PLAYSTATION • NINTENDO 64 • DREAMCAST • ARCADE

Games for Life

March 2000 #4

incite™

Video Gaming

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GRAN TURISMO 2

Behind the wheel of the **PlayStation's** new road king!



MARIO PARTY 2

Mario's the Life of the Party on **Nintendo 64**

PLAYSTATION SPECTACULAR

JERICHO MANIA!

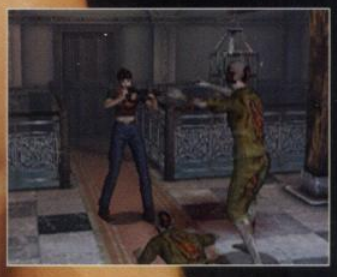
How Y2J and WWF Smackdown will lead wrestling's next generation

BATTLE OF THE BANDS

Blink 182, **Bush**, **Filter** & **311** fight for racing supremacy!

Plus!

Tommy Lee
Vin Diesel
Tony Hawk
Mike Tyson
Jackie Chan



SEGA GETS EVIL!

Resident Evil: Code Veronica brings survival horror to the **Dreamcast!**

VIGILANTE 8: 2ND OFFENSE STRATEGY! THE LATEST TRICKS, TIPS, AND GAME SHARK CODES!
Plus! MediEvil 2, Syphon Filter 2, Crazy Taxi, MDK 2, Ridge Racer 64, Maken X

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EVERYONE
E
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Comic Mischief

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TOMBA! 2
THE EVIL SWINE RETURN





TOMBA PUTS THE GIANT HAM ON ICE.



FLYING SUITS. STYLISH YET FUNCTIONAL.



TOMBA GOES COVERT WITH A PIG SUIT.

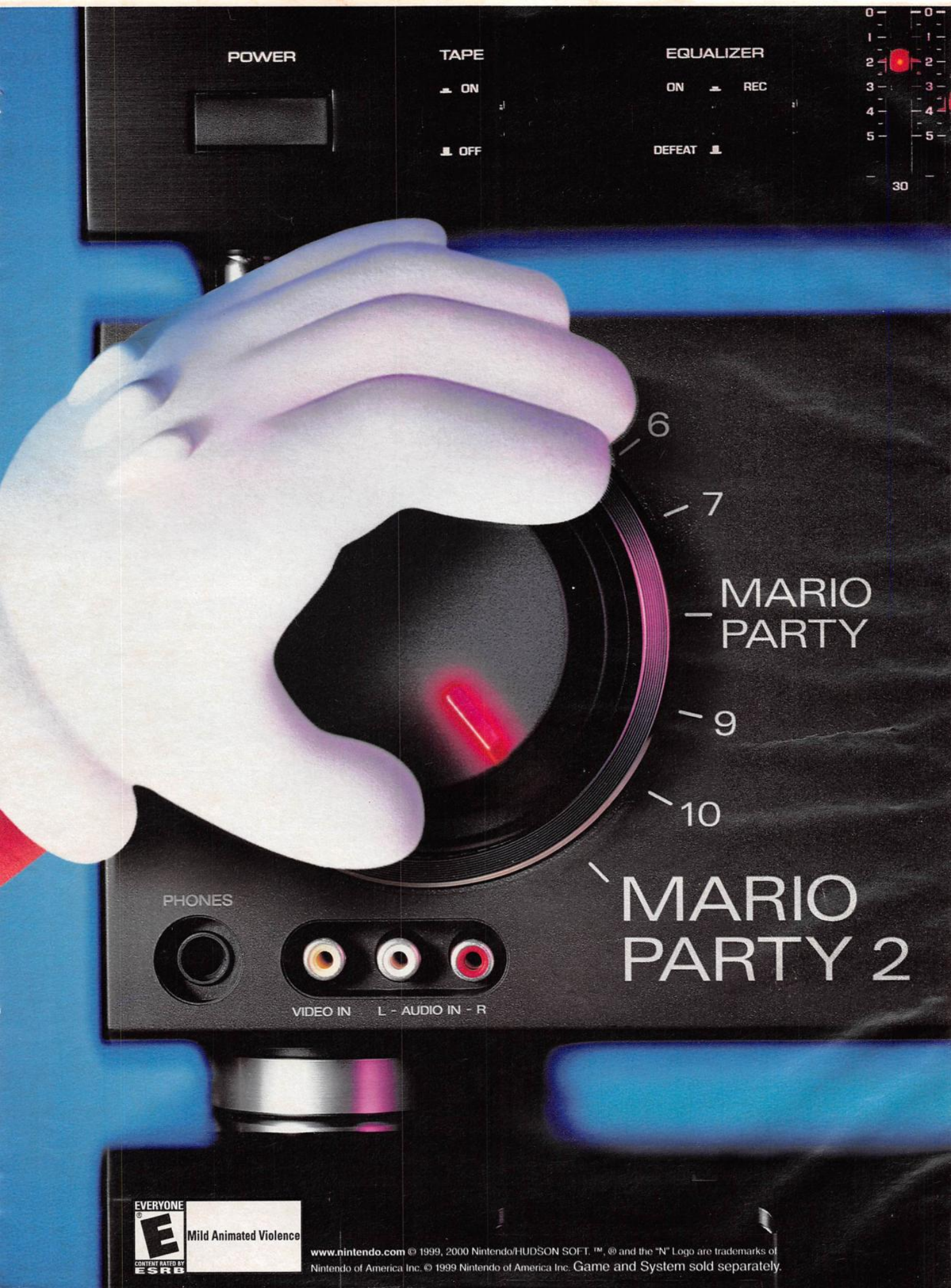


BEAT THE CLOCK. JUMP THE TROLLEY.

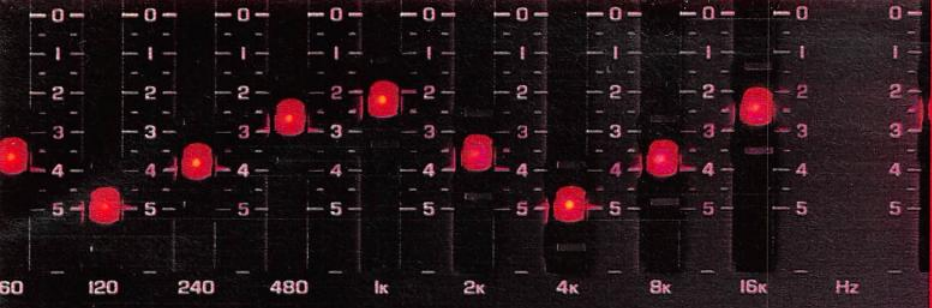
SORRY, TOUGH GUY. BUT THERE'S ONLY ONE TOMBA. AND HE'S ON HIS WILDEST ADVENTURE YET.

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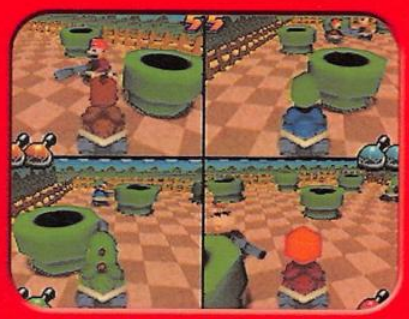






MARIO PARTY 2

Get the place jumping with



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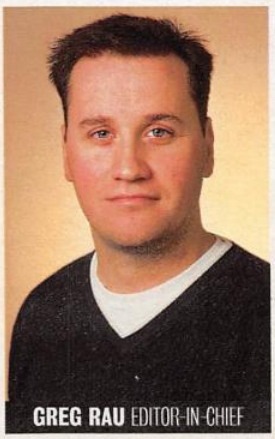
fun you'll have at a party
without being grounded.

Only For

N64®

Team Talk

Comments, suggestions? Send any feedback to: incitevg@computecmedia.com



GREG RAU EDITOR-IN-CHIEF

"There are landfills somewhere with copies of crappy games like *Wayne's World, Dick Tracy, Addams Family Values*, and all four different side-scrolling *Batman* titles"

Recently, I heard a rumor that a software company was trying to license the Jerry Springer show for an upcoming fighting game. As outrageous as this may sound, with how fast licenses are being snatched up, it wouldn't surprise me at all. In the last few months alone, deals have been signed to make games based on *Austin Powers, The Blair Witch Project, Blade, Evil Dead, The World is Not Enough,* and *The Mummy*. Although most of these licenses seem like they would make interesting games, I've neglected to list all the bad licensing deals. This licensing frenzy scares me, gives me a strange sense of déjà vu....

Oh yeah, I remember. In the early '90s, at the height of the 16-bit video game era, companies licensed everything. A trend which I still feel almost killed the video game industry. Publishers grabbed a new movie license, took an existing game engine, changed textures, swapped in new characters, and quickly churned out hundreds of new games. Instant big sellers, right? Hardly. There are landfills somewhere in Arizona with copies of crappy games like *Wayne's World, Dick Tracy, Addams Family Values*, and all four different side-scrolling *Batman* titles. The bottom line? A good license does not make a good game.

Don't get me wrong, I'm excited about some of the upcoming games that are licensed. *Metal Gear Solid* creator Hideo Kojima is the frontrunner to make a PlayStation2 game based on *The Matrix*. If this happens, run to your local game store and get your preorders in now. The major problem is a lack of creativity and originality. Hopefully game publishers will learn from past mistakes and start making some good licensed games. Or else, pray the world has enough landfill space to ditch all those unsold games.

Greg Rau

Meet the Editorial Team

David Hodgson
Deputy EIC



David spent most of this month extolling the virtues of British bacon in between bites of his BLT. He also played *Crazy Taxi* for a couple minutes and loaned an ear to Claire Redfield.

Jon Robinson
Senior Editor



Big J had a heart-to-heart with Jericho, guest-ref'd a match between The Rock and D'Lo, and was indirectly responsible for the destruction of one of our PlayStations. Nice one.

Annette Cardwell
Senior Editor



After experiencing the delights of *Mario Party 2*, Annette's organizing a soiree to celebrate DC: stone-washed denim, Stetsons. You're all invited. And by "you" we mean John Schneider.

Brett Rector
Strategy Editor



Joining us from *GamePro*, Brett's been buying us lunch all month. It wasn't a tradition, but it is now. Pro tip: Keep paying for lunch and you can keep using the game room.

Demian Linn
Senior Editor



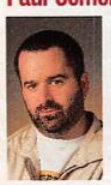
Demian spent most of his free time drooling onto a plastic bib – even before *Gran Turismo 2* arrived. He only got out of the office to test drive a Nissan Skyline. Nice work if you can get it.

Roger Burchill
Senior Editor



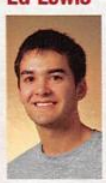
Roger was in 2D-fighter heaven this month and also discovered that a block puzzle on the Dreamcast is still just a block puzzle. Even if it is the prettiest block puzzle you ever did see.

Paul Semel
Entertainment Editor



When he isn't kickin' it with Tommy Lee, Bush, Filter, Blink 182, 311, and Vin Diesel, he's calling to tell us how warm L.A. is this time of year. We love that.

Ed Lewis
Editorial Assistant



After infiltrating a club with his trusty box (p. 68), Ed tried to bluff his way into Déjà Vu. Now he's in lock-down. Let's see if the box can get him out of that.

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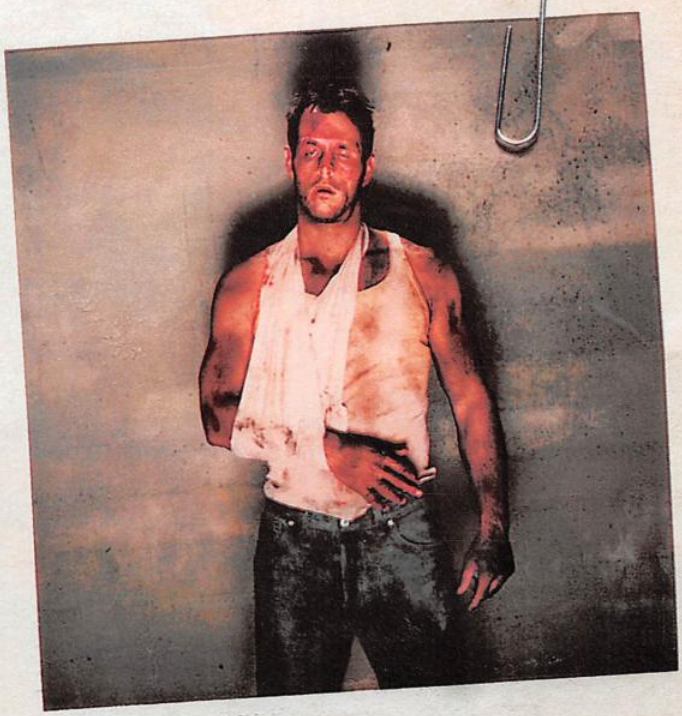
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JOHN McCLANE STUNT DOUBLE #56
- ARM BROKEN NEAR SLOT MACHINES IN
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

DIE HARD TRILOGY 2™

VIVA LAS VEGAS

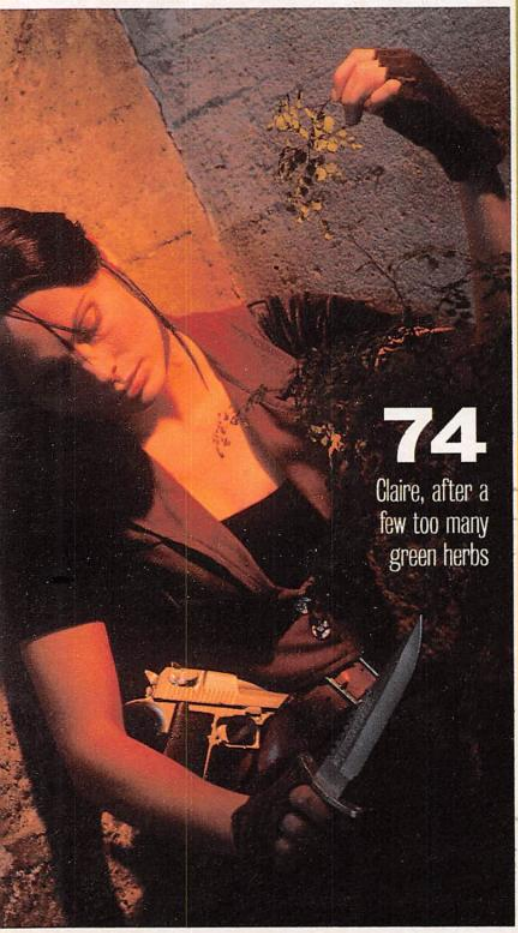
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WWF Smackdown

Lords of the Ring 42

We grapple with *WWF Smackdown*, the upstart contender which could soon be the new king of the PlayStation ring, and then brawl backstage with The Hardy Boys, Kane and Christian. That's not all, of course – The Big Bossman gives us etiquette lessons, and then there's that damn Y2J thing to worry about.



74
Claire, after a few too many green herbs

Battle of the Bands

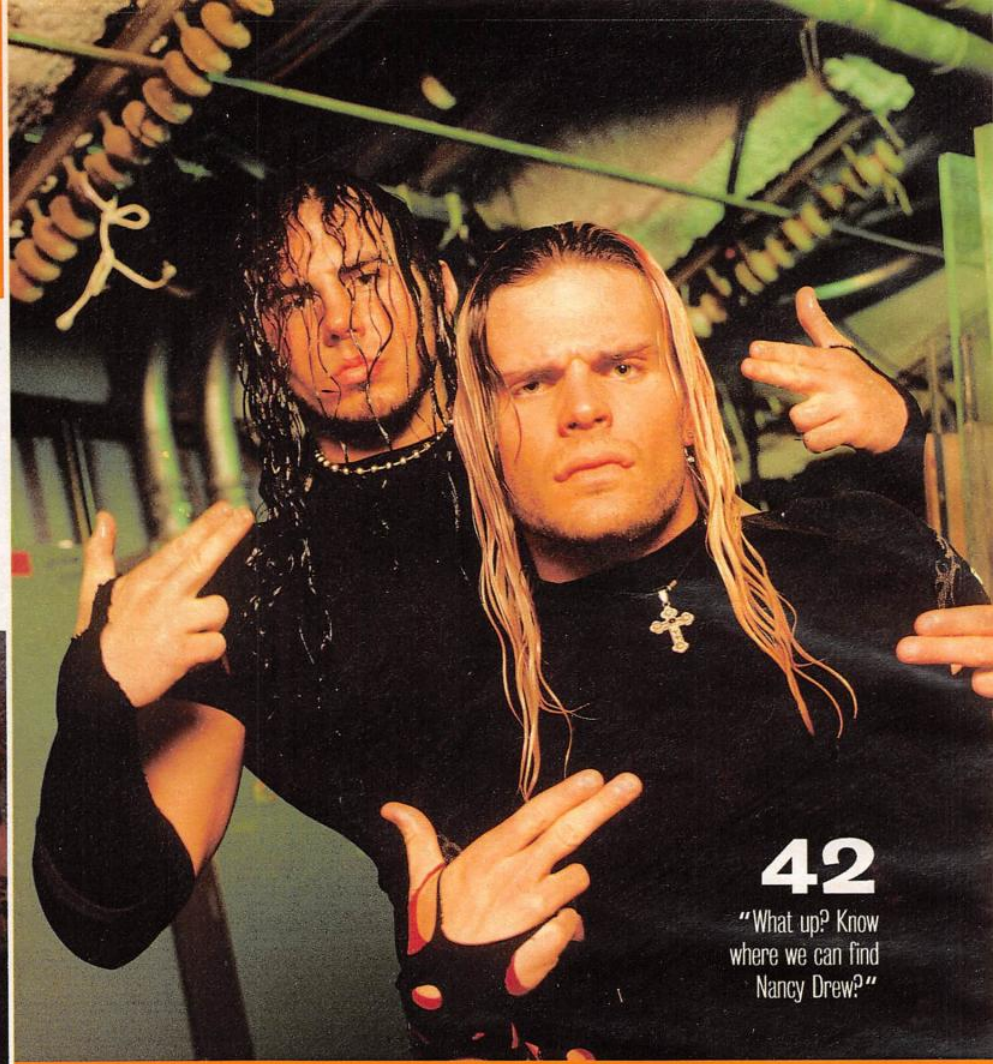
Machine Head 62

Bush, Filter, 311, and Blink 182 take a break from a packed "Not So Silent Night" concert to engage in a *Test Drive 6* head-to-head frenzy. Expect swearing and a stirring rendition of "We Are The Champions."

Claire on *Code Veronica*

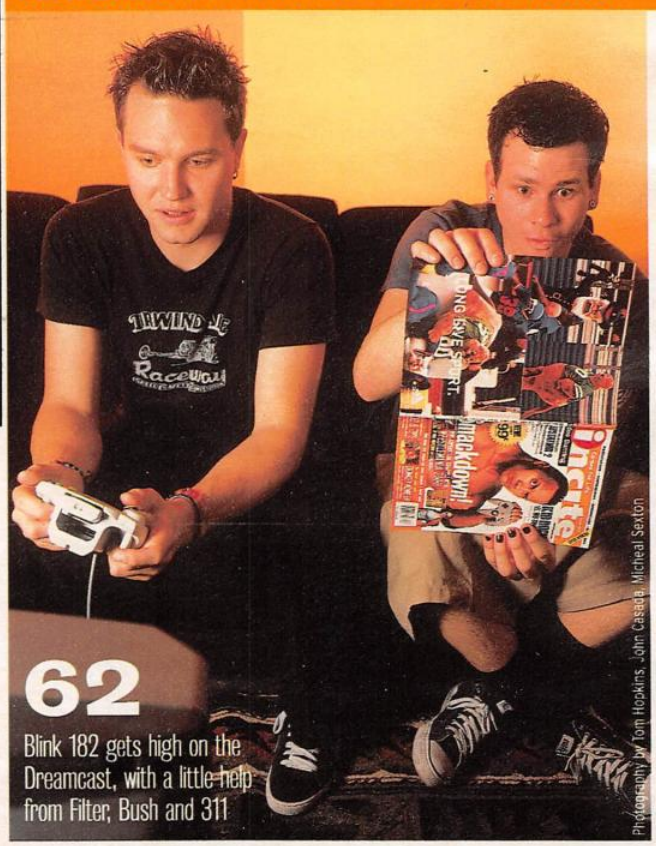
Redfield of Dreams 74

We've got the real Claire's diary, and we ain't givin' it back. Find out about her first four days on the island in *Code Veronica*, the men in her life, her real feelings on the undead, and her abiding love of the herb.



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"What up? Know where we can find Nancy Drew?"

FEATURED IN THIS **MONTH'S** ISSUE

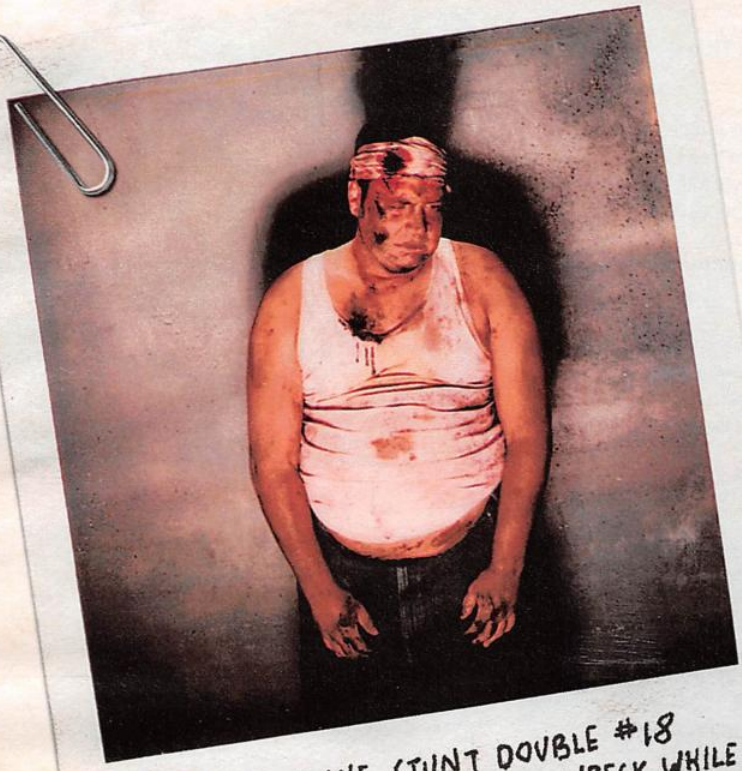


62
Blink 182 gets high on the Dreamcast, with a little help from Filter, Bush and 311

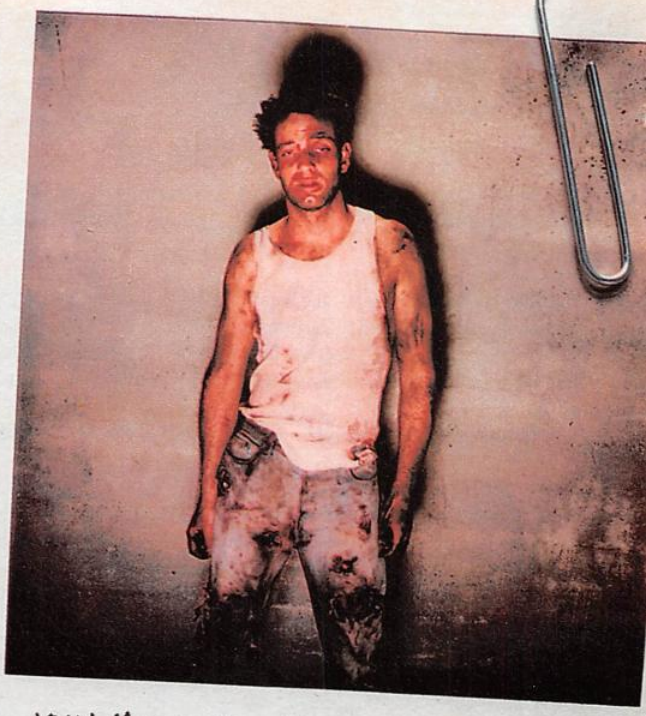
Photography by Tom Hopkins, John Casado, Micheal Sexton

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JOHN McCLANE STUNT DOUBLE #18
-HEADWOUND FROM HIGH SPEED WRECK WHILE
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.



JOHN McCLANE STUNT DOUBLE #134
-STEPPED ON PROXIMITY MINE NEAR
ROULETTE TABLE WHILE BATTLING TERRORISTS

DIE HARD TRILOGY 2™

VIVA LAS VEGAS

THIS MONTH'S **SPECIALS**

Closet Gamer

Vin Diesel 32

When he's not tanning Ed Burns' and Matt Damon's respective asses at *Tekken 3* or acting in such films as *Saving Private Ryan* or *Pitch Black*, Vin Diesel gets the lead out by jacking zombies in *Resident Evil*.

Chris Jericho Interview

Jerichoholics Anonymous 52

After an emotional heart-to-heart with Chris Jericho in which we discuss his ever-evolving hairstyles and the Teenage Mutant Ninja Turtles, we admit to ourselves that Y2J is finally here. We are 100 percent compliant.

Tommy Lee versus TiLo

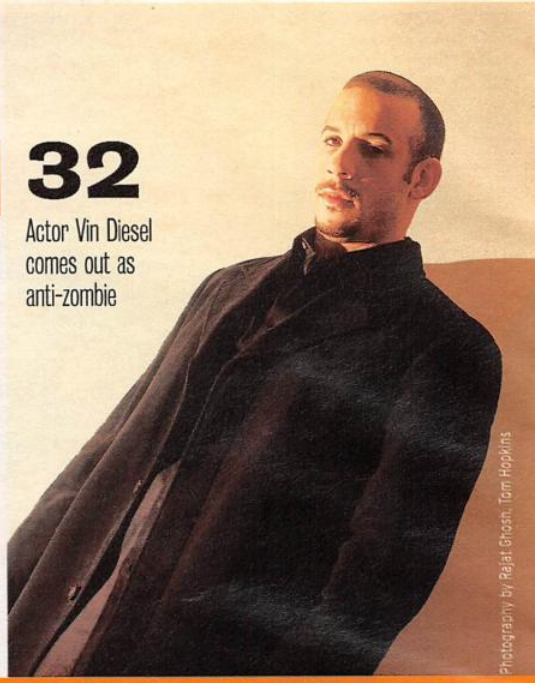
Vigilante Justice 98

Tommy gets a far-away look in his eyes reminiscing about *Missile Command* and the Crüe, takes on bandmate TiLo (not to be confused with D'Lo) in *Vigilante 8*, and then talks to Pam on the cell phone.

Peter Schaefer, Vancouver Canuck

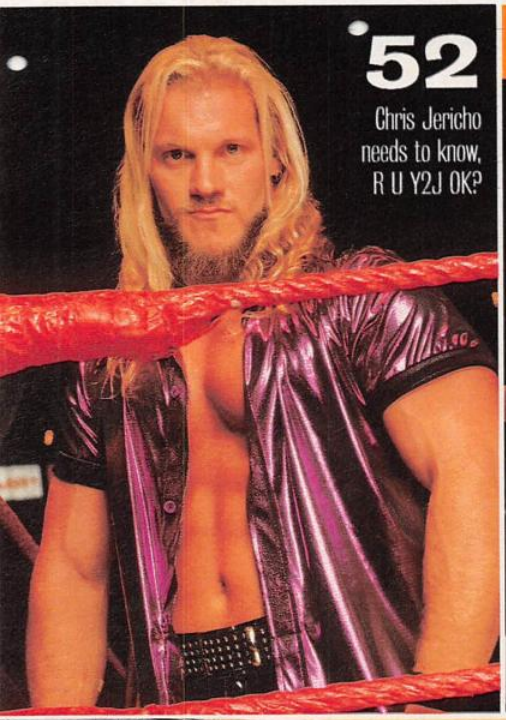
Young Blood 119

We rudely interrupt an EA motion-capture session for the PlayStation2 version of *NHL 2001* to talk with Peter Schaefer, one of the NHL's hottest rookies. Turns out he's never been a big fan of the mullet. Can't win 'em all.



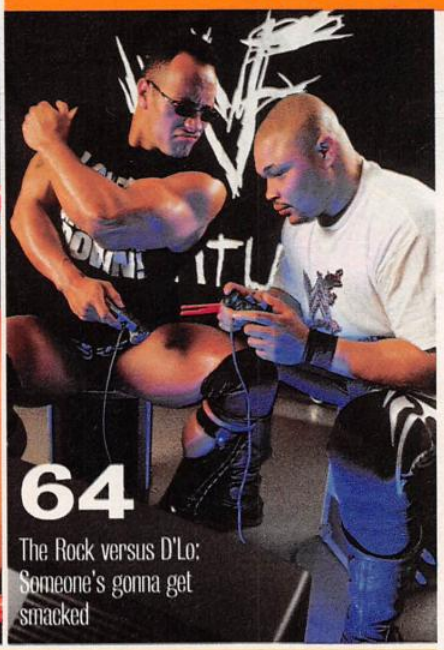
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Actor Vin Diesel comes out as anti-zombie

Photography by Rajat Ghosh, Tom Hopkins

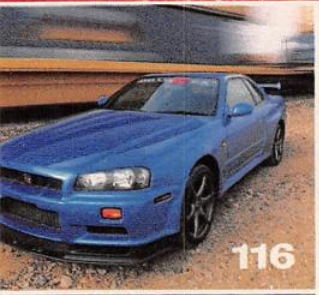


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Chris Jericho needs to know, R U Y2J OK?

DEPARTMENTS AND THE OTHER STUFF



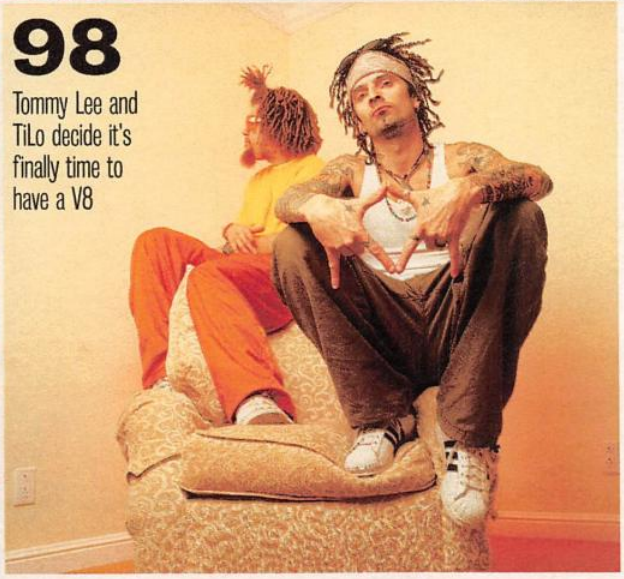
64
The Rock versus D'Lo: Someone's gonna get smacked



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98
Tommy Lee and TiLo decide it's finally time to have a V8

Previews 70

Maken X has a hold on us, and it's a sequel-rific month with *MediEvil 2*, *MDK 2*, and *Virtua Striker 2* getting the preview treatment. We take another blistering test drive of *Crazy Taxi*, and Claire Redfield gets a little too real in *Code Veronica*.

PLUS! *Armored Core*, *Hot Shots Golf 2*, *Fighter's Destiny 2*, *F1 World Grand Prix* and a bunch more. Whew.

Reviews 94

Mario Party 2 blows the roof off this mo' fo', and we say "thank-you-sir-may-I-have-another!" for *Gran Turismo 2*. *Ridge Racer 64* finally gives Nintendo gamers a good driving title, and *Jackie Chan's Stunt Master* has a fatal accident. Not pretty.

PLUS! *Soul Reaver* (DC) and *Pokémon Stadium* rawwk, *South Park Rally* and *Fighting Force 2* stink up the joint.

Strategy & Codes 124

Rain hot metallic death on your friends and enemies alike with our guide to *Vigilante 8: Second Offense*.

Vigilante 8: Second Offense **PS/DC/N64** 124
PLUS! More tips, secrets, and GameShark codes than Saddam Hussein has bunkers.

The Aforementioned Other Stuff

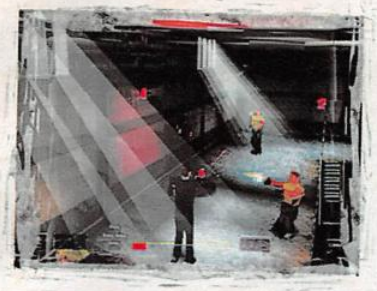
GAME PROSE 12
We smell funny, don't appreciate *Railroad Tycoon*, and should be fired. Plus, the Pikachu pleasure principle.

WWF RANT 36
The Rock and D'Lo decide fists work better than words and square-off in a bout of *Knockout Kings 2000*. What gets broken? Our PlayStation. And The Rock's pods.

KEEPIN' IT REAL 68
Our man Ed Lewis turns off the TV and gets in his box.

TECHGUIDE 140
Talking pop-up culture and why *Gex* programmers suck.

VIDEO GAME ALL-STAR 142
Pac-Man ghosts Blinky and Sue's love shack shocker!



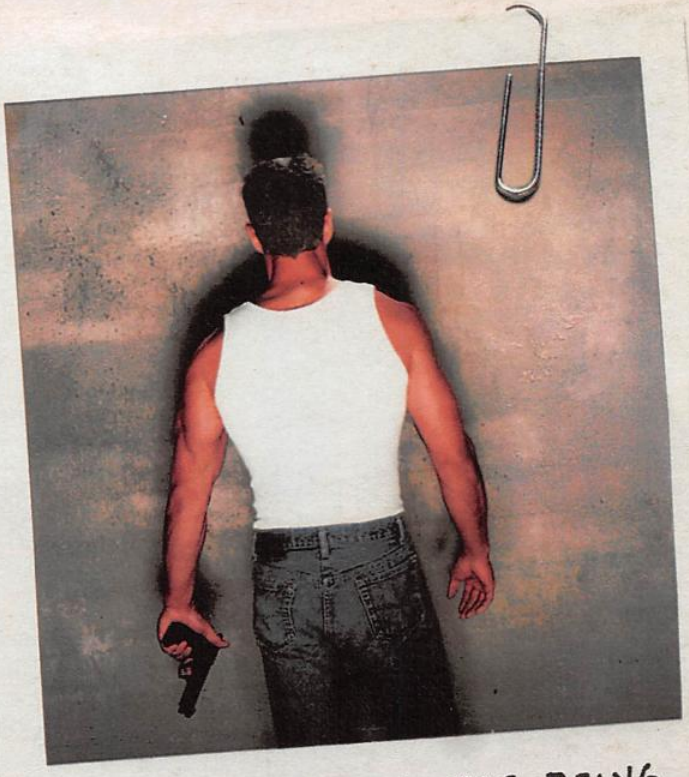
McCLANE IN 3RD PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



McCLANE IN EXTREME DRIVING MODE.



THEY COULDN'T HANDLE BEING JOHN McCLANE. CAN YOU?

JOHN McCLANE IS BACK.
AND LAS VEGAS WILL NEVER BE THE SAME.

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YOUR ENEMIES HAVE ADVANCED AI, SO IT'LL TAKE BOTH STRATEGY AND SKILL TO SAVE HOSTAGES WHILE TRYING TO SAVE YOUR OWN BUTT.

USE TWELVE DIFFERENT WEAPONS TO BATTLE ENEMY TERRORISTS, WHOSE FIVE DAMAGE QUADRANTS MAKE THEM TOUGH TO DROP.



GOOD LUCK. YOU'LL NEED IT.

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"The Critics have Spoken on the Action / Adventure Game of the Year!"








"A technical achievement...Soul Reaver delivers an epic piece of vampiric literature...93%"
– IGN.com

"Soul Reaver is a deep game possessed with a myriad of impressive little touches...9/10"
– VideoGames.com

"3D exploration and adventure at its finest...Game of the Month."
– Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."
– Gaming-Age.com

"98%"
– PS Extreme Magazine

- As Raziel, stalk Nosgoth feeding on the souls of your enemies
- Engage your creator, Kain, in an epic struggle for dominance
- Dark gothic story
- No load times

PlayStation

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PC CD ROM

Sega Dreamcast™

Now on Sega Dreamcast!

LEGACY of KAIN™ SOUL REAVER



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Game prose



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Letters from Readers

Sega fans unite in confusion for their favorite Nintendo software developer, our secret deal with Orville Reddenbacher is at last uncovered, and a railroad stokes the fire of controversy....

CHOICE WORDS FOR SEGA

I'm sure you guys already know about Sega's future plans for their company as a whole, right? You know, the whole "Sega.com" thing? Well, as a hard-core, loyal Sega fan I would like to say this: what the hell is wrong with Sega? They plan on focusing on software as opposed to hardware in the future, *whether Dreamcast succeeds or not*. What kind of bull is that? What they're basically trying to say is that they're scared of their competitors, afraid of PlayStation2, Dolphin, and X-Box and that they're eventually going to leave all of us DC owners and Sega fans hangin' once again. That is *not* the Sega that I have been so loyal to all these years.

I work at a video game store. I have turned so many anti-Sega gamers into believers just because I think Sega deserves a lot more respect, and I really want to see Dreamcast succeed. But now I wonder if it's worth it. Sega, don't be stupid, stay with Dreamcast and kick Sony's ass!

- Bobby Vincench, via email

SOMETHING FISHY

I just wanted to say that, well, your magazine smells funny. *GamePro* smells like fresh paper, *PSM* smells like gloss, *EGM* and *Gamers' Republic* smell like a new computer, but *incite* smells like someone ate popcorn next to it before they shipped it. I like your magazine, but it stinks! Yes, I do play games more than smell magazines, but I love the smell of fresh paper when I get a new magazine. Maybe you could insert some game-related perfumes. Final Fragrance VIII, Perfume Raider IV, and WWF Smelldown. What do you think? Do you smell what the magazine is cookin'?

- Philip Hanan, via email



ALERT READER

I know this might seem really weird to point out, but have you ever noticed that Pikachu's "hands" can't reach all the way down to his "special spot?"

- Lodi Lodus, via email

IN DEFENSE OF *RAILROAD TYCOON*

Looking at your hot and cold column (issue 2), I get the feeling you are making fun of *Railroad Tycoon* for PlayStation. I realize *Railroad Tycoon* lacks the flash and eye candy of other PS games, but it has more depth. *Tycoon* offers your imagination total creative control; it seems some of today's gamers can't handle using their minds to construct their own worlds. They'd rather be led down a path and told what to do. If the console industry is to grow even more mainstream, then more original and fun titles need to be made. One only need look at Hollywood to see that sequelization hurts the industry and creativity. So please give games that are different a fair chance. More kids need to be in their backyards with a Tonka truck and a pile of dirt. Maybe then their imagination can grow and their tastes can expand.

- Raoul Khan, via email

AND NOW, COMPLETELY UNEDITED....

I was reading your trick's in the back of your magazine and I notice there were tricks on *star wars episode 1* on playsation. At the top of the column you said the movie is bad and the game was worse.Well you must not know what a good movie is. It's not as good as the origanals but it still is a very cool movie because of one reason Natalie Portman. The game also rocked they need to fire you guy's and get some good reviewer's in there.

- Charlie Robinson, via email

THE FATE OF THE WORLD IS IN YOUR HANDS.

LITERALLY.

TERRORISM CAN STRIKE ANYWHERE. ESPECIALLY NOW THAT THE REAL-LIFE INTENSITY OF TOM CLANCY'S RAINBOW SIX IS AVAILABLE ON THE GAME BOY® COLOR VIDEO GAME SYSTEM. TAKE COMMAND OF AN ELITE MULTI-NATIONAL STRIKE FORCE AND PROTECT THE WORLD AGAINST THE SCOURGE OF TERRORISM. CAREFULLY CHOOSE YOUR WEAPONS AND STRATEGY. THEN BOLDLY EXECUTE YOUR MISSION—AND YOUR FOES—IN REAL TIME. WITH RAINBOW SIX AND YOUR GAME BOY COLOR YOU CAN FINALLY CUT TERRORISM DOWN TO SIZE.

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- EXECUTE ASSAULTS ON TERRORIST INSTALLATIONS WITH UP TO EIGHT OPERATIVES.
- NIGHT VISION GOGGLES TO IMPROVE STEALTH IN NIGHT TIME MISSIONS.
- SNIPER MODE TO PICK OFF ENEMIES AT A SAFE DISTANCE.

Tom Clancy's

RAINBOW SIX™

GAME BOY™ COLOR



ALSO ON NINTENDO64

TEEN T CONTENT RATED BY ESRB

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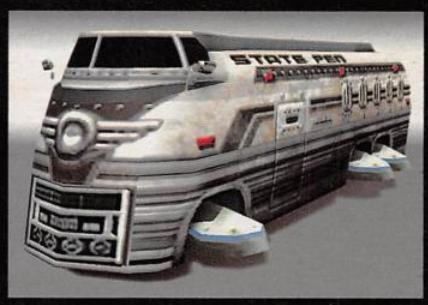
Red Storm Entertainment


The Future of Blowing $#!% Up
MAXIMUM SECURITY
CHICO
Look for the Vigilante 8: 2nd Offense™
High Octane Comic Book from CHAOS! COMICS
All screen shots from Sega Dreamcast™, except for four-player shot from Nintendo 64™
TEEN T CONTENT RATED BY ESRB
NINTENDO 64
PlayStation
Sega Dreamcast
Activision is a registered trademark and Vigilante 8: 2nd Offense is a trademark of Activision, Inc. ©1999 Activision, Inc. Luxoflux is a trademark of Luxoflux Corp. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Licensed by Nintendo. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. Licensed by Nintendo© 1996 Nintendo of America Inc. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. © 1999 SEGA ENTERPRISES, LTD. This game is licensed for use with the Sega Dreamcast system. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

is Here!



Standard Burro Prison Bus.



Fully Upgraded Bus with Hovering Power-Up.

Now upgrade any *Vigilante 8: 2nd Offense* vehicle with extra speed, armor, target avoidance and more!



Get back on the bus for even more blistering, off-road auto combat insanity in 10 totally destructible arenas.



Cruise, bruise and pick-up hidden weapons, plus special power-ups that let you float, hover and tread on snow.



Control 15 all-new, fully loaded '70s and futuristic vehicles with special attacks and on-the-fly morphing upgrades.



Blast 'em sky-high in one and two-player modes, or up to four-player on Sega Dreamcast™ and Nintendo 64™.

"Vigilante 8: 2nd Offense leaves the competition in the dust!"
- PSM

VIGILANTE 8 2ND™ OFFENSE

IF IT DRIVES BY, BLOW IT UP!

Luxoflux

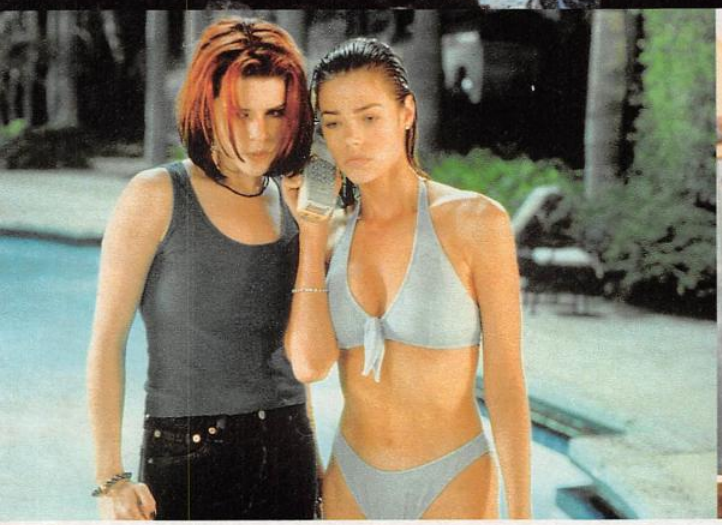
ACTIVISION

www.activision.com



"Our partnership with Universal is unprecedented for Konami and very rare in our industry."

MUMMY'S THE WORD *The Mummy* isn't the only film we'd like to see become a game in this deal. Why not *Wild Things* or *Face/Off*?





UNIVERSAL APPEAL

Konami strikes a deal to publish games based around Universal Studios Franchises

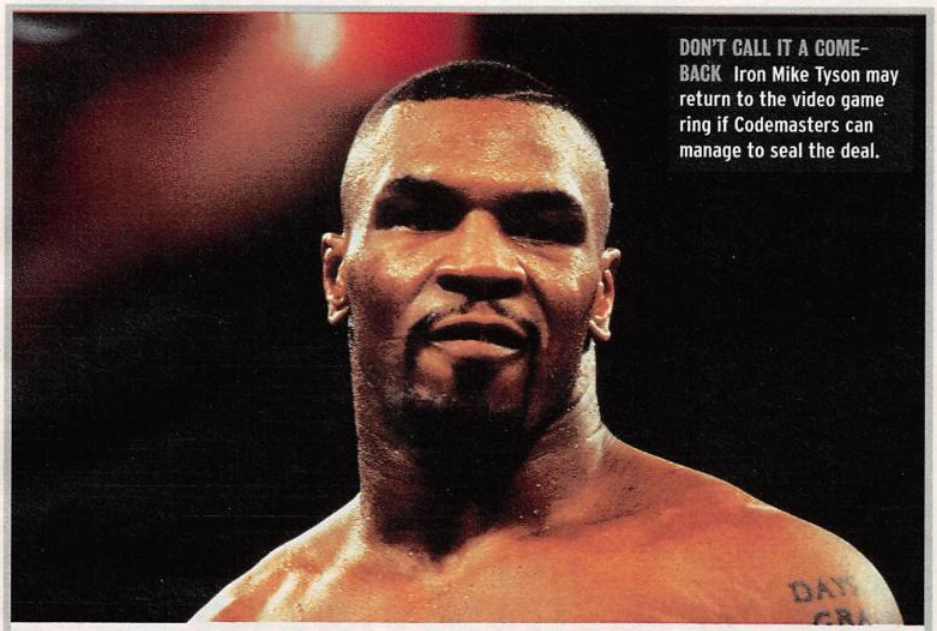
Konami and Universal Interactive Studios recently announced that the two companies have formed an alliance in which Konami will market and distribute next generation and interactive games based on Universal Studios franchises. Universal Interactive Studios, best known for producing the *Crash Bandicoot* and *Spyro the Dragon* series, will head-up development efforts.

Immediately, the deal includes *The Mummy*, *Frankenstein* and *Creature from the Black Lagoon*, along with less monster-centric fare like *Dr. Seuss' How the Grinch Stole Christmas*, and a game based on the world's most annoying bird, Woody Woodpecker. Since the agreement covers Universal's entire back catalog, it's possible we could be seeing game versions of such film hits as the legendary Dirty Harry series, *Face/Off*, *The Mask of Zorro*, and *Wild Things*. And while we're throwing out hypothetical ideas, how about a Rocky boxing game on the PlayStation2? But we'd rather not have to deal with an interactive *Notting Hill*, please. Not to mention *Patch Adams*.

"The power of this strategic alliance lies in Universal's focus on the development of high quality interactive games and Konami's global expertise in marketing and distribution," says Helene Runtagh, Executive Vice President of Universal Studios.

"We are excited about matching Konami's strong international marketing and distribution with Universal's premier mass market properties," said Kazumi Kitaue, Managing Director of Konami Co. Ltd. "Our partnership with Universal is unprecedented for Konami and very rare in our industry. It truly leverages the strength of both companies to create a major impact on both our global businesses."

Shooting Star



DON'T CALL IT A COME-BACK Iron Mike Tyson may return to the video game ring if Codemasters can manage to seal the deal.

Sports Illustrated

Mama Said Knock You Out

Mike Tyson is lacing up to star in his own boxing game

Inside sources recently revealed that the ring's most infamous fighter, Mike Tyson, is close to signing an exclusive agreement with Codemasters and will be featured in a new game entitled *Mike Tyson's Boxing*. The game will be developed for the PlayStation using a revamped engine of Codemasters' European title, *Prince Naseem Boxing*, and will sport all of Iron Mike's trademark moves and mannerisms, minus that whole ear-biting incident.

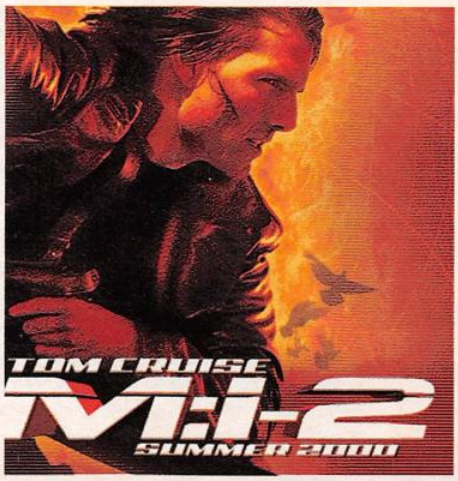
The game will be distributed by Activision, but since the contracts with Tyson are still unsigned, the game's development process has been delayed until the former heavyweight champ is officially on board. This seems like a huge gamble for Codemasters, though, especially considering how Tyson has acted in and out of the ring recently. But it's a gamble that could pay off if Tyson can somehow come back and take the title from Lennox Lewis. Check out future issues of *incite* for more on this breaking story.

Infogrames Accepts Next Mission

Publisher of the first *Mission: Impossible* game gets a crack at its sequel

After reaping big sales from their first *Mission: Impossible* title, Infogrames is already jumping on the gravy train of the second *Mission* film, *M:I-2*. Infogrames' Arra Yerganian, Senior Vice President of Marketing, told gaming trade magazine *MCV* that Infogrames has signed a deal to bring *M:I-2* to a console near you.

Set for release on Memorial Day weekend, the John Woo-directed film follow-up will once again star Tom Cruise, and should feature some astounding, kung fu-fighting, flapping-dove-filled Hong Kong action sequences. Hopefully, Woo's signature high-polish style will inspire Infogrames to improve on their under whelming first effort, and make a *Mission* title good enough that even the most demanding Woo fans will choose to accept.



Paramount Pictures

Hot and Cold

Bringing out the thermometer and gauging the interest levels of the latest gaming news that shocked the World.

212° BOILING

PIPING

TEPID

32° FREEZIN

Berserk over *Berserk*
Who'll pick up the rights to release the ultra-gory zombie slayfest *Berserk* in the US? Sources say both Eidos and Crave are vying for the title.



Dance Dance Revolution
After being one of Japan's hottest titles, Konami has said they'll finally bring this hugely popular dance game to the US market next year.

Pokémon Online Game
Thanks to a new Game Boy phone adapter, Poké-freaks should soon be playing Pokémon via dial-up Internet. Gotta download 'em all!

Michael Jackson on *Space Channel 5*
The King of Pop lends his undeniable howl to the "Space Michael" character in this new Japanese dance game.

3DO Softball
Saying that "softball is one of the most popular sports in the US," 3DO will release *Softball Slam*. Word's still out on a possible social "beer inning."

Hercules for N64
What could be sadder than a mediocre adventure game based on an already cancelled syndicated TV series? Maybe Kevin Sorbo's career.

$100 TO BURN

Got a fist-full of Jacksons and need to off-load them quick? Check these best buys.

FEBRUARY 2000

		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29				

DATES:

February 4 *Scream 3*
Two tickets for the first night — **$16**

February 8 Run DMC
Crown Royal 2CD collection — **$20**

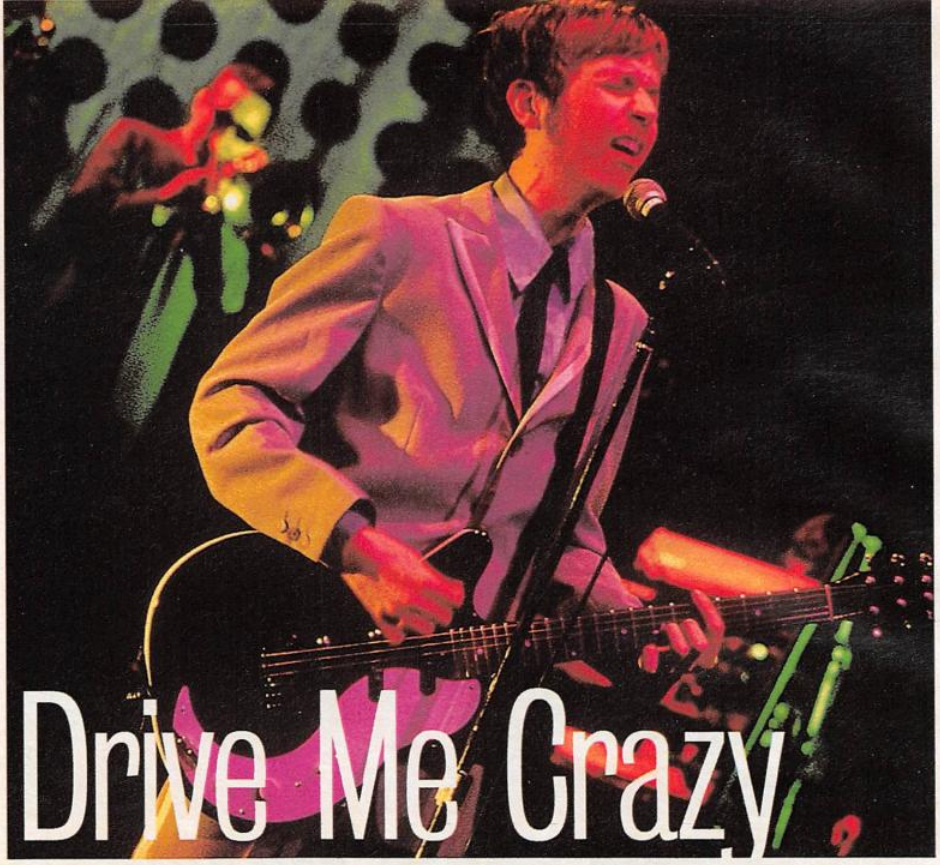
February 14 Box of Godiva
chocolates for your Valentine — **$16**

January 15 *In Too Deep*
DVD movie starring LL Cool J — **$18**

January 27 *WWF No Way Out*
Pay-Per-View extravaganza — **$30**

TOTAL **$100**





Shooting Star

Drive Me Crazy

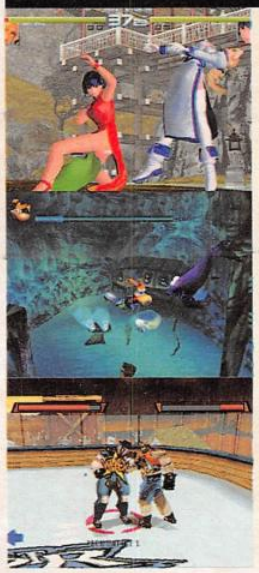
Gran Turismo 2 Soundtrack To Feature Beck, Garbage, Rob Zombie, and STP

Hot on the heels of their *Duke Nukem* tribute album, *Music To Score By*, RED Interactive has just released the soundtrack to Sony's *Gran Turismo 2*. Reading like an indie-rock Whitman's sampler, the album's roster features songs by some of alternative rock's biggest stars – including Beck's "Where It's At," Garbage's "I Think I'm Paranoid," The Foo Fighters' "My Hero," Rob Zombie's "Dragula," and Stone Temple Pilots' "Sex Type Thing." Other bands appearing in the game and on the album include The Crystal Method, Soul Coughing, Apollo 440, and The Cardigans, the latter of which contributes the appropriately titled song, "My Favorite Game."

Dubbed *Music At The Speed Of Sound*, the album – unlike *Music To Score By* – doesn't include any unreleased tunes, although both The Crystal Method and Rob Zombie songs are remixes. Instead, the disc will feature a demo of the game, authentic car sounds, an interview with the developers, and a limited-edition poster.

INCOMING Checking the latest games out in the coming months, one hit at a time.

