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GAMEPRO

ISSUE **134**

World's Largest Multiplatform Gaming Magazine

Something Evil This Way Comes!

RESIDENT EVIL 3 REMEMESIS

PLUS: More Zombie Action!

- Resident Evil 2
- Resident Evil: Code Veronica

Wipeout 3

OVER **80** GAMES INSIDE!

- Knockout Kings 2000
- Tomorrow Never Dies
- Final Fantasy Anthology
- NASCAR 2000 • TrickStyle
- NBA Showtime: NBA on NBG
- Jet Force Gemini • WCW Mayhem

PC GAMEPRO

- Command & Conquer: Tiberian Sun
- Omikron: The Nomad Soul
- Battlezone II

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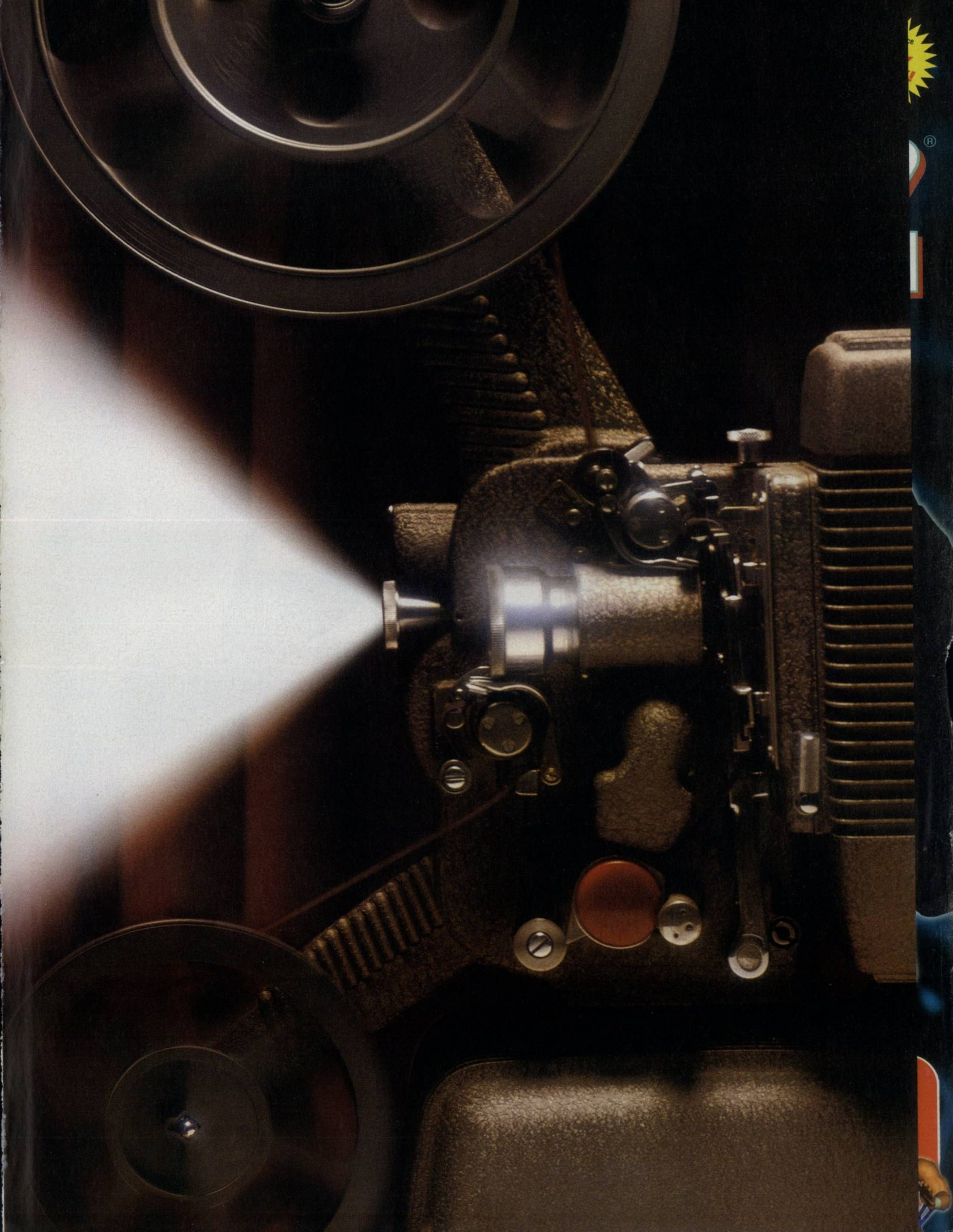
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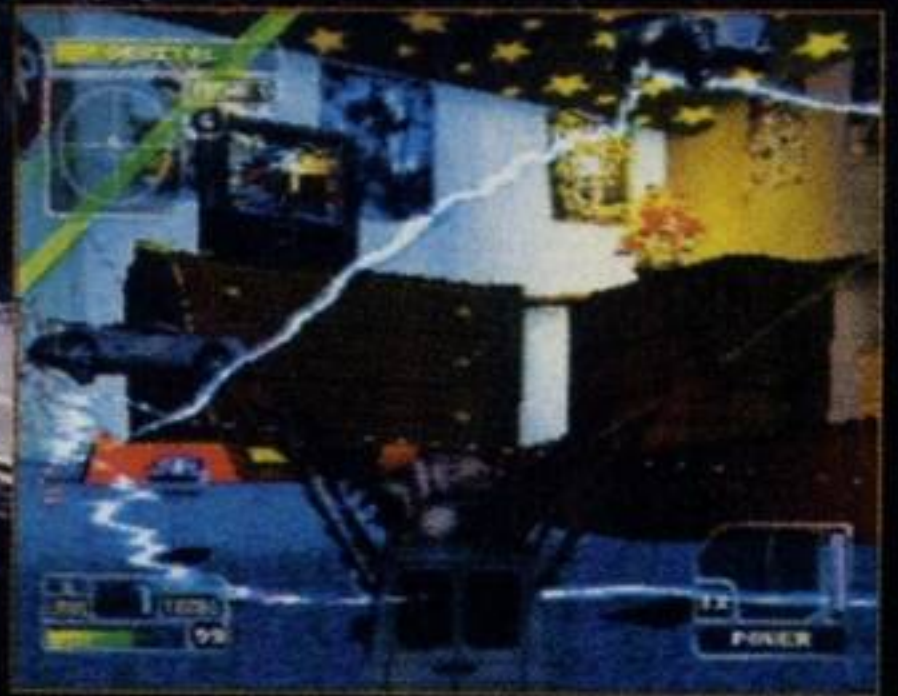
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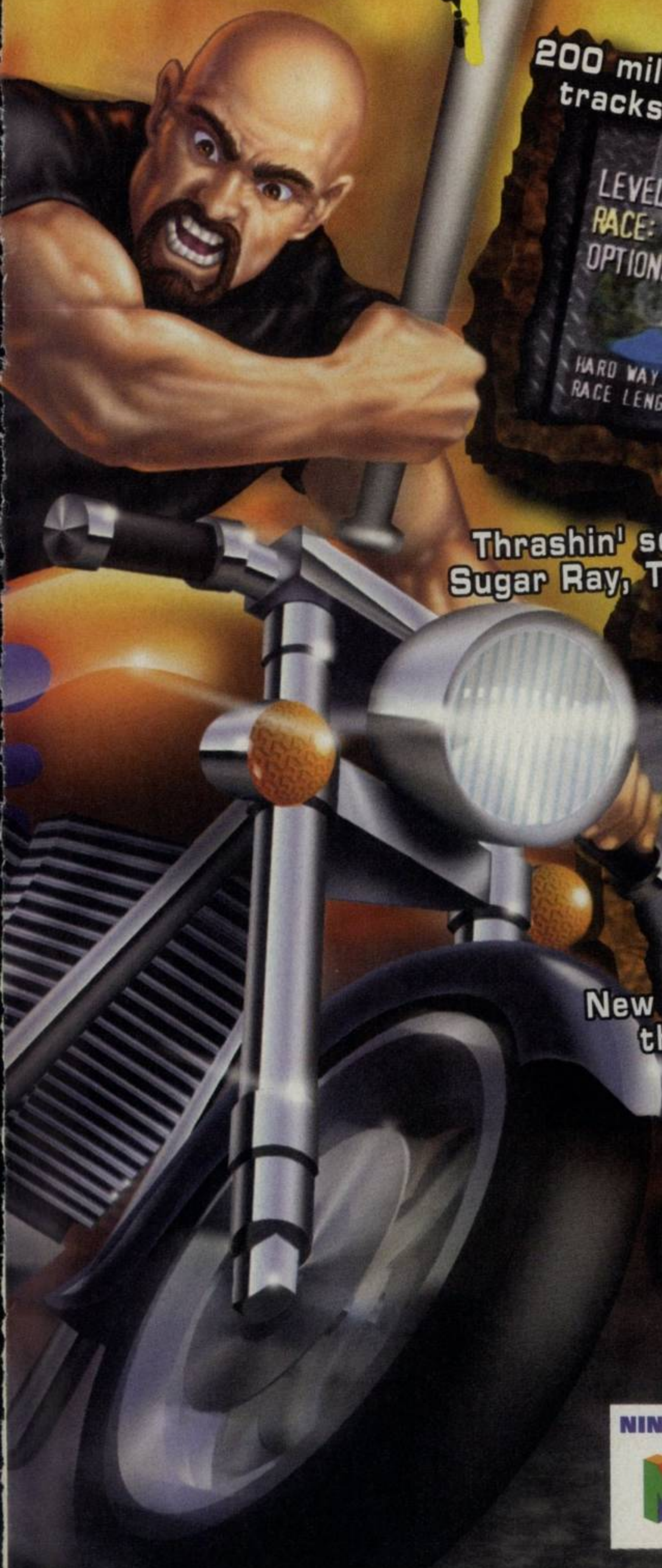


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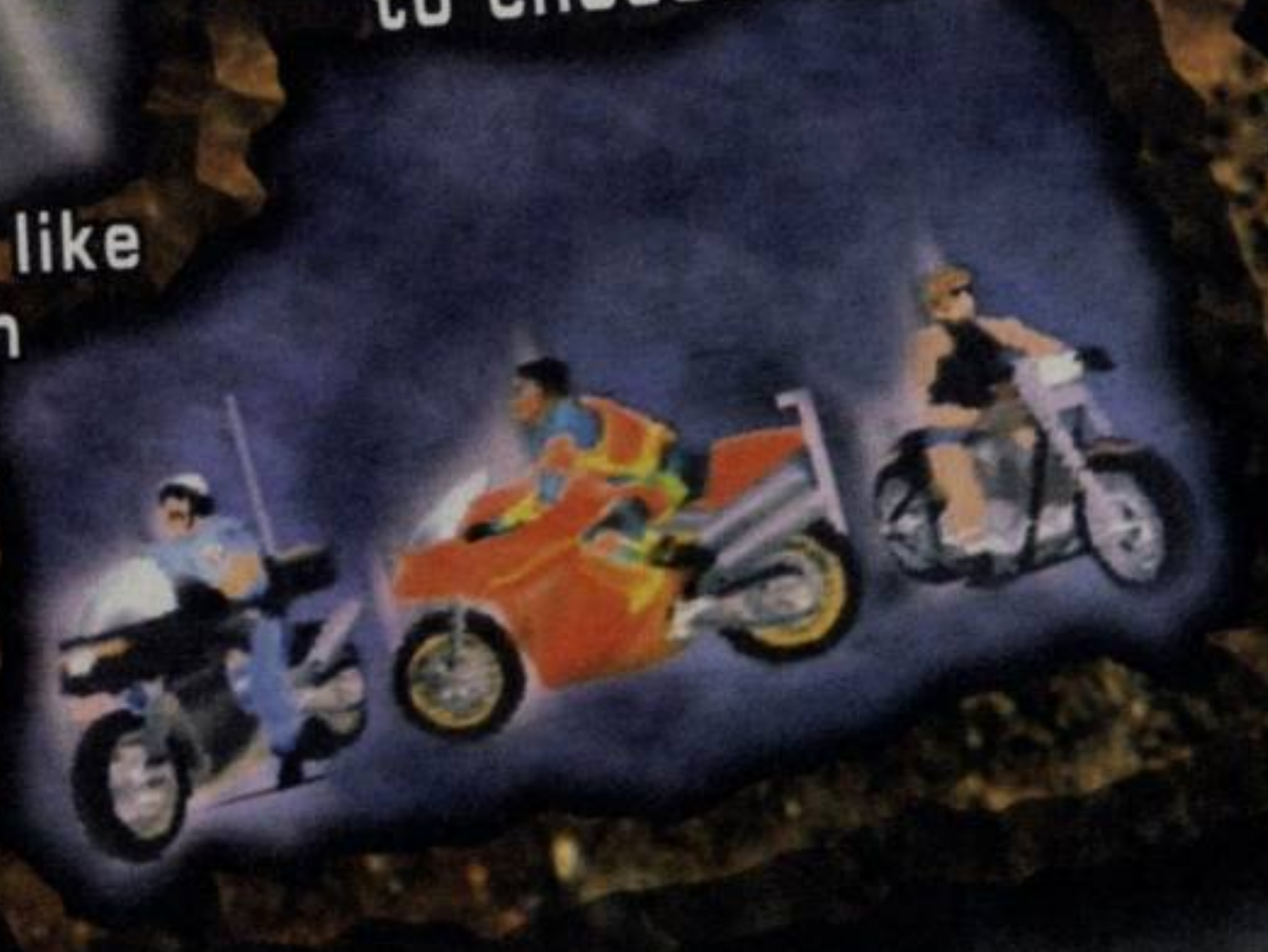
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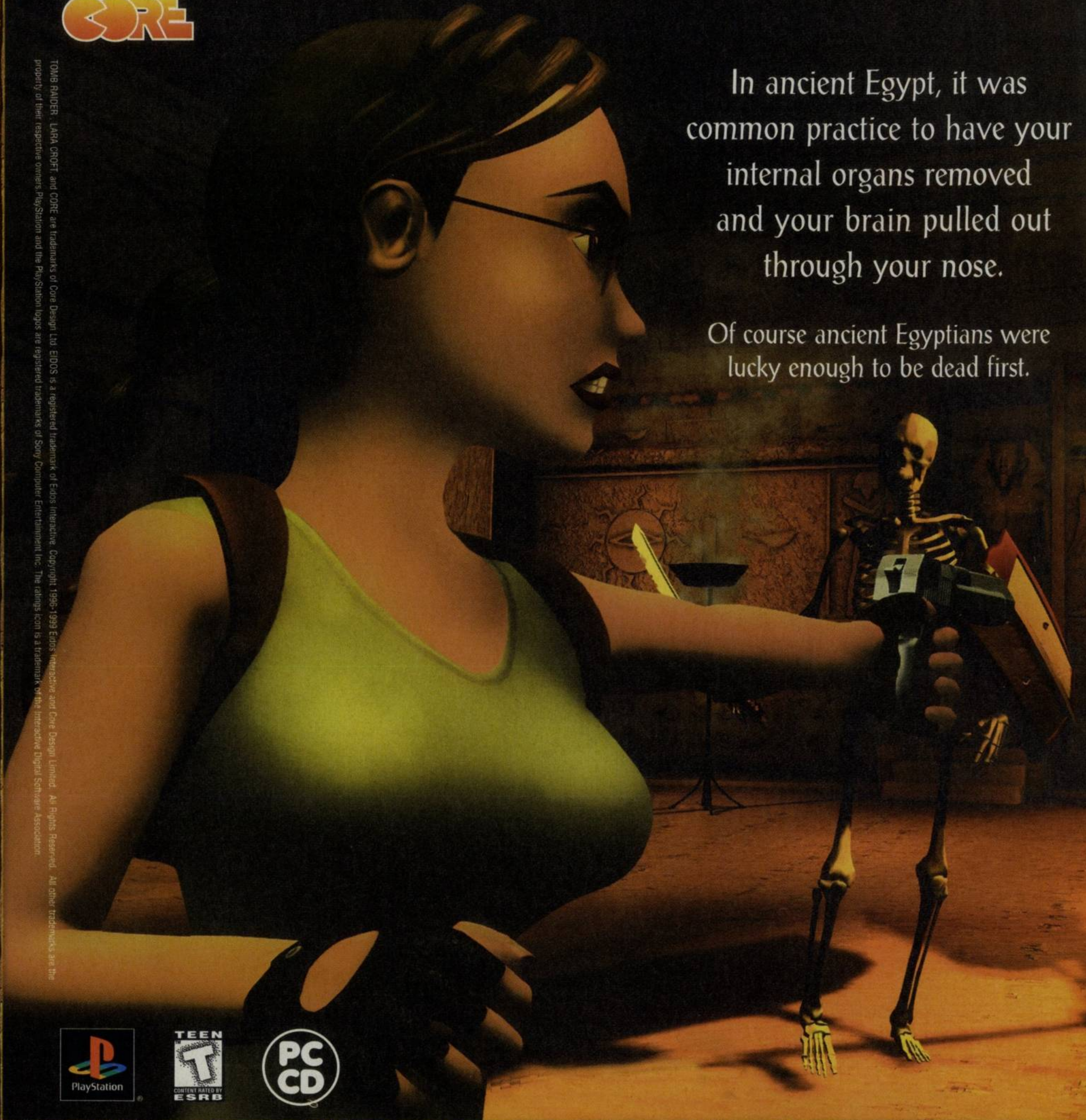
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In ancient Egypt, it was common practice to have your internal organs removed and your brain pulled out through your nose.

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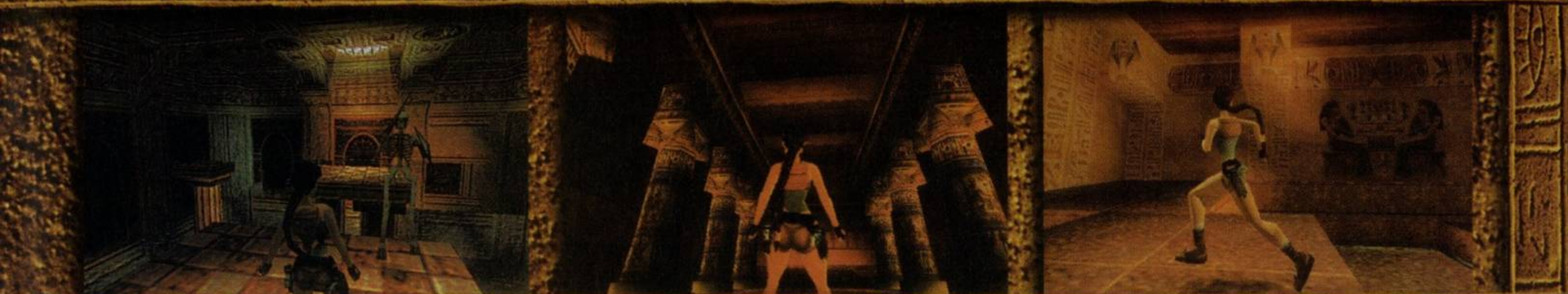
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Resident Evil 3: Nemesis for the PlayStation leads Capcom's onslaught of zombie games that includes Resident Evil 2 for the N64, Resident Evil: Code Veronica for the Dreamcast—and even Resident Evil for the Game Boy Color!

RESIDENT EVIL 3

NEMESIS



PROSTRATEGY SECTION

PROSTRATEGY GUIDE

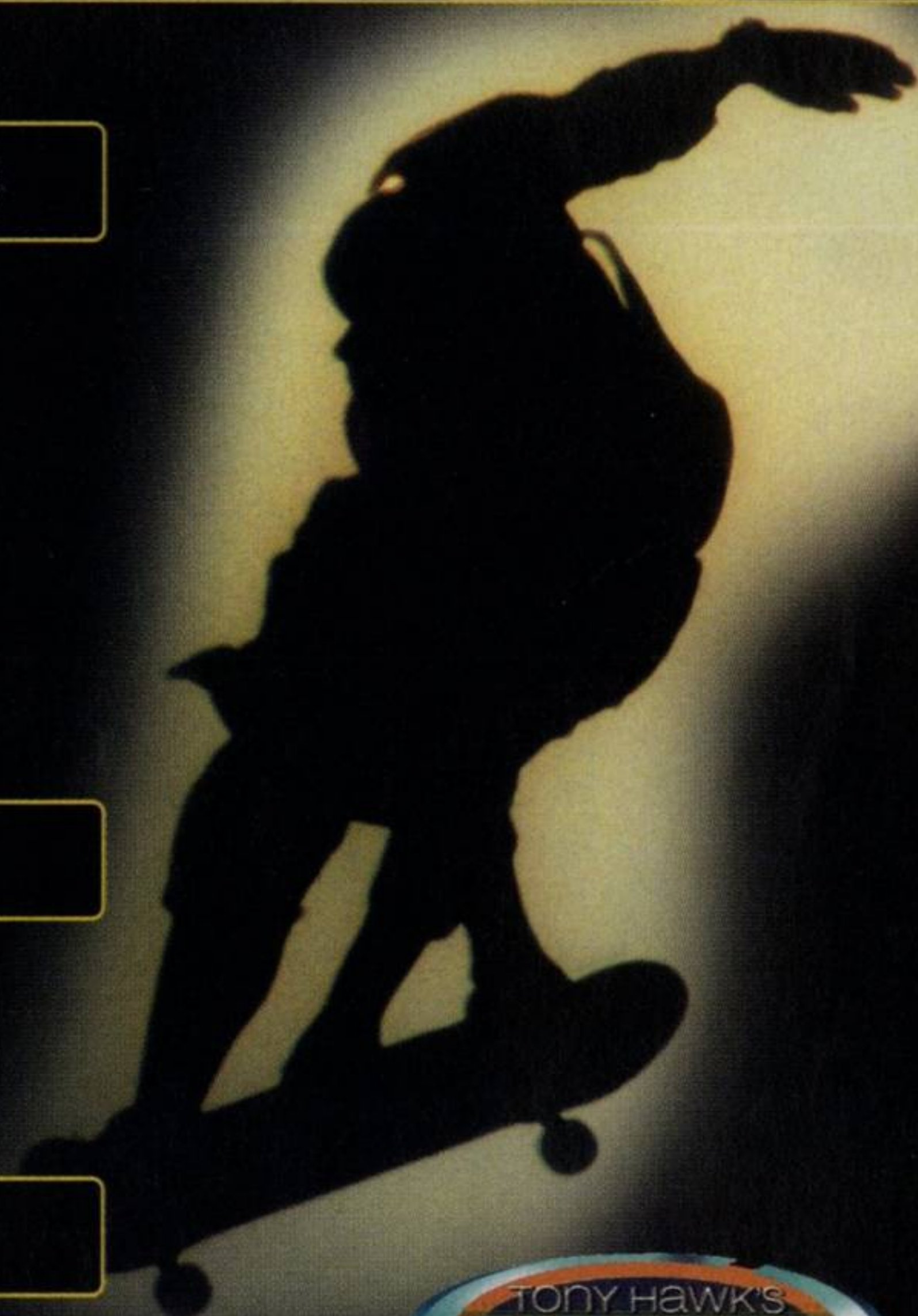
- 174** **Final Fantasy VIII, Part 2 PlayStation**
Your quest is almost complete. This ProStrategy Guide takes you all the way to the final battle with Ultimecia!
- 226** **Tony Hawk's Pro Skater PlayStation**
Learn all the board-bustin' moves you need to complete each level's objectives—and find all the hidden tapes!
- 240** **Soul of the Samurai, Part 2 PlayStation**
If you want to engage in Soul of the Samurai's final showdown, you have to beat the game as the ninja, Lin. Here's how!

THE FIGHTER'S EDGE

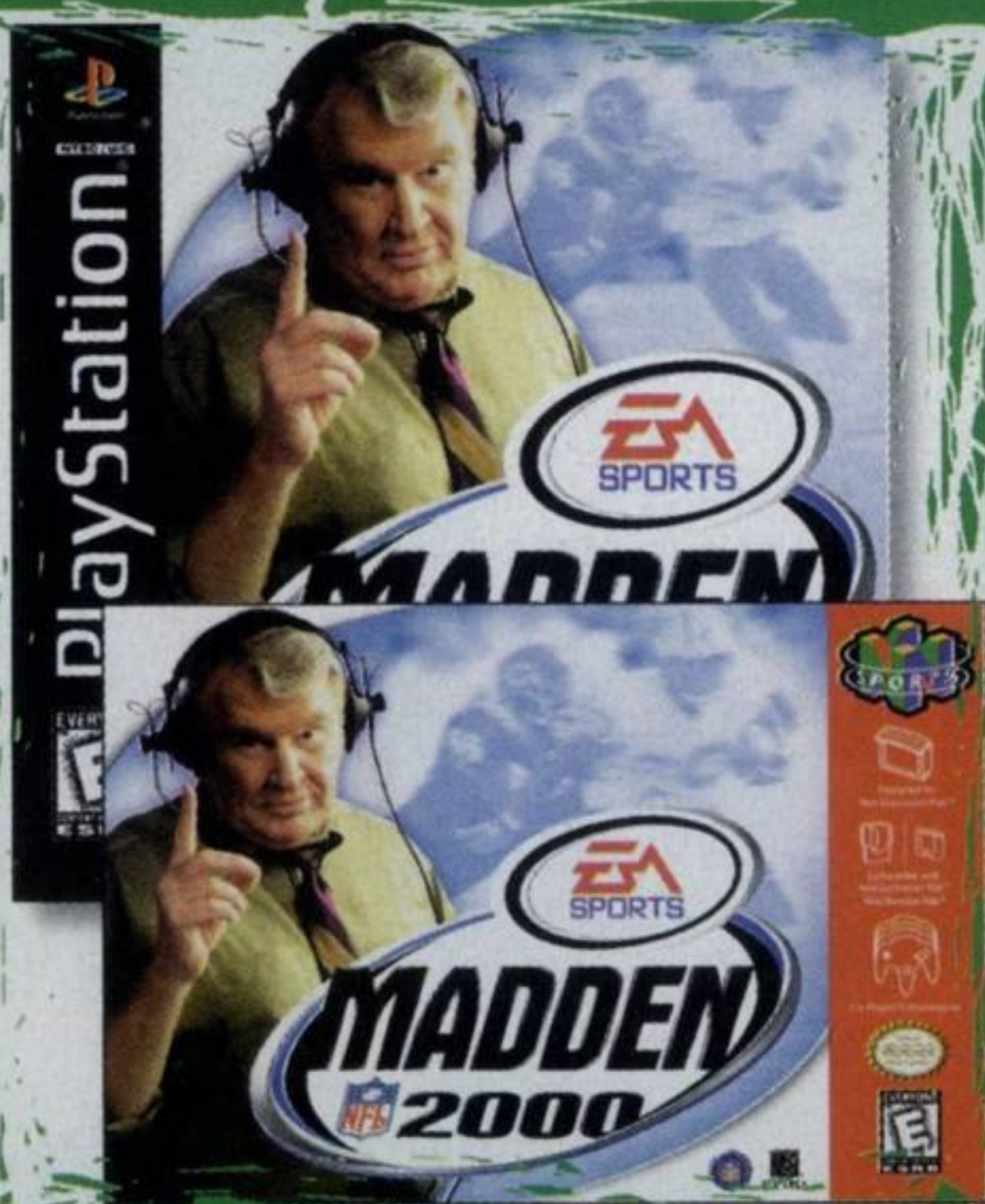
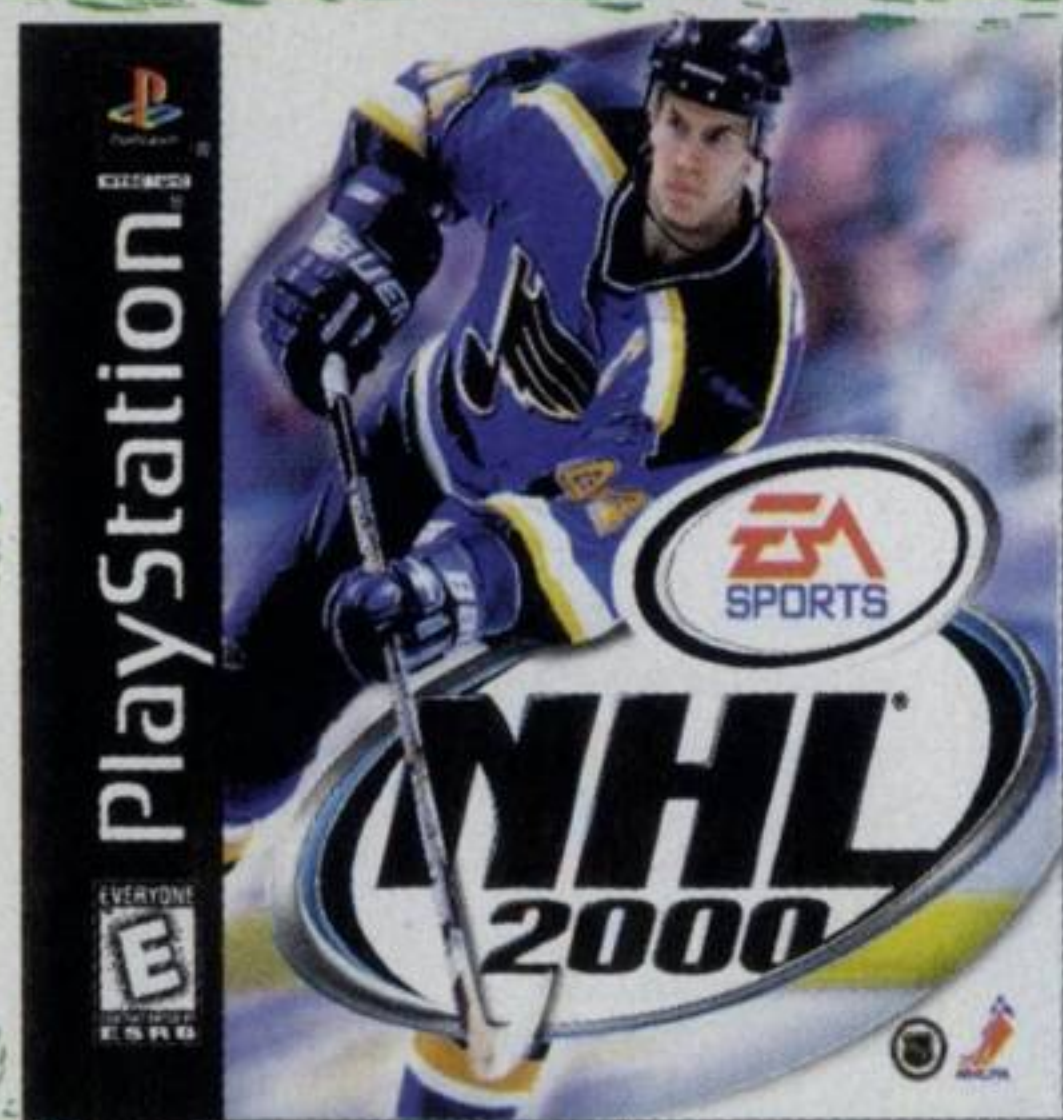
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SNEAK PREVIEWS & PROREVIEWS

64 Sneak Previews

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142 NFL 2K for the Dreamcast is something else! Knockout Kings 2000 looks like a champ—and NASCAR 2000 for the PlayStation earns the checkered flag.



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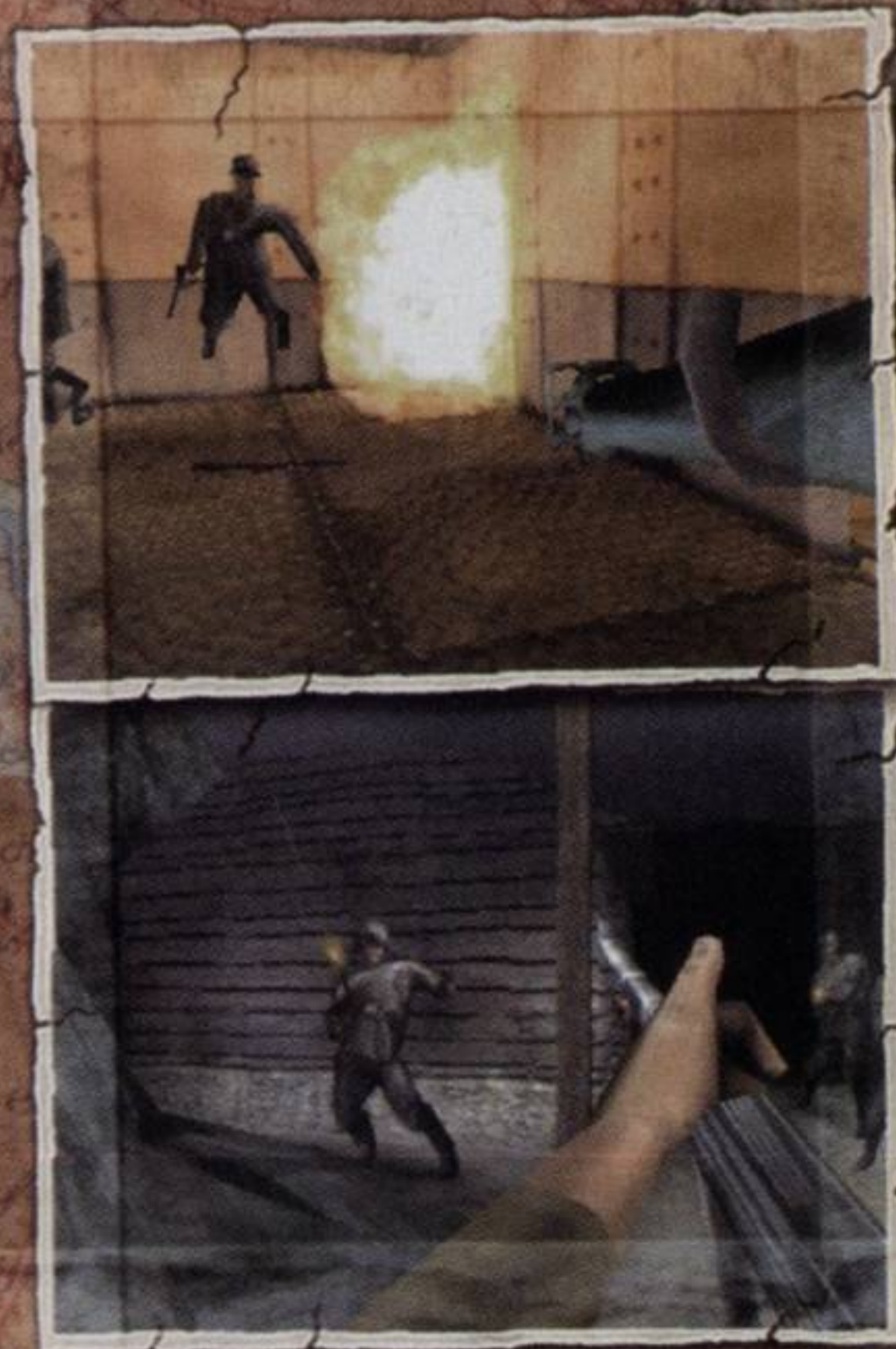


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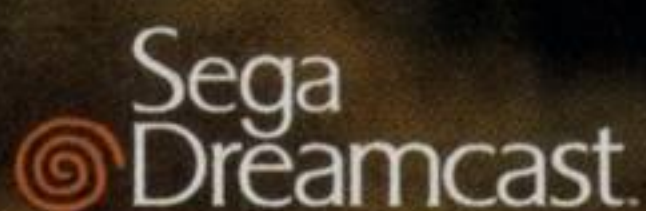
in the balance. So, dig in soldier. You can either shape history, or become it.

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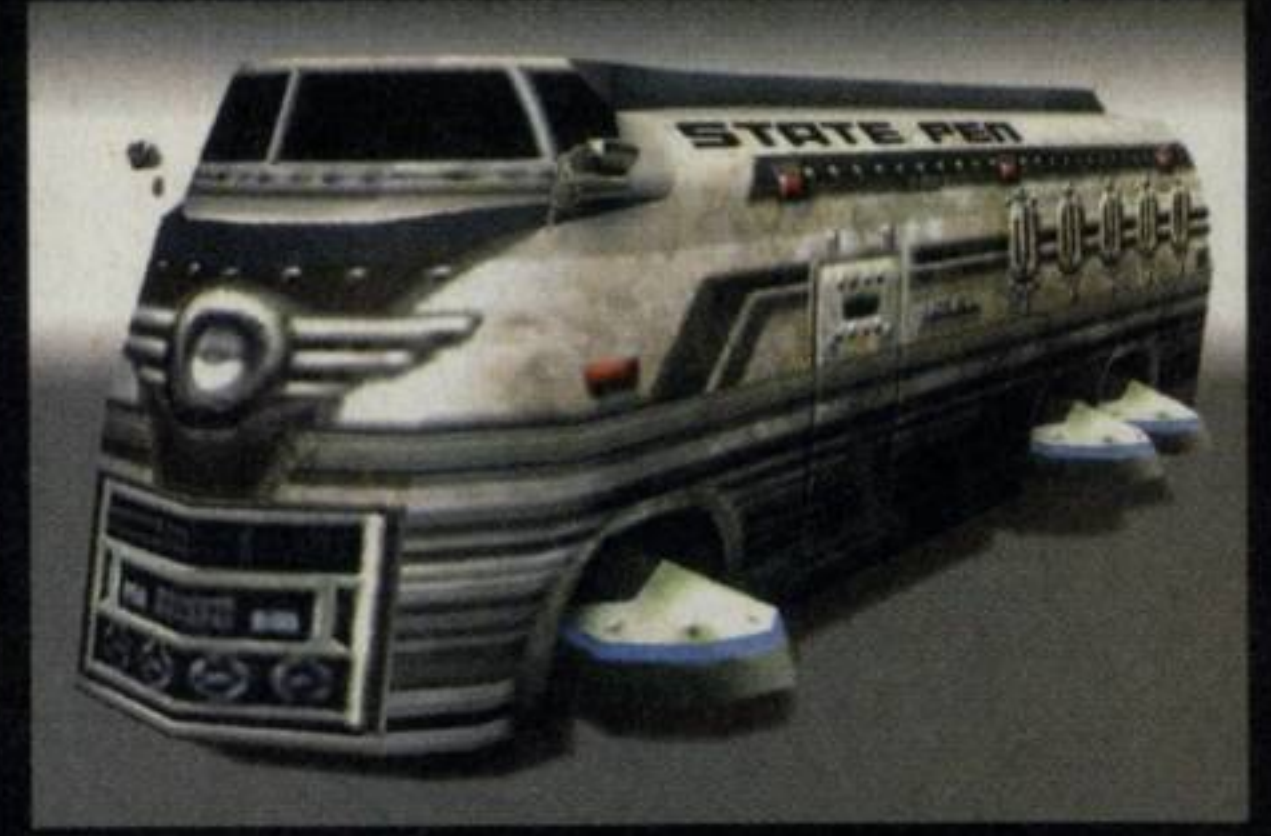
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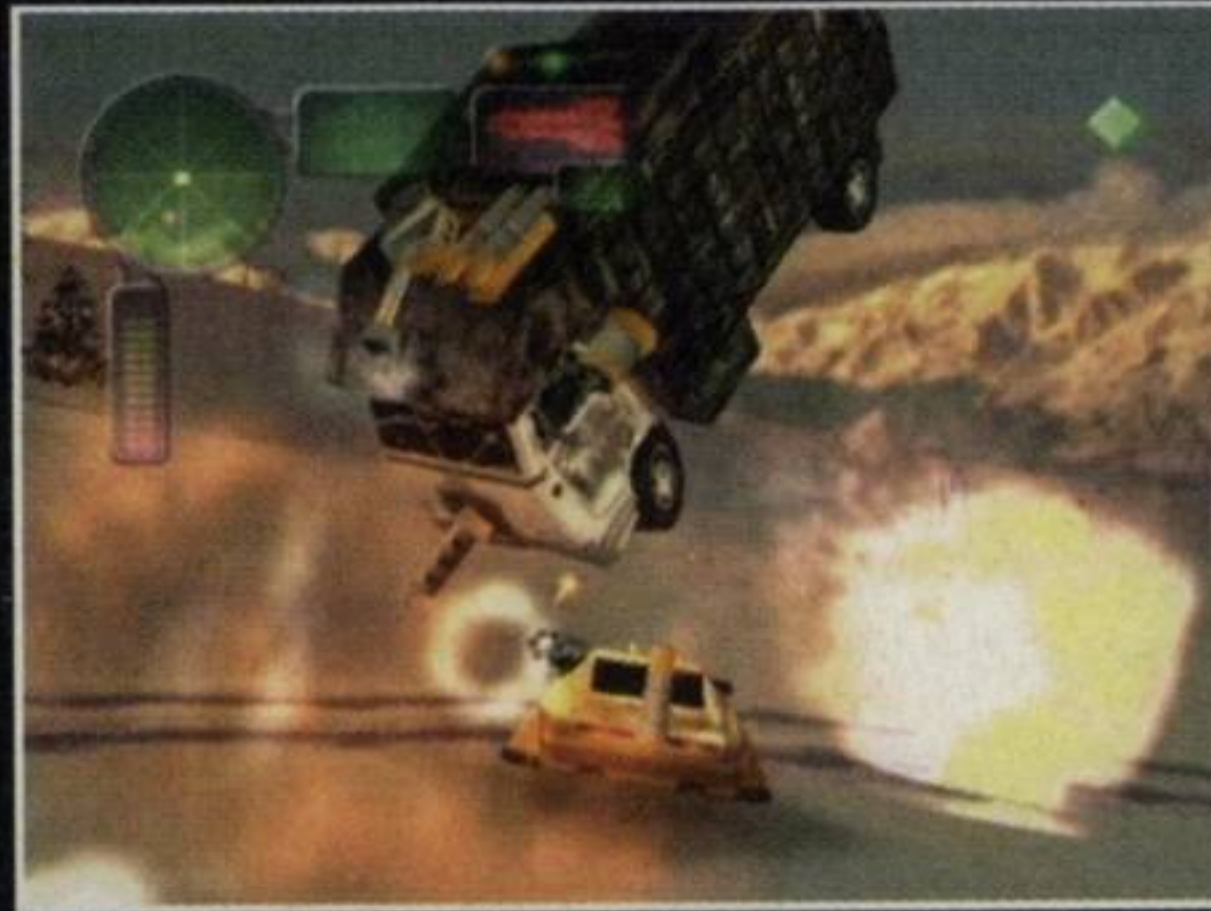


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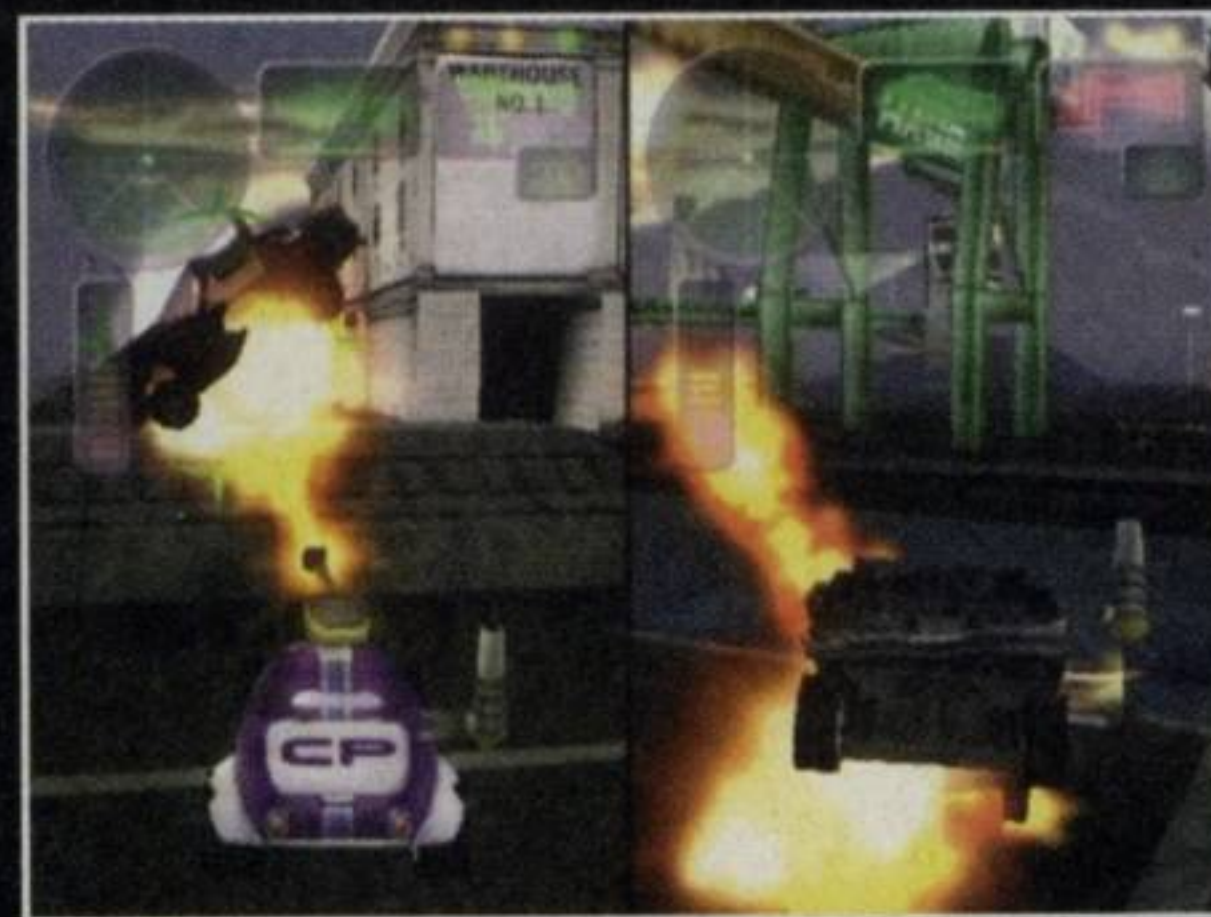
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EDITOR'S LETTER

For What We Are About To Play, We Thank You

Shigeru Miyamoto, the mastermind behind Nintendo masterpieces like *The Legend of Zelda: Ocarina of Time* and *Mario Bros.*, was on the money (again!) when he said in a recent interview with *GamePro*, "The games industry can survive only by bringing new gamers into the market. With all the other things they can enjoy, we have to continually provide them with something unique and exciting so they'll be attracted to gaming." (He said a lot more, too...see "ProNews" in this issue.)

Mr. Miyamoto said that, of course, because he knows that where innovation in video games is concerned, we all have nothing to worry about. There's going to be plenty of exciting action in the next few years.

Recent announcements regarding hardware—the PlayStation 2, the Dolphin, the NeoGeo Pocket, and even the Game Boy Advance—all coming in the wake of the Dreamcast launch in September, certainly set the stage for great video games in the near and very near future. And as the millennium turns the corner, the best years ever for video games are definitely on—beginning now!

GamePro's Resident Evil 3 cover feature, for example, provides a close look at some of the best work for video game systems this year. Resident Evil 3: Nemesis's forceful (and horrific) visual presentation and challenging gameplay show that there's still plenty of creative muscle left in the PlayStation. Even with its Mature rating, RE3 should make it onto tons of gamers' wish lists. And check out Resident Evil: Code Veronica for the Dreamcast—it could be the crown jewel of this legendary series.

Nintendo 64 gamers aren't going to be turning over their systems any time soon, either. Jet Force Gemini, reviewed in "ProReviews" this issue, is a great example of how far that system can go.

No one can predict what the future will bring, but GamePros can rest assured that there will always be great video games to play.

The GamePros
San Francisco, CA
letters@gamepro.com



TALKING GAMES IN BROKEN ARROW

I'm a 13-year-old gamer who has a problem. My parents may be overreacting to the Columbine High School incident. They've decided not to let me play any violent video games except air-to-air combat ones. They must think I'm going to blow up my school if I play violent games. My parents won't even let me have any unsupervised contact with my best friend because he plays violent video games. Can you tell me what I should do?

► Paul Baker
Broken Arrow, OK

Your parents think air-to-air combat isn't violent? Okay, we don't know your parents (maybe they're Air Force), just like they apparently don't know your friend, so we'll give them the benefit of the doubt. You and those of us at *GamePro*, however, do know that games don't turn kids into maniacs. Nevertheless, the effect of violence in American popular culture on kids is a serious issue at the moment. If you and your bud are glued to the TV shouting "Die! Die!" and "I'll kill you!" your parents are going to worry about something they perhaps don't understand: video games. Fortunately, this creates the perfect opportunity for you to talk with your parents about games and violence and to play a game together (for even greater clarity, you could pass around a copy of *GamePro*). They just want to know how you handle violent content in games, and you ought to respect their concerns. By the way, what leads them to suspect you might blow up your school?

X-RATED VIDEO GAMES?

How many video games actually carry the ESRB rating of Adults Only (AO)?

► Daniel Johnston
Hampton, VA

In the U.S.? None, zero, nada.



EQUAL ACCESS TO GAMES

I've been a very big fan of video games for the past 15 years, but there has always been a problem I experience when I play them. I'm deaf, and very few games are close-captioned. I see characters in games speaking, yet I have no idea what they're saying—a frustrating experience, especially when the story is a big part of the game. Why don't games have the option to turn on captions?

The deaf population has worked hard to have equal access to technology. With advancements occurring everyday in the video game industry, we should have the same opportunities to enjoy games that the rest of the gaming community has.

► Jason Engle
Washington, NJ

This is a very good point, Jason, but there's no easy solution. Text captioning requires that the full text of any dialogue be coded into the game; unfortunately, the limited space on a CD is a continual problem for companies trying to bring a game to the mass market. It may also be true that game companies haven't even considered the plight of deaf gamers. An e-mail campaign to several key game developers would go a long way toward educating them about gamers with special needs.

A BAD HARE DAY

Lately, I've noticed that the drawings of the authors suck—especially the one of Bad Hare! What happened to Dr. Zombie, who used to do the drawings?

► Mauricio Villegas via Internet

You're entitled to your opinion, but you ought to re-examine your stick-figure drawings before venting about art that "sucks." Dr. Zombie still creates all the images for the *GamePro* writers. As for Bad Hare, that's how he looks!




MAD ABOUT RACER

I'm completely disgusted with Dan Elektro's review of *Star Wars Episode I: Racer* [see "ProReviews," July]. All he did was complain about the boost physics and the button setup—as for the music, of course it comes in only on the third lap. It builds the dramatic tension. *Racer* is perfect in every respect! I think Scary Larry would've done a way better job of reviewing the game.

► Scott Brinkerhoff via Internet

Dan Elektro responds: Maybe I can clarify a few matters. Actually, I said a lot of complimentary things about *Racer* and gave it positive scores. Keep in mind that 4.0 and above is a recommendation to buy. I *did* like *Racer*.

CUT OUT AND PLACE 
OVER YOUR FAVORITE
VIDEO-GAME HERO. SPRITE
WON'T SCARE AWAY ANY-
THING THAT MIGHT WANT
TO EAT BRAINS, BUT IT
WILL OBLITERATE YOUR
THIRST. IMAGE IS NOTHING.
THIRST IS EVERYTHING.
OBEY YOUR THIRST.



*“Nothing washes down zombie brains
better than an ice-cold Sprite.”*

As I wrote in the review, I don't feel the shortcomings kill the overall enjoyment; I just wanted to point out that Racer has "a few problems here and there."

Here's why I criticized the boost: I would've liked to have been able to boost on my way out of a turn, which



is a standard racing move both in games and in reality. Moreover, I didn't like trying to charge my boosters while navigating tricky corridors and obstacle-laden paths. I wanted those elements split into two different controls.

As for re-configuring the buttons, yes, I still think it would've been better to leave it up to gamers. (We talk about this a lot internally and have asked a few developers, "How hard is it to make the controls configurable?" They all have the same response: "Like, so easy—maybe a half-day's work, tops.") I always play a

game with the default setup first, then tweak to my personal tastes. To be honest, most times I don't change the button configurations. But I personally prefer to separate acceleration, whether it be standard "gas" or turbo boost, from my steering. I don't push my car's steering wheel forward to go faster. Do you? Acceleration is on a pedal. (I know, Anakin pushes forward to accelerate in the movie, but I don't have a podracer in my living room—just a humble couch and controller.) Even if you see no reason to change the control setup, I do; so I mentioned it. Hey, that's my job!

As for the music coming in only on the third lap, at first I thought the same as you: dramatic tension. When I played the PC version, however, I realized I could configure it so the music plays throughout Racer, setting a dramatic mood throughout the game. On the N64, the limited music is the result of the limited space in cartridges. To say that the music plays only on the third lap for dramatic tension is to bury a shortcoming as a "feature." Sorry, Scott, I don't play that way.

By the way, if you'd like to see what Scary wrote, read his review of the PC version of Racer (go to www.pcgamepro.com/reviews/fly_drive/fly_drive_racer.html). We agreed on most of the ratings, but he actually gave it a lower Fun Factor score.

Thanks for the note. I love hearing people's reactions to my reviews and like talking with other gamers.

danelektro@gamepro.com

Tell Us What You Think!

This is your magazine, so tell us what you'd like to see in it. Send your letters to:

GamePro magazine
Dear Editor
P.O. Box 193709
San Francisco, CA 94119-3709

We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mails.

WHERE'S BRAINIAC WHEN YOU NEED HIM?

I thought Nintendo had a quality assurance team that controls what games can come out for the N64. If it does, then why was Superman 64 released? I bought the game, played it...and returned it.

► AirUBreath via Internet



We agree. But upon further investigation, we discovered that Superman 64 was actually supposed to be called "Bizarro 64," which explains everything. Seriously, Nintendo does send its games through wicked quality-control exams as well as through the Team Mario gamers' review group. As soon as we hear from Nintendo spokesperson Lex Luthor, we'll let you know how Superman beat the system.

HE WEEPS FOR SWEEPS

Recently, GamePro celebrated its 10th anniversary with a Reader Sweepstakes contest in the May issue. To my dismay, I couldn't enter because I live in New York. Why couldn't people who live in New York, Florida, and Rhode Island enter the contest?

► Janimba581 via Internet

Governor Pataki, we know it's you! Leave us be! Due to legalities in NY, FL, and RI, our resources didn't permit us to offer the sweeps in those states. GamePros in those wacky locales should write to their local legislators on this one. Perhaps the rules will be more democratic for our 20th Anniversary Sweeps!



DON'T PARTY TOO HEARTY

After I play mini-games in Mario Party where you have to rapidly rotate the control stick, my hand gets blisters. What should I do?

► Dadd24 via Internet

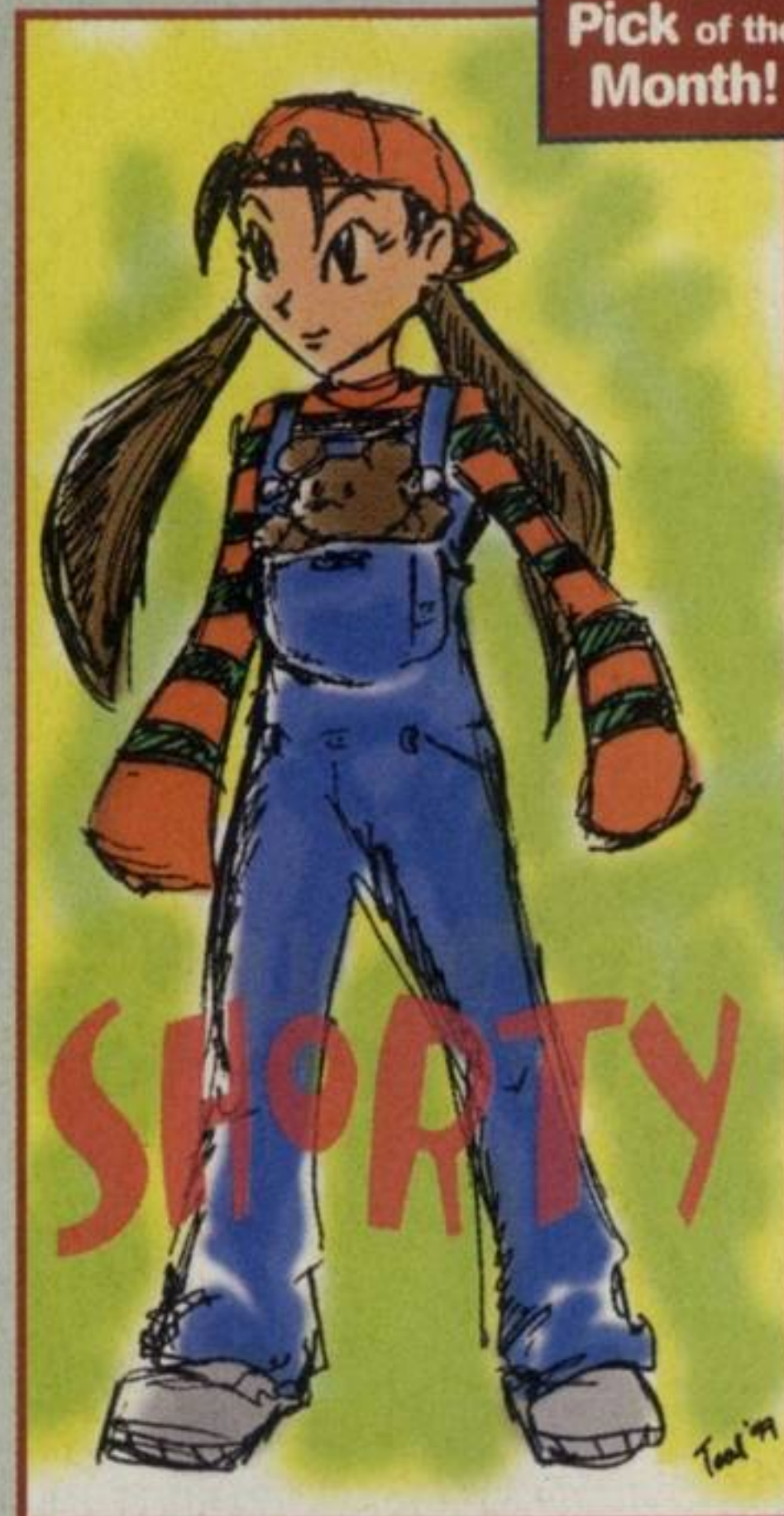
Put a sock on it.

NOTHING RANCID HERE

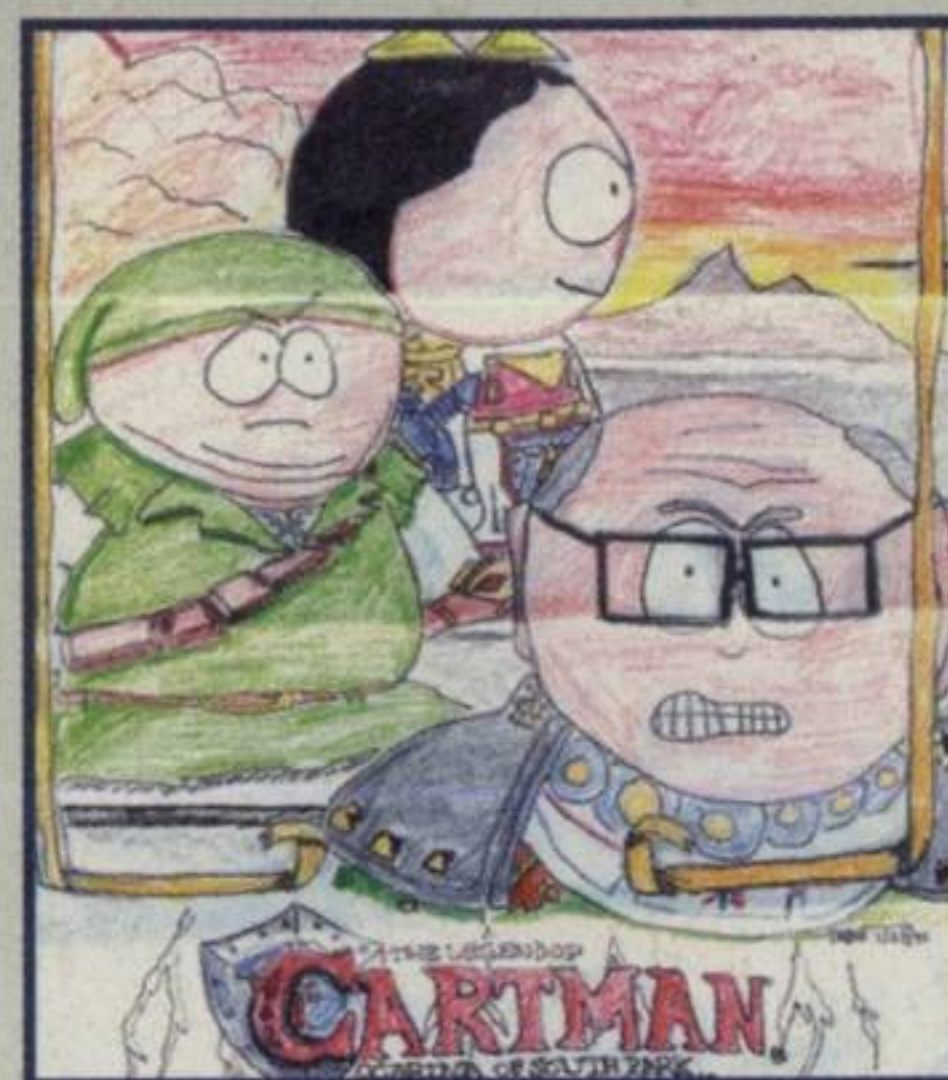
Unfortunately, Rancid fans will not be able to enjoy that band's music in Tony Hawk's Pro Skater as reported in the special feature in our October issue. There's always Suicide Machine, though. GamePro regrets the error.

ART Attack

Pick of the Month!



Teal Willingham, Kaneohe, HI



Tyler Foster, Kent, WA



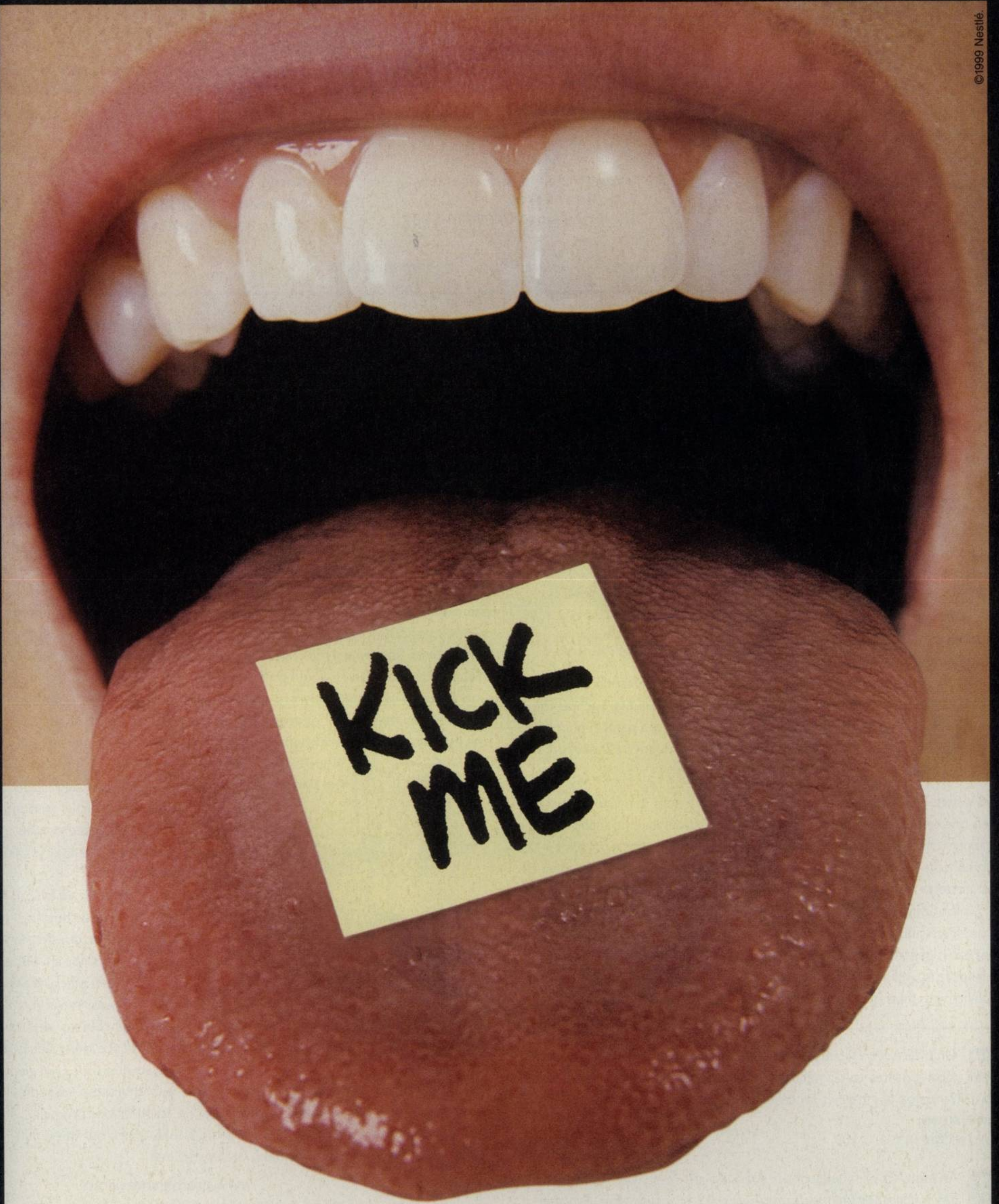
Rebecca Hepplewhite, Canada

Send Us Your Art!

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All art becomes the property of GamePro magazine. Sorry, we cannot return artwork.

Winners Receive a Free GamePro T-Shirt!



Tangy. Fruity. Chewy.



It's a kick in the mouth.

BY THE WATCH DOG



This month, my carnivorous canine friends and I will be slurping up gravy, shoveling mashed potatoes into our mouths, and gnawing on every turkey bone! Too bad GameShark fans won't be having as much fun. Why not? Take a look below to find out.

SUBMISSIONS

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

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

Or e-mail us at:

buyers_beware.gamepro@gamepro.com

YOU MAKE THE CALL

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

Sony: 800/345-7669

Nintendo: 800/255-3700

Sega: 800/872-7342

Q I've noticed that the newly remodeled PlayStation doesn't have a parallel I/O [input/output] port in the back like my old one did. Does this mean that I can't use a GameShark with it? Why did Sony take out the parallel port?

PAMELA LANG
VIA INTERNET

A A Sony customer service rep replies: "Originally, the parallel I/O port was designed for add-ons, such as a DVD player or an Internet connection device. Because Sony's new PlayStation 2 (coming out next year) will have these capabilities built in, there's no reason to have the port in the existing PlayStation. This also allows Sony to sell the PlayStation at a lower price and makes it impossible to use non-licensed products, such as the GameShark. GameSharks and other devices that use the parallel port have reportedly messed up PlayStations. Sony does not support any product that uses the parallel port."



Are the Shark's teeth sharp enough to penetrate Sony's remodeled PlayStation?

The Watch Dog digs deeper: With over 3 million sold, the GameShark has been one of the most popular non-licensed products ever. It enables gamers to access cheats for their favorite games by inputting codes available for the GameShark. To work on the current PlayStation, the GameShark must be connected to the parallel I/O port on the rear right of the console.

As for Sony's response, we've heard of non-licensed controllers messing up a console, but we've never heard that about the GameShark. Fortunately, InterAct is apparently testing a GameShark Pro that will use the PlayStation's serial port as well as the parallel port. Hopefully, we'll also see similar compatibility with InterAct's forthcoming Internet adapter, the SharkWire.

Q On InterAct's Web site, it states that as of October, there will be no more updates to GameShark versions 1.99 and lower. I'm an owner of a 1.99 version and haven't received an upgrade yet. Is it too late?

GUNGGUNG
VIA INTERNET

A An InterAct product support specialist answers: "There will be no more upgrades for the GameShark 1.99 or lower after October. People who still own this version of the GameShark after October must buy a new GameShark—the suggested retail price is \$29.99—in order to have updated codes for their games. InterAct made this decision due to the low demand for updates to GameSharks 1.99 and lower. This notice has been posted on our Web site since June, so there's been plenty of time for people to update their GameSharks."

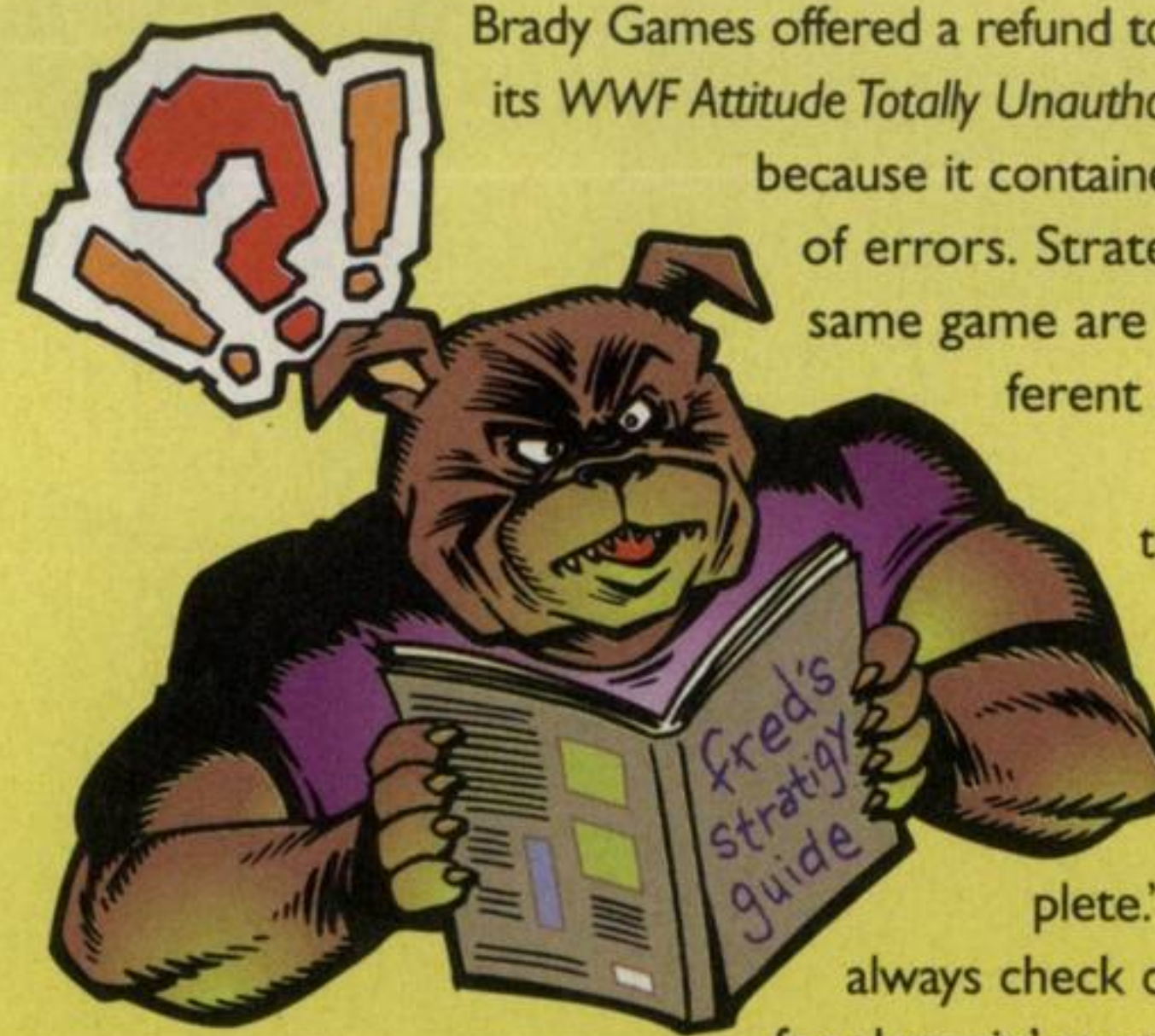
The Watch Dog ponders (weak and weary): Why have a cutoff date? Why not just upgrade the old GameSharks forever? This would guarantee customer satisfaction. It's a shark-eat-shark world out there.

Q Recently, I've noticed that there are sometimes two different strategy guides for one game on sale at local video game stores. Why?

RENE WONG
CASTRO VALLEY, CA

A The Watch Dog replies: If you read the cover of strategy guides closely, you'll notice that they either say "Official" or "Unofficial." Official guides are printed with the permission and sometimes the cooperation of the company that published the game. These books will usually contain accurate information. Unofficial and unauthorized guides are published without permission from the companies and are usually less expensive than official ones. Sometimes they offer a looser approach and more fan-oriented material that companies would prefer you not know. Also, they may include goodies, such as posters, stickers, and discount coupons for other books.

Unfortunately, unauthorized material tends to have mistakes because the authors usually use an unfinished game to write the book. Recently, Brady Games offered a refund to anyone who bought its *WWF Attitude Totally Unauthorized Strategy Guide* because it contained a copious amount of errors. Strategies based on the same game are thus often very different animals.



You should be cautious when buying—cheaper doesn't necessarily mean "better," while official doesn't always mean "complete." Of course, you can

always check out the latest *GamePro* for slammin' strategies, too! Our guides are often written in conjunction with the game publishers, but sometimes we forge ahead on our own—in either case, we stand by our product.

If you want more information about game books, check out these publishers who are best known for their strategy guides:

Brady Games	www.bradygames.com
Dimension Publishing	916/989-0171
Prima Publishing	www.primagames.com
Sandwich Islands Publishing	www.gamebooks.com
Sybex	www.sybex.com
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BEAT YOU THE
BIKES WILL.*



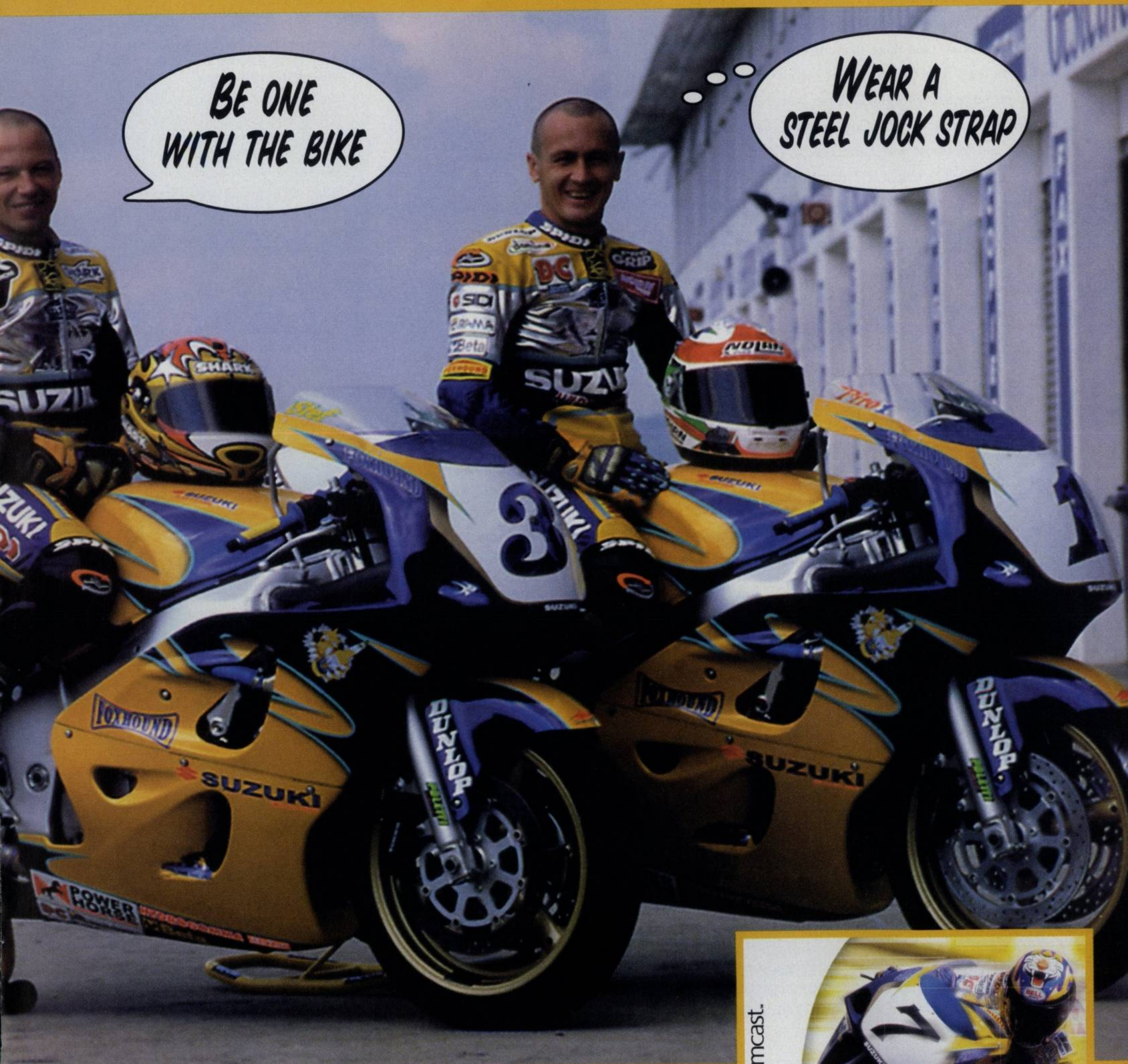
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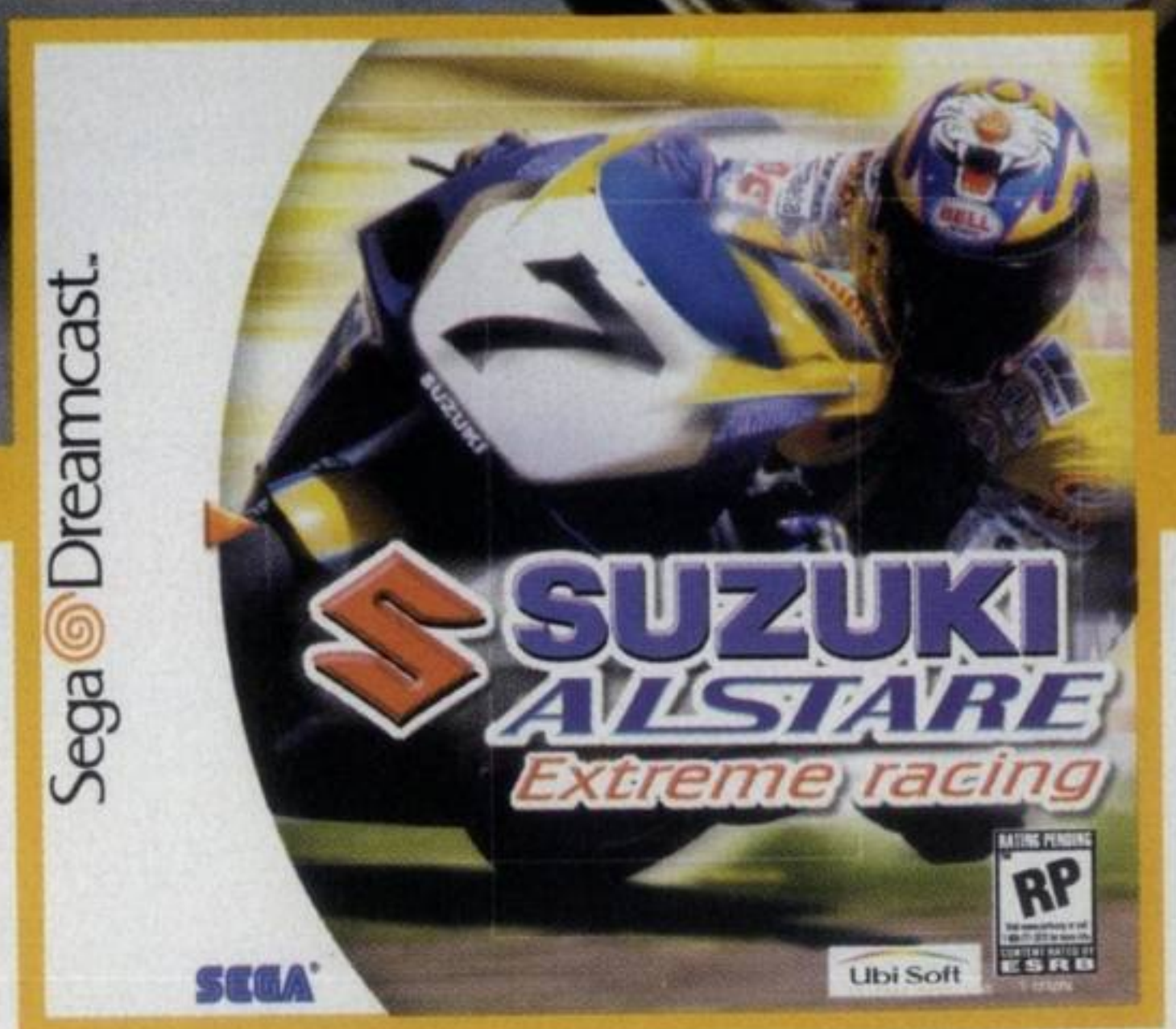
RACING SUPERBIKES IN THE GREAT OUTDOORS?

BE ONE WITH THE BIKE

WEAR A STEEL JOCK STRAP



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AS NINTENDO PREPARES FOR A HARDWARE SHIFT, will gamers get the shaft? That was the big question at Nintendo SpaceWorld '99, the company's annual consumer show in Japan, where attendees saw what will probably be the last wave of major N64 titles, the long-delayed 64DD disk drive (see "The Cutting Edge," March '97), and absolutely no previews of the Dolphin, Nintendo's next hardware system (see "The Cutting Edge," September).

First and foremost was *Zelda Gaiden* (*Zelda: The Continuing Saga*), a new stand-alone cartridge that will pick up a few months after the events of *Ocarina of Time*. This time, Link will have to save a parallel world that looks a lot like Hyrule—but looks can be deceiving.

THE LEGEND OF ZELDA SEQUELS IN THE WORKS

Through the use of masks, Link will be able to transform himself into a Goron, a Zora, or a Deku Scrub. Otherwise, it will be more great *Zelda* 64 gameplay with a similar interface and lots of exploration.

Also noteworthy is a new Game Boy Color adventure, *The Legend of Zelda: Fruit of the Mysterious Tree*. Ganon will once again kidnap the Princess and the Triforce, shattering and scattering it throughout the land. The game will be split into three chapters; your performance in one segment will affect the other two. Link will also wield the Rod of Seasons; using it to change the weather will help players solve puzzles and enter special areas.

And, in a case of "better late than never," the 64DD was shown with a handful of games, including *SimCity 64*, *Paint Studio* and *Talent Studio* (which will allow gamers to digitize their faces into art programs and games, respectively), an expansion program for *F-Zero X* that will let gamers build their own tracks and racers, and the "Land Net" service that will give Japanese N64 users the ability to access the Internet via a modem cartridge. Many at the show, however, felt that the 64DD will have little or no impact with Dolphin looming next year. For its part, the Dolphin was conspicuously absent—no screens or concept sketches of Nintendo's next big system were shown.

Most of the remaining major N64 titles were sequels to or continuations of earlier hits, including *Mario Party 2*, *Kirby's Dreamland 64*, *Earthbound 3*, *Donkey Kong 64*, *Super Mario RPG 2*, *Excitebike 64*, and, for the Game Boy Color, *Pokémon Gold* and *Silver*. Watch for more info on these titles as their U.S. release dates approach.

32-BIT GAME BOY ANNOUNCED!

SEE "THE CUTTING EDGE" IN THIS ISSUE!

MIYAMOTO SPEAKS!

GamePro had the opportunity to ask *Zelda Gaiden*'s legendary creator, Shigeru Miyamoto, a few questions about the N64's present—and the Dolphin's future.

GAMEPRO: Was the creation of *Zelda Gaiden* motivated by unfinished creative business? Were there things you didn't do in *Ocarina of Time* that you still wanted to do?

SHIGERU MIYAMOTO: Yes, actually. For the 64DD, we thought of changing the dungeons and making some parody games based upon the *Ocarina of Time*. But at the same time, the creators felt they wanted to do more and could do more utilizing the N64's cartridge system. So we added to the original *Ocarina of Time*'s code, and we decided to make use of the Expansion Pak memory kit so that we could explore new ideas that we couldn't do in the *Ocarina of Time*.

GP: Rumors have suggested that *Ocarina of Time* is compatible with the 64DD—the "hooks" are still in the cartridge to interact with the peripheral. Is this true?

SM: Yes. In fact, there is some code already included in the *Ocarina of Time* such that once it is hooked up with the 64DD system,

and once certain software is inserted into the 64DD hardware, we can make something quite new. But it all depends on how they make the 64DD system itself. Unfortunately, I'm not in a position right now to comment on what kind of game the new *Zelda* will be when it is connected with the 64DD system.

GP: Will you create another N64 game, or is all your effort focused on Dolphin?

SM: Well, I should say on the surface that no, I am not making any more N64 games as a director, and that I am concentrating on development for the Dolphin. But, in fact, I have been supporting the

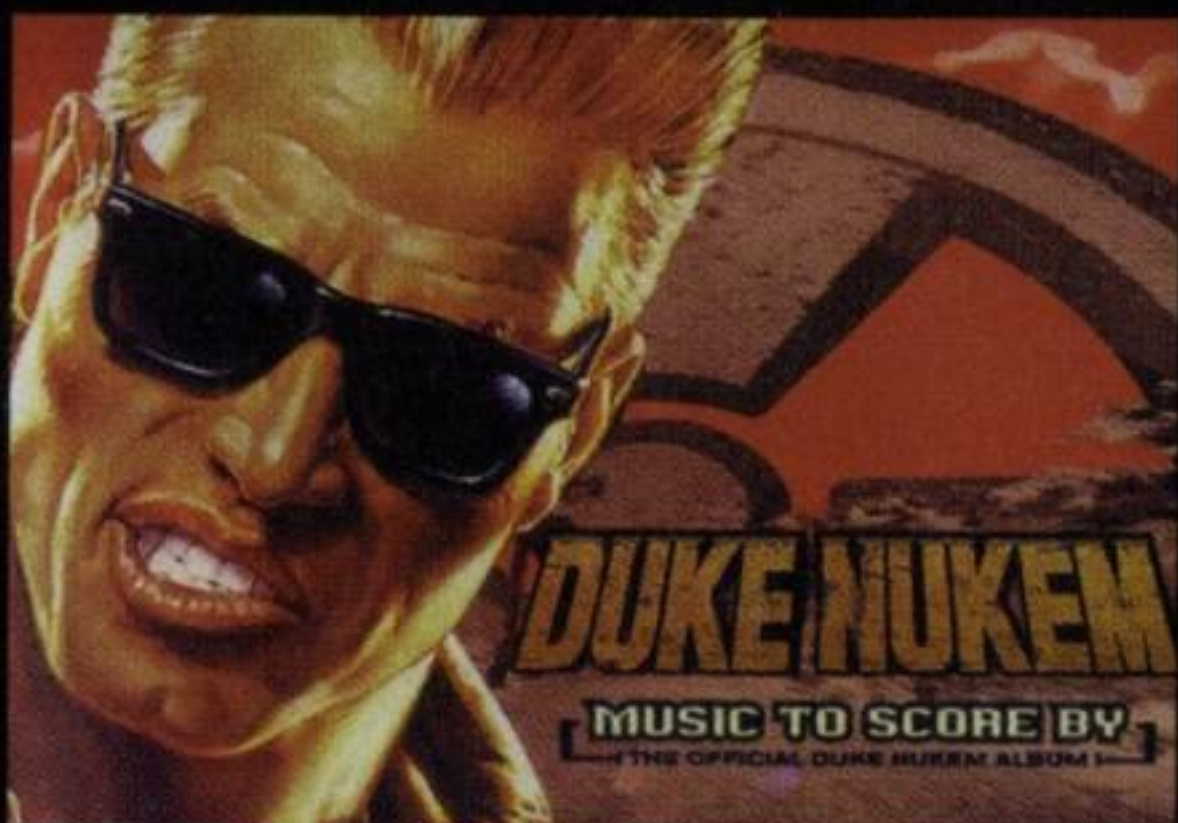
producers who are still working on N64 games. So, though I say I'm not making games for the N64, that doesn't mean that I'm not involved in the development of any N64 games.

CONTINUED ►



Duke Nukem: The Album

As the man himself says, "Let's rock." But is Duke Nukem ready for heavy metal masters Megadeth? He'd better be, because they're one of 11 hot bands contributing to his official soundtrack, the amusingly titled "Music to Score By." In addition to



Megadeth's thunderous take on Duke's signature theme music, you'll find rarities and aggressive tracks by Type O Negative, Wu-Tang Clan, Sevendust, and more. The audio CD, which will reveal interactive goodies like a screen saver when you pop it in your PC, is available now from Red Interactive at music stores everywhere. Shake it, baby.

Flashbacks from 10 Years of GamePro

Nirvana Novembers

- 1990:** NEC's 16-bit TurboGrafx system accounts for one-third of all video game hardware sales at upscale retailers.
- 1993:** *GamePro* reports Nintendo will be teaming up with Silicon Graphics, Inc. to produce its next-generation video game system, code-named "Project Reality"—later redubbed the Nintendo 64.
- 1994:** Paradigm announces development of a three-dimensional flying game with Shigeru Miyamoto, which is later named *Pilotwings 64*.
- 1995:** Nintendo unveils the Ultra 64 at Tokyo's annual Shoshinkai show. The continued development of an add-on disk drive is also announced.
- 1997:** Lara Croft graces the cover of *GamePro* for the first time.
- 1998:** The Game Boy Color hits shelves in the U.S., while Sega's Dreamcast is launched in Japan.

Next issue: Delightful Decembers

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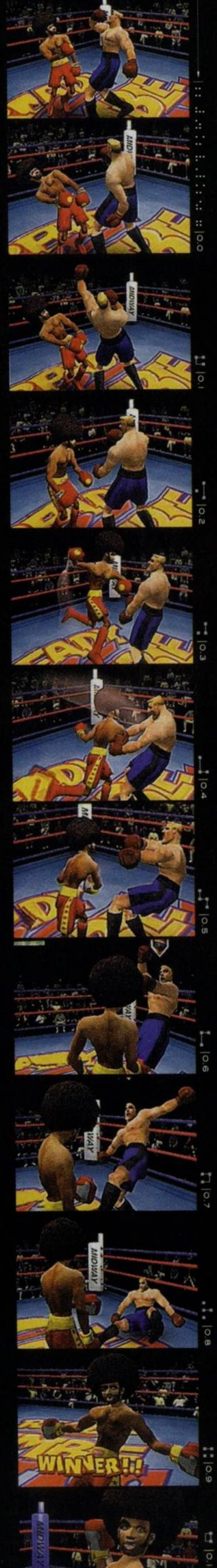
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THE GAME BOY GROWS UP

THE MILLENNIUM MAY BRING MANY CHANGES TO THE WORLD, BUT NO ONE SUSPECTED THOSE CHANGES WOULD INCLUDE NEW GAME BOY HARDWARE! MEET THE GAME BOY ADVANCE.

BY THE WHIZZ

WITH THE GAME BOY COLOR flying off store shelves, Pokémon conquering the world, and the hype over the timelessness of "the little system that did" echoing through the minds of gamers everywhere, it had to happen. Nintendo has announced a radical redesign for the Game Boy that will propel the 'Boy into man-sized duty as a game system and communications gadget.

ADVANCED GAMING

The new system is being temporarily called the Game Boy Advance, and "advanced" it will be. It's being built around a 32-bit RISC CPU and developed by the ARM Corporation. (Take a look inside almost any cell phone, and you'll likely find it loaded with ARM technology.)

This development is staying in step with one of Nintendo's new company lines...the cellular telephone company line to be precise. There's already a device in the works that will let the current Game Boy Color tap into cell phone systems. The Game Boy Advance will be able to connect to a cell phone and become a sort of personal communications terminal, which will access the Internet and enable users to chat and exchange e-mail, among other things. The "other things," naturally, will include portable gameplay.

Nintendo has also announced the formation of a new company, called Mobile 21, to develop software specifically for the new system. Although there are currently no new game announcements, there will be games designed exclusively for the Game Boy Advance. And, yes, the system will also be backwardly compatible with Game Boy and Game Boy Color software. Moreover, Mobile 21 is also working on software for Nintendo's Dolphin console system that will enable it to connect to the Game Boy Advance (at least they didn't opt to call it "sardine").


Some of the features Mobile 21 seeks to wire into the Game Boy Advance are multiplayer cellular gaming and the ability to download game software. The Game Boy Advance already has a peripheral in development, too; it's a digital camera that will let online gamers view the face of the person they are playing against!

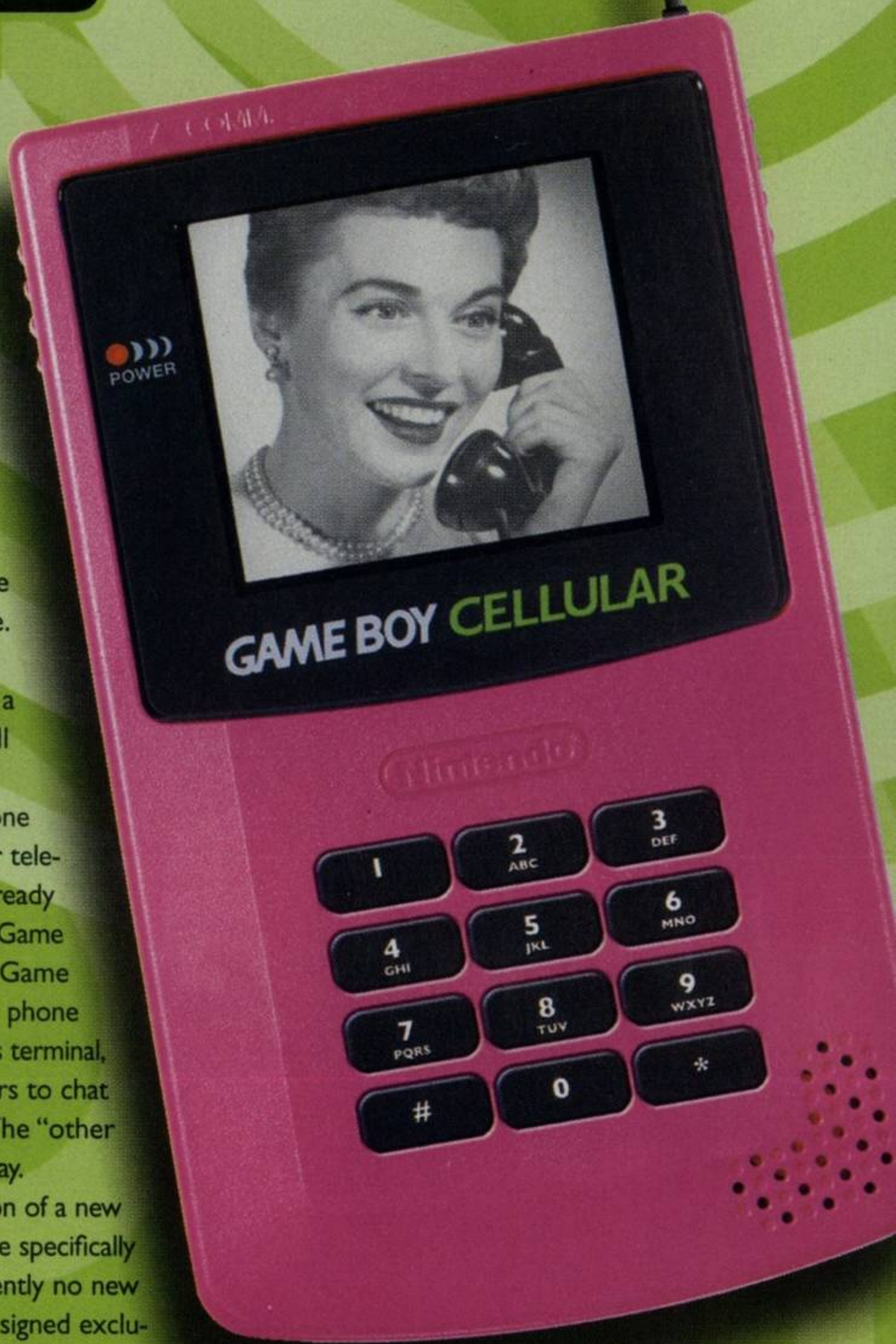
POCKET PORTABLE

Nintendo hasn't unveiled the system yet, so its appearance is open to speculation, but there are preliminary specs. The unit will be an amazing 80 mm high by 135 mm wide by 25 mm deep, and it will weigh about 140 grams. That's only mere millimeters larger than a Game Boy Color.

The Game Boy Advance will house a 41 mm by 61 mm reflective color LCD screen capable of painting 65,000 colors. It will be powered by two AA batteries, like the current Game Boy Color, and battery life is estimated at an impressive-sounding 20 hours of continuous play time.

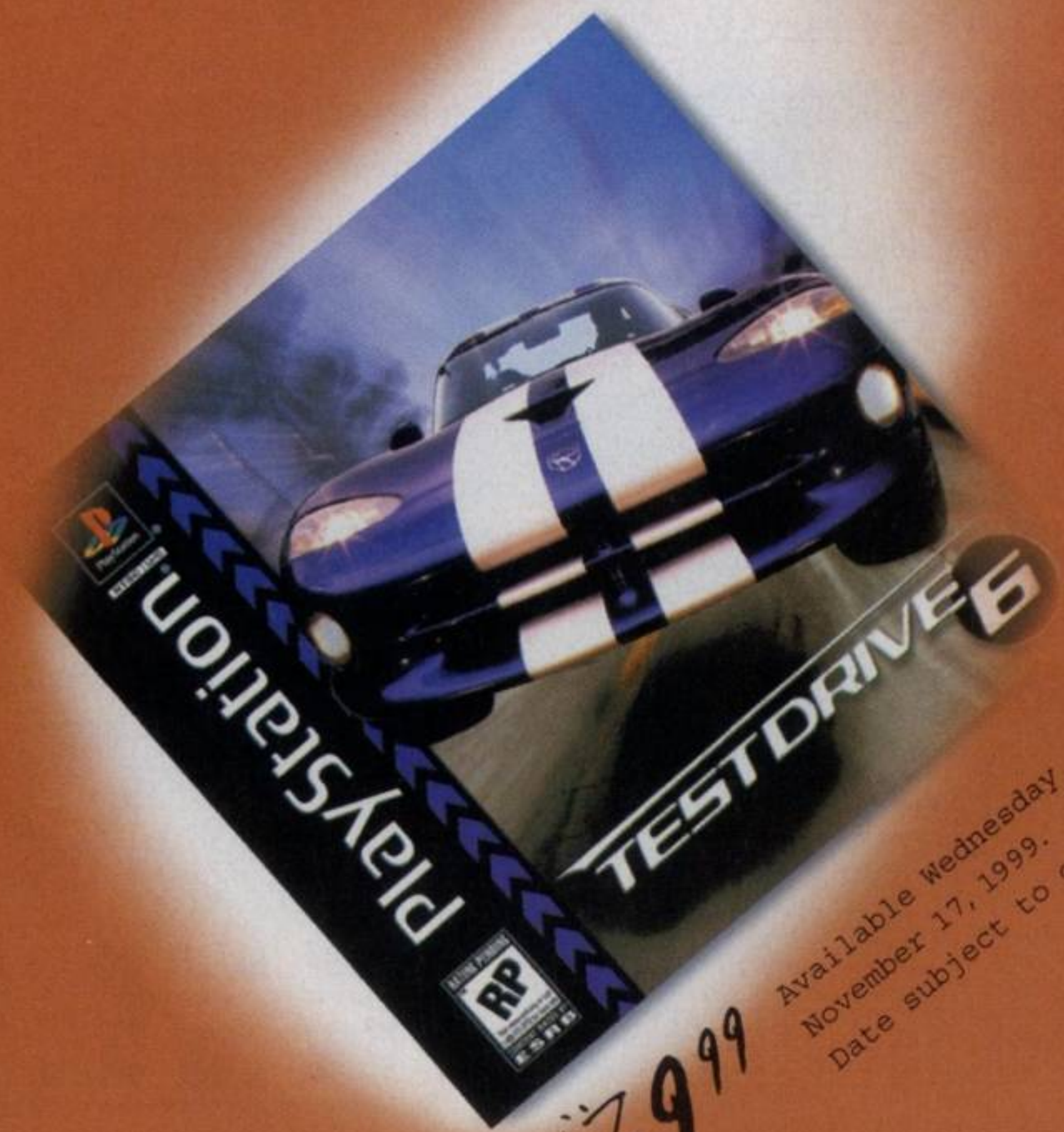
GAME BOY 2000

The Game Boy Advance is scheduled to debut in Japan in August 2000 and in North America before the end of 2000. Count the Game Boy among those video game systems leading the way into the millennium. 



The 32-bit Game Boy Advance will be part portable game machine, part cellular telephone. (No, it won't look like this!)

Do
195 mph
in your underwear.



\$39.99

Available Wednesday,
November 17, 1999.
Date subject to change.

Get into the game
© TARGET

SPITE

WHEN SPELLED OUT, the acronym of this Web-based mystery/satire says it all: SPITE stands for Scandal, Power, Influence, Trouble, and Ego. However, just about everything else in EPG Studios' squalid virtual world is up to you and your imagination. This cheeky twist on free-form role-playing combines dark humor, dank ambiance, and dubious interaction to create a world where conspiracy theories have become proven fact. You need to search the seedy city, interrogate its shady characters—both scripted NPCs and other players—and contribute to SPITE



Even if you're not playing a private eye, Joe Terror's office is a good place to acquaint yourself with Rain City.

SPITE

URL: www.won.net/gameroms/epgstudios/spite/index1.html

System Requirements: 28.8 Kbps modem, Netscape or Internet Explorer 3.0, Shockwave Flash, RealPlayer 5.0

Price: Free

Available: Now

according to your role, expanding the game world as you go.

Reporters and Lawyers and Spies—Oh My!

All of SPITE takes place through your Web browser, thanks to efficient page design and the clever use of plug-ins like Flash and RealVideo. After you set up your character's look and vocation—detective, reporter, lawyer, or spy—you're given some petty cash and a room at the Dampmore Hotel. By completing assignments, you can earn more money and work toward solving the mysteries of SPITE.

Any character type can enter and search any area of Rain City, from the Swizzle Stick bar to the Drizzle Club to the Headquarters of those spying Vulgarians. But don't be fooled by what's on the surface—it'll take some diligent digging to find what's oozing underneath the slimy skin of Rain City.

The Forum Legion

There's no shortage of ways to communicate with (and look for dirt on) fellow Rain City citizens. The SPITE newspaper, a tabloid of monstrous proportions, runs features written by player reporters and contains detailed classifieds and personals that enable like-minded players to hook up. There are also two advice columns, as well as

Get in the game, gumshoe. Won.net's satirical noir mystery lets you actively build the environment as you play.

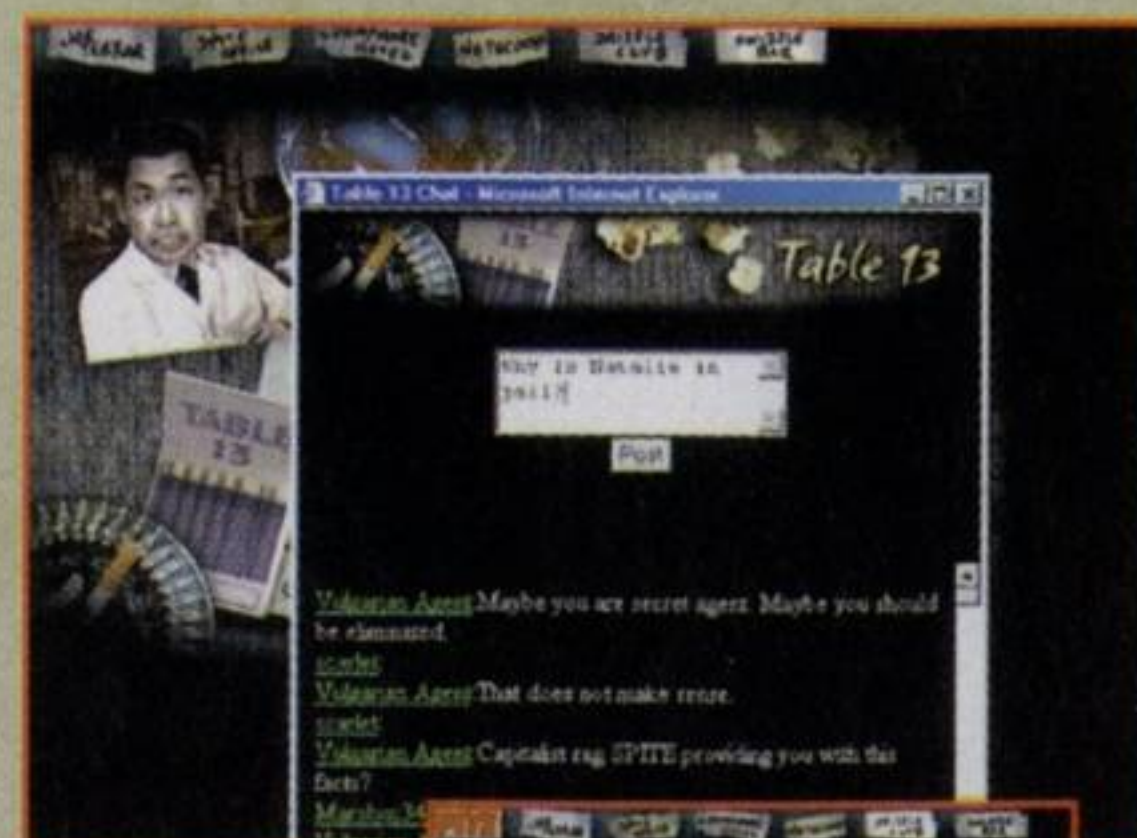
By Ash

forums where players can enter real-world movie and music reviews. They don't directly affect gameplay, but they might save you from an ill-fated partnership with a rabid Inspector Gadget fan.

Each character class has a headquarters that offers a private meeting ground for players of that profession, including real-time chats and message boards. Table 13 at the Swizzle Stick bar provides a more public forum for discussion. You don't quite know who to trust or what to believe, but that's half the fun of SPITE.

The SPITE Stuff

The SPITE environment isn't huge (yet!), and it's not an action game, so don't expect to be dazzled by effects or gameplay. But do come prepared to be intellectually challenged as you participate in the growth of this dark, fun, and funny virtual world.



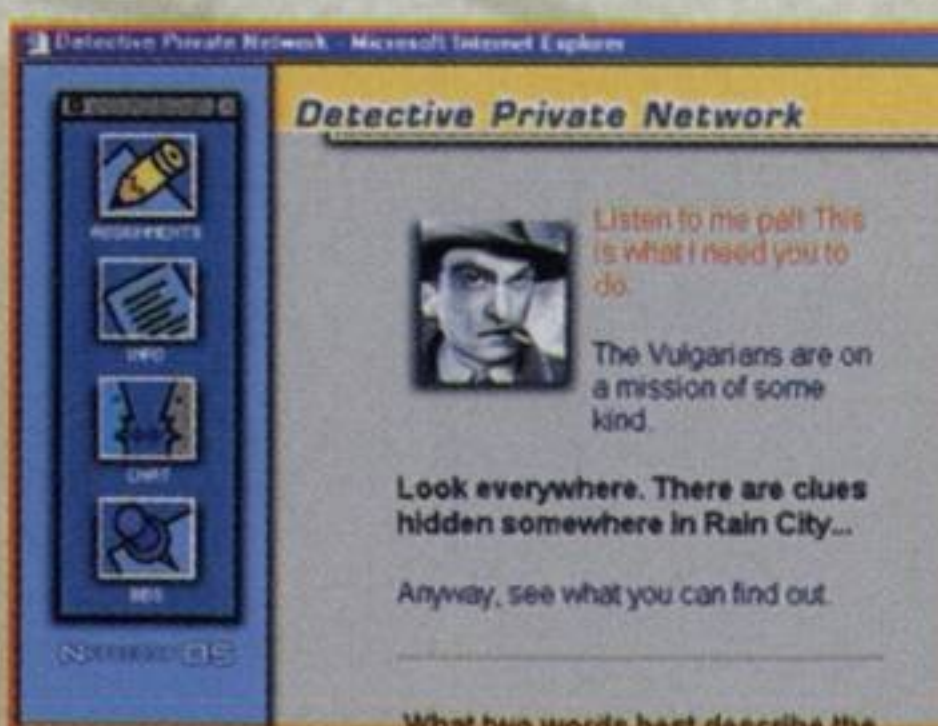
The gossip-filled Table 13 at the Swizzle Stick bar might have your lucky number.



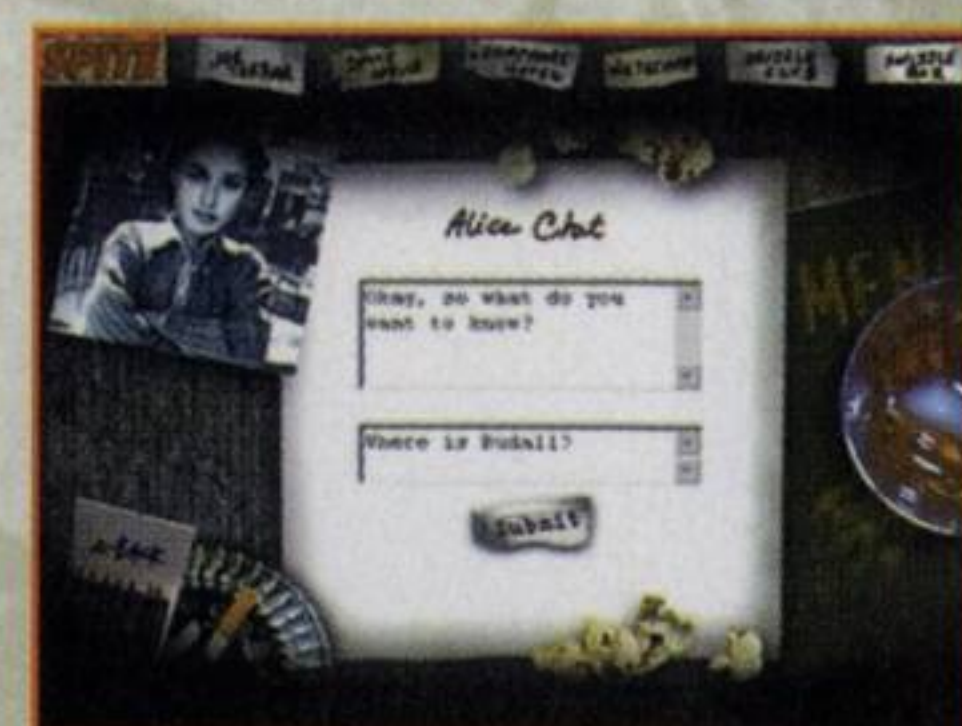
Catch a show at the Drizzle Club—maybe Natalie Tone-basher will show up.



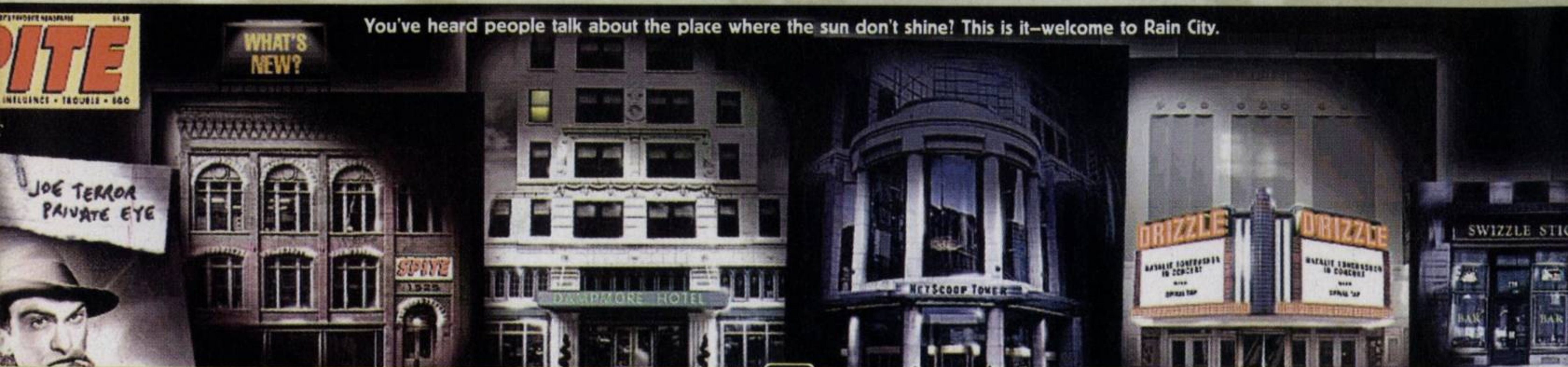
Sending and receiving messages from your hotel room can help you complete assignments—if you receive any.



Private eyes can exchange info at Joe Terror's office.



Alice may provide some info if you spend enough money at her table.



You've heard people talk about the place where the sun don't shine! This is it—welcome to Rain City.

thirst

THIRST

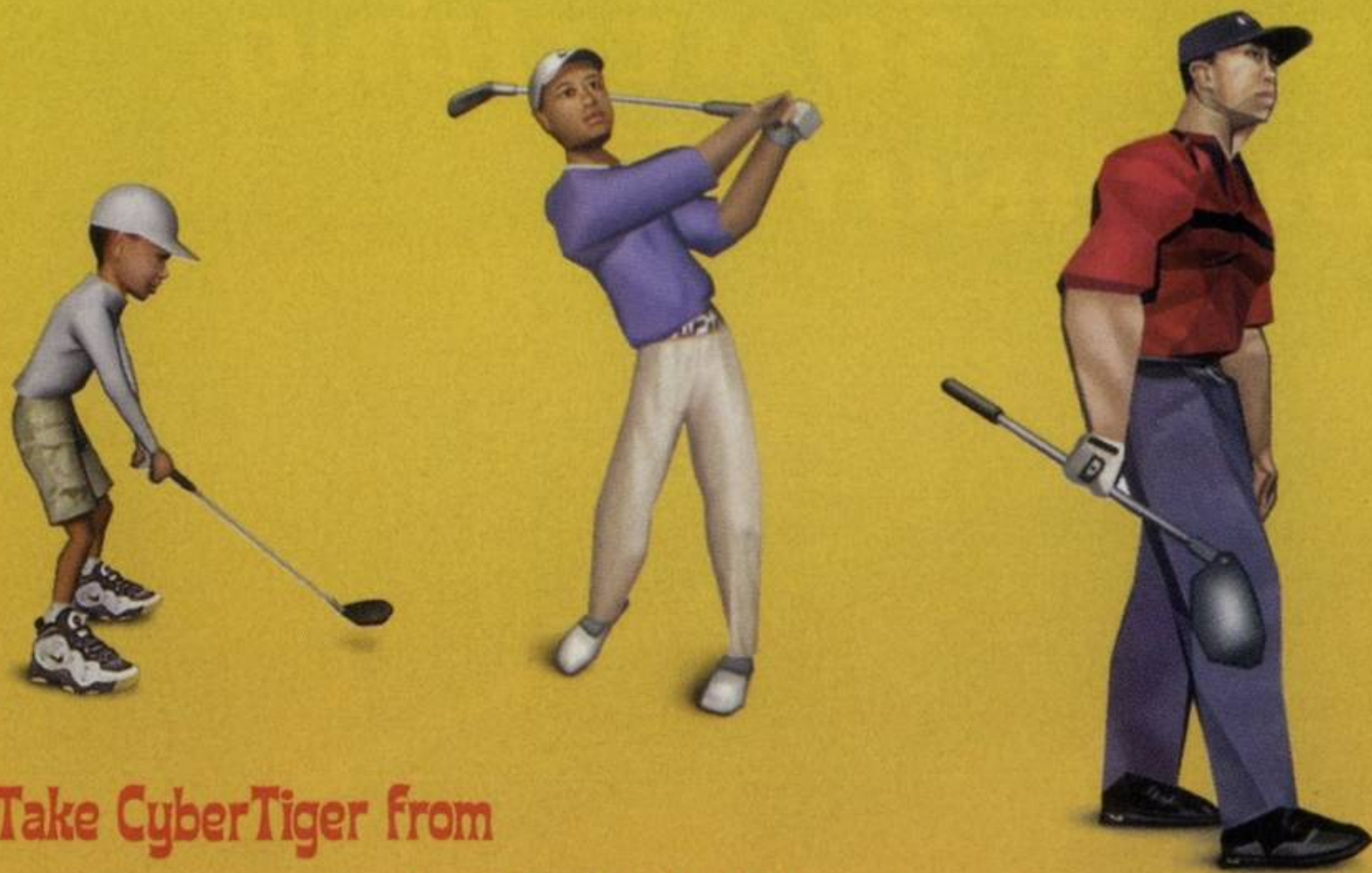


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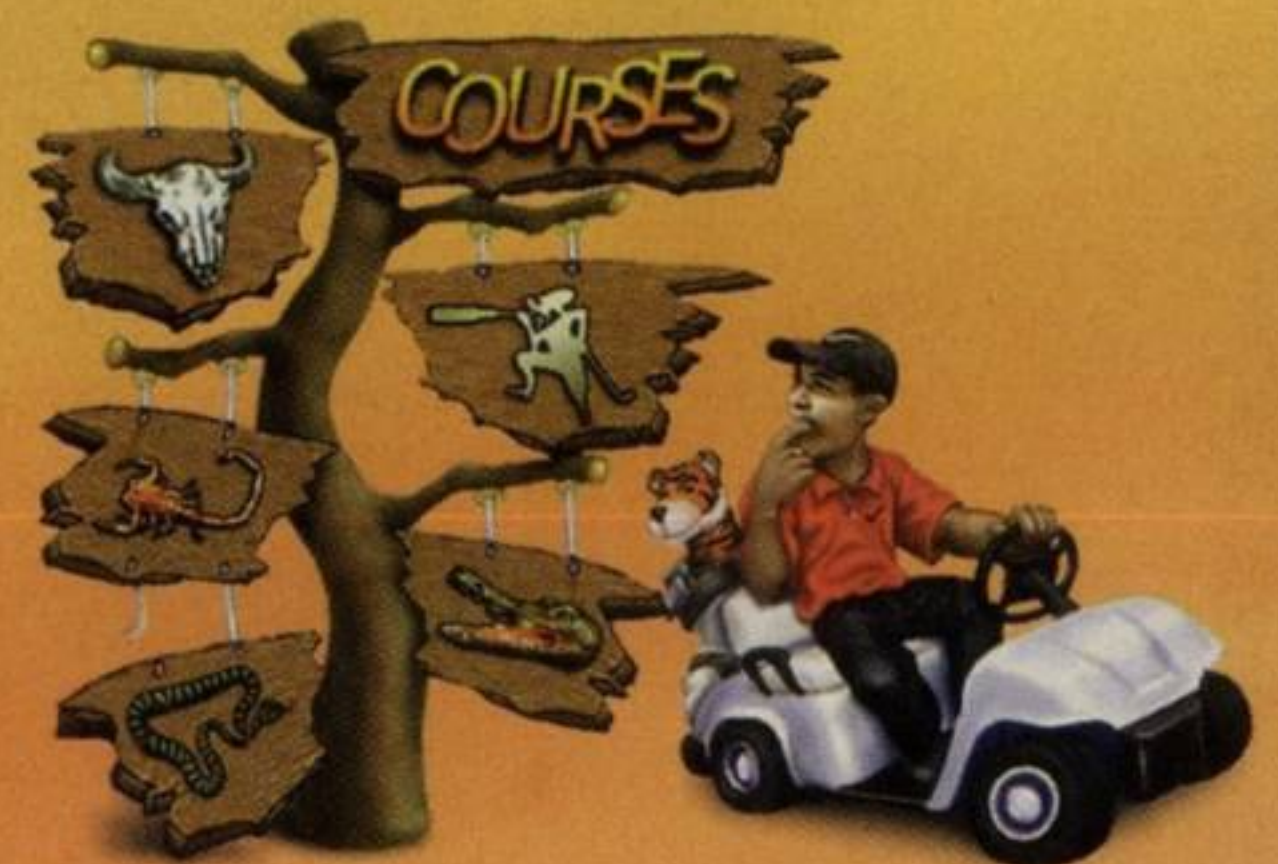


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besides JELLY DOUGHNUTS!**



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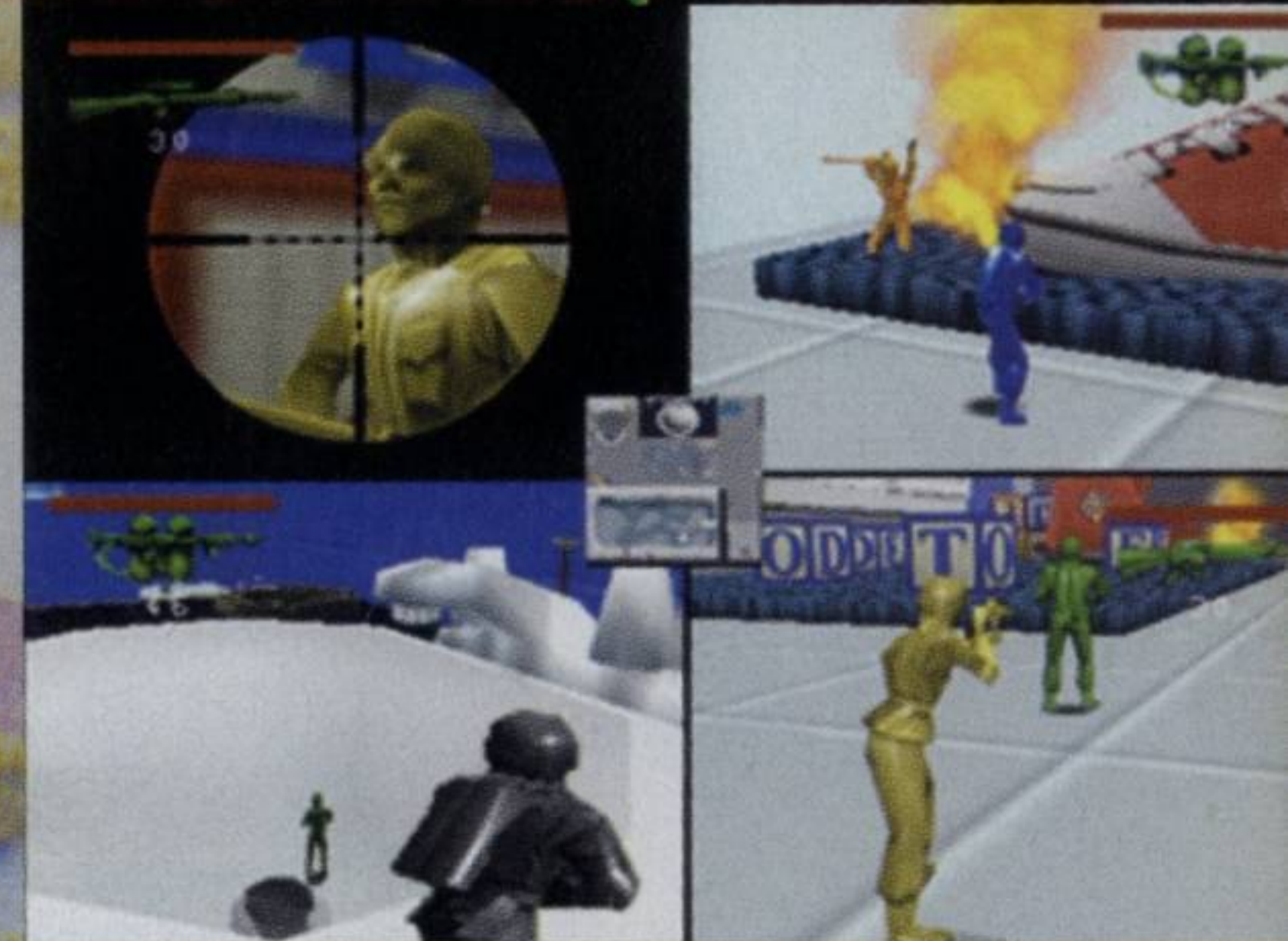
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Resident Evil: Evil:

RESIDENT EVIL 3 NEMESIS

PUBLISHED BY CAPCOM •
TARGET RELEASE DATE: NOVEMBER

RESIDENT EVIL MADE its name on the PlayStation, and Resident Evil 3: Nemesis could be the best of the series for that system. Even in its early stages, RE3 looks like a monster hit with souped-up gameplay, killer graphics, spine-tingling sounds, and a throat-grabbing story line. It's rated Mature, of course, but that's probably not going to stop many hardcore gamers.

