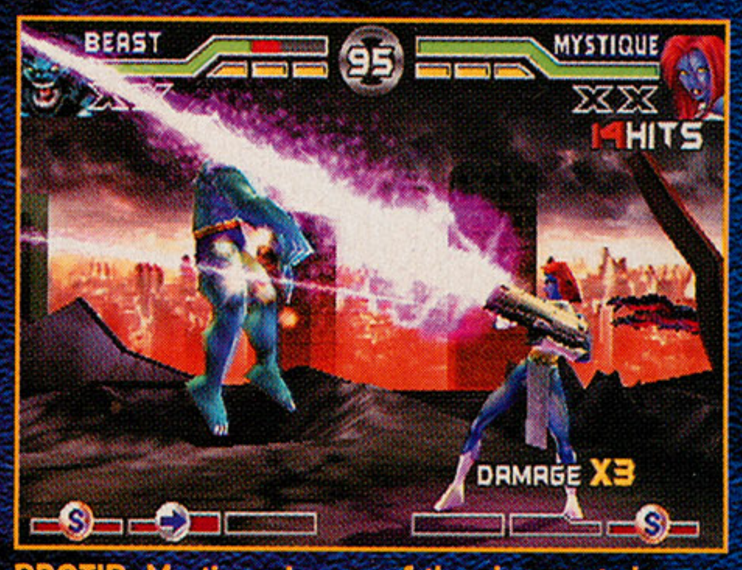
PROTIP: Jumping into your opponents and landing a kick sets them up perfectly for a throw (tap Counter). Use this tip when opponents are near you.



PROTIP: When your opponent is glowing, he's ready to unleash a super move. Hold back and repeatedly tap Counter to reverse it.



PROTIP: Magneto is easy to defeat if you stay close to him as his arsenal is more potent from a distance. Use the jump kick/throw combo attack.



PROTIP: Mystique is one of the cheapest characters in fighting game history. Her quick projectile attacks and powerful super move (motion ↓ ↙ ← Punch 3) give her a serious advantage.

GRAPHICS 4.0

Sharp backgrounds and impressive effects highlight X-Men's visuals, but some slowdown does occur. The character models are accurate, but a little blocky.

SOUND 3.0

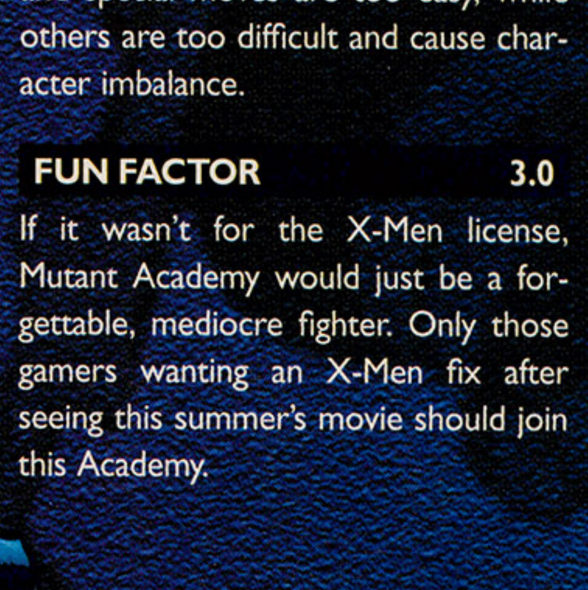
Repetitive sound bites from each character quickly wear thin (especially Toad's), and the sound effects and music are fairly boring.

CONTROL 2.5

Spotty controls give this game a very inconsistent feel—some super moves and special moves are too easy, while others are too difficult and cause character imbalance.

FUN FACTOR 3.0

If it wasn't for the X-Men license, Mutant Academy would just be a forgettable, mediocre fighter. Only those gamers wanting an X-Men fix after seeing this summer's movie should join this Academy.



PROTIP: Standing still and repeatedly throwing projectiles works on most characters–but not on Storm and Magneto; their attacks come up from the ground if you stand still too long.

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San Francisco RUSH® 2049

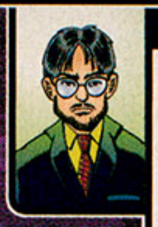
ADRENALINE³

EVERYONE E — Animated Violence — CONTENT RATED BY ESRB

NINTENDO 64 · GAME BOY COLOR · Sega Dreamcast

Available September 2000

RAYMAN 2 THE GREAT ESCAPE



BY VICIOUS SID

- Published by Ubi Soft
- $29.99
- Available September
- Action/adventure
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.0

FAR FROM A simple port of the hit Dreamcast and PC titles, Rayman 2 for the PlayStation adds new optimized levels and voice-acting. Though the visuals suffered a bit during the translation, Rayman 2's whimsical gameplay remains as addictive as ever.

Trouble in Paradise

If you've played the Dreamcast and PC versions, you'll know what to expect: Rayman 2 is a traditional 3D platformer in the spirit of Mario 64 and Banjo-Kazooie. Admiral Razorbeard, an evil space pirate, has captured Rayman and enslaved his peaceful world. As Rayman, you'll need to escape from your cell, free your captive friends, and reassemble a shattered energy core to defeat the pirate menace.

Rayman 2 boasts lavish visuals, even on the aging PlayStation hardware. Running at a fluid frame rate, the game is bursting with lush environments and fluid character animation. Distorted textures and low-distance visibility are Rayman 2's only serious graphical blemishes. Mercifully, its controls are simple and intuitive, faltering only during some fast-paced challenges. Ubi Soft has also added well-acted, multilingual dialogue to the PlayStation port, leaving the cinematic soundtrack and cartoony sound effects unchanged.



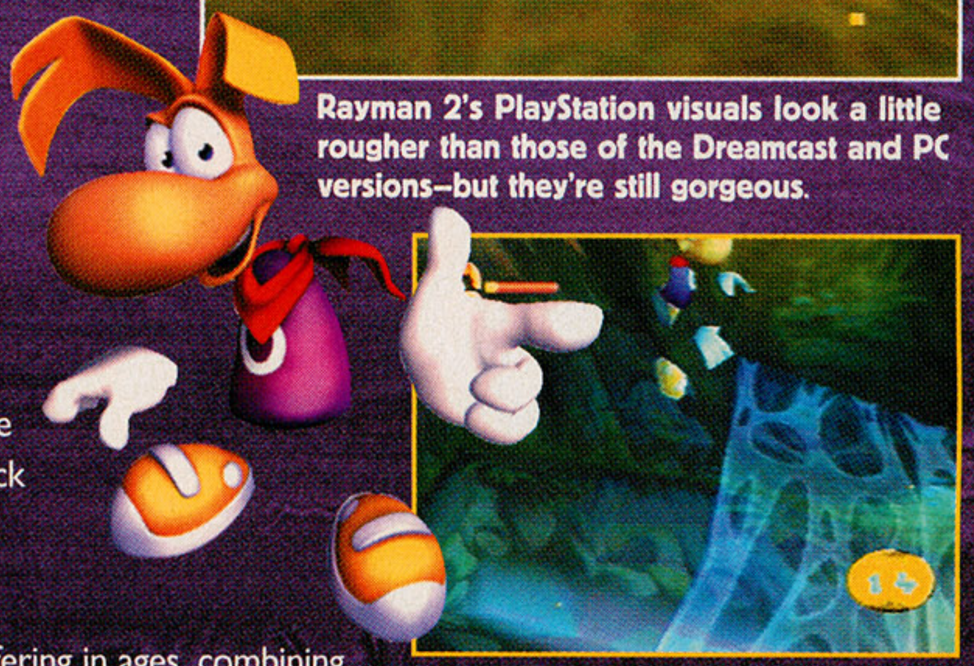
PROTIP: During combat, press and hold R2 to enter lock-on mode. Then strafe left and right to dodge attacks while blasting your opponent.



PROTIP: When confronting this mortar-slinging robot, entice him to aim at the wooden trap door. The door will break, allowing you to drop through the hole.



Rayman 2's PlayStation visuals look a little rougher than those of the Dreamcast and PC versions–but they're still gorgeous.



PROTIP: Tap Jump in midair to activate the helicopter. Use the helicopter in an updraft to float extra high.

Ray of Light

Platform fans take note: Rayman 2 is the best genre offering in ages, combining vivid visuals with engrossing gameplay. Simply put, PlayStation fans should add this platform powerhouse to their collections. G

WHO WANTS TO BE A MILLIONAIRE



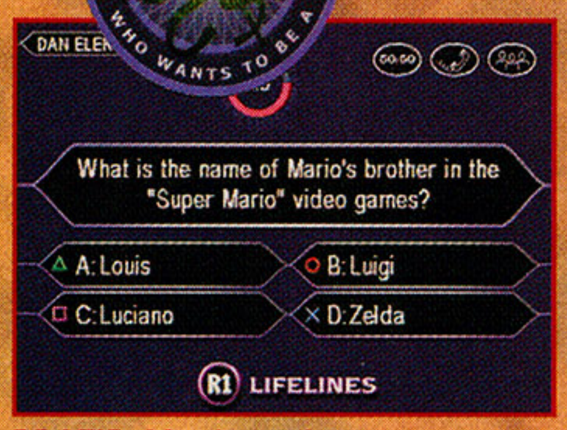
BY DAN ELEKTRO

- Published by Sony
- $39.99
- Available now
- Game show
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.0

WHO WANTS TO be a millionaire? All of America, apparently—PlayStation gamers included. If you've played the PC version, the console port will look and feel familiar. Host Regis Philbin doesn't read the questions, but he does chat with you, phone a friend for you, and show up in video clips. All the crisp visuals and dramatic audio come straight from the show, and the easy controls offer a creative fastest-finger solution.

Do the frequent load times slow the pace or feed the suspense? Either way, no biggie—it's a social game that doesn't rely on speed (except for the fastest-finger round, which accommodates only two players anyway). The game, however, doesn't save a record of which questions (600 total) have already been answered on the memory card, so you'll be responding to repeats in short order—and it's annoying enough to make this otherwise enjoyable game show merely a renter. (Final answer.) G



PROTIP: It's always better to use a lifeline and move on than to have your game end on a bad guess. (But if you miss this one, you're an idiot.)



PROTIP: Ask any teacher: Most of the time, your first instinct will be correct.

N.GEN RACING



BY VICIOUS SID

- Published by Infogrames
- $39.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0

WITH DIVERSE GAME modes and slick graphics, the fighter-jet–based NGen makes a perfect alternative to ground-based racers.

NGen offers a wide array of game modes, ranging from a lengthy, in-depth Championship mode to a frantic, two-player Powerball mini-game. Fortunately, the jets are highly maneuverable, enabling players to bank and dive past obstructions—if they fail, fighter-class jets can use homing rockets. Graphically, NGen's 14 tracks are loaded with mesmerizing details like shimmering runway lights and reflective water. Pixelated textures and excessive terrain draw-in, however, tarnish NGen's visual luster. Soundwise, NGen offers dreamy jams and pounding techno, but the screaming jet engines sound surprisingly subdued.

If you enjoyed Wipeout or Rollcage, you'll love NGen's innovative control scheme and eye-catching graphics—but remember to observe the seat belt sign. G

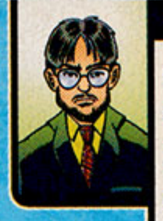


◀ **PROTIP: The closer you get to the ground, the faster you'll fly.**



◀ **PROTIP: You can miss two checkpoints before race disqualification, except in Majic-12 challenges or Permit tests.**

Surf Riders



BY VICIOUS SID

- Published by Ubi Soft
- $39.99
- Available now
- Surfing
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.0	3.5

AH, SUMMER: VOLLEYBALL, barbecues, and shattered ribs. In Surf Riders, you'll compete on world-famous surf beaches in Japan, France, and California. Thanks to slippery controls, however, Surf Riders almost wipes out for good.

You'll compete in the World Challenge Series, complete with official ASP (Association of Surfing Professionals) rules and judging. If you're hoping for a wave-bound Tony Hawk, Surf Riders' awkward controls will disappoint you—an in-depth practice mode would've worked wonders. Plus, Surf Riders doesn't support two-player competitions, which is lame.

Graphically, Surf Riders' pounding waves and spraying water stand out, but the featureless surfers almost get lost on the busy backgrounds. Rollicking surf-rock and the thunderous crashing of waves add much-needed sonic pizzazz. Ultimately, Surf Riders is a fun, but flawed, ride.



PROTIP: The longer you're in the pipe, the more points you'll score. Keep your speed slightly slower than the approaching wave's, but bail out if you're in danger.



PROTIP: Spraying water scores points, so press Down and □ to make tight turns. Keep your speed high, or you'll wipe out.

Team Buddies



BY VICIOUS SID

- Published by Midway Home Entertainment
- $39.99
- Available August
- Action
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.5	4.0	2.5

TEAM BUDDIES MIXES a wealth of genre styles, including team strategy, action, and puzzle gameplay. It's interesting, but there's one slight problem—somebody forgot to make the game fun.

In Buddies, your team duels for control of multicolored weapon crates. Sadly, none of the gameplay styles are developed enough to warrant playing; the strategy is boring, the action limp, and the puzzles simplistic. Team Buddies' visual style is cartoony and basic—imagine a third-person deathmatch against Beanie Babies in Lego-built castles. Grating techno music and flat gunshots round out the limp sonic atmosphere, though the voice-overs are cute.

With focused gameplay, Team Buddies' genre-blending strategy could have succeeded. As it stands, however, this jack-of-all-trades is a master of none.



◀ PROTIP: Red crates give weak guns and ammo when stacked. Find and stack the rare blue crates for better firepower.



PROTIP: Enemies are durable and plentiful, so focus more on completing mission goals than on fighting.

Blaster Master: Blasting Again



BY VICIOUS SID

- Published by SunSoft
- $29.99
- Available September
- Adventure
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.5	4.0



◀ PROTIP: Your tank is more maneuverable than it looks; you can boost-jump around big enemies with the R1 and L1 buttons.



◀ PROTIP: Destroy everything on the screen–including equipment, stalagmites, and boulders–to uncover hidden power-ups and weapon upgrades.

BLASPHEMY! REVAMPING AN NES classic like Blaster Master has disaster potential. But in this case, the 3D overhaul actually pays off thanks to crisp graphics and tight controls.

Armed with Sophia, an agile tank, you'll battle robots and mutants in dank caves and futuristic corridors. Visually, Blaster Master serves up robust environments, spectacular explosions, and slick frame rates. The jazzy tunes and muted sound effects, however, don't enhance the experience.

Though Sophia boasts nimble moves, the controls are always simple and intuitive. Gameplay-wise, most levels are light on combat and heavy on exploration, forcing you to retrace your steps constantly—a burden, considering the tedious, frequent load times. But don't let these minor quibbles keep you from exploring this revamped blast from the past.

Iron Soldier 3



BY VICIOUS SID

- Published by Vatical Entertainment
- $32.00
- Available now
- Action
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.0	4.0

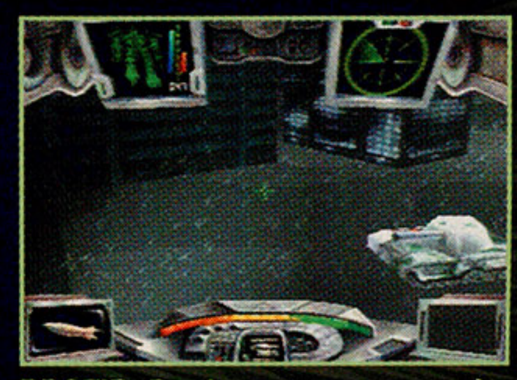


PROTIP: Though it requires tricky button combos, the Advanced controls offer strafing and extra maneuverability.

THOUGH HOBBLED BY a complex control scheme, Iron Soldier 3 makes a strong showing. MechWarrior fans, take note: IS3 is a worthy PlayStation romp.

As usual, it's the future and evil global corporations want to overthrow democracy. You'll pilot the Iron Soldier, a 42-foot-tall robot, through 25 single-player missions with cooperative and deathmatch modes also available. Graphically, Iron Soldier 3 packs a serious punch, rendering detailed urban environments, fiery explosions, and eye-popping weather effects. Soundwise, expect forgettable techno tunes and thunderous, speaker-rattling explosions.

With a controller in hand, though, IS3's problems begin. Moving your Soldier is way too complicated, while sloppy hit detection compounds the woes. Luckily, Iron Soldier 3's seductive arsenal and addictive skyscraper-smashing gameplay is worth the trouble. Give this mechanized mammoth a shot, but pack plenty of patience.



PROTIP: Don't waste ammo on the tanks–stomp them like empty cans.



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T
CONTENT RATED BY ESRB

Mild Animated Violence
Mild Language
Suggestive Themes

POWER STONE 2

BY MAJOR MIKE

- Published by Capcom
- Price not available
- Fighting
- Available August
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	5.0

NO STRANGER TO churning out game sequels, Capcom is counting to two with Power Stone 2, the successor to last year's Dreamcast launch title. While Stone 2 has kept the same fighting engine as its predecessor, the game's expanded fighter lineup, additional play modes, and new four-player action should keep fans of the genre busting thumbs for hours.



One of Power Stone 2's best features is the multiplayer mode where up to four characters can battle in a frenzied free-for-all.



Power Stone 2 features 12 fighters, including four brand-new characters.

FIGHTIN' WORDS

Stone 2's simple combat scheme is also the same: You can only punch, kick, jump, and grab—but Capcom has altered gameplay in some key areas. Characters who collect three stones are no longer unstoppable powerhouses and can take damage as easily as they would in their nonpowered-up form. Plus, the fighting stages have more prominence now and are filled with more interactive objects—e.g., cannons, tanks, and even catapults—that you can use against your opponents.



The weapons arsenal has been enlarged, too, and includes old favorites like the bazooka and Molotov cocktail along with new items, such as a trident, fireworks, and even a mini-typhoon. Some items are available at the beginning of the game, while you need to unlock others—you can even combine weapons to create new ones. Rounding out the new features are four new characters, including a gunslinger and a disgruntled chef, who fit perfectly into the oddball fighter lineup. As for the multiplayer game, up to four people can now battle it out in addictive team or every-man-for-himself scenarios that will keep a crowd gathered in front of your television for days.

LOOKS AND SOUNDS THE SAME

Stone 2's sights and sounds are almost identical to those in the first game. Characters are imbued with ultra-smooth textures, and there's no shortage of special-effect explosions and other visions of mayhem. Slowdown does tend to creep into the frame, however, especially when the action gets intense.

Audiowise, rousing music and pounding sound effects keep the action at a feverish pace, though the repetitive announcer strikes a sour note. Easy-to-learn controls will keep you in firm command of your personage, but the selection of individual targets during multiplayer contests will become a guessing game as you won't always select initially the character you want to hit.

SECOND ROUND'S A WINNER

Fans of the first Power Stone game should definitely check out this sequel. While it's basically the "more-of-the-same" Power Stone engine of the first game, the extra characters, weapons, and play modes make Power Stone 2 a top offering in the Dreamcast action/fighting genre.



PROTIP: In the final stage, first take out the armed straw-men with projectile-shooting weapons; then go after enemies who are holding axes or hammers.

GRAPHICS 4.5

Power Stone 2's visuals are almost identical to those of the first game—colorful and ultra smooth. Slowdown tends to creep into the frame—especially during intense four-player games—and some awkward camera angles make character navigation difficult.

SOUND 4.5

Stone 2's audio is loaded with solid sound effects and rousing music that perfectly creates a fighting mood. The announcer, though, quickly grates on the nerves with repetitive exclamations and annoying commentary.

CONTROL 4.5

Stone 2's simple controls are responsive and easy-to-learn. One problem: Selecting targets with projectile weapons can easily become trial-and-error.

FUN FACTOR 5.0

Fans of the first Power Stone will thoroughly enjoy this sequel. While the play engine hasn't been radically modified, the four-player and Adventure modes will keep party and solo players battling for hours on end.



PROTIP: During the free-fall sequence after the airship crashes, get the umbrella before the counter reaches zero. If you don't, you'll hit the ground and take damage.

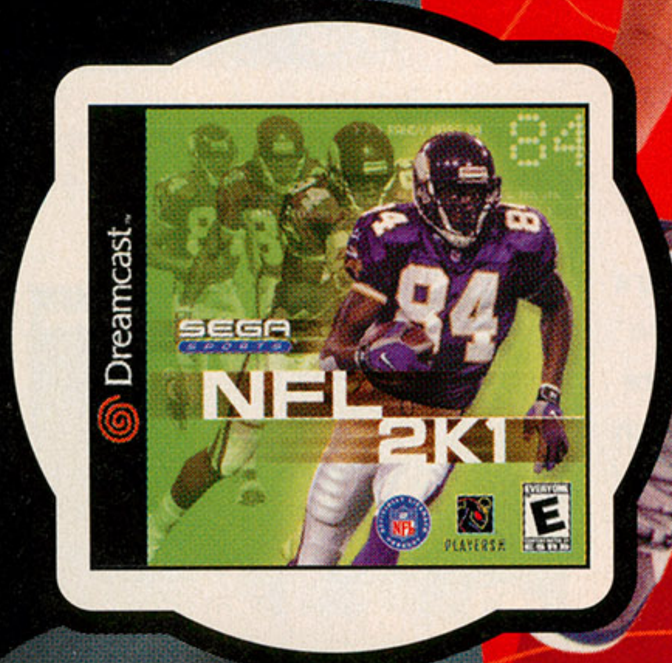


PROTIP: For extra damage, use weapons in succession: For example, employ the bubble gun to incapacitate your opponent then throw a bear-trap at him.



PROTIP: You can use the teleporters in the elevator stage to warp to levels. To do so, stand beneath the green light and press B.

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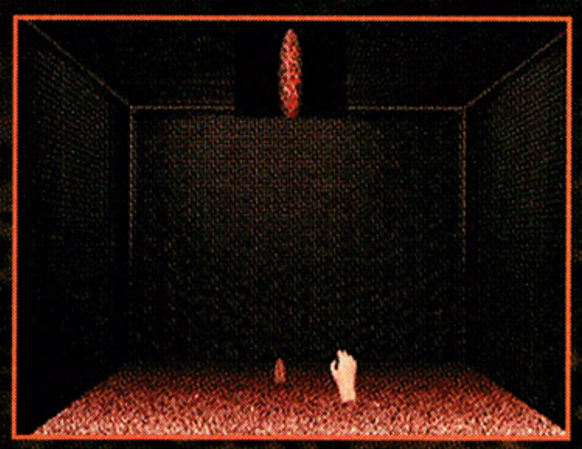
CAUTION SEAMAN™

BY FOUR-EYED DRAGON

- Published by Sega
- $49.99
- Available August
- Virtual pet
- 1 player
- ESRB: Rating Pending

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	5.0	3.5

ODD. DISTURBING. WEIRD. These are some of the words that may describe your first encounter with Seaman, Sega's newest mascot…er, spokesperson: an iconoclastic talking fish with a human head. Yep, Seaman will "listen" and respond to you, showcasing the latest technology and gaming innovations for the Dreamcast.



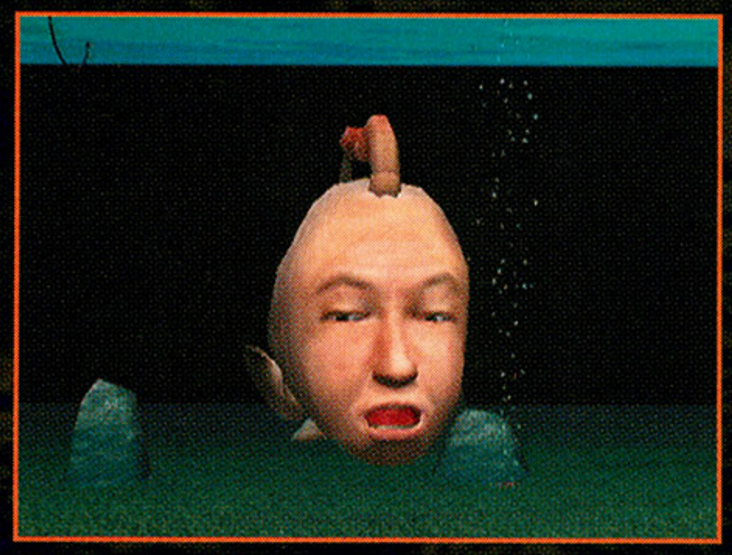
PROTIP: Listen carefully–after four or five days, Seaman will divulge info about the insect cage where you'll be able to grow and use larvae for food.



PROTIP: Keep the temperature between 16 and 20 degrees, and the oxygen flowing at above 85 for the best Seaman environment.

THE VOICE FOR THE NEXT GENERATION

Seaman is packaged with Sega's mini-microphone, a gizmo that attaches to the Dreamcast controller. The purpose: conversation with this mysterious creature. Your goal is to discover the origins of Seaman by keeping a cool rapport with it while taking care of its home: an aquarium whose temperature, oxygen flow, and food supply you have to control.



PROTIP: Feed Seaman and turn off the light when it asks, or else it'll be moody and won't talk to you.

To start off the Seaman evolution, you must first successfully hatch the little tadpole and then nurture it until it's old enough to start speaking. Unfortunately, three to four—real!—days of tedious baby-sitting will have you swearing into the-microphone every second. But by the sixth day, the strange creature will be discussing everything from its dreams to your parents. Each day brings a new revelation into how Seaman thinks and brings you closer to discovering what the heck it is. It may sound pointless, but the challenge of figuring out Seaman is captivating enough to inspire you to continue this strange quest until the end.

NOT AS GOOD AS PHISH FOOD

Although the mini-microphone may be the next step in slick tech for gaming, Seaman's other features are a step back. Visually, this fish lacks any colorful detail, while the sparse sound effects contribute nothing to the game. Smart, sarcastic remarks from Seaman, however, bring much-needed humor, while control is simple without any confusing button-pressing.

Open-minded gamers may be charmed by the quick tongue of this unforgettable breed. At least give Seaman a try—it may hook you.

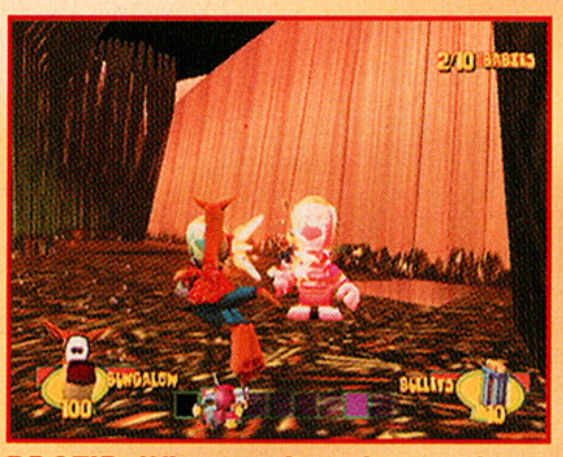
FUR FIGHTERS

BY JAKE THE SNAKE

- Published by Acclaim
- $49.99
- Available now
- Action/adventure
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	5.0	4.5

CUTE STUFFED ANIMALS wielding firearms—this bizarre mix distinguishes Fur Fighters from nearly every other video game, resulting in more flying stuffing than a food fight during Thanksgiving dinner. Yet Fur Fighters is not a twisted, ultra-violent game, but a surprisingly cute, clever, 3D action/adventure in which the cartoon characters happen to shoot stylized machine guns, bazookas, and neutron guns at each other.



PROTIP: When trading shots with an enemy, always slide left or right (press X or B) to dodge bullets.

Teddy Has a Gun!

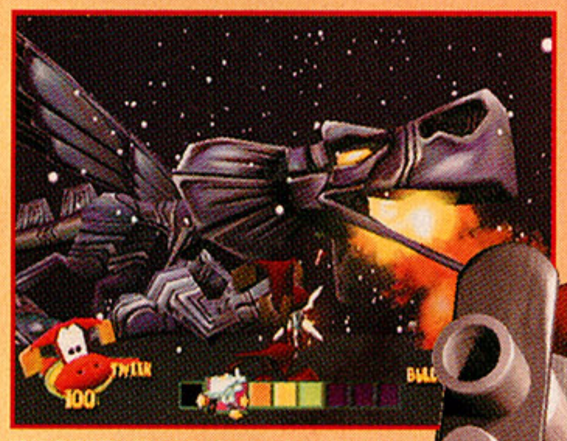
You control six Fur Fighters—a dog, cat, kangaroo, penguin, red panda, and dragon—whose kids have been kidnapped by the evil General Viggo. To rescue them, you control one Fur Fighter at a time from a third-person perspective. You can change characters at preset warp points to use each animal's special skill, such as the kangaroo's ability to jump over high obstacles.



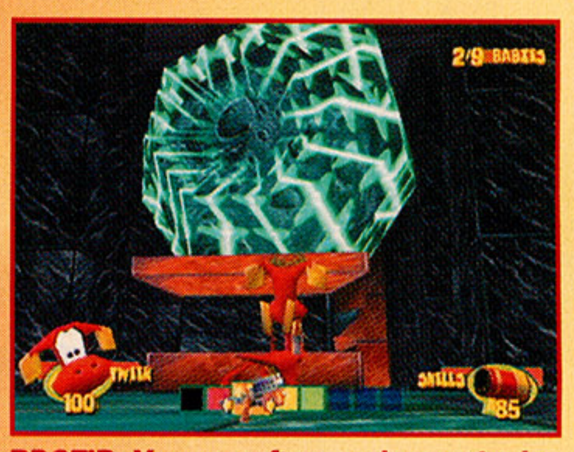
PROTIP: When you see a warp bubble (at left), you probably need to swap characters to get a special ability or rescue a baby, such as this kitten.