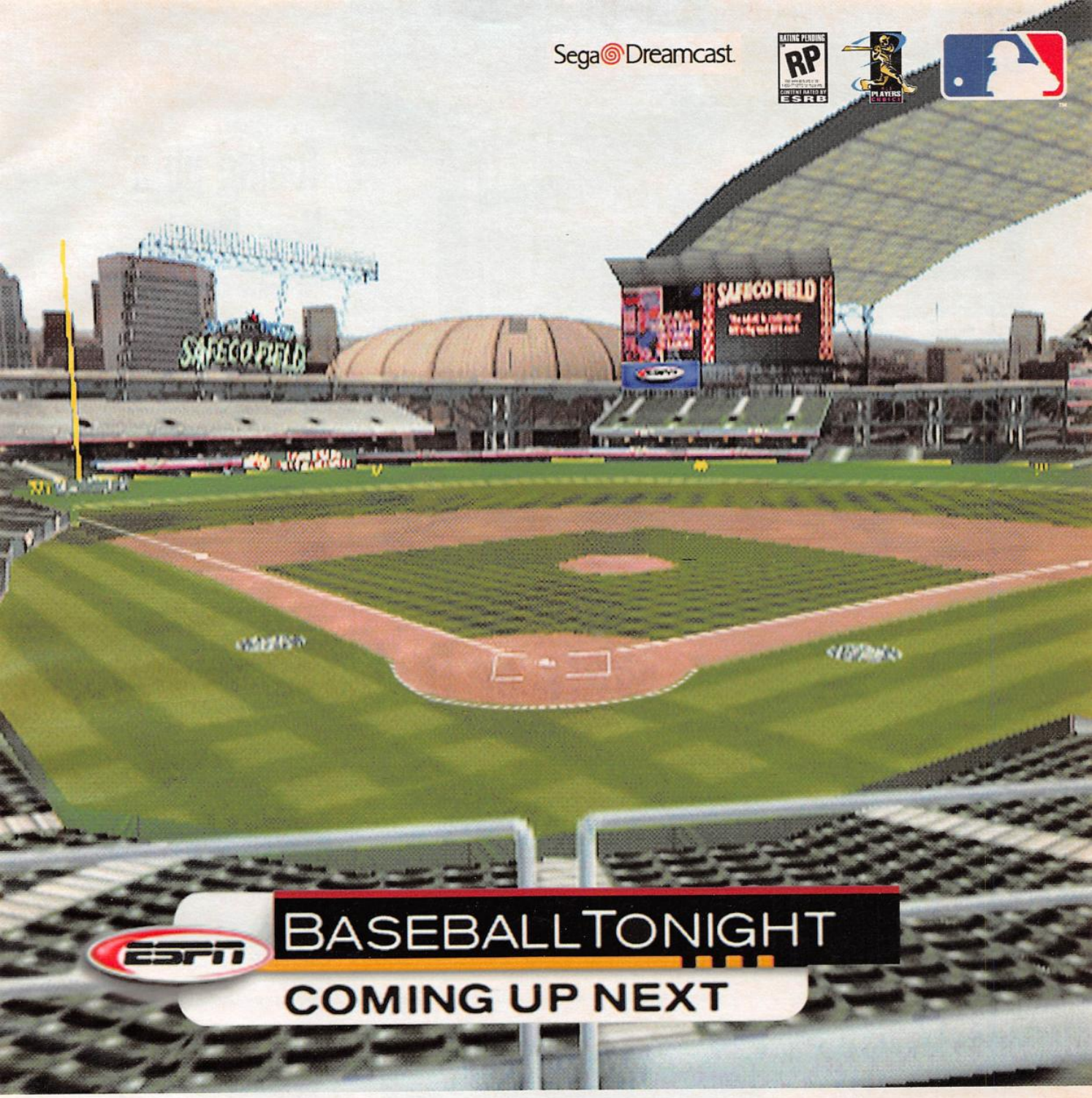
GAME	STARRING	MISSION	THOUGHTS
DEAD OR ALIVE 2 **Tecmo (DC)** Spring	Arcade favorites like Ryu, Tina, Zack, and Kasumi reprising their roles plus new additions like the lovely Helena.	Kick-ass fighting game with top-notch graphics and the bustiest fighters. It could be *Soul Calibur*'s first real rival on Dreamcast.	**JOHN INADA** **Marketing Manager** "Sure, it'll feature the most advanced technology to date, but it's the hot babes everyone will be talking about."
RAYMAN 2: THE GREAT ESCAPE **UbiSoft (DC)** 1st quarter	That loveable, big-nosed, orange-headed, free-floating-limbed hero Rayman.	Same adventure with added bonus of new downloadable games and maps thanks to Dreamcast Internet capabilities.	**MONA HAMILTON** **Marketing Manager** "It has been redesigned to exploit the Dreamcast with fast and fluid graphics and more diverse gameplay."
ROCK THE RINK **Electronic Arts (PS)** Spring	NHL and NHLPA licence players and nine fantasy teams, all on their worst, penalty box-worthy behavior. Plus, Tia the Puck Girl as "ref."	No-rules, *Blitz*-style three-on-three hockey with plenty of bench-clearing brawls and what would otherwise be illegal maneuvers.	**BRIAN COLEMAN** **Product Marketing Mgr.** "*Rock the Rink* will simply be on-ice hockey mayhem."











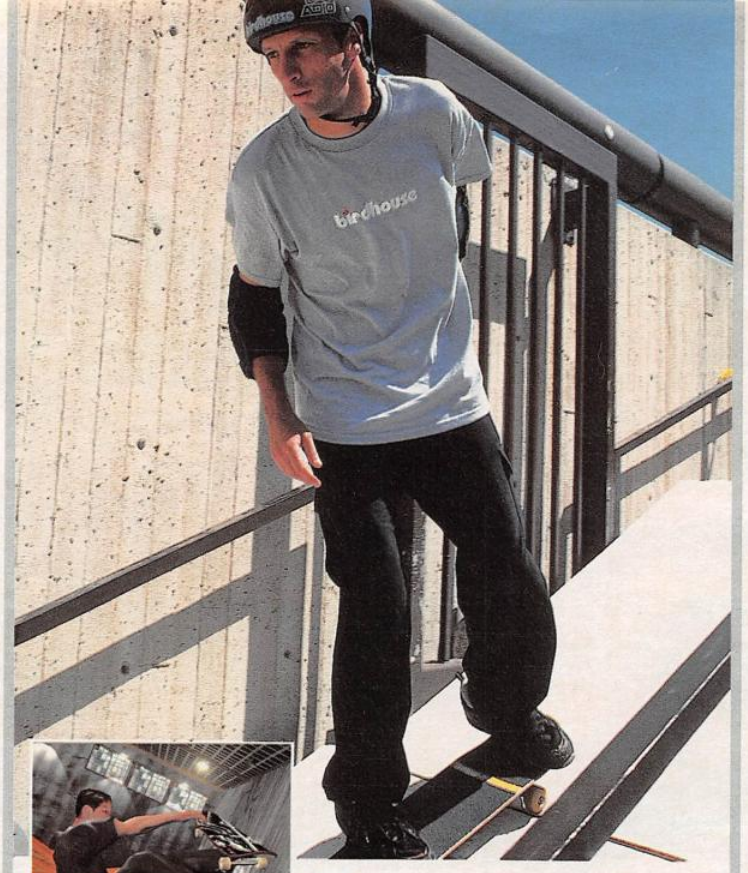
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■ The Rumor
Nintendo is working on a new *Legend of Zelda* game to be available when their much-anticipated Dolphin system launches in 2001.

■ We Say
According to Zelda creator Shigeru Miyamoto, a new Zelda adventure for Dolphin is in the developmental process, but won't be ready for another five years. Five years!? Ouch! Until then, you'll have to settle for *Zelda: Gaiden* on N64. However, Miyamoto added that the more likely Dolphin launch title would be a new Mario game, as has been the case in the past. Other rumors also hint at an updated *Metroid* game. It's about time!



Skate or Die!

Tony Hawk street-skates his way onto the Dreamcast

Since the day of its release, the PlayStation version of *Tony Hawk's Pro Skater* has been heralded by fans as one of the greatest skateboarding games ever created. While Activision's busy working on the sequel, Crave Entertainment recently announced its plans to publish an enhanced version of the original *Pro Skater* for the Sega Dreamcast. All of the features and real skaters of the popular PlayStation title will be included in the Dreamcast edition, along with a new four-player split-screen "Trick Attack" mode that enables gamers to compete in various skate parks for points and bragging rights. While no official release date has been announced, skaters should expect Tony Hawk to grind onto the Dreamcast sometime during the second quarter of 2000.

Tuning up a New Banjo

Rare offer gamers the first look at *Banjo-Tooie*

Just as you were starting to chip away at *Donkey Kong 64*, Rare releases the first details about the huge follow-up to *Banjo-Kazooie*. Titled *Banjo-Tooie* (get it?), the game will feature nine worlds for a total of about 150 areas.

To cover all this territory, gamers will be able to play as Banjo and Kazooie separately. Also, voodoo shaman Mumbo Jumbo returns, this time as a playable character. Look for at least one mini-game per level and multi-player action. Plus, fans can look forward to technological advances like a more intelligent camera system.

While not definite, Rare has said the most likely release date will be sometime mid-year.



DINO-KAZOOIE Banjo takes on jurassic form. Note the trademark yellow shorts.

YOUR CAPTION GOES HERE

Captioned humor for today's gaming greatest hits

CAPTIONING THE MOMENT

Take a quick look at the screenshot to the right. Notice anything, say, amusing about it? (Note: this screen was *not* doctored in any way.) Think there's an opportunity to send in a humorous caption and win a free year's subscription to *incite Video Gaming*? Of course there is. Winners will be notified by telephone or email and will be printed in Issue 6.

Email your best caption to:
caption@computecmedia.com.
Or mail it to us at:
CaptionGoesHere, *incite Video Gaming*, 650 Townsend, Suite 305, San Francisco, CA 94103.

This month's pic: *NBA Shootout 2000*



JANUARY ISSUE 2 – WINNING ENTRY

"Hey, is that Ricky Martin?"
- Israel Mendoza, San Jose, CA



CAPTION RUNNERS UP

"Hey, wait up! I just wanna wash yo' windowwwwws!"
- MJR Fisher, parts unknown

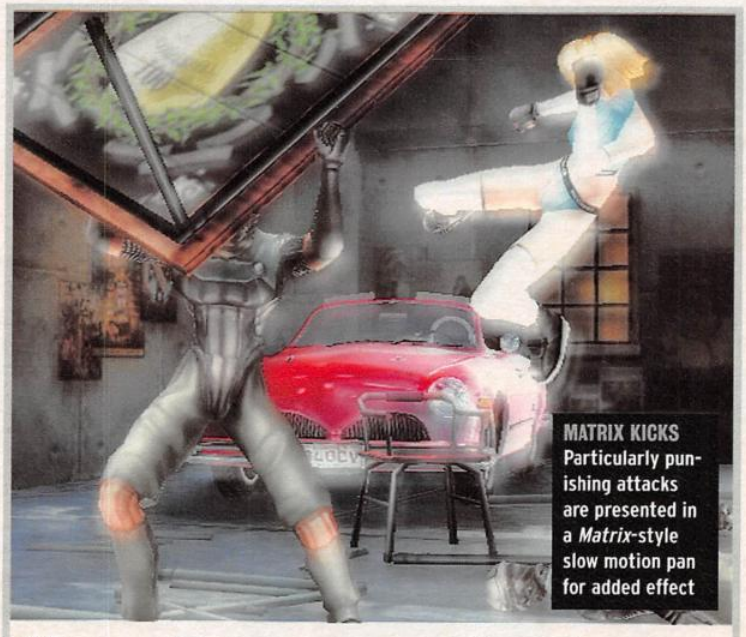
"This is incredible, folks! Joe Shmoe has just picked up the spare to win the 1999 championship of the Human Taxi Cab Bowling League." - Scott, parts unknown

Photograph Michael Sexton



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MATRIX KICKS
Particularly punishing attacks are presented in a *Matrix*-style slow motion pan for added effect

More Bounce to the Ounce

Square's *The Bouncer* looks to power up the PlayStation2

Squaresoft has revealed more tantalizing details about its PlayStation2 launch title, *The Bouncer*. The game is being described as a "Playing Action Movie" due to its seamless interweaving of interactive gameplay and plot-forwarding movie sequences. Since both these elements utilize the same real-time graphics, the end result amounts to an actual playable movie.

Storyline details are still sketchy, but the protagonist is a man named Sion who has no memory of his past. As he strives to unravel the mysteries of his forgotten life, he encounters a girl named Dominque, as well as other residents of a place called DOB Street. A simpler control system should make the game accessible to the masses, while hardcore gamers will enjoy the mind-boggling level of interactivity of the game's environments.



LATE COMMUTE
Expect cliffhanger-type transitions as the game seamlessly switches between movie sequences and live action

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CAMPAIGN ROADSHOW

The media mediums of print and television are scrutinized for inventive, humorous, or off-the-wall advertisements, as voted by the readers of this magazine.

TOP 3 **TELEVISION COMMERCIALS** OF JANUARY

1 THQ
WRESTLEMANIA 2000
The most electrifying man in sports entertainment has finally met his match – the mini-Rock in *Wrestlemania 2000* – and everyone's hearing about it. Not even Santa Claus can get any peace.



2 NINTENDO
SUPER SMASH BROS.
This ad shows Nintendo's most adorable stars beating the crap out of one another, and holds a special place in the hearts of cute game haters everywhere. Note the vicious Yoshi beating.



3 ACTIVISION
SPACE INVADERS
What's up with those weird alien crop circles? Think those little green men are trying to tell us something? According to Activision, it's just a friendly warning from those Space Invaders.



TOP 3 **PRINT ADVERTISEMENTS** OF JANUARY

KONAMI
NHL BLADES OF STEEL
What does Jaromir Jagr see when he looks into the face masks of the NHL's best goalies? Take a look at the creatively painted masks in this *Blades of Steel* ad for a clue.



EA SPORTS
NCAA MARCH MADNESS 2000
Welcome to Steve Francis' dancefloor. No, not disco; the court for NCAA basketball's biggest event. While Francis may now be NBA, Cyber Francis is still king of NCAA hoops.



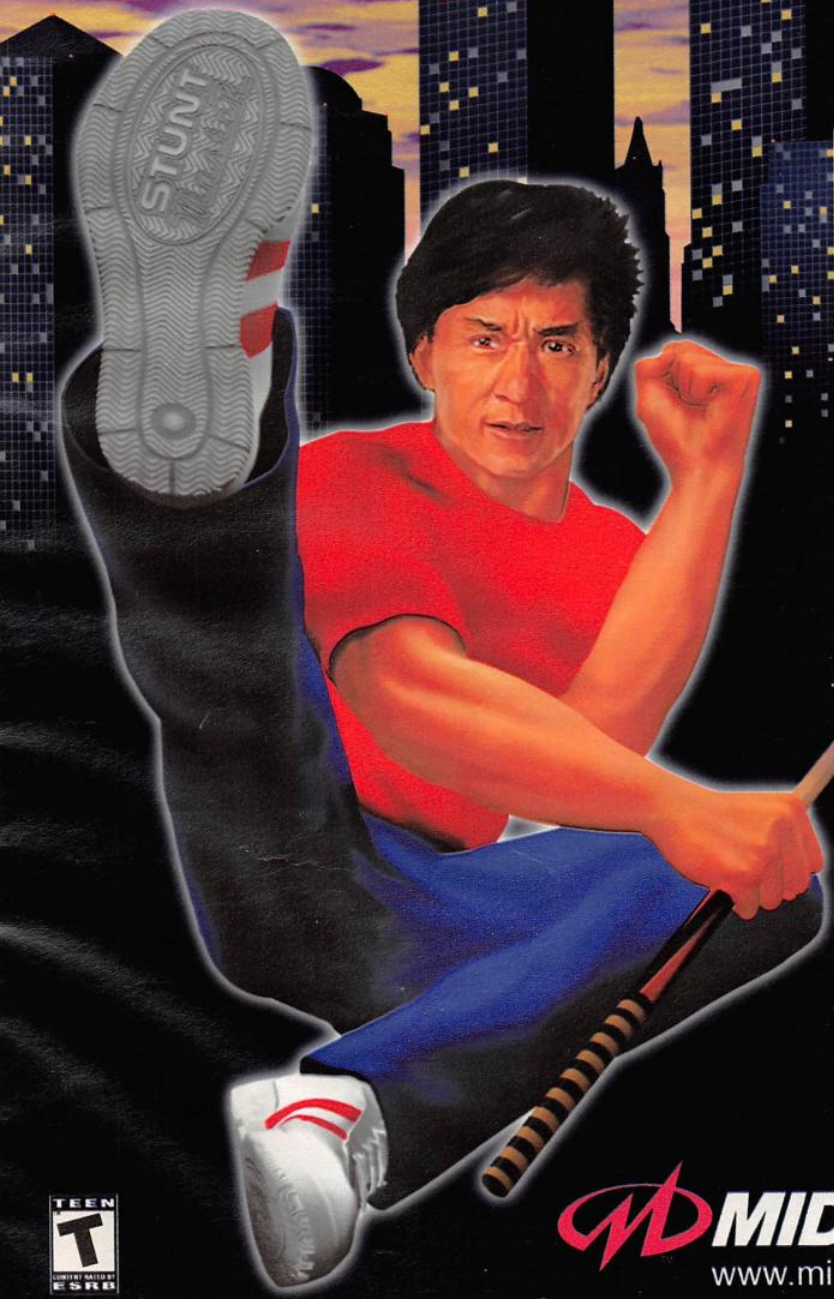
SONY
CRASH TEAM RACING
When you're Crash Bandicoot, it's all about being the most in-your-face driver in the game and apparently on the real road as well. He don't need no stinkin' signals.



Source: Reader voting. Vote online at www.incitegames.com
or send your votes to: *incite Video Gaming*; 650 Townsend, Suite 305, San Francisco, CA 94103 USA

JACKIE CHAN

STUNTMASTER





- UNBELIEVABLE STUNT SEQUENCES PERFORMED BY JACKIE CHAN!



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- MOVIE SEQUENCES THAT FEATURE HILARIOUS JACKIE CHAN OUTTAKES!



- TONS OF ENEMIES AND HIGH-POWERED BOSSES TO KICK AROUND!



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RANTING

NO HOLDS BARRED EDITORIAL SEETHING

No.4 TOUGH GUYS

As an ardent fan of cute games, Annette Cardwell ventures into the male psyche to figure out men's aversion to the most adorable stars of gaming.

Remember *Real Men Don't Eat Quiche*? Well, it seems that '80s tome of male empowerment still has some life in it yet; only the updated version would be titled *Real Men Don't Play Cute Games.*

Guys are way too stuck on first-person shooters, sports games, or driving titles for their own good. They will spend hours in front of some complete piece of crap *"Your Sport Here" 2000* or some lame *Metal Gear Solid* knock-off, but would rather have hot pokers stuck in their eyes before they come near *Spyro the Dragon.* In the guy universe, you're almost better off being caught sitting next to your buddy in a theater without a seat between you, or chugging pink cocktails at a pub, or watching a Lifetime TV movie.

But we girls have always known that the guys who wear the toughest exteriors are usually the ones most afraid everyone will someday discover their soft and fuzzy side. Along with his copies of *Penthouse,* don't be surprised to find a Game Boy tucked under his mattress with 20 play hours logged on *Pokémon Red.*

Face it. Some of the best games ever made are cute to the core. Take a look at *Zelda 64.* Dismissing a title based on its cuteness factor is an example of silly male insecurity at its worst. Instead of bashing Pikachu, why not try proving your manliness in other ways. Remember, women always prefer men who can do more than just *act* hard.

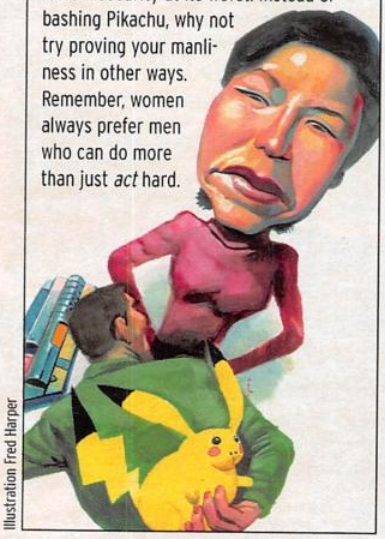
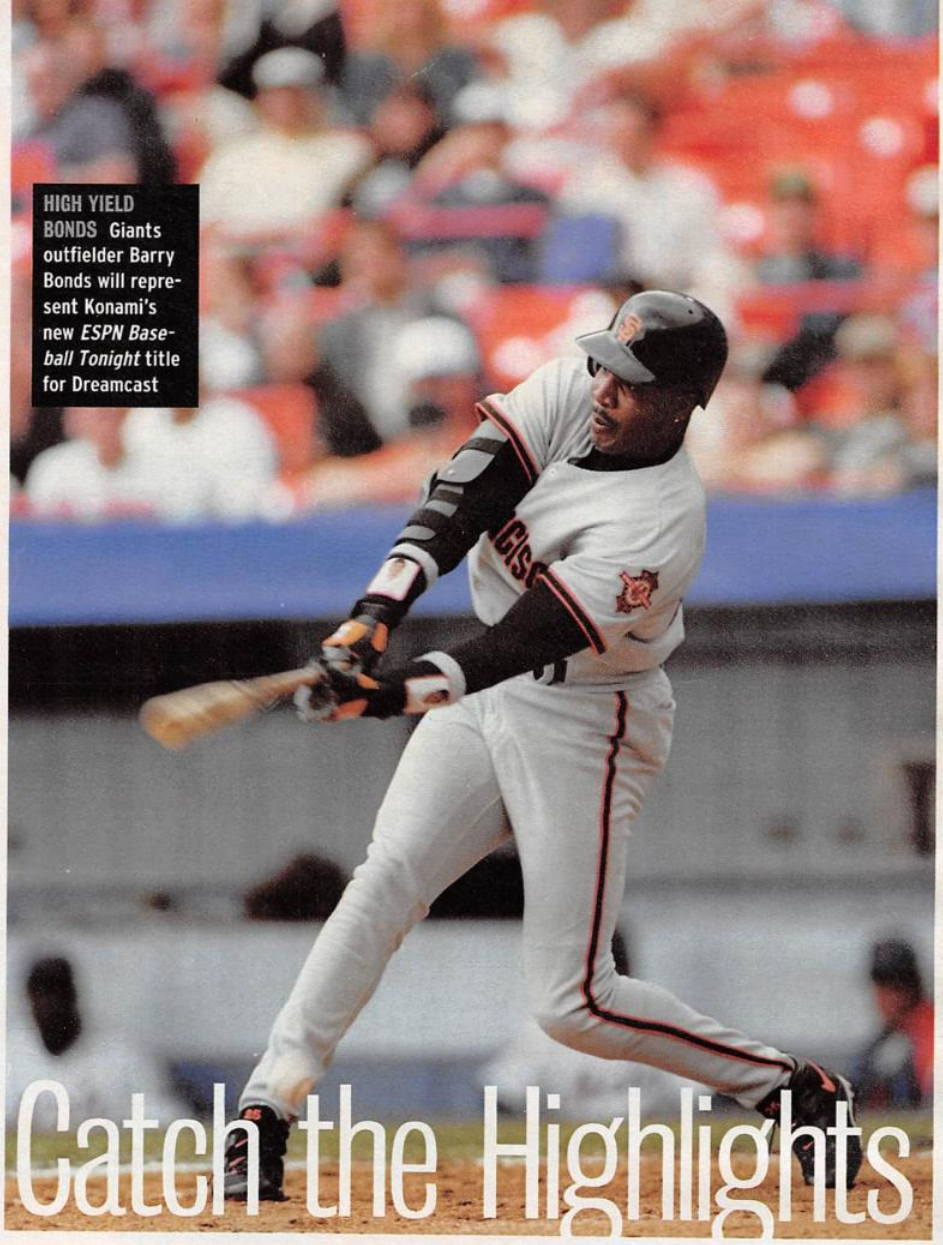


Illustration Fred Harper



HIGH YIELD BONDS Giants outfielder Barry Bonds will represent Konami's new *ESPN Baseball Tonight* title for Dreamcast

Pthograph Rick Stewart/Allsport

Catch the Highlights

Konami is first up to bat on the Dreamcast with *ESPN Baseball Tonight*

In what amounts to throwing out the first ceremonial pitch of the season, Konami has released the first screenshots of their first Dreamcast sports title, *ESPN Baseball Tonight.* Slated for a Spring 2000 release, these early screens reveal some of the detail and enhancements possible with this next-generation system's state-of-the-art graphics. With over 1,000 individual player animations promised, the game should impressively capture the nuances of the sport.

On top of having San Francisco Giants outfielder Barry Bonds as their box cover boy, the game will be presented in the inimitable ESPN style with all the requisite insights and personalities. A host of ESPN commentators will handle the play-by-play, while Chris Berman will surely add some signature color commentary.

As for the gameplay features, fans will be thrilled with a 12-pitch arsenal for each pitcher, touch sensitive throwing, and a strike zone that changes according to each batter. From the sound of things, Konami's baseball game could be a real contender. But the question is whether it's good enough to join the ranks of Sega's exceptional in-house sports titles, *NFL 2K* and *NBA 2K.*



FIELD OF DREAMCAST These early screens of *ESPN Baseball Tonight* show the beginnings of an impressive title.

SOUTHPEAK™ INTERACTIVE

THE DUKES OF HAZZARD™

RACING FOR HOME



I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices of James Best, Waylon Jennings, Ben Jones, Sonny Shroyer, Tom Wopat. Also featuring original music by the Tractors.

A Mission-Based Arcade Racing Game

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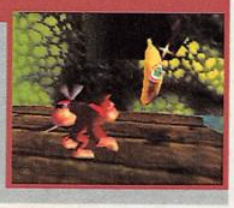
EVERYONE E CONTENT RATED BY ESRB

incite US TOP 25

In association with The NPD Group, here are the top 25 best-selling console games for the first two weeks of December, as well as the single-format console top ten charts.

#1 Best-selling Game

Donkey Kong 64



1 N

Nintendo / Nintendo 64

There's no escape from Nintendo's ape, as the long awaited sequel to the SNES masterpiece finally arrives on the Nintendo 64. Exquisite graphics and classic platform game elements should keep software deprived N64 owners happy for a while.

2 N — **WWF Wrestlemania 2000**

THQ / Nintendo 64



Think this is the greatest wrestling game of all time? It doesn't matter what you think! Because it is.

3 N — **Tomorrow Never Dies**

Electronic Arts / PlayStation



Bond is back, and this time he's on the PlayStation. Experience thrills, spills, and kills in this spy adventure.

4 ▼2 — **Pokémon Snap**

Nintendo / Nintendo 64



The evil that is Pokémon continues to grow unabated. This time, you get to hone your photo skills. Lovely.

5 N — **NBA Live 2000**

EA Sports / PlayStation



Michael Jordan joins the roster of this perennial PlayStation powerhouse. Thus guaranteeing a championship.

6 — 6 — **Tony Hawk's Pro Skater**

Activision / PlayStation



This skateboarding title is one of the best PlayStation games of the year. Coming soon on N64 and Dreamcast.

7 ▼1 — **Resident Evil 3: Nemesis**

Capcom / PlayStation



The master of lock picking, Jill Valentine, returns to save Raccoon City from zombies. Hold me, Jill – I'm scared!

8 N — **Toy Story 2**

Activision / Nintendo 64



For an obligatory movie license game, this one isn't all that bad. It's enough to give you a Woody.... doll.

9 ▼5 — **Crash Team Racing**

Sony / PlayStation



Hey! Itsa me, *Mario Kart*! Crash hotwires the concept, but you have to admire his pedal to the metal approach.

10 N — **Toy Story 2**

Activision / PlayStation



$8 for the ticket, $40 for the Buzz doll, the look on the face of a hardcore gamer playing this game.... priceless.

---

11 ▼7 — **Spyro the Dragon** • Sony • PlayStation

No disrespect or anything, but why the Hell is this game still on the Top 25?!? Spyro must die!

12 ▼9 — **Spyro 2: Ripto's Rage** • Sony • PlayStation

Argh! Didn't we just address this? There is no reason in Spyro's world. Well, at least this game is new.

13 ▼11 — **Gran Turismo** • Sony • PlayStation

150+ cars and sublime racing action not enough for you? Well, there's always *GT2* with its 590 cars!

14 N — **Namco Museum 64** • Namco • Nintendo 64

The arcade classics of yesteryear lose some appeal when you aren't stealing quarters from your mom.

15 N — **Tomb Raider: The Last Revelation** • Eidos • PlayStation

Any excuse to utilize our extensive photo library of the real-life Lara Croft model is always welcome.

16 ▲20 — **Frogger** • Hasbro Interactive • PlayStation

Frogger, a bestseller? Another conundrum on par with why Bob Saget still has a career.

17 — 17 — **Super Smash Brothers** • Nintendo • Nintendo 64

Cute, adorable, Nintendo characters beating the crap out of each other? Smashing concept!

18 ▼8 — **Driver** • GT Interactive • PlayStation

A fine mix of powerful muscle cars, high speed pursuits, and a total disregard for public safety.

19 ▼15 — **Crash Bandicoot: Warped** • Sony • PlayStation

Hey, if we had to spin and jump our way through three platform games, we'd be warped too!

20 R — **Rugrats** • THQ • PlayStation

Like the pyramids, we don't understand them, but they're monumentally successful year after year.

21 ▼10 — **Madden NFL 2000** • EA Sports • PlayStation

Are you ready for some football? Madden returns yet again to satisfy our hunger for pig skin.

22 ▼13 — **Pac-Man World** • Namco • PlayStation

Can someone please tell us what Mini Me and Mr. T have to do with *Pac-Man*? Thank you.

23 N — **Twisted Metal 4** • 989 Studios • PlayStation

Psychotic drivers in speeding death machines? Sounds like the streets of San Francisco to us.

24 R — **NFL Blitz 2000** • Midway • Nintendo 64

Good old-fashioned football without all those irritating rules. Pain is the name of the game.

25 ▼4 — **Knockout Kings 2000** • Electronic Arts • PlayStation

Float like a butterfly, sting like a bee, you're about to get your butt whupped by Muhammed Ali.

CHARTLEGEND

Position this month
Position last month
9 ▲0
movement

N new
R re-entry
▲ moving up
= same position
▼ moving down

NPD

The detailed chart information provided on this page is provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).

TOP 10 Nintendo 64

1	N	**Donkey Kong 64**	Nintendo
2	N	**WWF Wrestlemania 2000**	THQ
3	▼1	**Pokéman Snap**	Nintendo
4	N	**Toy Story 2**	Activision
5	N	**Namco Museum 64**	Namco
6	▼3	**Super Smash Bros.**	Nintendo
7	▼6	**NFL Blitz 2000**	Midway
8	N	**Rainbow Six**	Red Storm
9	▲10	**GoldenEye 007**	Nintendo
10	▼2	**AM: Sarge's Heroes**	3DO

Stock up on your bananas. *Donkey Kong 64* has arrived, and crushed the competition.

TOP 10 Playstation

1	N	**Tomorrow Never Dies**	EA
2	N	**NBA Live 2000**	EA Sports
3	▲4	**Tony Hawk's Skater**	Activision
4	▼1	**RE3: Nemesis**	Capcom
5	▼3	**Crash Team Racing**	Sony
6	N	**Toy Story 2**	Activision
7	▼5	**Spyro the Dragon**	Sony
8	▼7	**Spyro 2: Ripto's Rage**	Sony
9	— 9	**Gran Turismo**	Sony
10	N	**TR: The Last Revelation**	Eidos

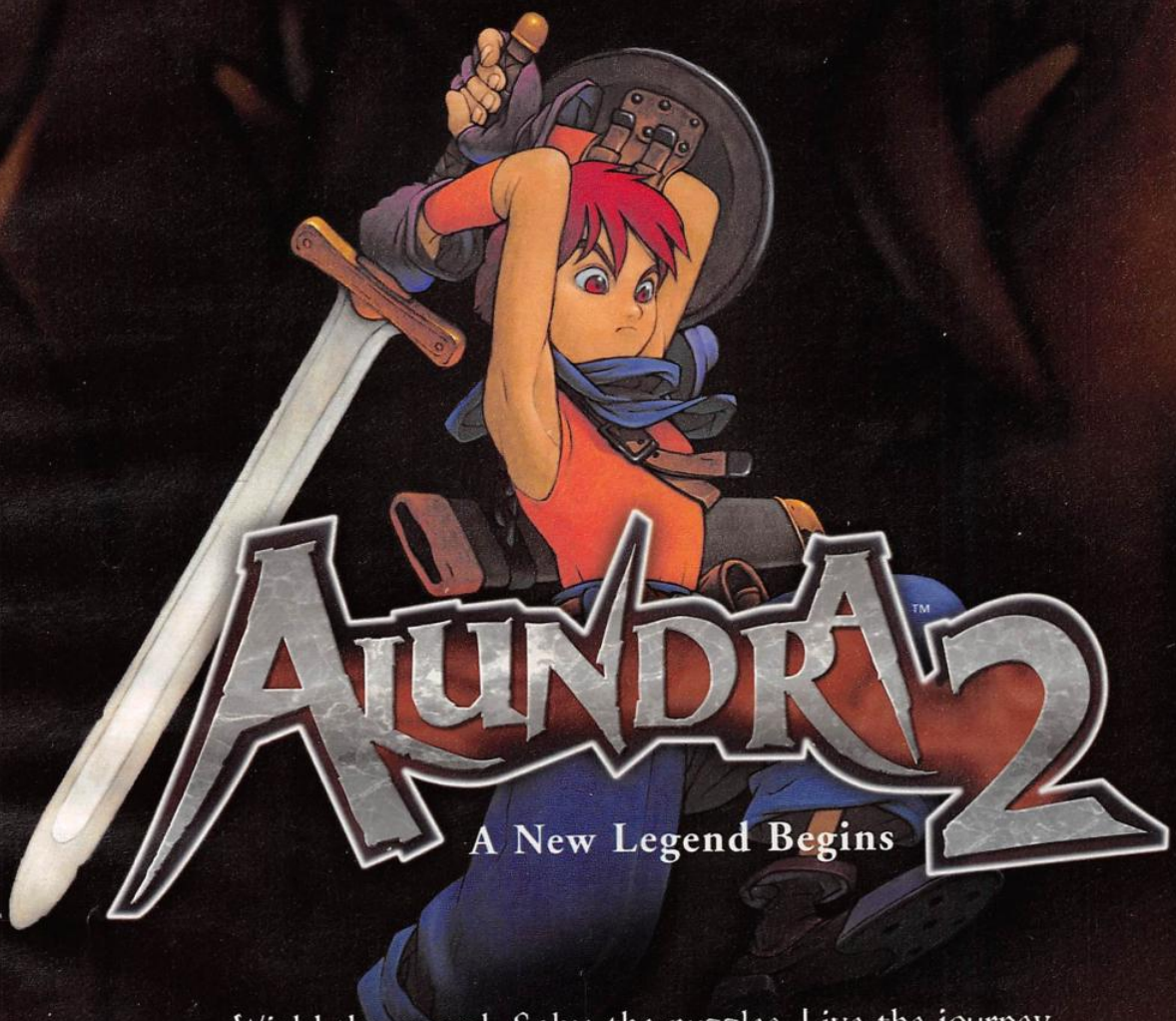
Bond's license is renewed by *Tomorrow Never Dies*, while Lara sneaks in once again.

TOP 10 Dreamcast

1	— 1	**NBA 2K**	Sega
2	— 2	**NFL 2K**	Sega
3	— 3	**Sonic Adventure**	Sega
4	— 4	**Ready 2 Rumble**	Midway
5	— 5	**Soul Calibur**	Namco
6	N	**Sega Rally 2**	Sega
7	▼6	**WWF Attitude**	Acclaim
8	▼7	**Sega Bass Fishing**	Sega
9	R	**House of the Dead 2**	Sega
10	R	**NFL Blitz 2000**	Midway

Wondering what the best Dreamcast games are? Look no further than the top five.

A warrior isn't measured by his kills...
but by his heart.



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contrail

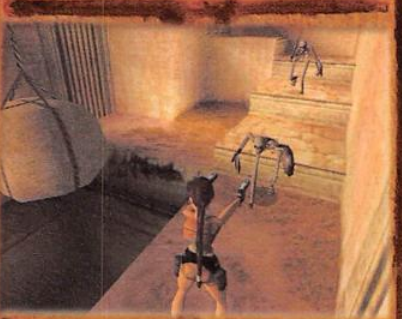
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of Tomb Raider: The Last Revelation.

Out to save the world from

a deadly curse, you can bet

it won't be with her good looks.



PC CD ROM

Sega Dreamcast.



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Get Into the Game.

featuring

RZA

METHOD MAN

RAEKWON

GZA

OL' DIRTY BASTARD

MASTA KILLA

U-GOD

INSPECTAH DECK

GHOSTFACE KILLAH



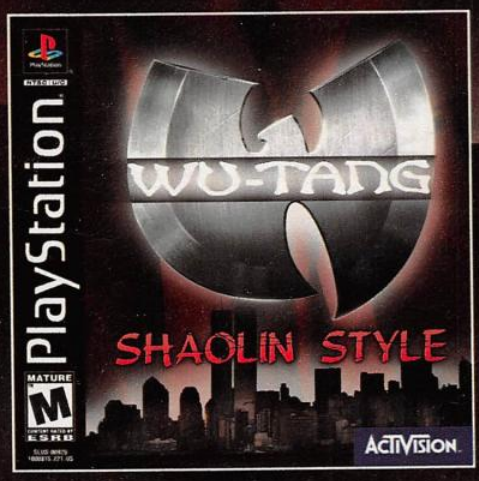
Face up to three opponents as you go head-to-head in over-the-top, arena-based martial arts brawls.



Master the attacks and weapons of all nine Wu-Tang members, such as GZA's deadly Overhead Smash.



Dominate with moves like Method Man's Death Blow and be rewarded with cinematic fatality sequences.



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PLATFORM.NET

The Exclusive Online Headquarters for Wu-Tang: Shaolin Style. Check PLATFORM.NET for contest giveaways, game tips, demos and more!



"I cannot wait to get the time to play *Resident Evil 3*. There's no other game like it, I tell everybody."

Horror Survivor

When not acting in such films as *Pitch Black* and *Saving Private Ryan*, **Vin Diesel** spends his time playing *Resident Evil*. Paul Semel looks scared.

For some film actors, the sure sign they've arrived comes when they win an Oscar. For others, it comes when their name first appears above the movie's title, while others feel it comes when their face graces the cover of Mad magazine. But for actor Vin Diesel – who's appeared in such films as *Saving Private Ryan*, *Boiler Room*, and the new sci-fi film *Pitch Black* – the sure sign he's arrived will probably come when he's made into a video game character. And as you'd expect for an actor with such high-profile and highly-regarded roles, Vin won't be waiting long. "There's people talking about making a video game of *Pitch Black*," the 32 year-old New Yorker says, "so that may be right around the corner. And that would be cool."

Did you play a lot of games when you were a kid?
I used to play *Pong*. We didn't have it, so I used to go to Radio Shack in New York City and play it.
Was that the first game you got really hooked on?
No, that was *Superman* on Atari. I loved that one. That was the most amazing game.
So what games get you excited on the new consoles these days?
Resident Evil. I cannot wait to get the time to play *Resident Evil 3*. There's no other game like it, I tell everybody. Not *Tomb Raider*, not *Syphon Filter*, not *Metal Gear Solid* – though I do love *Metal Gear Solid*.

When I was playing *Resident Evil 2*, I'd sometimes play for seven hours at a stretch. And there were times I was more scared than I have been in a movie. Like when you're walking down the corridor and the zombies break through the window – so scary.
Well, they're supposed to be making a *Resident Evil* movie.
Yeah, I read the script. George Romero wrote it, and it was great.
Does that mean you'd do the movie if they asked nicely?
Oh yeah. I want to do the movie, I thought it was a great script. It has a very cool feel to it, kind of a military approach to the taking over of the town. It's really, really harsh, and the criticism has been that it's been too graphic, but I think that's appropriate for this film, you've got to scare the s— out of people. You cannot do a PG-rated *Resident Evil* film; it will not work.
It sounds like you're really passionate about this stuff.
Oh yeah. I always try to put gaming off because once I start playing, I play until six in the morning, and then have to be at work at seven. I really started to get hooked on it with PlayStation. I mean, I loved *Street Fighter 2* on the Super Nintendo, but I didn't become a fanatic until I got a PlayStation.
Are there any games that you like to play, even though you just suck at them?
I am really into basketball games, I love basketball games, but I just haven't mastered them yet.
Do you ever go down to an arcade and start crunching the quarters?
Oh yeah, especially when I'm on location in some remote place. When we were filming *Knockaround Guys*, me, Barry Pepper, and Seth Green were all playing these games in this arcade-slash-bar. And we really gravitated towards this snowboarding game. We played so much we'd start sweating.

And while we were shooting *Saving Private Ryan*, what we would do is go down to the arcade and play *Tekken 3*. It would be me, Ed Burns, Matt Damon, Barry Pepper, and Dylan Bruno, and I would beat the s— out of everybody, though I don't know if that's something to be proud of....
Did Tom Hanks or Steven Spielberg ever come with you?
Tom Hanks couldn't come, and I was trying to convince Steven Spielberg to get a *Tekken 3* on location, but it never panned out.
What about some of the other guys you've been in movies with, guys like Ben Affleck or Jamie Kennedy? Have you gotten to play games with them?
Funny story. I went over to play poker at Jamie's house once, and I did the wrong thing: I put *Resident Evil* on. He had never played, I was teaching him how to play, and I didn't get off the thing for five hours. Five hours just evaporated. They were playing poker, and I just couldn't get off it.
So who's the best video game player that you know?
Next to me? Cole Hauser, not even a question. He annihilates me in *GoldenEye 007*. He destroys me at all Nintendo games. But PlayStation games? I make him wish he never woke up.
And lastly, have you ever gotten into trouble while filming a movie because you were busy playing games?
Not yet. But I will.

GAMER CREDENTIALS

Years as a gamer: 20+

Favorite game: *Resident Evil 2*

Favorite video game character: Ling Xiaoyu from *Tekken 3*

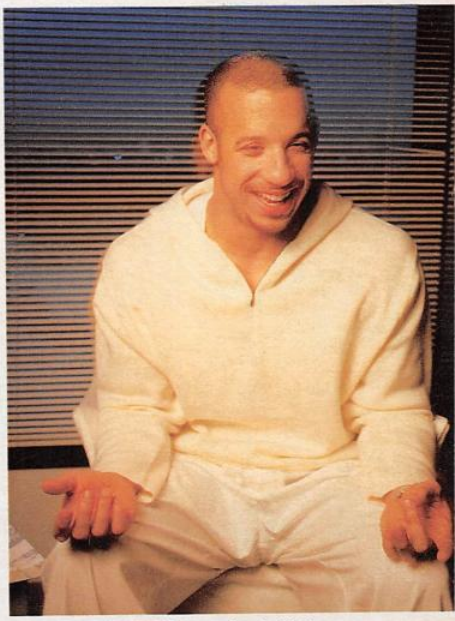
Systems owned: PlayStation, Nintendo 64, Atari

Where you've seen him: *Saving Private Ryan, Boiler Room*

Where you've heard him: *The Iron Giant* (as the voice of the robot)

Where you'll see him next: *Pitch Black, Knockaround Guys*





DIESEL PARKS WEST Relaxing in Hollywood, Vin prepares his fingers for *RE3*.

Photography by Rajat Ghosh, Pitch Black image courtesy of USA Films

Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

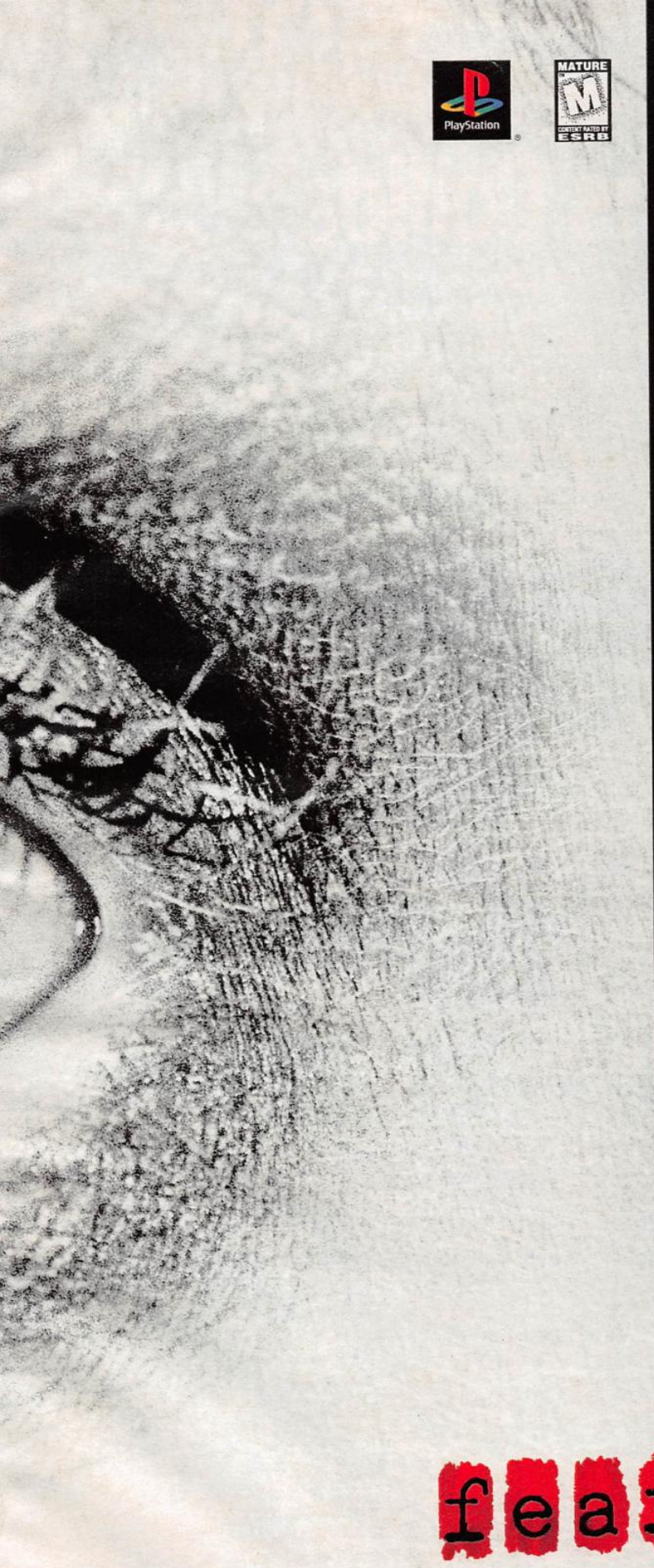
Loss of Appetite

Dry Mouth

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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It can recognize your fear. Can you?

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When Columns Collide

Since the first issue of *incite*, The Rock and D'Lo Brown have been trading insults and talking trash. They both think they're the best video game player in the WWF, so we gave them the chance to prove it. Jon Robinson played referee as the two superstars exchanged jabs at *Knockout Kings 2000* on the PlayStation.

The WWF video game challenge was the talk of the locker room before a recent event at Madison Square Garden in New York. Here are some of the predictions and challenges from various superstars, along with a disturbing picture of Al Snow playing *WWF Smackdown* against closet gamer Head.

Matt Hardy: I've got to go with The Rock. He is The People's Champ.

Jeff Hardy: I always smell what he's cooking, so I'll have to go with The Rock, too.



Al Snow: I hope The Rock gets knocked out. If D'Lo can't do it, I'll do it myself!

Chris Jericho: I would have to say that D'Lo Brown is going to win because he plays video games all the time while The Rock is so busy being The People's Champion, he probably doesn't have time to be The People's Video Game player as well. I'll put my money on D'Lo.

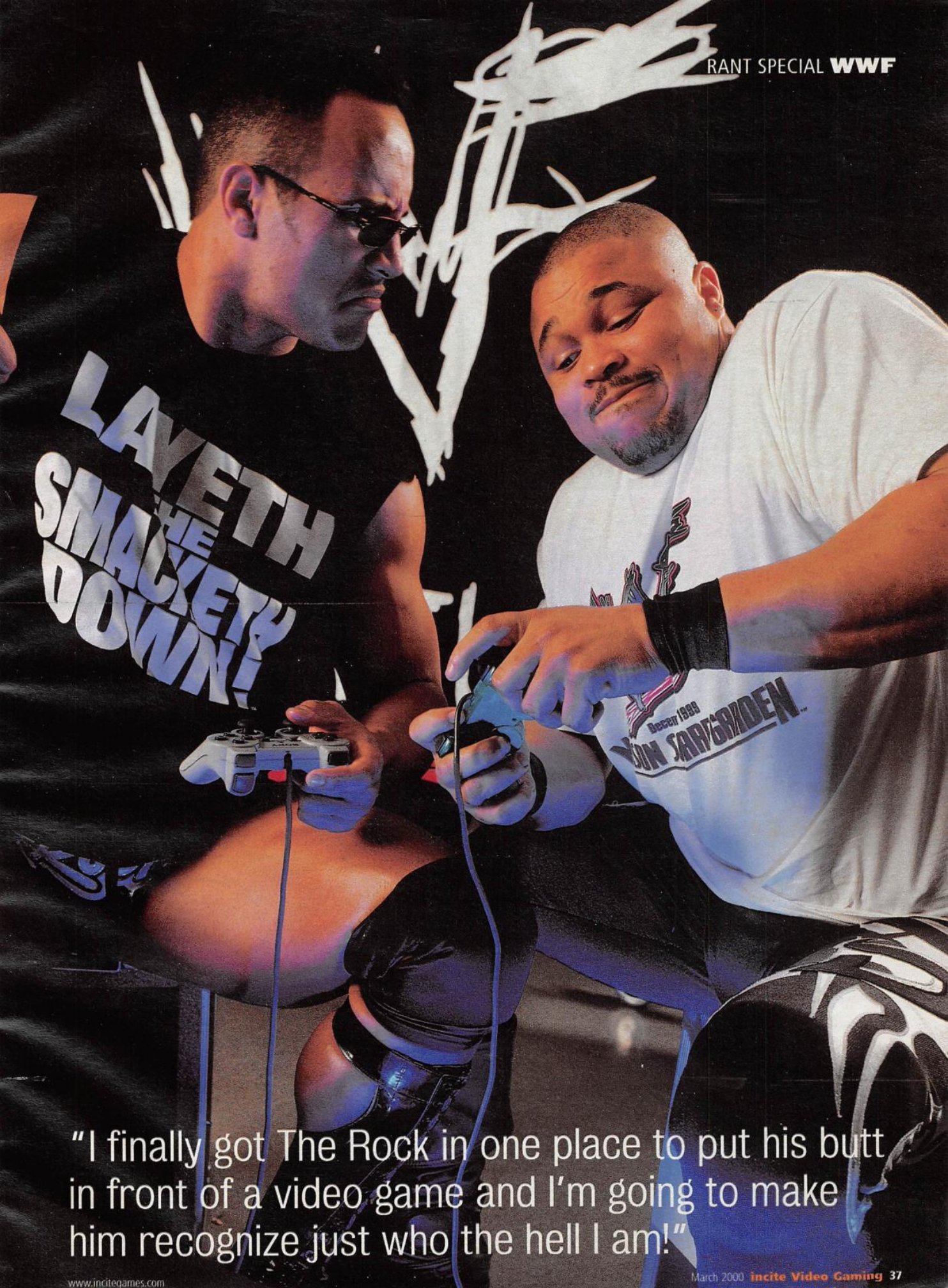
Christian: It doesn't matter who wins because I can beat both of them. I've beaten D'Lo in *Knockout Kings* before, so I'm sure I can do it again. In fact, I officially challenge the winner to a video game battle in a future issue. I think I can take either of them!



TALE OF THE TAPE

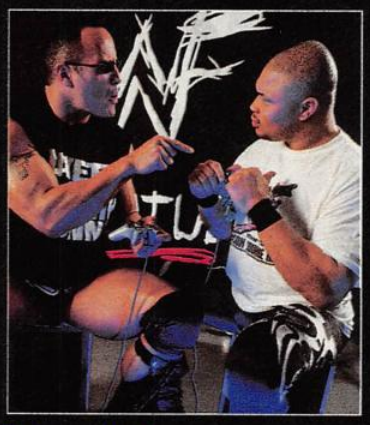
The Rock	D'Lo Brown
Height: 6'5" (13'8" when standing atop the People's Ladder)	**Height:** 6'3" (11'5" when standing on the top rope waiting to pounce on an opponent)
Weight: 275 lbs. (1,175 lbs. when carrying The Nation on his back)	**Weight:** 268 lbs. (668 lbs. when power bombing Sexual Chocolate)
Reach: 84" (106" when laying the smack down with a steel chair)	**Reach:** 77" (87" when using a phone with a 10" cord to dial 1-800 Collect)
Finishing moves: Rock Bottom/People's Elbow Crowd goes crazy for the elbow pads.	**Finishing moves:** Sky High/Lo Down Huge pop when D'Lo climbs the turnbuckle.
New move should be: A variation of the Boston Crab called The Rock Lobster	**New move should be:** A kick to the nuts called The Lo Blow (see rounds 1 and 2)
"Finally, The Rock has come back to The People's Magazine, The Rock's magazine, *incite* magazine and The Rock says this: I'm going to have D'Lo's roody-pooh candy ass running out of here screaming, "No más, no más!" in a really high-pitched female voice. No offense to all of The Rock's female fans. If you smell what The Rock is cooking!"	"I finally got The Rock in one place to put his butt in front of a video game and I'm going to make him recognize just who the hell I am! I'm going to knock him out and prove to everyone that I'm the greatest video game player of all time. People's Champ? Huh, I'll make him look more like the People's Chump! That's all I have to say about that."

Photography by Tom Hopkins



"I finally got The Rock in one place to put his butt in front of a video game and I'm going to make him recognize just who the hell I am!"

"How are The People's Nuts feeling now?"



Round 1

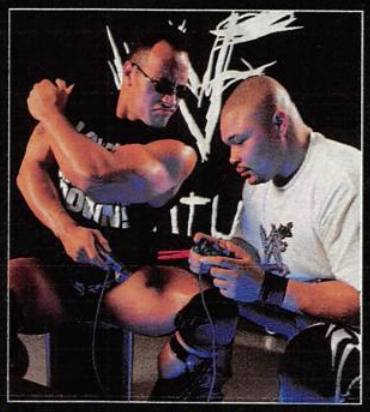
Before the fight, both wrestlers decide to play as the original Great One, Muhammad Ali. The bell rings and The Rock's Ali catches D'Lo off guard with a flurry of jabs followed by a hook that sends D'Lo's Ali reeling. As D'Lo backs up, The Rock shouts, "The Rock says I'm kicking your ass!" D'Lo quickly regains his composure, however, grabs The Rock's Ali, headbutts him, then delivers three low blows. "How are The People's Nuts feeling now?" D'Lo yells as round one ends.

Comments

D'Lo Brown: "I'm putting his ass down in the second round!"
The Rock: "D'Lo needs to let go of The Great One and stop cheating."

Round 2

As The Rock's Ali charges D'Lo's Ali, D'Lo rares back and kicks The Rock's boxer in the jewels. "How are your cock and balls, Rock?" D'Lo says as he follows up his low blows with a combo to the body. "D'Lo's like school in summer," The Rock says, "no class." What happens next, though, is like something straight from *Monday Night Raw*. D'Lo's Ali connects with three jabs followed by a hammering cross to The Rock's Ali's head, spinning The Great One's Great One down to the canvas. As The Rock's Ali gets up, he starts throwing wild haymakers, and D'Lo stands up to talk smack. The Rock, seeing this, throws down his controller and tries to push D'Lo. The Rock then goes for what looks like a foot stomp, but instead of hitting D'Lo's foot, D'Lo moves, one of them smashes the PlayStation, and the game turns off.



Post-match Mayhem

The Rock "What happened was real simple: The Rock went in there, and I was whipping his ass all around the arena, The Rock's arena, Madison Square Garden where we stand right now. The Rock was just about to knock D'Lo's ass out and he kicked the open button. It's just like when you used to play the old Nintendo and you'd lift the lid up and the game would turn off.... The Great One leaves the building."

D'Lo Brown "Finally The Rock goes down to the best damn video game player on the planet. *incite*, all my boys out there, J-Dog, you saw what happened! I took The Great One down with the real Great One, Muhammad Ali. I went up there with my special jab-jab-jab, then all of a sudden The Rock was crying, "I'm laying on my back, I'm not used to being on my back!" And then somehow the PlayStation lid popped open. How'd that happen?!"



"The Rock was just about to knock D'Lo's ass out and he kicked the open button. It's just like when you used to play the old Nintendo and you'd lift the lid up and the game would turn off...."

SO WHAT DO THE JUDGES THINK?

D'Lo Brown wins by disqualification, but nothing was really settled between the two video game rivals. Did The Rock mean to kick D'Lo or was he aiming for the PlayStation all along? Will The Rock or D'Lo ever be able to get a clean win without the other turning the machine off? How will wrestlers like Christian and Edge play in upcoming battles? Stay tuned to future issues of *incite* for WWF Battle #2 and the answers (hopefully) to all of these questions. But for now, can anyone help fix our PlayStation?

World Wrestling Federation™

Check out The Rock, D'Lo Brown, and the rest of the WWF superstars live on tour as they slam into a town near you. Here's a list of scheduled events for the month of February:

Date	Location	Tickets
2/1	Detroit, MI	248-645-6666
2/5	Mobile, AL	888-332-5200
2/6	New Orleans, LA	504-522-5555
2/7	Dallas, TX	214-373-8000
2/8	Austin, TX	512-477-6060
2/11	Denver, CO	303-830-8497
2/12	San Diego, CA	888-ETM-TIXS
2/13	Davis, CA	916-923-BASS
2/14	San Jose, CA	408-998-8497
2/15	Fresno, CA	559-226-BASS
2/19	Knoxville, TN	423-656-4444
2/20	Augusta, GA	706-828-7700
2/20	Columbus, GA	706-571-5891
2/21	Atlanta, GA	404-249-6400
2/22	Nashville, GA	615-255-9600
2/23	Little Rock, AR	501-340-5660
2/27	Hartford, CT	860-525-4500
2/28	New York, NY	212-307-7171
2/29	Trenton, NJ	856-338-9000

Question of the month: Email all your questions to either The Rock or D'Lo Brown at wwf@incite.com.

