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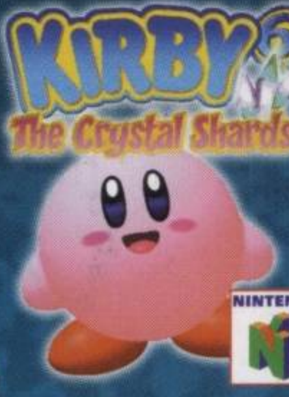
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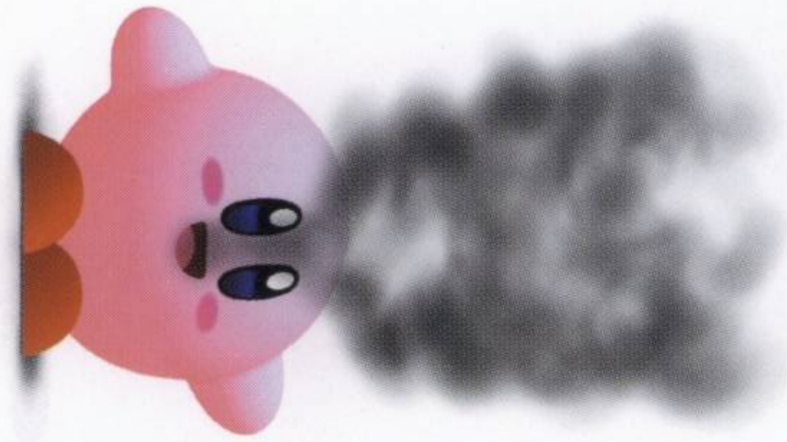
VAGRANT STORY

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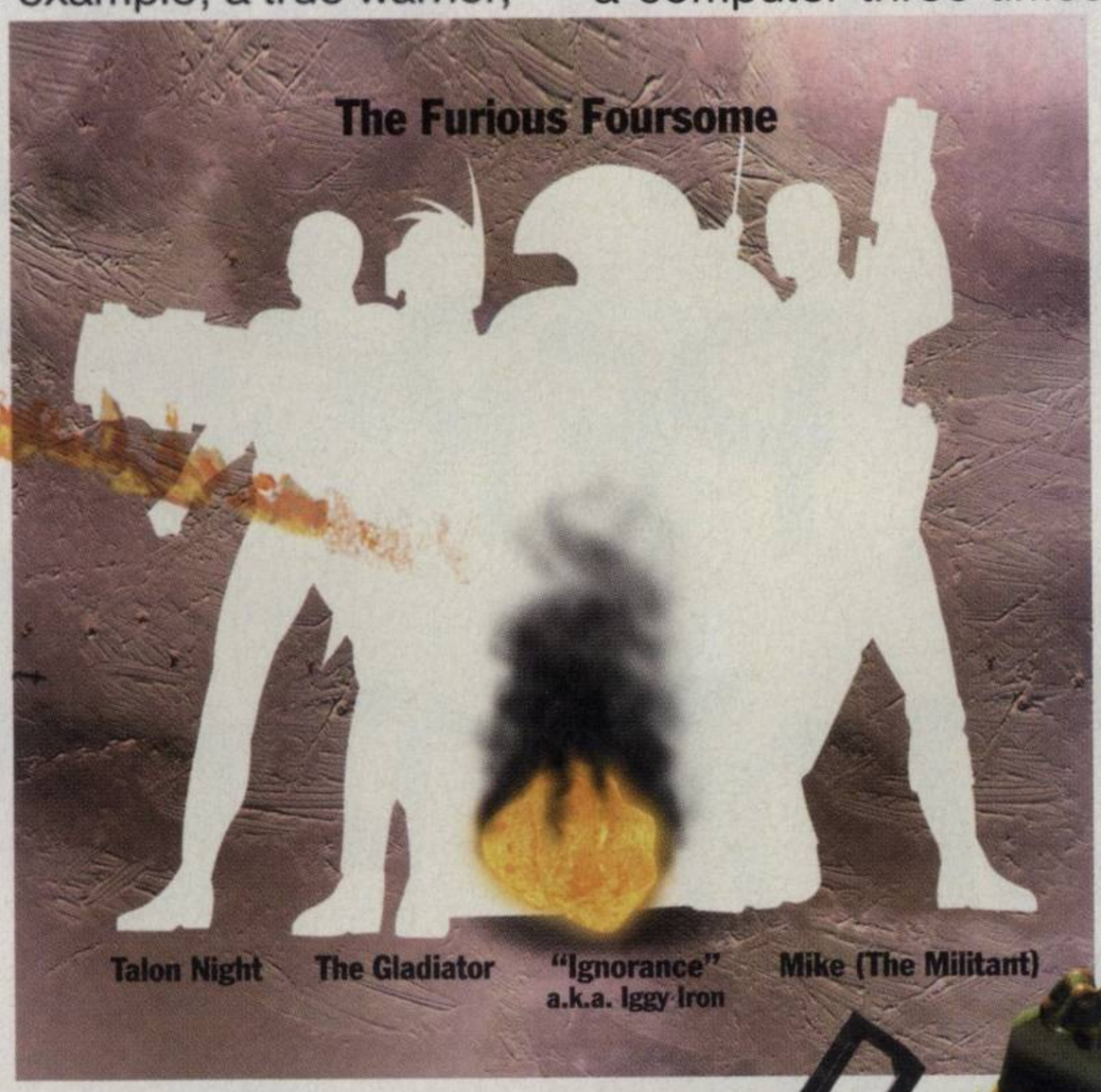
Take the Gladiator, for example, a true warrior, who fights for the sport of it. If a double-handed broad sword a isn't from the arsenals of tomorrow to fight with here and today's. Think of it like this, a guy shows up to battle an entire army clad in armor, bearing broad swords, catapults, sling shots, maces and all o metal doesn't stand a ch Well, not until he reac grabs a few Tomahawk pretty much blood and sticking to the bottom of t

Then there's Mike The that ditched military sch and grenades. To say he be an understatement, time married to the mu swamps and the wetlan face-to-face with this gu two options, salute and another tattoo on his cretinous cranium.

*Note: Mike (The Militant) chose not ever to wear a helmet, but had to keep track of his conquers somewhere, thus he painstakingly tattoos little notches into his head for each one he makes.

"Ignorance" a.k.a. Iggy Iron, on the other hand, prefers to keep track of his kill and a lot of other menacing information inside his heart database, a computer three times as powerful as what the Pentagon is currently using. A lot of negative things have been said about Iggy because of his cold way of killing. But let's face it, when you're a machine, you have no guilt, so anything goes. Anything. Did we say anything? Well, did we?

Finally, there's Talon Night. Yes, we've seen Ninjas in video games before. But not Ninjas ke Talon. In fact, as ly no information



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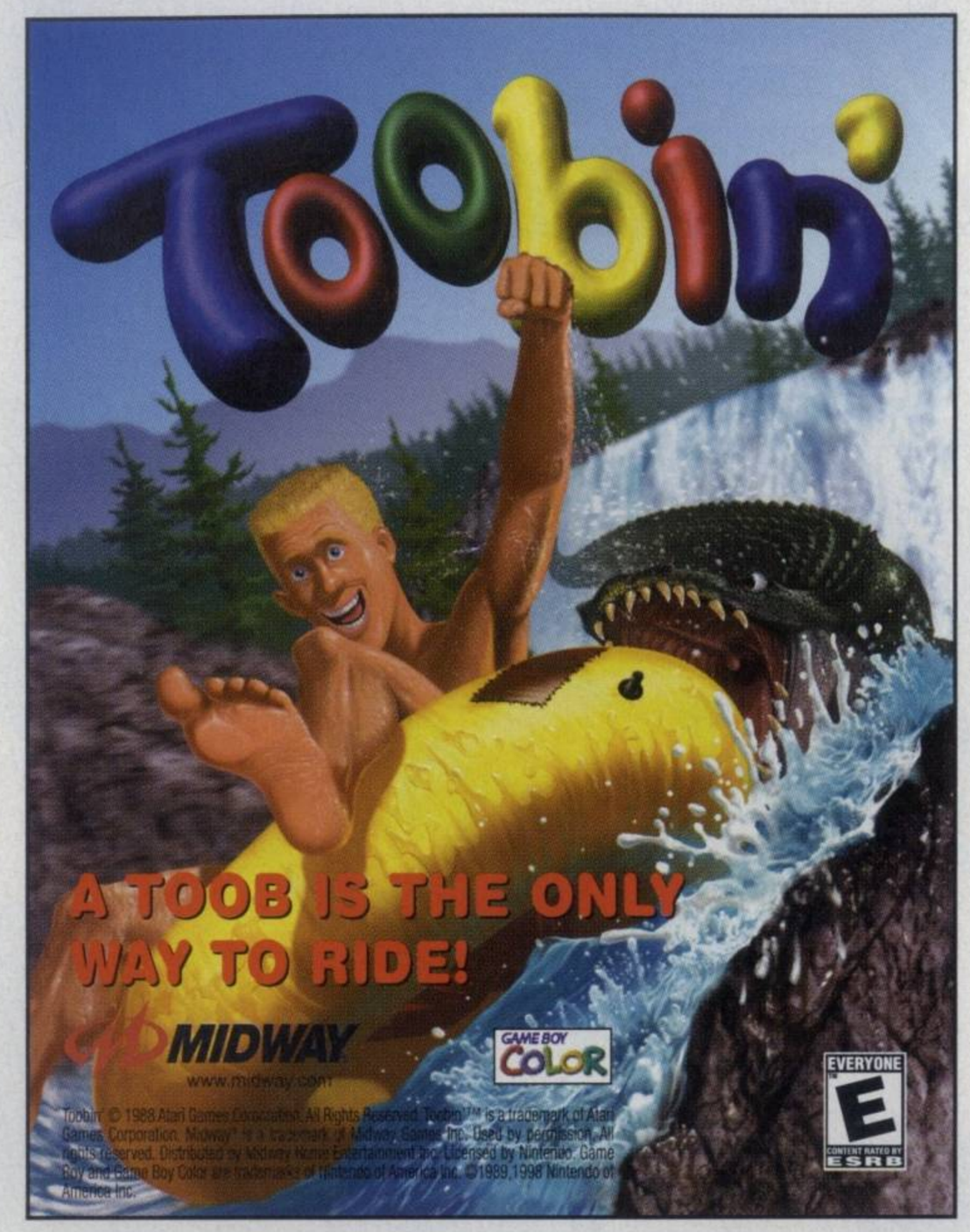












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GamePro evaluates every game in four categories: Graphics, Sound, Control, and Fun Factor. Ratings range from 5.0 (the ultimate) to .5 (the worst) in half-point increments. Games with a Fun Factor of 3.0 are average; those with a Fun Factor of 4.0 or higher are recommended.



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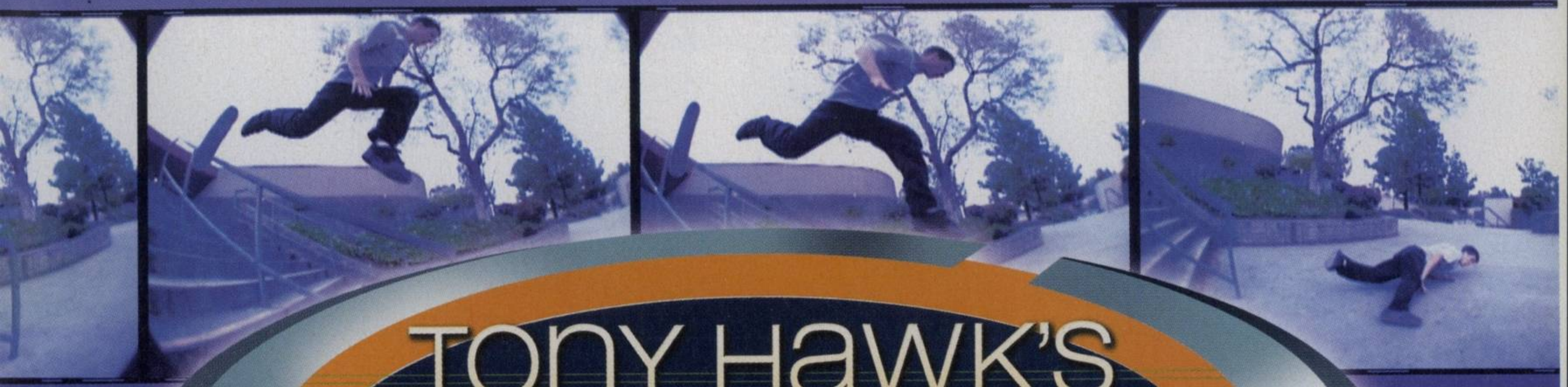






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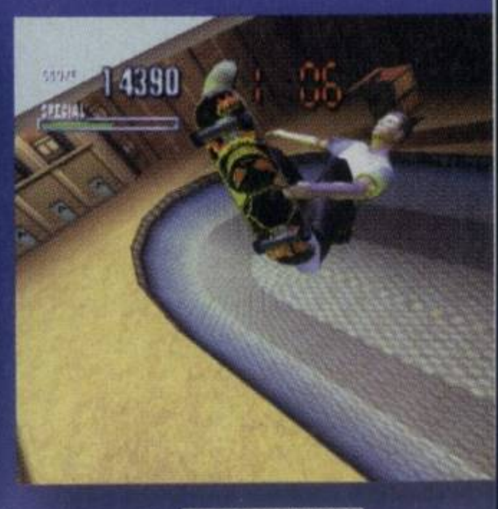
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HEAD 2 HEAD

EDITOR'S LETTER

Your Choice, Not Ours

GamePro is no democracy, but at least you get a chance to vote—and the final tally for the 9th Annual *GamePro* Readers' Choice Awards is in!

Every year, the editors of *GamePro* ask you, the GamePros, to select your favorites of the past year, and '99 saw the appearance of some awesome titles that were consequently chosen by you as winners (see special feature, "Your Final Answer"). The N64 and PlayStation had excellent showings, which is not surprising since they've been around for five years and game designs for these two systems should be hitting on all cylinders. Plus, the Dreamcast flexed its next-gen muscle, scoring monstrously in a couple of major voting categories: fighting and sports. Among handheld systems, the Game Boy Color ruled, but NeoGeo Pocket pioneers demonstrated that the SNK system is an up-and-comer.



You GamePros scored the usual suspects well: WWF WrestleMania (N64), Resident Evil 3: Nemesis (PlayStation), Pokémon Yellow Version: Special Pikachu Edition (Game Boy Color), and Final Fantasy VIII (PlayStation) all finished strongly. You also recognized fine programming craftsmanship in Tony Hawk's Pro Skater (PlayStation) and Soul Calibur (Dreamcast), and you acknowledged the original thinking in Driver (PlayStation).

Of course, the fun part is discovering the games you liked that our editors didn't expect. Some choices seemed driven by fanaticism, and others bordered on insanity. MTV Music Generator? Mario Golf? Virtua Fighter fans made their will known, as did the Twisted Metal drivers, the Cool Boarders riders, the Hydro Thunder racers, and the Quake clanners. The RPGs that challenged FFVIII in that category were eye-openers, and the football, basketball, and boxing categories experienced a changing of the guard.

The three top finishers in the run for best console game of '99 show that imagination and creativity are in full force in the video game industry. You GamePros know quality when you see it...and play with it.

The GamePros
San Francisco, CA
letters@gamepro.com



N64, WHERE ARE YOU?

I haven't bought a Dreamcast yet because I've decided to wait for Nintendo's Dolphin. I also check *GamePro* for the latest Nintendo 64 games–but then I realized you haven't had very many N64 reviews lately. In a recent issue, you covered 25 PlayStation games and 19 Dreamcast, but only six for the N64. Are there just fewer N64 games coming out or have you decided not to review as many N64 games?

▶ **Dustin Andres**
Brainerd, MN

You're right, there are fewer N64 games coming out at the moment. It's almost no contest. Nintendo has also been strangely stingy about distributing up-to-date N64 game info for *GamePro* to share with you. You practically have to beg them! Let's hope everyone there is gearing up for the Dolphin. The cover for our June issue, however, was graced by a great N64 game: Perfect Dark. Hopefully, The Legend of Zelda sequel, Kirby 64, Conker's Bad Fur Day, and Super Mario RPG—all due this year—will tide you over until the Dolphin surfaces.

TEACH YOUR CHILDREN

I've had it with media and government types who hype violence in video games with claims that games like Doom and Quake cause kids to kill people. *20/20* ran a segment on video game violence that essentially stated that kids are ignorant when they say games don't cause violence. Well, sir, I'm not ignorant! It's sad when a nation places the blame for its child-rearing problems on pieces of plastic and electrical impulses. Some games are very violent and gory, but parents should teach their kids the difference between fantasy and reality. When I was little, my mom and dad made sure I knew that video games, movies, and stuff like that were fake. Parents shouldn't use video games and movies as babysitters either, they should take responsibility for guiding their children's lives.

▶ **Ben Wilson**
Derby, KS

Well said, Ben! The game industry has to be responsible and provide consumers with the information they need to make informed buying decisions about games that are appropriate for them and their families. But if you're a parent, there's no excuse: You have to teach your children the difference between fantasy and reality as well as the difference between right and wrong. That's the job description. End of story.

BLOCKBUSTED

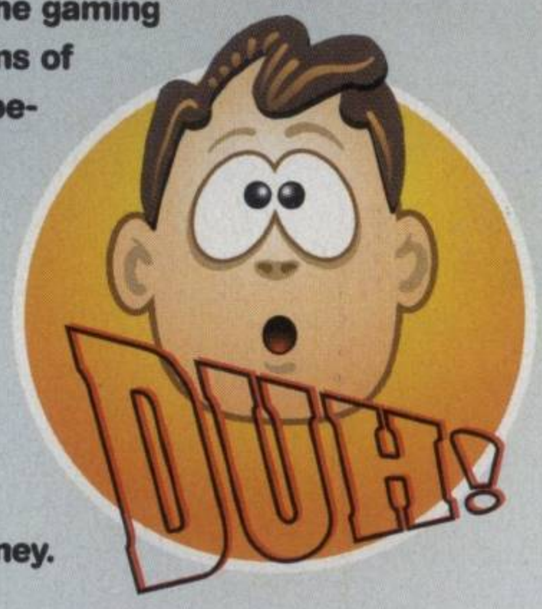
Is there a reason why I can't rent Dreamcast games at Blockbuster? Being able to rent games before buying them is one of the best aspects of the industry–without it, many people are reluctant to shell out $50 for a game.

▶ **MKCTX81**
Via Internet

When the Dreamcast launched, Sega struck a deal with Hollywood Video to debut the system in that rental chain...oops. That may be why you couldn't rent Dreamcast games at Blockbuster in the past. Sega and Blockbuster have recently made up, however, so you should now be able to rent DC games at BB.

UNCLEAR ON THE CONCEPT #500

How exactly does the gaming industry lose millions of dollars every year because of piracy? If someone buys or rents a game and copies it for all their friends, the gaming industry isn't necessarily losing money–it's just not getting money.



▶ **DoocesWild22**
Via Internet

What is this, a trick question? Honestly, at first your letter seemed to make no sense at all, but after reading it several times, it became clear that you could use some of the millions of dollars that the game industry doesn't lose to software piracy—to buy a clue!

NASCAR RUMBLES

Why was NASCAR Rumble (a clearly arcade-style racing game that resembles Cruisin' USA) placed in the "Sports Pages," while Colin McRae Rally (a racing sim, just as realistic as Formula 1) was not?

▶ **Footyusa**
Via Internet

get into The Game℠

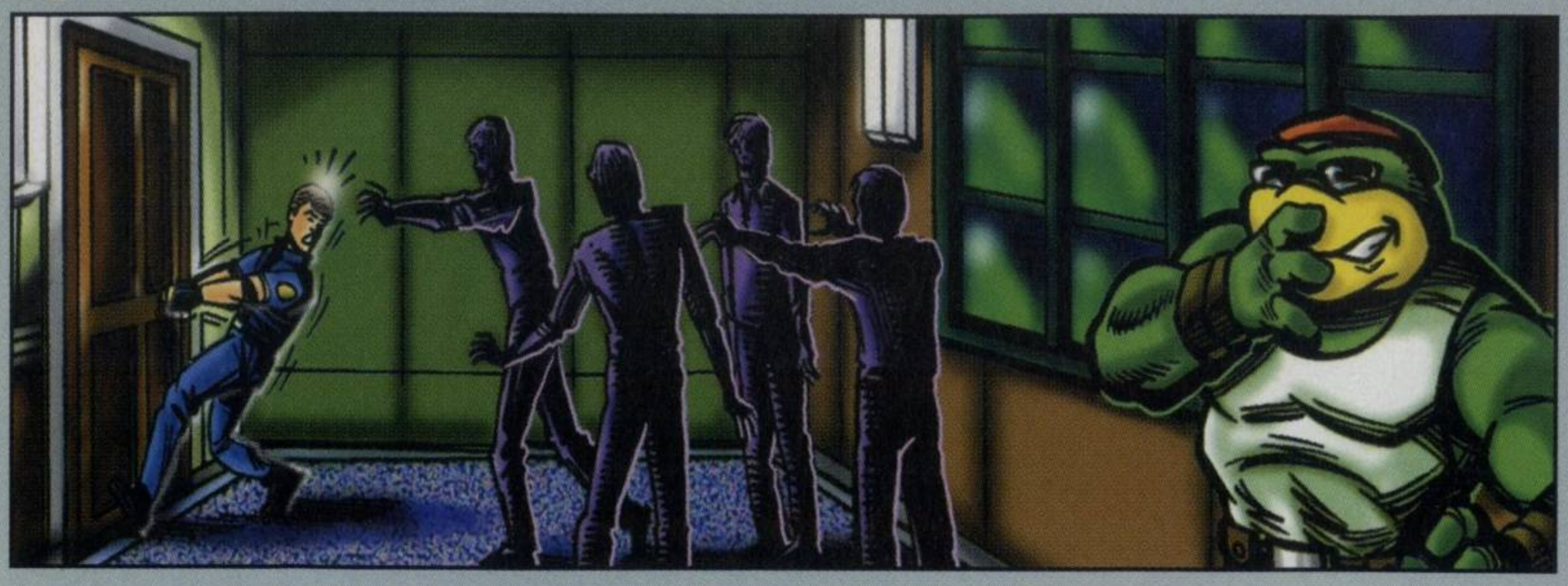


$49.99

Available at Target stores.

For more game information, check out
getintothegame.com

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Air Hendrix explains: Basically, the power of NASCAR beat out Colin McRae. We decided that the NASCAR license was enough to warrant placing Rumble in Sports, even though, like NBA Jam and NFL Blitz, it's a streeeetch. Rally is more a sim in terms of gameplay, but everything else about it, except McRae's endorsement, is made up.

NUTS ABOUT EVIL

I've beaten all the Resident Evil games, but what's up with that door in the police station? You know the one; it's on the second floor where you move the statues around to get the red jewel. You try to open it, but it won't budge. In RE2, I wasted a bomb on it. When I found out you could go to the police station in Resident Evil 3: Nemesis, I thought for sure you'd be able to open it...but you can't! It drives me crazy. I hate that stupid door!

▶ **Alex White**
Menomonee Falls, WI

Major Mike says: That door exists only to bug RE nuts and the infirm. The short answer is that the door is shut tighter than a crab's bee-hind. Nemesis himself couldn't bust that sucker down. If you beat RE2, you've already seen what's behind that door anyway. Remember when you encountered Leon upstairs? At the end of the hallway, you find bullets—and a blocked door. That's your door!

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

airhendrix@gamepro.com
bobba_fatt@gamepro.com
brobuzz@gamepro.com
danelektro@gamepro.com
dr.zombie@gamepro.com
e_coli@gamepro.com
extreme_ahab@gamepro.com
four-eyed_dragon@gamepro.com
jakethesnake@gamepro.com
lamchop@gamepro.com
miss_spell@gamepro.com
major_mike@gamepro.com
uncle_dust@gamepro.com



FOUR-EYED DRAGOON

Hey, Four-Eyed Dragon, I read the preview of The Legend of Dragoon [page 142, April] in "Role-Player's Realm," and I was wondering if you were one of the "Winged Ones" that were transformed into a Dragoon.

▶ **Michael Camargo**
Via Internet

Four-Eyed Dragon answers: Unlike the rest of my family, I chose not to be turned into a Dragoon. How ironic—now there's a game based on my family, but there's nothing in it about me! I sense years of analysis ahead.

NEKKID NUKEM

How come you see Lara Croft nude all over the place, but you never see any pictures of Duke Nukem in the buff?

▶ **Rosemary Straney**
Via Internet

Curse you for the image you've placed in our minds! The reality is that video gamers and video game developers are primarily males (some of whom may not have passed high school P.E.). Revealing images of Lara Croft are most likely created by testosterone-charged individuals with access to Photoshop, and those images are not sanctioned by Eidos Interactive.



ART ATTACK!

Pick of the Month!



Dan Carreira, New Westminster, BC



Banyon Ford, Chesterfield, SC



Charles Wynn, Soddy-Daisy, TN

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Dear Editor
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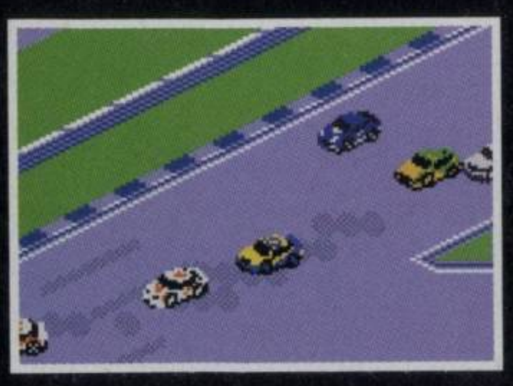
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Gravity never felt so good.

There's nothing like the blackout inducing speeds and the bone jarring spinouts of professional racing. ToCA Touring Car Championship is an adrenaline-filled, nail biting driving game that brings it all to the fastest little machine of them all—the Game Boy® Color. Climb into the hottest driver's seat there is and watch out for the flying hoods, tires and glass as you race to victory in ToCA Touring Car Championship. It's full contact auto racing!







COMING FALL 2000

EVERYONE E CONTENT RATED BY ESRB

THQ

Codemasters

GAME BOY COLOR

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BUYERS BEWARE

BY THE WATCH DOG

Fireworks are not only going off across the land this month—they're also going off in Dreamcast owners' angry minds. Just read below about how gamers are seeing red about Sega!



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:

GamePro's Buyers Beware
P.O. Box 193709
San Francisco, CA 94119-3709

Or e-mail us at:

buyers_beware.gamepro@gamepro.com

YOU MAKE THE CALL

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

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

Q Will Sega or any other company bring out a VMU that won't suck up so much battery power? It seems like the unit lasts for only a few hours and then dies. Moreover, it takes two 3V batteries, which does add up to mucho money each time the darn thing croaks.

JASON TAYLOR
PORTLAND, OR



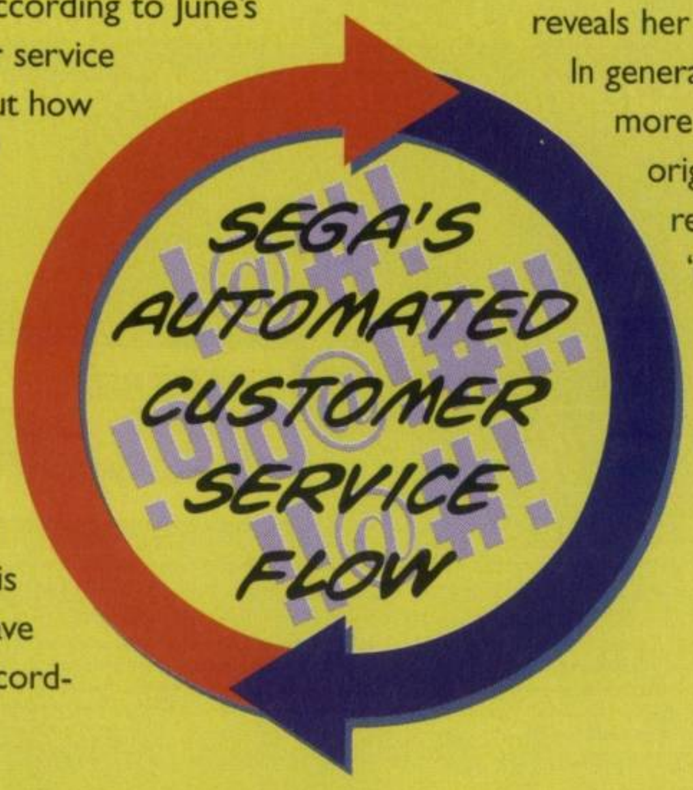
A A Sega customer service rep says: "Currently, there aren't any plans to bring out a new VMU that will use less battery power."

The Watch Dog adds: In Japan, however, a new VMU has been released that automatically goes into Sleep mode as soon as it's taken out of the controller, a feature that conserves battery power and that is missing from American VMUs.

To date, this particular VMU (which comes in cool colors) isn't scheduled for release stateside. You can purchase it, however, at many import and online stores for about $30. And don't worry, Japanese peripherals work perfectly with American hardware, so there isn't a compatibility problem.

Q I've been trying to get help from Sega for my Dreamcast problems, but all I get from the company's phone customer service is automated messages with FAQs that don't help me. According to June's "Buyers Beware," I should talk to a customer service supervisor if I'm dissatisfied with the help—but how can I when I can't even talk to a live person?

JONATHAN FINCH
NASHVILLE, TN



A The Watch Dog replies: After hours of trying to navigate Sega's toll-free and SuperSonic hotlines searching for live customer support, we couldn't get in touch with an actual person, either—and this was during normal business hours! Obviously, this makes it very difficult for consumers who have questions that Sega's complex automated recordings can't answer.

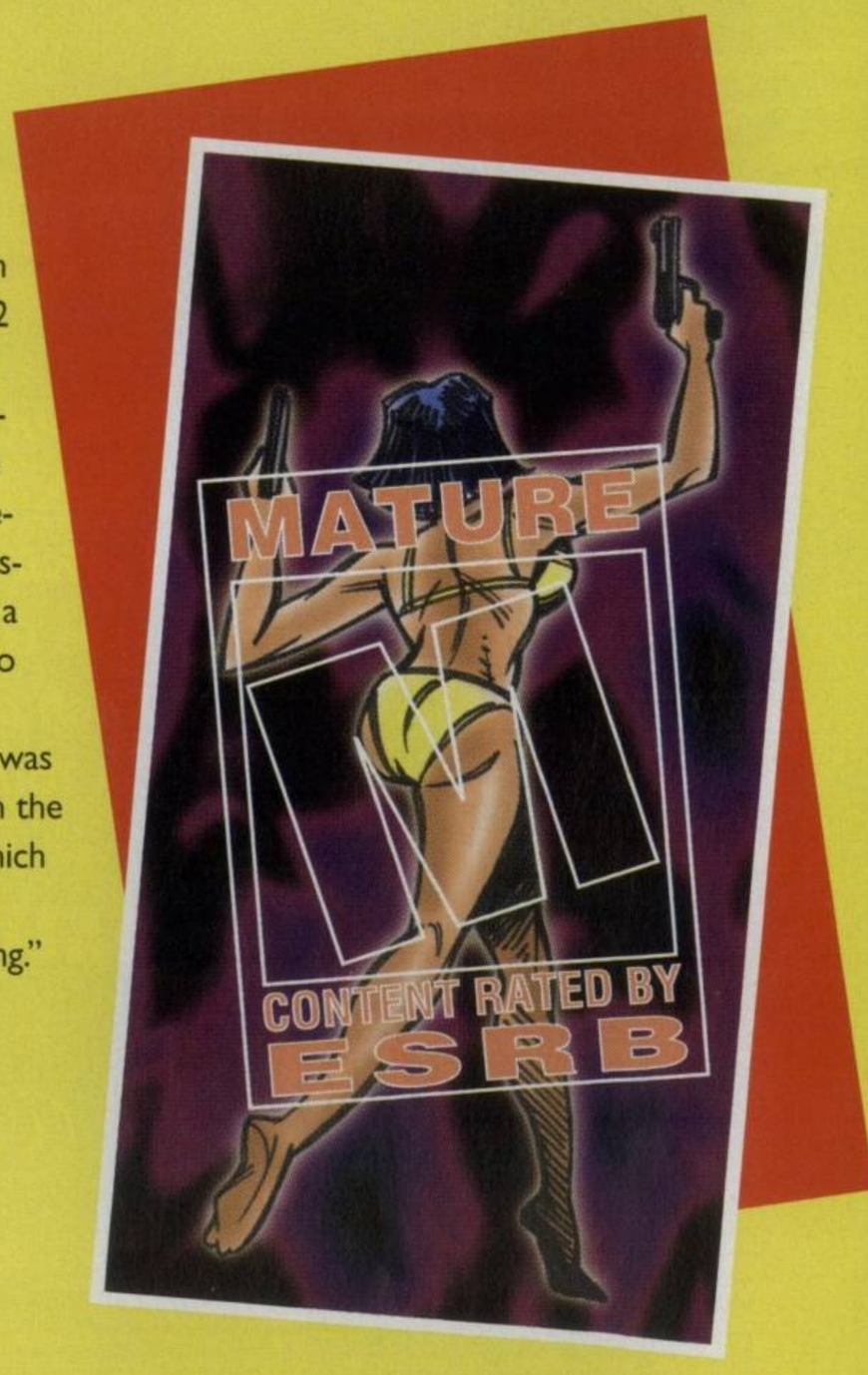
Your best chance for a human response is to e-mail Sega. But this also has a drawback: The response will be slow—expect at least a few days for an answer. The e-mail we sent concerning the VMU question by Jason Taylor was answered after two days.

The bottom line is: Sega's customer service needs to be fixed. When the company's official Web site states that you can talk to a real person on the phone during business hours, Sega should follow through—by providing an easy-to-navigate automated service that leads to a live operator.

For now, Jonathan, try e-mailing Sega's customer service at support@sega.com. If you don't obtain a response within two days, send another e-mail that says you already attempted to contact a customer service rep, but have not received a response. If you still don't get a reply, you should suggest to Sega that it needs to clean up its customer service act—and tell us as well. This is just uncalled for!

Q Why is Syphon Filter 2 rated "Mature" by the ESRB while the original was rated "Teen?" They both have lots of violence and blood, so what's the difference?

JCOFFEE975
VIA INTERNET

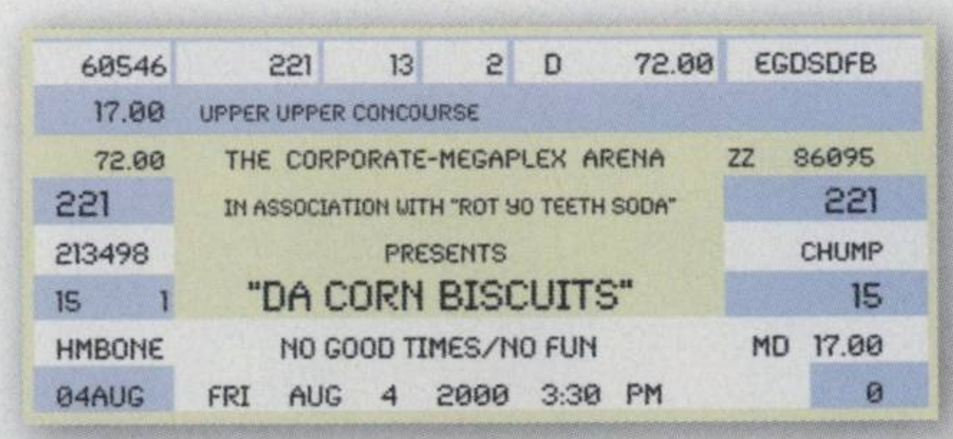


A An ESRB representative responds: "The full-motion videos in Syphon Filter 2 contained more killing scenes and a higher volume of blood than the first Syphon did. The sequel also included suggestive sexual themes, like a woman undressing who reveals her underwear.

In general, the game was more intense than the original was, which resulted in its 'Mature' rating."

What can you get for under $10?

a)



b)



c)



d) "A great new game for the PlayStation® game console..."

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THERE IS NO SUCH THING AS FRIENDLY FIRE.





- **23** mission battle **arenas.**
- 11 **ruthless** and unique **gangs** + the Final Boss to compete against in battle.
- Each level is loaded with **secret areas,** hidden **power-ups** and dozens of non-gang opponents like **attack droids** and robotic gun turrets.
- **Head-to-head** 2 player split screen **combat.**
- Dozens of power-ups including **invulnerability,** invisibility, **double damage,** guided missile jammers, nitro boosts…
- An arsenal of **destructive** weaponry including **shield-draining** bombs, energy **mega-bolts,** corrosive gas bombs and mini-thermonuclear **warheads.**

April 2000

DARKSTONE

DEFEAT THE ULTIMATE EVIL IN THE ULTIMATE QUEST

The world is living under the dark shadow of a nefarious dragon. Villagers are turning to stone. Armies of skeletons, swarms of wasps, and lumbering ogres lurk everywhere. Evil is spreading like a plague. And only you can stop it. Scattered across the kingdom are seven ancient magic crystals that together invoke the power of the Orb. Without it, you have no hope of defeating your fire-breathing nemesis. As a knight, monk, thief or sorcerer you will creep through dungeons and castles, explore wilderness and glades, and encounter traps, curses, and puzzles on your quest to unearth the crystals.





- 32 levels of closed environments and huge open spaces – **dungeons,** castles, **caves,** glades and villages.
- More than 200 **enemies** and interactive characters.
- More than 30 types of **weapons** and 32 different **spells;** many with multiple variations.
- **Secret** characters **unique** to the PlayStation.®

July 2000

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SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU TOMORROW...YOU'RE ALREADY THERE!





- Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units.
- **Fight** against time and huge **enemy forces** in global **terrorist hotspots.**
- An **arsenal** to choose from including **night-vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.
- **Two player** split-screen battle mode.
- Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

April 2000

MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends. Reason for breakdown of transmission: unknown. Fate of Vita 1 base: unknown.





- Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1.
- Dozens of **treacherous** subterranean city caverns to **explore.**
- **Non-linear** puzzle structures **challenge** you at every turn.
- Strange and **violent creatures stalk** you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis.**

May 2000

* Suggested Retail Price=$9.99.

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PS2'S SECRET PERIPHERALS?

Plans surface for hard drive, modem for Sony's system

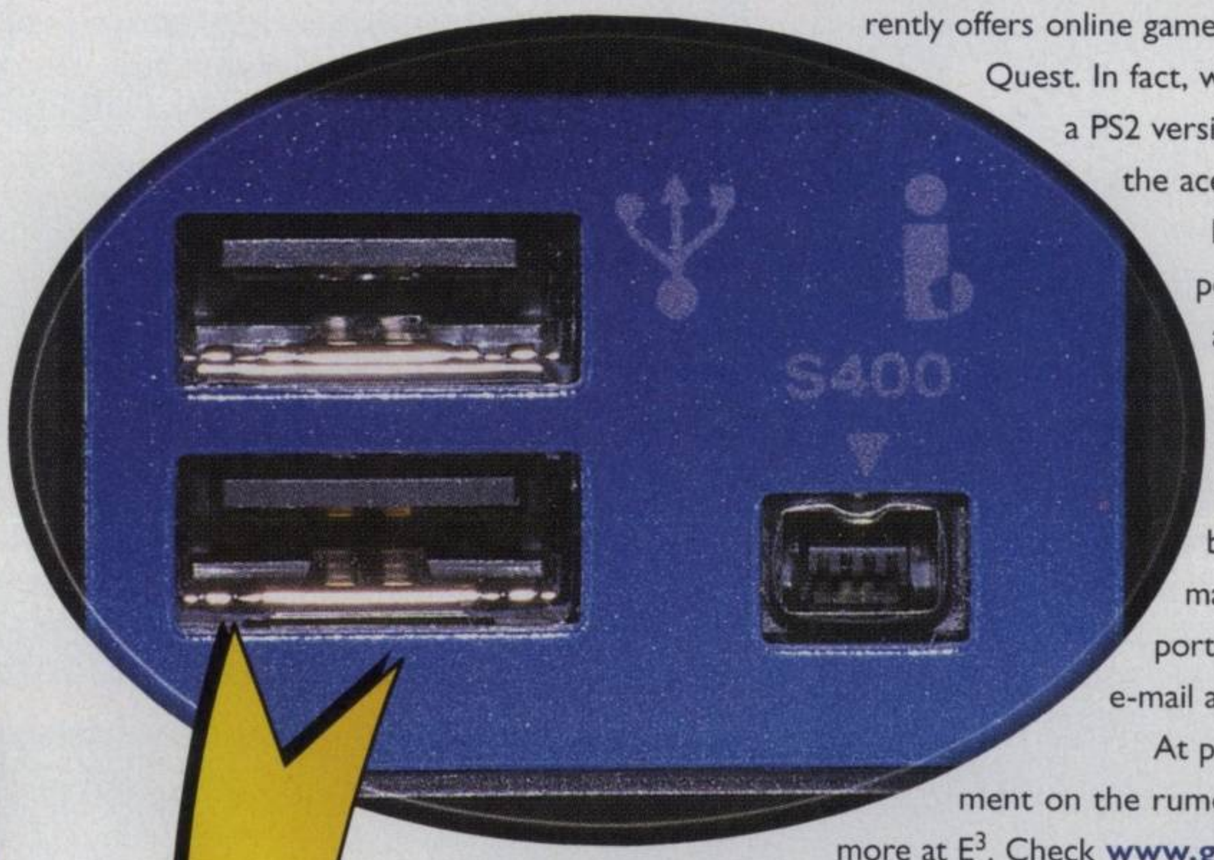
When the PlayStation 2 goes on sale this fall, it may support a hard drive and modem, a high-tech combo that could make possible: online gaming, Web surfing, massive storage space for saved games, and—hopefully—even better game software.

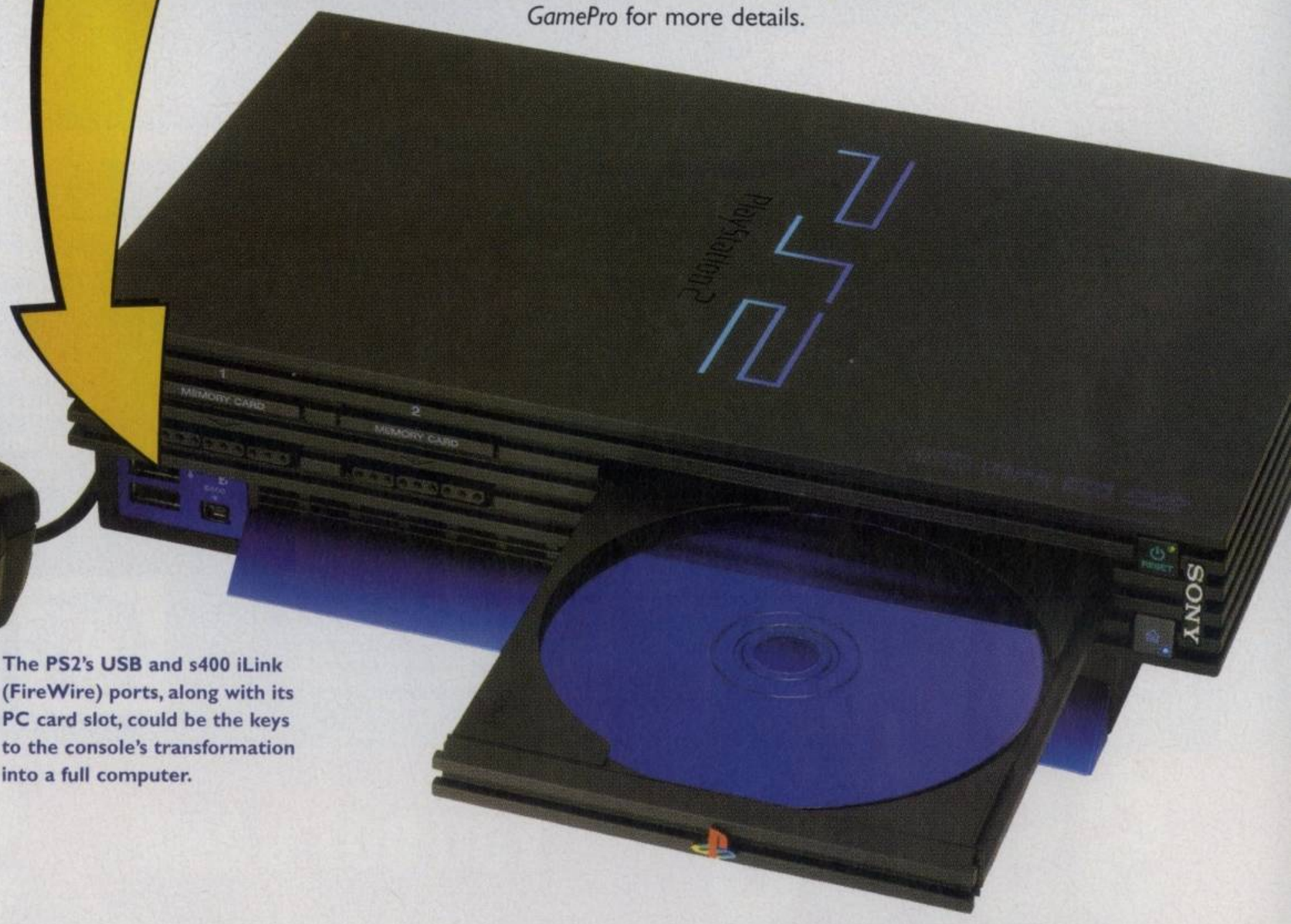
Bloomberg, the financial news service, reported that these PS2 enhancements would in fact be made, quoting a Sony official who asked not to be named; the unnamed employee stated that the PS2's new specs would be announced at the Electronic Entertainment Expo (May 11–13). If the enhancements don't dramatically raise the PS2's price or delay its U.S. release, they could give Sony an edge over its competition: Sega's Dreamcast has a built-in modem, but no hard drive; Microsoft's X-Box will have an 8GB hard drive and an Ethernet port for high-speed Internet access, but it will be released a year after the PS2 launch.

A PlayStation 2 hard drive and modem offers tantalizing possibilities. With the additional hardware, gamers could post high scores online, download game updates or modifications, and play games online against people anywhere—a feature that SegaNet will offer for Dreamcast owners starting later this summer. It's possible that Sony may tie the PS2 into its existing gaming network, The Station (**www.station.com**), which currently offers online game shows and the hit PC title EverQuest. In fact, with the inclusion of a hard drive, a PS2 version of EverQuest could be one of the aces up Sony's sleeve.

Pay-to-play games are another possibility. The hard drive could also provide permanent storage space for saved games and for editing levels and characters. If Sony decides to bring out a keyboard and mouse, the PlayStation 2 may easily become the main Internet portal for gamers, providing access to e-mail and the World Wide Web.

At press time, Sony would not comment on the rumor, but was expected to reveal more at E³. Check **www.gamepro.com** and next month's *GamePro* for more details.

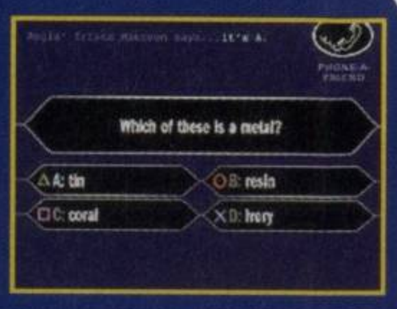




The PS2's USB and s400 iLink (FireWire) ports, along with its PC card slot, could be the keys to the console's transformation into a full computer.

NEWS BITS

PlayStation Millionaire



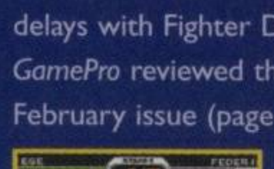
Never deny the power of Regis! Sony snagged ABC's hot *Who Wants To Be a Millionaire* license and kept its PlayStation game under wraps…perhaps a little too long. The game should be on store shelves as you read this. And, yes, that's our final answer, smart guy.