Stuffing Is Thicker Than Water

The graphics may not push the limits of the Dreamcast, but the characters are cute and well-drawn, as are the 25 levels. Plus, the hip music changes with the environment, adding to the atmosphere. The controls are perfect for a shooter, yet the game isn't a shooter as much as a cartoon adventure that coincidentally involves lots of shooting. What really makes Fur Fighters fun is its many hilarious details, such as the Quackenheim Museum's exhibit of bear-drawn artwork that looks like the crayon scrawls of a three-year-old. Its many puzzles are just as clever, like the one where you inflate a giant gorilla balloon atop a skyscraper to attract a patrol of biplanes à la *King Kong*. If you'd enjoy a smart, cartoon-based action/adventure game and won't be turned off by the guns, don't miss Fur Fighters.



PROTIP: To defeat this boss, repeatedly shoot it in its open mouth. If you're getting low on ammo or health on the first building, drop off the side to pick up more. But don't do this on other buildings.



PROTIP: You can often push amazingly large objects, such as this magnetized meteorite, to complete puzzles, so don't hesitate to try.

RAYMAN 2

PlayStation



9.1.2000

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VIRTUAL ON

BY JAKE THE SNAKE

- Published by Activision
- $49.95
- Available now
- Action
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	3.5	4.0

VIRTUAL-ON: ORATORIO Tangram, the sequel to Sega's mech-fighting arcade hit, delivers great 3D graphics as well as lightning-fast, surprisingly deep arcade-style action that will fully satisfy hardcore VO fans. The quirky controls, though, will leave some newcomers scratching their heads.

Tons of Metal-Crushing Fun

You control any of 12 Virtuaroids, or VRs, in one-on-one brawls in which you and your opponent blast each other with volleys of rockets, lasers, homing missiles, and much, much more. It sounds simple, but isn't if you consider that each VR has more than 20 unique attacks—including close-range thrusts—and can move, jump, or dash (speed burst) in any direction. To win, you'll need to use your head as well as your twitching, blistered thumbs.

Recycle Your Robots

The VRs and weapons are depicted in such sharp 3D detail and with so little slowdown that you may catch yourself admiring the graphics in the middle of a fight. The soundtrack also keeps you pumped, as do the good sound effects.

Activision has done an admirable job of translating the double-joystick controls of the arcade version to the Dreamcast controller, but even hardcore fans will need time to get used to them. Newcomers will take even longer because this game's controls are nothing like other first- or third-person shooters'—kiss your circle-strafing tactics goodbye.

Still, most patient gamers will be capably blasting enemy hulks within an hour of picking up a controller; mastering the many nuances and subtleties of each VR's attacks, moves, and countermoves will take months. For dedicated gamers longing for a fast-paced clash of metal, Virtual-On: Oratorio Tangram will deliver many hours of mech-smashing mayhem.



PROTIP: For weapons that shoot only forward and don't home in on the enemy, such as Raiden's double lasers, press Y to jump and face your enemy before firing.



PROTIP: You can't rely on rotating your mech to keep the enemy in view. Dashing then attacking or simply jumping will automatically lock them in your sights.



PROTIP: To engage Temjin's surfing attack, press Y to jump, then simultaneously press Up and X to perform an aerial dash forward, then simultaneously press L and R while still in the air.



PROTIP: To lock on an enemy without exposing yourself in the air, press Y to jump, then quickly press B to immediately land again.

DEEP FIGHTER

BY JAKE THE SNAKE

- Published by Ubi Soft
- $39.99
- Available August
- Action
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.0

AN APPARENT CROSS between Wing Commander and Ecco the Dolphin: Defender of the Future, Deep Fighter is a unique, engrossing game that plays like a space shooter, but takes place in an intricate underwater world teeming with coral, kelp, fish, crabs, and much more.

Swim With the Fishes

Deep under Earth's oceans, you pilot a variety of sleek mini-subs—deep fighters—in a wide array of immersive, story-based missions to protect your partially constructed mother ship from the evil Shadowkin and other waterborne threats, such as giant jellyfish. Flying…er, cruising from an underwater base, often with wingmen, your missions include herding fish, defending your mother ship against enemy subs, and exploring winding caves in a dark abyss. In other missions, you collect fuel crystals and use your sub's mechanical arm to place gun turrets around a mining facility.

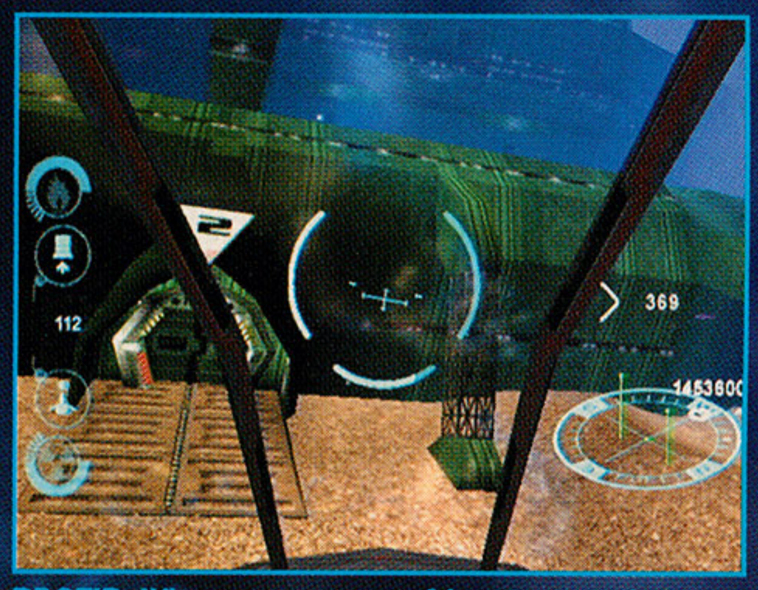
Jellyfish Closing In Fast!

The intricate world and the varied, dynamic missions—in which you often receive new objectives midway—create a captivating story that keeps you playing through the dull spots despite the amazingly cheesy cut-scenes (think Limburger). Handling your mini-sub with the Dreamcast controller works perfectly, making the game feel exactly like a floating first-person shooter. Although Deep Fighter's underwater locale has lots of detailed objects and creatures, its graphics are a notch below the amazing visuals of Ecco the Dolphin: Defender of the Future. The sound effects aren't especially good or bad, but the in-game voice-acting is effective and helpful, unlike the video cut-scenes.

If you like the idea of an underwater space shooter with some… well, depth, don't miss the boat with Deep Fighter.



PROTIP: Destroy the egg sacks on the rear of this flying pest, then nail the bug with your guns until it flies away.



PROTIP: When you run out of homing missiles in a fight against multiple subs, return to base for more. Don't rely on your guns.

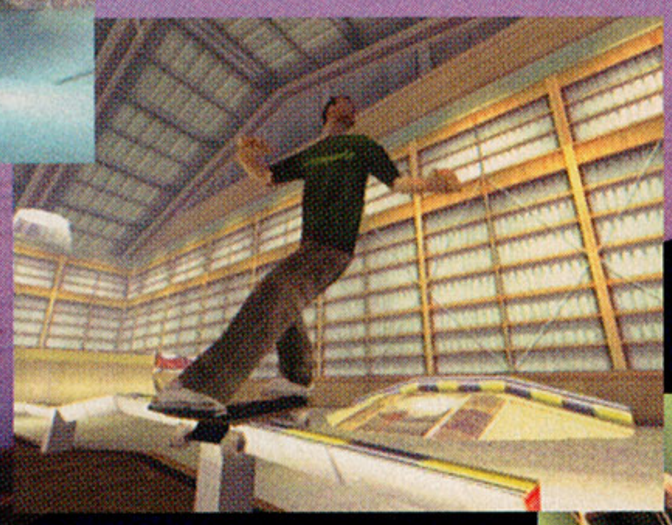


PROTIP: To kill the jellyfish boss, destroy its tentacles; then, after its top rises, destroy its innards.



Andy Macdonald
1999 X-Games Gold Medal, Vert Doubles
1999 World Cup Vert & Overall Combined Champion
World record for Longest Skateboard Jump – 56' 10.75"







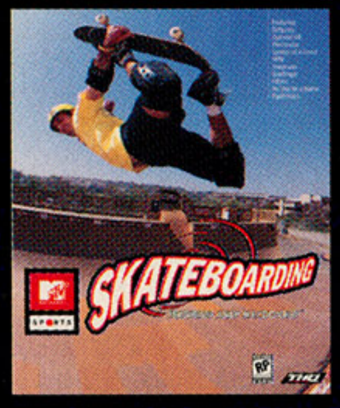
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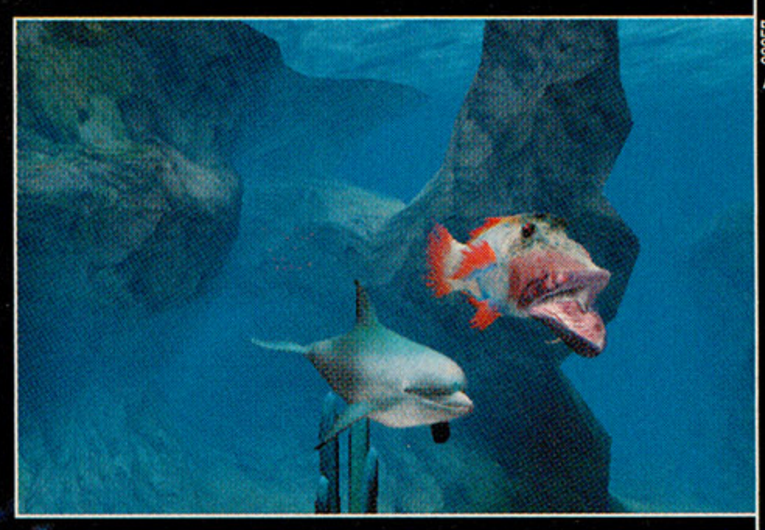
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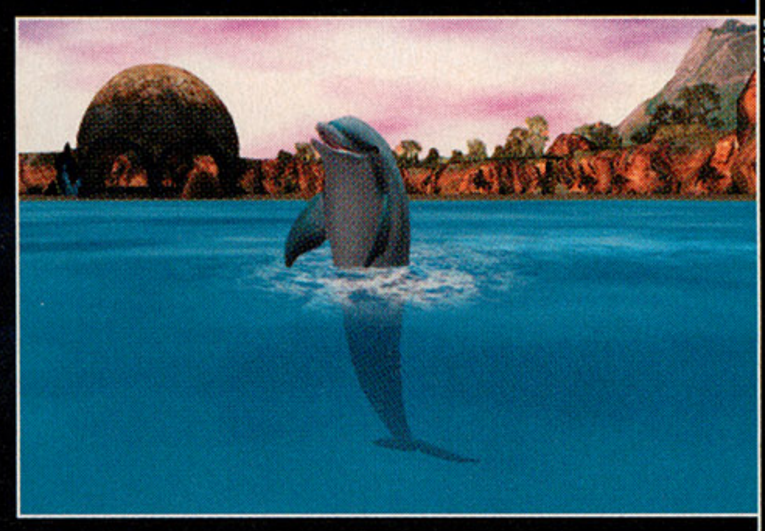
EVERYONE
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CONTENT RATED BY ESRB
Mild Animated Violence
Mild Language

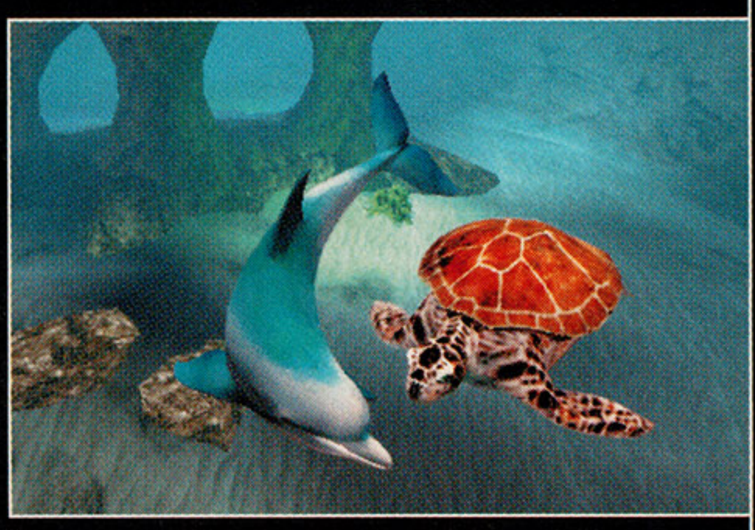


You'll need skill, endurance and a reliable blowhole.

ecco THE DOLPHIN™ DEFENDER OF THE FUTURE







Sega Dreamcast
IT'S THINKING

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Stay away from jellyfish. Remember to come up for air. Don't eat bad fish. Or you could die. Of course, a shark could kill you too. On top of all that, the ocean's in a downward spiral and it's up to you to save it. Tough job, but you'll figure it out. You're the chosen one. The big fish (although you're not a fish). Too bad you can't even count on Greenpeace. The weight of the ocean rests on your dorsal fin.

Appaloosa Interactive

EVERYONE
Animated Blood
CONTENT RATED BY ESRB

> 00957
> 00567
> 01538

I will not mate outside my species. I will not mate outside my species.
I will not mate outside my species. I will not mate outside my species.
my species. I will not mate outside my species.

Tough as it is, you must resist. Otherwise, you could end up with something like Seaman on your hands. Oh sure, treat him nicely and he's your buddy. Slack off, though, and he becomes just another verbally abusive mutant. Remember that the next time you feel the urge to fiddle with Mother Nature.



SEAMAN ON LOVE:
"Don't make me vomit."



SEAMAN ON THE 'F' WORD:
"I'm too polite to use that word, so I'll just say, 'Bite me, you baboon-faced ass-scratcher.'"



SEAMAN ON HIS ASTROLOGICAL SIGN:
"I need a middle finger to show you."

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RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

Sega Dreamcast.

IT'S THINKING



BY AIR HENDRIX

- Published by Sega
- $39.99
- Available now
- Tennis
- 4 players
- ESRB: Everyone

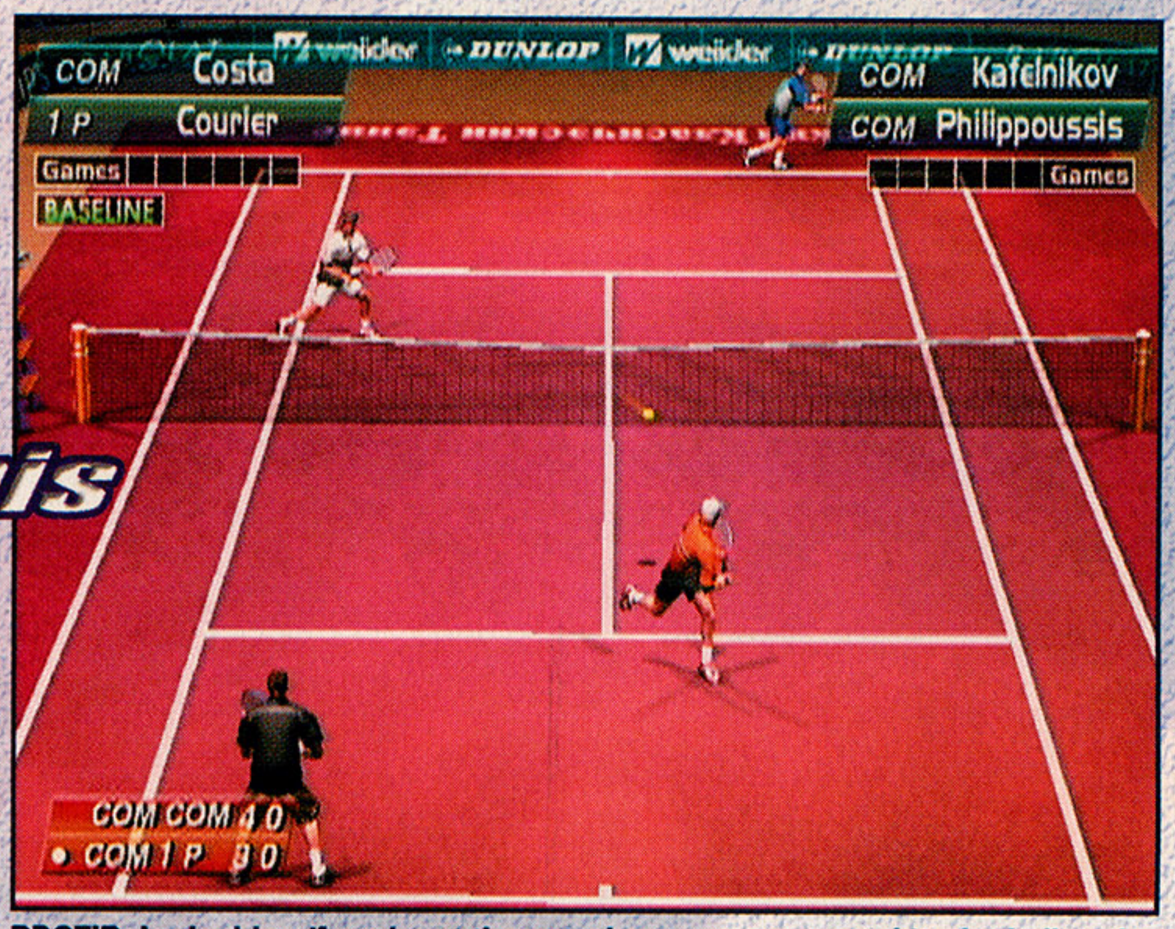
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	5.0

Masterful Virtua Tennis Ranked No. 1

PLATFORM
Dreamcast

SPORT
Tennis

When NFL 2K generated tons of buzz last fall, no one would've guessed that less than a year later, it would be shouldered aside by a tennis game. But it was. Backed by phenomenal gameplay and controls, Virtua Tennis reigns supreme as the Dreamcast's best sports game—and one of the best sports games ever.

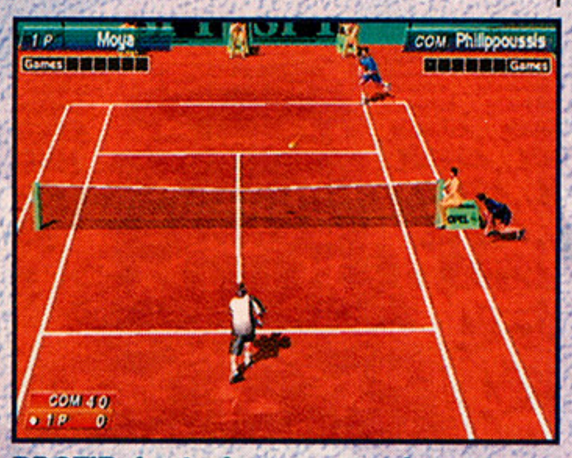


PROTIP: In doubles, if you're at the net when your teammate hits the ball to the opposing player at the net, fade back to cut off the fatal angle shot.

Where's the Love?

What's so awesome about a *tennis* game? The thrills come from a remarkable combination of superb control and addictive, exciting gameplay. Much like Tony Hawk's Pro Skater, Virtua Tennis just feels right in an intuitive way—it's easy to play and captivatingly fun from the first serve.

As you gain experience, you'll uncover killer new shots and serves that take practice and skill to master. Excellent A.I. smoothly scales the difficulty from beginner's chump-change to enjoyably tough, providing nice depth. The four-player doubles matches are the heart of the game, delivering some of the Dreamcast's best multiplayer action—they'll suck up hour after hour with intense, heated contests.



PROTIP: In singles, serve to the corners. Serving down the center opens up too many angles for your opponent.

The one-player game is no slouch, either. Along with standard exhibition matches, Virtua Tennis provides a World Circuit mode that's like the Gran Turismo of tennis. Choosing from pros such as Jim Courier, you travel the world, entering increasingly tough singles and doubles tournaments. Your winnings unlock hidden players and courts, enable you to hire better doubles partners, and so on. But the best part is the awesome training sessions, which offer Crazy Taxi–like mini-games ("bowling" on the court by serving at pins, lobbing onto bull's-eye targets, and much more) that actually improve your game.



Virtua Tennis's World Circuit mode is packed with fun mini-game training, such as this target-practice session.

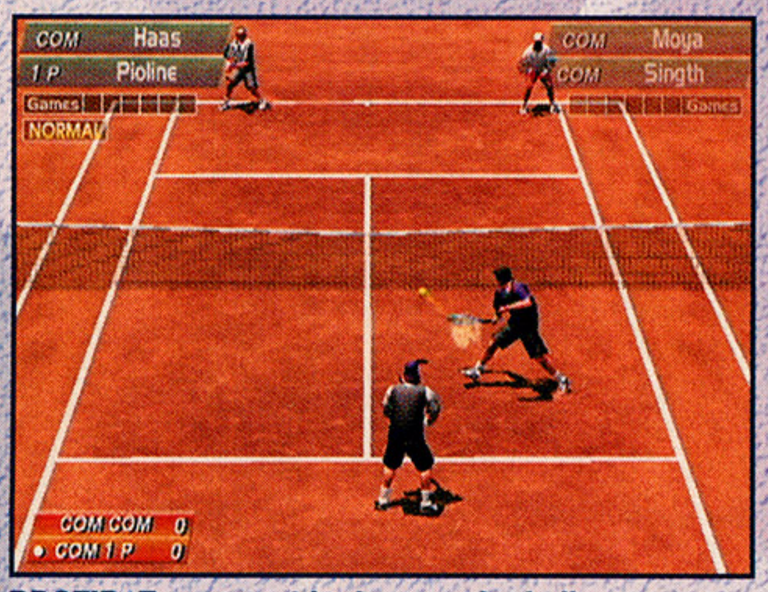


PROTIP: For a brutal drop serve, hold the joystick ↘ or ↙ and tap X or B to start the serve. Use as little power as possible and release the joystick before you hit the ball.

Leads the Rankings

The game has a few minor flaws. Slowdown infrequently crops up, and when you lob the ball, the camera work can be disorienting. There are no female players at all, and adding superstars like Sampras or Agassi to the lineup would've been huge. Next to the game's overall excellence, though, these problems are small potatoes.

The visuals and sounds also make strong performances. Well-rendered players move with graceful realism, although during close-ups, some of their faces just look wrong. Sharp sound effects and announcing pace the action cleanly, but you'll want to turn off the obnoxious music.



PROTIP: To put a wicked cut on the ball, move your player to where he'll swing as early as possible. Immediately press and hold A while holding the joystick at a sharp diagonal to charge up a serious spin.

Killer Smash

Even if you can't imagine enjoying tennis as much as hoops or football, this stellar game deserves a chance to win you over. Just be prepared to spend the next month or so playing nothing but Virtua Tennis.



◀ PROTIP: For cheesy points if your opponent is too close to the net, lob the ball over his head. Caution: Human players usually have a hard time reading lobs, but CPU players tend to annihilate them.

GRAPHICS 4.5

Slick animations move the players gracefully around the court, and, except during lobs, the camera work is tight. Bad texturing, however, occasionally makes some players' faces look freaky.

SOUND 4.5

The nuances of the action are conveyed by impressive, informative sound effects, while the announcers sound just like the real thing. Thankfully, the lame music can be turned off.

CONTROL 5.0

Very few games have controls this polished. They're simple and intuitive, but deliver dazzling depth that lets you learn to perform like a top-seeded pro.

FUN FACTOR 5.0

Virtua Tennis will surely be remembered as a classic. Spiked with addictive excitement, its accessible, deep gameplay—especially the four-player doubles—makes it worth every cent.

NFL GameDay 2001 Tears Up the Turf



BY DR. ZOMBIE

- Published by 989 Sports
- $39.99
- Available August
- Football
- 8 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	5.0

PLATFORM
PlayStation

SPORT
Football

FOOTBALL SEASON IS here at last: the first tailgate party, the first loss by the 49ers—and the arrival of the latest edition of 989 Sports' excellent GameDay series! NFL GameDay 2001 meets the high expectations, providing a captivating football gaming experience through a weighty list of features, detailed graphics, challenging A.I., and in-depth controls. Good thing the PlayStation 2 is on the horizon—NFL GameDay 2001 flexes the PlayStation's muscles to the max.

Pigskin Precision

GameDay 2001's heavy-hitting feature-set delivers a ton of football action. Up to eight players can link up to play current superstars or past Super Bowl winners. Egomaniacs can create players in their own likeness; control freaks can pack memory cards with homemade plays; and armchair QBs can receive reviews of extraordinary plays with insightful commentary and a topnotch onscreen telestrator. Finally, the new "play as any skill player" feature enables you to take charge of any player; for example, you can guide a receiver through his pattern and call for a pass.



PROTIP: In tight situations, use the spin move to evade defenders.



PROTIP: Practice your audible plays extensively before you start saving your season stats.



PROTIP: Master the Total Control passing system and throw to where the receiver will be to avoid interceptions.

A Superstar Sunday

Sharp graphics, slick motion-captured animations, and great details in the rendering of stadiums (such as wear-and-tear on the field) bring the onscreen mayhem to life. The running-game visuals are especially effective, with players moving up and down the field instead of just gliding across the screen. GameDay's only major graphical drawback is its limited field of vision at the line of scrimmage, which restricts your view of the sidelines and sometimes causes you to lose the ball amid a cluster of players.

The sounds are all-pro. Excellent audio, ranging from on-the-mark commentary to stirring fight songs, ratchets up the excitement big time. The controls are complex and deep, especially the Total Control passing, which requires practice to fully master. And, as in the real sport, there are no "gimmes," so you'll have to work to catch the ball, too.



PROTIP: Limit kick returns by kicking hard left or right with appropriate coverage.

Game Crazed

GameDay 2001 delivers the goods for excellent football fun. Although Madden NFL 2001 has yet to play a down (check out our preview in these "Sports Pages" this issue), so far it looks like a toss-up between these traditional rivals. GameDay fans will be happy with the upgrade, and Madden fans may want to double their pleasure with another excellent football game.



PROTIP: Always scan the defense to isolate receivers with single coverage.



PROTIP: Fade back to your strong side on shotgun plays to give receivers time to run their patterns.



Proportioned polygonal players, authentic stadiums, wear-and-tear on the field, and new celebrations score a touchdown for GameDay's graphics.

GRAPHICS 4.5
Fully rendered and accurately proportioned players, detailed stadiums, and crisp animation spark the gridiron action. However, it can be difficult to follow the ball in large crowds.

SOUND 5.0
Sharp sound effects, detailed game announcing, accurate color commentary, and trademark stadium fight songs provide plenty of listening pleasure.

CONTROL 4.5
Mastering the complex controls requires practice; once you do, you'll appreciate the total depth of control on both sides of the ball.

FUN FACTOR 5.0
GameDay 2001 packs pure pigskin power: GameDay fans will want to upgrade for all the enhanced features, while Madden fans might be tempted by 989 Sports' excellent turf.

NCAA GameBreaker 2001



BY UNCLE DUST

- Published by 989 Sports
- $39.99
- Available August
- College football
- 8 players (with multitap)
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.5

PLATFORM
PlayStation

SPORT
College Football

As THE COLLEGE season hits the gridiron, 989 Sports is kicking butt with its impressive NCAA GameBreaker 2001. Thanks to terrific controls and smooth gameplay, GameBreaker squeaks out a narrow victory over EA Sports' NCAA Football 2001 for this year's best collegiate gridiron game.

Breaking the Games

GameBreaker features all 115 Division I-A teams and 64 historical teams to battle in Season, Career, or Exhibition modes. This year's GameBreaker comes with smooth-moving animations that include hundreds of motion-captured bone-crushing tackles and sharp character designs (considering it's on aging PlayStation hardware). The animation keeps up perfectly with the gameplay, giving a realistic feel to the running game and plenty of necessary accuracy on defense.

The controls are the best part of the game. Set at simulation, you get right into the game with all the jukes, jives, and big hits you need. If you want to give your fingers a workout, Total Control mode will enable you to fine-tune your passes in midair or tell your running back to block or go out for a pass. Either way, you're set to make a run for the national championship.

Too Close To Call

Sound is merely average in GameBreaker. The crowd noise mixed with grunts and popping helmets renders a fairly lifelike tone to the game, but it's buried beneath Keith Jackson's commentary, which is accurate, but repetitious. The audio isn't bad, but is not on par with the rest of the game.

While this year's NCAA Football might offer a better Dynasty mode and more customization, NCAA GameBreaker 2001 grabs the championship with its fast, fun gameplay.



PROTIP: When running to the outside, cut well before the defender is on you, and press ○ to help break any tackle that comes your way.



PROTIP: If you're having trouble getting your passing game going, complete short out-patterns before you look deeper down the field.



PROTIP: For solid pass defense, get your DB (or LB) between the receiver and the ball and press × at the last moment. Keep your distance from the receiver to avoid pass interference.