THE REAL DEAL

Be sure to watch the **WWF** every **Monday** night at **9:00 PM** on USA for ***Monday Night Raw*** and every **Thursday** night at **8:00 PM** on UPN for ***WWF Smackdown.*** For additional information on **D'Lo, The Rock,** and the **World Wrestling Federation,** you can visit the following **web sites:** *www.wwf.com, www.dlobrown.com, www.therock.com*

NEXT MONTH

The Rock responds to the battle. Also, find out how you can win an autographed Rock action figure.

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John Romero
Ion Storm,
Game Designer,
Chairman
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"When I was a gamer 19 years ago I used to wait with eager anticipation for the ZX-Microfair each year in London, England. It was the only time 1,000's of real gamers could get together to talk about, buy and play the latest games. Somehow shows like that disappeared and now we just have shows where only people working in the business are welcome. Security at the doors actually keeps the gamers away from seeing the new games! It's great to finally be a part of conference that welcomes GAMERS and a conference you can all take part in."

David Perry
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Games - Earthworm Jim, MDK,Wild 9, Messiah



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It's nut up or shut up time for ***WWF Smackdown***, and THQ answers with the testicular fortitude of a champ. The game's not just electrifying, it's revolutionary, and it might just be the title that changes wrestling video games forever....

LORDS OF THE RING

WRITTEN BY **JON ROBINSON**
PHOTOGRAPHY **BY TOM HOPKINS**

The World Wrestling Federation scares people. Maybe it's the fact that its notorious owner and ringmaster, Vince McMahon, recently dove off a 20 foot tower and crash landed through a pile of sandbags in a main event "hardcore" battle that left the 53 year-old multi-millionaire broken, bruised, and bloodied. Maybe it's the fact that on that same pay-per-view, a female valet named Miss Kitty flashed her "kittens" during a woman's title match where the winner needed to strip off their opponent's evening gown. Or maybe it's the fact that in the month of November, the same scandalous and shocking WWF had the number one New York Times Best Seller book, a CD in Billboard's top 10, and the most watched program on cable television. And you know what? This should scare people and it will continue to scare them, because the WWF's blitz on the world of home entertainment shows no signs of slowing down.

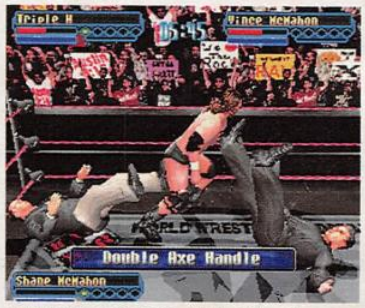
Continued on page 44



KANE IS ABLE The Big Red Machine knocks Jericho down to size. Y2J indeed.



DEFINITION OF HARDCORE D'Lo proves that the knuckle is mightier than the trash can.



LIKE FATHER LIKE SON Triple H teaches Vince and Shane all about the game.

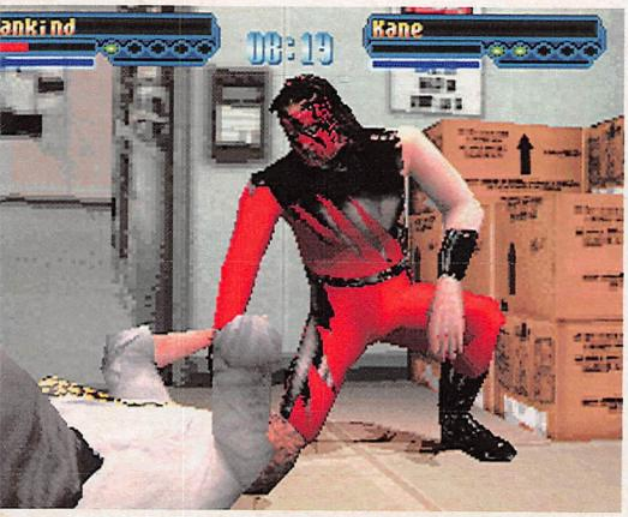
When *incite* asked Kane for an interview, he rushed our photographer, who unfortunately looked a little too much like X-Pac.

Continued from page 43

In fact, every week the WWF's male soap opera of betrayals and beat downs seems to build more and more momentum with their ever-growing legions of fanatical followers. An extreme *Days of our Lives*, the company at its root produces scenes reminiscent of some traveling Vaudeville show or master magician's theater, catering to what the stereotypical male most wants to watch– bawdy babes, brawls, and barbarism ("bang, bang!"). Is this a sad statement about today's society? Maybe, but like it or not, the WWF's fan base has grown beyond the trailer and into the penthouse. Want proof? In the last year, Hollywood heavyweights Arnold Schwarzenegger and Ben Stiller were not only seen on WWF television, they got physically involved in matches...and loved it (except maybe for poor Ben Stiller, who nearly got his legs torn off for trying to get a closer peak at Debra's "puppies"). Want more proof? Take a look at the WWF's next generation of superstars. The Rock, Edge, Christian, The Hardy Boys, Y2J– not only are all of these wrestlers unbelievable athletes and remarkable artists of anarchy, they're all still in their 20s, and they're becoming some of the most recognizable and revered sports figures in the world (The Rock was even voted People Magazine's Sexiest Wrestler). So anyone who thinks the WWF's popularity is just going to peter out like some ridiculous trend (think fluorescent shoelaces) must be smoking one of

Continued on page 46

The WWF's male soap opera of betrayals and beatdowns



RAISING KANE Mankind gets a little of his own medicine as Kane gives him his own special version of the Mandible Claw.




seems to build more and more momentum



FAMILY FUN Bradshaw worked hard at his part time job as a door mat.



RISING STARS Only the WWF has the young stars of tomorrow.



Continued from page 44

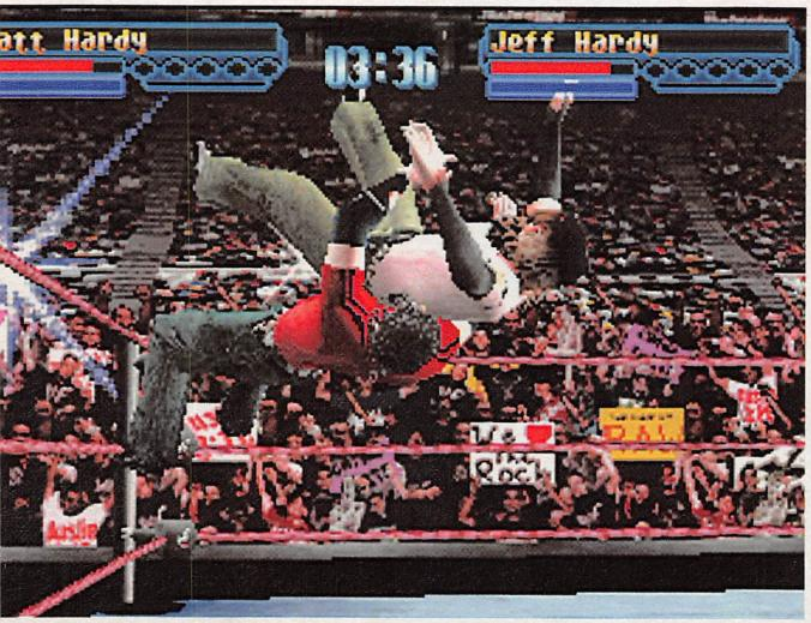
The Godfather's fatties—wrestling's dominance on the entertainment industry is here to stay.

People might scoff at that last statement, but if you're trying to put wrestling down without witnessing an episode of *Monday Night Raw* or *WWF Smackdown*, then you have no idea what you're missing. WWF programming hooks its audience to a point where regular viewers become obsessed about what's going to happen next to their favorite characters. And that's what people who don't watch the show fail to understand. It's not just about who jumped off the roof of the steel cage or who got smashed in the head with a garbage can, it's about what's going to happen to Stephanie and Triple H's marriage, and when will The Big Show seek vengeance on The Big Bossman for what he did to his dead daddy's corpse. Outrageous? Yes. Over the top? Definitely. Entertaining? Oh, hell yeah.

WWF hooks its audience to a point where regular viewers

And the WWF will continue to entertain its fans with more than just the usual television and pay-per-view spectaculars, but with toys, CD's, books, and video games. In fact, every video game they release shoots straight to number one, and their last game, *WWF Wrestlemania 2000*, was the most intense interactive wrestling experience ever seen. How will they top that? By doing what the WWF does best—taking something exciting and unthinkable, then going even further with the idea until their fans are left addicted, in awe, and in need of another hit. *WWF Smackdown* promises to deliver all three by not just giving wrestling fans an update of a previous WWF video game, but by adding innova-

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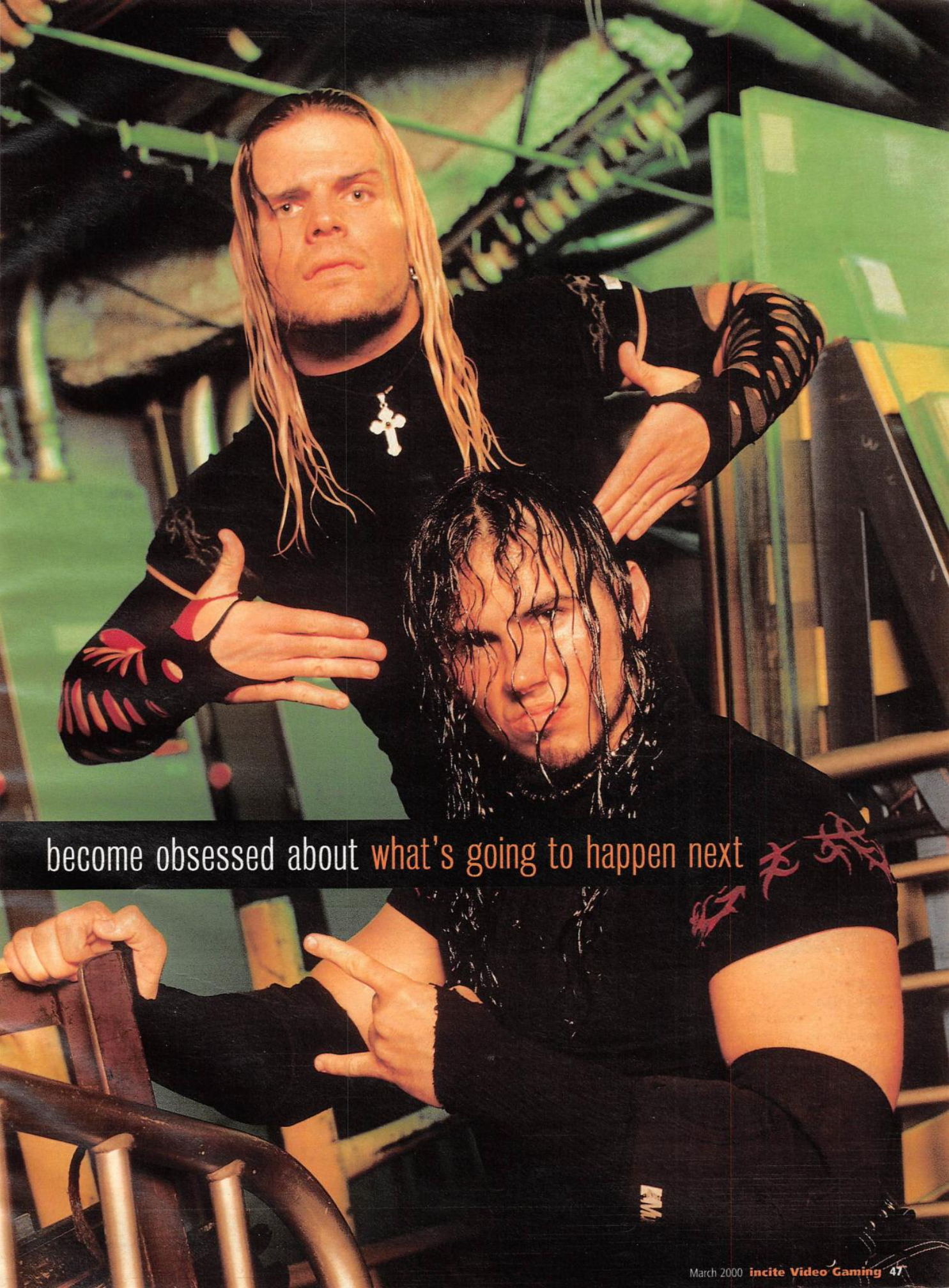


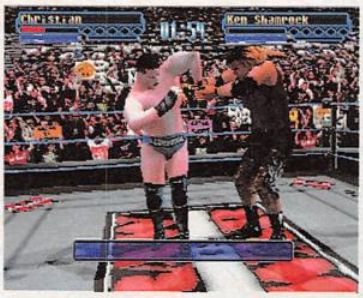
PERSPECTIVE ON PAIN The ringside cameras are excellently positioned to capture the excitement from the best angles possible.

"We're the next generation of wrestling because we're pushing moves that only the next generation of superstars will be able to accomplish"
-The Hardy Boys



SIBLING RIVALRY No one is safe when you're choosing the card.


become obsessed about what's going to happen next



RISING STAR Christian is on his way up and Shamrock is only getting in his way.



SMACK DOWN AND OUT Expect camera flashes and cheering for the big moves.

Continued from page 46

tive features never before seen. If Y2J and The Hardy Boys are the WWF's next generation of wrestlers, then *Smackdown* hopes to be the definitive wrestling game that'll help lead the company's rise into 2000.

What makes *Smackdown* so smashing? The game, based on the hit Thursday night television series (what's next, *Monday Night Roody Pooh*?), not only features matches inside the ring, but story lines and confrontations also occur behind the scenes. In Season mode, your wrestler will be shown in between matches walking around in different backstage locations like the locker room and the hallway. Other wrestlers will periodically approach you and ask you to align yourself with them. If you agree, you have a new tag team partner or a new posse to protect you. Decline the invite, and watch your back—there's a sledge hammer with your name on it. Your new adversaries will jump you from behind, interfere in your matches, and even try to take you out before your next bout. Luckily, you can make other allies throughout your quest for the championship, and they'll charge to your rescue when you're getting your head pounded in with bats and chairs three-against-one. "With each game, THQ keeps getting closer to delivering what we do on TV.

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"Edge and I got jumped pretty bad one time by the Hardy Boys and Gangrel. Maybe in the video game we can finally get them back."

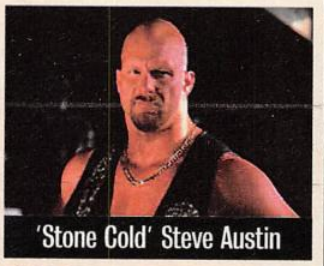
-Christian

Smackdown Dream Matches

Before the WWF, both Steve Austin and The Rock were famous names. How do the WWF superstars stack up against the originals?

Dream Match 1:
STEVE AUSTIN VS. STEVE AUSTIN

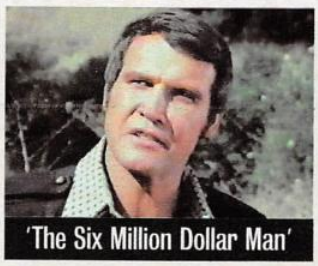
Before "Stone Cold" the name Steve Austin belonged to one man, the Six Million Dollar Man to be exact. Now the bionic wonder is back to challenge the rattlesnake to an all out brawl for the rights to be called Steve Austin.



'Stone Cold' Steve Austin

AGE: 34 years old
HEIGHT: 6'1"
WEIGHT: 240 lbs.

Tag team partner: Stone Cold trusts no one
Most hated opponent: Vince McMahon
Trademark Move: Stone Cold Stunner
Before he was bald: Member of the Fabulous Blondes with Brian Pillman
Quote: No matter how much better, stronger, or faster, Austin 3:16 means I just whooped your six million dollar ass!



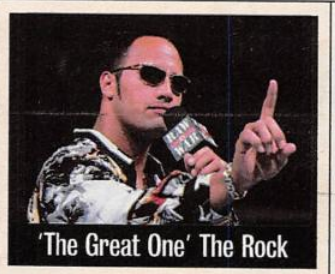
'The Six Million Dollar Man'

AGE: 60 years old
HEIGHT: 6'
WEIGHT: 2 Twinkies from 300 lbs.

Tag team partner: The Bionic Woman
Most hated opponent: Big Foot
Trademark Moves: 6 Million Dollar Dream, Bionic Eye Gouge
Before he was money: Played a cowboy named Heath on The Big Valley
Quote: We can rebuild him. We have the technology. We have the capability to make the world's first Bionic man. Steve Austin will be that man. Better than he was before. Better... stronger... faster.

Dream Match 2:
THE ROCK VS. THE ROCK

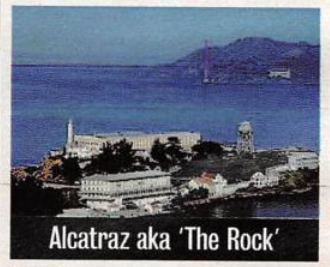
The People's Champ battles the most hardcore prison on the planet. Which Rock will survive.... Who will get smashed to pebbles.... Can the People's Eyebrow survive the frostbitten winds of San Francisco?



'The Great One' The Rock

AGE: 27 years old
HEIGHT: 6'5"
WEIGHT: 275 lbs.

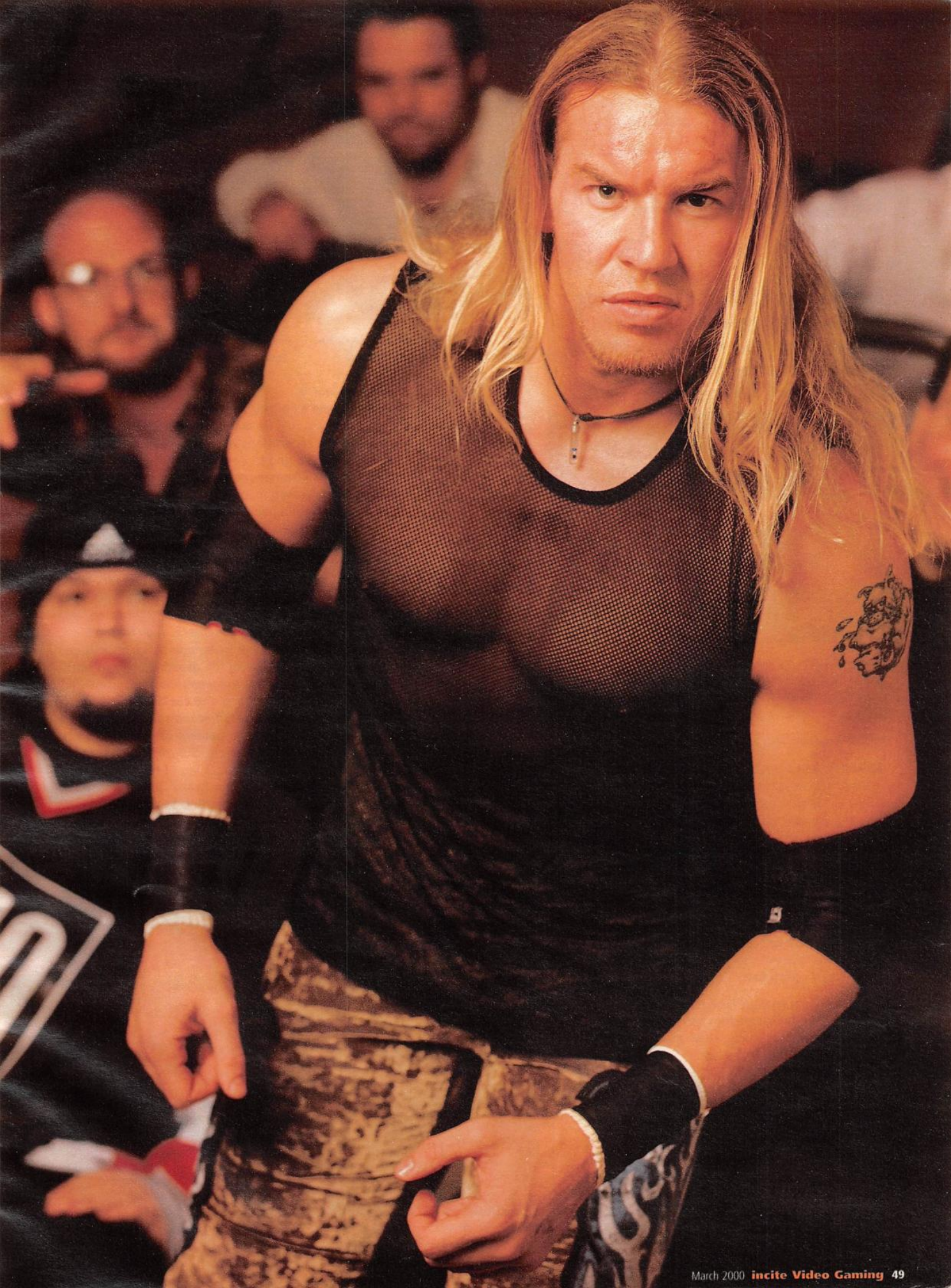
Tag team partner: Mankind (Rock & Sock Connection)
Most hated opponent: HHH
Trademark Moves: Rock Bottom, The People's Elbow
Before he was hard: Crowd chanted "Rocky Sucks!"
Quote: I'm going to grab your entire cell block, lube it up real nice with all that soap you keep dropping, turn that son of a bitch sideways, and shove it straight up your candy ass!



Alcatraz aka 'The Rock'

AGE: 65 years old
WIDTH: 336 cells
WEIGHT: 1545 prisoners

Tag team partners: Al Capone, Machine Gun Kelly, The Birdman
Most hated opponent: Clint Eastwood
Trademark move: Gas Chamber
Before it had bars: Alcatraz Island was a military fortress
Quote: Even with all the smack talking in the world, no one escapes from The Rock, not even The Rock!



Smart Marks Don't Drink Juice

Ever heard some wrestling fans talk and thought they were speaking another language? The Big Bossman's here to drop some wrestling knowledge and fill you in on some of the most common "insider" terms of the business.



Baby Face: A good guy that the people want to cheer. As soon as their music hits, the crowd knows who's coming out to the ring, and they start to go wild before the wrestler even walks through the curtains.

Heel: A bad guy like The Big Bossman...enough said.

Jobber: Years and years ago, it's what they called all wrestlers. Today we call wrestlers talent. Another definition is a wrestler who's sole purpose is to put his opponent "over" with the crowd by losing badly and, sometimes, quite quickly.

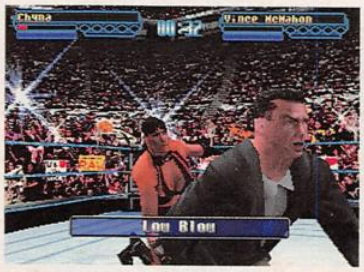
Juice: When wrestlers bleed during a match, we call the blood "juice."

Mark: I don't like the term mark. It used to be a term for someone in the crowd who believed what they were seeing was 100 percent real. Today, I like using the word fan. A fan is loyal to us no matter what. We get our heads knocked around out there for real, and that's why I don't like the term mark, because it implies what we're doing is fake.

Over: Being over means getting a reaction from the crowd by giving them the entertainment they want. The Rock and Steve Austin are over because the crowd cheers their every move. The Big Bossman is over because they hate me for tormenting the poor Big Show and his family.

Smart: A person who knows what's going on in the industry. Understanding the business end of wrestling and not just the entertainment factor.

Working snug: Making the moves look as real and painful as possible. Working snug is extremely dangerous because this is how most people get injured, by going too far. When you're on TV as often as we are, there's a lot of pressure to perform, and that's when accidents happen.



GOING DOWNSTAIRS **Shane and Stephanie shouldn't expect any more siblings.**



THREE'S A CROWD **Recreate classic tag team rivalries from the past.**

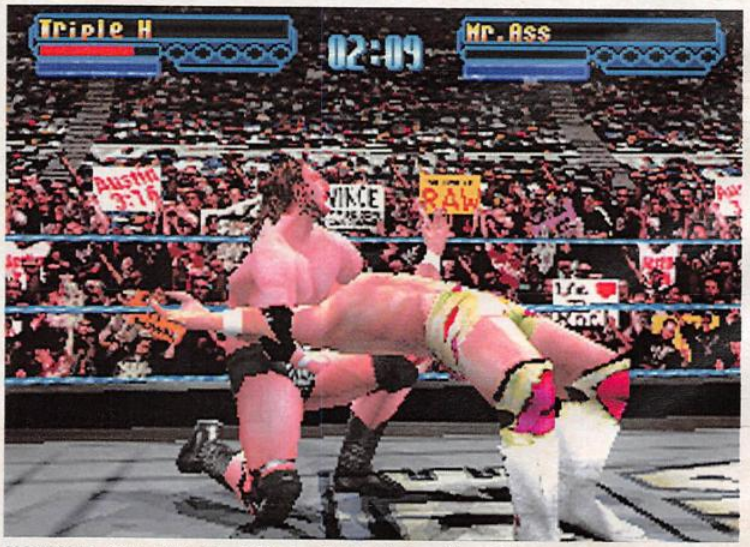
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They even have all of the backstage scenarios...next thing you know you'll be able to conduct interviews," said one of the federations newest heroes, Christian. "The lines are starting to get blurred between playing a *Smackdown* season and reality."

Outside of Season mode, the game also sports some extremely wild backstage brouhaha's reminiscent of EA's title, *WCW Mayhem*. If you and your opponent are fighting outside the ring, you can both run up the ramp and exit the ringside area through the curtains underneath the Titantron. You and your adversary will then be transported into a hallway where you will see a few different doors that you can enter. By throwing each other through the various doors, your fracas will be carried over to a number of famous WWF backstage locations, from the garage to the dreaded boiler room—each locale providing plenty of weapons at your disposal including chairs, guitars, and caskets..

"With each game, THQ keeps getting closer and closer to delivering exactly what we do on TV. Now they even have the backstage scenarios."
-Christian

Other highlights include *Smackdown's* striking list of match modes and options. Gamers can compete in Singles, Tag Team, Royal Rumble, Survivor Series, Battle Royal, Handicap, Steel Cage, King of the Ring, Hardcore, Falls Count Anywhere, Survival, I Quit, and Special Referee matches while wrestling as one of 30 top grapplers from the WWF, including The Rock and Kane. Or, if you're tired of playing as the WWF icons, you can simply create your own fighters in one of the most in-



ASSMASTER **While Triple H and Mr. Ass fight side-by-side on TV who says you can't let their video game clones tough it out in your living room?**



BOILING MAD The action heats up when the superstars take the fight to the boiler room.

depth create-a-wrestler modes seen to date. Not only can you adjust the heights and weights of your new wrestlers, but you can actually adjust their logic and how they will react to certain moves in the game. Another frightening but hilarious aspect of the wrestler creator is the mode's ability to take different parts from your favorite WWF superstars and make one seriously mutated muscleman...you can even give The Undertaker a voluptuous pair of "puppies" and a dress. Wrestler Al Snow has some ideas of his own, however, when it comes to creating wrestlers: "I want to create a thin Mankind," said Snow, "Lord knows you need a video game to do that because the real Mankind will never be thin again. He's more pear shape than thin."

But features aren't everything (are you listening, Acclaim?), and *WWF Smackdown* lays, well, the smack down with accelerated motions, frenzied gameplay, and all the spectacularly demented and daring moves of your favorite showmen. The grappling system screams similarities to *WWF Wrestlemania 2000*'s, only with a few tweaks. For example: instead of an Attitude meter, there's a Smackdown meter that lights up when it's time to drop The People's Elbow. What's different, though, is how you build up that meter. The timing of finishing moves has been adjusted to include more of how your wrestler and opponent are feeling at that specific time in the match, and not just how often your character taunts the crowd to build up his power bar.

The gameplay also features more double team moves than any other WWF game, and should include team specific moves like the Dudley Death-Drop. Additionally, you can reverse or counter almost any move; then there are the reversals that reverse the reversals, and the counters to counter the counters, and the, reversals to counter the...never mind, you get the point. But some matches might actually flaunt sequences where Chyna grabs Edge in a lock-up, Edge flips out and slams Chyna to the mat, Chyna gets up and attempts to blast Edge in the balls with an uppercut, but instead gets drop kicked in the teeth by a pair of flying feet.

It's back-and-forth pandemonium like this, combined with the soap opera aspects of the Story mode, that make *WWF Smackdown* so alarmingly close to playing an episode of the TV show, it's frightening... frighteningly entertaining, that is. It's also probably the closest you'll get to Chyna touching your balls.

No Holds Barred

Take your fights backstage in *WWF Smackdown*, in areas such as the kitchen, garage, locker room, and the boiler room. Feel free to use any item you can find to pummel your opponent with. Now you can recreate some of the WWF's ultimate backstage brawls.





Pay-per-view Madness
AL SNOW VS. THE BIG BOSSMAN

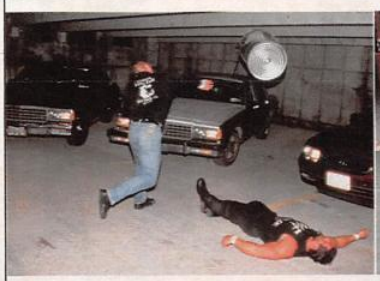
The Big Bossman cooked Al Snow's pet dog then fed it to him for dinner. How did Snow seek revenge? By beating the bacon out of the former pig all over the arena. They took it to the streets, they fought inside a bar–these two hardcore fighters defied pain with every move!





Super Bowl Surprise
THE ROCK VS. MANKIND

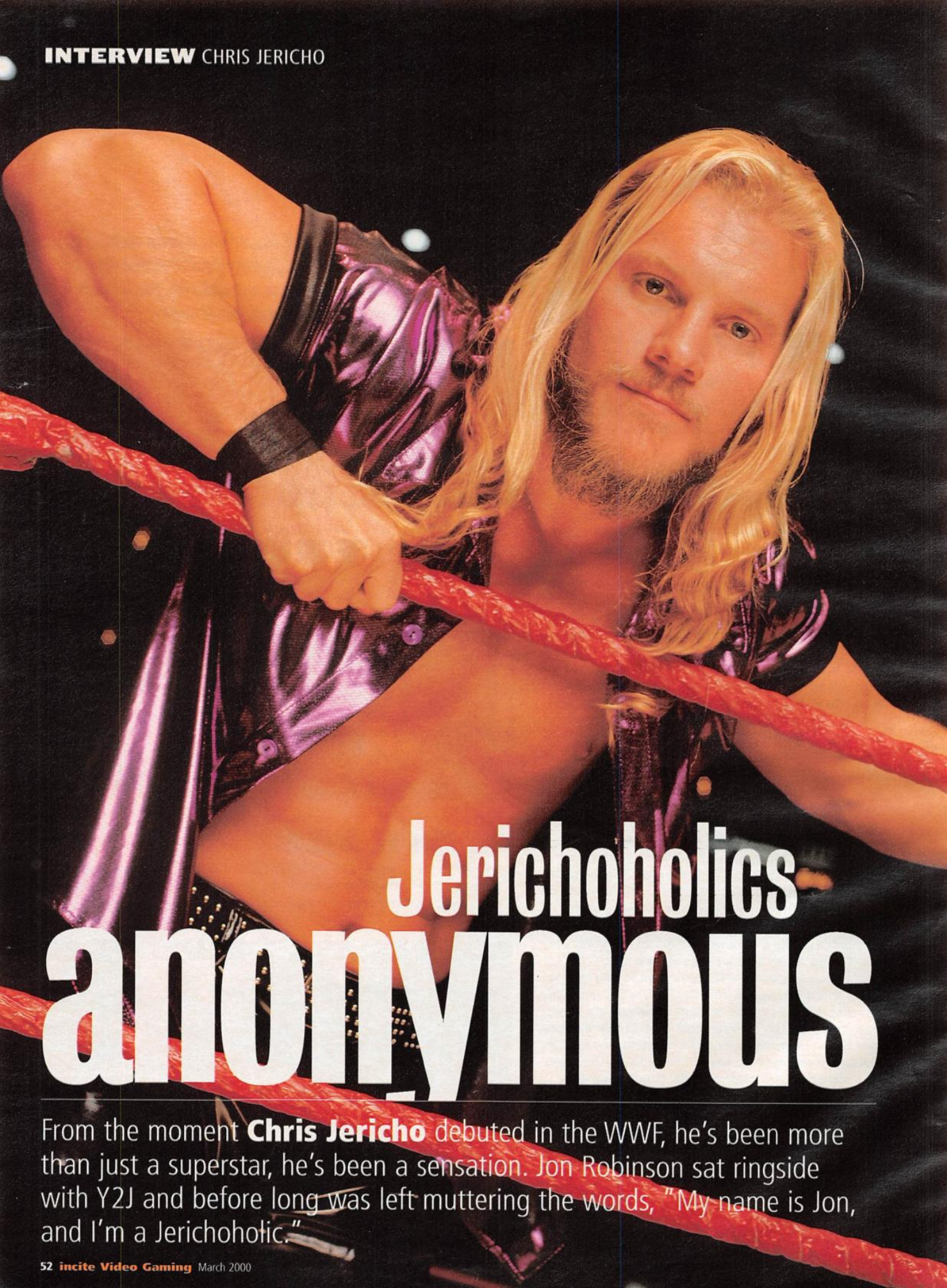
Last year, the WWF staged a Super Bowl halftime show of their own that featured Mankind against The Rock for the WWF championship. The fight went all over the arena, from the stands to the kitchen before Mankind finally pinned The Rock...with a little help from a handy forklift.





Monday Night Raw
KEN SHAMROCK VS. STEVE BLACKMAN

This was one feud that got ugly, and we're not even talking about Blackman's mic skills. The two combatants slugged it out in the garage on multiple occasions and even raced cars at each other as weapons. While you can't drive in *Smackdown*, you can still wallop your opponent with a shovel.



Jerichoholics anonymous

From the moment **Chris Jericho** debuted in the WWF, he's been more than just a superstar, he's been a sensation. Jon Robinson sat ringside with Y2J and before long was left muttering the words, "My name is Jon, and I'm a Jerichoholic."

First off, you're supposed to be a bad guy, but every time you hit the ring the crowd goes nuts. What's the deal?
In all honesty, the way wrestling has mutated now, popularity has less to do with wrestling skills and more to do with personality, storyline, and the way you interact and connect with the fans. I think the Y2J character does that because he's entertaining, but he's also an idiot in a lot of ways. Also, inside the ring, I can balance what the audience wants to see – the flash, the pomp and circumstance, the music, the lights, the comedy, the athleticism. There are only a handful of guys that can provide all of those things, and I like to think that I'm one of them, or hope that I will be one day soon.

Plus, people know that I'm having fun while I'm out there, which makes a big difference. When I was a kid, I used to go watch a lot of different bands in concert. When I'd see Metallica, it looked like they were having a good time on stage, laughing, playing, and running around. On the other hand, while I was always a big fan of Aerosmith, I hated to see them in concert because all they ever did was stand there and play. I would much rather pay to see a band that looked like they were having fun, and people feel the same way about wrestling. If you're having a good time, it permeates into the crowd. I've been a so-called bad guy the last two years, but now the fans, people I call Jerichoholics, are cheering for me, but it's not by anything I've changed in my style. It's just that people enjoy the character, and entertainment is the most important thing.

What does it take to be a Jerichoholic?
It just takes the pure belief that Y2J is the hero and role model and idol to the millions of Jerichoholics worldwide. Admit that to yourself, and you're all the way there.

Now, before you were admitting Jerichoholics into the WWF you were in WCW. What are the differences between the two companies?
The WWF is just much more of an organized place, and working here you feel like a true superstar because that's the way you're treated and that's the whole attitude of the company. The WWF is the number one wrestling organization in the world and it shows. It's just a much better place for younger wrestlers to be, and it's the place where people really make a name for themselves in the business.

Today you're wrestling in Madison Square Garden. Does the arena hold any special meaning for you?
It's always been a dream of mine to wrestle in Madison Square Garden. My father used to play for the New York Rangers, so I grew up in New York, and I've been coming to this arena since I was three years old. It's fun to actually be here myself and entertain the thousands in attendance just like my father did when he played hockey. It's like a circle has been closed in my family.

Where is the strangest place that you've ever wrestled?
Wow, I wrestled at a kid's birthday party once. It was in a barn and he had five or six friends and his mother there, and I think I got paid a glass of orange juice and a hot dog. That's probably the strangest circumstance surrounding any of my matches.

How did you become a professional wrestler?
I was always a big fan of it as a kid. Growing up, I used to watch the old AWA, Stampede Wrestling, and the WWF. The sport just captured my imagination, and when I was around age 15, I decided that that's what I wanted to do with my life.

What jobs did you have before you were a wrestler?
I worked at a pizza place for about two weeks – my job was to put sauce on the pizza crusts and to scrape off the pans that the pizzas were cooked on. I got covered in charcoal a couple of times and it really sucked. I spent most of my time there trying to think of ways to get out of scraping those pans. I also worked at a deli that was downstairs from an old folk's apartment building. I had really long hair and all of the old guys used to come in and think that I was a girl. They'd be like, "Excuse me ma'am, could I have some bologna?" And I'd be like, "Sure you can have some bologna, but I'm not a ma'am!" Thankfully, I've been working as a wrestler the last nine years straight.

Do you enjoy playing the wrestling video games?
I love playing video games; unfortunately with my schedule I don't get to play as much as I like. When the first game I was in came out, *WCW Nitro*, I went out and bought a PlayStation just to play as myself in the game, but I couldn't figure out how to do anything. I think I got beat by Chris Benoit in three seconds. The screen said something like "Benoit Destroys Jericho!" and I was like, wow, now there's something new, because at that time, getting destroyed was about all that was happening to my character.

How does it feel to see yourself in a video game?
It's cool. I've always wanted to be in a video game and on a trading card. Those are both things that people can never take away from you and that you'll have forever, so they're both very special to me. These games are getting so high-tech that pretty soon you'll press power on the PlayStation and I'll appear in your house and wrestle like I did for that kid in his barn. Better get my juice and hot dog ready!

How do you think your character looks in the new game *WWF Smackdown*?
It looks good, but it'll be difficult for the video games to keep up to date because I'm constantly changing my hair and my outfits. But every time I see a new game, I'm shocked because the animations and the level of detail just keep getting better and better. Now the games even have my ponytails and my ring entrance – it's scary how close to reality they're getting. The other day, THQ did some laser scans of my face for a future game, and after they did the scans, I saw my face on the computer, and it was a very strange, surreal type of experience.

"Today, games aren't just about the bashing and trashing inside the ring, but the whole male soap opera that is the WWF."

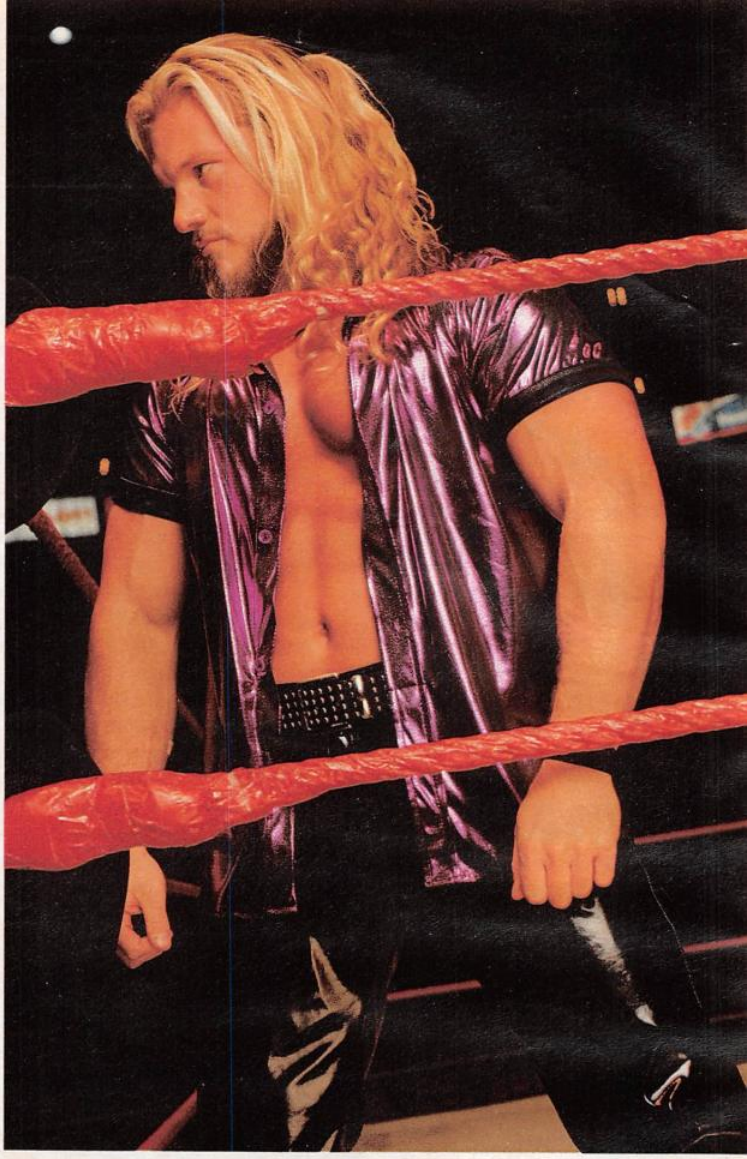


Have you ever been inspired to perform a move you saw in a video game in real life?
Maybe five or six years ago, when I was more into doing crazy moves I would've tried to steal stuff from the games. But, believe it or not, I did steal a bunch of moves from the Teenage Mutant Ninja Turtles movie. In fact, I stole something from that movie that I still use all the time. But when it comes to the video games, although there's a lot of stuff I'd like to try, I'm just not as agile as I used to be.

***Smackdown* lets you create wrestlers to play as or fight against in the ring. Whom do you want to create?**
I'd like to create a Dynamite Kid character. When I was in Japan, there was a game called *Fire Pro Wrestling* and you could create wrestlers, so I created The Dynamite Kid and Chris Benoit to fight each other because they're different generations of the same style. In *Smackdown*, it'll be fun to

Continued on page 54

Photography by Tom Hopkins



Continued from page 53

create an Arnold Schwarzenegger character. I think my favorite, though, will be to create Jennifer Aniston so Y2J can roll around with her for a bit.

Smackdown also features a lot of backstage brawls. What's the craziest thing that has happened to you backstage?

In the confines of the show, crazy stuff happens all of the time. I beat people up, run after them and attack them, I even hit Chyna with a hammer. Probably my favorite thing that I did backstage is something that I stole from *Spinal Tap*. I was wrestling in WCW and I was supposed to have a match against Wrath. I was imitating Goldberg's entrance, only I had a bunch of fat old bald guys surrounding me as my security and instead of walking to the ring, I made a wrong turn and got locked outside the building. That's one of my favorites. As far as other crazy things that happen backstage, one time I couldn't find the coffee machine and I started freaking out because I was missing my caffeine, but that's as crazy as it gets.

Speaking of fat security guards, what happened to Ralphus?

Before he was my bodyguard, he was just some guy who used to drive the lights around for WCW, and after a while the joke got stale. You can't really have a guy like that around you too long or the humor gets old. So I guess he's back to setting up lights.

Can fans expect to see a feud between Y2J and The Rock in the near future?

Definitely. We already have a little bit of a back-story there, and his character is similar to mine in a lot of ways. I don't think anyone can really talk as good as he can...well maybe not anyone. There are a few who can keep up, and I think that I'm one of them. So I know we can have some really good verbal duels, and I think we can have some dynamite duels inside the ring as well. [*In walks D'Lo Brown*] But enough of The Rock, because I want to be just like D'Lo Brown...a bald, fat, black guy. [*D'Lo leaves laughing*]

What hobbies do you have outside of wrestling?

Music, hockey, my girlfriend, going to church. I don't really get a lot of time off, so when I'm home I just like to relax.

Are there any moves that you've been working on but haven't tried in the ring?

There might be a few new moves that I'll try here and there, but my days of inventing moves are pretty much over with. Today, it's not really what moves you do, but how you do them. Someone could do a triple moonsault off the top of a cage and it might not get the same pop as a punch from The Rock. If you know how to do things right, that's what people are more interested in seeing rather than witnessing something extreme. A lot of wrestlers don't understand that you can do all the acrobatic moves in the world, but it really doesn't matter when it comes to crowd reaction. Look at the differences between Papi Chulo and Steve Austin. Steve does about a quarter of the moves that Papi does, but Austin's a million times more popular because he knows exactly when to do the things that he does best. When you've been in the business for a while, you realize that it's not what you do, it's when you do it and how you do it. So that's more of what I'm trying to work on now rather than trying to think of new flips.

"It's not really what moves you do, but how you do them. Someone could do a triple moonsault off the top of a cage and it might not get the same pop as a punch from The Rock."

How close to reality do you think a video game can get to what the WWF provides its fans?

The systems are just getting so much more high-tech, especially when compared to when I first started getting into video games. Back in 1981, I remember when Atari and Intelevision were cutting edge. Then ColecoVision came out and that was the cat's ass. Now they have 3D graphics and popular bands doing the soundtracks. What's great about *Smackdown*, though, are all of the backstage choices you get to make – it's almost like a WWF Choose Your Own Adventure book, where depending on your decisions, the storylines actually change. Today, games aren't just about the bashing and trashing inside the ring, but the whole male soap opera that is the WWF. Pretty soon they'll probably have virtual reality where you're actually in the match wrestling against me in your living room. We'll do weddings, parties, and bar mitzvahs.

Anything else Y2J wants to say to his fans?

Keep buying the video games and keep playing as me. I'd much rather have you guys playing with me because I'm tired of playing with myself...in the video game, that is.



"It just takes the pure belief that Y2J is the hero and role model and idol to the millions of Jerichoholics worldwide. Admit that to yourself, and you're all the way there."

REAL F'N F







MATURE
M
CONTENT RATED BY ESRB

Animated Violence
Strong Language

NINTENDO 64

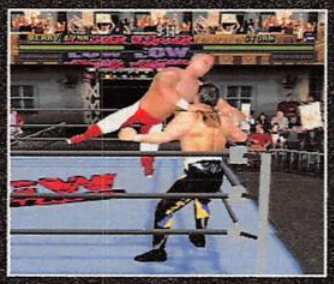
PlayStation

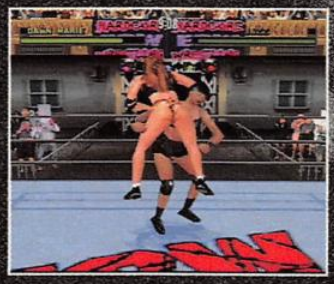
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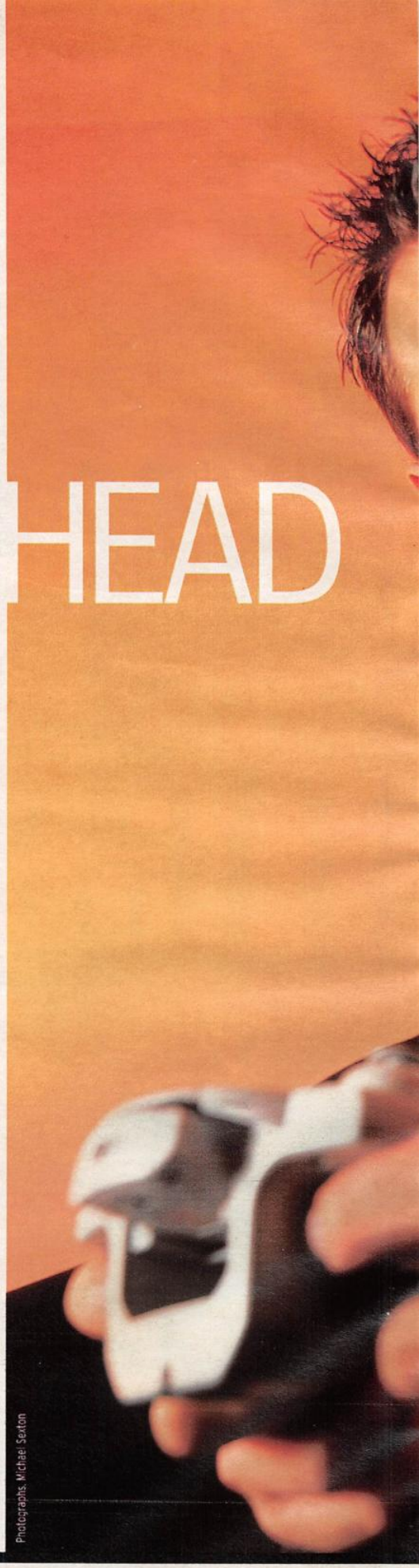
MACHINE HEAD

Wondering which of your favorite bands are the best drivers? We were too, so we challenged members of **Blink 182, 311, Bush**, and **Filter** to a battle royale on *Test Drive 6*. Paul Semel fastens his seat belt.

You always know it's the holiday season when your favorite TV shows do Christmas episodes and then go into weeks of repeats. You always know it's the holiday season when your favorite stores cover their displays with fake snow, even though you live in Los Angeles and the only snow the city ever sees is the kind that'll get you 3-5 for possession. And you always know it's the holiday season when your favorite bands play together at benefit concerts thrown by your favorite radio stations.

Which is why when San Francisco's Live 105 radio station announced their "Not So Silent Night" show, featuring performances by Bush, Filter, 311, and Blink 182, we knew the holiday season was upon us. And feeling that holiday cheer, we not only decided to help out by co-sponsoring the show, but also decided to give you, our loyal readers, a bit of a treat by challenging the bands to play each other in a couple races of *Test Drive 6* for your amusement. Whoever got the fastest lap time would be our winner, giving him the right to brag from now until no one cared anymore. As for us, we'd run the story in our March issue, well after that holiday cheer had subsided into a longing for summer, and get all nostalgic for our holiday bout of road raging.

"When I was in high school, my best friend and I used to **steal his mom's car** and go out in the desert and burn things."



Photographs: Michael Sexton



Mark Hoppus
BLINK 182

Position: Singer/Bassist
Latest album: *Enema of the State*
First car: Nissan Stanza
Current car: Toyota 4Runner, but I want a Expedition.
Number of speeding tickets awarded: One, but it was just a 40 in a 25, so I looked like an a—hole.
Ever totaled a car? Never, knock on wood.
Ever stolen a car? Yeah. When I was in high school, my best friend and I used to steal his mom's car and go out in the desert and burn things.
Favorite video game: *Crash Bandicoot*
Favorite racing game: *Star Wars: Pod Racer*
Best Blink 182 song to race to: "Don't Leave Me"

S.A. Martinez
311

Position: Lead singer/DJ
Latest album: *Soundsystem*
First car: GMC pickup truck
Current car: BMW 740 iL
Number of speeding tickets awarded: I've never gotten a speeding ticket in my entire life.
Ever totaled a car? No, though I've gotten hit.
Ever stolen a car? Nope.
Favorite video game: *Pac-Man*
Favorite racing game: *Wave Race*
Best 311 song to race to: "Livin' & Rockin'"

Dave Parsons
BUSH

Position: Bassist
Latest album: *The Science Of Things*
Current car: BMW
Number of speeding tickets awarded: None.
Ever totaled a car? No.
Ever stolen a car? No.
Favorite video game: *FIFA '99*
Best Bush song to race to: "Machine Head"

Geno Lenardo
FILTER

Position: guitarist
Latest album: *Title Of Record*
First car: Toyota Camry
Current car: Dodge Durango
Number of speeding tickets awarded: Several.
Ever totaled a car? No, I'm an excellent driver. I've never really even damaged a car.
Ever stolen a car? No. I'd work for s— and buy it.
Favorite video game: *Scramble*
Favorite racing game: *Gran Turismo*
Best Filter song to race to: "Captain Bligh"



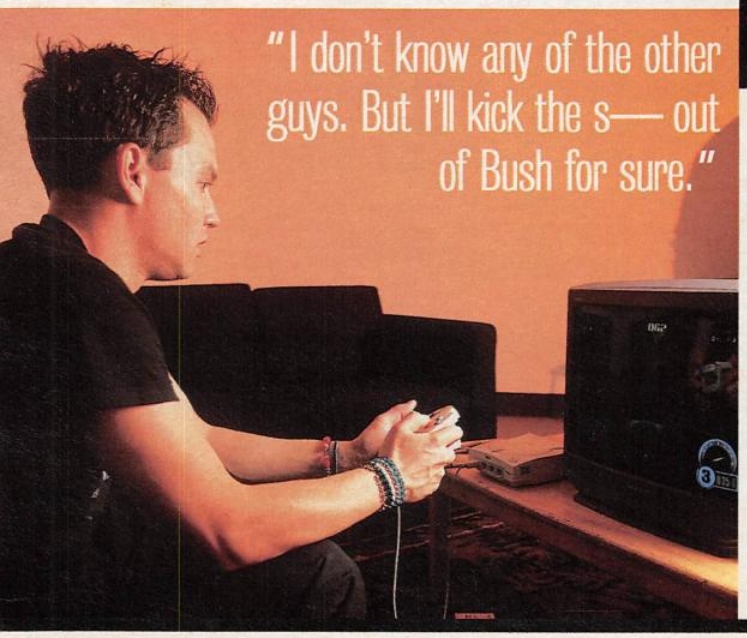
Battle 1 Mark from *Blink 182*

For the first race, we set up in the back of Blink 182's dressing room. Mark ran to the couch, announcing "I'll kick the s— out of the Filter guys," adding "I don't know any of the other guys. But I'll kick the s— out of Bush for sure."

Brave words (and ironic considering his lap times), but made more in jest than in rock star bravado. "I'm not doing this for competition's sake," he explained as he crashed into a wall again, "I just like playing video games. It comes from having no loving and no one to spend time with."

Despite his experience, though, Mark seemed to have a bit of difficulty with the course (London, for those of you who keep track of such things). When not bumping into the wall, he was knocking into other cars, often sending them into the air. "See that move?" he asked after a particularly wily maneuver, "I'm like Bill Murray in *The Spy Who Knew Too Little*."

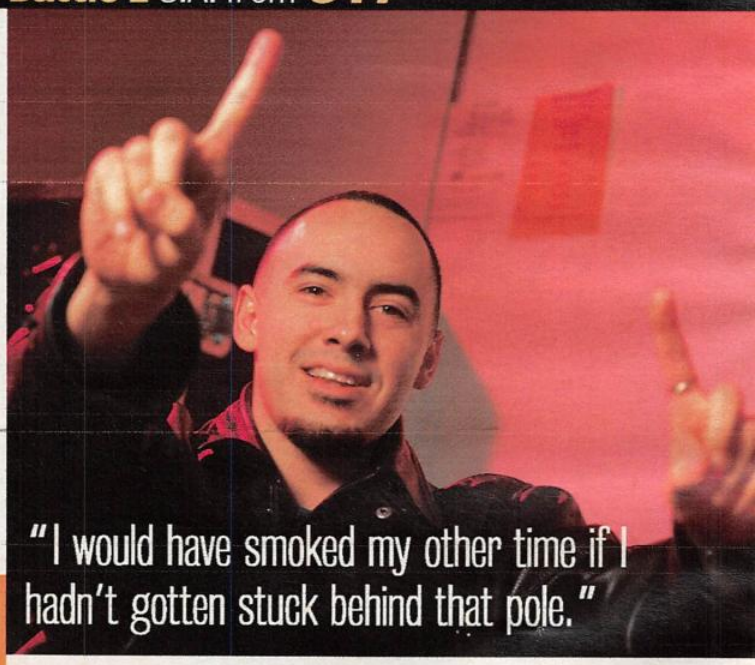
Mark was stopped by the police in all the races and cited for speeding, reckless driving, and resisting arrest. It wasn't the money that bothered Mark as much as losing valuable seconds. "It's another instance," he said, sighing, "of The Man trying to keep me down."



"I don't know any of the other guys. But I'll kick the s— out of Bush for sure."



Battle 2 S.A. from *311*

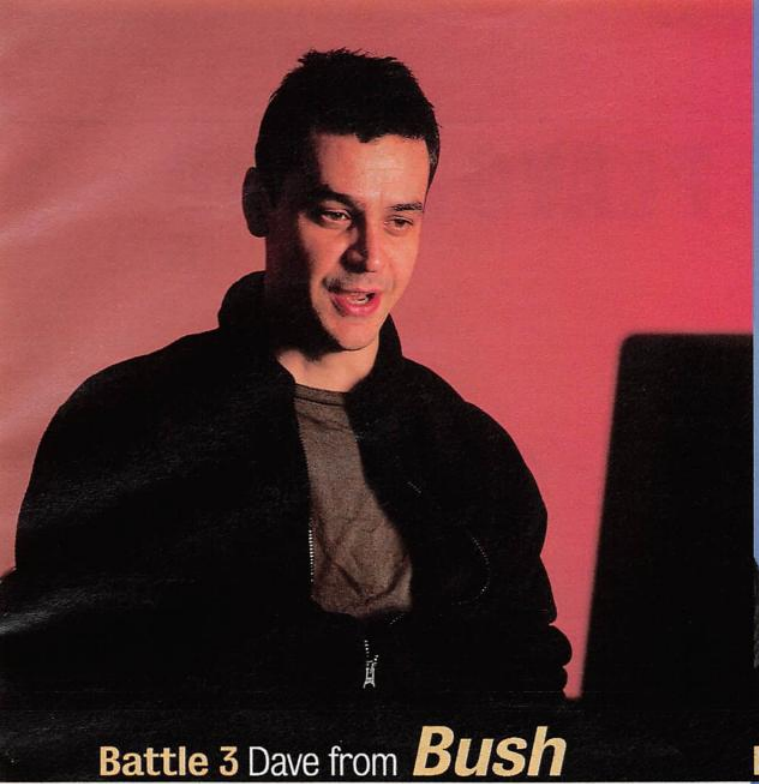


"I would have smoked my other time if I hadn't gotten stuck behind that pole."