The Tale of 3

Resident Evil 3 will be both a prequel and sequel of sorts, positioning its story line before and after that of Resident Evil 2. Poor Jill Valentine.

After the members of S.T.A.R.S. (Special Tactics and Rescue Squad) were eaten alive in Resident Evil (see sidebar "Resident Evil Timeline"), nobody believed Jill's tale of the Umbrella Corporation's insanity, the vicious T-virus, mutant monsters, and the undead. As RE3 opens, it's 24 hours before Resident Evil 2 and Jill's decided to quit S.T.A.R.S. and leave Raccoon City...that is, until a raging horde of G-virus zombies hits town!

Though you'll play most of the game as Jill, as in other Resident Evil games, you'll switch to another character for part of the adventure. This time Jill's compadre is Carlos Oliveira, the survivor of a squad of mercenaries (employed by Umbrella, no less) who found themselves seriously unprepared for Raccoon City's zombie party.



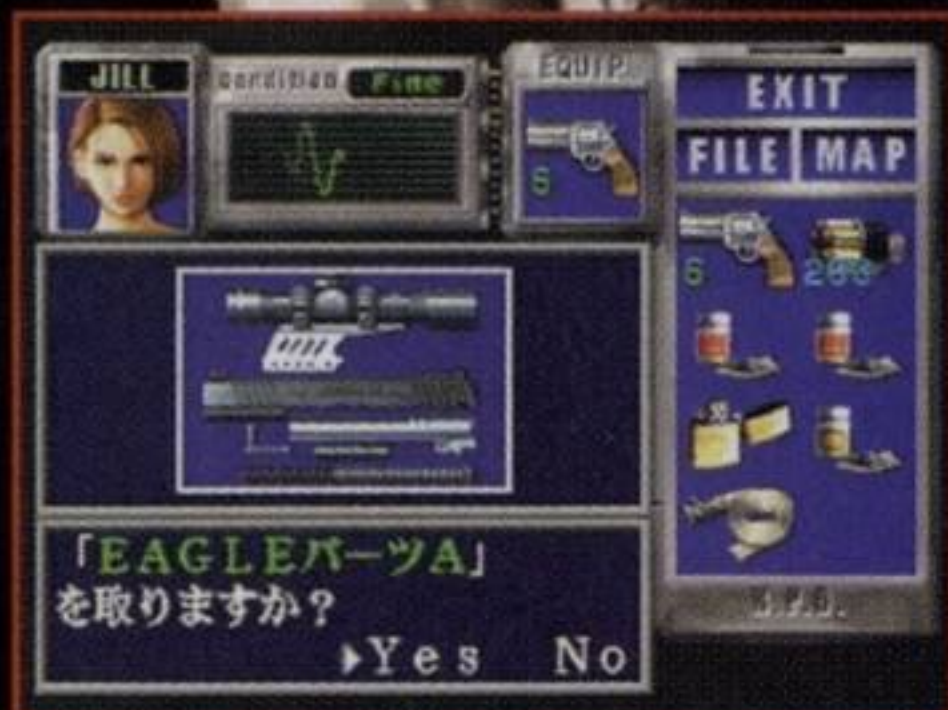
Jill shows off some new moves in RE3. Now she can quickly spin around to nail these zombies sneaking up behind her.

Resident Evil 3 also mixes up the gameplay by giving you a choice of plot lines. At certain points in the game, you'll have to choose between two courses of action. Your decision affects the course of the game and may even alter the outcome.

Zombie Busters

Naturally, no matter which way you go, you're going to run smack into undead gangs and mutant monstrosities—and the real evil in RE3 may be the bump in I.Q. that the enemy A.I. received. This time around, zombies will quickly shift gears to lunge at you when they get close—and some zombies will be very fast. Plus, they may even try to lull you into thinking they're running away—only to turn and attack when you draw near!

There are a few extremely mean dudes here, but the bad bad boy of Raccoon City is Nemesis. This freak is sort of like Tyrant in a suit, and he has some major nasty in him. The most unnerving (and challenging) thing about Nemesis is that even if you escape his attacks, he'll chase you relentlessly across several scenes. Plus, you'll never know when he's going to bust into your game.



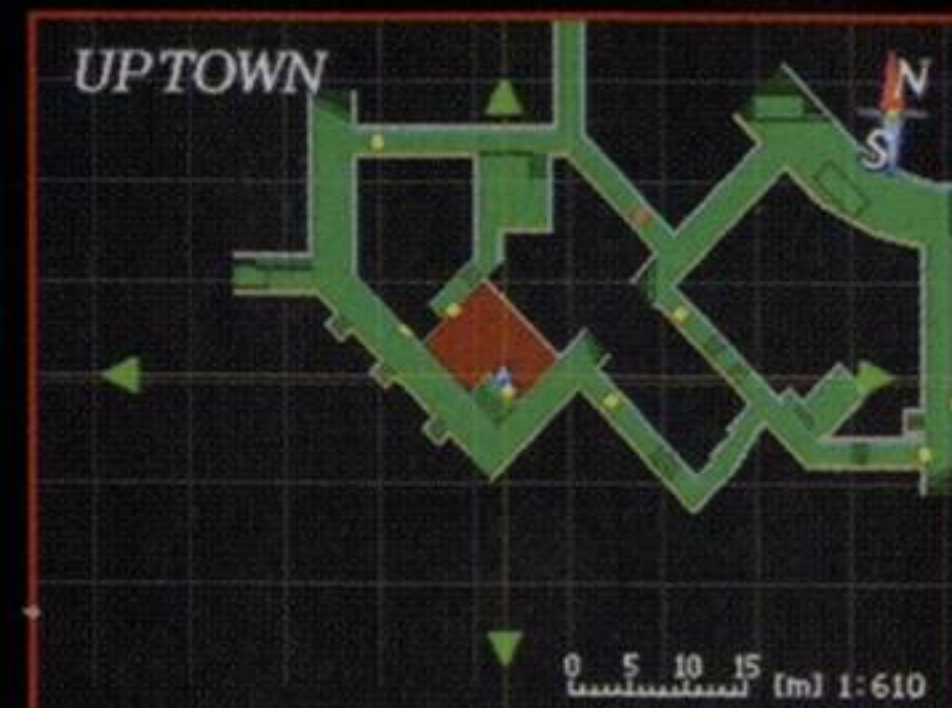
With luck, you'll discover and construct at least 20 weapons.



Monsters will put on a burst of speed in RE3. Nemesis even chases you from scene to scene if you're not careful.



The background scenes in RE3 are pre-rendered at higher resolutions than those in previous RE games.



The map is much more handy now—just one button-press away.

The Horror Spreads

Resident Evil 3: Nemesis leads a pack of new RE games oozing your way soon. Here's a glimpse at all the Evil to come on the PlayStation, the Nintendo 64, the Dreamcast, and maybe the Game Boy Color. **By Toxic Tommy**



Nobody believes Jill Valentine's tale of monsters and zombies...



...nobody living, that is.

Dead Daylight

In RE3, your nerves and reflexes are going to take a constant beating. Between the shocks, the game's pace will slow down considerably as you hunt down keys and figure out how to combine items to beat some brain-frying puzzles.

At least RE3 has a sense of fair play: Jill has some great new moves. She can spin 180 degrees, which is helpful when the fleet-footed Nemesis is sprinting after you. Plus, she can "dodge" attacks, but this is a skill move that will work only if you time it just before an enemy's attack.

You'll also be able to load up for action. In addition to the familiar pistol, shotgun, and knife, there'll be some slick new weapons, such as a lever-action shotgun, a lightweight grenade launcher, and a deadly dart gun that fires ammo with explosive tips. You'll be able to build custom weapons and create your own ammo, too.

Frighteningly Fine

Resident Evil fans will appreciate the fine-tuning that's been done to the graphics and sounds. RE's now-classic look will feature two-dimensional prerendered backgrounds with 3D character graphics cranked up to a higher graphics resolution. With stunningly detailed environments, the visual quality in Nemesis was apparent even in the preview stages.

Resident Evil 3's sounds will give you the creeps. The audio in the preview version featured eerie tension-filled music haunted by moans, wails, and an occasional shriek of terror. Hardcore fans will definitely want to turn the lights down low for the full effect, but only the truly fearless will go with headphones.

Bring Out Your Dead

It's safe to say that PlayStation horror-game fans are already lining up for their scare. Resident Evil 3: Nemesis is shaping up to be the best in the series. Think you can handle the horror?



Nemesis, Umbrella Corp.'s latest bioweapon, is the "star" of this show.



This time, zombies come in all shapes and sizes.



Bow-wow-owwww! The mutant dogs are after Jill again.



► Meet Carlos. Now run for your life!



Resident Evil 3 begins just hours before RE2 begins.



CONTINUED ►

RESIDENT EVIL 2

PUBLISHED BY CAPCOM • TARGET RELEASE DATE: OCTOBER



RESIDENT EVIL 2 will make the belated jump from the PlayStation to the N64 with story line and characters intact, along with some new slick tricks. The tale's familiar: Leon Kennedy, a Raccoon City cop, and Claire Redfield, a tough-as-nails heroine, find themselves stuck in the middle of a nightmare as virus-plagued zombies and mutant beasts overrun the town.

As in the PlayStation game, you can play as either Leon or Claire. The "Zap" system remains intact, so that decisions you make as one character during your first game—such as which weapons you use—will affect resources available in your second game.

Resident Evil 2 will receive major N64 bang from its massive 512-meg cart. The graphics will be refined—indeed, the preview screens already look excellent. One N64 extra is guaranteed to freak Res

Evil fans: As in RE2 for the PlayStation, you'll find photos and files that are clues—but this time around, you'll also find material from previous Resident Evil games...even info concerning future RE games! Check out the December issue of *GamePro* for a full review.



RESIDENT EVIL Code Veronica

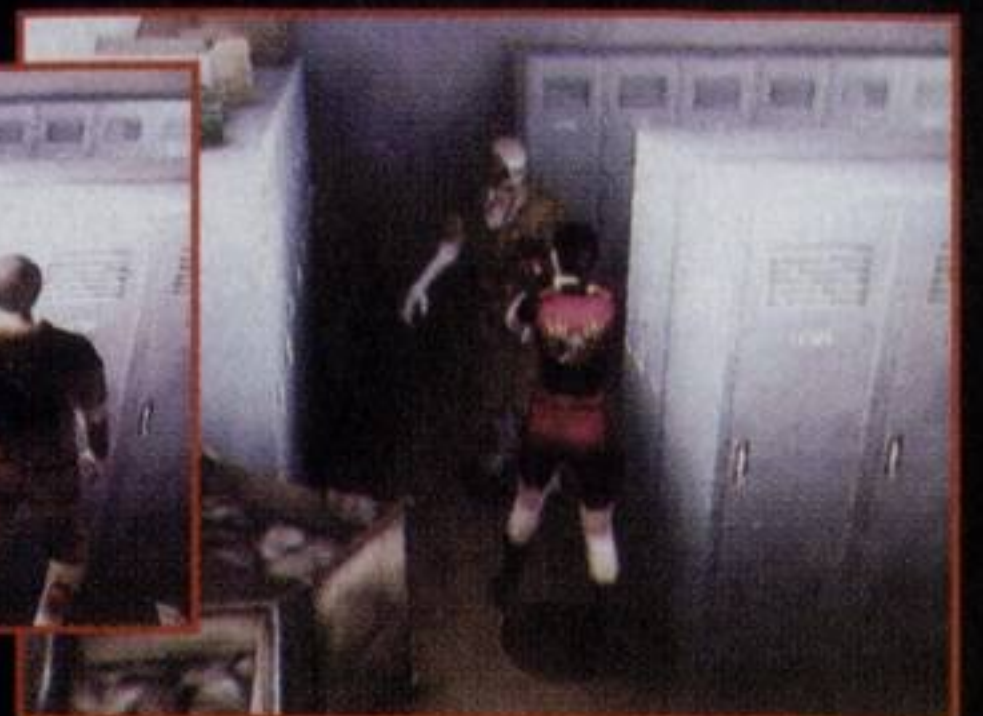
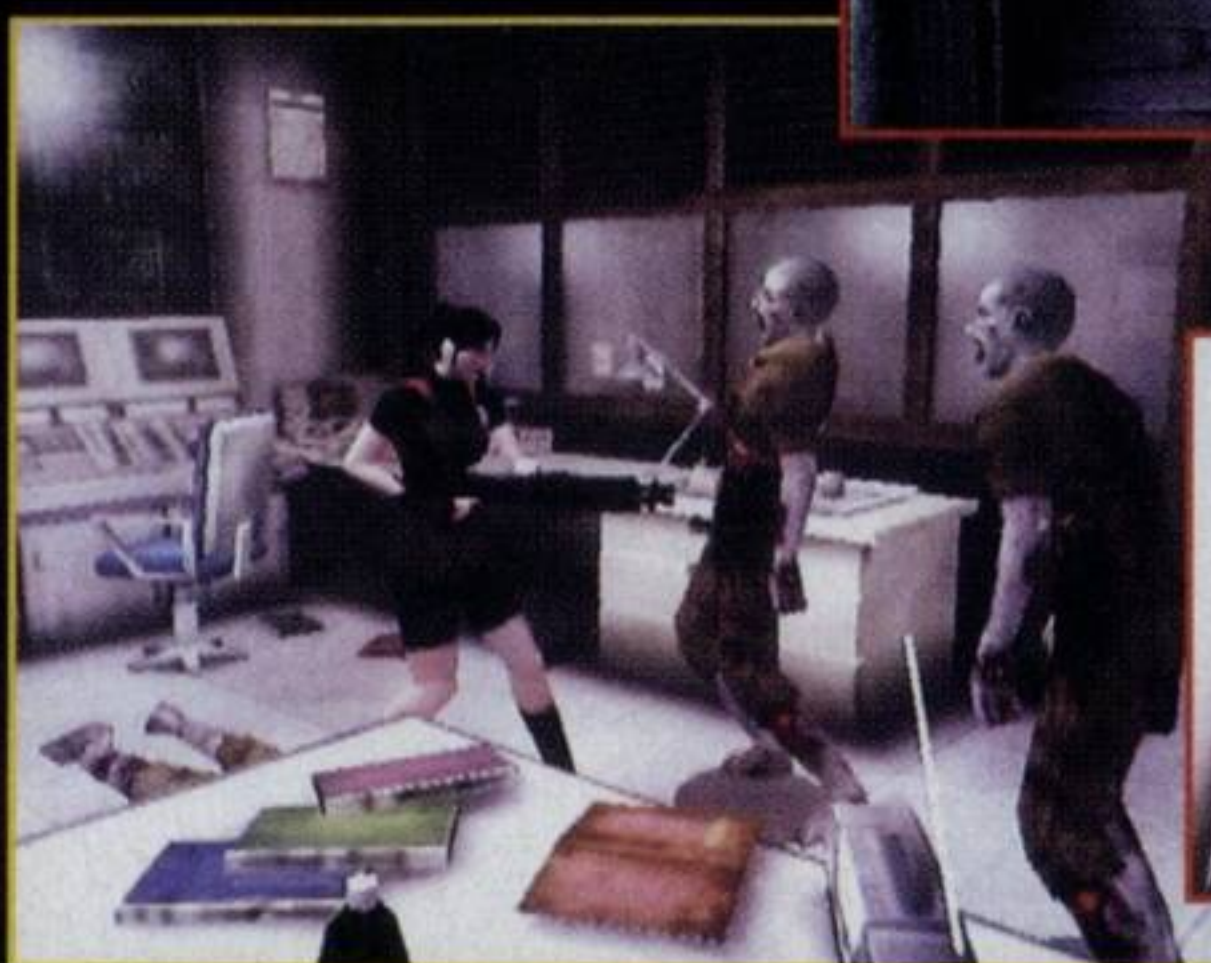


PUBLISHED BY CAPCOM • TARGET RELEASE DATE: JANUARY 2000

OF ALL THE new Resident Evil games on the way, only Resident Evil: Code Veronica for the Dreamcast will actually continue the original RE story line (see sidebar "Resident Evil Timeline"). This one stars the survivors of RE2: Claire and Chris Redfield.

Chris disappears when he decides to bring down the Umbrella Corporation by rooting out its headquarters in Europe. Claire picks up his trail, but...well, without giving away the plot, let's say this doesn't lead where she thinks it will! At this stage of development, Veronica info is slim—though it's a safe bet that major monster-whacking awaits Claire at her destination. You'll play entire adventures as Claire and then as Chris in order to experience the ending. RE's "Zap" system will be present, so that actions taken by Claire will influence gameplay with Chris.

The Dreamcast's graphical muscle will make it possible to display the entire RE world in full 3D, and the preview screens look awesome (if a little gruesome). It's all due early next year.




RESIDENT EVIL



PUBLISHED BY CAPCOM •
TARGET RELEASE DATE: TO BE DETERMINED

YES, IT'S TRUE—the original survival/horror game will be ported to the Game Boy Color! At press time, however, Capcom was unable to pinpoint an exact release date. This ambitious project seeks to



re-create RE's 3D-style combat adventure game for the small screen. You'll play as either Chris Redfield or Jill Valentine in two separate adventures that take you back to the original story line (see sidebar "Resident Evil Timeline") in which a S.T.A.R.S. team investigates a series of brutal attacks near Raccoon City. Shhhh...don't tell them about the zombies! 



Resident Evil Timeline

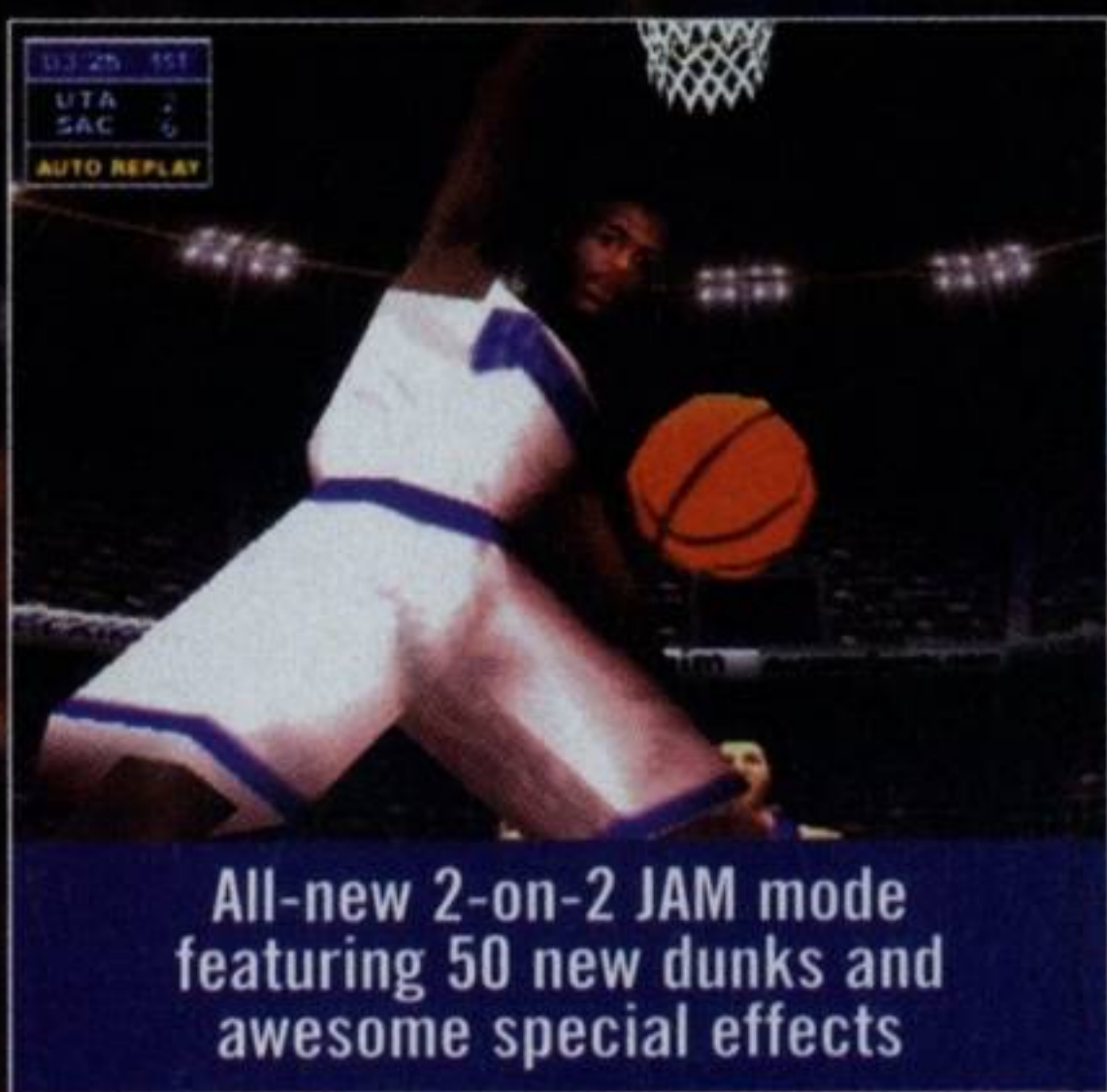
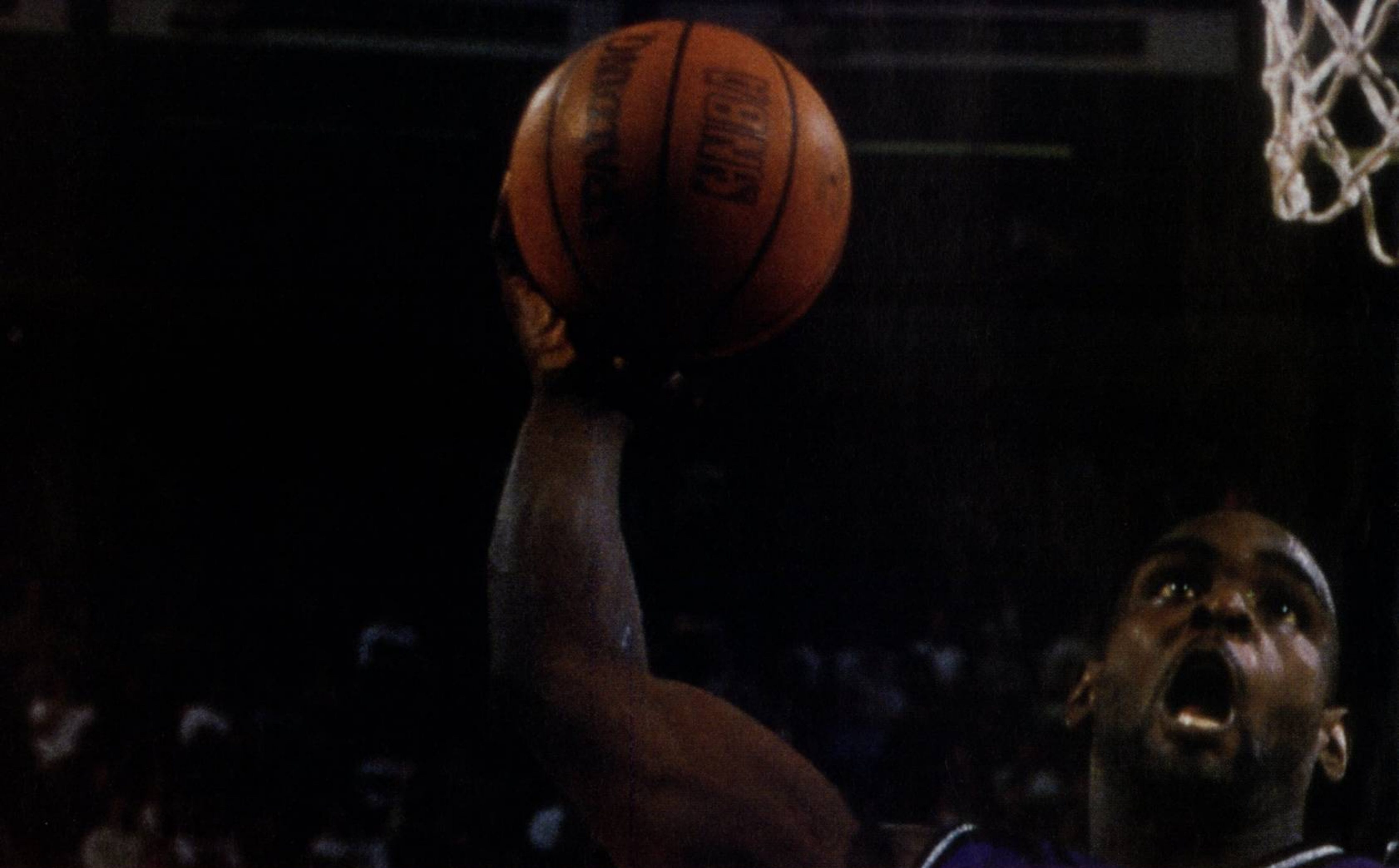
One of the most intriguing aspects of the Resident Evil series is its consistent narrative. All games in the series (so far) are related by specific dates that are carried over from title to title. Below are all the key dates of the horrific story:

- 1967:** S.T.A.R.S. (Special Tactics and Rescue Squad) is founded in New York to deal with cult-affiliated terrorism.
- 1972:** S.T.A.R.S. establishes its Raccoon City branch.
- April 1993:** Brian Irons is promoted to police chief of the RPD (Raccoon City Police Department).
- February 1998:** Former S.T.A.R.S. member, Albert Wesker, is promoted to Captain of S.T.A.R.S.
- June 1, 1998:** The fourth victim of a grisly wave of "cannibal crimes" is found in Raccoon City.
- June 23, 1998:** A couple is found murdered in Raccoon City. The body count rises to nine victims total.
- July 23, 1998:** S.T.A.R.S. Bravo Team disappears into Raccoon Forest. S.T.A.R.S. Alpha Team is sent to Raccoon Forest to investigate the recent killings and locate the Bravo Team. The night ends with the destruction of the Spencer Mansion located near Raccoon Forest. S.T.A.R.S. members Jill Valentine, Brad Vickers, Rebecca Chambers, Chris Redfield, and Barry Burton are the only survivors of the mission; Captain Albert Wesker is reported KIA (killed in action). In the wake of the explosion, it's revealed that the chemical-producing company, Umbrella Corporation, was storing materials at the mansion.
- July 28, 1998:** S.T.A.R.S. is taken off the investigation.
- September 4, 1998:** Umbrella announces the major renovation of its chemical plant located south of downtown Raccoon City.
- September 20, 1998:** Responding to a call, a police officer chases a suspicious individual away from the sewers of Raccoon City. The officer recovers C4, a detonator, ammunition, and a broken infrared scope.
- September 22, 1998:** A teenager is attacked in Raccoon City.
- September 24, 1998:** Chris Redfield, Jill Valentine, and Barry Burton decide to plan a trip to Europe for a little visit to Umbrella's headquarters.
- September 26, 1998:** Zombies attack the Raccoon City Police Department building. The officers are unable to halt the zombie assault because Chief Irons ordered all the ammunition in the building moved to several unknown locations the day before the attack.
- September 27, 1998:** Zombies break through the barricades set up by the defending officers in the police department building. Twelve people are injured.
- September 28, 1998:** Zombies proceed farther into the police station and kill four police officers; only four officers are left alive. On the same day, Jill Valentine attempts to flee zombie-infested Raccoon City and head to Europe. Her fellow S.T.A.R.S. member, Brad Vickers, is fatally wounded and becomes a zombie.
- September 29, 1998:** Looking for her brother, Chris, Claire Redfield arrives in Raccoon City. Rookie cop Leon Kennedy also arrives in Raccoon City for his first day of work at the RPD. Umbrella scientists William Birkin and his wife, Annet, are killed in an explosion at Umbrella's underground lab; their daughter, Sherry, survives. Ada Wong, a spy for Umbrella, is reported missing. A mutant monster kills Police Chief Irons.
- October 1, 1998:** Carlos Oliveira, a mercenary hired by Umbrella, attempts to find a cure for Jill Valentine, who has been infected with the T-virus...

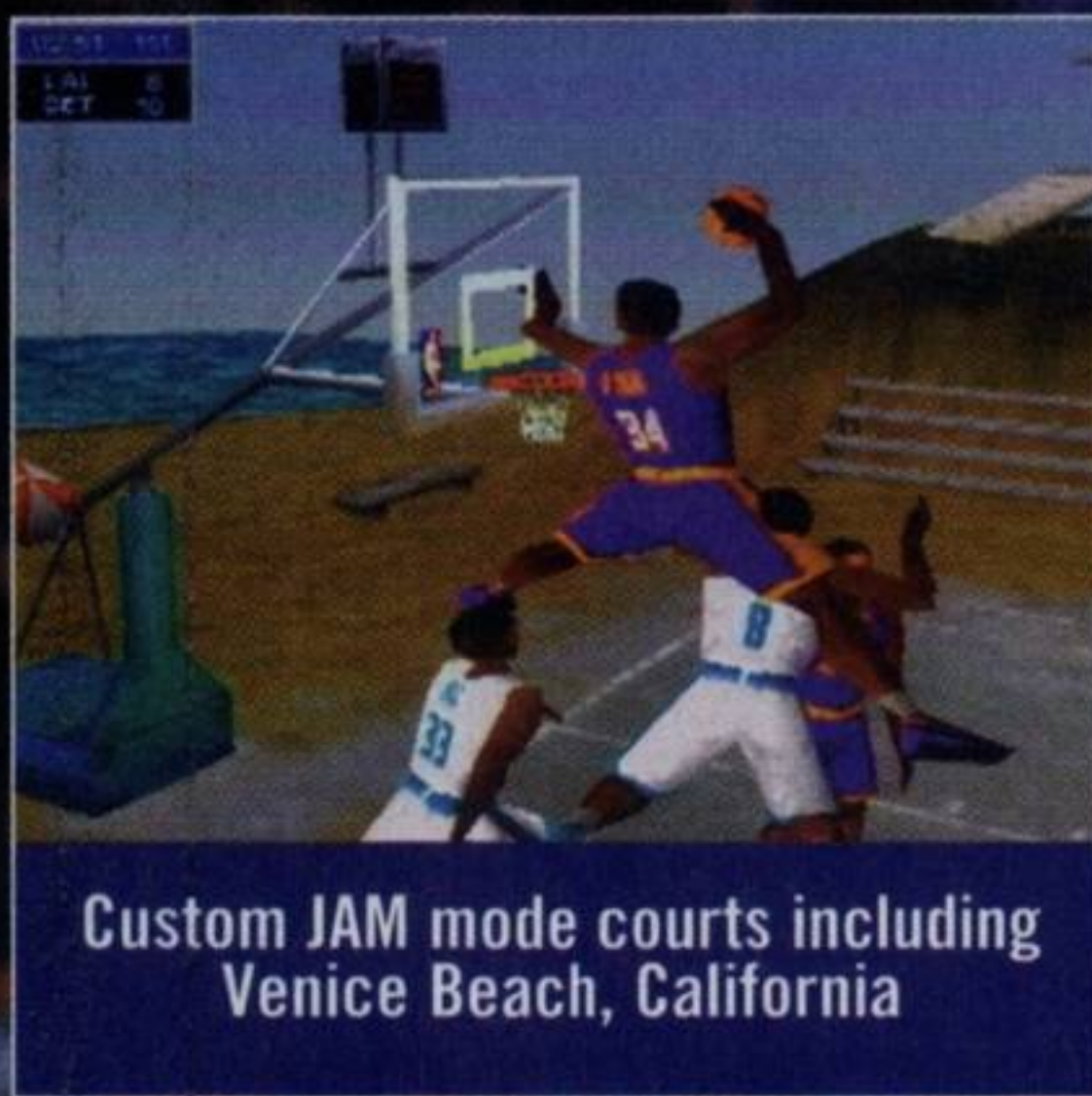
Resident Evil: The Movie



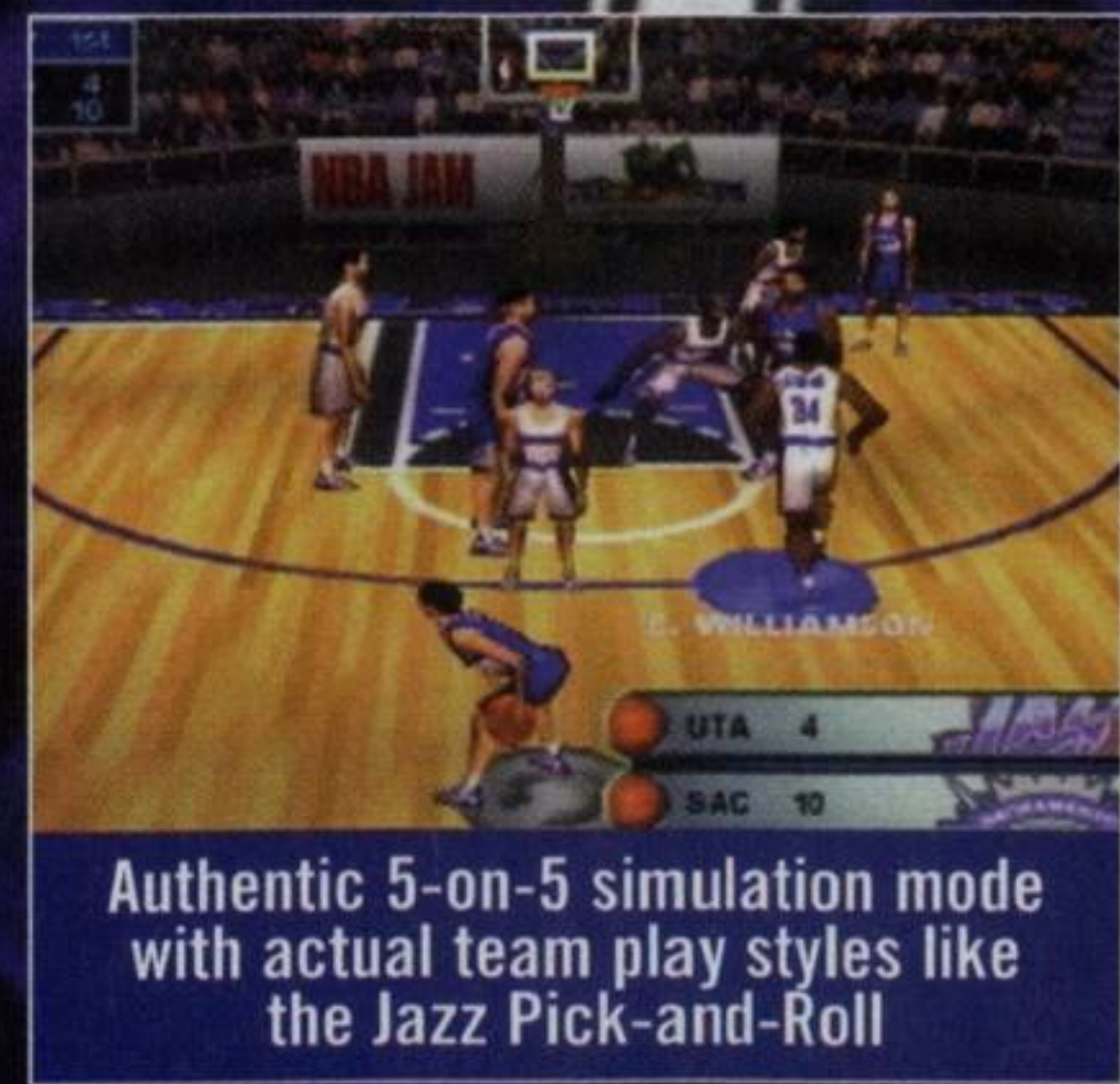
The Resident Evil movie is on the way! Well, eventually... um...maybe? A spokesperson for the film's production company, Constantin Films, states that the RE movie is "in development," adding that a script has not been finalized. *Night of the Living Dead* director George Romero had been enlisted to direct the film (see "ProNews," November '98), but Constantin's rep says that now he is only "associated" with the production. Meanwhile, *GamePro's* Hollywood informant claims that Sam Raimi (*Evil Dead*) was approached to helm the project, but declined because he's doing mainstream Oscar-contenders like *For Love of the Game*. In other words, with no script, no director, and no cast, don't expect to see this one before 2002 at the absolute earliest—if at all.



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Recommended
 System Requirements

32 MB RAM

Pentium II/233

200 MB on HD

4X CD-ROM

16-bit video card

Westwood created the real-time strategy (RTS) genre with *Dune II* and refined it with *Command & Conquer*, but *Total Annihilation*'s stunning 3D visuals and *StarCraft*'s epic story and perfect interface have usurped their throne. Now, after four long years in development, *C&C* returns to the battlefield with a massively hyped sequel, *Tiberian Sun*. The genre's bar has been raised dramatically, however—and *TS* ain't no high jumper.

COMMAND & CONQUER TIBERIAN SUN

Tiberian Storm

In *TS*, you take the helm of the ragtag Global Defense Initiative (GDI) or the sinister alien-influenced Brotherhood of Nod as they both struggle to control the Earth and Tiberium, a strange alien power source that looks like glowing grass. Cinematic sequences starring Michael Biehn (*Aliens*) and James Earl Jones (the voice of Darth Vader) reveal the plot in the game's respective campaigns. The Nod story has more flair and fun, but GDI's missions are cooler.

Each side has 12 missions, and (as in *C&C: Red Alert*) most scenarios have optional quests that will eliminate some of the opposition you'd face during your main goal. The exciting campaigns feature adjustable difficulty levels, and the last few missions take a massive amount of effort and time—but the overall game is disappointingly short.

Squinting for Polygons

The real-time strategy genre has never been about graphical achievement, but envelope-pushers like *Myth* and *Total Annihilation* have offered polygonal environments with zooming or rotating capabilities. *TS* improves upon *Red Alert* with voxel technology that provides highly detailed worlds and, for the most part, minimizes the "tile effect" that breaks most RTS maps into distinct squares. *TS*'s backgrounds are also gorgeous, but you're too far away to enjoy the exquisitely rendered buildings. The distance also results in awkward infantrymen who look and move like slugs and blend into a jumbled mess when gathered together.

Audiowise, *TS*'s spectacular sound effects afford each race a distinct personality. The Nod's cybernetic bellows instill their singular vision of conquest in your heart, while the GDI's giant robots recall the metallic echoes of *MechWarrior*. Unfortunately, each side's battle cries become mind-numbingly repetitive within a single mission, and *TS*'s muted score is too distant to convey tension.

Fog of War

And then the bottom really falls out: *TS*'s combination of incompetent documentation and awkward controls is an inexcusable mess. The instructions list each unit without prices or technology requirements, while their onscreen icon requires you to hold your mouse and wait for a help box to appear with its cost. Then there's the complex waypoint/rally system that obliges you to manually build a route, hold Ctrl and Alt, and then click on a unit for guarded patrol—something that *StarCraft* accomplishes with one button.



PROTIP: The GDI Radar Array optional mission makes your life much easier, and it's a quick level.



PROTIP: Use Mobile Sensor Arrays to detect incoming underground forces, then use pavement to prevent them from infiltrating.



PROTIP: In GDI's Mission 3B, capture the Nod Tiberium silos and refinery to get rich quick.



Tiberian Sun's waypoint system is more complex and less effective than *StarCraft*'s patrol routes.



PROTIP: Destroy bridges as both an offensive and a defensive tactic. Lure your enemies onto them and fire away.



PROTIP: Large masses of Titans can take extensive damage and crush buildings quickly.



PROTIP: Target an enemy's power plants to cripple his defenses.

Still not convinced? Check out TS's infantrymen, who couldn't be more suicidal. They consistently run into the path of their own firepower or dash off to take on a foe without warning units that are right next to them. Wanna chat in a multiplayer game? Too bad—you won't find the command anywhere in the docs, the readme file, or the game's options menu (it's F1 to talk to allies, F8 to speak to everybody). Last but certainly not least, your Harvesters, if left to their own devices, always seem to want to mine distant Tiberium and take it to the furthest refinery. Tell them otherwise, and they'll resort to madness on their next route.

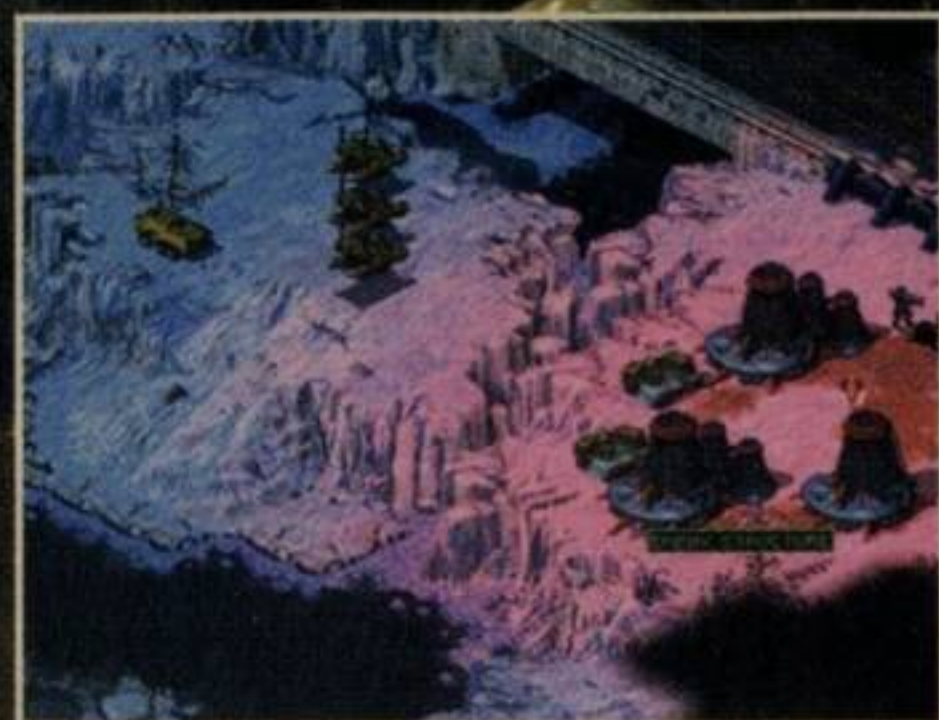
The Sun Also Sets

Westwood Online, which is built into the game, makes finding an opponent quick and easy. But TS's interface issues weigh heavily on the multiplayer game, which is slower and much more frustrating than StarCraft's adrenaline-fueled blitz.

The return of Command & Conquer's distinctive style is a welcome one, but it'll only impress diehard franchise fans. In a game that's driven by time economy, unresponsive and confusing controls are a cancer—and Tiberian Sun has some serious tumors. **G**



PROTIP: An abundance of Artillery units defends against incoming infantry and makes for a nice backup to your front line of attack.



PROTIP: In single-player, strategic missions, avoid conflict whenever possible. Lose as few units as possible to keep your efficiency score high.



BY BOBA FATT

- Published by Westwood Studios
- \$49.99
- Available now
- Real-time strategy
- 8 players
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR



▼ PROTIP: Use the Ion Cannon to demolish even the toughest buildings.



PROTIP: The Forgotten are healed by green Tiberium.

GRAPHICS 3.5

Pseudo-3D technology gives Tiberian Sun's isometric battlefield an astoundingly realistic look, but the viewpoint is too zoomed out to show off the stunning structure design. The infantry units look terrible.

SOUND 3.5

This theater of war is one souped-up megaplex with shrieking effects and effective shrieks, but some of the battle cries (particularly "Medic!") get repetitive. Plus, the music is too distant to create tension.

CONTROL 1.5

Tiberian Sun's units often think they know how to play the game better than you. The sluggish and vague help boxes are no help at all, the confounding waypoint system is woefully complicated, and the infantrymen are suicidal!

FUN FACTOR 3.5

Command & Conquer diehards will welcome this slightly improved edition, but Tiberian Sun's gameplay and graphics have already been KO'd by other games. The single-player, strategy-heavy campaigns are the game's highlight, but they're short. This game won't have StarCraft's enduring popularity.

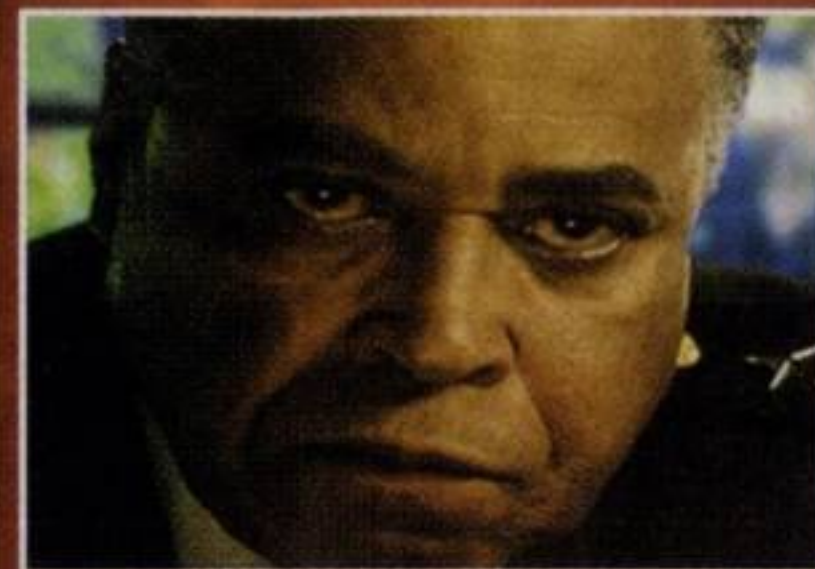
The Players

Commander McNeil



Leader of the GDI forces as they attempt to thwart the diabolical Brotherhood of Nod

General Solomon



McNeil's commanding officer and GDI's military's spearhead

Kane



The leader of Nod, who takes a personal interest in seeing McNeil suffer

Colonel Slavik



A high-ranking Nod officer—but is Slavik a Nod traitor...or a counterspy?

Oxanna Chritos




Slavik's right-hand woman—beautiful but deadly

Battlezone II

TALK ABOUT UPPING the ante. Battlezone built a hardcore following with its canny blend of top-down real-time strategy and first-person action. Battlezone II cranks up that formula, resulting in a game that brings the action home fast and fierce. Not bad for a work in progress.



It doesn't take long to get into your first Battlezone II firefight whether you choose a hovercraft, a walker, a tank, or even a foot soldier. But here, the usual tasks of strategic combat—handling wingmen and troops, deploying, and managing actual battle—are intensified because you're smack in the middle of it all. The adaptable interface lets you adjust the difficulty, so if you just feel like blasting a few baddies in the exotic worlds you visit, the computer can do the rest.

The adjustment from the first game isn't automatic; warfare gets a whole new feel here. It's hard to think about deploying 20 units while ducking laser cannons, after all. But when you consider Battlezone II's high-tech hardware and payoffs—really, Napoleon never had it so good. 



Omikron: The Nomad Soul


FROM LARA CROFT to...David Bowie? Yep, must be Omikron, the genre-hopping Eidos game that features the Thin White Duke and a cast of virtual thousands. Well, hundreds, anyway.

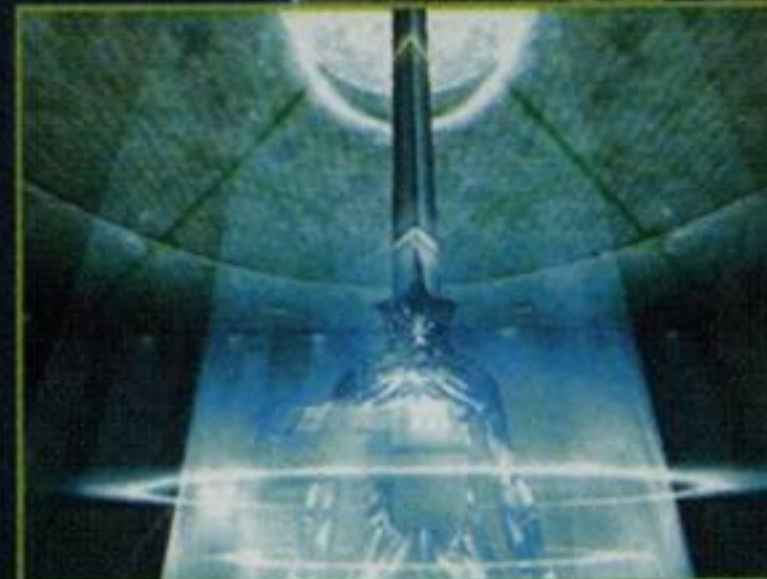
Omikron is a strange place—a domed city in a virtual world where you can talk to an inhabitant... or get into a ripping fight with one. Part wandering adventure game, part action-shooter, part fighting game, Omikron should appeal easily to fans of everything from Zelda to Tekken.

About those fights: Should you lose, the jig isn't necessarily up. You can be reincarnated, either with sufficient health reserves or by being touched by a game character;



at which point you become them. (You start off in a strange body, too, and have to orient yourself from scratch.) The body-jumping is a strikingly original feature that boosts Omikron above the average adventure game on the spot.

Oh, the Bowie thing—he really is a character in the game and wrote several songs for the soundtrack. Space oddity, indeed. 



BY OGG

- Developed by Quantic Dreams
- Published by Eidos Interactive
- Target release date: November

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Soldier of Fortune



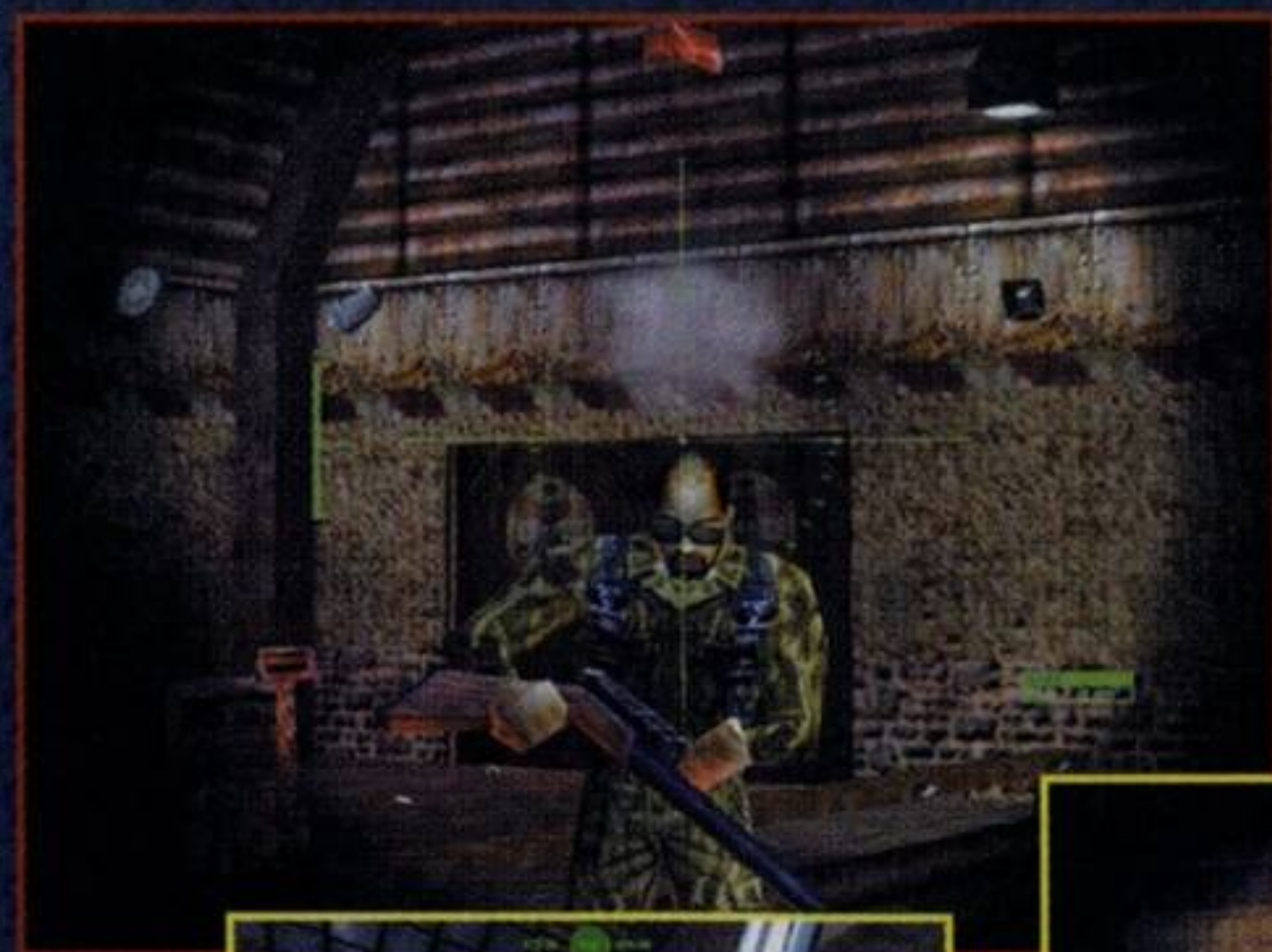
BY VICIOUS SID

- Published by Activision
- Developed by Raven Software
- Target release date: January 2000



WINDOWS 95/98

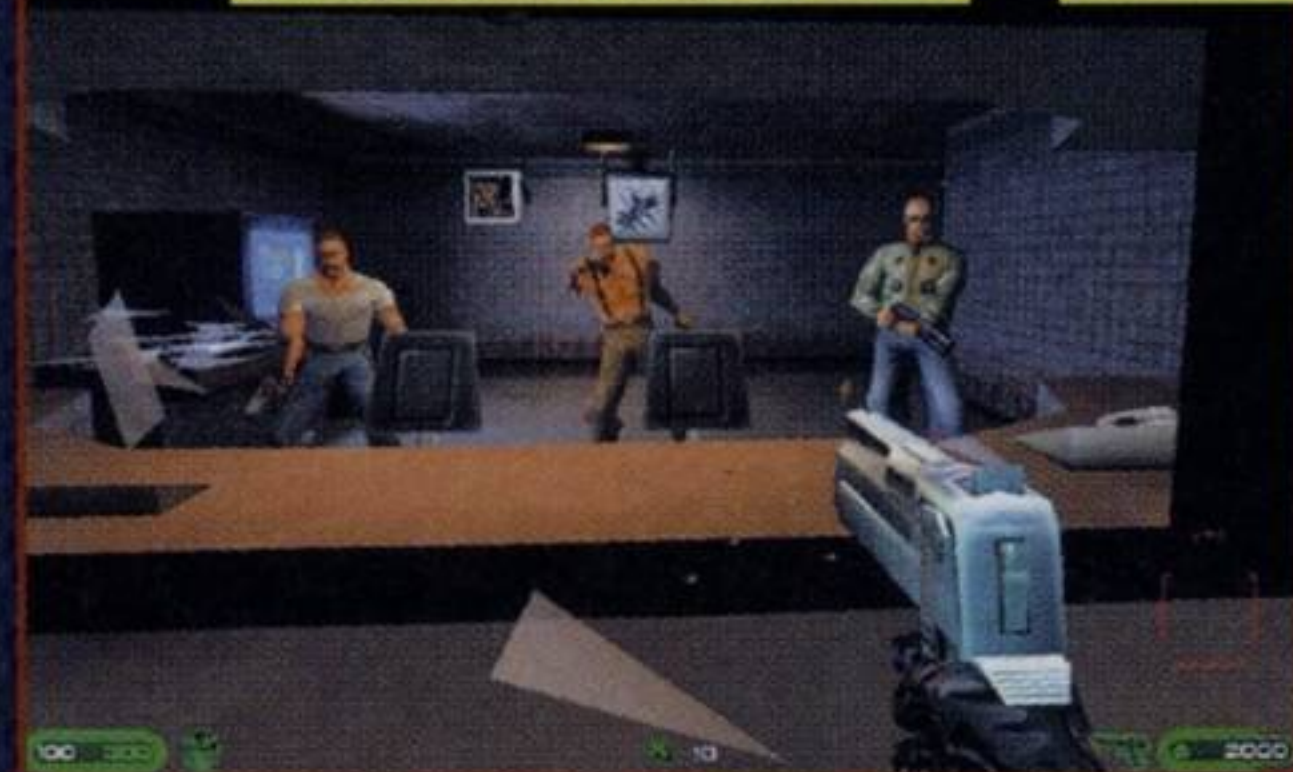
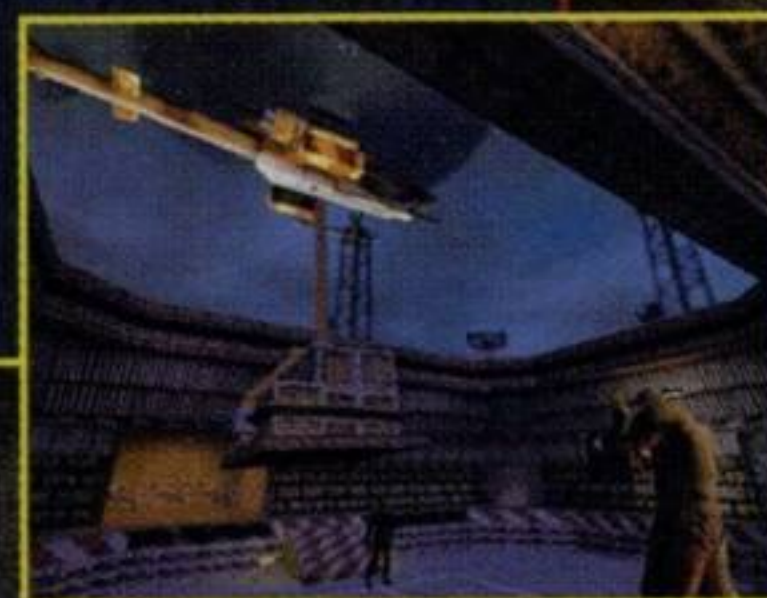
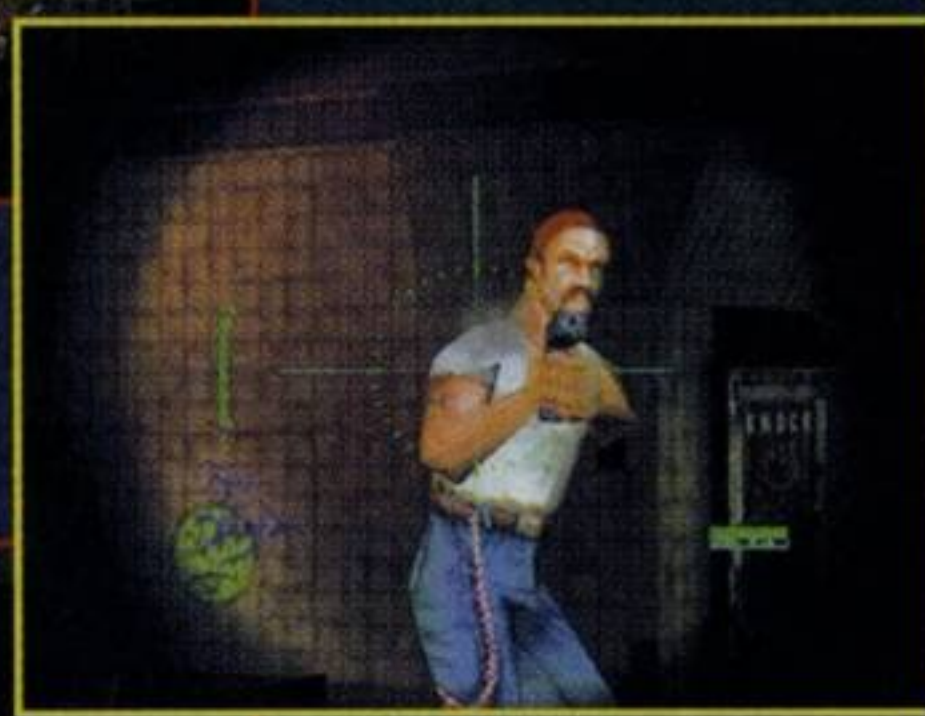
FIRST LOOK



UTILIZING AN OVERHAULED hardware-only version of the ubiquitous Quake II engine, *Soldier of Fortune* looks to ratchet gory gaming up a few notches. Strapped into the boots of a globetrotting gun-for-hire, you'll delve into seamy political hotspots, from Russian chemical plants to the oil fields of Iraq, searching for the whereabouts of a few carelessly mislaid nukes—and blowing away anybody who gets in your way.

Grungy baddies, painstakingly patterned from real-life convict photos, will twitch, writhe, and ooze realistically under your hail of lead. Programmers will be able to "bolt on" different heads and bodies, as well as accessories such as hats and ammo pouches, to keep enemies from looking all the same (you will be able to shoot off those hats, pouches, and body parts, too). White phosphorous grenades, throwing knives, and a super-accurate sniper rifle will add a touch of class to your lethal arsenal.

With such stark realism and a few creative multiplayer modes in the works, *Soldier of Fortune* should turn a few heads—and cause some controversy—next year. **G**



Star Trek: Armada



BY VICIOUS SID

- Developed and published by Activision
- Target release date: February 2000



WINDOWS 95/98

FIRST LOOK

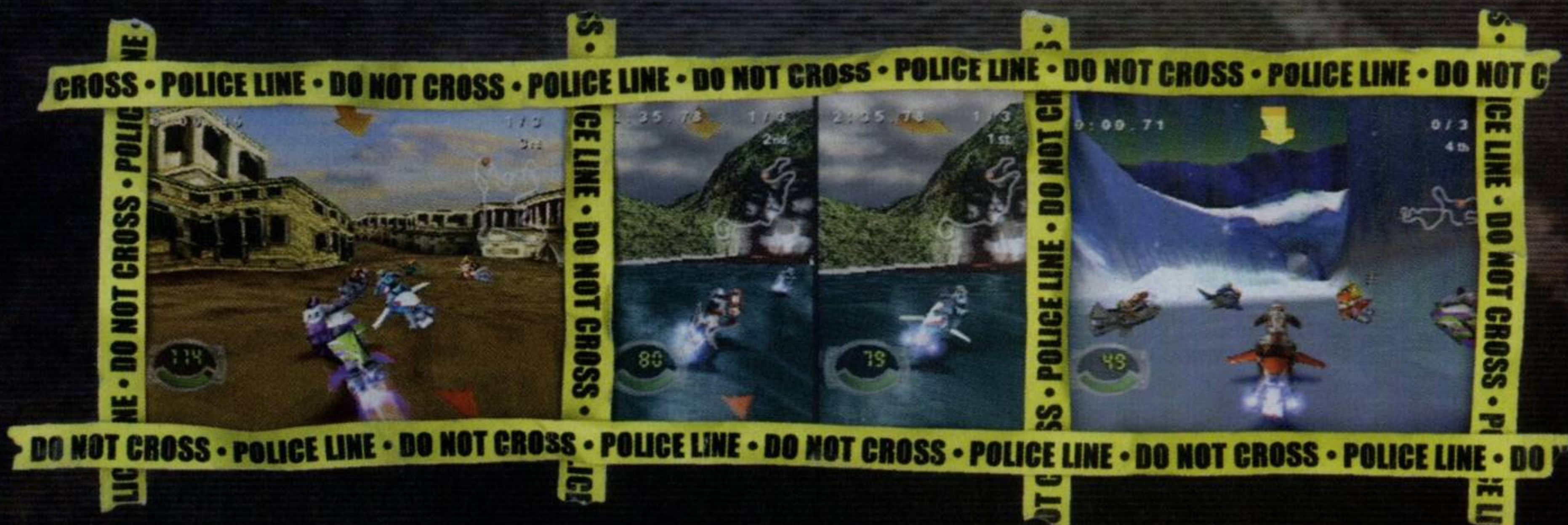
SET IN THE Next Generation time frame, *Star Trek: Armada* wants to reunite Trekkies with a few old friends. Players will choose to be either sneaky Romulans, disgruntled Klingons, the emotionless Borg, or those pesky Federation humans in 3D real-time strategy (RTS) battles. *Armada* will have a very authentic look and feel, right down to the in-game interface. Plus, Patrick Stewart, Denise Crosby, and other *Trek* alumni are contributing their vocal talents.

Through 26 linear missions, you'll build over 30 types of starships, including cargo vessels, destroyers, and transport ships. Phasers, photon torpedoes, and more will round out your impressive arsenal, but you'll also have to manage the ship's resources, such as dilithium, officers, and life-support systems. During combat, *Armada* will switch to a slick battle mode where players can change views, track other

ships, and avoid shield-draining nebulae.

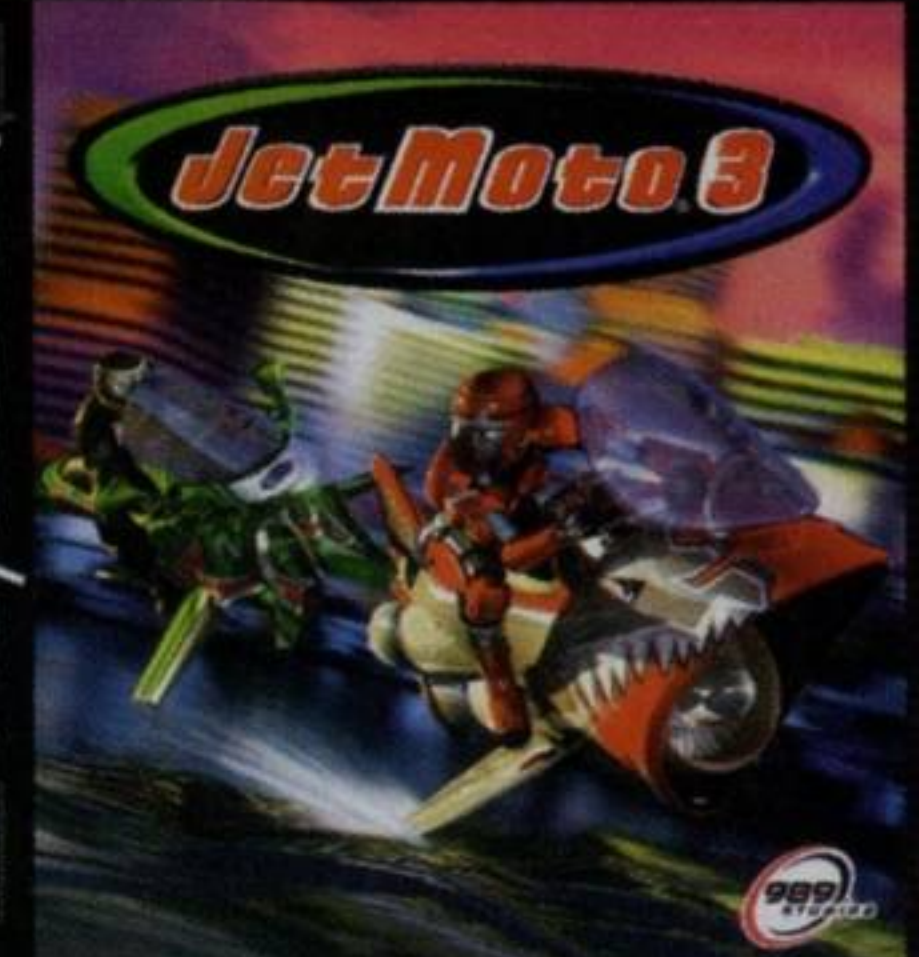
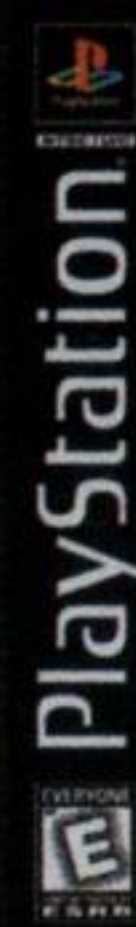
Backed by free online play, over 30 multiplayer maps, a bundled campaign editor, and a climactic showdown between Picard and Locutus, *Armada's* looking to make waves. This winter, sweaty-palmed Trekkies and RTS fans may discover that resistance is futile. **G**





Excessive Speeding 2:54 a.m.

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INTERPOL
SI-COPS

PROFILE #1635

NAME: Hawk Manson
OCCUPATION: Espionage Operative
SECURITY CLEARANCE: Ultra Magnum
FIELD OF OPERATIONS: Global
WEAPONS PROFICIENCY: Pistol
Grenade Launcher
Shotgun
Sniper Rifle
Assault Rifle
Knife
Sword
Stun Baton
Chain Gun
Industrial Beam Laser
Flame Thrower
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MANSON - HAWK

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BY THE ROOKIE
 ■ Developed by Aki
 ■ Published by THQ
 ■ Target release date: November



HANDS-ON

WWF WrestleMania 2000



WWF WrestleMania 2000 is stepping up to knock your ass three ways to Sunday with some of the best wrestling action on the Nintendo 64.



THE CORPORATE CHAMP

WWF WrestleMania 2000 is charging into the squared circle to smack the taste outta your mouth with a full-on slobber-knocker that's shaping up to pin the competition and walk away with the championship belt. You'll find all the best bashers in the biz contained within WrestleMania's hallowed hall of brawlers, including The Rock, Stone Cold Steve Austin, The Big Show, and even fan-favorite The Blue Meanie.



OH, HELL YEAH!

If you have any doubts that WrestleMania 2000 won't be a contender this fall, your ass better call somebody. In the preview version we fired up, the gameplay already featured topnotch brawling action, awesome graphics, and sweet controls. If you're familiar with THQ's WCW/NWO Revenge, then you know what to expect (if you're not, rent it, jabroni). The sound effects were pretty bare-bones, but all the appropriate smacks and slaps were in place. Plus, to add TV-style flair, Aki (the developer) has added streaming video for each wrestler's entrance.



PIMPIN' AIN'T EASY

In addition to featuring such brain-busting modes as Single Match, Tag Match, 3-Way Match, Cage Match, and Royal Rumble, the game lets the millions and millions of fans of The Rock take their act across the country in Road to WrestleMania mode. As you attempt to rack up a good enough record to get to WrestleMania, you'll battle through an entire season's worth of matches (at least 45), running the gamut from singles to handicap to two-on-one. Along the way, you'll be able to win titles—such as Tag Team, Hardcore, and Heavyweight—and you'll have to defend them as you fight it out in Sunday Night Heat, Monday Night Raw, and Pay-Per-View events to prove you have what it takes to be the champ of the WWF.



Other slammin' options tacked on to WrestleMania 2000's fight-card will include the ability to create your own belts and put them on the line against your friends, as well as the ability to create your own Pay-Per-View events. You'll decide what arena to fight in, who will be brawling, and the date of the event. If things proceed as planned, look for WWF WrestleMania 2000 to hold the championship belt this November.

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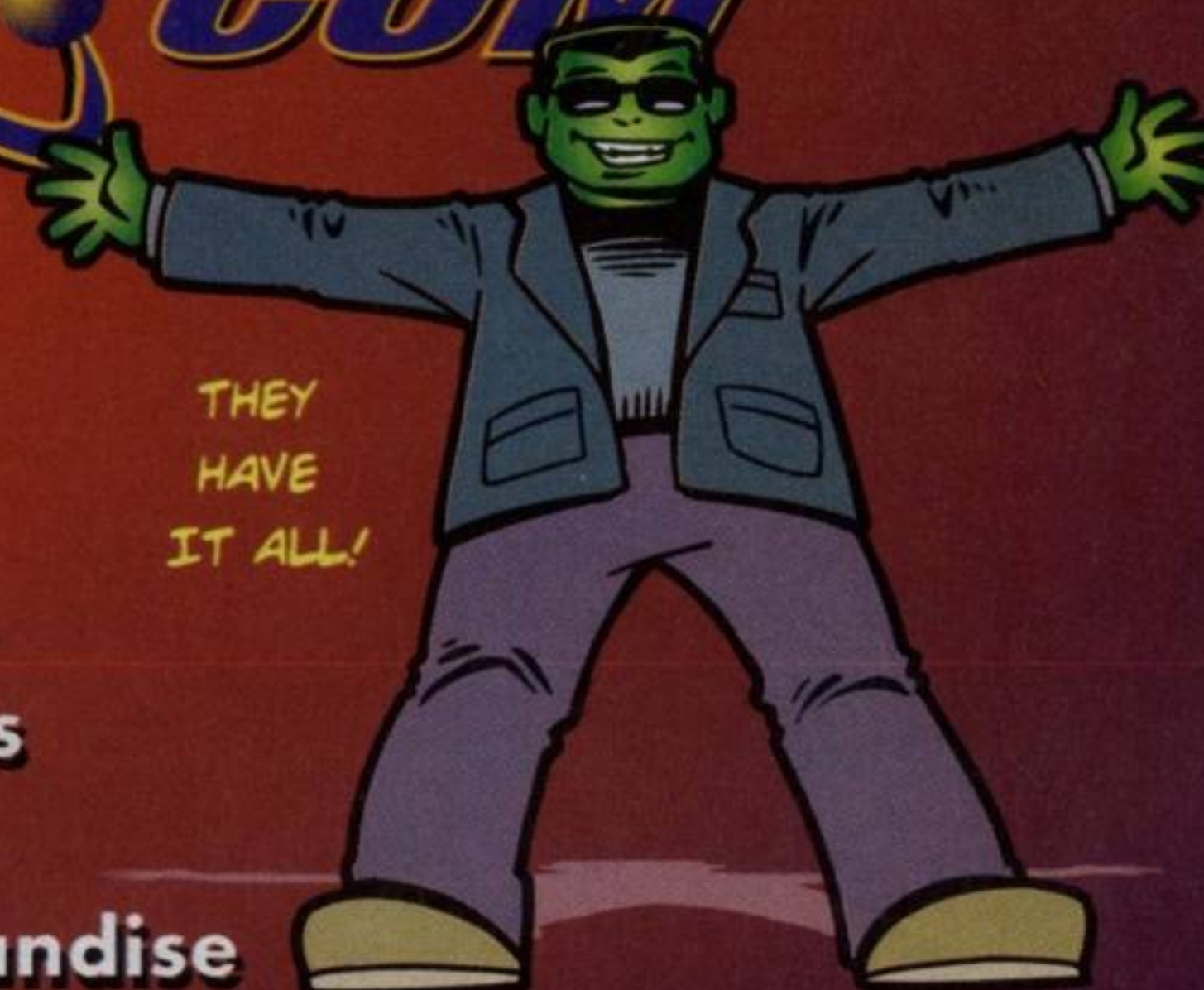
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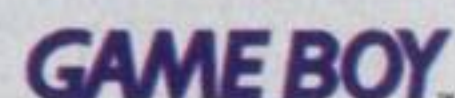
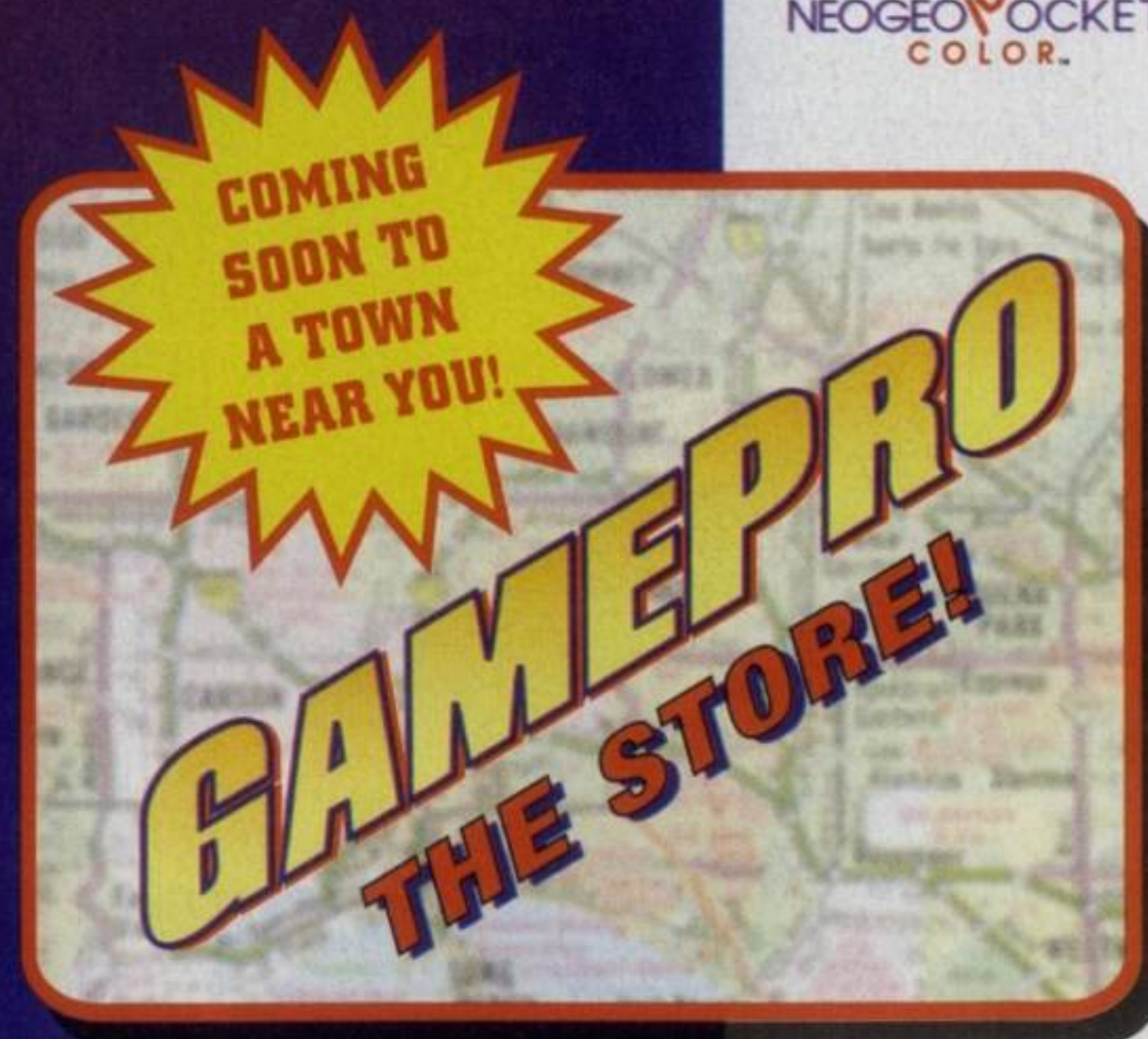
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Tomorrow Never Dies



BY AIR HENDRIX

- Developed by Black Ops Entertainment
- Published by Electronic Arts
- Target release date: November



HANDS-ON

Shaken & Stirred

In the year or so that *Tomorrow Never Dies* was delayed, the game underwent some significant changes. Instead of being a sequel



to the movie, it now more or less follows the movie's script; instead of offering multiplayer action, it is now sadly a one-player game. Fortunately, TND's eight levels of third-person gameplay still serve up the flashy action and cool twists that are Bond's trademarks.

For example, while in pursuit of media-mogul-gone-mad Elliot Carver, you drive Q's "modified" BMW 750 in a Spy Hunter-esque race to blast apart enemy cars before the finish line's reached.

In other levels, you shred the slopes, stabbing enemies with ski poles in battles that feel like *Road Rash* on snow. Naturally, there's plenty of combat as Bond rescues nukes at a Russian airfield, fights through Carver's newspaper plant and stealth ship, and more. In one level, you even switch characters and play as Wei Lin, the Chinese agent who's helping Bond shut down Carver.



After long delays, 007's finally showing up on the PlayStation just as the hype for his latest flick peaks. But will *Tomorrow Never Dies* pack the gameplay punch that gamers have come to expect from the world's most popular superspy?

007 *Tomorrow Never Dies*

A View to a Killing

Naturally, Bond is rather well-armed, fighting with everything from his beloved Walther to an infrared sniper rifle. You also find cool gadgets, like laser-firing cufflinks or sticky mines for blowing up stuff from afar, sprinkled liberally throughout the game.

In the unfinished preview version we played, the targeting system and camera (two of the trickiest elements of a third-person action game) performed smoothly. The camera didn't leave you in a lurch; auto-targeting lit up the nearest enemy; and the sniper mode let you kill opponents at will.

On the gameplay side, EA is still working on tuning up things, but it seems like the game is more about straight-ahead shooting and less about the kind of stealth and evasion that helped *Syphon Filter* shine. If this remains the case in the final version, *Tomorrow Never Dies* will probably appeal more to younger gamers or those looking for some fast, gonzo, unstrategic action.



CTR: Crash Team Racing



BY DR. ZOMBIE
 ■ Developed by Naughty Dog
 ■ Published by Sony Computer Entertainment America
 ■ Target release date: November



HANDS-ON

Not just a Mario Kart Clone

It's about time wacky, frenetic cart-racing fun made it to the PlayStation. Although CTR: Crash Team Racing resembles the Mario Kart games, it has loads of racing features and different game modes that should offer a unique gaming experience. In the preview version, CTR was an extremely fast-moving



game where winning required a strong emphasis on car control, not just on slamming the gas.

Rubberneckers Alert!

In the early version we played, CTR was already living up to its Crash Bandicoot graphical heritage of bright colors, sharp detail, and unique 3D environments. A very fast frame rate kept up with all the action without any pop-up or fogging effects to fill in backgrounds.

The wide variety of tracks, which ranged from ice caves to pyramids and deserts, provided plenty of eye candy as the scenery buzzed by. Upcoming additional effects, such as custom victory celebrations, should add to the gaming fun. CTR looked as sweet as it played—it's worth keeping an eye out for.

This game will be truly à la mode: Adventure mode will take you on a solo journey through 20 detailed tracks, Vs. mode and Time Trial mode will pit up to four players against each other on 18 tracks, and Battle mode will allow everyone to duke it out in 7 arenas.

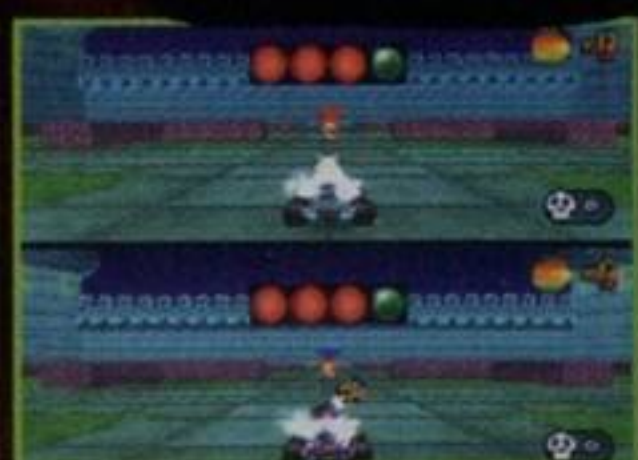


All your favorite Crash Bandicoot characters slam the pedal to the metal for no-holds-barred cart-racing fun.

Driving and Fighting

A wide assortment of weapons and power-ups, such as bowling balls, tracking missiles, warp orbs, and invincibility, will keep racers on their toes. Wumpa fruit and wooden crates scattered throughout the tracks will add to the effectiveness of the weaponry.

To maneuver across the obstacle-ridden terrain, racers will need to combine weapon mastery with control of their cart by pulling off fast starts, power slides, chain turbos, and power wheelies. Hidden passageways and time-saving shortcuts will also abound in this fast-paced game.





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Turok: Rage Wars

IT'S ALL THE RAGE

Acclaim plans to come out gunning again this holiday season with a title that's sure to satisfy your multiplayer bloodlust. Turok: Rage Wars will be the newest addition to the outstanding dinosaur-hunting franchise—and this time, you'll be hunting your friends. Rage Wars is breaking away from Turok's classic formula of first-person combat to allow up to four people to engage in deathmatch action.

Blastheads will choose one of 17 playable characters, including Turok, Adon, Oblivion Deathguard, and even some mighty mites, before going on a rampage of destruction through 36 multiplayer levels. In addition to its four deathmatch modes (Bloodlust, Team Bloodlust, Frag Tag, and Capture the Flag), Rage Wars will also include Cooperative, Time Trial, and Frag Fest modes, as well as Scenario mode, where gamers

will be able to go solo against up to six CPU opponents to collect 50 medals and unlock 25 player skins.



BY THE ROOKIE

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



NINTENDO 64

FIRST LOOK



Up to four players can square off in Acclaim's Turok: Rage Wars.



I COME IN PEACE, YOU GO IN PIECES

As you would expect, Rage Wars will pack some serious heat, offering an arsenal of outrageous weapons. In addition to the mini-gun, grenade launcher, and Mag 60, the game will include a wicked plasma gun; a chest-burster, which will shoot an embryo into your opponent that bursts out 30 seconds later (à la *Alien*); an emaciator, which will shrink your opponent; and 10 other destructive dandies.

Plus, each weapon will feature a secondary firing function that adds even more punch: You'll be able to have grenades detonate on impact, lay down sweeping fire with your shotgun, toggle a shield while using the mini-gun, and much more. If you're a fan of the franchise, you'll want to keep your eyes peeled in the coming months for more on Turok: Rage Wars.



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Toy Commander



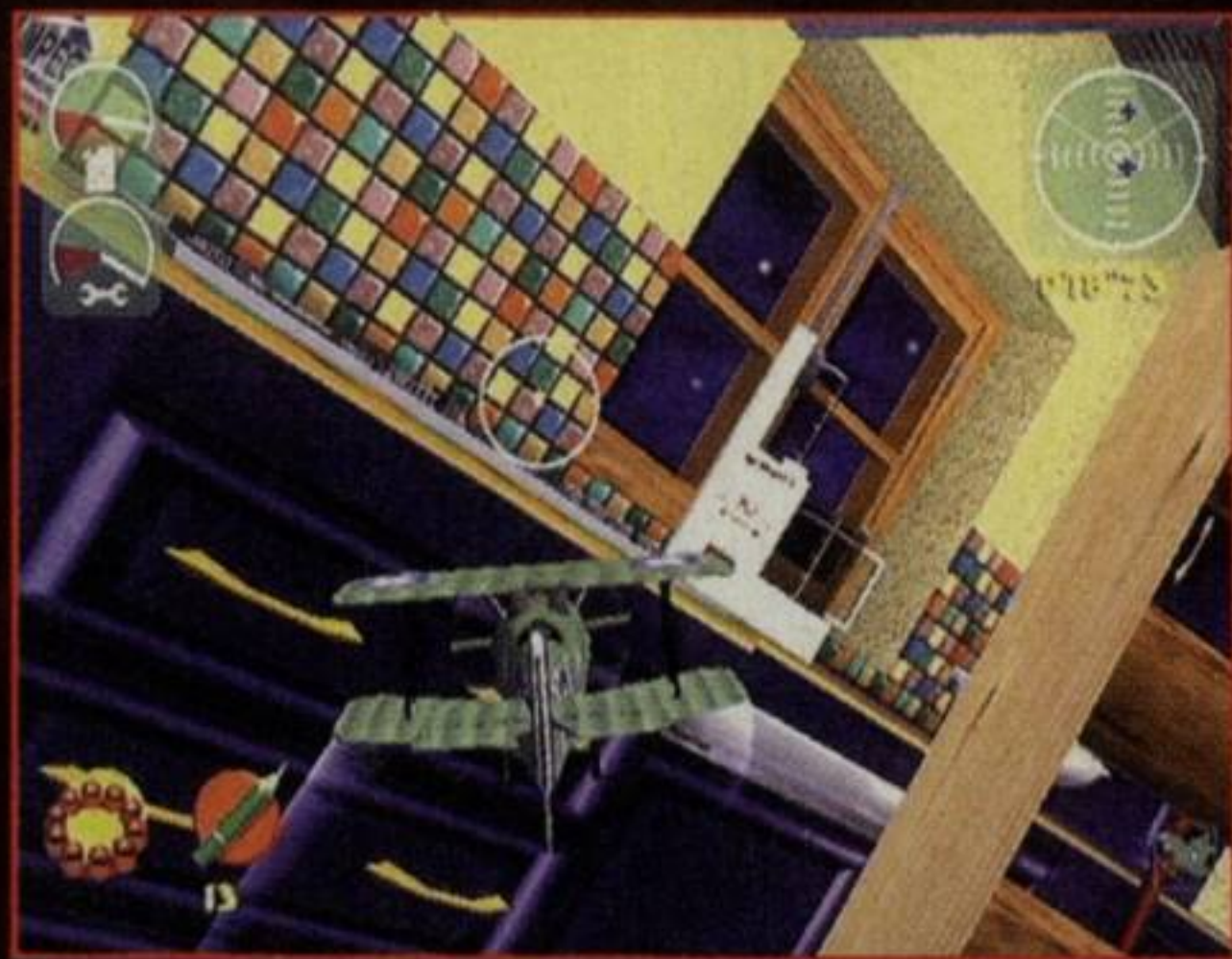
BY MAJOR MIKE

- Developed by No Cliché
- Published by Sega
- Target release date: November



DREAMCAST

HANDS-ON



IT LOOKS LIKE toy combat fever is set to hit the Dreamcast with Toy Commander, a mission-based action game that is shaping up to be very addictive and very fun. You fly model planes, drive toy jeeps, and commandeer other combat playthings that use pencils and bottle rockets as weapons. One of the best aspects of the game is that each mission requires you to work in tandem with other army units that you can easily switch between with a single button press.

In its preview form, Toy Commander had strong visuals and a consistent frame rate that never faltered. The graphical details, like cereal box logos and building blocks, added a cool, realistic touch, but the camera angle could use a bit of tweaking—at times it was hard to see who was shooting at you, especially when in close quarters with your enemy. The controls performed well, and the soundtrack had the necessary pops and zings to put you in the action. The battle for the kitchen sink has never been so fun. *G*



TOY COMMANDER



MTV Sports: Snowboarding

MTV AND SNOWBOARDING—together? You'd better believe it! MTV Sports: Snowboarding combines a rockin' soundtrack comprised of popular alterna-



BY FOUR-EYED DRAGON

- Developed by Radical Entertainment
- Published by THQ
- Target release date: October



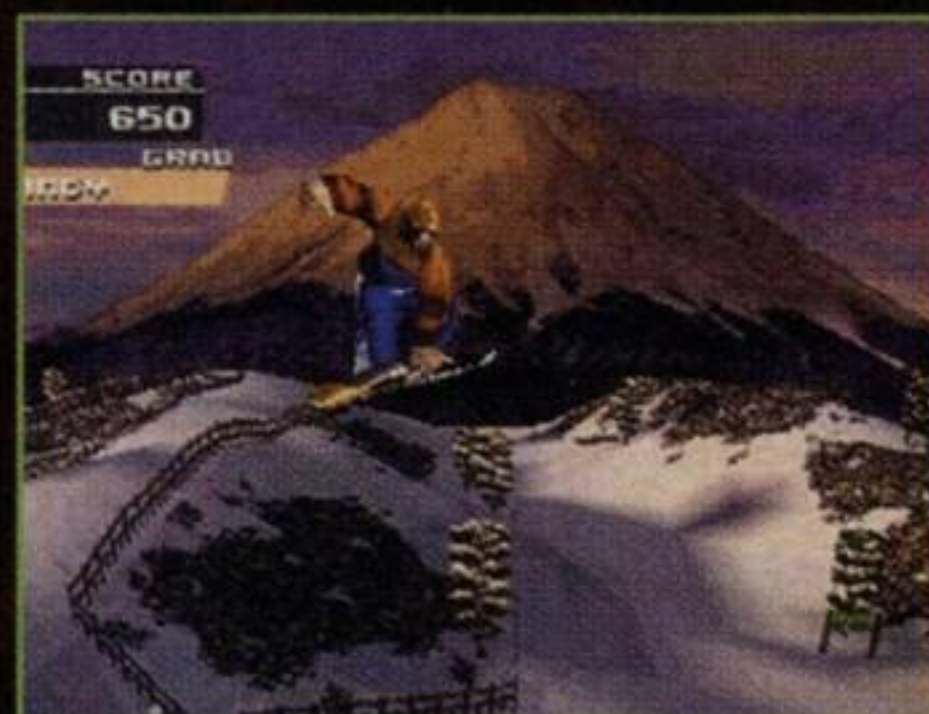
PLAYSTATION

HANDS-ON

tive and techno groups with a truly powder-punishing snowboarding experience.

This game comes packed with features. You tour five courses with six boarders who have distinct riding styles and the ability to pull off 46 tricks that can be grouped into hundreds of combos. There are five competitive events—Slopestyle, Half-Pipe, Freeride, Boarder X, and Big Air—and several game modes, including Training, Qualifying, Challenge, and Head-to-Head. But the highlight is the Create-a-Park mode where you can edit your own hill with lovely green trees, essential rock obstacles, and, of course, gigantic jumps.

The early version showed a lot of style. There was an earful of groovin' sounds, and busting an inverted 720° was no problem. The slope conditions, however, needed work—the tracks were uneven, and the graphics were pixelated. If the courses are smoothed out, MTV Sports could have a great snowboarding season. *G*



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bypass the dragon.



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Test Drive 6

THE WELL-KNOWN Test Drive franchise is roaring onto the Dreamcast and PlayStation with an audio and visual overhaul that should thrust console racers into high gear. TD6 will feature 40 licensed cars, including '68 and '80 Mustangs, the Aston Martin V8 Vantage, the Dodge Viper, and the '55 Ford Fairlane. Spanning the globe from Paris to New York to London, the 30 new tracks will feature shortcuts and interactive objects, from angry alligators to highly smashable café tables.

TD6's retooled graphics should burn rubber with special effects like reflections and shadows, while new "skin" textures should make the cars appear ultrarealistic. Looks aren't everything, though... This puppy's dope sound system will feature environment-specific sounds—if you drive by a nightclub, you'll hear the pumping beats come and go.

Ultimately, it all comes down to action, and with multiple cop cars, TD6 promises more realistic chases than ever before—the police will even track you by chopper! Look for Test Drive 6 to skid onto the streets this November.



Test Drive Cycles

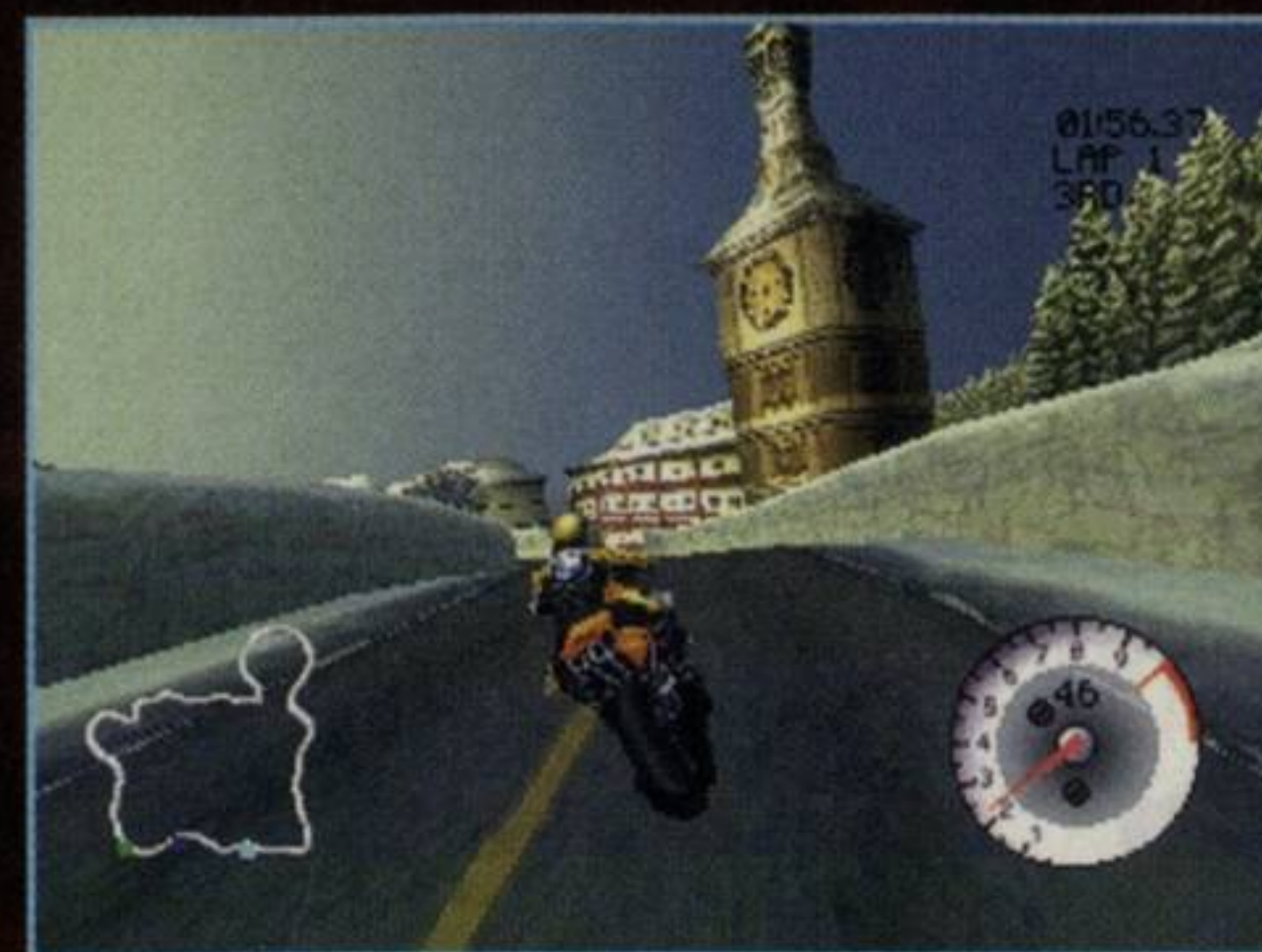
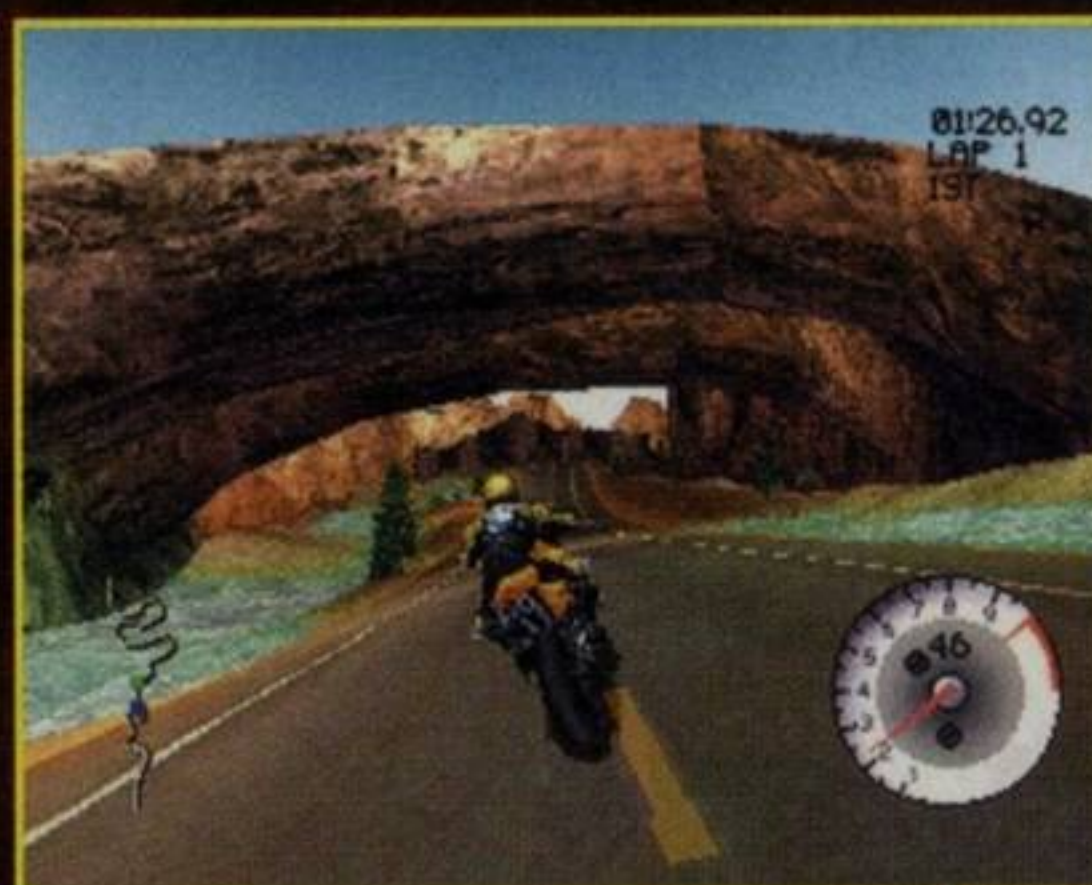
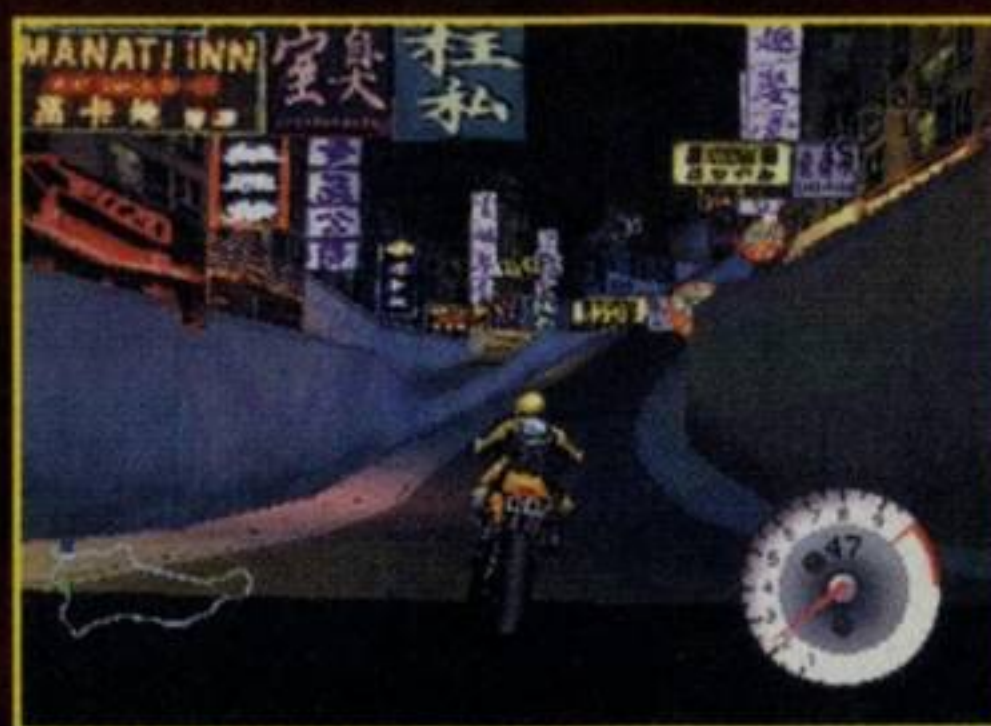
GET READY TO hop on a hog as the Test Drive series plans to go two-wheelin' next year.

Test Drive Cycles will put you in the padded seat of some 30 licensed motorcycles, from sport bikes to muscle bikes to cruisers, including the Harley-Davidson VR000 and the Harley-Davidson Road King. Each class will feature unique handling characteristics and offer multiple upgrade schemes, so you can sport a manly chopper.

TDC promises realistic cycle physics in an arcade-racing environment that will span 12 international tracks, from Washington D.C. to the tropical island of Bali to the French Riviera.

TDC's game modes will include Quick Race, head-to-head action, and a Championship mode that will pit you against five A.I. opponents and track obstacles like oil slicks and traffic jams. Smashing through objects will earn you respect, dignity, and important stuff like trophies, new track paths or shortcuts, and new bikes or upgrades.

Grease monkeys and hog lovers everywhere will toot their horns over Test Drive Cycles—look for it early next year.



BY BOBA FATT

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



PLAYSTATION

DREAMCAST

UPDATE



BY BOBA FATT

- Developed and published by Infogrames
- Target release date: First Quarter 2000



PLAYSTATION

FIRST LOOK

Fire Pro Wrestling G

CAN'T GET ENOUGH of that mat-slamming, chest-slapping, backbreaking fun that makes wrestling such a blast? Well, neither can the gamers in Japan, if the immense popularity of Fire Pro Wrestling G is any indication. FPG's gameplay never gets tiring as you gleefully rub opponents' faces in the mat with "figure four" leg locks, DDT-style slams, and more. Hopefully, a U.S. company will bring this title to American shores so the rest of us can join the fun; in the meantime, wrestling fanatics might want to spring for an import version. **G**



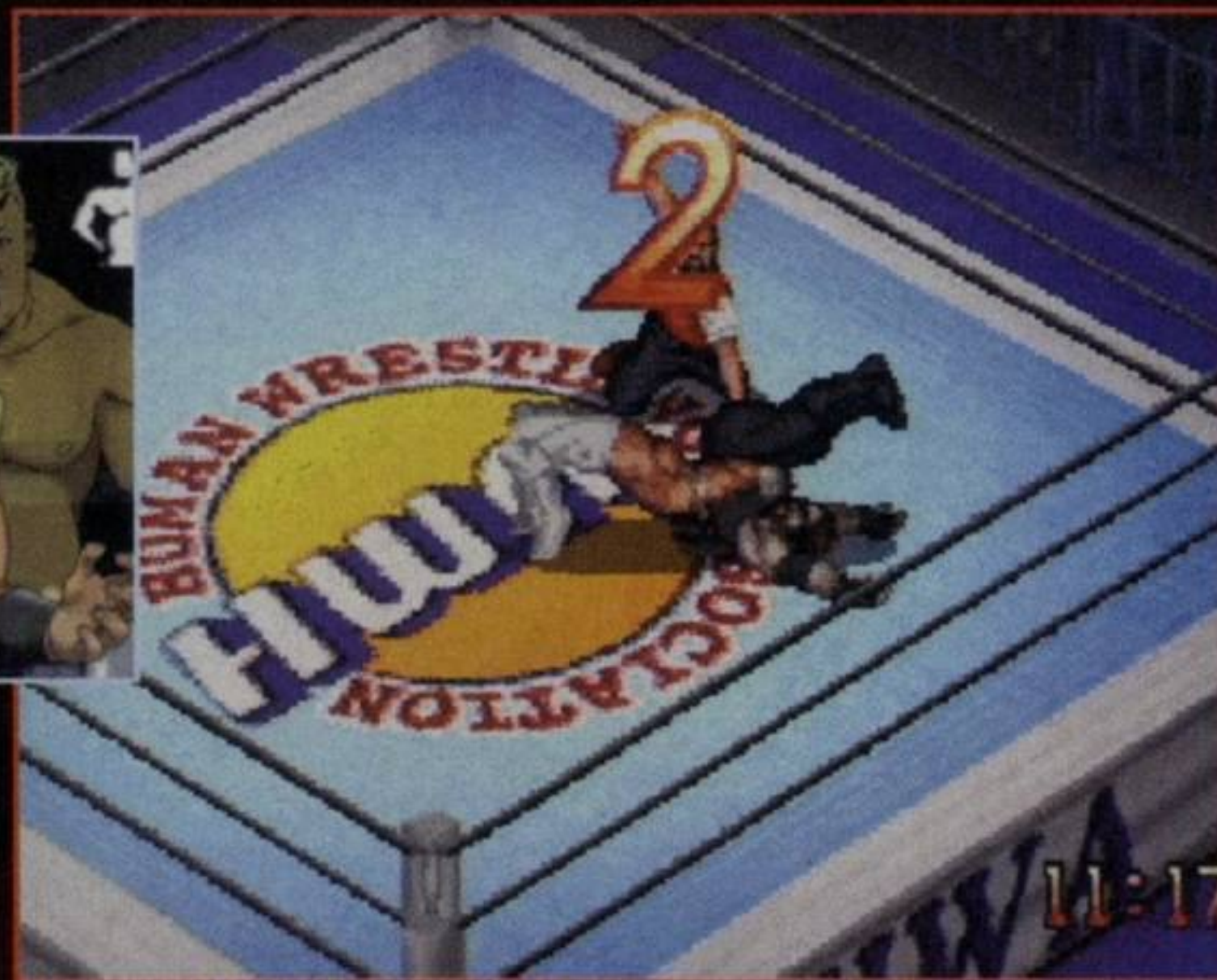
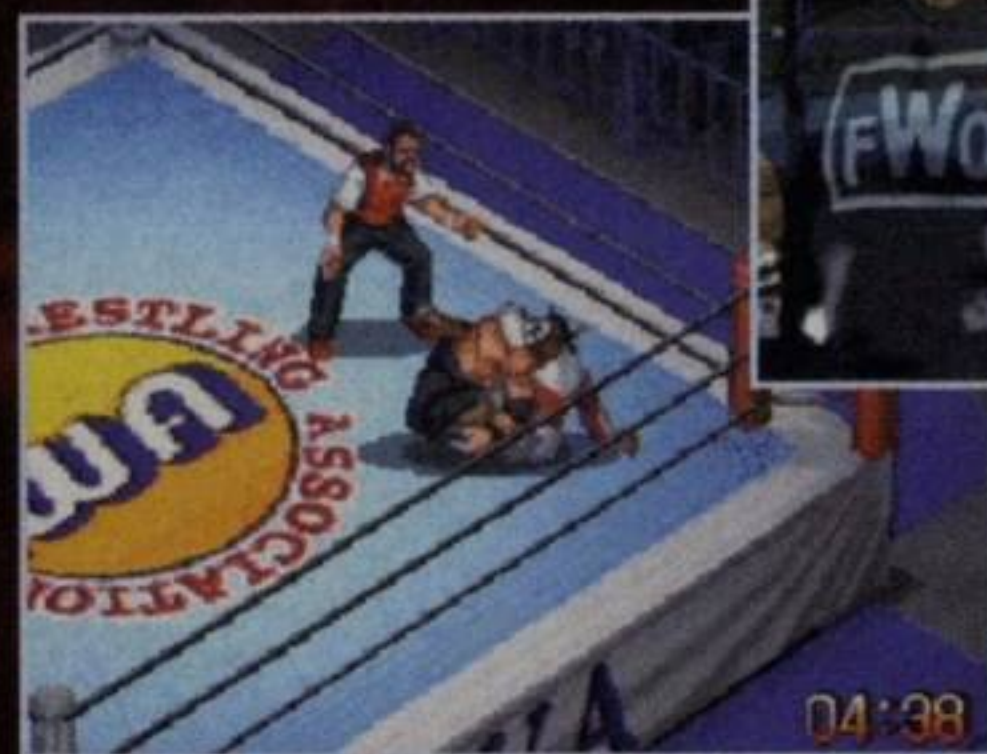
BY BAMBOO CARABAO

- Developed by Human Entertainment
- Publisher to be determined
- Target release date: To be determined

OVERSEAS PROFILE



PLAYSTATION



Grand Theft Auto 2

THE CREATIVE TEAM behind the hyper-violent Grand Theft Auto is back with GTA2, a promising sequel with improved visuals and a deeper story line. This time, your con-man punk awakens in a desolate future where powerful gangs run the city. You'll have to join them or set them

against each other. Either way, your goal is to become the kingpin while uncovering the mysterious secret of your long sleep. How to start? The old-fashioned way: By stealing cars! **G**



BY BOBA FATT

- Developed by DMA Design
- Published by Rockstar Games
- Target release date: October

FIRST LOOK



PLAYSTATION



Rocket: The Robot on Wheels

ROCKET: THE ROBOT ON WHEELS follows the misadventures of a toy robot as he tries to save Whoopie World, an intergalactic amusement park, from the diabolical plans of crazed mascot Jo Jo the Raccoon. Even in this early build, Rocket featured highly responsive controls and a strong sense of realistic physics. There's a dolphin that swims and bobs like it's in real water; while a hot-dog car goes off-road like a four-wheeler—and every level has its own vehicle. Densely packed with puzzles and platforming challenges, Rocket will be whoopin' it up this fall. **G**



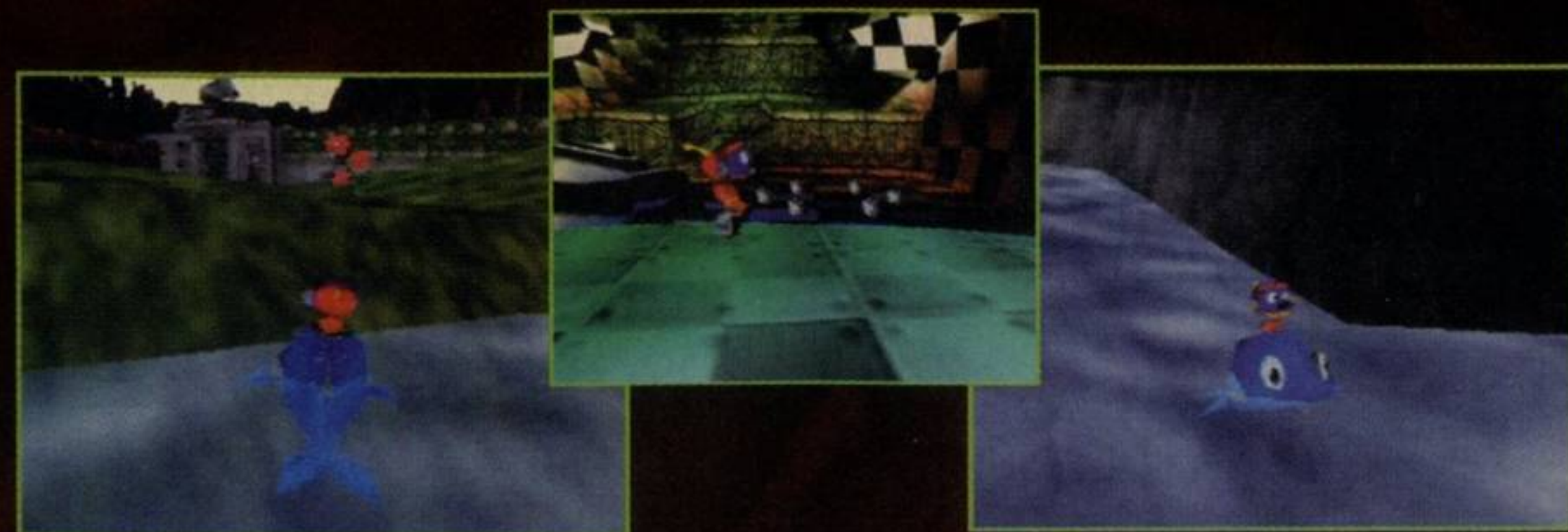
BY BOBA FATT

- Developed by Sucker Punch
- Published by Ubi Soft
- Target release date: November

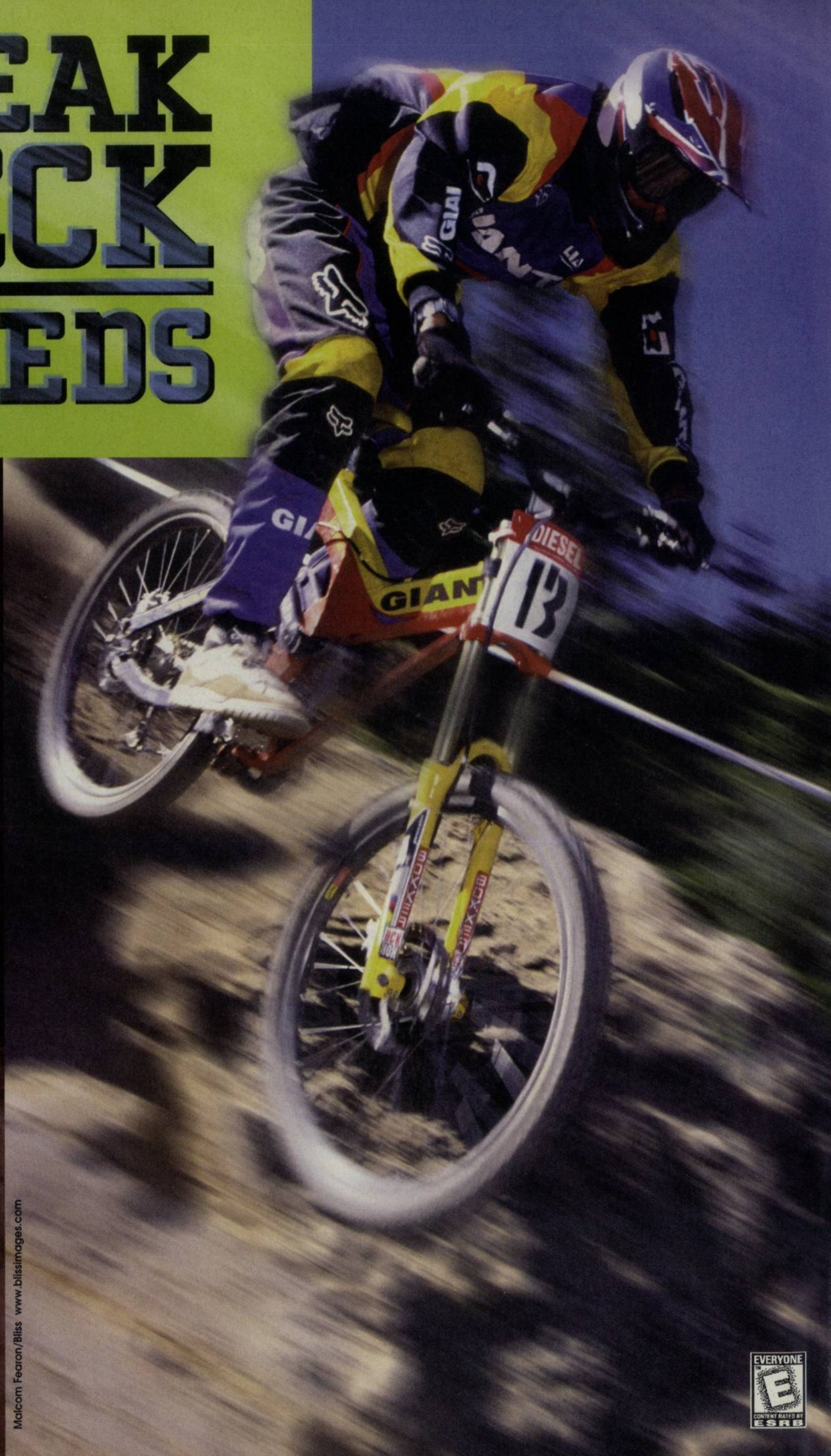
HANDS-ON



NINTENDO 64



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Thrasher: Skate and Destroy

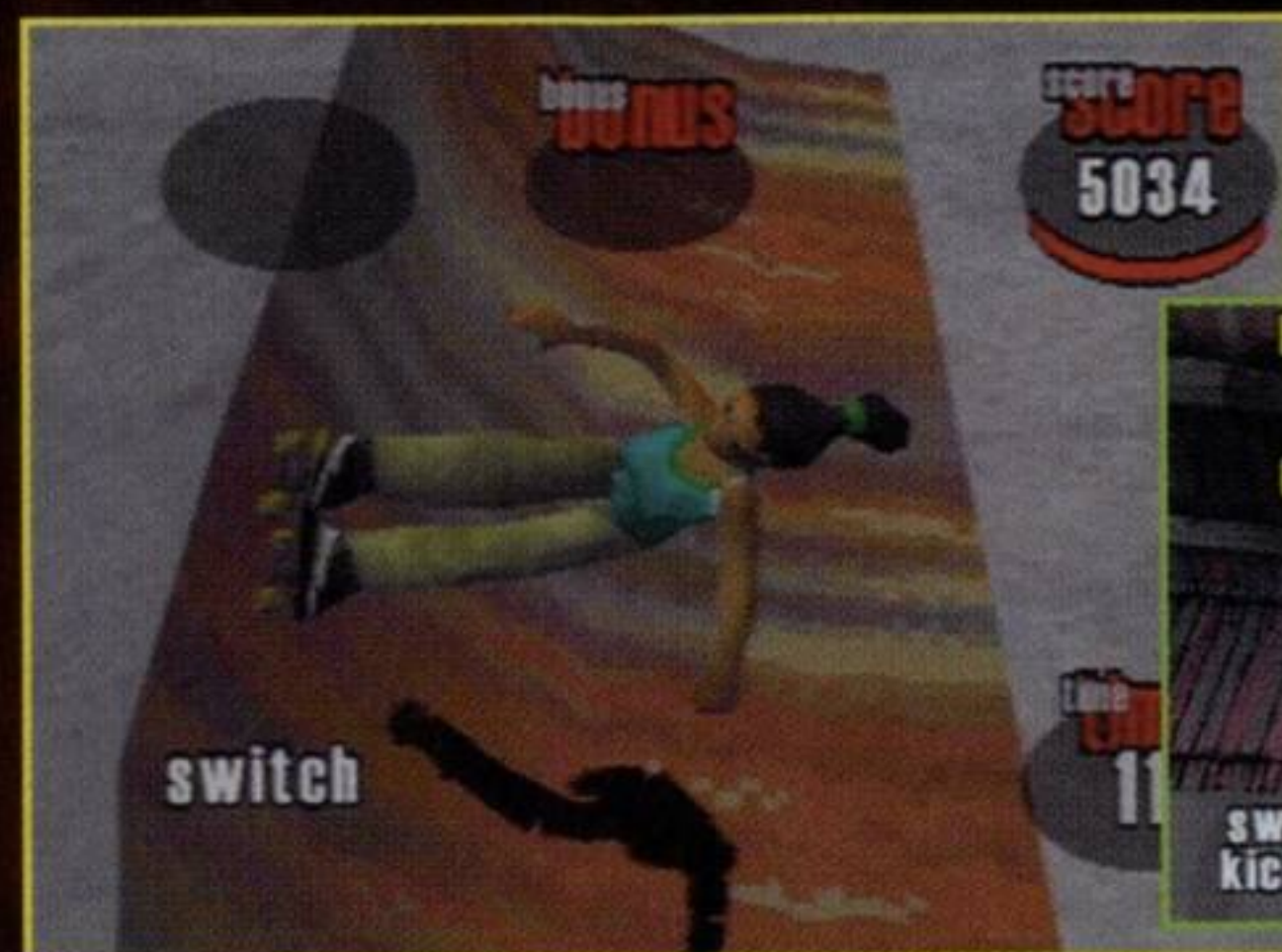
ROCKSTAR GAMES HAS joined forces with Thrasher magazine to thrust you literally and virtually into the most daredevil stunts ever to break human bones. Thrasher: Skate and Destroy takes you through 12 courses of cartilage-shattering mayhem where you link skateboarding tricks to score points.