NCAA Football 2001



BY UNCLE DUST

- Published by EA Sports
- $44.99
- Available August
- College football
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.0

PLATFORM
PlayStation

SPORT
College Football

WITH ITS DEEPER than ever gameplay and a locker room full of options, EA Sports' NCAA Football 2001 offers sim football fans everything they could want. But it doesn't match 989 Sports' NCAA GameBreaker 2001 for bone-crunching play-for-play fun.

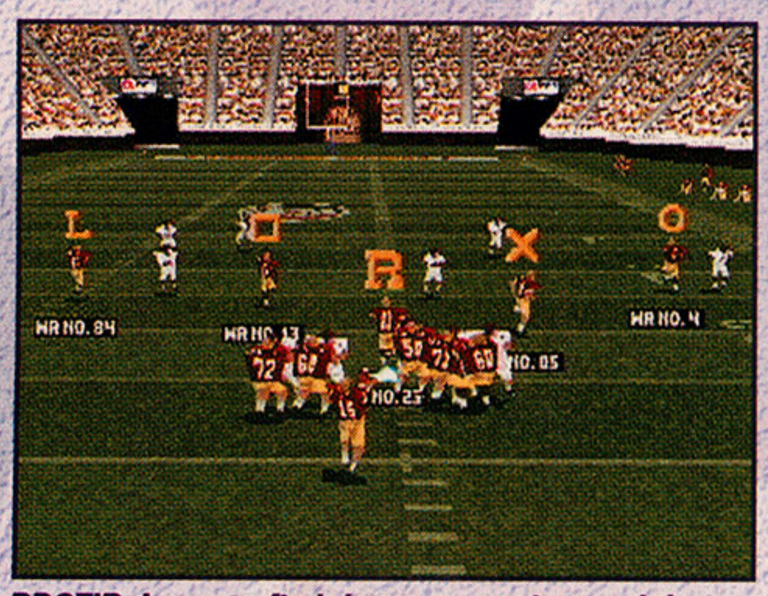
The Dynasty Lives On

NCAA Football 2001 hits the field for another exciting season, featuring a deeper Dynasty mode with plenty of new customizable options and the most complete statistics and BCS poll-tracking available for any game. You can create your own team or choose from 140 Division I-A and I-AA teams along with the top 25 teams of all time as voted for at EA's Web site.

This year's game is every bit as beautiful as you'd expect EA Sports titles to be. The textures are realistic and the stadiums are nicely rendered—even better than 989's stadiums are. But the animations in the 2001 version aren't as smooth and don't feel as real as GameBreaker's.



PROTIP: Read defenses, then call audibles to counteract them. When you see a crowded line, try a quick pass.



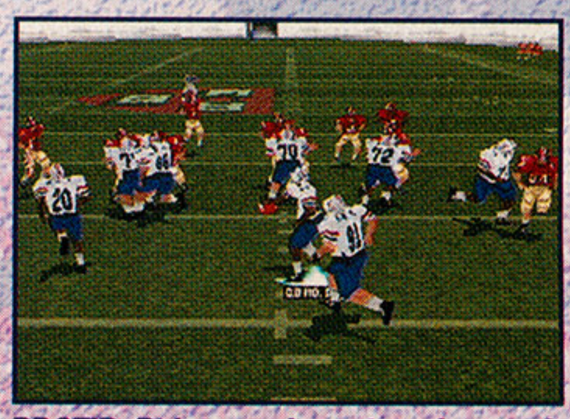
PROTIP: Learn to find the open receiver and throw the ball very quickly. Otherwise, you'll miss an opportunity for extra yards after the catch.

The soundtrack is terrific, as EA has opted out of the standard play-by-play and gone for the feeling of being in the crowded stands of a college game. The chants, cheers, and band all sound crystal clear and authentic.

Champions Die Nasty

The clunky animation makes NCAA Football's gameplay feel a little stiff. The collision engine seems off a bit, and the players move and act awkwardly, making the running and passing games more difficult. The controls are amazingly deep, but are perhaps too deep for novices, which makes them difficult at first.

But NCAA Football is not second rate—far from it. It's the game of choice for any stickler for detail who wants to spend hours tweaking everything in the game (including filling in all the players' names). But for pick-up-and-play fun, GameBreaker takes home the trophy this year.



PROTIP: Pick several running plays and mix them up–inside then outside, left then right–for success.

Threads of Fate™

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Two Adventures

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Play as both characters

She uses powerful magic spells

It's a whole new game

PlayStation

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EVERYONE

E

CONTENT RATED BY ESRB

Mild Animated Violence
Mild Language

BY ATOMIC DAWG

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

HANDS-ON

PLAYSTATION

Madden NFL 2001

Football's Fine Points

You know video game football season is ready to kick off when John Madden shows up for training camp. Madden NFL 2001 for the PlayStation is hot on the heels of NFL GameDay 2001 (see our "ProReview," this issue) as the two games continue their annual helmet-butting.

In its preview version, Madden 2001 looked as if it's continuing to refine the solid simulation gameplay that has made it a fan franchise. For example, the player graphics are benefitting from major polishing that better distinguishes the sizes of players according to their individual positions; according to EA Sports, heights and weights are being factored into the collision system as well. That means you'll probably be able to create mismatches by forcing linebackers to, say, cover a back in a pass route (but that wasn't yet apparent in the preview build). Already present was a slick defensive feature that enabled one to employ a single button-press to alter pass-rushing routes and pass coverage after reading the offense at the line of scrimmage. Cool!



As usual, Madden NFL 2001 will enter the PlayStation preseason as the game to beat.





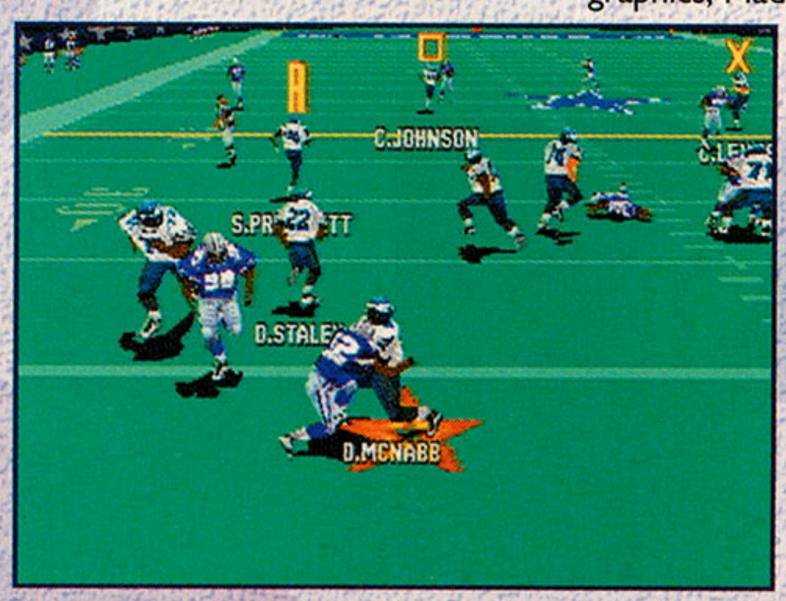
The Madden Edge

Madden maniacs will find that the 2001 version doesn't stray from the series' familiar gameplay, playbooks, and menu interface. The controls in the preview version were solid and predictable. However, armchair passers may continue to make comparisons with GameDay's Total Control pass system (in fine form this year).

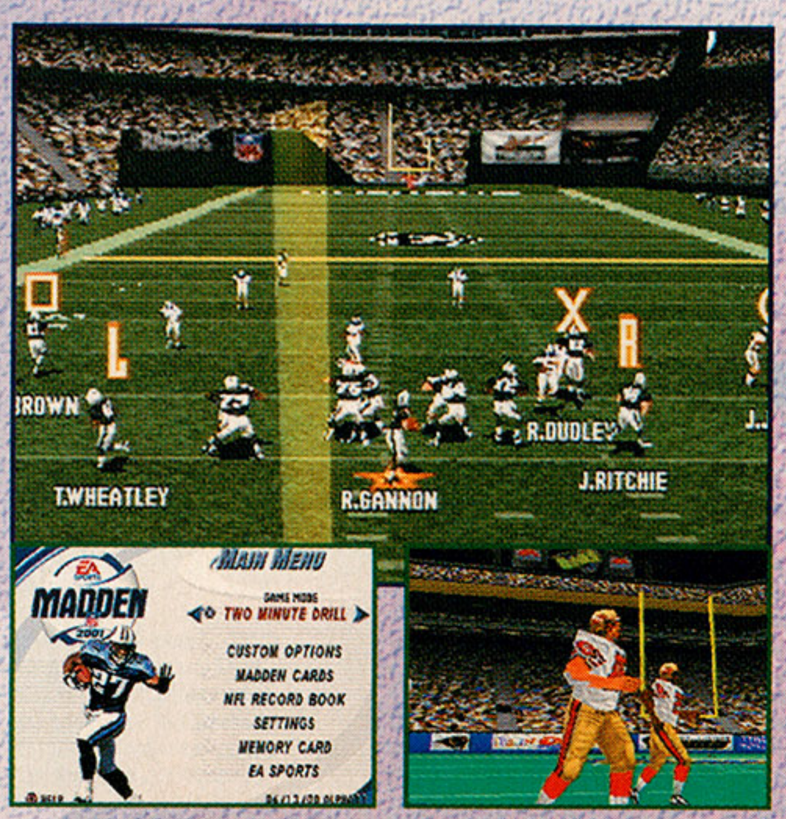
Just the same, Madden NFL 2001 is again trying to hone an edge on GameDay by sharpening its list of extras and details. Although GameDay continues to showcase cleaner-looking player graphics, Madden will paint fine points like face masks and elbow pads. Other notable additions will include a heavy-hitting create-a-team feature that enables you to bring former stars out of retirement and create your own uniforms.

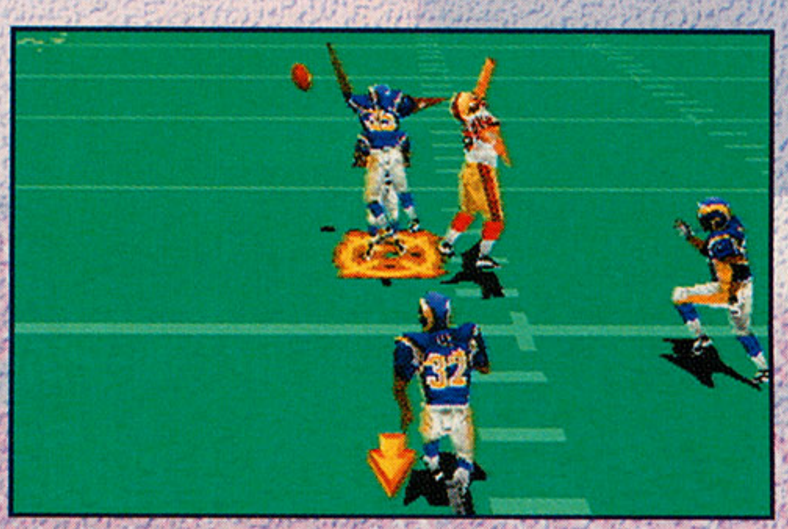
You also can't beat the live-TV feel of Madden—a dynamite mix of visuals and audio—not the least of which is the great commentary by John Madden and Pat Summerall. This year, EA Sports is even adding coaches' vocals to the show. Preseason workouts definitely find Madden NFL 2001 at the top of its game.















World Series Baseball 2K1



BY UNCLE DUST

- Developed and published by Sega Sports
- Target release date: July

HANDS-ON

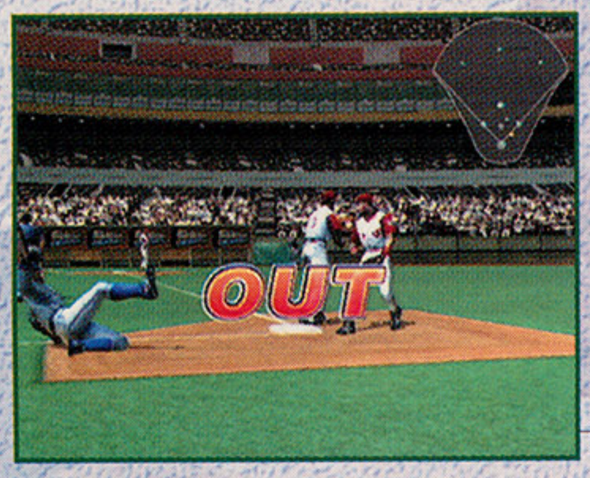
DREAMCAST



Sega Sports is bringing some Dreamcast magic to its most venerable franchise, World Series Baseball, further adding to its impressive 2K sports collection!

Playing Hardball

World Series Baseball I and II for the Sega Saturn brought virtual baseball to a pinnacle in terms of fun and realistic gameplay—but ever since that console system shriveled and died, there's been no worthy successor to the throne. This summer, America's pastime will break into the next generation with Sega's latest baseball effort, World Series Baseball 2K1. For those of you hardcore fans who have been waiting and waiting for an ultra-realistic looking and playing baseball game—your wait may be over this summer.



SEGA SPORTS

WORLD SERIES® BASEBALL 2K1





Beauty of the Game

Graphically, WSB2K1 surpasses the standard of realism created by both NFL 2K and NBA 2K with amazing textures and smoothly moving player models. Even though the stadiums were unfinished in the preview version (the crowds had yet to be added), the 3D-rendered architecture of each and every park was gorgeous. On the other hand, the transitions from one player animation to another were sometimes slow and awkward, but that's something Sega will surely fix. The controls—which had seemed unintuitive to those playing the demo at E³—were tighter and more responsive than before.

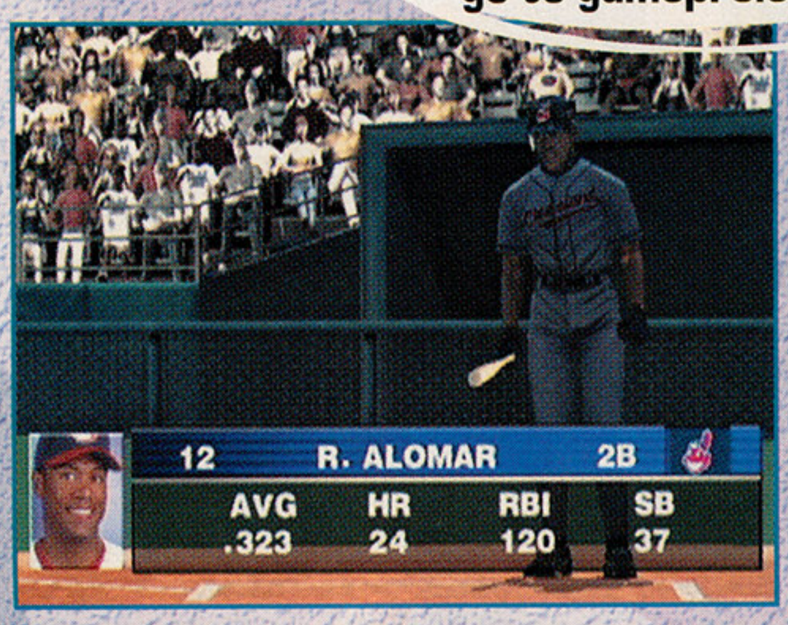
For more info on WSB2K1, go to gamepro.com!

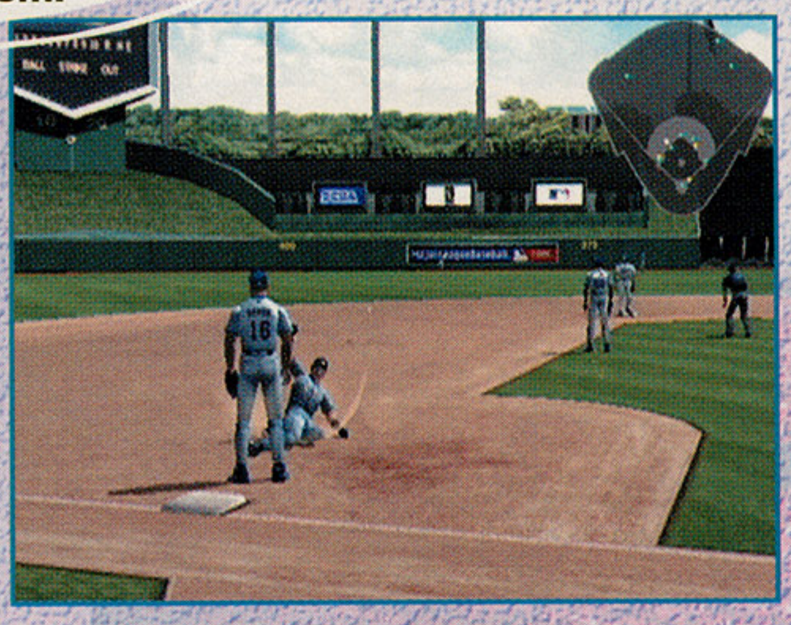


Work in Progress

Although the game still has a little ways to go—the preview version revealed slowdown with runners on base and some unbalanced player A.I.—the pitching controls already provided plenty of variety, creating terrific showdowns with the big hitters. Overall, Sega has made a very strong start, and if it continues the job, this visually impressive new game will be worthy of the World Series Baseball name.

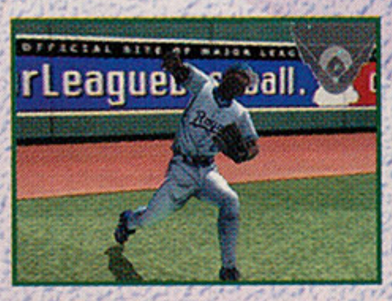




















NASCAR 2001



BY AIR HENDRIX

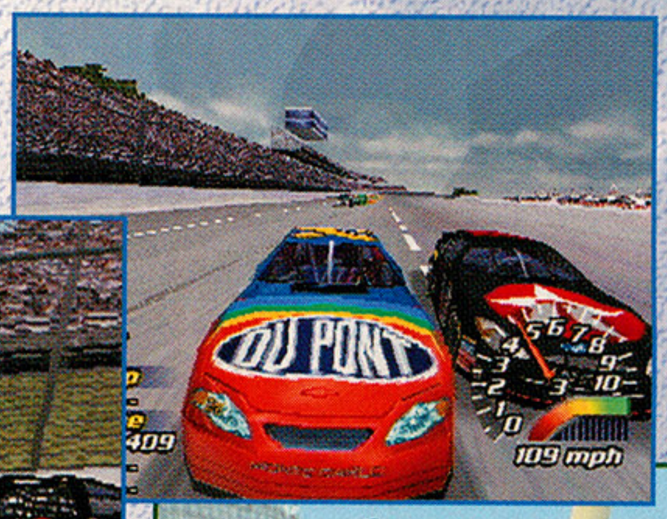
- Developed by Black Box
- Published by EA Sports
- Target release date: September

HANDS-ON

PLAYSTATION

YOU MIGHT BE surprised to hear that after several successful seasons on the NASCAR circuit, EA Sports has shelved its PlayStation engine and turned to a new development team to create NASCAR 2001 from scratch. But that gutsy move looks like it'll pay off as a preview version was already revving up for a strong PlayStation season. (The PlayStation 2 version wasn't ready for a full-blown Hands-On preview, but a tantalizing very early playable revealed that a front-running PS2 debut is likely this November.)

The cars still spent a lot of time turning left, but the tracks and vehicles sported a lot more detail, and the reduction in pop-up was particularly impressive. The handling already had a natural, comfortable feel, but sadly, gamers will no longer be able to skew the A.I. toward sim or arcade; this version will just have Rookie, Veteran, and Legend difficulty levels. Thirty-five top NASCAR pros will be available along with 19 official NASCAR tracks (including Daytona, at long last!) and five fantasy road courses in locales such as Hawaii and Colorado. With multi-season action and a create-a-driver option lurking under the hood, NASCAR 2001 seems headed for another solid finish.















NHL 2001



BY AIR HENDRIX

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

UPDATE

PLAYSTATION

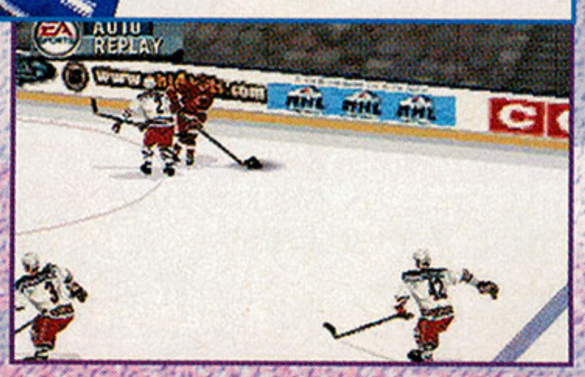
SURPRISINGLY, THE FIRST LOOK at NHL 2001 came in the form of PlayStation 2 screens (see "Sports Pages," August, page 105); but EA Sports has recently released the first shots of this year's PlayStation version, and, because it's not a first-generation game, the PlayStation version will beat the PS2 version to store shelves by at least a couple months. NHL 2001 will also include a few advanced options that EA won't have time to include in the PS2 version, such as a multi-season career mode and a fantasy mode with a dispersal draft.

EA is also tuning the player physics and creating new motion-captured animations that will fill the game with new checks, shots, and fighting moves. More importantly, it's also working on improving the A.I. so that it better adapts to offensive and defensive strategies on the fly. All the pro teams (including Columbus and Minnesota) and players will hit the ice alongside 20 international teams for what looks like another championship season this October.



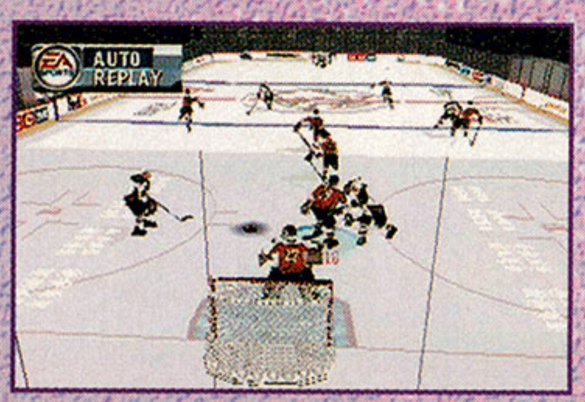


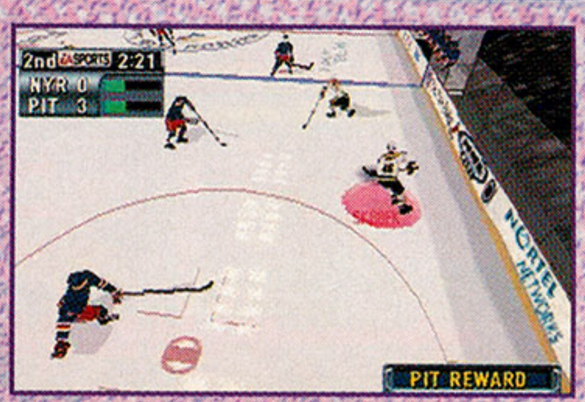












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CONTEST #1 - VIDEO GAMES

Sony Playstation Dual Shock, Sega Dreamcast, Game Boy Color, and Nintendo 64 Funtastic Series. Get all four or trade what you don't want for cash. Options include accessories, plenty of games, Sony Playstation 2 and 36" monitor. Base prize package value $1200.

CONTEST #2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST #3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 78% attain the highest score in phase 1, 65% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are descibed below puzzle. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS. **All entries must be post marked by Oct 25, 2000.**

PRIZE PUZZLE #1

WORD LIST

TOWER	- P	LEGAL	- Y
EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
HAPPY	- O	FIELD	- B
SHARE	- Z	~~BLADE~~	~~- D~~

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

		T			___
H					___
B	L	A	D	E	D
			S		___
				L	___

SECRET WORD ↓

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

ENTER ME IN THE FOLLOWING CONTESTS:

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☐ ($3) Computer ☐ ($5) All Three - **Save $4**

101

Name

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This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than July 01, 2001. This contest is open to residents of the U.S. and Canada only. If you are under 18, you must have parents permission to play.

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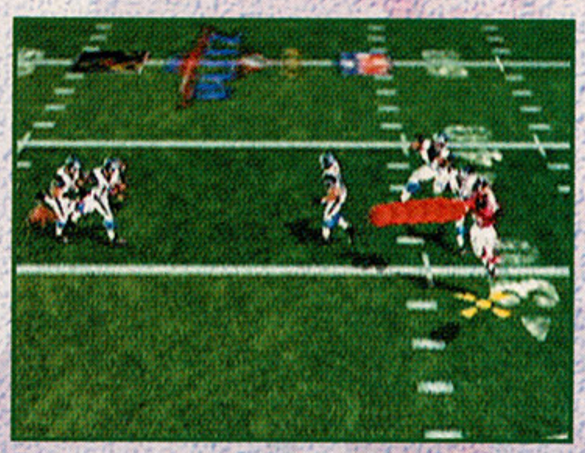
Clip This Order Form And Mail It

Clip This Order Form And Mail It

Value of prize packages as follows: Video Game package $1200 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 612-826-0033.

NFL Blitz 2001















BY LAMCHOP

- Developed and published by Midway Home Entertainment
- Target release date: September

DREAMCAST

HANDS ON

THIS ISN'T YOUR grandfather's Blitz. In fact, Blitz fans may have to get used to a new, more technical atmosphere in Blitz 2001. You'll still be able to smash with late hits and lay down over-the-top violent tackles, but, judging from the preview version, it seems safe to say that Blitz 2001 feels, so far, more like a football sim than the cartoony smash-em-all gameplay of its predecessors. With more plays to choose from, new character animations, and all 31 NFL teams, NFL Blitz 2001 may bring the series into a new arena.

Ready 2 Rumble Boxing: Round 2



BY MAJOR MIKE

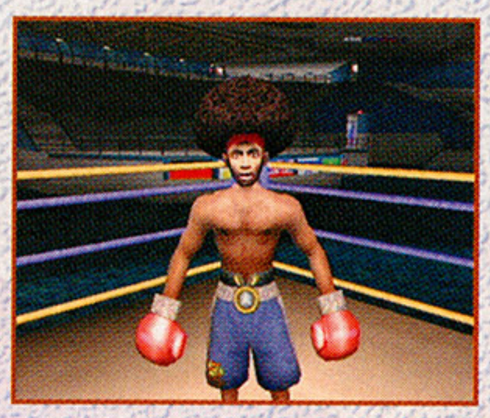
- Developed and published by Midway Home Entertainment
- Target release date: November

PLAYSTATION 2 PLAYSTATION NINTENDO 64 DREAMCAST

FIRST LOOK

MIDWAY'S READY 2 RUMBLE franchise is returning to the ring for a second round of arcade boxing mayhem. All 11 boxers will be back from the original, joined by 12 new characters, including Shaquille O'Neal. You'll also be able to play as pop star Michael Jackson, who will be a hidden character. Other features will consist of new Tournament and Practice modes, more taunts and special moves, and enhanced fighter animations. Will the second round of R2R be tougher than the first? Find out this fall. *Note: All screens shown here are from the Dreamcast version.*









FIFA Soccer World Championship



BY BROTHER BUZZ

- Developed and published by EA Sports
- Target release date: Now (in Japan); October (U.S.)

PLAYSTATION 2

OVERSEAS PROFILE

ONE OF THE first PlayStation 2 sports games, FIFA Soccer World Championship is already lighting up scoreboards in Japan. FIFA will enable Japanese gamers (or importers) to take one of 47 international teams to the World Cup finals. MLS fans, however, will have to wait to play their league until October (when this game will resurface as FIFA 2001 Major League Soccer). Naturally, FIFA paints an outstanding visual show; in the Japanese version, though, players moved a tad slowly. Overall, this game should play great in any language, and is a tantalizing look at sports games to come for the PS2.











ESPN International Track & Field



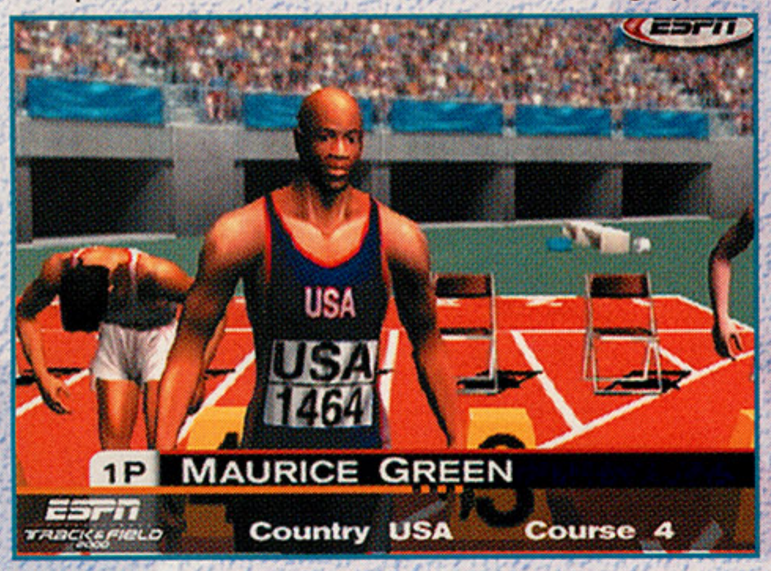
BY UNCLE DUST

- Developed and published by Konami
- Target release date: Fall 2000

FIRST LOOK

PlayStation 2 Dreamcast

KONAMI IS GOING next-generation with its ESPN International Track & Field. You'll play in more than 12 events—e.g., the long jump, weightlifting, and gymnastics—in the 128-bit graphical glory of the Dreamcast and the PlayStation 2. The game will include realistic animations with more than 700 motion-captured moves from past Olympians and all the sounds you'd expect in a live track and field competition. You'll also be able to challenge your friends in a multiplayer mode that will support up to four players. If you're still suffering from Olympic fever this fall, then you'll want to race to stores for ESPN International Track & Field.