For the second round, we moved the set-up to 311's dressing room, just in case S.A.'s pals could cheer him on. Not that S.A. would've noticed; his concentration was entirely on winning the game. Though he would utter an "Oh God" when he'd crash into another car – which, to be honest, happened quite frequently – for most of his three races the singer was rather quiet.

Instead, his concentration stayed on the TV. The only time he seemed the least bit distracted, in fact, was when Mark came in and asked, "How's it going for me?" Hearing that his best time had been beaten, though, the Blink 182 singer was a little disappointed, but not much. "S.A. and I are friends from way back in the Warped Tour days," he explained, "so if he wins it's like we all win."

By the third race, however, S.A. had loosened up, becoming more accustomed to both the course and car. This would be his undoing, as he soon found himself caught between a pole and another car, which wasted valuable seconds. "I would've smoked my other time," he said later, "if I hadn't gotten stuck behind that pole."

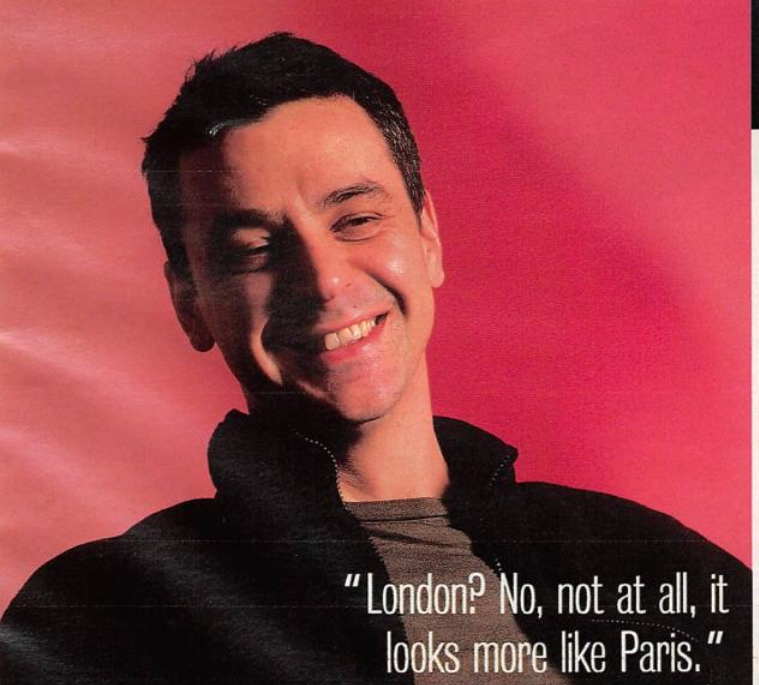


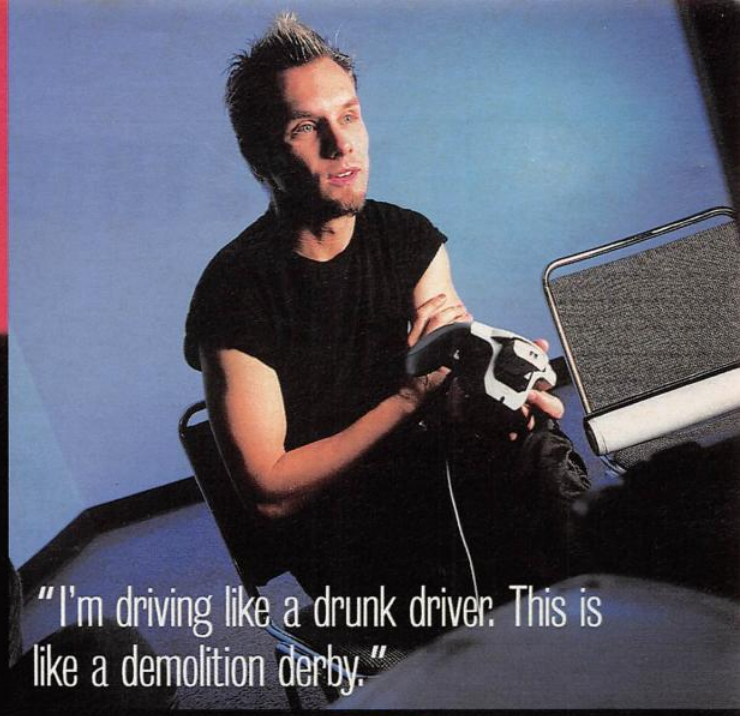
Battle 3 Dave from *Bush*

Though all of our drivers wanted to win, no one was favored to win more than Dave. Being from England, it was thought that he might have an advantage over the other drivers on the London course. After all, it was Mark who had noted, "It's uncanny how these streets look like the streets of London."

However, it was Dave himself who dismissed this thinking when he pointed out that the course didn't actually resemble Britain's big city. "No, not at all," he noted, "it looks more like Paris."

Still, it seemed like Dave might still have an advantage over his competitors, as he revealed that he'd spent his valuable lounging around time playing *Test Drive 6* downstairs, where the game's creators, Infogrames, had a booth set up for people to play. This time was well spent, as Dave didn't suffer the acclimation time of Mark or S.A., getting closer and closer to the latter's best time with each race until he finally beat it in the third race.





Battle 4 Geno from *Filter*



Whether driven by his innate competitive nature or the idea that if he lost he'd never hear the end of it from the band, Geno seemed so determined to win this showdown that he was often heard yelling at the other cars on the road who, obviously, don't exist. And though his driver's license was currently expired, it took just one race for him to beat the best time, prompting the gleeful declaration, "I won!"

Ironically, though, his next race had him crashing and bashing everything in sight, forcing him to admit, "I'm driving like a drunk driver. This is like a demolition derby." Such declarations didn't go unnoticed, however, and he soon met London's finest, who presented him with a ticket for speeding and resisting arrest.

Geno did do a bit better during the third race, though it was still not enough to beat his first go-round. Even so, he was still the winner, a fact that, when his bandmates and friends heard, inspired much cheering. Geno and Filter singer Richard Patrick even broke into an impromptu rendition of Queen's "We Are The Champions," though that only lasted about as long as it takes anyone to sing, "We are the champions, my friend."

ELECTRIC PLAYGROUND



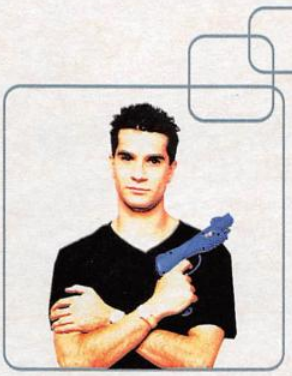
"THE ELECTRIC PLAYGROUND IS THE COOLEST VIDEOGAMES SHOW AROUND"

★★★★★ JOHN DAVISON- EDITOR IN CHIEF
ELECTRONIC GAMING MONTHLY

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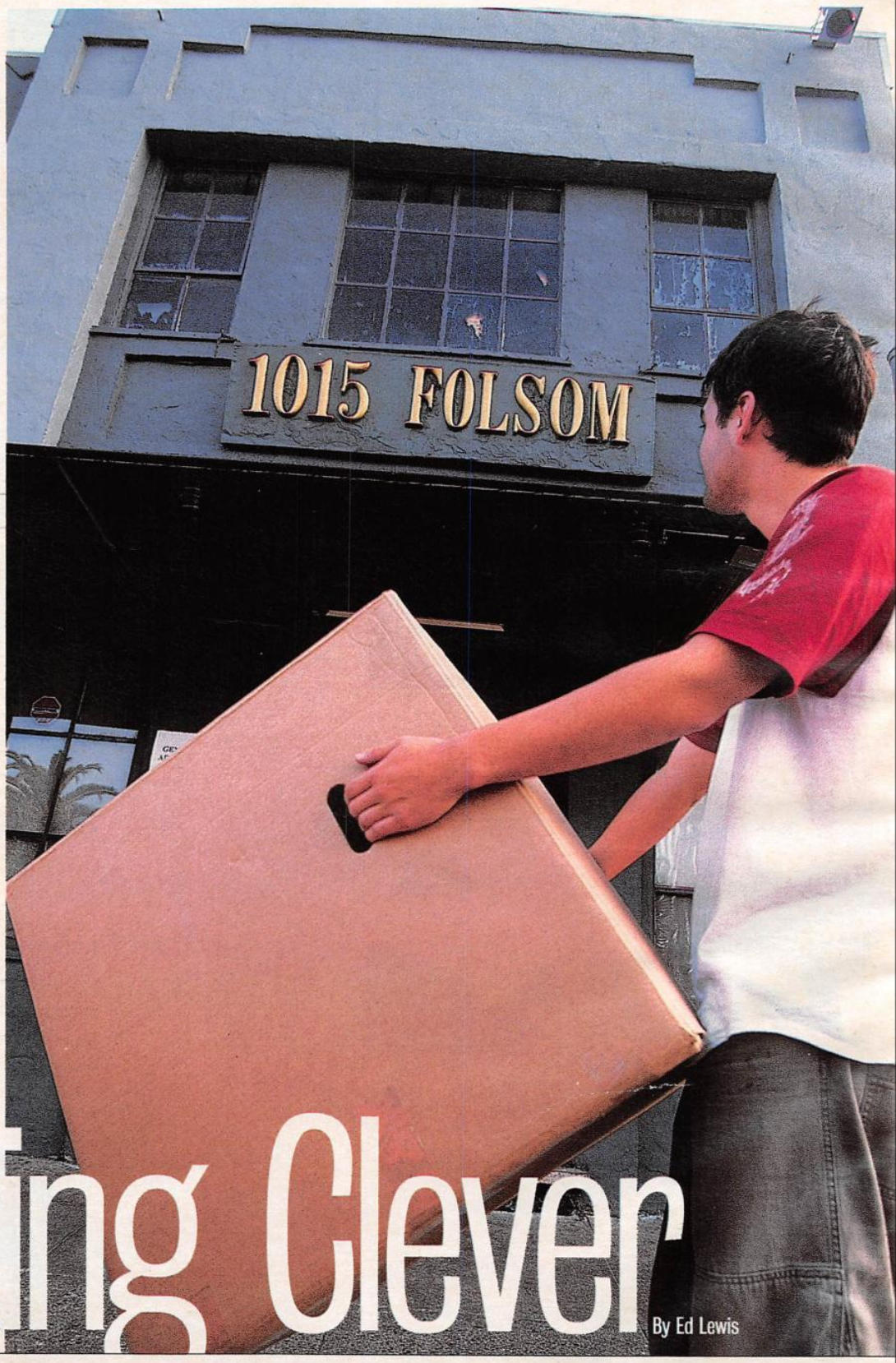
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the electronic gaming industry."
-Cliff Bleszinski. Developer
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Boxing Clever

By Ed Lewis

Using **Metal Gear Solid** skills to bypass harsh nightclub security.

After playing *Metal Gear Solid* through for the sixth time, I decided that it was time to stop just playing games and live the life. After all, what use is all this simulation, all this quality training I was receiving, if I never do anything with it? It was time to go out into the real world and show that I was not wasting my life away in front of my TV. Time to prove that I had been preparing in ways no one could ever dream of.

In *MGS*, you hone your sneaking skills in order to infiltrate an enemy base. One aspect of this sneaking technique is hiding inside a cardboard box and shuffling along the ground so that when guards look your way, they won't notice you and sound the alarm. Well, I'd gotten so good at this that not even a rent-a-cop on a few cans of Red Bull would've noticed me. I just slide on in and get the job done. Wham, bam, thank you, ma'am.

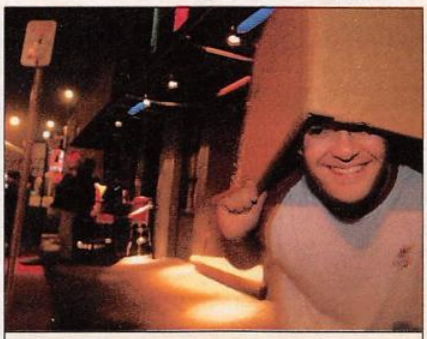
But like I said, it was time to live the life. While I have little need for sneaking into a high-security enemy base in Alaska, I also have little need for dealing with the bouncers and the high cover charge of the big club in our city, 1015. None of that "wait here while your female friends go in way ahead of you for free and we charge you $10 for the privilege of walking in" stuff for me. I was taking the back route and going in, stealth-style. It was time for the box.

Your step-by-step guide to **Box Espionage**



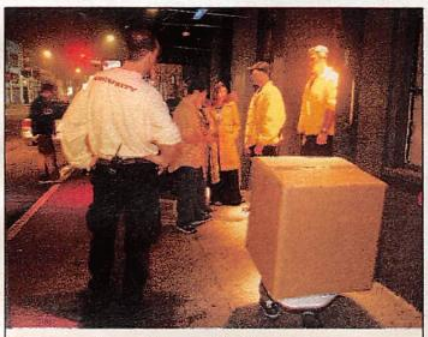
1. Setting down the box.

First off, establish the box as a non-threatening item in your target environment. Set the box up and hide in it before the club sets up. No one suspects a cardboard box on the street. I live in a big city, and along with grocery bags, cardboard boxes are the tumbleweeds of the new millennium.



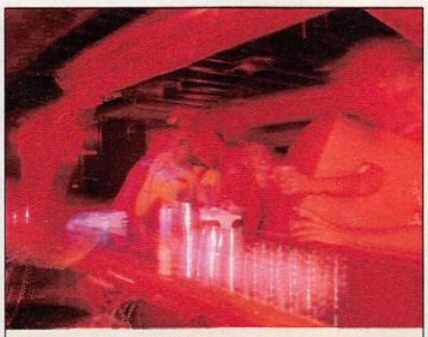
2. Sneaking past security.

When the place is going strong, beats are pumping from inside with a dull thud, and people are slowly going in, make your move. Crawl along when the bouncers aren't looking and they won't suspect a thing. For God's sake, remember to punch in an eye-hole *before* you start moving.



3. Sneaking through the entrance.

This part is tricky and requires razor-sharp reflexes and precise timing. Fortunately, I have a good bit of both. I also had a couple of female friends who were able to distract the hand stamper as I went in. For bonus style points, I even got the stamper to absentmindedly stamp my hand. Smoooove.



4. Success! At the bar.

All right, once you're inside it's all clear. With the colored lights down low and weeble-wobble club kids bouncing around, blending in is a cinch. Ditch the box next to the bar and carry it out with you later (no one suspects a guy carrying a cardboard box). The world is your oyster; go get it.

What's this **Metal Gear Solid** all about?

In the legendary game *Metal Gear Solid*, it's all about the sneakiness. If you're good, damn good, no one will ever see you. You sneak up behind guards and take them out while they're still thinking about what flavor of ramen they'll cook up at home. Sometimes you don't even want to kill anyone, you just want to sneak by without them ever knowing you were there.

If you haven't gotten your hands on *Metal Gear Solid* yet, then it's time to make a change for the better in your life. Drag your lazy ass over to the nearest toy store or web site and buy it. Last we checked, it was available for a mere $20, which means you have no excuse for avoiding it.



ASK THE EXPERTS

Do some research on your target areas before you go in with your cardboard disguise. We called up a couple experts to see what they had to say:

PRIVATE INVESTIGATOR

Rat Dog Dick Detective Agency (415) 957-0220

Would you use a cardboard box in a stakeout?
Probably, but I would not move. I'd use it as stationary. A cardboard box wouldn't normally move. You wouldn't want to draw attention during surveillance. If you knew they wouldn't see you then sure.
What is the most effective tool of disguise?
A vehicle is most commonly used, such as a surveillance van or automobile. If you were in a bar, you could get very close.
So a cardboard box is really not useful?
Uh, no.
One last question: where'd you get your name?
I find people like a rat dog finds rats.

ESPIONAGE EXPERTS

Spy Shop (831) 375-2007

Is using a box a viable technique?
They may have tried, but it wouldn't work.
Are you sure? People can be pretty skilled with a cardboard box.
Technology today would catch this. There are temperature and motion sensors that work together to catch intruders. These sensors can detect a difference in temperature by as little as half a degree. Since these systems have been common for the past nine years, it's unlikely a box will get you anywhere.
So having a security guard watching the place is pretty useless, then?
Well, security still helps in order to catch the person once they're detected, but their job is not so much to personally watch out for intruders.
So, what if I was able to have a suit that would hide my body heat and move in the box in such incredibly small increments that not even a motion sensor could see me?
People have also been using pressure sensitive sensors under floors for seven years or so. You'll either starve to death from moving so slowly or set off an alarm and be caught in your box.

NIGHTCLUB SECURITY

1015 Folsom - Event info: (415) 431-1200

Has anyone ever snuck into the club in a box?
No.
Are you sure? Maybe they're too good.
We have 25 security guys and no one's getting in unnoticed.
What do you do if you catch people sneaking in?
Throw them out, take a picture, and make sure they never get in again.

No Guts, no Gory

With more guts than a Jimmy Dean slaughterhouse, *Berserk* gets medieval – hack and slash style

■ SYSTEM **Dreamcast** ■ PUBLISHER **TBA** ■ DEVELOPER **Yukes** ■ THEME **Hacking and slashing plague victims, bandits and knights** ■ PLAYERS **1** ■ AVAILABLE **Spring**

INSIGHT

Q. What's there to do, apart from the slashing?
A. You can hack. Or rend. Or tear. But not much else. No locating of gold keys, and no experience points. Just fountains of blood spilling from mutated locals.
Q. So what's in those barrels?
A. OK, so there are items to collect, bombs to throw, and crossbows to fire, but this really gets in the way of the slashing.
Q. Why is there a laser coming out of that guy's eye?
A. Well, when Guts (yes, that's his name) gets extra proficient in the slashing department, he starts seeing red – literally. Cue the "berserk" bloodlust and, you guessed it, more slashing.

If Tim Burton and David Lynch had a lovechild who went into the game designing profession, she'd create this. Then she'd keep adding arterial spray effects and maiming animations until she was asked politely to stop.

Stylized violence has never looked so impressive and graphic, while still retaining cartoon elements, as this romp into fantasy medieval Europe with the plague in full swing. Join the subtly entitled Guts, a rakish hero with one red eye and an itchy tattoo, as he matter-of-factly slices and skewers wave after shambling wave of organic mutations, ranging from small children with tentacles growing out of their skulls, to huge loping bears with human heads instead of snouts. Guts is on a jaunt to thwart an evil Baron named Balzac (no laughing at the back, there), a muscular Balrog called Zoddo, and the real power behind the throne, which after our extensive playtest seems to be a gigantic floating plant baby. With more tentacles.

Yes, sickeningly bizarre seems a little tame in describing *Berserk*. Only in this game can you slice in half a lumbering peasant dressed in Tudor garb with a gigantic meaty arm that ends in a sinewy ball of flesh. Upon closer inspection, this turns out to be his head, complete with blinking eyes. And when that huge sword strikes, floods of blood gush about the feudal landscape, and combat intensifies as other, even more freakish townspeople lumber into your sword swings. Segued in with this constant carnage is a lengthy series of sometimes moving, always professional quality cut-scenes featuring mutated nuns, clanking knights, and a number of forest creatures covered in fleshy growths and fungal infec-



DO I MAKE YOU HORNY? **Guts swings at a massively butch Balrog with one huge horn.**



BESERKER BARRAGE **Not enough flowing juices for you? Then wait until Guts really sees red – he becomes impervious to pain, and the blood flows like wine. Plague-ridden wine.**

Dismemberment for the Masses

Classic Dismemberment Moment

With a name like Guts, career opportunities are bound to be limited. Luckily, *Berserk* came along and provided the perfect venue for our man Guts to hack-n-slash to his heart's content. Of course, with a sword that big, it's inevitable that the odd arm or leg might get sliced off now and again. In fact, it happens quite often - so often that we think the impressionable Guts might have been influenced by, say, a movie or TV as a young lad. What might it have been? We've got our theories. Like *Monty Python and the Holy Grail*, for example.

THEY MEET

A fun-filled day at the cinema for young Guts is about to take a chilling turn. On-screen, a chance encounter between two heavily armed men in a forest (along with a squire banging coconuts together). Happens every day. But this time, something goes wrong – horribly, horribly wrong.



'TIS BUT A SCRATCH

Oh no! The King of the Britons has brutally hacked off of the noble Black Knight's arm! Who could've seen that coming? Yet the Black Knight is unfazed, and is still able to trash talk. Shouts of, "Come on, ya pansy!" and, "Have at you!" ring through the darkened theater. Guts begins to take down notes.





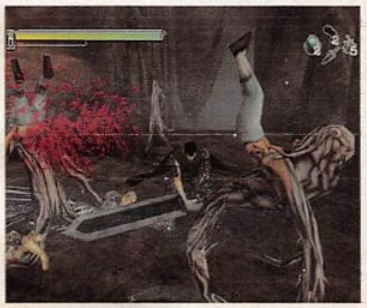
'ARMLESS FUN In a wooded glen, Gut's severs the main arteries of a vicious plant man consisting of three fused humans in a trunk like outer skin. With tentacles, of course.

tions. All of which you then kill in a shower of body parts. There's as much chance of *Berserk* receiving a Teen rating as there is of Cher getting carded.

But one has to admit that creeping buboes have never looked so good. All manner of interesting skin conditions are present, from the pox to tentacles with baby heads growing out of them. And instead of gasping in impressed yet queasy horror at your adversaries, there's little time for looking, as a simple gameplay premise is at work here. You must tear and rend flesh as you dash from the start of an area to the end, with little rest in-between. This is *GoldenAxe* - H.R. Giger style.

With Eidos and Crave both vying for publishing rights, the beautiful massacre known as *Berserk* is set to bludgeon its way into stores shortly. When it does, we'll be there to mop up the entrails and carry out the definitive autopsy.

- David Hodgson



FULL MOON Tree-tentacled folk show their backsides – protesting Guts' deforestation.

Bizarre Berserk: When Abominations Attack

Three key moments of great grotesqueness

1. Mutation Nation



At the start of your quest, you'll meet a frightening mute girl known as Casca, a green pixie called Puck, and a gypsy going by the name Rita. No big freak-show and nothing to lose your sanity over, until the gypsies hit town and start performing for a crowd of villagers. After a spot of knife-throwing, Rita hands the stage over to the basin-headed Job. Clutching a mammoth mace, Job falls over, loses his hood, and reveals a baby's head stuck to his torso. The villages welcome their less fortunate brother into the fold by stoning him. Then all heck breaks loose.

2. Going back to my roots



The harvesting of root vegetables in *Berserk* is not only frowned upon, but can be downright suicidal. Upon entering a plague village, Dumteth and his posse pause to admire a crop of turnips. But when one of his lackeys pulls the root out of the soil, the turnip deflates, lets out an ear-piercing scream, and triggers the whole town's mutations to kick in – as expected from the current crop of bewilderingly bizarre Japanese games. This spells the end of Dumteth (after a particularly nasty backhand tentacle in the face) and the start of more bloody combat for you.

3. Potted Child Tentacles



Aside from organic mutations, sinewy flesh flapping about, and small children sporting twisted deflects caused by the viral outbreak, what eccentric hack-'em-up could be complete without the staple diet of Japan's favorite appendage, the tentacle? Well, all you limb-lovers are in for a real treat, and one particularly unsetting cut-scene features *all* of the above occurrences. A mute girl enters a secret castle chamber, fishes out a squid child from a formaldehyde jar, and cradles it as it screams and grows purple tentacles. Stop now. You're scaring us.

HAD ENOUGH, EH?

Things have gone from bad to worse, and now the Black Knight is missing two very key limbs. How will he tie his shoes? Brush his teeth? Even worse, King Arthur seems quite willing to continue the carnage, despite the Black Knight's obviously compromised position. "Look, I'll have your leg," he menaces.



THREE DOWN

King Arthur makes good on this threat, slicing off another, very important, appendage. But the Black Knight is stoic in the face of adversity. His fallback career as a tightrope walker is obviously ruined, and yet the Black Knight presses on. "What are you going to do, bleed on me?" taunts the King.



COMPLETELY LEGLESS

The Black Knight is down, but not out. "Alright, we'll call it a draw," he concedes. The King takes advantage of the Black Knights moment of weakness, and runs off like a yellow coward. How did this scene mold the fragile psyche of the young Guts? We may never quite know the full answer to that question.



Holy Grail footage courtesy of Columbia TriStar Home Video



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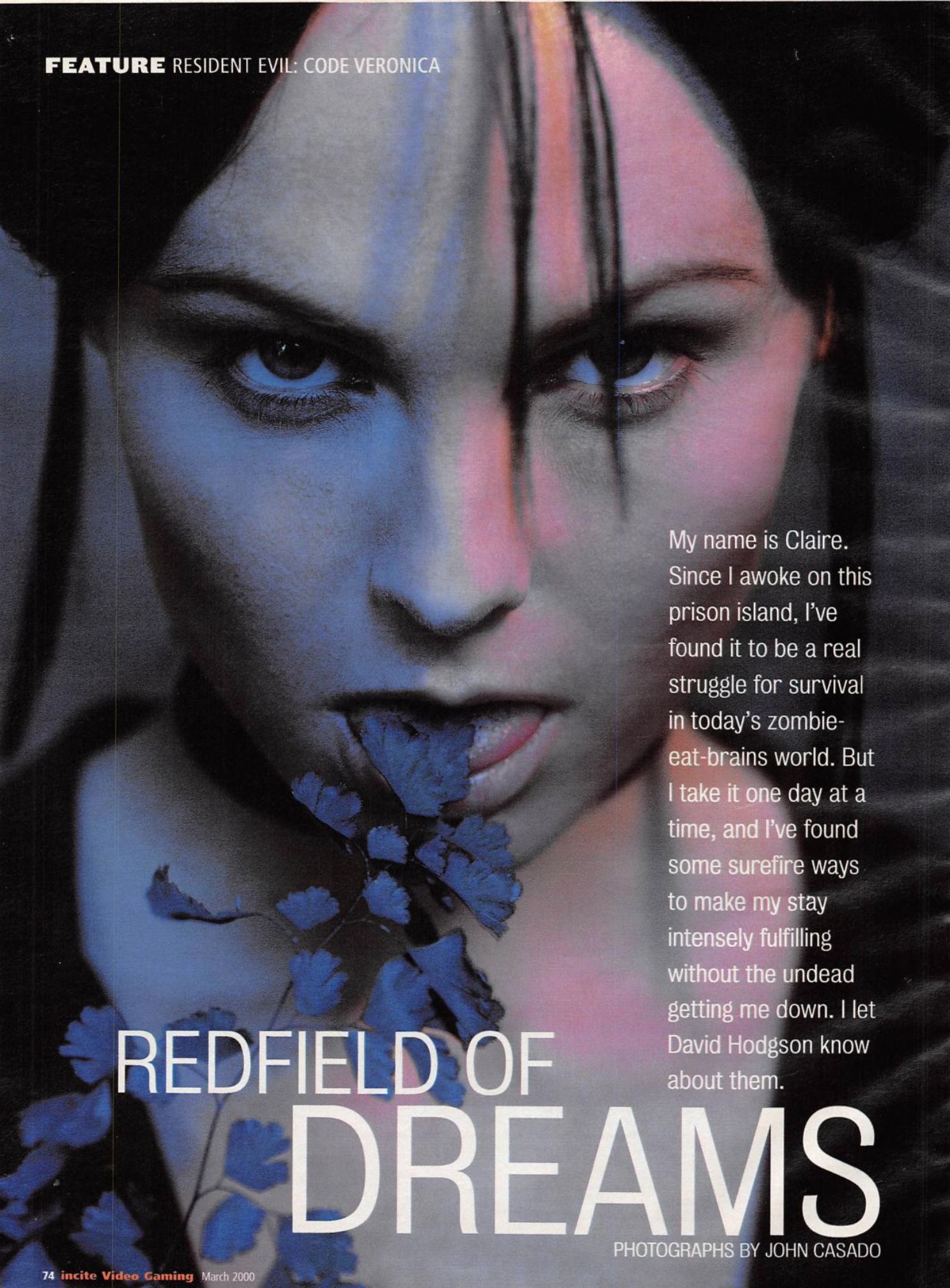
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If you haven't entered, there is no question that you've been naughty. Not to worry, we have kept our list open for yet another month. Get on our list and enter for a chance to win a full PlayStation version of Tomb Raider III by Eidos Interactive.

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www.incitegames.com/tr3

*General rules:
A total of 20,000 copies of Tomb Raider III will be awarded ($34.99 Retail Price). A random drawing to award all prizes will be held on or about March 17, 2000 from all eligible entries received by February 29, 2000. The odds of winning depend upon the number of eligible entries received. Only one entry per person is accepted. You may enter by filling out the official entry card, accessing our website, or printing your name and address on a postcard and mailing it to ATTN: VGTR3, 650 Townsend Suite 305, San Francisco, CA 94103. The contest is open to all legal U.S. residents, except for the employees and immediate family of the Sponsor, the prize manufacturers, their affiliates, subsidiaries, advertising agencies, or any other company involved with the design, production, execution or distribution of the drawings. Persons under the age of 18 require parental consent to participate. Any tax liability is solely the responsibility of the winner. All federal, state, local, and municipal and provincial laws and regulations apply. Sponsor shall be deemed sole interpreter of the rules and conditions. By participating, entrants acknowledge and agree to be bound by these rules and the decisions of the Sponsor are final. Void in the states of Florida and New York and where prohibited by law. Prize components are not exchangeable, transferable, or redeemable for cash. Prices shown are estimated retail prices, actual prices may vary. The Sponsor does not make and is not responsible for any warranty (including fitness for particular purposes) or guarantee with regards to any prize or portion thereof. All sweepstakes entries become the property of the Sponsor and will not be returned. In the event of unavailability of stated prize(s) or component(s) thereof, Sponsor reserves the right to substitute item(s) of comparable value.



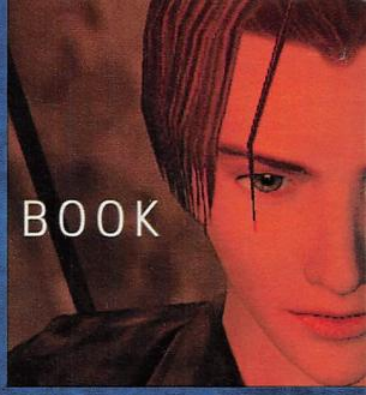
My name is Claire. Since I awoke on this prison island, I've found it to be a real struggle for survival in today's zombie-eat-brains world. But I take it one day at a time, and I've found some surefire ways to make my stay intensely fulfilling without the undead getting me down. I let David Hodgson know about them.

REDFIELD OF DREAMS

PHOTOGRAPHS BY JOHN CASADO

DAY 1. LITTLE **BLACK** BOOK

A lot of the guys I meet seem to be dead from the neck up... and the neck down for that matter. They always try to engage me in heavy necking – which is fine if your jaw doesn't fall off in the heat of passion. I've learned to kick them to the curb and to respect myself. But there are three men in my life who've always seen me as more than just a piece of meat.



STEVE**BURNSIDE**

It's just nice to be around a guy who doesn't spend his free time shambling around cemeteries, even if that accent is Canadian. He saved my life. I owe him dinner at least.

CHRIS**REDFIELD**

Life without my brother, Chris, has been unbearable, but call it a woman's intuition, or a sixth sense, I'm sure I'll find him – or his blood-soaked corpse – soon.

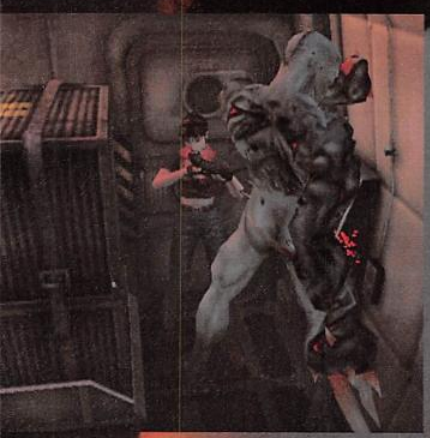
ALFRED**ASHFORD**

One of Umbrella's founders is a closet cross-dresser, but he'll never get into my wardrobe. He doesn't have the Special Key, just a laser-sighted rifle. And big guns don't impress me.

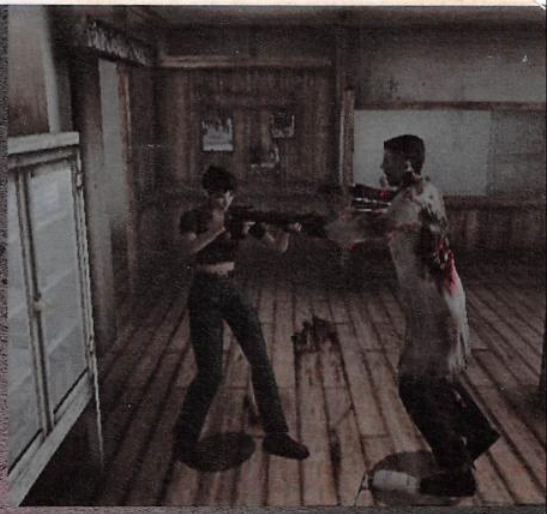
CLAIRE WITH **BARNETT** DEMON CROSSBOW

Stylist: Danny O'Neill/Artist Un Tied
Hair & Makeup: Jason Rail/Artist Un Tied

DAY 2. DIETS THAT **REALLY** WORK



Before I joined S.T.A.R.S., I had a horrible self-image as a rookie cop. I felt overweight and didn't even have the strength to mash a stiletto heel into a zombie's head. I think it was during my first combat encounter, when I was encouraged by my teammate, Leon, to try an Umbrella-developed all-herb diet, that my eating habits changed for the better. Three differently-colored plant extracts and a constant fear of being eaten alive have done wonders to my waistline. And when I'm fully adrenalized, even the blinding headaches and stomach pain brought on by lack of protein, carbohydrates, and dairy products...they completely disappear.



BREAKFAST

A nutritious double-green herb shake. If my horribly shrunken stomach starts to rumble at around eleven o'clock, I grab another. The effects are instantaneous. Then I try not to vomit.

LUNCH

I like to chop a few red herbs up into a small pile. Then I add some crushed green herbs. After I relax, I get a real insight into my mission and life in general. Problem is, my motivation goes way down.

DINNER

As I'm always on the go, nothing peps me up after a zombie strangulation like a blue and green herb concoction. It even cauterizes, disinfects wounds, and realigns my neck for me.

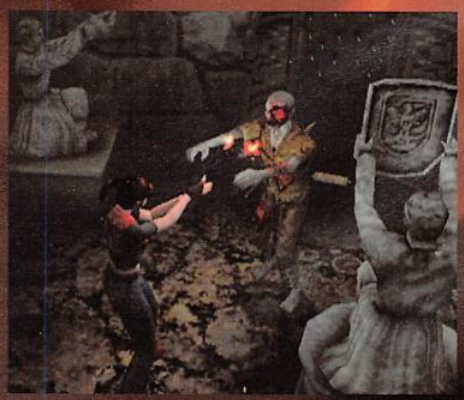
DESSERT

If I've been physically mauled by the undead, I usually go for a quick Spray Can facial. Then I retire to my typewriter feeling invigorated. Sometimes I take another green herb. Just for medicinal purposes, y'know?

CLAIRE WITH **DESERT EAGLE** AUTOMATIC PISTOLS AND **BUCKMASTER** KNIFE

DAY 3. A WORKOUT THAT **FEELS** LIKE PLAY

Despite the dreary atmosphere, I've found some bloat-busting ways to keep my body slender. After all, a girl's got to stay flexible – it's all part of my daily workout regimen. I start by heading down to the storage depot for some neck-stretching exercises, courtesy of a playful Bandersnatch. Of course, he can play a little rough, which is why I accessorize with twin M-100P machine guns – and I plant a few ounces of steel-jacketed lead into him to show I mean business. And when two Uzis aren't enough to get your heart rate up – or if I'm feeling a little less personal or flustered – I switch to my M79 grenade launcher. This can really keep your undead admirers at bay. You know, girls, nothing raises your spirits like being chased by a man who really wants you. Dead.



CLAIRE WITH **M79** GRENADE LAUNCHER



For a night on the town, I need to be dressed to kill at all times. Ever since I found my big silver Special Key to Code Veronica's closet, I've felt wonderfully free. With the right color coordination in my ensemble, I can knock them dead. Of course I'll also need a properly placed grenade.

I want to look my best, so I'm toying with the idea of augmentation – I'll have to ask my specialist Mr. Mikami – probably silicon, as I need plenty of it to push my polygons in all the right places. The outfit? I've chosen this conservative attire for my dinner date with Tyrant III. I don't want to create the wrong impression, so I included two Spas 12 shotguns to keep him guessing my intent. I've a strong hunch that this date aboard his personal jet won't be our last....

DAY 4. ACCESSORIZING AND TERRORIZING

CLAIRE WITH **SPAS 12** SHOTGUNS

N64 QUICK LOOK

Rally Challenge 2000

■ Racing ■ SouthPeak Interactive ■ January

1 Rally racing's rough, does your car take damage?
Automobiles not only get damaged in crashes, but are affected by grueling weather conditions and mud sprayed from your opponents' tires.
2 Is there a variety of tracks?
You can drive through three courses in Arcade mode or race across nine countries on a quest for first in Championship mode.
3 Of all things, though, why another rally game?
It's the last thing Nintendo needs, especially since the game plays identically to *Sega Rally*... minus the control. Assuming you can get excited about rally racing, then by all means prepare for off-roading antics – there's a deluge of dirt road driving to be played.



MUD BOWL Dirt turns kick up more dust than a raid on Charlie Sheen's house.

PS QUICK LOOK

Team Buddies (working title)

■ Action/Strategy ■ Psygnosis ■ March

1 I'm totally confused. What's the plan?
Create and command an army of buddies by stacking blocks into different patterns to create weapons, vehicles, or more of them buddies. Then search and destroy.
2 How can I take bean-shaped warriors seriously?
Buddies are incredibly vicious. The developers have equipped them with "Artificial Incompetence," so they make mistakes but are very competitive and rude. You better recognize!
3 How many of my real-life buddies can play?
Up to four players compete in colorful split-screen multi-player modes ranging from Death Match to a truly bizarre "Capture the Pig."



BACKSEAT GUNNER The Blues steal the Red team's tank. Delightfully devilish.

Money Shots

Fat men, freaks, and old ladies hit the links in golfing's craziest foursome.

■ SYSTEM **PlayStation** ■ PUBLISHER **Sony** ■ DEVELOPER **Sony/Clap Hanz** ■ THEME **Fantasy Golf** ■ PLAYERS **1-4** ■ AVAILABLE **March**

INSIGHT

Q. How many hidden characters are in the game?
A. As you beat computer opponents in Vs. mode, you earn the rights to play as them. So far, there are 10 of these golfers.
Q. What are some of the taunts like?
A. Sometimes the opposing caddy will say, "I have to go to the bathroom!" right as you stroke the deciding putt. Other noises include crowd cheers and assorted screams.
Q. Is it better than *Cyber Tiger*?
A. It's not finished yet, but if this is any indication, we'd rather buy one copy of the unfinished *Hot Shots Golf 2* than receive 20 free copies of EA's copy cat.

The original *Hot Shots Golf* made fairways safe for the average fan again by speeding up the pace of the otherwise slow sport and going the goofy route when it came to character designs and animations. Will the sequel continue *Hot Shot*'s dominance, or is this the year Tiger takes over?

Stroke play. Shafts. Putting from the rough. No, this isn't a new game based on the movie *Boogie Nights*, it's the sequel to one of the most entertaining golf games ever created. *Hot Shots Golf 2* takes all the zany gameplay of the original title and adds even more features and crazy characters to the mix. The game sports six game modes, including Tournament, Stroke, Match, Vs., Training, and a new Nine Hole contest. *Hot Shots* also features six golf courses and a whole new cast of free swingers, including a fat man with bigger ears than Spock and a variety of hidden characters instantly recognizable from past PlayStation titles.

What makes *Hot Shots Golf 2* special, though, is also what made the first *Hot Shots* so great to pick up, and that's ease and speed of gameplay. There's no waiting around in *Hot Shots*: you hit the ball, see where it lands, and instantly you're picking out clubs and setting up your next stroke. Also, there are no confusing meters that need to be mastered like other golf games, just a simple power and accuracy bar that are easy to view at the bottom of the screen.



SWEET STROKE Cedric blasts his ball up the fairway to set up an eagle.

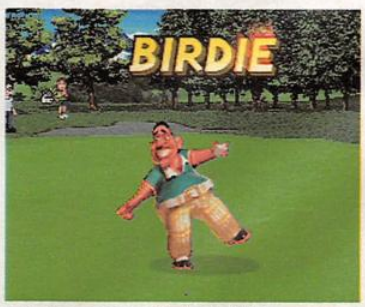
Also adding to the game's competitiveness is the new smack talk feature (why is this in golf and not a basketball game?). During multiplayer matches, opponents can press the buttons on their controller to yell different phrases and attempt to distract golfers from concentrating on their swings. Some of the phrases get annoying, but then again, that's the point of talking trash.

Fun features like this help the *Hot Shots* series appeal to more that just the average golf fan. The original game was so good that it has already spawned rip-off titles like *Cyber Tiger*. But by improving the gameplay and adding new features, *Hot Shots Golf 2* should swing ahead of its competition the moment it steps onto the gaming green this March.

–Jon Robinson



ASS SCRATCHER Mel decides to take care of that wicked itch before teeing off, setting up a nice birdie.



FASHION POLICE Celebrate Mel's amazing shot, not his "colorful" outfit.



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Board of Prey

With *Pro Skater* soaring on the PlayStation, this Hawk eyes the N64 next.

■ SYSTEM **Nintendo 64** ■ PUBLISHER **Activision** ■ DEVELOPER **Edge of Reality** ■ THEME **Kickin' Trickin' Skateboardin'** ■ PLAYERS **1-2** ■ AVAILABLE **March 2000**

INSIGHT

Q. Tony who?
A. Champion skateboarder Tony Hawk is practically a living legend, and the only boarder to successfully pull a 900 in competition.
Q. Do I have to play as him?
A. Well, considering how clumsy you are, you wouldn't want to play as yourself. But there are nine other recognized pros in the game with signature styles and tricks.
Q. And once I master the way of the board?
A. Yeah, right. Try checking out the two-player split-screen trick attack mode if getting your butt kicked by the computer gets to be too much for you.

Mere mortals rejoice! There is a (relatively) pain free alternative to attempting to bust a 900, and spending months in the hospital receiving skin grafts.

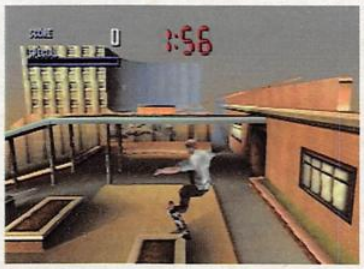
Ouch, my thumb hurts. Although I can hear the derisive laughter of bruised and battered skateboarders everywhere, injuries like this don't happen everyday to a game editor. A preview version of a game doesn't usually consume your soul and force you to play over and over again until a callus develops on your thumb. Rest assured I will fill out a worker's comp claim just as soon as I finish one more run.

Fans of the PlayStation version of *Tony Hawk's Pro Skater* know all about the addictive qualities of this skateboarding title, of course. It's rare that a game successfully melds the fun and fantasy of a video game with the intrinsic realistic elements of a sport. *Pro Skater* managed this to perfection and makes a compelling argument for it to be named the best PlayStation game of the year.

Luckily, for Nintendo 64 owners, there's no need to be envious of their PlayStation owning rivals, as *Tony Hawk's Pro Skater* is coming for the N64. An early look at the N64 game reveals that all the qualities that made the PlayStation version a hit should survive the console transition unscathed. The



GRIND AND DELIVER Perform 50/50 grinds in areas that even the real-life Tony Hawk would fear to tread.



HAWK'S EYE VIEW The huge environments is the canvas, and you are the board artist.

N64 has no problem recreating the fast, smooth, attractive graphics that so successfully conveyed the speed and thrills of skateboarding on the PlayStation.

You'll still find 10 huge levels ranging from skate parks to street courses to even a shopping mall. Varied multiple objectives on each course keep the gameplay from getting stagnant, as one run you'll race against the clock to find items, while another you'll focus on stunts in order to rack up the most points.

But the key to *Pro Skater* is the sophisticated trick/combo system that is both intuitive and challenging at the same time. The balanced learning curve somehow manages to make the game compelling even if you're trying to master a novice-level trick or attempting to defy the impossible on some insane expert-level combination.

It's good to see that the N64 is finally getting a quality third party title to supplement Nintendo's own quality line-up. Now, if I could just get a Cortisone injection for my thumb...

- Roger Burchill



CRAZY LIKE A HAWK Experience gravity- and death-defying tricks and combos.

incite Talks the Talk

When it comes to skateboarding, we may not walk the walk (or even stand on the board without falling over), but we will give a shot at deciphering the requisite lingo.

900
The Real Deal: An airborne maneuver in which the skater rotates two and a half times.
Our Incite: The prefix for phone numbers that get us in trouble when calling from work. "So, tell me, what are you wearing?"

Backside Disaster
The Real Deal: An aerial trick involving extreme twisting and contortion of the body.
Our Incite: What happens when you don't pack the Pepto Bismal on your trip to Mexico. "Don't drink the water."

Saran Wrap
The Real Deal: Airborne trick involving circling your foot around the board.
Our Incite: It's what that green thing in our fridge is wrapped in.

Noseslide
The Real Deal: Sliding the underside of the nose-end of a board on a ledge or lip.
Our Incite: The substance discharged by your sinuses, usually when conversing with a pretty girl. [snort]

Switch Stance
The Real Deal: Riding the board with the opposite footing than usual.
Our Incite: The position you assume when you've been a very naughty boy. "Thank you, sir! May I have another?"

Slappy
The Real Deal: A method of scraping along a curb, railing, or other surface without hopping onto it.
Our Incite: Wasn't he one of Snow White's seven dwarves?

Logan's Run

Gabe Logan returns to save the world again in *Syphon Filter 2*

■ SYSTEM **PlayStation** ■ PUBLISHER **989 Studios** ■ DEVELOPER **989 Studios** ■ THEME **Super stealth spy action** ■ PLAYERS **1-2** ■ AVAILABLE **March**

INSIGHT

Q. So what's the story here?
A. Framed for a crime he didn't commit, Gabe is in a race to prove his innocence and stop the Syphon Filter virus from being sold to terrorists.
Q. Who would want to buy a deadly virus?
A. Russians. They're using Yeltsin's vodka fund to try and buy their way to global supremacy.
Q. By making everyone sick?
A. By treating them like rock stars. If released, the virus makes people violently ill and drowns in their own vomit, just like Led Zeppelin's John Bonham.

***Syphon Filter* snuck onto the charts in early 1999 and stayed there, held in place by its stylish gameplay and strong word of mouth. A year later *Syphon Filter 2* looks poised to make history repeat itself with lots more of what made the original so much fun to play; sneaking around as a bad-ass covert operative, the unstoppable Gabe Logan.**

Syphon Filter was a thinking man's shooter where silence and stealth were the two main weapons. A fully automatic machine gun always helped in a tight bind, of course, but a head shot from a silenced 9mm was the true way to go. Missions were based around taking everyone out without being seen or setting off an alarm, so the true soldier mastered being quiet.

Syphon Filter 2 is keeping the heart of the game intact and packing on plenty more features to keep fans of the series happy. The way to please your bloodthirsty devotees is to provide them with plenty more weapons, and they're in here. 25 weapons will be available, including an automatic shotgun, a flame thrower, and a sharp combat knife for hand-to-hand combat.

With so many new toys to play with, there better be some funky new playgrounds, and they're here too, with more than 20 levels to be included. To make it all the more interesting, Gabe Logan's counterpart, Lian Xing, is now a playable character and has eight levels all her own. So if you thought this game was too testosterone drenched, a woman has now stepped up to show her worth.

One true test of a soldier is one-on-one fighting, and a two-player deathmatch option has been added to see who's really the best in the field. Game characters can be used as well as some random ragamuffins like lepers and bag ladies. All this infighting will happen across 20 different levels, giving players plenty of options for where they want the bloodshed to happen.

Head shots will be fired, grenades will be flying, and friendships will be tested. Pretty soon, the spy action genre will be expanded that much more by *Syphon Filter 2*'s presence. It's a future packed full of espionage gaming action, and it's definitely worth looking forward to.

- Ed Lewis



PAINTING THE TOWN RED **Logan fertilizes the round by liberally spreading the guts of his fallen enemies.**



TICKET PLEASE **Get out your AK-47 and you have a ticket to ride.**



WEDGIE PATROL **Ling gets ready to yank at the tightie whities.**

House of Paint

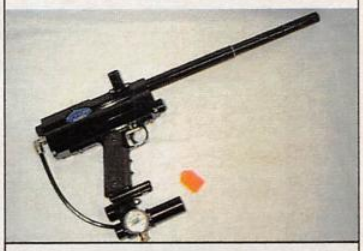
Guns without the gore

For those who want to get their shooting kicks but don't want to support gun runners, child-killers, or any other assorted NRA folk, there are plenty of paint alternatives. We found two stores that specialize in various kinds of paintball guns: **Action Sports Paintball** and **Advanced Tactical Systems** (ASP makes goofy looking guns that get the job done, while ATS's guns drain through 720 rounds a minute while still looking like the real thing.

Spyder Compact 2000 (ASP) - $99.95
One of the cheapest guns you could possibly buy, this is definitely for beginners. You'll be cocking the gun between each and every shot. Unless you have incredible aim or a good fast hand for cocking the gun, so to speak, the best use for this is shooting cans on your front porch.

AT10 (ATS) - $519
Here's a solid handgun that'll get you out of most scrapes. Based on the MAC-10, this puppy has a 25 round clip and can fire on either semi or fully automatic modes.

Shocker:4x4 (ASP) - $634.95
It may look like an alien probe, but the Shocker packs some serious heat. A handy regulator shows you how much pressure you have. This way, you won't try to ambush someone and have your paint balls dribble out the barrel of your gun.



AT16 (ATS) - $1089
Weekend warriors, your gun is here. The historic M-16 was the inspiration behind this beast, and you better show some respect. For all those with Rambo fantasies, a 200-round clip can be strapped to this baby for a solid 17 seconds of fully automatic paint infliction.

X-Factor

Atlus has finally found a US publisher for its weirdly wonderful first-person shooter.

■ SYSTEM **Dreamcast** ■ PUBLISHER **Sega** ■ DEVELOPER **Atlus** ■ THEME **First-person shooter, involving strange demonic possession and fascist overtones** ■ PLAYERS **1** ■ AVAILABLE **N/A**

INSIGHT

Q. So it's kind of like a *Quake* rip-off?
A. Not really. Same first-person point of view, but *Maken X* is more about hand-to-hand combat than guns and rocket launchers.

Q. Who's the main character?
A. You start the game as a young gal named Kei, but you'll possess other bodies as the game progresses...in a way, the Maken sword is really the main character. Trust us on that. Haven't you always wanted to be a sword anyway?

Q. What else has Atlus done?
A. You may remember them from such games as *Bomberman World, Ogre Battle: Limited Edition,* and the *Snowboard Kids* series.

OK, let's see what we've got here. Japanese scientists have figured out a way to link the spirit world with the material world. Meanwhile, a guy named Giant Sleeping Dragon, apparently the ruler of China, has launched an all-out attack on the US and is planning to take over the real world. You play the part of a young girl who is possessed by a demon sword called the Maken. Wait – let's start over.

There are weird games, like *Q-Bert*, and then there are really weird games, like *Chu Chu Rocket*. *Maken X* is a really weird one.

It's a first-person shooter (FPS) with a twist. Make that a few twists. Instead of running around picking up new weapons, you pick up new bodies. And you fight some of the strangest creatures ever to make it into a video game, including a crew of heavily armed enemies with swastikas instead of faces.

Developed by Atlus, *Maken X* has been out in Japan for months now, but Atlus had some trouble finding an American publisher. Luckily, Sega stepped up and agreed to handle the title, although there was no firm release date at press time. With all the voice acting and text to translate, it could be a while. Sega told us a name change may be in the works, and we wouldn't be surprised if the Nazi imagery disappears, either.

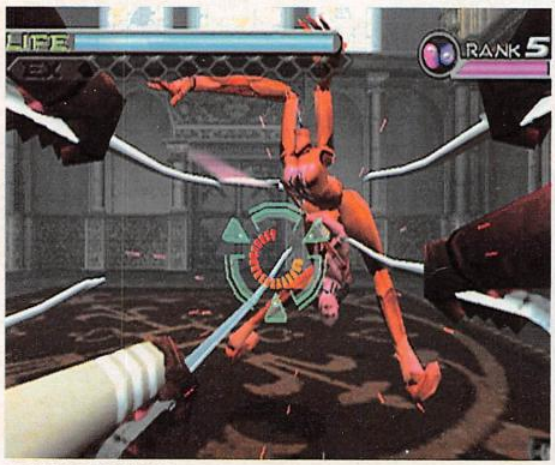


QUESTIONABLE FASHION SENSE **This season, waist-mounted Gatling guns are in again. Nazi imagery, however, is definitely out. Don't expect it to make the cut in the US game.**

Assuming everything else stays as is, though, we're in for something special. Many console FPS games have some control problems, but *Maken X*'s target-lock system (think *Syphon Filter* or *Zelda*) makes combat both fast and fluid. Once you've locked on to an enemy, you'll track it automatically and can even jump over it to deliver a critical hit from behind. Not that the target-lock takes all the skill out of a battle – if you're fighting multiple attackers, locking on to one can leave you open to the others.

The story, as previously noted, is a pretty complicated affair, which we will fully explain to you just as soon as we learn Japanese. From what we can gather, you play the part of Kei Sagami, daughter of a scientist who awakens the Maken (Demon Sword, roughly translated). Various strange things happen, which you probably wouldn't believe if we told you, and the sword takes control of Kei.

Instead of picking up new weapons as the game progresses, though, the Maken will let you assume control of other bodies, each



FREAK OF THE WEEK **The guy we're controlling may have six arms, but he's not nearly as freaky looking as this monstrosity.**



MOUTH MUSIC **That fleshy appendage is a tongue. What were you thinking?**



SAM THE BUTCHER **This guy's itching to bury that cleaver between your shoulders.**



WON'T PLAY IN PEORIA **A mechanical arm and swastika for a face. Avoid this guy.**

with its own unique abilities. The Maken will then change to a new weapon specific to that character, with different strengths and types of attacks.

Choosing to possess a new body will often cause levels to open up at different times too. But you can also go back and, via the "brain-jack" option, resume control of an old character in order to find alternate exits from certain stages.

Most levels are relatively short, and gameplay emphasizes combat over puzzle solving, although there are a few switches to be switched and the odd bit of crate jumping.

Aside from a good control system, distinctive character design and the whole possession thing, *Maken X*'s other great strength is its graphics. The Atlus team obviously knows its way around the Dreamcast, and *Maken X* is by far the nicest FPS we've ever seen on a console, with no noticeable slowdown problems regardless of the pyrotechnics happening on screen. A bunch of real-time cut-scenes help advance the story, and the background techno/ambient soundtrack fits in perfectly with the ominous atmosphere.

We can't wait for *Maken X* to hit US Dreamcasts so we can get down to some serious bodysnatching.

- Demian Linn



CHEEKY CHAPPIES **Apparently the London subway is a haven for butterfly-men.**

Dancing with the Devil

All this talk of possession has got us all stirred up. If some wacky demon sword can do it, why not cut out the middleman and go straight to Beelzebub himself?

When you sit down for a spirited game of *Maken X*, you'll find it involves more than a little demonic possession, but if the Devil comes to dinner and decides to stay, it's no laughing matter. Or so we've heard.

From 1688 to 1690, Englishman Richard Dugdale, also known as the "Surey Demoniac," was possessed by the Devil, according to county records. Reportedly, he'd been on a three-day mead binge when he was approached by an agent of the Devil, who offered Richard greatly improved dancing skills in exchange for his soul. Richard, never one to pass up a deal, signed on the dotted line and was a demon on the dance floor from that day forward. However, like a town in the wild west, Richard's body wasn't big enough for the both of them and things soon soured. Unforeseen side effects plagued our demonic twinkle toes – levitation, strange voices, a predilection for shouting profanities, that sort of thing – and Richard was confined to his bedroom until the Devil decided to move on to greener pastures in 1690.

This cautionary tale set us thinking – has anyone we know, or know of, made a pact with Satan recently? Hmmm...could be.



Illustration by Ed Wexler

Brian Boitano

Brian skated into America's heart and onto the cover of *Sports Illustrated* with his stirring, masterful performance at the '88 Olympics. Clearly, dark forces were at work – even the Russian judge was misty-eyed. What would Brian Boitano do? We'd rather not know.

