ZIFF DAVIS

N64 • GameCube • PS one • PS2 • Xbox • Dreamcast • Handhelds • Arcade

ELECTRONIC GAMING MONTHLY™

Number 139

World Exclusive!

Xbox Revealed...

photos and screenshots inside

OVER 70 REVIEWS!

From the creator of Metal Gear Solid: ZONE OF THE ENDERS

Worldwide wandering with PHANTASY STAR ONLINE

DISPLAY UNTIL FEBRUARY 6

February 2001
$4.99/$6.50 Canada

Games Inside: Fighting Vipers 2 • Grandia II • Sonic Shuffle • Tomb Raider Chronicles • Banjo-Tooie • Star Wars: Episode I Battle for Naboo • Lunar 2: Eternal Blue Complete • Donkey Kong Country

02>

0 14024 06960 8

In a World Ruled By Destiny...

...and torn by conflict

Saviors can be Destroyers.

Summoner © 2000 Volition, Inc. Published exclusively by THQ Inc. Summoner, the Summoner logo, Volition and the Volition logo are trademarks of Volition, Inc. THQ and the THQ logo are trademarks and/ or registered trademarks of THQ Inc. All rights reserved. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

"Summoner is easily the best RPG on the PS2 yet."—Gamespot

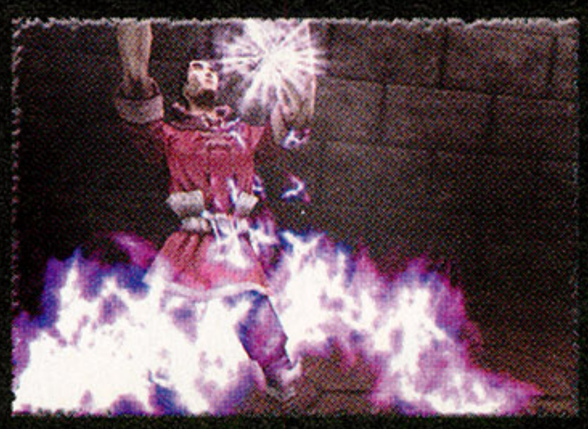
"For all the RPG fans out there, I think you'll be surprised by how engrossing this game truly is."—Game Informer

"If you're expecting a typical console RPG with Summoner, you'll be in for a Major Shock because it's far from it."—IGN.com

PlayStation®2

Summoner™

www.summoner.com



TEEN
T
CONTENT RATED BY ESRB

Animated Blood
Animated Violence

volition

THQ™
www.thq.com

© 2000 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo and "if it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA SPORTS™ is an Electronic Arts™ brand. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Compatible with PlayStation® game console and PlayStation®2 computer entertainment system. The ratings icon is a registered trademark of the Interactive Digital Software Association.

PlayStation®2

PC

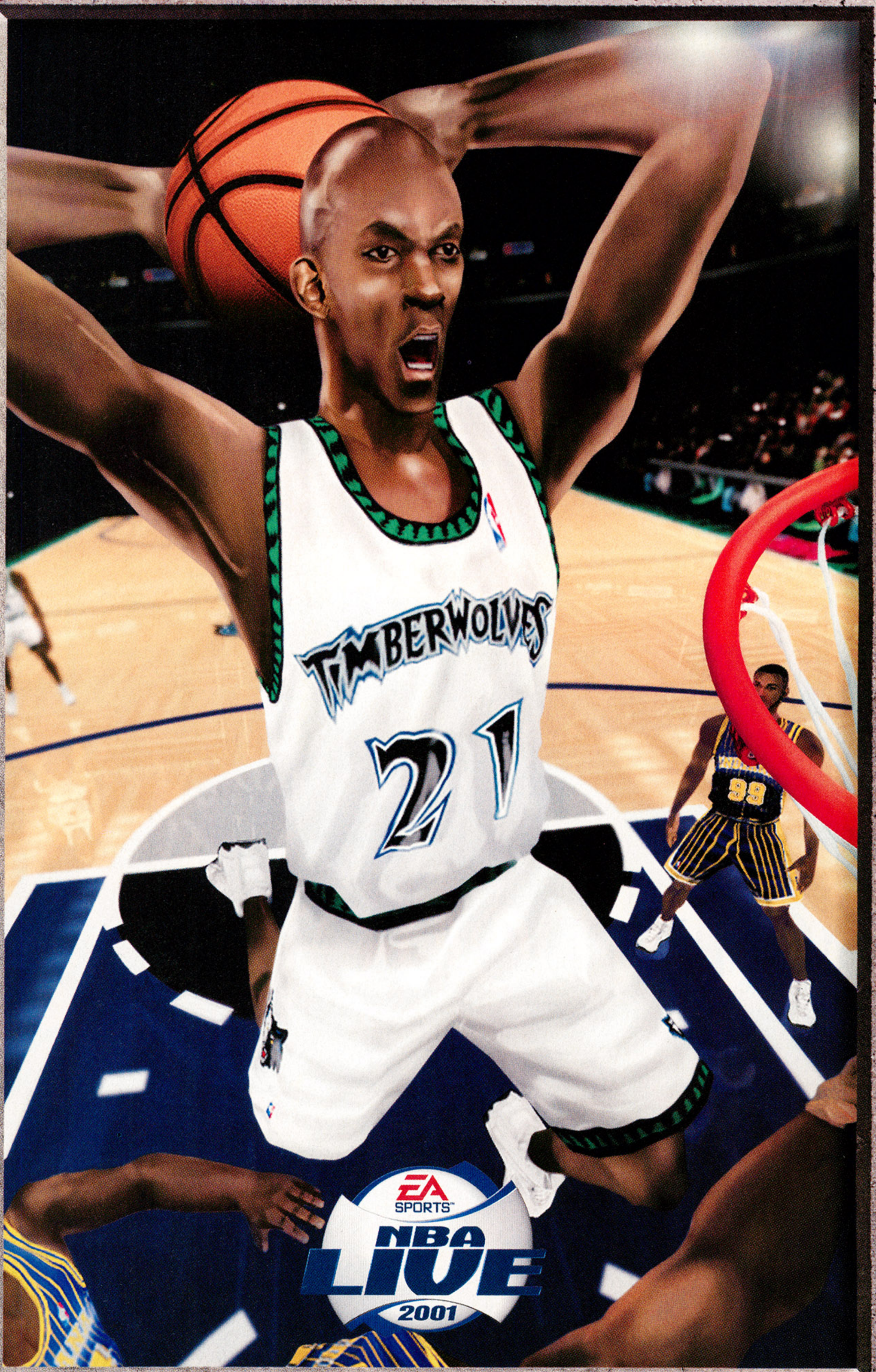
nba.com

OFFICIAL NBA LICENSED PRODUCT

EVERYONE

E

CONTENT RATED BY ESRB



DUNKUS COLLOSUS

BENCH CATAPULTIN' RAINMAKERS. NIGHTY-NIGHT MOVES. AND HOW'D-HE-DO-THAT AIR SHOWS. THINK YOU GOT THAT KINDA GAME?

BRING IT IF YOU GOT IT TO NBA LIVE 2001. THE BASKETBALL DYNASTY FOR THIS CENTURY. NEXT CENTURY. AND THE CENTURY AFTER THAT.

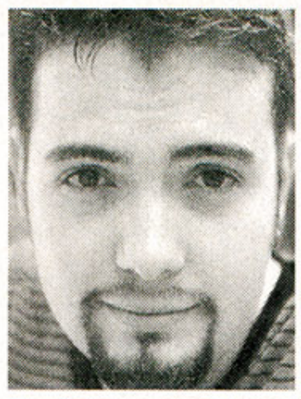
IF IT'S IN THE GAME, IT'S IN THE GAME.™

EASPORTS.COM AOL KEYWORD: EA SPORTS

EDITORIAL

X Marks The Spot

By John Davison • john_davison@ziffdavis.com



After months of hunting around, pestering people and sniffing out information on the Xbox, we were very surprised when the phone rang one November afternoon and a representative from Microsoft asked us if we'd be interested in seeing what the Xbox looks like, how it was designed, and if we'd like to speak to all of the people driving the project. We'd be the first magazine in the world to have the pictures and the info—a bona-fide, full-on exclusive. "F--- yeah!" It's not often that a genuinely huge story of this magnitude just lands in your lap...so as you can imagine we were all pretty excited.

petitor to the established "champions" of gaming, and we wondered whether maybe it would just be a case of 3DO all over again. Having spent a lot of time speaking with the Xbox team though, I think all of us here at *EGM* are in agreement when we say that Microsoft really does "get it." Their passion for games is more than apparent and their ideas of how to revitalize the gaming scene are both refreshing and unique. Much like Sony five years ago, this is a huge company that's taken a long hard look at what is needed... and has since done a damn fine job of catering to that need. No one believed Sony would even touch Sega or Nintendo back in 1995, and look where they are now. Xbox will no doubt have the same kind of impact. Just looking at the number of developers producing games for it is evidence enough. It isn't just PC ports and U.S. PC developers as originally feared...there are topnotch teams from around the globe pouring a lot of resources into established, long-term franchises. You'll be surprised by some of the projects we've learned are on their way to the system. Developers seem to really love the machine and I think the next few months are going to see a lot of activity in the development community as teams switch allegiances, or at least supplement their lineups with Xbox games.

"Much like Sony five years ago, this is a huge company that's taken a long hard look at what is needed...and has since done a damn fine job of catering to that need."

As you've probably noticed if you've been looking around online, there have been a lot of sensationalist stories and expertly designed "fakes" knocking around on the Internet. Xbox, we were told, is a slim chrome and green box that looks like a DVD player. Or it's a weird wedgey, curvy-shaped thing that looks a bit like a CD cleaner. Many even claimed that the X-shaped dev-box unveiled by Microsoft months ago was, in fact, the final design of the machine. A couple of trips to "Area Xbox" in Redmond, Wash., revealed otherwise. Check out our huge cover feature and you can get a glimpse of the future.

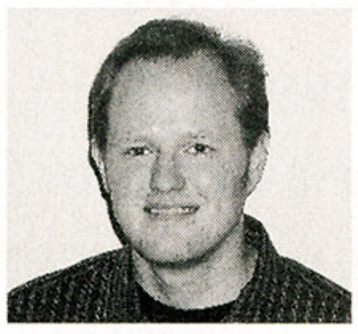
I have to say that up until recently we were all somewhat dubious of Microsoft's sudden interest in gaming. Like many, we had doubts as to whether it would prove to be a truly viable com-

Will Xbox topple the PS2? The next year or so should be very exciting indeed.

John Davison

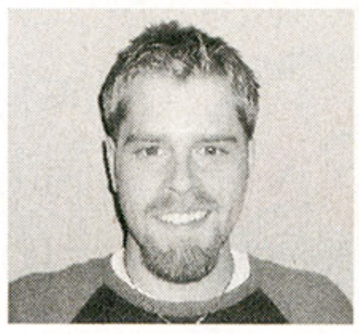
Contributing Writers

Ethan Einhorn



After completing a mountain of hand-held reviews this month for *EGM* and *Pocket Games*, Ethan has finally figured out how to angle his Game Boy Color to see the screen perfectly. On his off-time, he makes gooey horror films with his buddies, shakes to the wild tunes of Samba de Amigo, and watches his PS2 collect dust.

Shawn Smith



As many of you know, Shawn has left the friendly confines of *EGM* to attend Illinois State University. He's taken a real shine to his classes and appears to be well on his way to becoming a full-fledged art director. While still writing for *EGM*, we've been forced to downgrade his status to "Resident Game Boy Game Tester," or R.G.B.G.T. for...er, short.

ELECTRONIC GAMING MONTHLY
Number 14.02
February 2001
www.zdnet.com/egm

Editor in Chief (acting)
John Davison • john_davison@ziffdavis.com
Managing Editor
Dean Hager • dean_hager@ziffdavis.com
Executive Editor
Mark MacDonald • mark_macdonald@ziffdavis.com
Features Editor
Crispin Boyer • crispin_boyer@ziffdavis.com
News Editor
Chris "CJ" Johnston • chris_johnston@ziffdavis.com
Previews Editor
Greg Sewart • greg_sewart@ziffdavis.com
Senior Associate Editor
Kraig Kujawa • kraig_kujawa@ziffdavis.com
Associate Editor
Sam Kennedy • sam_kennedy@ziffdavis.com
Assistant Editor
Jonathan Dudlak • jonathan_dudlak@ziffdavis.com
Tricks Editor
Terry Minnich • tricks@ziffdavis.com
West Coast Editors
James Mielke • james_mielke@ziffdavis.com
Ryan Lockhart • ryan_lockhart@ziffdavis.com
Contributors:
Ethan Einhorn, Dan Leahy, Joe Rybicki, Jeremy "Norm" Scott, Shawn Smith, Gary Steinman, Axel Strohm, Todd Zuniga
Japanese Correspondent
Yutaka Ohbuchi

Senior Art Director
Cyril Wochok • cyril_wochok@ziffdavis.com
Art Directors
Jim Cordano • jim_cordano@ziffdavis.com
Mike Reisel • mike_reisel@ziffdavis.com

Managing Copy Editor
Jennifer Whitesides

Production Director
Carlos Lugo
Prepress Manager
Dave McCracken
Assistant Prepress Manager
Mike Vallas

Project Leader
Mark LeFebvre • mark_lefebvre@ziffdavis.com

Vice President/Game Group
Dale Strang
Creative Director
Michael Stassus • mstassus@ziffdavis.com
Business Director
Cathy Bendoff
Circulation Director
Joan McInerney
Circulation Director
Shirley Viel
Senior Newsstand Sales Manager
Don Galen

SUBSCRIPTION SERVICE NUMBER:
800-779-1174 (U.S. and Canada)
WEB SITE: http://service.egmmag.com
PLEASE SEND ALL SUBSCRIPTION QUESTIONS TO:
P.O. Box 55722, Boulder, CO 80322-5722
DO NOT CONTACT THE EDITORS RE: SUB. PROBLEMS

Advertising Inquiries Contact:
Game Group
50 Beale, 12th floor, San Francisco, CA 94105
Telephone: 415-547-8783
Group Publisher
Lee Uniacke
415-357-4910 • lee_uniacke@ziffdavis.com
Group Associate Publisher
Suzanne Reider
415-357-4915 • suzie@ziffdavis.com
Regional Sales Manager/East Coast Territory
Marc Callison
630-382-9034 • marc_callison@ziffdavis.com
District Sales Representative
Tallie Fishburne
415-357-5226 • tallie_fishburne@ziffdavis.com
Account Executive/East Coast Territory
Emily Olman
415-357-5226 • emily_olman@ziffdavis.com
Regional Sales Manager/Pacific Northwest & Bay Area Peninsula
Ian Sinclair
415-547-4925 • ian_sinclair@ziffdavis.com
Account Executive/Pacific Northwest & Bay Area Peninsula
Mary Gray
415-547-8782 • mary_gray@ziffdavis.com
Regional Sales Manager/Southwest Territory
Karen Landon
760-942-6277 • karen_landon@ziffdavis.com
Account Executive/Southwest Territory
Linda Philapil
415-547-8781 • linda_philapil@ziffdavis.com
Regional Sales Manager/Texas, Washington, San Francisco Territory
Marci Yamaguchi
415-357-4944 • marciy@ziffdavis.com
Account Executive/Texas, Washington, San Francisco Territory
Meighan O'Rourke
415-357-4920 • meighan_orourke@ziffdavis.com
Senior Marketing Manager & Creative Director
Rey Ledda
415-547-8775 • rey_ledda@ziffdavis.com
Marketing Coordinator
Annie Lipscomb
415-547-8248 • annie_lipscomb@ziffdavis.com
Advertising Coordinator
Tipler Ubbelohde
415-357-4930 • tipler_ubbelohde@ziffdavis.com
Sales Assistant
Kristeen Laut
415-547-8778 • kristeen_laut@ziffdavis.com
Sales Assistant
Cheryl Carandang
415-547-8783 • cheryl_carandang@ziffdavis.com

Founder
Steve Harris

ELECTRONIC GAMING MONTHLY (ISSN #1058-918X) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Class Postage Paid at New York, NY 10016 and additional mailing offices. Single issue rates: $4.99. The one year (12 issue) subscription rate is $24.97 in the U.S. and $40.97 outside the U.S. Checks must be made payable in U.S. currency only to Electronic Gaming Monthly magazine. POSTMASTER: Send address changes to Electronic Gaming Monthly, P.O. Box 55722, Boulder, CO 80322-5722. For subscription service questions, address changes, or to order, please contact us at: Web: http://service.egmmag.com (for customer service) or http://subscribe.egmmag.com (to order); Phone: U.S. and Canada (800) 779-1174 or (850) 682-7624, elsewhere (303) 604-7445 Mail: Electronic Gaming Monthly, P.O. Box 55722, Boulder, CO 80322-5722 (please include your mailing label with any correspondence as it contains information that will expedite processing); Fax: U.S. and Canada (850) 683-4094, elsewhere ((303) 604-0518; E-mail (please type your full name and the address at which you subscribe; do not send attachments): egm@neodata.com. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be eproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the the prior written notice of Ziff Davis Media Inc. To reuse any material in this publication, obtain a permission request form at www.icopyright.com/ziffdavis/, or have a form faxed or mailed to you by calling (425)430-1663. © 2000 Ziff Davis Media Inc. All Rights Reserved. Electronic Gaming Monthly and EGM are trademarks of Ziff Davis Media Inc. TM and © for all other products andthe characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 140496720 RT.

Printed in the USA.

Audit Bureau of Circulations

PlayStation.2

SOMETIMES, IN ORDER
TO COMPLETE YOUR JOURNEY,
YOU HAVE TO GO BACK
TO ITS BEGINNING.

LEGACY OF KAIN

SOUL REAVER 2™

Dreamcast™

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

CRYSTAL DYNAMICS

EIDOS INTERACTIVE
eidos.com

Crystal Dynamics, Legacy of Kain: Soul Reaver and the related characters are trademarks of Crystal Dynamics. ©2000 Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are trademarks of the Interactive Digital Software Association.
SEGA ENTERPRISES, LTD. The ratings icon is a trademark of the Interactive Digital Software Association.
Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of SEGA ENTERPRISES, LTD.

A COMM.
POWER
GAME BOY COLOR
Nintendo
SELECT START

Champions come in

all shapes and sizes.

Are you the next champ? Play Mario Tennis™ for Game Boy® Color and find out. Hone your skills so you can earn the honor to challenge the greatest player of all time ... Mario.™ Create a supercharged player on your Game Boy and use the N64® Transfer Pak™ to upload it to get the edge on your friends. The action's fast and furious, so play today.

MARIO TENNIS™

© 2001 Nintendo/Camelot. TM, ® and Game Boy Color are trademarks of Nintendo of America Inc. Game, Game Boy and Transfer Pak each sold separately. www.gameboy.com

EVERYONE E CONTENT RATED BY ESRB

Tues. 5:15. Package being delivered.

EVERYONE

E

CONTENT RATED BY ESRB

"PlayStation" and the "PS" Family logo are registered trademarks and FantaVision is a trademark of Sony Computer Entertainment Inc. © 2000 Sony Computer Entertainment Inc. Fireworks should never be used without proper adult supervision. Follow all appropriate safety precautions. Fireworks are illegal in some states. Please obey your local laws.

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

Fun Factor 5.0

"Buy immediately."

— GAMEPRO, OCTOBER

"...absolutely the best PlayStation game I've ever played."

— OPM, NOVEMBER

"Neversoft has built the ultimate skate game with this sequel."

EGM PLATINUM — EDITORS' CHOICE AWARD — EDITORS' CHOICE AWARD

— EGM, NOVEMBER

bluetorch

DOWNLOAD THE TONY HAWK'S PRO SKATER™ 2 PC DEMO AT WWW.BLUETORCH.COM

PlayStation® Dreamcast. GAME BOY COLOR PC CD ROM

PRODUCTS RANGE FROM EVERYONE TO TEEN — E-T — CONTENT RATED BY ESRB — Mild Animated Violence, Mild Language

© 1999, 2000 Activision, Inc. All rights reserved. Published and Distributed by Activision, Inc. Developed by Neversoft Entertainment, Inc. Activision is a registered trademark and Tony Hawk's Pro Skater and Pro Skater 2 are trademarks of Activision, Inc. Tony Hawk is a trademark of Tony Hawk. Licensed by Sony Computer Entertainment America for use with the PlayStation® game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. © 1989, 1998 Nintendo of America, Inc. Licensed by Nintendo. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD.

"...I believe that Tony Hawk's Pro Skater 2 is the best game of all time!"

— GAMER'S REPUBLIC, NOVEMBER

PSM MUST-BUY

"...it's just so damn fun that you'll always come back for more."

— PSM, NOVEMBER

CREATE YOUR OWN LEGEND

Hawk's back. And this time he's brought new pros (Caballero, Koston, Mullen), new tricks (Bluntslides, BS/FS Noseslides + Tailslides, Hurricanes, Heelflip Varials, Melon Grabs, Airwalks, Judos, etc.) and new technology (Real-Time Skatepark Editor, Create-A-Skater). Build a skatepark in your house. Then shred it (the park, not the house). Build your own pro (mullet or not, you decide). Then compete against the real ones. You'll also find sick new terrain, insane videos and a Career Mode where you earn cash money to move up in the rankings. THPS2, taking you to levels that were once reserved for mere legends.

TONY HAWK'S PRO SKATER 2™

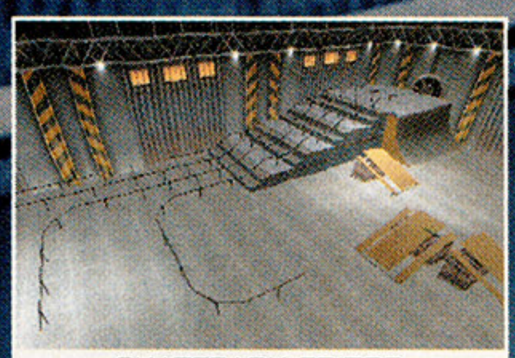
OVERVIEW:

2-PLAYER MODE

2-Player Modes and Single-Player Career Mode

NEW TRICKS + TERRAIN

New Tricks, New Terrain and New Skaters



SKATEPARK EDITOR

3-D Real-Time Skatepark Editor

PlayStation® screen shots shown

FEATURING SKATEBOARDING'S TOP PROS

BURNQUIST / CABALLERO / CAMPBELL / GLIFBERG / HAWK / KOSTON
LASEK / MULLEN / MUSKA / REYNOLDS / ROWLEY / STEAMER / J.THOMAS

INCLUDES HIP HOP AND PUNK SOUNDTRACK FEATURING:
RAGE AGAINST THE MACHINE NAUGHTY BY NATURE PAPA ROACH & MORE

NEVERSOFT

ACTIVISION®

www.activision.com

CONTENTS

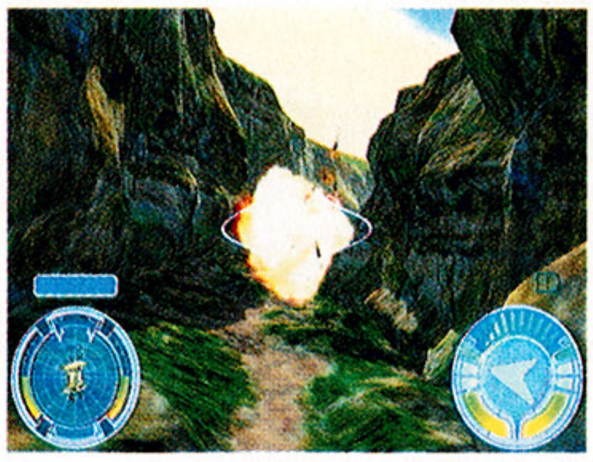
February 2001 Issue 139

Game Directory

92,136 007 Racing
131 4x4 EVO
88 Adventures of Cookie & Cream
66 Agartha
70 Alien Front Online
98 Army Men Air Attack 2
98 Army Men Green Rogue
134 Banjo-Tooie
136,144 Blade
88 Bloody Roar 3
136 Breath of Fire IV
144 Cannon Fodder
129 Capcom vs. SNK
137 Championship Motocross feat. Ricky Carmichael
135 Championship Surfer
140,144 Chicken Run
81 Custom Robo V2
131,144 Dave Mirra Freestyle BMX
102 DDR: Disney's Rave
90 Devil May Cry
131 Dino Crisis
131 Dinosaur
81 Dinosaur Planet
88,132,144 Donald Duck: Goin' Quackers
143 Donkey Kong Country
72 Dreamstudio
104 Dragon Warrior III
142 Driving Emotion Type-S
137 Ducati World Championship
137 Dukes of Hazzard II: Daisy Dukes It Out
140,144 Emperor's New Groove, The
142 ESPN International Track & Field
88 ESPN MLS ExtraTime
88 ESPN National Hockey Night
132 ESPN NBA 2Night
142 ESPN Winter X Games Snowboarding
94 F1 2001
70 Fighting Vipers 2
102 Fist of the North Star
66 Floigan Brothers
129 Grandia II
140 Gundam Battle Assault
140 HBO Boxing
72 Headhunter
64 Illbleed
133 Indiana Jones & the Infernal Machine
141 King of Fighters 99
129 King of Fighters Evolution
130 KISS Psycho Circus
96 Knockout Kings 2001
145 Little Nicky
138 Lunar 2: Eternal Blue Complete
104 Magi Nation
66 Mars Matrix
138 Mega Man X5
135 Mickey's Speedway USA
133 Midway's Greatest Arcade Hits Volume 1
141 Monster Rancher Hop About
132 Ms. Pac-Man Maze Madness
92 NBA Hoopz
96 NBA Live 2001
94 NCAA Final Four 2001
102 Oh No!
90 Oni
66 Outtrigger
100 Persona 2: Eternal Punishment
60 Phantasy Star Online
145 Powerpuff Girls: Bad Mojo Jojo
145 Powerpuff Girls: Paint the Townsville Green
141 Power Spike Pro Beach Volleyball
130 Project Justice
92 Rayman Revolution
138 Razor Freestyle Scooter
141 Ready 2 Rumble Round 2
132 Resident Evil 2
132 Resident Evil 3 Nemesis
145 Road Champs BXS Stunt Biking
135 Rugrats in Paris: The Movie
70 Sega Tetris
141 Sheep
143 Silpheed: The Lost Planet
74 Sin and Punishment
96 Snowboard Heaven
130 Sonic Shuffle
132,139 Star Wars Demolition
72 Soul Reaver 2
143 Super Bust-A-Move
139 Supercross 2001
135 Star Wars: Battle for Naboo
86 Star Wars: Starfighter
133 Super Runabout: San Francisco Edition
90 Theme Park Roller Coaster
133,139 Tomb Raider Chronicles
145 Tony Hawk's Pro Skater 2
1443 Top Gear Dare Devil
70 Typing of the Dead, The
94 Unison
72 Unreal Tournament
94 Warriors of Might & Magic
133 Who Wants to Beat Up a Millionaire
145 X-Men Mutant Wars
131 Xtreme Sports
140 You Don't Know Jack, Mock 2
82 Zone of the Enders

Features

X-Box Exposed Here's your exclusive chance to take a gander at America's first serious contender in the global console wars. We reveal everything about Microsoft's super console—its look, its power and the company's plan to gain the upper hand in the war for your living room. Our photo-filled 18-page cover story starts on **page 108.**



Star Wars: Starfighter This looks like one of the PlayStation 2's most promising games and finally, we got our grubby hands on it. Get the details on this Episode One flight shooter on **pg. 86**.

Soul Reaver 2 Raziel's got a brand-new bag of tricks in his second adventure on the DC. See what goodies Crystal Dynamics has added for all ya'll this time 'round. **pg. 72**

Grandia II The last Grandia was a great game that suffered from one of the worst translations in video gaming history. Can Ubi Soft do any better with the Dreamcast sequel? Did Game Arts produce a worthy successor to one of the best 32-bit RPGs ever made? Check out our review to find the answers to these burning questions! **pg. 129**

Departments

Editorial 6

Letters 22

News 34

Do Sega's future plans include developing games for other systems? *EGM* investigates. We also take VM Labs' Nuon system for a spin and review the first games.

Gossip 44

Previews 58

There's no such thing as a lull in the games industry anymore, and this month we hit you with huge post-holiday previews. Take a look at Z.O.E, PS2 007 Racing, Phantasy Star Online, Soul Reaver 2, Oni, Alien Front Online and more.

Review Crew 128

We continue to try to dig ourselves out of the holiday game avalanche. This month we tackle Banjo-Tooie, Tomb Raider Chronicles, 007 Racing, Grandia II and a whole slew of Star Wars titles.

Tricks 146

The Final Word 153

Now that the *EGM* crew has finally seen the Xbox, find out what they think about Microsoft's wondrous new game machine.

SYSTEM KEY

- Dreamcast
- Nintendo 64
- PlayStation 2
- PlayStation
- Game Boy Color
- Arcade

FREAKY WHAT YOU CAN GET OUT OF A BOTTLE OF SPRITE THESE DAYS.

Under every cap is a chance to win a free Sprite® or RocketCash™–the online money you can use to buy whatever you want from over 100 vendors at Sprite.com. Hope you're thirsty. Obey Your Thirst.®

Sprite.com

RocketCash

©2000 The Coca-Cola Company. "Sprite" and "Obey Your Thirst" are registered trademarks of The Coca-Cola Company. No purchase necessary. See specially marked packages available until 3/15/2001 or while supplies last. Internet access is needed to participate in Sprite RocketCash portion of program. See details online. Each code valued at 20¢ to $1.00. Open to residents of the 50 U.S. states and D.C. Void where prohibited. For complete rules, including how to get a free game piece by mail, call 1-800-616-2653.

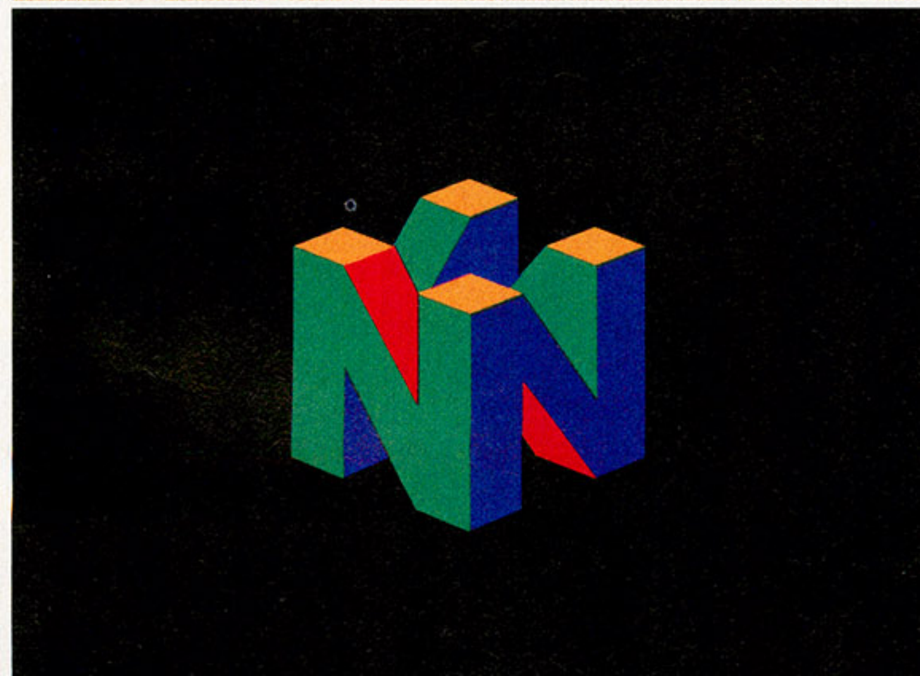
EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief

© 2001 Nintendo. Game by Intelligent Systems. ™ and the "N" logo are trademarks of Nintendo of America Inc. © 2001 Nintendo of America Inc.
www.nintendo.com **Game and System sold separately.**

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.

Leave your enemies shaken AND stirred

MAX STEEL™

COVERT MISSIONS

Dreamcast™

Also available on GAME BOY COLOR

Fight hand-to-hand or with 9 different weapons, including trip wires, repeater guns and sniper rifles.

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

Battle through 28 intense missions in 7 mind-blowing environments.

OAll screen shots are from the Sega Dreamcast game console.

©2001 Mattel, Inc. All Rights Reserved. Max Steel: The series, TM & ©2000 Adelaide Productions, Inc. All Rights Reserved. Under license by Sony Pictures Consumer Products. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Corporation. Game Boy® and Game Boy Color® are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. Licensed by Nintendo.

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
E-T
CONTENT RATED BY ESRB
Animated Violence

MATTEL INTERACTIVE

TREYARCH

T.O.R.U.S. GAMES

www.maxsteel.com www.maxsteeltv.com

AS SEEN ON TV

Unreal™ TOURNAMENT

ALSO GOOD

100 HEAVY-DUTY STAPLES

Unreal™ Tournament ©2000 Epic Games, Inc. All rights reserved. Created by Epic Games, Inc. in collaboration with Digital Extremes. Published by Infogrames, Inc. Infogrames and the Infogrames logo are trademarks of Infogrames Entertainment S.A. Unreal and the Unreal logos are trademarks of Epic Games, Inc. "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Sega, Dreamcast and the Dreamcast logos are either registered trademarks or trademarks of Sega Enterprises, LTD. The ratings logo is a registered trademark of the IDSA. All other trademarks are the property of their respective owners.

MATURE M CONTENT RATED BY ESRB

Animated Violence
Animated Blood and Gore

SECRET LEVEL

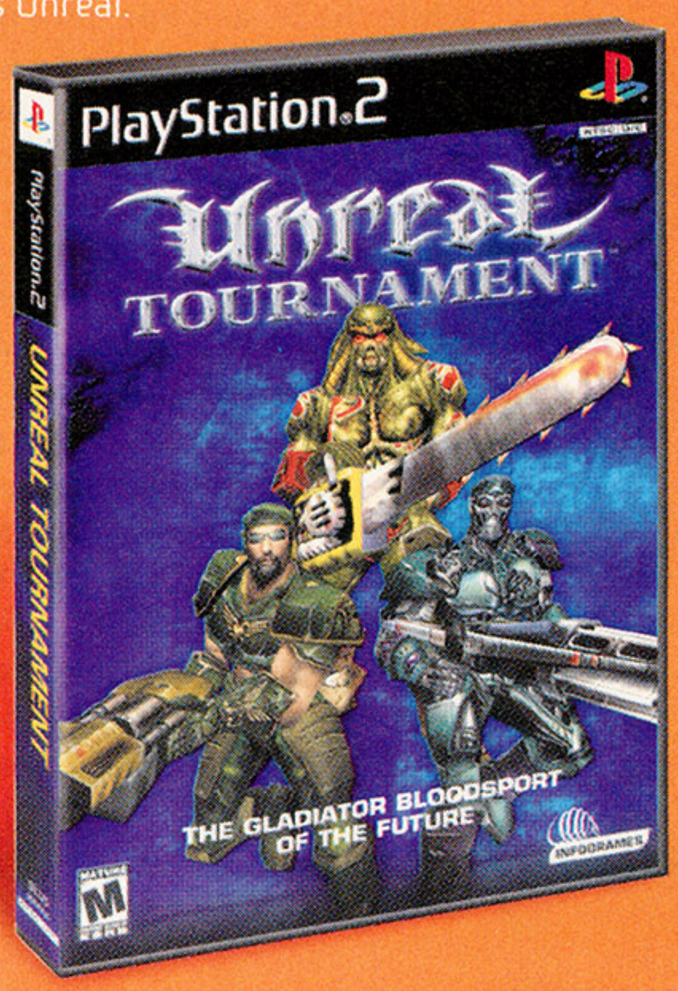
Dreamcast™

PlayStation®2

Get up close and personal in the first-person perspective with over 10 weapons of destruction! Screenshots are from the PlayStation®2 system.

Go online with up to 8 players on your Sega Dreamcast™, play 2- or 4-player split screen, or network 2 PlayStation®2's systems with i.LINK™.

Experience dazzling graphics and a multitude of maps and weapons – all in a frame rate so fast it's Unreal.



Unreal™ Tournament's fast and furious, single and multiplayer experience comes to life on PlayStation®2 computer entertainment system and Sega Dreamcast.™ Lead your team of virtual teammates against the deadliest gladiators in the galaxy. Mind-blowing realistic 3D graphics. High-octane game-play. Totally Unreal combat action. Just be sure not to lose your head.

Letters to the Editors

LETTER FACTS

- Inmate correspondence: 13
- New rebuttals to B.J. Hill: 19
- # of game ideas offered: 76
- Ratio of Dragon Ball Z art to other letter art: 16:1
- # of DBZ art submissions that will *ever* make it into *EGM*: 0

LETTER OF THE MONTH

Self-Proclaimed "Fat Ass" Embraces Xbox

Does it really matter if the Xbox is a legit console or a low-end set-top PC? *EGM* itself has expressed the fear (concern?) that the unit may be nothing more than a port machine. Yet, the Review Crew is quick to fault console games ported from the PC for only "getting most of the big stuff," "disappointing fans of the PC version," even saying that to get the fullest experience one should purchase a USB mouse and/or keyboard.

I have always considered myself a console gamer, but I do enjoy PC games. I appreciate their depth and visual superiority. It is the interface I cannot get used to: an "ergonomic" office chair, my face 2 feet from a 17" display, trying to remember the layout of a keyboard some developer felt the need to use every button on. (What IS that all about, anyway?) Until recently, the transfer of these PC games to a console meant much fat-trimming for hardware reasons, and the unavoidable "dumbing-down" for an audience that somehow became labeled with short attention spans and no desire to read an instruction manual. I am now fed up. I say give these PC developers a standard piece of hardware (not this piecemeal mix-'n'-match hardware most PCs are made of) and let them go to town...don't discourage new content, but do not refuse to let them bring over the hot stuff, either! Give me the opportunity to lay my fat ass on my couch in front of my 36" WEGA and play Civilization or Planescape or SWAT (or whatever) in its true unadulterated form, and let me do it on the Xbox. It's what we all want, right? All the "big stuff," no disappointment for the PC fans, right? I do not fear the Xbox...I welcome Microsoft to the jungle with open arms. Just one thing to the developers: Can you map all the button presses onto a controller for me? I can't work a keyboard under pressure, and I like to have a free hand to eat Doritos with while I play.

Name withheld by request
Farmington Hills, MI

"It's what we all want, right? All the "big stuff," no disappointment for the PC fans, right? I do not fear the Xbox. I welcome Microsoft to the jungle with open arms."

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Alloy Arcade Stick (DC) or a SharkPad Pro 64² (N64).

See page 157 for official rules.

While the DC and PS2 have narrowed the gap, there will always be a difference between console and PC games. Control is a big issue in bringing PC titles to the living room: Should developers dumb them down so they fit on a control pad or require the purchase of a keyboard and mouse? Also, since console gamers sit on a couch away from their TV, instead of up close to a computer monitor, games that rely on fine detail (like many real-time strategy titles) don't work as well.

So how do we handle PC conversion titles? *EGM* is now the only major multiplatform magazine out there that still focuses exclusively on the consoles, and we review games from a console gamer's perspective. When we score games, we rate them against other games for that system and console games in general, and not against their PC counterparts.

But the Review Crew doesn't live in a vacuum (except maybe for Greg): Most of us play PC games now and then, just like many of you. And if a game loses something we think could have or should have been included from the PC version, we'll let you know. As for Xbox, it sounds like Microsoft is gonna take your advice—encouraging new content but not refusing the hot stuff either. Check the feature for more details.

Man Demands "A Virtual Reality"

Did you know that everyone is all excited about the new systems (i.e., Xbox, Nintendo Gamecube, etc.)? But what happened to the Virtual Reality? Is it true that a company is going to release a Virtual Reality in 2001? I hope that a company creates a Virtual Reality so that we could be in our own game.

Rob Halstead
robb15rules@yahoo.com

Sure Rob, we all want to know what happened to the "Virtual Reality." We are as clueless as you when it comes to the status of such a reality, as well as who may bring it to us. Oh, and thanks for the hot news scoop that everyone is all excited about the new systems, we couldn't get a read on that one. Please continue to send us these breaking news stories as they stream in.

Debate Rages Over Controller Removal

I am having a problem with my wife for which I hope you could offer your vast knowledge. We own an Atari 7800 and it still provides us with a lot of entertainment. However, when it comes to taking care of it my wife seems to go a little overboard. She takes to putting a towel over it to protect it from the dust, which I guess I can see to a point, but the thing that really gets me is that she insists on taking the controller out of the 7800 every time she's done playing it. I say that taking the controller out of the socket every time would eventually break or damage the pins inside the 7800 or damage the holes on the end of the controller itself. She says this is nonsense and that the reason she does this is to make the living room look

The Most Wanted Speakers

for Your Sony® PlayStation 2™ Console

Add personalized Virtual Dolby Digital® 5.1 audio to your console gaming at home or on the road. Get the PlayWorks™ PS2000 Digital speakers - **make your friends blue with envy!**

CAMBRIDGE SOUNDWORKS PLAYWORKS

PS2000 Digital

©2000 Creative Technology Ltd. All brand or product names listed are trademarks or registered trademarks and are property of their respective holders. If you're not on the net, give us a call at 800.998.1000 for more information.

EAX™ VIRTUAL DOLBY DIGITAL®

CREATIVE®

PERSONAL DIGITAL ENTERTAINMENT *Starts Here.*

Visit **www.creative.com** for more information.

BRAKES ARE FOR SISSIES.

EVERYONE
E
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating information.

PlayOnline.com Published by Square Electronic Arts L.L.C.

© 2000, 2001 SQUARE/ESCAPE. SQUARE SOFT and the SQUARESOFT logo are registered trademarks of Square Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. DRIVING EMOTION TYPE-S is a trademark of Square Co., Ltd. Honda, Civic, Honda S2000, Integra and NSX names and emblems are trademarks of Honda Motor Co., Ltd. and American Honda Motor Co., Inc. Depiction of names, marks, and shapes of exterior and interior of the cars in this game are licensed to SQUARE Co., LTD. by Honda Motor Co., Ltd. and American Honda Motor Co., Inc. Official American Honda Motor Co., Inc. Licensed Product. All cars, manufacturers, names, brands, and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved.

DRIVING EMOTION TYPE-S™

Simulate the sensation of driving as closely as possible.

That was our goal. Technology has finally caught up with our ambition and racing will never be the same.
Everything, from the exterior and interior form and distinct behavior of the cars to the racing circuits,
has been painstakingly recreated using data provided by manufacturers and drivers.

DRIVING EMOTION TYPE-S
Setting the new standard for racing games.

PlayStation®2

SQUARESOFT

PICK A WORLD
WE'LL TAKE YOU THERE

LETTERS

EGM@ziffdavis.com

Send us your thoughts, your wishes, your innermost weirdness...your pictures, crazy screenshots or photos of bizarre game-related moments.

"less cluttered," and that taking the controller out protects it from the dust (she's a little nutty like that). What do you guys think (besides obvious jokes referring to my wife)?

Todd Niver
tniver@rochester.rr.com

Well first of all, take some WD-40 and lube up the...oh wait, no obvious jokes about your wife? All right then. A few editors own 7800s and have never had controller problems, at least not from pins bending. So we assume it will be fine as long as you are careful. But just to be all certain and scientific about it, we put a badger in our game closet under the watchful eye of our resident scientist Sewart, and rigged it so every time the badger plugged and unplugged the 7800 controller he received food or (ahem) attention from a lady badger. Last time we checked, the badger had eaten the 7800, and Sewart's eyes were the size of dinner plates. Hope that helps.

Home Drooler Wants Online "Soul"

On Sept. 7, 2000, when SegaNet opened the doors for online gaming and raised the bar for all console makers out there, I was at home drooling, playing NFL 2K1. It was an experience unlike any other in video game history: To play somebody hundreds of miles away, on my TV, was a great feeling. I just keep asking myself one question: Has Sega overlooked one of the biggest titles ever to hit a Sega system? The fans are screaming for it, and Sega, or Namco, doesn't seem to be responding. I am, of course, talking about Soul Calibur. Where is Soul Calibur Online edition? I, and many other people out there, would pay the $50 again and buy the same game with online capabilities. It is the best fighting game ever to hit a home system, and it would kick ass to be able to play people all over the world. Please give me good news, and if you don't have any, lie to me!

Travis
Trav43@home.com

C'mon Travis, we could never lie to you. We'd fork over the cash again, too, in a second, although the game would probably need a broadband connection to move at an acceptable speed.

Any kind of Soul Calibur follow-up would be Namco's call, and it doesn't look like anything is on the horizon, at least not online and for the Dreamcast. We keep hearing rumors of an

"Where is Soul Calibur Online edition? I, and many other people, would pay the $50 again and buy the same game with online capabilities. It is the best fighting game ever to hit home..."

YOUR TOP FIVE SPORTS GAMES

1. NHL 94
2. Tecmo Super Bowl
3. NBA Jam
4. NFL Blitz
5. Madden NFL 2000

Brian Ziak
Beeman65@aol.com

1. Virtua Tennis
2. NBA 2K1
3. NFL 2K1
4. NHL 94
5. SSX

Brian Vines
bvdreamstation64
@hotmail.com

1. Madden NFL 2001
2. NHL 98
3. Tecmo Super Bowl
4. NFL 2K1
5. PGA Tour Golf

COOP85@aol.com

1. Blades of Steel
2. Tecmo Super Bowl
3. Baseball Simulator 1.000
4. Super Dodgeball
5. NBA Live 95

Daniel Bendorf
daniel@bendorf.com

1. NFL 2K1
2. NBA 2K1
3. NHL 2K
4. Tecmo Super Bowl
5. Tony Hawk's Pro Skater

UrUgLy715@aol.com

1. NFL 2K
2. Tony Hawk's Pro Skater 2
3. Madden NFL 2001
4. NBA 2K1
5. Extra Innings

Jordan Bellamy
AstroCreep85@webtv.net

1. Tony Hawk's Pro Skater
2. Virtua Tennis
3. NFL 2K1
4. Wave Race 64
5. Jet Moto

Brian Whipple
SlothBorn@aol.com

1. Tecmo Bowl
2. NFL 2K
3. NBA 2K
4. Madden NFL 2001
5. NBA Jam

J2daZ@cs.com

1. 1080 Snowboarding
2. All-Star Baseball 2001
3. NBA Live 2000
4. NBA Showtime (Arcade)
5. NFL 2K1

Dave K
football7_2002@hotmail.com

1. NFL 2K1
2. Madden NFL 2001
3. NBA 2K1
4. Virtua Tennis
5. All-Star Baseball 2001

Jason Diley
j.diley@worldnet.att.net

1. Madden NFL 2001
2. All-Star Baseball 2001
3. Double Dribble
4. Ken Griffey Jr.'s Winning Run
5. NFL 2K1

Joel Compean
bronxbomber51_2@yahoo.com

Question of the Moment

Did you have a positive or negative launch day experience?

Positive, but the other end of the line got to watch movies to pass the time!

Gamester990@aol.com

Positive—I stayed at home and played Virtua Tennis and read my new December issue of *EGM*. Plus I recently purchased Tony Hawk's Pro Skater 2 (DC version) and still have $260 in the bank! That's about a year's worth of online gaming for my Dreamcast. Very positive PS2 launch for me.

Benjamin Bishop
tennisbumbishop@yahoo.com

I had a very, very pleasant PS2 launch day at home playing Majora's Mask on my N64 and dreaming of Gamecube!

Evan M Rosebrock
eman_1010@lycos.com

It was the greatest day of my life! I went to Toys 'R' Us and I asked for one and they gave me the last one. When I got home I almost cried at the most amazing graphics ever. Ps2 forever!!

michael galvez
mikeodb1@hotmail.com

I had a negative PS2 launch day. All the PS2s were sold out so I bought a shiny new Dreamcast. Take that Sony!!

Azul11mirada@aol.com

Hmm...a little sore from sitting on the ground outside of Target. But a four-player game of Street Fighter EX 3 cured all of that.

Mr-Wega@webtv.net

I got mine in the mail on the 25th. On launch day I was playing SSX and Timesplitters.

Red Neck
billy_bob_jo_jack_tom_bob@hotmail.com

Next month's question of the moment:

What's your first impression of the Xbox?

Send your short but sweet responses to: EGM@ziffdavis.com with the subject heading:
boxy

©2000 ESPN, Inc. espn.com

Keep Clear of Power Lines

WINTER X GAMES ✚ Safety First

February 2–6 Mount Snow, Vermont ESPN ESPN2 ABC

PLAY THE WINTER X GAME ON EXPN.COM

You can write EGM at:

EGM Letters
P.O. Box 3338
Oak Brook, IL 60522-3338
e-mail: EGM@ziffdavis.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

LETTERS

arcade/PS2 sequel, but nothing substantiated. As far as the online aspect goes, Namco has commented they would like to explore the new medium, with Ridge Racer and maybe Tekken, so perhaps Soul Calibur will get the treatment as well somewhere down the line. Please? Namco, are you listening?

Thin Walls Prevent Spinning Piledrivers

Hello, I am a gamer with a somewhat complex problem: I live in an apartment with thin walls. Although I enjoy playing Dragon Force and various other old-school games, some of my neighbors do not. I try to be fair about it and turn down the sound during late-night or early-morning hours. To complicate matters, there are many dogs in our surrounding neighborhood. These dogs, having excellent hearing, often react by barking while I'm playing. Even though I have the sound so low that I cannot hear my games, the dogs still bark. Other tenants and surrounding neighbors complain about my playing. I admit I do play often. I'm sure you understand. Anyway, their words are not kind and many consist of four letters. They discuss my lifestyle and need for an occupation. I do have a job, but I do not seem to work enough to please my neighbors. Maybe I could buy some headphones so that only I could listen to the sweet sounds of Legendra or a spinning piledriver.

I cannot afford to move right now so that is not an option. I do not expect you to solve my problem. I just want your input on what you think is fair for myself and my neighbors. I am curious to hear what my fellow gamers have to say. I will incorporate these suggestions and make a decision.

The Apartment Gamer
Fresno, CA

A "complex" problem? "Complex"? Hehahah, oh Apartment Gamer, you scamp! We know of no California statute that covers loud gaming, but a trusty frying pan at your side is always a safe bet with *unruly* neighbors plotting against you. Physically violent solutions aside, your idea about the headphones is the obvious choice, at least until you can move on up to a de-luxe apartment in the sky.

SHORTS

From those with very little on their minds.

Think about this: In 2010, Microsoft will release the Xbox 3 and call it XXX box.

dean pontikos
dreamcat918@sega.net

Hey right on man, XXX, we get it.

Your magazine spelled backward is YLHTNOM GNIMAG CINORTCELE...I'm on to you.

David Stults
worker26@webtv.net

Cool, we've been trying to think of a new name, now we're set. But we're not sure what you're on(to).

Inmate Reportedly Not "Blown Away"

Another month, another great issue, and another letter from your friendly neighborhood correctional facility.

I see all the crap going on with the PS2 launch and I just don't get it. I don't doubt it will turn out to be a worthwhile system to own—the massive support from game makers almost guarantees that—but I haven't seen anything about the hardware to suggest it's the next wave, or for that matter, any games that blow me away.

And $299! What are people seeing that makes it worth standing in line for hours to plop down that kind of grip for this thing? Is it the DVD thing? Has everyone forgotten how often they used the PS one to play CDs? It's just too damn inconvenient, especially with dedicated DVD players so reasonably priced this holiday.

If I get the hell out of here I'm going straight for a Dreamcast. I can (if I shop around) get a DC sports pack, joypads for *three* friends (no multi-tap required, thank you) a great game and probably a launch classic for the same $299.

Toby J. Allen
inmate #1003148
Farmington Correctional Center
Farmington, MO

$299 is indeed a lot of "grip," Toby. However, the PS2 is a serious machine, much more suited for integration into home entertainment systems than its older brother ever was. And with the wireless remotes available, convenience is a non-issue. Of course there's no denying the DC is a great system, enjoying some of the best games ever, and a fantastic value at $150. Each system has its merits. With regard to "If I get the hell out of here I'm going straight for a Dreamcast," we hope a) you wait until the state deems it appropriate you "get out," not on your own initiative, and b) when you "go for" your DC, you have the appropriate amount of cash to give the retailer in exchange for it.

LETTER ART

WINNER Segio Garzon
Orlando, FL

Congratulations! Your prize is on the way—an ASCII Specialized Control Pad for the PlayStation.

It features rapid-fire controls for all buttons and slow motion for those intense moments.

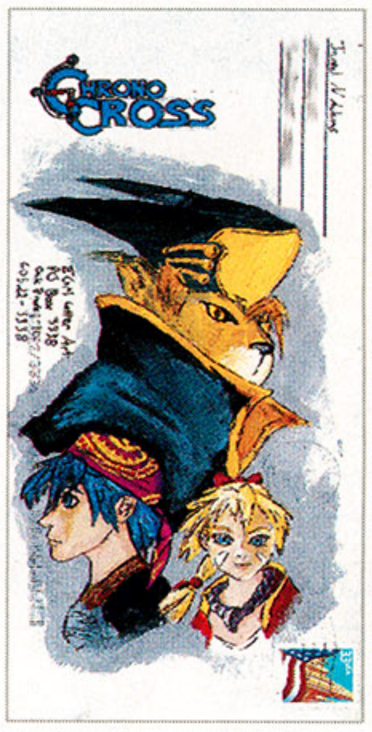
Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art
PO Box 3338
Oak Brook, IL
60522-3338

(All entries become the property of Ziff Davis Media Inc. and will not be returned!)

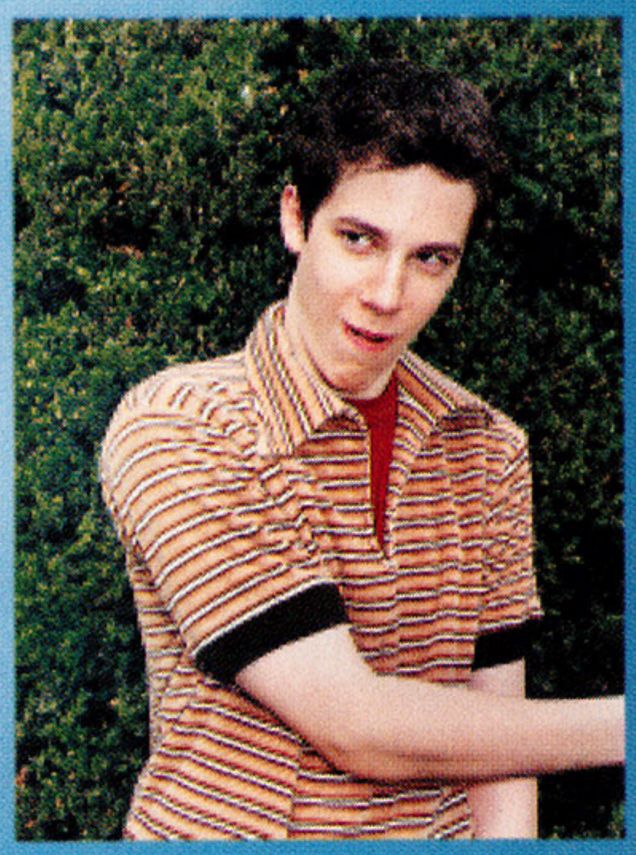
Close, but no controller

Bad luck to these guys... better luck next time. Feel free to e-mail us artwork as well.



Jared N Adams
Springfield, VT

James De Leon
Waukegan, IL



Start

Polaroid i-zone

Some things are better when you put them together. The Polaroid i-zone two-in-one Digital and Instant Combo Camera. It's the perfect mini-sticky-picture taker plus digital, uploadable, send to your friends on the internet for a good laugh camera, from Polaroid.

© 2001 Polaroid Corporation, Cambridge, MA, owner of the trademarks "Polaroid" and "Polaroid i-zone (and design)". Photo size 1"x 1.5". Photos shown are illustrative.

i-zone.com

Fear Effect 2: Retro Helix is a trademark of Eidos Interactive, Inc. ©2000 Eidos Interactive, Inc. Eidos, Eidos Interactive, and the Eidos interactive logo are trademarks of Eidos Interactive. Kronos is a trademark of Kronos Digital Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

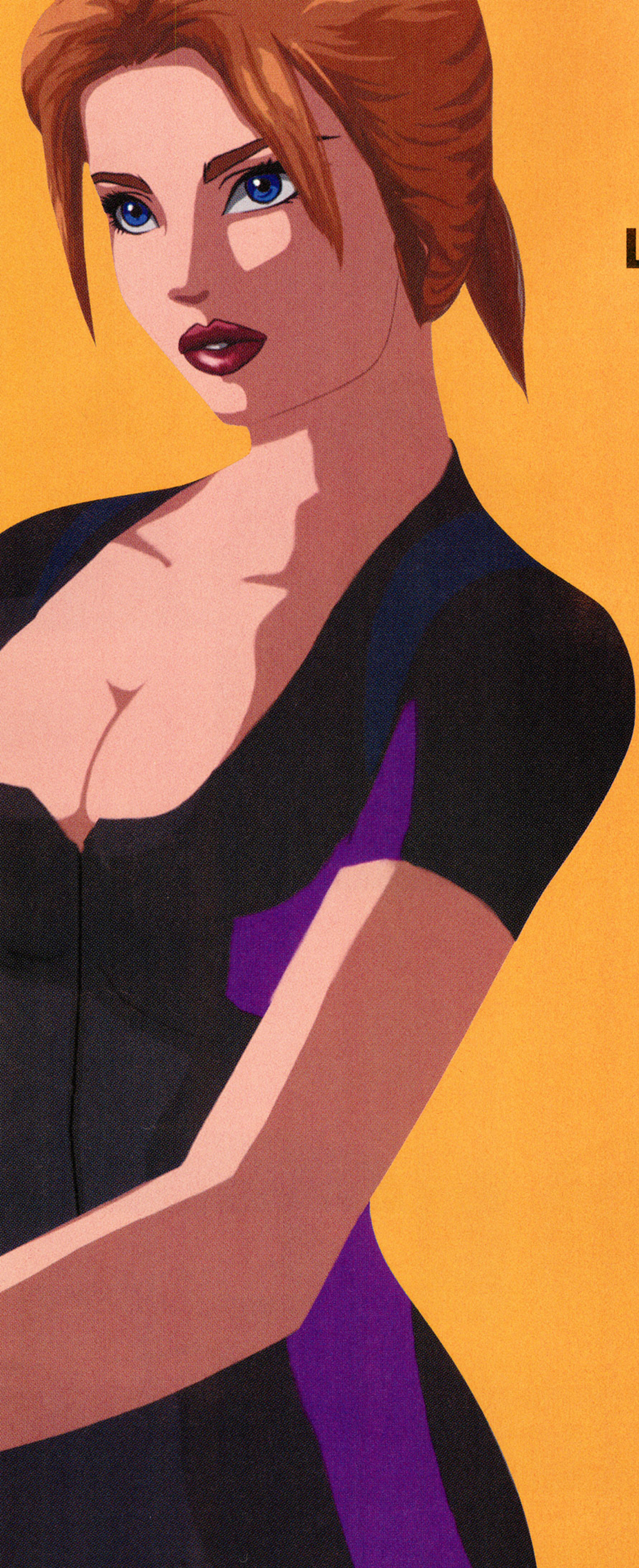
MATURE
M
CONTENT RATED BY ESRB

Animated Violence
Animated Blood and Gore
Suggestive Themes

PlayStation

KRONOS
DIGITAL ENTERTAINMENT INC.

EIDOS
INTERACTIVE



THESE TWO LADIES PUT THE ASS IN ASSASSIN.

New Motion FX 3D technology makes for the most breathtaking animé ever seen on a gaming console.

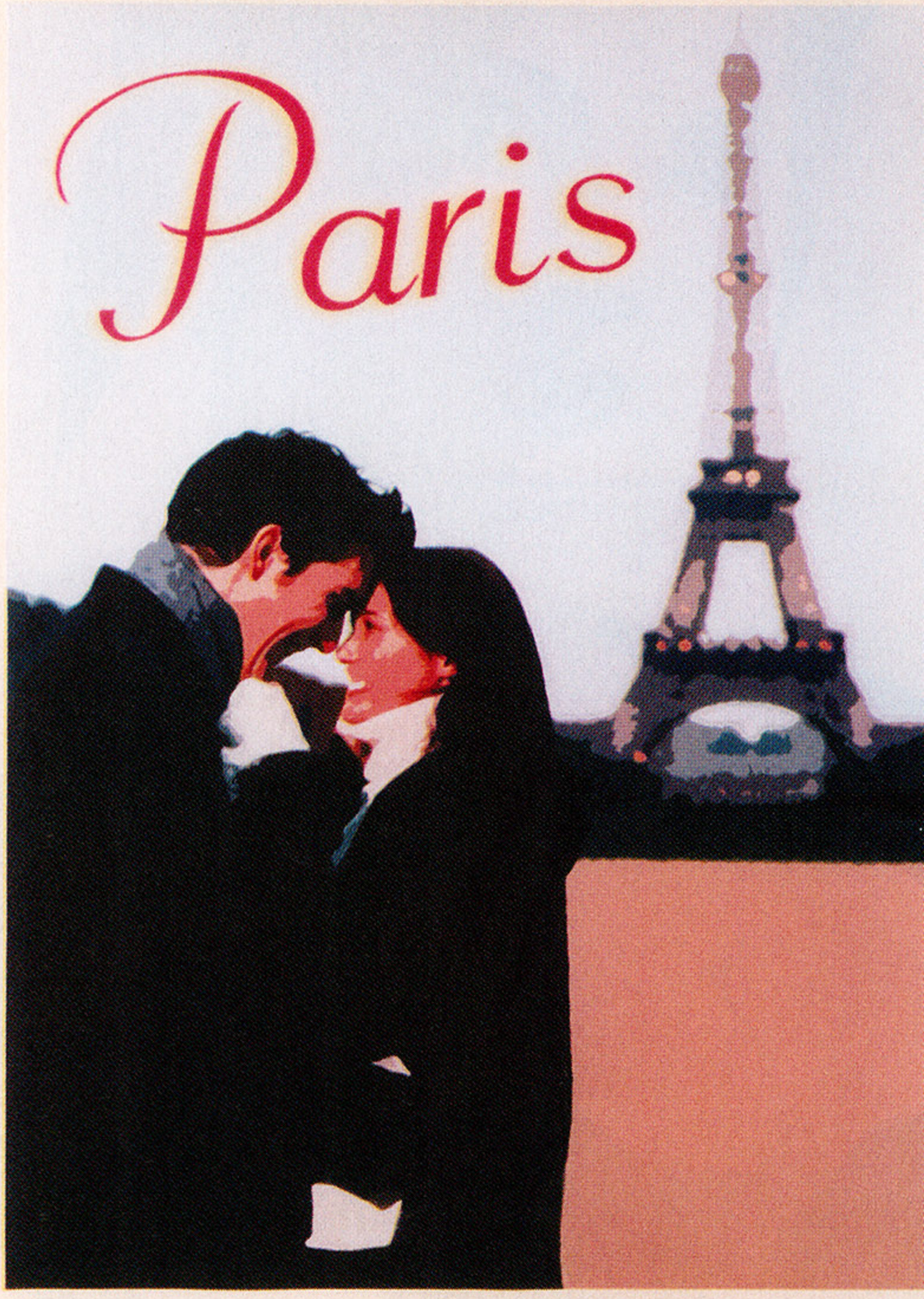
Enemies react with cunning AI as you try to obliterate them with an expanded arsenal of deadly weaponry.

Gameplay and cinemax stream seamlessly straight off the CD, eliminating load times after death sequences.

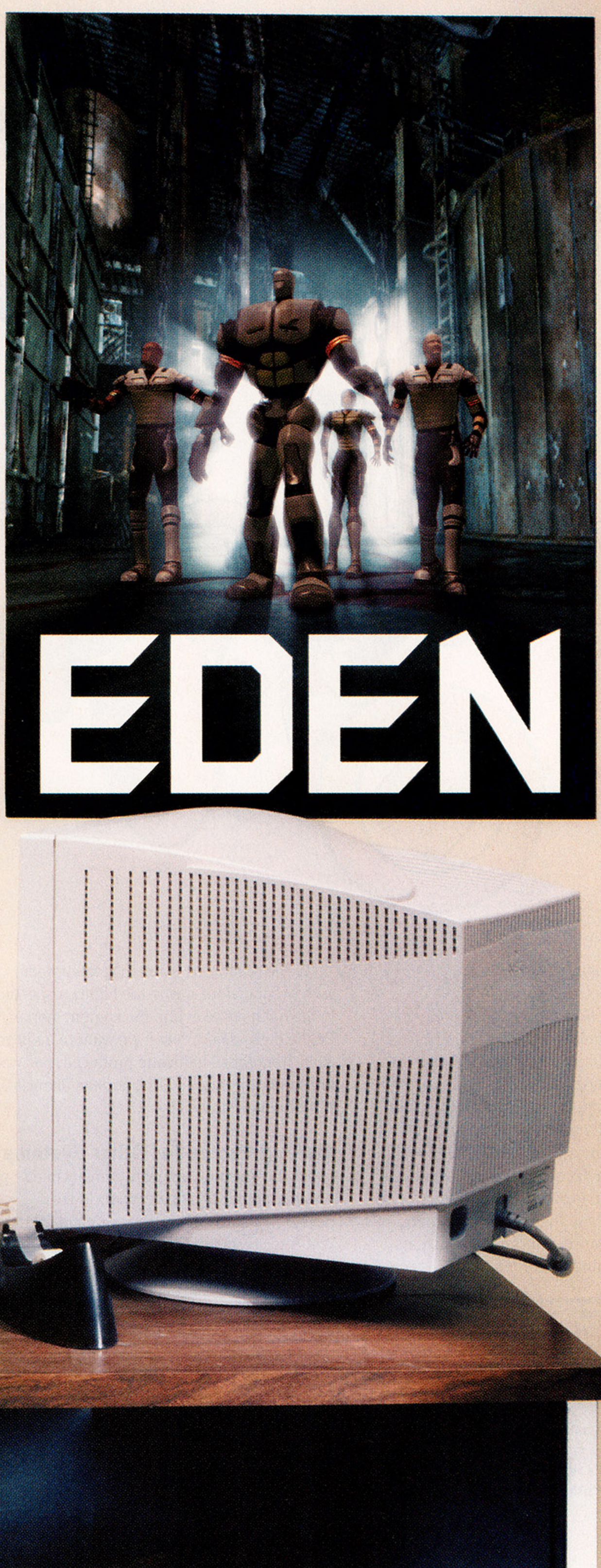
fear effect 2

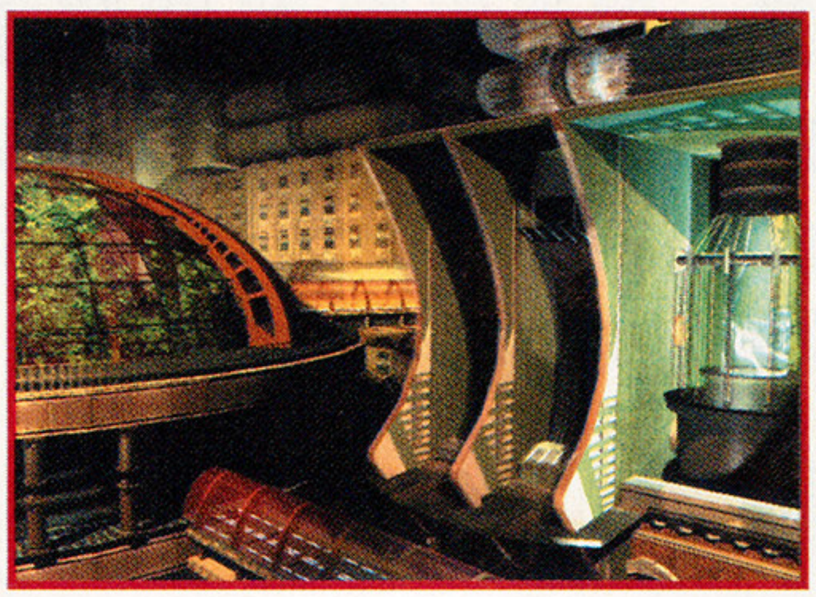
RETRO HELIX

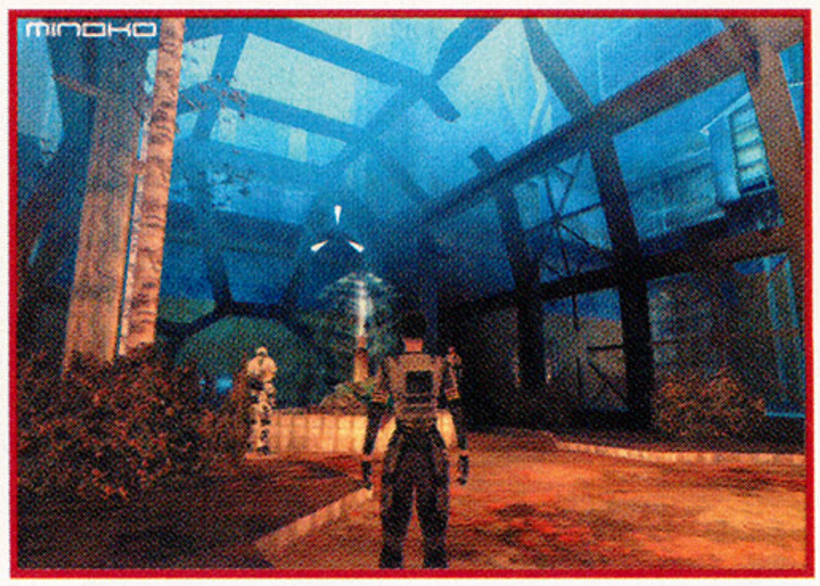
www.feareffect.com



EIDOS INTERACTIVE
CORE
RATING PENDING RP CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800- 71-3772 for more info.
PC CD
PlayStation 2







PROJECT EDEN

Enjoy your stay in paradise.

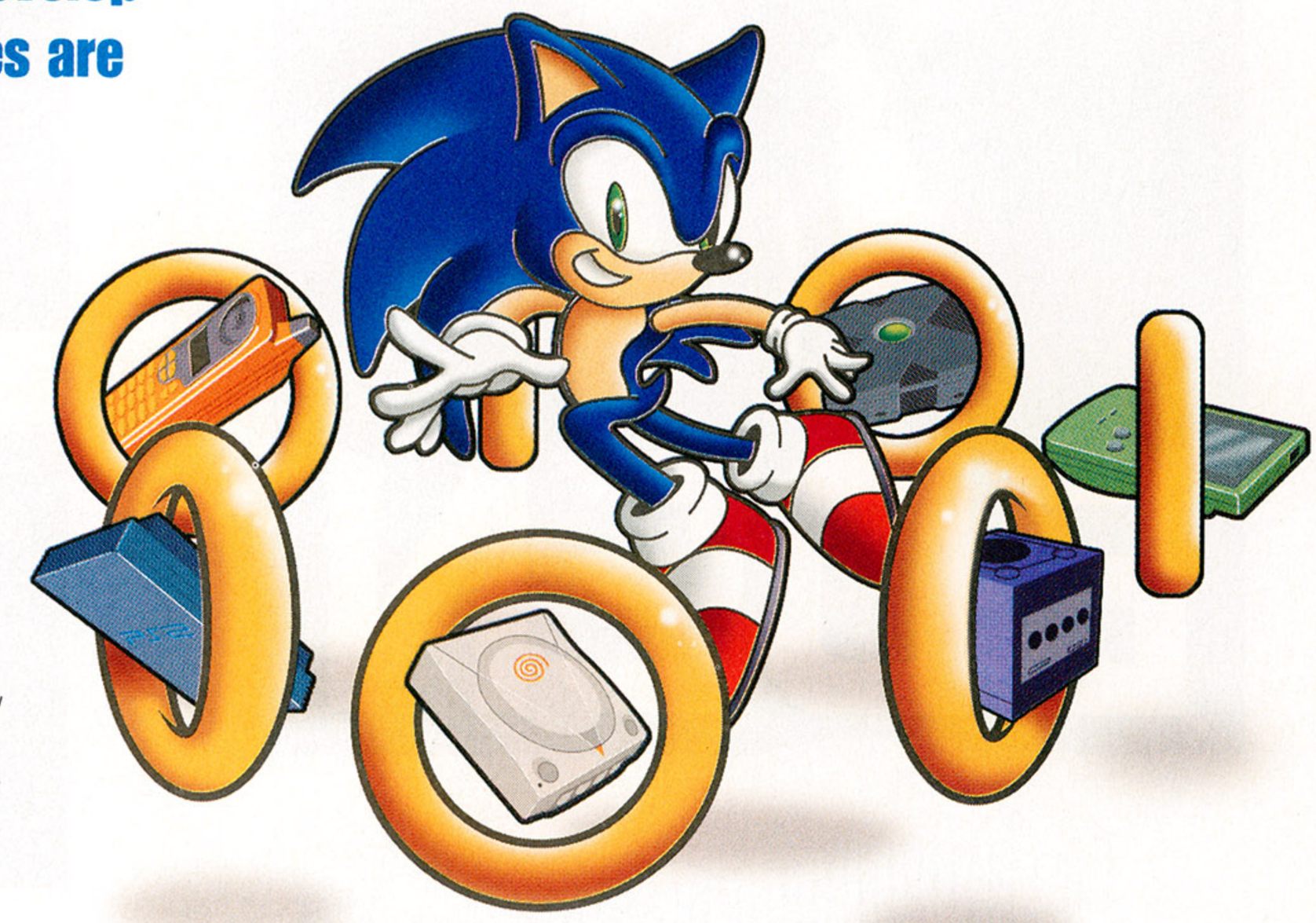
www.eidosinteractive.com

©2000 Core Design, Ltd. Core Design, the Core logo, and Project Eden are registered trademarks of Eidos Interactive, Inc. "PlayStation" and the "PS" family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

By Chris Johnston chris_johnston@ziffdavis.com
& Jonathan Dudlak jonathan_dudlak@ziffdavis.com

Platform Jumping

Rumors that Sega will develop games for other consoles are finally answered

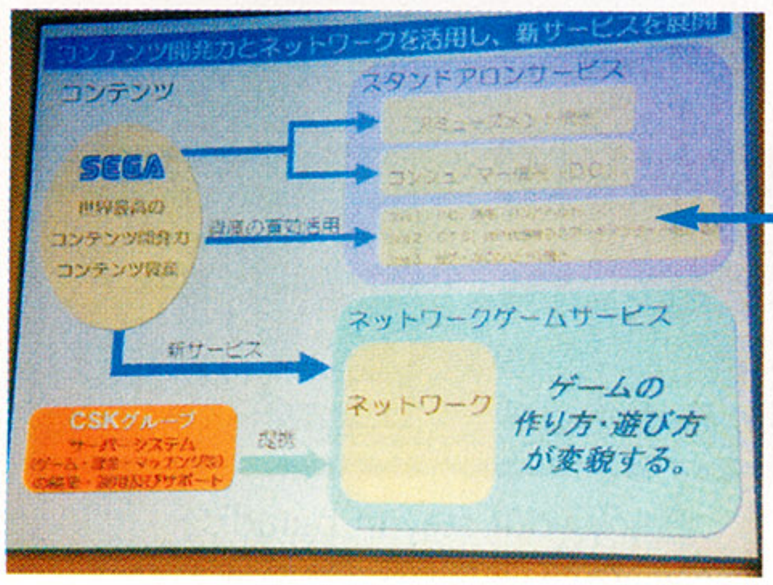


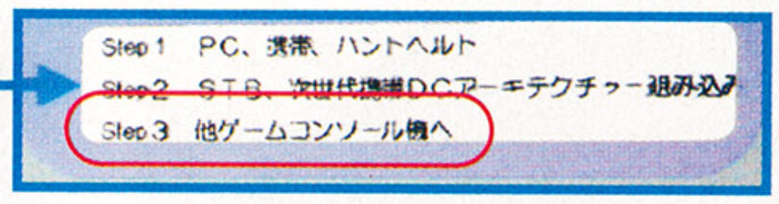
If there's one thing Sega's known for worldwide, it's making great games. But that hasn't saved them from financial stress. Sega was named "least profitable company in Japan" for the first half of fiscal 2000 by the Nihon Keizai Shimbun, ranking even below a milk company responsible for 14,000 cases of food poisoning. That's right, Sega would have lost less money dealing infected milk to several thousand unsuspecting Japanese than selling its video game hardware and software worldwide. So now the company's brought in some new people, come up with new product ideas and adopted a restructuring plan that will, if all goes well, eventually put its focus on content instead of hardware.

The Plan

A low price point and a string of excellent games—Shenmue, Skies of Arcadia, Quake III, Jet Grind Radio, NFL 2K1 and more—made the DC a strong alternative to those who couldn't get their hands on a PS2 this past holiday season. Charles Bellfield, Director of Corporate Communications for Sega of America, told *EGM* that Sega saw an 82% increase in hardware sales for the first week of December, which he attributes largely to being in the right place at the right time. But despite strong U.S. sales, the Dreamcast continues to struggle in Japan, where consistent and staggering losses have forced the company to take action.

In November, Tetsu Kayama, formerly of Marigul (a Nintendo-supported development house) and Toshimichi Oyama (previously in charge of IBM Japan's e-strategies) joined the company to develop its new business strategy: to become the world's leading network game service provider by 2003. At that point, Sega envisions, the company will be split into three main businesses: "1) online network video game content 2) narrow and broadband electronic services to the online community, and 3) location-based entertainment centers featuring Sega's unique content."





The proof is out there—this slide was part of a presentation for gaming journalists in Japan held in November. Step 3 clearly states (in Japanese) that part of Sega's future does include development for "other game consoles."

"We've reinforced our management team with two individuals who are highly respected in the online market and the content market," Bellfield explained, "what we want to do is get away from those hardware product cycles which are crucifying this industry, not just financially, but creatively as well."

Making Games For Other Systems

But the question on every gamer's mind right now is whether this new plan includes developing software for competing platforms. Web sites have flip-flopped back and forth on the issue, finally settling on the possibility that Sega games may appear on non-Sega hardware, but only cell phones, PDAs and the like.

But after some investigation, it has become clear to *EGM* that Sega developing games on other video game console platforms *is* a part of the company's long-term gameplan, as confirmed by Kayama and indicated by the slide shown at a press conference in Japan that you see on this page. Specific platform names

VIDEOGAMES.COM POLL

Do you think the industry can support four next-generation consoles?

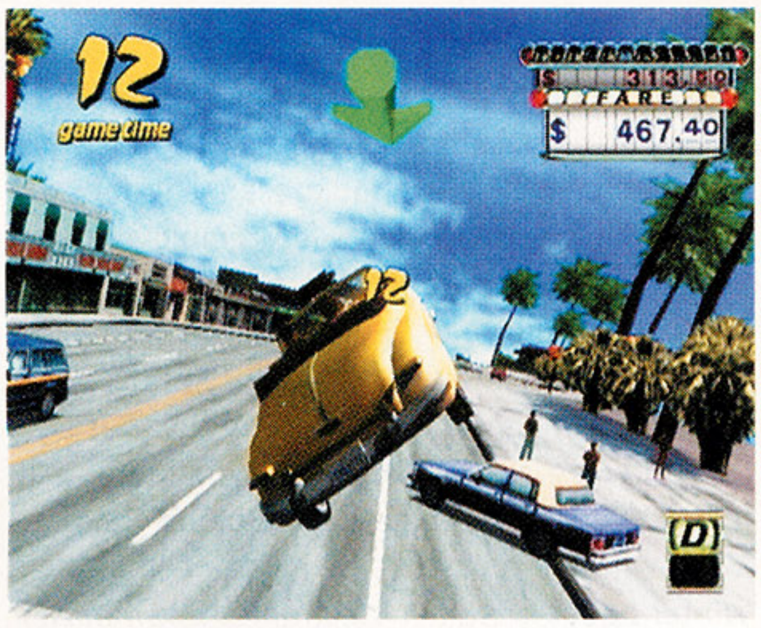
Yes	1685 (38%)
No	2561 (57%)
No opinion	228 (5%)

Source: Videogames.com poll, 12/7/00

weren't indicated and are likely to remain undetermined for the near future. Comments from Kayama indicate that new titles will come out on Dreamcast first, other systems later—Sega does not want to help support another company's hardware. So it's very likely that Sega will select some of its older titles (out of a library of nearly 1,000, according to Sega), early Dreamcast or Saturn, as the first to make the jump. The company is already evaluating other platforms and said that some of the ones they were looking at weren't available yet (Game Boy Advance or Xbox, perhaps?).

"Currently we are carefully studying the characteristics of the (other) consoles." **-Tetsu Kayama, Strategic Counsel, Sega Corp.**

Bellfield did not deny this news, but he did reinforce what the company's saying both in the U.S. and Japan—they're committed to the DC for their new titles and nothing else. Other platforms are a plan for the future. Can they do this? They already have—Sakura Taisen, a Saturn/Dreamcast dating sim/RPG was released earlier this year for Game Boy Color (by Media Factory), and the company teamed up with SNK to bring Sonic to the Neo•Geo Pocket Color before its early demise. But they've never done any games for other competing home platforms, unless you count the few Master System ports Tengen brought to the NES in the late '80s. When Japanese gaming magazine *Famitsu* approached Nintendo and Sony CEI on the matter, they got "no comments," but Bandai indicated that they are in talks with Sega about the possibility of bringing their games to WonderSwan and WonderSwan Color. And then of course there's the rumor that's been swinging around for months that Acclaim (which is on shaky financial ground itself) would team with Sega to bring titles like Crazy Taxi and Zombie Revenge to PlayStation 2. So far, that's still just rumor. This could be the thing Sega needs to increase its share of the software market from its current 4% to its goal of 25%. Releasing old favorites into the PlayStation or Game Boy markets would automatically introduce their games to a much wider audience. Is there anything preventing this from happening? Maybe. Sony has a policy whereby third-party publishers cannot also be manufacturers of competing hardware. However, it might be possible for Sega to set up a separate company, like SegaSoft or Sega PC, to get a license to release games on other platforms.



Sega's Crazy Taxi is one of the games long rumored to be coming to other consoles.

Bringing Dreamcast to Everything

If you think all of this might mean Sega is giving up on the Dreamcast, think again. Sega also announced steps to expand the DC market, including a "Dreamcast-on-a-chip" that can be built into other devices. Once it's available, Sega plans on licensing it to manufacturers for use in home electronics. Sega already demonstrated a Digital Satellite device with built-in DC at a recent business trade show in Japan that plays Dreamcast games that are downloaded via satellite. Also in the works is a PC card slated for release in Asia (but sadly, not the U.S.) that will allow users to play GD-ROMs or download and play DC games on the PC. The catch is, you need a DVD-ROM drive for it to work, as they can somehow read GD-ROMs, although Sega wouldn't reveal yet exactly how it functions.

It's been a long, bumpy ride for Sega thus far, and they're obviously going to do whatever it takes to hold on—by beating the enemy on Dreamcast or joining them on other platforms. With the X-Box looming and Microsoft's already stifling presence online, let's hope Sega can get into the black and find a place in online gaming before too long.

TIDBITS

Sega Gamer's Day

Earlier in December Sega held a Gamer's Summit for the gaming press to show off some of the titles they have planned for next year here in the U.S. Games like **Sonic Adventure 2**, **Gun Valkyrie** (damn, this game looks sweet), **Headhunter**, **Crazy Taxi 2** (set in NYC), **WSB2K2** (done by Visual Concepts this time around), **Samba de Amigo 2001**, **Daytona USA Network Racing**, **Bass Fishing 2** (with more lures!), **Typing of the Dead**, **Ooga Booga**, **Floigan Brothers**, **Bomberman Online** (woo-hoo!), **Farnation** (Sega's Everquest clone), **Alien Front Online** (rock!) and more. Check previews this issue and over the next couple months for more on these games. Even more awesome surprises were shown, but we've been sworn to secrecy for the time being. Just trust us when we say the DC has a killer year coming up.

Sega also announced that early next year a new Dreamcast hardware/software bundle, dubbed the Sega Smash Pack, will go on sale. The new kit includes 10 classic Genesis games—**Sonic, Vectorman, Altered Beast, Golden Axe, Revenge of Shinobi, Streets of Rage 2, Columns, Phantasy Star 2, Shining Force** and **Wrestle War**, plus two Dreamcast games, **Sega Swirl** and **Virtua Cop 2**. The smash Pack will go on sale in January for a retail price of $179.95.