Your run may be cut short, however, by the ever-notorious police officers, who chase you at the end of each level. Score enough points before the pig roast, and you'll advance to the next area.

This early alpha build was an impressive start, featuring extremely realistic and fluid character movement and funky trick-linking via combos—but Rockstar has a ways to go before this game's a skate star like Tony Hawk. Its scoring system, for instance, may leave you hitting the same tricks on each level to drive up your tally. The game's core engine is already tight, though, and Thrasher's on a crash course to be an intense, realistic skateboarding game. **G**

instance, may leave you hitting the same tricks on each level to drive up your tally. The game's core engine is already tight, though, and Thrasher's on a crash course to be an intense, realistic skateboarding game. **G**



Slave Zero

TAKE CONTROL OF Slave Zero, a mechanical war machine created in the distant future, whose purpose is to help a rebellion force overthrow the evil dictator, SovKahn. Standing 60 feet tall and loaded with powerful cannons and wicked rocket launchers, Slave Zero can pick up and toss pedestrians, vehicles, and other small objects, obliterate buildings, and punch nagging sentinels programmed to exterminate you. Each level takes place in metropolitan environments that include military bases and mazes of sewers, as well as an array of upgradeable weapons that you must find in hidden spots.

Responsive controls and smooth graphics headlined the early version of this game. Other than the unchallenging A.I. and the visuals that contained minor breakup in a few areas (both of which were still being

worked on in this version), this shooter has a strong future. If Infogrames can polish off the minor blemishes, Slave Zero looks to shine on the Dreamcast. **G**



BY BOBA FATT

- Developed and published by Rockstar Games
- Target release date: November

HANDS-ON



PLAYSTATION



BY FOUR-EYED DRAGON

- Developed and published by Infogrames
- Target release date: November

HANDS-ON



DREAMCAST



BY MAJOR MIKE

- Developed and published by 3DO
- Target release date: Fourth Quarter 1999



PLAYSTATION

HANDS-ON

Army Men: Air Attack

THE PLASTIC FIGHTING men of the green and the gray are back for more trench warfare. This time, however, the battle between them is fought from the sky. Army Men: Air Attack features chopper combat across several battlefields, including backyard patios and sandboxes. The controls in the preview version were easy

to master, and the visuals held up at a consistent and smooth frame rate.

Audiowise, though, the sound effects could use some punch—they're way too low-key for a war game. Hopefully, that aspect of the game can be whipped into shape before Air Attack ships out. **G**



BY MAJOR MIKE

- Developed by Toka
- Published by Mindscape
- Target release date: October



DREAMCAST

FIRST LOOK

Soul Fighter

IT LOOKS LIKE Dynamite Cop will have some competition: Soul Fighter will feature 3D beat-em-up action with a fantasy twist. You will play as one of three distinctive characters (a spy, a wizard, or a warrior), who'll each use several weapons, including axes, crossbows, and bombs. Playing from either a third- or first-person view, you'll hack-n-slash your way through six worlds, each capped by a tough end-boss. So far, it looks as if Soul Fighter will be a contender for the Dreamcast action crown—find out the real score this fall. **G**



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BY BAMBOO CARABAO

- Developed by Pacific Power & Light Company
- Published by THQ
- Target release date: November



HANDS-ON

Nuclear Strike



LIKE ITS PREDECESSORS, Nuclear Strike (the fifth game in the series) offers the same type of chopper combat—but this time on your Nintendo 64. Judging from an early preview version, the gameplay will definitely satisfy veteran pilots of the prequels with its

variety of missions and 10 diverse war machines (jets, tanks, and even a hovercraft). However, minor aspects, like “winching up” passengers and supplies, still need tweaking. THQ has plenty of time left to tighten things up, and if it does, Nuclear Strike will likely interest action fans. **G**



BY BAMBOO CARABAO

- Developed by Trey Arch
- Published by Crave Entertainment
- Target release date: Fourth Quarter 1999



FIRST LOOK

Draconus: Cult of the Wyrn



CYNRIC
The Warrior

Equally deadly with Sword, Axe, or Mace, and a decent student of magic to boot.

AEOWYN
The Sorceress

Waterly gifted in spells, but capable of defending herself with steel as well.

IN AN ANCIENT world filled with goblins and giants, you'll play as either Cynric, the warrior, or Aeowyn, the sorceress. Wielding steel weapons and casting magical spells, you'll set forth on a quest to find three artifacts and assemble the Earth Rune to regain control of Castle Zephron from the dark clutches of Rakka. The early version of this slash-n-hack adventure game provided glimpses of smooth axe-grinding graphics and an engaging story line. With over 15 levels and more than 30 spells and power-ups, Draconus might be a promising plus to the Dreamcast stable. **G**



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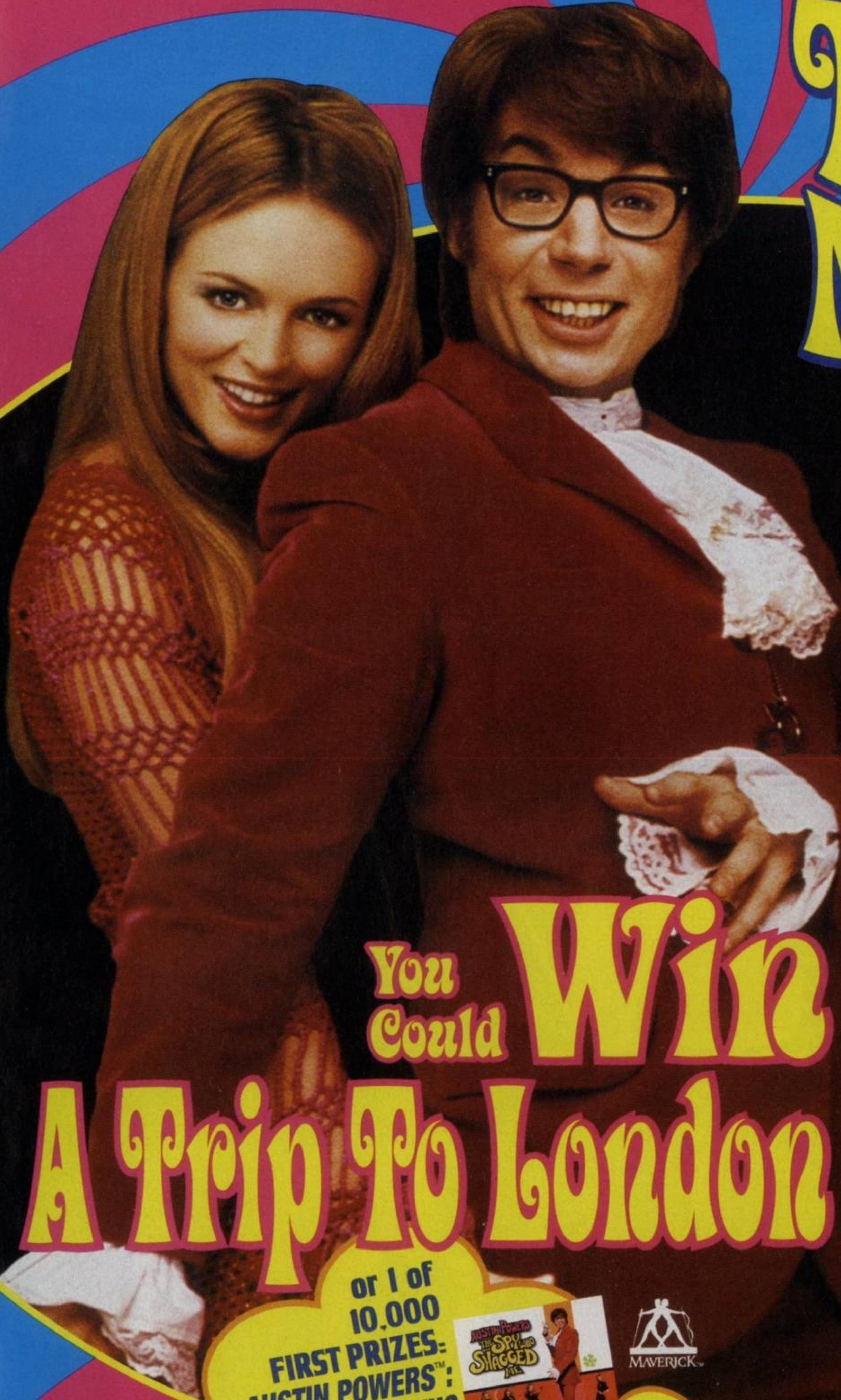
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TONY HAWK'S PRO SKATER

ATENTION, skate punks—Tony Hawk's Pro Skater rips up the PlayStation as the fastest, wildest skateboarding game ever. Its xtreme gameplay, insane tricks, and wickedly designed skateparks will have you shredding until your hands bleed and your retinas rupture.

Soar Like a Hawk

Pro Skater's virtual skating world contains all the right features to satisfy any board-bound Bones head, starting with a superb lineup of pros (which includes Bucky Lasek, Bob Burnquist, and, of course, Tony) and finishing strong with six excellent gameplay modes (which are divided into three one-player modes and three two-player modes).

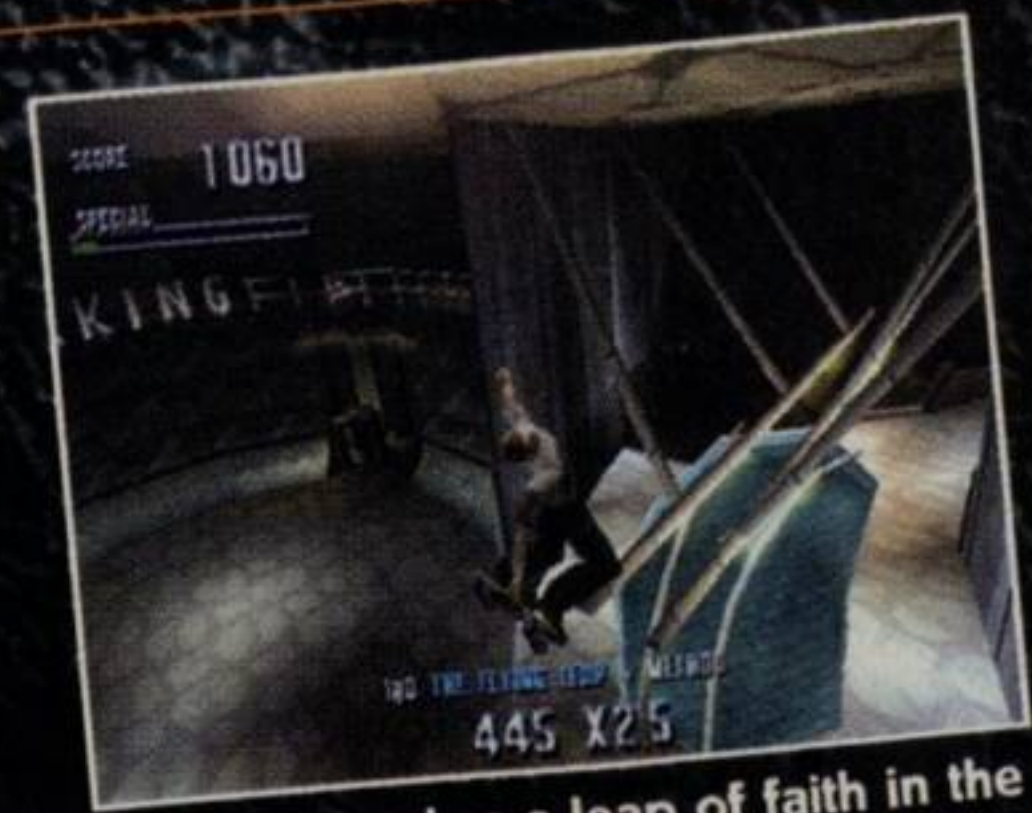
Foremost of the one-player modes is the Career mode, which lets you pick from a list of 10 skating superstars to unlock new boards and Pro Skater's nine other tracks (you begin with only two boards and one track). To access these extras, you must collect 30 tapes throughout the game, which you earn by completing objectives, such as getting the letters to spell "S-K-A-T-E" or demolishing preset high scores, or by medaling in three competition-style events. To intensify the experience, you're given only two minutes to complete each objective. Fortunately, you can go back and skate each park as often as you want. As you collect the requisite tapes and open up each new track, the objectives to acquire the tapes become more difficult. The tracks also become more complex and intricate, which really blows out Pro Skater's replayability.

Almost as grueling as the Career mode is the Single Session mode, which challenges you to get the highest score possible within two minutes. You won't unlock any extras; you'll just get bragging rights. To help ease the pain of each contest's short time limit, Pro Skater also includes a Free Skate mode, which enables you to skate as long as you want through each park you've unlocked. It's a great way to learn the layout of each track and find the best trick hot spots.

Skating Double

In addition to the one-player modes, Pro Skater also provides three topnotch two-player modes: Graffiti, Trick Attack, and Horse. Graffiti mode lets you challenge a friend to see who can "tag" the most areas throughout the level by busting a killer trick. For example, if you perform a Rocket Air off a ramp, it's tagged in your color and you receive a point. If your opponent performs a better trick, such as a Kickflip McTwist, the area is tagged with their color and they steal a point from your score.

Trick Attack mode pits you against another player as you roam free throughout the level for two minutes to see who can amass the highest trick score. Lastly, Pro Skater offers Horse mode—a one-on-one best-trick contest in which you and an opponent try to



Tony Hawk takes a leap of faith in the mall in New York.



PROTIP: When you're competing in the Windy City Slam, bust out some rail slides, then hit the half-pipe to jack up your score and take home the gold.



If you can see it, you can skate on it. Check out Bucky Lasek grinding on the support beam high above the Chicago Municipal Skatepark.



Jamie Thomas flirts with death a mile high on the Downhill Jam in Phoenix.

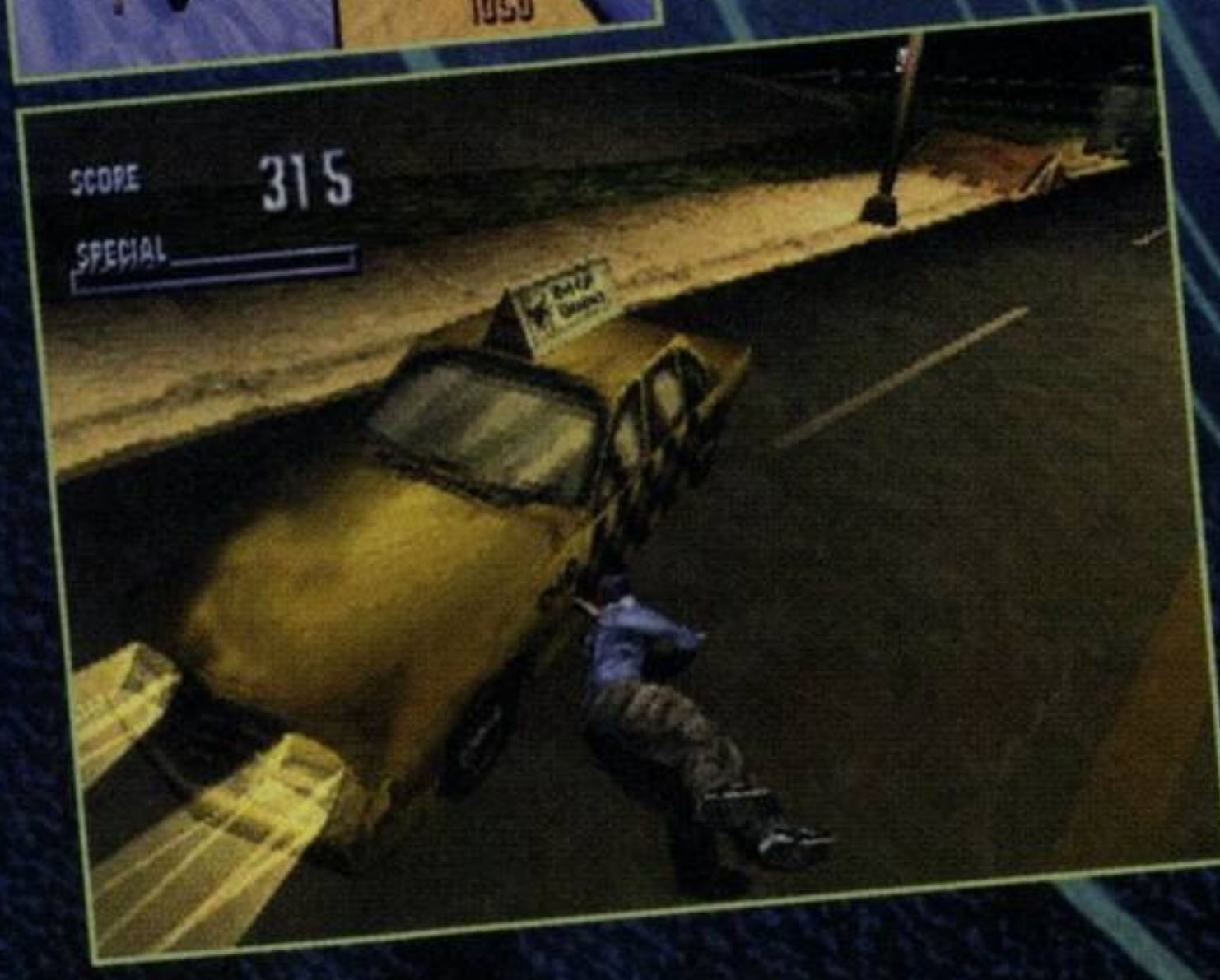
Check out the ProStrategy Guide in this issue!



◀ Elissa Steamer avoids taking a bath by clearing the fountain in Minneapolis.



◀ **PROTIP:** In Graffiti mode, don't just tag your own areas. You can increase your score (and decrease your opponent's) by stealing their "tags" after busting off a better trick.



◀ **PROTIP:** Before busting out a big combo, make sure you have enough air under your board; otherwise, you're going to bust your melon on the pavement.



BY THE ROOKIE

- Published by Activision
- \$39.99
- Available October
- Skateboarding
- 2 players
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR



No need to walk down the stairs when you can simply fly over them.

one-up each other from the same spot. Bail on a trick, and you get a letter. The first one to spell out "H-O-R-S-E" goes home cryin' to mommy.

Shiny Bones

Pro Skater grinds the railing with some of the most wicked xtreme-sports graphics around. Each pro is outfitted in appropriate skating attire and has a good selection of boards available—and each busts the most kick-ass moves ever seen in a skateboarding game. You'll stare in awe while witnessing such high-flying aerial maneuvers as the Rocket Air, Madonna, Stale Fish, and Front Foot Impossible—and those are just for starters. Every pro also has a repertoire of special moves, such as Tony Hawk's famous 900.

Equally impressive are the skatepark designs. Each level has been meticulously detailed to include any and every object imaginable. There are tables and rails to grind, half-pipes to shred, pools to conquer, and windows to bust through—if you can see it, you can skate on it. Plus, there are numerous hidden areas littered throughout.

Pro Skater also contains all the right sonic nuances to fully immerse you in its thrash-tacular experience, including crunchy grinding effects, clacking wheels when you touch down on the vert ramp, and agonizing grunts of pain when you eat the pavement. Plus, Activision secured the rights to some excellent tunes by today's (and yesterday's) hottest cutting-edge bands, including the Dead Kennedys, Primus, and Suicide Machine.

On the control side, Pro Skater's very responsive whether you're using the directional pad or the analog stick to maneuver. You'll turn on a dime and perform multiple combos from 50 feet up in no time.

Number 9

Tony Hawk's Pro Skater is without a doubt the best skateboarding game ever. Its topnotch pro talent combined with its excellent gameplay modes, insanely fun gameplay, phat skateparks, and kick-ass motion-captured moves make it a must-have title. Don't be a melvin—buy it today.

GRAPHICS 4.5

Tony Hawk's Pro Skater shreds the asphalt with the best motion-captured skating graphics ever—you'll be amazed at how lifelike each pro moves. The skateparks also sport incredible detail for a fantastic visual feast.

SOUND 4.5

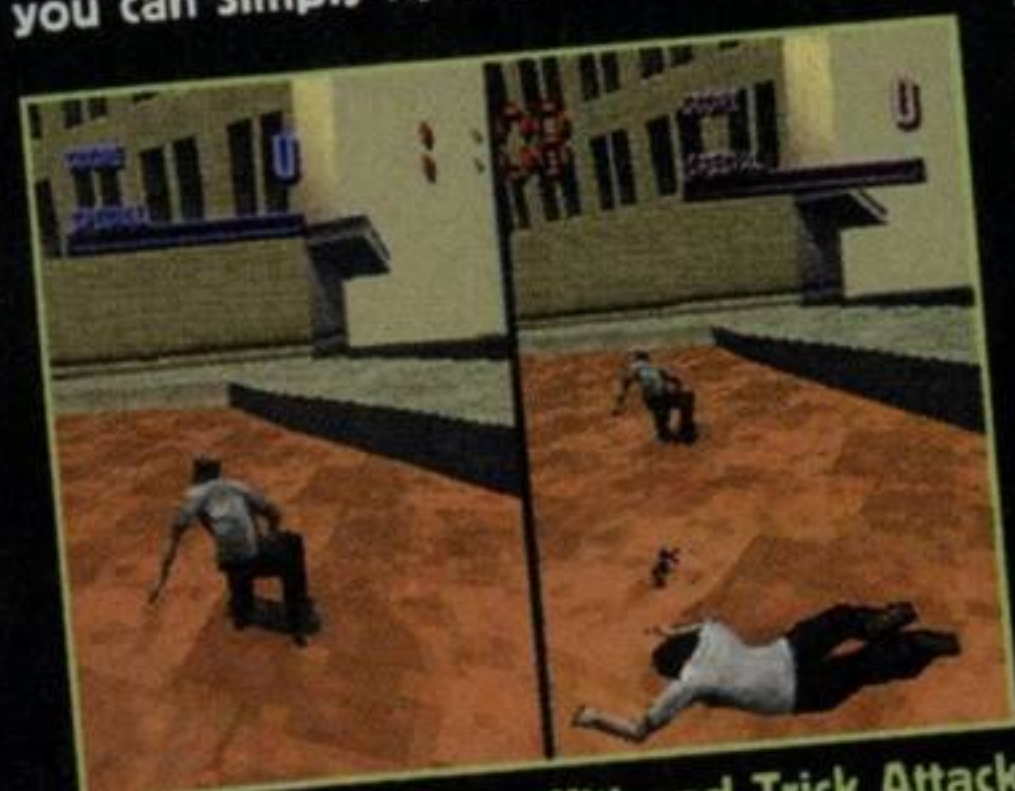
All the right atmospheric effects are in place, and the punky soundtrack will have your blood pumping as you skate through each level.

CONTROL 4.5

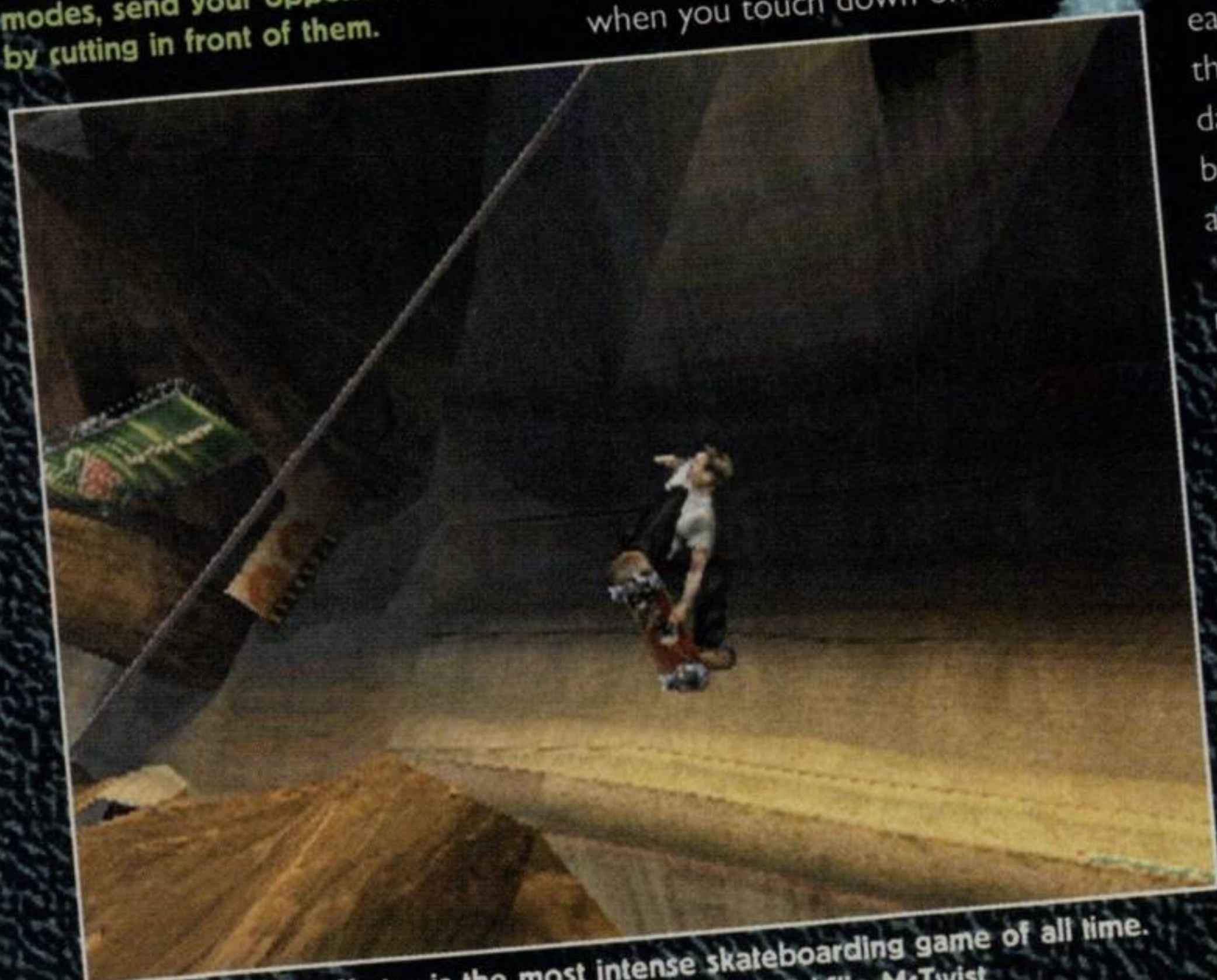
Pro Skater offers tight control—maneuvering your thrasher is a breeze, and you'll be busting killer trick combinations in no time. Unfortunately, the camera angle is not always optimal, which may cause confusion if you don't know the tracks very well.

FUN FACTOR 5.0

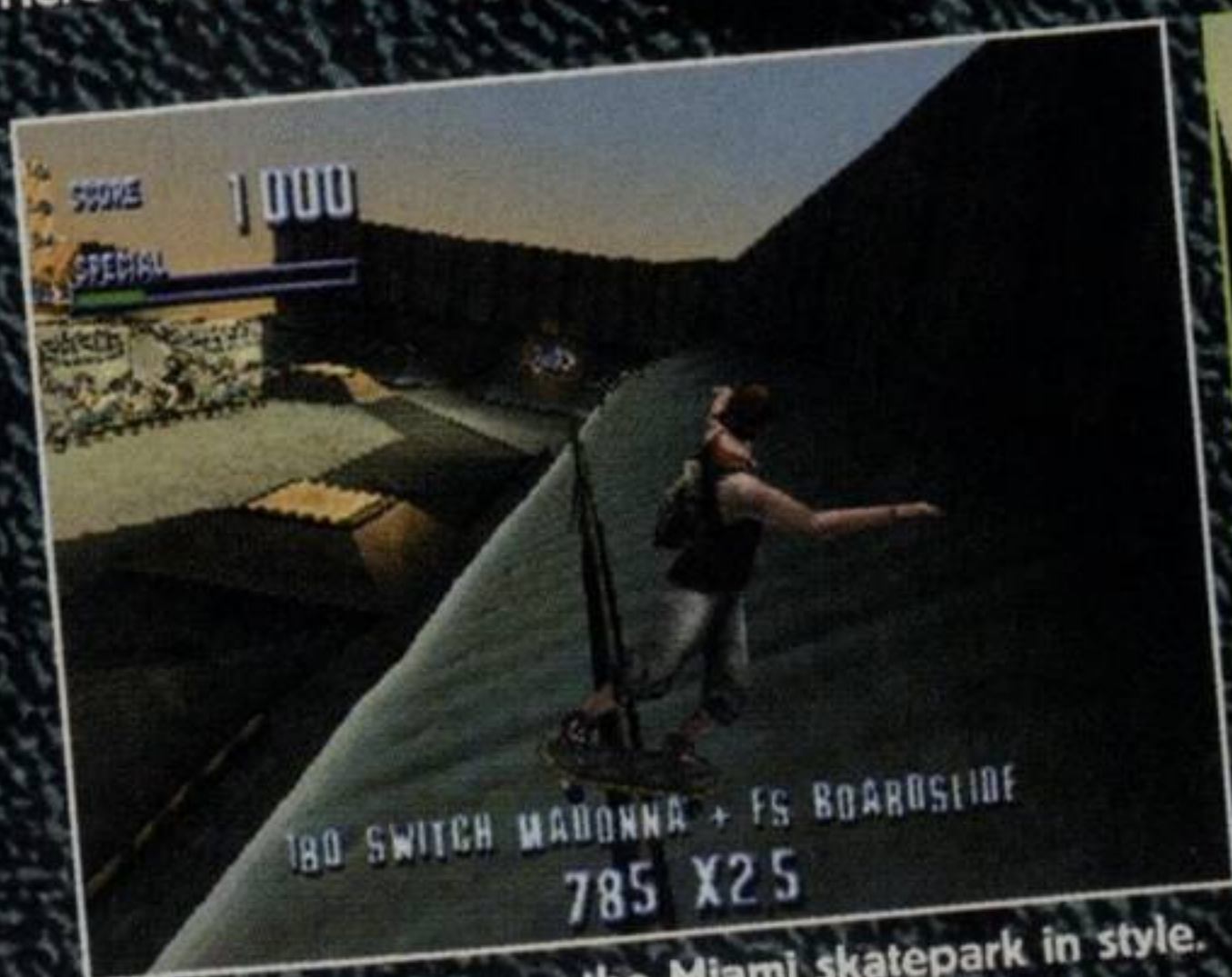
Tony Hawk's Pro Skater combines insanely fun gameplay with kick-ass graphics to give xtreme gamers everything they could want in a skateboarding title. Whether you're a newbie or a diehard of all that is wicked, you won't want to pass it up. Hawk reigns supreme!



PROTIP: In the Graffiti and Trick Attack modes, send your opponent sprawling by cutting in front of them.



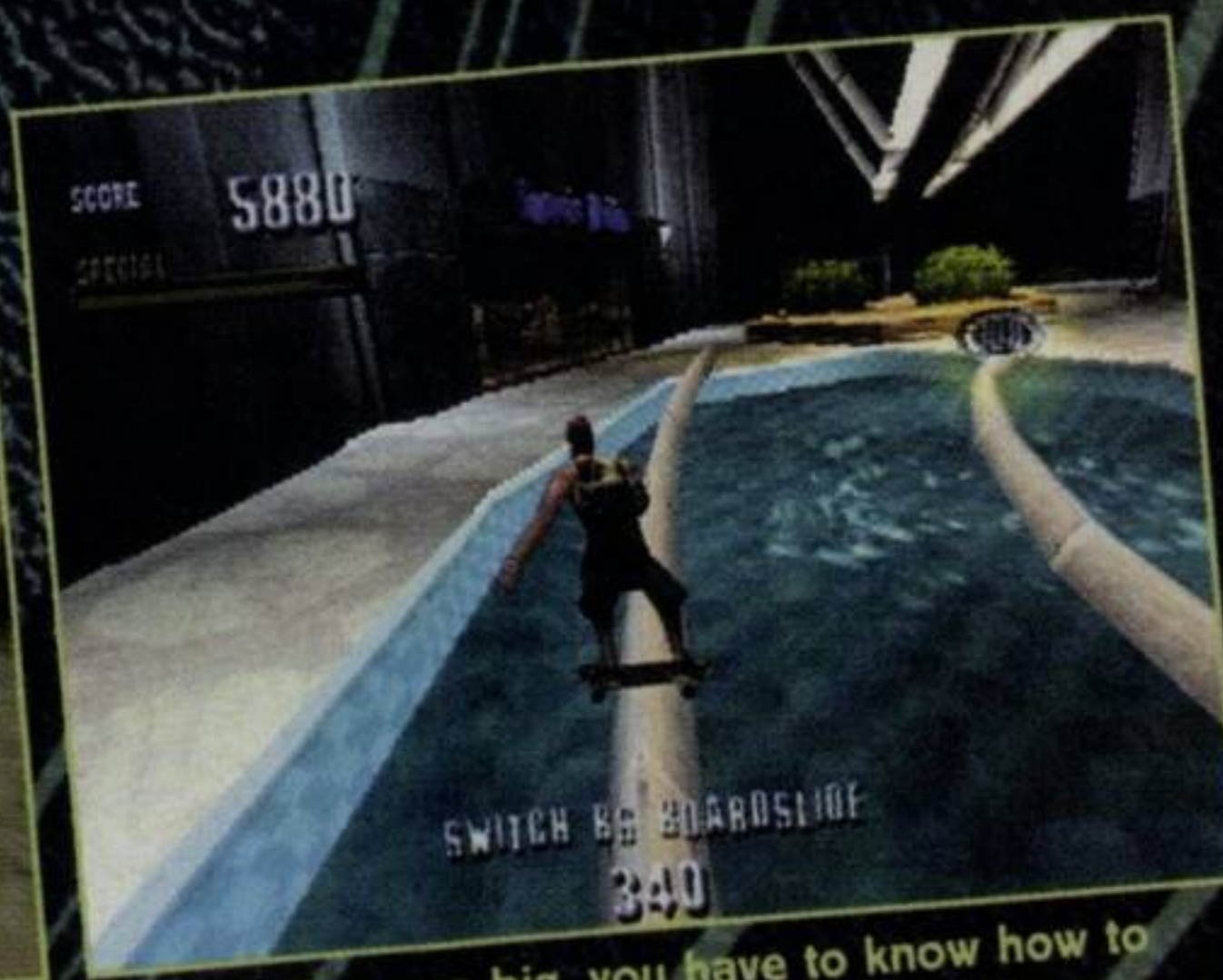
Tony Hawk's Pro Skater is the most intense skateboarding game of all time. Here's the man himself busting off his patented Kickflip McTwist.



Chad Muska conquers the Miami skatepark in style.



PROTIP: Make good use of the Free Skate mode to learn the ins and outs of each park.



PROTIP: To score big, you have to know how to bump and grind on anything with an edge.



Wipeout 3



BY THE ROOKIE

- Published by Psygnosis
- \$39.99
- Available now
- Hovercraft racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

AFTER A THREE-YEAR hiatus, Psygnosis is rocketing back to the PlayStation with one of the biggest thrill rides of the year in Wipeout 3. Sit down, fasten your harness, and bust out the eye-drops—the future of racing is again upon us.

Space Ace

Wipeout 3 blisters the senses with the hottest antigravity racing action seen on any system to date. Psygnosis did everything in its power to retain the flavor of the Wipeout franchise, while imbuing WO3 with a hangar bay full of new features. In the game-play department, WO3 contains five modes, including the freshly added Tournament, Challenge, and deathmatch-style Eliminator modes. There's also a two-player split-screen mode for your multiplayer enjoyment.

To satisfy your need for hyperspeed, you'll find eight highly detailed futuristic raceways, as well as new craft designs and three new racing teams to go along with the five brought over from Wipeout XL. WO3 also scores a direct hit with its awesome array of weapons, such as the plasma shot, homing missile, and force wall.

Rocket Ride

Graphically, WO3's frame rate is way ahead of its predecessors as the action whips by at a mind-blowing pace—it's fast, smooth, and virtually pop-up free. As always, the tracks are impeccably designed, containing all the right details to fit WO3's futuristic mood, including industrial-themed wastelands, dimly lit treacherous tunnels, and more.

Aside from the graphics, WO3's controls received the biggest upgrade. Psygnosis utilized the analog stick to perfection: Maneuvering your vehicle is a breeze, and the responsive air brakes enable you to take corners with laser-like efficiency. Psygnosis also added the hyperthrust button to the control scheme, which enables you to bust out turbo speed when you need it (if you have the energy, that is).

As for sound, WO3 follows its predecessors by including music from some of the hottest techno artists the world has to offer, including DJ Sasha, The Chemical Brothers, and Propellerheads. You'll also find all the right sound effects in place, from the rocking explosions to the quiet hum of your craft's engine.

Turbo Lover

Wipeout 3 is hands-down the best futuristic racing game to ever come on the PlayStation. Its blazing frame rate, smooth graphics, and kick-ass soundtrack make it the must-have game for anyone who has a passion for fast, furious fun.



PROTIP: Save your hyperthrust energy for straightaways to keep from crashing into the side of a wall.



PROTIP: Don't use rockets, missiles, or shock waves unless your opponent is right in front of you. If you shoot them from far away, you risk being hit by their craft as it falls downward, which will impede your progress.



PROTIP: If your opponent is on the outside of your craft when you're taking a tight turn, accelerate into them and use them as a buffer to keep going without slowing down.



PROTIP: Keep an eye on your damage and hyperthrust meters. If either one is running dangerously low, make a pit stop to charge 'em up.



PROTIP: To guarantee your opponent's elimination from the race, wait until you get right behind him before using your plasma gun.



PROTIP: On the Mega Mall track, take a fast, smooth ride down this spiral by hugging the outside part of the lane.



Its wicked-fast frame rate, excellently designed tracks, and insane futuristic racing action make Wipeout 3 the best in the series.

GRAPHICS

5.0

Wipeout 3's graphics are amazing. You won't find a faster, smoother frame rate or more impeccably detailed tracks on any game like it.

SOUND

5.0

Once again, Wipeout blows out your speakers with the right style of techno-induced space grooves. The in-game sound effects are on the money, too.

CONTROL

5.0

With the addition of the analog stick, Wipeout 3 attains a perfect control score. Plus, the hyperthrust button enables you to kick in a little added power boost when you need it most (provided you haven't exhausted your energy).

FUN FACTOR

5.0

Whether you're a fan of the franchise or (heaven forbid) a newbie, you're going to want Wipeout 3. It's a thrilling, fast-paced futuristic ride you shouldn't pass up.

THRASHER

PRESENTS

SKATE AND DESTROY



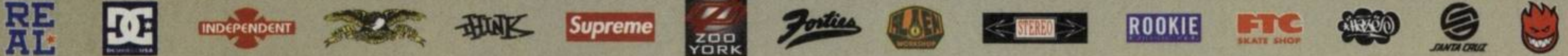
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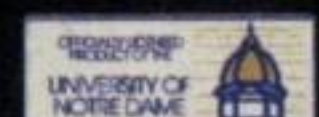
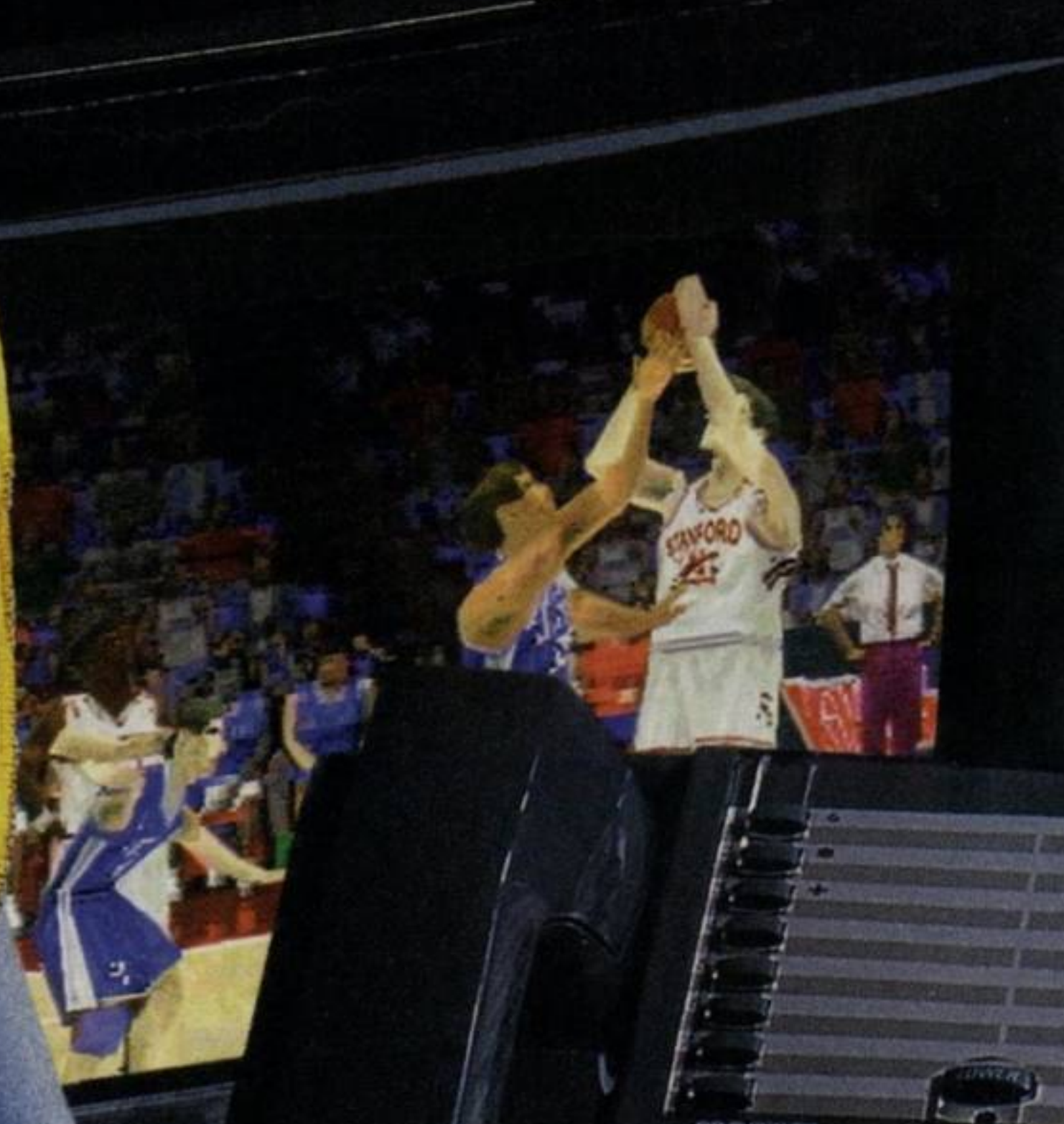


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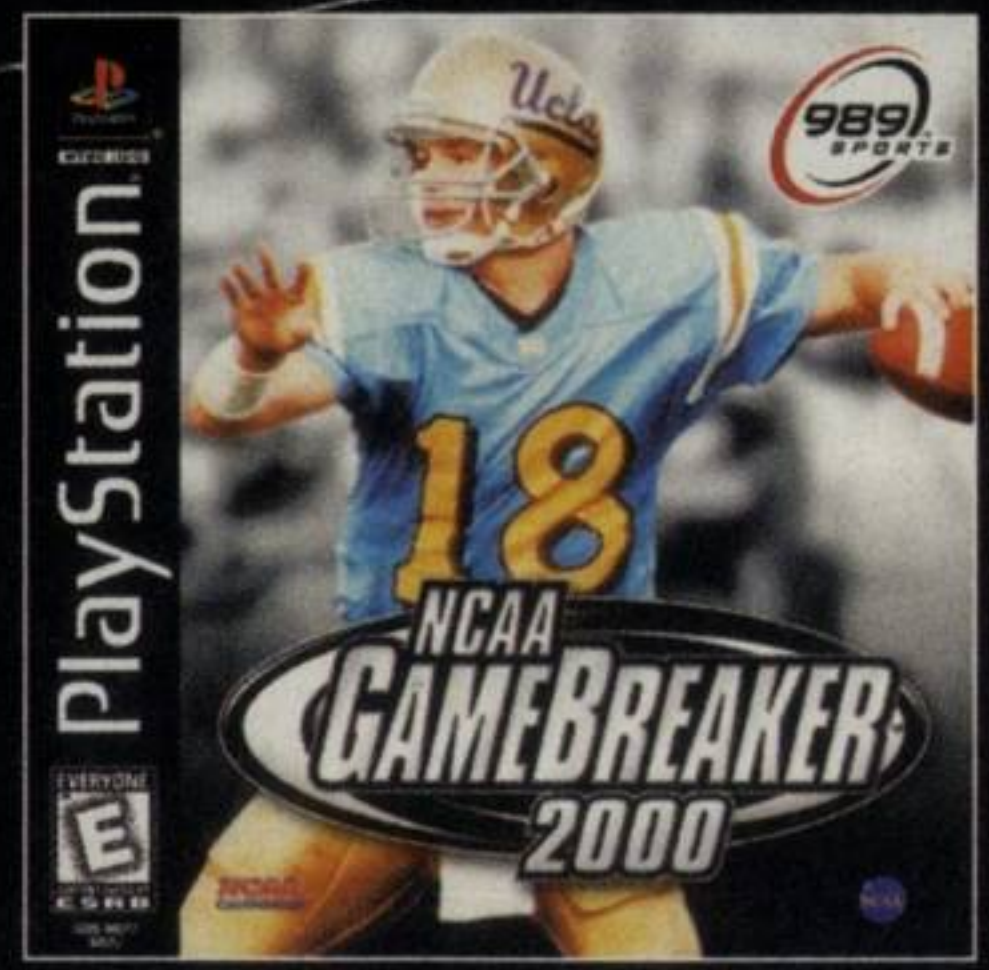
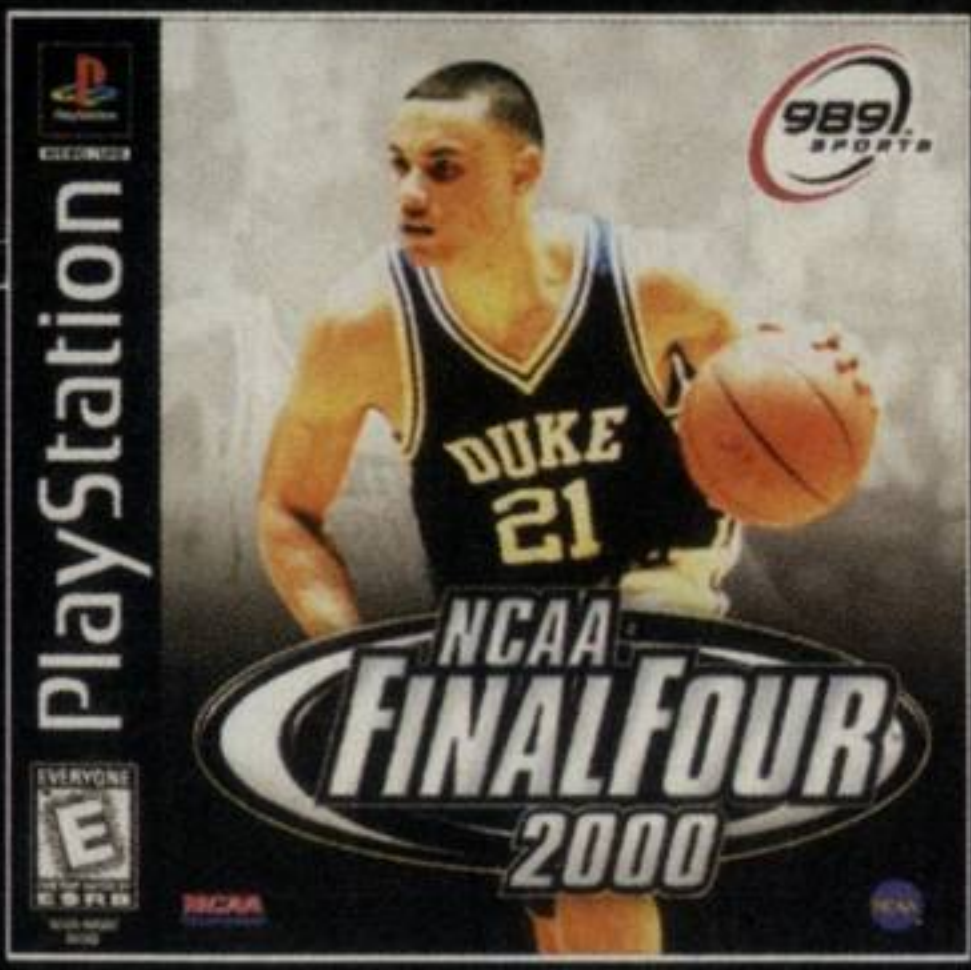
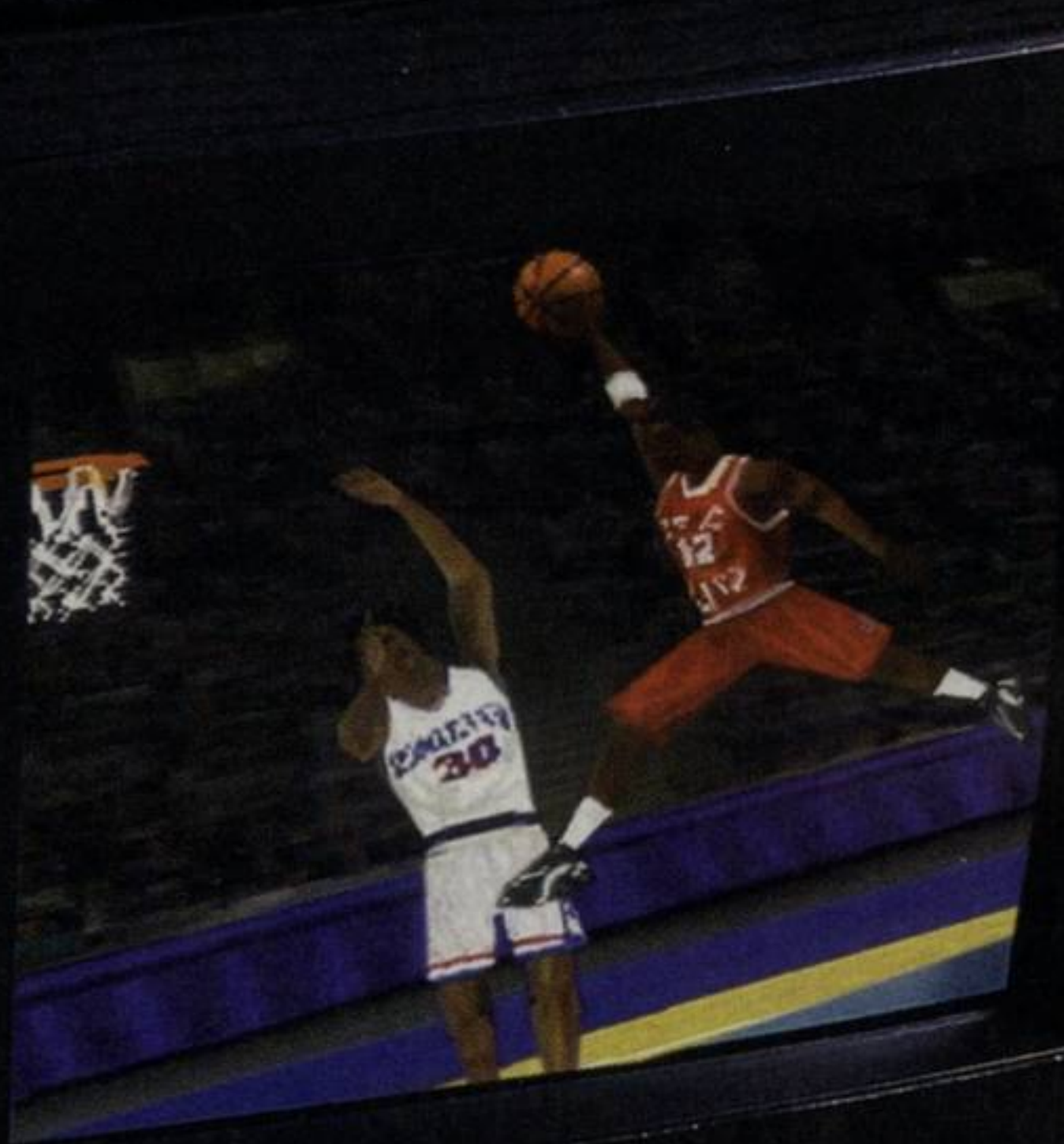
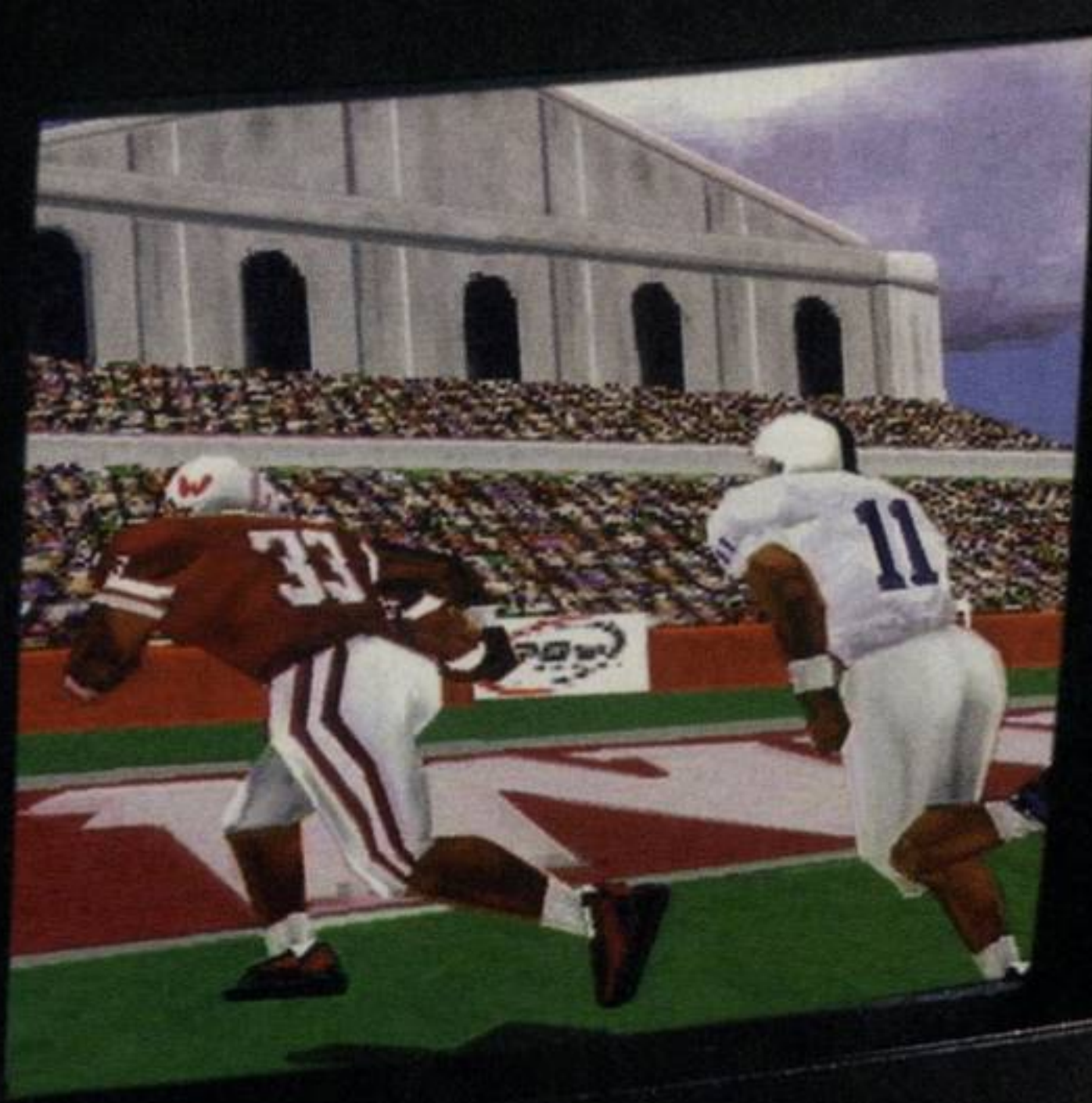


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Made by the Pros. Played by the Pros.



BY FOUR-EYED DRAGON

- Published by Electronic Arts
- \$39.99
- Available now
- Wrestling
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.5	3.5	3.5

A BIG IMPROVEMENT over WCW/NWO Thunder, WCW Mayhem proves it has the strength to compete with the same intensity as Attitude. But with rough graphics and limited moves, the game still ranks below its competition.

The Total Package

Mayhem sports over 50 WCW wrestlers as well as loudmouth managers and an array of hidden characters. Unfortunately, though, the game doesn't include new superstars like the Demon, Berlyn, and the yellow-and-red Hulk Hogan. Still, all the musclebound men in Mayhem retain their trademark moves and ridiculous taunts to a tee.

The most noticeable change over other wrestling titles is with Mayhem's control. The game strays away from Attitude's multiple thumb maneuvers; instead, it's a button-masher's dream come true, where performing suplexes and flying off turnbuckles

require just one press of a button. The list of off-the-wall acrobatics, however, is limited, which means many wrestlers administer the same moves as their opponents.

Delivering the Goods

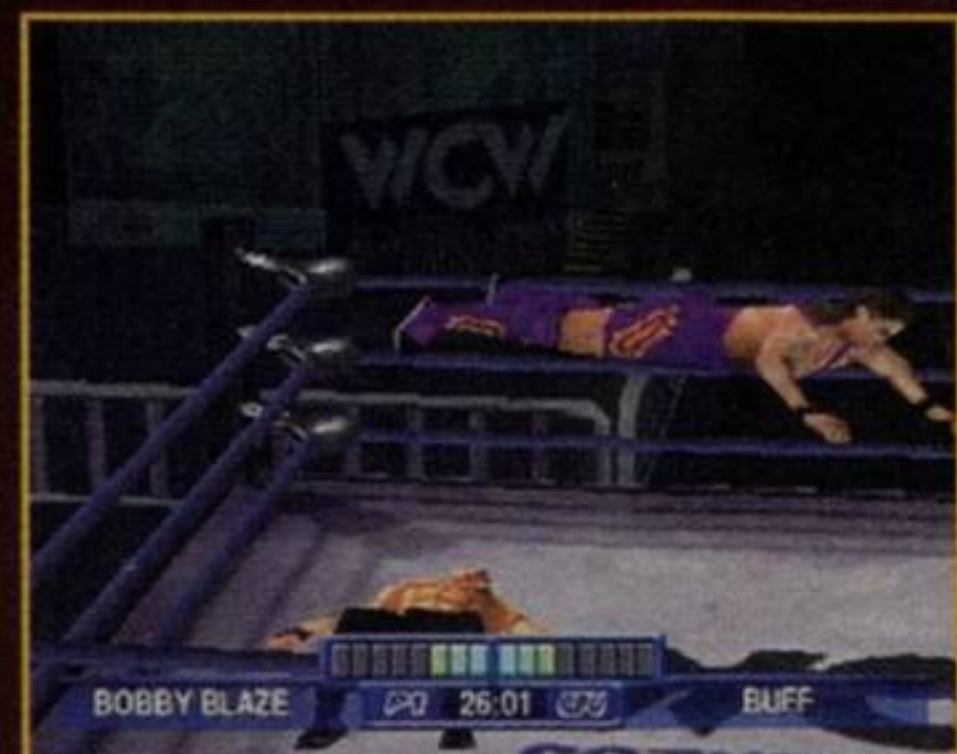
The best part of Mayhem, on the other hand, is the colorful commentary by Tony Schiavone and Bobby "The Brain" Heenan. Whimsical jokes and play-by-play thoughts are well timed and spoken like their real counterparts. But the screaming fans need to be toned down for the music to be heard clearly.

Visually, the wrestlers move stiffly, and polygons break up if weapons hit them. The arenas, including the out-of-ring areas, are also sad representations of the real thing. Rooms are sterile with only a few usable objects lying around, while the audience is a flat canvas of colored dots. Nevertheless, brawling outside the ring is a cool addition—it's the first time a wrestling game has put this feature into its gameplay.

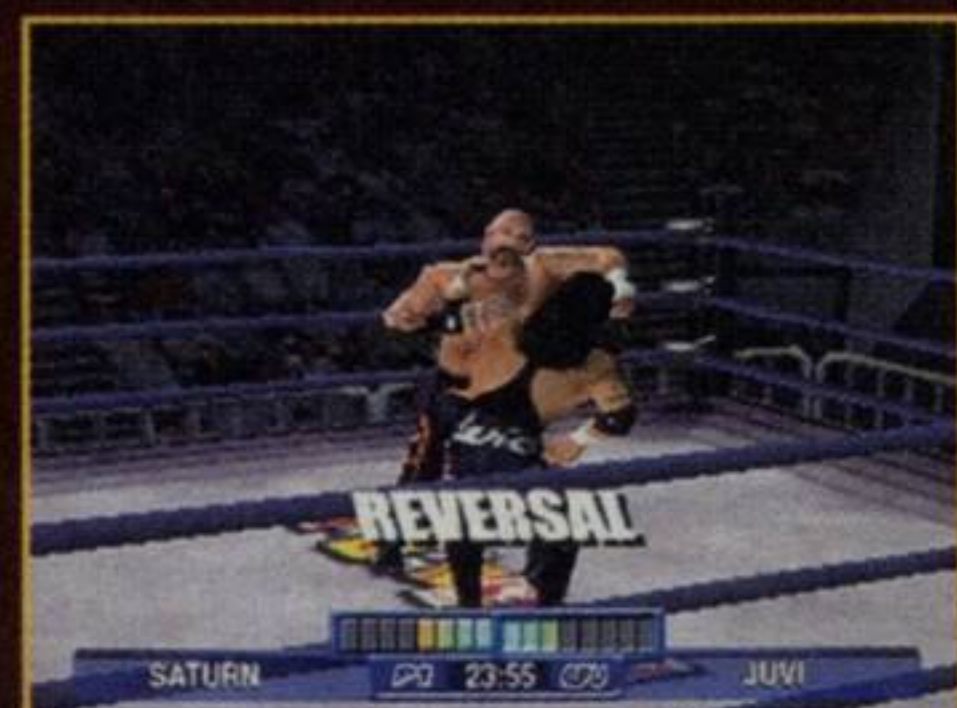
When the Mania Runs Wild

WCW Mayhem is a solid wrestling title despite its mediocre looks and uneven gameplay. While not exactly up to par with Attitude, the game can still go one-on-one with the great one.

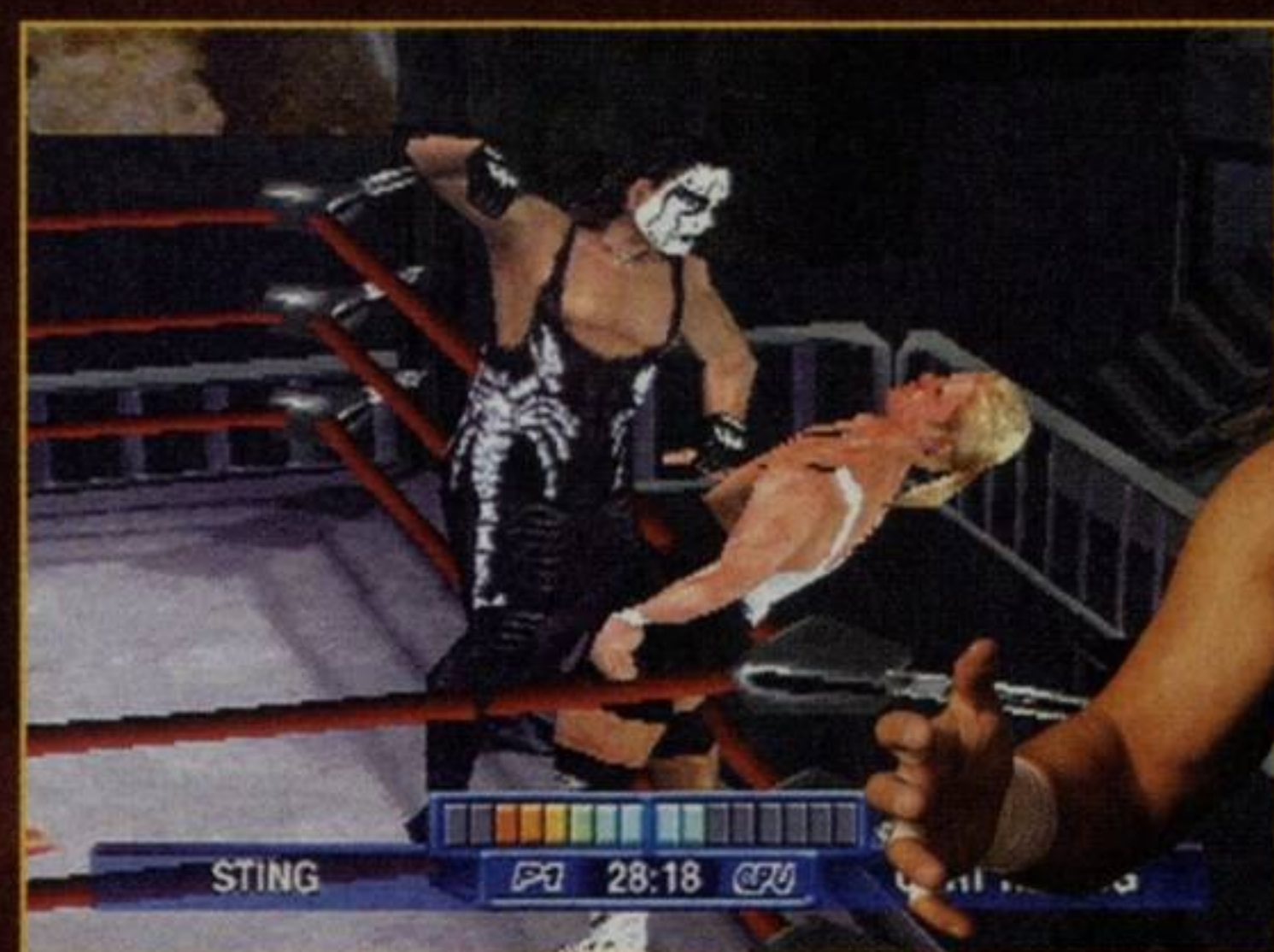
► **PROTIP:** Take your time entering the ring when you're tagged in. Your team won't be penalized if the wrong person is in.



PROTIP: Make sure your enemy isn't lying too close to the turnbuckle or you'll completely miss him on your flight down.



PROTIP: Perform a reversal by pressing and at the same time.



PROTIP: If you raise your opponent to the top of the turnbuckle, sucker-punch him a few times instead of using high-flying acrobatic throws to gain power.

GRAPHICS 3.0

Each wrestler is presented with their trademark attire and signature walk, but they move stiffly inside the ring. There's also periodic breakup in the fighters, and the audience looks more like Disco Inferno's wardrobe smothered on wallpaper than real people.

SOUND 4.5

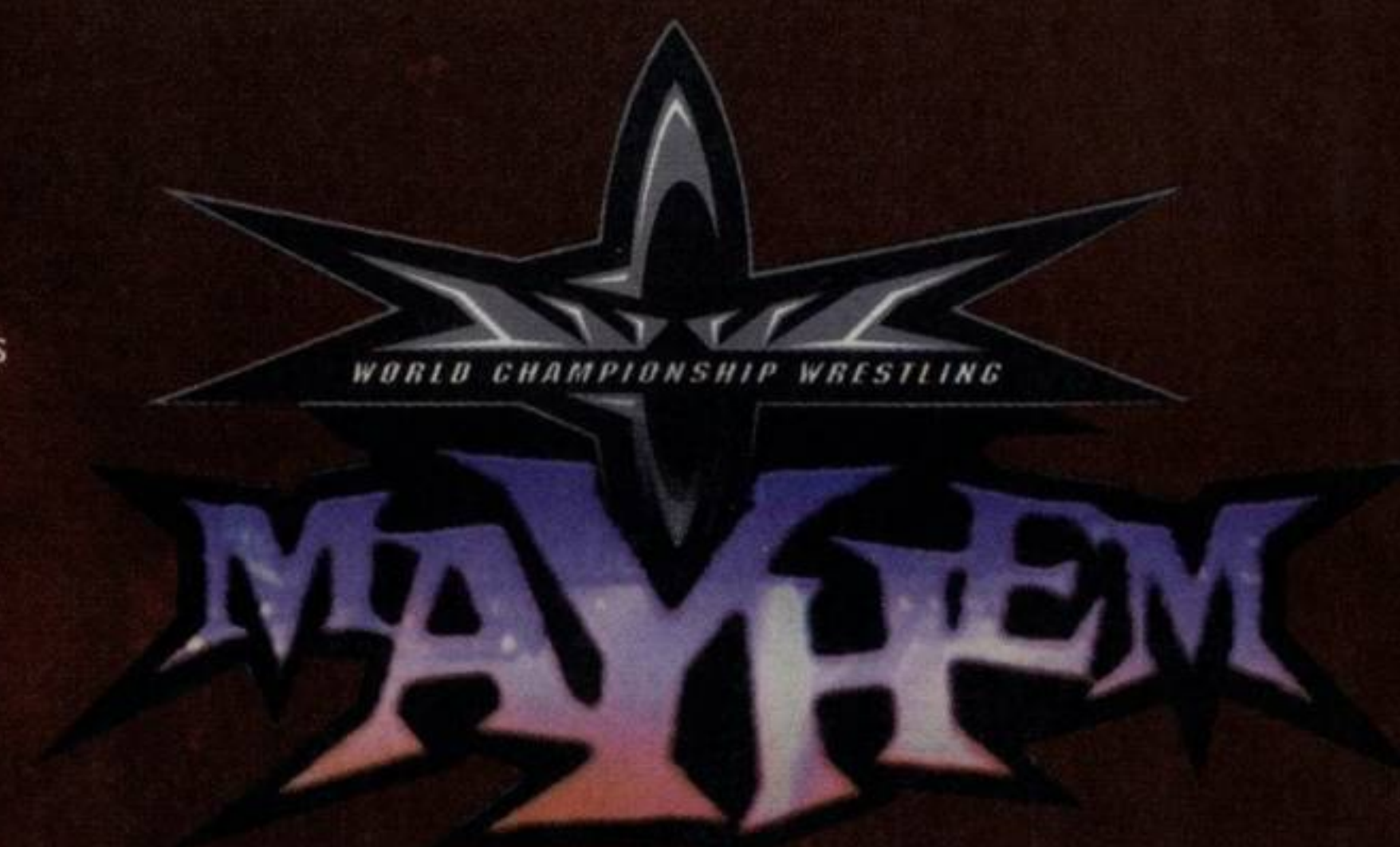
Mayhem includes sensational commentary from Tony Schiavone and "The Brain." But even at full max, the music is hard to hear—it's overpowered by the excessive screaming of the fans.

CONTROL 3.5

The moves in Mayhem are much easier to execute than those in Attitude. Unfortunately, though, Mayhem's limited list of choke slams and neckbreakers results in most of the wrestlers performing similar moves.

FUN FACTOR 3.5

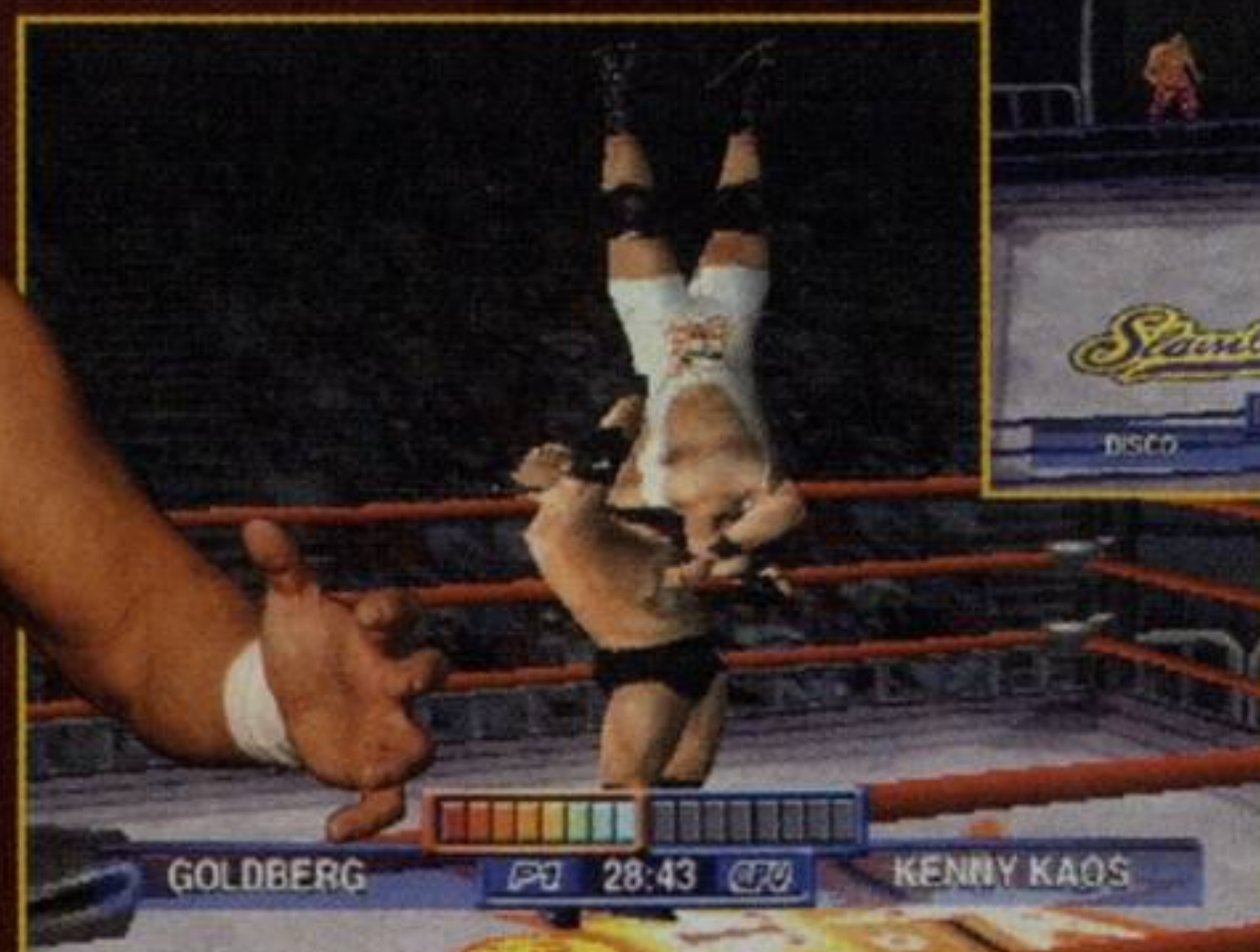
Fighting outside the ring and in backrooms is a treat, while easy controls will have amateurs power-bombing through the ranks. 4Life fans will enjoy the comical commentary, but will be disappointed in WCW Mayhem's average graphics and weak selection of moves.



PROTIP: Hitting wrestlers with chairs and other objects is just a novelty. It doesn't increase your energy or decrease your opponent's.

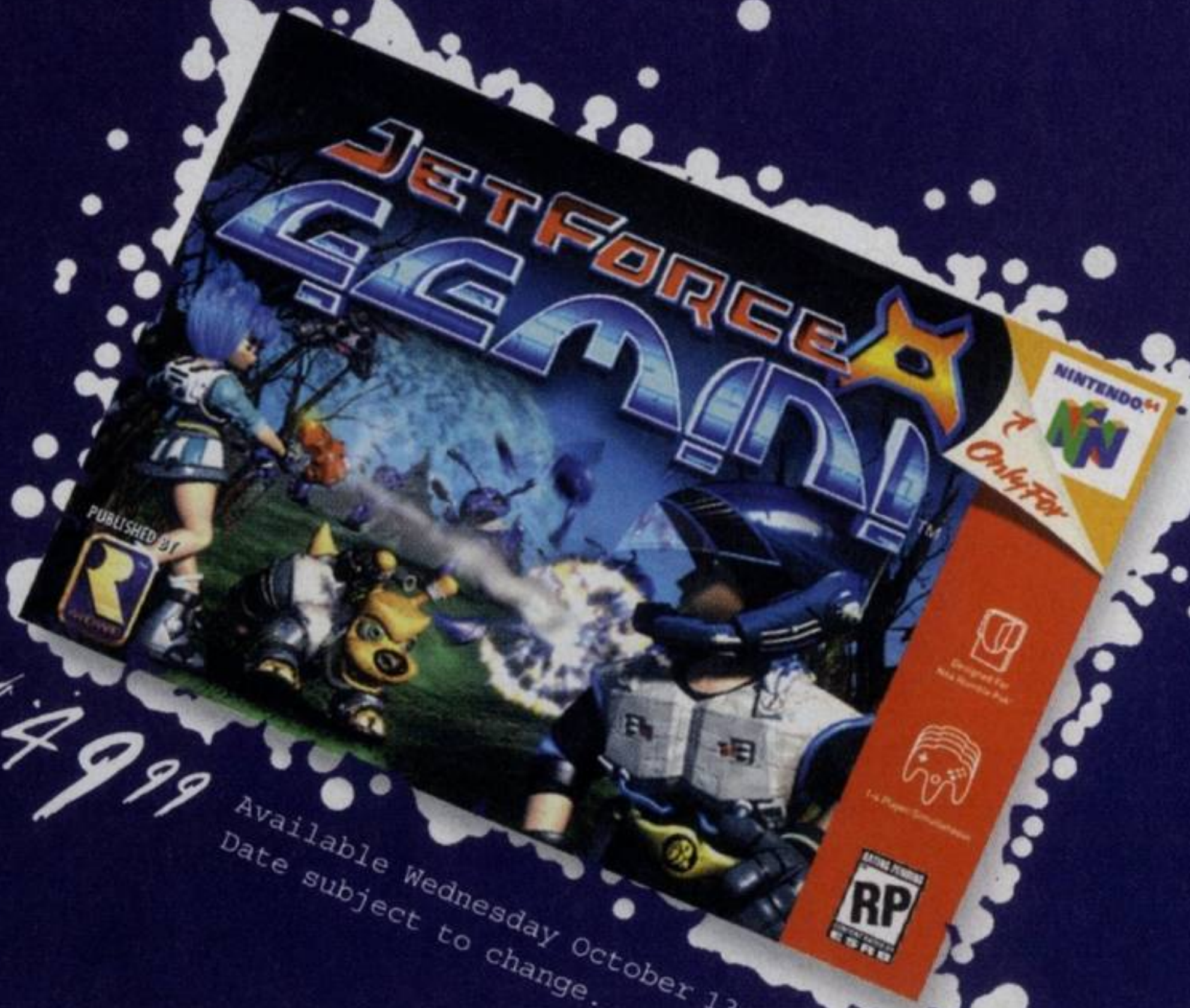


▲ **PROTIP:** Replenish your energy by climbing out of the ring and hightailing your ass away from your opponent.



PROTIP: You can perform your special move only when your power bar is blinking.

Space travel
as low as \$49.99



Get into the game
© TARGET

Available Wednesday October 13, 1999.
Date subject to change.



XENIA WARRIOR PRINCESS



BY MISS SPELL

- Published by Electronic Arts
- \$39.99
- Available now
- Action/adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.5

ELECTRONIC ARTS LETS you do something no one else has done—control the warrior princess. For years, Xena has been kickin' warlord butt on the syndicated TV series, and now you can, too, in this topnotch, action-packed game.

A Chakram to the System

As the ultimate bad-girl-turned-do-gooder, Xena must fight her way through pirates, armies, Amazons, and assorted baddies to rescue her friend, Gabrielle. Those familiar with the TV show will recognize



PROTIP: In the Amazon levels, Xena's 360-degree spinning attack is most effective with a staff.

Xena's trademark fighting style, which is equal parts martial arts, acrobatics, and slapstick. She flips, cartwheels, and rolls into and out of attacks. Throughout it all, the controls handle responsively.

The Chakram, Xena's signature bladed "Frisbee," is the real star of this game. The R1 button lets you aim and even steer the Chakram from a first-person view. The ultimate distance weapon, it even kills enemies on its return to Xena's hand.

Girl Power

Universal (the developer) has given Xena a beautifully detailed landscape in which to fight, though the

scenery's a little blocky in places. The music and sound effects, which come straight from the TV series, help complete the illusion. The character graphics are similar to those in the PC hit *Die by the Sword*, and the fighting animation is very smooth and fast.

The Xena Scrolls

Visually, the only problem with the game is the pop-up. Enemies often appear out of thin air, or you may fall off cliffs before you see them.

The most intriguing thing about this game is that it follows the TV show's moral: Violence isn't always the answer—but without it there would be no show. Nevertheless, it's refreshing that Xena must use her head as well as her sword, and some enemies must be tricked instead of fought.

But the game does have its fair share of problems. The camera proves to be a serious annoyance—it's difficult to control and often leaves you completely blind in a fight. And when you die in most levels, you have to restart at the beginning of the stage, which is a major pain (though other levels have one-time-use re-spawn jewels).

Even with these glitches, Xena is a very satisfying, campy gaming experience. Like its TV counterpart, it's sure to become a cult favorite. Watch out, Lara, there's a new badass babe in town. **G**



PROTIP: To get inside Valarian's castle, use the Chakram to cut the chains holding the drawbridge.



PROTIP: In the Pirate King Pactolus level, kick the cart on the hill to put out the fire and knock down the gate.



PROTIP: In Valarian's Secret, use the catapult to destroy the building to the right of the door.

▶ PROTIP: Without getting burned, lure Dyzan over a fire pool, then quickly aim the Chakram at the stalactites overhead.



GRAPHICS 4.0

Xena's graphics are atmospheric and lush, but a bit blocky. The settings faithfully keep the spirit of the TV show and also help further the game's story line.

SOUND 4.5

The music is straight from the TV series and really helps the game's sense of environment. The sound effects and most of the voices are good, though neither star lent her vocal talent—which fans will be able to tell.

CONTROL 4.5

Although the camera is difficult to work with and makes it easy to lose your bearings, Xena's moves are quite easy to pull off. The game is Dual Shock and analog compatible, but it uses only the standard eight directions.

FUN FACTOR 4.5

Xena packs in serious sword-swinging fun. The fast-paced, brains-and-brawn gameplay and more than 20 levels give this princess a lot of replay value.



PROTIP: Always take out the enemies with long-range weapons, such as archers. They can cause major damage.



PROTIP: In dark tunnels, you can throw your Chakram to get a glimpse of what's waiting ahead.



PROTIP: Cutting down the mummy in the labyrinth with the Chakram opens the door to the torture chamber.



2

IS IT THE SECOND ACT OR THE SECOND COMING? IS IT AN EVOLUTION OR A REVOLUTION?

IS IT A SEQUEL OR A QUANTUM LEAP? WHAT IS THE MEANING OF TWO? TOO? TO?

COMING SOON GRAN TURISMO™ 2



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I NFOGRAMES slams into the console smash-n-crash derby with Demolition Racer, a game that manages to rise above a myriad of problems and deliver hyperviolent wholesomeness.

DEMOLITION RACER

Retain the Pain

DR features a realistic and exciting model for vehicle destruction with several levels of damage, from ripped hoods to engine fires to smashed windows. The eight types of cars catapult through the air while ramming and slamming each other in an exciting contest that combines racing ability with pain-inducing prowess. The result is a challenge that balances speed and demolition better than most other games in the genre.



PROTIP: If you're on the verge of fiery ruin, head to the finish line and avoid conflict—you'll forfeit your crash points if you don't finish.



Demolition Racer's game modes include racing, demolition point tallies, and Last Man Standing derbies.

Junkyard Racer

Most of DR's 12 tracks are muddled and dark, however, forcing you to turn up the brightness on your TV. When you're not twisting or turning, the environmental pop-up is jarring and may send you careening in the wrong direction, while polygonal clipping makes cars to your rear come onscreen in jarring pieces. DR's sound effects rock with collision shock, but there's no sock to the country-guitarish music, which dissipates into the background as repetitive noise.

DR's interface hits a wall, too: The analog stick's default setting can send you careening across the track with just a nudge. Luckily, the sensitivity is adjustable, but you're still often spun in strange directions from impact, a result of the game's questionable physics model.

This is a fun and exciting challenge, but if you're looking for eye candy or aural treats, consider Demolition Racer a trip to the dentist. **G**



BY BOBA FATT

- Published by Infogrames
- \$49.95
- Available now
- Demolition racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.5	3.0	4.0



PROTIP: For an early demolition bonanza, hold up on the starting line, then accelerate into the first pileup.

HOT WHEELS TURBO RACING

RATHER THAN SLAP a popular license on an otherwise bland title, Electronic Arts' Hot Wheels Turbo Racing celebrates the weightlessness of the ubiquitous Hot Wheels cars in this fast-paced, high-flying arcade-style racer.

The Die Is Cast

You'll helm 40 actual Hot Wheels cars and race through complex tracks that combine classic Hot Wheels gear (like rubber loops) with realistic environments. The name of the game is speed, but you have to spin, roll, or topple end-over-end to earn turbos. At times, Hot Wheels plays more like an arcade skiing game.

Scorching Wheels

The well-designed tracks, which are littered with shortcuts and power-ups, span four fantastical environments: Wild West, Glacial Rift, Haunted Highway, and Volcano Island, which is exclusive to this PlayStation version. The lack of detailed textures results in a cartoonish look, and severe clipping often allows you to see other cars through walls. But Hot Wheels maintains its speed and fluidity at all times, even in split-screen head-to-head mode. The adrenalized soundtrack matches Hot Wheels' burning flair at all times, from 13 machine-gun-paced music tracks (including a Metallica tune) to furious engine roars and collision slams.

Unfortunately, Hot Wheels doesn't allow you to combine the analog sticks and buttons for control—you have to use both analog sticks or the directional pad and buttons. That's not as big a problem as the jarring corners which seem to instantly spin you in the wrong direction, almost like you're magnetized backwards.

Hot Wheels is far from perfect, but it's one of the more exciting arcade-style racers on the market. If you've got greed for speed, check this title out! **G**



BY BOBA FATT

- Published by Electronic Arts
- \$39.99
- Available now
- Stunt racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.0	4.0



PROTIP: You'll find a mystery-car icon in this high right overpass toward the end of the Cold Fusion track.



PROTIP: Turbo into an opponent's rear to take them out in a blaze of glory.



PROTIP: Try to avoid hitting walls during stunts, or you won't get turbos for your effort.

WARNING!

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HALF-LIFE OPPOSING FORCE

by Jason Samuel
posted 9/7/99

Quake II Review

As much fun as Turok 2 and South Park (okay, Turok 2 then), Quake II adds a serious and mature style to traditional corridor shooting. Save the Earth? Better save your money instead - Quake II is here and it kicks ass.

GeX 3: Deep Cover Gecko Review

Don't doubt that GeX 3 is fun to play. Even if the platform hero will be a bit of a disappointment. But the focus in this innovation - which is...

MLB 2000 Review

MLB 2000 is an excellent emphasis on simple arcade-style blowouts looking for realistic a slick overall appeal to get.

Legend of Legaia

Legend of Legaia is...

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STAR WARS

Mario Party Review

Mario Party is fun, even if you're playing alone. But like any good party, it's definitely better to play with a group of friends - you can cheer 'em on, cap on 'em or try to jinx 'em. This game's a blast, no matter how you play it.

Quake II Review

As much fun as Turok 2 and South Park (okay, Turok 2 then), Quake II adds a serious and mature style to traditional corridor shooting. Save the Earth? Better save your money instead - Quake II is here and it kicks ass.

All-Star Baseball 2000 Review

All-Star Baseball's double-play combo of electrifying gameplay and dynamite graphics make it the hardball game to beat this season so far. Griffey's still in development, but sports gamers would be fools to strike out on the opportunity to play Acclaim's newest...

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OMEGA BOOST DELIVERS a good-looking, adrenaline-charged shooter with an intriguing story line. However, some may find the grueling gameplay in this aerial mech-buster too frantic for fun.

OMEGA BOOST

Break-mech Speed

Omega Boost certainly sports cool classic lines. In a behind-the-vehicle view, you pilot a mech (a humanoid-style, robot-like warcraft) to take on a mad, mechanized armada of evil-looking flying machines. The action tears across the atmospheres of 19 stages as you basically blast everything that moves.

The out-there story line earns kudos for the imaginative use of history: You must prevent a weird outer space "consciousness" from going back in time to inject itself into ENIAC, the world's first computer, and enslave mankind.

Omega Boost runs a fine line between fun and chaos. The character art and environments look awesome, but the animation and game speed are



PROTIP: To avoid the Zone 3 boss's deadly red energy beams, position yourself behind him and hold R1 to shoot from there as long as you can. You'll hear the red beams before you see them, so hit **O** and zoom outta there!

amped beyond the limit.

Enemy vehicles can zip by so quickly that every dogfight resembles a wacked-out psychedelic trip. In light of that, the solid controls do a great job of keeping you in the game, even though the brake button's your best friend and you must sometimes rely on a radar indicator to help you time your shots.

The sounds rock, too...literally. Somebody's seriously attempting to bust some electric-guitar strings here.

Mind Over Metal

Is this a rave or a video game? Omega Boost puts on an awesome show—if you can handle all the "input." If you get off on thumb-burning shooter action—and mind-blowing sensory overload—this game should give you a boost. **G**



BY ATOMIC DAWG

- Published by Sony Computer Entertainment America
- \$44.95
- Available now
- Shooter
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	3.5



PROTIP: When your adversaries use homing missiles, use your speed to avoid them. In fact, head into the swarm and hit **O** so they can't recover to hit you.



PROTIP: The number of enemies you can lock onto with the laser depends on the level of your Omega Boost power and how long you can wait before firing.



PROTIP: You can only defeat the spider 'bot in Zone 4 by blasting it from long range. Hold R1 as soon as you see the spider's blue bolt in the distance, then shoot quickly. When it tries to seize you with its yellow beam, slam on **O** to escape.



PAC-MAN, THE GRANDDADDY of all video game characters, returns in Pac-Man World—a sharp-looking, entertaining package offering a variety of different games and features with broad appeal.

JAM-PAC-KED WITH GAMES

Pac-Man World is three different games in one disc. The new 3D Quest mode is geared more toward younger players, offering tried-and-true platform fare. Pac-Man jumps, chomps, and runs on a rail through six lengthy levels to rescue his friends from the evil Toc-Man. In addition to eating power pellets, chasing ghosts, and eating bonus fruit, Pac-Man pulls off an assortment of new moves, such as swimming, bouncing, and leaping, and also adds to his repertoire a speedball move reminiscent of a certain blue hedgehog.

The Classic mode faithfully re-creates the original arcade game, and the Maze mode updates that by combining the arcade action with 18 lushly rendered 3D mazes filled with a variety of challenges and obstacles for our rotund hero.

EVERYONE'S GOT PAC-MAN FEVER

Sporting fully rendered polygons, Pac-Man's never looked better. The Quest and Maze modes are rich in colors and details, plus smooth animation and effects. The controls are very responsive, especially in the mazes where turning sharp corners is essential for survival. The music and sound effects complement the graphics and controls well.

Even though the Quest mode may not appeal to hardcore gamers, there's no denying the nostalgic and addictive appeal of the maze games. If you had Pac-Man fever once, you'll catch it again with Pac-Man World. **G**



BY DR. ZOMBIE

- Published by Namco
- \$39.99
- Available now
- Adventure/maze
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.0



PROTIP: As you head for a power pill, hover near the exits to lure all the ghosts into following you in a pack.



PROTIP: Gain speed on pursuing ghosts by turning multiple corners.



The Maze mode delivers classic Pac-Man gameplay with state-of-the-art 3D graphics.



F I R S T F O R N 6 4

TOPGEAR HYPER-BIKE

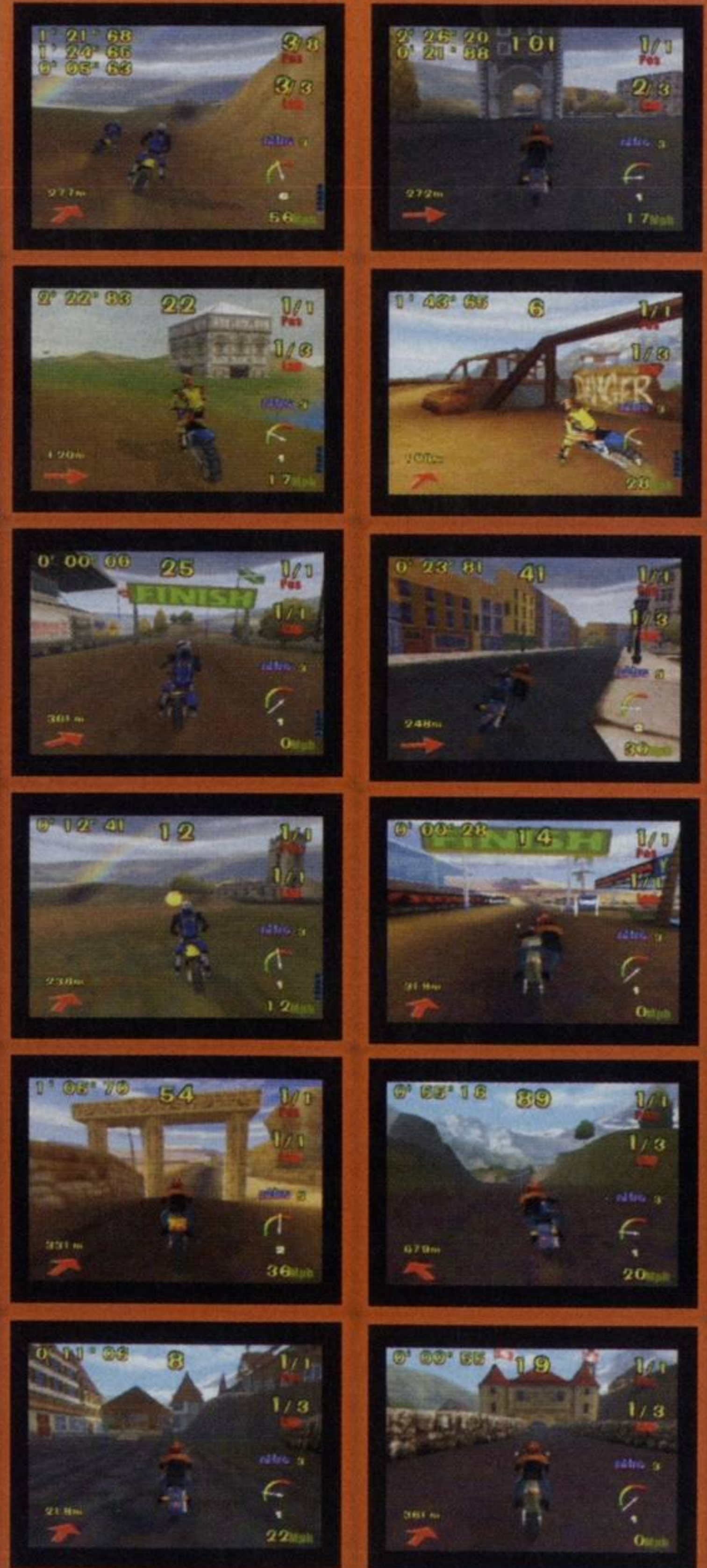
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Features:

- Licensed Motorcycles
- 6 unique track layouts (with day, sunset and night races + weather effects) - Redwood Forest, Egyptian Ruins, Florence Italy, etc.
- Proprietary track generation system retains optimum level of track detail and highest frame rate.
- 3 difficulty levels - Beginner, Intermediate, and Expert.
- 2 physical variations on each track - Road Curves and Hills geometries will be completely new.
- Controller Pak Compatible
- Expansion Pak Compatible
- Rumble Pak Compatible
- Mp3 music system for full length near CD-quality
- Fully animated riders with realistic stunts and bone crushing crashes.

Player Modes:

- Championship Mode: 1-4 players. Player races through a series of tracks that get progressively harder.
- Single Race (Arcade) Mode. Player enjoys top speed racing solo or with friends on the tracks (and weather conditions) previously opened.
- Time Attack Mode with Ghost Bike. Player is to beat their own best time (saved on the Controller Pak).
- Stunt Mode. Player pulls off as many radical stunts as possible to accumulate points while racing around the dirt track.



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Monster Rancher 2

Rock		Zamber	
157	Lif.	262	
217	Pow.	275	
150	Int.	184	
236	Ski.	266	
226	Spd.	190	
188	Def.	309	

PROTIP: Take the time to study your opponent's stat chart. If you lose, it will reveal the vital areas in which your monster needs training if you're going to beat that opponent the next time.

YOUR MUSIC CDs are packed with monsters—and Monster Rancher 2 will set them free. But how much fun you have depends on the enthusiasm you draw from training your little creatures for their simple, turn-based arena fights.

Once you've conceived creatures by spinning a music CD in your PlayStation, your challenge is then to fortify their six combat traits through a series of 12 training exercises. Your eyes, ears, and fingers put in minimal duty, however, and that seriously saps MR2's Fun Factor. The controls coast by with only an occasional button press to make the A.I. put the monster through its training paces and coach its battles. The simple but imaginative creature graphics are nicely drawn; however, the low-key animation hardly puts on a show. The sounds are especially lightweight with simple effects and forgettable orchestral music.

Monster Rancher 2 may show virtual-pet owners a good time, but its mostly cerebral action will make it tough to turn most gamers into Ranchers. **G**



BY SLO MO

- Published by Tecmo
- \$44.99
- Available now
- Action/strategy
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.5	3.0	3.5



PROTIP: You can usually get in one last hit if you launch it just before the timer reaches zero.



EVEN WITH AN intriguing story line and a surplus of missions, G-Police: Weapons of Justice

G-POLICE WEAPONS OF JUSTICE

is a shooter that completely misses the target due to horrendous graphics and poor controls.

Continuing from the first game's story, Weapons of Justice enlists you as a member of the G-Police unit, whose mission is to take back the streets from the powerful crime syndicates overrunning them. This time, however, you can take control of four vehicles, each featuring different weaponry and maneuverability. Unfortunately, the game's controls are extremely loose, which results in inaccurate shooting and tedious attempts at navigating. The worst part of this shooter, however, is the deplorable draw-in. Appearing first as green outlines in the distance, buildings and vehicles then magically appear in front of you. Not even the realistic radio transmissions and upbeat music can save this five-o unit from being gunned down by a poor Fun Factor.



PROTIP: Starburst missiles are the best weapons to use on suspicious convoys.



BY FOUR-EYED DRAGON

- Published by Psygnosis
- \$39.99
- Available now
- Action/shooter
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
1.5	3.5	2.5	2.5



PROTIP: In the last part of Mission Eight, take cover under the raised highway until backup arrives.

Fans of the original G-Police might want to rent the game for a night; otherwise, Weapons of Justice isn't even worth a badge of commendation. **G**

R/C STUNT COPTER

R/C STUNT Copter is an unbelievably realistic remote-control helicopter

sim. Because of its authentic controls, though, the

game has a steep learning curve that makes it suitable only for a niche audience that has the patience to fly a complex aircraft.

Using both analog sticks, you must direct remote-control helicopters through an array of obstacle courses. While each course is designed to test your flying skills, the controls are too sensitive, making crashing to the ground a common sight. Even worse, you're restricted to areas that are small and have very little detail, which makes flying even less enjoyable. As for sound, the chipper voice that guides you through the levels does help the flight, but also gets repetitive at times. The best part of Stunt Copter is the slew of helicopters you can fly—they're highly distinguishable with cool designs and distinct maneuverability.

If you're an RC hobbyist or a flight-sim fan, R/C Stunt Copter is great to play; otherwise, rent the game for a quick test flight. **G**

PROTIP: When you're hovering or about to land, turn off Stunt mode for better control of your chopper.



BY FOUR-EYED DRAGON

- Published by Titus
- \$39.99
- Available now
- Flight sim
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	3.5



PROTIP: For a guaranteed hit and to achieve maximum points, fly into the drone's path, then hover and shoot at the helicopters coming at you.

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SNOWBOARDING ETIQUETTE

with Steve

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NO MORE THAN 8 TO A ROOM.**

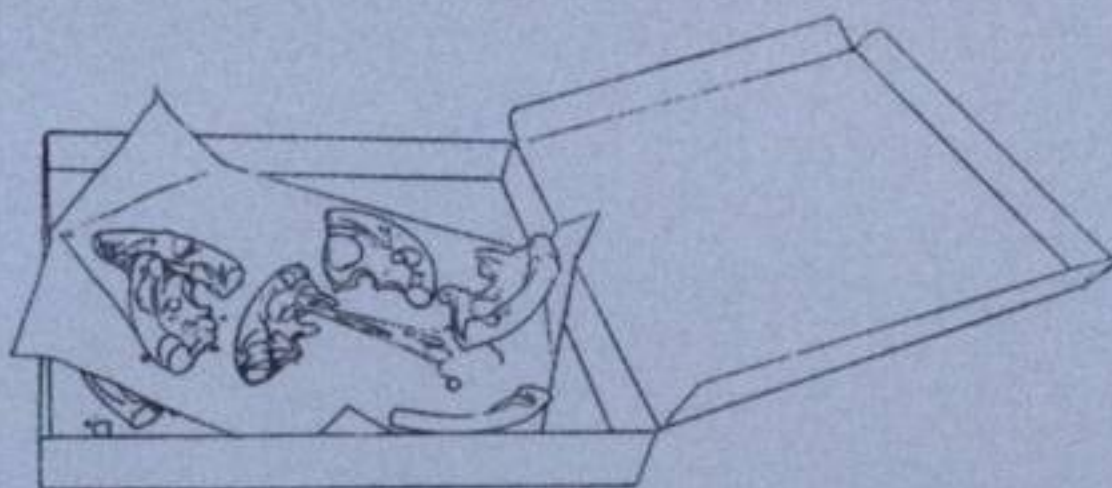


Many experts say that ten or twelve guests in a room is completely acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.



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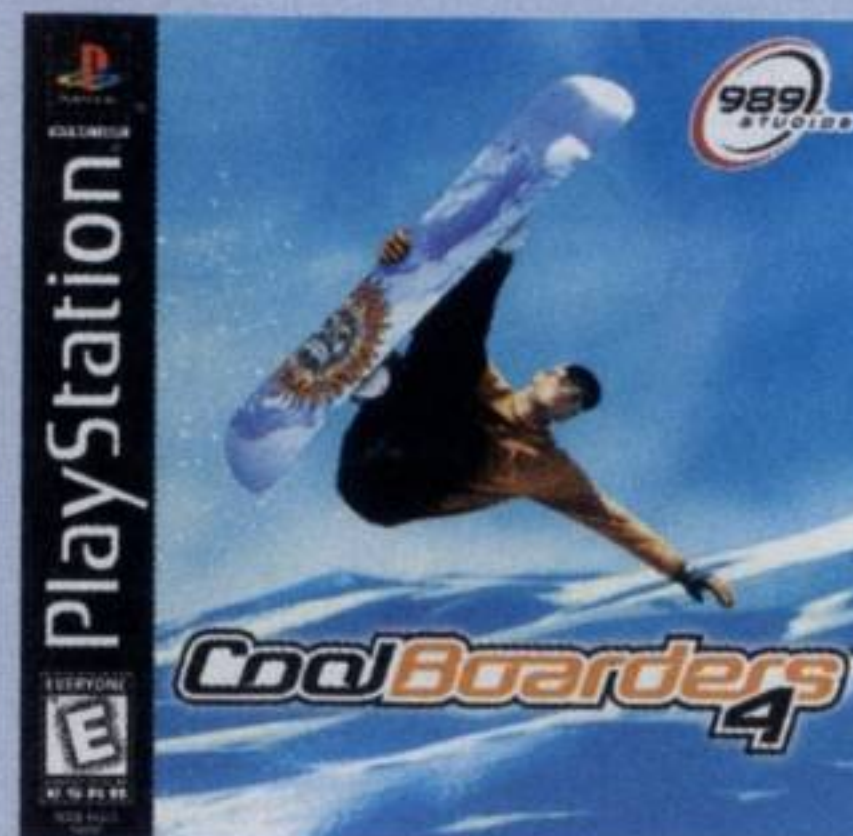
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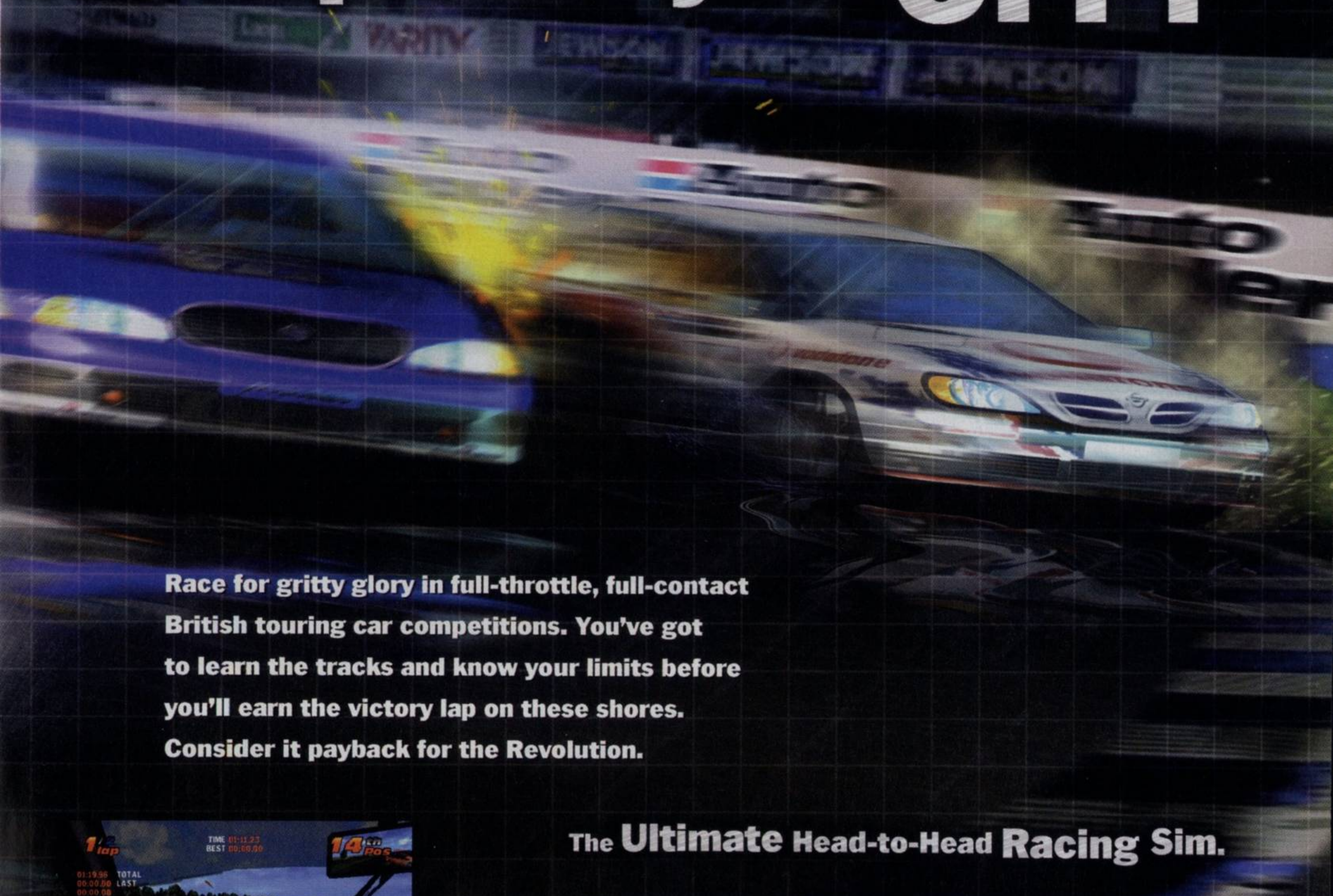


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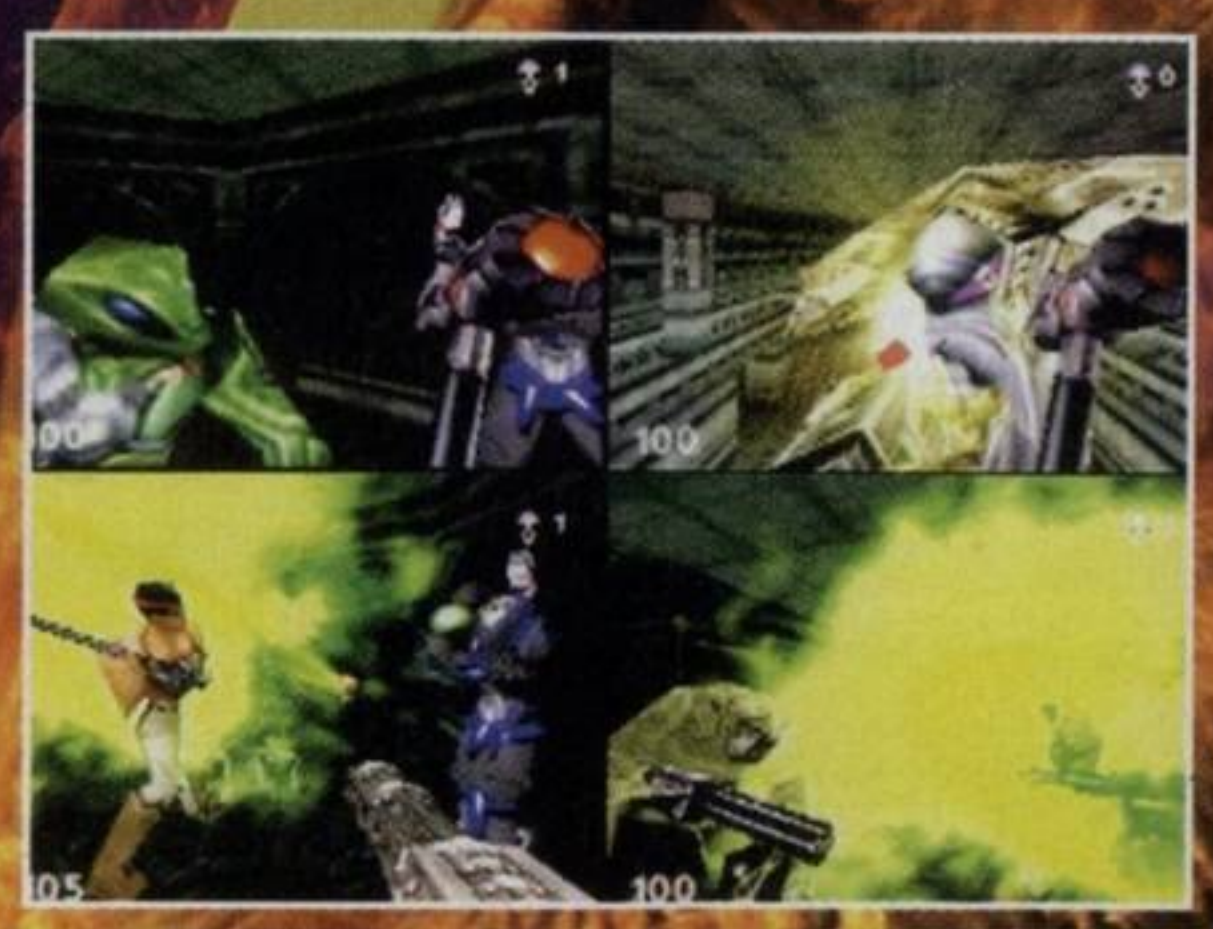
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JET FORCE GEMINI



Effects-filled explosions make battles visual treats.

FROM THE CREATORS of GoldenEye 007 and Diddy Kong Racing comes Jet Force Gemini, another epic N64 adventure that should have gamers lining up at cash registers. Jet Force's captivating blend of action-packed third-person combat, Zelda-esque adventuring, and gorgeous graphics make it one of the top games this fall.

It's a gem

Juno, Vela, and Lupus—brother, sister, and (no joke) cybernetically enhanced dog, respectively—make up the Jet Force Gemini team. The trio acts as a sort of interstellar police, so when the evil Mizar sends his insectoid hordes of Drones to invade the planet of the Tribals (a cutesy teddy bear-like race), it's up to the trio, each working individually, to shut Mizar down.

Jet Force is an absolutely huge, nonlinear game, and it's that "working individually" part that makes it so big. At the beginning, the three split up, and you start out as Juno. As the game progresses, you'll rescue



PROTIP: Drones crouching behind shields? Lob grenades.



PROTIP: When facing more than one enemy, keep moving (strafing's a good idea) and take cover when possible.

Vela, team back up with Lupus, and even locate Floyd the flying droid. Naturally, each character has different abilities: Vela (like all female game characters) can jump pretty high, Lupus (like, um, few dogs) can fly, and so on. Because you can replay any level at any time, going back and exploring levels with different characters unlocks tons of new areas, secrets, and the like. Jetpacks let you fly to hidden high spots, the crowbar pries open trap doors, and even Floyd can unlock new rooms.

But Jet Force isn't just about exploration; it's mainly about third-person combat—and it rocks. All three characters pack serious heat, ranging from the pea-shooter pistol you start out with to the shurikens to the gonzo tri-rockets. You'll need to use all of these to systematically blow Drones to bits. It's very cartoon-like violence, but it is pretty goopy. You can even collect dead Drones' heads as trophies.



PROTIP: The machine gun's pretty inaccurate, but its spread pattern makes it useful for mowing down crowds.



PROTIP: If you're facing the conveyor belt in the SS Anubis hold, locate the proximity mines on the left and shoot the cell-door plate to unlock Vela's cell.



PROTIP: The best approach to deathmatches in the SS Anubis arena is to park yourself on high ground and snipe at opponents as they run past below.

force-filled fun

The Drones and other enemies aren't there only for target practice. Backed by some very clever A.I., they fight back with unnerving fierceness, ducking behind cover, circling behind you, and sniping from safe perches. It makes for thrilling, pitched battles, nicely spaced by those calmer periods of Zelda-like exploration. Combined, they make Jet Force riveting and fun to play.

As with GoldenEye 007, Rare didn't neglect multiplayer mayhem, either. Jet Force Gemini lets you and three others face off in a good variety of split-screen deathmatch games, and there is even a two-player cooperative mode that you can unlock eventually.

sniper sights

Throughout the varied gameplay, Jet Force's controls keep you in the game as you jump, crawl, strafe, and run through the levels. An auto-targeting option that aims your fire at the nearest enemy is very intuitive and useful, but some trouble crops up when you're using the first-person sniping. To line up your cursor on the enemy you have to use the analog stick, but its action is so jittery that you'll often get wasted while struggling with your aim.

The game's other big problem is the camera work. As with too many third-person games, the camera will often fail to stay behind you, leaving you stuck looking away from whatever's



PROTIP: To open the red door in Goldwood, behind which is a machine gun and a nasty guardian, you must first collect the red key from Magnus, the ambassador in purple. To find him, position your back toward the red door, then run straight out.



PROTIP: Collect the gold key from the tunnels behind the life-force door in the Outset Goldwood area. Return to the beginning of the level. Open the gold door to score some shurikens.





PROTIP: At the start of SS Anubis, jump up the stack of crates to the left of the force-field door that opens into space and...

shooting your ass off and unable to return fire. It can be a frustrating—and deadly—problem, but with practice, you can learn to avoid it.

Beautiful alien worlds

Jet Force's spectacular visuals do a lot to compensate for the camera troubles. The game's sci-fi scenery is packed with detail, bright pastel colors, and eye-catching characters who give the game a unique, captivating style. The characters have a youthful look—Juno looks more than a little like Mega Man—and they're animated beautifully, skidding to a stop or skittering sideways in a strafe move.

Impressive lighting helps bring things to life whether the sun's glinting off the water or Juno's shadow is trailing him around a campfire. Cool details, like flies that buzz around slain Drones, add a touch of humor.

Awesome music, from the island jungle drums to the soaring symphonies of the space settings, accompanies each level, while the weapon sounds, from the clatter of the machine gun to the unnerving chirp of proximity mines, just kick serious ass. The only flaw is the annoying squeak that Vela emits every single time she jumps—it's worse than fingernails on a chalkboard.

Jet to the store

While Jet Force certainly isn't perfect, it does so much so right that its flaws won't bother you. Besides, with such deep, challenging, and exciting action, Jet Force Gemini is a game that every N64 owner should check out. **G**



PROTIP: ...head across the walkway, battle through the depository—then jump into the space ship to unlock the Walkway level.



PROTIP: Whenever enemies are in range, Floyd flashes red to warn you.



PROTIP: Most airborne enemies fly in patterns, like Galaga. Locate a point in the air they always pass through and lock your fire on it.



BY AIR HENDRIX

- Published by Nintendo
- \$59.95
- Available October
- Action/adventure
- 4 players
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR



◀ Jet Force's gorgeous cinematic showcase the game's alluring environments.



policing the galaxy

Juno



Vela



Juno and Vela, brother and sister, are the stars of Jet Force Gemini. You'll spend a lot of the game playing as these two interstellar cops who must stop evil Mizar's invasion of the Tribals' planet.

lupus



Lupus, the cybernetically enhanced pooch, is the third member of the Jet Force team. You'll unlock him later in the game.

the tribals



The members of the innocent race you're rescuing in the game, the Tribals, are cuter than a stuffed-animal collection. Kinda like the bananas in Donkey Kong, they're scattered throughout the levels for you to collect.

floyd



Floyd the droid joins you if Juno successfully completes a side quest in the Tawfret level. He floats along with whomever of the three main characters you're using and helps out by unlocking doors, etc.

the drones



Mizar's diabolical forces, the Drones, are your main enemy. They explode into satisfying piles of goo (you can even collect their heads as souvenirs).

◀ As soon as an enemy appears in front of you, your character becomes transparent, giving you a good perspective on the battle.

GRAPHICS 5.0

Jet Force Gemini is simply beautiful. The awesome environments overflow with lush colors, hypnotic lighting, and rich details, while the characters and enemies sport a sharp, cartoon-like look. These graphics have style to spare.

SOUND 4.5

Jet Force's excellent music perfectly matches each environment, and the thumpin' weapon effects will rock your speakers. Vela's yelp when she jumps, though, is gratingly squeaky, and you're stuck hearing it all the bleepin' time.

CONTROL 4.0

The various characters you control in Jet Force all handle smoothly and comfortably whether they're strafing, crawling, or jumping. First-person sniper targeting is too twitchy, however, and occasionally the camera can't keep up with you—both can be real hassles.

FUN FACTOR 5.0

Jet Force Gemini is another fine example of why Rare is one of gaming's best developers. Spectacular graphics and sounds combine with deep, gripping gameplay to make Jet Force a must-own action/adventure experience.



WCW MAYHEM IS entering the ring to challenge WWF Attitude for top bragging rights in the Nintendo 64's squared circle. While Mayhem sports a faster frame rate than Attitude's, its button-mashing action will appeal more to wrestling newbies than to hardcore sim fans.