Sir Andrew Lloyd Webber

Not much of a dancer himself, but he is responsible for *Starlight Express* – a musical involving thespians dressed in spandex and glitter, on rollerskates, pretending to be trains – along with a number of other theatrical atrocities. We're keeping a close eye on him.

Michael Flatley

Lord of the Dance or Lord of the Flies? The man behind *Riverdance* must be possessed by the Devil, and may very well be The Dark One himself. Plus he wears leather pants, and always finds an excuse to remove his shirt. Is there an exorcist in the house?

Patrick Swayze

The star of *Dirty Dancing*, the movie that taught a nation to love, laugh, and dance again, Swayze is still – *still* – making movies, even if they are ones you've never heard of. Not even *Road House* could totally derail his career. What more evidence do you need?

Solar Activity

In space, no can hear you scream.... "Die you evil bastard! Die!"

■ SYSTEM **PlayStation** ■ PUBLISHER **Psygnosis** ■ DEVELOPER **Psygnosis Leeds Studio** ■ THEME **Epic Space Shooter** ■ PLAYERS **1** ■ AVAILABLE **March 2000**

INSIGHT

Q. Do I get to fly an X-wing?
A. Wrong galaxy, my young Jedi. But there are eight different spacecraft to pilot.
Q. So I can go with phasers or photon torpedoes?
A. There are 32 different weapons. If some seem a bit familiar, we'll just chalk it up to coincidence.
Q. Will it be one colossal battle after another?
A. The space battles are epic, but with 50 multiple-objective missions, it'll take more than an itchy trigger finger to win.

You have fought a war of rebellion, you have tasted a war of sweet vengeance, but now, you face a war without allegiance.

Anyone who's ever watched *Star Wars*, *Battlestar Galactica*, or *Babylon 5*, can't help imaging what it must be like to be embroiled in a dogfight to the death among the stars. But unless you manage to hitch a ride with E.T., the only chance you'll get to test your mettle in a blazing inferno of lasers is to strap into *Colony Wars: Red Sun*.

Red Sun is the third installment in the vaunted *Colony Wars* series, which has set the standard when it comes to epic space shooter action. Featuring enhanced graphics, the thrill of watching your missiles decimate a gargantuan cruiser just became even more enthralling.

If *Colony Wars* was merely an endless series of laser battles, the game would probably seem stale in short order, but the series has always been known for its compelling storylines that bring this unique universe alive. Over the course of 28 movie sequences, you will be introduced to a mercenary named Valdemar and a majestic starship called the Red Sun. A mysterious stranger has asked you to embark on a quest that will culminate in victory or annihilation. But the question is, whose victory or annihilation, and why?

A revised mission structure allows you considerable freedom in determining exactly how you will proceed. Will you accept profit-oriented mercenary missions in order to procure more powerful ships? Or will you modify your vessel so that you can unravel the mystery without too much affiliation to the League or the Navy? The choice is up to you.

- Roger Burchill



HOTH-STYLE PLANET **Lumbering armored transports from a galaxy, far, far, away?**

THE REAL DEAL

Air Combat USA Dogfights in space may be out of your reach, but dogfights on Earth aren't. Check out www.air-combat.com for the best in aerial combat thrills, or call **800-522-7590.**



SUN SPOTS ***Colony Wars: Red Sun*** **is a pyrotechnic delight, with immense explosions that are as blinding as they are beautiful.**

Phasers on Kill

Valdemar is a lone mercenary in *Colony Wars: Red Sun*. Good move, because annoying sci-fi sidekicks suck. *incite* aims to eradicate the scourge.



Jar Jar Binks - *Star Wars*

Traits: Jive talking, butt kissing, and general ineptness.
Crime: Darth Maul dies and Jar Jar lives? Final, definitive proof that Gerge Lucas has succumbed to the Dark Side.
Punishment: The slow, agonizing death of a Sarlacc pit is too good for Jar Jar. We propose a light saber enema – use the Force to turn it on.

Blor - *Lost in Space*

Traits: A hyperactive, cowardly, and clingy space monkey. Anyone for creating another endangered species?
Crime: Danger, Will Robinson! The most forgettable character of an utterly forgettable movie. I want a refund!
Punishment: Let the spiders have another shot. Minced monkey pie for the arachnids means more bananas for us.

Twiki - *Buck Rogers*

Traits: Obsequious Buck brown noser.
Crime: Twiki's only purpose was to spout decidedly unfunny one-liners and try to pick up any of Buck's sloppy seconds.
Punishment: You might say Buck Rogers was punishment enough, but a run as Tattoo in *Fantasy Island in the 25th Century* seems more fitting. "Biddi biddi biddi... Da plane, boss! Da plane!"

Muffit - *Battlestar Galactica*

Traits: Unconditional stupidity.
Crime: We've met rocks smarter than this pseudo-dog. You'd think that running *away* from Cylons would be the first pet trick programmed in.
Punishment: Muffit's owner, Boxey, was far more annoying. A little Cylon torture session with a "retrained" daggit would be heartwarming.

Illustration by Shawn Raecke

Mechanized Mayhem

Battling behemoth action that will thrill you to the core.

■ SYSTEM PlayStation ■ PUBLISHER Agetec ■ DEVELOPER From Software ■ THEME Mech Battle Action ■ PLAYERS 1-2 ■ AVAILABLE March

INSIGHT

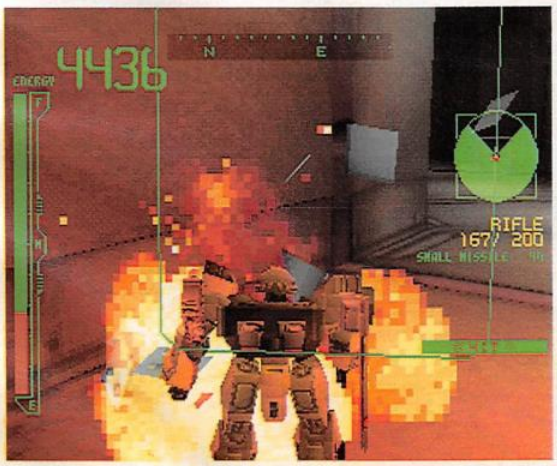
Q. What's *Armored Core* number three packing?
A. Well, if you look in the jewel case for the game, you'll notice it's packing two CDs worth of robot stomping, mech blasting action.
Q. And what's on those two CDs?
A. How about 19 new missions, over 150 arena competitors in 11 different classes, and 170 weapons and parts – 27 of which are all new.
Q. But what's the one thing I need to get the most out of the game?
A. A friend. The mission-based single player mode is challenging, but the two-player head-to-head action is what will distinguish the game.

As you strap yourself in your towering armored robot, you can't help but recall the armor suited knights of history.

If you managed to catch *The Iron Giant* in theaters last year, you were treated to a heartwarming tale of a mammoth robot that was misunderstood and unfairly persecuted. Now, this gentle giant approach may work with the kiddies, but frankly, for the more mature, malevolent members of our species (read: gamers), it bordered on nauseatingly smarmy.

For our money, *Armored Core: Master of Arena* takes a far more realistic view of what it's like to be a 50-foot tall automaton. An armored leviathan armed to the gills with the latest in high-tech weaponry isn't going to be your little after-school buddy. That's right, mess with the big iron guy and you're going to get an armor piercing rocket up your rear exhaust pipe.

Master of Arena is actually the third installment in the *Armored Core* series, which has garnered high marks for its robot against robot combat action. As the mercenary pilot of an AC unit, you'll infiltrate bases, rescue hostages, and destroy a scrap yard's worth of hostile enemies. In Arena mode, you'll be able to square off against the computer or another human opponent in one-on-one deathmatches.



BOT IT Battles don't have to be all long range gun fights. Get in close and utilize your dash move to inflict serious damage.



METAL GEARED Armored Core units can be upgraded or customized to your tastes.



BLAST CORE Blinding explosions will mark the demise of your robotic nemesis.

Practically every mechanical part on these battle bots can be upgraded or replaced by purchasing new weapons and parts. A nice touch is that players are able to import saved AC's from the previous *Armored Core* games, and use them in *Master of Arena*.

The multiplayer aspect of *Armored Core: Master of Arena* is especially notable, as there are 12 stages for CPU battles, 10 for split-screen action, and 20 stages available for link play. The link capability support is, sadly, a rarity among PlayStation games, but if you can manage to set up two TVs and two PlayStations connected with a link cable, you are in for the best multiplayer action this side of a PC.

With its vast array of game modes, customization features, and hidden bonuses, *Master of Arena* should be junkyard heaven for mech heads. Now, if only you could pop the Iron Giant in this game....

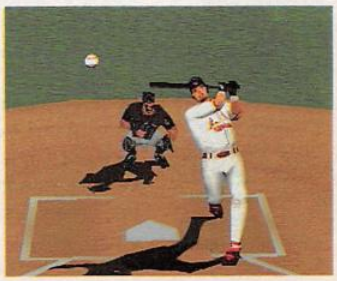
- Roger Burchill

PS QUICK LOOK

MLB 2001

■ Sports ■ 989 Studios ■ April

1 Another season, another baseball game?
A jaded Cubs fan, huh? How about the most authentic TV-style presentation to date with commentary by Vin Scully and Dave Campbell?.
2 Cool, TV is more real than reality. How detailed?
Player models are scaled to actual height, weight, and body style. There's also over 250 personalized batting and pitching motions.
3 Okay, she's got looks, but what about brains?
989 brought in some of Major League Baseball's best managers for input on the artificial intelligence development. And an all-new franchise mode makes you suffer the consequences of your decisions year after year.



MAC ATTACK See the endorsement money roll in with each McGwire homer.

PS QUICK LOOK

Front Mission 3

■ Strategy ■ Square EA ■ March

1 What's a wanker?
A British term for a hairy-palmed individual. But a wanzer is a battle bot in *Front Mission 3*.
2 I must be going blind. Is this chess with robots?
If chess allowed you to customize each piece with numerous weapons and system upgrades, the analogy might work. Plus, you never have to wonder why the game pieces are sticky.
3 That's exciting? What's the emotional hook?
Down, boy. Enter Kazuki Takemura, a wanzer test pilot battling a worldwide conspiracy while tracking down his missing sister, Alisa. *Final Fantasy*-quality movie sequences abound to make sure your excitement is...manipulated.



GET JACKED Strategic decision making erupts into close-up robot combat.

All the Fun of the Fare

We buckle up and brush up on our crackpot world ideology as the cab comes calling.

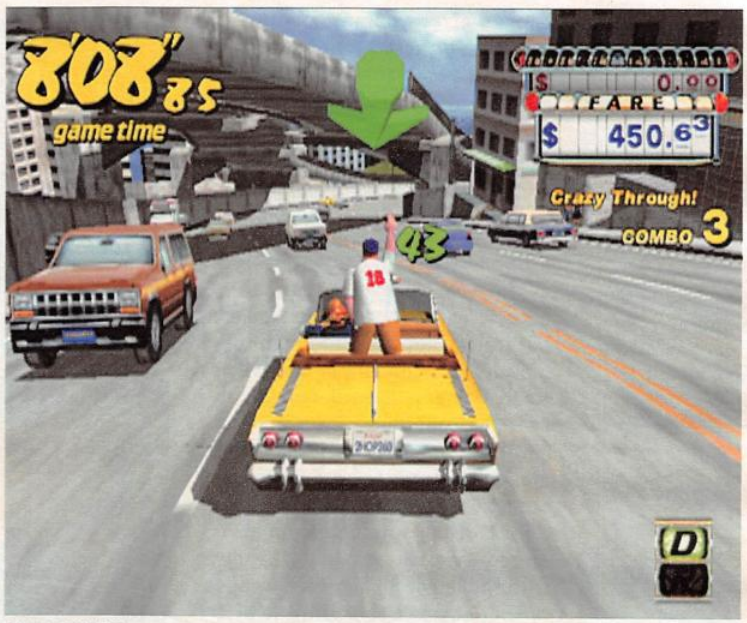
■ SYSTEM **Dreamcast, Arcade** ■ PUBLISHER **Sega** ■ DEVELOPER **Sega** ■ THEME **Frighten passengers into giddy enthusiasm in a jalopy** ■ PLAYERS **1** ■ AVAILABLE **February**

INSIGHT

Q. Surly demeanor? Check. Damp and sticky rear seats? Yep, I'm a cabbie all right. Now what?
A. Aside from side-swiping cars, buses, and pedestrians, there's serious cash to accrue before you earn a Crazy License.
Q. Crazy License?
A. Collect $20,000 in one outing and you'll earn this ultimate in bragging rights.
Q. $20,000 in one afternoon? What, I work for the mob?
A. This ain't *Driver*. You'll get hundreds of dollars just for dropping off a passenger with all limbs attached. Earn extra green with long trips full of outrageous stunts, but easy on the head-on collisions. Your ride won't cough up extra dough if he's sputtering up blood and picking shards of windshield glass out of his face.

Screaming pregnant women whooping from the back seat of a Cadillac. Beckoning girls hollering, "Hey, give me a ride!" from the sidewalk. Seven shrieking ladies crammed into the back of a car *without* any seatbelts employed and pawing the driver. No, this isn't a night out with Puff Daddy. This is the kind of debauchery you can expect at the wheel of Sega's latest and greatest arcade driving game, *Crazy Taxi*. Let's ride....

After stunning the gaming world with our exclusive look at *Crazy Taxi* back in issue 2, we're glad to be back to non-exclusively share the Dreamcast-only features of this go-anywhere taxi cab simulation with you. Although the game's out by now – and if our latest version is anything to go by, it's an essential purchase – we'll wait until next month to completely ruin the game's surprises. Until then, here's a quick rundown of the more entertaining aspects of the fully original second cityscape, designed to add weeks to your already frantic gaming activity.



ROAD RAGE Whoopin' from the back seat, a rowdy Red Sox fan quiets down and checks the incoming traffic and freeway overpass for graphical shortcomings. He finds none.

Imagine a four mile square city with skyscrapers, a freeway, a subway and a train track, steep San Franciscan hills, overpasses, a car lot, a Fisherman's Wharf-style coastal area, and half a dozen corporate sponsors lending their names to some of the 30 different destinations to add even more authenticity. Now forget the authenticity entirely, as there's no law enforcement and you're at the wheel of a wayward cab, intent on taking passengers to their destination by whatever route is deemed most entertaining with scant regard for pedestrians or traffic laws. Leaping over buildings? No problem. Driving underwater. Not only possible, but encouraged.

Maneuvering great hulking hotrods with actual skill – that's the real challenge, as the late



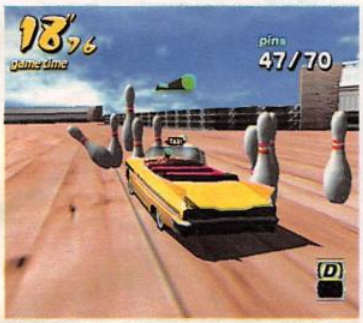
RAMP IT UP With a big enough ramp, even the heaviest of American hunks of junk can fly, as B.D. Joe shows. Big money is rewarded if you can land without killing your ride.



INFIELD IN CAR Get a tight-fitting baseball quintet through a chasm in this sub-game.

THE REAL DEAL

Taxi driving etiquette. Learn to drop luggage and swear impolitely in a foreign tongue at all other drivers on the road when **you become a bona fide New York cabbie.** Check the guys over at the New York City Taxi & Limousine Commission, 32-02 Queens Boulevard, 2nd floor, Long Island City, NY 11101. (718) 391-5500, or visit them online at http://www.ci.nyc.ny.us/html/tlc/



ON STRIKE Axel descends into the bizarre world of the *Crazy Taxi* sub-game.



SUBWAY SANDWICH B.D. Joe's "shortcut" results in a game of chicken with a train.

dumping of your client after three head-on collisions and an altercation with a Tower Records sign leaves you light in the cash department. Think fast, react faster, aim for the elusive Crazy License, and soon you'll be hot-footing the streets in the ultimate in comedic ride – the Rickshaw – where $60,000 per trip is possible.

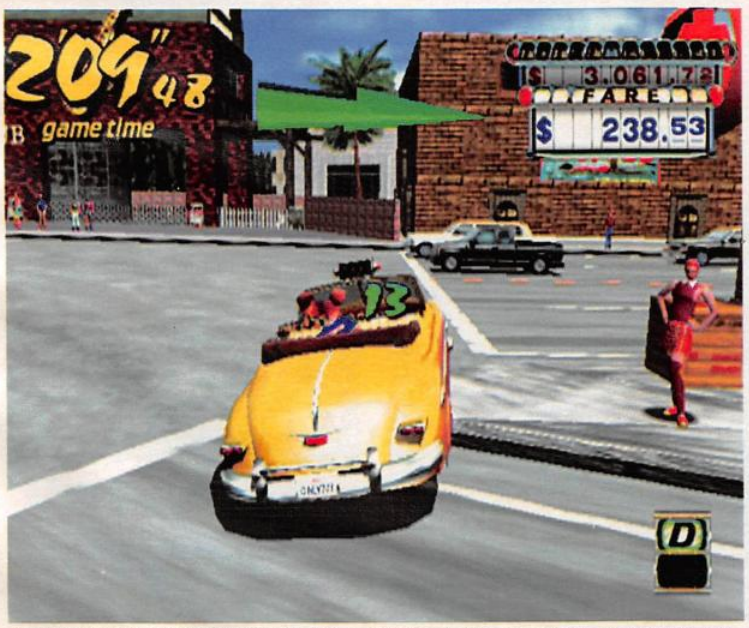
Also thank Sega politely for including 16 different sub-games designed to perfect your maniac-behind-the-wheel antics without resorting to blind, ugly violence against cross-town traffic in the real game. Then invent 16 new phrases of profanity to shout back continuously at them when you realize the difficulty of the maneuvers you're expected to complete. Madness such as bursting huge balloons in a field, missing 30 cars in succession on a busy freeway, taking seven screeching old dears through a narrow concrete roadway.

All this and none of the warbling Japanese rock atrocities that plagued *Sega Rally 2*? Sounds like a deal to us, providing you dig The Offspring on perpetual loop. You'll find out just how good a deal it is in our full-on review, next issue.

- David Hodgson



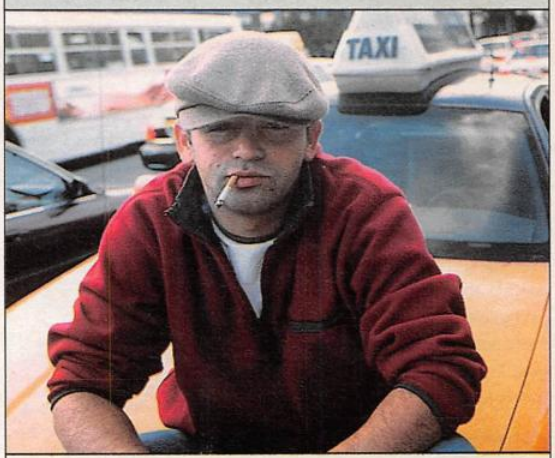
SAVE FERRIS Gena flicks her hydraulics on and races up to the fair with time to spare.



WILLING SUSPENSION OF DISBELIEF Gus' roadster squeals as a posing pedestrian causes him to swerve maniacally on a severe right hander. The all-new city is full of tight turns.

You Talkin' to Me?

Fare trade – we try to smash the cabbie stereotype.



Meet Yuri Smilovitsky, a Russian taxi driver working in San Francisco, who's here to quash the taxi driver myth. Let's see how he "fares" after five crazy questions about his job.

1. CRAZIEST PASSENGER?

This happened, like, last week. This guy gets in and at first, he looked fairly normal – like a 40 year-old Italian guy. As soon as he gets in the back, he starts telling me about this fight he was just in, and after that, he starts telling me about how his brother, Alfredo, got shot. And he's telling me all these stories, and I'm tripping out 'cause he's got this real hardcore Italian accent, and then I realize – he's quoting *The* f—ing *Godfather*. So I say, "Hey this never happened to you!" I wished I was driving on the outside of the car, I didn't want that guy coming anywhere near me.

2. CRAZIEST OBJECT?

Nothing crazy, but I've found a lot of lap-tops. I've returned them all, of course. But you'd be amazed, you can really score in a cab. In my house, we have, I would say, 10 cameras, you know, Canons with the nice straps. People just forget them. We have about a million umbrellas, too, because as soon as it stops raining, everyone forgets ownership of umbrellas.

3. CRAZIEST JOURNEY?

I picked up this merchant marine at about six in the morning, and he's drinking a fifth [of a gallon] of gin, and he wanted to go to the bus station. I asked him, "Where ya going, man?" and he said "I'm going to Tahoe," so in the course of talking to him, I talked him into paying me $500 to drive him to Tahoe. I got there in about three hours – I was hauling ass – and he was drinking the whole way up, and I swear from the time I met him, he didn't act any differently, but he killed three fifths of gin. He was like a real merchant marine – a big old man, about 50 years old. He was telling me all these stories about all these mail order brides that had f—ed him over.

4. CRAZIEST UNKNOWN PERK?

A lot of oral pleasure. For some reason, some cab drivers get more oral pleasure on a regular basis. Hookers always want to go to Oakland, and they always want to pay via oral pleasure.

5. CRAZIEST STEREOTYPE?

We're not all psychos [laughs psychotically]. There are a lot of psychos, but not all of us are psychos. That's about the only stereotype that doesn't hold up. I'm very cordial with everybody – if you're cool with me, I'm cool with you.

Cab driver photo by Demian Linn

PS QUICK LOOK

Alundra 2

■ Action/RPG ■ Activision ■ March

1 *Alundra 2*? That name sounds familiar...
As well it should! *Alundra* was an excellent hand-drawn role-playing game with *Zelda*-like qualities which was released nearly two years ago for the PlayStation.
2 Then why does this game look totally different?
Polygons, my friend! Instead of continuing the traditional 2D hand-drawn look the first game carried, *Alundra 2* is in full 3D.
3 3D? Will it still play the same?
Why not? *Alundra* made its mark by combining great gameplay and mind-bending puzzles, and there's no reason why this sequel won't do the same. Those weaned on *Arc the Lad* and *SaGa Frontier* need apply.



TOUGH TIGER Our cowardly hero runs away sharpish from a huge feline freak.

PS QUICK LOOK

Rollcage Stage II

■ Racing ■ Psygnosis ■ March

1 What's with the huge tires?
If you flip upside down, you can keep on going because your car is smaller than the wheels. Like those remote control cars you see on TV.
2 Is this the monster truck of the future?
In a way, yeah. Futuristic monster trucks that go fast, drive on the ceiling, and blow up everything they can. You get points for both your time and damage done. Do well and you'll be rewarded with better cars and more weapons.
3 This looks a lot like *Wip3out* on fat wheels.
The graphics and pace are similar, but the tracks are a lot more forgiving – you can drive anywhere and hitting the wall doesn't stop you cold.



WATCH OUT BELOW Knock a building down onto others for good luck.

Live Strong & Hostile

Sci-fi sheds its Spock ears and gets back to fragging every alien in sight.

■ SYSTEM **Dreamcast** ■ PUBLISHER **Interplay** ■ DEVELOPER **Bioware Corp.** ■ THEME **Misfits fends off an alien invasion** ■ PLAYERS **1** ■ AVAILABLE **March**

INSIGHT

Q. So is this some serious sci-fi game?
A. This game has flatulent E.T.s, a smooth-talking alien leader, and a six-legged dog that smokes stogies. It's more along the lines of *Buckaroo Banzai* than *Blade Runner*.
Q. A six-legged dog, huh? What's the use of that?
A. Man's best friend just got a whole lot better. After all, you know what they say about six-legged dogs, don't you?
Q. Er, no. What?
A. They can shoot loads of weapons at once and give great backrubs.

The Dreamcast arrived with loads of sports titles and arcade ports, but where are the games that really make you think? For all the gamers out there with attention spans longer than a Michelob ad, your day is almost here. Bioware is working on *MDK2*, and it's looking to be the first great adventure game for the Dreamcast.

Picking up right where the original PlayStation game left off, aliens have returned to Earth and they're not happy. Reluctantly, the cybersuited Kurt gets ready to reenter the fray along with his two friends, Dr. Fluke and Max, a six-legged dog. Instead of a solo effort, everyone here gets a chance to sock it to the aliens, each in his own unique way.

Kurt hasn't changed much from his last outing. He still wears his Giger-esque bodysuit, pockets crammed full of weapons and ammo. He can run around and blast away with his chaingun, crank his sniper scope to a 100x zoom and take someone out from across a field, or lob a grenade behind someone and wax the floor with their green blood. In other words, he's a pretty versatile character.

The other characters are two extremes of Kurt's personality. Max is a kick-ass shooting-frenzy kinda dog who's been watching way too many John Woo movies. Standing on his hind legs, Max can hold, and fire, up to four weapons at once. Get four Gatling guns in his paws and aliens melt like buttah.

Dr. Fluke is the McGyver of the bunch. He picks up items from all over and uses them together to solve problems and create new weapons. Instead of just making toast he can cram some plutonium into a toaster and then pop some bread in for an atomic weapon that has one hell of a kick. Other problems that Dr. Fluke solves are a bit more difficult, but Bioware assures us they're just as goofy.

With three different elements of adventure gaming coming together, *MDK2* is an ambitious project. From what we've seen so far, it's all been handled with a deft touch and an odd sense of humor. If everything continues to go this well, we'll have 10 levels of alien-battling action to warm up our Dreamcasts in the spring.

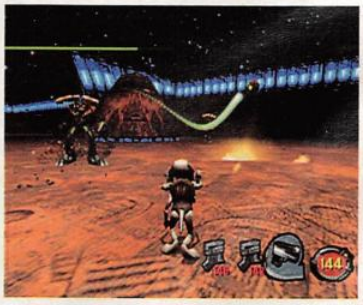
- Ed Lewis



WARM WELCOME Aliens make sure your parachute landing is nice and toasty.



FEEEEED ME Houseplants get riled up when they haven't been given their plant food. Time to start feeding them your guests.



SIX ON THE FLOOR Max lets loose his own furry fury with two Uzis and an extra clip.

Soccer it to 'em

Sega is bringing *Virtua Striker 2* out of the arcade and onto your Dreamcast.

■ SYSTEM **Dreamcast** ■ PUBLISHER **Sega** ■ DEVELOPER **Sega Sports Arcade** ■ THEME **Soccer** ■ PLAYERS **1-2** ■ AVAILABLE **March 14**

INSIGHT

Q. How many teams are we talking?
A. An international cavalcade of 32 teams, but no national league teams (like MLS, the British Premiere League, Italy's Serie A, etc.).
Q. Let's talk moves.
A. Like what, the shimmy? Dummy? Rainbow? They're not in here. Headers and the odd bicycle kick are about as wild as you're going to get.
Q. How about a little net-play?
A. We can dream. You can save your favorite goals to your VMU and then replay them at a friend's house, though...as long as you don't mind losing friends.

One of Japan's hottest arcade games, *Virtua Striker 2*, another hit from Sega's crack AM2 development team, is getting the port treatment. But can the Dreamcast do for the soccer game what it did for football and basketball?

Not likely, but we can hope. Chastain and Hamm-related obsessions aside, America just doesn't share the rest of the world's rabid passion for The Beautiful Game. A few people out there understand the power of a good soccer title, though; you know who you are.

Based on the *2000* version of the arcade series, *Virtua Striker 2* features 32 national teams with rosters and formations from last year's international matches. But without a FIFA license, or any license for that matter, *Virtua Striker 2* doesn't include any player names. So while that bald guy on the Brazilian squad might look like Ronaldo, play like Ronaldo, and be a hit with the ladies after hours like Ronaldo, the back of his shirt says Brazil.

Developed with a bit of help from Visual Concepts, the people who brought you *NFL 2K* and *NBA 2K*, the Dreamcast's first soccer game should be in good hands. But, unlike those other two sports blockbusters which were designed for console gamers, *Virtua Striker 2*'s arcade roots might prove a liability. The version we played looked absolutely beautiful, but the three-button gameplay didn't offer the kind of depth we expect. Even more worrying: we've been told the final version won't offer any additional features. Too bad. With a little extra work, soccer fans would be in for something special. Worked-up Brazilian announcer, your "Goooaaaaallllll!" services may not be needed.

- Demian Linn



EARLY SHOWER **An English player hangs his head after a red card. Dirty computer.**



THINKING INSIDE THE BOX **An Italian striker closes in on the British goal during a night game. Note the player shadows and the attractive turquoise kick-meter in the lower left.**

THE REAL DEAL

The **2002 World Cup** will be co-hosted by Korea and Japan and is scheduled to run from **June 1-30.** Call 1-800-880-8886 for ticket information or order online at www.world-cup-tickets.com or www.webtickets.com.

DC QUICK LOOK

4 Wheel Thunder

■ Racing ■ Midway Home Ent. ■ May

1 Off-road racing, huh? So is it looking like another *Sega Rally 2* or *TNN Motorsports Hardcore Heat*?
With quick-moving high-resolution graphics, this may be the first third-party game that has the horsepower to challenge Sega's titles.
2 OK, so what am I driving in the back country?
You've got 12 realistic rides ranging from dune buggies to monster trucks. An authentic physics engine will challenge you to keep your ride on the road as you plow up the environmentally protected landscape.
3 Am I just going for a ride in the country?
No way, you're bumping and grinding against a field of competitors or going one-on-one with a buddy while seeking that elusive shortcut.



NATURAL BEAUTY **During your midnight run, notice the graphical detail.**

N64 QUICK LOOK

Fighter's Destiny 2

■ Fighting ■ SouthPeak Interactive ■ February

1 *Fighter's Destiny 2*? Never heard of the original.
Not many people have. It was a crappy fighting game that combined elements of wrestling and martial arts. Sounds better than it played.
2 Did they fix anything in the new game?
From what we can tell in the preview, no. It's still a crappy fighting game, only now the announcer and the music are even more annoying. South Peak still has some time to tweak, though, so maybe there's still hope.
3 Anything positive to say?
If this game fails to sell, there won't be a *Fighter's Destiny 3*. But then again, in this sequel-loving business, you never can tell.



DOGGY STYLE **D-Dog goes downstairs as his opponent leaps out of the way.**



The Bone Ranger

Sony's skeletal knight in shining armor is being resurrected in this sequel to the popular haunted adventure.

■ SYSTEM **PlayStation** ■ PUBLISHER **SCEA** ■ DEVELOPER **SCE Cambridge** ■ THEME **Comically spooky action/adventure** ■ PLAYERS **1** ■ AVAILABLE **TBA**

INSIGHT

Q. Hey, is that Casper?
A. He's not the Friendly Ghost; he's the Help Ghost. He serves as Sir Dan's guide, giving him useful information about weapons and enemies.

Q. What's this I hear about a love story?
A. In the third level, gallant Dan wanders the streets of Kensington, battling zombies and evil lizard manders, and ends up rescuing as well as falling for a damsel in distress. Who says chivalry is dead?

Q. So, what's Dan's secret to weight loss success?
A. Most likely it's that ultra-drastic Rotting Dead Corpse diet. Only drawback: you not only lose the weight, you also lose your skin, muscle, and all internal organs. But apparently you can manage to hang onto one eyeball.



FOSSIL FACE-OFF **In the game's opening level, Sir Dan won't be able to escape his new Museum home until he's defeated this humongous re-animated dinosaur fossil boss.**

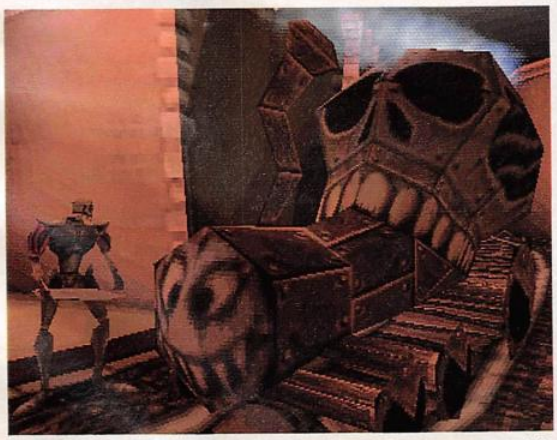
Welcome back to Sony's nightmare. The Tim Burton-esque *MediEvil* returns, and its brave-hearted skeletal hero enters a new millennium, in more ways than one, with more visual polish.

When you're Sir Dan Fortesque, it's tough to get a good eternity's sleep. Five hundred years after *MediEvil*, new villain Lord Palethorn has found magician Zarok's spell book from the first game. Our favorite boneheaded knight is revived once again when Palethorn casts a spell to raise an army of the undead. It's up to you playing as Sir Dan to recover the last pages of Zarok's book before Palethorn can complete his dastardly plot to take over the world.

Instead of a dingy Dark Ages backdrop, Dan navigates 17 free-roaming 3D levels set in a geographically accurate, albeit slightly twisted, version of Victorian London, facing off against a whole new era of monsters like factory-worker zombies, giant skeletal dinosaurs, and bizarre bearded ladies. To defeat these historic baddies, Dan will be armed with the broadswords, axes, and crossbows from the first game as well as an industrial-age Gatling gun. Plus, the bony warrior will be able to change into different forms like Dan Hand, Headless Dan and Dan-kenstein.

For now, *MediEvil II* has only been announced as a European release, but it should hit American soil soon, especially since the previous game was such a hot seller. Until new details are available, Sir Dan fans should bone up on their sword-fighting skills playing the original.

-Annette Cardwell



CATCHING THE GRAVEYARD EXPRESS **In the more modern Industrial Age, Sir Dan can ride the rails through haunted London.**

Skeletons In The Closet

Fashionably morbid goodies, all for a good cause

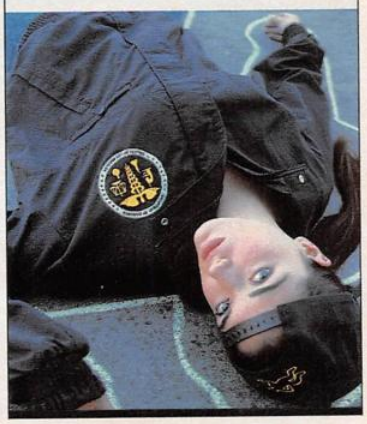
Our search for more evil-battling skeletons led us to Skeletons In the Closet, the Los Angeles County Coroner's Gift Shop (http://www.lacoroner.com/) Yes, those zany guys who draw the chalk outlines and zip up the body bags also print up t-shirts and towels in their spare time. All the proceeds go to The Youthful Drunk Driver Visitation Program. Here's what shop manager Miriam Lopez said are their best-selling items:

"CORONER" and Body Outline T-shirt – Feel like an official member of the department or goof around by sporting the chalk-outline logo. "We can't keep these on the shelf," said Miriam.

Coroner mug – Keep your co-workers guessing with this one-of-a-kind coffee holder. "All the mugs are popular, but this one is the best seller," said Miriam.

Towels – Watch the looks when you lay this puppy down at the beach. This was the shop's first piece of merchandise.

Web Body Bag and Outline Pillowcase – Our favorites. This garment bag marked as a Coroner's body bag will surely scare airport baggage handlers; and this snoozing chalk outline pillowcase lets loved ones know, "Yes, I'm only sleeping."



Photography by Rajat Ghosh

Mario Party 2

With larger boards and 44 new mini-games, *Mario Party 2* is just more of a good thing.

FACT FILE ■ DEVELOPER **Hudson** ■ PUBLISHER **Nintendo** ■ GENRE **Interactive board game** ■ PLAYERS **1-4** ■ RATING **E**

GAME GLANCE

- 5 Adventure boards
- 5 Stylish costume changes
- 6 Nintendo characters
- 20 Updated mini-games
- 44 New mini-games

Time to gather together three of your closest pals, or, if you don't have any friends, it's time to make some. Nintendo's action-packed *Mario Party 2* is about to bust wide open, and you'll definitely want to share.

The video game that's not afraid to be known as a party game has spawned a sequel, and while much of this interactive board game will be familiar to fans of the original, there's now more to love.

The game's premise hasn't really changed. Up to four players pick from six of Nintendo's most loveable characters: Mario, Luigi, Wario, Princess Peach, Donkey Kong, and Yoshi. Each contestant rolls the dice and trucks around *Mario Party 2*'s five boards. The object again is



HUNGRY HUNGRY MARIOS In this mini-game, rake up as many mushrooms as you can before time runs out. Grab the purple and gold ones for extra points.

BYOC: Bring Your Own Controller

After you pick up *Mario Party 2*, why not celebrate by inviting friends over for a real *Mario Party* Party. Here are some character-specific libation suggestions to serve your pals. Remember kids, the alcoholic drinks are for partiers over 21.



For fans of that nasty **Wario**

1. Sweet Italian Bastard

2 parts vodka
2 parts gin
1 part vermouth
1 tblsp. sugar
1 part orange juice
1 dash lemon juice

Mix all ingredients in a cocktail mixer full of ice cubes. Shake well, strain, and serve in a martini glass.

And a tribute to the dastardly **Bowser**

2. Fireball Shooter

1 oz. cinnamon schnapps
1 oz. Bacardi 151 proof rum (Red Label)
2 dashes of Tabasco

Mix all in a shot glass. Chase with beer. Should taste like a fireball candy.

For the sweet **Princess Peach:**

3. Peachy Fuzzless Navel

2 oz. peach nectar, 6 oz. o. juice

Pour peach nectar and orange juice into a chilled highball glass filled with ice cubes. Stir well and garnish with a slice of orange.

For fans of the sexy **Luigi:**

4. Italian Stallion

1/2 oz. Frangelico, 1/2 oz. amaretto, 1 oz. Tuaca

Place the ingredients in the order mentioned in the recipe in a 2oz. shot glass.

For **Donkey Kong** fans:

5. Banana Lover

1 oz. amaretto, 1 oz. creme de banana, 2 oz. orange juice, 1 oz. sour mix, 1/2 banana, peeled, 1 cup ice

Mix ingredients in a blender until smooth.

For fans of that Italian plumber **Mario**

6. Drainpipe

1 oz. Bailey's Irish Cream
1 oz. green curacao
Coca-Cola

Pour Bailey's and curacao in a glass, stir. Add Coca-Cola slowly. Serve in a highball glass with a straw. Blue curacao may be used.

For **Yoshi** lovers:

7. Green Dinosaur

2 oz. vodka
2 oz. gin
2 oz. rum
2 oz. Midori
2 oz. triple sec
2 oz. sour mix
2 oz. 7-Up

Combine all and stir. Serve in highball glass over ice. Should taste like Mountain Dew.

Photograph by Shaffer/Smith, Food Stylist: Wendie Pardue



SPACE MADNESS Space gear-clad Wario moves around the Space Land board.

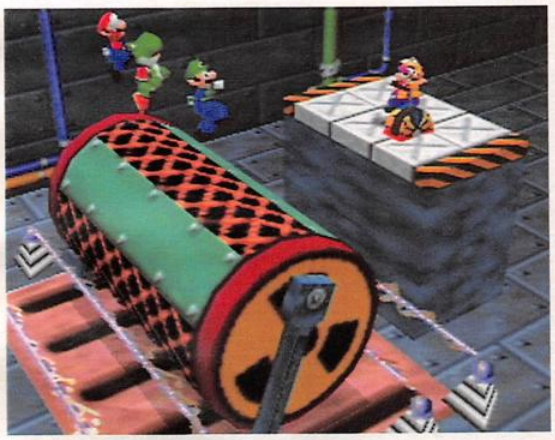
to be the player to collect as many stars and – should everyone have the same number of stars – coins as possible.

The board features familiar traps, treasures, and tricksters. You may recognize Bowser's squares, where the angry lizard collects coins from you as a toll, or the ghostly Boo, who steals stars and coins from opponents on your behalf. You may also be lucky enough to win or get the chance to buy special items that let you screw your fellow gamers, take more turns at the dice, or even advance you straight to Toad to collect a star. Occasionally, you could stumble across a hidden bonus star.

Grab up mushrooms in a Hungry Hungry Hippos-style frenzy, or drive spike-laden bumper cars around an arena trying to pop balloons attached to your foes' back bumpers.



YOU SPIN ME RIGHT ROUND, BABY After the record stops spinning, Mario and pals make a run to the center of the record, and the first dizzy contestant collects the prize.



MERRILY WE ROLL ALONG In this mini-game, Wario controls the rolling direction of the barrel, while the others just try to stay on.

The most noticeable change is the size of this new *Party*. On top of enormous, themed playing boards like Western Land, Pirate Land, and Space Land, *MP 2* also jacks up the number of mini-games, improving on the 20 existing games and adding 44 new ones. You'll get to go head-to-head in split-screen tank battle madness, grab up mushrooms in a Hungry Hungry Hippos-style frenzy, or drive spike-laden bumper cars around an arena trying to pop balloons attached to your foes' back bumpers.

To make things more interesting, players that end up on the same square toward the end of a round will face off in a duel. The challenging duelist bets a certain number of coins, and whoever punches out an assigned series of buttons the fastest wins.



HOLDING HIS BREATH Which team will inflate their Bowser balloon first?

As was the case with the first installment, *Mario Party 2* does feature a single-player option that pits you against up to three other computer-controlled characters, but – as is the case with most party games – it's not very much fun without other real players.

So, bake up some pigs-in-a-blanket, prepare some refreshing beverages, and dial up your buddies. Then, pop in *Mario Party 2*, and have a blast.

- Annette Cardwell

The Verdict — Mario Party 2

HOW THEY COMPARE

■ MARIO PARTY 2
More mini-games and more playing boards means more options and fun than the original.

■ MARIO KART
Zany cart racing with the same Nintendo cast of characters is more party fodder.

■ MARIO PARTY
This first party rocked the house, but its follow-up steps things up a few notches.

■ CHEF'S LUV SHACK
This ribald *South Park* trivia challenge just doesn't measure up to its rivals.

■ MONOPOLY
This classic board game is just as time consuming in video game form.

GRAPHICS
■ Cheery and colorful 3D graphics are Nintendo's trademark, especially with anything Mario.

0 1 2 3 5 — 4

SOUND
■ Standard happy-go-lucky Mario soundtrack and chirpy voices are fitting for this party game.

0 1 2 3 5 — 4

CONTROL
■ Even though they're noticeable only during the mini-games, the controls are more than adequate.

0 1 2 3 5 — 4

PROS: Large, colorful themed boards filled with off-the-wall, challenging mini-games.

CONS: Old-fashioned turn-based board game waiting time, and not very much fun when playing alone.

OVERALL
Mario Party 2 gives gamers a bigger, better revision of the entertaining Nintendo party game original.

4 OUT OF 5

★ ★ ★ ★



SPIKING THE COMPETITION The last player with an unpopped bumper balloon wins.

Jackie Chan's Stunt Master

After over two years of training, big man Chan gets stuck in a plodding action game.

FACT FILE ■ DEVELOPER **Radical Entertainment** ■ PUBLISHER **Midway** ■ GENRE **Walkalong beat-'em-up with martial arts legend** ■ PLAYERS **1** ■ RATING **T**

GAME GLANCE

- 6 Environments
- 20 Gold Dragon Heads to collect
- 1 Character so evil he's called Dante
- 26 Months to develop
- 24 Different weapons (including a sunflower)

Jackie Chan is known for fast, furious martial arts and creative use of the objects around him. In a perfect world, this frenzy would be all over the place in *Jackie Chan's Stunt Master*. Too bad this world is far from perfect.

There is some essence of a fighting game here, but it's easily lost in the clutter. Problems such as the constant slowdown of the kung fu action thanks to a sluglike loading screen. Twenty-second lulls between lives are frighteningly common, and only the patience of a true Shaolin master will get you through them. The rest of the game doesn't get much better, with cookie cutter enemies to punch, punch, kick, and levels to climb and fall off.

Opponents are identical except for their appearance and accent. Five phrases get repeated in a variety of flavors: Chinese, Indian, "old man," and more. Our personal favorite is the French version of "Oh, the humani-tee." You can even repeat the exact same tactics to kill the bad guys every time. Repeatedly performing a roll into a roundhouse kick and finishing with a flurry of punches delivers a world of pain to anyone you run into again and again...and again.

The levels themselves are platform-jumping, conveyor belt-riding, pole-swinging affairs that fill your speech with beautiful, flowing profanity. Let forth a guttural groan as Jackie falls yet again off of a train into oblivion, for example. It all adds up to a damn shame of a lost opportunity. Fighting as the great Jackie Chan should be fast, fluid and funny, not the clunky garbage that *JCSM* ultimately is.

- Ed Lewis

Twenty-second lulls between lives are frighteningly common, and only the patience of a true Shaolin master will get you through them.



THREE'S A CROWD A solid roundhouse brings the house down, whatever the foe.



HONG KONG B-BOY Jackie gets ill on the dance floor as he socks it to Brother Gibb.

The Verdict — Jackie Chan's Stunt Master

HOW THEY COMPARE

- **TENCHU** Stealthy ninja action on foggy rooftop is captured on disc. News at 11.
- **WU-TANG** Four kung fu combatants rip each other to bloody pieces in temple courtyards.
- **FIGHTING FORCE** Rock 'em sock 'em action figures infiltrate an enemy base. Almost fun.
- **JC'S STUNT MASTER** Jackie Chan's name and fame get dragged through the mud in uninspired and tiresome action game.
- **NINJA** Shadow of a game casts dark pall on buyers. Beware the dated graphics.

GRAPHICS

■ Even with Jackie Chan looking like an Asian Mr. Bill, the game still slows down at times. It's kung fu, Gumby-style.

0 1 2 3 4 5 — **2**

SOUND

■ Smooth drum 'n' bass soundtrack is marred by bad sound effects and repeated Jackie-isms. "Cut, hospital!"

0 1 2 3 4 5 — **3**

CONTROL

■ Analog control equals constant death. Keep to the four (digital) ways of Shaolin, young grasshopper, and all is good.

0 1 2 3 4 5 — **3**

PROS: You get to punch and kick bad guys in the Play-Doh (but motion-captured) likeness of Jackie Chan.

CONS: Plenty of long loads. Identical enemies. Boring and insipid level design. Cheap bosses.

OVERALL

A good man's name gets slandered by a cut-rate game. Next time, Jackie should check in with Namco.

2 OUT OF 5

★ ★

THE REAL DEAL You can purchase these and other fine **Jackie Chan** DVD titles at www.800.com

Fistful of Chan

Get your Chan kicks elsewhere

The quintessential Jackie Chan experience can only be had on film. Check out this list of "must see" movies, even if you can't find the english versions. Jackie speaks the international language of Kung Fu, anyway.

DRUNKEN MASTER II



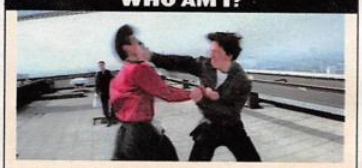
A classic where Jackie defends his town from evil mining interests. Jackie's abuse of alcohol and drunken master moves makes this kung fu bliss. The moral of the story? The more you drink, the better you fight.

RUMBLE IN THE BRONX



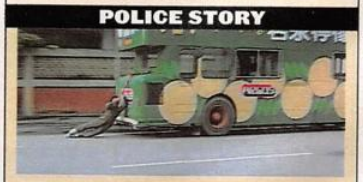
Jackie takes on gangs and organized crime in New York. Not the real New York, but what Hong Kong thinks New York is like – with "colorful gangsters." Brilliant fighting and hilarious dialogue abound.

WHO AM I?



Jackie loses his memory as a covert operative. Lost in Africa, he slowly regains his past and seeks revenge on nasty government types. An insane rooftop fight scene is a classic celluloid sequence.

POLICE STORY



A village gets trampled, glass is shattered, and Jackie flies all over the place. This is chaotic action at a furious pitch, marked by Jackie's trademark slapstick comedy, which never fails to bemuse.

South Park Rally

The *South Park* gang return in yet another underachieving gaming venture.

FACT FILE ■ DEVELOPER **Tantalus** ■ PUBLISHER **Acclaim** ■ GENRE **Cart Racing** ■ PLAYERS **1-2** ■ RATING **T**

GAME GLANCE

- 4 Checkpoints per race
- 5 Types of power-ups and weapons
- 7 South Park locations
- 14 Race varieties
- 30 Characters with 8 to start

Melodious farts, profane one-liners and comical weapons abound in the new *South Park Rally*, but after playing this half-baked cart racing title, you'll likely be quoting Cartman, declaring, "Screw you guys. I'm going home."

The makers of *SPR* apparently went to great lengths to include lots of juvenile gags and even had the benefit of having Trey Parker and Matt Stone at their disposal to add their voice talent. Too bad they spent so much time on the jokey, gimmicky elements and failed to notice that the racing game itself looks and plays so poorly.

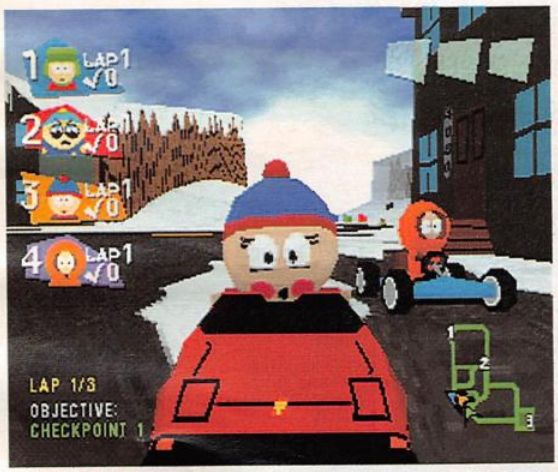
There's something terribly wrong with a racing game that makes it a challenge to figure out what or where the track is. You shouldn't have to spend so much time meandering these poorly drawn courses hoping to catch a glimpse of an occasional arrow that only serves to tell you that you've gone the wrong way. All this confusion is bad enough in a straight-on rally, but most of *SPR*'s races are mission-oriented. So, in single-player, it's nearly impossible to win.

If you should happen to win a race or two, saving your game to a memory card won't record your progress, only characters, areas, or race tracks you've unlocked. So if you leave championship mode at any time, you'll have to start over from the first race and re-win those old races you completed earlier.

Fans have the most to look forward to in the way of creatively conceived weapons, since you'll need to be a fan to understand why they're funny. *SP* aficionados will love the gay dog weapon that attacks opponents by humping their car or the alien probe ray that zaps racers into a Shirley Temple-singing trance. However, don't be surprised if some of the weapons work completely against you, or don't really appear to do anything at all.

Most gamers are probably thinking *SPR* is a *Mario Kart* with all the humor of the clever cable show. It's too bad this game doesn't live up to its potential.

- Annette Cardwell



COME ON GET HAPPY Stan feels the effects of Kenny's alien probe attack. You'll experience a similar sensation if you buy this trash.

The Verdict — South Park Rally

HOW THEY COMPARE

- **CRASH TEAM RACING** This attractive and fun cart-racing game for the Play-Station won't dissapoint.
- **MOTOR TOON GP** *Gran Turismo*'s creators' cart racing effort, but with less projectile battling.
- **SCARS** Bizarre animal-themed vehicles race around challenging courses.
- **CHOCOBO RACING** The cute troupe from *Final Fantasy* can't make cart racing any more enjoyable.
- **SOUTH PARK RALLY** This game's developers should've taken some lessons from its more impressive competition. This is a $40 fart joke.

GRAPHICS
■ Even the very low-quality graphics of the cartoon look better than this blotchy and jagged graphical abomination.
0 ▼ 2 3 4 5 **1**

SOUND
■ Only Matt and Trey's comedic voiceovers can save you from looped *South Park* theme music hell.
0 1 ▼ 3 4 5 **2**

CONTROL
■ Erratic handling and a lack of control options add up to maddening behind-the-wheel exploits.
0 ▼ 2 3 4 5 **1**

PROS: Some amusing *South Park* lines and in-jokes that will probably escape non-*SP* viewers.

CONS: Indistinguishable track layout, terribly unresponsive and poor control, and visually appalling.

OVERALL
With all the gaming potential, it hurts all the more when *South Park Rally* fails in every conceivable way.

1 OUT OF 5

★

QUICK REVIEWS

Marvel vs. Capcom

■ PLATFORM **PS** ■ PUBLISHER **Capcom**
■ PLAYERS **1-2** ■ GENRE **Fighting**



MEGA WHOOP-ASS Insane attacks transform the screen into a maelstrom.

You may not realize it, but you always wanted to know what would happen if Spider-Man fought Mega Man. Thanks to Capcom's latest 2D brawler, you'll get your chance to mix and match over 15 of your favorite heroes and villains from Marvel Comics and Capcom's game library. The result is *Street Fighter* on acid; your screen will literally explode with improbable, fantastic combat. There are five modes, including a true tag-team for some variety, but you'll concern yourself more with pulling off each character's arsenal of super attacks just to see what happens. *- RB*

Overall ★★★★

JoJo's Bizarre Adventure

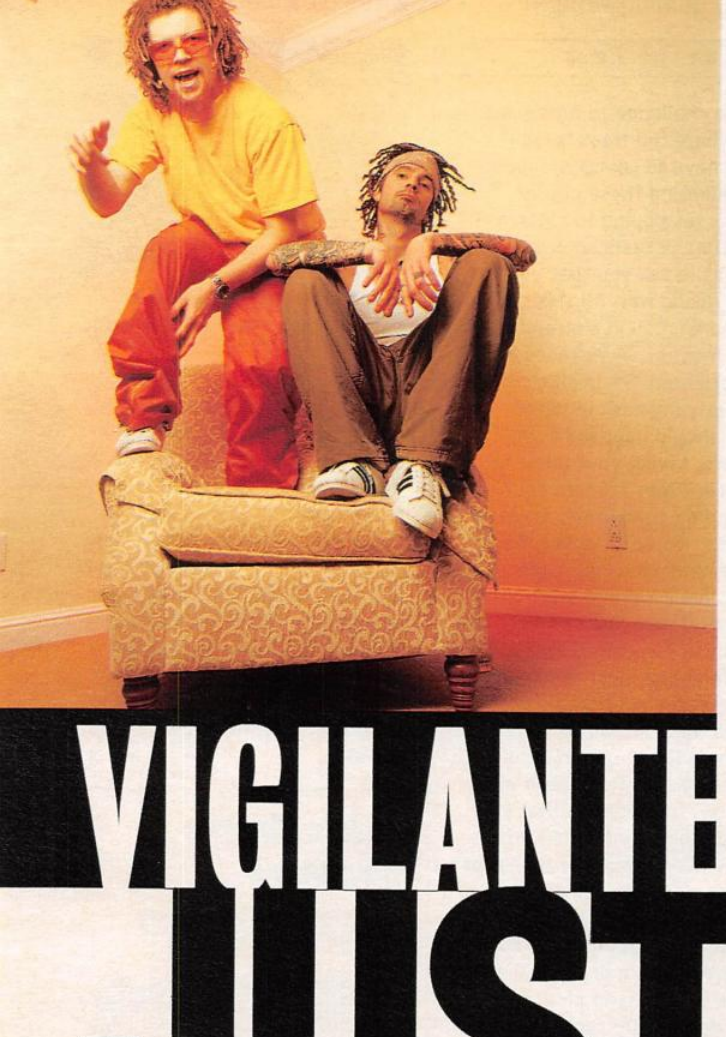
■ PLATFORM **PS** ■ PUBLISHER **Capcom**
■ PLAYERS **1-2** ■ GENRE **Fighting**



PERSONA NON GRATA A programmable inner-self offers unique attack options.

Based on a Japanese comic book series, this features everything but the kitchen sink in its over-the-top, combo-crazed conflicts. Three attack systems let you program in devastating combos for your character and his battle buddy-like inner persona. Dedicate yourself and unlock the intricacies of these elements, and the game rewards perseverance. But the unfamiliar nature of the source property makes it difficult to warm to the game, especially with more accessible Capcom titles about. *- RB*

Overall ★★★



VIGILANTE: JUSTICE

When they play as **Methods Of Mayhem, Tommy Lee and TiLo** are the best of buds. But on the battlefields of ***Vigilante 8: Second Offense,*** the two are mortal enemies...who have trouble steering. Paul Semel rides **shotgun.**

As someone who owns a black Ferrari, you'd expect Tommy Lee to know how to drive. Or at the very least not to weave and waffle like his car has a broken axle, a flat tire, and a driver who's getting tickled. But as he explains, pointing towards the TV where his hovering space cruiser seems to have a mind of it's own, it ain't his fault. "This s— drives wack," he says, pushing the Dreamcast's joystick upwards, "look, I want to go straight, and this isn't even going straight."