Sony Redesigns PS2 for Japan

Sony released a new version of its PS2 hardware (SCPH-8000) in Japan on Dec. 8 for 39,800 yen (about $390). The system is the same, but the DVD drivers are all built-in like the U.S. system. A memory card no longer comes packed in with the system, but it does now come with a DVD remote (also to be sold separately starting in February in Japan) that looks similar to that of a stand-alone DVD players.

PRESS START

TOSHIBA NUON

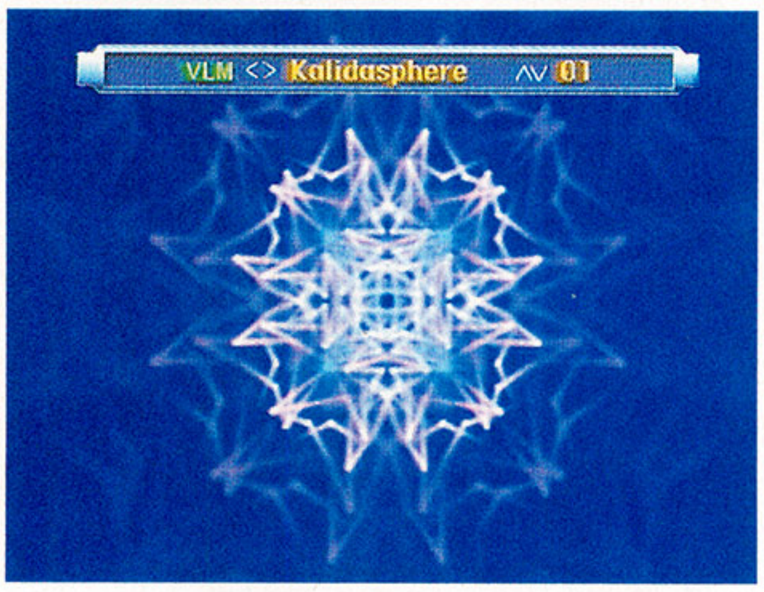
Toshiba's $349.99 SD2300 also plays Nuon content, but doesn't come with a controller (they're available separately). It comes packed with The Next Tetris, though, and a Nuon Interactive Demo disc.

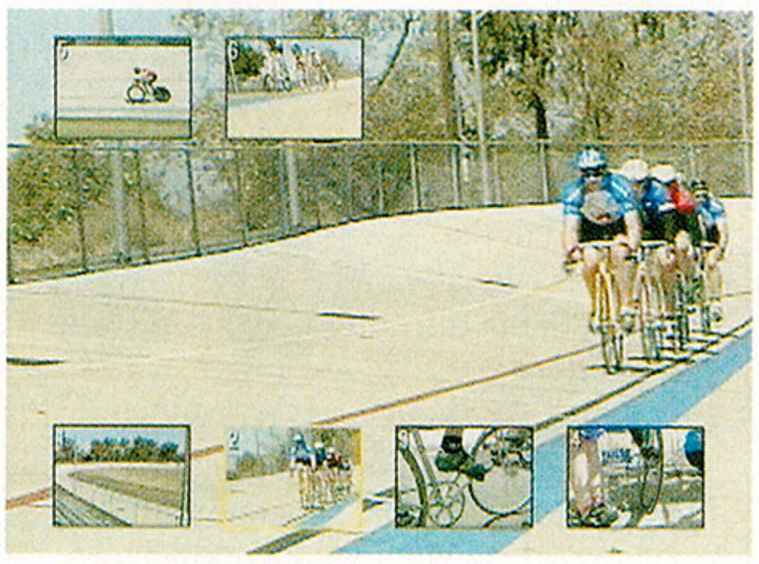
Nuon: Who Put Their Game System In My DVD Player?

Nuon's DVD display lets you change viewing settings as you watch (top), like change subtitle languages (bottom).

Way back in *EGM* #103 (February 1998), we introduced you to a new game system in the works by VM Labs called Project X. It was dubbed a Mario-killer, a machine that would introduce gaming to the mass market. At the time, before even the Dreamcast was a glint in ex-Sega prez Bernie Stolar's eye, it seemed like a decent enough prospect. And now, finally, almost three years later, the first Nuon machine has materialized in our office.

Since that time, the system has undergone a name change (to Nuon) and shifted from being a contender in the console hardware market to becoming a DVD player with a handful of enhancements, and functions as a simple game machine. It's been a long time coming, but now two Nuon-equipped DVD players are on the market (one by Toshiba, the other by Samsung), with more models planned for the future. We took the higher-end Samsung Extiva DVD-N2000 (MSRP $399.99) for a test drive, checking out both its DVD and gaming capabilities.





The Virtual Light Machine (top) and the multi-angle thumbnail feature (bottom).

From a DVD perspective:

If you don't have a DVD player already, don't plan on getting a PS2, and don't mind paying a premium for a few extra gizmos, the Extiva's not a bad choice—but that's a lot of "ifs." It comes with a controller, Interactive demo disc, Infogrames' puzzle game Ballistic, and the necessary hookups to connect the machine to a TV (through composite, component or S-Video inputs).

According to VM Labs, movies with Nuon-specific enhancements will begin shipping in early 2001. No specific titles were mentioned, though, only that they were "big." The look of DVD video on Nuon is as clear and sharp as other players in its price range, and there's no major difference in terms of speed between this and a player you'd find for less.

A few Nuon player features aren't offered elsewhere, but these largely amount to bells and whistles you'll only use once or twice and then forget about. Its zoom feature is cool, as you can incrementally zoom in on live (or paused) video. On discs with multiple angles, still thumbnail snapshots of each angle can be viewed at the bottom of the screen. But they take a few seconds to come up, and since they're stills, sometimes the shot displayed isn't exactly what's still on when you switch to that angle—severely decreasing its usefulness. With Action Capture, you can get a strobe effect of nine consecutive frames that keep playing (minus sound) until you pause. You can also bring up a menu that allows you to switch DVD features through a menu instead of a button on the remote. If you feel the need, you can fine-tune a particular still image from a movie and change the lightness/darkness of a scene that may reveal something you didn't see before—another feature we couldn't see the point of past its novelty value.

The one extra that we did really enjoy is Jeff Minter's Virtual Light Machine for playing audio CDs. Choose from 12 different light patterns and watch the psychedelic effects change along to the music you're playing.

From a gaming perspective:

Nuon's not meant to compete with the likes of PlayStation 2, Dreamcast, Xbox or Gamecube—which is good, because it doesn't. It does, however, provide a few simple games that are geared more toward mass-market consumers who've bought this as a DVD player. Initial game titles include Tempest 3000, Merlin Racing, Ballistic, The Next Tetris DLX and Freefall 3050 A.D. Additional titles will follow in 2001 like aMaze, Iron Soldier 3 and Myst, with more likely to be announced at the Winter 2001 Consumer Electronics Show in Las

cont. on page 38

©2000 Nabisco, Inc.

CORN GONE WRONG™

CORNNUTS.COM

FARMER BROWN SHUCKS!

CRUNCHY TOASTED CORN CORN NUTS® ORIGINAL FLAVOR

surprisingly hardcore corn snacks in seven mean Flavors™

TM

PRESS START

PROJECT X KILLED THE MARIO STAR

This was the first image anyone associated with "Project X," Nuon's former name. Perhaps VM Labs set their sights a bit high when they posted it on their Web site. It depicts an X putting the smackdown on everyone's favorite plumber.

Nuon cont. from page 36

Vegas in early January.

Graphics quality on the initial games places it somewhere between the PS one and N64. Textures have a blurry, very N64 quality, whereas polygon edges are sharp like many PS one games. At times, even with S-Video, the graphics lack a visual sharpness present in PS one or N64 games. The controller that comes with the Extiva feels like a cheap, third- party PC pad. It's functional, but doesn't offer much in the way of ergonomics if you're used to other console controllers. But it is nice to have for playing Dragon's Lair or any of those other laserdisc games that Digital Leisure brought to DVD.

Bottom line:

If you're the kind of consumer who just buys the top-of-the-line item even if you'll never use the extra features, the Extiva's got your number. Its enhancements don't warrant the higher price, unless you're into paying for features you're not going to use day-to-day. If all you want to do is play DVDs, then almost any off-the-shelf player will do just fine. Nuon-enhanced movie content is coming in early 2001, but VM Labs couldn't give us any indication of which movie titles or explain how movies would be enhanced, other than it'll be similar to the content that was previously available only to those with DVD-ROM players. As a stand-alone game machine, look elsewhere.

DVD Player Score: 6.5

Game machine score: 3.0

N U O N™

Merlin Racing

Publisher: VM Labs
Developer: Miracle Designs
Players: 1-2
Web Site: www.vmlabs.com

N U O N.

Best Feature: Large, cartoony graphics
Worst Feature: Nothing particularly exciting here

I guess I could see my kids playing Merlin Racing (if I had any), but even as a kid's game this title really doesn't deliver. A shameless Mario Kart ripoff, the weapons in Merlin Racing seem limited to different mines and grenades, a straight-shot missile, homing missile and a shield. **It's all very mundane,** since there's no strategy involved like having to hold a weapon behind you to shield your driver from incoming projectiles. Even the driving itself is boring. The track design is middling at best and the sense of speed is almost non-existent. Still, the first few levels in Adventure mode are enjoyable enough. You have to travel to each new track from a main hub, earning keys to new doors as you win each race. It's very Diddy Kong Racing-ish. Unfortunately, the game's difficulty takes a dramatic upswing as soon as you hit the first boss (five levels in). It's around that point that most children will lose interest, older gamers having already given up on this junk. There's really nothing that makes this game stand out. It's definitely not worth buying a Nuon for... **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
6	4	4	5

Tempest 3000

Publisher: VM Labs
Developer: Jeff Minter
Players: 1-2
Web Site: www.vmlabs.com

N U O N.

Best Feature: It's Tempest!
Worst Feature: Blurry graphics

I am a big fan of the Jaguar Tempest 2000 (even got Jeff Minter to autograph the manual at a past CES) and its PS/Saturn incarnations. So I went into this game thinking it was going to be great, and wasn't let down...completely. Without question, **the subtle Nuonces (pun intended) added to the gameplay make this the best Tempest ever.** The new hover ability, trippy bonus levels, webs that change shape, enemies that disappear/reappear, being able to add time to your Superzapper—the list of additions goes on and on. It's also really hard, but keeps a sense of humor with levels names like "Now You Hate Me" and "Ribbed for Extra Pleasure." But the blurry graphics will likely kill the enjoyment for all but the staunchest classic gamers. I can see that the intent was for webs to look like beams of light, but it's carried out to an extreme, sometimes at the expense of gameplay (what just shot me? I can't see! AHHHH! It's giving me seizures!). Maybe someone will sharpen it up a bit and put it on another system. A strong game if you've already bought a Nuon. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
5	8	9	7

The Next Tetris DLX

Publisher: Toshiba
Developer: Blue Planet
Players: 1
Web Site: www.vmlabs.com

N U O N.

Best Feature: Includes classic Tetris...
Worst Feature: ...and not much else

For those of you who don't know what The Next Tetris is, a quick primer: It's Tetris where each stage begins with a few randomly placed blocks. When you clear those, the stage ends and your rank goes up based on your speed. The pieces are the same familiar Tetris shapes, but made of different colors that can break apart and fall into slots, filling up holes to clear more lines. I'm not a big fan of TNT for any system—I prefer good ol' Tetris any day—but the Nuon version is decent, if nothing special. **There's very few options and really no other play modes**, unless you count marathon. The practice mode (which is more like a puzzle mode) from the Dreamcast version would have been nice. Classic Tetris is also included—thank God—and while it looks fine and controls OK using the Nuon D-pad, it's also inexcusably bare-boned. The music is forgettable, there are absolutely no settings or options for difficulty or anything else, and worst of all, no two-player mode. Yeah it's Tetris and it's free with the Toshiba SD2300, but it's not quite as good as even your average version of the game. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	2	8

Ballistic

Publisher: Infogrames
Developer: Infogrames
Also On: PS, GBC, Arcade
Players: 1-2
Web Site: us.infogrames.com

N U O N.

Best Feature: Fast-paced puzzle fun
Worst Feature: Graphically unimpressive

I bet you all thought the days of pack-in games ended with the 16-bit craze, right? Well, the Nuon is taking the initiative and setting things right again by boxing this title with the Samsung Extiva. Ballistic **looks like it could have been a SNES game, but it's a fun diversion** and rather challenging, as puzzle games go. Haven't played it on another platform? The object is to keep a long string of spiraling spheres from reaching your launcher at the center of the screen by clearing them away. Balls of different colors are fed along the spiral track as you fire similar balls from your launcher at them, attempting to break up the line. When you fire a ball to line up three or more of the same color, they all disappear, the gap is filled in, and the line gets smaller. Pretty simple, huh? A reason to purchase a Nuon it's not, but if you're planning on picking one up anyway, you'll probably spend a good while with this title. The lack of internal memory is kind of annoying—you can't save your high scores. Maybe Samsung should have packed in a pen and paper, too. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
4	5	6	7

28

FUJI RDPII

NO MOTOR.
NO SUSPENSION.
NO PROBLEM.

TEAM DK/1-800-COLLECT BICYCLE STUNT PRO

COLIN**WINKELMAN**

Anyone with 11 inches of travel and 45 horsepower can jump a set of 70-foot triples.
Only one man in the world has launched over 12 cars—120 feet—on a BMX bike.
That's what we call doing it the hard way.

BUDDENDECK PHOTO.

FEATURED MODEL:
THE **DIABLO**

AVAILABLE AT YOUR
LOCAL SKATEBOARD SHOP.
TO FIND A LOCATION NEAR YOU, SEE THE LATEST NEWS,
TEAM INFORMATION AND SHOES, VISIT OUR WEB SITE AT
WWW.DCSHOECOUSA.COM

DCSHOECOUSA

PRESS START

INCOMPATIBLE WITH PS2

Yes, there are a few PS one games which are not compatible with the PlayStation 2. They are: Arcade Party Pak (Midway), Arcade's Greatest Hits/Atari 2 (Midway), Fighter Maker (Agetec), Final Fantasy Anthology (Square EA), Judge Dredd (Activision), Monkey Hero (Take 2), Mortal Kombat Trilogy (Midway), Tomba (Sony CEA).

IMPORT CALENDAR

Onimusha

Import Pick of the Month: Capcom's newest PS2 offering, Onimusha (DC lovers check out Daytona USA 2001!)

PlayStation

12/21 Gunblania, Namco (Shooting)
12/21 Bomberman Land, Hudson (Action)
1/18 Derby Jockey 2001, Asmik Ace (Simulation)
1/25 Metal Slug X, SNK (Action)
1/25 Hamster's Coming Out, naxat (Simulation)
1/25 Exciting Pro Wrestling 2, Yuke's (Sports)

PlayStation2

12/21 Seven, Namco (RPG)
12/23 The Bouncer, Square (Action)
1/25 Onimusha, Capcom (Adventure)
2/1 Z.O.E, Konami (Action)
Feb. Shadow of Memories, Konami (Adventure)
3/22 Biohazard Code: Veronica Complete, Capcom (Adventure)
Mar. Klonoa 2, Namco (Action)

Dreamcast

12/21 Daytona USA 2001, Sega (Racing)
12/21 Phantasy Star Online, Sega (RPG)
1/1 De La Jet Set Radio, Sega (Action)
1/18 Fighting Vipers 2, Sega (Fighting)
1/25 Hundred Swords, Sega (Strategy)
Feb. El Dorado Gate Volume 3, Capcom (RPG)

Nintendo 64

Jan. Ultimate War, Media Factory (Strategy)
Feb. Animal Forest, Nintendo (Adventure)

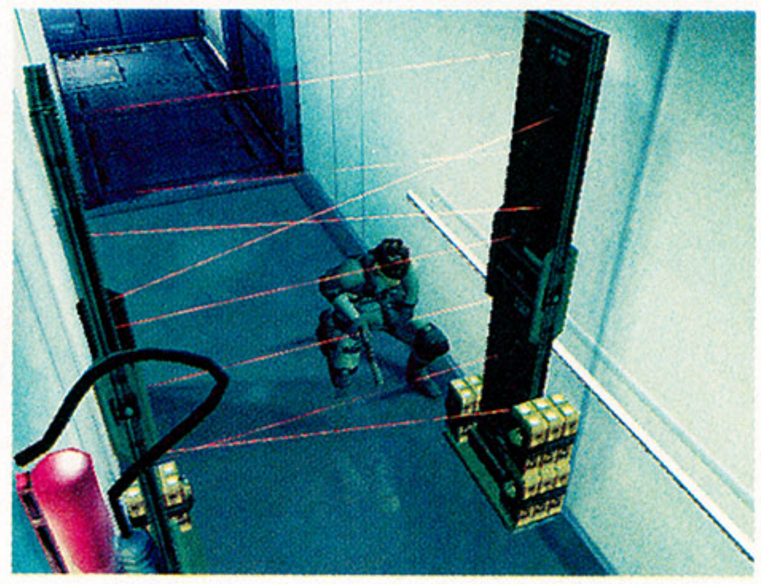
Game Boy

2/23 Super Robot Pinball, Media Factory (Action)

*Schedule subject to change without notice. Consult your local import game store for the latest release information.

Last-Minute Update

First Impressions of Actual MGS2 Gameplay



Konami had their first annual Gamers Day in San Francisco this month, where aside from showcasing playable versions and movies from upcoming PS2 titles like Silent Hill 2, Ring of Red and Shadow of Destiny (look for more on these games next month), they had a small surprise in store—the first public unveiling of the **Metal Gear Solid 2 demo. This is the demo you'll get in March along with Zone of the Enders if you prepurchase.**

And it's gorgeous. Raindrops cloud your field of vision when you go to first-person perspective outside. Realistic splashes of water surround your feet when you run through puddles. A guard's shadow not only reveals where he is, but also what direction he's facing and what kind of weapon he's holding. Insides of lockers hold high-resolution posters, the flaps on bottom of the cardboard box swing when Snake walks with it over his head, and when you talk on your CODEC the faces fully animate.

The amount of detail found in MGS2 is almost scary and it puts aside all doubts that the trailer shown at E3 wasn't running on PS2 hardware. Aside from getting a better view at the graphics, we got to see exactly how the game looks when being played. Like before, the main view is overhead, but the camera zooms all over the place when you're doing special moves, like leaping over a small wall, or when the game wants to grab your attention (to alert you cameras are in the next room, for example).

We also got to see the more stealth-based gameplay: During a brief run-through of a part of the demo, the Konami representative playing would constantly stun guards with his dart gun (going into first-person mode to get a better aim), and then once they were out (with the classic "Zs" floating above their heads) he'd drag and hide their bodies to keep them out of view of other roaming soldiers. Cool.

And the best part is what we saw is apparently only a small piece of the actual demo—which is said to hold the first hour of the final game—and it alone was amazing enough to stun the entire crowd into silence.

Suddenly March seems like years away.

www.jblsoundgear.com

SOUNDGEAR™

200-Watt Mini-System: 3-CD, Radio, Dual Cassette

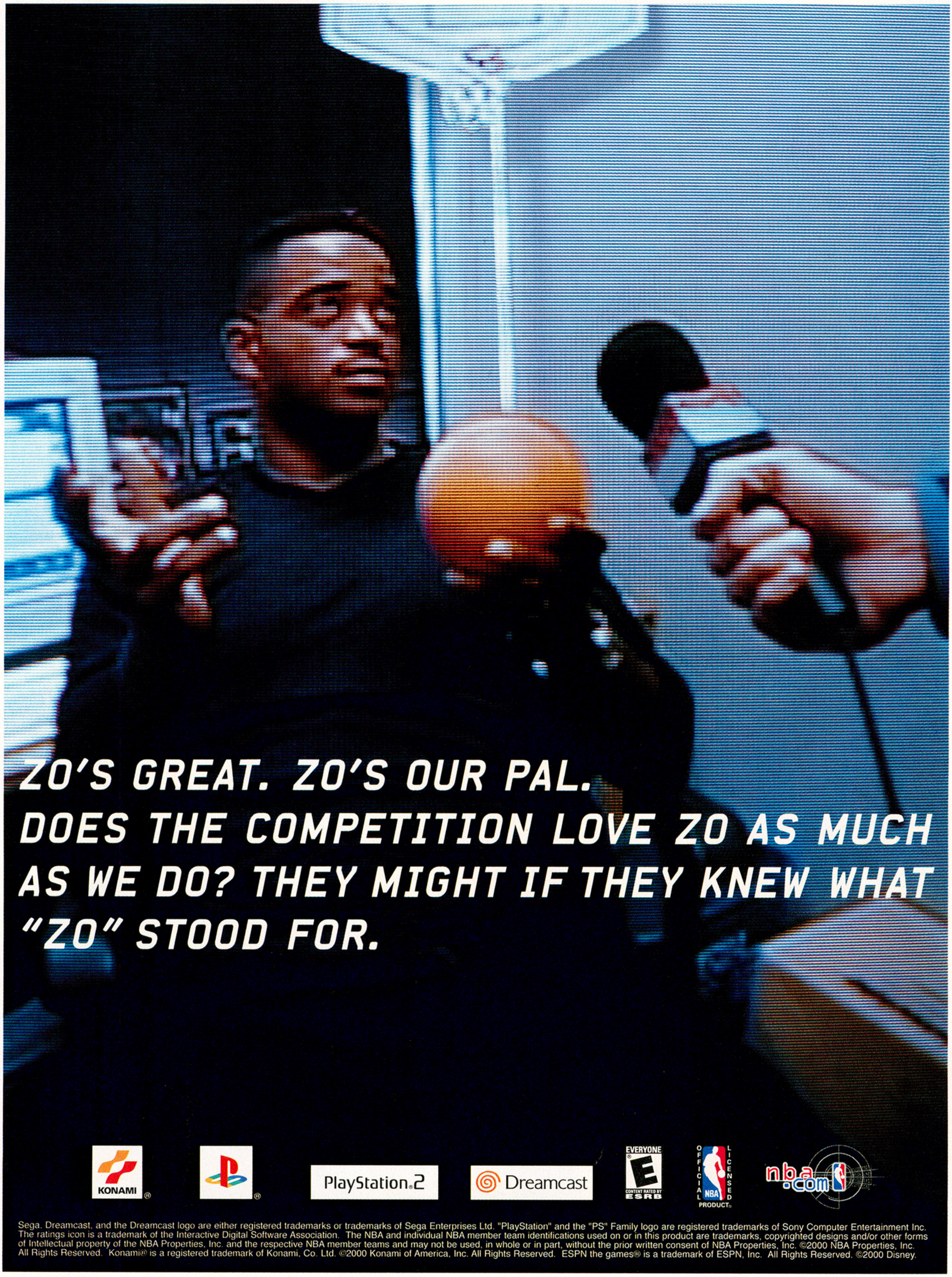
PRO SOUND COMES HOME™

JBL

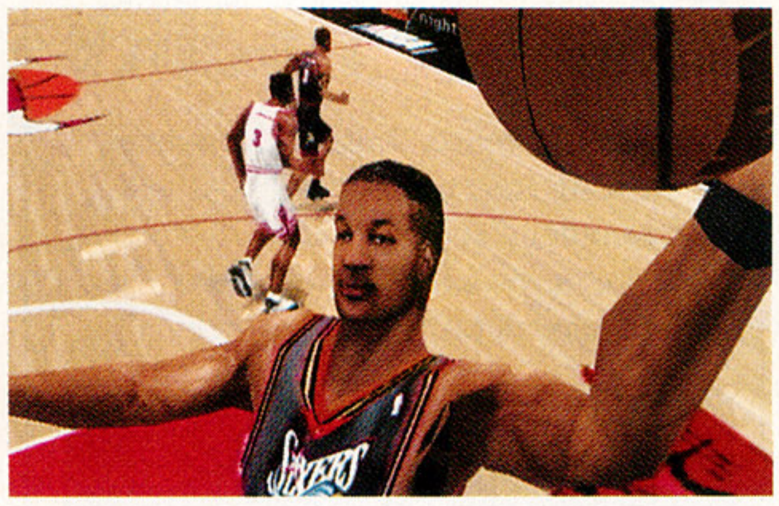
A Harman International Company

©2000 JBL, Incorporated

Because rock bands don't fit into bedrooms.



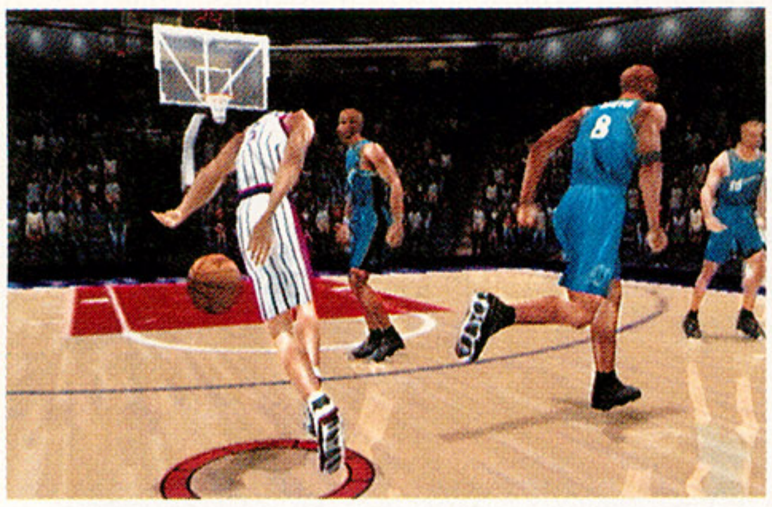
Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and/or other forms of Intellectual property of the NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©2000 NBA Properties, Inc. All Rights Reserved. Konami® is a registered trademark of Konami, Co. Ltd. ©2000 Konami of America, Inc. All Rights Reserved. ESPN the games® is a trademark of ESPN, Inc. All Rights Reserved. ©2000 Disney.

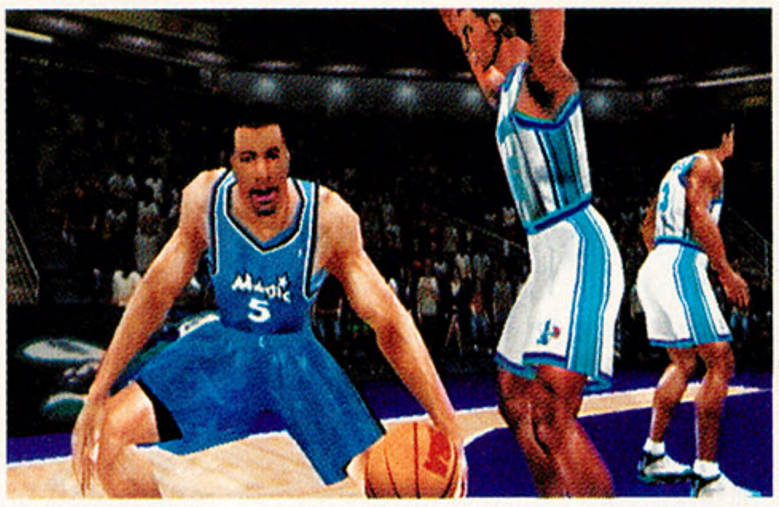


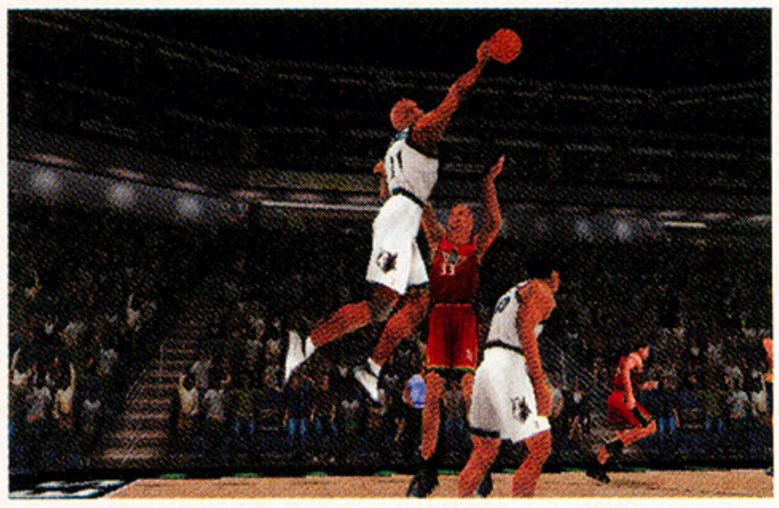
INTRODUCING

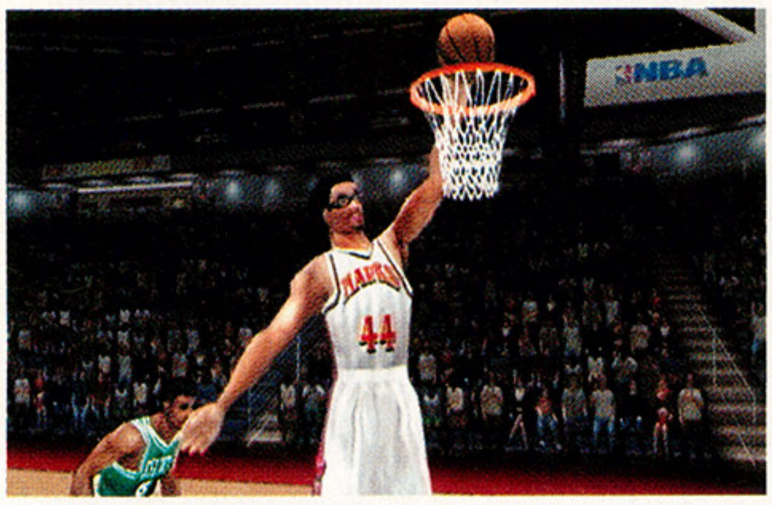
NBA 2NIGHT

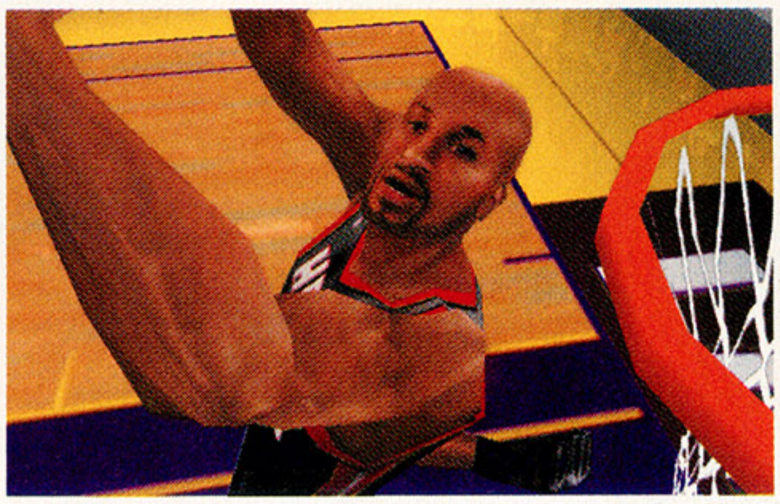
OVER 25 DUNKS AND 40 LOW-POST MOVES TO DOMINATE YOUR OPPONENT.
PLUS COMMENTARY BY STUART SCOTT.

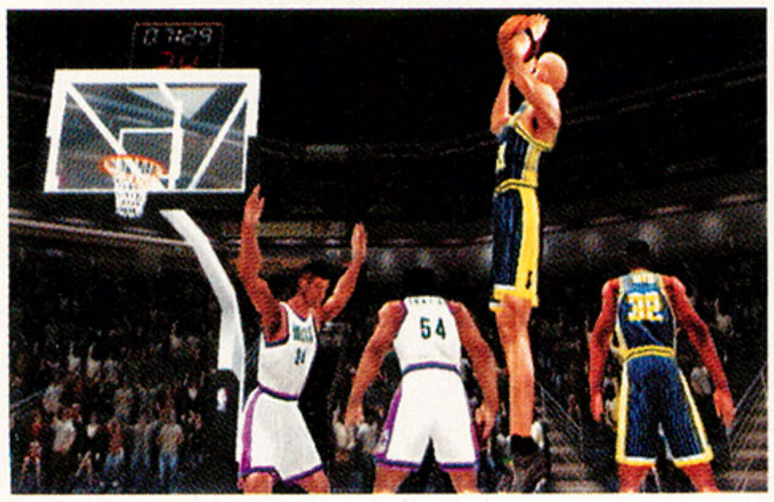


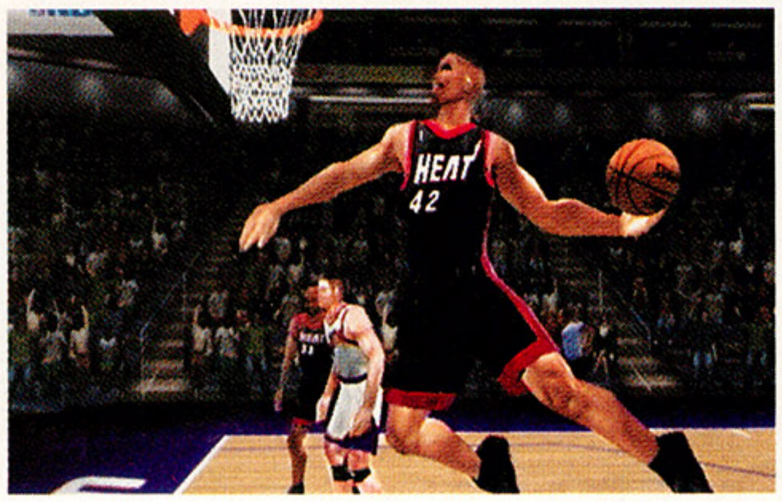










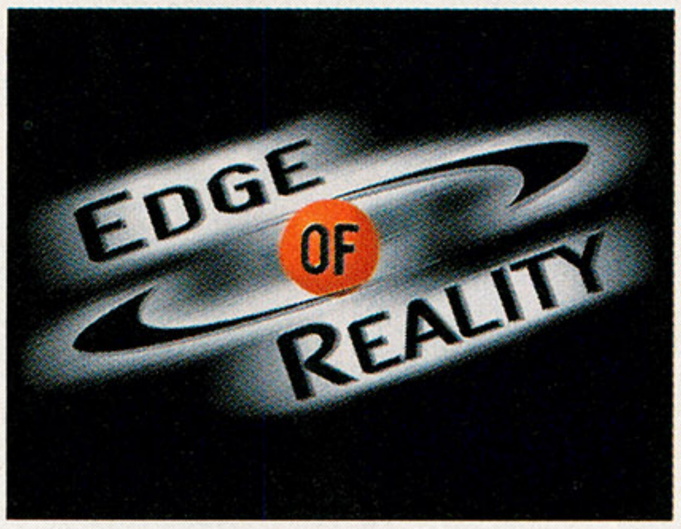


Q-Mann

DEVELOPER PROFILE

Edge of Reality

Location: Currently Dallas, TX (Austin, TX starting Feb. 2001)
Year founded: 1998
Web site: www.edgeofreality.com
# of people: 16 (still growing)



Previous games: Monster Truck Madness 64, Tony Hawk's Pro Skater 64 and Spider-Man 64.

Current project(s): Huge licensed property with a major publisher and another port project.

Most exciting aspect of the next-generation consoles: Limitless power, network play and fierce competition that will force developers to try newer, more innovative things to one-up each other.

During late-night programming sessions, we: hope that the game will be successful and think up ways to make the game even more enjoyable...we also think of secondary careers as bag-boys at the local grocery store should we fail.

Our favorite game to play in the office (not by us) is: Mario Tennis/Quake 3 Arena (tie).

Favorite snack food(s): Drew Fisher (our technical director) Coffee™, chips, sodas and our personal chef, Ronald McDonald.

Music that inspires us around the office: Rap, electronica, trip-hop, alternative—anything that is original and kicks ass!

Story behind our name: Edge of Reality is meant to mean where fantasy and reality meet. We felt our commitment to quality, innovative game design and technology best fits this term.

Favorite office catchphrase or slogan: We wanted to be clever here really but there's nothing we really use regularly besides assorted swear words.

Quartermann - Game Gossip & Speculation

Happy New Year Quarterfriends, and so on and so on...wait, this is the February issue...um, Happy Groundhog Day! Who would've thought 2001 would be here so soon? So let's kick this new year off right with a fresh scoop of new year rumors...

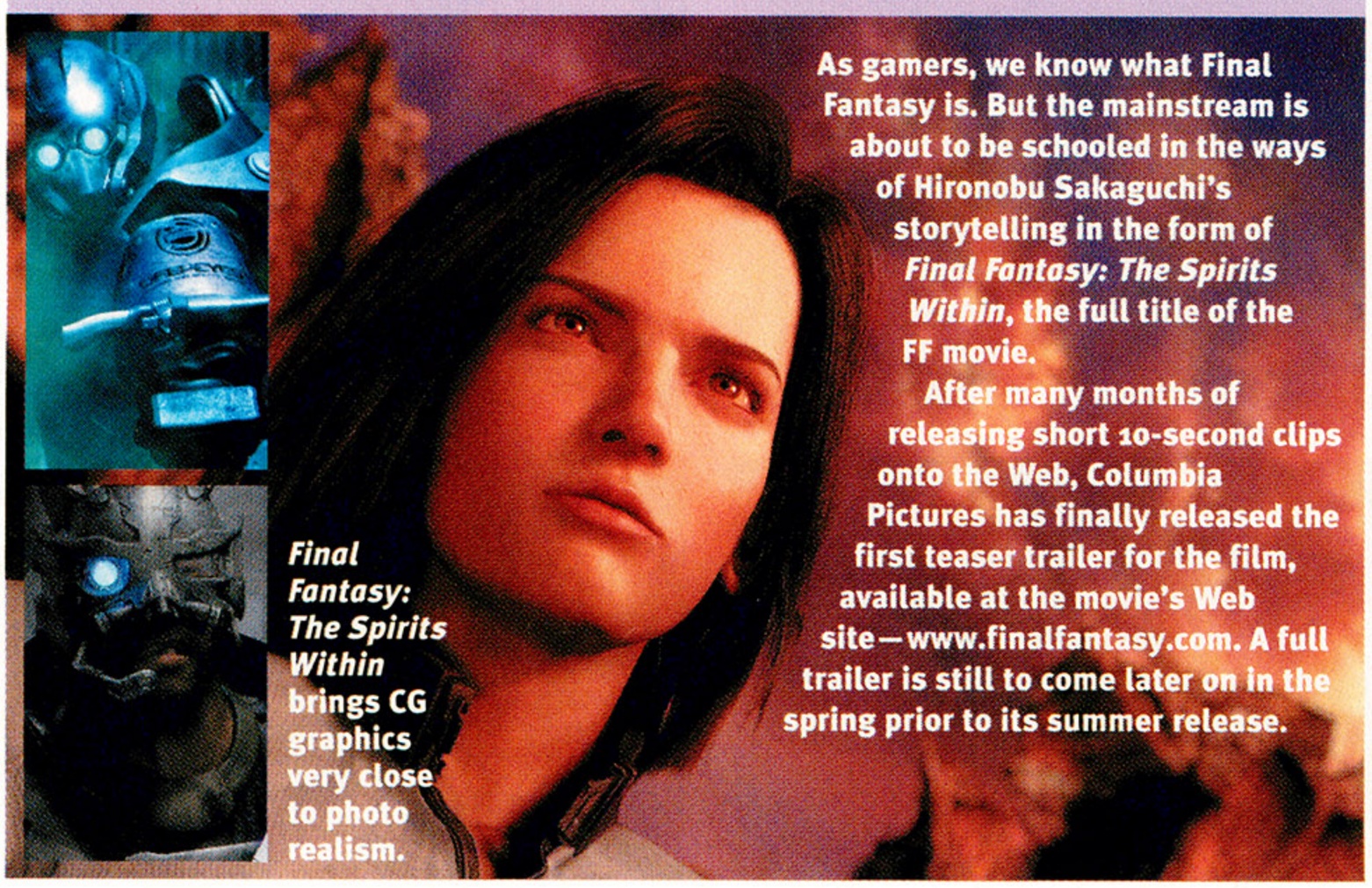
...We all saw last issue the glory that is **Twisted Metal Black for PS2.** What's that? You don't have a PS2? Well that's just fine and dandy because **TM Black is headed to PS one, too!** Let the carnage begin! Expect a trend of **dual PS/PS2 titles** to continue for a while until folks are weaned off of PS one. And now it's time for The Q to get his feathers ruffled...there are many things that **just don't add up about the U.S. PS2 launch** 'til the end of 2000. Telling retailers they won't get more shipments of PS2s until they **stop promoting Xbox pre-orders?** Not living up to the 100,000 a week shipments from launch to the end of the year as they said they would? **Relaunching** the PS2 hardware in Japan (where it sells for $100 more than in the U.S.) when both Europe and the U.S. suffer massive shortages? "Oh no, we're having so many **production woes** over here...but we don't have so many that we can't relaunch the hardware in Japan! **Materials shortage! Materials shortage!"** Makes me wanna go put **$10 down on both a Gamecube and an Xbox right now. 'Scuse me...**

...**Samus Aran,** what happened to you? What is **Retro Studios** doing to you? You **must escape!** Escape now!... Another game series in trouble? Looks like **Eidos** may rush another Soul Reaver game to stores. The **multi-million-dollar Soul Reaver 2 is still unfinished,** over-budget and plagued by problems. To make matters worse, it's still **without an ending,** but the company is pushing it for a **March release...**Eidos also has **three Xbox -exclusive titles** on its slate for release in 2001...mmm, Crofty...**EA's BIG! label**, introduced with **SSX**, will soon join EA Games, Sports and .com as a new label. A **sequel to SSX** will be released by the **fall**, and a batch of more BIG! titles will be coming sometime before that...Dreamcast supporter and part-Sega owned developer **Visual Concepts** may be going cross-platform in the future...and while we're on the sportstalk, **a PS2 and Xbox XFL game** (that's eXtreme Football League for you laymen) will show up in time for the 2002 season...

...Remember when yours truly told you scoop-hounds first months ago that Resident Evil Code Veronica was coming to PS2? Welp, Capcom made it official—**Code Veronica is coming to PS2.** But wait, it's coming to **Dreamcast again too.** They're releasing **Bio Hazard Code: Veronica Complete on March 22nd** in Japan for both systems...I'm outta here!

-The Q

Final Fantasy Trailer Pops Up On Web



As gamers, we know what Final Fantasy is. But the mainstream is about to be schooled in the ways of Hironobu Sakaguchi's storytelling in the form of *Final Fantasy: The Spirits Within*, the full title of the FF movie.

After many months of releasing short 10-second clips onto the Web, Columbia Pictures has finally released the first teaser trailer for the film, available at the movie's Web site—www.finalfantasy.com. A full trailer is still to come later on in the spring prior to its summer release.

***Final Fantasy: The Spirits Within* brings CG graphics very close to photo realism.**

THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB; USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.

GUNDAM BATTLE ASSAULT™

PlayStation®

BANDAI®
BANDAI.COM

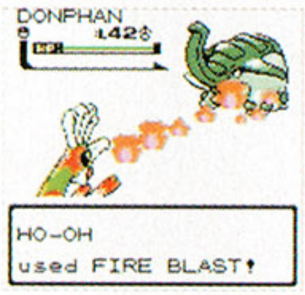
TEEN T CONTENT RATED BY ESRB
Animated Violence

© SOTSU AGENCY • SUNRISE • ANB. PROGRAM © 1998 BANDAI CO., LTD. TM & © 2000 BANDAI AMERICA INC. PLAYSTATION AND THE PLAYSTATION LOGOS ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC.

PRESS START

The Top 20 Best-Selling Games of October, 2000

1 - Pokémon Silver

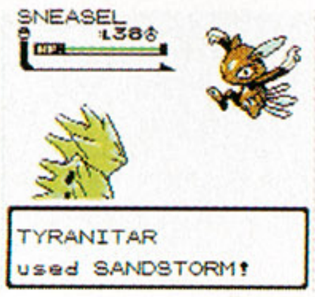


It doesn't take Johnny Carson and his stupid turban to see the one-two sweep coming this month. **Nintendo's** little buggers have, once again, taken the retail channels by storm. Imagine the GBC system sales spike!

LAST MONTH: NEW

8.5 Mark	9.0 Chris
8.5 Crispin	

2 - Pokémon Gold



The only real question this month was which color would eventually hit number one. We figure a few years from now it'll be Pokémon Magenta and Fuchsia topping the charts. **Nintendo's** got more colors than Crayola.

LAST MONTH: NEW

8.5 Mark	9.0 Chris
8.5 Crispin	

3 - Tony Hawk's Pro Skater 2

Tony proves you don't need to be a little yellow rodent to sell through some respectable numbers. You have to wonder if **Activision** isn't looking at Pikachu's Pro Skater, though. The mind wobbles.

LAST MONTH: 3

10 Crispin	10 Dean
10 Greg	

4 - Zelda: Majora's Mask

Almost as golden as Pokémon, anytime **Nintendo** puts Zelda on the cover it's guaranteed to send gamers into a frenzy. You've spoken with your wallets, and Nintendo has returned to its top five dominance this month.

LAST MONTH: NEW

10 Mark	10 Greg
10 Ryan	

5 - Tony Hawk's Pro Skater

Even with the amazing launch of the PS2, a bunch of N64 games and **Activision's** birdman have shut all its titles out of the top five. Not surprising when you consider the limited amount of systems out there.

LAST MONTH: 4

9.0 Che	9.0 Crispin
8.0 Dean	7.5 Chris

			LAST MONTH
6	Madden NFL 2001	Electronic Arts	1
7	Madden NFL 2001	Electronic Arts	NEW
8	Gran Turismo 2	Sony CEA	5
9	Tekken Tag Tournament	Namco	NEW
10	Spider-Man		7
11	Spec Ops	Take 2 Interactive	9
12	NFL 2K1	Sega	2
13	Driver	GT Interactive	12
14	Dave Mirra Freestyle BMX	Acclaim	NEW
15	Tekken 3	Namco	17
16	WWF SmackDown!	THQ	16
17	Star Wars Episode I Racer	Nintendo	8
18	NBA Live 2001	Electronic Arts	NEW
19	Super Mario Bros. DX	Nintendo	---
20	Crash Team Racing	Sony CEA	18

Source: NPD TRSTS Video Games Service. Call Kristin Barnett-von Korff at (516) 625-2481 for questions regarding this list. Top 5 game descriptions written by the *EGM* staff.

JAPAN TOP 10

1	Megami Tensei Devil Children	Atlus
2	Custom Robo V2	Nintendo
3	Mario Tennis GB	Nintendo
4	Tales of Fantasia Narikiri Dungeon	Namco
5	Hokuto no Ken (Fist of the North Star)	Bandai
6	Mario Tennis 64	Nintendo
7	Dragon Quest VII	Enix
8	HunterXHunter: Phantasmal Greed Island	Konami
9	Mercurious Pretty: End of the Century	NEC Interchannel
10	Smash Court 3	Namco

Weekly Famitsu, week ending 12/4/2000

This week was particularly good for Nintendo, as it claimed four of the top five spots with games for its systems. Custom Robo V2 and Mario Tennis 64 both prove that there's still life for the N64 yet in Japan.

Hokuto no Ken: The Legend of Fin-de-Siecle Messiah, a fighting game based on a rather violent Japanese manga and animated series, gets the top PS spot at number five.

Mess with the best go down like the rest.

*THREE CONTROLLABLE CHARACTERS, EACH WITH UNIQUE ABILITIES AND WEAPONS
*INNOVATIVE COMBAT SYSTEM
*FAMOUS CHARACTERS FROM THE SHOW
*FIGHT AGAINST MYTHICAL TERRIFYING MONSTERS
*12 FULLY 3D WORLDS TO EXPLORE IN ANCIENT GREECE

T TEEN Animated Violence ESRB

UNIVERSAL

TITUS

NINTENDO 64

Hercules: The Legendary Journeys for Nintendo 64: © 2000 Titus - All rights reserved. Titus and the Titus logo are registered trademarks of Titus Software Corporation. Hercules: The Legendary Journeys is a trademark and copyright of Studios USA Television Distribution LLC. Licensed by Universal Studios Licensing, Inc. All rights reserved. Developed by Player One, Inc. / Nintendo, Nintendo 64 and the "N" logos are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo.

Compiled By Chris Johnston chris_johnston@ziffdavis.com
& Jonathan Dudlak jonathan_dudlak@ziffdavis.com

PRESS START

Coming Soon - February 2001

January

Game Boy Color

Antz Racing - Electronic Arts	Racing
Batman Racing - Ubi Soft	Racing
Carnivale - Vatical Entertainment	Misc.
CAT Construction Zone 2 - Mattel	Action
Croc 2 - THQ	Action
Dinosaur'US - Electronic Arts	Misc.
Dragon's Lair - Capcom	Action
Frisbee Golf - Vatical Entertainment	Sports
Jimmy White's Cue Ball - Vatical Ent.	Sports
Legend of the River King 2 - Natsume	Action
Lego Racers - Lego Media	Racing
Lego Stunt Rally - Lego Media	Misc.
Looney Tunes Racing - Infogrames	Racing
Mario Tennis - Nintendo	Sports
Mega Man Extreme - Capcom	Action
Merlin - Electronic Arts	Action
Metal Walker - Capcom	RPG
Mission Bravo - Mattel	Misc.
Playmobil Hype - Ubi Soft	Misc.
Pocket Racers - Interplay	Racing
Powerpuff Girls Battle Him - Bam Ent.	Misc.
Return of the Ninja - Natsume	Action
Robin Hood - Electronic Arts	Action
Sea Doo Hydrocross - Vatical Entertainment	Racing
Tech Deck Skateboarding - Codemasters	Sports
VR Sports: Powerboat Racing - Vatical Ent.	Racing
WWF No Mercy - THQ	Sports
Xena - Titus	Action

PlayStation

Army Men Arcade Blasts - 3DO	Action
Backyard Football - Infogrames	Sports
Digimon World 2 - Bandai	RPG
Ford Racing - Empire Interactive	Racing
Inspector Gadget - Ubi Soft	Action
Martian Gothic - Take 2 Interactive	Action
MTV Sports: TJ Lavin's Ultimate BMX - THQ	Sports
Scooby-Doo! - THQ	Misc.
Time Crisis: Project Titan - Namco	Action
Vanishing Point - Acclaim	Racing

PlayStation 2

Army Men Air Attack 2 - 3DO	Action
Army Men Sarge's Heroes 2 - 3DO	Action
ATV Off-Road Fury - Sony CEA	Racing
Bouncer, The - Square EA	Fighting
Dark Cloud - Sony CEA	RPG
ESPN NBA 2Night - Konami	Sports
F1 Championship - Ubi Soft	Racing
Ground Control - Berkeley Systems	Action
Ico - Sony CEA	Puzzle
NBA Live 2001 - EA Sports	Sports
NBA ShootOut 2001 - 989 Sports	Sports
NHL FaceOff 2001 - 989 Sports	Sports
Oni - Rockstar Games	Action
Roadster Trophy - Titus	Racing
Silpheed - Working Designs	Shooter
Star Wars: Super Bombad Racing - LucasArts	Racing

Nintendo 64

Carnivale - Vatical	Misc.
Mega Man 64 - Capcom	Adventure
Sea Doo Hydro Cross - Vatical Entertainment	Racing
VR Powerboat - Vatical Entertainment	Racing

Dreamcast

Age of Empires II - Konami	Strategy
Bangai-o - Crave	Shooter
Deer Avenger - Berkeley Systems	Misc.
Dragon Rider - Ubi Soft	Action
Gun Bird 2 - Capcom	Shooter
Half Life - Berkeley Systems	Action
Heroes of Might & Magic III - Ubi Soft	RPG
IHRA Drag Racing - Bethesda Softworks	Racing
Internet Game Pack - Sega	Misc.
Metropolis Street Racer - Sega	Racing
Microsoft Links LS - Konami	Sports
MS Combat Flight Simulator - Konami	Simulation
Playmobil Hype - Ubi Soft	Misc.
Polaris Snowcross - Vatical Entertainment	Sports
Record of Lodoss War - Crave	Action
Sierra Sports Game Room - Sierra	Sports
SWAT 3D - Sierra	Strategy
System Shock 2 - Vatical Entertainment	Action
Typing of the Dead - Sega	Action
Vanishing Point - Acclaim	Racing

February

Game Boy Color

Action Man - THQ	Action
Aliens: Thanatos Encounter - THQ	Action
ESPN National Hockey Night - Konami	Sports
Hercules - Titus	Action
Indiana Jones - THQ	Action
Inspector Gadget - Ubi Soft	Action
Monster Force - Konami	Action
Ronaldo V-Soccer - Infogrames	Sports
Scooby-Doo! - THQ	Puzzle
Trouballs - Capcom	Action

PlayStation

Batman Racing - Ubi Soft	Racing
Blaster Master: Blasting Again - Crave	Action
Burstrick Wake Boarding - Crave	Sports
Disney's Aladdin - Sony CEA	Misc.
NASCAR Racers - Hasbro	Racing
Nicktoons Racing - Hasbro	Racing
Rayman 2: Back to School - Ubi Soft	Action
Triple Play 2002 - Electronic Arts	Sports

PlayStation 2

Carrier - Jaleco	Action
Dinosaur - Ubi Soft	Action
Ephemeral Fantasia - Konami	RPG
Knockout Kings 2001 - EA Sports	Sports
Navy Seals - Jaleco	Action
NBA Hoopz - Midway	Sports
Project Eden - Eidos	Adventure
Seven Blades - Konami	Adventure
Tiger Woods PGA Tour - Electronic Arts	Sports
Zone of the Enders - Konami	Adventure

Nintendo 64

Eternal Darkness - Nintendo	Action
Paper Mario - Nintendo	Action/RPG

Dreamcast

Daytona USA Network Racing - Sega	Racing
F1 Championship - Ubi Soft	Racing
Legend of the Blademasters - Ripcord	Adventure
Mars Matrix - Capcom	Action
M.O.U.T. 2025 - Ripcord	Racing
Outtrigger - Sega	Action
PBA 2001 - Bethesda	Sports
Phantasy Star Online - Sega	RPG
Project Justice - Capcom	Fighting
Stupid Invaders - Ubi Soft	Action
Worms World Party - Titus	Misc

March

Game Boy Color

VIP - Ubi Soft	Action
Simpsons Treehouse of Horror - THQ	Action
Sponge Bob - THQ	Adventure
Rocket Power - THQ	Adventure
Mat Hoffman's Pro BMX - Activision	Sports

PlayStation

Age of Empires II - Konami	Strategy
Alone in the Dark 4 - Infogrames	Adventure
Dark Angel: Vampire Apocalypse - Metro 3D	Action
Gauntlet: Dark Legacy - Midway	Action
Mat Hoffman's Pro BMX - Activision	Sports

PlayStation 2

Giants - Interplay	Adventure
Off Road Thunder - Midway	Racing
Onimusha: Warlords - Capcom	Adventure
Quake III: Revolution - Electronic Arts	Action
Rock and Roll Racing - Interplay	Racing
Shadow of Destiny - Konami	RPG
Star Wars: Starfighter - LucasArts	Action/Sim
Triple Play 2002 - Electronic Arts	Sports
World is Not Enough, The - EA	Action

Nintendo 64

Aidyn Chronicles - THQ	RPG
Conker's Bad Fur Day - Nintendo	Action

Dreamcast

18 Wheeler: American Pro Trucker - Sega	Racing
Alone in the Dark 4 - Infogrames	Adventure
Armada II - Metro 3D	Action
Dark Angel: Vampire Apocalypse - Metro 3D	Action
Evil Twin - Ubi Soft	Adventure
Floigan Brothers - Sega	Action
Mummy, The - Konami	Action
Soldier of Fortune - Crave	Action
Stunt GP - Infogrames	Action
Unreal Tournament - Infogrames	Action
VIP - Ubi Soft	Action

April

PlayStation 2

Cool Boarders 2001 - Sony CEA	Sports
Forces of One - Interplay	Action
Run Like Hell - Interplay	Racing
Street Lethal - Activision	Racing

Dreamcast

Exhibition of Speed - Titus	Racing

WASTE Zombies.

SAVE Money.

CAPCOM® All titles shown are mature rated.

$5 OFF any of these Capcom video games

- PlayStation - *Resident Evil 3: Nemesis*
- Dreamcast - *Resident Evil 3: Nemesis*
- Dreamcast - *Resident Evil 2*
- Nintendo 64 - *Resident Evil 2*

BEST BUY®

Turn On the Fun™

4 00040 89952 5

Limit 1 coupon per customer. Limit 1 $5 discount per coupon, per title. No dealers, please. Coupon must be presented at time of purchase. No photocopies or facsimiles accepted. See store for details. Good at Best Buy stores only. Certificate value is 1/100 of one cent. Not valid with any other coupon, discount or promotional offer. Quantities (and titles) vary by store. No rainchecks. Expires 3/31/01.

CASHIER INSTRUCTIONS: Verify product qualifies. Scan UPC (if you have a tracking bar code). Highlight item. Press "Item Discount." Press "Tab." Enter "500" and press "Enter." Place coupon in register.

RP Call 1-800-771-3772 for video game & computer software game rating information.

© 2001 Best Buy

HSU AND CHAN

GAME DESIGNERS ARE...

"Girly!"

HOW'S THAT, AGAIN?

I HAVEN'T A THING TO WEAR!

READ ON!

HELLO, VIDEO GAMERS! I'M HSU TANAKA, THIS IS MY BROTHER CHAN, AND TODAY WE ARE ENGAGING IN ACTIVITIES THAT SHALL PROVE INVALUABLE TO THE FUTURE OF THE ELECTRONIC GAMING INDUSTRY! RIGHT, CHAN?

UM... I THOUGHT WE WERE GONNA REORGANIZE OUR SOCK DRAWERS.

FIRST WEDNESDAY OF THE MONTH, CHAN! YOU KNOW THAT!

OH, RIGHT, RIGHT. SORRY.

TODAY WE ARE TAKING A GLIMPSE INTO THE WORLD OF VIDEO GAMING FOR FEMALES, A STUDY TO HELP US UNDERSTAND WHY THEY PLAY...

OR, RATHER, WHY MORE OF THEM **DO NOT**!

HORMONES, WE FIGURE.

IT'S NO SECRET THAT THE MAJORITY OF THE VIDEO GAMING PUBLIC IS MALE -- THE REASONS MAY BE IN QUESTION, BUT IT'S QUITE TRUE -- AND WE BELIEVE THE VERY FUTURE OF VIDEO GAMING HINGES ON CHANGING THAT!

WE FEEL THAT WE, AS REPRESENTATIVES OF THE GAMING INDUSTRY, MUST MAKE A CONCERTED EFFORT TO ATTRACT MORE FEMALES TO THE GAMING FOLD!

MAYBE WE COULD SAY WE WERE "HAVING A SALE!"

HA HA! GOOD ONE, CHAN!

GIRL GAMERS: WHAT'S THEIR DEAL? A SPECIAL REPORT...

AHEM! PERHAPS IT WOULD HELP TO EXPLAIN TO YOU THE REASONS FOR OUR CONCERN OVER THE LACK OF GIRL GAMERS!

FETCH THE MATERIALS, CHAN!

AW, MAN. I HATE FETCHING MATERIALS.

HUSH.

THOUGH IT WOULD SEEM THAT OUR FIRST THOUGHTS IN THIS SITUATION WOULD BE ON THE SUBSTANTIAL MONETARY GAIN A SUDDEN INFLUX OF NEW GAMERS WOULD BRING, SUCH IS NOT THE CASE! NO, OUR FIRST THOUGHT IS ON THE CONTINUATION OF THE GAMING SPECIES, ON THE INSURANCE THAT THIS CHERISHED WAY OF LIFE BE NOT DESTROYED BY THE RAVAGES OF TIME!

OKEE-DOKE HERE'S THE PROJECTED SALES FIGURES, ESTIMATED PROFIT GROWTH TABLES...

GRANTED, MONETARY GAIN COMES IN A CLOSE SECOND...

..AND HERE'S THE BROCHURES ON THOSE YACHTS YOU WERE LOOKING AT LAST WEEK.

OKAY, NOW THAT I THINK ABOUT IT, THEY'RE PRETTY MUCH TIED.

GO FIGURE, CHAN?

LET'S FACE FACTS: VIDEO GAMING IS A HOBBY THAT CAN EAT UP A WHOLE LOT OF YOUR LEISURE TIME, TIME THAT COULD OTHERWISE BE SPENT ON PERSONAL REFLECTION, ON LEARNING A TRADE, ON BUILDING A RELATIONSHIP!

OR, MORE REALISTICALLY, ON SITTING IN YOUR UNDERWEAR ON THE SOFA WATCHING TELEVISION, BUT WE WON'T DWELL ON THAT.

GIVEN THIS, IT WILL SUFFICE TO SAY THAT DATING OPPORTUNITIES HAVE TRADITIONALLY BEEN SLIM FOR MALE GAMERS, AND THE FACT THAT THERE AREN'T CURRENTLY ENOUGH FEMALE GAMERS IN THE U.S. TO START A DECENT SOFTBALL LEAGUE HELPS NOTHING!

PROF. CHAN

IT COMES DOWN TO A MATTER OF PROPAGATION -- IF THERE AREN'T ENOUGH GAMING COUPLES OUT THERE TO HELP PRODUCE THE NEXT GENERATION OF VIDEO GAMERS...

...THEN WE RUN THE RISK OF HAVING TO ENDURE A SLOW, PAINFUL EXTINCTION!

I MEAN, LOOK AT THE COMIC BOOK INDUSTRY!

BUT I'M A SWINGER!

POOR DEVILS!

POW!

TALES FROM THE CRYPT

THE NEED FOR GIRL GAMERS IS APPARENT, BUT THE SOLUTION IS UNFORTUNATELY NOT QUITE AS CLEAR!

TO HELP US SOLVE THIS PROBLEM, WE'D HOPED TO RECRUIT SOME ACTUAL FEMALE VOLUNTEERS AS TEST SUBJECTS -- BUT EVEN THIS TASK WAS HARDER THAN IT HAD AT FIRST SEEMED!

WE SCOUTED ALL KINDS OF PURPORTED GIRL HABITATS -- BARS, BOOKSTORES, LAUNDROMATS, SHOE RETAILERS, BUT TO NO AVAIL! WE EVEN WENT SO FAR AS TO TAKE OUT AN AD IN THE PAPER, BUT THE ONLY RESPONSE WE GOT WAS FROM AN INDIVIDUAL NAMED "BUBBLES..."

WHO, IT TURNS OUT, IS **NOT** FEMALE.

BUT I WANT TO BE!

SECURITY!

WHO ARE YOU TO JUDGE ME?!

EXIT

SECURITY

EVENTUALLY, WE WERE PERSUADED TO TRY A MORE... SUBTLE APPROACH!

CLICK!

PlayStation®2

The Legends of Fierce Warriors come alive!

DYNASTY WARRIORS 2

Available Now!

"Easily one of the most technically impressive action games ever."
— PSM

- Play as one of 9 legendary warriors battling on foot and horseback!
- Join the ranks of heroes of old as you fight through hundreds of merciless warriors for the greatest prize of all — China!

- Witness extraordinary graphics on battlefields of truly epic proportions!

Dynasty Warriors 2 is a trademark of KOEI Corporation and KOEI Co., Ltd. ©2000 KOEI Corporation. All rights reserved.
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

TEEN T CONTENT RATED BY ESRB — Animated Violence

KOEI
www.koeigames.com

MOVE 'ER OUT!

HEY!

THUS, IT GIVES US GREAT PLEASURE TO ANNOUNCE THIS, A REVOLUTIONARY MOVEMENT TOWARD TOTAL EQUALITY IN THE GAMING WORLD, A PROGRESSIVE, POLITICALLY CORRECT LEAP INTO THE FUTURE OF INTERACTIVE ENTERTAINMENT!

TANAKA BROTHERS' GAME DEVELOPMENT PROUDLY PRESENTS

"GAMES FOR DAMES!"

GAMES FOR DAMES

ALAN ALDA HAS NOTHING ON US!

NOT LIMITED TO MERE SOFTWARE DEVELOPMENT, THE "GAMES FOR DAMES" CAMPAIGN SEEKS, THROUGH HARD WORK AND INNOVATION, TO CREATE A COMFORTABLE ENVIRONMENT FOR ALL FEMALE GAMERS TO PLAY AND INTERACT IN...

ALTHOUGH, GRANTED, IT IS ENTIRELY POSSIBLE THAT WE'LL GET BORED SOMEWHERE ALONG THE WAY AND JUST GIVE UP, SO THE SOONER WE GET STARTED, THE BETTER, NO?

READ ON.

SOFTWARE DEVELOPERS HAVE TRADITIONALLY BEEN EDGY ABOUT RELEASING FEMALE-SPECIFIC GAME TITLES, SIMPLY BECAUSE THEY DON'T SEE ENOUGH GIRL GAMERS OUT THERE TO TURN A PROFIT! WELL, WE'VE TAKEN A STEP FORWARD BY CREATING A SPECIAL LINE OF GAMES APPEALING TO THE TASTES OF ALL GAMERS, WHILE STILL RETAINING AN AIR OF FEMININITY!

WHAT LADY COULD RESIST THE SIMPLE CHARM OF SUCH TITLES AS "SLAP FIGHTER," "KEN'S MALIBU DREAMHOUSE RAMPAGE," OR "THE GREAT EX-BOYFRIEND SNIPE-A-ROO?"

I THINK THAT WE SHOULD SEE OTHER PEOP-

BANG!

AAAIGH!

HEY! I LIKE THIS ONE!

AND WHAT ABOUT THE CASUAL GIRL GAMERS? WE ALL KNOW A LADY OR TWO WHO DOESN'T MIND PLAYING A LITTLE TETRIS, RACING A LITTLE GT, DISMEMBERING A LITTLE QUAKE -- YET WHEN IT COMES TO ACTUALLY GOING OUT AND BUYING A GAME, THEY FREEZE UP! WHY?

ACCORDING TO OUR RESEARCH, FEWER THAN 40% OF THE GIRLS INTERVIEWED HAD EVER SO MUCH AS ENTERED A SOFTWARE STORE! CONVERSELY, OVER 85% REPORTED REGULARLY VISITING CHARMING LITTLE SHOPS WITH NAMES LIKE "WICK-ON-A-STICK" AND "CANDLES 'N' CRAP!"

GIRL STUFF!

OUR SOLUTION? SCENTED JEWEL CASES! CREATE THE GENTLE AMBIENCE OF AN OLD-WORLD CRAFTS SHOP WITH YOUR FAVORITE SOFTWARE! GET A WHIFF OF THE SPICED APPLE AROMA OF "HALF-LIFE," OR THE PINEY GOODNESS OF "DUKE NUKEM!" AND LOOK! THEY COME ON ATTRACTIVE DOILIES!

WHAT SMELLS LIKE A GREASED POSSUM CARCASS?

"SUPERMAN 64." DON'T TOUCH IT, IT WON'T WASH OFF.

BUT THAT'S NOT ALL, VIDEO GAMERS!

OUR PLAN ALSO CALLS FOR INCREASED MEDIA ATTENTION!

FEMALE-TARGETTED GAME ADVERTISING!

NEW ROLLER DEATH DERBY! FRESH SCENT! DESIGNER COLORS!

NOW WITH MORE BODY!

ROLLER DEATH DERBY

PRODUCT PLACEMENT IN MADE-FOR-LIFETIME-TV FILMS SUCH AS "THE BABY SHOWER CONFESSIONS," "FOR THE LOVE OF LIP GLOSS," AND THE HEARTWARMING DRAMA, "TEARS OF A DUCK."

WE ALSO INTEND TO SHINE A LIGHT ON OUR FEMALE GAME DESIGNERS, WHOSE VOICES HAVE OFTEN GONE UNHEARD IN THE PAST!

CONSIDER THIS INTERVIEW:

COME ON, DINNER AND A MOVIE!

NO.

WRONG PART OF THE INTERVIEW! YOU GET THE IDEA!

YES, THANKS TO OUR SELFLESS EFFORTS, I SHOULD THINK THAT THE FUTURE OF GIRL GAMING IS LOOKING PRETTY BRIGHT, INDEED!

WHAT DO YOU SAY, LADIES?

YOU GUYS ARE IDIOTS!

WE'RE LEAVING!

HUH. WOMEN! GO FIGURE!

THEY ARE A MYSTERY FOR THE AGES, MY BROTHER!

COME, LET US WATCH SOMETHING SHALLOW AND VIOLENT!

THE END!

WARNING: HSU AND CHAN ARE PROFESSIONAL IDIOTS. EMULATION CAN RESULT IN INJURY OR DEATH.

The views expressed by Hsu & Chan do not necessarily reflect those of the EGM staff.

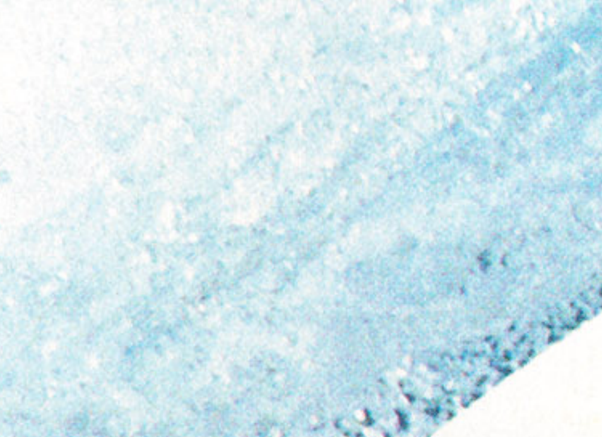
PlayStation®2

SURFING H30

SOUND TRACK COURTESY OF HOPELESS RECORDS

575BWY 8 ROCKSTAR 575BWY 9 ROCKSTAR 575BWY 10 ROCKSTAR 575BWY 11

Next generation wave modeling physics



6 epic waves to master

11 playable characters each with unique abilities

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

8 8A 9 9A 10 10A 11

WWW.ROCKSTARGAMES.COM/SURFINGH30

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc.
© 2000 All rights reserved. © 2000 ASCII Corp./OPUS Corp.
© 2000 Take 2 Interactive Software, Inc./Rockstar Games, Inc.

EVERYONE E CONTENT RATED BY ESRB

OPUS CORP.

RenderWare 3

ASCII

PHOTO BY TOM SERVAIS

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

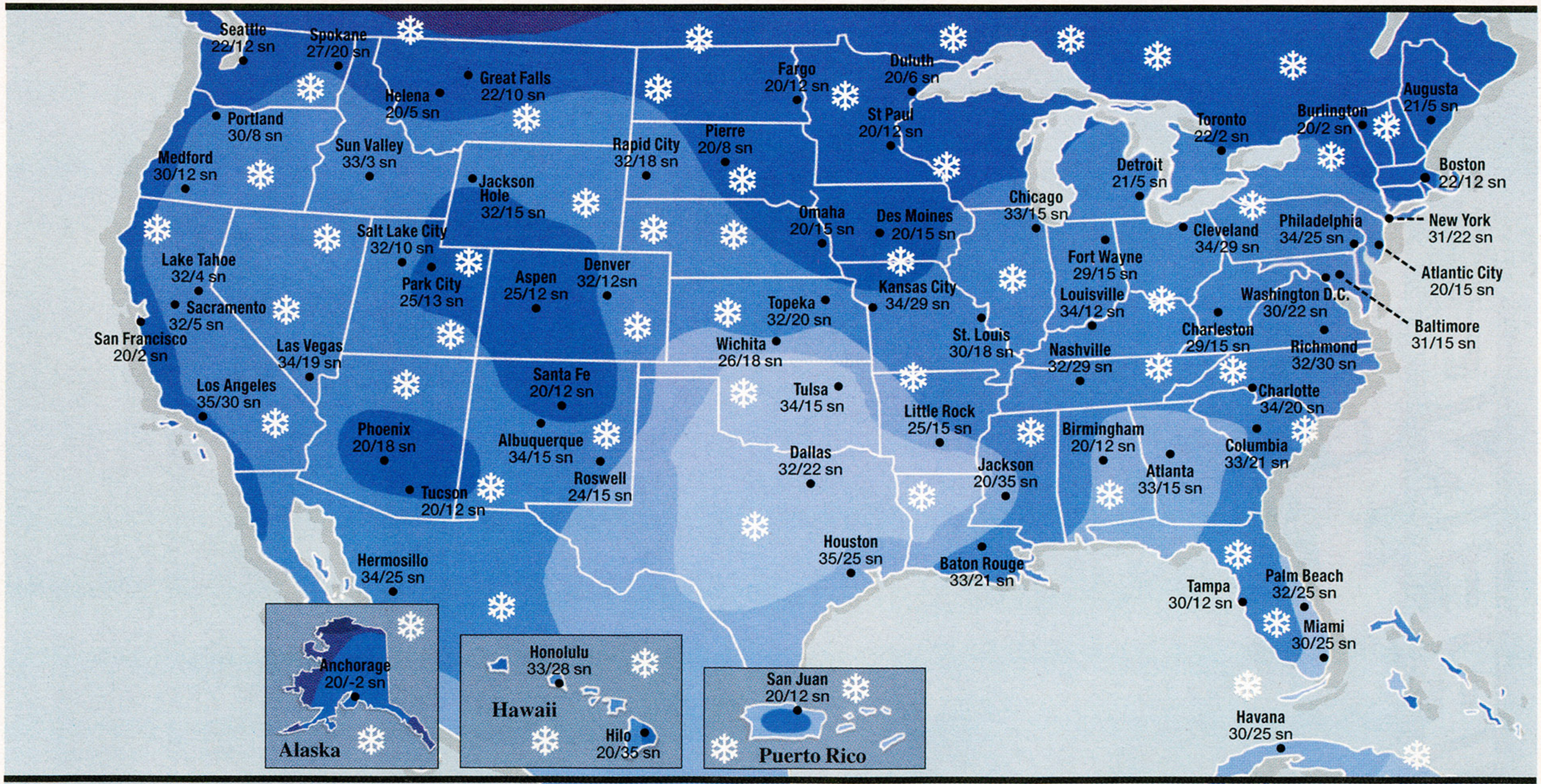
°Fahrenheit	10	20	30	40	50	60	70	80	90	100
°Celcius	-12	-7	-1	4	10	16	21	27	32	38

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
Snow 33/15
Tuesday: Snow 33/15
Wednesday: Snow 33/15
SQI: Icy

Baltimore
Snow 31/15
Tuesday: Snow 42/31
Wednesday: Snow 41/35
SQI: Fresh Powder

Boston
Snow 22/12
Tuesday: Snow 20/8
Wednesday: Snow 22/10
SQI: Fresh Powder

Charlotte
Snow 34/20
Tuesday: Snow 20/12
Wednesday: Snow 20/8
SQI: Icy

Chicago
Snow 33/15
Tuesday: Snow 20/18
Wednesday: Snow 22/5
SQI: Fresh Powder

Cleveland
Snow 34/29
Tuesday: Snow 27/18
Wednesday: Snow 25/11
SQI: Hard Pack

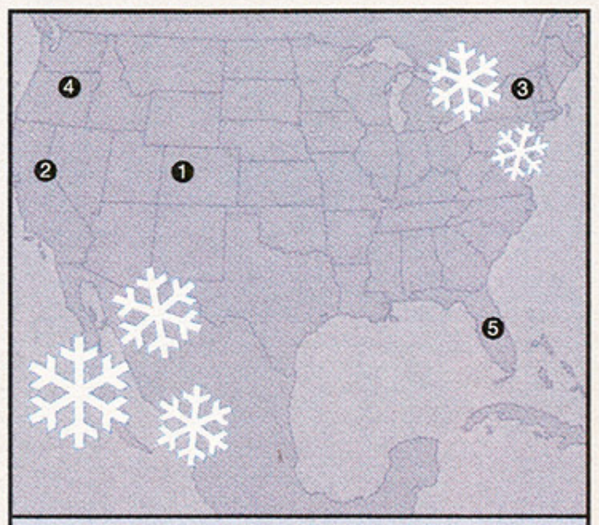
Detroit
Snow 21/5
Tuesday: Snow 30/18
Wednesday: Snow 34/22
SQI: Fresh Powder

Houston
Snow 35/25
Tuesday: Snow 42/32
Wednesday: Snow 44/31
SQI: Fresh Powder

Kansas City
Snow 34/29
Tuesday: Snow 39/30
Wednesday: Snow 38/12
SQI: Fresh Powder

Los Angeles
Snow 35/30
Tuesday: Snow 40/22
Wednesday: Snow 44/31
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

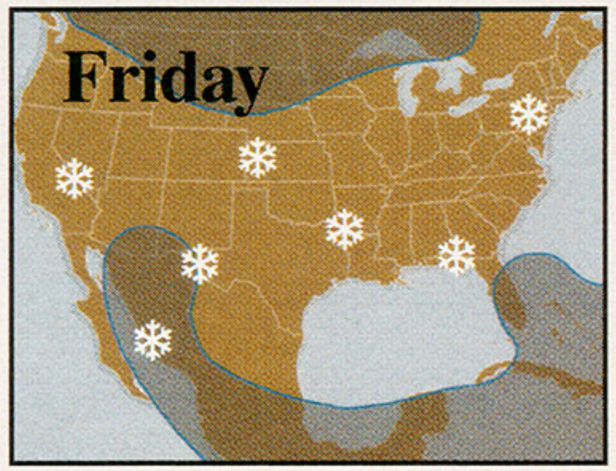
Jones

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

LIVE TO BOARD

EVERYONE E CONTENT RATED BY ESRB

Idol Minds

Cool Boarders is a registered trademark of Sony Computer Entertainment America Inc. Designed and developed by Idol Minds, LLC. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

Exclusive ProTalk™ Feature

Position Specific Mo-Capped Moves

Next Generation A.I.

Innovative Physics-Based Gameplay

PlayStation.2

www.989sports.com

We've given you control. What will you do with it?

© 2000 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football
and developed by Red Zone Interactive, Inc. and 989 Sports development team. 989 Sports and the 989 Sports logo are trademarks of Sony

League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com. © 2000 PLAYERS INC. All rights reserved. Designed Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2000 Sony Computer Entertainment America Inc.

EVERYONE

CONTENT RATED BY ESRB

Previews

Dreamcast

60 Phantasy Star Online
64 Illbleed
66 Floigan Brothers
Mars Matrix
Agartha
70 Fighting Vipers 2
Alien Front Online
Sega Tetris
72 Unreal Tournament
Headhunter
Soul Reaver 2
Dreamstudio

Nintendo 64

74 Sin and Punishment
81 Custom Robo V2
Dinosaur Planet

PlayStation 2

82 Zone of the Enders
86 Star Wars: Starfighter
88 Adventures of Cookie & Cream
Bloody Roar 3
ESPN MLS ExtraTime
ESPN National Hockey Night
90 Devil May Cry
Oni
Theme Park Roller Coaster
92 Rayman Revolution
NBA Hoopz
007 Racing
94 NCAA Final Four 2001
F1 Championship Season 2001
Warriors of Might & Magic
Unison
96 NBA Live 2001
Knockout Kings 2001
Snowboard Heaven
98 Army Men Green Rogue
Army Men Air Attack 2

PlayStation

100 Persona 2: Eternal Punishment
102 DDR Disney's Rave
Oh No!
Fist of the North Star

Game Boy Color

104 Dragon Warrior III
Magi Nation

WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

This Month in Previews

Like you're even going to stop and read about previews, knowing the Xbox feature is just a few pages away. Go ahead, we won't keep you. Just come back once you're done. All finished? Great.

So what's new in previews this month? Well, one thing we've noticed is the general lack of new PS one titles to talk about. It's not that they aren't out there—development for the old workhorse is still going strong—but it seems like third parties the world over are tying up all their 32-bit game slates and quietly releasing what they have left, usually without making much of a fuss about it to the gaming press. It's almost like they're ashamed or something.

Remember when the Saturn and N64 were released? Game development for the Genesis and SNES lasted well into the first few years of the new systems' shelf life. Granted, it was mostly first-party software, and a lot of shovelware at that. We figure that's the price of depending on outside developers for the greater percentage of a system's library. It's a profitable business model while you're the hot new hardware on the block, but when things start to wind down, look out!

Another treasure from Treasure. Check out Sin And Punishment on page 74. Then get in touch with your favorite import shop and order it up!

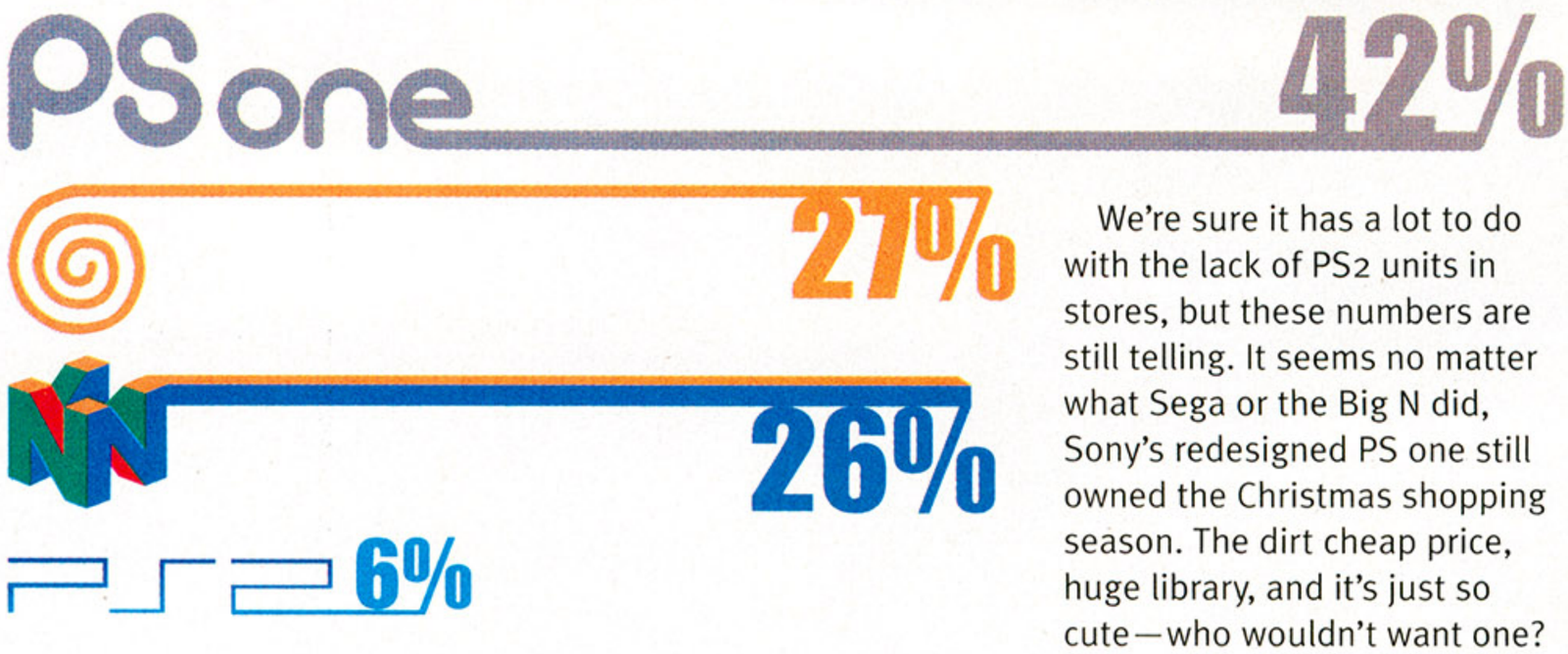
Still, it's odd to see developers leaving so quickly, especially since the PS one is still outselling all the other systems by a wide margin leading up to Christmas. The PS2 might be the system everybody is talking about, but none of its games have even broken into the top five in terms of sales.

We aren't the only ones watching the numbers, so hopefully this is just a temporary dry patch. Here's hoping we see a few more big-time PS one games before it fades away.