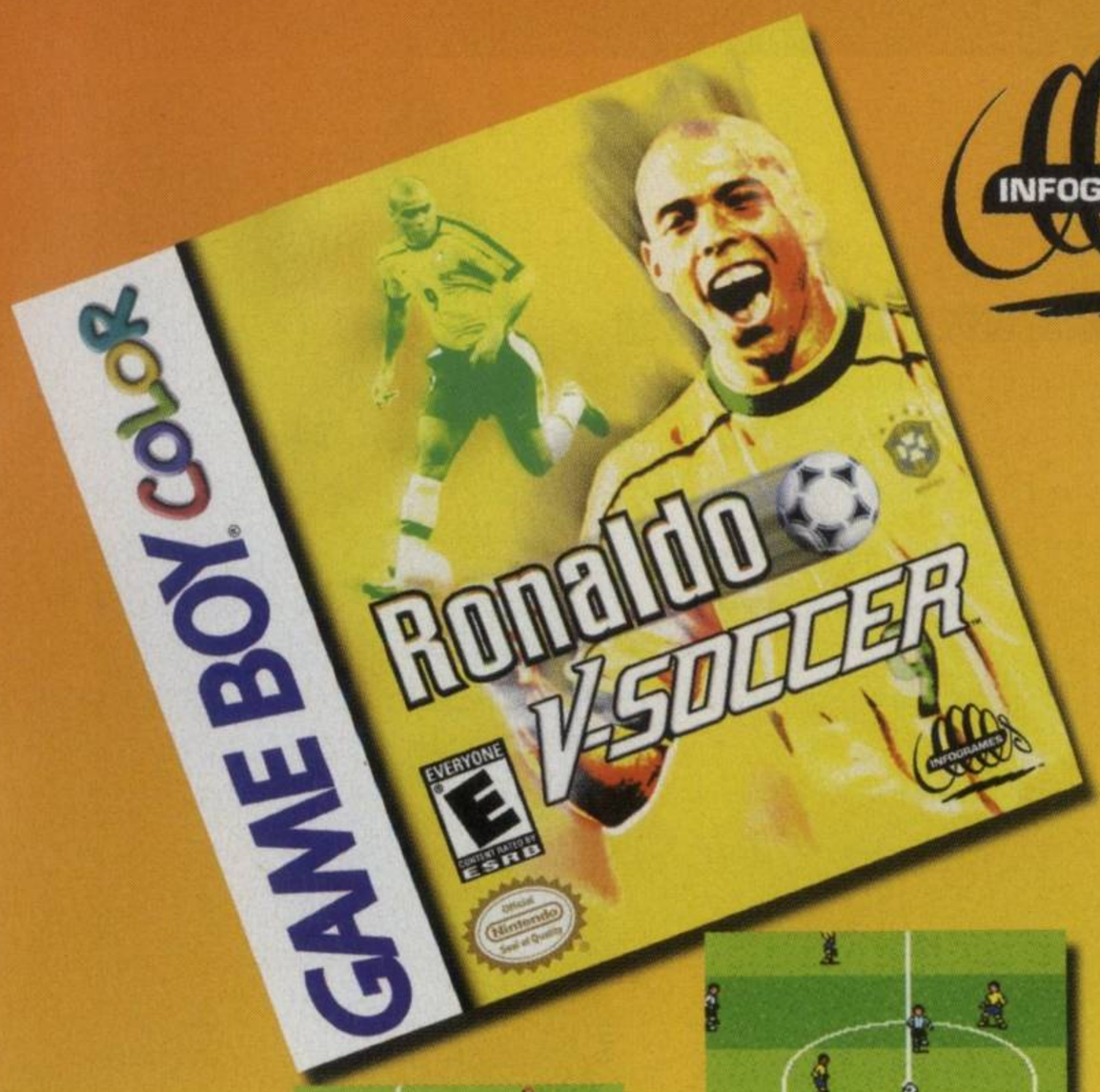
Paducah Lawsuit Dismissed

A federal judge has ruled that video games did not cause a Paducah, Kentucky, high school student to go on a deadly shooting rampage in 1997. The parents of three victims filed a $33 million lawsuit against 25 entertainment companies—including Sony, Sega, and Nintendo—alleging that teenager Michael Carneal was imitating violence in video games, movies, and Internet sites when he fired upon a student prayer group in December 1997. "This was a tragic situation, but tragedies such as this simply defy rational explanation, and the courts should not pretend otherwise," U.S. District Judge Edward Johnstone wrote in his opinion. The victims' families are appealing the decision.

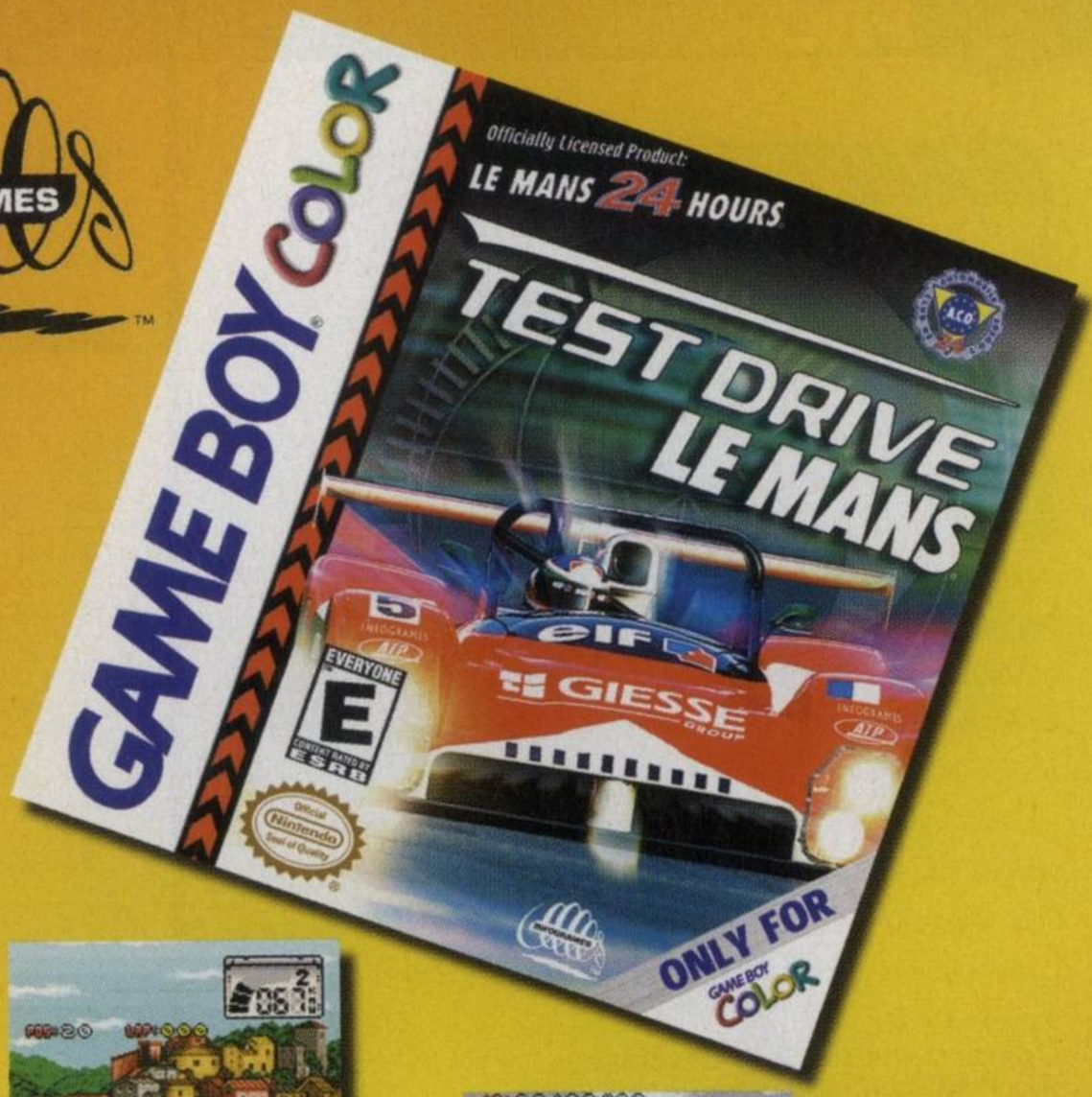
Fighter Destiny 2 Delay

SouthPeak Interactive encountered a few delays with Fighter Destiny 2, so, although *GamePro* reviewed the game back in our February issue (page 104), the N64 cart is just now hitting store shelves. Because *GamePro* readers are, of course, the most organized and devoted readers of any magazine anywhere, we have no doubt that you'll be able to put your hands on Vicious Sid's ProReview immediately.





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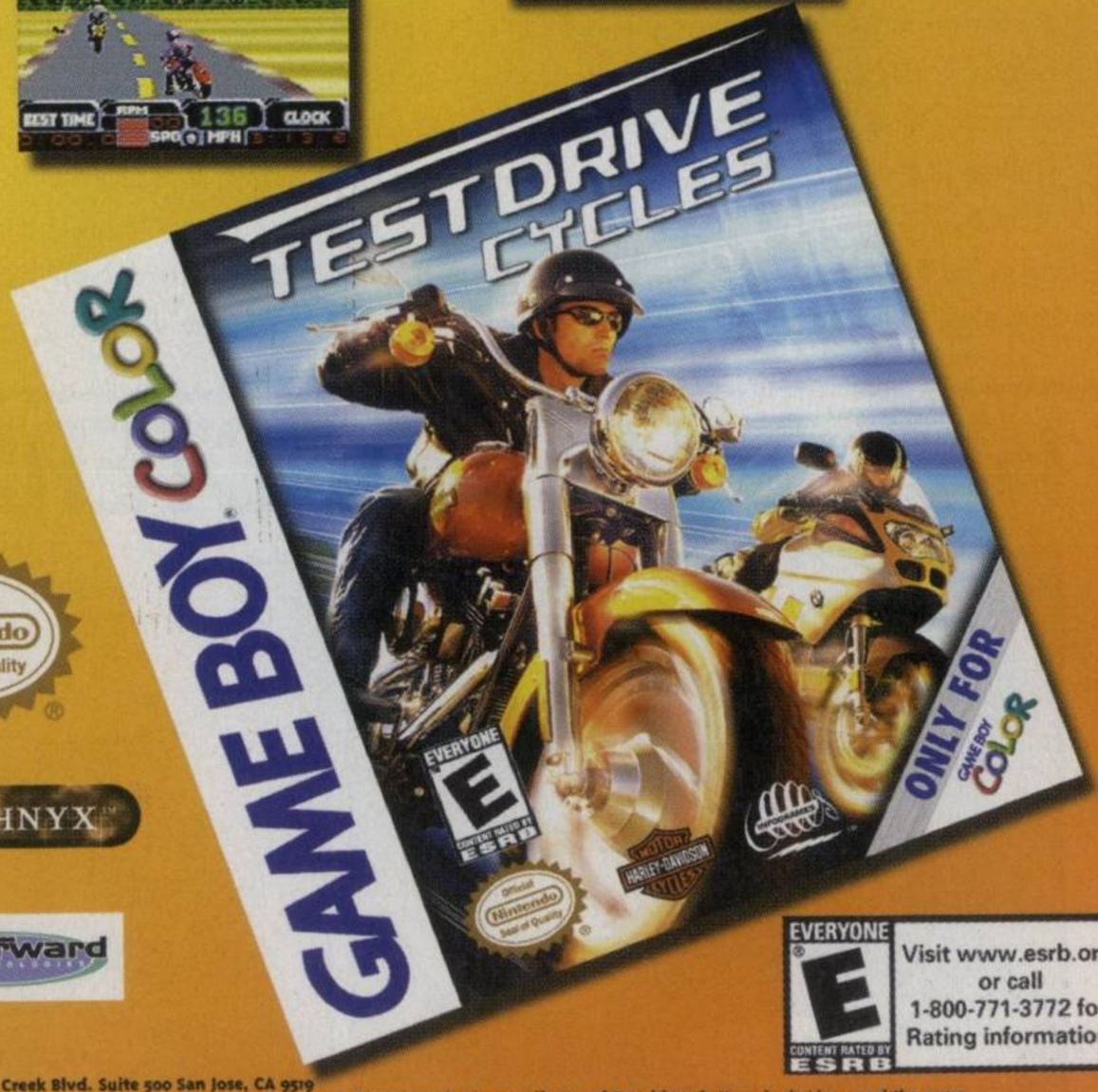












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GAMEPRO LABS

Pelican Light Shield

Rating: 4.5



Tired of leaving scratches on the screen of your Game Boy Color? The Light Shield is a neat little cover designed to protect the GBC when it's not in use; the Shield also flips open for instant action. There's even a built-in light (two AA batteries included) for night gaming and a storage area for one extra cartridge. The unit comes in a variety of complementary colors, and, although it makes the Game Boy substantially bulkier, the Light Shield is a good idea for gamers on the move. –*Lamchop*

Price: $9.95
Contact: Pelican Accessories, 323/234-9911, www.pelicanacc.com

TOP 10

Best-Selling Video Game Titles: March 2000

RANK	TITLE	PLATFORM	PUBLISHER
1	Pokémon Stadium	Nintendo 64	Nintendo
2	WWF SmackDown	PlayStation	THQ
3	Syphon Filter 2	PlayStation	989 Studios
4	Mario Party 2	Nintendo 64	Nintendo
5	Gran Turismo 2	PlayStation	Sony
6	Tony Hawk's Pro Skater	PlayStation	Activision
7	Resident Evil Code: Veronica	Dreamcast	Capcom
8	Dead or Alive 2	Dreamcast	Tecmo
9	WWF Wrestle-Mania 2000	Nintendo 64	THQ
10	Crazy Taxi	Dreamcast	Sega

Source: NPD TRSTS Video Games Tracking Service

STATIC

Tony Hawk 2...Tony Hawk 2...You know, it's easy to say you're the "World's #1 Gaming Magazine" on your cover—but it's another thing to prove it. Anybody who doubts who is really winning the game-mag wars (hint: it's us) can check out the independent facts at the Audit Bureau of Circulation (www.accessabc.com—just click on ABC Reports, then eCirc) or the BPA (www.bpai.com—go to Circulation Library) and search for your favorite mags. The numbers speak for themselves. • You know which superhero team really deserves a video game? Mystery Men. Shut up—Dan Elektro, Miss Spell, and Lamchop thought it was funny. • Midway is making "custom, unique" pinball machines...out of all the leftover parts from the defunct silverball division. How utterly, utterly sad. • Major Mike says, "You know you suck at Street Fighter when you get hit by Chun Li's fireball." • Dan Elektro sucks at Street Fighter. • Just as we were going to press, Daikatana went gold. No, really. You can download the demo—if you don't mind downloading 100 MB for three levels. Maybe the final game will be bigger than John Romero's ego. • Why on earth hasn't anybody made Twisted Metal toys yet? We need a 1/6-scale Sweet Tooth die-cast car, dammit! • Watch for our exclusive three-part, 64-page strategy guide on the finer points of Tekken Bowl Tournament sometime, um, later... • Diablo II...Diablo II...Dia



MORTAL KOMBAT FIGURES

As the game world waits for the inevitable Mortal Kombat 5 (oh yes, it's in development), fans can still katch the klassic karacters at the toy store—and it looks like this time, the action figures won't suck. This summer, Palisades Marketing, the company behind the excellent Tekken figures, will finally launch its long-awaited line of MK action figures with Rayden, Sub-Zero, Sonya, and Goro—and they're a vast improvement over the lame Mortal figs fans have endured from Hasbro and Toy Island in the past. Each figure will retail for $10.95 ($12.95 for the hulking Goro), but you can also order the figures as a set directly from Palisades. Check out **www.palisadesmarketing.com** for more info.

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MATURE M CONTENT RATED BY ESRB

Sword of the Berserk: Guts' Rage™

TEEN T CONTENT RATED BY ESRB

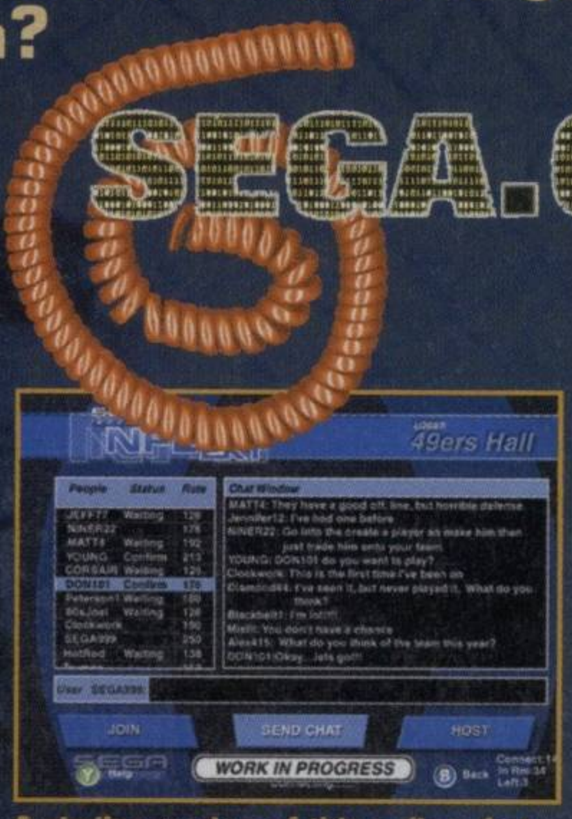
Tomb Raider: The Last Revelation™

The SegaNet Connection

Sega is bracing itself for a plunge into the uncharted waters of online console gaming. Will it sink or swim?

By Lamchop

ONLINE GAMING IN the console world is another step closer to reality. In April, Sega.com announced that SegaNet (formerly the Dreamcast Network) will go live on September 7, 2000, allowing Dreamcast owners to log on and play head-to-head over the network. The company also announced its entry into the ISP war, offering Internet service for $21.95 per month. As a bonus, signing up for two years will get you a check for $200, covering the cost of a shiny new Dreamcast.



A similar version of this online chat-room lobby will let you hook up with other players on SegaNet.

Kill the Lag!

If you've ever surfed the Net, you know why it's sometimes called the "World Wide Wait." Internet traffic congestion can bring data transfer to a teeth-grinding halt—not exactly optimal conditions for gaming. Sega claims that SegaNet's ISP service will give gamers the benefit of a tweaked and optimized online gaming network with sub-250ms ping times (the lower the number, the better the performance; 250ms is pretty good). Of course, you can still stick with AOL or Mindspring and log onto SegaNet's gaming lobby for online gaming—you just won't get the benefits of the tweaked network.

The Games

Online games will appear beginning in July. While not all of these titles will be available at launch, they'll all be online-enabled straight from the box.

KISS Psycho Circus: The Nightmare Child

Target release date: July



The freaked-out world of KISS will come to life in July.

Using Monolith's LithTech engine, this first-person shooter (FPS) will beat out Quake III Arena as the first in that genre for the Dreamcast. Look for online accommodations for four-player games. While Sega is tight-lipped about the possibility of a mouse-like peripheral for FPSs on the Dreamcast, such a device is highly anticipated (see cover feature, "Comiclysm," for more info).

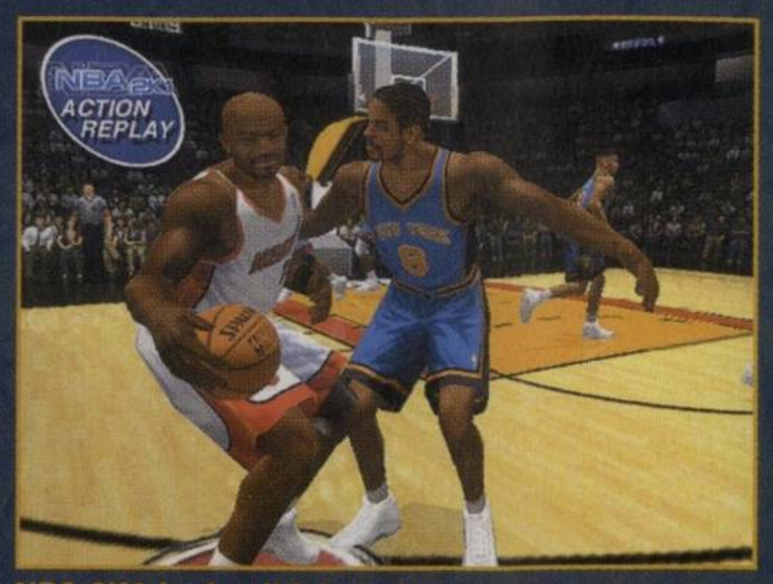
Railroad Tycoon II

Target release date: July

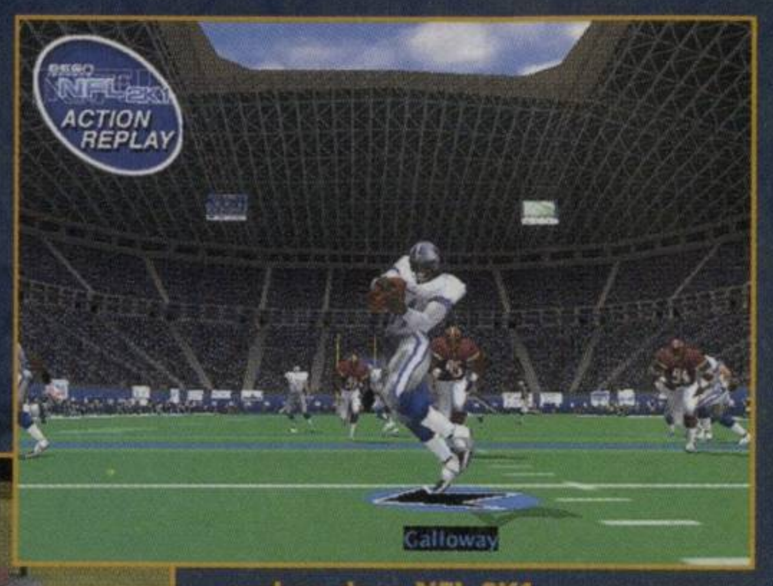
All aboard! The 3D Railroad Tycoon II will include the Second Century expansion pack and new Dreamcast-exclusive scenarios. With an anticipated four to six players in multiplayer mode, this strategy game won't hog bandwidth for smooth online gameplay.



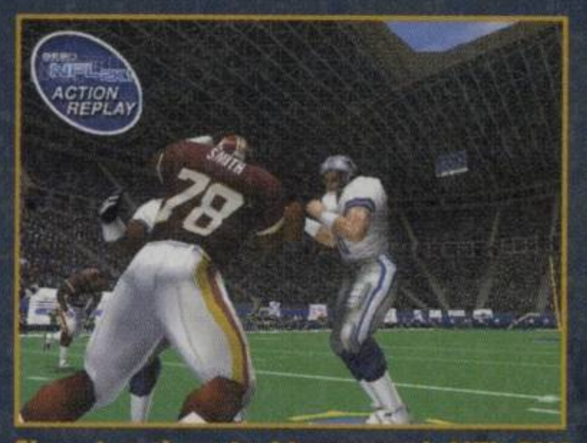
Railroad Tycoon II goes 3D and online on the Dreamcast.



NBA 2K1 looks slick in action...



...and so does NFL 2K1.



Slapping the pigskin around, NFL 2K1 should be ready when the new season starts, with NBA 2K1 to follow a few months later.

NFL 2K1 and NBA 2K1

Target release date: Fall 2000

Visual Concepts, the developer, has been testing NFL 2K1 online since March, and it's looking good. Online gameplay is showing little or no lag, though testing was done through local servers and routers, so cross-country gaming may be somewhat slower. Visual Concepts is nevertheless promising great performance through SegaNet's optimized network, and the plan is to pit four players on one Dreamcast against four on another Dreamcast over the 'Net. Gridiron fans will dig the downloadable rosters. NBA 2K1 will be released a few months after NFL 2K1.

Quake III Arena

Target release date: Fourth Quarter 2000

The FPS that hooked a generation of PC gamers with its addictive multiplayer action will finally give console gamers a taste of fragalicious online gameplay. Gamers can look forward to four-player fragfests, but shouldn't rule out the possibility of eight players in a single game. There may be a patch for PC gamers to download so they can join the melee, too.

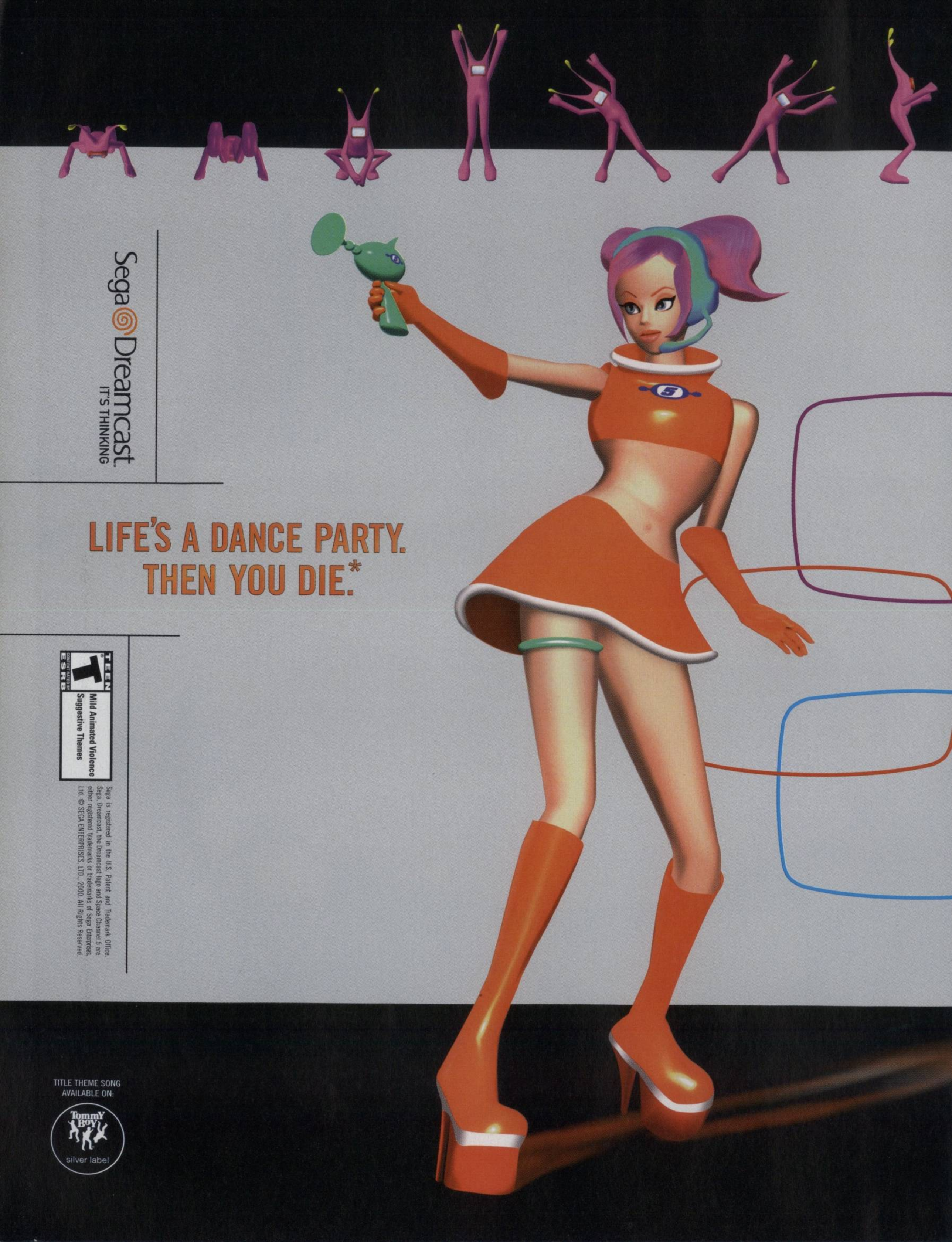
More Online Games!

4X4 Revolution	August
GorkaMorka	October
Half-Life	Fall 2000
Quest of the Blademasters	November
Phantasy Star Online *(See "Role-Player's Realm" this issue for more info)*	First Quarter 2001
Spec Ops Online	November

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Sega Dreamcast.
IT'S THINKING

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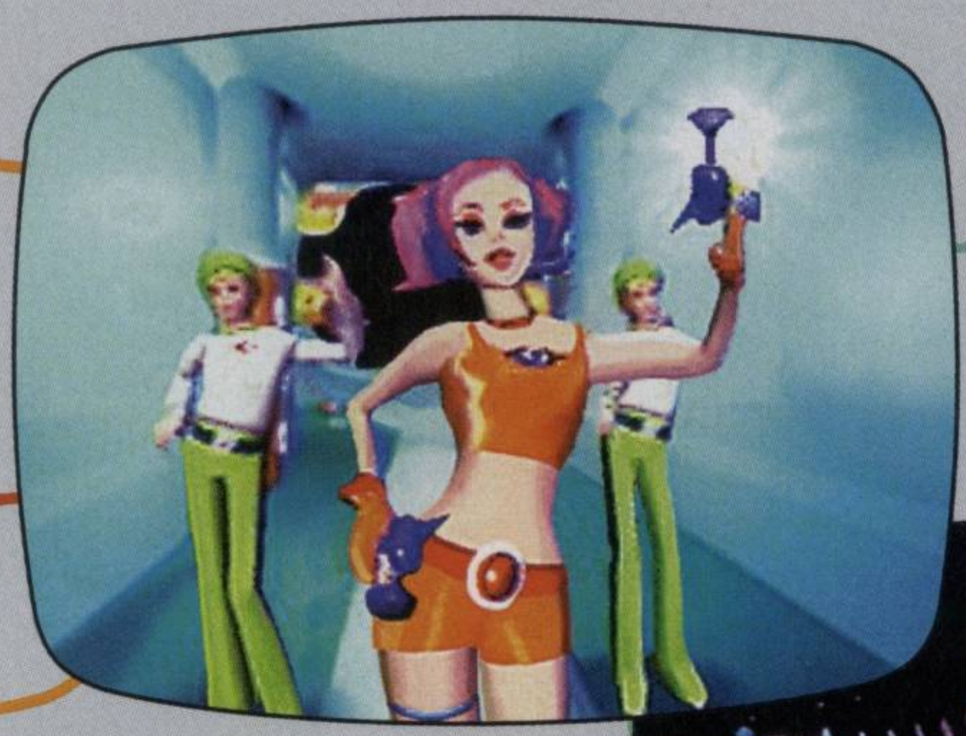
TEEN
Mild Animated Violence
Suggestive Themes
CONTENT RATED BY ESRB

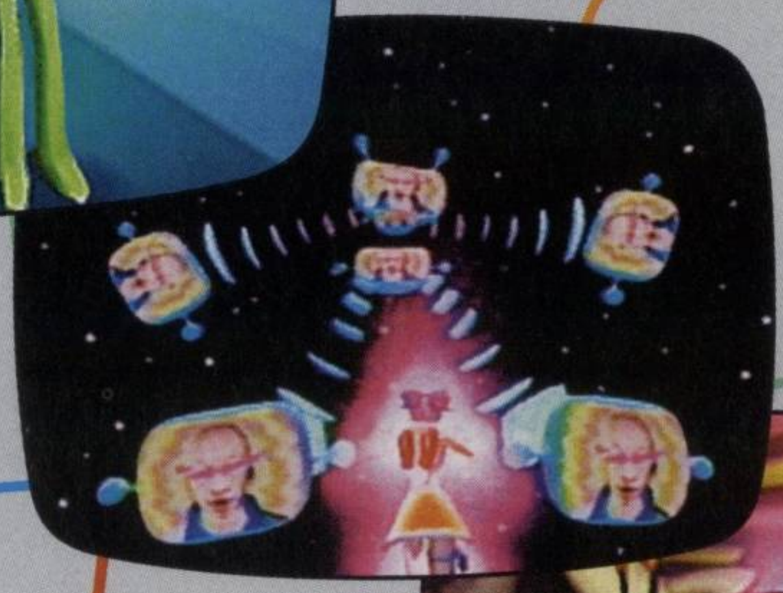
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*No Morolians are actually harmed in this game. Their little souls are returned to the planet Morolia where they are recycled and go on to live happy, productive lives.



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Nintendo = Wal-Mart. Got it?

Isaac, Wal-Mart Customer



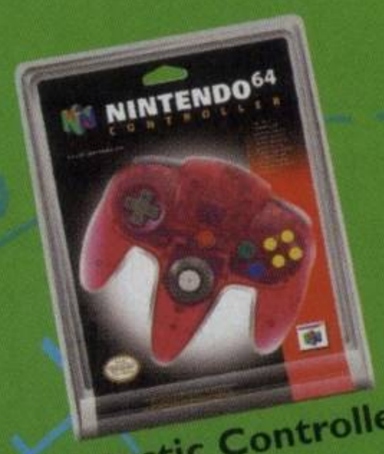
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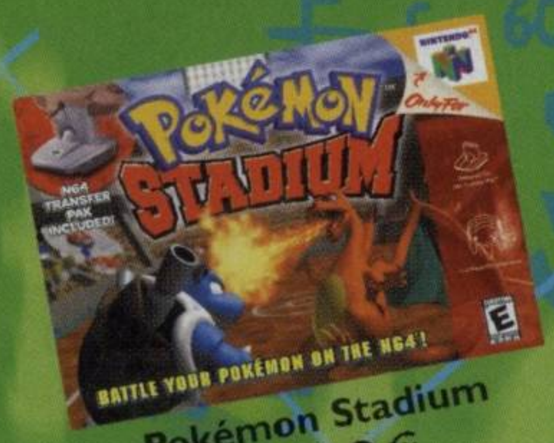
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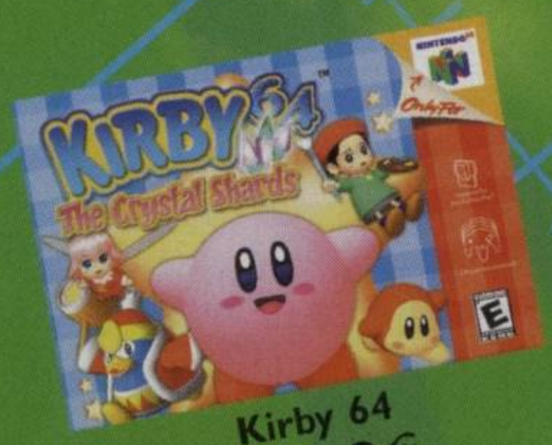
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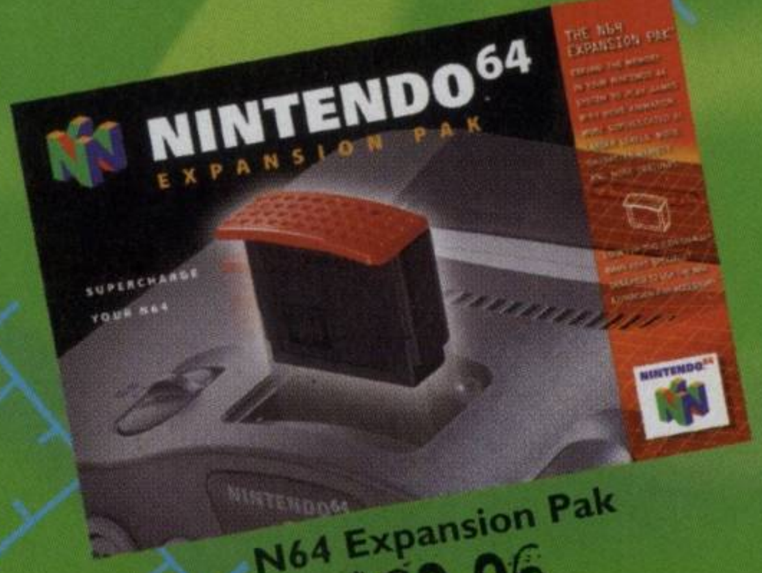
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- EC Early Childhood
- E Everyone
- T Teen
- M Mature
- A Adults Only
- RP Rating Pending

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SUPERHEROES ROUTINELY SAVE THE WORLD—BUT CAN THEY RESCUE GAMERS FROM BOREDOM? GET READY, TRUE BELIEVERS, AS CLASSIC CHARACTERS CONVERGE FOR A...

COMICLYSM!



The X-citement Builds

X-Men: Mutant Academy brings Marvel's merry mutants from the comic pages to your PlayStation—with a little stop at your local cineplex in between. BY DAN ELEKTRO

With Bryan Singer's movie ready to rule the summer cinema and legendary scribe Chris Claremont once again writing the comic books, Marvel's X-Men have never had a better chance to conquer America. Not that Charles Xavier would ever encourage something so aggressive—but Activision surely wouldn't mind if, say, every PlayStation fighting fan felt compelled to pick up X-Men: Mutant Academy when it's released this July.

LAST X-MAN STANDING

Because we're talking about a brawler, there won't be much room for storytelling, so the game won't follow the plotline of the movie. Instead, classic X-foe Apocalypse challenges the X-Men to a battle to end all battles: one-on-one smackdowns with no-mutant-holds-barred. Professor X will help his students train with holograms, but sooner or later, it'll come down to a matter of who's the best X-brawler. That means you'll see tussles between Gambit and Wolverine, Beast tackling Storm, and a lover's spat like no other between Cyclops and Jean Grey's evil alter ego, Phoenix. Magneto will head up the slate of bad guys, which includes Sabretooth, Mystique, and Toad. Each character will appear in their classic comic costume, but players will be able to access their Hollywood threads, too.

GRAVITY KILLS

Given that they're no mere mortals, don't expect the X-Men to fight like normal human beings. In addition to powerful attacks like optic blasts and adamantium claw swipes, all characters will be able to vault into the air with a super jump, and some of them (such as Magneto and Storm) will be able to stay airborne for a while, hovering while still beating the crap out of their foe. Some close attacks will hurl players into the air against their will, forcing them to defend themselves literally without a leg to stand on.

Although the levels will be filled with 3D details, it won't be a 3D space—you'll still be fighting in a 2D plane, Street Fighter EX–style. "The idea is to keep combat concentrated to maximize the action," says Activision's Jay Halderman, the game's producer. "In fact, this is a good part of the reason for keeping the players in line with each other. With all the projectiles and special powers involved in an X-Men game, it would take away from the constant action if they were allowed to keep sidestepping out of the way."

LET'S GO, BUB

At press time, all the characters were in, but X-Men: Mutant Academy was still in its early alpha stage. Many tweaks were yet to be implemented, but what was playable was promising, including impressive visuals and responsive controls. But as with any fighting game featuring virtuous superheroes duking it out, there's one big question that comic fans are sure to ask: Why? If the X-Men are good guys, why are they slugging it out with each other? "The X-Men are always getting into arguments and feuds, so it wouldn't be unheard of for them to be on opposite sites of a mutant-sized adrenaline explosion," explains Halderman. "Plus, there are plenty of evil mutants in the mix. Besides, who really cares 'Why?' as long as we get to see Wolverine run his claws through Cyclops' visor, right?"

THE MATRIX-MEN?

Love 'em or hate 'em, the X-Men have some dark, sleek new threads for their big-screen debut—and Mutant Academy offers the new costumes as alternate outfits.



EVEN THE HAPPIEST LOVERS QUARREL—BUT RARELY WITH AS MUCH FORCE AS CYCLOPS AND HIS, UM, X-GIRLFRIEND, PHOENIX.



AFRAID TO FLY? DON'T BE—IN AERIAL FIGHTS, THE PLAYER WHO INITIATES THE JUMP TO THE SKY WILL HAVE THE ADVANTAGE.



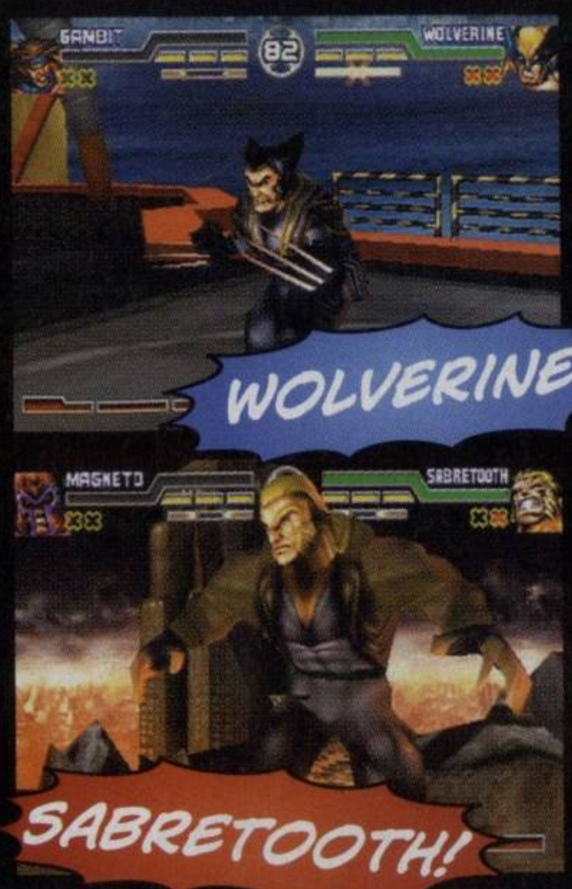
MASHERS REJOICE: FIGHTERS' YELLOW X-TREME METERS, WHICH ENABLE SUPER ATTACKS, ARE CHARGED BY RAPID BUTTON PRESSES.



IN MATCHES WHERE BOTH PLAYERS CHOOSE THE SAME CHARACTER, ONE PLAYER WILL HAVE THE CLASSIC COSTUME, WHILE THE OTHER WILL DON THE MOVIE OUTFIT.



MANY OF MAGNETO'S ATTACKS RELY ON THE POWERS OF PHYSICS AND ELECTRICITY, SUCH AS THIS NO-HANDS BODY SLAM.





GOOD NEWS FOR 'TOON FANS: THE VOICE ACTORS FROM THE X-MEN ANIMATED SERIES WILL LEND THEIR TALENTS TO MUTANT ACADEMY.



MUTANT ACADEMY WILL FEATURE AT LEAST 10 FIGHTERS—BUT COULD MORE BE HIDDEN IN THERE SOMEWHERE?



"I HATE IT WHEN YOU GIVE ME THAT LOOK!" CYCLOPS' OPTIC BLASTS ARE AS LETHAL AS EVER.









MUTANT ACADEMY IS BEING DEVELOPED BY PARADOX, CREATORS OF WU-TANG: SHAOLIN STYLE AND THE INFAMOUS, UNRELEASED THRILL KILL.



SABRETOOTH'S THROWS INCLUDE SOME DEVASTATING BODY SLAMS—AFTER ALL, HE IS PLAYED IN THE MOVIE BY WRESTLER TYLER MANE.



MEANWHILE...

Note: All screens shown here are from the PlayStation version

Web-Slinging Wonder

One of Marvel's most popular superheroes is getting the lavish treatment he deserves with this September's Spider-Man for the PlayStation. BY AIR HENDRIX



IF YOUR SPIDER sense is tingling, that's because Activision is busily cooking up what will likely be Spider-Man's best-ever foray into the video game realm. With the help of the talented developers at Neversoft (creators of Tony Hawk's Pro Skater), the web-slinger's new action/adventure seems destined to skyrocket to fame when it debuts on the PlayStation.

WALL-CRAWLER'S DELIGHT

After almost two years of anticipation, Spider-Man is getting ready to patrol the skyscrapers of New York, and the early preview version showcased a potentially fantastic game. But can Spidey really do whatever a spider can?

You bet—the game already has him doing everything from spinning webs to scurrying along ceilings. According to Chad Findley, lead designer of Spider-Man, that was one of the development team's biggest challenges. "Trying to get a player to go from point A to point B in a level is a lot harder when they can also go to points C, D, E, F, G, and H," says Findley. "We really had to focus the gameplay in specific directions—technically, it was quite a challenge as far as the variety of surfaces that Spidey could crawl on."

Those efforts were paying off in the preview version. Never mind the missions—just spinning webs or swinging between buildings was enough fun to keep a huge grin plastered across your face. The only hiccup was that the camera tended to stray from the action at times, but Neversoft has plenty of time to tune that up before the game's release.

HERE COMES THE SPIDER-MAN!

In his self-titled game, Spidey will fight crime from the skyscrapers of New York through the Daily Bugle offices and into the city's sewers. His vast repertoire of moves will include web shields, web spikes, impact web balls, punches, and kicks; he'll also be able to sling webs to move around or tangle up enemies. His spider sense will report when there's trouble ahead as he faces off against enemies such as Venom, Rhino, and Scorpion.

Visually, Spider-Man is already a stunner—it's packed with sleek animations and scenery that will thrill fans of the comics. Neversoft's latest seems like it'll make Peter Parker glow with pride.



UNCORKING AN IMPACT WEB BALL CAN PUT MOST MINOR ENEMIES DOWN IN ONE SHOT.



WHEN SPIDEY CRAWLS ALONG THE CEILING, EVERYTHING BECOMES TRANSPARENT SO THE PLAYER CAN SEE WHAT'S GOING ON. A WHITE DOT ON THE FLOOR INDICATES HIS RELATIVE POSITION.



IT'S ALWAYS WISE TO TIE UP AN ENEMY WITH YOUR WEB BEFORE MOVING IN FOR THE BRAWL.



A HASTILY SPUN WEB SHIELD PROTECTS THE WALL-CRAWLER FROM A THUG'S GRENADE.



SPIDEY GOES HEAD-TO-HEAD WITH RHINO—THE WEB SPIKES ON HIS FISTS INCREASE THE DAMAGE DONE BY HIS PUNCHES.



MIRRORING THAT CLASSIC MOMENT FROM THE COMICS, THE WEB-SLINGER CAN SWING BETWEEN BUILDINGS BY HOLDING R2.



SPIDEY FACES DOWN HIS ARCH-NEMESIS VENOM IN THE FIRST OF SEVERAL BATTLES BETWEEN THE TWO IN THE GAME.



SPIDER-MAN BOOTS SCORPION IN THE HEAD AS THE PAIR TANGLES IN THE OFFICES OF THE DAILY BUGLE.

MEANWHILE...



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Simply Marvelous

Half of the 56 (!) characters in Marvel vs. Capcom 2 come from the heroic House of Ideas. Could this be the greatest collection of comic characters ever to grace a single game?

BY UNCLE DUST

FOR YEARS, COMIC book fans of all ages have argued over which of the characters in the Marvel Universe was the most powerful and who would win in a one-on-one fight. Because the comics themselves rarely address such debates, it's been left up to video game developers to set up the bouts—and then let gamers decide for themselves.

You could argue that Capcom has done a better job of that than anyone with their 2D fighting engine, churning out power-packed hits like Marvel Super Heroes, X-Men: Children of the Atom, and Marvel vs. Capcom. Now the largest single collection of street fighters and superheroes will battle it out in Marvel vs. Capcom 2. One-on-one isn't enough anymore, though—now it's going to be brawling to the power of six.

NOT-SO-SECRET WARS

MVC2 will be a frantic brawler featuring 56 fully playable characters (24 to start, plus 32 that you must unlock) to choose from as you build a team of three to go head-to-head-to-head with your opponent's trio. Capcom characters like Jill Valentine and Ruby Heart are ready to mix it up this time; Marvel heroes and villains include newbies Cable, Marrow, and Dr. Doom as well as classics such as Colossus, Psylocke, and Captain America. But the real change in this sequel, besides the really bizarre background music, will be the amazingly hectic pace of the game, which blows away that of almost any other fighter. With six characters in the mix, fighters regularly swap in and out, sometimes jumping onscreen for a quick assist only to pop back to the sidelines again.

The game is currently available in arcades (built on Sega's Dreamcast-friendly Naomi hardware), but home players won't be cheated—the Japanese Dreamcast version features impressively sharp 3D background graphics and the same stellar 2D animation that you've come to expect from Capcom. And thankfully, most Capcom games make the transition to the U.S. from Japan with gameplay fully intact, so American gamers can look forward to the same heart-stopping intensity.

JUGGERNAUT PUNCH

Astounding action, such as three heroes simultaneously using their Hyper Combos to score 100+ hits, is not uncommon in this battle-to-end-all-battles. Which hero will you take a stand with? Your choices are nearly endless in Marvel vs. Capcom 2. Watch for its stateside release in July.



COLOSSUS IS ONE OF MANY MARVEL CHARACTERS MAKING THEIR RETURN TO CAPCOM'S FIGHTING FRANCHISE.



THEY DON'T CALL HIM DR. DOOM BECAUSE OF HIS BEDSIDE MANNER.



IT'S A FOUR-CHARACTER FREE-FOR-ALL WHEN EACH COMBATANT GETS A LITTLE HELP FROM THEIR SUPER FRIENDS.



CAPTAIN AMERICA NOT ONLY LOVES LADY LIBERTY, HE'S ALSO QUITE FOND OF ROGUE...OR SHE'S QUITE FOND OF HIS POWERS.



A SENTINEL BEATING UP ON THE INCREDIBLE HULK DOESN'T SCARE CYCLOPS ONE BIT.



COLOSSUS SEEMS A LITTLE TICKED OFF AT STORM—AFTER ALL, SHE'S IN THIS SUMMER'S MOVIE, AND HE ISN'T!



THE DREAMCAST HANDLES MVC2'S COMPLEX, FURIOUS ATTACKS WITHOUT ANY LOSS IN SPEED.



THANOS IS IN A HEAP OF TROUBLE WITH BLACKHEART AND FRIENDS.

MEANWHILE...