Disco Inferno

WCW Mayhem slams the mat with standard gameplay modes that include Singles, Four-Way Dance, Battle Royal, and Quest for the Best. In Quest, gamers choose their favorite superstars and attempt to rise through the ranks to win the WCW heavy-weight belt. You'll find more than 50 WCW stars, including Goldberg, Sting, and Hollywood Hogan—plus, you can create your own contender. Accompanied by personalized theme music and pyrotechnics, each bruiser walks into the ring with style. For your slam-tastic enjoyment, Mayhem also contains every WCW ring, including all 12 Pay-Per-View arenas.

BY THE ROOKIE



- Published by Electronic Arts
- \$59.99
- Available now
- Wrestling
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	3.5



► **PROTIP:** To pick up weapons such as chairs, stand over the item and press B. Then press A to beat your opponent senseless.

► **PROTIP:** To perform the Irish Whip, engage your opponent in a grapple, then simultaneously press the R trigger and the directional pad in the direction you want to throw them. As your opponent bounces off the ropes and returns, press bottom-C to break 'em.

Best of all, the action isn't confined to the ring—for the first time ever in a wrestling title, gamers can fight backstage. After both brawlers have left the ring, they can pummel each other as they proceed up the ramp in order to find secret backstage areas that come complete with tables, chairs, and other items of destruction.

Feel the Pang

Graphically, Mayhem is a royal jumble. The frame rate is smokin', the motion-captured moves look authentic, and the wrestlers' appearances are right on. Each brawler, however, skates across the ring with rigid stiffness. Plus, the game's collision detection is way off base at times: You'll think your move has connected, only to find yourself kissin' the canvas.



As for sound, Mayhem contains good ringside effects as well as crowd chants. The commentary is handled by WCW mike-men Tony Schiavone, Bobby "The Brain" Heenan, and Mean Gene Okerlund. While they manage to keep pace with the action, they often repeat themselves, which makes their funny one-liners fall flat after one match.

Mayhem's controls aren't tough to master—in fact, they're masher friendly. Each wrestler has a fine arsenal of moves at their disposal, but you'll find yourself pounding away to win rather than making calculated moves.

Oh, Yeeaaahhh!

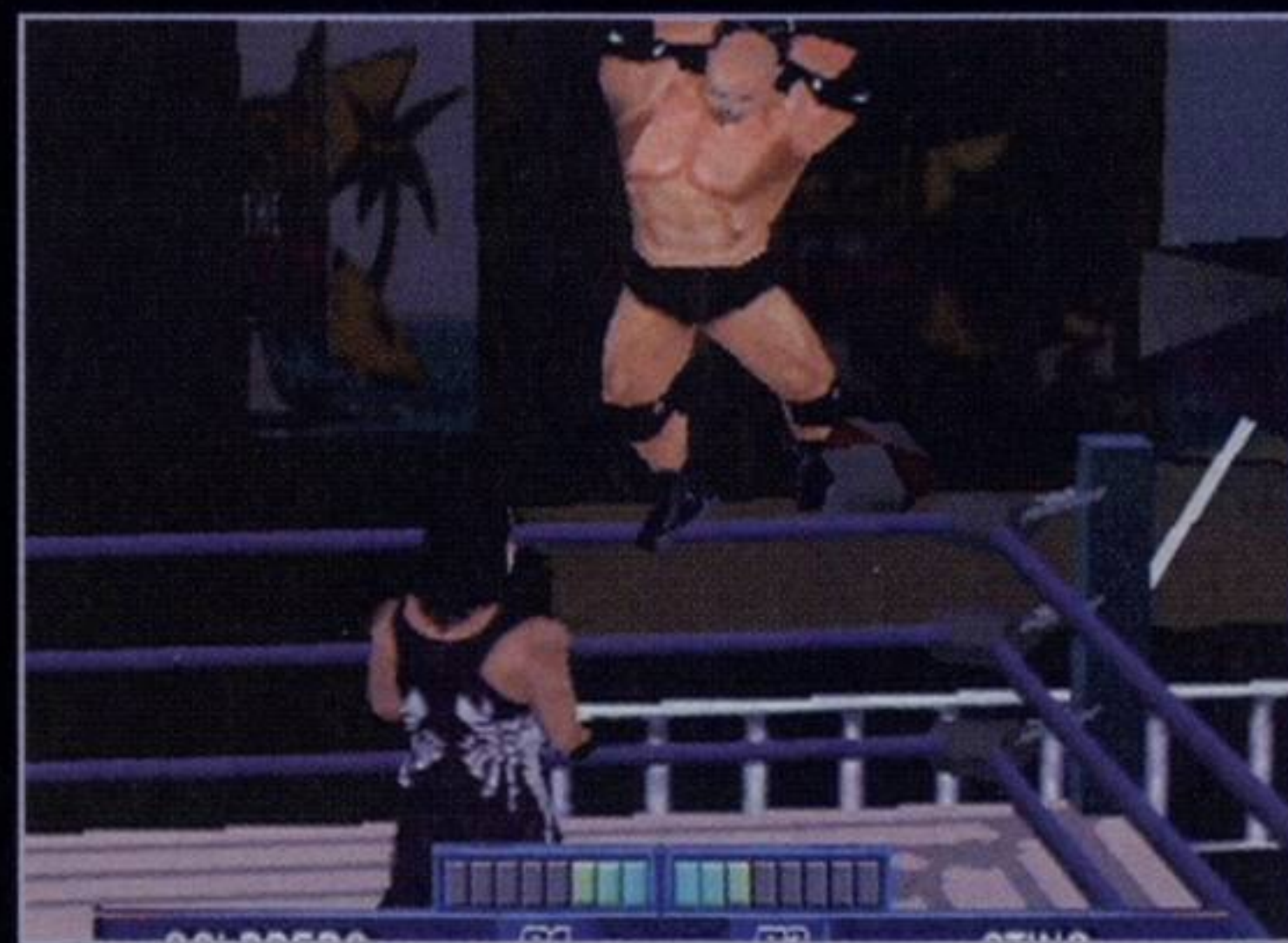
WCW Mayhem's a fine game if you're a fan of the league. It's also a good place to start if you're a newbie. If you want more depth and something with a more sim-like feel, however, stick to WWF Attitude.

◀ **PROTIP:** If your opponent is near the corner and stunned, walk to the turnbuckle nearest him and press B. Then when you're on the top rope, press A to bust out a powerful maneuver.

► **PROTIP:** To go for a submission hold, stand near your opponent's head and tap left-C.



Hollywood Hogan shows off for his loyal fans.



Mayhem has the fastest frame rate of any wrestling game on the market, making for some heated action.

GRAPHICS	4.0	SOUND	3.5	CONTROL	3.5	FUN FACTOR	3.5
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Mayhem's graphics are pretty tight for the most part. The wrestlers look and act the part, but move around like stiff ice-skaters. There's also some funky collision detection goin' on.

The sound definitely could've used a little improvement. While the atmospheric effects hit home, the announcers are way too repetitive.

The wrestlers are responsive to your every whim (even a little overly sensitive at times), but all the moves are performed with the same presses. The game may be too button-masher friendly for hardcore wrestling sim addicts.

WCW Mayhem is a fun game despite its quirks. If you're a fan of the WCW or a newbie to the genre, you're going to want it in your N64 collection.

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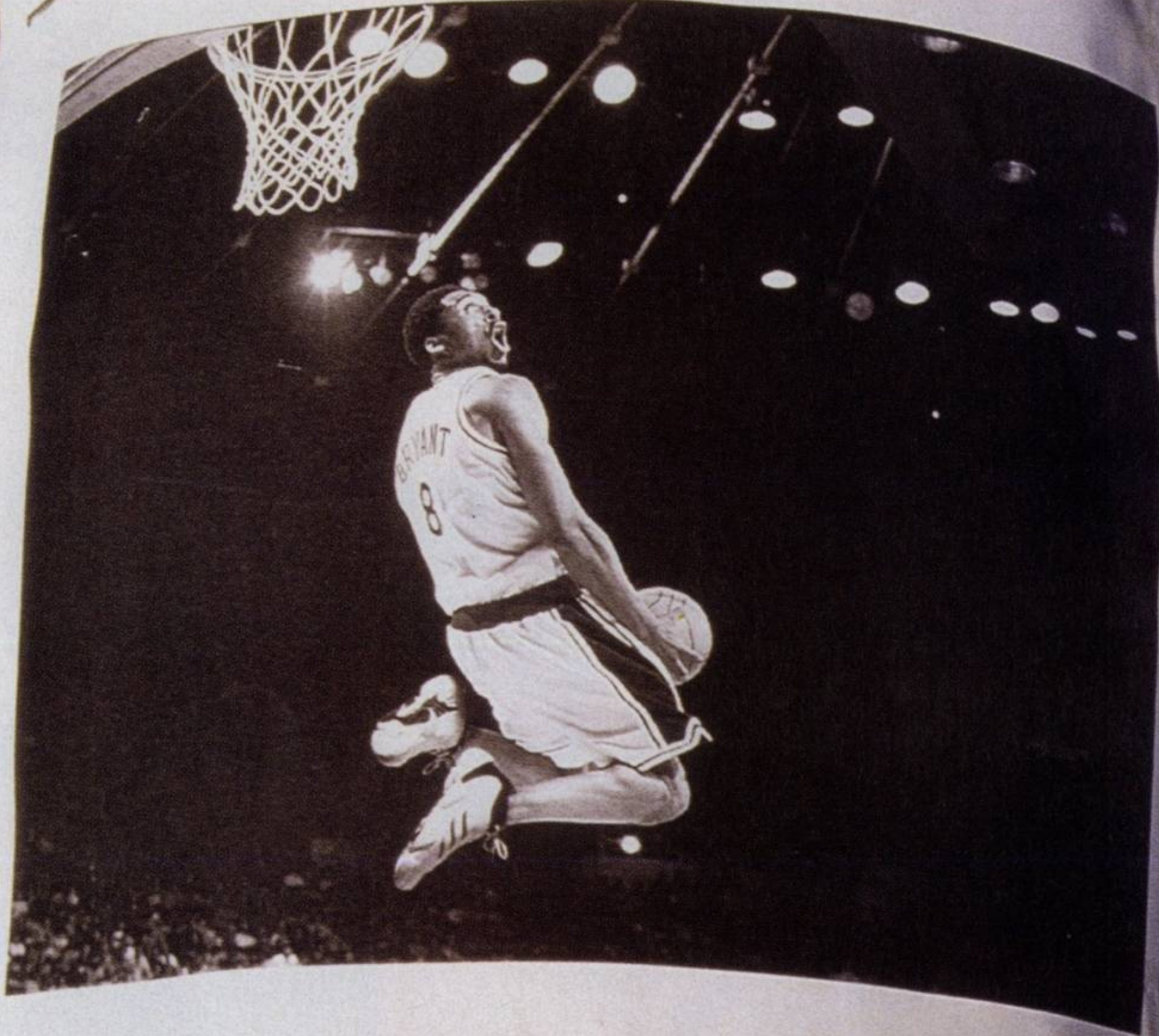
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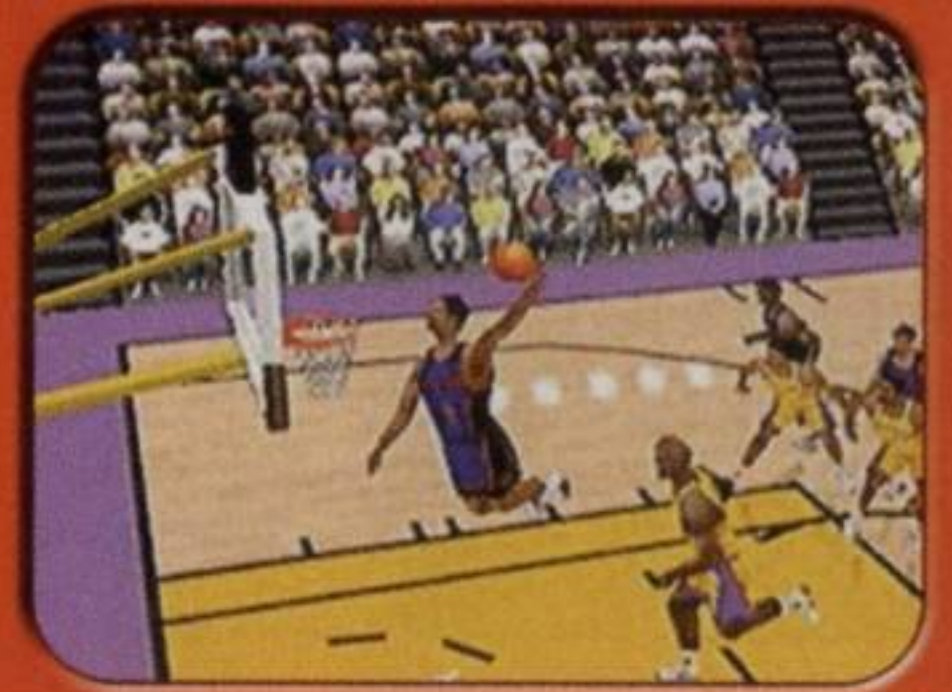


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WINBACK

COVERT OPERATIONS



BY AIR HENDRIX

Published by Koei
\$49.99
Available October
Action

4 players
ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	4.5	4.0



PROTIP: The key to survival in Winback is taking cover. Never move in the open—run from hiding spot to hiding spot. And never fight in the open—always crouch behind a crate and pop up, or hide around a corner and spring out.

While PlayStation gamers gloried in Metal Gear Solid and Syphon Filter, N64 gamers had only GoldenEye to quench their espionage action thirst. Although Winback: Covert Operations falls short of Rare's masterpiece, its fine gameplay and controls pull the game through its struggles with graphics and sounds.

Special Ops

Winback places you in the boots of Jean-Luc Cougar, a special-ops team member tasked with stopping terrorists from using a "kidnapped" weapons satellite.



PROTIP: If you can sneak up behind an unsuspecting enemy, tap A to pistol-whip him and take him down without a sound.

But the team gets separated while parachuting in, so it's up to you to infiltrate the terrorist operation and shut it down.

Winback's all about stealthy combat and simple puzzle-solving, not the gonzo antics of Duke Nukem. Fighting from a third-person view, you can bust some cool Metal Gear-style moves such as hiding behind corners and leaping out to fire. Unlike most commandos, however, you can't strafe or jump, which is annoying. The targeting system and other controls are smooth and responsive, though.

The gameplay is both thrilling and absorbing as you battle superior numbers with smarts and stealth, picking off terrorists from behind cover and unlocking their defense systems.

Winback feels a lot like Syphon Filter on the PlayStation, but unlike Syphon, Winback provides a solid multiplayer mode where up to four players can engage in a deathmatch on a split screen.

Foggy Fight

It's a real shame that Winback's graphics and sounds can't keep up with its smokin' gameplay. Some visual touches shine—the awesome laser sight, the arc of spent shells ejecting from guns, and the slick way Jean-Luc slams home new clips—but the lackluster environments are rife with fog, and the stiff animations make the characters look like robots.

Even worse, the terrible camera angles constantly leave you looking at walls when you should be evading incoming fire. You'll eventually learn to steer the camera yourself to stay alive, but it's definitely a chore the game should've handled for you. As for sounds, though a cool movie-style soundtrack paces the action, flat weapon effects and M.I.A. character voices steal the tunes' thunder.

Covert Fun

Winback's addictive, exciting gameplay will be a real treat for action fans—but only for those patient enough to tolerate its frustrating camera work and other flaws. With a little more polish, Winback could've been a masterpiece, but that shouldn't stop you from enjoying this action-packed firefight. **G**



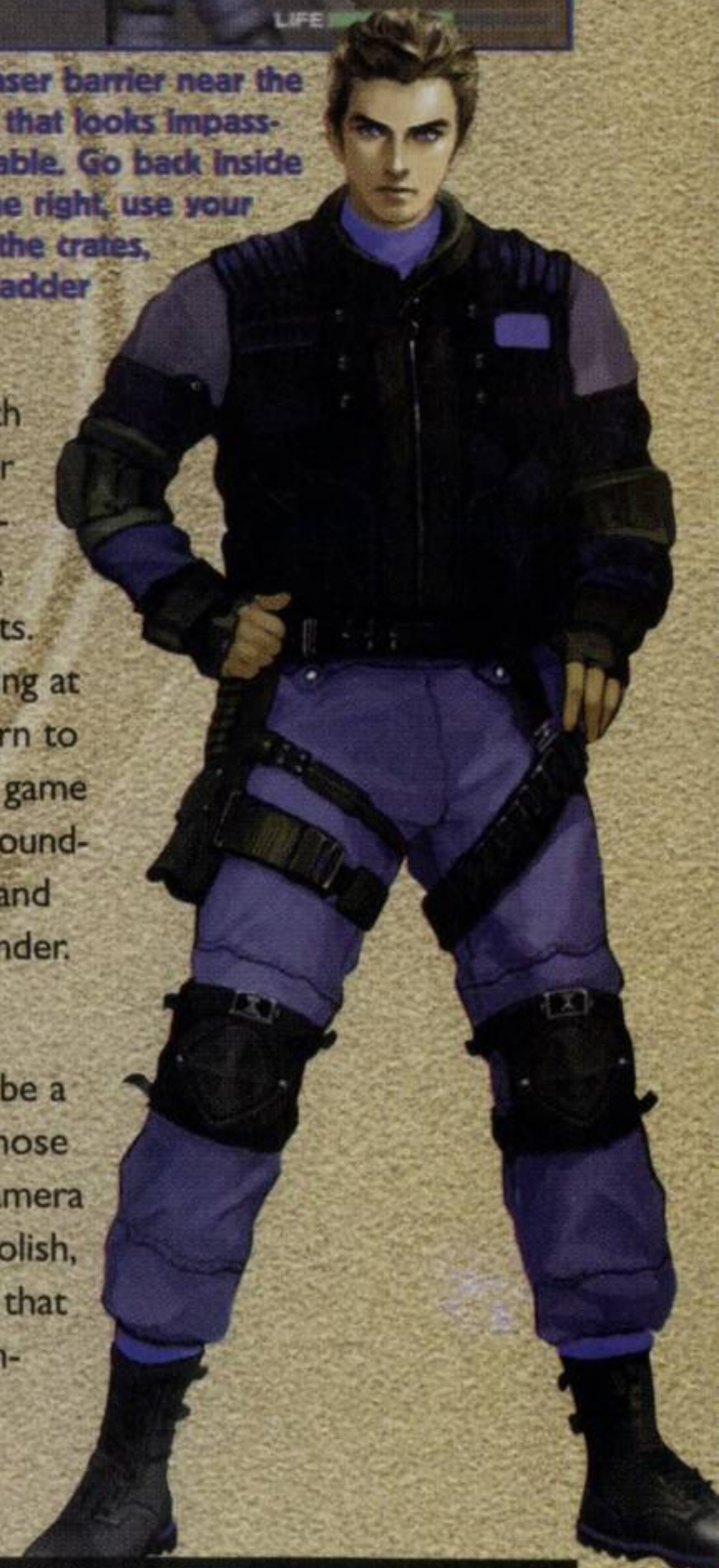
PROTIP: To get past the indestructible machine-gun nests, crouch and dart from crate to crate, taking cover behind each.



PROTIP: To beat Lila, the first boss, use the machine gun and first take out the soldier that accompanies her. Move around to stay hidden behind a pillar while she's shooting; when she pauses, immediately jump out, fire a burst, and then quickly take cover.



PROTIP: The laser barrier near the end of Level 2 that looks impassable is impassable. Go back inside the room on the right, use your C4 to blow up the crates, and climb the ladder to the ceiling.



GRAPHICS 3.0

The N64 is capable of more. Although cool touches like the badass laser sight stand out, the stiff animations sputter around before foggy backgrounds. And the lousy camera constantly abandons you—often with fatal results.

SOUND 3.5

The tense cinematic soundtrack perfectly accompanies Winback's action-flick gameplay. But the weapon sounds, particularly the lame shotgun blast, come up flat, and the absence of character voices is disappointing.

CONTROL 4.5

Winback's sweet controls are a big part of the game's allure, sporting responsive targeting and the ability to duck for cover behind crates or around corners. Too bad it's missing some combat basics like jumping and strafing...

FUN FACTOR 4.0

Although Winback flounders in the AV department, its compelling espionage action and cool controls make up for lost ground. While no GoldenEye killer, Winback is an excellent way to pass the time until Perfect Dark's released.

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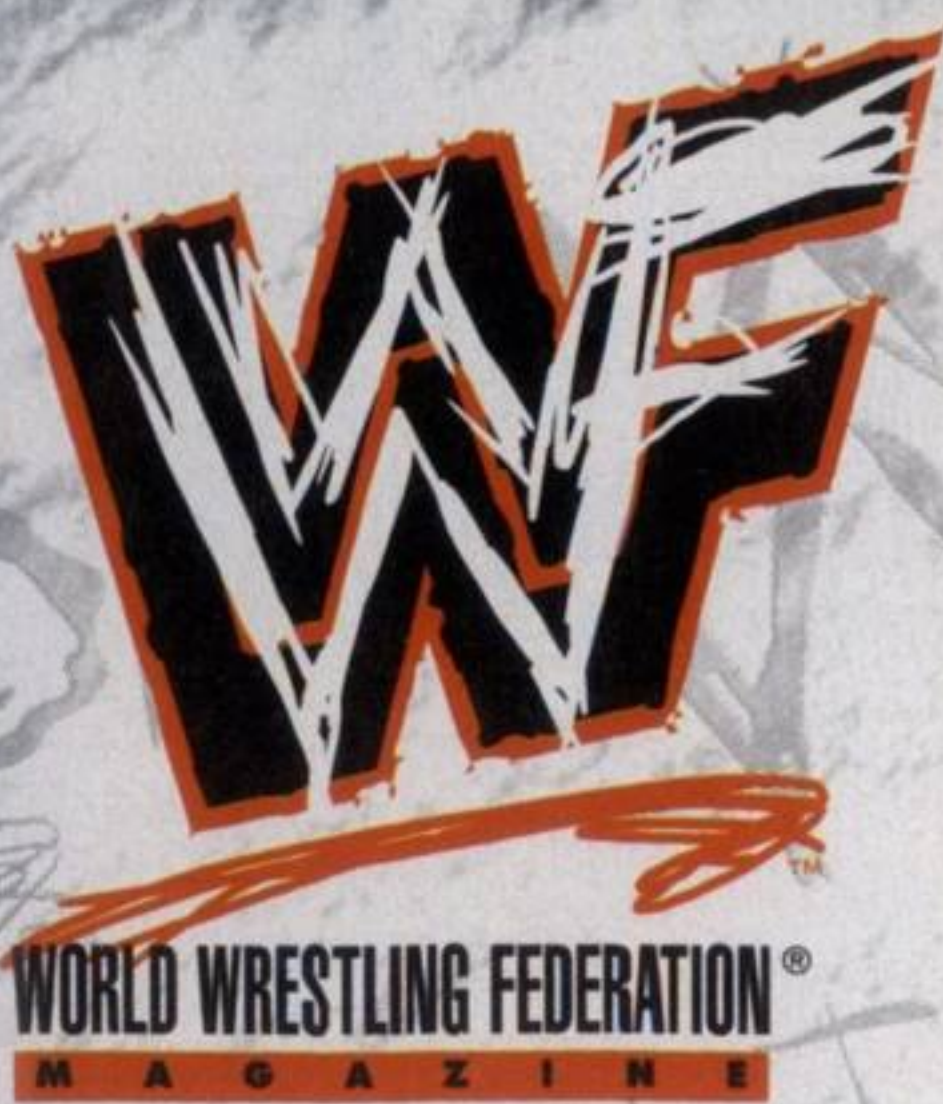
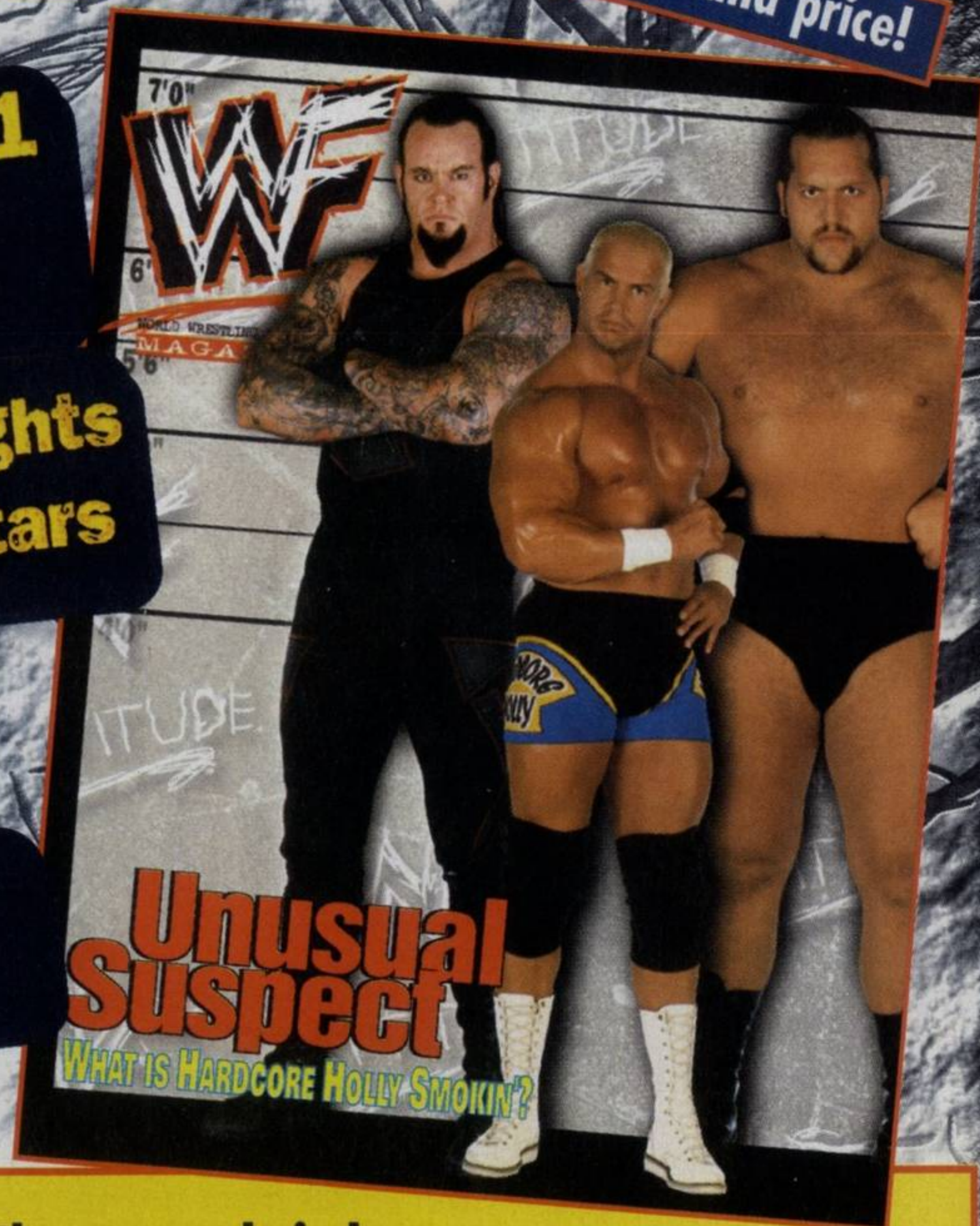
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RAYMAN 2 THE GREAT ESCAPE



BY BOBA FATT

Published by Ubi Soft
\$59.99
Available October
Action/adventure
1 player
ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



Rayman's strafe and auto-aiming functions make the game's combat system intuitive and effective.



PROTIP: Don't let these teeth chomp you! Push forward on the controller, keep firing (ricochet off the walls if necessary), and avoid the obstacles to outpace this munchin' monster.

UBI SOFT'S RAYMAN, an early PlayStation title, was one of that system's sharpest-looking side-scrolling platform games. Now Rayman is busting into 3D on the N64—and he's goin' in high style.

RAY TO THE RESCUE

In Rayman 2, sinister pirates have imprisoned Rayman's friends and smashed the world's magical force into 1000 pieces, or "lums." As Rayman, you must free your pals and collect the lums across some 45 linear worlds. Most levels offer a bonus game if you find all the lums, and in some levels, you must find a minimum number to progress. As the game advances, you'll also return to earlier levels with new powers or items you've acquired that enable you to complete those levels. With clever puzzles, intense action, and intricate plotting, Rayman 2 is compelling at every turn.



PROTIP: This bouncing boss will hurl skulls at you—fire at them to make them freeze, then hop on them and shoot the next one to create a bridge. Face forward to aim accurately.



PROTIP: Pummel this boss by jumping, strafing, and firing. Then, from the bottom of the opposite base, throw the magic spheres to their respective bases.

RAY OF LIGHT

Minimal clipping, no draw-in, and majestic detail means that Rayman 2 is one of the more gorgeous N64 games. Its lush environments feature crisp textures, realistic structures, and incredible special effects, from moody lighting to raging waterfalls and eerie oceans of luscious goo.

Even the characters are amusing and lifelike: Check out the Teensies, who crown a new king after every sentence they utter; Clark, the oafish brute who needs help with a tummy ache; or Globox, who does a funky rain dance before returning to his wife, Uglette.

ROCKIN' RAYMAN

Despite odd mumbles that pass for character voices, Rayman 2's aural delights round out a phenomenally cinematic package that often feels like a cartoon. In particular, the dynamic mood-setting score responds to in-game action by increasing its tempo during battle while the bass-heavy sound effects pound your speakers during the most intense action.

When using Rayman's myriad powers—which range from helicopter ears and power swinging to throwing objects—and during special scenarios in which, for example, you ride live rockets and water-ski, you'll find that Rayman 2's responsive controls wrangle the action beautifully thanks to a subtle, but extremely helpful, auto-aiming feature. Rayman isn't immune, however, to the curse of the 3D platform game: Crummy camera angles occasionally make maneuvering difficult.

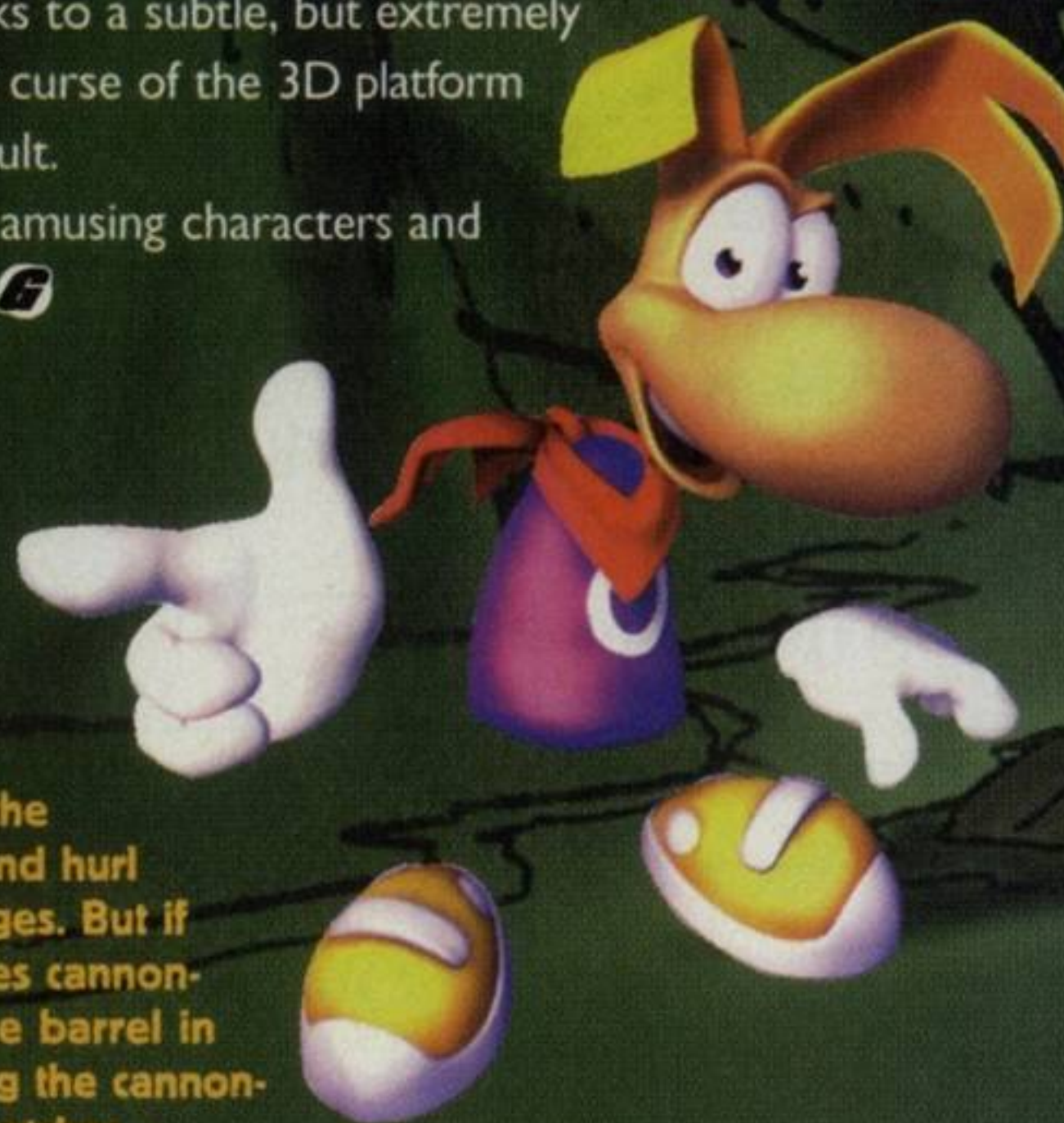
Nevertheless, Rayman 2 is a magnificent, challenging game with amusing characters and stunning environments. This Great Escape really is a great escape.



PROTIP: Once you recover the life vial from the Cave of Bad Dreams, return to Clark and follow him as he smashes through walls in the Pirates' den.



PROTIP: To defeat this vile machine, drag the TNT barrel in and hurl it at the bandages. But if the machine fires cannonballs, juggle the barrel in the air, shooting the cannonballs between catches.



GRAPHICS 5.0

With its eerie environments illustrating a cartoon world under siege; its spectacular lighting, weaponry, and magic effects; and its realistically complex 3D worlds, Rayman 2 is on par with the best-looking N64 games.

SOUND 4.5

Moody, dynamic music that reacts to the in-game action highlights Rayman 2's sound package, but the hushed, indecipherable voices are silly and unnecessary. Still, bass-lovers can get their pulses pounding with this game's sound effects and score.

CONTROL 4.5

Rayman 2's camera sometimes goes kamikaze, creating blind jumps, hiding enemies, or throwing off the otherwise phenomenal auto-aiming feature. Ultimately, however, this simple interface performs beautifully, complementing Rayman's multitude of powers.

FUN FACTOR 5.0

From water-skiing to rocket riding, from whale chasing to spider-fleeing, and from Tarzan-style swinging to... well, camouflaging yourself in a bush, Rayman 2 is a heck of a good time. Its fresh characters, gorgeous environments, and exciting action will engross platform gamers at every turn.

Boof camp for
your thumbs.



Available Thursday October 21, 1999.
Date subject to change.

Get into the game
TARGET



GAUNTLET LEGENDS



BY VICIOUS SID

Published by Midway Home Entertainment

\$54.99

Available October

Action

4 players

ESRB: Teen

GRAPHICS

SOUND

CONTROL

FUN FACTOR



MIDWAY'S N64 PORT of the recent arcade quarter-muncher Gauntlet Legends packs extra levels and features into this remake of the original arcade king. Chock-full of coin-op goodness, Gauntlet Legends will quench your thirst for a lighter, less-filling RPG-flavored hackfest.

MERLIN MANSON

Gauntlet's story revolves around the dastardly wizard Garm, who summons Skorne, a vicious demon and potential evil ally, from the bowels of Hades. Silly Garm. Now Skorne's smashed free of his confines and taken over as ruler supreme. It's up to Sumner, Garm's benevolent brother, and his ragtag group of adventurers to run Skorne's brutal gauntlet one last time.

GO-GO-GADGET GAUNTLET

This will be no easy task. Gauntlet's expansive levels overflow with hundreds of enemies, ranging from ankle-biting rats and blade-swiping grunts to a rampaging chimera. Diabolical spike traps, poison food, unwelcome visits from Death, and other sneaky threats are also prevalent, so watch your step. Thankfully, you have help: Chests and barrels containing roast beef and power-ups are abundant in most levels, and Sumner offers guidance and valuable items for a small price.

Multiple character classes add welcome strategy: A brutish warrior, a deadly valkyrie, a speedy archer, and a shriveled yet devastating wizard are at your disposal. Additional personages, weapons, and quests are up for grabs during the course of the game. In other words, you'll be plenty busy hacking creatures to bits with swords and spells in a frenzy of pure arcade combat.

If you're up to this sizable challenge, you'll be happy to know that your N64 is, too. Dark, ominous clouds streak across the sky, light-sourcing effects send orbs of color whirling down

dank corridors—it's a feast for the eyes. There's no dessert served, however, as the camera's wide lens is extremely limited, and some textures appear a bit rough. Still, it's an excellent graphical achievement.

Classic Gauntlet intonations such as "Save keys to open doors!" and "Warrior is about to die!" add atmosphere and humor to an already captivating game. If only the stock effects, oddly limited to muted punching sounds, weren't so mind-numbingly repetitive.

THE LITTLE LEGEND THAT COULD

Gauntlet Legends is not perfect by any stretch of the imagination, but it's an impressive port of a polished arcade game that manages to cram in some extra playability to boot. If role-playing with an arcade twist lights your fire, you'll combust with Gauntlet Legends. **G**

▶ **PROTIP:** Use sniping tactics to defeat rock golems. Evade their grasp until you wear them down to gravel or until you build up enough energy to smash their stony butts with a turbo attack.



PROTIP: Teamwork is an asset on most levels, but Gauntlet's difficulty increases with extra players, so it's usually better to fight bosses one-on-one.



PROTIP: Inspect the area whenever you're stuck. Blast walls, dirt mounds, and suspicious architecture—you'll usually find a secret key or switch.



PROTIP: To win the Minotaur character at the end of World One, Level Three, use the agile archer, activate an extra speed power-up, and dash through the maze while collecting all the coins.



PROTIP: Conserve your turbo attacks for tough battles. Save valuable magic potions for emergencies and "near Death" encounters. Use your fire breath or amulets when you're trapped in corners.



PROTIP: Although the ice axe found in World Two's Castle Armory will chill the World One dragon boss, you don't need it. Activate Triple-Shot, stand in the extreme lower right-hand corner, and blast him.



GRAPHICS 4.0

Gauntlet Legends' colorful special effects, vast enemy hordes, and respectable frame rates please the eye. Fuzzy textures, a temperamental camera, and pedestrian monster designs slightly lessen the appeal.

SOUND 3.5

With an appropriately heroic soundtrack and extremely effective voice-overs, Gauntlet initially seems to be an audio masterpiece. Sadly, anemic sound effects and muddy sampling mar an otherwise fine effort.

CONTROL 4.0

Gauntlet makes admirable use of the N64 analog stick, but inventory management is hairy during combat. Fortunately, the simple controls respond smoothly even in tight situations.

FUN FACTOR 4.5

Minor quibbles aside, Gauntlet Legends is a must-have title. Faithful fans of the original arcade games finally have fresh prey to sink their teeth into, while N64 players new to the franchise will worship the depth and playability of this modernized classic.

The first blast wiped out your Space Center.
 In just 3 hours, the high-tech weapons
 satellite will strike again...It's your job to
 make sure that it doesn't.



"Explosive
 N64
 adventure"
 ...Nintendo Power



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- ⊕ Rumble Pak Support

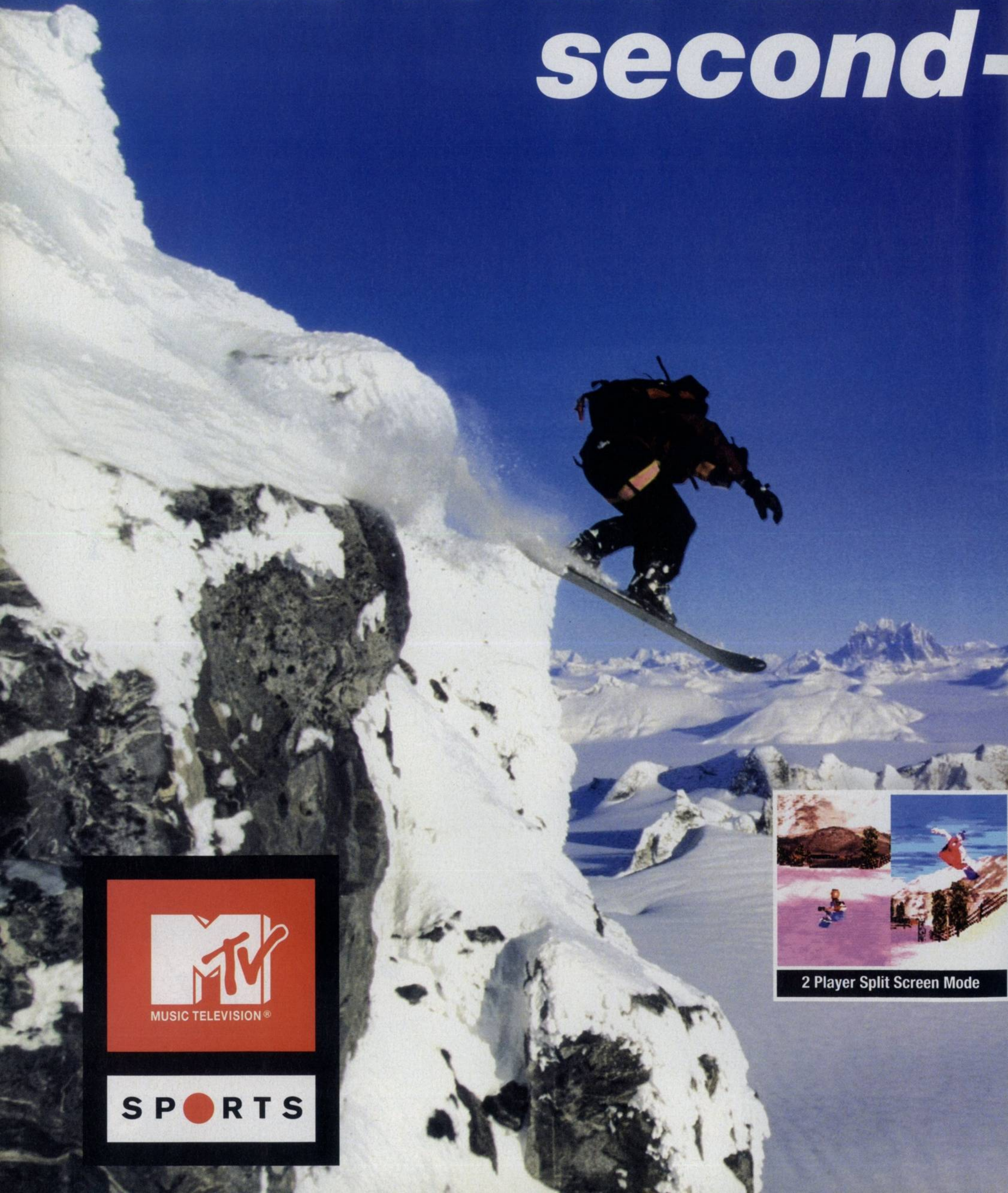
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including music performed by
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SEQUELS THAT ARRIVE almost on the tail of their predecessors often have a slapped-together look and rarely do justice to the original. *BattleTanx: Global Assault*, however, follows up last winter's *BattleTanx* nicely with better graphics, expanded gameplay, and tons more tanks for greater destruction.

TANX AGAIN

The story takes place a few years after the apocalyptic madness of the first game. Griffin Spade (David's little brother) and his fiancée, Madison, got hitched and have a young son, Brandon, who is beginning to show signs of the Edge—the power Spade and his wife also share. As Spade, your primary goal is to protect Brandon; secondary goals include blowing up truck stops, destroying drive-ins, and wiping European cities off the map.

The single-player mode is more involved than the original's: Instead of knocking everything to the ground and demolishing anything that moves, sometimes you



PROTIP: Use your Edge power sparingly. At first it'll just stun enemies, but later you can control them. Very nice.



PROTIP: Blow up everything. You'll find power-ups inside buildings, cars, small cities, and more.



PROTIP: A teleporter will get you out of trouble quickly.



GRAPHICS

4.5

BattleTanx: Global Assault's visuals are much sharper than those in the original game—and the fog has also backed off, letting you see the details of distant buildings trembling and tumbling from your blasts.

SOUND

4.5

The thundering booms and a heavy score get the adrenaline pumping. There's still no sign of screaming extras, unfortunately, although enemy tanks explode skyward and chunks of metal drop around you with appropriate clinks and clunks.

CONTROL

4.0

The controls are the same as in the original, but noticeably missing is the Gunner mode—you can't even program the keys for separate control of the tank and turret. On the plus side, Arcade mode works well: The turret turns before the tank does.

FUN FACTOR

4.5

This sequel to last year's button-mashing tank blastfest is even more fun than the first. Destroying large bits of the planet is a blast, especially with a buddy at your side in co-op mode.



BY ASH

- Published by 3DO
- \$49.99
- Available October
- Action
- 4 players
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR



BATTLE TANX GLOBAL ASSAULT



PROTIP: After you've deployed the nuke, drive away. Fast.



PROTIP: Smaller tanks might run circles around your Goliath, but nothing beats him for sheer stomping power.



PROTIP: As in the original, you hold the reins on the guided missiles—they're a great way to get those boats off your back.



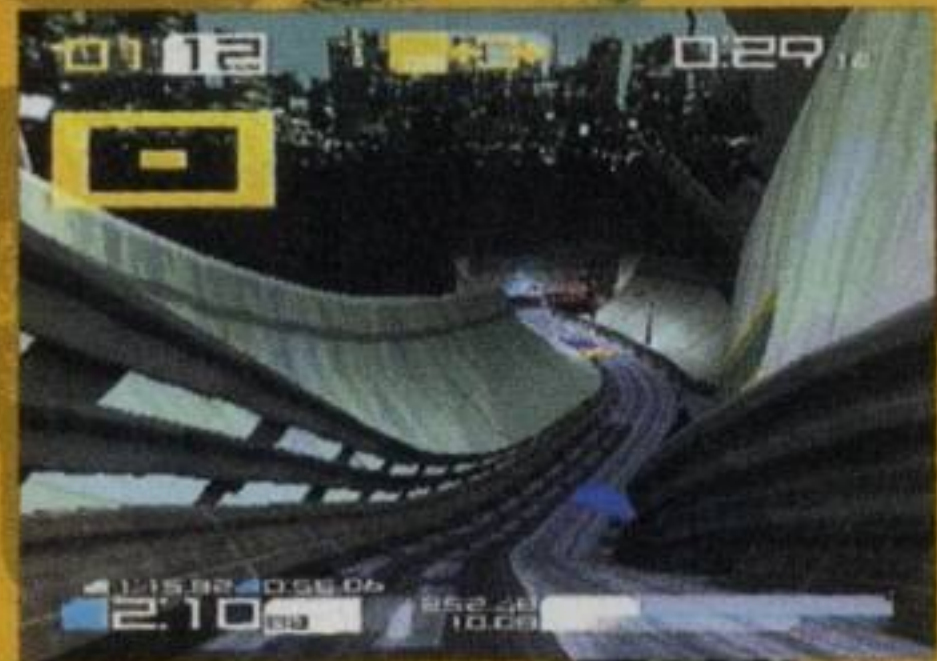
PROTIP: Don't venture into dead ends with enemies on your tail. You'll look like Austin Powers trying to back out.

wipeout
presents:

vehicular mindsluqhter

featuring the mega mall
death spiral track

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wipeout 3

"THE ULTIMATE ANTI-GRAVITY RACER"



0144

0132

0142

0129

0215

0215

0215



BY DAN ELEKTRO

- Published by THQ
- \$49.99
- Available now
- Racing
- 4 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



DESTRUCTION DERBY 64

HERE'S A BREATH of fresh carbon monoxide: a lap-based racing game that rewards you for wrecking your own ride—as long as you destroy the others first! Destruction Derby 64 fiddles with the rules just enough to create a familiar yet surprisingly fresh take on race combat.



PROTIP: As soon as you unlock bonus cars like the Street Rocket, use them—they're far better than the stock racers.



PROTIP: Don't give up when you run out of time—you can roll a long, long way and still reach a checkpoint after the dock's expired.

familiar hyper-happy announcer, but quips like "Get the jaws of life!" and "This reminds me of rush hour in L.A.!" earn a giggle. The control varies by car, yet each vehicle responds well enough to the controller, so it isn't hard to switch between them.

Break Stuff

While the initial vehicles differ only in paint jobs, winning performances unlock a dozen new cars. Plus, the computer ain't stupid—the A.I. cars will intentionally swerve out of your way, making every joust a twitchy battle of nerves.

Destruction Derby 64 is a little rough around the edges (and it's just a tad too easy), but scores points for its original take and straightforward, fun smash-em-up gameplay. With four-player support, hidden cars, and plenty of tracks, there's enough here to keep you interested for a while. **G**

Crash & Earn

Unlike other N64 racers, Destruction Derby 64 requires you to trash your car—just completely collide it into the competition until the chassis bursts into flames. These races aren't won by finishing laps, but by finishing other players. You'll earn points by damaging your fellow racers, often head-on; the more havoc, the higher your rankings.

Some tracks are arenas, others are checkpoint-based circuits—and on circuits, half the competitors drive one direction, while half go the opposite way. The inevitable debris-filled consequences can net you big points. There's a collision-free time-trial mode for speed freaks, too—but who cares?

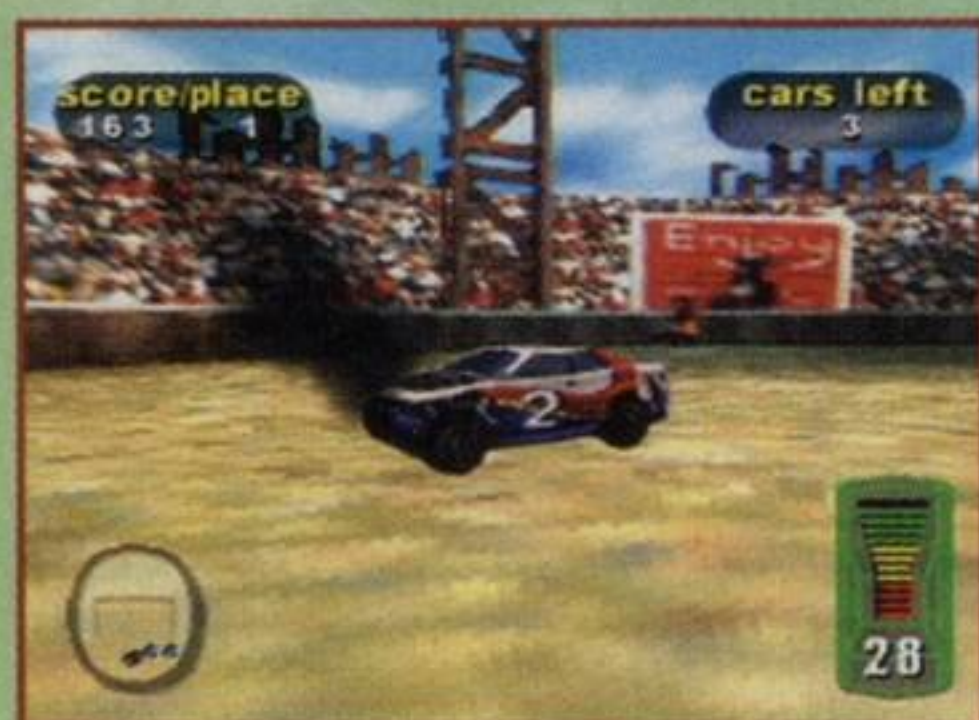
Do You Smell Smoke?

Graphically, DD64 doesn't thrill, but it certainly won't disappoint. Textures are smooth and fairly detailed, though a little muted and fuzzy. The lens flare generally gets in the way, and the atmospheric shafts of light coming in through holes in tunnels often look like solid columns.

DD64 offers mediocre engine growls and pretty poor music—disappointing pseudo-techno filler that you'll want to disable. There's also an all-too-



PROTIP: Save your front end when possible. Slam on the handbrake to plow into enemies with the side of your car.



PROTIP: When a car starts spewing black smoke, go in for the kill. One sharp shot will take them out.



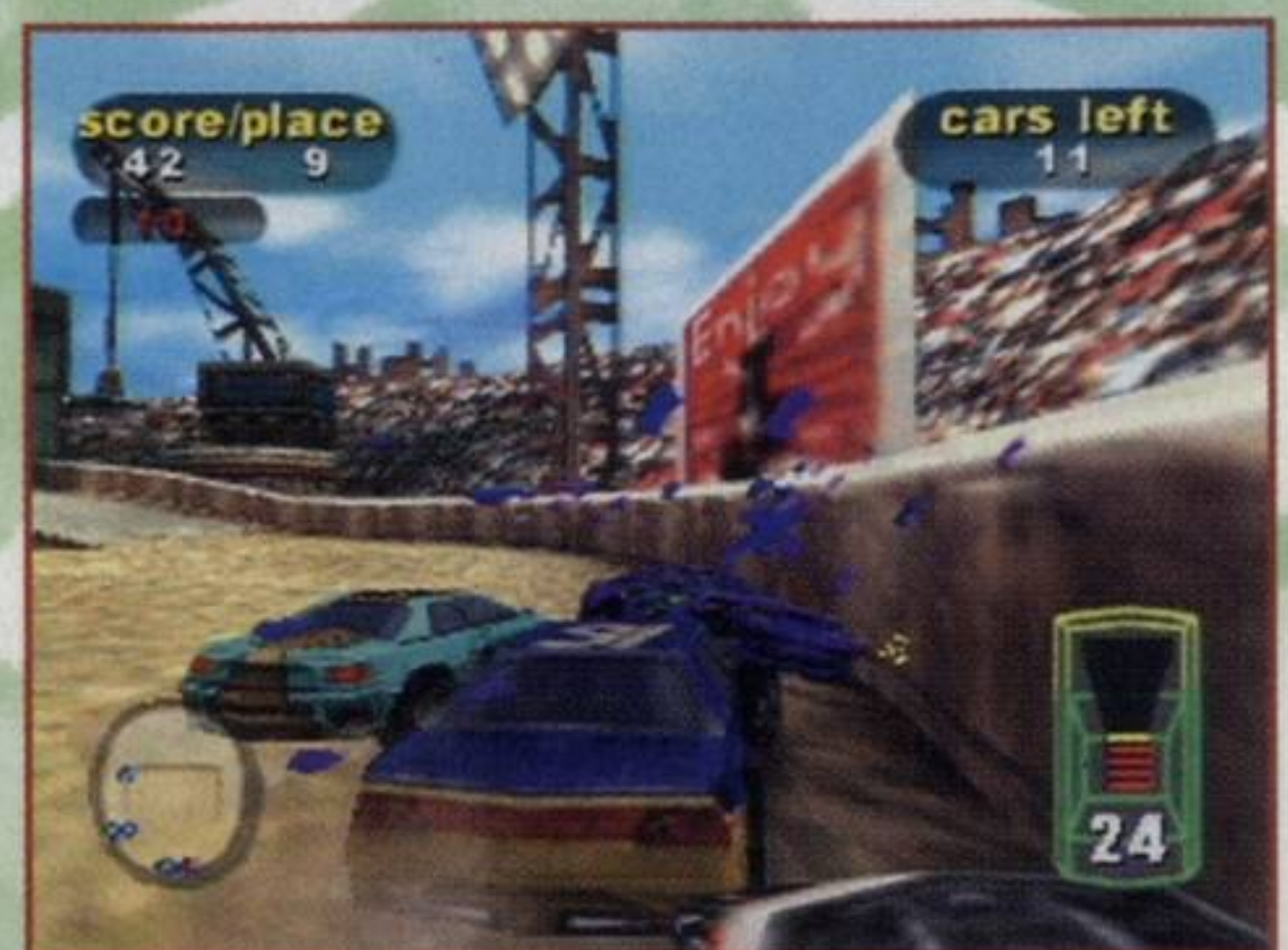
PROTIP: Turn too wide, and you'll almost always miss the other cars. Stick to the middle inside of curves.



PROTIP: Take shortcuts only when trying to find a clear path to a checkpoint or when trying to leapfrog the pack.



PROTIP: Unless you're in a high-durability car, such as the pickup, don't tap opponents at slow speeds. Save your vehicle for full-force head-on collisions.



PROTIP: To build up speed before joining pile-ons, stick to the outside edge on arenas like The Junkyard and Ground Zero.

GRAPHICS 4.0

The darn lens flare gets in the way on sunny tracks, but decent track detail and varied paint jobs keep things interesting. Also, Destruction Derby 64 earns those magical, rarely heard words: no pop-up.

SOUND 3.5

The three standard racing-game flaws apply to DD64: tame engine growls, an annoying techno soundtrack, and an announcer who's hopped up on goofballs. A few one-liners are funny, though, and the crushing car effects are sweet.

CONTROL 4.0

The handling differs between car types, but for the most part, the analog stick responds well. The handbrake enables powerslides and quick 180-degree turns—great in arena matches.

FUN FACTOR 4.0

Face it—it's fun smashing cars to bits! Destruction Derby 64 delivers as much automotive carnage as you could hope to get without weapons strapped to the hood. Enjoyable multiplayer games, sharp physics, and a challenging A.I. make this one worth the test drive.



Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.



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NON-INTERRUPTED GAMEPLAY for more intense action and debilitating power. Comes in handy for the **THREE RUTHLESS MERCENARIES** whose destinies you control.

fear effect

It can recognize your fear. Can you?



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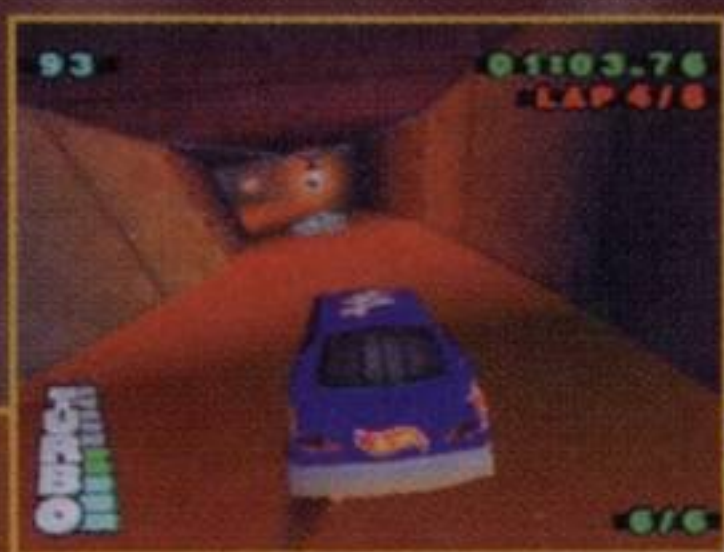


HOT WHEELS TURBO RACING

► **PROTIP:** The most balanced car in the first selection is the Sweet 16 II.



► **PROTIP:** In the R.M. Test Track, look for this mystery-car icon in a secret passage in the reptile's mouth.



► **PROTIP:** Stunts slow you down, so if you're in the lead, keep the pedal to the metal and jump safely.



BECAUSE JUST ABOUT everybody has tossed, smashed, crashed, and bashed Hot Wheels cars at some point in their lives, EA has put the die-cast duelers to work in a game that suits their lightweight legacy. Hot Wheels Turbo Racing, however, is a heavy-weight when it comes to gameplay.

Hot Wheelies and Mega Mayhem

HWTR lets you choose from 40 of the coolest Hot Wheels cars, although you'll have to unlock most of them by winning tournaments and finding hidden "mystery car" icons. There are several competition modes: practice, racing tourneys, stunt, and high-performance split-screen multiplayer matchups. Six tracks compose the initial challenge, but you'll find several more as you progress through the game.

In HWTR, you earn turbo boosts by performing airborne stunts that combine hurtling end-over-end, barrel rolling, and helicopter spinning. Though the interface is overly complicated, it smoothly shifts to airborne mode to accommodate your stunts. The inertia when taking off, however, is jarring, which makes it hard to predict how your car will respond to commands.

Loop and Burn Rubber

Despite some moderate clipping, HWTR's fast and furious visuals catapult your highly detailed cars through magnificently complex tracks that place Hot Wheels-style rubber loops in realistic environments. The course-specific hard-rock tunes are fairly bland but take a back seat to HWTR's roaring engines and rubber-mourning screeches. This game's overall audio/visual package would make any wheels hot!

If you've ever tossed a Hot Wheels car through the air and wondered what it'd be like to be inside during the ensuing crash, check out Hot Wheels Turbo Racing for the answer. One more eternal question has been answered by modern technology. **G**



BY BOBA FATT

- Published by Electronic Arts
- \$59.99
- Available now
- Stunt racing
- 2 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



► **PROTIP:** In the Helicrash track, turbo through this wall at the dead end to grab a mystery-car icon.

STAR CRAFT 64



► **PROTIP:** Double up on your important factories, such as barracks. Building units quickly is the key to keeping up with the Zerg.

Of course, StarCraft 64 required some changes from the PC game—and that's where the trouble begins. The average graphics communicate the look of the PC version, but without providing the "oomph" needed to impress the casual N64 player. The sound effects are fine, but the background music becomes annoying after a half-hour of the same looping synthesizer riff. The worst problem is that the analog joystick will never be as precise as the mouse, so you spend more time trying to select a unit than telling it where to go.

WARNING: HULL BREACH IMMINENT

If you're a fan of real-time strategy games and don't have a PC, then you'll enjoy StarCraft 64. If you have a decent PC, however, there's really no good reason to play the Nintendo 64 version: It has almost everything the PC version offers, but none of the playability and excitement of its predecessor. Unfortunately, that's half the battle. **G**

FINALLY, N64 OWNERS can experience the game that PC gamers have been screaming about for months. Unfortunately, StarCraft 64 has lost a bit in the translation.

three-way shoutin' match

In the distant future, three races fight for survival and control. Over the course of StarCraft's more than 50 missions, you'll play as the human-like Terrans, the insectoid Zerg, and the powerful Protoss, building your small group of soldiers into fearsome military presences in classic real-time strategy style.

This well-developed premise is virtually the same as in the popular PC version.



BY THE FRESHMAN

- Published by Nintendo
- \$59.99
- Available October
- Real-time strategy
- 2 players
- ESRB: Teen

GRAPHICS SOUND CONTROL FUN FACTOR



► **PROTIP:** In the corridor missions, be on the lookout for traps.



◀ **PROTIP:** Build your bunkers and missile silos close together. The silos can defend the bunkers from air attacks, and the marines in the bunkers can protect against ground assaults.

► **PROTIP:** Early in the game, create a massive army of Zerglings and set them against your enemies before they can amass their own troops.



Licensed to
Thrill!



\$39.99

Available Thursday, October 14, 1999.
Date subject to change.

Get into the game
TARGET



THE DEVIL IS AMONG US
AND YOUR DOOM AWAITS



GAMBLERS AND THIEVES
WILL TEMPT AND ROB YOU.



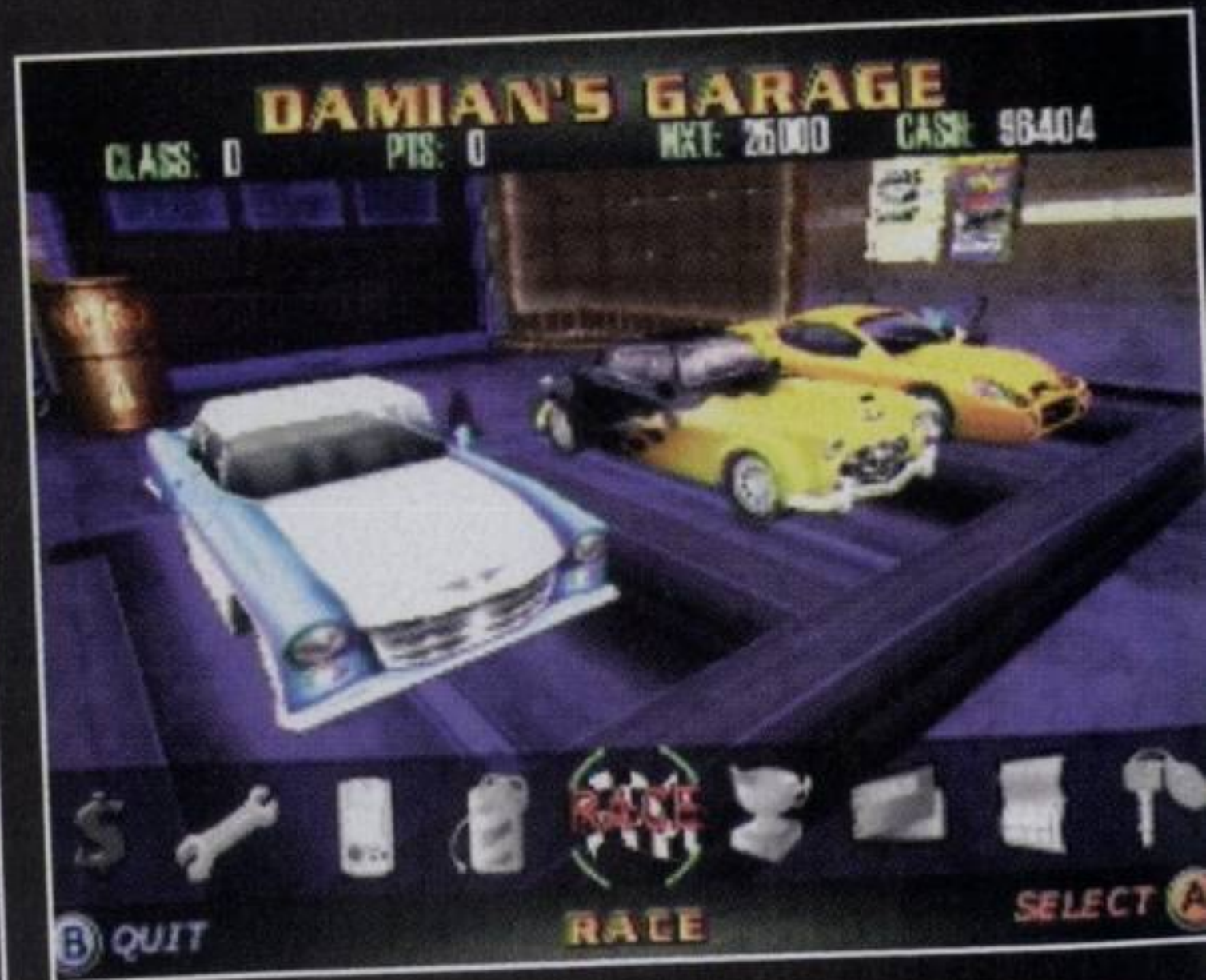
DEMONS AND DISASTER
WILL REIGN VENGEANCE UPON YOU.



YOUR FAST CARS AND EASY MONEY
WILL NOT SAVE YOU.



FOR WHEN YOU DEAL WITH THE DEVIL
THE DEVIL WILL DEAL WITH YOU.

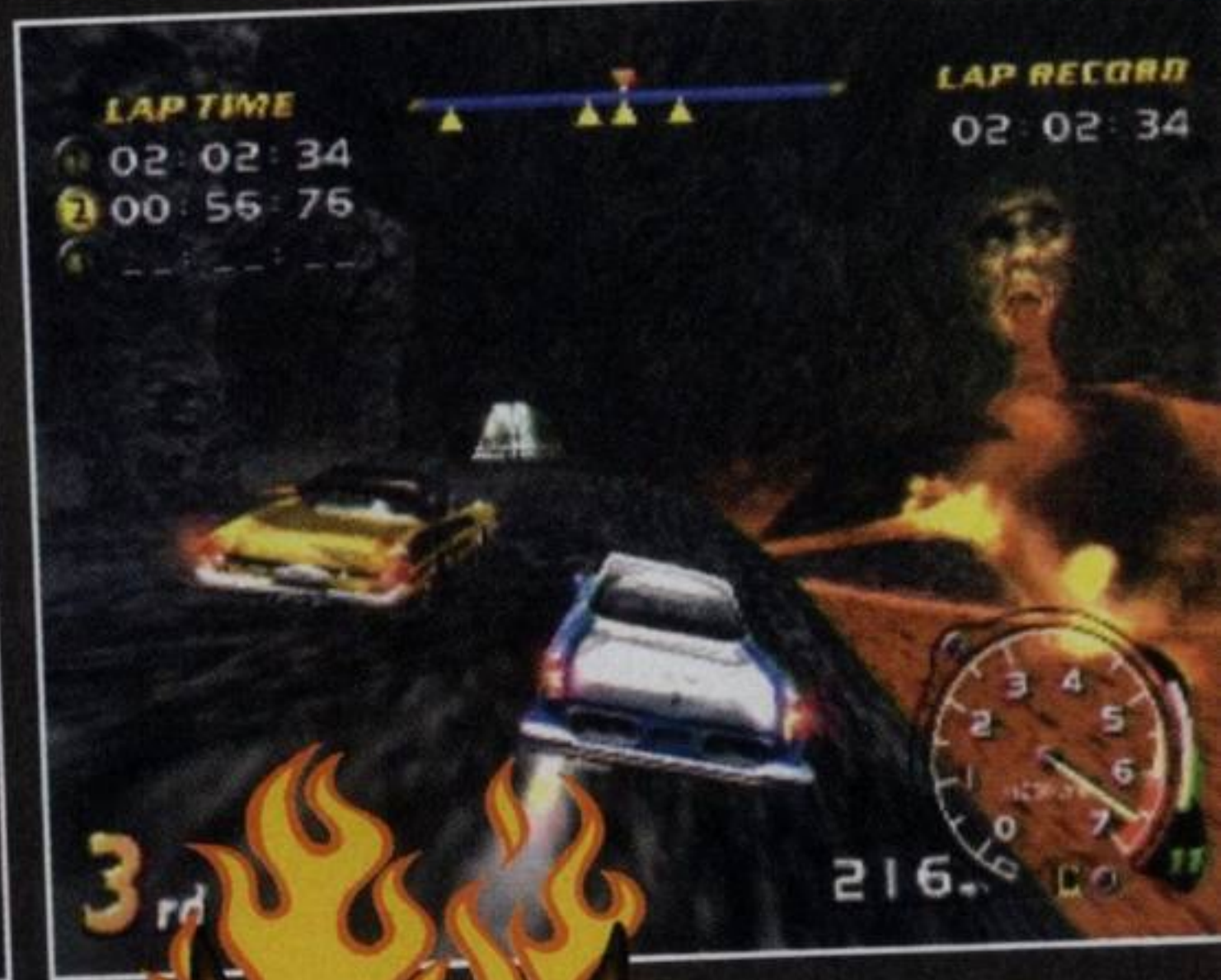
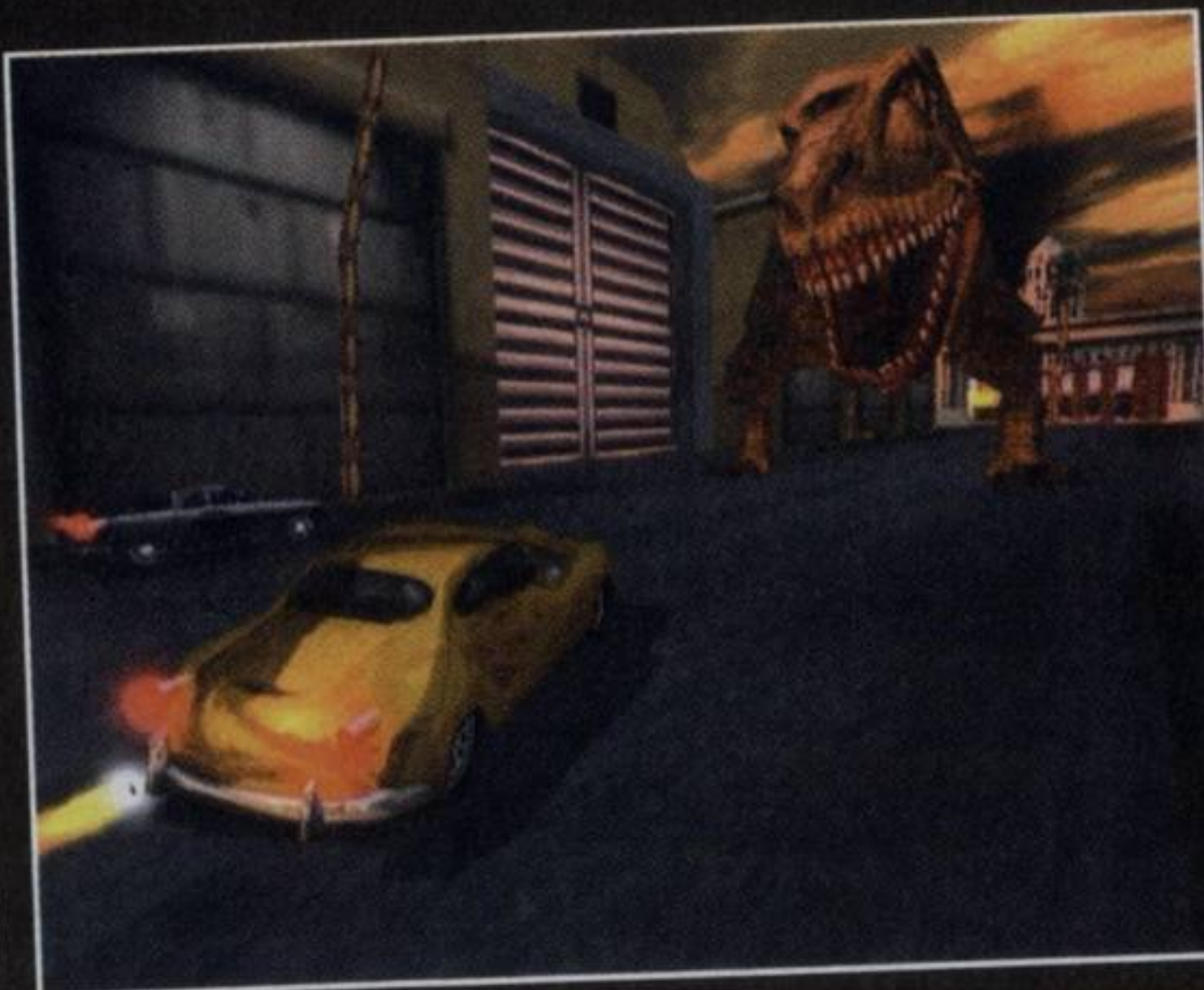


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ROCK STAR
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UmJammer LAMMY



Where Lammy goes, mosh pits follow. She's the guitar-slinging megastar of Um Jammer Lammy, the new rock video game. Problem is, she's late for her big gig with Milk Can, her all-grrrl band. Save the day by jamming to rock, punk, pop and other killer riffs. It's brought to you by the makers of Parappa the Rapper. You can even take on another player. Heck, you might even score groupies out of this.



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www.playstation.com



BY DAN ELEKTRO

- Published by Capcom
- \$44.99
- Available now
- Fighting
- 3 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	4.5

STREET FIGHTER ALPHA 3



PROTIP: It's worth replaying stages in World Tour mode to build your fighter's "-ism" level and to unlock new moves.



PROTIP: Follow E. Honda's Sumo Torpedo charge (charge ← for two seconds, then simultaneously tap → and Punch) with a Hundred-Hand Slap (tap Punch rapidly).

STREET FIGHTER'S BACK in fine fashion for its Dreamcast debut—and if this behemoth collection doesn't satisfy your hunger for 2D brawling action, nothing will.

Fight club

It's Street Fighter, so you know the drill: one-on-one, hand-to-hand, man-to-man brawling with styles that range from pro wrestling to martial arts. A whopping 33 fighters put up their dukes this time, including the coin-op newcomers R. Mika and Karin, as well as fresh-out-of-storage characters, such as Fei Long, Dee Jay, and Guile.

The Dreamcast delivers flawless animation, extremely fast gameplay, and brisk loading times; likewise, all the effects and music sound digitally pure. The controls are responsive, but executing the moves is more comfortable with a deluxe joystick; after all, everything else is arcade accurate.

RYU À LA mode

There are plenty of ways to go about brutalizing your opponents: Arcade mode, World Tour mode, Survival mode, you name it. If you need to brush up on your skills, the training stages will provide all the workout you need.

One of the more interesting modes not found in the arcade version is Dramatic Battle mode, which would be more accurately titled "Two Guys Gang Up and Beat the Snot Out of a Third" mode. It's definitely fun, but you can't help wonder what a full four-player brawl would be like.

the brawl with it all

Street Fighter Alpha 3's unique "-ism" system (see sidebar "Know Your '-isms'"), combined with the sheer number of characters, ensures that it'll be months before you master all this fighting game has to offer. This title may not be revolutionary, but it is exhaustively complete.

Note: This review was based on a boxed Japanese version of the game that Capcom reports will be identical to the U.S. version.



PROTIP: Evil Ryu's Teleport (motion → ↓ ↘ and press all three kick or punch buttons) is a great way to get out of a jam; follow it with a Hurricane Kick for a backside surprise.



PROTIP: In Dramatic Battle mode, put one fighter on either side of the screen and surround your solitary opponent whenever possible.

GRAPHICS 5.0

This looks as good as Street Fighter's 2D visuals have ever looked. A rich color palette and super-fast frame rates make this one arcade perfect.

SOUND 4.5

Sure, the smacks sound great and the voices are crisp, but that hyperactive, cheesy announcer is a total loser. Shut up so we can hear people yellin' out battle cries and beatin' on each other!

CONTROL 4.5

Digital or analog, your choice; either way, the Dreamcast pad feels a little oversensitive—and you might find yourself jumping instead of blocking. You'll get that perfect arcade feel with a deluxe joystick, though.

FUN FACTOR 4.5

As always, Street Fighter is a technician's dream—lots of rewarding combos for the truly skilled. Plus, Mortal mashers can still find fun in the game's multiple play modes. At least rent it to see Street Fighter Alpha 3 in all its coin-op glory.

KNOW YOUR "-ISMS"

The key to victory in SFA3 is choosing the fighting style—called an "-ism" in the game—that matches your technique preferences. The X-ism "simple" style (red) is a single power bar: Fill it all at once to use all at once, and repeat.



V-ism vs. X-ism: Which is better? It depends on the fighting style.

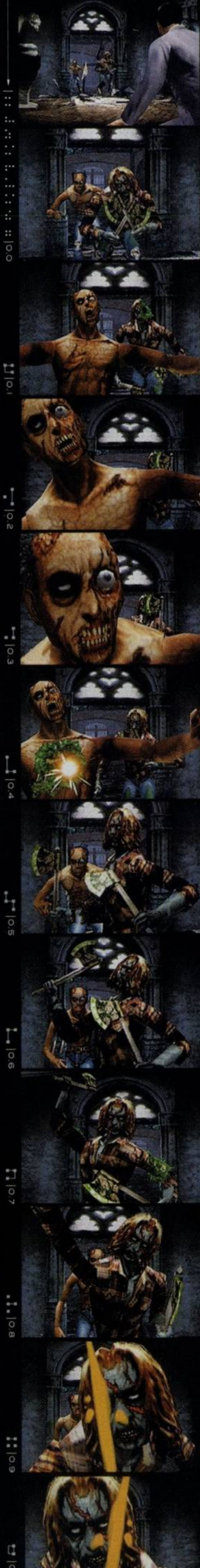
The A-ism "standard Alpha" style (green) gives three levels of power, as in Capcom's Marvel fighting games: Each of the three levels enables an additional attack. The V-ism "variable" style (blue) enables a custom combo system: With certain button presses, your character goes into a Shadow Combo mode that allows serious, devastating linked combos.

Which one's the best? Because some moves are available only in certain "-isms," it's best to play and find out what works for you.



Super move endings reflect the color of the -ism you've chosen.

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BRAIN HUNGRY ZOMBIES

THE HOUSE OF THE DEAD 2

Sega Dreamcast

IT'S THINKING

APPARENTLY YOU'D RATHER SUCK HATCHET

new characters travel branching paths on 6 intense levels for ultimate replayability to confront over 20 kinds of mutants with hatchets, chainsaws and razor sharp teeth. check your shorts for cake. :: sega.com





RIDING A HOVERBOARD has never been so gratifying. Starring terrific visuals, music that raves with each ride, and an ensemble of stunts, TrickStyle for the Dreamcast is a boarder's heaven.

Urbanomics

It's the future: Earth is in a state of bliss and life has become easy for much of the population. The young, however, are restless; they've taken to the streets, surfing the city limits. The goal for these "urban surfers" is to seek glamour and social status by winning races and performing insane tricks.

From the beginning, players will notice the wonderful depth of TrickStyle's graphics. Each track is finely detailed, characters are clearly distinguished by their appearance, and backgrounds possess an exuberance of color glistening at every turn.

Each ride is also bolstered by a soundtrack that will make your head sway with each beat. From practice runs to actual races, the techno music will make you wish the urban surfing would never end. The small blurbs your opponents yell at you as they pass become bothersome, but you can always turn them off.



PROTIP: Go into a Boogie Drill on vertical turns to avoid getting bumped by your opponents.



PROTIP: Don't forget to press the Accelerate button just before you land. You'll stick it safely every time.



PROTIP: On the first track of USA, look for a shortcut just to the right of this tree. If you stick the landing, you'll be way ahead of the pack.

TRICKSTYLE



BY FOUR-EYED DRAGON

- Published by Acclaim
- \$49.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.0	5.0

A Controlling Style

A mix of today's skateboard stunts and futuristic hoverboard tricks makes up the game's library of moves. Unfortunately, executing combinations with the game's 40 stunts is tedious. Slow button response limits characters to performing simple combos one at a time. Pulling off individual tricks, however, is easy.

Maneuvering your character through races is also a snap. The analog stick works perfectly in every turn, while each character and board are clearly recognizable by their skills and hoverboarding style.

The Next Wave of Surfing

TrickStyle is an instant classic. Skateboarders will enjoy doing mad stunts, and the slick courses and quick boards will mesmerize race fans. Urban surfing has never been better!



PROTIP: The best way to win a Switching Globe Challenge is to follow the guide and see what he touches first.



PROTIP: This is one Style that won't go out of fashion!



PROTIP: Don't be afraid to race on the side of tunnels. Sometimes they're quicker than the regular path.



PROTIP: For a fast start, press the Accelerate button as soon as the "1" is about to disappear, then immediately go into a Speed Luge.



PROTIP: Bust 1080's throughout an entire course for huge trickstyle points.

GRAPHICS 5.0

The graphics are this game's highlight. Backdrops are beautifully drawn, tracks gleam with a kaleidoscope of colors, and the lighting effects from speeding boards are phenomenally iridescent.

SOUND 4.5

A combination of techno and dance music rages through each level with a strong, pulsating rhythm. Thankfully, it also overpowers the annoying voices of your opponents as they ride by.

CONTROL 4.0

It's difficult to pull off multiple tricks because button response is surprisingly slow. Directing your racer on the track, however, feels smooth and doesn't require much concentration.

FUN FACTOR 5.0

Despite its faltering controls, TrickStyle still moves strong. Combined with a potent soundtrack, remarkable visuals, and an overflow of crazy tricks, this stunt-based racer will be hard to defeat on the Dreamcast.

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BY FOUR-EYED DRAGON

- Published by Sega
- \$39.99
- Available October
- Fishing
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	5.0

SEGA BASS FISHING is a video game angler's dream come true compared to the mediocre school of fishing titles that has recently surfaced on the consoles. Swift gameplay, ample strategy, and slick graphics help this Bass weigh in at the top of its class.

Catch of the Day

SBF's visuals will hypnotize gamers. Water is beautifully transparent with realistic ripples, and the various creatures, including the prized bass, swim gracefully. There is also a huge variety of locales showing deep and shallow points where you can cast, while weather conditions and the passing of time look real and actually affect your fishing.

Even more impressive are the various lures you must use to catch the elusive bass. Each one is shaped and moves like its real-life counterpart.

A Lure Like No Other

Controlling your bait is a cinch. Using the analog stick, you can twitch, shake, and reel-and-stop your lures to cleverly seduce the super-sized swimmers. There's also an easy-to-use practice mode that enables you to hone your skills and master the perfect angling technique. To get the best feel for the game, however, you would be wise to use Sega's fishing controller. Besides vibrating when you've caught a fish, the rod-shaped device also has an authentic-looking reel attached to it.

SBF's sounds surge with quality, too. Slick background noise from insects and a simple, unobtrusive soundtrack hit perfection. Plus, to help you haul in your prize, an informative voice offers quick advice whenever a bass is about to get off the hook.

Hooked on Fishing

Fishing is usually synonymous with long hours of just sitting around waiting for a bite that might never come. Sega Bass Fishing, on the other hand, floods the underrated sport with high-octane excitement so that anyone can appreciate the intricacies of the sport. Even if you've never fished before, SBF is a worthwhile catch.

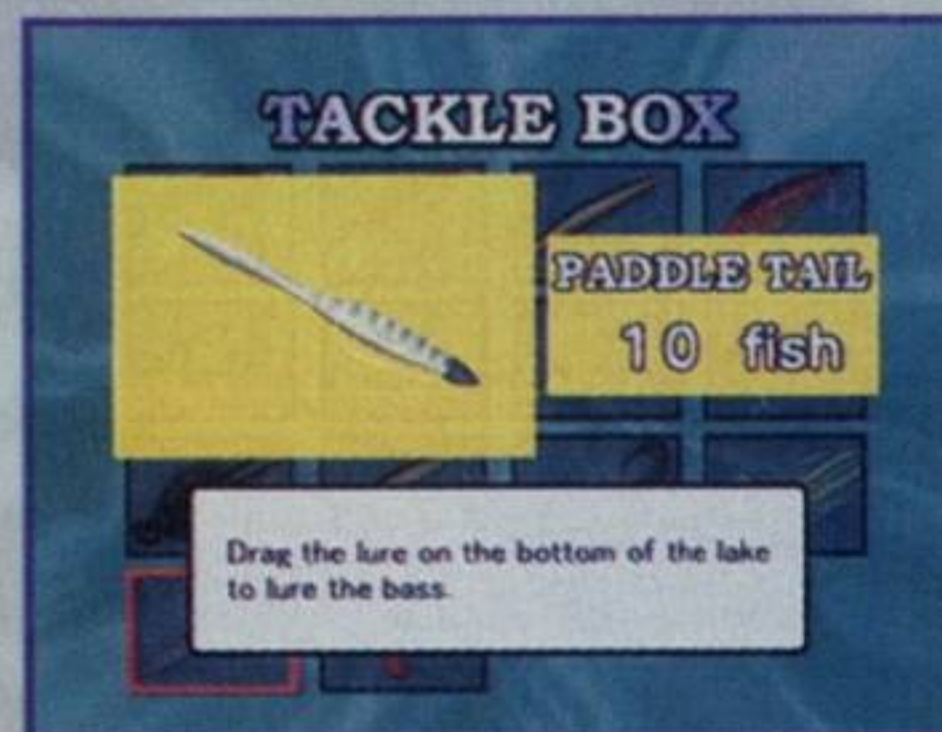
▶ **PROTIP:** To attract bass during sunny afternoons, attach lures that drag the bottom and cast into deep water where there is shade and rocks.



PROTIP: When it's raining, fish tend to be active in shallow areas.



This Bass game tops the scales!



PROTIP: To find out about any lures you've acquired from the last stage, go to the tacklebox.



SEGA Bass Fishing



PROTIP: Wondering how to use particular lures? Look at the demo screens for the best lessons.



PROTIP: When line tension is high, stop reeling in the fish. As the tension lowers, jerk up the pole, then immediately lower it and start reeling again.

◀ **PROTIP:** The Grub is the best lure to use on Lake Crystaldeew.



PROTIP: At Lake Paradise, the Popper bait is great to use during both the mornings and the nights.

GRAPHICS 4.5

Sharp visuals realistically depict such things as the fish swimming away from unappealing lures, casting into diverse areas, and underwater creatures swimming. A perfect score was hindered by periodic breakup in the environment and limited camera angles.

SOUND 5.0

Helpful advice comes at the right time, while the music is upbeat and adds to the overall ambiance of your fishing adventure. The cricket serenades in the background and the splashing of hungry fish round out the great audio effects.

CONTROL 4.5

The game works fine with the normal control pad, but for a true fishing experience, use Sega's fishing controller that comes with a reel on its side. Unfortunately, this cool peripheral is set up for lefties, so right-handed casters might feel a little awkward using it.

FUN FACTOR 5.0

The first of its kind for the Dreamcast, Sega Bass Fishing is a must for everyone. Even if fishing sounds dull to you, this game's fast arcade action and involving strategy will lure any gamer into a fishing frenzy.

Exercise your muscle to EXORCISE their souls

SOUL FIGHTER™

魂

An evil curse has fallen on the kingdom of Gomar, turning it's inhabitants into vicious creatures. A fearless warrior, female spy and powerful wizard have escaped the fate of their fellow villagers. They must now search for and capture souls in order to reverse the curse.

GAME FEATURES:

- ▶ Single player 3D fantasy combat
- ▶ Choice of 3 heroes, each with their own set of weapons and fighting style
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- ▶ Attempt to defeat 5 brutally fierce Bosses



Your enemies will stalk, attack in groups and summon reinforcements, watch out!

Use 1st person perspective for long-distance weapons



Execute combo moves for more effective fighting



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Sega Dreamcast.





Dynamite Cop!



BY MAJOR MIKE

Published by Sega
\$49.95
Available November

Action
2 players
ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.0	4.0



PROTIP: Pay attention between levels. There may be a mini-game.



PROTIP: Use big-bang missiles with caution in the two-player game; if your colleague is nearby, he'll take some of the damage from the blast.

THE DREAMCAST GETS a taste of police brutality with Dynamite Cop, a mindless 3D beat-em-down.

The game has a good cop/bad cop complexion: It's fun initially, but becomes repetitive as you fight wave after wave of enemies imbued with a simple-minded A.I.

Whatcha Gonna Do?

You play as one of three special-forces members sent on a mission to rescue the president's kidnapped daughter...okay, so it isn't the most original premise. Cop's strength is brainless action, which it gleefully delivers—by the truckload. You jump, punch, kick, and shoot your way through levels filled with thugs and other bad-guy slime whose only purpose is to get smacked silly.

Plus, Cop adds some cool techniques to the rote gameplay engine: Almost anything can be used as a weapon, including frozen fish, bread loaves, pool chairs, refrigerators, and more. You can also execute devastating attacks with your bare hands; the most amusing (and violent) of these are the "combination attacks" where you grab an enemy and proceed to break every bone in his body by pressing several buttons in sequence.

Busted!

Cop passes inspection in most categories. The graphics are smooth and clean although marred occasionally by cheesy explosions and awkward polygons. Soundwise, the effects are innocuous and the music is so subtle that you'll hardly even notice it. For the most part, the controls hold their own, but when you're surrounded by multiple enemies, maneuvering to face the one you want is sometimes difficult.

If you're looking for an action game where brainpower takes a backseat to brute force, then walk the Dynamite Cop beat. Others will be satisfied with a rental.



PROTIP: Almost anything can be picked up and used as a weapon—even a peppershaker.

EXPENDABLE



BY MAJOR MIKE

Published by Infogrames
\$39.95
Available now
Action
2 players
ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.0	3.0

EXPENDABLE IS A brain-dead shoot-em-up where the objective is to clear a path through your enemies by using a variety of weaponry. Sound like fun? Sure...but only for the first few levels.

THE NAME SAYS IT ALL

Expendable's plot—the familiar "Earth is invaded by hostile aliens and you're our only hope" scenario—is augmented by big explosions, but marred by repetitive gameplay. Playing from a 3/4-overhead perspective, you run around, collect weapons, blow the H-E-double-hockey-sticks out of waves of attacking aliens, and even rescue a few civilians along the way.

Expendable has no shortage of exotic firepower. You can collect over 15 weapons, including a flamethrower, a missile launcher, and a machine gun. After the third level or so, however, everything looks the same; this, combined with the game's limited gameplay engine, quickly adds up to boredom.

MIXED VISUALS

Expendable's fireworks and carnage make pretty pictures, but some levels are hampered by pop-up problems and are shrouded in fog. Plus, the stationary camera doesn't help; you'll be felled frequently by off-screen assailants and sniper fire.

In the audio department, bland wannabe hard-rock tunes compose the music score while loud sound effects pound away with a plethora of screams and explosions. Competent controls keep you on the move, but precision aiming is nonexistent: You'll end up wasting several rounds trying to peg a single target.

Expendable isn't a bad game, it just isn't a very exciting one. If mindless shooters are your bag, though, it's a great way to kill some time...and nothing more.



PROTIP: Some enemies perched on cliffs can be eliminated only if you shoot them at point-blank range.



PROTIP: When you enter the alien ship, occasionally fire in a 360-degree circle to clear away any enemies trying to sneak up behind you.



PROTIP: Oil drums are volatile. Make sure you're a safe distance away before opening fire.

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Sega Dreamcast

IT'S THINKING

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FINAL FANTASY VIII

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BY THE ROOKIE

- Published by Sega
- \$49.99
- Available now
- Football
- 4 players
- ESRB: Everyone

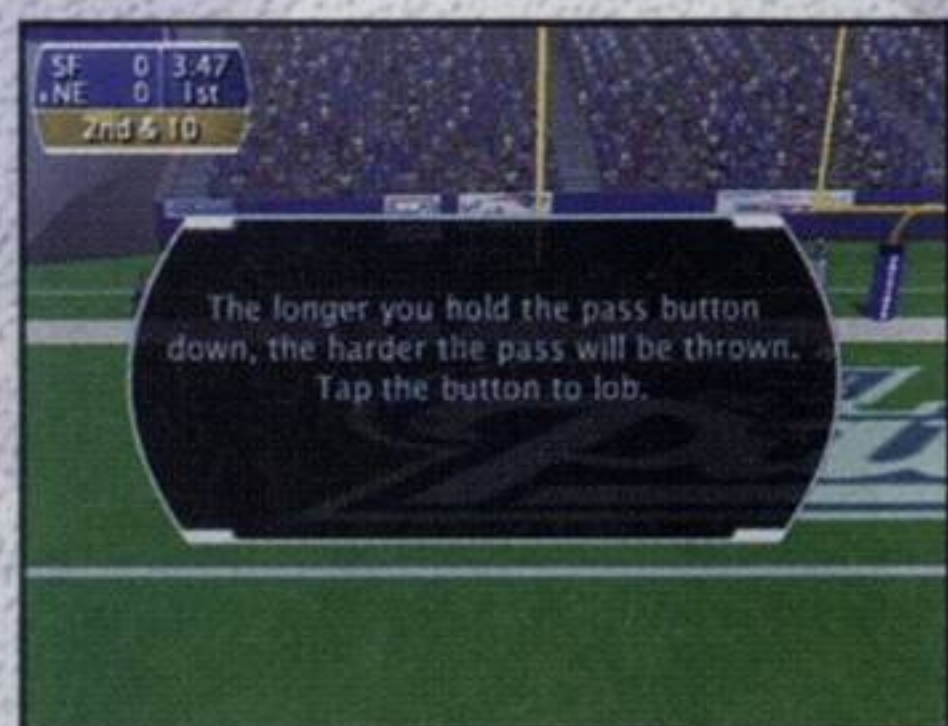
GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.0	4.5

The Football Revolution Is Here

PLATFORM
Dreamcast

SPORT
Football


NFL 2K sports the most realistic, hard-hitting graphics of any football game ever to suit up.



Take advantage of NFL 2K's Tutorial mode to learn the game's finer points.



Randy Moss skies over the defense to make a spectacular grab.



PRO TIP: Fire off a bomb when your receiver sprints past the defensive back, then press Button B to take control of your player and move him to the onfield marker.

DREAMCAST FOOTBALL HAS arrived, and once you've played it, the virtual gridiron will never be the same again. NFL 2K is taking the world by storm with the most lifelike player graphics ever while providing hardcore sim addicts with rich gameplay and a respectable roster of features.

The Whole Kitna and Caboodle

NFL 2K arrives with a wealth of gameplay options, including Season, Exhibition, and Play-off modes. It also contains all 31 franchises, complete with player rosters stacked with the

current superstars, 3 all-pro teams, and 6 alumni teams. As for the game's features, you can participate in a Fantasy draft and create your own players, and you can also devise offensive and defensive plays.

A Rolling Stone Gathers No Moss

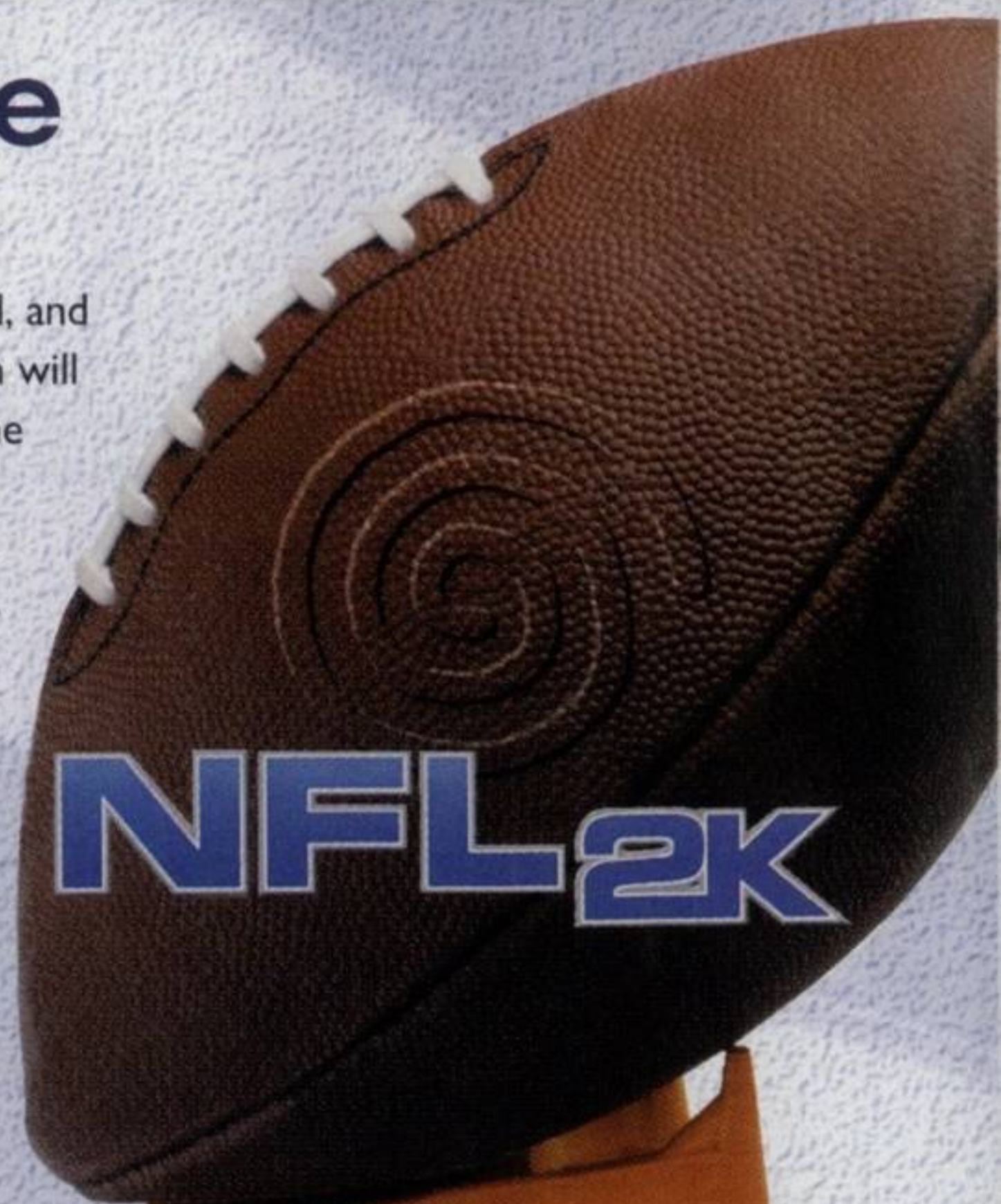
Graphically, NFL 2K is out of this world—you won't find a more beautifully crafted sports game anywhere. Each player is accurately scaled and pops off the screen with vivid clarity. Visual Concepts (the developer) has meticulously created each player's uniform to perfection, adding mesh patterns, position-specific facemasks, and extra attire such as long-sleeve shirts in cold weather. And the motion-captured moves are so stunningly real, you'll swear NFL 2K is a televised game as you witness pile-driving tackles, amazing one-handed grabs, outrageous touchdown celebrations, and so much more—it's simply mind-boggling.

Equally impressive are NFL 2K's commentary and in-game effects. You've never heard anything so real. In addition to having the most accurate two-man booth in the biz, NFL 2K includes an onfield correspondent who provides updates on injured players, field conditions, and so on. All the right gridiron effects have been implemented, too, from the grunts in the trenches to smack-talk before and after the ball's been snapped.

The only area that's a little lacking is the controls. While it's easy to get in the game right away, NFL 2K would've benefited from more effective player moves. For example, you have to charge up your player by pressing the A button to pummel your opponent, which is tricky. It would also have been nice to have a sidestepping juke move.

Super Bowl Bound

If you own a Dreamcast and love football, you'd be an absolute fool to pass up this game. Even though you won't find a franchise mode in this year's version, NFL 2K is a deep football sim that'll satisfy any pigskin junkie. **G**



PRO TIP: When drafting a fantasy team, remember to grab a fullback as well as a halfback—someone has to block so you can gain big yards.



PRO TIP: To get a good pass-rush going, take control of your defensive tackle. When the ball's snapped, press the X button to charge him up, then press either trigger button to bust a powerful swim move.



PRO TIP: To treat your opponent like Brian Bosworth, charge up your player meter and simultaneously press the L and R triggers.

GRAPHICS
5.0

You won't find a more beautiful football game anywhere. NFL 2K has the graphical goods, including awesome mo-cap animations, incredibly detailed players, and a respectable frame rate.

SOUND
5.0

NFL 2K will rock your television's speakers with all the right football effects, from crushing tackles to smack-talking linemen. Moreover, the two-man booth and onfield correspondent relay the action in satisfying detail.

CONTROL
4.0

The basic controls are very user-friendly, mimicking those of other pigskin titles. Performing the more advanced charge-based moves, however, will take a lot of practice to master.

FUN FACTOR
4.5

NFL 2K offers a truly deep football sim that plays great and looks fantastic—especially for a first-generation product. If you own a Dreamcast and you love football, buy this game.

Knockout Kings 2000

KOs the Crowd

PLATFORM
Nintendo 64



SPORT
Boxing



NOT JUST A mere port of last year's PlayStation boxing star, Knockout Kings 2000 for the N64 improves on the original in so many ways that it plays like a new—and much better—game. Slick graphics, awesome controls, and superstar gameplay make KO Kings 2000 a champion.

Title Bout

As in the first game, KO Kings' lineup of past and present boxing greats is unparalleled, offering legends like Muhammad Ali, Oscar De La Hoya, Evander Holyfield, Sugar Ray Leonard, Shane Mosley, and 20 others. Better yet, you can use the impressive create-a-boxer to put yourself in action against the pros. The bell sounds in either single matches or the cool Career mode where you start your fledgling boxer off in the local gym and work him up to the world championship.

As far as gameplay goes, KO Kings will have your pulse pounding with excitement. It's not the most realistic boxing game—refs don't disqualify you for low blows and there's no clinching—but the fast, addictively fun action is backed by plenty of strategy and depth for those who stay to play. Plus, the topnotch controls are intuitive enough for rookies to have a great time, while pros will enjoy mastering the extensive moves.



PROTIP: To avoid getting smacked silly, bob and weave (press and hold Z, motion ↑ and ↓) away from your opponent's attack, then counter into whatever opening they leave.



PROTIP: For a successful career, train between fights. Rack up the full 30 points by alternating quick body blows (simultaneously press and hold Z and ↑, tap B) and reaching body blows (simultaneously press and hold Z and ↓, tap A), then mix in a few strong-hand jabs.

Work the Body

Visually, KO Kings performs like Ali when he clobbered Liston in '65. The sharp boxer models look and move very realistically, bruising and bleeding as the bouts progress. The fluid animations



PROTIP: If your opponent earns a super-charged punch (you'll hear a chime), immediately cover your face (press and hold Z) and wait it out.



PROTIP: If you're getting your world rocked, shove your opponent away (simultaneously tap A and B) to get a breather.



BY AIR "SWEET SUGAR" HENDRIX

- Published by EA Sports
- \$49.95
- Available November
- Boxing
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	5.0



PROTIP: The lunge punch (press and hold →, tap A) is a great way to open the fight or to chase your opponent if you have him on the retreat.



"Sweet Sugar" Hendrix's super-charged punch lays out a fellow scrub on the canvas at the local gym!



PROTIP: When you're even or ahead, signature moves (like low blows) can build up your punch meter. If you're losing, they drain too much health.

steal the show, though, as the boxers jab, weave, and kiss the canvas with lifelike power and grace. You won't even be troubled by the game's minor flaws, such as the bulky seams at their joints.

On the sound side, KO Kings is filled with famous boxing voices, ranging from referee Mills Lane to announcer Al Albert—it's a shame they don't speak up more often. Luckily, the furious sounds of fists flying and boxers grunting in pain will keep your ears busy.

Knockout Punch

Because the PlayStation version of KO Kings 2000 was still under wraps at press time, it's hard to declare KO Kings the new champ—especially when Ready 2 Rumble for the Dreamcast is such a blast. But this game will hold its own with the best of the heavyweights (particularly if real-life boxers matter to you). All told, Knockout Kings 2000 is a true title contender that every N64 gamer should check out.

GRAPHICS 4.5

Replete with impressive, well-rendered boxers and arenas, Knockout Kings' graphics shine. Butter-smooth animations and cool details like mouthpieces that fly out make it far easier on the eyes than a jab to the head.

SOUND 4.5

Rockin' tunes and the bruising sounds of boxing are matched by the voices of the sport's greats, such as referee Mills Lane. It's an awesome audio package—if the announcers had something to say more often, it would've been perfect.

CONTROL 5.0

Whether you're hurling haymakers or dodging devastating uppercuts, KO Kings' killer controls keep you in the ring and on your toes—as you long as you have the skills, that is.

FUN FACTOR 5.0

Knockout Kings 2000 catapults past its PlayStation predecessor with excellent gameplay, graphics, and controls. It's easy to learn, hard to master, and enormously fun. This kick-ass game is well worth its price tag.

NASCAR 2000

Takes the Pole Again

PLATFORM
PlayStation



SPORT
Racing



NASCAR 2000 FOR the PlayStation rolls out of the pits with its most finely tuned performance yet. If you love the smell of exhaust in the morning, you won't want to miss this thrilling ride.

Lap Leader

NASCAR's packing a lot more under the hood this season with some excellent new features that really amp up the action. Two players can compete side-by-side through an entire season in split-screen action, which is an inventive, exciting way to play. On pit row, you can now also opt for interactive pit stops where you tap out a series of button presses (think Um Jammer Lammy)—if you nail them, you're back in the race more quickly. NASCAR fans will love factoring in pit stops and how it deepens the gameplay.

Other sweet touches include five new fantasy road tracks for greater variety, the ability to create your own driver, customizable seasons, and rearview mirrors that toggle on or off. Naturally, you'll still find a heap of pro drivers and tracks, ranging from Andretti to Wallace and Atlanta to Watkins Glen.

Redlined Engines

As always with EA Sports' NASCAR series, you can fiddle with the A.I. and physics to make the race as arcade-ish or realistic as you like. On the hard settings, though, pros will notice that the CPU drivers don't take any crap, bashing back when you rub fenders and taking advantage of your slightest mistake to slip on by.

The controls have also been nicely refined, sporting a much more comfortable, natural feel. It all adds up to awesome gameplay.

Smokin' Rubber

Visually, NASCAR 2000 looks a lot like NASCAR '99, which is anything but bad news. Everything is a little more detailed, the pop-up's been slightly toned down, and the frame rate's still plenty quick. As for sound, fans will notice the killer new engine roars right away, but the commentators and crew chief sound very familiar...and pretty tired.

If you're more into less technical action (like Need for Speed), NASCAR might be a bit too much for you to handle. But for hardcore racing fans, it probably won't get any better than NASCAR 2000 on the PlayStation this fall. **G**

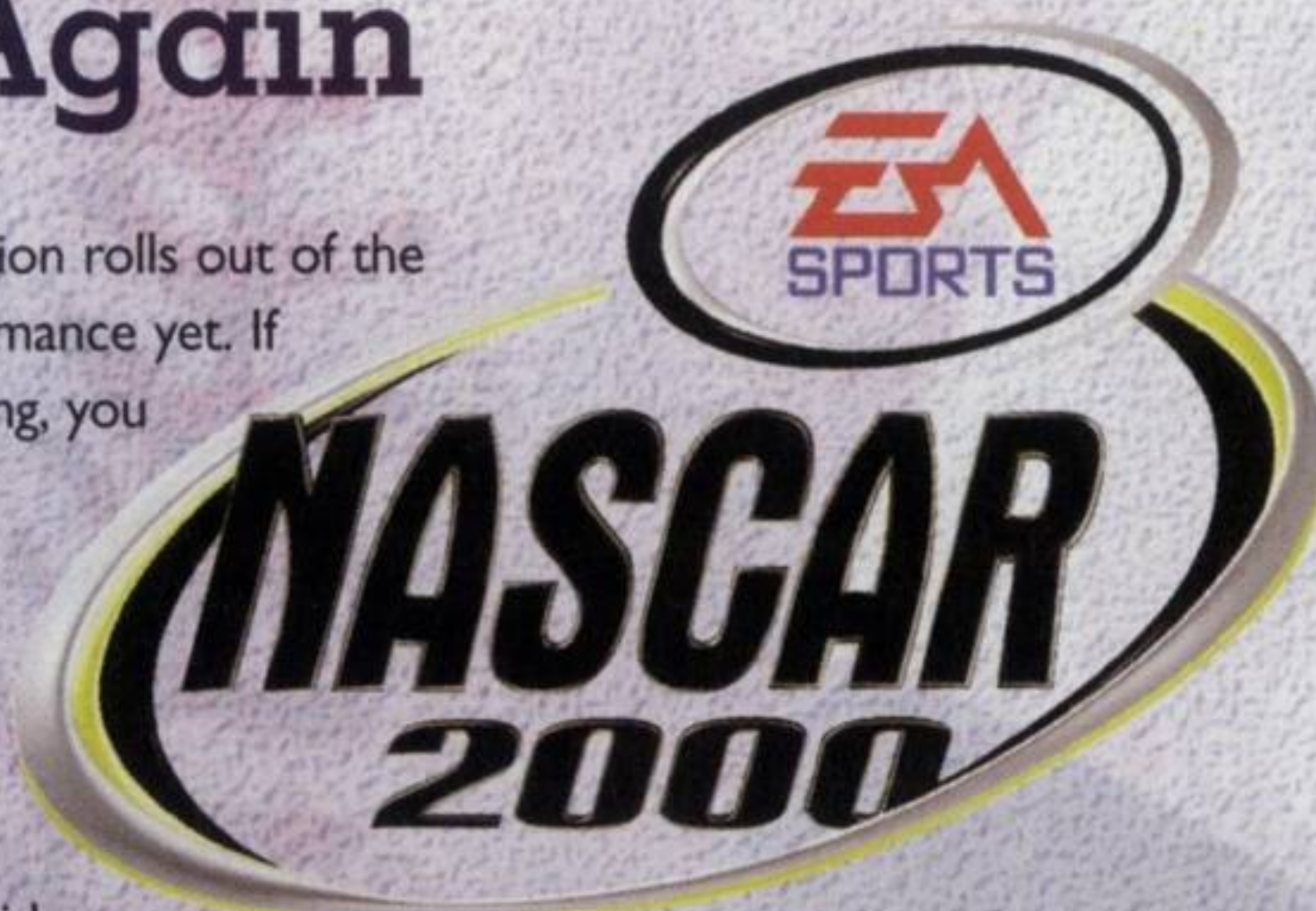
► **PROTIP:** For tracks like Texas and Las Vegas, you can max out the speed and handling—you won't need much acceleration. In the Basic car-setup menu, set the downforce at 5, the oversteer at 9, the tire pressure at 10, and the gear ratio at 8.



BY AIR HENDRIX

- Published by EA Sports
- \$39.95
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: Drafting is essential to moving up the field. Stay tucked behind an opponent as much as possible, then duck out and slip around.



PROTIP: A good interactive pit stop can bump you up a few places, so memorize this button-pressing sequence (it's always the same): □, ○, ○, ×, ×, ○, ○, □, □, □, ○, △, ○, □, ×.



◀ **PROTIP:** At super-speedways like Talladega or Fontana where top speed is all-important, sometimes it's better to let your car brush the wall to scrub off speed than to actually brake.



◀ **PROTIP:** An effective way to pass is to take the inside line—but brake less than your opponent. When you start to push, drift into their car to slow down, then move on by.

► **PROTIP:** Turn 2 on North Carolina is deceptive—it looks like you can blast through it coming out of Turn 1, but it actually requires some heavy braking.



GRAPHICS

4.5

The tracks and cars are only slightly more detailed than those in NASCAR '99, which means they're still smokin'. Better yet, the pop-up's been reduced (but not eliminated) and the frame rate is speedy.

SOUND

4.0

NASCAR's sounds are solid. The throaty rumble of stock-car engines roars with authentic, exciting bass, but the announcers and crew chief sound a little stale and repetitive.

CONTROL

5.0

NASCAR's responsive but challenging controls are a great improvement on last year's ride. If you've got game, they'll keep you in it.

FUN FACTOR

5.0

With awesome new features and a pack full of crafty opponents, NASCAR 2000 is EA Sports' best day at the races yet. It doesn't have the mainstream appeal of, say, Need for Speed, but hardcore racing fans will have to have it.

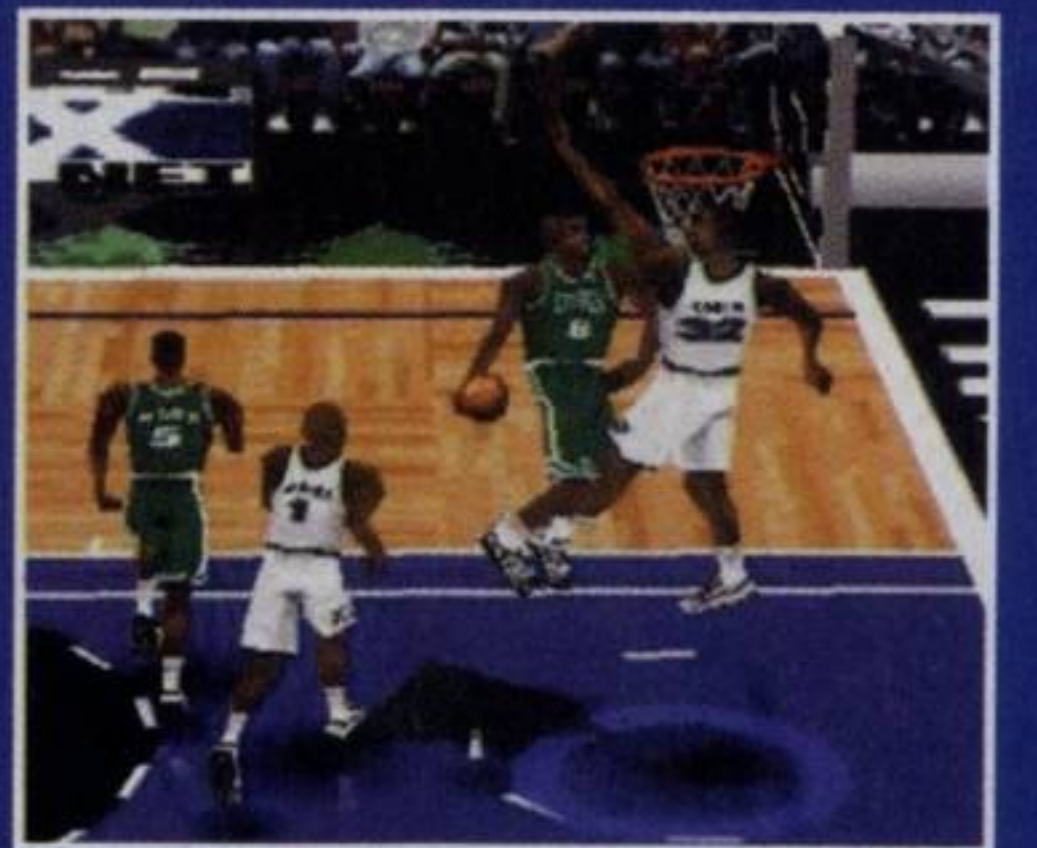
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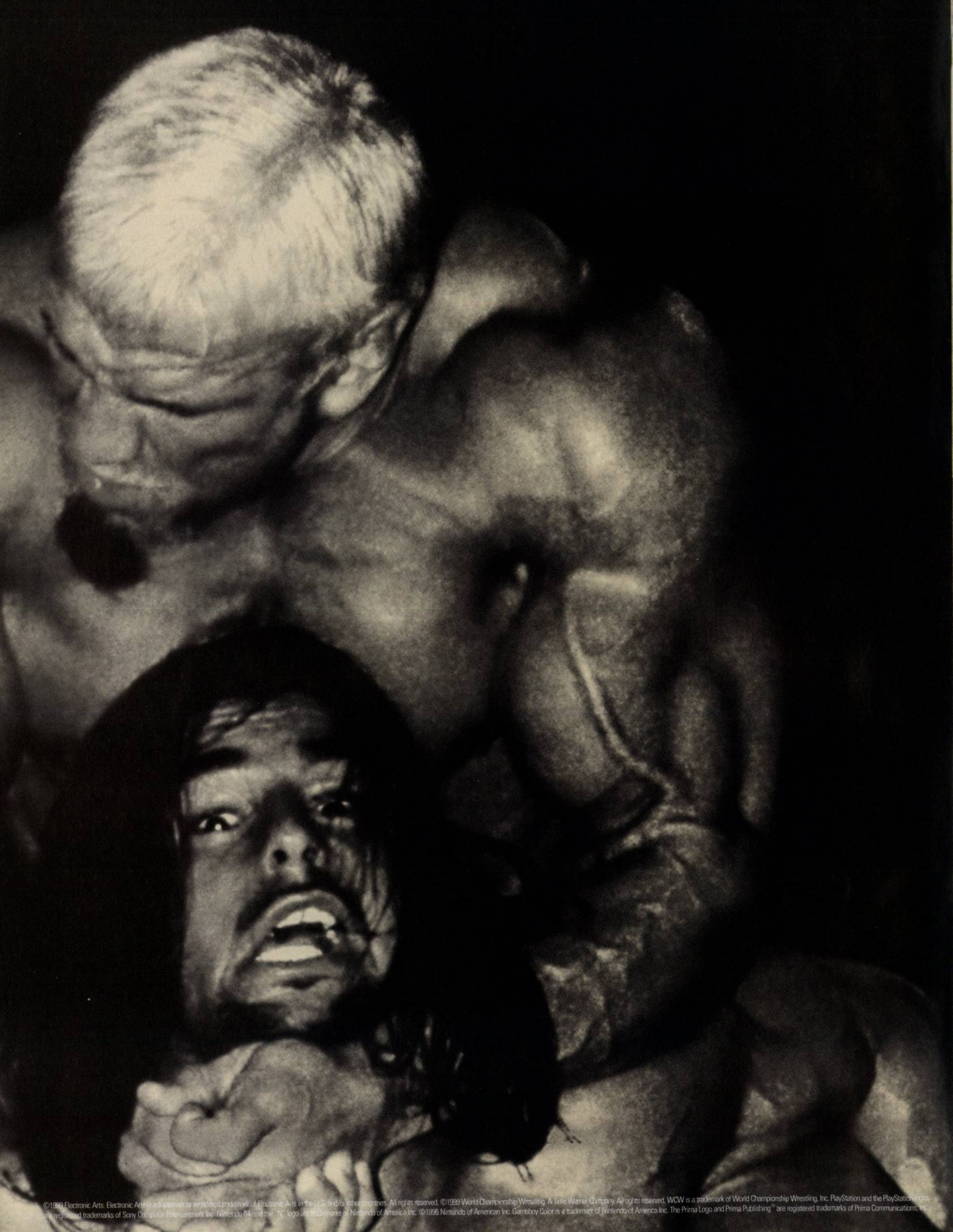
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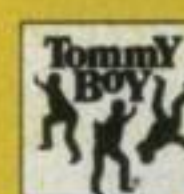
Trash opponents with garbage cans, folding chairs and anything else that's not

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NBA Basketball 2000

Behind the Times

PLATFORM
PlayStation



SPORT
Basketball



FOX SPORTS INTERACTIVE sets its sights on the PlayStation court with a solid-playing hoops game, NBA Basketball 2000. Unfortunately, the game is behind the times compared to NBA Live 2000, lacking animated player faces, a Franchise mode, and advanced controls.

Where My Dogs At?

NBA 2000 suits up with all the standard gameplay modes and a roster full of today's big-time ballers as well as playaz from this year's rookie class, including Scott Padgett, Elton Brand, and Steve Francis. You can also create your own prime-time player to get your cyber groove on. Of course, all 33 NBA franchises made the cut along with All-Star and Rookie All-Star teams.

On the gameplay side, NBA 2000's A.I. proves smart. Offensively, players don't stand around counting the fans in the stands—they actually move without the ball, looking to get open—and the computer works the rock around till it gets a good shot. Defensively, the A.I. does an effective job of quickly closing open lanes, making it hard for you to get a good look.

Knicked in the Bud

The game also hits the court with respectable player graphics, cool motion-captured animations, and a smooth frame rate. Radical (the developer) even added Fox Sports flair by including the latter's famous Spot Shadow as well as multiple angles via a split- or quarter-screen during particular replays. There are even elaborate pre-game intros that include light shows.