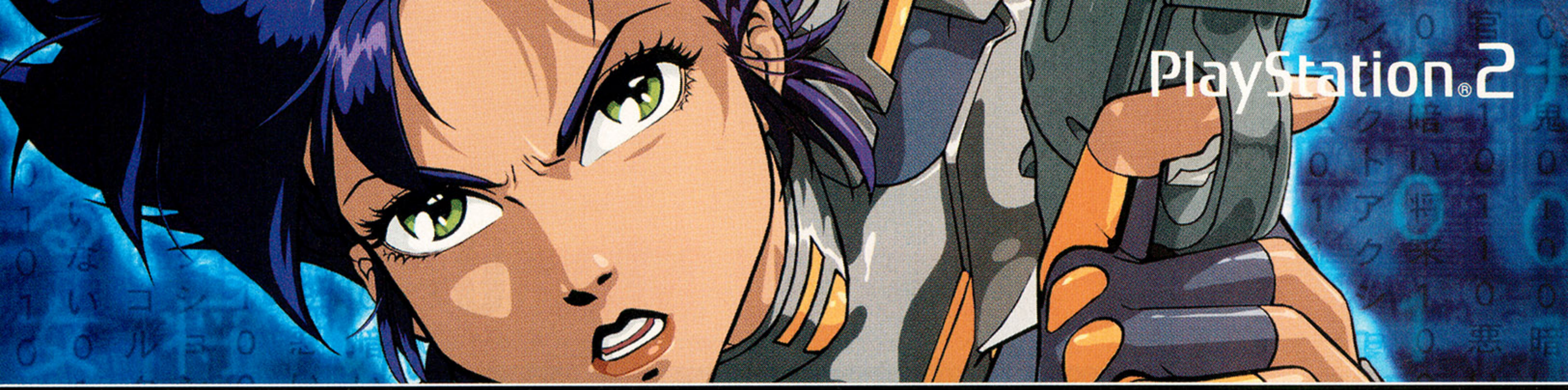
TOP 5 Preview Picks

1. Zone of the Enders	PlayStation 2, Summer
2. Sin And Punishment	Nintendo 64, Now (Japan)
3. Phantasy Star Online	Dreamcast, February
4. Star Wars Episode I: Starfighter	PlayStation 2, Q1 2001
5. Fighting Vipers 2	Dreamcast, March

System Sales During the Week of November 25



We're sure it has a lot to do with the lack of PS2 units in stores, but these numbers are still telling. It seems no matter what Sega or the Big N did, Sony's redesigned PS one still owned the Christmas shopping season. The dirt cheap price, huge library, and it's just so cute—who wouldn't want one?



A DARK FUTURE...
AN UNCERTAIN PAST...

NO ONE LEFT TO TRUST.

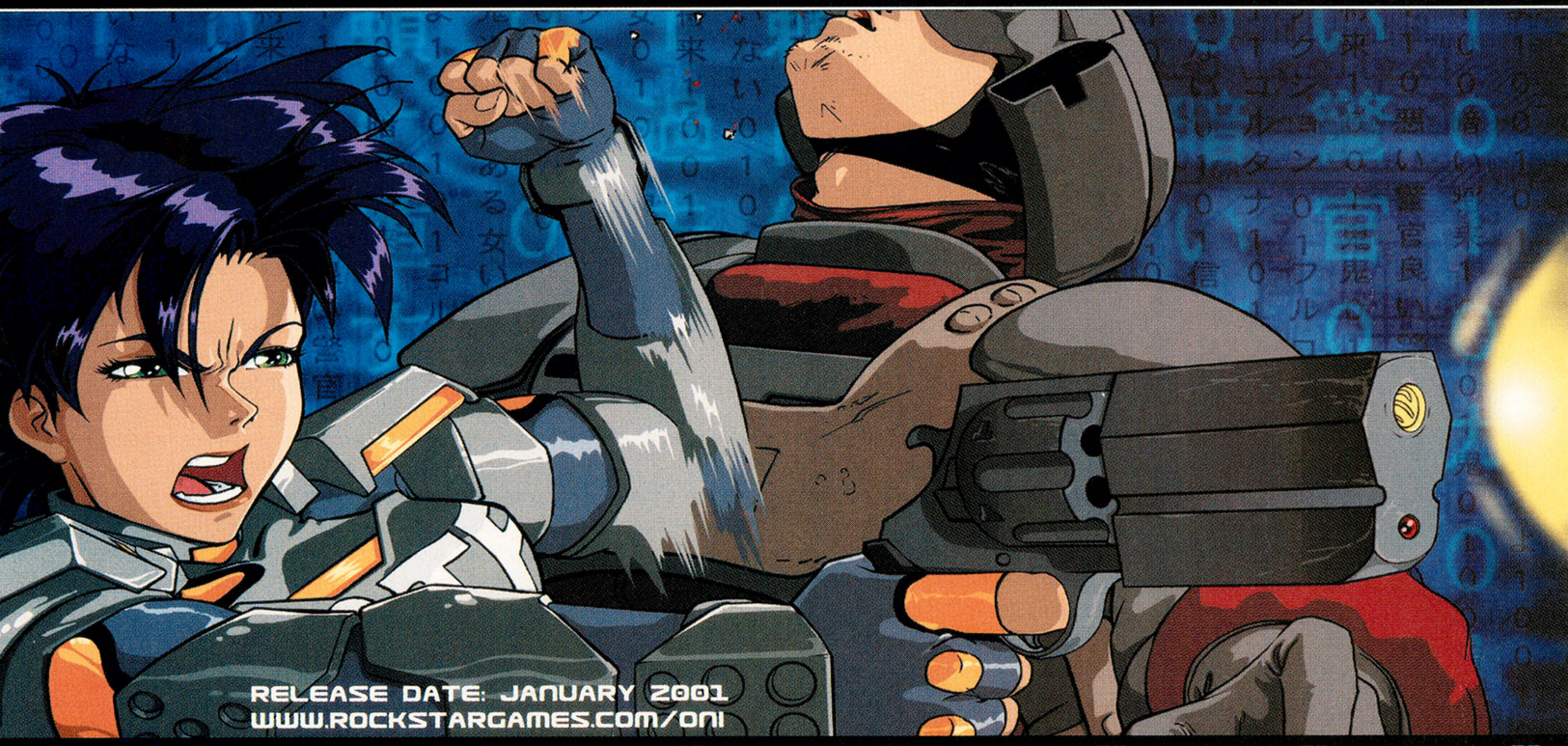
ONI

AN INTENSE ACTION THRILLER COMES TO LIFE WITH EXCITING ANIME STYLE CHARACTERS AND STORYLINE.

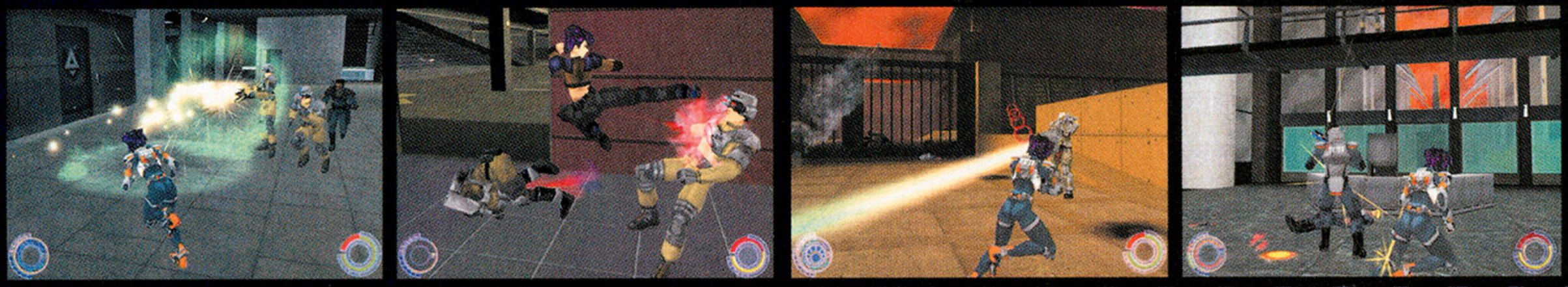
REVOLUTIONARY GAMEPLAY BLEND OF HAND TO HAND AND WEAPONS COMBAT.

EASY TO LEARN FIGHTING SYSTEM WITH COOL, LIFELIKE AND REALISTIC MOVES.

THE ARSENAL OF WEAPONS INCLUDES PISTOLS, ROCKET LAUNCHERS, ENERGY AND PROJECTILE WEAPONS.



RELEASE DATE: JANUARY 2001
WWW.ROCKSTARGAMES.COM/ONI



COMING SOON: THE ONI COMIC BOOK FROM DARK HORSE COMICS

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved. Gathering of Developers and the godgames logo are trademarks of Gathering of Developers Inc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 2000 All rights reserved.

Mac PC CD ROM

TEEN T CONTENT RATED BY ESRB — Animated Violence

DARK HORSE COMICS

BUNGIE

PREVIEW

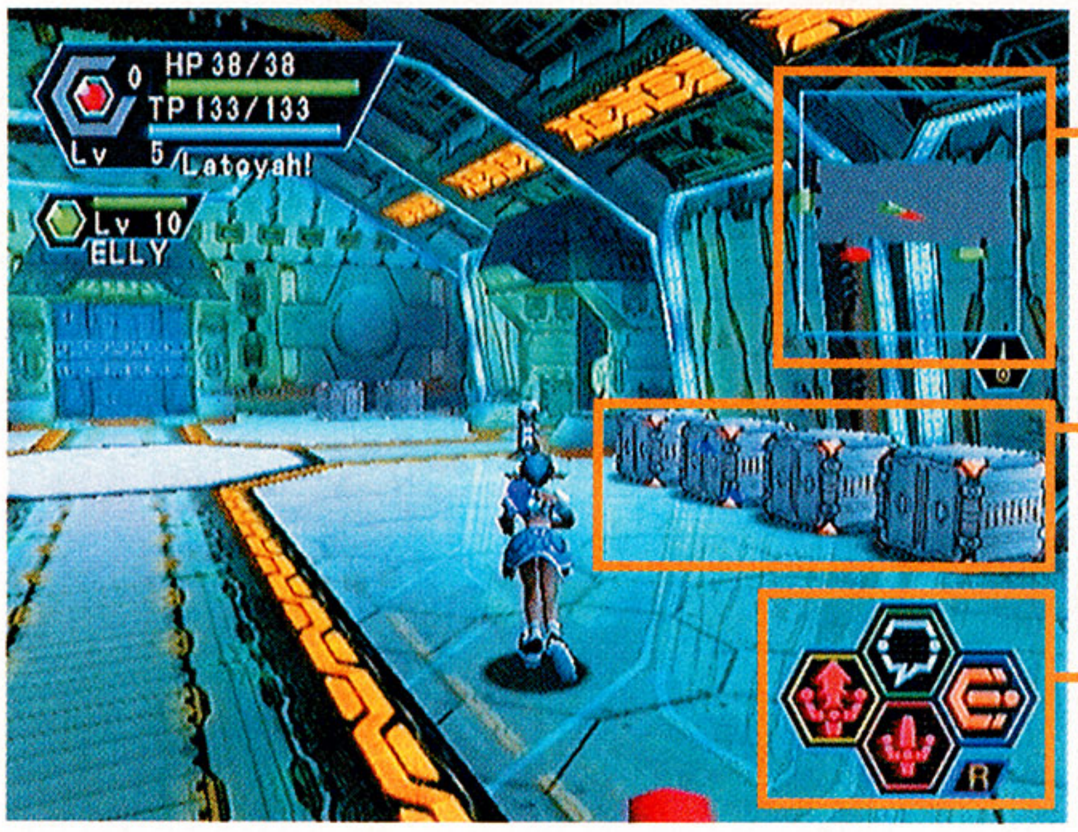
Phantasy Star Online

Publisher:	Sega
Developer:	Sonic Team
Players:	1-4 (online)
Genre:	RPG
% Done:	90%
Release:	February
Also Try:	Skies of Arcadia
Web Address:	www.sega.com

The Good: At last a new Phantasy Star game!

The Bad: Less like Phantasy Star, and more like Diablo.

And The Ugly: Migraine-inducing camera issues.



This map shows the room you are in, including all exits. Green doors are opened while red doors are still locked.

There's treasure in them there boxes—smash 'em open like pinatas! If you can't use the booty, you can always sell it.

These icons are actions corresponding to the four main DC buttons. Choose from a ton of commands (talk, different attacks, cast a specific spell or use an item) and set them up however you like.

FINAL PHANTASY?

New Skool

Although original Phantasy Star programmer-cum-Sonic Team head-honcho Yuji Naka is steering the latest appearance of the Phantasy Star brand on the Dreamcast, the majority of the team responsible for previous games in the series are the masterminds behind Skies of Arcadia.

Producer Rieko Kodama and the Overworks team may not be household names, but they're responsible for Sega's newest RPG success, as well as older titles like Magic Knight Rayearth. Rieko herself had a hand in some of the first Sonic games.

While many fans of Phantasy Star long for a true sequel, Overworks is currently hard at work on the sequel to Skies.

It's been over a decade since the first Phantasy Star game was released for the 8-bit Sega Master System. The series, now spanning six games, multiple consoles, and even spawning a collection disc (in Japan), carries the same weight in many RPG circles as Square's ubiquitous Final Fantasy games. Now that it's moving to the infinitely more powerful Dreamcast, having skipped the Saturn entirely (no, the PS Collection doesn't count), what differences do fans of the series have to look forward to?

Well, the biggest and most obvious answer is the "online" part. Less like Everquest and more like a 3D Diablo (make that *much* more like Diablo), you can play PSO by yourself offline, but the real meat of the gameplay lies in the four-player online experience found on SegaNet.

Online or off, the game works like this: There's a large number of "jobs" you can opt to take on, all with various objectives—anything from clearing an area of all monsters to rescue missions. Online you can form a party to complete your missions with up to three friends, or alone you can occasionally enlist the help of computer assistants. Most of the game is split into distinct areas (indoors and out) contained by walls and doors—beat all the enemies or solve the puzzle and you can open the doors and enter the next area. Often these puzzles are simply a matter of pressing a switch, but we've seen some sections that require a bit more thought and teamwork—like getting three guys together to help push a giant obstacle aside. Scattered throughout the levels are also chests filled with items that can be equipped, used or sold back in town for money. Sound familiar yet, Diablo fans?

Of course it's not your average RPG town—it's more like a futuristic cityscape than the usual medieval cottage park you're used to (think *Tron* meets *Blade Runner*). There you can buy and sell goods (weapons, armor, potions, etc.) and deposit your money in a bank, preventing you from losing all your cash should you get smoked during your adventures. If you do die, the hospital is also in town, where you will reappear and be healed for the low, low price of only 10 Meseta (the currency in the Phantasy Star universe).

Never liked your character much anyway? Just make a new one from scratch. One really cool

Online gameplay will usually look like this, with you and three other players hacking away at a very unlucky assortment of beasts.

feature of PSO is the flexibility it gives you in creating your character. Your new studly fighter can (depending on which base character you choose) specialize in magic, physical attacks or a combination of both. Then you can pick from a number of different heads, hairstyles, faces, skin tones, body sizes and uniforms to give your creation its own unique style.

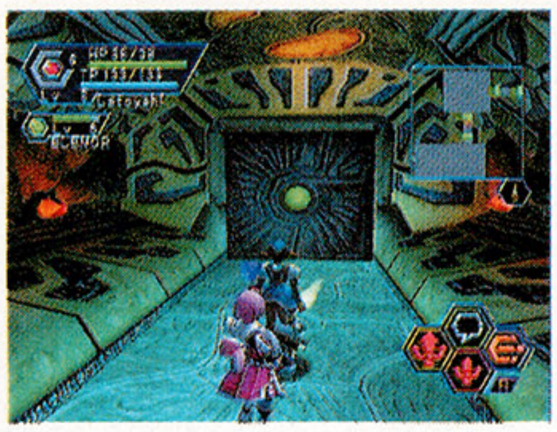
Chatting with your counterparts is another thing that's handled with grace. You can either choose from premade statements ("Follow me!, "Back me up!", etc.), or type in your own messages using an attached DC keyboard or the (rather unwieldy) controller-bound onscreen keys. The bonus of using the set phrases over typing yourself is not only speed—anyone playing with you in Japan, Europe, South America, or anywhere in the world for that matter, will see the text in their own native tongue.

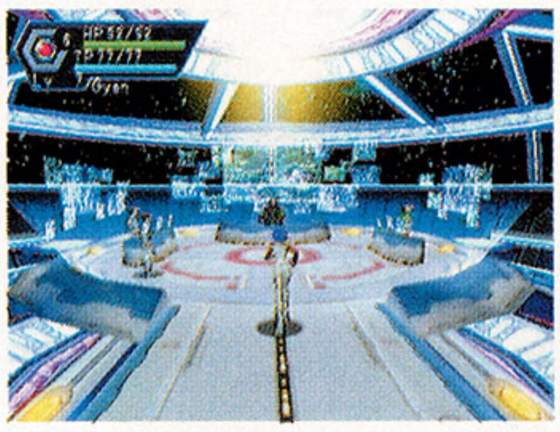
But is the only point of playing online making friends with Hiro from Osaka and Pablo the feisty Columbian? Nope. Sonic Team promises specific missions that can only be tackled if you play online—some of which require the full party of four players to complete. So if you want to get the most of the game, you'll have to log onto SegaNet and make a few friends (it's OK, we know you can do it). The good news is, unlike Everquest or Ultima Online, there will be no monthly subscription fee in the U.S. to play PSO online, so as long as you have a SegaNet account there's no reason you wouldn't want to jump on the Net.

Last but not least, we have the graphics. Looking at these screens we're sure you'll believe it when we say PSO is one of the most attractive Dreamcast games yet—and that's saying something. Leafy, lush environments, dark, dank caverns, glowing lava pools and more make it feel like a living, breathing world. Character graphics and monsters are all detailed and unique, including a few nods to previous Phantasy Star designs.

However, everything isn't all rosy with the preview build we've been playing. At this point the camera is possibly the game's biggest problem: It only looks in whatever direction you're running when you hold the left trigger, and that gets quite annoying when fighting numerous enemies. Which leads us to the next problem: the limited lock-on function. While your character can lock-on to the nearest approaching enemy, it doesn't take much to un-lock, causing you to miss more often than not. It's easier to hit with a character who specializes in magic, but if your guy uses only hand-to-hand weapons or guns, it gets pretty silly. Firing a gun three inches away from the enemy and missing isn't our idea of fun. These and a few other annoyances—including a lame CPU-ally AI—worry us a bit, but Sega has some time to tidy things up before the game ships this February in the States.

And besides, it's hard not to be excited for the first multiplayer online console RPG, especially one with the Phantasy Star name attached. Next issue we should know if that excitement is justified.

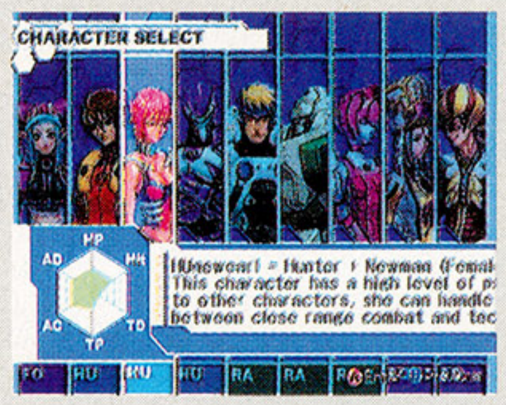




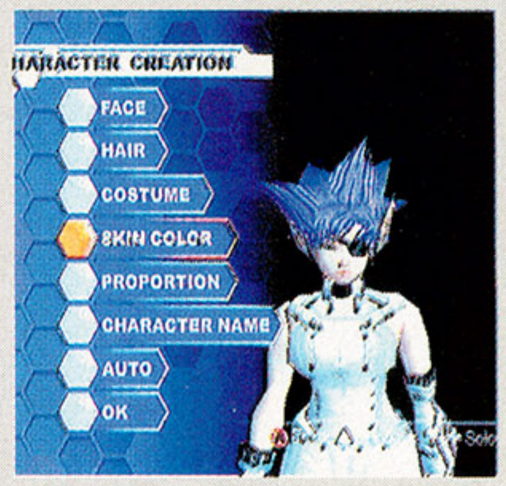
CREATE-A-CHARACTER

Phantasy Girl

One of the coolest aspects of PSO is how much freedom it gives you in customizing your character. Check it out:



First choose your basic character. They can be Andriod or Human, and a number of different classes (Ranger, Magic User, etc.).



Next you can pick your head, uniform, and adjust the body proportions anywhere from short and fat to long and lean. Love the eyepatch on our model, but something just ain't right. Let's see....

...yes! Red is definitely her color. Plus the cocoa skin and pink hair—just marvelous. Now she's ready for the Net!

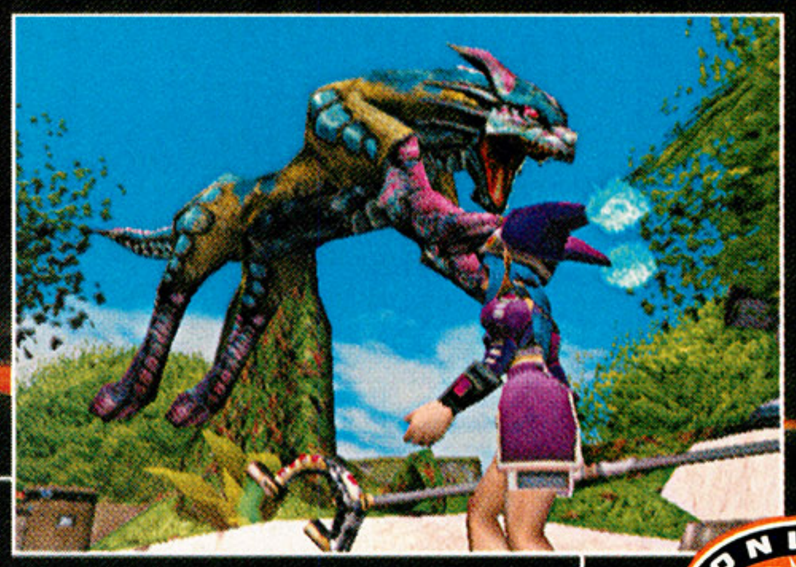
NOW YOU CAN

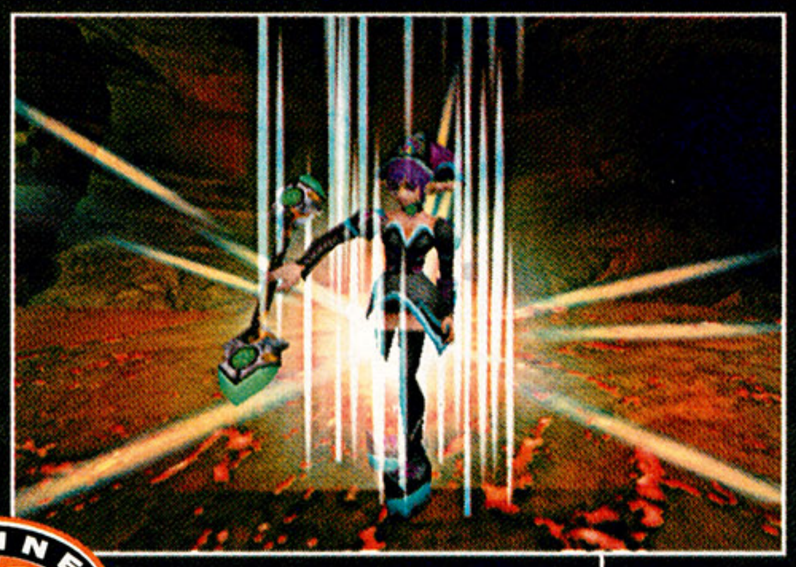
SCREAM "HELP" LIKE A LITTLE GIRL

IN FIVE DIFFERENT LANGUAGES.

PHANTASY STAR™ ONLINE

ファンタシースターオンライン





ONLINE MULTI-PLAYER

SONIC TEAM

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

With the Phantasy Star Online instant translator, you can choose from hundreds of words and phrases to communicate with online gamers around the world. You enter, "Help me! I don't want to die!" Your teammate in Japan sees: "助けてくれぇ。死にたかねぇよ。" It's just one of the advanced features on the next generation of the legendary Phantasy Star series. Phantasy Star Online will immerse you in the most complete role-playing experience possible—not to mention what it'll do for your vocabulary.

sega.com/phantasystaronline

Dreamcast™

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and PHANTASY STAR ONLINE are registered trademarks or trademarks of SEGA CORPORATION or its affiliates. © SEGA CORPORATION, 2000. All Rights Reserved. © SEGA/SONIC TEAM, 2000. www.sega.com

PREVIEW

"You'll vomit with excitement, you'll puke with pleasure..."
- Highly quotable excerpt from Illbleed trailer

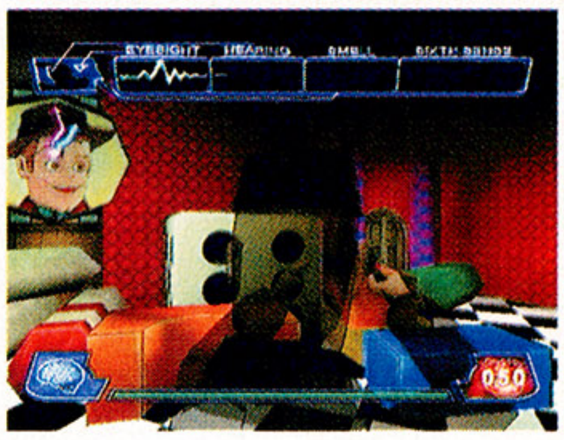
Illbleed

Publisher:	Jaleco
Developer:	Climax Graphics
Players:	1
Genre:	Action/Adventure
% Done:	90%
Release:	February
Also Try:	Resident Evil 2 & 3
Web Address:	www.jaleco.com

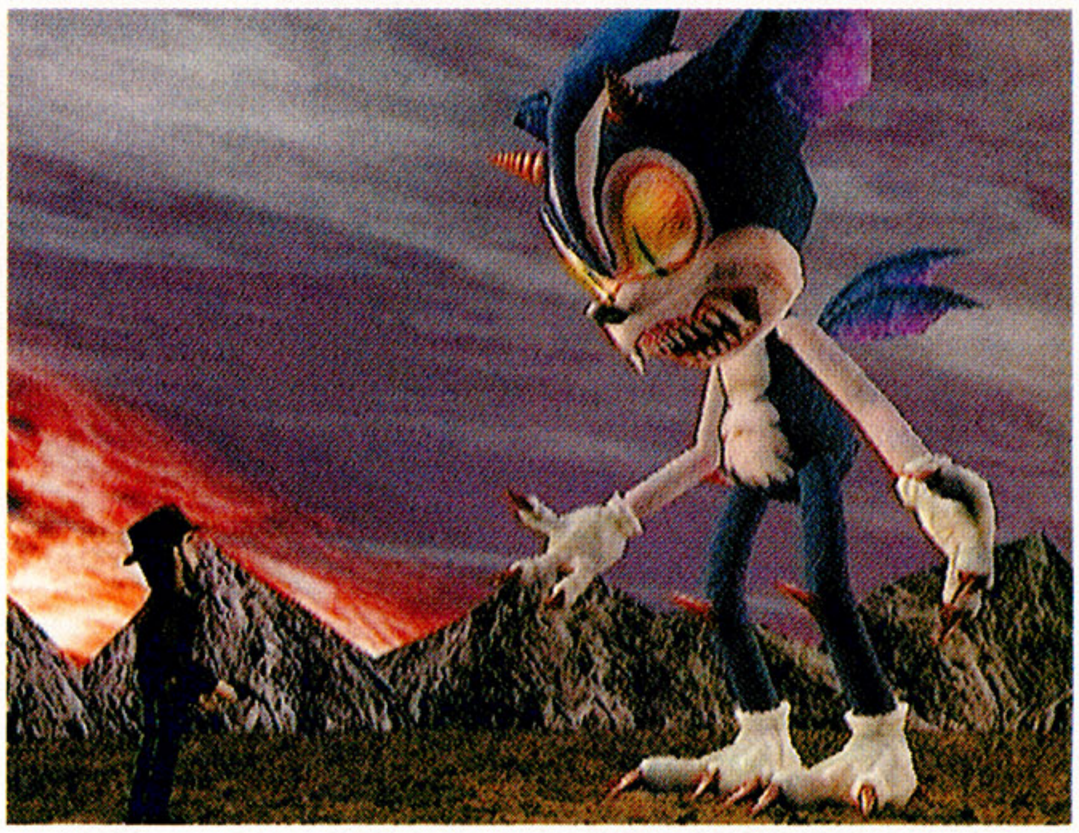
The Good: A cool new twist on the survival horror genre.

The Bad: Is the blood and gore too over-the-top to take seriously?

And The Ugly: Little kids with no facial skin. Uh...you'll see.



There's a snake in my boot! For part of Illbleed you are transformed into this...familiar-looking doll. Creepy and bizarre, just like most of Illbleed.



"I look like WHO, now?" Yes, when you shoot him he sheds little gold rings. C'mon, you know you love it.

FIGHT OR FLIGHT

Get the Heli Out!

Ah, there's nothing like taking a severe beating from the baddest baddies in the haunted house. Sometimes you're just not up to the fight, though, so Illbleed gives you a cool little way out. Once you enter the standard combat mode (this trick doesn't work on bosses, obviously), a helicopter landing pad appears on the ground. Circling high above is a chopper that keeps an eye on your status. By signaling it from the landing pad, your character can get air-lifted to safety and continue the game from the point of the battle. Flagging down the chopper takes time and leaves you vulnerable to enemy attacks, though, so don't count on it to save your butt every time.

Remember that haunted house you visited last Halloween, the one with the middle-aged guys in black costumes threatening you with plastic knives? Lame, wasn't it? Jaleco invites you to the world of Illbleed, where the haunts aren't human, circular saws have no guards, and the psychological scars are just as deep as the physical ones.

The story begins with a small group of teenage horror fans (don't worry, that's where the similarity to *Scream* ends) who decide to test their wills at a local spook house that has a nasty habit of swallowing up its visitors. When the teens get trapped inside, it's up to the saucy young Eriko Christy to find and retrieve her friends and make her way back out of the house. As an added incentive, each rescued character can be used to pick up Eriko's task should she meet an untimely demise along the way. Go team!

Unlike most survival horror offerings, Illbleed charges its challengers to conquer fright rather than might in seven monstrous stages. The name of the game is catching traps before they catch you—there's over 1,000 traps and items in this title. In fact, almost all combat is triggered by scripted traps, so how much you fight will often depend on how well you can spot traps before they catch you. A healthy fare of bosses and mandatory battles will keep you plenty busy, though, as you unfold the secrets behind the Illbleed house of horrors.

The game monitors four of your six senses (that's right, six, as in "I see dead people"), and they're your ticket to sniffing out traps, flagging them early, and skirting death. Complementing your human perceptions is a neat little gadget called the "horror monitor," which helps you pinpoint a trap once you've determined its general location. When senses are triggered by the environment, you can use the horror monitor to scope out suspicious areas, then mark them so they don't catch you off guard as you pass. Each mark uses up a few "adrenaline points," a character attribute that is replenished by winning battles and scouting out traps, so it's in your best interest to avoid as many snags as possible (though they're pretty cool to watch—you may want to make a couple of passes at each level just to see all of the creative trap cinemas). Performance is further influenced by bleeding rate, a relatively novel feature that increases whenever you get hurt, impairing you physically and increasing your heart rate. When the ol' heart gets going too quickly, death by shock is not far off. Spooky, eh?

From its whacked-out environments to its unique brand of horrific traps, Illbleed is a game like no other. Possessed dolls, disfigured humanoids, relentless robotics, and untamed plantlife are just the tip of the bone-chilling iceberg. At the same time, Illbleed looks like it'll have a few lighthearted moments to let players know it doesn't take itself too seriously (just check out the screens above).

moto racer™ WORLD TOUR

HANG ON FOR DEAR LIFE.

Ride. Race. And Fly.

Get big air and pull off sick stunts as you go for the checkered flag. Complete with real bike physics and real race strategies, you can test your riding skills in all the different disciplines of motorcycle racing. From supercross to motocross, from freestyle to traffic, Moto Racer World Tour's simulation of the bike's handling makes for the most realistic riding experience. Take turns just right, and it's like peanut butter to the roof of your mouth. Pull up lame, and the only trophy you're going home with is a bad case of road rash.

All The Real Tricks. All The Real Tracks. And All The Real Wrecks.

Rev up the throttle and tear it up on 18 of the world's most famous circuits, including Suzuka, the Stade de France, and Britain's Isle of Man.

Choose and even customize any of the 34 different motorcycles available. Fitted with independent front and rear suspension for the truest riding sensation, you'll get a real feel for the track, especially when you meet it face first.

You have total control of the bike, even when it's airborne, so you can pull off all the nasty tricks, from can-cans to superman. And TV quality replays of the race will prove who's tame and who's insane. Once you get it in gear, compete in different championship seasons, and you'll open up new hidden levels if you win.

With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

So Real, It Almost Hurts.

IN STORES NOVEMBER 2000

PlayStation®

© 2000 Delphine Software International. All rights reserved. Moto Racer World Tour and Delphine Software International are trademarks or registered trademarks of Delphine Software International. Distributed by Infogrames, Inc. Infogrames and the Infogrames logo are trademarks of Infogrames, Inc. and its affiliates. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective companies.

MOTUL

EVERYONE E CONTENT RATED BY ESRB

DSI Delphine Software International™

INFOGRAMES™

PREVIEW GALLERY

Floigan Brothers

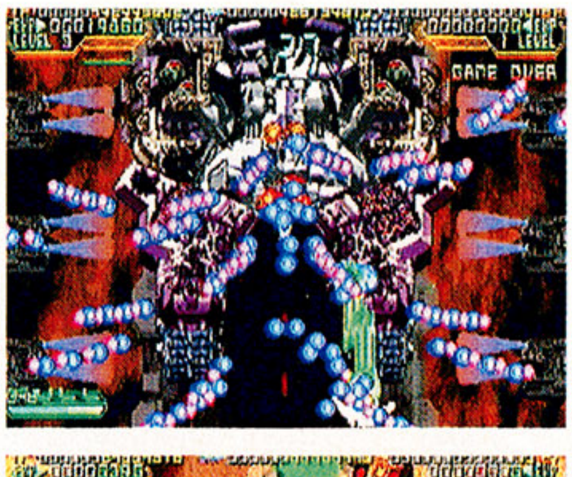
One of the first games **Visual Concepts** showcased for the Dreamcast actually had nothing to do with sports. It was...well, we had no idea what kind of game it would be, but one thing was for sure, Floigan Brothers certainly looked strange. Beautiful, but strange. Sega finally shed some light on this mysterious title in their recent Executive Games Summit, and we walked away quite impressed.

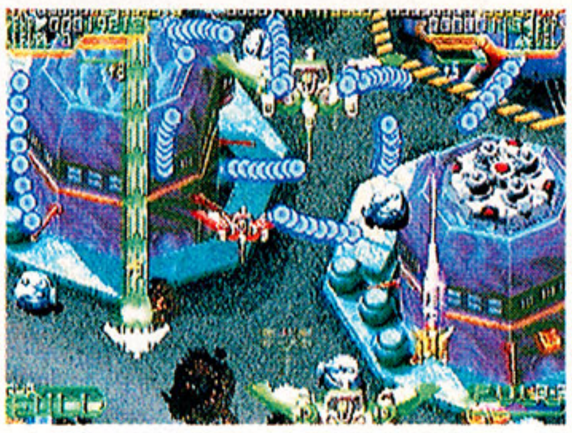
Floigan Brothers is a puzzle game of sorts, with plenty of adventure elements thrown in. The basic concept is you control the smaller of the two brothers, and you need to use both the environment and your "slow" brother's violent mood swings to open up new parts of the levels. Piss him off enough and he'll knock you over walls and bodies of water, and with a bit of tickling you'll be able to ride on his shoulders to quickly dash under a closing gate. And if the deep (not to mention very humorous) gameplay isn't enough, Floigan has some of the grandest graphics seen on the Dreamcast yet. Expect it this **summer**.

Mars Matrix

Capcom's officially on fire. Not only have they released a ton of great fighters in the past several months, but now they've got Mars Matrix on the horizon. This vertical shooter boasts the frenetic pace and weapons of Radiant Silvergun with the layered backdrop of Raystorm for incredible results.

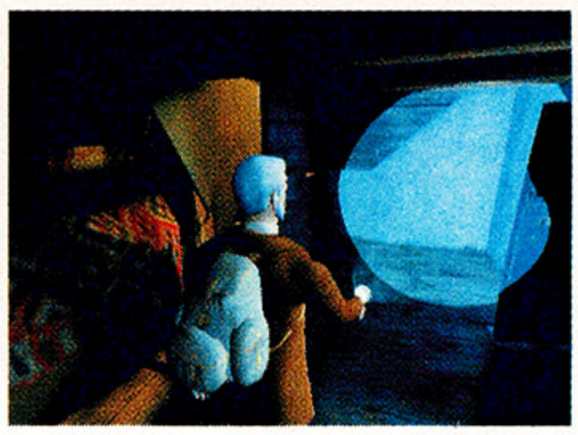
While the graphics look a mite unpolished for the DC, there's a ton of other cool elements that make up for that small shortcoming. Capcom has ported over its fighting-game system of building up credits and spending them in a "store" to unlock goodies. Plus, two Arcade modes feature different enemies and attack formations, so MM is like two games in one. Best of all, it's only a short wait 'til Mars Matrix hits in **February**. We should have a review next month.





Agartha

Toy Commander developers **No Cliché** and **Sega** are hard at work on this new adventure title, Agartha. You take the role of Kirk, who encounters a wide array of benevolent and malicious characters, including villagers, zombies, monks, priests, arch-angels, and a character called the Sentinel. The interesting thing is the choices Kirk makes determine whether he saves the world or sends it into the burning pits of Hell. Alone in the Dark fans watch for this one **sometime in 2001**.



Your friend wants you
to smoke that wacky weed.

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

No. Absolutely not.

I have more respect for my body than that.

I have more respect for my parents than that.

I have more respect for my little brother who thinks I am the best thing to happen to the planet earth since professional wrestling.

I don't get high on the streets.

I get high above the rim.

Where I take guys like you to school.

So, when I say no,
I mean not now,
not tomorrow.

Not this weekend
at the party.

Not ever.

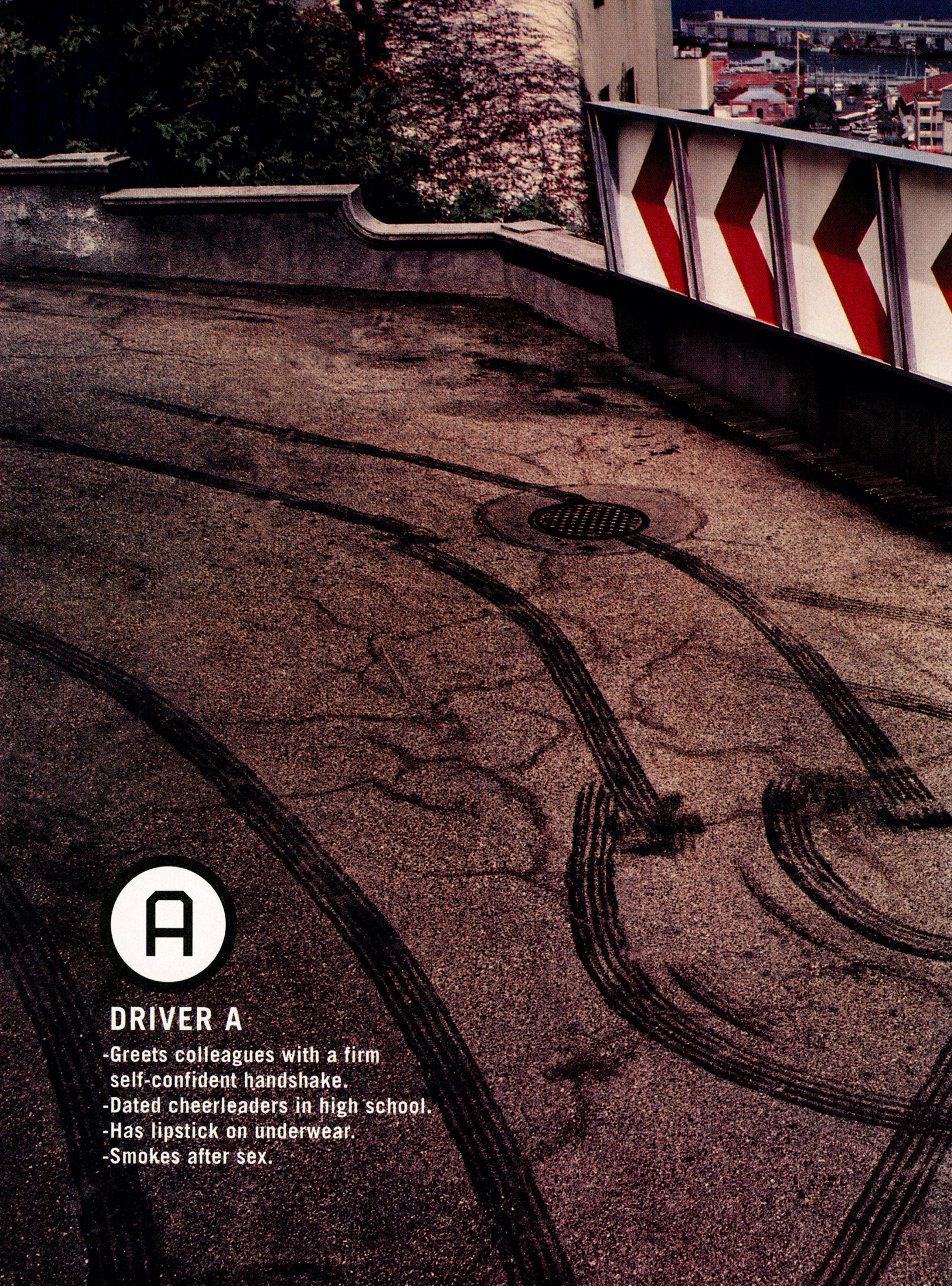
Or you could just say:
I'm not into that stuff.

s|e|l|f|-|r|e|s|p|e|c|t

MY ANTI-DRUG.

www.whatsyourantidrug.com

Office of National Drug Control Policy/Partnership for a Drug-Free America®



DRIVER A

-Greets colleagues with a firm self-confident handshake.
-Dated cheerleaders in high school.
-Has lipstick on underwear.
-Smokes after sex.

MSR

METROPOLIS STREET RACER

Welcome to Metropolis Street Racer where going fast isn't enough, you've gotta go fast and look good. MSR is the only racing game where you're judged on KUDOs (points based on style) as well as speed. MSR also features amazing recreations of real cities. London, Tokyo, and San Francisco, are shown in incredible detail, right down to the street signs and radio stations. So check out Metropolis Street Racer and see if you've got what it takes to maintain an image at 180 mph.

:: :: SAN FRANCISCO :: ::

:: :: LONDON :: ::

:: :: TOKYO :: ::

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

sega.com/msr

© SEGA CORPORATION 2000. Bizarre Creations. Ltd (c) 2000. All Rights Reserved. SEGA, DREAMCAST, the Dreamcast logo and METROPOLIS STREET RACER are trademarks or registered trademarks of SEGA CORPORATION or its affiliates.

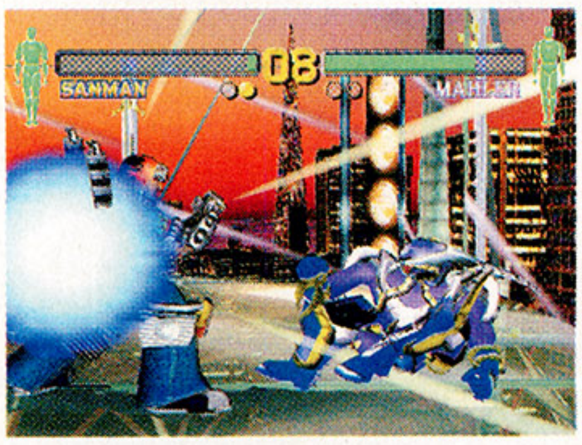
EVERYONE
E
CONTENT RATED BY ESRB

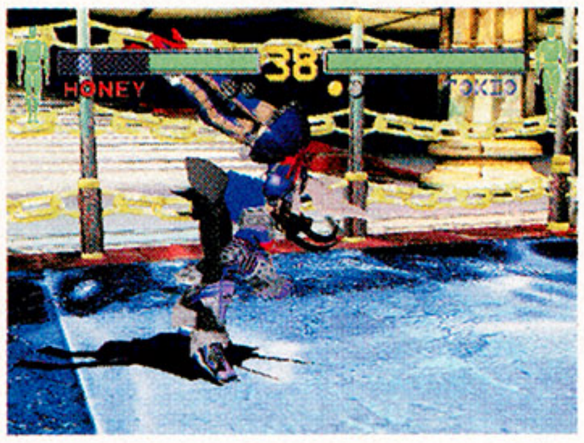
BIZARRE CREATIONS

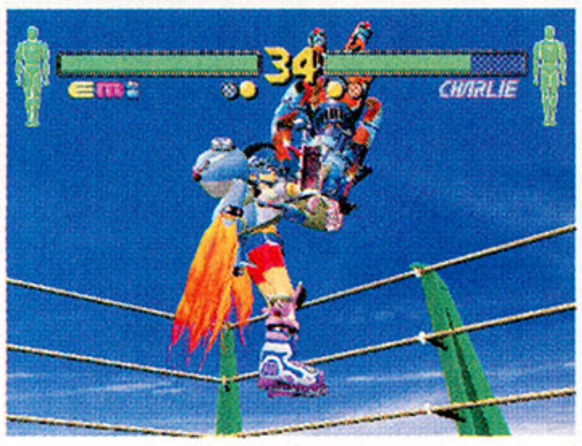
PREVIEW
GALLERY

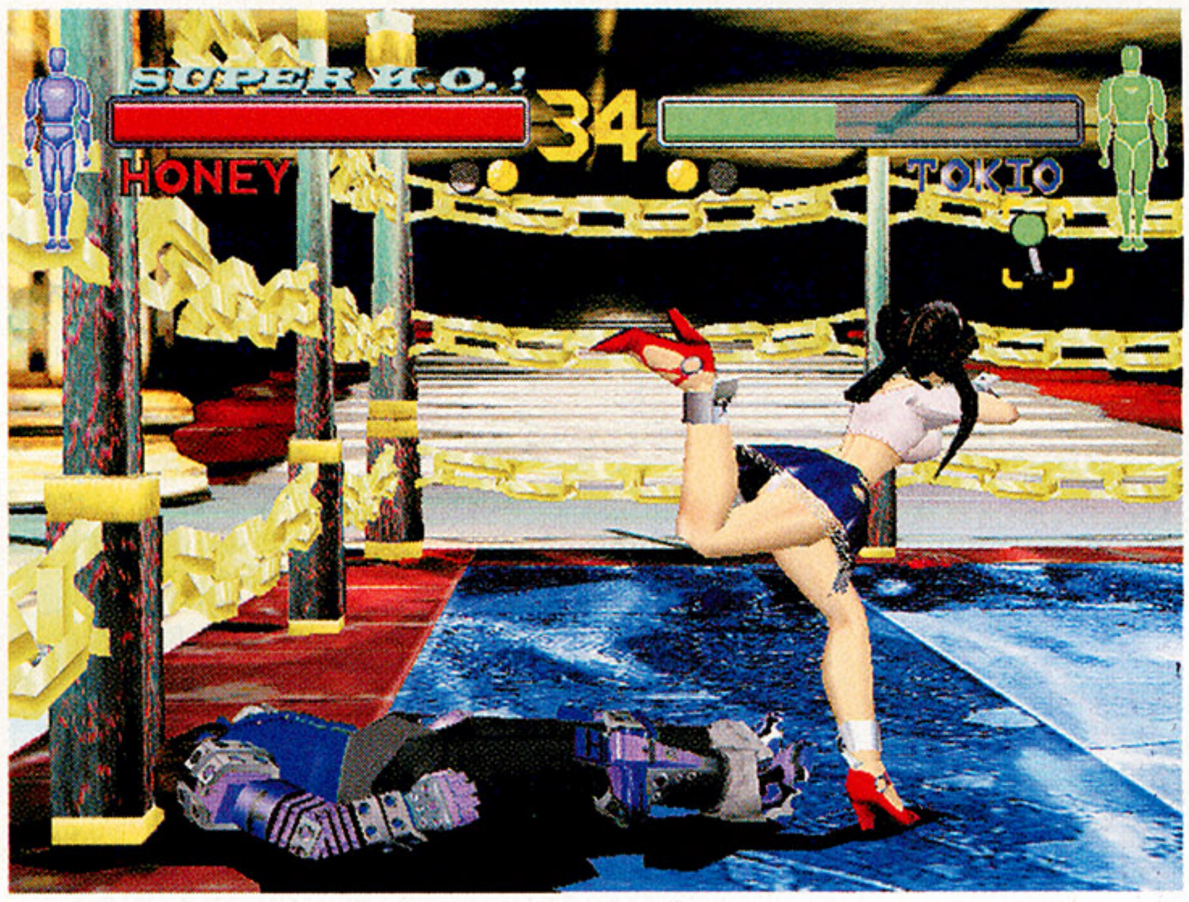
Fighting Vipers 2

The fence-smashing action last seen on the Sega Saturn is back! Fighting Vipers 2, the long-lost but not forgotten AM2 arcade fighter has returned with three hidden characters, two-on-two, battle and random (fight different characters on different arenas in a random order) modes all included. Pepsiman will likely not return though—he will be missed. **Sega** plans to release FV2 here in **March**.









Alien Front Online

Scheduled to land on terra firma in **May**, Dreamcast-owners will be able to log onto SegaNet for **Wow/Sega's** four-on-four blast-'em-up action reminiscent of Namco's Tokyo Wars, but better. Utilizing voice-technology that lets you communicate with others using the Seaman microphone (or perhaps a special headset), players can play against other DC owners and also against gamers playing the arcade version.

Sega Tetris

Sega development team **Wow Entertainment** puts its spin on this puzzle classic, **available now in Japan.** The DC version of the Naomi arcade game features link cable and online play (and chat) of classic style Tetris with a few differences. For instance, when you're hit with a combo from an opponent, the screen zooms out and you must combine the next two pieces to form one block—and then find a place to put it.

TIME TO SETTLE THE SCORE ONCE AND FOR ALL.

A FREE

CAPCOM® VS. SNK™

Two monster corporations at war. One solution. A massive martial arts event, Millennium Fight 2000, is organized to settle the score and eliminate all conflict between the two parties. Many of the world's most famous warriors have joined and the public is going mad with anticipation. Join over 25 brawlers from Capcom's legendary Street Fighter and SNK's world-renowned King of Fighters series' as they fight for universal domination. Capcom vs. SNK…the ultimate collision of strength and power.

TEEN T CONTENT RATED BY ESRB

Animated Violence
Suggestive Themes

CAPCOM®
CAPCOM.COM

Dreamcast™

©CAPCOM CO., LTD. 2000 ©CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED. ©SNK 2000. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. CAPCOM VS. SNK MILLENNIUM FIGHT 2000 is manufactured and distributed by CAPCOM CO., LTD. under license from SNK Corporation. SNK is a trademark of SNK Corporation. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a registered trademark of the Interactive Digital Software Association.

PREVIEW
GALLERY

Unreal Tournament

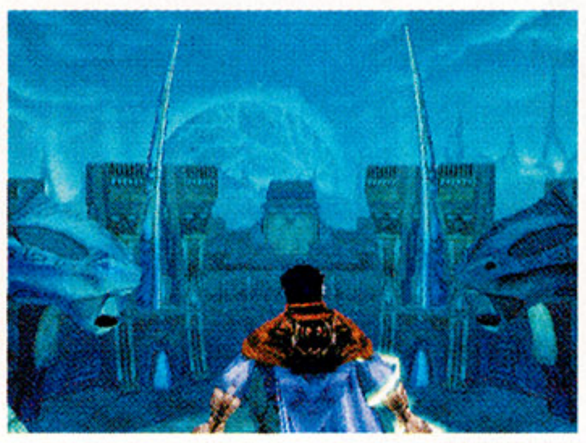
Break out your mouse and keyboard, because **Infogrames** is bringing one of the best multiplayer first-person shooters, bar none, to the Dreamcast in **spring**. This adaption might just top the PS2 version since it supports online play (up to eight players or bots) in addition to split-screen action (up to four players). Plus it's got 70 levels (including some DC-exclusives) and a smoother framerate.

Headhunter

Thanks to a fascist government, California has become even more annoying than usual, and it's up to you to fix it. In this unique action-adventure, you control a motorcycle-ridin' bounty hunter dedicated to hunting down bad guys. Looks Resident Evil-ish, but **Sega** added some nice touches, such as making the VMU act as a pager, and online play where you square off with your bike in a *Mad Max*-esque "Aquadome" this **spring**.

Soul Reaver 2

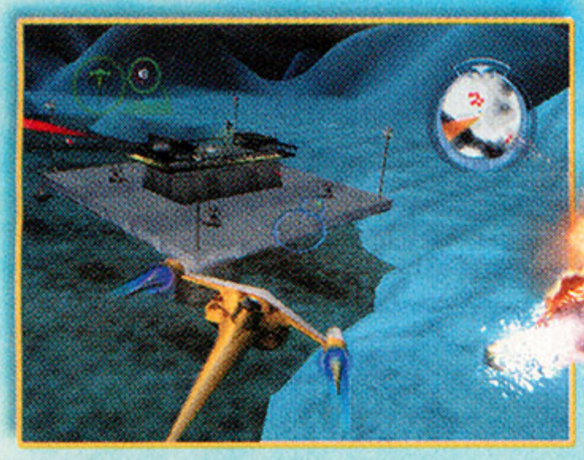
Crystal Dynamics showed off this much-anticipated sequel to last year's little gem at Sega's summit in November. Sure, it has juiced-up graphical and lighting effects, but that's just the beginning. The game's intricate environments, in conjunction with seven new elemental Reavers, will be an important part of the quest and play a big role in solving puzzles and progressing through the game. Expect much more than just eye candy from SR2 when **Eidos** releases it in **March.**

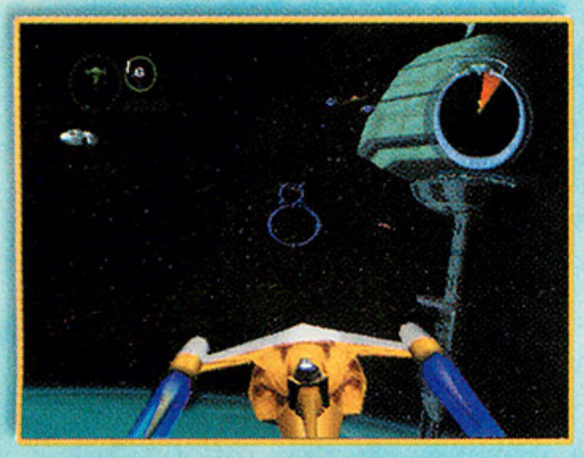


Dreamstudio

Think of this **just-released** build-your-own-game game from **Sega** as *Action RPG Maker*—create 3D towns and dungeons from scratch, populate them with villagers or monsters, then add animation, events and special effects. You can even set the camera angles for cinemas and make your own puzzles (including the infamous crate pusher!). It supports the DC keyboard, too, so you don't have to input all your game's dialogue with a pad; Too bad you need to know Japanese to really enjoy it.

FOR THE QUEEN!
FOR NABOO!
FOR FREEDOM!





STOP THE INVASION!

Storm through 15+ enormous missions over land, sea and space as your freedom fighters rally to drive back the droid armies. The people of Naboo are dying. You must do something quickly!

STAR WARS
EPISODE I
BATTLE for NABOO

TEEN
T
CONTENT RATED BY ESRB

NINTENDO 64

lucasarts.com starwars.com

LUCAS Arts

© 2000 LucasArts Entertainment Company LLC. © 2000 Lucasfilm Ltd. & ™ or ® as indicated. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. All rights reserved. Used under authorization. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo.

PREVIEW

POOL OF RADIANCE

Treasure is responsible for such titles as Castlevania IV, Contra: Alien Wars and Gunstar Heroes, but have you heard of Radiant Silvergun? This sweet, import-only shooter looked and played downright beautifully on the 3D-challenged Saturn hardware.

Sin and Punishment

Publisher:	Nintendo
Developer:	Treasure
Players:	1-2
Genre:	Action
Release:	Now (Japan)
Also Try:	StarFox 64
Web Address:	www.nintendo.com www.treasure-inc.co.jp

The Good: Super-cool anime story line and nonstop action.

The Bad: There's no confirmed US release date yet.

And The Ugly: The fuzzy graphics and simplistic models all too common on the N64.

Brad just doesn't give up. After pummeling him in a sword battle, you have to face him again in the next stage, riding a jet fighter.

In one level you ride a floating metal platform and take on an entire carrier group yourself. Intense!

Nonstop action, innovative controls and a story line just this side of freakin' weird. That pretty much describes every Treasure-developed game to date, and the tradition continues with Sin and Punishment on the N64.

Basically what we've got here is a collection of spectacular levels where you shoot everything that moves as the game auto-scrolls forward, back and all over the place. Sure, the premise sounds pretty standard, but as Treasure has proven time and again, it's all about the execution.

The control is simplicity itself. Either the D-pad or C buttons can be used for movement (southpaws, rejoice!) while the analog stick is used to aim the crosshair, and the Z trigger fires the weapon or swings your incredibly powerful sword whenever enemies or projectiles are close by. Certain objects, like enemy missiles, can be deflected by the sword swipes back at whatever you're currently targeting. This technique is the only way to beat some bosses, and the only way truly stylish players will want to enjoy Sin and Punishment.

Rounding out the control is the lock-on system, which can be activated at will by tapping the A button. Normally your crosshair won't move when you leave it alone, but if you encounter a particularly jumpy enemy (and they are in there, trust us), using the lock-on technique keeps your crosshair always on the target, so you can worry more about dodging incoming fire than aiming. Although this may all sound confusing, a couple of levels of play will reveal the depth and genius of the control scheme.

What S&P lacks in topnotch graphics and character models, it makes up for in sheer style. Some of these levels and bosses just ooze with that uniquely Japanese anime charm. That's fine, we'll take gameplay and pizazz over graphics any day.

Unfortunately, currently Nintendo has no plans to release S&P on these shores. So even if they decide to bring it over, don't expect it to see retail before the middle of 2001. The good news? All of Sin and Punishment's story is in English! That means it's the perfect import choice for all you game-starved N64 owners out there. You go play now!

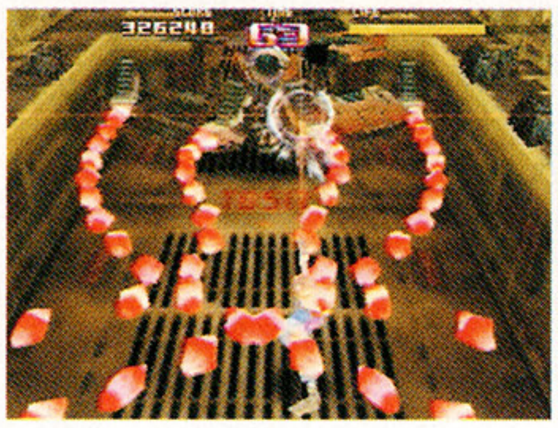
COUPLING

Just The Two Of Us

Although you won't find it on any of the setup screens, Sin and Punishment features one of the most unique two-player modes in any shooter. Just plug in a second controller during a regular game and you're in business. Rather than adding another character on screen (which would likely slow down the aging N64), both players take command of the main character. Player one controls movement, while player two controls the targeting crosshair and the blaster/sword.

It makes for an interesting time, especially when player one figures out that they can still take control of the weapons if they like. Many arguments are sure to result.

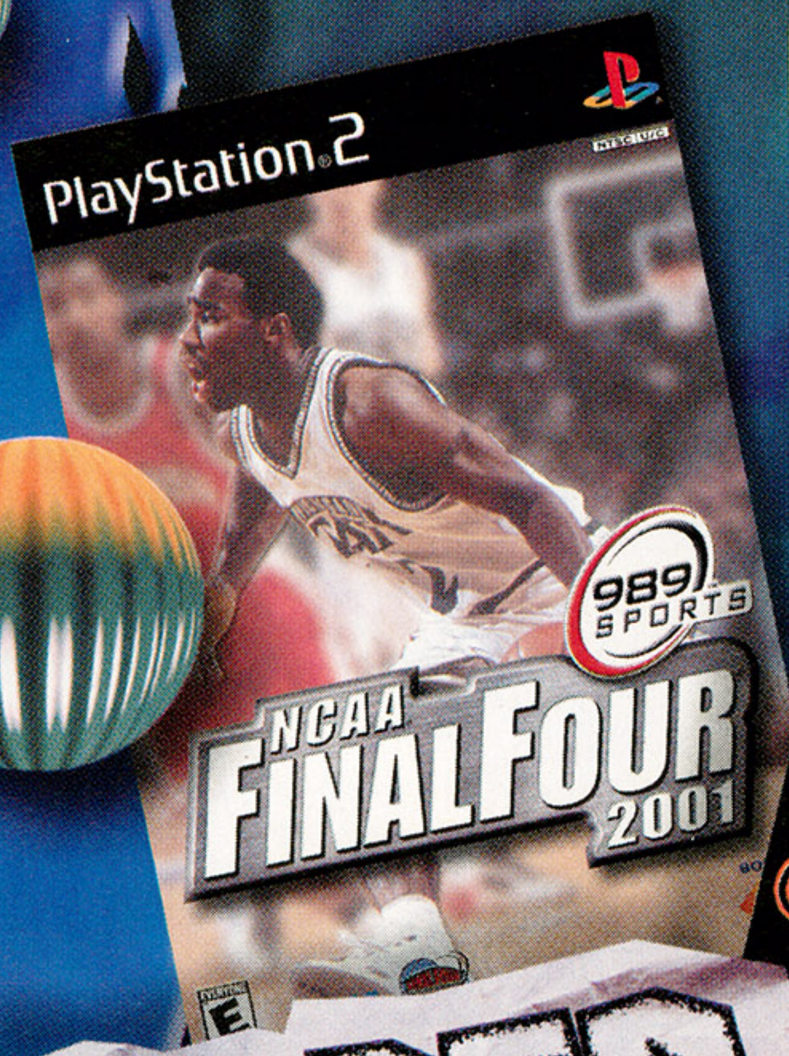
Greg and CJ both think this is the wave of the future, and have taken to calling each other "Sin" and "Punishment," then giggling. It's creepy.



EB PLAY

electronics boutique®

WHERE THE WORLD SHOPS FOR INTERACTIVE GAMES!



WWW.EBWORLD.COM

GAMING ACCESSORIES

Performance

MULTIPLAYER ADAPTER
PlayStation 2
Performance
#182481-2
$29.99

DUAL IMPACT 2
PlayStation / PlayStation 2
Performance
#182254-3
$19.99

BASIC MEMORY CARD
Sega Dreamcast
Performance
#168460-4
$15.99

SUPERPAD 64 BONUSPACK
Nintendo 64
Performance
#189047-4
$10.99

ENFORCER ARCADE STICK
Sega Dreamcast
InterAct
#191573-5
$39.99

TREMOR PAK
Sega Dreamcast
Performance
#168466-1
$15.99

GAMESHARK CDX
Sega Dreamcast
InterAct
#177108-8
$49.99

TREMORPAK
Nintendo 64
Performance
#139169-7
$11.99

GAMESHARK
PlayStation 2
InterAct
#183183-3
$49.99

FLEXI LIGHT
Game Boy Color
InterAct
#185053-6
$9.99

GAME SHARK
Nintendo 64
InterAct
#139825-4
$49.99

GAME SHARK PRO
Game Boy Color
InterAct
#149912-8
$34.99

WWW.EBWORLD.COM * CALL 1-800-800-0032 TO PLACE ORDER NOW!

$99.99 EACH

NINTENDO 64
FUNTASTIC COLORS HARDWARE
Nintendo 64
Nintendo

#176690-6 SMOKE
#176702-9 GRAPE
#176686-4 ICE
#176688-0 JUNGLE GREEN
#176704-5 FIRE
#176700-3 WATERMELON

$59.99

THE LEGEND OF ZELDA: MAJORA'S MASK
Nintendo 64
Nintendo
#182835-9

$14.99

THE LEGEND OF ZELDA: MAJORA'S MASK
Official Strategy Guide
Nintendo
#188451-9

NINTENDO®

ATOMIC PURPLE BUNDLE
Nintendo 64
Nintendo
#156882-3

$99.99

BANJO-TOOIE
Official Strategy Guide
Nintendo
#185071-8

$14.99

BANJO-TOOIE
Nintendo 64
Nintendo
#179934-5

$49.99

MARIO TENNIS
Nintendo 64
Nintendo
#182829-2

$49.99

MICKEY'S SPEEDWAY USA
Nintendo 64
Nintendo
#182843-3

$59.99

COMING IN FEBRUARY!

PAPER MARIO
Nintendo 64
Nintendo
#182841-7

$49.99

PERFECT DARK
Nintendo 64
Nintendo
#162701-7

$59.99

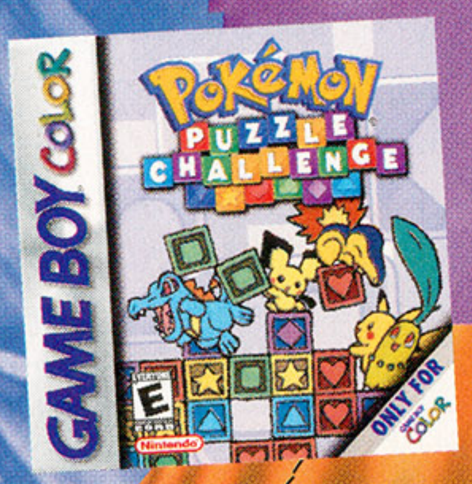
$69.99 EACH

#162563-1 TEAL
#162567-2 BERRY
#157368-2 ATOMIC PURPLE
#162565-6 DANDELION
#162561-5 KIWI
#152047-7 GRAPE

GAME BOY COLOR HARDWARE
Game Boy Color
Nintendo

MARIO TENNIS
Game Boy Color
Nintendo
#192568-4

$29.99



POKÉMON PUZZLE CHALLENGE
Game Boy Color
Nintendo
#190793-0

POKÉMON GOLD & SILVER
Official Strategy Guide
Nintendo
#185072-6

$14.99

POKÉMON SILVER
Game Boy Color
Nintendo
#176354-9

$29.99

POKÉMON GOLD
Game Boy Color
Nintendo
#176352-3

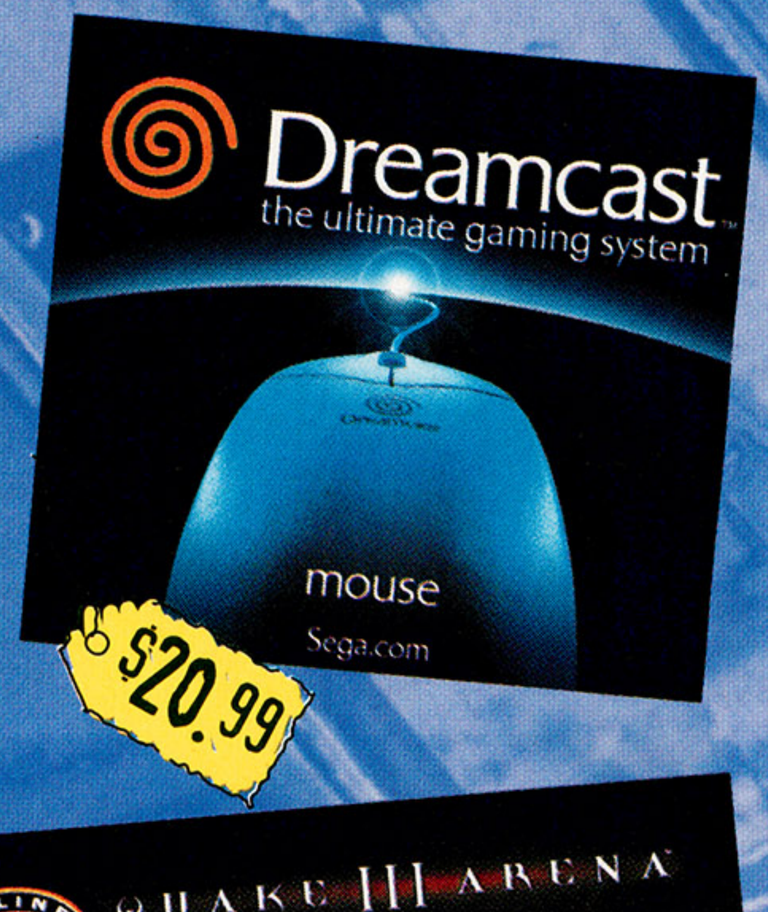
$34.99

$29.99

CALL 1.800.800.5166 FOR THE STORE NEAREST YOU!

DREAMCAST™

DREAMCAST CONSOLE
Dreamcast
Sega
#158975-3



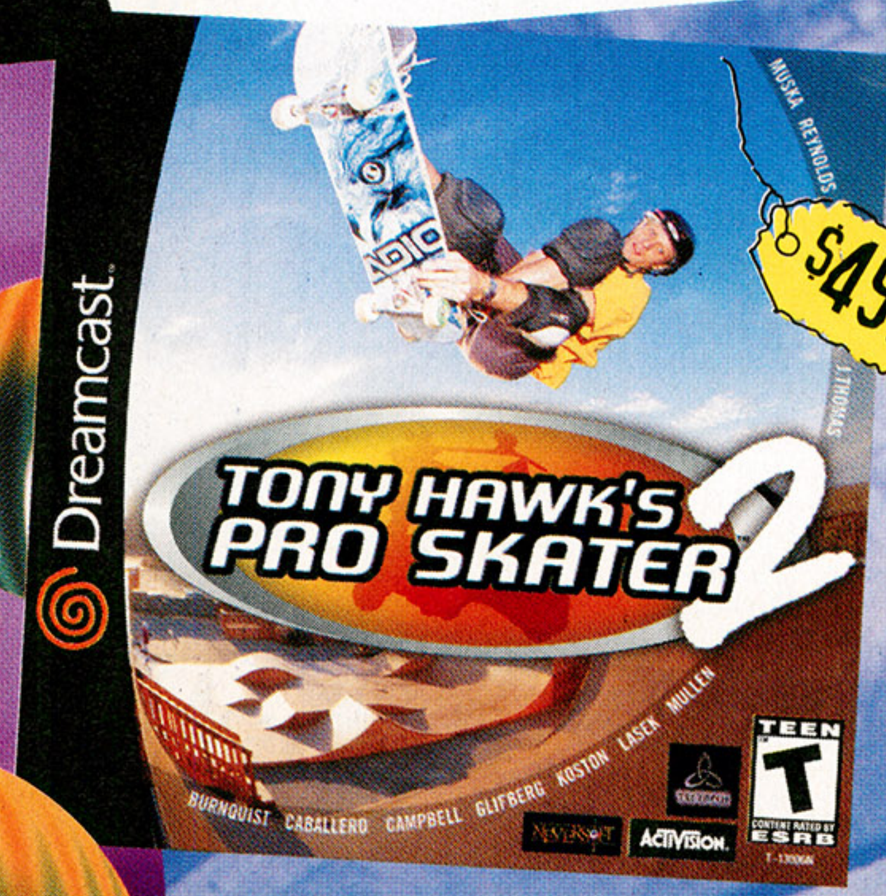
MOUSE
Dreamcast
Sega
#185447-0

KEYBOARD
Dreamcast
Sega
#164888-0

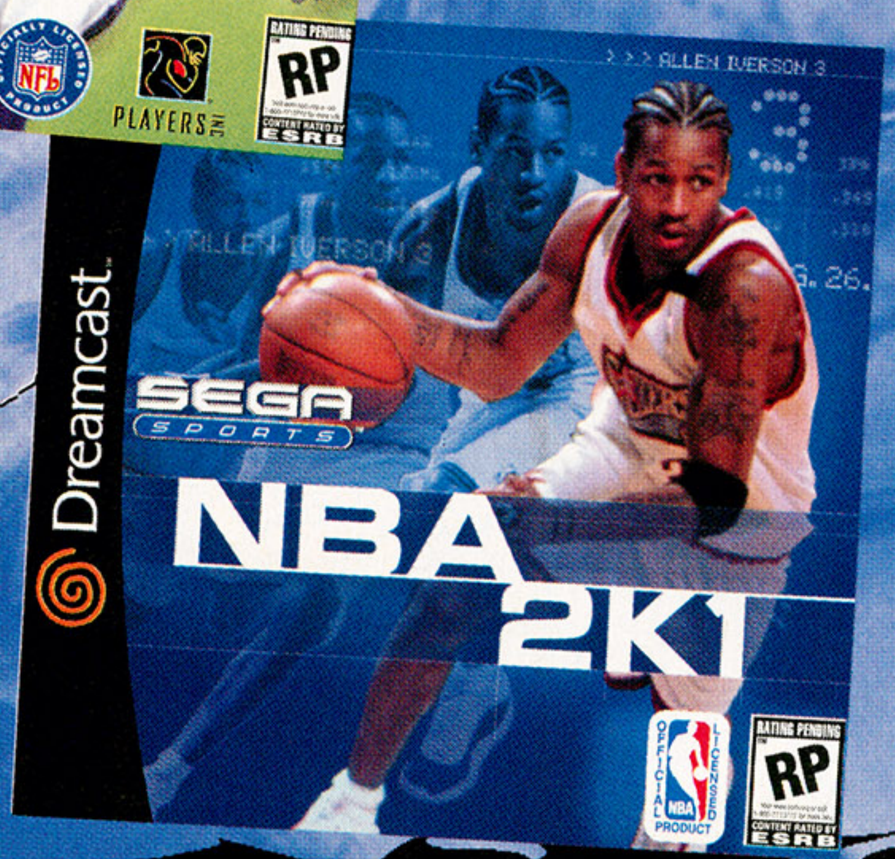
QUAKE III: ARENA
Dreamcast
Sega
#181546-3

PHANTASY STAR ONLINE
Dreamcast
Sega
#191200-5

SEGA SPORTS NFL 2K1
Dreamcast
Sega
#181548-9



TONY HAWK'S PRO SKATER 2
Dreamcast
Activision
#181522-4



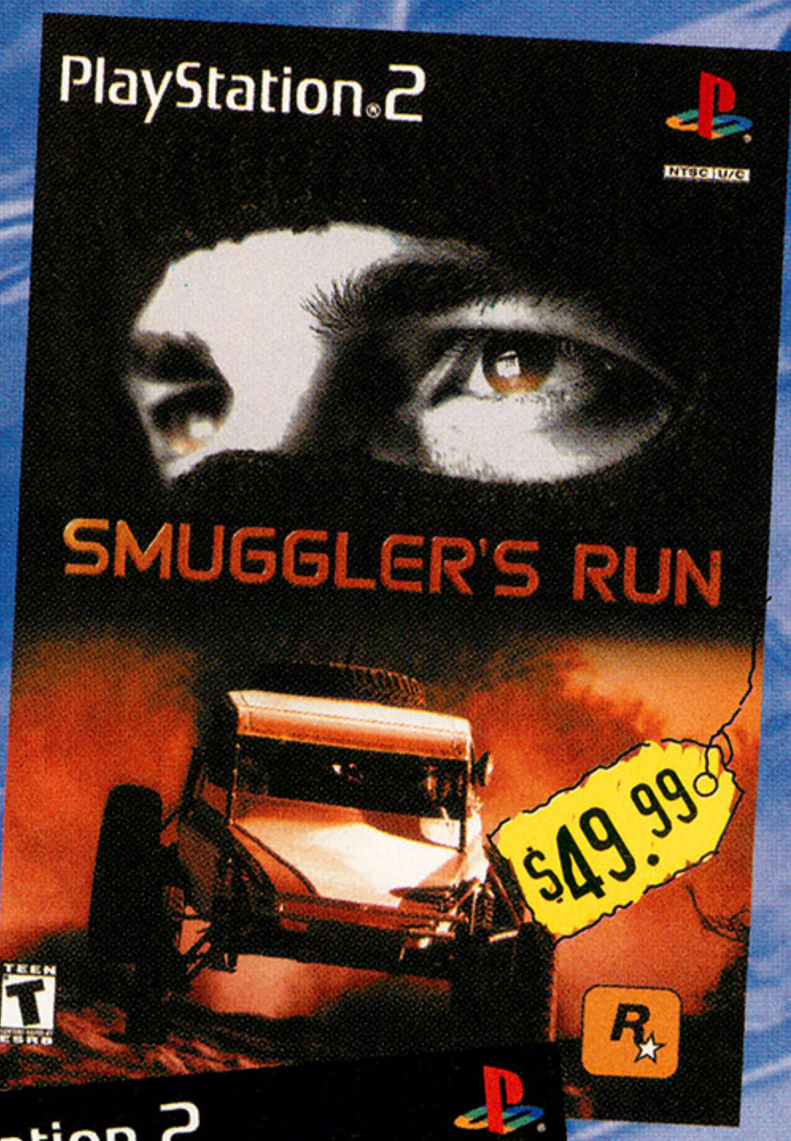
$49.99

SEGA SPORTS NBA 2K1
Dreamcast
Sega
#181550-5

WWW.EBWORLD.COM • CALL 1-800-800-0032 TO PLACE ORDER NOW!

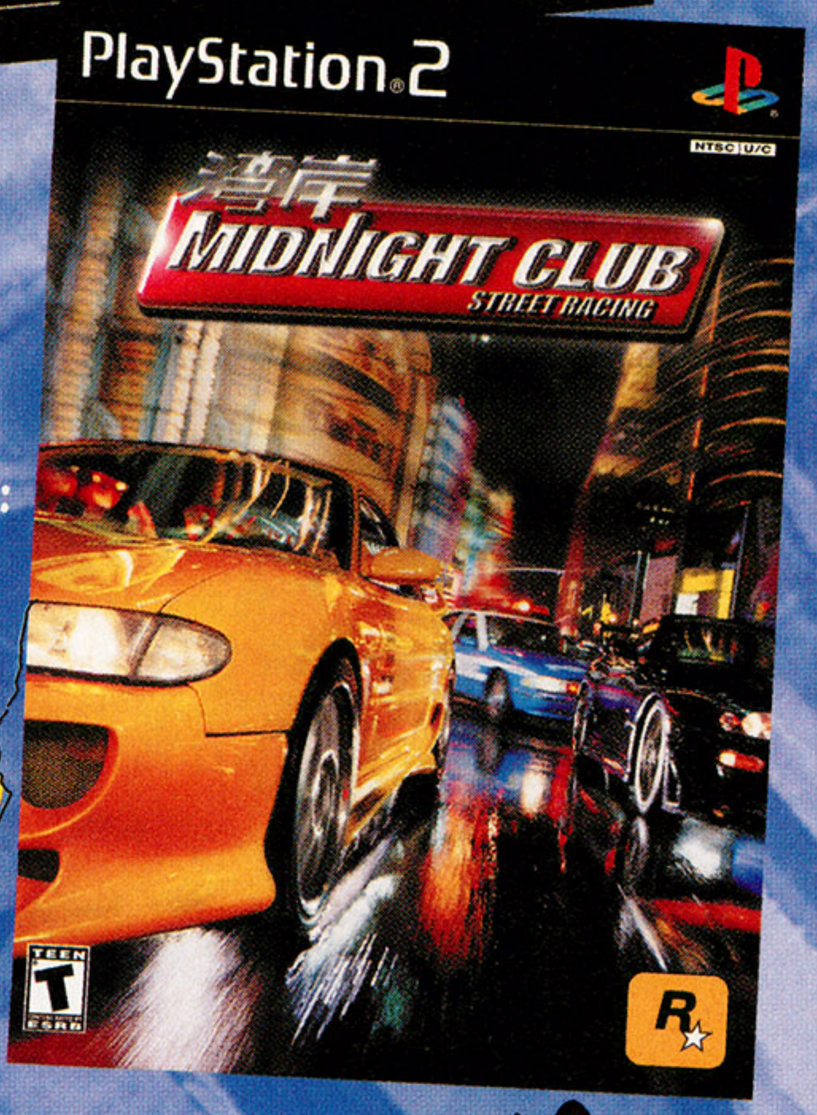
ONI
PlayStation 2
Rock Star Games
#182340-0

$49.99



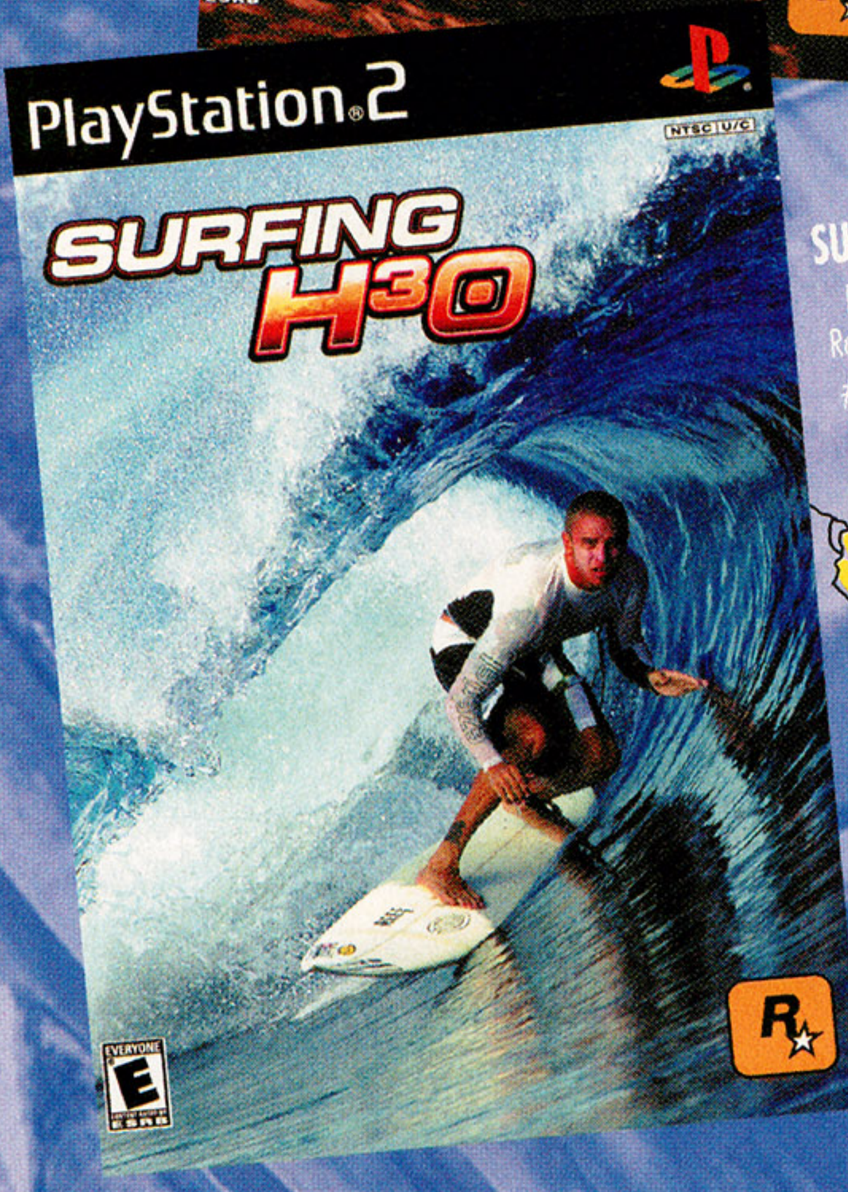
SMUGGLER'S RUN
PlayStation 2
Rock Star Games
#182344-2

$49.99



MIDNIGHT CLUB: STREET RACING
PlayStation 2
Rock Star Games
#182342-6

$49.99



SURFING H3O
PlayStation 2
Rock Star Games
#189785-9

$39.99

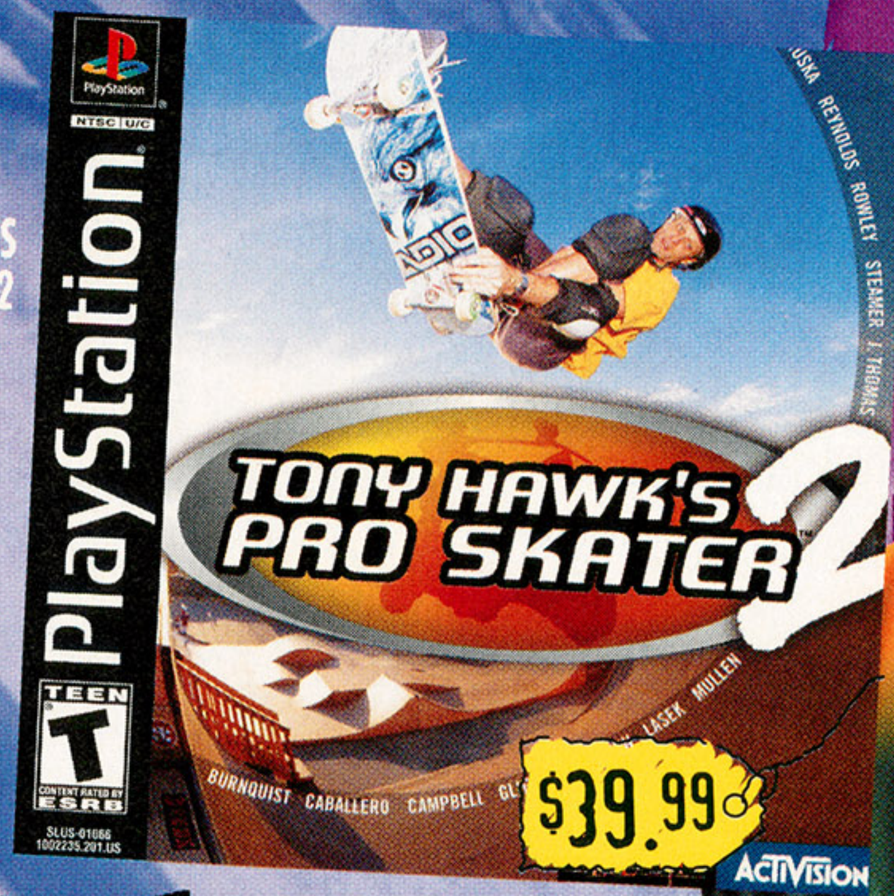
PLAYSTATION® 2 / PLAYSTATION®

COMING IN SPRING!