KONAMI®

EVERYONE
E
CONTENT RATED BY ESRB

GAME BOY COLOR



WHEN YOU'RE IN THE MIDDLE OF A FIRESTORM,

WITH THE FREE WORLD COUNTING ON YOU TO SINGLE-HANDEDLY FOIL A TERRORIST NUCLEAR NIGHTMARE,

KICKBALL STARTS TO SEEM A LITTLE SILLY.



GAME BOY COLOR



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To the Batcave!

With Gotham's caped crusaders at its side, Ubi Soft is shining the batlight on two games based on *The New Batman Adventures*. *GamePro* has an exclusive First Look.

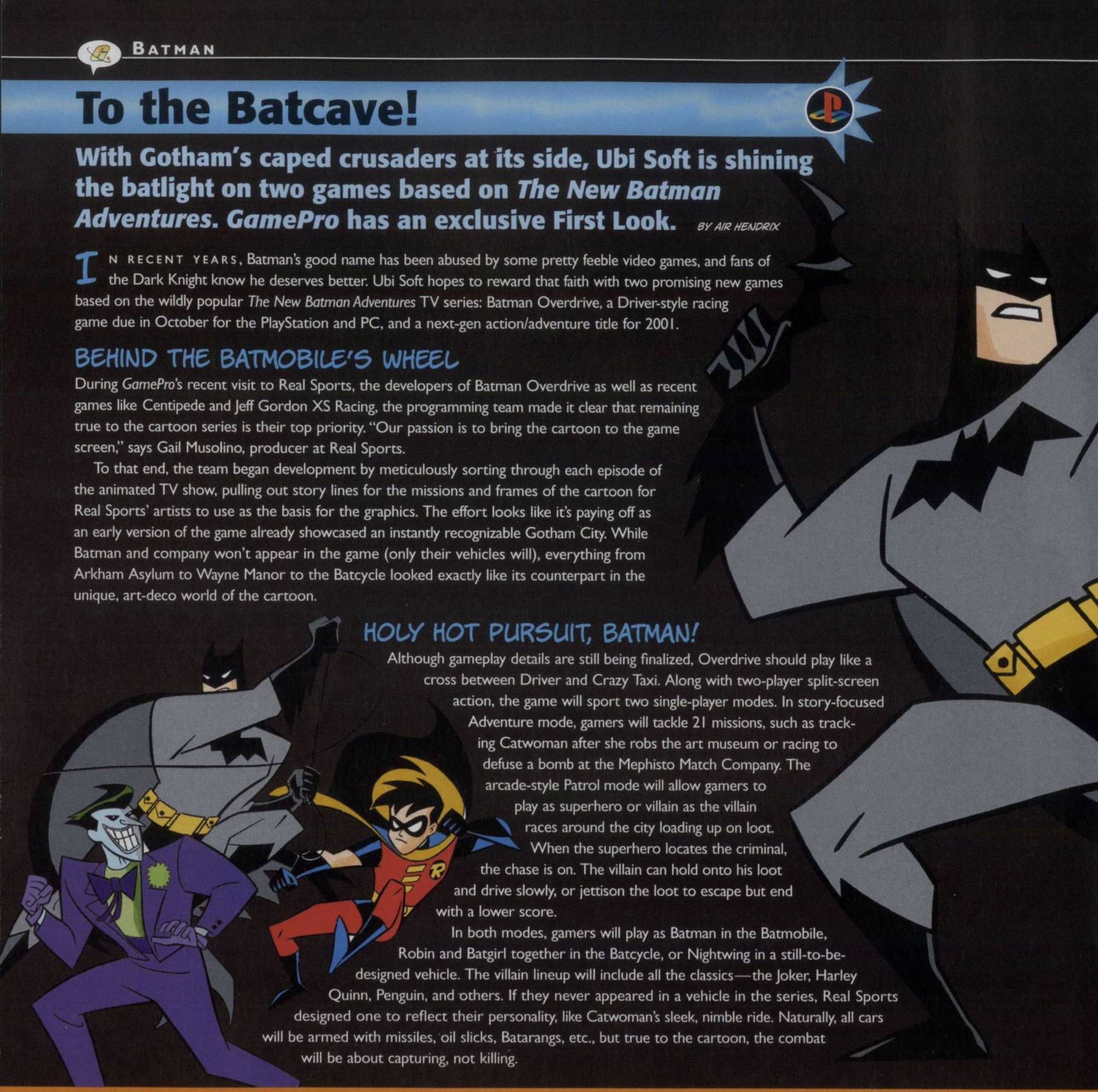
BY AIR HENDRIX

IN RECENT YEARS, Batman's good name has been abused by some pretty feeble video games, and fans of the Dark Knight know he deserves better. Ubi Soft hopes to reward that faith with two promising new games based on the wildly popular *The New Batman Adventures* TV series: Batman Overdrive, a Driver-style racing game due in October for the PlayStation and PC, and a next-gen action/adventure title for 2001.

BEHIND THE BATMOBILE'S WHEEL

During *GamePro*'s recent visit to Real Sports, the developers of Batman Overdrive as well as recent games like Centipede and Jeff Gordon XS Racing, the programming team made it clear that remaining true to the cartoon series is their top priority. "Our passion is to bring the cartoon to the game screen," says Gail Musolino, producer at Real Sports.

To that end, the team began development by meticulously sorting through each episode of the animated TV show, pulling out story lines for the missions and frames of the cartoon for Real Sports' artists to use as the basis for the graphics. The effort looks like it's paying off as an early version of the game already showcased an instantly recognizable Gotham City. While Batman and company won't appear in the game (only their vehicles will), everything from Arkham Asylum to Wayne Manor to the Batcycle looked exactly like its counterpart in the unique, art-deco world of the cartoon.



HOLY HOT PURSUIT, BATMAN!

Although gameplay details are still being finalized, Overdrive should play like a cross between Driver and Crazy Taxi. Along with two-player split-screen action, the game will sport two single-player modes. In story-focused Adventure mode, gamers will tackle 21 missions, such as tracking Catwoman after she robs the art museum or racing to defuse a bomb at the Mephisto Match Company. The arcade-style Patrol mode will allow gamers to play as superhero or villain as the villain races around the city loading up on loot. When the superhero locates the criminal, the chase is on. The villain can hold onto his loot and drive slowly, or jettison the loot to escape but end with a lower score.

In both modes, gamers will play as Batman in the Batmobile, Robin and Batgirl together in the Batcycle, or Nightwing in a still-to-be-designed vehicle. The villain lineup will include all the classics—the Joker, Harley Quinn, Penguin, and others. If they never appeared in a vehicle in the series, Real Sports designed one to reflect their personality, like Catwoman's sleek, nimble ride. Naturally, all cars will be armed with missiles, oil slicks, Batarangs, etc., but true to the cartoon, the combat will be about capturing, not killing.

Talent to Byrne



Spider-Man, Batman, the X-Men, Captain America, Wonder Woman, the Incredible Hulk, Superman, the Fantastic Four…you're not a superhero until John Byrne tells your tales. *GamePro* picked the brain of one of comicdom's most respected writer/artists.

GAMEPRO: You're entrusted with the fates of some hugely popular comic characters—the fans hold you responsible. Now, along come these games that have no intersection with current comic continuity, and they can either multiply your audience or give the character a bad name, leaving the whole property tarnished. How do you cope with that?

JOHN BYRNE: I sort of grit my teeth and hope for the best. One of the strangest phenomena is that there are some fans who do in fact take the games as if they were part of the comic continuity. They'll cite a role-playing game or a video game and say, "Well, Spider-Man can do this." "No, he can't." "Well, he can in this game!" And I say, "Yeah, that's in the game. He doesn't have that strength, that power." Whatever. It's not much different from the movies, where we also have no control and just sort of cross our fingers. When the last Batman movie tanked horribly, they didn't say, "Oh, we did it wrong." They said, "Oh, well, that franchise is dead." So we're kind of the victims

GAMEPRO EXCLUSIVE!

THE NEW BATMAN ADVENTURE

As for the as-yet-untitled adventure game, Reid Schneider, project manager at Ubi Soft, cagily discloses that it will be an "intensely story-driven 3D action/adventure that will deliver the experience of being Batman." Because the title is in the early stages of development for the PlayStation 2, the Dolphin, and probably the X-Box, he couldn't share any other details.

Still, fans should be delighted to hear that Batman is receiving such faithful attention in his latest games. As long as the gameplay keeps up with the sharp graphics of the early version, Batman Overdrive could become the new hero in Gotham.

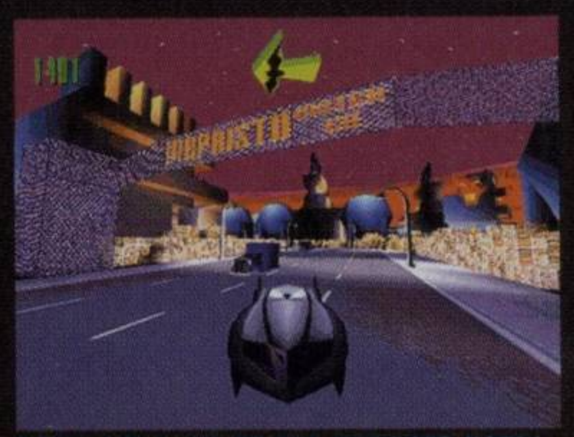
Note: These work-in-progress screens are taken from the PC version.



AS IN *THE NEW BATMAN ADVENTURES* CARTOONS, VILLAINS WILL NEVER BE KILLED—THEY'LL BE CAPTURED AND RETURNED TO ARKHAM ASYLUM TO ESCAPE ANOTHER DAY.



BECAUSE THE DEVELOPERS HAVE BASED THE GAME'S GRAPHICS ON FRAMES TAKEN DIRECTLY FROM EPISODES OF THE SHOW, PLAYING THE GAME FEELS LIKE ENTERING THE ANIMATED WORLD.



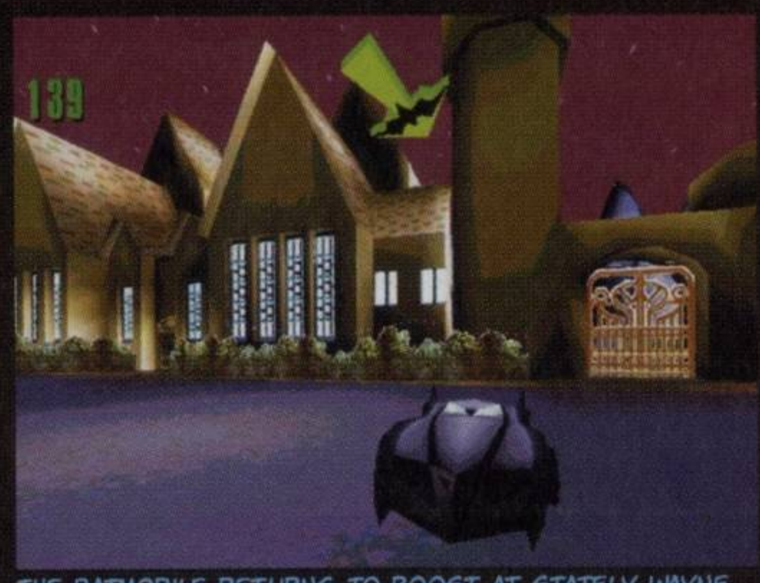
BATMAN RUSHES TO THE MEPHISTO MATCH COMPANY WHERE A BOMB HAS REPORTEDLY BEEN PLANTED.



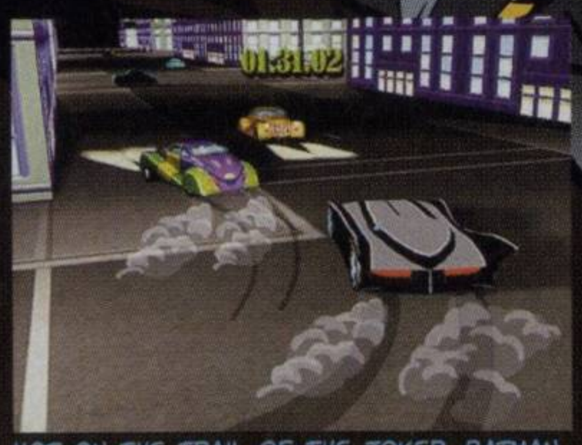
IN BATMAN OVERDRIVE, YOU'LL PROWL CLASSIC GOTHAM CITY HOT SPOTS, SUCH AS ARKHAM ASYLUM.



THE JOKER UNLOADS A SERIES OF SMILEY-FACE MINES AS THE BATMOBILE GIVES PURSUIT.



THE BATMOBILE RETURNS TO ROOST AT STATELY WAYNE MANOR.



HOT ON THE TRAIL OF THE JOKER, BATMAN RIPS THE BATMOBILE AROUND A CORNER...



...ACCIDENTALLY SIDESWIPES AN INNOCENT GOTHAM CITY CITIZEN...



...AND FINALLY NAILS THE GIGGLY VILLAIN, CAUSING HIS CAR TO SPIN OUT.



AS IN DRIVER AND CRAZY TAXI, THE GREEN ARROW AT THE TOP OF THE SCREEN WILL DIRECT YOU TO THE SCENE OF THE CRIME.

MEANWHILE...

here, saying, please do well by our characters, but, ultimately, if they don't, we really have no control.

GP: What, if anything, do you think comics and games have in common—or could have in common? They're both visual mediums…

JB: I would've loved video games when I was a kid because of that notion of actually being able to pretend you are the characters—which you can only do up to a point in comics. You can say, "I want Wolverine to go left here!"—and in the comic, maybe he will, maybe he won't. But in the end, though the games try—and I'm told that some of them do a good job—they're not really telling a story. They're still limited by the fact that they have to be a game.

GP: We've seen a lot of comics made into games, but only now are game characters starring in their own comics. Is this a good idea?

JB: I think that anything that puts comics in the public eye can't hurt. We'd like people to say good things about us, but they rarely do anyway, so we might as well be out there in any form that we can.

GP: Are you a big gamer?

JB: The last one I played was Pac-Man. I don't actually play video games. Too addictive.

KISS Psycho Circus: The Nightmare Child



ROCK & ROLL'S BAD boys will debut as the Dreamcast's first first-person shooter—and one of its first online games, too (see "NetPro," for more info). Drawing its inspiration from Todd McFarlane's popular Image comic, Gathering of Developer's game will thrust you into battle against the Nightmare Child. You'll play as each KISS character to acquire the powers needed to spank the Child. In addition to network multiplayer gameplay, Circus will feature deathmatch levels exclusive to the console version. Psycho Circus should open its tent flaps in August.—*Brother Buzz*











Danger Girl





THE DANGER IS real! The popular Wildstorm comic will come to life with Danger Girl, THQ's third-person action/adventure game. Players will select one of three diva-spies, including Abbey Chase and Sydney Savage. The original story line will continue where *Danger Girl* #7 left off in the comics, and the game will give gamers 14 levels and a barrage of weapons and gadgets as they encounter all the regular *Danger Girl* friends and foes. Girl power!—*Lamchop*









Spawn



FROM THE COMICS to the arcades to the Dreamcast, Todd McFarlane's eerie creation is "spawning" all over the place. Capcom's third-person shooter will be a port of the arcade version, but will also feature more than 12 selectable characters (Spawn, the Clown, Redeemer, Cogliostro, etc.) and will have VMU capabilities to unlock hidden characters. Players will charge down alleyways and abandoned warehouses, picking up awesome weapons and using their own special powers as they play both prey and hunter. Currently, "mum's" the word on whether Spawn will be spawning into multiplay mode (online perhaps?). Stay tuned.—*Lamchop*







遠い約束

Evolution 2

FAR OFF PROMISE





YURKA

[rpg survival tactic #1]

Shrouded in mystery and cloaked in secrecy, a new force has divided Mag and Linear, threatening the trust between them. With no clear motive, and always one step ahead of everyone, Yurka alone possesses the immeasurable power of destruction, and the subtle power to rend Mag and Linear apart.

Remember...
only the strong survive.

Evolution 2, sequel to the best-selling RPG on the Sega Dreamcast™.

STING Esp

Sega Dreamcast

Ubi Soft ENTERTAINMENT

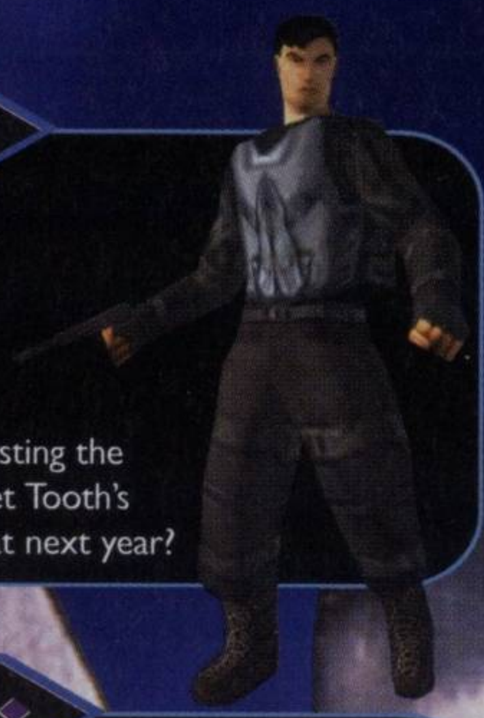
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Who Wants To Be a Readers' Choice Winner?

YOUR FINAL ANSWER

Millions of readers cast millions of votes—but only a few games walked away winners in the 9th Annual *GamePro* Readers' Choice Awards. Phone a friend—the winners are... *By Dan Elektro & The Bamboo Carabao*

BEST ACTION GAME



1. **Syphon Filter** BY 989 STUDIOS
2. **Medal of Honor** BY ACCLAIM
3. **Twisted Metal 4** BY 989 STUDIOS

Gabe Logan took aim at the top slot, besting the WWII actioner and squeaking past Sweet Tooth's fourth outing. Can Syphon Filter 2 repeat next year?

BEST ROLE-PLAYING GAME



1. **Final Fantasy VIII** BY SQUARESOFT
2. **Final Fantasy Anthology** BY SQUARESOFT
3. **Legend of Legaia** BY SONY COMPUTER ENTERTAINMENT AMERICA

Winning the top two slots should make Square very happy (and very rich), while Sony's tree-hugging Legaia sprouted strong roots in third. All '99 nominees were PlayStation games—hello, Sega and Nintendo?

BEST FIGHTING GAME



1. **Soul Calibur** BY NAMCO
2. **WWF WrestleMania 2000** BY THQ
3. **Virtua Fighter 3tb** BY SEGA

Soul Calibur won, but barely—the WWF gang fought long and hard for a close second. More surprising is the strong finish of VF3tb, which got lukewarm reviews from *GamePro*.

BEST BRAIN GAME



1. **Mario Party** BY NINTENDO
2. **MTV Music Generator** BY CODEMASTERS
3. **Bust-A-Move '99** BY ACCLAIM

When Mario throws a bash, be there! The plumber's Party doubled the votes of the not-really-a-game-but-cool-in-its-own-way MTV Music Generator. The always strong Bust-A-Move popped up in third.

BEST SHOOTER GAME



1. **The House of the Dead 2** BY SEGA
2. **Turok: Rage Wars** BY ACCLAIM
3. **Quake II** BY ACTIVISION

Sega's light-gun zombies left the competition for, well, dead this year. If you added Turok and Quake II's votes together, they still wouldn't equal those of The House of the Dead 2!

BEST HANDHELD GAME

1. **Pokémon Yellow Version: Special Pikachu Edition** BY NINTENDO
2. **Super Mario Bros. Deluxe** BY NINTENDO
3. **Mario Golf** BY NINTENDO

Unsurprisingly, Pikachu and his jaundiced Poképals took this category, while an NES flashback and a-day-at-the-links rounded out the top three. NeoGeo fans, take heart: Metal Slug 1st Mission placed fourth.

BEST ADVENTURE GAME

1. **Resident Evil 3: Nemesis** BY CAPCOM
2. **Donkey Kong 64** BY NINTENDO
3. **Metal Gear Solid: VR Missions** BY KONAMI

RE3 almost doubled the votes of DK64, while Solid Snake's extended exploits fed hungry Metal Gear fans. For the record, Sonic Adventure came in fifth.

BEST EXTREME GAME



1. **Tony Hawk's Pro Skater** BY ACTIVISION
2. **Cool Boarders 4** BY 989 STUDIOS
3. **TrickStyle** BY ACCLAIM

Feeling board? You sure were when you voted. The undeniably awesome Tony Hawk's Pro Skater left most other candidates McTwisting in the wind.

BEST RACING GAME



1. **Driver** BY GT INTERACTIVE
2. **Need for Speed: High Stakes** BY ELECTRONIC ARTS
3. **Hydro Thunder** BY MIDWAY HOME ENTERTAINMENT

GT's slick undercover cop game took this category and ran, leaving NFS in the dust. There's no shame in third, but Hydro Thunder might have done even better if the split-screen mode didn't stink.

BEST BOXING GAME



1. **Ready 2 Rumble Boxing** BY MIDWAY HOME ENTERTAINMENT
2. **Knockout Kings 2000** BY EA SPORTS
3. **Ready 2 Rumble Boxing** BY MIDWAY HOME ENTERTAINMENT

There were heavyweights in this category, but R2R for the Dreamcast took the belt, besting Knockout Kings 2000 and R2R for the PlayStation. Sony's Contender was cold on the mat in last place.

BEST FOOTBALL GAME



1. **NFL 2K** BY SEGA
2. **NFL Blitz 2000** BY MIDWAY HOME ENTERTAINMENT
3. **Madden NFL 2000** BY EA SPORTS

Yep, you read right—someone finally ended EA's football dynasty. This year, Madden slipped to third behind the hard hits of Blitz and Sega's shiny new franchise foundation. He'll feel that in the morning.

BEST OTHER SPORTS GAME



1. **Mario Golf** BY NINTENDO
2. **FIFA 2000** BY EA SPORTS
3. **Tiger Woods '99** BY EA SPORTS

For a catchall category, the voting was remarkably tight. Mario's feel-good, family-friendly take on golf tamed Tiger Woods, but gamers got their kicks with EA Sports' traditionally strong FIFA soccer franchise.

BEST BASKETBALL GAME



1. **NBA 2K** BY SEGA
2. **NBA Live 2000** BY EA SPORTS
3. **NBA Live 2000** BY EA SPORTS

Not even Michael Jordan himself—back in the NBA Live series for the first time in years—could stop Sega's championship run. Watch for the two franchises to resume their rivalry next year.

BEST ARCADE GAME



1. **Crazy Taxi** BY SEGA
2. **Tekken Tag Tournament** BY NAMCO
3. **Silent Scope** BY KONAMI

The coin-op biz has morphed into a breeding ground for console ports—the top two are already home or homeward bound. Silent Scope may never set its sights on a console, but gamers can dream...

BEST BASEBALL GAME



1. **Triple Play 2000** BY EA SPORTS
2. **MLB 2000** BY 989 STUDIOS
3. **All-Star Baseball 2000** BY NINTENDO

With only three nominees, this was a very tight pennant race indeed. EA Sports claimed the crown, but with only a few dozen votes separating first from third place, it's anybody's ballgame next year.

BEST PC GAME



1. **Tom Clancy's Rainbow Six: Rogue Spear** BY RED STORM
2. **Need for Speed: High Stakes** BY ELECTRONIC ARTS
3. **Quake III Arena** BY ACTIVISION

Last year, Need for Speed took the crown, but this year, the military thriller Rogue Spear was the conqueror. Quake III Arena's third-place showing effectively ends the Quake vs. Unreal debate...for now.

BEST HOCKEY GAME



1. **NHL 2000** BY EA SPORTS
2. **NHL FaceOff 2000** BY 989 STUDIOS
3. **NHL Championship 2000** BY FOX SPORTS INTERACTIVE

The coolest game on Earth had its share of hot action with another close finish. EA Sports keeps the cup for another year, but FaceOff, as usual, isn't far behind.

BEST CONSOLE GAME



1. **Final Fantasy VIII** BY SQUARESOFT
2. **Tony Hawk's Pro Skater** BY ACTIVISION
3. **Soul Calibur** BY NAMCO

Forget the mindless blasters, the insipid hop-n-bops, and the throw-away licensed games on the market—these three winners prove that an engaging story and addictive gameplay are what fans crave most.



COIN-OP CONQUEST: ASI 2000

Gadgets, gimmicks, and gearshifts dominated the Amusement Showcase International show this year. Here's *GamePro's* exclusive report on this year's coolest coin-op offerings. *By Dan Elektro*



STAR WARS RACER ARCADE *By Sega*

Just when you thought you'd had it up to here with *The Phantom Menace*, along comes an arcade game worthy of a Jedi. The N64 and Dreamcast versions of *Star Wars Episode I: Racer* were decent enough, but this here's the real deal, offering a 50-inch screen, two throttle controllers, and a complete podracer cockpit to put Anakin wannabes in the mood. While the sweet graphics and booming sounds do a lot to help, it's really the unique controller that does the most to give gamers that welcome-to-Tatooine feel. In addition to using the tilting levers to move forward and turn, each player gets a handbrake and three turbo boosts per race—once they're gone, you're left to your own feeble skills to move ahead. And, as with the best deluxe coin-ops, the more the merrier: Side-by-side pods can be linked for multiplayer races. Because it's a Sega game, you might have to travel to a GameWorks far, far away to play this one, but *Star Wars* fans will find it's worth the effort.















CRUIS'N EXOTICA By Midway

Cruis'n rides again! Midway's arcade racing series gets a much-needed graphical tune-up in its third coin-op go-round, Cruis'n Exotica. Because players have already seen the U. S. of A. and the rest of the world in earlier games, Exotica lives up to its name and delivers 12 tracks in unusual locales that include the surface of Mars, a dinosaur-inhabited Sahara, and the fabled lost city of Atlantis. For the tracks a little closer to home like Alaska and India, Midway has turned real video footage into 3D environments—and, powered by the Zeus 2 hardware, the tracks look awesome. With licensed cars such as the Dodge Viper and Plymouth Prowler, a sky-high frame rate, gun-it-and-go gameplay, wild stunts like 1080 flips and 720 helicopter spins, as well as a free registration system that tracks your miles and rewards you with free games, Cruis'n Exotica blows the doors off its predecessors.







18 WHEELER AMERICAN PRO TRUCKER By Sega

Gentlemen, start your…trucks? The strangest racing game at the show had to be Sega's 18 Wheeler American Pro Trucker, which enables players to climb into the virtual cab of a big rig and take off on a cross-country trip. Every race will pit you against a rival trucker who will stop at nothing to reach your mutual destination first—even if that means sideswiping you, plowing through surrounding traffic, or running you off the road! If you manage to beat him in the allotted time—and to survive obstacles like tornadoes and unfinished bridges—you'll be rewarded with more valuable payloads for your next journey. Great graphical detail (including objects sliding around on the dashboard) and a thundering subwoofer give 18 Wheeler audio-visual punch. The giant steering wheel creates an appropriate feel and the deluxe 50" version features a bench seat big enough for two, so your co-pilot can blow the horn! That's a 10-4, good buddy—the weird, but wonderful 18 Wheeler is king of the road.











Konami's Oddities

Konami had two games that may or may not be released in the U.S. Punch Mania, a fighter based on the Fist of the North Star anime series, comes with two punching gloves and six red pads on hinges; when the pads light up and swing out from the sides of the cabinet, players have to swing, punching the targets in sync with the screen. Another innovative machine, Enforcer, features a recoiling gun that shoots real pellets at an enclosed video screen some 10 feet away.

SKINS GAME By Midway

Mmm, golf. Wait a minute—coin-op golf is boring! Not Skins Game, Midway's action-oriented answer to those trackball golf games you see in the faraway corners of bars and truck stops. Don't let the officially licensed Troon Golf courses fool you—with 3D polygonal graphics, power-packed 500-yard drives, secret sub-games, and exploding golf balls, this is anything but an average day on the links. One-handed gameplay and simple controls make Skins Game easy to enjoy instantly.







ALSO APPEARING...

- **Silent Scope 2: Dark Silhouette** (Konami)
- **Gauntlet: Dark Legacy** (Midway)
- **NBA Showtime Gold Edition** (Midway)
- **The Simpsons Bowling** (Konami)
- **San Francisco Rush 2049 Tournament Edition** (Midway)
- **Rolling Extreme** (Namco)
- **Dance Dance Revolution** (Konami)
- **hiphopmania Complete Mix 2** (Konami)
- **Guitar Freaks** (Konami)
- **World Kicks** (Namco)
- **Crisis Zone** (Namco)
- **Sega Marine Fishing** (Sega)

NASCAR RUBBIN' RACING By Sega



Playing like a grown-up version of Daytona USA, Sega's first coin-op based on the NASCAR license was only about ⅓ complete at the show, yet it still showed some high-octane potential. Real drivers and real tracks don't ruin the arcadey feel, but it's still going to require some racing skill—you'll have to jockey for position, pick your line around corners, and draft other cars to increase your speed. Even in its incomplete state, NASCAR Rubbin' Racing (thankfully, just a working title) looks promising.

MARVEL VS. CAPCOM 2 By Capcom

It's not a question of who's in Marvel vs. Capcom 2—it's a question of who isn't! The 28 starting characters would be fine, but as time goes by (and quarters go in), another 28 are unlocked. Watch for old favorites such as Captain America, Strider, Spider-Man, and, of course, Ken and Ryu to be joined by newbies Doctor Doom, Jill Valentine, Marrow, Cable, sexy pirate-lass Ruby Heart—and even Capcom's console hero Tron Bonne! Three-character teams can join forces and do severe damage in one mighty onslaught.







遠い約束 Evolution 2
FAR OFF PROMISE™





LINEAR

[rpg survival tactic #2]

Unexpectedly put between two people she trusts, Linear must decide to travel with her old friend, or to adventure with a new one. Lacking faith and stifled with indecision, Linear is forced to choose between Mag or Yurka. Stuck in the middle of two warring rivals, Linear must choose which friendship is worth saving.

Remember...
only the strong survive.

Evolution 2, sequel to the best-selling RPG on the Sega Dreamcast™.

神機世界エヴォリューション2

TEEN T CONTENT RATED BY ESRB

STING ESP

Sega Dreamcast

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Race as 20 of Indy Racing's® biggest superstars on official Indy Racing® tracks!



Compete any way you want: intense arcade action with detailed Sim mode!



Go head to head with Multi-Player Split-Screen mode!



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PARADIGM ENTERTAINMENT

NINTENDO 64

PC CD ROM

OFFICIALLY LICENSED INDIANAPOLIS MOTOR SPEEDWAY PRODUCT

INDY RACING LEAGUE

EVERYONE E CONTENT RATED BY ESRB

THE FEW. THE PROUD.



Complete your Mutant Academy training by dominating in arena-fighting matches.



Fight as 10 different X-MEN characters, including Wolverine and Cyclops.



Use signature mutant moves, powers and abilities—for the first time in 3-D!

www.activision.com

PlayStation

GAME BOY COLOR

TEEN T CONTENT RATED BY ESRB — Animated Violence

MARVEL

PARADOX

ACTIVISION



THE MUTANTS.

Train with fellow mutants and fight your way up the ranks, learning amazing mutant moves and using your special powers to dominate super-villains. It's boot camp for fighters... and only the strongest will survive. Professor X wants you!

X-MEN® MUTANT ACADEMY™

DO YOU HAVE WHAT IT TAKES TO SURVIVE?

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BY LAMCHOP

- Developed by Lionhead Studios
- Published by Electronic Arts
- Target release date: September

FIRST LOOK

WINDOWS 95/98

Black & White

Worship Me, You Fools

First you have to get the local tribe to worship you, then you need to find the sick ones who got lost in the jungle and heal them. And on top of that, you have to feed your 50-foot pig or he'll eat someone. It's not easy being a god.

But that's exactly the position in which gamers will find themselves in Black & White, a 3D strategy game that anoints you supreme being. You'll begin in Eden, a peaceful land inhabited by eight races, including the Egyptians, Japanese, and Greeks. Villagers worshipping you will give you mystic energy to cast spells like Shield and Storm, and your actions will affect the game and its environment dramatically. If you wipe out most of the villagers for fun, the landscape will change into a dark, gloomy place—a reflection of your evil side—though the remaining villagers may venerate you out of fear. Or you may decide to do good, healing villagers and helping with the crop. The land will then become plentiful and serene—a sign of your benevolence—but the people may take you for granted and forget to worship.



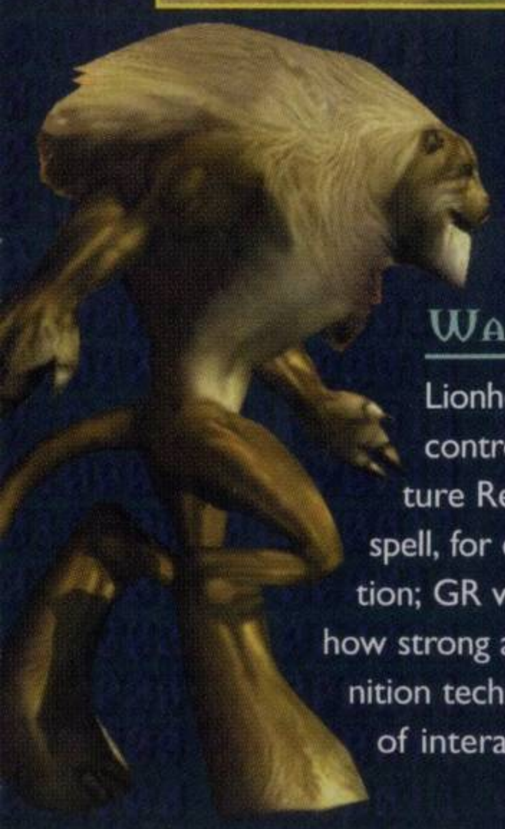
The luscious, colorful world of Black & White may bring godlike gameplay to your PC this September.











Wave Your Hands in the Air

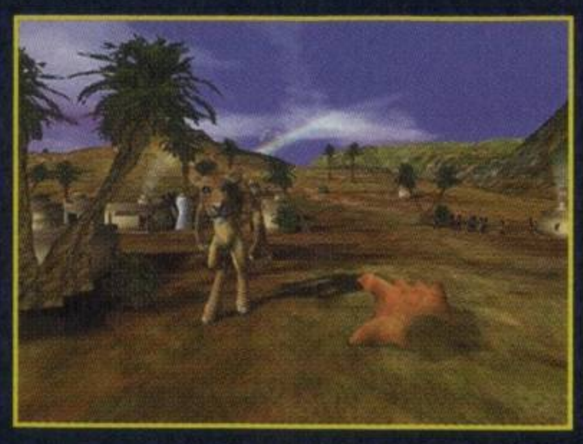
Lionhead Studios, the developer, is working on a unique control method for Black & White that will use "Gesture Recognition" (GR) technology. To cast a Firewall spell, for example, you'll move the mouse in a circular motion; GR will then recognize this movement and determine how strong and accurate the spell should be. Gesture Recognition technology, if it works, may mean a whole new way of interacting with games.

Not on the Rug, Again!

Don't forget about the 50-foot pig! That's only one of the many animals—including a goat, a lion, and more—that you can select as your worldly representative. As your creature grows to an enormous size, you'll teach it what to do and what not to do (eating naughty villagers: good; breaking your castle: bad). Depending on the training, it'll learn either how to protect your villagers or how to hunt them down. Your creature will also be your champion as you battle other deities and their creatures in your quest to conquer the world.













X-COM: Alliance



BY LAMCHOP

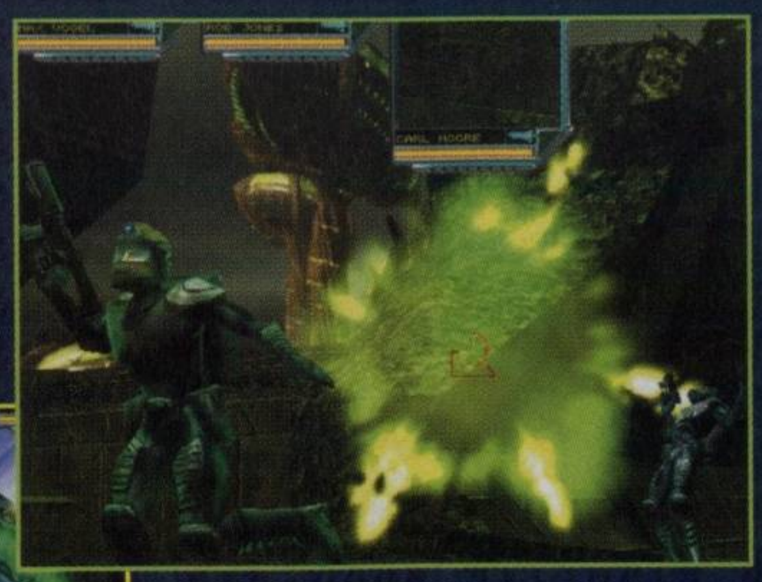
- Developed and published by Hasbro Interactive
- Target release date: November

FIRST LOOK

WINDOWS 95/98

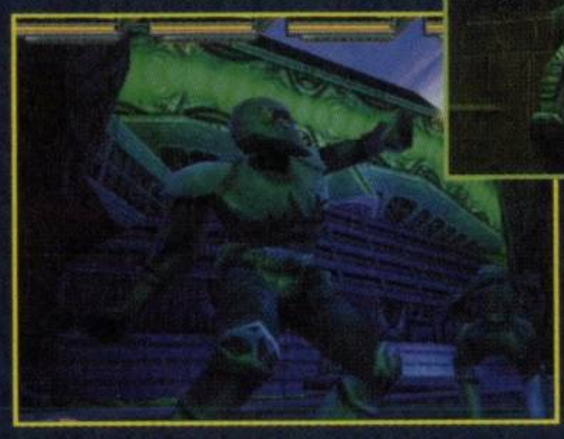


GIVEN THE POPULARITY of first-person shooters, it makes sense that the X-COM series, which started out as turn-based strategy, has evolved to meet demand. X-COM: Alliance will consequently drop you into the fray from a first-person perspective as you lead a squad of troops into action. But Alliance will also bring back features that made the X-COM series intriguing and fun, such as troop management and alien technology research. Look for the X in November.









Conquest: Frontier Wars



BY LAMCHOP

- Developed by Digital Anvil
- Published by Microsoft
- Target release date: Fourth Quarter 2000

FIRST LOOK

WINDOWS 95/98

IF YOU COULDN'T get enough of Sierra's Homeworld or Blizzard's Starcraft, you'll be pleased to know that Conquest: Frontier Wars is heading to a starbase near you. This 3D real-time strategy game will enable you to play as one of three races—the insectlike Mantis, the humanoid Terrans, or the energy-based Solarians—as you build, explore, and fight in 16 systems. The game's fully 3D environment promises to deliver plenty of graphical goodies and great damage detail on the units. Conquest is expected later this year.











Commandos 2



BY LAMCHOP

- Developed and published by Eidos
- Target release date: Fourth Quarter 2000

FIRST LOOK

WINDOWS 95/98

TINY IS BACK! The real-time strategy game Commandos 2 will have the same top-down perspective as its predecessor's, but Eidos promises a long list of new features and improvements, including faster gameplay. Commandos will be able to share items and abilities, but each will be highly trained in a certain skill. New members—such as a thief, a seductress, and a dog—will join the team, and you'll be able to play all missions in both single- and multiplayer mode. Commandos 2 should show by the end of this year.











遠い約束

EVOLUTION 2

FAR OFF PROMISE



MAG

[rpg survival tactic #3]

Mag is back to continue his quest to be the world's greatest adventurer. With Yurka's arrival, however, Mag must now choose between fulfilling his lifelong dream or to save his best friend, Linear. At the epicenter of the conflict stands Yurka often flaunting his amazing powers of destruction. With Linear's fate in his hands, Mag must rise up for the greatest challenge of his life.

Remember...
only the strong survive.

Evolution 2, sequel to the best-selling RPG on the Sega Dreamcast™.

神機世界エヴォリューション2

TEEN T CONTENT RATED BY ESRB

STING Esp

Sega Dreamcast.

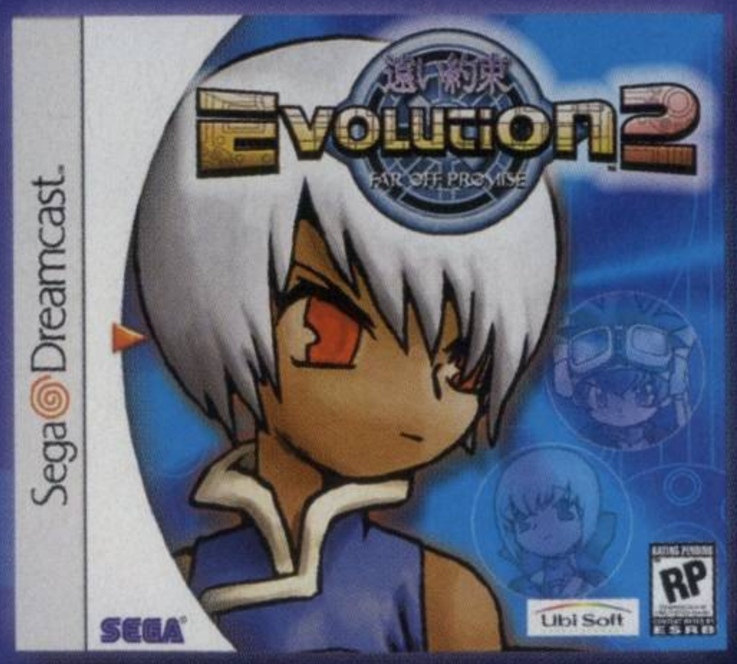
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BY LAMCHOP

- Developed and published by Blizzard Entertainment
- Target release date: June

PC

WINDOWS 95/98

UPDATE

Diablo II



WHERE THERE'S SMOKE, there's fire, and where there's a beta, there's a game about to debut. That's good news because Blizzard has been beta-testing Diablo II, one of the most anticipated RPGs of the year.

All five character classes (Rogue, Sorceress, Paladin, Barbarian, and Necromancer) will arrive in the sequel. A few changes mean characters will now have a stamina meter that limits how long they can run; they'll be able to hire non-player characters to adventure with them; and there will be only two magic books, Town Portal and Identify, to hold scrolls you find or buy.



While not all spells were working in the beta version, the ones in place were awesome. The Paladin, for example, invoked "defensive auras" to protect both himself and his allies, and the Necromancer summoned skeletons and golems to fight for him. Multiplayer mode will support up to eight players for big-time parties.



Diablo II played marvelously in beta form, which probably means you can look forward to a devilishly good time when it's finished.









BY LAMCHOP

- Developed by Westwood Studios
- Published by Electronic Arts
- Target release date: November

WINDOWS 95/98

FIRST LOOK

Renegade

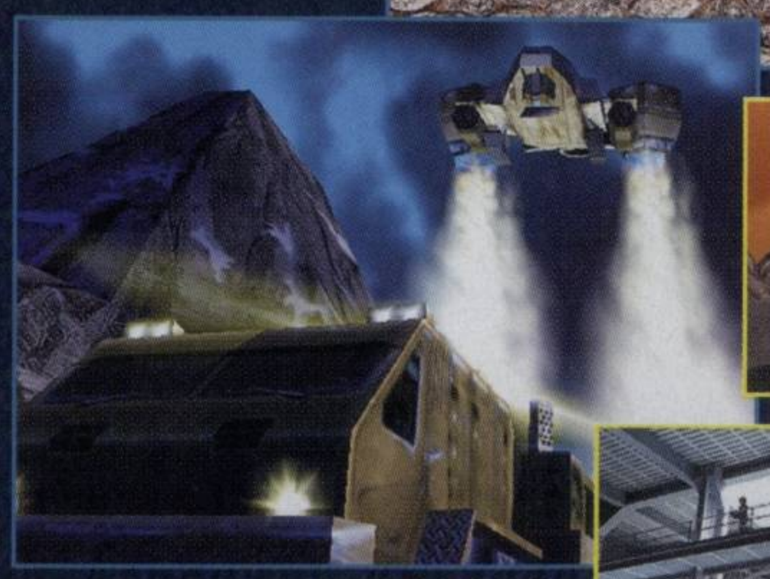


COMMAND & CONQUER catapulted to the top of the strategy genre five years ago when players first took charge of troops and vehicles of mass destruction as either the militant GDI or the infamous NOD. Renegade, the next in the Command & Conquer universe, won't give you the familiar top-down view, but will offer instead a close-up third-person perspective.



As Captain Nick Parker (code name Havoc), you're GDI's elite commando charged with rescuing Dr. Mobius from NOD's Black Hand agents. You'll run, jump, shoot, and blow things up in this Tomb Raider–esque adventure. If you've always wanted to jump directly into the C&C world, Renegade may be the game for you. It promises to bring that world to life, granting you access to familiar vehicles like the Tiberium Harvester, Mammoth Tank, Orca, and more, as you infiltrate structures such as the Obelisk of Light and the Hand of Nod. Aside from the single-player missions, you'll most likely see multiplayer modes—including deathmatches and capture-the-flag play—when Renegade debuts in November.















Fish the way you've always wanted to... with guns.



DEEP FIGHTER

Or lasers, bombs or various other weapons at your disposal. As fun as it is to blow those beautiful fish up, they're the least of your worries. A raging war is spinning out of control as pirates and sea-creatures alike attempt to drive your civilization off the ocean floor. You've got to dog-fight your way through your adversaries, construct the mothership, and transport your people to less hostile waters.

Go fish or go fight? You decide.

Ubi Soft ENTERTAINMENT

criterion studios

Sega Dreamcast

TEEN T CONTENT RATED BY ESRB

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BY FOUR-EYED DRAGON

- Developed by Neversoft
- Published by Activision
- Target release date: September

HANDS-ON

PlayStation

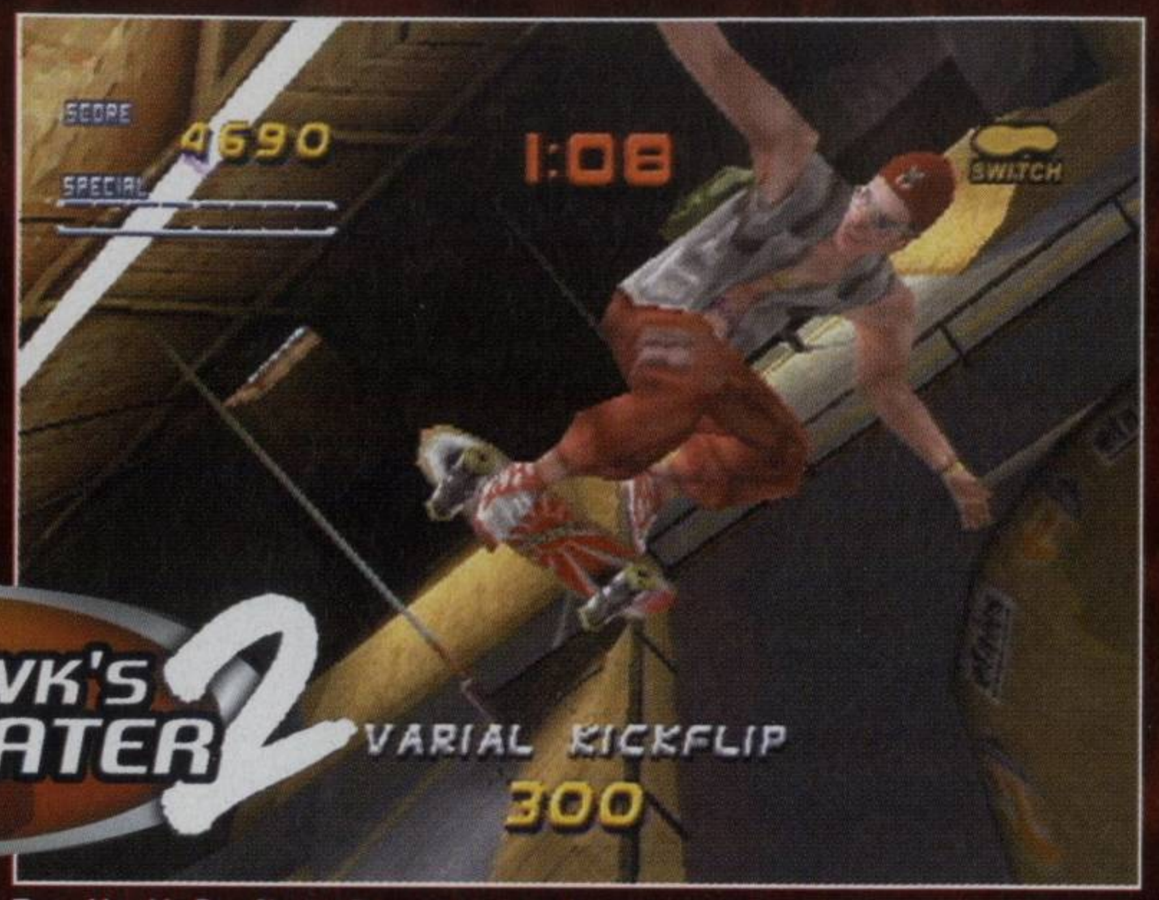
Tony Hawk's Pro Skater 2

Lip service, Tony style

The sickest skateboard ride ever to hit any system is back on the PlayStation for another go, this time promising more air and refined gameplay. Expanding on the original in every way and including extra skate pros and an additional multiplayer mode, Pro Skater 2 will also boast new features, such as a create-a-player option and a skatepark editor.