NBA Basketball 2000's controls perform well. You'll find standard commands handy at the touch of a button, including effective juke moves, icon passing, speed bursts, and so on. But it doesn't contain some of the more advanced functions you'll find in NBA Live 2000, such as head-fakes and false first steps. You'll also find that occasionally your players won't respond to your commands quickly enough.

Sonically, NBA 2000 contains all the appropriate courtside effects, such as cheering crowds and swishing nets. In the booth, you'll hear excellent play-by-play and pre-game analysis from Fox Sports announcer Greg Papa and new Orlando Magic head coach Doc Rivers.

Coulda Been a Baller

NBA Basketball 2000 could've been a topnotch title about two years ago. Because it lacks prime-time features and an advanced control scheme, it's only worth a purchase today if you're a total newbie to hoops games. If you need a quick fix, however, before Live 2000 and NBA Shootout 2000 are released, give NBA Basketball 2000 a try as a rental. **F**



PRO TIP: After a rebound, move the ball uptourt to your speedy point guard. Once he's blown past the defense, it's an easy deuce.



PRO TIP: If you get a wide-open shot for your three-point sniper, take it.



NBA Basketball captures the flair of Fox Sports with its trademark Spot Shadow.



PRO TIP: Work the ball around the perimeter, then go inside to your big man for the slam.



PRO TIP: Utilize your point guard's quickness to break the press and get into a scoring position.



PRO TIP: After you shoot the rock, charge the basket and get in good position for a rebound.

GRAPHICS 3.5

NBA 2000's graphics are average when compared with other hoops titles. You will see some nice motion-captured animations, and the Fox Sports Spot Shadow is a cool touch during replays.

SOUND 4.0

The sound is the game's best feature: The two-man play-by-play is fairly accurate and Doc Rivers gives insightful comments during the action.

CONTROL 3.0

The controls are solid, but very standard. Icon passing, one-touch juke moves, and speed bursts are all included. Player control, however, could've been a bit tighter.

FUN FACTOR 3.5

NBA Basketball 2000's not a bad game, just outdated. Unless you're a hoops rookie, you won't get as much sim satisfaction as you would with NBA Live 2000.



BY THE ROOKIE

- Published by Fox Sports Interactive
- \$39.99
- Available October
- Basketball
- 8 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR



3.5



4.0



3.0



3.5



NFL Quarterback Club 2000

PLATFORM
Nintendo 64



SPORT
Football



IT'S ALWAYS BEEN a battle between Quarterback Club and Madden for N64 football supremacy. This year, the outcome is the same as always: NFL Quarterback Club 2000 busts out the best N64 gridiron graphics around—but its gameplay and overall football experience just can't compete with Madden NFL 2000's.

Football Frenzy

On the plus side, QBC2000 is loaded with realism-boosting options and features, including player development, performance streaks, players and team creation, roster management, drafts, and playbook design. The detailed Hyper Audibles feature enables the offense to call a play for almost any type of situation.

QBC offers a nice level of challenge. Players must move and react with conviction when, for example, reaching for a reception—there are no gimmes in this game. Sadly, QB Club drops the ball with its sluggish controls and its less-than-satisfying playbook—unless you take the time to design your own plays, you just won't find enough variety.



PROTIP: Use a linebacker to shadow players in motion or nimble QBs.

Solid Backup

QBC2000's graphics and sound are topnotch, featuring fully rendered stadiums and players, as well as smooth motion-captured animations; and the sound effects and commentary are responsive and realistic. Unfortunately, though you can play QB Club from a variety of camera angles, none of them are very effective. And the horrendously slow frame rate really interferes with the action—there's no excuse for QBC2000's jerky, stilted gameplay.

QBC2000 just doesn't measure up to Madden NFL 2000. If for some reason you find yourself Madden-less, it might be worth a rental.

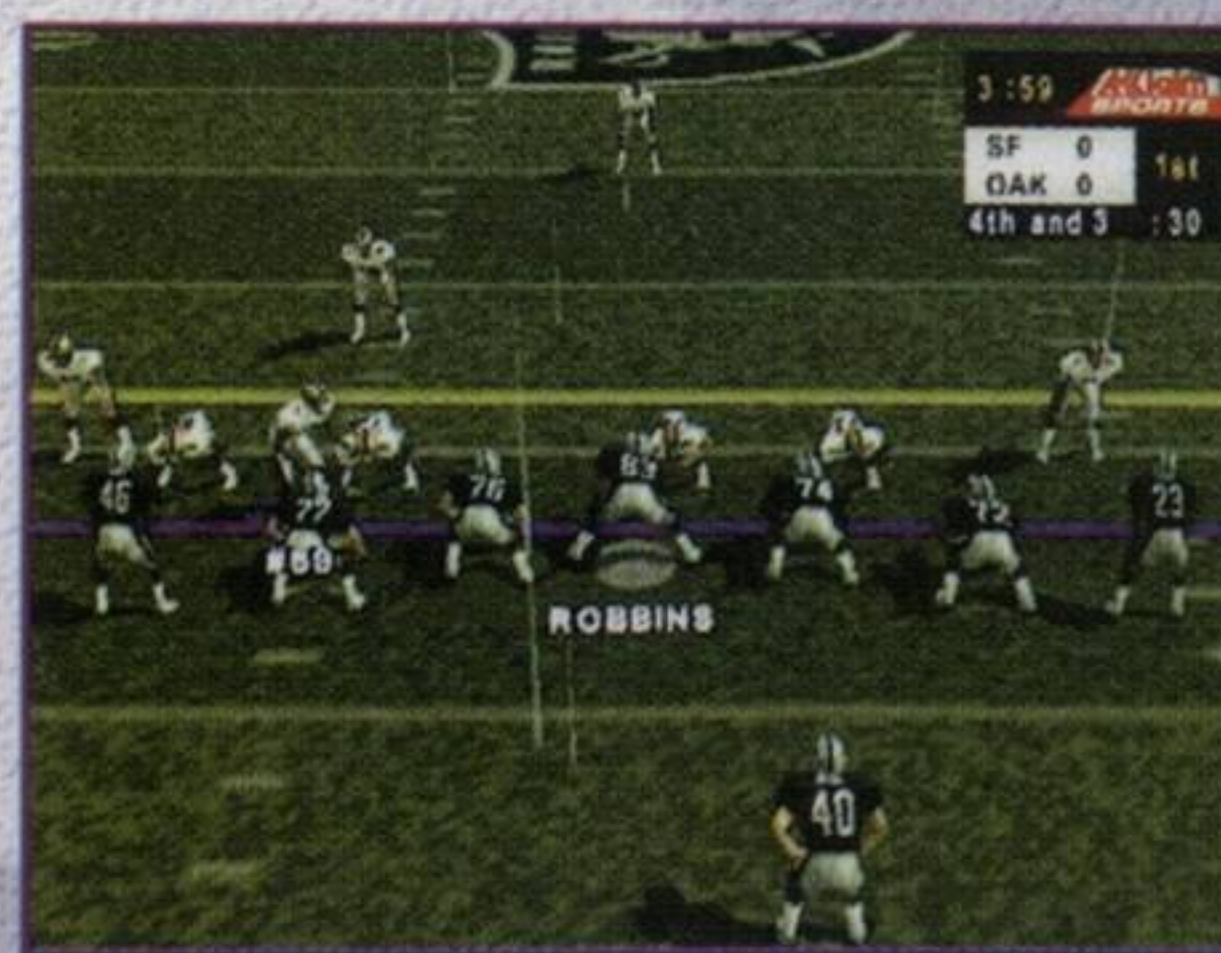


BY DR. ZOMBIE

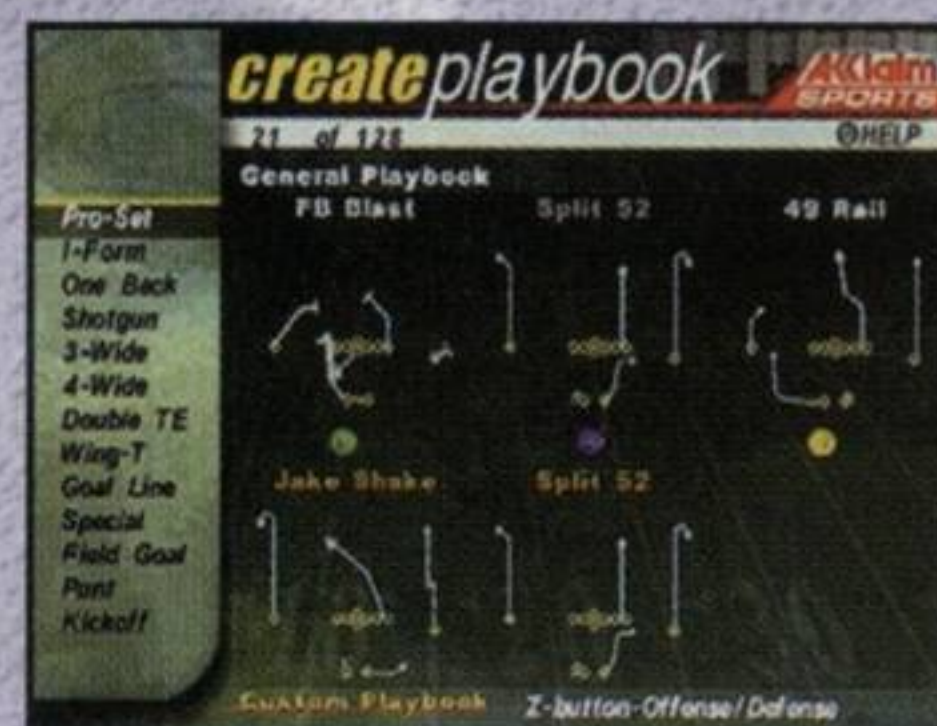
- Published by Acclaim
- \$59.99
- Available now
- Football
- 4 players
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

4.5	4.0	3.5	3.0



PROTIP: On pass plays, line up your defenders on the weak side to blitz.



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NHL FaceOff 2000

PLATFORM
PlayStation



SPORT
Hockey



PROTIP: FaceOff 2000's goalies are smart about working the puck—you can trust them to leave the crease at the right moments.

In comparison to NHL 2000's all-star performance, FaceOff 2000 is a journeyman. It has too many flaws to be worth your time unless you're a purist who simply can't tolerate the excessive goal scoring in NHL 2000. **G**

FOR THE PAST few years, FaceOff's been clutching at NHL 2000's jersey like a defenseman desperately chasing a breakaway. This year, it still hasn't managed to hook EA Sports' league-leading series to the ice. Although its sim-style realism may attract a few fans, FaceOff still plays about as well as the Canucks on a good night.

Third-Liners

The best part of NHL FaceOff 2000 is that its games aren't the high-scoring frenzies typical of NHL 2000. Instead, realistic scores of 2-0 or 3-1 are commonplace, which hardcore hockey fans will appreciate. 989 backs that up with all the expected features: trades, fighting, season play, and so on.

Now the bad news. Although the action is greatly improved over last year's game, it still has a spastic, jerky feel (even when you turn the game speed down). Also, the skating and checking still seem to bounce and float, like your players aren't in contact with the ice. The controls are otherwise solid, but lacking NHL 2000's "big hit" and "big deke" moves, they come off as pretty basic.

Seeing Stars

Visually, FaceOff's got the best arenas around, and they're packed with cool details like Zambonis and hats on the ice after hat tricks. The player models also look sharp—as long as they're standing still; in motion, they're twitchy and choppy.

The sound, unfortunately, just blows. ESPN's Darren Pang is possibly the most annoying announcer ever to call a game, and even the on-ice effects (like the fake-sounding grunt that sounds when a player gets checked) don't pass muster.



BY AIR HENDRIX

- Published by 989 Sports
- \$39.99
- Available now
- Hockey
- 8 players (with multitap)
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

4.0	2.5	3.5	3.5



PROTIP: With penalties on, the ref's pretty uptight about checking. Be careful not to pound on **O**, or you'll spend the game in the sin bin.



PROTIP: If you're down a goal with under a minute left in the game, pull your goalie and use the extra player to crash the net.

NHL Championship 2000

PLATFORM
PlayStation



SPORT
Hockey



that the pace is sluggish—not always, but the action bogs down often enough that you'll feel like you're mired in molasses.

The controls have all the standard moves, but the skating and puck-handling feel stiff and unresponsive. The bright spot is the cool passing indicators that place little arrows around the puck carrier to tell you where your teammates are. Touches like this make Championship friendly to novices.

Not a Playoff Contender

NHL Championship 2000's graphics aren't playoff-caliber. During cinematic close-ups, the player models look awesome, but in the game they're lacking in detail and move with jerky animations.

As for sounds, the commentary by Fox Sports announcers John Davidson and Kenny Albert is solid, and the on-ice effects are also strong. One of the best parts of the game is that the Fox Sports TV license shows up everywhere from the theme music to the scoreboard—it feels like you're watching an actual game on TV.

Although Championship's not a bad start for Fox's nascent sports series, it just doesn't have the skills to play in the big leagues yet. Stick with NHL 2000 for this year's most outstanding hockey gaming. **G**

LIKE MOST ROOKIES in their first year in the pros, NHL Championship 2000 gets clobbered by the big-time players. NHL 2000 and FaceOff 2000 pretty much have the hockey market cornered, and Championship's mediocre graphics, controls, and gameplay don't give them any reasons to worry.

Needs Conditioning

Championship hits the ice with all the standard hockey features, including trades, player creation, fighting, pro and international teams, and more. Once the puck drops, though, you'll notice



BY AIR HENDRIX

- Published by Fox Sports Interactive
- \$39.99
- Available now
- Hockey
- 8 players (with multitap)
- ESRB: Everyone

GRAPHICS SOUND CONTROL FUN FACTOR

3.0	4.0	3.0	2.5



PROTIP: With a powerful defenseman like Al MacInnis, fire off a slapshot as soon as you cross the blue line.



NHL Championship's unique and very helpful passing indicators point to the other players on your team so you don't pass into empty ice.



PROTIP: To clock opponents in brawls, grab their jersey (press **△**) and uppercut them (press **O**).

NASCAR 2000

PLATFORM
Nintendo 64



SPORT
Racing



THE PLAYSTATION AND N64 are both capable of quality racing action, so it's surprising that EA Sports' NASCAR games for the N64 have lagged so far behind their PlayStation counterparts. The latest NASCAR N64 creation does make some nice improvements over last year's version, but it literally pales in comparison to NASCAR racing on the PlayStation.

Bad Batch of Graphics

It's the multimedia that's bothersome. NASCAR is fun to drive—especially with the new split-screen two-player mode where you and a buddy can race through the season neck-and-neck—but it's painful to watch. The pixelated graphics look rough even in the foreground.

The audio gets an "E" for effort for plugging in announcers Bob Jenkins and Motorsports' Hall of Famer Benny Parsons—but after the 100th time a phrase is repeated, you're reminded that "E" also falls squarely between "D" and "F" when it comes to grading.

The tracks are well done with 18 real NASCAR courses and 5 fantasy road tracks. Plus, it's an enjoyable exercise in humility racing against the greats of NASCAR. If you beat Jeff Gordon and Richard "The King" Petty, you have some serious back-patting ahead of you.

Pit Stop and Go

Another nice touch is the interactive pit stops. By planning ahead as you enter the pit, you can get your car back on the track a lot faster, proving that a lot of races are won by your performance down in the grease. It's too bad that NASCAR 2000 looks like it's been dipped in the same grease, though. It has a lot going for it, but it just couldn't close out the race. *G*



PROTIP: Make sure you get out of the pit as soon as possible. It'll save you the seconds that might win the race.



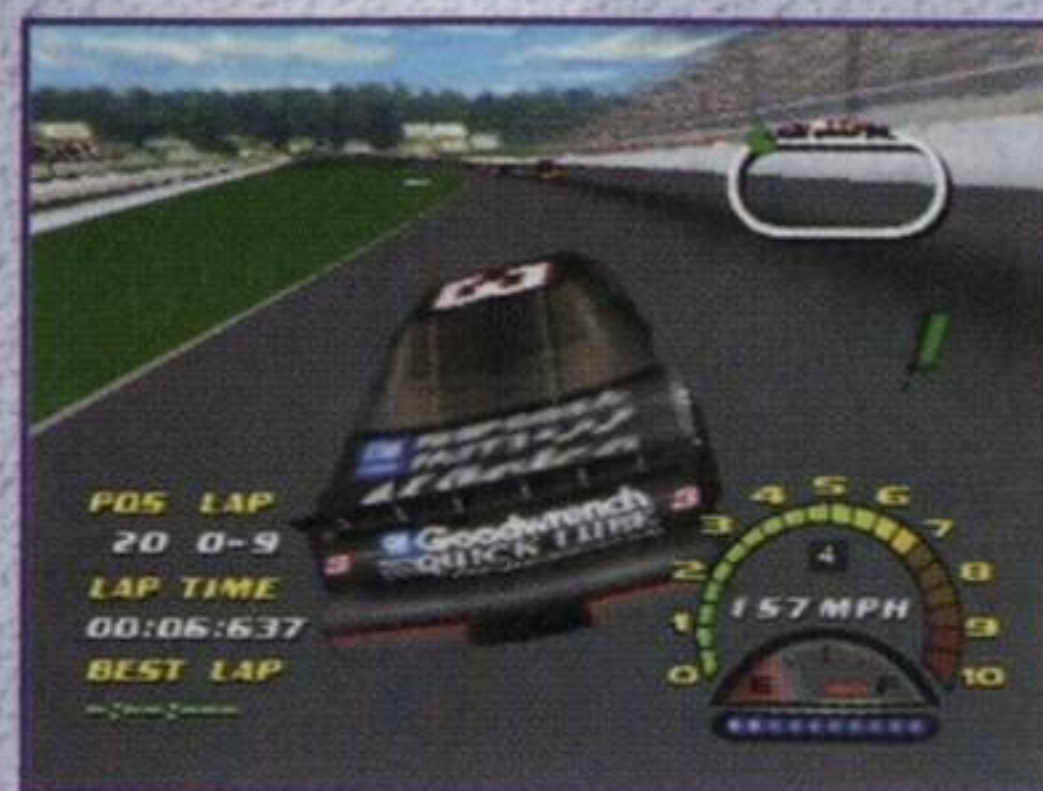
BY ASH

- Published by EA Sports
- \$49.99
- Available now
- Racing
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	3.5	3.0



◀ The car crashes are one of the few graphical highlights of NASCAR 2000 for the N64.



PROTIP: Sometimes it's better to be in second, so you—not your opponent—can take advantage of the drafting effect.

Championship Motocross Featuring Ricky Carmichael

PLATFORM
PlayStation



SPORT
Racing



THQ'S CHAMPIONSHIP MOTOCROSS looks sharp and feels realistic, but as with the sun, extended exposure to it will make you tired.

Moto Madness

In CM, you can play as motocross ingenue Ricky Carmichael and choose from six gameplay modes, including time attack, split-screen head-to-head, and a championship with four successively unlocking levels. The dead-on physics and streamlined controls will make you instantly comfortable with your nine gravity-defying bikes. Plus, CM features pinpoint analog response, a highly intuitive interface, and a variety of bike customization options—but its muted Dual Shock support will barely sock your rocks.

This game's real crash occurs in Championship mode. With no option to save or switch bikes during the progressive qualifying tournament, you'll be forced into mind-numbing repetition as you rerun early tracks to train for later ones.

Dirtbike Duties

CM offers 12 detailed international tracks full of obstacles, hills, twists, turns, and surprising burns, but the highlight of this show is your rider, who responds perfectly to the physical job while you lounge on the couch. The visuals are improved by superb sound effects that put you right on the bike, but CM's highly pixelated ground textures are often too murky to discern bumps, especially from the air.

Championship Motocross's strong split-screen performance and responsive controls make it worth a look, but the disappointing solo tournaments will test your patience. If nothing else, the game's hard-rock soundtrack features Vanilla Ice's smash-rock cover of "Ice Ice Baby." Word to your mutha. *G*



PROTIP: On tight turns, use the slide and ease off the throttle. Even if you come to a dead stop, you'll have grip and acceleration when moving forward again.



BY BOBA FATT

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

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	3.0



PROTIP: Hurdle as many hills as possible by leaning back during liftoff at the first hill in a series.



PROTIP: For propulsion and grip on the bumpy tracks, push down to keep your front tire on the track.

GO BIG, HAWK-STYLE. OCTOBER '99.

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PlayStation screen shots shown.



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THOMAS



BY DAN ELEKTRO
 ■ Developed by Eurocom (Nintendo 64, PlayStation), Avalanche (Dreamcast)
 ■ Published by Midway Home Entertainment
 ■ Target release date: November



FIRST LOOK

NBA Showtime: NBA on NBC

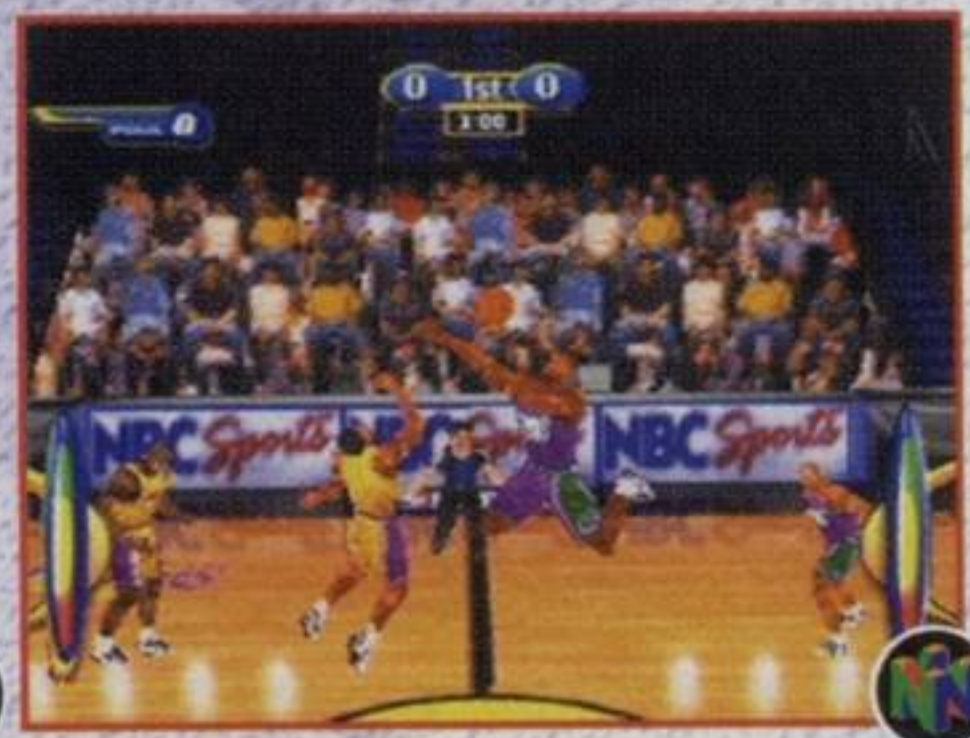
Dunk 'n' Go Nuts

Midway Home Entertainment's sports legacy continues with the latest coin-op conversion, NBA Showtime: NBA on NBC. Like its forebears NBA Jam and NBA Hangtime, Showtime features two-on-two action-oriented basketball with the usual arcade twists.

Players can pull off spectacular acrobatic dunks from almost anywhere on court, three shots in a row gives your player a flamin' hot hand, and a well-timed shove will send your opponent sprawling to the hardwood.



The recent addition of fouls, however, forces players to be a little more discriminating about when they feel like being a bully. Five fouls gives the other team a free throw—a single shot worth three points instead of just one—and they retain possession after a successful bucket.



Four on the Floor

As in the arcade version, four players can jump in for a high-octane game filled with monster jams, pinpoint threes, no-look passes, and breaks that move faster than you can say "boomshakalaka" (not that you would—that's



so 1994!). The dunks in this game redefine the word "sick"—when was the last time you saw Patrick Ewing pull off a 360° windmill in regulation play? If you like your basketball airborne and active rather than simulated and sober, peep at Showtime when it slams home in November.

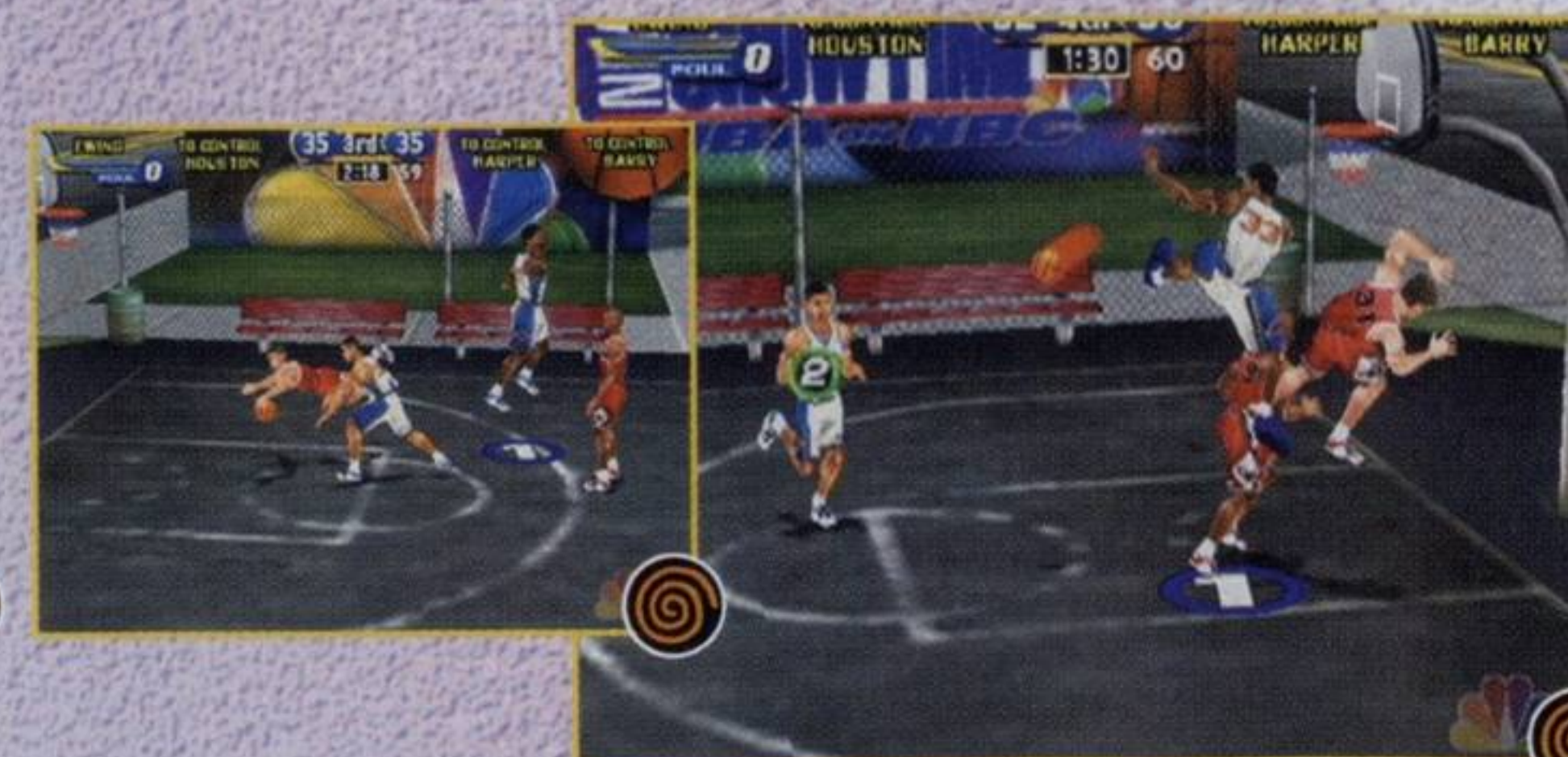


Prepare for liftoff! NBA Showtime is warming up to bring all its high-flying arcade basketball action to the consoles.



Face to Face

The most striking element in the arcade version of Showtime was the photo-realistic player faces. Superstars such as Scottie Pippen, Kobe Bryant, Karl Malone, and Latrell Sprewell practically popped off the screen, animated in full polygonal 3D at 60 frames per second. Naturally, with its higher resolution, the Dreamcast version will do the best job of bringing the stars to life. Plus, the home versions will feature other arcade goodies, including player creation (on the Dreamcast, you'll use the VMU), secret courts like a playground and a tropical island, hidden players (including a collection of NBA team mascots and a few female players), as well as codes that activate fun options such as big-head mode and the red-white-and-blue ABA ball.



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FIFA 2000: Major League Soccer

Bicycle Kick

For the past few years, the FIFA series has quietly delivered outstanding gameplay, graphics, and controls to those few sports gamers (in the U.S., at least) who gave it a chance. EA Sports is hoping to widen the audience for FIFA 2000—and pack in the crowds the way the Women's World Cup team did over the summer—by finally adding the U.S. pro league, the MLS, to the roster. Gamers will find all the MLS teams (D.C. United, L.A. Galaxy, and so on) and more than 250 MLS players, including stars like Cobi Jones, Eddie Pope, Joe-Max Moore, and Roy Lassiter. Best of all, Women's World Cup champ and ESPN announcer Julie Foudy joins ESPN's Phil Shoen in the broadcast booth to call all the MLS action.



Of course, Euro soccer fans won't be neglected—FIFA 2000 sports the usual mammoth lineup of clubs and players ranging from the English Premier League to the German Bundesliga and 13 other national leagues. More than 40 classic teams of soccer greats and a broad selection of national squads round things out.



Of course, Euro soccer fans won't be neglected—FIFA 2000 sports the usual mammoth lineup of clubs and players ranging from the English Premier League to the German Bundesliga and 13 other national leagues. More than 40 classic teams of soccer greats and a broad selection of national squads round things out.



BY AIR HENDRIX

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



PLAYSTATION

FIRST LOOK



Soccer's never drawn crowds in the States, so FIFA's reign as one of EA Sports' most polished titles has gone largely unnoticed in the U.S. With the addition of the MLS license, however, FIFA 2000 might finally get the attention it deserves.

Scissors Kick

Naturally, FIFA 2000 offers more than just new licenses. In addition to souping up the A.I., the developers worked on improving the ball dynamics for more natural dribbling, chesting, air balls, and the like. New animations bring the rough-and-tumble side of the game to life as players collide, throw elbows, and hurl themselves into murderous slide-tackles, while the updated player models sport detailed facial expressions.

On the features side, FIFA 2000 will also contain consecutive season action and more user-selectable plays. Even if you're not a big soccer fan, keep an eye peeled for FIFA 2000 come November—if you don't, you'll probably miss out on one of the year's best sports titles.





BY THE ROOKIE

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



PLAYSTATION

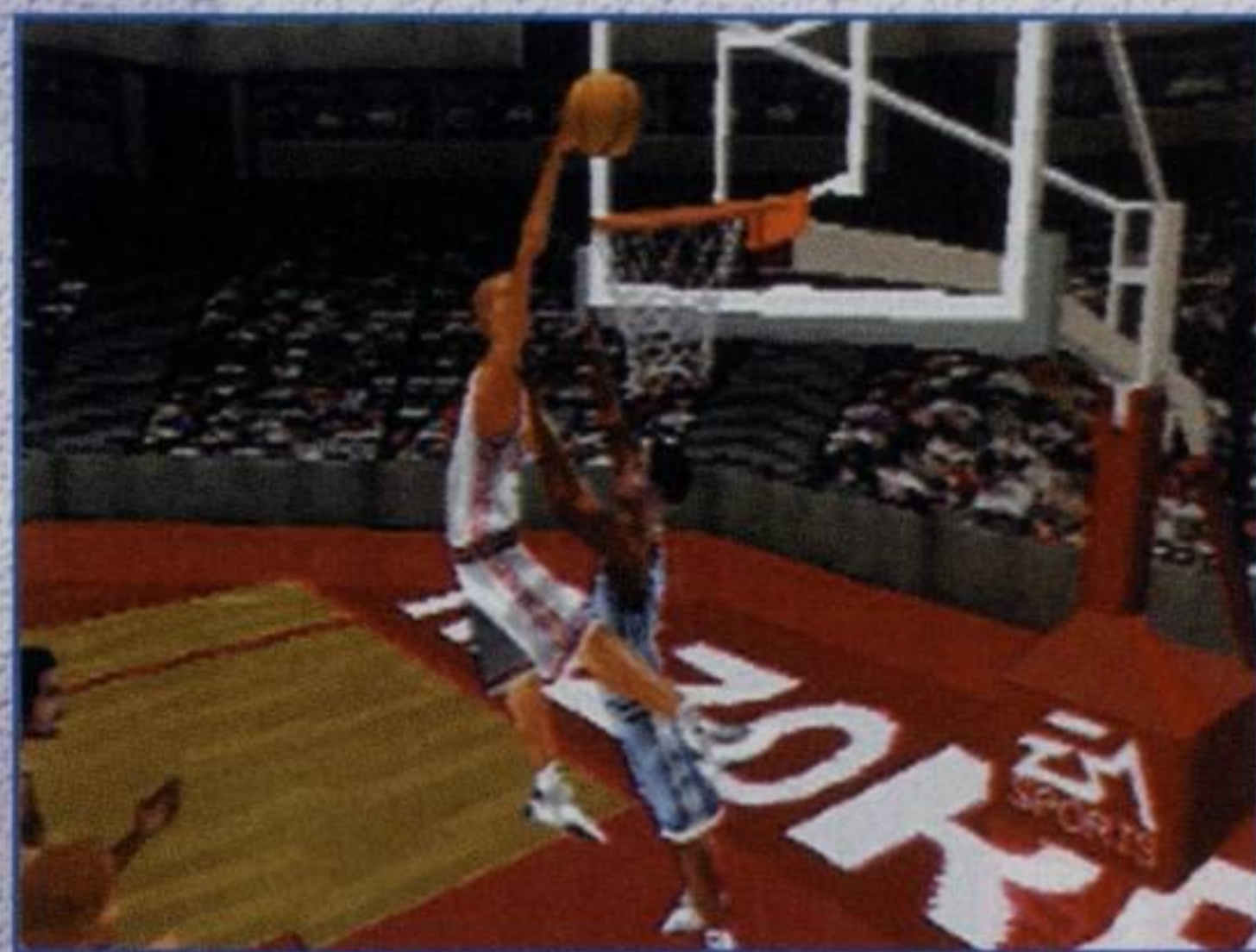
FIRST LOOK

NCAA March Madness 2000

EA Sports is rebounding from a disappointing season last year by attempting to recapture the national championship with NCAA March Madness 2000. First and foremost, MM2000 will feature completely new player models that are more lifelike and detailed than those in past versions, along with over 80 new motion-captured animations. Gamers can also expect a more optimized frame rate for faster, smoother play.

Plus, EA Sports is going to bolster the control with its new "dynamic dribbling." Gamers will be able to bust out smooth crossover dribbles, sweet ankle-breaking juke moves, head-fakes, stutter steps, and a whole lot more. For all you rookies in the stands, MM2000 will contain a one-button mode that will enable you to get right in the game. If you're a sim junkie, you'll dig this year's expanded Franchise mode that includes detailed scouting reports on player recruits that examine their gameplay tendencies and school preferences. On top of this, you'll be able to take your team through multiple seasons—even across several decades.

As for squads, MM2000 will feature over 150 Division I-A teams and 20 historic men's teams for your hoop-dreams excitement. Additionally, all the team stadiums will be completely 3D-rendered, including such details as unique floor surfaces and accurate arena dynamics. This year, MM2000 looks like a sure-to-be collegiate contender. **F**



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IN YOUR NAME FOR?**

**IN NBA ShootOut 2000,
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**IS IT TRUE YOU'RE
ALLERGIC TO CELERY?**

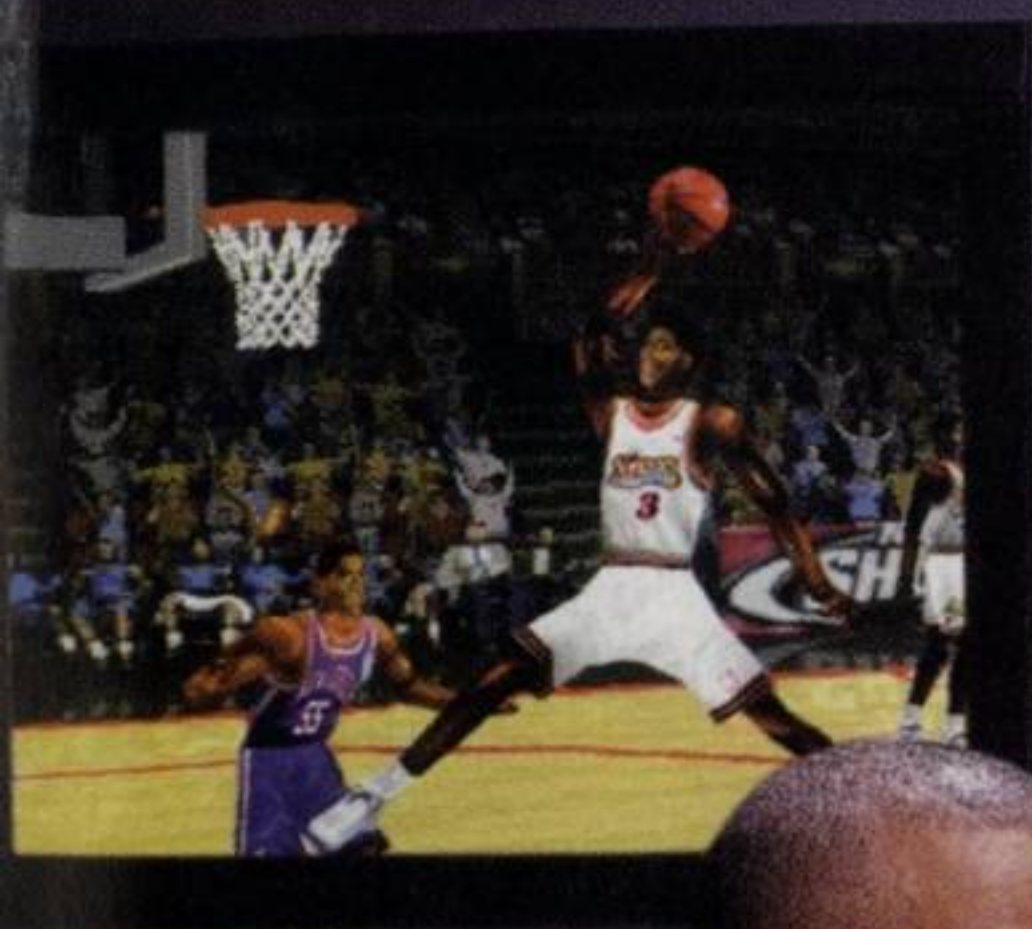
**DOES YOUR UNIFORM
START TO CHAFE
BY THE FOURTH QUARTER?**

**ONE ON ONE
WITH
JASON KIDD**



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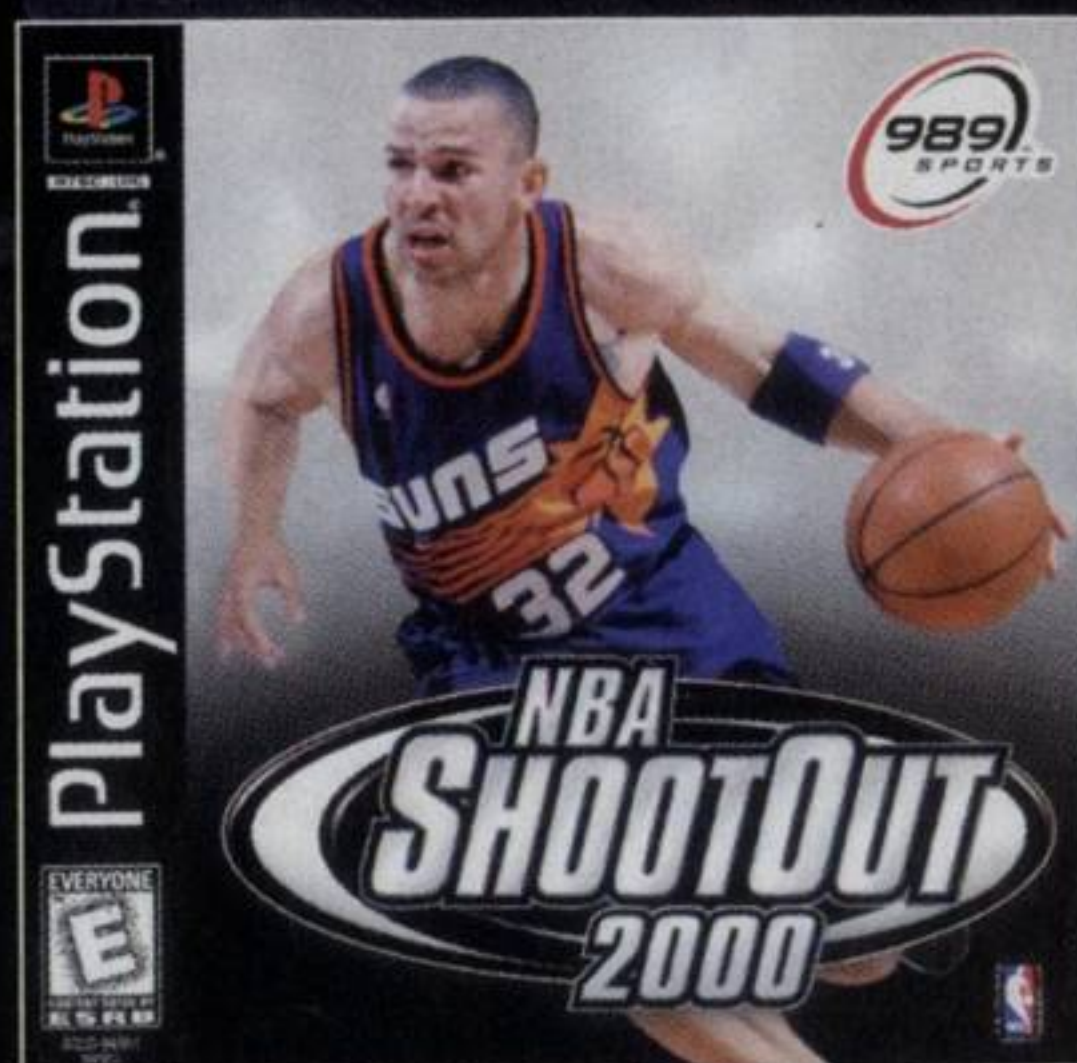


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PLAYSTATION

SQUARE EA HAS OPENED UP ITS VAULTS TO RELEASE FINAL FANTASY V AND VI IN A THREE-CD SET—BUT CAN 16-BIT RPG ACTION STILL HOLD ITS OWN?

FINAL FANTASY ANATH



HHEY! THIS IS Final Fantasy V! You know, Square's "lost" Final Fantasy game? The SNES Final Fantasy that never made it to America from Japan? If you need to know more than that...well, okay—but you're missing out on quality adventure time.

The Big Bang

Final Fantasy V leads off a three-CD reissue along with Final Fantasy VI (see Major Mike's shakedown on the facing page). Square has added new rendered cinemas and touched up the music, but basically these are the 16-bit originals—and they hold their age well.



PROTIP: Mages can carry only certain weapons. If you plan to switch Jobs, be sure to have the proper weapons on hand.



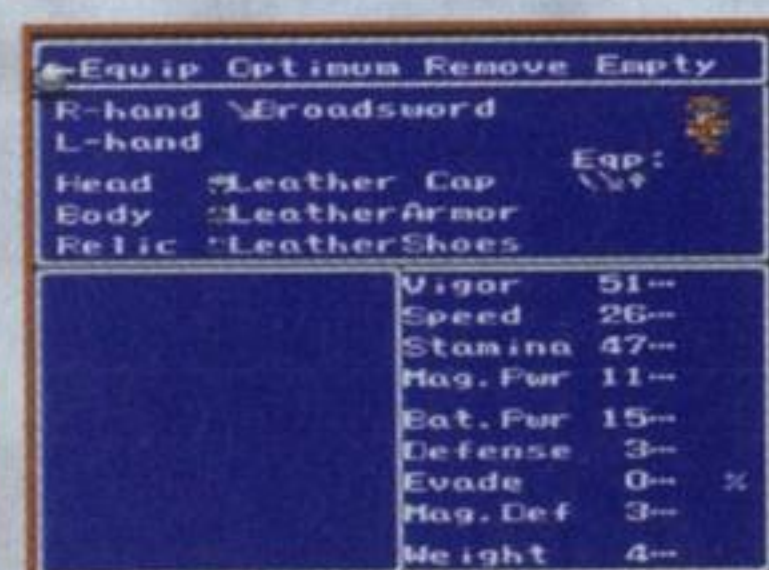
PROTIP: You can walk through some secret walls, so check your surroundings thoroughly. Thieves can automatically see secret pathways.

► **PROTIP:** You can't attack the Wind Shrine Wingraptor when it covers up. If you try, it deals out a major hit on the entire party. Wait for it to lower its defenses.

FFV's classic screen-scrolling story begins with a bang. A huge meteor slams into the kingdom of Tycoon, disrupting the powers of the four magic crystals—Earth, Wind, Fire, and Water—that feed the world. When the king of Tycoon mysteriously disappears, four adventurers unite to search for their ruler and restore the crystals...or so they think.

Five's Alive

You can bet you're going to cover a lot of territory, but the heroic controls more than do their duty. FFV features a slick character management system



PROTIP: When entering a town, inventory your party's gear. Buy equipment even for members who leave.



that enables you to quickly and easily build up nine attributes in each member of your party. You can also equip them with gear from head to toe, even giving them weapons for both hands. FFV uses character classes as well, so your team can become mages, knights, martial artists, and more. You can even combine the qualities of certain classes to endow party members with unique skills.

Of course, you need all of the above to fight an angry menagerie of weird beasts and banditos. Again, the controls shine in turn-based battles that are fierce but fun, thanks in part to imaginative creature graphics.

A Final Analysis

You know, maybe it's possible to call yourself a hardcore RPG gamer even if you haven't played every Final Fantasy game...naaawww! If you're going to be cool, you've got to go old-school. This game gets better with age. Square's FFXIII may be redefining the genre, but FFV reveals why the fantasy can never be final. **F**

BY BROTHER BUZZ



GRAPHICS 4.0

Give the designers at Square credit: The 16-bit character visuals use simple graphics with expressive dialogue boxes to hit a wide range of emotions. The monsters look pretty fierce, too, despite their obvious 2D styling.

SOUND 4.0

Even with the '99 update, the simple sounds make it tough to ignore the fact that this is old audio technology—but the music still creates a sense of adventure and discovery. The effects are also a throwback to a kinder, gentler time, and fit in just fine.

CONTROL 4.0

New computer-generated (CG) cinemas look great, and the old-school refinement still shines through. The on-the-money controls nail activities from guiding a pirate ship and a zeppelin to equipping feet, torso, head, and both hands. The ability to effortlessly combine character classes is cool, too.

FUN FACTOR 4.5

FFV captures your imagination. You get a compelling story line and solid gameplay that enables you to explore vast landscapes and battle weird monsters as well as controls that allow you to expertly manage the growth of your party. It's an RPG classic.

- Published by Square EA
- \$49.95
- Available October
- RPG
- 1 player
- ESRB: Everyone
- 3-CD set includes Final Fantasy V, Final Fantasy VI, and a music CD

FANTASY

O L O G Y



ARGUABLY THE BEST game to date in the Final Fantasy series, Final Fantasy VI (released in '94 as Final Fantasy III for the SNES) has been reissued with new rendered cinema sequences and a few other minor adjustments. Although FFVI holds up beautifully today—even in the wake of FFVIII's release—further tweaks could've made this outstanding title even better. (For the original ProReview of Final Fantasy III, see the November '94 issue of *GamePro*.)

Magic Melee

Taking place in a land called Narsche, FFVI focuses on Terra, the last free-spirited magic user on the planet, and her quest to find her origins. What follows is an epic tale of double-crosses, revenge, self-discovery, tragedy—in short, all the key narrative elements for which the FF series is renowned. One of FFVI's best assets is its "open party" scheme: You aren't limited to a "main character" (as you are with Cloud in FFVII); instead, you choose from 12 fighters, who you can put in your four-person party at almost any time.



PROTIP: The chainsaw is Edgar's most powerful tool. You can find it in Zozo, but you must solve a clock puzzle first (the answer is 6 hours, 10 minutes, and 50 seconds).



PROTIP: In Narsche, when you have to choose between saving Mog or Lone Wolf and his treasure, go for Mog. You'll gain a valuable party member, and you can find Lone Wolf's treasure later in the game.



PROTIP: To finish off Kefka in the final battle, repeatedly cast Ultima, the most powerful magic spell.



PROTIP: For brute strength, it's all about Sabin. To execute his Blitz attack, Suplex, highlight Blitz in the menu and press X. Then, while the cursor is on Sabin, tap Δ, □, ↓, ↑, X.



An extra for the Anthology collection: a gallery of rendered FFVI CG artwork

Showing Its Age

Some aspects of FFVI, however, suffer when compared to today's standards. The sprite graphics are bland and very dated, and the sound effects come across as muted and tinny. And someone forgot to optimize the game speed for the jump from 16- to 32-bit: Battle scenes are rife with horrible slowdown that not only decelerates the visuals to a snail's pace, but also makes navigating the various menus a time-consuming—and patience-testing—labor. This wasn't present in the 16-bit version, and it's a damn shame the problem occurs here—FFVI deserves better.

Still Fantastic

Had FFVI been speed-tuned for the PlayStation, it would've been the definitive version of the best FF to date. As it stands, it's still an engrossing game, and FF fans will have a nostalgic blast. Even without flashy 32-bit graphics, Final Fantasy VI shows how an excellent story can make any RPG thrive. **B**

BY MAJOR MIKE



GRAPHICS 3.0

The new rendered cinemas are a nice addition, but the in-game graphics, including the pint-sized sprite characters, really show their age. The game's biggest problem is the slowdown that runs rampant during battles. Not only does the action become sluggish, but accuracy also goes out the window.

SOUND 3.5

The sound effects are tinny and muted. On the other hand, the music shines through with stirring symphonies and beautiful melodies—especially as presented in full CD-audio glory. The battle victory music may bring a nostalgic smile to your face.

CONTROL 3.0

The controls are dead-on...for the most part. Moving your party around and navigating the extensive menus is easy and intuitive. Once the slowdown sets in during battle sequences, though, controlling the cursor takes more work than necessary.

FUN FACTOR 5.0

Final Fantasy VI is still a topnotch RPG—even after its two sequels have made the jump to 32-bit. The slowdown in this version distracts from the fun, but for the most part, RPG gamers will find this Final Fantasy a refreshing blast from the past.

PLATFORM
PlayStation



IT'S BEEN A long time since the original Suikoden was released. Although the first game garnered quite a following—it was one of the first RPGs for the PlayStation—a whole lot has happened to the RPG genre in the meantime. Suikoden II, with its rehashed story and old-fashioned 2D characters and environments, is a little too stale to pique the interest of even the most avid fans of the original.

Suikoden II

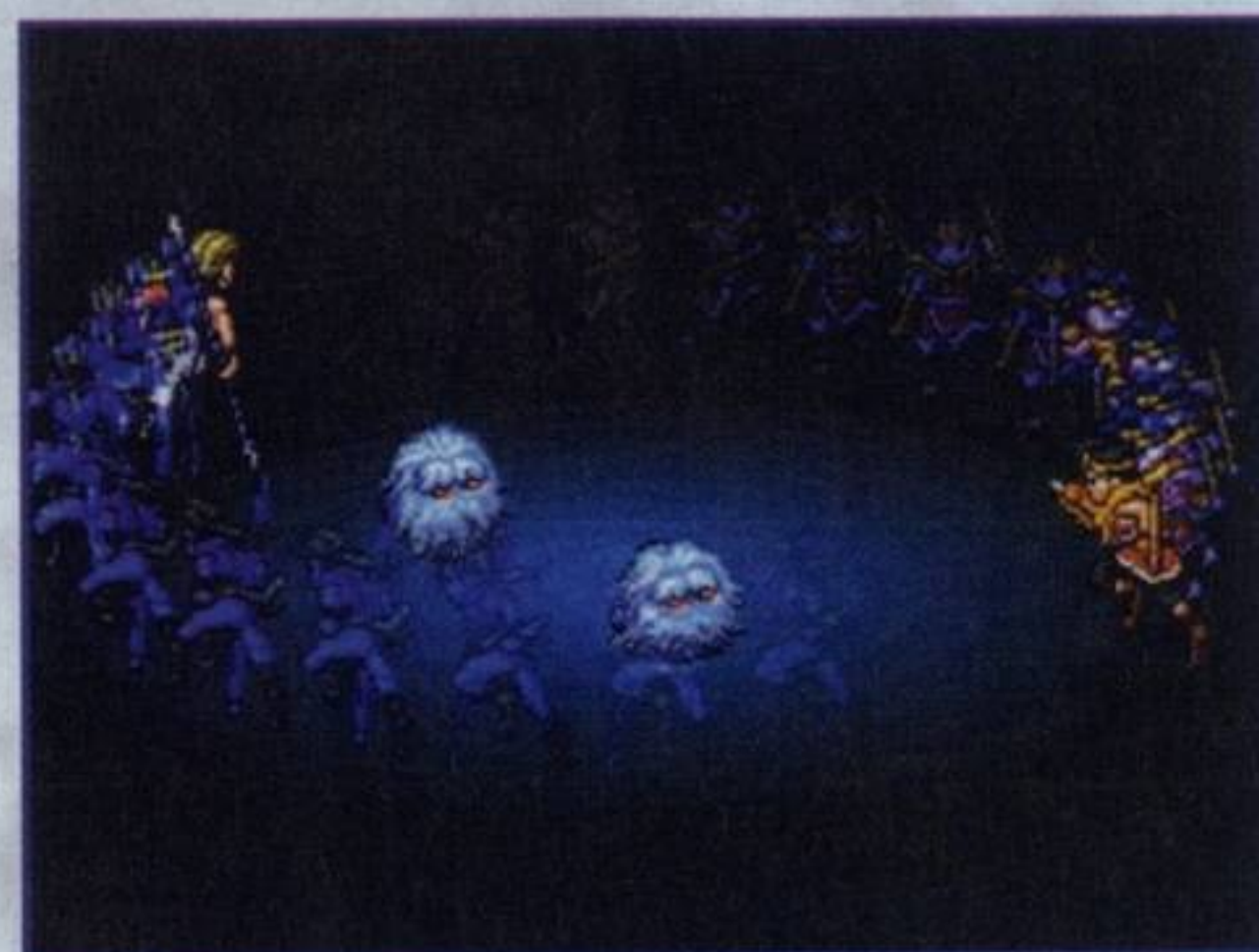
So, Where Were We?

Suikoden II starts where its predecessor left off, placing you in the boots of a young imperial rebel who becomes a hunted man after witnessing the slaughter of his entire army at the command of its own general, Luka Bride. Aided by your buddies and some mercenaries, you must clear your name, rescue your sister, and squash the Evil Empire's plans.

Although SII is short on plot and puzzles, it's very battle-intensive, with a combat system that resembles the original Suikoden's. You can configure your party with up to six of the 108 available characters (most of whom possess similar abilities) and unleash powerful combo attacks by uniting two or more party members. The attacks become repetitive after a while, however—even the spell attacks get old. Moreover, battles occur so frequently, you'll often choose to run instead of fight just to keep the story moving along.



PROTIP: In the Mercenary Camp, distract the guards by starting a fire, then run up to the balcony on the upper floor and use the rope to escape.



PROTIP: When choosing a formation, keep your character and Joel on the frontline. Their combo attacks can take out most enemies with one blow.

Back Where We Started

Graphically, SII looks better than the original, with more detailed environments and explorable areas—but you'll find it all a waste of time, with too much to explore (rows of houses and backyards) and nothing to gain (no treasure chests or items).

On the bright side, SII's controls are highly responsive. Maneuvering your character through the interactive world, managing your inventory, and configuring your party are all no-brainers.

Unfortunately, the sound is pretty bland. There are virtually no voiceovers, and the background music shines only during combat. The spell effects actually sound better than the tunes.

Fun-Free Zone

Even fans of the first Suikoden will have a hard time enjoying this sequel, given that there's nothing new here. You probably won't want to invest the time or trouble it would take to embark on this pointless quest.



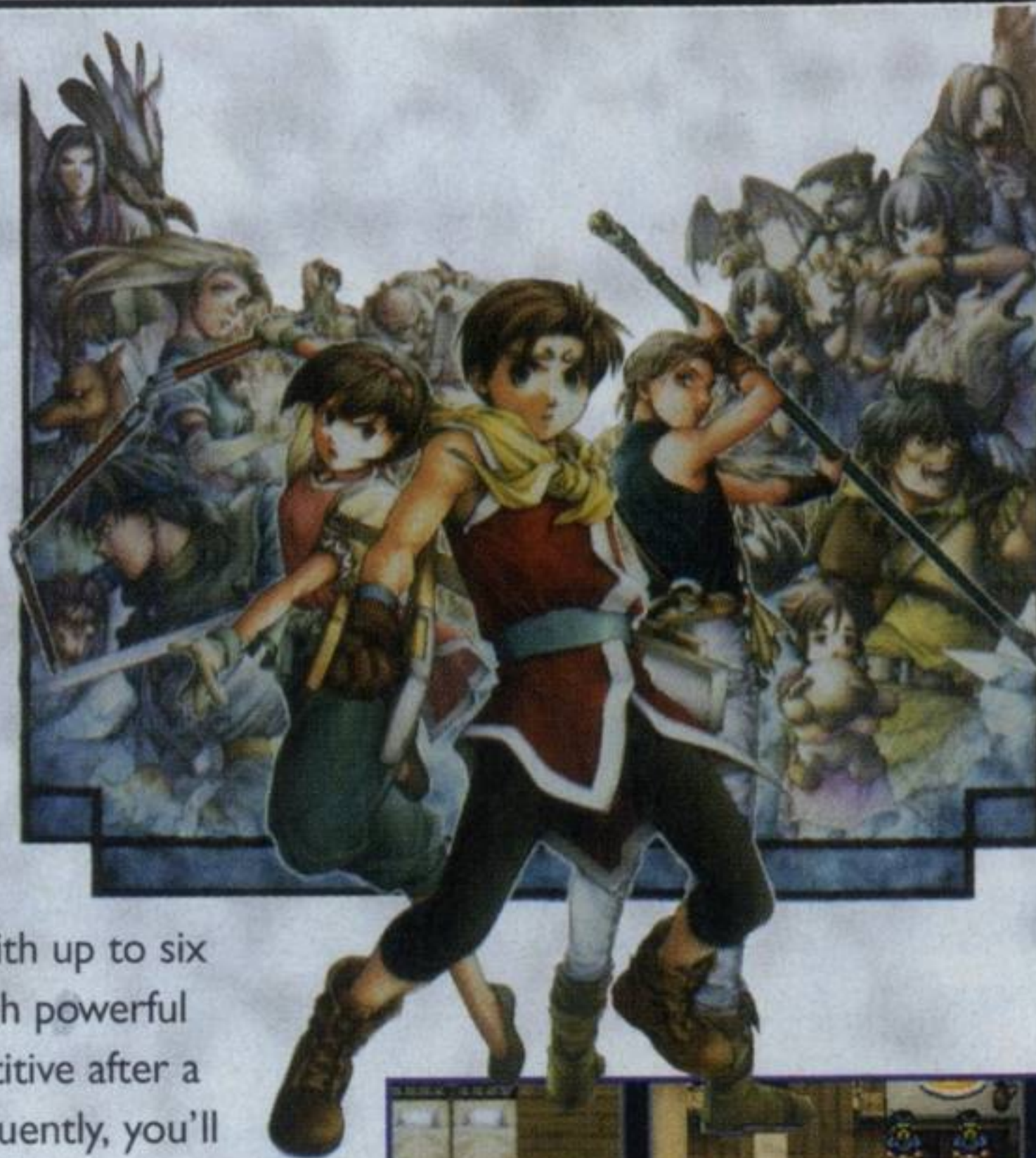
PROTIP: When possible, have the Blacksmith in Ryube City sharpen or enhance your weapons.



BY E. COLI

- Published by Konami
- \$39.99
- Available now
- RPG
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	2.5	5.0	2.5



PROTIP: After you come back from Kyaro City, you can remove or add party members by talking to Leona at the Mercenary Camp.



PROTIP: Take any unknown items you win in battle ("? Vase") to the appraiser in Toto Village to have them identified.



PROTIP: In Sparrow Pass, remember where the pool of water is—it'll come in handy in the many battles ahead.

GRAPHICS 3.0

Suikoden II looks better than its predecessor, but it's still full of cookie-cutter 2D characters and environments. If it had been released a few years ago, it would have been an average RPG; in this day and age, though, it just looks dated.

SOUND 2.5

With virtually no voiceovers, this text-based game relies on bland background music and loud battle sound effects to keep you awake.

CONTROL 5.0

Suikoden II's controls are very responsive. Maneuvering your character, configuring your party, and managing the menu items are easy.

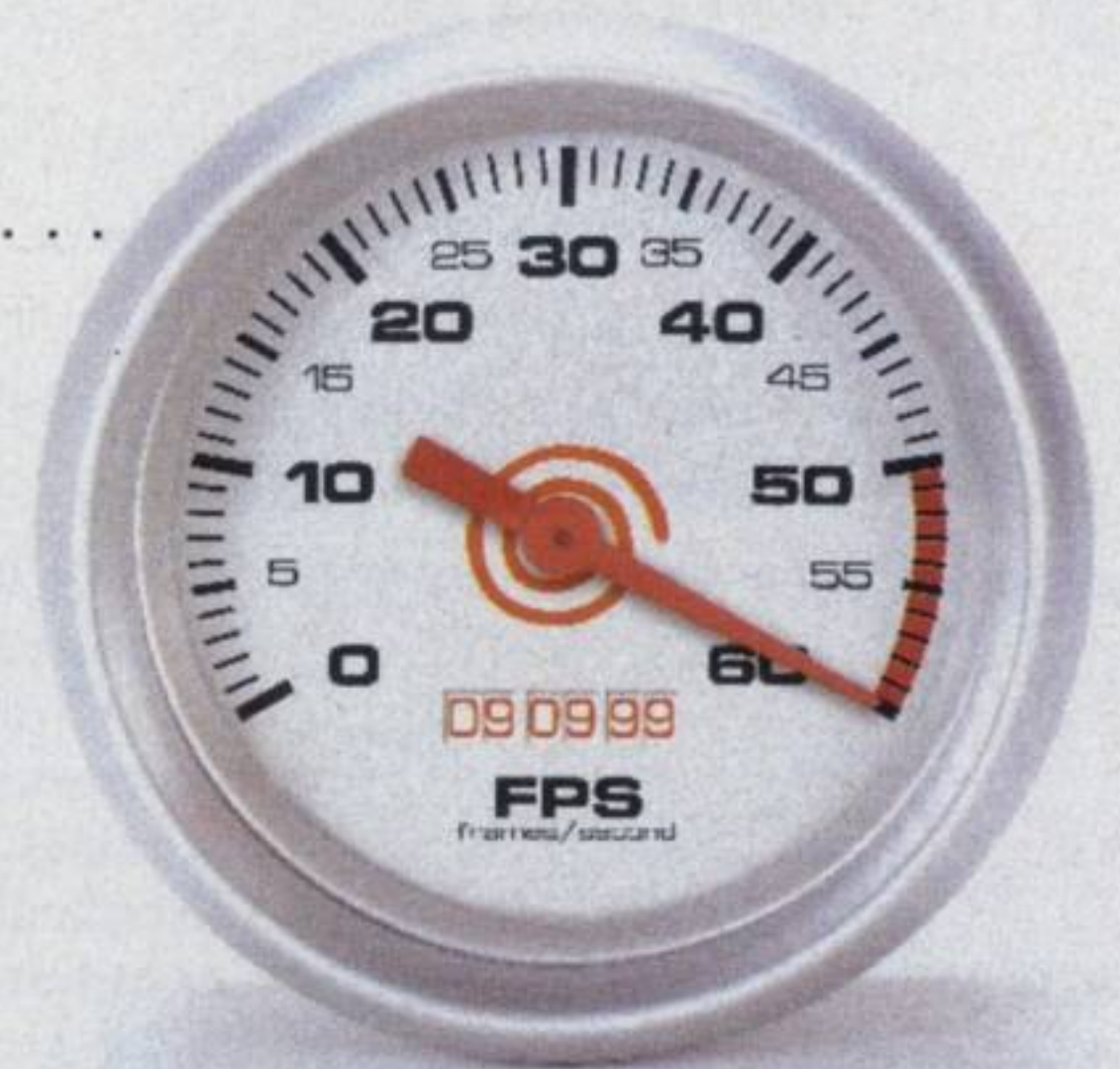
FUN FACTOR 2.5

If you're a fan of the original, Suikoden II might conceivably be worth your time (but there's no guarantee). Otherwise, a rental will be more than enough.

0-60 IN 1 SECOND.

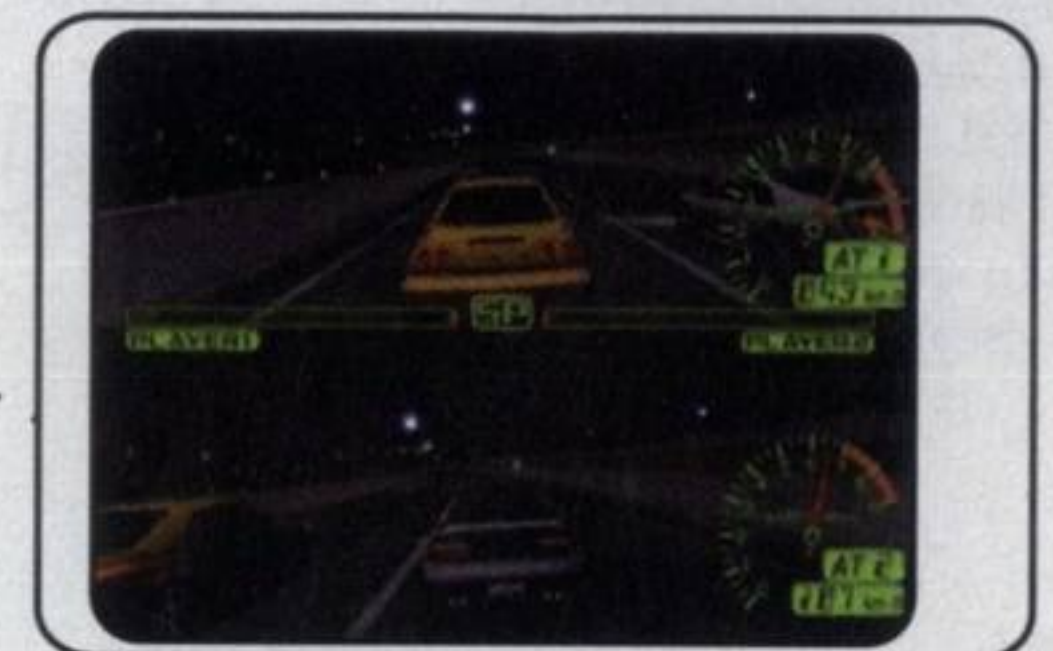
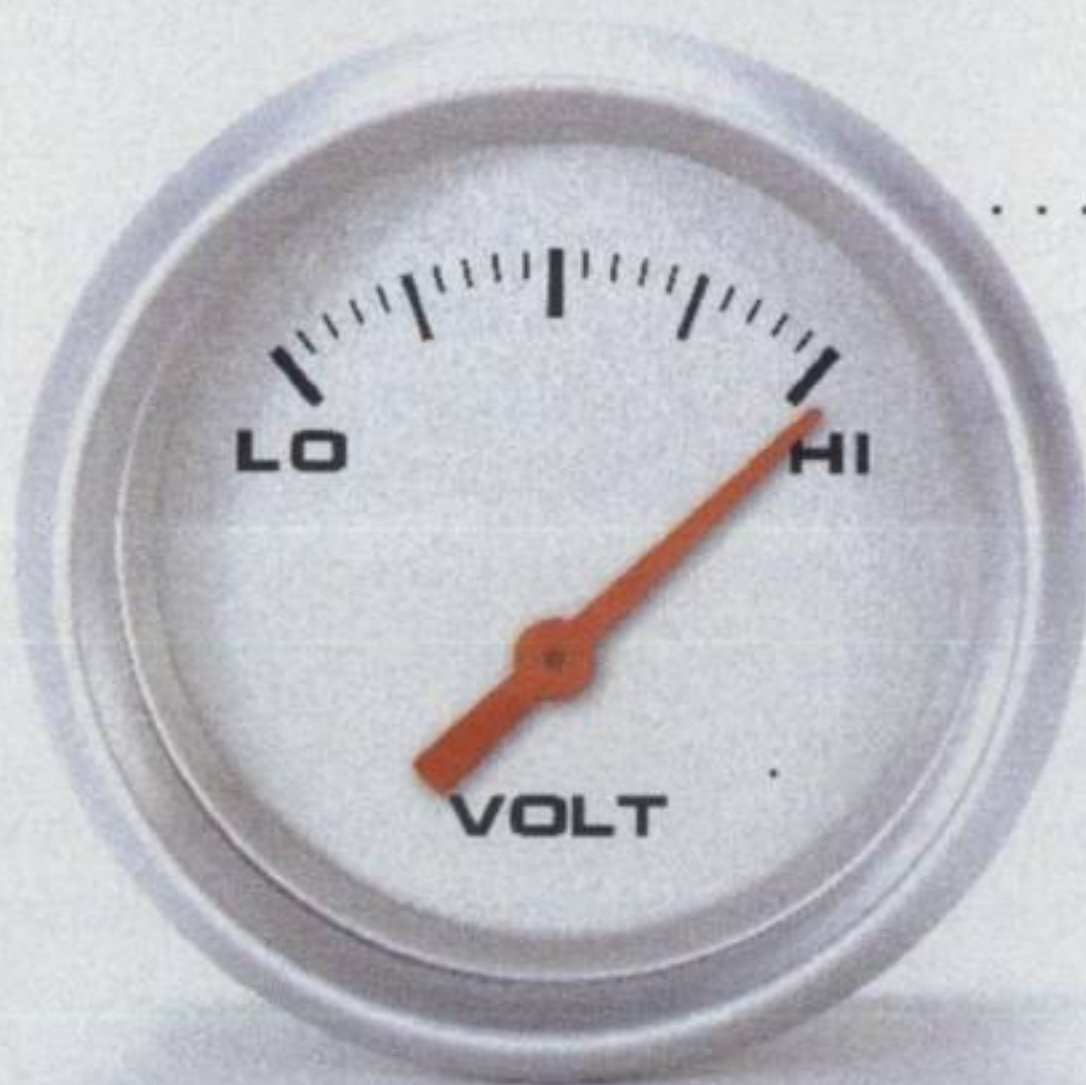
HIGHSPEED

At 60 frames-per-second, TOKYO XTREME RACER is one of the fastest console games in existence. It's a white-knuckle racing experience that will leave you breathless.



HIGHVOLTAGE

Throw down against road rivals in point battle mode, customize your import racer in quest mode, or choose versus mode to go head-to-head at a blistering 60 frames per second.



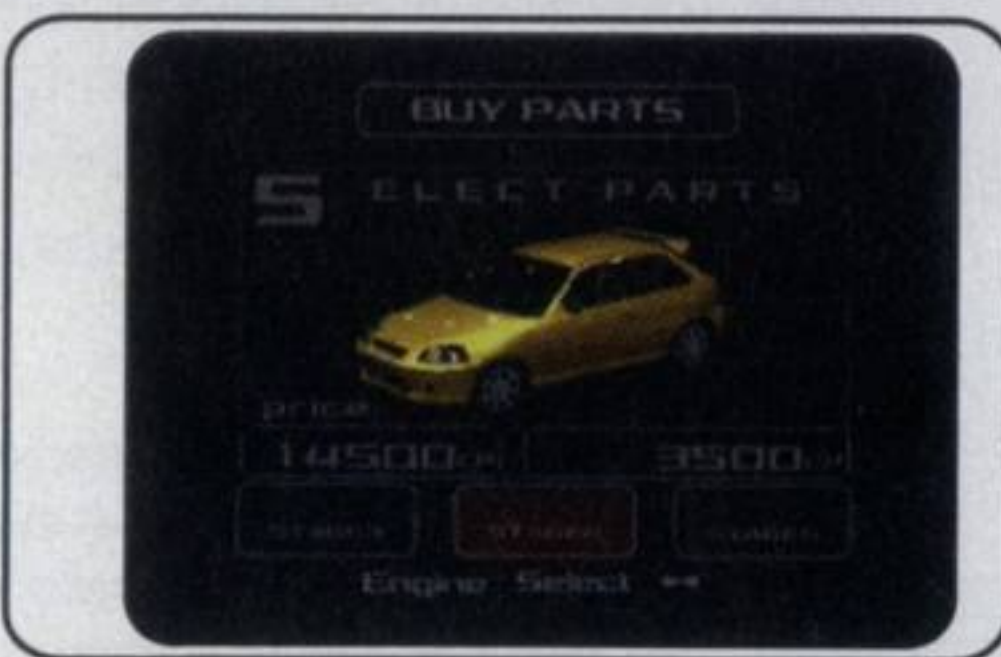
HIGHOCTANE

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-SEGANET.COM

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-GAMEFAN ONLINE



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PLATFORM
PlayStation



THOUSAND ARMS ELBOWS its way into the RPG arena with a unique way of powering up weapons, a vast and detailed world, and a topnotch story line. Oh, and there's dating, too.

Oh, Meis! You're So Nice!

Get ready to assume the role of Meis, a ladies' man and apprentice blacksmith. After being driven from your home by the invading army of Dark Acolytes, you pair up with babe-in-training Sodina in a quest to ignite all the Altars of Light scattered around the

STATUS	???	GG	3525MP	1766
ITEM	CONFIG		Wyna	LV 18
SPELL	SAVE		HP 176 / 249	
PARTY	???		EP 37 / 55	
F Meis LV 32				
			HP 628 / 631	
			EP 144 / 146	
B Sodina LV 29				
			HP 371 / 472	
			EP 154 / 155	
B Muza LV 20				
			HP 198 / 328	
			EP 29 / 57	

◀ **PROTIP:** Only the characters in the left column will participate in battles. Plan accordingly, but try to keep Meis in the group: His weapon is the strongest.

world. Along the way, the two of you are joined by other party members and explore abandoned mines, misty valleys, icy caves, pirate encampments, volcanic islands, and other exotic locations that brim with puzzles and dangerous foes.

The most unique feature, however, in Thousand Arms is its sim-dating gameplay, which works in conjunction with Meis' blacksmith duties: You must successfully woo a female companion in order to forge killer weapons. Answering questions to the girl's satisfaction, giving her a present, or successfully completing a mini-game are all ways to raise the young lass' level of intimacy, which in turn helps you create a more effective weapon.

THOUSAND ARMS



BY E. COLI

■ Published by Atlus
■ \$39.99
■ Available now
■ RPG

■ 1 player
■ ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	3.0	4.5

▶ **PROTIP:** The path that's second from the left in the Cave of Tenure leads to the Altar of Light. The first and third paths go to treasure chests; the fourth is a dead end.



All in All

Thousand Arms' graphics feature beautiful 3D polygonal environments. Within the very detailed and sometimes huge towns, you can take full advantage of the game's 360-degree camera control, which makes for exciting exploration. You never know what you might find behind a building.

Soundwise, the game is neither here nor there. Although the voice-overs are well acted, they aren't really anything to shout about. Furthermore, the background music works only adequately to pace the action.

Thousand Arms' biggest flaw is control. The directional pad is imprecise, and the game doesn't support a joystick, so finding just the right spot to perform actions or to converse with other characters can be a real chore.

GRAPHICS 4.0

Thousand Arms' colorfully vibrant 3D environments and character art will grab players from the start. The high-quality animé sequences will dazzle even the most jaded gamer.

SOUND 3.0

Other than voice-overs during crucial scenes, all game dialogue is presented in text format. The background music doesn't hinder the experience, but it doesn't add anything, either.

CONTROL 3.0

Maneuvering the directional pad in the 3D environment is simply too cumbersome, adding irritability to the gameplay experience. Locating the right position to perform an action or to interact with other characters can be a challenge. The item menus, however, are well laid-out and a snap to manage.

FUN FACTOR 4.5

Thousand Arms is a solid RPG that includes everything a discerning gamer requires: a rich story line, puzzles galore, huge areas to explore, and tons of enemies to conquer. This is one RPG worth investigating.



◀ **PROTIP:** Once you've found the entrance to the pirate's encampment, talk to the people in the village. They'll tell you about the Old Man, who you'll find in the tavern. Drink him under the table, then leave town to meet the Mysterious Warrior, who'll get you inside the encampment.

Love and War

Thousand Arms brings new elements to the genre, such as the weapon forging and the dating game, while keeping gamers busy with excellent

puzzles, a huge world to explore, and tough battles galore. It will definitely make a fine addition to any RPG fan's collection.

NAME	Meis	WEAPON	M. Sword
LEVEL	32	ATTRIBUTE	FIRE
EXP.	9726	OFFENSE	135
NEXT	505	DEFENSE	40
HP	628 / 631	CRITICAL RATE	25
EP	144 / 146	MULTI-ATTACK RATE	62
ELEMENTAL POWER	41	SPELL	
SPEED	53	ELEMENTAL BEAST	
EVADE RATE	12	EQUIP WEAPON	
ACCESSORY	War Glove	EQUIP ACCESSORY	
CHARISMA	7		

◀ **PROTIP:** Check your charisma level when you level up—it determines the level of intimacy you can achieve. When it increases, it's time for another date and a little forging.

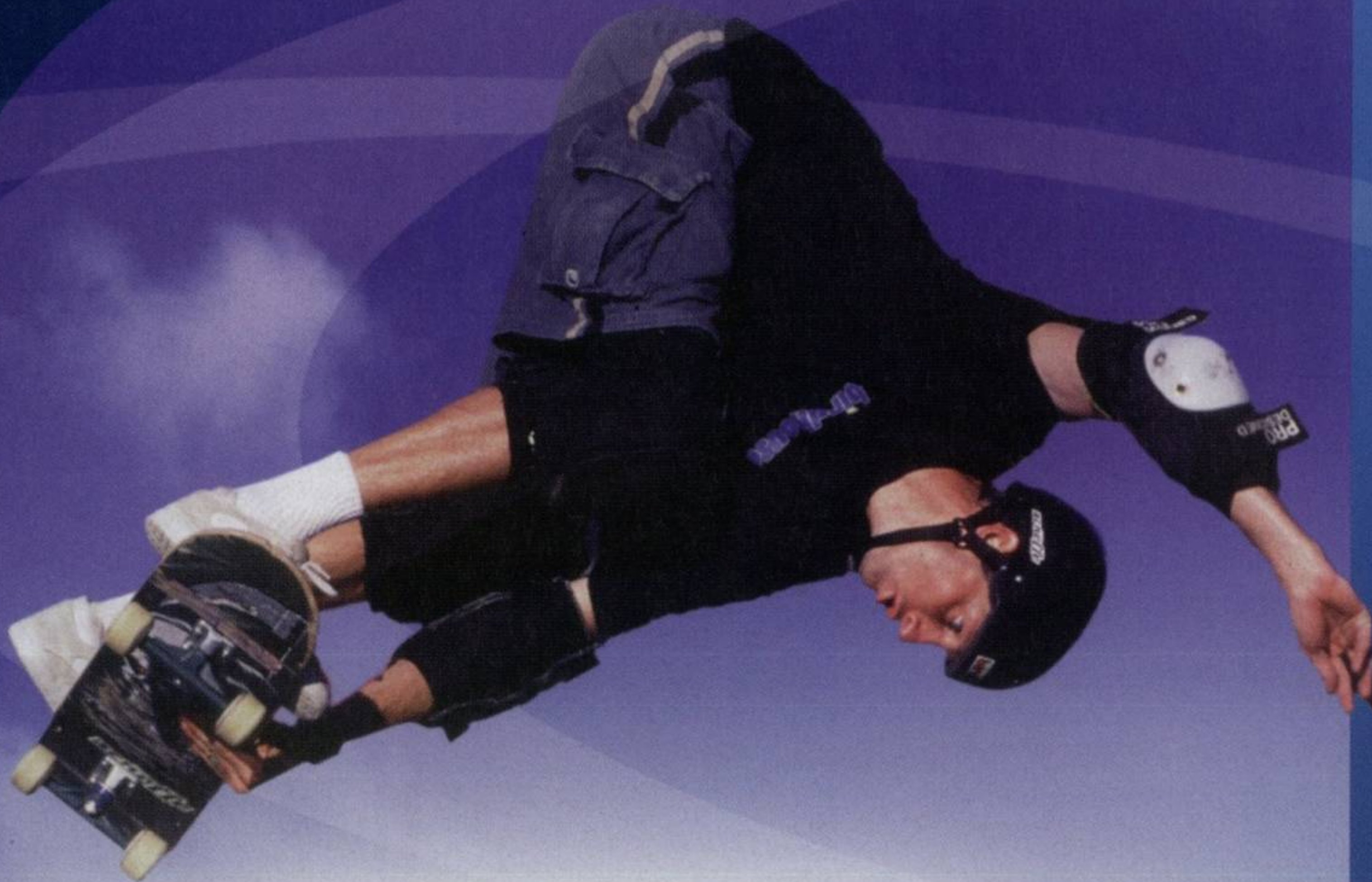


◀ **PROTIP:** First give the girl a present, then take her on a date. As soon as her mood and intimacy level go up, rush to the nearest Smithy and do some heavy-duty weapon forging.



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ACTIVISION®

NEVERSOFT



BY E. COLI
 ■ Developed by Game Arts
 ■ Published by Sony Computer Entertainment America
 ■ Target release date: October



HANDS-ON

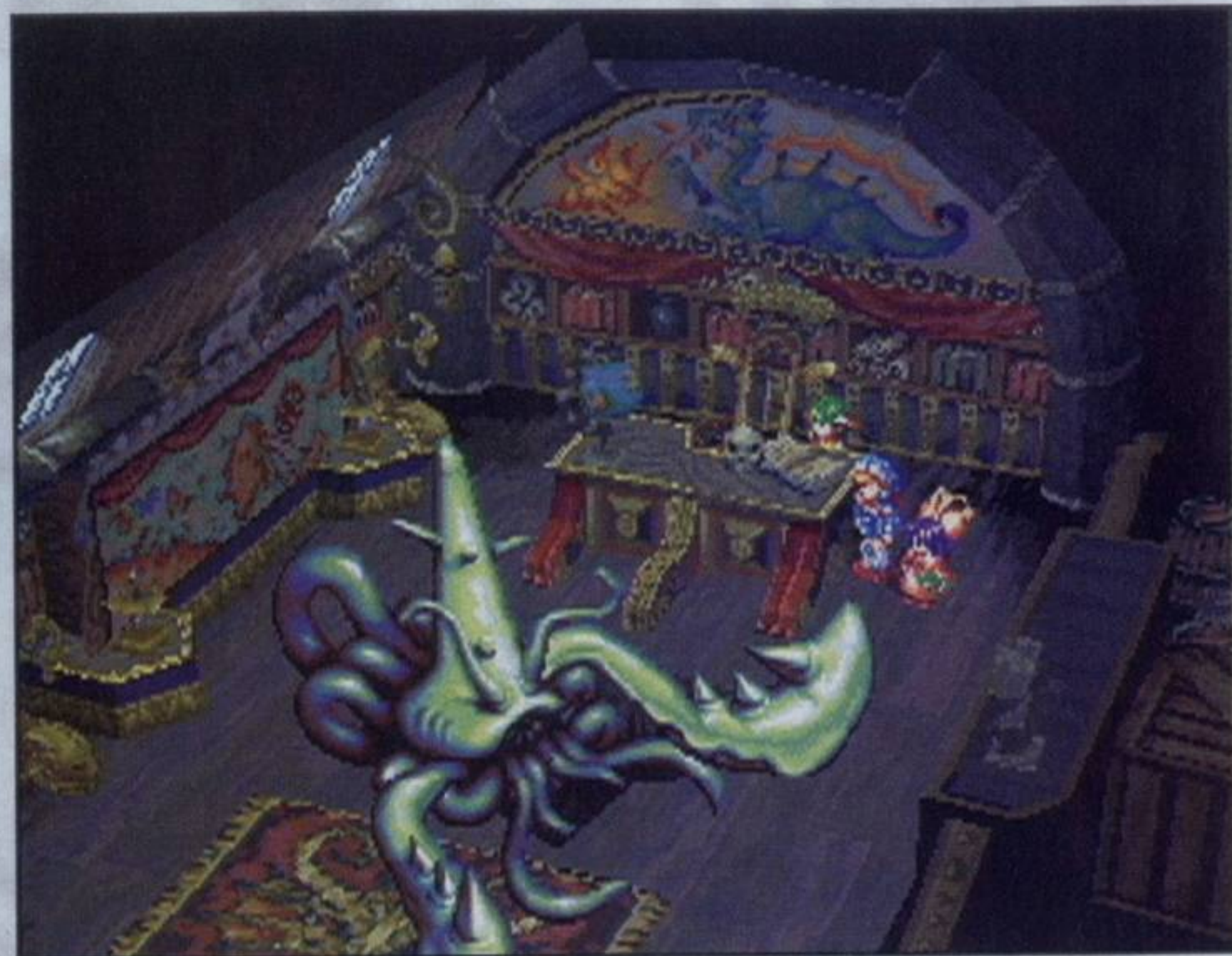
Grandia

Better Late Than Never

Grandia is an old-school RPG from Game Arts (the developer of the Lunar series) that was originally slated to be released in the U.S. for the Saturn system. Now those who have been waiting for the much-hyped but never-seen saga will have the opportunity to play it on their PlayStations with little or no changes made to the original.

In Grandia, you'll play as Justin, a 15-year-old boy who's not only trying to uncover what happened to the ancient Icarian society and its mythical city of Angelou, but is also attempting to prevent the evil General Baal from awakening that lost civilization's deadly secret. With your friend Sue and her sidekick Puffy (who is also Sue's main weapon), you'll explore ancient ruins, ghost ships, and faraway lands in search of the truth.

Other characters will join the party along the way, bringing their special skills and personalities to aid in your various missions.



Game Arts delivers a solid RPG with Grandia, which was originally slated for the Saturn—but the PlayStation version does show the game's age.



GRANDIA

Isn't It Grand?

Grandia's story line is rich and expansive, promising 70-plus hours of immersive gameplay. During your quest, you'll battle over 200 enemies, including some hard-to-beat bosses, and collect hundreds of items.

There are over 80 spells and attack techniques to learn that become more powerful the more you use them. The game's real-time battles can be quite challenging, but are made easier by the intuitive weapons and magic menu.

In the preview version, the graphics were colorful if a little old-fashioned; plus, every town and dungeon had a unique look and feel. Grandia's dialogue is mostly text-based except during crucial scenes (the voice-overs are hysterically funny at times). On the control side, Grandia utilizes the analog stick, and its camera is fully adjustable—but it can cause you to become disoriented. Fans of old-fashioned RPGs such as Lunar should definitely check out Grandia when it hits stores later this year.



Vagrant Story

A SQUARE COMBO

Ever wonder what kind of game you'd get if you combined Parasite Eve, Metal Gear Solid, and Resident Evil? Well, stand by for Vagrant Story from Square Soft. Two of the creators of Final Fantasy Tactics—producer Yasumi Matsuno and character designer Akihiko Yoshida—have reunited to bring you this fully polygonal, 3D action/RPG that takes you to medieval Europe for some serious puzzle-solving and intense hack-n-slash combat.



YOUR MISSION: TO EXPLORE



Vagrant's focus will be on puzzles as much as on combat, so exploration and strategy will be just as important as the destruction of your enemies.

Square Soft says that the game has only one ending and one path to get there, but if you take the time to explore all of the

game's areas, you'll spend over 40 hours completing the adventure. With its stunning detailed graphics, tight story line, unique combat system, and brain-spraining puzzles, Vagrant Story is shaping up to be a topnotch challenge for RPG gamers.



BY E. COLI

- Developed and published by Square Soft
- Target release date: First Quarter 2000



FIRST LOOK



Armor yourself, hone your blade, and prepare for battle! Vagrant Story sets before you a path paved with danger...and mystery.

VAGRANT STORY™

VAGRANT ACTION

In typical Square Soft fashion, Vagrant's story line is deep and complex. Ashley Riot, the hero, is a special policeman in the land of Valendia trying to track down Sydney Lassarot, an evil doomsaying fanatic with supernatural powers. Ashley's battle against Lassarot's minions takes him through a vast world of cities, forests, and dungeons.

The game will feature some cool takes on traditional RPG features. For example, there are no experience points, so Ashley doesn't "level up," but his weapons and armor skills become more powerful as you use them in battle. There's also a slick weapons system that enables you to combine three basic elements found in every weapon to create new armaments.

Vagrant's combat style is very similar to Parasite Eve's, featuring a combination of real-time moves with turn-based, menu-driven attacks and enemies with weak spots that you'll have to find for victory. If

you're going up against an agile opponent, for instance, you would target their legs.



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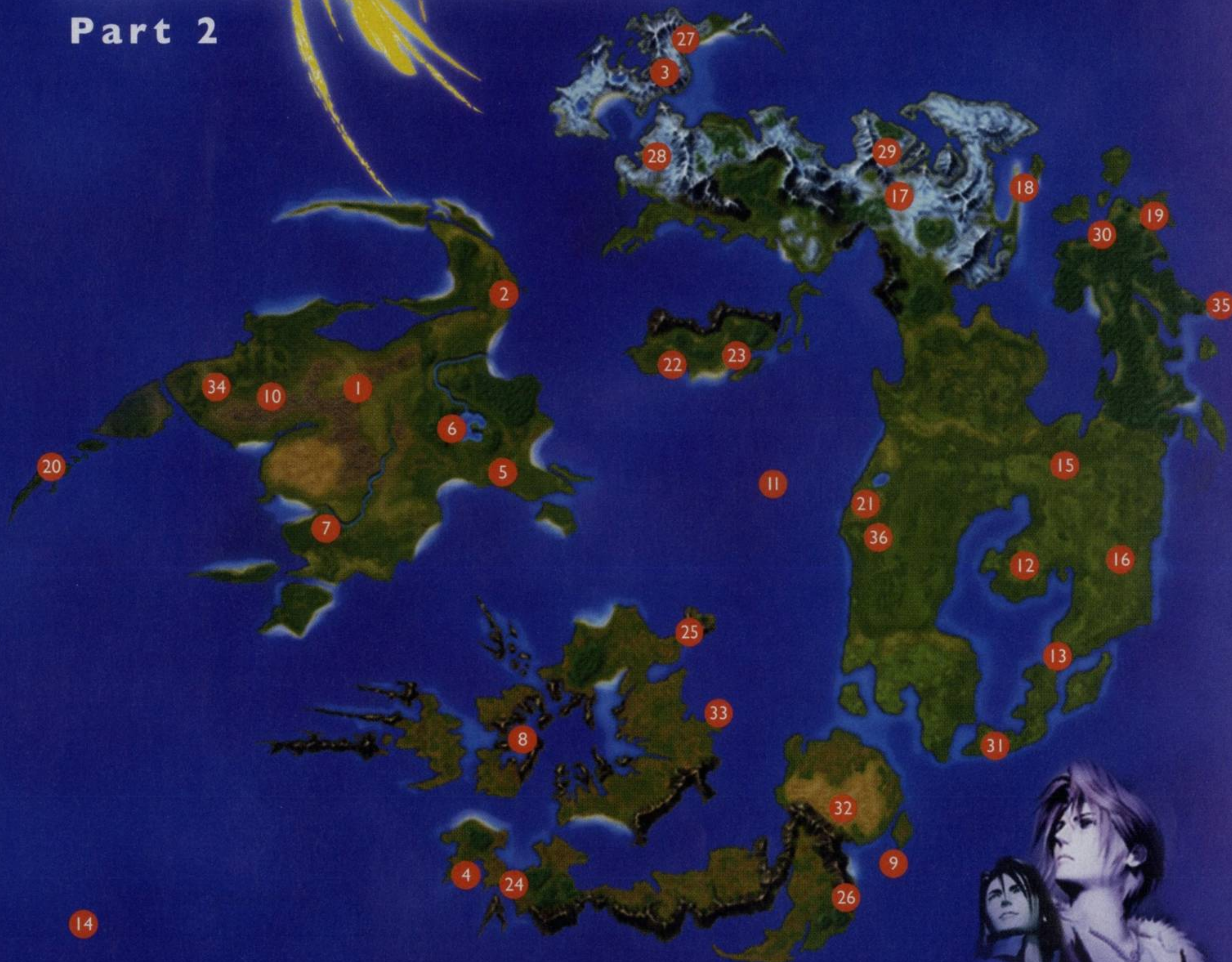


FINAL FANTASY VIII

Part 2

This is it—the end of your quest! In this ProStrategy Guide, we take you to the end of Final Fantasy VIII, helping you emerge victorious from the final showdown with Ultimecia!

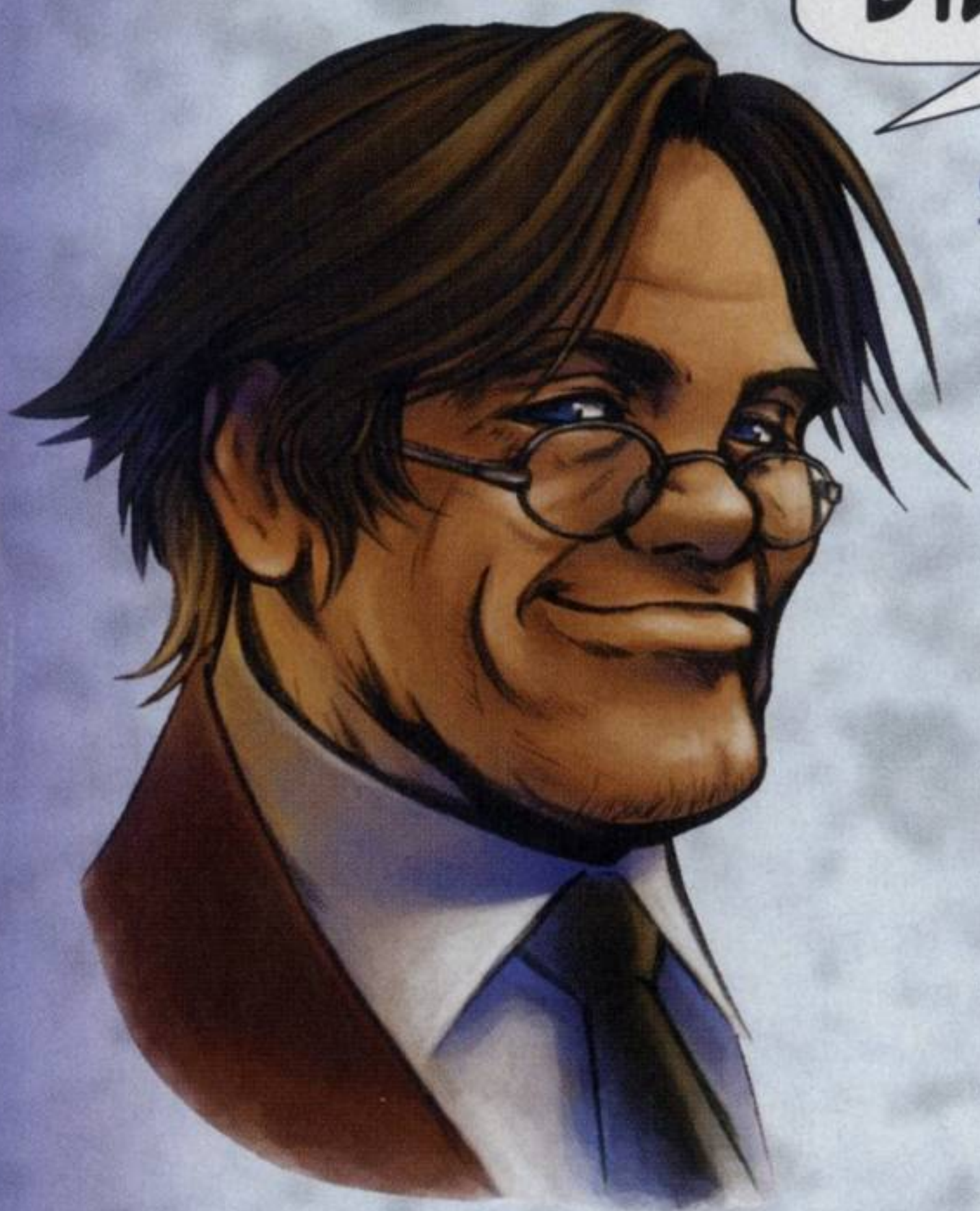
By Major Mike
(Special thanks to Prince Paul and J.H.)



KEY AREAS IN THIS GUIDE:

- | | | | |
|---------------------|---------------------------------|-----------------------------------|-------------------------------|
| (1) Galbadia Crater | (10) Deling City | (19) Island Closest to Heaven | (28) Chocobo Basics Forest |
| (2) Dollet City | (11) Fishermans Horizon | (20) Island Closest to Hell | (29) Chocobo Roaming Forest |
| (3) Shumi Village | (12) Eshtar Sorceress Memorial | (21) Great Salt Lake | (30) Chocobo Holy Forest |
| (4) Edea's House | (13) Tears' Point | (22) Balamb City | (31) Card Queen |
| (5) Timber | (14) Deep Sea Research Center | (23) Balamb Crater | (32) Kashkabald Desert |
| (6) Obel Lake | (15) Lunatic Pandora Laboratory | (24) Chocobo Forest of Fun | (33) Serengetti Plains Portal |
| (7) Winhill | (16) Lunar Gate | (25) Chocobo Fortress of Solitude | (34) Wilburn Hill Portal |
| (8) White SeeD Ship | (17) Trabia Garden | (26) Chocobo Enclosed Forest | (35) Grandidi Forest Portal |
| (9) Cactuar Island | (18) Heath Peninsula | (27) Chocobo Beginner's Forest | (36) Eshtar City |

DID YOU REMEMBER TO...



ON DISC 1:

- ... get the Quezacotl and Shiva GFs from the study panel in Balamb Garden?
- ... defeat the Ifrit GF in the Fire Cavern?
- ... draw the Siren GF from Elvoret on top of the Communication Tower in Dollet City?
- ... get the April issue of Weapons Monthly off Squall's desk?
- ... get the Magical Lamp from Cid after becoming a certified SeeD member?
- ... get Pet Pals Volume 1 during the train ride from Balamb City to Timber?
- ... collect Pet Pals Volume 2 from Rinoa's room before the mission to kidnap President Deling?
- ... get the Brothers GF from the Tomb of the Unknown King?
- ... collect the May issue of Weapons Monthly from the sewer in Deling City?
- ... draw the Carbuncle GF from Iguion before your first battle with Seifer and Sorceress Edea?

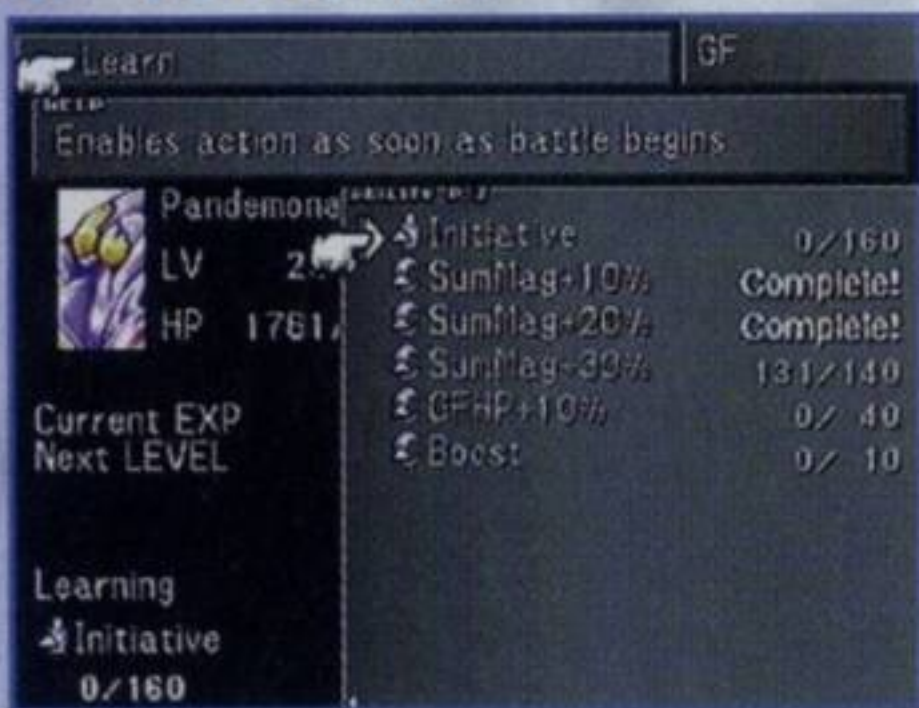
ON DISC 2:

- ... collect Combat King 001 from Floor 01 of the Desert Prison?
- ... draw the Leviathan GF from NORG at Balamb Garden?
- ... draw the Pandemona GF from Fujin during the fight in Balamb City?
- ... get the Odin card from the Centra Ruins?
- ... defeat the Tonberry King in order to collect the Tonberry GF at the Centra Ruins?
- ... defeat the Cerberus GF in Galbadia Garden?
- ... draw Alexander from Sorceress Edea when you fought her at the end of disc 2?
- ... take the SeeD written tests so you can make more Gil?

(If you want to raise your SeeD rank and make more money, please see the section "Pssst! Want the Answers?" at the end of this ProStrategy Guide.)

BALAMB GARDEN

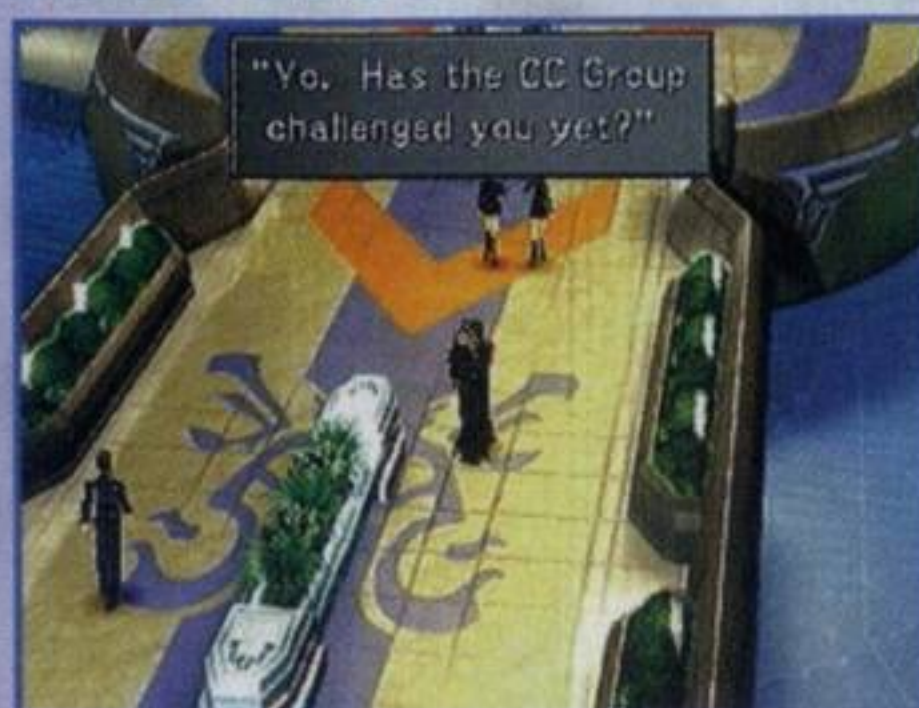
TAKE CARE OF YOUR GFs



At the outset, make the necessary adjustments so your GFs learn these abilities (if they haven't already):

- ◆ Pandemona: Initiative
- ◆ Alexander: High Mag-RF
- ◆ Tonberry: Call Shop
- ◆ Cerberus: Alert
- ◆ Shiva: Doom
- ◆ Carbuncle: Counter
- ◆ Leviathan: Supt Mag-RF
- ◆ Quezacotl: Card Mod

CARD CLUB



Card collectors can now challenge members of Balamb Garden's Card Club and obtain rare cards. These card players appear at random in certain locations, and you can only

challenge some members after others have been defeated.

JACK



Jack can be located walking near the board in the Hall.

CLUB



Card Knight Club can be found near the Parking Garage.

SPADE



Card Knight Spade is standing with a friend by the 2F elevator.

DIAMOND



Card Princess Diamond is actually two girls who can be found by the board in the Hall.

HEART



Card Queen Heart is on the 3F deck; she has the Carbuncle card.

JOKER



Card Magician Joker can be found in the Training Center. If you can beat him, he'll let you access the GF

Report in the Information menu of the Tutorial. Joker has the Leviathan card.

KING



Card Knight King appears only after you've defeated all the Card Club members. Go to the Infirmary and talk to Dr. Kadowaki, then return to your dorm room and tell any colleagues traveling with you that you'd like to be alone. Get some rest, and when you awaken, you'll take on Card Knight King. King possesses the Gilgamesh card.

INFIRMARY



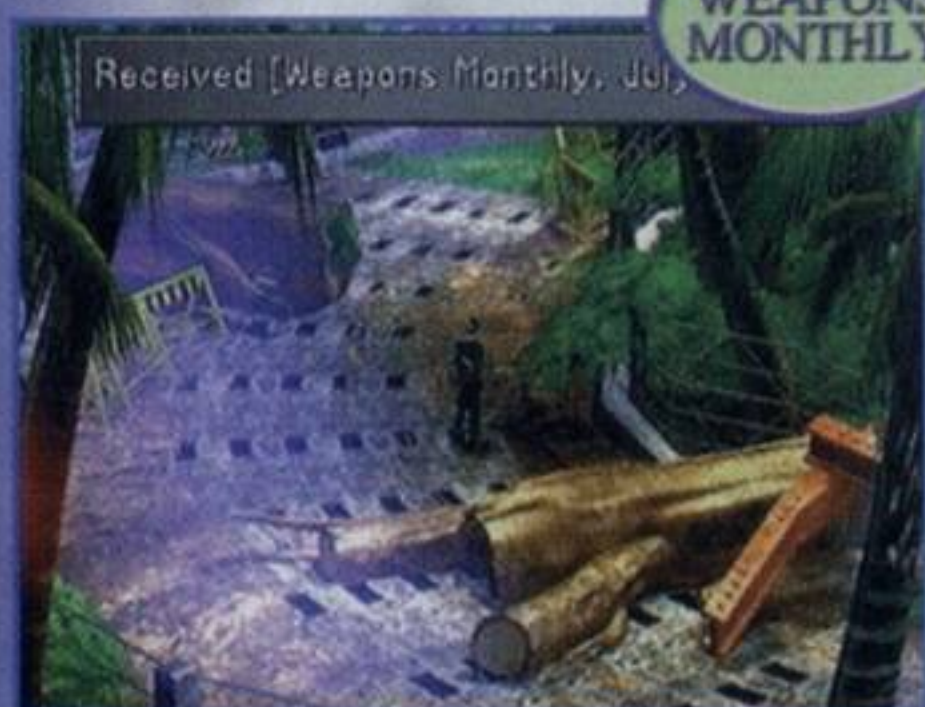
Visit Rinoa in the Infirmary to get the story rolling again.

TRABIA CANYON



When Laguna and Kiros fight Ruby Dragon, cast Diablos on the beast for a short fight.

BALAMB GARDEN



On your way to the bridge, stop at the Training Center and collect the July issue of Weapons Monthly.

EDEA'S HOUSE

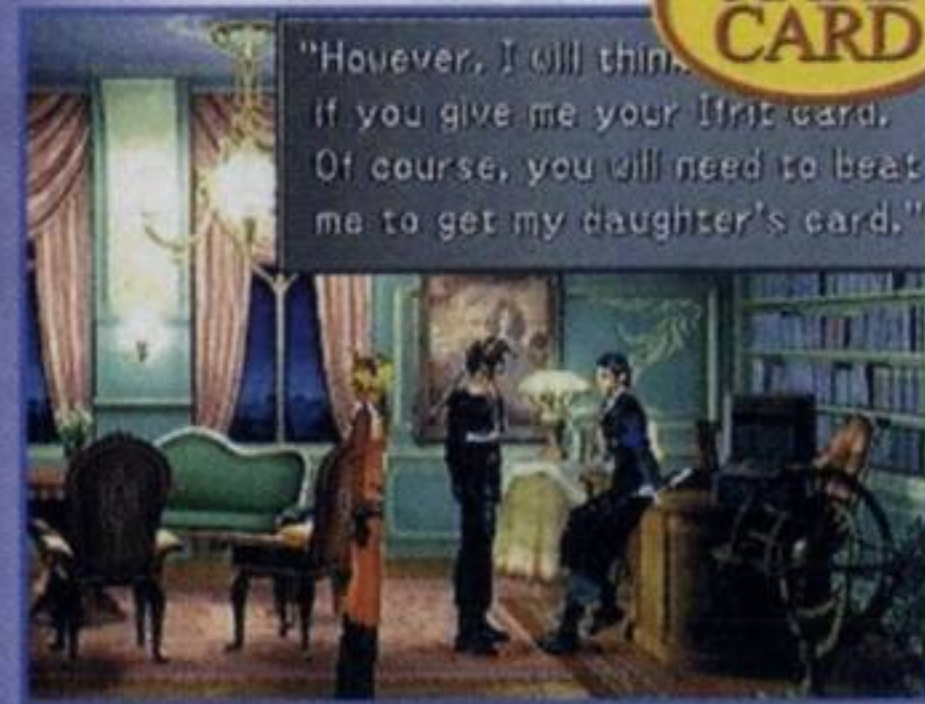


Go to Edea's House and talk to Cid and Edea. You can win Edea's card from Edea and Seifer's card from Cid (if you didn't win it earlier). Edea gives you the Sorceress's Letter that lets you board the White SeeD Ship. You can also find an issue of Timber Maniacs on the floor in one of the rooms in the house.

MORE CARDS

Here are some quick side-quests for you card collectors.

DELING CITY



Go to Deling City, ask General Caraway about the cards, and then challenge him to a game. You can win Rinoa's card from him, but you must deliberately lose the Ifrit card to him first. After you win Rinoa's card, ask the general about the cards, then leave Deling City.

FISHERMANS HORIZON



Head to Fishermans Horizon. When you arrive, go to Mayor Dobe's house and challenge Martine to a card game (he's sitting outside and to the right of the house). Reclaim your Ifrit card. Go to the house across from the train station and talk to the Grease Monkey. You can also upgrade your weapons while in Fishermans Horizon.

BALAMB CITY



Attention, card collectors: You can win the Pandemona card from the man in front of the Balamb Hotel in Balamb City.

SHUMI VILLAGE



Go north to Shumi Village. Visit the Sculptor's house, talk to the Sculptor, and talk to the Elder's Attendant. Go to the Elder's house, talk to the Elder, and follow his instructions. Return to the Sculptor's house, check on the statue, then go back and talk to the Elder. Leave Shumi Village.

WHITE SEED SHIP



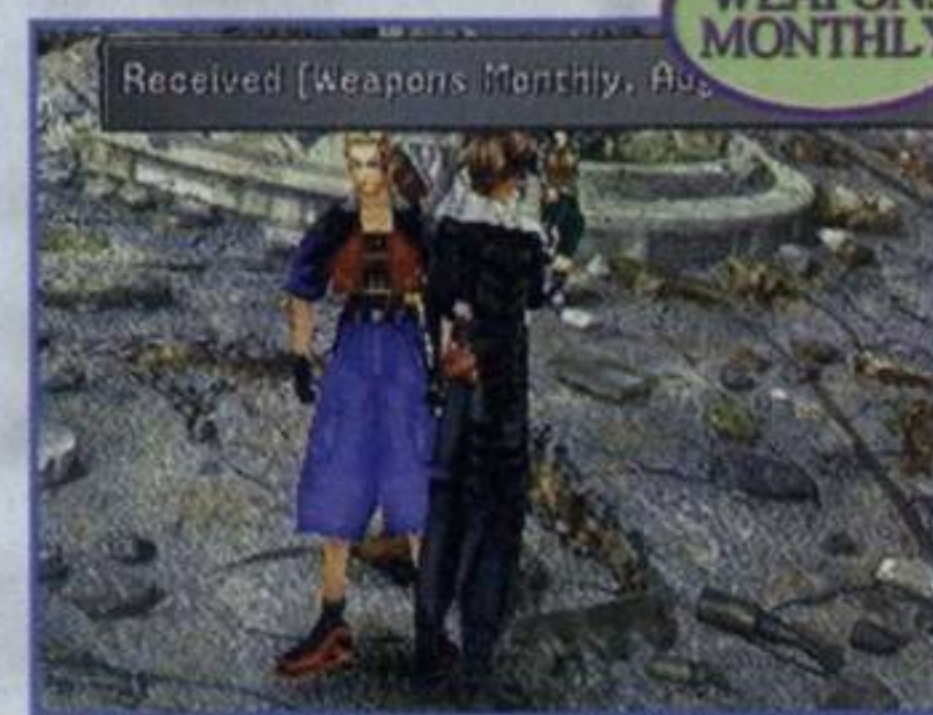
Back to the story: Visit Edea's house, talk to her, then go northwest and

find the White SeeD Ship. Board the ship and read the copy of Timber Maniacs located on the upper deck. Talk to Zone, talk to the White SeeD, and then talk to Zone again. Give him the Girl Next Door magazine for free. In return, he'll give you Shiva's card. You can also win Angelo's card from Watts (if you missed the opportunity earlier).



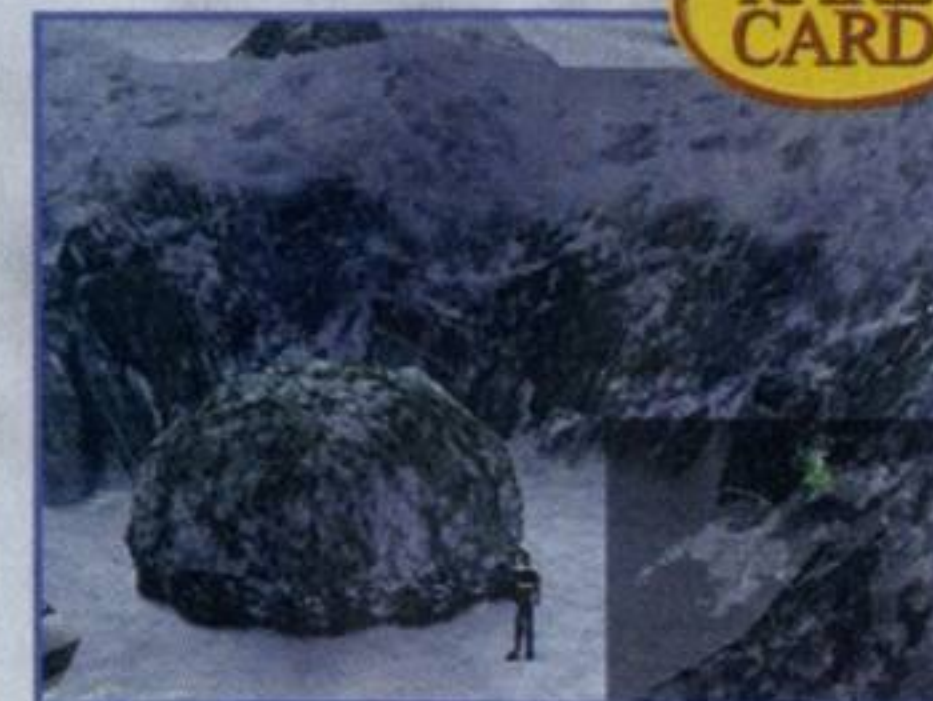
Talk to the White SeeD leader on the lower deck.

TRABIA GARDEN

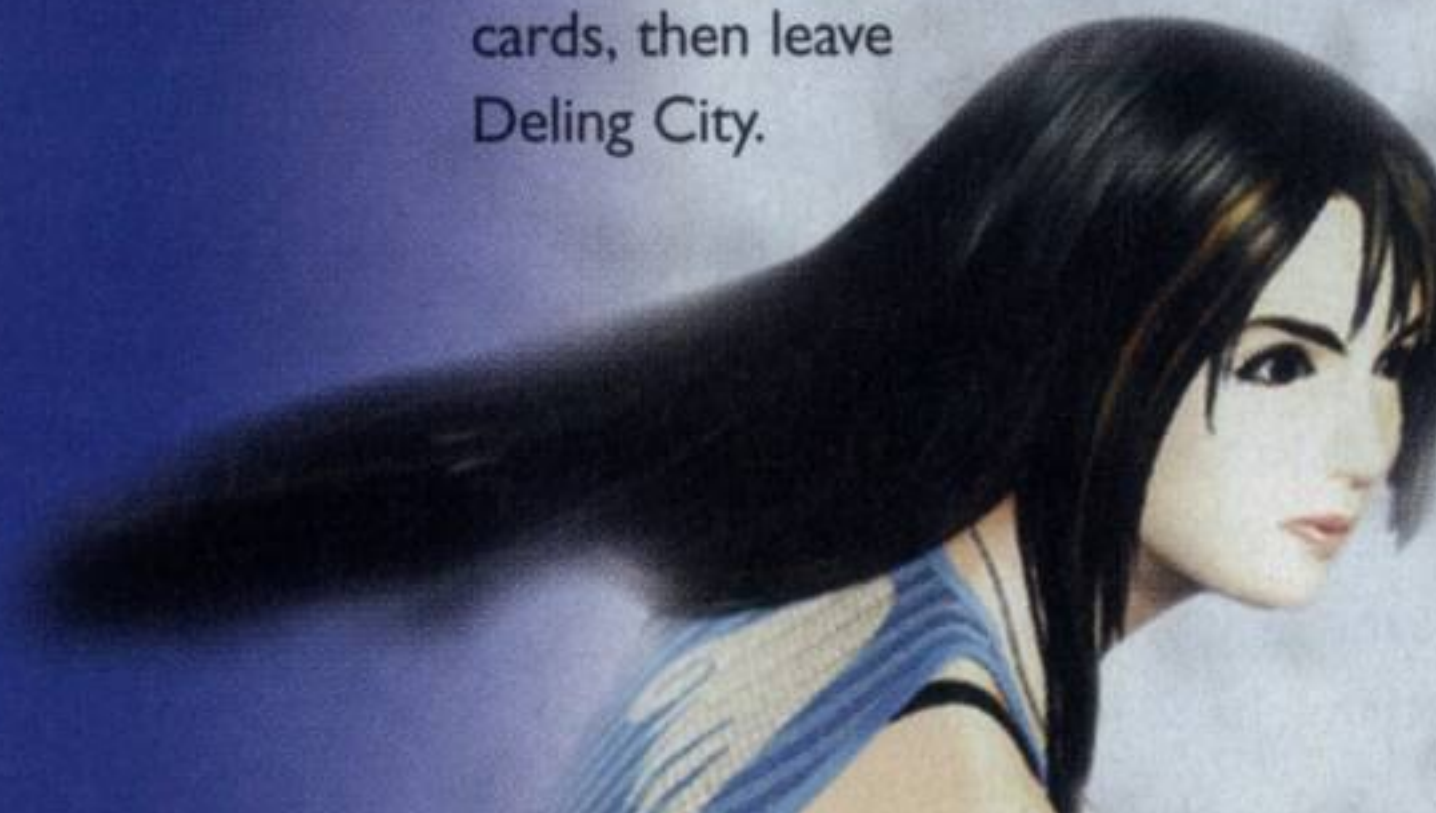


Go to Trabia Garden. Talk to the students rebuilding the garden until you find the one holding the treasure map. Go to the fountain. From the gargoyle statue, take exactly five steps to the south and search the ground. You should find the August issue of Weapons Monthly. If you have trouble finding it, look in the foreground off to the right a little bit.

CHOCOBO FOREST CARD QUEST



Here's yet another quest you can take to find a rare card. To claim the Chocobo card, you must visit and win a game at each of the Chocobo forests described on the following page.



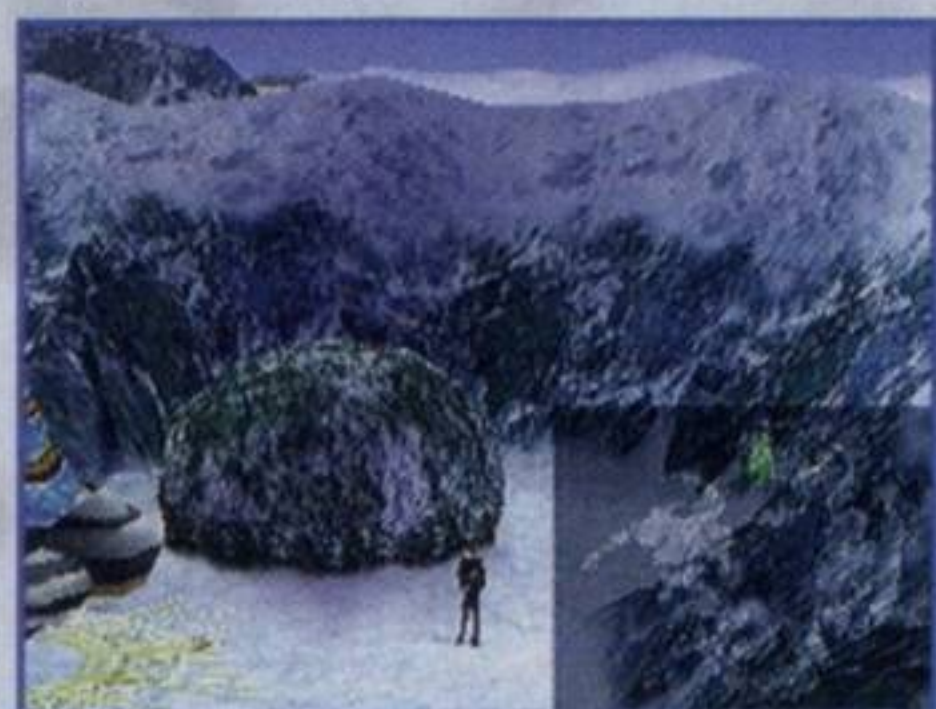
CHOCOBO FOREST LOCATIONS



Go to the Chocobo forest (The Beginner's Forest) near Shumi Village (Winter's Island) and catch your first Chocobo, Boko. After you catch Boko, use the ChocoSonar to locate buried stones. When you find them, have Boko dig them up.