MAT HOFFMAN'S PRO BMX
PlayStation
Activision
#181516-6

$44.99

TONY HAWK'S PRO SKATER 2
PlayStation
Activision
#180597-7



$39.99

CALL 1.800.800.5166 FOR THE STORE NEAREST YOU!

PLAYSTATION®

$99.99

PS ONE
PlayStation
S.C.E.A.
#183534-7

CRASH BASH
PlayStation
S.C.E.A.
#183295-5

$39.99

COOL BOARDERS 2001
PlayStation
S.C.E.A.
#183291-4

$39.99

SPYRO YEAR OF THE DRAGON
PlayStation
S.C.E.A.
#183293-0

$39.99

CRASH TEAM RACING
PlayStation
S.C.E.A.
#171562-2

$19.99

GRAN TURISMO 2
PlayStation
S.C.E.A.
#162704-1

$19.99

SPYRO 2: RIPTO'S RAGE!
PlayStation
S.C.E.A.
#172354-3

$19.99

TARZAN
PlayStation
S.C.E.A.
#167076-9

$19.99

Prices valid in U.S. only. Typographical errors are not the responsibility of Electronics Boutique. Not all items may appear at our outlet locations.
Prices may vary by location. At time of printing, all products are expected to be available. Some packaging, pricing and special offers may differ in Canada.
Prices and availability are subject to change. Manufacturers' delays are not the responsibility of Electronics Boutique. ©2001 Electronics Boutique.

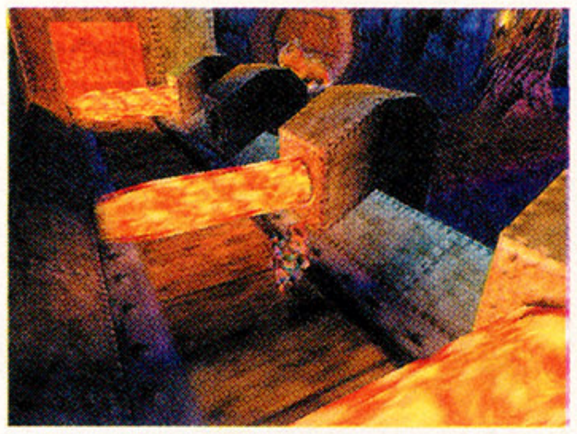
WWW.EBWORLD.COM * CALL 1-800-800-0032 TO PLACE ORDER NOW!

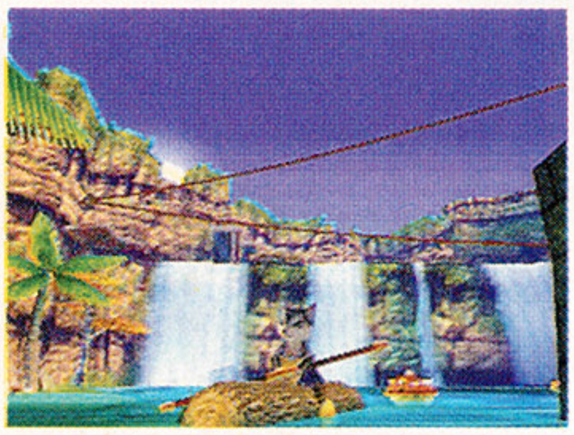
Custom Robo V2

Marigul/Noise's sequel to Custom Robo, last year's build-your-own mech battle game, is **available now** in Japan, published by **Nintendo**. Part Virtual On, part Pokémon, you have to travel between Custom Robo clubs, challenging other commanders like yourself to mech battles on holographic tables. Win the match, and you just might get a new piece to customize your own Robo with. Eventually you'll challenge the best Robo commanders in the world for the championship. But the real draw is a two-on-two Battle mode that wasn't in the original game. It's like a tag match, though, since only two Robos are ever in the arena at any one time. Other additions include new parts to beef up your 'bot and more body types so you can customize it to the max.

Dinosaur Planet

Despite rumors it would be held back for the Gamecube, **Rareware** and **Nintendo** assure us that Dinosaur Planet is still an N64 title, and will be when it hits stores sometime in **2001**. Follow Sabre and Crystal (and their dinosaur sidekicks) through this Zelda-ish action RPG with all the puzzles, spells, interplanetary travel, and audio/visual goodies that can fit on a 512-meg cart. Looking pretty good for an N64 game, isn't it?





PS2

PREVIEW

Zone of the Enders

Publisher:	Konami
Developer:	Konami CEJ
Players:	1
Genre:	Action/RPG
% Done:	60%
Release:	Summer
Also Try:	Virtual On (DC)
Web Address:	www.konami.com www.kcej.com

The Good: Graphics to die for, solid control, a deep story line.

The Bad: This is great and all, but can a mech game have as much depth as Konami claims it will?

And The Ugly: The long wait.

Look at those lighting effects! Zone has a lot of blue, but man, it's a damn nice-looking blue.

You better hold onto something bolted to the floor when playing Zone of the Enders; the screen turns into pure madness during combat and explosions.

Controlling a big mech sure can be daunting, but once you get the buttons down it's a breeze. To help you along, Zone has a short but nifty training mode.

It starts with hauntingly beautiful music, fitting for a game touched by Hideo Kojima. While the director of Metal Gear Solid might not have had quite the same influence in Z.O.E that he had in his previous creation, the wavering, almost sad female voice brings back instant memories of Metal Gear Solid's ending track or the main theme from Policenauts (Kojima's previous release before the PlayStation Metal Gear). The music gave Zone of the Enders an epic feel long before we even touched the start button, and once we did, the beautiful chaos began.

By using a unique combination of incredibly clean graphics and overloading them with special effects, Konami's latest PlayStation 2 game is simply stunning to look at. It easily has some of the greatest visuals ever seen on a console, and while the screenshots come close to showcasing this, you really can't get a sense of how this game actually looks until you see it in motion.

Motion blurs. It's an effect almost thought to be passé these days; everything from D2 to the latest Zelda has used this technique of "smearing the screen" to give things a realistic look, but no game has used it the way Z.O.E does—not even close. Every single explosion causes the screen to have some sort of hallucinogenic episode, and there are a *lot* of explosions.

While this might sound almost annoying, again, you can't appreciate it unless you see Z.O.E. in motion. You can't appreciate it until you find yourself spinning around an enemy mech, trying to dodge his shots as you fire off lasers of your own, and then experience the screen freaking out as your stray blasts drown buildings in the background in fiery explosions.

Nearly every building, tower, searchlight and car in Z.O.E can be destroyed this way. It was a great

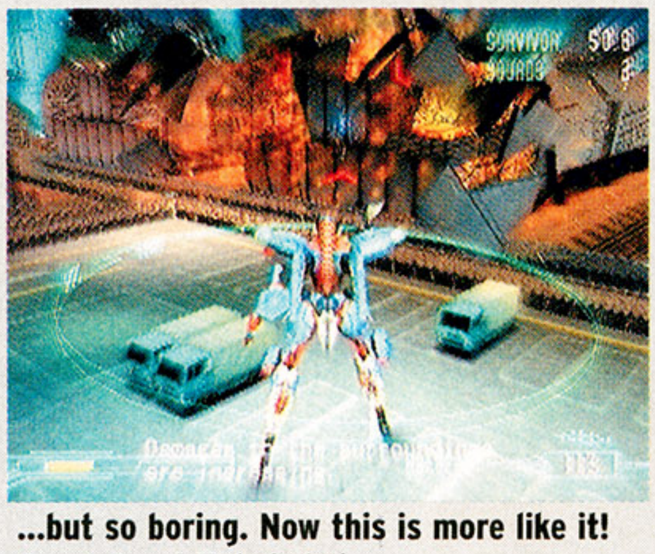
Cont. on page 86

BURN, BABY, BURN

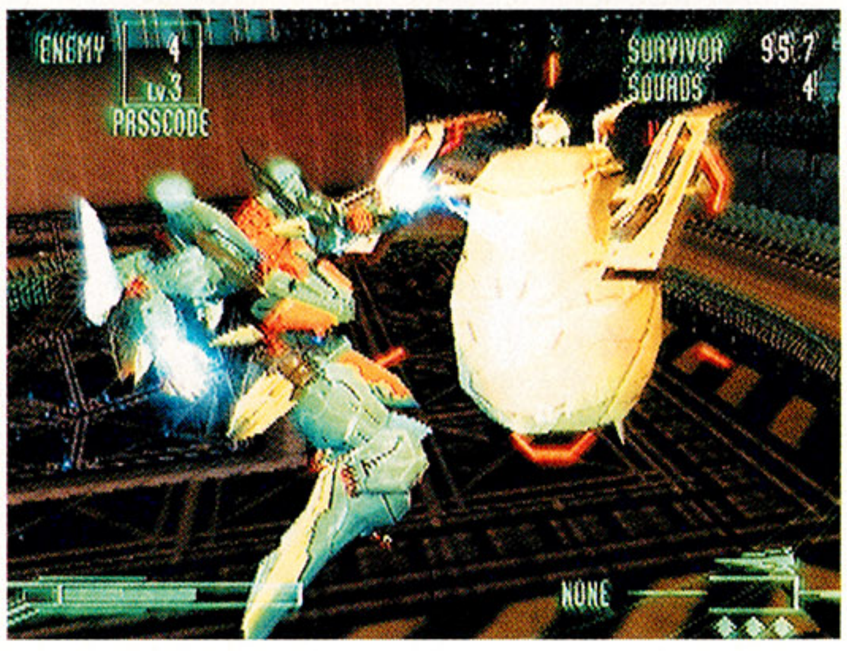
Unleash the Pyromaniac Inside

Just like in real life, in Z.O.E a blast from a laser cannon can take out everything from a truck to an office building, so be careful. Or, on the other hand, don't be careful at all. One of the coolest features in the game is the ability to blow nearly everything up, which is just as fun as it sounds. Keep an eye on the Survivor meter on the top of your screen though—the lower that number gets, the more accidental deaths you cause, and the closer you are to seeing the game suddenly end.

Wow, what a nice peaceful scene. Those buildings just sitting there, so pleasant...



...but so boring. Now this is more like it! Burn! Burn! Hahahahaha....



"...INSTANTLY INTELLIGIBLE, MIND-BOGGLINGLY VAST, AND A TOTAL GAS TO PLAY....MAKES FOR ONE HELLUVA VIDEOGAME" - GAMER'S REPUBLIC, SEPT 2000

"MUST BUY PLAYSTATION 2 LAUNCH GAMES LIST" - NOV 2000 EGM

"DRIVING THROUGH THE SPECTACULAR TERRAIN IS A BLAST" - EGM OCTOBER 2000

"A - ...THE BEST DISPLAY AND TRUEST TESTAMENT TO THE PROCESSING POWER OF THE PS2 TO DATE." - GAMERS REPUBLIC OCTOBER 2000

98% PLATINUM - "THE BEST OFF-ROAD EXPERIENCE YOU'VE EVER HAD" ... "ONE OF THE MUST - BUY LAUNCH GAMES" - PSE2 NOVEMBER 2000

SMUGGLER'S RUN

DELIVER AT ALL COSTS

- Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.
- Choose from 35 different vehicles, each with unique modifications and strengths.
- Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.
- Maneuver your way through arid desert, icy tundra, or rocky mountain forest.
- Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS

PlayStation®2

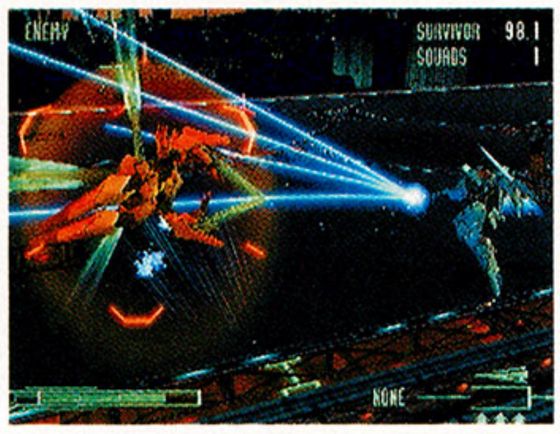
WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Guidance Recordings and the Guidance Recordings logo are trademarks of Guidance Recordings Inc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 2000 All rights reserved.

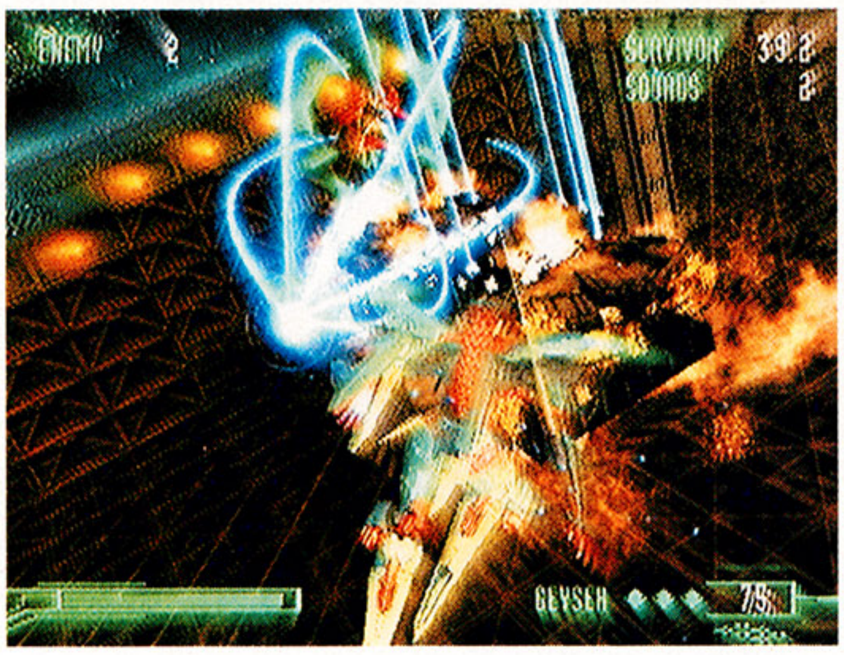
TEEN T CONTENT RATED BY ESRB — Animated Violence

guidance recordings

Angel STUDIOS



As you fly around the cityscape you can see your foes in the distance, and when you get too close, the battle begins. Note the lock-on graphic around the bad mechs.



experience just to fly around the main town in the short demo version we played and just blast apart everything (see sidebar for more detail), but in the final game actions like this could quickly lead to the Game Over screen. Like much of the Japanese anime Z.O.E has been so obviously and deeply influenced by, taking out enemy mechs isn't your only goal—you're fighting to save the city that lies beneath you, and that includes its inhabitants.

Every single stray shot that misses its target could potentially ignite a warehouse, send storage tanks of fuel blazing into the sky, or violently shred apart a giant apartment building. Decimate too many landmarks and you'll be killing the very people you're trying to protect, ending the game.

Luckily, Zone of the Enders controls like a freaking dream, so blowing away helpless folk can be avoided if you're careful. With a simplistic setup (two buttons raise and lower your mech, the left analog stick flies you around in all directions, and other buttons are used for dashing, blocking and firing shots), traveling around becomes second nature after only a few minutes of play—an impressive feat considering the full freedom of movement you have.

The battles also simplify everything a bit by automatically locking onto enemy mechs (similar to the lock-on function in Zelda) once you "run into" them as you fly around over the city. This way you can concentrate on dashing around your foes (retaining the same freedom of movement), firing off blasts and dodging theirs, while the game keeps the camera centered on your foe.

So it looks grand and plays nifty, but the true test for Zone will be its story line and overall gameplay. On the surface a game like this doesn't seem like it could have much depth, but Konami claims there's much about Z.O.E we have yet to see, much more than the demo we played hints at. Apparently the story will be no less than epic, chock-full of strong characters and the like, features that should be expected from a Konami game with Kojima's name attached. But still, until we see a more complete version of the game, we're left wondering how it will be implemented. Of course, we're not worried, just curious. Not to mention just damn impatient to play more.

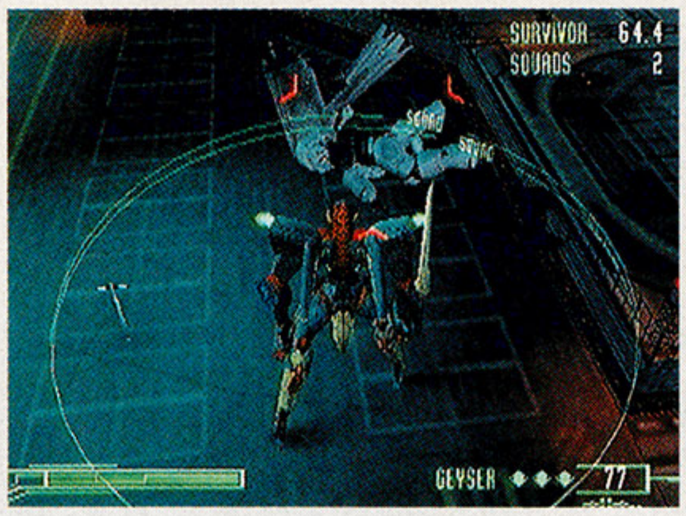
IT'S A NEW NERV

Zone of Evangelion

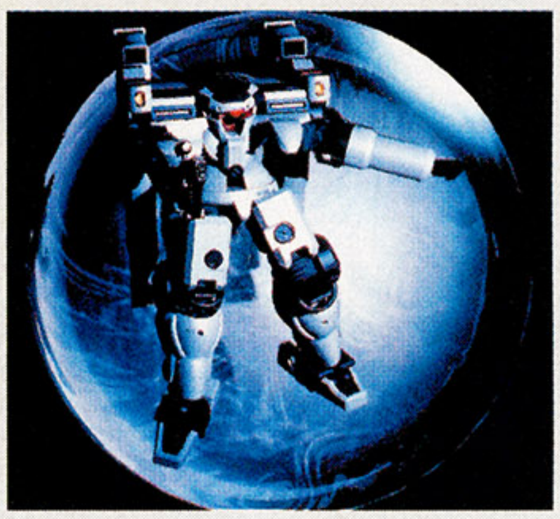
One thing's for sure, those Japanese kids certainly love big robots. And hey, why not? There's nothing cooler than a 200-foot-tall mech stomping through a city, kicking the crap out of another big 'bot—something the still incredibly popular anime *Evangelion* proved. Fans of that series will surely notice more than a few similarities in Z.O.E, everything from the overall robot's appearance to the main character's almost nihilistic view on life—it all screams Eva. Well, there's certainly less keen things Konami could have looked to for inspiration. Let's just hope Zone has a less depressing ending...

Large Officer Down!

One fun aspect of almost every Kojima game is trying to spot homages to his past releases. There was the bar "Solid Snake" and references to "Fox Hound" in Policenauts, more than a few Policenauts flashbacks in Metal Gear Solid (take a look at the posters in Otacon's office—not to mention the video that played when he talked about anime influences), and now in Z.O.E, even more Policenauts action. Fans of Kojima games might recognize the downed "mech" in the first area in Zone as a much bigger and slightly modified version of an EMPS—the police suits used in Policenauts.



This giant face-down mech is a large version of the police suit in Policenauts.



The actual EMPS is only about ten feet tall, but no less badass.

RENT GAMES ONLINE!

- Unlimited Game Rentals! (up to 3 games at a time!)
- Games delivered to your door!
- No Due Dates or Late Fees!
- Rent 2 Own Option!
- Free Shipping!*

One Low Monthly Rate!

ONLY $19.95 PER MONTH!**

Rent or Buy these hot titles plus many more in stock now!

R2Ogames.com

www.r2ogames.com

Rent • Own • Rent 2 Own

©2000 R2Ogames.com, Inc. All rights reserved. R2Ogames.com and respective logo are trademarks of R2Ogames.com. Credit card required for Rental Program. *Free Shipping on first 3 games per month. 99¢ shipping each game thereafter. **N64 titles slightly extra. Playstation, Playstation 2 and the Playstation, Playstation 2 logos are registered trademarks of Sony Computer Entertainment Incorporated. Game Boy, Game Boy Color, Nintendo 64 and N64 are registered trademarks of Nintendo of America Inc. Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other trademarks or copyrights are property of their respective owners.

PS2

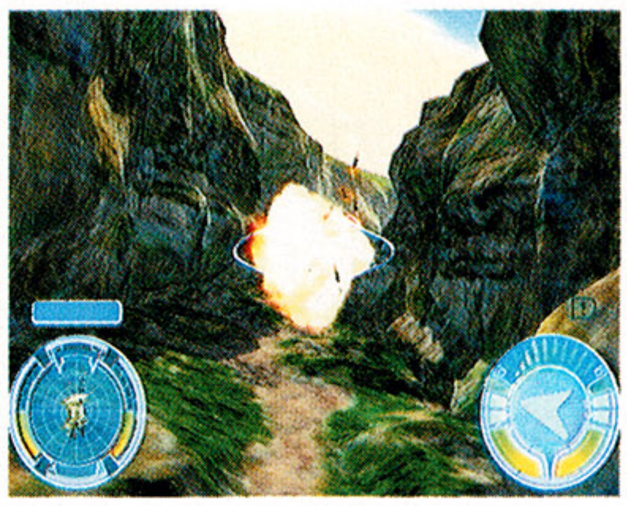
PREVIEW

Star Wars: Starfighter

THE FIRST STARFIGHTER

LucasArts isn't the first to bring out a game with the Starfighter name. Acclaim released a flight sim with the same title (well, Star Fighter, actually) back in '96. It's doubtful the two will get confused...

Publisher:	LucasArts
Developer:	LucasArts
Players:	1
Genre:	Action
% Done:	90%
Release:	Q1 2001
Also Try:	Star Wars: Battle for Naboo (N64)
Web Address:	www.lucasarts.com
The Good:	Unparalleled visuals.
The Bad:	It has kind of been done before...
And The Ugly:	Enduring several hours of Star Wars "action music."



"Crud, I think I shot Wedge..." You'll be flying among friends in most of Starfighter's scenarios, so it's especially important to keep those lasers pointed in the right direction.

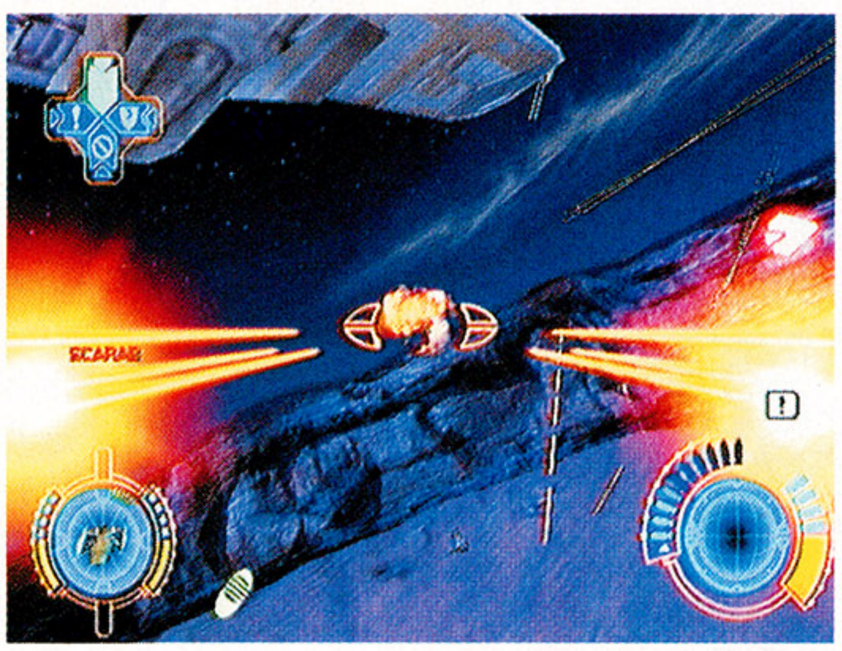
She'll make .5 past light speed...OK, so it's not the Millennium Falcon, but it's still pretty cool-lookin'. Starfighter features some brand-new ships as well as familiar favorites from *Episode 1.*

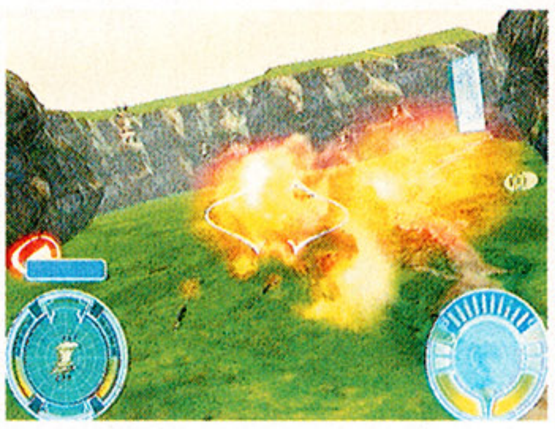
If there's one thing gamers have learned about movie spin-off titles, it's that they rarely share the same quality and creative vision as the films that fuel them. Usually, the appeal of the movie is what gets people interested in playing the game, but sometimes there's nowhere to go but up (anyone seen *Spawn*?). Despite its sacred cow status, *Episode 1* sure let a lot of die-hard fans down. For those of you who felt the movie wasn't all it was cracked up to be, we offer this small comfort: Relax, there is another. Just run down to any local retailer and pick up a PS2...

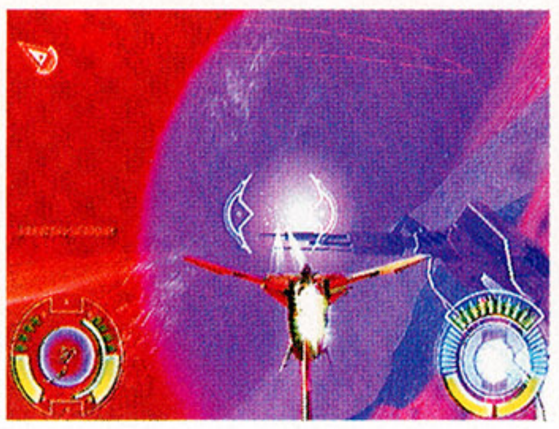
With the terrestrial action of Rogue Squadron and space missions a la Colony Wars, Starfighter combines the most exciting elements of LucasArts' previous titles in a graphically stunning package. The game drops you into the cockpits of three original heroes, each of whom has his/her own little piece of the universe to defend from the Trade Federation. Yes, you'll get to fly the little gold Naboo fighter, as well as two other equally cool crafts, all with primary and alternate fire functions and very responsive controls.

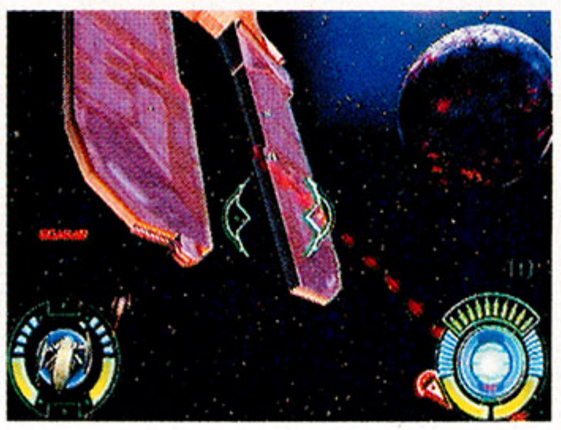
Missions in Starfighter are won or lost based solely on your performance, but almost every scenario features ally support, so you'll seldom fly alone. Each mission is divided into a subset of objectives, some mandatory and some just for hot-shots who like to milk the game for all it's worth. Though some objectives need to be completed before others will open up, you're given a great deal of latitude in choosing which crafts to fight, people to rescue, or allies to assist (though you may get scolded by a commanding officer or two along the way). There's a ton of in-game dialogue that helps reveal objectives and guide you through each mission, which also makes the whole Starfighter experience like a movie in itself.

We've already seen a few titles on the PS2 that look like they could be PC games, and Starfighter's no exception. With the combination of gameplay and handsome graphics offered by next-gen consoles, titles like this may just put the ol' pentium out to pasture and make that PC an "ex" box. Hmm...









WINGMAN CONTROL

Friendly Fire

A take-off from some of LucasArts' PC Star Wars titles, the wingman control function is one of the coolest strategic elements in Starfighter. This handy little feature lets you issue orders to your flight buddies during combat, whether you need help fragging a target or a little defensive cover for safety. With a quick and easy press on the D-pad (see illustration), allies can be instructed to attack a targeted unit (up), cover an ally fighter (right), report in with battle information (left), or disregard previous orders and defend your ship (down). Very cool.

BANDAI®

PlayStation®

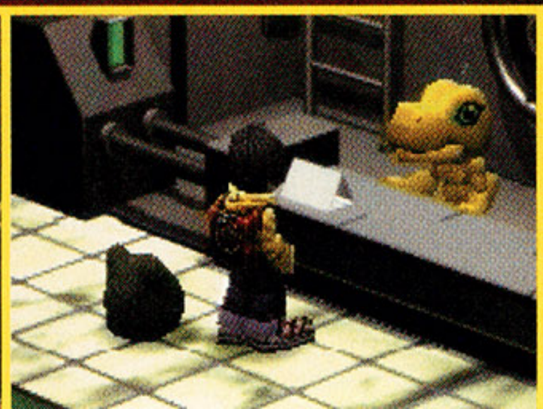
CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

DIGITAL DIGIMON MONSTERS

DIGIMON WORLD

©1997 Bandai Co., Ltd. Program ©1999 Bandai Co., Ltd. Distributed by Bandai America Incorporated, 5551 Katella Avenue, Cypress, California 90630. All rights reserved. DIGIMON, DIGITAL MONSTERS are all related logos, names and distinctive likenesses thereof the property of Bandai. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Used under license by Bandai America Incorporated.



RATING PENDING
RP
CONTENT RATED BY ESRB

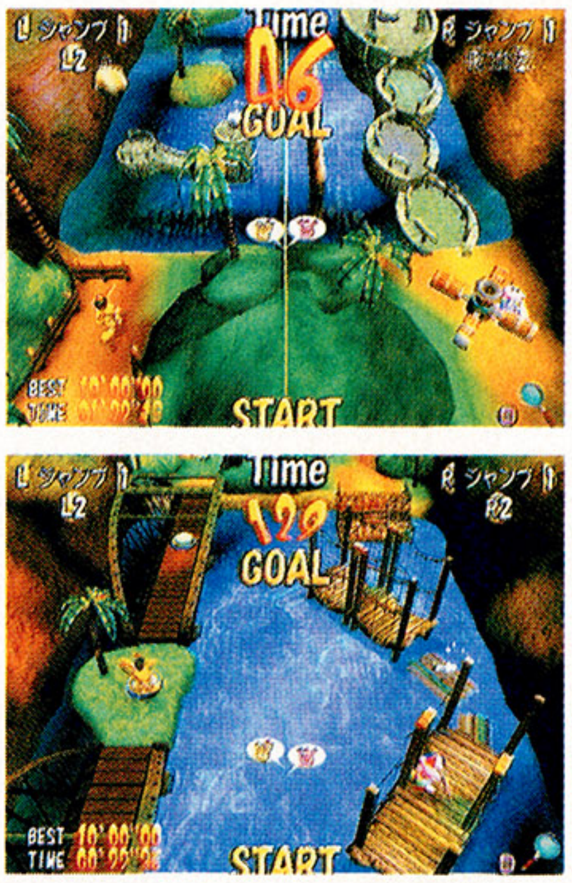
Visit www.esrb.org or call 1-800-771-3772 for more info.

PS2

PREVIEW GALLERY

Adventures of Cookie & Cream

A really cool idea comes to life in **From Software**'s new platform/puzzle game. Formerly Kuri Kuri Mix in Japan, the game uses both analog sticks to control two independent rabbitoids along a vertically scrolling path. Though the screen is divided, each must trigger events in his/her own environment to help the other to the end, where they reunite for much musical rejoicing. Funness! **Agetec** will release it in **February**.

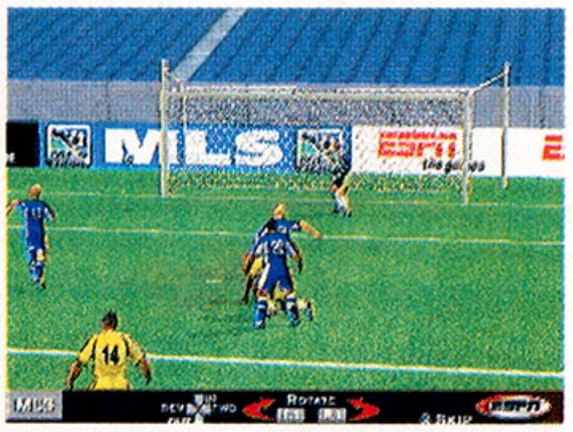


Bloody Roar 3

Lions, tigers and bears, oh my! The third installment of the combo-happy animorphic 3D fighter Bloody Roar is coming to the arcades and the PS2. The **Eighting/Raizing**-developed brawler features all of the characters found in part 2, with a few added extras. The graphics don't quite impress us as much as the earlier games did on the PS one, but they're still flashy enough. Throw in a bug and a new leopard-lady and **Hudson/Namco's** fighter should thrill in **spring**.

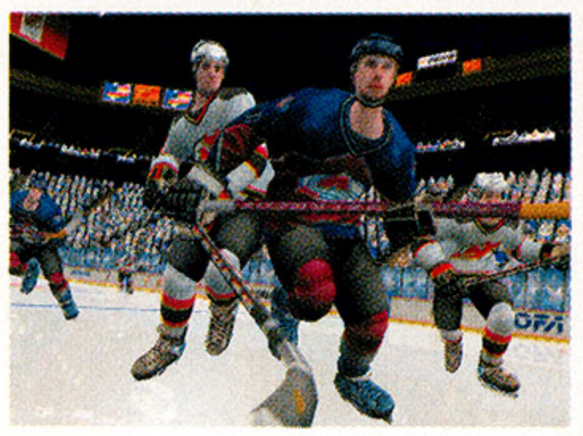
ESPN MLS ExtraTime

Konami has a steep hill to climb to unseat FIFA, but their track record (ISS Soccer) makes us think they might just pull it off. The version we tried didn't have its training, tournament or managerial modes working, but we were able to play the core of this MLS-centric gameplay complete with ESPN commentator Bob Ley. The gameplay seems crisp, but we hope the graphics improve by this **spring** when it kicks off.



ESPN National Hockey Night

This latest hockey game from **Konami** looks mighty nice. The detail is simply awesome—check out those red noses. But until we get our hands on a playable version we're not holding our breath. Historically Konami's had a hard time with any sports game beyond baseball and soccer. Just the same, we're hoping they turn things around with this ESPN-fortified, **January** release. It looks like it'll have all the goodies: NHL licenses, players and teams (including the Columbus Blue Jackets and the Minnesota Wild), play-by-play from Gary Thorne and Steve Levy, plus loads of ESPN TV presentation. Also, a deep Create-a-player Mode will allow you to build, nurture and guide your rookie through the ranks to superstar status.



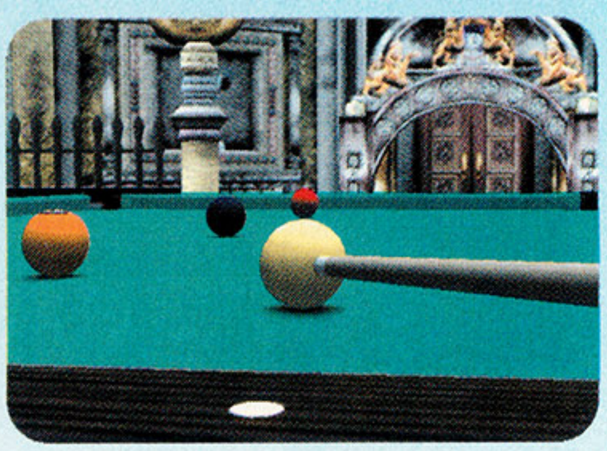
PlayStation.2

Q-Ball

BILLIARDS MASTER

Play alone or with a friend

Master the techniques used by the pros!



The most beautiful pool halls in the world!

9 modes of play, plus 3 hidden pool games!

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. ©2000 Take 2 Interactive. All rights reserved. Take 2 Interactive Software and the Take 2 logo are trademarks of Take 2 interactive Software.
© 2000 ASK / Shogakukan / SHO-PRO
All other trademarks and logos are properties of their respective owners.

TAKE2interactive

ask

ORNITH

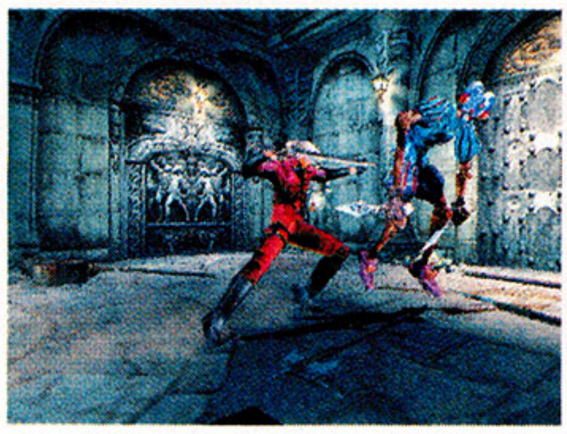
EVERYONE
E
CONTENT RATED BY ESRB

PS2

PREVIEW GALLERY

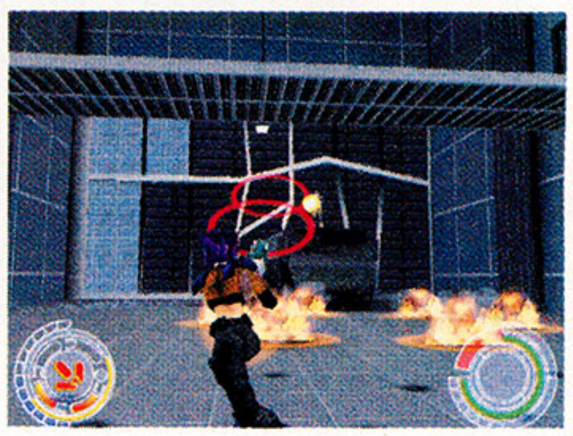
Devil May Cry

Behold Resident Evil and Dino Crisis mastermind Shinji Mikami's next game for **Capcom**. Due this summer in Japan and **Christmas** in the U.S., Devil May Cry promises more action than most survival horror games—you can jump, roll and shoot while walking or running around the real-time levels and freaky demonic enemies. From the kick-ass footage we've seen, it looks like this one really uses the PS2 hardware.



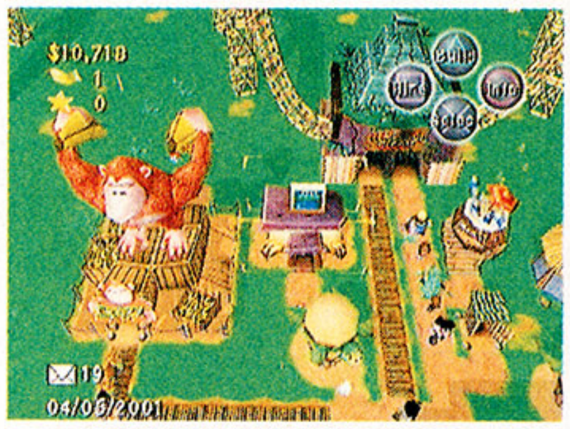
Oni

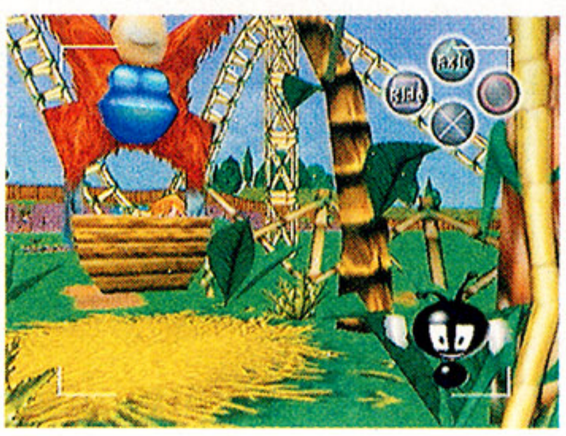
Complementing the PC version of this third-person action-shooter, **Rockstar and Bungie** offer a PS2 version that looks, runs and plays just as smoothly. With dozens of close-combat and firearm attacks, intricate lighting, and animation interpolation that adds a great deal of fluidity and freedom to Konoko's (the leading lady) acrobatic actions, Oni promises to bring a lot to the table when it hits in **late January**.



Theme Park Roller Coaster

If you've ever wanted to design a roller coaster, the latest in **EA's** Theme Park franchise lets you do just that (and you can ride it too!). But creating the ultimate, stomach-churning ride is only half the game. The rest involves building and managing an entire amusement park around your coaster. It may sound daunting, but Theme Park's step-by-step tutorial will ease you right into your business suit. **Available now**.





A long time ago in a galaxy far, far away...

TOTAL CARNAGE!

From the creators of Vigilante 8™ and Vigilante 8: 2nd Offense™

STAR WARS® DEMOLITION™

Dreamcast.

PlayStation®

Total Vehicular Combat Available Now!

TEEN T CONTENT RATED BY ESRB

Animated Violence

demolition.lucasarts.com starwars.com

© 2000 LucasArts Entertainment Company LLC. © 2000 Lucasfilm Ltd. & TM or ® as indicated. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. All rights reserved. Used under authorization. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. Vigilante 8 and Vigilante 8: 2nd Offense are trademarks of Activision, Inc.

LUCAS Arts®

PS2

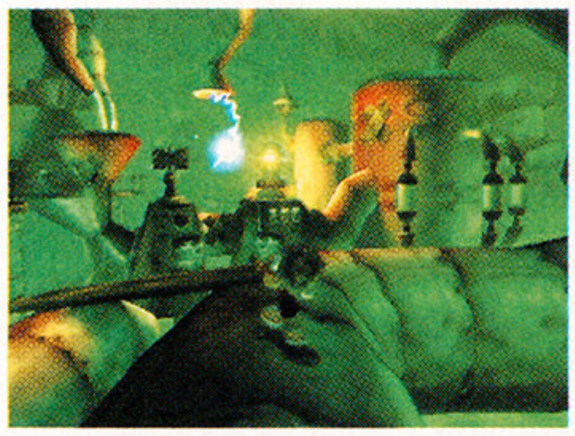
PREVIEW
GALLERY

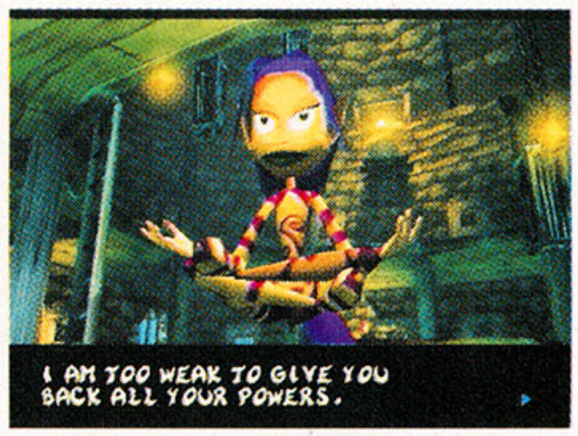
Rayman Revolution

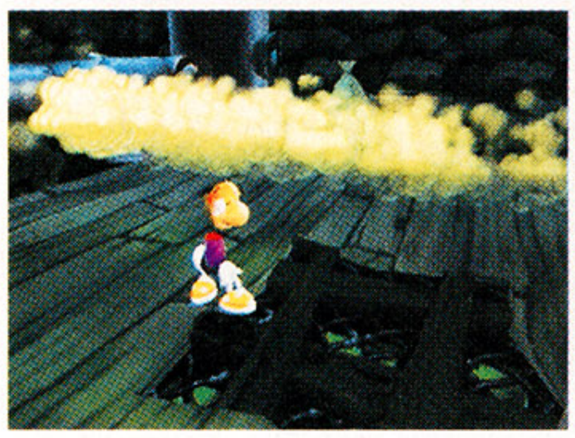
By the time you read this, PlayStation 2 owners around North America will be getting what's basically a Rayman 2 Director's Cut. Make no mistake, this is the same game we've come to know and love on the N64, Dreamcast and PS, but with some tweaks. While it looks almost identical to the DC version, Revolution offers some slightly redesigned levels and a more gradual learning curve.

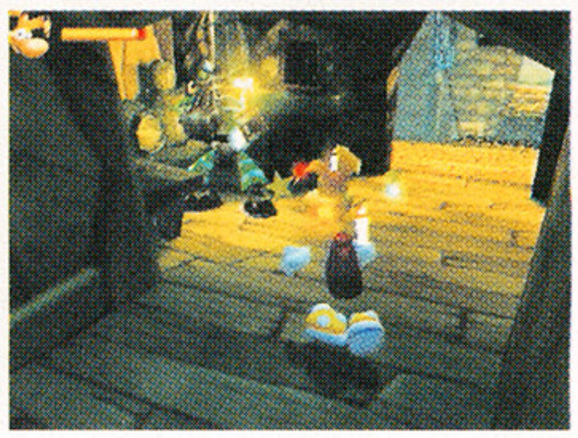
Our limbless buddy gets a lot of instruction from Murfy on how to play the game now. The biggest change, though, is the much more fleshed-out overworld. Now Rayman doesn't just hop from level to level, but has to navigate a whole gate level between each challenge. It makes Rayman feel more like an adventure. Oh, and finally, you can set all the characters to speak in English or Raymanian.

The preview version we played shows a bit of polygon breakup and some long load times, but we're expecting **Ubi Soft** will have those problems ironed out before the game hits retail shelves.









NBA Hoopz

If you've played NBA Showtime Jam, then you know what to expect from **Midway's** latest arcade-sports creation, due out this **summer**. There's one big change aside from the loss of the NBC "Showtime" license: Now there's three players on each team. But don't think for a second that this game might be like a sim—it isn't. It just means there's more passing mixed in with all the pushing, shoving and shooting.

007 Racing

In case you didn't notice, these aren't real screenshots—hopefully **EA** will make something that looks like these mock-ups and not the atrocious PS one game. Fortunately it's in the capable hands of EA Canada (Beetle Adventure Racing). Featuring two new locations (Hong Kong and Amsterdam), we're praying the PS2 version will turn out more like the 3D Spy Hunter game we all wanted when it hits this **spring**.

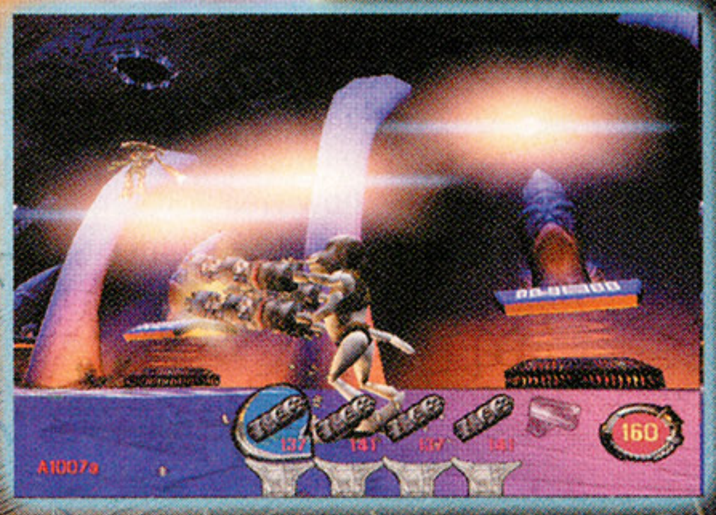
PREPARE FOR ARMAGEDDON

COMING THIS MARCH FOR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

RESERVE YOUR COPY NOW!

PlayStation®2

MDK™2 ARMAGEDDON



TEEN T CONTENT RATED BY ESRB

Animated Violence
Animated Blood

BioWare Corp

DM DIGITAL MAYHEM

Interplay™ BY GAMERS. FOR GAMERS.™

MDK 2 ARMAGEDDON PS2 © 2000 Interplay Entertainment Corp. Omen Engine © 2000 BioWare Corp. Developed by BioWare Corp. The BioWare Omen Engine and the BioWare logo are trademarks of BioWare Corp. MDK, MDK2 and related marks, Interplay, the Interplay logo and "By Gamers. For Gamers." are trademarks of Interplay Entertainment Corp. Certain characters are © Shiny Entertainment, Inc. All rights reserved. All other copyrights and trademarks are the property of their respective owners. “PlayStation” and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

NCAA Final Four 2001

We'll have a hands-on preview of Final Four 2001 next month. In the meantime, check out the very first screens of the game. Everything in the PlayStation version is present in this much prettier incarnation. The momentum meter, rambunctious college atmosphere (including fight songs and chants) and the trademark shot meter are included in this **January** release title from **989 Sports**. Don't look for Coach Knight however.

F1 2001

Just as we closed this issue **EA Sports'** new F1 game for the PS2 arrived. While we'll give it a full review next issue, here are some first impressions.

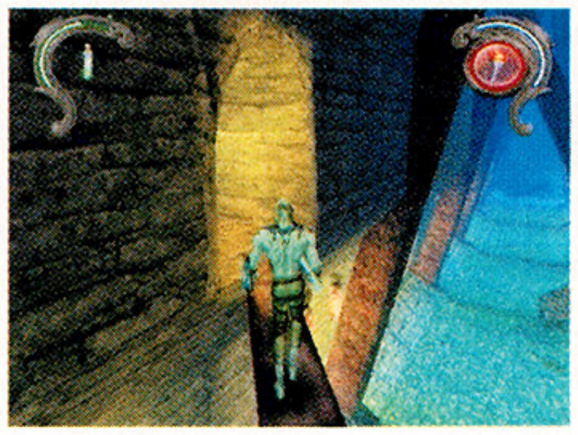
F1 looks pretty nice, though graphically it's more akin to an average DC game than a high-end PS2 game. All the tracks, including Indy, are there, and so are all the drivers (Villeneuve finally makes an appearance). The control seems pretty tight and the setup options are plentiful.

The sound is especially nice. That high-pitched oh-my-god-my-eardrums-are-gonna-explode whine that F1 cars are famous for is replicated almost perfectly. Plus, every time you pass a roadsign or tower, it makes a convincing "whoosh" sound if you're at speed.

Be sure to check out our full review next issue. This may be the game F1 fans have been wanting.

Warriors of Might & Magic

From **3DO** comes this third-person action game. You play Alleron, a warrior punished for a crime he did not commit. Now he must venture through 20+ levels to uncover the truth and prove his innocence. It won't be an easy task, with 30 classes of enemies in the way. But once you collect armor, spells and monster-hacking weaponry, it should be a bit more manageable. Scheduled for a **winter** release.



Unison

When the PS2 was first unveiled in Tokyo last year, so was this **Tecmo** dancing game. After you are taught moves for each song by your giant afro-ed manager, you pick one of three aspiring young singers and guide them through the dance steps using the two analog sticks. There's no improvisation or freestyling—it's basically a matter of timing and how well you can remember the moves (left stick up, right stick up, left stick down, right stick down, etc). Still, we had a blast just checking out this early preview build; moving the sticks to spell out "Y-M-C-A" along with the Japanese version of the song (it's called "Young Man" there) is something we won't soon forget. Too bad that Village People classic might not make it into the U.S. version, due **March**, since the music hasn't been finalized yet.

Mr. Takahiro is personally accountable for programming fun code. If you and your friends aren't completely freaked out with fun, then he will be fired. This will dishonor his family, which he can restore only by taking his own life with a sword.

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Suggestive Themes
Comic Mischief

TITUS

PlayStation

Incredible Crisis. Severe Fun.

© 2000 TOKUMA SHOTEN · HAKUHODO · TOPPAN © POLYGON MAGIC, Inc. Published by TITUS · Titus and the Titus logo are registered trademarks of Titus Software Corporation. PlayStation and the PlayStation logos registered trademarks of Sony Computer Entertainment Inc.

PS2

PREVIEW GALLERY

THUNDERBOX

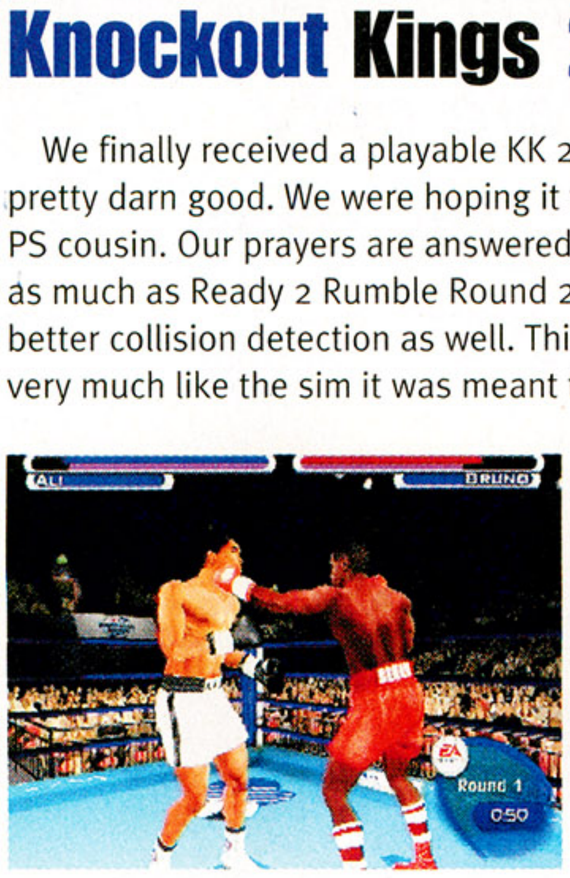
EA Sports is a sponsor of an experimental new Saturday-night show called *Thunderbox*. The high-octane spectacle features hardcore boxing, pretty gals, and a unique scoring system which rewards for excessive power and aggression. Hmm, could a Thunderbox video game be in the works?

NBA Live 2001

EA Sport's NBA Live 2001 looks good, but knocking out NBA 2K1 will take more than pretty graphics. For better or worse, this early version plays much like its PS counterpart. The jump, foul and steal animations look familiar as well. That's good news for Live devotees but we were hoping for a completely new experience. Hopefully the final **December** release will surprise us with untold new and exciting features.

Knockout Kings 2001

We finally received a playable KK 2001 from **EA Sports**, and yes, it's pretty darn good. We were hoping it wouldn't be stiff and robotic like its PS cousin. Our prayers are answered—not only is it much more fluid (not as much as Ready 2 Rumble Round 2 though), it looks fantastic. It has better collision detection as well. This **January** release looks and plays very much like the sim it was meant to be. We can't wait for the final.



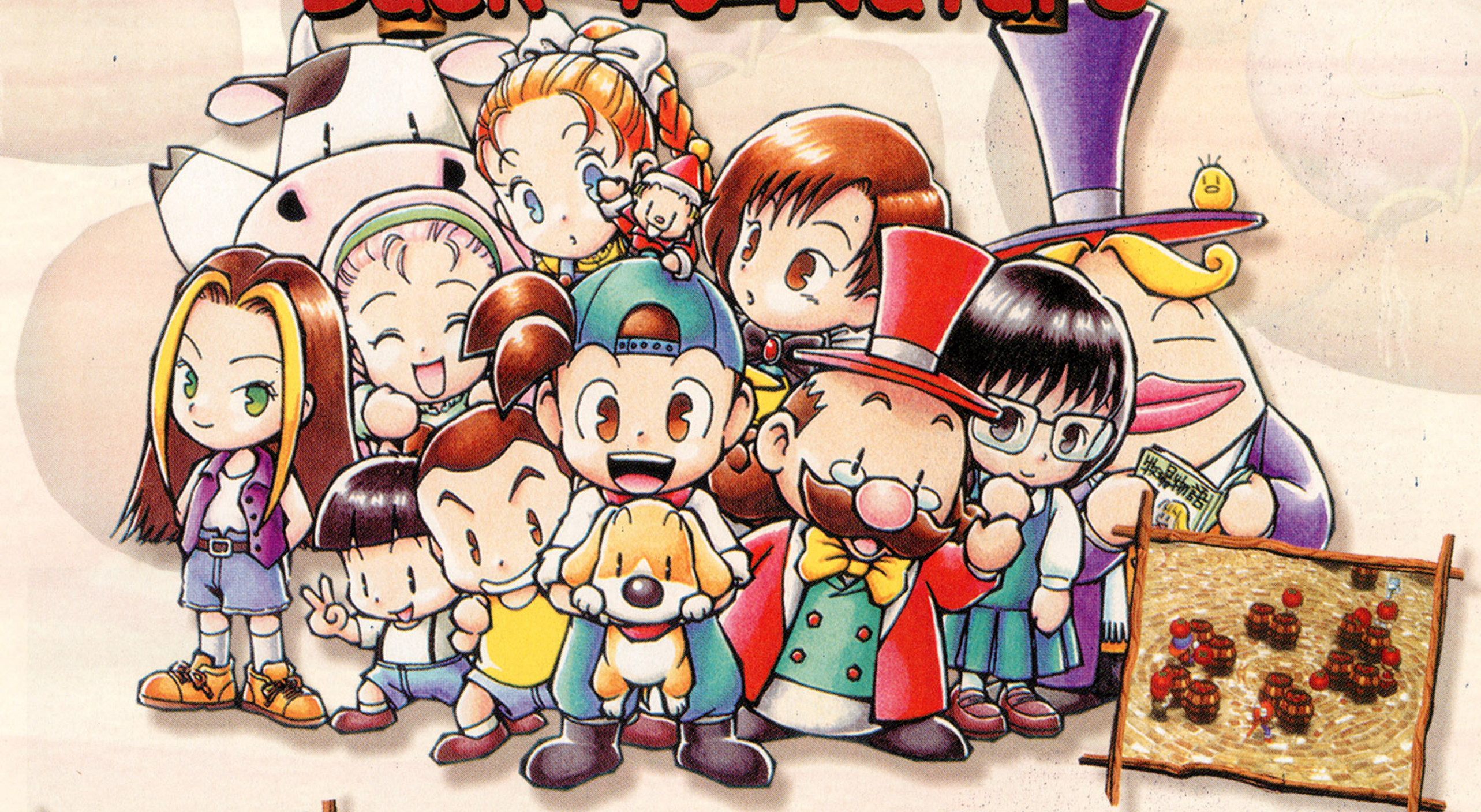
Snowboard Heaven

The floodgates have opened: let the snowboarding games come forth! Fortunately this **Capcom** import, available **now in Japan**, isn't bad. It's a smart compromise between SSX and Winter X Games—not super flashy but not too sim-like either. Plus the courses are huge! It literally takes two to three minutes to complete one. No word yet on a possible U.S. release.

It's A Different Kind of RPG....

HARVEST MOON®

Back To Nature



As a child you visited your Grandfather's ranch when vacation plans fell through. Return to the farm that holds fond childhood memories and rejuvenate it's long neglected fields. Tend to your livestock and interact with over 50 characters as you struggle to make a life for yourself home on the range.

- Enjoy hours of Non-Linear game play.
- Town festivals and events like The Tomato Festival, Chicken Sumo and Horse Races.
- Prepare a wide variety of dishes in your own kitchen using your harvested items and the recipes you learn from the townsfolk.

Serious Fun™

NATSUME®

Victor Interactive Software

PlayStation

EVERYONE E CONTENT RATED BY ESRB

WWW.NATSUME.COM

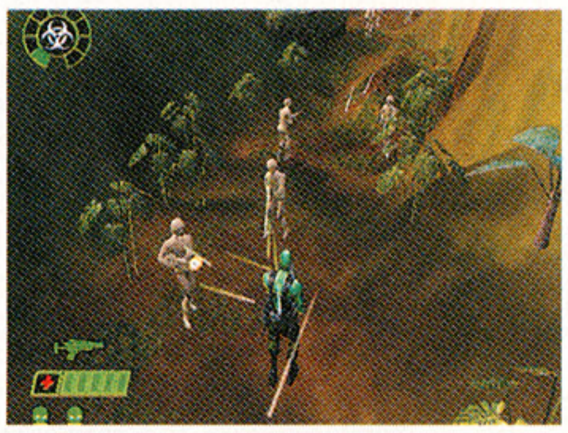
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.
The rating icon is a trademark of the Interactive Digital Software Association.
Harvest Moon and Natsume are registered trademarks of Natsume Inc. Serious Fun is a Trademark of Natsume Inc.
© 2000 Natsume Inc. ©2000 Victor Interactive Software. All rights reserved.

PS2

PREVIEW
GALLERY

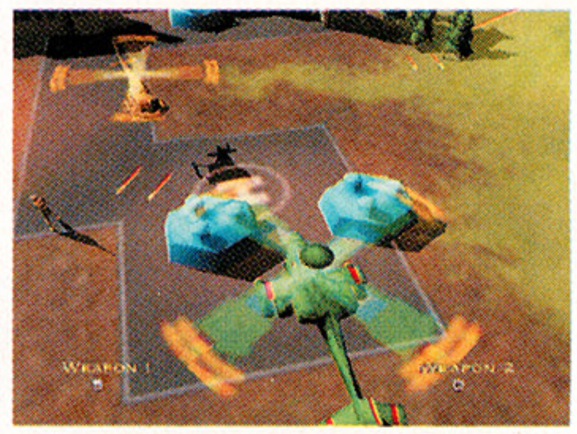
Army Men
Green Rogue

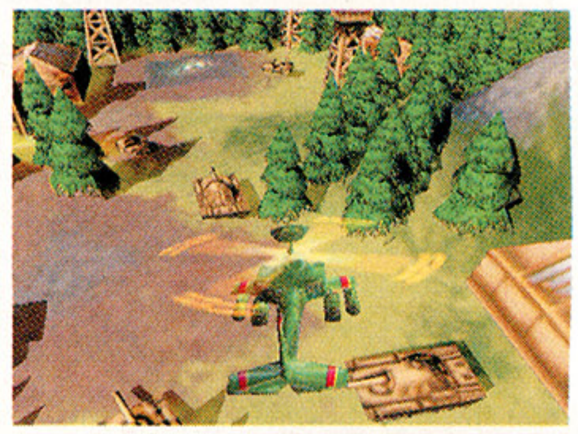
Take Robotron, put it in the Army Men universe and make it a perpetually scrolling shooter. That's Green Rogue. While the version we saw was early, **3DO's** new spinoff looks like it has the potential to be a down-'n'-dirty old-school shooter. Since they now admit they need to take a little more time with their games to get them just right, don't expect to see this one on shelves until sometime this **spring**.

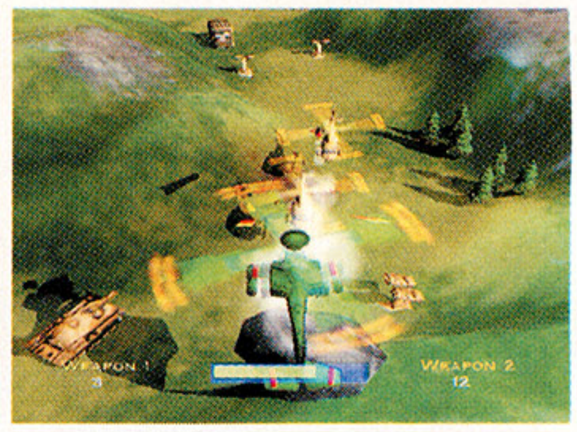


Army Men
Air Attack 2

3DO's airborne combat game is headed to the PS2 this **spring.** Armed with a winch and some heavy artillery, it's your job to give the Tan army the smackdown. The game moves at a speedy 60 fps, with huge worlds and Procedural Virtual Terrain for textures (so no two areas of ground will look alike). Includes split-screen multiplayer (minigames, head-to-head) and cooperative modes—all while maintaining the framerate.







"★★★★★"
- Gamers' Republic

"THE BEST FIGHTING GAME GOES ANIME TITLE EVER RELEASED"
- Gamefan

"EXPLOSIVE FIGHT SCENES, GORGEOUS CHARACTER DESIGN"
- Wizard

STREET FIGHTER ALPHA
THE MOVIE

Manga Video proudly presents the anime event of 2001 when Ken, Ryu and Chun Li return in an all new martial-arts action adventure.

Allies old and new join forces against a sinister new threat in this pulse-pounding sequel to the popular Street Fighter IIV series.

DVD AND VHS
IN STORES JANUARY 30TH

Win cool SFA stuff right now at
www.streetfighteralpha.com!

www.manga.com

MANGA VIDEO

sputnik7
www.sputnik7.com

Available at these fine entertainment outlets
CAMELOT MUSIC
no one knows your music better!
COCONUTS
RECORD TOWN
SPEC'S MUSIC
SATURDAY MATINEE
THE MOVIE STORE

©2000 Manga Entertainment Inc., a Palm Pictures Company, LLC

PlayStation 2

湾岸 MIDNIGHT CLUB STREET RACING

You know the rules, there are no rules.

"AN AMAZING SENSE OF REALITY....ONE OF SEVERAL MUST-HAVES FOR PS2 LAUNCH"
- GAMER'S REPUBLIC, SEPT 2000

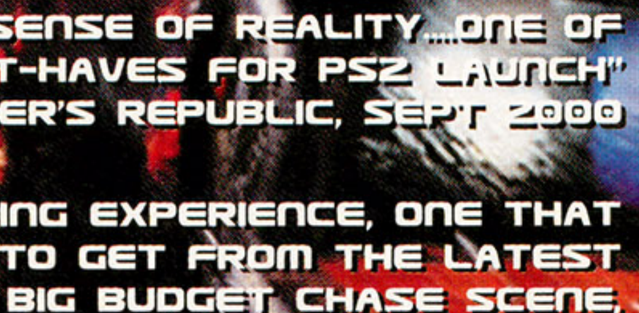
"AN EXHILARATING EXPERIENCE, ONE THAT YOU'D EXPECT TO GET FROM THE LATEST HOLLYWOOD BIG BUDGET CHASE SCENE, RATHER THAN A CONSOLE RACING GAME"
- NEXT GENERATION, JUNE 2000

CUTTING EDGE SOUNDTRACK FROM SOME OF THE WORLD'S LEADING TECHNO/DRUM AND BASS ARTISTS - DOM AND ROLAND, DERRICK MAY AND SURGEON

575BWY 8 ROCKSTAR 575BWY 9 ROCKSTAR 575BWY 10 ROCKSTAR 575BWY 11 ROCKS

Race across two accurately modeled cities - New York and London!

Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.



Play in a persistent world with interactive traffic, pedestrians and law enforcement.

8 8A 9 9A 10 10A 11

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc.
© 2000 All rights reserved.

TEEN T CONTENT RATED BY ESRB — Animated Violence

counterbalance

Angel STUDIOS

PREVIEW

Persona 2: Eternal Punishment

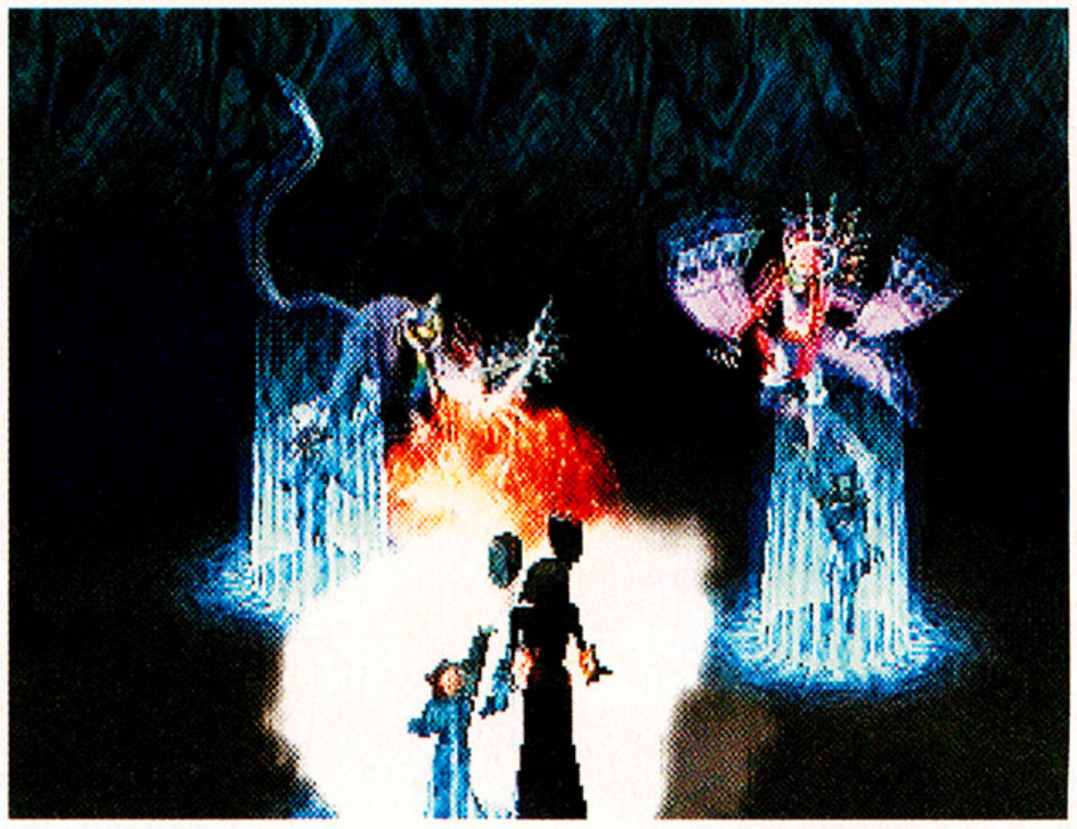
Publisher:	Atlus
Developer:	Atlus
Players:	1
Genre:	RPG
% Done:	90%
Release:	Now
Also Try:	Revelations: Persona
Web Address:	www.atlus.com www.atlus.co.jp

The Good: Great plot, nifty graphics, and a killer soundtrack.

The Bad: Might be too slow-paced for some.

And The Ugly: When people die in Persona 2, they die hard.

The clunky 3D overhead map in the first Persona has been replaced with a clean 2D image.



Summon your Personas to assist you in battle; their magical attacks can turn the tide if you use them strategically.

TALK FRIENDLY

More Chat, Less Splat

Sure, sending demons back to hell via the weapon of your choice is keen and all, but have you ever just tried talking to them? If you impress the demons with your tongue you'll receive tarot cards (for summoning new Personas), but on the other hand, piss them off enough, and they'll attack you with vigor. Be careful.

Rumors can be dangerous. Add teenagers and demons into the mix though, and you have chaos. Well, either that or a new Persona.

As anyone who played the first Persona knows, it's not your standard RPG, a trait its sequel definitely shares. Taking place in the very near future, the Persona games combine classic role-playing staples like magic, dark beasts and experience points, all within a very familiar setting—a modern world of computers, cars and neon lights.

Persona 2 picks up a few years after Revelations: Persona and features similar gameplay. You'll once again explore a modern-looking city, trudge through dungeons based on real-life locations, and summon spirits called Personas to help fight the various demons you run across.

There are quite a few upgrades from the first Persona game though: Not only have the graphics gotten a boost (chunky 3D dungeons have been replaced with a fully rotatable—not to mention very clean—overhead view), but the gameplay has been updated with a new "rumor system" as well. This cool twist allows you to spread rumors around town, and as this game insists, rumors have a way of coming true—new locations and secret paths can be opened by gossip.

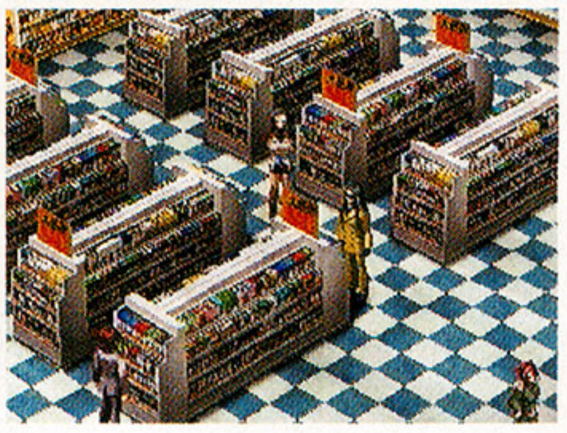
Thankfully Persona 2 keeps this series' trend of offering a unique and compelling plot. In EP you face a serial killer who, not surprisingly, is much more than he seems. Its dark, it's spooky, and it's definitely not your everyday RPG plot. But is it worth your time and money? Check back next month for a full review.

Not only are many of the locations in Persona 2 filled with detail, you can also spin the camera around to get a better look at your surroundings.

ONLY HALF THE EXPERIENCE

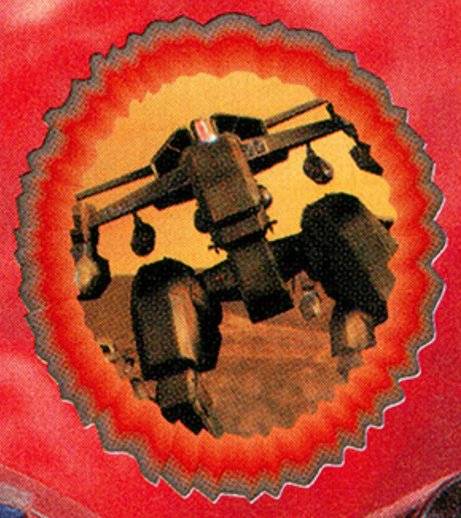
Completely Free From Sin

In many ways Persona 2 really isn't Persona 2 at all. Think of it more like Persona 2.5. Confused? Well, Eternal Punishment is actually the second Persona 2 released in Japan. The first chapter, Innocent Sin, came out last year. Why are we just getting the second half then? Apparently Atlus Japan felt the more mature nature of Punishment would appeal to American gamers. Don't worry though, the cross-over between the two games is slight (it'll be covered in the manual), and hey, if Punishment does well enough, Sin might make the trip over too.



GUNGRIFFON BLAZE™

IN A POST-APOCALYPTIC FUTURE LAW ENFORCEMENT HAS A BOLD NEW LOOK



"*Easily* one of the best PS2 launch titles."
– Gamers' Republic

PlayStation®2

TEEN T CONTENT RATED BY ESRB — Animated Violence, Mild Language

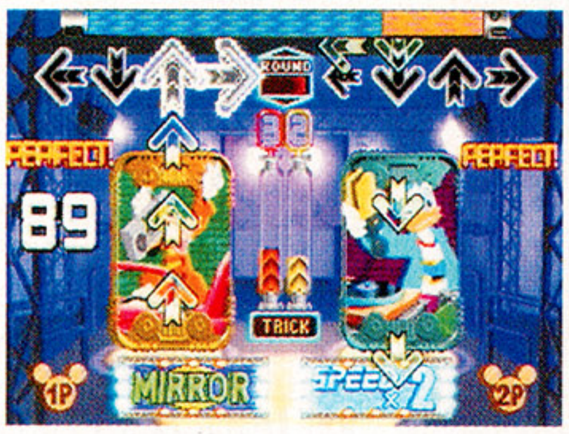
WORKING DESIGNS® — Our games go to 11!™

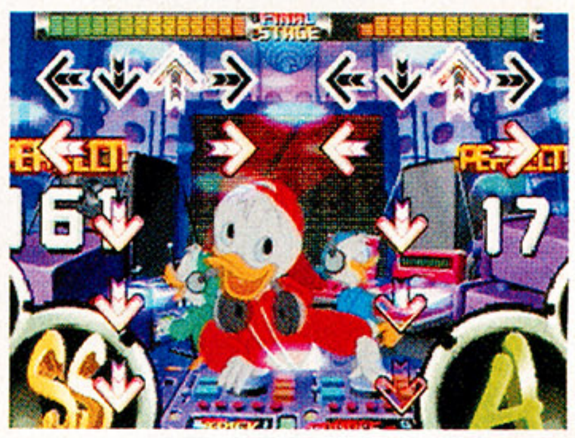
PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "GUNGRIFFON BLAZE" is a trademark of Game Arts. Licensed from Game Arts by Working Designs. Original Game © Game Arts 2000. Portions of the English Translation © Working Designs 2000. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. If you're happy and you know it, target mechs. If you're happy and you know it, target mechs. If you're happy and you know it you can lock on and then blow it. If you're happy and you know it, target mechs. Web Address: http://www.workingdesigns.com. For a dealer near you, call (530) 243-3417.

PREVIEW GALLERY

DDR: Disney's Rave

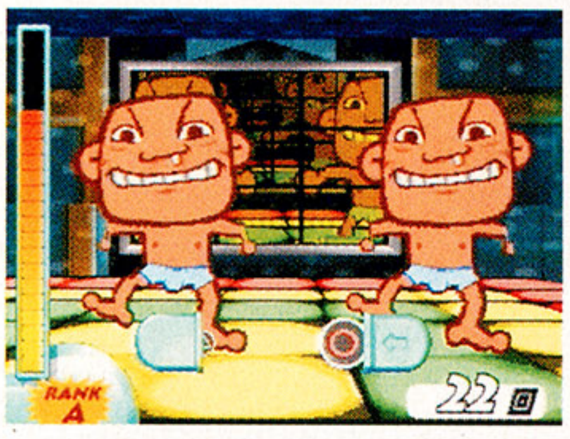
Combine **Konami's** super-popular Dance Dance Revolution with techno remixes of Disney tunes (and some non-Disney ones too), and you've got their latest dancing game, **available now in Japan**. Difference here is that Konami has introduced a Dance Magic mode, where you actually throw attacks at the second player or the computer, making their steps much more difficult. Go Huey! Go Huey!

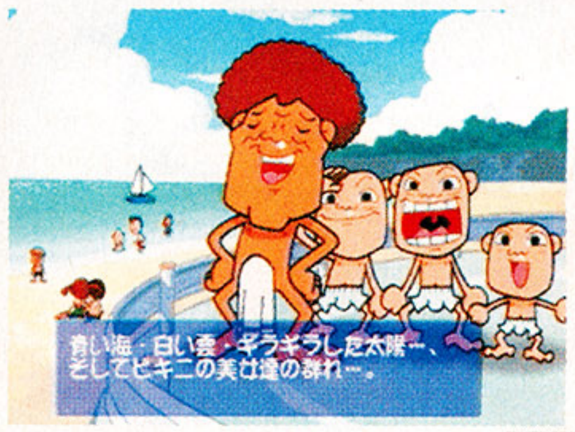




Oh No!

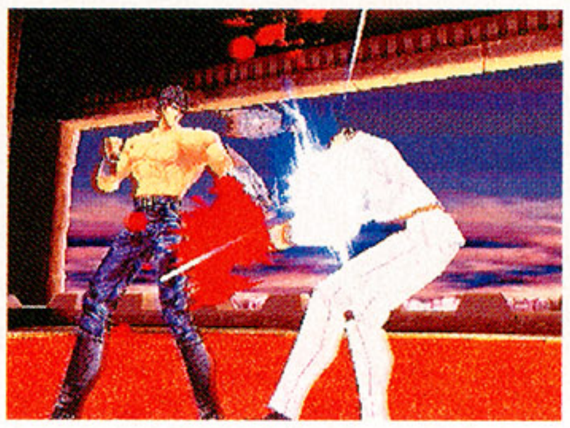
Asmik Ace/Tycoon Game Works' latest, **available now in Japan,** is similar to the import cult favorite, Pepsiman—navigate through constantly scrolling levels, avoiding enemies and collecting power-ups. In this...er...eclectic title, you control a group of two to four people (including three brothers wearing only the tightiest of whities). Your group can switch between two formations per level—combinations of single file, two by two or in rows. Obstacles and people lie in your way, and it's game over if any one of your guys gets left behind. Areas include city streets, a school, a skiing hill, a beach resort and a traffic-filled highway. If you're lucky enough to reach the Goal (and you have unlimited continues from checkpoints to do it), you go to a dancing minigame for points. Oh No! includes other sub-games including a Love-Love Mode (for couples to test their compatibility) and Battle Mode for two players, where each controls one set of siblings and can punch the other player to mess them up. Weird? You betcha. Coming here? Hell no.





Fist of the North Star

If you're familiar with the anime, you'll be happy to know that **Bandai's** FOTN (or—deep breath—Hokutonoken Seikimatsukyuseisyudensetsu in Japan) has all the exploding people and bad hair of its namesake. It plays a little like a 3D Guardian Heroes or Streets of Rage, with tons of in-game cutscenes (sorry, no anime tidbits). It's out **now in Japan**, and doing quite well, but we don't expect a U.S. release.

