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PC GAMEPRO

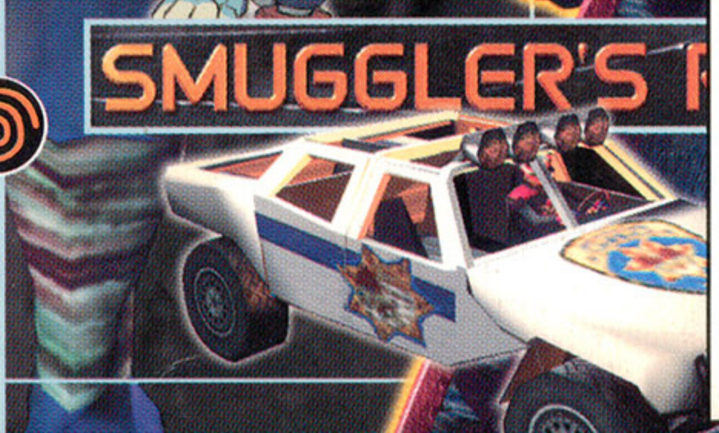
- Arcanum
- MechWarrior 4: Vengeance
- You Don't Know Jack: 5th Dementia

PROSTRATEGIES!

BREATH OF FIRE IV

PlayStation





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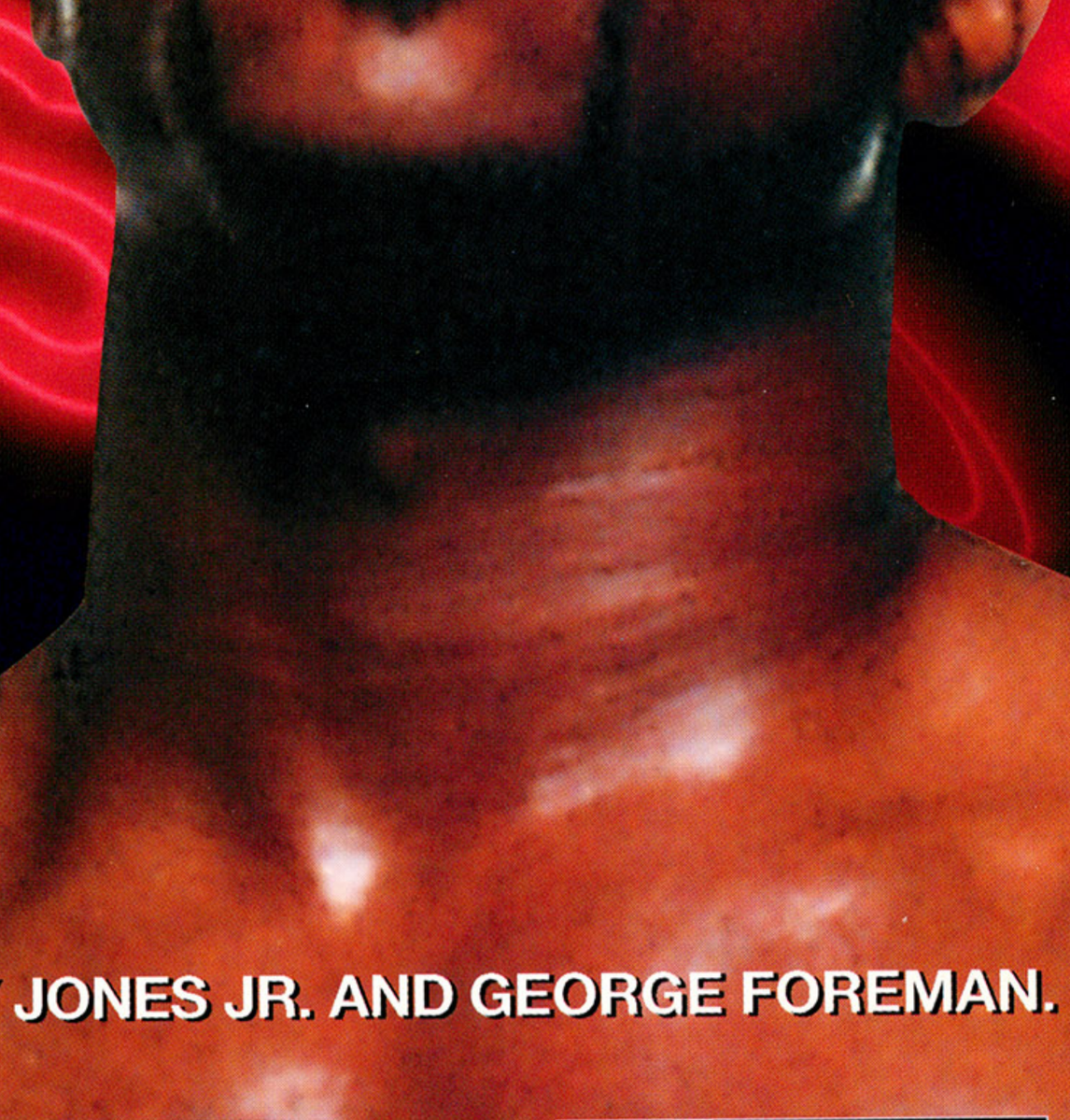

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THEIR OWN







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Animated Violence

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Weather

Today's temperatures and forecasts across the nation.

c	cloudy	**sf**	snow flurries	**sn**	snow
pc	partly cloudy	**sh**	showers	**t**	thunderstorms
r	rain	**s**	sun	**hw**	high winds

°Fahrenheit

Below 10	10s	20s	30s	40s	50s	60s	70s	80s	90s	100s

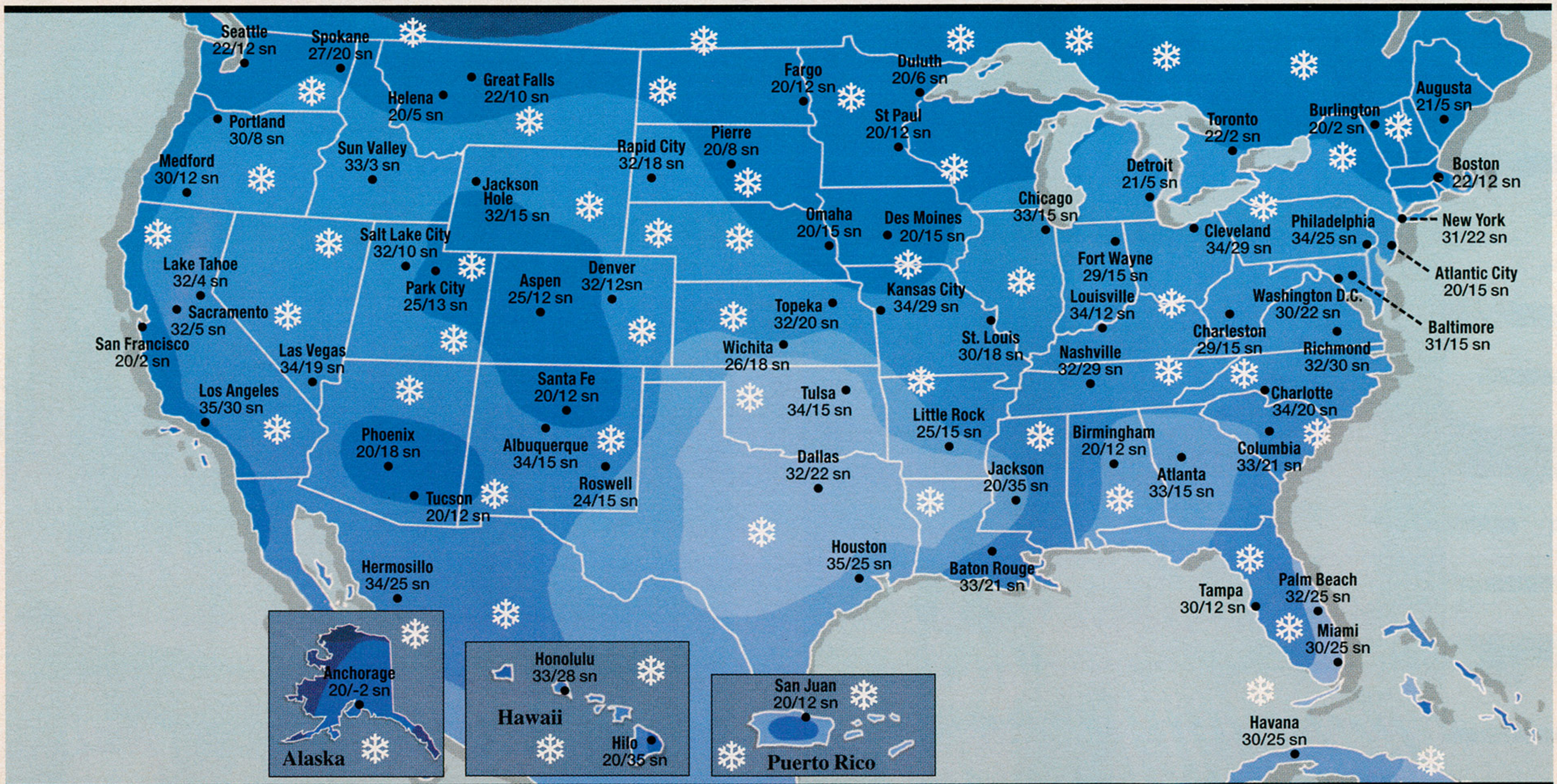
°Fahrenheit	10	20	30	40	50	60	70	80	90	100
°Celcius	-12	-7	-1	4	10	16	21	27	32	38

What are we going to do with all this snow?

A better question is, what aren't you going to do? Grab your snowboard and fly down the slopes. Get ozone-high air out of the half-pipe. Tweak the laws of gravity. The possibilities are wide open. As is every available lift in North America.

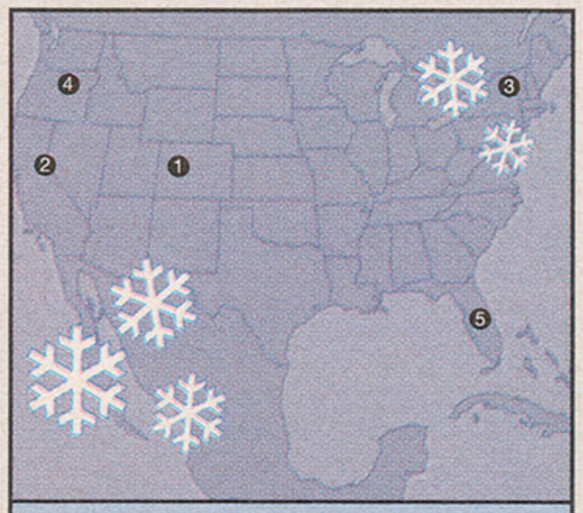
Ask the Weatherman

Send your questions to: Weather Editor Doug Mukai, doug@weathertrib.com. Or write to: Ask the Weatherman / TRIBUNE, 1200 White Ave., Kirkston, VA 22229



Atlanta	Baltimore	Boston	Charlotte	Chicago	Cleveland	Detroit	Houston	Kansas City	Los Angeles
Snow 33/15	**Snow** 31/15	**Snow** 22/12	**Snow** 34/20	**Snow** 33/15	**Snow** 34/29	**Snow** 21/5	**Snow** 35/25	**Snow** 34/29	**Snow** 35/30
Tuesday: Snow 33/15	**Tuesday:** Snow 42/31	**Tuesday:** Snow 20/8	**Tuesday:** Snow 20/12	**Tuesday:** Snow 20/18	**Tuesday:** Snow 27/18	**Tuesday:** Snow 30/18	**Tuesday:** Snow 42/32	**Tuesday:** Snow 39/30	**Tuesday:** Snow 40/22
Wednesday: Snow 33/15	**Wednesday:** Snow 41/35	**Wednesday:** Snow 22/10	**Wednesday:** Snow 20/8	**Wednesday:** Snow 22/5	**Wednesday:** Snow 25/11	**Wednesday:** Snow 34/22	**Wednesday:** Snow 44/31	**Wednesday:** Snow 38/12	**Wednesday:** Snow 44/31
SQI: Icy	SQI: Fresh Powder	SQI: Fresh Powder	SQI: Icy	SQI: Fresh Powder	SQI: Hard Pack	SQI: Fresh Powder	SQI: Fresh Powder	SQI: Fresh Powder	SQI: Fresh Powder

Nashville	New York	Philadelphia	Phoenix	Portland	Salt Lake City	San Francisco	St. Louis	Tampa	Washington D.C.
Snow 32/29 **Tuesday:** Snow 28/17 **Wednesday:** Snow 24/18 SQI: Hard Pack	**Snow** 31/22 **Tuesday:** Snow 35/25 **Wednesday:** Snow 34/20 SQI: Fresh Powder	**Snow** 34/25 **Tuesday:** Snow 30/25 **Wednesday:** Snow 33/25 SQI: Hard Pack	**Snow** 20/18 **Tuesday:** Snow 32/15 **Wednesday:** Snow 32/14 SQI: Fresh Powder	**Snow** 30/8 **Tuesday:** Snow 25/12 **Wednesday:** Snow 26/12 SQI: Icy	**Snow** 32/10 **Tuesday:** Snow 27/18 **Wednesday:** Snow 24/14 SQI: Fresh Powder	**Snow** 20/2 **Tuesday:** Snow 18/4 **Wednesday:** Snow 12/2 SQI: Hard Pack	**Snow** 30/18 **Tuesday:** Snow 28/16 **Wednesday:** Snow 24/12 SQI: Fresh Powder	**Snow** 30/12 **Tuesday:** Snow 20/2 **Wednesday:** Snow 24/6 SQI: Hard Pack	**Snow** 30/22 **Tuesday:** Snow 33/15 **Wednesday:** Snow 29/2 SQI: Fresh Powder



HIGHEST SNOWFALL AMOUNTS LAST 24 HOURS

1. ASPEN, CO	114"
2. SIERRA AT TAHOE, CA	106"
3. STRATTON, VT	97"
4. MT. HOOD, OR	91"
5. PALM BEACH, FL	85"

Weekend sports weather


Jones

Blizzards in the Pacific Northwest could hamper snowboarders Kevin Jones and Tara Dakides as they defend their titles at the Mt. Hood Pro Invitational…For the third straight week, football stadium attendance will be significantly lower due to heavy snow…Record crowds should continue at mountain resorts nationwide.


Dakides

TODAY'S SNOW QUALITY INDEX (SQI)

Powder: A perfect time to use a sick day.	**Hard Pack:** A prime opportunity to work on your half-pipe prowess.	**Icy:** A bad day riding still beats a great day working.



Today through Sunday outlook: Mostly awesome amounts of up-to-your-ears fresh powder. East, west, north, south and everywhere in between. No end in sight. Is your board waxed?

PlayStation

Hey, anything's possible.

The forecast calls for whatever your sick little mind can imagine. From falling snow to insanely realistic motion captures, we put you on the mountain. Break off gravity-defying tricks and grabs in over 20 huge, obstacle-laden courses. Shred deep powder with 10 top pros, including Todd Richards, Kevin Jones, Barrett Christy and Tara Dakides. Six killer events, including a wicked Pro Challenge Mode. The weather gods have spoken. Get out and worship.

CoolBoarders 2001

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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 0.5 (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.



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

Sound: Critiques the music and sound effects.

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

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

ESRB Rating System

Every *GamePro* review features the official Entertainment Software Rating Board ratings icon.



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

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Animated Violence


DAILY COE
Mikado's New Policy
STREET
PICK A WORLD
WE'LL TAKE YOU THERE
SQUARESOFT

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Onimusha: Warlords is the first Capcom game totally designed with the PlayStation 2 in mind. Now you can find out how the "way of the samurai" leads to more than monsters.

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PROSTRATEGY GUIDE

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TEEN T ESRB

Here's a breath of fresh air for Breath of Fire IV. You'll find all the Masters, learn all the skills, become all the Dragons, catch all the fish, and more.

106 **Grandia II, Part 1 (Dreamcast)**

TEEN T ESRB

The never-ending battle between good and evil carries you into one of the best Dreamcast RPGs yet! You'll learn all the basic skills, begin the journey, and plunge headlong into mystery in part one of this ProStrategy Guide.



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112 **Smuggler's Run (PlayStation 2)**

TEEN T ESRB

If you're going to stay one step ahead of the authorities, you need all the help you can get. Now you have all the best routes through some of the toughest missions.

S.W.A.T. PRO

120 You've got it easy now. Here are some way-out codes and tricks for Medal of Honor Underground, SSX, Smuggler's Run, San Francisco Rush 2049, and much more.

Cover art courtesy of Capcom

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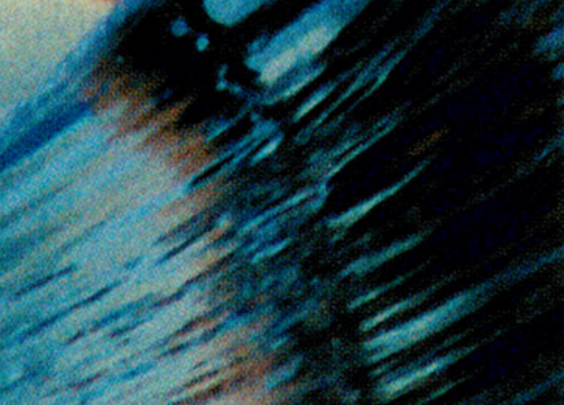

Over a dozen aerial tricks can be linked for unlimited combo's!

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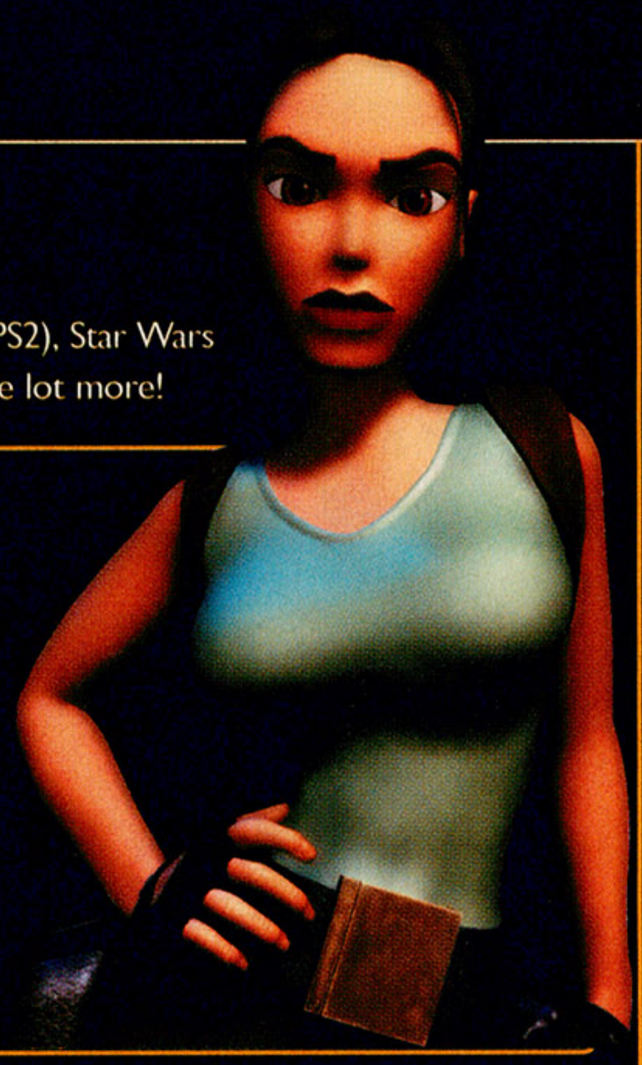

PC GAMEPRO

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Games

Check out gamepro.com for reviews and previews of brand-new games for the PlayStation 2, Dreamcast, N64, PlayStation, and PC. You can also enter contests to win awesome prizes, print out strategies, grab the latest cheats, or chat with certified GamePros. The site is updated daily so there's always something new.



This Month

- NBA Shootout 2001 (PS2)
- NCAA Final Four 2001 (PS2)
- NHL FaceOff 2001 (PS2)
- Gran Turismo 3 (PS2)
- Star Wars Super Bombad Racing (PS2)
- Metropolis Street Racer (Dreamcast)

Entertainment

The entertainment channel is packed with reviews of comics, anime, toys, DVDs, and new release movies. Be sure to check out New Comics Day every Friday.



This Month

- In Theaters—*House of 1000 Corpses*
- DVD—*Dinosaur*
- DVD—*Me, Myself & Irene*
- Anime—*Saber Marionette J*
- Anime—*Votoms*

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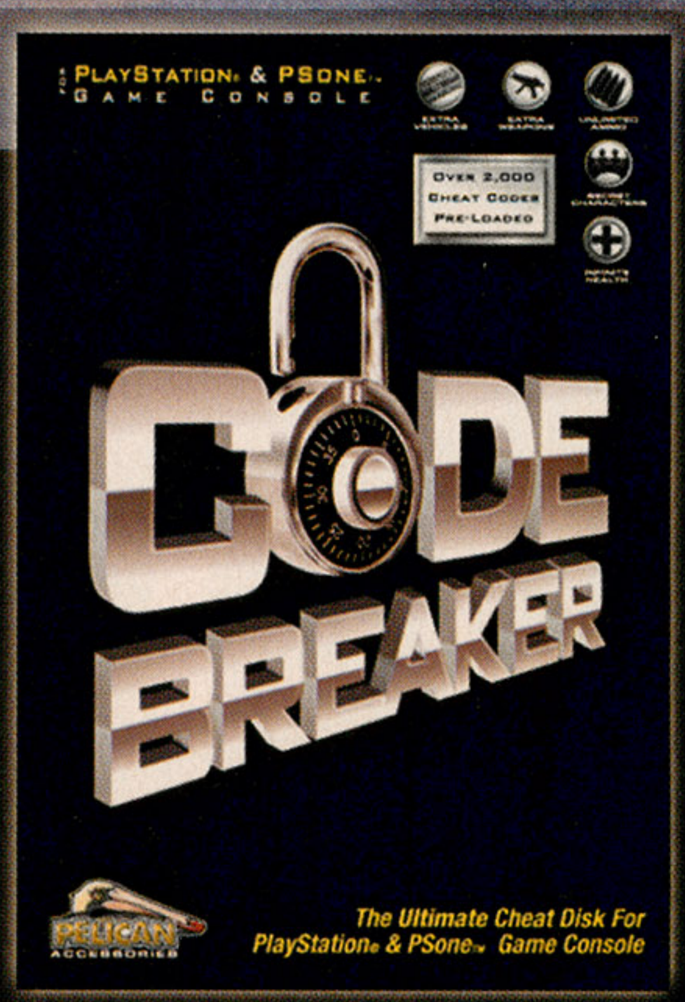

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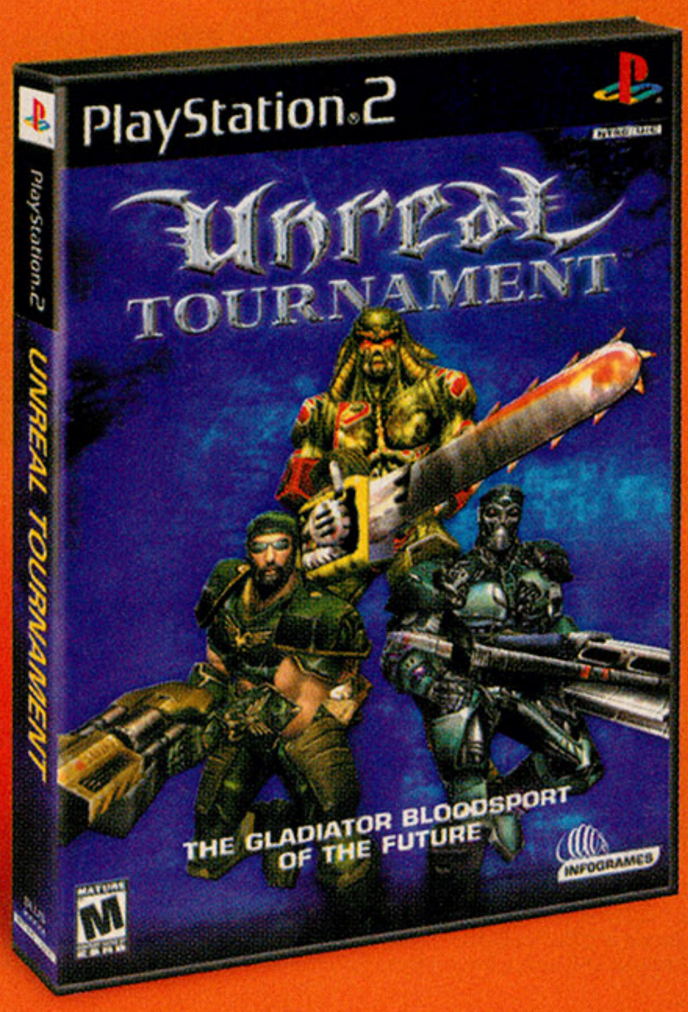

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— GAMER'S REPUBLIC, NOVEMBER

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— PSM, NOVEMBER

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OVERVIEW:



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Editor's Letter

2001: A Video Game Odyssey

A long, long time ago before many of us…er, you were born, a movie called *2001: A Space Odyssey* told a now-classic, futuristic tale of alien contact, human evolution, and a supercomputer run amok. Now, those of us…er, *you* who have succeeded in Sony's version of the lottery can watch Stanley Kubrick's masterpiece on DVD with the PlayStation 2—a sort of mini-supercomputer in its own right.

Oh, yeah…Happy New Year!

The Dreamcast and PlayStation 2 are paving the way for what could be remembered as an evolutionary year for electronic entertainment. Plus, Nintendo's GameCube and Microsoft's Xbox, both due by year's end, are engineering showstoppers with awesome computer technology that promises to ignite your imaginations with mind-blowing new ways to have fun.

So if you're a serious GamePro (and we know you are), you ought to be managing your financial resources wisely to upgrade your video game setup. Put away a little bit for essentials, like a college education, Breath of Fire IV (PlayStation), Banjo-Tooie (N64), Unreal Tournament (Dreamcast), and a Game Boy Advance. If you're hunting for a PlayStation 2 or a Dreamcast right now, that puts you slightly ahead of the game—and, who knows, you may be in a perfect position to invest in another game system or two later this year.

Of course, you don't have to wait for next generation hardware to see next generation games. In this issue, *GamePro* is showcasing Onimusha: Warlords, a PlayStation 2 monster-in-the-making that Capcom hopes will be a flagship game for that system. You can also feast your mind on Knockout Kings 2001 (PS2), 18 Wheeler: American Pro Trucker (Dreamcast), Phantasy Star Online (Dreamcast), and an entire load of cutting-edge titles.

2001: A Space Odyssey was a little off target: Yes, 2001 is the year supercomputers will run amok—but only so we can play bigger and better video games.

The GamePros
San Francisco, CA
letters@gamepro.com



Super Majora Bros.?

In your "Behind the Mask" Legend of Zelda article [November 2000, page 48], I noticed a hidden face in a picture of a crapload of Majora's Mask characters: the face of Mario! Is this supposed to be noticed, or do I just have a good eye?

▶ Frank Multari Jr.–Cleveland, TN



It's not supposed to be noticed—please stop noticing! No, actually, you do have a good eye, and even some of us here missed that subtlety until you pointed it out. Because Nintendo supplied that piece of art, we called the company to find out if the inclusion of Mario's face on The Mask Shop Owner's backpack was an artist's joke or a clue to a hidden game element. Nintendo's response? Silence. Coincidence or conspiracy? Probably neither; it's likely a little joke thrown in by the artist—but the world may never really know….

Future Imperfect

For the past few months everyone has been talking about the PlayStation 2–how great the graphics are and how great the games will be. It's finally here–and, boy, is it a letdown. For one, the console costs $300. Yet that price includes only one controller–after you buy a second controller, a few games, a memory card, and other accessories, your total comes to almost $500. The even bigger letdown is the launch games. Not one of the games you reviewed received perfect scores across the board. SSX got the highest scores with two 4.5's and two 5.0's. As you turn the pages, it gets worse and worse–Silent Scope and Ridge Racer V both received mediocre ratings, and, lastly, you have Kessen, X Squad, and Fantavision. I've never even heard of these games, and, in my opinion, they look pretty stupid. I just wish Sony would've thought this out better. Now all I have to do is wait a few months for Metal Gear Solid 2.

▶ Jeff Clayton–Shawnee, KS

Your criticisms may be valid—but they weren't when you wrote the letter, which was postmarked October 12—a full two weeks before the PS2 was even released! So why are you saying, "It's finally here" and that it's a "letdown" without any hands-on experience to back up your opinions? Thanks for trusting our reviews so much, but, really, nothing beats playing the games yourself, even if you've prejudged some of them as looking "pretty stupid" because you've never heard of them (despite the fact that we've been reporting on all of them for the last year in the form of previews). Meanwhile, perfect games don't come along often, so it shouldn't be a surprise when a title doesn't obtain perfect scores—the appearance of four 5.0's should be what raises your eyebrows.

Jay Talker

Is it me, or does the voice of the Elder God in Legacy of Kain: Soul Reaver sound quite similar to the voice of the Neuromancer Mortanius in Blood Omen: Legacy of Kain? Are the voice-overs performed by the same person?

▶ Philip Maras–Alden, MN

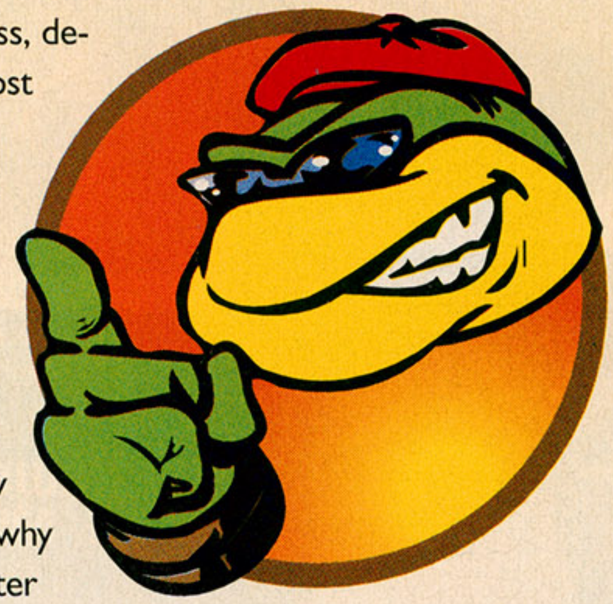
Yep—that's the liquid baritone of Tony Jay, one of the best voice actors in Hollywood (and the person Dan Elektro would most like to be when he grows up). Mr. Jay also appears in the PC games Die by the Sword, Fallout, Planescape: Torment, and King's Quest V, not to mention playing Megabyte in the CGI-animated show *ReBoot*, Chairface Chippendale on *The Tick*, and evil Judge Frollo in Disney's *The Hunchback of Notre Dame*. Look for him to return in the next Kain game, too.

An Alternate Evil

I was flipping through my old issues and discovered something amiss in issue 101 [February 1997, page 36] regarding your preview of Resident Evil 2. The released version of the game has Claire Redfield, not Elsa Walker, and some of the screens you printed don't actually appear in the final version of the game. What version of the game did you preview, and what happened to it?

▶ Mike Haynes–Winnipeg, Manitoba, Canada

Our Resident Evil master Major Mike responds: That preview featured screenshots and information on the game when it was very early in development. However, Capcom was dissatisfied with the game's progress, deciding to scrap most of what had been done and to start over—that's why the final version of RE2 has hardly any of the environments shown in the early screen shots and why the female character was completely revamped (Eliza became Claire Redfield). The version that you saw in that preview is referred to as Resident Evil 1.5 in some circles, and will probably never see the light of day.





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HypocrisyPro?

I noticed in the Buyers Beware section of your November 2000 issue that you guys said home-made Dreamcast boot disks are illegal [page 24]. Yet, in other issues, I've seen you say good things about the Songboy [May 2000, page 40], which lets you play MP3s on your Game Boy. I know Napster just had a court thing, but copying music is still illegal. I just found it funny how you guys support Songboy, but hate this boot disk.

▶ **Shadow the Dragon–Via Internet**

It might smack of hypocrisy at first, but here's the trick: A boot disk is used only to play illegally copied games, but an MP3 player can be used to play legitimate songs. In addition to ripping MP3s from your own CDs for use on portable MP3 players, there are also tons of free MP3s out there, both from new artists and established bands who support the format (for instance, Offspring's Original Prankster is available as an MP3 download at the band's official Web site). So while there are plenty of legal uses for MP3 players, the boot disk exists to break the law.

DVD: Far and Widescreen

I bought a PlayStation 2 on October 26th, and, as for many others, it was my first DVD player. I play movies on the PS2, but they won't play in anything but letterbox mode. I changed my settings on the PS2 to "Full Screen," yet the movies still appear in widescreen. Are the movies only widescreen, or is there a way to change them? I really hate watching movies in that format.

▶ **Erin0913–Via Internet**

It depends on the disc. Many DVDs play only in widescreen mode—the preferred format for serious film buffs. Check the outside of the box; if it says the movie plays in "Full Frame" or "Standard mode," then the film should fill the screen. Some movies come with both versions on one disc, usually with widescreen on one side and full frame (sometimes called "Pan & Scan") on the other. But there's no way to convert a widescreen/letterbox movie to full frame—and you should probably not monkey with that PS2 setting either. If you set the screen to "Full," you'll cut off the edges of the picture when you watch widescreen films. Of course, if you were to buy a widescreen TV...



Dead Letter Office

In the October 2000 issue's Hidden Characters [see ProNews, page 38], there was a little comic strip called, "How To Raise the Dead With Miss Spell." I read the instructions and believed I could do it. About three weeks ago, my dog Buddy died. I was really sad and wanted him to come back, so I did what the article said–but after saying the magic words ["Morbius Mobilius"] a billion times, nothing happened.

▶ **Sergio Rojo–Fort Worth, TX**

Our deepest sympathies for your dog...and your brain... and any people who live near you.

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

four-eyed_dragon@gamepro.com
brobuzz@gamepro.com
uncle_dust@gamepro.com
major_mike@gamepro.com
airhendrix@gamepro.com
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ART ATTACK!

Pick of the Month!



Annie Aube–Canada



Iryna Bennett–Dallas, TX



Masaru Tomoda–Canada

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PlayStation.2

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$ BUYERS BEWARE

BY THE WATCH DOG



After standing in line for many hours in the rain to get them, some gamers are chilled by the problems they're having when watching DVDs on their spankin' new PS2s. The Watch Dog warms them with hot chocolate—and solutions to their woes. Hey, easy on the marshmallows, Edgar!

Q A big reason I bought my PlayStation 2 was to watch DVD movies. The games work fine, but when I play a DVD on my PS2, the picture constantly darkens, then lightens again. Is this a problem with my PS2 or all PS2s?

EDGAR VIA INTERNET

A A Sony customer rep responds: "This is a common problem. It's because you have your PlayStation 2 hooked up to your TV through your VCR. The PS2 has a safety feature to prevent you from recording DVDs on your VCR. You need to connect your PS2 directly to your TV, and not to the VCR. If your TV doesn't have the correct audio/visual connector, we advise that you purchase a Sony-approved RFU adapter. The adapter will allow your PS2 and VCR to be connected to the TV at the same time. Make sure it has the Sony label on it that shows it's been tested and approved by Sony. You should then have a crystal-clear picture."

The Watch Dog adds: The "safety feature" is a copy-protection technology called Macrovision, commonly used in DVD players and VCRs. Games should look fine while your PS2 is connected through your VCR—but, as soon as you play a DVD, Macrovision is triggered, making the picture go screwy so the DVD is not worth copying. The re-wiring is a slight hassle, but is necessary to prevent rampant illegal copying of hi-res DVDs onto video tapes.

Q I bought an InterAct Accessories DVD remote control for my PS2, but the Enter and Cancel buttons are reversed. What's up?

KDOG VIA INTERNET

A A press release on InterAct's Web site (dated the day after the PS2 launched) reads: "InterAct Accessories Inc., a Recoton Company, just learned of a minor compatibility issue with its DVD Remotes designed to work with Sony's PlayStation 2 and has taken immediate steps to rectify the situation. The products involved are DVD Remote (I#22121G) and DVD/TV Master Remote (I#22119G).

"The compatible functions in question involve a reversal of the Cancel and Enter buttons on the remotes. Both functions are fully operational; the labeling, however, is mismarked. In essence, the Cancel and Enter buttons are reversed. InterAct apologizes for any inconvenience this may cause.

"The following actions are immediately taking place:

- "Products now in consumer use: Call 877/818-1293 and we will:
- "Advise customers of the update and mislabeling.
- "Provide, for those who wish, a return authorization number and address to return their remote for an updated replacement.
- "Products in production: Are being immediately updated and will be flown to the United States ASAP.
- "Products in our stock: We are taking steps to update and correct products in our warehouse.
- "All products in our warehouse: All products being shipped will have been updated.



"We have and continue to thoroughly test all of our PS2 products with the first PS2 consoles that were available to us and against all games that are available at retail. We are confident in the total compatibility of all of our other PS2 accessory products."

The Watch Dog adds: This was an unfortunate mistake, but it sounds like InterAct is taking care of the problem. Given that InterAct said it tested all its products on "the first PS2 consoles that were available," it probably based its DVD remotes on the Japanese PS2. If so, this would seem to explain the problem: On the Japanese PS2, the effects of the × and ○ buttons are reversed.

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

Q I know you said you can't get online with the Dreamcast through America Online (see Buyers Beware, October 2000, page 24). My problem is that I use another Internet service provider—Microsoft Network (MSN)—and, regardless of how many times I try, I can't get online either. The message says, "user log-in and/or password is incorrect" and that I should try again. Can you explain to me what the problem is? And I would greatly appreciate it if you would list the ISPs that Sega approves or disapproves.

AKUMA504 VIA INTERNET

A A Sega spokesperson responds: "We don't have a complete list of ISPs that will or won't work with the Dreamcast. But any ISP that uses an auto-dial program (which saves and sends your user name, password, and log-on settings) won't work with the Dreamcast unless you can somehow bypass it. Also, many of the free ISPs, such as Juno or NetZero, won't work with the Dreamcast because they constantly upload (electronic) banner ads that the Dreamcast can't handle. We do know the Dreamcast works fine on Earthlink. While you can use your own ISP to play games online, we do encourage people to use SegaNet because it provides the fastest and most seamless online gaming experience.

The Watch Dog adds: Sega's Web site also says Compuserve and Mindspring won't work with the Dreamcast. All SegaNet-enabled games, however, such as NFL 2K1, include a trial package of 50 free hours on SegaNet, which enables you to connect directly without using your own ISP. At least this lets you try out SegaNet to see if you want to sign up or ditch your old ISP. But it would be nice if Sega could work out these kinks with the various ISPs, especially the for-money ones.

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



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A

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-Dated cheerleaders in high school.
-Has lipstick on underwear.
-Smokes after sex.

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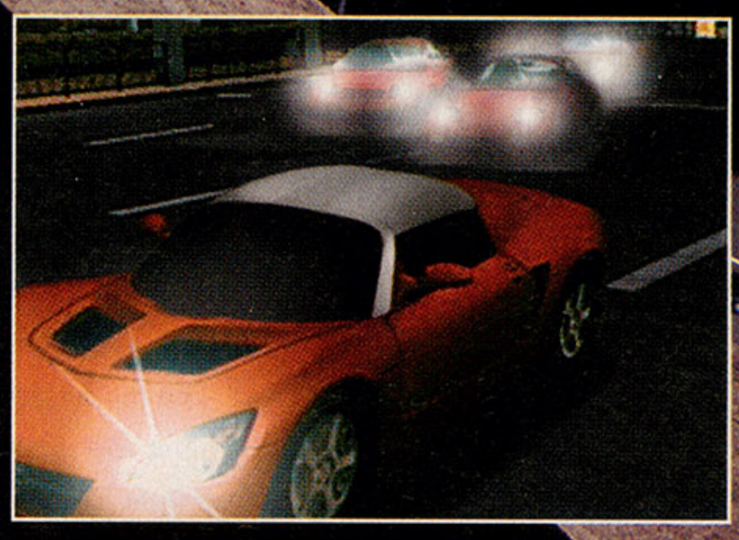



B

DRIVER B

-Offers a limp and clammy handshake that screams of self doubt.
-Wasn't allowed to date in high school.
-Has superheroes on underwear.
-Apologizes after sex.

Dreamcast

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BIZARRE CREATIONS

SEGA DREAMS OF THE FUTURE

Sega addresses Dreamcast's future, alleged PS2 development

At a November press conference, a Sega executive danced around questions about the Dreamcast's future and rumors from Japan that Sega might develop games for the PlayStation 2. "In two years, this box [the Dreamcast] won't be shipping as is," said Charles Bellfield, Sega's vice president of corporate and marketing communications. "We're developing this technology, not discontinuing it." Part of the change will simply be production efficiencies to lower the Dreamcast's price, but another part, Bellfield said, will be the development of the Dreamcast as a multiplatform device. Huh?



Does Sega's focus on virtual content in favor of physical consoles mean the Dreamcast machine—as we know it—is doomed?

"The Dreamcast brand is core," he continued, "but it could appear on other devices, not other platforms. It's not a 'Dreamcast 2'—that refers to a box. Think of platforms evolving; think of cable: You don't pay for the box, you pay for the service."

While those statements are vague, it sounds like Sega may be pursuing the often discussed "set-top box," which consumers could connect to their TV to get everything from games to movies—on demand—via a broadband connection. Other possibilities include handheld wireless gaming on cellular phones and PDAs, which Sega is also exploring. As Bellfield puts it, "Sega's future is all about delivering game content—we're a game company."

As for persistent rumors that Sega is developing PlayStation 2 games, Bellfield said he's "not aware" of any development by Sega for the GameCube, PlayStation 2, or Xbox. "There was a misperception in those stories," he said. "We're looking at digital convergence devices that also run games." When you consider that Bellfield also said Sega's "business going forward is not linked to a specific box," the set-top box and handheld wireless possibilities make more sense.

While those statements leave Sega's future a bit murky, the company has also unveiled two near-term programs. The first is a hardware bundle, the Smash Pack, which will be available in January for $179.95. Along with a Dreamcast, the pack will include the Dreamcast version of Virtua Cop 2, a new puzzle game called Sega Swirl, and a compilation of 10 Genesis games on one disc: Sonic the Hedgehog, Vectorman, Golden Axe, Revenge of Shinobi, Streets of Rage 2, Altered Beast, Phantasy Star 2, Shining Force, Columns, and Wrestle War.

The compilation disc may also be available separately—but not immediately—as Sega wants to give the bundle a chance to sell. If the program does well, Sega will consider releasing other Genesis compilations as well.

Finally, Sega announced that its Dreamcall program, a voice-over-IP technology, will be kicked off in January. Dreamcall will enable gamers to use a microphone attached to their controller to make phone calls to other Dreamcast owners for free, and to any other number for two to nine cents per minute.

The most intriguing part of Dreamcall is Sega's plans to incorporate it into games. Imagine playing NFL 2K2 over SegaNet and talking smack live during a match—or teaming up and talking strategy during a deathmatch. Sega is targeting a fall time frame for this technology to become widespread in its games, and the first title to use it will be AlienFront Online (see Sneak Previews, this issue).

NEWS BITS

Dragon Ball Z, Finally!

Right after we said there was no movement on a Dragon Ball Z game last issue, Infogrames stepped forward with plans to make multiple games based on the ultra-hot anime series for multiple platforms. No details as to what kind of games those will be or what platforms they'll appear on—but rest easy. Something's cookin', and when it's done, we'll serve it up in *GamePro*.

Uri Geller Still Pissed Off

Last April, *GamePro* reported that famed psychic Uri Geller would sue Nintendo of Japan over the Pokémon character Kadabra, a psychic Pokémon wielding a spoon whose Japanese name translates to "Un-Geller." Geller officially filed suit in Los Angeles in November, claiming that "Nintendo stole my identity by using my name and my signature image of a bent spoon" for an "evil, occult Pokémon character." Geller, who was born in Israel, took offense to the markings on Kadabra, which he felt were anti-Semitic.



Ultima Online Goes 3D

It's taken a little while, but the publishers of the pioneering online RPG have finally announced plans for the game to go polygonal. Ultima Online: Third Dawn will overhaul the magical land of Britannia as a full 3D realm with almost 200 character models and impressive, visual spell-effects. Watch for the makeover to go live sometime early this year.

CRAZY TAXI, PERFECT DARK GO HOLLYWOOD

Two of gaming's hottest properties are headed for Hollywood, joining a long list of games being converted by Tinseltown. *GamePro* has learned that Sega's Crazy Taxi will be the next to get the big-screen treatment; production duties will be shared by Goodman/Rosen Productions (the *Highlander* television series) and the Donners' Company (*X-Men*, the *Lethal Weapon* series). No writers, stars, or release dates are known, but *Crazy Taxi* will be an action/comedy with tons of stunts and "*Matrix*-like special effects." If you're concerned about the game's frantic pace and crazy characters being watered-down, our anonymous source says not to worry: "You know the big car chase in *Lethal Weapon 4*—through the office building and back onto the freeway, and then more stunts on the freeway? That would be a minor scene in *Crazy Taxi*."

On the television side, Goodman/Rosen is partnering with Fireworks Entertainment (producers of the TV shows *Relic Hunter*, *Gene Roddenberry's Andromeda*, and *La Femme Nikita*) and 4Kids Entertainment (the *Pokémon* show and movies) to create a series based on Perfect Dark. Nintendo and Rare are both directly involved in the planning, and the goal is a series that will be "true to the game, yet still great entertainment for those who have never played" the N64 version. Again, it's too early to know names of writers, stars, or release dates—but the rights for both projects have been secured. Look to *GamePro* for more news on these two projects as they develop.



GAMEPRO LABS

PlayWorks PS2000 Multimedia Speaker System

Rating: 4.0

It looks like ski goggles on steroids, but Cambridge Soundworks' entry-level digital speaker system offers decent bang for your buck. Designed to work with the PlayStation 2's digital optical output, this two-piece, three-speaker set does a surprisingly good job of simulating surround sound for gamers on a budget. The pure digital sounds might seem brittle at first and you'll quickly hear distortion at high volumes, but the surround effects are impressive, it's easy to install, and it looks really cool.—*Dan Elektro*



Price: $199. Contact: Creative, 405/742-6622, csw.creative.com

Best-Selling Video Game Titles: October 2000

	TITLE	PLATFORM	PUBLISHER
1	Tony Hawk's Pro Skater 2	PlayStation	Activision
2	The Legend of Zelda: Majora's Mask	Nintendo 64	Nintendo
3	Tony Hawk's Pro Skater	PlayStation	Activision
4	Madden NFL 2001	PlayStation	EA Sports
5	Madden NFL 2001	PlayStation 2	EA Sports
6	Gran Turismo 2	PlayStation	Sony
7	Tekken Tag Tournament	PlayStation 2	Namco
8	Spider-Man	PlayStation	Activision
9	Spec Ops	PlayStation	Take 2
10	NFL 2K1	Dreamcast	Sega

Source: NPD TRSTS Video Games Tracking Service

TOMB RAIDER MOVIE & PS2 SNEAK PEEK



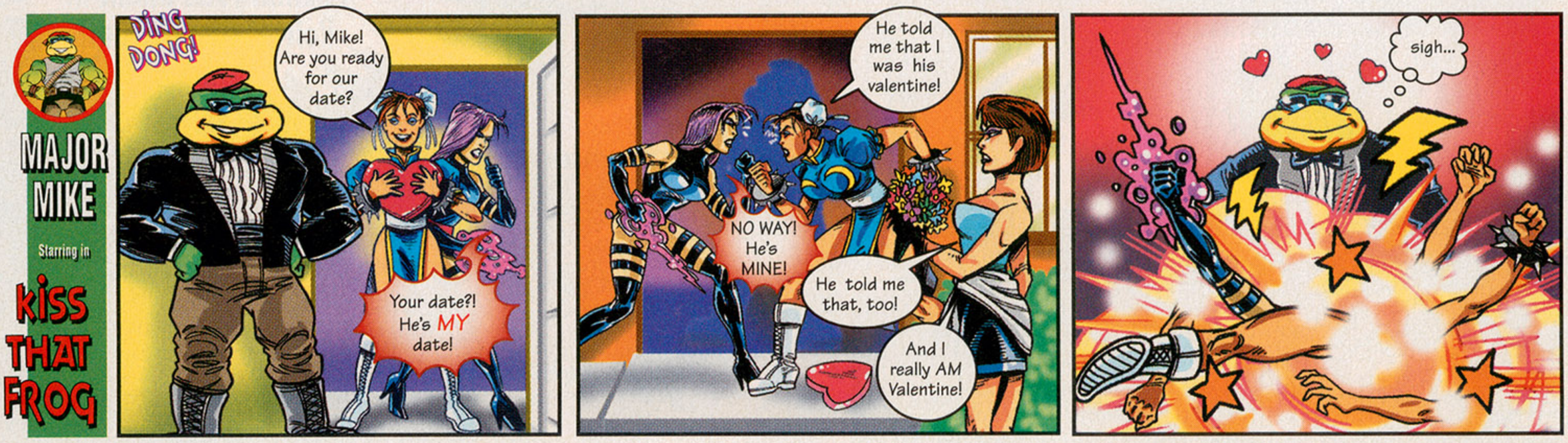
In a recent visit to jolly olde England, *GamePro* got a chance to check out what Lara Croft has on her plate in the months to come. The first stop was the set of Paramount's upcoming *Tomb Raider* movie starring Angelina Jolie, where *GamePro*'s own Star Dingo explored the impressive Angkor Wat temple set; chatted with Angelina, director Simon West, other cast members—and checked out some impressive rough film footage. Stay tuned for more info as the movie's June release date draws closer.