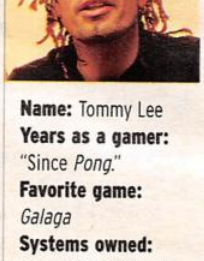
That Tommy Lee has trouble going straight might not surprise those who

Continued on page 100



Check out Tommy and TiLo's self-titled debut ***Methods of Mayhem*** at www.methodsofmayhem.com

STAR PROFILE

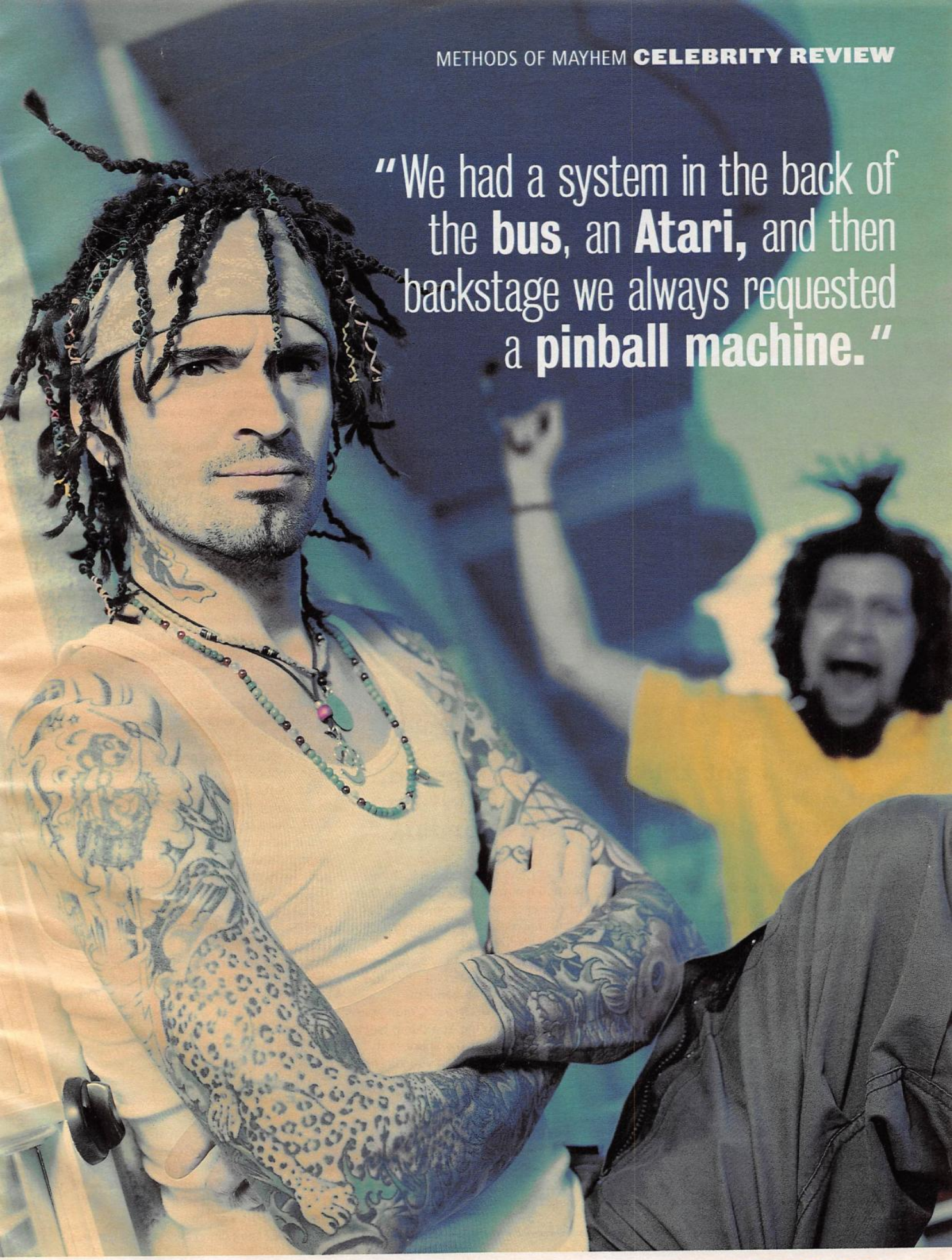


Name: Tommy Lee
Years as a gamer: "Since *Pong*."
Favorite game: *Galaga*
Systems owned: Atari 2600, Nintendo 64, "and I've got a Dreamcast that I'm going to put in my truck for my kids."
Arcade machines owned: *Missile Command*

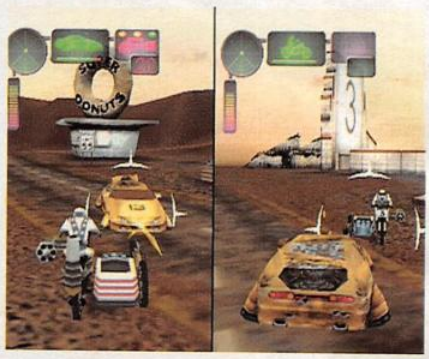


Name: TiLo
Years as a gamer: "Since my mom got me some console that had a knob on each side and wood paneling on it. That s— was old school."
Favorite game: *Cool Borders, Zelda, GoldenEye*
Systems owned: Super NES, PlayStation

Photographs: Rajal Ghosh, Groomer: Frances Lorden/Zenobia


"We had a system in the back of the **bus**, an **Atari,** and then backstage we always requested a **pinball machine.**"





TILO TKO Despite the gatling gun protection, Ti-Lo's bike can't touch Tommy's sleek hover car.

"Tommy's got this 100-inch screen, so I'd be playing games on it when we were supposed to be recording."

Continued from page 98

only know him for his rap sheet and home movies. But after what can only be called a tumultuous period in an already tumultuous life, Tommy has managed to sort everything out. And now, with both his personal problems and his former band, Mötley Crüe, behind him, Tommy has a better sense of where he wants to go than he ever has before, even if he can't get his hovering space cruiser to go straight. Along with TiLo, a rapper who comes from both Ohio and the group Hed P.E., Tommy's formed a new band, Methods Of Mayhem, whose excellent, eponymous debut is a strong mix of hard rock, industrial, hip-hop, and electronica.

Right now, though, Tommy's playing with a strong mix of guided missiles and machine gun bullets in a game of *Vigilante 8: Second Offense*. "C'mon, you f—er," he grins, shooting at a dump truck while TiLo tries to blast the shark that swims along the beach. "Can you kill the shark?" he asks, bearing down on it. But before anyone can answer him, Tommy drives up and says, "Is that you, dude? Let's go kill people." That Tommy and TiLo have taken to this game is no surprise. Both are gamers from back in the day.

"We used to sit around and just f—in' play *Galaga*, *Defender*, and *Missile Command*," he says of his Crüe days. "We had an Atari in the back of the bus, and then backstage we always requested a pinball machine, a driving game, and others.

"But ya know what game we used to play all the time?" he continues. "Golf. Like the pro s—. That game, dude, we played in the back of the bus for hours, a brutal amount of hours."

It's doubtful that Tommy will be playing games with his Crüe cronies anytime soon, though. "I haven't seen those guys since I left," Tommy sighs with a sadness in his voice. "It ended on a really sour note. Vince [Neil] and I got in a fistfight, and it was just a s—ty, s—ty ending. It wasn't the way I wanted it to end. It was a bad, dysfunctional, drunken scene."

Back in the game, the guys have decided to switch to the Verses Mode, with TiLo good-naturedly promising his friend, "I'll kick your ass." While driving around the Arizona level, the rapper goes on to explain that, like all good people, video games have sometimes distracted him from doing his work. "Tommy's got this 100-inch screen and this crazy JBL surround system," he explains, "so I'd be playing games on it when we were supposed to be recording."

That problem was resolved, Tommy notes, when the two moved from to the Chop Shop, the studio owned by the album's co-producer, Scott Humphrey. "We didn't have video games set up at the second studio," Tommy explains, "there were no games there." But while that did help Tommy and TiLo get more done, it also meant that they didn't get to play games

Celebrity Verdict: TiLo — V8: Second Offense

GRAPHICS: Insane, but being a Dreamcast, I thought it'd be more intense. **4**

SOUND: It was all good. **3**

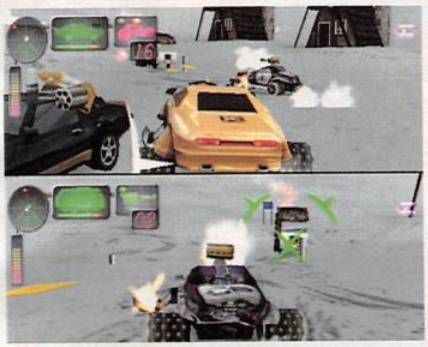
CONTROL: The controls just suck. **2**

PROS: I liked that you could be on a team with your homie.

CONS: Having to switch controls to reverse was just dumb.

OVERALL It's a good game, but it's not perfect. I don't know if this will be a classic. **4** OUT OF 5

★ ★ ★ ★



TOMMY GUN Skidding around Utah, Tommy and TiLo take down the opposition with auto-cannons.

with any of the gaming musicians who guested on the Method album, including Snoop Dogg, Fred Durst, Kid Rock, George Clinton, U-God from The Wu-Tang Clan, and The Crystal Method's Scott Kirkland.

Despite all the guests (the album also features the talents of Lil' Kim and The Beastie Boys' DJ, Mix Master Mike) the core of M.O.M. is Tommy and TiLo, who get along a lot better than their death match would have you believe. "Oh, f—in' long distance hit!" Tommy yells, nailing TiLo from 40 yards out, while his pal can't do much but watch as his vehicle flips repeatedly. "Y'know what sucks?" the dreadlocked rapper declares, unable to get his bike away from Tommy's gun, "this stupid-ass motorcycle."

With his beating still fresh, TiLo suggests they play the Utah level. This, however, doesn't sit well with Tommy, who groans, "Aw man, it's gonna be all cold and s—." But while everyone in the room assumes Tommy's just kidding, this seasoned gamer is actually being quite serious. "The snow course is always wack," he notes, "Why does every game have a snow course? It's always a bunch of nonsense, you can't ever do anything."

Sure enough, Tommy spends his time in Utah, slippin' and a-slidin' while I ask the Method men if they're been approached about having their songs in a video game. "No," TiLo admits, "can we?"

"We want to," Tommy adds, "We have this song called 'Crash' that would be beautiful for a game."

Having spent more of their game sledding than beating the crap out of the other cars, the guys opt for the warmer climate of Louisiana for their final game. While the two drive around, looking for each other in the swamp, I ask TiLo if they're planning to bring a video game rig on the road with them when they tour. "Oh yeah," he says. "We played constantly. Especially when we were on the bus, driving from town to town. We played *GoldenEye* a lot, we loved that."

Finishing up the game, I pull the guys onto the balcony to gauge their final thoughts, which seem to be almost totally positive, save for the steering. "The game is cool," Tommy says, "the graphics were good, the steering wasn't, but it was a lot of fun." He also cites the auto-targeting cannon, the ski jump in the Utah level, and the mines in the Arizona level. "It was cool how you'd go in the mine and come out somewhere else – that was tight."

As for TiLo, he largely agreed with Tommy about the graphics, playability, and, steering problems, but didn't share Tommy's enthusiasm for the environments, saying that in that respect, *Twisted Metal 2* is a little better. "I feel like there's a lot of things hindering you from getting your ass kicked," he explains, "like the buildings and swamps and s—. For beginners, this might be discouraging, but it's good if you've beaten *Twisted Metal*."

Still, for Tommy, there was one aspect of this game that was the most fun: "Getting to kill TiLo. Sometimes it's just fun to kill your bro."

" The snow course is always wack. It's always a bunch of nonsense, you can't ever do anything."



Celebrity Verdict: Tommy Lee — V8: Second Offense

GRAPHICS: They were cool, but I don't know if I've seen a five yet. **4**

SOUND: I'd love to hook it up to a good stereo. **5**

CONTROL: There's lots of room for improvement. **3**

PROS: It's fun to kill your friend in a game.

CONS: The steering should've been better.

OVERALL A five would've been if it had excellent steering and excellent controls. **4** OUT OF 5

★ ★ ★ ★



incite Golden Award

Legacy of Kain: Soul Reaver

Pack your crucifix and say your prayers as you enter the twisted, evil world of vampires.

FACT FILE ■ DEVELOPER **Crystal Dynamics** ■ PUBLISHER **Eidos Interactive** ■ GENRE **Blood-spurting, Soul-sucking, Adventure** ■ PLAYERS **1** ■ RATING **T**

GAME GLANCE

- 21 Monsters
- 5 Bosses
- 3 Weapon power-ups
- 6 Acquired abilities
- 7 Spells
- 14 Levels

In the land of vampires, blood will feed you, souls will sustain you, and revenge will bring you back from the dead.

From the opening moments of its mesmerizing movie intro, *Legacy of Kain: Soul Reaver* draws you into a world where pain, mutilation, and desecration are the norm. A world where vampires feed on the pulsing blood of humans and the damned consume the very souls of their victims. Granted, if the bloodsuckers wore suits, it would be a world much like our own, but the point is, Kain's world is a dark and unholy place that just begs to be explored.

But before you grab your wooden stakes and garlic cloves to dive into this virtual and otherworldly Translyvania, a little back-story might be in order. The events in *Soul Reaver* occur hundreds of years after the end of the first game in the series, *Legacy of Kain: Blood Omen*. Gamers familiar with *Blood Omen* will recall that the game had two alternate endings; Kain could choose to remain a vampire and take over Nosgoth, or sacrifice himself so that humanity could survive. Considering the dearth of Mother Theresa-like attributes in the world, *Soul Reaver* just assumes you chose the megalomaniacal ending. For those of you who picked the wussy "save the world" ending – pick up a copy of *Hello Kitty's Cube Frenzy* in lieu of the latest installment of Kain – your world does not exist here.



DEFINING MOMENTS

First Impressions
In the very early moments of *Soul Reaver*, you enter a room inhabited by a grotesque vampiric beast. You try slashing at him with your claws, only to discover that you can merely wound, not kill. Desperately you look about, see a spear on the wall and lunge for it. With weapon in hand, you face your nemesis again. This time, your attacks cut deep, staggering him. With a final thrust you skewer your enemy, and with his blood spurting you lift him impaled on your spear. As his soul departs his physical form, you consume it and add to your strength. A satisfying meal indeed.

Roger Burchill



SWORD PLAY Acquire the Soul Reaver to dispatch enemies with ease.



RAZIEL'S RETURN Centuries of pain and suffering, and no chicks.

As the saga continues in *Soul Reaver*, you are now playing the part of Raziel, one of Kain's Lieutenants. Raziel comes from the Tom Cruise school of vampires, sporting a recently sprouted pair of wings that would make Batman pop a chubby. Naturally, it's never a good idea to show up the boss, and Raziel pays the price as Kain mutilates his wings and orders Raziel's brothers to cast the poor guy into Nosgoth's very own Lake of the Dead. The end result is our dapper young Raziel is horribly disfigured as he suffers unyielding torment and eternal damnation.

Of course, as "life without parole" has a distinctly different reality from its implied definition, eternal damnation turns out to be a mere few hundred years for Raziel. He emerges from the abyss with little chance of ever getting a date again and seemingly oblivious that the scarf he's sporting is a serious fashion faux pas. But as it turns out, the Guardian of the Dead is seriously pissed off with Kain for disrupting the natural balance between the dead and living. Raziel is tasked with opening a major can of whoop ass on Kain, and he's got a serious, soul-sucking need for revenge as motivation.

Unlike the 2D, top/down perspective of *Blood Omen*, *Soul Reaver* is your standard remote camera 3D action/adventure game in the mold of the *Tomb Raider* series. *Soul Reaver* offers plenty of third-person perspective fighting, exploring, and puzzle solving, but there are enough innovative gameplay twists to make for an evolutionary step forward for the genre.

One of the most intriguing features is Raziel's ability to switch from the Material to the Spectral Plane. The Material realm is reminiscent of our real world, where one

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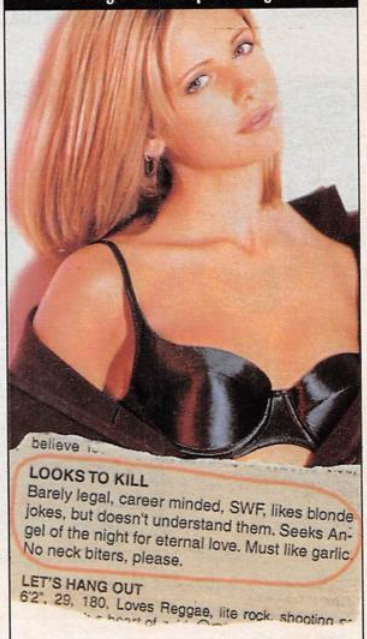


MENTAL BLOCK Moving giant blocks to solve puzzles is a unique Hell all unto itself. You'd think they would just use a damn key to lock up!

Lonely Heart

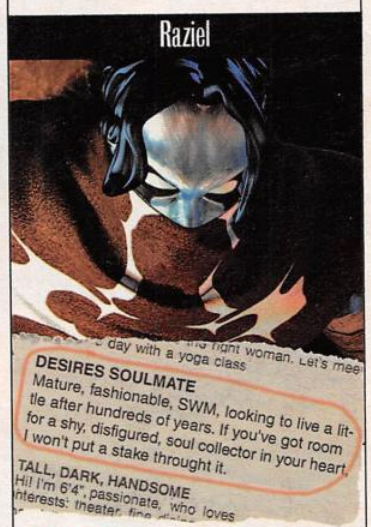
Late hours and hazardous conditions don't offer many socializing opportunities. But even vampire killers need a love connection.

Buffy the Vampire Slayer



Buffy's one torrid romance was with a vampire named Angel (those work-based romances never work). Workin' it all night sure beats working all night, but where is he now? He's chasing some floozie on a spin-off, and you're back to working the graveyard shift. Yes, men and vampires have something in common – they both suck.

Raziel



Raziel's problems didn't stem from love, but he's got all kinds of problems with the ladies now. Face it, you're not going to get much play without a lower jaw. But Raziel's biggest problem is his unrelenting desire for revenge. Fixating on impaling your brethren and sucking out their souls is not a healthy foundation for a relationship.

Continued from page 103

glance at your credit card bill offers validation of your existence. The Spectral realm resembles the Material world, but has that dreamy quality about it where credit card bills don't exist. Or, the surrealistic architecture and a blue/green haze are dead giveaways that you're in the Spectral realm. The tough part is that you must switch back and forth between these two existences in order to proceed successfully in the game. This is tricky at first, but it seems more natural the more you utilize it and ultimately gives *Soul Reaver* a unique and recognizable gameplay trait.

But for every plus side, there's a down side, and that's true here. In order for Raziel to exist in the Material world, he must expend energy. Raziel must keep his health bar loaded by devouring the souls of any and all nightmare creatures he comes across. Although there is some question about the nutritional balance of this diet, the fun part is deciding how to kill the sweet, creamy, soul-filled enemies. Spear skewering is the most obvious choice, but immolation by fire, disintegration by water, and impalement by a variety of environmental objects are tantalizing alternatives. Then the sucking begins, thanks to some jaw-dropping techniques in the graphics and facial departments. Raziel feeds on the dead through the hole in his head.

Once you've familiarized yourself with Raziel's interdimensional travel and repertoire of moves, the ultimate objective becomes tracking down and destroying Kain's lieu-



ETERNAL VENGEANCE Studly Raziel, Kain's first lieutenant, before his damnation in the Lake of the Dead.



BATTERED WINGS Raziel's wings are functional enough for gliding.



FONDUE ANYONE? Skewer, impale, and consume your enemies' souls.

Tools and Tricks of the Trade

Everybody knows what it takes to kill a vampire – crucifix, holy water, garlic, and stakes. But what do you do when the blood bank comes calling and you're low on supplies? *incite* offers some household alternatives.



Holy Water
Effect: Burns Vampires
Alternate: Beer
The holiest of all liquids, beer may not burn (unless it gets in an eye), but a few forties will render any "immortal" prince of darkness unconscious. Talk about your blood-alcohol level!

Crucifix
Effect: Wards Off Vampires
Alternate: Waffle Iron
Think of it as a collection of tiny crosses that also prepares a tasty breakfast treat. Just like the traditional crucifix, the trusty waffle iron leaves a nasty burn if applied to vampiric skin.

Garlic
Effect: Repels Vampires
Alternate: Garlic Bread
Unless you're Martha Stewart, you probably won't have fresh garlic cloves lying around. Instead, pick up some ready to bake garlic bread. The smell is irresistable – even to the undead.

Stakes
Effect: Kills Vampires
Alternate: Steaks
True, this method is slower and more expensive than the traditional wooden stake through the heart, but an elevated cholesterol level is a myocardial infarction just waiting to happen.

Photography by Shaffer/Smith, Food Stylist Wendy Pardue



SPEC-TACULAR Enter the Spectral realm for unique items and abilities.

The ultimate prize is Kain's sword, Soul Reaver, which becomes Raziel's primary weapon and is as handy as a Ginsu knife.

tenants and then Kain himself. You'll have to drag Raziel's butt from one end of Nosgoth to the other, but after each touching family reunion, Raziel can assume the special powers of the fallen lieutenants. Abilities like wall scaling, swimming, and body possession will soon be at your disposal along with some pretty potent magical spells.

The ultimate prize is Kain's sword, Soul Reaver, which becomes Raziel's primary weapon and is as handy as a Ginsu knife when it comes to cutting, slicing, and dicing. The sword is always available within the Spectral realm, but Raziel must maintain full health in order to wield Soul Reaver in the Material plane. If Raziel takes damage, the blade disappears until the health bar is back to normal. Soul Reaver is acquired relatively early in the game, but its true capabilities won't be realized until it is imbued with various elements like water, fire, and sunlight.



ABLE KAIN Kain rules the Vampire clans with the mighty Soul Reaver in hand. Torment and destruction await all those who oppose him.



BROTHER AGAINST BROTHER Crush your brethren and gain power and abilities as you battle your way to Kain.

Like most games that employ the use of moving camera angles, there are times in *Soul Reaver* when it is difficult to get the precise gameplay view you want. There is some neccessary juggling of attention between the roles of cameraman and game player, but less so than most 3D adventure games to date. Another annoying element is the number of block puzzles utilized in the game. The seemingly endless series of block manipulation and switch pulling can get rather tedious. To be fair, the puzzles are a bit more elaborate and challenging than those employed in *Tomb Raider* games, but the combination of difficulty and frequency of puzzles still leads to frustration.



TOKEN POWER-UPS Discover tokens to enhance your power and health.

Still, the Dreamcast version of *Legacy of Kain: Soul Reaver* is a fine upgrade of the already enjoyable PlayStation game. An improved frame rate and more attractive textures upgrade the graphics and correct the only significant pitfall the PlayStation version had. Beyond the morbid themes and gratuitous violence, *Legacy of Kain* offers a solid story and involving gameplay, and it is the only truly entertaining adventure game available for the Dreamcast.

- Roger Burchill

The Verdict — Legacy of Kain: Soul Reaver

HOW THEY COMPARE

■ SOUL REAVER
Amazing, innovative, with hours of gameplay, it's soul-sucking, vampire-killing action worthy of a legacy.

■ SOUL REAVER PS
The PlayStation version can't touch the DC visually, but it's the same otherwise.

■ SHADOW MAN
Voodoo and serial killer overtones are creepy, but gameplay is standard fare.

■ BLUE STINGER
Technically flawed and tedious, the sting is in your wallet, if you bought it.

■ SLAVE ZERO
Giant robot combat, while the Dreamcast combats shoddy PC conversion code.

GRAPHICS
■ Sharp resolution and sublime textures shape the world. Raziel's a bit angular, but he has been rotting for centuries.

0 1 2 3 4 **5**

SOUND
■ Masterful voice acting, evocative music, and spine tingling effects result in a motion picture quality experience.

0 1 2 3 4 **5**

CONTROL
■ Camera hiccups and slight oversensitivity detract from the responsive control and impressive repertoire of moves.

0 1 2 3 **4** 5

PROS: No-holds-barred blood letting; dark, compelling story line; graphics that do the Dreamcast proud.

CONS: Block puzzles from Hell; bouts of "What the hell do I do next?"; already played the PlayStation version.

OVERALL
Soul Reaver is the new standard in adventure games. Time to start carrying stakes and garlic cloves, Lara.

5 OUT OF 5

★ ★ ★ ★ ★

Ridge Racer 64

Quick sell: Scorchingly fast racing franchise, an oldie but a goodie, with all-new paint and trim. $50, OBO.

FACT FILE ■ DEVELOPER **Nintendo Software Technology Corporation** ■ PUBLISHER **Nintendo** ■ GENRE **Racing. Over ridges. To bad techno.** ■ PLAYERS **1-4** ■ RATING **E**

GAME GLANCE

- 1 256-megabit cartridge
- 5 Modes of racing
- 24 Different cars
- 8 Different tracks
- 3 Exclusive Nintendo-only courses
- 1 Pink Mappy
- 1 Rumored white angel

incite Golden Award

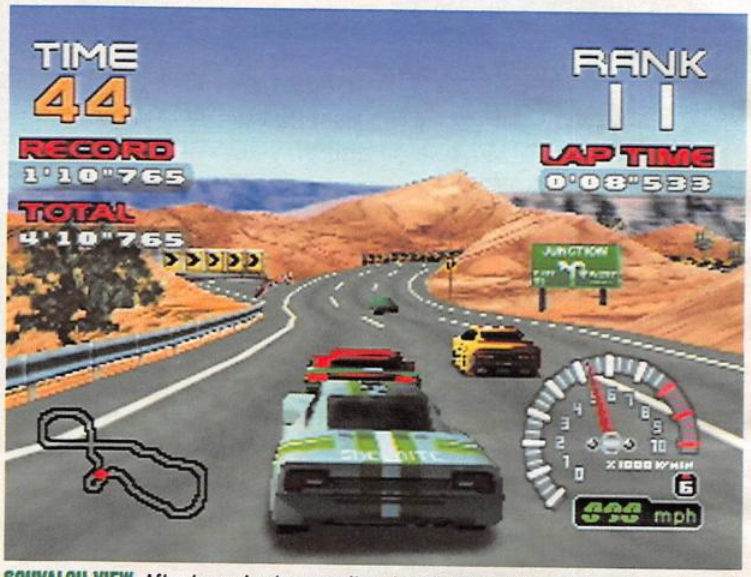
THE REAL DEAL

It's your choice – buy a ***Ridge Racer Full Scale*** arcade unit, complete with a working (but engine-less) **Mazda Miata** and three 50 inch monitors (complete with the words "insert coin" burned into the middle screen) for around **$100,000.** Or you can buy a working (with engine) **2000 Miata LS** with all the trimmings for **$28,705** (MSRP).

A dive under the hood for a 130 point inspection reveals gleaming bodywork to die for, killer looks, and a curvy back end. And that's just Reiko, the girl in the game introduction. The game's even more fun to play with....

Imagine *Ridge Racer Revolution* with an extra set of courses, some graphical touch-ups, and none of the different-handling car physics of *Rage Racer* or *Ridge Racer Type 4*. Or if you're a rabid Nintendopile, imagine *Cruis'n World* with a set of intelligently designed courses, a complete graphical reconstruction, and all of the original code destroyed and replaced with a physics engine designed by Namco developers and not monkeys.

Of course, this improved conversion leads to one overriding point – the game plays identically to its PlayStation brethren. Pick a car from two major types – chunky rally cars with great cornering or sleek overpowered roadsters with fantastic powersliding ability – and throw them around the course hell for leather. Hit a bend, though, and there's a wincing clang as your car wobbles, loses speed, and plays catch-up. The plan? Stay on the tarmac and skid around the bends.



SOUVALOU VIEW After becoming temporarily color-blind, we spray-paint our Souvalou and take it out on the all-new, all orange, Desert Canyon. Note the blocked-off course variant.

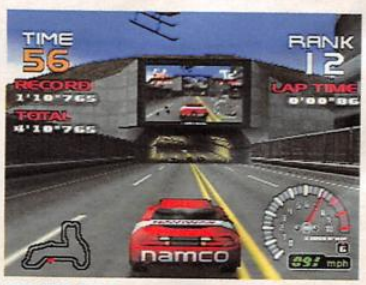


GUYS AND GALAXIANS Entering the tunnel, our boy in blue checks the video wall.

The courses you'll be ripping around need your respect – they've influenced all the track designs of B-grade Nintendo racers since 1996. Now, Nintendo has scooped together more of everything into a handy cartridge-sized bundle. Like all of *Ridge Racer's* courses. OK, so that's one track, but there are two different variations. Then there's all the *Ridge Racer Revolution* courses. All right then, *course*. But all three variations are replicated, with fog, no pop-up, and some increased ground details. Then, there's a whole new set of tracks, a challenge mode, superb multi-play, and even a customizable car color, which can be changed to any hue, however unsightly.

Japanese PlayStation fanatics may be only a month away from the new standard in racing games – *Ridge Racer 5* – but Nintendo 64 owners also have a reason to look smug. They've got an old-school amalgamation of all the best bits from the *Ridge Racer* franchise.

- David Hodgson



AMAZED GAZE Losing concentration and the race, we become transfixed by a big TV.

The Verdict — Ridge Racer 64

HOW THEY COMPARE

- **RIDGE RACER 64** Relive 1996 on the PlayStation with the best real Nintendo racer not featuring plumbers on souped-up lawnmowers.
- **BEETLE ADVENTURE** Relive the VW Beetle craze without purchasing an overpriced flower vase.
- **SAN FRANCISCO RUSH** Leap and wind across an inaccurate facsimile of San Fran in lunar gravity.
- **ROADSTERS** Drive real coupes with pretend driving physics and tragic voice acting.
- **ROAD RASH 64** A marriage of violent bearded men and terrible graphics with amusing combat.

GRAPHICS

■ A full-on barrage of incredible speed, trippy taillights, skidmarks, and more lens flare than Elton John's optician.

0 1 2 3 4 **5**

SOUND

■ Mad techno, mad announcer, and mad screeching noises combine to create a cacophony of, er, madness.

0 1 2 3 5 **4**

CONTROL

■ Superb and whacked-out car physics result in spectacular powerslides that can be precision-timed to perfection.

0 1 2 3 4 **5**

PROS: Exact car control, all-new tracks, and fabulous multi-play all encased in intense arcade action.

CONS: A revamped PlayStation game from 1996 with all the old trappings. Slight slowdown in multi-player.

OVERALL

The greatest Nintendo racing game ever has arrived. *California Speed*? No. *Ridge Racer 64*? Yes.

5 OUT OF 5

★ ★ ★ ★ ★

Plasma Sword

The sequel to *Star Gladiator* plays mind games on the Dreamcast.

FACT FILE ■ DEVELOPER **Capcom** ■ PUBLISHER **Capcom** ■ GENRE **Fighting** ■ PLAYERS **1-2** ■ RATING **T**

GAME GLANCE

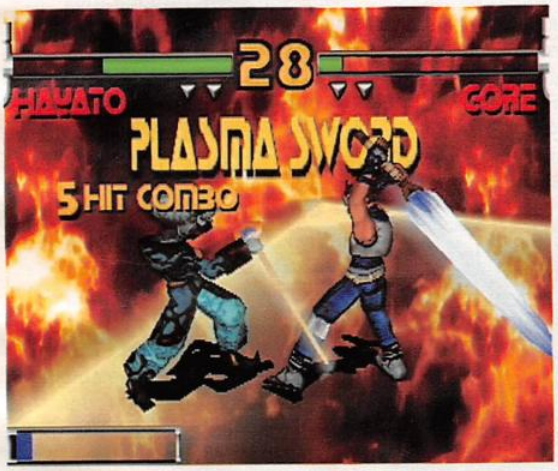
- 22 Fighters
- 60 Frames per second
- 3D Battles
- Arcade
- Training
- Team Battle

In the original PlayStation game *Star Gladiator*, a diabolical terrorist group led by Dr. Bilstein attempted to destroy the Earth with devastating weaponry based on the energy of the mind. At the end of the game, Dr. Bilstein was thought to have been defeated, but now, one year later, his ghost returns to pilfer our planet and wreak havoc on the heroic band of brains that killed his human form.

The game *Plasma Sword* combines the 3D atmosphere and simplistic gameplay of past Capcom beat-'em-ups like *Street Fighter EX* with the weapons-based confrontations and slick presentation of *Soul Calibur* to deliver a ferociously fast, fierce fighter that ranks among the Dreamcast's best. The futuristic combat features 22 combatants, from robots and wizards to aliens and bird men, bashing and smashing each other in one-on-one duels to the death with the fate of the planet swinging in the balance.

The gameplay not only includes the typical Capcom combos, throws, and special attacks, but also features new twists and fighter abilities. Using Plasma powers, you can suck opponents into force fields, use Revenge to counter attacks, and even freeze enemies in their tracks as you pummel them in a scene of flash and fire. Definitely worth checking out, especially if you're a fighting game fan searching for a futuristic fix.

- Jon Robinson



CLASSIC COMBO Hayato finishes off a five-hit combo with a Plasma Sword to the head as Gore attempts to block the final blow.



CRUEL SUMMER June is bent backwards after a vicious sword strike from Blood.

The Verdict — Plasma Sword

HOW THEY COMPARE

- **SOUL CALIBUR** The best fighting game currently available. If you don't own it, you're a loser.
- **PLASMA SWORD** Lightning-fast gameplay and flashy combos make saving Earth fun again. Second only to *Soul Calibur* on the Dreamcast.
- **VIRTUA FIGHTER 3TB** After being touted as the greatest of all time, *VF*'s a huge disappointment.
- **MARVEL VS. CAPCOM** Old school fighter just seems old. Why isn't Hawkeye included?
- **PSYCHIC FORCE 2012** A horrendous waste of telekinesis. Psychics be warned.

GRAPHICS

■ Fluid and vibrant, fighters move with bursts of radiance, streaking colors, and dazzling Plasma attacks.

0 1 2 3 5 — **4**

SOUND

■ Typical fighting game sword clashes and skin smacks. Nothing too special, nothing too bad.

0 1 2 4 5 — **3**

CONTROL

■ Combos and character-specific moves are simple to perform. Training helps fine-tune your timing.

0 1 2 3 5 — **4**

PROS: Spectacular visual and lighting effects. *Plasma Sword*'s quick gameplay and variety of fighters makes it ideal for multiplayer competitions.

CONS: Mediocre musical score, not as much depth as *Soul Calibur*.

OVERALL

Capcom's crown fighter on the Dreamcast. Finally, a sequel that's actually better than the original.

4 OUT OF 5

★ ★ ★ ★

THE REAL DEAL Buy **Medieval swords** at http://msnhomepages.talkcity.com/CommercialSt/ironmanmsn/swords_home.html

QUICK REVIEWS

Re-Volt

■ PLATFORM **DC** ■ PUBLISHER **Acclaim**
■ PLAYERS **1-4** ■ GENRE **RC Racing**



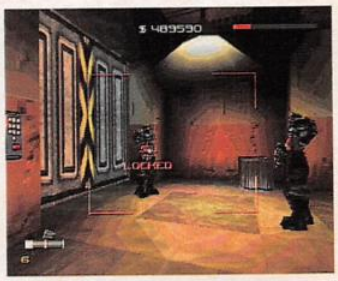
LIGHT 'EM UP Take out last-place frustration on the guy in front of you.

Re-Volt could've been great. Racing RC cars in realistic locations is a brilliant idea that gets derailed by poor design. Long, aimless levels with blind turns and randomly placed objects require serious memory if you hope to pass them without constantly spinning out. Cars you race against are always better and faster than yours. Dark sections are frustrating, and power-ups like the bottle rockets are cute, but rarely effective. Far from being a masterpiece, *Re-Volt* is an amusing rental if you're looking for a change of pace. *- EL*

Overall ★ ★ ★

Fighting Force 2

■ PLATFORM **PS** ■ PUBLISHER **Eidos**
■ PLAYERS **1** ■ GENRE **Action**



LOW BLOW Target an unsuspecting guard's belt buckle in first-person view.

After four *Tomb Raiders*, you'd think the folks over at Core Design would be looking to try something a little different. A nice casino game, or maybe a white-knuckle, thrill-a-minute train simulator. But they've stuck to the action/adventure format with the sequel to the uninspired 3D brawler, *Fighting Force*. *FF2* sports impressive graphics and hand-to-hand combat, but gameplay is seriously flawed. Expect to spend as much time busting up random office equipment as you do taking out the bad guys. Rent before you buy. *- DL*

Overall ★ ★

QUICK REVIEWS

Gigawing

■ PLATFORM **DC** ■ PUBLISHER **Capcom**
■ PLAYERS **1-2** ■ GENRE **Shoot-'em-up**



NOWHERE TO HIDE Dropping bullet prices lead to jumps in wanton violence.

Gigawing first came out in the arcades, where it should've stayed, and is based on the idea that it's fun to see stuff flying and exploding all over the screen. Problem is, you're in the middle of this chaos and death comes damn quick. With two players, the first part of the game is feasible, but then the heat turns up and the enemy fire becomes a torrential downpour. Only the infinite supply of continues will get you to the end. Play this in the arcade, where it only costs you a few bucks to finish the one time you'll play it. - *EL*

Overall ★★

F1 World Grand Prix

■ PLATFORM **DC** ■ PUBLISHER **Video System**
■ PLAYERS **1-2** ■ GENRE **F1 Racing**



ROUND THE BEND Heinz-Harald Frentzen negotiates a hairpin in Monaco.

Formula One racing isn't for everyone, but if you like a little dicing with the brothers Schumacher then pull up a chair. *F1 World Grand Prix* has deposed *Monaco GP 2* as the Dreamcast's best open-wheel racing sim and makes *Flag to Flag* look like the last place finisher it deserves to be. The game is beautiful, with spectacular rain effects and adjustable difficulty levels, so gameplay is as realistic or arcade-like as you wanna be. We just wish the game was based on last year's results rather than the '98 season. What's up with that? - *DL*

Overall ★★★★

The Misadventures of Tron Bonne

Mega Man's bad girl rival returns to outdo her goody-goody counterpart.

FACT FILE ■ DEVELOPER **Capcom** ■ PUBLISHER **Capcom** ■ GENRE **Action/adventure/RPG** ■ PLAYERS **1** ■ RATING **E**

GAME GLANCE

- 3 Types of torture to inflict on lazy Servbots
- 4 Levels for each mission
- 6 Lunch choices to serve Servbots in speed training
- 7 *Mega Man* series games, with *Mega Man Legends 2* on the way
- 40 Servbots at your command

While it may have been cool playing as goody-goody Mega Man in last year's *Mega Man Legends*, it's much more fun being b-b-b-bad in this latest installment in the Capcom franchise.

The fans of *Mega Man* won't likely forget the corrupt and thieving Bonne family, namely younger sister Tron and her Legomen-like Servbots. Now, bratty Tron stars in her very own adventure, and that petite banshee-in-training kicks ass in what may be the best game so far in the popular Capcom series.

This newest addition to the enduring *Mega Man* franchise finds the Bonnes pillaging another island on their waterlogged planet. A loan shark has tracked down Tron's brother, Teasel, and when he can't pay up, he's held until Tron can come up with a way to settle the debt. So, the resourceful Tron kicks into high mission gear, collecting treasure money to free Teasel.



BUSTIN' UP THE JOINT Tron's robot blows sends Servbots in to collect the loot.

Fortunately, Tron has all 40 of her Servbots at her disposal. But, Tron has to get them into fighting shape. Put them through their paces in the gym or find objects that inspire them to develop special talents. Then they'll help you build new weapons, or perform better in battle. In the field, you'll command six bots that either fight enemies or gather up treasure.

The controls can be awkward until you've worked with them in a few levels, but fans of *Legends* should have no trouble. *Tron Bonne*'s cuteness can be tough to stomach, especially those long cut scenes filled with shrill voice-overs. Luckily, you can speed through them with your triangle button.

So, *Mega Man* fans rejoice. You'll love this newest installment. And those not yet sucked in, this game might convert you.

- *Annette Cardwell*



BOMBS AWAY Take out a certain number of targets to up your Servbot's attack rating.

THE REAL DEAL

Command your own Servbots to dig for treasure with a **Lego Rock Raiders HQ** playset from **www.kbkids.com for $64.**

The Verdict — The Misadventures of Tron Bonne

HOW THEY COMPARE

■ **BRAVE FENCER MUSASHI**
Engrossing Squaresoft action/RPG good enough to step to *Mega Man*.

■ **TRON BONNE**
A new 3D *Mega Man* world adventure that betters its predecessor.

■ **MEGA MAN LEGENDS**
Totally addictive and fun, but *Tron Bonne* outdoes this 3D *MM* adventure.

■ **TOMBA! 2**
This pink-headed hero has some cool missions, but they aren't as elaborate.

■ **CHOCOBO DUNGEON 2**
Overly simplistic RPG for beginners that will bore you with dingy dungeons.

GRAPHICS
■ Very bright, colorful, bubbly characters and backdrops in that wide-eyed Japanimation style.
0 1 2 3 ▼ 5 — **4**

SOUND
■ The music is nothing special, and the voices are often piercing and harsh. But it's effectively cartoonish.
0 1 2 ▼ 4 5 — **3**

CONTROL
■ You can set controls to "beginner" to make it easier on yourself or use the standard settings for better handling.
0 1 2 ▼ 4 5 — **3**

PROS: Great characters, vibrant look, and amusing gameplay will keep you riveted for hours.

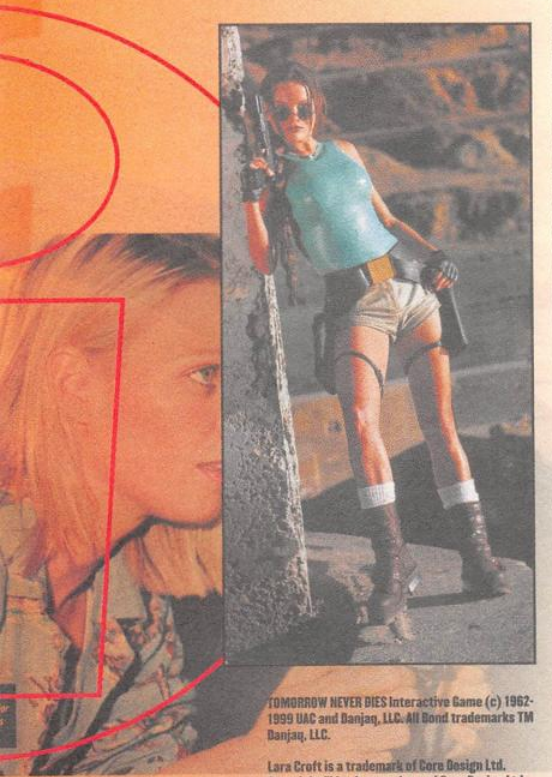
CONS: Controls can be a bit tough to learn, and you may O.D. on the happy-happy tone.

OVERALL
Despite that trademark *Mega Man* adorable look, *Tron Bonne* is simply too much fun to put down.

4 OUT OF 5

★★★★





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Vigilante 8: Second Offense

Attention, driving degenerates – start yer engines and load yer guns!

FACT FILE ■ DEVELOPER **Luxoflux** ■ PUBLISHER **Activision** ■ GENRE **Car combat** ■ PLAYERS **1-4** ■ RATING **T**

GAME GLANCE

- 9 Destructive drivers
- 9 Hidden hooligans
- 7 Weapons plus specials for each combatant
- 4 Power-ups
- 4 Upgradeable car attributes
- 3 Propulsion mechanisms

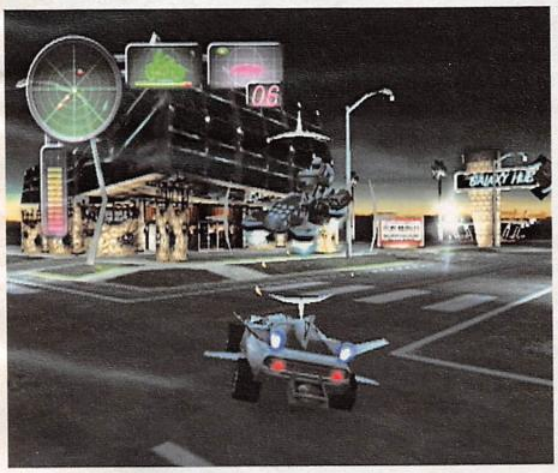
Dreamcast road ragers have finally been given license to blow each other up without fear of incarceration. Step up, strap in, and burn 'em, baby, burn 'em!

If plain ol' Sunday drivin' just isn't your bag, you like breathing toxic fumes, or you consider smoldering husks of metal fine art, then you need to turn your gaze toward the slick, destructive power of *Vigilante 8: Second Offense*. If you're confused on the concept, here's a little clue: picture not-so-desolate wastelands loaded with obstacles, weapon power-ups, and other treacherous devices, then drop in some of the meanest hombres from the past and the future driving fully loaded muscle cars, cycles, and big-ass trucks. Sound warm and cozy? It is – especially when you set your opponent's rig on fire.

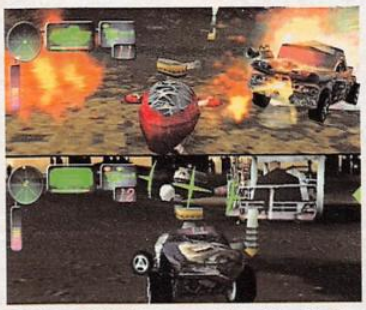
While the basic gameplay is the same as its predecessor's, *Second Offense* features a little more depth, such as the ability to upgrade your ride. After destroying an enemy, "salvage point" power-ups appear, which, when enough are collected, can dramatically improve your car's look and performance. There's also a gang of intense multiplayer modes, including three two-player and three four-player games. It's good, wholesome fun the entire family will love.

Vigilante 8: Second Offense will make a huge impact, offering the only game of its kind (for the moment) on the Dreamcast. By combining highly combustible gameplay, smooth visuals, and tight controls, it's A-list material.

- Brett Rector



BEAUTY AND THE HOT-ROD BEAST Chassey Blue hits it big in Nevada. The All-Star Trio are no match for her Star Power special.



GANG BANGIN' Team up with a friend in the co-op mode for complete destruction.

The Verdict — Vigilante 8: Second Offense

HOW THEY COMPARE

- **V8: SECOND OFFENSE** Smooth graphics, tight control, and outrageous characters – a class by itself. The only game of its kind on the system.
- **TWISTED METAL 4** (PlayStation) Fast frame rate, lots of carnage, and Rob Zombie, too.
- **VIGILANTE 8** (PlayStation) This OG still has what it takes to take on the competition.
- **DESTRUCTION DERBY** (Nintendo 64) Destroying a car is fun, but it's better with a nuclear disco ball.
- **ROAD RASH 64** (Nintendo 64) Clubbing bikers should be fun, but lame AI kills the experience.

GRAPHICS

■ Slick-looking cars, excellent environments, and explosive effects. However, background items phase into existence.

0 1 2 3 **4** 5

SOUND

■ The funky beats fit the part and the explosions rock, but some of the voices are just annoying.

0 1 2 3 **4** 5

CONTROL

■ Very responsive, but there's a learning curve to mastering each vehicle. D-pad combos add more bang to your gang.

0 1 2 3 **4** 5

PROS: An outrageous number of levels and characters, tight graphics, and solid gameplay.

CONS: Items in the background pop into existence as you drive up on them. What gives?

OVERALL

V8's total package makes it a must-have game. It'll take a very large bomb to take out this car-combat champ.

4 OUT OF 5

★★★★

QUICK REVIEWS

Zombie Revenge

■ PLATFORM **DC** ■ PUBLISHER **Sega**
■ PLAYERS **1-2** ■ GENRE **Action/beat-'em-up**



IF YOU'RE SURE Serious monster BO demands chaingun antiperspirant.

This is an old-fashioned, third-person beat-'em-up, straight from the arcades. Rage through scenery from the *House of the Dead* series, punching and blasting zombies at every step. Fight through sewers and streets full of undead lowlifes. It's all good arcade fun for the first few times through, but the appeal of slogging through zombie hordes and fighting huge bosses soon stops being fun. Extra modes are available, but they do little to give the game extra life. Rent this and enjoy a day's worth of flying zombie guts. *- EL*

Overall ★★★

NBA Shoot Out 2000

■ PLATFORM **PS** ■ PUBLISHER **989 Sports**
■ PLAYERS **1-8** ■ GENRE **Basketball**



THE KID Kevin Garnet swoops in for a monster dunk over defenders.

A disappointing combination of lost potential and near misses, *NBA Shoot Out 2000* finally shoots into stores about two years behind schedule. What's sad, however, is that the game still feels rushed. Computer players launch shots from behind the backboard, player movement is far from smooth, and players take forever to shoot the damn rock after you hit the button. One of the game's few saviors is its Dunk Creator that lets you adjust players' bodies before slams. Otherwise, there's no reason to buy it over *NBA Live 2000*. *- JR*

Overall ★★★

Gran Turismo 2

A moment of silent respect, please. The new greatest racing game of all time is in the building.

FACT FILE ■ DEVELOPER **Polyphony Digital** ■ PUBLISHER **Sony** ■ GENRE **Driving simulator** ■ PLAYERS **1-2** ■ RATING **E**

GAME GLANCE

- 590 Cars
- 89 Model-specific races
- 60 License tests
- 49 Tracks (including reverses)
- 35 Manufacturers
- 31 Road race classes
- 27 Rally races
- 7 Endurance races
- 6 Licenses
- 1 Overworked dual shock

Racing fans rejoice; all others please leave the room, we could be a while. Before proceeding any further, there's one number you need to acquaint yourself with: 590. Say it a couple times, maybe try an Italian accent. That's how many cars are in *Gran Turismo 2*, the new greatest driving game ever made.

You know those bibs you get at the dentist's office so your drool doesn't get all over your shirt? Might want to invest in one of those right about now. If you like cars, even just a little bit, *Gran Turismo 2*'s opening movie will leave you slack-jawed and temporarily unable to form complete sentences. Get used to it, because you're going to be feeling this way for the next few weeks as you come to grips with this enormous game.

A few more key numbers, the significance of 590 already being established: two disks, 49 tracks, 35 manufacturers, and well over 100 hours of on-the-stick time to win every race. Not including the arcade mode.

"Fine," you may be thinking, "but is *Gran Turismo 2* really better than the original?" Well, we consider *Gran Turismo* to be nearly perfect as far as driving games go. *Gran Turismo 2* is basically the same in terms of handling and gameplay, but with four times as much stuff. Four times nearly perfect equals better than the original, at least by our reckoning.



RAGE RACER A race-trim TVR Speed 12 jostles for position with a Vector M12. The game's mix of fantasy tracks and real courses like Laguna Seca is even better than the original's.

According to the game's producer, Kazunori Yamauchi, *Gran Turismo* used 75 percent of the PlayStation's processing power. The sequel uses the full 100 – alas, unlike most pro football players, the PlayStation was unable to give 110 percent.

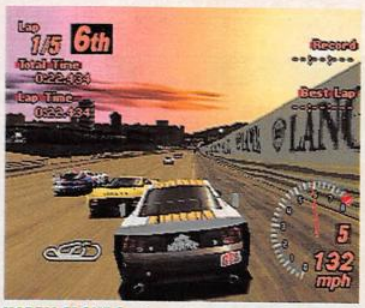
The single-player Gran Turismo mode is where all the magic happens, and that's where you'll find most of the new additions. Despite the changes, though, fans of the first game will have no trouble jumping into the action. Your Home garage, License tests, Race option, and Car Wash are all in the same spot, but now there's also a Wheel Shop, catering to all your custom rim needs. The manufacturers have been grouped into four separate areas, according to nationality. German and British makes have called an uneasy truce and occupy the North City, Japanese companies in the East, American to the South, and Italian and French in the West City, obviously the rough part of town.

Otherwise, the same buy/race/tweak/repeat dynamic is at work, except on an even grander scale. Developer Polyphony Digital didn't

incite Golden Award



RIDE THE SNAKE A '65 Shelby Cobra Coupe ignores the racing line and still leaves the pack trailing in the dust.



HAPPY CLOUDS Even the late, great Bob Ross couldn't paint a nicer sky than this.



AIR MUGEN *GT 2*'s realistic car physics aren't realistic enough to include rollovers.



DEFINING MOMENTS

When the first *Gran Turismo* came out, I realized I could quit my job as a road tester at a car mag and get all my fast car kicks on the PlayStation, without having to think about tedious financing options or lease agreements ever again. Now that *Gran Turismo 2* is here, packed with all the latest cars as well as the best classics, I may have to take a bit of a vacation and get some serious time on the stick. I am a sick, sick man, I know that and accept it. If Huey Lewis and his News still need a new drug, I've got one I can recommend.

Demian Linn



WHEEL-EYE VIEW **The replay mode now offers a bunch of different user-controlled camera angles, including more moving cam shots. Producer Yamauchi's a frustrated film maker.**

expect the original game to be such a huge hit, so it was mainly aimed at the Japanese market – which is why almost all the cars in the game were Asian. Polyphony made no such mistake this time around, and nearly every major and minor car manufacturer is in the game, including companies like Vector, a struggling American sports car maker, Tommy Kaira, one of those wacky Japanese tuners, and RUF, which specializes in turning mild-mannered Porsches into fire-breathing vehicles from Hell. The pinky ring-wearing contingent out there will be devastated to learn that Lamborghini, Ferrari, and Porsche have declined to participate due to some messy licensing politics. Sort it out for next time, law-talking guys. Polyphony did get some Porsches in through the back door, thanks to RUF, but *GT 2* is a Lambo and Ferrari-free zone. Guess you'll have to live your Crockett and Tubbs fantasies elsewhere.



CAN'T AFFORD IT **Ford's GT40 is one of the best cars in the game. Pricey, though.**

Should you get bored with Vipers, Impreza Turbos, and race-trimmed Skylines, you can always take a literal and figurative spin in a classic car. Like Ford's Le Mans-winning GT40, a '64 Lotus Elan, or a Shelby GT500, perhaps. Pretend you're a rich retiree – or Paul Newman – and race your special baby against other financially "comfortable" opponents in the Historic Car Trophy. Or enter a normal race and show the young modern punks the way we used to do things back in the good old days, when every car had a V8 and gas was a nickel.

For the hardcore speed freaks, most manufacturers have special race-tuned models for sale, sometimes three or four, including a few custom-made for rallying. The special models are pricey though, ranging from 500,000 credits to 2 million, and there are even a few that

Continued on page 112



MEEP MEEP **A Roadrunner Superbird trails the pack into Laguna Seca's first corner.**

Cars we want to see in GT 3

Gran Turismo 3 Wish List

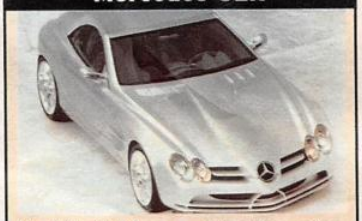
Gran Turismo 2 may have over 500 cars, but there are still a few more we'd like to see when *GT 3* rolls out sometime in 2001.

McLaren F1



The fastest production car in the world is in *Test Drive 6*, but not *GT2*. What the crap? Hey Polyphony, sort it out. We can live without Lamborghini, but not the F1.

Mercedes SLR



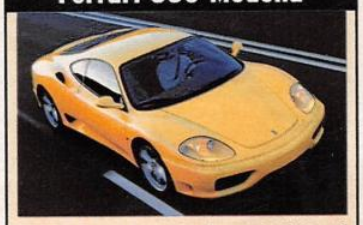
The 557hp SLR Coupe and Roadster probably won't be on sale for at least another year, and when it is, we won't be able to afford it. Perfect timing for *GT 3*, though.

BMW Z8



The next Bond car goes on sale this spring, and with a circa-$100,000 price tag, you won't want to be scraping it against a real guardrail.

Ferrari 360 Modena



One of the greatest driver's cars in history, if the 360 Modena doesn't make it into *GT 3*, we will seriously consider a hunger strike.

Cars we don't want to see in GT 3

Gran Turismo 3 Dis List

Gran Turismo 2 may have over 500 cars, but there are also a few we hope will never see the light of day in any video game.

Cadillac Northstar LMP



Is it just us or is the concept of Cadillac entering Le Mans kind of silly? Cadillac should have had its mid-life crisis 20 years ago; it's a little late now.

VW Thing



One of the worst cars ever made, the only time you'll see one is when Patty and Selma of *The Simpsons* take theirs for a spin. No letters from the owners club, please.

NEUKOM



Honda's prototype NEUKOM, also called the "Open Communications Capsule," features a driver's seat that swivels to face backwards. That's what we call a bad idea.

DAIHATSU MICROS 31



This little honey may get great gas mileage, but we'd rather not know how the 659cc, 3-cylinder bundle of fury behaves on the racetrack.



MINI MADNESS Tweak-out a Mini Cooper as far as she'll go and you'll have a very fast Mini. You just won't have a very fast car. Check out the tape on the headlights – hardcore!

Pretend you're a rich retiree — or Paul Newman — and race your special baby against other financially "comfortable" opponents in the Historic Car Trophy.

Continued from page 111

aren't for sale – although you can win them down the line in your racing career.

Many car makers in *Gran Turismo 2* also have one or more race series for specific models. Honda, for example, sponsors an NSX Trophy race, two Civic races, two S2000 races, a Type-R Meeting (open to all Civic, Integra, Accord, and NSX Type-R models), and a race just for the Honda Beat, a pint-sized, 656cc red-hot poker of a city car they've got over there. These races don't have any license requirements either, so if you hate the license tests you can still play the game for hours without taking a trip down to the virtual DMV.

Oh yeah, the damn license tests. There are three more! International-B and C licenses and a Super License have been added to the original B, A, and International-A lineup, for 60 license tests in all. There's some good news though: if you can dig up a memory card with your *Gran Turismo* saves on it, you can transfer some of your license qualifications to *GT 2*. You'll still be in for some old-fashioned pain, misery, and joypad throwing, but it's definitely worth checking under those couch cushions.