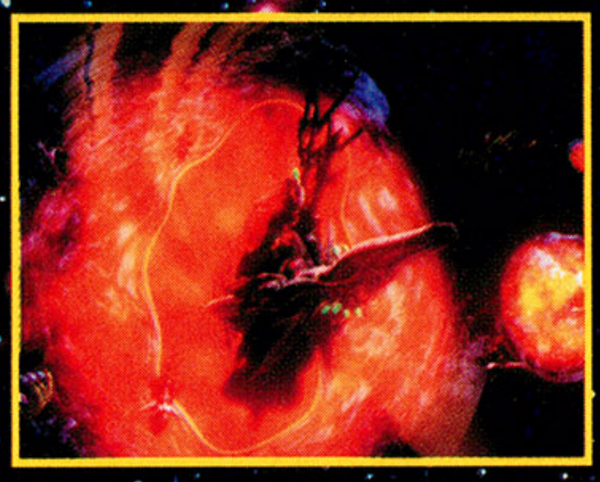


SILPHEED®

THE LOST PLANET

Believe in Your Pilots
Hope for the Best
Pray for a Savior

"A visual feast for PS2 owners...in shooter heaven."
– Gamers' Republic



PlayStation®2

TEEN T — Animated Violence, Mild Language — CONTENT RATED BY ESRB

WORKING DESIGNS®

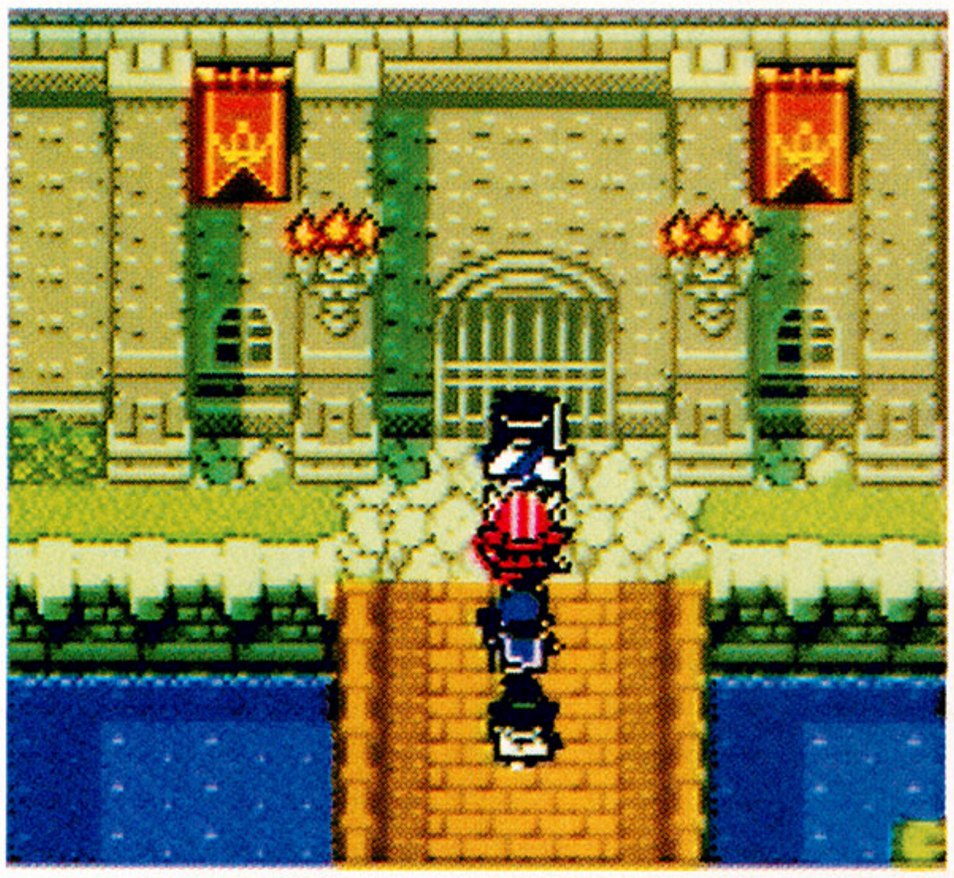
Our games go to 11!™

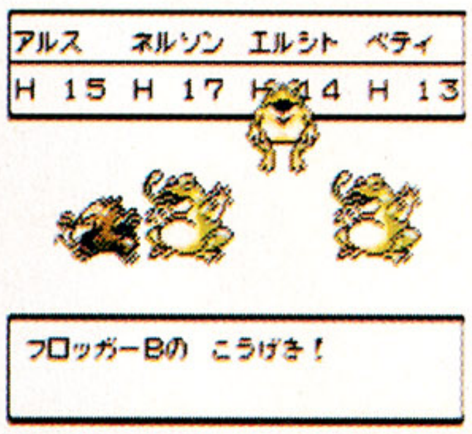
PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "SILPHEED" is a registered trademark of Game Arts. Licensed from Game Arts by Working Designs. Original Game © Game Arts 2000. Portions of the English Translation © Working Designs 2000. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. You obviously don't have a life if you're reading this far, so why not check out the far more interesting content at http://www.workingdesigns.com? For a dealer near you, call (530) 243-3417.

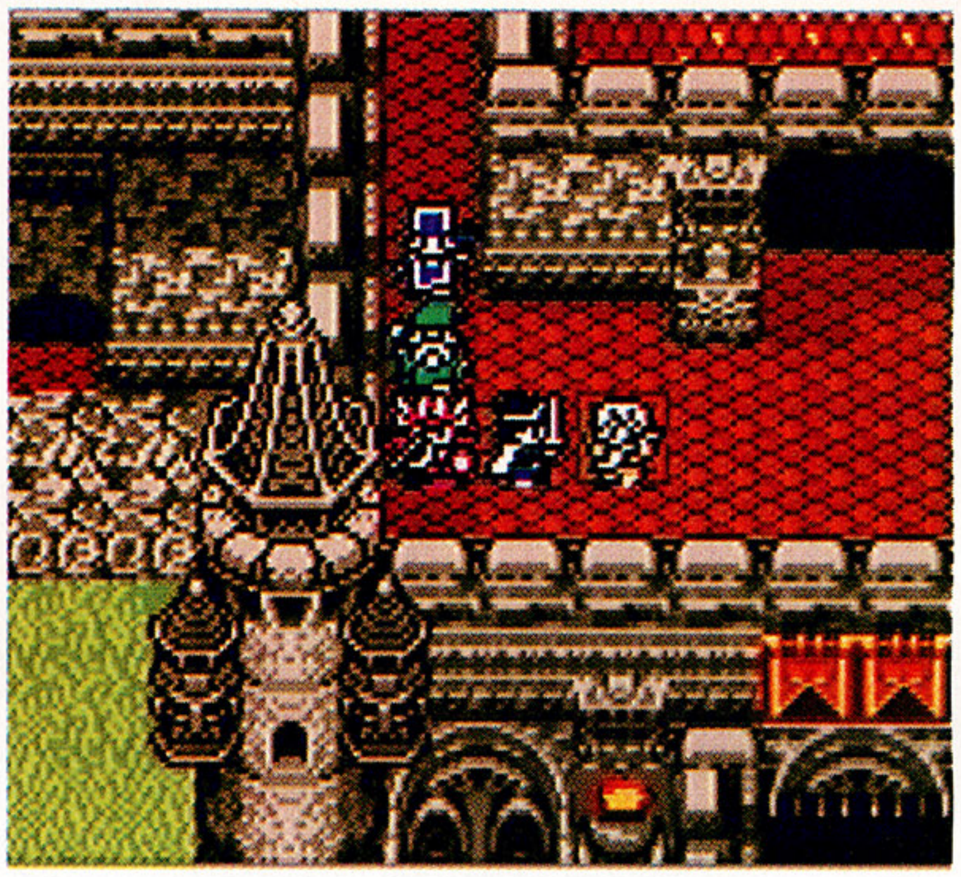
PREVIEW GALLERY

Dragon Warrior III

One of the greatest NES titles of all time is heading to the Game Boy Color **first quarter 2001**. **Enix** has promised improved graphics, easy-to-read fonts, and over 70 hours of gameplay. 70? Probably more like 30, 40 tops. Anyway, fans of the series will now have something to tide them over 'til part VII hits the PS. And if you've never tried a Dragon Warrior game, grab the I&II GBC cart or just jump straight to part III. This installment has a strong story and a terrific interface.

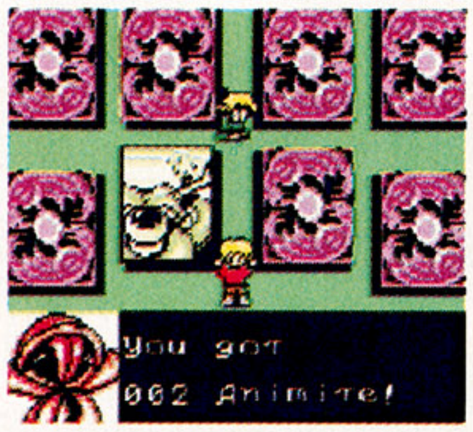






Magi-Nation

Be prepared: Seattle-based **Interactive Imagination** will be trumpeting the debut of their Magi-Nation toys and games with an avalanche of hype and marketing early this year. Following in the footsteps of Nintendo's ultra-successful Pokémon franchise, this new fantasy series will be starting life as both a Card Collector's Game and a GBC cart. The latter—big surprise—is a light RPG that places a strong emphasis on monster trading. The title is being designed specifically for the Western market, and will be targeted toward audiences of all ages. Think of it as a cross between the SNES Earthbound and Pokémon, with a dash of *The Wizard of Oz* thrown in for good measure. The cart is set to launch in the **first quarter of 2001**. Graphics look pretty nice, but another lame Pokéclone? We hope not.



LUNAR 2®

ETERNAL BLUE COMPLETE

In The Darkest Hour,
Hope Springs Eternal.

☆ 250+ Page Hardbound Strategy Guide!

Buy the Official Strategy Guide

Five Disc Collector's Edition!

☆ Includes: 3 Game CDs, 1 Music CD, and 1 Exclusive "Making of LUNAR 2" CD!

☆ 100+ Page Leatherette Hardbound Artbook/Instruction Manual!

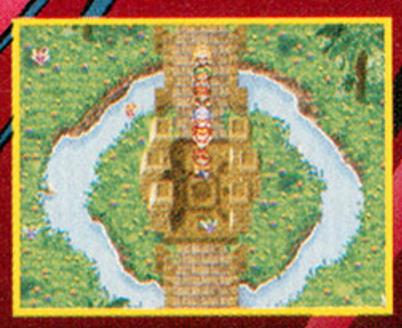
☆ Exclusive Full-Size Lucia's Pendant!

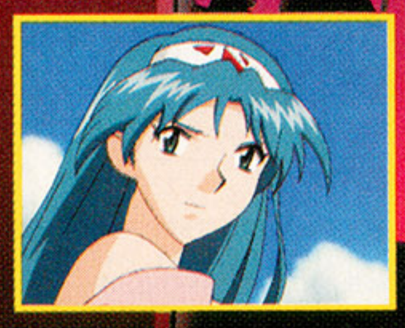
☆ Exclusive Character Mini-Standees!

☆ Pre-order to Receive a FREE Limited Edition Ghaleon Punching Puppet. For Complete Details Visit Participating Retailers, or visit us at http://www.workingdesigns.com.

TEEN
T
CONTENT RATED BY ESRB

Mild Animated Violence
Mild Language
Suggestive Themes





PlayStation

WORKING DESIGNS®

Our games go to 11!™

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "LUNAR" is a registered trademark of Game Arts/Working Designs. Licensed from ESP by Working Designs. Original Game © Game Arts/Studio Alex 1994-1999. Reprogrammed game © Game Arts/Kadokawa Shoten 1999. English Translation © Working Designs 2000. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. If you're still reading this, you probably need to get a life. Or, a girlfriend. Or both. Web Address: http://www.workingdesigns.com. For a dealer near you, call (530) 243-3417

You Are Not The Only Hero....

GALLERY

Pioneer 2 finally completed its long voyage to the new home world. But as the ship entered orbit, an enormous explosion shook the entire planet, and all contact with the thousands of people already there was lost. Now, in the first worldwide online console RPG, players from around the globe must unite to discover what has happened. **Phantasy Star Online** continues in the tradition of one of the most popular series of all time, and becomes **a revolutionary and truly global gaming experience** in an online, persistent world.

SEGA®

ONLINE MULTI-PLAYER

TEEN T CONTENT RATED BY ESRB

GAME FEATURES	1	2
	Locate team members on servers that can each support up to 1,000 players simultaneously	Collaborate with players from around the world in the first global console game

SONIC TEAM™

SEGA is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and PHANTASY STAR ONLINE are registered trademarks or trademarks of Sega Corporation. All Rights Reserved.
© SEGA / SONICTEAM, 2000. www.sega.com

Dreamcast™

PHANTASY STAR™ ONLINE

ファンタシースターオンライン

www.sega.com/phantasystaronline

③	④	⑤	⑥
Revolutionary communication and translation system eliminates language barriers	Real-time combat featuring many of the original weapons and enemies from previous Phantasy Star games	Create your own character by modifying race, profession, body proportions, outfit, and more	Play completely online, completely offline, or a combination of both

ADVERTISEMENT

Xbox

Say hello to America's first serious console contender since Atari's heyday. We give you an exclusive introduction to Microsoft's machine, the guys who built it and the first games you'll play on the thing.

By Crispin Boyer, Mark MacDonald and Ryan Lockhart

Exposed

Do you want to know why we chose green to represent Xbox?" asks Horace Luke, the energetic industrial designer who crafted the look of Microsoft's game system. From his grin it's clear he can't wait to tell us the answer. And we can't wait to hear it. That's why we're here—in Redmond, Wash., at a nondescript office park codenamed Area Xbox—to take an exclusive look at the world's most powerful game console a full month before Bill Gates unveils it at January's Winter CES. As we scan the organized thatch of concept sketches and focus-group-analysis graphs tacked to Luke's office wall, we figure there's a perfectly scientific, wholly marketing-driven reason why the Xbox logo, packaging and eye-like jewel on the console's top shine with the fluorescent green you see gleaming on the cover of this magazine.

Nope. "It's green because that's the only marker I had on me when I started sketching my designs," Luke says. It figures. Despite the half-billion-dollar marketing budget and focus-group hocus pocus, the Xbox project has always had a sort of grass-roots feel to it. After all, the whole thing started as an idea shared by a handful of Microsoft wonderboys—all of whom happen to be hardcore gamers. Together, they convinced Bill Gates that the world was ready for an American game system. Together, they enlisted the help of game designers to craft a console that's both powerful and a cinch to work with. Together, they assembled the box you see here—for the first time—emerging from the shadows.

Sure, these guys may work for one of the planet's most monstrous companies (just ask the Department of Justice), but they're still entering uncharted waters—and there's a very real chance they'll wind up all wet. Aside from PC peripherals, Microsoft has never done consumer hardware, and they're facing downright hostile competition on all sides. But as we found out while putting together this 18-page story on Microsoft's console and planned assault on your living room, these guys seem to be doing everything right. They're giving gamers what they want. (Did you know the controller cords are over 9 feet long? See page 116.) They're giving game makers what they want. (Did you know the system is four times more powerful than PlayStation 2? Check the specs on page 122.) And they're tossing in a few fresh ideas. (Did you know you can record your own game soundtracks to the hard drive? See page 121.) But, more importantly, turn the page to see the Xbox now, in actual size, nearly a year before the system launches worldwide this fall.

Xbox front (actual size)

Four Controller Ports
Nope, these ain't USB ports, but they're only a little bigger in size and every bit as speedy. The console's four game ports have 12 megabits of bandwidth back to the box, so they're ready-made for data-jamming peripherals like the headset microphone Microsoft's planning as a controller-slot plug-in. (Developer Argonaut is already making a game that uses speech recognition.)

DVD Tray
Yes, the Xbox will play DVD movies—but not without a special remote you'll need to buy separately. Microsoft says this remote will be competitively priced. The drive itself has a standard motorized slide-out tray. Early prototypes called for a slot-loading drive that would suck in the disc, but a lack of drive manufacturers and concerns over Xbox abuse (i.e., kids cramming peanut butter into the slot) forced Microsoft to nix that idea.

Eject Button
Microsoft made this button bigger because it's the one gamers will tap most often. The clear ring around it glows green when the system's running. It can also glow yellow and blue, but Microsoft hasn't determined what system states these colors'll represent. One thing's for sure: The light won't glow in sync with hard-drive activity. Microsoft wants no visual indicators that the drive is in the box.

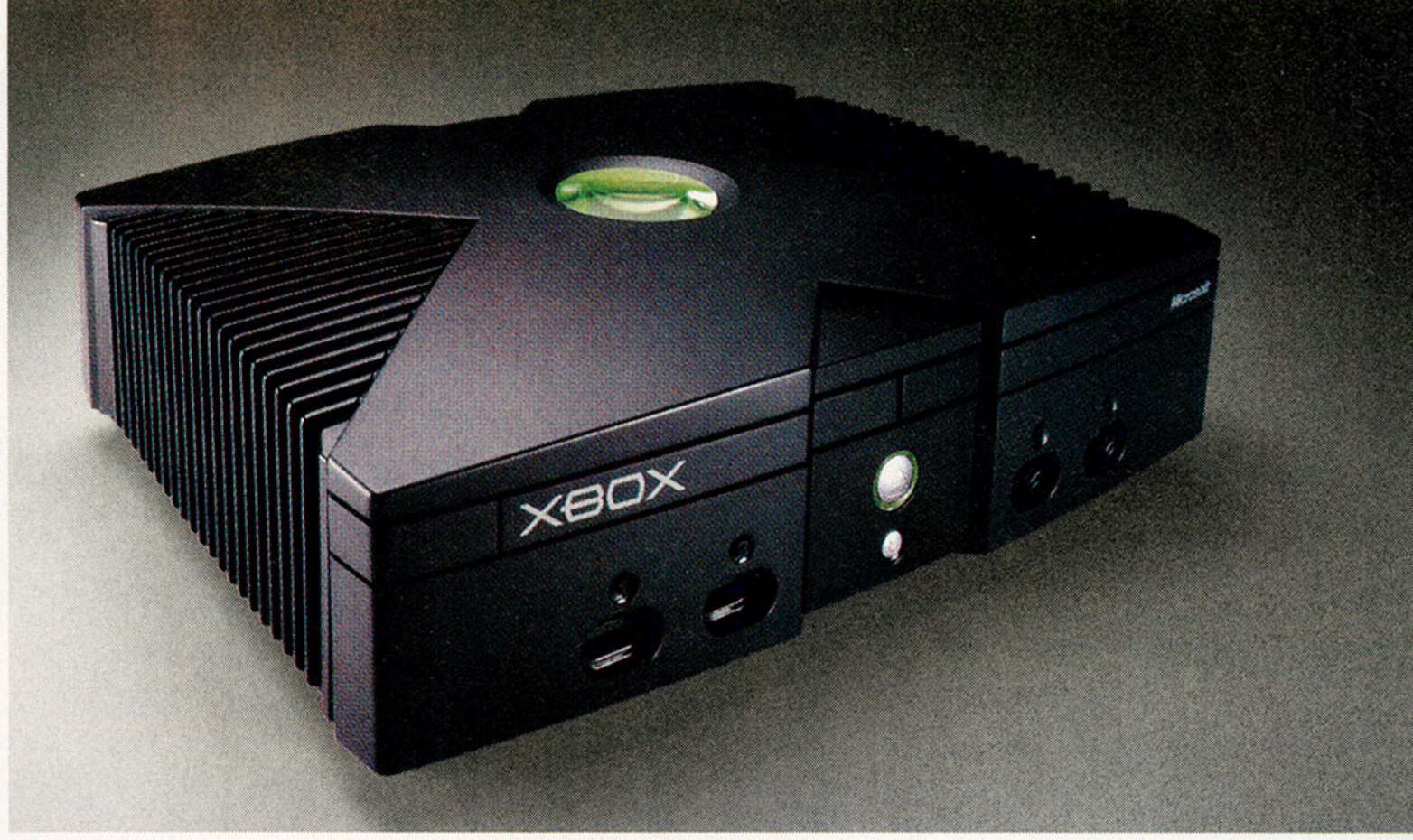
The Look...

You helped design the Xbox. Well, at least a few thousand of you did. (Oh, and a hoola hoop played an important role, too, but we'll get to that later.) Not long after Bill Gates gave the final go-ahead for project Xbox in February '99, Microsoft began interviewing hardcore gamers around the globe. The Xboxers were on a mission: to figure out what you wanted in a game system's design—and what you didn't want.

It was one giant hush-hush operation from the get-go. Microsoft reps talked to more than 5,000 gamers internationally. They even toured 130 homes, where they snapped pics of entertainment centers and mapped the places you keep and play your games. "We found a lot of consoles on the floor," Luke says. "Why? Because the controller cord usually wasn't long enough. Time and again the gamers said, 'Give us a longer controller cord, give us a longer controller cord.' So that's why Xbox controllers come with 3-meter cords."

While this process was getting under way, Luke was busy transitioning from the Microsoft Hardware Group—the team behind the SideWinder line of PC game pads—to become creative director of the Xbox project. As luck would have it, he had already doodled a few concepts for both the system and its controller. His first sketch, created in late August '99

Power/Reset Button
Hit this button to turn Xbox on. Tap it again to reset it. Hold it to switch off the system. Yep, it works just like the PlayStation 2's reset button.



What's the bottom look like? We didn't include a shot of the Xbox's underside because, well, there wasn't really anything to see down there. Unlike most consoles, Xbox doesn't sport an expansion port on its rear or bottom. "We have four high-speed game controller ports and a 100-megabit ethernet port that we feel will cover the spectrum of high-speed digital interfacing that might come up," Microsoft's J Allard explains.

on the back of a tax form, was little more than a few stylized controllers next to a bulky outline of the letter X.

The image stuck. When Microsoft announced the Xbox at the 2000 Game Developers Conference in San Jose, the now-infamous silver X-shaped demo unit that Bill Gates unveiled onstage was essentially Luke's tax-form doodle brought to life in gleaming aluminum, which acted as the perfect heat sink for the hard drive and prototype Xbox chipset inside. "A lot of people kept saying we should make that aluminum X the final box," Luke tells us, "but it's kinda hard to send something like that out to the customer. At least now we knew that what the customer really wanted was something that had the look and spirituality of that unit. We just had to figure out how to make that particular design suitable for the gamer's A/V cabinet or on the floor or under the bed, wherever they want to keep it."

The concept work continued. Luke and Microsoft's other industrial designers locked themselves in a conference room with bottles of wine, pizza, stacks of 8.5- by 11-inch paper and a red Microsoft proprietary stamp they'd plunk on every sketch. "Then we'd go like mad," Luke says. "No idea was a bad idea, so you'd see wacky ideas, anything from these monuments you'd put in your living room to the more expectable ones." One concept had the Xbox looking small

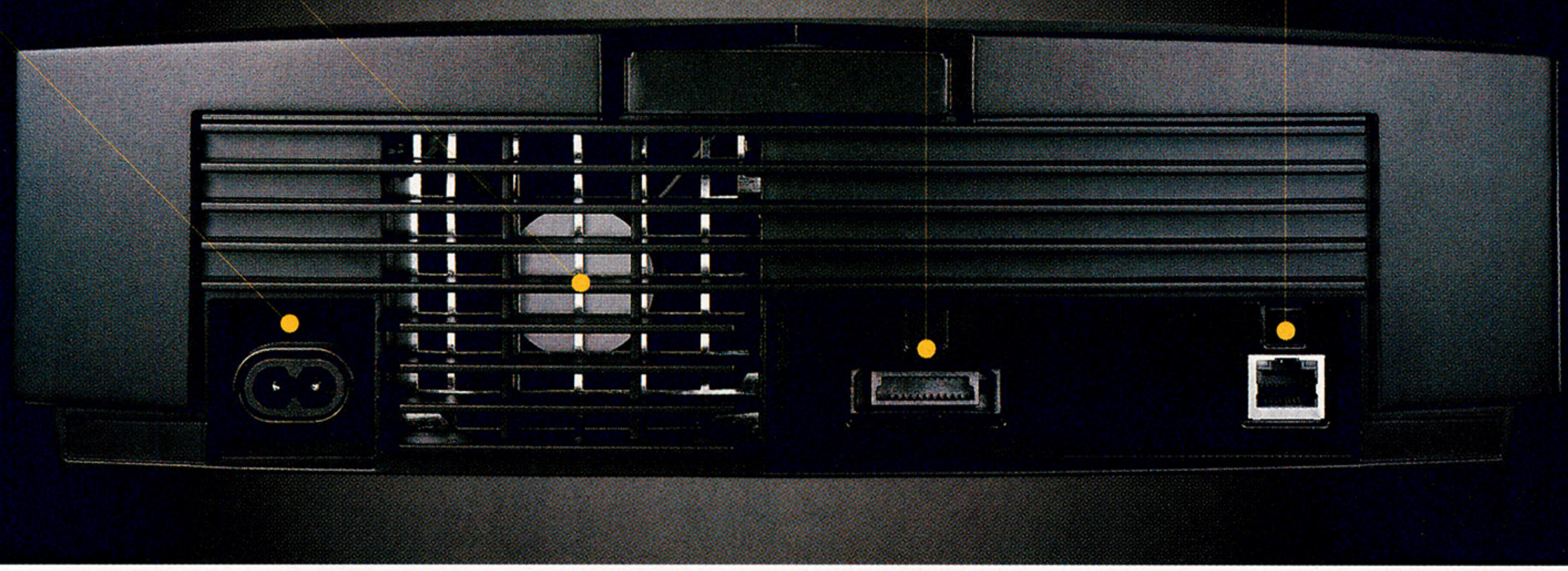
Xbox back

Power Plug
Xbox comes with a special "power cord" that you plug into a "wall socket" where something called "electricity" brings the unit to life.

System Fan
In a word, it's huge. Microsoft devoted an entire team to work on overheating issues, since the system's got a lot of wattage going on in its powerful guts.

Digital Connector
Here's where you'll hook your Xbox to the boob tube. Microsoft will sell a range of cables, from S-video all the way up to HDTV (chances are the unit will come with composite cables). Games will auto-detect your connection and kick in the appropriate screen resolution. You'll also be able to buy cables with a digital-out (optical) connector, so you can link to an A/V receiver with DTS audio.

Ethernet Port
Here's your bridge to broadband, whether you have a cable modem, DSL, T3 or whatever. You gamers still stuck with dial-up are out of luck, however, since Microsoft no longer plans to ship Xbox with an optional 56K modem. But you will be able to link two systems via this port with a standard ethernet cross cable. Spring for an ethernet hub and you can link several systems for a bona-fide LAN party.



The "Powered by DirectX" slogan that floated in the X-shaped demo unit's green jewel was replaced with the Xbox logo in the final design. And if you pop off the box's top, the interior looks very PC-ish, with the hard drive positioned to the right of the DVD drive, and the CPU and GPU on the motherboard beneath both drives.

and cubish. Another called for the system's green jewel to glow while the machine was running, like the red eye of HAL from *2001: A Space Odyssey*. Eventually, Luke had hundreds of sketches for controllers and the console itself.

Meanwhile, Microsoft's gamer interviews rolled on. Your comments, more often than not, revolved around what you thought of the competition's systems. "We found it was extremely limiting for people that the PS2 only had two controller ports," Luke says. "So we were like, 'Four ports—that's what people want on a game console. No need to investigate this further. The Xbox will have four ports.'"

Gamer surveys also produced a bar graph that worked like a road map for the design of the system—and especially its joypad. The graph showed that gamers felt the Dreamcast and its pads looked too plain, while PlayStation 2 was rated as slightly more exciting. You wanted Xbox to look even snazzier. "Our target look fell between 'intelligent' and 'engineered,'" Luke says, pointing to the graph. With his design sweet spot in mind, Luke hung a hoola hoop on a wall plastered with photos of techie gadgets, arranged according to their aesthetic. Pics of mechanical-looking devices—a video camera, for instance—stuck on one corner of the wall, while more sensual stuff—such as a bulbous Spoon watch—adhered in the opposite corner. Luke's hoop hung over the

Missing an Issue? Order Back Issues of:

Electronic Gaming Monthly

Issue #121-$6.00

August '99

Resident Evil
RE 3 Nemesis
Jet Force Gemini
Perfect Dark
NFL 2000
Hydro Thunder
Dino Crisis
Tarzan
NCAA Football 2000

Issue #122-$6.00

September '99

Dreamcast
Final Fantasy VIII
MGS Integral
Soul Calibur
Dune 2000
Pokémon Snap
WCW Mayhem
Tekken Tag Tournament
Tomb Raider: Last Rev.

Issue #123-$6.00

October '99

Spider-Man
WWF Wrestlemania 2K
Twisted Metal 4
Strider 2
Seaman
Zelda Gaiden
Legend of Mana
Chrono Cross
Castlevania: Spec.Ed.

Issue #124-$6.00

November '99

Pokémon Phenomenon
Pokémon Gold/Slvr.
Final Fantasy Anth.
Star Wars Episode 1
Road Rash 64
Jet Force Gemini
Mario Golf (GBC)
Resident Evil 3: Nemesis

Issue #125-$6.00

December '99

Donkey Kong 64
Tekken Tag Tournament
Gran Turismo 2000
Street Fighter EX3
Resident Evil: Code Veronica
WWF Attitude (DC)
NBA Showtime
Macross VF-X2
Ridge Racer 64

Issue #126-$6.00

January '00

Dreamcast Purchase?
Gran Turismo 2
Soul Reaver DC
Zombie Revenge
Tony Hawk N64
WWF SmackDown!
Tomb Taider TLR
Turok: Rage Wars
Fear Effect
Sega GT

Issue #127-$6.00

February '00

Crazy Taxi
Pokémon Gold/Silver
NHL 2K
Syphon Filter 2
Pokémon Stadium
Mario Party 2
Metal Gear: Ghost Babel
Gran Turismo 2
Ridge Racer 64
Zelda Gaiden

Issue #128-$6.00

March '00

Driver 2
MDK2
Space Channel 5
Syphon Filter 2
Front Mission 3
MLB 2001
Crazy Taxi
Hot Shots Golf 2
Spider-Man
Tony Hawk (DC)

Issue #129-$6.00

April '00

Perfect Dark
Final Fantasy IX, X XI
Dead or Alive 2
Fur Fighters
Sega GT
Turok 3
Vagrant Story
Evil Dead
Daikatana
Alone in the Dark

Issue #130-$6.00

May '00

Tony Hawk
Ridge Racer V
Gran Turismo 2000
Spider-Man
X-Men
Tomb Raider 4 (DC)
Star Trek Invasion
Wild Arms 2
Tenchu 2
Street Fighter EX3

Issue #131-$6.00

June '00

Sega Strikes Back
Phantasy Star Online
Quake III Arena
Soul Reaver 2
Hey You Pikachu!
RE Code: Veronica
Excitebike 64
Pokémon Card Game
PS2 Wipeout
The World Is Not Enough

Issue #132-$6.00

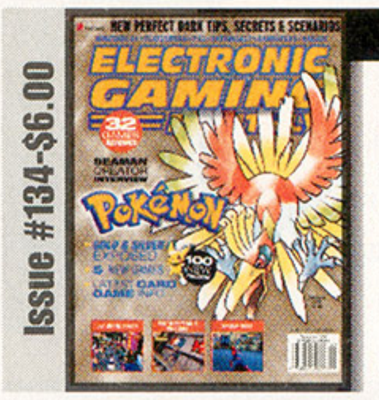
July '00

Final Fantasy IX
Driver 2
PS2 Madden
PS2 NBA Live
PS2 NASCAR
PS2 NHL Hockey
Star Wars: Battle for Naboo
Mega Man X
ECCO the Dolphin

Issue #133-$6.00

August '00

Soul Reaver 2
Conker's Bad Fur Day
Tomb Raider GBC
Metal Gear Solid 2
Space Channel 5
Seaman
Zelda: Majora's Mask
Black & White
Banjo-Tooie
Star Wars: Starfighter



Issue #134-$6.00

September '00

Pokémon Gold & Silver
Seaman
Jet Grind Radio
Kirby 64
Smuggler's Run
Chrono Cross
Dragon Warrior I&II
Dino Crisis 2
Mat Hoffman's Pro BMX
Virtua Tennis

Issue #135-$6.00

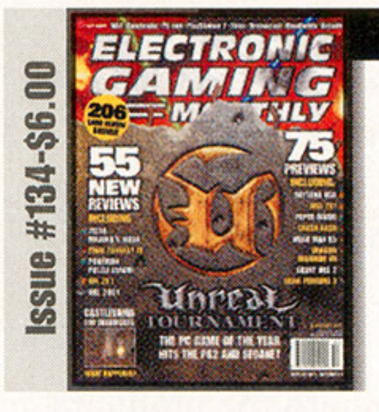
October '00

Zelda: Majora's Mask
Final Fantasy IX
Game Boy Advance
Onimusha
Ogre Battle 64
Quake III
Smuggler's Run
Madden 2001
THPS 2
Mario Tennis

Issue #133-$6.00

November '00

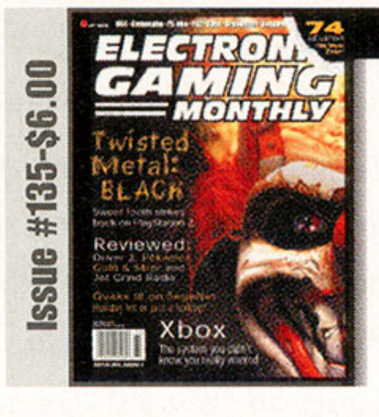
PlayStation 2 Launch
Gamecube
Game Boy Advance
Grandia II
THPS 2
Paper Mario
Kessen
Pokémon Crystal
Get A Job in Gaming
Dino Crisis 2



Issue #134-$6.00

December '00

Unreal Tournament
Capcom Vs. SNK
Daytona USA
NBA 2K1
Crash Bash
Dragon Warrior VII
Gran Turismo 3
Paper Mario
Fall Tokyo Game Show
Games You'll Never Play



Issue #135-$6.00

January '01

Twisted Metal Black
EGM Slick 50
Sonic Shuffle
Skies of Arcadia
18 Wheeler
Red Faction
Sky Odyssey
Lunar 2: Eternal Blue
Tomb Raider Chronicles
Gundam Battle Assault

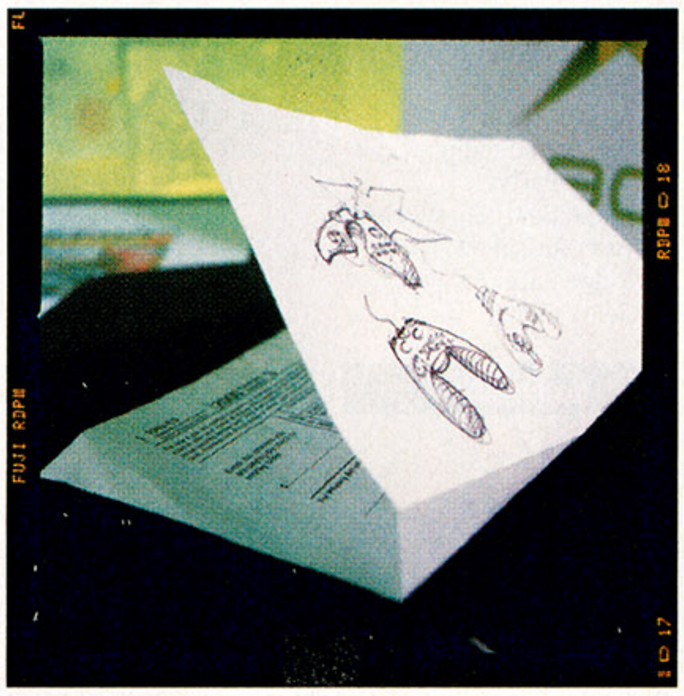
Issues Not Listed are Also Available!

ELECTRONIC GAMING MONTHLY

How to Order

Where?	Ziff Davis Media Inc., Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338
How?	Check or Money order only (in U.S. Funds) made out to: Ziff Davis Media Inc.
Postage and Handling?	$3 for each magazine ($3 Canada and Mexico, $5 foreign)
What else?	Prices and availability subject to change without notice. Thanks :)

Focus-group feedback and the X design combined to make the prototype Xboxes you see below. Note the slot-loading drive on the unit on the right. Oh, and also note that all the system's cables will be green.



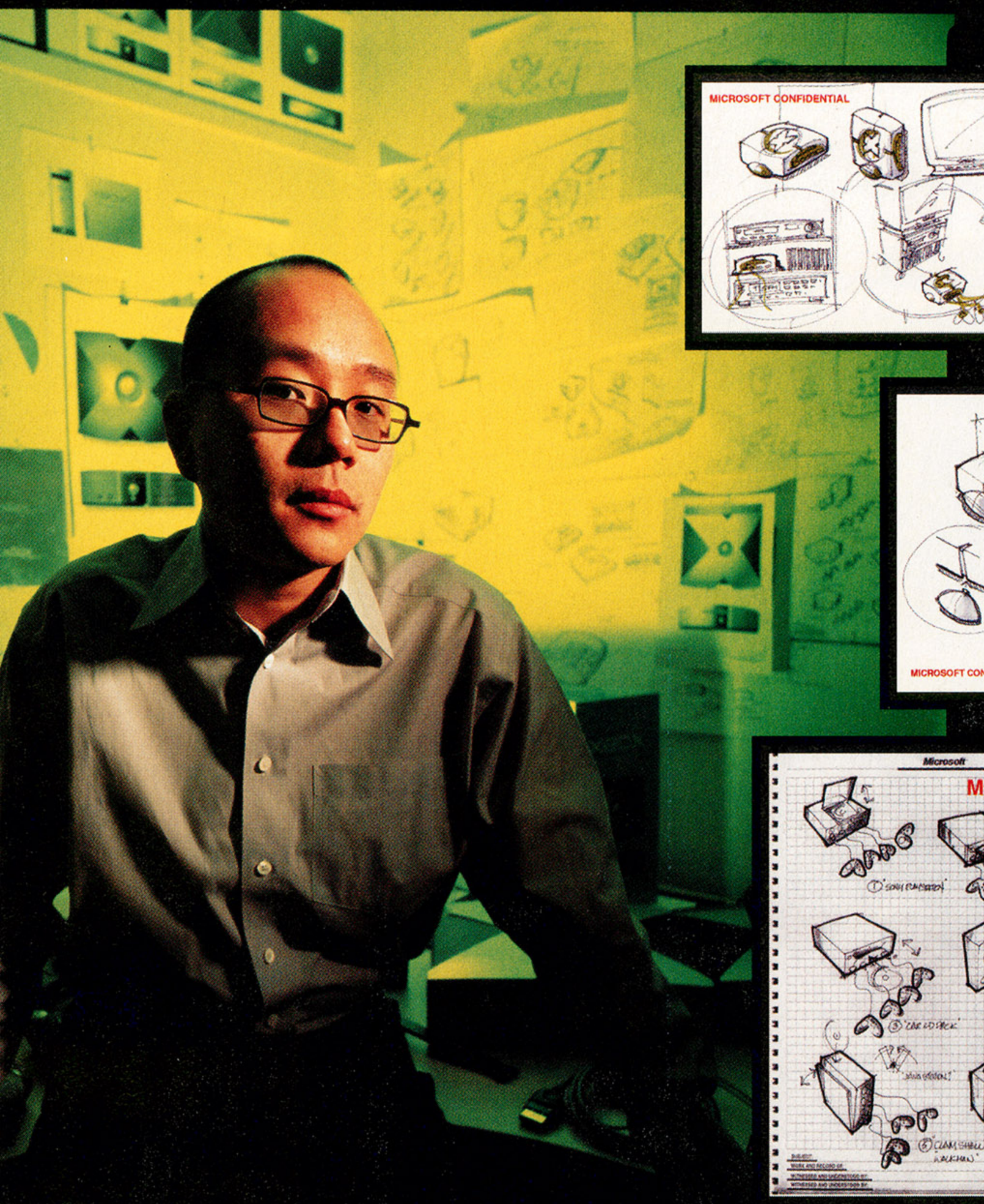
Behold, the first concept sketch of Xbox and its controller (right). Luke doodled it on a tax form one evening at home before he was even assigned to the Xbox project. The sketch inspired the design of the fully functioning demo unit (above). Below and to the right, you see some recent pad prototypes in various stages of design evolution.

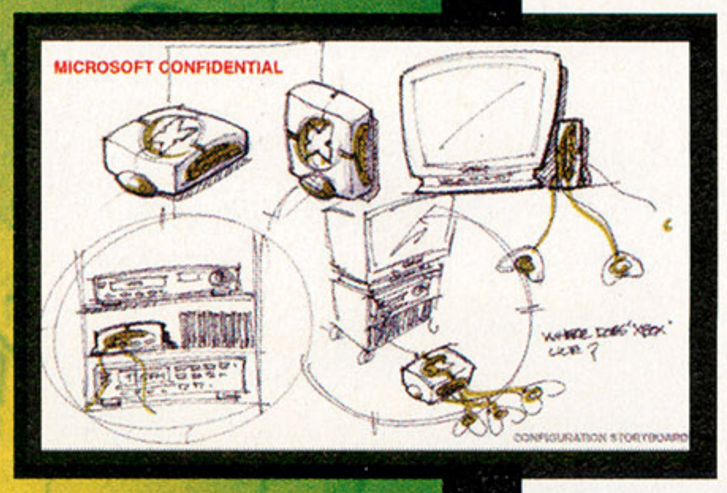
Luke documented his tours of gamers' homes with stacks of photos, which he glued to the boards you see stacked in his office. The pics tell a story about the gamers and their habits—where they keep their systems, the kind of techie toys they like and so on. It wasn't all fun. One gamer insisted on showing Luke his gun.

Photography by Michael Sexton

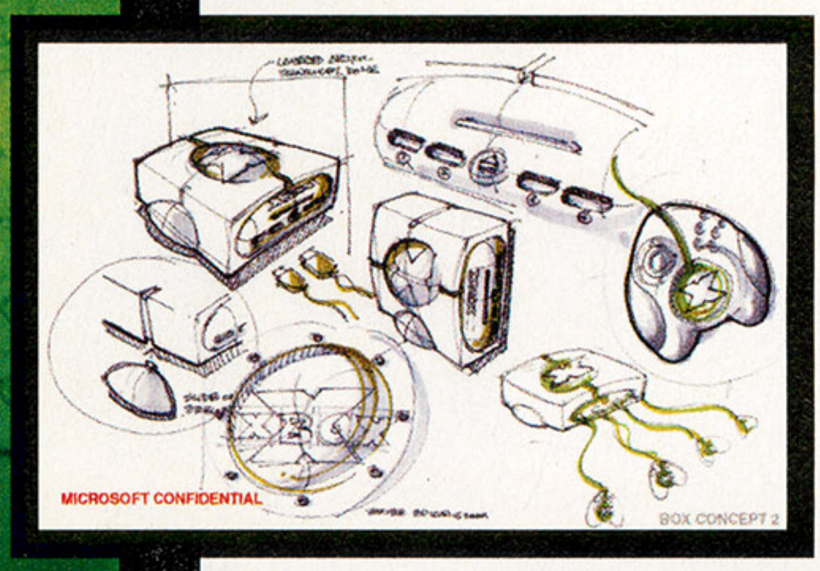
area of this collage where the products appeared most intelligent and engineered. That was his target zone, and he went back through his sketches and tossed out everything that didn't fit with the look of the products within the hoop. Ultimately, Luke drew inspiration for the final Xbox design from car amplifiers, stereo gear and CPU heat sinks. "My belief is that it's the job of the Xbox as a product to take what game designers put on those DVDs and bring it back to life," he says. "It's an experience amplifier."

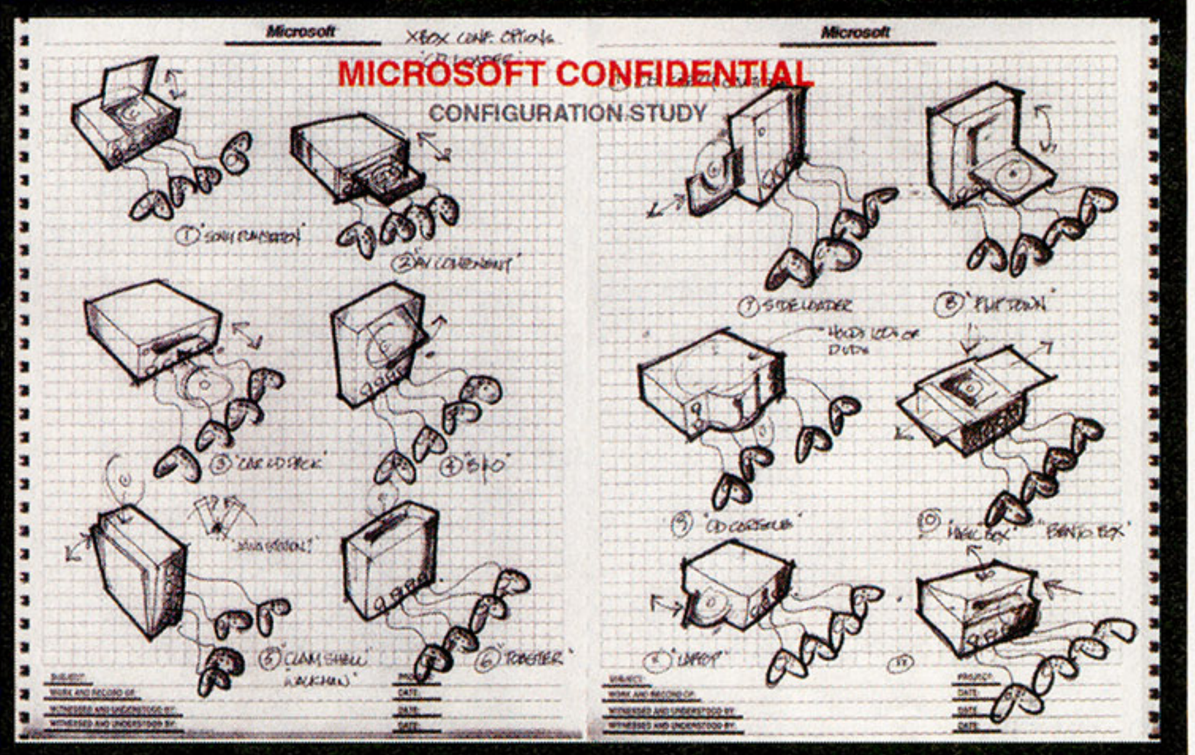
One of Microsoft's keenest advantages during this entire design process is that, within a short drive of Area Xbox, lies the company's own model shop and hardware quality-assurance center. Those facilities, combined with a staff of electrical and mechanical engineers, means Microsoft has everything it needs to mock up working prototype designs in a couple of days. Technicians can submit the designs to *Consumer Reports*-style stress tests. They cook them to see if they'll overheat, drop them to see how much abuse they can take from your little brother, artificially age them to see if all the parts will still fit the way they're supposed to years from now. And they can churn out mock-ups for instant feedback from focus groups. Luke, for example, focus tested 50 Xbox color schemes—some units were mostly chrome-colored, others had more green to them—before he decided





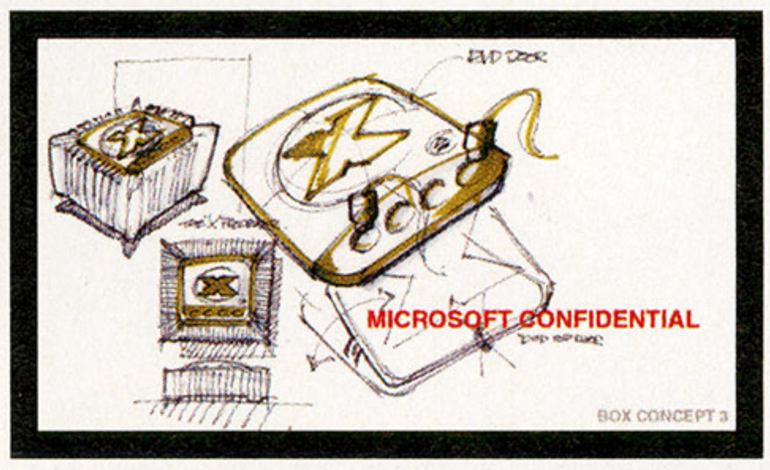
For your eyes only: Early Xbox designs had the system in every shape and sitting at every angle. Even the DVD tray went through a dozen or more wild conceptual configurations. The only steadfast rules, from the get-go, were that the Xbox must support four joypad ports and be simple in design.





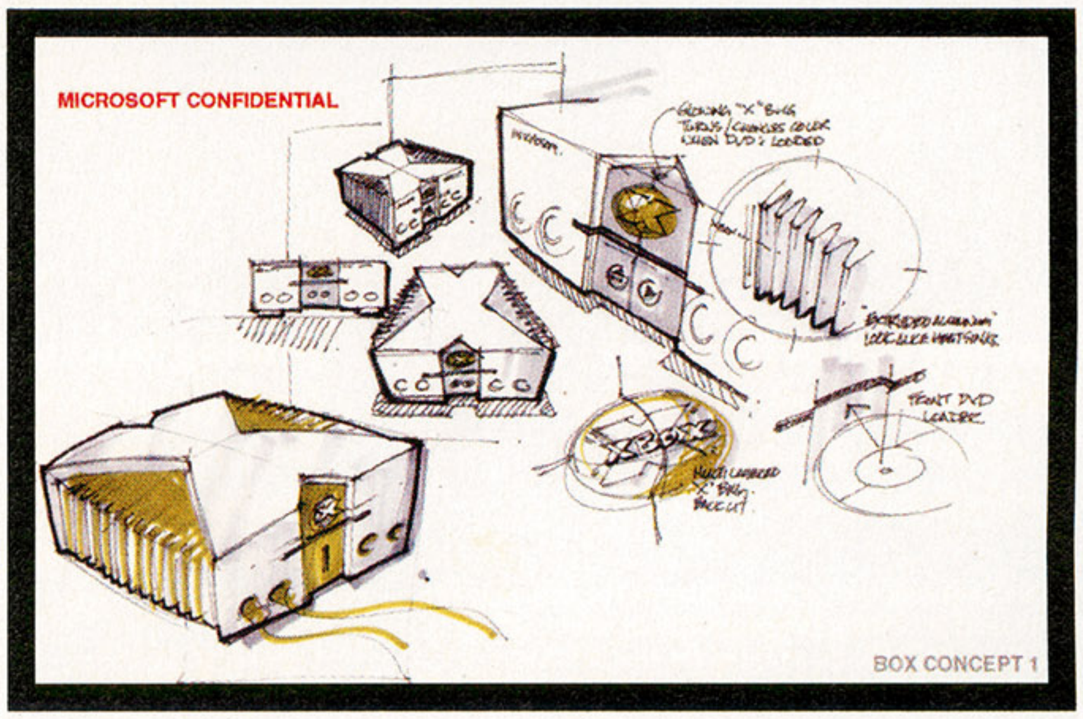
"You have to look at this thing and know that it can deliver everything. It has to look like it's capable of delivering the highest-fidelity gaming experience available."

—Horace Luke, Xbox Creative Director



on the final box you see here.

But comments on color schemes, controller ports and cord lengths aside, Microsoft seems most keen on what you gamers had to say about, well, Microsoft. After all, this is a company with zilch street cred among console gamers, and Microsoft needs to change that quickly if it wants to achieve its goal of market domination. "People thought Microsoft was going to make this thing too complicated," Luke says. "And that's why we wanted to make Xbox super simple. Why make it have a USB port? You don't need a SCSI in the back. There's no IDE port in the back. It's not a computer. It's a piece of appliance. It's a straightforward game box. Period."

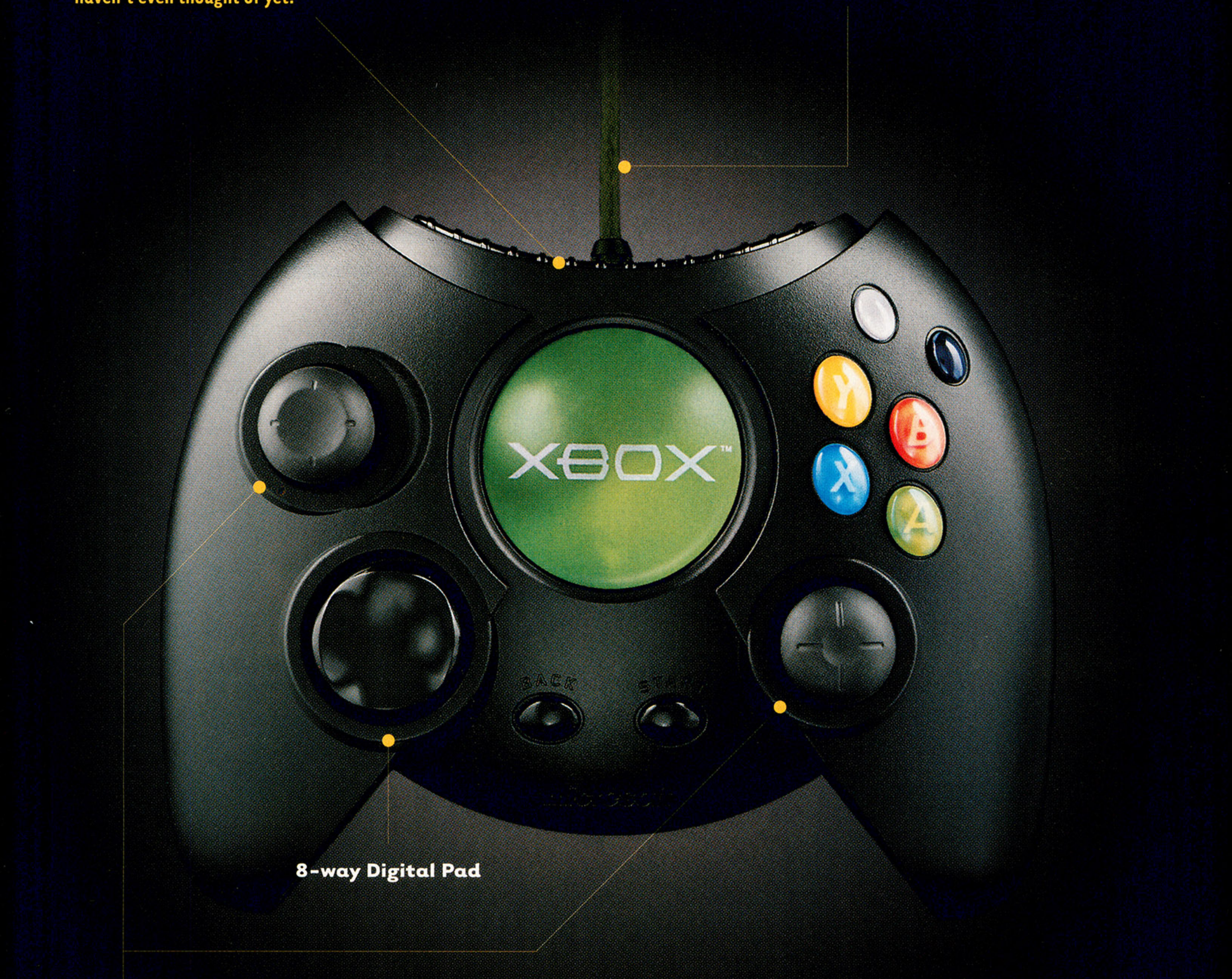


Xbox controller (actual size)*

Dual Accessory Slots
Like the Dreamcast pad, the Xbox controller has two slots on top to hold memory cards and other accessories, including microphone/headphone sets, tilt packs, and, as Microsoft's Seamus Blackley is quick to add, "stuff we haven't even thought of yet."

Rumble Capacity
The built-in rumble feature is powered by two motors, one high pitch and one low, so it can vibrate at levels from "bee buzzing by" to "meteor landing in your lap."

X-tra-long Cords
The controller cord measures just over 9.5 feet long (the DC cord comes in at about 6.5 feet, the Dual Shock 2 close to 8). The designers are hoping this will keep gamers from having to move their Xbox to the floor every time they want to play.



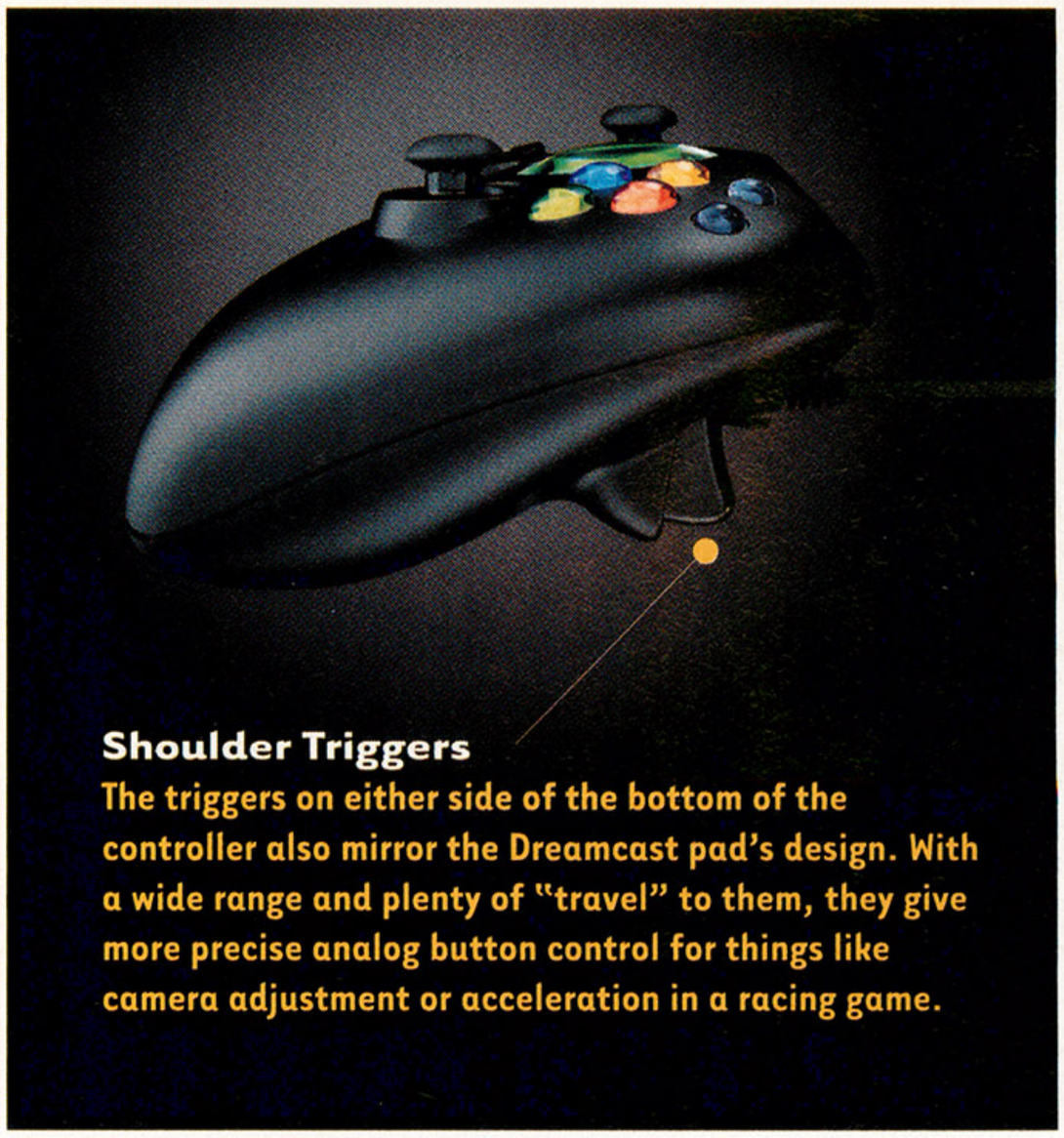
Analog-stick Buttons
Both analog sticks can be "pushed in" like a button, similar to L3 and R3 on Sony's Dual Shock controller.

*This shot represents actual size of the U.S. joypad. Microsoft is testing the controller in Japan, where its size will likely be adapted for that market.

Analog Buttons
Every button on the pad (except for Start, Back and the D-pad) is analog just like the Dual Shock 2. In other words, they sense different amounts of pressure to control, say, how hard you kick in a fighting game.

Did you say "Back" button?
Yep. Instead of the traditional Select button next to Start, Xbox has a Back button that'll backtrack you through menus and options. Microsoft toyed with calling the Start button "Forward" but in the end opted to be conventional.

Evolution of a controller: Gritty blocks were shaped by hand, then refined over and over by machine according to user feedback, to reach the final design.



Shoulder Triggers
The triggers on either side of the bottom of the controller also mirror the Dreamcast pad's design. With a wide range and plenty of "travel" to them, they give more precise analog button control for things like camera adjustment or acceleration in a racing game.

The Joypad...

All this stuff about what the Xbox system looks like, how it came about, etc., that's all well and good, but from a design standpoint we all know what really matters most: the controller. As the player's access point to every game—and as the one piece of hardware that not only has to look cool but feel comfy in your hands for hours at a time—the joypad is the one component the Xbox team knew they couldn't screw up. So when it came time to design the Xbox pad, Microsoft turned to the same group of trusted experts that helped shape the rest of its system—hardcore gamers.

After talking to hundreds of game addicts, Microsoft concluded that most people liked the Dreamcast controller but didn't think it looked exciting enough. The Dual Shock, on the other hand, got high marks in the looks department but was too small to fill American gamers' hands. Armed with this info and other focus-group data, the Xbox team set out like Goldilocks to find the controller that would look and feel juuuuuust right. The team would bring a few new controller designs to groups of gamers to judge, listen to what they liked and what they hated about the new models, then go back to the drawing board to refine their ideas. This process was repeated until hundreds of different ideas were whittled down to three final designs. When these three were brought back to the focus groups, along with Dreamcast and Dual Shock controllers, 70 percent of those polled chose the final design you see here as their favorite.

So what sort of features got added or axed along the way? Early controller designs incorporated a familiar-looking window for a visual memory card. Why did it get nixed? "We went to people's homes and watched them play with their Dreamcast," Luke explains. "Nine out of 10 people never looked at their VMU. You physically can't focus that fast between your TV and that little device. Your time of delay isn't worth the trade of your little gadget." And, as Luke pointed out, it's a nice bonus that leaving off the option will keep the price of memory cards down. Microsoft also went back and forth on the idea of four or six buttons on the front of the pad, but "time and time again the gamers said don't give up (the extra buttons)," Luke says. "'We want those extra buttons. They have to be there.'" And so there they are—definitely good news for fighting game fans.

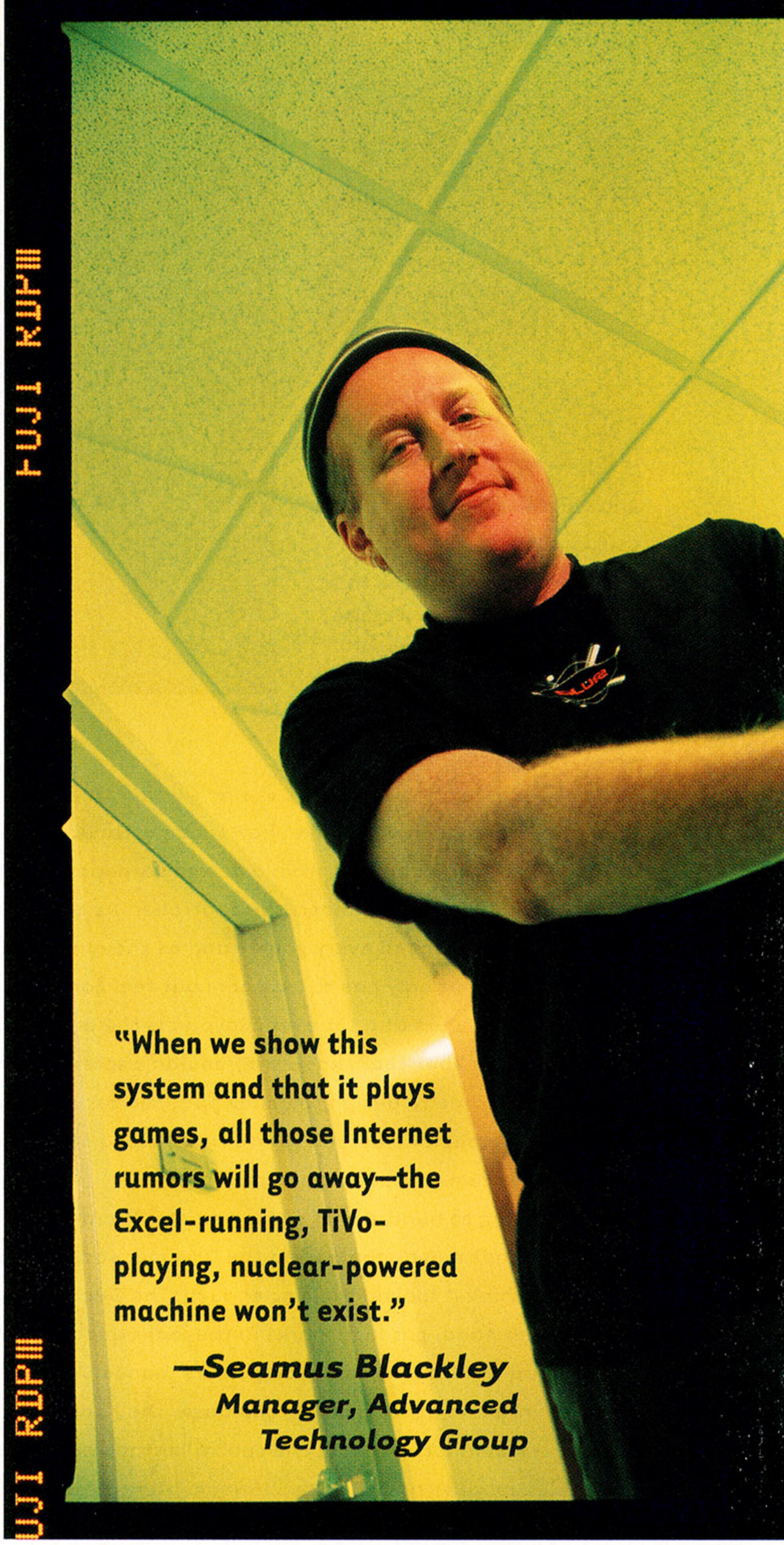
We got to handle the Xbox controller for a bit at Area Xbox (without playing any actual games with it), and it felt good to us. Large and substantial, it looks and feels a lot like the Dreamcast pad, but it's more form-fitting and contoured to the hand, like a beefed-up version of Microsoft's Sidewinder PC controller—not surprising, since many of the same people worked on both pieces of hardware.

The Hardware... Area Xbox is a maze. Instead of a cubicle, everyone who works here gets his or her own office. So it's nothing but winding hallway after winding hallway, with few open areas to give us our bearings, as we seek out the Xbox conference room. When we finally do find it, after passing the kitchen three times, it's clear we've hit the right place. Black-and-green Xbox banners dangle from the ceiling. An X-shaped standee dominates one wall. A minifridge crammed with the lethally caffeinated Whoop Ass soda—the official pop of Area Xbox—sits on a table surrounded by classic game systems. And near the rear of the room we see an Xbox dev kit (one of the early units—the near-final kits hit developers in a few weeks) hooked to a 20-inch monitor, on which a dolphin swims in lazy circles over the sandy sea floor, filtered sunlight dancing on every hi-res texture.

It's not the most spectacular tech demo we've ever seen. The dolphin and its environment are a few steps in visual quality below the new Ecco the Dolphin game on Dreamcast. But then we notice the framerate ticker in the corner of the screen. This demo's running at 300 frames per second. Not bad, considering that rate is five times faster than the monitor can even display. Seamus Blackley, manager of Microsoft's Advanced Technology Group—and the man who kicked off the Xbox project—watches us eyeing the dolphin. "On the final Xbox chipset, that demo will run at over 1,000 frames per second," he says. "And that's all being generated on the graphics chip. The CPU isn't doing anything right now." The raw power of Xbox swims into focus. This thing can pump visuals comparable to PS2 without breaking a sweat.

Comparisons between Xbox and PS2 are inevitable. The Xbox team certainly welcomes them; their system outpaces PS2 in every tech-spec category. But these guys are even more proud of the process behind the hardware's design—a design they're not even taking credit for. "We didn't go and design the Xbox," says J Allard, general manager of the Xbox platform. "We talked to the game-development community, and the game community designed the thing."

From the very beginning of this grass-roots process, Blackley and Allard shot hundreds of questions to game developers. "What frustrates you about the consoles?" they asked. "What do you love about them? What do you like about PC development? What don't you like about it?" They heard again and again that developers were seeing 30 percent of their creative vision stripped away by hardware constraints, and the PS2's architecture turned out to be the target of many gripes. "The VU processors on the PlayStation 2 are super-powerful, but hey—a 4-meg frame buffer? What am I going to do with that?" Allard says, summing up



developers' most common comments on Sony's system. "Now I have to think about using my time to build a good resource manager to use the four megabytes effectively. It's like driving a Ferrari with bald tires in the rain. You can't really realize the potential of the system because one weak component takes away from the overall power."

The Xbox team also established an advisory board of industry luminaries, including id's John Carmack, Unreal Engine creator Tim Sweeney, folks at EA, developers in Japan and tech guys from PC-hardware companies. It was an often informal arrangement. Board members would hop on e-mail strings and offer suggestions on everything from the merits

Photography by Michael Sexton

Xbox pappa: Before he got into the game biz, Blackley played with the world's most souped-up particle accelerator as a physicist at Fermilab, near Chicago. After a programming stint at Looking Glass Studios (he worked on System Shock) and producer job at DreamWorks Interactive, Blackley joined Microsoft's DirectX team and came up with the initial idea for Xbox. Lately he's playing Jet Grind Radio, Vib-Ribbon and Crazy Taxi—at least when he's not zooming around Area Xbox on his motorized skateboard. On a related note, the words "Seamus was here" are written in permanent marker above a foot-long gouge in one office wall.

of DVD-movie playback to ideal licensing fees. "We asked for input and they were like, 'Holy sh_t! You guys actually listen to us and implement our changes!'" Blackley says.

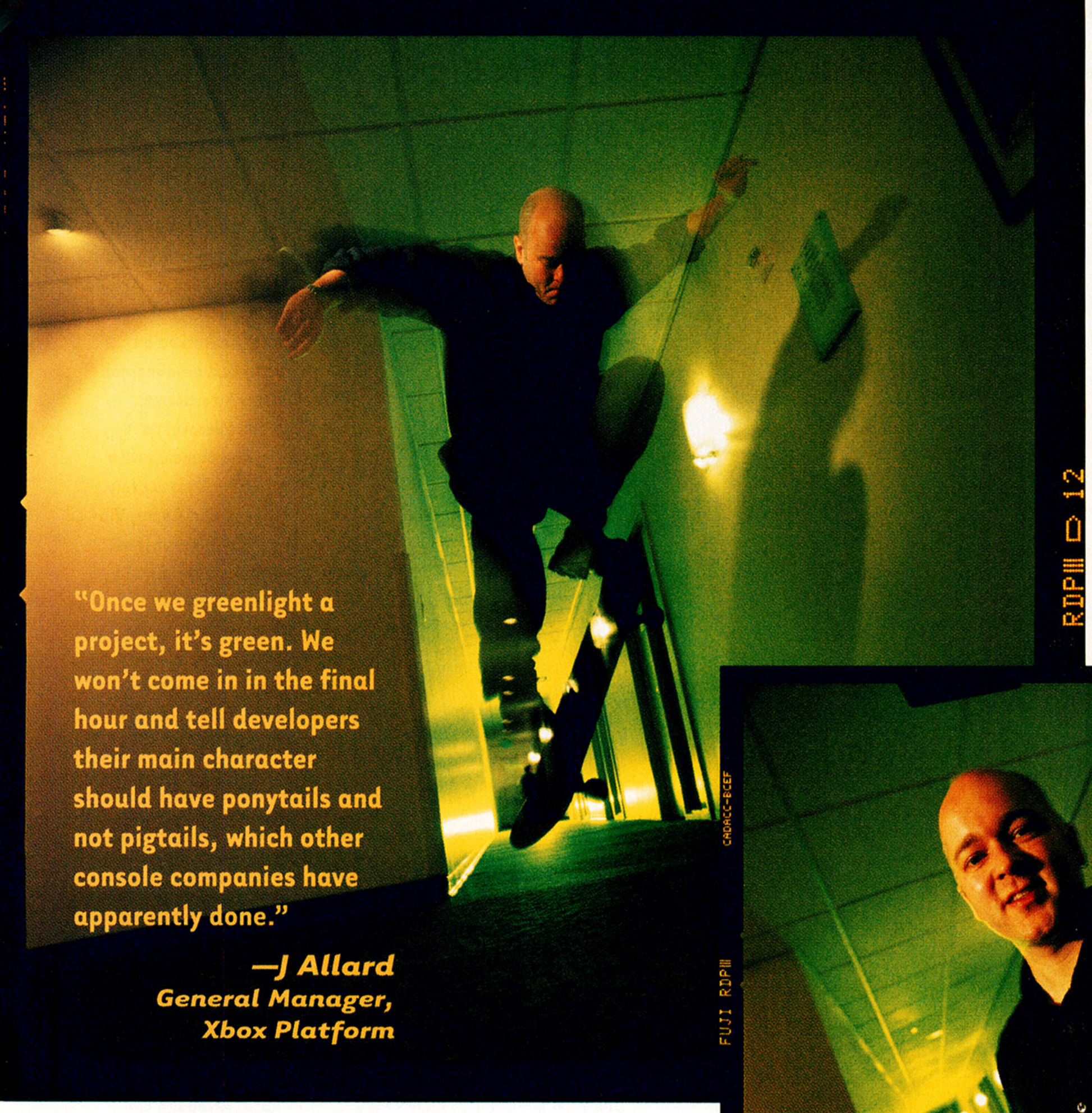
Soon, Blackley had a laundry list of components and specs, everything Xbox needed to make it the ultimate gaming hot-rod. Its 733 MHz Intel CPU would be more than twice as speedy as the PS2's. More importantly, Xbox would give developers what they really wanted—plenty of RAM, 64 megabytes of it, unified so they could divvy it between graphics, sound, physics, etc., any way they saw fit. Then there's the hard drive, a component so unique to console gaming that we've tackled it in a sidebar. All that combined

XBOX ONLINE AT LAUNCH?

We may be almost a year from Xbox's launch, but Microsoft's online plans are already starting to crystallize. First the big news: Don't expect a 56k modem to launch with Xbox. Although the company initially planned to release an analog modem with the system, now "it's possible but not in our plan," says Microsoft's J Allard. "Who wants to deal with a 45-second dial-up time to go find your friends? Who wants to configure their ISPs? Who wants to leave their machines on overnight to download a new level?"

Instead of settling for today's technology, Microsoft is betting on the future: broadband via the Xbox's built-in ethernet port. And they aren't wasting any time getting started—a few first-party Xbox titles with online multiplayer support will launch with the system this fall. We expect Bungie's Halo to be one of those titles, and Activision has confirmed that the Xbox-enhanced version of Tony Hawk's Pro Skater 2 will offer network play. Microsoft's also kicking around the idea of letting gamers post save files to the Web so they can share them with friends.

While their broadband-only strategy might leave some gamers out of luck until DSL and cable modems become available everywhere, Microsoft—like Sony—is convinced that gamers want cutting-edge game experiences and don't want to settle for less. "People want to download new levels," Allard told us. "They want to be able to do voice. You try shoving all that stuff through a 56K modem, it's going to be a bad experience. Technically it's possible, and if developers and gamers start pushing us we'll consider it, but so far gamers and developers are like 'No compromises, baby.'"



Xbox Explorer: Allard plans to install a half-pipe at Area Xbox, and we reckon the man behind Internet Explorer can do anything he wants. After heading up Microsoft's Net strategy for nine years, Allard returned to his passion, gaming, and joined the Xbox team. Recently, he donated big bucks to charity after an intern beat him in an office Tony Hawk 2 tourney. Turns out this "intern" was the THPS2 world champion, secretly flown in for the tourney by Allard's staff.

Photography by Michael Sexton

with the custom nVidia graphics chip—which until recently was so powerful it only existed on paper—has Microsoft sitting on a system that "puts creative control in the hands of the artist, not the programmers," Blackley says.

And Xbox is a console that's as friendly as it is powerful. It's built on coding tools and graphics-card technology that the PC industry has spent years and millions of dollars refining. "It's not like, 'Oh, it's a brand-new system. Let's start over. Let's rethink everything. Let's use this weird chip configuration that the world's never seen before,'" says Lorne Lanning, head of Oddworld Inhabitants, which recently shifted development of Munch's Oddysee exclusively to Xbox. It's not hard to figure out which system Lanning—an outspoken critic of PS2—is comparing Xbox to. "The only people who get excited about systems like that are heavy programmers. C'mon, it's not like we need to invent the movie camera every time we go out to shoot a movie. You want to focus on the story and the characters."

Xbox can pump out more than twice as many polygons as PS2. Its combo of plentiful memory and a big hard drive allows levels to sprawl as far as the eye can see. But you don't get the entire picture of what Xbox means for console gaming unless you consider every facet of its nVidia graphics-processing unit, which offers developers a different rendering philosophy from what they're used to on other consoles. "How many polygons do you think the T-Rex in the movie *Jurassic Park* was made of?" Blackley asks us. We shrug. Millions, we figure. "Yeah, everyone always thinks it was millions of polygons, but it only had about 74,000. The reason it looked so good is because the artists used shaders." Shaders are graphics routines that, just like a texture map, run on every pixel in a game's scene. But instead of mapping a texture onto in-game models, shaders add extra-special effects—things like glisten maps that make the T-Rex look wet and shiny, and bump maps that add texture to its skin, and environment maps that reflect

ALL HAIL THE HARD DRIVE

In some ways it's like a big memory card—one that could hold the same amount of data as a thousand PS2 cards or 64,000 Dreamcast VMUs. But really now, the 8-gigabyte hard drive encased in the Xbox is much, much more than a simple memory card. While it will be the primary storage spot for save games (the 8-meg memory card is there just so you can whisk saves to a pal's house), the hard drive is also a powerful tool for developers.

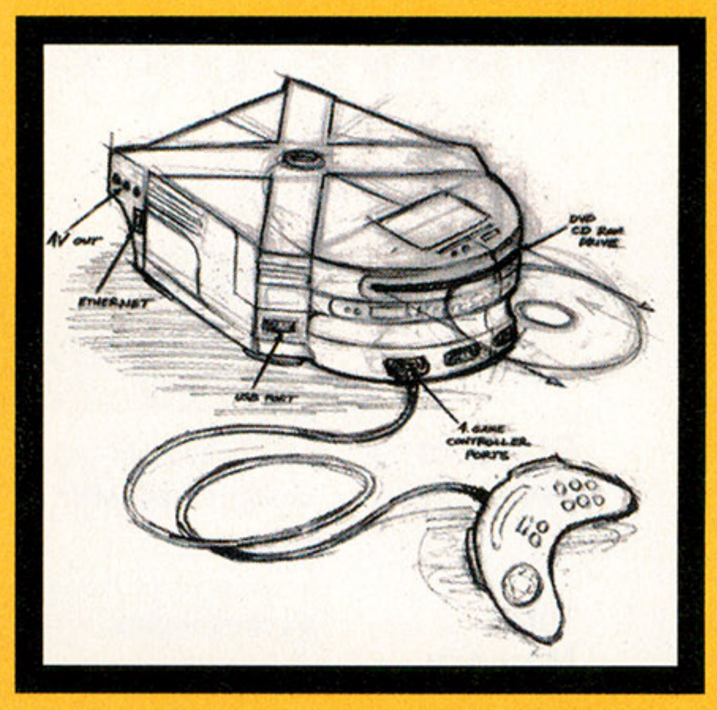
Allow us to explain. The quality of the visuals on any system is limited by the amount of RAM it has; RAM is where all the graphics and level data live before being processed by the GPU and beamed to your TV screen. The more RAM you got, the larger and more visually impressive your levels can be. While new data can be continuously spooled from the DVD into RAM (a technique called "streaming"), this process is limited by a relatively slow transfer rate. That's why developers normally just load entire levels into RAM at one go—and why you see the "Now Loading" screen so often.

The Xbox hard drive changes all that by giving developers between 500 and 700 megabytes of bonus memory to use as a big buffer for textures and such. And data streams from the hard drive into the Xbox's 64 megs of RAM so fast that it doesn't interrupt gameplay. "Game developers will design a 100-megabyte race track, which can't fit in memory, so they will stick that on the hard drive," Microsoft's J Allard explains. "And they'll do it in the background during the intro FMV, kinda stream it off and park it in there." What does this mean for games? Imagine a Tony Hawk title with two skate parks combined into one huge course—and with a big boost in visual quality. Yikes.

Another huge chunk of the hard drive is sectioned off just for saved games and other user functions—such as the ability to create your own game soundtracks. That's right, the Xbox will allow you to rip songs from CDs and store them on the hard drive (likely saving them in a non-transferable proprietary MP3 format). Then you can play them back in games that support this feature. "We're going to encourage game developers who are using redbook-style audio to play user-driven soundtracks," Allard says. "You'll be able to pop in blink-182, jam 12 songs from the CD, then play that back in the game." So, if you think the music sucks in your Xbox game, it'll be your fault.

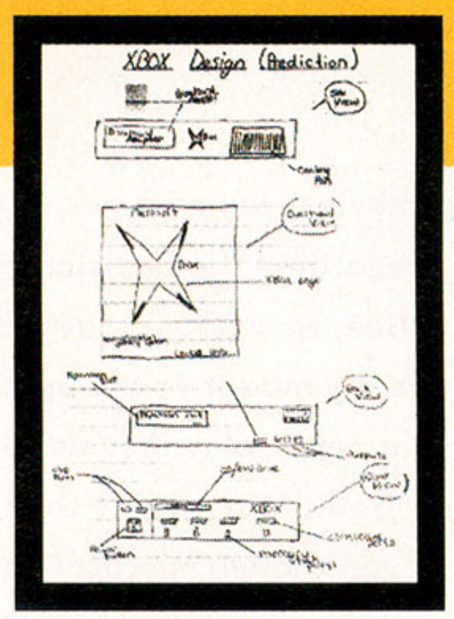
The final portion of the hard drive will be dedicated to storing downloaded extras. And by extras, Microsoft doesn't mean PC-style patches you need to make the games run how they should've in the first place. They mean new levels, tracks, characters, skins, weapons—all kinds of add-ons to extend the life of your Xbox games. "So say you're playing a racing game," Allard explains. "It says, 'Congratulations, you won the grand championship. You now get to download a special track.' You download it and it tells you how much space it's going to take."

And the best part is the hard drive, much unlike one found in a PC, requires no user maintenance. Microsoft designed the system so you'll never need to defrag the drive. If it does somehow become corrupted, recovery software will be available, probably included on a demo disc. So if the hard drive does crash, worst-case scenario is you need to re-download the levels and re-rip the music you lost—a small price to pay considering what you're getting in return.



NOT EVEN CLOSE

Some of you already knew what Xbox looked like—or at least tried to convince us you did. After eyeing our own early concept sketch up top, the phony "leaked to the Net" mock-ups above and below, and the sketch at far bottom sent in by reader David DiFranco, it's clear the truth was never really out there after all.



your character's startled face in the big beast's eyes. Yes, the PS2's GPU can add these effects, too, but they come with a performance hit. On Xbox, shaders are built into the hardware; the GPU can do up to three of them per render pass. "Xbox allows us to get shader controls that we just weren't seeing at a reasonable cost on the 'other system,'" Lanning says. "On Xbox, we're getting them almost for free." The lesson here is that artists working on Xbox games can rely on many of the same effects they'd use when doing high-end stuff for movies and TV. "It's the next step in controlling how a scene looks," says Blackley.

Xbox will also differ from PS2 in some of its fundamental, meat-and-potatoes functions. For starters, Microsoft plans to include a V-chip-like parental control. No, this thing won't turn blood green or tone down game content for the kindergarten crowd. It works just like the parental code on your DVD player. Enable it, and the Xbox won't play games above a certain ESRB rating unless you enter a password. Speaking of DVD, the system won't play movies right out of the box—you'll need to buy a separate remote control to activate the DVD-flick interface. "We talked to all these guys who bought PS2 because it plays

XBOX VERSUS THE OTHER GUYS...

	Xbox	PS2	GameCube	What's the big deal?
CPU	733 MHz	294.912 MHz	405MHz Power PC	Speed schmeed. The real benefit here is the Xbox's straightforward Intel CPU is easier for developers to wrangle than PS2's mysterious Emotion Engine.
Graphics Processor	nVidia custom-designed 250MHz chip	147.456MHz	202.5 MHz Custom chip "Flipper"	The Xbox's GPU allows cool effects like bump mapping and glisten maps with little to no performance hit. It also frees up the CPU for physics and AI.
Total Memory	64 megabytes	40 megabytes	43 megabytes	Not only does the Xbox have a lot of RAM, it's also unified and can be accessed twice as fast.
Polygon Performance	125 million/sec.	66 million/sec.	6-12 million/sec.*	Long story short, the Xbox will be able to show some *very* detailed models.
Particle Performance	125M/sec.	150M/sec.	N/A	The PS2 can generate more bits-of-light effects on screen at once than Microsoft's machine.
Compressed Textures	Yes (6:1)	No	N/A	With the Xbox's supposedly lossless compression, developers will be able to store loads of textures into RAM, making for near-film-quality visuals.
Storage Medium	2 to 5x DVD, Hard disc 8GB, 8MB Memory card	4x DVD, 8MB Memory card	Propriety 1.5GB disc 4-Megabit Digicard 64-MB SD Card	Following the trend of the day, the Xbox uses DVD discs, but can read them faster than the PS2.
Audio Channels	256	48	64	Xbox's high number of channels means it can generate 256 separate sound effects at once.
3D Audio Support in Hardware	Yes (64 3D channels)	No	N/A	Although it supports high-end surround-sound setups, Xbox can also pump out 3D positional effects through two stereo TV speakers.
Broadband Enabled	Yes	Future Upgrade	Optional	Microsoft expects that a few Xbox launch games will offer online play courtesy of the ethernet port.
DVD-Movie Playback	Remote-control accessory required	Yes	No	Like the PS2, the Xbox will be able to play DVD flicks, but you'll need to buy a separate remote.
Maximum Resolution	1920x1080	1280X1024	N/A	With such high-resolution capabilities, the Xbox looks to be the only game system able to display games in a true HDTV format.
U.S. Launch Date	Fall 2001	October 2000	October 2001	The main issue here is Microsoft will be facing second-generation PS2 product when Xbox hits.