One thing about Boko: He can attack your enemies during a battle—just throw a Gysahl green, which you can purchase from the Chocobo Kid, at your enemy to make Boko attack.



Visit all the other Chocobo forests and catch a Chocobo in each. Remember to have your Chocobo dig up magic stones after you catch him. Here are the five other Chocobo forest locations:

- ◆ Forest of Fun: The Lenown Plains in Centra
- ◆ Fortress of Solitude: Nectar Peninsula in Centra
- ◆ The Enclosed Forest: The Talle Mountains in Eshtar
- ◆ The Roaming Forest: The Bika Snowfield in Trabia
- ◆ The Basics Forest: The Sorbald Snowfield in Trabia



Once you've won the game in all six forests and collected one of each item that the captured Chocobos dug up for you, go to the Chocobo forest at Bika Snowfield and ride the Chocobo to Grandidi Forest (you'll cross shallow waters). Enter the Chocobo Holy Forest, watch the Chocobos dance, and then talk to the little Chocobo that drops from the sky.



The Chocobo card is all yours.

PREPARING FOR ESHTAR

Use	Rearrange	Sort	Battle	Item
GF learns SunMag+10% ability				
Rename Card	2	Quezapoll	Shiva	
Steel Pipe	6	Jirrit	Siren	
Normal Ammo	15	Brothers	Diablos	
Shotgun Ammo	28	Carbuncle	Leviathan	
AP Ammo	40	Pandemona	Carberus	
Life Ring	5	Alexander		
Healing Mail	2			
Mystery Fluid	1	Tonberry		
Betrayal Sword	2			
Fish Fin	48			
Dynamo Stone	1			

You can find a valuable GF in the Eshtar region, but only if you've acquired some important items. Here's what you need:

REMEDY PLUS

Med LV Up	Ability
10 will refine into 1 Remedy+	
Echo Screen	8
Holy Water	10
Remedy	10
GS Mega-Potion	8
Demolition Ammo	70
Dark Ammo	2
Tent	1
Per House	3
Corrage	1
GS Hi-Potion	1
GS-Recorder	32

Go into your Item menu and use Alexander's Med LV Up GF ability to refine 10 Remedy potions into one Remedy Plus. You'll need a total of six Remedy Pluses.

STEEL PIPES AND SPELLS



Also be sure to acquire six Steel Pipes, which you can steal from Wendigos that inhabit the woods around Obel Lake in the Timber region. You should also encounter Fungar in this area—be sure to draw at least 100 Confuse spells from them. Also draw 100 Berserk spells from Wendigos. Don't leave until you've acquired these spells—trust us.

BALAMB CITY



Put Zell in your party, go to Balamb City, and then talk to the girl you see when you first enter the city. (If she doesn't appear initially, exit, then re-enter the city.) If she says something to Zell about a girl with a pigtail, go to Zell's house, talk to his mom, and then check in at the Balamb Hotel.



In the morning, you'll get Combat King 003. Read it, and Zell learns Meteor Barret, another Limit Break.

BALAMB GARDEN



On with the story: Go to the Infirmary, and you'll automatically go to Fishermans Horizon.

FISHERMANS HORIZON



You can now travel to Eshtar via the Seaside Station at Fishermans Horizon. Edea joins your party as a playable character.

EDEA

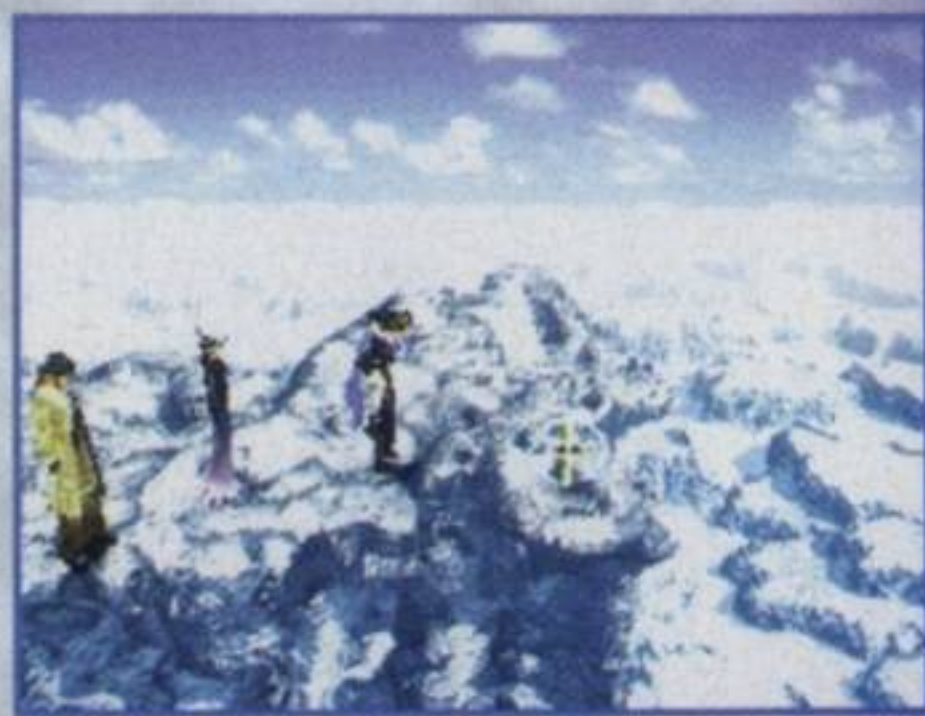
Edea's Limit Break is **Sorcery: Ice Strike**, which she used on you when you fought in Deling City. This attack inflicts massive damage on a single enemy.



GREAT SALT LAKE



When you enter the Great Salt Lake, go right, then climb up the dinosaur's skull and across its back to reach a Draw Point. You can also take the "bone bridge" to the other side of the path, which leads to another Draw Point.



Once you're past the long stretch, go right at the fork in the road where you can find a Save Point. From the Save Point, walk to the left.



ABADON



The key to defeating Abadon is reading his stances. First, cast Cerberus. When Abadon is hunched over, use GF attack spells on him. When Abadon stands upright, cast Cure spells on him (especially high-powered ones). Abadon likes to cast Confuse and Silence.

HOLE IN THE SKY



When you're done with Abadon, search the flashing signals that appear in the sky. Go through the hole that appears.

MYSTERY BUILDING



Take Rinoa into Eshtar City.

LUNATIC PANDORA LABORATORY



To pick a fight with the Eshtar soldiers, talk to the Moomba and your co-worker, then walk to the elevator. When Ward and Kiros arrive, give them GFs, and then waste the Eshtar guards. After the fight, take the elevator up. At the top, go past the men who are talking and exit the building. Once you're outside, use the Save Point, and then return to the building.



Once you're in the building, get the first issue of Weapons Monthly and take the elevator down. When you get off, you battle more Eshtar guards. After the fight, take the elevator back up and go outside.

DR. ODINE'S LABORATORY



Examine the panel in the middle of the hall, then sit down. Go through the door that's straight ahead and battle more Eshtar soldiers. After the battle, look through the blue window that's facing you.



Fiddle with the control panels until the word "Unlocked" appears at the top of the screen, then head back downstairs. Once you're at the bottom, go through the door at the end of the hall.



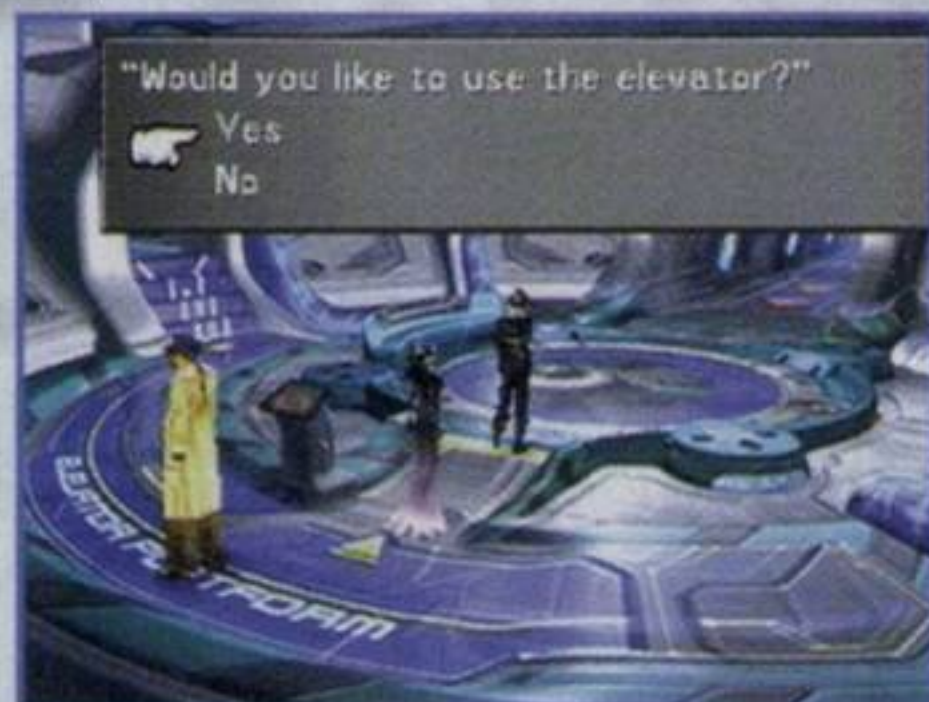
ESHTAR CITY



PET PALS

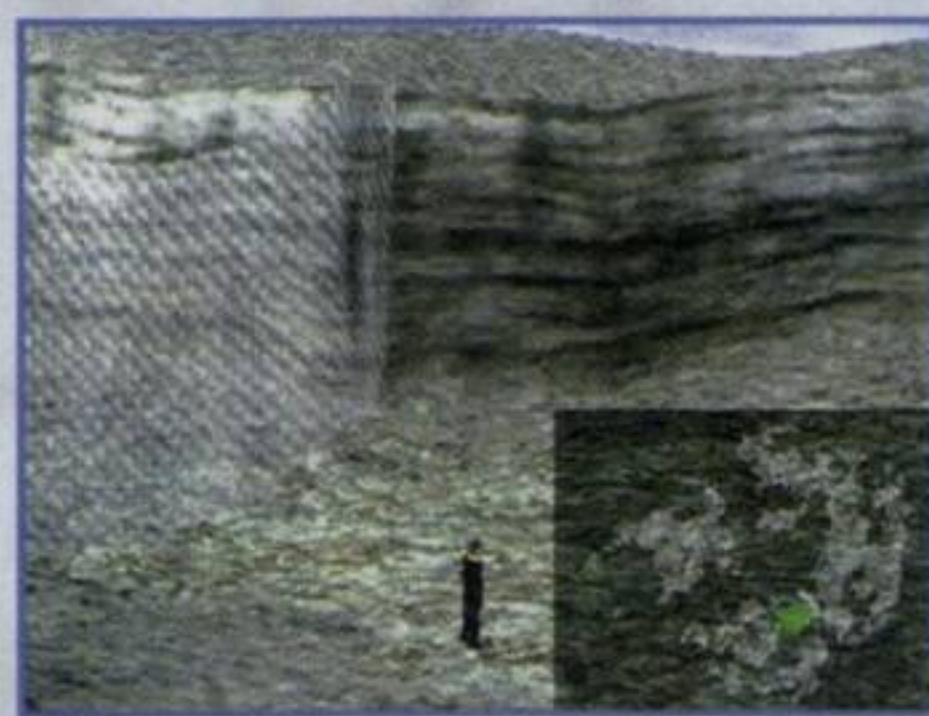
COMBAT KING

Head to the shopping mall (make sure that Tonberry has learned Familiar and Haggle by this point) and check out Rinrin's Pet Shop. Buy Pet Pals Volume 5 and Volume 6, and also purchase Combat King 004 and 005 (so Zell can learn Aerial Finish and Super Dash, respectively) from Karen's Book Store. Johnny's Store is closed, but visit it repeatedly until it opens.



Take an air car to the city entrance, and then take the elevator out of the city.

ESHTAR'S SOLLET MOUNTAINS



Junction your character ability with Initiative (Pandemona or Tonberry) and Mug (Diablos), and Junction your command ability to Treatment (Siren) and Magic (any GF). Max out your status defense against Confuse and Berserk. Once you're outside Eshtar City, walk around until you encounter a Malboro. You'll want to defeat nine of these things because they yield valuable Malboro Tentacles. Be careful, though—Malboros cast Bad Breath—a fun mixture of Confuse, Sleep, Silence, Berserk, Poison...you get the idea.

MALBORO



When you encounter a Malboro, cast Meltdown on it, then use Treatment to cure the other party members.



In addition to the Bad Breath, the Malboro will nail you with Dissolving Acid, which hits one party member for moderate damage, and Eerie Sound Wave, which hurts everyone. Shiva is your most effective GF here.

TEARS' POINT

GF



From Eshtar City, travel southwest across the Great Plains until you reach Tears' Point on the Abadan Plains.

Use	Rearrange	Sort	Battle	Item
MELP Mysterious old ring				
ITEM ID: 2	Solomon Ring	1	Squall Zell Irvine	HP 3238 HP 1828 HP 1788
CC	You called upon me?			HP 1753 HP 1291
			Seipnie Edea	HP 3920 HP 1334
STATUS				

Go to the base of the statue, use the Draw Point, and then get Solomon's Ring. Enter your item inventory and use the ring; when you do, a new GF, Doomtrain, is at your service. You can acquire Doomtrain only if you have six Steel Pipes, six Remedy Pluses, and six Malboro Tentacles (clever, huh?).

DOOMTRAIN



Doomtrain is a wonderful GF: Its Runaway Train offense casts Confuse, Poison, Berserk, and other nasty and lasting ailments on all enemies. Doomtrain is an essential tool for incapacitating enemies so you can then draw their spells.

LUNAR GATE



Go to Lunar Gate, located north of Tears' Point. Enter the base, let Zell be Edea's escort, and then choose another person for your party. After the rocket fires, return to Eshtar City.

ESHTAR CITY

RARE CARD



Go to Odine's Laboratory and challenge him to a game of cards—the doctor has Ward's card.

LUNATIC PANDORA



You'll have three opportunities to board Lunatic Pandora:

1. Center of the city: Pandora arrives five to eight minutes after it enters the city (15:00 to 12:00 remaining on your timer).

2. Unknown (believes it is where the two skyscrapers cross): Pandora arrives 10 to 15 minutes after it enters the city (10:00 to 5:00 remaining on your timer).

3. North of the shopping mall: Pandora arrives 17 minutes after it enters the city (3:00 to 0:00 remaining on your timer).

Let's go to the first contact point.

DIRECTIONS TO LUNATIC PANDORA



Exit Odine's Laboratory and go right at the fork in the road.



Proceed right past the "Left Side" and "Right Side" markers in the background.

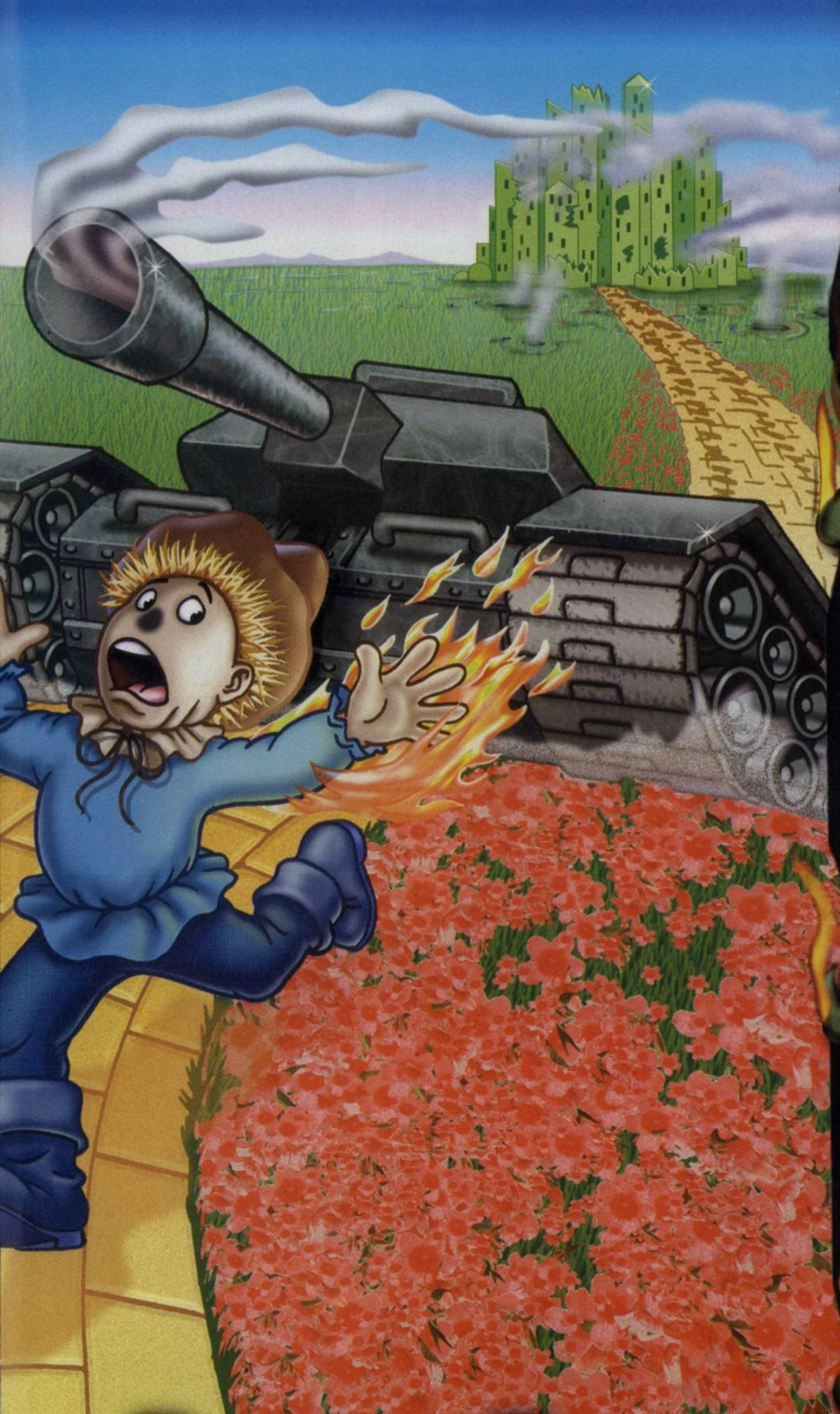


At the screen with the saucer transportation port, go up.



Go left and up the stairs; at the top, go left again.





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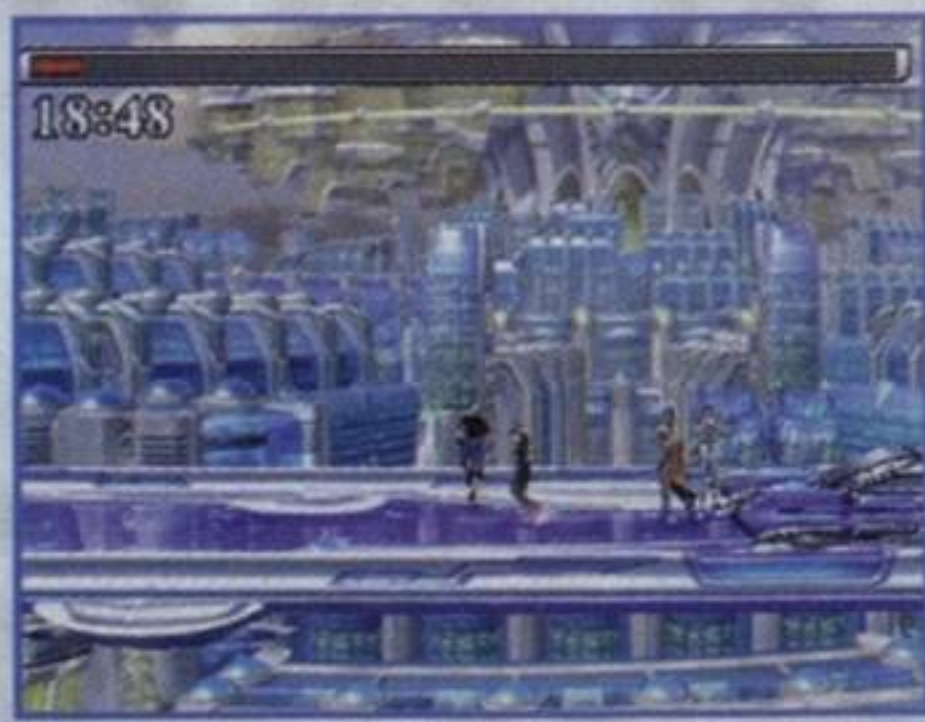
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At the screen with the car and two Eshtar guards, stop and wait. Pandora should arrive in a few minutes.

GOING IN!



When Pandora arrives, a door opens on its side. Fight the two Galbadia guards (don't use GFs; they just waste time), then board the craft.

LUNATIC PANDORA



Once you're inside Pandora, go up the stairs, then take the center elevator (marked "02"). Go down the tube, then turn left. Proceed down the corridor until you reach the red elevator door with "03" on it—but don't take that elevator.



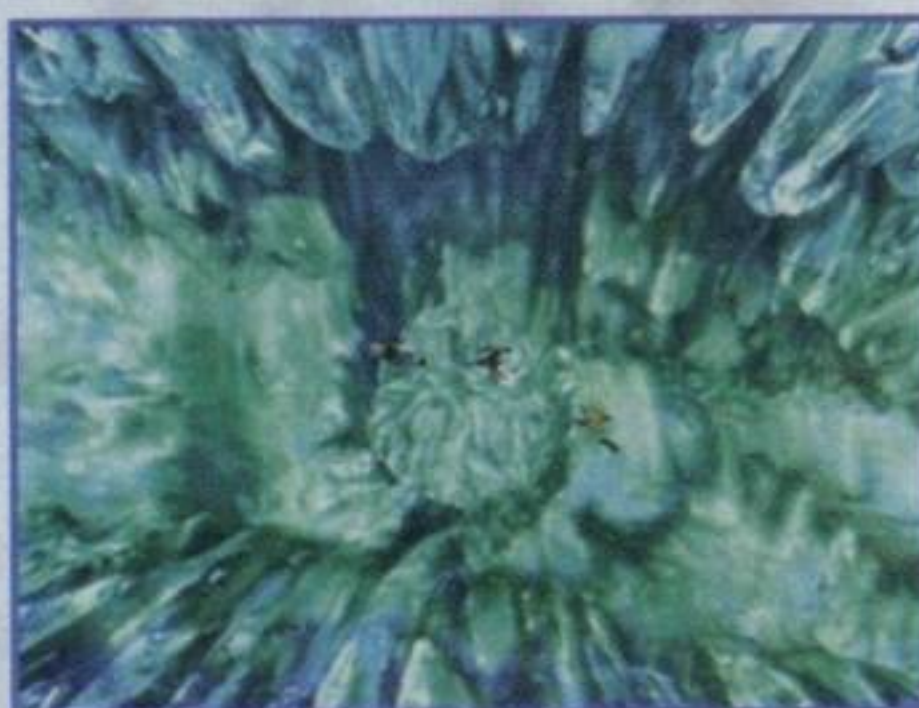
Instead, go down the stairs located to the southeast of the elevator. Climb down the ladder that leads to a Draw Point. From the ladder, go left and to the two open doors against the north wall—one has a Draw Point, the other a valuable item. You can also find Combat King 005 down the hallway and to the left and another Draw Point at the end of the hall.

ZELL'S LIMIT BREAKS



Now that you've obtained Combat King 005, Zell can learn all his Limit Break attacks. Here's a recap:

- Punch Rash: Tap ○, ×
- Booya: Tap →, ←
- Heel Drop: Tap ↑, ↓
- Mach Kick: Tap ←, ←, ○
- Dolphin Blow: Tap LI, RI, LI, RI
- Meteor Strike: Tap ↓, ○, ↑, ○
- Burning Rave: Tap ↓, ↓, ↓, ↓, ○
- Meteor Barret: Tap ↑, ×, ↓, △, ○
- Different Beat: Tap △, □, ×, ○, ↑
- My Final Heaven: Tap ↑, →, ↓, ←, △



If you think this area in Pandora looks familiar, you're right—it's the Centra Excavation Site that Laguna explored in our ProStrategy Guide last month.



If you didn't set all the traps we outlined, you won't have access to the items and Draw Points listed here.



Return to the ladder and climb to the top. Enter the elevator with the red door marked "03."



When you exit the elevator, go left and enter the elevator marked "01." Get off that elevator, use the Draw Point to the left, and then proceed down the corridor past the Save Point. Proceed straight at the fork in the road.

LUNAR BASE



Take Rinoa to the Medical Room. After placing her in the chamber, go to the control room, examine the control panel to the right, and then talk to Piet (who also has Alexander's card).

ELLONE



Head upstairs and challenge Ellone to a card game. If you win, Laguna's card is all yours. (Non-card players, take note: You may want to try to win Laguna's card anyway—it comes in handy later on.) Talk to Ellone.



After Rinoa leaves the control room, examine the panel that you saw earlier. Head upstairs, get a spacesuit out of the locker, and follow Rinoa into the airlock. After your brief space flight, return to the control

room and talk to everyone. Follow Ellone to the escape pod.

RINOA'S RESCUE



To rescue Rinoa, simply keep her in view as she drifts toward you.

RAGNAROK



Once you're onboard Ragnarok, split your GFs evenly between Squall and Rinoa and Junction Siren's command ability Treatment. Set both of your characters with a resistance to Silence and give Rinoa plenty of HP—she's been out of the game for a while.

ALIENS



To successfully make it through Ragnarok, you must defeat eight aliens; however, you must defeat them in pairs of the same color. Propagators are easy to defeat: Cast Doomtrain to petrify them, draw their spells, and then dispose of them. Unlike other monsters, Propagators' corpses remain after they've been defeated.



At the bottom of the stairs is a purple Propagator. Defeat it and go through the big door in the background.



Don't fight the red Propagator that comes toward you; instead, run through the door that's ahead and to the left. Defeat the other purple Propagator.



Now return to the red Propagator and defeat it.



Re-enter the room where you defeated the first purple Propagator and go up the staircase. Defeat the other red Propagator.



Go back downstairs and through the small door to the right against the wall in the background.



Defeat the green Propagator, then return to the room where you fought the second purple Propagator.



Enter the room to the left and defeat the second green Propagator.



Go through the door to the left, defeat the yellow Propagator, and then examine the control panel in the background.



Return to the room where you defeated the second green Propagator and head south. Go to the airlock where you originally entered Ragnarok and defeat the final (yellow) Propagator.



Go back to the room where you defeated the second green Propagator and take the elevator up to the flight deck.

BACK ON THE GROUND



From now on all enemies in the Eshtar area are much tougher than before. But there's a bright side—you now have Ragnarok at your disposal, and you can use it to fly to previously inaccessible areas. Ragnarok also has an auto-pilot feature: Press Select at any time during flight to bring up the big map, then highlight any town on the map and press X.

CACTUAR ISLAND



Before you get Rinoa, detour south and stop at Cactuar Island. When you land, you'll notice a small green thing that randomly pops out of the sand—Jumbo Cactuar. To fight Jumbo, stand still and wait for him to pop up.

JUMBO CACTUAR



Jumbo Cactuar has three attacks: Ker Plunk, which damages all party



members; a foot stomp, delivered to a single member; and 10,000 Needles, which instantly kills a single party member. Leviathan and Shiva inflict the most damage on Jumbo, and Water magic is also very effective—especially when cast as a double or triple.



Be prepared for a long fight against Jumbo. When a message flashes saying, "Jumbo Cactuar is hesitating," the end is near. If you take too long to defeat him, however, Jumbo will run away and you'll have to fight him all over again. Defeat Jumbo and you get a new GF—Cactuar.

CACTUAR



Cactuar attacks with 1000 Needles, which inflicts massive damage on all enemies during a fight. He also has



the command ability Kamikaze, which enables one party member to ram an enemy for massive damage. One drawback, though—any party member who uses Kamikaze can't be revived and has to sit out the rest of that fight.

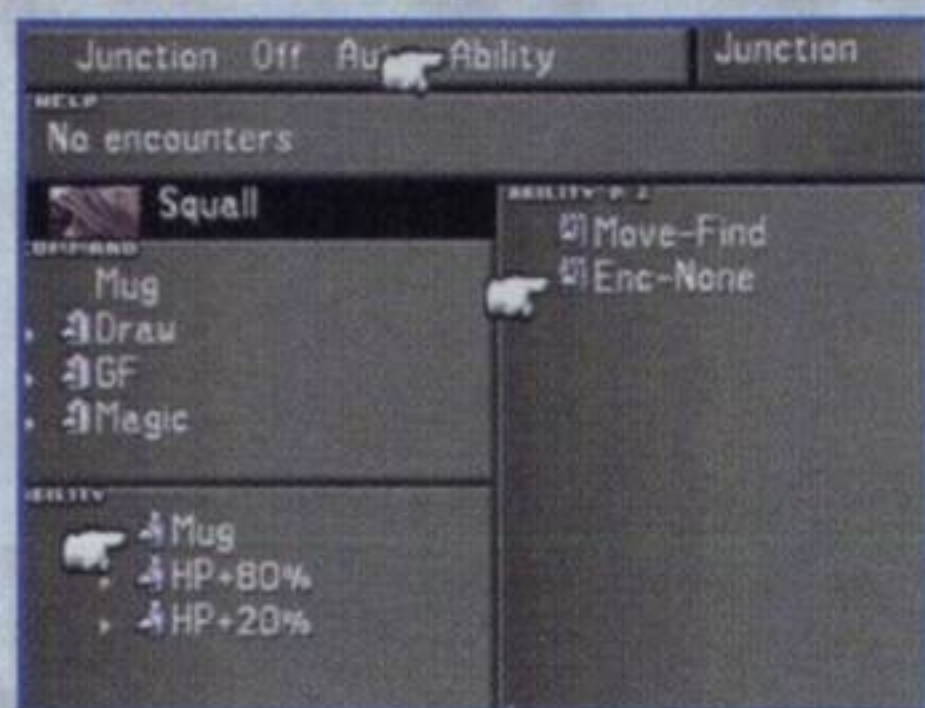
UFO SIGHTINGS



LEVEL	MONSTER	BOSS	GF	PLAYER	TOTAL
5	Iron Giant	5			
5	Behemoth	5			
6	Chimera	6			
6	Elastoid	6			
4	GIM47N	4			
4	Malboro	4			
4	Ruby Dragon	4			
3	Elnoye	3			
2	Tonberry King	2			
3	Wedge, Biggs	3			
	MONSTER	171			
	BOSS	80			
	GF	17			
	PLAYER	8			
	TOTAL	276			

Card collectors have probably noticed a glaring gap on the level 5 page between the Chimera and Elastoid cards. To find this missing card, you must do a little UFO hunting.

FOUR UFO SIGHTINGS



There are four locations where you can spot a UFO. Junction Diablos' party ability Enc-None, then go to the areas within each location and walk around until you see a UFO.



You must see the UFOs at all four locations listed below:

TIMBER



Mandy Beach

WINHILL



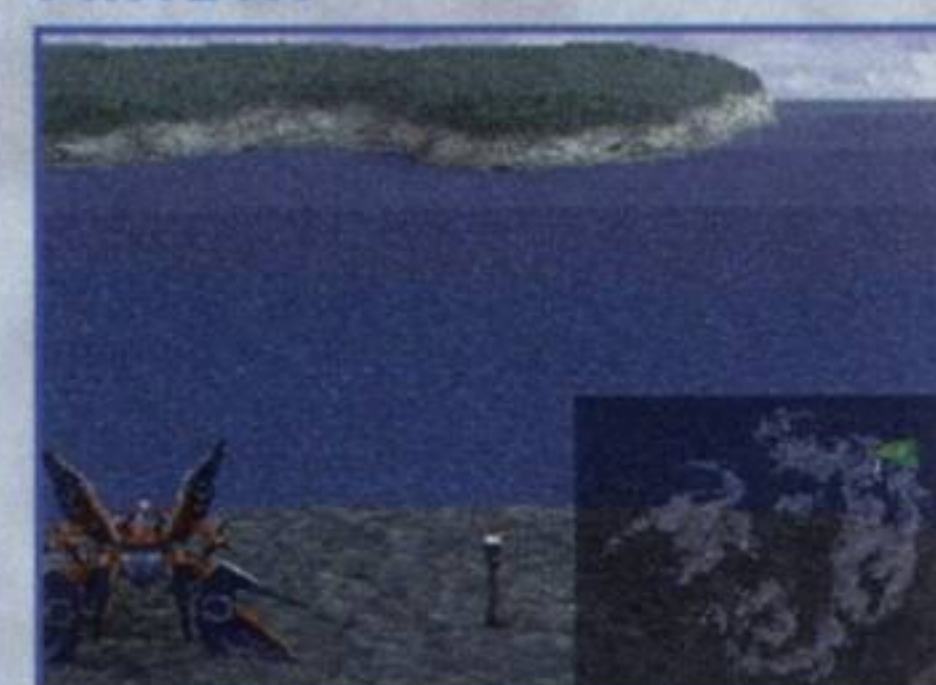
Winhill Bluffs

ESHTAR



Kashkabald Desert

TRABIA



Heath Peninsula

UFO



After the fourth UFO sighting, go to the rocky ledge above the Chocobo Holy Forest at Granddi Forest. Walk around, and you should encounter UFO. UFO is easy to beat—one GF attack should do the trick.

PUPU



After defeating UFO, get five Elixirs, and then travel to Balamb Crater. At the crater, confront PuPu, a small blue alien. Instead of fighting PuPu, give him five Elixirs from your inventory; you'll be rewarded with his card.

ESHTAR SORCERESS MEMORIAL



It's time to get Rinoa. Go to the Great Plains of Eshtar and enter the Eshtar Sorceress Memorial.

DEEP SEA RESEARCH CENTER



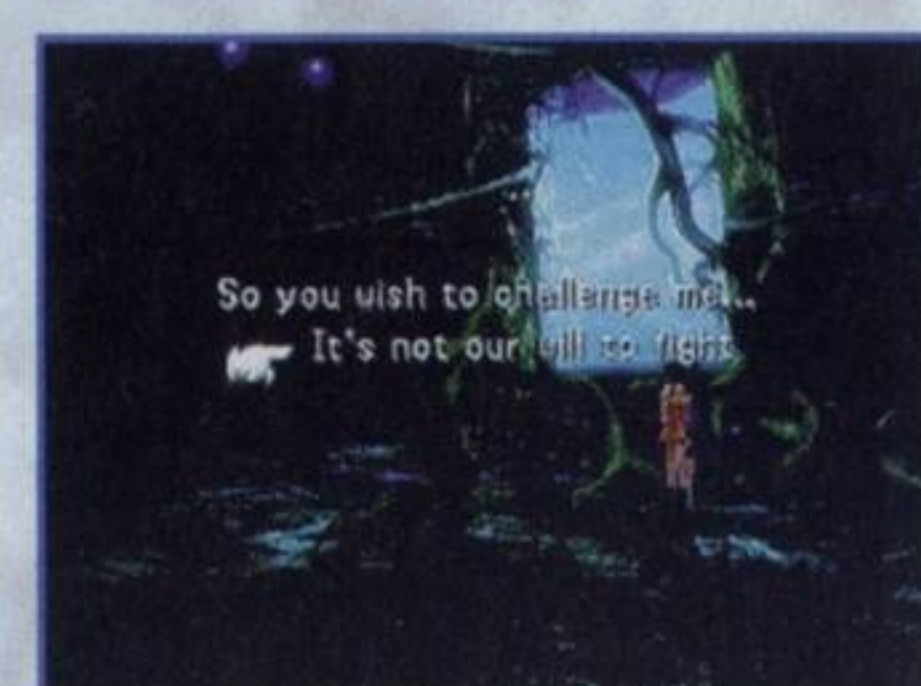
Time for a new GF. The Deep Sea Research Center is southwest of Edea's House (right at the edge of the map screen). When you find the center, land Ragnarok on it, Junction your characters so they have a high resistance to Fire attacks, and then go inside.

THE BLUE CORE



Here's the trick: Approach the blue core when the white light isn't spinning; if you're moving, you'll go into a fight (don't Junction Diablos' Enc-None—it won't work here).

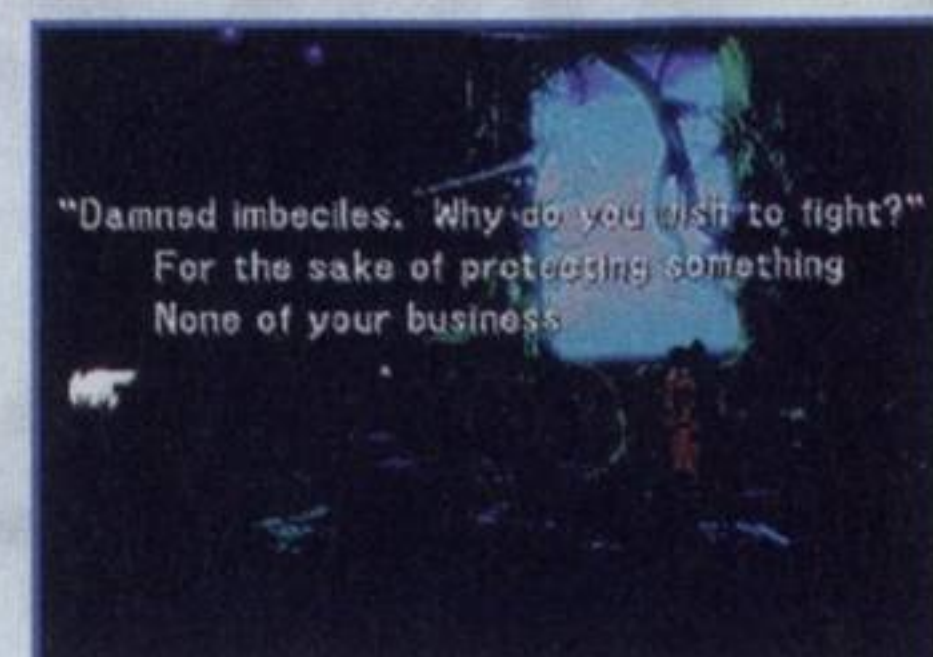
RUBY DRAGONS



Once you reach the center, select "It's not our will to fight," which is also the only option, to start a fight with Ruby Dragon (the same monster that Laguna took on earlier).



To defeat Ruby Dragon, cast Cerberus on your party and summon Doomtrain. While Ruby is incapacitated from Doomtrain's wild ride, draw some spells from it. Diablos is your best offensive weapon against Ruby. Don't underestimate Ruby, though—it can cast Meteor. At the next question, answer "Never" to fight another Ruby Dragon.



The next question has two answers that you can see. However, there's a third invisible one ("It's our nature") under the second answer, "None of your business." Select it.

BAHAMUT



Cast Doomtrain on Bahamut, but draw Full-life from him whenever you get the chance. Alexander, Shiva, and Cactuar are your star GFs to use against Bahamut. After the battle, Bahamut joins your GF collection and you get the Bahamut card.



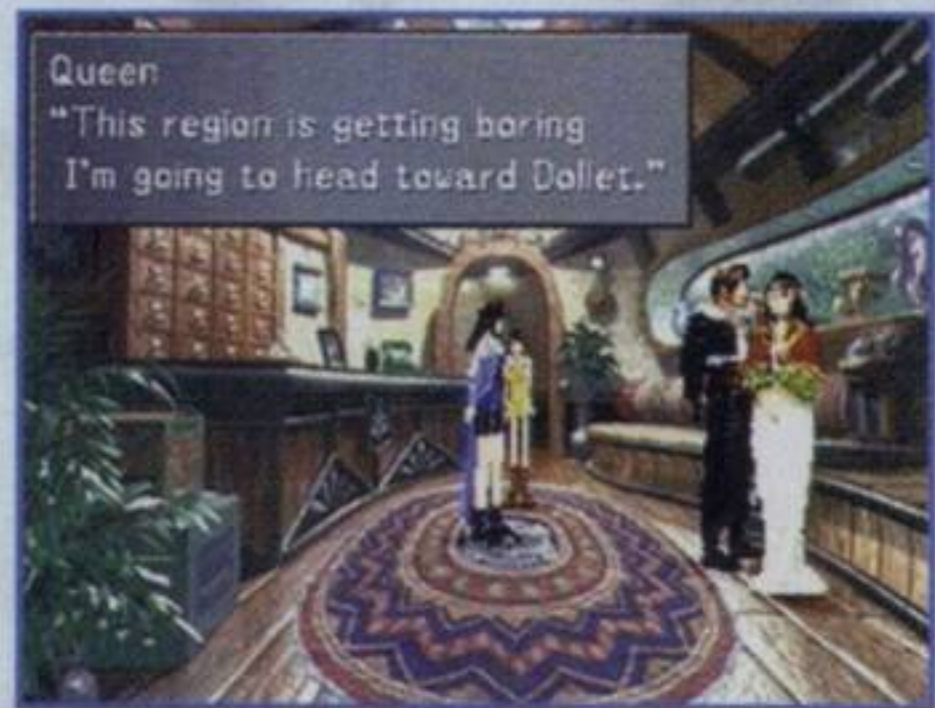
Following the battle, you'll discover a hole that leads to the passage below—don't take it quite yet. Instead, return to Ragnarok and head for shore.

THE QUEEN OF CARDS

Note: Before you embark on this long and frustrating quest, check out the section on the Card Queen near the end of this Pro-Strategy Guide.



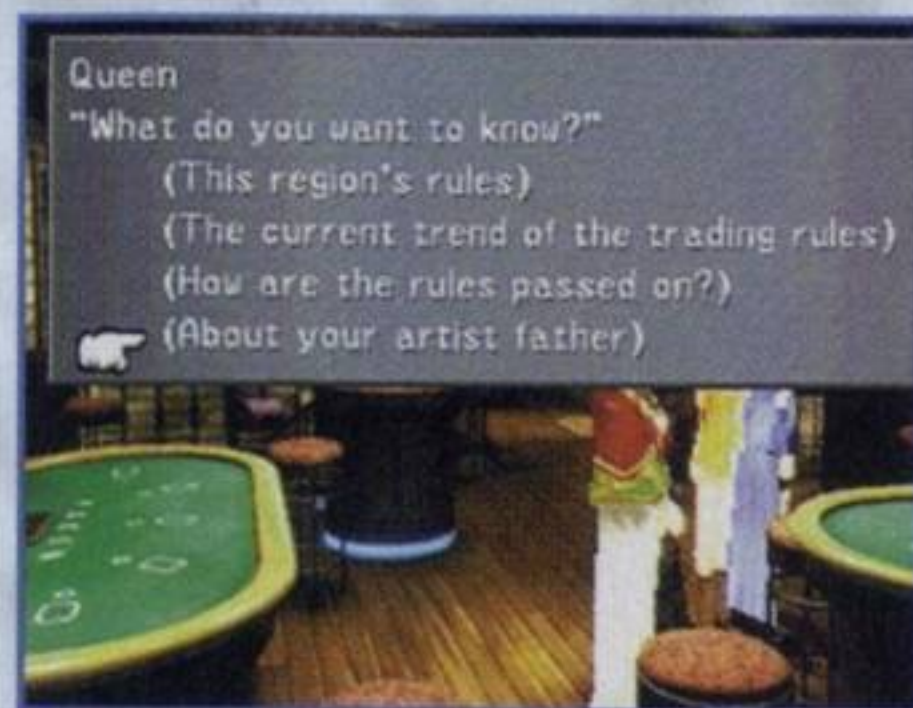
You're probably wondering about the cards for Kiros, Irvine, and others. You can net these cards by playing the Queen of Cards, who can be found on the steps of the train station in Balamb City (from this angle, she looks strangely similar to a certain tragic figure from Final Fantasy VII).



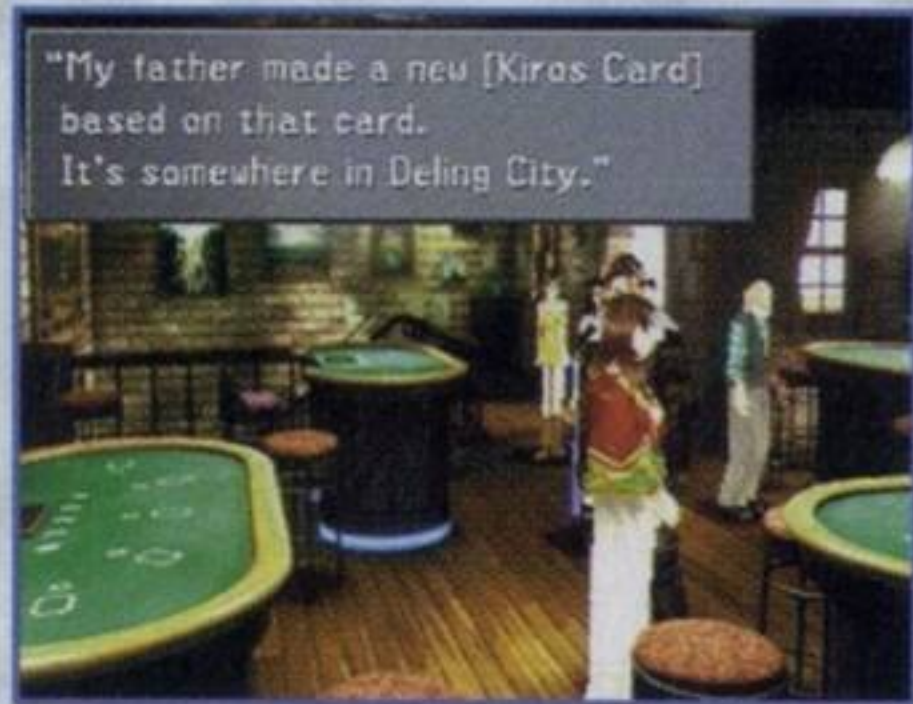
Challenge the Queen to a game and lose a level 8 (or higher) card to her. Ask her where she's going next, then go to that location and challenge her to another game. Win back your lost card (or lose another Level 8 or higher card) and ask her where she's going next.

Here are her playing locations:

- ◆ "Going to head toward Centra": The hotel in Winhill Village
- ◆ "Going to head toward FH": By the Save and Draw Points at Fishermans Horizon
- ◆ "Going to head toward Eshtar": Eshtar City (right by the lift at the Presidential Palace Hall)
- ◆ "Going to head toward Galbadia": Galbadia Hotel in Deling City
- ◆ "Going somewhere far away": The concourse at Lunar Gate
- ◆ "Going to head toward Balamb": Outside the train station in Balamb City
- ◆ "Going to head toward Trabia": The Hotel at Shumi Village
- ◆ "Going to travel to a new region": Any of the above locations

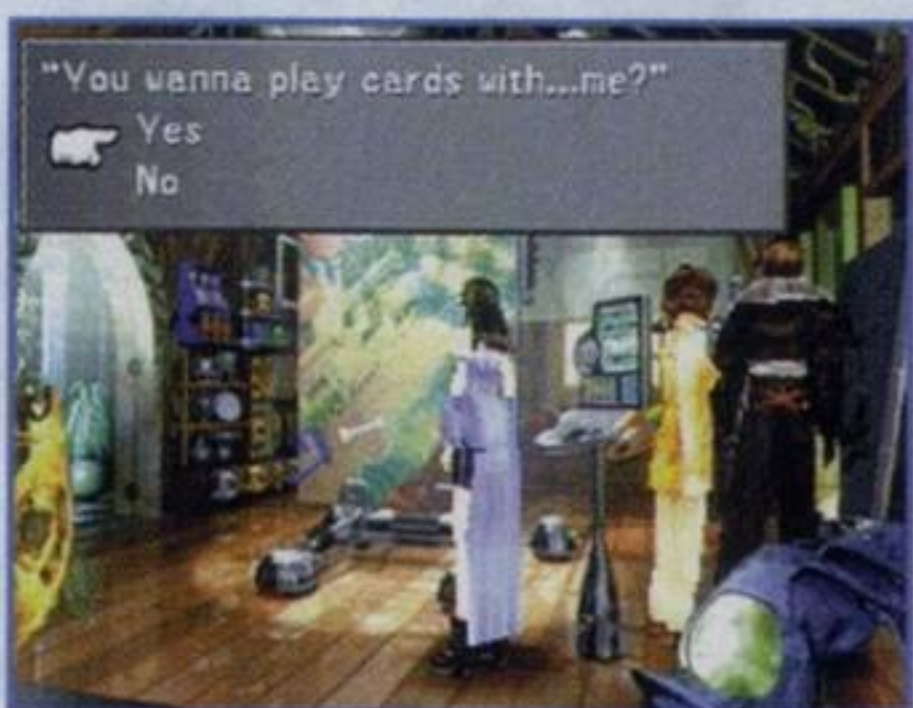


Basically, you have to follow the Card Queen to Dollet (she's on the second floor of the pub where you acquired the Siren card). When you find her at Dollet, ask about her artist father, and she'll tell you what card she'd like to have from your collection. Deliberately lose the card that she wants, and when you follow her back to Dollet, she will tell you what happened to the card that you lost—but she will tell you only in Dollet (meaning you may have to play her in several places first).



Here are the cards that the Card Queen is after and the cards that were made from them:

- ◆ MiniMog card: Kiros
- ◆ Chicobo card: Chubby Chocobo
- ◆ Alexander card: Doomtrain
- ◆ Sacred card: Irvine
- ◆ Doomtrain card: Phoenix



You can win MiniMog, Chicobo, Alexander, Sacred, and Doomtrain from the Card Queen's son, who can be found in Dollet. As for the new cards that are now available for you to win, they can be found in the following places—but you cannot win these new cards until the Card Queen reveals their locations when telling the story of the lost card.

KIROS



The man in black by the Shopping Arcade bus stop in Deling City.

CHUBBY CHOCOBO



The guy sitting on the bench across from the library in Balamb Garden.

IRVINE



Flo at Mayor Dobe's house in Fishermans Horizon.

DOOMTRAIN



The bartender at the Aphrora Pub in Timber. When you win the Doomtrain card, you must lose it to the Card Queen. When you meet her back in Dollet, she'll reveal the location of the last card.

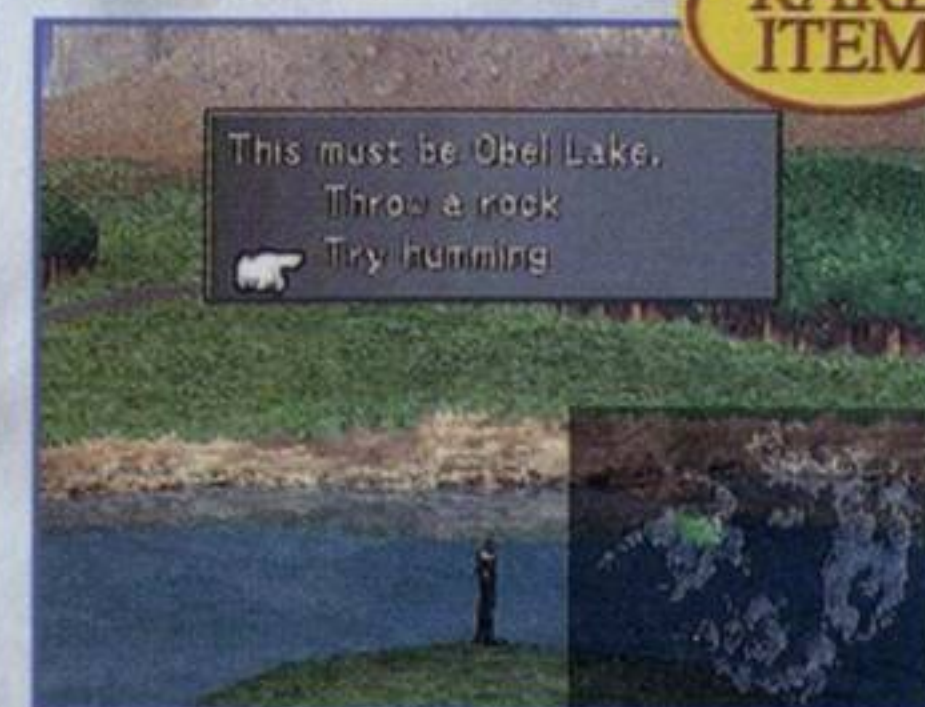
PHOENIX



The guard inside the Eshtar Presidential Palace.

MONKEY BUSINESS

RARE ITEM



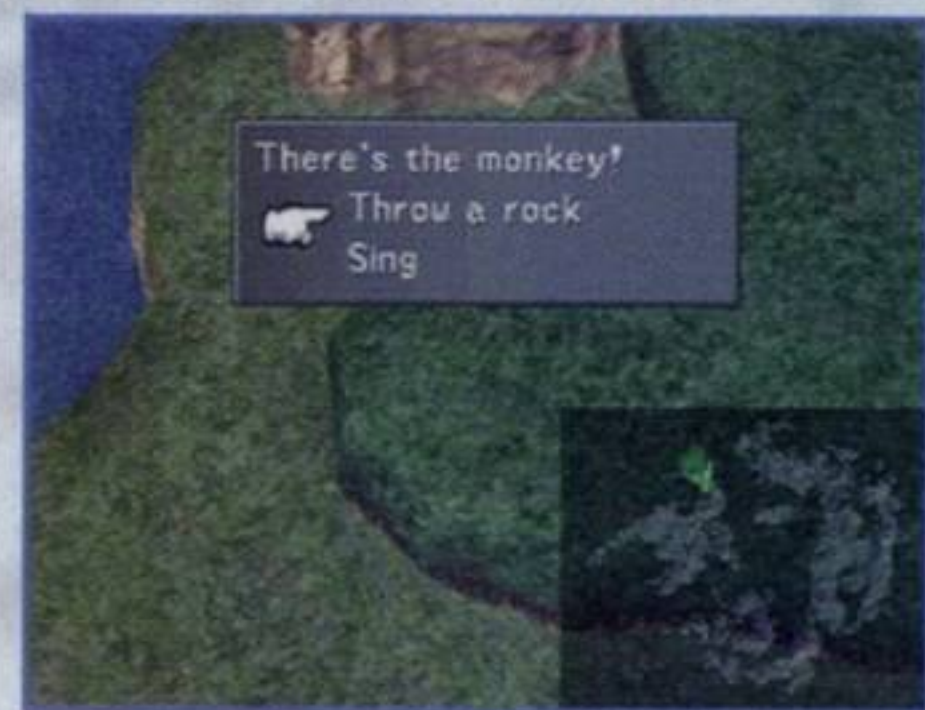
If you're willing to put up with some abuse in order to net a rare item, head off to Obel Lake.

OBEL LAKE



Search the edge of the lake (stand on the small area that looks like an island) and hum twice. When the Black Shadow appears, keep talking to him until he asks you to find his friend, Mr. Monkey. Black Shadow's hint ("He's in a forest somewhere") isn't much help, so here's a hint of our own: Try the forest just to the west of Dollet (near the train station on the Hasberry Plains).

DOLLET: HASBERRY PLAINS



Walk around the forest until you're given two choices (it doesn't matter which you choose—the monkey will insult you and run away).

OBEL LAKE AND STONE LOCATIONS



Return to Obel Lake and talk to the Black Shadow until he gives you four

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unless Earthworm Jim
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and assemble the pieces of his
shattered mind.



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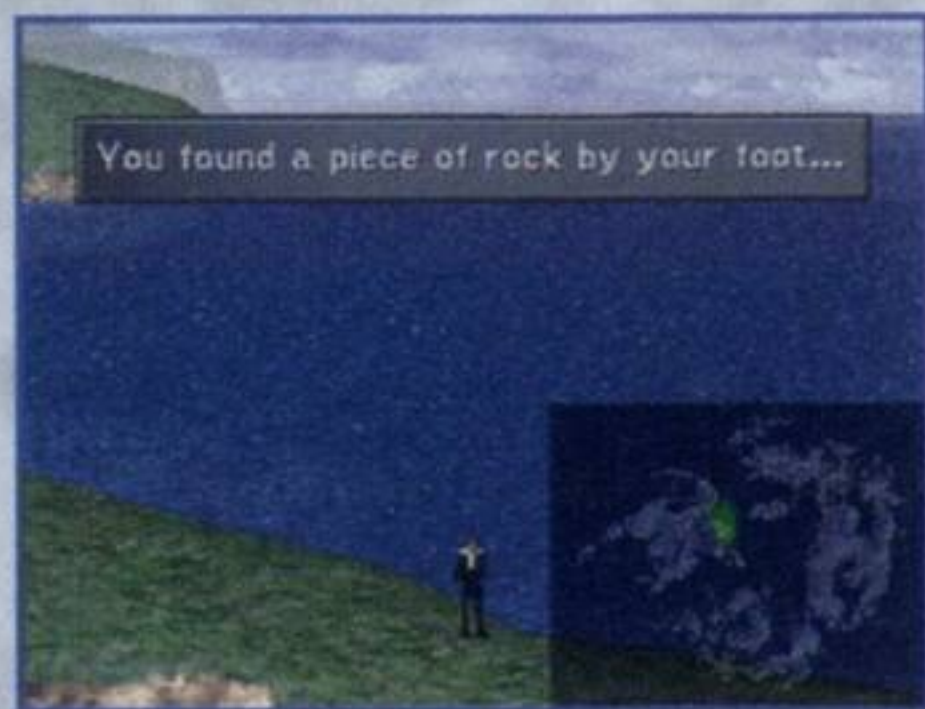
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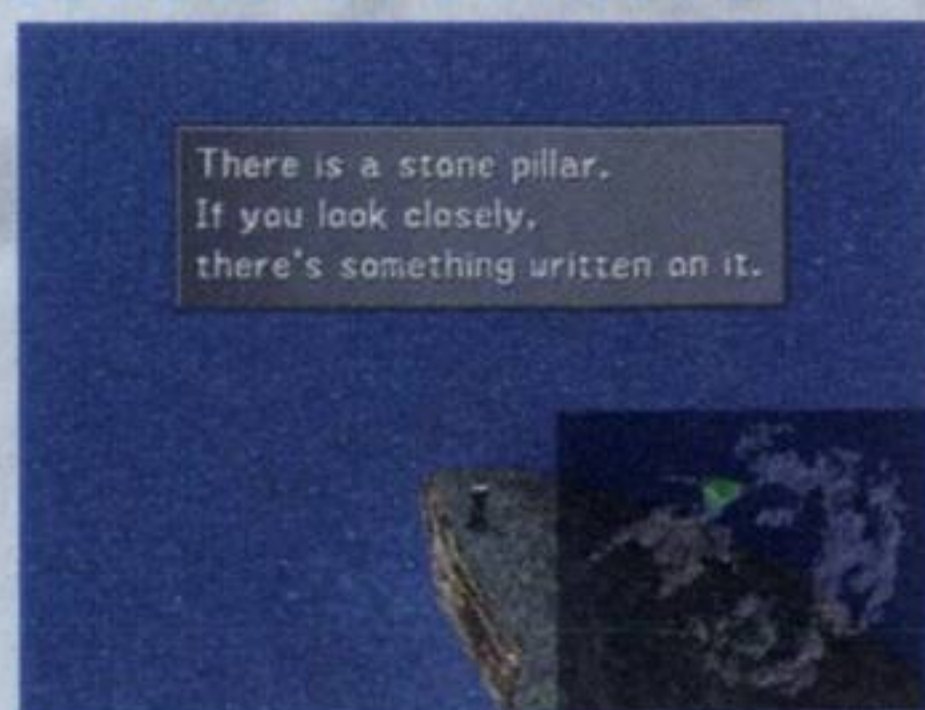
useful hints. Below are the four locations that you should visit (search each location for a special stone with words carved on it).

MANDY BEACH



This long narrow stretch of island is located east of Timber and next to the railroad bridge that leads to Fishermans Horizon and Eshtar.

ELDBEAK PENINSULA



This peninsula is located north and slightly west of Balamb, across the ocean in Trabia.

RINAUL COAST



This beach is located to the east of Balamb City.

MONTEROSA PLATEAU



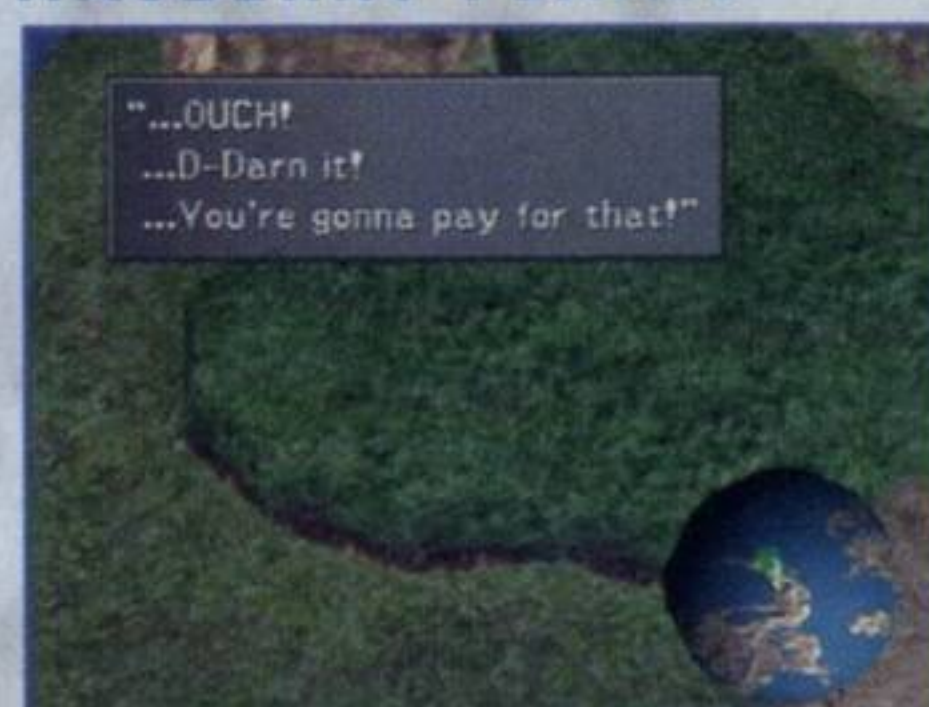
This plateau is located on the cliffs surrounding what used to be Galbadia Garden (south of the former garden). When you get there, check out the bird warming an egg and you should find the rock.

OBEL LAKE



After you find the fourth stone, return to the Black Shadow at Obel Lake. Throw rocks until one skips "many, many times."

DOLLET'S HASBERRY PLAINS



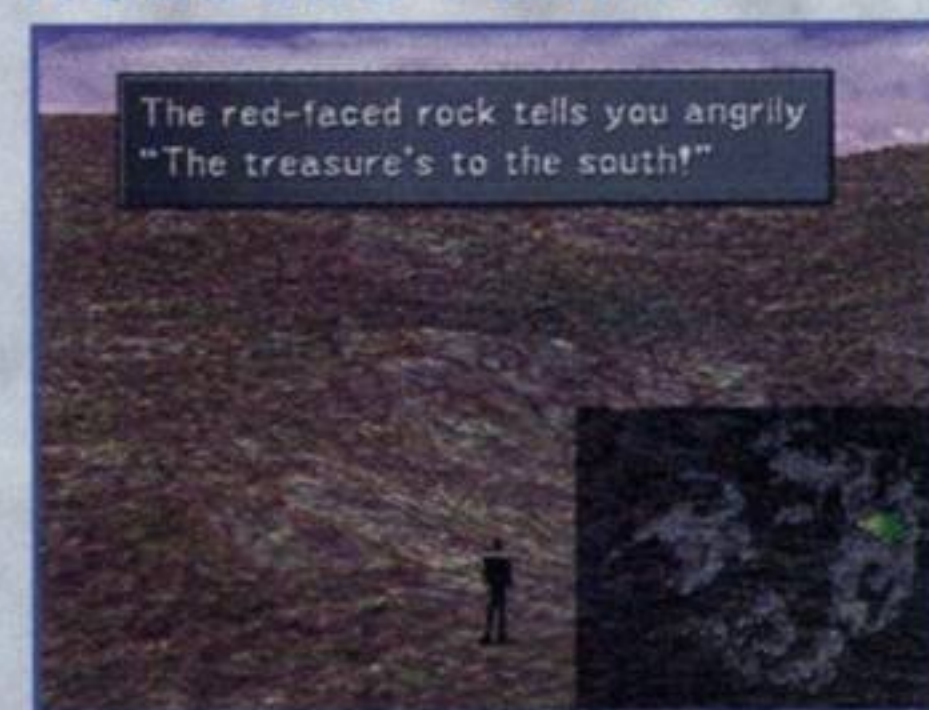
Go to the forest where you met Mr. Monkey for some more verbal abuse. Keep throwing rocks at Mr. Monkey until he throws a stone with some writing on it at you.

OBEL LAKE



Return to Obel Lake and talk to the Black Shadow.

ESHTAR: MORDERD PLAINS



Go to the Morderd Plains located to the north of Eshtar. Search for a red-faced rock (ignore the advice given by the other stones). When you find the red-faced rock, he tells

you to move in a certain direction—but you should go in the opposite direction. You'll eventually find Three Stars—a useful item that grants a GF a new ability.

DEEP SEA RESEARCH CENTER



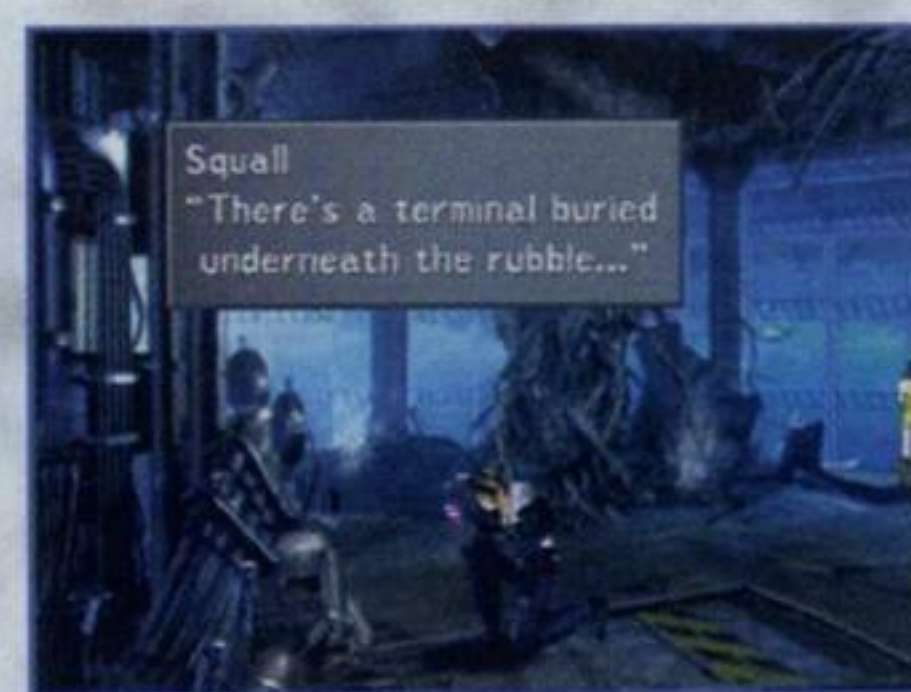
It's time to get the last GF in the game. Put Zell in your party and go to the Deep Sea Research Center.

LOBBY



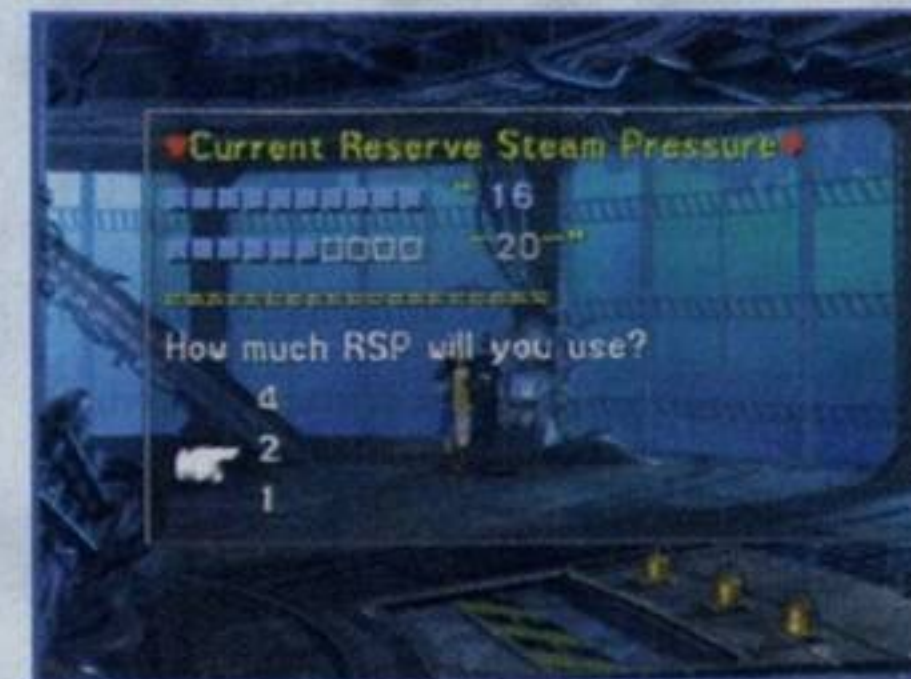
Once you're inside the lab, descend the vine in the middle of the room.

LEVEL 1



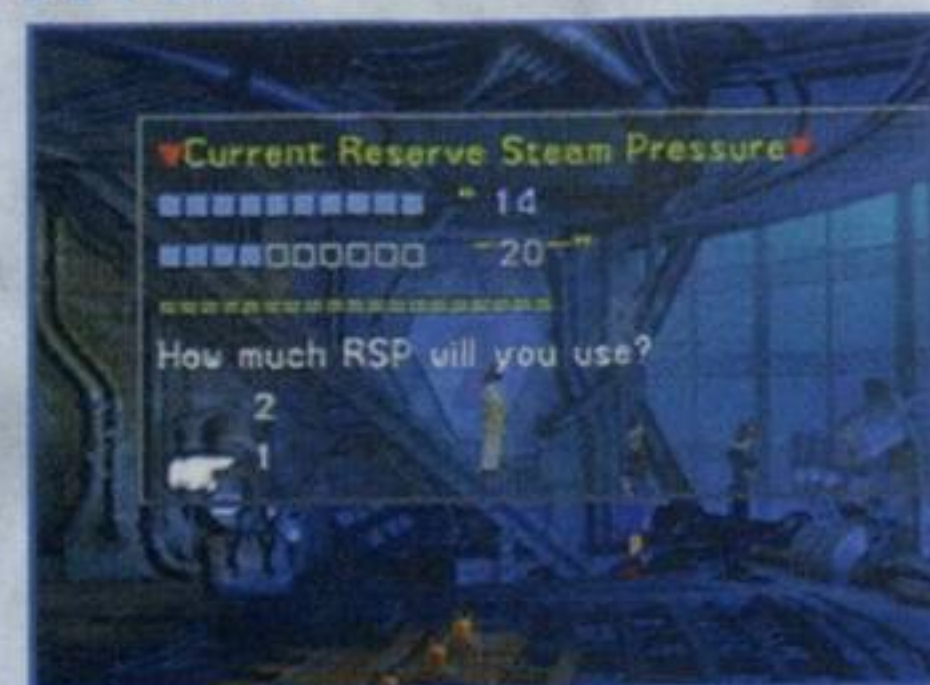
On the floor below, examine the panel to open the door to the second level. Go down the hole and follow the sequence below.

LEVEL 2



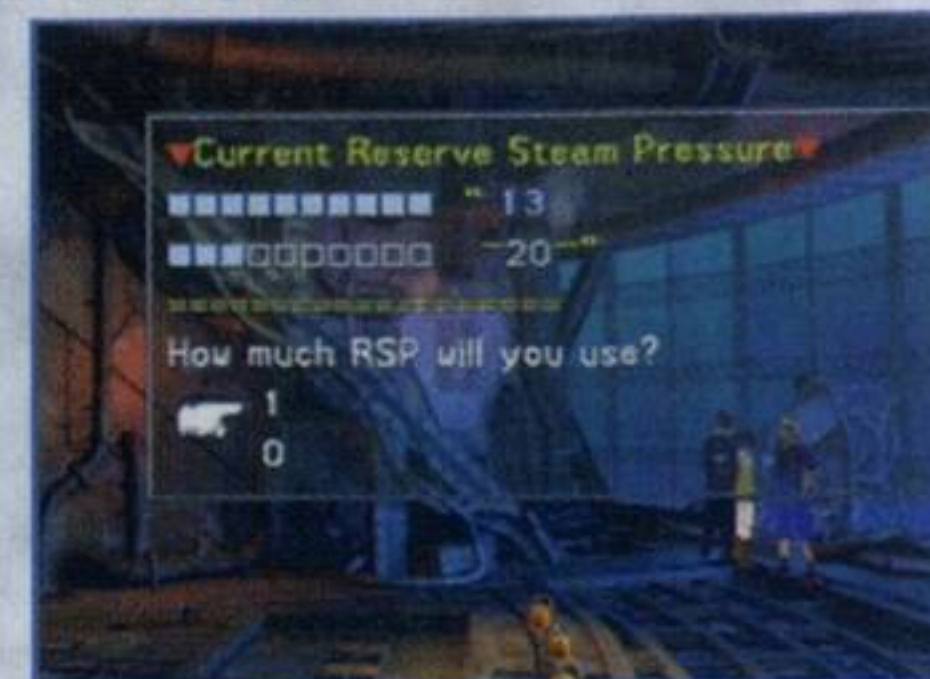
Examine the panel in the background and use "2 RSP" to open the door to Level 3.

LEVEL 3



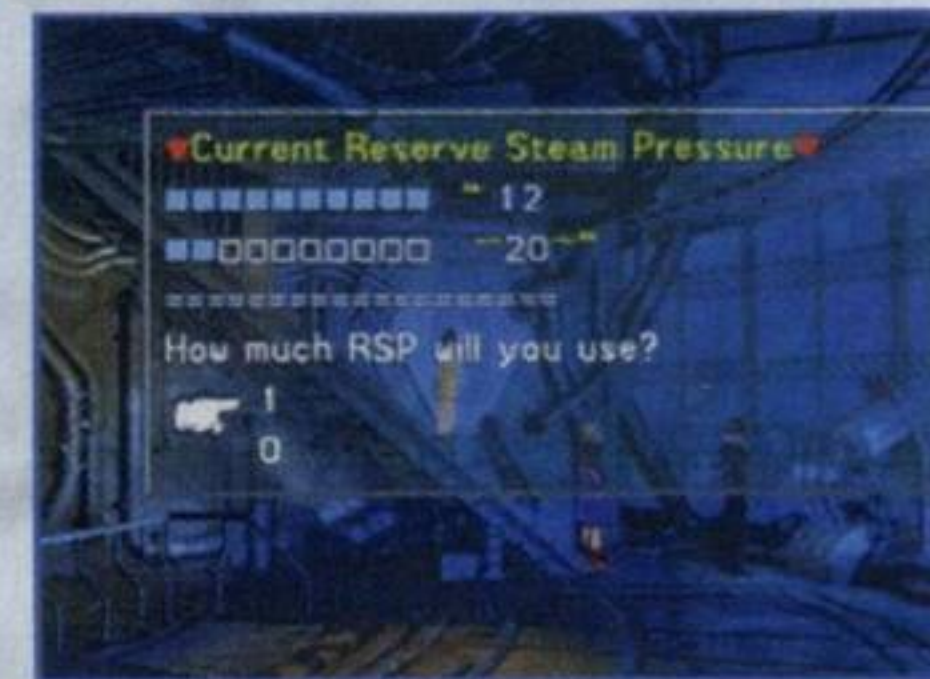
Examine the panel across from the stairs and use "1 RSP" to open the door to Level 4.

LEVEL 4



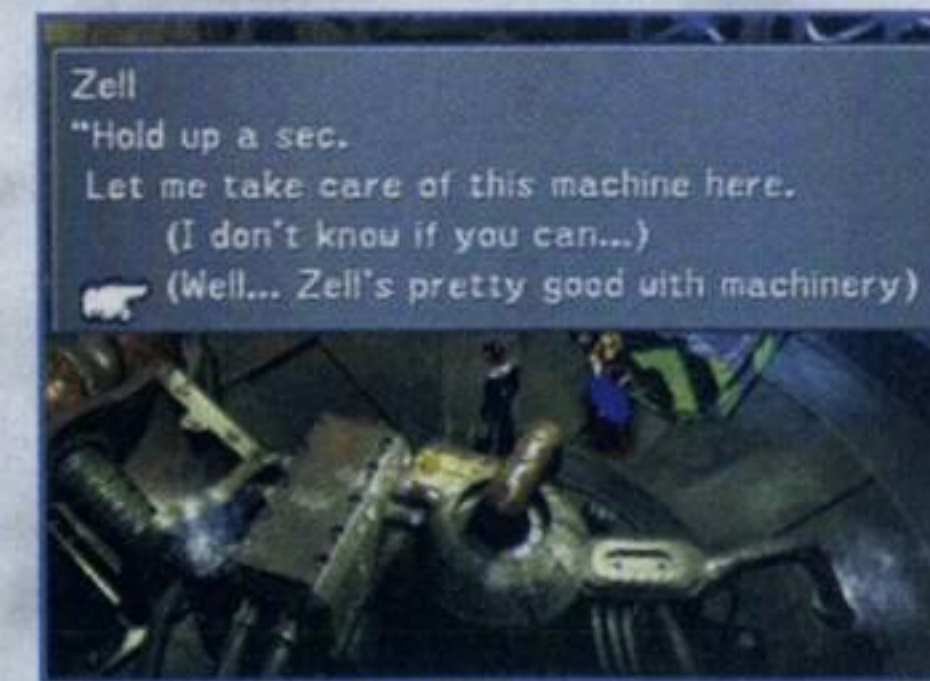
Examine the panel and use "1 RSP" of power to open the door to Level 5.

LEVEL 5



Examine the panel and use "1 RSP" of power to open the door and activate the lift to Level 6.

LEVEL 6



Let Zell take care of the machinery; he will open the door to the excavation site.

DEEP SEA DEPOSIT



Junction Siren's Move-Find party ability and then descend the stairs. Get ready to spend some time here—it's a long way down, and Diablos'

RAY

THE

GAME



COMING

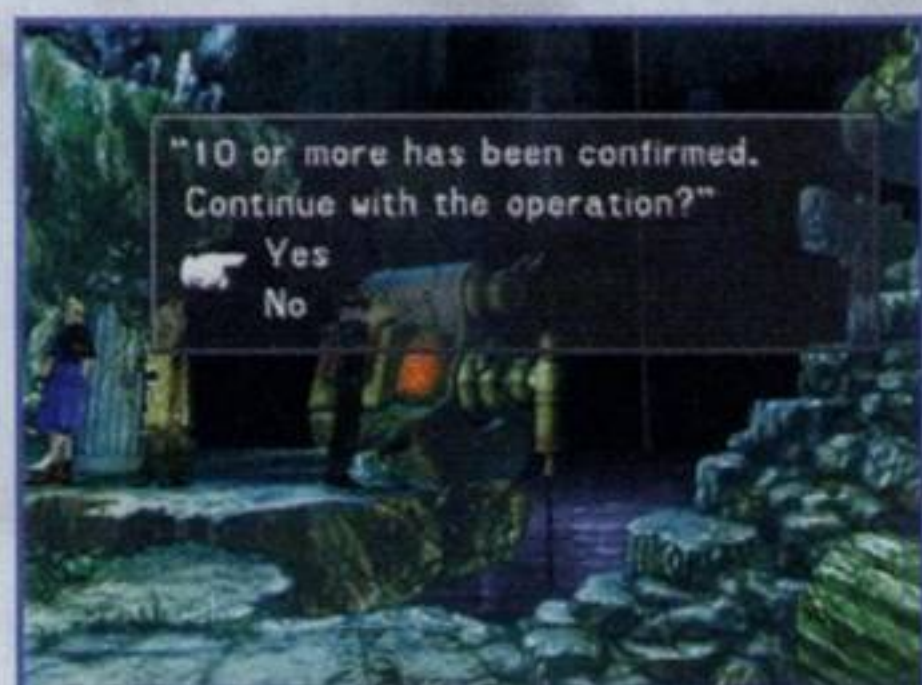
SOON



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Enc-None party ability doesn't work. However, you're going to want to fight—several enemies yield valuable items that you can use to upgrade your weapons. At the bottom of the stairs is an Ultima Draw Point and a Save Point—use 'em both.



Junction your party members with a resistance to Meteor and Quake. Save your game, then examine the red control panel across from the Save Point.

ULTIMA WEAPON



Draw Eden from Ultima Weapon to get the ball rolling.



Ultima has several gravity attacks at his disposal, including something that you haven't encountered yet—Light Pillar, which takes 9999 HP off a single party member.



Cast Doomtrain and Meltdown on Ultima, then cast Aura on yourself so you can perform your Limit Break. If you've obtained Lion Heart (you should have obtained all the necessary items by now), it should kill Ultima Weapon in one round.



When you defeat Ultima Weapon, you'll get 100 Ultima Stones, Eden's Card, and a new GF, Eden. Your GF collection is now complete.

EDEN



Eden is the only GF that can inflict over 9999 HP of damage on an enemy. It also allows a character to Junction Devour, a humorous attack that allows you to...well, devour an enemy and be restored to full health. Eden's slow charge time is its only drawback.

Take the stairs up and pilot Ragnarok back to shore.

LOOSE ENDS



Before you visit Lunatic Pandora at Tears' Point, there are a few places you should see first.

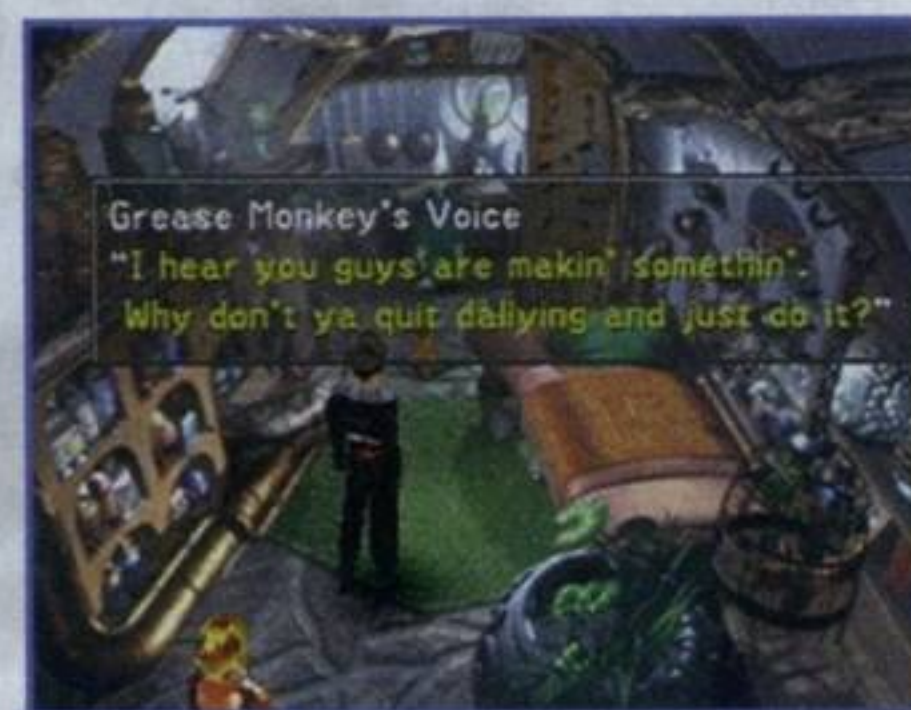
SHUMI VILLAGE AND FISHERMANS HORIZON



Go to Shumi Village and check out the statue that you saw earlier. Talk to the two sculptors, then have a chat with the Elder.



Leave Shumi Village and go to Fishermans Horizon. Talk to the Grease Monkey in the house with the little Moomba, then return to Shumi Village.



Visit the Artisan, then check the statue. Talk to everyone working on the statue, then visit the Elder one last time to receive a special item.



STOCK UP ON THE ISLANDS



There are a couple of locations you can visit to stock up on various items

and spells. One is the Island Closest to Hell, which is the farthest island east of Deling City; the other is the Island Closest to Heaven, which can be found north of Lunar Gate and east of Trabia Garden. Both islands are populated with tough monsters ripe for spell drawing. When you meet a monster in battle, cast Doomtrain to incapacitate it, then draw spells and steal items to your heart's content.



Also be sure to visit the Kashkabal Desert to collect APs for your GFs, okay? Most of your GFs should have learned everything by now.

EDEA'S HOUSE



Back to the story: Put Rinoa in your party and go to Edea's House. Follow Angelo to the field off to the left. Talk to Rinoa, then talk to Edea. Leave Edea's House and head to Eshtar.

Pre-Derby Checklist

- Weld Doors Shut
- Tape Fender to Chassis
- Strap Down Hood
- Renew Life Insurance Policy

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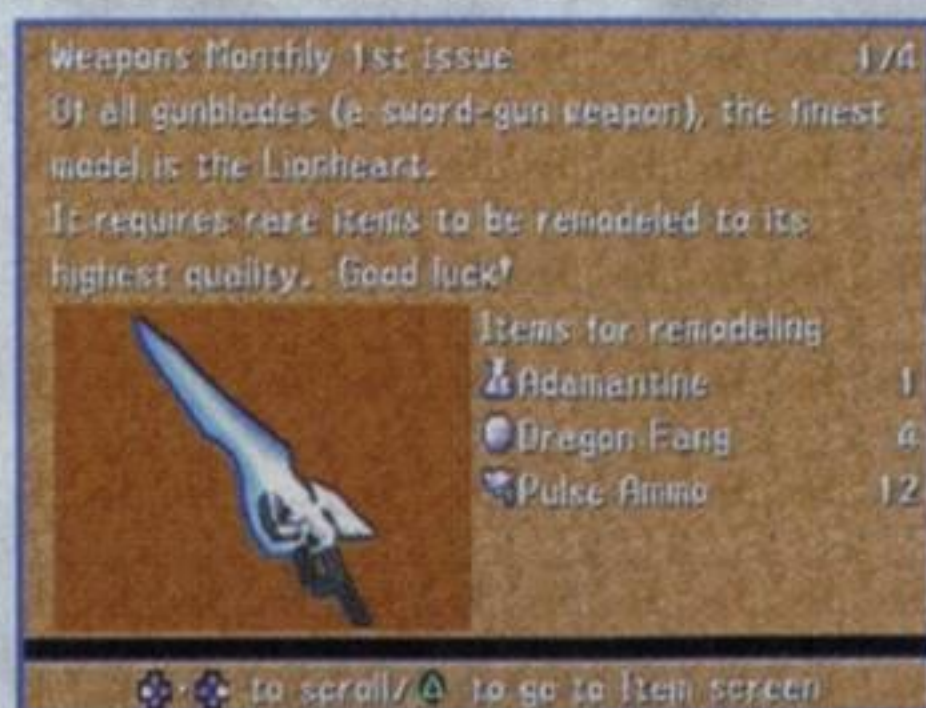
ESHTAR CITY

RARE CARD



Go to Eshtar, visit the Presidential Palace and talk to the secretary in front of the building. Then talk to the president, who also holds Squall's card.

MORE PREPARATIONS



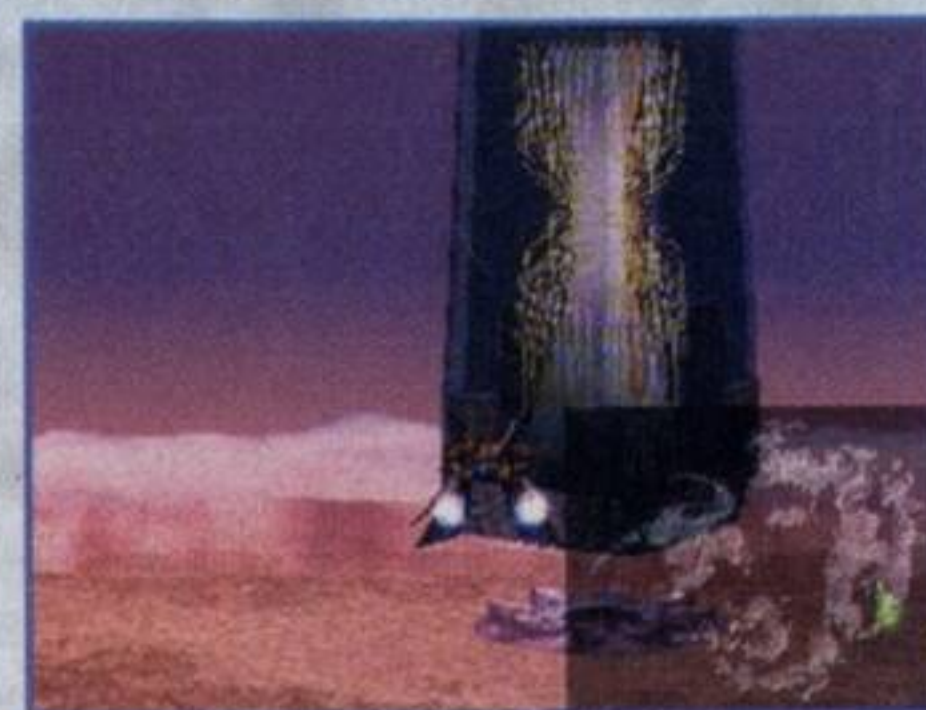
Make sure each character has upgraded to their best weapon (the weapons can be found in the first issue of Weapons Monthly, which you found during Laguna's sequence in the Lunatic Pandora Laboratory).

SHUMI VILLAGE



One last task to complete before you fly to Lunatic Pandora: Return to Shumi Village and check on the progress of the statue.

TEARS' POINT



When you're ready, head to Tears' Point and fly into Lunatic Pandora.

LUNATIC PANDORA



After crashing into Lunatic Pandora, select your party and leave Ragnarok. When you land, Junction Siren's Treatment command ability.

RAIJIN AND FUJIN



Well, look who's in the greeting party—our old friends Raijin and Fujin (you know). Immediately pull a train (Doomtrain, that is) on both of 'em. While they're incapacitated, draw as many Full-life spells as you can hold from Fujin, and then clobber the duo with GF attacks.



This pair, however, has learned some new tricks—Fujin has some tricks up her sleeve, including the ability to cast Blind, Slow, and Meteor. Raijin's the weaker of the two and falls first.

BIGGS AND WEDGE



After the battle, proceed into Lunatic Pandora. Talk to Biggs and Wedge, then use the Save Point located up the stairs.



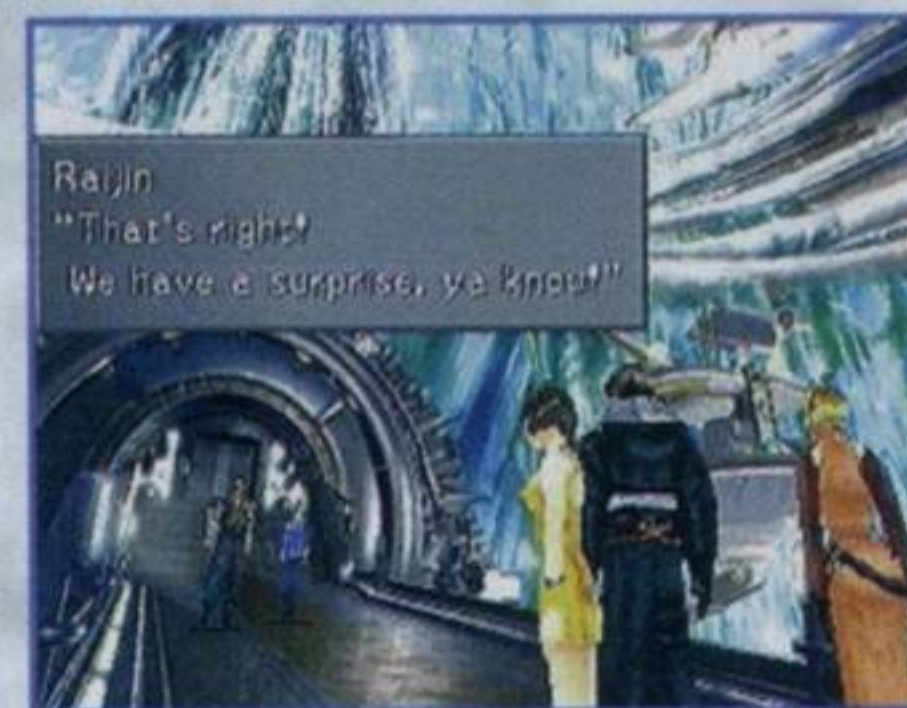
Go straight down the hallway (toward the door with "02" on it) and take the elevator down. Use the Draw Point, then take the elevator (the green door with "01" on it). Once you get off the elevator, proceed down the passage and look for a recess to the left.

HIDDEN ITEMS



Search inside the recess for a valuable item. Just past the Save Point are two passages—take the one straight ahead, but before you do, have some Thunder spells ready.

MOBILE TYPE 8



Mobile Type 8 (the same thing that kicked Zell and his party out of Pandora earlier) has three targets—Right Probe, Left Probe, and Mobile Type 8 itself. Hit Mobile with Melt-down and summon Cerberus. Your new Eden GF also inflicts a lot of damage on Mobile.



Sure, Mobile's a machine, and Lightning spells (especially the Quezacotl GF) can really mess it up—but when Mobile says, "Mobile weaponry attack

mode OFF/Support weaponry attack mode ON," get ready for an attack called Corona. Corona drops the HP of all party members to 1 (or seriously messes up any GFs charging for an attack). After a Corona attack, restore your party members to full health as soon as possible.



Also beware of another attack that Mobile can execute—Medigo Flame, a ground explosion that causes damage to all party members. Medigo Flame also occurs during Mobile's "Mobile weaponry attack mode OFF/Support weaponry attack mode ON" phase.



After the battle, you'll receive Laser Cannon, which allows Quistis to learn a new Limit Break, Homing Laser. Go down the hall.


SEIFER



Seifer's easy to defeat. Start things off with Melt-down magic. You can draw Aura from Seifer—use this opportunity to cast it on yourself, so you can then perform your Limit Break.



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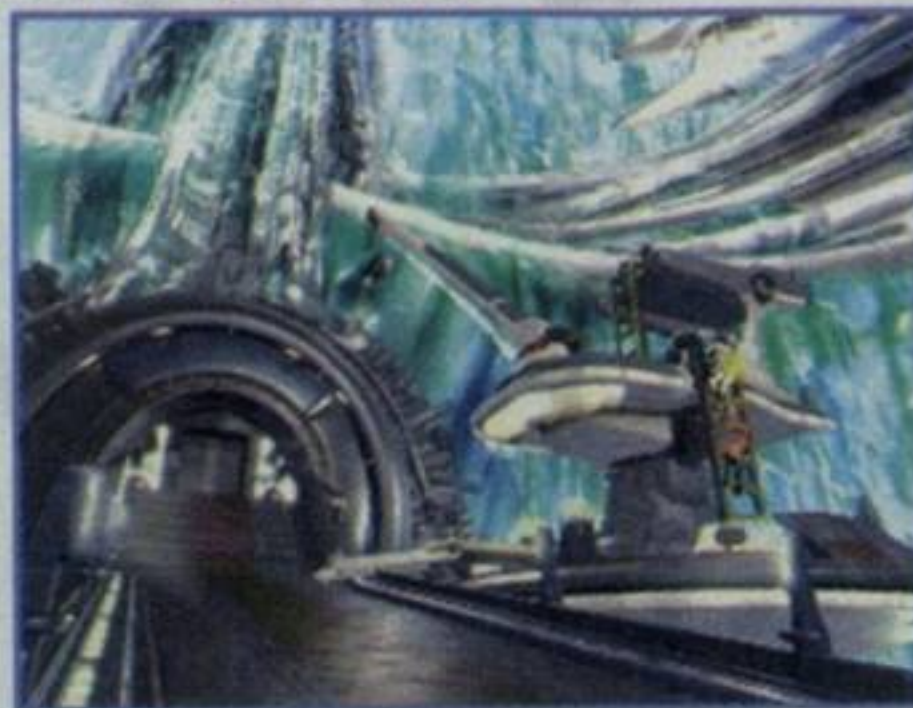
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GILGAMESH



Ever since you got Odin's card from the Centra Ruins, he's given you valuable assistance randomly at the start of battles. But no more: Gilgamesh, an armed warrior, now takes Odin's place, appearing randomly in the middle of fights. Gilgamesh has four swords he can choose from that unleash devastating attacks.

THE SEARCH



Remember where you fought Mobile Type 8? Climb the ladder to the right (you can find a Draw Point on the platform above), then walk up the steep incline and head to the right.

ADEL



You have two targets: Adel and Rinoa. Forget about using offensive GFs—they'll hurt Rinoa (and if she dies, it's game over, you heartless worm). To make matters worse, Adel drains Rinoa's HP, so be sure to feed Rinoa a Curaga, or a similar spell, after this happens.



At the start of the fight, cast Regen on Rinoa, then cast Protect, and summon the Cerberus GF on the

whole party. Although it's tempting, don't cast Shell on Rinoa—your Cure spells won't be as potent as they normally would be. Adel has a new attack you haven't been hit with called Energy Bomber. When Adel performs this attack, he launches a fireball that zeroes in on a single party member.



Hit Adel with Flare, which is very effective when used as a Triple, but be ready to heal your party members after he casts Ultima and Meteor.

COMMENCEMENT ROOM



Save your game at any Save Point, then continue into the next room.

"SORCERESSES"



You consecutively battle several sorceresses—they're easy to defeat, however, with a few powerful GFs, especially Cactuar and Doomtrain.



Finally, a sorceress appears who's tougher (and uglier) than the others. Cast Meltdown on her, but watch out when she waves her hands over a character's head—this removes a

chunk of health and makes a number appear at the top of the screen.



Try to finish off the sorceress before the timer counts down to 1; if you're unsuccessful, she'll cast Ultima on your party.

THE COASTLINE

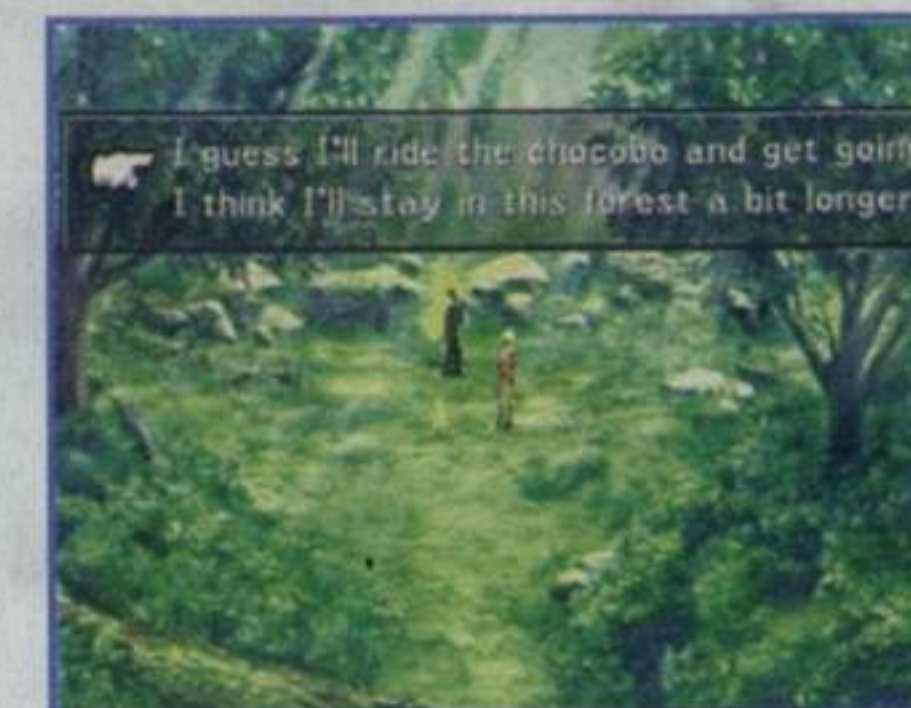


Go through the door and out to the coastline (by the lighthouse).

WILDERNESS



Walk across the chain until you reach three ruined structures to the left. These are actually portals that lead to different worlds. To enter any of the portals, face one and jump over it. The portals lead to the following locations: Eshtar's Grandidi Forest, Centra's Serengetti Plains, and Galbadia's Wilburn Hill.



Go through the portal that leads to Eshtar's Grandidi Forest. Junction Diablos' Enc-None party ability and look for the Chocobo Holy Forest. If you won the Chocobo card earlier, then you can ride the Chocobo out of the forest.



Check the big map and look for a blinking red dot in Eshtar's Kashkabald Desert—that's Ragnarok. Ride the Chocobo to your ship (remember, Chocobos can run across shallow water).

RAGNAROK



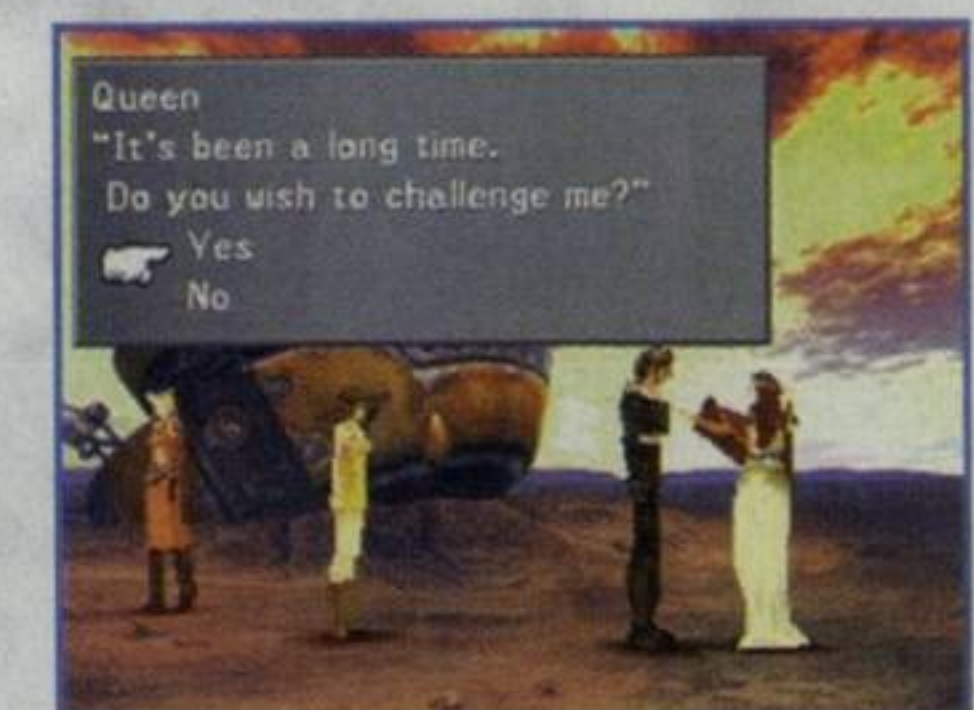
Now that you've regained control of Ragnarok, you can stock up on supplies at the Closest to Heaven and Hell islands. You can also play the Card Club members who have now migrated to Ragnarok.

CARD QUEEN

RARE CARD



Speaking of cards, you can find the Card Queen along the shore at Eshtar's Abadan Plains.



Even if you skipped her card quest events completely, you can win those cards—Kiros, Irvine, Phoenix, Chubby Chocobo, and Doomtrain—right here.

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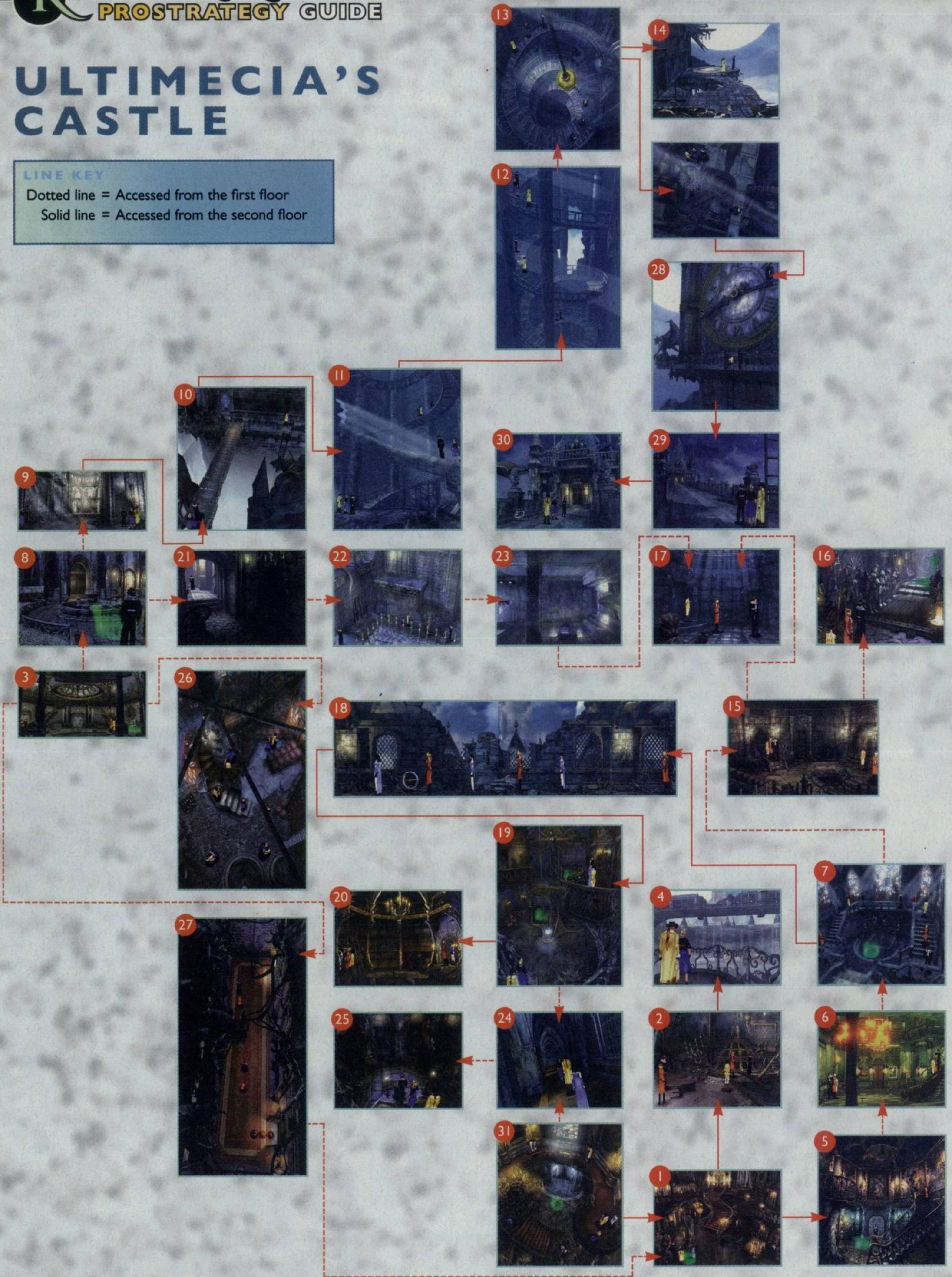


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ULTIMECIA'S CASTLE

LINE KEY

Dotted line = Accessed from the first floor
Solid line = Accessed from the second floor



ULTIMECIA'S CASTLE

TWO TEAMS



Divide your party into two teams: the "A" team (Rinoa, Quistis, and Selphie) and the "B" team (Squall, Irvine, and Zell). Junction Squall, Zell, and Irvine, then use a Tent at the Save Point so they have close to the 9999 HP maximum. Make sure that you Junction Cerberus' Auto-Haste character ability. Enter the castle.



When you enter Ultimecia's Castle, all of your abilities (Item, Magic, GF, Draw, Command Ability, Limit Break, Resurrection, and Save) will be sealed. However, you can release any of the seals by defeating one of the eight bosses lurking inside the castle (for a sneak preview of what these bosses look like, check your card collection). You'll also notice green rings in some of the castle rooms. Step into one of these rings to switch to the other party or to switch party members.

BOSS: SPHINXAUR



In the Hall (1), send the "B" team up the stairs to fight Sphinxaur. You don't have any magic or GFs, so just hack away at Sphinxaur with your weapons (don't forget to use your R1 trigger here).



After Sphinxaur's head blows off, his end is near. Ignore the monsters he calls forth via Magic Summon—they're just a distraction. When Sphinxaur's defeated, activate your GF ability. Be sure to Junction Mug (Diablos, Bahamut) and Rare Item (Bahamut)—you never know what you can collect—in addition to Move-Find (Siren). If you're in bad shape after the battle, you can walk outside the castle and use any of your abilities.

BOSS: TRI-POINT



From the second floor of the Hall, go straight ahead through the double doors. When you try to cross the chandelier in the next room, the Grand Hall (2), your weight will send it crashing to the floor below (3). Open the door in the middle of the floor (normally it would be rusted shut, but the falling chandelier solved that problem) and go below into the Wine Cellar (26). Confront Tri-Point, who's hovering overhead.



Cactuar, Doomtrain, and Eden do a fair amount of damage to Tri-Point, but he has a few attacks of his own you should be aware of, including Mega Spark, a lightning assault that damages all party members. Unlock your Magic after the battle.

BOSS: KRISTA



Time for a little party switch. When you emerge from the Wine Cellar, press the switch against the right wall of the Grand Hall and change to the "A" team. Don't forget to swap GFs with the other party and bring all members to maximum health. Take your new party across the chandelier (2) to the Terrace (4). The third boss, Krysta, is waiting for you.



Start things off with a Doomtrain ride that should leave Krysta somewhat messed up, then unleash Cactuar and assorted GF attacks. Look out for Krysta's power blast, which shaves 3000 HP off any character with a single hit, and try to keep your characters at maximum health throughout the fight; before he expires, Krysta will hit you with an Ultima attack that can wipe out your party if you aren't prepared. After you defeat Krysta, unlock the Resurrection command.

BOSS: TRAUMA



Backtrack to the second floor of the Hall (1), and enter the room to the right. Take the "A" team down the stairs of the Stairway Hall (5) and into the Art Gallery (6). Time for a little puzzle solving: Look at the four paintings on the first floor of the gallery, then at the eight paintings hanging upstairs. Make a note of what each says. Then take a look at the

painting hanging on the left wall on the first floor and solve the puzzle. (Hint: Take a look at the clock on the floor from the second-floor balcony.) Can't figure it out? The answer's at the bottom of this page.



Trauma summons Droma, a flying pest that attacks with annoying dive-bombs. Unleash Cactuar to swat away Droma and damage Trauma. Don't forget to summon Doomtrain to weaken Trauma. Bahamut also puts a nice dent in Trauma's armor. Release the seal on Limit Break.

BOSS: TIAMAT



Go to the Stairway Hall II (7), step into the green ring and switch to the "B" team. Take the party through the door under the chandelier that leads to the Courtyard (8). Enter the Chapel (9) and take the stairs to the right (ignore the floating purple cloud—we'll get to that later).



Run across the bridge (10) so that the item dangling from it falls. Go through the door and into the Clock Tower (11). Head up (through 12) until you reach the swinging platform at the top (13). Stand to the left side of the screen and jump on the swinging platform (press X) when it gets close to your party. Go through the door on the other side and say hello to Tiamat (14), the fifth boss.



You know the drill: Start with Doomtrain, then unleash Cactuar and Eden. You'll notice some gibberish starting with "Da" that appears at the top of the screen. Actually, it's Tiamat slowly spelling out "Dark Flare," a vicious attack that inflicts heavy damage on all party members. If you keep the pressure on him from the start, Tiamat will be able to use Dark Flare only once—or not at all (with a little luck).

BOSS: VYSAGE, RIGHTY, AND LEFTY; THEN GARGANTUA



When you're done with Tiamat, release the seal on Item. After the battle, use the moving platform and descend the Clock Tower. Use the green ring in the Courtyard (8) to switch to the "A" team. Take the "A" team from (7) and go straight ahead and downstairs into the Flood Gate Room (15). Get the Armory Key from the reservoir to the right, then use it to unlock the door behind you. Go through the door and into the Armory (16) to fight the sixth boss.



Beating Vysage, Righty, and Lefty is easy; cast Doomtrain to prevent them from casting anything, then summon Cactuar and Diablos to finish them off. If Vysage manages to cast Curse on you, remove it with an Elixir from your Item inventory.



So this is what Vysage, Righty, and Lefty look like when they're unearthed—like Gargantua, your next adversary! Gargantua attacks with Counter Twist (he grabs a party member and twists them for moderate damage). He also casts Evil Eye—a spell that inflicts Darkness and Silence (among other ailments) on all party members (use Esuna as a remedy). Take Gargantua for a ride on the Doomtrain, then summon Cactuar, Alexander, and Eden to bury this behemoth for good. Release the Save command.

BOSS: RED GIANT

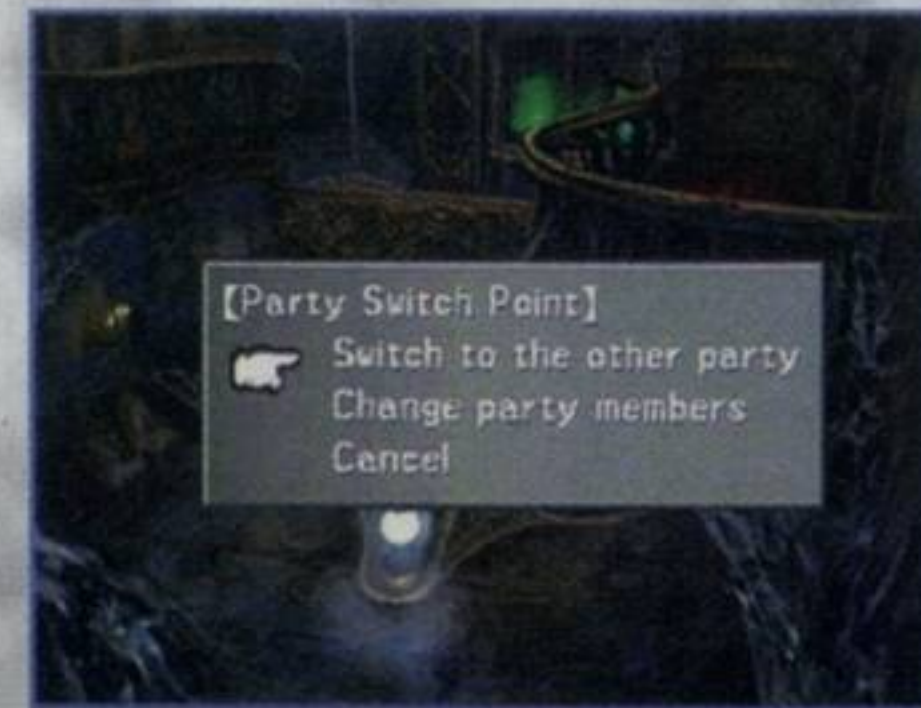


Heal your party members, exit the Armory and go back into the Flood Gate Room (15). Go through the door on the left side of the room and into the Prison Cell (17). Take the Prison Key from the statue in the foreground. What's behind you?

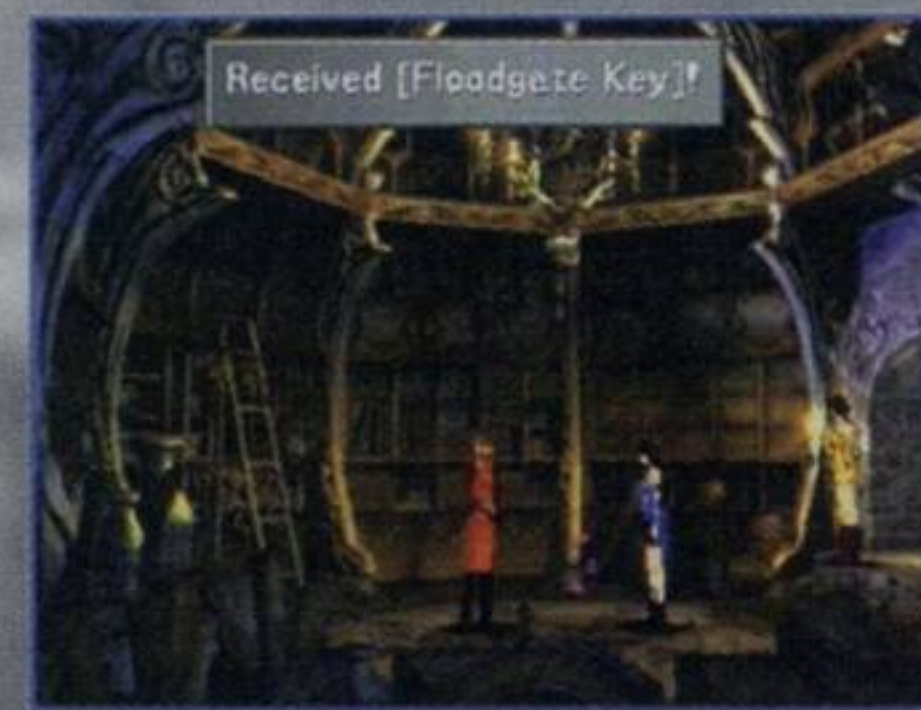


Guess what GF you should use first? All aboard! After Doomtrain makes the Red Giant blind and weakens his abilities, you can easily defeat him. Release the seal on Draw, then use the Prison Key to exit the room.

BOSS: CATOBLEPAS



Leave the Flood Gate Room (15), go through the second floor of Stairway Hall II (7) and the Passageway (18), and enter the Elevator Hall (19). Step into the elevator, descend, and then exit the elevator. Run around to the other elevator on the left, step inside, and switch to the other party.



As the "B" team, go to the Elevator Hall (19) through (3), (27), (1), (5), (6), (7), and (18) and step into the elevator so that the "A" team is elevated to the second floor. Switch back to the "A" team, step off the elevator in (19), enter the Storage Room to the left (20), and get the Floodgate Key off the floor.



Exit the Storage Room, step into the elevator (19), and switch to the "B" team. Backtrack to the Flood Gate Room (15) and use the Floodgate Key on the lock to the right of the left doorway. After using the key, pull the lever so the water drains. Leave the Flood Gate Room and use the green ring in the next room (7) to switch to the "A" team.



Take the "A" team to the Courtyard (8) and get the Treasure Vault Key from the fountain. Enter the Chapel (9) and examine the organ in back. Simultaneously press L2, L1, R2, R1, O, □, ×, and △, then press Start to end the concert. Return to the Courtyard (8), take the passage to the right, and then go through the hole in the wall to the right (21).



Walk through the passage (22) and get the item at the next screen (23). You can take a shortcut to the Prison Cell (17). Meet the "B" team in the Stairway Hall II (7). Select your party, go to the Passageway (24) through (6), (5), and (1). When you reach the Hall (1), climb the stairs to the second floor and go through the door on the left side of the room. In (31), go down the stairs and through the door that leads to (24). Use the Treasure Vault Key on the door to the left. Enter the Treasure Vault (25).



The Treasure Vault has a small puzzle: Examine the four coffins until all of them are open. Once that's done, the eighth boss, Catoblepas, appears.





Dave underestimated the party guests' hatred of charades.

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For those of you who haven't been paying attention, cast Doomtrain to weaken Catoblepas, then finish him at your leisure. Don't kill him too fast, though; you can draw Meteor from him. Before Catoblepas expires, he'll cast Meteor on your party. After the battle, release the seal on Command Ability.

OPTIONAL BOSS: OMEGA WEAPON



You've defeated all the bosses in Ultimecia's Castle...or so it seems. You probably noticed a floating purple cloud in the Chapel (9). That's the marker for an optional hidden boss, Omega Weapon. To make Omega appear, ring the bell in (5). When you do, a timer will start counting down. You have to reach the Chapel before time expires; the easiest way to accomplish this is to create a "fight team" with Quistis and Rinoa in the green ring outside the Chapel. Have the other three characters ring the bell, step into the green ring, and switch to the fight team.



Getting Omega Weapon to appear is one thing; defeating him is another matter entirely. Omega is loaded with devastating attacks that will knock your party flat in one round if you aren't prepared.



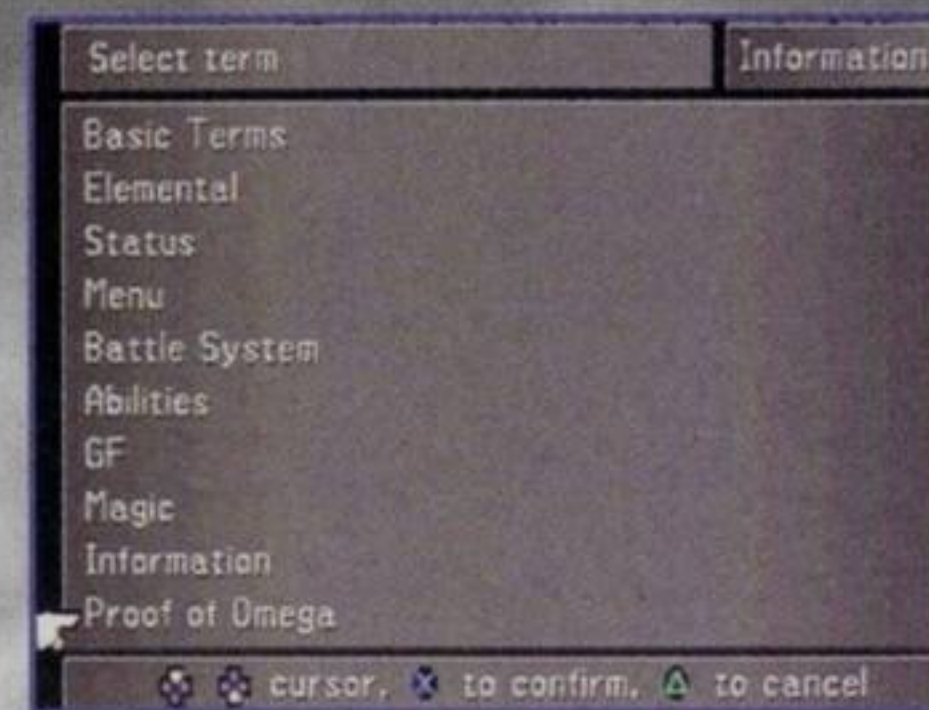
First, you should have Laguna's card; if you do, use Quezacotl's Card Mod ability to refine 100 Heroes (sorry, card collectors, you're going to lose the card). Evenly distribute your GFs among your fight team; you should retain Cerberus, however, and Junction the character ability Auto-Haste. Make sure each character can access Items and the Cactuar GF.