After that, it was off to Core Design for a peek at what Lara will be up to on the PS2, Xbox, and GameCube. Intent on ensuring that Lara Croft's next adventure is a truly new experience worthy of the next-gen systems, Core is going to extreme lengths to make the gameplay, look, and feel totally different from her previous excursions'—so extreme, in fact, that it won't even be called Tomb Raider. With an emphasis on freedom and interactivity, as well as a continuous story spanning several games, Next Gen Lara looks to be a cross between her classic adventures, Shenmue, and PC game Deus Ex. As always, *GamePro* will have more in the coming months. For more info now, check out **gamepro.com**.

STATIC

ext PS2 shipment...next PS2 shipment...next PS2 shipment...Halloween was a hit at *GamePro* again this year, with Miss Spell, Space Queen, and Sandy Beach as the Powerpuff Girls; Dr. Zombie and Tokyo Drifter as Pooh and Tigger (with Four-Eyed Dragon as Grumpy and Brother Buzz as one of the 102 Dalmatians); The Diva and Dan Elektro as Rose and dead, frozen Jack from *Titanic*; Uncle Dust as Indiana Jones; Lamchop as Ryu; and Star Dingo as...himself! And he looked convincing. • Because there has been some, uh, electoral confusion of late, the Readers' Choice Awards ballot has been tweaked yet again this year. Apparently, last year a lot of you thought "Best Console Game" meant "Best Console." Wrong. If we get a bunch of entries that say, "PlayStation 2" for the write-in category, you may not only be disqualified, but you may also have your ballot shredded and burned. • And while we're at it...no, there is no PS9. It's just a commercial, but we're getting mail about it anyway. Do you people honestly believe everything you see on TV? • Baltimore Ravens receiver Brandon Stokley was bummed that he didn't get a free PS2. "I wish Sony would do something for the players," he whined in *Sports Illustrated*. Maybe they figured your enormous NFL salary would have covered some entertainment expenses? If you're such a big fan, get in line like the rest of us. You work only on Sundays anyway. • Majestic...Majestic...Majestic

HIDDEN CHARACTERS



Babble: Auch 'n Amrich Doodles: Mao

EverQuest: The Scars of Velious

TEEN T CONTENT RATED BY ESRB

There's no stopping the contagious growth of EverQuest. Sony has expanded its online fantasy realm to include an arcane ice continent where you'll find more to solve than just chilling mysteries. *By Four-Eyed Dragon*



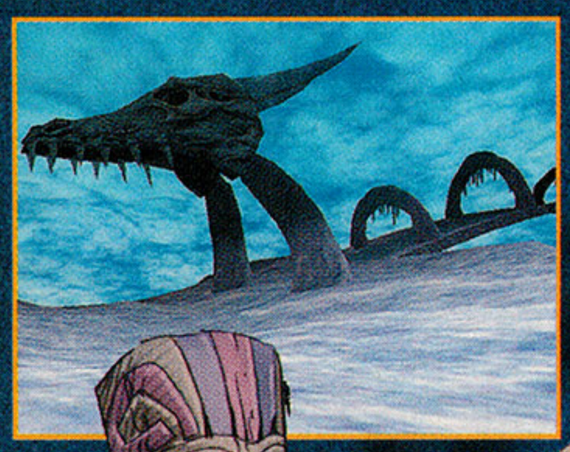
Odd creatures will be among the many new elements you'll encounter in Scars of Velious.

WITH MORE THAN 300,000 active subscribers, EverQuest has become one of the PC's most popular online games. And, because its first expansion pack, The Ruins of Kunark, proved that players were itching for new challenges, it comes as no surprise that this newest addition expands the EverQuest world even further than ever before.



Plight of the Evergreen Quest

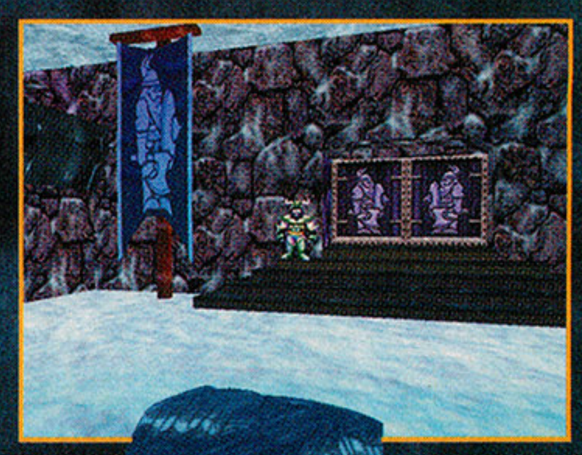
For the uninitiated, EverQuest is a 24-hour, persistent 3D world, with its own weather patterns and its own clock that shifts between night and day. EverQuest's world is also super huge—players routinely get lost in the vast fantasyland. Starting out, you can choose to play as one of 12 races, including trolls, ogres, and wizards, each with their own class, strengths, and weaknesses. Players then forge alliances with other adventurers and explore the lands that contain populated towns, murderous creatures, and a library of self-contained quests that can be completed at any time.



Yeti Sightings and More

Scars of Velious takes place south of Antonica and provides a wealth of new features. It has 20 percent more gameplay than the original EverQuest, including 16 original, advanced-adventure zones that comprise crypts, frozen towers, and ice caves. Within these zones, you'll find new nonplayable creatures, such as snow gnolls, ottermen, and storm giants.

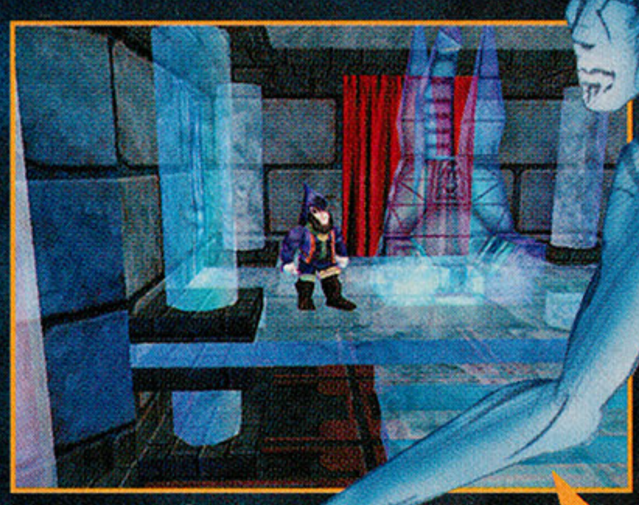
Unfortunately, there aren't any new player races, but there are 12 new player character armor sets for each race, plus additional spells and weapons for your offense. Players will also notice smoother graphics and newly created art by famed fantasy artist Keith Parkinson.





Forever and EverQuest

Scars of Velious is jam-packed with adventures sure to please EverQuest fans. If you haven't tried this celebrated PC game, now's a great time to start, especially with stellar expansion packs on the market to enhance the game.









Check out our Hands-On preview of Phantasy Star Online in Role-Player's Realm!

EverQuest: The Scars of Velious

At the official EverQuest Web site **(www.station.com/everquest)**, you'll find helpful information, message boards, and cool downloads.

Price: $19.99

Target release date: Available now

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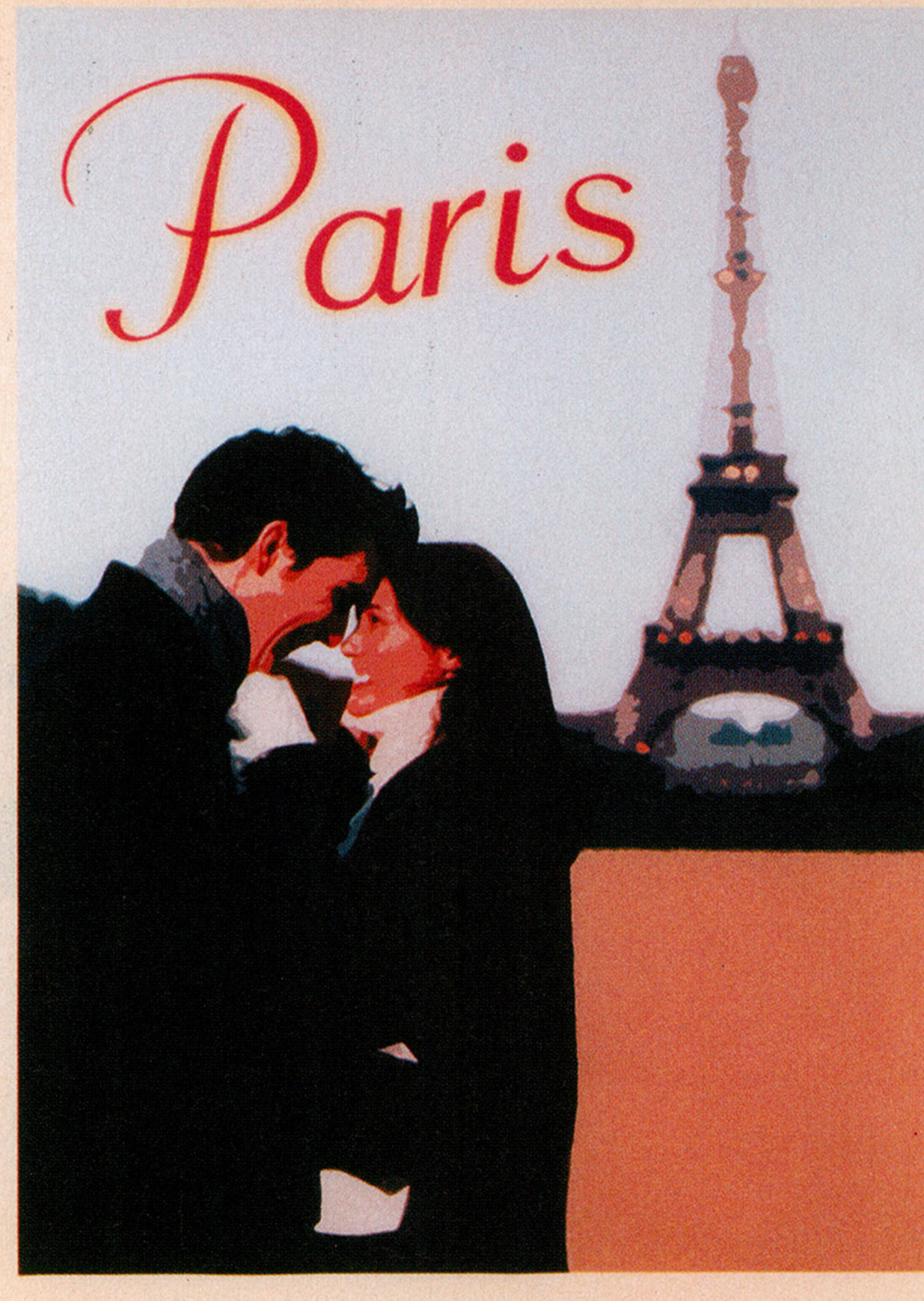



EIDOS INTERACTIVE

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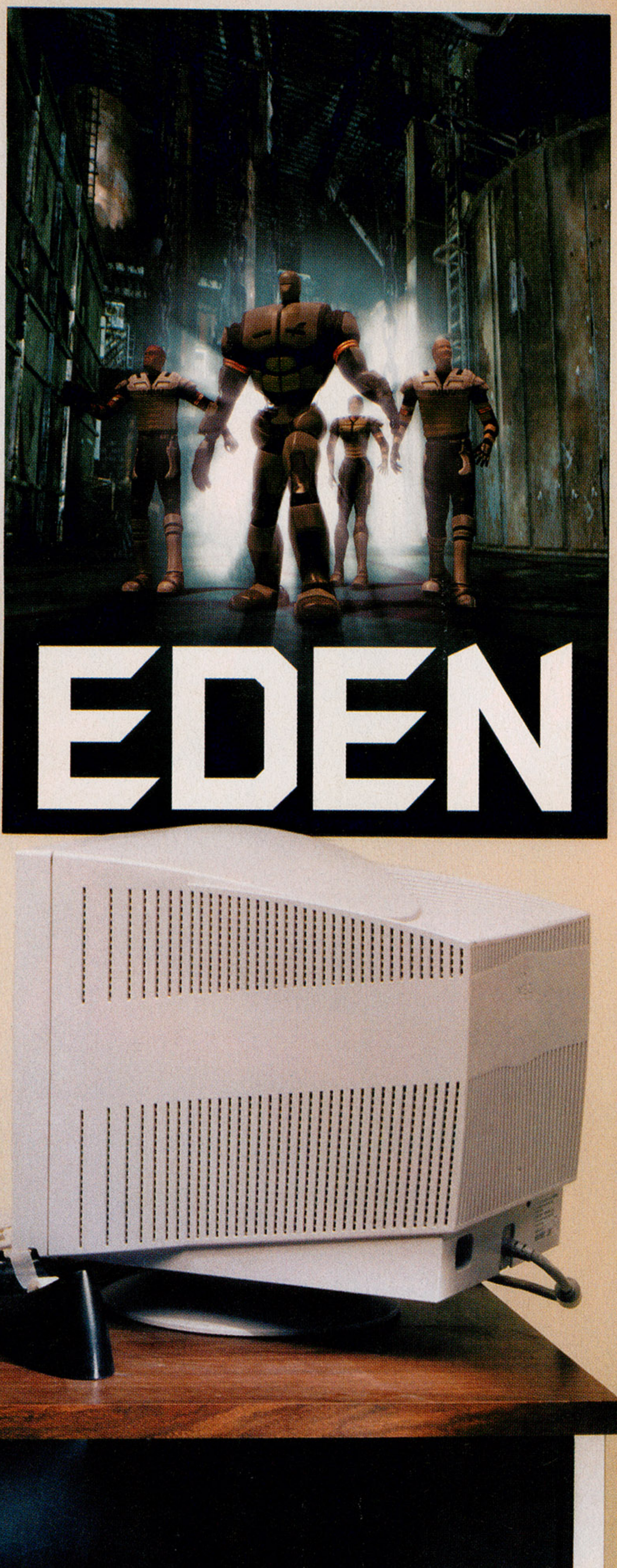
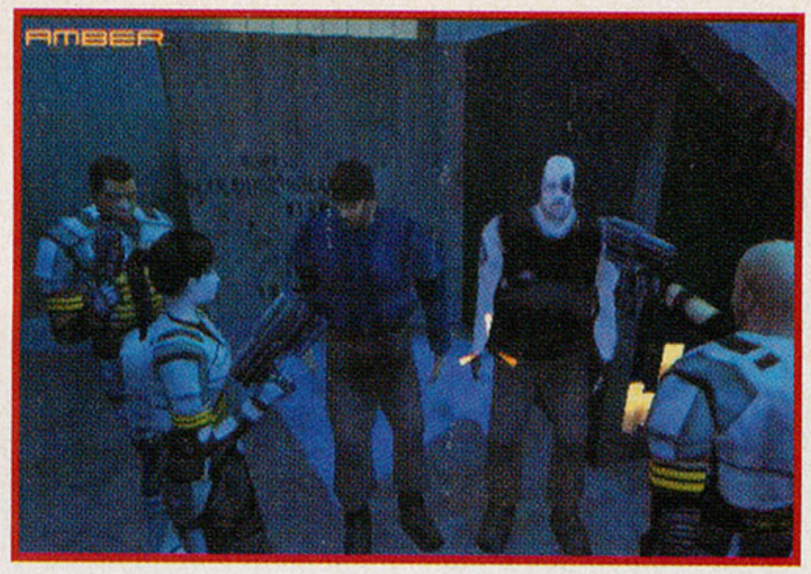
Visit www.esrb.org or call 1-800- 71-3772 for more info.

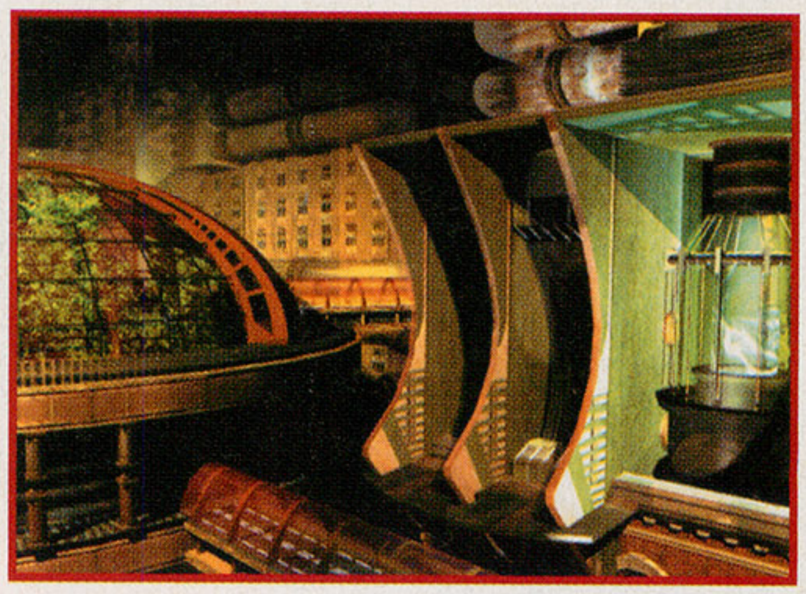
PC CD

PlayStation 2



EDEN









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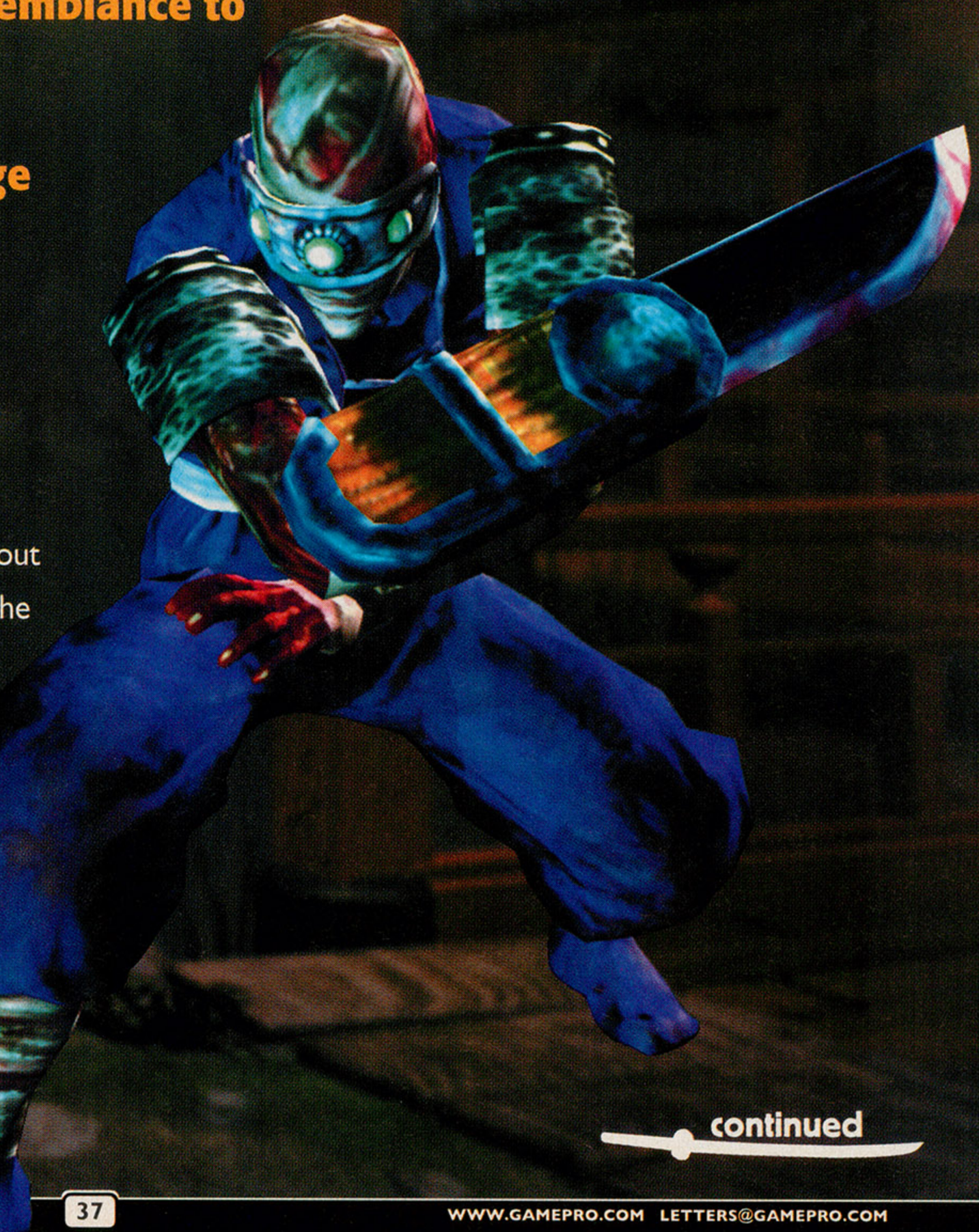
SAMURAI SHOWDOWN

MATURE M CONTENT RATED BY ESRB

Onimusha: Warlords—Capcom's first original title conceived for the PlayStation 2—looks to be a cut above other action offerings. But will Onimusha's resemblance to Resident Evil breed contempt? Check out our in-depth, Hands-On preview of what's sure to be a huge hit for 2001.

By Major Mike



OKAY, SO THE PlayStation 2 has been out for about three months, and many fans have already played the first generation offerings. The arcade ports were entertaining, and some strong titles stood out...but where's the beef? Capcom hopes to supply some fresh gaming meat to the next-gen console system with Onimusha: Warlords. Due in March, Onimusha's tried-and-true gameplay engine, stunning visuals, and skill-based, controllable central character could make it the must-have PS2 title for the New Year.

continued



Samanosuke uses lightning magic to defeat a foe. Other magic attacks will include fire, earth, and wind.

Feudal Feud

Onimusha takes place in 1560 feudal Japan, where monsters and other supernatural creatures have overrun the countryside. You'll assume the role of Samanosuke, a samurai warrior charged with the task of retrieving a kidnapped princess…of course, the only thing—things, rather—in your way is an army of darkness. If this monsters-in-a-realistic-setting plot sounds familiar to Resident Evil's, it's no coincidence: FlagShip, Capcom's scribe department, which also penned the RE series, is providing Onimusha's scenario. Narrative aside, Onimusha's visual scheme will bring it even closer to RE, with prerendered backgrounds and forced camera angles.



Visually, Onimusha will be loaded with fine details and ambient lighting effects.



If they're too far away, Samanosuke's many foes will throw their weapons in hopes of hitting our hero.

Night of the Lone Wolf?

Visually, Onimusha's graphics really show off the PS2's processing power. You'll spot fine details: the smoke of burning torches, individual blades of grass, flowing strands of hair, and more. But the environments won't be just pretty pictures—in the preview version, they were also loaded with interactive elements, like logs that could be pushed downhill to stop advancing monsters, and boxes that could be broken to reveal collectable items. Individual characters have also been given a great deal of attention—about 10,000 polygons each—so they moved with realistic grace. This smoothness was especially evident during fight scenes where personages fought with such finesse that the game looked like *Lone Wolf and Cub* meets *Night of the Living Dead*.

Unfortunately, the spoken dialogue hadn't yet been implemented in the preview version, but the sound effects track was loaded with effective audibles, including swords whistling through the air, the slicing of flesh, and death-knell cries from various monsters. The music score also shined, though it featured only a sampling of what should be several symphonic pieces.



Samanosuke will be able to execute a variety of attacks, including a deathblow he can deliver to fallen foes.



One key to survival is to know which enemy to take out first when you're surrounded.

Gauntlet Legends

Onimusha's real distinguishing element will be gameplay—especially in regards to the central character, Samanosuke. In order to accomplish his task, our lone samurai needs an edge—and he has it in the form of a gauntlet fitted on his right arm. This item will be one of the game's key aspects, as the gauntlet will aid Samanosuke in battle by replenishing his magic and health reserves.

Although you'll be able to find various power-ups that restore health and magic power, the main way to acquire these energies will be by absorbing them: For example, after defeating an enemy, two types of energy will be released—life or magic—one of which will float around the screen for a limited time. If you press and hold ×, Samanosuke will absorb that energy through his gauntlet, thus adding it to his life and/or magic bar. However, if the energy isn't absorbed in short order, it will vanish forever. Magic energy can be used in a variety of ways: First and foremost, it will enable Samanosuke to block some attacks with his sword. When you press and hold L1 (or guard button), Samanosuke will use his sword to deflect an opponent's blows. However, while you're holding the button, his magic meter will slowly empty, so this defense may not always be available.








You'll also be able to use magic energy for offense. Depending on the equipped magic—and available stocked energy—Samanosuke can inflict massive damage on his adversaries in the form of elemental power imbued in his sword. For instance, if Samanosuke has equipped the wind orb in his gauntlet, and you press the correct button during combat, he'll repeatedly slash his targeted enemy with lightning bolts. The final version of the game will have several elemental powers, including earth, fire, thunder, and wind.

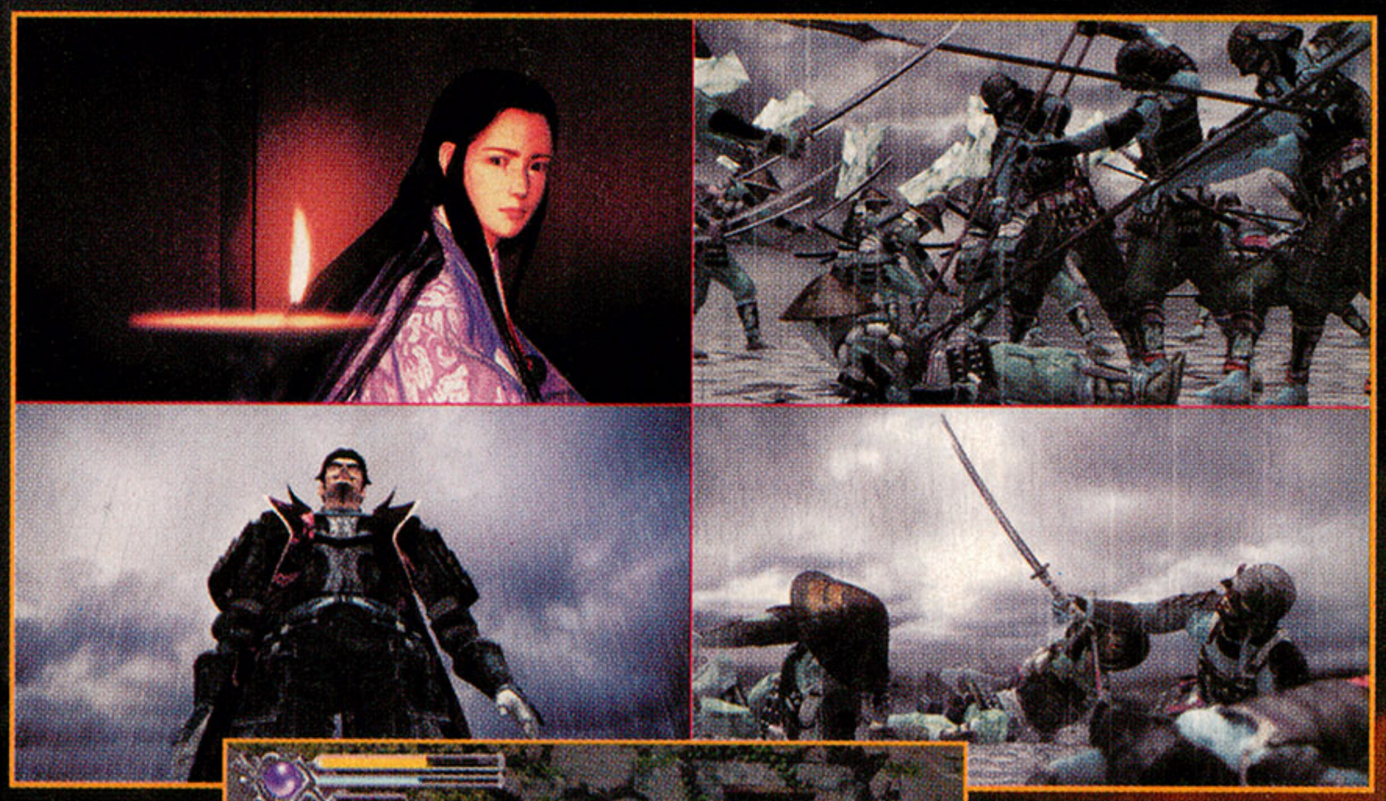
Skill, Grasshopper

Even without magic, Samanosuke will be a fighting powerhouse with a wide variety of attack techniques at his disposal. He'll be able to dash, kick, strafe, and slash. His sword techniques will include a diverse repertoire of wide slashes, quick pokes, locked swords, and a fatal stab blow that can be delivered to downed opponents. One caveat: While Samanosuke pries his sword from a fallen foe, he'll be vulnerable to enemy attacks. The various abilities may sound difficult to keep straight, but the preview version's dead-on controls and simple interface were easy to pick up and master.

You'll need more than fast thumbs, however, when dealing with Onimusha's monster squads. Thanks to a challenging A.I., these beasts will retreat and dodge your various attacks—plus, you'll often find yourself surrounded and obliged to rely on tact to plan your escape. Bosses will require even more strategy: For example, in the preview version, a hit-and-run approach felled one boss by shaving off—and absorbing—his energies, which could, consequently, be turned against him in the form of magic attacks.

Final Cut

Sure, Onimusha: Warlords could be called, "Resident Samurai," yet, beneath its exterior, is a game in which skill is the key to survival, rather than the biggest weapon. The preview version of Onimusha: Warlords left us begging for more—and, hopefully, the final version will deliver. Look for the final verdict on Onimusha in an upcoming issue of *GamePro*.



▲ Onimusha will also have a hefty share of CG cinemas.



Not only does Samanosuke's gauntlet allow him to use magic attacks, but it can also absorb life or magic energy from defeated enemies.



Onimusha's colorful environments will be loaded with interactive objects. When in doubt, smash everything!



Sole samurai Samanosuke takes on an army of darkness in Onimusha: Warlords, Capcom's eagerly awaited PlayStation 2 action offering.



No action game would be complete without giant bosses, and Onimusha will be no slouch. Here's one of the early bosses in the game.








SPECIAL NON-BUTTERFLY BALLOT FORMAT!

GamePro's 10th Annual

It's time to show the world that, yes, Americans really do know how to vote—and, this time, there's much more at stake than just the Presidency. Choose the best games of 2000, win some cool stuff, and be part of the patriotic in-10-sity. (And, no, you don't have to punch the holes.)



1 Grand Prize
$500 Target gift certificate!

5 First Prizes
$50 Target gift certificate!

10 Second Prizes
A one-year subscription to GamePro and an ultra-rare GamePro T-shirt!

Best Action Game

Giant robots and scary monsters square off against... cuddly creatures and cutesy mascots?

- ○ Armored Core 2 **(PlayStation 2)**
- ○ BattleTanx: Global Assault **(PlayStation)**
- ○ Bomberman Party Edition **(PlayStation)**
- ○ Crash Bash **(PlayStation)**
- ○ Dynasty Warriors 2 **(PlayStation 2)**
- ○ Fur Fighters **(Dreamcast)**
- ○ Nightmare Creatures II **(Dreamcast/PlayStation)**
- ○ Star Wars Episode I: Jedi Power Battles **(Dreamcast/PlayStation)**
- ○ Strider 2 **(PlayStation)**
- ○ Virtual On: Oratorio Tangram **(Dreamcast)**

Best Adventure Game

What makes the ultimate adventure? Dinos, ninjas, dolphins, superheroes, dragons—and whatever the heck Kirby is. Maybe.

- ○ Dino Crisis 2 **(PlayStation)**
- ○ Ecco the Dolphin: Defender of the Future **(Dreamcast)**
- ○ Fear Effect **(PlayStation)**
- ○ Indiana Jones & the Infernal Machine **(Nintendo 64)**
- ○ Kirby 64: The Crystal Shards **(Nintendo 64)**
- ○ Legacy of Kain: Soul Reaver **(Dreamcast)**
- ○ Medievil II **(PlayStation)**
- ○ Mega Man Legends 2 **(PlayStation)**
- ○ Rayman 2: The Great Escape **(Dreamcast/PlayStation)**
- ○ Resident Evil Code: Veronica **(Dreamcast)**
- ○ Shenmue **(Dreamcast)**
- ○ Spider-Man **(PlayStation)**
- ○ Spyro: Year of the Dragon **(PlayStation)**
- ○ Tenchu II: Birth of the Stealth Assassins **(PlayStation)**
- ○ Tomb Raider: The Last Revelation **(PlayStation)**

Best Role-Playing Game

Two years ago, it was FFVII. One year ago, FFVIII took the crown. Can Final Fantasy pull a three-peat with stiff competition like this?

- ○ Breath of Fire IV **(PlayStation)**
- ○ Chrono Cross **(PlayStation)**
- ○ Deception III: Dark Delusion **(PlayStation)**
- ○ Evergrace **(PlayStation 2)**
- ○ Final Fantasy IX **(PlayStation)**
- ○ Grandia II **(Dreamcast)**
- ○ The Legend of Dragoon **(PlayStation)**
- ○ The Legend of Zelda: Majora's Mask **(Nintendo 64)**
- ○ Parasite Eve II **(PlayStation)**
- ○ Skies of Arcadia **(Dreamcast)**
- ○ Summoner **(PlayStation 2)**
- ○ Vagrant Story **(PlayStation)**
- ○ Valkyrie Profile **(PlayStation)**

Best Fighting Game

It's a renaissance year for fighting games on all platforms—not to mention acronyms. UFC, DOA, WWF, MVC, TTT, SNK...LOL!

- ○ Capcom vs. SNK **(Dreamcast)**
- ○ Dead or Alive 2 **(Dreamcast)**
- ○ Dead or Alive 2: Hardcore **(PlayStation 2)**
- ○ Marvel vs. Capcom 2 **(Dreamcast)**
- ○ Power Stone 2 **(Dreamcast)**
- ○ Street Fighter EX2 Plus **(PlayStation)**
- ○ Tekken Tag Tournament **(PlayStation 2)**
- ○ Ultimate Fighting Championship **(Dreamcast)**
- ○ WWF No Mercy **(Nintendo 64)**
- ○ WWF SmackDown 2 **(PlayStation)**

Best Shooting Game

Take aim as the old-school side-scrollers meet the flying forces of the future in this year's showdown.

- ○ Ace Combat 3: Electrosphere **(PlayStation)**
- ○ Gradius III/IV **(PlayStation 2)**
- ○ Silent Scope **(Dreamcast/PlayStation 2)**
- ○ Starlancer **(Dreamcast)**
- ○ Star Wars Episode I: Battle For Naboo **(Nintendo 64)**

Best Combat Game

As gaming genres blur and change, so must our categories—so cast your vote in this genre's inaugural year. It won't be easy.

- ○ Medal of Honor Underground **(PlayStation)**
- ○ Perfect Dark **(Nintendo 64)**
- ○ Quake III Arena **(Dreamcast)**
- ○ Rainbow Six **(Dreamcast)**
- ○ Syphon Filter 2 **(PlayStation)**
- ○ TimeSplitters **(PlayStation 2)**
- ○ Turok 3: Shadow of Oblivion **(Nintendo 64)**
- ○ The World Is Not Enough **(Nintendo 64/PlayStation)**
- ○ Unreal Tournament **(PlayStation 2)**

Best Racing Game

Street, off-road—or no road at all—wherever you like to drive, you have plenty of factory options with this year's models.

- ○ 4 Wheel Thunder **(Dreamcast)**
- ○ 4x4 Evolution **(Dreamcast)**
- ○ Crazy Taxi **(Dreamcast)**
- ○ Demolition Racer: No Exit **(Dreamcast)**
- ○ Driver 2 **(PlayStation)**
- ○ Excitebike 64 **(Nintendo 64)**
- ○ Gran Turismo 2 **(PlayStation)**
- ○ Midnight Club: Street Racing **(PlayStation 2)**
- ○ Need for Speed: Porsche Unleashed **(PlayStation)**
- ○ Ridge Racer 64 **(Nintendo 64)**
- ○ Ridge Racer V **(PlayStation 2)**
- ○ San Francisco Rush 2049 **(Dreamcast/Nintendo 64)**
- ○ Smuggler's Run **(PlayStation 2)**
- ○ Star Wars Episode I: Racer **(Dreamcast)**

Vote only once in all categories to be eligible for prizes!



Readers' Choice Awards

Best Extreme Game

Tony took the title in last year's ballot, but that was before Jet Grind Radio and SSX shredded onto the scene. It's gonna be close.

- ○ Cool Boarders 2001 **(PlayStation)**
- ○ Dave Mirra Freestyle BMX **(PlayStation)**
- ○ ESPN Winter X Games Snowboarding **(PlayStation 2)**
- ○ Grind Session **(PlayStation)**
- ○ Jet Grind Radio **(Dreamcast)**
- ○ SSX **(PlayStation 2)**
- ○ Tony Hawk's Pro Skater **(Dreamcast/Nintendo 64)**
- ○ Tony Hawk's Pro Skater 2 **(Dreamcast/PlayStation)**
- ○ Xtreme Sports **(Dreamcast)**

Best Sports Game: Football

Due to intense competition on the gaming gridiron this year, we've decided to give football a subcategory all its own. Hike!

- ○ Madden NFL 2001 **(Nintendo 64/PlayStation/PlayStation 2)**
- ○ NCAA Football 2001 **(PlayStation)**
- ○ NCAA GameBreaker 2001 **(PlayStation)**
- ○ NFL 2K1 **(Dreamcast)**
- ○ NFL GameDay 2001 **(PlayStation/PlayStation 2)**

Best Sports Game: Other

Baseball, basketball, and hockey look like traditional favorites here—but the surprise smash-hit Virtua Tennis could change everything.

- ○ All-Star Baseball 2001 **(Nintendo 64)**
- ○ ESPN International Track & Field **(PlayStation 2)**
- ○ FIFA 2001: Major League Soccer **(PlayStation/PlayStation 2)**
- ○ Hot Shots Golf 2 **(PlayStation)**
- ○ Knockout Kings 2001 **(PlayStation)**
- ○ Mario Tennis **(Nintendo 64)**
- ○ NASCAR Rumble **(PlayStation)**
- ○ NBA 2K1 **(Dreamcast)**
- ○ NBA Live 2001 **(PlayStation)**
- ○ NHL 2001 **(PlayStation/PlayStation 2)**
- ○ Ready 2 Rumble Boxing: Round 2 **(Dreamcast/PlayStation 2)**
- ○ Sega Marine Fishing **(Dreamcast)**
- ○ Triple Play 2001 **(PlayStation)**
- ○ Virtua Tennis **(Dreamcast)**

Best Brain Game

With two games in 2000, those omnipresent Pokémon have the inside track—but do you think Regis Philbin will take "No" as a final answer?

- ○ Bust-A-Groove 2 **(PlayStation)**
- ○ Chu Chu Rocket **(Dreamcast)**
- ○ Mario Party 2 **(Nintendo 64)**
- ○ Monster Rancher Battle Card Episode II **(PlayStation)**
- ○ Pokémon Puzzle League **(Nintendo 64)**
- ○ Pokémon Stadium **(Nintendo 64)**
- ○ Space Channel 5 **(Dreamcast)**
- ○ Who Wants To Be a Millionaire 2nd Edition **(PlayStation)**

Best PC Game

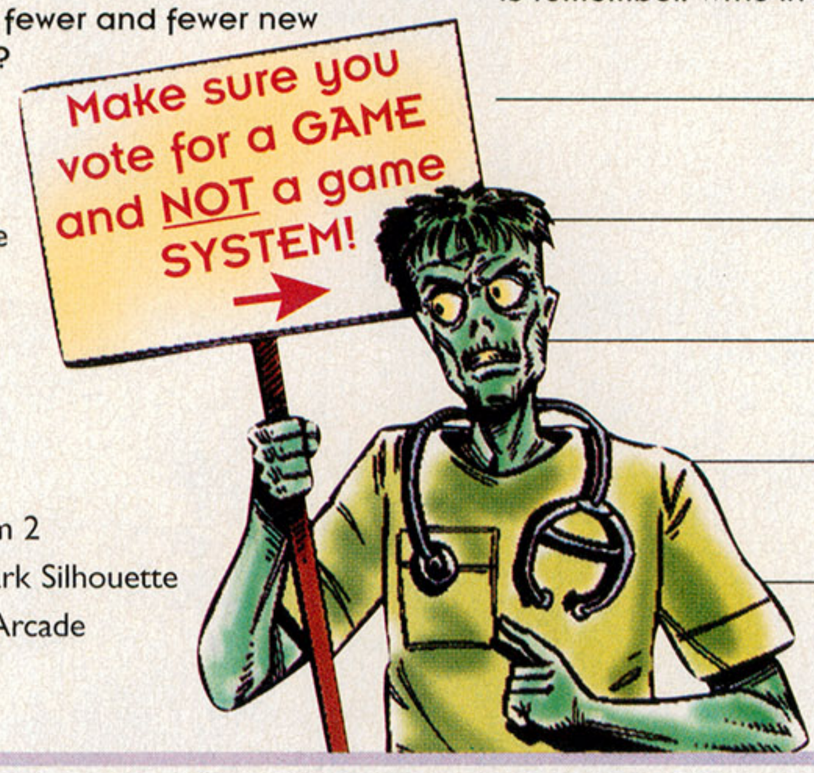
So you have to actually install these quality games on your PC's hard drive? Horrors! Get used to it—consoles may follow suit soon enough.

- ○ Baldur's Gate II: Shadows of Amn
- ○ Command & Conquer: Red Alert 2
- ○ Crimson Skies
- ○ Dark Reign 2
- ○ Deus Ex
- ○ Diablo II
- ○ Ground Control
- ○ Messiah
- ○ Need for Speed: Porsche Unleashed
- ○ Nox
- ○ The Sims
- ○ Star Trek: Voyager—Elite Force
- ○ Vampire: The Masquerade—Redemption

Best Arcade Game

What do you call the handful of coin-ops in a category that sees fewer and fewer new entrants each year? Token candidates. Ha!

- ○ 18 Wheeler
- ○ Alien Front Online
- ○ Arctic Thunder
- ○ Capcom vs. SNK
- ○ CART Fury
- ○ Cruis'n Exotica
- ○ The Grid
- ○ Marvel vs. Capcom 2
- ○ Silent Scope 2: Dark Silhouette
- ○ Star Wars Racer Arcade



Best Handheld Game

Once again, most entrants are Game Boy games—but fans mourning the loss of the NeoGeo Pocket Color might pull an upset.

- ○ Donkey Kong Country **(Game Boy Color)**
- ○ Dragon's Lair **(Game Boy Color)**
- ○ Gals Fighters **(NeoGeo Pocket Color)**
- ○ Metal Slug 2nd Mission **(NeoGeo Pocket Color)**
- ○ Pokémon Gold/Silver **(Game Boy Color)**
- ○ Pokémon Puzzle League **(Game Boy Color)**
- ○ Pokémon Trading Card Game **(Game Boy Color)**
- ○ Spider-Man **(Game Boy Color)**
- ○ Who Wants To Be a Millionaire 2nd Edition **(Game Boy Color)**

Game of the Year

This is it. The big one. The whole enchilada. The one single piece of software—for console, PC, arcade, handheld, whatever—that made it a year to remember. Write in the best game of 2000. Now!

_____

_____

_____

_____

_____

Name: _____ Age: _____

Address: _____

_____

City/State/Zip: _____

Phone Number: _____

All ballots must be filled out completely and received by March 1, 2001 to qualify for the drawing.
Return the completed ballot to:

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Choice Awards
P.O. Box 193712
San Francisco, CA 94119-3712

Or fax your ballot to:
415/975-2610

Or enter online at:
www.gamepro.com

Only one ballot per person will be accepted.

Results will appear in the July 2001 issue. All winners will be selected at random from completed ballots received by the deadline through the mail, online, or via fax.

We must have your completed ballot and your full name, address, and telephone number so we may reach you for notification of your prize.

Please vote for only one game in each category, or your ballot will be disqualified!

No purchase necessary. Void where prohibited. Contest ends 3/1/2001. See page 127 for *GamePro*'s 10th Annual Readers' Choice Awards Official Rules and Conditions.

INSOMNIAC GAMES

UNIVERSAL

UNIVERSAL INTERACTIVE STUDIOS

EVERYONE

E

CONTENT RATED BY ESRB

Comic Mischief



Can you take the heat?



It's barbecue time.



Bentley, the yeti with a mean left hook.



Spyro gets totally vert.

©2000 Sony Computer Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Spyro Year of the Dragon™ & ©2000 Universal Interactive Studios, Inc. All rights reserved. Developed by Insomniac Games, Inc. All rights reserved.



Get your kicks with Sheila.



Danger on the high seas.

Things are heating up. Celebrate the Year of the Dragon with Spyro as he joins forces with four new playable critters. Blaze through bigger worlds. Drive tanks, subs, speedboats, even launch rockets. Duke it out in the boxing ring or pull off sick tricks on your skateboard. Keep cool. It doesn't get any hotter than this.

SPYRO
Year of the Dragon™



BY THE HUMAN TORNADO

- Published by Microsoft
- $34.99
- Available now
- Mech combat
- 32 players (online)

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	5.0	5.0

Recommended System Specs

Windows 95/98

Pentium III 450

64 MB RAM

3D accelerator

MECHWARRIOR 4 VENGEANCE

GO TO THE NEW WWW.GAMEPRO.COM! FIND OUT MORE!

FURIOUS BATTLES BETWEEN 50-ton robots has never looked so good or played so well. MechWarrior 4: Vengeance jump-jets the classic battle-bot series to new heights with some of the best PC graphics ever.



PROTIP: Combining weapons into a single salvo can give you the upper hand.



PROTIP: Use your jump-jets to dodge fire or to land on top of the enemy and crush him!

LIVE FREE OR DIE!

MechWarrior 4: Vengeance is really a sidebar to the tale told in previous MechWarrior games. You play as a prince in the Inner Sphere whose kingdom has been invaded by the Steiners, so it's your job to counter the brutal attack and free your people.

The single-player missions offer a good variety of recon, escort, and search-and-destroy missions, but don't offer much replay value. Fortunately, the plethora of quick-action and multiplayer games give this title the legs to go the distance. You can also spend hours alone in the mech-lab, customizing weapons, armor, and accessories. New goodies include the hard-hitting Long Tom artillery cannon and seven new mechs.



PROTIP: Using an external view will give you a much wider field of vision, which is very helpful at close quarters.



PROTIP: As in Quake, mastering the circle strafe is essential to wearing down opponents.