*Not quite a fair comparison here, since Nintendo's numbers represent in-game performance with effects on, while Sony and Microsoft's specs are theoretical maximums.

movies, while games were just a bonus for them," Allard says regarding the decision to require a remote. "We were like, 'Gee, we want you as a customer eventually, but we'd be really mad if you bought an Xbox and took it away from a gamer to play movies."

You'll also notice that the Xbox doesn't sport USB ports, even though Microsoft originally announced it would have them. It seems like a slight chink in the Xbox armor, but Blackley is adamant that USB doesn't belong on a games machine because there's no guarantees that off-the-shelf peripherals will automatically work when you plug them in. "There are infinite possibilities for us to work with people who do camcorders and stuff to make special adapters," he says. "Then that's cool, because you can be sure the camera or whatever plugs right in and works perfectly." Microsoft also promises that the Xbox's start-up sequence will be much shorter than the PS2's boot-up bells and whistles. They expect Xbox will have you staring at a game's title screen within eight seconds of switching on the machine.

A rap on the conference-room door means it's time to wrap up our hardware questions. But before we head off to see Xbox games in action, Blackley takes a second to drive one last message home. In our quest to understand the specs, it seems, we've missed one important point. "People always ask what the unique thing about Xbox is," he tells us, "and I don't think it's about technology or anything. It's the fact that it's guys like us doing it. We're gamers, and we're psyched, so we're working hard to make this thing different."

Shop | Business | Help | News | Investing | **Reviews** | Electronics | GameSpot | Tech Life | Downloads | Developer

Your beeper beeps. Your PDA chimes. You can make a quick call wherever you are. Yup, technology is an integral part of everyday life. That's why ZDNet has all the product reviews to help you find the latest gadget. In fact, ZDNet was named "Best Overall Online Site" by the Computer Press Association. However technology touches your life, ZDNet's Reviews Channel has something for you. Because ZDNet is where technology takes you.™

ZDNet™

www.zdnet.com

©2000 ZD Inc. ZDNet, the ZDNet logo, and Where Technology Takes You are trademarks of ZD Inc.

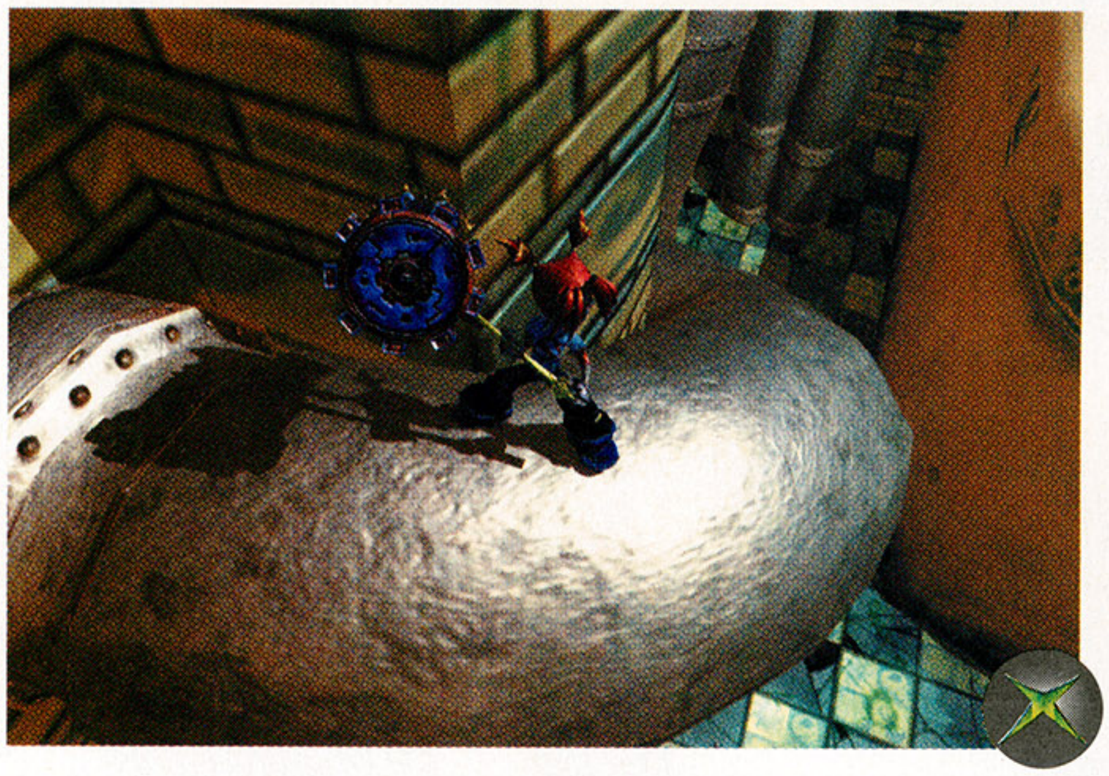
Here's what we know about Malice: A Dark & Comic Fiery-Tale. Originally conceived for "another" platform, it's now an Xbox launch title from Argonaut Games, the U.K.-based studio behind Red Dog and the Croc series. These shots are real-time—not FMV—running at a high framerate on a first-generation Xbox dev kit.

The Games...

Seamus Blackley is grilling us on Gradius III&IV. "Do you use Auto power-up or Manual?" he asks. "How many times do you speed boost? What missile do you use?" We'd heard the Xbox guys were hardcore gamers, but we wondered how much of that rep was PR spin. That was before we saw the Robotron coin-op in the hall. That was before we saw the Genesis cart boxes lining hallways like art. That was before we flew to Redmond for these interviews, which often turned into shoot-the-bull sessions about our favorite gaming moments. "When you're playing Gradius or Tony Hawk and you do something you can't believe you just did, there's a higher connection between you and the machine you don't understand," Blackley said during one such discussion. "The reason I get more excited about Xbox every day is because the developers who like that kind of sh_t are coming to Xbox."

Being gamers themselves, the Xboxers know it's the games that'll make or break their system. That's why Allard oversees an army of guys whose sole job is to hook up with publishers and developers, help them come to grips with the hardware, snag Xbox-exclusive titles and, in short, "make publishers rich and turn developers into heroes," he says.

Allard expects to have at least 10 third-party titles ready at launch, in all the key genres—sports, racing, action and



fighting. His policy on the these games is simple. "No ports, no patches, no sh_t" is his motto. Microsoft will have a review board that approves each potential Xbox title in the early stages of its development. Of course, Sony, Nintendo and Sega rely on a similar type of quality control (although they tend to approve games at the end of the dev cycle), yet we still see crappy games on those systems. Why should we expect any different from Microsoft? "We know what the system is capable of," Allard explains. "There's a quality bar. If you don't clear that bar, we're not interested." Microsoft demands that any PS2 or PC games coming to Xbox must be jazzed up to take advantage of the more powerful hardware.

Also Xbox bound: Developer Infinite Machines' New Legends hits at launch; The Druid King, from Sidhe Interactive, is due in early 2002; Elixir Studios is readying its political sim Republic; and Yager (working title) will arrive from German developer Yager Developments.

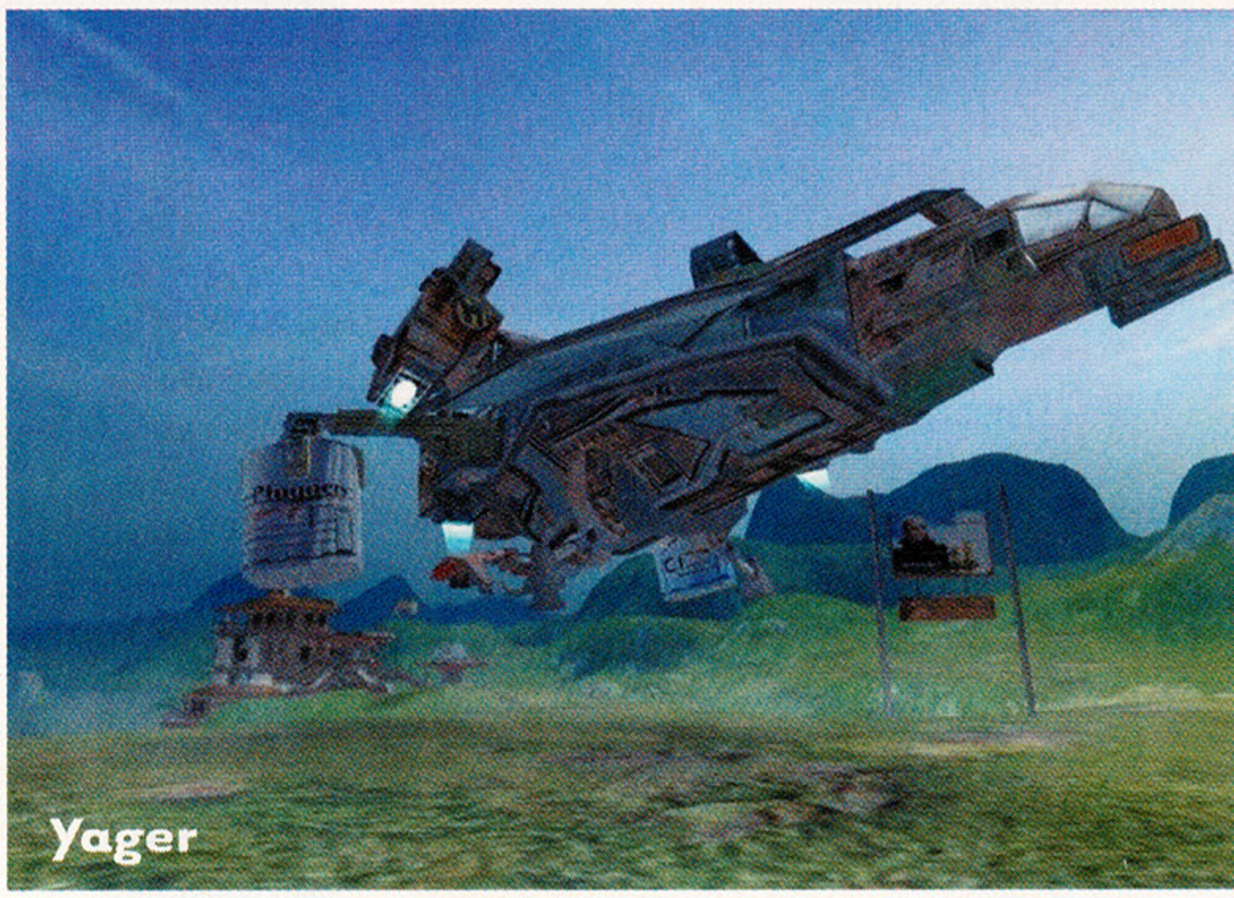
"People have proposed ports and they're like, 'Hey, we're doing a PC version in June, and we'll get around to an Xbox version for the holiday. What do you think?'" Allard says. "And we're like, 'Well, are you going to use pixel shaders? Will you take advantage of the extra memory to make the levels bigger? How many polys are your characters? What are you doing that's special to Xbox?'" He points to the Xbox-enhanced version of Tony Hawk's Pro Skater 2 as an example. It will offer multiplayer over the Internet, along with skate parks from the first game. Early reports indicate these older parks will be merged with the new game's levels, making for truly sprawling environments.

Shots marked with this symbol are actual Xbox screens, running on first-generation dev kits that offer 50 percent of the final system's power. All other shots are on PC.

WANNA MAKE AN XBOX GAME?

"Who was Naughty Dog before Crash Bandicoot? Who was Alexi (Pajitnov) before Tetris? Who were the crazy guys who came up with Pokémon before they met Nintendo?" The answer to all of J Allard's questions, of course, is nobody. And since the Xbox team knows that innovation on any system often comes from the little guy and not the big-name companies, they are very interested in these kinds of nobodies—interested enough to offer two programs to help them become somebodies on the Xbox.

One is the Xbox Prototype Kit, where prospective developers receive instructions on how to build a PC that can approximate the Xbox, plus details and tools to help write code. The second program is aimed at even smaller operations—the proverbial "two guys in a garage with a killer idea," Allard says. If a particular game concept catches the eye of an approval board at Microsoft, they'll send the people behind it an Xbox dev kit, and help get their game to the stage where they can go and shop it around to publishers. What does Microsoft get out of the deal? Hopefully plenty of new and original—and possibly exclusive—Xbox software, maybe even the Next Big Thing.



The Xbox's lineup of third-party publishers is simply awesome. Take industry giant Electronic Arts, which just announced its support. We've learned EA has been working with Microsoft since the beginning as part of the Xbox Advisory Board (perhaps that's one reason EA has avoided Dreamcast). EA developers have ordered more than 500 Xbox dev kits and are bringing all their major franchises to the system—expect 10 titles within its first six months. Now, every publisher that matters, more than 200 in all, is behind Xbox. Of course, Sony is deploying all guns to lock up as many PS2 exclusives as possible, but so far "we have not been held up from getting what we want," Allard promises.

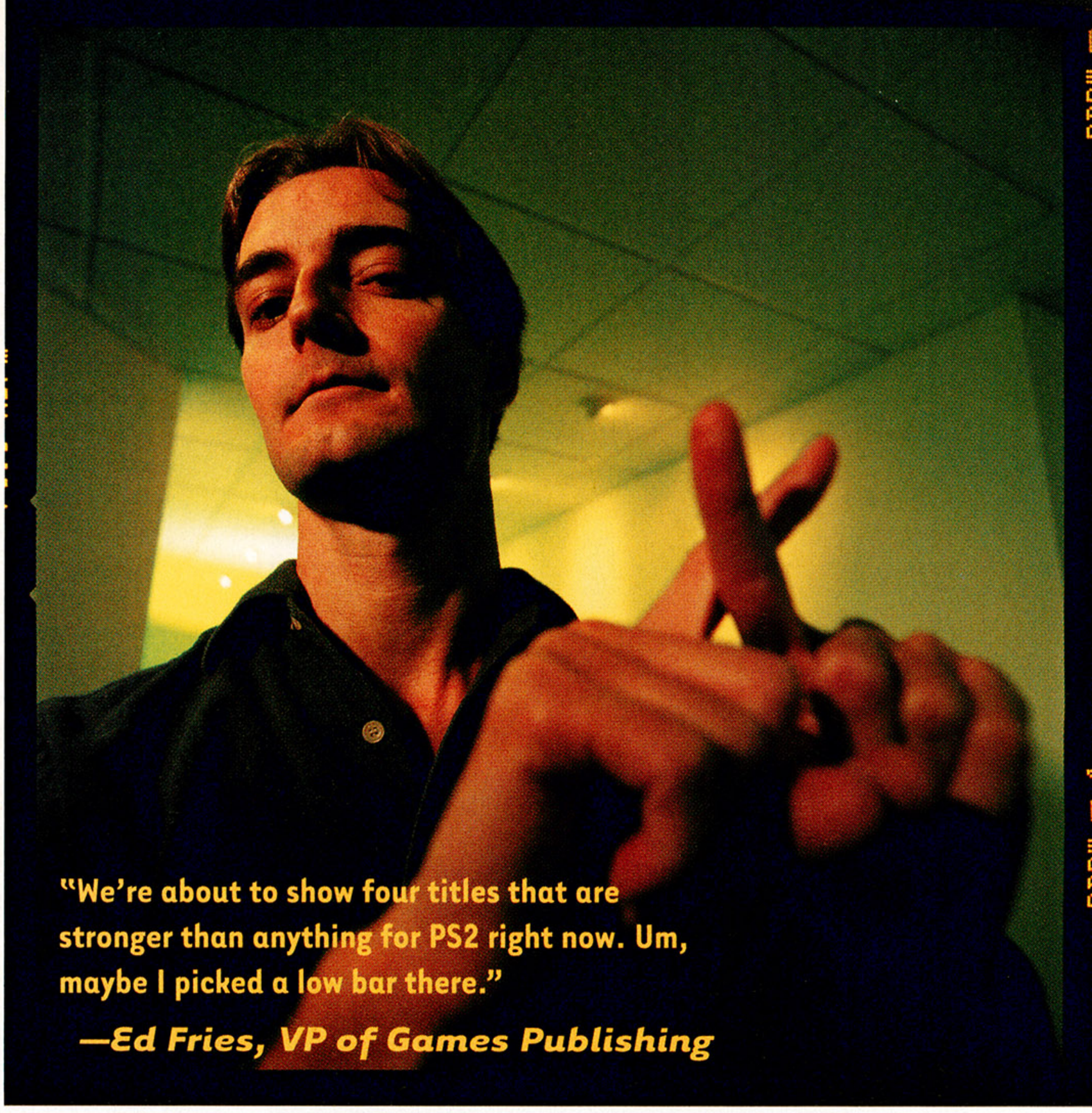
THE GAMES SO FAR...

Confirmed Titles

Tony Hawk 2 Enhanced • Activision
Internal Affairs • ATD
Salt Lake City 2002 • ATD
1906: An Arctic Odyssey • Black Cactus
Halo • Bungie
Defender of the Crown • Cinemaware
Title Defense • Climax
Stunt Driver • Climax
SRC • Criterion
X-Isle • Cytek
Dragon's Lair 3D • Dragonstone
Knockout Kings • EA
Madden NFL 2002 • EA
SSX Snowboarding • EA
VIP • Kalisto/Ubi Soft
Kessen 3 • Koei
Crash Bandicoot X • Konami
Metal Gear Solid X • Konami
Silent Hill X • Konami
Black & White • Lionhead
Project: Dragonfly • Lost Boys Games
Soldier of Fortune • Majesco
Tyco R/C • Mattel
F1GP3 • Microprose/Hasbro
Crimson Skies • Microsoft
MechWarrior X • Microsoft
Oddworld: Munch's Oddysee • Oddworld Inhabitants
Warzone Online • Paradox
Giants • Planet Moon
Picassio • Promethean Design
Half Life 2 • Sierra
Tetris World • THQ
WWF • THQ
Villeneuve: Virtual Velocity • Ubi Soft

Unconfirmed but Likely

Spider-Man • Activision
Operation Flashpoint • Bohemia Interactive
Colin McRae X • Codemasters
FIFA 2002 • EA
NASCAR 2002 • EA
WCW X • EA
Lara Croft X • Eidos
Legacy of Kain • Eidos
Duke Nukem X • GoD
Jurassic Park 3 • Konami
The Thing • Konami
Outcast 2 • Infogrames
Obi-Wan • LucasArts
Star Wars Galaxies • LucasArts/Verant
Ready 2 Rumble Round 2/3 • Midway
Spy Hunter • Midway
Star Trek Voyager: Elite Force • Raven
Desert Storm • SCi
The Great Escape • SCi
Thunderbirds • SCi
Pack Rat • Screamin Monkey
The Matrix • Shiny
Sacrifice • Shiny
Sinister RPG • Sinister
Final Fantasy X • Square EA
Neverwinter Nights • Stormfront
XFL • THQ
Rayman Revolution • Ubi Soft
Jungle Book • Ubi Soft
Dinosaur • Ubi Soft
Rayman Online • Ubi Soft
Rayman Tribes • Ubi Soft



Xbox Game Boy: Before Ed Fries took over in 1995, the Microsoft Games division had one well-known franchise: Flight Simulator. Yawn. Today there's Motocross Madness, Starlancer, Age of Empires—oh, and some Japanese game called Metal Gear Solid (Microsoft publishes the PC version). In addition to leading in-house Xbox development, Ed is the man in charge of finding talented developers and luring them to Microsoft's first-party team. Is he good at his job? Just ask Lorne Lanning.

"The stuff we have signed is really hot. They're box movers."

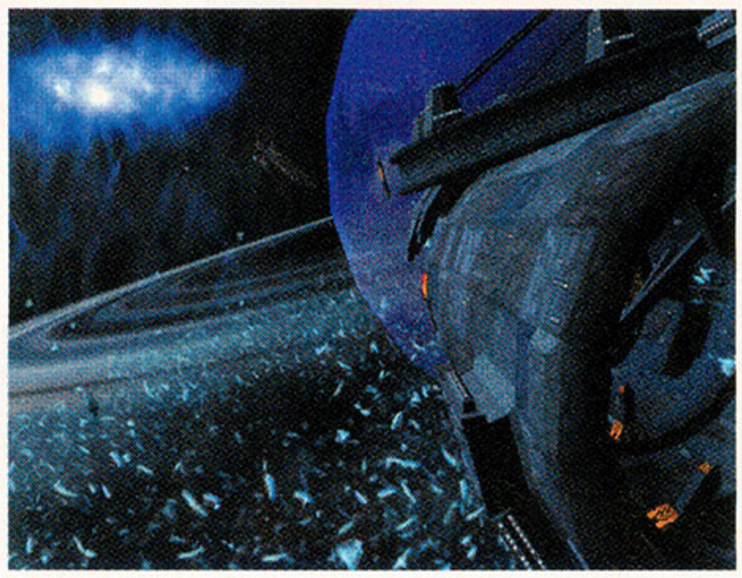
Still, it's the first-party games that will initially set the bar for what Xbox can do. Ed Fries, Microsoft's vice president of games publishing, oversees 12 internal and 19 external development houses that are crafting 40 first-party Xbox games at the moment, and that's not including another 12 or so titles in the works in Japan. "I have about a dozen games aimed for launch right now," he tells us, "but as we get closer, and we see that certain games need more time, that number will probably fall to six." Fries plans to ship 20 to 30 titles during the system's first year. Like Allard, he's also aiming for every genre. We know a Bruce Lee fighting game is in the works, as well as snowboarding and football titles. The Japanese first-party studios are kicking around concepts for an RPG, but nothing's been approved. Fries is gearing all the initial first-party Xbox games to the hardcore 16- to 26-year-old crowd. "Those are the gamers who influence everyone else," Fries tells us. "Those are the guys who stand in line all night to buy your system. We want to give them what they want, then broaden out later."

Fries has a pretty good idea of what those gamers don't want, too. "We're doing zero ports," he says. The first-party group is instead taking established Microsoft PC franchises like Crimson Skies and Mechwarrior and making "consolized" versions set within the same universe. So you'll get, say, a

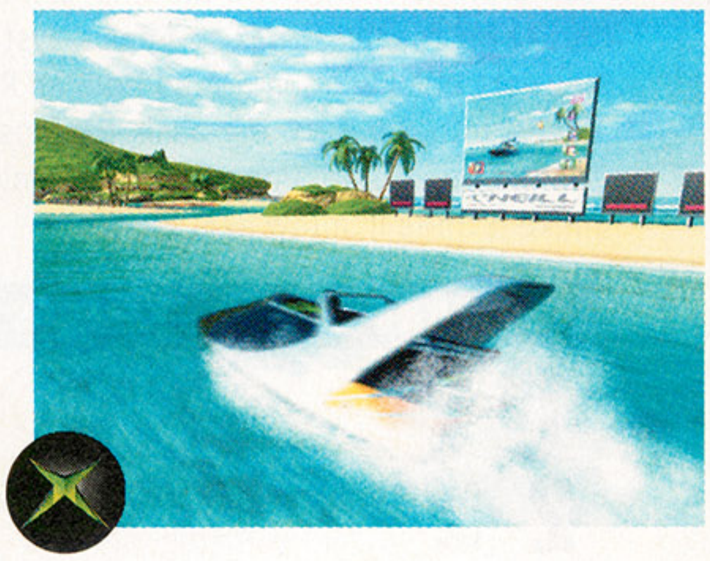
THE PLAN FOR JAPAN

"I think Japan is the hardest market for Xbox," Microsoft first-party-games guy Ed Fries tells us. "At the same time, I think we can be very successful there." Now there's a smug-sounding statement, especially considering that no U.S. game console has ever thrived in the fickle but crucial Japanese market. But Microsoft, as you'd expect, isn't invading Japan without a plan. For starters, the company's top brass has been wooing Japanese developers since fall '99, and so far nearly all the names that matter—including Capcom, Konami and Namco—are on board to make Xbox games. Even long-time Sony-pal Square has all but officially announced its support.

And on the flipside of that yen coin, Microsoft can depend on its burgeoning first-party development house in Japan. By the end of June, more than 100 programmers, artists and other staff will be working out of this studio, which is based in Tokyo and helmed by Toshiyuki Miyata. Fries hired Miyata away from Sony Computer Entertainment Inc., where he worked as one of the top guys in SCEI first-party development (most recently, Miyata was responsible for the Dark Cloud project). "The great thing about Miyata-san is he has connections—very top connections," Fries says. "He's working with some really exciting developers over there that you've heard of but I can't talk about yet." Miyata is overseeing three in-house projects for Microsoft and about a dozen external projects. These games will likely hit both the U.S. and Japanese Xbox markets, although they won't be branded with any special "Microsoft Japan" tag to differentiate them from American and European first-party games. "Our preference is that we make games there that can work worldwide but have a Japanese flavor and can be extra successful in Japan," Fries says, "but we may produce some games out of [Miyata's] group that are only for the Japanese market as we go along."



Microsoft's acquisition of Digital Anvil means the highly anticipated deep-space trading game Freelancer (above) is no doubt on course for Xbox. Below, the first shots from Funcom's Hydro Thunder-esque JetSprint (working title). It's running on an early Xbox dev kit, but Microsoft has yet to greenlight the game for development.



Mechwarrior game with the same rich backstory, but the gameplay will be lighter on the sim stuff and more action-packed. Because of this ban on straight PC ports, Microsoft has no plans to release a keyboard and mouse for Xbox.

And that brings us back to Microsoft's master plan for Xbox. The guys behind the machine insist that, in spite of its PC guts, it's a hardcore console at heart. Sure, we still have unanswered questions about the system. How much will it cost? (Around $300, we suspect). What's its exact launch date? But it's clear that the guys behind this thing know their games and know how to run a hardware business—even if they have fun doing it. "On the one hand you can be really worried that J and I are riding our skateboards around the halls here and acting like adolescent idiots," Blackley says, "but in reality the deal is we're really serious about making the right product for the guys who are going to get it. We spend an amazing amount of time just thinking about what it's like walking into EB and buying that next title, what you're thinking about and what you're asking the sales guy. I remember what that was like and want to make sure this product kicks ass for those people."

And if you're still not sold, take heart—things could be worse. "What if the only marker I had with me when I started designing Xbox was pink?" Luke says.

Review Crew

This Month...

Well, we didn't top last month's record of 74 reviews, but we came close. How close? Count 'em yourself, we're too tired. When will the madness end? Hopefully next month—with the holiday rush and PS2 launch finally behind us, maybe we'll be able to get back to some of the finer things in life, like eating, and this "sleep" stuff we keep hearing so much about. Next year promises to be even more insane though—all the systems you see here now (although the N64 and PS should be slowing to a trickle), plus Gamecube, Game Boy Advance, and Xbox games? And what about game.com—that sucker is primed for a comeback! Wait...OK, we're delirious, we better get some sleep. Check back next month for Paper Mario, Mario Tennis GBC and more.

The Crew

Crispin Boyer

Crispin was so floored by the Xbox that he spent the rest of the month walking on all fours like a spider. Now he needs to wash his hands before each meal.

Favorite Genres: Action, Adventure

Dan Leahy

Sports games take their toll on even the hardiest of editors. Poor Dan required a false neck and prosthetic pinky graft this month.

Favorite Genres: Sports, Mah-jong

Jonathan Dudlak

Our young squire still has that goofy look of enthusiasm on his face everyday when he comes to work. We must be paying him too much.

Favorite Genres: Fighting, Action

Ryan Lockhart

Ryan plans on spending the holidays indoors, where the harmful rays of the sun will never reach his increasingly transparent self. Hollow Man indeed.

Favorite Genres: Adventure, RPG

Dean Hager

Dean just bought a new house and has been perusing the Martha Stewart catalog for well over a month now. We want our Dean back and we can't have him!

Favorite Genre: Sports, Racing

Mark MacDonald

Mark is so paranoid about the Xbox exclusive leaking that he made us all sign non-disclosure agreements about what he's been up to this month.

Favorite Genres: Action, Adventure

Chris Johnston

"Since getting a new kitten this month (named Houdini), CJ's hands have been marked with scratches and bite marks. Or were those from GJ "Uppity" Sewart?

Favorite Genres: Adventure, Puzzle

James Mielke

Milky wishes he could just sit down and play a li'l Sin & Punishment this month, but it's been too hectic. Oh, let it snow, let it snow, let it snow.

Favorite Genres: Fighting, RPG

Kraig Kujawa

Kraig resumed using the numbers 8 and 9 in his everyday life, although it hasn't been easy. The anger is still there, and, quite frankly, so is the smell.

Favorite Genres: Sports, Strategy

Greg Sewart

Bearing an unnatural affinity for Grandia II, Greg has been slowly turning into a super-deformed sprite of his former self, and we kind of like it!

Favorite Genres: Racing, Action, RPG

Our Awards

Platinum Awards go to games that get three 10's, the best and rarest review a game can get.

Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive **Silver Awards.**

Additional Contributors

Ethan Einhorn	Graduating from Crappy-Games Editor to Crappy-GBC Games Editor, Ethan is moving up.
John Davison	John may be *EGM*'s Editor in Chief, but he still hangs out with the contributors. What a guy.
Sam Kennedy	Despite his family's insistance he run for public office, Sam reviews games for *OPM* and *EGM*.
Joe Rybicki	*OPM*'s Review Editor, Joe just wanted to sneak into *EGM*'s reviews to steal trade secrets.
Shawn Smith	We say we hate the former *EGM* regular, but it's just to mask the pain we've felt since he left us.
Gary Steinman	Another *OPM* editor, Gary did *two whole reviews* this issue, doubling his previous record.
Todd Zuniga	All it took to bribe Todd (he works for *OPM* too) into doing a review for us was some Pop Rocks.

Our Philosophy

10 9 8 7 6 **5** 4 3 2 1 **0**

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Game of the Month

Grandia II **Pg.129**

Not only have two Dreamcast games won Game of the Month two months running, but two Dreamcast *RPGs*? Sega's system has very quickly transformed from an RPG desert into a flourishing oasis for fans of the genre. Could Phantasy Star Online make it three in a row next month?

EDITORS' CURRENT FAVES

1	Grandia II Ubi Soft	
2	Skies of Arcadia Sega	
3	Project Justice Capcom	
4	Final Fantasy IX Square EA	
5	Banjo-Tooie Nintendo	
6	Capcom vs. SNK Capcom	
7	Zelda: Majora's Mask Nintendo	
8	Shenmue Sega	
9	Lunar 2: Eternal Blue Complete Working Designs	
10	Sky Odyssey Activision	

Capcom vs. SNK

Publisher:	Capcom
Developer:	Capcom
Featured In:	*EGM* #137
Players:	1-2
Supports:	Jump Pack, VGA Box
Best Feature:	You got your Capcom in my SNK!
Worst Feature:	Gameplay favors Capcom slightly
Web Site:	www.capcom.com

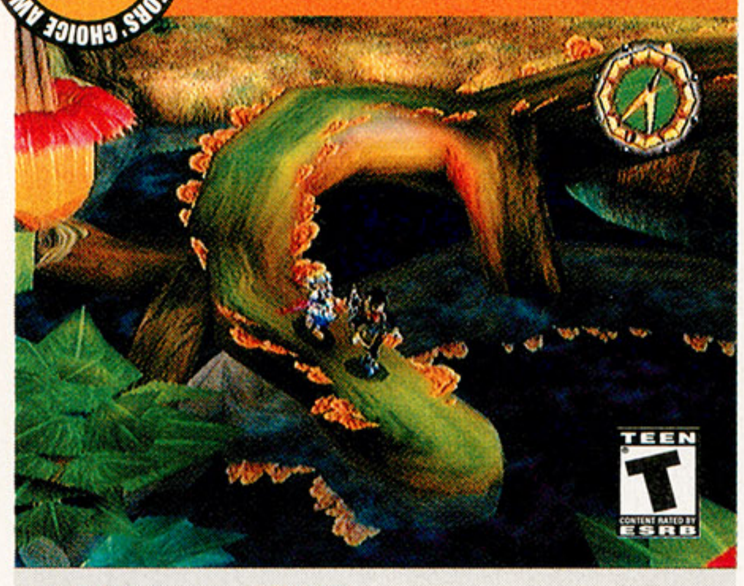
The fact that this game even exists is a miracle. When Marvel vs. Capcom first came out I thought that was the bee's knees as far as crossovers were concerned, but this is something else. Trying to balance the varied stables of the Capcom ranch and the SNK clubhouse must have been a nightmare for Capcom's coders (who handled the development of this game), but they did it, although at a price. Since SNK characters generally have a lot more special attacks than Capcom characters, there were cuts made to SNK's fighters. Virtually every SNK character is missing a move or two, which will tick off fans of their previous games no doubt. Fortunately, there are unlockable bonuses you can open to reverse the situation. In fact, there's a ton of unlockable bonuses. Neo•Geo Pocket Color support is included, so anyone with Match of the Millennium should dig that out. The graphics are sweet, with combinations of backgrounds from both companies present, as well as completely new ones. Sound effects are truly old-school, as are some of the cutscenes linking chapters together. **The control is the best out of any Capcom 2D fighter for the DC**. If you have an ASCII FT Pad it's unbelievable. There is some room for improvement though: Animation could be SFIII smooth, backgrounds could go the Marvel vs. Capcom 2 route, and the graphics hi-res like Guilty Gear X. Even so, I'd snap it up in a heartbeat. **Milkman**

Thank heaven for Capcom and SNK; we'd be doomed to play 3D fighters forever if it weren't for them (ack!). While flawed in a few regards, CvS is **the most entertaining fighter I've played in years**. From the intricate stage backgrounds to the luscious chain combos, CvS is pure gold. Sure, there could have been a few more KOF or SF faves among the 30+ characters, but my real complaint is what will be keeping the game out of competitive circles—a fairly obscure but powerful technical glitch in the Capcom Groove that lets you charge your Super meter at an insane rate with certain fighters. Disheartening, yes, but CvS is still a guaranteed blast. **Jonathan**

I love Capcom. That said, I also love SNK, so this game was a dream come true. And, aside from a few small nicks, I couldn't be happier. First of all, this game is just beautiful. Say what you want about 2D being dead, **as long as companies like Capcom can keep pumping out titles that look this good, hand-drawn games will never fully go away**. Not only are the characters superbly animated (at least better than CPS2 games), the backgrounds are amazing—there's one with these shadows that must be seen to be believed. My only real problem is the gameplay feels a little slow for my tastes (I still have MvC2 on the brain), but aside from that, excellent. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	9

Grandia II



Publisher:	Ubi Soft
Developer:	Game Arts
Featured In:	*EGM* #136
Players:	1
Supports:	VGA Box
Best Feature:	Graphics are insane
Worst Feature:	Battles are a bit too easy
Web Site:	www.grandia2.com

As an RPG fan, I'm used to being disappointed. Great...wait, no, even good RPGs are a rare thing, and if we get one a year it's celebration time. Yet, here I am, faced with not one, but two incredible RPGs for the Dreamcast, released only weeks apart. First Skies of Arcadia and now Grandia II, It's almost enough to freak me out. Both of these games are exceptional experiences; beautiful, compelling, fun—but it has to be said, Skies is slightly better. Of course that's like someone giving you a car made of solid gold instead of platinum: You really can't complain. Well, you could, but you'd be an idiot. While Grandia II certainly looks better overall (some of the texture work is pure insanity) and has a more enjoyable battle system, the incredibly linear feel detracts slightly, especially when compared to Skies' super open-to-exploration feel. And there's no free-look option, something that was a welcome addition in Skies. That said, RPGs are interactive stories, and thanks to its linear approach, Grandia II presents its tale wonderfully. And what a tale it is. Thankfully Ubi Soft pulled out all the stops and not only did **a nifty job on the overall translation, but the superb voice acting** as well. A bit too anime'ish in some areas, but superb nonetheless. The graphic quality does drop a bit near the end, and most of the battles are too easy, but neither of these complaints really detracts from the overall game. Don't miss it. **Ryan**

Grandia proved that Lunar wasn't just some fluke, and Grandia II should further engrain the name Game Arts on the gaming public's mind. Not only do you get the same great battle engine from the first game (something that's yet to be matched, in my opinion), but the kick-ass graphics made possible by the Dreamcast. What's better, Ubi Soft took the translation and voice acting seriously, to the point of hiring a few of the voice actors from MGS. My only gripe is that the music, while good, doesn't compare to the soundtrack of the first game. Nonetheless, **Grandia II is yet another reason for RPG players across the country to buy a DC.** **Greg**

What a fantastic-looking game: Colorful, sharp and detailed down to the tiniest items lining the villagers' shelves. The translation is good, too, including some truly excellent voices. But my favorite part of Grandia II would have to be the battle system—like the original Grandia's, it allows for plenty of strategy when you need it, or you can just plow through (even the auto-combat is useful). The way you learn your spells and skills has been slightly refined and works even better—**building up your characters has never been so much fun**. My only real complaint is the cool spell effects can make combat lag a bit—otherwise one of the best RPGs all year. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	6

King of Fighters Evolution

Publisher:	Agetec
Developer:	SNK
Featured In:	*EGM* #129
Players:	1-2
Supports:	Jump Pack
Best Feature:	Solid gameplay
Worst Feature:	Really showing its age
Web Site:	www.agetec.com

King of Fighters has come a long way in the past six years, but, at the same time, it's barely moved at all. Evolution has great 3D backgrounds (even more involved than the ones found in the last Dreamcast KoF release), some cool new play options, and that incredibly strong, classic feel. The problem is, the feel isn't the only thing about Evolution that's classic. **This is the Dreamcast damnit, shouldn't we have better animation?** Better special move effects? Why does it seem like the only real differences between the PlayStation and Dreamcast versions of KoF '99 are the backgrounds? I can't get over the sense this latest KoF just feels stiff, and lacks any kind of real impact for the eyes. Perhaps I've been spoiled by the latest Capcom releases, I don't know. Visuals aside though, Evolution is damn nifty. We've got new characters, playable Bosses from the arcade version, an entirely new system (named Striker, it allows you to add a fourth non-playable character that can be called upon in special attacks), and more special moves. I'm not sure how much I enjoy the new Power Gauge system though—there's only one that allows for two types of power-ups. So it still plays great (well, mostly), and hardcore KoF fans will surely love Evolution, but that doesn't excuse the fact it looks like a game that's more than a half decade old. For Dreamcast KoF thrills, I think I'll just stick with Capcom vs. SNK for now. **Ryan**

SNK is dead. Long live SNK. This, their premier fighting series, was supposed to come out via SNK themselves, but when they went potty Agetec wisely snapped up this fast-moving, action-packed 2D fighter. If you are turned off by Capcom vs. SNK's Capcom bias, then sate yourself on what may be the last SNK fighter you'll see on the consoles besides Last Blade. KOF '99 adds a "striker" to the fray, which is nothing new to the fighting genre, but fun anyway. The new fighters are a little too powerful for my tastes, and this year's model gave Heavy D the boot (boo!), but if you're a fan of the series, then **this is a worthy follow-up to Dream Match Never Ends.** **Milkman**

Having never achieved the mainstream recognition of Street Fighter and Tekken, it's good to see the King of Fighters series alive and well on the DC. The newest installment is to Dream Match what Third Strike is to Second Impact—it's got a **lot of little changes, but not many improvements the casual gamer will notice**. The new stages and fighters are a treat, but the real bang for the buck is in the "striker" system, which resembles MVC's battle assist model, but is significantly more strategic. Evo is surely a more refined game than Dream Match, and while it's a must for SNK disciples, it should get a test drive from non-fanatics before buying. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	8

KISS Psycho Circus

Publisher:	Take 2 Interactive
Developer:	Third Law/Tremor
Featured In:	N/A
Players:	1
Supports:	VGA Box
Best Feature:	Uh...oh, the whip is pretty cool
Worst Feature:	Just plain boring
Web Site:	www.take2games.com

As I see it, they could have gone one of two ways to make this game a commercial success—actually make a quality game anyone could enjoy, or make a crappy game loaded with references to KISS that would have fans' tongues hanging, droolin' like Gene Simmons at a pork chop convention. Unfortunately the developers chose the latter course, got as far as making the crappy game, and then forgot to add in the KISS. As is, the only thing the band's involvement added is a few songs that you very rarely hear—otherwise it's pretty much just **your garden-variety below-average first-person shooter**. You play four different characters, each trying to hunt down pieces of armor so they can dress up like the members of KISS—gripping story, eh? The gameplay would be more or less standard for the genre, with the sole addition of monster generators a la Gauntlet, but Psycho Circus manages to screw everything up. As you wander searching for the next of an endless series of switches, you use mostly the same frustratingly weak, pathetically lame-looking weapons, and shoot mostly the same dumb-as-dirt and even lamer-looking enemies. But what KISS lacks in variety, well, it lacks everywhere else too. The DC pad isn't suited well for FPSs, and since there's no mouse/keyboard option you're stuck with it. The promised SegaNet support is missing, and there's no other multiplayer modes. "Welcome to the show" indeed. **Mark**

I'm not sure who's more psycho: The person who designed this or the person who actually thought it would be a good idea to release it. Even if you ignore the bizarre license, you can't look past how **this plays like a crappy Gauntlet game in 3D.** More or less, all you do is walk from one room to the next, jump on top of crates, and blow away the same creature repeatedly until you can destroy its spawning point. If that doesn't make you shy away, wait until you see the spectacularly bland visuals whose high point is a monster that blows farts at you. I love gas-spewing enemies as much as the next guy, but I plead for you not to touch this game. **Kraig**

First off, where's the online play we were told this game was gonna offer? Take 2 quietly released Psycho Circus with no network or even split-screen modes—and I'm ticked because, at the very least, these extras might have distracted me from the horrible single-player experience. It's like the developers took the worst parts of Doom—weak plot and enemies who appear right behind you—and slapped a license onto the whole steamy pile. **Even KISS fans will find nothing to like here**; the group's participation is next to nil. Crap framerate, lame weapons, dismal visuals—I could go on, but I'd rather wipe this game from my memory right now. **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
4	3	1	2

Project Justice

EDITORS' CHOICE AWARD — EGM SILVER

Publisher:	Capcom
Developer:	Capcom
Featured In:	*EGM* #137
Players:	1-2
Supports:	Jump Pack
Best Feature:	Team/party attacks
Worst Feature:	Can't skip CPU vs. CPU battles
Web Site:	www.capcom.com

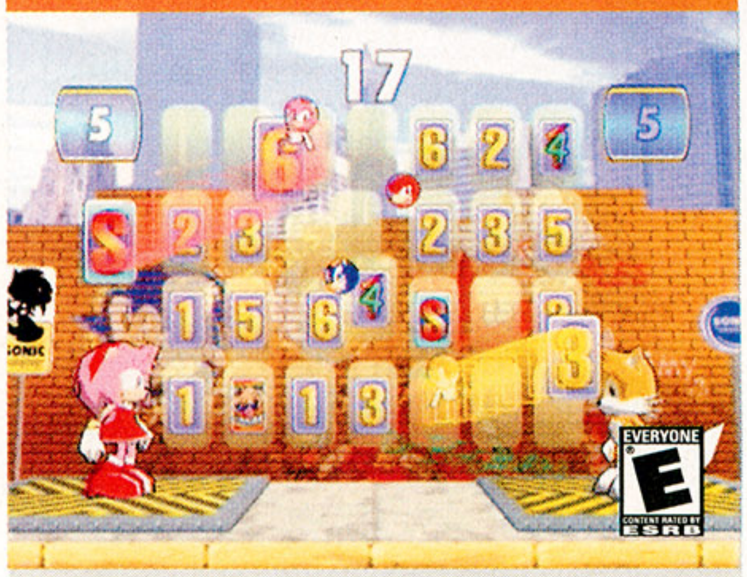
I loved everything about Rival Schools—the concept, the characters, the combos—everything. So when Capcom announced Project Justice, I was way excited, but also a little concerned it'd get watered-down like the EX series. After days of nit-picking and fault testing, I was nearly at a loss for complaints. Despite the few that I have, **Project Justice sets a bold new benchmark for fighting games,** 2D or 3D, in practically every detail. Twenty-two (with unlockables) fighters come to life through deliciously creative attacks, consisting of mid-air combos, team and three-member party super attacks, and subtly comedic special moves. The story is basically an extension of the first game, but the fact that there even *is* a story told between battles is truly awesome. The animated backgrounds complete the high-school ambiance perfectly, and though the character detail could be improved (clothing, shadows), the artwork suits the game's unique style like a glove. The designers thought of everything, even multiple layers of undo if you want to rethink or just restructure your team in tournament mode. The only inconvenient aspect of PJ is the inability to skip CPU vs. CPU battles when playing against multiple teams in the tournament or League modes. But hey, they need some room to tweak the sequel, right? Graduation can wait, I declare school officially out once Project Justice hits the shelves. Enjoy it, kids. **Jonathan**

This is Capcom's best 3D fighting series. Star Gladiator 2? Not happenin'. SFEX3? Yuck. Tech Romancer? OK, you got me there, but Project Justice blows them all away due to its sheer overall playability, broad selection of characters, minigames, cool-ass story line and excellent graphics. The visuals are still cartoonier than Soul Calibur, but solid enough to avoid major criticism (although realistic shadows would have been nice). **The ultra-responsive gameplay is where it's at** though, and the crazy number of tag-team combinations you can pull off, plus the insane sense of humor, is what makes this game special. Truly superb. **Milkman**

Even though Project Justice isn't exactly the best-looking 3D fighter, it still plays damn nice. Which, as any fighting fan will tell you, is all that counts. That's **not to say PJ looks bad, far from it; this game just lacks the polish seen in Soul Calibur and DoA2**; it's kind of sad that Capcom can't quite excel in 3D like they do in 2D. Thankfully though, Justice is fun to play. The characters are great, the fighting is fast and furious, and the humor is just right (what could be cooler than high school students beating the crap out of one another?). I love the combo attacks and surprising depth of gameplay, but some might be turned off by its quirky style. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	9	9

Sonic Shuffle



Publisher:	Sega
Developer:	Sega
Featured In:	*EGM* #138
Players:	1-4
Supports:	VMU
Best Feature:	Cel-shaded Sonic and friends
Worst Feature:	Long, frequent load times
Web Site:	www.sega.com

Like Crash Bash before it, **Sonic Shuffle can most easily be described as a Mario Party clone gone awry.** It's obvious that the developer wanted something other than a simple MP ripoff, so in Sonic Shuffle you'll find the board game aspect to be more robust than any other game in the genre. The boards are constantly evolving during each game, and the special abilities of each character (like Sonic's dash or Tails' ability to fly) lend more strategy than ever before. Since cards are used to move about the board instead of dice, you need to be even more careful on the game field (kudos to Sega for hiding each player's "hand" on his or her VMU screen). The problem lies in the minigames: Most of them just aren't any fun at all. A couple are pretty cool, like the bungie jump and bomb toss, but otherwise you'll find most events aren't even worth the time they take to load up. Finding three other friends willing to wait is tough too. Unfortunately, the single-player game is a joke. The computer-controlled players, no matter what difficulty they're set at, almost always choose the right card and barely ever screw up or lose a battle. The whole thing turns into a huge exercise in frustration as you get screwed at every turn. So basically, if you have three friends who are big Sonic fans, this will keep you entertained for about a week. Otherwise, I suggest hooking up the N64 and buying Mario Party 2. **Greg**

I have never been so bored playing a party game as I was with Sonic Shuffle. The minigames are similar to Mario Party's, only not as good. The long load times in between everything doesn't help matters—**"Oh, are we playing again now? I fell asleep."** There are minigames where you'll inexplicably lose and not know how. And playing any game against the computer is an exercise in futility, since you know you're going to lose. The cel-shaded graphics give the game a fresh look, and the boards and feel of the game keep with the tone of the Sonic series. I'm sure someone will eventually top Nintendo's benchmark party game, but this isn't it. Bring on Mario Party 3! **Chris**

Perhaps this one should be retitled "Sonic Load Screen." **The game's already slow pace is brought down to a crawl by the system's need to grab data from the disk every two minutes of play**. If you and at least two friends (don't even think about playing the game alone) can tolerate this, go ahead and give Sonic Shuffle a spin. Just make sure you have plenty of time to burn...an average game clocks in at over two hours. The minigames are fun, but don't take center stage, as they do in Mario Party. Instead, board exploration is the primary focus of play. This shift makes for a more strategic game, which is refreshing. Still, rent it, don't buy. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	4	5

Xtreme Sports

Publisher: Infogrames
Developer: Innerloop Studios
Featured In: *EGM* #136
Players: 1-2
Supports: Jump Pack, SegaNet
Best Feature: Snowboarding events
Worst Feature: Gooey background textures
Web Site: www.infogrames.com

Titles like this are the hardest to review so I'll just lay it out: Extreme Sports isn't bad, but it isn't great either. The diversity of events, and the fact that Innerloop had the guts to pack so many into one game, is worth something. But the old saying "Jack of all trades, master of none" truly applies here. In a nutshell, one race includes several events performed in succession, similar to a triathlon. They include: Quad-racing (ATV's), Snowboarding, Bungee jumping, Mountain biking and Hang-gliding, among others. The quality varies as much as the games do, but snowboarding is definitely the best of the bunch. The mountains are perfect for flat-out speed and old-school hand-to-hand combat racing. Physics are out the window however—a simple jump off a bunny hill can result in a 200-yard free-flight. **It's totally unrealistic but lots-o-fun**. The Mountain biking portion is also unrealistic, but still a blast. Unfortunately the hang-gliding (hard to control) and ATV racing are just so-so, and most of the others border on novelty. Overall, the graphics are impressive, but as backgrounds scroll closer and things come into focus, a strange "gooey" morphing effect appears to melt the walls away. At times it's so prominent it's hard to tell where the path leads. Oddities aside, if you're willing to endure a few clunker events and you're into all that extreme sports jazz, you should check out this ambitious title. **Dean**

Infogrames tried to pack a lot of sports in one package, raising a problem inherent with creating a grab-bag of events: Some suck, some don't. The snowboarding is awesome—and it's easy to learn, the graphics are eye-popping, and **the jumps nearly made me piss myself**. On the other hand, the ATV and Speed Gliding events are average, and the Mountain Biking, Bungee Jumping and Base Jumping range from lackluster to boring. Each course is set up like a Triathlon, so you have to race through sets of events, forcing you to play boring games to play the good ones. If you have the will power to stomach the sour to taste the sweet, then give it a whirl. **Kraig**

There's a lot of good stuff in this game: Play is incredibly varied, backdrops sport a high level of detail, and the learning curve is well-balanced. It's a real shame, then, that the whole package is pulled down by bizarre graphical glitches. Instead of draw-in, **we get a weird "morphing effect" on horizons, which looks absolutely horrendous**. Other faults—the bungee jumping sequences will drive you up the wall (if you fail to grab the disconnect bar on your first ride down, kiss any shot at placing with a medal goodbye), and the generic "edgy alternative" music will grate on your nerves. It's not SSX on the DC, but at least it's better than Rippin' Riders. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	8	7

4x4 EVO

Publisher: G.O.D.
Developer: Terminal Reality
Featured In: *EGM* #134
Players: 1-4
Supports: SegaNet, Keyboard
Best Feature: Decent overall package
Worst Feature: The experience is kind of lackluster
Web Site: www.godgames.com

This game just feels plain rushed, which is sad, since it had lots of potential. Offering 4x4 off-road action, playable on the Internet, Evolution misses the boat in practically every important way. While the graphics are serviceable, there is none of the fancy stuff like reflection-mapping that's become standard to racing games. The truck models look OK and the selection is decent, but the gameplay is too whacked to be much fun. You are encouraged to make your own path by taking shortcuts through the underbrush, but are handicapped if you do since there are checkpoints you must thread your way through (or be automatically dropped back to fourth place). The environments look pretty nice at first glance, until you notice the buckling in the polygons. The control handles well enough, but there's little sense of speed or excitement, making 4x4 Evolution nothing more than a pleasant Sunday drive through the countryside. **The score gets a bump up because of the Internet play, but the one-player experience is sorely lacking**. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	4	7

Dino Crisis

Publisher: Capcom
Developer: Capcom
Featured In: *EGM* #138
Players: 1
Supports: VMU, Jump Pack
Best Feature: Great puzzles
Worst Feature: Not enough combat action
Web Site: www.capcom.com

Out of all of Capcom's PlayStation survival horror games, Dino Crisis definitely benefits the most from the move to the Dreamcast. Since everything, including the backgrounds, are rendered in real time, it all looks much smoother and crisper on Sega's hardware (Of course **it still uses the same simplistic models and textures, so don't be expecting Code: Veronica**). Other tweaks include faster load times and a health and ammo display for the VMU, but none of it is really enough to make DC for the DC worthwhile to anyone who has already played the game. So how about if you haven't? Dino Crisis can be generally described as Resident Evil with Dinosaurs, yes, but it doesn't tell the whole story. The puzzles are much better—really clever and woven well into the overall story—but the enemies aren't half as much fun; there's too much running and dodging the super-tough dinos and not enough blastin' action. Still, if you're a survival horror fan Dino Crisis is definitely worth a try, especially with the improved DC visuals and cheaper price. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	5

EDITORS' CHOICE AWARD EGM SILVER EDITORS' CHOICE AWARD

Dave Mirra Freestyle BMX

Publisher: Acclaim
Developer: Z-Axis
Featured In: *EGM* #135
Players: 1-2
Supports: None
Best Feature: Great control
Worst Feature: Offers little that hasn't been done before
Web Site: www.acclaim.com

This isn't just an average, run-of-the-mill Tony Hawk clone—it's a *really good*, run-of-the-mill Tony Hawk clone. The game may not be put together with the razor-sharp precision of Neversoft's classic, but that won't keep you from playing it 'til the sun comes up. Dave Mirra is one of those titles that'll leave you saying, "All right, just one more game..." for hours on end. It's easier to get into than THPS is, as you bike toward an obstacle that must be overcome to complete a stage, the patch of ground around it will light up, and a text description of the task at hand will flash. **Extreme sports enthusiasts may feel like they're being spoon fed, but this is a great feature for players new to the genre**. Controls are quick to respond, and pulling off tricks is easy (perhaps too easy). Putting this DC port side by side with the PS original, the graphics are much cleaner, the framerate is more consistent, and the tunes alternate after every run, instead of changing from level to level. These little things add up, making this edition of Dave Mirra the one to own. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	4	9

Dinosaur

Publisher: Ubi Soft
Developer: Sandbox Studios
Featured In: *EGM* #136
Players: 1
Supports: None
Best Feature: Graphics are clean, nice voice acting
Worst Feature: Gameplay is both flustering and boring
Web Site: www.ubisoft.com

By all rights, Dinosaur is a kid's game. It's based on a Disney movie, it's rated "E," it's kind of boring, and violence is kept to a minimum. **Then why the hell is it so incredibly unintuitive?** Really now, every few minutes I'm running around like an idiot, banging my head against invisible barriers (which are quite annoying, by the way). Clues are vague at times and the game often requires you to do a lot of searching around; some kids are definitely going to have a hard time with it. The game does look nice though (aside from the fact characters are almost too small to really appreciate their animation) and everything is incredibly clean. Aside from its action/puzzle gameplay, Dinosaur also contains a few RPG elements, like the way you raise levels—experience is gained when you take out nasty dinos. But, overall, Dinosaur just isn't really that much fun (the gameplay is boring and control is muddy), and I found myself wanting to beat levels just to see clips from the movie that are littered throughout. Rent before buying, especially if it's for your youngins. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	6	5

Donald Duck: Goin' Quackers

Publisher: Ubi Soft
Developer: Ubi Soft
Featured In: N/A
Players: 1
Supports: Jump Pack
Web Site: www.ubisoft.com

Best Feature: Just plain ol' platform gaming fun
Worst Feature: You can finish it in a day

It's hard to make a bad Disney game, because the characters all have such a rich backstory to them. The blurry, pixelly graphics from the PS one and N64 versions of this game are gone now that the game's come to Dreamcast, but there's a new problem instead: **The graphics are so sharp that the animation looks choppy**—not as smooth as the N64 version, at least. Sound effects are pretty quiet, overshadowed by background music, but the music that plays while you're invincible is gone for some reason. Gameplay is still sharp—this is a very tightly constructed platform game. It's derivative of others in the genre (especially Crash Bandicoot) and isn't groundbreaking or innovative, but it gets the job done well. And even though there are twenty or so levels, the game is a cakewalk for experienced platform fans. Granted, Donald is targeted toward the younger players, and in that respect, it's a pretty enjoyable game. It's just too bad that the levels and bosses aren't tied together as well as they could be. An average rainy day rental. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	5	3	2

Ms. Pac-Man Maze Madness

EDITORS' CHOICE AWARD — EGM SILVER — EDITORS' CHOICE AWARD

Publisher: Namco
Developer: Mass Media
Featured In: *EGM* #133
Players: 1-4
Supports: Jump Pack
Web Site: www.namco.com

Best Feature: Great combo of simplicity and depth
Worst Feature: Not enough graphic improvement

This is the third version of this game that I've reviewed (I scored the PS and N64 ones), and the fact that I didn't fall asleep while playing through it testifies to how much fun it is. It's amazing how they've made such a rich game so simple to control and play. The concept and controls make it accessible and entertaining to both hardcore and casual players. Just like the original, all you use to control Ms. Pac-Man is the control stick, err, pad. There's lots of dots, fruits and ghosts to eat (as you might expect), but there's also plenty of platform elements such as precarious jumps and secrets to find. The game gives you plenty of reason to press on and look in every nook and cranny. As you complete more of Ms. Pac-Man, the game's surprisingly in-depth multiplayer modes get deeper and deeper as you open maps by scouring levels that you previously thought were finished. **My only complaint with this game is that I wish it used the VMU and looked prettier.** Ms. Pac-Man looked great on the PS and N64, but by the DC's high graphic standards, it's a little lacking. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	8	9

Resident Evil 3 Nemesis

EDITORS' CHOICE AWARD — EGM SILVER — EDITORS' CHOICE AWARD

Publisher: Capcom
Developer: Capcom
Featured In: *EGM* #138
Players: 1
Supports: VMU, Jump Pack
Web Site: www.capcom.com

Best Feature: Tension—the Nemesis is hunting you!
Worst Feature: Lots of backtracking required

On any platform, Nemesis is a great game. It takes the standard Resident Evil formula—run around gathering items and ammo, solving puzzles, and blasting zombies—and mixes it up a bit story- and gameplay-wise with the giant Nemesis creature. **You never know when or where he'll pop up next, and that adds awesome suspense to the whole experience**. The controls are slightly refined, too, including a quick 180° spin and sometimes handy dodge maneuver. The ability to make your own different kinds of ammo even adds a little bit of strategy to the mix. Graphically the game benefits just as much as RE2 with the jump from PS to DC, which is to say, not very much. It's not a bad-looking game by any means, it's just that next to games built from scratch on the DC like Code: Veronica, it's rather tame. As far as other changes for this version, the ability to choose your costume and play the minigame from the start is nice, but why not display ammo along with health on the VMU like in DC RE2 and Dino Crisis? Anyway, try it if you haven't already. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	7

ESPN NBA 2Night

Publisher: Konami
Developer: Konami
Featured In: *EGM* #127
Players: 1-2
Supports: Jump Pack
Web Site: www.konami.com

Best Feature: Brent Musburger's droning play-by-play
Worst Feature: Choppy

Let's put the ESPN license to use while describing this game. It's not "en fuego." Forget the rolls, because NBA Tonight is not "butter." It is definitely not "as cool as the other side of the pillow." OK, enough of that. Let's switch gears and describe it in practical terms. This game doesn't really "play well." I don't "like it." The players on the court don't really "move." **The game seems like Konami "forgot to finish it." I'd like to "throw it in the trash."** Whew. Don't be fooled by the glossy screenshots and slick court reflections (which do look nice). This title flat-out sucks. Players moonwalk all over the court, the motion-capture is hideous, and the A.I. is non-existent. Just stand there with the ball for a moment and see if the CPU tries to steal...nope, never. It's not like you just go around the CPU defenders though, because they lock onto your player like a tractor beam. They literally just stick together and the offensive player can't move. Throw in a terrible framerate, no online play, and some clip-fest replays and you've got a pretty lame package overall. Sweet! **Dan**

VISUALS	SOUND	INGENUITY	REPLAY
4	3	2	1

Resident Evil 2

EDITORS' CHOICE AWARD — EGM SILVER — EDITORS' CHOICE AWARD

Publisher: Capcom
Developer: Capcom
Featured In: *EGM* #138
Players: 1
Supports: VMU, Jump Pack
Web Site: www.capcom.com

Best Feature: Two characters, two story lines
Worst Feature: Lots of time spent fetching items

Like the other survival horror DC ports, the graphical boost on RE2 is nice, but doesn't make a huge difference. Next to the original the prerendered backgrounds are a bit cleaner (it's much easier to see fine details in the graffiti and such) and all the characters and textures are sharper, but as a DC game it hardly takes advantage of the hardware. As for the game itself, RE2 holds up pretty well. I still think it has the best story of any game in the series (**the way the two main characters' separate games intertwine is genius**), not to mention some of its baddest bosses and most frightening moments (remember the first time you saw the Cleaner burst through the walls?). The lack of the now-standard 180° turn is a bit annoying, but all the little extras—VMU health and ammo display, CG movie and character sketch galleries, and minigames open from the start—more than make up for it. Survival horror veterans who have already played this one to death on the PlayStation needn't bother, but if you haven't tried it, or are a fan of Code: Veronica, this is a must-play history lesson. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	8

Star Wars Demolition

Publisher: LucasArts
Developer: Luxoflux
Featured In: *EGM* #136
Players: 1-2
Supports: Jump Pack
Web Site: www.lucasarts.com

Best Feature: Lots of multiplayer modes
Worst Feature: No Jar Jar to shoot at

We are at the point where just about every type of game has been Star Wars-ized now that the license has been attached to this vehicle destruction game. Created by veteran developers Luxoflux, it's no surprise that **Demolition plays a lot like Vigilante 8**, the big-name game that put them on the map. If you've played that, you'll more or less be familiar with this one—you drive around and blow a bunch of sci-fi crap to smithereens. The mish-mash of vehicles from different Star Wars eras doesn't seem quite right, nor do some of their weapons that don't jive with the movies. But if you can ignore the liberties taken with the SW universe, you'll find that this is a fun (if not original) take on combat games. Blowing up an AT-ST with Boba Fett is pretty satisfying, but the improvement over the PlayStation game isn't. This version is cleaner and smoother, but the ample amounts of polygonal pop-up doesn't do the system justice. I like Demolition, but it left me wondering how good it could have been if Luxoflux had really taken advantage of the Dreamcast. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7

Super Runabout: San Francisco Edition

Publisher: Interplay
Developer: Climax
Featured In: *EGM* #133
Players: 1
Supports: Jump Pack
Best Feature: Awesome environments to crash around in
Worst Feature: Slowdown
Web Site: www.interplay.com

This is a pleasant surprise. After the sluggish, controller-throwing agony of the original Japanese version, I was ready to take this for a quick spin and trash it just the same. But **something funny happened on the way to the U.S. market, Super Runabout got good**. Even though they had Climax add some collision-detection to things like streetlights and signs and fire hydrants, the game doesn't suffer one bit, due to the largely improved handling and responsiveness in the controls. Instead of being a game that I want to snap in half, SR is now something I'd actively play. The San Francisco environment looks a tad more artificial than the San Fran found in MSR, but somehow it feels more faithful to the rolling, hilly city I call home. The mission objectives are often ridiculous, but that merely offers up more opportunities to tear around this city full of the deepest hills in the world. San Francisco Rush meets Crazy Taxi? Almost! While not quite either of those two, Super Runabout deserves the title of Most Improved Player of the year. I like it lots. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	8

Who Wants To Beat Up A Millionaire

Publisher: Simon & Schuster
Developer: Hypnotix
Featured In: N/A
Players: 1-4
Supports: None
Best Feature: When you turn off the DC, it ends
Worst Feature: When you turn on the DC, it starts
Web Site: www.simonsays.com

Imagine a game based on Who Wants To Be A Millionaire, featuring a ridiculous caricature of Regis who, believe it or not, is even more annoying and irrelevant. Now you've got an idea of what this game is all about. Unlike the true show, this parody rewards players for answering questions correctly by giving them a chance to beat up a millionaire. Beating them, of course, earns you their money. To be honest, I think the formula is pretty sound. Well, except maybe the beating up part. Hypnotix totally screwed it up, though. Instead of filling the game with witty, odd trivia, you get a collection of questions that belongs on WWTBAM for the mentally challenged. To cap it off, the host never shuts up. Oh, and nothing he says is even remotely funny. I suppose he's trying to parody Regis, but the only thing he got right is the voice. The dialogue is boring and goes on for what seems like an eternity. **Avoid this game at all costs.** Go into your local retailer, stand in front of the game and direct people away. Wear a big sign. Do whatever you have to. Save us all! **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
1	2	3	4

Indiana Jones and the Infernal Machine

Publisher: LucasArts
Developer: Factor 5
Featured In: *EGM* #136
Players: 1
Supports: Rumble Pak
Best Feature: Long, involving quest
Worst Feature: Minor control flaws
Web Site: www.lucasarts.com

It's about time LucasArts brought Indiana Jones to a modern system. Yeah, the Tomb Raider games are OK (some of them) but Indy fans (me included) have been forced to wait way too long for the real deal. But on to the game: The Infernal Machine doesn't disappoint. Factor 5 has done a good job of adapting this former PC game's control scheme to the N64. Subtle things like the smooth transition from walk to run, precise stepping, and the ability to circle targets using the Z-trigger keeps the frustration level in check. It's also cool that it automatically displays what special action is available at the time. For example, as Indy creeps closer to a ledge the hang command pops up—the same goes for climbing and jumping (kinda like Zelda). It's not without a few control flaws though. Sometimes even simple obstacles, like a small block for example, take several attempts to maneuver. The camera is a little sketchy as well. In confined places it tends to drift off the main area of focus. A quick camera reset usually solves the problem though. **For the most part, I'm happy with the game.** The puzzles are just challenging enough, if not a little vague at times, the graphics are very, very nice for the N64, and the sound is some of the best (it's no wonder Factor 5 is known for their audio expertise). Tomb Raider fans will feel right at home with Indy, while newbies will take to the user-friendly gameplay and engrossing story line. **Dean**

It seems wrong to say that the Indiana Jones game was based on Tomb Raider when the idea of Tomb Raider itself was based on Indiana Jones. The similarity between the two is uncanny at times, so it's a pretty safe buy for fans of the genre. Indy boasts anything but antique visuals—it looks incredible, though frequent graphical glitches confirm that it **needs a little more time in the workshop**. I got stuck crawling under a truck, swam through a concrete slab, and slowly beat a guard that just wouldn't fight back with my weak left (maybe he was Amish). For me, it was barely more exciting than real archaeology, so approach with caution. **Jonathan**

I'm not sure how many more mediocre Tomb Raider sequels and clones I have the patience for, but I'm getting close to my limit. There are few differences between the two franchises except that **the main character has a big hat instead of a big chest.** Most of the moves were lifted right out of Tomb Raider, but at least the controls are a bit easier to handle—a lot of it is taken from Zelda (Z-targeting, anyone?). Other parts of the game seem rather rushed: The camera view often gets in the way, and the collision detection also seems flaky. I could understand Indy fans overlooking those complaints, but honestly, this could have been named anything else. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	6	6

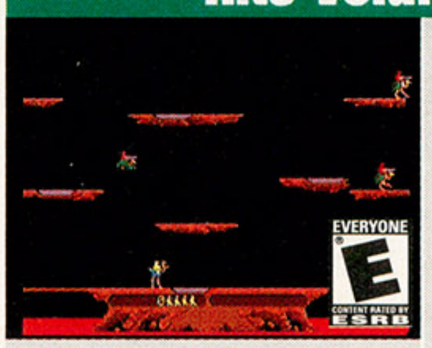
Tomb Raider Chronicles

Publisher: Eidos
Developer: Core Design
Featured In: *EGM* #138
Players: 1
Supports: Jump Pack
Best Feature: A few genuinely enjoyable levels
Worst Feature: More of the same frustrating gameplay
Web Site: www.eidos.com

Not even the apparent death of Lara Croft could save unsuspecting gamers the world over from their yearly dose of Tomb Raider. No, God doesn't hate you. It's just that Eidos has a chance to make one last buck on Lara before she jumps to the PS2. The result is a game that **feels obviously rushed to market.** What's odd, however, is that this is arguably the best Tomb Raider the series has seen since the original. Don't let the hype fool you, the four different types of levels aren't nearly as cool as the developers would have you believe. The innovations of trap making and stealth play rarely show themselves, and the game generally plays the same throughout. Nonetheless, there are a few levels I genuinely enjoyed—something I haven't been able to say about a Tomb Raider game since '96. Comparatively, Chronicles on the DC isn't nearly so dark as its PS counterpart, which makes it much easier to play, but the simple models look even worse thanks to the cleaner graphics. I still wouldn't consider spending money on this game, but it is a step up from last year. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	3	5

Midway's Greatest Arcade Hits Volume 1



Publisher: Midway
Developer: Digital Eclipse
Featured In: N/A
Players: 1-2
Supports: Controller Pak
Best Feature: Six great games on one cartridge
Worst Feature: Terribly dated visuals
Web Site: www.midway.com

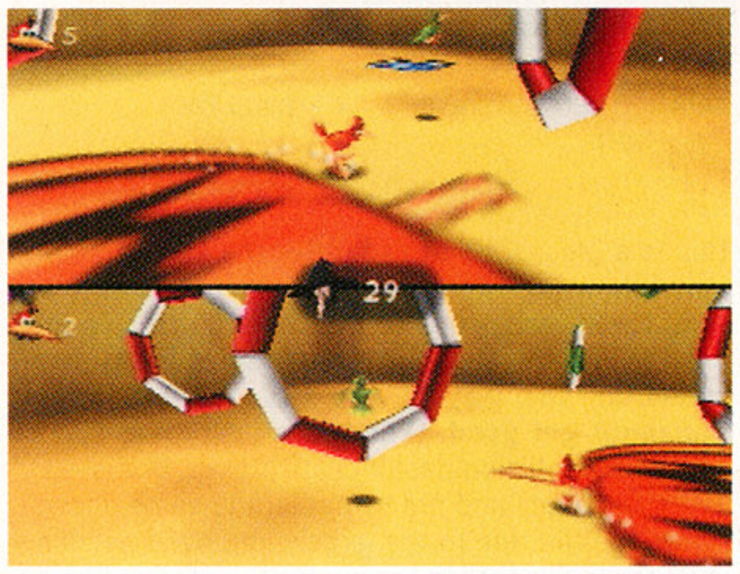
First things first: If you're under 25, you'll probably want to pass on this classic collection. This game is all about nostalgia, and if you didn't jam on arcade cabinets during the '80s, you're not liable to find any appeal in playing these games now. However, **if you're the type who smiles broadly when a radio station plays a song from Buckner/Garcia's *Pac-Man Fever* album, this package is a must-have**. All six titles were high-profile 20 years back (none of this "new to the U.S." business), and at least half of them are as fun to play today as they were then. Joust holds up particularly well—it's a sublime co-op experience. Robotron 2084 may look like crap, but its tight play mechanics make for a game that's better than Cannon Spike or Smash TV. Root Beer Tapper stands as a pure hit of tension. Sinistar, Spy Hunter and Defender haven't aged as well, but c'mon, just hearing Sinistar's title villain proclaim "I Live" again is enough to make fan boys wet themselves. And you can't beat the price—for only 30 bucks, picking this one up is a no-brainer. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
3	3	5	9

EDITORS' CHOICE AWARD
EGM SILVER
EDITORS' CHOICE AWARD

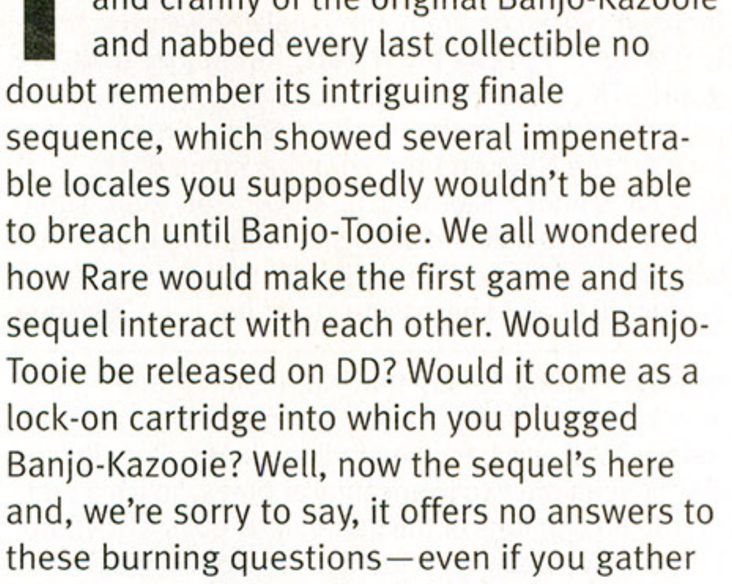
Banjo-Tooie

From Goldeneye-style shoot-'em-ups (with Kazooie as your gun) to top-down sporting events, you'll find a huge variety of mini-games in every level of Banjo-Tooie. You can play most of them multiplayer, too.



Publisher:	**Nintendo**
Developer:	**Rare**
Featured In:	***EGM* #135**
Players:	**1-4**
Supports:	**Rumble Pak**
Best Feature:	**Diverse gameplay**
Worst Feature:	**Choppy framerate**
Web Site:	**www.nintendo.com**

Those of you who inspected every nook and cranny of the original Banjo-Kazooie and nabbed every last collectible no doubt remember its intriguing finale sequence, which showed several impenetrable locales you supposedly wouldn't be able to breach until Banjo-Tooie. We all wondered how Rare would make the first game and its sequel interact with each other. Would Banjo-Tooie be released on DD? Would it come as a lock-on cartridge into which you plugged Banjo-Kazooie? Well, now the sequel's here and, we're sorry to say, it offers no answers to these burning questions—even if you gather 100 percent of the collectibles in the game. The current word from Nintendo is, yes, you can use Banjo-Tooie to revisit the locked areas in Banjo-Kazooie. It's just that developer Rare isn't ready to disclose how you make it all happen. Banjo-Tooie is filled with intriguing clues, however. You find three Banjo-Kazooie cartridges within the game, but they only give you new moves and a secret multiplayer character. You find the ice key from Banjo-Kazooie, but it has its own use in this sequel. In one of Banjo-Tooie's levels, you'll spy on the wall photos of the first game's blocked areas. So, yes, there is some kinda connection here between the first and the second game. We just haven't been able to figure out how all these puzzle pieces fit together. Don't bother buying a strategy guide to find the answer, either. The official guide is mum on the subject. So, it looks like we're pretty much at the mercy of Rare on this topic. We'll keep trying to solve this mystery, and rest assured we'll tell you anything we find out. In the meantime, enjoy the game. It'll take you at least 40 hours to track down every collectible here. And if you happen to figure out how to link Banjo-Tooie with the original before we do, you know what our e-mail address is...



The bear and bird can split up now. Better still, Kazooie doesn't make that annoying "er-er" noise when you control just her.