The cast from the first Pro Skater will be back along with three new boarders for a total of 13 skaters. Plus, players will now be able to edit their favorite rider, giving them a variety of threads; or boarders can choose to create their own thrasher with a custom set of tricks. Also, the repertoire of midair acrobatics is being increased to include lip and nollie tricks as well as new grinds and grabs.

Pro Skater 2 will feature eight tracks, including real-world courses like Philadelphia's Love Park and Marseilles Skatepark. If that's not enough, the game's skatepark editor will enable you to create and save your own dream park fully equipped with ramps, rails, quarter pipes, and obstacles.



Tony Hawk's Pro Skater 2 is on track to become another skateboarder's delight on the PlayStation.













A smashing sequel?

A new competition where up to seven players can compete in a tournament will top Pro Skater 2's multiplayer modes. The original split-screen two-player games, Horse and Tag, will complete the multiplayer action, while Career and Free Skate modes will provide single-player fun. Expect a new soundtrack full of hip-hop and alternative tunes to make your ride even sweeter.

The preview version already showcased tight controls—as in the original, it was easy to pull off multiple tricks while gliding high in the sky. The visuals were up to par for the PlayStation, but the physics during landings still need to be tweaked to prevent inadvertent slams. You can look forward to Activision fixing up Tony Hawk's Pro Skater 2 into a skateboarder's paradise before it arrives this September.













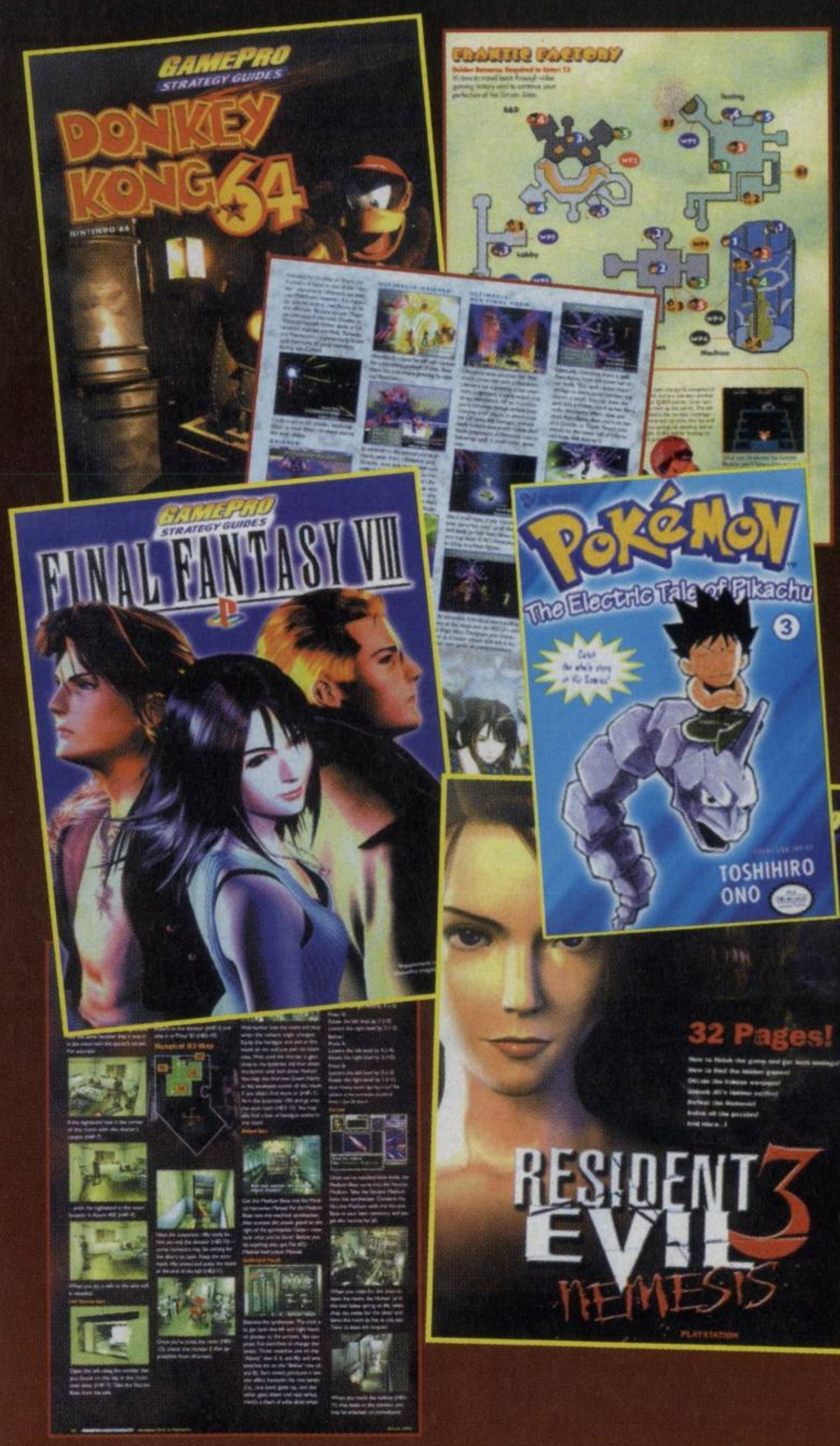






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Power Stone 2



BY MAJOR MIKE

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

HANDS-ON

DREAMCAST

STEPPING STONES



As one of the first fighting games for the Dreamcast, Power Stone was very fun to play, but was hindered by some notable drawbacks. The most significant problems were characters who became too powerful after acquiring three gems and gigantic fighting arenas that seemed tailored for four players rather than two.

Power Stone 2 will fix those two problems while adding other refinements such as more interactive environments, an expanded roster with four new characters, and over 120 items to collect—including 65 weapons. Noteworthy new weapons will include magic wands, hand grenades, skateboards, and bear traps—you'll even be able to take command of bombers, tanks, and gun turrets. The fighting stages have been enhanced with shifting locales (see sidebar, "Multiple Locales"), more objects to pick up and throw, and deadlier booby traps.





Power Stone returns to the Dreamcast for another round of 3D arena fighting, with four-player simultaneous action, new characters, and other enhancements.

FINE-TUNING

The preview version of Power Stone 2 played very much like its predecessor, but with some important changes. When you collect three stones, you're no longer an unstoppable powerhouse; in Power Stone 2, Power Fusion attacks inflict less damage than before, and you can be thrown, booted across the screen, and even knocked out of a Power Fusion attack by your opponent.

A tight and simple control scheme should make Power Stone 2 easy to pick up and play, even for those who are new to the series. Yet the game's biggest strength will probably be its four-player battles. You'll be able to play free-for-all, 2-on-2, or even 3-on-1 team battles where teamwork really counts. If your partner is K.O.'d during a fight, for example, you'll be able to revive him if you act quickly.

Graphically, the preview version looked unchanged from the first game, loaded with color and striking effects. While all the characters were clearly visible during a fight, some long camera shots reduced them to ant size. Familiar sound effects also abounded—unfortunately, the irritating announcer's commentary was expanded with even more obvious exclamations ("Powerful!") and inane advice. Even so, Power Stone 2 looked promising. Unless its development takes a seriously wrong turn, fans of the first title will be happily bruising their thumbs when Power Stone 2 is released in August.





MULTIPLE LOCALES



One battle starts on top of an airborne craft that explodes...



...sending the characters into a skydiving fight where you try to grab the umbrella before you hit the ground.



The battle then concludes in the courtyard of a flying castle.



Animorphs: Shattered Reality



BY LAMCHOP

- Developed and published by GT Interactive
- Target release date: August

FIRST LOOK

PLAYSTATION

FRESH FROM THE popular Scholastic books and the hit Nickelodeon TV show, those snazzy Animorphs are primed to invade your PlayStation. Players will take on the role of their favorite teenage Animorph—Jake, Rachel, Marco, or Cassie—as they try to save the world from the awful Yeerks by using their incredible powers to shape-shift into animals. Each character will have an environment to explore in this 10-level adventure game, and each level's ending will be determined by your performance. Animorphs hopes to morph into reality this August.











Dave Mirra Freestyle BMX



BY LAMCHOP

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

FIRST LOOK

PLAYSTATION

IT'S TIME TO take off the training wheels! In Dave Mirra Freestyle BMX, you'll play as freestyle champion Mirra or one of nine superstar BMXers, as you bust tricks with your bike across 12 levels of dirt, pavement, and other knee-scraping environments. Starting off with just a rusty bike, you'll guide your character to the top of the BMX world, earning cash, sponsorships, and other prizes in the process. Due later this year, Freestyle BMX should offer endless exploration in a free-roaming world with no preexisting tracks.













Covert Ops: Nuclear Dawn



BY LAMCHOP

- Developed by Sugar and Rockets
- Published by Activision
- Target release date: Summer 2000

HANDS-ON

PLAYSTATION



YOU'RE THE ONLY surviving NATO soldier on a high-speed train with a nuclear warhead on board that's just been taken over by terrorists. Boy, does the fun ever stop? Covert Ops: Nuclear Dawn is an action/adventure game where your actions affect which routes the train takes as it hurtles through 30 cities. In the beta version, the gameplay was reminiscent of Resident Evil's. With features like auto-targeting crosshairs; 10 weapons, such as grenade launchers and submachine guns; and the ability to roll, the Nuclear Dawn train should arrive for Covert Ops this summer.







Ecco the Dolphin: Defender of the Future

BY AIR HENDRIX

- Developed by Appaloosa Interactive
- Published by Sega
- Target release date: July

HANDS-ON

DREAMCAST



Breathtaking graphics combine with engrossing adventure gameplay to position Ecco as a potential Dreamcast superstar.

DEEP BLUE SEA

Let's get this out of the way—even in the preview version, Sega's new Dreamcast adventure, Ecco the Dolphin: Defender of the Future, already glittered with some of the more mesmerizing graphics ever to grace a console game. Ecco's lithe, fluid animations drive him across the screen so realistically that you'll think you're watching the Discovery Channel, and the environments sparkle with lush colors and details ranging from placid sea turtles to menacing sharks.

It wasn't all heavenly, though, as the draw distance left a lot to be desired. Hopefully, Appaloosa will be able to improve the player's sight horizon before the game is released. Also, a map feature sure would be welcome—it was distressingly easy to get lost in Ecco's underwater paradise.









LAKE PLACID

As far as gameplay goes, this Ecco harkens back to its Genesis forerunner with engaging exploration-based adventuring. The forgettable story line involves traveling back through time to rescue the planet and collect some mystical gems or something, but exploring the huge lineup of levels in the unfinished version was already a captivating experience. A typical level involves Ecco being charged with rescuing a lost baby whale, but along the way, he stumbles upon plenty of side quests and mini-games, such as a race with other dolphins.

Ecco's well-equipped for adventure with his sonar and charge move, as well as a healthy assortment of power-ups. Friendly animals like whales will help him as he travels, but there are also plenty of sharks and stinging jellyfish to battle. As long as development stays on course, Ecco should shape up into a fantastic adventure that Dreamcast owners won't want to miss.























Tekken Tag Tournament



BY MAJOR MIKE

- Developed and published by Namco
- Target release date: Available now (in Japan)

OVERSEAS PROFILE

PlayStation 2

All the Tekken Fit To Play

Tekken was one of the first must-own titles for the PlayStation when the system launched in '95, and Tekken Tag Tournament looks to repeat history when it hits stores in concert with the PlayStation 2's launch. If the final version released in Japan is any indication, U.S. gamers can expect another topnotch Tekken game for the home. In addition to the one- and two-player games, Tekken Tag Tournament will have cool extras exclusive to the PS2 version, including Team Battle, Time Attack, Survival, 1 on 1, Practice, Theater, Gallery—and even Tekken Bowl, where you take the fight inside a bowling alley. Don't laugh—the bowling game is more addictive and fun than it sounds.







For more Tekken Tag Tournament info, go to gamepro.com.



Tekken Tag Tournament for the PlayStation 2 is yet another perfect home-to-arcade translation from Namco.

Perfect Port—and Then Some

Extras aside, TTT is just as solid on the PS2 as it was in the arcade. You can initially choose from 20 fighters in the regular lineup, but the roster can be expanded to 34 characters—including a playable final boss, something that wasn't available in the arcade. All of the bone-cracking linking moves and devastating combos have been retained from previous Tekken titles, and the new "Tag" feature—that enables you to switch between two characters in the middle of a fight—is sure to keep fighting gamers battling for hours on end. Of course, perfect controls keep the action moving at an intense pace, and series vets will take to them instantly.









Alas, Better Graphics

The PS2 version of TTT, however, one ups its arcade counterpart with superior graphics. The visuals are the cleanest and most detailed of any Tekken title to date. Imagine playing characters right out of the rendered cinema intro sequence from Tekken 3 on the first PlayStation, and you'll get an idea of how polished TTT is on the PS2. The sweet eye-candy visuals are complemented by excellent sound effects, but the music selections lag behind those of other Tekkens, lacking the charging tempos of, say, Tekken 2. Luckily, such minor flaws are easily swept aside when the fighting begins. Of all the fighting titles that may be available for the PS2 at its launch, Tekken Tag Tournament looks like it should become the clear champion.



















D E S T I

MATCH ARROWS

PlayStation

TEEN
T
CONTENT RATED BY ESRB
Animated Violence
Animated Blood

MATCH ARROWS

Nothing could compare to the mystical powers of The Divine Tree. Massive, yet graceful, it gave birth to all living things. But the beauty of the tree could not hide an ugly blemish in the land of floating cities. The Winglies reigned superior. The Dragons

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BY LAMCHOP

- Developed by Eurocom
- Published by Sony Computer Entertainment America
- Target release date: November

PlayStation

FIRST LOOK

Crash Bash

CRASH BANDICOOT is coming back with all his friends for another romp on the PlayStation, but this time, it'll be a different sort of adventure—one aimed at giving games like Mario Party and Bomberman a run for their money.



Crash Bash (working title) will be an arena-based game where your character must run faster, jump higher, and hit harder than the competition in nine events that range from frantic chases to mind-boggling puzzles. Adventure mode will feature classic platform action for one or two players, while Battle mode will give you the chance to invite some friends over and hook up the multitap for some four-player action.



You'll be able to select from eight different characters—including Crash, Coco, Dingodile, Tiny, and others—as you battle to be the best. You may want to take the Crash course and live dangerously when this Bash comes out in November.









Fear Effect: Retro Helix



BY UNCLE DUST

- Developed by Kronos Digital Entertainment
- Published by Eidos
- Target release date: First Quarter 2001

FIRST LOOK

PLAYSTATION



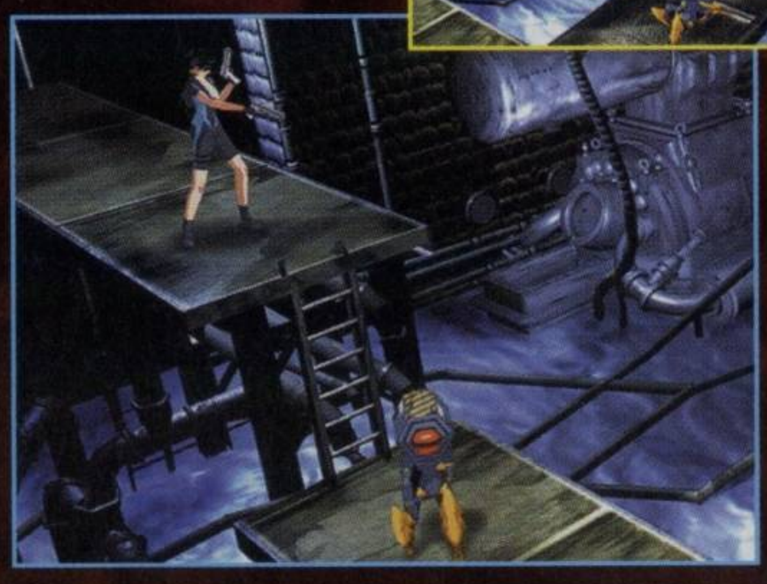
FOR THOSE OF you who played Fear Effect and are wondering how in the world there could be another game with the same characters, there's a simple answer: It's a prequel. Fear Effect: Retro Helix will go back a few years in the lives of Hana, Glas, and Deke for another chaotic adventure that will take them to eight locations, from Hong Kong to New York City as well as back to China. This time, an additional wily vixen will be joining the crew: Rain Qin, whose dark secret will be the key to the story.



Retro Helix's creators promise over 120 minutes of CG sequences flowing seamlessly in and out of gameplay with no load times. The addition of Motion FX3D technology will give this prequel even more impressive visuals than the original's. The puzzle-based gameplay will remain, but the inventory system will be revamped, while hidden secrets will be unlocked with each replay. With four playable characters and tons of new weapons, this newest—or oldest—chapter in the Fear Effect story will have you shaking in your boots.









Legacy of Kain: Soul Reaver II



BY UNCLE DUST

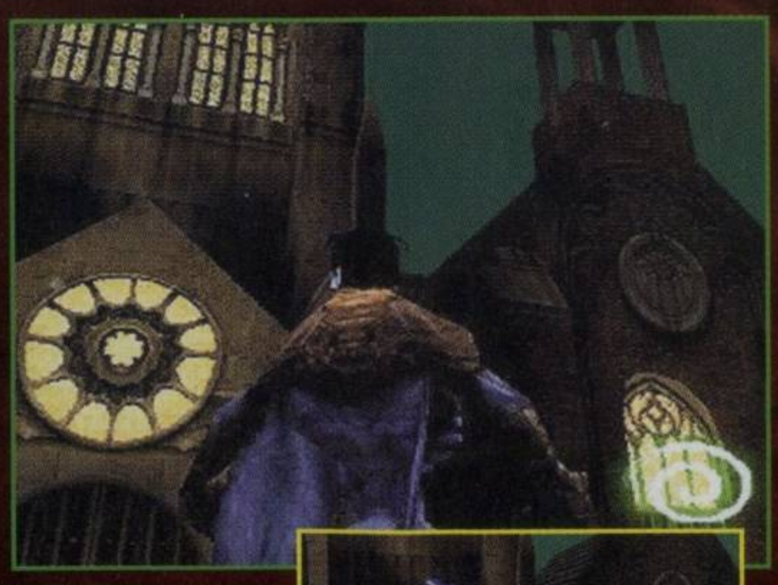
- Developed by Crystal Dynamics
- Published by Eidos
- Target release date: Fall 2000

FIRST LOOK

PLAYSTATION DREAMCAST



IT'S NOT EASY being damned. Just ask Raziel, the beleaguered hero of Legacy of Kain: Soul Reaver II, who has to travel back through time to unravel the secrets of Kain, his creator and nemesis. In this sequel to the PlayStation and Dreamcast hit, you'll again play as Raziel, delving further into the same dark story line. This time, he'll be trying to uncover the mysteries surrounding both Nosgoth's past and the extinction of the vampire clans. It's just another day in the afterlife.





Soul Reaver II's in-game cinemas should have the same topnotch voice-acting as the original's, but should require no loading time thanks to continuous data streaming. You'll hunt down and destroy tribes of vampires as well as a bevy of new enemies—including vampire hunters, humans, spectral spirits, and demons—while morphing in real-time between the spectral and material realms. Be ready to be the baddest of the bunch when Legacy of Kain: Soul Reaver II emerges in stores this fall.

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











BY FOUR-EYED DRAGON

- Developed by Anchor
- Published by Crave Entertainment
- Target release date: September

DREAMCAST

FIRST LOOK

Ultimate Fighting Championship

ONE OF THE most controversial real-life fighting events is about to step into the Dreamcast arena. Known for its intense, brutal violence—which can be seen only on Pay-Per-View—Ultimate Fighting Championship is a full-contact martial arts competition that draws fighters from around the world. Combatants from various disciplines are matched in knock-down, drag-out, no-holds-barred brawls. Now Crave plans to bring this event to gamers, promising all the thrills of the real thing, and maybe more.





To start, UFC will have 22 real-life competitors to choose from—including Maurice Smith, Tim Lajcik, and Tsuyoshi Kosaka—plus some hidden characters. Each combatant will have their own fighting technique; a total of 34 styles—such as shootfighting, Kenpo, and even wrestling—will be represented. Also, each aggressor will exhibit emotions, animations of flexing muscles and body movements, and plenty of blood, sweat, bruises, and swellings. The game will contain the official UFC theme music along with the voices of Bruce Buffer and Big John McCarthy, commentators for the real-life competitions. Keep your eyes peeled for what could be the next ultimate fighter on the Dreamcast.





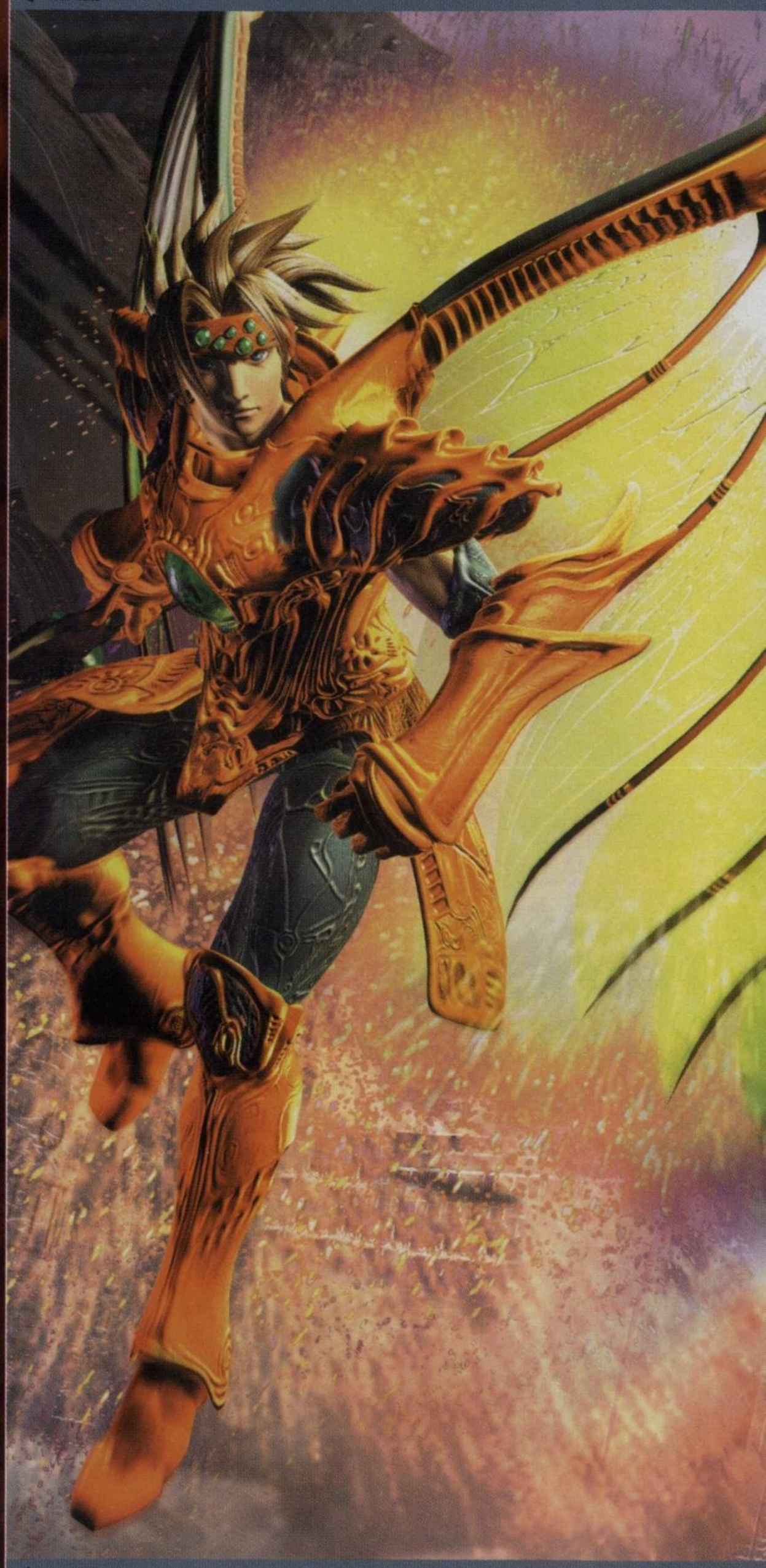






N Y C A N N

FOLD HERE



FOLD HERE

were a powerful race in their own right. And the humans lived as slaves. Divided by hatred, a battle for freedom would ensue. Armed with the spirit of the Dragoon, the humans prevailed. And all races now live in peaceful harmony. But beneath the

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BY UNCLE DUST

- Developed and published by Tecmo
- Target release date: Not available

PlayStation 2

OVERSEAS PROFILE

Dead or Alive 2



GOING HEAD-TO-HEAD with Tekken Tag Tournament for fighting supremacy on the PlayStation 2 in Japan is Tecmo's Dead or Alive 2, a buxom brawler that's been thrilling American Dreamcast owners for months. Now *GamePro* finally has a chance to compare the power of the two next-generation consoles with the same game.



Upon first glance, there isn't much difference between the two DOA2s, although the graphics of the Japanese boxed-copy for the PS2 are a little sharper and more detailed than those for the Dreamcast version. The PS2 version of DOA2 also includes a few more visual effects along with new costumes, new levels—and additional cut-scenes in story mode thanks to the added storage capacity of the DVD. Moreover, it includes a new team battle with up to five characters, and its gameplay remains solid. The Japanese version of DOA2 for the PS2 is already in stores, but because there's no set launch-date for the PS2 system in the U.S., there's obviously no release date for Dead or Alive 2 stateside. But have no fear—it's coming.











FOLD HERE

tranquility lurks a mysterious prophecy. The emergence of an eternal force. Worshipped, yet feared, no one knows what its presence will bring. Infinite peace and happiness for all? Or the darkest evil imaginable?

Tenchu 2: Birth of the Assassins



BY MAJOR MIKE

- Developed by Acquire
- Published by Activision
- Target release date: Summer 2000

HANDS-ON

PLAYSTATION

THE NUBILE NINJAS of Tenchu are returning to the PlayStation for a second helping of stealth-n-slash mayhem. A prequel to Tenchu, T2 recounts the origins of Ayame and Rikimaru through 20 multi-objective missions. Although T2 will provide several new and cool features—including new weapons and the ability to drag dead bodies—in the preview version, the camera made it all but impossible to see enemies during close combat. The defective camera was considered by many to be a near-fatal problem of the first game; let's hope Activision fixes it before this sequel hits the streets.





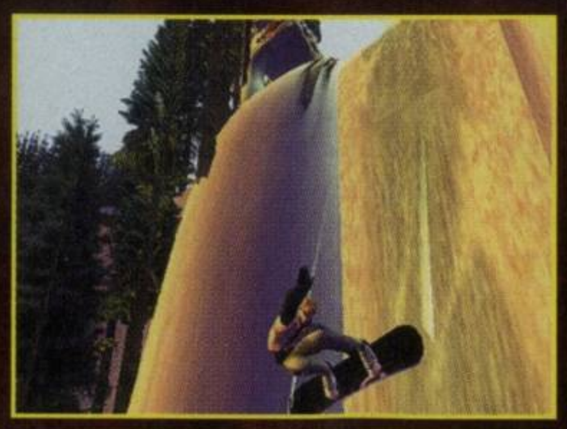






SSX







EA'S FIRST ORIGINAL PlayStation 2 title, the snowboarding game SSX, hopes to take the sport to new heights. Three modes—Freeride, Single Event, and World Circuit—will give you the chance to fill your Adrenaline Bar as you bump, grind, and catch some serious air across seven courses. Graphically, SSX looks like it will be a sizzling game; audio-wise, players will get to rock to the music of Mix Master Mike of Beastie Boys fame and Rahzel of the Roots as they pull off audio acrobatics. SSX will be released in Japan this spring and should be ready for a U.S. release when the PlayStation 2 reaches our store shelves this fall.

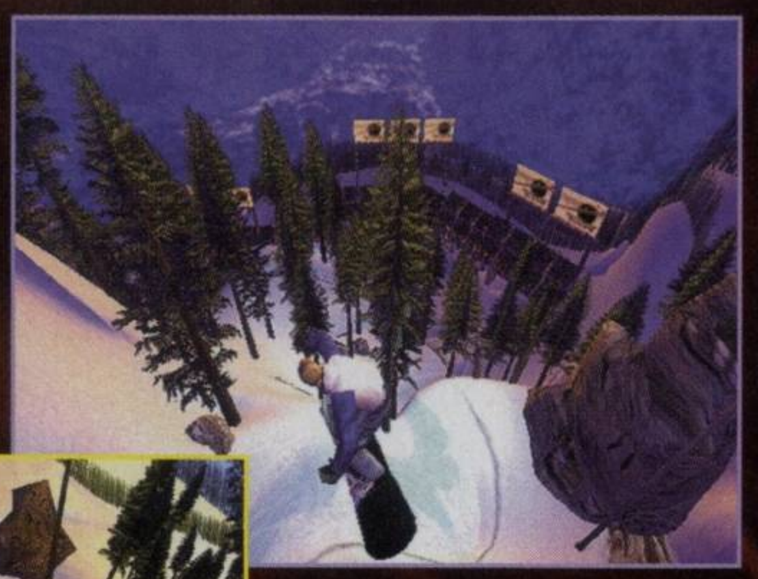


BY LAMCHOP

- Developed and published by Electronic Arts
- Target release date: Fall 2000

FIRST LOOK

PLAYSTATION 2





Army Men: Sarge's Heroes 2



BY AIR HENDRIX

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

FIRST LOOK

NINTENDO 64

ONE OF LAST year's top-selling N64 games is reporting for another tour of duty with Army Men: Sarge's Heroes 2. With over 18 missions, the Tan Army will mount another assault, so Sarge and Vikki (now a playable character) must save the day. The action will go down in new locales like a graveyard, the innards of a pinball machine, a dining room, and elsewhere as players thrash plastic with flamethrowers, bazookas, and so on. Look for the Green Army's next charge to begin late this fall.

Note: These screens are from the PC version.















BY AIR HENDRIX

- Developed by Argonaut
- Published by Fox Interactive
- Target release date: July

PlayStation

UPDATE

Alien Resurrection





ALIEN RESURRECTION HAS been delayed for what feels like an eternity, but the wait might just pay off because Fox has completely overhauled the game. Originally a point-n-click adventure, Alien Resurrection is now a first-person shooter with a few puzzle elements—Fox compares it to Medal of Honor. The action will follow the film's plot as players must prevent specimens of the aliens from being returned to Earth. Gamers will play as one of four characters from the movie—Ripley, DiStephano, Christie, or Call—and blast through hordes of face huggers and aliens that scurry along the ceilings and walls.

Early peeks at the Alien Resurrection showcased promising environments with cool lighting and aliens that sported sharp details, but the real question will be can Resurrection's gameplay even come close to Medal of Honor's caliber. Stay tuned for a Hands-On preview soon.













E N I E D.

MATCH ARROWS



MATCH ARROWS

THE LEGEND OF DRAGOON

THE END IS JUST THE BEGINNING.

Spyro: Year of the Dragon



BY JAKE THE SNAKE

- Developed by Insomniac Games
- Published by Sony Computer Entertainment America
- Target release date: November

FIRST LOOK

PLAYSTATION

THE WIZARDS AT Insomniac Games, the developer of the first two awesome Spyro games, are hard at work conjuring up a third embodiment of the cuddly dragon. This time, Spyro and Sparx must rescue kidnapped dragon's eggs from the evil Sorceress; rescue an egg and the dragon hatches and flies home. In addition to maneuvering Spyro, you'll control four new characters, each with unique abilities, as you explore 30 new worlds. You'll also ride a submarine, speedboat, and skateboard, and do some boxing and sharpshooting. Spyro will torch your PlayStation in November.







Demolition Racer–No Exit



BY JAKE THE SNAKE

- Developed by Pitbull Syndicate
- Published by Infogrames
- Target release date: September

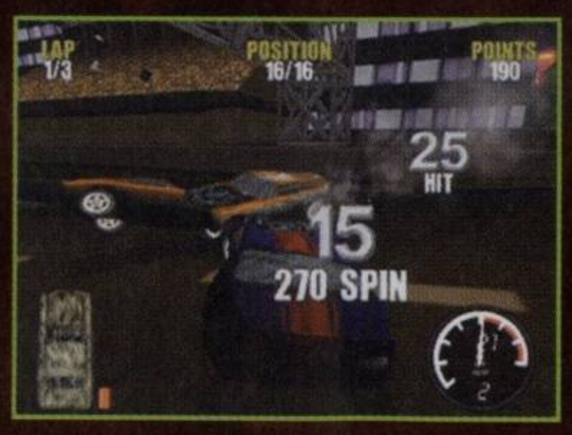
HANDS-ON

DREAMCAST

THIS FALL YOU'LL be able to get bent on your Dreamcast with Demolition Racer—No Exit, a semi-sequel to the PlayStation's Demolition Racer. No Exit promises not to be a mundane racing game—to win, you'll have to drive fast and smash other cars. The cars will show specific damage like dents, flying hoods, and wobbly tires. In the preview version, the vehicles, tracks, and scenery looked great, and the game had fast frame rates. No Exit will also have multiple modes, including two-player split-screen play and a demolition derby. No Exit collides with the Dreamcast this September.











Duke Nukem: Planet of the Babes



BY JAKE THE SNAKE

- Developed by n-Space
- Published by GT Interactive
- Target release date: June

HANDS-ON

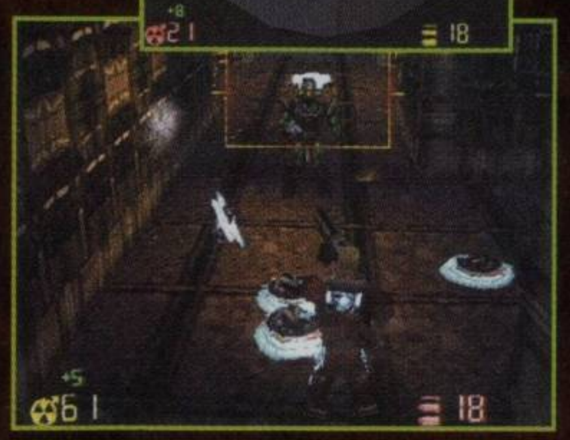
PLAYSTATION

SPACE ALIENS HAVE stolen all the babes, and Duke is pissed. In Duke's latest PlayStation title, our insult-slinging hero fights through a red-blooded fantasyland filled with firearms galore and betties clad in Daisy Duke shorts. Duke tears up 14 dark, futuristic levels with flamethrowers, grenade launchers, and 16 other weapons as he fights to free the enslaved babes—what a gentleman. Babes will even fight alongside Duke as he faces 20 types of enemies, from giant rats and mutant gorillas to the venerable badge-wearing hogs. A Hands-On preview had plenty of explosive gunplay and surly one-liners, but the controls and graphics could use some polishing before release.











Alone in the Dark: The New Nightmare

BY LAMCHOP

- Developed by Darkworks
- Published by Infogrames
- Target release date: Fourth Quarter 2000

FIRST LOOK

PLAYSTATION DREAMCAST











AFTER TERRORIZING A generation of gamers, Alone in the Dark is back—and this time PlayStation and Dreamcast owners are invited to scream. The fourth installment of this action/adventure will bring back "supernatural private-eye" Edward Carnby. Armed with a torch and a pistol, Carnby must solve the murder of his friend on Shadow Island, a place inhabited by other-worldly creatures. Light and light-based weapons are Carnby's antidote against the creatures of darkness and will make for some interesting gameplay as he stumbles with his torch… Alone in the Dark.

Evil Dead: Hail to the King

BY LAMCHOP

- Developed by Heavy Iron Studios
- Published by THQ
- Target release date: Fall 2000

FIRST LOOK

PLAYSTATION DREAMCAST

THE CULT MOVIE is going to become a video game! Ash will be back as the chainsaw-handed, shotgun-toting demon hunter. The original star of the movie, Bruce Campbell, will take command of the voice of Ash as his personage once again battles demons summoned up by the Book of the Dead. This action/adventure game will take Ash back to the cabin where it all started, and he'll have to face over 20 types of monsters and big bosses using his small arsenal of axes, rifles, and other weapons. Hail to the King, baby! *Note: All screens shown here are from the PlayStation version.*











RollerJam

BY LAMCHOP

- Developed and published by Electronic Arts
- Target release date: Summer 2000

FIRST LOOK

PLAYSTATION

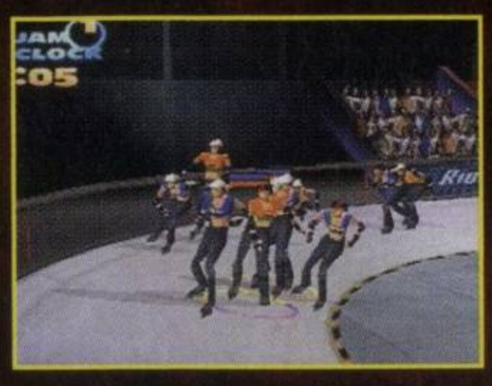
WHAT'S BETTER THAN watching a bunch of girls in skimpy outfits and roller skates duking it out? Getting into the action, of course! Well, sorta. In RollerJam, players will get the chance to play as any star from the five World Skating League teams (like the hot California Quakes) as they race around the rink pulling off signature moves and battling for first place. As your skater hits or gets hit, their "rage" will increase, enabling them to execute more powerful attacks. The action should roll in this summer.











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Hawaii
Local Motion

NIGHTMARE CREATURES II



BY UNCLE DUST

- Published by Konami
- $39.99
- Available now
- Action/adventure
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	3.0	4.5

NIGHTMARE CREATURES II, the limb-hackin', gore-filled sequel to one of the earliest PlayStation hits, puts you back into the horrific world of the first game and delivers a chilling good time.

The Gruesome, the Bad, and the Ugly

The evil sorcerer Adam Crowley returns with his never-ending horde of grisly beasts—and you, Herbert Wallace, must search for him axe in hand, ready to chop him into tiny bits. The creepy looking undead beasts and hybrid monsters will constantly attack as you traverse the massive and eerily detailed levels. You have a unique fatality move for each beast, such as beheading, disembowelment, and other nasty ways to dispose of the enemy.



PROTIP: Save your power-up attacks for the creepy doglike creatures or these chainsaw-wielding foes. Their attacks are more difficult to defend against than the other foes'.

Nightmare Creatures II mixes stunning cinematic visuals and frenetic gameplay to create not just a solid game, but a thrilling experience. The environments are dark and disturbing, filled with realistic textures and lighting effects. The characters are even more impressive looking, from the flowing bandages on Herbert to the gruesome rotting flesh on the undead monsters. Only jerky animations and awkward collisions hack away at this wondrously gothic-looking PlayStation game.



A beautiful woman coming to the aid of a twisted, disgusting freak—only in a video game.

Cause It's a Thriller, Thriller Night!

The creepy chords of the score and the wailing of the monsters will quicken your heartbeat. But the most savage sounds come from your axe and other weapons as you chop, blast, fry, and exterminate everything in your way. It may be a little gut-wrenching, but the mix of the dying groans of your enemies with your slashing forms a maniacal melody. Some butt-kicking tunes by Rob Zombie during the cinematic transitions provide the perfect musical counterpart.

The only flaw in this gruesome goodness is the control. Herbert moves well as you explore your environment, but when you meet an enemy, you lock on to it and lose your free range of movement. Your button configuration changes and, unrealistically, you can fight only one monster at a time. But the worst part is that you can't maneuver enough to avoid your attacker, which is especially frustrating at close quarters. You can switch out of Battle mode, but then you can't do damage.



PROTIP: In the middle of the second level, you'll hit a switch to activate the elevator. Make sure you save a power-up attack because the elevator takes you right to some very bad guys.

Hack Attack

Nightmare Creatures II certainly earns its "Mature" rating with plenty of blood and severed body parts, so it may not be for everyone. PlayStation horror fans, though, will find it a terrific, sharp-looking and -sounding action/adventure game. G



▶ PROTIP: If you see a piece of furniture on a wall, press ×. It may be covering up a secret passage.



PROTIP: These big monsters have a simple pattern after their first attack. Block their attack, and they back up and howl. Get a few quick hits in, then block and repeat. This works on the creepy knife-wielding baddies as well.



PROTIP: To kill these ghouls (and the ones in the black coats), quickly do the ×, □, □ combo four times in a row. They'll never even touch you.



◀ PROTIP: While under the castle, save your power-up attacks. When you reach this room, you'll face several octopus-hybrid monsters in a row before you can escape.

GRAPHICS 4.5	SOUND 5.0	CONTROL 3.0	FUN FACTOR 4.5
Disturbingly detailed environments with amazing lighting effects and uniquely grotesque characters deliver some of the best graphics ever seen on the PlayStation. Only jerky character animations and sloppy collisions break up the horrific perfection.	A horror-movie-quality score keeps you on the edge of your seat; the sound effects are gross and disgusting, but totally perfect. Rob Zombie's kicking interlude tunes make this one game to hook up to your stereo and turn way up.	The controls are solid in Exploration mode but different enough in Battle mode to cause you some serious damage and frustration. Toggling back and forth is a pain.	Light on story, but heavy on outstanding action, creepy sounds, and exceptional visuals, Nightmare Creatures II is a gripping game. Unless you're too young or really don't like gore, this is a must-have.

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grindSession



BY UNCLE DUST

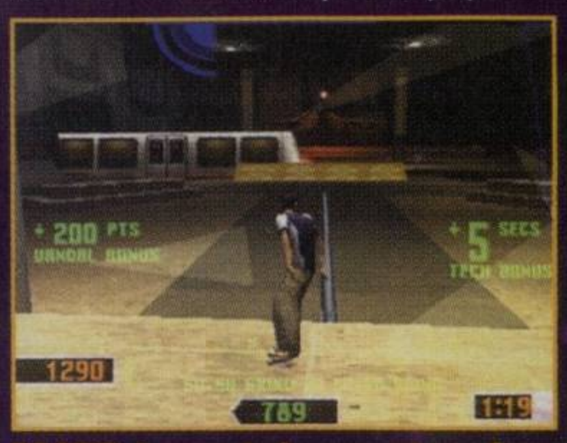
- Published by Sony Computer Entertainment America
- $39.99
- Available now
- Skateboarding
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.5	4.0

SONY JOINS THE skateboarding rush with Grind Session, a rehash of a proven formula that delivers plenty of fun, but precious little originality.

Déjà Vu All Over Again

You'll recognize the setup—in Grind Session, you'll bust sick tricks in nine different levels, find hidden objects, score major points, and unlock new levels, all while expanding your library of moves. If this sounds familiar, then you've played Tony Hawk's Pro Skater.



PROTIP: Long grinds as you jump from rail to rail score killer points and are almost always a tech bonus.

Grind Session uses the same premise as Tony Hawk, but changes some surface details like props and level objectives. Another difference is that in Grind Session your progress is measured by your ability to gain respect—ironic since this game will get very little respect with its copycat nature. The most startling similarity between the two games is control. If you've played Tony Hawk (and who hasn't?), then you're ready for Grind Session.



PROTIP: An easy way to land a tough trick is to jump off a ramp and land on a flat area of the level. Like a cat, no matter which way you are spinning, you'll always land on your feet.

Back to the Grind

Everything else in the game will also seem familiar. Grind Session's graphics are no better than Tony Hawk's, but its zero-gravity crash animations are pretty weak.

The soundtrack consists of tunes from Sonic Youth, KRS-One, Zen Guerilla, Black Flag, and more. Mixing classic hip-hop with punk puts Grind Session's soundtrack somewhere between Tony Hawk's and Thrasher: Skate and Destroy's.

Although Grind Session offers a lot of the same thrills as its competitor, it doesn't emulate Tony Hawk's two-player split-screen action. Instead, it has turn-based, "pass-the-controller" multiplayer modes—a really bad decision. If you've played all the way through Tony Hawk and just can't wait for the sequel to come out, Grind Session is worth taking for a spin. Otherwise, skip this shameless clone.



PROTIP: Grinding the top of a ramp is the best way to take out objects that are sitting on it.

GEKIDO



BY IBOT

- Published by Interplay
- $39.99
- Available now
- Action/adventure
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	2.0	2.5



PROTIP: In one-player mode, it's especially important to grab and immediately use every object on the ground—the A.I. will be doing likewise.



PROTIP: When facing a boss, attack first and ignore the rest of the enemy characters—they'll disappear once you've killed their leader.

INTERPLAY'S GEKIDO TRIES to resurrect the old-school arcade beat-em-up, but, unfortunately, the only thing this game raises is your aggravation level.

Where Have You Gone, 2D Brawler?

Whatever happened to those grand arcade standards like Double Dragon, Final Fight, or Ninja Gaiden? 3D graphics, that's what. Since the addition of the third dimension, good brawlers have been in short supply, and Gekido is a painful reminder of that fact.

Gekido has very little story, but that's not surprising. So it's up to the game's fighting to make it fun. Unfortunately, unresponsive controls and weak graphics make it a featherweight.

Graphically, Gekido reminds you that the PlayStation 2 is coming not a moment too soon. Choppy character animation, pixelated textures, awful collision, and unimpressive special effects fill the screen. The bizarre camera angles move around mindlessly during the fights and never allow you to see the danger right in front of you.

Turn Down That Racket!

The sound effects are an annoying combo of grunts and groans that cover up tunes by Fatboy Slim and Apartment 26. But worst of all is the control. The button configuration is awkward from the start and never feels natural. Picking up weapons and objects is too inexact, and your special rage powers can be utterly unresponsive.

Gekido offers plenty of replay value thanks to secret characters and many gameplay modes (including a four-player fight). But it's just not enough to make up for the frustrating controls and the ugly graphics.



PROTIP: When faced with these mangy mutts, walk up to them and press × to kick them. Otherwise, you'll end up with a bunch of canine teeth marks.



PROTIP: Hit all four shoulder buttons simultaneously for an attack that knocks down everyone around you. Use this opportunity to grab an object and throw it.

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INTERACTIVE

Turns out, you can advance past the black belt.

HEY YOU IN THE BACK. No piece of colored cloth can define you now: your mastery of hand-to-hand combat has earned you the right to advance to the Fighter's Arena. Compete against the most skilled fighters in the world for the highest honor, the Fighter Destiny 2 title.







FIGHTER DESTINY 2

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T — Animated Violence

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BY JAKE THE SNAKE

- Published by Nintendo
- $49.99
- Available June
- Platform
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

KIRBY 64 The Crystal Shards



PROTIP: At the top of the boss stage on Level 2, throw the colored objects at the same-colored diamonds.



PROTIP: To find the crystal on the first stage of Level 5, you'll need to go under the ice and through this tower.



PROTIP: Avoid getting crushed at all costs. You'll lose your life no matter how much health you have.



PROTIP: The ice crystal will protect you against most enemies and hazards, but not this rolling boulder.



PROTIP: To beat the Level 4 boss, seek out the ice-crystal combination on Stage 3, then return to the boss. Use the ice crystal to hit the lava arms.



PROTIP: If you face this sub-boss without a power-up, get on the ledge, pick up the spear-throwing pest, and throw it at the sub-boss.

KIRBY 64: THE CRYSTAL SHARDS is a traditional platform-jumping game that sucks you into a strange, pastel-colored world. Its smooth, fast, clever gameplay will hypnotize you and keep you coming back for more.

ADD EQUAL PARTS EARTH, WIND, AND FIRE

Kirby is a cute little puffball with an evil secret: He can inhale air—and nearby enemies. Then, once he's swallowed an opponent, Kirby possesses their abilities. He can even combine powers that he's acquired from multiple adversaries: For example, if Kirby swallows a fiery enemy and a boomerang enemy, he'll be able to shoot flaming arrows.

Visually, the graphics are difficult to compare with those of other N64 games because they're so stylized; ultimately, they look good in a bright, cartoonish way. The sound, unfortunately, is nothing but beeps when you jump and chirps when you nail an enemy, though the music isn't too annoying.

