PLAYSTATION 2 · DREAMCAST · NINTEN X-BOX

STRATEGY SPECIAL! 32 PACKED PAGES!

incite

Video Games for Life

July 2000

TM

Video Gaming

WORLD EXCLUSIVE!

DRIVER 2

Organized crime goes global on the **PlayStation**



BANJO TOOIE

An all-new look at the **Nintendo 64's** next great adventure



PS2 SCOOP!

New screens and info on the latest **PlayStation 2** titles!

Madden NFL 2001
Wipeout Fusion
The Getaway
NBA Live 2001
& more!

FIRST REVIEW!

Space Channel 5

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TONY HAWK, DAVE MIRRA, MATT HOFFMAN, T.J. LAVIN, ANDY MACDONALD & ED TEMPLETON LEAD THE REVOLUTION!



TEEN
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CONTENT RATED BY ESRB

Animated Violence
Comic Mischief
Suggestive Themes

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THE KNIGHT IN SHINING BONE MARROW IS BACK.



Sir Dan's back. And the world is a dark and sinister place. The evil Lord Palethorn's spell has turned London into an un-jolly old place. A gang of sadistic villains now roams the streets. And it's up to Sir Dan to destroy them with his lethal arsenal — Gatling guns, torches, axes, his own removable arm and more. Between the mighty battles and baffling puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends — a mad professor, a wily ghost and his Egyptian princess girlfriend — to prevail. Demonic terror has a new address. And you wouldn't want to be caught alive in a place like this.

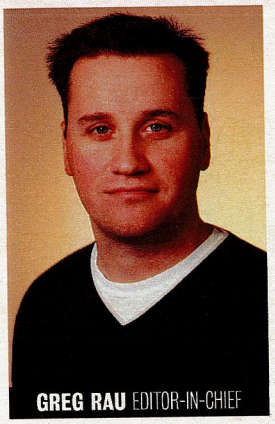
MEDIEVIL II

A GOTHIC JOURNEY TO DIE FOR.

Team Talk

Comments, suggestions? Send any feedback to ivgcomments@incite.com

Instead of ranting this month about the impending console wars, I decided to talk a little about the future of *incite Video Gaming*.



GREG RAU EDITOR-IN-CHIEF

Instead of ranting this month about the impending console wars, I decided to talk a little about the future of *incite Video Gaming*. I want to start by thanking everyone for their support and suggestions during our first seven issues. The video game industry is rapidly evolving, and we want to make sure *incite* evolves at the same pace. Starting this month, in an effort to constantly make our magazine better, you'll notice some slight cosmetic changes, some new sections, and an expanded strategy section. Here's a summary of the first set of improvements.

1) Expanded Strategy Section – Each and every month we will bring you a minimum of 32 pages of hints, codes, and strategies on the latest games. This will include at least two complete strategy guides in each issue.

2) New Sections – Check out page 66 for our new section entitled "The Big Picture." This is where we will showcase the first screens of hot titles on next-generation systems. We currently have a PlayStation 2 and a Dreamcast section, with a Dolphin section coming soon. Also, on pages 88 and 102, we've created a separate section for our "Quick Look" previews and small reviews.

3) More Screenshots and Games – Our new sections will allow us to include more games and show more screenshots of each game. We've also added system logos to the pages in an effort to make it more clear which game system the article is for.

This is just the beginning, but we need your help. Please take a few seconds to fill out our survey on page 139 and let us know what you want to see in the magazine. You can also go online to complete the survey at www.incite.com/readersurvey/ivg/. Future plans include an expanded news section, more feature stories and game coverage, and surprises. Enjoy the new issue, and I urge you to contribute your thoughts to help us shape the direction of *incite*.

Greg Rau

Meet the Editorial Team

Jon Robinson



Deputy EIC

Power's gone to Jon's head recently, what with the commander's uniform he's taken to wearing, the riding crop, and those puffy pants. Hey, we don't care, he's still our J-Dog.

Demian Linn



Senior Editor

Demian has earned office pariah status after proclaiming *Gladiator* to be "just okay," sniffing, "I'm not going to see it again." If it doesn't star Martin Mull, he's not interested.

Annette Cardwell



Senior Editor

Annette out-ooh-la-la-ed Ulala at our cover shoot this month (page 10), proving our theory that vinyl pants are a stepping stone to harder fashion. Like plastic miniskirts.