No doubt about it, the controls in MechWarrior 4 are complex; though they've been simplified since MechWarrior 3, you'll need time to get used to them. As in previous MechWarriors, you'll also need a fully loaded joystick with at least eight buttons and built-in rudder (so you can twist your Mech's torso).



◀ PROTIP: You need to lead the enemy when using short-range missiles. They can also be dodged if you're in a fast mech.

ON SCREEN

The graphics in MechWarrior 4 are some of the most impressive yet on PC. Even if you have a powerhouse system, this game can—and will—push it to the limit. Fortunately, you can tweak the settings to match your system. And the graphics actually make the game better, as the detailed terrain offers trees, hollows, buildings, and hills for you to use as cover.

The audio is solid, but not spectacular: Fine voice acting and music that varies from serene to pulsing add a nice touch, but some of the sound effects seem canned (a minor quibble).

DARK SIDE

MechWarrior 4: Vengeance strikes back as one of the top PC games of 2000. The attention to detail you need to control these huge metal beasts might frustrate some gamers, yet patience will pay off, as MechWarrior 4 offers incredible visuals and metal-crunching giant-robot action. G





PROTIP: Take the high ground to use terrain to your advantage!

GRAPHICS 5.0

MechWarrior 4's graphics are simply awesome. The detailed terrain textures, fiery explosions, and excellent mech animations are tops.

SOUND 4.0

The music and voice acting are solid, but some of the weapon effects and explosions sound canned.

CONTROL 5.0

Moving a 50-ton mech isn't easy, but, though complex, the controls are very flexible and responsive.

FUN FACTOR 5.0

MechWarrior 4 is a very tough simulation, whose great replay value and multiplayer gaming make it one of the top PC games of 2000

Go to gamepro.com for reviews of more PC games:

- Escape from Monkey Island
- Delta Force: Land Warrior

sacrifice



BY LAMCHOP

- Published by Interplay
- $44.99
- Available now
- Real-time strategy/ RPG
- 4 players

MATURE M — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	5.0

Recommended System Specs

- Windows 95/98/2000
- Pentium II 300
- 64 MB RAM
- 500 MB on HD
- 8 MB D3D video card

GAMES LIKE THIS are why you should own a PC. A third-person hybrid of fantasy role-playing and real-time strategy, Sacrifice weaves together an intricate story, addictive gameplay, and drop-dead gorgeous graphics.

In their struggle for dominance, five gods enlist the help of mortals like you, a wizard caught in their divine spat. You must decide which god to follow, then defeat a demon you conjured up ages ago. You're able to cast spells and summon incredible creatures to do your bidding. Once you've summoned a horde, you can send them into battle and watch safely from a distance—or jump into the melee. The beautiful graphics are incredibly detailed, from overcast skies looming in the background to hypnotically colorful spells. A dramatic score accompanies the action, but, while most of the creatures' voice-overs are good, some are too repetitive.

Big titles like Giants may grab all the headlines, but Sacrifice could be the sleeper hit of the year.



PROTIP: Whenever you come across red heathen souls, convert them. They're potential minions.



PROTIP: If you see a mana fountain, build a Manalith.



You Don't Know Jack 5th Dementia



BY DAN ELEKTRO

- Published by Sierra
- $29.99
- Available now
- Trivia
- 3 players

TEEN T — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	4.5

Recommended System Specs

- Pentium 200
- 64 MB RAM
- 275 MB on Hard Drive
- DirectX-compatible video card with 16-bit color
- DirectX-compatible 16-bit sound card

JACK IS BACK, and is arguably better than ever, thanks to an awesome new online component and that familiar snarky sense of humor.

The 5th Dementia takes You Don't Know Jack onto the Internet, complete with in-game chats with your fellow contestants. In a concession to fair online play, players must buzz in with the number of the correct answer, which stops cold those pesky ring-then-read tactics (though you'll notice occasional lag depending on who you're playing with and where they're located).

With an episodic game structure, 5th Dementia goes even further into the fake-TV-game-show paradigm with a pre-show green room and silly commercials while you wait. Of course, the hallmarks of YDKJ are still here: weird history, science, language, and pop culture trivia questions that are alternately sacrilegious, racy, gross, or just horrible puns. With slick graphics, excellent voice-overs, no-brainer controls, and an unrivaled sense of humor, Jack 5th Dementia enters cyberspace in style.



PROTIP: If you have a big lead late in the game, start buzzing in on the lower cash values so your opponents can't catch up.



PROTIP: Speed reading is the key to success. Once you learn to scan the question for key words and interpret Gibberish Questions quickly, you can control the game.

No One Lives Forever



BY THE HUMAN TORNADO

- Published by Fox Interactive
- $34.99
- Available now
- First-person combat
- 16 players

TEEN T — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.5

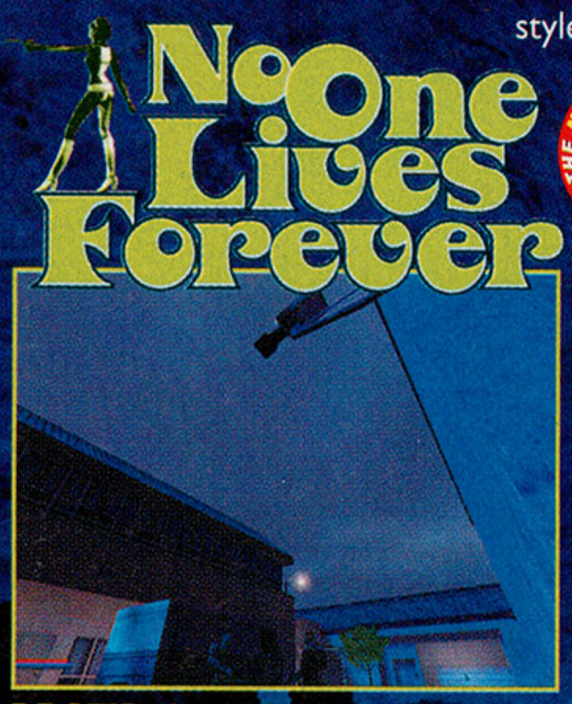
Recommended System Specs

- Windows 95/98/ME/2000
- Pentium III 500
- 64 MB RAM
- 400 MB on Hard Drive
- DirectX 7.0
- 32 MB D3D compatible video card
- DirectSound compatible 16-bit sound card

AUSTIN POWERS WOULD call No One Lives Forever a shagadelic experience not to be missed. It manages to blend campy humor, a fun '60s style, and diverse gameplay into a challenging first-person shooter that is surprisingly well done.

You play as secret agent Cate Archer, making your way through a huge variety of missions that require you to think before you shoot—sneaking past guards and security cameras; driving diverse vehicles, such as snowmobiles and motorcycles; picking locks; and sniping enemy agents. In addition to pistols and spearguns, Cate also gets to use a collection of spy gadgets that would make James Bond's Q quiver with delight: camera sunglasses, exploding lipstick, and more.

Crisp graphics and controls, hilarious dialogue, a swinging soundtrack, and challenging gameplay make No One Lives Forever one very swanky first-person shooter.



PROTIP: Crouch below video cameras, wait until they make their sweep in the opposite direction, then move.



PROTIP: Go for head shots whenever possible, especially against soldiers who are harder to down.



Arcanum: Of Steamworks & Magick Obscura

BY FOUR-EYED DRAGON

- Developed by Troika Games
- Published by Sierra Studios
- Target release date: February

WINDOWS 95/98

HANDS-ON



Sierra's highly anticipated RPG promises to conjure up an intense adventure.

The Fantasy World of Darwin

Arcanum is a world populated by elves, dwarves, orcs, ogres, and humans; a world long governed by ancient magic, but one that is now entering an age of technology and industrialization. Bearing this change is you, the chosen one destined to bring peace to all races. To do this, you must defeat a great evil, an evil that endangers the very existence of your world. The story may sound like a broken RPG record, but this much-anticipated title will have a myriad of engaging features that might just keep adventurers immersed to the very end.





You'll be able to choose your character type or create your own hero, picking their background, race, gender, skills, and techniques. Each attribute will determine how you interact with other people and how you do battle. Moreover, you'll develop your character into either a technological genius—build explosives, be a gunsmith, or study herbs—or a powerful wizard with an armament of spells at your fingertips. Strengthening one discipline over the other will alter the balance between magic and technology and will affect how you solve challenges and complete the game.







ARCANUM
OF STEAMWORKS & MAGICK OBSCURA





Far From Being an Arcanum

As expected in a high-caliber RPG, Arcanum will have a humongous world for you to explore. The preview version exhibited this world with an entire spectrum of richly detailed environments, including mountain ranges, valleys, caves, and very populous towns. The menu system was a bit overwhelming at first, but, after some time, the game was a breeze to control.

So far, Arcanum has an engrossing story, which promises to mix traditional RPG elements with original gameplay mechanics. You'll unlock the mysteries of Arcanum in February.

















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Dreamcast.

PlayStation®

Total Vehicular Combat Available Now!

TEEN T CONTENT RATED BY ESRB — Animated Violence

demolition.lucasarts.com starwars.com

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LUCAS Arts®



Myst III: Exile



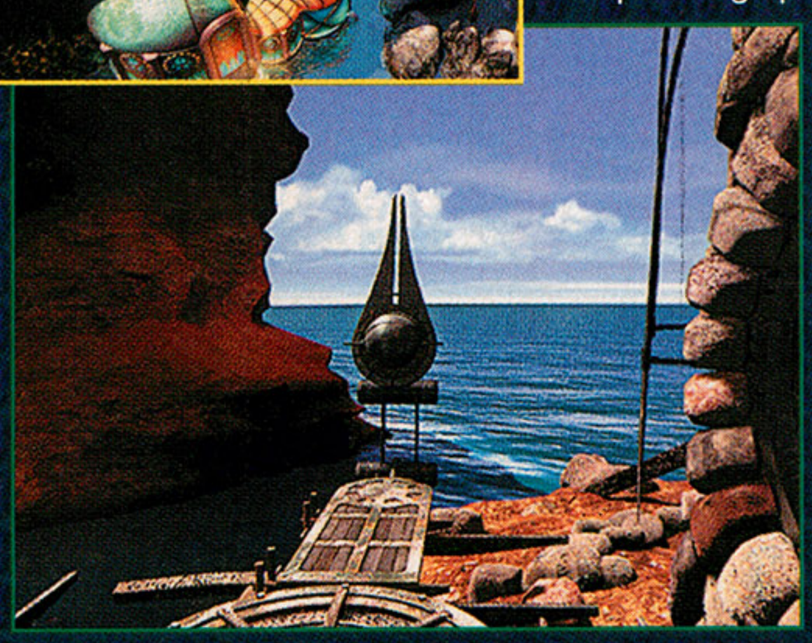
BY JAKE THE SNAKE

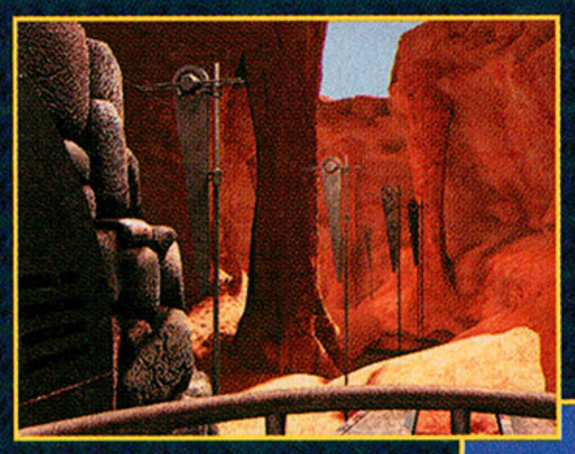
- Developed by Presto Studios
- Published by Mattel Interactive
- Target release date: First Quarter 2001

Macintosh · Windows 95/98

FIRST LOOK

BACK IN 1993, the original Myst set a new standard for beauty in adventure games, and Myst III: Exile could repeat that success, with the help of an updated graphic engine. The new game also promises to build on the mythology of Myst and its sequel, Riven, with five entirely new Ages for you to explore. While your movement will still be confined to predetermined spots, you'll be able to mouse-look 360 degrees in any direction. In a demo, this gave the feeling of playing a first-person game while it maintained the fantastic photo-realistic scenery for which the series is known.









Clive Barker's Undying



BY JAKE THE SNAKE

- Developed by DreamWorks Interactive
- Published by Electronic Arts
- Target release date: First Quarter 2001

Windows 95/98

HANDS-ON



CLIVE BARKER'S UNDYING has all the makings of a superb action/horror game: It's based on an original story by the British horror author; it's developed by the company that made the classic Medal of Honor games for the PlayStation; and it'll use the Unreal engine—albeit a heavily modified one. In morose 1920s Ireland (plus various fantastical settings), you'll fight, shoot, and cast spells against an array of hellish monsters as you unravel the Curse of the Undying King. A Hands-On preview showed fast and furious first-person gameplay in moody environments filled with horrific beasts. Clive Barker's Undying comes alive in early 2001.









Pool of Radiance: Ruins of Myth Drannor



BY JAKE THE SNAKE

- Developed by Stormfront Studios
- Published by SSI
- Target release date: Spring 2001

Windows 95/98

FIRST LOOK

WHILE THE ORIGINAL Pool of Radiance wasn't the first role-playing game for PC, it was the first one based on Dungeons & Dragons—the granddaddy of all RPGs, whether PC, console, or paper and pencil. In this sequel, which uses 3rd Edition D&D rules, you'll create your own characters and lead a party of six to the ruined Elven city of Myth Drannor. A demo exhibited landscapes and characters as detailed as those in Diablo II. This spring, serious RPGers may want to dive into this Pool of Radiance.











GAMEPRO®

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePros,

Video games as an entertainment medium are becoming more sophisticated everyday. Cutting-edge technology creates realistic imagery and situations onscreen, and the audience—gamers like you—represents a broadening range of ages. That's why it's important to know what you're getting into when you purchase a game, and that's why the ESRB (Entertainment Software Rating Board) ratings are prominently displayed in every *GamePro* ProReview, ProStrategy Guide, and special feature. The ESRB ratings are there to help you, your friends, and your family make smart purchasing decisions. These days, an underage gamer really has no excuse for purchasing a Mature-rated game; parents and other adults have no excuse for purchasing Mature-rated games for underage gamers; and certainly game stores have no excuse for selling such games to them. We all know that video games are good fun…let's keep it that way.

Sincerely,

Wes Nihei, Editor-in-Chief
GamePro magazine

ESRB RATINGS REVIEW

The interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Rating Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in *GamePro* includes the ESRB's rating, which indicates the gamer's recommended age level. Following is a quick key to the most common ratings; for complete descriptions, check out the ESRB's Web site at **www.esrb.org** or call 800/771-3772 for more information.



Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.



Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.



Games rated **EVERYONE** are fine for ages six and up. They may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.



Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

WHERE TO FIND THE RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help**



readers locate it throughout *GamePro*. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

FEBRUARY 2001

Below is a list of games reviewed in the February issue of *GamePro* along with each game's ESRB rating:

Blade ..... **M**
Onimusha: Warlords ..... **M**
Resident Evil 2 ..... **M**
Sacrifice ..... **M**
Army Men: Sarge's Heroes 2 ..... **T**
Breath of Fire IV ..... **T**
EverQuest: The Scars of Velious ..... **T**
Grandia II ..... **T**
Gunbird 2 ..... **T**
MechWarrior 4: Vengeance ..... **T**
No One Lives Forever ..... **T**
Smuggler's Run ..... **T**
Tomb Raider Chronicles ..... **T**
World Destruction League: Thunder Tanks ..... **T**
You Don't Know Jack: 5th Dementia ..... **T**
Bang! Gunship Elite ..... **E**
Banjo-Tooie ..... **E**
Championship Surfer ..... **E**
Chicken Run ..... **E**
Colin McRae Rally 2.0 ..... **E**
Donkey Kong Country ..... **E**
Mega Man X5 ..... **E**
Mickey's Speedway USA ..... **E**
Midway's Greatest Arcade Hits Volume 1 ..... **E**
Ms. Pac-Man: Maze Madness ..... **E**
NCAA March Madness 2001 ..... **E**
Prince of Persia ..... **E**
Sky Odyssey ..... **E**
Sonic Shuffle ..... **E**
Super Bust-A-Move ..... **E**
Surf Rocket Racers ..... **E**
Dragon's Lair ..... **RP**
Mega Man Xtreme ..... **RP**

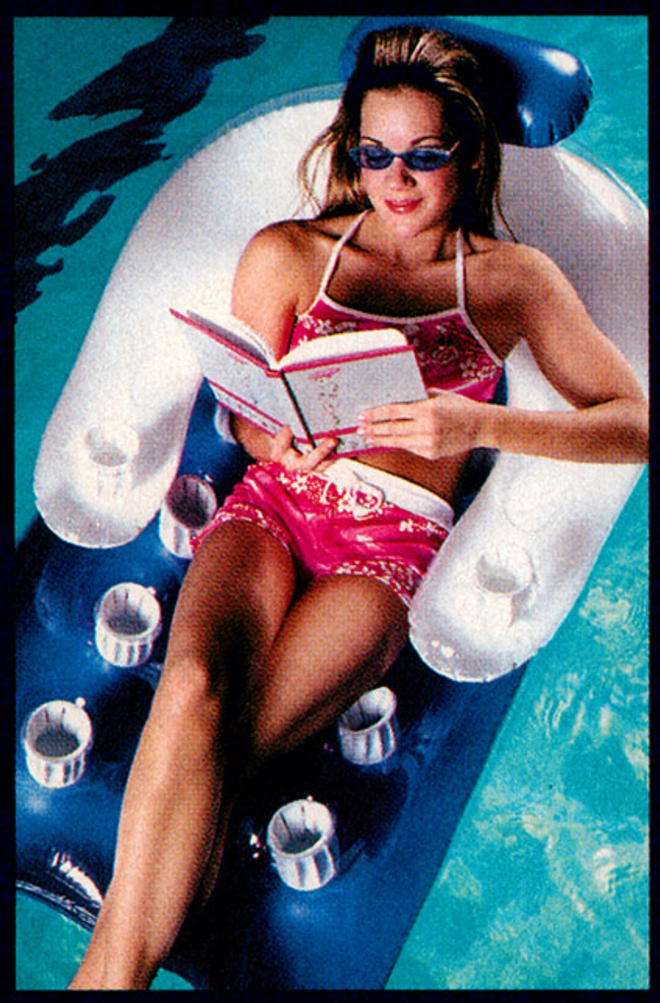
M=Mature, T=Teen, E=Everyone, RP=Rating Pending

Note: Ratings on reviewed games are subject to change without notice.

PUT IT TO THE TEST!

Be honest! You already know the right answers. Find out why smoking's not for you, no matter who you are.





1

If they cancelled school for a day, what would you do?

A. Read your favorite book.
B. Play sports.
C. Help around the house.
D. Go out with your friends.

2

WHAT'S YOUR FAVORITE MUSIC?

A. Alternative, rock, electronica.
B. Rap and hip-hop.
C. Pop, world music.
D. Love songs, ballads.

3

IF YOU COULD MAKE YOUR DREAMS COME TRUE, YOU'D:



A. Be the world-champion of your favorite sport.
B. Be voted "most popular" in school.
C. Work at a space center.
D. Get a date with the cutest girl/guy in class.

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4 FOR A PARTY, YOU PUT ON:

A. Something original and wild, even if it doesn't look that great.

B. The latest fashions.

C. Something classic: it's better to be safe than sorry.

D. Something like what your friends are going to wear.





5 YOUR FAVORITE KIND OF MOVIE IS:

A. Romance.

B. Comedy.

C. Action-adventure.

D. Horror.

THINK

DON'T SMOKE

YOUTH SMOKING PREVENTION

PHILIP MORRIS USA

RESULTS

5-8 POINTS

You're sensitive and responsible, you know what you want and you have drive. Why blow it with a cigarette? Smoking's not going to help you get anywhere you want to go.

9-12 POINTS

You're outgoing, yet sensitive. And you're totally social. You like people and people like you. You already know you don't need a cigarette to fit in.

13-15 POINTS

You're playful. You like to mix it up and you don't go unnoticed. You're a trend setter who never follows the crowd. That's why you'll make the right decision about cigarettes. You don't need to smoke because some people do.

POINTS

1
A:1. B:3. C:1. D:2.

2
A:3. B:2. C:2. D:1.

3
A:3. B:2. C:1. D:2.

4
A:3. B:2. C:1. D:2.

5
A:1. B:2. C:3. D:3.

SURGEON GENERAL'S WARNING: Smoking Causes Lung Cancer, Heart Disease And Emphysema.

previews

Arctic Thunder



BY MAJOR MIKE

- Developed and published by Midway
- Target release date: Available now

ARCADE

FIRST LOOK

COLD AT THE ARCADES

Take Hydro Thunder down one hundred degrees, and what do you get? Arctic Thunder, Midway's latest arcade racer. Instead of boat racing, Arctic Thunder will feature fast-paced snowmobile competition across six frozen-over tracks loaded with shortcuts and conveniently placed power-ups. Locales will include a lost Himalayan city, the Swiss Alps, a snowed-in Washington D.C., the Alaskan pipeline, Chernobyl's nuclear winter, and a haunted forest. The game will also contain a cool variety of power-ups: In addition to the tradtional speed-jolting Boost, players will wield missile-like Atomic Snowballs, defensive protective shields, health-restoring items, and a devastating Super Attack that dismounts all onscreen riders. You'll be able to use each collected item at will during the race with the press of a button.



Midway's latest arcade racer, Arctic Thunder, features slick snowmobile competition on a variety of frozen locales.







ARCTIC THUNDER







SNOW RASH

Arctic Thunder will have six racers—including a secret agent and Bigfoot—and each one will have a unique personality and racing attributes. You'll even be able to interchange characters with diverse sleds to create a more customized racer. Racing skills aside, another key difference between riders will be their fighting methods; that's right, Arctic Thunder will add another factor to its races—combat. As in Road Rash, you'll slow other opponents during a race by punching and kicking them off their vehicles and earn extra points for causing spectacular wipeouts. Up to four players will be able to compete in head-to-head races via as many linked arcade units.









SNOW-OFF STUNTS

Arctic Thunder will also reward players for pulling off complex midair tricks. If you collect a Trick power-up on a ramp, you'll be able to execute one of several character-specific stunts. Successfully performing these maneuvers will improve your race position as you're rewarded with up to four power-ups that shoot out in front of your vehicle. Given all of Thunder's unique features, arcade gamers looking for some hot racing will be left out in the cold if they miss this one.













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BY UNCLE DUST

- Developed by Capcom
- Published by Nintendo
- Target release date: December (Japan); To be determined (U.S.)

Game Boy Color

FIRST LOOK

The Legend of Zelda: Mysterious Tree Nut



REJOICE, FANS OF the original Legend of Zelda for the NES and Link's Awakening for the Game Boy—a new adventure is coming your way, The Legend of Zelda: Mysterious Tree Nut. The first game in a two-part series, dubbed the Zelda Tri-Force Series, has yet to get an American release date, but will be out in Japan this winter.

A co-production between the big "N" and Capcom, this new adventure begins when a mysterious dancer named Din befriends Link and is suddenly kidnapped. Link's journey to rescue his new friend will revolve around finding the Four Seasons Rod, which enables him to change the seasons. Sporting familiar graphics and sounds, this multichapter adventure should captivate Zelda fans new and old.

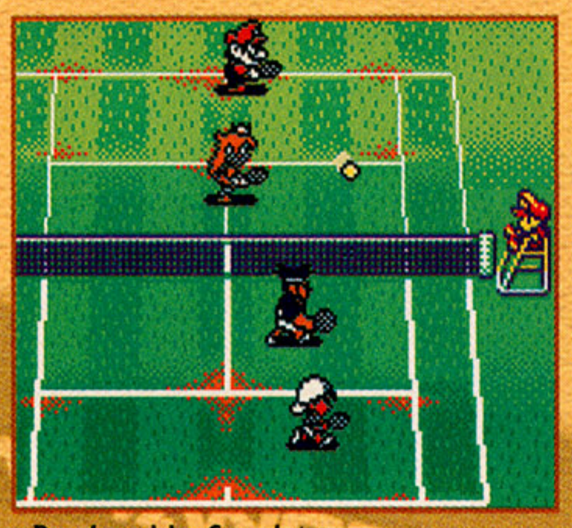




FIRST LOOK

Mario Tennis

MARIO AND THE gang are out for some serious sporting fun. This 8-bit portable game will be compatible with the Nintendo 64 version, enabling you to swap information and characters between the two games. There will even be some GBC-only characters. Heated tennis action has never been more fun or more addictive than in Mario Tennis, so get ready for it on the Game Boy Color—and get ready for Mario's killer serve—this winter.—*iBot*



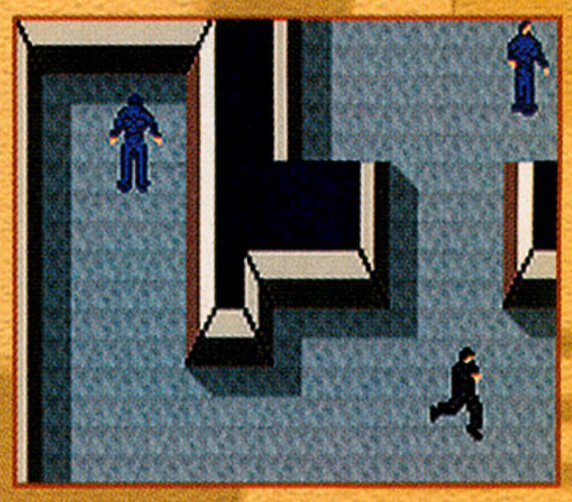
- Developed by Camelot
- Published by Nintendo
- Target release date: January

FIRST LOOK

The World Is Not Enough



THE WORLD'S BEST-KNOWN spy, Bond...James Bond, is coming to the Game Boy Color with his latest installment—The World Is Not Enough. This time, you will play as 007 in a topdown arcade shooter, blasting your way through mission-based levels with the help of Dr. Christmas Jones, M, and, of course, dozens of gadgets from Q. You'll need your spy skills as well as style and sophistication to save this World.—*Uncle Dust*



- Developed by 2n Productions
- Published by Electronic Arts
- Target release date: First Quarter 2001



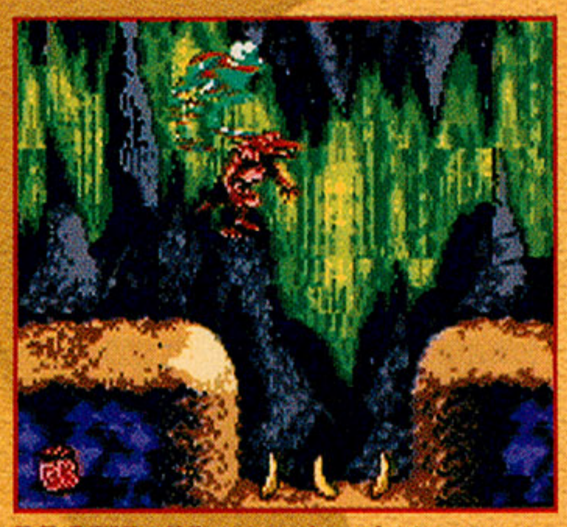
BY UNCLE DUST

- Published by Nintendo
- $29.99
- Available now
- Adventure
- 1 player

ESRB EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	5.0

DONKEY KONG COUNTRY, the king of 2D side-scrollers, is back (now in portable form), and this blast from the past will simply blow you away.



PROTIP: When you're playing as an animal, use its abilities to your advantage (e.g., the frog's high jumping).



PROTIP: On the Stop & Go level, once you temporarily stop the bad guys, quickly run or jump to get past them–just walking won't do it.

Donkey See, Donkey Do

Rare (the developer) revives its SNES blockbuster in fine fashion for the GBC, putting all of the original levels, enemies, tricky jumps, and barrel-busting fun into the palm of your hand. Rare has also added two new bonus levels and several mini-games to give you hours of terrific gaming. The variety of gameplay—from standard platform hopping to swimming, mine car riding, playing as a frog or rhino, and more—keeps this game fresh and fun throughout the many levels.

Donkey, Diddy, and the rest of the Kong family look great, as do the backgrounds and bad guys. You won't see many better looking or more colorful games on your GBC. The cheerful chimes of the soundtrack are familiar and happy without being annoying, even through the Game Boy's tiny speaker. And the controls are as smooth as butter—not nearly as frustrating as those of some other recent handheld platform games. This game didn't miss a step in its conversion from 16-bit to 8-bit.

Kong Family Reunion

If you missed Donkey Kong Country in its SNES days, or if you're just nostalgic for the first appearance of Diddy Kong—along with Funky, Cranky, and Candy Kong—then this game is a must-buy. It's one of the best and most entertaining games you'll play on your Game Boy Color.



Donkey Kong Country is packed with mini-games, like this fishing game, which add more variety to the gameplay.

DONKEY KONG COUNTRY



PROTIP: Let your enemies come to you to jump on them–it's easier and safer than running at them.



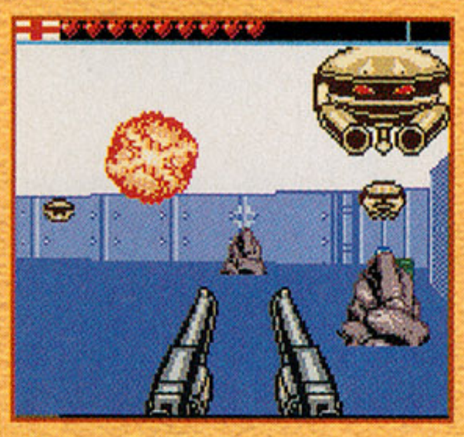
BY UNCLE DUST

- Developed by Slitherine
- Publisher to be determined
- Target release date: First Quarter 2001

GAME BOY COLOR

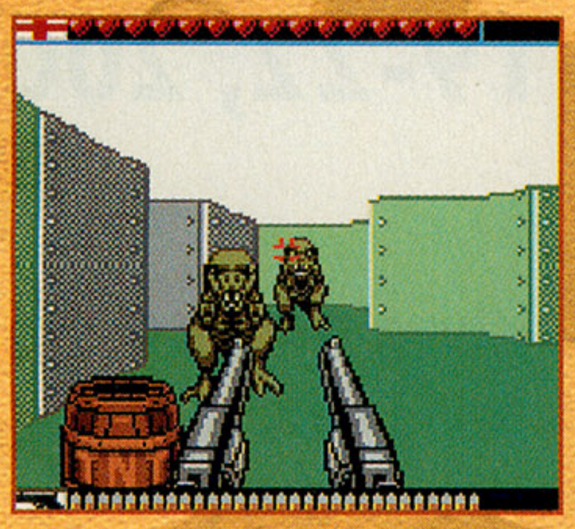
FIRST LOOK

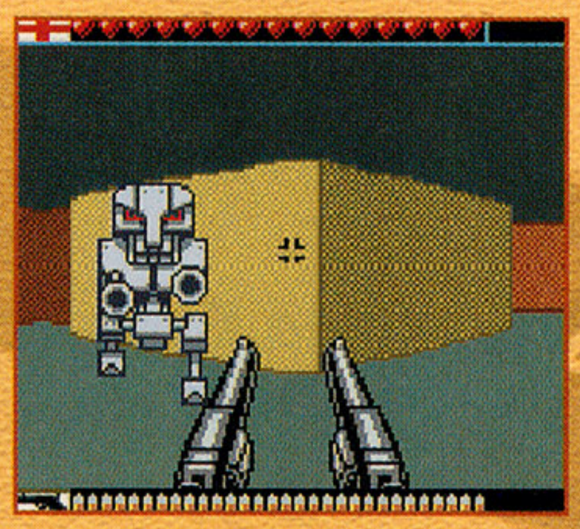
Tyrannosaurus Tex



YOU DON'T HAVE to wait for the next generation of Game Boy hardware to play a true 3D first-person shooter. British developer Slitherine is developing run-n-gun Tyrannosaurus Tex on the Game Boy Color for an early 2001 release.

With six weapons, 10 unique enemies, and 28 shoot-em-up levels, you'll play as Tex, dodging dinosaurs and robots while searching for treasure in a diamond mine (you know, the usual stuff). The story will unfold in comic book fashion through stills that appear between levels. You'll also be able to link to your friend's GBC for head-to-head battles in five special arenas. Be on the lookout for Tyrannosaurus Tex shooting into stores later this year.





BOY SCOUT

ALL THE LATEST HANDHELD NEWS

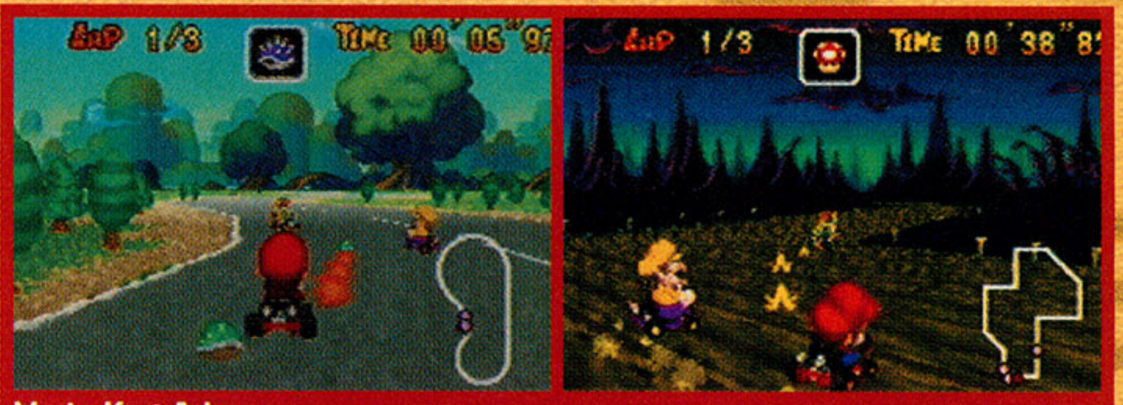


WITH ITS 32-BIT handheld monster waiting in the wings, Nintendo has revealed that over 25 titles are currently in the works for the Game Boy Advance. It is not known how many of these games will be available for the GBA's March debut in Japan, or, more importantly, how many will come to the states in July for the GBA's American launch.



Napoleon

We do know that Nintendo is currently working on Mario Kart Advance, which will feature four-player linked races, and another racer, F-Zero. Nintendo is also gearing up fantasy RPG Fire Emblem: Ankok no Miko, and Napoleon, a real-time strategy war game. Plus, Capcom will be bringing its little blue hero to the new system in Mega Man EXE; Konami is scaring up Dracula X: Circle of the Moon and Silent Hill; and Hudson is now working on Bomberman Story. With its killer specs and strong software lineup, the Game Boy Advance should continue Nintendo's overwhelming handheld success.



Mario Kart Advance

DRAGON'S LAIR



PROTIP: To survive the whirlpools, press the directional pad away from them, then press Up when Dirk crosses into the lighter-colored water.



BY BAD HARE

- Published by Capcom
- $29.99
- Available January 2000
- Action
- 1 player

RATING PENDING RP

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.0	4.5

PIXELATING THE HAND-DRAWN animations of the coin-op classic Dragon's Lair was deemed impossible during the 16-bit era—but once again, the Game Boy Color proves that, with love, all things are possible. Dirk the Daring looks surprisingly great on his quest to save Princess Daphne as he survives giant marbles, flaming ropes, slime monsters, the Giddy Goons, the Lizard King, and more. While some concessions have been made to the new format—some stages are slightly shorter—you'll be so amazed by what you see that you won't realize anything is missing. The decent sounds and responsive controls are fine, but the trial-and-error, pattern-based gameplay can get frustrating fast. Still, for arcade vets, this is a most unexpected must-play.



PROTIP: There's not much to Dragon's Lair beyond memorization and repetition. Scribble down notes of the patterns for each room.

MEGAMAN XTREME



PROTIP: To destroy these tricky little guys, turn your back to make them stand up, then spin around and shoot.



BY UNCLE DUST

- Published by Capcom
- $29.99
- Available January 2000
- Action/ adventure
- 1 player

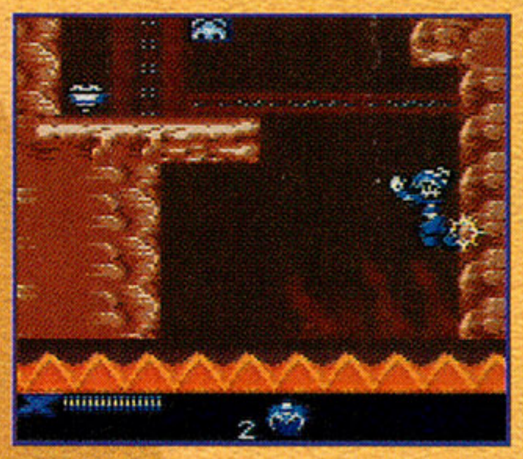
RATING PENDING RP

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.5	4.5

MEGA MAN X is teaming up with Zero and Middy to stop the evil reploids in Mega Man Xtreme. Going back to the roots of the original Mega Man games, MMX takes you on a side-scrolling robotic journey through treacherous platform jumping and plentiful boss battles.

Even by Game Boy Color standards, the graphics in MMX are, unfortunately, unimpressive, with bland colors throughout—they just don't do justice to the cool trademark character design. The game's tunes, along with the strained explosions beeping in the background, will keep you energized throughout your battles, though. Controls are simple and topnotch, enabling you to stay on top of the hopping, skipping, and shooting.

This is Mega Man at his familiar best, something all fans should enjoy, and a great introduction for those who haven't yet experienced his mighty blueness.



▶ PROTIP: Master the art of quick wall climbing–not only will it save your butt from this wall of flame, but it will also help throughout the game.

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18 Wheeler: American Pro Trucker

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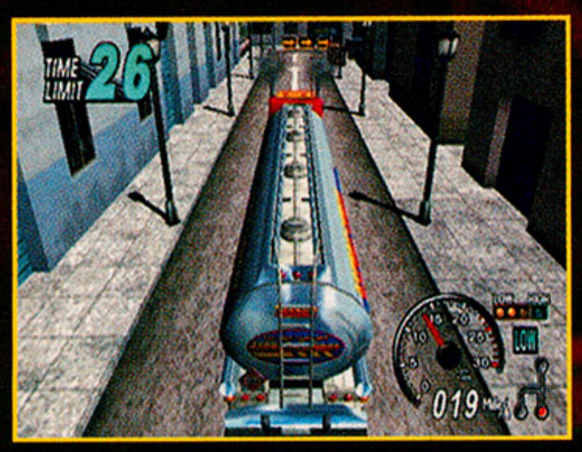
BY AIR HENDRIX

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

DREAMCAST

FIRST LOOK





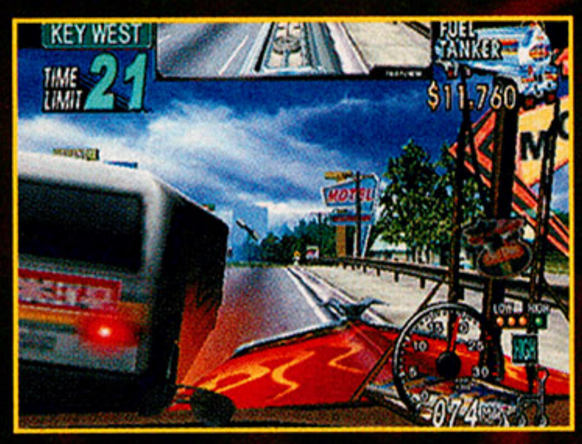


If you can't wait for this summer's Crazy Taxi 2, try delivering cargo instead of fares with Sega's awesome 18 Wheeler.

Crazy Trucker

Sega struck gold with last year's awesome Crazy Taxi, and while a sequel is in development for this summer, 18 Wheeler: American Pro Trucker should keep you happy until then. Borrowing from Crazy Taxi's gameplay style, you'll get behind the wheel of one of four big rigs and race to deliver three types of cargo before the clock runs out (heavier cargo is slower, but more profitable).

As you plow through the game's 20 stages (most from the arcade, some new to the Dreamcast), you'll travel the country from San Francisco to New York City. A rival trucker will dog you every step of the way, ramming you aside and lunging for the finish line in the rough-n-tumble, paint-trading races. Sega plans to offer online head-to-head competitions as well.













Keep on Truckin'

If you tire of the highway, 18 Wheeler will also provide mini-games, like guiding a truck through some brutal hairpin turns on a mountain. In the Parking Challenge mini-game, you'll have to position your big rig within some tight confines…don't worry, it's a lot more interesting than it sounds.

In fact, a very early preview version sported tons of promise, offering the kind of exciting chases and high-speed mayhem that thrilled Crazy Taxi fans. If you like your racing fast, frenzied, and fresh, you should get ready to climb into the cab of 18 Wheeler this spring.





EIGHTEEN 18 WHEELER
★★★ AMERICAN PRO TRUCKER ★★★







Oni



BY MAJOR MIKE

- Developed by Bungee
- Published by Rockstar Games
- Target release date: January

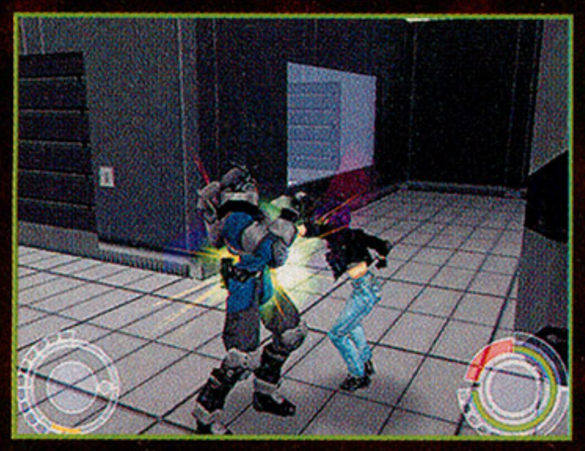
PlayStation 2

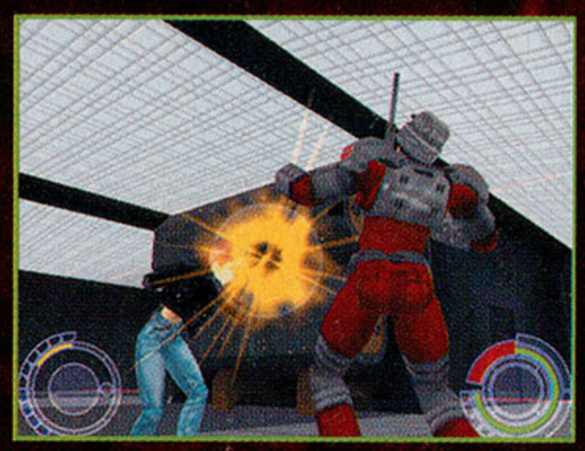
HANDS-ON

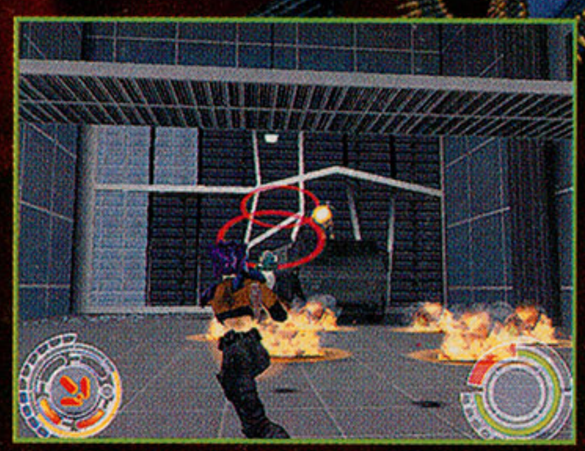
LARA CROFT ISN'T the only woman on the gaming scene—get ready for Konoko, video gaming's newest heroine in Oni, the upcoming Rockstar title. With its anime-looking characters, Oni can best be described as Fear Effect, but with more emphasis on action. You'll play as Konoko, a member of an elite police team, whose pursuit of a dangerous master criminal will take you through 17 huge environments.

Visually, Oni shined in the preview version, with vividly illustrated characters and colorful surroundings—but the most exciting aspect was the combat. Although Konoko can collect 12 weapons, she also has several hand-fighting techniques, including different types of punches, kicks, and throws. Of course, some situations will require firepower, and Oni will serve up some wicked weaponry that will vary from plasma rifles to handguns. Sturdy controls kept Konoko's various abilities firmly in check; one stick moved Konoko while the other enabled her to view the surroundings, making it possible to look in one direction while traveling in another. Although the frame rate has yet to be optimized and the soundtrack fully implemented, Oni is quite promising. G











Star Wars Super Bombad Racing



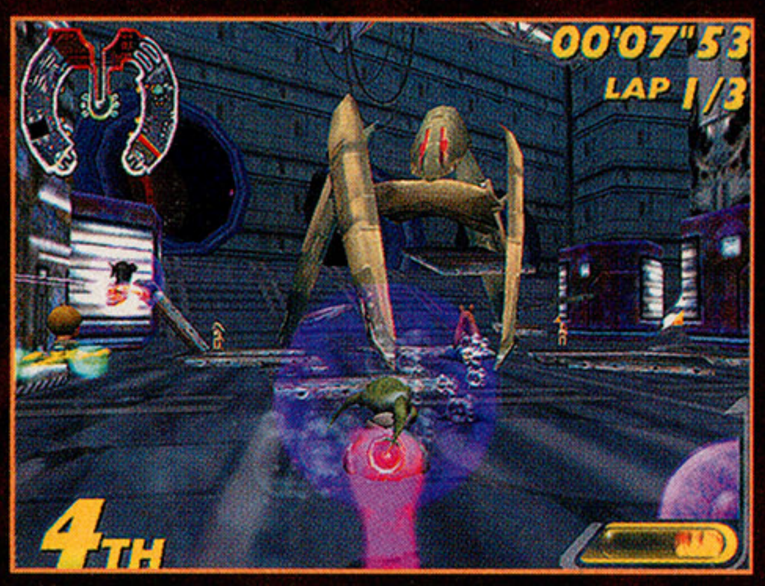
BY UNCLE DUST

- Developed by Lucas Learning
- Published by LucasArts
- Target release date: Spring 2001

PlayStation 2

HANDS-ON

EWOKS USED TO be the cutest things in the *Star Wars* universe—that is until the super-deformed, big-headed characters from Star Wars Super Bombad Racing appeared. Playing as one of eight *Episode I* characters—Anakin, Jar Jar, Queen Amidala, Boss Nass, Obi-Wan, Yoda, Sebulba, and even Darth Maul—you'll jump into their spacecrafts and race through nine tracks or battle it out in four different arenas, each filled with power-ups. Each character will have individualized special attacks as they duke it out in this vertically oriented flying kart racer.



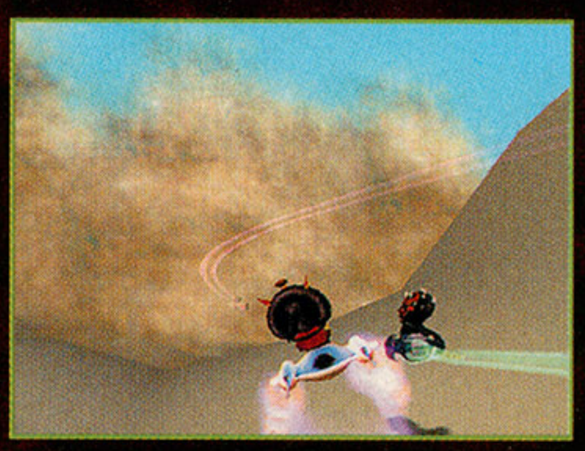
The preview version showed bright and fun graphics full of crazy lighting effects, and each of the tracks had enough shortcuts and pitfalls to humble even Jedi Masters. The sounds, like the visuals, were super-deformed, including the hilarious variations of the *Star Wars* music playing in the background. The karts' physics were unusual because they were airborne, but the controls were responsive enough. Don't let its cuteness fool you—Star Wars Super Bombad Racing should have plenty of depth and replay value for both the Jar Jar Binks crowd and older, more jaded gamers. G













Unreal Tournament



BY JAKE THE SNAKE

- Developed by Secret Level
- Published by Infogrames
- Target release date: First Quarter 2001

DREAMCAST

HANDS-ON

THE WAR FOR best first-person shooter will soon come to the Dreamcast when Unreal Tournament tries once more to defeat Quake III Arena, as it did two years ago on the PC. Despite the excellence of Quake III for the Dreamcast, a preview version of Unreal Tournament made it clear that the competition will be fierce and bloody. UT had most of the levels from the PC version—for a total of more than 50—which is key, because UT's superior levels were a big reason it battered Quake III on the PC. Plus, these levels appeared almost as good, with intricate detail and moody shading.