MARSHMALLOW WITH A MISSION

Kirby is on a quest to collect crystals—it doesn't matter why. Even after you've completed a stage, you can go back at any time to collect crystals you didn't find. What this means is that if you're having trouble beating a boss, you can always revisit an earlier stage to obtain a special attack, then return to that boss for a rematch. Plus, the game saves your progress, so there's no risk of dying; you just pick up where you left off.

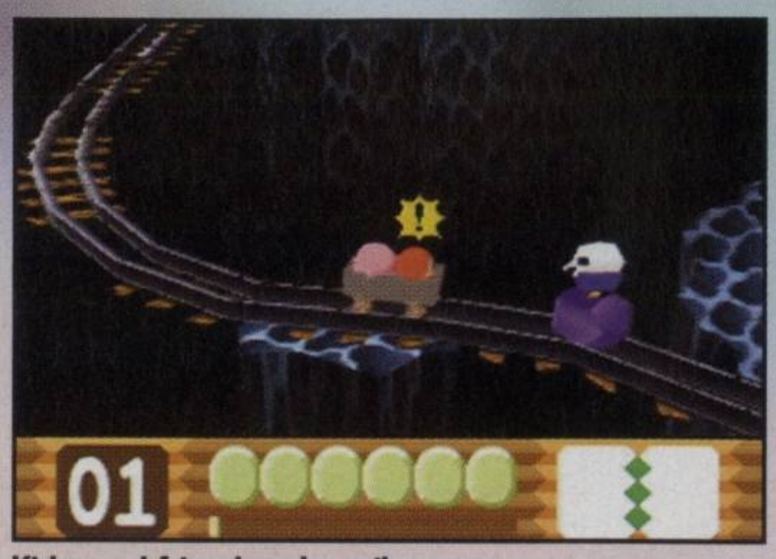
FLOAT LIKE A BUTTERFLY, STING LIKE A BEE

The controls strike the perfect balance between simplicity and precision; they're utterly straightforward, but allow for an impressive number of complex moves, jumps, attacks, and more! You'll amaze yourself with the complicated moves you can do with only the directional pad and two buttons.

Although the game looks 3D, the controls are 2D—fortunately—and this explains why they're so brilliantly simple. You need to move only left, right, and jump. You can also suck in air in order to float—but, of course, for only so long before you drop like a rock.

Kirby 64: The Crystal Shards is a must-have for anyone who craves the tense fun that only a platform jumper can provide, and for anyone who can enjoy—or grudgingly bear— the game's cute kiddie elements.





Kirby and friend go by rail.

GRAPHICS 4.0

Don't be fooled by the highly stylized, cartoonish graphics. Kirby has lots of sharp visual details, the characters move smoothly, and the 3D levels are nicely varied. Still, you may feel like you've been locked in a toddler's playroom for the weekend.

SOUND 3.5

The sound and music don't hurt your enjoyment of the game, but they don't add much, either. The music is decent and subtle enough that you can leave it on without going nuts; the sound effects, however, are mostly arcade-style beeps and chirps.

CONTROL 4.5

This game's controls are so good—simple, yet clever—that they soon become second nature. It's amazing what control you have over the little puffball as you make him do complex jumps and multiple attacks simply by moving left and right and using the A and B buttons.

FUN FACTOR 4.0

Crystal Shards pulls you in slowly and perhaps a little reluctantly. But soon you'll be completely enveloped in Kirby's weird platform-hopping world, and you won't be able to put down the controller. The auto-save makes the game a little too easy, yet some later stages are very challenging.


WHIRR, WHIRR, WHIRR, WHIRR, WHIRR, WHIRR, WHIRR, WHIRR,
by now, you know the drill.
It's addictive. It's frenetic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drillin' there is no chillin'!
Mr. Driller™
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TIME 0 07 27
RECORD 0 15 00
DEPTH 50
RECORD 5000
AIR
LEVEL 1
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Sega Dreamcast
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PlayStation

TONY HAWK'S PRO SKATER

BY DAN ELEKTRO

- Published by Crave Entertainment
- $49.99
- Available now
- Skateboarding
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	5.0

DREAMCAST GAMERS CAN now learn what Nintendo and Sony fans already know: Tony Hawk's Pro Skater rules! Sega owners will find the same killer gameplay with tweaked graphics...but no other major improvements.

The United Skates of America

For the uninitiated, Tony Hawk's Pro Skater offers radical arcade-style skateboarding gameplay—with a little practice, it's easy (and extremely satisfying) to pull off gnarly tricks like the 360 Stalefish, the Benihana, the 540 Varial, and, in Tony's case, the venerated 900. It's all the fun and excitement of skateboarding, complete with 10 professional boarders and varied locales around the country, but without the scraped knees and horrible scarring.



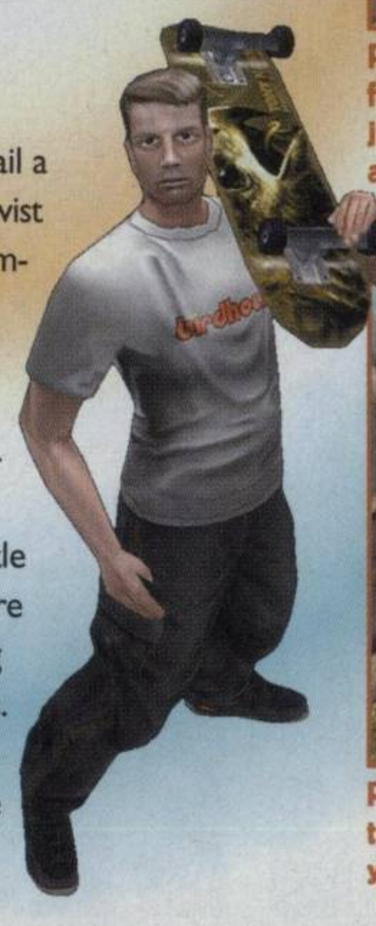
PROTIP: There are all kinds of hidden blue bonuses for using the environments in unorthodox ways–like jumping between areas or grinding on the girders and lights of Woodland Hills. Explore!



PROTIP: Combos are key to high scores. Quickly perform two tricks in one jump or land a jump directly into a grind.

The Eyes of a Hawk

Seeing your onscreen rider nail a 50/50 Grind or a Kickflip McTwist is even sweeter with the Dreamcast's hi-res graphics. All the PlayStation's levels have been re-created perfectly, but with smoother textures and excellent details. Seeing the facial features of the skaters is a little eerie because you know you're only going to wind up bashing their mugs into concrete walls.



The game's alt-punk soundtrack never gets stale—the tunes are the same ones from the PlayStation version and supply the proper extreme atmosphere for gamers who enjoy breaking the laws of gravity. The sound effects are no slouch either, from the rumble of rolling on a wooden half-pipe to the sickening thud of a concrete bail. The controls are responsive, but the finger-twisting they require doesn't jibe too well with standard Dreamcast controllers; it'll take a little while to get used to 'em.



PROTIP: When grinding on long rails, jump and link several small grinds to create a nice, long combo.



PROTIP: It's cheesy, but it works: Repeating special tricks over and over will net big points and help you obtain that Pro Score tape on each level.

McTwist & Shout

The addictive gameplay is made for sharing, thanks to can-you-top-this multiplayer modes like Horse and Graffiti Tag where two players trade off claiming areas of a level by performing their best tricks.

Yet overall, little to nothing has changed in this version of Tony Hawk's Pro Skater—and that's a good thing if you're a Dreamcast owner eager to learn what all the fuss is about. If you already have the PlayStation version, though, be warned: The Dreamcast won't offer anything new beyond a better paint job.

GRAPHICS 4.5

Sweet textures, awesome character details, and a high frame rate make the Hawk soar. The only disappointments are some questionable collision detection and the blocky spurts of blood.

SOUND 4.0

All the excellent punk tracks from the PlayStation game are here to provide an appropriately thrashy mood. Rolling-wheel sound-effects that change depending on what surface you're on are nice touches, too.

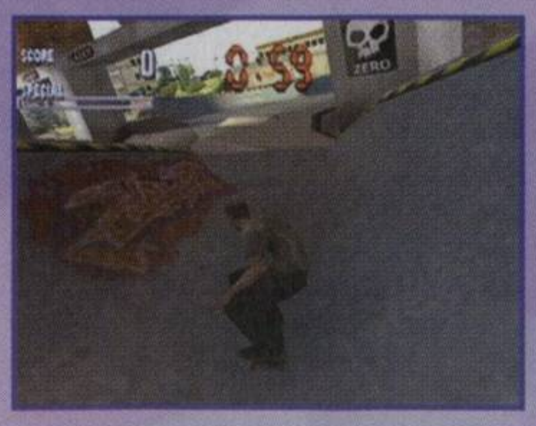
CONTROL 4.5

That pesky Dreamcast controller makes the digital gymnastics a little tricky, but that's not the game's fault—the buttons respond well and you can steer with either the analog or digital pads.

FUN FACTOR 5.0

Everything you've heard is true! Tony Hawk's Pro Skater is the best skateboarding game ever, and the wild rides hold up fine on the Dreamcast. If you already have the PlayStation version, however, there are no surprises here.

Beating Burnside



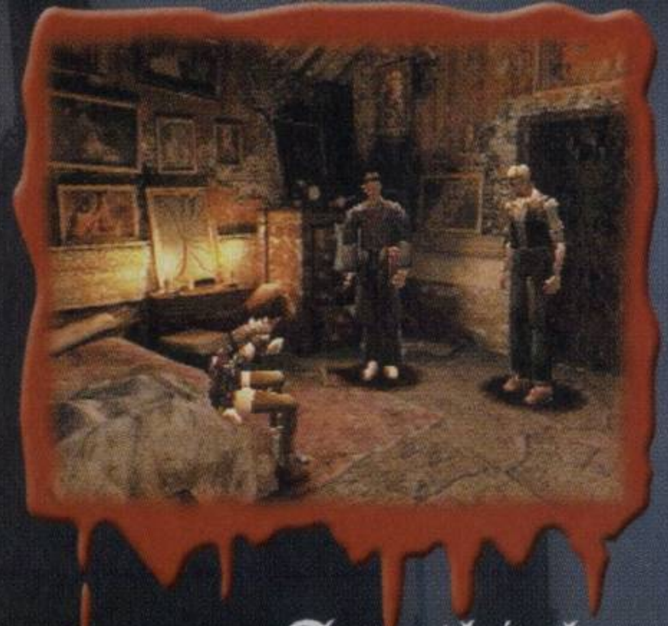
At the start of your Burnside run, crouch out of the chute and aim for the white arrows on the gray asphalt directly in front of you. Pop a simple trick in the air and come back down on the arrows.

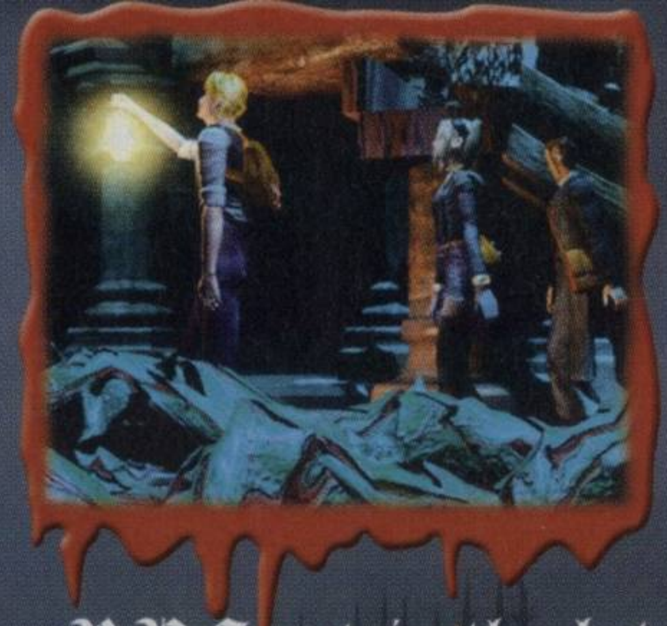


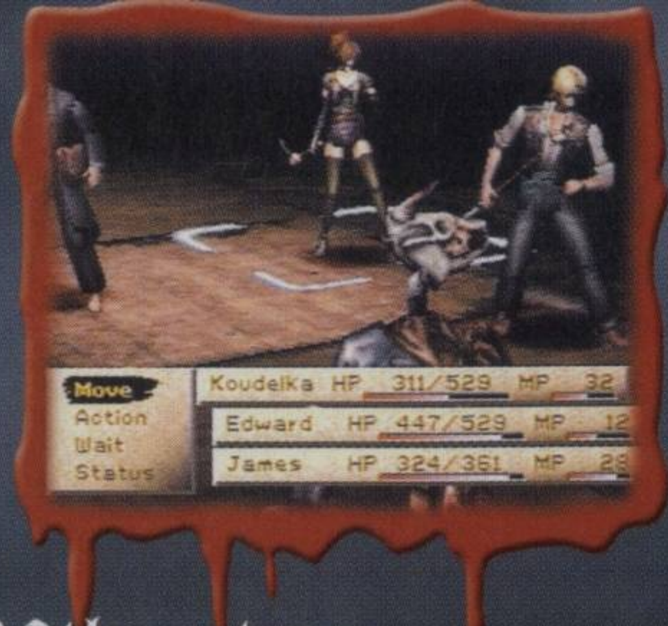
You should now be lined up to hit another gray ramp that will propel you over the bridge support. Hit a trick in the air here. If possible, aim to the right and land with a grind on the black and yellow lip.



If you're short on the jump, you can grind on the bridge. A successful bridge jump/trick/grind combo scores you 5000 to 10,000 points in the first 15 seconds. The rest is up to you...







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CONTENT RATED BY ESRB

SNK

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4 WHEEL THUNDER



BY MAJOR MIKE

- Published by Midway Home Entertainment
- $44.99
- 2 players
- Available now
- ESRB: Everyone
- Racing

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.0	4.0

MIDWAY HEADS OFF-ROAD on the Dreamcast with 4 Wheel Thunder, a high-octane racing game. Initially, Thunder comes on strong with huge tracks and several cool play options, but glaring drawbacks—especially the system for unlocking tracks—quickly catch up with it.



PROTIP: When stealing the cup from your opponent during Tag, avoid hitting them head-on. If you do, chances are your rival will be able to accelerate, hit you, and recapture the flag.

Make Them Drive Slowly

4WT hardly lacks variety. You can race on over 16 indoor and outdoor courses loaded with shortcuts as well as Boost Icons that enable you to accelerate at rocket speeds (à la Hydro Thunder). For two-player split-screen action, 4WT ranks high with consistently strong visuals that never distort or suffer from frame-rate problems. Additional two-player games add flavor—especially Bomb Race (at the end of a time limit, the driver in second place is blown up) and Tag mode (you try to steal a golden cup from an opponent by smashing into them)—and are a welcome change of pace from the standard racing scheme.

The biggest drag on the fun, however, is how difficult it is to access all the tracks. You must finish first in a race to advance to the next track, which leaves you at the mercy of a skilled A.I. Patient gamers will probably find the challenge worth the trouble; others will quickly get discouraged.



PROTIP: On the Far West track, avoid driving through the archway in the middle of the hacienda; take the ramp to the left of the arch instead.



PROTIP: Approach all rocks with caution. Hitting some stones can bring your vehicle to a dead halt and give other drivers an opportunity to pass you.

The Final Lap

4WT's speedy visuals keep races fresh and exciting. The high frame rate remains consistent and tracks are loaded with details, including running waterfalls and cheering patrons. Unfortunately, the generic, grinding rock tunes and weak sound effects don't enhance the racing mood. The controls are decent and vary depending on the car you choose.

In the arena of off-road Dreamcast racing, 4WT is the current champion—but keep in mind that its only competition is Hardcore Heat. Patient and determined gamers looking for a steep challenge will surely find it in 4WT, but casual drivers should stick to a rental.

NIGHTMARE CREATURES II



BY UNCLE DUST

- Published by Konami
- $44.99
- 1 player
- Available now
- ESRB: Mature
- Action/adventure

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	3.0	4.5

NIGHTMARE CREATURES II combines horrific visuals and haunting sound effects with gore-filled action to create one hell of a wild ride.

S'MORE GORE

The first Nightmare Creatures came out when the PlayStation was considered next-generation hardware; with the sequel, it's the Dreamcast's turn to showcase next-gen blood and guts. You take on the role of Herbert Wallace, who has to hunt down Crowley—part madman, part demon—in order to put an end to his evil plans for world domination. To find Crowley, you'll travel from London to Paris hacking away at hordes of horrible monsters with your handy axe. Sounds like a good time, right? Right.

Nightmare Creatures II has stunning visuals, including ultra-realistic textures and eerie lighting effects that look spectacular on the Dreamcast. The animation, however, is the same as the PlayStation version's—a bit jerky—and the collision is still very sloppy at times. The game's soundtrack is topnotch, mixing a creepy musical score, rocking tunes composed by Rob Zombie, and disturbing sound effects to keep you right in the middle of the horror.



PROTIP: Make sure you take a hack at everything in the environments; you never know what might break and give you a much-needed power-up.



PROTIP: When fighting these bat creatures, defend yourself until they're within reach, then swing away—and don't stop until they're dead.

DISMEMBERS ONLY

The control is awkward, however, because switching between Exploration and Battle modes is a pain, causing frustration throughout—but, thankfully, not enough to ruin the fun of the game. While the visuals are certainly more impressive than the PlayStation version's, the Dreamcast version of Nightmare Creatures II remains otherwise almost identical—which is a good thing, because the PlayStation Nightmare Creatures II is a great game.

► PROTIP: Wait for this big monster to beat on the ground, then attack him with a combo, retreat, and defend. It's the best way to avoid taking serious damage.



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DRACONUS: CULT OF THE WYRM



BY DAN ELEKTRO

- Published by Crave Entertainment
- $49.99
- Available now
- Action/adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	3.0

DRACONUS: CULT OF the Wyrm showed promise in its preview version. Unfortunately, that promise is unfulfilled, resulting in a mediocre action/adventure game with confusing controls.



PROTIP: Since nasties like to hide–and strike–around corners, it's best to enter new rooms with your guard up.



PROTIP: Avoid fighting in close quarters–draw your enemies out into open areas for melee combat.

Mediocre Times

Made by the same folks who created Die by the Sword (and sharing some of that game's characters), Draconus puts you in the boots of either a sword-swinging male or a magic-friendly female through 15 levels of free-roaming fantasy adventure—standard "chosen one saves the land" hero stuff.

The downside of nonlinear levels that let you go anywhere is that, inevitably, you wind up going everywhere—there's too much walkin' and not enough killin'. Once you do finally find a fight, the slow, detailed combat system proves difficult to learn (let alone master), and most players will find themselves swinging wildly. That matches the frenzied movement of the camera—players will easily get dizzy, which makes close-quarter battles nearly impossible to win.

The graphics sport lush textures, but enemies and weapons tend to poke awkwardly through walls and doors. The lead male's strange, overly long, rubbery legs make the running animation look patently unnatural, too. Celebrities George Takei and Tony Jay lend their golden throats to the production, yet most of the beast voices are corny. Unsurprising medieval music and some nice ambient sound effects round out the audio.

Boryng

In the end, Draconus: Cult of the Wyrm could have (and should have) been more engaging. Limitless continues and user-defined respawn points are nice, but the long treks and clunky controls make Draconus needlessly frustrating and tiresome. G



PROTIP: Keep strafing during battle and keep your guard up whenever you're not attacking–especially against bosses.

GAUNTLET LEGENDS



BY DAN ELEKTRO

- Published by Midway Home Entertainment
- $44.99
- Available now
- Action
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

DON'T WRITE GAUNTLET LEGENDS off as just another port of Midway's coin-op hit. Sure, it faithfully re-creates the arcade experience, but with some delicious Dreamcast-only twists that will make the game feel fresh to veterans.



PROTIP: Save the gold you earn in each level for permanent character boosts, like Armor, Speed, Strength, and Magic upgrades.

Eight Is Enough

The battle against the demon Skorne rages on as gamers choose one of eight characters (twice as many as in the arcade original) to fight evil in classic hack-n-slash fashion. Those four new characters, as well as the two-player combo attacks, are upgrades borrowed from Gauntlet's new arcade sequel, Dark Legacy, and the Dreamcast is the only home console to obtain these extras. There are other tweaks too, including redesigned levels that start out familiar but quickly travel to new territory, as well as special new Legend Weapons for boss battles.

Everything else has made the journey from the arcade intact: all the original sound effects and heroic music, all the lush graphics (thank you, Dreamcast), all the crisp controls. In fact, while they're not programmable, the controls seem sharper here than they did in the arcade.



PROTIP: When fighting hordes, take advantage of the terrain–such as these boulders in the Cliffs.

Running the Gauntlet

The key to the Dreamcast port is, well, the Dreamcast's controller ports—four players can jump into the same game, making this a killer cooperative title and a superb rental. Yeah, it's less challenging when you can keep pressing Start to continue, but it's no less fun—Gauntlet Legends is one of those mostly mindless multiplayer games that you can enjoy while still having a conversation with your friends. With all the hidden stuff and the reworked sections, Gauntlet Legends on the Dreamcast feels as fresh as a newly minted quarter. G



PROTIP: Unlike in real life, Death won't bother you unless provoked. If you're out of magic, leave him alone.



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Animated Violence
Animated Blood and Gore
Strong Sexual Context

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BY JAKE THE SNAKE

- Published by Sega
- $39.99
- Available now
- Action
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

魔剣X -MAKEN X-

MAKEN X IS a unique first-person sword-fighting game with all the fast-paced, thumb-twitching action of a 2D fighter or platformer. It shows that with the Dreamcast's horsepower, you don't need to stick with side- or top-view games to achieve button-mashing bliss.

Borrow My What?

In this game's surprisingly intriguing story, Maken X is an artificially intelligent sword—yes, sword—that melds minds with a 16-year-old girl named Kay. You'll progress through 20 levels, from Hong Kong to Moscow to London to Athens, by inhabiting (or "brain-jacking") up to 13 people, each with their own attributes, weapons, and special attacks.

The diverse levels are flawlessly detailed, and the many enemies are beautifully animated and nightmarishly bizarre. Yet the game runs smoothly at 60 frames-per-second, allowing for split-second timing when you trade blows with the enemy. Plus, the sound effects give strong support to the graphics, and the music kicks in only when appropriate. The dialogue and voice-acting, however, feature mostly silly, subpar performances.



PROTIP: Lock on to red skating menaces. Keep 'em in sight and attack as they lunge.

Thrust, Parry, Dodge, Spin...

Maken X makes no pretense of being a swordfighting simulator, and its controls are simple. It can be challenging, though, and some gamers may be frustrated by the lack of a mid-level game-save feature. But that fits with the arcade-style gameplay, and, fortunately, replaying a level to beat a tough boss is not overly tedious despite occasional urges to whip your controller across the room.

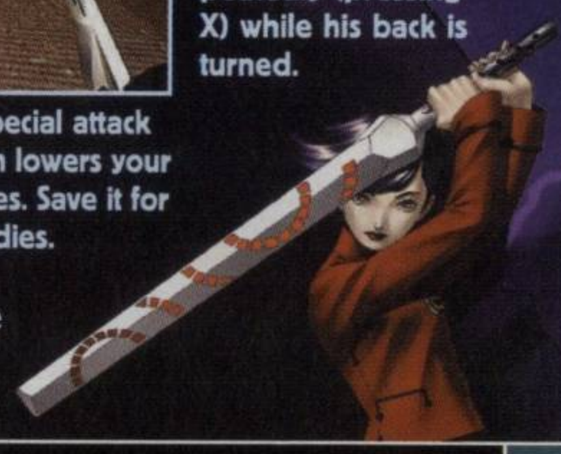
While this game doesn't fit neatly into any category—action, fighting, adventure, or role-playing—anyone who likes the idea of a pulse-pounding, arcade-style slasher with sweet graphics will enjoy hacking it up with Maken X.





PROTIP: Don't waste your special attack (press, hold, release X), which lowers your health, on sword-wielding foes. Save it for multiple rocket-shooting baddies.

PROTIP: To defeat the boss in the Moscow level, lock on to him (press Y) and get close. Before he swings—he'll groan first—jump over him and whack him repeatedly (pressing X) while his back is turned.





BY AIR HENDRIX

- Published by Interplay
- $49.99
- Available now
- Action/adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	3.5	3.0

MDK 2

DESPITE CRITICAL ACCLAIM, the first MDK wasn't exactly a bestseller, but Interplay still boldly decided to give the franchise another chance. While MDK 2 boasts lush, fantastical graphics that maintain the series' trademark stylishness and humor, it sadly neglects a key ingredient of the original MDK: the fun.

uncle! uncle!

In MDK 2, those wacky, reluctant heroes return to prevent aliens from strip-mining the Earth. This time, though, you play as all three characters: Max, the gonzo six-legged dog; Kurt, the stealthy sniper; and Dr. Hawkins, the brains-not-brawn mad scientist. With that trio under your command, a slew of aliens to slaughter, and some promising platform/adventure puzzles to solve, MDK 2 should be a blast, right?

Wrong. The line between challenging and frustrating is a fine one, but MDK 2 falls squarely into frustration's territory. Right from the start, completing the puzzles and winning the battles requires mind-numbing repetition, and the obstacles feel unfair, not fun. You'll be pleading for mercy before the first boss, and few gamers will have the stamina to stick with it.



PROTIP: When blasting through Max's levels, keep four weapons equipped—there are plenty of weapons around, and firepower is the way to survive.

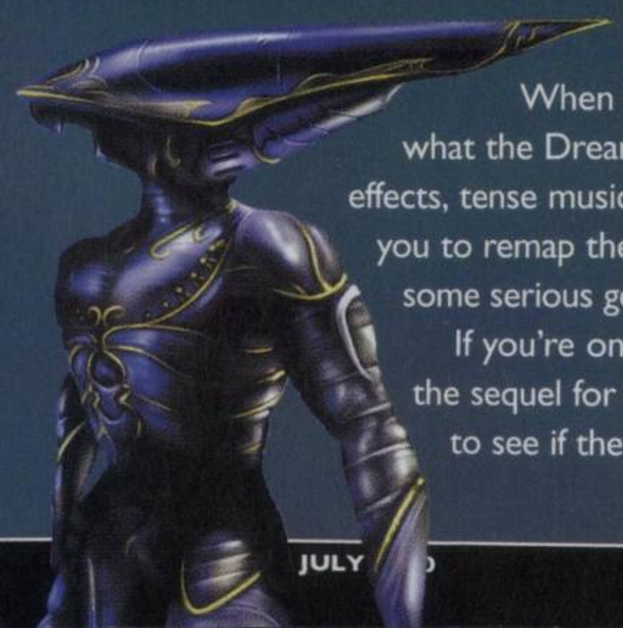


PROTIP: To advance across these platforms, put Kurt on the edge and aim a mortar round as high as it will go. Follow the "shot" camera and readjust/repeat until one clanks through the opening.

eye candy

When it comes to graphics and sounds, however, MDK 2 shows what the Dreamcast is capable of with gorgeous environments, slick special effects, tense music, and thunderous weapons fire. But the controls won't allow you to remap the button configuration, and the tricky default setup requires some serious getting used to. It's all good once you get in the groove, though.

If you're one of the few who loved the first MDK, definitely check out the sequel for old times' sake. But most gamers should rent before they buy to see if they have the patience and stamina needed to tackle MDK 2.

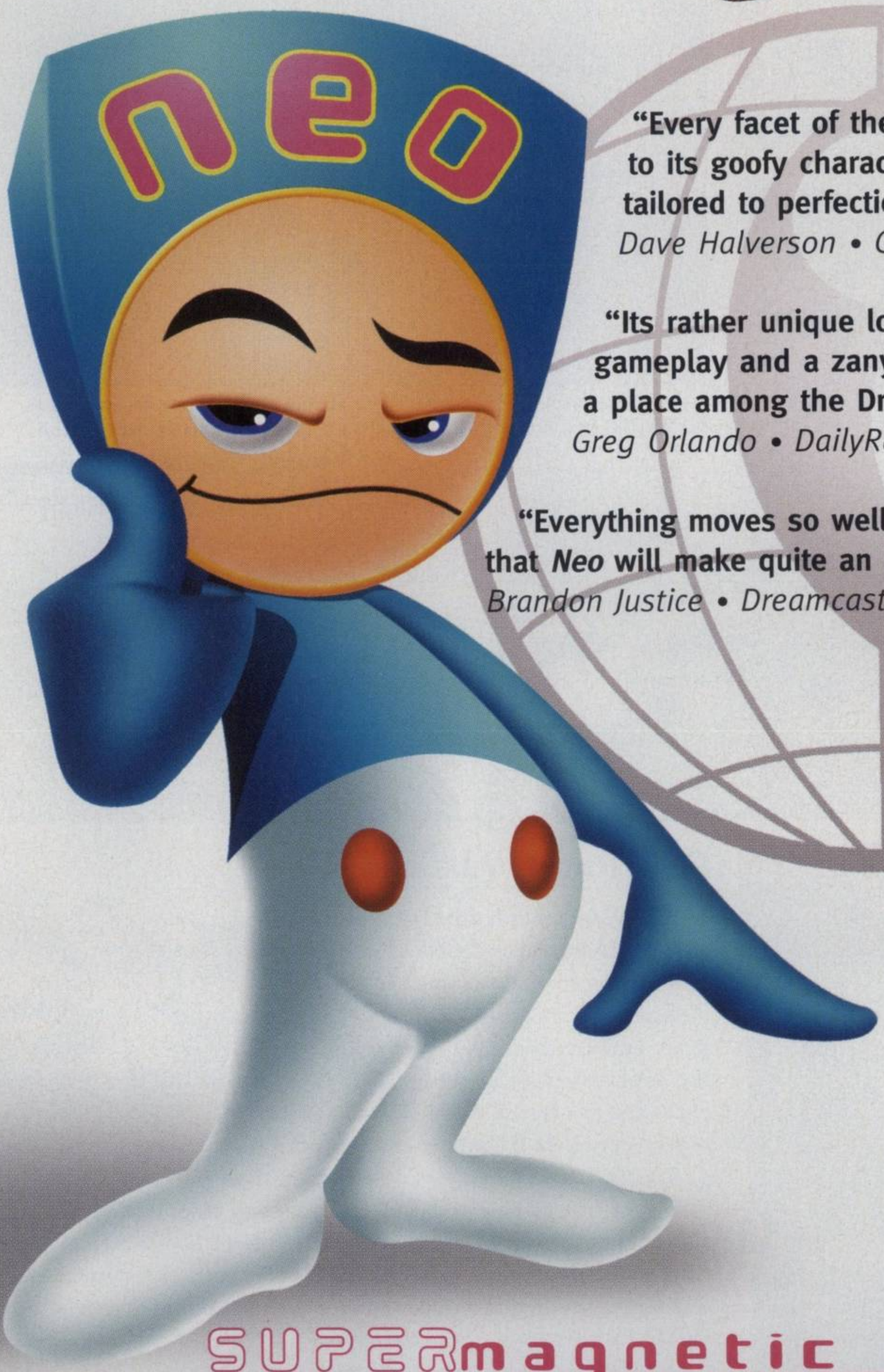




▶ PROTIP: Circle-strafing is MDK 2's most important combat skill. Hold X or B to strafe and use the analog joystick to keep your fire centered on an enemy while evading theirs.

When you have a magnetic head, you're going to attract trouble.





"Every facet of the game, from its zany appearance to its goofy character designs and nutty score, is tailored to perfection. Rating: A-"
Dave Halverson • Gamers' Republic

"Its rather unique look and feel, combined with solid gameplay and a zany cast of characters... ensure *Neo* a place among the Dreamcast's elite."
Greg Orlando • DailyRadar.com

"Everything moves so well, and the worlds are so full of color that *Neo* will make quite an impression on anyone who sees it."
Brandon Justice • Dreamcast.IGN.com



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Sega Dreamcast.

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NASCAR 2001



BY AIR HENDRIX

- Developed by Black Box
- Published by EA Sports
- Target release date: Fall 2000

FIRST LOOK

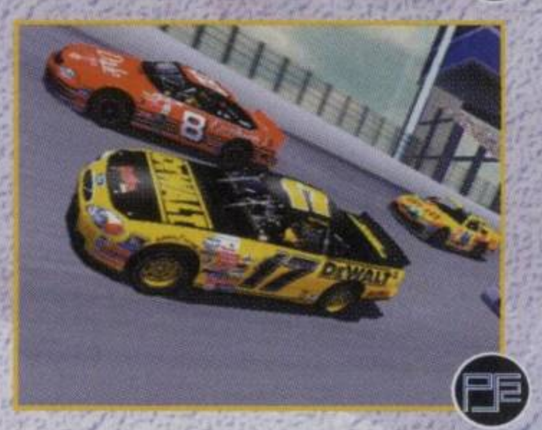
PlayStation PlayStation 2

PlayStation 2 Power

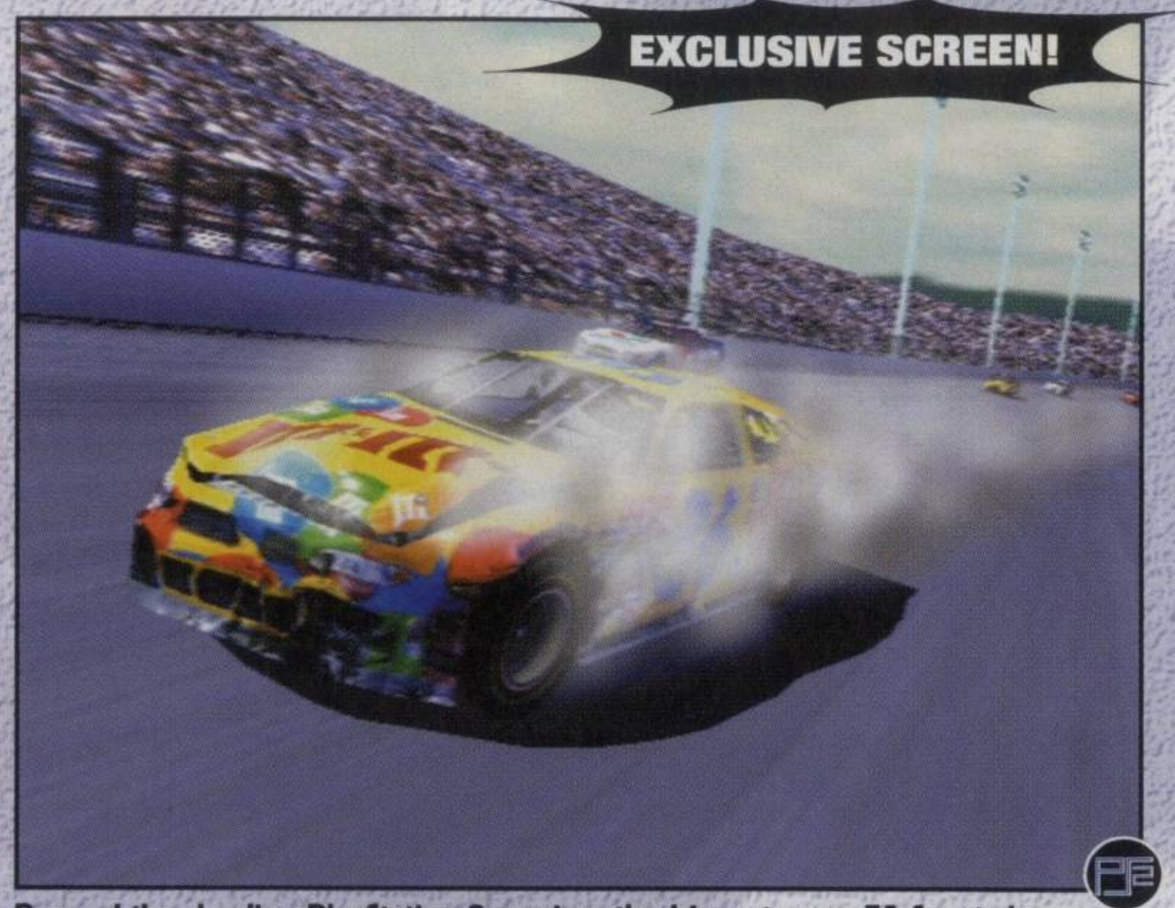
While EA Sports will release all of its marquee titles on the PlayStation 2 this fall, NASCAR 2001 for the PS2 is the first to see the light of day—and these early screens are eye-catching enough to make any racing fan's mouth water. The sleek car models sport an impressive level of detail down to the drivers' helmets, and even the tracks look sharp.

But EA didn't just focus on the graphics. With a new developer on the job (Black Box, the creator of NHL 2K), both versions of NASCAR 2001 will utilize brand-new physics, graphics, and commentary engines that EA reports will improve the game's style, car handling, and competition. A.I. drivers will now behave like their real-life counterparts—for instance, Dale Earnhardt will dive low through the corners, and so on.





EXCLUSIVE SCREEN!

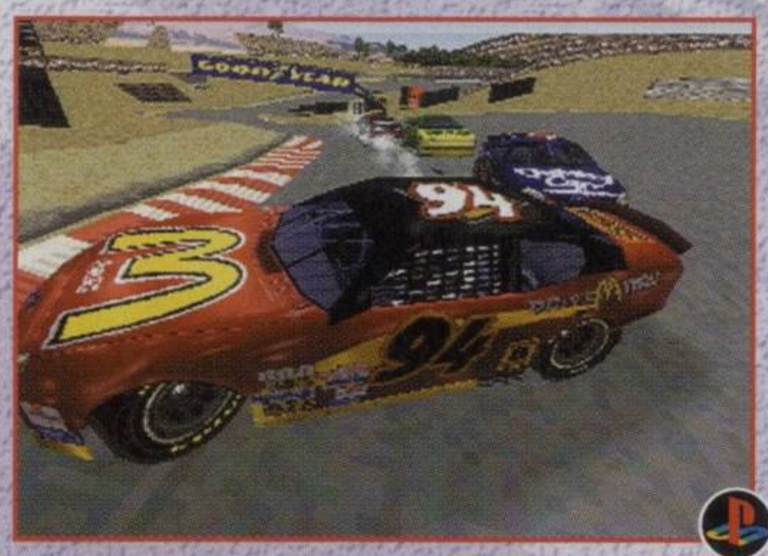


Beyond the dazzling PlayStation 2 version, the biggest news EA Sports has for NASCAR fans is that Daytona will finally grace the game's track lineup!



EXCLUSIVE SCREEN!



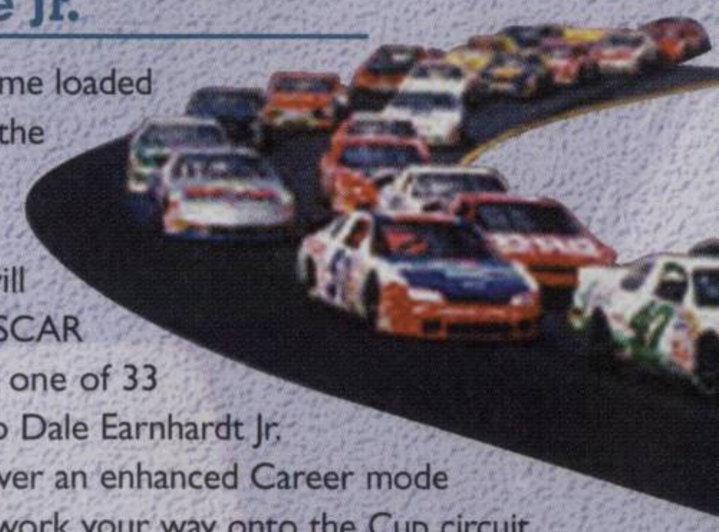








Dale Jarrett Vs. Dale Jr.

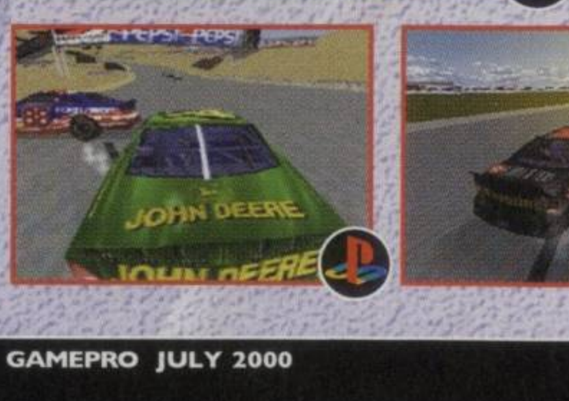


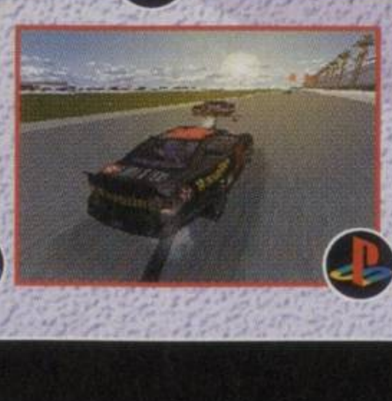
EA's NASCAR series has always come loaded with pro drivers and tracks, but for the 2001 version, the biggest race of them all will finally appear in the game—the Daytona 500. Players will also be able to tackle 17 other NASCAR tracks and five fantasy tracks with one of 33 drivers, ranging from Dale Jarrett to Dale Earnhardt Jr.

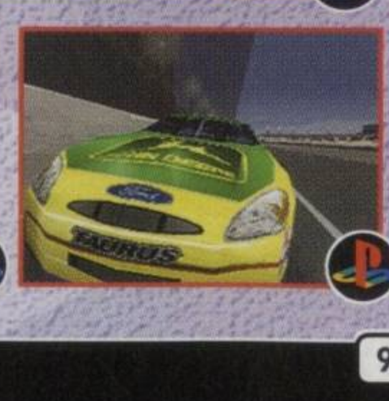
The PlayStation version will deliver an enhanced Career mode where you start off as a scrub and work your way onto the Cup circuit, earning sponsorships as you go. Both versions will have a create-a-driver feature, day/night racing, racing legends like Richard Petty, customizable seasons, split-screen action that includes a two-player Season mode, and in-depth options for adjusting your car and the game's difficulty level. As long as it all comes together smoothly, NASCAR 2001 looks like one of the fall's top racing prospects.

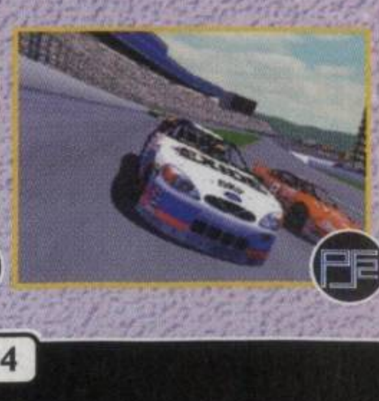




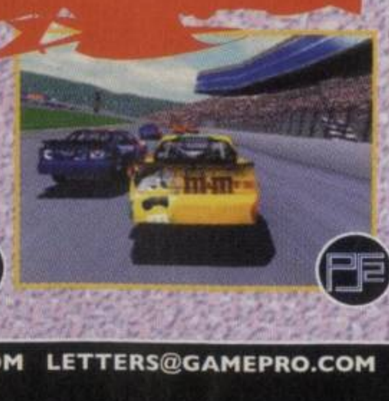












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NFL GameDay 2001



BY LAMCHOP

- Developed and published by 989 Studios
- Target release date: August

FIRST LOOK

PLAYSTATION

AH, SUMMER. THE sun is shining, the birds are chirping, the bones are crunching. So what if the football season is a couple of months away? The folks at 989 are already hard at work on NFL GameDay 2001.

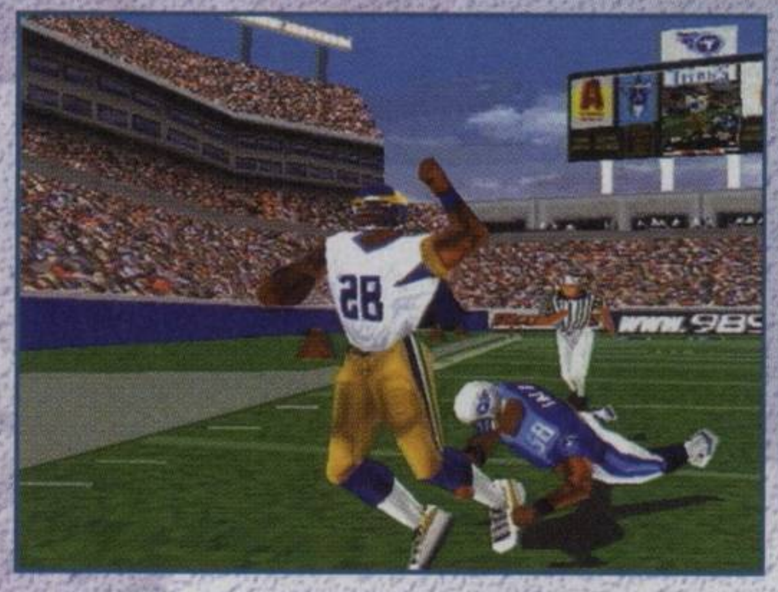
GD2K1 will feature new graphics, realistic stadiums, and updated player models with accurate heights, weights, and body styles. But eye candy alone won't make a game, so 989 has gone to NFL stars like Terrell Davis, Mike Alstott, Charles Woodson, and 14 others for 200 new motion-captured moves and for help with creating a realistic A.I. You'll also be able to call plays from authentic NFL playbooks, while new touches—like the ability to break tackles on a second effort and make tiptoe catches on the sidelines—will definitely enhance gameplay realism. You can look for NFL GameDay 2001 to kick off when the new football season comes rolling around.

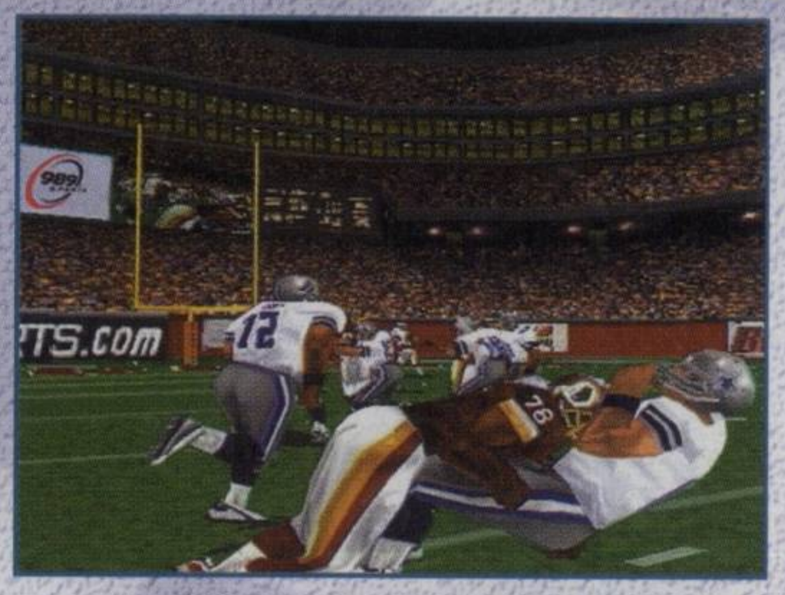












Mario Tennis 64



BY LAMCHOP

- Developed by Camelot
- Published by Nintendo
- Target release date: To be determined

OVERSEAS PROFILE

NINTENDO 64

TENNIS ANYONE? MARIO and the gang are poised for a volley of overhead smashes when Camelot, the developer of Mario Golf, brings the four-player Mario Tennis 64 to the N64. MT64 will take the same cartoony approach as MG did, and the gameplay is promised to be intuitive and easy enough for even the most novice of gamers.

From the look of things, the entire crew is here: Mario, Luigi, Koopa, and the rest. Making his debut in the N64 world will be the wicked Waluigi—evil Wario's brother and Luigi's archrival. He's been waiting for a chance to show up Luigi, and what better way than with an onslaught of aces?

Though there aren't any plans to bring MT64 to the U.S., it's probable that the success of Mario Golf will persuade Nintendo to export it. Better brush up on that backhand and cross your fingers—Mario Tennis 64 may make it to your court after all.





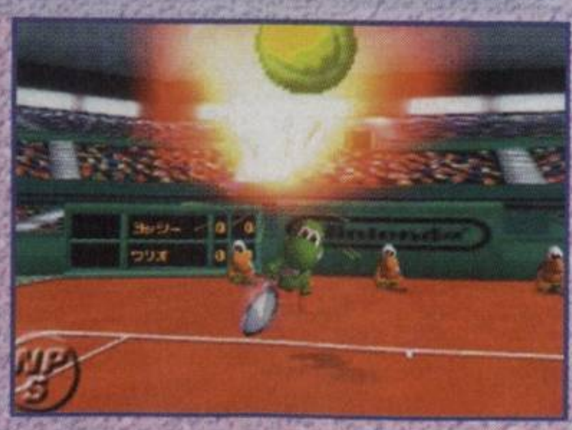












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BY FOUR-EYED DRAGON

- Published by Sony Computer Entertainment America
- $39.99
- Available now
- RPG
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

PLATFORM
PlayStation

WILD ARMS 2

THE LONG-AWAITED sequel to Sony's surprise '97 RPG hit is finally here—and fans of the original won't be disappointed. Combining a deep story with simple controls, Wild Arms 2 is a noteworthy adventure for the PlayStation.