Brett Rector



Strategy Editor

Brett's old hockey team (midget league or squirt? We're not sure) went on to win the championship without the benefit of his deft scoring touch. He's quite the stick handler.

Roger Burchill



Senior Editor

We hid a six-month-old orange in a very special place on Roger's desk, and he still hasn't found it. So if you happen to come by the office, and you're wondering about the smell, that's it.

Ryan Lockhart



Senior Editor

The only thing Ryan likes more than *Wild Arms 2* is Versus Books' strategy guide to *Wild Arms 2*. "It's an enduring, towering work of literary genius," he says. "Buy it now."

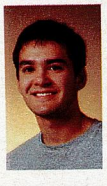
Paul Semel



Entertainment Editor

Paul thought he'd died and gone to heaven, except it turned out to just be Trent Reznor's house. After this epiphany, he shrugged and kept playing *Mr. Do!*

Ed Lewis



Editorial Assistant

It was a rough month for Ed, what with getting evicted and committing larceny all in one day (page 48). But he's enjoying his new career as a pedicab driver.

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Animated Blood and Gore
Strong Sexual Context

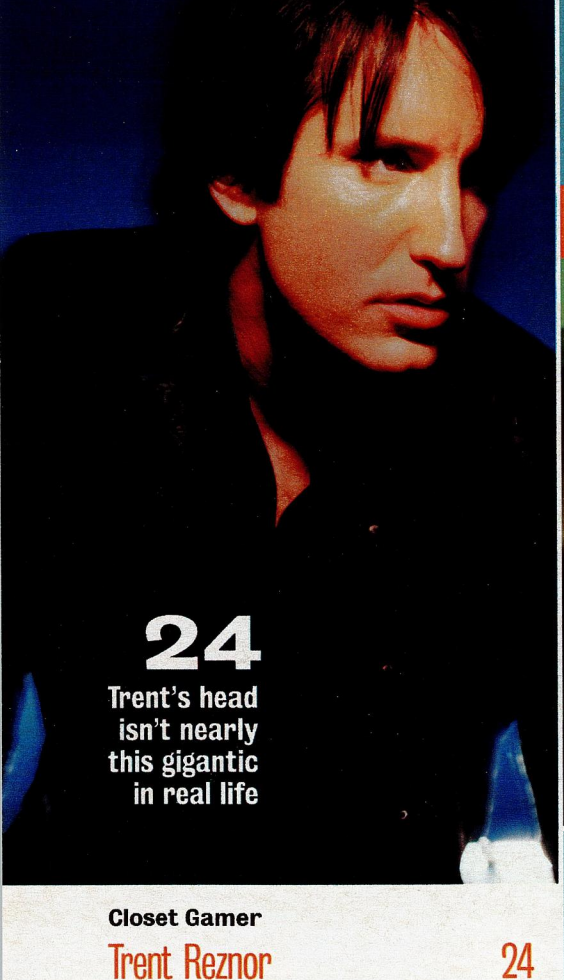
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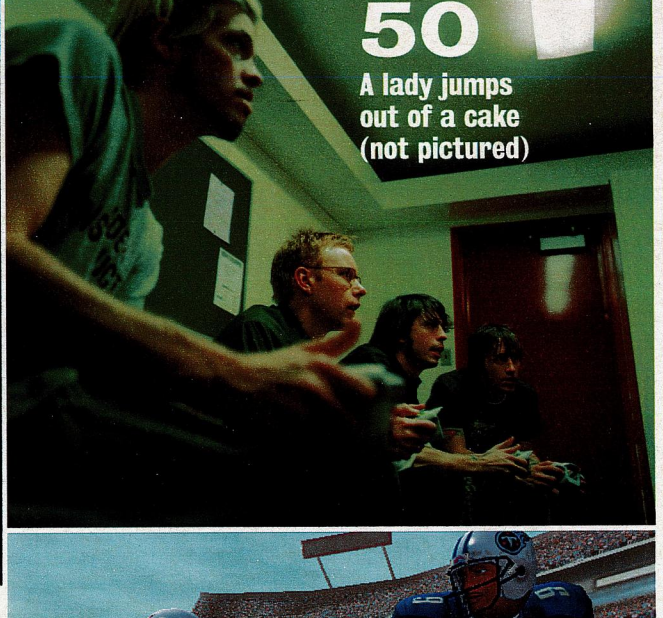
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34
Move over, Dan Rather. Or at least get a more colorful hairpiece