Scenery aside, the characters looked great, the action moved at light speed, and all the cool weapons remained. You'll be able to use the Dreamcast mouse and keyboard to play two-player split-screen or eight-player online games on SegaNet. The Dreamcast controller fared okay, too, but wasn't completely configurable as it was in Quake III. Also, the mouse sensitivity wasn't adjustable and the Assault maps were missing. Still, the preview version was so strong that, even if these flaws aren't fixed, Unreal Tournament could very well be the best first-person shooter for the Dreamcast.











Headhunter



BY KILOWATT

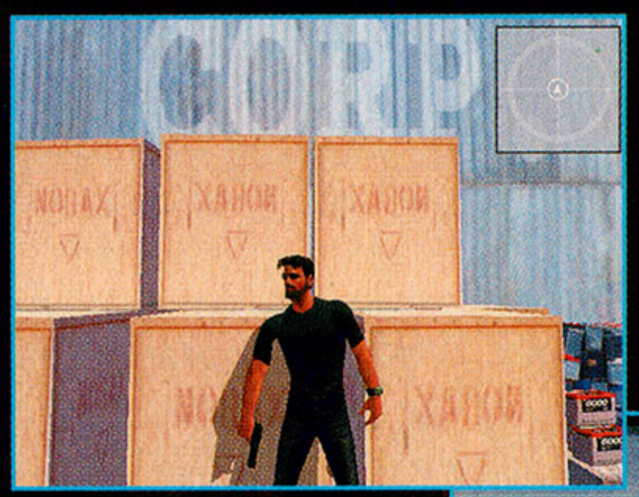
- Developed and published by Sega
- Target release date: To be determined

DREAMCAST

FIRST LOOK

IT'S THE NEAR future and the world is in bad shape. Bounty hunters are the only law around, and it's up to them to keep the peace—whether on their feet or on their motorcycles. Headhunter will combine action, adventure, and motorcycle-racing gameplay into one futuristic, Syphon-Filter-meets-Driver package.

Sega is promising cutting-edge character animations, realistic worlds, and cinematic special effects, along with some interesting network functions. For example, the game will be divided into episodes, and you'll have a real-time 3D assistant guiding you; even your VMU will help out by acting as a beeper (they'll still have VMUs in the future?) to relay messages, helpful tips, and even cheats. You'll also be able to race up to seven other players on SegaNet and download codes that open up new areas in the game. No release date has been set for Headhunter, but a spring/summer timeframe is a good bet.

















Herdy Gerdy



BY DAN ELEKTRO

- Developed by Core Design
- Published by Eidos
- Target release date: March

PlayStation 2

FIRST LOOK

WELCOME TO BALLEY Island, a small, isolated, magical landmass in the middle of the ocean. Balley Island's culture centers on natural harmony and a balance with nature, and the herders who care for the island's indigenous creatures are among the most respected citizens. Young Gerdy is one such herder—well, a herder hopeful, anyway—and he's off to compete in the annual herder tournament in Mudland Wallow, home turf of reigning (and not terribly nice) herder supreme, Drego.





Sound goofy-cutesy-wootsey? Perhaps, but the 3D action/adventure gameplay promises to be nonlinear, enabling players to take Gerdy wherever they want to go. As he makes his way across the island, Gerdy will have to herd various types of creatures and keep them safe; he'll also see his skills improve in the process. If Herdy Gerdy looks and sounds a little like Link's adventures on the Nintendo 64, it's no accident—but time will tell if Core's group of programmers can create a similarly rich adventure this March.







Test Drive Off-Road: Wide Open



BY UNCLE DUST

- Developed by Angel Studios
- Published by Infogrames
- Target release date: Summer 2001

PlayStation 2

FIRST LOOK

MUCH LIKE IT did with Demolition Racer, Infogrames is beefing up another PlayStation series for its next-gen debut. Test Drive Off-Road: Wide Open will take its subtitle literally, expanding the game in almost every way by delivering 16 licensed vehicles to trek through over 30 huge and ultra-realistic tracks. The game will feature three real-world locations divided into eight to 10 tracks each, including Moab, Utah, Yosemite, California, and the Big Island of Hawaii.

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You'll have the freedom to drive anywhere your four-wheeler will take you in these locations—like in Smuggler's Run, just without all the contraband and crazed border patrols. Licensed manufacturers will include Jeep, Ford, Dodge, and AM General, and each vehicle will perform differently and come highly customizable. So fill up the tank in your Humvee and get ready to put the pedal to the metal with Test Drive Off-Road: Wide Open next summer.









Rayman 2 Revolution



BY DAN ELEKTRO

- Developed and published by Ubi Soft
- Target release date: January

PlayStation 2

HANDS-ON





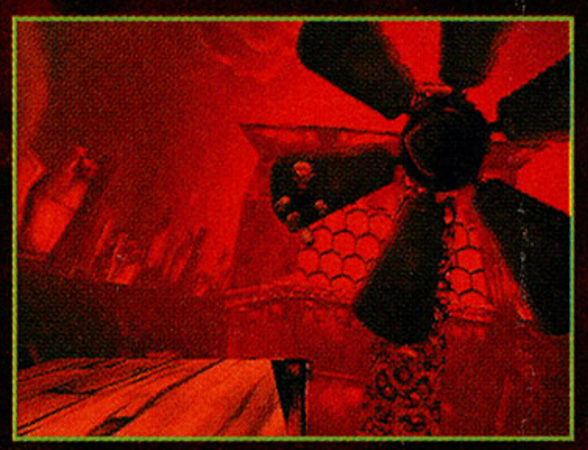
THE TEENSIES ARE enslaved! Deadly traps abound! Robotic pirates are everywhere! Clearly, this looks like a job for a guy with no discernable limbs: Rayman! The quirky, hands-only hero is making his PS2 debut in Rayman 2 Revolution, a tweaked version of the sequel that drew raves for its appearances on other platforms. This time, Rayman's hop-n-bop adventures will have him performing moves like Rock Climb, Rain Dance, Rapid Fire, and more. The power of the PS2 means you'll battle more enemies at once—now up to eight—as the relentless Robo-Pirates try to stop our hero. The free-roaming 3D levels in the preview version looked gorgeous, and there was plenty to explore. If you unlock everything the game has to offer, you'll gain access to some mini-games and bonus levels, too. So far, the controls feel tight and the sounds are crisp; PS2 platform fans are in for a treat when Rayman 2 Revolution whirls its way to stores in January.













AlienFront Online



BY DAN ELEKTRO

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

Dreamcast

FIRST LOOK



ENOUGH OF THE online hype! There are wires all over the world, connecting computers across continents—but when are gamers going to get the goods? Sega is planning to deliver them with AlienFront Online, the first console game that will enable home players to battle with arcade patrons in real-time. That's right—while you're sitting on your couch attacking the Earth as the destructive Triclops aliens (complete with walkers and hovercraft), another team of coin-op commandos will be defending as the M1A1 tank-packin' human army (or vice versa). And you'll hammer the hell out of each other over the Internet. It will be a fiery fight to the finish, as flamethrowers, grenade launchers, and even nuclear missiles are pitted against gravity balls, cloaking spores, and meteor showers. Cooler still, arcade players who choose a permanent nickname will be able to unlock secrets in the home version. Is this a bold advance in multiplayer combat or just a trick to get you to go to Sega's GameWorks arcades? We'll find out in May.















Paper Mario



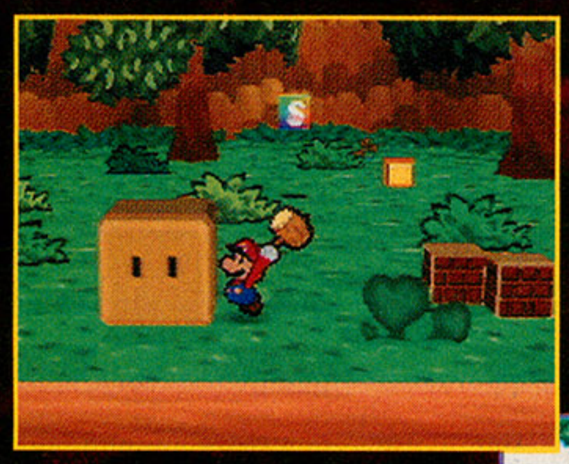
BY KILOWATT

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

NINTENDO 64

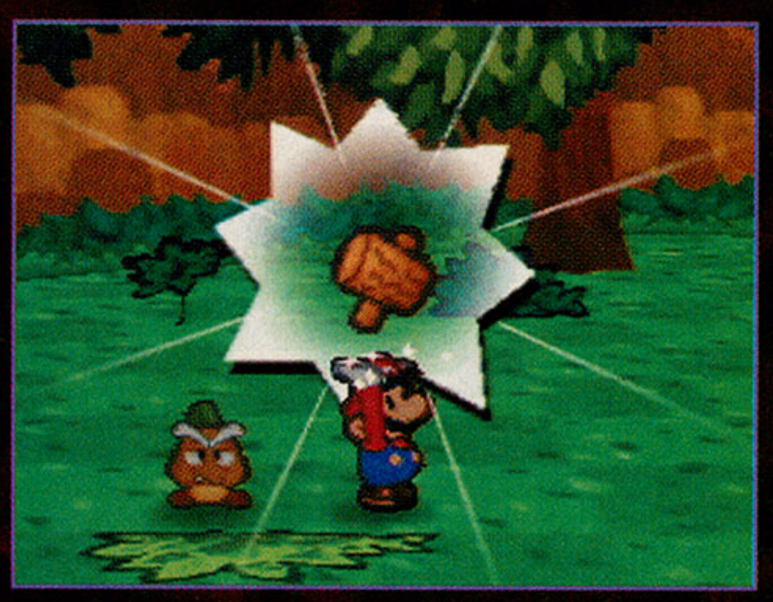
FIRST LOOK







WHEN THE SNES said, "Sayonara" to the Super Mario RPG, it seemed a sequel would never happen…but Nintendo has pulled yet another surprise from its hat. In Paper Mario, Bowser is up to his old tricks again and has kidnapped Princess Peach. It's up to Mario to get her back and restore peace to the land. Paper Mario's gameplay will follow the traditional RPG turn-based format and throw in the Timed Attacks from the first game for a little extra spice. In addition to fighting battles to earn higher stats, you'll solve many puzzles—either by yourself or with the aid of friends who you meet in the game. Once you see the graphics in action, it'll be fairly obvious how the game got its name. Nintendo's goal is to make the game look like an interactive storybook by presenting all the characters in 2D, which gave them a "paper" look in the Japanese version, while the worlds were fully three-dimensional. Look for Paper Mario to float onto store shelves in February.







The Adventure of Cookie and Cream



BY FOUR-EYED DRAGON

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

PLAYSTATION 2

HANDS-ON



THE ADVENTURE OF COOKIE and Cream, an intriguingly titled action/puzzle/adventure game, promises to delight even the most jaded gamer through a wealth of whimsically fun challenges.

Using a split screen, you'll control both Cookie and Cream, who are cute and fuzzy bunnies, coordinating their actions to clear stages and ultimately save the Holy Moon Festival. The game will have nine worlds, each consisting of four stages and one boss stage. The preview version showcased hilarious, cartoony visuals, and the multiplayer modes—which promise to be the game's highlight—were a riot. In fact, a multitap wasn't necessary for four people, as two people could play on one controller.

Get a taste of Cookie and Cream this February—a mix that you may not want to miss.

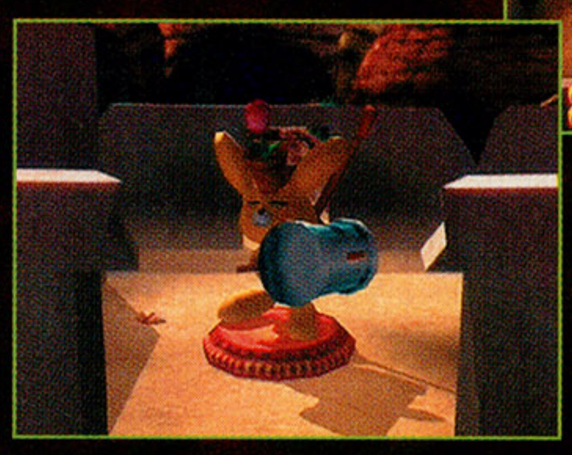












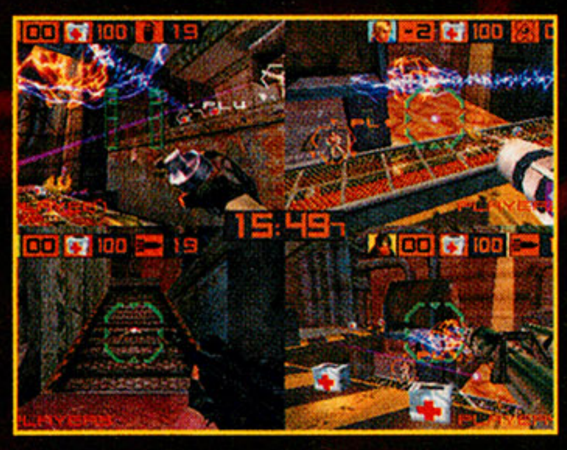




Outrigger











BY THE HUMAN TORNADO

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

DREAMCAST

FIRST LOOK

IF YOU CAN'T get enough multiplayer mayhem action from Quake III Arena, then this port of the arcade game Outtrigger might satisfy your mojo. You'll be able to play in four-player deathmatches on SegaNet or via a split screen. In addition, gamers will be able to form teams on SegaNet and compete against other teams on a rankings ladder. New features for the Dreamcast version will include selectable uniform colors and even more wild weapons—like flamethrowers—to round out the typical selection of rocket launchers and other guns. Sega has also promised to include mouse support for precise control.



Floigan Brothers

GO TO THE NEW WWW.GAMEPRO.COM! FIND OUT MORE!











BY THE HUMAN TORNADO

- Developed and published by Sega
- Target release date: First Quarter 2001

DREAMCAST

FIRST LOOK

YOU'LL HAVE TO save your beloved junk-yard from evil real-estate developers in Floigan Brothers, the latest 3D adventure from Sega. This game will have an interesting twist: You'll be able to control only the brainy-but-wimpy Hoigal, so you'll have to coax, trick, and train your big dumb brother Moigal to help you solve the game's puzzles. Moigal will evolve based on how you treat him: Play nice, and he'll be quicker to respond; be mean, and Moigal won't be as helpful. Floigan Brothers promises a colorful Saturday-morning-cartoon style matched with zany slapstick humor that would make Bugs Bunny proud. Watch for this unique puzzle adventure in early 2001.



Warriors of Might and Magic

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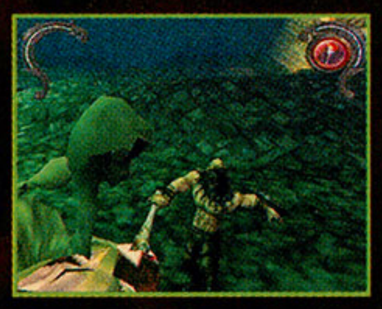




BY UNCLE DUST

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

PLAYSTATION 2

HANDS-ON

3DO IS BRINGING its fantasy franchise to the PlayStation 2 with Warriors of Might and Magic. You'll play as Alleron, the beleaguered hero of the game, who is accused of Necromancy and dropped into a pit. From there will start your hackin', slashin', and magic castin' third-person adventure. The preview version showed flashy graphics and tons of action, but had a cumbersome camera. If gameplay is smoothed out, Warriors could be a mighty title on the PS2.









Army Men: Green Rogue



BY FOUR-EYED DRAGON

- Developed and published by 3DO
- Target release date: March

PlayStation 2 PlayStation

FIRST LOOK



THE GREEN INVASION continues as a new hero in the plastic army emerges in this latest addition to the highly popular Army Men franchise. In this third-person arcade shooter, you'll take control of Omega Soldier, a genetically enhanced grunt whose only goal is to stop the evil Tan Army forces at all costs. Omega will run-n-gun through 16 levels and brandish more than 20 weapons—each of which can be upgraded five times—while trying to earn maximum points, ribbons, and medals—and cap off enemies. The one-man green army storms the PlayStation consoles in March.

Note: All screens shown here are from the PlayStation 2 version.





Carrier: Mutation



BY JAKE THE SNAKE

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

PlayStation 2

FIRST LOOK

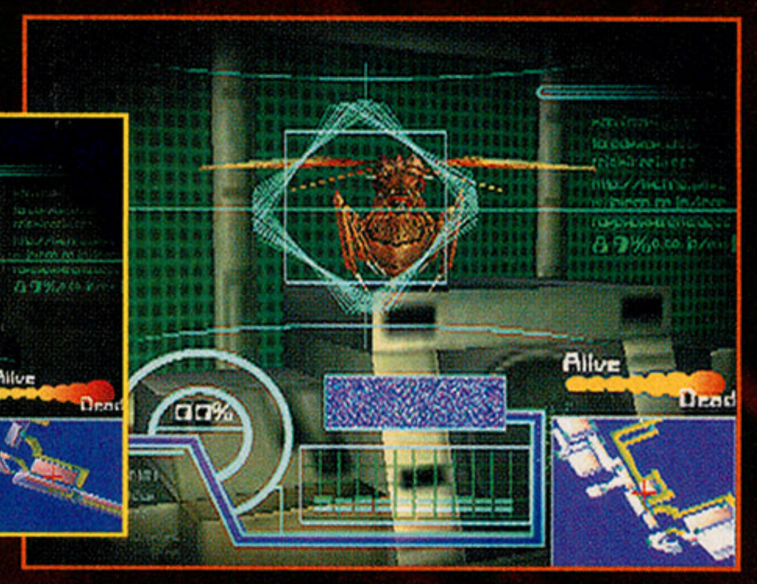


AS YOU MAY have guessed from the title, Carrier: Mutation is more than a straight port of the Dreamcast's Resident Evil–style survival/horror. While you'll still play as an anime-style spec-ops soldier wandering around a deserted aircraft carrier, the story will differ slightly from the original game's. And the control scheme will be totally different: Instead of adopting Resident Evil–esque controls, Carrier: Mutation will play more like a platformer—push a direction, and you'll go there. The Mutation starts on the PlayStation 2 this February.









The Typing of the Dead



BY DAN ELEKTRO

- Developed by Smilebit
- Published by Sega
- Target release date: January

Dreamcast

HANDS-ON

NO, THIS IS not a *LamePro* article—The Typing of the Dead is a *real* game. Based on The House of the Dead 2, The Typing of the Dead will trade bullets for backspaces in the creepiest typing tutor ever. Zombies threaten menacingly with axes—along with multisyllabic words and phrases like "hemorrhoids" and "nice penguins;" if you're fleet of fingers, you'll blow away the undead by pecking the letters before they attack. You'll need the Dreamcast keyboard, of course, but don't snicker too hard; the preview version's graphics rocked, and the gameplay was as challenging as it was bizarre.

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

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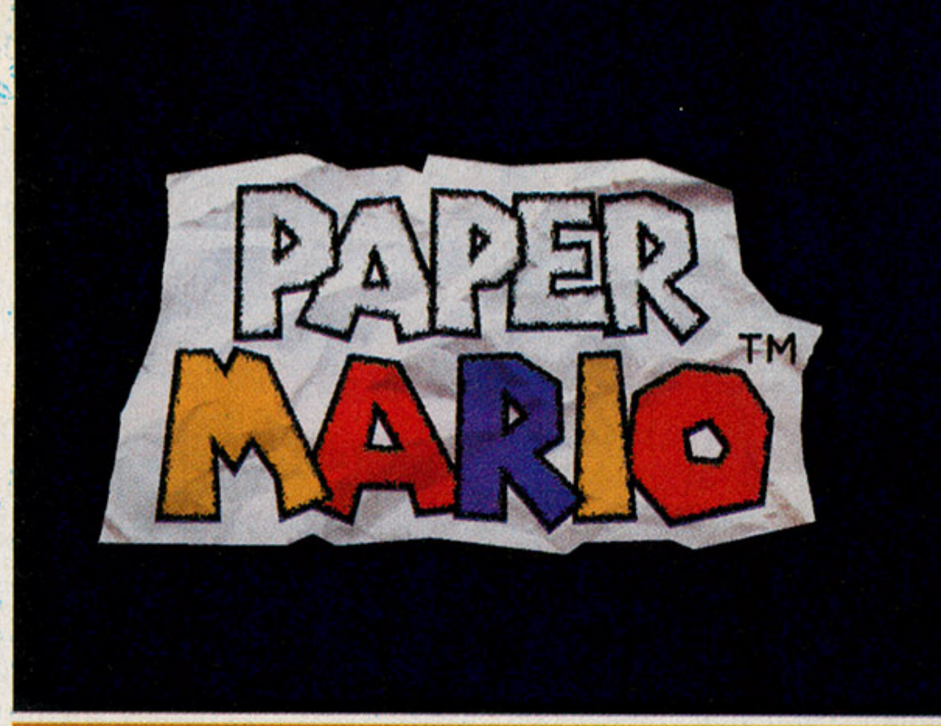
cut here



cut here

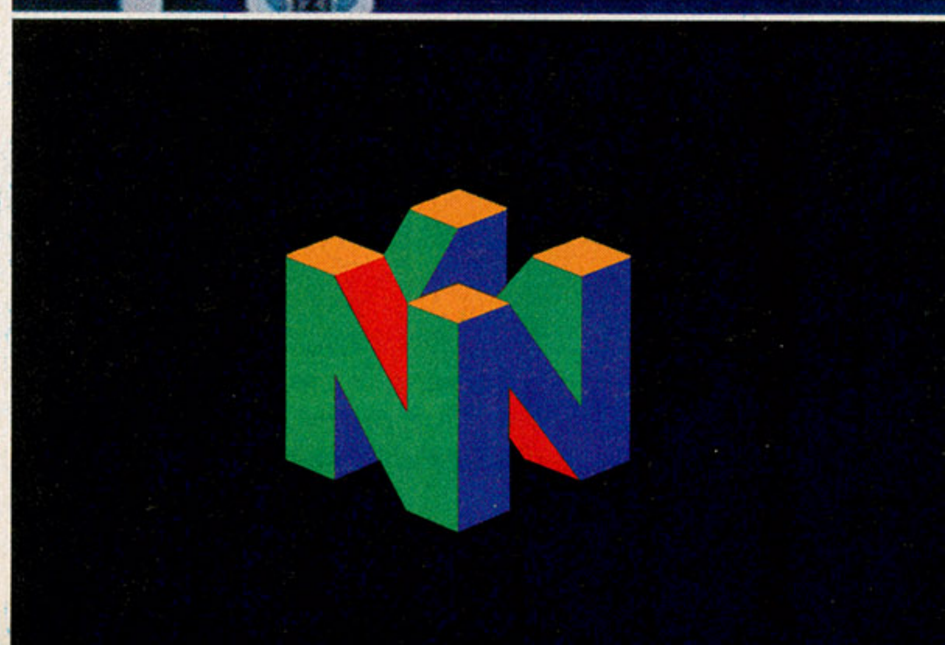
Mario's back with a paper-thin look in his own RPG adventure. This time he's got new sidekicks and over 200 badges and items for new











Free demo.

abilities and attacks. Which means he may be paper, but he ain't no lightweight.

WDL: THUNDER TANKS



BY UNCLE DUST

- Published by 3DO
- $49.99
- Available now
- Tank combat
- 4 players

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.0	3.5	2.5



PROTIP: Hold down L2, when not in heavy combat, for a better view of the arena and to quickly find enemies and power-ups.

PROTIP: To best use the Artillery Strike, target it right in front of your tank, then back away from it—you'll destroy all oncoming enemies.

By dumbing it down with WWF-style presentation and mindless gameplay, 3DO has created a PS2 update of the BattleTanx series that turns what was a fun mission-based adventure into a silly tournament-style game show.

World Destruction League is all about blowing stuff up. As you maneuver your tank through many graphically unremarkable arenas, you're bombarded with attacks from tanks and a barrage of turrets. This flak constantly fills the screen with explosions and egregious lighting effects—every bullet emits a bright-glowing halo. The sound follows suit: It's a constant cacophony of crashing missiles and cannon fire, along with some of the most insipid commentary you'll ever hear.

Your tank controls well enough, but you'll need some time to get used to the turning radius when picking up power-ups. The best part of the game is the wide array of special weapons, from nukes and mines to guided missiles.

3DO has stripped away everything engaging from BattleTanx, while increasing the carnage to mind-blowing proportions. WDL's single-player gameplay is sadly lacking, and the multiplayer games pale in comparison to stellar fragfests like TimeSplitters or Unreal Tournament.

Sky Odyssey



BY FOUR-EYED DRAGON

- Published by Activision
- $49.99
- Available now
- Flying
- 1 player

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
1.5	2.0	5.0	2.5



PROTIP: When putting weights on the hot-air balloon, you'll be more on target if you fly in the same direction as the wind currents.

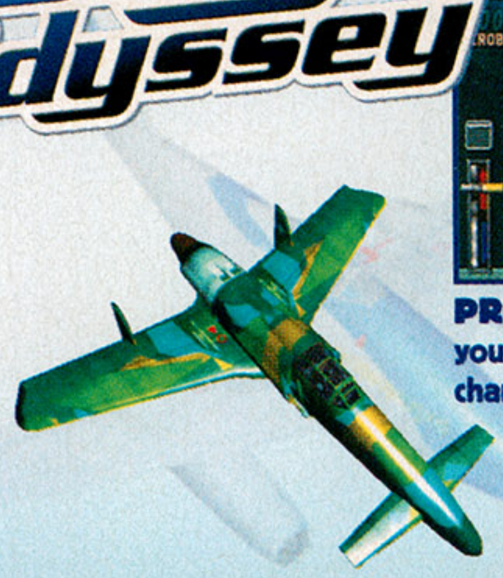
The sky's the limit in this unfulfilling, poorly developed flyer that doesn't even deserve to be released on the PS2.

In Sky Odyssey, you'll fly 11 aircraft (eight hidden), including a biplane, an Autogyro, a stealth plane, and a UFO on missions that range from finding ancient ruins deep in canyons to rescuing a hot-air balloon. While airborne, you'll need to avoid falling rocks and contend with random weather, like storm fronts and high crosswinds. Maneuvering your craft through these natural adversities is a snap, and landing on airstrips and handling the rudders is easy to learn and perform.

The controls are the game's saving grace, but the other features ground Sky Odyssey indefinitely. Drab environments and incredible amounts of draw-in make up the visuals (the half-point is for the so-so detail on the aircraft). Even more egregious, the awful background symphony doesn't remotely go with the game's ambiance. You'll have more fun cruising third-class on a no-name charter flight than playing this awful flyer.



PROTIP: Stay low through canyons—you'll avoid falling rocks and have less chance of stalling.



Super Bust-a-Move



BY UNCLE DUST

- Published by Acclaim
- $39.99
- Available now
- Puzzle/strategy
- 2 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.5	3.5

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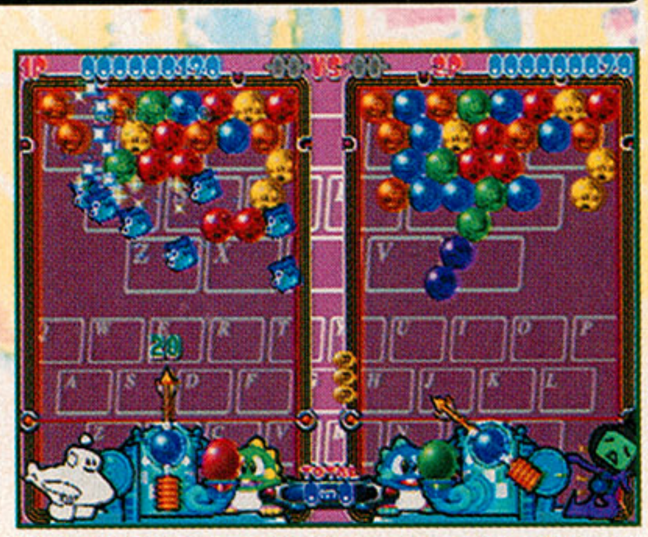
PROTIP: You can get rid of extra balls by adding them underneath a pair of the same color. When you obtain the third ball, they all drop.

The latest installment in one of the most popular puzzle franchises, Super Bust-A-Move rolls out on Sony's new system. Bust still delivers the same fun gameplay, but doesn't offer anything that a PS one game couldn't deliver.

New to this version are conveyer-belt walls and changing backgrounds that greatly affect your strategy. Also new are tiny trick bubbles and huge bubble captives—characters stuck in bubbles whom you must free. Otherwise, gameplay is the familiar point-and-shoot with one or two players.

Graphically, the game is flashy, if not excessive, with plenty of cute characters and a bunch of silly animations. Sound is just as cute as the characters, while controls are simple and precise.

For those who must have the most recent version of Bust-A-Move, or for puzzle fans without a PS one, this is a good game. Yet Super Bust-A-Move's limited new features and graphics, along with the PS2's backward compatibility, make it kind of silly to spend the extra bucks on this latest version.



PROTIP: In two-player mode, set up bigger moves by putting colors in multiple pairs. Connecting on bigger moves will now make it harder on your opponent.

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TOMB RAIDER CHRONICLES



BY JAKE THE SNAKE

- Published by Eidos
- $39.99
- Available now
- Action/ adventure
- 1 player

TEEN T ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.0	3.5

GO TO THE NEW WWW.GAMEPRO.COM! FIND OUT MORE!

THIS FIFTH INSTALLMENT of the Tomb Raider series has everything that made the franchise great—a bodacious heroine, an interesting premise, cool levels, and challenging puzzles. Except for a clever premise and some nicely varied levels and costumes, however, little has changed since previous Lara games, including the controls—which have gotten worse with age. If you know and love Lara, here she is; otherwise, you should look for a new sweetheart who's easier to handle.

CORPORATE RAIDER

Whether you adore her or abhor her, Lara Croft is too big a name to keep out of video games. Because she disappeared in a cave-in at the end of the last game, her friends have gathered at her estate to grieve and recount her past adventures. Those memories become the chapters of Tomb Raider Chronicles—indeed, they make for huge and challenging levels that leave behind the dusty tombs of previous games for more interesting environments, including Rome, a Russian submarine and base, and a hi-tech office.



PROTIP: At the beginning of the third episode, make a running jump across this chasm, then a standing jump back again.



Besides traditional Lara and young Lara, Chronicles features a camouflage-clad Metal Gear Lara and a leather-clad Mission: Impossible Lara.



PROTIP: To get around this swinging obstacle, crawl beside it to the edge, turn around, drop down and dangle from the ledge, then shimmy to the far corner.



PROTIP: Use the laser-sighted revolver to shoot out this baddie's green eyes.



NEW PAINT JOB...

Lara still looks good, and, besides her trademark attire, she dons a commando outfit as well as a deep-sea diving suit. And she again appears as a ponytailed teenage version of herself. The environments vary widely and are smoother than in previous games, but are still heavily pixelated. While the game unfolds in very diverse locations, the cubic layout of the levels differs little from those in previous games—if you changed the textures, you'd think you were back in a tomb. The sound, too, hasn't changed from previous games and consists mostly of Lara grunting and groaning, though the weapons still sound cool.

...SAME OLD ENGINE

Despite the improved graphics and imaginative story, Tomb Raider Chronicles has the same controls as previous Tomb Raider games, and they feel as antiquated as any relic Lara ever unearthed. While they might have seemed fine two or three years ago, they're now downright clumsy and annoying, especially when compared to those in other recent action/adventure games such as Legacy of Kain: Soul Reaver. The controls make moving around tiresome, backtracking doubly painful, and surviving the game's smattering of action sequences much more difficult than need be.

If you still enjoy the series and want more, go with Tomb Raider Chronicles. But if Lara hasn't yet cast her spell on you, you'd do well to look for an adventure game with less frustrating controls. G

GRAPHICS 4.0

Lara still looks good. Though the backgrounds look smoother than those in previous games, heavy pixelation and some clipping mar the presentation.

SOUND 3.5

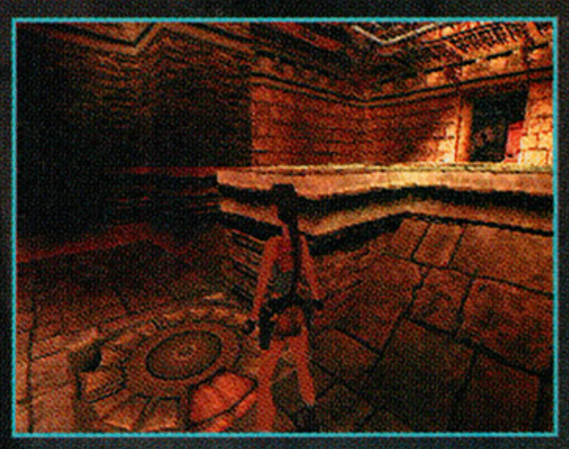
Nothing you haven't heard before. Lara grunts and groans as she bangs into walls, jumps from ledges, and falls face-first into the ground. The firearms sound good as always.

CONTROL 3.0

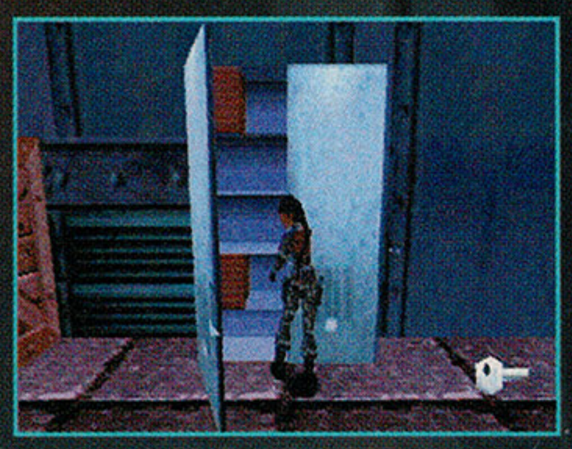
The controls are getting older, but not better. Though they offer lots of detailed moves with some new twists, such as tightrope walking, they show their age and often get you killed or stuck. If you know them and like them, well good for you—they haven't changed.

FUN FACTOR 3.5

If you like the Tomb Raider series and want more, you'll enjoy Tomb Raider Chronicles; if not, you won't. There's nothing new here, except that the levels are flashbacks that don't take place in crypts or ruins.



PROTIP: After you kill the green-eyed baddie, you must stand in this exact spot to open this trap door.



PROTIP: In the warehouse of the submarine base, get the silver key from this cabinet immediately.



BY BROTHER BUZZ

- Published by Capcom
- Price not available
- Available January
- Action/ adventure
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.0	5.0

ASK ANY HARDCORE Mega Man fan, and they'll tell you, "Flatter is better!" Mega Man X5 is an excellent follow up to X4 with good, old-fashioned, side-scrolling, thumb-blistering Mega madness.

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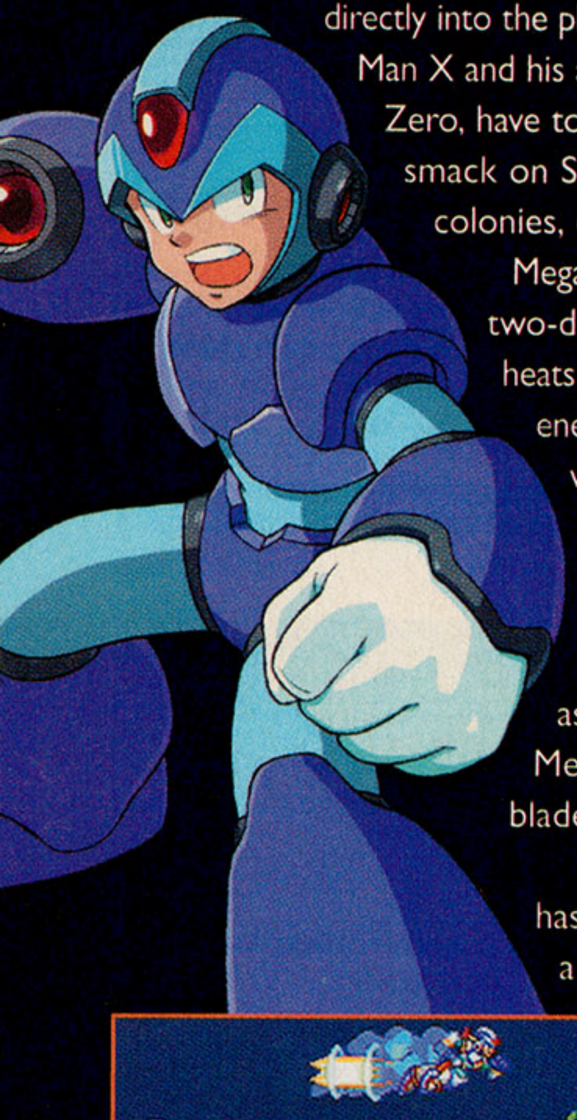
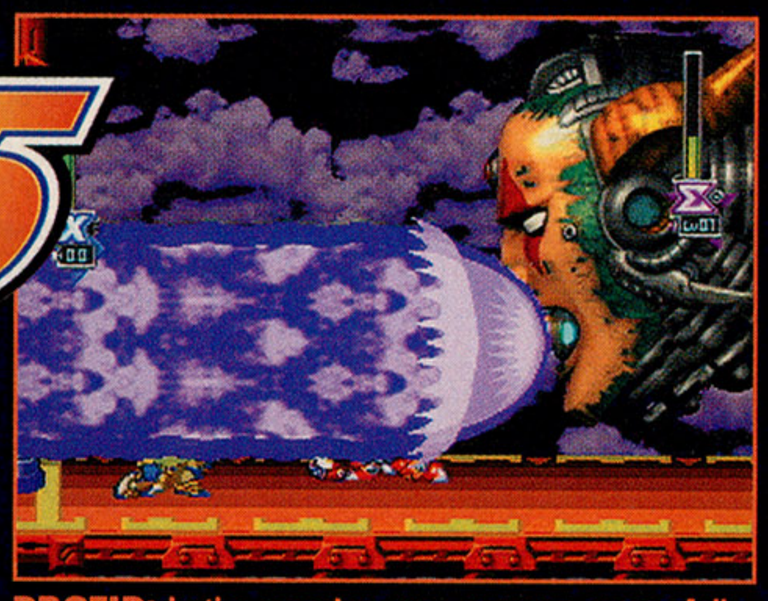
MEGA MAN X5



Mega Mania

The story is classic Mega Man. The evil Sigma returns to obliterate the Earth by diverting an asteroid directly into the planet's path. Mega Man X and his android partner, Zero, have to intercept the space rock and lay the smack on Sigma. The platform style, jump-n-shoot action crosses eight Earth colonies, each protected by X-Hunter bosses and an army of Reploid Robots. Mega Man X5 is another fine example of Capcom's mastery of eye-catching, two-dimensional graphics. The characters look sharp, and, when the action heats up, the animation paints a psychedelic show. Mega Man's audio plays with energy, too. The music is hard-driving fusion rock, but it might drive you nuts when you have to replay a tough area. The effects add flair and intensity to the action.



PROTIP: In the opening area, you can successfully dodge most attacks by the flying head boss by holding position to the far left. Press Down to duck under this massive purple blast.

Hero or Zero

Get your game face on because X5 is a serious ego-bruiser. You can play as Mega Man X or Zero. Mega has his Mega Blast (basic and charged), a Mega Dash, and a hover move. Zero swings a mean Strider-like power blade and busts a rocket dash.

Like all the best side-scrolling action/adventure games, Mega Man X5 has more patterns than a cheap dress designer. The topnotch controls do a great job of giving you a fighting chance, but expect to place your brain on overtime to figure out how to beat these bad guys: Reploids snipe at you from every angle, and traps with steel spikes and death rays—as well as insane doorway puzzles—block your pathway. The weak gamer might just start to cry, but your momma's not going to save you from this challenge.



PROTIP: On the power bike, hit the boost button to obliterate obstacles as you speed up.

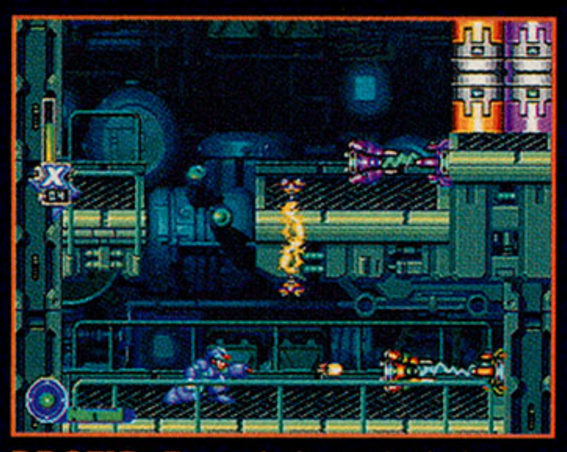


PROTIP: You have to move fast to beat the last section of the train to use the Mega Dash.

If there's a hitch in the Mega Man hijinks, it's that the attack patterns of some of the X-Hunter bosses are almost too easy to figure out. Of course, after surviving these murderous levels, you deserve a break.

X Rated

Mega Man X5 is a nicely crafted game with a Mega-tough challenge that carries the tradition forward. If you're a Mega Man fan, you won't go wrong with this disc. You can't keep a good Mega Man down.



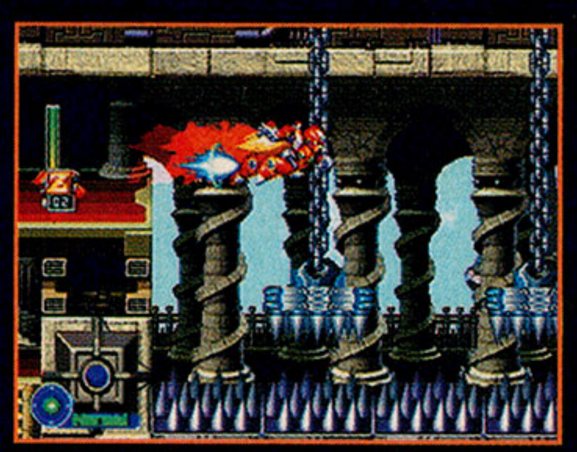
PROTIP: To crack these dual electrolocks, remember that the switches reset slowly if you don't shut them all the way.



PROTIP: The digger bear boss attacks wherever you're standing. Hold your position until you see pieces of the ground flying, then quickly hit a directional, jump, turn, and shoot.



PROTIP: Charge up a Mega Blast (hold shoot) while you jump or run—or even while you scroll through the lengthy dialogue boxes of wordy adversaries.



PROTIP: Some auto-scrolling areas are cheap, and you just have to memorize them. Keep watching the screen, and it will scroll through to the next obstacles.

GRAPHICS 5.0	SOUND 4.0	CONTROL 4.0	FUN FACTOR 5.0
Capcom has the classy, cartoon-colorful 2D look down, and that's obviously perfect for a Mega Man game. Sharp-looking heroes, outrageous bosses, mesmerizing effects…they're so old-school, they're fresh! The animation moves at a finger-frying pace.	Most of the time, the music keeps your adrenaline pumping with an intense rock-fusion score. It sounds very cool, but it tends to fry your nerves when you have to replay a tough puzzle several times.	Run! Jump! Dash! Shoot! The ironclad controls nail all the classic platform moves. The jump/climb and air dash could be more reliable—otherwise, you'll rub out a thumbprint before these controls let you down.	This one's for Mega Man fans. It's classic side-scrolling action like it was originally designed to be played. The two selectable characters and brain-spraining puzzles mean you'll get more than your money's worth in replay value.

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colin|mcrae|rally|2.0



BY AIR HENDRIX

- Published by Codemasters
- $39.99
- Available now
- Racing
- 2 players

EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	5.0	4.5

RALLY RACING'S POPULARITY lies in Europe, so few U.S. gamers are likely to take Colin McRae Rally 2.0 for a spin—which is a real shame: It's one of the PlayStation's best racing games. CMR offers traditional rally racing where you tackle the course alone against the clock with limited breaks for repairs and retooling, or a standard Arcade mode where you rub fenders with a pack. Throughout it all, driving these cars feels great, thanks to the terrific controls and interesting but demanding courses. Visually, Colin McRae Rally 2.0 looks very sharp, sporting snazzy terrain and slick car models that reflect damage with cool details. The sound effects are respectable, but the cues from your navigator—though helpful—get monotonous after a while.

If you're into racing at all, Colin McRae Rally 2.0 is definitely worth its sticker price. You might be surprised by how much you enjoy rally racing when it's done this well.



PROTIP: Powerslides are essential to winning in CMR. Tuck your nose into the turn, let the back end slide out, and countersteer.



PROTIP: If your navigator alerts you of a "1" or "2" turn, braking is definitely required. You can usually slide through the others.



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ARMY MEN SARGE'S HEROES 2



BY LAMCHOP

- Published by 3DO
- $39.99
- Available now
- Third-person shooter
- 2 players

TEEN

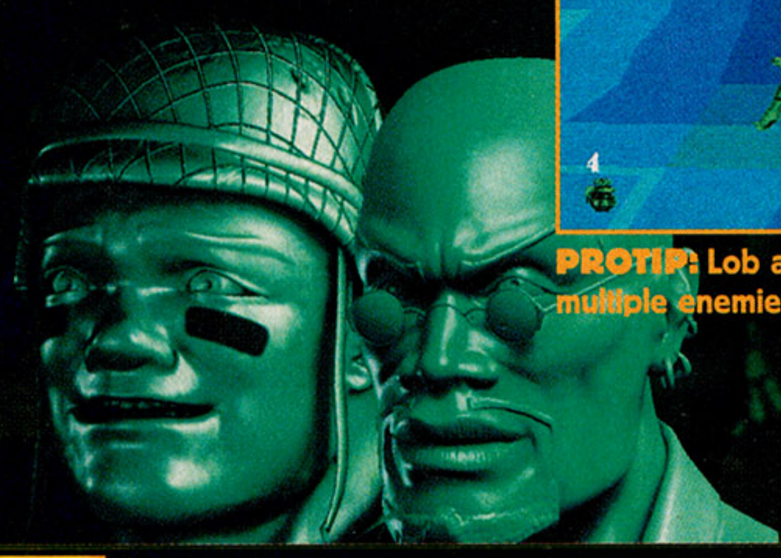
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	3.5	3.5

A MYSTERIOUS SPY, Brigitte Bleu, has offered the evil General Plastro an anti-plastrification serum, which would enable his Tan Army to stay in the real world without turning into solidified chunks of plastic (and win the war against the Green Nation). It's up to Sarge and his crew to stop them. Sarge's Heroes 2 is classic third-person, Army Men–shooter action, offering 17 missions with new environments—such as a refrigerator and a pool table—along with new weapons and power-ups, like a radio to call in an air strike.

The controls are straightforward, though they respond sluggishly. Fortunately, the game comes with an auto-targeting feature that locks on to your enemy for easy shooting. Pop-up is prevalent in the graphics, and, if you're not careful, you'll fall off the edge because of it. Heroic military tunes play in the background, and the voice-acting is cool, but can get repetitive sometimes. Ultimately, Sarge's Heroes 2 is a weekend rental of mindless fun.



PROTIP: Shoot the crates to reveal power-ups and weapons, which are handy when you're low on health.





PROTIP: Lob a grenade to get rid of multiple enemies from a safe distance.

BLADE



BY MAJOR MIKE

- Published by Activision
- $39.99
- Available now
- Action/adventure
- 1 player

MATURE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	2.5	2.0

AKIN TO THE half-vampire, half-human title character, Blade's gameplay is a hybrid of sorts: half Tomb Raider, half Syphon Filter…and all bad. From a behind-the-character view, you'll lead Blade on a mission to destroy fellow vampires and other monsters. Despite its intriguing premise, Blade's execution is fatally flawed. Marred by awkward camera angles, unresponsive controls, and lame play mechanics, the game quickly becomes a torture session. Didn't see the bottomless pit that cost you a life? Too bad. Remember that save point you used a really long time ago? Start back there…you get the idea.