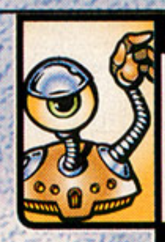






Note: All screens shown here are from the Dreamcast version.

Sydney 2000



BY IBOT

- Developed by Attention to Detail
- Published by Eidos
- Target release date: August

HANDS-ON

PlayStation

WHILE KONAMI MAY have an illustrious history when it comes to track and field, Eidos has the actual license for this summer's Olympic games. Sydney 2000 will feature 12 events, from the button-mashing fun of the 100-meter dash, triple jump, kayaking, and hammer throw to the more subdued precision of skeet shooting and diving. You'll be able to play as one of several athletes from 16 countries in single and multiplayer modes. The PlayStation preview version offered button-pounding bliss for virtual athletes with iron thumbs, but the controls were less than precise at times. Hopefully, the developers will be able to fine-tune them before the real games begin down under.













NHL Face Off 2001



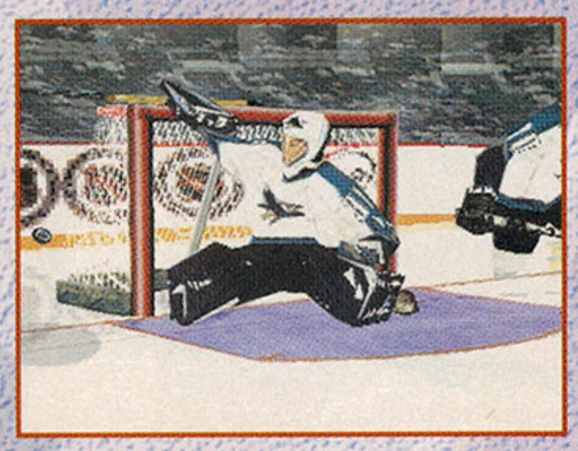
BY AIR HENDRIX

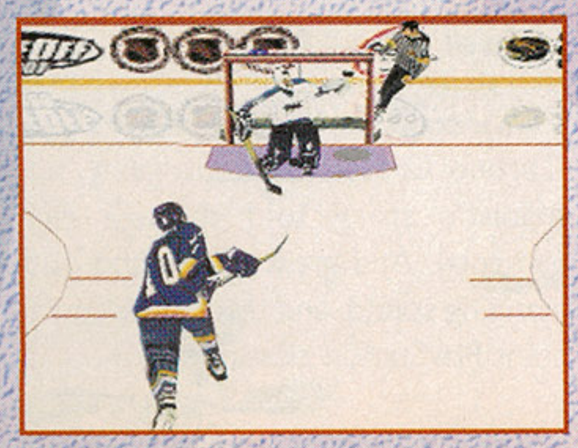
- Developed and published by 989 Sports
- Target release date: September

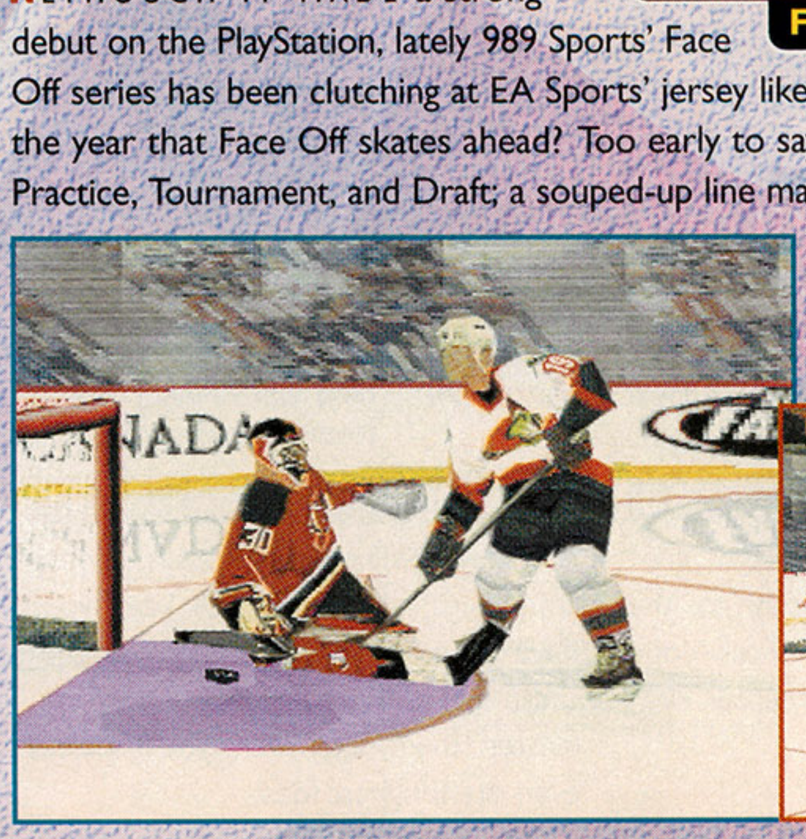
FIRST LOOK

PlayStation

ALTHOUGH IT MADE a strong debut on the PlayStation, lately 989 Sports' Face Off series has been clutching at EA Sports' jersey like a middle-tier team trying to hang on in the playoffs. Will this be the year that Face Off skates ahead? Too early to say, but 989 has its game face on with new modes like Shootout, Practice, Tournament, and Draft; a souped-up line manager; all the pros, including the expansion teams; and its trademark wicked-fast action. A PlayStation 2 version of Face Off is also in the works for later this year, but at press time, 989 still had it under wraps.











BY FOUR-EYED DRAGON

- Published by Square EA
- $39.99
- Available August
- RPG
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	5.0

PLATFORM
PlayStation

CHRONO CROSS, THE long-awaited sequel to Chrono Trigger for the Super NES, will captivate role-players with its superior gameplay. Simply put, SquareSoft's phenomenal PlayStation follow-up cannot be missed.

Keeping Your Options Open

Similar to Chrono Trigger's, the story of Chrono Cross revolves around time travel. You'll follow the footsteps of Serge, a young boy who—while he simultaneously solves the many challenges that face him—must trek into the past and future to discover why he's been chosen as the "Chrono Trigger."

Chrono Cross's highlights are its nonlinear gameplay and the wide number of alternate paths it offers. For instance, if you find a specific item, you'll trigger an event that adds more depth to the story; if you help a specific person, you'll create a new objective to complete; and whom you choose to be a part of your party—you'll meet more than 15 characters—will also determine how the tale progresses. Plus, Chrono Cross has excellent replay value in that it's impossible during a single playthrough to experience all the diverse scenarios the game provides.



PROTIP: Give the Book of Poems to the barmaid in the alternate world; she'll give you a Rainbow Shell.

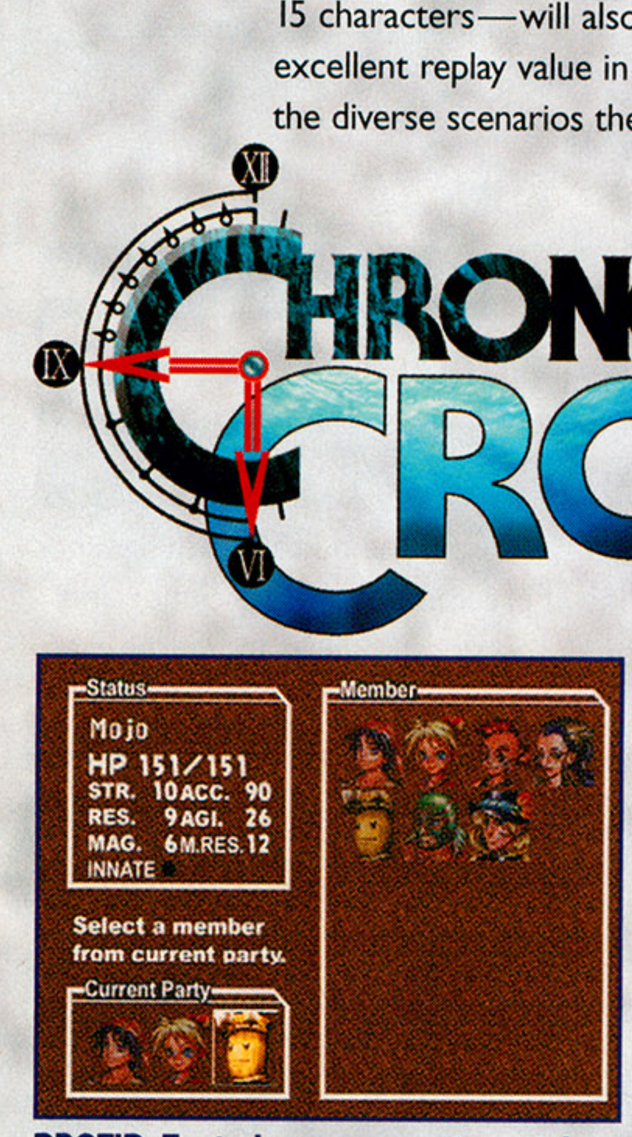


PROTIP: In Arni Village, the Heckran Bone is under the cook's bed.

Crossing the Boundaries

While the turn-base battles may be difficult to master initially, Chrono's fighting system is ingenious. Each character can deliver light, medium, or heavy blows with their standard weapon, but is also partial to a particular element: black, white, blue, green, yellow, or red. The character element determines how much damage a character inflicts and how effective their spells are during battles. Ultimately, this places an emphasis on strategy during Chrono's melees, something that most of today's RPGs lack.

Gorgeous visuals and an outstanding soundtrack complete Chrono Cross. The signature SquareSoft CG cut-scenes, along with superbly drawn backgrounds, illustrate a stunning world to explore. Characters are sharply defined, drawn with vivid colors, and imbued with immaculate detail. Moreover, a symphony of elegant tunes brilliantly plays throughout the entire quest while impressive sound effects fill each corner of your adventure.



PROTIP: Try to have your party contain a mix of elements so your battles will be well-balanced.

Well Worth the Time

Chrono Cross is a great RPG. It combines fine graphics with well-tuned sounds and, most importantly, has a profound story line that RPG fans will enjoy to the very end.



PROTIP: If you decide to help Kid, go to Opassa Beach and use the Astral Amulet—you'll be transported into the past where you'll find the Hydra Humour.



PROTIP: After infiltrating Viper Mansion, return to the shrines at Termina. There, you'll meet Greco, whom you can invite into your party.



PROTIP: Feed the dragons in the barn behind Viper Manor. You'll receive cool goodies from the barn keeper if you do well.



GRAPHICS 5.0
From odd creatures to plush backgrounds, you'll explore a world of striking details. And SquareSoft's trademark CG cut-scenes are just as impressive as they are in any Final Fantasy game.

SOUND 5.0
The score consists of magnificent melodies that smoothly play to the tempo of the entire game. Nicely done sound effects enhance gameplay even further.

CONTROL 4.5
A unique combination of spells, fighting techniques, and timing will keep your fingers busy. Combos can be tough because there's much to learn—once you master them, however, you'll defeat even the toughest foes.

FUN FACTOR 5.0
Chrono Cross has an intriguing, humanistic story told through rich gameplay. Add great visuals and outstanding sound, and this RPG is an instant PlayStation classic.

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PlayStation

EVERYONE

E

CONTENT RATED BY ESRB

Mild Animated Violence

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KOUDELKA



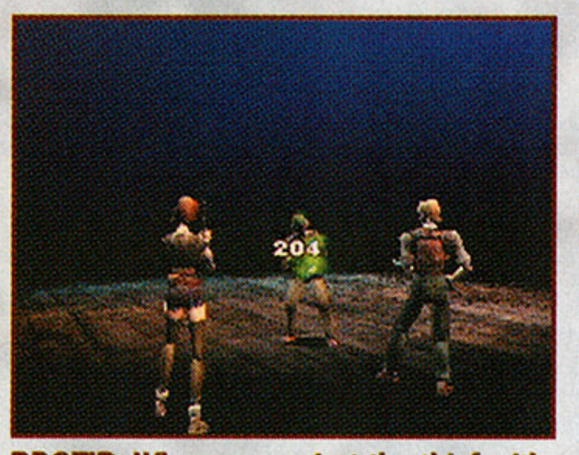
BY UNCLE DUST

- Published by Infogrames
- $39.99
- Available now
- RPG
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.5	4.0

PLATFORM
PlayStation

A STRANGE EVIL lurks in a monastery in the Welsh countryside, and it's up to Koudelka and her uneasy partners to destroy it in this four-disc epic adventure.



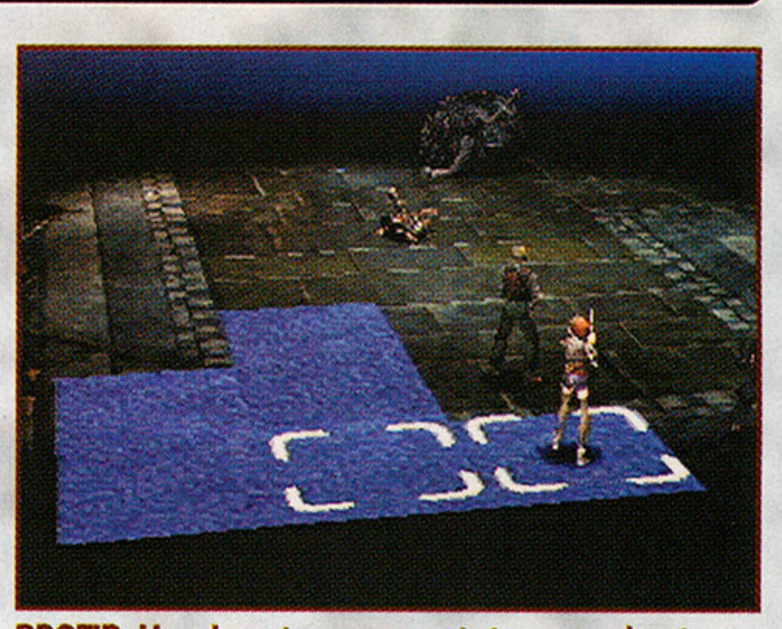
PROTIP: When up against the thief with the pistol, use magic to destroy the boxes he's hiding behind, then shoot him with the rifle and pistol.



PROTIP: Don't battle these twins for the green key. Wait until you find their dolls, and they'll gladly trade.

Turning Lead Into Gold

Koudelka is a psychic who has been called to the immense Nemeton Monastery by an unknown voice. The story continues very slowly from there—in fact, you'll have no idea what's going on when you first meet a thief named Edward, then a holy man named James to form your three-person party. But as you wander through the hulking old building, several clues will come to light that reveal each character's involvement, and, eventually, an interesting story emerges. It's a ghoulish tale of mysticism and alchemy—mixed with Western religion and history—that forms the backbone of the mystery.



PROTIP: Use character movements to your advantage. Shield weaker personages with stronger ones and keep fighters with magic or projectile weapons at a safe distance from enemies.

Graphically, Koudelka is a luminous gothic tapestry with glorious prerendered backgrounds that blend well with the game's unique character designs and beautiful cinematic cut-scenes. The adventure also features a special movement-oriented, turn-based combat system to add more strategy to the many random encounters and boss fights. The menu system is simple, yet the numerous customizable character attributes give you plenty to experiment with. Most of the puzzles, though, are a little too easy, virtually solving themselves.

As for the audio, the game's voice-acting is less than stellar, making it hard to become involved early on. Koudelka's music and sound effects are fine, but no better than your average RPG's.

A Chip Off the Old Square

Developed by Sacnoth/SNK, a group of ex-SquareSoft employees, Koudelka showcases some of the same impressive visual appeal of that fabled RPG studio. It also carves out enough of its own gameplay-and-story niche to become a worthwhile adventure.

ETERNAL EYES



BY EYE SPY

- Published by Sunsoft
- $39.99
- Available now
- RPG
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.5	3.5

PLATFORM
PlayStation

GAME FOR A challenge? How about taking on the Evil Goddess with a squad of Pokémon clones watching your back? In Eternal Eyes, you'll play as the sole survivor of a race of crimson-eyed folk, possessing the power to mold 163 weird little creatures called Mappemon into a formidable fighting force.

Eyes, Caramba!

Eternal Eyes competently mixes straightforward RPG gameplay with familiar creature-ranching. Because you're Mr. Red Eyes, you can feed the Mappies various colored jewels, amping their HP and MP to make them evolve into more lethal life forms. It's shameless Pokémon copycatting, but is still compelling and fun.

The turn-based combat, however, is as much a battle against the controls and the battle-grid system as it is against monsters. You use the directionals to highlight squares on the 3D grid, but the constantly changing angle views make that a patience-straining adventure in button pressing as Up sometimes becomes a diagonal or Down turns into a Right.





PROTIP: Mappemon are most effective in gangs. First focus their attacks on your strongest adversary.



PROTIP: If you're victorious, your party's HP and MP are fully restored.



PROTIP: If the Move command doesn't position you for an attack, open a chest to find something you might need in battle.

The game's attempt to entertain your eyes and ears produces mixed results. It begins with an awesome Japanese animé that promises more than the game delivers. The gameplay visuals are plain but pretty, yet some Mappemon (like the flying sheep-thing) look plain silly. The audio is limited to sometimes toothache-sweet merry-go-round tunes.

The Eyes Have It

Despite those flaws, Eternal Eyes is a decent beginner's game. If you're an RPG newbie with an eye for Pokémon, cast an eye toward Eternal Eyes.

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BY MAJOR MIKE

- Developed by SquareSoft
- Published by Square EA
- Target release date: September

HANDS-ON

PLAYSTATION

Parasite Eve II

The Story Continues...

A sequel to 1998's sleeper hit, Parasite Eve II will feature more mutated mitochondria mayhem in a brand-new story with an arsenal of awesome firepower and more emphasis on action. The game finds Aya Brea, a member of LA's MIST (Mitochondria Investigation Suppression Team), looking into a series of bizarre incidents involving violent mutants. Parasite Eve II will start in Los Angeles, but will quickly switch to a desolate hotel in the deserts of Nevada where the majority of events take place.





Can Aya Brea destroy the evil mitochondria once and for all? Find out as Parasite Eve returns to the PlayStation with new monsters, weapons, and spells.

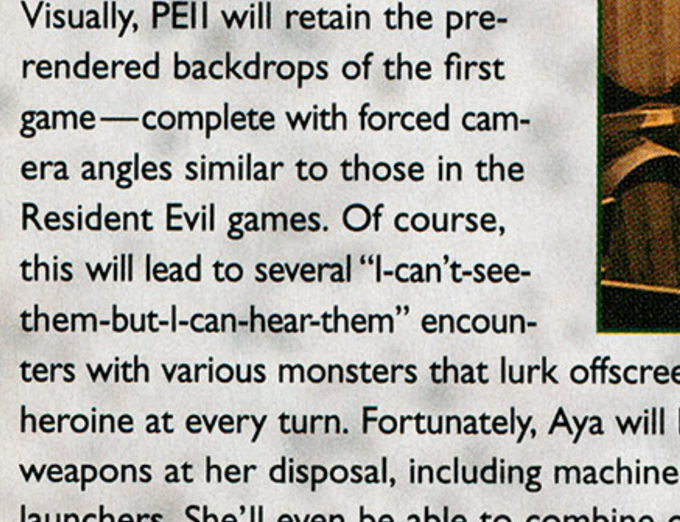




Familiar Flavor



Visually, PEII will retain the prerendered backdrops of the first game—complete with forced camera angles similar to those in the Resident Evil games. Of course, this will lead to several "I-can't-see-them-but-I-can-hear-them" encounters with various monsters that lurk offscreen, ready to pounce on our heroine at every turn. Fortunately, Aya will have several high-powered weapons at her disposal, including machine guns, pistols, and grenade launchers. She'll even be able to combine certain weapons—like the grenade launcher and the M-16 machine gun—to double her firepower.

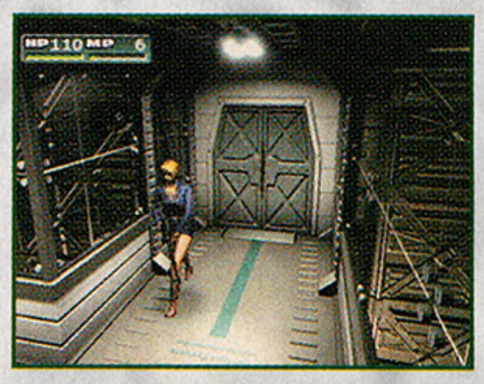


Aya will also be able to learn several spells, including the ability to steal energy from her enemies, bathe them in fire, and more.



Mitochondria Mayhem

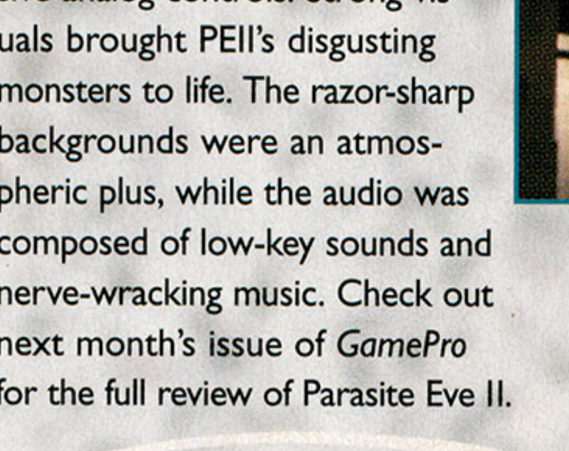
Fans of the first PE will take to this sequel immediately. In the preview version, PEII retained the same control scheme as its predecessor, but its new aiming system—which has the advantage of showing which enemies are in range of your weapons—took some getting used to. Navigating the various menus was easy and intuitive, and moving Aya around the various locales was a breeze thanks to responsive analog controls. Strong visuals brought PEII's disgusting monsters to life. The razor-sharp backgrounds were an atmospheric plus, while the audio was composed of low-key sounds and nerve-wracking music. Check out next month's issue of *GamePro* for the full review of Parasite Eve II.







For more info on Parasite Eve II, go to gamepro.com!















Breath of Fire IV



BY MAJOR MIKE

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

HANDS-ON

PLAYSTATION

It Breathes Again

The saga of the Dragon Clan continues with Breath of Fire IV. As the result of a long war, a swamp now divides the two battling continents. While traveling on a mission of mercy to comfort the people of the war-torn land, Princess Elena disappears. The sister of the princess, Nina, searches for Elena. During her investigations, Nina encounters Ryu—a member of the Dragon Clan—and the duo join forces. As their quest evolves, several familiar Breath of Fire themes come into play—especially the preservation of nature, good versus evil, and issues of personal honor.



The second Breath of Fire adventure for the PlayStation features familiar turn-based fighting and dragon transformations.









Visually Breathtaking

BOFIV's graphics may be the most arresting of any game in the series. The preview version showcased detailed sprite characters blending perfectly with polygonal environments, along with a plethora of special effects that filled the screen during battle sequences. In fact, BOFIV will be the first game in the RPG series to feature hand-drawn animated cinemas in the cut-scenes designed to flesh out the elaborate story. Other key BOFIV visuals will include the ¾-overhead view (from its predecessor game) and a rotating camera to help spot hidden areas and items.

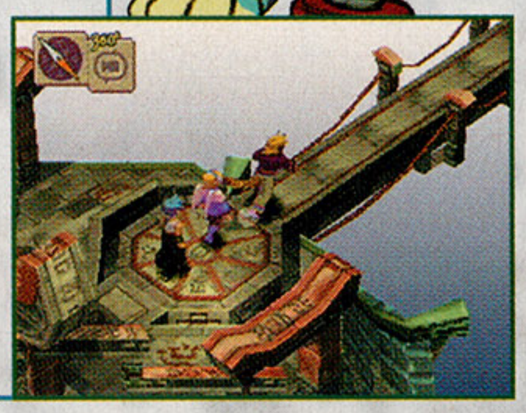
Effective sounds accompanied the graphics with stirring music and compelling audio effects. With all these strong elements, BOFIV looks destined to be another quality installment in the Breath of Fire series.

For more info on Breath of Fire IV, go to gamepro.com!

New Techniques

BOFIV has some big differences from earlier series entries—most notably new battle techniques and character abilities. During a fight, you'll be able to divide the six-person party into front and rear groups. Characters in the lead will do the actual fighting, but can also change positions with those in the rear, who will be able to regain any lost Ability Points. Another new battle technique will be a combo system where, if the first blow connects successfully, the second is more powerful. Characters will also be imbued with helpful noncombat abilities. For instance, while she's exploring a mazelike dungeon, Nina's hover ability will provide a "big picture" view of the surroundings.

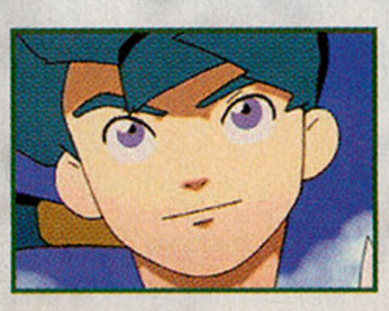
In the preview version, sturdy controls kept players in firm command and helped navigate the various, extensive in-game menus. Plus, fishing purists will be pleased to hear that the angling sequences will be compatible with the Agetec fishing peripheral.

















Evergrace





BY UNCLE DUST

- Developed by From Software
- Published by Agetec
- Target release date: October

FIRST LOOK

PLAYSTATION 2

THE EPIC SCOPE of RPGs will soon reach another level when the PS2, with its integrated DVD, is launched in the United States. Agetec's Evergrace will be one of the first console RPGs to hit the states on this high-storage-capacity format. Evergrace will tell the story of two separate playable characters: Yuterald, a trained swordsman, and Sharamy, a young woman who grew up with Yuterald and whom he treats like a sister. Both are separately transported to the lost kingdom of Rieubane where Yuterald looks to avenge his parents' deaths and Sharamy searches for her kidnapped friend. The two stories will unfold together as their journeys develop.



Evergrace will feature a Dress-Up System that allows characters to integrate the items and armaments they find to augment their fighting skills and defense. Plus, crystals found throughout the game (called Palmila) can be combined with weapons to create special abilities called Palmila Actions. And Agetec promises that the mysterious story will be told on a grand scale thanks to the graphical power of the PS2. So be on the lookout for this RPG to grace the PlayStation 2 this October.









Eternal Ring



BY UNCLE DUST

- Developed by From Software
- Published by Agetec
- Target release date: October

FIRST LOOK

PLAYSTATION 2

IN ETERNAL RING, you'll play as Cain, a warrior who has been summoned by his king to journey to the dangerous and dragon-infested Island of No Return. Besides its daunting name and unruly reptilian inhabitants, this island is also known as the resting place of the Eternal Ring; you'll need to master all of Cain's magical powers if you plan on finding this ancient relic and surviving the quest. The island will be separated into eight areas, each with individualized terrain, such as erupting volcanoes, snowy mountaintops—and even an underwater palace; six of these areas will be ruled by dragons.



To survive the menacing dragons, you'll have to equip characters with rings so that they gain magical powers. You'll be able to find and use more than 100 rings, which are divided into six categories: Fire, Water, Earth, Wind, Light, and Darkness. Characters will have to balance the effects of the Magic Rings and use Assist Rings for optimum results. Eternal Ring will arrive in the U.S. in October for the PlayStation 2 launch.













Eternal Darkness

BY FOUR-EYED DRAGON

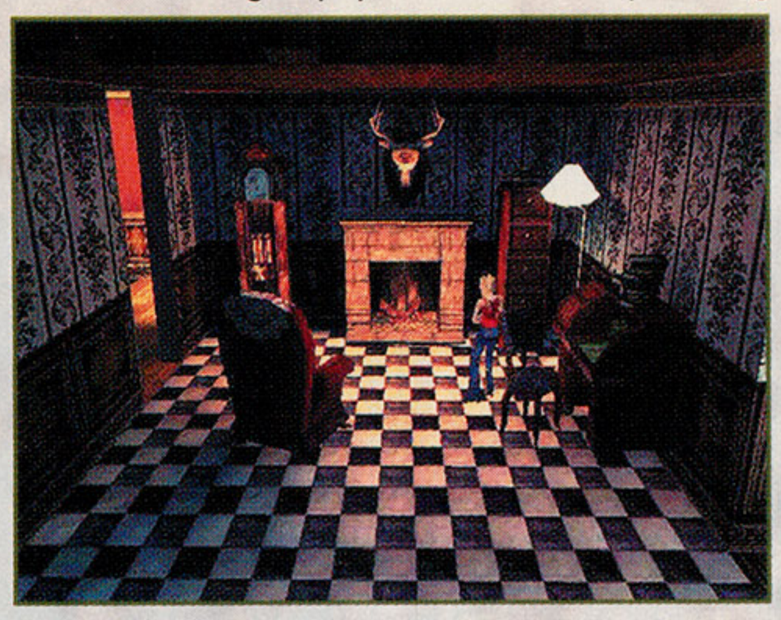
- Developed by Silicon Knights
- Published by Nintendo
- Target release date: October

FIRST LOOK

NINTENDO 64

FINALLY, ANOTHER RPG for the N64! But will this horror/survival adventure from Silicon Knights play with as much depth as legendary hit The Legend of Zelda: Ocarina of Time or its much-anticipated sequel, Majora's Mask? Nintendo is betting on it by including an involving story, a "Mature" rating, and strong visuals that promise to use every bit of the console's power.