At the start of the fight, Quistis and Rinoa should use one Hero each, but don't give one to yourself; instead, let yourself get KO'd. Revive yourself with Life magic (so your Limit Break kicks in), then give yourself a Hero.



The objective now is to have someone in the party alive to keep the fight going. Keep a close eye on your characters here—the second their translucent appearance wears off, feed them a Hero immediately.



Your prize for defeating Omega Weapon: no EXP, Three Stars (GF learns Expend x3-1 ability), and Proof of Omega. To check out the last prize, enter the Tutorial and go

into Information. Proof of Omega can be found at the bottom of the column.

MASTER ROOM



Remember where you fought Tiamat in the Clock Tower? Go back to the top of the Tower (13), but instead of riding the moving platform, walk up to the door at the very top. Climb down the face of the giant clock (28) and go down the long passage (29) until you reach the Save Point (30). Save your game.

LAST-MINUTE PREPARATIONS



This is it—the final battle. Beyond that door is Ultimecia, the last boss. Before you tackle this challenge, you should make some preparations.

MAGIC



The bare-bones must-have spells are Demi, Meltdown, Curaga, Haste, Full-life, Aura, Dispel, Regen, Ultima, and Pain. Each character should have 100 of each of these spells; if you can't manage that, distribute whatever you have evenly among all party members. Rearrange your spells so that the ones listed above are on the first and second pages of their Magic menus (or first and eighth for even easier access).

JUNCTION



Give yourself the Cerberus GF and Junction the character ability Auto-Haste.

GFs



Modify your GFs by adding abilities that can be purchased from any pet shop. You can use Tonberry's Call Shop menu ability to buy Amnesia Greens, which can eliminate any learned GF ability. Some abilities that can be eliminated are: Doom, Mad Rush, Card, Mag Bonus, Defend, Darkside, Enc-Half (you should have nuked this the moment Diablos learned Enc-None), and Alert—just to name a few. Distribute your GFs so that each character has in the range of 9999 HP.

ITEMS



Be sure to have plenty of X-Potions, Megalixirs, Elixirs, and Pulse Ammo for Irvine's Limit Break. Be certain to use various GF refining abilities that yield valuable items. You'll also want to use Quezacotl's Card Mod menu ability to refine items from cards in your collection.



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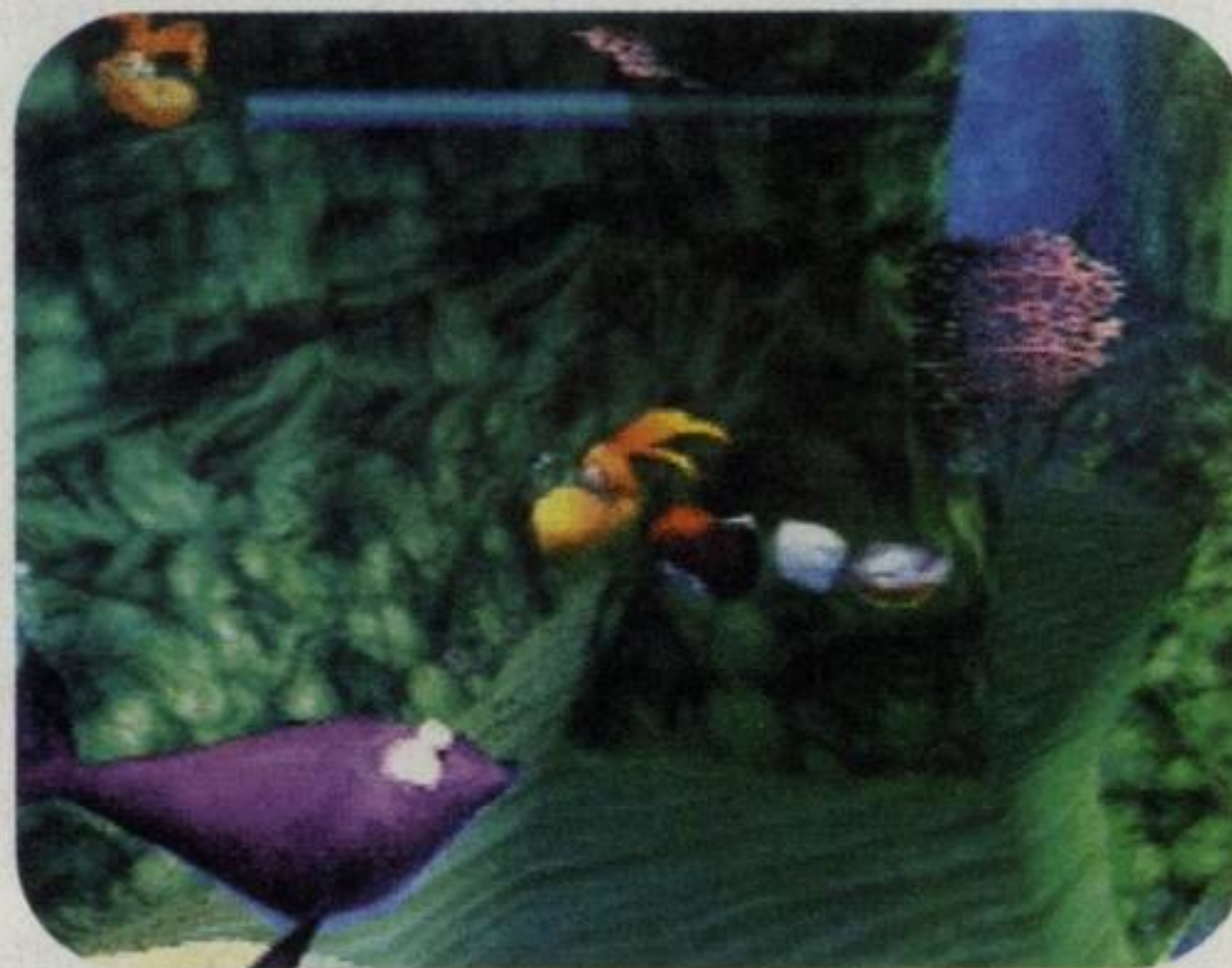
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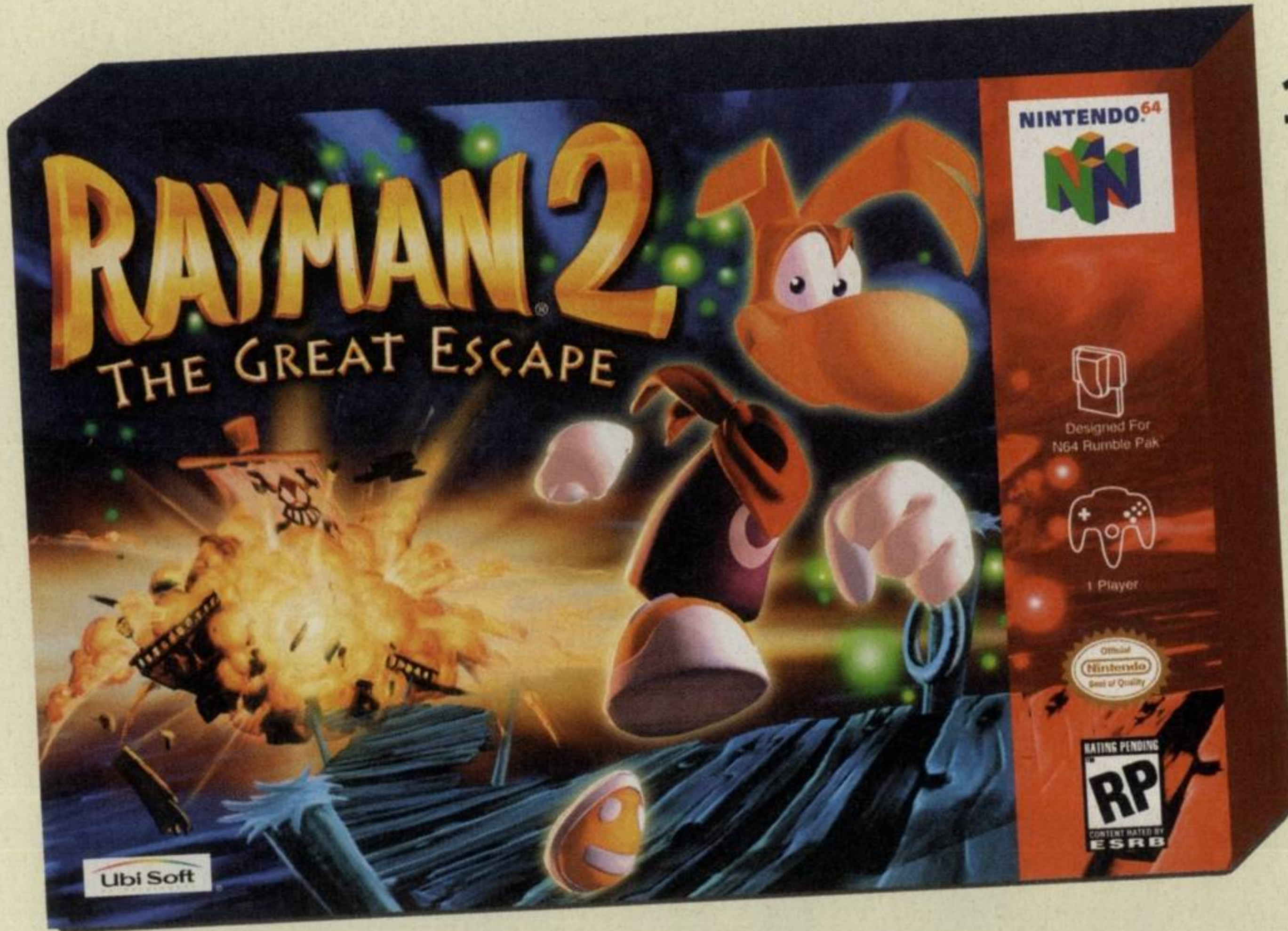
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A. Rayman

B. a man called Ray



2. _____

A. Rayman

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WEAPONS

Status	
Damage one enemy	
Squall	Attack GF Magic Draw
LV 100	
HP 9999/ 9999	
Gunblade Auto	ON OFF
Renzokuken Indicator	ON OFF
Rough Divide	Fated Circle
Blasting Zone	Lion Heart

Make sure that each character has their most powerful weapon—especially Squall's Lion Heart. Check out the first issue of Weapons Monthly for more info.

LIMIT BREAKS

Status	
Damage all enemies	
Rinoa	Attack GF Magic
LV 84	
HP 9999/ 9999	
Angela	Angela Rush
	Angela Recover
	Angela Reverse
	Angela Search
	Angela Cannon
	Angela Strike
	Invincible Moon
	Wishing Star

Each character should have learned all their Limit Breaks—or at least the most powerful ones, which are:

- Squall: Lion Heart
- Quistis: Shockwave Pulsar
- Rinoa: Wishing Star
- Zell: My Final Heaven
- Irvine: Pulse Ammo
- Selphie: Full-cure

When you're ready, brace yourself, and then open the doors of the Master Room.

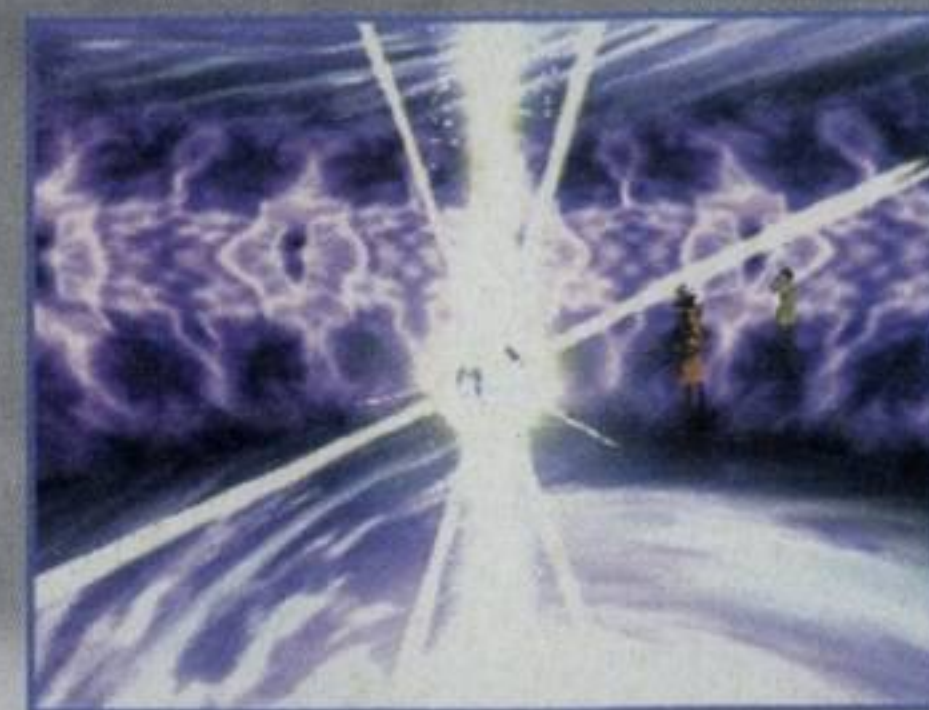
SORCERESS ULTIMECIA



At first, Ultimecia will battle three characters chosen at random. If a character is KO'd in battle, an angel will take that character out of the fight and replace them with a fresh body. You can keep a fallen colleague in your ranks if you revive them fast enough; however, if all three fighters are KO'd simultaneously, it's definitely game over.



Cast Meltdown on Ultimecia, then cast Haste on all party members, followed by Double or Triple (or Cerberus if Squall is one of the "chosen" characters). Ultimecia can also cast Meltdown, however; if a character gets hit with it, cast Esuna to lift the affliction. Be sure to cast Dispel on Ultimecia if she casts Double or Triple on herself. Other spells at Ultimecia's disposal are Holy, Tornado, and Maelstrom—a particularly brutal spell that hurts all party members, leaving 'em Cursed.



Eventually Grier will execute a Limit Break of his own, Shockwave Pulsar. Anyone who's seen Quistis execute this Limit Break knows what to expect—massive damage to all party members. Immediately heal all party members after the Shockwave Pulsar—in your weakened condition, one well-placed spell from Grier could spell defeat. Grier also starts drawing (and then casting) your magic spells. Hit Grier hard (Alexander is very effective here)—if you wait too long, he'll hit you with Shockwave Pulsar again.

ULTIMECIA-GRIEVER



Ultimecia Junctions herself with Grier for a punishing package of pain. Give them the customary greeting by casting Meltdown.



Cycle in some GF attacks, especially Eden, to wear down Ultimecia and hit her with Ultima.

GRIEVER



It seems that Ultimecia has her own GF, Grier. Grier makes his entrance by blowing away one of your stocked magic spells...completely. Greet Grier with Meltdown and Ultima, and use an Elixir on any party member who gets hit with Doom. Another good tactic is using Aura so party members can execute Limit Breaks. Keep your characters close to full health during the battle.



In addition to the attacks you've already seen from Ultimecia and Grier, now you have some new ones to look out for, such as Helixes—small worms that aid Ultimecia's attacks (soften them up with Meltdown when they appear)—and Ultima. Time to break open the Aura magic and pull off some Limit Breaks.



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If you let two Helixes hang around long enough, they'll help Ultimecia cast Great Attractor—a spell that smashes your party with three planets and a meteor.



Ultimecia-Griever eventually snaps in half. This form of Ultimecia is almost finished at this point, so keep hammering away at her.

ULTIMECIA: HER FINAL FORM



Ultimecia now assumes her final shape. Greet her with a Meltdown. Ultimecia has a greeting of her own—Hell's Judgement, a party attack that drops everyone's HP to 1 (unless you're fortunate enough to have been charging a GF attack, in which case the GF takes the damage). Immediately restore everyone's health after Hell's Judgement; if Ultimecia casts a follow-up spell, it could mean game over.



On a cruel note, if any character in your party has used up all their potent spells (or had them blown away),

you may want to KO them yourself to bring in a fresh fighter.



At this point, Ultimecia starts pulling out all the stops and can KO GFs with a single blast. Designate one character as a healer whose sole job is to cast Curaga spells on party members.



Eventually, Ultimecia draws a spell, Apocalypse, from the lower half of her body. This spell causes major damage to every party member, but there's a catch: You can draw the spell, too, and then cast it on her. For a really devastating effect, draw and stock Apocalypse, then cast it on her as a Double or Triple. Target your attacks on the lower half of Ultimecia's body and destroy it.



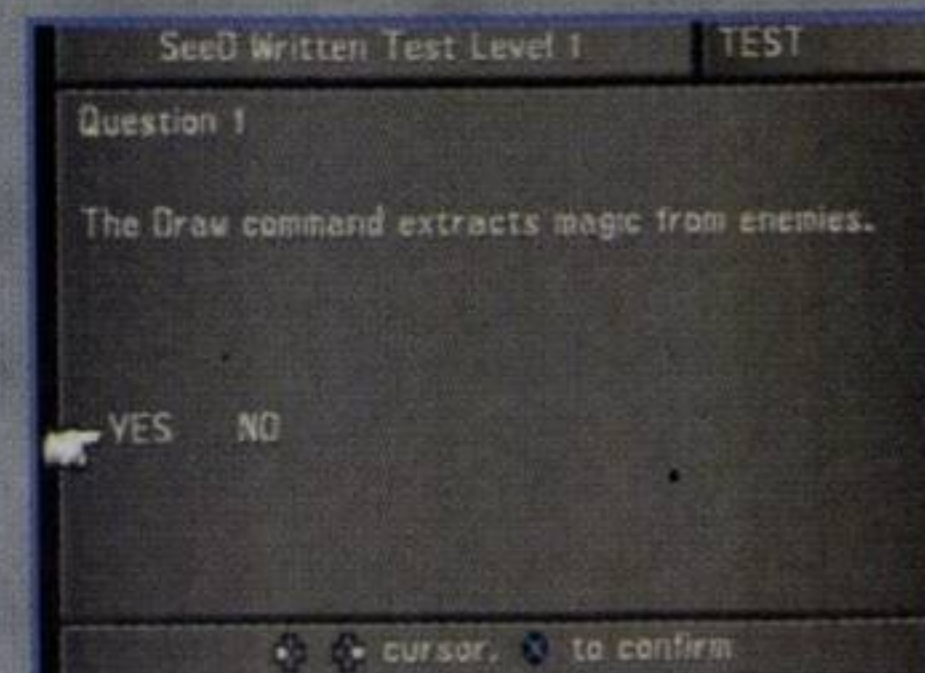
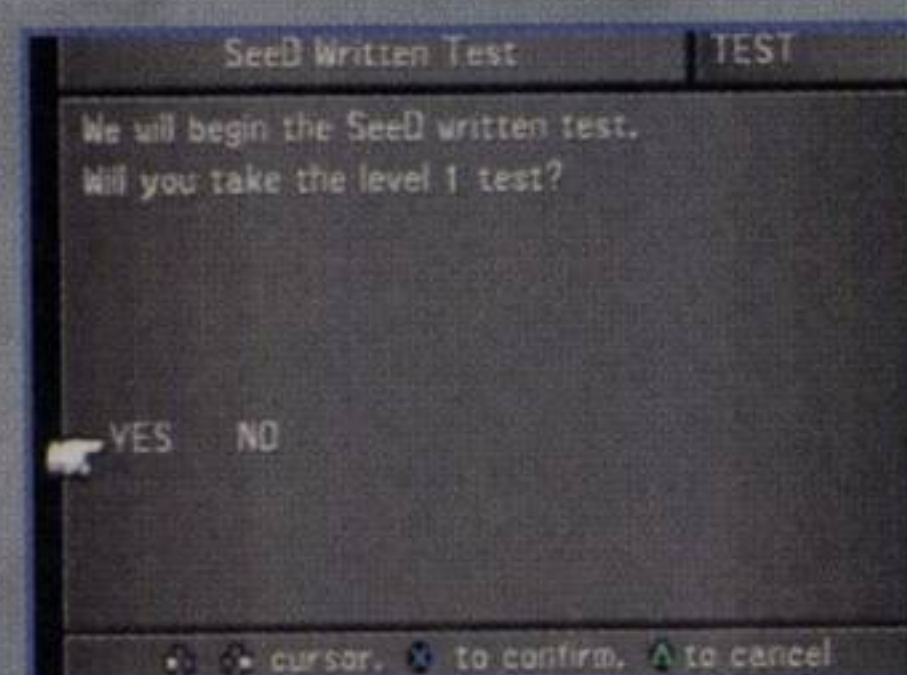
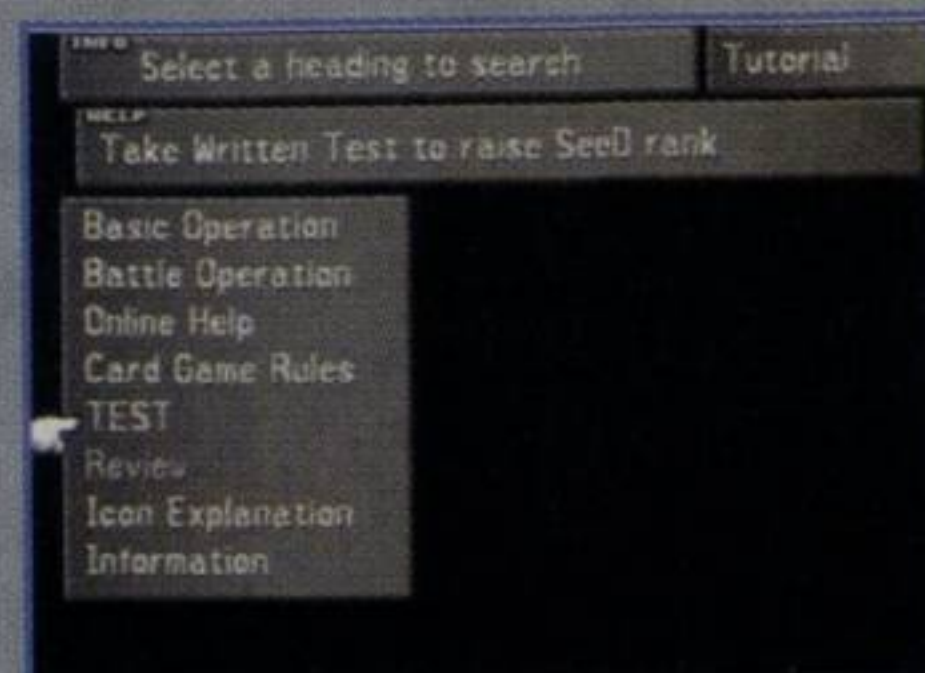
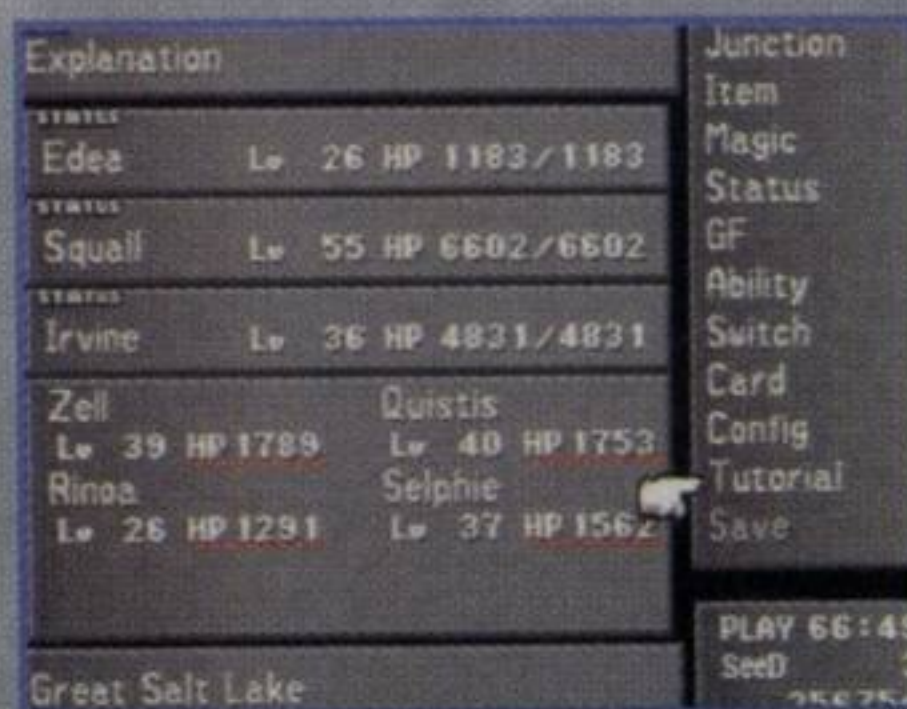
When Ultimecia begins to babble about time, it means that the end of the tale is near.



Keep up the pressure and enjoy the finale!

(For a full list of Guardian Forces and their abilities, turn the page!)

Pssst! Want the Answers?



Are you tired of not having enough money (Gil) to buy cool items because your SeeD ranking is low? Here are the answers to all 30 SeeD written tests to raise your rank and increase your cash flow (Y = Yes, N = No).

Test 01: 1: Y 2: N 3: Y 4: Y 5: Y 6: N 7: N 8: Y 9: N 10: N

Test 02: 1: Y 2: N 3: Y 4: Y 5: Y 6: N 7: Y 8: Y 9: N 10: N

Test 03: 1: N 2: N 3: Y 4: N 5: Y 6: Y 7: Y 8: N 9: Y 10: N

Test 04: 1: N 2: Y 3: Y 4: Y 5: N 6: N 7: Y 8: Y 9: N 10: N

Test 05: 1: N 2: N 3: N 4: Y 5: Y 6: N 7: N 8: Y 9: Y 10: Y

Test 06: 1: Y 2: N 3: Y 4: Y 5: N 6: N 7: Y 8: Y 9: N 10: Y

Test 07: 1: Y 2: Y 3: Y 4: Y 5: Y 6: Y 7: N 8: Y 9: Y 10: N

Test 08: 1: N 2: Y 3: N 4: N 5: Y 6: Y 7: N 8: N 9: Y 10: N

Test 09: 1: N 2: Y 3: N 4: N 5: N 6: N 7: N 8: N 9: Y 10: Y

Test 10: 1: Y 2: N 3: N 4: N 5: N 6: N 7: N 8: N 9: Y 10: N

Test 11: 1: Y 2: Y 3: N 4: Y 5: Y 6: N 7: Y 8: N 9: N 10: Y

Test 12: 1: N 2: Y 3: N 4: N 5: Y 6: N 7: Y 8: N 9: Y 10: N

Test 13: 1: Y 2: N 3: N 4: N 5: Y 6: N 7: N 8: N 9: N 10: N

Test 14: 1: Y 2: Y 3: Y 4: Y 5: N 6: Y 7: Y 8: N 9: Y 10: N

Test 15: 1: Y 2: Y 3: N 4: N 5: N 6: N 7: N 8: Y 9: N 10: Y

Test 16: 1: Y 2: N 3: N 4: Y 5: N 6: Y 7: N 8: N 9: Y 10: N

Test 17: 1: Y 2: N 3: N 4: N 5: Y 6: N 7: N 8: Y 9: N 10: N

Test 18: 1: Y 2: N 3: N 4: N 5: Y 6: N 7: N 8: N 9: N 10: N

Test 19: 1: Y 2: N 3: N 4: Y 5: N 6: N 7: N 8: N 9: N 10: Y

Test 20: 1: Y 2: Y 3: N 4: Y 5: N 6: Y 7: Y 8: Y 9: N 10: N

Test 21: 1: Y 2: Y 3: Y 4: Y 5: N 6: N 7: Y 8: Y 9: Y 10: N

Test 22: 1: N 2: N 3: N 4: Y 5: N 6: N 7: N 8: Y 9: Y 10: N

Test 23: 1: Y 2: N 3: N 4: N 5: N 6: Y 7: Y 8: Y 9: Y 10: Y

Test 24: 1: Y 2: Y 3: N 4: N 5: Y 6: Y 7: N 8: N 9: N 10: Y

Test 25: 1: Y 2: N 3: Y 4: Y 5: Y 6: N 7: N 8: Y 9: N 10: N

Test 26: 1: Y 2: Y 3: N 4: Y 5: N 6: Y 7: N 8: Y 9: N 10: N

Test 27: 1: N 2: Y 3: N 4: N 5: N 6: N 7: Y 8: N 9: Y 10: N

Test 28: 1: Y 2: N 3: N 4: Y 5: Y 6: Y 7: N 8: Y 9: N 10: N

Test 29: 1: N 2: N 3: N 4: Y 5: Y 6: N 7: N 8: N 9: Y 10: N

Test 30: 1: N 2: Y 3: N 4: N 5: N 6: N 7: Y 8: N 9: N 10: N

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GUARDIAN FORCE CHART

Here are all the abilities for all 16 Guardian Force characters in the game. Individual abilities can be eliminated and new ones added—pay a visit to any Pet Store to purchase GF supplies.

QUEZACOTL (THUNDER STORM)

JUNCTION ABILITIES:

HP-J:	Junctions Magic to HP
Vit-J:	Junctions Magic to Vitality
Mag-J:	Junctions Magic to Magic
Elem-Atk-J:	Junctions Magic to Elemental Attack
Elem-Def-J:	Junctions Magic to Elemental Defense
Elem-Def x2:	Junctions 2 Magic to Elemental Defense

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Card:	Use Card command

CHARACTER ABILITIES:

Mag +20%:	Raises Magic damage by 20%
Mag +40%:	Raises Magic damage by 40%

GF ABILITIES:

SumMag +10%:	Raises GF's attack damage by 10%
SumMag +20%:	Raises GF's attack damage by 20%
SumMag +30%:	Raises GF's attack damage by 30%
GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
Boost:	Boosts GF

MENU ABILITIES:

T Mag-RF:	Refine Lightning/Wind Magic from an item
Mid Mag-RF:	Refine Mid-Level Magic from other Magic
Card Mod:	Refine items from cards

SHIVA (DIAMOND DUST)

JUNCTION ABILITIES:

Str-J:	Junctions Magic to Strength
Vit-J:	Junctions Magic to Vitality
Spr-J:	Junctions Magic to Spirit
Elem-Atk-J:	Junctions Magic to Elemental Attack
Elem-Def-J:	Junctions Magic to Elemental Defense
Elem-Def x2:	Junctions 2 Magic to Elemental Defense

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Doom:	Use Doom command

CHARACTER ABILITIES:

Vit +20%:	Raises Vitality by 20%
Vit +40%:	Raises Vitality by 40%
Spr +20%:	Raises Spirit by 20%
Spr +40%:	Raises Spirit by 40%

GF ABILITIES:

SumMag +10%:	Raises GF's attack damage by 10%
SumMag +20%:	Raises GF's attack damage by 20%
SumMag +30%:	Raises GF's attack damage by 30%
GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
Boost:	Boosts GF

MENU ABILITY:

I Mag-RF:	Refine Water/Ice Magic from an item
-----------	-------------------------------------

IFRIT (HELL FIRE)

JUNCTION ABILITIES:

HP-J:	Junctions Magic to HP
Str-J:	Junctions Magic to Strength
Elem-Atk-J:	Junctions Magic to Elemental Attack
Elem-Def-J:	Junctions Magic to Elemental Defense
Elem-Def x2:	Junctions 2 Magic to Elemental Defense

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Mad Rush:	Use Mad Rush command

CHARACTER ABILITIES:

Str +20%:	Raises Strength by 20%
Str +40%:	Raises Strength by 40%
Str Bonus:	+1 Bonus to Strength at level-up

GF ABILITIES:

SumMag +10%:	Raises GF's attack damage by 10%
SumMag +20%:	Raises GF's attack damage by 20%
SumMag +30%:	Raises GF's attack damage by 30%
GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
GFHP +30%:	Raises GF's HP by 30%
Boost:	Boosts GF

MENU ABILITIES:

F Mag-RF:	Refine Fire Magic from an item
Ammo-RF:	Refine Ammunition from an item

SIREN (SILENT VOICE)

JUNCTION ABILITIES:

Mag-J:	Junctions Magic to Magic
ST-Atk-J:	Junctions Magic to Status Attack
ST-Def-J:	Junctions Magic to Status Defense
ST-Def x2:	Junctions 2 Magic to Status Defense

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Treatment:	Use Treatment command

CHARACTER ABILITIES:

Mag +20%:	Raises Magic damage by 20%
Mag +40%:	Raises Magic damage by 40%
Mag Bonus:	+1 Bonus to Magic at level-up

PARTY ABILITY:

Move-Find:	Finds hidden Save/Draw Points
------------	-------------------------------

GF ABILITIES:

SumMag +10%:	Raises GF's attack damage by 10%
SumMag +20%:	Raises GF's attack damage by 20%
SumMag +30%:	Raises GF's attack damage by 30%
GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
Boost:	Boosts GF

MENU ABILITIES:

L Mag-RF:	Refine Life/Recovery Magic from an item
ST Med-RF:	Refine status Recovery Medicine from an item
Tool-RF:	Refine Tools from an item

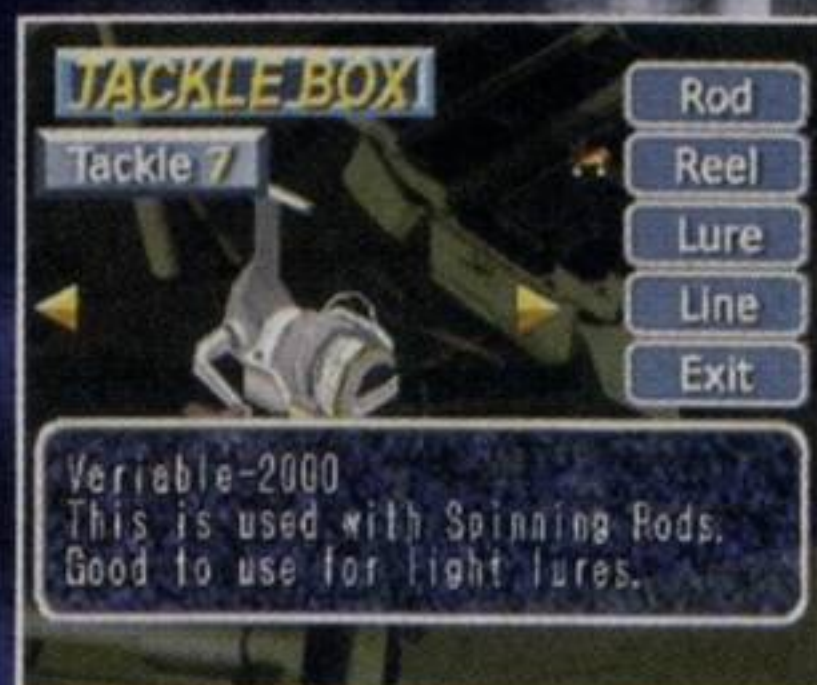
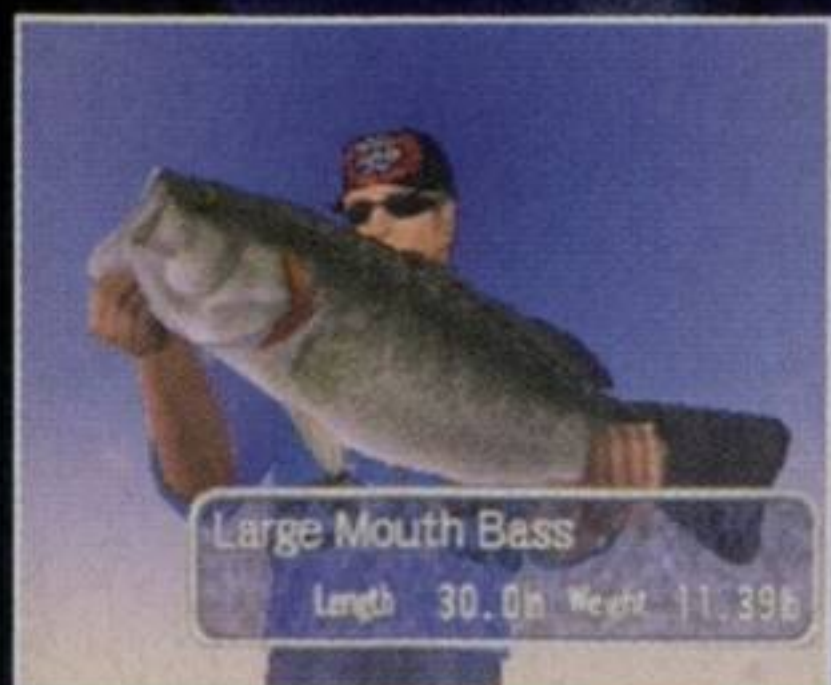
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- **Cast side arm, overhead, or skip**
- **Tutorial mode shows how the pros hook the big ones**
- **Dual shock compatible**



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BROTHERS (BROTHERLY LOVE)

JUNCTION ABILITIES:

HP-J:	Junctions Magic to HP
Str-J:	Junctions Magic to Strength
Spr-J:	Junctions Magic to Spirit
Elem-Atk-J:	Junctions Magic to Elemental Attack
Elem-Def-J:	Junctions Magic to Elemental Defense

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Defend:	Use Defend command

CHARACTER ABILITIES:

HP +20%:	Raises HP by 20%
HP +40%:	Raises HP by 40%
HP +80%:	Raises HP by 80%
Cover:	Receives attack in place of another party member
HP Bonus:	+30 Bonus to HP at level-up

GF ABILITIES:

SumMag +10%:	Raises GF's attack damage by 10%
SumMag +20%:	Raises GF's attack damage by 20%
SumMag +30%:	Raises GF's attack damage by 30%
GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
GFHP +30%:	Raises GF's HP by 30%
Boost:	Boosts GF

CARBUNCLE (RUBY LIGHT)

JUNCTION ABILITIES:

HP-J:	Junctions Magic to HP
Vit-J:	Junctions Magic to Vitality
Mag-J:	Junctions Magic to Magic
ST-Atk-J:	Junctions Magic to Status Attack
ST-Def-J:	Junctions Magic to Status Defense
ST-Def-Jx2:	Junctions 2 Magic to Status Defense
Ability x3:	Sets up to 3 abilities

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command

CHARACTER ABILITIES:

HP +20%:	Raises HP by 20%
HP +40%:	Raises HP by 40%
Vit +20%:	Raises Vitality by 20%
Vit +40%:	Raises Vitality by 40%
Counter:	Counterattacks when attacked
Vit Bonus:	+1 Bonus to Vitality at level-up
Auto-Reflect:	Reflect activates automatically in battle

GF ABILITIES:

GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
GFHP +30%:	Raises GF's HP by 30%

MENU ABILITY:

Recov Med-RF:	Refine Recovery Medicine from an item
---------------	---------------------------------------

DIABLOS (DARK MESSENGER)

JUNCTION ABILITIES:

HP-J:	Junctions Magic to HP
Mag-J:	Junctions Magic to Magic
Hit-J:	Junctions Magic to Hit
Ability x3:	Sets up to 3 abilities

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Darkside:	Use Darkside command

CHARACTER ABILITIES:

HP +20%:	Raises HP by 20%
HP +40%:	Raises HP by 40%
HP +80%:	Raises HP by 80%
Mag +20%:	Raises Magic damage by 20%
Mag +40%:	Raises Magic damage by 40%
Mug:	Change attack to Mug

PARTY ABILITIES:

Enc-Half:	Cuts encounter rate by half
Enc-None:	No encounters

GF ABILITIES:

GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
GFHP +30%:	Raises GF's HP by 30%

MENU ABILITIES:

Time Mag-RF:	Refine Time/Space Magic from an item
ST Mag-RF:	Refine status Magic from an item

LEVIATHAN (TSUNAMI)

JUNCTION ABILITIES:

Mag-J:	Junctions Magic to Magic
Spr-J:	Junctions Magic to Spirit
Elem-Atk-J:	Junctions Magic to Elemental Attack
Elem-Def x2:	Junctions 2 Magic to Elemental Defense

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Recover:	Use Recover command

CHARACTER ABILITIES:

Spr +20%:	Raises Spirit by 20%
Spr +40%:	Raises Spirit by 40%
Spr Bonus:	+1 Bonus to Spirit at level-up
Auto-Potion:	Uses recovery items automatically when hit

GF ABILITIES:

SumMag +10%:	Raises GF's attack damage by 10%
SumMag +20%:	Raises GF's attack damage by 20%
SumMag +30%:	Raises GF's attack damage by 30%
GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
GFHP +30%:	Raises GF's HP by 30%
Boost:	Boosts GF

MENU ABILITIES:

Supt Mag-RF:	Refine Support Magic from an item
GF Recov Med-RF:	Refine Recovery Medicine for GF from an item

PREPARE.

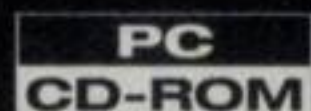


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16 TOTALLY WHACKED FIGHTERS

LET'S GET REAL



READY 2 RUMBLE BOXING

SALUA TUA

STALKED BY HARPOON-TOTING WHALERS

VS.

AFRO THUNDER

THE BIGGER THE 'FRO, THE HARDER THEY FALL

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READY TO GET DOWN & GET IT ON.

READY TO RUMBLE



TANK THRASHER vs.

HIS WHUPPIN' COMES CHICKEN-FRIED



BUTCHER BROWN

HIS MEAT COMES FRESH FROM THE RING

IN-GAME ANNOUNCEMENT BY ★ MICHAEL BUFFER ★, THE VOICE OF CHAMPIONS™



BORIS KNOKIMOV vs.

PLAYING DEAD IS YOUR ONLY CHANCE OF SURVIVAL

ANGEL "RAGING" RIVERA

NOT ALL ANGELS COME FROM HEAVEN



HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT • "RUMBLE POWER" UNLEASHES EXTREME MOVES



JET "IRON" CHIN vs.

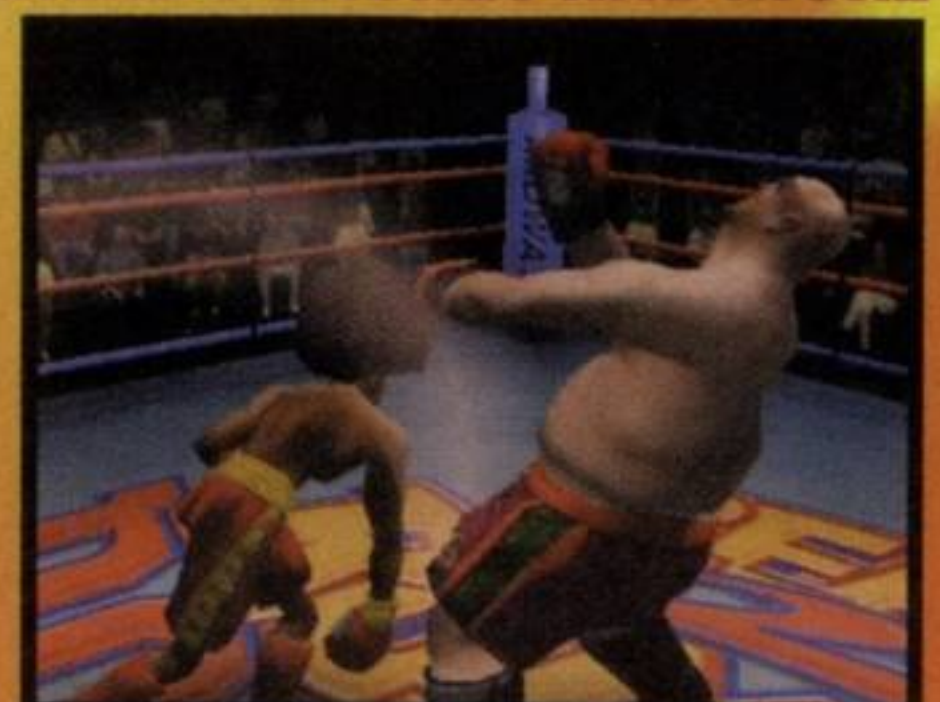
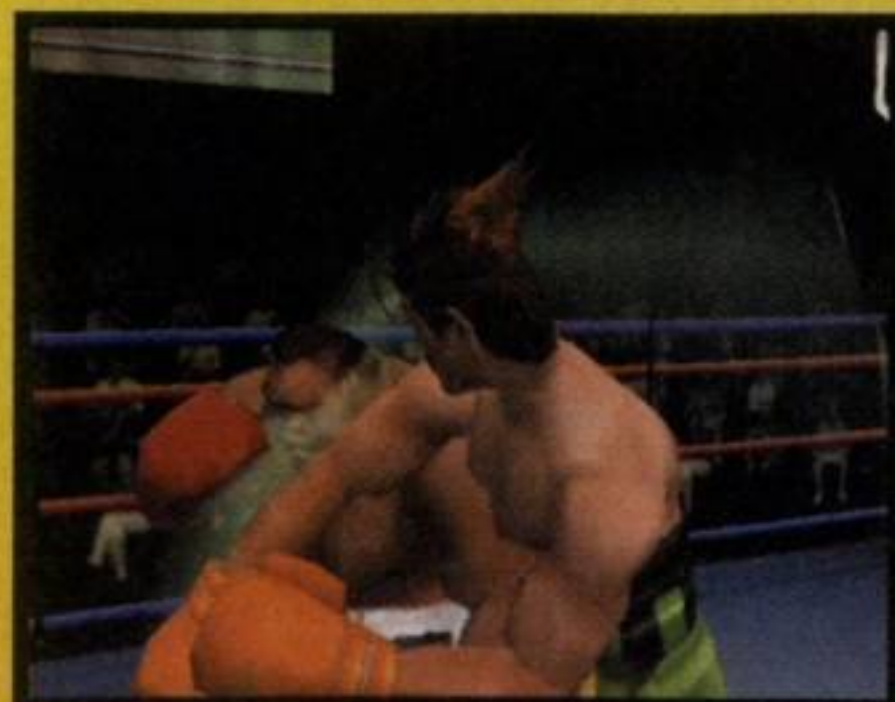
YOU WILL CRUMBLE LIKE A FORTUNE COOKIE

SELENE STRIKE

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PANDEMONA (TORNADO ZONE)

JUNCTION ABILITIES:

Str-J:	Junctions Magic to Strength
Spd-J:	Junctions Magic to Speed
Elem-Atk-J:	Junctions Magic to Elemental Attack
Elem-Def-J:	Junctions Magic to Elemental Defense
Elem-Def x2:	Junctions 2 Magic to Elemental Defense

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Absorb:	Use Absorb command

CHARACTER ABILITIES:

Str +20%:	Raises Strength by 20%
Str +40%:	Raises Strength by 40%
Spd +20%:	Raises Speed by 20%
Spd +40%:	Raises Speed by 40%
Initiative:	Enables action as soon as the battle begins

GF ABILITIES:

SumMag +10%:	Raises GF's attack damage by 10%
SumMag +20%:	Raises GF's attack damage by 20%
SumMag +30%:	Raises GF's attack damage by 30%
GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
GFHP +30%:	Raises GF's HP by 30%
Boost:	Boosts GF

CERBERUS (COUNTER ROCKETS)

JUNCTION ABILITIES:

Str-J:	Junctions Magic to Strength
Mag-J:	Junctions Magic to Magic
Spr-J:	Junctions Magic to Spirit
Spd-J:	Junctions Magic to Speed
Hit-J:	Junctions Magic to Hit
ST-Atk-J:	Junctions Magic to Status Attack
ST-Def-J:	Junctions Magic to Status Defense
ST-Def-J x2:	Junctions 2 Magic to Status Defense
ST-Def-J x4:	Junctions 4 Magic to Status Defense
Ability x3:	Sets up to 3 abilities

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command

CHARACTER ABILITIES:

Spd +20%:	Raises Speed by 20%
Spd +40%:	Raises Speed by 40%
Auto-Haste:	Haste activates automatically in battle
Expend x2-1:	Only 1 Magic spent while Double

PARTY ABILITY:

Alert:	Prevents Back Attack
--------	----------------------

GF ABILITIES:

GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
GFHP +30%:	Raises GF's HP by 30%

ALEXANDER (HOLY JUDGMENT)

JUNCTION ABILITIES:

Spr-J:	Junctions Magic to Spirit
Elem-Atk-J:	Junctions Magic to Elemental Attack
Elem-Def x2:	Junctions 2 Magic to Elemental Defense
Elem-Def x4:	Junctions 4 Magic to Elemental Defense
Ability x3:	Sets up to 3 abilities

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Revive:	Use Revive command

CHARACTER ABILITIES:

Spr +20%:	Raises Spr by 20%
Spr +40%:	Raises Spr by 40%
Med Data:	Doubles the effect of medicine

GF ABILITIES:

SumMag +10%:	Raises GF's attack damage by 10%
SumMag +20%:	Raises GF's attack damage by 20%
SumMag +30%:	Raises GF's attack damage by 30%
GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
GFHP +30%:	Raises GF's HP by 30%
Boost:	Boosts GF

MENU ABILITIES:

High Mag-RF:	Refine High Level Magic from other Magic
Med LV Up:	Level up medicine

DOOMTRAIN (RUNAWAY TRAIN)

JUNCTION ABILITIES:

Elem-Atk-J:	Junctions Magic to Elemental Attack
ST-Atk-J:	Junctions Magic to Status Attack
Elem-Def x4:	Junctions 4 Magic to Elemental Defense
ST-Def-J x4:	Junctions 4 Magic to Status Defense

COMMAND ABILITIES:

Magic:	Use Magic command
GF:	Use GF command
Draw:	Use Draw command
Item:	Use Item command
Darkside:	Use Darkside command
Absorb:	Use Absorb command

CHARACTER ABILITY:

Auto-Shell:	Shell activates automatically in battle
-------------	---

GF ABILITIES:

SumMag +10%:	Raises GF's attack damage by 10%
SumMag +20%:	Raises GF's attack damage by 20%
SumMag +30%:	Raises GF's attack damage by 30%
SumMag +40%:	Raises GF's attack damage by 40%
GFHP +10%:	Raises GF's HP by 10%
GFHP +20%:	Raises GF's HP by 20%
GFHP +30%:	Raises GF's HP by 30%
GFHP +40%:	Raises GF's HP by 40%
Boost:	Boosts GF

MENU ABILITIES:

Junk Shop:	Call junk shop from menu screen
Forbid Med-RF:	Refine Forbidden Medicine from an item

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Incredible graphics in 640 x 480 mode



More than 90 levels in 6 zones



Dozens of impact shields, power-ups and wild card weapons



ACTIVISION®



BAHAMUT (MEGA FLARE)

JUNCTION ABILITY:

Ability x4: Sets up to 4 abilities

COMMAND ABILITIES:

Magic: Use Magic command
 GF: Use GF command
 Draw: Use Draw command
 Item: Use Item command

CHARACTER ABILITIES:

Str +60%: Raises Strength by 60%
 Mag +60%: Raises Magic by 60%
 Mug: Changes Attack to Mug
 Move-HP Up: Restores HP by walking
 Auto-Protect: Protect activates automatically in battle
 Expend x2-1: Only 1 Magic spent while Double

PARTY ABILITY:

Rare Item: More likely to receive rare items

GF ABILITIES:

SumMag +10%: Raises GF's attack damage by 10%
 SumMag +20%: Raises GF's attack damage by 20%
 SumMag +30%: Raises GF's attack damage by 30%
 SumMag +40%: Raises GF's attack damage by 40%
 GFHP +10%: Raises GF's HP by 10%
 GFHP +20%: Raises GF's HP by 20%
 GFHP +30%: Raises GF's HP by 30%
 GFHP +40%: Raises GF's HP by 40%
 Boost: Boosts GF

MENU ABILITY:

Forbid Mag-RF: Refine Forbidden Magic from an item

TONBERRY (CHEF'S KNIFE)

COMMAND ABILITIES:

Magic: Use Magic command
 GF: Use GF command
 Draw: Use Draw command
 Item: Use Item command
 LV Down: Use Level Down command
 LV Up: Use Level Up command

CHARACTER ABILITIES:

Eva +30%: Raises Evade by 30%
 Luck +50%: Raises Luck by 50%
 Initiative: Enables action as soon as battle begins
 Move-HP Up: Restores HP by walking
 Auto-Potion: Uses recovery items automatically when hit

GF ABILITIES:

SumMag +10%: Raises GF's attack damage by 10%
 SumMag +20%: Raises GF's attack damage by 20%
 SumMag +30%: Raises GF's attack damage by 30%
 GFHP +10%: Raises GF's HP by 10%
 GFHP +20%: Raises GF's HP by 20%
 GFHP +30%: Raises GF's HP by 30%
 Boost: Boosts GF

MENU ABILITIES:

Haggle: Receive discounts at shops
 Sell-High: Sell high at shops
 Familiar: Easier to buy rare items
 Call Shop: Call shops from menu screen

CACTUAR (1,000 NEEDLES)

JUNCTION ABILITIES:

Eva-J: Junctions Magic to Evade
 Luck-J: Junctions Magic to Luck

COMMAND ABILITIES:

Magic: Use Magic command
 GF: Use GF command
 Draw: Use Draw command
 Item: Use Item command
 Defend: Use Defend command
 Kamikaze: Use Kamikaze command

CHARACTER ABILITIES:

Eva +30%: Raises Evade by 30%
 Luck +50%: Raises Luck by 50%
 Initiative: Enables action as soon as battle begins
 Move-HP Up: Restores HP by walking
 HP Bonus: +30 Bonus to HP at level-up
 Str Bonus: +1 Bonus to Strength at level-up
 Vit Bonus: +1 Bonus to Vitality at level-up
 Mag Bonus: +1 Bonus to Magic at level-up
 Spr Bonus: +1 Bonus to Spirit at level-up
 Auto-Potion: Uses recovery items automatically when hit
 Expend x2-1: Only 1 Magic spent while Double

GF ABILITIES:

GFHP +10%: Raises GF's HP by 10%
 GFHP +20%: Raises GF's HP by 20%
 GFHP +30%: Raises GF's HP by 30%

EDEN (ETERNAL BREATH)

JUNCTION ABILITIES:

Spd-J: Junctions Magic to Speed
 Eva-J: Junctions Magic to Evade
 Hit-J: Junctions Magic to Hit

COMMAND ABILITIES:

Magic: Use Magic command
 GF: Use GF command
 Draw: Use Draw command
 Item: Use Item command
 Mad Rush: Use Mad Rush command
 Darkside: Use Darkside command
 Devour: Use Devour command

CHARACTER ABILITIES:

Luck +50%: Raises Luck by 50%
 Expend x3-1: Only 1 magic spent while Triple

GF ABILITIES:

SumMag +10%: Raises GF's attack damage by 10%
 SumMag +20%: Raises GF's attack damage by 20%
 SumMag +30%: Raises GF's attack damage by 30%
 SumMag +40%: Raises GF's attack damage by 40%
 GFHP +10%: Raises GF's HP by 10%
 GFHP +20%: Raises GF's HP by 20%
 GFHP +30%: Raises GF's HP by 30%
 GFHP +40%: Raises GF's HP by 40%
 Boost: Boosts GF

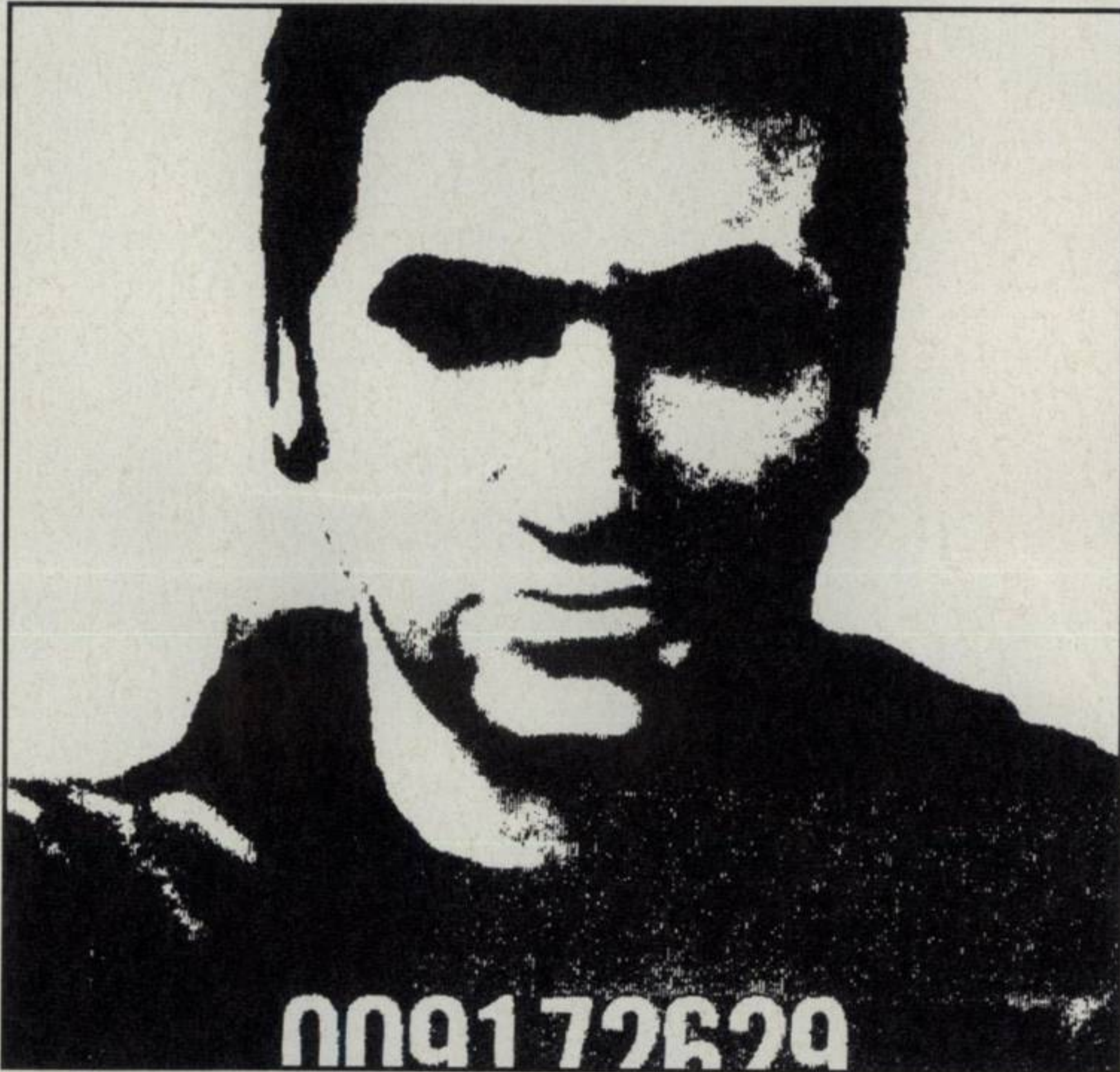
MENU ABILITY:

GF Abl Med-RF: Refine ability-learning medicine for GF from an item

WANTED:

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NextGen

"BUY IT!"
Maxim

"...HIGH SPEED ACTION MAKES IT A RIDE YOU WON'T WANT TO MISS..."
GamePro

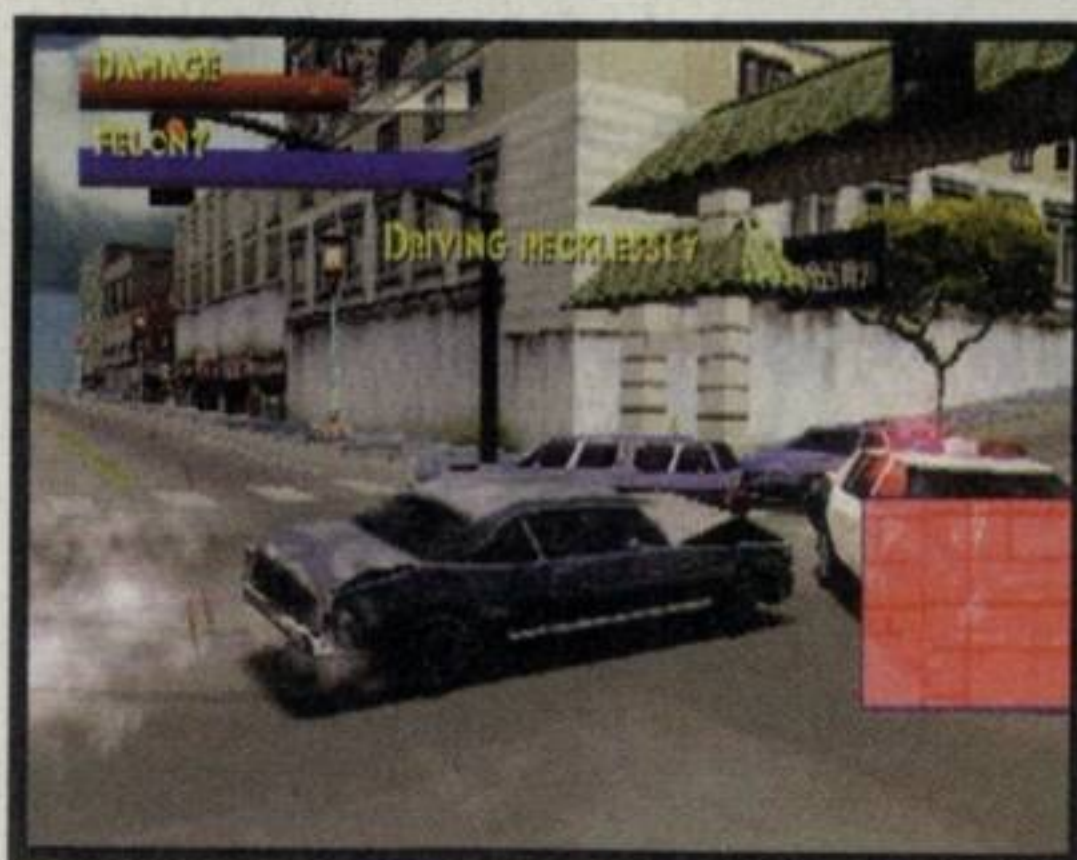
"ONE OF THE MOST ENTERTAINING CAR GAMES AROUND."
Official PlayStation Magazine

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DRIVER

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EVIDENCE

CASE DATE 1972



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MATURE
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CONTENT RATED BY
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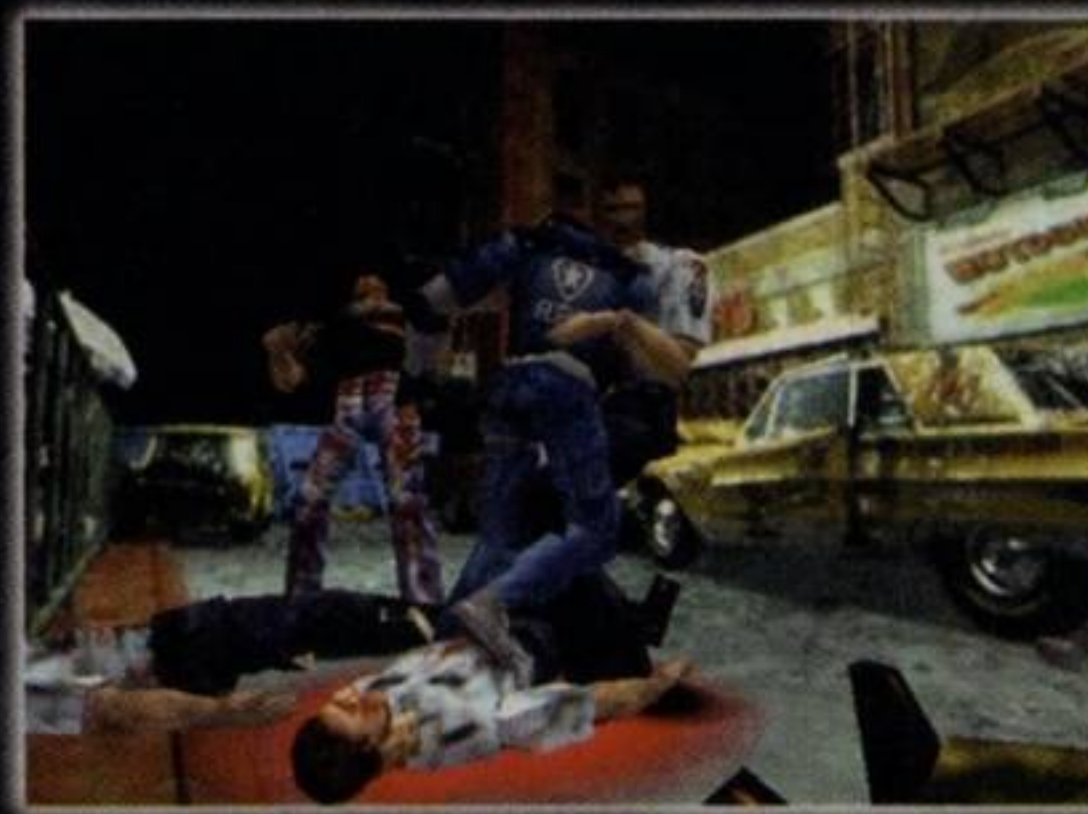
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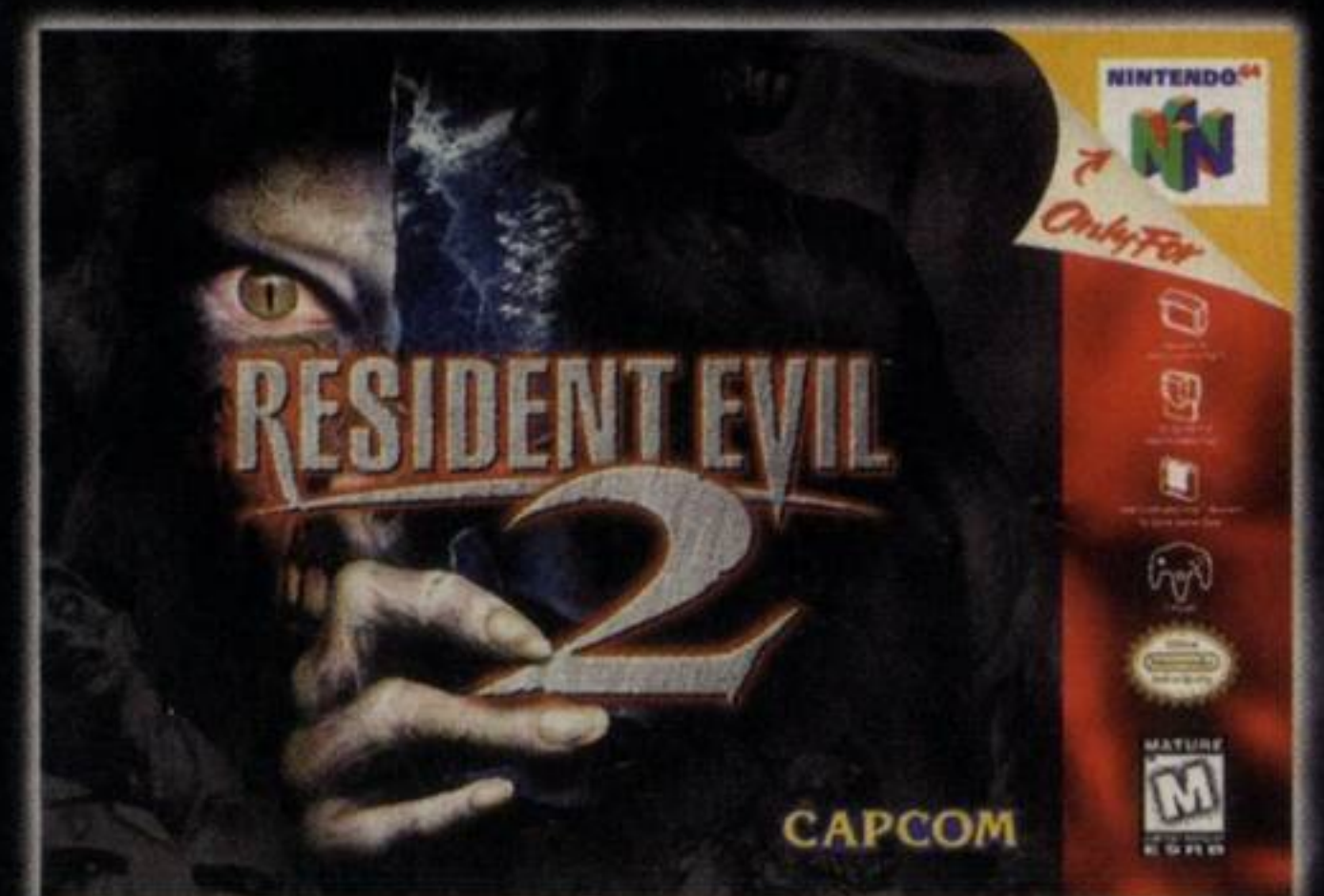
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Welcome to the nightmare...
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Two-player game plus instructional video.

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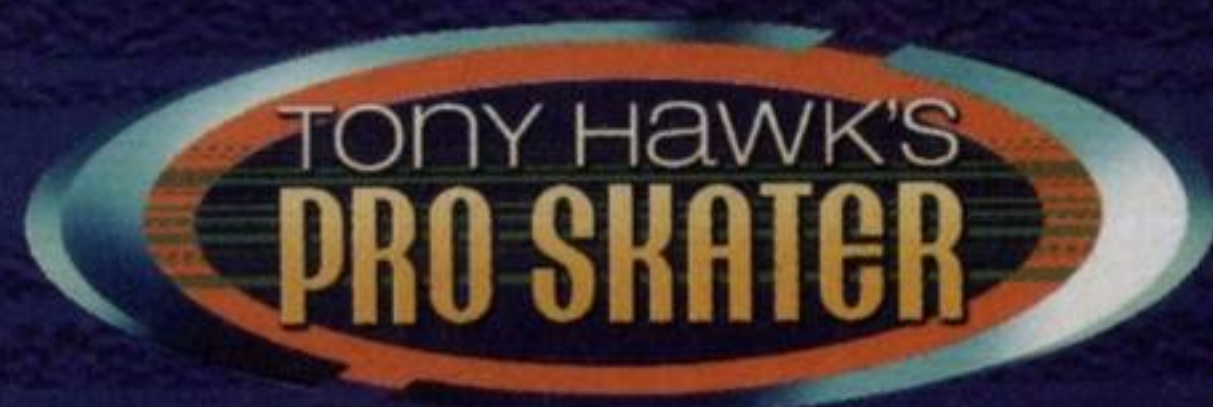


Shredded

Tony Hawk's Pro Skater

PART 1

PLAYSTATION



To tear up Tony's world, you need to know the tricks of the trade and how to unlock all the tapes. Here, we give you all the moves, show you where to find the letters to spell "S-K-A-T-E," tell you how to accomplish each level's unique objective, and explain how to find the hidden tapes in four locations! **By The Rookie**

The Playaz: VERT SKATERS

Z Tony Hawk



Comin' at you from Carlsbad, CA, Tony is the legendary king of the skating world and the most influential skateboarder of all time. Can you say 900?

SPECIAL TRICKS

Kickflip McTwist: Tap →, →, GT
540 Board Varial: Tap ←, ←, KT
360 Flip to Mute: Tap ↓, →, KT
The 900: Tap →, ↓, GT

Bob Burnquist



He's brash, bold, and Brazilian. Bob's unique skating style and switch-stance tendencies make him exciting to watch—you never know what he'll do next.

SPECIAL TRICKS

Backflip: Tap ↑, ↓, GT
One-Footed Smith: Tap →, →, G
Burntwist: Tap ←, ↑, G

Rune Glifberg



This Danish dynamo will ride anywhere, anytime. While Rune has no qualms about shreddin' a pool or two, his true talent lies in the vertical skateboarding arena.

SPECIAL TRICKS

Kickflip McTwist: Tap →, →, GT
Christ Air: Tap ←, →, GT
Front/Back Kickflip: Tap ↑, ↓, KT

Bucky Lasek



He's an East Coast kid with West Coast skillz. Bucky now does time in So. Cal. to show everyone his power, originality, and style. Simply put, he's in a class by himself.

SPECIAL TRICKS

Variial McTwist: Tap →, →, GT
Fingerflip Airwalk: Tap →, ←, GT
Variial Heelflip Judo: Tap ↓, ↑, KT

in' Up

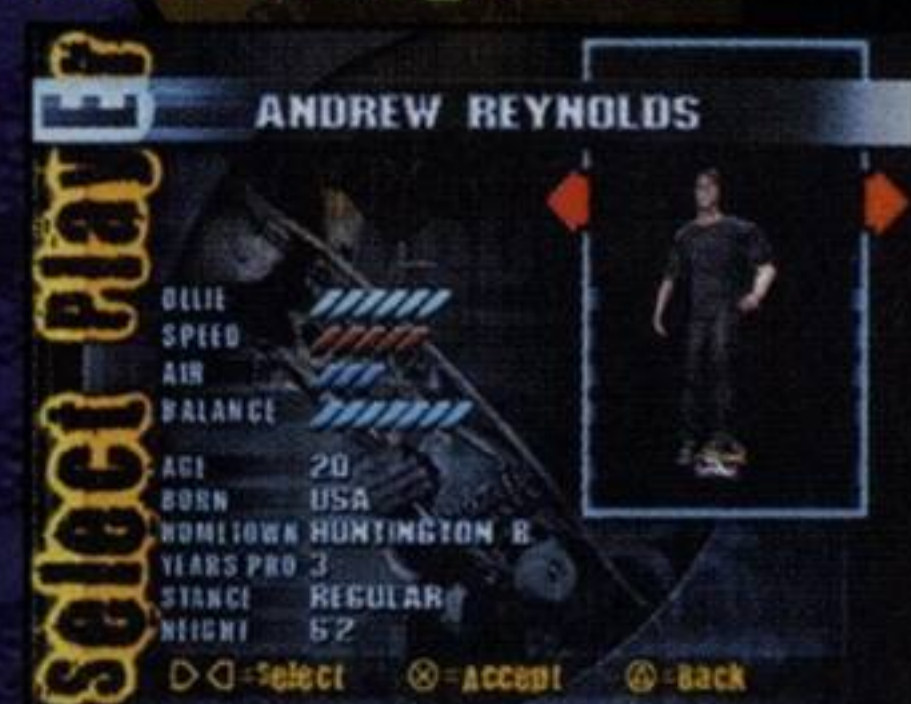
The Playaz: STREET SKATERS

Chad Muska



Straight out of Vegas, baby, Vegas, Chad takes his self-styled street skillz to another level every time he hits the pavement.

Andrew Reynolds



Also known as "Turtle Boy," Andrew's superhero antics have earned him quite a rep. You often find him flying over gigantic gaps, big sets of stairs, and even airplane hangars.

Geoff Rowley



Comin' to America from Liverpool, England, Geoff is the master of handrails and huge staircases. Oh, yeah—he's also a street-side speed demon.

SPECIAL TRICKS

Front Flip: Tap ↓, ↑, GT
 One-Foot 5-0 Thumpin': Tap →, ↓, G
 360 Shove It Rewind: Tap →, →, KT

SPECIAL TRICKS

Backflip: Tap ↑, ↓, GT
 Heelflip to Bluntside: Tap ↓, ↓, G
 Triple Kickflip: Tap →, →, KT

SPECIAL TRICKS

Backflip: Tap ↑, ↓, GT
 Double Hardflip: Tap →, ↓, KT
 Dark Slide: Tap →, ←, G

Kareem Campbell



Born in New York and raised in L.A., Kareem's developed a smooth, metropolitan style based on the mastery of "real" street settings.

Jamie Thomas



Originally from Alabama, Jamie now gets his groove on in Encinitas, CA. He's constantly skating and constantly breaking off a little somethin' on the world's biggest handrails.

Elissa Steamer



Don't call her babe, and don't mistake her skillz. Elissa's a topnotch skater, not to mention the first female to have a pro-model board with her name on it. Have no doubts—this thrashing demoness can definitely hang with the boyz.

SPECIAL TRICKS

Front Flip: Tap ↓, ↑, GT
 Casper Slide: Tap ↑, ↓, G
 Kickflip Underflip: Tap ←, →, KT

SPECIAL TRICKS

Front Flip: Tap ↓, ↑, GT
 One-Foot Nosegrind: Tap ↑, ↑, G
 540 Flip: Tap ←, ↓, KT

SPECIAL TRICKS

Backflip: Tap ↑, ↓, GT
 Primo Grind: Tap ←, ←, G
 Judo Madonna: Tap ←, ↓, GT

Controller Legend



NOTE: Because Tony Hawk's Pro Skater is a non-linear game, you don't have to follow this guide to the letter to complete all the objectives.

Some Special Tricks may be subject to change.



Basics 101

YOU HAVE TO KNOW THE BASIC TRICKS IF YOU'RE GONNA SHRED LIKE A PRO. HERE'S ALL YOU NEED TO GET WICKED WITH BOTH THE VERT AND STREET SKATERS.

UNIVERSAL KICK TRICKS

360 Shove It



Tap ↑, KT

Heelflip



Tap →, KT

Impossible



Tap, ↓, KT

Kickflip



Tap ←, KT

Kickflip to Indy



Tap ↖, KT

UNIVERSAL GRAB TRICKS

NOTE: Press and hold GT to tweak the moves below.

Japan Air



Tap ↑, GT

Indy Nosebone



Tap ←, GT

Tail Grab



Tap ↓, GT

Method



Tap →, GT

Madonna



Tap ↖, KT

Rocket Air



Tap ↗, KT

Benihana



Tap ↘, GT

Stalefish



Tap ↙, GT

VERT SKATER KICK TRICKS

Fingerflip



Tap ↗, KT

Front Foot Impossible



Tap ↘, KT

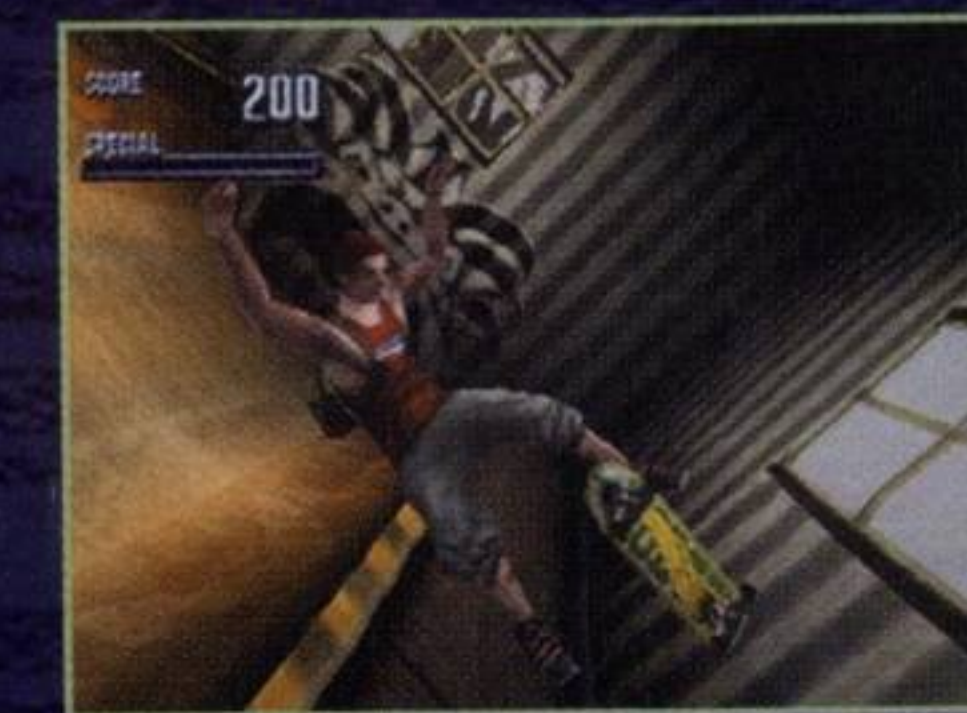
Varial



Tap ↙, KT

STREET SKATER KICK TRICKS

Hardflip



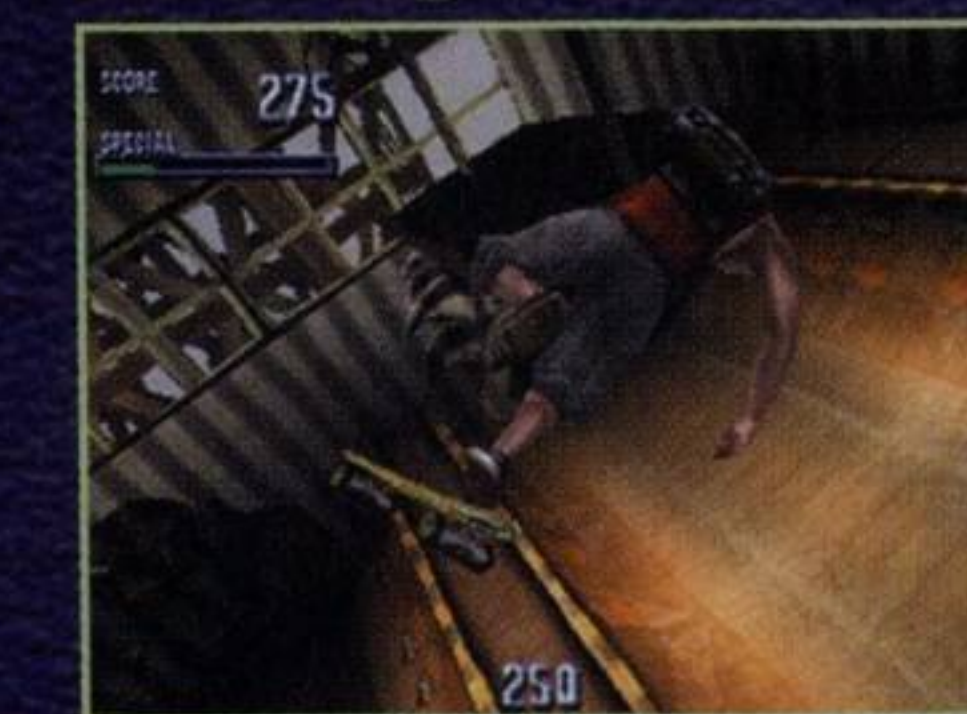
Tap ↗, KT

360 Flip



Tap ↘, KT

Sex Change Kickflip



Tap ↙, KT



GRINDS

Nosegrind



Tap ↑, G

B5 Boardslide



Tap →, G

5-0 Grind



Tap ↓, G

Crooked Grind



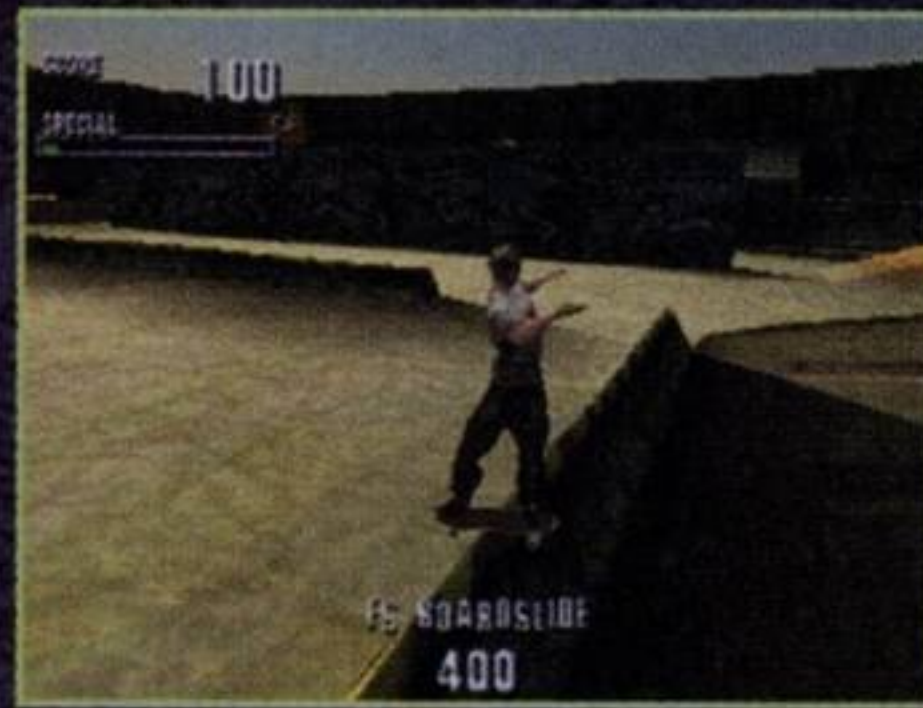
Tap ↗, G, or tap ↖, G

Smith Grind



Tap ↘, G, or tap ↙, G

F5 Boardslide



Tap ←, G

WAREHOUSE: WOODLAND HILLS

Since the warehouse in Woodland Hills is a small, well-contained training course, we're not going to cover it in detail. All the objectives are easy to complete, and you should be able to breeze through them in a relatively short time. Take the opportunity to practice your skills here before you advance to the other levels.

SCHOOL: MIAMI

5-K-A-T-E or Die!



Take a flyin' leap off the awning, hit the ground, then swerve to your left and grind on the rail. The first letter, "S," is floating above the rail about halfway down.

BASIC TECHNIQUES

Before getting started, let's go over a few techniques that will help you plan your combos and score the most points.

AIN'T NOTHIN' WRONG WITH A LITTLE BUMP AND GRIND

The best way to score huge points in a hurry is to bust off a long, combo-riddled grind. Here's an example of Tony Hawk gettin' his freak on a hand-rail in the mall.



Approach a handrail or other grindable surface, then press J. As you come down on the rail, press G to grind...



...while you're grinding, quickly press J to ollie above the rail, then quickly press G on your way down to start another grind...



...at the end of the ride, press J to ollie off the rail, then bust a move, such as a 360 Rocket Air, to finish off the combo and gain huge points.

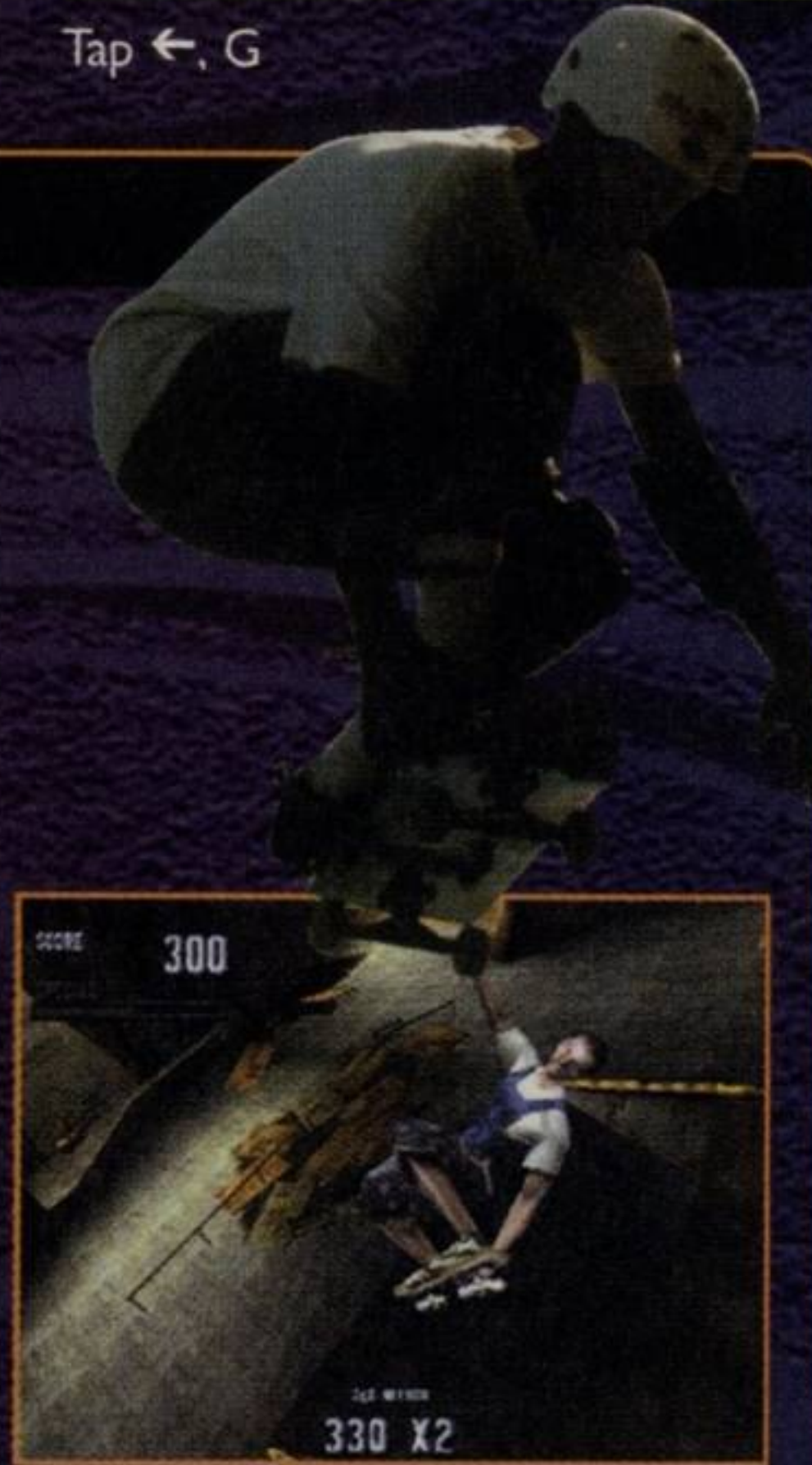
SMOKIN' THE HALF-PIPE

Another way to grab huge points is to get sick on the half-pipe. Check out Rune Glibberg as he lights it up for huge points in the warehouse in Woodland Hills.

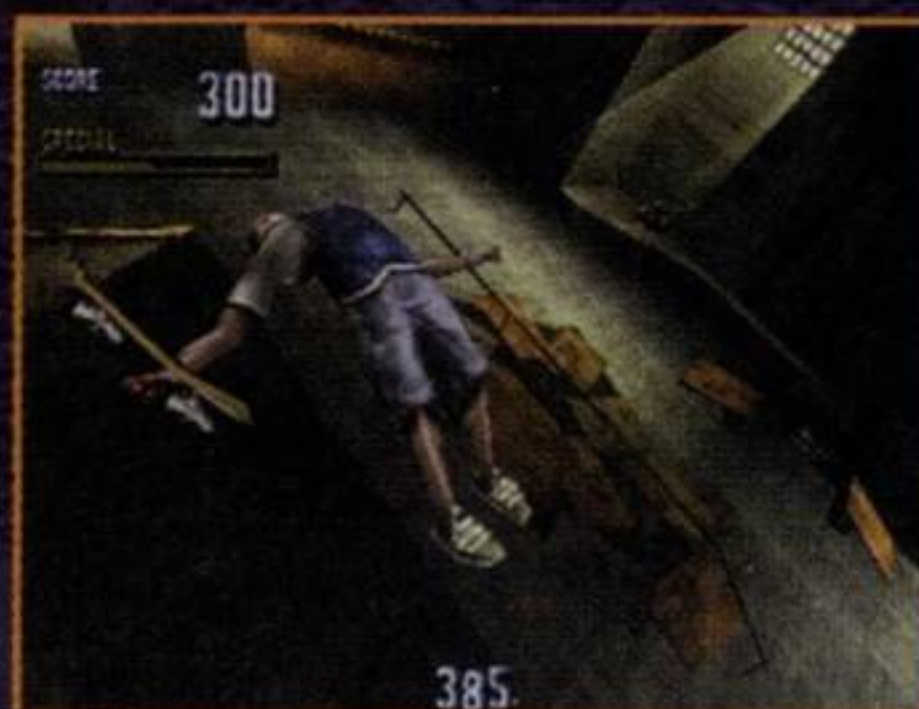
NOTE: This technique also works while skating in a pool.



Enter the half-pipe, then work up speed by skating back and forth in a straight line, busting small tricks from one edge to the next...



...as you begin to get more air, start busting more intricate tricks to fill up your special meter...



...when your special meter starts flashing, break off huge combos and finish up with a special trick—in this case, Rune's Christ Air.



When you reach the bottom of the rail, keep heading straight and you'll see a ramp. Floating above the ramp is the next letter, "K." Ollie up and bust a 360 Shove It (for some added style) to snag it.



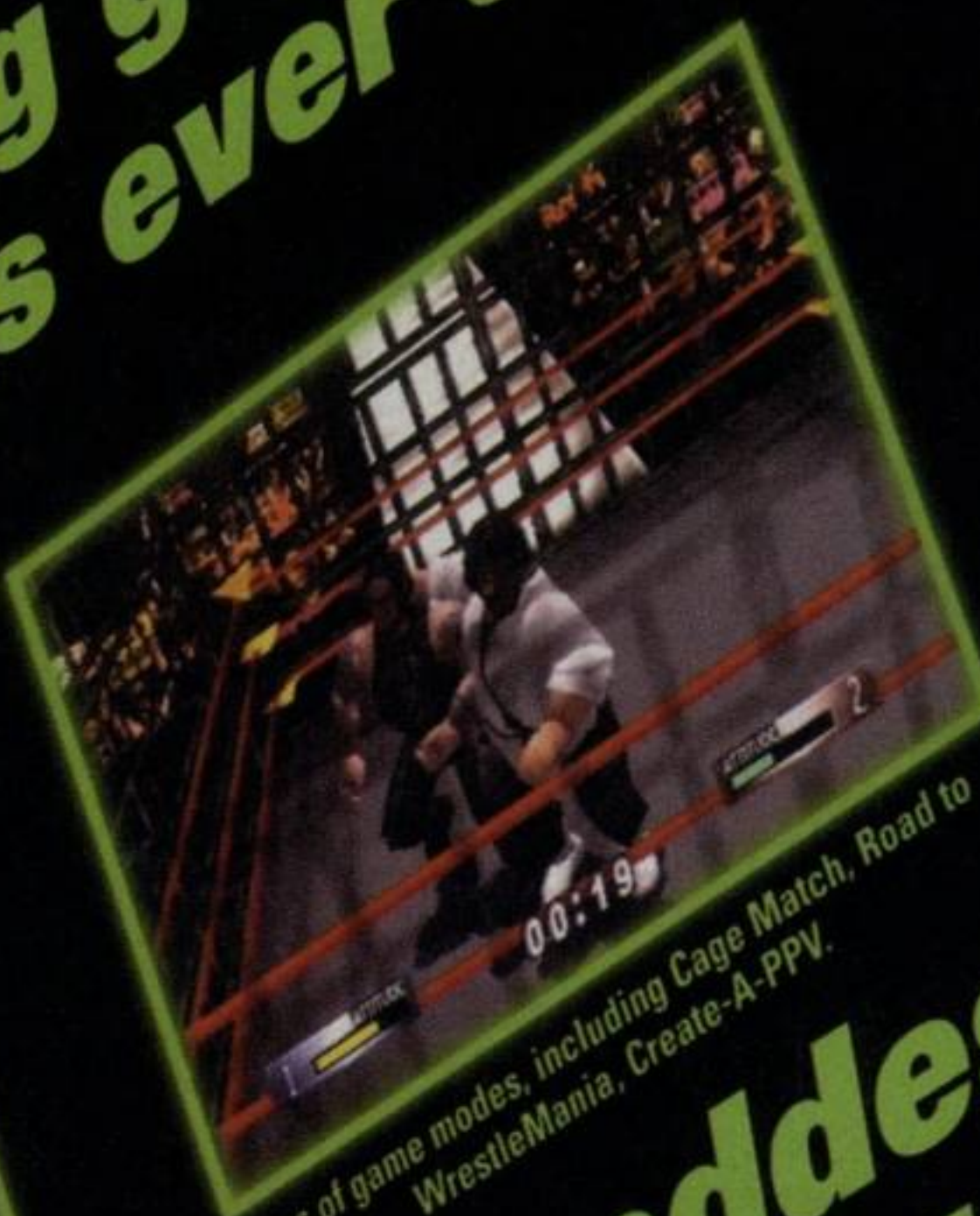
After landing your stunt, keep going straight and swerve around or ollie over the first rail you come to. On the second rail, bust a grind to collect the letter "A," which is floating just above you.

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97

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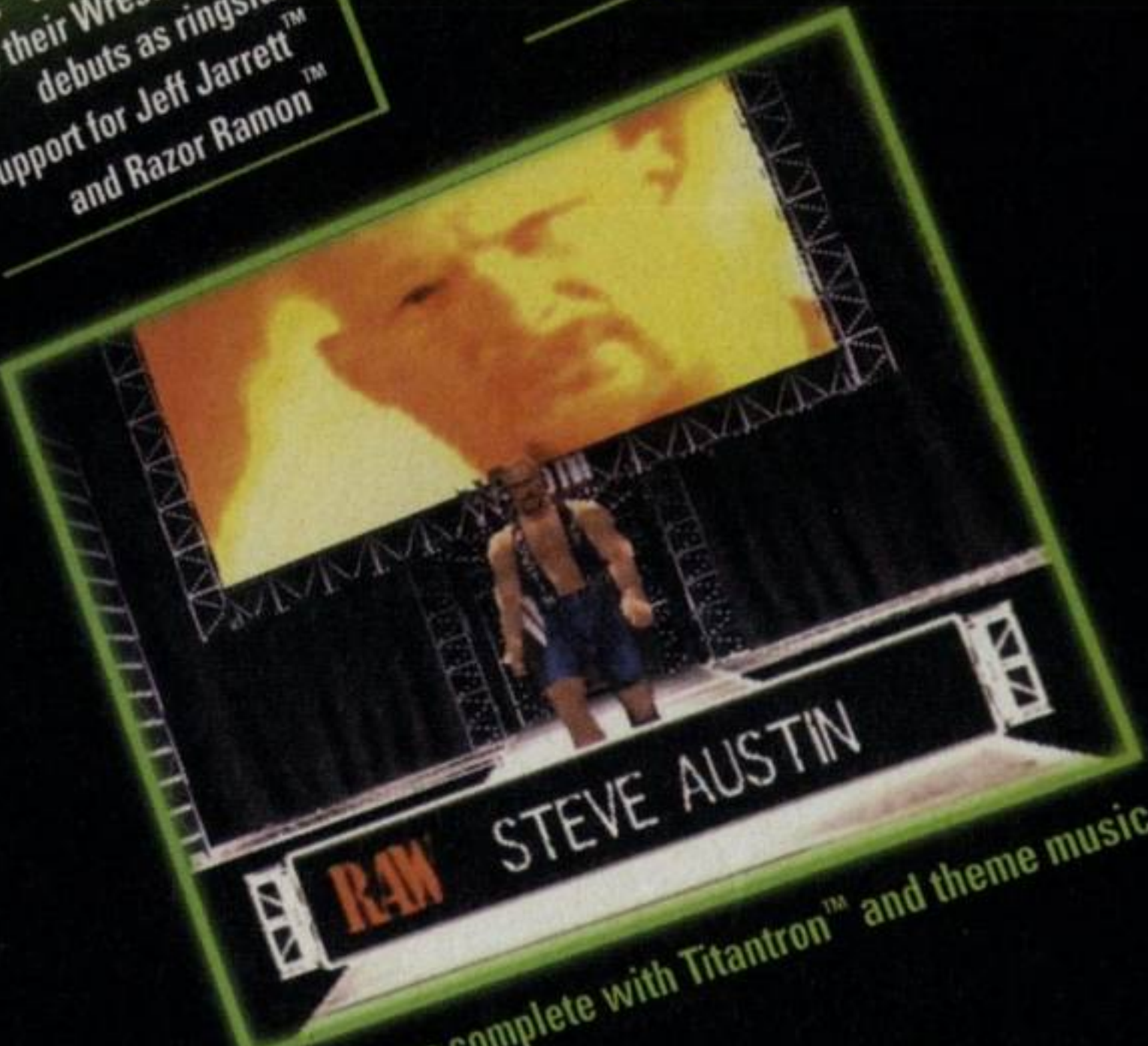
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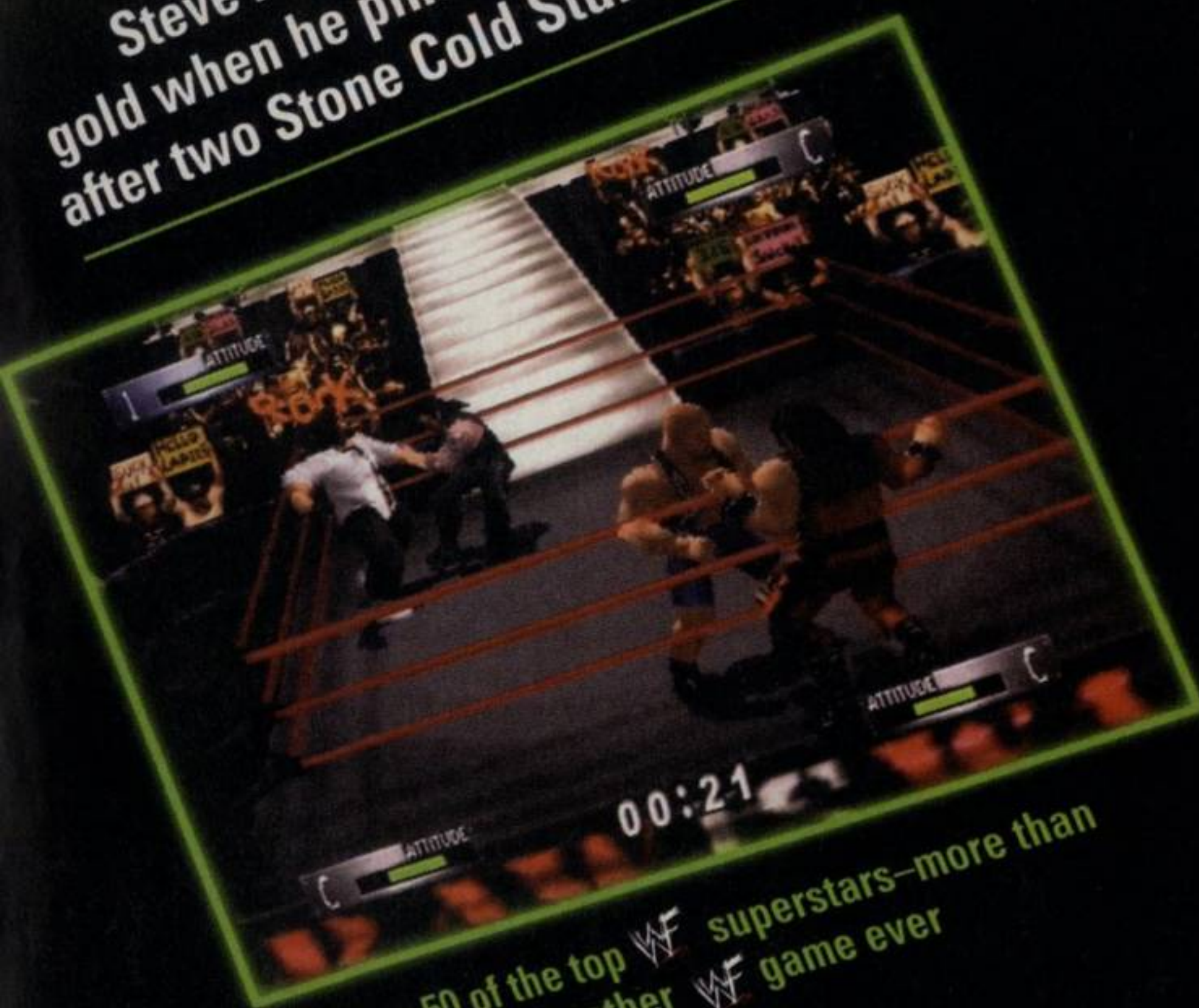


WF entrances complete with Titantron™ and theme music

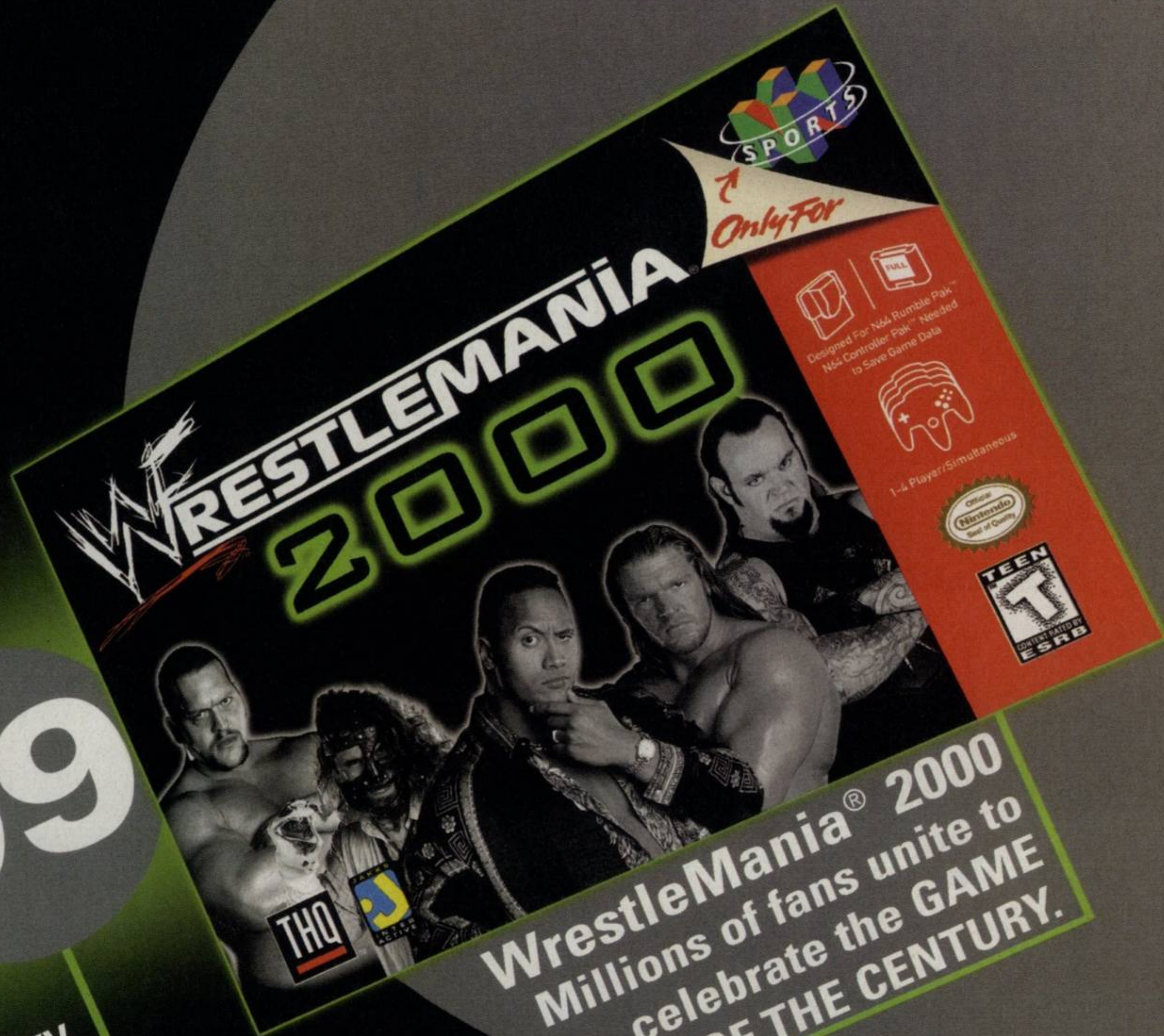
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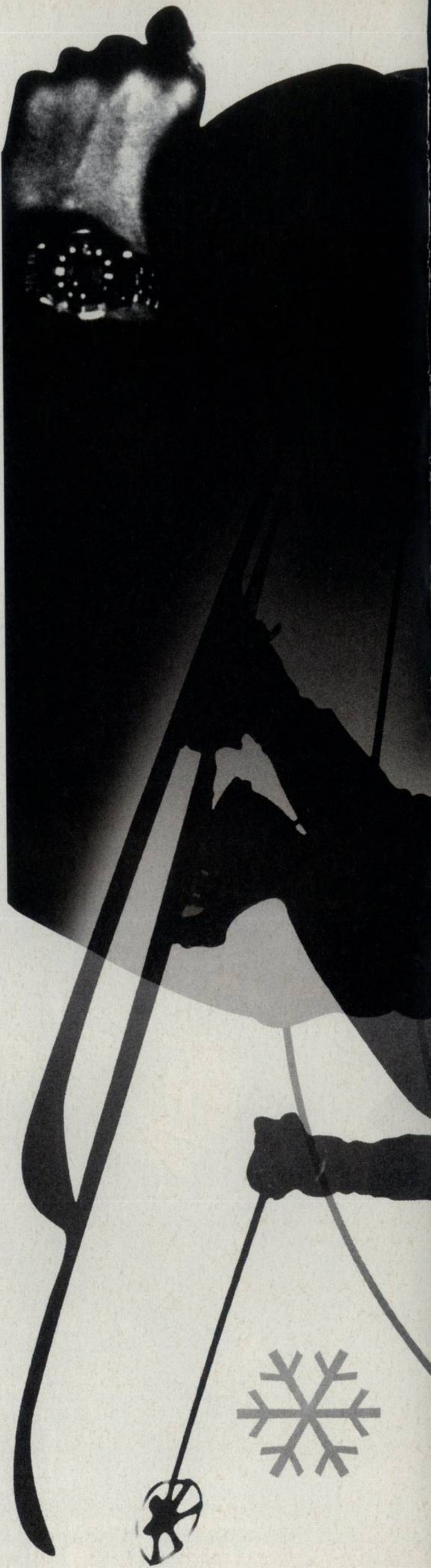
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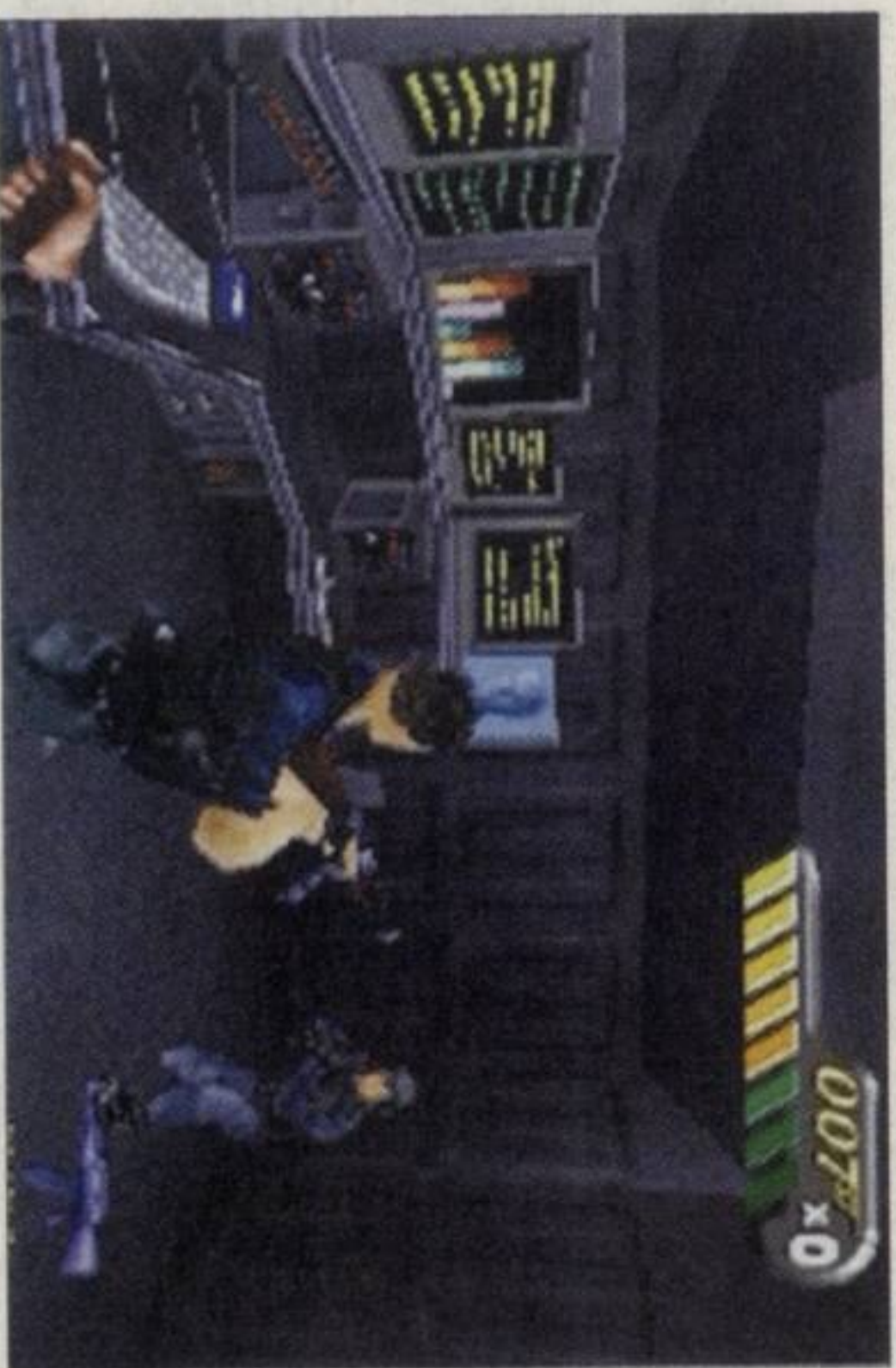




9 OUT OF 10 PEOPLE RECOGNIZE HIM.

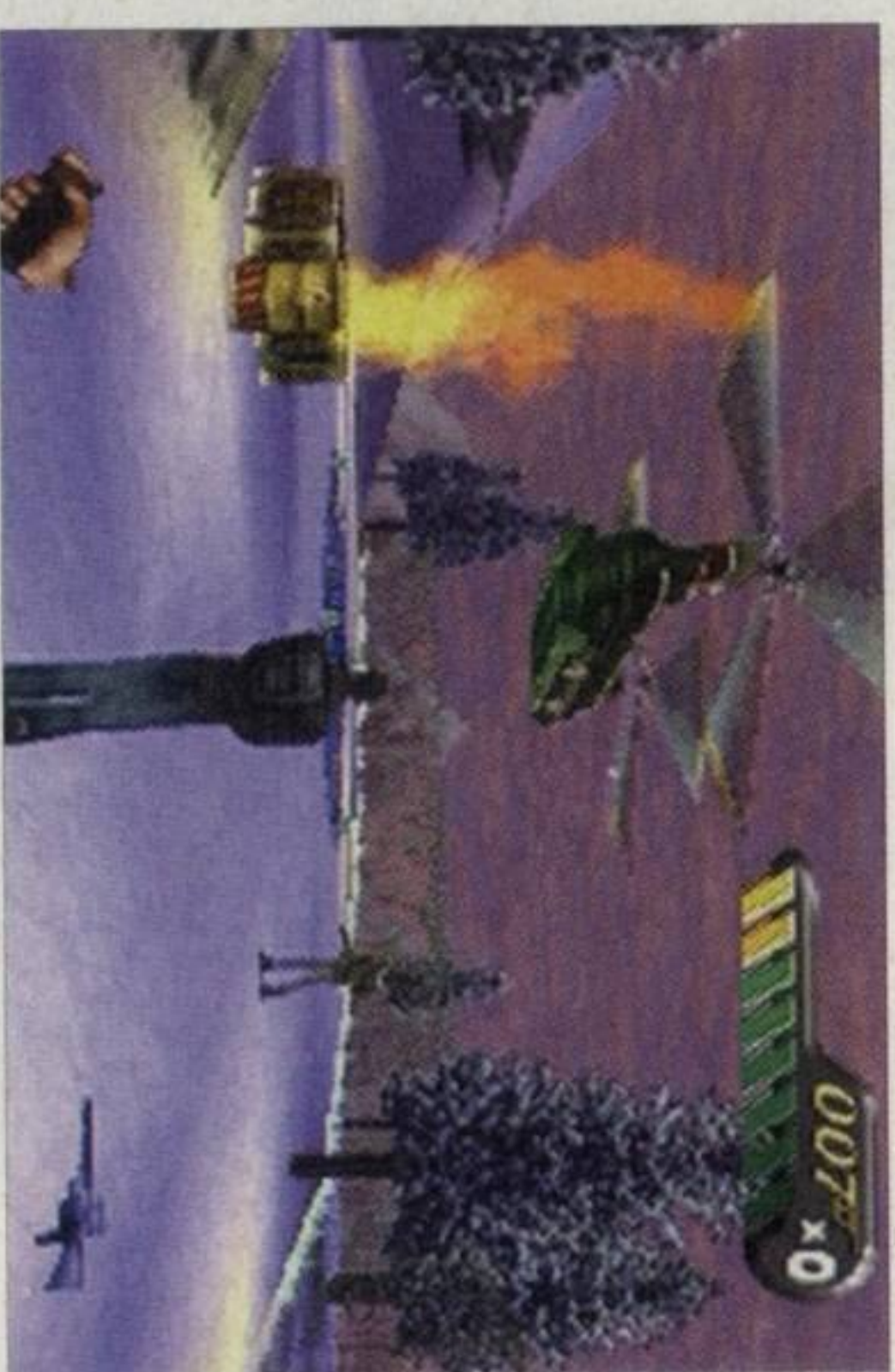
8 OUT OF 9 DO IT THROUGH CROSSHAIRS.

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After hopping off the rail, make a beeline forward and take the pathway in the middle of the two concave ramp walls. The next letter, "T," is located a good distance above the right wall of the ramp. Work up some speed busting tricks on both walls by weaving back and forth.



Keep skating forward until you see a little pathway encased between two short walls. You can be a wimp and skate between the walls or be a badass and bust out a sick grind.



After making the hard right, you should see a gap with three bridges spanning it on your left side. Skate alongside the gap to find the next table.



Now, go up the ramp that's directly in front of you and follow it all the way to the top.



After grabbing the "T," veer to your left and peep the rail located between the two pools. Ollie your way up into a grind—an FS Boardslide would look sweet—to collect the last letter in the level, "E."



Once you reach the bottom of the pathway, make a hard right to find the second picnic table.



Grind away on the fourth table, and proceed forward. To get to the final table, you have to cross the gap either by jumping it or by grinding on one of the bridge railings. It's your world—do what you want.



When you reach the top, ride to the end of the short tunnel and make a hard left.



After you grind the second table, make another right and breeze through the pathway between the two concave ramp walls. Remember these? Now you're riding in the opposite direction. Since time is of the essence, you may want to forget about pulling tricks and just cruise to the end of the pathway.



After you clear the gap, keep heading straight, skating with the short wall on your right side. You should now see the fifth and final table. Grind away, then collect your tape.



To your right, you should see a huge glass sunroof; to your left, a brick structure with a concave ramp attached to its base and a plank extending from its roof.

Picnic Lunch



Your objective in Miami is to grind five picnic tables in order to collect one of the tapes. Start again from the top of the awning, but instead of taking a flying leap off the front, make a hard left and simply drop off the side. You should hit the ground just in front of the first table. If you don't see it, make a 180-degree turn. Hey—there it is!



As you come out of the winding pathway, you should see the third table to your left. Grind it, then take a hard right.

Hidden Tape!



To get to the Miami school's hidden tape, start the level by dropping off the side of the awning to your right.



Build up some speed and head toward the brick structure with the concave ramp and plank. Ride up the side of the wall to reach the top.



Next, grind across the plank to reach the roof on the other side.





Follow the top of the roof all the way to the end, then leap off and snag the hidden tape, which is floating in the air.

MALL: NEW YORK

S-K-A-T-E or Die!



You start the mall level in a zigzagging hallway, suspiciously complete with concave wall ramps to bust off tricks and handrails to grind. Proceed down the hallway and make two hard lefts.



After the second hard left, you should see a handrail on your left and the first letter, "S," floating above it about halfway down. Hop onto the handrail and grind away.



Break through the window, then veer to your right, and avoid the escalator going up.



Keep skating straight ahead on the right-hand side as you make your way through the mall. Take time to grind off the various stone benches on your way to the next letter.



You soon approach a fountain on your left and a stone planter on your right with a "SALE" sign hanging between the two.



Head toward the stone planter and bust off a grind to swipe the next letter, "K."



Hop off the planter and skate straight ahead. You soon come to a ramp slanting down, with an escalator going up on your left and a high wall on your right. Race down the ramp and continue forward.



You now see a pool with two arching rails extending above it. Grind on the rail to your left and grab the letter "A."



After dismounting the rail, veer to your left and skate between the ramp on your left and the planter on your right. Crash through the mall directory and head toward the ramp in front of you.



Vault off the ramp on your left and soar over two escalators. When you reach the bottom, turn to your left and skate straight ahead.



You eventually come to an island in the middle of your path with two arches crisscrossing over it. Ollie up onto the left-most arch and grind away to grab the next letter, "T."



After grabbing the "T," you should see an opening that leads outside. About 10 feet beyond the opening is a ramp with an "E" floating above it. Ollie up and grab the final letter.

Checkin' the Mall Directory



The unique challenge in this level is to destroy five glass mall directories. Start from the beginning of the level and work your way down the zigzagging corridor. After you bust through the glass wall at the bottom, head up the escalator.