Put simply, Banjo-Tooie is a state-of-the art 3D platformer. It packs even more gameplay variety than current genre king Rayman 2—you get about three dozen new moves, more minigames than I can count, an army of bosses, new egg weapons and puzzles that span multiple levels. On top of all that, this game gives you three times as much stuff to collect as the original. **It's almost too much to do** (in fact, my interest began to wane about halfway through). But Banjo-Tooie never becomes as wearisome as Rare's disappointing Donkey Kong 64, which had you switching characters and backtracking through old territory too often for my tastes. Rare designed Banjo-Tooie so you'll always have multiple areas to explore. Hit a dead end in Jolly Roger's Lagoon? Head to the Grunty Industries level and poke around there instead. The visuals are as stunning as ever—especially considering that this game doesn't require the Expansion Pak. Wait 'til you take your first flight through the lava level. Just as in the original, the character design here is a bit on the obnoxious side, and the sound effects get just plain annoying. Crank this up and your neighbors will think a retard circus has hit town. Despite these quirks, Banjo-Tooie is an extremely fun experience that'll last you weeks—especially when you fiddle with the 14 minigames (most of which are mediocre). And wait 'til you see the size of the later levels—holy $#!% **Crispin**

Rare has topped themselves this time. Donkey Kong was a bit of a letdown, but **Tooie makes up for it, becoming the genre's new benchmark.** It's got some of the best visuals I've ever seen on the ol' 64 (better than DK64) without using the Expansion Pak. The only problem is the slowdown that pops up when bashing enemies or when you're in larger areas. The great thing about Tooie is that there always seems to be something to do—and thankfully, you spend less time collecting extraneous items. Minigames are always new/different, and adding moves to the duo's arsenal keeps it fresh throughout. A great reason to keep that N64 out of storage. **Chris**

Blurble-blurble, blurble burble. Blurble. That's how everything talks in Banjo-Tooie, and yes, it's annoying as hell. I don't care much for most of the characters either—outside of Banjo and Kazooie, most look like generic Disney rejects and are quickly forgettable. But there's much to enjoy here too—**good controls, a huge quest, tons and tons of power-ups, transformations, moves and modes** (including some so-so multiplayer games and first-person levels)—it's boggling how much they stuffed into this cart. I would have preferred more emphasis on bosses and combat instead of exploration, but there's no denying what's here is fun. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
9	6	8	7

Mickey's Speedway USA

Publisher: Nintendo
Developer: Rare
Featured In: *EGM* #133
Players: 1-4
Supports: Rumble Pak
Best Feature: Sweet graphics
Worst Feature: Too few racers and items
Web Site: www.disney.com

I was just saying to myself, "Man, we're really overdue for a random-license-kart-racing title," and BAM! Mickey's Speedway shows up right on cue. It's been a solid two weeks since a Mario Kart clone hit the shelves, and Mickey's Speedway is little more than that. On the plus side, it runs smoothly and is visually vibrant, without even using the RAM Pak crutch. It plays just as well as it looks, too. Responsive controls and a modest learning curve make it easy for uncoordinated friends to grab a controller and challenge one another. While a good number of standard and unlockable courses are available, they're not as fun to drive on as they are to look at, which makes the game a mite tedious. Here's the real problem, though—**it's all been done before**. Most racing games at least try a few new tricks, but everything in MSU has been borrowed and reworked (funny, that doesn't sound like Disney...) from games like Mario and Crash Team Racing. An unimpressive number of racers, items and extras doesn't really help set the game apart from the wolf pack either. Sure, it's fun for a while, but also a long way from redefining the kart-racer genre. Change takes to Disney like water off of Donald Duck's back, though, so I'll try to contain my surprise. Rent this one for a weekend and have some friends over for late-night laps if you need to get the kart bug out of your system. You'll feel smarter and richer in the morning. **Jonathan**

Mickey's Speedway doesn't come close to challenging Crash Team Racing as the king of kart racing for the consoles. **Back and forth racing from the classic Mario Kart 64 is nonexistent here**—you know, someone gets a power-up, blasts the person in the lead, gets into the lead, and the process is repeated. It's easy to get into first place and stay there—except against the computer. With all that missing, multiplayer racing suffers. Sure, there's a bunch of different multiplayer minigames that are OK, but it's not the real core of the game. The voice-overs from various Disney characters get kinda tiresome after a while, but younger gamers will eat 'em up. **Chris**

Mario Kart 64 this ain't. Silly me, I was expecting Mickey to be something like the current king of the kart racers. While the premise is sound, the execution is where Rare failed this time. Like MK64 and other racers before it, this game employs an artificial speed boost on CPU cars behind the leader. That means you can never stay out front for very long. The frustrating part is that if you screw up and fall too far behind the field, it's next to impossible to catch up! It basically sucks all the fun out of a game that's only slightly above-average to begin with. **Poor track design, weird handling and uninspired weapons** keep Mickey from attaining greatness. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	5

Star Wars Episode I: Battle for Naboo

Publisher: LucasArts
Developer: Factor 5
Featured In: *EGM* #132
Players: 1
Supports: Rumble Pak, Expansion Pak
Best Feature: Wide vehicle selection
Worst Feature: Blurry environments
Web Site: www.lucasarts.com

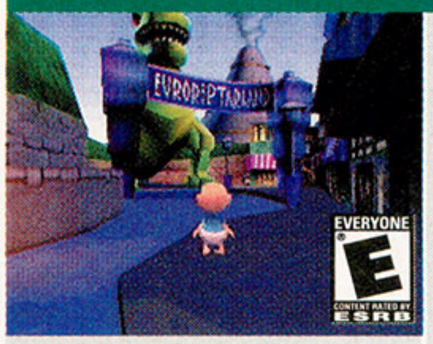
If you watched *The Phantom Menace*, you would have thought that the battle for Naboo was a pretty simple one, but apparently it wasn't. At least for this game's sake, anyway. Here, you're a royal pain in the Trade Alliance's ass in what is basically Rogue Squadron (the previous N64 SW action title) painted in Episode I colors. The premise is pretty simple; you hop into several different Naboo resistance vehicles (such as a Naboo fighter or Flash Speeder) and mow down Battle Droids and AT Tanks by the thousands. Most of the gameplay involves taking out lots of specific targets, but the other half usually revolves around protecting one thing or another. At one point, I had saved enough peasant dwellings from Droid attacks to feel like I was part of the Naboo Homeowners Association. Some of the missions are pretty superfluous, but others, such as attacks on space stations and assaults on heavy artillery, are intense. The graphics are nice too; the models of the Star Wars hardware are very detailed, and the laser lighting effects and explosions make the battlefield come alive in all its chaos. It's quite rewarding to take down a tank or a Destroyer Droid with a rocket or two. If it weren't for the blurry terrain, the repetitive pilot chatter ("Hit them hard and fast!"), and the low-quality cartridge Episode I music, this could have scored higher, but **it's still one of the best Star Wars console games out there.** **Kraig**

Gorgeous this game is, for RAM Pak it uses. Characters you will not recognize, for newly invented they are, but surprised you should not be. At your disposal several original ships are, and though scripted is their usage at times, choose between them to suit your preference you may at others. Nice this is. As worn out as the music the Star Wars license is, though, and while at first fun, tiring BFN soon becomes. Save you cannot, so finish game in one sitting you must. Pretty lame that is. **Very similar to Starfighter** in many ways it appears, yet own a PS2 you might not, so rent BFN you should. Otherwise, a Jedi craves not this thing. **Jonathan**

I'm all for mindless battling, especially when it involves Episode I themes (yes, even with the new characters). **Seriously, if you liked Rogue Squadron, it's a good bet you'll like Naboo even more.** The missions are manageable and for the most part, really fun. The targeting system is a little touchy though, it takes a precise hit to destroy the baddies. Luckily you're given mucho shield so taking a few pops while you aim is no big problem. I'm impressed with the sound as well. The lasers, bomb blasts, music and voices sound great (although I could do without the cheesy screams). Aside from the lack of a save option, Naboo is a decent game. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	6	6

Rugrats in Paris: The Movie



Publisher: THQ
Developer: Avalanche
Featured In: *EGM* #136
Players: 1-4
Supports: None
Best Feature: Fun mini-games
Worst Feature: Lame multi-player mode
Web Site: www.thq.com

This new Rugrats game is perfect for younger players who don't have many opportunities to play with buddies, but still want to enjoy Mario Party-style mini-games. The plumber's board is replaced with a colorful, fully interactive amusement park. Pick your baby and explore this richly detailed overworld, playing out event stages in any order you see fit. Water sport races, bumper car matches, and martial art battles offer hours of fun, and are only a few of the widely varied contests available for play. **If you thought the Mario Party games offered lousy one-player experiences, the solo mode in Rugrats will leave you suitably impressed.** All of the challenges are optimized for an audience of one (some of them are good enough to deserve carts of their own—Rugrats: Mini-Golf, anyone?). The downside to this: the game's multiplayer mode sucks. You can hook up as many as four players for challenges, but the contests are all turn-based, allowing only one opponent to play at a time. Ugh. Bottom Line: It's solid if you're young and don't mind playing alone. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
7	4	7	6

Championship Surfer

Publisher: Mattel
Developer: Krome Studios
Featured In: *EGM* #136
Players: 1-2
Supports: Dual Shock
Best Feature: The rush of a big wave
Worst Feature: Monotonous gameplay
Web Site: www.kromestudios.com

The line between mainstream and niche is a fine one. Championship surfer aims to fit into the former category, but ultimately ends up in the latter. Surfing enthusiasts will enjoy seeing their favorite sport brought to life with real athletes, realistic water dynamics and sharp graphics. **Your average gamer, however, will quickly put this one down and go back to hunting for hidden goodies in Tony Hawk 2.** The problem with Championship Surfer is that it lacks diversity. This is an unfortunate issue inherent in any surfing game: While other extreme sports games can provide players with a wide selection of skate parks or mountain tops, here you're limited to levels that vary only in terms of water color and wave size. Gameplay is centered on pulling off tricks: Judges rate your 'stylin moves on a 1-10 scale as you face off against opponents in a series of championship matches. Pulling off fancy maneuvers is fun, but your character's small size makes it difficult to see all but the most flamboyant stunts. Pass on it unless you own a surf board. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	4	3

007 Racing

Publisher: Electronic Arts
Developer: Eutechnyx
Featured In: *EGM* #134
Players: 1-2
Supports: Dual Shock
Best Feature: Bond cutscenes
Worst Feature: Everything after pressing start
Web Site: www.ea.com

Boy. I am the unheralded king of the crap racing games this month—although 007 Racing isn't strictly a racing game. Consider it more of a multi-objective, mission-based driving game, and there ya go. You *are* James Bond, and you *are* driving his swank stable of cars in super-dangerous mission after mission. Too bad James Bond never had to play a game like this. **The graphics suffer from every possible bad thing that can happen to a PlayStation game**. They're grainy, the textures warp and buckle, the car/vehicle models are nothing to whistle about, the explosions are big pixelated sprites that look like paper-maché sunflowers and the framerate isn't so hot. The control is also merely so-so, often overly sensitive, and downright aggravating in certain situations where accuracy is required. Take the mission where you must guide your car by remote-control, watching it through various security monitors. Ugh! The worst part of the game is the insane difficulty of some of the mission objectives. You *will* play certain missions *over and over*, until you get it just right, which in a normal world would be considered a challenge, until you factor in all the problems the game suffers from. When you do, those difficult missions border on impossible. You'd think a powerhouse like EA could afford to take the time to treat their licenses right. Guess not. Pity poor James Bond. Never before has he lacked so much style. **Milkman**

If you're trapped at your parents' house for a holiday weekend, sucking down second-hand smoke by the lungful, equipped with only a list of high school friends' phone numbers (who you never really liked), 007 Racing isn't a bad game to be stuck with. At least, it wasn't for me. It's actually quite fun. The real slam is that it's too hard too soon. Why? Because it's more interested in following a story line than following a fun-flow, making for early difficulty. But **the diversity of missions is bitchin' and the cutscenes make the game feel like a true Bond experience**. Some people might not be able to get past some technical glitches, but I did: It's fun. **Todd**

Despite the name, 007 Racing really isn't a racing game at all. **It's more like Driver meets Bond meets...well, crap.** It's not that the idea behind 007 Racing is bad—taking control of James Bond in one of his cool cars, and then completing mission objectives for each stage—but the execution is horrible. The level objectives are lame, the difficulty curve is insane, the control is incredibly basic and somewhat sluggish, and the entire game has a very unfinished feeling. Oh, and it doesn't look very good either. The worst part is I heavily enjoy both Bond and car games, yet I walked away from my 007 Racing experience almost pissed off. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
4	4	4	4

Blade

Publisher: Activision
Developer: Hammerhead
Featured In: *EGM* #135
Players: 1
Supports: Dual Shock
Best Feature: Weapon variety
Worst Feature: Imprecise controls
Web Site: www.activision.com

Remember Blade? He's back, in PlayStation form! **One of the few enjoyable console adaptations of a motion picture** to date, Blade is actually a prequel to the movie, and while it features some of the same characters, don't be expecting it to follow the film's story line. Hammerhead revamped the early incarnation of this Siphon-Filter-meets-Resident-Evil title and gave it fresh new blood. The graphics, despite some painfully obvious texture tile seams, crisply convey the dismal industrial environments that define Blade's profanity-ridden journey. Since there are no clear-cut levels, the immersive world is strung together by frequent but brief loading points, most of which last only a few seconds and keep the action rolling. A hearty arsenal of weapons almost makes things too easy, but restocking and save points are scattered just scantily enough to reset the balance. With weapon in hand, the auto-aim interface keeps you from having to deal with wanky analog pinpoint targeting, but can be a problem when trying to spend your silver bullets on the undead ninja in front of you and you end up actually plugging the very-human security guard behind him. Getting around requires some time on the sluggish controls, which, while preferable to quick and spazzy, can be frustrating when trying to spin 'round and drop an aft target before he nails you. Thumbs up overall, though—Blade's dead-on for any action/survival horror nut. **Jonathan**

Everything I dislike about the Tomb Raider games has made it into this Wesley Snipes movie-to-game adaption. Think of it as Resident Evil meets Tomb Raider, sans breasts. The long levels seem endlessly repetitive, the controls are stiff and unresponsive, and the graphics are drab and ugly. Blade is not a very fun game, it's more of an exercise in health and weapon management. Use the right weapon on the right enemy, make sure you have enough energy to survive gunfights, and you'll be just fine. **The biggest challenge, however, is making it to the next save point before you get too frustrated**, or just fall asleep from sheer boredom. **Kraig**

Any game that reminds me, even a little bit, of Mortal Kombat Special Forces has got some severe problems. What about Blade that brings back those horrible memories? Laughable enemy AI, horribly dark levels that still never achieve a smooth framerate, and stiff, awkward controls. You can't look around yourself quickly, or up and down at all (why not use the right analog stick for this?). There isn't enough ammo for the guns and hand-to-hand **combat is the same old crap you've seen a million times before** in such tripe as Fighting Force and, yup, MK: Special Forces. I've heard mixed opinions on the movie, but I can tell you for certain to skip the game. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	4	4

Breath of Fire IV

Publisher: Capcom
Developer: Capcom
Featured In: *EGM* #131
Players: 1
Supports: Dual Shock
Best Feature: Awesome character animations
Worst Feature: Story lacks spark
Web Site: www.capcom.com

Breath of Fire IV is hard to put your finger on. There are certainly some flashier RPGs on shelves right now (Final Fantasy IX, Skies of Arcadia, Grandia II), but the Breath of Fire series has always provided a solid, old-school RPG experience for anyone not simply attracted to eye-candy alone. While the story line in BOF IV won't win any awards for originality, it does set the stage for a wide variety of characters, and that's what makes this game so neat. Every character has a set of animations so smooth, they look like little Disney characters running around on screen. Everyone, from Ryu (original name, huh) to the mysterious Fou-Lu, has his or her own personality which is conveyed wonderfully through their on-screen sprite. The game itself is the usual stuff—wander around through various towns and get into fights type of RPG. That's not to say it's not a good game, which it is, but it has a "been there, done that" feel to it, and some other things holding it back. **The game relies on way too many minigames to provide variety**. It seems like Capcom threw them in to mask the generic taste the rest of the game leaves you with, but it's noticeable either way. The only minigame worth revisiting more than once is fishing, but that too gets tiring. If Breath of Fire IV wasn't so nice to look at, I'd say this was nothing more than a mild RPG diversion to while away the hours with. Rent it first. **Milkman**

The Breath of Fire series has always stood for classic, maybe *too* basic RPG gaming, and the fourth installment is no exception. Those who have played the previous games should expect it to stay pretty true to the BOF tradition. Despite its fixed battle views, 2D characters, and basic weapons/magic fare, it's **a very satisfying RPG, especially for those who prefer Final Fantasies prior to seven**. Little details, like streamlined status and menu systems, downplay micromanagement and keep the game's appeal during long sessions of play. I would rethink the linear overworld map, but still wouldn't mind seeing BOF continue for as long as the FF series. **Jonathan**

Yikes! What's with all these mini-games? I can't take anymore! Some were fun, but most just made me feel like I was completely wasting my time. Minigames fans, this is your RPG. Certainly not mine, though. **I also wasn't too keen on constantly falling into battles while running around areas that required exploration**. Still, Breath of Fire IV has a lot of things going for it, like solid graphics and music, and some nifty combat ideas. The swapping of characters during battle is an excellent addition to the genre. Overall, BoFIV is a pretty solid RPG that should keep you busy if you've already played through the better stuff like FFIX and Chrono Cross. **Sam**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	6

Championship Motocross 2001 Feat. Ricky Carmichael

Publisher: THQ
Developer: Funcom
Featured In: *EGM* #138
Players: 1-2
Supports: Dual Shock
Best Feature: Decent racing gameplay
Worst Feature: Limited speed burst ability
Web Site: www.thq.com

If you don't like the confined track area that most motocross games provide, CMX 2001 might be your thing. The width gives you ample space to pass and seek out the best racing line, which may not be super-realistic but it's functional for racing. In other words—the bikes don't clump together constantly. To me it's not authentic, but it'll probably appeal to the casual fan. The bikes themselves skirt around like dirt-track sprint-cars on a long muddy corner. **It's power-sliding-a-plenty but it works well on these fat tracks**. Still, it'd be nice if there were a few more features. For example, the riders only put their foot down when turning left—not a big deal but it looks a little weird. Also, a speed burst would come in handy to better launch off ramps and snake the competition (there's a nominal turbo but it's only from a standstill). Even though it's not realistic it'd be nice if the bikes were more agile in flight. I overshot many a turn because I couldn't swing my bike hard enough (the tail-whip helps somewhat). One last complaint—the animation in Freestyle Mode isn't the smoothest I've seen (there are a ton of tricks however). In the end, CMX 2001 will satisfy its fan base. And in the current state of the motocross genre, it's in the upper third of the pack. Two-player is fun and aside from the stiff animation, Freestyle Mode is decent. To be on the safe side, try a head-to-head rent with EA's Supercross 2001 before you buy. **Dean**

It's ironic that most motorbike games these days aren't nearly as fun as the now-ancient Excitebike. I'm happy to say that CM isn't one of them. **It's rare and rewarding to play a game that is this simple to learn and fun to play**. Turns and jumps are easy to make, but there's still an art to them, so proper execution will save you seconds per race, as will customizing your bike with aftermarket parts. CM has the hard rap/rock soundtrack that all the kids are into these days, which is tolerable, though the visuals are a bit painful. Watch out for the finish line, too, it's actually about 6 feet past where the line is drawn, but otherwise CM is sweet racin' fun. **Jonathan**

It's hard to call this game a sequel. It's better than last year's game in some ways, and worse in others. It's...merely different. In this year's game, there's no weather, less bike classes (no 500 in this one), and more depth in the Career mode (you can buy and upgrade parts of your bike). The graphics haven't been upgraded much; the bikes and tracks are a little more detailed, but the backgrounds aren't. But all comparisons aside, this is a pretty good Motocross game. It's fast and fun (thanks in no small part to the huge jumps and the distance meter that scores them), with some strong computer competition. This game isn't amazing, but it is solid. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	7

Ducati World Championship

Publisher: Acclaim
Developer: Attention to Detail
Featured In: *EGM* #135
Players: 1-2
Supports: Dual Shock
Best Feature: 40 different Ducati bikes
Worst Feature: Uninspired racing
Web Site: www.acclaim.com

Ducati WRC is much like EA's Porsche Challenge. Both feature one brand of vehicle (a bold move for a racing game). Both pay homage to Gran Turismo by requiring license tests to open the better leagues and bikes. And finally, both strive to cash in on the mystique and high-performance image their vehicles have come to represent. I have to admit, Ducati motorcycles are very nice. And if I had to choose one brand to feature, Ducati would be it. **Unfortunately, even though I love the bikes, the racing gameplay leaves something to be desired**. Control isn't bad, especially since the turning quickness is adjustable. The tracks and the AI bikes are the weak links. Too many narrow tunnels, surprise dips and sharp corners permeate the courses. Wider roadways with longer sweeping curves and a better line of sight (sometimes it's hard to see the oncoming track) would help open up the racing. The computer bikes drive erratically—similar to the riders in Road Rash, only without the weapons. I also had problems with the way the bikes seemingly grab the walls when riding too close to the edge. That kind of reaction to a wall scrape is probably realistic but makes for too many annoying wipeouts. Finally, the motor sound is anemic. It's canned simulation motor noise all the way—a shame because real Ducati bikes sound awesome. Ducati fans might get a kick out of this but everyone else should rent first. **Dean**

With all the Ducati bike fans around here, there was a good deal of anticipation when this title was announced. Its arrival was met with little enthusiasm, though, since it's a fairly mediocre game. **The coolest aspect is having the ability to view, buy, and race some awesome new and vintage Ducati bikes** with the racing cash you win. As far as the gameplay goes, it's a little dicey. Turns come up fast and are hard to smoothly navigate, which means a lot of high-speed wipeouts. The graphics and framerate are decent for a PS game, and there's some cool venues to race in, but otherwise it's a pretty middle-of-the-road racing sim. **Jonathan**

On paper, Ducati is filled with promise. There's a ton of bikes, tracks and things to unlock, in addition to the endless helmets and upgrades you can get so you can race in style. Now if only a good game was built around all of this. **Ducati is full of depth, but low in thrills.** The thing that struck me most while playing is that there's little intensity, which is fatal in a game that involves racing at insane speeds. The track design lends itself to too many crashes, the computer opponents act odd, and the sound is horrible. The hypnotic music is entirely inappropriate and almost literally put me to sleep, and I'd rather do that at night, not while I'm playing this game. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
6	4	5	6

Dukes of Hazzard II: Daisy Dukes It Out

Publisher: SouthPeak Interactive
Developer: Sinister Games
Featured In: N/A
Players: 1-2
Supports: Satan
Best Feature: You can just say no!
Worst Feature: The game
Web Site: www.southpeak.com

I was really amazed at the neanderthalian (I made that word up) quality of this game. This is the knuckle-dragginest, lowest life-form example of a 32-bit game, that in the umpteenth generation of PS software should not even exist. This game is an amoeba. In layman's terms, Dukes is **the saddest excuse for a racing game I have practically ever played**. I don't mean to be overly vicious, but anyone who would actually part with 50 bones to buy this game should just mail it to me instead—the experience will be much more satisfying for both parties. The game is like a poor, poor, poor man's Smuggler's Run, with Bo and Luke typically on the run from Roscoe. Occasionally you get to drive Miss Daisy and her Road Runner, but it's all so horribly wrong. Driving the General Lee is like driving a speed boat, but it's not supposed to drive like a freakin' boat! The graphics are some of the most indescribably horrible graphics I've ever seen. The General Lee looks like an orange sponge, and the environments just look like muck. There are nifty little vocal samples that should thrill fans of the good ol' boys, but everything from the visuals, control, sound and presentation is really, really bad. Possibly a new watermark for how much can go wrong in a game. In fact, the packaging itself lacks a spindle to actually hold the CD-ROM in place. Maybe it was so you could "jump in and out" of the case, just like the General Lee! **Milkman**

Somethin' ain't right in Hazzard these days. First off, what is the deal with the rendered cutscenes? **Could the characters look any worse?** Once you're past that, you get this very plain Driver clone. Roscoe and Cooter bounce around in their cruisers like a couple of rabbits hopped up on goofballs, kamekaze'ing your car like there's no tomorrow. Levels are free-roaming, but it's easy to end up driving around in circles, if you don't follow on-screen directions. The graphics are average for the PS, but it frequently stops to load new areas inside of levels. Unless your lifelong dream was to have a General Lee of your very own, I wouldn't go near this. **Chris**

Wow. So, this is supposed to pass as reviewable? If Dukes II wasn't a finished, in the box copy, I'd swear somebody was trying to play a joke on me. Crap doesn't even come close to describing how Dukes II looks or plays, and **I don't think I've ever been so glad to turn off a game before**. First of all, it has horrible, horrible visuals. Pop up and horrendous textures run rampant, and there's this ugly fog that lies on the ground a few feet in front of you. Your car has a super quirky feel, which not only makes it difficult to stay on the dirt road, but it also makes avoiding the annoying cop cars almost impossible. Just atrocious. Stay...no, run away. Fast. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
2	2	2	1

Lunar 2: Eternal Blue Complete

Publisher: Working Designs
Developer: Game Arts
Featured In: *EGM* #138
Players: 1
Supports: Dual Shock
Best Feature: Enjoyable story line
Worst Feature: Graphics show their age
Web Site: www.workingdesigns.com

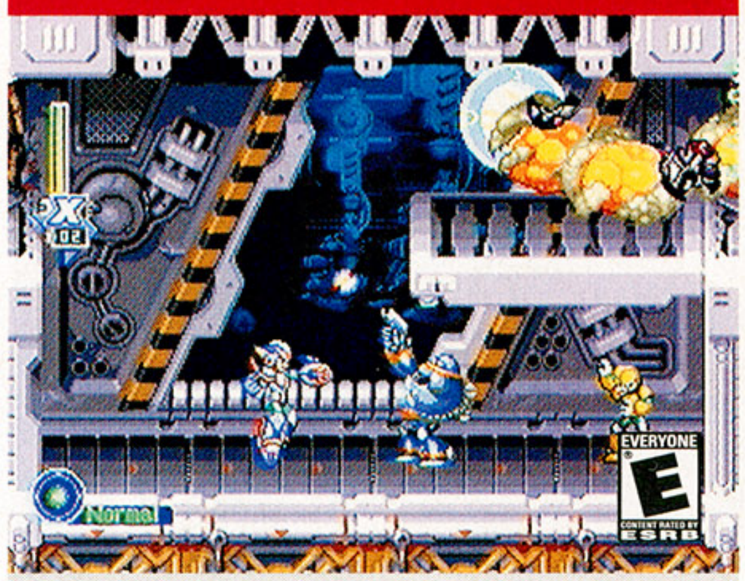
Just like Silver Star Story, Lunar 2: Eternal Blue Complete is overflowing with traditional RPG goodness and one of the more compelling stories ever told on the PlayStation. It's too bad the simple graphics are getting harder to enjoy with the likes of the PS2 and DC on the market. The gorgeous animated cinemas help a little though. Of course, **the game features excellent writing and decent voice acting** that enhance the experience even more. The bottom line is that Lunar 2 is a great story and manages to shine beside more impressive games like Final Fantasy IX and Chrono Cross. All the cool stuff you get in the package doesn't hurt either. The downside is the over-abundance of fighting you do in this title. Yeah, the fighting actually requires a lot of strategy regarding your range and speed (it's second only to Grandia in my opinion), but there's just too much of it. Take into account the load times between getting into a fight and then returning to the overworld and it seems like some of the later dungeons go on forever. To their credit, WD did try to alleviate this problem a little by giving the player the option to turn off the voices in battle (and joy of joys, they dropped the stupid save system from the Sega CD version). Still, by the end of the game I was tired of fighting endless monsters in hopes of reaching the final boss (which is a really cool fight, by the way). Nonetheless, Lunar 2 is definitely worth it for RPG fans. **Greg**

Saying the Lunar franchise is showing its age is like calling Bob Hope old: It's a vast understatement. But **the game does so many things right that it's still one of the better RPGs out there**. Take the battle system: a seemingly simple turn-based setup that belies remarkable strategic depth. And then there's the story: a well-balanced mix of adventure, romance and friendship—with a few weighty themes thrown in—all brilliantly enhanced by Working Designs' localization. Still, I had more fun playing the first PS Lunar remake, as I found this one to be a bit buggy at times. But don't get me wrong—Lunar 2 remains a timeless game, despite its dated look. **Gary**

Eternal Blue does everything the last PS Lunar did right: a fantastic translation of a pretty good (if sometimes a bit cheesy) story, powered by truly memorable characters, topnotch voice acting, and enough extras (soundtrack, map, making-of CD, puppet, etc.) to give Babbage's workers a hernia. Combat is great when it really matters—like against the incredibly tough bosses—but I got tired of fighting so many random peons. The graphics are dated but never bothered me, outside of a few cases of poor animation. Lunar is still the same solid RPG, but maybe that's why it doesn't rate higher: It just doesn't stand out like it once did anymore. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
6	8	5	6

Mega Man X5



Publisher: Capcom
Developer: Capcom
Featured In: *EGM* #137
Players: 1
Supports: Dual Shock
Best Feature: Classic 2D gameplay
Worst Feature: Drags out a formulaic series
Web Site: www.capcom.com

He's 2D, he's 3D, he's one of gaming's oldest icons, and he's not going away. At least not yet. The fifth of Capcom's X-tensions from the original blue blaster boy, MMX5 will seem a tiring title to some but a classic comfort to others. With the original series pushing nine titles, it's a wonder the "X" games exist at all, and not much has changed since it appeared on the SNES nearly a decade ago. That's the problem, the developers seem like they're really stretching to come up with original new robotic animal bosses and reasons for X and Zero to fight them. While the story in X5 is a very important part of the game's progression, and your speed in completing the game affects the type of ending you receive, the interaction between X/Zero and the bosses feels forced and cheesy. The gameplay is the same, barring a couple of new attacks and moves that are linked to armor and acquired weapons, and they've also upped the difficulty a notch. It's still tough to reliably pull off moves that require multiple button presses, like climbing a wall while charging, or dash-jumping precisely, no matter how you have the controller configured. If you've played any MMX games before, you know these moves come up all the time. Having the ability to turn your charger to "always on" in the options does help simplify things, though. **Don't expect too much from X5, it's little more than an extension to 4 for fans of the series.** **Jonathan**

Long live Mega Man. Long live 2D. Long live Capcom. With 2D games diminishing further and further each year, it's good to see Capcom continuing its long-running series. But in typical Capcom style, **very little has changed with this new installment**, meaning that it's strictly for hardcore fans only. MMX5 is solid all around, with good graphics, cool tunes and typical MM gameplay. However, the game places a large emphasis on story, which I could care less about. As with fighting games, you don't play 2D action side-scrollers for their stories. And text bubbles popping up in the middle of action is just lame. Still, as a new 2D side-scroller, it's not bad. **Sam**

While you could probably say this about any Mega Man game, the X series in particular hasn't felt fresh since the very first game on the SNES—no matter what you're doing, you get the feeling that you've done it before. X5 is no exception. It plays like the last four games, it looks like the last four games. It has the same confusing, animal-based bosses to boot. While I do like some of the new options, such as setting MM's blaster to auto-charge or rapid-fire, **there's nothing here that really excites me.** I like an old-school 2D action game as much as the next guy, but it's time to get some new ideas in the mix. Only play this if you're a fan. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	6

Razor Freestyle Scooter

Publisher: Crave Entertainment
Developer: Shaba Games
Featured In: N/A
Players: 1-2
Supports: Dual Shock
Best Feature: Decent gameplay
Worst Feature: Relatively short game
Web Site: www.cravegames.com

This timely title (the scooter craze is nearing its peak...I think) is tailor-made for younger gamers. Not that it won't appeal to older folks, but the easy-to-master tricks interface, cute characters and rockin' music play right to the kids. It's incredibly simple on several levels: Performing tricks is as easy as falling off a log, and as long as the scooter isn't completely sideways, it's possible to land almost every maneuver. It doesn't matter if you come in forward or backward either—it adapts to any angle. The controls are very Tony Hawk-like: The X button for the initial jump, circle or square plus direction for most of the other tricks. It's surprising how many things you can do on a scooter. Grinds, no-footers, nac-nacs and about 100 others are possible. The other half of the game has you searching for strategically placed wheels (they're not too tough to find). **Overall, given the excellent camera work, smooth framerate, easy learning curve, and best of all a $20 pricetag, Razor FS is a good value**. There are some problems though. The two-player mode is a joke. Rather than split-screen play it uses a turn-based system. Basically you play a level solo, then your friend plays the same level—it's silly, really. There're some graphical glitches as well. Nothing too serious, but some clipping and collision errors. For a game that was obviously on a tight schedule (to hit the craze at just the right time) it's darned entertaining. **Dean**

Now this is a surprise. We knew it was just a matter of time before someone made a game based on the Razor scooter; none of us expected it to come this soon though. What's more, I doubt anyone expected it to be this good. Since it's being marketed to a younger audience, it might be a tad too short and simple for most gamers. Still, **Freestyle Scooter is solid.** The levels are well-designed and the control is almost a complete copy of Tony Hawk. I really like the idea behind the music, too. Rather than spend loads of money licensing big-name bands, the developers got music from current bands at MP3.com. Overall, a quality product that's too short. **Greg**

When the scooter craze re-emerged, we all knew a title like this was inevitable. While it's basically Tony Hawk Lite, from the chainable tricks to the level layouts and objectives, **Razor pays decent homage to the latest fad.** The premise is pure fool's gold (literally: "A crazed robot has taken your friends, can you complete his challenges to save them?"), but the game's soundtrack is all courtesy of punk and emo bands pulled from mp3.com, which is a refreshing change from Rob Zombie and Bad Religion. The two-player mode is kind of a joke (it's the same as playing two one-player games), and it runs a bit choppy, but RFS is a fun rental, if nothing else. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
6	8	6	7

Star Wars Demolition

Publisher:	LucasArts
Developer:	Luxoflux
Featured In:	*EGM* #136
Players:	1-2
Supports:	Dual Shock
Best Feature:	Robust Vigilante 8 gameplay
Worst Feature:	Forced concept
Web Site:	www.lucasarts.com

You'd be forgiven for thinking that Demolition suffers from being a little forced. **Taking the basic essence of Vigilante 8 and ramming a large amount of Star Wars down its throat may seem like stuffing a square peg into a round hole, but it's not actually as bad as it sounds.** Sure, it goes against the grain of the majority of Star Wars games as it has a much "looser" feel to it—the "rules" of Star Wars aren't adhered to at all and in places, frankly, it's a bit silly. Running around on the surface of the Death Star atop a Rancor armed with rocket launchers looks pretty stupid at first. Somehow being able to go backward in a pod-racer is also somewhat ludicrous if you analyze it too much. And as for Boba Fett? It has to be said that he does look more than a little daft dangling from his jet pack over the barren wastelands of Hoth, zapping hither and yon with a feeble laser rifle. Ignoring all of this silliness though lets you hack through the facade to the game that lies beneath. At the end of the day, the underlying game is, in fact, Vigilante 8. It may be well-hidden, but that's what it is. The gameplay structure is a little old and we've definitely seen it before, but it's a robust and competent engine that can be a real hoot when played against a human opponent. Demolition won't be remembered as one of the "all-time great" Star Wars games, but it does manage to be perfectly adequate in the fun department. **John**

I think we've seen enough variations on a theme. What's next...Star Wars Tennis? Yeah, it's getting ridiculous, but I can't knock it because I'm sick of the license—especially when the game itself is decent. **I agree it's similar to Vigilante 8,** but I don't remember the graphics in V8 looking as sparse as these. It almost looks like certain elements are just plopped right on the background without any blending. The structures look flimsy as well. Still, even with the ugly stuff, if it's vehicle combat you crave you could do worse. The fact that you're piloting Star War vehicles is beside the point; it's still good old-fashioned combat. I only wish it were better-looking. **Dean**

Demolition's Star Wars flavored gameplay is novel for a vehicle-destruction game, but it **doesn't breathe any new life into the genre.** There's a few cool things like the variable strength weapons and score penalties for replenishing your energy, but it isn't enough to keep this Vigilante 8 knockoff from feeling too stale. There are other problems, such as idiotic enemy intelligence (they get stuck in walls—instant cannon fodder), and ugly graphics that make the battlefield seem too cluttered. The unlockable vehicles and extensive multiplayer modes extend the game's longevity, but not enough for me to recommend it as anything more than a rental. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
6	7	5	6

Supercross 2001

Publisher:	EA Sports
Developer:	EA Sports
Featured In:	N/A
Players:	1-2
Supports:	Dual Shock
Best Feature:	Freestyle competition
Worst Feature:	Crowded roadways
Web Site:	www.easports.com

I hate to start like this, but why hasn't there been a really great motocross game for the PlayStation? In the life of the PS I can't think of one truly excellent motocross title. At least nothing as topnotch as Nintendo's Excitebike 64. Supercross 2001 doesn't break this unfortunate tradition but it's definitely more fun to play than its predecessor. If you played SC 2000 you were treated to the stiffest, most infuriating control ever conceived for a motocross game. Happily SC 2001 has received a much-needed arcade injection. **EA tossed out all the crappy sim stuff and smothered the thing with easy-to-master gameplay and control**. The cornering is much friendlier—in fact, maybe a little too easy now. The bikes turn on a dime but seem to defy the laws of physics by staying completely upright (it looks ridiculous at times). It's afflicted with many physical inaccuracies (lots of invisible barriers to bounce off, etc.) but luckily none hinder gameplay. Once you master the power clutch/speed burst feature, the racing gets a whole lot more fun. They've done a great job emulating the burst of speed real motocross bikes achieve in their power-band. The Freestyle elements are probably the strongest part of the title. The bikes catch massive air, the riders animate well, and it's a real hoot to play. Overall, if you can look past the goofy physics and the unorthodox control, it's good fun. I would most definitely rent first however. **Dean**

I don't pretend to be an expert on motocross racing, but somehow I don't think the whole point is to hang back until someone passes you, then speed up and do your best to drive them off the course. The AI in this game is way too aggressive, and the control is atrocious. Hit the "slide" button and watch your rider turn 90° on a dime; it's very disorienting. Heading into a turn in Supercross is basically a test to see how many riders can pile on top of each other, and then who'll be lucky enough to get out of it first. **EA Sports still can't seem to get a handle on racing of any kind** on the PlayStation. Maybe it's time to put a new team on these games. **Greg**

The perfect opposite of THQ's Championship Motocross, Supercross does an equal number of things right and wrong. It looks really nice standing still, but the animation and turning in the single-player mode is choppy and disorienting. The freestyle game is slightly superior to Motocross', and the speed boost really helps on some of the jumps in solo mode, but it lacks the cool bike customization of CM. Can't we just meld the two for a motorcycle übergame!? If you're choosing between 'em, **Supercross offers a more realistic, faster-paced game** with quicker races. Motocross is easier to play and offers a bit more depth in its one-player game. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	6

Tomb Raider Chronicles

Publisher:	Eidos
Developer:	Core Design
Featured In:	*EGM* #138
Players:	1
Supports:	Dual Shock
Best Feature:	This is the last TR on the PS one
Worst Feature:	The game is way too dark
Web Site:	www.eidos.com

This is nothing more than one final cash-in before Core re-creates Lara for the next-generation consoles, and it shows. But like I said in the Dreamcast review, through some amazing fluke the developers actually managed to produce a couple of genuinely entertaining levels here. Of course, they're still surrounded by the same poorly designed junk we've come to expect from this series. Not to mention the now-legendary control setup. Plus, unlike the Dreamcast version, the PlayStation game is so dark that half the time you can't even see Lara herself. It makes precision jumps and finding items next to impossible without turning the brightness on your television up to ridiculous levels. I maintain that Core could simply rerelease the original game and it would still be better than any of the subsequent titles in the franchise. But if you must have a new Tomb Raider adventure every year, Chronicles is still the best sequel to come along in a while. I do like that the entire game is broken up into four separate stories that flesh out Lara's history fairly well, even if they do all play pretty much the same. Like Core's Adrian Smith said in our preview last month, this is a great chance for the developers to tie up loose ends and close out this chapter of her life. Here's to seeing an original, fresh Tomb on the PS2, Xbox or whatever. **I've had enough of this series** in its present form, and Chronicles doesn't do anything to change that. **Greg**

Core made a lot of promises about this game. They said Chronicles would liven up this tired franchise with new play styles. They said it would combine all the things that worked in the previous games. They lied. The game fights you every step of the way, but it's not a good fight. You get too many of the annoying find-the-switch and leap-to-the-right-ledge puzzles that got old three games ago. And the puzzles here seem even more obscure and frustrating than ever. **It's just not fun.** We were supposed to get Metal Gear Solid-inspired stages at the finale. Instead, we just got the same ol', same ol'—except with a few new outfits and moves. Blah. **Crispin**

The original Tomb Raider was a pretty revolutionary game, but four sequels later, the concept's pretty stale. The control is still not well-suited to the environments and actions Lara has to perform, which makes the game very frustrating. It's nice to see the exploration is heavily focused on using all your moves and items, but I maintain that the **most exciting part of the game is trying to get as far as you can using only sideflips and backflips**. Otherwise, it's the same old deal: Hunt for items and unlock doors. TRC is no technical triumph, either, with pixelated walls and more clipping than a barber shop. Just ignore it and it'll go away. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	2	3

You Don't Know Jack, Mock 2

Publisher:	Sierra
Developer:	Starsphere Interactive
Featured In:	*EGM* #138
Players:	1-4
Supports:	Dual Shock
Best Feature:	Still a decent party game
Worst Feature:	All the style has disappeared
Web Site:	www.sierra.com

Just for everyone's information: The latest You Don't Know Jack for the PC is awesome and includes Net play. As for the latest PlayStation conversion...well, **buy the original instead.** You'll likely find it in the bargain bin by now. Even if you have to pay full price, it's still a better value than Mock 2. Although it seems like Starsphere tried to keep the episodic feel of YDKJ alive in Mock 2, they failed miserably. Gone is the truly multimedia experience we got from the first game. The cool, vibrant splash screens have been replaced with field after field of dark, boring polygons. In fact, the color palette throughout the entire game is whacked. All the questions are presented against a black background using dark blue polygons for color. Then, once you get to the Jack Attack at the end of each game, you're treated to bright neon colors whose contrast is so messed up you're lucky if you can even read the question. Starsphere needs to administer drug tests to their programmers, methinks. The final nail in the coffin has to do with the announcer this year. "Schmitty" is pretty much the most mundane guy who has ever narrated these games. Whether it's the actor's fault or the script's, his jokes are rarely funny and are way too overused. While you and a couple friends may enjoy a game or two of Mock 2, I still say you should go buy the original PS conversion first. If not, at least rent this one before you buy it. **Greg**

How many times have your friends said to you, "Dude, let's play a trivia game!" Well, if your friends are like my friends, it's often. But if you find the setup of "analog" trivia games a chore—go digital. Consoles are the perfect place for a trivia game like YDKJ. It's a lot easier to get a buncha people together around a TV set than a computer monitor. That said, Mock 2 isn't the best Jack game, but it's still **more entertaining than watching Millionaire** (or playing the abysmal PS one game). Jellyvision's sense of humor is great, but I kinda miss the gameshow setup from the first PC games. Get a group together and go nuts. **Chris**

After a long run on the PC, this franchise was getting a little long in the tooth, and I guess they thought that a revamping was in order. I agree with that, but I don't like the changes they have made. Almost every play choice has been removed: You can no longer pick between a short and long game or even choose the question category. The humor that once punctuated this series now feels too forced, thanks in large part to the annoying announcer whose voice is one of the worst in Jack history. Between his rambling mantras and the ugly interface (the Jack Attack is hideous), **this aptly named YDKJ is a mockery of the once glorious quiz game.** **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
4	6	5	7

Chicken Run

Publisher:	Eidos
Developer:	Blitz Games
Featured In:	*EGM* #135
Players:	1
Supports:	Dual Shock
Best Feature:	It plays sorta like Metal Gear Solid
Worst Feature:	Obnoxiously repetitive
Web Site:	www.dreamworks.com

Having not seen the movie, I really didn't know what to expect from Chicken Run, but I was hoping for something better than this. Like the film, this game is marketed toward kids, and is basically a dumbed-down adventure. **Think of it as Metal Gear Solid, but with chicken.** The similarities are pretty shameless—there's a radar that shows you where your enemies are, and where they can see. And yup, when they sense you're near or if they spot you, all hell breaks loose until you find a good hiding spot. Ripping off such a classic PlayStation game isn't a horrific offense, but they should have done it better. Chicken Run offers little variety, and it relies on silly (and boring) minigames to break up the monotony of running around looking for items. The end-level sequences are sometimes amusing, but I suspect that's only because I was so sick of the main game. If the graphics were a little more pleasing to look at (and less buggy), maybe this rudimentary adventure would be easier to swallow, but for now, I'll only be getting my chicken from KFC, thank you. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
6	3	3	3

The Emperor's New Groove

Publisher:	Sony CEA
Developer:	Argonaut
Featured In:	*EGM* #133
Players:	1
Supports:	Dual Shock
Best Feature:	The groovy Latin inspired music
Worst Feature:	David Spade's impersonated voice
Web Site:	www.playstation.com

I really must give credit to Argonaut for putting together a game that totally captures the mood and spirit of the movie it's based on. The Emperor's New Groove is filled with wit and sarcasm, just like the big-screen original. And I happen to enjoy that. It even manages to make light of traditional video game shortcomings, which made me chuckle. As for the actual game, it can best be described as Spyro, but not as good. Graphics are solid (it uses an enhanced version of the Croc engine) and the music is sweet (I totally dig the Latin sound), but the gameplay is a bit of a mixed bag. There are a lot of great platforming elements to be found, but then there's a lot of elementary "put the rock on the button so the door opens" type stuff. Which isn't so bad except that it's repeated throughout. Thankfully there is a lot of variety to the stages (such as overhead scenes, racing areas and stealth scenes), so you never get bored. **If you dig the movie, definitely check this game out.** Or, if you're just looking for a new platformer, check it out too. I enjoyed it. **Sam**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	6	6

Gundam Battle Assault

Publisher:	Bandai
Developer:	Bandai
Featured In:	*EGM* #138
Players:	1-2
Supports:	Dual Shock
Best Feature:	Nice animation
Worst Feature:	Plodding gameplay
Web Site:	www.bandai.com

There is a small but dedicated group of gamers who must get their hands on any and all mech games. If you don't fall into this category, skip Gundam—it'll do nothing for you. If you *are* hardcore into mechs, this is a fine addition to your collection, just don't expect to be playing it much past the first day of purchase. It's a bare-bones, one-on-one fighter that has the look of an old-school Neo•Geo cart. **The hand-drawn characters have been carefully crafted and are beautiful; shame that they control like they're stuck in mud.** A fighting game should, above all else, provide players with deep control mechanics and comfortable maneuverability, and this one fails on both counts. Walking seems to take an eternity, and punches and kicks never connect as quickly as they should. These problems lead to lots of projectile face-offs, which get boring fast. The different mech builds offer substantial variety, but none of them have any real personality. There are plenty of solid PS games still hitting the market during these twilight years...and this ain't one of'em. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	3	3

HBO Boxing

Publisher:	Acclaim
Developer:	Osiris Studios
Featured In:	*EGM* #137
Players:	1-2
Supports:	Dual Shock
Best Feature:	Fighters lock up realistically
Worst Feature:	Sub-lackluster gameplay
Web Site:	www.acclaim.com

By nabbing the HBO license, Acclaim has managed to corral all the professional boxers that EA and Codemasters (Mike Tyson) hadn't already claimed. Too bad it doesn't do them much good. While the menus boast the flashy HBO regalia, that does nothing to conceal the game's tepid gameplay. In a unique twist to a boxing game, you toggle which hand you want to throw the punch with by whacking the L1 button on the control pad. It's a neat idea, and frees up the main buttons to act as a wider variety of punches. The catch is that the collision-detection is so crappy that **half the time you punch *through* the opposing boxer**, and don't even hit him (or her, as there are female boxers as well). The boxers themselves at least lock up with each other, unlike some other boxing games, but that doesn't keep each fighter from looking like they just swallowed a bag of morphine. Tiny touches like the between-round injury indicator are cool, but the game doesn't even offer analog control for Pete's sake! Just a substandard game in general. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	4

King of Fighters '99

Publisher: Agetec
Developer: SNK
Featured In: N/A
Players: 1-2
Supports: Dual Shock
Web Site: www.agetec.com

Best Feature: The graphics are great for a PS game
Worst Feature: Characters feel a little stiff

Unlike the Dreamcast version of this game, King of Fighters '99 feels completely at home on the PlayStation. In fact, it comes off quite impressive, a stark contrast from the good but "could have been so much more" Dreamcast release. Even though they're not 3D, the backgrounds in here are nice-looking, and change (sometimes drastically) between matches. The control is near-perfect, the animation is just about on par with the DC version, and the special attacks look no worse. **I enjoy the way you pick character order on this version more**—by assigning fighters to different buttons, you can secretly select the order. Great for one-on-one matches. To make up for the lack of 3D backgrounds, SNK added some cool exclusive extras for PlayStation owners, and even though some of them are lame (I really don't care about listening to character voices), others like an art gallery and color edit mode (similar to the one in Capcom vs. SNK) are really grand. While KoF '99 might be technically superior on the DC, I actually had more fun with this one. Go figure. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	9

Power Spike Pro Beach Volleyball

Publisher: Infogrames
Developer: Carapace
Featured In: *EGM* #136
Players: 1-4
Supports: Dual Shock
Web Site: www.infogrames.com

Best Feature: Easy to jump right into
Worst Feature: Sloppy, irritating control

OK, I thought...babes, beach, bikinis, this can't be all bad. I mean, we're not afraid to boot up a game for the booty call factor, right? Well, after this one, I am afraid. The funny part is that I almost liked it. Once you get over the disappointment of the sandstorm-influenced visuals (Gabby looks pretty shabby), the action takes center stage. Now, I'm all for simplistic controls, a la Mario Tennis, which allow players to feel pretty good at the game almost immediately. **The problem here is that there's really no room for improving your skills due to some maddeningly inconsistent controls.** Sometimes you'll hit the button and your player will dive for the ball. Sometimes you hit it and nothing, nada, zilch. Too often I watched my player stand right next to the ball while I hit the button in vain. Two-player action against the CPU is pretty fun, but is ultimately stunted by the lack of depth. Win a tournament or two and be done with it. Infogrames had the right idea in going for the old NES volleyball feel, but that hair-trigger responsiveness is missing. **Dan**

VISUALS	SOUND	INGENUITY	REPLAY
4	5	5	3

Sheep

Publisher: Empire Interactive
Developer: Mind's Eye Prod.
Featured In: *EGM* #134
Players: 1-2
Supports: None
Web Site: saveoursheep.com

Best Feature: Old-school graphics and gameplay
Worst Feature: Perhaps a bit too old-school for the price

If this game were one of those $10 value titles, I'd buy it. Heck—a simple, addictive game for that much? Some $40+ games don't yield that much enjoyment. Sheep isn't flashy—these graphics probably could've been done on the Genesis—but its gameplay is cut from the same cloth that made games like Zombies Ate My Neighbors and Haunting Starring Polterguy fun all those years ago. These days, that only gets you halfway. The object is to guide a herd of Sheep toward the exit in a variety of themed worlds while avoiding pitfalls and traps. Sound effects and music are pretty minimal and repetitive—do we need the repeated screeching when someone's talking to you? Plus if you die, you're forced to load a game. So if you haven't saved for a few levels, you'll have to play them over again. Instead of a two-player cooperative or competitive game, there's just a little soccer minigame. Perhaps **some more multiplayer games and polish would've made this an attractive option.** A good rental for those who don't want long-term involvement with a game. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
5	2	8	6

Monster Rancher Hop About

Publisher: Tecmo
Developer: Tecmo
Featured In: N/A
Players: 1–2
Supports: None
Web Site: www.tecmoinc.com

Best Feature: Simple, quirky fun
Worst Feature: Not much variety in gameplay

I can see it now. Some of you out there are undoubtedly looking at this score, scratching your melons, and wondering how in tarnation a game staring Suezo & Co. hopping about on pogo sticks could possibly rate so high. After all, the game is absurdly simple: It's basically a collection of 100 different timed levels in which you race to the end, using power-ups to your advantage and avoiding the many gaps and holes in the platform. And the control consists of nothing more than using the D-pad to steer your monster. But **after just a few moments, doubt gives way to delight, as I found myself wanting to get through "just one more" level of this quirky action/puzzle hybrid**. Still doubtful? Well, consider this: I haven't had sore thumbs from a game in a long time (that's a good thing). Nor have I seen, in quite a while, people twisting and gyrating so much, using the ol' body English, jockeying for advantage in the highly competitive two-player mode. It's far from revolutionary, but it's definitely a great game if you've got a few hours to kill. **Gary**

VISUALS	SOUND	INGENUITY	REPLAY
6	7	6	8

Ready 2 Rumble Round 2

Publisher: Midway
Developer: Midway
Featured In: *EGM* #135
Players: 1-2
Supports: Dual Shock
Web Site: www.midway.com

Best Feature: Secret characters
Worst Feature: Kinda sluggish feel

It's so hard to score R2R2 fairly when it already has made appearances on the next-gen circuit. I don't want to compare apples to oranges, but the PS2 has some damn sweet oranges. But let's stick to the point, if there is a point, which I think there is. Oh, the point is **you've played this game before, and I think it was called Ready to Rumble.** It was a pretty good game, with funny characters, which you might pop in from time to time when you have friends over. This year's version is no different. It's arcade gameplay through and through. Career mode offers some minigames, but they aren't all that great. Nope, the greatness lies in beating the tar out of one opponent after another. You can mete out beatings with the help of new rumble flurries (which knock your foe completely out of the ring) and added combos, but it's nothing too new. Secret characters include Michael Jackson, Shaquille O'Neal and a host of others. What it all comes down to, though, is that R2R2 is decidedly average, and deserves nothing more than a rental at best. **Dan**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	4	4

Super Bust-A-Move

Publisher: Acclaim
Developer: Taito
Featured In: *EGM* #137
Players: 1-2
Supports: None
Web Site: www.acclaim.com

Best Feature: Addictive two-player mode
Worst Feature: Sometimes annoying voices

There have been roughly 7,943 incarnations of Bust-A-Move over the past few years, on every system from the Neo•Geo to the Saturn, so it's probably not too surprising that **this new PS2 version doesn't rethink the basic premise of the game**. What Super BAM does do is compile a bunch of the little extras each new edition has offered, adds a couple of its own, and wraps the whole thing in a fresh coat of bright, glossy graphics. Moving conveyor belt walls, exploding balls that turn everything around them the same color, tiny balls that become normal size only after they hit another—there are all kinds of neat gizmos to fool around with here. There's also a huge number of single-player puzzle levels (classic-style and new), plus Vs. CPU and three different kinds of two-player matches. Which character you choose in Vs. mode matters too—each has his/her own selection of balls to dump on their opponent. Of course the PS2 could run five Super Bust-A-Moves and still have horsepower to spare, but it is just a puzzle game, after all, and a pretty good one at that. **Mark**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	7	8

Driving Emotion Type-S

Publisher:	Square EA
Developer:	Escape
Featured In:	*EGM* #129
Players:	1-2
Supports:	Dual Shock 2
Best Feature:	Lots of cool, licensed cars
Worst Feature:	Like driving on ice with slicks
Web Site:	www.squaresoft.com

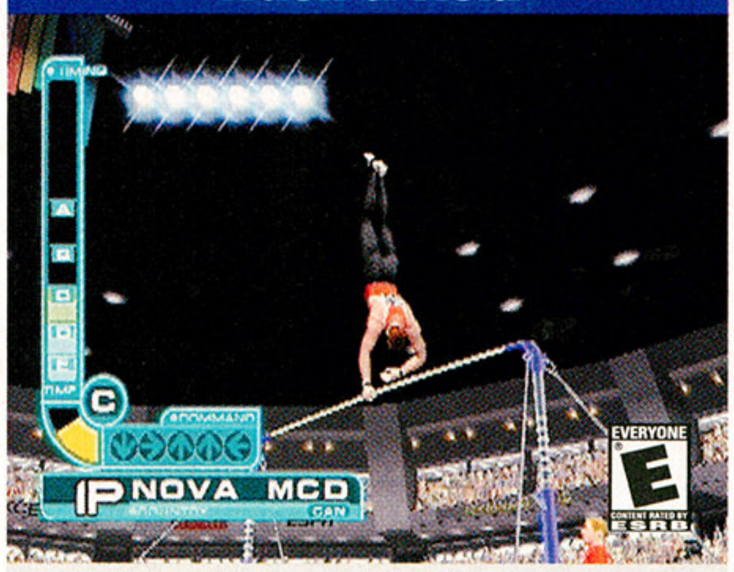
I actually had to create a whole bunch of new four-letter words to express my frustration while playing Type-S. And I'm Canadian! I'm not sure why Square feels the need to delve into different genres like this. Once in a while they get it right, but in many other cases they completely miss the mark. Well, I guess that's a little harsh. Driving Emotion does have its merits. It features some pretty sweet car models and solid graphics (although it definitely has that first-generation look to it). The different tracks all look pretty unique and the setup options on each car are extensive enough that those of you who love to tinker in these games will be satiated. That is, until you learn that almost **nothing you do will make it feel like your car has any real grip on the road.** The rear wheels simply have no traction at all. It results in having to weave down every straightaway, constantly correcting and recorrecting for your ill-handling machine. It's unforgivable, and makes the first part of the game so frustrating you'll wonder if it's even worth continuing. The irony is that once you unlock some of the better cars (especially the Boxster), the game becomes a tad too easy. That's assuming you're finally comfortable with the horrible control. Basically what it comes down to is this: if you've played the hell out of GT2 and Sega GT, you might consider getting this if you absolutely must have another racer before GT3 hits. I'd just wait. **Greg**

I am not having any fun. I'm still somewhat impressed with the graphics, and I'm digging the sound, but I don't have the muscle control in my left thumb to be able to control this effectively. I can appreciate that the developers wanted to make this "realistic," and I can appreciate that driving sports cars at high speeds is challenging...but I don't think anyone can comfortably argue that a racing game should be this sensitive and twitchy. It sucks all the fun out of it. The sense of achievement gained from winning a cool car like the Alfa GTV is completely taken away when you keep crashing the damn thing. Wait for Gran Turismo 3 instead. **John**

I still haven't decided whether I like this game or not. On the one hand, you've got some amazing, innovative graphics. The detail in the inside view of each and every one of the cars is really impressive, and the visual effects are stunning. Plus, the game's hard as hell—easily one of the most challenging racers around—and has a fair number of tracks and some slick cars. **But the handling is so godawful that most people are likely to walk away before the first race even ends**. Sure, once you learn to handle the touchy controls you really feel like you've accomplished something, but that's not the kind of challenge that makes a good game. **Joe Rybicki**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	6

ESPN International Track & Field



Publisher:	Konami
Developer:	Konami
Featured In:	*EGM* #135
Players:	1-8
Supports:	Dual Shock 2, Multi-tap 2
Best Feature:	Graphics
Worst Feature:	Repetitive gameplay
Web Site:	www.konami.com

I like games that are fun right out of the box, no options necessary. That said, ESPN International Track and Field assumes a couple of things in order to be fun. It assumes that a) you will buy a Multi-tap; b) you have three friends willing to play ITF; c) you will all practice and get decent enough at each event to make a real competition out of it all. That's asking a lot. I can accomplish those goals here at *EGM*, where we stop at nothing to get the best gameplay experience possible™, but that's the exception. In any case, if you do meet the above requirements, you will have some short-lived fun with ITF. The gameplay harkens back to the PS one version, which recalled the old arcade classic. **Basically you mash buttons until you're about to have a seizure. Then you mash 'em some more.** Konami spared us a bit by breaking up the action with some serene Trap Shooting and Rhythmic Gymnastics, but don't worry, because you'll be back to mashing 'em good in no time. WHHOOOOHOOO! I love mashing those buttons! If you're beginning to feel like I actually got bored and tired of reducing my fingers to aching nubs, then you're beginning to understand. It's not Konami's fault really, because the game is beautiful and the presentation is very good (NBC has nothing on Konami). It's just that it is what it is—Track and Field with a pretty new look. Button tappers of the world, unite! **Dan**

It's hard to imagine that Konami could screw up a game with such simple game mechanics, but that's exactly what they've done. Track and Field looks nice, but it's frustrating to play. **Controlling some of the events is supremely annoying**, thanks to the obnoxious button combinations you have to hit while mashing for speed. A few of the events have simple controls, but they rarely give you the feeling that you're actually doing anything. The sluggish player animations are another sore spot. Sometimes they don't seem to react well to your presses, and it makes timing a pain in the ass. It's just not worth the Carpal-Tunnel Syndrome to play this. **Kraig**

I love the Track and Field games but man, what were they thinking with these new button configurations? The original setup utilized two buttons for power and a third *neighboring* button for release, or jump, or whatever. All the vital buttons were nice and close for quick access. Now you're supposed to hit L1, R1 or, in some cases, the direction pad to release? This makes no sense to me. Do they expect us to use our pointer and middle fingers to roll the buttons? **Geesh, talk about awkward**. I still have an affinity for the T&F line, but I wish they would've figured out a different way to shake things up. It's cool they tried to make it better but I prefer the old way. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	4	5

ESPN Winter X Games Snowboarding

Publisher:	Konami
Developer:	Konami
Featured In:	*EGM* #137
Players:	1-2
Supports:	Dual Shock 2
Best Feature:	Fast and smooth
Worst Feature:	Hard
Web Site:	www.konami.com

If systems have to be defined by the genres they excel in (RPGs on SNES, fighters on Saturn, etc.), then let it be known that the PS2 is currently home to the best damn snowboarding titles out there. I haven't enjoyed a snowboarding game since 1080, and now the PS2 has delivered two (SSX and this) powder-packed beauties within a month of its release. **ESPN Winter X Games Snowboarding is a topnotch representation of the sport, and excels in every gameplay department.** The only "buyer beware" statement I will make is that this game is tough. The learning curve is steep. You will fail miserably from time to time. If your ego can handle that, and you don't have a pressing immediate gratification complex, then you'll be fine. There are too many modes to mention, but the create-a-boarder option is hyper-detailed and very cool. Once you're into the game, sit back and enjoy a mercury-smooth framerate, wind-rippled clothes and animated faces. Backgrounds are a tad generic, but that's forgivable. Presentation is well-done in ESPN-esque fashion, with real riders and real sponsors, including Oakley (thanks for the shades) and Nike (thanks for the shoes). Jokes aside, this title is serious fun, with a slight emphasis on the serious part. It's not over-the-top fun in the same way that SSX is, but it offers a lasting, and different, experience that should please most any gamer. **Dan**

ESPN Snowboarding is brutal at first. The control scheme is realistic, which doesn't always mean fun. If you don't perfect the art of carving, your boarder will constantly be losing speed. That's not a good thing, and with somewhat short levels, can cause an instant restart. **I appreciate what they tried to do with the realism of it all, but to me this game is more challenge than fun.** It's not that the control is bad or slippery, it's just damn hard. The ESPN license is put to use very nicely, and I love the career mode they included. If you're looking for something a bit more demanding, give this game a shot, otherwise stick to SSX. **Dean**

I've gotta commend Konami for nailing every detail of what, on the surface, seems like a pretty elementary sport. You can customize everything from your stance angle to your goggles, and build up the credit to buy new junk by competing in realistic speed and trick trials. I was glad to hear Strung Out and Riverfenix on the soundtrack, but music doth not a game make, unfortunately. It's a much more serious and comprehensive title than SSX, but the foundation of the game, **the snowboarding itself, just isn't on**. It lacks the speed, control and excitement that made SSX such a kick to play. This one's more for boarders than it is for gamers. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	8

Silpheed: The Lost Planet

Publisher:	Working Designs
Developer:	Treasure/Game Arts
Featured In:	*EGM* #137
Players:	1
Supports:	None
Best Feature:	Freakin' intense graphics
Worst Feature:	No technique to the gameplay
Web Site:	www.workingdesigns.com

Howey Cwah, da gaficks ah amashin! (CLOP!) Er, sorry about that, my jaw was on the floor—as I was saying, Holy Crap, the graphics are amazing! **Silpheed is easily the best-looking shooter ever, and one of the best-looking PS2 games, in any genre, so far**. If you think a standard old-school shooter can't benefit from the power of new hardware, wait 'til you see this game—intense backgrounds, huge, nasty bosses, and some eye-popping lighting effects that haven't been possible before on other systems. But the gameplay underneath this fresh coat of paint—even if it is a freakin' amazing coat of paint—is disappointingly plain. There's no way to power-up your shots or really alter your ship in Silpheed. You do choose two weapons from a few different choices (which increase as the game progresses) twice each level, but experimenting with different weapon combos isn't exciting or rewarding enough to bring you back to the controller long-term. There's also really no play mechanics—you get a bigger bonus for killing enemies closer to your ship, and that's it. Dodging bullets, learning levels, and figuring out the best way to beat the bosses is fun, but it doesn't last. And although WD has done an excellent job with the U.S. version, removing almost all the slowdown and making it a much more challenging game, it still only lasts a couple days at most. A must-rent, but not worth a purchase. **Mark**

Being a big fan of the Sega CD version of Silpheed and of Treasure in general, I was really looking forward to this PS2 shooter. Unfortunately **this update does little to advance the series** other than adding some gorgeous graphics to what was already a pretty stale game engine. Although there are a lot of weapons to earn as you play, there's just no depth. Not a power-up to be found, and the PS2 version of Silpheed doesn't even bother with the special weapon system from the Sega CD game. Basically, you fly and shoot. That's fun for a little while, but Silpheed just doesn't have anything that makes it worth more than a rental fee. **Greg**

This brings back memories of 1994, sitting in front my Sega CD, jaw to the floor watching the visual splendor that was the original Silpheed. Fast forward six years, and here I am playing the PS2 Silpheed. It's a very similar experience—great graphics, classic shooter gameplay, radio chatter going on in the background, and gaining weapons with limited usefulness. Shooters have evolved past that since the original's release. Graphics are amazing, but sometimes you feel like you're seeing repeated textures. It's damn difficult just like the first one too, so prepare to die a lot at the very end of a stage (usually the boss). **Good, but I expected more.** **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	4	5

Top Gear Dare Devil

Publisher:	Kemco
Developer:	Papaya Studios
Featured In:	*EGM* #137
Players:	1-2
Supports:	Dual Shock 2
Best Feature:	Decent city design
Worst Feature:	Cars handle poorly
Web Site:	www.top-gear.com

I couldn't help but think of Crazy Taxi when I first fired up TGDD. They're similar in some ways: urban environments, free-roaming, bumper-car physics, time constraints, etc. I only wish the overall game was as good as Crazy Taxi. Most of the problems are control-related. I hesitate to even call them problems, but given the effect loose handling has on a driving game, it's a bit more than a minor flaw. In the beginning you're given a bubble car—a tiny vehicle better suited carrying clowns around a circus than ram-rodding through heavy traffic. You expect a clown car to handle like crap, but when each successive vehicle is only a mild improvement, the red flags start to wave. Accurate, controlled power-sliding is a necessity in a game like this. **Unfortunately these cars understeer like mad.** In layman's terms, when braking into a corner they tend to keep traveling forward rather than tossing out the back end as in "power-slide." And given the importance of driving from point A to point B quickly, slowing down to creep around the turns is counter-productive. To make matters worse, the framerate is not terrifically fast. The game is not a total loss by any means but it could've been better. Multiplayer, eh, it's OK I guess. Pass the bomb and Coin Collect are not super original but they're still fun. As I've said many times this month—rent before you buy. If you're interested, you can probably get your fill from a two-night rental. **Dean**

Any racing game that lets you trash an entire metropolitan area has to be great, right? Well, not exactly. When I first started to run over phone booths, gas pumps and newsstands, I thought this could be something special. Unfortunately, it turned out that this was the only thing Top Gear excelled at. In some ways, the playful carnage mimics Crazy Taxi, but it's not even 1/10th as intense or fun. The game moves at a very methodic rate. Right when you get up to a decent speed, you either get caught in traffic or have to make a tight turn. If you make the wrong one, you're screwed, so **basically it tests your ability to drive while reading a map. Yawn.** **Kraig**

Part Midnight Club, part Crazy Taxi, TGDD has you competing primarily against the clock. Not a racer, but rather a driving game with checkpoint/collection objectives, it has a unique charm to it. Maybe it's the unlikely-hero-type cars (little European rattletraps, mostly) or the joy of darting through store windows in various cities around the world. The title's a bit misleading—there's not so much daredeviling going on, but rather a whole lotta crashing and fishtailing. The control is undeniably difficult, and **if I have to drive through San Francisco in one more racer, I'm gonna to start praying for earthquakes**. TGD is kind of an acquired taste; rent it first. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	6

Donkey Kong Country

Publisher:	Nintendo
Developer:	Rare
Featured In:	*EGM* #133
Players:	1-2
Supports:	Link Cable
Best Feature:	Faithful to the SNES game
Worst Feature:	Graphics are pretty messy
Web Site:	www.nintendo.com

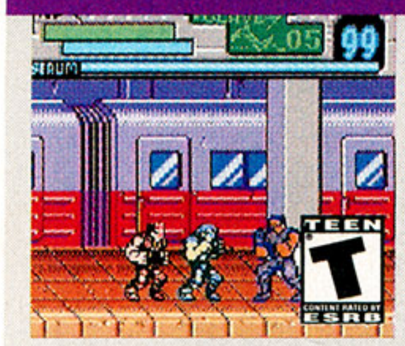
My hat's off to Rare for this respectable translation of one of the most technically advanced SNES titles of its time. Despite the valiant effort, though, there's no denying **DKC just doesn't look all that great on the GBC screen.** I think I prefer the NES-to-GBC translations with their solid, colorful sprites to the dithered, messy characters offered up here. Still, you can't argue with the quality platforming action this game provides. Though a few of the levels have seen some cosmetic changes in order to save memory, Diddy and Donkey Kong don't appear on the screen simultaneously anymore, and the sweet weather effects found on the SNES cart didn't make the cut, Donkey Kong Country on the GBC is a virtual carbon copy of its older brother, which is a mixed blessing. To offset the limitations of this port, Rare even added a couple minigames to DKC that employ the oft-ignored Link Cable. Unfortunately they aren't a whole lot of fun, but a decent diversion I suppose. My only other real gripe with Donkey Kong is that Rare didn't tweak some levels enough to deal with the small screen. In particular the minecart levels can be a real pain when they get going fast. Noticing that next break in the tracks or the upcoming wreckage in time to jump it can become very difficult—more than it has to be, in my opinion. Thanks for the effort, Rare, but how about saving the rest of the SNES remakes for the Game Boy Advance, mmmkay? **Greg**

On the Super NES, Donkey Kong Country was never as engaging as a Mario side-scroller, but it still dished out good fun. And now that it's been stripped down for the GBC, the fun here has been, well, stripped down a tad, too. It's not that the game is less impressive from a visual standpoint. Sure, it may lack the parallax scrolling or crystal-clear detail of the 16-bit original, but DKC still looks damn fine on the GBC. It's almost too fine; enemies often blend into the hyper-detailed backgrounds when the screen scrolls, making for a few cheap deaths. Still, the control here is rock-solid, and you get **enough bonus features to make this trip worth taking again.** **Crispin**

DKC was great in 1994 because its graphics were the best anyone had ever seen actually *in* a game. Gameplay itself was pretty standard platform fare, and it took a backseat to the graphics. So maybe it **would've been better to hold this one until Game Boy Advance** when they could get the graphics exact. The detail that made our collective jaws drop back in the day is limited by the GBC, and what is there occasionally makes it difficult to see enemies on this small a screen. What we're left with is the standard platform bit, which admittedly wasn't that exciting to begin with. Good for a 10-minute stroll down memory lane. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	4	4

Blade



Publisher: Activision
Developer: HAL Corporation
Featured In: *EGM* #135
Players: 1
Supports: None
Web Site: www.activision.com

Best Feature: Detail visuals
Worst Feature: Tiresome gameplay

Ten years ago, coin-op cabinets like Bad Dudes and Vigilante ruled the arcades. Had Blade been released in that time and place, it probably would have found a receptive audience. Today, it comes off as **a tiresome retread of a dead genre.** Gameplay is comprised of little more than fighting off endless hordes of identical enemies with your fists. In the heat of battle, your virtual Wesley Snipes moves sluggishly, and has one helluva time blocking the swarms of villains who charge him. There is a button for deflecting attacks, but it never seems to work when you need it to. The challenge level ranges from too easy to impossible—the early stages are snore-inducingly simple, but as you progress, you'll encounter enemies capable of slicing off half your energy in a single blow. This is tough to deal with when you're only given one life per game. The graphics look good, I'll give it that, but with so little substance behind the flash, who cares? Oh, and if you do pick this up, have a pencil handy when you play...passwords are 13 digits long. Pass.

Ethan

VISUALS	SOUND	INGENUITY	REPLAY
7	7	2	3

Chicken Run

Publisher: THQ
Developer: Pathe
Featured In: N/A
Players: 1
Supports: None
Web Site: www.thq.com

Best Feature: Strategic game play
Worst Feature: Choppy animation

The PS Chicken Run uses Metal Gear Solid as its template for game control, so I was fully expecting this GBC release to emulate Solid Snake's handheld adventure. No such luck. Instead, **we get a cart that plays like an isometric Lemmings.** This is fine, provided you're not looking for a gaming experience that's big on action. With a handful of household objects at their disposal, fowl protagonists Ginger and Rocky have to hustle a posse of chickens past the iron gates of Tweedy farm. Dogs, spotlights and security cameras stand in their way, providing for a substantial level of tension. Unfortunately, when your birds are evading these perils, they move as if strobe lights are flashing above them—chop, chop, chop. A shame, but at least the music is catchy (it will float around in your head long after you've turned off your Game Boy). Something to consider before buying this for your little brother: Despite the license, adults will enjoy this title more than children will. The strategic gameplay and slow pace will likely put off most of the tykes.

Ethan

VISUALS	SOUND	INGENUITY	REPLAY
5	6	7	6

Donald Duck: Goin' Quackers

EGM SILVER — EDITORS' CHOICE AWARD

Publisher: Ubi Soft
Developer: Ubi Soft
Featured In: *EGM* #132
Players: 1
Supports: None
Web Site: www.ubisoft.com

Best Feature: Tight play control
Worst Feature: No battery backup

Leave it to Ubi Soft—the creators of the sublime Rayman series—to show Game Boy Color developers how a real platform game should be made. Fans of the genre should rejoice at the release of Goin' Quackers, a cart good enough to make Nintendo's pocket-sized system your console of choice for days on end. The story: Daisy has been kidnapped, and Donald must traverse five masterfully designed worlds to find her. Play mechanics are an interesting pastiche of everything that has worked before in the best of the run-and-jump games: Our feathered friend powers up on temper pellets like Bonk, explores multi-tiered levels like Sonic, and butt-stomps like Mario. Few titles better showcase the strengths of this aging Game Boy hardware—the graphics on display here shouldn't be possible to wring from an 8-bit unit. **Surprisingly fluid animation and vivid color put this one in an aesthetic league comparable to the classic Sega Genesis carts bearing Donald Duck's name.** Portable games rarely get better than this.

Ethan

VISUALS	SOUND	INGENUITY	REPLAY
9	7	7	8

Cannon Fodder

EGM SILVER — EDITORS' CHOICE AWARD

Publisher: Codemasters
Developer: Codemasters
Featured In: N/A
Players: 1
Supports: None
Web Site: www.codemasters.com

Best Feature: Clever gameplay....
Worst Feature: Really needs a mouse

This was a popular title on PCs in the early '90s, and it ports really well to Nintendo's handheld unit. Like Worms and Hogs of War, Cannon Fodder is an action/strategy game with a sense of humor. A simple but elegant interface keeps you from having to control soldiers directly; just indicate where you want them to go with a cursor and fire at enemies as they approach. This may sound limiting, but it's easy to get used to, and ultimately provides for a level of flexibility that Sarge's troops in Army Men could only dream of. **The learning curve is dead-on— stages are always challenging, but rarely get frustrating.** The quality of the audio/visual presentation matches the solid play: Menus are beautiful, top-down backdrops are painstakingly detailed, and voice samples are clear and crisp. An episodic structure allows you to play comfortably in short spurts (lunch breaks, etc.). The game's only substantial fault lies in having to move your cursor with a digital pad...it's tricky, but you adjust to it. On the whole, a great package if you're into military action.

Ethan

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8

Dave Mirra Freestyle BMX

EGM GOLD — EDITORS' CHOICE AWARD

Publisher: Acclaim
Developer: Neon Studios
Featured In: N/A
Players: 1-4
Also Try: Tony Hawk 2
Web Site: www.acclaim.com

Best Feature: Modes, levels, tricks...so much to do!
Worst Feature: Courses are a bit small

I had my doubts about Dave Mirra BMX after playing THPS2, but not anymore. **It's one of the best Game Boy games I've played in a while.** Not only are the graphics and sound above-average, the control is unbelievable, and each impeccably designed level offers a good number of opportunities for sweet combos. The game is filled with all sorts of extras. For example, you can pick up new tricks in some levels, find special bonus point icons and more. You can also win different types of special medals for completing tasks in each level (for example, if you complete all three challenges in one go). By obtaining these medals or exceeding a set number of points, new features, levels, tricks, bikes and more can be opened (including a cool replay mode to see a pro pull off some crazy combo moves). And get this: It even has a variety of two- to four-player modes! You don't see this sort of depth in Game Boy games that often. The only gripe is the size of the levels. If some of them were just a tad bigger, the game would be near-perfect. Other than that, it's golden.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
8	8	10	10

The Emperor's New Groove

Publisher: Ubi Soft
Developer: Sandbox Studios
Featured In: N/A
Players: 1
Supports: None
Web Site: www.disneyinteractive.com

Best Feature: Catchy tunes
Worst Feature: Barren visuals

Here is a textbook example of a perfectly average 2D platform game. The Emperor's New Groove features solid control, serviceable graphics and a reasonable challenge level, but absolutely nothing in it stands out as interesting or inspired. Barring the license, **there is no compelling reason to choose this game over any of the other character-driven action titles available on the Game Boy Color.** This is a shame, given the rich potential of the source material. Development studios have managed to create gold from Disney properties before (just look at this month's GBC edition of "Donald Duck" as an example), so what went wrong here? For starters, every level feels exactly like the one that came before it. Boss fights aside, there is no variety in gameplay. The game's pace is oddly lethargic: The llama you control trots along at a stately pace, as if wanting to take in the scenery as it passes. Not that there is much to see—backgrounds are surprisingly lacking in detail. Most gamers will want to look elsewhere for their Disney fix.

Ethan

VISUALS	SOUND	INGENUITY	REPLAY
5	7	4	5

EDITORS' CHOICE AWARD
EGM SILVER

Little Nicky

Publisher: Ubi Soft
Developer: Digital Eclipse
Featured In: *EGM* #136
Players: 1
Supports: None
Web Site: www.ubisoft.com

Best Feature: Wicked sense of humor
Worst Feature: Too short

It's rare to come across a GBC title that isn't geared toward the under-12 set. **Little Nicky is a crude, raucous platformer designed with mature players in mind.** The game is loaded with toilet humor and sexual innuendo, establishing a tone that's right in line with the Adam Sandler film. Surprisingly, the cart's appeal doesn't hinge solely on this selling point; in addition to the gags (which are often quite funny), you get a very solid action game with near 16-bit quality graphics. Nicky moves with the grace of a hand-drawn cartoon, and the environments he traverses are filled with intricate details (hell never looked so terrific). Equally impressive is the quality of the audio—there's generous helpings of voice samples, and the heavy-metal soundtrack of the movie is capably emulated. Level designs are well-conceived; each stage presents a unique set of challenges. And, as icing on the cake, you also get a set of entertaining minigames to play. Simply said, the quality of this title will astound you. It's a bit short, but worth checking out nonetheless. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
9	9	8	7

Powerpuff Girls: Paint the Townsville Green

Publisher: Bam!
Developer: Sennari Interactive
Featured In: N/A
Players: 1
Supports: Link Cable
Web Site: www.bam4kids.com

Best Feature: Battery back-up
Worst Feature: Hideous graphics

This is the kind of title that gives the Game Boy's software library such a bad reputation. For every "Wario Land 3" that comes our way, we have to suffer through a dozen creatively bankrupt licensed action/platform games just like this. **The developers do not get a single thing right here—the level layout is messy, the control is awkward and unresponsive, the music is monotonous, and the graphics are inexcusably poor.** Adding insult to injury, two additional Powerpuff carts are being released as this one hits store shelves, and the games are virtually indistinguishable. Barring a different lead figure (this one gives us Buttercup), each package presents the same lame villains and brain-dead play mechanics. A trading card feature is included, but you can only use it with players who own the same version of Powerpuff that you do. What's the deal with that? The product's sole redeeming feature is battery backup, relieving the need for a 16-digit code. But who cares when the darn thing isn't worth playing, anyway? **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
1	2	1	1

Tony Hawk's Pro Skater 2

Publisher: Activision
Developer: Natsume
Featured In: *EGM* #134
Players: 1
Supports: Game Boy Printer
Web Site: www.activision.com

Best Feature: Feels more like the big version
Worst Feature: Control still doesn't feel right

The first Tony Hawk on the GBC was basically a joke—it didn't capture anything from the PS version. **Thankfully, Natsume seems to have learned from past mistakes, as this sequel actually feels more like its PS cousin.** However, it still doesn't capture that special *something*. But before you get your panties in a bunch asking, "How can a Game Boy version of a PS game ever come close to the original?", I say go play Dave Mirra BMX on GBC. But getting back to THPS2, the levels are split up between two types: a side-view skate park style, and a wide-open anything-goes variety. The skate park levels offer a decent number of challenges and combo opportunities, but are often too small. The wide-open levels are much more enjoyable, but have one major problem: Judging jumps and grinds in this sort of pseudo-3D space is annoyingly difficult. Still, while the game doesn't offer many options or modes of play, it has plenty of levels and pro skaters (with a ton of real moves) to choose from. It even gives you the option of printing out your passwords. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	9

Powerpuff Girls: Bad Mojo Jojo

Publisher: Bam!
Developer: Sennari Interactive
Featured In: N/A
Players: 1
Supports: Link Cable
Web Site: www.bam4kids.com

Best Feature: Graphics bring back fond memories of the Colecovision
Worst Feature: Poor control

Why is it that every game geared towards a female audience ends up being terrible? **Powerpuff Girls is nothing more than a piece of plastic with a licensed sticker slapped on it.** This virtually unplayable platform game puts you in control of Blossom, a short, squat little girl with super powers. She can fly and shoot paralyzing bolts of energy at villains, but unfortunately, she can't jump, making item acquisition an unbelievable chore. Which is a real problem when you have to collect hundreds of trinkets from level to level to complete the game. Oh, and she can't walk either, she "floats" in the air, making every move feel like it's being performed on ice. Every stage has branching paths, a theoretically interesting idea that goes terribly wrong here. Since the sparsely decorated backgrounds make it nearly impossible to distinguish one room from another, you'll constantly find yourself running around in circles, having no idea where to go next. The game is pretty short, but no matter—you'll never feel compelled to play past the second stage. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
1	2	1	1

Road Champs BXS Stunt Biking

Publisher: Activision
Developer: Hot Gen Studios
Featured In: *EGM* #137
Players: 1
Supports: None
Web Site: www.activision.com

Best Feature: A dizzying number of available tricks
Worst Feature: The confining 2D camera

Activision continues to milk the success of Tony Hawk with yet another entry in the extreme sports genre. On the PlayStation, the best of these games hook players by combining deep, highly intuitive control mechanics with realistic 3D environments. BXS Stunt Biker gets the first part of this down with a surprising level of success; **it's amazing to see how many tricks and combos can be pulled off using only two buttons and a digital pad.** Unfortunately, hardware limitations confine gameplay to a 2D plane. The lack of a dynamic camera predictably lessens any sense of risk or drama—steep falls are not very daunting when they are presented from a side view. If you can get past this, you'll find that there is a lot to like here, but know in advance: The game has a sharp learning curve. The developers have dealt with this issue admirably, offering a well-designed series of training courses (shame that they *must* be completed to access tournament and career modes though). If you're a fan of the sport, you'll definitely get into this. **Ethan**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	7

X-Men Mutant Wars

Publisher: Activision
Developer: HAL Corporation
Featured In: N/A
Players: 1
Also Try: X-Men Mutant Academy
Web Site: www.activision.com

Best Feature: You can control a number of X-Men
Worst Feature: Repetitive levels and fighting

Remember those Marvel Superhero games Acclaim made way back when? You know, the ones that sucked? Well, X-Men Mutant Wars is along those lines unfortunately, except published by Activision. Granted, it's not as repulsive as Fantastic Four or Ironman/XO Manowar, but it has some problems. First, while each level features different types of enemies and scenery, the basic concept remains the same: As your choice of X-Man, you work your way from left to right, fighting mindless drones, avoiding flying objects, eventually making it to a boss. To spice things up, you have to find a key before leaving the area. It's that sort of thing again and again. The mindless drones do become a bit smarter, often wielding axes and other such weapons in later levels, and the flying enemies and bosses turn up the difficulty, but overall it's not challenging. In its defense, each character has a number of moves, and there are plenty of X-Men stars, both heroes and villains. But chances are this game will still bore you to tears in just a couple of hours. It's too bad. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	2	3

Tricks of the Trade

By Trickman Terry
tricks@ziffdavis.com

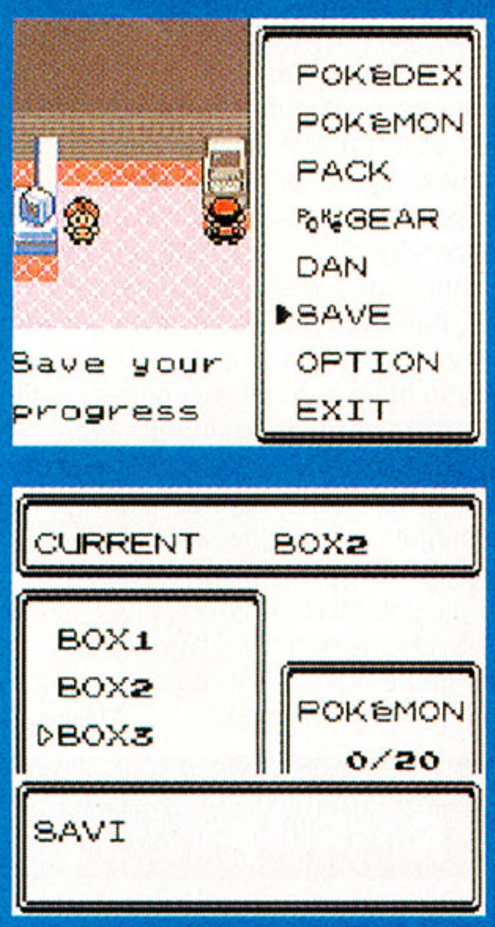
TRICK OF THE MONTH

Pokémon Gold/Silver (Game Boy Color)

Duplicate Pokémon and Items

WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION! First, you must decide on the Pokémon and item you want to clone. At any time during the game, press Start and access the Pokémon option. Choose the Pokémon you want to clone and make it hold and item that you also want to clone (such as a Master Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press Start. Move down the menu and access the Save option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! You can clone up to five Pokémon and items at one time by doing this trick.

Jacob McCoy
Cincinnati, OH



Dynasty Warriors 2

CHARACTERS AND CINEMAS

(PS2 PLAYSTATION 2)

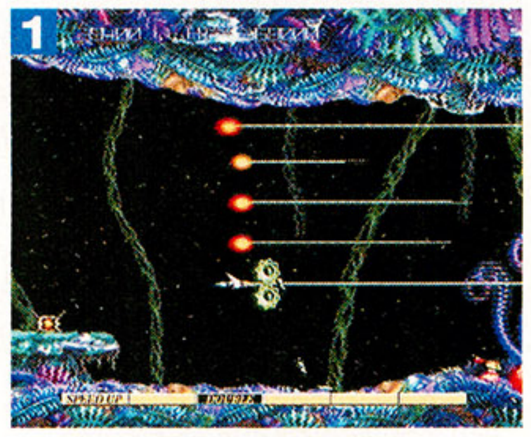
At the title screen (with Musou Mode, Free Mode and Options), enter these codes.

All Hidden Characters Revealed

Press Square, R1, Square, R2, Square, R2, Square, R1. You will hear cheering when the code has been entered correctly. Nineteen hidden characters will be unlocked in Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

Edit Opening Cinema

Press R2, R2, R2, L2, L2, L2, R1, L1. You will hear cheering when the code has been entered correctly. Opening Edit will appear in the Options. This new mode will allow you to edit the opening cinema scene with the characters of your choice.



Gradius III and IV

1 FULL POWER-UP IN GRADIUS IV

In the game, make sure you have beaten a level and the end level boss. After this, press Start to pause the game and then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Press Start to unpause the game and your ship will be fully powered up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than once per level.

Midnight Club

2 UNLOCK SMUGGLER'S RUN BUGGY

If you happen to have the game, "Smuggler's Run," you can open up a hidden vehicle in Midnight Club! Just save a game from Smuggler's Run on a memory card. Now, with this saved game in your system, go to the vehicle selection screen in Midnight Club. Keep scrolling through the cars and you will eventually see the Baja Buggy as a selectable vehicle!

NHL 2001

SUPERSTAR TRICKS

From the main menu, access Game Settings. On this menu, access Rosters. From this screen, choose Create Player. Now, enter the first and last names of the players as shown below for various results.

Superstar Defense

Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Forward

Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Goalie

Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Ready 2 Rumble Boxing: Round 2

NEW BOXERS AND MORE

Christmas Arena and Costume

Start up your system without a disc inside and access the System Configuration option. Choose Clock Adjustment and set the date to 12/25/2000. After adjusting the date, insert the game and begin. Choose Arcade mode and on the boxer selection screen, highlight Selene Strike. The words,

"Holiday Outfit" will appear underneath her name. When you begin the game, you will notice that the arena will have Christmas colors and Selene will be in a green elf costume!

Zombie Boxer
From the Main Menu, choose Arcade Mode. Pick a One-Player or Two-Player game and on the Boxer Selection screen, enter any of these codes for the results as shown. You will hear a bell if the trick was entered correctly. (Note: Player One may enter one of the codes and then choose a character. Then Player Two may enter a different code and then choose a character.)

Huge Gloves
L1, Right, Up, Down, R1, R2.

Zombie Boxer
Left, Up, Right, Down, R1, R1, R2.

Fat Boxer
Right, Right, Up, Down, Right, R1, R1, R2.

Skinny Boxer
Right, Right, Up, Down, Right, R1, R2.

3 Play As Freak E. Deke and Michael Jackson
R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2.

Ridge Racer 5

AWESOME EFFECTS

Opening Cinema Effects
During the opening cinema, you can give three different effects to the graphics. Pressing R1 once will give you black and white graphics, pressing R1 again will give you yellowish graphics, and R1 a third time will give you blurred graphics. Use L1 to cycle the effects the opposite way.

Controller Sensitivity Display
In the middle of a race, press and hold the Select button until you see a graphic display. This display will show how hard you are turning your car, pressing the gas and pressing the brake. If you want to get rid of the display, just press the Select button.

SSX

A PLETHORA OF CODES

Unlock Everything
On the Rider Select screen, press Square to access the Options. Now press and hold L1+L2+R1+R2. With these held, press Down, Left, Up, Right, X, Circle, Triangle, Square. You will hear a sound if the trick was entered correctly. This will give you access to all riders, outfits, boards and courses in the game.

All Attribute Points
On the Rider Select screen, press Square to access the Options. Now press and hold L1+L2+R1+R2. With these held, press Circle, Circle, Circle, Circle, Circle, X, Triangle, Square. You will hear a sound if the trick was entered correctly. Go back to the Rider Select screen and you will see that all the riders' attribute stats will be maxed out.

Crazy Runners
On the Rider Select screen, press Square to access the Options. Now press and hold L1+L2+R1+R2. With these held, press Square, Triangle, Circle, X, Square, Triangle, Circle, X. You will hear a sound if the trick was entered correctly. In the game, your rider will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints
On the Rider Select screen, press Square to access the Options. Now press and hold L1+L2+R1+R2. With these held, press Circle, X, Circle, X, Circle, X, Circle, X. You will hear a sound if the trick was entered correctly. On the Loading screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

Smuggler's Run

VEHICLE ENHANCEMENTS

In the middle of the game, press Start to pause. Now you may enter any of the button sequences below for various results. You will hear a beep when these are entered correctly. Note: Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again.

Speed Increase
R1, L1, L2, R2, Right, Right, Right. You can do this code up to three times to get even faster speeds.

Speed Decrease
R2, L2, L1, R1, Left, Left, Left. You can do this code up to three times to get even slower speeds.

Half Gravity: L1, R1, R1, L2, R2, R2. Your car will float after going over any jump.

Zero Gravity Traffic
R1, R2, R1, R2, Up, Up, Up. Bump into any "traffic vehicle" on the ground and it will float away, and into the distance.