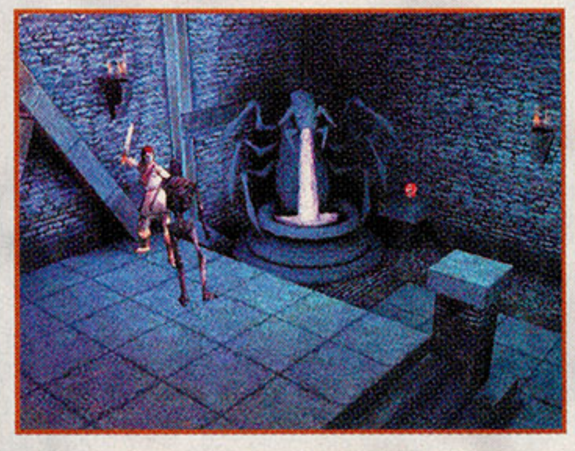
Eternal's story will have players travel through time, following the lives of 13 souls who have been chosen to fight for all of humanity. The enemy: the Ancient, a race who once presided over Earth long before humans existed. Now this evil group wants "their" world back—at any cost. A monk who lives during the paranoia of the Spanish Inquisition and a Special Forces commando who presides in the present are just two of the many characters you'll accompany. Ancient and modern weapons will be at your disposal, from mysterious magic spells to state-of-the-art automatic rifles. But even with your centuries-spanning arsenal, hunting down the enemy won't be easy. The Ancient has infiltrated all levels of society, hiding behind trusted faces—and even wearing the skins of the people closest to you.

Designed to be a dark horror/thriller, Eternal Darkness is hoping to rival any and all scary games while simultaneously being as engrossing as today's top RPGs. Nintendo 64 owners should get ready for a chilling experience this October.

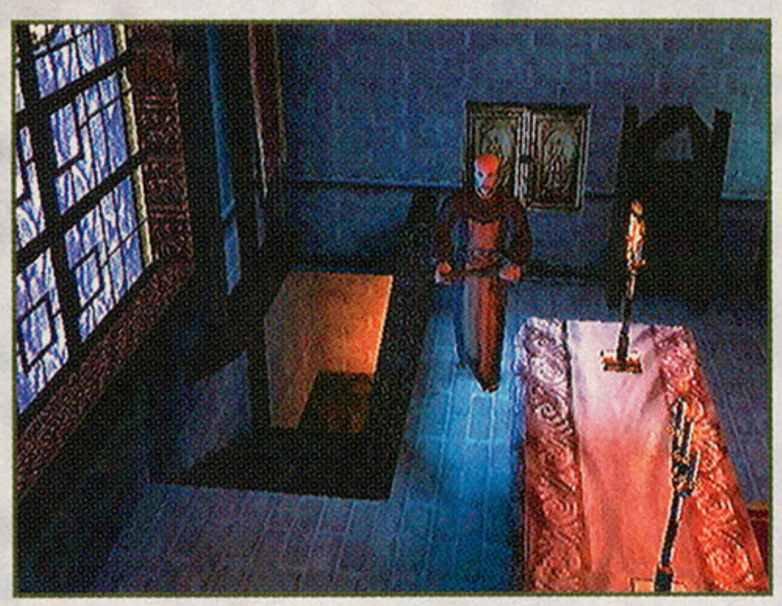














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WWW.ROCKSTARGAMES.COM

RELEASE DATE: PlayStation 2 Launch

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24+ Play Areas Included
Explore a world full of everything you need for a fun-filled gaming experience!
40+ Unique Playmates
Note: Playmates not guaranteed to be playful in all areas.
"Best of Show E3" -Gamers Depot's
www.godgames.com
www.heavy-metal.com
2000



"The Sexiest Videogame of the Year" — ***Details Magazine***

"...It's got sass, class and a lot of lead character Julie Strain's ass." — ***PC Accelerator***

"Stunning - the visuals are amazingly vibrant, the models and animation are terrific and the game practically oozes style." — ***GameSpy***









HEAVY METAL™ FAKK2™

* This is a dramatization. Do not attempt to plug box into game console. Silly doll box not available in stores.

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MARVEL VS. CAPCOM 2
New Age of Heroes

DREAMCAST PART 2

In Part 2, we break down 11 more fighters, including more new characters. Here's a complete guide to the basic skills, special moves, Hyper Combos, and killer combos for each.

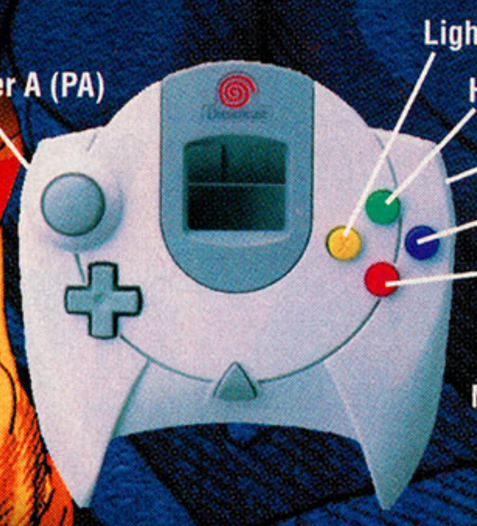
By Bruised Lee, Uncle Dust, and Major Mike

BASIC SKILLS

Learn these basic skills before you begin a fight. The following moves apply to every fighter.

Note: For more important basic skills, please see "The Fighter's Edge," August, page 128.

CONTROLLER LEGEND



P = Any Punch
LP = Light Punch
HP = Hard Punch
K = Any Kick
LK = Light Kick
HK = Hard Kick
PA = Partner A
PB = Partner B

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the buttons and directions indicated in sequence.
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If he's facing left, reverse any → and ← commands.

Team Hyper Combos

The Team Hyper Combo can enable all three of your characters to perform Hyper Combos individually against your opponent. After your first character starts his Hyper Combo move, quickly perform any of the Hyper Combo commands for Partner A. If you execute the combo successfully, Partner A will jump into the fight and immediately begin his Hyper Combo (while immediately canceling your first character's Hyper Combo). This can be repeated a second time so Partner B can then execute his Hyper Combo.

Note: Each Hyper Combo performed by each partner uses up one level of your Hyper Combo Gauge, so for you to execute a full Team Hyper Combo successfully, your Hyper Combo Gauge must be at Level Three.

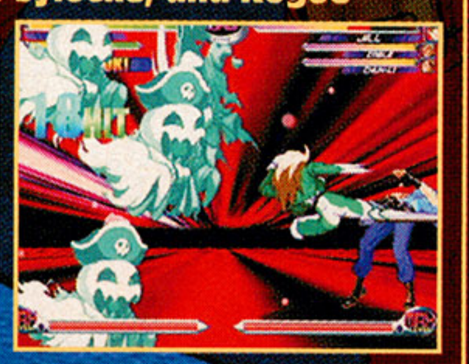
An Example of a Team Hyper Combo: Ruby Heart, Psylocke, and Rogue



Motion ↓ ↙ ← (LK HK) to perform Ruby's Hyper Combo...



...then motion ↓ ↘ → (LP HP) to perform Psylocke's Hyper Combo...

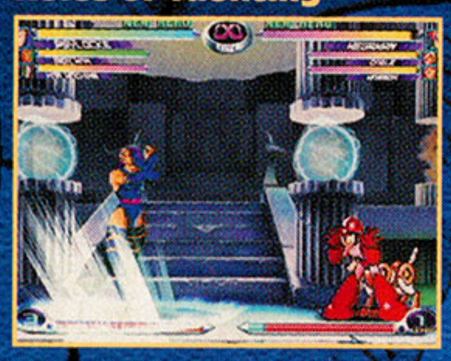


...then motion ↓ ↘ → (LP HP) to perform Rogue's Hyper Combo.

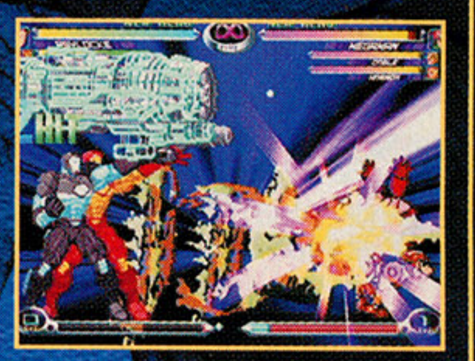
"So Help Me..."

Each fighter can taunt an opponent during a fight. Some taunts can even inflict a very small amount of damage, but taunting leaves you open to attack. Be careful when taunting—your opponent may respond with a Crossover Combination while you're busy making funny faces.

Rules of Taunting



Megaman just can't resist taunting Psylocke. To taunt an opponent, press and hold LK and then tap Start.



Unfortunately, Psylocke has a little taunt of her own—a Crossover Combination with her partners War Machine and Iron Man.

"Oh Yeah?"

If used carefully, the Crossover Assist is an effective technique that can quickly defeat an opponent. However, if used recklessly, it can have the reverse effect. Remember that when your partner jumps onscreen, his attack can be blocked and he can take damage. Remember to provide cover for fighting partners with Heal Types because such characters are vulnerable for the longest time.

Just Try It



Ruby Heart jumps quickly onscreen to help her partner, Iron Man. Unfortunately, Iron Man fails to provide the necessary protection...

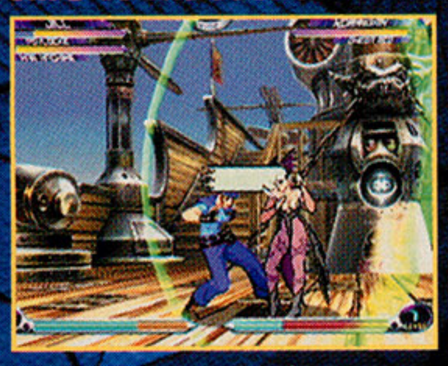


...as Sonson kicks Ruby Heart up into the air for an Aerial Combo.

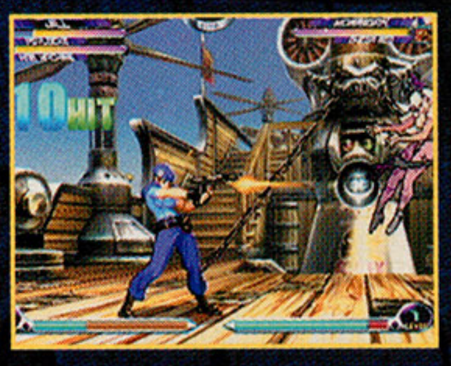
Jill's 10-Hit Counter

Not only can Jill counter an incoming attack, but she can also score up to 10 hits on her attacker. However, Jill can't counter projectiles—only punches and kicks.

Jill's 10-Hit Counter in Action



As Jill, motion → ↘ ↓ ↙ ← P when an opponent comes at you with a punch or kick. If you execute the counter correctly, Jill will push her opponent away and go on the offensive with a single pistol shot.

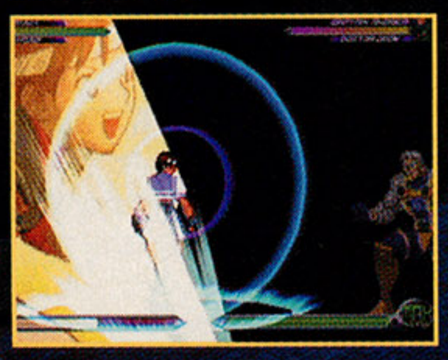


But it doesn't end there: Rapidly tap P after Jill counters her opponent and she can hit them with up to 10 rounds from her pistol.

Split Personalities

Sakura and Zangief can change into evil variations of themselves if certain conditions are met. When playing as either of these characters, perform the moves listed below to change into Evil Sakura and Evil Zangief, respectively. Transforming into Evil Sakura takes three levels off her team's Hyper Combo Gauge; transforming into Evil Zangief depletes the gauge by one level.

Evil Sakura



Motion ← ↓ ↙ LK

Evil Zangief



Motion ← ↓ ↙ LK

Starting Two-in-One Combos

To perform a two-in-one combo, begin a move with your character, then immediately go into the second move. If you time it correctly, you can execute both moves; if your opponent doesn't block the first move, the second move will also connect.

Note: Not all fighters' regular and special moves can be chained together into a two-in-one.

A Two-in-One Combo in Action: Psylocke



Hold ↓, tap HK. When your character starts the move, immediately two-in-one into the second move.



Motion ↘ → P. Normally, to perform a Psy Blast, you would have to motion ↓ ↘ → P. But because you were holding ↓ from the previous move, you have to motion only ↘ → P to get off the two-in-one combo.

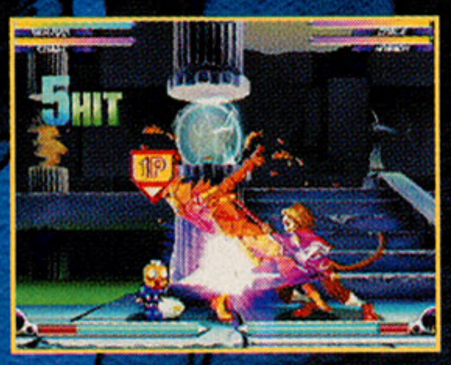
"Crossover Crossfire"

One effective—and annoying—strategy is to hit an opponent from two directions with a Crossover Assist. To catch someone in a "crossover crossfire," call in a partner with an attack Assist Type right before you jump over your opponent. Try to hit your opponent with a cross-up attack or go on the offensive immediately after you land. If this is executed correctly, you can catch your opponent between two attackers and score more hits than if you attacked solo.

"Crossover Crossfire" in Action: Sonson and Servbot



The partner who is to be summoned onscreen should have an attack Assist Type—in this case, Servbot's Balance Type: Servbot Fire. As Sonson, tap PA and jump over your opponent.



Servbot jumps onscreen and breathes fire at Rogue. At the same time, Sonson lands and starts an attack.

List of Fighters

Unlocking all 56 fighters in Marvel vs. Capcom 2 is a time-consuming and arduous task. Here's the complete list of all playable fighters in the game along with their ratings in terms of effectiveness (a 5.0 rating is the highest).

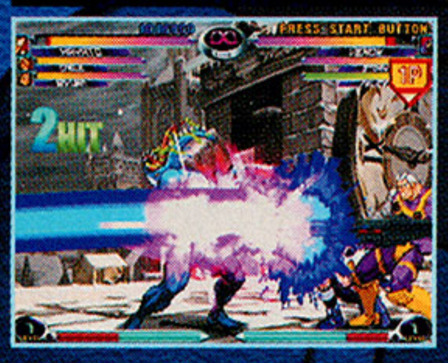
01: Cable	5.0
02: Marrow	3.5
03: Cyclops	4.0
04: Captain America	4.5
05: Psylocke	5.0
06: Rogue	3.5
07: Doctor Doom	4.5
08: Wolverine	3.0
09: Iceman	5.0
10: Spider-Man	5.0
11: Hulk	2.0
12: Venom	3.5
13: Jill	4.5
14: T. Bonne	4.0
15: Ruby Heart	4.0
16: Sonson	4.5
17: Amingo	4.0
18: Hayato	4.5
19: Sakura	5.0
20: Strider Hiryu	4.0
21: Guile	4.5
22: Ryu	4.5
23: Zangief	4.0
24: Anakaris	3.5
25: Silver Samurai	3.0
26: Gambit	4.0
27: Juggernaut	3.5
28: Magneto	4.0
29: Shuma-Gorath	4.5
30: Storm	4.0
31: Wolverine	4.5
32: Omega Red	3.5
33: B.B. Hood	4.5
34: Akuma	5.0
35: Jin	5.0
36: Morrigan	4.0
37: Megaman	4.0
38: Roll	0.5
39: Captain Commando	4.5
40: Chun-Li	4.5
41: Sabretooth	1.5
42: Blackheart	2.5
43: Spiral	2.0
44: Colossus	3.5
45: War Machine	4.5
46: Iron Man	4.5
47: Thanos	4.0
48: Sentinel	2.0
49: Ken	4.0
50: Charlie	4.0
51: Dhalsim	4.0
52: M. Bison	3.5
53: Dan	1.0
54: Cammy	4.5
55: Felicia	4.5
56: Servbot	3.5

ASSIST MOVES

Sure you can kick some serious butt one-on-one with Ken and Ryu, but Marvel vs. Capcom 2 is a whole different kind of fight. With three-on-three teams duking it out—tagging in and out at will—it takes a well-balanced team to rule the ring truly. You need to pick characters that make up for your weaknesses, have long-range assist moves if you have no projectile, and have effective close-range assist moves with a high reach if you have to keep opponents off your tail. Here's a list of some of the best teammates you can choose—fighters with strong assist moves to create that well-balanced three-person fighting machine.

Note: Assist moves denoted with blue text are the most effective or best choice for each character.

Cable



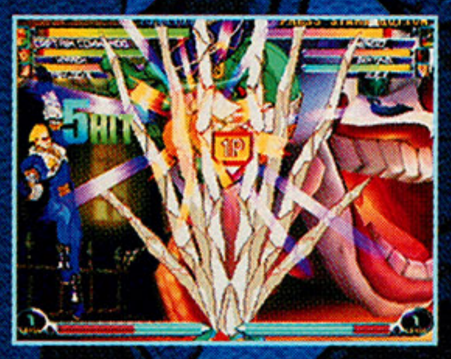
Projectile Type (Viper Beam): Four hits maximum, long range, very fast and effective

Anti-Air Type (Scimitar): Nine hits maximum, medium range, high reach, very effective when in close

Variety Type (Elec-Trap): No hits, hard to land, but freezes opponent for big combo attack

Marrow

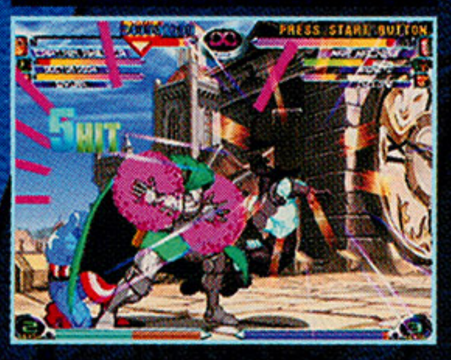
Projectile Type (Bone-a-Rang): Three hits, short range, mid to high reach, medium effectiveness



Anti-Air Type (Tearing Spine): Five hits maximum, close range, high reach, defensive, protects you from cross-up attacks

Expansion Type (Ricochet Slash): Three hits maximum, works at any range, but slow and misses frequently

Doctor Doom

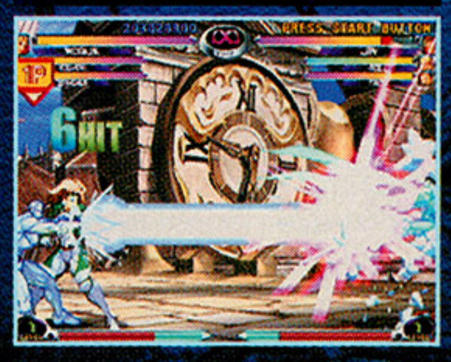


Variety Type (Photon Shot): Two hits maximum, long range, medium height, solid defensive move, decent attack

Anti-Air Type (Molecular Shield): Eight hits maximum, long range but no height, works best when near an opponent, rarely gets maximum hits

Projectile Type (Plasma Beam): One hit maximum, long range, fast, fairly effective

Iceman



Projectile Type (Ice Beam): Seven hits maximum, long range, very fast, excellent move

Variety Type (Ice Boulder): One hit maximum, medium range, medium height, most effective against opponent in mid-attack

Balance Type (Ice Beam): Same as Projectile Type

Spider-Man

Capture Type (Web Ball): No hits, long range, does no damage, but sets up opponent for Hyper Combo or combo attack

Expansion Type (Web Swing): One hit, medium range, slow, not very effective

Anti-Air Type (Spider Sting): One hit maximum, medium range, not very effective unless opponent is jumping

Venom

Expansion Type (Venom Fang): Three hits maximum, medium range and height, solid attack against jumping or charging opponents, easy to combo with

Variety Type (Venom Rush): Three hits maximum, medium range, fairly effective, easy to combo with

Launcher Type (Fierce Punch/Throw): One hit maximum, short range, throws opponent into the air

Hayato

Expansion Type (Shiden): Two hits maximum, long range, quick attack, easy to use in a combo

Anti-Air Type (Guren): Three hits maximum, short range, reaches very high, effective against both jumping and close opponents, easy to use in a combo

Balance Type (Shiden): Same as Expansion Type

Sakura



Dash Type (Shououken): Seven hits maximum, long range, fast, very effective

Projectile Type (Hadouken): One hit maximum, no range, high reach, only for jumping attackers

Expansion Type (Shunpu Kyaku): Two hits maximum, medium range, fairly quick and effective

Guile

Anti-Air Type (Somersault Kick): Two hits maximum, short range, high reach, great move to combo or cross-up with

Projectile Type (Sonic Boom): One hit maximum, long range, fairly slow

Balance Type (Sonic Boom): Same as Projectile Type

Zangief



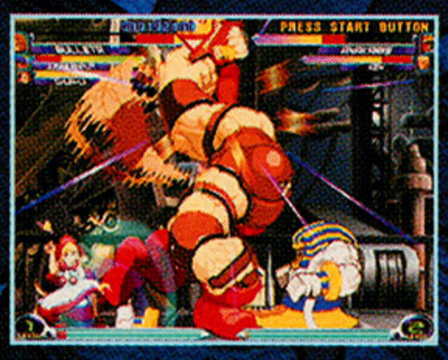
Ground Type (Double Lariat): Four hits maximum, short range, very effective, easy to combo, doesn't hit crouching opponents

Throw Type (Flying Power Bomb): One hit maximum, medium range, hard to land, good in a cross-up

Air Throw Type (Aerial Russian Slam): One hit maximum, hits only jumping opponents, hard to land, not effective

Juggernaut

Ground Type (Earthquake): Four hits maximum, medium range, very effective, very easy to combo with



Dash Type (Juggernaut Punch): One hit maximum, long range, very fast, incredibly effective, hits jumping opponents as well

Variety Type (Juggernaut Body Press): One hit maximum, medium to long range only, misses close opponents, easy to combo with, but inexact

Storm

Projectile Type (Typhoon): Four hits maximum, long range, fast, more effective against close opponents

Expansion Type (Lightning Attack): One hit maximum, long range, fast, fairly easy to combo with, sets up opponent for air combo

Variety Type (Double Typhoon): Six hits maximum, long range only, hard to land, effective when it does

Wolverine

Note: Once you unlock the second Wolverine, always use him. He has much more effective Assist Types.

Expansion Type (Berserker Barrage): Two hits maximum, medium range, fast, easy to combo, good in a cross-up

Anti-Air Type (Tornado Claw): Three hits maximum, short range, high reach, good against close or jumping opponents

Dash Type (Drill Claw): One hit maximum, medium range, not as fast or effective as his Expansion Type

B.B. Hood

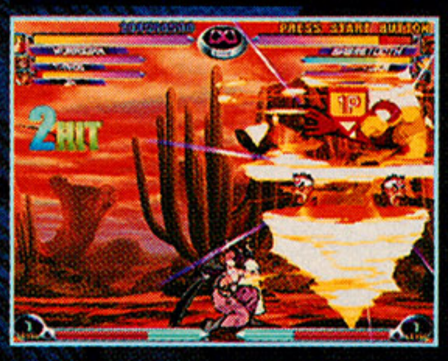
Projectile Type (Smile & Missile): One hit maximum, long range, slow, easy to defend



Anti-Air Type (Cheer & Fire): One hit maximum, medium range, high reach, fast, great against jumping opponents, also good for cross-up and close opponents

Variety Type (Shyness & Strike): One hit maximum, medium range, fast, solid attack

Jin



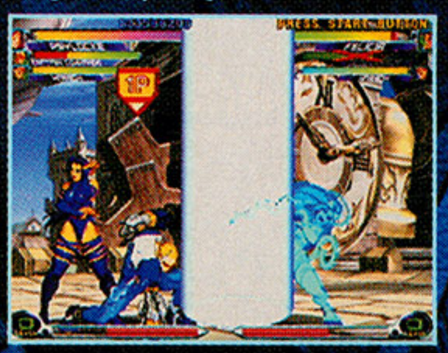
Expansion Type (Cyclone): Four hits maximum, medium range, fast, very effective even against jumping opponents, great for cross-up, easy to combo with

Anti-Air Type (Ground Explosion): Five hits maximum, medium range, fast, works well against jumping opponents

Launcher Type (Heavy Punch): One hit maximum, medium range, launches close opponent for air combo, not very effective

Captain Commando

Ground Type (Captain Fire): One hit maximum, long range, very fast, pretty effective



Anti-Air Type (Captain Corridor): One hit maximum, medium range, high reach, very effective against jumping or close opponents

Expansion Type (Captain Kick): Two hits maximum, long range, fast, more effective against close opponents

Iron Man

Projectile Type (Unibeam): Five hits maximum, long range, very fast, very effective, easy to combo with

Anti-Air Type (Repulsor Blast): Three hits maximum, medium range, medium height, good on jumping opponents as well

Launcher Type (Heavy Kick): One hit maximum, short range, sets up opponent for air combo, not very effective

Thanos

Capture Type (Death Sphere): No hits, long range, freezes opponent, setting them up for Hyper Combo or other attack

Dash Type (Titan Crash): One hit maximum, long range, fast, sets up opponent for air combo when in corner

Launcher Type (Light Punch): One hit maximum, short range, sets up opponent for air combo, not very effective

SONSON

SPECIAL MOVES

Cloud Ride



While in the air, tap →, → or tap ←, ←

The Crawl



Motion ← ↙ ↓ ↘ → K

Magic Bottle



When in close, motion → ↘ ↓ ↙ ← P

Rapid Stick



Tap P rapidly

Note: This move can also be performed in the air.

Sonson Kiss



Motion ↓ ↘ → P

Note: This move can also be performed in the air.

Stick Spin



Motion → ↓ ↘ P

Note: This move can also be performed in the air.

Run Around



Motion ↓ ↙ ← K

HYPER COMBOS

Big Meal



Motion ↓ ↘ → (LK HK)

Goin' Ape!



Motion ↓ ↙ ← (LP HP)

Note: Tap K to breathe fire.

Stick Smash



Motion ↓ ↘ → (LP HP)

Note: This move can also be performed in the air.

KILLER COMBOS

Eight-Hit "Stick-y" Air Combo



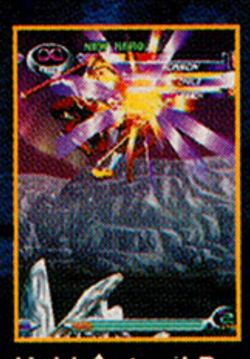
Jump in deep, tap LP



Hold ↘, tap HP



Hold ↑, tap LK



Hold ↑, tap LP



Hold ↑, tap LK



Hold ↑, tap HP for three hits

Eight-Hit Air Combo



Hold ↓, tap LP



Hold ↓, tap LK



Hold ↓, tap LK



Hold ↓, tap HK



Hold ↑, tap LK



Hold ↑, tap LP



Hold ↑, tap LK



Hold ↑, tap HK

Nine-Hit Corner-Trap Stick Smash Combo

Note: Your Hyper Gauge must be at Level One and your opponent must be in the corner for you to perform this combo.



Jump in deep, tap LP



Hold ↓, tap LK



Hold ↓, tap HK



Hold ↑, tap LP



Hold →, tap LK, two-in-one



Motion ↓ ↘ LP for two hits



Motion ↓ ↘ → (LP HP) for two hits

PROFILE: Also known as "that irritating monkey-chick," Sonson is all about size and speed. Although her Stick Spin can score multiple hits, her Sonson Kiss is slow, easy to avoid, and difficult to incorporate into a combo. For Assist Type, use her Anti-Air Type.

ANOTHER KILLER COMBO

Twelve-Hit Standing Stick Smash Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.

Hold →, tap LP, hold →, tap LK, hold →, tap LP for two hits, two-in-one, motion ↓ ↘ HP for three hits, motion ↓ ↘ → (LP HP) for five hits

MARROW

SPECIAL MOVES

Bone-a-Rang



Motion ↓ ↘ → P

Note: This move can also be performed in the air.

Ricochet Slash



Motion ↓ ↙ ← K

Slash Ride



Motion → ↘ ↓ ↙ ← P

Tearing Spine



Motion → ↓ ↘ P

HYPER COMBOS

Hyper Bones



Motion ↓ ↘ → (LP HP)

Bone Buster



Motion ↓ ↙ ← (LP HP)

Note: This move can also be performed in the air.

PROFILE: Marrow is a good offensive player, with a wide variety of combos. Use her Bone-a-Rang to keep opponents away and trapped in a corner. After you throw a Bone-a-Rang, either dash in or jump in to start a combo. Her crouching Hard Kick has good speed and range, which helps keep opponents away. For Assist Type, use her Anti-Air Type.

KILLER COMBOS

Six-Hit Jump In Corner Combo

Note: Your opponent must be near a corner for you to perform this combo.