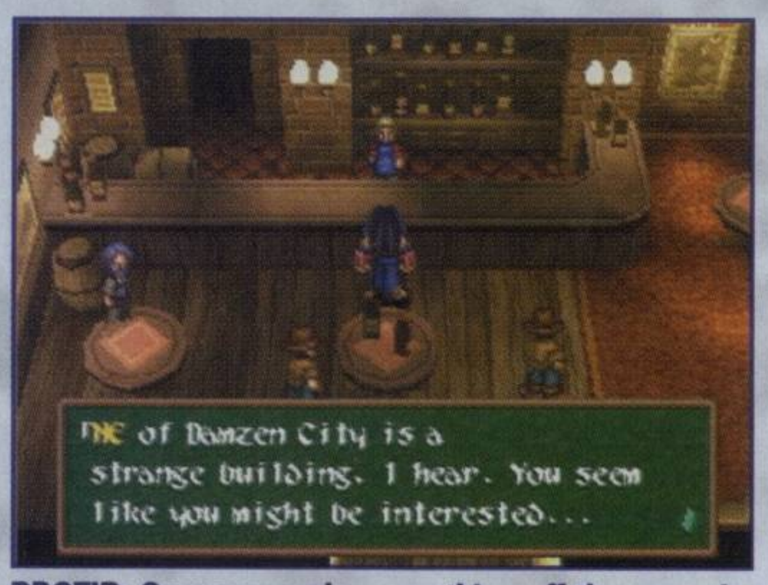
A World Endangered... So What Else Is New?

Wild Arms 2 puts you in control of three heroes who have been chosen to unite the people of the planet in order to save the familiar world of Filgaia from an evil force. As the journey progresses, you'll find that your role as hero is muddled by your missions, and the people you meet will always have ulterior motives.

As in many RPGs, you can upgrade your characters' skills by gaining points that build their strength, offense, defense, fighting ability, and magic points. What's unique to WA2, however, is that each character has a Force Power—and, if used correctly, it enables them to apply special abilities that inflict huge amounts of damage on their enemies.



PROTIP: During battles, you'll generally receive more experience points if you attack the boss's arms and legs first, then hit the main body last.



PROTIP: Once you order something off the menu in the Damzen City saloon, the barkeeper will give you valuable info.



PROTIP: During Lilka's training in the Millennium Puzzle, set the columns at these heights.

What's on the Menu Today?

The game showcases a simple interface that makes navigation and fighting easy. An uncomplicated menu lets you almost effortlessly check the status of your party, organize your inventory to suit your preferences, and choose a favorite battle stance. Even during turn-based fights, the method of determining how to deal with your opponent (i.e., choosing a weapon or magic spell, retreating, or using an item) is clear, without the complex menu-driven options found in other RPGs.

Wild Arms 2's graphics aren't innovative, but are nevertheless fitting for a traditional RPG—veterans of the first Wild Arms will immediately recognize the 3D sprites and the colorful world of Filgaia. The same can be said about the soundtrack: While the music isn't finely tuned to move your emotions, it's adequate for the game's involving story.

Taming the Wild

Wild Arms 2 returns to the classic role-playing style where story and character-building are at the heart of the gameplay. While it doesn't offer anything new to the genre, it's still worth every minute of playing time.

Wild Arms 2 tells a captivating tale of the world Filgaia...

...that can easily be related to real life on this planet.



PROTIP: Turn on all the terminal switches in the Varukisas so you can operate the computers.



PROTIP: Switch around the various Combine powers to see who can utilize them best.



PROTIP: Because Tim isn't a hard hitter when you first control him, have the young hero use defense to build up his Force Power.

GRAPHICS 4.0	SOUND 3.5	CONTROL 4.5	FUN FACTOR 4.0
They're just 3D sprites with nothing very innovative to offer—but a huge world to explore, plenty of people to meet, and colorful towns to wander through boost Wild Arms 2's visuals to a decent level.	Simple tunes set the backdrop in each area of Filgaia, but there are no voice-overs and the sound effects aren't stellar. Nevertheless, the game's soundtrack keeps things moving at the right tempo.	Easy-to-use menus will help you have a smooth adventure. Battles are simple to control, and navigating your way through Wild Arms 2's vast world is a cakewalk.	Many gamers, especially old-school role players, will enjoy Wild Arms 2's involving story line—there's much to learn about humanity and the world we live in through this adventure. A worthy sequel, and fun to play.

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PLATFORM
Dreamcast

遠い約束 EVOLUTION 2
FAR OFF PROMISE



BY FOUR-EYED DRAGON

- Published by Ubi Soft
- $39.99
- Available July
- RPG
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	3.5

FOLLOWING THE LUKEWARM response to what was dubbed the Dreamcast's first RPG, Ubi Soft is giving it another go with Evolution 2: Far Off Promise. Sadly, this sequel offers nothing new except a few graphical and audio enhancements—features that don't warrant a high Fun Factor.

The story continues from where the first Evolution ended; Mag is called upon to help the town of Museville recover ancient artifacts for its museum. From the start, you'll have control of the original cast: Linear, Gre, Chain Gun, Pepper Box, and, of course, Mag.

Like its predecessor, Evolution 2 is filled with bright, colorful visuals. Turn-based battle sequences dazzle the eyes with fiery explosions and mysterious spells. Voiceovers have been added to make the soundtrack even more enjoyable, while the standard easy-to-use menu system provides the same simple navigation and itemizing as in the original.

Fans of Evolution won't be disappointed with this vivid world that's full of familiar faces and tactics. Yet, as in the first Evolution, the gameplay is geared for younger adventurers—hardcore role-players will want to hold out for a deeper story and greater challenge.



PROTIP: Learn Linear's Serious First Aid spell as soon as possible. It's better than using items that let you regain health for all party members.



PROTIP: Chain's skills include hard-hitting attacks against multiple enemies. She is always an asset to the group.

PLATFORM
Dreamcast

INDUSTRIAL-SPY
Operation Espionage



BY UNCLE DUST

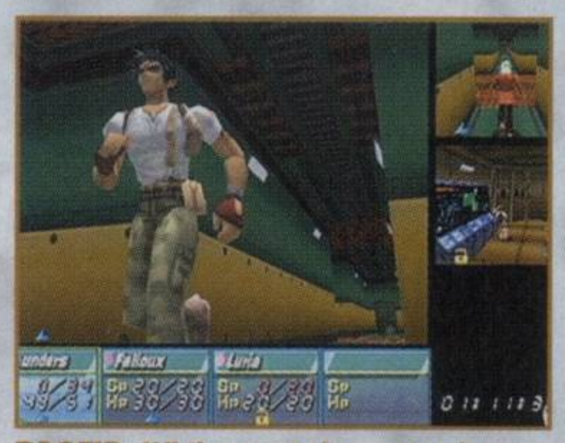
- Published by UFO Interactive
- $49.99
- Available now
- RPG/adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	2.0	2.5

INDUSTRIAL-SPY OPERATION ESPIONAGE puts you in control of a group of high-tech corporate raiders who sell their skills to the highest bidder at a time when governments are in chaos and big business rules the world. The game blends real-time-strategy elements with role-playing gameplay as you lead a team of up to four agents through 10 missions that range from grand theft to kidnapping. It's an intriguing idea, but Spy lacks the gameplay to make it all worthwhile.

Character design is anime-influenced and fairly sharp, though the levels look pretty much alike—very sparse. The sound is simple and almost immediately annoying as agents constantly spew one-liners about their progress.

The menu system and character-navigation controls are neither intuitive nor exact. Missions involve wandering through rooms and disarming traps until you achieve your goal—but you'll spend more time waiting for your characters than controlling them. Spy's story line could've carried it far, but control problems and incredibly slow gameplay waste the concept.



PROTIP: While most characters have one specialty, Saunders' skills are balanced. Build him up and use him on every mission to compensate for the weaknesses of the other characters.



PROTIP: In the Berlin Institute of Technology mission, place Archangel at the northernmost insertion point (#3) so he can quickly hack the alarm system, giving the rest of the agents access to the whole building.

PLATFORM
PlayStation

RHAPSODY
A Musical Adventure



BY JAKE THE SNAKE

- Published by Atlus
- $44.99
- Available now
- RPG
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.5	4.0	3.5

RHAPSODY: A MUSICAL ADVENTURE is a charming game that will entertain casual role-playing gamers with its lighthearted fairy-tale story and its many traditional RPG elements. Veteran role-players, however, will find it unsatisfying.

You play as Cornet, a young country girl who dreams of marrying the dashing Prince Ferdinand. In your quest to rescue the prince from an evil witch, you'll explore towns, caves, dungeons, and more. You'll also gain up to 16 companions and obtain numerous spells and potions.

The towns look great, but the rest of the scenery and the characters are plain and outdated. Moreover, despite the game's name, you'll want to turn down the repetitive music and bland sound effects. The fighting system and controls are fine, yet the fights are too easy and become boring once you've built up some experience.

If you're a beginner looking for an RPG, Rhapsody hits all the right notes; if you're a serious dungeon hack, it'll leave you wanting much more.



PROTIP: Unless you can reach your enemy on your first move, let them come to you so you can strike first.



PROTIP: Talk to townspeople a second time after completing a sub-quest. They may have something new to say.

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BY PRINCE PAUL

- Developed and published by Nintendo
- Target release date: Available now (Japan); Fall 2000 (U.S.)

OVERSEAS PROFILE

NINTENDO 64

The Legend of Zelda: Majora's Mask



Link seeks his beloved horse Epona and tries to save a dying world in this next chapter of the Zelda series.

Through a Dark Mirror



Link's adventures will continue in this latest installment of the Zelda series. Brashly trying to rescue his beloved horse Epona and recover his magical Ocarina, which was stolen by a masked stranger in a chance encounter, Link follows the stranger into an alternate land of Hyrule—which, he soon learns, will be destroyed by a falling moon in three days. This world, while similar to Link's home in many ways, has some strange differences, the greatest being the power of masks. By wearing a mask, Link can transform into a particular creature with unique abilities and powers.



The gameplay of Majora's Mask emphasizes time. You'll have three game days to save the world and rescue Epona, with each day lasting 12 to 15 minutes of real time. The key to the game is to recover Link's Ocarina first so you'll have the power to return to the start of the first day, which is also the method by which you save your game.





A Kitchen Sink of Abilities



The controls will resemble Ocarina of Time's and add new tricks courtesy of the various forms Link can adopt. Every incarnation Link takes on will imbue him with unique attacks and abilities, like the Water Bubble shot as a Decca Scrub, which is the first form Link transforms into.

The graphics will be boosted by the mandatory Expansion Pak, which will enable you to see more enemies and greater complexity in the dungeons and backgrounds. The overall polygon and texture detail hasn't changed much from Ocarina, though.





The Adventure Continues

Much of the gameplay in Majora's Mask's will remain unchanged from the first Zelda 64, so veterans will be able to jump right in. The element of time, though, will add a whole new twist, along with all the diverse abilities of the various masks. Already a hit in Japan, the much-anticipated return of Link to consoles promises to be just as engrossing as its predecessor. Stay tuned to *GamePro* for more info!



For more info on The Legend of Zelda: Majora's Mask, go to gamepro.com!













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Phantasy Star Online

BY FOUR-EYED DRAGON

- Developed and published by Sega
- Target release date: Winter 2001

FIRST LOOK

DREAMCAST

SEGA IS PROMISING to make the next Phantasy Star game a quest players will never forget. Slated to take advantage of Sega's online extravaganza that starts this fall (see "NetPro," this issue), PSO will return role-playing enthusiasts to the familiar medieval world of Phantasy Star where you'll be able to meet and play with fellow adventurers from around the world.



The entire game will emphasize online gameplay—this isn't a sequel so much as an extension to the popular series where, once finalized, up to a thousand people will be able to play on a single server. After logging on, you'll be able to create your own quest; then, if you want, you can seek out people with similar goals and objectives to join your party. With a maximum of four people in one group, you'll be able to communicate with each other through preset messages that will be built into the game. The RPG realm has never sounded more phantastic!















Final Fantasy IX

BY FOUR-EYED DRAGON

- Developed by SquareSoft
- Published by Square EA
- Target release date: Winter 2000

OVERSEAS PROFILE

PLAYSTATION



EXPECTED TO APPEAR in Japan this July, the next installment in the Final Fantasy series is going back to the worlds of IV and V. Highlighting the story will be the return of the Black Mages and other familiar characters—as well as the "Crystal," which is considered the origin of this popular cycle. In FFIX, you can anticipate Square's patented, astonishing full-motion videos and its traditional deep story lines to come together in the conclusion of one era of the Final Fantasy saga.

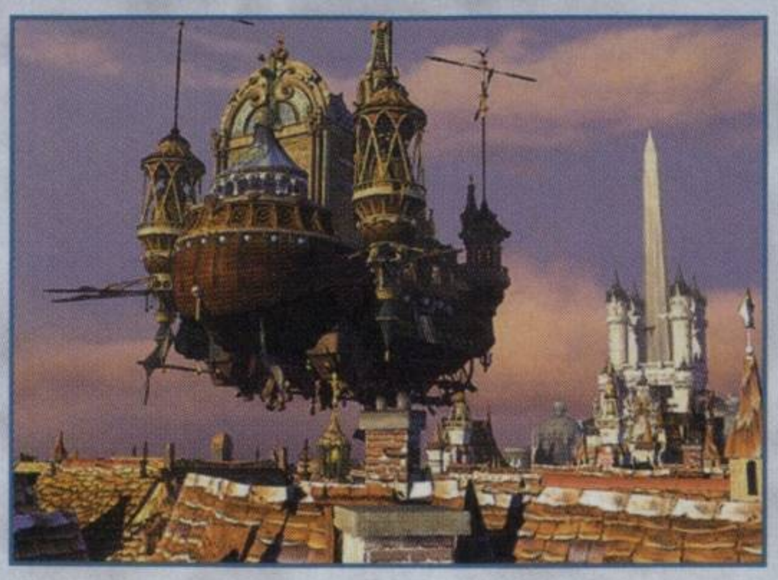
















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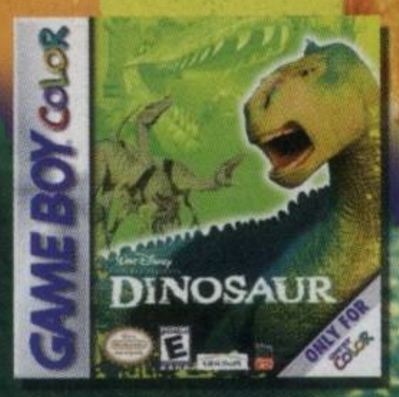
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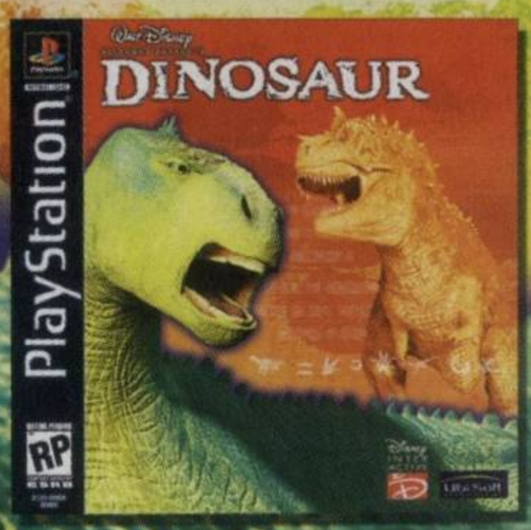
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Chrono Cross



BY UNCLE DUST

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

FIRST LOOK

PlayStation

SQUARESOFT CONTINUES TO lead the RPG pack with a stellar lineup of upcoming titles, including Chrono Cross, the sequel to the SNES game Chrono Trigger. This multiple-scenario adventure will contain endings that vary depending on which path players choose. The story will take place 20 years after the first game and will be told through CG cinemas produced by the same team that did the cut-scenes for Final Fantasy VIII. Chrono Cross promises to be a unique role-playing game, featuring a new no-wait battle system, which means no experience points or unwanted random fights. Keep your fingers crossed until August.











Threads of Fate



BY UNCLE DUST

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

HANDS-ON

PlayStation



SQUARESOFT'S THREADS OF FATE is an RPG that will deliver two unique story lines in the same game as players choose to be either Rue, a quiet orphan boy, or Mint, a spunky princess. Both characters begin a similar quest to find an ancient relic—but for very different reasons. Gameplay in Threads will vary between the personages: One will use shape-shifting abilities while the other will cast magic spells during the real-time battle sequences. The game's graphics and controls were solid in the preview version, and the fast gameplay and unique story structure could make Threads of Fate a very memorable RPG.









Summoner

Exclusive Screens!



BY UNCLE DUST

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

FIRST LOOK

PlayStation 2



IN SUMMONER, A real-time party-based RPG from THQ, you'll use your power to summon demons to aid you in your battle to save your kingdom from certain destruction. This PlayStation 2 adventure will feature hi-res character graphics along with realistic lighting and special effects—apparently unlike anything you've seen before in a console RPG. The development team at Volition looks to use the capabilities of the PS2 to create an enormous, engrossing world, and hopefully to make a U.S.-developed console RPG that can go toe-to-toe with the big boys from Japan. Check out these exclusive *GamePro* screens to see for yourself.







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CONTENT RATED BY ESRB

Mild Animated Violence
Suggestive Themes

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PlayStation®

VAGRANT STORY

PlayStation

Stumbling in the dark and wondering where to go next? Don't fret. In this ProStrategy Guide, we'll help you find your way around the creepy city of Lea Monde. We'll also show you how to get to the bosses and where to find the sigils, keys, and items you need to finish the game.

By E. Coli
(Special thanks to Major Mike)

About This Guide

This ProStrategy Guide is not a complete walkthrough of Vagrant Story. The various maps are intended to show your general location in various areas, but they aren't in any particular order because most of the time you can choose your own route. You always end up on the right path, however, as you discover sigils and keys.

The goal of this guide is to make sure you don't miss important items that are crucial both to your survival and to the completion of your mission.

In order to complete Vagrant Story successfully, you must be aware of a few things.

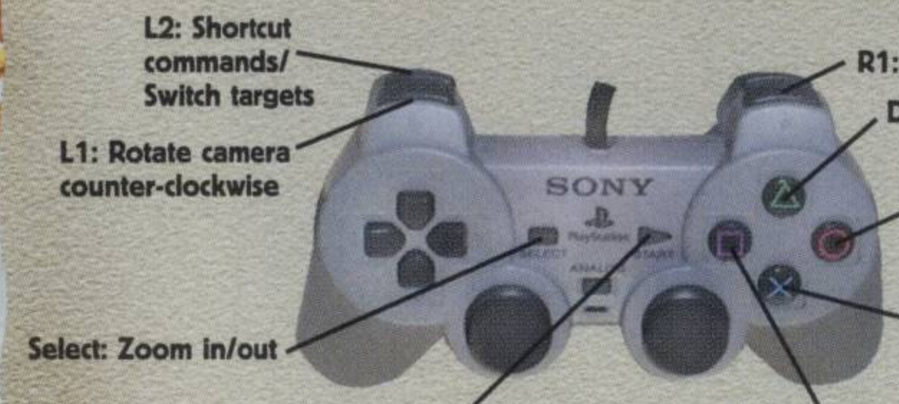
Your First Mission

You can't explore 100 percent of Vagrant Story when you play it through the first time—you must play the game at least three times to find the Gold and Platinum Keys, which allow you to open new areas.

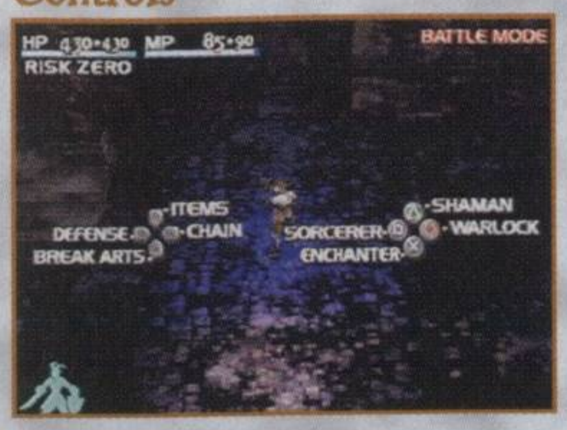
After you finish the game the first time, you're asked if you want to save the Clear Data. Save the data, and when you start the game again, select Continue and load the Clear Data. When you do, the first thing you'll notice is that the opening cinema has changed, and the game shows Ashley's adventure from a different character's perspective.

After you check your item inventory, you'll notice that all your items are gone but you've retained your weapons and spells. More importantly, you'll have retained your HP and MP from your first adventure as well.

CONTROLLER LEGEND



Controls



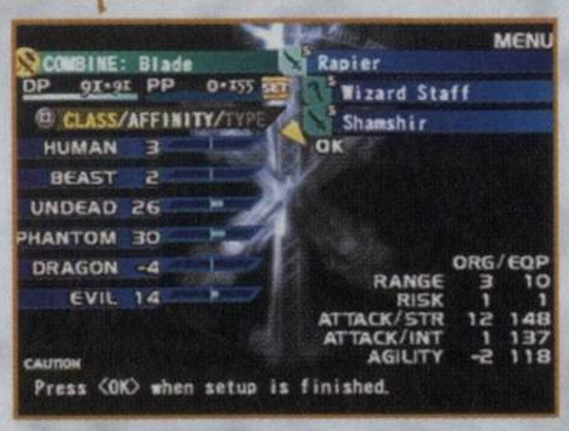
Press L1 to bring up the Command menu where you can instantly access several submenus. However, you cannot access this menu while executing a Chain Ability during battle. To change weapons at any other time during battle, press △ to bring up the Command menu.

Map



It's easy to get disoriented while exploring the various dungeons in Vagrant Story—especially during long, drawn-out battles. The simple map on the lower-right corner of the screen always shows which way you entered the room (red dot) and any room exits (white dots). If you can't see an exit, press Start and use the first-person camera to look around the room. If you need more info than the simple map can provide, press △ and then choose Map for a more detailed blueprint of the whole level. If you see a white dot that's not adjacent to another room on the map, you haven't explored everything.

Weapons



VS's huge selection of weapons can become overwhelming by the time you reach the middle of the game. To keep things simple, assign each weapon and armor type to one of the eight specific types of enemies in the game. (All weapons inflict damage on most types of enemies, however.)

Whenever possible, repair your items at workshops and try combining different types of blades, grips, and armor—you never know what you can create.

Magic



As you progress through the game, you can find or receive books of magic called Grimoires. These books are stored in the Items menu until they are used for the first time. After that, the spell they contain is located under the Magic menu, which is divided by individual categories (such as Attack, Shaman, and so on).

Items

Items can be found in chests or awarded after a battle. Some items act just like spells (such as Cure) and can be very useful until you learn that spell. Even then items are still useful during a battle. If an enemy casts Silence on you, for example, you can still regain lost strength with any Cure items in your inventory.

Elixirs



Elixirs and vintage wines enable you to increase Ashley's various attributes, such as strength and intelligence. Every time you use one of these items, an attribute goes up from one to five points.

Save your game before you use the elixir or wine. If you get a low +1 or +2, reload your game and try again. The extra points could mean the difference between getting a chance to heal during a fight and meeting your demise.

Battle Abilities



As soon as Ashley learns Battle Abilities, you can assign Chain or Defense Abilities. Chain Abilities allow Ashley to chain together a series of attacks to perform several hits in succession, much like combos in a fighting game. In Vagrant Story, however, you can assign up to three different types of effects to each attack. You can also select up to three different Defense Abilities.

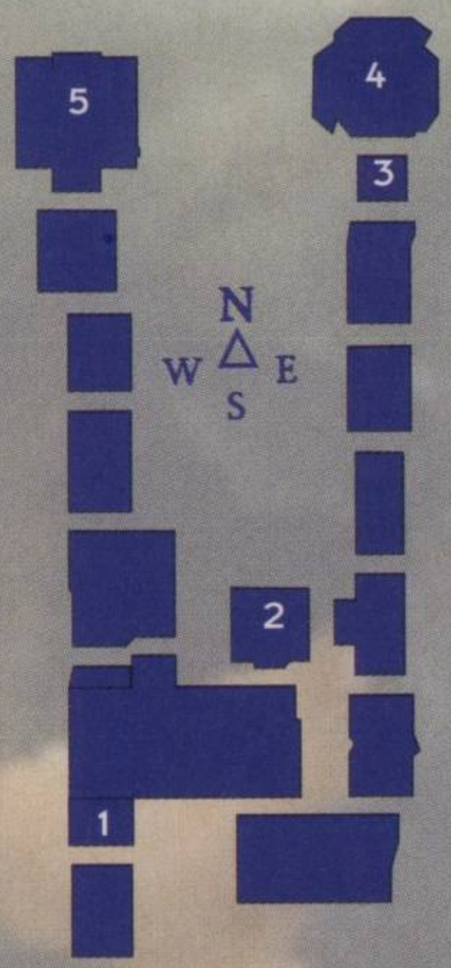
Precise timing is imperative if you're going to use these abilities successfully. With Chain Abilities, for example, each time Ashley attacks with a weapon, you press the button to which a Chain Ability is assigned, such as △. (A red exclamation point appears onscreen to tell you when to press a Chain Ability button; Ashley's grunts and weapon sounds also help keep your timing.) If you time the attack correctly, a compliment appears onscreen and you have a chance to strike again. When you strike a second time, you must press a different button—○ for instance—and if you're successful again, you can strike your enemy a third time. You can then repeat this cycle until your enemy dies or you fail to land a hit.

Defense Abilities work the same way, except that you press the button when you're attacked. Defense Abilities can help avoid status changes (such as poison, numbness, and paralysis), deflect damage, and even steal HP or MP from an enemy.

Cubes

Refer to the game's instruction manual for more on the different types of Cubes you encounter during the game and on how to handle them.

Wine Cellar



1 Worker's Breakroom

Chest:
- Weapons
- Status Items

2 The Reckoning Room

Chest:
- Weapons
- Status Items

3 Blackmarket of Wines

Chest:
- Status Items

4 The Gallows



Boss: Beast

Kill the boss to receive the following:
- Chamomile Sigil
- Heal Spell
- Degenerate Spell

Chest:
- Weapons
- Status Items

5 The Hero's Winehall

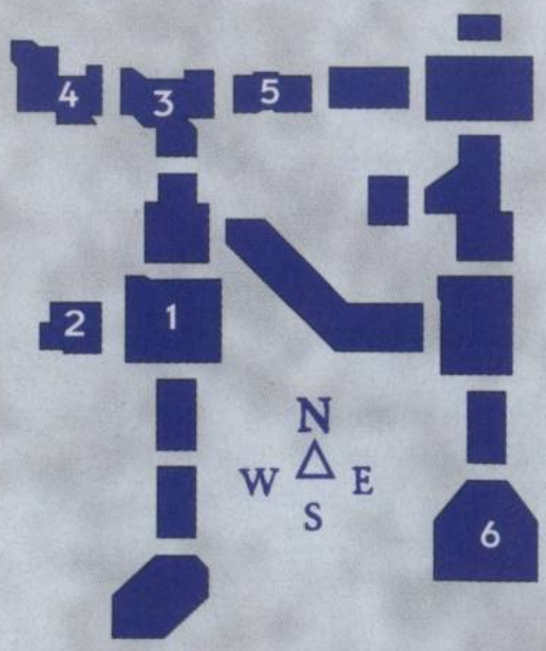


Boss: Undead

Kill the boss to receive the following:
- Elixir of Queens
- Elixir of Mages
- Spirit Surge Spell

Chest:
- Weapons
- Status Items

Catacombs



1 Persecution Hall



A Destroy one of the cubes in the corner. Pick up the remaining cube and...

B ...place it on the casket.



C Climb on the casket, pick up the cube you just placed, and put it on the ledge above the casket.

D Carry the cube and place it directly underneath the opening. Climb on the cube to reach the opening.

2 Rodent-Ridden Chamber



This time, the steps are too high for Ashley to climb while carrying a cube.

A Stack one cube on top of the other next to the ledge.

B Pick the cube up from the top of the stack and place it against the ledge.

Chest:

- Weapons
- Status Items

3 Hall of Dying Hope



A Move the push cube once.

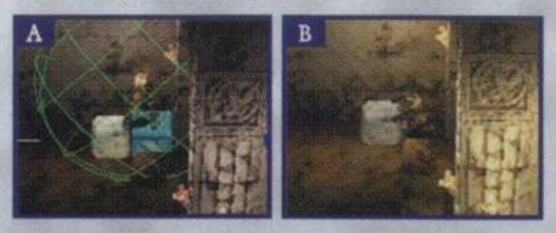
B Move the cube again until it is below the opening.



C Now carry the regular cube and place it on top of the first cube.

D Climb on the stack to reach the entrance.

4 Bandit's Hideout



A Smash the push cube in the corner.

B Stand where the push cube used to be and move the rolling cube toward the ledge.



C Climb to the ledge and move the push cube under the chest.

Chest:

- Weapons
- Status Items

5 The Bloody Hallway



A Move the bottom rolling cube into alignment with the top one. Climb on the rolling cube and move the top cube toward the push cubes on the other side of the ledge.

B Move the rolling cube until it falls off the ledge and into the empty space between the regular cubes below.



C Place one of the regular cubes in front of the rolling cube you just moved off the ledge. Pick up one of the regular cubes and place it on top of the rolling cube.

D Climb on top of the front regular cube, pick up the top cube, and place it on the ledge.



E Climb onto the ledge, pick up the regular cube, and place it in front of the high opening.

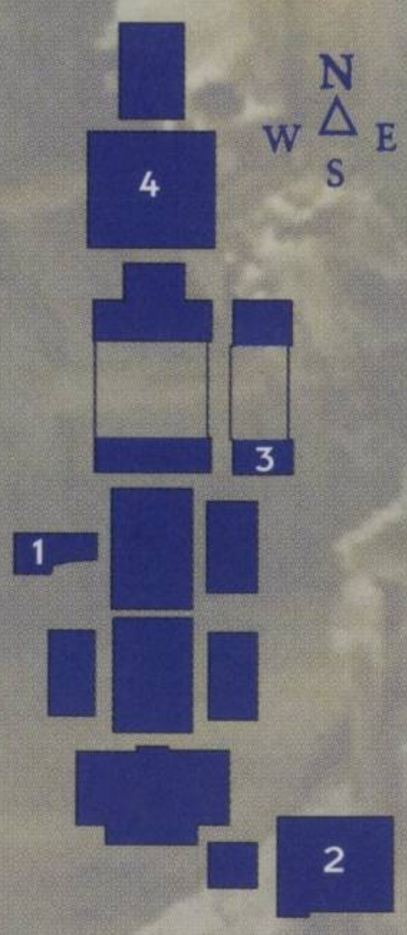
F Repeat the process with the remaining regular cube.

6 The Beast's Domain

Kill the Small Dragons to receive the following:

- Weapons
- Status Items
- Lily Sigil

Sanctum



1 Prisoner's Niche



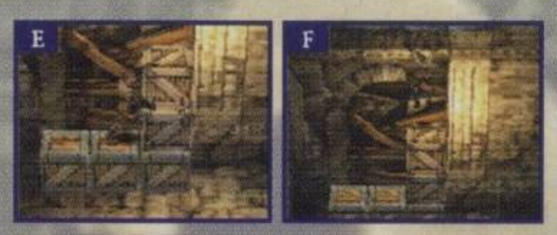
A Face the cubes stacked against the wall and break the rightmost single push cube.

B Stand in the space where the cube you just smashed used to be and move the push cube toward the other push cubes.



C Pick up one of the regular cubes and place it on top of the push cube you just moved.

D Pick up the other regular cube and place it on top of the push cube that's next to the regular cube that you just moved.



E Climb on the leftmost push cube, pick up the regular cube, and place it on top of the other regular cube.

F Climb up.

2 Hall of Sacrilege



Boss: Evil

Kill the boss to receive the following:

- Elixir of Dragoons
- Prostasia Spell

3 Passage of the Refugees



A Break the push cube resting on top of the only regular cube.

B Carry the regular cube, place it below the ledge, and jump.

4 The Cleansing Changry

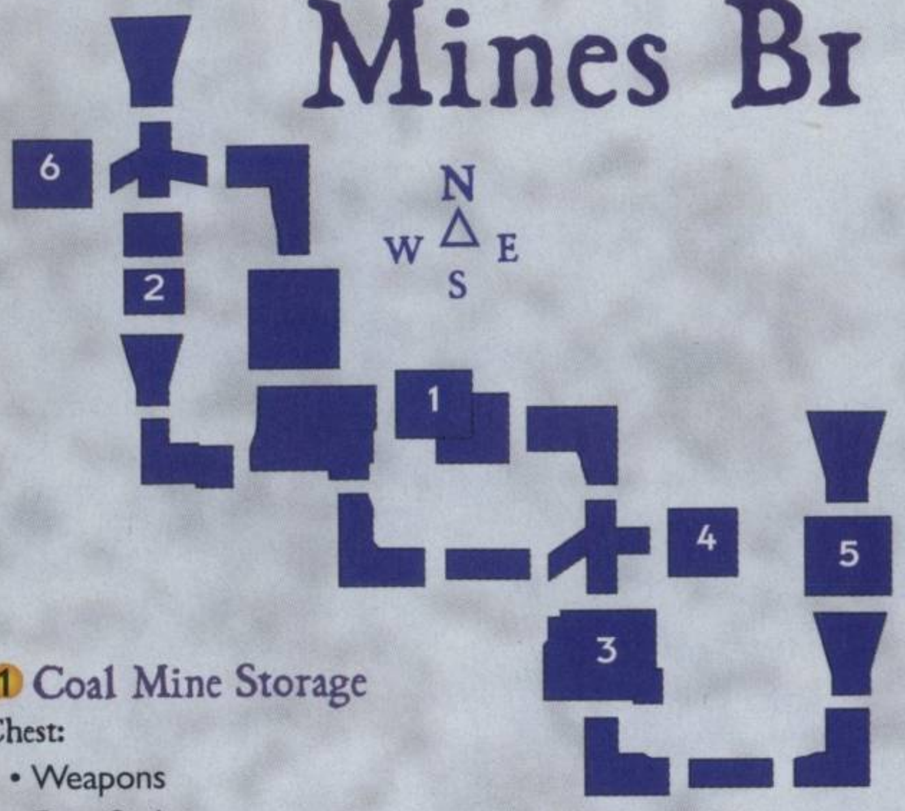


Boss: Dragon

Kill the boss to receive the following:

- Status Items

Abandoned Mines B1



1 Coal Mine Storage

Chest:

- Weapons
- Fern Sigil

2 The Battle's Beginning



Boss: Dragon

Kill the boss to receive the following:

- Hyacinth Sigil
- Pyro Guard Spell



3 The Smeltry



Boss: Phantom

Kill the boss to receive the following:

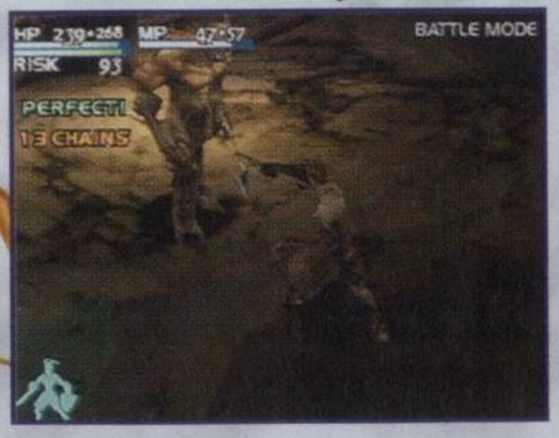
- Flame Sphere Spell
- Elixir of Queens

4 Rust in Peace

Chest:

- Weapons
- Elixir of Sages
- Frost Fusion Spell

5 Traitor's Parting



Boss: Beast

Kill the boss to receive the following:

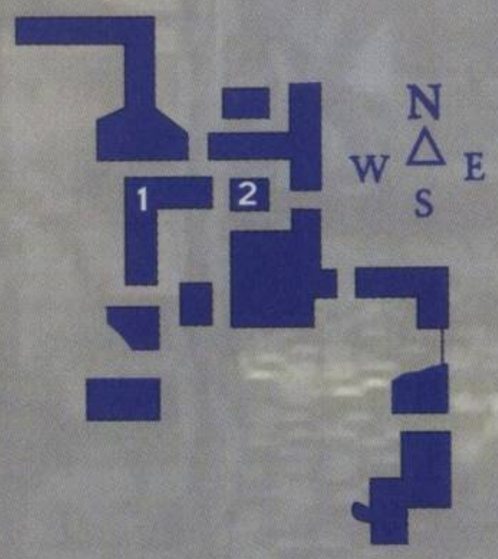
- Elixir of Kings
- Terra Guard Spell
- Status Items

6 Miner's Resting Hall

Chest:

- Weapons
- Eureka Spell
- Status Items

Town Center East



1 Gharmes Walk

Chest:

- Weapons
- Status Items

2 The House of Gilgitte

Chest:

- Weapons
- Status Items
- Faerie Wing



A Break the top push cube on the right and move the leftmost sliding cube to the left.

B Move the sliding cube against the wall.



C Climb on the armoire and move the sliding cube down toward the chest against the wall.

D Climb down and break the remaining push cube.



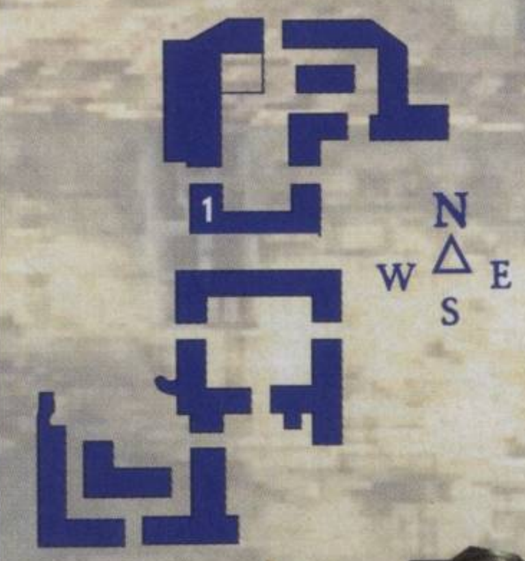
E Move the sliding cube toward the chest, then against the wall.

F Move the sliding cube on top of the commode toward the first sliding cube.



G Now climb up.

Town Center West



1 Tricolas Flow



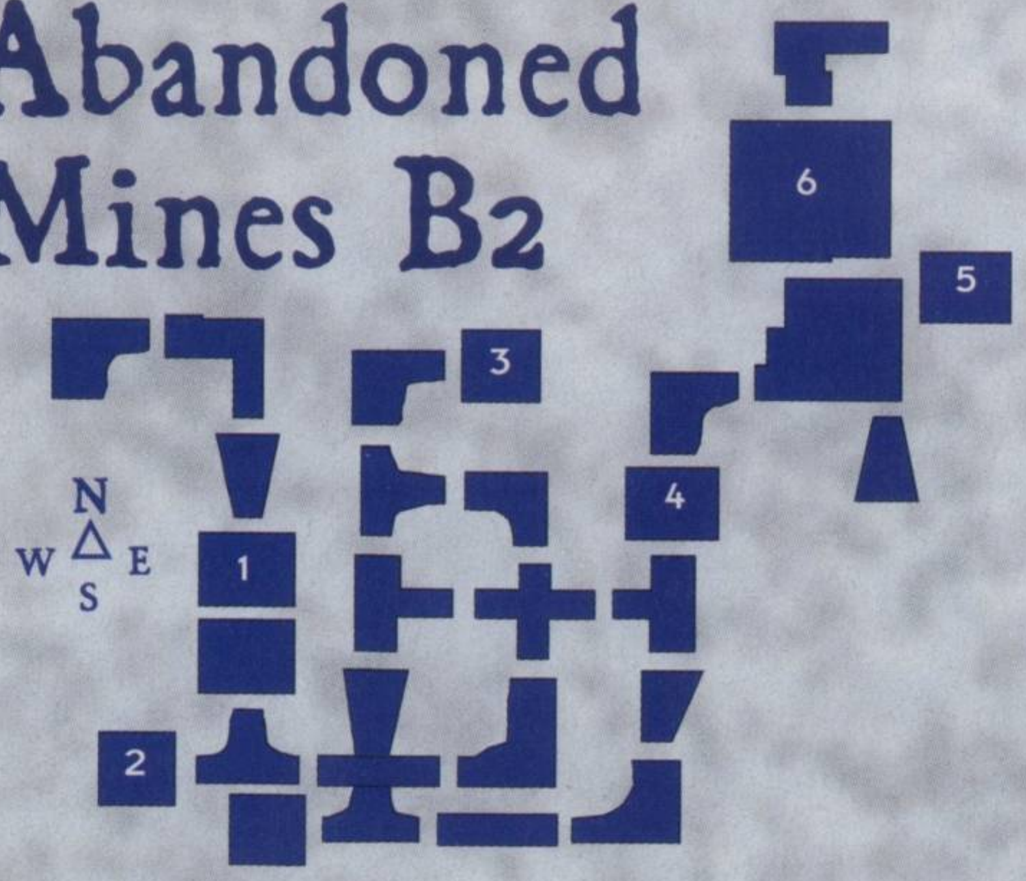
Boss: Human

Kill the boss to receive the following:

- Weapons
- Crimson Key
- Explosion Spell
- Unlock Spell



Abandoned Mines B2



1 The Miner's End



Boss: Phantom

Kill the boss to receive the following:

- Thunderburst Spell
- Status Items

2 Hidden Resources

Chest:

- Weapons
- Status Items
- Restoration Spell

3 Acolyte's Burial Vault

Chest:

- Weapons
- Surging Balm Spell

4 Tomb of the Reborn



Boss: Phantom

Kill the boss to receive the following:

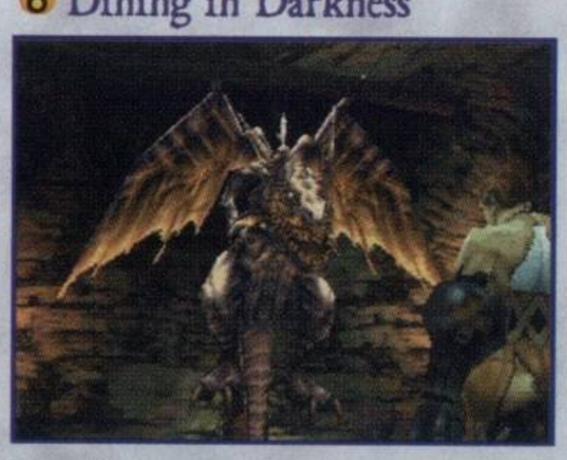
- Gaea Strike Spell
- Status Items

5 Delusions of Happiness

Chest:

- Weapons
- Status Items
- Spark Fusion Spell

6 Dining in Darkness

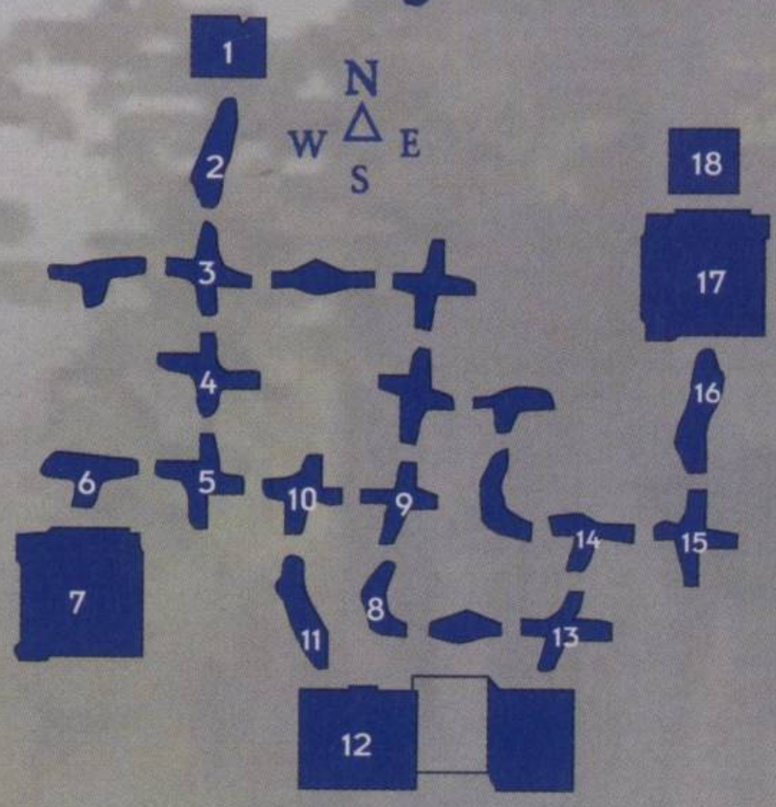


Boss: Dragon

Kill the boss to receive the following:

- Tearose Sigil
- Drain Mind Spell
- Elixir of Queens

Snowfly Forest



The Snowfly Forest is one of the most frustrating areas in Vagrant Story. Here's how to navigate this tricky area and keep your sanity.

Starting at Faerie Circle (1), go south four areas until you reach Traces of the Beast (5). From Traces of the Beast, head west one area to Fluttering Hope (6). From there, turn south and go through one area. You're now at Return to the Land (7), which is where you fight the Dragon.



Boss: Dragon

Kill the boss to receive the following:

- Bronze Key
- Aero Guard Spell
- Status Items

After the fight, head south until you reach The Spirit Trees (8). When you arrive in The Spirit Trees, immediately turn Ashley around so he's facing north and exit the area the way you came in. This takes you to They Also Feed (9). From They Also Feed, head west to The Yellow Wood (10). Head south to Where Soft Rain Fell (11), then south again to The Forest River (12), where you can find a Circle of Magic. Cross the river to fight some enemies and find a chest.

Chest:

- Weapons
- Invigorate Spell

Cross the river and head north to Lamenting of the Moon (13), then go north again to Running With the Wolves (14), where you should turn east. At You Are the Prey (15), turn north to The Secret Path (16) and keep moving north to Hewn From Nature (17), where you fight a boss.



Boss: Human

Kill the boss to receive the following:

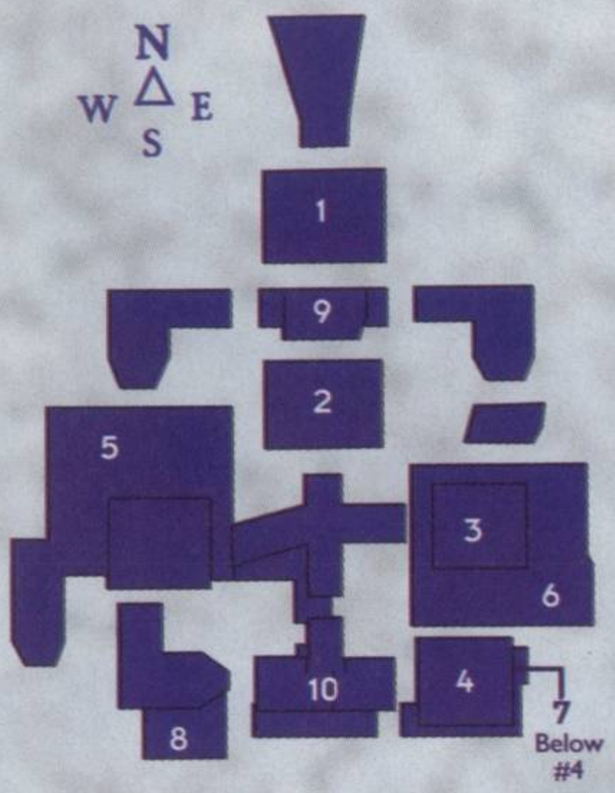
- Weapons
- Disenchant Spell
- Soil Fusion Spell

Kill the monster, Evil, to receive the following:

- Weapons
- Tarnish Spell
- Elixir of Queens

Head north after the battle, and you'll be at the Wood Gate (18).

Iron Maiden B1



Warning: You shouldn't enter this area until you have at least four Faerie Wings. At this point in the game, the only way you can get a Faerie Wing is by defeating the winged beasts in Snowfly Forest.