Blade bombs on almost every level—from washed-out graphics to anemic music to bland sound effects. The only redeeming factor is some cool weapons, but you'll probably get your ass kicked long before you can use them. Comic fans looking for a decent game adaptation should stick with Spider-Man. Blade is a kick-ass hero in the comics and movies, but take away the "kick" and what you're left with adequately describes this game.



PROTIP: You can easily defeat big monsters by luring them into bottomless pits and other fatal areas.



PROTIP: When you encounter the boss with the Gatling gun, position yourself as shown in the screen above and start blasting.



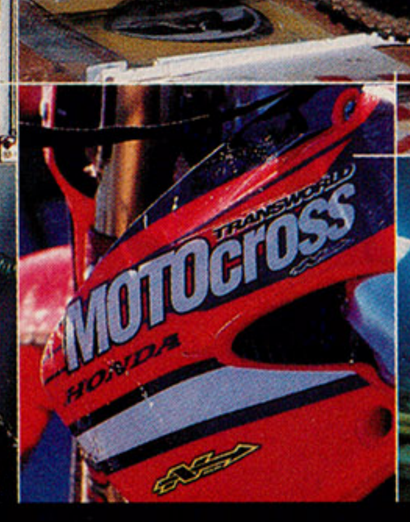














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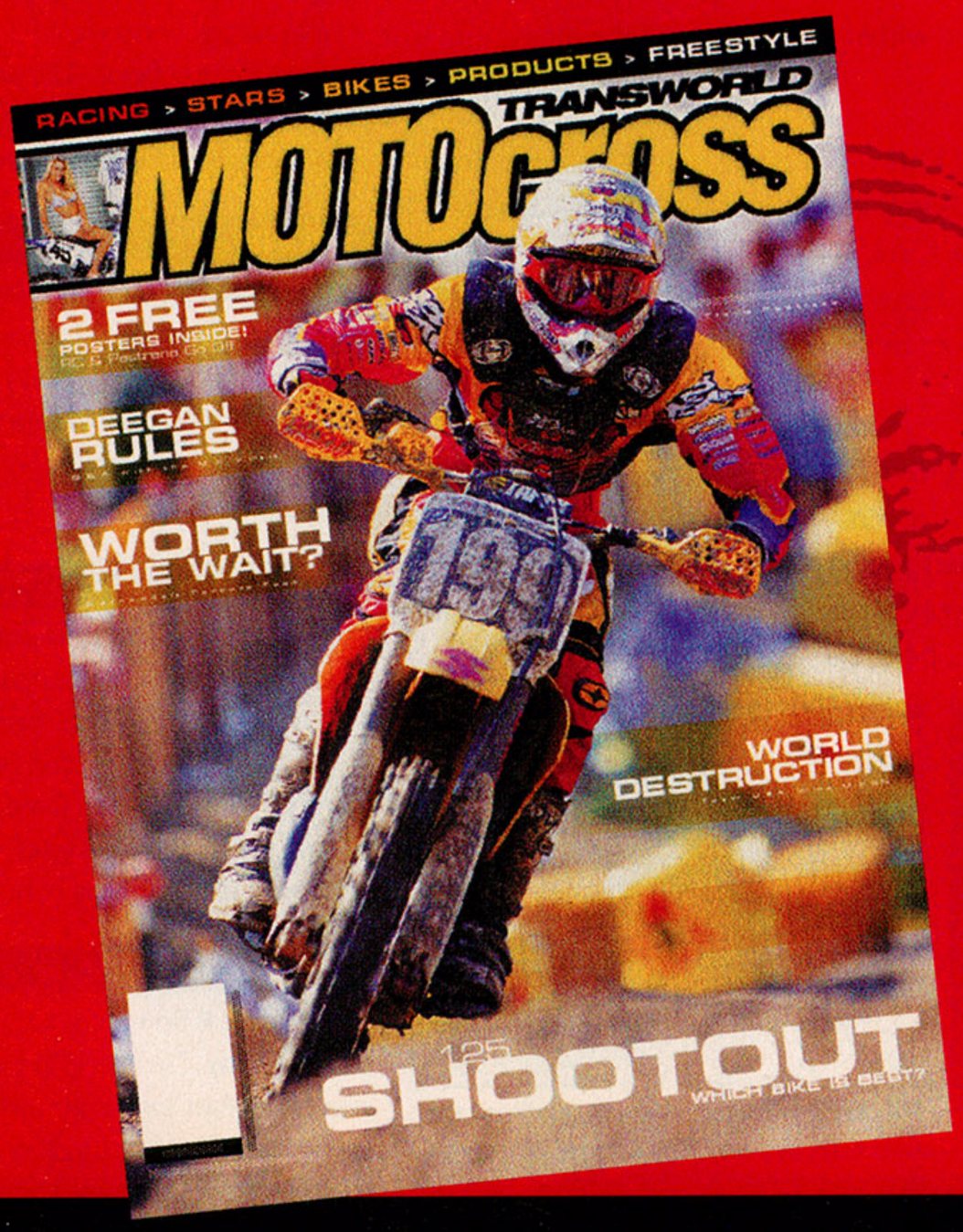

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BANJO-TOOIE



BY BROTHER BUZZ

- Published by Nintendo
- $49.99
- Available now
- Action/ adventure
- 1 player

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	4.5

BY NOW, HARD-CORE Banjo-Kazooie fans should be buried in Banjo-Tooie, which made its debut last November. But whether you're an action/adventure maniac or just another cartridge-starved N64 gamer, you might want to check out this one.

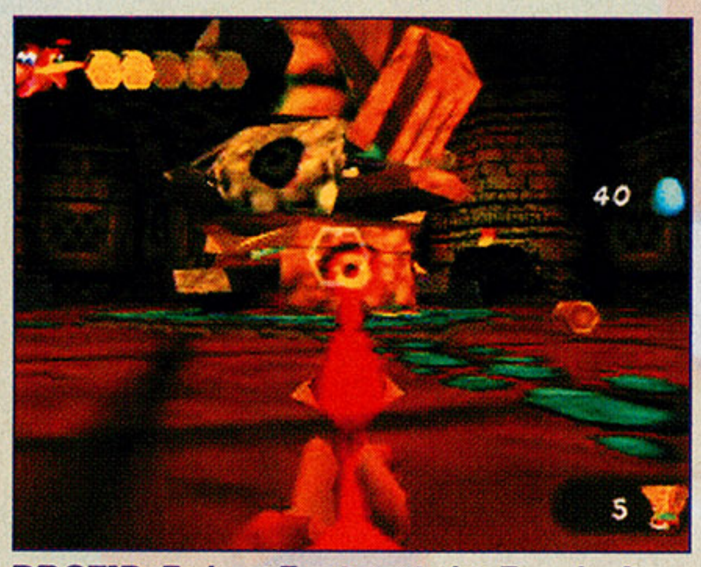
As an evolutionary follow-up to Banjo-Kazooie, Banjo-Tooie is in "Rare" form, as Nintendo's pet developer really brings out the animal in this version. The returning cast of Banjo, Kazooie, Bottles, and Mumbo join new friends as they contend with Grunty the Witch, who's been brought back to life by her sinister sisters. Like its predecessor, this game is a good-looking, solidly crafted 3D-platform cart that encompasses nine giganto worlds, 14 mini-games, and a mind-boggling diversity of gameplay.



PROTIP: Search for short cuts. In Jinjo Village, there's a cave through which you can reach Wooded Hollow. Use the Flap Flip Jump (hold Z, hit A) to reach the entrance.



PROTIP: Mumbo Jumbo calls forth the Golden Goliath at Mayahem Temple. Kick apart the dart-shooting stone heads and, more importantly, kick a hole through the skull gates. Don't forget to obliterate the large rock, too.



PROTIP: To beat Targitzan in his Temple, fire eggs at the bull's eyes. You have to dodge Targit's darts and splatter his Moogie henchcats, so fight from a distance.

2 CUTE 4 U?

The sticking point concerning the B&K games, of course, is the gooney-looking bird and the goody-two-shoes bear. You either like their cartoony, E-rated act, or you don't.

The graphics feature brightly colored, finely drawn characters who are expertly propelled by flawless animation. The nine worlds are huge and packed with sub-levels and side-trips, which display an impressive array of visual details, hidden pathways, and gameplay views.

The sounds are similarly fun, but are also an acquired taste. The music is light-hearted and, sometimes, totally goofy. The characters speak in a now-familiar-but-still-weird mumbo-jumbo (subtitles provided) that actually works fine within the context of the story.

▶ PROTIP: To break boulders, learn Kazooie's Drill Beak move from Jamjars in Glitter Gulch.



FINGER-LICKIN' GOOD

Gameplay is where Banjo-Tooie kicks…er, tail. Banjo and Kazooie bust the moves from the previous game, but also offer some slick new grooves. Plus, there's a solid first-person egg-launcher level (after all, Rare is the home of James Bond and Joanna Dark, too!). Plus, Banjo and Kazooie split up for individual puzzles and transform into other characters. Deft controls hold rein on all this action, although the sensitive joystick adds drama to movement on high and tight spaces.

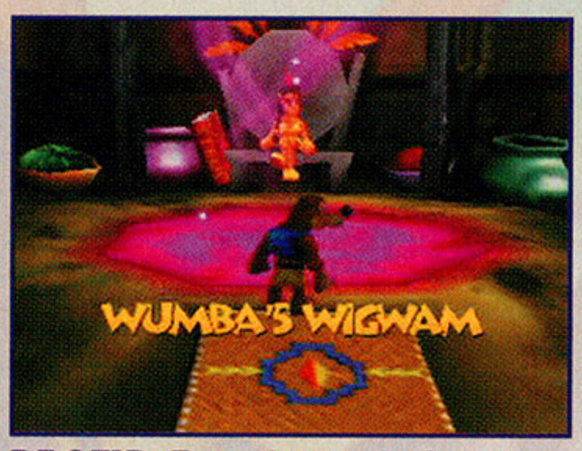


FUR AND FEATHER FUN

Banjo-Tooie is an entertaining, good-looking cart that throws in so many types of gameplay that it's easy to forget where you are or what you're supposed to be doing. You might get lost, but who cares when you're having this much fun? It's the perfect game for platform players to button-press during the days between infrequent N64 cartridge sightings—or until the GameCube shows up.



PROTIP: Visit Bottle's home in Jinjo Village to receive the Zoom function from Goggles. The passage to Wooded Hollow is there, too.



PROTIP: To understand what the Stonies say, visit Humba Wumba of the Isle o' Hags at Jade Snake Grove with a Glowbo. However, be ready to change.



PROTIP: To snatch the Jiggy from the snake in Jade Snake Grove, tiptoe by pressing lightly on the joystick. Start on the bare spot on the platform.

GRAPHICS 5.0

The awesome graphics gallery includes unique characters, detailed scenery, imaginative world designs, dizzying aerial views, pretty underwater scenes, and first-person egg fights. The animation is perfect, and the entire game is painted with an eye-catching mosaic of colors.

SOUND 4.0

The audio is nicely integrated into the game with creative effects and rollicking music that sets the mood for each world. There are even some aural clues in the game, and the goofy nonsense language works.

CONTROL 4.5

Tight controls are masterful at managing thumb-spraining and diverse gameplay that includes tiptoeing, hang-climbing ledges, driving vehicles, and button jamming for a foot race. Creeping along skinny, sky-high spaces gets dicey, but, otherwise, the controls rock.

FUN FACTOR 4.5

Banjo-Tooie is brimming with challenges and gameplay. The world is so huge you might get lost or forget what you're supposed to do. Bottom line: This game is fun, and N64 carts are few and far between these days.

MIDWAY'S GREATEST ARCADE HITS Volume 1



BY THE HUMAN TORNADO

- Published by Midway Home Entertainment
- $29.99
- Available now
- Action/arcade
- 1 player

EVERYONE E — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	4.0	3.0

IN DAYS OF old, the arcades were bold. Now Midway is back with a fresh, snappy collection of the best arcade games from good times past.

The Arcades Live!

The value in this collection is high: Spy Hunter, Joust, Defender, Sinistar (joy!), Robotron, and Root Beer Tapper. The collection is topnotch and diverse, without a single dog in the mix. Plus, a brain-thumping arcade trivia game really separates hardcore fans from newbies.

Even though these N64 translations are literally arcade perfect, they show their age. Sinistar, a largely ignored gem, was an incredible game, as was Spy Hunter—but these nuggets just don't have the sound, graphics, or even the depth of gameplay that most gamers expect today. Animations are primitive at best, and the vector graphics used in Defender look downright bare.

Pack Attack

That said, true aficionados should have a good time here. The controls in all of the titles are solid: Each game uses the N64's analog and digital controls to produce on-the-money, authentic gameplay. Arcade fans will appreciate this attention to detail; the N64 controller is not as good as a real arcade stick, but is close enough.

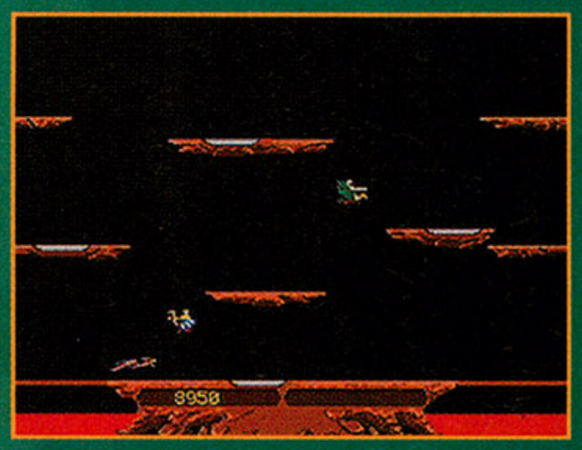
If you're an N64 owner longing for a retro blast, this collection is worth the bucks. The gameplay isn't deep, the graphics aren't modern, and some of the sounds are just plain hokey by today's standards, but, hey, who cares when you're saving the universe once again?



PROTIP: In the beginning stages of Sinistar, rack up your score by keeping movement to a minimum. Just shoot and don't fly all over space.



PROTIP: In Defender, use the forward-looking Scanner to aim. Jam on the fire button for continuous fire.

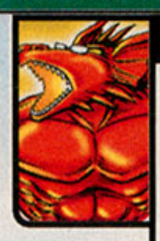


PROTIP: In Joust, beat the Pterodactyl by nailing him in his open mouth with your lance.



PROTIP: In Spy Hunter, if a vehicle is coming up behind you, bump it off the road before he pulls up along side. The rear end of a car is its most powerful spot.

MICKEY'S SPEEDWAY USA



BY FOUR-EYED DRAGON

- Published by Nintendo
- $59.99
- Available now
- Kart racing
- 4 players

EVERYONE E — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	2.0	5.0	3.0

THE LATEST IN kart racing graces the N64 with familiar Disney faces and patented "Rare" driving mechanics, but don't expect any thrills with this less-than-stellar ride.

Go, Go, Mickey

In Mickey's Speedway, you must guide Mickey and his high profile friends—including Minnie, Donald, and Goofy—on a series of tracks that cross the United States. Finish first, and you'll be rewarded with new drivers, tracks, and cheats. If you've played Mario Kart 64 or Diddy Kong Racing, you'll be familiar with this game's simple controls. In fact, the best part of Mickey's Speedway is the tight controls—they're responsive and easy to master.

Huey, Dewey, and Screwy

The audio and visual departments of Mickey are a mixed bag. The friendly character voices are comfortingly recognizable, but their repetitious garble will pain your ears at every turn. Even the music is nauseatingly annoying. On the plus side, the graphics are on par with those from the best N64 games, though Mickey may look bare in a few parts. Overall, Mickey is smooth, with well-designed tracks, and the Disney gang looks sharp and well drawn.

Despite some decent features, Mickey is way too easy for the experienced kart driver. Courses are short and the gameplay is straightforward, lacking any depth and variety to the characters and races. If you want a strong N64 kart racer, stick with the best—Diddy Kong Racing; if you still need an N64 fix, this mouse is worth a rental.



PROTIP: In Washington D.C., the best place to put an oil slick is at the entrance or exit of a room.



PROTIP: In Chicago, look for the ramp to the left–it will lead you to a straight-away that moves you up a few places.



PROTIP: To perform a turbo start, press the Accelerate button immediately after Louie says, "Get set."



PROTIP: Take first place in every class in the first three circuits to open up Louie. His handling is impeccable, and his kart is pretty fast.

Tues. 5:15. Package being delivered.

EVERYONE

CONTENT RATED BY ESRB

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Anytime is a good time for fireworks.

These days the word addiction gets a bad rap. Sure, there's a long list of bad influences out there. But an addiction to setting off massive fireworks displays? Only good can come from that.



At first glance, FantaVision is a colorful fireworks puzzle game. Not so fast, my friend. That's how they get you. It starts



by capturing and detonating flare after flare, which triggers chains of fireworks explosions as well as tons of points. Then you advance from one difficult city-scape to the next more difficult one.



And on to even more difficult bonus rounds. But you can handle it, right?

FANTAVISION™



Maybe we shouldn't mention FantaVision's two-player mode. Or the real-time lighting effects. Or the fact that once you feel like you've mastered massive combinations, another layer of this intense action puzzle game pulls you in deeper. So be careful. Because before you know it, you'll be looking for any excuse to detonate fireworks.

PlayStation.2

www.scea.com

TOMB RAIDER CHRONICLES



BY JAKE THE SNAKE

- Published by Eidos
- $39.99
- Available now
- Action/ adventure
- 1 player

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.0	3.5

GO TO THE NEW WWW.GAMEPRO.COM! FIND OUT MORE!

EXCEPT FOR COOL new levels and costumes, Lara's fifth outing hardly differs from her first four—in fact, the controls and graphics are starting to show some unsightly wrinkles, especially compared to other Dreamcast titles'.

BLOOM RAIDER

Like a girl who was gorgeous 10 or 15 years ago, but never gave up her acid-wash jeans and big hair, Lara Croft is starting to look seriously outdated. Lara never had big hair, but perhaps because Tomb Raider and its sequels were so popular, developer Core Design apparently never saw a reason to improve on the original gameplay. This is a shame, as Chronicles' cool story and nicely varied levels prove that Lara Croft is a character who could lead gamers on countless adventures—kind of like a female TinTin or Indiana Jones.

REMEMBER THE TIME...

After Lara disappears (as seen in the last game), her friends gather at her estate to recount her past exploits. Those stories become the four chapters you play in Chronicles. You'll warp back in Lara's life to relive her feats in Rome, a Russian sub, a hi-tech office, and on a haunted island.

The gameplay in Chronicles hardly differs from the rest of the series', and, considering that the controls were never good, that's a big flaw. Note to Core: Gamers loved Tomb Raider *despite* the controls, not because of them. Want to move to the edge of the cliff? Whoops! You just vaulted to your death—you shouldn't have pressed Up so fast. Want to go over there? Ouch! You ran right into that wall.

BABY, YOU'RE LOOKIN' SO...OLD

Even the Raider's graphics haven't been improved much, just tweaked, and they look simply outdated next to Quake III Arena, Shenmue, and other recent Dreamcast games. The levels are comprised of the same cube-shaped walls, tunnels, walkways, and cliffs that were in the original Tomb Raider, but with smoother textures—this looks like a PlayStation game with nicer wallpaper. And the characters look like block figures, except for the lovely, curvy Lara. The sound also remains as unremarkable as ever—mostly the same grunts, groans, and thuds.

Tomb Raider Chronicles isn't a bad game, but only gamers who know and love the series—and know what they're in for—will enjoy it. Everyone else should steer clear.



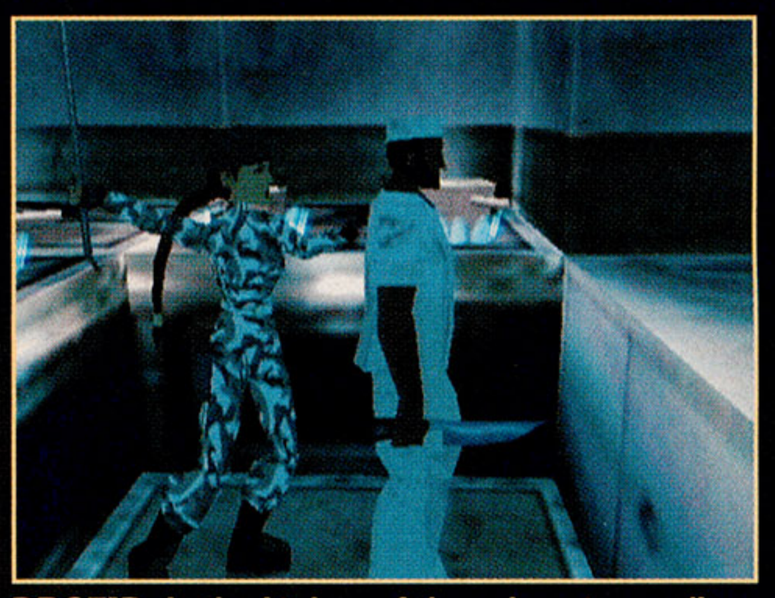
PROTIP: In the bunkroom of the submarine, pull off this handle and use it to pry open the air vent.



PROTIP: In Trajan's Market, combine the laser sight with the revolver and use the weapon to shoot off this lock.



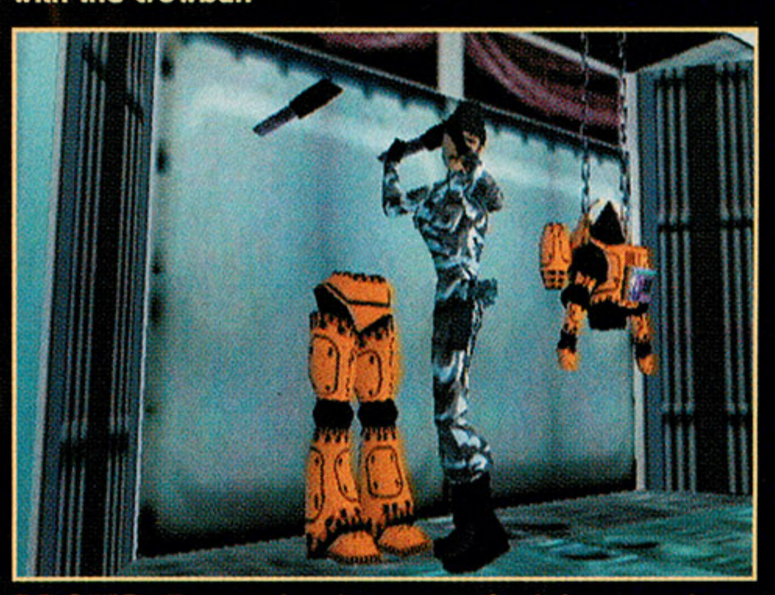
PROTIP: In Trajan's Market, after the huge wheel rolls aside, turn left into the crevice and climb onto the ledge.



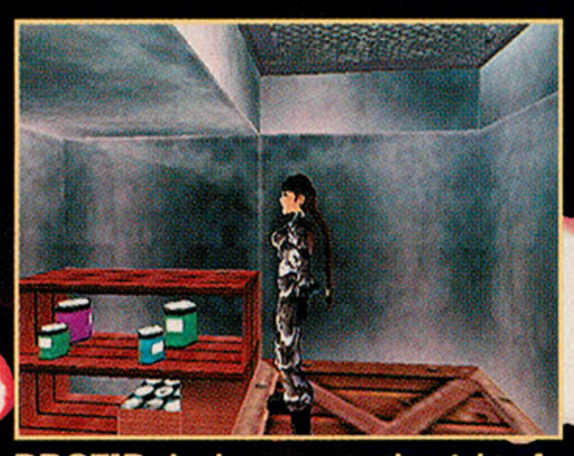
PROTIP: In the kitchen of the submarine, walk—don't run—behind the chef and press A to hit him with the crowbar.



PROTIP: Keep shooting at this three-headed dragon until it dies, while jumping side-to-side whenever it fires at you.



PROTIP: To use the diving suit, find the aqua-lung, suit console, and positive and negative batteries.



PROTIP: In the room to the right of the sub's dining room, climb on this crate, stand exactly in the spot above, then jump and press the Action button to open this grate.

GRAPHICS 3.5	SOUND 3.5	CONTROL 3.0	FUN FACTOR 3.5
The levels are more interesting and diverse than those in previous Tomb Raider games, but they really feature the same cube-shaped layout as before but with different and nicer textures. Plus, the characters look surprisingly blocky for a 128-bit game.	Lara grunts and groans, and occasionally says, "No" when you try to do something you can't. But besides the cut-scenes, no voices enliven the game. The okay music is hardly noticeable, and the other sound effects haven't changed a whit in years.	The controls are as touchy-yet-unresponsive as always, so be prepared to swan-dive off high ledges to your death when you merely try to scoot up a bit. While they're fine half of the time, the rest of the time—especially in tricky spots—the controls make you want to smash your Dreamcast.	If you're a fan of the series, Chronicles is a godsend—more costumes and gadgets than ever, plus four huge levels that include the Roman Coliseum, a Russian submarine, and a hi-tech office. But for everyone else, this latest offering is a mediocre action/adventure game with infuriating controls.

SURF ROCKET RACERS



BY IRON THUMBS

- Published by Crave
- $44.99
- Available now
- Racing
- 2 players

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	3.5

SURF ROCKET RACER is visually and conceptually reminiscent of Hydro Thunder or Wave Race 64, but the similarities end there. This jet-ski racer looks fine, but lacks the addictive gameplay of its aqua-racing kin.



PROTIP: You can discover hidden short cuts by performing tricks, so bust them often.



PROTIP: Don't be intimidated by sticks in the water–often the fastest line is between a stick and the wall.

Jet Wet Radio

Just because Surf resembles another game doesn't mean its gameplay follows suit. Surf's levels seem a lot like the ones found in Hydro Thunder—with cool backgrounds, jumps, and even hidden shortcuts—but they aren't as fun thanks to painfully long collision-recovery times and generally simple layouts. Still, courses in Rome, Manhattan, and Niagara Falls make for some cool scenery.

The game controls work well, and smaller characters, such as Matt, are nimble, while larger characters, like Max, are fast, but less agile. A total of seven playable characters are available, each with unique skills and advantages.

All Wet

With over a dozen mini-games, Surf offers plenty to keep you occupied. Some of the games, like Bunny Hop challenge, are a blast, though others, like Beach Balloon Run, are a hassle. Championship mode challenges you to race through a series of courses against either the clock, A.I. players, or one human player. Races become more interesting if you bust back-flips and barrel rolls.

The in-game sounds are nothing special, but the commentator and music will probably send you searching for a CD to listen to while playing. If you're a water-racing fanatic and want nothing more than to use your Dreamcast to race jet-skis, then look no further. If you're looking for a solid racing game, keep on lookin'.



PROTIP: Launching off ramps gives you extra time; busting tricks off ramps gives you even more time!



PROTIP: Mini-games are a good way to get bunny hops and quick handling dialed, so play them often.

MS. PAC-MAN MAZE MADNESS



BY THE HUMAN TORNADO

- Published by Namco
- $29.99
- Available now
- Action/adventure
- 4 players

ESRB: E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	3.0	3.0

MS. PAC MAN combines dot-munching and ghost-eating action from the classic arcade game, but wraps it in a 3D platform package. Although it's technically a 3D game, your movement is restricted to narrow pathways. You munch dots and fruit, collecting keys to unlock the gates and move to the next area. Sounds simple, yet a good bit of puzzle solving is mixed in, and control is adequate at best. The multiplayer games, however, are much more interesting.

Unfortunately, Ms. Pac Man, with its bland graphics and sounds, doesn't exploit the power of the Dreamcast. Ms. Pac Man isn't a very strong Pac game, but does have its moments. If you're hungry for some ghosts, this game might be worth a trip around the maze.



PROTIP: Use the tunnels to your advantage in multiplayer games–stick close to them to dodge the competition.

▶ PROTIP: In the classic Ms. Pac Man arcade game, ghosts don't run in patterns, so don't bother memorizing them.



GUNBIRD 2



BY TOKYO DRIFTER

- Published by Capcom
- $29.99
- Available now
- Shooting
- 2 players

ESRB: T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.5

ORIGINALLY RELEASED IN arcades by Psikyo, Gunbird 2 is a vertically scrolling shooter that's been converted to the Dreamcast by Capcom. You select from seven characters, each with their own story, who are all seeking the three elements that must be taken to the potion god.

While the game sports 16-bit-era graphics, the sprites are extremely detailed and very well animated. The sound effects and music are nicely done, but don't really stand out. Control is crucial in shooters, and Gunbird 2 delivers. The difficulty of the game can be very high, but you can choose from seven ratings ranging from "Baby" to "Very Hard." All in all, Gunbird 2 is a fantastic shooter with tremendous replay value, and is highly recommended for fans of the genre.



PROTIP: You can adjust the screen layout to preserve the original arcade look, but only if you have a monitor that can be laid on its side.

▶ PROTIP: When the action is hectic, keep your character out of harm's way and don't try to hit anything.



RESIDENT EVIL 2



BY FOUR-EYED DRAGON

- Published by Capcom
- $19.99
- Available now
- Action/ horror
- 1 player

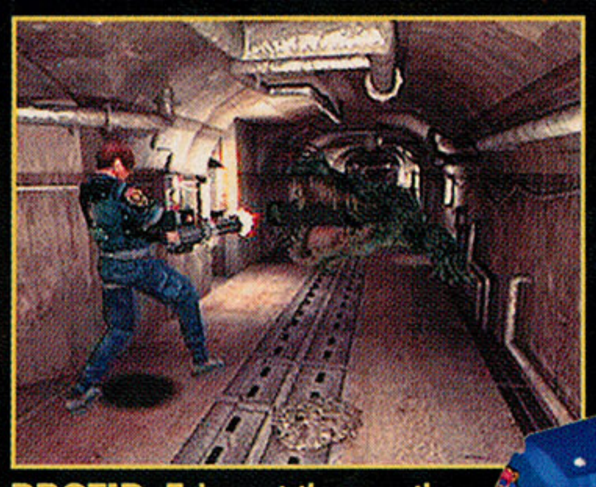
MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

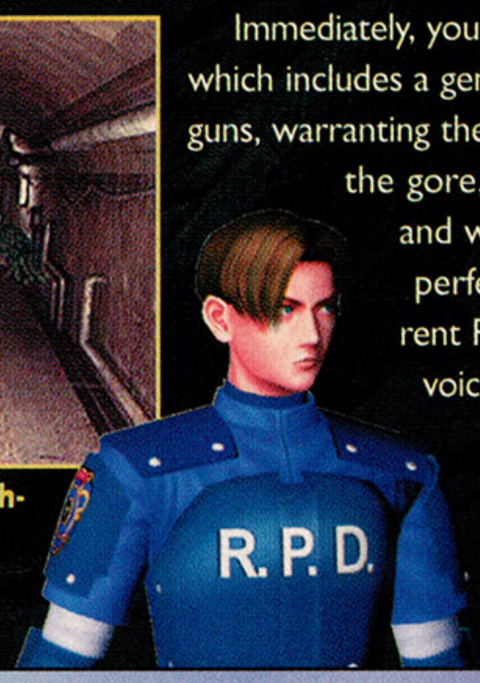
GO TO THE NEW WWW.GAMEPRO.COM! FIND OUT MORE!

DESPITE THE FACT that this title came out on the PlayStation three years ago, Resident Evil 2 is a perfect addition to your Dreamcast library.

You'll explore the dark corners of Raccoon City as either Leon or Claire in an attempt to discover why the town has been infected with a deadly virus that turns people into zombies. And you'll solve a myriad of challenging puzzles while avoiding dead-heads hot on your heels at every turn.

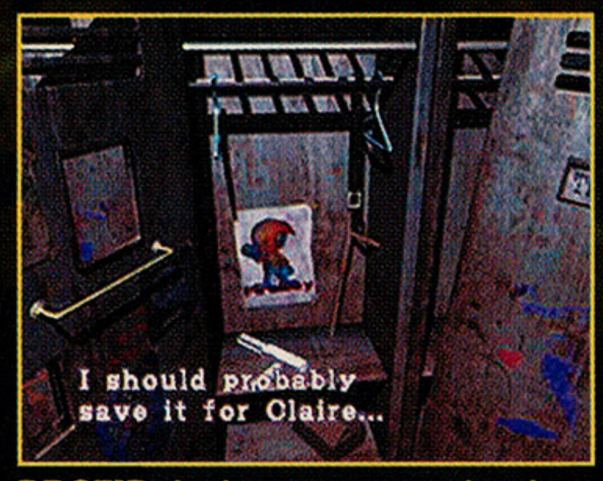


PROTIP: Take out the mouth-chopping gator by shooting at the gas cylinder when the green goliath starts eating it.



Immediately, you'll notice the graphic violence, which includes a generous amount of blood and guns, warranting the game's Mature rating. Beyond the gore, the striking visuals, such as dazzling backgrounds and well-animated characters, capture the horror theme perfectly—though they're not as smooth as in more current RE games, Code: Veronica and Nemesis. The terrible voice-overs, however, can ruin the moment, while the chilling music plays during the right scenes. Controlling your heroes is simple with an intuitive menu system and easy button presses.

At just $19.99 and with probably the most engrossing story of the Resident Evil series, neither veterans nor newbies should miss RE2.



PROTIP: In the weapons vault, take either the machine gun or side pack—not both. What you didn't take will be left behind for the other character.

BANG! GUNSHIP ELITE



PROTIP: On the Tressar mission, put up your shields only when your fire is concentrated on the Crusaders.



BY FOUR-EYED DRAGON

- Published by Red Storm
- $44.99
- Available now
- Space shooter
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	4.5	3.5

GO TO THE NEW WWW.GAMEPRO.COM! FIND OUT MORE!

THIS VISUALLY STUNNING space shooter lets you battle among the stars, but pilots may be bored by the monotonous shooting and by the lack of an alluring story.

Bang puts you in the pilot seat of an advanced space fighter, which is equipped with an armory of powerful weapons. Your objective is simple: Defend the Alliance from the mighty forces of the Sektar at all costs. Missions range from reconnaissance to protecting convoys, but, basically, you just blow up everything. Controlling your craft is no hard task; normal space maneuvers, like barrel rolls and target lock-ons, are easy.

Graphically, space has never looked so beautiful, with distant planets and unholy explosions shining in a kaleidoscope of bright, vivid colors. Soundwise, the effects range from sharp, ear-piercing cannon blasts to annoying voice-overs.

All told, Starlancer is still the premier Dreamcast star fighter, yet, if you crave a simple bang for your buck in outer space without any engaging story or strategy, Bang should be your choice.



PROTIP: In the beginning levels, hit Bombers with the Phase Shift Cannon.

CHICKEN RUN



BY FOUR-EYED DRAGON

- Published by Eidos
- $39.99
- Available now
- Chicken/ action
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	3.0	3.0

GO TO THE NEW WWW.GAMEPRO.COM! FIND OUT MORE!

CHICKEN RUN PLAYS as perfectly as the hilarious movie of the same name, but with its frustrating controls, you, too, may feel trapped in a pen.

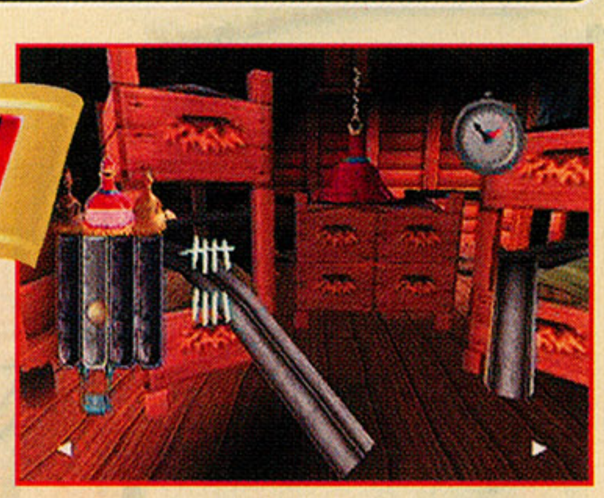
You must guide determined chickens, who are bent on escaping from their prison camp/chicken coop, across a dangerous farmyard to collect a shovel, rope, and other items that will help them. Much like in the movie, you'll explore a colorful environment full of vibrant structures, scary guard dogs, and paranoid farmers. Sound effects are light, but the great music plays throughout.



PROTIP: Make sure to tiptoe when the dogs are asleep.

Most of the game is played topdown and is reminiscent of Metal Gear Solid: For example, you can lean against walls to change the camera angle so you can see what's behind you. Controlling the feathered revolutionists is difficult: Unfortunately, there isn't a first-person perspective, which means you're frequently in danger of being caught.

Despite the lackluster controls, Chicken Run is still worth a heartfelt crow. Rent it and free the chickens, at least for one night.



PROTIP: In the Bunty Eggs-Press minigame, feed the red hen, then, when the second egg is coming down, feed her again. Repeat this until time runs out, and you should have enough eggs to get a gold medal.

SONIC SHUFFLE



BY DR. ZOMBIE

- Published by Sega
- $49.99
- Available now
- Party
- 4 players

ESRB: EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	4.0

SONIC JOINS THE party genre with Sonic Shuffle, a vast multiplayer game with awesome graphics, plus plenty of gameplay options. One to four players face off on five boards in a race to collect rings and Precioustones to win each game.

Sonic Shuffle contains an almost daunting quantity of features. Players encounter various mini-games and battle events, and undertake specific quests on each level. Gameplay is simple, consisting mainly of one-button moves. Sonic aficionados will appreciate the sharp graphics and crystal clear sound effects, both of which pay homage to past Sonic games. Although the animation is excellent, there's an overabundance of split scenes that tends to slow down the pace of the game.

Sonic Shuffle can be tedious in one-player mode, but it's clearly intended for multiplayer fun. Although it's the only party game for Dreamcasters, Sonic Shuffle deals a great hand for all to play.



PROTIP: It's a good idea to avoid the crowd and lock in on an individual Precioustone of your own.



PROTIP: Stay back from the action to pick up discarded rings during the mini-games.



CHAMPIONSHIP SURFER



BY ATOMIC DAWG

- Published by Mattel Media
- $49.99
- Available now
- Surfing
- 4 players

ESRB: EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.0	3.5



PROTIP: To bust the best tricks for the most points, you have to work the crest of the waves and stay ahead of the curl.

CHAMPIONSHIP SURFER TRADES on the strength of an impressive game engine that truly makes you feel like you're gliding across the waves. While the game promises a lot, however, it doesn't quite deliver.

The basic gameplay visuals and audio are up and down. The graphics are primo, but there's really just one gameplay camera angle. The serene-yet-limited sound of breaking waves dominates the audio, but, though the opening scenes break out excellent surf guitar riffs, they're regrettably absent during the rest of the game.

You can surf at least 10 beaches and even play with four players riding the same wave. Tight controls crank out cool moves, and with much practice, you can master 27 slick tricks. Yet the game's adrenaline charge is oddly low, and even humongous wipeouts don't seem spectacular.

Surfer sports notable quality, but is too laid back. It plays more like a lazy day at the beach, rather than a gonzo ride atop a force of nature.



PROTIP: If it looks like the curl is catching up with you to end your ride, nab a few more points by using a stall technique. Surf back over the crest across the white water.

Prince of Persia

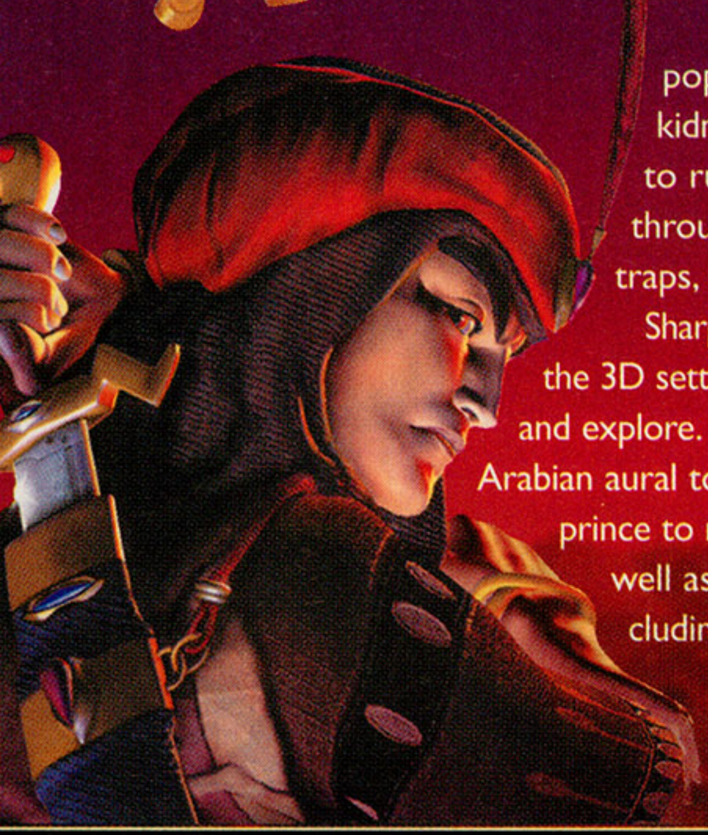


BY DR. ZOMBIE

- Published by Mattel Media
- $39.99
- Available now
- Action/ adventure
- 1 player

ESRB: EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0



VIDEO GAME royalty returns with Prince of Persia 3D, the latest incarnation of the popular series. The princess has been kidnapped (yet again), and it's up to you to run, jump, swim, and fight your way through 15 detailed levels full of enemies, traps, and obstacles to her rescue.

Sharp graphics and smooth animation bring the 3D settings to life where you can freely roam and explore. Crisp sound effects create authentic Arabian aural tones. Complex controls enable the prince to move in every conceivable fashion as well as fight with a variety of weapons, including a bow and arrow, but it requires much practice to master.

Prince of Persia 3D is solid fun for the Dreamcast, providing a good mix of action with challenging puzzle solving, but doesn't go far beyond other adventure games such as Tomb Raider Revelations. Rent before buying.



PROTIP: Hug the wall with your back when walking ledges to prevent any chance of slipping.



PROTIP: Skim just below the surface to minimize the distance between points and gasps of air.

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Customer

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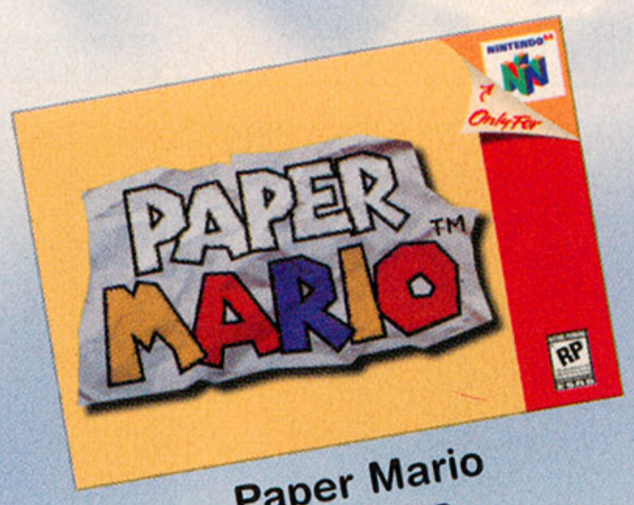

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Super Smash Bros.
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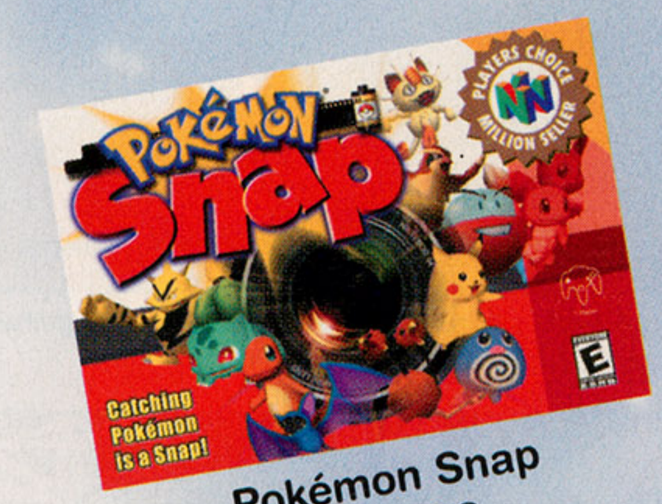

Pokémon Snap
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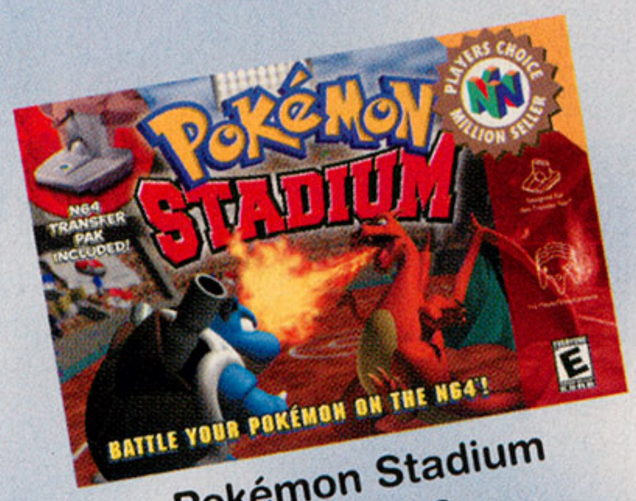

Pokémon Stadium
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Funtastic Series
$99.96 each



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Atomic Purple
$99.96

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Entertainment Software Ratings System

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

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NBA Live 2001



BY UNCLE DUST

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

PLAYSTATION 2

HANDS-ON

Hoops, There It Is

With Madden 2001, EA Sports brought the tackles, touchdowns and television presentation of the NFL to life; with NHL 2001, EA did a great job recreating the slap shots, stick work, and sheer intensity of pro hockey—and now it's time to hit the hardwood. NBA Live—the most respected, longest running hoops franchise—is now getting a facelift for the PlayStation 2. Welcome to heaven, hoops fans. With all the pinpoint control, realistic A.I., and smooth-moving animations of the venerable PlayStation version, this graphically updated Live should leap over the competition like a Vince Carter slam dunk.





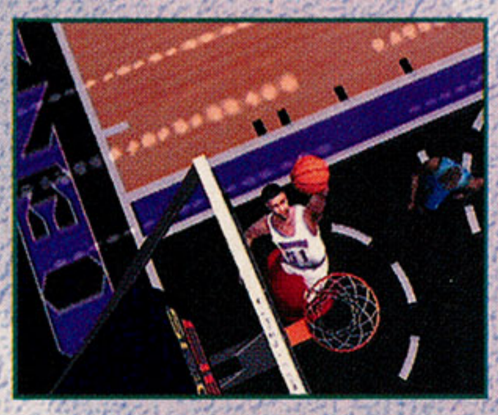




EA Sports looks to follow its stellar PS2 football and hockey games with its next-generation version of NBA Live.

Keep Your Eye on the Ball

Live on the PS2 has style to spare—from incredibly detailed player models (including facial animations) and unbelievably realistic stadiums (featuring a partially polygonal crowd) to the player interaction you usually see and hear only when you're in Jack Nicholson's courtside seats at the Staples Center. But no one is going to judge Live 2001 on looks alone—Iverson's cornrows wouldn't mean a thing if he didn't have all that game. So, EA is including all the topnotch gameplay of the Live PlayStation franchise—the engine is undergoing a major enhancement and everything is being rewritten and optimized, except the stellar offensive and defensive A.I.



Judging from the preview version, we can already say that Live is livin' large. Watching Reggie Miller stroke a three or K.G. go hard to the hoop was truly extraordinary. The cut-scenes—including players sitting on the bench or waiting at the scorer's table, and plenty of teammate congratulations—added that perfect TV-style presentation to the game.







MVP, MVP, MVP!

EA Sports has plenty of time to tighten up the gameplay and smooth out some rough edges, so NBA Live 2001 on the PS2 should come together for some eye-popping fun. If so, it'll dominate the competition much like Shaq pushing around some 6'9" back-up center.