Jump in deep, tap LK



While still in the air, tap LK



Tap LP



Tap LK



Tap LP



Tap HP

Eight-Hit Air Combo



When in close, tap LP



Tap LK



Tap (↓ HP)



Tap (↑ LP)



Tap LK



Tap LP



Tap LK



Tap HK

Twenty-Three-Hit Expert Air Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Jump in deep, tap LK



While still in the air, tap LP



Hold ↓, tap LP



Tap HP



Hold ↑, tap LP



Hold ↑, tap LK



Hold ↑, tap LK



Motion ↓ ↙ ↙ (LP HP) for 16 hits

MORE KILLER COMBOS

Four-Hit Juggle Towering Spine Combo

When in close, hold ↓, tap LK, LK, HP, motion → ↓ ↘ HP

Ten-Hit Corner Hyper Bones Combo

Note: Your Hyper Combo Gauge must be at Level One and your opponent must be near a corner for you to perform this combo.

When in close, tap LP, LK, LP, LK, HP, motion ↓ ↘ → (LP HP) for five hits

AMINGO

SPECIAL MOVES

Cactus Ball Rush



Motion ↓ ↘ → P

Note: This move can also be performed in the air.

Cactus Ball Hop



Motion ↓ ↙ ← P

Cactus Grab



Motion ↓ ↙ ← K

Cactus Kick



Motion ↓ ↘ → HK

Cactus Punch



Motion ↓ ↘ → LK

Note: This move can also be performed in the air.

HYPER COMBOS

Sun's Blessing



Motion ↓ ↘ → (LK HK)

Vegetation



Motion ↓ ↙ ← (LP HP)

PROFILE: Having only two special moves, Amingo may seem to be a lacking character. However, his moves are very fast, making him a strong combo character. Amingo's strongest move against an opponent is his jumping Hard Kick; when it hits an opponent—blocking or not—it leaves them helpless until hits from the kick stop—this gives you time to set up your next move or combo. For Assist Type, use his Balance Type.

KILLER COMBOS

Four-Hit Trip Combo



When in close, hold ↓, tap LK

Hold ↓, tap HK, two-in-one

Motion ↘ → HP for two hits

Five-Hit Vegetation Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Jump in deep, tap LP

While still in the air, tap LP

Hold ↓, tap LK

Hold ↓, tap LK, two-in-one

Motion ↙ ← (LP HP)

Eight-Hit In-Close Combo



When in close, tap LP

Tap HP for four hits

Motion ↓ ↘ → HP for three hits

Ten-Hit Jump-In Cactus Rush Combo



Jump in deep, tap LP

While still in the air, tap LP

Tap LK

Tap HP for four hits

Motion ↓ ↘ → HP for three hits

Eleven-Hit Air Combo



Jump in deep, tap HK for three hits

Hold ↓, tap LK

Tap LK

Hold ↑, tap LP

Hold ↑, tap LK

Hold ↑, tap LP

Hold ↑, tap LK

Motion ↓ ↘ → HP for two hits

MORE KILLER COMBOS

Eight-Hit Air Combo

When in close, hold ↓, tap LK, LK, hold ↑, tap LP, hold ↑, tap LK, hold ↑, tap LP, hold ↑, tap LK, hold ↑, tap HK for two hits

Sixteen-Hit Sun's Blessing Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.

When in close, hold ↓, tap LK, hold ↓, tap LK, two-in-one, motion ↘ → (LK HK) for 14 hits

SPECIAL MOVES

Spider Sting



Motion → ↓ ↘ P

Web Ball



Motion ↓ ↘ → P

Note: This move can also be performed in the air.

Web Swing



Motion ↓ ↙ ← K

Note: This move can also be performed in the air.

Web Throw



Motion → ↘ ↓ ↙ ← P

SPIDER-MAN

HYPER COMBOS

Web Crawler Assault



Motion ↓ ↘ → (LK HK)

Hyper Web Throw



Motion ↓ ↙ ← (LP HP)

Maximum Spider



Motion ↓ ↘ → (LP HP)

Note: This move can also be performed in the air.

KILLER COMBOS

Seven-Hit Spider Sting Combo



Jump in deep, tap LP

While still in the air, tap LK

While still in the air, tap LP

While still in the air, tap LK

Tap LP

Motion → ↓ ↘ HP

Tap HP

Seven-Hit Jump-In Combo



Jump in deep, tap LP

While still in the air, tap LK

While still in the air, tap LP

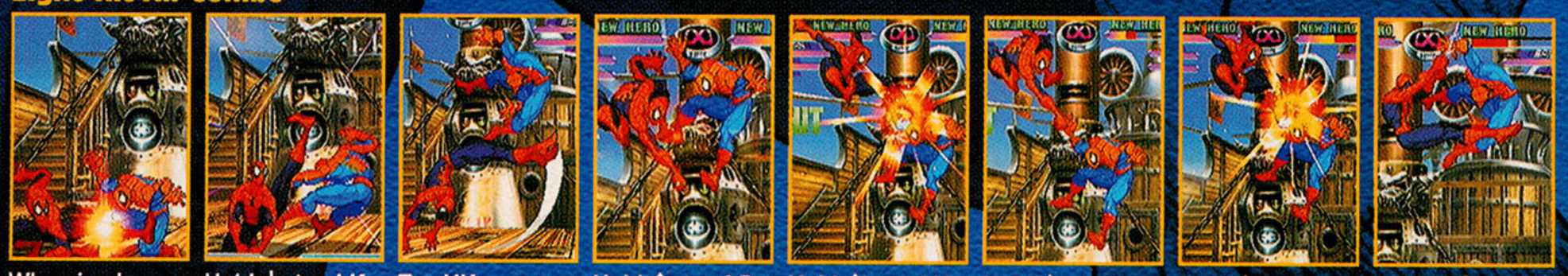
While still in the air, tap LK

Tap LP

Tap LK

Tap HK

Eight-Hit Air Combo



When in close, hold ↓, tap LK

Hold ↓, tap LK

Tap HK

Hold ↑, tap LP

Hold ↑, tap LK

Hold ↑, tap LP

Hold ↑, tap LK

Motion ↓ ↙ ← LK

PROFILE:

Spider-Man has impressive speed, which makes him a great pressure character. Spider-Man is most effective when in close and constantly pressuring an opponent. Try dashing in a lot, and start a combo by holding ↓ and tapping LK, LK, followed by a standing HK. If it connects, go into an air combo. If you can't get the standing HK to juggle your opponent, finish off the combo with an LP Web Ball. To defend against opponents that like to jump in, simply tap HK and then counter with an air combo. For Assist Type, use his Capture Type.

MORE KILLER COMBOS

Four-Hit Hyper Web Throw Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.

When in close, hold ↓, tap LK, hold ↓, tap LK, HK, motion ↓ ↙ ← (LP HP)

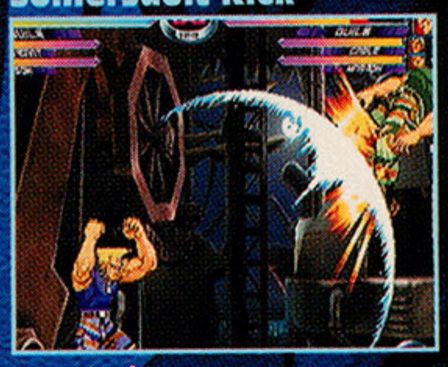
Thirteen-Hit Jump In/Air Expert Combo

Jump in, motion ↓ ↘ → HP, jump in deep, tap LP, while still in the air, tap LK, LP, LK, hold ↓, tap LK, hold ↓, tap LK, HK, hold ↑, tap LP, hold ↑, tap LK, hold ↑, tap LP, hold ↑, tap LK, motion ↓ ↘ → LP

GUILE

SPECIAL MOVES

Somersault Kick



Charge ↓ two seconds, tap (↑ K)

Note: Tap ↓, (↑ K) to perform this move in the air.

Sonic Boom



Charge ← two seconds, tap (→ P)

HYPER COMBOS

Crossfire Blitz



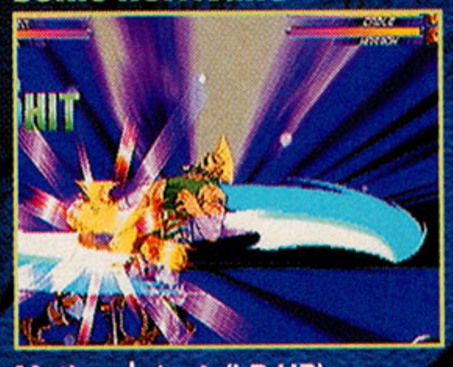
While in the air, motion ↓ ↘ → (LK HK)

Somersault Strike



Motion ↓ ↙ ← (LK HK)

Sonic Hurricane



Motion ↓ ↘ → (LP HP)



KILLER COMBOS

Six-Hit Somersault Kick Combo



When in close, hold ↙, tap LK



Hold ↙, tap LK



Hold ↙, tap HK for two hits



Tap (↑ HK) for two hits

Eight-Hit Air Back-Breaker Combo



When in close, hold ↓, tap LP



Hold ↓, tap LP



Hold ↓, tap HP



Hold ↗, tap LP



Hold ↗, tap LK



Hold ↗, tap LP

Hold ↗, tap LK

Hold →, tap HK

Sixteen-Hit Somersault Strike Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



When in close, tap LP



Hold ↓, tap LK



Hold ↓, tap HK for two hits, two-in-one



Motion ↙ ← (LK HK) for 12 hits

Twenty-Two-Hit Sonic Hurricane Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



When in close, tap LP



Tap LP

Hold ←, tap HP

Motion ↓ ↘ → (LP HP) for 19 hits

Eighteen-Hit Air Blitz Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Jump in deep, tap LP



While still in the air, tap LP



Tap LP



Tap (↓ HP)



Tap (↗ LP)



Tap LK

Tap LP

Tap LK

Motion ↓ ↘ → (LK HK) for 10 hits

PROFILE:

As always with Guile, charging back is fundamental. Whenever you jump in deep or crouch, always hold ↙ so you can easily go into a Sonic Boom or Somersault Kick. Guile's Hyper Combos can be easily chained on the ground to extend almost any combo for some major damage and extra hits. His Sonic Hurricane has the best range and chains the easiest. As a good defensive tactic, use his Somersault Kick to keep opponents from jumping in; even if blocked, the kick will knock your opponent too far away for them to hit you before you recover. For Assist Type, use his Gamma Type.

GAMBIT

SPECIAL MOVES

Cajun Escape



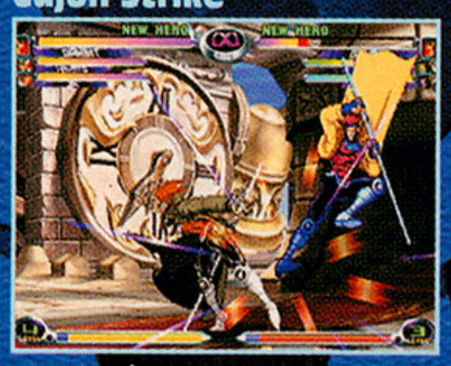
Charge ↓ two seconds, tap (↑ P)

Cajun Slash



Motion → ↓ ↘ P

Cajun Strike



Charge ↓ two seconds, tap (↑ K)

Kinetic Card



Motion ↓ ↘ → P

Trick Card



Motion ↓ ↙ ← P

HYPER COMBOS

Cajun Explosion



Motion ↓ ↙ ← (LK HK) or ↓ ↘ → (LK HK)

Royal Flush



Motion ↓ ↘ → (LP HP)



PROFILE: Gambit's best attributes are his quick slash attacks and air combos, combined with his ability to cross-up other characters. He's definitely out of his league when going toe-to-toe with other fighters, so he must keep moving. His Royal Flush is his most deadly Hyper Combo—especially when chained with other Hyper Combos—but his ability to direct his Cajun Explosion either way makes it very useful to cross-up your opponent. As an assisting player, his moves are rather weak, so use his Projectile Type.

KILLER COMBOS

Four-Hit Kicking Kinetic Card Combo



Jump in deep, tap HK — Tap LK — Tap LK — Motion ↓ ↘ → HP

Five-Hit Air Combo



Hold ↓, tap HP — Hold ↑, tap LP — Hold ↑, tap LP — Hold ↑, tap LK — Hold ↑, tap HK

Four-Hit Flying Trick Card Combo



Jump in deep, tap HK — Tap LP — Hold ↓, tap HP, two-in-one — Motion ↙ ← HP

Seven-Hit Jump-In Cajun Slash Combo



Jump in deep, tap HP — Tap LP — Tap LP — Hold ↓, tap HK — Motion → ↓ ↘ HP for three hits

Six-Hit Punch and Kick Card Combo



Jump in deep, tap HK — Hold ↓, tap LP — Hold ↓, tap LK — Hold ↓, tap LK — Tap HP — Motion ↓ ↘ → HP

Forty-One-Hit Slashing Royal Flush Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.

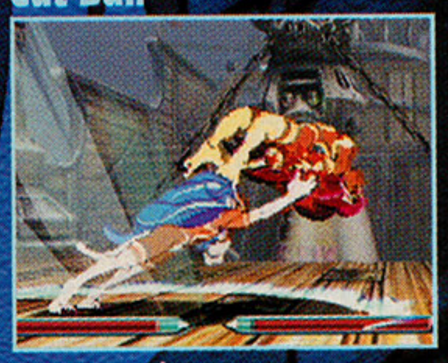


Jump in deep, tap HP — Motion → ↓ ↘ HP for three hits — Motion ↓ ↘ → (LP HP) for 37 hits

FELICIA

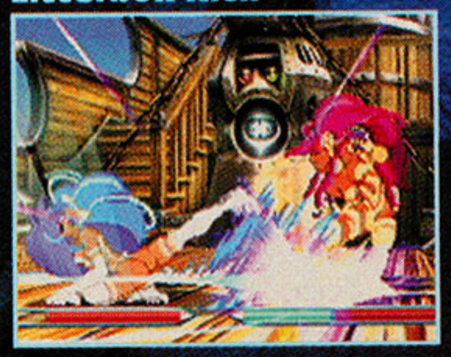
SPECIAL MOVES

Cat Ball



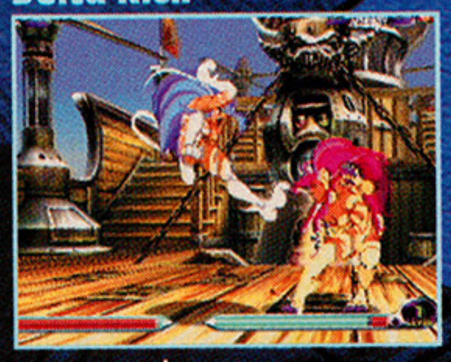
Motion → ↓ ↘ P

Litterbox Kick



Motion ↓ ↘ → K

Delta Kick



Motion → ↓ ↘ K

Note: This move can also be performed in the air.

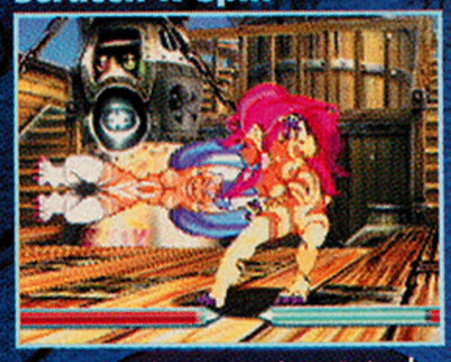
Rolling Ball



Motion ↓ ↘ → P

Note: Tap HP during the Rolling Ball to perform an uppercut; tap LP to perform a low punch; tap K to perform a sliding kick.

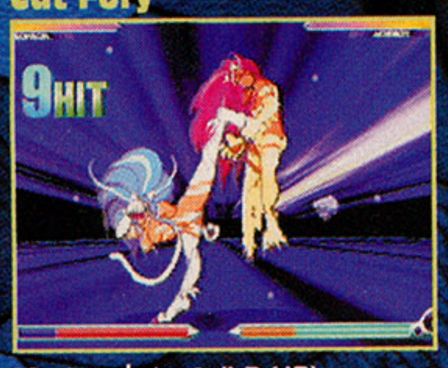
Scratch-N-Spin



When in close, motion → ↘ ↓ ↙ ← K

HYPER COMBOS

Cat Fury



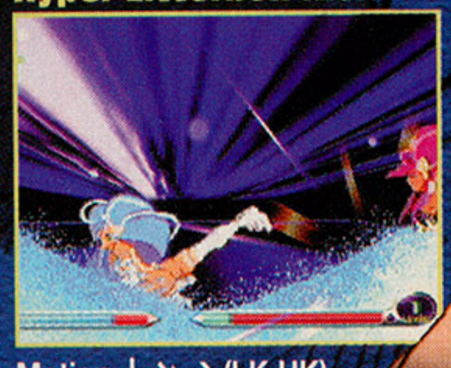
Motion ↓ ↘ → (LP HP)

Cat Pack Attack



Motion ↓ ↙ ← (LK HK)

Hyper Litterbox Kick



Motion ↓ ↘ → (LK HK)

KILLER COMBOS

Five-Hit Air Dance Combo



Jump in deep, tap LP



While still in the air, tap LP



While still in the air, hold →, tap LK, two-in-one



Motion ↓ ↘ LK for two hits

Five-Hit Litterbox Kick Combo



Tap LP



Tap LK



Tap HP for two hits



Motion ↓ ↘ → HK

Seven-Hit Delta Kick Air Combo



When in close, tap HK



Hold ↑, tap LP



Hold →, tap LP



Hold →, tap LK



Hold →, tap LK, two-in-one



Motion ↓ ↘ HK for two hits

Thirty-Five-Hit Standing Cat Pack Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Tap LP



Tap LK



Tap LK



Hold ↓, tap HK, two-in-one



Motion ↙ ← (LK HK) for 31 hits

PROFILE:

Felicia's greatest asset is her speedy delivery of various attacks. While she's a quick ground character, her lack of aerial Hyper Combos keeps her from racking up any serious air combo hits. Cat Fury is Felicia's best Hyper Combo in that it takes her safely under any projectiles that are thrown her way. For Assist Type, use her Expansion Type.

MORE KILLER COMBOS

Four-Hit Basic Standing Combo

Tap LP, LK, LK, HP

Sixteen-Hit Cat-Scratch Fever Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.

Jump in deep, tap LP, while still in the air, tap LP, hold ↓, tap LK, hold ↓, tap LK, hold ←, tap HK, motion ↓ ↘ → (LP HP) for 11 hits

Thirty-Six-Hit Corner Cat Pack Combo

Note: Your Hyper Combo Gauge must be at Level One and your opponent must be in the corner for you to perform this combo.

Tap LP, LK, LP, LK, hold ↓, tap HK, two-in-one, motion ↙ ← (LK HK) for 31 hits

IRON MAN

SPECIAL MOVES

Fly



Motion ↓ ↙ ← (LK HK)

Note: This move can also be performed in the air.

Repulsor Blast



Motion → ↘ ↓ ↙ ← P

Smart Bomb



Tap (LK HP)

Note: This move can also be performed in the air.

Uni Beam



Motion ↓ ↘ → P

HYPER COMBO

Proton Cannon



Motion ↓ ↘ → (LP HP)

KILLER COMBOS

Four-Hit Basic Standing Combo



Tap LP



Tap LK



Tap LP



Tap LK

Four-Hit Foot Smash Combo



Hold ↓, tap LP



Hold ↓, tap LK



Hold ↓, tap LP



Hold ↓, tap HK

Seven-Hit Air Combo



Tap LP



Tap LK



Tap HK



Hold ↑, tap LP



Hold ↑, tap LK



Hold ↑, tap LP



Hold ↑, tap HP

Forty-Seven-Hit Proton Cannon Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Jump in deep, tap LK



While still in the air, tap HP



Tap →, →, LP



Tap LK



Hold ↓, tap LP, two-in-one



Motion ↓ ↘ → (LP HP) for 42 hits

PROFILE:

What Iron Man lacks in combo finesse, he more than compensates for with his one, and only, Hyper Combo: Proton Cannon. Probably the most hated Hyper Combo in the entire game, the Proton Cannon inflicts multiple hits and can inflict a sizeable amount of damage on a blocking opponent. Even on an empty Hyper Combo Gauge, Iron Man's basic Uni Beam projectile can score up to seven hits with a single blast. Iron Man's Repulsor Blast is a good deterrent for aerial attacks—although it leaves him wide open if the attack misses. For Assist Type, use his Projectile Type.

Thirty-Hit Repulsor Blast Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Hold →, tap LK



Hold ↓, tap LP



Motion → ↘ ↓ ↙ ← LP for two hits



Motion ↓ ↘ → (LP HP) for 26 hits

B.B. HOOD

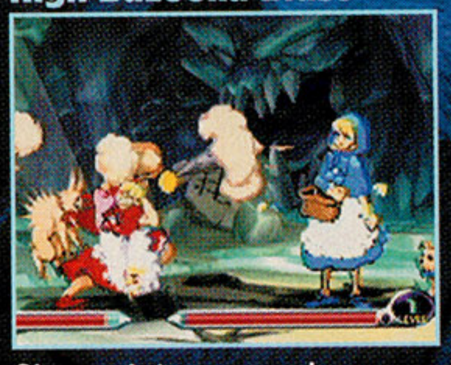
SPECIAL MOVES

Big Basket



Motion ↓ ↙ ← P

High Bazooka Blast



Charge ← two seconds, tap →, P

Surface-to-Air Bazooka



Charge ↓ two seconds, tap P

Low Bazooka Blast



Charge ← two seconds, tap →, K

Diagonal Flaming Champagne



Motion → ↓ ↘ P

Horizontal Flaming Champagne



Motion → ↓ ↘ K

Note: This move can also be performed in the air.

HYPER COMBOS

Bedtime Story



Motion ← ↙ ↓ ↘ → (LK HK)

Bouncing Bombs



Motion → ↘ ↓ ↙ ← (LK HK)

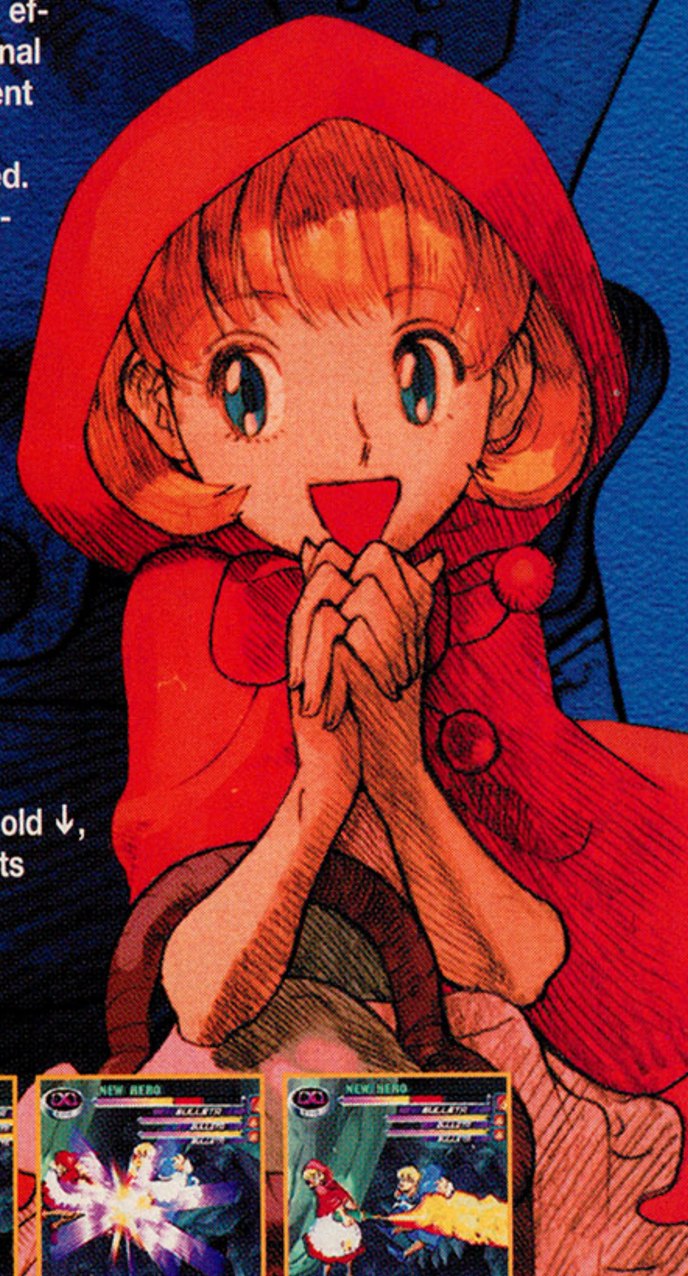
Firing Squad



Motion ↓ ↘ → (LP HP)

PROFILE:

B.B. Hood's strengths are her size, speed, and variety of charge-move projectiles. Her Firing Squad Hyper Combo is the most effective combo in her arsenal in that it can inflict a decent amount of damage even when the attack is blocked. Of B.B. Hood's regular special moves, the Flaming Champagne is a nasty multihitting juggle. For Assist Type, use her Anti-Air Type.



KILLER COMBOS

Eight-Hit Fiery Finish Combo



Hold →, tap LP



Hold →, tap LK



Hold →, tap LP



Hold →, tap LP, two-in-one



Motion ↓ ↘ LK for four hits

Five-Hit Basic Air Fire Combo



Tap LK



Tap LK



Motion → ↓ ↘ HP for three hits

Eight-Hit Air Combo



Tap LK



Tap LK



Hold ↑, tap LP



Hold →, tap LK

Hold →, tap LP, two-in-one

Motion ↓ ↘ HK for three hits

Four-Hit Basic Jump-In Combo



Jump in deep, tap LP



While still in the air, tap LP



Hold ↓, tap LK



Hold ↓, tap LK

Thirty-Hit Firing Squad Hyper Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Jump in deep, tap LK



While still in the air, tap LK



Hold ↓, tap LK



Hold ↓, tap LK, two-in-one



Motion ↘ → (LP HP) for 26 hits

ANOTHER KILLER COMBO

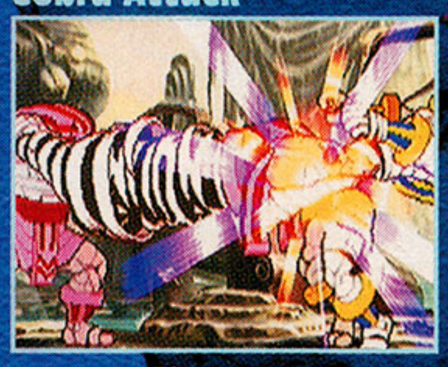
Five-Hit Low Machine Gun Combo

Hold ↓, tap LK, hold ↓, tap LK, hold ↓, tap HK, hold ↓, tap HP for two hits

ANAKARIS

SPECIAL MOVES

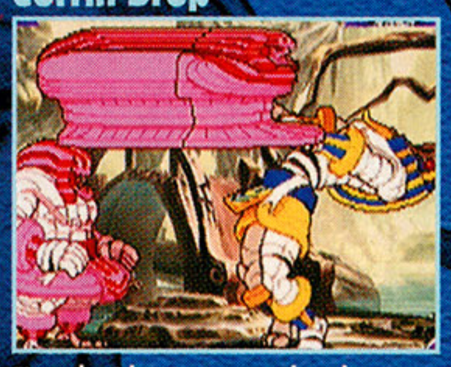
Cobra Attack



Tap ←, (→ P)

Note: This move can also be performed in the air.

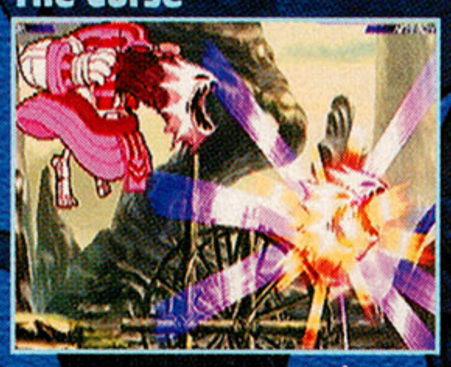
Coffin Drop



Tap ↓, (↓ K) or tap ↓, (↓ P)

Note: This move can also be performed in the air.

The Curse



While in the air, motion ↓ ↘ → K

Mummy Rap



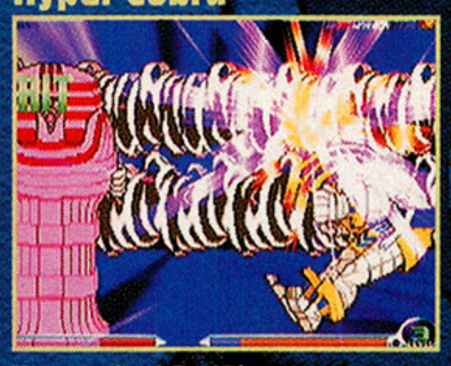
Motion ↓ ↘ → P

Note: This move can also be performed in the air.

PROFILE: Anakaris's main disadvantages are his speed and the delay of his moves. However, Anakaris's moves are the hardest of any character to predict, and, if played right, can take an opponent by surprise. With his long range of throws, lunging kicks in the air, overhead projectiles, and ground jump-kicks, he is best used to zone an opponent. If used in the right situation, his Hyper Combos can cause major damage. For Assist Type, use his Alpha Type.