For the video game gimps out there who have a little trouble figuring out what the X button does, Polyphony has got you covered this time around. The correct racing line is marked in yellow on some sections of the first B and A license tests, which makes learning cornering basics much easier. There's also a demonstration mode now, too, so you can watch a computer-controlled car complete each section with a Gold rating and even see where the best braking and turn-in points are. It helps, but you'll swear the computer cheats. Some new types of tests have also been added, like slalom courses and a skid-pad kind of affair, along with a few dirt track sections. It seems easier to get a Bronze qualification this time, although that could be because we spent a sick and wrong amount of time playing the first game.

Once you're all licensed up, the



NECK AND NECK A specially tuned Daisan Silvia (orange) dices with a '91 Infinity G20 2.0Te around the Apricot Hill raceway.

serious business of wasting your life in front of the TV begins in earnest. Now's a good time to put the local pizza joint on speed-dial. Aside from the single-model races, there are four main race divisions: Gran Turismo Leagues, Special Events, Rally Events, and Endurance. You'll begin with the Special Events, which include the familiar Sunday and Clubman Cups, a Muscle Car Cup, '80s Sports Car Cup – there's even a hotly contested Station Wagon Cup. There are 22 different race classes in all, each consisting of three to five individual races with separate license and horsepower requirements and prize money.



DIRT DEVIL Who knew something called the Suzuki Escudo would be such a terror off the tarmac. Here it is tearing up Pike's Peak.



REAR VIEW Looking back at a Toyota GT-One on the Rome Circuit.



SPACE RACE The Renault Espace F1 is the minivan of choice for speedy soccer moms.

The Grand Turismo Leagues are comprised of national and international races, culminating in the World League class, a five-race extravaganza that allows you to finally prove once and for all just which country makes the best cars in the world. So the next time the topic comes up at the bar, you'll be ready.

The Rally Events are the biggest change to the *GT* formula. There are nine rally tracks, including a section from the Pike's Peak Hill Climb for those real life rally fans. Each race is like a time trial, with three different ghost cars that need beating on every track. You'll have to buy yourself a set of dirt tires before the serious off roadin' can commence, and don't even try taking your fly Jaguar out to the hills; only certain cars are rally course compatible.

We're happy to report that the rally racing sections are just as fun as the road tracks, and the cars behave totally differently. Expect a lot more tail-out action than in the street races, plus jumps (or "yumps," as they're known in rally-fan lingo. Most hardcore rally fanatics are Scandinavian, you see). Compared to dedicated rally games like *Colin McRae*, *GT 2*'s dirt track sections feel almost as well done. Sony tells us the physics have been tweaked for the US version, and cars have much more grip than in the Japanese release. We've got no complaints. It's like getting *Sega Rally 2* in the bargain, sans the painful guitar solos and svelte graphics.

Then there's the Endurance races, all seven of them, for the

Continued on page 114

24 Play Graph

Charting the reviewer's emotional state from the moment the power's turned on to his or her eventual lapse into catatonia, a broken, gibbering shell of a human.

OBSESSED

A blank stare. No response to prodding. Game nirvana.

ENTHUSIASTIC

Wild gesticulations and great game action combine.

HOPEFUL

Promising gaming elements galvanizes the player.

DISINTERESTED

A lack of excitement fails to entice, with optional yawning.

UNCONSCIOUS

Conniptions brought on by boredom leads to a comatose state.

HOUR 0 Holy crap it's finally here! The opening movie almost reduces me to tears. Let's watch it again. Wait – this is the arcade disk? Screw that, gimme disk two.

HOUR 3 Whizzed through my B and A license tests, then got overconfident and decided to go for all Golds in B. The last stage almost killed me.



HOUR 9 Right. Back in the thick of it. I've got about 60 grand saved and decide to get a little crazy. I buy a BMW 328ci – she's a real honey. Slap a stage three turbo in there and it's good night, Irene.

HOUR 16 I venture off-road for some rallying. Things are going well until I'm repeatedly beaten down by a freak of nature called the Suzuki Escudo. It's got front and rear wings that would dwarf a formal dining table and hauls serious ass. Must save up and buy one.



HOUR 20 Jumped into my real Miata for a beer run and almost lost the back end around a turn. Luckily my *GT* training kicked in and I recovered. Note to self: real life is not a game. Must remember that. And steer *into* the skid.

HOUR 24 I am a very rich man, the sort who might drive a different car every day of the week. My race-prepped TVR Speed 12 tops out at 242mph and devastates the competition, but it's a bit of a handful. Soon, the Escudo will be mine. Right after my eyesight returns.

24 HOUR PLAY-BY-PLAY> 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

In the original game you could get by with a handful of tricked-out models, but in *GT 2* you're going to have more cars than Jay Leno.



RACING FOR STARBUCKS A Cobra Coupe chases a Superbird on the Seattle circuit.



SKYLINES UP THE YIN YANG Nissan has three races just for Skyline models.



SUITABLE FOR FRAMING You're not going to see this in real life too often.

Continued from page 113

true masochists out there. A two-hour race around the Rome Circuit, complete with pit-stops? Tell us how you got on.

Bottom line is there's tons of different races, and if you want to win every one of them you'll need to have hundreds of cars in your garage. Of course, anything resembling a social life will just get in your way, so you might want to call your friends now and break things off amicably.

In the original game you could get by with a handful of tricked-out models, but in *GT 2* you're going to have more cars than Jay Leno. Luckily, many of the cars you'll earn for winning a race are very good and can be sold for obscene amounts of cash (a TVR Speed 12 from one of the GT All Stars races will net you a cool 500K), so after a few hours of play your money woes will be long forgotten.

Graphically, *GT 2* is pretty much identical to the original. It looks great for a PlayStation game, but the Dreamcast – and the few glimpses we've had of the PlayStation2 in action – have spoiled us rotten. The blocky textures used in some of the scenery now stick out a little more than they used to, although you'll only notice this in the replay mode. When you're in the hot seat, you'll be too busy setting up for the next corner to find fault with the scenery. Slowdown is never a problem, even in the two-player mode, although it kicks in now and again in the replays.

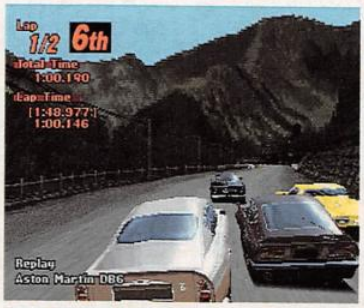
The soundtrack (in stores now) is an alternative rock extravaganza featuring Beck, the Cardigans, Filter, Rob Zombie, and a number of others. Unfortunately, the menu screen music still sounds like it was made by a guy and his $100 Casio keyboard bought from whatever the Japanese equivalent of Target is. Nearly all cars have different exhaust notes, but as you tune them they start to sound similar. Whack a stage three turbo on any car and you'll hear the same hissing sound when you let off the accelerator.

Ultimately, if you loved the first game there's no doubt you'll love this one even more. It's the most accurate driving simulation yet made, and it may be the last truly great game we see on the first generation PlayStation. The pants-wettingly good opening movie, basically one long preview of *Gran Turismo 2000* for PlayStation2, will give you an idea of what we have to look forward to in a year's time. One wait is over, but the next has just begun.

- Demian Linn



OLD TIMER A '69 Corvette 427 Stingray mixes it up with modern GT cars. Classic muscle cars can also be entered in most race classes.



BOND ON THE RUN A James Bond-style DB6 trails a Datsun 240Z and a '67 'Vette.

The Verdict — Gran Turismo 2

HOW THEY COMPARE

- **GRAN TURISMO 2** The new king. A huge number of cars and so much stuff to unlock you'll be playing for months.
- **GRAN TURISMO** The same great handling and graphics as the sequel, but it's over sooner.
- **RIDGE RACER 4** Looks even better than *GT*, gameplay more arcade-style than sim.
- **COLIN MCRAE RALLY** Awesome rally sim, good graphics and handling. Just not as deep as *GT 2*.
- **TEST DRIVE 6** Don't keep this on the same shelf as *GT 2*, crappiness might be contagious.

GRAPHICS
■ This is it for the PlayStation. *No más.* Six cars on-screen at the same time, no drop in frame-rate. Beautiful replays.
0 1 2 3 4 **5**

SOUND
■ Many engine sounds sampled from their real-life counterparts, and they change as you tweak. Good in-game music.
0 1 2 3 4 **5**

CONTROL
■ Not much room for improvement here. Video game bliss, and good use of the dual shock rumble too.
0 1 2 3 4 **5**

PROS: The closest you can get to driving a car without leaving your couch. Something to tell the grandkids.

CONS: What, are you kidding? No cons here, baby! Well, OK, some slightly blocky scenery.

OVERALL
OK, last time: this is the greatest driving game currently in existence. You will play it! Play it now!

5 OUT OF 5

★ ★ ★ ★ ★



GOOD OL' DAYS Remember when all cars had V8s and there were no sport-utes? No?

THE WHEEL DEAL

Right, here's a **big hunk of plastic;** clench it **between your legs** and give it a good wrenching. Now try it with one of these **steering wheels.**

But seriously folks, you like your driving games as realistic as possible. Now that *Gran Turismo 2* is finally here, is it worth the extra cash outlay to get a steering wheel? Or would that just be venturing too far into scary freak gamer territory?







InterAct Concept 4 Racing Wheel

The Concept 4 has InterAct's previous model beat, but not by much. It still doesn't offer enough steering control to be worth abandoning the Dual Shock. It can be mounted on a desk, or you can kind of sit on it, straddling that steering column as you would a mega-sized slurpee on the drive back home from the Quick-E Mart. Either way, it's not the most comfortable of arrangements. Nothing happens for about a quarter of a turn off-center, the metal shift paddles are nasty, and the pedals are too light and easy to kick around.

Visit www.interact-acc.com for more info, or call 1-410-785-5661. **$59.99** ★★

Mad Catz MC2 Racing Wheel

The latest wheel from Mad Catz is not only their best yet, but the best real wheel experience we've ever had on the PlayStation. The wheel feels sturdier than most, although the pedal box could be a little heavier, and it's also the only one in the group to have a stick shifter as well as wheel-mounted paddles. More importantly, the wheel's off-center dead zone is adjustable, as is the overall sensitivity, allowing you to set it up just the way you like it. And the MC2's got slide-out leg braces so you can play with it in your lap if you don't want to secure it to a tabletop. Bonus.

incite Golden Award

Call Mad Catz at 1-800-831-1442 or visit www.mad-catz.com online. **$64.99** ★★★★★



ACT LABS RS

This bad boy is very well made, but not cheap. it's a desk-only affair, so none of that slouching around the couch drinking a beer with one hand and steering with the other. Otherwise it handles pretty well, without too much of a dead zone and a good turning rate. Each button is programmable, and you can buy adapters ($19.99 each) so that it works on the N64 and PC, so it may be the best choice if you're multiformat.

Contact ACT LABS at 1-800-980-9997 or visit www.actlabs.com **$69.99** ★★★★

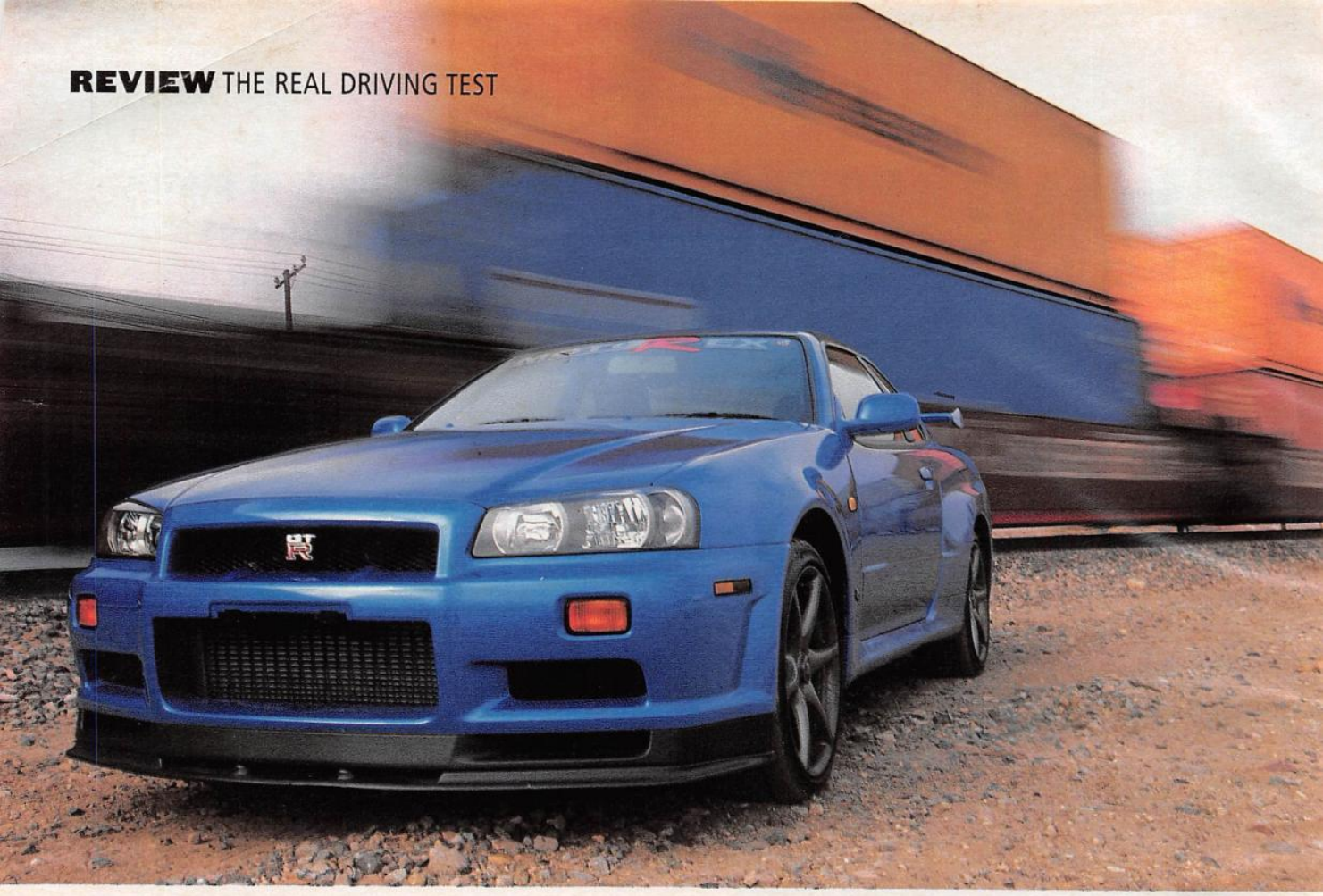
Saitek RX150

The newest PlayStation wheel out there, the RX150 is an odd bird. It comes with this wacky Styrofoam attachment so you can go the lap route, but it doesn't feel very stable, not to mention comfortable, clenched in a death-grip between your knees. Like the Concept 4, it needs almost a quarter-turn before your car reacts, but it turns progressively from that point on, so with a little practice it's not terrible. The RX150 doesn't feel sturdy enough, though; the flimsy shift paddles are mushy and you really need to bend those suckers before anything happens.



Call 1-800-452-4377 or visit www.saitek-usa.com for more info. **$59.99** ★★

Photography by Rajat Ghosh



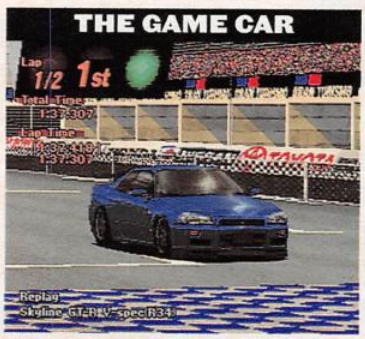
NISSAN SKYLINE GT-R V-SPEC

The Skyline may be good in *Gran Turismo 2*, but it's great in real life.

Ah, doctor. This car may look like a Honda Accord with a silly wing, but it's guaranteed to play havoc with your bladder control. Nissan's flagship model has always been a Japan-only thing, at least until now; sports car importer Motorex has finally answered our prayers and is selling right-hand-drive, road-legal Skylines to anyone who's got the necessary bank.

The Skyline GT-R is the kind of car that makes crap drivers into heroes, much like it does in the game. With computer controlled four-wheel drive, give the Skyline a good shoeing and the rear end will step-out – and stay out. Just keep your foot buried, and the car takes care of the rest. It's uncanny and strangely addictive. In the game, it's equally easy to drift through corners, but you have to be careful with the power around slow, tight bends if you want to stay on the track.

There's a lot of wheel spin off the starting line in *GT 2*, but the Skyline isn't so quick to light up the tires on real tarmac. Acceleration is leisurely until the turbo kicks in, around 3500rpm, and then all bets are off as the revs rise and the engine growls up to the 8000rpm redline. The car sounds almost as good in the game as it does in real life – *Gran Turismo 2* captures the Skyline experience as well as we could hope, without the danger of retinal detachment. And without the $89,500 sticker price.





Skyline GT-R V-SPEC
The Numbers

Engine:
2.6l 4-cylinder turbo

Power & Torque:
280bhp at 6800rpm
293lb-ft at 4400rpm

Performance:
0-60mph – 5.2sec
0-100mph –13.0sec
30-70mph – 4.9sec
¼ mile – 13.33sec

Top speed:
125 limited, 155+ unlimited (estimated)

Rating:
★★★★★

THE REALCAR DEAL **New and used Skylines** are available from Motorex, starting at **$36,000.** Call 310-224-5085 for info or visit www.skylinegtr.com.

AUDI TT 1.8 QUATTRO

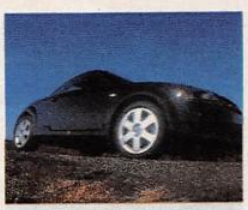
Four-wheel drive Teutonic madness courtesy of Audi.

The sleek TT is the perfect mode if transport if you're looking to impress a lady friend, but if you're the leadfooted type, you'd be better off getting your TT driving thrills in *GT 2* rather than on real roads. Over in Germany they've had a minor problem with TTs flipping over and crashing spectacularly at high speeds due to questionable aerodynamics, so most of them have been recalled. Forsprung durch what now?

Our turn behind the wheel of the real version wasn't quite as dramatic, although we did get a few sour looks from people who must have assumed we worked for an internet start-up. Young punks in expensive cars aren't a favorite with the locals in San Francisco.

The TT's engine is quieter in reality than in the game, and the sharp brakes are like an on/off switch – not so different from a square button, come to think of it. The flesh and blood (er, aluminum and motor oil) TT is a little more prone to understeer if you're really going for it, too, but otherwise it's a reasonable facsimile.





Audi TT 1.8 Quattro
The Numbers

Engine:
1.8l 4-cylinder turbo

Power & Torque:
180bhp at 5500rpm
175lb-ft at 1950rpm

Performance:
0-60mph – 7.4sec
0-100mph – 21.8sec
30-70mph – 7.9sec
¼ mile – 15.9sec

Top speed:
130 (electronically limited)

Rating:
★★★★

Photography by Rajat Ghosh

THE REAL CAR DEAL Got an extra **$32,250** lying around? Might want to consider purchasing a **TT Quattro**. The line starts at your local Audi dealer or www.audiusa.com.

Pokémon Stadium

Great looking 3D arena action and hilarious mini-games make *Stadium* the best Pokémon game yet.

FACT FILE ■ DEVELOPER **Nintendo/Game Freak/Creatures** ■ PUBLISHER **Nintendo** ■ GENRE **Ultra-cute RPG with mini-games** ■ PLAYERS **1-4** ■ RATING **E**

GAME GLANCE

- 4 Different cup competitions
- 7 Kinds of sushi in the Sushi-Go-Round game
- 9 Mini-games
- 50 Hit points for all rental Pokémon
- 150 Different Pokémon

Are you one of those Poké freaks who's spent many hours lovingly raising your tiny Charmander into a Level 59 Charizard fighting machine? Do you even know what I'm talking about? If you answered yes to either question, chances are you're going to love *Pokémon Stadium*.

Stadium is the first title by Nintendo to come packaged with the new N64 Transfer Pak, an accessory that plugs into your N64 controller and lets you access saved information off of Game Boy cartridges. So, any gamers who have whiled away hours building up their stable of Pokémon on Game Boy will be psyched to see their hard-trained pocket monsters in 3D glory. To continue improving your collection, you can actually play the Game Boy game itself on your TV through *Stadium*.

But even if you haven't had your nose to a Game Boy screen lately, you can choose from 150 kinds of Pokémon from the *Stadium* "rental" area, where all the monsters are at a very respectable Level 50 training ability. Some veteran players may want to try out some of the rentals just to get a look at other monsters' fighting styles.

Once you get sick of the turn-based RPG battles, check out the challenging and often hysterical mini-games. In the zany Lickitung "Sushi-Go-Round" game, gobble up as much of the most expensive sushi possible before time runs out; or keep your Hypno monster from falling asleep in "Hypno Hynosis."

If you're already *a Pokémon* hater, *Pokémon Stadium* is not likely to make you a convert. But fans will recognize that this colorful, entertaining game is the best Nintendo *Pokémon* title yet.

- Annette Cardwell

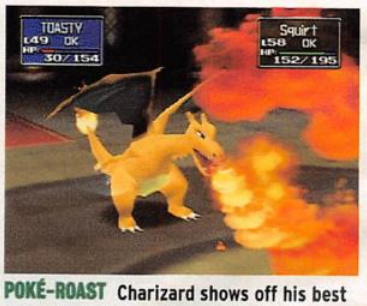
Any gamers who have wiled away hours building up their stable of Pokémon on Game Boy will be psyched to see their hard-trained pocket monsters in colorful 3D glory.



GET YOUR TONGUE OFF MY MAKI These hungry hungry Lickitungs battle it out over the same maki roll in *Stadium*'s totally wacky sushi-eating mini-game.



BUY ME! Pikachu casts his magical spell over Cubone and the public at large.



POKÉ-ROAST Charizard shows off his best fire attack in a battle against Blastoise.



SENDING OUT THE VIBES Psyduck takes on Charmander with its confusion attack.

The Verdict — Pokémon z

HOW THEY COMPARE

■ POKÉMON STADIUM
Play a bunch of amusing mini-games, battle all 150 Pokémon in a gorgeous 3D arena *and* play Pokémon on your TV.

■ POKÉMON SNAP
Snap pictures of monsters in their natural Poké-habitat. A Poké-fan favorite.

■ JADE COCOON
This monster-training game is less of a battle game and more of a straight RPG.

■ MONSTER RANCHER 2
Very similar to *Stadium*, but not nearly as imaginative.

■ GUARDIAN'S CRUSADE
This often strange and confusing RPG is short on thrills with only one monster.

GRAPHICS
■ These normally 2D pocket monsters look fantastic thanks to rich, colorful 3D graphics.

0 1 2 3 ▼ 5 — **4**

SOUND
■ Cute theme music, stadium announcers, and monster sounds all add to the *Stadium* experience.

0 1 2 3 ▼ 5 — **4**

CONTROL
■ All controls are straightforward and adequate for keeping your pocket monsters in check.

0 1 2 3 ▼ 5 — **4**

PROS: Seeing Pokémon in 3D color and those totally fun and adorable mini-games.

CONS: No access to items outside of the Game Boy game area and possible cuteness overload.

OVERALL
With colorful 3D graphics and cool mini-games, you gotta catch *Pokémon Stadium*.

4 OUT OF 5

★ ★ ★ ★

YOUNG BLOOD

Peter Schaefer, gamer from way back and one of the **NHL's hottest rookies**, talks hockey, games, hockey games and **mullets** with our man on the ice, John Gaudiosi.



Ian Tomlinson, Allsport

Name: Peter Schaefer
Years as a hockey player: All my life.
Years as a gamer: Ditto.
Game systems owned: Atari, Colecovision, Genesis, PlayStation.
Favorite games: The *NHL* series on Genesis and PlayStation, *Donkey Kong*, and *Asteroids*.
Years as a firm believer in the classic hockey mullet haircut: Zero.

Electronic Arts spent a week last December (five 12-hour days) motion-capturing a quartet of NHL players from the Vancouver Canucks in Vancouver, British Columbia. Over 400 moves were captured to enhance the PlayStation and PC versions of *NHL 2001*. Additional captures were taken for the PlayStation2 version, which should be the most realistic console hockey game ever.

Twenty-two-year-old rookie sensation Peter Schaefer, left wing for the Canucks, spent a few hours lending his moves to the virtual hockey experience. Garbed in a special motion-capture suit, Schaefer took to the ice against teammate goalie Kevin Weekes and then spent some time in the optic limelight. Afterwards, he took a time out with *incite* to talk about video gaming.

How long have you been playing video games?
I've been gaming my whole life. I used to spend time in the arcades and I bought all the console systems when they came out – Atari, Colecovision, Genesis, PlayStation. I love the classic games like *Donkey Kong* and *Asteroids*. I used to play *NHL* a lot on Genesis, but now that I'm playing in the NHL, I don't have much time for video games. When I do have time, I usually play on my PlayStation.

Have hockey video games helped your NHL skills at all?
It's always been my dream to play in the NHL, so I think my hard work and perseverance got me to where I'm at today. I might have learned a few things from the video games. Hockey's a great sport. Sometimes kids don't get a chance to play it on ice, so video games are a good way to introduce the sport to them, but nothing replaces going out and practicing and working hard on the ice.

Being a young player, do you think video games have more influence on professional athletes?
We have a fairly young team here in Vancouver, and a lot of the guys play video games on the plane trips and at home. We grew up playing video games and playing hockey. The most popular thing right now is laptop computers. A lot of the guys play on long flights. PlayStation's popular when we're home.

What's it like knowing that your moves will be incorporated into *NHL 2001*?
It's exciting for a young guy like myself to put on this gear and be out here [on the ice] learning how the motion-capture process works and seeing how my favorite video game is made. It's an amazing process and the technology is so advanced.

How are you handling the media attention this year as you're being touted as a candidate for Rookie of the Year?
It's a great opportunity for me. A lot of people have put trust in me and my abilities. Right now, I want to stay focused on this season and look ahead to the playoffs.

Why do hockey players still wear mullet hairstyles?
[*Laughing*] I don't know, my hair's always been short. But a lot of guys have gotten haircuts this year [Tony Amonte and Jaromir Jagr].

"Sometimes kids don't get a chance to play it on ice, so video games are a good way to introduce the sport."


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incite

ROAD RAGE

It was battle of the bands time when the rock bands **P.O.D.** and the **Guano Apes** squared off in bouts of *Sega Rally Championship 2*, hoping to win a new Dreamcast. Paul Semel waved the checkered flag.



P.O.D. (Top to bottom) **Traa: Bass, Sonny: Vocals, Wuv: Drums, Marcos: Guitar**

For most high-school and college musicians, playing a battle of the bands contest is a much welcomed way of making new fans and maybe winning a little cash as well. Sadly, most rock groups have to leave these contests behind when they hit the "record an album and tour like mad" circuit.

It was with this in mind that we invited two bands fresh to the recording/touring lifestyle – P.O.D. and the Guano Apes – to the Holiday Inn in Columbia, South Carolina, to participate in our own battle of the bands, with the winning driver taking home a brand new Dreamcast.

The rules were simple. Scrubs were eliminated early on, leaving Henning, Dennis, Wuv, and Sonny to battle together to determine the ultimate champion. The car of choice? The Lancer Stratos, on the Muddy 1 track. The final round was a first-to-two-wins, five-lap epic on the Mountain 2 course.

"I thought this racing game was cool. A lot of them that I've played before have been too sensitive, and this one wasn't."
– Sonny, P.O.D.

FIRST EVENT

HENNING VS. DENNIS

With the track buried in mud, both Henning and Dennis spent much of their time slipping and sliding into the guardrails. However, Dennis would soon learn how to negotiate the track much better than Henning.



Winner DENNIS

Word from the winner:
"I'm still a professional."

SECOND EVENT

WUV VS. SONNY

Though both drivers found this course to be a little on the dark side (and not in a Darth Vader kind of way), Sonny found the mud easier to negotiate than Wuv, who crashed into the walls like The Force wasn't with him.



Winner SONNY

Word from the winner:
"Y'all can't see me."



Photography by Rajat Ghosh

GUANO APES: (Top to bottom) **Henning: Guitar, Dennis: Drums, Stefan: Bass, Sandra: Vocals**

final thoughts

GRAPHICS

Henning: "I thought they were pretty good, I thought the landscapes looked really good."

Marcos: "I thought it looked nice, too, though I didn't feel the vibes with the cars. I want to be able to jump into a Ford or a Chevy and rock the world."

SOUND:

Traa: "The sound was good, so were the effects. The music was terrible, though."

Stefan: "It's not bad."

CONTROLS:

Dennis: "I like to drive my own car better, but it was OK."

Wuv: "I thought it was cool that on some tracks the steering was good, but on the muddier one it was a little harder to steer."

OVERALL

Sonny: "I thought it was cool. I'm not much into racing games, but this one was difficult. A lot of them that I've played before have been too sensitive, and this one wasn't."

Sandra: "The game is very interesting, but I'll stick with the PlayStation."

FINAL ROUND

DENNIS VS. SONNY

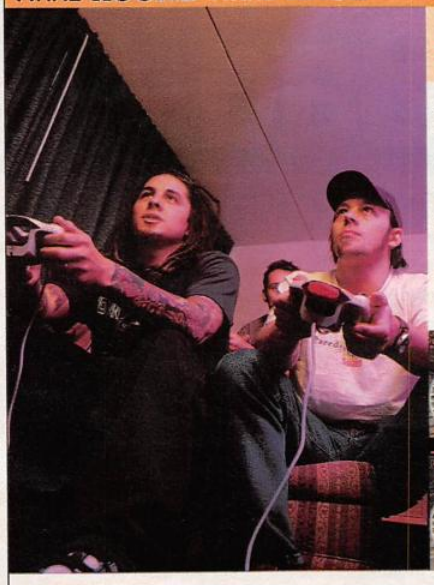
Bursting from the start line, Sonny took the lead but then lost it when Dennis passed him on the first curve. This proved to be the race's deciding moment, and Dennis sped home. The next round would be the decider.



Winner **DENNIS**

Word from the winner: "You have a driving license?"

FINAL **ROUND** FINAL **RACE**



DENNIS VS. SONNY

Sonny took an early lead, lost it, then got it back. But during the second lap, Dennis won the lead back, only to see Sonny draw closer, but it wasn't enough. The two drivers followed each other for the rest of the race.



Grand Champion **DENNIS**

Word from the winner: "Thanks to P.O.D., they were fair enemies, but not really enemies."

THE REAL DEAL

P.O.D.'s album is called ***The Fundamental Elements Of Southtown.***



Guano Apes' album is called ***Proud Like A God.***



The Good, the Bad, and the Bad Ass

Only the powerful will survive V8's fight for vehicular supremecy. The rest just end up as burning shells of scrap metal. **by Brett Rector**

It's a dog eat dog world, and your butt's gonna be the Milk Bone if you don't know the layouts of *V8*'s landscapes. We give you eight maps, showing you where to find every weapon and power-up, along with the placement of each level's Quest objective.

General Tactics

Picabo

The Skis N' Treads are the most essential propulsion mechanisms for its level. When you're in the snow, you gotta have it attached to your vehicle at all times, otherwise, you'll suffer more than just a broken leg.



Chevy in the Levy

If an enemy is hammering you, drive your vehicle into any body of water or pool of nuclear waste. You'll be instantly placed in a safer spot.

Hand Job

Before starting your engine, hop into the options and reconfigure the default Brake/Reverse control to Handbrake. You'll be able to bust killer 180s and blaze around tight corners with pinpoint accuracy, which is especially helpful when avoiding your fellow combatants.

Ram 'em Down

If you're driving a rig bigger than your opponent's, smash into them to knock 'em over, to bang 'em up, or just to piss 'em off.



The Weapons of War - Killer Combos for New-Age Outlaws

Interceptor Missiles **Speed:** 100 mph max. **Range:** 1200 ft.	Bull's Eye Rockets **Speed:** 120 mph **Range:** 650 ft.	Bruiser Cannon **Caliber:** 60mm **Range:** 850 ft.	Sky Hammer Mortar **Caliber:** Classified **Range:** 1000 ft.	Roadkill Mines **Caliber:** Classified **Range:** 5 ft radius	Brimstone Burner **Caliber:** Classified **Range:** 50 ft.
Homing missile developed at Site-4. While quite agile, its tracking accuracy is dependent on target's size. Perfect for buses and RVs.	This homemade rocket is quite powerful, but has limited range and no tracking ability. Fire at opponents head on for fast, furious damage. Use them relentlessly!	Unfortunately, its 360-degree auto-tracking turret is rather slow, thus not very effective while on the move. Very powerful should it strike the target.	This weapon was kept under wraps until Sid broke into Site-4 and stole it. Adapted from a recovered UFO, the Sky Hammer fires an explosive charge of semi-intelligent alien matter.	The Roadkill is a surface mine, manufactured specifically for mobile combat situations. The mine only detonates on contact with other vehicles. Sit back and watch the fireworks.	This leathal device consits of a simple fuel container filled with oil and a cylinder containing gas propellant. Just the right cocktail to fry your opponents with.
HALO DECOY Fires off a missile to act as a decoy to incoming enemy fire. Effective when you remember to use it. **Cost:** 2 missiles **Up-Up-Down** **+ Machine Gun**	**ROAD RUNNER** Fires a special non-explosive rocket which sticks to your opponent's vehicle and pushes them out of control. **Cost:** 2 rockets **Up-Down-Down** **+ Machine Gun**	**COW PUNCHER** Fires a non-explosive force blast which knocks over your enemies' vehicle, sending them on a rather unpleasant trip. **Cost:** 2 shells **Down-Up-Down** **+ Machine Gun**	**TURTLE TURNOVER** Fires a non-explosive force charge which tends to bounce vehicles into the air, flipping them upside-down. **Cost:** 2 shells **Down-Down-Down** **+ Machine Gun**	**BEAR HUG** Mine retrofitted with a gravitational device. The Bear Hug is activated automatically when a vehicle is near, immobilizing it for 5 seconds. **Cost:** 2 mines **Left-Right-Down** **+ Machine Gun**	**RING OF FIRE** Shoots ball of flame that bounces twice on the terrain, causing a ring of fire to appear each time. **Cost:** 10 units **Right-Left-Up** **+ Machine Gun**
AFTERBURNER Fires one missile without detaching it, resulting in a brief burst of speed. Use it to quickly get away from someone. **Cost:** 2 missiles **Up-Up-Up** **+ Machine Gun**	**STAMPEDE** Fires up to six rockets in rapid succession at whatever is directly in front of your vehicle. **Cost:** 2-6 rockets **Up-Down-Up** **+ Machine Gun**	**BUCKSHOT** Fires up to six shells at once. It'll toast a cornered opponent, and it works great as a finishing move. **Cost:** 2-6 shells **Down-Up-Up** **+ Machine gun**	**CRATER MAKER** Just like its name implies, creates a huge crater for your enemies to get caught in. Now, bring the heat. **Cost:** 2-6 shells **Down-Down-Up** **+ Machine Gun**	**CACTUS PATCH** Drops up to six mines on the ground in one large patch. Needless to say, if something hits it, they'll definitely wake up and smell the flesh burning. **Cost:** 2-6 mines **Left-Right-Up** **+ Machine Gun**	**OIL SLICK** By using some of the weapon's oil supply, this creates a nice slick surface behind your vehicle once it's activated. **Cost:** 5 units **Right-Left-Right** **+ Machine Gun**
MISSILE SWARM Fires up to four missiles at once. A very effective tactic when your target is nearby and directly in your sights. **Cost:** 2-4 missiles **Up-Up-Right** **+ Machine Gun**	**PATRIOT ROCKETS** A roaming pack of four rockets that seek out and destroy airborne enemy missiles. **Cost:** 4 rockets **Up-Down-Right** **+ Machine Gun**	**RICOCHET** Fires a blast that ricochets across the battlefield, creating havoc for whatever it hits. **Cost:** 2 shells **Down-Up-Right** **+ Machine Gun**	**TIRE BUSTER** When you got someone hot on your tail, bust out this move to slow 'em down a little, then hang a 180 and blast. **Cost:** 2 shells **Down-Down-Right** **+ Machine Gun**	**HOVER MINE** Your mines don't have to have rocket envy. When activated, it will hunt out the nearest opponent, home in, and detonate on contact. **Cost:** 2 mines **Left-Right-Right** **+ Machine Gun**	**WALL OF FLAME** With this baby, you give your opponent more than just a hot foot. Creates a wall of flame, toasting anyone driving through it. **Cost:** 2-16 units **Right-Left-Down** **+ Machine Gun**

Full Onslaught

The colored boxes on the maps aren't just for decoration, they actually tell you where you can get your greedy little mitts on some much-needed gadgets. Here's a clever legend to tell you what they all represent, where you'll find all your boxes color-coded.

- **Any Power-Up:** It's a mystery.
- **Brown Crate:** Could be a Special Weapon, or maybe just a plain ol' Brimstone Burner.
- **Green Crate:** Special Weapon within. Use as necessary to blast your enemies.
- **Power-Ups:** Force field, radar jammer, or a double-damage weapon upgrade.
- **Quest Objective:** Quest mode, this is where you'll find your mission objectives.
- **Propulsion Attachment:** If you don't know what this is by now....
- **?:** x2 damage, shield, radar jammer, or a Repair Wrench.

Now get out there and start demolishing.

Nuclear Plant

Great lakes of toxic waste and enough electricity to light up North America.

1. Control Room

Upon entering, look for the two huge turbines with the ramp between them. If you see a green orb hovering above the turbines, drive down the ramp to repair your vehicle; if you see a red orb hovering above the turbines, coax or shove your enemy on to the ramp way to give 'em a huge shock. If neither orb is present, cruise up the ramp to the second level to peep the three computer columns. Bump the one with the green orb above it to activate the turbines for vehicle repair, or bump the one with the red orb above it to activate the turbines for destruction.





2. Nuclear Reactors

Blast open the reactor doors to expose the lethal core inside. Hammering away at the core will lead to a massive explosion that will toast anything and anyone within its blast radius – even you.



3. Portals

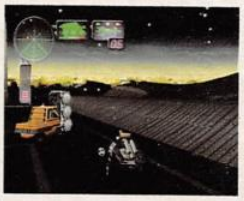
Drive through these to materialize in another spot. If you're lucky, you'll shoot up through a fenced-in pool of radioactive waste and snag a weapon power-up.



4. Transformers

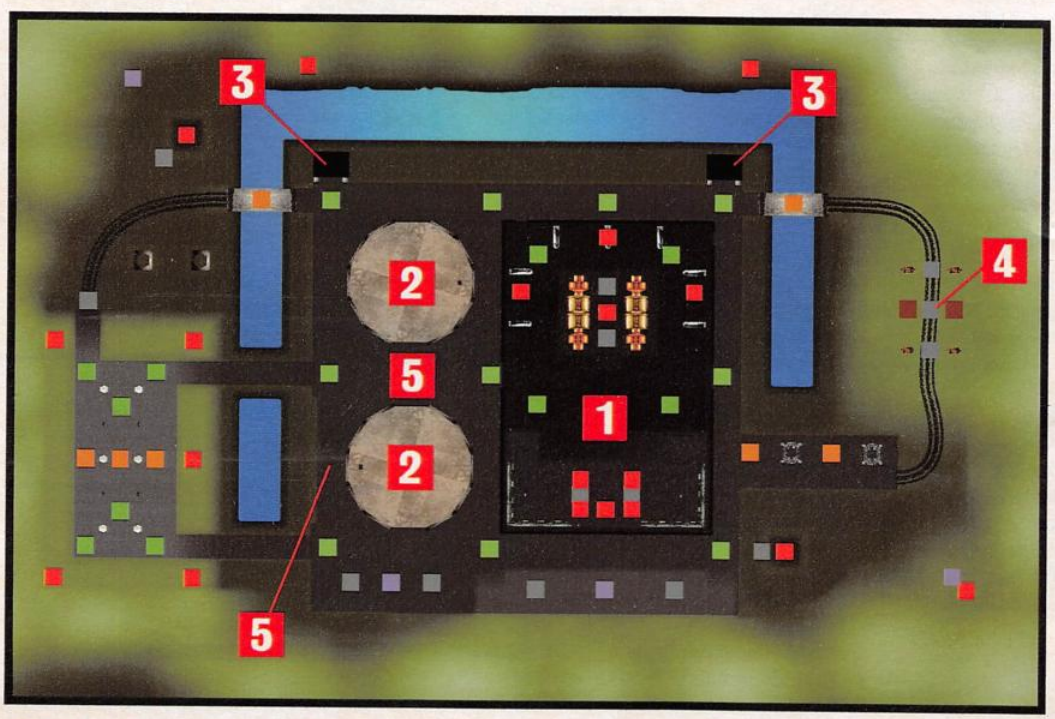
Avoid driving near these at all costs! If you get too close, you'll be sucked up into the power field for the shock of your life. Of course, you can also use them to your advantage by pushing your enemy into one.





5. Forklift

No, those aren't kegs of beer they're transporting. These roaming little bastards carry hazardous drums full of toxic waste that give you something more than just a simple hangover. Definitely avoid them at all costs!



V8. TALKING CARS

FLY RIDE

Chrono Stinger

This agent of law enforcement has a quick vehicle that enables you to bust around corners and maneuver out of tight spots, which is key in this level. Plus, his Hard Time special weapon is perfect to freeze your enemies in front of a nuclear reactor before you detonate it.



CLUNKER

Blue Burro Bus

Yeah, this lard ass's bus can take a lot of punishment before it's totaled, but it's just too big for the environment. The Blue Burro is easily swept up into the electrifying transformers and it has a hard time avoiding the forklift in the area's tight spaces.



HAZARDS AHOY!

Unfriendly Skies

Use hover pods judiciously. While they certainly make it easier for you to engage other airborne opponents, you'll be a sitting duck for rockets, missiles, and mortars.

Cornered!

Avoid lingering on the second level of the control room. If you get trapped in the corner when the unfriendlies are present, you'll end up a hunk of burning metal in no time.

Ghastly Bayou

Ghouls, graves, gators and demons. Zoinks, Scoob!

1. The Great Flood

To totally sink your opponents in some prime Louisiana sludge, raise both dams by shooting at the lever-wheel connected to each. If you don't want to use your ammo, you can ram the wheel with the front of your vehicle. Not a wise choice, but it's effective. As an added bonus, you'll find a Repair Wrench within your grasp as the fixture you're on rises. Snag it if you need it, or save it for later.



2. Gator Cage

While trolling through the murky swamp, you can trap unsuspecting enemies or the vicious gator by blasting this cage. Once you have something caught inside it, you can dole out destruction at will until the cage breaks apart. However, before you can utilize this necessary tool, you must first drive through one of the ghosts roaming about to activate it.



3. Mansion Mausoleum Teleport

To activate this teleporter, you must first set loose one of the ghosts to terrorize the mausoleum. After the mansion is properly haunted, you'll be able to successfully teleport to another area of the bayou. You also gain or lose a weapon in the process—trick or treat!



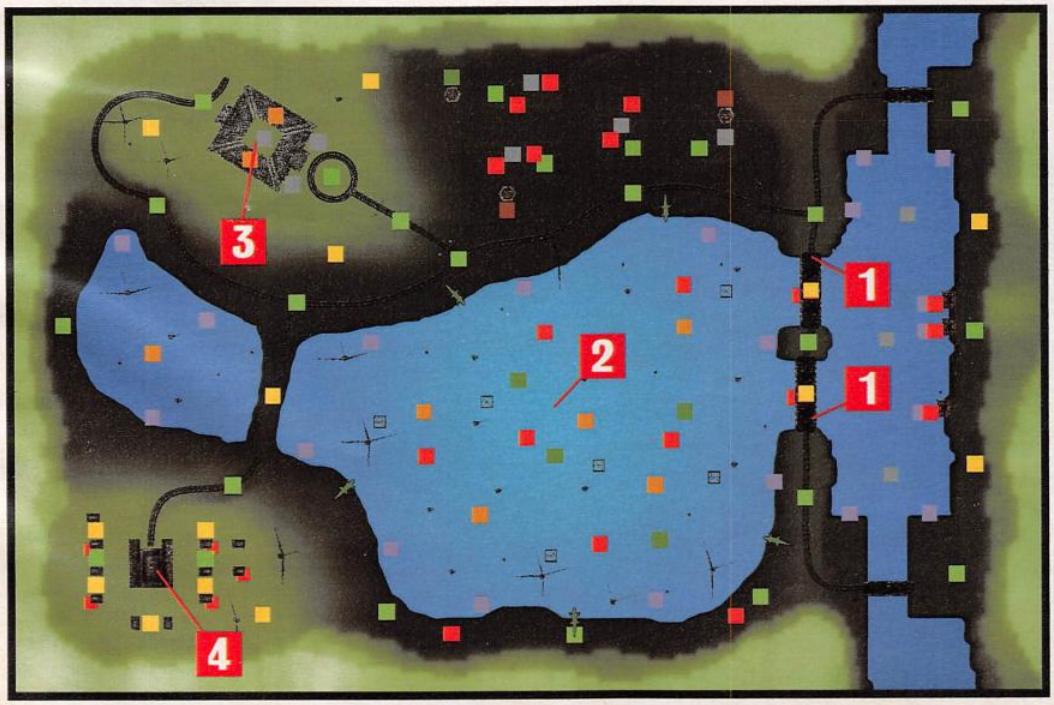


4. Grave Demons

If your inner demons won't help you in the fight for victory, the ones in the graveyard certainly will. Drive up to a tomb and bust a magazine full of caps in its granite hide to release the fiendish specters. Once they're loose, the demons will attack the vehicle closest to them. Of course, if you're the only one around, they'll attack you, so get out there before ya get stung.







V8. TALKING CARS

FLY RIDE

Palomino XIII

Dallas's Palomino XIII is a highly responsive futuristic roadster with excellent speed and a strong shell that can withstand a lot of damage. Plus, since the Palomino constantly hovers, you won't have to worry about getting totally stuck in the Bayou's sugar cane field.



CLUNKER

Grubb Loader

No one likes to take out the trash, and when travelling through the bayou, you definitely don't want to be behind the wheel of a vehicle that carries it. The Grubb Dual Loader is able to withstand loads of damage, but its slow speeds and hulking body style make it easy pickings for the rest of the crowd.



HAZARDS AHOY!

Gator Raid

The swamp contains its fair share of Repair Wrenches and weapons, but it also contains some big ol' reptiles. While you're busy blasting away at someone, one will sneak up on you and take a bite of your bumper. However, if you can trap it inside the cage, the gator yields Special Weapons and Repair Wrenches.

Steel Mill

Bury your enemies under molten metal or crush 'em with a rolling drum.

1. Railway Switches

While cruising throughout the level, you'll notice handy railway switches to change the train's direction. Use these babies to your advantage by tapping them at just the right time to send your opponents to the morgue.





2. Magnetic Crane

Hitch a ride on the world's biggest magnet to safely avoid the enemy and take a breather.



3. Hot Molten Steel

The '50s version of the blob will seem like a friendly entity compared to these rolling molten mounds of steel. Blast the hot iron cauldrons inside the mill to get these liquid metal demons moving.



4. Teleport Tunnels

A fan favorite of anyone that's getting straight-up worked over. No hassles, no fuss: simply drive through one to materialize away from the danger that's lurking all around you. Of course, there's probably danger lurking on the other side of the portal, too.



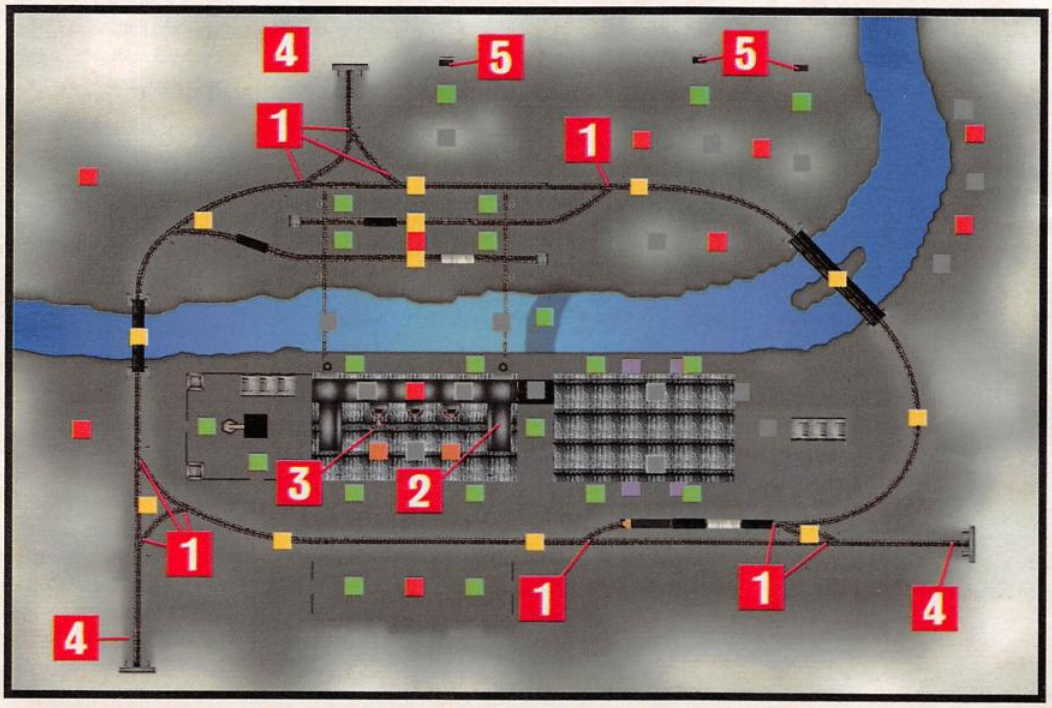
5. Rolling Drums

If someone's hot on your tail, make a break for these babies and blast the support beams holding 'em to flatten your opponent. Of course, once you've let these drums loose, they'll continually roll through the area.

Needless to say, these rolling drums of death don't really give a damn what they hit or who they destroy, so be aware of where they are at all times when you're cruising through the area, lest you receive a an embarrassing side-swipe.







V8. TALKING CARS

FLY RIDE

Thunderbolt

John's Thunderbolt isn't the most well-rounded vehicle cruising *V8*'s streets, but it's fast enough to ditch just about anyone on your tail. Use his speed to coax opponents into following you through the field with the rolling drums, then blast out the supports and leave 'em flattened.



CLUNKER

Tsunami

She can weave through the terrain with the best of them; unfortunately Obake's cycle can't take a beating. With the combination of deadly plasma blasts and rolling mounds of steel, as well as the firepower of the other combatants, she's easy prey.



HAZARDS AHOY!

Flame On

Beware of the flammable coal mounds. By cruising too close to one, you're liable to end up burned by hot gas and melted by the molten metal.

Moving Ingots!

You may harken back to the days of *Donkey Kong* and remember maneuvering Mario to jump over over those annoying blocks of steel in the third stage. Same results here, hit 'em and get scorched.

Winter Games

Gondolas, hooks, deadly competitions, and a lot of red snow.

1. Gondola Ride

If you need to get to the top of the mountain in style or want a plush cruise down the slopes to catch a Repair Wrench, blast through the doors to the entrance of the gondola and hitch a ride. Beware: Even though it may seem like you're protected from the enemy, you can still get tagged on your trip.



2. Tow Hook Lift

It's faster than the gondola, but it's definitely a more treacherous ride. Make sure you don't clip the hook at an angle, or you'll be thrown to and fro on your way up. If your vehicle gets too out of control, you'll bang into ground or into the lift's support beams, which may cause your vehicle to unhook before you reach the top.





Gangland Olympics

Utah offers three Olympic-style competitions where you can collect weapons and helpful power-ups by setting the best times and distances.

3. Long Jump

Cruise to the top of the mountain, blast off the doors to the tower supporting the massive ski jump, and hitch a ride up. As you speed down the jump, right before you launch off the lip of the ramp, use the Afterburner Combo to gain extra distance and take home the prizes.





4. Bobsled Run

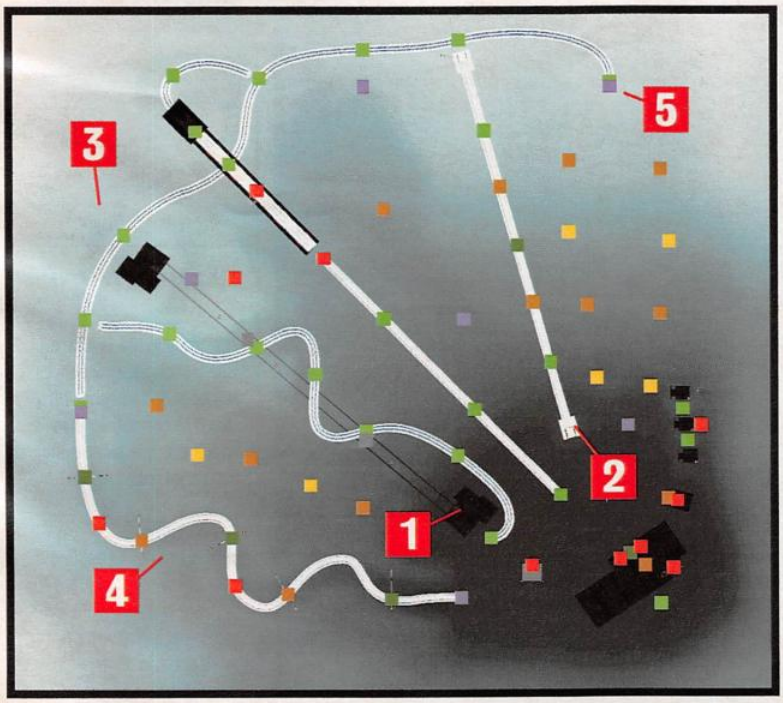
At the top of the mountain, look down and to your right to find the entrance to the bobsled run. Once you pass through the starting gate, you'll pick up speed and begin your descent. Reach the bottom in record time and head to the podium to your left to pick up the goodies.



5. Ski Race

Get to the top of the mountain, then look down and to your left to peep the ski race's starting line. Make absolutely sure you're equipped with the Skis N' Treads before you get down to business, or you won't have a snowball's chance in hell of winning. Slice through the middle of the flags, maintaining tight control the whole way down, and the podium at the bottom will be ripe with destructive fruit.





V8. TALKING CARS

FLY RIDE

Samson Tow Truck

She's a destructive cybernetic diva driving one of the most tip-top vehicles around. Her lethal combination of speed and acceleration, as well as her truck's tough chassis, make Houston a tough chick to take out – in any environment. You betta recognize!



CLUNKER

Dakota Stunt Cycle

These guys make look like they got it goin' on, but being exposed to the elements, their penchant for taking damage is just too great to risk in Utah's snowy wasteland.



HAZARDS AHOY!

Hook, line & Slaughtered

While the Tow Hook Lift makes for a speedy trip up the hill, it also leaves you totally exposed to lethal fire. Use as a last resort or if there are only a few opponents left.

Trapped

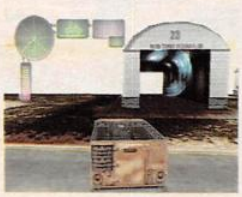
When you want to catch a ride on the gondola, wait outside the structure. If you park yourself inside the waiting area, you risk being trapped, cornered, and pummeled.

Launch Site

Homicidal rocket engines, destructives wind tunnels, and sharks. Oh, my!

1. Wind Tunnel

While blasting away with reckless abandon, be aware when you come close to these destructive tunnels. If you stray too close, you'll get sucked in and tossed straight into the drink. Oh, you'll also suffer a fair amount of damage on your way through. Leave that fate to your enemies





2. We Have Lift Off

Drive through the tunnel behind the rocket when the lights leading into it are green to get hurled up into the air for a short, scenic ride. As you fall back to Earth, twist and turn your vehicle to grab the power-ups and weapons that you pass on your way down.





3. Rocket Test

Take out the rack holding these engines and they will attack the closest enemy to them. Make sure you're nowhere near said enemy, otherwise you'll take some of the heat you had planned for your opponent. This is a good way to knock your opponents off their Goodyears and blast 'em with a few shots while they struggle to right themselves.