24
Trent's head isn't nearly this gigantic in real life



50
A lady jumps out of a cake (not pictured)



67

FEATURED IN THIS **MONTH'S** ISSUE

Space Channel 5 Cover Story

Club Space TV 34

The real Ulala takes a time-out from her busy schedule of Space Channel 5 reporting and world saving to hang out in our local bar. Luckily for us, our photographer's a regular. Alien antics ensue, and somehow Dick Clark, Downtown Julie Brown and the King of Pop get involved. Or at least name-checked. Check out the new Ms. Thang!

Closet Gamer

Trent Reznor 24

When he's not scaring small children, Trent Reznor likes to relax with his Intellivision. And his Atari 5200, Odyssey 2, PlayStation, N64, Dreamcast, and let's not forget the 25 arcade cabinets. Who knew?

Foo Fighters vs. Fur Fighters

Backstage Fluffing 50

This one was written in the stars – we couldn't have *not* done it if we'd tried. Dave Grohl, Nate Mendel, Taylor Hawkins, and Chris Shifflet, a.k.a. the Foo Fighters, engage in a little *Fur Fighter*-style rabbit hunting.

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Photography by **K. Westenberg/Nothing Records** (Reznor); **Sean Murphy/Fox Creative** (Ulala); **Danny Clinch** (Foo Fighters)



IT'S GROWING

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THIS MONTH'S **SPECIALS**

WWF Battle: D'Lo Brown vs. Edge

Judgment Day 30

Last month's exchange of pleasantries comes to a head as young, hungry contender Edge takes on D'Lo in *WWF Smackdown.* The *incite Video Gaming* Championship Belt is on the line!

Games on the edge

Extreme Gaming 54

We guide you through the latest skating and BMX games, with help from Andy Macdonald, Dave Mirra, T.J. Lavin and more. Learn the art of guerrilla pool skating, and the dos and don'ts of dirt jumping.

Japanese developer interviews

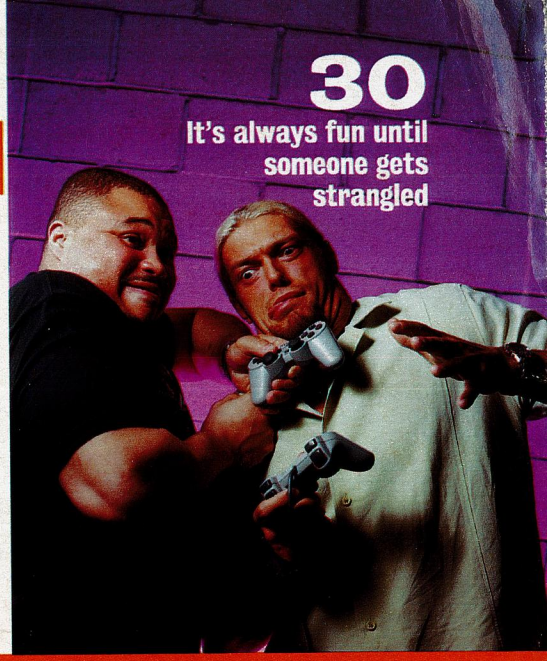
Suzuki Samurai, Gran Master 74

Yu Suzuki talks *Shenmue* and gives us some inside info on the U.S. version of his epic, and Kazunori Yamauchi talks *Gran Turismo 2000* and *GT3.* Both men steadfastly refuse to smile for our cameras.