Invisible Off-Road Vehicles
R1, L1, L1, R2, L1, L1, L2. Your vehicle will be invisible. Strangely enough, the cops will know where you are.

Summoner

COMEDY ROLE-PLAYING FMV

On the main menu screen, move down and access the Credits option. While the credits are

TOP 5 TRICKS

The top 5 games of the last month given the full-on *Trickman* treatment:

1. Tony Hawk's Pro Skater 2

Secret Codes
From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the Select Player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Big Head
Square, Circle, Up, Left, Left, Square, Right, Up, Left.

Unlimited Special Meter
X, Triangle, Circle, Up, Left, Triangle, Square.

Fast Motion
Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

Full Statistics
X, Triangle, Circle, Square, Triangle, Up, Down.

No Blood
Right, Up, Square, Triangle.

Skinny Skater
X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Obese Skater
X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.

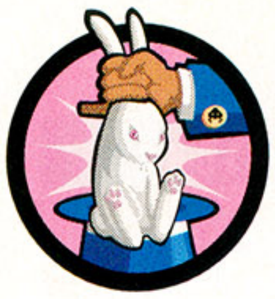
2. Tony Hawk's Pro Skater

Cool Codes
Enter the following cheat while paused during play. If you entered these correctly, the screen will shake.

Blowout Trick
This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

3. Mario Tennis

Ring Tournament Passwords
From the main menu, access the Special Games option. In the Special Games menu, choose the Ring Tournament. Now, on the Code Entry screen, put in the password



TRICKS

TOP 5 TRICKS (CONTINUED)

for the Cup you want to play. After you play one of these tournaments, you will receive a new code to rank you on the mariotennis.com Web site.
Mario Cup
Put in A3W5KQA3C as your password.
Luigi Cup
Put in M1C2YQM1W as your password.
Peach Cup
Put in OF9XFQOFR as your password.
Donkey Kong Cup
Put in MM55MQMMJ as your password.
Wario Cup
Put in UOUFMPUOM as your password.
Waluigi Cup
Put in LA98JRLAR as your password.
Bowser Cup
Put in N24K8QN2P as your password.
Mariotennis.com Cup
Put in 48HWOR482 as your password.
Blockbuster Cup
Put in ARM6JQARU as your password.

4. Spider-Man

Tons of Incredible Tricks
On the main menu screen, access the Special menu. Highlight and enter the Cheats option. Now put in any of these cheats (shown in caps.) on the Enter Cheats screen as shown.
Level Select
XCLSIOR
Invulnerable
RUSTCRST
Webbing
STRUDL
Game Comic Covers
ALLSIXCC
Movie Viewer
WATCH EM
Character Viewer
CVIEW EM
Storyboard Viewer
CGOSSETT
What If Contest
GBHSRSPM
Ben Reilly Costume
BNREILLY
Symbiote Spidey Costume
BLKSPIDR
Spidey 2099 Costume
TWNTYNDN
Captain Universe Costume
S COSMIC
Spidey Unlimited Costume
PARALLEL
Scarlet Spider Costume
LETTER S
Amazing Bagman Costume

scrolling, press X. You'll see a hilarious outtake of the characters from Summoner engaging in a role-playing game.

Super Bust-A-Move

COOL CODES

Secret Characters
On the title screen (where "Press Start Button" is flashing), press Triangle, Right, Left, Triangle. A sound will play and an icon will appear in the upper-left corner of the screen to indicate that the trick worked. Choose a mode at the Game Menu screen. Fungila and Katze will now be available as playable characters.
Another World
On the title screen (where "Press Start Button" is flashing), press Triangle, Left, Right, Triangle. A sound will play and an icon will appear in the upper-right corner of the screen to indicate that the trick worked. Choose the 1P Puzzle mode and all of the stages will be changed to new puzzles.

Swing Away Golf

UNLOCK ALL GOLFERS

On the main menu screen (with Story Mode, Normal Mode, Create Course and Options), press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Normal Mode. Three more golfers (Sam, Meg and Steven) will now be available.

Tekken Tag Tournament

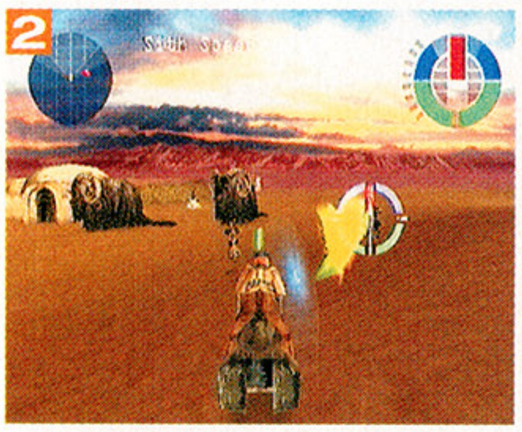
SWEET CHEATS

Begin With Tag Partner
If you want to start your match with your second player, just hold the Tag button on the loading screen until the match begins.
New Armor King Costume
To get Armor King's costume (without armor), beat Arcade mode with Armor King. Then at the Character Select screen, highlight Armor King and press Start.
Tekken Bowl
Use Ogre to unlock True Ogre. This will give you Tekken Bowl. While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!
Jukebox: In Tekken Bowl, get a score of 200 or more and you will open up a new Jukebox option on the pause screen. The jukebox will allow you to choose the background music that plays as you bowl.

Unreal Tournament

MANY COOL CHEATS

Invincibility
In the middle of the game, press Start to pause. Then press Square, Circle, Left, Right, Circle, Square.
Level Skip
In the middle of the game, press Start to pause. Then press Up, Down, Left, Right, Right, Left, Circle.
999 Ammo
In the middle of the game, press Start to pause. Then press Left, Right, Circle, Circle, Circle, Right, Left.
Level Select
In the middle of a match, pause and choose to exit the game. Go to the Main Menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The Select Ladder screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.
Stealth Mutator
From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the Select Game screen, choose Mutators. Move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.
Fatboy Mutator
From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the Select Game screen, choose Mutators. move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.



1-900-PRE VIEW
773 8439
The number to call for the latest cheats & gaming info

DREAMCAST

NBA 2K1

1 HIDDEN TEAMS

From the main menu, access the Options. On the Options screen, access the Codes option. On the Cheat Codes screen, type in vc as your password and then the Enter key. The screen will then say that the Superstars feature has been unlocked. Now you have access to the Sega Sports, Sega Net and Mo Cap teams!

Star Wars: Demolition

2 UNLOCK NEW CHARACTERS

On the main menu screen, access the Options. Next, go into the Preferences. On the Preferences screen, press L-Trigger+R-Trigger simultaneously. This will bring up the Passcode option. Enter your passcode as WATTO_SHOP and then press A to accept it. Now go back to the Main Menu and choose a one- or two-player game. Choose your Arena and on the Choose Contestant screen, press Left to see three

new characters: Lobot, Boushh and Darth Maul.

Tony Hawk's Pro Skater 2

AWESOME CODES

In the middle of the game, press Start to pause. Press and hold the L-Trigger button. While holding it, enter any one of these codes for these results.

2 **Ultimate Cheat**
A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. This will give you access to tons of cheats including Officer Dick, Spider-Man, tons of money, etc.

Big Head
X, B, Up, Left, Left, X, Right, Up, Left. Exit the stage and enter it again to see the results.

Full Special Meter
A, Y, B, B, Up, Left, Y, X.

Turbo Skater
Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B.

Toggle Blood
Right, Up, X, Y.

NINTENDO 64

WWF: No Mercy

FIND HIDDEN WRESTLERS

From the Superstar Select screen, you can find new wrestlers.

Jacqueline
Press C-Left or C-Right while highlighting Ivory.

Funaki
Press C-Left or C-Right while highlighting Taka Michinoku.

Goodfather
Press C-Left or C-Right while highlighting Godfather.

Debra
Press C-Left or C-Right while highlighting Terri.

PLAYSTATION

Danger Girl

LEVEL CHEAT MODE

On the main menu, press L1, R2, L2, R1, Circle, Square, Triangle, Triangle. Then press and hold L1+L2+R1+R2 to get access to every level. Inside any level, press Start to pause and you will see "Cheat Options." Press X on this option to see the Cheats that can be opened by discovering icons in many levels of the game.

Medal of Honor Underground

PICTURE PAGES

From the main menu, go into the Options and access the Password option. Enter any of the following passcodes to access multiple gallery pictures.

Cartoon Sketch Pictures
MOHDESSINS

Dreamworks Pictures
DWIECRANS

Team Pictures
MOHUEQUIPE

Micro Maniacs Racing

SECRET OPTIONS

From the main menu, choose Options. From the Options screen, choose Secret Options. On this screen, press and hold the Select button. While holding this button, enter the following tricks as shown.

All Tracks Unlocked
Triangle, Circle, Circle, Triangle, Down, Up, Up, Down.

Infinite Power-Ups
Circle, X, Triangle, Square, X, Left, X, Square, Square, Circle, Left, Circle, Up, Triangle.

Tough Guys
Square, X, R1, Circle, Up, Square, Down, Up, Down, X, Square.

Tanks Mode
Down, Up, Square, Triangle, Circle, Triangle, Right, Triangle. Press either L1, L2 or R2 to shoot the cannon.

Motion Blur
Triangle, Circle, Right, Triangle, Up, Right, Circle, Up, Square.

Slow CPUs
Up, Left, Triangle, Right, Triangle, Circle, Triangle, Square, Up, Triangle, Left.

Ultimate AI
Circle, Up, Triangle, Circle, Left, Triangle, Square, Square, X, Down.

Muppet RaceMania

UNLOCK COURSES, ETC.

On the title screen (with "Press Start" flashing), enter the following tricks. You will hear a horn if you entered the trick correctly.

All Courses, Characters and Vehicles (except the secret courses)
Triangle, Circle, Triangle, Square, Triangle, X, Triangle, Triangle, X, Circle.

Credits/Overhead Courses
Circle, Triangle, Square, Triangle, X, Triangle, Square, Circle, Triangle, X. Access the Options screen and then choose "The End." While the credits are scrolling, press Start and you will be able to choose from six overhead courses!

Arches Course
Square, Circle, X, Circle, Square, Triangle, Circle, X, Circle,

TOP 5 TRICKS (CONTINUED)

AMZBGMAN
Peter Parker Costume
MJS STUD
Quick Change Costume
ALMSTPKR
Unlock J. James Jewett
RULUR
Full Health
DCSTUR
Big Heads
DULUX
Debug Info
LLADNEK
Everything
EEL NATS
No Naughty Words
Enter a "naughty" word for a cheat password and Spider-Man will appear next to the word and punch it; turning it into a "nice" word.

5. Star Wars Episode 1: Racer

Debug Trick
Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L-Shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L-Shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L-Shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode and Edit Vehicle Stats!

tricks@ziffdavis.com

We want your tricks! We want to include your best codes and tricks in every issue, to put along with all our great tricks we pack in every issue. You can even win prizes if we pick yours as Trick of the Month!

***see page 157 for contest rules**

TRICKS

Triangle.

Fraggle Rock Course

X, Square, X, Square, X, Square, Triangle, Circle, X, Square.

Studio Course

Square, Square, Circle, Circle, X, Circle, Triangle, Circle, Triangle, Square.

Rampage Through Time

MANY COOL TRICKS

Press Start on the title screen and then at the main menu, access the Password Option. Now enter any of these passwords for the results as shown.

1 **Constant Power Meter Charge**

Put in JoSHS as your password.

Boss Stages in Challenge Mode

HEY, YOU; WANNA WIN FREE STUFF?

If your trick is selected as Trick of the Month, you will win a free GameShark provided by InterAct, and a Twin Shock, or a Hyper64, or an Advanced Pad, or a DC carrying case from Blaze. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 157 for rules.

Note: If you send your trick by e-mail, you must include your real name and address.

Send your best tricks, codes, Web sites, anything that can help make games more fun or interesting to:

Tricks of the Trade
P.O. Box 3338
Oak Brook IL
60522-3338

or send e-mail to:

tricks@ziffdavis.com

Put in JoM3L as your password. Then choose "Challenge" from the Start Game menu. Neo Techno, Jurassic and Scumlabs stages will now be opened.

All FMV Opened

Put in 12345 as your password. Now go to the Options screen and access the Cheats option. From here you can choose to see any movie from the game.

Star Wars: Demolition

UNLOCK NEW CHARACTERS

On the main menu screen, access the Options. Next, go into the Preferences. On the Preferences screen, press L1+R1 simultaneously. This will bring up the Passcode option. Enter your passcode as WATTO_SHOP and then press X to accept it. Now go back to the Main Menu and choose a one- or two-player game. Choose your Arena and on the Choose Contestant screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.

GAME BOY COLOR

Blaster Master: Enemy Below

POWERED-UP PASSWORDS

Press Start at the title screen and then access the "Password" option. Enter one of the level codes below to begin each stage with 99 homing missiles and thunder guns.

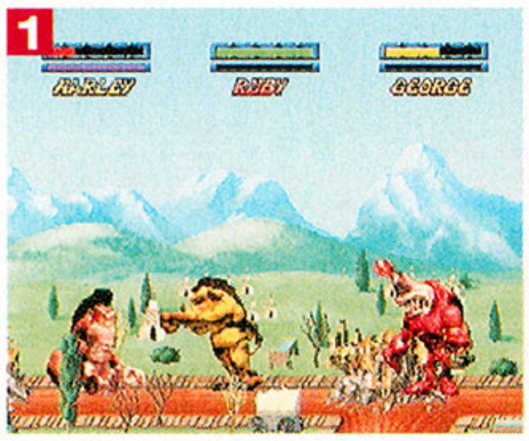
Stage 1: I2O2G7KV
Stage 2: M6P3H7Ko
2 **Stage 3:** M7O3H7K1
Stage 4: M7P3H7K2
Stage 5: N6O3H7KA
Stage 6: N6P3H7KB
Stage 7: N7O3H7KC
Stage 8: N7P3H7KD

Donald Duck: Goin' "Qu@ckers"

LEVEL PASSWORDS

On the main menu screen, choose the "Continue" option. Now enter any of the passwords as shown to advance to that level.

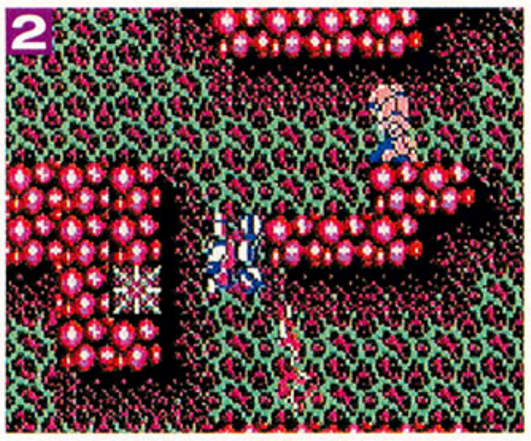
Level 1-2: YMPHTM9
Level 1-3: VNQJVPY
Level 1-4: 2ZSLXSW
Level 1-5: PWYR3XD



Level 2-1: 1KC71PL

3 **Boss Tip (Level 1-5)**

Jump onto the beehive right before the bear gets underneath it. Watch for bees coming out of the hive. If you wait too long, the bear will stomp the ground and let out more bees. Once you feed the bear honey enough times, he will fall asleep.



GAMESHARK CODES

DREAMCAST

SAMBA DE AMIGO

Unlock All Challenge Lvls
5E97B80505050403
8373825200000005

SILENT SCOPE

High Score
DC68431205F5E0FF
Max Hits (Training)
586778C4000003E7
Never Reload
4D121F0400000005
Low Overall Time
EC67D85A00000000
Infinite Credits
451A1E0A00000005
Infinite Health
60CB6B8C000000F0
Infinite Time
759DD3CC0000003B

NINTENDO 64

CRUIS'N EXOTICA

Enable Code
F1047A002400
Stop Timer
810802D4424A
Stop ET Timer
810802D80000
Unlock Everything
8104F10E001C
810BE7F00100
Infinite Continues
8107F0500032
Always First Place
810651740000

POWER RANGERS LIGHTSPEED RESCUE

Enable Code (Must Be On)
F10607202400
Infinite Health
81064DF0 42C8
All Levels Unlocked
50001102 0000
All Levels Unlocked
81062508 0001
All Characters Unlocked
50000C01 0000
8006252D 0001

PLAYSTATION

MEDAL OF HONOR UNDERGROUND

Infinite Ammo
8008D4042400

MEGA MAN LEGENDS 2

Infinite Health
8008C1200050
Infinite Zenny
8009C820967F
8009C8220098
Green Energy
8008C24A0100
Blue Energy
8008C2427A00

GAME BOY COLOR GAME BOY

POKÉMON GOLD & SILVER

Have All Badges
01FF7CD5
One-Hit Enemy Kills
010000D1

2000 Readers' Choice Awards Ballot

You know what to do. Complete the ballot below and zip it back to us by Jan. 25 (photocopies not accepted). Or screw the post office and vote online at www.zdnet.com/egm. Don't like our nominees? Write in your own picks in the space provided. Just make sure to choose games released in the U.S. between Jan. 1 and Dec. 31, 2000. Check the March issue of *EGM* for the winners, as well as the editors' picks for the best of 2000.

Send your ballots to:

EGM Readers' Choice Awards
Ziff Davis Video Game Group
P.O. Box 3338
Oak Brook, IL 60522-3338

Game of the year: All Systems
- ❑ Banjo-Tooie (N64)
- ❑ Chrono Cross (PS)
- ❑ Final Fantasy IX (PS)
- ❑ Jet Grind Radio (DC)
- ❑ Legend of Zelda: Majora's Mask (N64)
- ❑ NFL 2K1 (DC)
- ❑ Perfect Dark (N64)
- ❑ Resident Evil Code: Veronica (DC)
- ❑ SSX (PS2)
- ❑ Tony Hawk's Pro Skater 2 (PS/DC)
- ❑ _____

Game of the year: Dreamcast
- ❑ Crazy Taxi
- ❑ Jet Grind Radio
- ❑ NFL 2K1
- ❑ Quake III Arena
- ❑ Resident Evil Code: Veronica
- ❑ Shenmue
- ❑ Skies of Arcadia
- ❑ _____

Game of the year: Nintendo 64
- ❑ Banjo-Tooie
- ❑ Kirby 64: The Crystal Shards
- ❑ Legend of Zelda: Majora's Mask
- ❑ Ogre Battle 64
- ❑ Perfect Dark
- ❑ Pokémon Puzzle League
- ❑ World Is Not Enough
- ❑ _____

Game of the year: PlayStation
- ❑ Chrono Cross
- ❑ Final Fantasy IX
- ❑ Medal of Honor: Underground
- ❑ Spider-Man
- ❑ Spyro: Year of the Dragon
- ❑ Tony Hawk's Pro Skater 2
- ❑ WWF SmackDown! 2
- ❑ _____

Game of the year: PlayStation 2
- ❑ Dead or Alive 2: Hardcore
- ❑ Madden NFL 2001
- ❑ Sky Odyssey
- ❑ Smuggler's Run
- ❑ SSX
- ❑ Tekken Tag Tournament
- ❑ TimeSplitters
- ❑ _____

Game of the year: Handhelds
- ❑ Dragon Warrior I&II (GBC)
- ❑ Mario Golf (GBC)
- ❑ Match of the Millennium (NGP)
- ❑ Metal Gear Solid (GBC)
- ❑ Pokémon Gold and Silver (GBC)
- ❑ Pokémon Puzzle Challenge (GBC)
- ❑ Wario Land 3 (GBC)
- ❑ _____

Action game of the year
- ❑ Banjo-Tooie (N64)
- ❑ Jet Grind Radio (DC)
- ❑ Medal of Honor: Underground (PS)
- ❑ Perfect Dark (N64)
- ❑ Quake III Arena (DC)
- ❑ TimeSplitters (PS2)
- ❑ Tony Hawk's Pro Skater 2 (PS/DC)
- ❑ _____

Adventure game of the year
- ❑ Dino Crisis 2 (PS)
- ❑ Fear Effect (PS)
- ❑ Legend of Zelda: Majora's Mask (N64)
- ❑ Resident Evil 3 Nemesis (PS)
- ❑ Resident Evil Code: Veronica (DC)
- ❑ Shenmue (DC)
- ❑ Vagrant Story (PS)
- ❑ _____

Strategy game of the year
- ❑ Front Mission 3 (PS)
- ❑ Kessen (PS2)
- ❑ Ogre Battle 64 (N64)
- ❑ Romance of the Three Kingdoms VI (PS)
- ❑ StarCraft (N64)
- ❑ Vanguard Bandits (PS)
- ❑ Warlocked (GBC)
- ❑ _____

Multiplayer game of the year
- ❑ Chu-Chu Rocket (DC)
- ❑ Mario Party 2 (N64)
- ❑ Quake III Arena (DC)
- ❑ Samba de Amigo (DC)
- ❑ Sonic Shuffle (DC)
- ❑ TimeSplitters (PS2)
- ❑ WWF SmackDown! 2 (PS)
- ❑ _____

Sports game of the year
- ❑ FIFA 2001 (PS2)
- ❑ Madden NFL 2001 (PS2)
- ❑ Mario Tennis (N64)
- ❑ NBA 2K1 (DC)
- ❑ NFL 2K1 (DC)
- ❑ NHL 2001 (PS2)
- ❑ Virtua Tennis (DC)
- ❑ _____

Fighting game of the year
- ❑ Capcom vs. SNK (DC)
- ❑ Dead or Alive 2: Hardcore (PS2)
- ❑ Marvel vs. Capcom 2 (DC)
- ❑ Street Fighter III: 3rd Strike (DC)
- ❑ Tekken Tag Tournament (PS2)
- ❑ Ultimate Fighting Championship (PS/DC)
- ❑ WWF SmackDown! 2 (PS)
- ❑ _____

Racing game of the year
- ❑ Colin McRae Rally 2.0 (PS)
- ❑ Excitebike 64 (N64)
- ❑ Jarrett & Labonte Stock Car Racing (PS)
- ❑ MotoGP (PS2)
- ❑ Ridge Racer V (PS2)
- ❑ Test Drive V-Rally (DC)
- ❑ Test Drive Le Mans (DC)
- ❑ _____

RPG of the year
- ❑ Breath of Fire IV (PS)
- ❑ Chrono Cross (PS)
- ❑ Final Fantasy IX (PS)
- ❑ Grandia (PS)
- ❑ Grandia II (DC)
- ❑ Skies of Arcadia (DC)
- ❑ Valkyrie Profile (PS)
- ❑ _____

Puzzle game of the year
- ❑ Ballistic (Nuon)
- ❑ Builder's Block (PS)
- ❑ Bust-A-Move 4 (PS2)
- ❑ Chu-Chu Rocket (DC)
- ❑ Fantavision (PS2)
- ❑ Mr. Driller (PS/DC)
- ❑ Pokémon Puzzle League (N64)
- ❑ _____

ELECTRONIC GAMING MONTHLY

NEXT MONTH

March 2001

ELECTRONIC GAMING MONTHLY

On sale Feb. 6

Sonic Team's Phantasy Comes True

Sonic Team has long been a video game innovator and on Sonic's 10th anniversary we're going to take a look at what Yuji Naka's prized development team has in store for us in the near future. We'll dive deep into the mysteries of the Dreamcast's ambitious Phantasy Star Online in addition to taking a look into the history of the popular RPG series, plus hands-on impressions of Sonic Adventure 2!

Will PSO fulfill lofty expectations?

- The **Bouncer** and **Onimusha** Previews for **PlayStation 2**
- **Daytona USA: Network Racing, Outtrigger, Fighting Vipers 2** Previews for **Dreamcast**
- **Paper Mario** Review for **Nintendo 64**
- **Pokémon Puzzle League** Review for **Game Boy Color**

*All editorial content is subject to change.

OFFICIAL U.S. PlayStation MAGAZINE

Feb. 2001

On sale Jan. 16

Demo Disc

Playables

- **Crash Bash**
- **Spyro: Year of the Dragon**
- **The Grinch**
- **Cool Boarders**
- **You Don't Know Jack 2**
- **Mort the Chicken**
- **Star Wars Demolition**

Non-Playables

- **N/A**

Zone of the Enders

The focus this month is Zone of the Enders, the first PS2 game by Metal Gear's creator, Hideo Kojima. *OPM* gives you an exclusive look at the workings of this incredible sci-fi epic. Also, they'll bring you the latest news on the PS2 with an early look at titles like Oni, Crash Bandicoot, Silent Hill 2, Dark Cloud, Ape Escape 2, The Getaway and Devil May Cry. If you think the PS2 is hot now, you haven't seen anything yet. And for those of you who are eagerly awaiting the next installment of the Demo Disc, you won't be disappointed. *OPM*'s got hot titles like Crash Bash, Cool Boarders and Star Wars Demolition all set to be played.

EXPERT GAMER

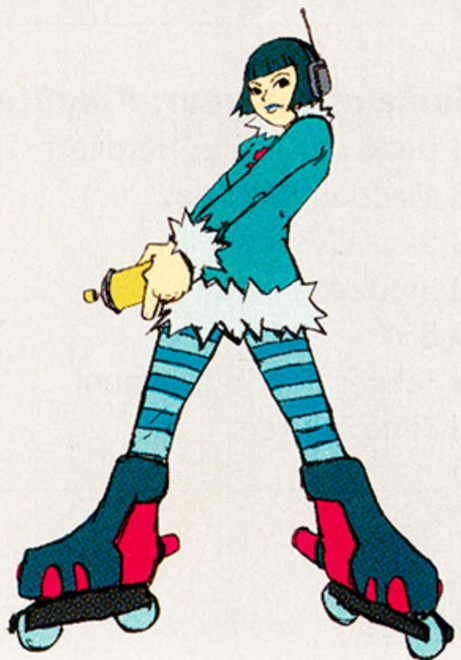
Feb. 2001

On sale Jan. 23

Jet Grind Radio

The hits just keep on coming, or something like that, as *XG* rolls on into 2001. First, they bust out Jet Grind Radio, Sega's must-have hybrid of skating and mayhem. Get the tag locations and stay away from the fuzz, all courtesy of *XG*. Speaking of the fuzz, they'll also be showing you how to outrun and outdrive the police in Driver 2 for the PlayStation. Still not enough, eh? OK, they'll toss in blockbuster guides for Banjo-Tooie, Capcom vs. SNK and SmackDown! 2: Know Your Role. Think the phrase is...'nuff said.

- **Driver 2 strategy**
- **Jet Grind Radio custom tags, graffiti soul locations**
- **Complete Banjo-Tooie blowout**
- **Hardcore Capcom vs. SNK fighter's guide**
- **SmackDown! 2 breakdown**



Crispin Boyer • crispin_boyer@ziffdavis.com
Greg Sewart • greg_sewart@ziffdavis.com
Mark MacDonald • mark_macdonald@ziffdavis.com
Chris Johnston • chris_johnston@ziffdavis.com
John Davison • john_davison@ziffdavis.com

FINAL WORD

Xbox: The New Industry Darling?

Crispin Boyer

Greg Sewart

Mark MacDonald

Chris Johnston

John Davison

Crispin: So we've finally seen the Xbox, and it's, er, large. I actually really like the design. Yes, it looks like an American game system, but then it is an American game system. It looks like it can do some damage. I'm even more impressed with Microsoft's philosophy on the whole thing, though. Sony only put two controller ports on the front of PS2—even though everybody wanted four. Microsoft said four ports is what gamers want, so let's make damn sure our box has four ports. Sony went and devised this revolutionary system architecture that's powerful, sure, but a bitch to work with. Microsoft went to the developers first and said, "Tell us what you want. We'll design the system to your needs." It all just makes Sony look arrogant, while Microsoft comes out looking like the nice guys. And whoda thunk that a mega-company like Microsoft would come across as a gamers' and developers' best friend?

"It looks like this could be one of the first U.S. consoles to really make a dent in a global way. It certainly ain't no 3DO."

Greg: I agree. After this month I'm more excited than ever about the Xbox. At a time when Sony seems to be pissing off developers, publishers, retailers and consumers in record numbers, I think Microsoft's approach is absolutely brilliant. As long as this baby doesn't have any weird development snags it should definitely be battling it out with the PlayStation 2 for market dominance.

Mark: That's the thing that gets me; of course I always expected the Xbox would be more powerful than the PS2—after all it's coming out a year later—but even if you put all the technical spec stuff aside, the box has it all over the PS2. Xbox gives you four controller ports, massive storage, and broadband right out of the box—with the PS2 that's three additional accessories you need to buy. It's no wonder Sony is scared. As for the Xbox design itself, hmm...I think it's kinda, well, "boxy" and big. Then again, it needs to be when you see all the stuff on the inside. And I like the big X on top, even though it reminds me of the X-Men movie every time I see it. Anyway, so far, so good. I can't wait 'til we get our hands on some playable games and really see what this puppy can do.

Chris: Microsoft has done a good job designing the Xbox hardware—obviously a lot of thought has been put into making this a great game system from the beginning. As for the design, it's got a bit of the "Americans like big electronics" syndrome over being a smaller-sized game system, but it's loaded with so much stuff it'll end up taking up less space than a PS2 with all the add-ons. It's "boxy, but good," so to speak. I'm also glad to see they've continued the tradition of four controller ports in front that Nintendo started (and Sega continued). Still, the big wild card is how developers will use what they've been given to create the games of the future. But they've certainly got some good hardware to do it on.

John: So far the guys at Microsoft are saying all the right things and the developers seem to be hanging on every word. With the PS2 supply problems there seems to be a lot of ill-will toward Sony and we're seeing a lot of companies juggling franchises in order to get at least one "exclusive" product on Xbox. A year ago it seemed like Xbox was just Bill Gates posturing in a scene that no one thought he could compete in. Now it looks like this could be one of the first U.S. consoles to really make a dent in a global way. It certainly ain't no 3DO.

ZIFF DAVIS MEDIA

ZIFF DAVIS PUBLISHING INC.

Chairman, Chief Executive Officer and President ..... James D. Dunning, Jr.
Chief Operating Officer and Senior Executive Vice President ..... Tom McGrade
Chief Financial Officer and Senior Vice President ..... Bob Madore
President, Business Media ..... Al Perlman
Executive Vice President and Publishing Director (Consumer Media) ..... J. Scott Crystal
Executive Vice President and Editorial Director (Editor-in-Chief, PC Magazine) ..... Michael J. Miller
Executive Vice President and Publishing Director ..... Bill Flatley
Executive Vice President and Publishing Director (Business Media) ..... Peter Longo
Senior Vice President (Circulation) ..... Charles Mast
Senior Vice President (Strategic Services) ..... Rebecca McPheters
Vice President (Corporate Sales) ..... Ken Beach
Vice President (Editor, eWEEK) ..... John Dodge
Vice President (Editor-in-Chief, Yahoo! Internet Life) ..... G. Barry Golson
Vice President (Production) ..... Roger Herrmann
Vice President (Publisher, Ziff Davis SMART BUSINESS for the New Economy™) ..... Gordon Lee Jones III
Vice President (Marketing, Consumer Media) ..... Howard Kaplan
Vice President (Editor-in-Chief, eWEEK) ..... Eric Lundquist
Vice President (Technology) ..... Bill Machrone
Vice President (Publishing Director, Sm@rt Partner) ..... Michael Perkowski
Vice President (Editor-in-Chief, FamilyPC) ..... Robin Raskin
Vice President (General Counsel) ..... Carolyn Schurr Levin
Vice President (Group Publisher, eWEEK and Sm@rt Partner) ..... Sloan Seymour
VIce President (Editorial Director, Ziff Davis Development) ..... Paul Somerson
Vice President (Game Group) ..... Dale Strang
Vice President (Human Resources) ..... Vincent Stabile
Vice President (Group Publisher, Interactive Week and The Net Economy) ..... Stephen Veith

eTesting Labs

Vice President and General Manager ..... Mark Van Name
Chief Technology Officer ..... Bill Catchings

ZIFF DAVIS MEDIA INC.

Chairman, Chief Executive Officer and President ..... James D. Dunning, Jr.
Chief Operating Officer and Senior Executive Vice President ..... Tom McGrade
Chief Financial Officer and Senior Vice President ..... Bob Madore
President, Business Media ..... Al Perlman
President, Brand Development ..... Justin McCormack
Vice President and General Counsel ..... Carolyn Schurr Levin
Chief Information Officer ..... Kim Hoover
Chief Content Officer ..... Tom Steinert-Threlkeld
Controller ..... David Mullen
Director, International ..... Christin Lawson
Director, Communications ..... Elizabeth Estroff
Director, Creative Services ..... Bobby Sutton
Publishing Strategist ..... Chip Block

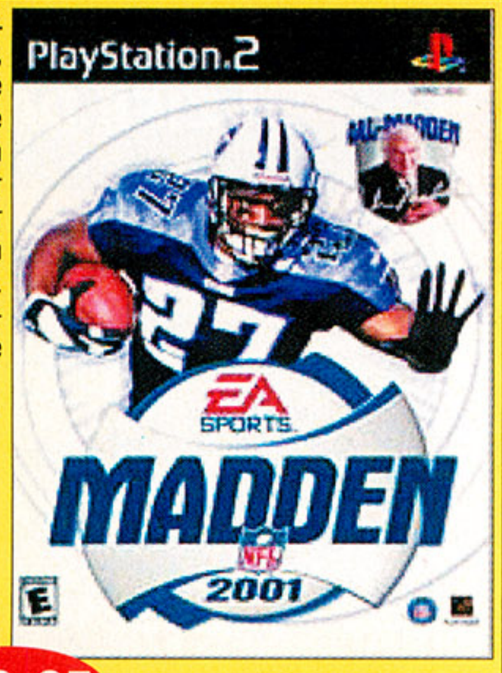
CHIPS & BITS INC.

P.O.BOX 234 DEPT 11359
2520 VT. RTE.100N ROCHESTER, VT 05767
INT'L 802-767-3033 FAX 802-767-3382

New Releases!

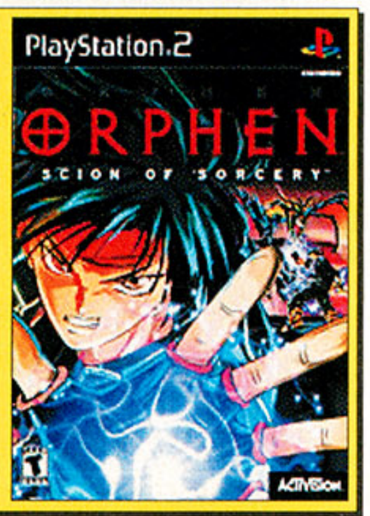
WWF No Mercy	N64 $59.95
WWF Smackdown 2	PDS $39.95
Banjo-Tooie	N64 $49.95
Shenmue	SD $49.95

'MADDEN FOOTBALL 2001' All the NFL teams, stadiums and exclusive Coaches Club license are here. You'll see coaches on the sidelines and hear them yelling. Each player is extremely detailed with awesome animations. John Madden and his partner Pat Summerall call the action from the booth.



EA (Sports)
Release: NOW
PSX2
$49.95

'ORPHEN: SCION OF SORCERY' The mysteries that haunt Chaos Island unfold as you explore this lush 3D world. You'll solve event-based puzzles, and battle numerous enemies on your eventful journey. The storyline unfolds only as a direct result of the player's actions throughout the game. Featuring stunningly beautiful graphics, and tradional RPG elements such as character parties.



Activision (Roleplaying)
Release:NOW
PSX2
$48.95

'SUMMONER' With rings of channeling, you will call forth demons and golems, supernatural servants and elemental creatures. As a young Summoner you'll explore an incredible 3D world filled with many unique characters. Experience jaw dropping spell effects and amazing in-game cinematics.

THQ (Roleplaying)
Release: NOW
PSX2
$48.95

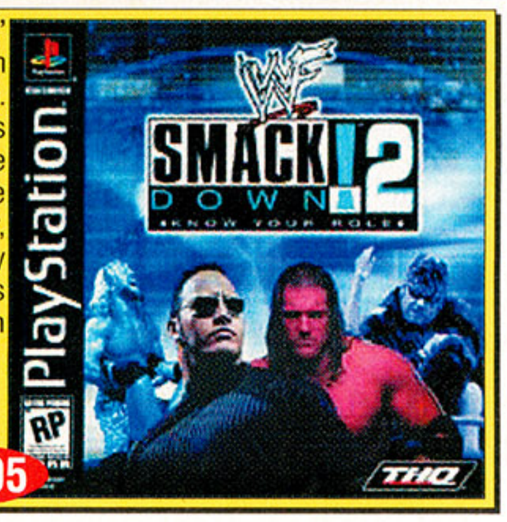
'DRIVER 2' Explore four new cities - Chicago, Las Vegas, Havana, and Rio de Janeiro. Hop out of the car, perform tasks on foot, and even commandeer a new ride to complete your objectives. You'll face 40 unique and challenging missions that will test your driving skills to their extreme.

Infogrames (Sim)
Release: NOW
PSX
$42.95

'FINAL FANTASY IX' Young bandits are enlisted in the fight against the ruthless queen of Alexandria. Featuring 4 characters, wizards, & knights. The crystals from earlier titles are back too! One young bandit and his entourage must battle their way through many challenges to bring peace to their world.

EA (Roleplaying)
Release: NOW
PSX
$49.95

'WWF SMACKDOWN! 2' Bodyslams, insane action and compelling storylines. Featuring all the top names in the business, "Stone Cold" Steve Austin, The Rock, The Undertaker, Triple H, Kane, and many more. Outstanding graphics and intense action with WWF Smackdown 2!



THQ (Sports)
Release: NOW
PSX
$39.95

SONY PLAYSTATION 2

Title	Release	Price
All Star Baseball 2002	11/00	$48.95
Armada 2 Exodus	11/00	$48.95
Armored Core 2	10/00	$48.95
Army Men Air Attack 2	12/00	$49.95
Baldurs Gate II	11/00	$48.95
Bloody Roar	12/00	$48.95
Bomberman 2001	12/00	$48.95
Carrier	12/00	$48.95
Dark Angel Vamp Apoc	11/00	$48.95
Dark Cloud	10/00	$48.95
Dead or Alive 2	10/00	$48.95
Demon Warrior 2	11/00	$48.95
Dinosaur	12/00	$48.95
Drakan	11/00	$48.95
Driving Emotion Type S	10/00	$48.95
Dynasty Warriors 2	10/00	$48.95
Eden	11/00	$48.95
ESPN NBA Tonight	11/00	$48.95
ESPN NFL Prime Time	11/00	$48.95
ESPN X Games Snowbrd	11/00	$48.95
Eternal Blade	12/00	$48.95
Eternal Ring	10/00	$48.95
Evergrace	10/00	$49.95
Evo Rally	11/00	$48.95
Extermination	11/00	$48.95
F1 Champ Season 2K	11/00	$48.95
Fantavision	10/00	$48.95
Ferrari 360 Challenge	11/00	$48.95
FIFA Soccer 2001	11/00	$49.95
Formula 1 2000	11/00	$48.95
Galerians 2	11/00	$48.95
Galleon	12/00	$48.95
Gauntlet Dark Legacy	11/00	$48.95
Getaway	10/00	$48.95
Giants Citizen Kabuto	11/00	$48.95
Gradius 3 & 4	10/00	$48.95
Gran Turismo 2000	01/01	$48.95
Ground Control	01/00	$48.95
GunGriffon Blaze	10/00	$48.95
Hidden & Dangerous 2	10/00	$48.95
Jungle Book	11/00	$48.95
Kendo	10/00	$48.95
Kessen	11/00	$49.95
Knockout Kings 2001	11/00	$48.95
Legacy Kain Soul Rvr 2	12/00	$48.95
Legion Legend Excalibur	12/00	$48.95
Madden FB 2001	10/00	$49.95
MDK Armageddon	11/00	$48.95
Metal Gear Solid 2	02/01	$48.95
Midnight Club Street Race	11/00	$48.95
Mobile Suit Gundam	12/00	$48.95
Moto GP	11/00	$48.95
Motor Mayhem	12/00	$48.95
NASCAR 2001	11/00	$48.95
NBA Hoopz	11/00	$48.95
NBA Live 2001	11/00	$48.95
NBA Showtime NBA/NBC	11/00	$48.95
NCAA Final Four 2001	11/00	$48.95
NCAA Game Breaker 2001	11/00	$48.95
NFL Game Day 2001	10/00	$48.95
NHL Hockey 2001	11/00	$49.95
Ninja Gaiden	10/00	$48.95
Off Road Thunder	11/00	$48.95
Oni	11/00	$48.95
Onimusha Warlords	10/00	$48.95
Orphen: Scion of Sorcery	10/00	$48.95
Pirates Skull Cove	11/00	$48.95
Popolocrois 3	10/00	$48.95
PSX 2 Dual Shock 2	10/00	$33.95
PSX 2 Horizontal Stand	10/00	$34.95
PSX 2 Memory Card 8M	10/00	$34.95
PSX 2 Multi Tap	10/00	$34.95
PSX 2 Vertical Stand	10/00	$34.95
PSX System 2	10/00	$349.95
Quake III Arena	04/00	$49.95
RayMan 2	11/00	$48.95
Ready 2 Rumble 2	10/00	$48.95
Ridge Racer 5	10/00	$48.95
Road to El Dorado	11/00	$48.95
Roadster Trophy	11/00	$48.95
Shadow of Destiny	12/00	$48.95
Silent Scope	12/00	$48.95
Silpheed Lost Planet	10/00	$48.95
Sky Odyssey	11/00	$49.95
Smuggler's Run	11/00	$48.95
Snowboard SuperX	10/00	$49.95
Spy Hunter	11/00	$48.95
Star Trek New Worlds	11/00	$48.95
Star Wars Star Fighter	11/00	$48.95
Street Fighter EX3	10/00	$48.95
Summoner	10/00	$48.95
Swing Away Golf	11/00	$48.95
Tecmo Super Bowl	10/00	$48.95
Tekken Tag Tournament	10/00	$48.95
The Bouncer	01/01	$48.95
The Lost	12/00	$48.95
Theme Park World	10/00	$49.95
Tiger Woods 2001	10/00	$48.95
Time Splitters	11/00	$48.95
Top Gear Dare Devil	11/00	$48.95
Undying	12/00	$48.95
Unreal Tournament	11/00	$48.95
Warriors Might & Magic	01/01	$48.95
Wild Wild Racing	10/00	$48.95
Wipeout Fusion	11/00	$48.95
World Destrctn Lg Tanks	12/00	$48.95
World is Not Enough	11/00	$48.95
X Squad	10/00	$49.95

'TEKKEN TAG TOURNAMENT' Features more than 30 characters who have appeared throughout the Tekken series since the first arcade game. Pick your favorites and join the fight as you use the unique strengths of each combatant to annihilate your opponents. A special tag-team mode creates new combinations of attacking never before possible. Tekken Tag Tournament has highly sophisticated and detailed backgrounds.

Namco (Fighting)
Release:NOW
PSX2
$48.95

PLAYSTATION

Title	Release	Price
Ace Combat 3	03/00	$36.95
Action Man	08/00	$29.95
Alien Resurrection	10/00	$29.95
Alone in the Dark 4	11/00	$39.95
Alundra 2	03/00	$39.95
Animorphs	09/00	$29.95
Arc the Lad Collection	01/00	$76.95
Arena Football	06/00	$39.95
Armored Core Mstr Arena	03/00	$39.95
Armorines	05/00	$29.95
Army Men Air Attack 2	09/00	$39.95
Army Men World War	04/00	$39.95
Army Men:Sarge's Heroes	02/00	$34.95
Baldur's Gate	09/00	$46.95
Ballistic	09/00	$39.95
Bass Landing 2	09/00	$29.95
Bass Master's Clsc: TE	10/00	$44.95
Bass Rise	08/00	$39.95
Batman Beyond	10/00	$39.95
Batman Racing	10/00	$39.95
Battleship 2	10/00	$24.95
Battletanx 2	03/00	$39.95
Beast Wars	06/00	$29.95
Bedrock Bowling	10/00	$39.95
Blade	11/00	$39.95
Blade Arts	10/00	$29.95
Blades of Steel 2000	02/00	$29.95
Blaster Master	12/00	$39.95
Bloodlines	08/00	$39.95
Blue's Clues	10/00	$42.95
Breakout	08/00	$24.95
Breath of Fire 4	10/00	$44.95
Brunswick Bowling 2	02/00	$34.95
Buffy Vampire Slayer	09/00	$39.95
Builder's Block	08/00	$29.95
Bust A Groove 2	08/00	$29.95
Buzz Lightyear	10/00	$39.95
Carmageddon 2	09/00	$39.95
Champ Motocross 2K1	09/00	$39.95
Chrono Cross	08/00	$39.95
Colin McRae Rally 2	08/00	$42.95
Colony Wars 3 Red Sun	07/00	$39.95
Cool Boarders 2001	11/00	$39.95
Countdown Vampires	08/00	$39.95
Covert Ops Nuclear Dawn	06/00	$39.95
Crash Bash	11/00	$39.95
Crisis Beat	11/00	$39.95
Crusaders Might Magic	03/00	$36.95
Danger Girl	09/00	$39.95
Dave Mirra Free BMX	09/00	$39.95
Destruction Derby Raw	09/00	$32.95
Digimon World	07/00	$39.95
Dino Crisis 2	09/00	$39.95
Dragon Quest 7	02/00	$49.95
Dragon Valor	10/00	$39.95
Driver 2	11/00	$42.95
Duke Nukem Planet Babes	09/00	$39.95
Dukes of Hazzard 2	11/00	$39.95
ECW Anarchy Rulez	08/00	$38.95
ESPN MLS Game Night	09/00	$39.95
ESPN X Games Snowboard	11/00	$39.95
Eagle One Harrier Attk	04/00	$39.95
Eternal Eyes	11/00	$39.95
Evil Dead Hail King	10/00	$38.95
F1 Champ Season 2000	10/00	$39.95
F1 World Gran Prix 2K	11/00	$36.95
FIFA Soccer 2001	10/00	$39.95
Fear Effect RetroHelix	10/00	$39.95
Final Fantasy 9	11/00	$49.95
Formula 1 2000	10/00	$39.95
Frogger 2	09/00	$29.95
Front Mission 3	03/00	$36.95
Golden Tee Golf	09/00	$29.95
Grind Session	05/00	$39.95
GunGage	09/00	$39.95
HBO Boxing	11/00	$39.95
Harvest Moon	10/00	$44.95
High Heat Baseball 2001	03/00	$24.95
Hogs of War	09/00	$29.95
Hot Shots Golf 2	03/00	$39.95
Hydro Thunder	09/00	$39.95
ISS Pro Evolution	07/00	$39.95
Jackie Chan Stuntmstr	03/00	$29.95
Jarrett & Labonte Racing	10/00	$38.95
K1 Grand Prix	01/00	$39.95
Knockout Kings 2001	10/00	$39.95
Koudelka	07/00	$39.95
Legend of Dragoon	06/00	$39.95
Legend of Mana	06/00	$39.95
Lunar 2:Eternal Blue	11/00	$62.95
MLB Pennant Race 2001	03/00	$38.95
MTV Sports Pure Ride	09/00	$39.95
MTV Sports Skateboard	09/00	$32.95
Macross VFX	07/00	$42.95
Madden FB 2001	08/00	$39.95
March Madness 2001	11/00	$39.95
Marvel Vs. Capcom	01/00	$32.95
Mary Kate Ashley Mall	10/00	$39.95
Mat Hoffman's Pro BMX	02/00	$39.95
McGrath Vs. Pastrana	09/00	$39.95
Medal of Honor 2	10/00	$39.95
MediEvil 2	05/00	$39.95
Mega Man Legends 2	10/00	$39.95
Micro Maniacs	09/00	$39.95
Mike Tyson Boxing	10/00	$39.95
NASCAR 2001	09/00	$39.95
NASCAR Heat	10/00	$29.95
NBA Live 2001	10/00	$39.95
NFL Blitz 2001	09/00	$39.95
NFL Game Day 2001	08/00	$38.95
NHL Hockey 2001	09/00	$39.95
Need Speed 5	03/00	$39.95
Nightmare Creatures 2	05/00	$39.95
PGA European Tour Golf	09/00	$39.95
Paper Boy	07/00	$24.95
Parasite Eve 2	09/00	$39.95
Persona 2 Eternal	11/00	$44.95
Polaris SnoCross 2000	09/00	$19.95
RC Revenge	08/00	$32.95
Ray Crisis	09/00	$29.95
RayMan 2	09/00	$29.95
Renegade Racers	05/00	$29.95
Resident Evil Survivor	09/00	$36.95
Rogue Spear	11/00	$39.95
Roleplaying Game Maker	09/00	$44.95
Roll Cage Stage 2	10/00	$24.95
Romance 3 Kingdoms 6	04/00	$43.95
Roswell Conspiracies	11/00	$39.95
Runabout 2	05/00	$39.95
SaGa Frontier 2	02/00	$39.95
Samurai Showdown Warrior	04/00	$38.95
Sea-Doo HydroCross	10/00	$39.95
Silent Bomber	04/00	$39.95
Silhoutte Mirage	01/00	$39.95
Sim Theme Park	03/00	$38.95
Simpsons Wrestling	10/00	$39.95
Smash & Bash	09/00	$39.95
Sno Cross Champ Racing	08/00	$39.95
Snow Speeder	05/00	$39.95
Soulbringer	09/00	$44.95
SpecOps: Omega Squad	10/00	$39.95
Spider-Man	08/00	$39.95
Spyro Year of Dragon	10/00	$39.95
Star Trek Invasion	08/00	$38.95
Star Wars Demolition	11/00	$42.95
Star Wars Jedi Pwr Batt	04/00	$42.95
Street Fighter EX2 Plus	06/00	$36.95
Strider 2	08/00	$29.95
Striker Pro 2000	06/00	$29.95
Subbuteo	08/00	$39.95
Super Bike 2001	12/00	$39.95
Super Cross 2000	08/00	$44.95
Sydney 2K Olympics	08/00	$39.95
Syphon Filter 2	03/00	$39.95
TOCA Tour Car Champ 2	05/00	$32.95
Tecmo Deception 3	03/00	$42.95
Tenchu 2	08/00	$39.95
Terracon	09/00	$39.95
Test Drive Cycles	09/00	$39.95
Test Drive Le Mans	06/00	$34.95
Test Drive Rally Mstr	09/00	$29.95
Threads of Fate	07/00	$36.95
Tiger Woods 2001	11/00	$39.95
Tiggers Honey Hunt	09/00	$39.95
Time Crisis 2	09/00	$46.95
Tomb Raider 5	11/00	$39.95
Tony Hawks Pro Skatr 2	09/00	$39.95
Torneko The Last Hope	11/00	$44.95
Tyco R/C Smash & Bash	08/00	$29.95
Ultimate Fight Champ	10/00	$42.95
Vagrant Story	05/00	$39.95
Valkyrie Profile	09/00	$44.95
Vampire Hunter D	09/00	$42.95
Vanark	04/00	$29.95
Vanguard Bandits	06/00	$39.95
Vanishing Point	10/00	$39.95
Vapor TRX	11/00	$39.95
Vegas Games 2001	10/00	$36.95
WCW 2001	10/00	$39.95
WWF Smackdown 2	10/00	$42.95
WWII:Operation Overlord	11/00	$42.95
War:Final Assault	09/00	$39.95
Warriors Might & Magic	11/00	$44.95
Who Wants Be Millionaire	06/00	$39.95
Wild Arms 2	05/00	$39.95
World Destrctn Lg Tanks	09/00	$39.95
World is Not Enough	11/00	$39.95
Worms Pinball	07/00	$29.95

'LUNAR 2: ETERNAL BLUE' Join Hiro & Ruby as they try to unlock the secrets of the Blue Spire & the strange young girl within it. Meet new characters, fight monsters, climb mountains & crawl through dungeons as you continue your quest to defeat the evil Zophar!

Working Designs (Roleplaying)
Release: 12/00
PSX
$59.95

©2001 CHIPS & BITS, INC.

Hot Deals!

Namco Museum V.3	PS	$19.95
War Gods	N64	$19.95
Men in Black	GB	$19.95
Alien Trilogy	PS	$19.95

www.chipsbits.com
or call 1-800-699-4263
Source Code 11359

GAMEBOY COLOR

Title	Release	Price
3D Ultra Pinball	12/00	$28.99
Air Force Delta	09/00	$28.99
Aladdin	08/00	$28.99
Alice in Wonderland	09/00	$28.95
Alone in the Dark 4	10/00	$28.95
Animorphs	10/00	$28.95
Armada: F/X Racers	08/00	$28.95
Army Men Sarges Hero 2	11/00	$28.99
Arthur's Fun Day	09/00	$28.95
Austin Powers 1	09/00	$28.95
Batman Beyond	10/00	$28.99
Battle Tanx	03/00	$22.99
Bionic Commando	01/00	$28.95
Blade	11/00	$28.95
Blaster Master Boy	09/00	$28.95
Bomberman MAX Blue	05/00	$28.99
Bomberman MAX Red	05/00	$28.99
Buffy Vampire Slayer	09/00	$28.95
Bugs Bunny 4	07/00	$28.95
Bust a Move Millenium	10/00	$28.95
Buzz Lightyear	11/00	$28.95
Cannon Fodder	11/00	$26.95
Carmageddon	06/00	$28.99
Championship Motocross	09/00	$29.95
Cinderella	09/00	$28.95
Croc 2	11/00	$28.99
Cruisin' Exotica	10/00	$28.95
Crystalis	07/00	$28.95
CyberTiger Golf	10/00	$28.95
Dave Mirra Free BMX	11/00	$28.99
Dino Crisis	08/00	$28.99
Disney World Racing	11/00	$28.99
Donald Duck	10/00	$28.95
Donkey Kong Country 2	11/00	$28.99
Dragon Tales	10/00	$28.95
Dragon Warrior 1 & 2	09/00	$28.95
Dragon Warrior Monster	02/00	$28.99
Driver	05/00	$28.99
Dukes of Hazzard	11/00	$28.95
ECW Anarchy Rulez	11/00	$28.95
ESPN NBA Tonight	11/00	$28.99
FIFA Soccer 2001	11/00	$28.99
Force 21	11/00	$28.99
Frogger 2	09/00	$29.95
Galaga	09/00	$24.95
Galaxian	10/00	$24.95
Gauntlet Legends	10/00	$28.99
Ghost'n Goblins	01/00	$28.99
Gobs of Games	09/00	$28.95
Harvest Moon 2	10/00	$32.99
Heroes Might & Magic	07/00	$28.99
Hot Wheels	01/00	$28.99
Hoyle's Casino	10/00	$28.95
Inspector Gadget	11/00	$28.99
Int'l Track & Field	01/00	$28.99
Jungle Book	11/00	$28.99
Kirby Tilt n Tumble	01/00	$32.99
LEGO Racers	09/00	$28.95
Legend River King 2	09/00	$28.99
Legend Zelda Fruit Tree	11/00	$32.99
Lemmings Revolution	08/00	$28.99
Li'l Monster	09/00	$28.95
Lion King 2	12/00	$28.95
Little Mermaid Pinball	09/00	$32.95
Looney Tunes Alert!	09/00	$28.95
M&M's Minies Madness	10/00	$28.95
MTV Sports Skateboard	08/00	$28.99
Madden FB 2001	10/00	$28.95
Mario Tennis	01/00	$28.99
Mega Man X	11/00	$28.95
Metal Gear Solid	05/00	$28.95
Mission Impossible	03/00	$28.99
Monster Rancher Bttle Crd	04/00	$28.99
NASCAR 2000	07/00	$28.99
NBA Live 2000	09/00	$28.99
NFL Blitz 2001	09/00	$28.95
Perfect Dark	09/00	$28.95
Pokemon Gold	10/00	$29.95
Pokemon Pinball	07/99	$28.95
Pokemon Red	05/99	$27.95
Pokemon Silver	10/00	$29.95
Pokemon Yellow	10/99	$27.95
Polaris SnoCross 2000	09/00	$28.95
Q-Bert	09/00	$24.95
Rainbow Six	04/00	$28.99
Road Champs BSX	12/00	$28.95
Road Rash	10/00	$28.95
Road Runner	10/00	$28.99
Robopon	11/00	$34.95
Rune Lords	10/00	$32.99
Rush 2049	09/00	$28.95
SF Alpha Warriors Dream	04/00	$28.99
Sea-Doo HydroCross	10/00	$28.95
Sleeping Beauty	08/00	$28.99
South Park Rally	08/00	$28.99
Space Battle	06/00	$28.95
SpeedBall 2100	09/00	$28.95
Spider-Man	09/00	$28.95
Sydney 2K Olympics	09/00	$28.99
Test Drive 2001	10/00	$29.95
Tony Hawks Pro Skatr 2	11/00	$28.99
Towers Lord Baniff	08/00	$28.99
Toy Story 2	01/00	$28.99
WCW Mayhem	05/00	$22.99
WWF No Mercy	10/00	$28.95
Wacky Races	09/00	$28.95
Wario Land 3	07/00	$28.99
Warlocked	07/00	$28.99
Warriors Might & Magic	11/00	$28.99
World is Not Enough	10/00	$28.99
Worms Armageddon	01/00	$28.99
X Men Mutant Wars	11/00	$28.95

'POKEMON GOLD' Red, Blue, Yellow and now GOLD!!! Witn over 250 Pokemon including the original 150. Each Pokemon leads to more variation so collect the critters and fight it out.

Nintendo (Adventure)
Release: NOW
Gameboy **$29.95**

'POKEMON SILVER'
Release: NOW
$29.95

DREAMCAST

Title	Release	Price
4x4 Evolution	10/00	$39.95
Bang! Gunship Elite	11/00	$46.95
Chu Chu Rocket	03/00	$29.95
Crazy Taxi	02/00	$46.95
D 2	08/00	$44.95
Dave Mirra Free BMX	11/00	$44.95
Dead or Alive 2	03/00	$39.95
Ecco the Dolphin	08/00	$39.95
Evil Dead Hail King	10/00	$44.95
Grandia 2	12/00	$48.95
Jet Grind Radio	10/00	$46.95
Kengo Master Bushido	12/00	$46.95
King Fighters Evolution	09/00	$46.95
Legend of Blade Masters	01/00	$39.95
MDK 2	04/00	$39.95
MTV Sports Skateboard	09/00	$46.95
Marvel Vs. Capcom 2	06/00	$42.95
Mat Hoffmans Pro BMX	02/00	$44.95
Metropolis Street Racer	11/00	$46.95
Phantasy Star Online	12/00	$49.95
Power Stone 2	08/00	$44.95
Resident Evil Code Veron	03/00	$44.95
SF3 Third Strike	09/00	$44.95
Samba de Amigo	10/00	$49.95
Sea Man Forbidden Pet	08/00	$52.95
Sega GT	08/00	$39.95
Sega Marine Fishing	10/00	$39.95
Sega Sports NBA 2K1	10/00	$49.95
Sega Sports NFL 2K1	09/00	$49.95
Sega Sports NHL 2K	02/00	$46.95
Shenmue	11/00	$46.95
Skies of Arcadia	11/00	$46.95
Smash & Bash	11/00	$42.95
Sonic Shuffle	11/00	$46.95
Space Channel 5	06/00	$36.95
Spec Ops:Omega Squad	10/00	$44.95
Star Trek New Worlds	10/00	$46.95
Star Wars Jedi Pwr Batt	10/00	$42.95
Streetfighter Alpha 3	05/00	$39.95
The Ring:Terrors Realm	09/00	$39.95
Tokyo Extreme Racer 2	09/00	$46.95
Tomb Raider 5	11/00	$44.95
Tony Hawks Pro Skatr 2	11/00	$44.95
Ultimate Fight Champ	09/00	$46.95
Virtua Tennis	07/00	$38.95
WWF Royal Rumble	08/00	$44.95
World Series BB 2001	07/00	$48.95
Worldwide Soccer 2K	09/00	$44.95

'SHENMUE' Transports you back to Japan, circa 1986. You are Ryo, a young man trying to solve the mystery of his father's death. Shenmue offers a true living world, where characters exist on thier own timelines and almost all objects can be manipulated and used. Interact with hundreds of characters and solve a myriad of puzzles. It's epic storytelling at it's best, and it's only on the Sega Dreamcast.

Sega (Roleplaying)
Release: NOW
Dreamcast **$49.95**

'SEGA SPORTS: NFL 2K1' With the built-in modem, you and up to three friends can play against a cross-country rival with up to three lackies. The game is packed with new moves, better defense, increased realism, and more modes of play, like a stiff arm shot straight to your ribcage,

Sega (Sports)
Release: NOW
Dreamcast **$49.95**

Coming Soon!

Gran Tourismo 2000	PS2	$48.95
Aidyn Chronicles	N64	$59.95
Deadly Pursuit	SD	$44.95
Pokemon Puzzle Chlng	GB	$28.95

COMPUTER GAMES & HARDWARE

American McGee's Alice	10/00	$45.95
Anachronox	01/02	$33.95
Arcanum	11/00	$39.95
Baldur's Gate 2	09/00	$42.95
C & C:Red Alert 2	11/00	$44.95
Championship Manager 5	06/00	$39.95
Delta Force:LandWarrior	11/00	$39.95
Deus Ex	04/00	$33.95
Diablo 2	02/00	$42.95
Diablo II Expnsn Pck	04/01	$29.95
Dirt Track Rcg Sprnt Crs	09/00	$19.95
Escape from Monkey Isle	11/00	$39.95
EverQuest Scars of Velious	01/00	$19.95
Fate of the Dragon	08/01	$33.95
Half Life Adrenaline Pk.	01/00	$39.95
Icewind Dale	07/00	$42.95
Links LS 2001	09/00	$44.95
Madden NFL 2001	08/00	$39.95
MechWarrior 4	11/00	$44.95
Myst III:Exile	02/01	$44.95
Oni	01/00	$44.95
Quake 3 Arena	12/99	$33.95
Quake 3 Arena MP1	11/00	$28.95
Railroad Tycoon 2 Gld	09/99	$28.95
Reach for Stars	10/00	$38.95
Roller CT Loopy Landscapes	09/00	$29.95
Sims:Livin' Large	09/00	$29.95
SimCity 3000 Unlimited	05/00	$37.95
System Shock 2	08/00	$14.95
Thief 2: The Metal Age	03/00	$28.95
Tomb Raider 5	11/00	$38.95
Unreal Tournament GYE	10/00	$28.95
Wizards & Warriors	09/00	$42.95
Zeus:Master of Olympus	11/00	$39.95
3dfx Voodoo 4 4500 AGP	09/00	$149.95
CH Flight Sim Yoke USB	10/00	$99.95
Diamond Monster MX400	02/00	$74.95
Elso Gladiac GeForce2	06/00	$279.95
Herc 3D Prpht II DI-Dsply	09/00	$184.95
Hercules3DProphetI 64MB	07/00	$399.95

NINTENDO 64

Aidyn Chronicles	10/00	$59.95
All Star Baseball 2001	03/00	$49.95
Banjo Tooie	11/00	$49.95
Cruisin' Exotica	10/00	$52.95
Dragon Sword	10/00	$59.95
Eternal Darkness	02/00	$52.95
ExciteBike	05/00	$44.95
F1 Championship	10/00	$39.95
Fighters Destiny 2	06/00	$42.95
Gauntlet Legends	09/99	$49.95
Harvest Moon	12/99	$59.95
Hey You Pikachu	11/00	$82.95
Indy Racing League 2K	06/00	$39.95
Jet Force Gemini	10/99	$45.95
Kirby 64 Crystal Shards	07/00	$49.95
Legend Zelda Majora Mask	10/00	$59.95
Madden FB 2001	09/00	$49.95
Mario Golf 64	08/99	$44.95
Mario Party 2	02/00	$49.95
Mario Tennis	09/00	$49.95
NASCAR 2000	09/99	$30.95
NBA Live 2000	11/99	$39.95
NFL Blitz 2001	09/00	$49.95
Ogre Battle 64	10/00	$56.95
Paper Mario Story	03/00	$49.95
Perfect Dark	05/00	$59.95
Pokemon Puzzle League	09/00	$49.95
RayMan 2	10/99	$52.95
Resident Evil Zero	10/00	$52.95
Ridge Racer	03/00	$36.95
Rush 2049	09/00	$52.95
Smash Brothers	05/99	$46.95
Spider-Man	11/00	$52.95
Star Wars Racer	05/99	$26.95
Starcraft	06/00	$44.95
Tony Hawks Pro Skater	03/00	$46.95
Turok Shadow Oblivion	08/00	$49.95
WCW 2001	11/00	$49.95
WWF No Mercy	11/00	$52.95
World is Not Enough	11/00	$49.95

'BANJO TOOIE' Travel through 9, 3D worlds, full of magic, power ups and fearsome enemies. The worlds cover about 150 areas and 9 nasty bosses, which the pair can explore together or seperately. New moves and skills will be put to good use solving puzzles and mastering tricky areas. Mini-games are featured in every level.

Nintendo (Adventure)
Release: NOW
N64 **$49.95**

ROLE PLAYING

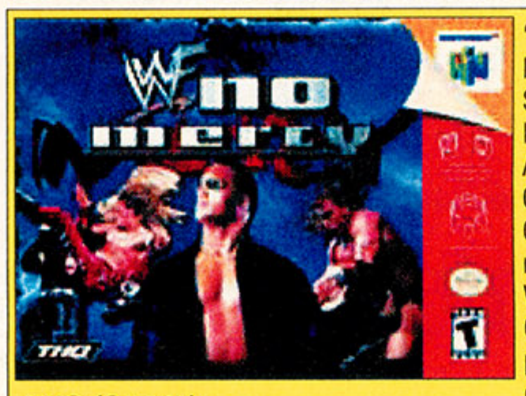
AD&D 3rd Ed. DM Guide	09/00	$19.95
AD&D 3rd Ed. Monster	10/00	$16.95
AD&D 3rd Ed. Players	08/00	$17.95
Aberrant	11/99	$19.95
Alternity Player's Handbook	04/98	$24.95
Call of Cthulhu 5th Ed.	07/98	$24.95
Changeling	09/95	$24.95
Cyberpunk 2020	05/95	$17.95
Deadlands Rulebook	10/97	$24.95
Dragonlance 5th Age	09/96	$21.95
Earthdawn	06/95	$17.95
Fading Suns	02/97	$19.95
Hell on Earth Rulebook	12/98	$26.99
Mage 2nd Ed.	02/95	$24.95
MERP 2 Softcover	10/95	$19.95
Palladium Fantasy	03/98	$21.99
Pendragon 4th Ed.	05/95	$24.95
Unknown Armies	09/99	$19.95
Vampire 3rd Edition	10/98	$27.95
Warhammer Fantasy	06/95	$24.99
Wraith	02/95	$22.95

BOARD GAMES

1864 Year of Decision	07/00	$29.95
Arab Israeli Wars	09/00	$12.95
Axis & Allies Europe	03/00	$38.95
Bohnanza	09/00	$11.95
Combat! Stalingrad	08/00	$46.95
Financiers & Sharks	05/00	$29.99
Galacia & Tannenberg	01/00	$36.99
Gear Krieg	08/00	$20.95
Joan of Arc	08/98	$52.99
Lionheart	10/97	$34.99
Luftschiff	06/99	$13.99
Pacific Victory	07/00	$49.99
Risorgimento 1859	08/00	$59.95
Settlers of Catan	11/96	$32.99
Totaler Krieg!	01/00	$69.99
Ukraine 1943	08/00	$29.95
Union Pacific	05/99	$34.95
Victory	06/99	$35.95
War in Europe	10/99	$199.99
Warhammer Fantasy	10/96	$69.99
Wizard Kings	08/00	$39.95

'LEGEND OF ZELDA MAJORA'S MASK' Join Link as he unravels the mystery of Majora's Mask. Link relives the same 3 days and nights, enabling him to explore his 3D world and interact with characters like never before. Use Link's Notebook to keep track of characters, tasks and appointments as you travel through the game.

Nintendo (Roleplaying)
Release: NOW
N64 **$59.95**



'WWF NO MERCY' Featuring 80 WWF Superstars including The Rock, Triple H, Kurt Angle, Chris Benoit, Chyna, and many more! Compete in different matches such as Weapons, Ladder, and Cage. Enter the ring, and prepare for battle, just don't expect any mercy!

THQ (Sports)
Release: NOW
N64 **$59.95**

FREE GAME OFFER!

Spend the specified amount on any in-stock software and choose one free IBM game from the corresponding list. Request must be made at time of order. Offer good on in-stock software only, while supplies last. Limit 2 per customer. Valid through February 17, 2001.

SPEND $60 Colonization J/C, Global Domination, British Open Golf

SPEND $100 Battleground 8 Prelude Waterloo, Sanitarium, Sin

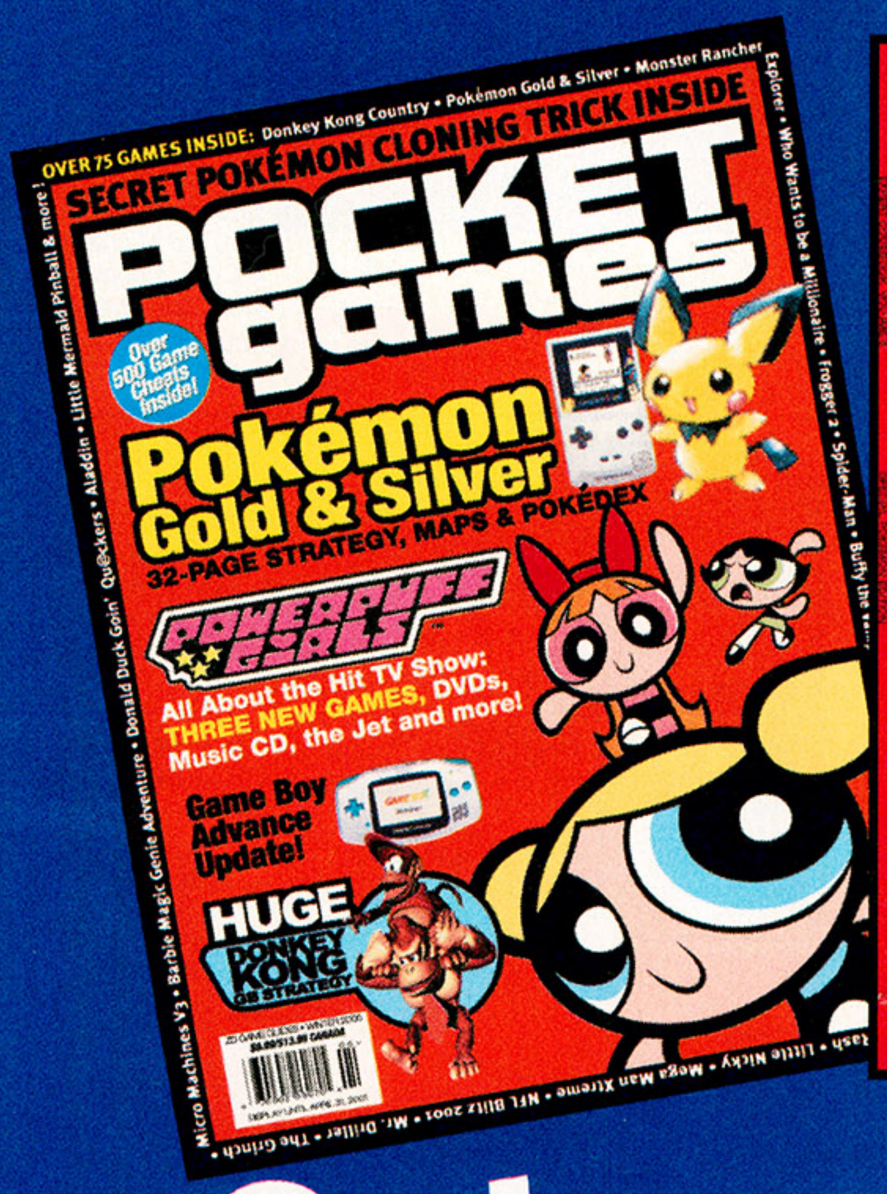
SPEND $200 Battlezone, Screamin' Demons, Axis & Allies

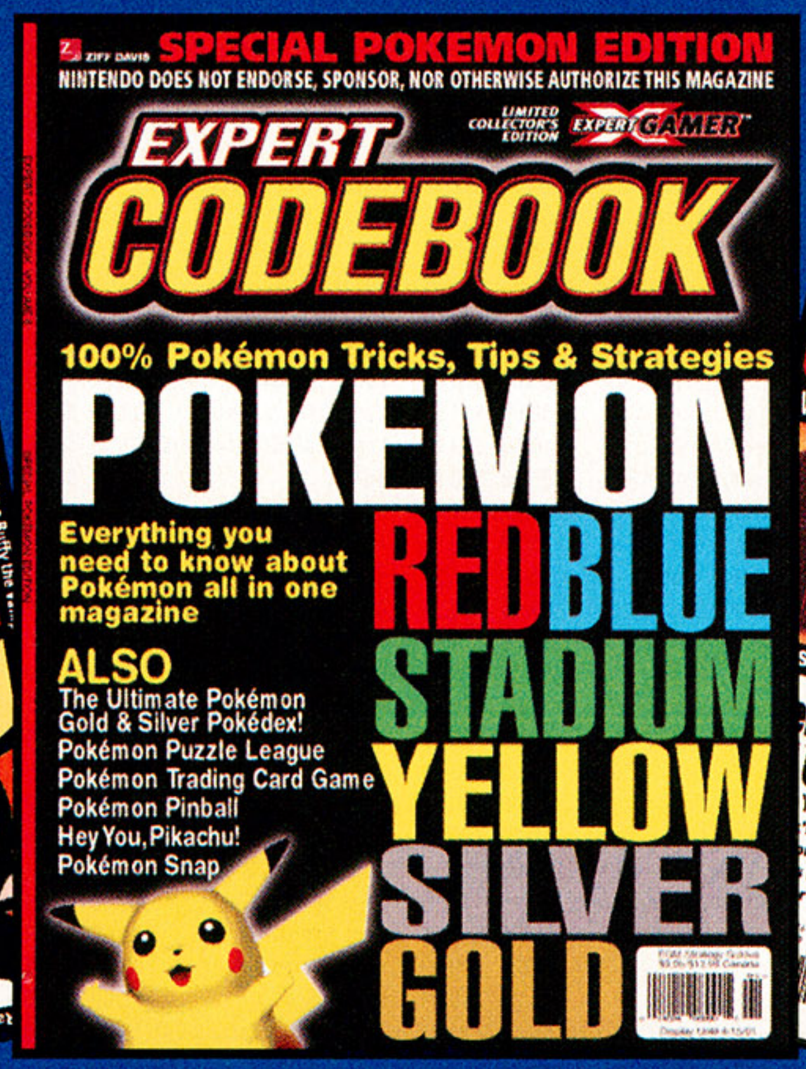
Visa, MC & Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Price, release, availability, shipping times & offer not guaranteed & are subject to change at any time. Hardware may require added S&H. Within 10 days defectives repaired or replaced at our discretion. After 10 days the manufacturer's warranty applies. All sales final. S&H calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed, the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you. For each US order $10.00 will be allocated to a 12 issue subscription to Computer Games Strategy Plus. Call for details.

	Standard U.S. Mail 7-10 Days	Priority U.S. Mail 2-3 Days	Express 2 Day	Express 1 Day	Mail To Canada 4-7 Days	Mail To The World 7-14 Days
Per Order	$1.00	$2.00	$2.00	$2.00	$2.00	$2.00
Per Shipment	$2.50	$2.50	$6.50	$14.50	$3.50	$3.50
Per Item	$1.50	$1.50	$1.50	$2.50	$2.50	$6.50

©2001 CHIPS & BITS, INC.

On Sale Now

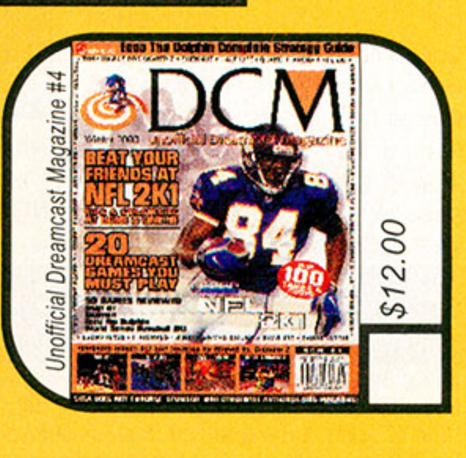




Only on Newsstands!

Each year, the hard-workin' editors of *Electronic Gaming Monthly* create special-edition magazines such as the *Video Game Buyer's Guide*, *Pocket Games* or *DCM* the *Unofficial Dreamcast Magazine*. These magazines can only be found on the newsstands or through back order. Look all three magazines above on sale now at Babbages, Software ETC., Barnes & Noble, Wal•Mart, K-Mart, Walden Books, Target, Borders, B. Dalton and many supermarkets and drugstores near you!

Are You Missing Something?



How To Order: ✓Check Your Mag

Simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to: Ziff Davis Media Inc. for the amount indicated for each magazine plus shipping and handling—add $3 for U.S., $3 for Canada and $5 for foreign orders—in U.S. funds only for each magazine! Orders should be mailed to: Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338. Price and availability subject to change without notice.

Advertiser Index

Activision. 12-13
www.activision

Bandai 45, 87
www.bandai.com

Capcom. 49, 71, 160
www.capcom.com

Chips & Bits 154-155
www.cdmag.com/chips.html

Coca-cola 15
www.sprite.com

Creative Labs Inc. 23
www.creative.com

DC Shoes 39
www.dcshoes.com

ESPN Winter X Games 27
www.Expn.go.com

Eidos Interactive 7, 30-33
www.eidosinteractive.com

Electronic Arts 4-5
www.ea.com

Electronics Boutique 74a-80
www.ebworld.com

Electrosource 158-159
www.pelicanacc.com

Game Music Online 157
www.gamemusic.com

Harman Multi-Media. 41
www.jbl.com

Infogrames 20-21
www.infogrames.net

Infogrames/GTI. 65
www.infogrames.net

Interplay. 47, 93, 113
www.interplay.com

Koei 51
www.koeigames.com

Konami of America 42-43
www.konami.com

LucasArts Entertainment Company . . . 73, 91
www.lucasarts.com

Mattel Toys Inc. 18-19
www.mattelinteractive.com

Nabisco 37
www.cornnuts.com

Natsume. 97
www.natsume.com

Nintendo of America Inc 8-9, 16-17
www.nintendo.com

Office for National Drug Control Policy . . . 67
www.whatsyourantidrug.com

Palm Pictures/Manga Entertainment 98
www.manga.com

Polaroid Corporation. 29
www.i-zone.com

R2Ogames.com (R2ONetworks). 85
www.r2Ogames.com

Sega of America 62-63, 68-69, 106-107
www.sega.com

Sony Computer Entertainment of America 10-11, 54-57
www.sony.com

Squaresoft 24-25
www.squaresoft.com

Take 2 Interactive. 53, 59, 83, 89, 99
www.rockstargames.com

THQ. 2-3
www.thq.com

Working Designs 101, 103, 105
www.workingdesigns.com

ZDNet 123
www.zdnet.com

Official Contest and Sweepstakes Rules

Trick of the Month

1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade," P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by Jan. 16, 2001.

All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in *EGM* and/or *Expert Gamer*, however, only one prize shall be awarded.

2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) Game Shark. Grand Prize has an approximate retail value of $99.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about Jan. 31, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.

4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, Illinois 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.

6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. **Sponsors:** This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2000 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month

1. **No Purchase Necessary:** To enter, send your letter to EGM Letters, P.O. Box 3338, Oak Brook, Illinois 60522-3338, or e-mail us at EGM@ziffdavis.com. Make sure to include your name, address and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *EGM*. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.

2. **Prizes:** One Grand Prize winner will receive one of the following prizes at Sponsor's sole option: One (1) SharkPad Pro 64^2 for N64; One (1) Barracuda for PlayStation; or One (1) Eclipse Stick for Saturn. Grand Prize has an approximate retail value of $29.99 U.S. Winners will be selected by the Letters Editor whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i.) Originality (50%); and (ii.) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable. The odds of winning will be determined by the number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: LETTER OF THE MONTH CONTEST RULES, P.O. Box 3338, Oak Brook, IL 60522-3338.

Chrono Cross OST (3 CD set)
SSCX10040

Final Fantasy VIII OST (4 CD set)
SSCX10028

Final Fantasy VII OST (4 CD set)
SSCX10004

Final Fantasy VI OST (3 CD set)
(Final Fantasy III in US)
PSCN5001

Final Fantasy VIII - Eyes on Me
Piano Sheet Music (DORE1535)

we also carry video game sheet music

Final Fantasy IX OST (4 CD set)
SSCX10043

FINAL FANTASY IX

Available Now! Final Fantasy IX Original Soundtrack, Final Fantasy IX OST Plus, and Final Fantasy IX Visual Arts Collection Book

GameMusic.Com

www.gamemusic.com
1-800-979-9889
Monday - Friday, 9 - 5 Pacific Time

Xenogears OST (2 CD set)
SSCX10013

Dracula X Original Soundtrack
KICA7760

Metal Gear Solid OST
KICA7895

Final Fantasy VIII Orchestra
SSCX10037

More than 500 game/anime music titles in stock, ready to be shipped out. Don't wait for weeks before you get your CDs when you can get them in days from us!

The Real Stuff from Japan All titles shown on this page are originals imported from Japan. There are retailers selling imitations with inferior quality. Before you buy from other retailers, ask if the CDs are the originals from Japan.

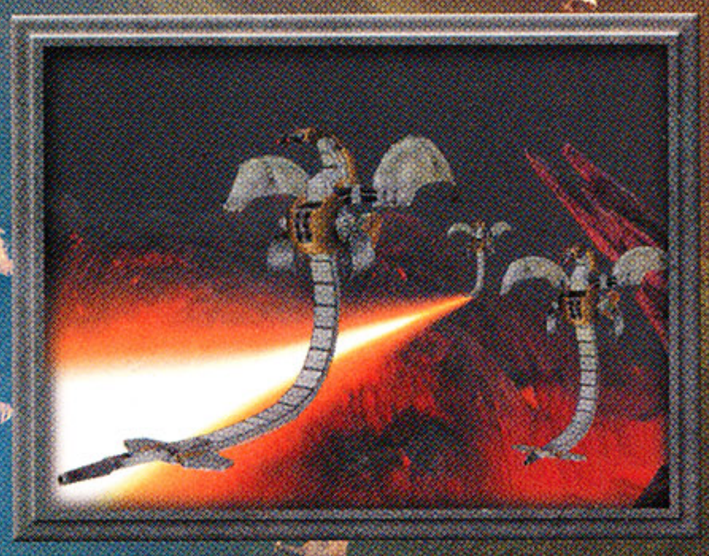
If you don't have Internet access, please call our toll-free number at 1-800-979-9889. Outside of US, please call 1-626-575-0873. Phone hours are Monday - Friday, 9 - 5 Pacific Time. We accept Visa/MasterCard/AMEX.
All trademarks are the properties of their respective owners. Game Music Online - 3778 Rockwell Ave. El Monte, CA 91731. E-Mail: gmo@gamemusic.com Fax: 1-626-575-0879 Sorry, our warehouse is not opened to public.

THREE HEROES ONE ENEMY ALL ACTION

Inspired by LucasArts' rich *Star Wars* flight-game legacy, *STAR WARS* STARFIGHTER combines intense air and space combat in a fast-paced action-adventure. Live the lives of three fighter pilots in a series of harrowing missions to save the galaxy from the evil Trade Federation. Pilot extraordinary 3D vehicles—including the Naboo N-1 plus a variety of never-before-seen craft—through stunningly real worlds in 14-plus air and space missions.

STAR WARS® STARFIGHTER™

PlayStation®2



starfighter.lucasarts.com
starwars.com

© 2001 LucasArts Entertainment Company LLC. © 2001 Lucasfilm Ltd. & TM or ® as indicated. The LucasArts logo is a registered trademark of Lucasfilm Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

TEEN T CONTENT RATED BY ESRB — Animated Violence

LUCAS Arts®

勇気

汇自过困难的勇气

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

鬼武者

ONIMUSHA

Warlords

SPRING 2001

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

PlayStation®2

CAPCOM EDGE

CAPCOM®
capcom.com

© CAPCOM CO., LTD. 2001 © CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. ONIMUSHA and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.