1 The Cauldron

Kill the monster, Phantom, to receive the following:

- Mandrake Sigil
- Exorcise Spell
- Status Items

2 Starvation

Kill the monster, Undead, to receive the following:

- Kalmia Sigil
- Poison Mist Spell

3 The Wheel

Chest:

- Weapons
- Status Items

4 The Judas Cradle

Chest:

- Weapons
- Status Items

5 Spanish Tickler

Kill the monster, Dragon, to receive the following:

- Chest Key
- Elixir of Queens

6 Burial



Boss: Evil

Kill the boss to receive the following:

- Colombine Sigil
- Elixir of Dragoons

7 The Ducking Stool

Chest:

- Weapons
- Status Items

8 Wooden Horse



A Move the rolling cube east four times and then north once.

B Climb on the rolling cube you just moved and move the rolling cube on the ledge west once.



C Climb on top of the rolling cube that you just moved and pick up the regular cube.

D Place the regular cube on the ledge above.

9 The Pear



A Climb on the moving platform and wait until it's as close to the opposite ledge as possible. Quickly press L2, press □, and use Fixate.

B If you don't make the jump, the platform wasn't as close to the other side as it can be.

On the Way Back

9 The Pear



A Break both the top and bottom cubes in the corner.

B Stand where the cubes used to be and move the push cube north once. Stand behind the cube and shove it east once.



C Stand on the cube you just moved, use Fixate on the platform, and then jump.

D Once you're across the chasm, don't move any of the blocks.



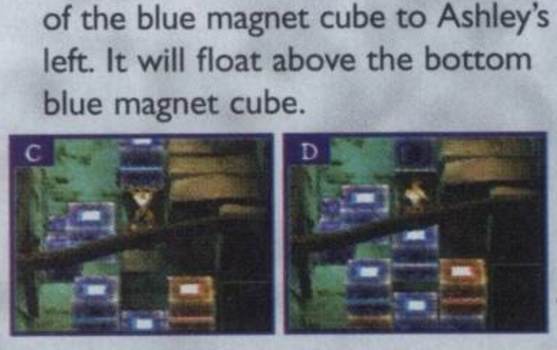
E Instead, use a Faerie Wing from your inventory and twist Ashley to the left slightly during the jump. It may take you a few tries.

10 Bootikens



A Stand between the red and blue magnet cubes and pick up the blue magnet cube on the ledge.

B Place the blue magnet cube on top of the blue magnet cube to Ashley's left. It will float above the bottom blue magnet cube.



C Pick up the other blue magnet cube on the ledge.

D Drop it where Ashley was standing between the red and blue magnet cubes. It will float above the bottom blue magnet cube.



E Climb on it and pick up the floating blue magnet cube to Ashley's left.

F Drop it back on the ledge.



G Now climb over the magnet cube you just dropped, turn around, and pick it up.

H Place it above the hovering blue magnet cube.

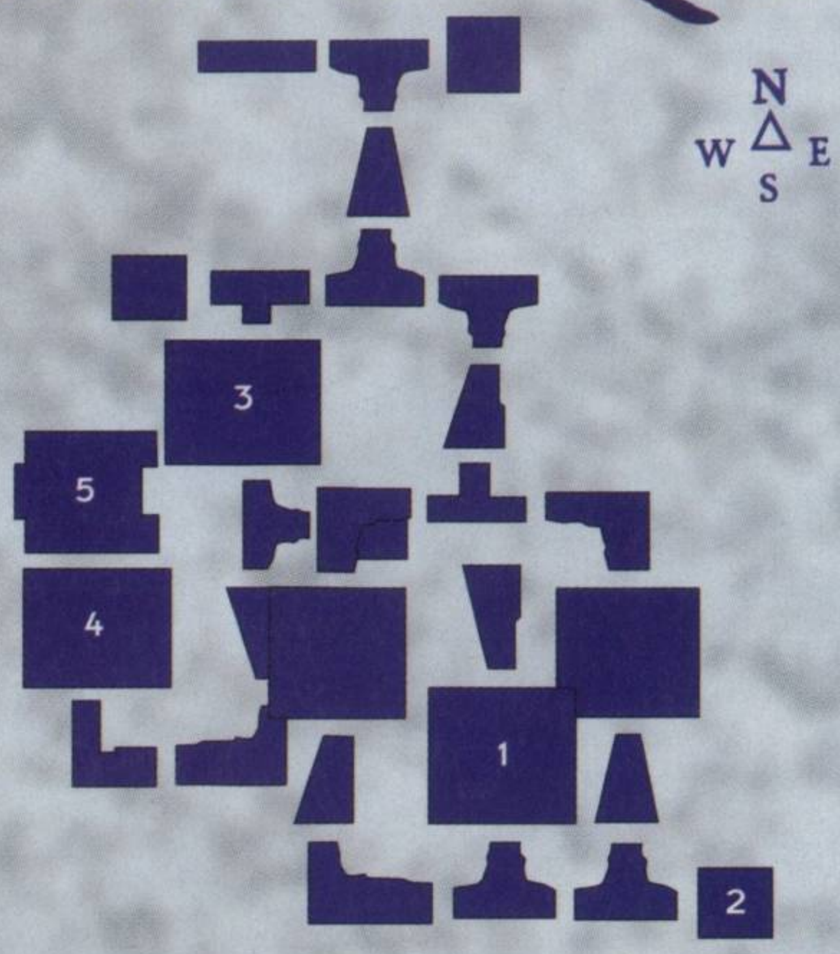


I Climb on it and face the upper ledge. Stand on it so that you're just slightly off (you should see Ashley's shadow floating in space).

J Use a Faerie Wing from your inventory and jump toward the ledge.



Limestone Quarry



1 Dream of the Holy Land



Boss: Phantom

Kill the boss to receive the following:

- Avalanche Spell
- Elixir of Sages
- Status Items

2 Bonds of Friendship

Chest:

- Weapons
- Status Items
- Blessing Spell

3 Torture Without End



Boss: Evil

Kill the boss to receive the following:

- Weapons
- Elixir of Queens
- Status Items

4 Hall of the Wage-Paying



Boss: Dragon

Kill the boss to receive the following:

- Aqua Guard Spell
- Status Items
- Elixir of Queens

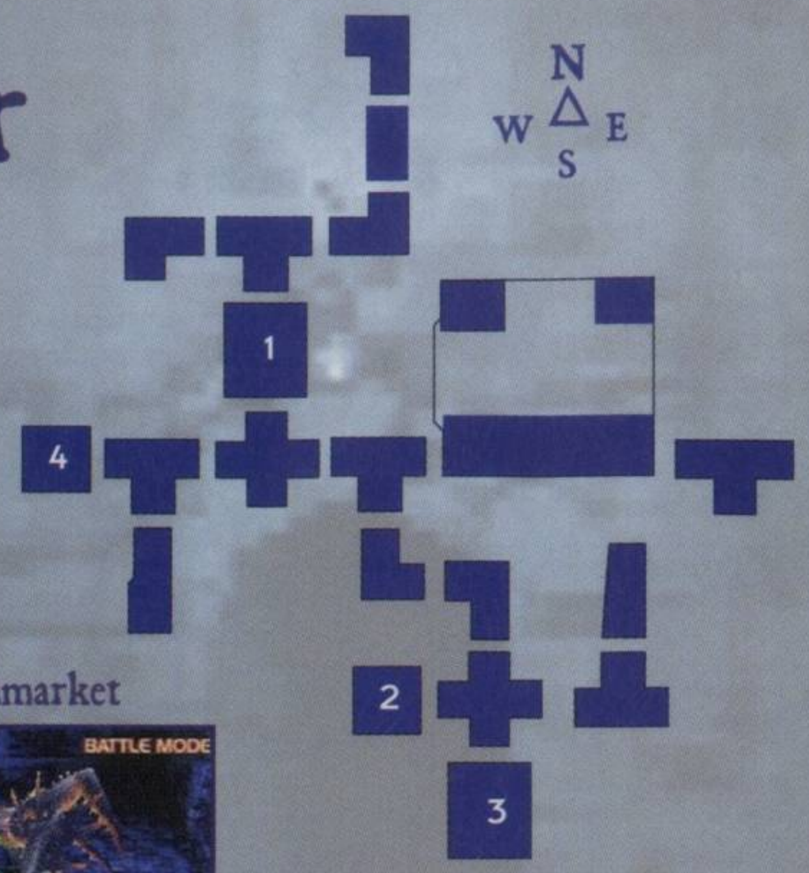
5 Tunnel of the Heartless



A Ignore the blocks in this room.

B Just stand on the ledge on the left side of the door and use a Faerie Wing to make the jump.

Under City West



1 Underdark Fishmarket



Boss: Beast

Kill the boss to receive the following:

- Status Items
- Elixir of Queens
- Luft Fusion Spell

2 Children's Hideout

Chest:

- Weapons
- Dispel Spell

3 Fear of the Fall

Kill the monster, Phantom, to receive the following:

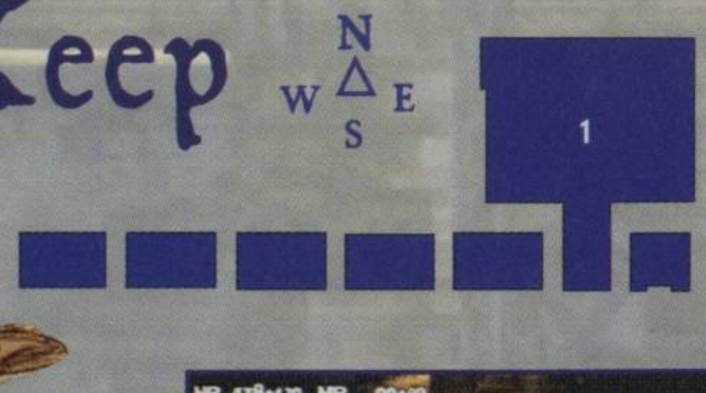
- Cattleya Sigil
- Meteor Spell

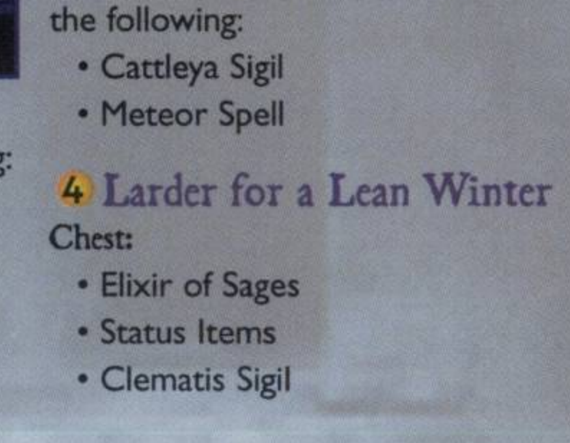
4 Larder for a Lean Winter

Chest:

- Elixir of Sages
- Status Items
- Clematis Sigil

The Keep





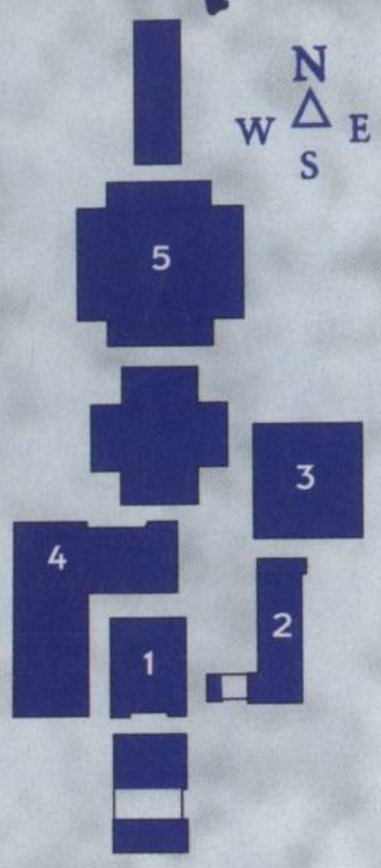
After you find the eight sigils (you need to play the game through several times before all eight sigils become available), this area has eight score-based mini-battles.

1 Warrior's Rest

Chest:

- Weapons
- Status Items

Temple of Kiltia

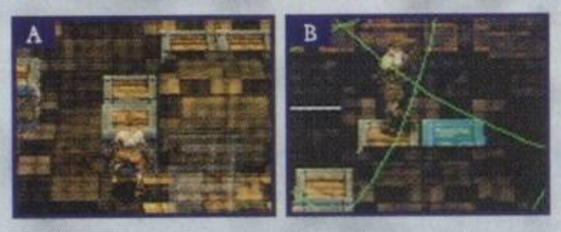


1 Hall of Prayer

Kill the monster, Evil, to receive the following:

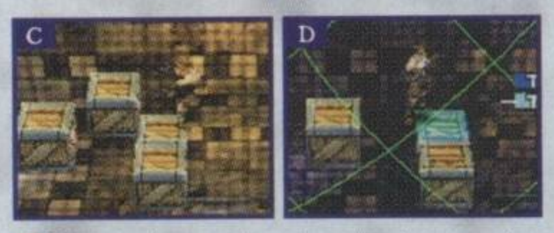
- Weapons
- Clearance Spell
- Status Items

2 Those Who Drink the Dark



A Move the top push cube to the west.

B Break the push cube in the corner and stand where it used to be.



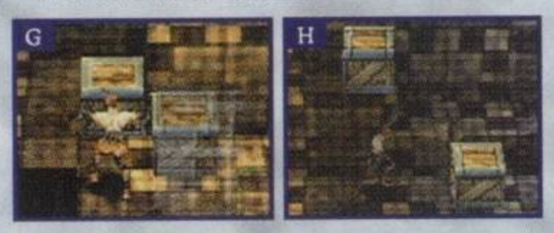
C Move the push cube to the south five times.

D Destroy the push cube and stand where it used to be.



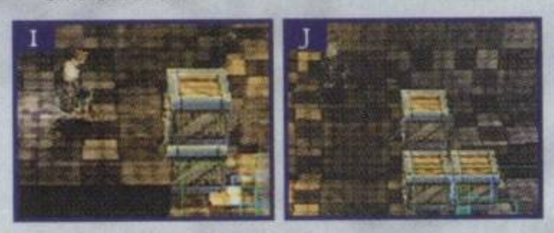
E Move the push cube east once.

F Align the push cube with the cube on the lower floor, then shove it north three times.



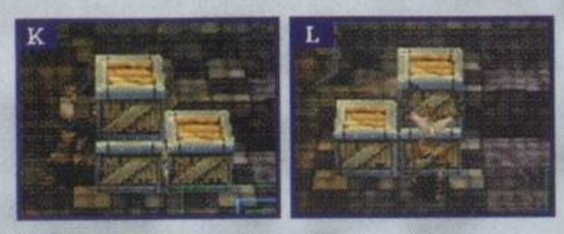
G Move the push cube west once.

H Move the push cube to the north six times.



I Align the push cube with the bottom one, then move it north until it is next to the push cube.

J Move the push cube north once so that it falls off the ledge, then east once.



K Move the push cube north once.

L Move the push cube west once so that it is back on the ledge.



M Now move the push cube north until it is under the opening.

3 The Chapel of Meschaunce

Kill the monster, Beast, to receive the following:

- Weapons
- Elixir of Queens
- Status Items

Chest:

- Weapons
- Status Items
- Silver Key

4 The Resentful Ones



A In the first room, use a Faerie Wing and jump from the top of the two push cubes stacked in the corner.

B Move the northernmost sliding cube toward the other sliding cube.



C Move the rolling cube north once and west three times.

D Move the southern sliding cube west—it should stop when it hits the rolling cube.



E Go back and move the rolling cube north once.

F Move the sliding cube west—it will hit the rolling cube and align with the other sliding cube.



G Move the top push cube north twice…

H …and jump on the ledge.

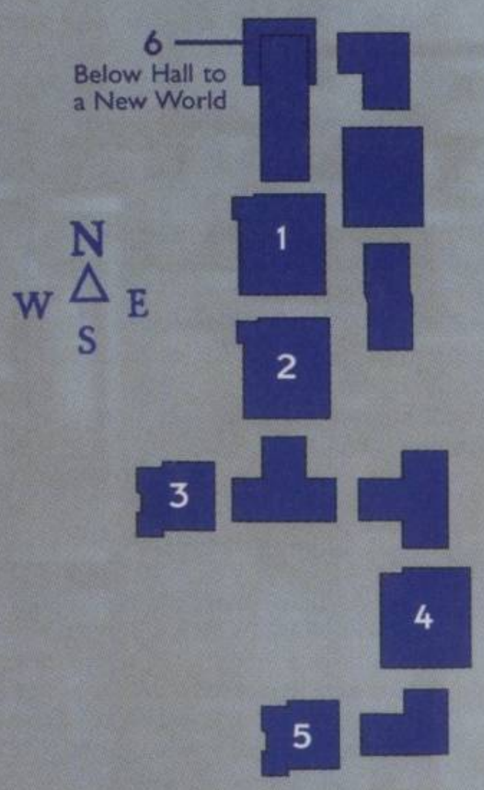
5 Chamber of Reason



Boss: Human

No items.

Under City East



1 Place of Free Words

Kill a new monster, Beast, to receive the following:

- Herakles Spell
- Status Items

2 Bazaar of the Bizarre



Boss: Evil

Kill the boss to receive the following:

- Weapons
- Eulelia Sigil
- Status Item
- Elixir of Mages
- Teleportation Spell

3 Weapons Not Allowed

Kill a new monster, Evil, to receive the following:

- Weapons
- Radial Surge Spell

Chest:

- Weapons
- Psychodrain Spell
- Iron Key

4 Gemsword Blackmarket



Boss: Evil

Kill the boss to receive the following:

- Melissa Sigil
- Enlighten Spell
- Status Items

5 Sale of the Sword

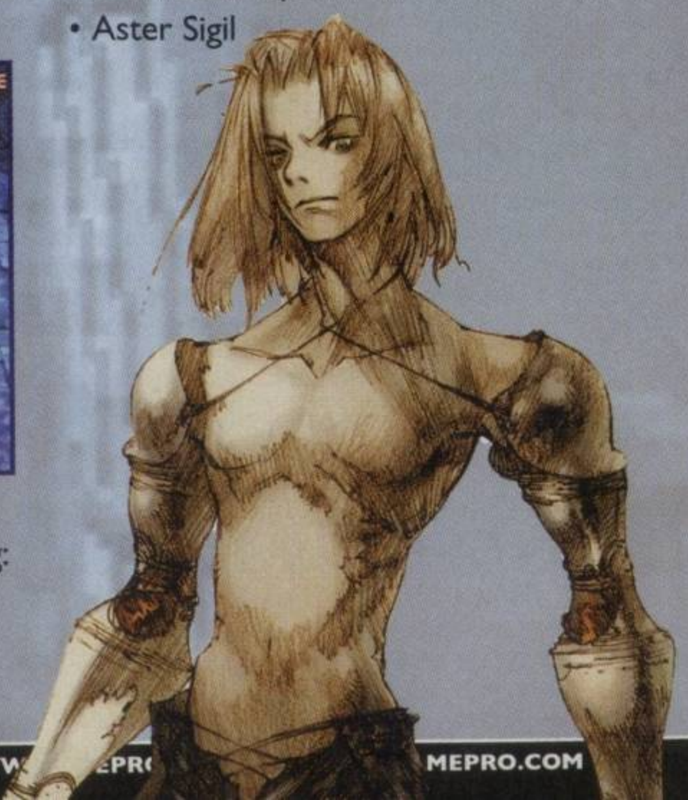
Chest:

- Weapons
- Leadbones Spell
- Stock Sigil

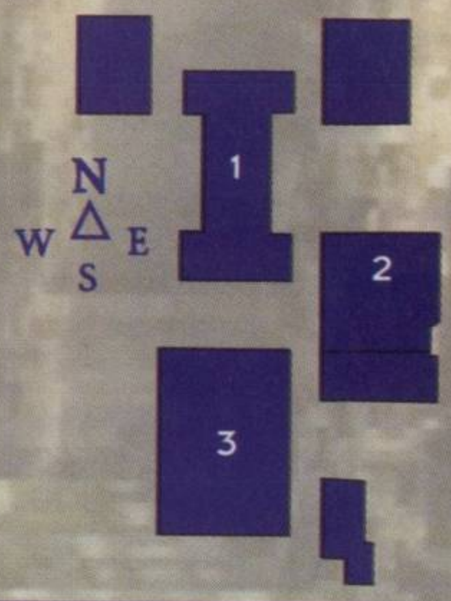
6 Catspaw Blackmarket

Chest:

- Weapons
- Stun Cloud Spell
- Aster Sigil



Great Cathedral B1



1 Truth and Lies



Boss: Phantom

Kill the boss to receive the following:

- Elixir of Queens
- Flame Sphere Spell

2 Struggle for the Soul



Boss: Beast

Kill the boss to receive the following:

- Status Items
- Elixir of Queens

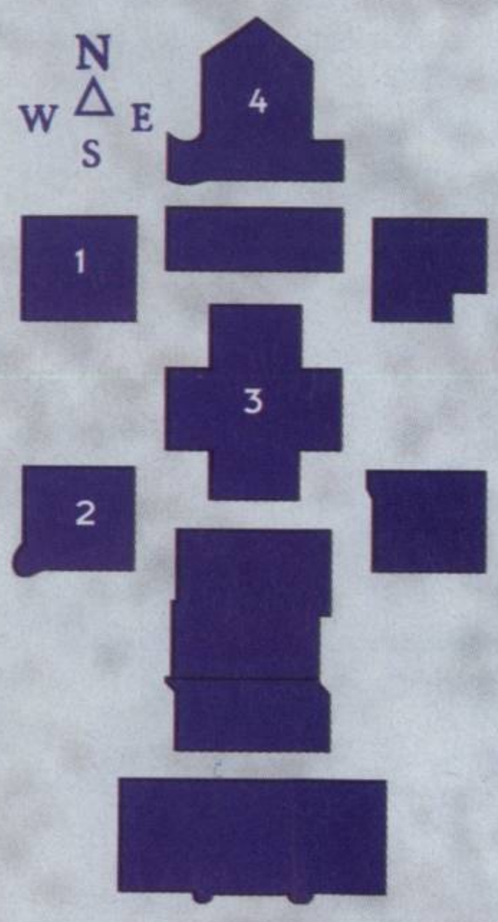
3 Order and Chaos



Kill the monster, Phantom, to receive the following:

- Elixir of Queens
- Avalanche Spell

Great Cathedral L1



1 The Flayed Confessional



Boss: Phantom

Kill the boss to receive the following:

- Elixir of Queens
- Thunderburst Spell



A Break the cube closest to the wall.

B Stand where the cube you just broke used to be…



C …and shove the remaining cube until it falls in front of the chest.

D Climb on the cube and open the chest.

Chest:

- Weapons
- Status Items

2 Monk's Leap

Kill the monster, Evil, to receive the following:

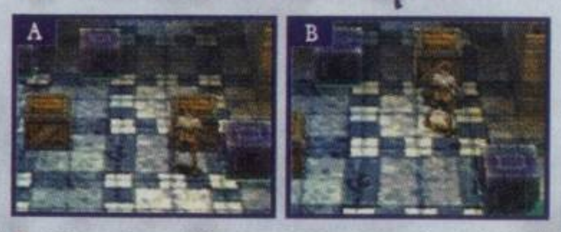
- Laurel Sigil
- Elixir of Queens
- Explosion Spell

3 A Light in the Dark

Kill the monster, Dragon, to receive the following:

- Acacia Sigil
- Status Items

4 Where Darkness Spreads



A To solve this puzzle, start by directing Ashley so he's facing east.

B Move the push cube east three times.



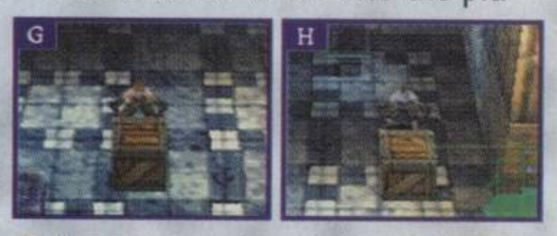
C Walk over to the sliding cube and move it south once.

D Now move that same cube west once so it falls into the pit.



E Go back and move the sliding cube south once.

F Now move the same sliding cube west once so it falls into the pit.



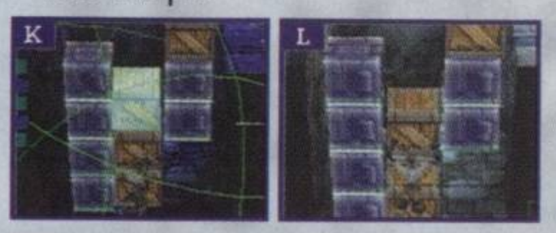
G Move the push cube west once.

H Move the other push cube west until it's on the edge of the pit.



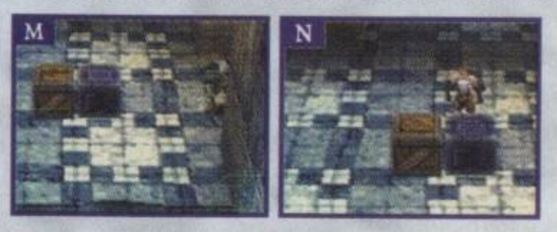
I Move that push cube north once…

J … and then west so the cube falls into the pit.



K Jump into the pit, face north, and destroy one of the push cubes.

L Move the top push cube north so it falls between the two cube stacks.



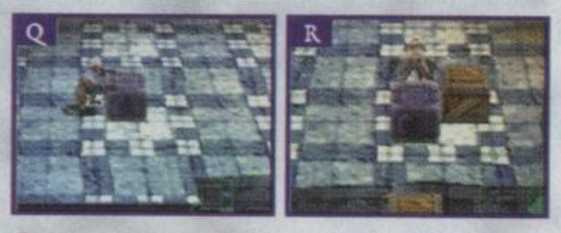
M Climb out of the pit and move the sliding cube by the door north once…

N …and then west once so the cube falls into the pit.



O Now move the remaining push cube west once…

P …and south twice.



Q Move the remaining sliding cube south once…

R …then west so it falls into the pit.



S Now for the last cube: Move it north once…

T …and west four times so it falls into the pit.



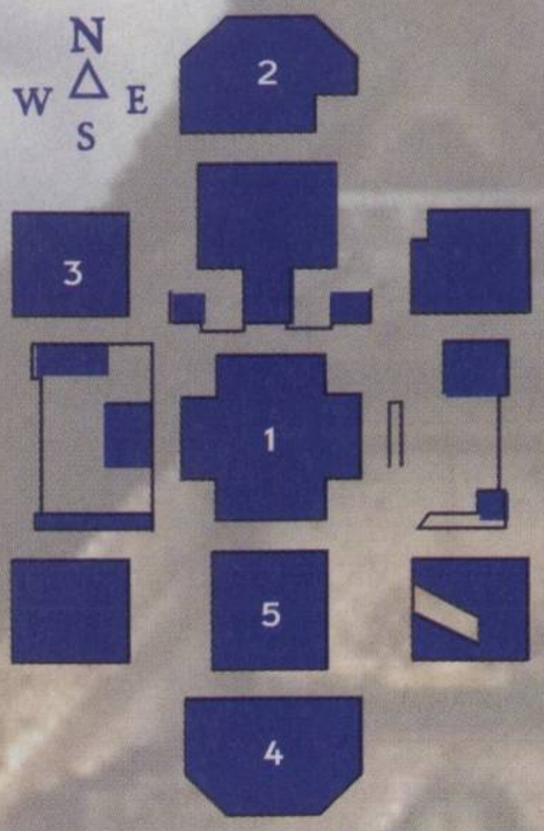
U Break the push cube closest to the ledge…

V …and move the remaining push cube toward the chest.

Chest:

- Weapons
- Status Items
- Elixir of Queens

Great Cathedral L2



1 The Hall of Broken Vows

Kill the monster, Dragon, to receive the following:

- Calla Sigil
- Status Items

2 An Arrow Into Darkness





A Face the two sliding cubes and move the cube on the left west twice.

B Move the sliding cube on the right west once.





C Move the same sliding cube south once.

D Walk over to the other sliding cube and move it south once.





E Stand behind the sliding cube and move it east once. This part is tricky because there's very little room to stand behind the cube. Just keep trying.

F Now move the same cube south once…





G …then move it west once.

H Climb on top of the sliding cube and open the chest.

Chest:

- Weapons
- Status Items

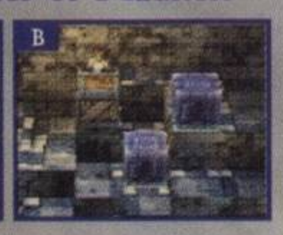
3 Maelstrom of Malice

Chest:

- Elixir of Queens
- Elixir of Mages
- Radial Surge Spell

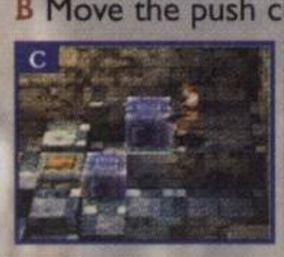
4 The Melodics of Madness





A Move the sliding cube south once, then west once.

B Move the push cube east once.





C Move the top sliding cube south three times, east once…

D …and south once.

5 What Ails You, Kills You

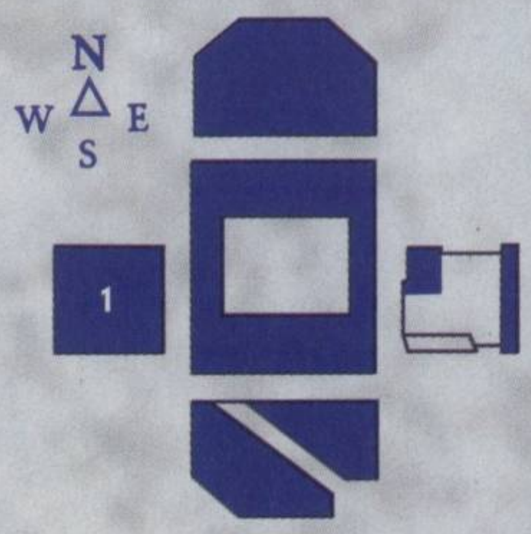


Boss: Phantom

Kill the boss to receive the following:

- Meteor Spell
- Elixir of Dragoons

Great Cathedral L3



1 Hopes of the Idealist



Boss: Phantom

Kill the boss to receive the following:

- Palm Sigil
- Elixir of Queens
- Gaea Strike Spell

Great Cathedral L4

Before going up the steps to meet Sydney and Guildernstern, make sure you've explored every area in Lea Monde and your weapons have been repaired (use Teleportation to go to any unexplored area or workshop).

There is no turning back once you climb the stairs in Cathedral L4.



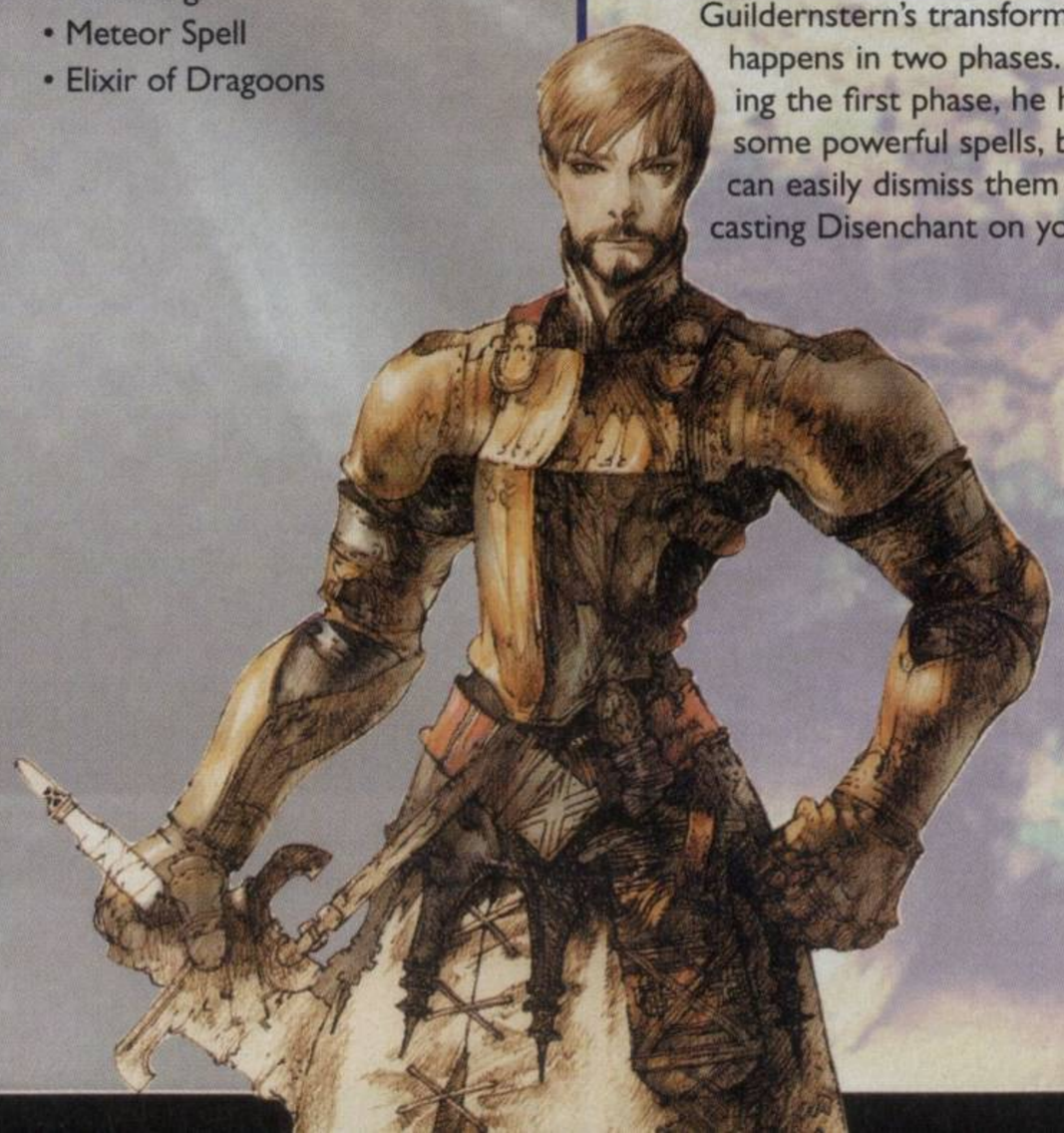
Guildernstern's transformation happens in two phases. During the first phase, he has some powerful spells, but you can easily dismiss them by casting Disenchant on yourself. His special attacks, however, are a force to be reckoned with. The best thing to do is to run toward him as soon as the battle starts and hit him hard with Chain Abilities.

Also, use Analyze on Guildernstern after several hits when you feel that he is weak enough for you to deliver the final blow. Before you do that, however, you want to bring your HP and MP to maximum and cast Disenchant on yourself again. Why? Because after you defeat Guildernstern's first phase, you immediately do battle with the most powerful monster in the entire game.



Guildernstern's final phase is very difficult to beat. Not only is the Circle of Light you're standing on rotating, but also Guildernstern circles in the opposite direction. Stay in place right on the edge of the platform and keep pressing ○. Be sure to cast Disenchant on yourself after each attack.

Use Instill, Phantom Pain, and Heavy Shot as your Chain Abilities, and, with a little luck, you should get rid of Guildernstern once and for all.



STREET FIGHTER III DOUBLE IMPACT



Part 2

Dreamcast

In this month's Fighter's Edge, we finish up SFIII: Double Impact with five more characters—here's a complete guide to their basic skills, special moves, super moves, and combos.

By Bruised Lee

Basic Skills

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

Forward Dash

Tap →, →

Backward Dash

Tap ←, ←

High Jump

Tap ↓, ↑

Jump High Toward Opponent

Tap ↙, ↗

Jump High Backward

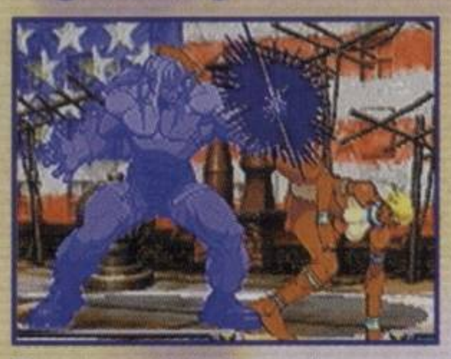
Tap ↘, ↖

Parrying

Each fighter can counter both high and low attacks at the moment of impact. The timing for parrying requires a lot of practice to master. It is not recommend against a skilled opponent and should be used sparingly to maintain the element of surprise.

Note: The following parrying moves can also be performed in the air.

High Parry



To parry a high incoming move, at the moment of impact, tap →

Low Parry



To parry a low incoming move, at the moment of impact, tap ↓

Super Arts

Depending on which fighter and Super Art you select, your Super Bar will max out at different levels. Levels can be carried over from round to round. You can increase your Super Bar by hitting your opponent, getting hit, and performing special moves. When the Super Bar reaches a new level, you can perform a Super Art.

Start With an Air Attack



You start most combos (with all characters) by jumping in deep with a move. This is a good way to get in close to your opponent and land an extra hit.

Cross-Up Attacks



To perform a cross-up attack, jump in with a move toward the opposite side of your opponent. Cross-up attacks are an excellent way to start a combo because they often confuse a blocking opponent.

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.

Example of a Basic Two-in-One Combo



Hold ↓, tap MK



When your character starts the move, immediately two-in-one into the Hurricane Kick by motioning ↙ ← LK. Normally, to perform a Hurricane Kick, you would have to motion ↓ ↙ ←, but, because you were holding ↓ from the previous move, you only have to motion ↙ ← LK to get off the two-in-one combo.

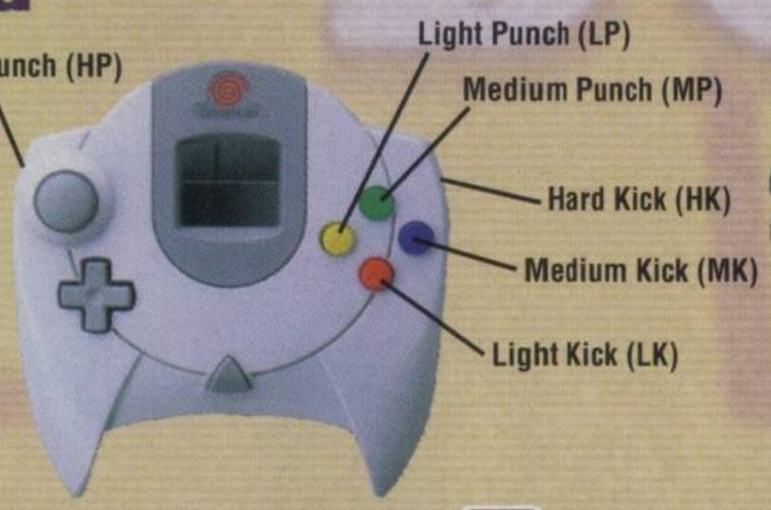
Controller Legend

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

Charge = Hold the direction or button indicated for the time indicated.

( ) = Execute commands in parentheses simultaneously.



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



Yang

Special Moves

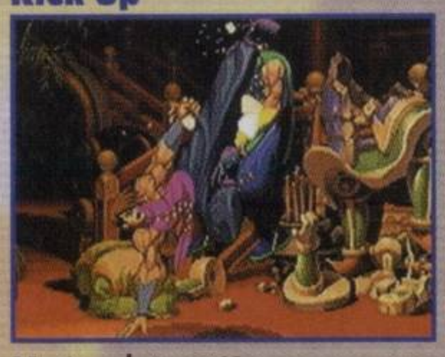
Side Swipe



Motion ↓ ↘ → P

Note: This move can be repeated three times.

Kick Up



Motion ↓ ↘ → K

Flip Over



Motion → ↘ ↓ ↙ ← K

Force Punch



Motion ↓ ↙ ← P

More Special Moves

Dive Attack
While in the air, tap (↘ K)

(Move) Roll Toss
Tap →, MP, or tap →, HP

Knee Bash
Tap →, MK, or tap →, HK

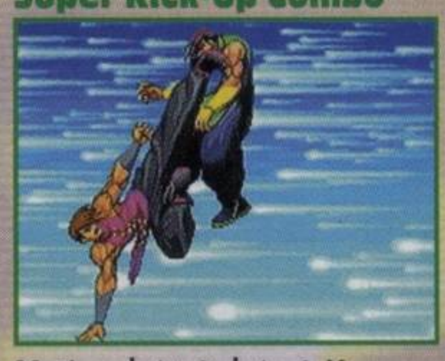
Super Arts

Super Art I: Fury Combo



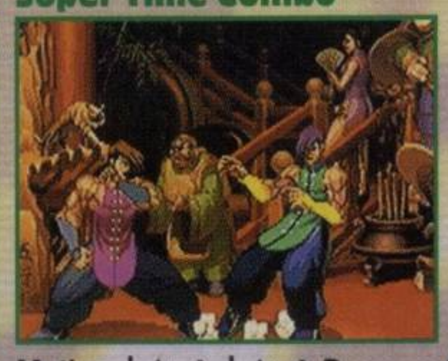
Motion ↓ ↘ → ↓ ↘ → P

Super Art II: Super Kick-Up Combo



Motion ↓ ↘ → ↓ ↘ → K

Super Art III: Super Time Combo



Motion ↓ ↘ → ↓ ↘ → P



Killer Combos

Two-Hit Kick-Up Combo



When in close, tap MK



Motion ↓ ↘ → HP

Three-Hit Stab Punch Combo



Jump in deep, tap MK



Tap MP



Tap HP

Three-Hit Ground Kick-Up Combo



When in close, tap (↓ MK), two-in-one

Motion ↘ → MK for two hits

Six-Hit Power Slide Swipe Combo

Note: Your Super Bar must be flashing for you to perform this combo.



Jump in deep, tap HK



Tap (↓ MP), two-in-one



Motion ↓ ↘ → (LP MP)



Motion ↓ ↘ → MP



Motion ↓ ↘ → MP



Motion ↓ ↘ → MP

Eleven-Hit Super Kick-Up Combo

Note: To perform this combo, you must use Super Art II and your Super Bar must be at Level Two .



Jump in deep, tap MK



Hold ↓, tap LK



Tap MK, two-in-one



Motion ↘ → (LK MK) for three hits



Motion ↓ ↘ → ↓ ↘ → MK for five hits.

More Killer Combos

Five-Hit Slide Swipe Combo
Jump in deep, tap HK, tap (↓ MP), two-in-one, motion ↘ → MP, motion ↓ ↘ → MP, motion ↓ ↘ → MP

Eight-Hit Power Kick-Up Combo
Note: Your Super Bar must be flashing for you to perform this.
Jump in deep, tap MK, hold ↓, tap LK, MK, two-in-one, motion ↘ → (LK MK) for three hits, tap (↓ MP)

Nine-Hit Super Fury Combo
Note: To perform this combo, you must use Super Art I and your Super Bar must be at Level One .
Jump in close, hold ↓, tap LK, tap MK, two-in-one, motion ↓ ↘ → ↓ ↘ → MP for seven hits

Urien

Special Moves

Charge Tackle



Charge ← for two seconds, tap (→ K)

Knee Drop



Charge ↓ for two seconds, tap (↑ K)

Headbutt



Charge ↓ for two seconds, tap (↑ P)

Fire Sphere



Motion ↓ ↘ → P

More Special Moves

Power Slam
Tap →, MP, or tap →, HP

Choke Hold
Tap →, MK, or tap →, HK

Super Arts

Super Art I: Tyrant Charge



Motion ↓ ↘ → ↓ ↘ → P

Super Art II: Super Sphere



Motion ↓ ↘ → ↓ ↘ → P

Super Art III: The Reflector



Motion ↓ ↘ → ↓ ↘ → P



More Killer Combos

Five-Hit Headbutt Combo
Note: Your Super Bar must be flashing for you to perform this combo.
Jump in deep, tap HP, hold ↓, tap HP, two-in-one, tap (↑ LP MP) for two hits, tap MP

Nine-Hit Juggle Headbutt Combo
Note: Your Super Bar must be at Level One for you to perform this combo.
Jump in deep, tap HP, hold ↓, tap HP for two hits, tap (↑ LP MP) for two hits, hold ↓, tap HP for two hits, tap (↑ LP MP) for two hits

Killer Combos

Four-Hit Punching Fury Combo



Jump in deep, tap HP | Tap LP | Tap LP | Tap MP

Five-Hit Charge Tackle Combo

Note: Your Super Bar must be flashing for you to perform this combo.



Jump in deep, tap HK | Hold ←, tap LP | Tap MP, two-in-one | Tap (→ LK MK) for two hits

Ten-Hit Super Tyrant Charge Combo

Note: To perform this combo, use Super Art I and your Super Bar must be at Level Two.



When in close, hold ↓, tap HP for two hits | Tap (↑ LP MP) for two hits | Motion ↓ ↘ → LP | Motion ↓ ↘ → ↓ ↘ → MP for five hits

Ten-Hit Super Charge Tackle Combo

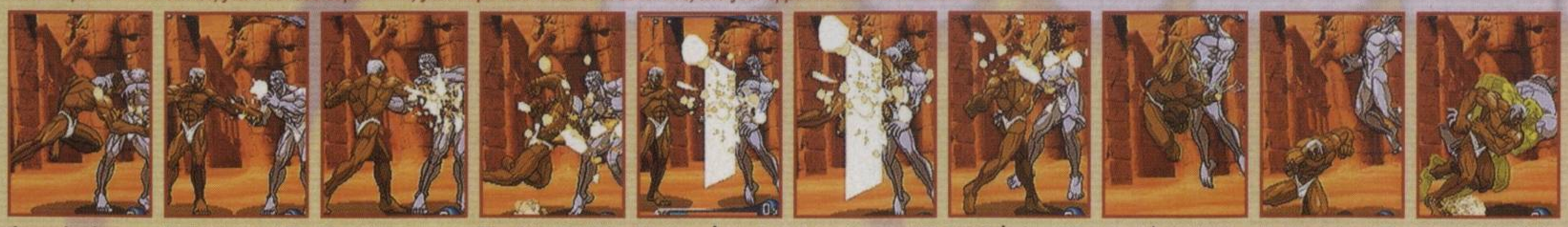
Note: To perform this combo, you must use Super Art I and your Super Bar must be at Level Two.



Jump in deep, hold ←, tap HP | Tap LP | Tap MP | Tap (→ LK MK) for two hits | Motion ↓ ↘ → ↓ ↘ → MP for five hits

Nineteen-Hit Super Corner Combo

Note: To perform this combo, you must use Super Art III, your Super Bar must be at Level Two, and your opponent must be in a corner.



Jump in deep, tap HP | Hold ←, tap LP | Tap MP | Tap (→ LK MK) | Motion ↓ ↘ → ↓ ↘ → LP for six hits | Jump in, tap HP | Hold ↓, tap HP for two hits | Tap (↑ LP MP) for two hits | Hold ↙, tap HP for two hits | Tap (→ LK MK) for two hits

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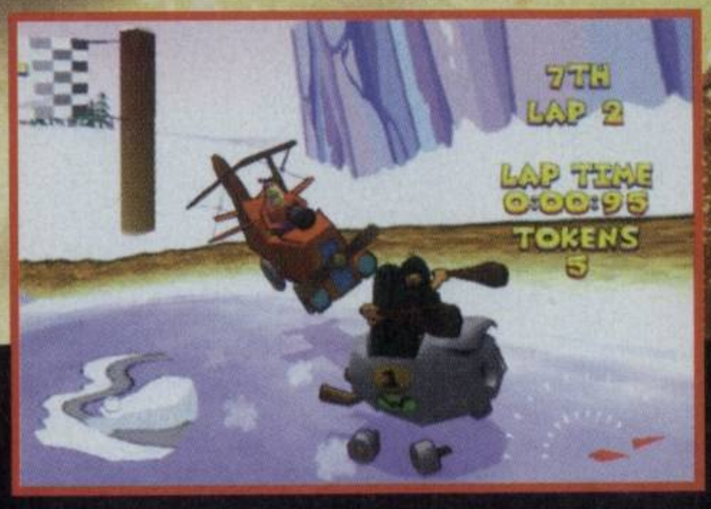
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Elena

Special Moves

Back Flip



Motion → ↘ ↓ ↙ ← P

Flying Round House



Motion ← ↙ ↓ ↘ → K

Front Flip



Motion → ↓ ↘ K

Spin Kick



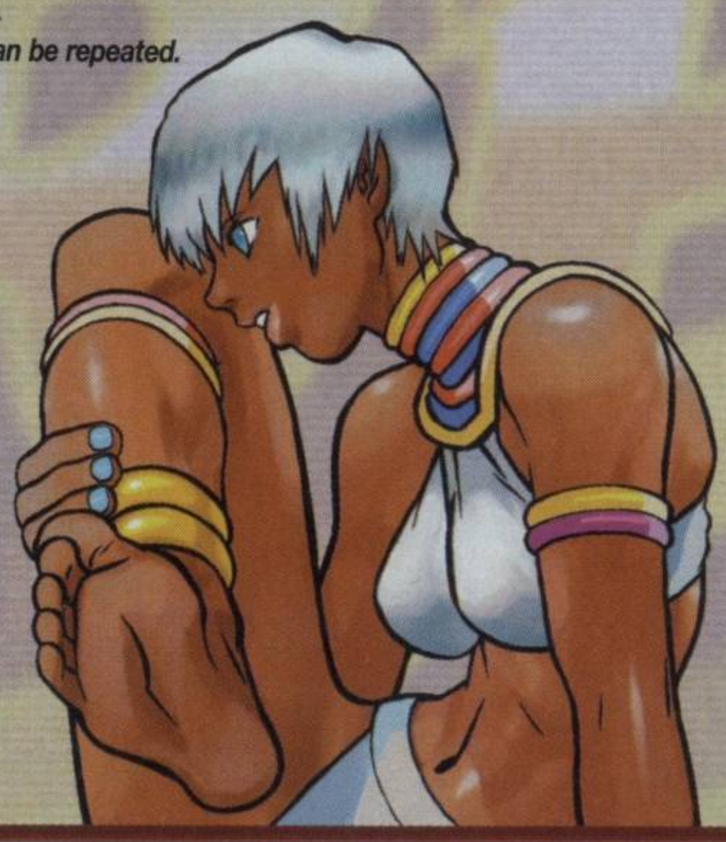
Motion ↓ ↙ ← K

Note: This move can be repeated.