Kurt Warner on Arena Football

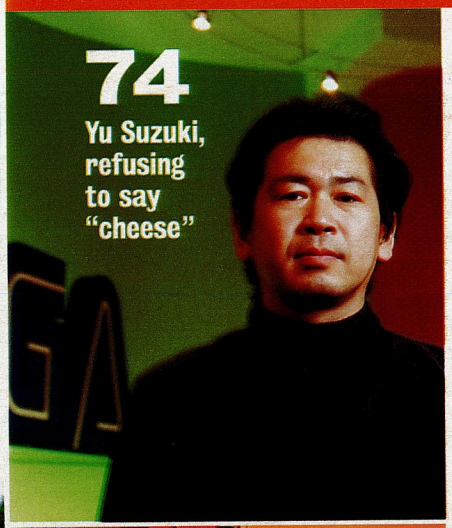
Ram Tough 92

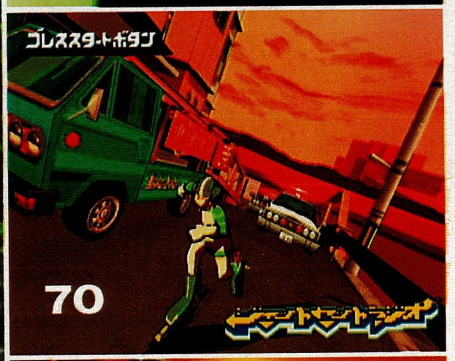
Cinderella ain't got nothin' on the Kurt Warner story. We have a sit-down with the man himself, and learn all about Midway's new smash-mouth AFL game, *Arena Football,* and the Warner Shuffle.

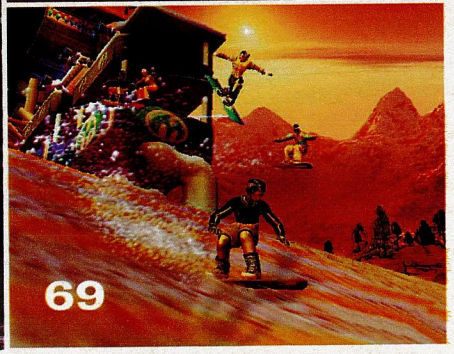




DEPARTMENTS AND THE OTHER STUFF







Previews 66

Our Big Picture preview-section premieres, in-depth looks at *Driver 2, Danger Girl,* and *Alien Resurrection* for the PlayStation and *Turok 3* and *Banjoo-Tooie* for the N64, and the Dreamcast continues to come on strong with *Ecco* and *Powerstone 2.*

PLUS! *Kirby 64, Jet Grind Radio, The Getaway* and *FIFA 2001* for the PS2, and you know it doesn't end there.

Reviews 92

Nightmare Creatures 2 drips and splatters all over our pages, with *Fur Fighters, Gekido,* and the sanitized-for-U.S.-consumption *Maken X* offering their own separate takes on the violence theme. Then *Tony Hawk, Star Wars: Racer,* and *MDK 2* hit the Dreamcast.

PLUS! Undercover with *Covert Ops,* underwater with *Deep Fighter,* and *Strider 2* reminds us of the old days.

Strategy & Codes 106

Get medieval on *Medievil 2* with our huge walk-through, and embarrass your friends in *Star Wars: Racer.*

Medievil 2 PS 110
Star Wars: Episode I – Racer N64/DC 130

PLUS! More tips, secrets, and GameShark codes than comedians have made jokes about NYC and L.A.

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Traffic laws are flaunted and shopping carts stolen when our *Crazy Taxi* expert takes his skills on the road.

READER SURVEY 139
Similar to the U.S. Census but with one major difference. Fill it out and win games. It's just that simple.

ROD FURLONG'S READER HELPDESK 142
Unsightly bikini-clad women marring your magazine-reading experience? Not with Lennox-O-Vision™!

Photography by **Keith Mulligan/THQ** (Lavin); **Rajat Ghosh** (Suzuki, WWF)

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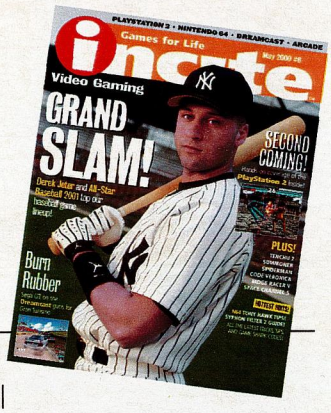
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Game Prose



Get it? Game *prose?* Funny on so many levels, and true. Talk to us. We're here for you. Send all thoughts and personal manifestos to incite Video Gaming, 650 Townsend St., Suite #305, San Francisco, CA 94103 USA. Letters written in crayon automatically lose one point. If you do that email stuff, try ivgletters@incite.com.