HYPER COMBOS

Hyper Cobra



Tap ←, (→ LP HP)

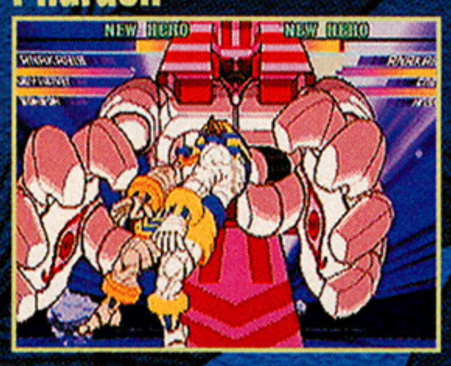
Note: Tap P and K to attack.

Hyper Curse



Tap HK, LP, ↓, LK, HP

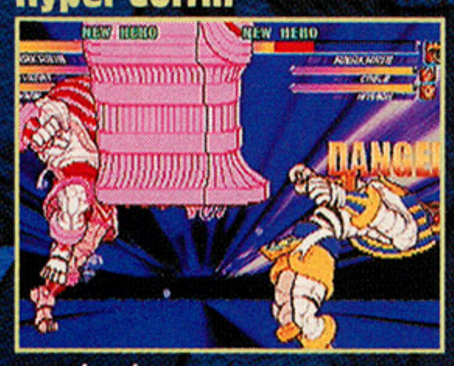
Pharaoh



Tap LP, LP, →, LK, HP

Note: Tap P and K to move hands.

Hyper Coffin



Tap ↓, (↓ LP HP)

KILLER COMBOS

Four-Hit Juggle Mummy Wrap Combo



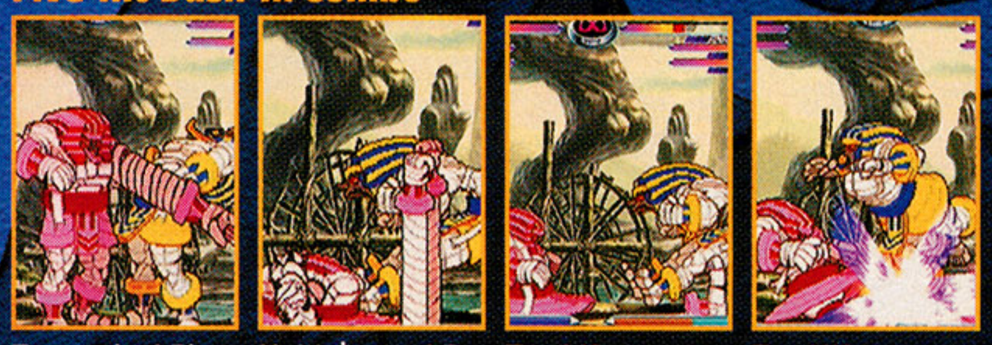
When in close, tap LK — Hold ↓, tap HP — Tap LK — Motion ↓ ↘ → LP

Four-Hit Mummy Wrap Combo



When in close, tap LP — Tap LK — Tap LP — Motion ↓ ↘ → LP

Five-Hit Dash-In Combo



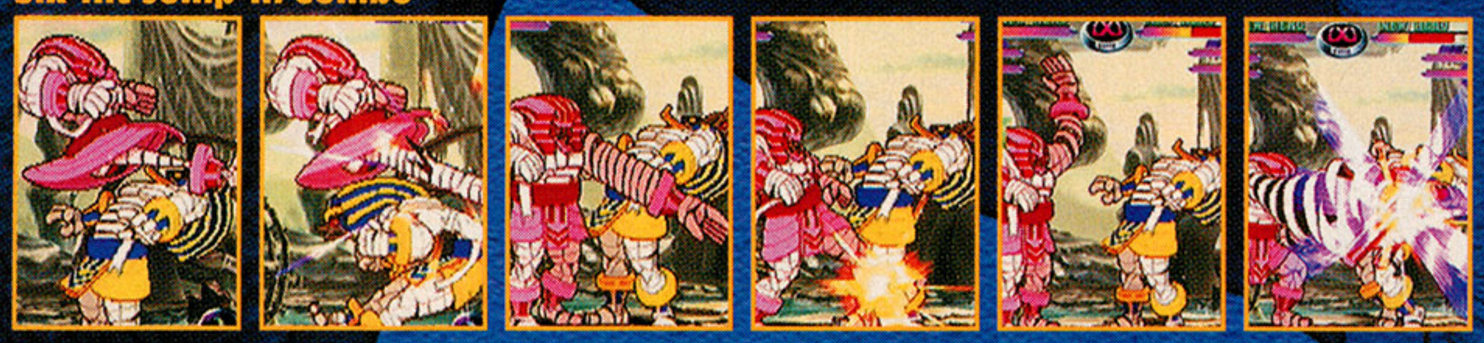
Tap →, (→ LP) — Hold ↓, tap LP for two hits — Tap LK — Tap HK

Five-Hit Ground Combo



When in close, tap LP — Tap LK — Tap LP — Tap LK — Tap HP

Six-Hit Jump-In Combo



Jump in deep, tap LP — While still in the air, tap LP — Tap LP — Tap LK — Tap LP — Tap HP

ANOTHER KILLER COMBO

Eight-Hit Air Combo

When in close, tap LP, LK, hold ↓, tap HP, hold ↑, tap LP, hold ↑, tap LK, hold ↑, tap LP, hold ↑, tap LK, hold ↑, tap HP

JIN

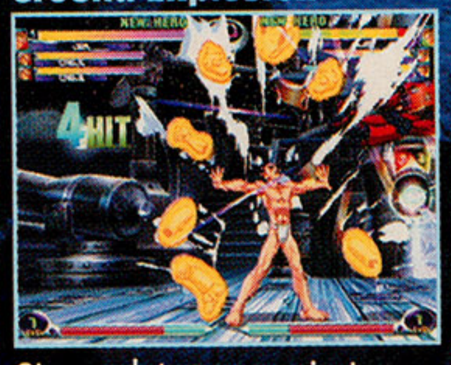
SPECIAL MOVES

Cyclone



Charge ← two seconds, tap (→ P)

Ground Explosion



Charge ↓ two seconds, tap (↑ P)

Quad Throw



When in close, motion → ↘ ↓ ↙ ← K

PROFILE: Jin is a force to be reckoned with when in the hands of the right player. He has several multihit moves that chain together easily—you can land four or five hits every time you connect with an opponent. His spinning kick, whether in the air or low on the ground, leaves opponents set up for the next hit. His Hyper Combos can also be added to these killer combos, with Blodia Vulcan being the most dangerous. For Assist Type, use his Expansion Type.

HYPER COMBOS

Blodia Punch



Motion ↓ ↘ → (LP HP)

Blodia Vulcan

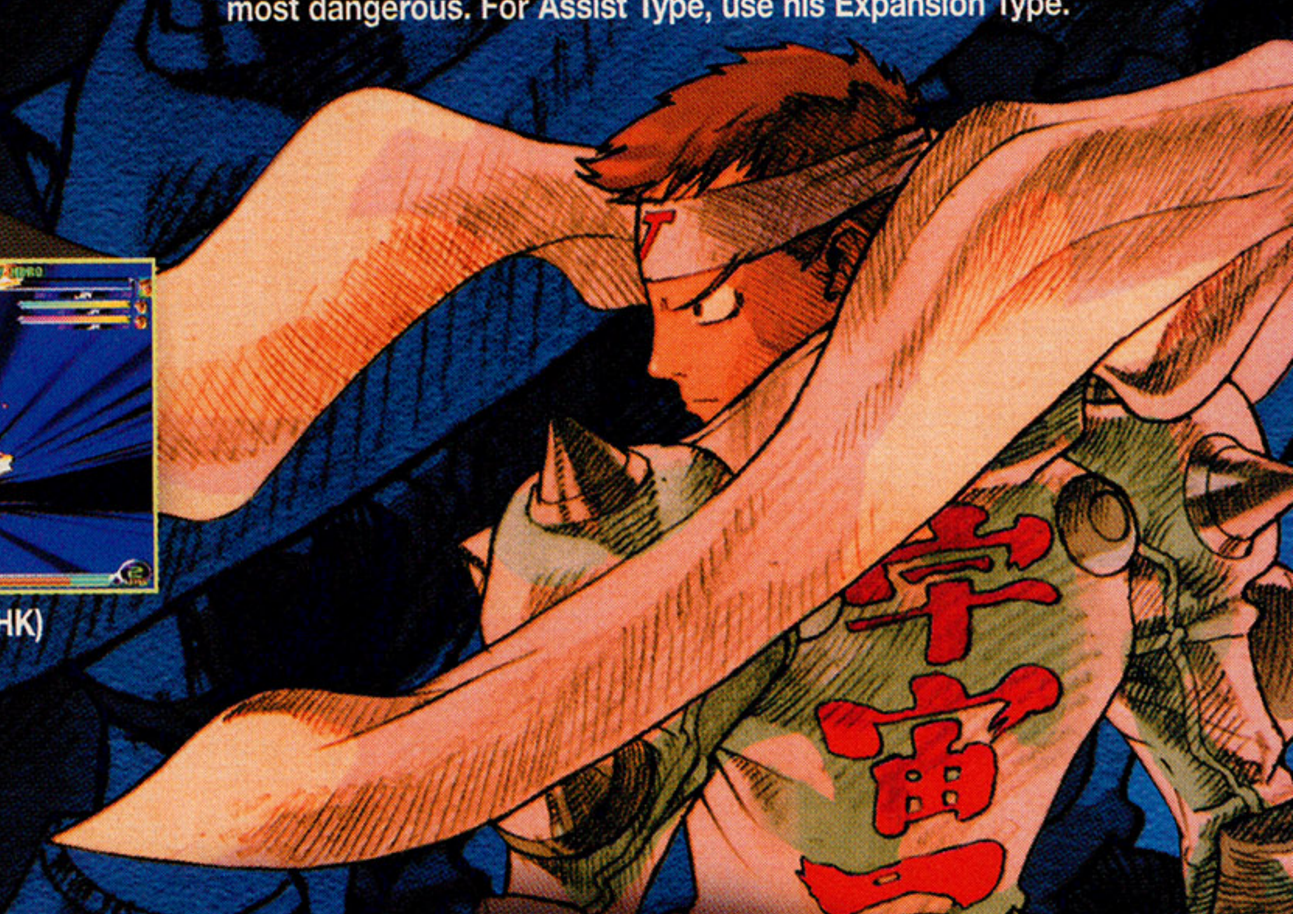


Motion ↓ ↙ ← (LP HP)

Great Cyclone



Motion ↓ ↘ → (LK HK)



KILLER COMBOS

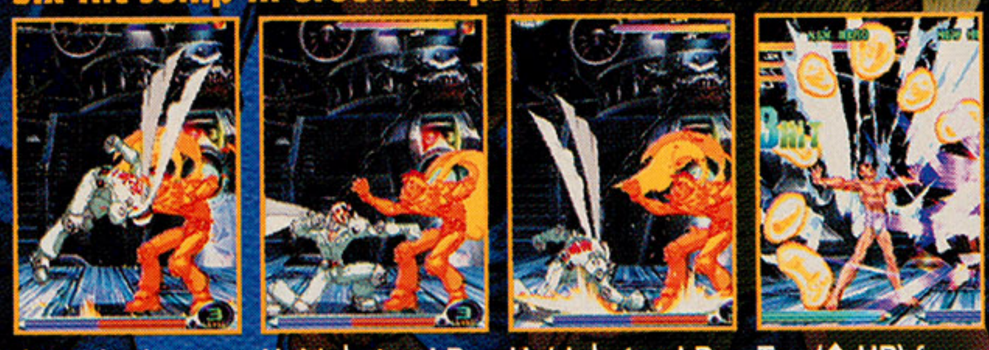
Five-Hit Great Cyclone Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Jump in deep, tap LP | Tap LP | Tap LP | Hold ↘, tap HK | Motion ↓ ↘ → (LK HK)

Six-Hit Jump-In Ground Explosion Combo



Jump in deep, tap HP | Hold ↓, tap LP | Hold ↓, tap LP, two-in-one | Tap (↑ HP) for three hits

Eight-Hit Blodia Punch Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Jump in deep, tap HP | Tap LP | Tap LP | Hold ↘, tap HK | Motion ↓ ↘ → (LP HP) for four hits

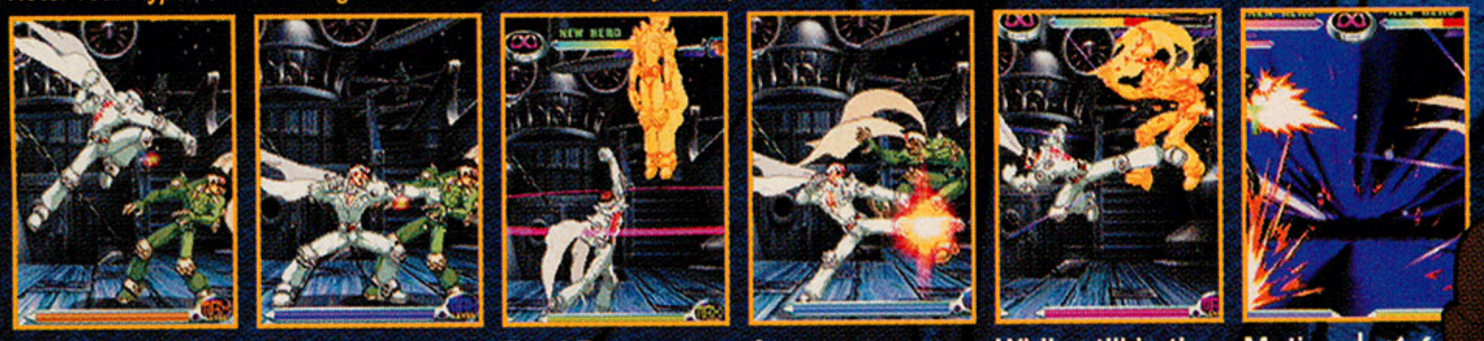
Eight-Hit Spinning Cyclone Combo



Jump in deep, tap (↘ HK) for three hits | Tap LP | Hold ↙, tap LP, two-in-one | Tap (→ HP) for three hits

Twenty-Six-Hit Kicking Vulcan Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.



Jump in deep, tap LP | Tap LP | Tap LP | As your opponent falls to the ground, tap LK | While still in the air, tap LK for two hits | Motion ↓ ↙ ← (LP HP) for 20 hits

ANOTHER KILLER COMBO

Seven-Hit Air Drill Combo

When in close, tap LP, LP, hold ↑, tap LP, hold ↑, tap LP, hold ↘, tap HK for three hits

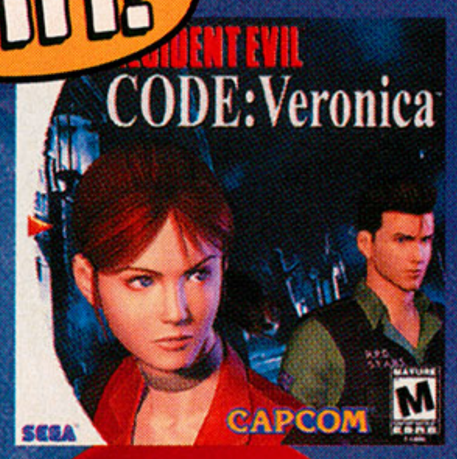
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Please include your name, address, and phone number so we can award you your prize.

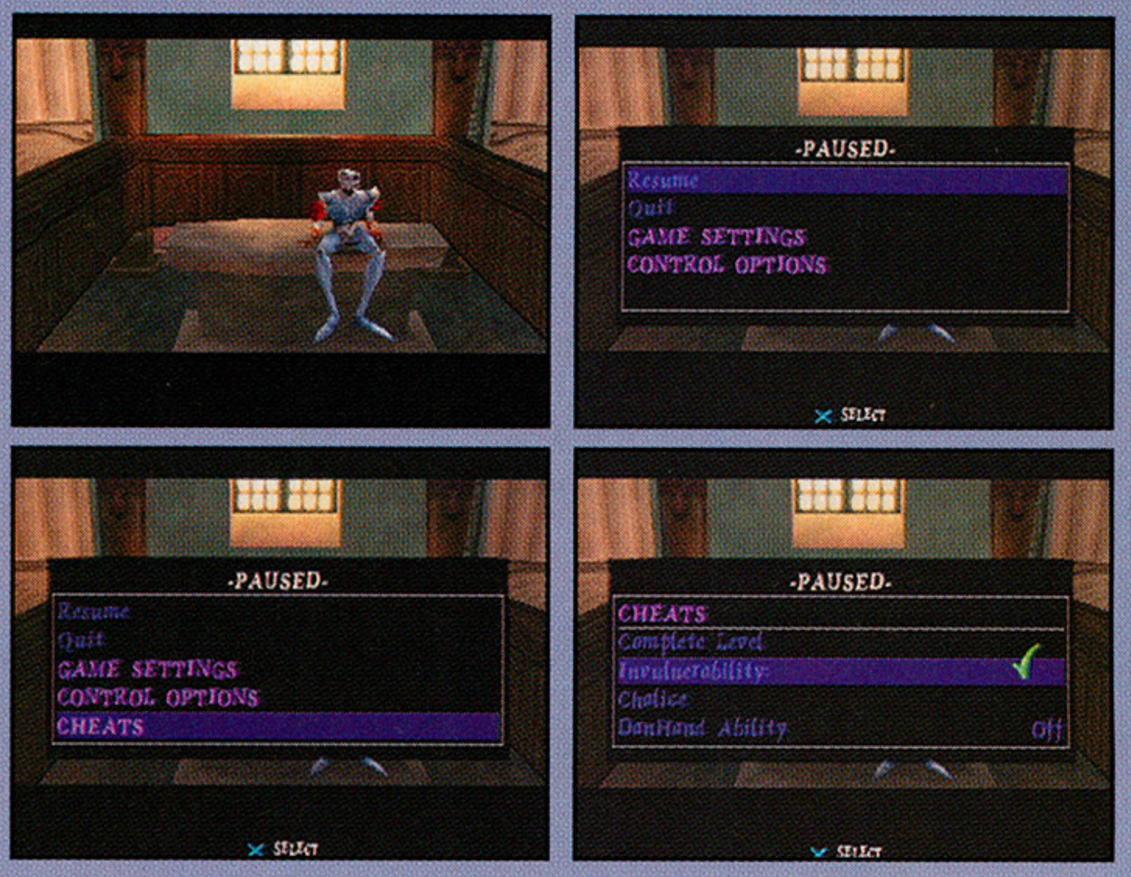


READER TIP OF THE MONTH

PlayStation

MediEvil II

Cheat Menu



Pause the game, **press and hold L2, then press** △, ○, △, ○, ○, △, **Left,** ○, **Up, Down, Right,** ○, **Left, Left,** △, **Right,** ○, **Left, Left,** △, ○, **Down,** ○, ○, **Right.** If you entered the code correctly, a Cheats option will appear in the pause menu. Inside the Cheats menu are several options, including a level skip, invincibility, and more.

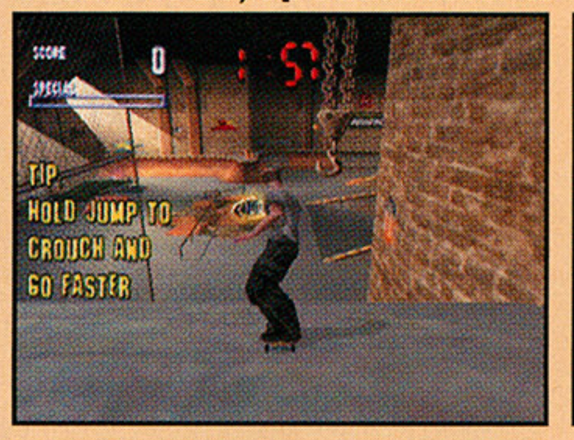
Will Marcotte
Danielsville, GA

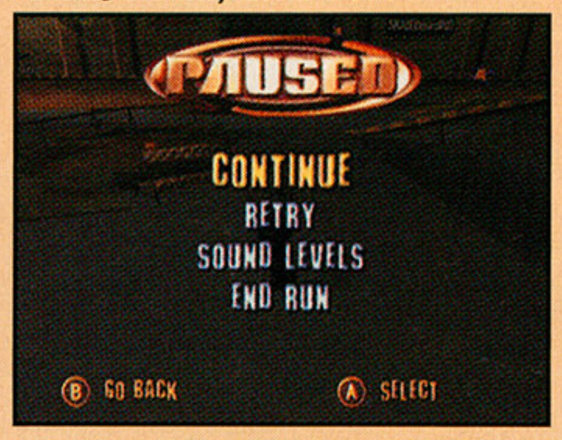


Dreamcast

Tony Hawk's Pro Skater

Cheat Mode, Special Meter Is Always Full, and More









Start a game in Career mode. Pause the game during gameplay, **press and hold L, then press the following buttons** to unlock these cheats. If you entered the code correctly, the screen will shake. Cheat mode unlocks all movies, Officer Dick, and all levels in Free Skate and Single-Session modes.

All Stats to 13: Press A, X, X,Y, Up, Down.

Big Head: Press X, B, Up, Left, Left.

Cheat Mode: Press B, Right, Up, Down, B, Right, Up, X,Y.

Slow Motion: Press X, Left, Up, X, Left.

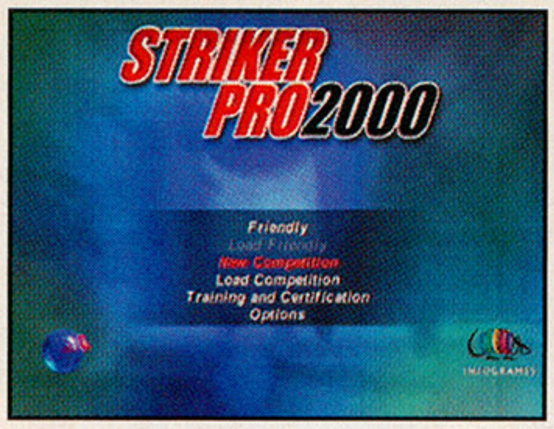
Special Meter Is Always Full: Press X,Y, B, Down, Up, Right.

Adrian Perez
El Paso,TX

Dreamcast

Striker Pro 2000

Unlock All Teams and Modes, and Manually Control Ball





Unlock All Teams and Modes: At the main menu, **press Up, Up, Right, Right,Y,Y,Y**. If you entered the code correctly, the Infogrames logo will begin changing size.





Manually Control Ball: Pause the game, and **press Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L**. If you entered the code correctly, you'll hear a chime. **Press Start** to resume the game. You can now control the ball by **simultaneously pressing and holding L and R, and pressing Left or Right** to move the ball.

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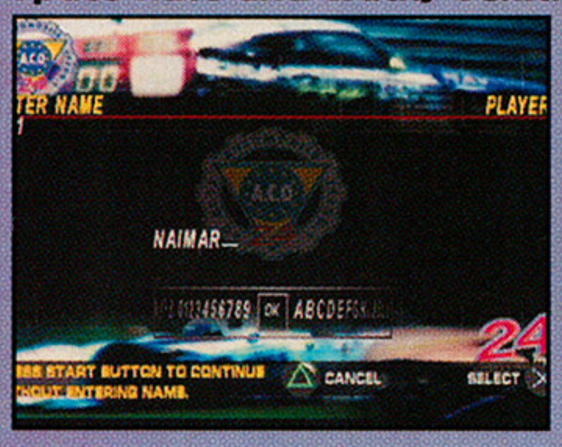
Advanced Dungeons & Dragons

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PlayStation

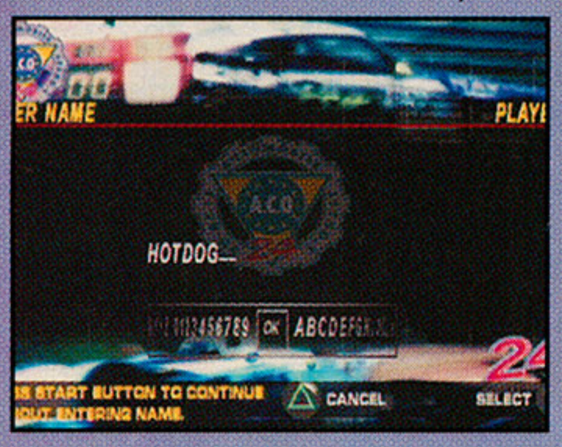
Test Drive Le Mans

Space Race and Wacky Vehicles





Space Race: Enter NAIMAR as your name, and a space race will start.





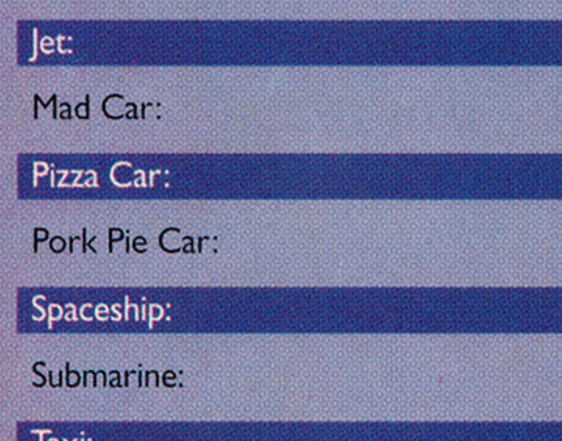
Wacky Vehicles: Enter any of the following passwords as your name to race these vehicles. If you entered the password correctly, a race will start.

Cheese Car:	FROMAGE
Hippie Bus:	MM5
Hot Dog Car:	HOTDOG
Ice Cream Truck:	MM6
Jet:	MM2
Mad Car:	MM3
Pizza Car:	PIZZA
Pork Pie Car:	PIE
Spaceship:	MM1
Submarine:	MM7
Taxi:	MM4

PlayStation

Boombots

All Characters and Levels





Start a normal game. At the Boombot selection screen, **press** □, □, □, □, ○, ○, ○, ○, □, □, □, □, **Select, Select, Select.** If you entered the code correctly, all characters will be available, while all levels will be available in Versus mode.

PlayStation

Grind Session

All Tricks









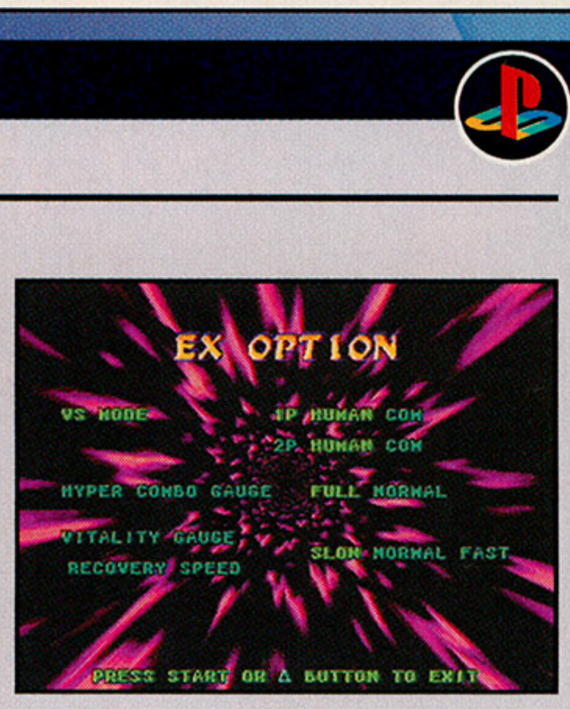
Start a game in Tournament mode. Pause the game and **press Down, Left, Up, Right, Down, Left, Up, Right**. If you entered the code correctly, a message will read, "All Tricks Enabled. Don't Hurt Yourself."

PlayStation

Marvel vs. Capcom

Extra Option Menu





At the main menu, highlight "Options," **press and hold Select, then press Start.** If you entered the code correctly, you'll enter the Ex Option screen.

Jeffrey Clinton
Brooklyn, NY

PlayStation

Army Men: World War

Level Select





At the main menu, **press and hold R2, then press and hold R1.** Release R2, then release R1. **Press and hold L2, then press and hold L1.** Release L2, then release L1. **Press** ○, **then** □. If you entered the code correctly, you'll be taken to the level select screen.