More Special Moves

Leg Throw
Tap →, MP, or tap →, HP

Slide Kick
Tap (↘ HK)



Super Arts

Super Art I: Super Back Flips



Motion ↓ ↘ → ↓ ↘ → K

Super Art II: Super Kick Frenzy



Motion ↓ ↘ → ↓ ↘ → K

Super Art III: Healing Power



Motion ↓ ↘ → ↓ ↘ → P

Killer Combos

Seven-Hit Super Back Flip Combo

Note: To perform this combo, you must use Super Art I and your Super Bar must be at Level Two.



Jump in deep, tap HP



Hold ↓, tap MP, two-in-one



Motion ↙ ← (LK MK) for four hits



Motion ↓ ↘ → ↓ ↘ → MK

Eleven-Hit Super Corner Juggle Back Flip Combo

Note: To perform combo, use Super Art I, your Super Bar must be at Level Two, and your opponent must be in a corner .



Jump in deep, tap HK



Hold ↓, tap MP, two-in-one



Motion ↙ ← (LK MK) for four hits



Tap (↗ HP)



Motion ↓ ↘ → ↓ ↘ → MK for four hits

Ten-Hit Super Front Flip Combo

Note: To perform this combo, use Super Art I and your Super Bar must be at Level One.



Jump in deep, tap HP



Tap LK



Motion → ↓ ↘ MK



Motion ↓ ↘ → ↓ ↘ → MK for seven hits

Eleven-Hit Super Corner Back Flip Combo

Note: To perform combo, use Super Art I, your Super Bar must be at Level Two, and your opponent must be in a corner.



Jump in deep, tap MK



Hold ↓, tap MP, two-in-one



Motion ↙ ← (LK MK) for four hits



Motion → ↓ ↘ MK



Motion ↓ ↘ → ↓ ↘ → MK for four hits

More Killer Combos

Five-Hit Flying Roundhouse Combo

Note: Your Super Bar must be flashing for you to perform this combo.

Jump in deep, tap MK, tap (↓ MP), motion ← ↙ ↓ ↘ → (LK MK) for three hits

Seven-Hit Juggle Flying Roundhouse Combo

Note: Your Super Bar must be flashing for you to perform this combo.

Jump in deep, tap HK, hold ↓, tap MP, two-in-one, motion ↙ ← (LK MK) for three hits, tap (↗ MK)

Seven-Hit Spin Kick Combo

Note: Your Super Bar must be flashing for you to perform this combo.

Jump in deep, tap MK, hold ↓, tap MP, two-in-one, motion ↙ ← (LK MK) for four hits, hold ↓, tap HK

Eight-Hit Juggle Front Flip Combo

Note: Your Super Bar must be at Level One for you to perform this combo.

Jump in deep, tap HP, hold ↓, tap MP, two-in-one, motion ↙ ← (LK MK) for four hits, motion → ↓ ↘ (LK MK) for two hits

Yun

Special Moves

Charge Punch



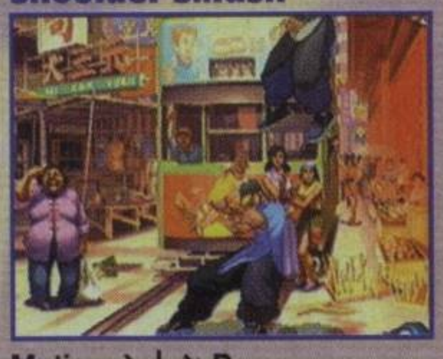
Motion ↓ ↘ → P

Kick-Up



Motion ↓ ↘ → K

Shoulder Smash



Motion → ↓ ↘ P

Flip Over



Motion → ↘ ↓ ↙ ← K

More Special Moves

Force Punch
Motion ↓ ↙ ← P

Air Lunge
While in the air, tap (↘ K)

Back Flip
Tap →, MP, or tap →, HP

Knee Bash
Tap →, MK, or tap →, HK

Super Arts

Super Art I: Punching Combo



Motion ↓ ↘ → ↓ ↘ → P

Super Art II: Shadow Combo



Motion ↓ ↘ → ↓ ↘ → P

Super Art III: Punch/Kick Combo



Motion ↓ ↘ → ↓ ↘ → P



Killer Combos

Three-Hit Juggle Charge Punch Combo



Jump in deep, tap HP



Tap MK



Motion ↓ ↘ → MP

Five-Hit Charge Punch Combo



Jump in deep, tap MK



Tap LP



Tap LK

Tap MP

Motion ↓ ↘ → MP

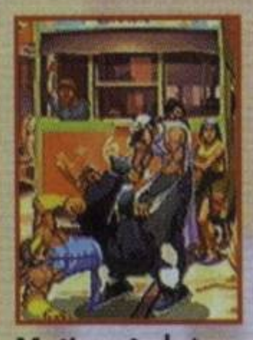
Four-Hit Kick-Up Combo



Jump in deep, tap HP



Tap (↓ MK)



Motion → ↓ ↘ MK for two hits

Ten-Hit Super Punch/Kick Combo

Note: To perform this combo, you must use Super Art II and your Super Bar must be at Level One.



Jump in deep, tap HP



Tap LP



Tap LP



Tap MP



Motion ↓ ↘ → ↓ ↘ → MP for six hits

Eight-Hit Super Punch Combo

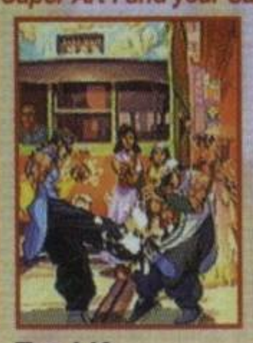
Note: To perform this combo, you must use Super Art I and your Super Bar must be at Level One.



Jump in deep, tap HK



Tap LP



Tap LK



Tap MP



Motion → ↓ ↘ MP



Motion ↓ ↘ → ↓ ↘ → MP for three hits

Another Killer Combo

Seven-Hit Kick-Up Combo

Note: Your Super Bar must be flashing for you to perform this combo.

Jump in deep, tap HP, LP, LP, LK, motion ↓ ↘ → (LK MK) for three hits

Alex

Special Moves

Flash Chop



Motion ↓ ↘ → P

Sleeper Hold



Motion ↓ ↘ → P, tap (← HP)

Back Drop



Motion ↓ ↘ → P, motion → ↘ ↓ ↙ ← P

Air Dive



While in the air, tap (↓ HP)

More Special Moves

Air Stomp
Charge ↓ for two seconds, tap (↑ K)

Air Smash
Motion → ↓ ↘ K

Charging Elbow
Charge ← for two seconds, tap (→ K)

No Escape
Motion → ↘ ↓ ↙ ← P

Super Arts

Super Art I: Super No Escape



When in close, rotate the control pad 360 degrees clockwise, tap P

Super Art II: Punching Combo



Motion ↓ ↘ → ↓ ↘ → P

Super Art III: Super Head Smash



Motion ↓ ↘ → ↓ ↘ → P

Killer Combos

Three-Hit Flash Chop Combo



Jump in deep, tap HP



Tap MK



Motion ↓ ↘ → LP

Three-Hit Air Smash Combo

Note: Your Super Bar must be flashing for you to perform this combo.



Jump in deep, tap HP



Tap MK



Motion → ↓ ↘ (LK MK)

Four-Hit Elbow Air Smash Combo

Note: For you to perform this combo, your Super Bar must be at Level One .



Jump in deep, tap HP



Tap MK



Motion ↓ ↘ → (LP MP)



Motion → ↓ ↘ (LK MK)

Nine-Hit Super Charging Elbow Combo

Note: For you to perform this, use Super Art II and your Super Bar must be at Level Two.



Jump in deep, tap HP



Hold ←, tap MK



Tap (→ LK MK) for two hits



Motion ↓ ↘ → ↓ ↘ → MP for five hits

Seven-Hit Super Head Smash Combo

Note: To perform this combo, you must use Super Art III and your Super Bar must be at Level One.



In close, motion ↓ ↘ → HP



Motion ↓ ↘ → ↓ ↘ → MP for four hits



Motion ↓ ↘ → HP



Motion → ↘ ↓ ↙ ← MP

More Killer Combos

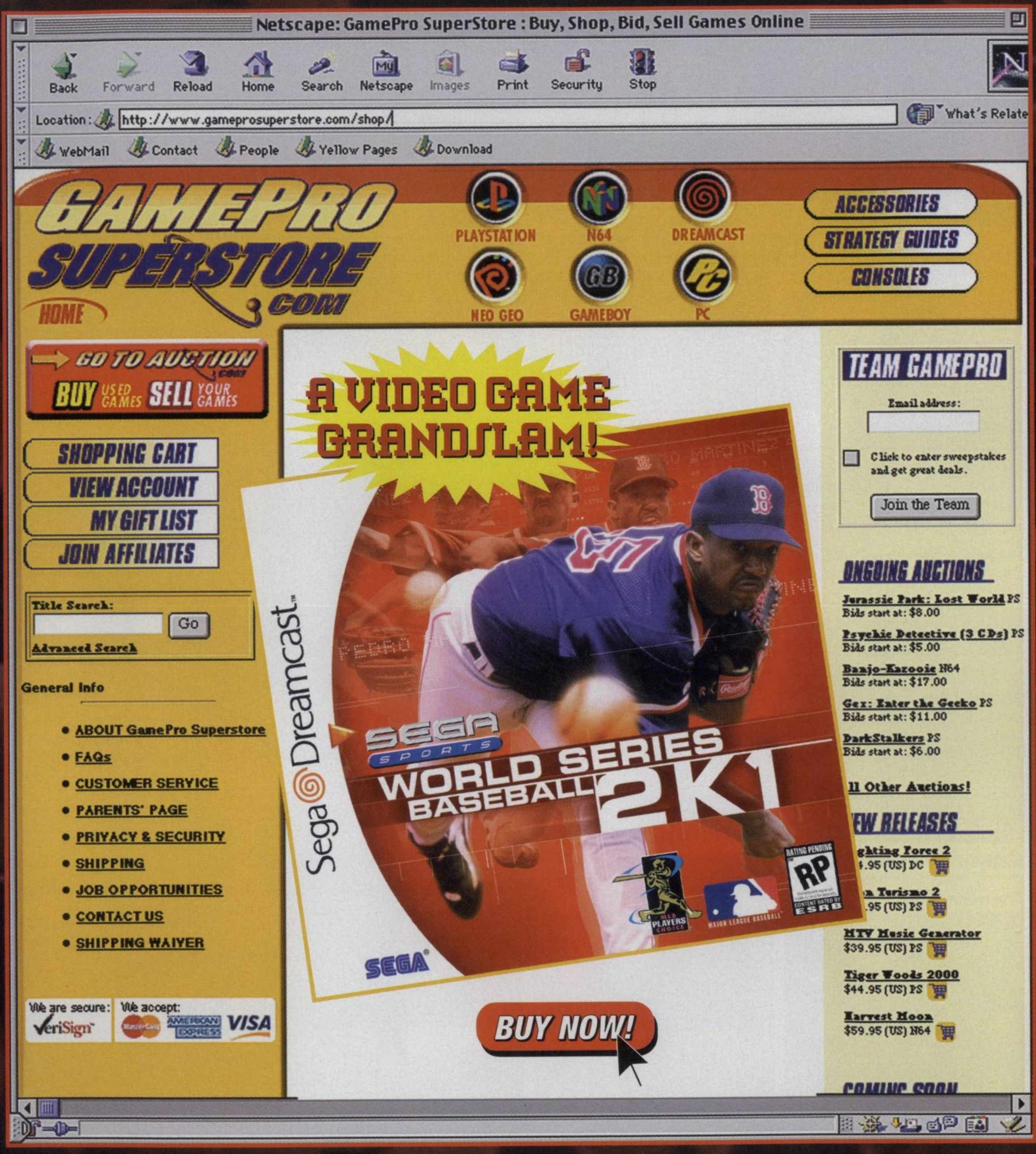
Three-Hit No Escape Combo
Note: Your Super Bar must be flashing to perform this combo.
Jump in deep, tap HP, motion ↓ ↘ → (LP MP), motion → ↘ ↓ ↙ ← MP

Four-Hit Charging Elbow Combo
Note: Your Super Bar must be flashing to perform this combo.
Jump in deep, tap HP, hold ←, tap MK, (→ LK MK) for two hits

Eight-Hit Super Punch Combo
Note: Use Super Art II and your Super Bar must be at Level One to perform this combo.
Jump in deep, tap HP, tap MK, motion ↓ ↘ → LP, motion ↓ ↘ → ↓ ↘ → MP for five hits

Eight-Hit Super Twin Flash Chop Combo
Note: Use Super Art II and your Super Bar must be at Level One to perform this combo.
In close, motion ↓ ↘ → HP, tap MK, motion ↓ ↘ → LP, motion ↓ ↘ → ↓ ↘ → MP for five hits

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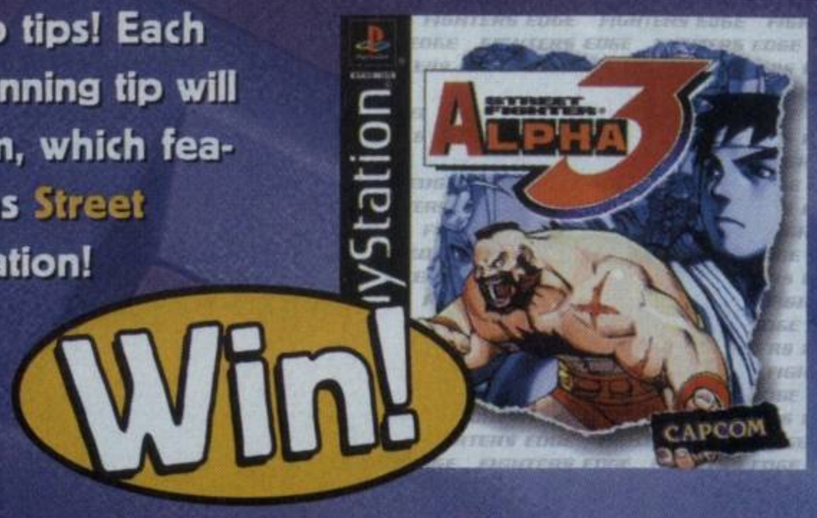
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PlayStation

Triple Play 2001

Unlock Dream Team and Prompt Commentary





Unlock Dream Team: At the main menu, choose Single Game. At the team-selection screen, **press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right**. If you entered the code correctly, you'll hear a voice say "Triple Play 2001," and the Dream Team will become available.

Historical Commentary: During gameplay, **simultaneously press and hold L1, L2, R1, R2**. Keeping these buttons held, **press Up**, △, **Right**, ○.

Trivia Commentary: During gameplay, **simultaneously press and hold L1, L2, R1, R2**. Keeping these buttons held, **press Down**, ×, **Right**, ○.

Weather Commentary: During gameplay, **simultaneously press and hold L1, L2, R1, R2**. Keeping them held, **press** ×, **Down**, △, **Up**.

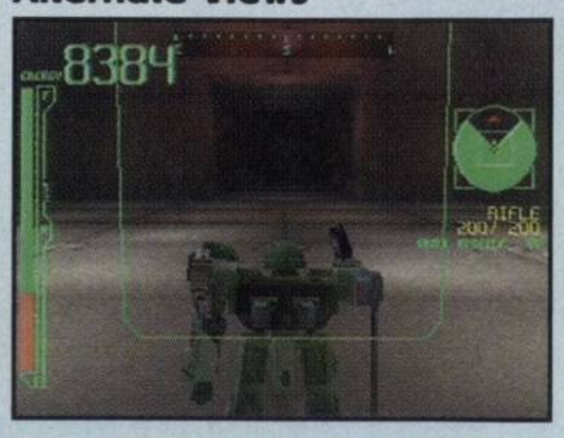
Additional Batter Commentary: During gameplay, **simultaneously press and hold L1, L2, R1, R2**. Keeping them held, **press Left**, □, **Up**, △.

Wyatt Masniuk
Calgary, Canada

PlayStation

Armored Core: Master of Arena

Alternate Views





First-Person View: During gameplay, **simultaneously press and hold** △, □, **Start**. The game will pause. **Press Start** again to resume the game in first-person view. Repeat to return to normal view.

Fixed-Camera View: During gameplay, **press and hold** ○, ×, **Start**. The game will pause. **Press Start** again to resume the game in fixed-camera view. Repeat to return to normal view.

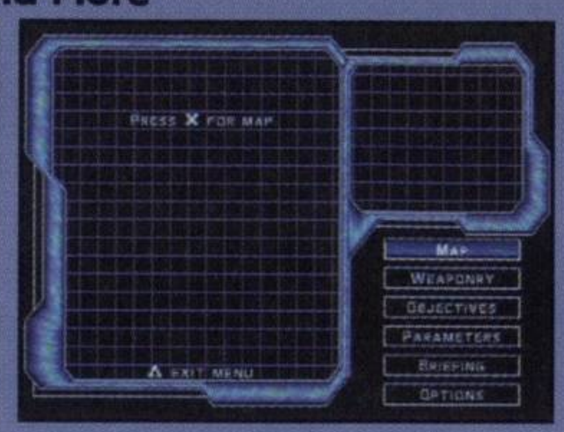
PlayStation

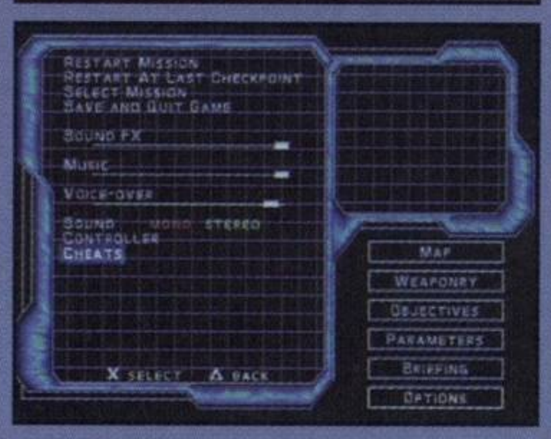
Syphon Filter 2

READER TIP OF THE MONTH

Level Skip, Movie Theater, and More

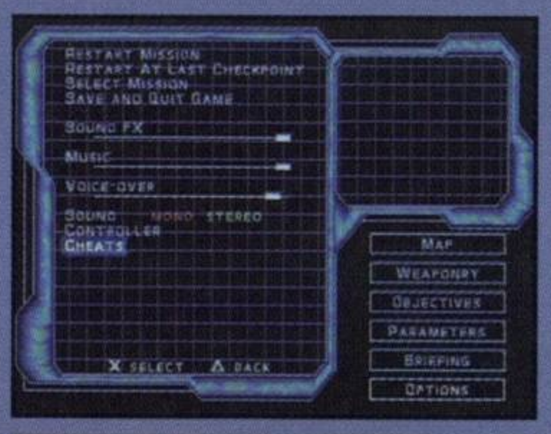


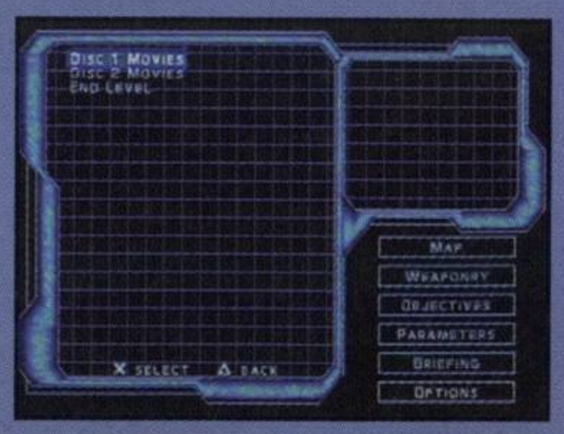






Level Skip: Pause the game, highlight "Map," and **simultaneously press and hold Right, L2, R2,** ○, □, ×. Choose Options, then Cheats, then select End Level.









Movie Theatre: Pause the game, highlight "Briefing," and **simultaneously press and hold Right, L1, R2,** ○, ×. Choose Options, then Cheats, then select Disc 1 Movies or Disc 2 Movies. Gabe Logan will appear in the lobby of a movie theater. Make him face a picture on the wall—each picture represents a movie—and **press** △ to watch the movie.

Expert Mode: At the main menu, choose New Game. Highlight "One Player," and **press and hold** □, ○, **L1, R2, Select, Up**, ×.

Charlie Hanson
Denver, CO

Nintendo 64

GoldenEye 007

All Weapons, Invincibility, and More



All Weapons: During gameplay, **simultaneously press L, R, Down; simultaneously press L, left-C; simultaneously press L, right-C; simultaneously press L, R, left-C; simultaneously press L, Down; simultaneously press L, bottom-C; simultaneously press R, left-C; simultaneously press L, R, right-C; simultaneously press R, Up; simultaneously press L, left-C**. If you entered the code correctly, a message will appear at the bottom-left corner of the screen, and all weapons will be available.

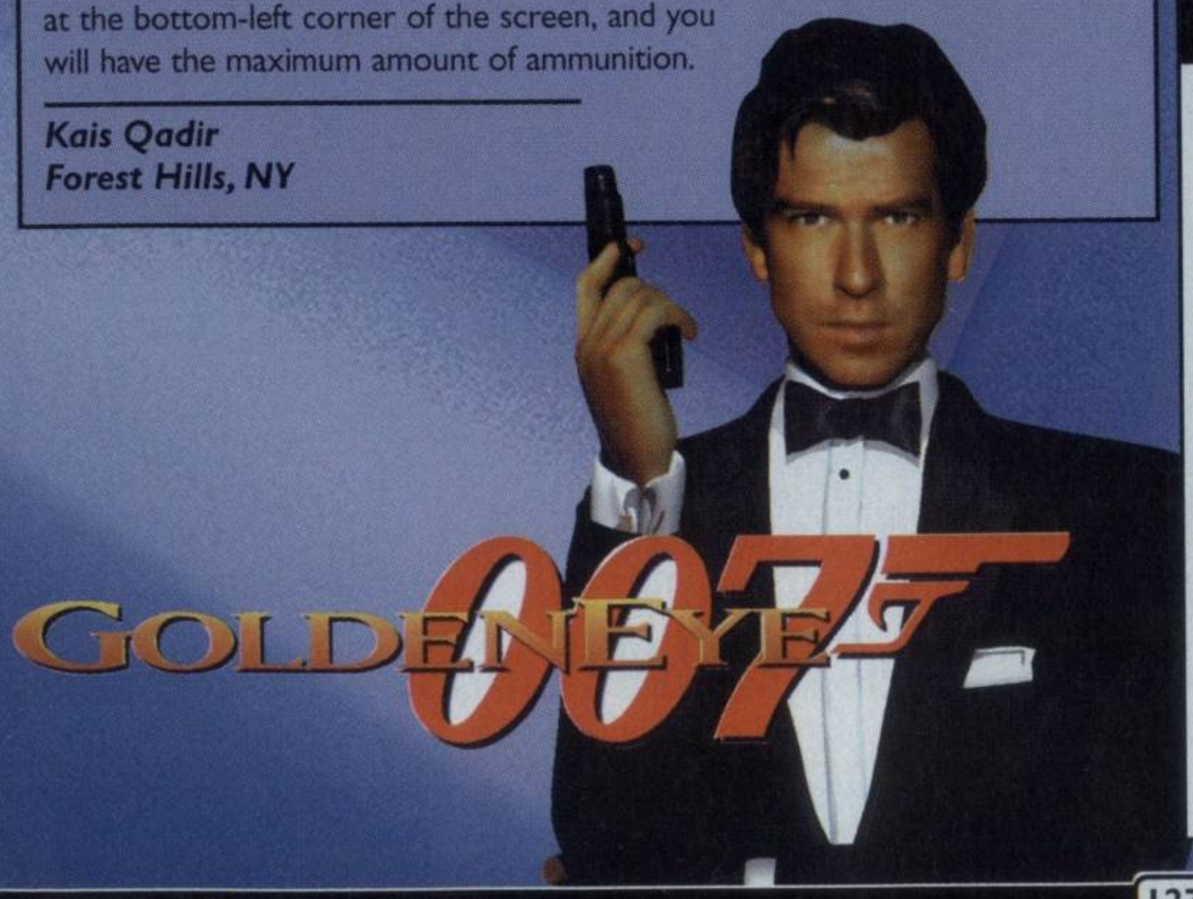
Invincibility: During gameplay, **simultaneously press L, Down; simultaneously press R, right-C, simultaneously press R, top-C; simultaneously press L, Right; simultaneously press L, bottom-C; simultaneously press R, top-C; simultaneously press L, Right; simultaneously press R, Down; simultaneously press L, Left; simultaneously press L, R, right-C**. If you entered the code correctly, a message will appear at the bottom-left corner of the screen, and you'll now be invincible.

Invisibility: During gameplay, **simultaneously press R, left-C; simultaneously press L, R, top-C; simultaneously press L, R, Left; simultaneously press L, R, Up; simultaneously press R, Up; simultaneously press L, left-C; simultaneously press R, top-C; simultaneously press L, bottom-C; simultaneously press L, R, Left; simultaneously press R, Right**. If you entered the code correctly, a message will appear at the bottom-left corner of the screen, and you'll now be invisible to the enemy.

Line Mode: During gameplay, **simultaneously press R, bottom-C; simultaneously press L, R, Down; simultaneously press L, Right; simultaneously press R, top-C; simultaneously press L, R, right-C; simultaneously press R, Up; simultaneously press L, Down; simultaneously press L, Right; simultaneously press R, left-C; simultaneously press R, top-C.** If you entered the code correctly, the graphics will become white with black lines instead of textures.

Maximum Ammunition: During gameplay, **simultaneously press L, R, right-C; simultaneously press R, Up; simultaneously press R, Down; simultaneously press R, Down; simultaneously press L, R, right-C; simultaneously press L, R, Left; simultaneously press R, Down; simultaneously press R, Up; simultaneously press L, R, right-C; simultaneously press R, Left**. If you entered the code correctly, a message will appear at the bottom-left corner of the screen, and you will have the maximum amount of ammunition.

Kais Qadir
Forest Hills, NY



PlayStation

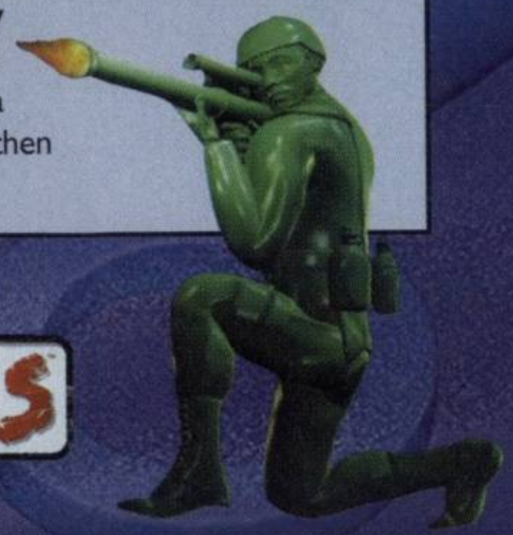
Army Men: Sarge's Heroes

Level Select





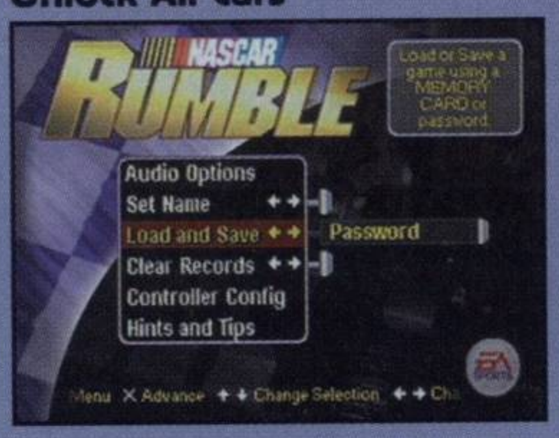
Level Select: At the main menu, **simultaneously press and hold □, L1, R1**. Keeping these buttons held, **press Up, Down, Left, Right**. You'll hear a voice yell "Yeeha!" Choose Campaign, and you'll then be able to choose any level.



PlayStation

NASCAR Rumble

Unlock All Cars





At the main menu, choose Game Options. Highlight "Load and Save," then **press Right,** ✕ to choose Password. Enter `C9P5AU8NAA` as the password to unlock all cars.

Dustin Burns
Semmes, AL

Dreamcast

Centipede

Level Select and Extra Lives



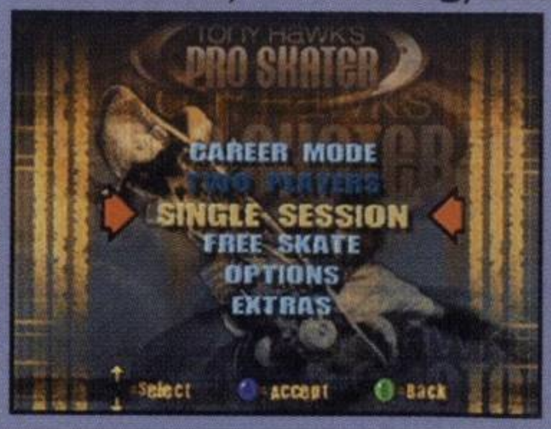


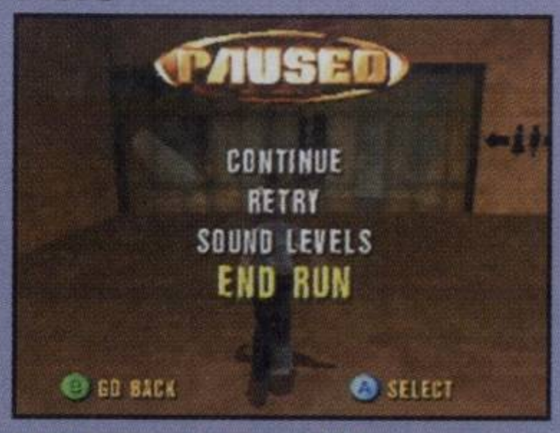
During the game, **simultaneously press and hold L, R, A, B, X, Y** and rotate the analog stick. If you entered the code correctly, a message at the top of the screen should read "All Levels" and "Get a Life." **Press Start** to choose a level.

Nintendo 64

Tony Hawk's Pro Skater

Level Select, Less Falling, and More









At the main menu, choose Single Session. Start a normal game, then pause it. Input any of the following codes to activate these cheats. If you entered the code correctly, the screen will shake.

Add Restart Points: Press and hold L, then press left-C, right-C, bottom-C, Up, Down.

Earn All Tapes: Press and hold L, then press right-C, Left, Up, top-C, top-C, Right, Down, Up.

Fast Motion: Press and hold L, then press Right, Up, Down, Down, Up, Down.

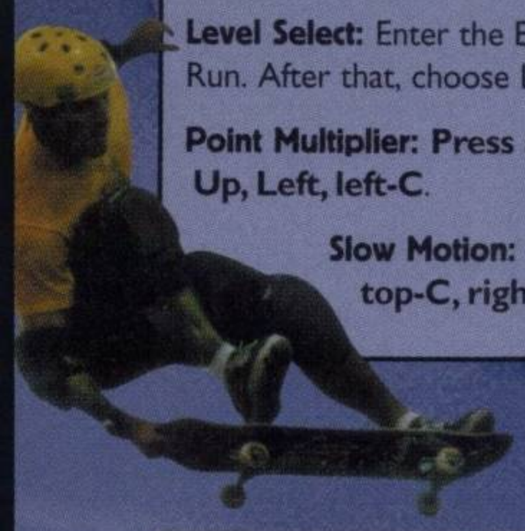
Fast Tricks: Press and hold L, then press top-C, Left, bottom-C, bottom-C, Up, Down, Right.

Less Falling: Press and hold L, then press top-C, right-C, Left, right-C, Right, Up, Down.

Level Select: Enter the Earn All Tapes code (see above), then choose End Run. After that, choose Level Select and select a level.

Point Multiplier: Press and hold L, then press Down, Right, Up, Right, Up, Left, left-C.

Slow Motion: Press and hold L, then press Down, Down, top-C, right-C, Left.



Nintendo 64

Jeremy McGrath Supercross 2000

Cheats Menu



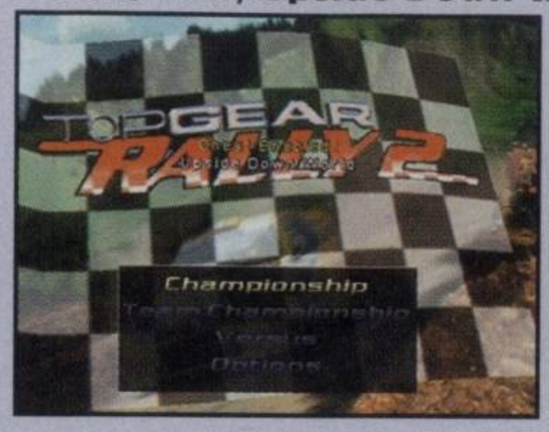


At the main menu, **press L, top-C, L, top-C, L, bottom-C, top-C, bottom-C**. If you entered the code correctly, a Cheats menu will appear.

Nintendo 64

Top Gear Rally 2

Bouncy Cars, Upside-Down World, and More





At the main menu, input any of the following codes to activate these cheats. If you entered the code correctly, you will hear a sound and the message "Cheat Enabled" will appear.

Bouncy Cars: Press top-C, left-C, R, Up, Left.

Chubby World View: Press Z, right-C, L, Up, Right.

Giant Car: Press R, right-C, R, Left, Up.

High-Resolution Mode: Press left-C, left-C, Left, L, L.

Maximum Championship Points in Support Van: Press L, top-C, left, L, L.

No Damage or Failure: Press L, Z, Start, Up, Up.

No Depth View: Press Z, right-C, R, Up, Right.

Speed-Based Aspect Ratio: Press Z, left-C, L, Up, Right.

Speed Warp View: Press Z, left-C, R, Up, Right.

Upside-Down World: Press top-C, Z, Start, Up, Down.

Volcano Valley: Press left-C, Z, R, L, Down.

Wobbly Tire: Press R, right-C, Start, Down, Z.

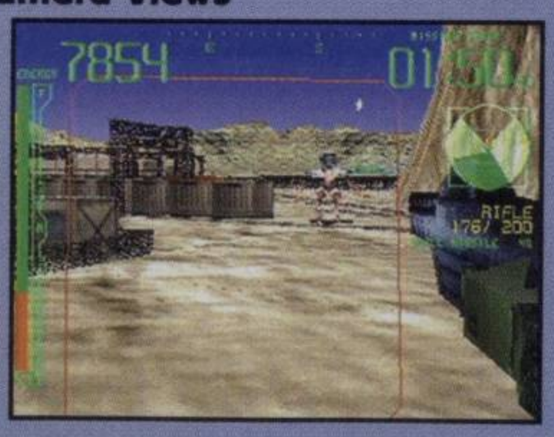
Lee Rafuse
Kentville, Nova Scotia, Canada

PlayStation

Armored Core: Project Phantasma

First-Person and Stationary Camera Views





First-Person View: During gameplay, **simultaneously press and hold** △, □, **Start**. The game will pause. Unpause the game, and you'll be in first-person view.

Stationary Camera View: During gameplay, **press and hold** ×, ○, **Start**. The game will pause. Unpause the game, and you'll be in stationary camera view.



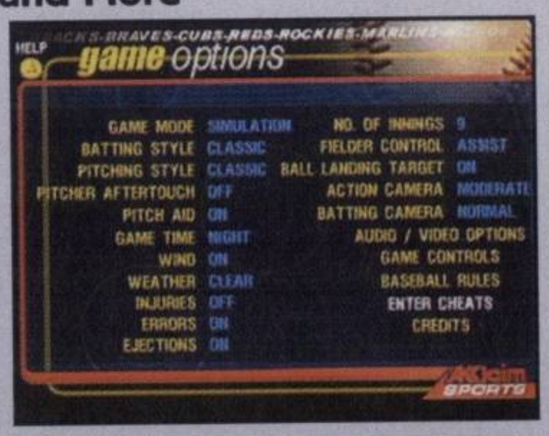


Nintendo 64

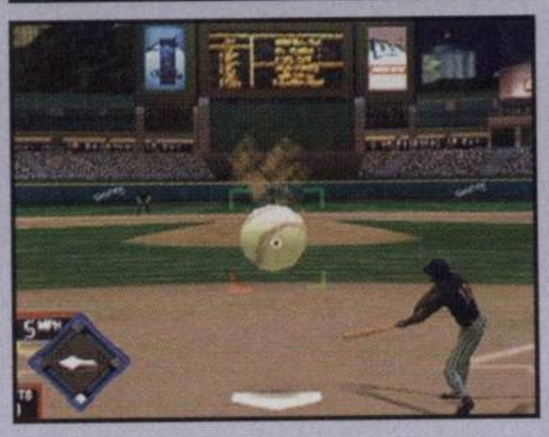
All-Star Baseball 2001

Big Baseballs, Small Players, and More









At the main menu, choose Options, then select Enter Cheats. Input any of the following passwords and **press Start** to activate these cheats.

Baseball Trails:	WLDWLDWST
Big Baseballs:	BCHBLKTPTY
Blackout Mode:	WTOTL
Blurred Graphics:	MYEYES
Players Fly to Dugout:	FLYAWAY
Small Players:	TOMTHUMB

PlayStation

CTR: Crash Team Racing

Infinite Masks, Infinite Wumpa Fruit, and More

At the main menu, press the following buttons to activate these cheats. If you entered the code correctly, you'll hear a chime.

Infinite Bombs: Simultaneously press and hold L1, R1, then press △, Right, Down, Right, Up, △, Left.

Infinite Masks: Simultaneously press and hold L1, R1, then press Left, △, Right, Left, ○, Right, Down, Down.

Infinite Wumpa Fruit: Simultaneously press and hold L1, R1, then press Down, Right, Right, Down, Down.

Invisibility: Simultaneously press and hold L1, R1, then press Up, Up, Down, Right, Right, Up.

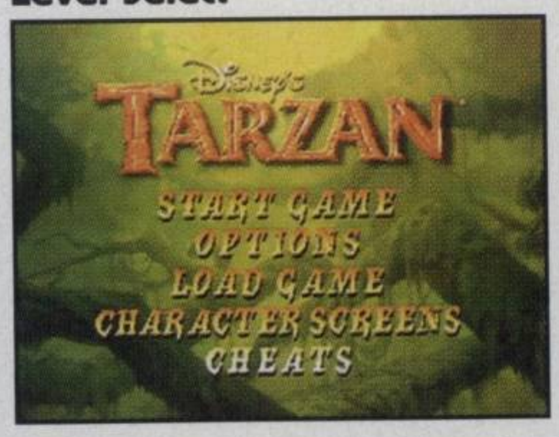
Longer-Lasting Turbo: Simultaneously press and hold L1, R1, then press △, Right, Right, ○, Left.

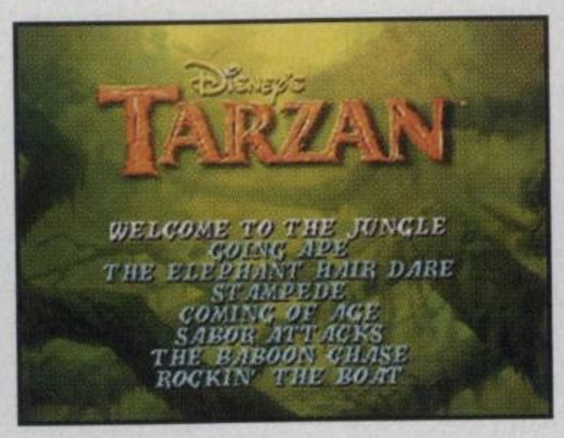
Sunday Umoh
Hyattsville, MD

Nintendo 64

Disney's Tarzan

Level Select





At the main menu, **press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down**. Highlight "Character Screens" and **press Down**—a Cheats option will appear. Choose Cheats, then choose a level.

Nintendo 64

CyberTiger

Unlock Characters









Start a normal game. Choose a player, then select Edit Name. Input any of the following passwords as the player's name to unlock the following characters.

Alien:	UFO
Biker:	DELVIS
Billy in Black Sweater:	CYBERTW
Billy in White Shirt:	WILLI
Chip with Goatee:	ICE
Cindy:	INSTYLE
Ghost Miner:	GOLDDGR
Inga in 1960s:	RETRO
Kimmi:	RAPPER
Little Mark in 1970s:	BRAT
Little Mark in 1980s:	MARKO
Tiger:	TIGERRRR
Tiger Woods in 1970s:	LILTIGER
Tiger Woods in 1980s:	PRODIGY
Traci in Leopardskin:	SAFARI

Dreamcast

Aerowings

Cheat Mode





At the Press Start screen, **simultaneously press and hold L, R, then press Start**. If you entered the cheat correctly, a voice will say, "Okay, good." All aircraft and exhibition missions will now be available.

Dreamcast

Flag to Flag

Rainy Weather





At the main menu choose Arcade. At the transmission selection screen, **simultaneously press and hold L, R, Down**. Pick your transmission and the track as normal, but keep the above buttons held down until the race starts.

Nintendo 64

Rocket: Robot on Wheels

Super Jumping, Super Speed, and More





Pause the game and input any of the following button presses to activate these cheats. If you entered the cheat correctly, the game will automatically unpause and the cheat will be active.

All Vehicles: Press Up, Down, Z, R, Left, Up, Down, Left, Down, Down.

Heavy Rocket: Press Up, Right, Right, R, Right, R, Z, R, R, Up.

Low Friction: Press Up, R, R, Left, Z, Z, Down, Left, Up, Right.

Low Gravity: Press Z, R, Z, R, Down, R, R, Right, Right, R.

Super Grab: Press Down, Left, Right, Z, Down, Right, Down, Down, Down, Left.

Super Grapple: Press R, R, Right, Up, Z, Left, R, Z, Left, Up.

Super Jump: Press Down, Up, Down, Z, Up, Up, Up, R, Up, Z.

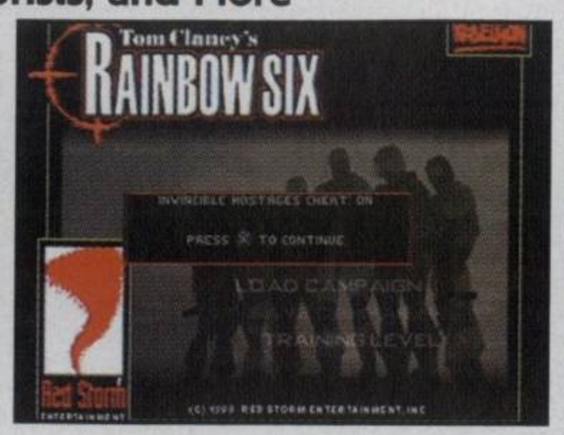
Super Speed: Press Z, Right, Down, Up, Down, R, Up, Down, Left, Up.

PlayStation

Tom Clancy's Rainbow Six

Invincible Hostages, No Terrorists, and More





At the main menu or while the game is paused, press the following buttons to activate these cheats. If you entered the cheat correctly, you'll see a message that it has been activated.

Note: The cheats for main guns, secondary guns, and extra ammunition can be activated only while the game is paused.

All Main Guns: Press and hold L1, and press ×, ○, ○, △, □, ×, □, ○.

All Secondary Guns: Press and hold L1, press ×, △, □, ○, □, ×, △, □.

Extra Ammunition: Press and hold L1, and press □, □, ○, △, ×, △ ×, △.

Free-for-All (No Victory Conditions): Press and hold L1, and press ○, △, △, ×, ○, □, ×, △.

Invincible Hostages: Press and hold L1, press ○, ○, □, △, ×, △ ×, ○.

Maximum Team Attributes: Hold L1, press ×, □, △, △, ○, □, ×, ×.

No Terrorists: Press and hold L1, and press △, ○, ○, △, □, ×, △, ○.

Revive Team Health: Press and hold L1, and press △, △, ×, ○, ○, ×, □, □.

Unlock All Doors: Press and hold L1, and press △, □, □, △, ×, ○, □, △.

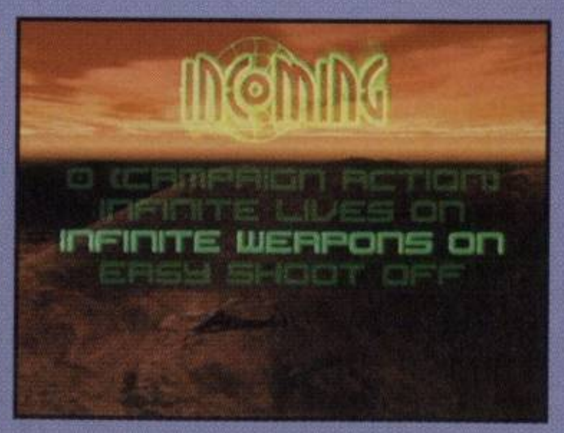
View Ending Movie: Press and hold L1, press □, △, □, □, ○, ○, ×, △.

Dreamcast

Incoming

Cheat Menu





At the Press Start screen, **press Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. If you entered the code correctly, you'll hear a ping. **Press Start**, and at the main menu, **press Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. If you entered the code correctly, a cheat menu will appear.

For PC S.W.A.T.Pro codes, go to GAMEPRO.COM

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BEING DAN ELEKTRO

My Top Ten

I've been splitting time between consoles and PCs thanks to some after-hours deathmatches, a thick stack of previews, and a thicker stack of released games. So it may look strange, but this is what I'm really playing:

1. Unreal Tournament *(PC)*
2. Tony Hawk's Pro Skater 2 beta *(PlayStation)*
3. Vigilante 8: 2nd Offense *(Dreamcast)*
4. Pokémon Trading Card Game *(Game Boy Color)*
5. Thief Gold *(PC)*
6. NBA Showtime: NBA on NBC *(Arcade)*
7. Crimson Skies beta *(PC)*
8. Chu Chu Rocket *(Dreamcast)*
9. Spider-Man beta *(PlayStation)*
10. NBA Live 2000 *(PC)*

Top Five Movies I Wanna See Made Into Video Games



Someone should take a stab at a *Highlander* game!

1. Highlander
Weapon-based fighting with immortals who can be eliminated only by lopping off their heads…think Soul Calibur with Christopher Lambert.

2. Ghostbusters
None of this side-scrolling crap—I want a third-person action game going through haunted houses and bustin' spooks, specters, and ghosts for fun and profit.

3. Rollerball
It was in development from Z-Axis, once… but the James Caan classic about an ultra-violent sport in the future is being remade. Hopefully, someone will get the hockey/roller derby hybrid game together.

4. The Matrix
With a cool premise and a complete universe, there's gotta be an action/adventure, Metal Gear Solid–type thing going on here.

5. Baseketball
I know, the movie wasn't all that funny. But here's a baseball/basketball "sport" that requires no athletic ability—every couch potato can love that.

COMING NEXT ISSUE
Star Wars Demolition, Dino Crisis 2, exclusive info on the Medal of Honor sequel, and our monster-sized E³ report!

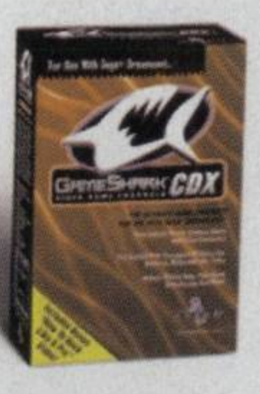
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