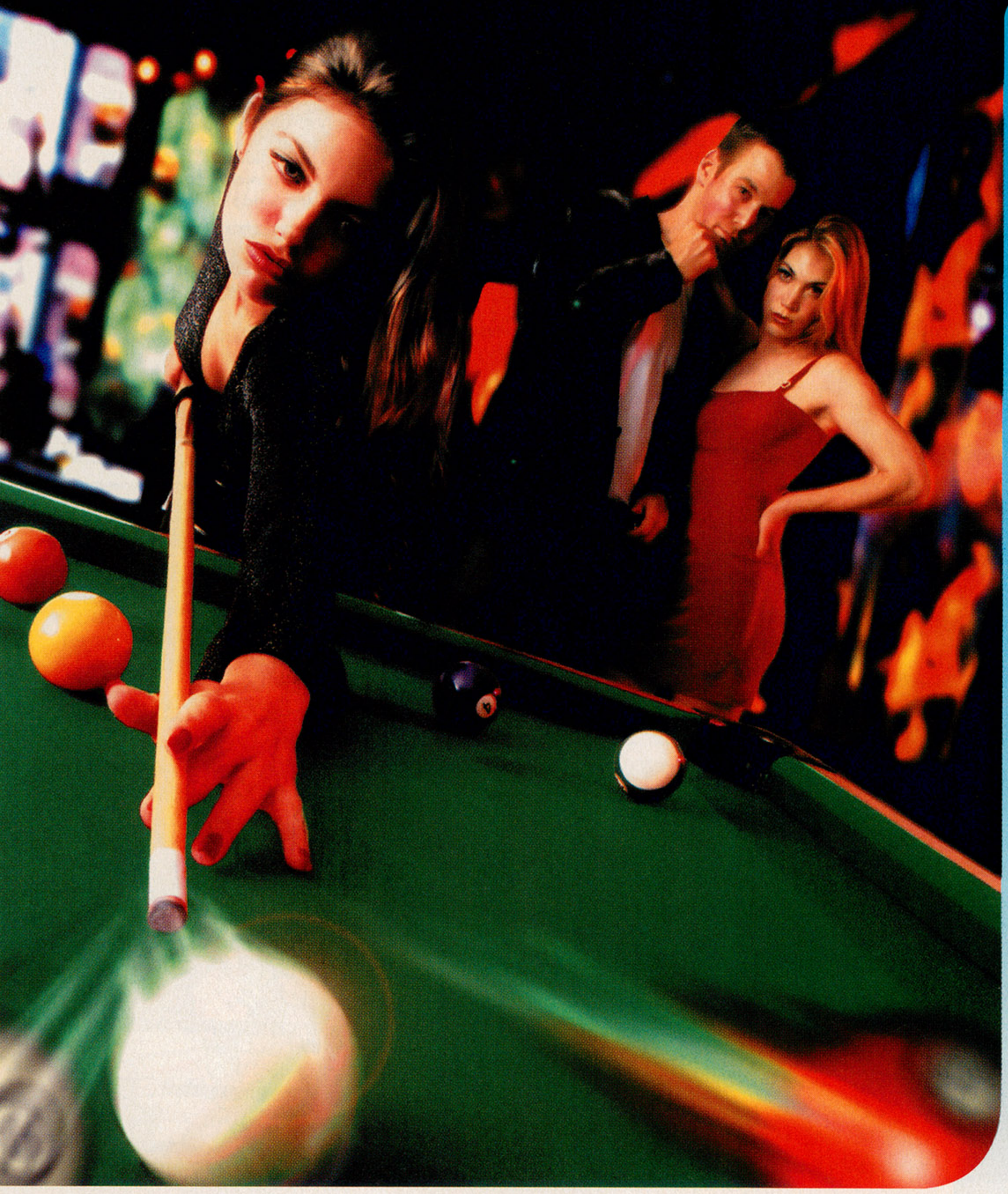




PlayStation.2

Q-Ball

BILLIARDS MASTER





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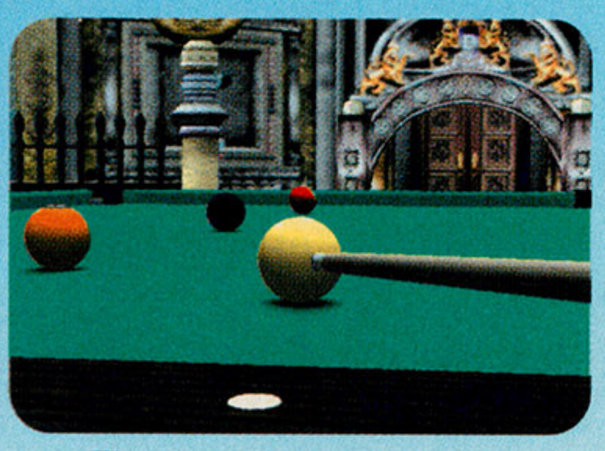

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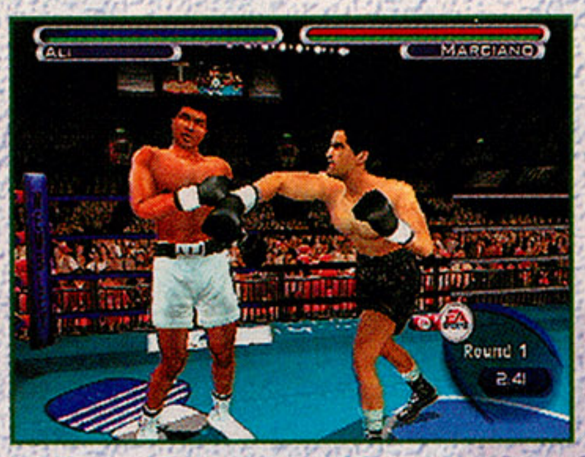
Knockout Kings 2001







BY AIR HENDRIX

- Developed by Black Ops
- Published by EA Sports
- Target release date: February

PS2 PlayStation 2

HANDS-ON



Knockout Kings has ruled the ring since it debuted two years ago, and this promising PS2 version should only tighten the champ's grip on the top spot.

Devastating Uppercut

If you've already played KO Kings 2001 for the PlayStation, you'll be primed for this PS2 version. The features will be virtually identical—but the graphical upgrade promises to be dazzling. In the preview version, the faces and skins looked eerily photorealistic, and the boxers all moved with catlike grace.

The rings were also sharp, showcasing a ring announcer to start the fight and a cutman in your corner between rounds. The audio was still early, but it seems the commentary will be a step up from the PlayStation version's—a welcome improvement.











EA SPORTS KNOCKOUT KINGS 2001



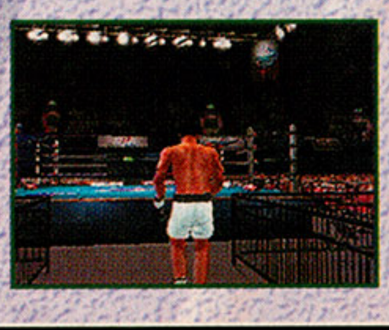
Down for the Count

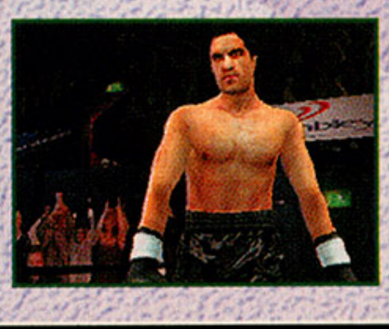
As for features, KO Kings 2001 will deliver a huge lineup of boxers ranging from Rocky Marciano to Lennox Lewis. Other stars such as Oscar De La Hoya, Shane Mosley, and Fernando Vargas can trade punches with historical greats like Muhammad Ali, Joe Louis, and others—the only notable absentee will be Roy Jones Jr.

KO Kings will provide arcade-focused Slugfest bouts and a more sim-style Career mode, where you create and train a boxer, then battle up through the ranks. The preview version already sported ferocious fights packed with excitement, while the controls, though a little complicated for novices, offered a great lineup of moves that ranged from clinches to low blows to haymakers. All told, if you're a boxing fan or are just looking for a good brawl, KO Kings seems destined for stardom when it debuts on the PS2 this February.



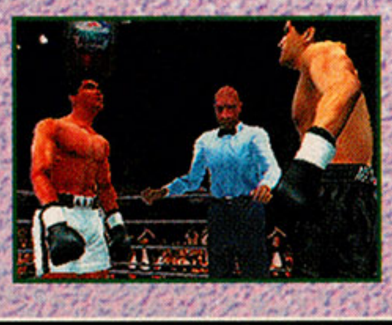




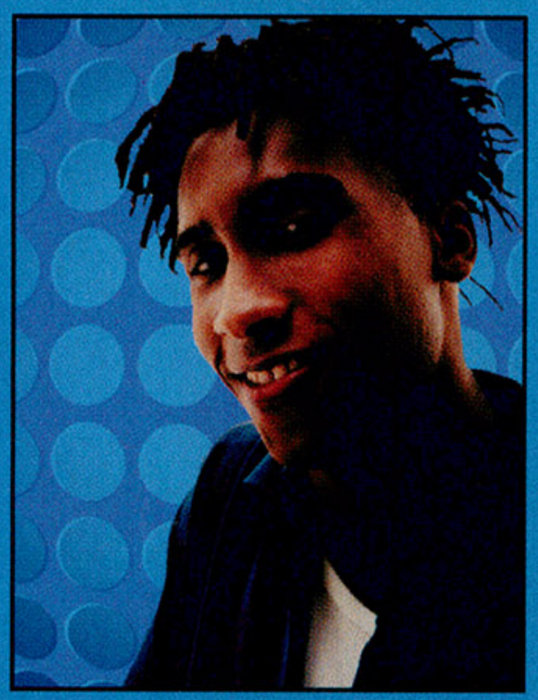












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NBA Hoopz



BY AIR HENDRIX

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

PLAYSTATION 2 PLAYSTATION DREAMCAST

FIRST LOOK

NBA SHOWTIME REVIVED the ailing NBA Jam series last year, and now Midway is looking to take the franchise a step further with NBA Hoopz. More than just the name has changed, though, as Hoopz will deliver three-on-three action where gamers choose from 12-man rosters, and players will actually play their correct position (Shaq, no more treys for you!). The other big addition will be a fourth button that will let you pass to a CPU teammate and make them hold it until you're in position for an alley-oop or other big play. One-timer passes will be added as well, and, while the two Sony versions will offer six-player action using multitaps, the Dreamcast version will provide four-player competitions.











Player creation has also been retooled to enable you to create your own team to battle through a season. Hoopz will also provide mini-games, like a three-point shootout, around-the-world, and more. Finally, Midway is souping up the graphics with new facial animations and motion capture by Shaq. If you like your hoops on the informal side, get ready to hit the court this February.

Note: All screens shown here are from the PS2 version.













Tiger Woods PGA Tour 2001



BY AIR HENDRIX

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

PLAYSTATION 2

FIRST LOOK

EA SPORTS FINALLY got Tiger back on track in this year's PlayStation version, so let's hope that success will continue in the PS2 edition. Tiger 2001 will offer three courses (Pebble Beach, Spyglass Hill, and Poppy Hills) and six PGA pros (Tiger, Justin Leonard, Brad Faxon, and others) for up to four players. A new 3D ball-lie indicator and wind meter will help you keep it on the fairway using analog swings or the more traditional meters, and, naturally, you'll be able to tweak your shots with fade, draw, and spin. You can look for Tiger to tee off this February.







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Triple Play 2002



BY AIR HENDRIX

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

PLAYSTATION

FIRST LOOK

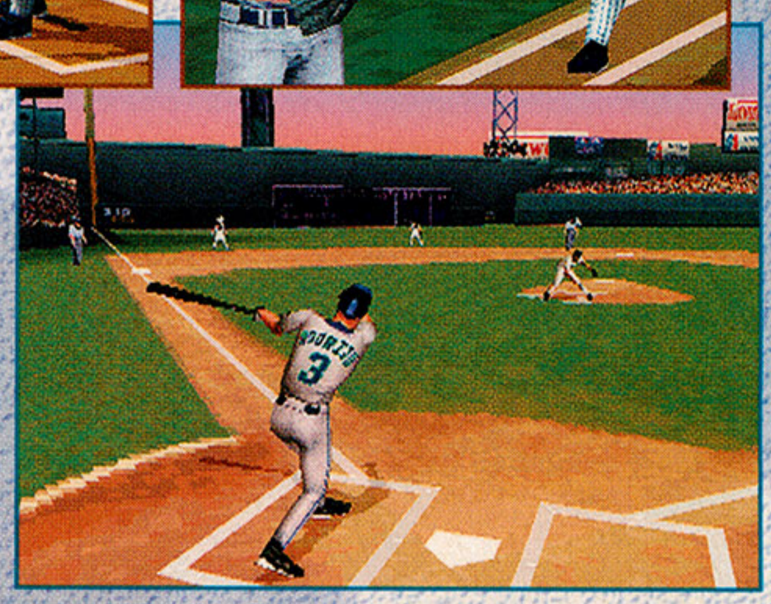
WITH THE PLAYSTATION 2 in the spotlight, Triple Play 2002 will be this franchise's last at bat on the PlayStation, and because most of the development focus is on the PS2 edition, the PlayStation game will offer only minor tweaks to last year's stellar game. The players' facial expressions will be more detailed and recognizable, and after winning the World Series, gamers will be able to enter the World Tournament, where they'll compete against and unlock all-star teams that are stocked with players from around the world.

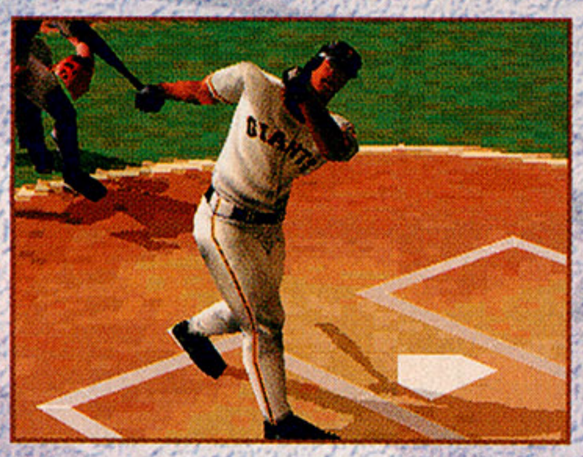






Beyond that, the Extreme Target mode and other home-run derby variations will return alongside the standard season and exhibition play. The two new stadiums, Miller Park and PNC Park, will appear, and dedicated gamers will be able to dive into multiseason play where they'll draft their own teams. All in all, Triple 2002 sounds like a solid but minor overhaul of one of the PlayStation's best baseball games—stay tuned for more on the PS2 version soon.











ESPN NBA 2Night



BY UNCLE DUST

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

PLAYSTATION 2

FIRST LOOK



JANUARY should be a busy month for hoops fans with both EA Sports and Konami (and maybe even 989 Sports) releasing PS2 NBA games. The competition looks to be tighter than the race for the eighth and final Western Conference playoff spot: While EA and 989 are continuing old franchises, Konami is bringing in a ringer—ESPN—to help power its new team.

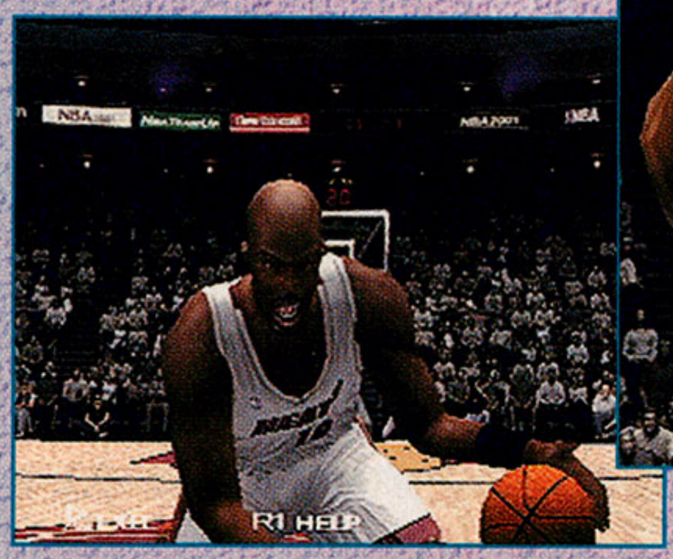
Using the graphical strength of the PS2, 2Night will be packed with realistic details, such as intense facial animations, sweet inside moves, tons of high-flying dunks, and fundamentals like the bounce pass. What will set this game apart will be its ESPN-style presentation, featuring graphics and camera angles from the all-sports network, along with plenty of "boo-yah" commentary by none other than Stuart Scott.







When the intensity of the real NBA action starts picking up around the time of the All-Star Game, video game hoops action should be getting white hot. Be sure to check out the new face in the crowd, ESPN NBA 2Night.





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BY UNCLE DUST

- Published by EA Sports
- $39.99
- Available now
- College basketball
- 8 players (with multitaps)

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	4.0

March Madness 2001 Still Champ—Barely

PLATFORM
PlayStation

SPORT
College basketball

AFTER A SPECTACULAR showing last year, NCAA March Madness 2001 must have lost some starters to the NBA draft because the game just isn't as good as its predecessor. But it's still the college-hoops game to get.

Diaper Dandy Needs a Changing

MM2001 has all the teams, gameplay, modes, and features (including a kick-butt Dynasty mode) that diehard college basketball fans want—yet when you get deep into the nuts and bolts of the game, the wheels start to come off the team bus. The first and most noticeable flaw is the A.I.—you'll need to pump up the difficulty to its highest level (Senior) almost immediately, but, even then, both your opponents and your CPU-controlled teammates will play lousy defense. You'll find that nobody gets back to defend a fast break, steals and blocks happen way too often, and there's plenty of awful passing.



No other game captures the intensity of college basketball like NCAA March Madness 2001, thanks to details like the Momentum Meter.

Fundamentals Are Key to Championships

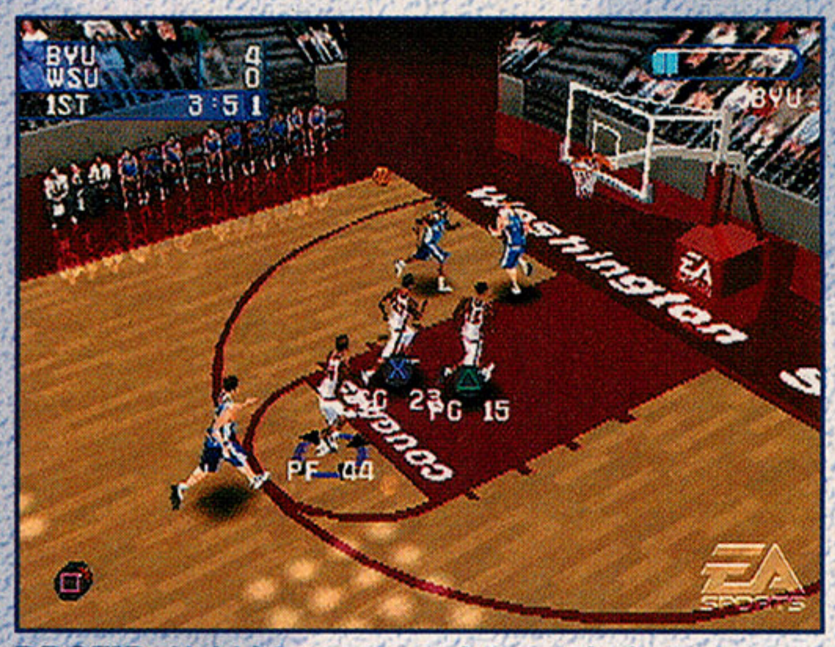
MM2001 can't impress visually—the pro competition is just too tough—but it still looks good. Players and stadiums are sharp, though some of the animations are downright awkward (such as backpedaling defenders, blocked shots, and some dunks). That, along with a very choppy frame rate, just doesn't give it the visual polish of last year's.

Soundwise, the crowd is awesome (especially the way it reacts to the Momentum Meter) and really gets your blood pumping. Hearing the fans chant, "Three!" every time you launch a trey is great. The commentary is hit and miss, however. The two-man booth mixes it up, but they still get repetitive and sometimes miss calls.

The biggest disappointment is the controls. After playing so many hoops games with the analog stick, being made to use the directional pad really stinks. Plus, the player collision is off, so you often get stuck in a group of players and pushed out of the play, or you block a shot 10 feet from the shooter. Shooting controls are still right on, but dribble moves are out of control, forcing you into turnovers—especially after stealing the ball.

Dynasties Die Nasty

March Madness 2001 is still a very good game, way better than Final Four 2001, but not even in the same league as Live 2001 or NBA 2K1. MM2001 is a disappointment after its strong showing last year. Hopefully, next year's PS2 version will have the kinks worked out so this franchise can get back on track.



PROTIP: Hold L1 to pass and to switch characters on defense, or your passes will be stolen and you'll give up easy baskets.



PROTIP: Because of goofy A.I., tweak the settings to get better games after you play for a while—start by making the shot difficulty very high.



PROTIP: On defense, camp under the hoop with your center and jump just as a shot hits the rim. It looks like goaltending, but you'll grab a miss right off the rim.



PROTIP: If your opponent is getting cheap breakaway buckets, switch to a 2-3 zone defense, which will help you get defenders back more quickly.



PROTIP: When your opponent shoots free throws, rebound with the highest player up on the key and let the others box out your opponents.



PROTIP: It's a good idea to create a player who can light it up from the outside, then you'll have a definite go-to guy during the season.

GRAPHICS 3.5

Player models and stadiums look good—for the PlayStation. Animations are sometimes quite awkward, though.

SOUND 4.0

The ambient sound and crowd noise is perfect, yet the commentary is merely good and doesn't hold up over a season.

CONTROL 4.0

Directional pad–only controls and spotty collision make this game frustrating at times, especially during tight games.

FUN FACTOR 4.0

Compared to the next-gen pro hoops game, MM2001 just doesn't measure up—but it's still the top amateur game.

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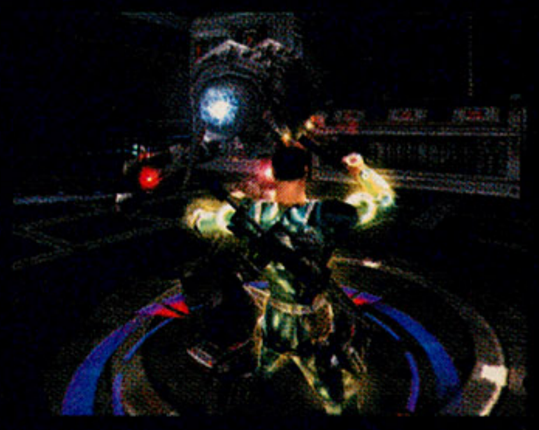

Activate stealth mode to sneak by your enemies or go turbo for superhuman strength and speed.



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All screen shots are from the Sega Dreamcast game console.

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The terrorist group DREAD has stolen a deadly biological weapon and is planning to lay waste to the planet. But there's one major obstacle: super Agent Max Steel. Infused with nano-technology and armed with an arsenal of weapons, he's got superhuman strength, blazing speed and the power to go stealth. In other words, he's the one to call when the other agents don't want to get their tuxedos dirty.

PRODUCTS RANGE FROM EVERYONE TO TEEN
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Animated Violence

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Phantasy Star Online



BY FOUR-EYED DRAGON

- Developed by Sonic Team
- Published by Sega
- Target release date: January

DREAMCAST

HANDS-ON

A Star Is Born

The engaging RPG that first captivated Sega Genesis owners will soon make a triumphant return on the Dreamcast, featuring online action and a new style of gameplay. Touted as the first fully networked console-based RPG, Phantasy Star Online will enable players from around the world to communicate freely through a standardized set of phrases and symbols. Up to four players will be able get together online to solve challenges, or you can play offline with three computer-controlled characters. Either way, you and your team must investigate a mysterious explosion on the Phantasy Star planet, where you'll battle deadly creatures—and discover there's more to your excursion than you thought.



The Phantasy Star world finally returns, this time taking the adventure online where you and a few friends can solve the mysteries together.













PHANTASY STAR ONLINE
ファンタシースターオンライン





Is This Phantasy Just a Fantasy?

In the preview version, PSO bedazzled the eyes with sharp visuals, including slick backgrounds and vicious-looking monsters that lurked at every turn. A slick menu setup let players configure buttons easily for preset comments. There were nine characters to choose from, each with their own techniques—plus, it was possible to adjust their attire, body proportions, hairstyles, and more. The real-time battles, however, were slow: With only two buttons to press, the attacks weren't as diverse as they should be in an RPG, and they didn't allow magic and special weaponry to be used in the same turn.

The online component will almost certainly appeal to RPGers who crave teamwork, yet, without an appealing battle system, these same fans may become easily bored. You'll find out in January if this Phantasy world will be as fun and captivating as Sega promises.

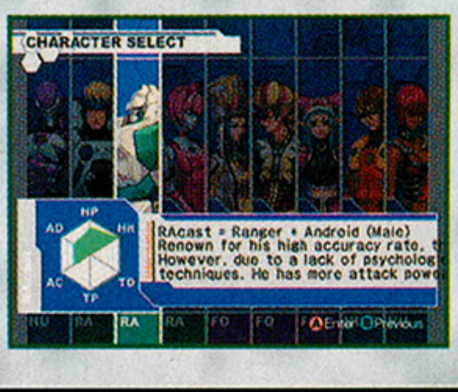














BY UNCLE DUST

- Developed and published by Atlus
- Target release date: December 2000

PlayStation

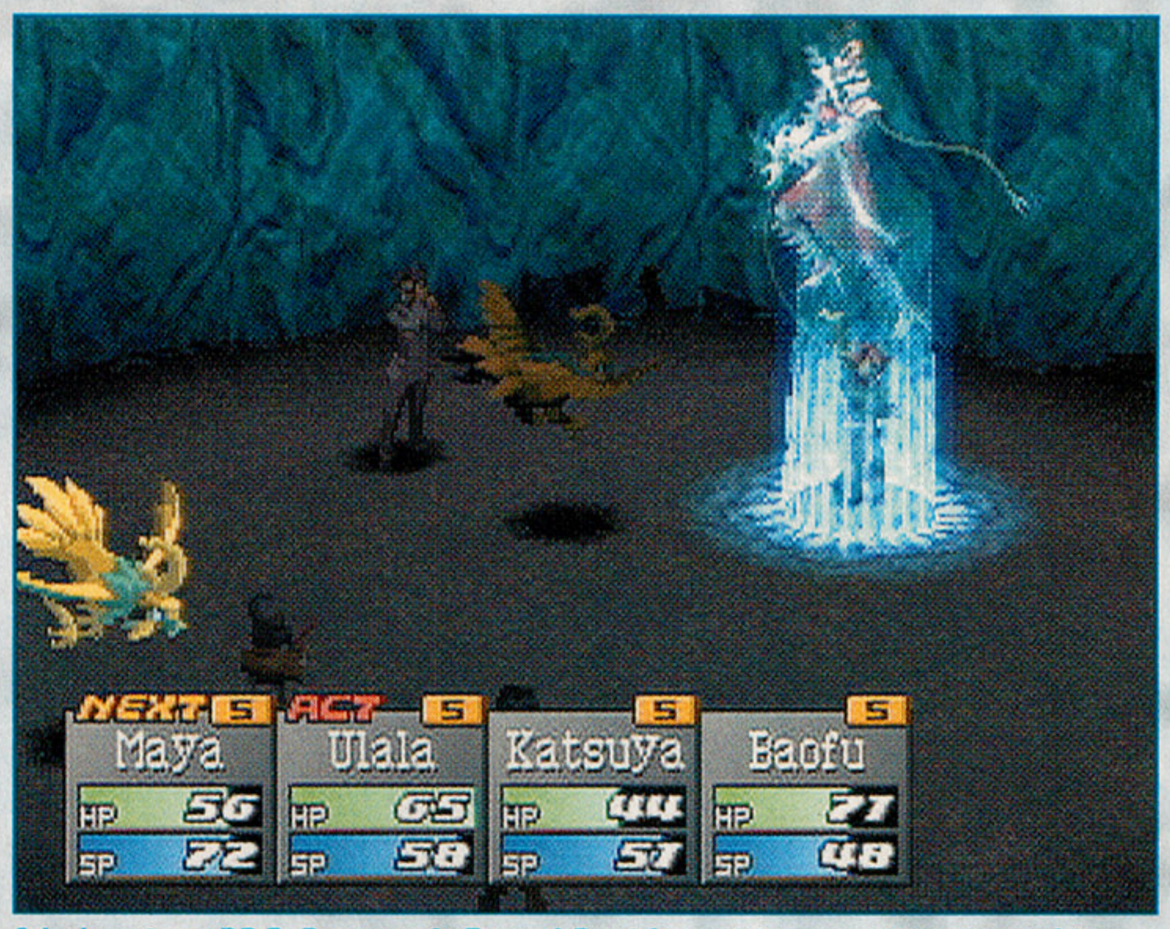
HANDS-ON

Persona 2: Eternal Punishment

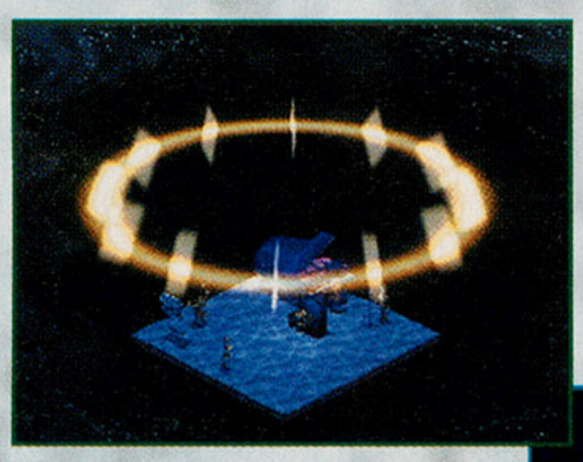
More Than Meets the Eye

Unique for its first-person view and bizarre occult themes, Atlus's Persona was an RPG to remember. Unfortunately, it has taken four years for a sequel to reach the U.S. Gone will be the first-person view of the original—replaced by a more conventional third-person view. Nevertheless, Persona 2, released earlier this year in Japan, appears to be anything but ordinary.





Atlus's unique RPG, Persona 2: Eternal Punishment, is preparing to reveal its dark side to U.S. gamers this winter.









Truth Is Rumor, Rumor Is Truth

Set in modern day Japan, the game begins with the murder of a high school principal—rumored to be the victim of the dreaded Joker curse. You'll play the role of Maya, a reporter for one of the city's hottest magazines, who must get the scoop on the curse, and eventually, with the help of her friends, stop the evil that is slowly infecting the city.

The early build of the game proved to be unique indeed. The graphics were impressive, smoothly mixing 2D characters with 3D backgrounds, while even more noteworthy were the character design and cinemas, which were executed in excellent, modern anime style. The music and voice-acting augmented this atmosphere.

The most outstanding feature of the preview version was the gameplay. In fact, during encounters, you could talk to demons to acquire items instead of fighting them. Plus, the "semi-automatic" battle system (a unique variation on classic turn-based fighting) enabled you to plan your party's strategies and let your party members battle for either one turn or an entire fight.

Get To Know the Persona Inside You

With no substantial problems in the preview version, it looks like Persona 2 should make a smooth transition to the American audience. Its dark themes, unique world, and captivating gameplay will most likely leave its mark in the U.S.

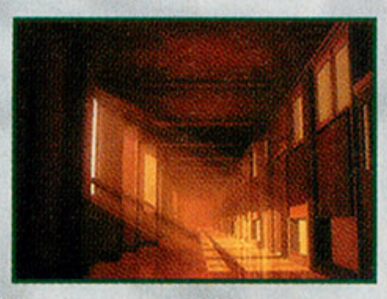






















PROSTRATEGY GUIDE

BREATH OF FIRE IV

TEEN
CONTENT RATED BY ESRB

Capcom's latest RPG is loaded with secrets and hidden monsters. In this ProStrategy Guide, we show you where to find all the Masters, how to learn all the skills, and more.

By Mage-or Mike

Dragon Powers

Ryu can transform into different dragons by finding various Dragon Gems that are scattered around the region. He's imbued with Aura and Kaiser Dragon forms automatically during the game, but he must find four on his own. Here are the remaining four dragon forms and the location of each corresponding gem.

Weyr Dragon



Collect the Fire Gem on Mt. Giga (Shikk Region).

Myrmidon Dragon



Collect the Wind Gem at the "?" spot located to the west of Tomb (Zhinga Mts.).

Behemoth Dragon



Collect the Earth Gem located in the islands of Saldine (N. Islands).

Mutant Dragon



Collect the Earth Gem from En Jhou (Paedra Region).

Note: After you obtain this gem, do not trade it with Fu Chuman in Chiqua. Swing by Koshka and have the craftsman make a jar; when the item is ready, trade it to Chuman for information on how to get to the capital.

Magic

Ryu's Magic

Each character can acquire new magic spells by raising their level through combat. Ryu, however, can acquire new magic only by meeting with fellow Endless. Here's each magic spell Ryu can acquire, along with the location of each Endless who teaches that magic to him.

Flood Tide (Sea Dragon)



Take the ship at Shikk (Shikk Region). When you hit the open sea, head to the shallow area to the northwest of the town. Position your ship as shown above, and then press △ to explore the hidden area.



You should be let off at a small island where you can learn Flood Tide.

Fulguration (Rock Dragon)

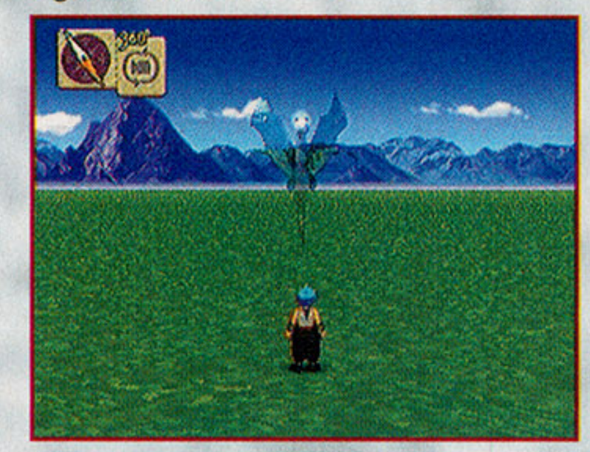


The "?" spot to the west of Pauk (Zhinga Mts.), on the coast

Healing Wind (Grass Dragon)



Enter the Plains (Golden Plains) and head east until you reach the big rock with three white stripes. Stop at the rock, look for a glowing bird, and follow the bird when it flies away (it should travel to the northwest). If you pass by a rock with two red stripes, then you're headed in the right direction.



You should eventually encounter a giant translucent bird and the Healing Wind Magic.

Holy Circle (Tree Dragon)



The "?" spot located to the northwest of Chkpoint (Shikk Region)

Mud Flow (Mud Dragon)



The "?" spot located to the north of Dam (South Desert)

Onslaught (Grass Dragon)



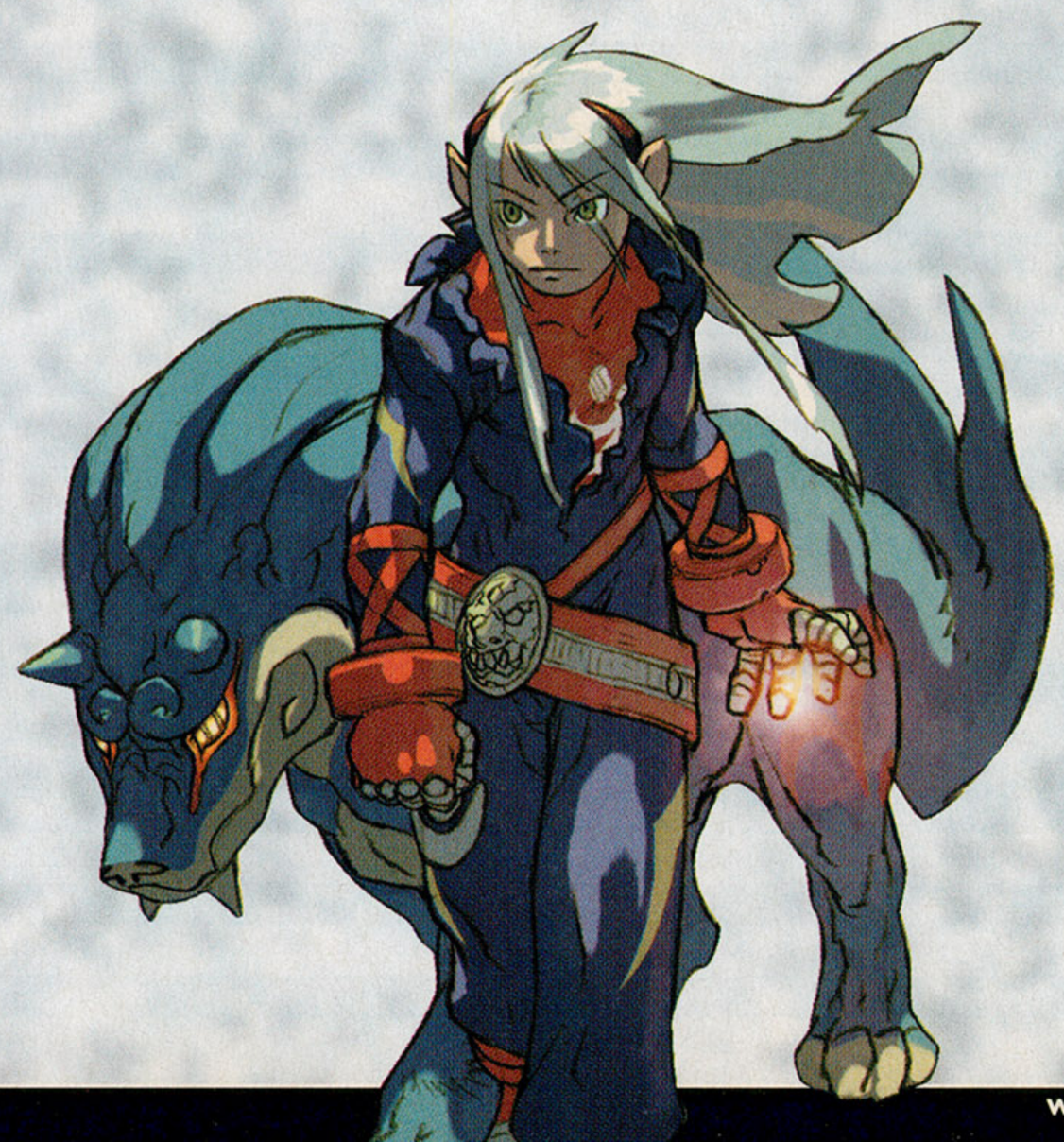
Once you've acquired a sandflier, go to Shyde and use the vehicle to travel to the Shikk Region. When the travel/race sequence begins, look at the on-screen map in the lower left corner of the screen. The Endless is located in the isolated area to the left of your starting location.



There's no direct route to this area, so you must use the nearby sand dune as a ramp and jump to the surrounding sand dunes.



After a successful jump, head toward the oasis where Ryu can learn Onslaught.



Magic for Other Characters



Characters other than Ryu learn new magic skills when they reach certain levels. Here are the levels and spells that each character learns.

Cray

Level 8: Rock Blast
Level 11: Slow
Level 14: Blunt
Level 17: Stone Pillar
Level 21: Might
Level 25: Shield
Level 30: Quake

Ershin

Level 7: Wild Shot
Level 23: Quake
Level 28: Inferno
Level 35: Typhoon
Level 45: Primus

Nina

Level 8: Barrier
Level 11: Rejuvenate
Level 14: Cyclone
Level 17: Raise Dead
Level 20: Remedy
Level 23: Vitalize
Level 26: Inspire
Level 29: Typhoon
Level 31: Kyrie
Level 34: Restore
Level 36: Resurrect
Level 39: Vigor

Scias

Level 16: Ice Blast
Level 19: Rejuvenate
Level 22: Raise Dead
Level 25: Remedy
Level 28: Blizzard
Level 31: Vitalize
Level 34: Lifesaver
Level 37: Restore

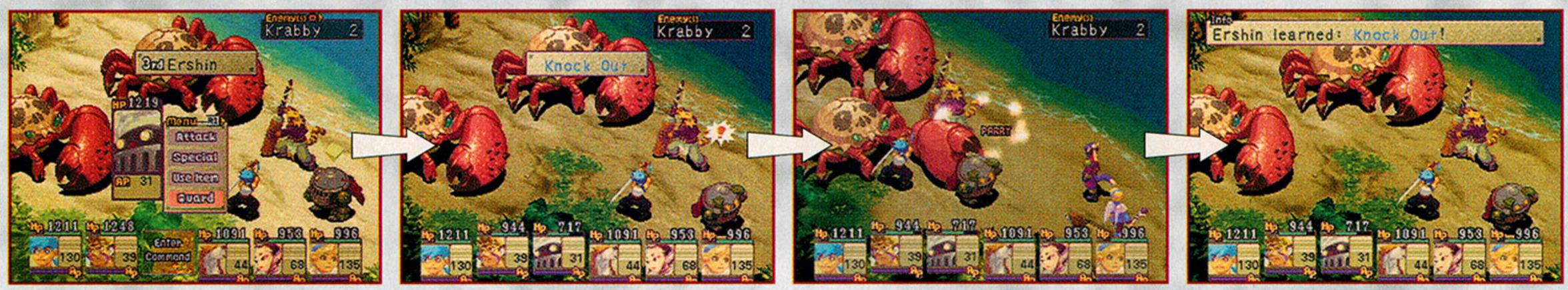
Ursula

Level 21: Cyclone
Level 24: Enfeeble
Level 27: Drain
Level 28: Leech Power
Level 31: Inferno
Level 35: Death

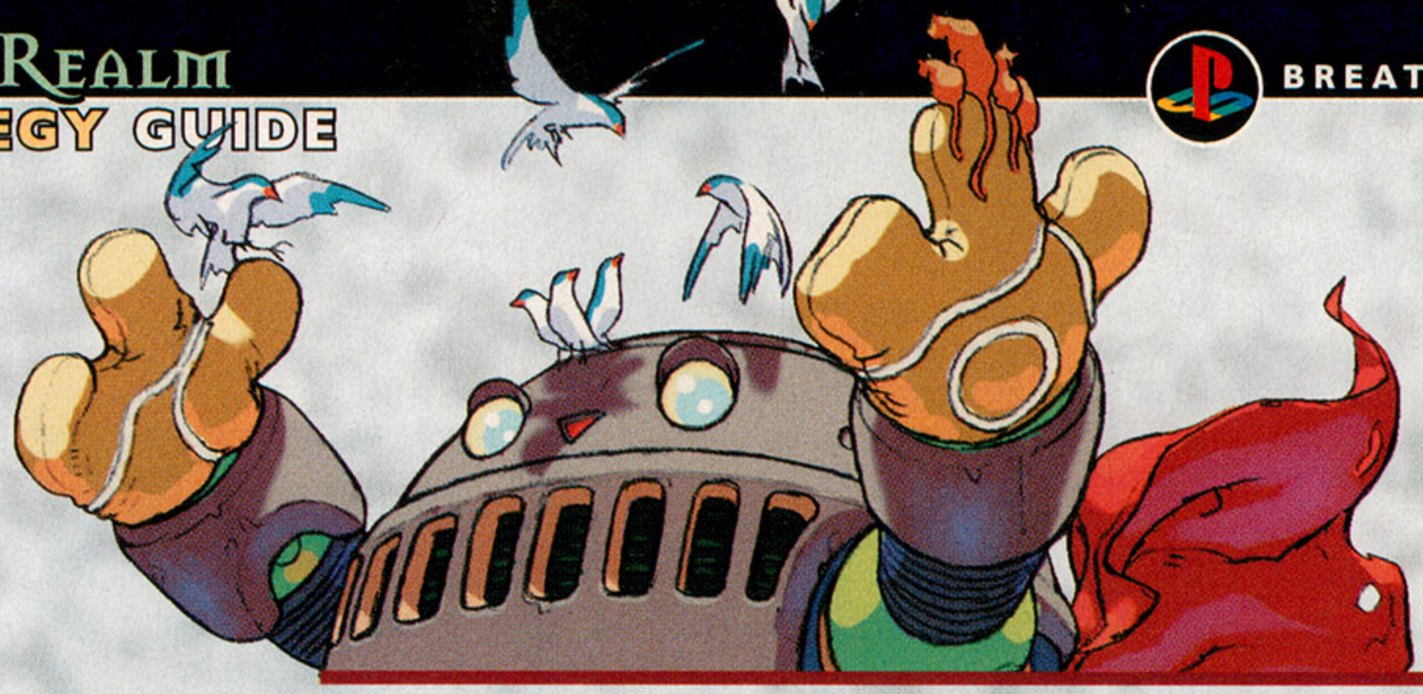
Acquired Skills

"Battle" Skills

In addition to magic, characters can learn another set of abilities: skills. To learn a skill from an enemy, select Guard during a fight. If the name of a spell that an enemy casts is in blue, you can learn that ability. If that skill is used and a "!" appears over the head of the Guarding character, that character will learn that skill. However, some enemy skills cannot be learned, and you must have an open slot in your Skill inventory in order to learn a skill. Here's a list of monsters, their locations, and skills you can learn from them. *Note: Some of these skills can be learned from other monsters as well.*



Monster	Skill	AP	Skill Effect	Monster Location
Bad Coil	Command	0	Issue attack command against enemy; works on confused allies	Fane
BeeTroop	Risky Blow	0	Critical hit—if it hits (Melee)	Kasq Wds.
	Wild Swing	0	Damage can increase up to two times (Melee)	Kasq Wds.
Bilbao	Blitz	0	Damage changes with HP; user loses 25% of HP (Melee)	Sanctum; Mt. Yogy
Bilboa	Last Resort	0	Converts Defense to Power; Defense = 0 (LV Up)	Kasq Wds.
BoltArch	Multistrike	5	Attack one to three times at random (Melee)	River
Bolt Trp	Knock Out	2	Attack vs. one target; causes sleep (ST Change/Melee)	River
Cadaver	Feint	2	Attack vs. one target; confuses enemy (ST Change/Melee)	Wyndia (basement)
Cap	Distracted	0	(Melee)	Kurok
Chingol	Shadowwalk	12	Deliver a critical hit that always hits (Melee)	Castle
Cracker	Mind Flay	2	Attack vs. one target; lowers Wisdom (ST Down/Melee)	Kasq Wds.
Crawler	Air Raid	2	Ranged attack vs. one target; stuns enemy (ST Change/Melee)	"?" to the northwest of Chek
Eye Goo	Rest	0	Restores some HP and AP (Holy)	Any random "?" around Sarai
FireAnt	Flame Strike	2	Physical Fire attack (Melee/Fire)	Jungle
Gold Fly	Chlorine	2	Attack vs. one target; poisons enemies (ST Change/Melee)	Astana
Gonger	Timed Blow	13	User is KO'd; damage is remaining HP (Melee)	Astana
Note: Gonger will perform Timed Blow only after Ryu obtains the Dragonslayer.				
Guardian	Triple Blow	8	Make three attacks in a row (Melee)	Tomb (inside)
Gulper	Transfer	20	Transfer 20 AP to another character (Holy)	Cove
Icebeak	Icicle	4	Level 2 Water Magic vs. one target (Water)	Ice Peak
Istalk	Sacrifice	13	All enemies' HP reduced to one; user KO'd (Death)	Cove
Kolpum	Frost Strike	2	Physical Water attack (Melee/Water)	Castle
Note: In order to learn Frost Strike, you must hit Kolpum with a water attack first.				
Krabby	Knock Out	2	Attack vs. one target; causes sleep (ST Change/Melee)	Cove (outside ghost ship)
Lampkin	Palliate	20	Heals and restores one target (Holy)	"?" to the north of Highway
Note: To learn Lampkin's skill, one character should Guard and the other two should give Lampkin a mozweed and a Croc Tear; only then does Lampkin use his Palliate skill.				
LizardMn	Wind Strike	2	Physical Wind attack (Melee/Wind)	En Jhou; Shan River
Mage Goo	Burn	1	Level 1 Fire Magic vs. one target (Fire)	Valley
Mask	Counter	1	Auto-counter vs. attacks for one turn (LV Up)	"?" to the south of Lyp
Mouse	Snap	2	Attack vs. one target; lowers Def. (ST Down/Melee)	Synesta (basement)
Mud Pup	Snooze	0	Restores HP and AP; induces sleep (Holy)	Mt. Ryft (inside)
NutTroop	Double Blow	3	Make two attacks in a row (Melee)	Wychwood
Poppy	Curse	13	Chance of halving all enemies' HP (Death)	"?" to the north of Highway
Note: To learn Poppy's skill, one character should Guard and the other two should give Poppy a mozweed and a Croc Tear; only then does Poppy use Curse.				
Puspool	Molasses	2	Ranged vs. one target; lowers Agility (ST Down/Melee)	Jungle
Red Cap	Command	0	Issue attack against enemy; works on confused allies	Kurok; "?" to the south of Wharf
Ryu (Behemoth)	Searing Sand	2	Physical Earth attack (Melee/Earth)	Collect the Earth Gem at Saldine
Ryu (Mutant)	Curse	13	Chance of halving all enemies' HP (Death)	Collect the Earth Gem in En Jhou
Salt Claw	Reversal	0	Can be used to turn the tables (Melee)	Astana
Note: Salt Claw will perform Reversal only after Ryu obtains the Dragonslayer.				
Saruga	Muffle	2	Ranged attack vs. one; mutes enemy (ST Change/Melee)	Mt. Giga
Scorpion	Blind	2	Attack vs. one; blinds enemy (ST Change/Melee)	Kurok
Sepoy	SwordBreaker	2	Attack vs. one target; lowers Power (ST Down/Melee)	Cove; Castle
Shadow	Disembowel	0	Fatal blow; Maximum HP temporarily drops by 10% (Death/Melee)	Chedo; Castle
	Target	1	Unavoidable attack made with 50% power (Melee)	Chedo; Castle
StarGazr	Ebonfire	9	Non-elemental magical attack	Castle
Tar Baby	Douse	1	Increases damage done by Fire attacks (LV Down)	Jungle
ToxicFly	Chlorine	2	Attack vs. one; poisons enemies (ST Change/Melee)	Synesta (basement)
Wizard	Bad Back	0	Injures back (Melee)	Cove
Zombie	Feign Swing	0	Practice swing with weapon (Melee)	Chamba (hexed area)



Master Skills

Another way to learn skills is by completing specific tasks as assigned by various Masters. Here are all the Masters in the game, their locations, and the skills that they teach.