Letter of the Month

As you may have heard from your friends, or read on the wall of a bathroom stall somewhere, we're giving away a free game system (sorry, no imported PS2s) to the writer of the best letter we receive each month — "best" in this case being completely subjective. Does penmanship figure into our decision? Grammar? Paper stock? We're not tellin'.

EXCLUSIVE CARDWELL

[*Lots of shameless complimenting of us that we're really too embarrassed to print, deleted –ed.*]
Anyway, I have a problem. I just bought a PlayStation. When the PS2 is released, will developers stop making games for the original PlayStation? What about gamers who can't go out and spend money on consoles and games like they were grocery shopping? Gamers like me? I know there are many other people who wonder the same thing. Please tell me what the majority of these developers are going to do.
P.S. Annette is the hottest mag editor I've ever seen! Put her on the cover!

–Softtail, via email



MAXIMUM CARDWELL **This is what an Annette Cardwell fanzine might look like....**

It's a little hard to say, but we expect that the number of new games for the original PS will rapidly decline after this Christmas. As for the gamers out there who can't afford to buy a PS2 when it hits stores... write us a great letter in September and you might get lucky.

NINTENDO 4EVER

I'm sure I'm not alone in this, but I for one have found your magazine repulsive lately. You seem to be focusing your attention on anyone but Nintendo. I really like your magazine, but as a diehard Nintendo fan I want news about Dolphin and upcoming N64 games. Rumors about PS2 seem to be abundant, but any mention of Nintendo's new system is scarce. Your opinions seem to be getting increasingly narrow-minded toward the consumer's choice, PlayStation. I really want to keep subscribing to this mag, but at the rate you are going I'm sure you will not only lose me as a reader, but many others as well. No offense to PlayStation fans; PlayStation is an excellent system, but as far as I'm concerned, Nintendo will never die.
P.S. Your mag rules (as long as there is mention of Nintendo in it).

–Grandmaster Mike, via email

We'd love to give you some Dolphin info above and beyond what we published last month, but that would require Nintendo's actually revealing said info, and it'll only do that when it's damn well ready. If new details came to light at E3, the annual video game expo, you'll hear all about 'em in our next issue, believe it. To those who've sent us letters complaining about the lack of N64 games reviewed in these pages... there just aren't that many games being released. We cover every *game that comes out for the N64 that isn't aimed at the preschool set.*

MAKE LOVE, NOT WAR

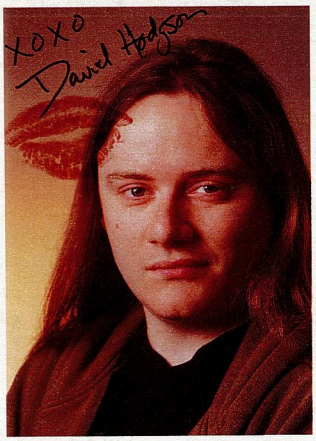
I think the video game industry would be much better if Sony, Nintendo, and Sega united into one big company. There wouldn't be any disputes about who's better than who – instead, they could just concentrate on making better games. This is just my opinion, and it might not work.

–CrazyD, via email

Don't sell yourself short, Crazy. It'd work great – except they'd probably concentrate on making poor games faster. Then they'd be sued by the feds for violating antitrust laws.

RETURN TO SENDER

Dear superbeautiful and supersweet Natalie Raitano of *V.I.P.*, my name is Rusty Jones. I would very much like for you to please send me an autographed picture of you



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and the crew of *V.I.P.* And will you please ask all of the women on *V.I.P.* to please put their lip prints on the pictures? A super super thank you very much from me, Rusty Jones.

–Rusty Jones, Milwaukee, WI

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8899 Beverly Blvd., Suite 412
Los Angeles, CA 90048

Maybe the photo of our ex-deputy editor on the preceding page will tide you over until the real deal arrives. Tell us how it works out.

EVIL NOT IN YOUR RESIDENCE

I was wondering if Capcom is planning to release *Resident Evil: Code Veronica* for PlayStation 2. I haven't read about it anywhere, but since Capcom released *Resident Evil 2* on N64, I'm hoping there's a chance *Code Veronica* will come to PlayStation 2. If not, being a major *Resident Evil* fan, I guess I'll have to purchase a Dreamcast for the game. So should I run out now and buy a Dreamcast, or will I be able to wait and get it on PlayStation 2? Any info on Capcom's plans would be most appreciated.