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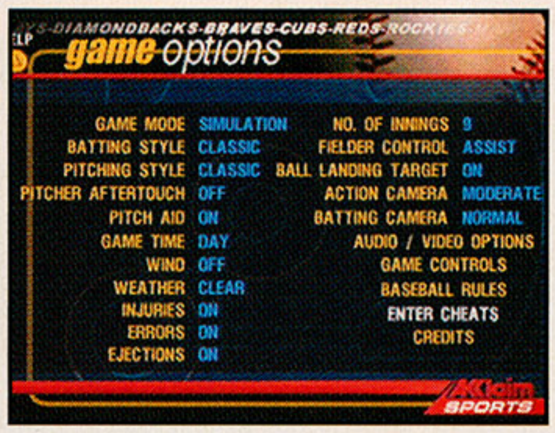
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Nintendo 64

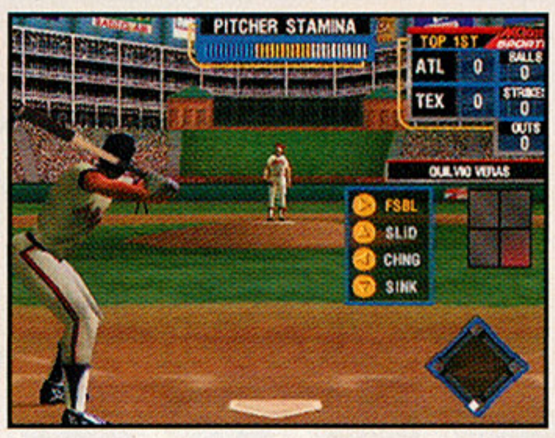
All-Star Baseball 2001

Aluminum Bats









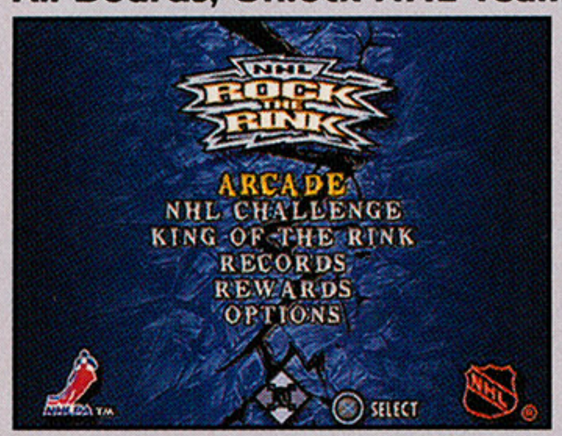
At the main menu, choose Game Options, then choose Enter Cheats. Input `HOLLOWBATS` and **press Start**. If you entered the password correctly, a message at the bottom of the screen will read, "Aren't these things illegal?" Players will now use aluminum bats that hit the ball much harder and further.



PlayStation

NHL Rock the Rink

All Boards, Unlock NHL Teams, and More









Start a normal game. Input the following passwords as your name to unlock these cheats. If you entered the code correctly, you will hear a bell ring.

Note: A _ designates a blank space.

All Boards:	`POWER_SLAM`
Unlock NHL Teams:	`BAILEY`
Use Bonus Moves in Any Mode:	`IAMWEAK`

Dreamcast

Tom Clancy's Rainbow Six

God Mode, Skip Levels, and More





During gameplay, input any of the following codes to activate these cheats. If you entered the code correctly, a message will appear at the bottom-left corner of the screen. Inputting the code again will turn off most codes.

2D Characters: Simultaneously press Down on the analog stick, Down on the directional pad, and Y.

A.I. Off: Simultaneously press Up on the analog stick, Down on the directional pad, and Y.

Big Heads: Simultaneously press Up on the analog stick, Down on the directional pad, and X.

Clodhopper Mode: Simultaneously press Left on the analog stick, Down on the directional pad, and B.

God Mode: Simultaneously press Up on the analog stick, Down on the directional pad, and A.

Heavy Breathing: Simultaneously press Down on the analog stick, Down on the directional pad, and A.

Polska Mode: Simultaneously press Down on the analog stick, Down on the directional pad, and X.

Rude Mode: Simultaneously press Down on the analog stick, Down on the directional pad, and B. Everyone near you will die.

Skip Level: Simultaneously press Up on the analog stick, Down on the directional pad, and Start.

Stumpy Mode: Simultaneously press Left on the analog stick, Down on the D-Pad, and Y.

Team God Mode: Simultaneously press Left on the analog stick, Down on the directional pad, and A.

Victory Conditions Off: Simultaneously press Up on the analog stick, Down on the directional pad, and B.

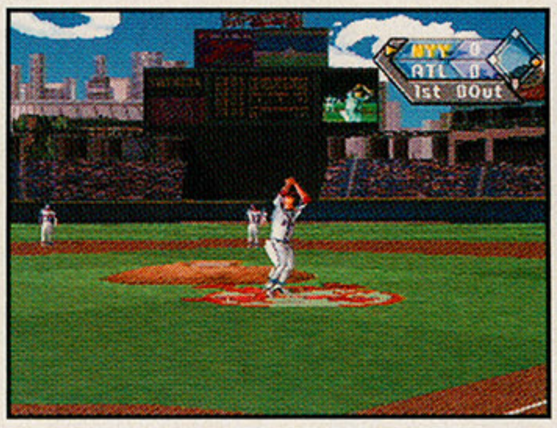
Jeremiah Gills
Roanoke, VA

PlayStation

Sammy Sosa High Heat Baseball 2001

3DO Clouds and Wacky Clouds





3DO Clouds: At the Stadium Select screen, **press L2, R2, L2, R2, □, □.**

Wacky Clouds: At the Stadium Select screen, **press R2, L2, □, L1, R1, □.**

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Sydney 2K Olympics	08/00	$39.95
Tenchu 2	08/00	$39.95
The Mummy	10/00	$39.95
Threads of Fate	07/00	$39.95
Titan A.E.	09/00	$39.95
Tomb Raider 5	11/00	$39.95
Tony Hawks Pro Skatr 2	09/00	$39.95
Torneko The Last Hope	09/00	$44.95
Ultimate Fight Champ	10/00	$42.95
Valkyrie Profile	08/00	$44.95
Vanguard Bandits	06/00	$39.95
WWF Smackdown 2	10/00	$42.95
Wacky Races	10/00	$39.95
Warriors Might & Magic	11/00	$44.95
Wheel of Fortune 2	09/00	$29.95
Who Wants Be Millionaire	06/00	$39.95
World Destrctn Lg Tanks	09/00	$39.95
World is Not Enough	11/00	$39.95
X Men 3D Mutant Academy	07/00	$39.95
You Don't Know Jack 2	10/00	$29.95



'THREADS OF FATE' Choose 2 storylines as you solve puzzles, cast powerful magic spells & use a real-time battle system to refine your skill & timing. Join Rue on a serious adventure or Mint on a lighthearted quest. Shape-shifting & magical powers add up to an innovative RPG.

Squaresoft (Roleplaying)
Release: 7/00
PSX

$39.95

PSX2

Age of Empires 2	11/00	$48.95
Armada 2 Exodus	11/00	$48.95
CART Fury	11/00	$48.95
Dead or Alive 2	11/00	$48.95
Dinosaur	10/00	$48.95
ESPN NBA Tonight	11/00	$48.95
Eternal Ring	11/00	$48.95
FIFA Soccer 2001	11/00	$48.95
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Gran Turismo 2000	10/00	$48.95
Kessen	11/00	$48.95
Legion Legend Excalibur	12/00	$48.95
Madden FB 2001	10/00	$48.95
NCAA Final Four 2001	11/00	$48.95
NFL Game Day 2001	10/00	$48.95
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PSX 2 Dual Shock 2	10/00	$33.95
PSX 2 Memory Card 8M	10/00	$34.95
PSX System 2	10/00	$299.95
Ridge Racer 5	10/00	$48.95
Smuggler's Run	11/00	$48.95
Snowboard SuperX	10/00	$48.95
Summoner	11/00	$48.95
Tekken Tag Team	10/00	$48.95
Tiger Woods 2001	10/00	$48.95
Wipeout Fusion	11/00	$48.95



'PLAYSTATION 2 SYSTEM' 128 bit system is backwards compatible with PS1 software. Features 2 controller ports, 2 memory card slots, 2 USB connectors, an i.Link & supports DVD Video, audio CD & Dolby. Comes with Dual Shock controller, multi cable and power cord.

Sony (Hardware)
Release: 10/00
PSX2

$299.95

DREAMCAST

Title	Release	Price
Aero Wings 2 Airstrike	08/00	$46.95
Baldur's Gate	08/00	$52.95
Bang! Gunship Elite	09/00	$46.95
Castlevania Resurrectn	09/00	$46.95
Draconus	06/00	$46.95
Dragon Riders	10/00	$44.95
Dreamcast Controller	09/99	$29.95
Dreamcast System	09/99	$199.95
Dreamcast VMU	09/99	$29.95
ESPN NBA Tonight	10/00	$46.95
Ecco the Dolphin	08/00	$44.95
Evil Dead Hail King	10/00	$44.95
Gun Bird 2	10/00	$44.95
Half Life Online	09/00	$46.95
Jet Grind Radio	10/00	$46.95
Kengo Master Bushido	08/00	$46.95
Legacy Kain Soul Rvr 2	08/00	$48.95
Legend of Blade Masters	09/00	$39.95
Marvel Vs. Capcom 2	06/00	$42.95
Ms. Pac Man Maze Madness	10/00	$34.95
NFL Blitz 2001	09/00	$44.95
Phantasy Star Online	09/00	$49.95
Power Stone 2	08/00	$44.95
Pro Surfer	11/00	$34.95
Quake 3 Arena Online	09/00	$49.95
Samba de Amigo	09/00	$49.95
Sea Man Forbidden Pet	08/00	$59.95
Sega Sports NBA 2K1	10/00	$49.95
Sega Sports NFL 2K1	09/00	$49.95
Sonic Shuffle	11/00	$46.95
Tech Romancer	06/00	$42.95
The Ring:Terrors Realm	08/00	$39.95
Tokyo Extreme Racer 2	08/00	$46.95
WWF Royal Rumble	08/00	$44.95

GAMEBOY COLOR

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Crystalis	06/00	$28.99
Donkey Kong Country 2	11/00	$28.99
Dragon Warrior 1 & 2	08/00	$28.99
FIFA Soccer 2001	11/00	$28.99
Gameboy Color System	05/99	$69.95
Light Magnifier Asstd.Clrs	01/00	$7.99
Link Cable Asstd. Colors	06/99	$7.99
Madden FB 2001	10/00	$28.99
NASCAR Racers	09/00	$28.99
NBA Jam 2001	10/00	$28.99
Pokemon Gold or Silver	10/00	$28.99
Scooby Doo	08/00	$28.99
The Grinch	10/00	$28.99
Warlocked	07/00	$28.99

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Robo Rally	01/96	$36.99
Samurai Swords	04/97	$48.99
Settlers of Catan	11/96	$32.99
Stratego Legends	01/00	$26.99
Warhammer Fantasy	10/96	$74.99
Who Wants be Millionaire	06/00	$34.99

HINT BOOKS

Digimon World	06/00	$12.99
Draconus	06/00	$12.99
Kirby 64	07/00	$14.99
Legend of Dragoon	06/00	$12.99
Legend of Mana OSG	06/00	$12.99
Lunar 2 Eternal Blue	07/00	$17.99
Mario Party 2	02/00	$11.99
Ogre Battle 3	09/00	$12.99
Perfect Dark OSG	05/00	$11.99
Resident Evil Code Veronica	04/00	$11.99
SF Alpha 3 OSG	04/00	$11.99
SaGa Frontier 2 OSG	02/00	$12.99
Starcraft	06/00	$12.99
Threads of Fate OSG	07/00	$12.99
Valkyrie Profile	08/00	$12.99

COMPUTER GAMES & HARDWARE

Abomination	10/99	$27.95
Age of Empires 2	09/99	$39.95
Asheron's Call	12/99	$29.95
Baldur Gate w/EP 1	12/99	$38.95
Battlezone 2	11/99	$28.95
Bugs Bunny Lost Time	09/99	$28.95
C&C 2: Tiberian Sun	08/99	$42.95
C&C:TiberianSunFirestorm	03/00	$25.95
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Half Life Adrenaline Pk.	01/00	$39.95
Half Life Oppsing Frc	12/99	$27.95
Half Life:Game of Year Ed	07/99	$29.95
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Interstate 82	11/99	$18.95
Madden NFL 2000	09/99	$17.95
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Offical Formula 1Racing99	06/00	$22.95
Pharoah	11/99	$29.95
Planescape Torment	11/99	$39.95
Quake 3 Arena	12/99	$33.95
Quake 3 Arena Team Miss	09/00	$24.95
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Rogue Spear Platnium Pk	11/00	$39.95
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Tomb Raider 5	11/00	$28.95
Unreal Tournament	11/99	$28.95
3Dfx Voodoo3 3500	08/99	$189.95
Diamond Monster MX400	02/00	$74.95
Elso Gladiac GeForce2	06/00	$329.25
Hardware		
Everglide Lrg Attk Pad	11/99	$15.95
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Maxer Gamer 3D Prophet	10/99	$239.95
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Saitek X-36T System	12/98	$69.95

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Nintendo (Sports)
Release: 8/00
N64

$49.95



'SEAMAN' is a sea creature that amuses & entertains for hours on end. Unique AI and voice recognition technology is programmed with over 5000 vocal responses that allows Seaman to remember and respond correctly. Raise Seaman from an egg through adulthood & learn his moods and needs.

Sega (Adventure)
Release: 8/00
Dreamcast

$59.95

NINTENDO 64

Title	Release	Price
Aidyn Chronicles	07/00	$59.95
Army Men Air Combat	07/00	$39.95
Carmageddon 64	07/00	$49.95
Castlevania Spec. Ed.	12/99	$49.95
Cruisin' Exotica	10/00	$52.95
Die Hard 64	10/00	$59.95
Donkey Kong 64	12/99	$54.95
Eternal Darkness	10/00	$52.95
ExciteBike	05/00	$44.95
F1 Championship	09/00	$39.95
Fighters Destiny 2	06/00	$42.95
Gauntlet Legends	09/99	$49.95
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Kirby 64 Crystal Shards	06/00	$49.95
Legend Zelda Majora Mask	11/00	$59.95
LooneyTunes SpaceRace	08/00	$49.95
Madden FB 2001	09/00	$49.95
Major League Soccer 99	07/00	$49.95
Mario Golf 64	08/99	$44.95
Mario Party 2	02/00	$49.95
Mario Tennis	08/00	$49.95
Mia Hamm Soccer	09/00	$49.95
Mickeys Speedway USA	12/00	$59.95
N64 Controller Asstd.Clrs	10/96	$26.95
N64 System Asstd. Colors	03/00	$99.95
N64 Transfer Pak	03/00	$19.95
NBA Showtime 2000	11/00	$49.95
NFL Blitz 2001	09/00	$54.95
NFL QB Club 2001	08/00	$52.95
New Adventures Batman	09/00	$56.95
Ogre Battle 3	08/00	$56.95
Paper Mario Story	12/00	$49.95
Perfect Dark	05/00	$54.95
Pokemon Attack	10/00	$59.95
Pokemon Puzzle League	09/00	$49.95
Ready 2 Rumble Boxng 2	11/00	$52.95
Resident Evil Zero	08/00	$52.95
Scooby Doo	10/00	$52.95
Spiderman	11/00	$52.95
Star Wars Battle Naboo	10/00	$56.95
Starcraft	06/00	$44.95
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Sydney 2K Olympics	08/00	$52.95
Tony Hawks Pro Skater	03/00	$44.95
Turok Shadow Oblivion	08/00	$49.95
WCW 2001	11/00	$49.95
WWF No Mercy	11/00	$52.95
World League Soccer 2K	10/00	$54.95
World is Not Enough	11/00	$49.95



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Atlus (Roleplaying)
Release: 8/00
N64

$56.95



'POKEMON GOLD' Red, Blue, Yellow and now GOLD!!! This cart contains over 250 Pokemon including the original 150. Each Pokemon leads to more variation so collect the critters and then fight it out with others.

Nintendo (Adventure)
Release: 10/00
Gameboy

$28.99

'POKEMON SILVER'
Release: 10/00

$28.99

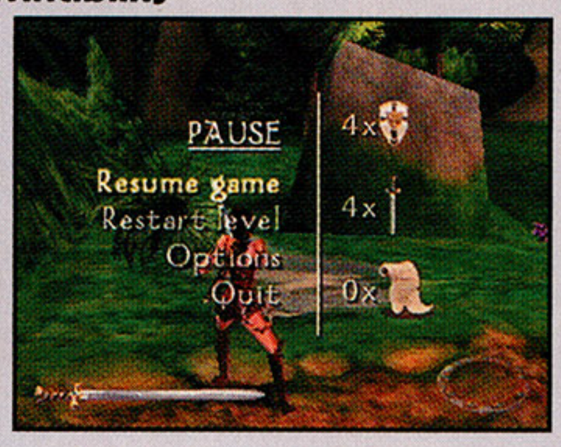
GP900

PlayStation

Xena: Warrior Princess

Full Shield and Attack, and Invincibility





Full Shield and Attack: At the main menu, highlight "New Game," then **press** △, □, △, □, □, **Up, Up, Up**. If you entered the code correctly, you'll hear a faint chime.

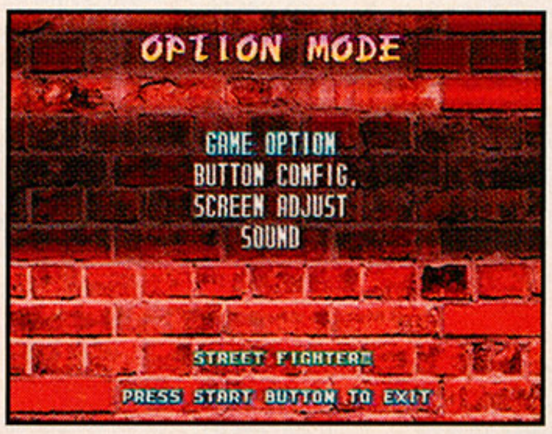
Invincibility: At the main menu, highlight "New Game," then **press Up, Up, Up,** ○, □, **Up, Right, Left**. If you entered the code correctly, you'll hear a faint chime.

Dreamcast

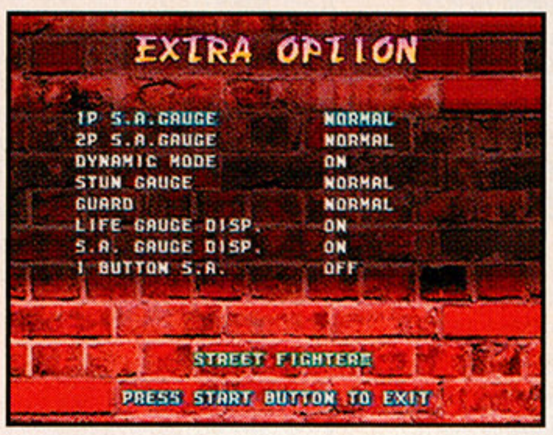
Street Fighter III: Double Impact

Extra Option Menu









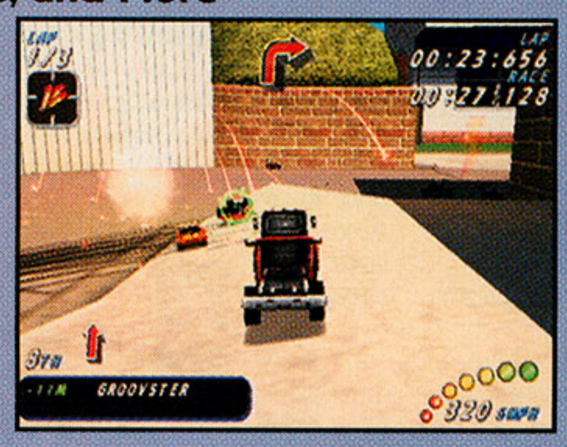
At the Mode Select screen, **simultaneously press and hold L and R,** and choose Option. While still holding L and R, highlight "Game Option" and **press Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right**. If you entered the code correctly, Extra Option will appear below Sound.

Dreamcast

Re-Volt

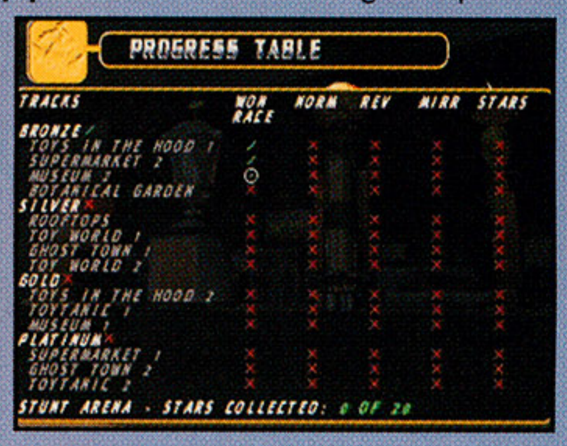
All Weapons, Mirrored Tracks, and More





All Weapons: Input OYOY as your name. When you start a game you will now have all weapons. **Simultaneously press L and R** to change weapons.





Edit Progress Table: Input your name as GOATY. **Press B** several times to go back to the main menu. Choose Progress Table. You can now change the results on the Progress Table by moving the cursor and pressing X.

Higher-Resolution Cars: Input GOATY as your name.

Mirrored Tracks: Input your name as TRACTION to unlock all tracks. At the Select Track screen, **simultaneously press L, R, and Down** to select a mirrored version of the highlighted track.

PlayStation

Jackie Chan Stuntmaster

Unlock Hidden Movie and All Levels





Unlock Hidden Movie: At the Press Start screen, **press Left, Right, R1,** ○, □, △, △. If you entered the code correctly, the message "Bonus Movie Press X" will appear at the bottom of the screen. **Press** × to watch the movie.

Unlock Most Levels: At the Press Start screen, **press L2,** □, △, ○, ×, **R2, R2**. If you entered the code correctly, you'll hear a gong. All levels will now be open except for the Shaolin Temple.

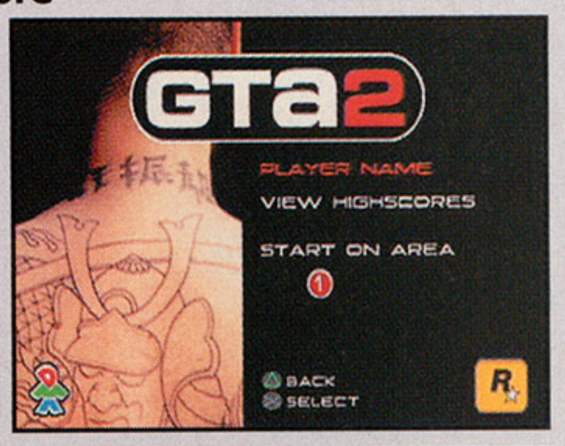
Unlock Shaolin Temple: At the Press Start screen, **press L1, R2, L2, R2,** □, ×, ×. If you entered the code correctly, you'll hear a gong. All levels, including the Shaolin Temple, will now be open and Jackie Chan will have all the dragons.

PlayStation

Grand Theft Auto 2

All Guns, Level Select, and More









At the main menu, choose Play, then choose Player. Input any of the following passwords as the player's name to unlock the following cheats.

$1 Million:	BIGSCORE
All Guns:	NAVARONE
Five Times Multiplier:	HIGHFIVE
Maximum Wanted Level:	DESIRES
No Police:	LOSEFEDS
Show Coordinates:	WUGGLES
Unlimited Health:	LIVELONG





Level Select: At the main menu, choose Play, then choose Player. Input `ITSALLUP` as the player's name. Highlight "Start on Area" or "Bonus Level," and **press Left or Right** to select a level.

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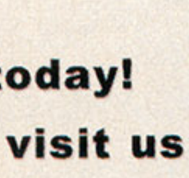
expected: 8/25/00



expected: 8/25/00



expected: 8/18/00



expected: 9/15/00

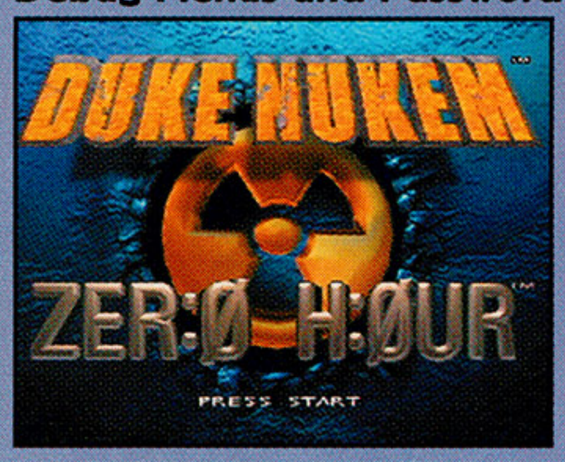
Sega Dreamcast.
SUPER NINTENDO ENTERTAINMENT SYSTEM
GAME GEAR
Nintendo
GENESIS

Funco Inc. • 10120 West 76th St • Mpls, MN 55344

Nintendo 64

Duke Nukem: Zero Hour

Debug Menus and Password Cheats

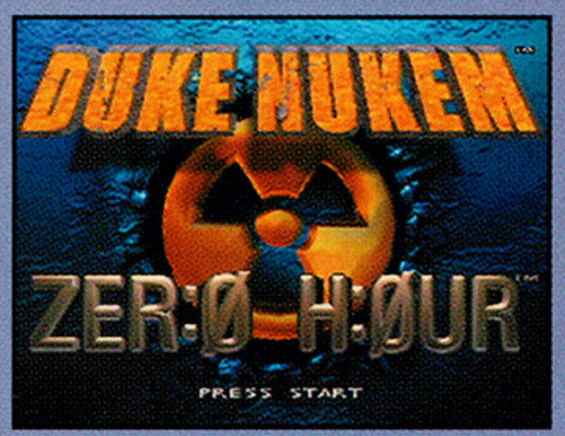


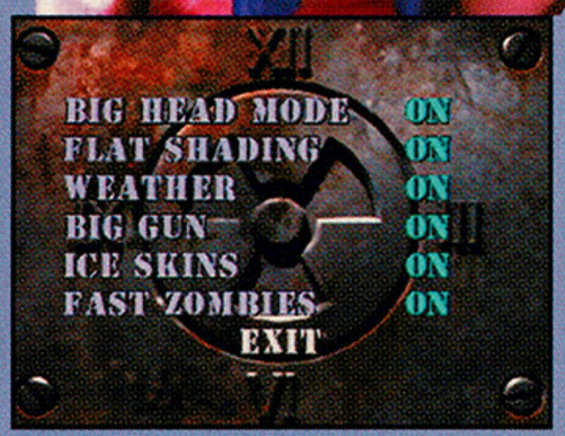


Debug Menu: At the Press Start screen, **press top-C, Up, left-C, Right, bottom-C, Down, right-C, R, A, B**. If you entered the code correctly, you'll hear a horse neigh. When you start a normal game, a debug menu will appear at the top-left corner of the screen. **Press Start** on controller 2 to cycle through the debug menus. **Press the following buttons** on controller 2 to activate these cheats at the appropriate menu.

Cheat Menu
All Items: Press L.
All Keys: Press R.
All Weapons: Press Z.
Invincibility: Press A.
Level Warp Menu
Choose Selected Level: Press Z.
Cycle Through Levels: Press L or R.
Skip to Next Level: Press B.
Player Menu
Cycle Through Player Skins: Press L or R.
SFX Menu
First-Person Mode: Press B.
Third-Person Mode: Press A.







At the Press Start screen, input any of the following button presses to activate these cheats. If you entered the code correctly, you'll hear a horse neigh. At the main menu, choose Cheats, then Others to toggle these cheats on and off.

Big Gun: Press top-C, left-C, Z, B, L, Z, A.

Big Head: Press B, Up, Down, Down, A, Z, A, Right.

Flat Shading: Press Down, Up, Left, Left, A, Right, Down.

High-Speed Zombies: Press A, A, Z, A, R, bottom-C, B.

Ice Skin: Press B, Z, Up, L, A, right-C, A.

Weather: Press Z, A, L, B, Down, Up, R.



Dreamcast

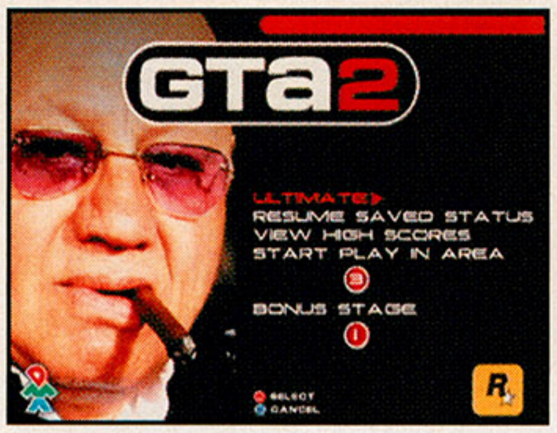
Grand Theft Auto 2

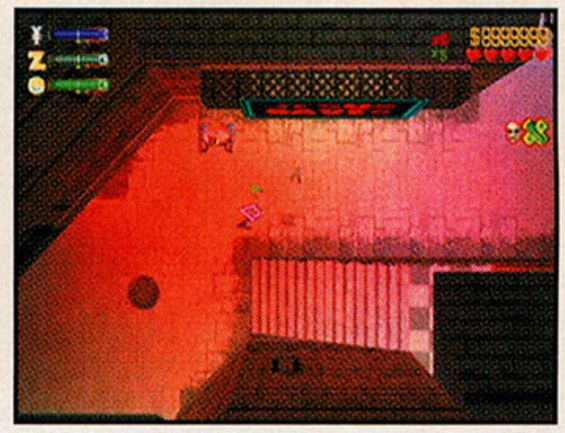
Unlock All Levels, $10 Million, and More





Unlock All Levels: Start a normal game. Input SESAME as your name. Highlight "Start Play In Area" or "Bonus Stage" and **press Left or Right** to choose a level.





Start a normal game. Input the following passwords as your name to unlock these cheats.

$10 Million:	ULTIMATE
99 Lives:	BIGCATS
Blood On:	WOUNDED
Elvis Pedestrians:	ERRHUH
Infinite Double Damage Power-Up:	DBLWAMMY
Infinite Electro Gun:	BIGFRIES
Infinite Energy:	INFINITY
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