Rwolf

Location: Kurok (South Desert)
Will: Haste



Task	Skill
Perform a combo of 5+ hits:	Eddy
Perform a combo of 10+ hits:	Plateau
Perform a combo of 15+ hits:	Magic Ball
Perform a combo of 20+ hits:	Flame Pillar

Stoll

Location: Hideout (North Desert)
Will: Filch



Note: You must give Stoll all your zenny in order to become his apprentice, so spend as much as you can before you start learning from him.

Task	Skill
Have 80+ different kinds of items in your inventory:	Steal
Have 120+ different kinds of items in your inventory:	Coward's Way

Una

Location: Worent (Gold Plains)
Will: Wild



Note: You must defeat Kahn in Worent before you can become Una's apprentice.

Task	Skill
Inflict 1500+ damage with a combo:	Pilfer
Inflict 3000+ damage with a combo:	Super Combo
Inflict 10,000+ damage with a combo:	Blitz

Njomo

Location: "?" to the northeast of Ahm Fen (Gold Plains)
Will: Pique



Note: You can become Njomo's apprentice only after one house is built in Faerie Village.

Task	Skill
Faerie Village has 8+ Faeries:	FaerieAttack
Faerie Village has 12+ Faeries:	FaerieBreath
Faerie Village has 16+ Faeries:	War Shout
Faerie Village has 20+ Faeries:	FaerieCharge

Momo

Location: Wyndia (Wyndia Region)
Will: Drowse



Task	Skill
Gameplay time of 25+ hours:	Spray
Gameplay time of 30+ hours:	Clip
Gameplay time of 40+ hours:	Oracle
Gameplay time of 50+ hours:	Egghead

Abbess

Location: Chek (Highlands)
Will: Reck



Note: You must find two Dragon powers before you can become this Master's apprentice.

Task	Skill
Defeat 70 different monsters:	Concentrate
Defeat 85 different monsters:	Sanctuary
Defeat 100 different monsters:	Celerity

Marlock

Location: Synesta (North Desert)
Will: Greed



Note: You must have the Copper Ball in order to become Marlock's apprentice.

Task	Skill
Have Silver Ball in your inventory:	Charm
Have Electrum Ball in your inventory:	Monopolize
Have Platinum Ball in your inventory:	Roulette

Kryrik

Location: Shikk (Shikk Region)
Will: Finale



Note: You must perform a combo attack of at least 25 hits in order to become Kryrik's apprentice.

Task	Skill
Perform a combo with 30+ hits:	Megaphone
Perform a combo with 40+ hits:	Spirit Blast
Perform a combo with 50+ hits:	Cleave
Perform a combo with 70+ hits:	Disembowel

Gyosil

Location: Lyp (N. Islands)
Will: Ward



Note: You must have at least 3000 Fishing Points in order to become Gyosil's apprentice.

Task	Item
At least 4000 Fishing Points:	Ring of Ice
At least 6000 Fishing Points:	Spanner
At least 9500 Fishing Points:	Master's Rod

Lyta

Location: Synesta (North Desert)
Will: Guard



Note: Someone in the party must be Gyosil's apprentice before Lyta can teach any skills.

Task	Skill
Ryu must be at level 20:	Supplication
Ryu must be at level 25:	Holy Strike
Ryu must be at level 30:	Resist
Ryu must be at level 35:	Benediction

Kahn

Location: "?" northwest of Saldine (N. Islands)
Will: Valor



Task	Skill
Engage in at least 300 fights:	Shout
Engage in at least 400 fights:	Focus
Engage in at least 500 fights:	Tiger Fist
Engage in at least 600 fights:	Flex

Bunyan

Location: Hut (Zhinga Mts.)
Will: Vision



Note: You must be recognized by all other Masters in order to become Bunyan's apprentice.

Task	Skill
Deal 3000+ damage in one hit:	Backhand
Deal 5000+ damage in one hit:	Counter
Deal 8000+ damage in one hit:	Shadowwalk
Deal 12,000+ damage in one hit:	Final Hope

Combo Attacks

Breath of Fire IV offers a new wrinkle to its combat system called combo attacks. A combo attack occurs when multiple hits are chained together for increased damage to an opponent. There are two basic types of combo attacks: new magic by combination and extra combo effects. You can practice your combos and other attacks on the Trunked monsters that inhabit the "?" area to the northwest of Chek.

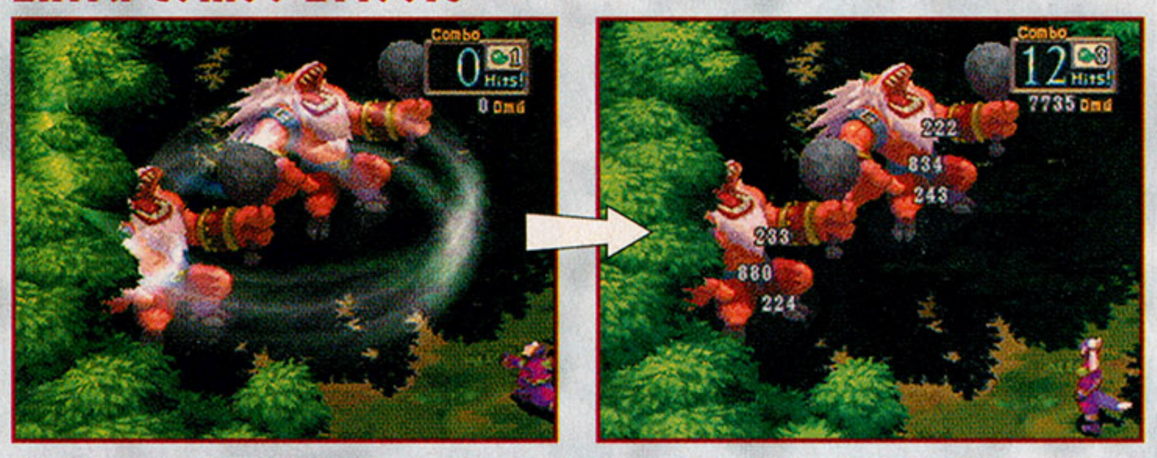
New Magic by Combination



You can even create new magic attacks if you cast magic in a certain order. Here are some new spells you can create with a combo attack.

First Cast		Then Cast		To Get
Blizzard	→	Quake	=	Disaster
Blizzard	→	Rock Blast	=	Storm
Cyclone	→	Blizzard	=	Thunderstorm
Fireblast	→	Cyclone	=	Simoon
Fireblast	→	Typhoon	=	Gigaflare
Ice Blast	→	Stone Pillar	=	Tempest
Plateau	→	Flare	=	Eruption
Rock Blast	→	Fireblast	=	Magma Blast
Rock Blast	→	Flame Pillar	=	Ragnarok
Sever	→	Frost	=	Jolt
Sever	→	Ice Blast	=	Lightning

Extra Combo Effects



An extra combo effect occurs when you hit a monster with consecutive spells that are of the same kind (wind, earth, water, or fire). For example, if one character casts Eddy as his first spell, it will score one hit; if a second character casts Cyclone, it will score two hits; and if the last spell in the chain is Typhoon, it will score three hits for a total of six hits on a single target.

Some High-Hitting Combos



Some Masters—Rwolf and Kryrik—require that you perform high-hitting combo attacks in order to learn new skills. Here are a few high-hitting combos.

First Cast		Then Cast		Finally Cast
Typhoon	→	Typhoon	→	Nah P'ung (Ryu's Myrmidon form)
Typhoon	→	Blizzard	→	Rock Blast
Fireblast	→	Rock Blast	→	Dragon Breath (Ryu's Aura form)
Megaphone	→	Triple Blow	→	Tiger Fist

Note: To score the maximum number of hits with this last combo, equip Ursula with Mortar as a weapon and Triple Blow as a skill, and give Ryu the Tiger Fist skill and equip the Flame Sword.

Secrets

Hidden Treasure... And Boss



You can find a hidden boss and treasure chest in Mutko. After passing through Tomb, enter Mutko from the south and enter the cave in the upper left corner.



Have Eshrin headbutt the crack on the wall, and then enter the opening that you just created.

Make your way through the next three rooms until you reach a treasure chest and a dead end. You can find Dragon Tear in the chest...



...and a new monster, Rider. Rider is the toughest monster in the entire game—he packs about 400,000 HP and regenerates half that each round. Rider also casts some nasty spells, including Disaster and Primus. However, you can use Pilfer to steal a valuable item from Rider: King's Armor, which has Def100.

Hidden Fishing Spot



After you reach the west region, return to North Chamba (South Desert) and talk to the man sitting on the ground.



Climb the ladder and defeat Angler. After the battle, the area will become a new fishing spot.

Treasure Trading

In order to get the Platinum Ball for Marlock (so you can learn his Roulette skill), you must exchange treasure with 10 different people. Here's the location of each character and the treasure they trade to you.

1. Sarai (South Desert)



You can purchase the Lead Ball from the frogman in the bar.

2. Shyde (North Desert)



The man under the staircase trades the Lead Ball for the Bronze Ball.

3. Ludia (Ludia Region)



You can trade treasure with this character only during the night when you break into the Castle to rescue Cray. Trade the Bronze Ball for the Iron Ball.

4. Shrine (Gold Plains)



As you exit the dungeon, you can find a treasure trader at the back of the room. Trade the Iron Ball for the Brass Ball.

5. Wyndia (Wyndia Region)



Go into the dungeon and exchange the Brass Ball for the Tin Ball with the prisoner.

6. Crash (North Desert)



Then trade the Tin Ball for the Copper Ball.

7. Shikk (Shikk Region)



On the lower dock level, enter the doorway across from the ship, go down the stairs, and trade the Copper Ball for the Silver Ball.

8. Synesta (North Desert)



Talk to the small child standing next to Lyta and trade the Silver Ball for the Electrum Ball.

9. Chiqua (Zhinga Mts.)



After Fu Manchu gives you information, trade the Electrum Ball for the Gold Ball.

10. Sonne (S. Hesperia)



Trade the Gold Ball for the Platinum Ball with the woman sitting on the ground.



Fishing

Not only is fishing a pleasant minigame and diversion from the clash of battle, but it also gives you an opportunity to net some fish that can be used to aid you during combat. Here's a list of each Fish Spot and what you can catch at each location.

Chamba Spot



Where: **N. Chamba (South Desert)**
Note: See the subsection "Hidden Fishing Spot" under the "Secrets" section.
Fish: **Jellyfish, Bullcat, and Acheron**

Lake Spot 1



Where: **Northeast of Wharf (North Desert—on the north coast)**
Note: In order to reveal this Fish Spot, read the wooden sign at the "?" spot that's located to the north of Synesta.
Fish: **Jellyfish, Piranha, Bass, Blue Gill, and Martian Squid**

Lake Spot 2



Where: **To the southwest of the "?" that's south of Lyp (N. Islands)**
Fish: **Piranha, Bass, Blue Gill, Black Bass, Martian Squid, and Dorado**

Lake Spot 3



Where: **Northwest of Chiqua (Zhinga Mts.)**
Note: In order to reveal this Fish Spot, talk to the fishing frogman in Chiqua.
Fish: **Jellyfish, Black Bass, Angelfish, Martian Squid, Dorado, and Barandy**

Ocean Spot 1



Where: **North of Ludia (Ludia Region)**
Note: In order to reveal this Fish Spot, read the wooden sign in the "?" area to the south of Shyde.
Fish: **Man-o'-War, Flying Fish, Blowfish, and Sea Bream**

Ocean Spot 2



Where: **Island to the northeast of Cove (Salt Sea)**
Note: To reveal this Fish Spot, take the ship at Lyp to the open sea and explore the blue flag to the northeast of the city.
Fish: **Man-o'-War, Sea Bass, Flatfish, Octopus, Bonito, Spearfish, and Whale**

Ocean Spot 3



Where: **Northeast of Highway (S. Herperia)**
Note: In order to reveal this Fish Spot, read the wooden sign in the "?" area to the north of Highway.
Fish: **Flying Fish, Sea Bass, Flatfish, Octopus, Bonito, and Angler**

River Spot 1



Where: **"?" to the east of Sarai and to the northeast of Valley (South Desert—along the east coast)**
Note: In order to reveal this Fish Spot, take the northeast path in the "?" area to the east of Sarai.
Fish: **Jellyfish, Sweetfish, Trout, and Rainbow Trout**

River Spot 2



Where: North of Kasq Woods (Wyndia Region)

Note: In order to reveal this Fish Spot, talk to the wandering fisherman in Kasq Woods.

Fish: Jellyfish, Browntail, Trout, Rainbow Trout, and Salmon

River Spot 3



Where: South of the "?" that's to the west of Tomb (Zhinga Region)

Note:You can reveal this Fish Spot by exiting the burned-out area in the "?" area that's to the east of Tomb.

Fish: Sweetfish, Browntail, Trout, Rainbow Trout, Bullcat, Salmon, and Sturgeon

Saldine Spot



Where: Saldine (N. Islands)

Fish: Blowfish, Moorfish, Sea Bream, and Black Porgy



Complete Fish List

Here's a list of all the fish you can catch in the game and what they do when used in combat.

Jellyfish



Lures To Use: Spinner, Winder, Minnow, Topper, Frogger, and Worm

When Used: Restores 50 HP to one target

Piranha



Lures To Use: Spinner, Winder, Topper, Minnow, Frogger, and Worm

When Used: Restores 150 HP to one target

Bass



Lures To Use: Topper, Minnow, Frogger, and Worm

When Used: Restores 500 HP to one target

Blue Gill



Lures To Use: Spinner, Winder, Frogger, and Worm

When Used: Minor Water damage to one target

Sweetfish



Lures To Use: Spinner, Winder, Topper, Minnow, Frogger, and Worm

When Used: Restores 5 AP to one target

Browntail



Lures To Use: Spinner, Winder, Topper, and Minnow

When Used: Raises Defense of one target

Black Bass



Lures To Use: Topper, Minnow, Frogger, and Worm

When Used: Restores 1200 HP to one target

Angelfish



Lures To Use: Spinner, Winder, Topper, Minnow, Frogger, and Worm

When Used: Revives one target with half HP

Trout



Lures To Use: Spinner, Winder, Topper, Minnow, Frogger, and Worm

When Used: Restores 10 AP to one target

Rainbow Trout



Lures To Use: Spinner, Winder, Topper, and Minnow

When Used: Raises Power of one target

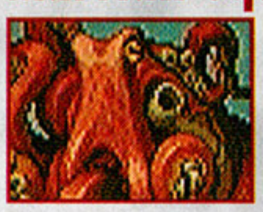
Bullcat



Lures To Use: Topper, Minnow, Frogger, and Worm

When Used: Deals medium Earth and Fire damage to all targets

Martian Squid



Lures To Use: Winder, Minnow, and Worm

When Used: Nullifies all Assist magic effects

Dorado



Lures To Use: Topper, Minnow, Frogger, and Worm

When Used: Restores 800 HP to all targets

Salmon



Lures To Use: Topper, Minnow, Frogger, and Worm

When Used: Restores 30 AP to all targets

Barandy



Lures To Use: Frogger and Worm

When Used: Restores all HP and cures Status of one target

Sturgeon



Lures To Use: Frogger and Worm

When Used: Restores all targets to 1/4 HP; sometimes fails

Man-o'-War



Lures To Use: Spinner, Winder, Topper, Minnow, Frogger, and Worm

When Used: Restores 50 HP to one target

Flying Fish



Lures To Use: Spinner, Winder, Topper, Minnow, Frogger, and Worm

When Used: Restores 100 HP to one target; can cure

Blowfish



Lures To Use: Spinner, Winder, Frogger, and Worm

When Used: Cures poison on one target

Moorfish



Lures To Use: Spinner, Winder, Topper, Minnow, Frogger, and Worm

When Used: Revives one target at 1 HP; can fail

Sea Bass



Lures To Use: Spinner, Winder, Topper, Minnow, Frogger, and Worm

When Used: Restores 400 HP to one target

Flatfish



Lures To Use: Spinner, Winder, Topper, and Minnow

When Used: Restores status of one target

Sea Bream



Lures To Use: Topper, Minnow, Frogger, and Worm

When Used: Restores 30 AP to one target

Octopus



Lures To Use: Winder, Minnow, and Worm

When Used: Blinds all targets

Bonito



Lures To Use: Topper, Minnow, and Worm

When Used: Restores all HP to one target

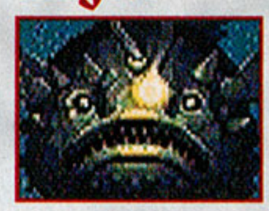
Black Porgy



Lures To Use: Topper, Minnow, Frogger, and Worm

When Used: Restores 100 AP to one target

Angler



Lures To Use: Topper, Minnow, Frogger, and Worm

When Used: Major Water and Earth damage to all targets

Spearfish



Lures To Use: Spinner, Winder, Topper, and Minnow

When Used: Restores 1500 HP to all targets

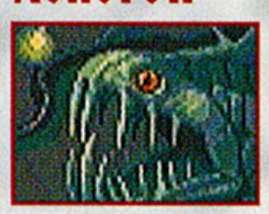
Whale



Lures To Use: Spinner, Winder, Topper, and Minnow

When Used: Restores all HP and cures Status of all targets

Acheron



Lures To Use: Spinner, Winder, Topper, Minnow, Frogger, and Worm

When Used: Poisons all combatants

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counterbalance Angel STUDIOS

ROLE-PLAYER'S REALM

PROSTRATEGY GUIDE

PART I

TEEN
T
CONTENT RATED BY ESRB

GRANDIA II

グランディア



Good versus Evil never looked so grand. Ryudo is a Geohound (a sort of monster-hunter-for-hire), and in Part One of this ProStrategy Guide, you learn some basic Geohound moves, begin the epic journey, and team up with Elena, Roan, Mareg, and the mysterious Millenia. Your travels here take you from Carbo Village to St. Heim, about half-way through the game. By Brother Buzz

Geohound Basics

Fight, Don't Run



When you move your party in for a fight, your angle of attack makes a difference. Attack monster parties from behind or from the side, and you can take the first shot. If an enemy is about to attack you, press the joystick quickly toward them—never let an enemy surprise your party from behind!

Surprise!



Okay, so you didn't heed the advice in the text above. Now you're surrounded, and you're going to get whacked. When your team comes up to bat, use your most powerful attacks to take out monsters with one shot—if you can—until you slug your way to an advantage. Or you can select Escape from the menu to exit the battle screen in order to reposition your party to give the above advice a try.

Freeze Frame Free-for-Alls



During combat, the IP Gauge freezes onscreen action so you can select a move. Always scan the scene to see which adversary is closest to attacking someone. You can also use the onscreen arrow to display an enemy's Combat Status Window, which reveals the character it's targeting in the lower right-hand corner. In the screen above, the Giant Mantis is about to nail Ryudo. Use Defend or Evade to avoid a direct hit.

Aggressive Counterattacks



A well-timed skill move can counter a monster's attack if you time it to hit just as the monster's marker approaches the end (ACT point) of the IP Gauge.

Aggressive Evasion



When you face multiple opponents, sometimes you can get more bang for your buck by attacking one to evade another. When a character in your party comes up to bat at the IP Gauge, you can tell by looking at the game screen or the Combat Status Window whether a beast is about to bust you. Rather than using Evade or Defend, find an enemy that's far away and attack it. Your character might dodge an oncoming hit while doing some damage, too.

Don't Yield, Use a Shield



If you use Defend to protect yourself during battles, you build up a few Move Points every time an enemy hits you. Check your Move/Magic menu during fights because a move you depleted earlier might be available later.

Create a Healer



Choose one character to be a healer, and focus on using him to recharge or revive the others during fights. Roan is a good choice (although he leaves your party later in the game). Equip your healer with the Holy Egg as Mana since it contains few attack spells. Max out the power of the healing spells, and fortify his defense (DEF) as he's going to take a lot of hits, too.



TO GARMIA TOWER

ELENA



Grandia II is all about Ryudo the Geohound's efforts to help Elena the Songstress free herself after evil god Valmar possesses her. They team up in Carbo Village for a long trek to St. Heim, where Elena hopes the Pope can help her. Elena's basic move is the Impact Bomb, which can be supercharged effectively, but you should always upgrade her staff weapons and you must shore up her defense with armor and accessories.



GARMIA TOWER, 3RD FLOOR



Ryudo's first task is to escort Elena from Carbo to Garmia Tower. The monsters in the Tower's lower floors serve to up your batting average, but two tough Gargoyles await you at the top of the tower. If you haven't been ducking fights on your way up there, you should have earned enough Special Coins to power up your Tenseiken Slash to two levels. That's bad news for the 'goyles.

WHO'S MILLENIA?

At Garmia Tower, Elena is possessed by the Wings of Valmar, which manifests itself as Elena's alter ego: Millenia. When Elena transforms into Millenia, she's more powerful. Her potent Fallen Wings move puts big-time hurt on multiple opponents, but Elena appears more frequently. Remember that when you gear up. Make Millenia strong, but don't equip Millenia with Armor, Headgear, Footwear, or Accessories that you want to use frequently.

THE INOR MOUNTAINS

SHREDDING 'SHROOMS



After the Garmia Tower incident, Ryudo and Elena return to Carbo Village and then head to the Inor Mountains. Chopping the Inor mushrooms is easy money, but use caution: in addition to gold and two potent bombs, they sometimes hide Crag Snakes.

DOWNING THE DODOS



The bothersome Dodos in the Inor Mountains are usually out of your reach, but they can swoop down on you. They're easy prey for your skill moves, but, to keep your damage down, have the character being attacked use Defend while another character slams the attacking Dodo.

ROCKS AND ROLLS



Look for all the rock and lever setups. One of them knocks down the stones blocking a treasure chest that contains the Crystal Broach that you can use to up Elena's defense. The one by the cave, however, unleashes a sneaky snake team.

AGEAR TOWN

ROAN



When they emerge from the Inor Mountains, Ryudo and Elena hook up with little Roan in Agear Town. Roan is hiding a secret, but, until he reveals it, he makes a nifty candidate for your party's healer. Make his Mana the Holy Egg, which has good heal spells and develops a powerful all-heal spell later. Level up Roan's Golden Hammer basic move to create a strong long-range attack.

THE TROGLODYTE FIGHT



After they meet Roan in Agear, Ryudo and Millenia must rescue him from three Troglodytes in Durham Cave. Hit them with Millenia's Fallen Wing special attack and Ryudo's Zap magic if you can. Then check the Trogs with the Combat Status Window. Go after the weakest one first with your best remaining attacks or magic. Then, hit the next weakest and so on—however, a second Zap finishes 'em all, if you have it.

THE DURHAM CAVE MINOTAUR



After you survive the Trog fight, you search for Roan's medal, which leads you into the Durham Cave Depths. There you battle the Minotaur and two Troglodytes. It's the last fight before you exit, so use your most powerful moves and magic…



...Open up with Millenia's awesome Fallen Wings to zap all three creatures simultaneously. Ryudo's Tenseiken Slash or Roan's Golden Hammer can then eliminate one Trog each. With luck, Critical moves can counter the Minotaur's attacks while allowing minimal damage. Skill moves damage the Minotaur more than magic or attack items. If you defeat him, you'll earn the Adventure Book.

Poff Nutts



As you leave Agear Town for the Baked Plains in South Silesia, talk to the citizen standing by the road. He gives you a Poff Nutt. Three Poff Nutts come in handy later when you meet a cute little critter, the Carbo, in a cavern. You should have found Poff Nutts in Durham Cave, and there's one on Baked Plains 2.

The Baked Plains

Sandblasting The Sand Men



On the Baked Plains, Ryudo, Elena, and Roan encounter Sand Men, the first six-creature enemy gangs. The Chaos Egg Zap spell is powerful enough to take out all six at once, but you have only enough magic points to use Zap twice. If Zap is depleted, beat up the lead Sand Men with single special attacks, and then use Critical counterattacks to defeat the rest.

Mareg, The Beast-Man



You must defeat Mareg on Baked Plains 3. He's mistakenly driven to destroy Ryudo. Mareg is very strong here, but he won't attack Elena or Roan until Ryudo is down. They can use magic or items to heal and protect Ryudo. As Mareg attacks him, Elena and Roan can wear him down with their strongest magic, special attacks, or attack items. If you beat him, you'll discover why he tries so hard to slam Ryudo.

Liligue City

Mareg Comes Correct



You beat him down on the Baked Plains, but Mareg the Beast-Man joins the party in Liligue City after you visit the church. If you power-up Mareg's Beast-Fang Cut move, it is a very powerful offensive weapon. Mareg moves very quickly for someone his size.

Secret Passageway



With Mareg on the team, it's time to explore the ruins and Liligue Cave. The entrance to the cave is located just outside of Gadan's house.

Liligue Cave

Ghoul Gangs



Your first encounter with Ghouls occurs in Liligue Cave. They like to use Gravity to draw your party close together so that their Ice Prickle moves can stab everyone at once. Try to stay spread out, and then hit them all at once with Burnflame or Howl.

The RGB Puzzle



To exit one part of the cave, you have to solve a puzzle involving red, green, and blue orbs. Step on the pressure plate in front of the monument, and three hidden doors open up in this section of the cave. Creeps behind each door guard the switches in these hidden rooms, and each room has an exit that leads to the next room.

Gunning Down Gadan



When you met Gadan in Liligue City, he was just another disgusting slob. Now he's a disgusting...er, something called the Tongue of Valmar. Millenia reappears here, and that's a good thing. Before you chase Gadan from the chamber in the Temple Ruins, look for the chest. It contains a Burning Bow and a Flare Dress for Millennia. Also, give your party as much protection against fire as you can.



Gadan has four parts. Try to zap each part as quickly as possible in this order: Right Hand, Left Hand, Head, and Valmar's Tongue. You can also use powerful multihit attacks like Millenia's Fallen Wing or Zap. Use your healer to keep the rest of your party healthy during this fight.



LUMIR FOREST



After you defeat Gadan, you can ride the Skyway, but you're in for a hard landing in Lumir Forest. You're going to fight roving Bigfoot bands, but the main thing to remember here is that the entrance to Cavern 2 is at the base of a big tree.



When you enter the cavern, you'll find six tree roots. Move Ryudo to a root and press A to chop it. An entrance opens up. The first root you find actually leads you out of the cavern; just follow the path and move left. However, the cavern is worth exploring. Cutting the third root reveals the Oracle Staff, a lethal weapon for Elena. The fifth root just leads you back to the beginning, but the sixth root is another exit.

You also meet the little girl Aira in this forest. Remember the location of her Garden of Dreams just outside Mirumu Village.

MIRUMU VILLAGE

BLINDING EYEBALL BATS



In Mirumu, you must solve the mystery of Aira and the sleeping spell that curses the village. You dive into the Mysterious Fissure where you spy the four Eyeball Bats. The Eyeballs try to drop a deadly Delta-Burst on you. They have to surround you to do this, so try to concentrate your firepower on one Bat at a time. If you get one, the rest can't team up for the Delta-Burst. Take your best shot because you exit the cavern after this battle.

WHERE'S AIRA?



After you return to the surface, the fanatical Selene and her Cathedral Knights cause Aira to run away. You can pick up her trail in the Garden of Dreams located outside of Mirumu Village in the Lumir Forest.

AIRA'S SPACE

STAR MAGE



You leap from the Garden of Dreams into the dream-like Aira's Space. You face weird creatures there, the first of which are the Star Mages. They attack in groups of six, and the damage builds up if you let them gang up on you. Use attacks that tag multiple targets like Zap, Tremor, or Howl. Two of these back-to-back will do it.

HELLHOUNDS



The Hellhounds are odd beasts that power up with Wow spells so that they can unleash humongous blasts. Just before you reach the boss area of Aira's Space, you're trapped with a gang of four Hellhounds. You can power up right after this fight, so weaken them as a group with Zap, Tremor, or Howl. Finish them off with Millenia's Fallen Wings if you've got it; if not, beat them off with Critical attacks, then hit 'em with timely Combos.

POKING VALMAR'S EYES



To save Aira, you need to knock out Valmar's Eyes. This evil eye-plant monster boss is surrounded by a quartet of Eyeball Bats, but it whomps your team with sleep, poison, and confusion, too. Before engaging the Eyes, make sure everyone's equipped with protection, such as Snake Earrings, the Raincoat, or a Sleep Charm.



Blast the Eyeball Bats first. The four gang up to generate a deadly Delta Burst, so prevent that move by knocking at least one out in your first attacks. When you bust the Bats, get the two Tendrils next, and then Valmar's Eyes last. Bomb away with your strongest magic or special attacks. Keep your healer focused on strengthening the team. You may have to resort to using Yomi's Elixir to revive fallen comrades.

THE ST. HEIM MOUNTAINS

USING MULTIHIT MAGIC



Reaching the St. Heim Mountains means you're almost to the holy city. Your party members should be strong enough now to refine their combat technique in these mountains. When you use magic that can hurt several foes at once, such as Howl, Tremor, or Zap, try to aim at the creature in the pack that enables your magic to affect the most other creatures even if the IP Gauge indicates that tha\t is not the first creature preparing to attack the party. That way you get the most bang for your buck, while sustaining the least amount of damage.

THE ST. HEIM BLUES



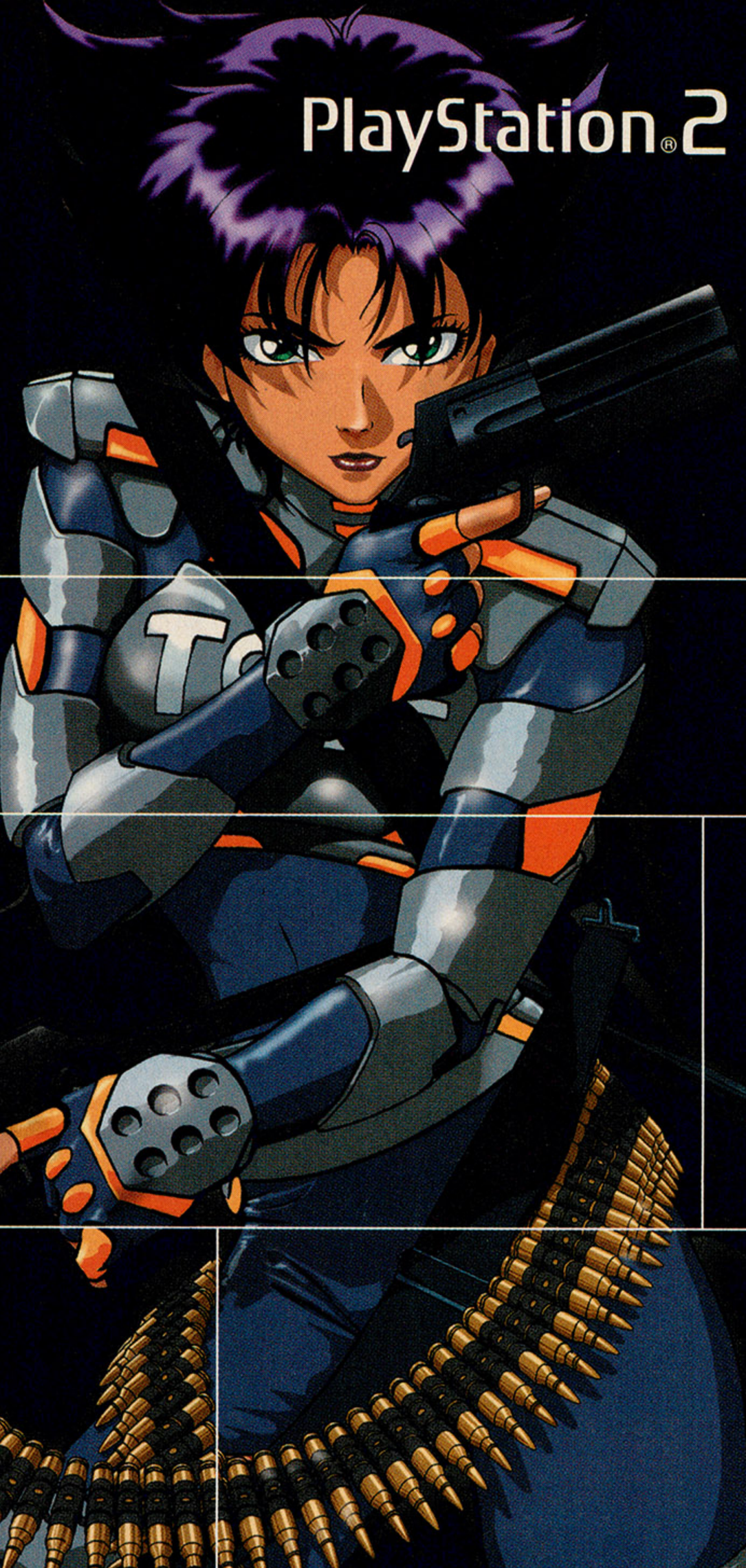
In St. Heim, Elena hopes to expel Valmar from her soul, but her salvation lies far from the holy city. Ryudo seeks salvation of sorts, too, as he confronts his long-forgotten past.

Next issue: Ryudo, Elena, Roan, Mareg, and Millenia meet new friends, more enemies...and estranged family members in Part Two of this Grandia II ProStrategy Guide.



ONI

PlayStation®2



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SMUGGLER'S RUN

Breaking the law ain't easy, so we've devised road maps for some of Smuggler's toughest missions to keep you one step ahead of Johnny Law—and one step closer to misbegotten riches. *By Jake the Snake*

See S.W.A.T.Pro this issue for Smuggler's Run cheats!

Outlaw Wisdom

Success in Smuggler's Run often boils down to finding the best route—which can take dozens of tries—then executing a near-perfect run. This guide shows you these best routes so you can concentrate on tearing up the loam and dusting the cops. As Jeff Spicolli said in *Fast Times at Ridgemont High*, "You drive, and I'll navigate."

The Diary Of a Desperado

Finding the best route usually means figuring out when to follow the smoothest path—roads, river-beds, railroad beds—and when to follow the pointer regardless of the terrain.

Just because you can go off-road doesn't mean you always should. Roads, gullies, and other nonrugged paths will often take you within a few yards of your destination, so follow them whenever possible.

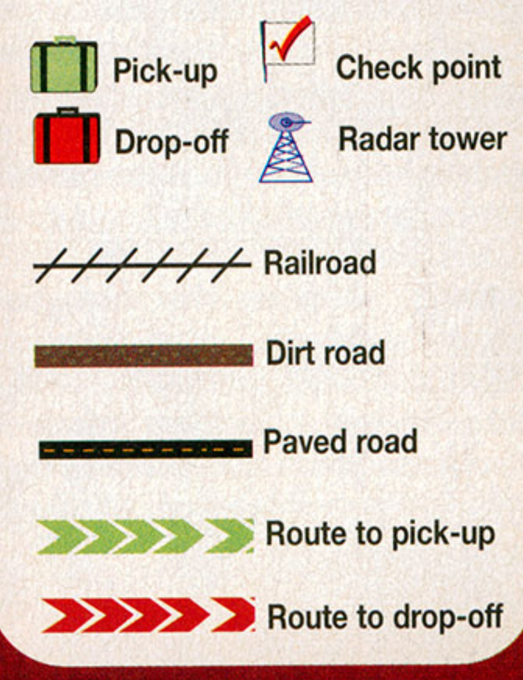
Follow the arrow over rugged terrain only when you can see the smoke flare that marks your destination—and then only if there's no easier path, which there often is.

When following a railroad track, drive beside—not on—the track. Driving on it will slow you down.

The rugged SUV is the best vehicle for most missions, especially if numerous tenacious cops are around. The Buggy is the best vehicle for checkpoint races and a few desert missions.

On desert missions, don't try to climb over the huge mesas (flat-topped hills), unless it's absolutely necessary—this method is too slow. Use the map (press R1) to find the quickest way around them.

Map Key



Greasing the Wheels of Justice: How To Lose the Cops

When a cop jams his vehicle against yours, here's how to lose him:

Brake!



Slam your brakes, causing the cop to swerve in front of you. Juke around him and keep going.

Jump!



Hit a jump; the cop will lose you, usually giving you a moment to escape.

Flip Over!



If you're really lucky, the cop will flip over, so he can't pursue you any further.

Obstacle!



Force the cop into a rock, tree, or other obstacle.

Ledge!



Push the cop off a ledge.

Crash!



Best of all, make him crash into an oncoming cop car.

When a cop is coming at you head on:



Wait until about a second before impact, swerve a couple degrees left or right, then return to your original direction.

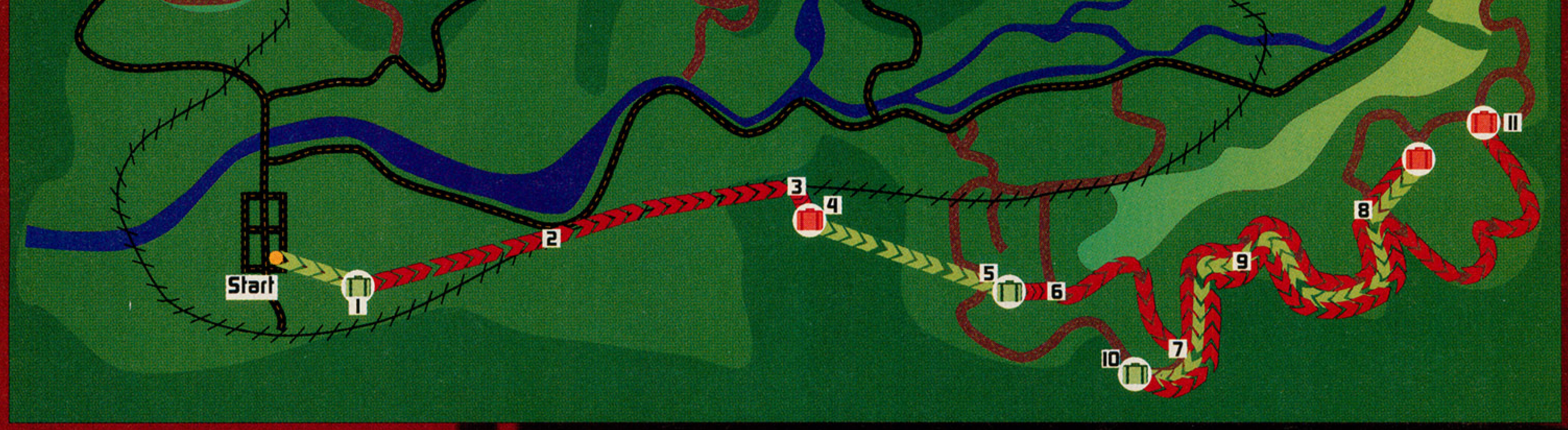


At the very least, he'll glance off your side, causing only minor damage and not completely throwing you off course.

Mission II: DNA or DOA



This is the first tough mission in the game, and it's full of hard-driving cops (playing this one is something like driving through a police convention and yelling, "O.J. was framed!"). Use the SUV and get ready for some serious heat. You're going to need all your tricks for losing the cops.





1: Follow the green arrow, pick up the package, then follow the red arrow to the paved road.



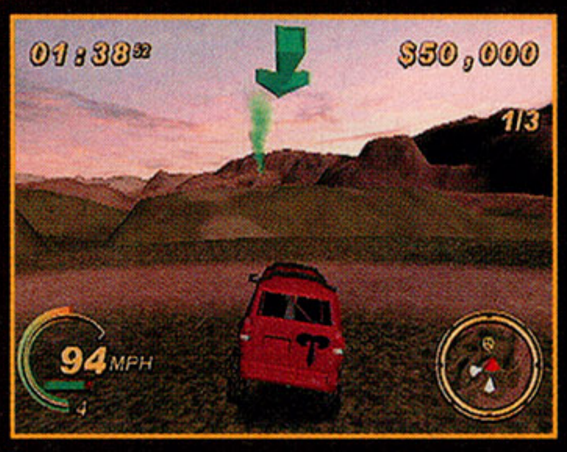
2: When the road veers left, follow the railroad instead. Watch out for this cop, then another further up the tracks.



3: After several hundred yards, the red arrow will point right. When it does, turn right and follow it as soon as you pass the large boulder on your right.



4: Make the drop-off, then follow the green arrow cross-country.



5: Make the next pick-up, on top of this knoll, then follow the red arrow.



6: After a hundred yards or so, you'll hit a dirt road. Follow it. Beware: At least two cops will be on you at this point, and more lie in wait along the road.



7: When you come to a "T" in the road, follow the dirt road to your left.



8: Keep on the road until you see a red flare a couple hundred yards off the road to the left. Make your drop-off, then return to the dirt road and follow it in the direction you just came from.



9: Halfway to your pick-up, you can turn into this tunnel for a good shortcut that makes it difficult for the cops to stop you. Turn left at the end of the tunnel and follow the green arrow to the pick-up. Otherwise, stay on the road all the way to the pick-up.



10: Make your pick-up, turn around, and follow the dirt road again in the direction you just came from.



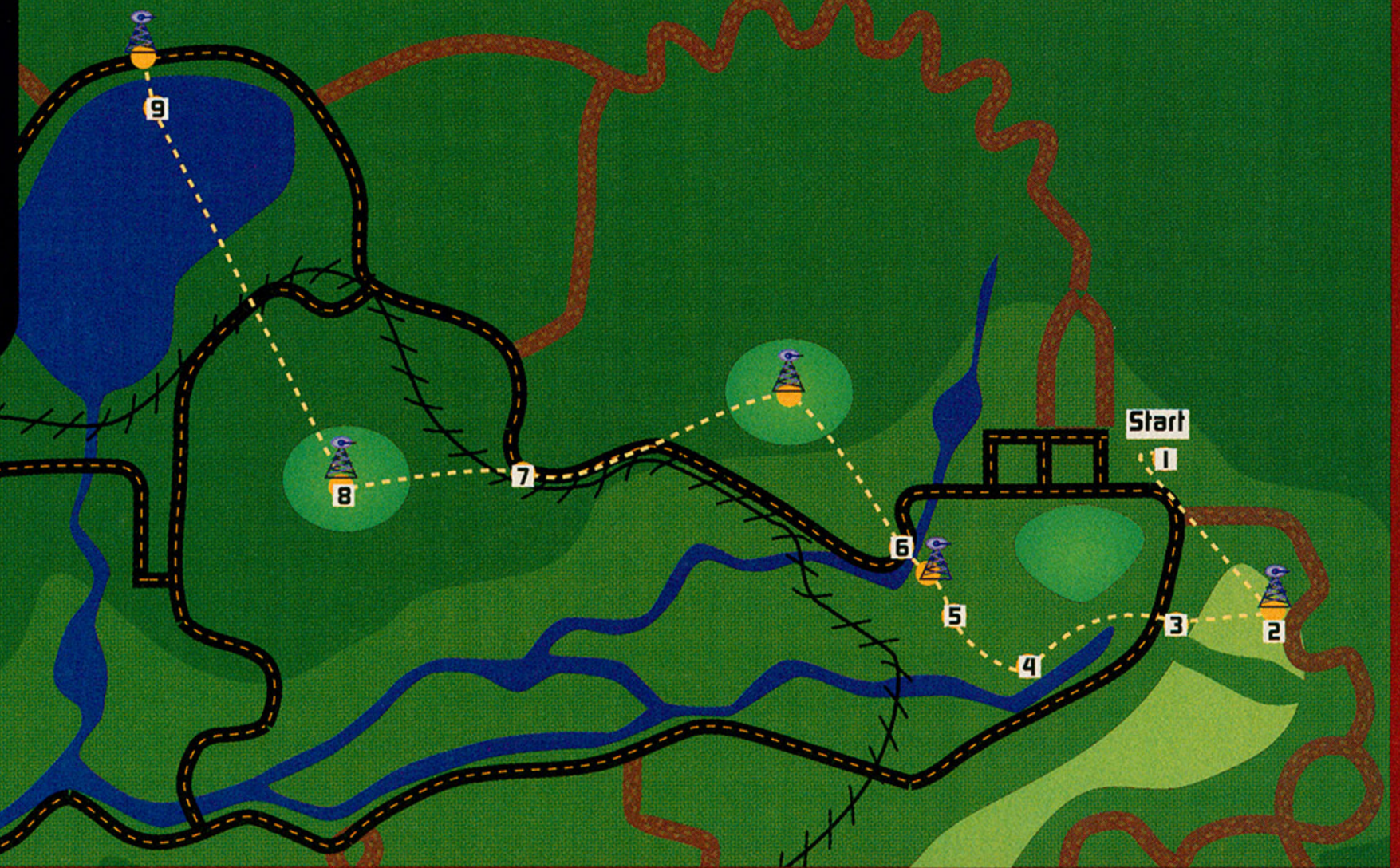
11: Follow the road to the last drop-off point, behind these oil tanks.



Mission 12: Radar Troubles



If you don't follow this route, you could try dozens of times before beating this mission. Use an SUV for this one.





1: Don't follow the green arrow. Turn around 180 degrees and head for the radar tower on the nearest hill.



2: Hit the radar tower, turn around, and follow the green arrow for a hundred yards or so.



3: When you cross this road, go around this hill to the left.



4: Follow the smooth ground around the side of the hill, staying close to the river. Once you round this knob, follow the green arrow directly.



5: Hit the radar tower, then keep going straight, following the arrow.



6: Go directly across the river and up the hill, following the arrow straight to the third radar site.



7: After hitting the third radar site, pursue the arrow to the next site. You probably want to veer a little to the left of the arrow so you can get on the paved road and go faster. When you see the red smoke, turn off-road and head straight for the tower.