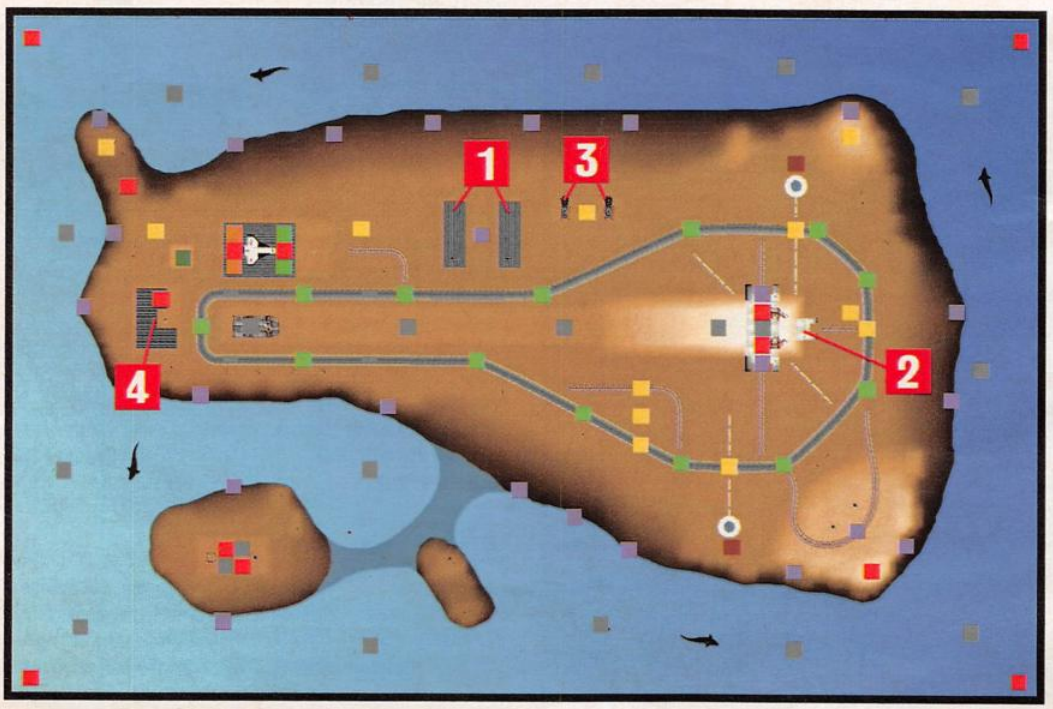


4. 3-2-1-Yawn

Blow open the door to the control room, located right behind the rocket mover, then drive on in. Upon entering this tiny area, you'll hear an electronic blip, signaling the rocket to the launch pad. Once the rocket is in place on the pad, return to the control room to launch it into space. If you're lucky, someone will get close enough to check it out and get scorched.







V8. TALKING CARS

FLY RIDE

Goliath Halftrack

Who says a man of the cloth can't be a warrior, too? Destino's Goliath Halftrack is sturdy enough and possesses just the right amount of quickness to survive. His Hades Gate Special Weapon will send the world's hell spawn back where they belong – in the dark.



CLUNKER

Xanadu RV

The Cultsmen's rig is just too big to cruise around in such a hotbed of bombarding activity. While it possess a tough shell, it'll get crucified by the electric fences, mobbed by the security guard towers, and puréed by the wind tunnels' rotary blades.



HAZARDS AHOY!

Electric!

The Launch Site is littered with deadly electric fences. Not only do they shock if you ram into them, they also knock you into the air, making you an easy target.

Line of Fire

To add to your woes, Florida contains a host of guard towers with willing gunmen at the top of each. Make it a priority to attack and destroy them as you roll by.

Meteor Crater

A Roswellian story is played out with cops, donuts, bugs, and a big meteor

1. The Big D

For some reason, cops are lurking around a desolate desert, which means a donut house is nearby. In fact, there are two. On top of these most holy of eateries is a huge symbol of fried bread just waiting to be unleashed unto the world. Blast the shop to send these large donuts roaming through the level to flatten anything in their path.



2. Death to Science

Destroy the Observatory building to unleash the heavens' wrath in the form of a big-ass meteor. Once it crash-lands in the center of the huge crater (2A), you can blast it to release a terrible force. No, not a killer fungus, a huge mutant space ant. Now play exterminator and blow it up, or drive away in terror as it mercilessly pursues you while spitting radioactive venom.





3. Teleport Vacuum

Ah, relief. Just as before, if you're being pursued by sinister enemies hell-bent on your destruction, simply drive through one of these vacuous holes to get yourself to safety, for a brief moment.





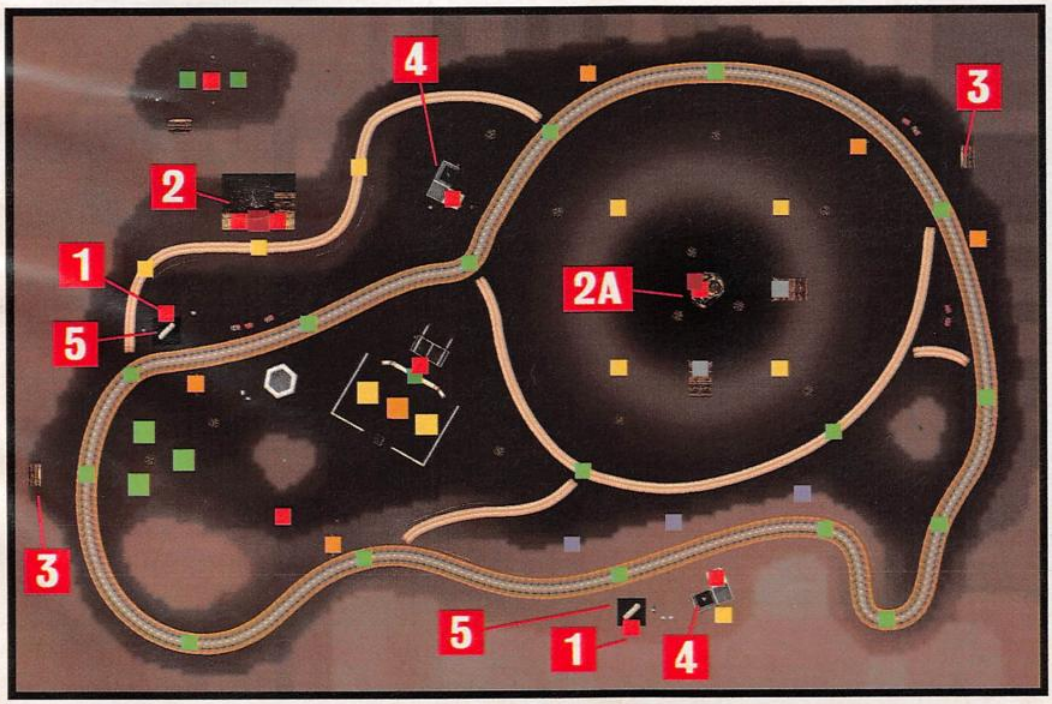
4. Gas Stations

While you won't need to fill up during your fight, you may need to repair your vehicle. Head to one of these handy-dandy stations and pull alongside the pump for a little tune-up. Now get in there.

5. 5-0 Rollin'

The bad boys of prime-time television won't open fire on you, but they will try to ram you. Be on the lookout for the police and stick it to them before they do the same to you. You'll often find them hangin' out near the donut shop, probably stuffing their faces with bear claws.





V8. TALKING CARS

FLY RIDE

Vertigo

Chassey may look like a typical blond, but she has the fire of a scorned brunette and the voracity to back it up. Her silver Vertigo vehicle can't withstand damage like Houston's truck, but it's quick enough to outrun just about anyone. Plus, her Star Power Special Weapon is one of the more powerful in the game.



CLUNKER

Dakota Stunt Cycle

Hate to pick on these stunt-show fly guys twice, but they'll get absolutely totaled here. Meteors crashing from space, mutated ants spewing nuclear acid, and the rest of the playing field will KO the trio in no time.



HAZARDS AHOY!

Outer Space

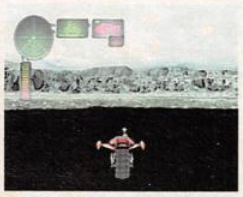
Arizona is a hotbed for ET activity, and it also appears to be a magnet for meteorites. Keep your vehicle moving at all times, otherwise you'll get pummeled and scorched.

Alaskan Pipeline

Exxon has nothing on this veritable wasteland of combustible oil and killer whales.

1. Oil Slick

Be aware of your enemies while cruising through the Texas tea. While you won't get completely stuck, you will get slowed down enough to take a beating from those around you. Plus, when you exit the black goo, you'll leave behind a trail that your opponents can ignite to set your ride ablaze.



2. Cruisin' the Bay

After grabbing all the power-ups on land, pick up a Hydrofloater and plunge into the bay. Look behind the oil platform, as well as behind the lone island, to find many hidden goodies. Oh, while you're out there, make sure you avoid the killer whale swimming about. It may look harmless, but whale inflicts damage to your ride if you get in its way.



3. Titanic Killa

Sill jonesin' for more weapons and power-ups? Then set your sites on the small ice bergs aimlessly floating about. You can destroy these overgrown popcicles by blasting them or ramming into 'em, then rejoice as they spew out stuff you can really use.







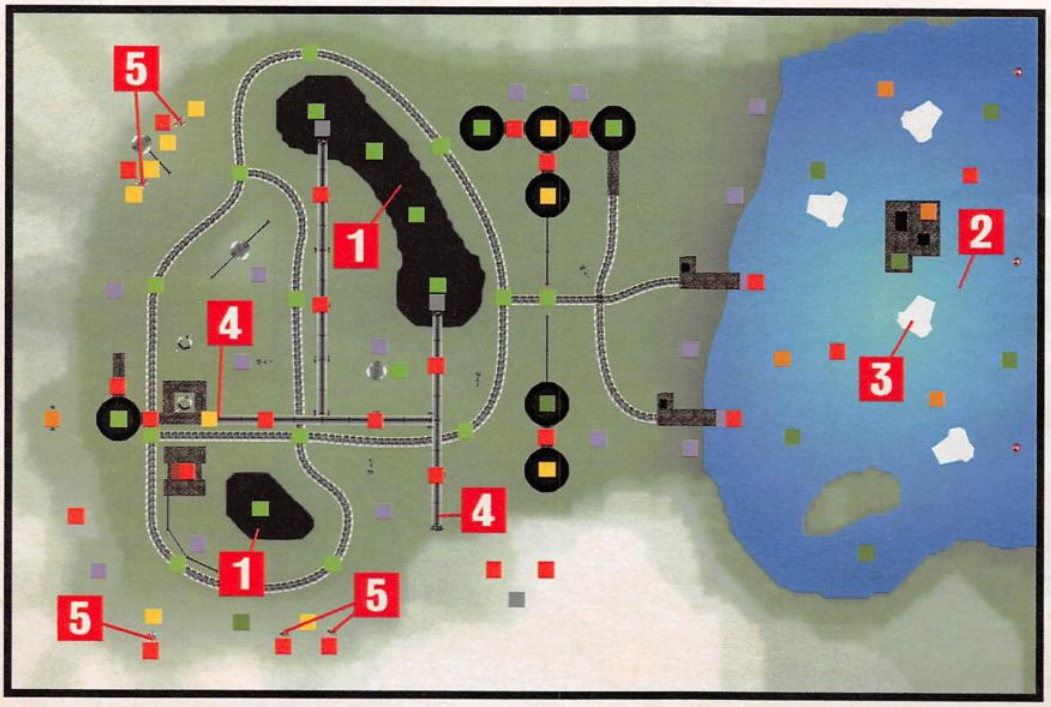
4. Oil Pipeline

While on land, pick up some much needed weapons by locating and driving through Alaska's pipelines.



5. Oil Drums

You'll find these little drums full of crude quite useful. Wait until your opponent gets close to one, then blast it with your guns or flame thrower. The ensuing explosion will knock 'em up in the air, leaving them vulnerable for a quick second.



V8. TALKING CARS

FLY RIDE

Tsunami

Obake's Tsunami cycle is quick and agile, with a body design that enables her to whip around the various oil refinery structures with ease. Make sure to use hit and run tactics on the other opponents, because she will definitely get lit up like Christmas if cornered.



CLUNKER

Moon Trekker

This poor chimp has nothing going for it besides decent acceleration and a penchant for avoiding occasional enemy fire. Another downside is that he's easy to knock over, given his big balloony tires, making him easy prey for a barrage of firepower.



HAZARDS AHOY!

Orca!

Lurking in the bay is a killer whale to make your life miserable. Be extra careful when taking a dip, otherwise you'll end up like Bo Derek.

No Swimming

Beware of the huge lake of oil. While it's not as dangerous as the Bayou's sugar cane fields, your pace will be hampered, leaving you susceptible to enemy fire.

Pacific Harbor

Harboring fear and destruction in the port of Long Beach since 1999.

1. Warehouse

When you absolutely, positively have to get yourself away from incoming fire, drive through one of these babies to be instantly whisked away. As you emerge, you'll either be tossed onto dry land, or equipped with a Hydrofloater when you emerge from the darkness. So get your finger on the trigger.



2. Lighthouse

Blast off the doors to open the entrance to the transport, then drive on in. You'll be immediately shot to the top, then hurled out like Garth's spew. As you make a hasty exit, you'll be equipped with a Hoverpod. Hold down on the D-pad or analog stick while you make your descent to land on the roof below and in front of you to collect the Repair Wrenches and weapon power-ups located on top.





3. Weigh Station

Like the Nuclear Plant's Control Room, you'll find this spot handy when your vehicle starts looking like Fred Sanford's jalopy. When the green light is on, drive on in for a quick tune up. Now get back in there and continue the carnage.



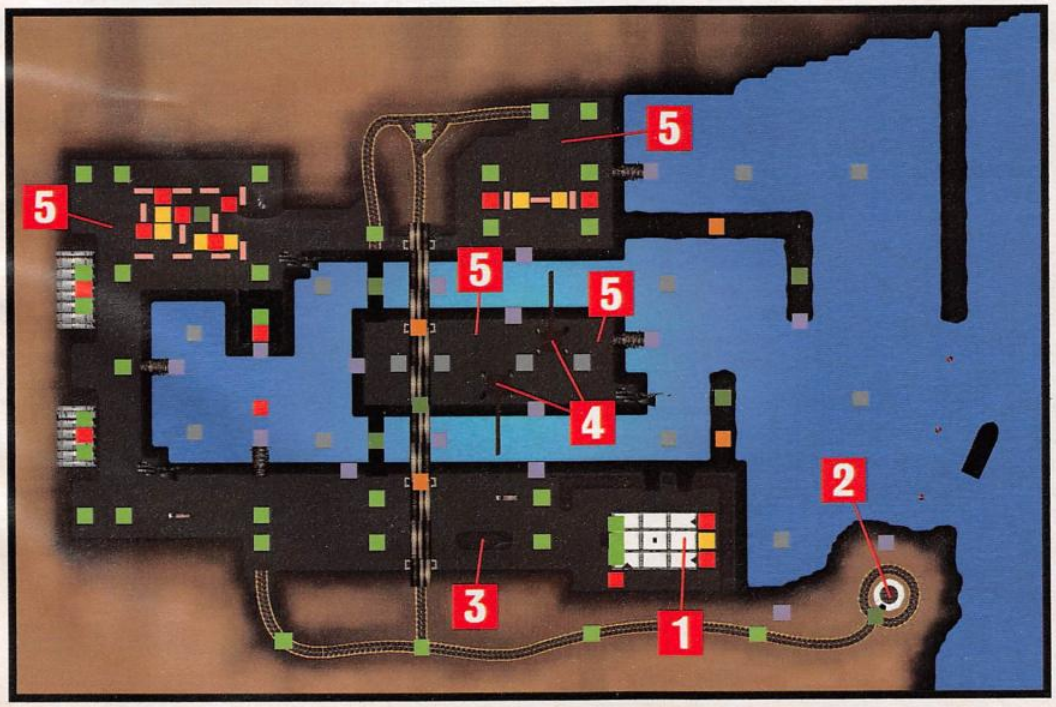
4. Large Cranes

In the event you fall into the water without a Hydrofloater attached to your vehicle, a large crane will come to pull you across the harbor's channel to safety. However, like the Tow Hook Lift in Utah, you'll be exposed to the unwelcome firepower of your adversaries—so don't take a swim unless you're prepared.



5. Supply Trucks

These small semis move about the docks loading and unloading supply containers. They won't make an attempt to attack you, but they will push you around if you get in their way. This is especially troublesome when you're trying to avoid being totaled by your opponent.



V8. TALKING CARS

FLY RIDE

El Guerrero

She may be from south of the border, but Nina can blow the competition into the Northern Hemisphere with her Lemming Missile special weapon.Nina's tough '70s low-rider is equipped with excellent speed and can take a pretty good beating in the process.



CLUNKER

Marathon

Boogie's car packs one of the best and more visually spectacular Special Weapons, the Disco Inferno, but his Marathon is ready for anything but. Lack of speed and weak chassis armor make him susceptible to a whole lot of punishment.



HAZARDS AHOY!

You sank my battleship!

While the waterways offer lots of power-ups and Repair Wrenches, they're definitely treacherous. Your enemies will be able to line you up from the docks and surrounding peninsulas to knock you around while you hopelessly struggle to gain control and make it to dry land.

PlayStation Codes

Hidden boards, mountains, prizes, and cars all get busted wide open in this month's batch of codes.

Cool Boarders 4

Enter these codes as a name. If you enter the code correctly, the phrase "Hey, no cheating" will be spoken

All boards, boarders, and mountains – ICHEAT

All special events – IMSPECIAL



Crash Team Racing

All Awards (Gameshark codes)

8008FBA4 FFFF
8008FBA6 FFFF
8008FBA8 FFFF
8008FBAA FFFF
8008FBAC FFFF
8008FBAE FFFF
8008FBB0 FFFF
8008FBB2 FFFF

Twisted Metal 4

Enter these codes at the password screen. Put in a code correctly and you'll hear Sweet Tooth laughing.

Tweaking the game

God mode – Down, Left, L1, Left, Right

Faster health regeneration – Triangle, L1, Down, Triangle, Up

CPU cars ignore health pick-ups – L1, Left, Right, Circle, Right

Icy surfaces – Down, Triangle, Down, L1, R1

Increase difficulty – Right, Triangle, Right, Triangle L1

Unlock Cars!

Crusher – Down, R1, Right, R1, L1



Moon Buggy – Start, Triangle, Right, L1, Start

RC Car – Up, Down, Left, Start, Right

Super Auger – Left, Circle, Triangle, Right, Down

Super Axel – Up, Right, Down, Up, L1

Super Slamm – Right, L1, Start, Circle, Start

Super Thumper – Circle, Triangle, Start, Circle, Left

Minion – Triangle, L1, L1, Left, Up

Sweet Tooth – Start, R1, Right, Right, Left

Skip past levels

Neon City – Left, Triangle, Right, Right, Left

Road Rage – Start, Start, Down, Circle, L1

Bedroom – L1, Right, Left, Left, L1

Amazonia 3000 B.C. – Circle, L1, Start, L1, Start

Oil Rig – Start, Left, Up, Start, Circle

Minion's Maze – Start, R1, Left, R1, R1

Carnival – Circle, Left, Down, R1, L1

Cyber Tiger

At the course selection screen, press Circle to display the password screen.

Badlands course – HARESO

Canyons course – NAMOPI

Sawgrass course – SECARE

Summerlin course – PORASO

Bonus clubs – Make an eagle on any hole to get the forged irons. Make three birdies in a row to get the rubber inserted putter.



MELTED ICE CREAM Sweet Tooth rolls out once again.

Medal of Honor

Rapid fire
ICOSIDODEC

Reflecting shots
GOBLUE

Wire frame mode
TRACERON

American movie mode
SPRECHEN

Audie Murphy mode
MOSTMEDALS

Captain Dye mode
CAPTAINDYE

This keeps your health persistent from level to level within a mission instead of restarting at 100% each time. Playing the game in this mode results in a different path to acquiring the various secret commendations and unlocking the multi-player characters (such as the Velociraptor).

Picture of a girl
COOLCHICK



Picture of AJ
AJRULES

Picture of development team
DWIMOHTEAM



Gallery of pictures
DWIGALLERY

Infinite ammunition
BADCOPSHOW

Special power-ups in multi-player mode
DENNISMODE

Multiplayer characters

Bismark The Dog – WOOFWOOF
Evil Colonel Muller – BIGFATMAN
Gunther – GUNTHER
Noah – BEACHBALL
Otto – HERRZOMBIE
Werner von Braun – ROCKETMAN
Velociraptor – SSPIELBERG



Quien es mas macho? The Bard and the British Bulldog fight for the cover of Time's Man of the Millenium issue.

Winston Churchill – FINESTHOUR
Wolfgang – HOODUP
William Shakespeare – PAYBACK

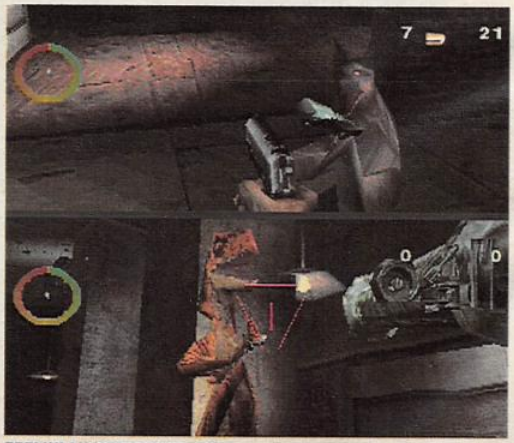
Unlock the levels
Mission 2 – ZERSTOREN
Mission 3 – BOOTSINKT
Mission 4 – SENFGAS
Mission 5 – SCHWERES
Mission 6 – SICHERUNG
Mission 7 – EINSICKERN
Mission 8 – GESAMTHEIT



Rainbow Six
Unlock all doors
Pause the game, then hold L1 + Triangle and press Square(2), Triangle, X, Circle, Square, Triangle.

Unlock the making of movies.
Mission 1 – INVASION
Mission 2 – BIGGRETA
Mission 3 – DASBOOT
Mission 4 – STUKA
Mission 5 – KOMET
Mission 6 – TWOSIXTWO
Mission 7 – MISSLEAGUE
Mission 8 – VICTORYDAY





FEELIN' LUCKY, PUNK? Interspecies tensions at all-time high.

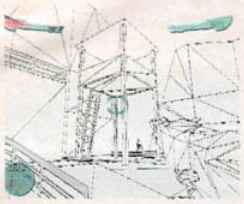
Nintendo Codes

Armorines go color blind, helicopters get damn strong, and winning a race is a cinch.

Armorines: Project S.W.A.R.M.

Pause the game and select the Cheats option on the menu. Enter the corresponding cheat function:

Level select – SKIPPY
Invincibility – GODLY
All weapons – LOADED
Infinite ammunition – SORTED
Pen and ink mode – SKETCHY
Fast running – SONIC
Cheat mode – GOLDENPIE
Multiplayer character codes. Only one multiplayer mode character code may be used at a time
Female Trooper – GODDESS





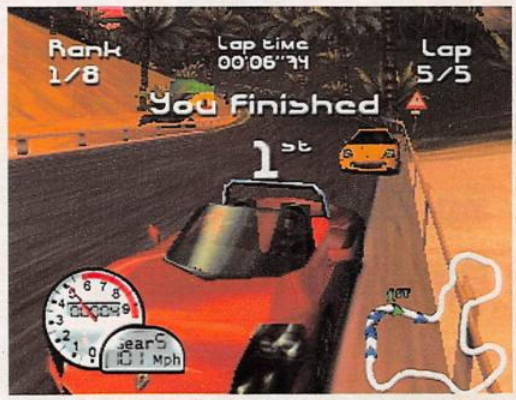
Hive Guard – LEGGY
Volcano Guard – RUBBER
Egypt Drone – CLAW
Hive Drone – UGLY

Nuclear Strike 64

Invincibility – CPPLM
Armor increased 50% – PCPNL
Quadruple damage – BDGFK

Roadsters

Infinite Money
800BABF5 0010
Quick Win
D00C2001 0001
800C2001 0005
800C2003 0005



EASY WIN Too easy, check out the position on the map.

Dreamcast Codes

Someone hurt the coach, snowy secrets are laid bare, and *Vigilante 8* unleashes some monster truck madness .

Incoming

Cheat mode:
At the Main Menu, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y to enter the cheat menu. Cheat options include level select, unlimited lives, and auto aim.

NBA 2K

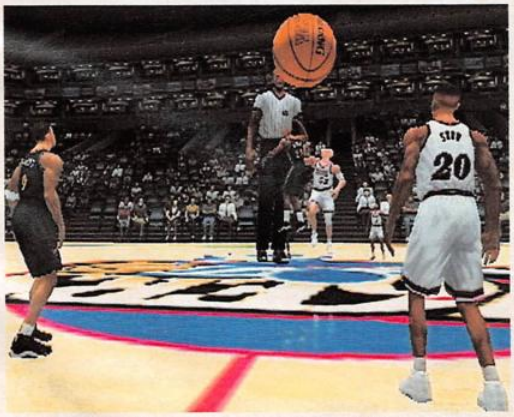
Enter these cheats into the codes section.



Unlock the NBA 2K, Sega Sports, and Sega teams – DEVDUDES
Small players – LITTLEGUY
2D players – SQUISHY
Big feet – BIGFOOT
Big basketball – BEACHBOYS
Coaches in pain – COACHOUCH

Rippin' Riders

Alternate clothing
Successfully complete the game with any character to unlock an additional set of clothing for that character. This gives you a total of three available costumes.
***Cool Boarders 2* practice track**
Successfully complete all five standard tracks (Mountain Review, Emerald Forest, Urban Striker, Cave Slider, and Dancing Devils).



Minor leagues Some of the wee people get hired by the NBA to play with an oversized beach ball and liven up half-time.

Secret Force track
Successfully complete all five standard tracks with the high score.
Longer super pipe
Break various records in the super pipe or on one of the normal courses.
Play as Snowman
Successfully complete the *Cool Boarders 2* practice track with the high score.
Play as Gray
Successfully complete the Secret Force track.
Hidden snowboards
Get the top score for each track to unlock new snowboards. There are a total of 18 snowboards in the game.

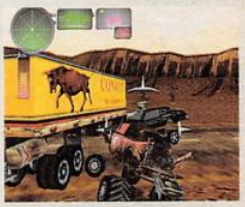
Slave Zero

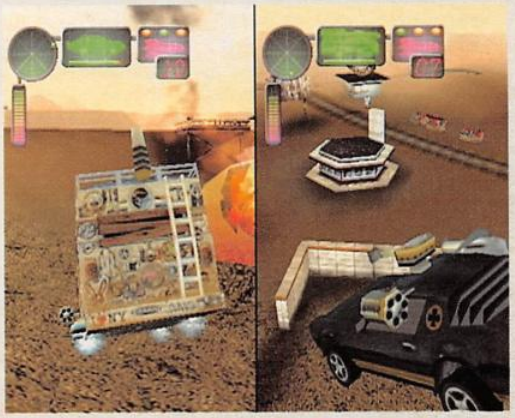
Cheat mode
While playing a game in single player mode, press L + R + B on controller two to enable invincibility and infinite ammunition. Repeat this code to return to normal.
Toggle enemy AI
While playing a game in single player mode, press L + R + A on controller two.



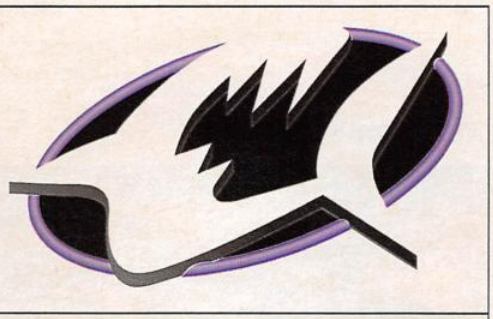
Vigilante 8 – all platforms

Enter the options screen and select "Game Status."
(DC) Press L + R + A.
(PS) Press L1 + R1 + X.
(N) Press L + R + A.
Rapid fire – RAPID_FIRE
Increased missile damage – BLAST_FIRE
Faster cars – MORE_SPEED
Heavier cars – GO_RAMMING
Fast action arcade – QUICK_PLAY
Attract enemies – UNDER_FIRE
Slow-motion mode – GO_SLOW_MO
No enemies in arcade mode – HOME_ALONE
No gravity – NO_GRAVITY
High suspensions – JACK_IT_UP
Big wheels – GO_MONSTER
Disable wheel attachment icons – DRIVE_ONLY
View all ending sequences – LONG_MOVIE
Same cars in multiplayer – MIXED_CARS





UP AND AT THEM Low gravity and high speed add up to super jumps that leave Evil Knieval drooling with envy.



Go Where You Want Do What You Want

GameShark opens doors and takes you places regular codes can't get to.

Pool Sharks screw you out of money. Loan Sharks screw you out of money and break your kneecaps. GameSharks allow you to beat the hell out of every video game you own – and in this wonderful scenario, you're the one doing the screwing...if you so choose. Here's why you need one of these devices....

Before we get into the codes and so forth, let's start with the basics: GameShark is available for PlayStation, Nintendo 64, Game Boy (Color, Pocket), Saturn, and in the very near future, Dreamcast. It's worth pointing out that InterAct Accessories (makers of GameShark) has recently released the GameShark CDX for PlayStation, which functions with the parallel-portless 9000 series PSX. CodeBoy, the guy who hacks all the codes for the GameShark and is the admitted mascot for the product comments, "Up to this point, we've been able to successfully support a GameShark for every gaming platform, even with some hardware changes and software conflicts. We plan to stay on top of the current line of consoles and games, and it's a safe bet that you'll see GameSharks for some of the upcoming systems." We tried to dive a little deeper, but he was unable to comment officially on some of the upcoming and current development projects. Furthermore, he reeked of bread and butter pickles and was very difficult to hold a coherent conversation with – But that's beside the point. So maybe you're wondering just how this GameShark thing works and what exactly it does, technically and non-technically. To put it simply, the GameShark tricks the game into thinking you have infinite lives, infinite health, infinite ammo, all the weapons and items – Anything that is a variable in a game can be changed with the GameShark. This doesn't mean all the fun gets sucked out of your games, it means that you can get a lot more play out of them and do some things that would ordinarily be impossible.

Do your remember that N64 game *GoldenEye*, for instance (it suffered mild popularity)? With the GameShark and *GoldenEye*, you can: 1. Access previously unusable levels of the game in Deathmatch mode, Yes, in the Deathmatch mode! 2. Visit the mysterious island, which can be seen from the dam with the sniper scope (there's nothing on the island, but you can go there). These little bonuses are in addition to your choice of infinite health, infinite lives, infinite time, all objectives complete, etc. Just a simple example of the types of things you can do with a game and a GameShark.

Have a look below at some of the more recent, hotter codes the people at GameShark.com have come up with. Of course, you'll need a GameShark to use these codes – So don't be confused about where to enter them. When we spoke to CodeBoy, he mentioned he was working on a code for "infinite chimps" – We'll be on the lookout for that one, and so should you.

For more codes (including different codes for the games presented here) and an all around cool gaming site, be sure to go and check out www.gameshark.com. Maybe there's something about this chimp code on the site....

GameShark Codes

The latest and greatest GameShark codes, brought to you by Interact Accessories

PlayStation

40 Winks

Ruff-Infinite Z's
800b06ac 03e7
Ruff-Infinite Moons
800b06a8 03e7
Ruff-Infinite RT's
800b06b4 03e7
Ruff-Infinite Lives
800b06ae 03e7
Infinite Cogs
800b06aa 03e7
Infinite Furby's
800b06b6 0063
Infinite Air
8002b8ce 2400
Infinite Costume Time
8002c452 2400
Have All Dream Keys
50000c02 0000
8009059c FFFF
All Levels Unlocked
50000202 0000
80090596 FFFF
Have All Winks
50000302 0000
8009058c FFFF

Army Men: Air Attack

Open All Missions
e00eb1d2 0001
300eb1d2 0010
Open All Helicopters
e00eb1d3 0001
300eb1d3 0004
Infinite Ammo All Weapons
80050642 2400
Infinite Health P1 and P2
8003ba66 2400

Ballistic

Enable All Stages
800d7fcc 0100
800d7fce 002c

Chocobo Racing

Max Stats in Edit Mode (Press Select)
d007b120 0100
8008d75a6363
d007b120 0100
8008d75c 6363
d007b120 0100
3008d75e 0063
Have All Crowns + Classes
801e9290 FFFF
801e9292 FFFF
Enable All Movies
801e9298 FFFF
Enable All Characters + Tracks
801e929cFFFF
300af04f 0008
Time is 0:00:00
80030338 2400

Croc 2

Always Have Key
80076B54 0001
Always Have Magic Eye Zoomers
80076B78 0002
Infinite Lives
80076AC0 0009
Max Crystals
D0076B4C 0000
80076B4C 0063
Max Lives
80076ABC 0009
Max Swap Meet Pete Card
80076AC4 270F
Enable Cheat Menu (Press L2 + R2)
8006ff88 0001

Demolition Racer

Start Race W/ 1000 Points
d0066e98 0000
80066e98 03e8

Select a Track

Redneck Raceway
300596cd 0000
Lyon Stadium
300596d2 0000
Meltdown
300596d3 0000
Hunters Quarry
300596d5 0000
Chemical Plant
300596d7 0000
Scrap Heap
300596d8 0000
Go Cart Carnage
300596d9 0000
Pelton Stadium
300596da 0000
Reverse Tracks
300596dc 0000

Select a Car

Predator
300596ef 0000
Renegade
300596f0 0000
Mantis
300596f1 0000
Widowmaker
300596f2 0000
Vandal
300596f3 0000
Chase Mode
300596f5 0000
Chicken Mode
300596f6 0000
Suicide Mode
300596f8 0000
Semi Pro League League
30064b30 0000
Pro League League
30064b34 0000
Endurance League
30064b38 0000

Fighting Force 2

Infinite Health
d00b32ac 2d24
80117244 03fc
Max Money
d00b32ac 2d24
800cdc40 FFFF
Infinite Rage Meter (Upon Fillup)
80070f36 2400

Spyro 2



Infinite Health
8006A248 0003
Infinite Lives
8006712C 0004
Have Swim/Dive Learned
80064682 0001
Have Climb Learned
80064686 0001
Have Headbash Learned
8006468A 0001
Max Gems (Picture Above)
800670CC FFFF
Max Orbs
3006702C 00FF

Infinite Ammo - All Guns
80073b86 2400
Have All Keycards
800ce284 0101
800ce286 0101
Infinite Continues
d00b32ac 2d24
800cdc3c 0009

Need for Speed: High Stakes
Infinite Cash
80115da6 3b00
99 Points
80115eb4 0063
Have All Gold Medals
30115f81 0001
80115f82 0101
80115f84 0101
80115f86 0101
80115f88 0101
80115f8a 0101
80115f8c 0101
80115f8e 0101

Infinite Pursuit Time
8005e1ee 2400

Supercross Circuit
Stop Race Timer
80042072 2400
Infinite Cash
800522d8 FFFF
Max Cash
800522d8 967f
800522da 0098
Max Season Points
80052318 FFFF
Infinite Retries
80052106 0003
Unlock Freeride/Bonus Stuff
800520f4 0601
800520fc 003f

Warpath
Unlock All Extra Modes
30030F4F 0001
Unlock All Characters
500000601 0000
30030EDD 0001
Unlock All Levels
500000401 0000
30030F09 0001

Tony Hawk Pro Skater



Infinite Time
80025556 2400
Max Score
8006CECC FFFF
8006CECE 2402
8006E880 FFFF
8006E882 2402
Trick is Worth Lots of Points (Picture Above)
8006E876 2400
8006E9A0 0FFF
8006E9A2 2463
Thin Skaters (Picture Below)
8008B6A2 2400
Skate Upside Down (Picture Below)
80085182 2400





Nintendo 64

Asteroids Hyper 64
Infinite Lives
8007f90e 0063
Infinite Points
8107f8fe FFFF
Infinite Armageddon
8107f892 0001
Infinite Numbered Items On Pickup
8107f8a2 270f

Castlevania
Infinite Energy
811CAB3A 2AF8 2
Infinite Red Jewels
801CAB45 0068
Max Powerups
801CAE23 0002
Day/Night Mode L-night R-day
D01C87F7 0010
801CAB21 0006
D01C87F7 0020
801CAB21 0012
Infinite Money
811CAB42 FFFF





Destruction Derby 64
All Cars And Tracks
50000602 0000
81097a18 0101

Nuclear Strike
Infinite Lives
800a5df0 0009
Play Mission 1
800a5df1 0000
Play Mission 2
800a5df1 0001
Play Mission 3
800a5df1 0002
Play Mission 4
800a5df1 0003
Play Mission 5
800a5df1 0004
Play Mission 6
800a5df1 0005

Space Invaders

Toy Story 2



Infinite Lives
810BB10A 0005
Infinite Battery
810BB106 000D
Infinite Double Jumps
810BB0FC 0002
Max Coins
810BB10E 0063



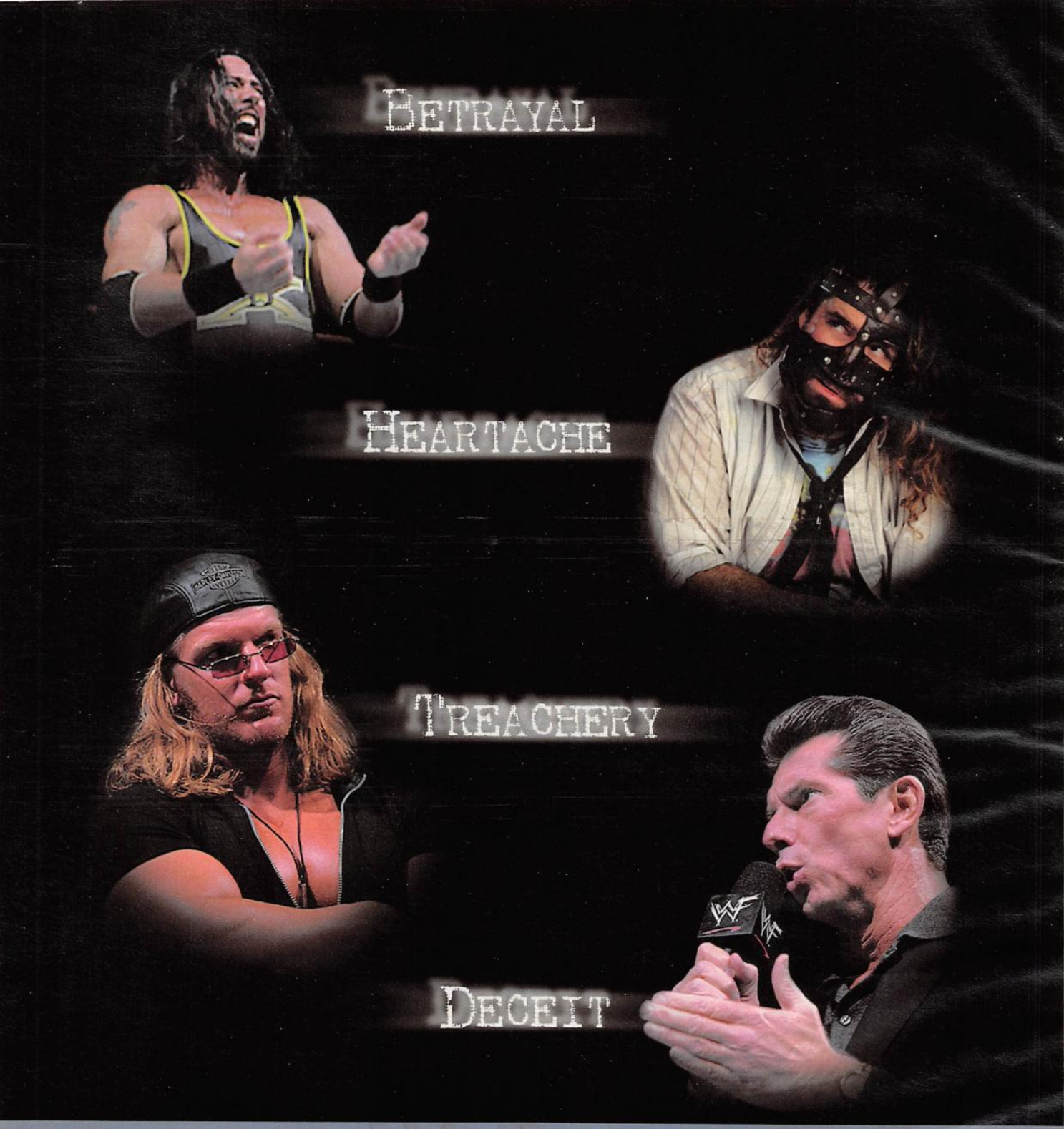
Infinite Lives
800b51dd 0005
Infinite Points
810b51e2 FFFF
Always Have Vertical Burst
810b51de 0104
Always Have Horizontal Right
810b51de 0204
Always Have Horizontal Left
810b51de 0304
Always Have Diagonal Burst
810b51de 0404
Infinite Shield
810b51b6 0001

Super Smash Bros.
Enable Code (Must Be On)
de0004000000
f10396b0 2400
Story Mode codes
Infinite Time
810a4b2e 43cb
Infinite Lives P1
800a4b43 0004
Infinite Lives P2
800a4bb7 0004
Infinite Lives P3
800a4c2b 0004
Infinite Lives P4
800a4c9f 0004
Infinite Time (VS Mode)
810a4d1e 43cb

Tonic Trouble
All Dominoes
812AA88A 0006
All Propellers
812AA88C 0006
All Jumping Stones
812AA88E 0006
All Pigs
812AA890 0006
All Purple Feathers
812AA892 0006
All Bouncy Coils
812AA894 0006





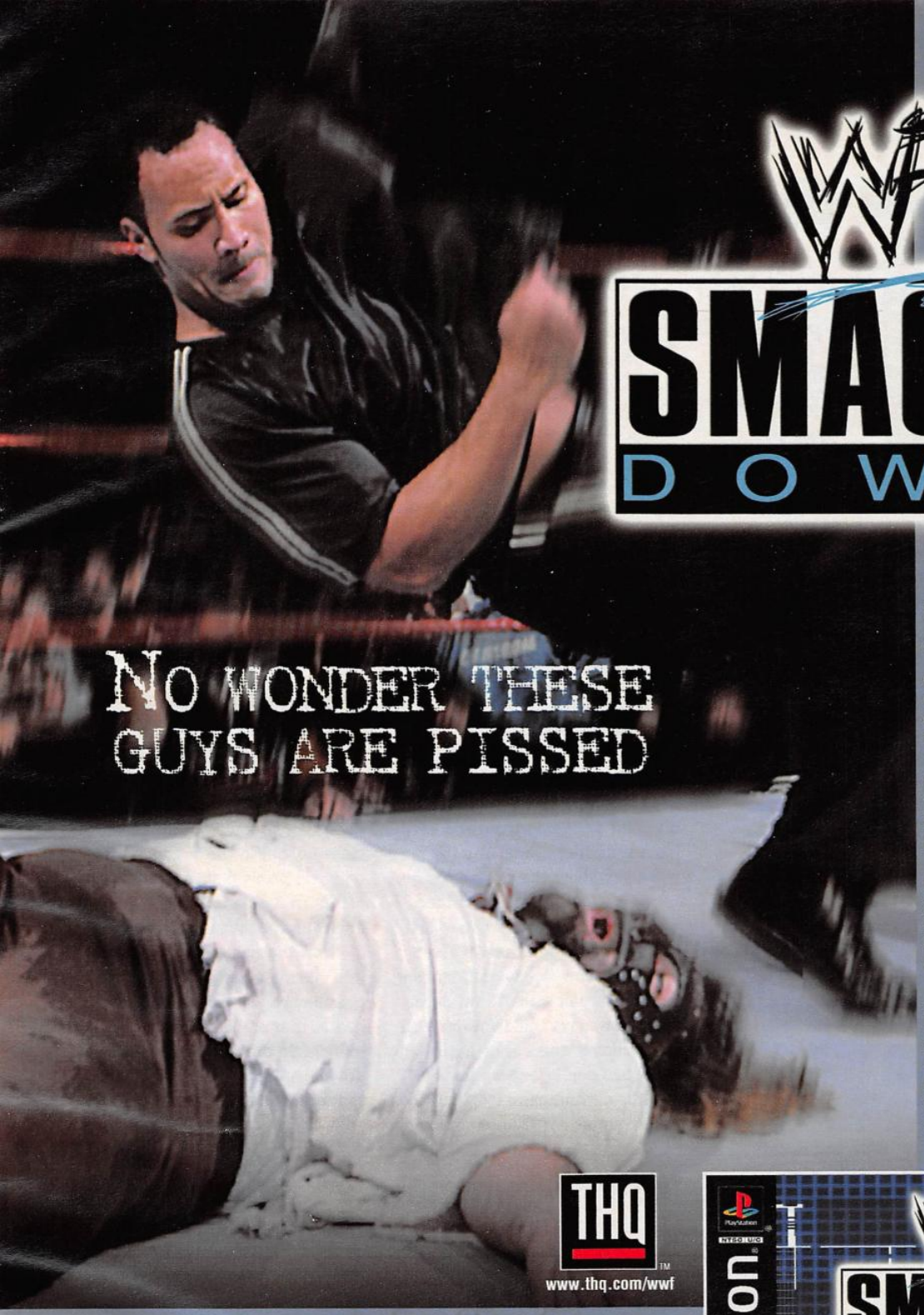


World Wrestling Federation®





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WWF SMACKDOWN!

NO WONDER THESE GUYS ARE PISSED

Lay the SmackDown!

on your enemies with your own created jabroni or as one of the WWF's top Superstars.

Make friends then break them as you roam backstage from the boiler room to the kitchen.

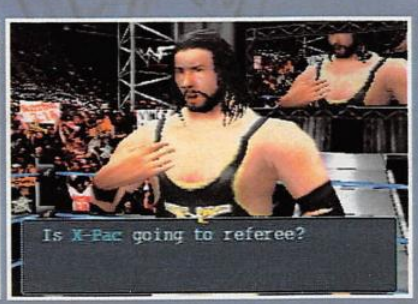
Call upon your allies for help and then climb over them as you kick, grapple, and People's Elbow your way to the top.

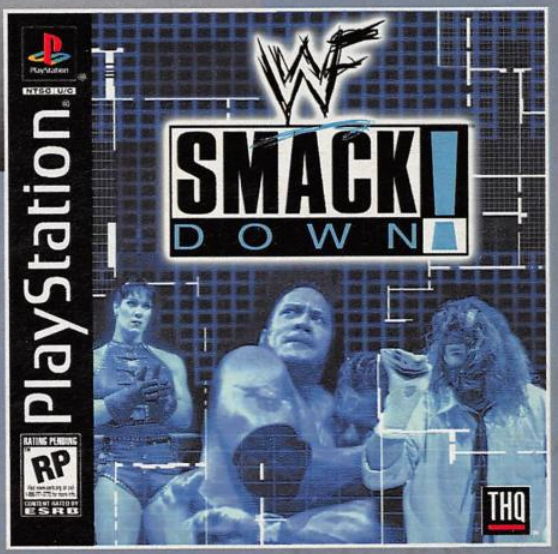
Just remember that backstage politics can work against you – don't let The Rock® run-ins, well-placed metal chairs, and McMahon appointed guest referees screw you in the end.

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TECHCHECK



MICK WEST Lead Programmer
Neversoft

Meet Mick. With 11 years programming such "ultimately forgettable" games as *Darkman* and *Steve Davis World Snooker*, he's also worked on *Skeleton Warriors* and *MDK*. This guy has strong words about pop-up.

What are some games that have really nasty pop-up problems or fog?
This problem occurs on multiple systems. On Nintendo, they usually use fog to cover it up. PSX games tend to use the "around the corner" or the "I don't care" technique, as fog is harder to do on the PSX. I'd rather not name names, though.

What do you think are some excellent examples of little pop-up?
Spyro the Dragon is technically brilliant. At some points you can see all the way across a level. They obviously have some very talented programmers there. It shows what you can do with a little thought.

What are you working on next?
I can't talk about it...but it probably involves wheels, and maybe decks.

Want to talk trash about any of your co-workers?
Er, no. I love them all. Except for Chris perhaps. He's a loud-mouthed, redheaded Yorkshireman who can't drive, talk, or take his booze. Well, that and he told an embarrassing story about me during my wedding.

Do you skate or at least try thrashing for the sake of *Tony Hawk*?
I've skated on Joel's [Neversoft's President] halfpipe that he built in his yard, and I still have the scars. I also have a collection of fingerboards [small boards you place your fingers on and "skate" on a desk], with which I skate every day.

If you were a vegetable what would you be?
I'd be a nut.

Pop-up Video

Why do backgrounds ping into view? The reasons behind pop-up – revealed!

"If you see pop-in on the PS2, then the developers should be taken out back and shot."

Imagine you're driving down the road and suddenly you make a quick left. Before you realize it, a sheer wall of rock is right in front of you. Now how the hell did *that* get there? It was clear as day two seconds ago, but now you're staring straight into Mount Kilimanjaro. That, my friends, is pop-up.

Thank God it only happens in games, but why does it do that at all? Well, you can blame it on two factors: lazy programming and heavily detailed environments. But many times, it's just a problem with your game hardware itself.

Think of pop-up problems with a pretty simple formula: It's a constant trade-off between pushing back the clipping distance (the cut-off point on the horizon) and keeping a solid frame-rate. The the more you show, the slower you go.

Still, we're sad to report that some games (as shown below) just slip through the cracks. We asked Mick West how sloppy programming should be dealt with: "A few developers nowadays could do with a bit of a slapping. There is no excuse for really bad pop-in, and where you see it in current games, it's due to programmers not taking the time to really look at the problem." He also went on to say that, "If you see pop-in on the PS2, then the developers should be taken out back and shot." Harsh, but fair words, Mick.

How did he work around it? "A combination of cunning level design and careful programming. You can lay out the levels in such a way that when something pops in, the player won't notice it. First, things can pop in just around the corner – most often used in racing games – or by subtle use of fog, to ease the transition. We tried to use a combination of both."

Another trick often used is to change the Level of Detail (LOD). As things get further away, you draw them with less and less detail. A car could be 100 polygons close up, but in the distance it's only two pixels high, so you can just draw it as one polygon and not choke up the system.

Now that you know what goes into making a game as smooth as possible, you should appreciate the games that are like poetry in motion. So the next time you're out driving in *Gran Turismo 2*, pull over to the side and enjoy the scenery.

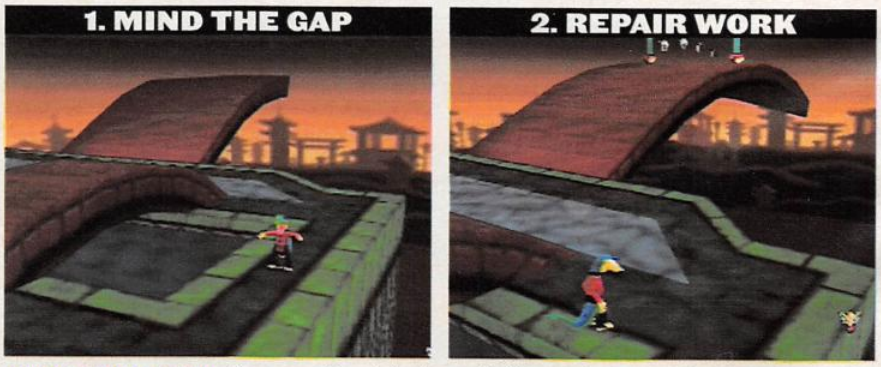
- Darren Gladstone

DEFINED

Pop-up - /päp- ᵊp/
When three-dimensional objects randomly pop in and out of an environment at different distances. Also known as pop-in.

When Good Programmers go Bad

Check out *Gex 64: Enter the Gecko* – a triumph of sloppy programming.



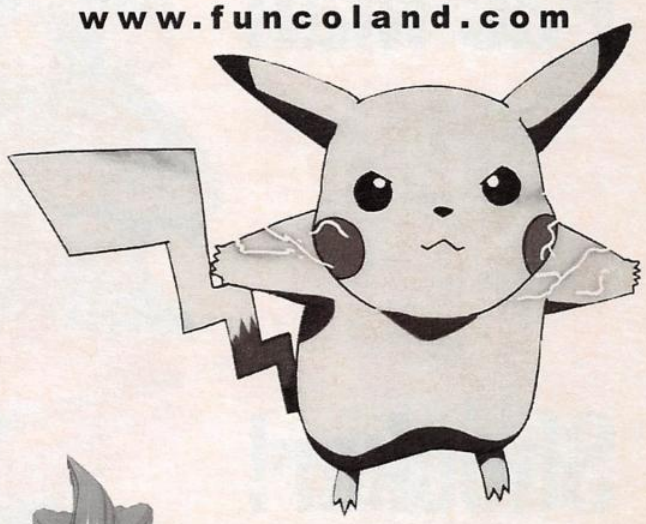
ANCIENT CHINESE POP-UP The orange Crayola background holds secrets – namely the rest of the bridge. 1. The bridge is half-built until Gex moves forward. 2. Shazam! The bridge appears.

Incite Video Gaming

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Pac-Man GHOST LOVE Shocker!



Illustration by Fred Harper

This month I sat down with the video game world's hottest couple, *Pac-Man* ghosts Blinky and Sue. In case you've been living under a rock, Blinky and Sue confessed their love for each other during a recent, tear-filled Barbara Walters interview that sent shockwaves through the entertainment industry.

Since that fateful day, the happy couple has been busy working the daytime talk show circuit. I caught up with them in Jerry Springer's green room for a quick heart-to-heart-to-heart.

First off, I'd like to thank you both for taking a moment to talk, I've always been a big fan of your work.

Blinky: Well, thanks Rod, it's great to have your support.

You know, I always thought you two had a special chemistry. When did you know you were meant for each other?

Sue: You want to field that one, Blinky?

Blinky: Sure thing. Clyde was the original orange ghost, but he was incompetent. We were interviewing for a replacement, and the moment I saw Sue, it was like a lightening bolt struck me. I thought, "I...am a male ghost, and you...are a female ghost." The world suddenly made sense.

Sue: I thought he was hot. So...red. And those big, googly eyes!

Blinky: Yeah, they had a beautiful commitment ceremony in Oahu back in '82.

Sue: And of course Pac-Man and Mrs. Pac-Man were an item.

Blinky: I never figured out where Super Pac-Man fit in though, did you, Sue?

Sue: No. He was always the third wheel. Although, come to think of it, Jr. Pac-Man. is the spitting image of Super Pac-Man.

I found myself getting very emotional watching your Barbara Walters interview. She's still got it!

Blinky: Yes, Barbara's people made it quite clear that the show wouldn't air unless we turned on the waterworks. I was a wreck from the getgo; Sue's a little more stoic. But I pinched her really, really hard.

Yet you kept your relationship a secret for so many years. Why?

Sue: Well, we didn't want to rock the boat, Rod. Back in the early days of *Pac-Man* fever, it was like we were the new Beatles. We didn't want to mess that up. Of course, Inky and Pinky had something going on from day one....

Back in the early days of Pac-Man Fever, it was like we were the new Beatles. We didn't want to mess that up.

Sue: So very hard.

Blinky: And then she cried like a champ.

It was very moving. So what was it like being on *The Jerry Springer Show*?

Blinky: Well, the show was called "You're dating my ex-coworker and I hate you." I had no idea Inky and Pinky would be there!

Sue: Yeah, that was a dirty trick.

Blinky: I could take that Inky any day of the week, and he knows it. If he wants to start some static, I'll go anytime, anywhere. I was quite ready to kick his ass on national television.

I don't doubt it!

Blinky: But that damn bald guy who works for Springer kept getting in the way. I didn't want to hurt him.

So, Blinky, what's your sign?

Blinky: Well, I'm proud to be an Aquarius.

Uh-huh. Sue, same question.

Sue: Sagittarius, Rod!

I *knew* it. Good luck you crazy kids!

- Rod Furlong

Readers! Rod Furlong wants to hear from you! Perhaps the guy from EB was surly and you want the world to know, or you'd like to remember Rod in your will and need some personal details. Send your ramblings to: **Rod Furlong's Reader Mail, *incite Video Gaming*, 650 Townsend St. Suite 305, San Francisco CA 94103.**

Disclaimer: The text was created entirely by warped minds at *incite* and is in no way endorsed by any software company.

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'LUNAR 2: ETERNAL BLUE' Dark forces are trying to revive the evil Zophar, & immerse LUNAR in darkness forever. Join Hiro and Ruby a thousand years after the first adventure, as they work to unlock the secrets of the Blue Spire. Meet exciting new characters, fight vividly animated monsters, traverse snow-covered mountain peaks, and crawl through slimy dungeon depths as you wind your way toward the terrifying climax!

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Nintendo (Strategy) Release: 4/00 N64

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'RESIDENT EVIL: CODE VERONICA' The nightmare plague now spreads to Dreamcast. Command Claire Redfield as she searches for her missing brother, Chris. Graphics so real, so terrifying...you'll beg to keep the lights on New 1st-Person perspective battles take you directly into the horrifying drama

Capcom (Adventure) Release: 1/00 Dreamcast

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'MARIO PARTY 2' This sequel allows up to 4 players to compete in exciting interactive board games packed with surprises. Features 6 all-new multiplayer Adventure Boards, and a special Quest Mode for players who prefer to party alone. There are plenty of new mini-games to master, as well as encore appearances from the best mini-games from the first Mario Party.

Nintendo (Roleplaying) Release: 1/00 N64

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'CASTLEVANIA: RESURRECTION' Summoning the powers of Hell, the dark Countess of Castlevania has created a portal for Dracula to re-enter our world, along with a raft of suck-ups anxious to do his bidding. But remember: while you can dress to kill, if you lack the skill, your night is really gonna suck!

Konami (Roleplaying) Release: 2/00 Dreamcast

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'SAGA FRONTIER 2' Magic rules the land and young Prince Gustave is exiled when he is found incapable of wielding the magical "Anima." Years later, he attempts to regain power using magic, revenge, secret plots and more.

Squaresoft (Roleplaying) Release: 2/00 PSX

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