When you reach the top of the escalator, you should see the first directory in front of you. After crashing through it, veer to the left and leap over the wall, and down to the first level.



Keep on skating straight and on the left-hand side. You should see another escalator going up in front of you. Do the drill and cruise to the top.



Make a hard right, and skate toward the back of this section. You should see the second directory. Smash through it, make a hard left, and skate back the way you came.



Keep skating forward once you pass through the opening to the outer part of the mall. At the end of this peaceful little courtyard is the final directory. Smash away!

Hidden Tape!



Leap over the wall in front of you and back down to the first level. Stay to your left, skating between the pool with arches on your right and the closed store on your left.



Beginning from the start of the level, work your way down the zigzagging corridor and out through the window. Stay to your right, and avoid the escalator. Keep skating on the right-hand side, underneath the huge "SALE" sign.



You approach the third directory a little farther up, sandwiched between a ramp on your left and a stone planter on your right. Smash through the directory, then vault off the ramp in front of you and over a pair of escalators.



Just beyond the "SALE" sign is an escalator leading up on your left, a stone rail in the middle, and a ramp on your right. Head for the rail, and grind away.



When you hit the bottom, veer to your left, and then proceed straight ahead. You should see the next directory just in front of you on an island with two crisscrossing arches. Smash through the directory, then head outside.



While grinding on the rail, press J to ollie up and press G on your way down to start another grind and pick up speed.



At the end of the rail, leap off the edge, then press G to grind on either the left or the right beam suspended from the ceiling. The tape is floating between the two beams, so you need to ollie from one to the other, timing your jump at just the right moment, to snag it.

DOWNTOWN: MINNEAPOLIS

S-K-A-T-E or Die!



Start the level skating straight ahead. Approach the first ramp to your right and ollie up on top of the covered walkway.



When you hit the ground, veer to the left and skate toward the park straight in front of you.



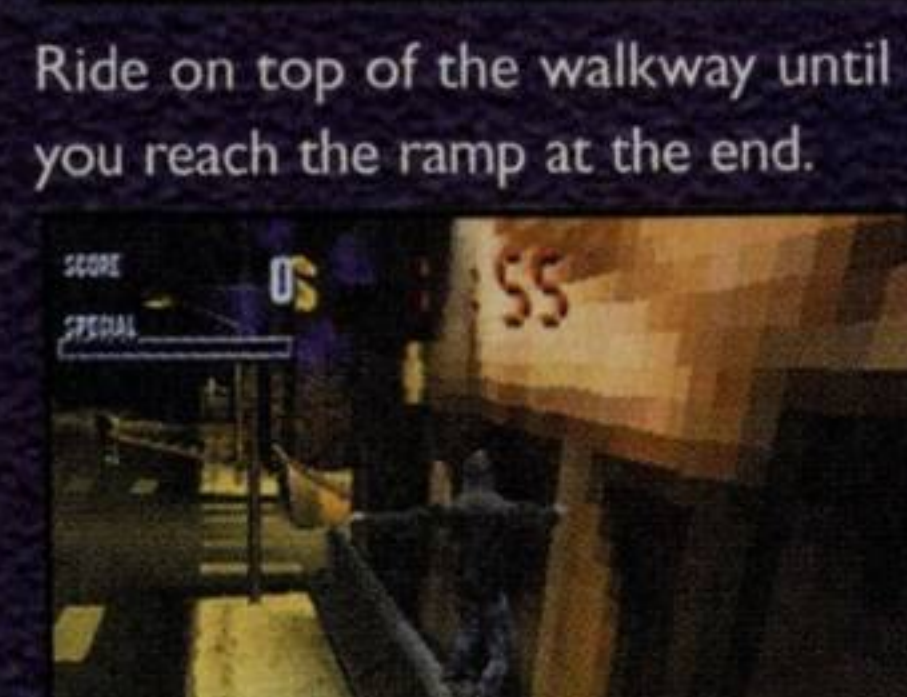
Skate down the slanted path and in between the two handrails. You should see a fountain directly in front of you with a "K" floating above it. Jump up and over the fountain, and grab the letter.



Ride on top of the walkway until you reach the ramp at the end.



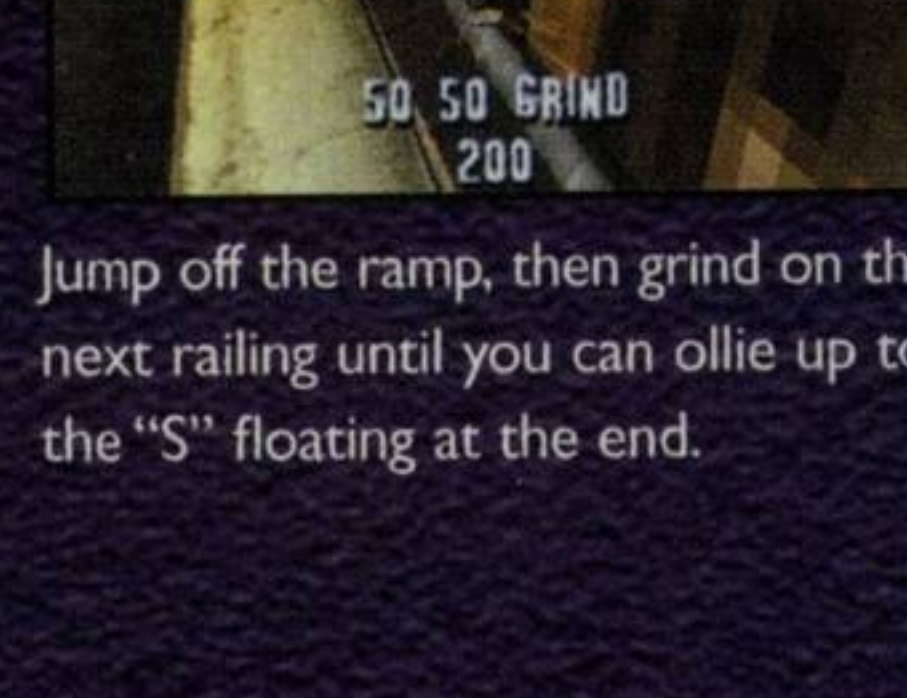
When you hit the ground, make a 180-degree turn, then head back up the way you just came.



Jump off the ramp, then grind on the next railing until you can ollie up to the "S" floating at the end.



Skate up the slanted path and toward the street directly in front of you. You're going the right way if you see a ramp on the left.



Skate up the street and take a hard right when you reach the top. Skate



Skate up the street and take a hard right when you reach the top. Skate



down this street and head toward the wall with the music video playing on it. You should see an "A" floating next to it.



Pick up speed, then ride up the concave ramp attached to the wall and pick up the letter.



After skating back down the wall, head down the next street. You're going in the right direction if you pass underneath a glass walkway with a "T" floating in it.



After you pass under the walkway, head toward the ramp on your right.



Vault off the ramp and grind onto the railing above you to grab the "E."



Fall back to the ground, make a 180-degree turn back the way you came, and skate underneath the glass walkway with the "T" floating in it.



After you pass underneath the walkway, keep skating straight for the truck trailer in front of you. Ollie off it and through the window, then enter the tunnel.



Wind your way up through the tunnel to grab the last letter, the infamous floating "T."

Breakin' the Law!



The unique objective in Minneapolis is to smash five "No Skating" signs. Starting from the beginning of the level, skate straight ahead, then head toward the park with the fountain in the middle. You should see the first sign as you enter the park. Smash through it.



Skate straight through the park and jump over the fountain in the middle. Continue as if you were exiting the park, and skate up the incline. You should see the next sign at the top of the incline.



After you've taken out the second sign, do a quick 180-degree turn and go back the way you came. Exit the park, then proceed up the street directly in front of you, passing the ramp on the left-hand side.



Continue up the steep street, then make a soft right turn at the top. After you make the turn, look quickly to your left—you should see a wall with a video playing on it. In the foreground to the left of the wall is the next sign.



Get back on the street you were skating on and follow it to the end. You should see an abandoned truck. Make a right turn at the truck, skate underneath the overhead glass walkway, and proceed down the street.

About 12 feet down, you should see a bus stop on your left. Immediately after the bus stop is the fourth sign.



Stay on the street, then bear to the right and around the corner. Once you're past the corner, you should see a large ramp to your left and a smaller ramp and a bus stop to your right. Skate past the bus stop.



Just past the bus stop are a parked car on the left and another small ramp on the right. Immediately after the small ramp is an incline with a handrail leading up on your right. Go up the incline and look to your left. Voilà—the fifth and last sign.

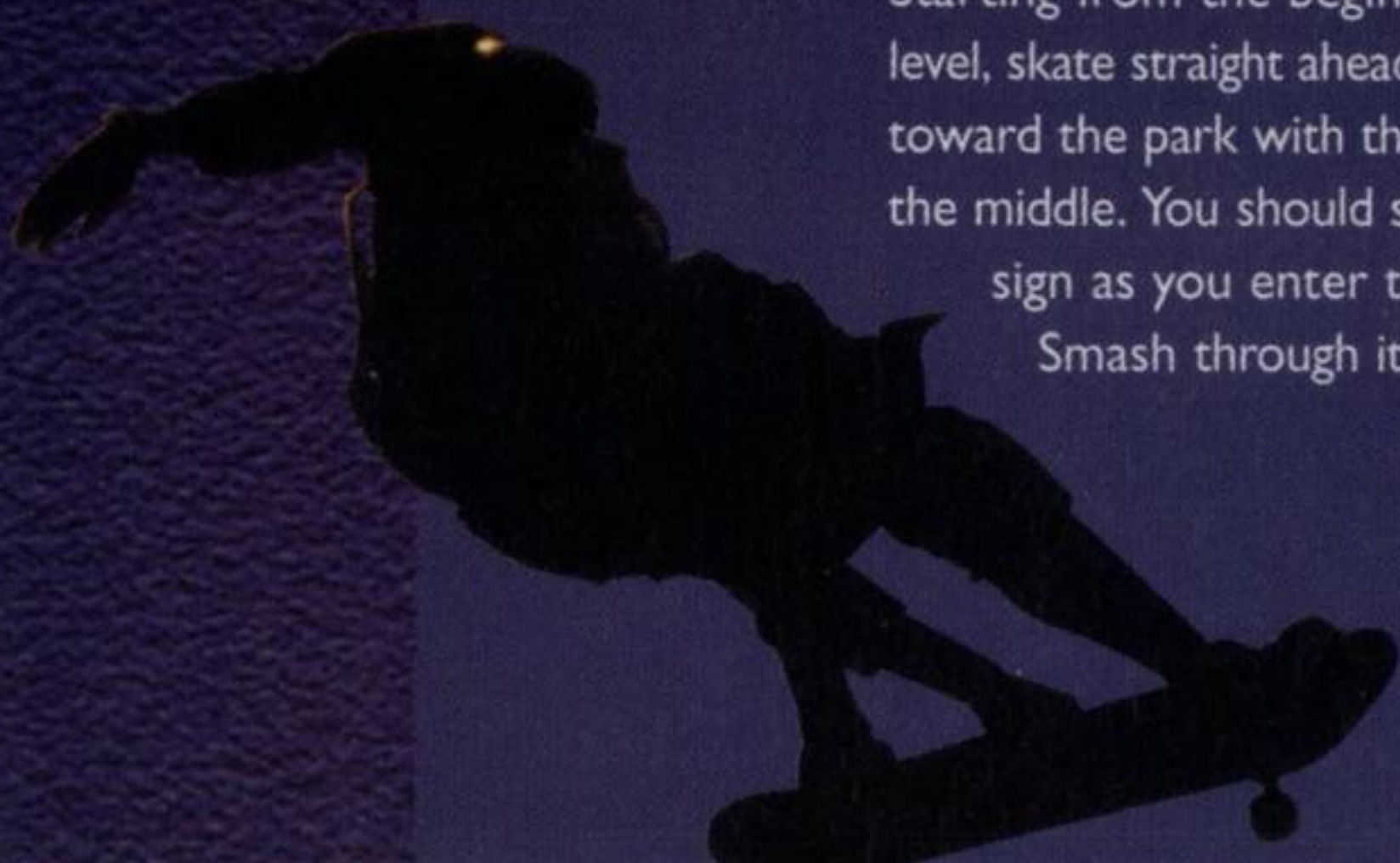
Hidden Tape!



At the start of the level, skate down to the first ramp, then make a 180-degree turn. You should see two ramps, one on the left and one on the right. Build up some speed and vault off either ramp onto the street above.



Once you land from your jump, take a left and skate down the street and under the glass walkway overhead.





A little farther down, you should see a truck trailer leading to a window. Use the trailer as a ramp to bust through the window and into a corridor. Continue up the winding corridor and follow it up to the rooftop.



Once you're on the rooftop, you should see a big glass structure to your left and a little ramp to the right of that (in the background). Skate straight for the ramp, and hop onto the adjacent rooftop.



After you land on the adjacent rooftop, make a hard right and head toward the concave ramp wall. Press and hold J to build up speed, then vault up the concave ramp wall. When you come down, keep going in the direction of your momentum.



You should see a break in the wall directly in front of you in the shape of a small ramp and the hidden tape floating just beyond it. Hit the ramp with as much speed as possible so you can clear the break, then grab the floating tape and land on the building on the other side. Mission accomplished!

DOWNHILL JAM: PHOENIX

S-K-A-T-E or Die!



This run's all about speed and maintaining control—so be careful! As soon as you start, press and hold J to crouch. You should maintain a good speed and turn quickly. Stay in the middle of the track and avoid any rails. Take the narrow path between the two rails and head straight for the ramp in front of you.



Position yourself to take the ramp at the left corner. Ollie into the air to snag the "S."



Just after you land, veer to the right a bit and straighten yourself out. You should immediately come to a ramp. To avoid losing time, jump off the ramp on the left side; otherwise, you'll be forced to grind atop a pipe.



Immediately after landing the jump, head toward the right—you should see another ramp with a pair of pipes behind it come into view.



Keep holding J to gain speed, then jump off the ramp, and land and grind on top of the pipes. The "K" is floating in your way.



After grabbing the "K," put on the brakes when you land and backtrack up the hill. You should see an incline that leads to a pipe extending across the chasm to your right. Head up the incline and grind on top of the pipe to reach the other side.



As soon as you get to the other side, you should see the "A" floating in the air above a concave ramp wall. Angle yourself to vault up the wall and catch the "A" without losing speed. Drop off the ledge and back down onto the path.



Once you're on the main path again, keep to your left; otherwise, you'll take a swim. Proceed down the left side for a short distance until you come to a small dirt ramp with the "T" floating above it. Launch yourself off the ramp and grab the letter.



As you skate down the hill, you should notice that the walls on either side of you have become concave. Skate on the left side up to where the left-hand wall stops, avoiding the small pool in the middle of the path.



Now angle yourself so that you're skating back and forth between the two walls to build up speed—just like you would on a half-pipe.



Next to the far right wall, you'll see a rail. Once you've built up enough speed, angle yourself toward the rail and press G to grind on top of it. Now grab the last letter, "E."

Open the Floodgates!



The unique objective in the Downhill Jam level is to open five valves. As you start your run, press and hold J to gain speed. Look immediately to your right, and you should see two pipes attached to a stone ramp base.



Ollie off the base and into a grind on the pipes in order to turn on the first valve.



As soon as you land, cut to the right of the first rail you see, then angle yourself so that you pass through the middle of the rail on your left and the ramp on your right.



After you pass the ramp, the path flows to the right. Directly in front of you is another ramp with a valve on top. Vault off the ramp and over the stone structure in front of you to hit the valve. As soon as you land, veer to the left.



Stay to the left and proceed up the incline. At the top is a pipe extending above and across the path. Ollie

onto the pipe and ride it to the other side. You should trigger the third valve on the way over.



After you reach the landing on the other side, immediately drop back down onto the main path and stay on the left side. After a while, you should see a big "Mountain Dew" sign attached to a natural stone column with a ramp located a few feet away from its base.



Press and hold J to build up speed, then hit the ramp as fast as you can. Just above the "Mountain Dew" sign and on top of the stone column is the fourth valve. You should hit the valve as you fly over the column.



After you clear the jump, continue down the path on your left side and avoid any ramps or rails. You should soon see a pool in front of you and a structure in the background to your right. Don't go toward the structure; instead, pass the pool so that the pool is on your right.



After you pass the pool, you may think that the path drops off. It

doesn't—it simply slopes down. Follow the path down.



Alongside the path on the way down is a wall; on it is the final valve. As you start your descent, ollie up to clip it.

Hidden Tape!



This is one of the hardest hidden tapes to collect, primarily because you have to skate on some very precarious surfaces. Starting from the beginning, blaze a trail all the way down the path, staying as far left as possible, until you reach the incline leading to the pipe extending across the half-pipe-style gorge. Ollie up to the pipe, and grind your way across to the other side.



Jump off the pipe and skate to the end of the ledge, where you should see another pipe that extends across the gorge to the other side. Hop on that pipe and grind your way across it.



Now, here's where it gets tricky. As soon as you ollie off the second

pipe, skate toward the wall on your left. You need to do a wall-ride in order to cross the gap in front of you—but you must do it quickly; otherwise, you'll fall back down to the main path.




Once you complete that, head straight for the dirt ledge in front of you and ollie up to it. Be careful not to build up too much speed. The ledge is very narrow, and if you go soaring up onto it, your momentum will carry you over the ledge and down to the path below.



Skate around the dirt ledge and past the "Mountain Dew" sign on your left, then get ready for a wall-ride. You need to clear another gap just like before.



Once you perform the second wall-ride, you need to build up some wicked speed. Skate as fast as you can, then leap straight off the edge of the ledge you're on so you land on the column with the hidden tape.

Come back next month as we conquer the last skatepark on the streets of San Francisco and tell you how to unlock the hidden skater! 

Check out next month's issue for Part 2!



SOUL OF THE SAMURAI

PART 2

PLAYSTATION

WE SHOWED YOU LAST MONTH HOW TO USE KOTARO'S DEADLY SWORDFIGHTING TECHNIQUES AGAINST LORD TOHJO AND HIS MINIONS. NOW, TO BEAT THE GAME, YOU MUST MASTER LIN'S NINJA SKILLS.

BY BROTHER BUZZ

Basic Swordfighting

Position Play



Whether you play as Lin or Kotaro, beating gangs of attacking enemies is the key to progressing through the game. The trick is to fight enemies one at a time by moving slowly with your guard up (press and hold R1 and move the joystick) until the enemies are lined up behind one another. Don't let them spread out and flank you (as Lin has done in the screen above).

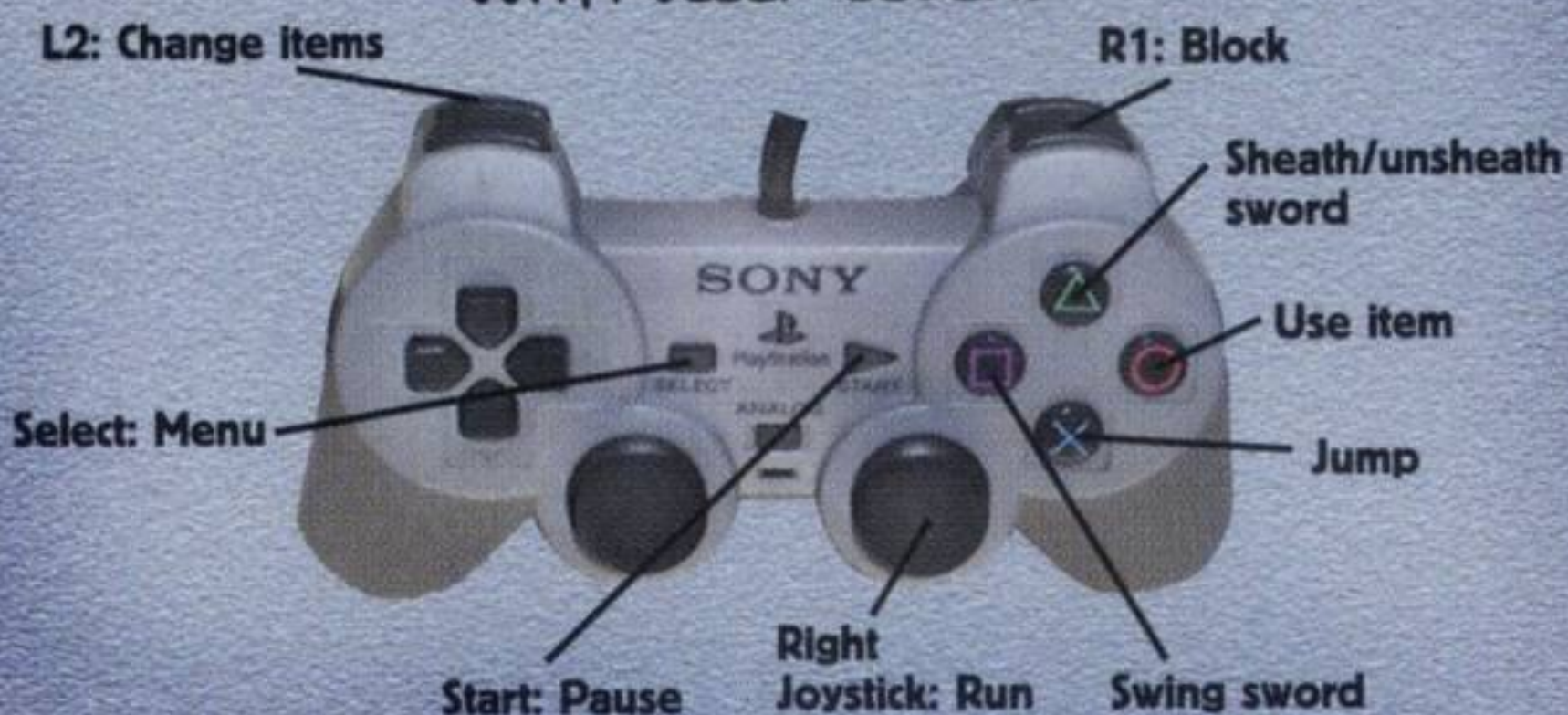
Block That Blade



Patience is a virtue. Press and hold R1 to block, then counterattack as soon as an enemy hits you. Always score a strike. Watch out, though, because bad guys can do the same to you.



CONTROLLER LEGEND



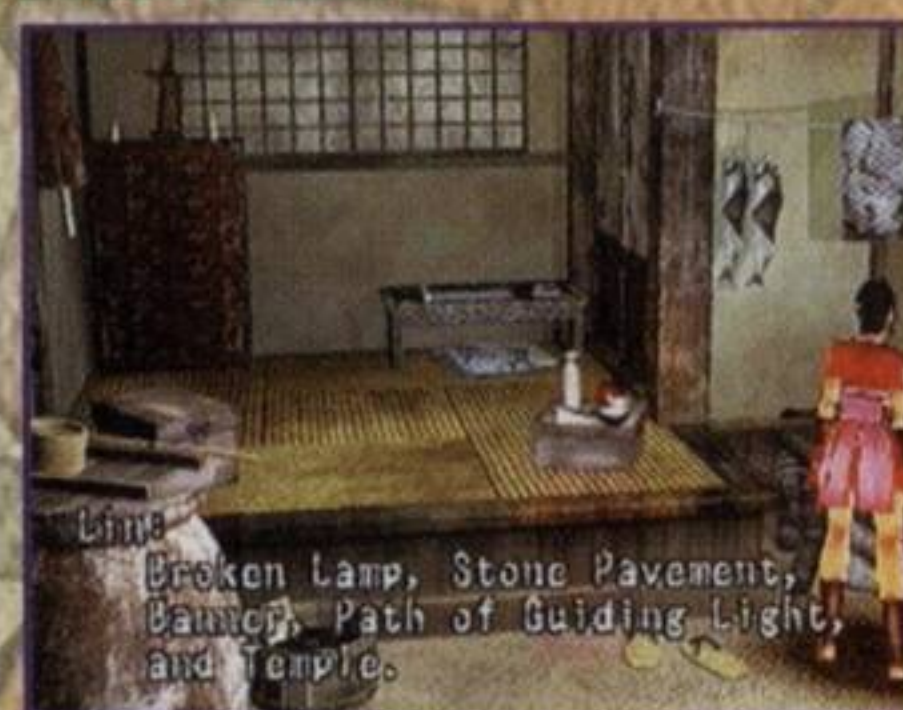
Lin's Adventure

Chapter 1: Ninja Cut the Head Guy



To beat the gang that attacks when you find Hanzo, concentrate on the leader. Defeat him, or the others will never stop fighting.

Chapter 2: Treachery Hanzo's House



When you find Hanzo's house, remember: Broken Lamp, Stone Pavement, Banner, Path of Guiding Light, and Temple. Write it all down.

Genzo's Gunzo



Unfortunately, your pal Genzo has had a bad day. To lay him to rest, equip shurikens and hit O to attack him from long range. His staff makes close fighting tough, and he has a trick spin move. Watch out when his hat flies off.

Chapter 3: Raven The Raven Ninja



Karasu the Raven jumps around the bamboo scaffolding, so hit X to jump up to her and attack. When she charges her blue aura, she's about to unleash daggers (be prepared to dodge or block these weapons). However, she's vulnerable as she's charging. After she transforms into the flying demon raven, dodge or block her homing daggers. She also tries to land a flying kick on you when you block.

Chapter 4: Madness The Terrible Trio



The three claw-men by the shipwreck are the toughest ninjas you face in Chapter 4. Prepare to use lots of heal herb and ointment to survive, then use hourokudama contact bombs to weaken the claw-men as you attack.

Slaying Shin



Once you get over the shock of finding Shin alive, it's time to fight him. He has one unblockable attack: When he charges up energy, prepare to hit X to jump over his move or you'll take a massive hit. Use your exploding shuriken, too.

Chapter 5: Demons Monsters in the Square



When you return to the village, you encounter a zombie reception committee...about 192 in attendance! There's no choice but to swing some steel here, but one good slash downs these guys. As they did against Kotaro, the zombie villagers attack four at a time. Press and hold R1 to keep up your guard, and don't let zombies surround you. Try to keep the fence at your back. Use the joystick to outrun the slow zombies if they encircle you.

Chapter 6: Despair Street Creatures



After defeating the undead horde, hook up with Kotaro. He tells you to meet him at Tohjo's Castle. On the way there, you have several encounters with some bizarre and deadly creatures. They can't break

through your guard, but their long pincers or jabbing heads make it tough for you to execute an inside attack. Be patient and attack after they've made a move. If you face two, one will try to set you up for a blow from the other.

Bad Bat



On the castle roof you run into several ninja teams, all of which you've defeated before, except for the slasher and bat duo. Try to get the bat thing first. It blows noxious fumes, and it can easily get behind you. However, you can kick it out of the air without jumping.

Tohjo's Return!



If you've already beaten Chapter 6 as Kotaro, you'll find him inside the castle. This is a good thing because Tohjo rises again! To defeat Tohjo as Lin, wear down his life meter with your projectiles—happourinkosho stars, hourokudama bombs, or shurikens—then attack him in close. Watch out for his quick move to get behind you. If he hits you, you'll suffer major damage. Also be on the lookout for two types of long-range attacks—dodge or leap over his blasts.

Conclusion

Ascendance Oda Revealed




At last, you've reached the, er, soul of this situation. Oda has turned himself into a living Soul Bug factory. You'll likely have to play as both Kotaro and Lin and sacrifice one of them to wear down the Oda monster. You can't block its sweeping



eye-blasts, so try to run in and attack—if you score a hit, the eye has to recharge. You can't completely block its claw attack either, but it does less damage than the eye. If you obliterate Oda, you'll truly possess the Soul of the Samurai!



Success! You've defeated Oda, and you've saved old Japan from the Soul Bugs. 



Fat tires and a serious attitude. It's a lethal combination that will take you just about anyplace, any time. So choose your vehicle wisely, then get off the asphalt and shout the monosyllabic mantra of 4-wheelers everywhere — **Dirt good.**

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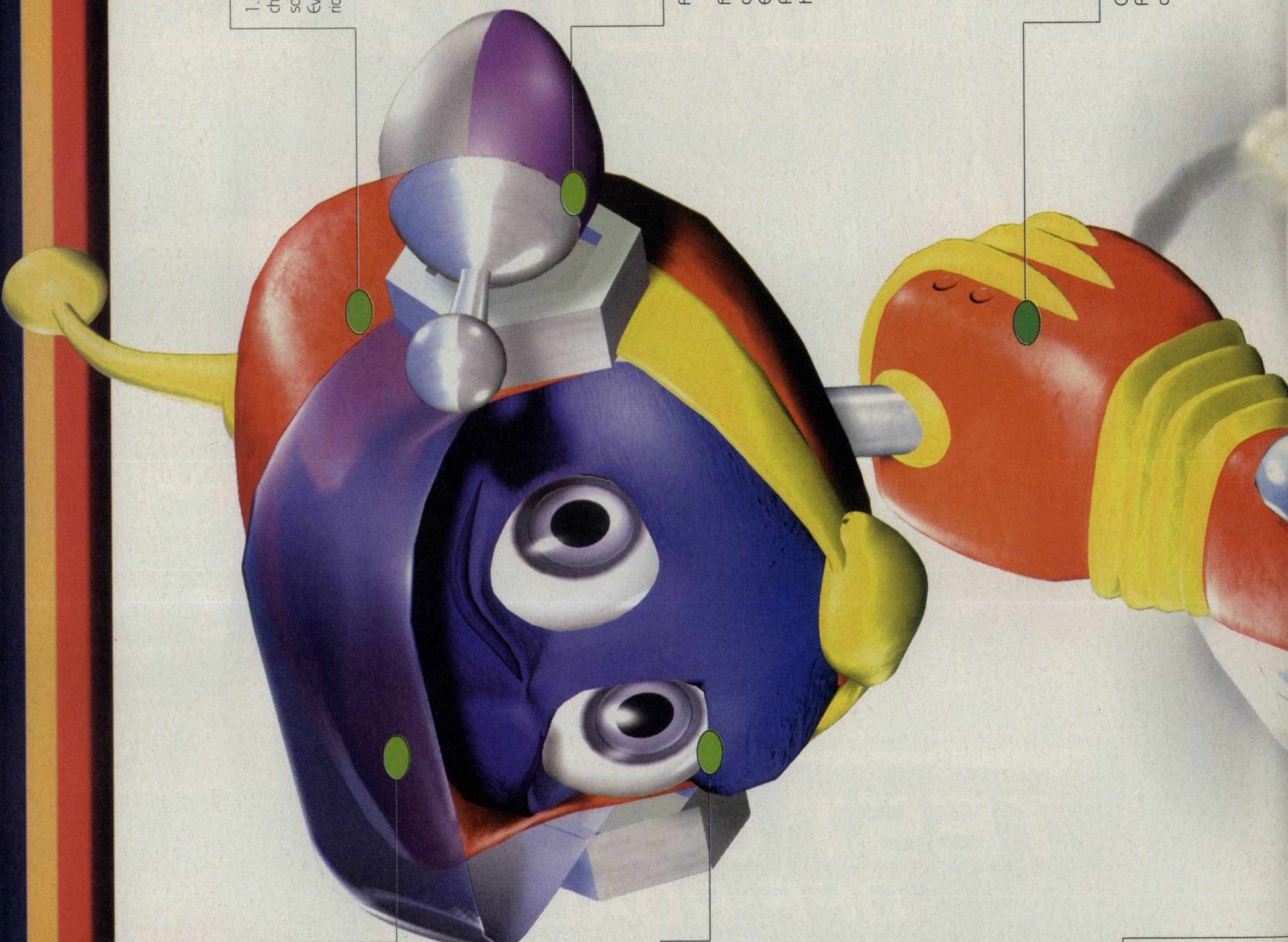
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Here's the lowdown on five characters—Armor King, Ganryu, Baek, Jun, and Michelle Chang—who haven't graced Tekken arcade screens since Tekken 2. In this installment, we give you killer beginner, intermediate, and advanced combos for all five. By Telesis

(For Parts 1 and 2, please see the August and September issues)

TEKKEN TAG TOURNAMENT

BASICS

SOMETHING OLD, SOMETHING NEW

Each of these five characters has a revamped look and comes with more moves and juggles than they had in Tekken 2. Tekken Tag Tournament also has 12 time-release characters. Some of these hidden fighters include Bruce, Kunimitsu, Kazuya, Lee, and Wang.



Baek and Michelle Chang



Lei and Ganryu



TAG BATTLE

Tekken Tag Tournament uses the popular concept of doing combat with a pair of fighters who you can switch between at will. Not only can you swap characters when one is hurting, but you can also switch them in the middle of a combo—which leads to some very real and very dangerous combos that drain life faster than you can say, "My token!"

A Tag Combo in Action: The Team of Paul and Law



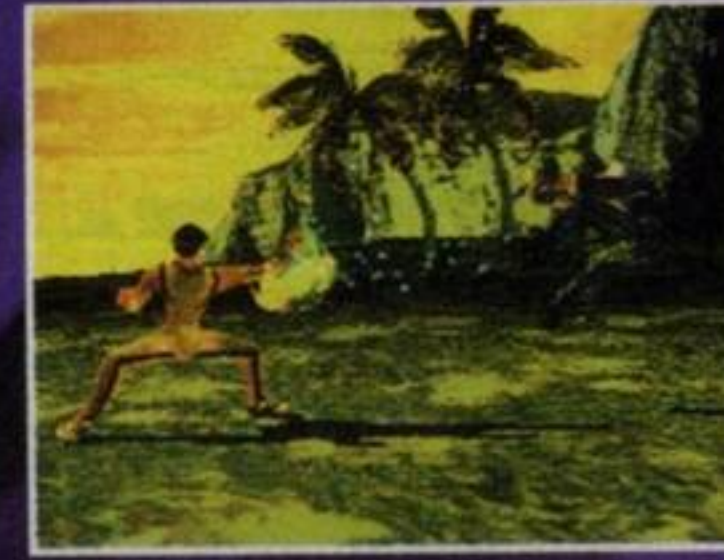
As Law, tap (→ RP), and then quickly tap LP, Change Fighter....



...as Paul runs onscreen, tap RP, RP....



...after Paul hits his opponent, he automatically runs offscreen and is replaced by Law, who enters performing a backflip....



...as soon as Law lands from his backflip, tap LP to smash his opponent across the screen.

Another Tag Combo in Action: The Team of Baek and Ganryu



Baek pops his opponent up in the air...



...and then rolls offscreen...



...to be replaced by Ganryu...



...who keeps juggling...



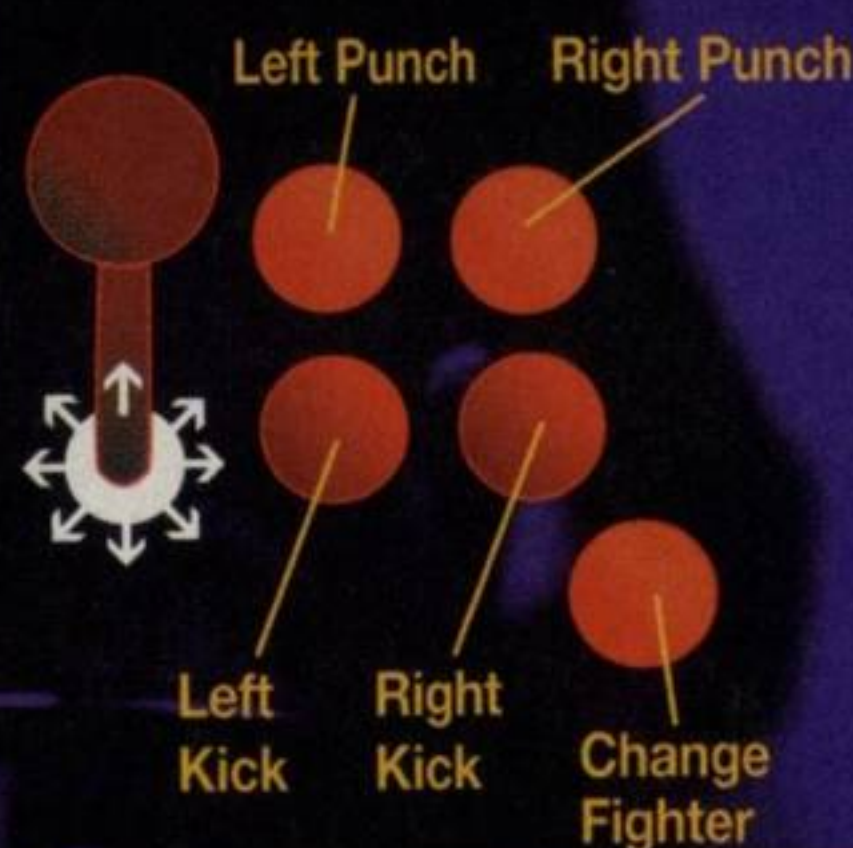
...to a painful end!

BALANCE, GRASSHOPPER!

Tekken Tag Tournament is more balanced than other Tekken games. No one character stands out from the rest as "the best." Each character is powerful...if used well. While certain teams might seem to dominate, it's only because each fighter has a certain style. When you find a team that fits your style of play, it'll be easy to rule at the local arcade.



Controller Legend



LP = Left Punch RP = Right Punch
LK = Left Kick RK = Right Kick

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

Tap = Tap the indicated buttons or directions in sequence.

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

() = Execute commands in parentheses simultaneously.

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

DEVASTATING COMBOS

ARMOR RING

Three-Hit Beginner Double-Black Smash



Tap →, motion ↓ ↘ → RP



Tap →, motion ↓ ↘ → RP



Tap (↓ LK RK)

Three-Hit Beginner Stun Combo



While standing from crouch, tap LP



Hold ↓, tap LP



Tap RK

Four-Hit Beginner Combo



Tap →, motion ↓ ↘ → RP



Tap LP



Tap RP



Hold ←, tap LK

Five-Hit Intermediate Combo



Tap (↗ RK)



Tap LP



Tap RP



Tap (↘ RP)



Tap (↓ LK RK)

Six-Hit Intermediate Jail-Kick Combo



Tap (↗ RK)



Tap LP



Tap →, (→ LP)



Tap →, (→ LP)



Tap →, (→ LP)



Hold ←, tap LK

Three-Hit Expert Huge-Damage Combo

Note: You can perform this combo only after you counter your opponent.



Tap (← LP RK)

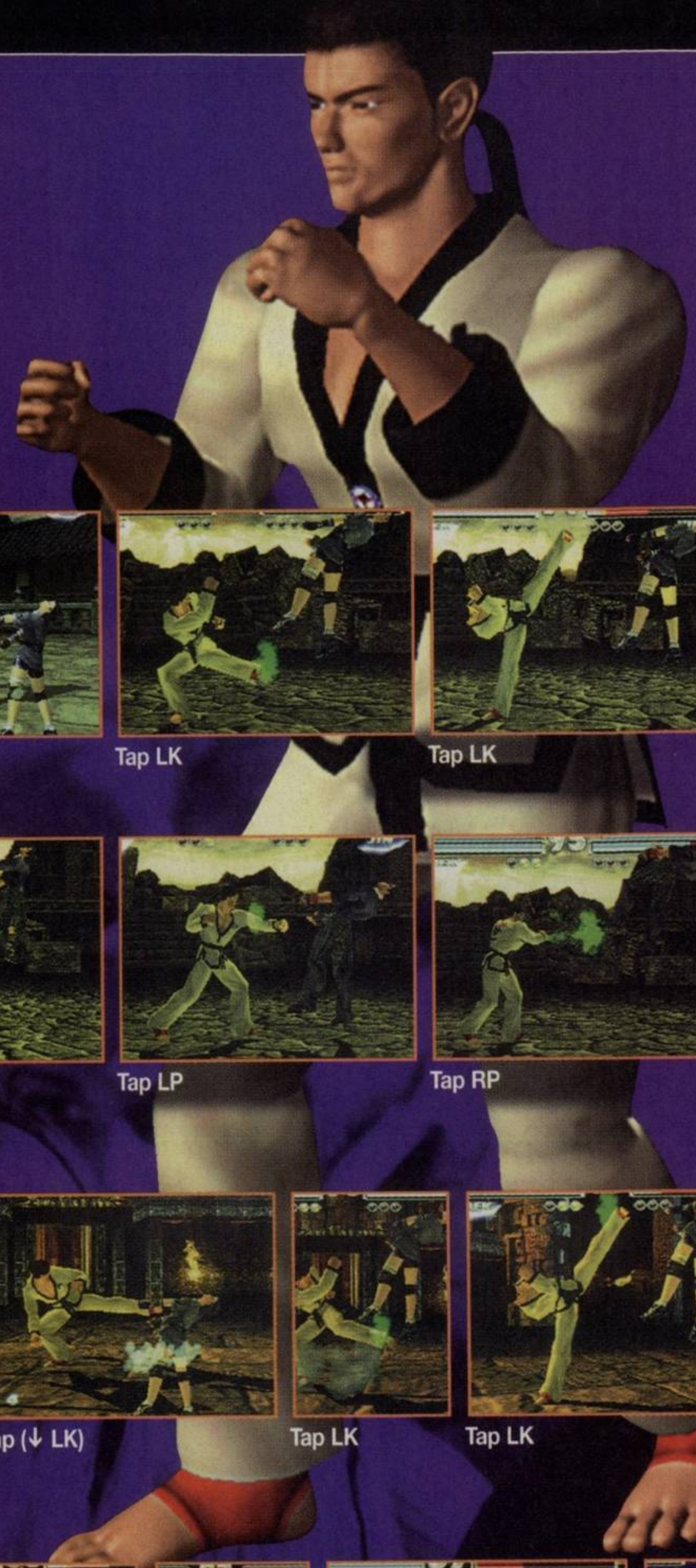


Tap →, motion ↓ ↘ → RP



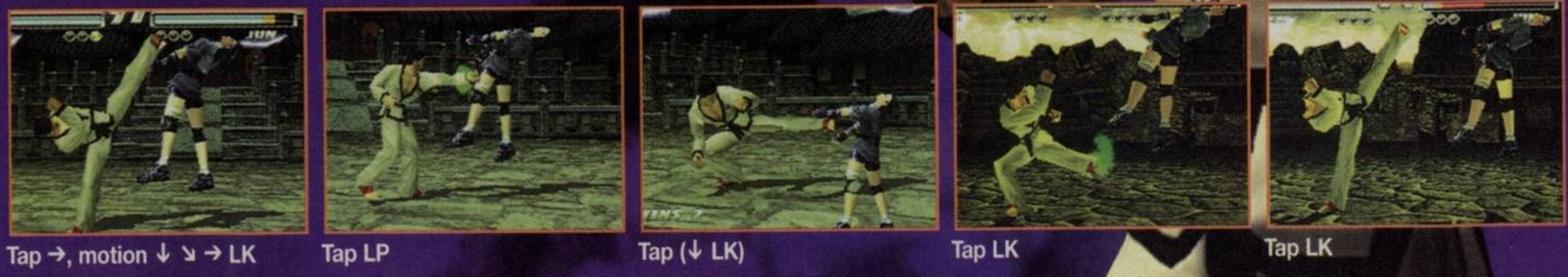
Tap →, motion ↓ ↘ → RK

BAEK



DEVASTATING COMBOS

Five-Hit Beginner Combo



Tap →, motion ↓ ↘ → LK Tap LP Tap (↓ LK) Tap LK Tap LK

Five-Hit Beginner "Lotta Jab" Combo



Tap →, motion ↓ ↘ → LK Tap LP Tap RP Tap LP Tap RP

Six-Hit Beginner Combo

Note: You can perform this combo only after you counter your opponent.



Tap (↓ LK) Tap LK Tap LK Tap (↓ LK) Tap LK Tap LK

Seven-Hit Expert Heel-Lance Combo

Note: You can perform this combo only after you counter your opponent.



Tap (↓ LK) Tap LK Tap LK Tap (← RK) Tap (↓ LP) Tap RK Tap RK

Seven-Hit Expert Combo



Tap →, motion ↓ ↘ → LK Tap LP Tap RP Tap LK, hold ← Tap LP Tap RP Tap (LK RK) for two hits

Note: This move will not hit your opponent, but must be performed in order to complete the combo.

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In-Depth



NINTENDO⁶⁴



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GANRYU

DEVASTATING COMBOS

Two-Hit Beginner Combo



Tap (← RP)



Tap (→ LP RP)

Three-Hit Intermediate "Big People Only" Combo



Tap (← RP)



Tap (↘ RK)



Tap (↘ LK)

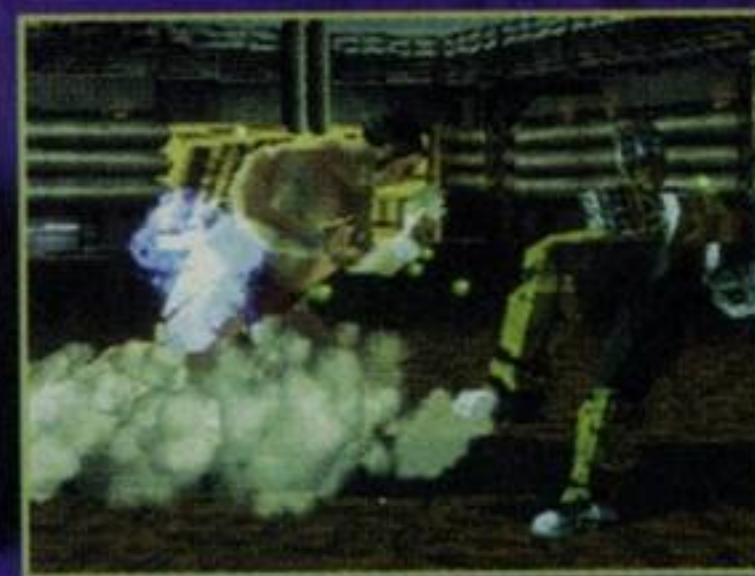
Three-Hit Intermediate Headbutt Combo



Tap (← RP)



Tap (↘ LP)

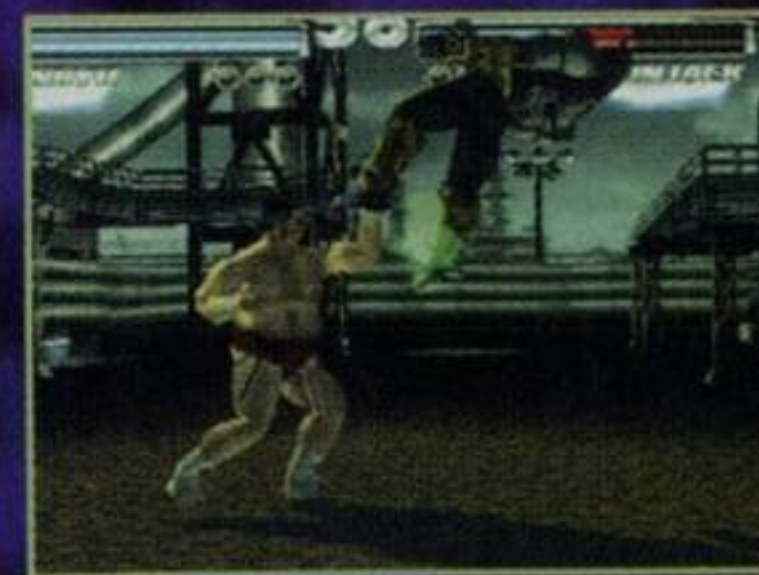


Tap (→ LP RP)

Four-Hit Intermediate Combo



Tap (← RP)



Tap (↘ LP)



Tap (↘ LP)



Tap (↘ LK)

Six-Hit Intermediate Uppercut Crazy Combo



Motion ← ↙ ↓
↘ LP



Tap (↘ RP)



Tap (↘ RP)



Tap (↘ RP)



Tap (↘ RP)



Tap (↘ LK)

JUN

DEVASTATING COMBOS

Four-Hit Beginner Combo



Tap (→ RP)



Tap (↓ LP)



Tap LP



Tap (↓ RK)

Five-Hit Intermediate Double-Kick Juggle



Tap (↓ LK RK) for two hits



Tap (↓ LP)



Tap LP



Tap (↓ RK)

Six-Hit Intermediate Kazama Combo



Tap (→ RP)



Tap (LP RK) for two hits



Tap (LP RK) for two hits



Tap RP



Tap RK

Note: This move will not hit your opponent, but must be performed in order to complete the combo.

Six-Hit Expert Combo



Tap (LP RP)



Tap (LP RK) for two hits



Tap (LP RK) for two hits



Tap RP



Tap RK

Note: This move will not hit your opponent, but must be performed in order to complete the combo.



MICHELLE CHANG

DEVASTATING COMBOS

Four-Hit Basic Combo



Tap (↘ LK RK) for two hits



Tap (↓ LP)



Tap (↘ RP)

Six-Hit Expert Combo



Tap (↑ LK), or tap (↓ LK)



Quickly tap RK



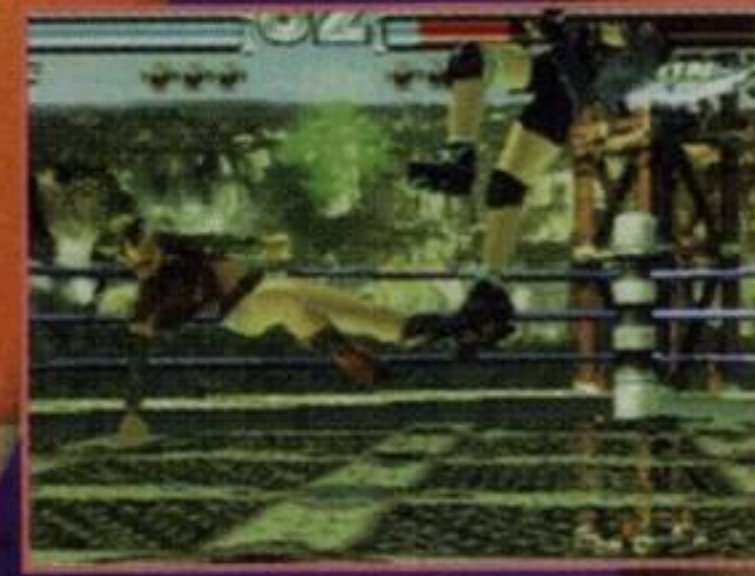
Tap LP



Tap (↓ LP)



Motion ↓ ↘ RK



Tap LK

Seven-Hit Expert "You Da Man!" Combo



Tap (↘ LK RK) for two hits



Tap (↓ LP)



Tap (↘ RK), quickly tap LK



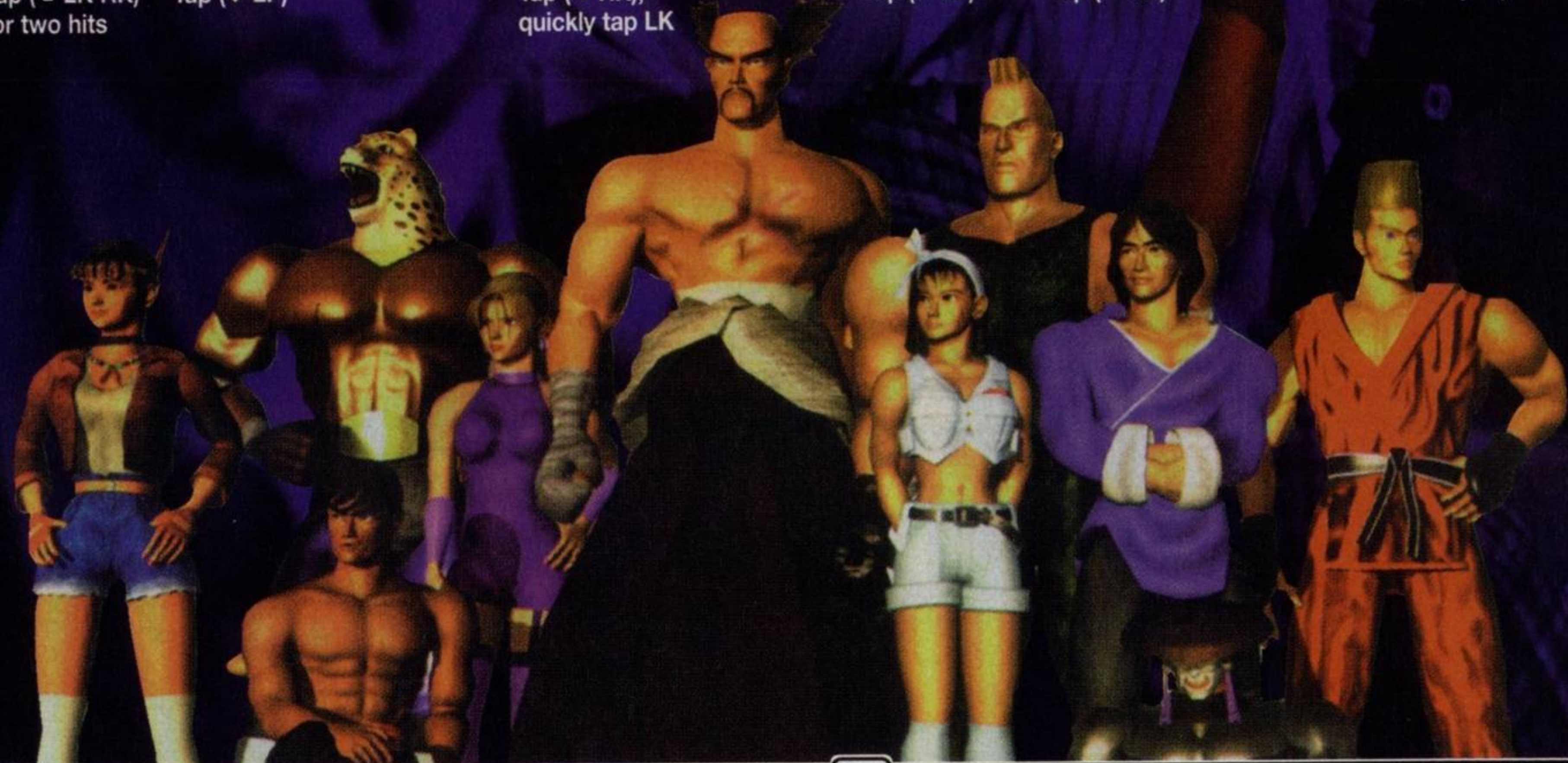
Tap (↓ LP)



Tap (↘ RK)

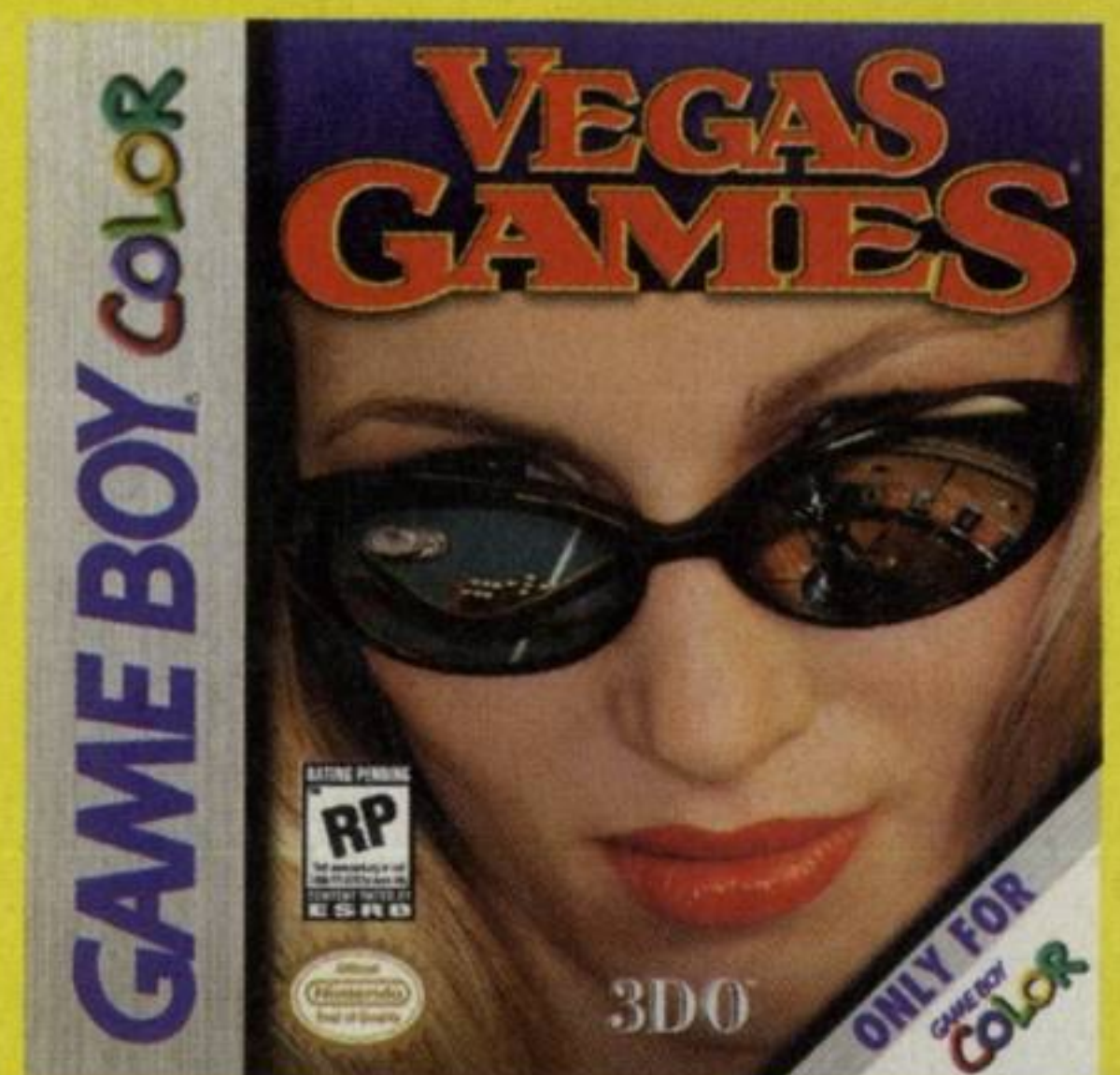
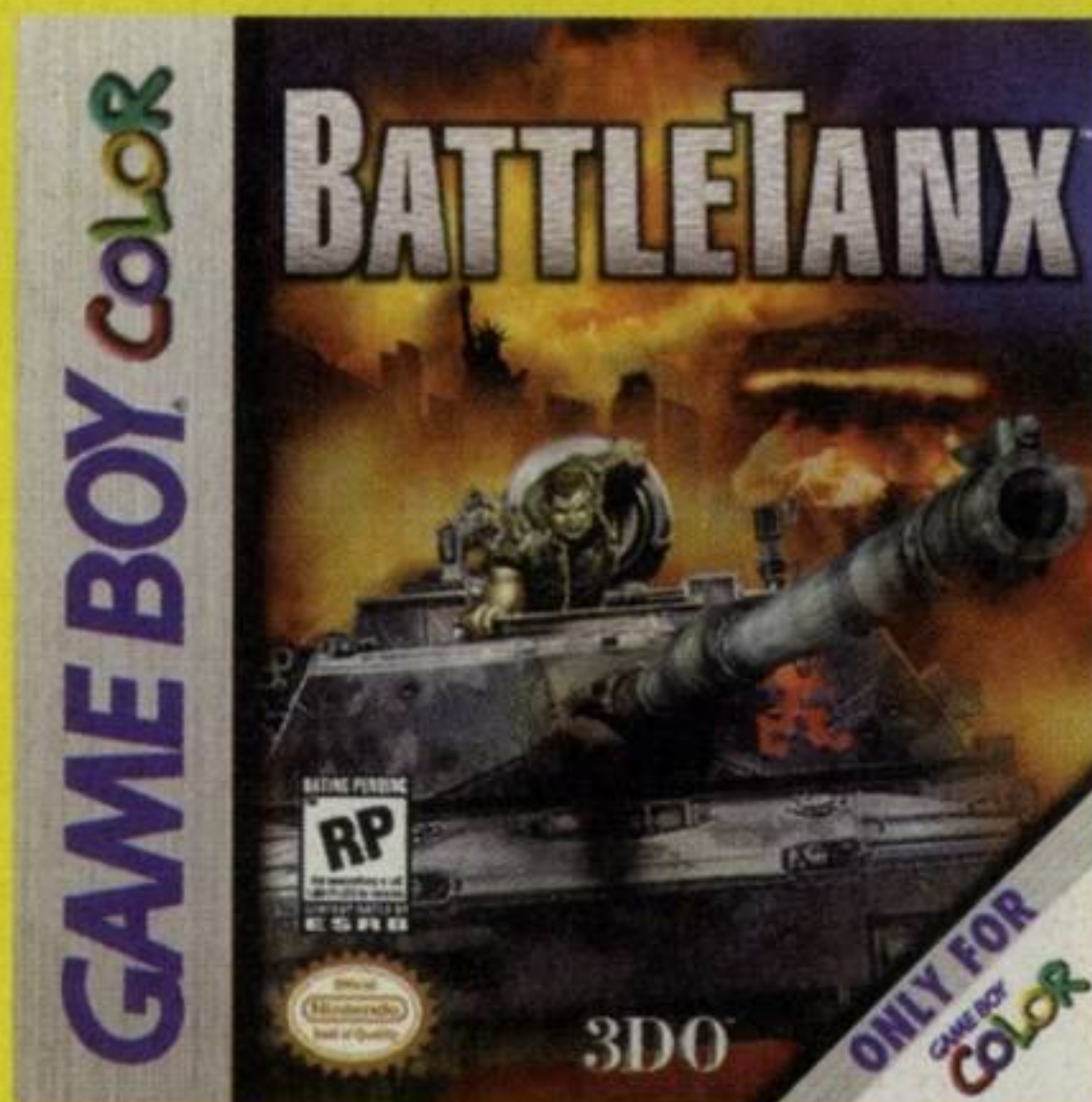


Quickly tap LK



NOT AS SEEN ON TV

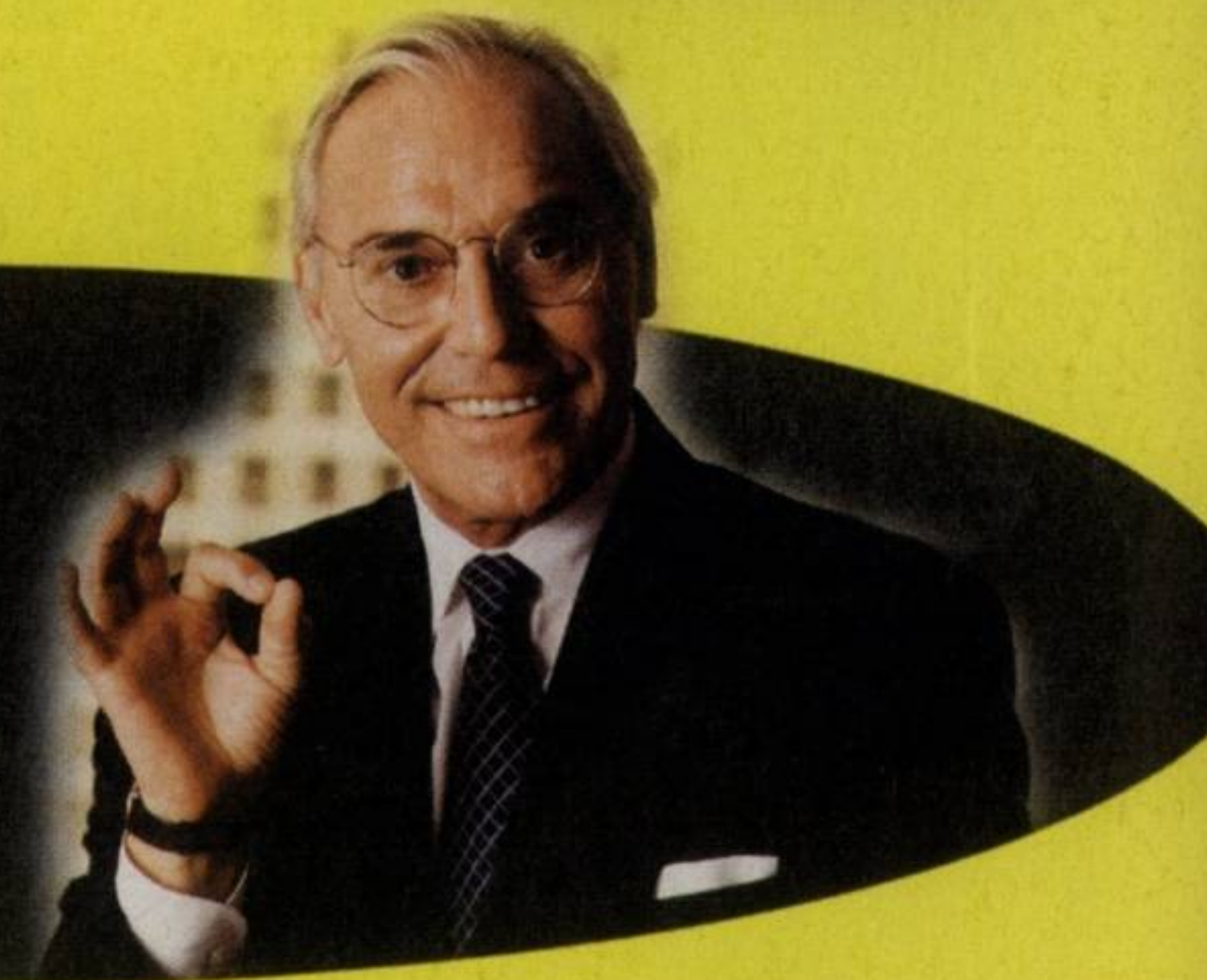
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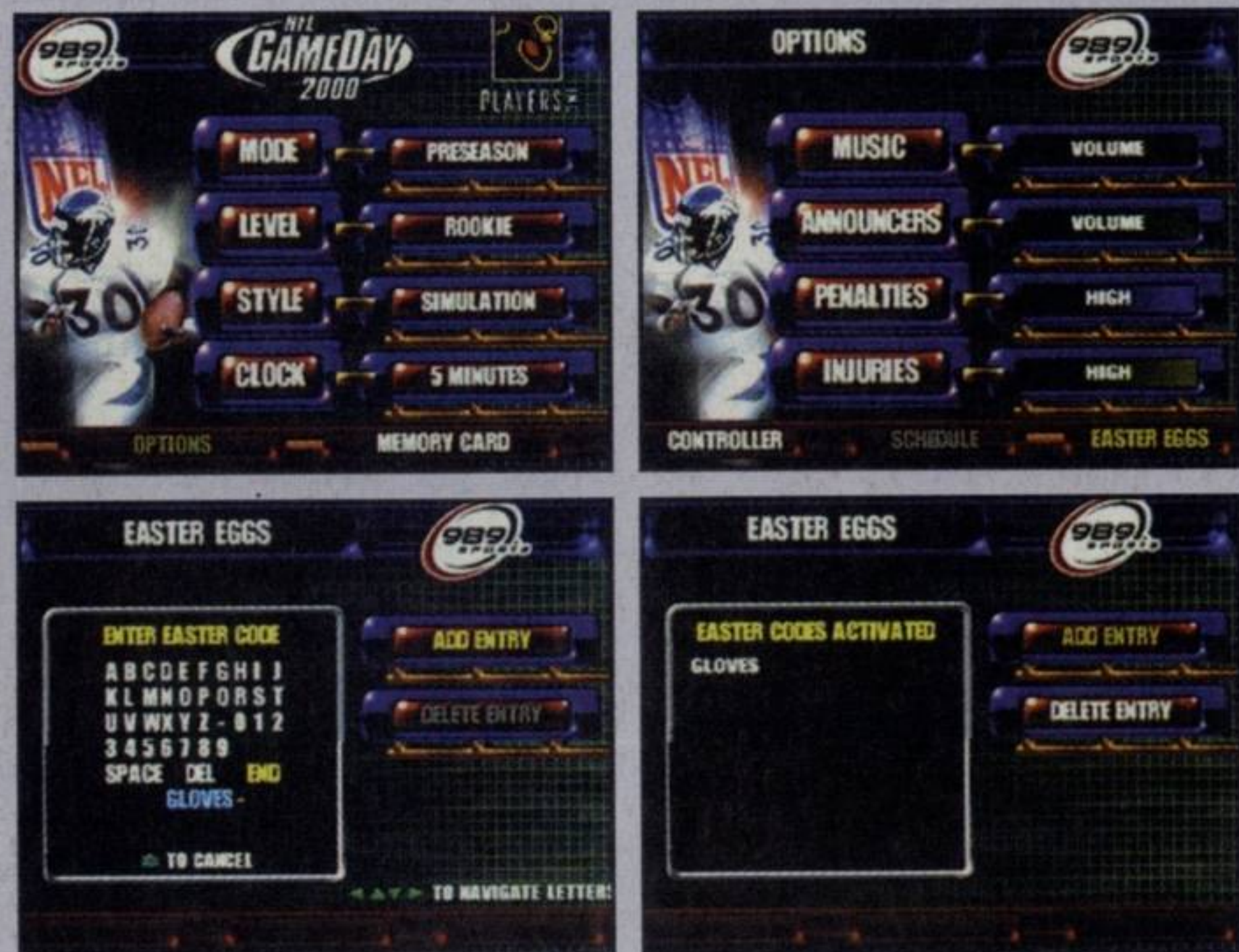
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PlayStation

NFL GameDay 2000

Better Player Abilities, Different-Sized Players, and More



At the main menu, select Options, then select Easter Eggs at the next screen. At the Easter Eggs screen, select Add Entry and input the following passwords to activate the cheats.

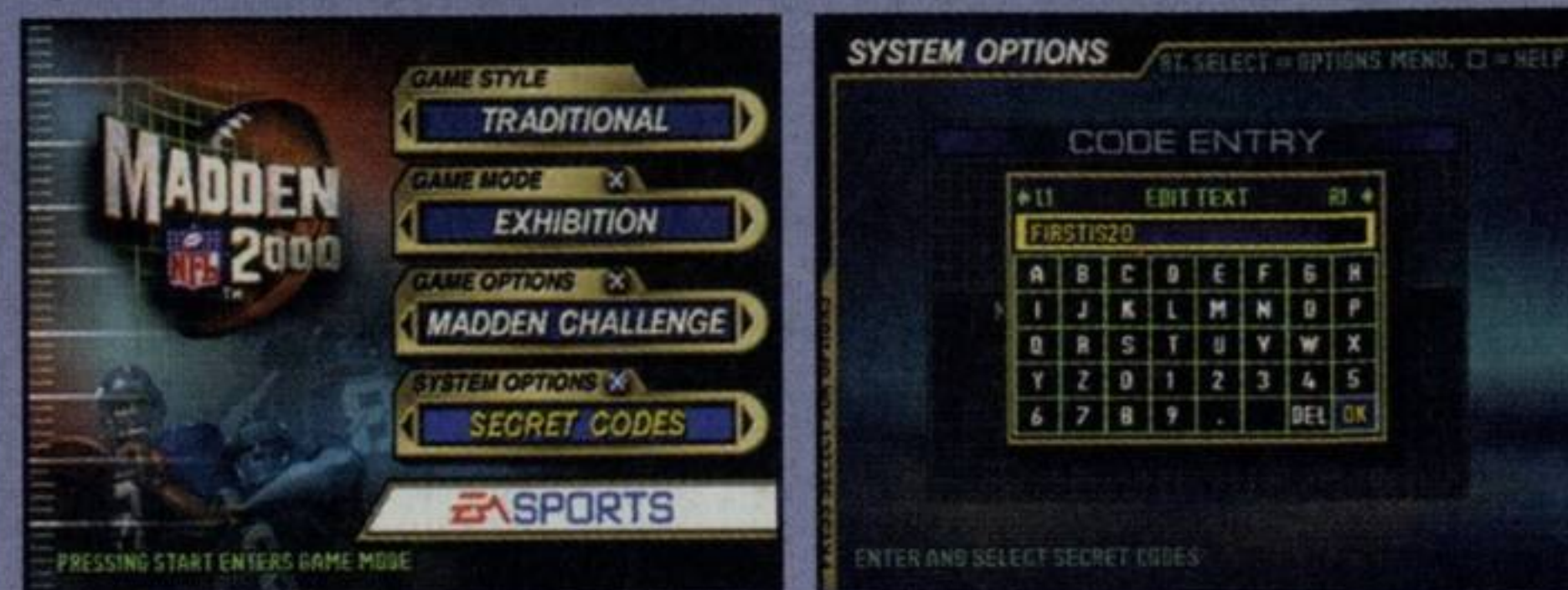
Note: A _ designates a blank space.

All Players Have Equal Abilities:	EVEN_TEAMS
Field Goals Are Longer:	STEEL_LEG
Harder Tackles:	BIG_HITS
Hidden Difficulty Level:	GD_CHALLENGE
Players Do Not Fatigue:	STAMINA
No Penalties for the Home Team:	HOME_COOKING
Players Are Large:	GOLIATH
Players Are Tall and Thin:	PENCILS
Players Are Tiny:	FLEA_CIRCUS
Punts Are Longer and Higher:	HANGTIME
Receivers Catch Better:	GLOVES
The Running Back Is Juiced:	DAVIS
Super Speed Bursts:	JUICE
Super Stiff Arm:	PISTON

PlayStation

Madden NFL 2000

Special Teams and Stadiums, and More



At the main menu, highlight System Options. Press Left or Right until Secret Codes appears on the menu screen. When it does, press X to open the Edit Screen, then enter the following codes to activate the cheats. After entering each code, select Activate Code and start a new game.

Big Versus Small Players:	MINIME
Dodge City Stadium:	WILDWEST
EA Sports Stadium:	ITSINTHEGAME
Fewer Penalties:	REFISBLIND
No Interceptions:	EXPRESSBALL
1972 Steelers:	DONTGOFOR2
1972 Raiders:	GETMEADOCTOR
1976 Raiders:	GAMMALIGHT
1976 Patriots:	HACKCHEESE
1981 Dolphins:	15MOREMIN
1981 Chargers:	BUILDMONKEYS
1985 Dolphins:	CHICKIN
1985 Bears:	DOORKNOB
1986 Browns:	KAMEHAMEHA
1986 Broncos:	BLUESCREEN
1988 49ers:	CALLMESALLY
1988 Bengals:	PTMOMINFOGET
1990 Giants:	PROFSMOOTH
1990 Bills:	SPOON
1997 Packers:	TUNDRA
1997 Broncos:	EARTHPEOPLE
All '60s Team:	MOJOBABY
All '70s Team:	LOVEBEADS
Marshall's Fantasy Team:	COWBOYS
The Unknown Team:	QBINTHECLUB

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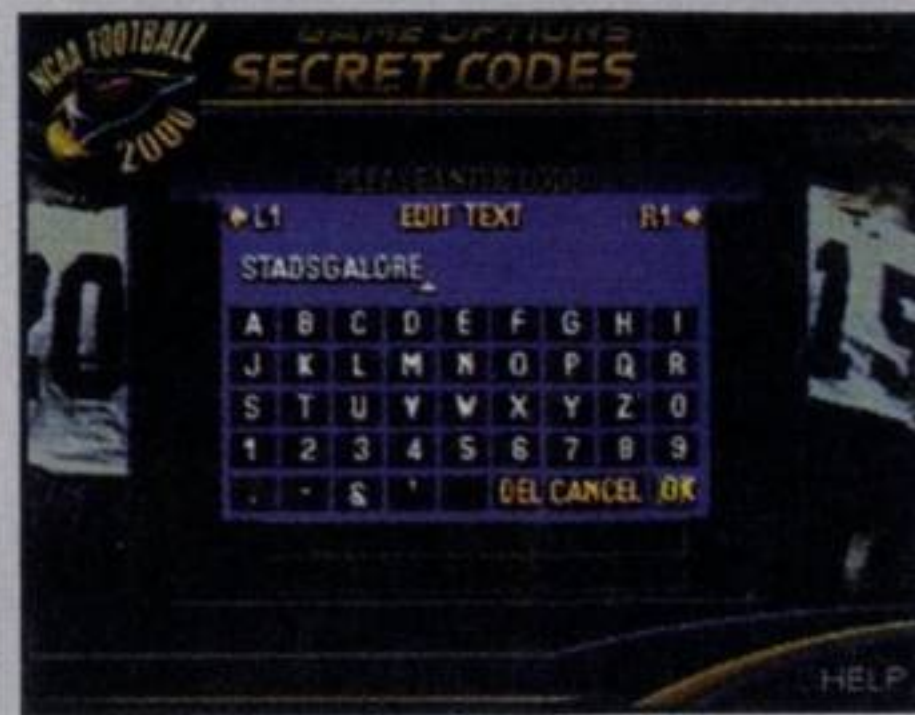
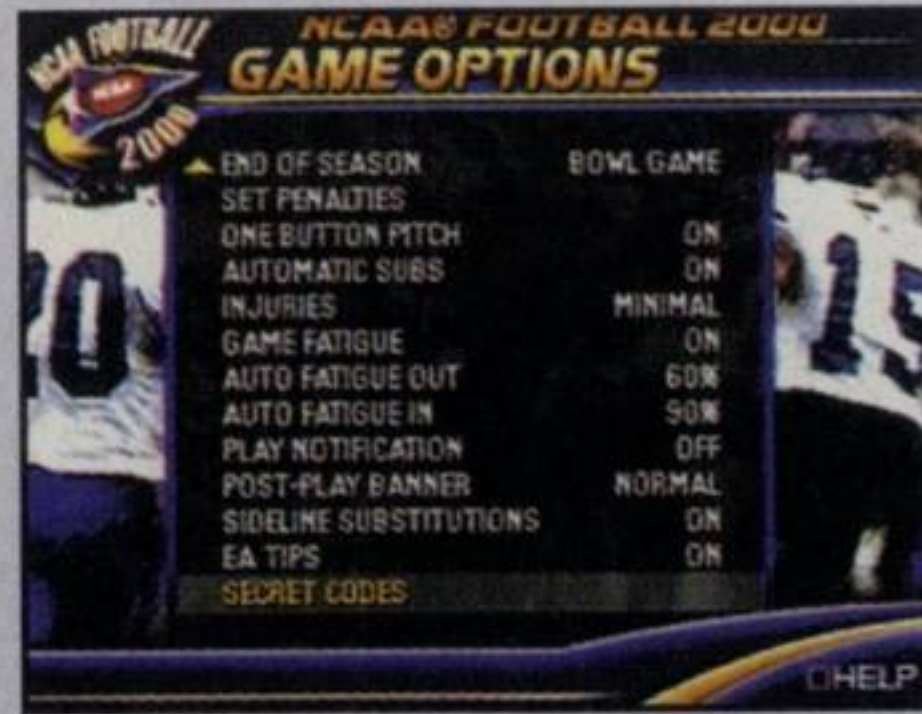
Fry's

HOLLYWOOD GAMES



NCAA Football 2000

Special Player Attributes, Special Teams, and More



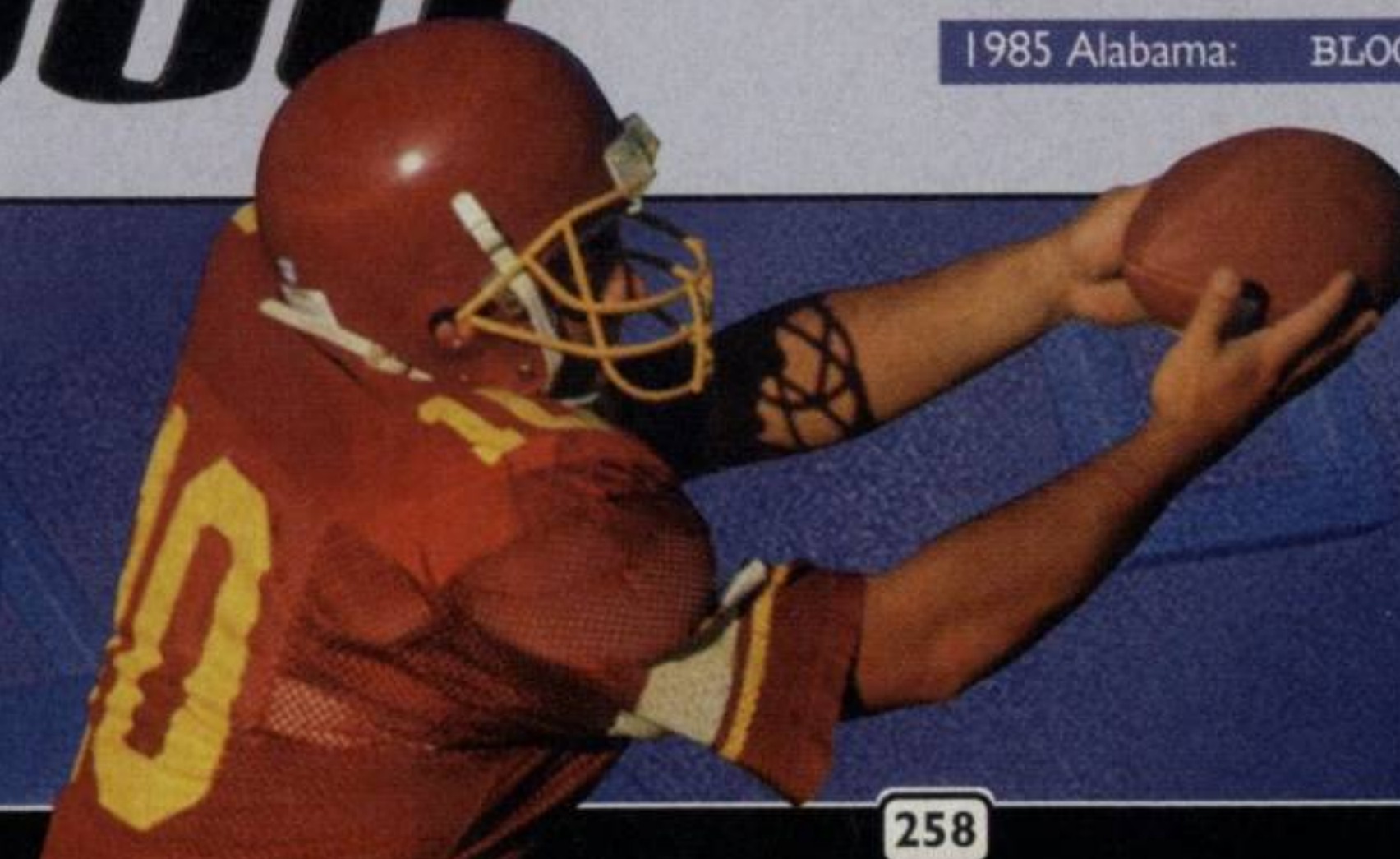
Secret Codes Menu: At the main menu, select Game Options, then select Secret Codes at the next screen. At the Secret Codes screen, spell out the password for the cheat you want, then **press Select** to activate the cheat. If you entered the code correctly, you'll hear a confirming sound.

Play as Special Teams: At the main menu, select Game Options, then select Secret Codes at the next screen. At the Secret Codes screen, spell out the password for the team you want, then **press Select** to activate the cheat. If you entered the code correctly, you will hear a confirming sound.

All Exhibition-Mode Stadiums:	STADSGALORE
Created Player Attributes Are All 100:	BLUECHIP
Daylight Effects Are Faster:	TIMEFLIES
Defense Always Intercepts the Ball:	PIXGALORE
Defense Always Tackles:	BRICKWALL
Extra Long Kicks:	ICBM
Knock Down Referee for One Point:	BADCALL
Maximum Recruiting Points:	STAFFUP
Play as the Super Stats Team:	UNSTOPPABLE
Receivers Always Catch the Ball:	GIMMEDABALL
View CPU Plays:	MINDREADER
View the Introduction Sequence:	BIGSCREEN

1946 Notre Dame:	GOLDPAIN	1985 Auburn:	SMARTBACK
1947 Army:	INSIDENOUTSIDE	1986 Penn State:	LINEBACKERINT
1957 Notre Dame:	STREAKOVER	1986 Miami:	FATIGUES
1962 USC:	FIGHTFORTROY	1987 Miami:	MONSTERD
1962 Wisconsin:	BUCKY	1987 Oklahoma:	SLOWSTART
1965 UCLA:	REVENGE	1988 Notre Dame:	LEPRECHAUN
1966 Notre Dame:	TAKETHETIE	1988 UCLA:	LBBRUINS
1967 USC:	WHITEHORSE	1988 West Virginia:	HURTQB
1967 UCLA:	PRESSBOX	1989 Colorado:	MISSEDCHANCES
1968 USC:	NICERUN	1989 Notre Dame:	LIFTOFF
1969 Arkansas:	WOOPIGSOOEY	1991 Miami:	SHUTOUT
1969 Texas:	TEXASFIGHT	1991 Michigan:	NICEPOSE
1970 Ohio State:	BRUTUS	1991 Washington:	WILDDOGS
1971 Nebraska:	GAMEOFCENTURY	1992 Alabama:	REALMENPLAYZONE
1971 Oklahoma:	SCHOONER	1992 Miami:	TOOTALENTED
1973 Alabama:	PLAYTHEPASS	1993 Florida State:	TOMAHAWK
1974 USC:	RALLY	1994 Miami:	RUNOUTSIDE
1975 Arizona State:	DEJAVU	1994 Nebraska:	STEAMROLLER
1976 Georgia:	HEDGES	1994 Oregon:	GREENGANG
1978 Alabama:	GOALLINESTAND	1994 Penn State:	ALMOSTNO.1
1979 USC:	MVPRUN	1996 Florida:	PUTINLARRY
1981 Clemson:	TOUCHTHEROCK	1996 Florida State:	GETTHEQB
1982 Cal:	THEPLAY	1997 Washington State:	TURNOVER
1982 Georgia:	SICEMDAWGS	1997 Nebraska:	CORNFED
1983 Nebraska:	GOFOR2	1997 Michigan:	SPLITVOTE
1984 Boston College:	MIRACLE	1997 Tennessee:	SMOKEY
1985 Alabama:	BLOCKTHATKICK	All EA Sports Team:	INTHEGAME
		All Tiburon Team:	LASERBEAMS

NCAA FOOTBALL 2000

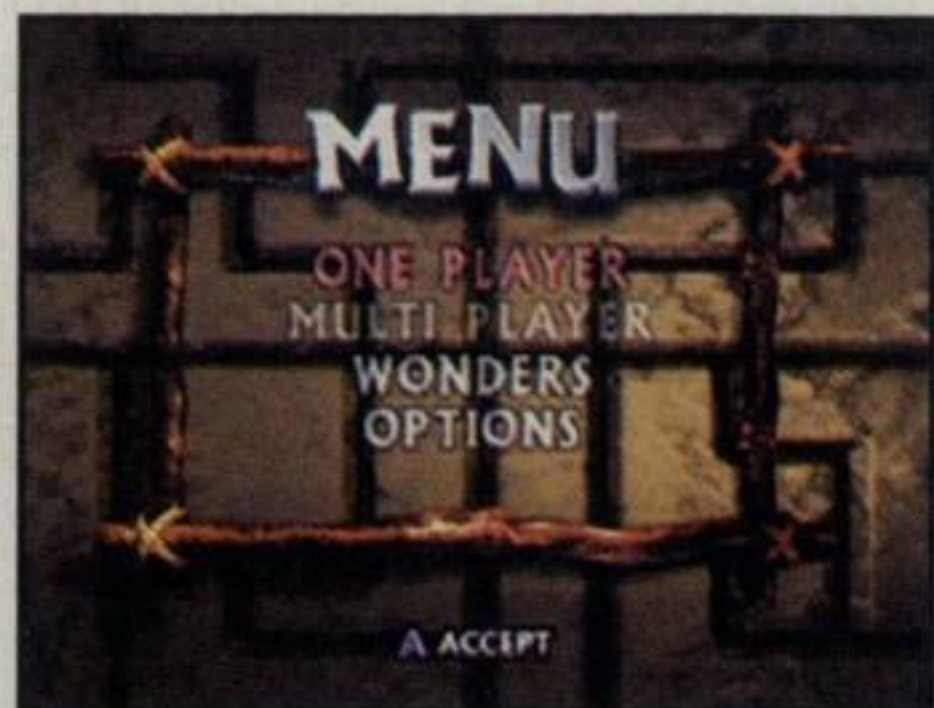


Nintendo 64



The New Tetris

Turbo Mode and Music Kaleidoscope



Turbo Mode: At the main menu, select One Player, and then select at the Single screen, choose New Name. At the next screen, input the name 2FAST4U. Select OK, and then press A to start a new game.

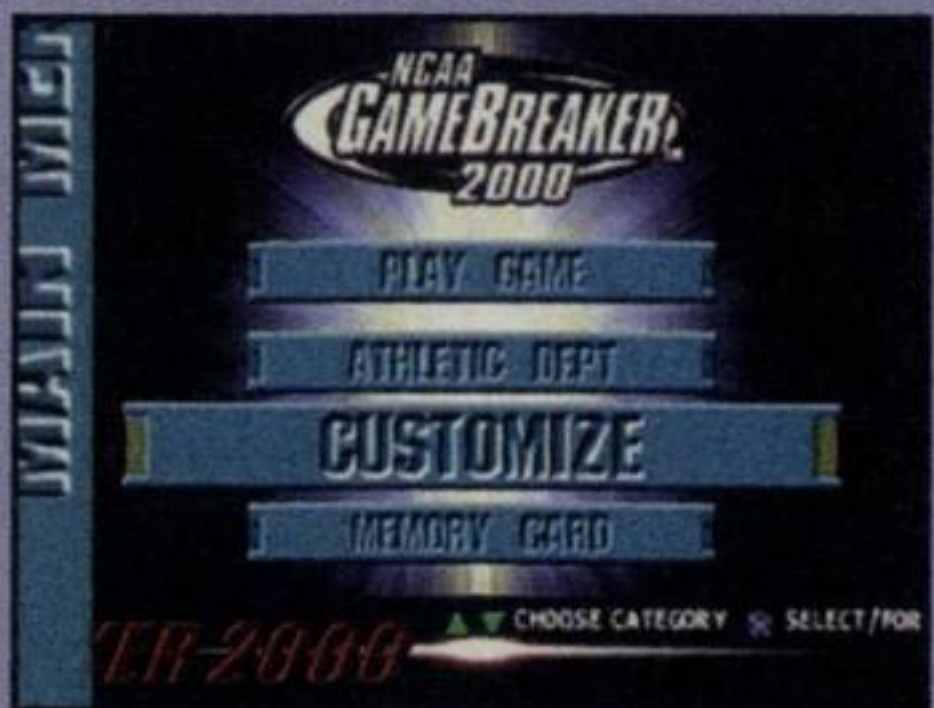
Music Kaleidoscope: At the main menu, select Options, and at the Options screen, select Audio. At the next screen, highlight Song, and choose Haluci, then press A. Now select Music Mode and scroll down to Choose, then press A. Return to the main menu and select One Player. At the Single screen, choose New Name, then input HALUCI as the name and press A.

PlayStation



NCAA GameBreaker 2000

Reset Player Attributes, Stronger Offense, and More



At the main menu, select Customize, then at the next screen, choose the Easter Eggs option. At the Easter Eggs screen, select Add Entry. At the Add Entry screen, input the following passwords to activate the cheats.

Note: A _ designates a blank space.

All Player Attributes Set to 99:	BEAT_DOWN
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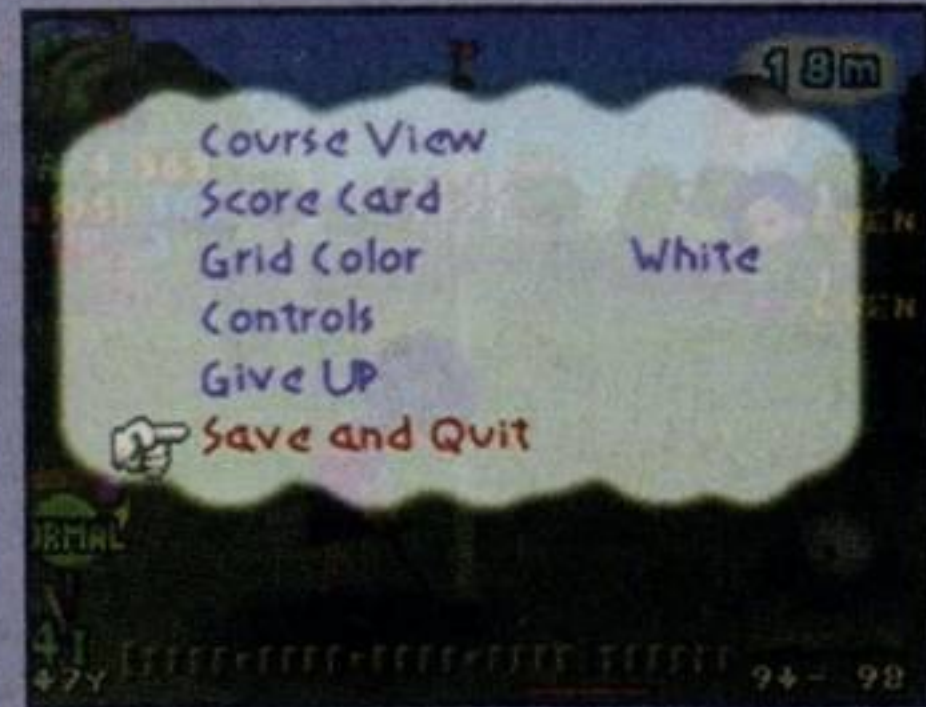


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Nintendo 64

Mario Golf

Replay Hole, Cancel Swing, Alternate Outfits, and More



Replay Hole: Pause the game when it's your turn, select the Save and Quit option, and save the game. At the Main Menu, select Continue, and you'll begin at the last hole where you teed off.

Cancel Swing: Press **A** to swing at the ball and immediately press **B** to cancel the swing. This allows you to start your swing all over again.

Push the Ball: When the ball lands on the ground, alternatively press **Z** and **A** rapidly to move the ball a little bit farther.

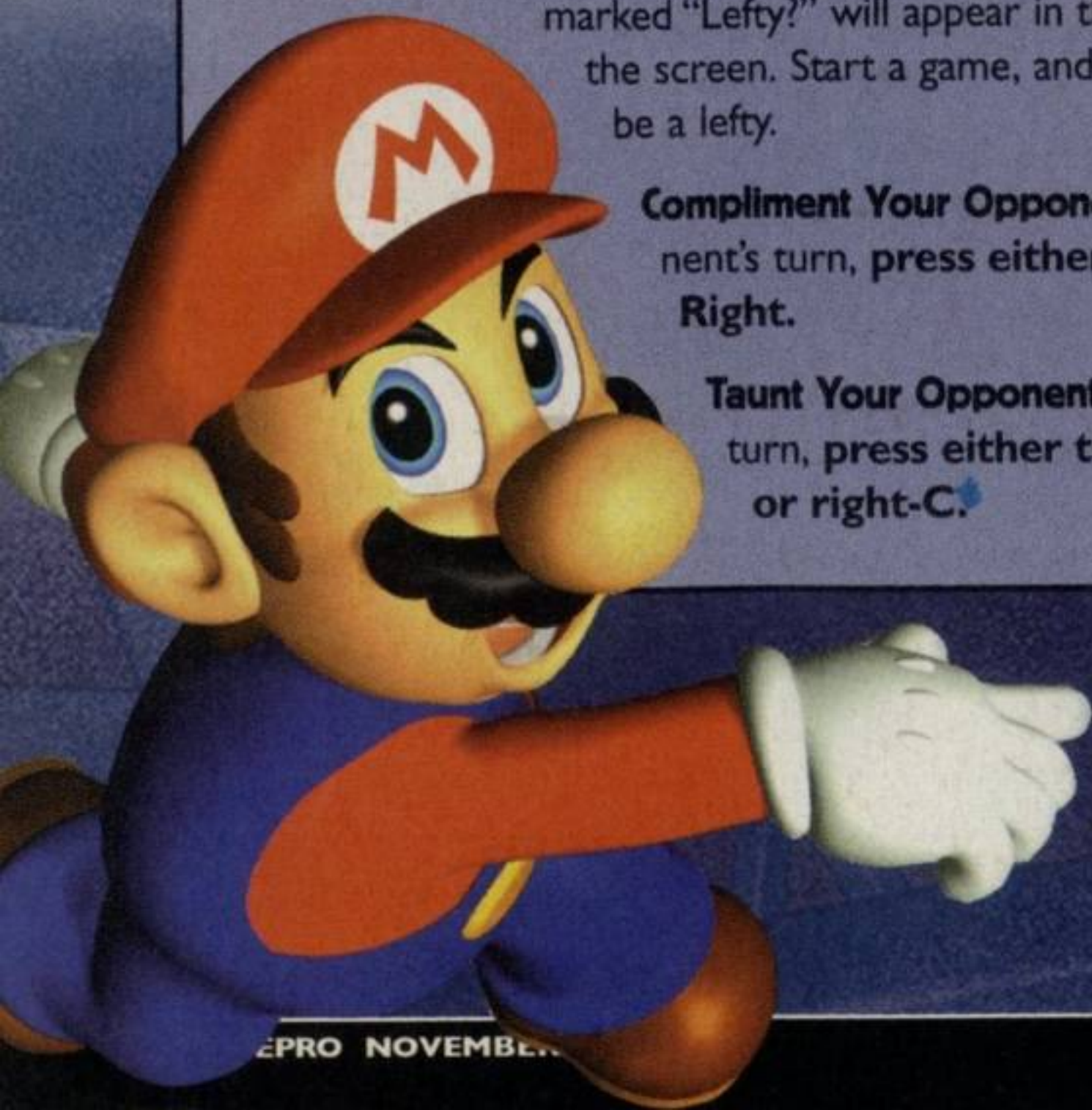


Alternate Outfits: At the Character Select screen, when selecting a golfer, press and hold either **top-C**, **left-C**, **bottom-C**, or **right-C**. While holding the button, press **A** to select a golfer. When the game starts, your golfer will be wearing an alternate outfit.

Left-Handed Golfer: At the Character Select screen, press and hold **L** or **Z** when selecting a golfer. If you entered the code correctly, a window marked "Lefty?" will appear in the top left-hand corner of the screen. Start a game, and your selected golfer will be a lefty.

Compliment Your Opponent: During your opponent's turn, press either **Up**, **Left**, **Down**, or **Right**.

Taunt Your Opponent: During your opponent's turn, press either **top-C**, **left-C**, **bottom-C**, or **right-C**.



PlayStation

NFL Xtreme 2

Hidden Playing Fields and Change Character Animations



Hidden Playing Fields: At the main menu, highlight Rosters, and then press **Right** to enter the sub-menu. Select Create Player, then at the next screen, select First and input the first half of the code from the codes listed below. Then select Last and enter the second half of the code. Exit the sub-menu, return to the main menu, and select Quick Start to play on the secret field.

Hidden Field	First	Last
Aircraft Carrier Field:	AIRCRAFT	CARRIER
Egyptian Field:	EGYPT	SPHINX
Lunar Field:	LUNA	FIELD
Pool Table Field:	POOL	TABLE
Urban Field:	CITY	SCAPE



Change Character Animations: At the main menu, highlight Rosters, and then press **Right** to enter the sub-menu. Select Create Player, then at the next screen, select First and input the first half of the code from the codes listed below. Then select Last and enter the second half of the code. Exit the sub-menu, return to the main menu, and select Quick Start to view the various character animations.

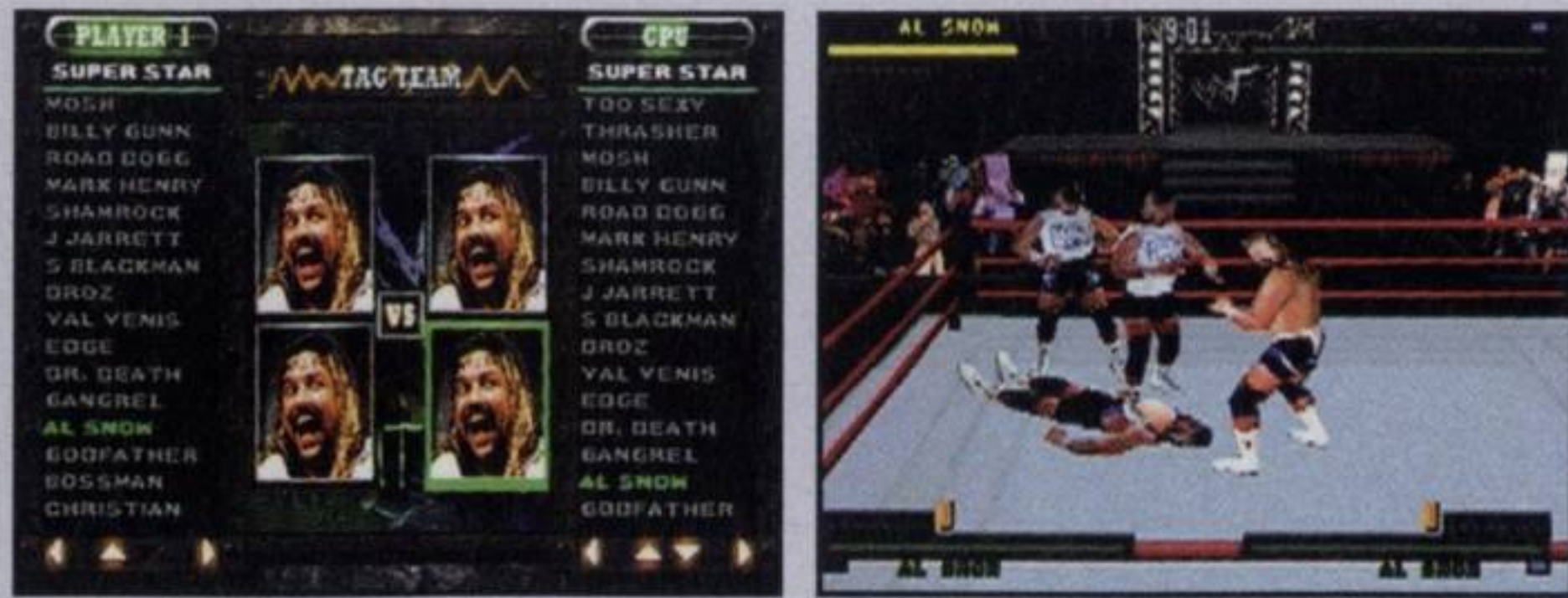
Character Animation	First	Last
Big Head Mode:	BIGHEAD	BOBBY
Flat Head Mode:	COINHEAD	COREY
Long Neck Mode:	GEORGE	GIRAFFE
Long Arms:	MONKEY	MICKEY
Short Arms:	SHRIMPY	SEAN
Big Players:	BIG	BEN
Small Players:	TINY	TOM
Reversed Animations:	LAMEBOY	LENNY



WWF Attitude



Alternate Costumes



At the character select screen, select a wrestler. Press **X**. For additional costumes, press **L1**, **L2**, or **R2** and simultaneously press **X**. When the match begins, your wrestler will be wearing one of the following new costumes.

Note: **X** signifies that button alone; for **L1**, **L2**, and **R2**, you must also press **X**.

Al Snow: **X**: Blue spandex; **L1**: Spandex with job squad shirt; **L2**: Spandex with straps down; **R2**: Job squad suit

Billy Gunn: **X**: Blue Mr. Ass shorts; **L1**: Pink Mr. Ass shorts; **L2**: Orange Mr. Ass shorts with Black Bad Ass shirt; **R2**: White Mr. Ass shorts

Boss Man: **X**: Black vest; **L1**: Blue vest; **L2**: Blue old Boss Man shirt; **R2**: Blue with a yellow sash old Boss Man shirt

Bradshaw: **X**: New blue design Acolyte pants; **L1**: Old brown design Acolyte pants; **L2**: Black trunks with vest; **R2**: Black trunks

Christian: **X**: Blue pants; **L1**: Red pants; **L2**: Purple pants; **R2**: Teal pants

D'Lo Brown: **X**: Pants with chest protector; **L1**: Pants without protector; **L2**: Pants with chest protector; **R2**: Blue jumpsuit with "D'Lo" down the leg

Dr. Death: **X**: Red trunks; **L1**: Red trunks with white V tank; **L2**: Black spandex suit; **R2**: Red spandex suit

Droz: **X**: Gray shorts; **L1**: Orange shorts; **L2**: Green shorts; **R2**: Purple shorts

Edge: **X**: Purple pants; **L1**: Blue pants; **L2**: Red pants; **R2**: Black pants

Farooq: **X**: New brown design Acolyte pants; **L1**: Old red design Acolyte pants; **L2**: The latest N.O.D. outfit; **R2**: The old N.O.D. outfit

Gangrel: **X**: Purple pants; **L1**: Black pants; **L2**: Red pants; **R2**: Blue pants

Godfather: **X**: Red pants with white vest; **L1**: Green pants with white vest; **L2**: Yellow pants with black vest; **R2**: White pants with black vest

Goldust: **X**: Spider face with shattered-dreams suit; **L1**: Warzone outfit with Goldust along the back; **L2**: Black-and-gold suit with Queen Eyes; **R2**: Super Gold-and-white suit with wig

HHH: **X**: Blue pants with HHH on buttocks; **L1**: Green pants with HHH; **L2**: Silver newest outfit with HHH pants; **R2**: DX HHH with purple glittery pants

Jeff Jarrett: **X**: Silver-and-red shorts; **L1**: Shorts with "Don't piss me off!" shirt; **L2**: Silver shorts; **R2**: White suit

Kane: **X**: Latest suit; **L1**: Latest suit with reversed colors; **L2**: Fully sleeved suit with more slashes; **R2**: Fully-sleeved suit with more slashes and colors reversed

Shamrock: **X**: Blue trunks; **L1**: Red trunks; **L2**: Black trunks; **R2**: Blue trunks with red boots

Mankind: **X**: White shirt with blue sweatpants (with Mr. Socko as a referee); **L1**: Homemade referee shirt with blue pants (with Mr. Socko); **L2**: Cactus Jack; **R2**: Dude Love

Mark Henry: **X**: Blue spandex; **L1**: Black spandex; **L2**: N.O.D. outfit; **R2**: USA spandex

Mosh: **X**: Red skirt with green headbanger shirt; **L1**: Purple skirt with striped stockings; **L2**: Blue skirt with green headbanger shirt; **R2**: Green skirt with green headbanger skirt



Owen Hart: **X**: Silver-and-red jumpsuit with initials on it; **L1**: Yellow-and-black Danger suit; **L2**: Warzone suit or "???" black jumpsuit with Hart and wings design; **R2**: Slamee award suit

Road Dogg: **X**: Neon green; **L1**: Dark blue-and-white pants with "Oh, you didn't know?" shirt; **L2**: Pants with Operation DX shirt; **R2**: Black-and-blue pants with shirt that says "RD" on the chest

The Rock: **X**: Dark blue "Bull" trunks; **L1**: Workout suit; **L2**: Bull trunks with red outline; **R2**: Trunks with green design

Blackman: **X**: Dark blue pants; **L1**: White ninja shirt and dark blue pants; **L2**: Black ninja shirt and dark blue pants; **R2**: Black ninja shirt and red pants

Stone Cold Steve Austin: **X**: Black trunks; **L1**: Black trunks and vest; **L2**: Bloodstone shirt and shorts; **R2**: Rattlesnake shirt and shorts

Thrasher: **X**: Yellow headbanger shirt with dark blue skirt; **L1**: Red skirt and yellow headbanger shirt with striped stockings; **L2**: Green headbanger shirt with green skirt; **R2**: Second Warzone outfit

Too Sexy: **X**: Zebra pants with "Too Sexy" along the side; **L1**: Zebra pants with zebra vest; **L2**: Green pants with "Too Sexy" along the side; **R2**: Green pants with green vest

Undertaker: **X**: Newest suit; **L1**: Suit from Warzone; **L2**: Old Undertaker suit with purple gloves; **R2**: Old undertaker suit with gray gloves

Val Venis: **X**: Shorts; **L1**: Towel; **L2**: Black trunks; **R2**: "X" shorts with reversed colors

X-Pac: **X**: Red X-Pac suit; **L1**: White-and-green X-Pac suit; **L2**: DX shirt with red X-Pac suit; **R2**: DX shirt with green-and-white X-Pac suit

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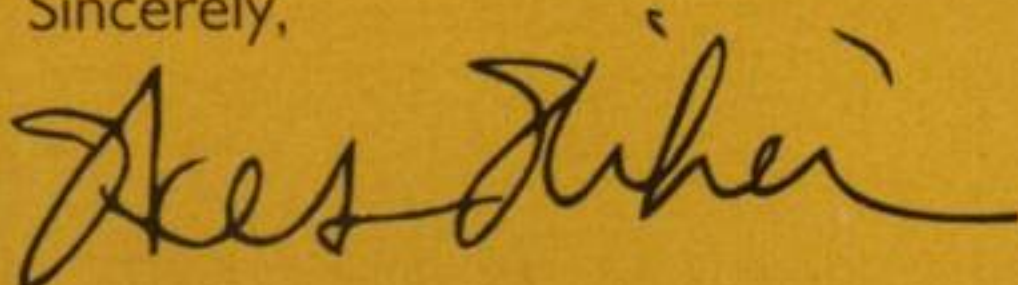
GAMEPRO RATINGS REVIEW

Dear GamePros,

Resident Evil 3: Nemesis is a fun game with a dark, frightening story line and in-your-face graphics that may not be appropriate for some gamers. That's why it's been rated Mature by the ESRB (Entertainment Software Rating Board). To be a smart consumer, you need to know that. In keeping with our mission to be a responsible consumer-oriented games publication, *GamePro's* ESRB Ratings Review supplies you with all the ratings for the games reviewed in this November issue. Use the ESRB ratings to be sure you'll enjoy the games you play.

GamePro remains your magazine.

Sincerely,



Wes Nihei, Editor-in-Chief

GamePro magazine

ESRB RATINGS REVIEW

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



Games rated **EVERYONE** are fine for ages 6 and up. Like a G-rated film, they may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.



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



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



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

WHERE TO FIND THE RATING

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



circled this rating in a sample review box to help readers locate it throughout *GamePro*. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

NOVEMBER 1999

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

BattleTanx: Global Assault	T
Championship Motocross	E
Command & Conquer: Tiberian Sun	T
Demolition Racer	E
Destruction Derby 64	E
Dynamite Cop	T
Expendable	T
Final Fantasy Anthology	T
Gauntlet Legends	T
G-Police: Weapons of Justice	T
Hot Wheels Turbo Racing (Nintendo 64, PlayStation)	E
Jet Force Gemini	T
Knockout Kings 2000	T
Monster Rancher 2	E
NASCAR 2000 (Nintendo 64, PlayStation)	E
NBA Basketball 2000	E
NFL 2K	E
NFL Quarterback Club 2000	E
NHL Championship 2000	E
NHL FaceOff 2000	E
Omega Boost	E
Pac-Man World	E
Rayman 2: The Great Escape	E
R/C Stunt Copter	E
Sega Bass Fishing	E
StarCraft 64	T
Street Fighter Alpha 3	T
Suikoden II	T
Thousand Arms	T
Tony Hawk's Pro Skater	T
TrickStyle	E
WCW Mayhem (Nintendo 64, PlayStation)	T
Winback: Covert Operations	T
Wipeout 3	E
Xena: Warrior Princess	T

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

Note: Reviewed games subject to change without notice.



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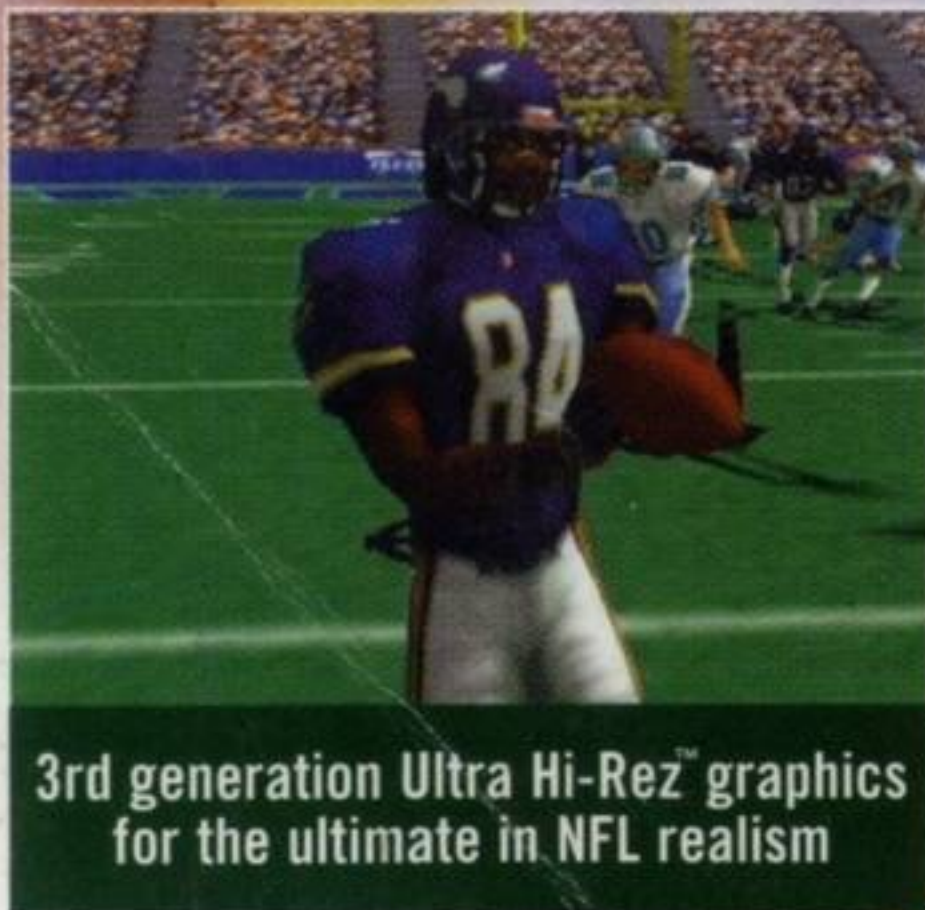


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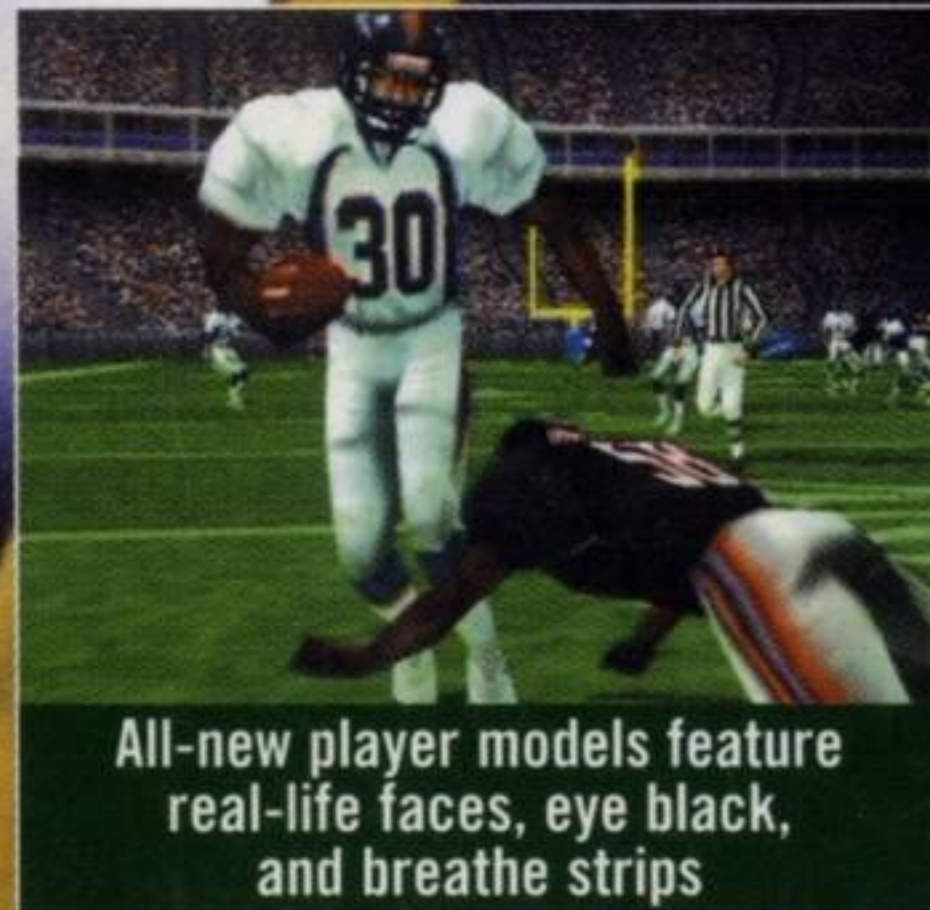
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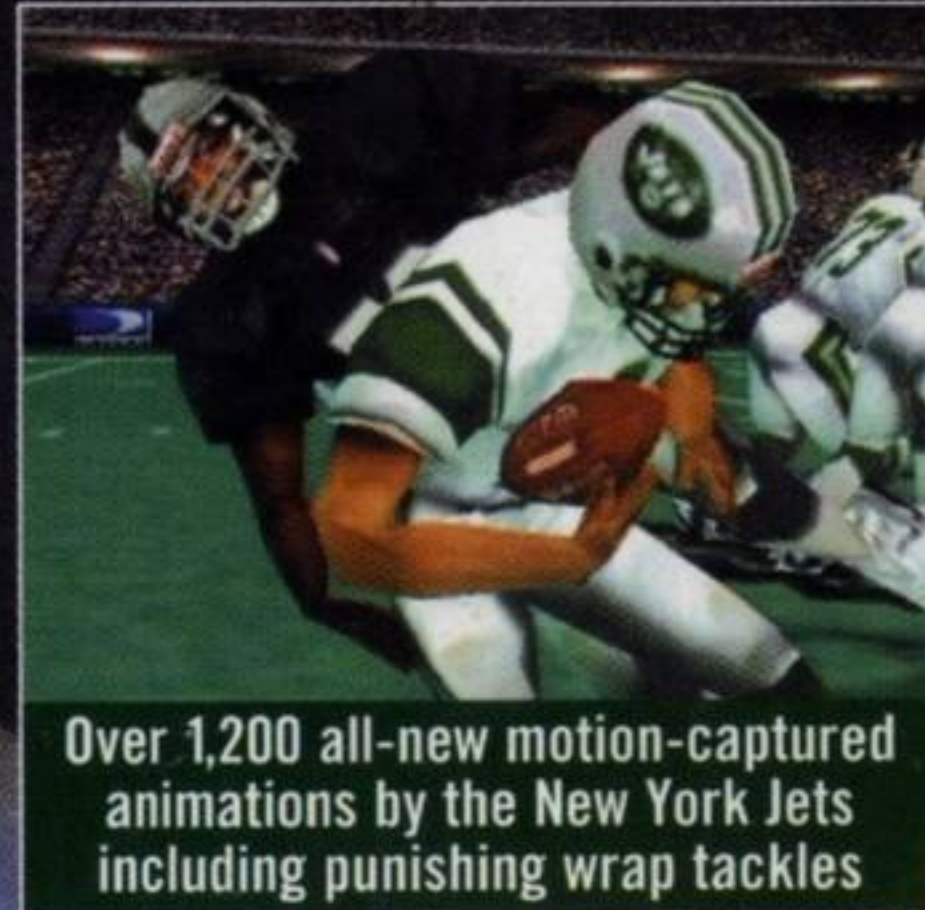
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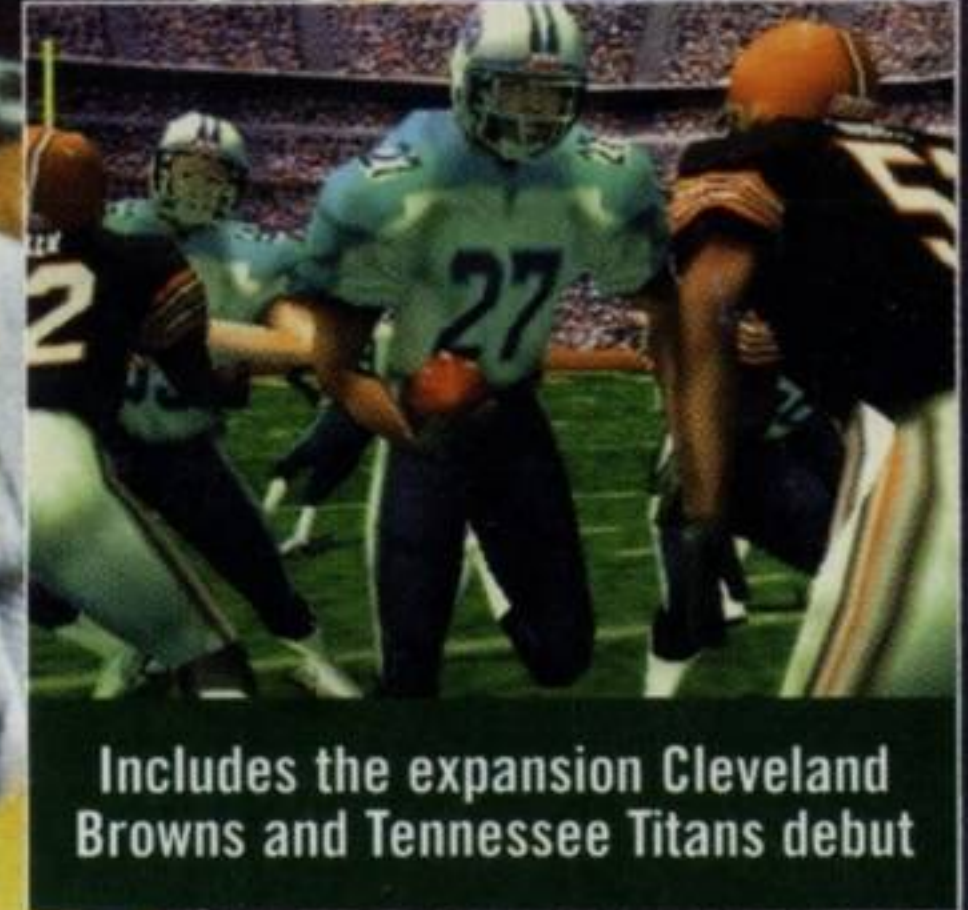
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