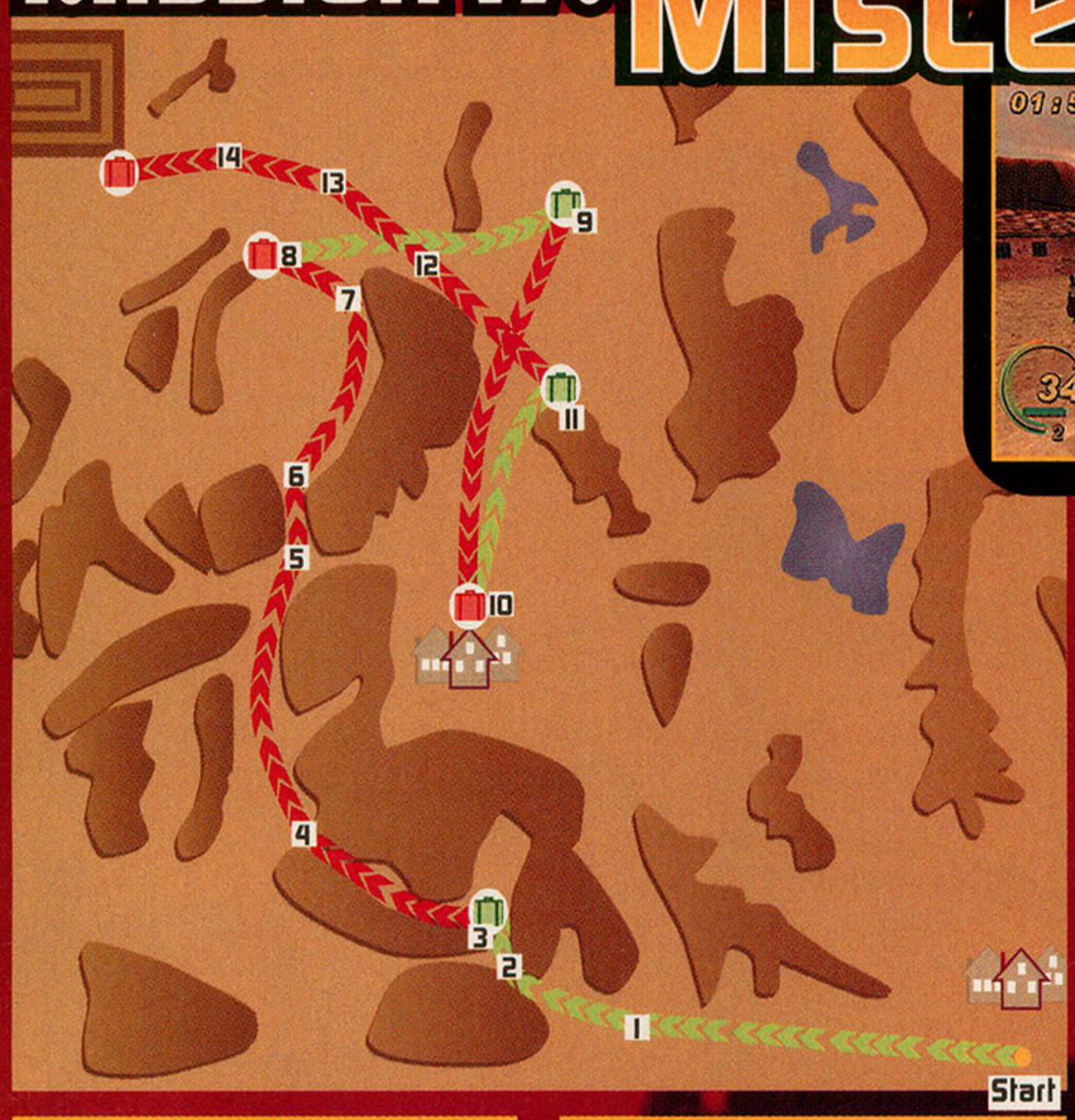


8: When you hit the fourth radar tower, you should have at least 30 seconds left. Follow the arrow directly to the next and last tower. Watch out for rocks, trees...and hikers.



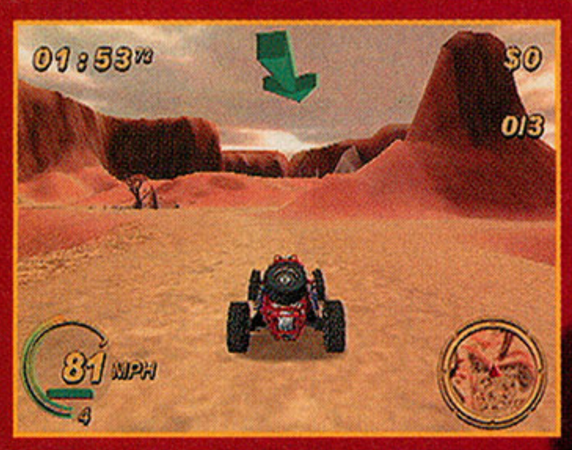
9: Rather than finding the smoothest path around the edge of the lake, drive straight across it, heading for the last radar tower. Drive up the bank, and you're there.

Mission 17: Miscellaneous Bits





This mission proves that if you simply follow the arrow in the desert missions and go tearing off over rugged terrain, you'll never meet your deadlines. You must find the best ways around the mesas and other obstacles.



1: Pursue the green arrow. Stay to the left of the mesa and follow the valley to its left in the general direction of the green arrow.



2: When you come to this bridge, turn right, following the green arrow—don't go under the bridge.



3: You should make your pick-up just a few seconds after turning away from the bridge. After making your pick-up, drive through this canyon in the same direction you were going when you made the pick-up.



4: Keep going straight after the canyon ends. After a hundred yards or so, you'll hit this buggy trail. Follow it in the general direction of the red arrow.



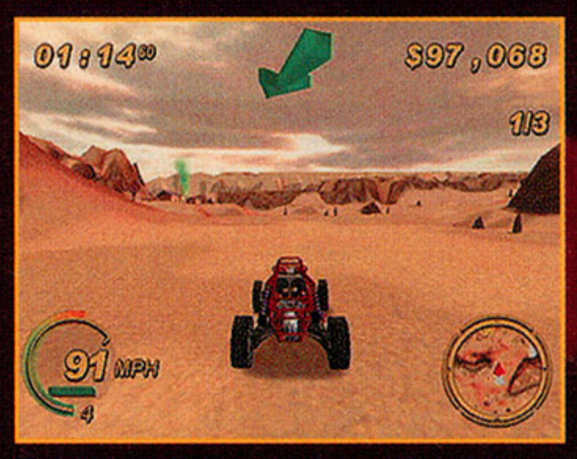
5: After a half-mile or so, the trail will lead you to this junction of two canyons. Turn left off the trail, using the left canyon.



6: When the canyon ends, don't follow the red arrow directly and dash across the rugged dunes. Instead, veer right and take the smooth path along the bottom of the mesa.



7: When you're near the end of the mesa, and you see the red flare nearby, drive directly to the drop-off point and make your delivery.



8: After making your drop-off, follow the green arrow—over the smoothest possible path—to your next pick-up, perhaps a half-mile away.



9: After making your next pick-up, follow the red arrow and drive through the canyon between the two mesas.



10: Make your drop-off in the village, then turn around and pursue the green arrow.



11: Follow the green arrow through the canyon from which you just came. Make your pick-up.



12: Follow the red arrow, staying to the right of this mesa.



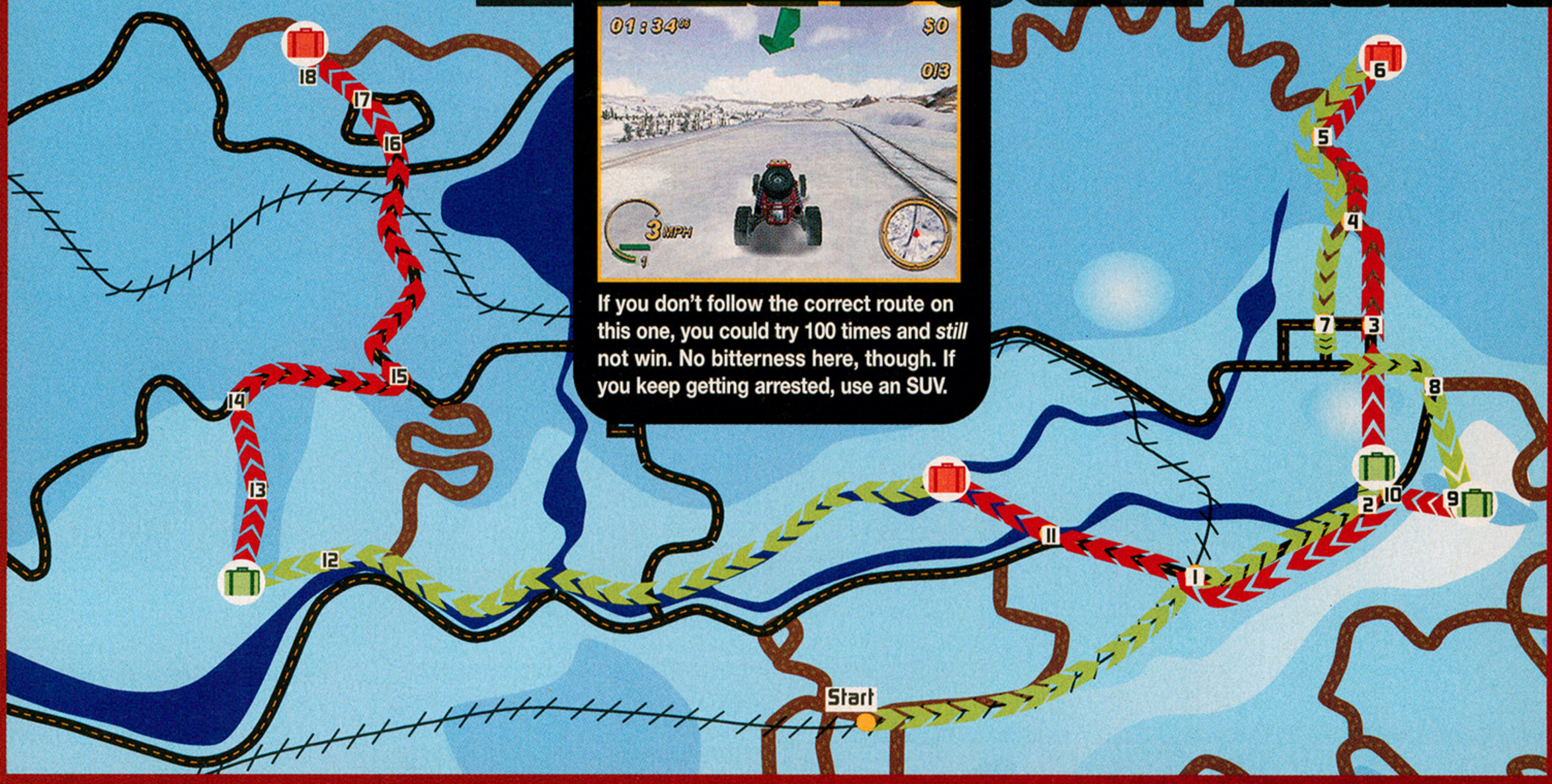
13: When you can see the red flare, veer to the right to avoid the big rocks ahead that would slow you down.



14: When you hit this trail, follow it to the drop-off.



Mission 25: Home Sweet Home



If you don't follow the correct route on this one, you could try 100 times and *still* not win. No bitterness here, though. If you keep getting arrested, use an SUV.



1: Follow the railroad tracks until you hit the road, then turn right onto the road.



2: When you see your first pick-up on the frozen river to the left, grab the package, then follow the red arrow.



3: Continue after the red arrow, past the herd of deer on the outskirts of the village. After you pass the right side of the village, follow the dirt road that veers from the paved road.



4: When you come to a "T" in the road, turn right onto a second dirt road.



5: Follow this dirt road for a couple hundred yards until the red arrow points sharply to the right and you see a shallow cut in the ridge on your right. Follow the arrow.



6: The drop-off is only a hundred yards or so from the dirt road. Hit the drop-off, then slam your hand-brake to turn around quickly. Return to the dirt road and take it back the way you came—but don't turn left back onto the first dirt road.



7: Follow the dirt road straight into the village, then take the paved road that goes straight ahead, not taking the roads left or right. Keep following this road for several hundred yards, driving straight through several intersections.



8: After a few hundred yards, veer left off the road when you see the green smoke of the second pick-up on a plateau studded with utility towers.



9: Pursue the green arrow to the pickup atop the plateau.



10: After you've made the pickup, follow the red arrow, then jump off a cliff. After landing, follow the road in the general direction of the red arrow.



11: Stay on the road until you clearly see the red smoke across the frozen river. Aim for it.



13: After you've made your pick-up, follow the red arrow up a steep gully, away from the river.



15: Follow the road until you meet another road to the left. Turn left.



17: Follow the dirt road until it hits a paved road. Cross the paved road and go after the red arrow.



12: Follow the frozen river in the general direction of the green arrow until you see the green smoke above the riverbank to your right. Aim for the smoke and the pick-up.



14: Pursue the arrow until you hit a paved road; turn right on the road.



16: Follow this road through several intersections. When the paved road dead-ends, take the dirt road that continues in the same direction.



18: The drop-off is just over the ridge, at the bottom of the valley.

Mission 32: Big Mistake



Even if you precisely follow this route, you'll need some sweet driving and many attempts before you win this checkpoint race. If you don't follow this route, you could race this mission forever. Use a Buggy, not an SUV. Time and terrain are your biggest obstacles, not cops.



map continued on next page



1: Follow the green arrow. Cross over the road onto the frozen river and head straight for the checkpoint (all checkpoints are marked with red smoke, but the arrow is always green).



2: After you've cleared the checkpoint, keep driving straight ahead, following the arrow.



3: Smoothly veer left of these rocks.



4: Get on the road at a slight angle, in the general direction of the arrow. Follow the road for several hundred yards.

Mission 32: Big Mistake continued











5: When you see the smoke of the next checkpoint a few dozen yards ahead, veer off the road and onto the frozen river, heading straight for the checkpoint. You should hit the checkpoint just as you land.

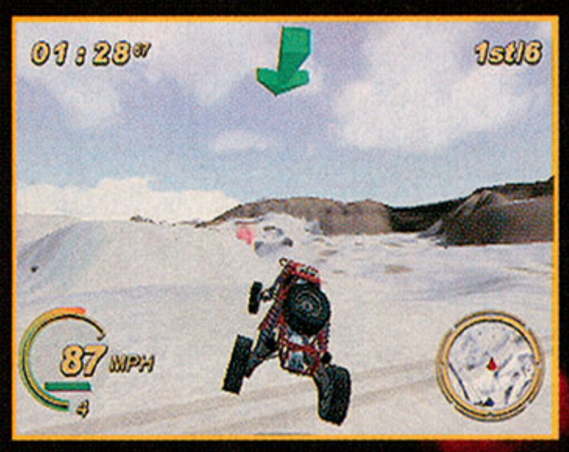


6: Continue along the river and under the bridge. As soon as you've gone under the bridge, veer right up the riverbank and onto the road in the general direction of the arrow.



7: Follow the road for less than a hundred yards. Turn right onto this dirt road and take it up the ridge.

8: Hit the third checkpoint at the top of the ridge and pursue the arrow toward the next checkpoint.



9: After a hundred yards or so, you cross this dirt road and the fourth checkpoint is in sight. Veer right of the steep knob between you and the checkpoint. Hit the fourth checkpoint and follow the arrow.

10: A dozen yards after the fourth checkpoint, veer a few degrees to the right of the arrow and go up this hillside.



11: After a few dozen yards, you hit this dirt road—the tunnel entrance should be slight ahead on your right. Follow the road for a hundred yards or less.

12: When the road veers right, away from the arrow, and you can see the red smoke in the distance, follow the arrow.



13: Find the smoothest path over the rugged terrain while following the arrow to the last checkpoint. If you drive well, without too many slow-downs, you should win.

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PRODUCTS RANGE FROM RATING PENDING TO TEEN

RP-T

CONTENT RATED BY ESRB

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PlayStation 2

Unreal Tournament

READER TIP OF THE MONTH

Invincibility, Unlock All Levels, and More





Fatboy Mutator: At the main menu, **press** ○, ○, ○, **Up, Down, Down, Up,** ○, ○, ○. If you entered the code correctly, you'll hear a noise and the menu will reset. The Fatboy mutator will be available in multiplayer, causing characters to get fatter when they get frags, and skinnier when they're fragged.





Invincibility: Pause the game, then **press** □, ○, **Left, Right,** ○, □. If you entered the code correctly, the game will immediately resume and the cheat will be active.

Level Skip: Pause the game, then **press Up, Down, Left, Right, Right, Left,** ○. If you entered the code correctly, you'll automatically win the level and start the next one.

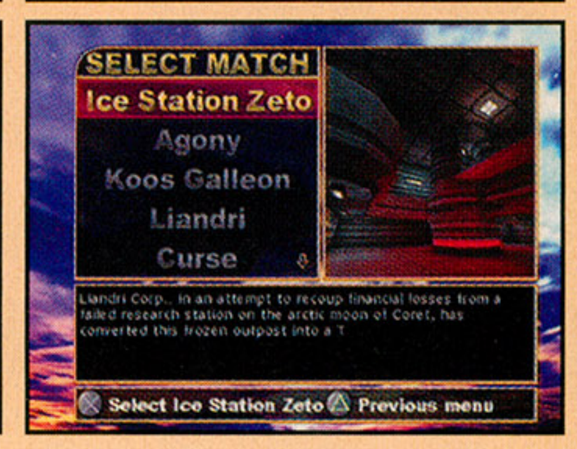
Maximum Ammo: Pause the game, then **press Left, Right,** ○, ○, ○, **Right, Left**. If you entered the code correctly, the game will immediately resume and the cheat will be active.

Stealth Mutator: At the main menu, **press** □, □, ○, ○, □, □, ○, ○. If you entered the code correctly, you'll hear a noise and the menu will reset. The Stealth mutator will now be available in multiplayer, giving cloaking devices to all players.



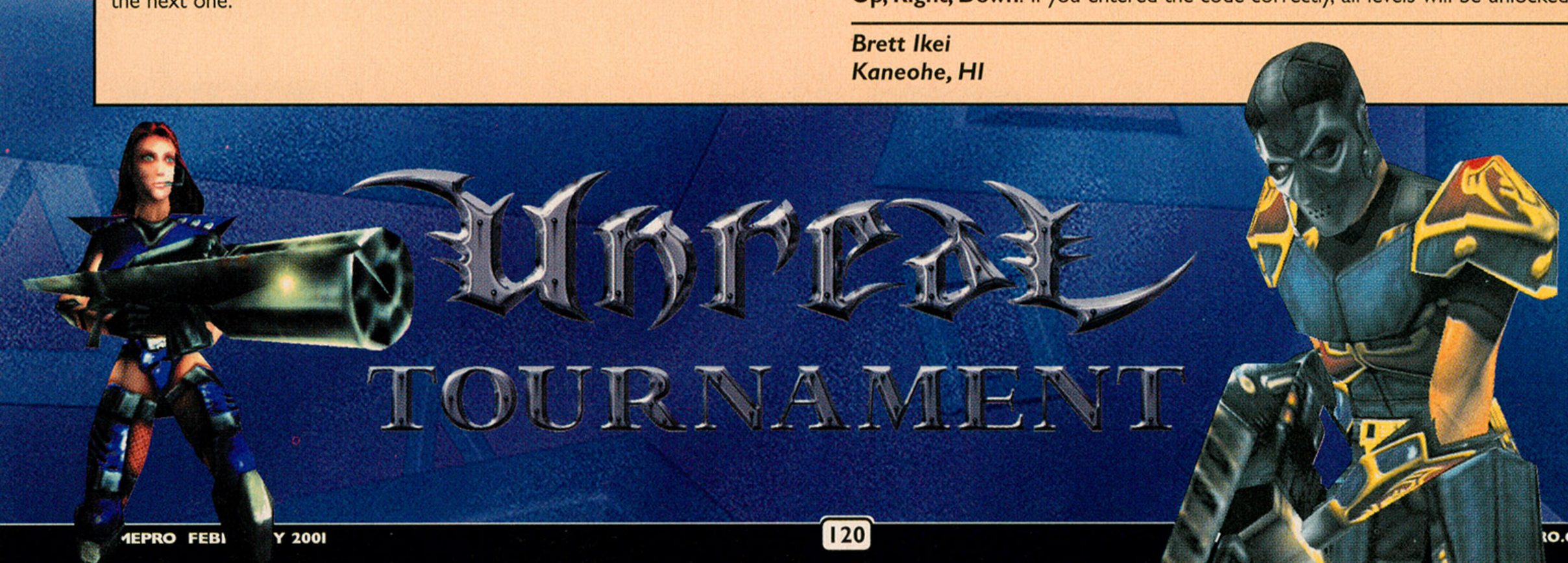






Unlock All Levels: At the main menu, choose "Resume Game" (you must have a game saved). At the Resume Game screen, **press Up, Down, Down, Up, Left, Up, Right, Down**. If you entered the code correctly, all levels will be unlocked.

Brett Ikei
Kaneohe, HI



PlayStation 2

Smuggler's Run

Invisibility, Low Gravity, and More





Pause the game and enter any of the following codes to activate these cheats. If you entered the code correctly, you'll hear a noise and the cheat will take effect when you resume the game.

Invisibility: Press R1, L1, L1, R2, L1, L1, L2.

Low Gravity: Press L1, R1, R1, L2, R2, R2.

Slow-Down Time: Press R2, L2, L1, R1, Left, Left, Left.

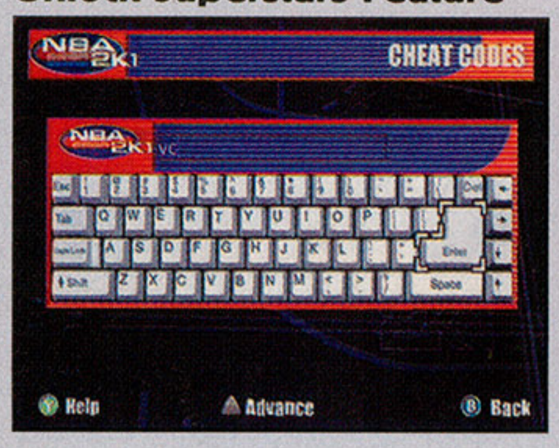
Speed-Up Time: Press R1, L1, L2, R2, Right, Right, Right.

Vehicles Float When Hit: Press R1, R2, R1, R2, Up, Up, Up.

Dreamcast

NBA 2K1

Unlock Superstars Feature





At the main menu, choose "Options," then choose "Codes." Enter vc as the password (case-sensitive). If you entered the code correctly, the screen will read "Superstars Feature Unlocked." Sega Sports team, Team SegaNet, and Mo Cap team will be unlocked.

PlayStation 2

Dynasty Warriors 2

Unlock All Characters





At the main menu, **press □, R1, □, R2, □, R2, □, R1**. If you entered the code correctly, you'll hear a sound and all characters will be available.

PlayStation

Medal of Honor Underground

Bouncing Bullets, Wacky Taxi Mode, and More









At the main menu, choose "Options," then select "Passwords." Enter any of the following passwords to unlock these cheats. If you entered the code correctly, the Send key will flash green and you will return to the Options menu; choose "Secret Codes" to activate the now unlocked cheats. The Unlock Everything cheat unlocks all of the following cheats, plus Swell Multiplayer, No Reload mode, Civil War mode (enemies attack each other), Unlimited Ammo, and all multiplayer characters.

Note: The password **ENTREZVOUS** *must be entered before the Unlock Everything and Unlock Secret Mission cheats will work.*

4X Firing Rate:	BALLESVITE
Bouncing Bullets:	RICOCHET
Invulnerable:	PUISSANCE
Podoski Mode (One-Hit Kills):	LATIREUSE
Unlock Everything:	PORTECLEFS
Unlock Secret Mission:	LEMONSTRE
View Cartoon Gallery:	MOHDESSINS
View Dreamwords Gallery:	DWIECRANS
View Team Gallery:	MOHUEQUIPE
Wacky Taxi Mode:	AUTODINGUO

PlayStation 2

X-Squad

Unlock Weapons, No Weight Limit, and More

At the main menu, enter the following codes to start with these ranks. If you entered the code correctly, you'll hear a gunshot. The ranks will be active when you start a game. The higher ranks have more weapons and gadgets unlocked. Ranks above private have no weight limit.

Private: Press □, ○, △.

Sergeant: Press △, ○, □.

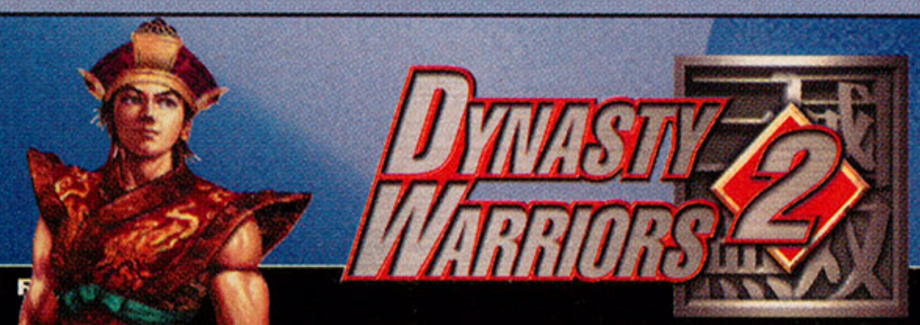
Lieutenant: Press R1, L2, L1, R2.

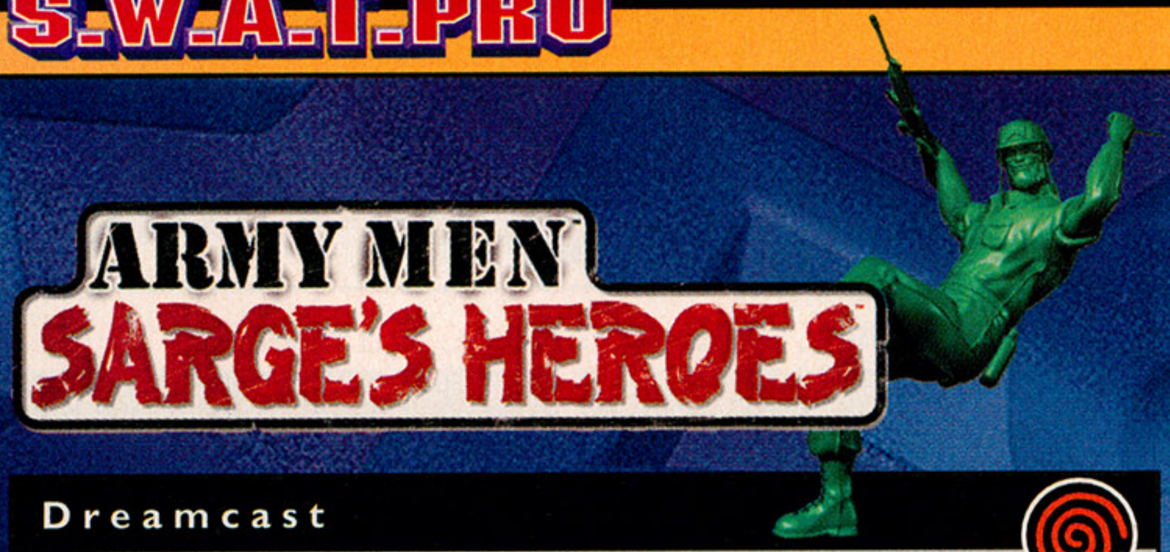
Captain: Press ○, R1, ○, L1, △, R2.

Major: Press L2, □, R2, △, L1, ○, R1.

Colonel: Press △, □, ○, □, △, ○.

General: Press L1, L1, L2, L2, R1, R1, R2, R2.





Dreamcast

Army Men: Sarge's Heroes

Unlock Levels





At the main menu, choose "Input Code." Enter any of the following passwords to unlock these levels. If you entered a password correctly, the name of the unlocked level will appear.

Bathroom:	TDBWL
Forest:	TLLTRS
Fort Plastro:	GNRLMN
Hoover Mission:	SCRDCT
Kitchen:	PTSPNS
Living Room:	HXMSTR
Riff Mission:	MSTRMN
Sandbox:	HTKTTN
Scorch Mission:	HTTTRT
Showdown:	ZBTSRL
Spy Blue:	TRGHTR
Thick Mission:	BLZZRD
The Way Home:	VRCLN

John Moriarty
Neshanic Station, NJ

Dreamcast

Virtua Tennis

Underhand Serve





Start a normal game. When you are serving from the bottom half of the court, **simultaneously press Down, A, and X**. If you're serving from the top half of the court, **simultaneously press Up, A, and X**. If you pressed the three buttons at exactly the same time, you will serve the ball underhanded. It may take a few tries, and you should use the digital pad.

Nintendo 64

Pokémon Puzzle League

Unlock All Puzzles in Puzzle University And High-Speed Marathon Mode

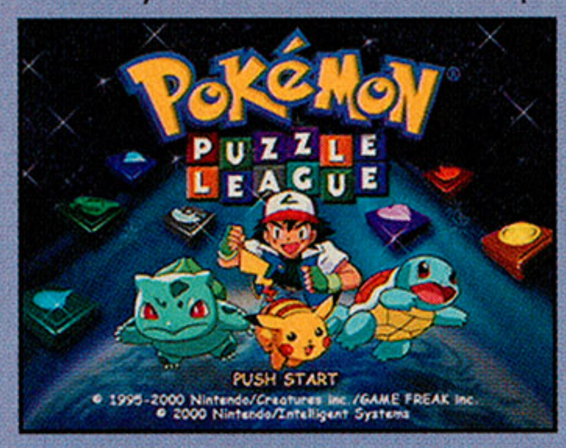






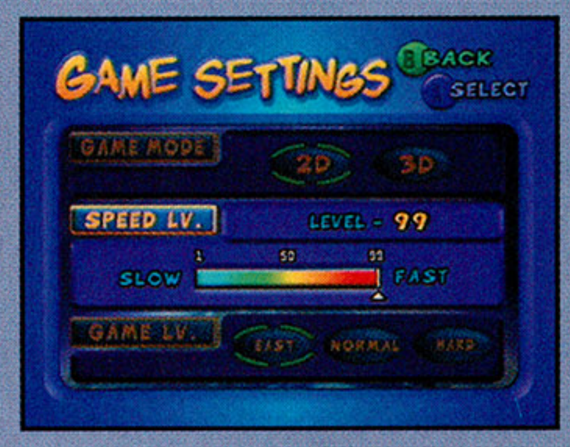


All Puzzles in Puzzle University: At the Press Start screen, **press and hold Z, then press A, B, R, A, A, B, R, A**. If you entered the code correctly, you'll hear a beep. **Press Start**, and, at the Puzzle Village screen, choose "Puzzle University." Choose a name, and all puzzles will now be available.









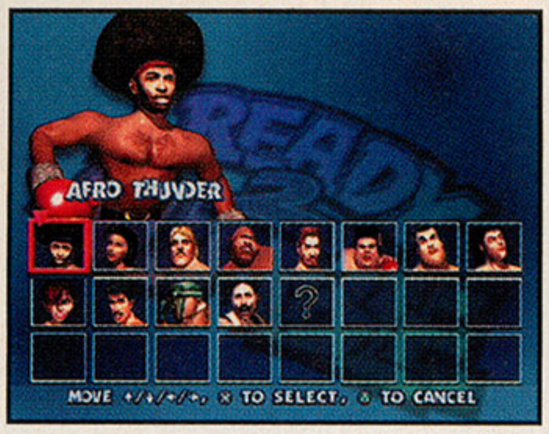
High-Speed Marathon Mode: At the Press Start screen, **press and hold Z, then press B, A, L, L**. If you entered the code correctly, you'll hear a beep. **Press Start**, and, at the Puzzle Village screen, choose "Marathon." Choose a name and a game mode, then highlight "Speed Level" and **press Right** to set the level at 99.



PlayStation 2

Ready 2 Rumble Boxing: Round 2

Unlock Freak E. Deke and Michael Jackson





At the main menu, choose "Arcade mode." At the character selection screen, **press R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2**. If you entered the code correctly, Freak E. Deke and Michael Jackson will now be unlocked.

Nintendo 64

San Francisco Rush 2049

Brakes, Invincibility, and More









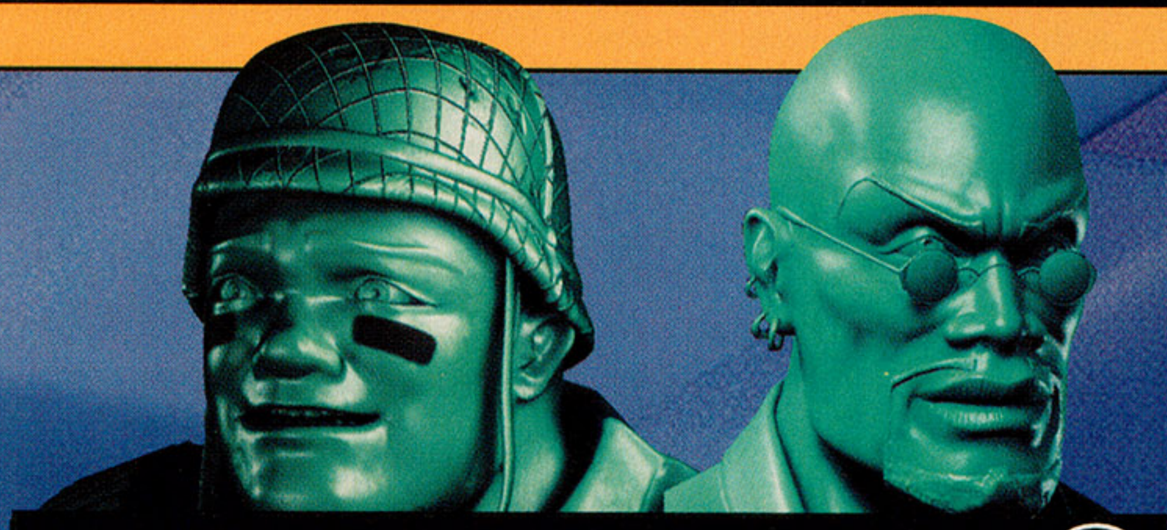
At the main menu, highlight "Options" and **simultaneously press and hold L, R, top-C, and bottom-C, then press Z**. If you entered the cheat correctly, a Cheats option will appear at the bottom of the menu. Choose "Cheats," then highlight a cheat and input the corresponding code to unlock it. If you entered the code correctly, the cheat status will change color and you can toggle it on or off.

Brakes: Press bottom-C, bottom-C, then simultaneously press and hold L, R, and top-C. Release all buttons, then press top-C, top-C, then simultaneously press L, R, and bottom-C.

Invincibility: Press right-C, L, R, R, L, then simultaneously press left-C, bottom-C, and Z.

Invisible Car: Press top-C, bottom-C, left-C, right-C, L, R, Z.

Mass: Simultaneously press R and bottom-C, then simultaneously press L and top-C, then simultaneously press R and left-C, then simultaneously press L and right-C.



Nintendo 64

Army Men: Sarge's Heroes 2

Unlock Levels and Play As Tin Soldier

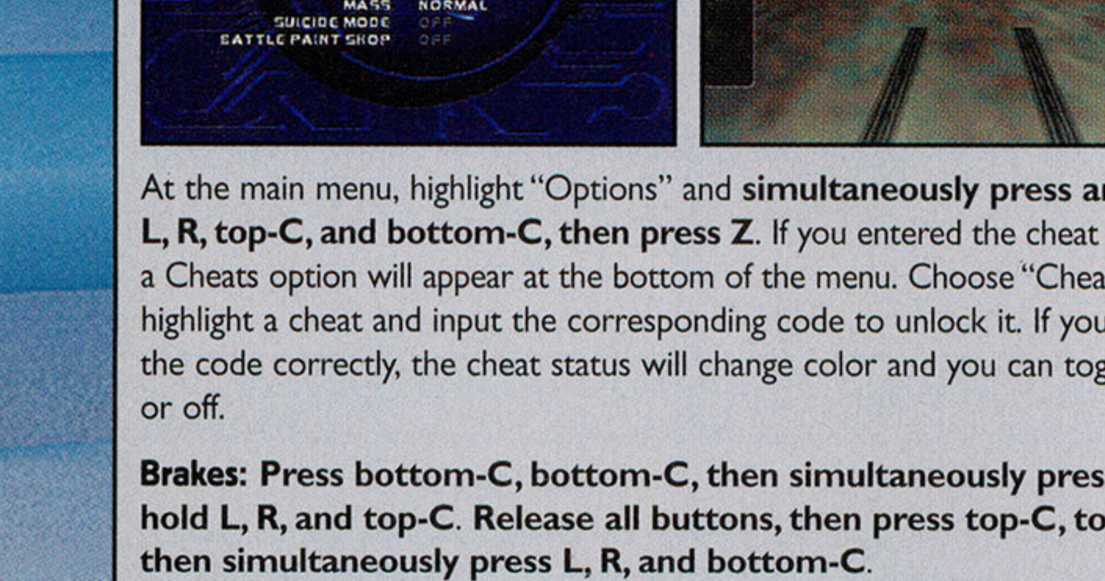


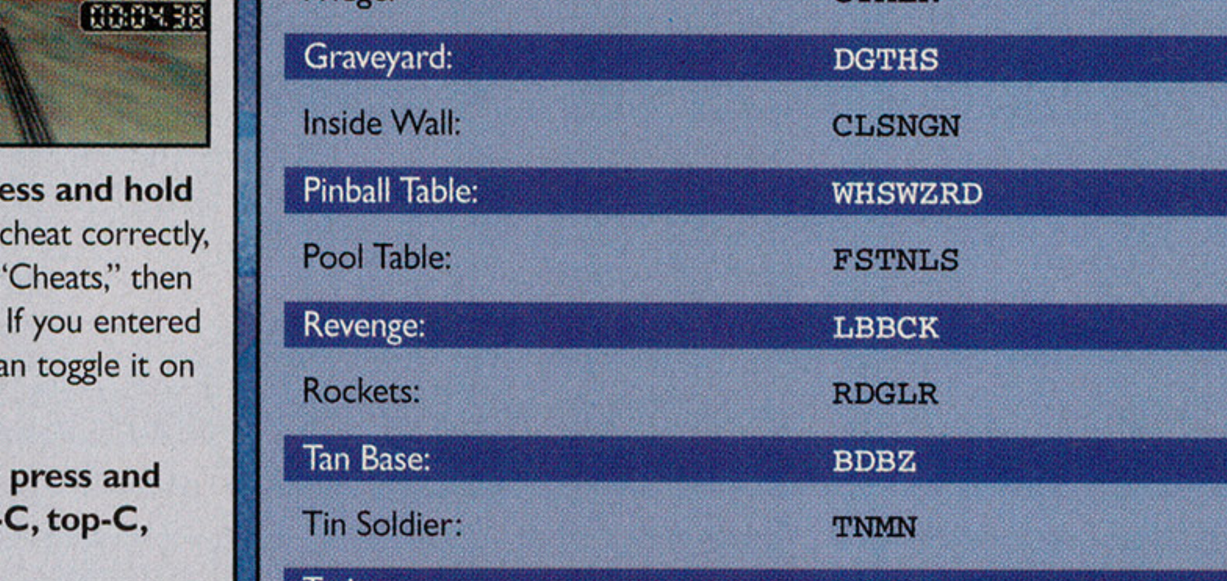


At the main menu, choose "Input Code." Enter any of the following passwords to unlock these cheats and levels. If you entered a password correctly, Sarge will say something and the name of the cheat or level will appear. The Tin Soldier cheat will take effect when you start a new game. After unlocking a level, **press B** to return to the main menu, highlight "PlayMode Campaign," and **press Start**. You will start the game on the level you most recently unlocked.

Bed:	GTSLP
Blue Town:	SMLLVLL
Bridge:	FLLNGDWN
Cashier:	CHRGT
Castle:	FRNKNSTN
Desk:	DSKJB
Freezer:	CHLLBB
Fridge:	GTMLK
Graveyard:	DGTHS
Inside Wall:	CLSNGN
Pinball Table:	WHSWZRD
Pool Table:	FSTNLS
Revenge:	LBBCK
Rockets:	RDGLR
Tan Base:	BDBZ
Tin Soldier:	TNMN
Train:	NTBRT

Chris Bacerra
Gilbert, AZ





PlayStation 2

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Unlock All Boards and Characters, and Hiro's Corrected Moves





Unlock All Boards and Characters: At the Select Mode screen, **press** □ to enter the Options screen. At the Options screen, **simultaneously press and hold L1, L2, R1, R2, then press Down, Left, Up, Right,** ×, ○, △, □. If you entered the code correctly, you'll hear a sound. All boards and characters will now be available.

Hiro's Corrected Moves: Hiro's stunts are incorrectly named in the game's Trick Book. The button combinations are accurate, but the titles are actually from Moby's tricks. This list contains both the correct names and button combinations.

Buttons in parenthesis must be pressed simultaneously. A comma between parenthetical moves means you should perform the first set, then move directly to the second set. For rotation moves like spins and flips, the direction to flip is listed before the number of degrees you must rotate. For example, if the instructions read "← or → 360 ↑ 360 L1" you must perform a 360-degree spin to either the left or the right while simultaneously flipping forward one full 360-degree rotation and holding the L1 button down.

Green Circle Tricks

#1: Method Air	Hold L2.
#2: NoseGrab Air	Hold (L1 L2).
#3: Nuclear Air	Hold (L1 R2).
#4: Rocket Air	Hold (L1 L2 R2).
#5: Cross Air	Hold (L1 L2 R1 R2).
#6: SINFUL Indy Air	Hold R1, tap □.
#7: MEAN Lein Air	Hold (L2 R1), tap □.
#8: HOLY Crail Air	Hold (L1 L2 R1), tap □.
#9: Cross THE ROAD Air	Hold (L1 L2 R1 R2), tap □.
#10: 360 Spin	Hold ← or → 360.
#11: 360 SINFUL Indy	Hold (← or → 360 R1), tap □.
#12: 360 Cross	Hold (← or → 360 L1 L2 R1 R2).
#13: 180 MADE IN Japan	Hold (← or → 180 L2 R2), tap □.
#14: 180 Stalefish to Late Mute	Hold (← or → 180 R2), hold L1.
#15: Front Flip Indy	Hold (↑ 360 R1).
#16: 360 Flying Squirrel	Hold (← or → 360 L1 R1).
#17: 360 HOLY Crail	Hold (← or → 360 L1 L2 R1), tap □.
#18: 360 Cross THE ROAD	Hold (← or → 360 L1 L2 R1 R2), tap □.
#19: Back Flip	Hold ↓ 360.
#20: Front Flip	Hold ↑ 360.

Blue Square Tricks

#21: Back Flip MADE IN Japan	Hold (↓ 360 L2 R2), tap □.
#22: 540 Nuclear	Hold (← or → 540 L1 R2).
#23: 720 Nuclear to Late MEAN Lein	Hold (← or → 720 L1 R2), hold (L2 R1), tap □.
#24: Back Flip 360 Tail WAG to Late Method	Hold (← or → 360 ↓ 360 R1 R2), tap □, hold L2.
#25: Front Flip Lein	Hold (↑ 360 L2 R1).
#26: Back Flip 360	Hold (← or → 360 ↓ 360).
#27: 1080 Spin	Hold ← or → 1080.
#28: 360 Nuclear REACTOR	Hold (← or → 360 L1 R2), tap □.
#29: 720 Stalefish	Hold (← or → 720 R2).
#30: Tail WAG Air to Late NOSEBLEED Air	Hold (R1 R2), tap □, hold (L1 L2), tap □.
#31: Back Flip 360 Flying Squirrel	Hold (← or → 360 ↓ 360 L1 R1).
#32: Front Flip 360 TailGrab to Late UNETHICAL Experimental	Hold (← or → 360 ↑ 360 R1 R2), hold (L1 R1 R2), tap □.
#33: Front Flip 360 Flying Squirrel to Late UNETHICAL Experimental	Hold (← or → 360 ↑ 360 L1 R1), hold (L1 R1 R2), tap □.
#34: 720 Experimental to Late HOLY Crail	Hold (← or → 720 L1 R1 R2), hold (L1 L2 R1), tap □.
#35: Front Flip 360 Method MADNESS	Hold (← or → 360 ↑ 360 L2), tap □.
#36: Misty	Hold (← or → 540 ↑ 360).
#37: Rodeo	Hold (← or → 540 ↓ 360).
#38: Rodeo 720	Hold (← or → 720 ↓ 360).
#39: Front Flip Cross THE ROAD	Hold (↑ 360 L1 L2 R1 R2), tap □.
#40: Double Back Flip Rocket	Hold (↓ 720 L1 L2 R2).

Black Diamond Tricks

#41: Double Front Flip Cross THE ROAD	Hold (↑ 720 L1 L2 R1 R2), tap □.
#42: 900 Tail WAG to Late NOSEBLEED	Hold (← or → 900 R1 R2), tap □, hold (L1 L2), tap □.
#43: Double Front Flip 720 Cross to Late SKINNED Flying Squirrel	Hold (← or → 720 ↑ 720 L1 L2 R1 R2), hold (L1 R1), tap □.
#44: Triple Back Flip	Hold ↓ 1080.
#45: Rodeo Tail WAG	Hold (← or → 540 ↓ 360 R1 R2), tap □.
#46: Back Flip NOSEBLEED To Late Tail WAG	Hold (↓ 360 L1 L2), tap □, hold (R1 R2), tap □.
#47: Double Front Flip 360 Method MADNESS	Hold (← or → 360 ↑ 720 L2), tap □.
#48: Double Back Flip Cross To Late Nuclear REACTOR	Hold (↓ 720 L1 L2 R1 R2), hold (L1 R2), tap □.
#49: Double Front Flip 720 SINFUL Indy to Late Cross	Hold (← or → 720 ↑ 720 R1), tap □, hold (L1 L2 R1 R2).
#50: Double Rodeo	Hold (← or → 1080 ↓ 720).

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2. What game systems do you currently own?

- ☐ Dreamcast
- ☐ Game Boy/GB Color
- ☐ Macintosh G3/G4/iMac
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ PC
  - ☐ Windows 98
  - ☐ Windows 95
  - ☐ Windows 3.1
- ☐ PlayStation
- ☐ PlayStation 2
- ☐ Super NES
- ☐ Tiger game.com

3. What game systems do you plan to buy in the next 12 months?

- ☐ Dreamcast
- ☐ Game Boy/GB Color/GBC Advance
- ☐ Macintosh G3/iMac
- ☐ Microsoft's Xbox
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ Nintendo GameCube
- ☐ PC/Windows
- ☐ PlayStation
- ☐ PlayStation 2
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4. Please indicate which of the following publications you purchase or read at least six times per year:

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- ☐ Expert Gamer
- ☐ Game Fan
- ☐ *GamePro*
- ☐ Gamers Republic
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ Official PlayStation Magazine (OPM)
- ☐ PSExtreme
- ☐ PSM
- ☐ Tips & Tricks

5. Would you like to see more editorial on the following:

Anime	Yes	No
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Board Sports	Yes	No
Clothing/Fashion	Yes	No
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Console Games	Yes	No
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- ☐ Subscribed
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Instant Messaging	1	2	3	4	5

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(For contest details, see page 40.)

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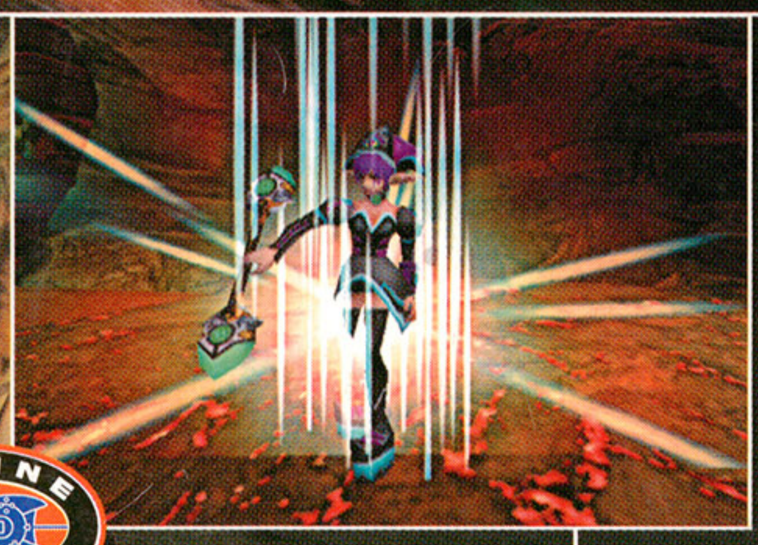



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