–James Kolovelonis, Palm Harbor, FL

Capcom has an all-new Resident Evil *game in the works for the PS2; we expect a Christmas release, and rumor has it you'll play characters working for Umbrella this time around. As for* Code Veronica *hitting PS2... anything's possible, but don't hold your breath. We say buy the DC.*

SEGA 4EVER

I am tired of people trying to cut down the Sega Dreamcast. I own a PlayStation, N64, Saturn, and Dreamcast, and I feel that I have gotten my money's worth out of each of my systems, even though my Dreamcast is fairly new. Some people, including my friends, say that the release of the PlayStation 2 will mark the end for the Dreamcast. I find this hard to believe, considering some of the games that we have seen on the DC so far. Games like *Soul Calibur* and *Rayman 2* look so incredible that I think they have set a new standard. I own about a dozen Dreamcast games, and I can honestly say that I will be playing them all for years to come.

I feel the people at Sega realize that they made some mistakes in the past with Saturn and are trying to set things right with the DC. If you ask me, they're doing a great job so far. I don't think Sega should be counted out of the race yet, because the tide can turn on anyone. Even Sony and Nintendo have seen darker days.

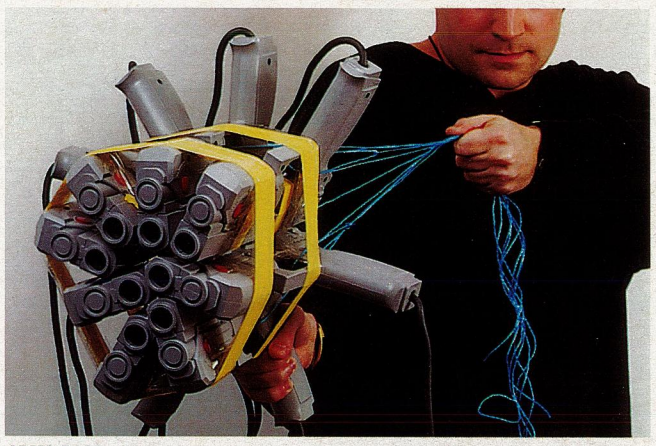
–Eric Jackson, Ft. Lauderdale, FL

RUBBER-GLOVE TIME

In your May issue there was a letter about static electricity affecting PlayStation controllers. I've had similar problems. While doing a little memory card management, I received a shock that caused the memory card screen to flash, and both card slot menus went blank. Naturally, my heart momentarily stopped until I reset my PlayStation. Unfortunately, only the Sony-manufactured card in slot 1 came back up. The card in slot 2 (made by a third-party manufacturer) remained blank. I couldn't even save any new files to it – it was toast. I ended up losing an entire *Triple Play 2000* season after completing close to 125 games (and to think, my beloved Red Sox were looking like contenders). So, kids, I recommend you spend the extra money for a Sony-made card and sleep a little better at night, or properly ground yourself whenever playing games.

–Rich Parkinson, via email

The Curse of the Bambino strikes again!



ARMS RACE **Show us your biggest BFG and win a fabulous prize. Did the framers of the Constitution see this coming? We don't think so.**

SOLID SNIPE

Is there anyone else out there who loves to snipe as much as I do? Do you spend an extended number of hours playing *Metal Gear Solid* using the PSG1 or slide a $50 bill into the token machine just to play that really cool sniper game [Silent Scope *–ed.*] in the arcade? I'm tired of losing my paycheck, and I am getting a little (I really hate to say it) bored with *Metal Gear Solid.* I think Namco should make a really good sniper game for the PS or PS2. It could possibly have a rifle included, or something like a rifle shell to go around the gun-con to give it a rifle feel.

By the way, I loved the article on Bree Turner! Tell her that if she has some free time to come to Walnut Creek, I'll have the back door unlocked, the PS fired up, and a fresh Round Table Pizza on the counter.

–Franz VanderGroen, Walnut Creek, CA

With the future of shooting games already in question, the possibility of a rifle peripheral coming out anytime soon is slimmer than the slimmest of supermodels. You could make your own rifle shell, though, using cardboard toilet paper rolls and duct tape. It'd be great. New reader contest! Send us a picture of your heavily modified light gun (the bigger the BFG the better), and win an as-yet undetermined – but guaranteed awesome – prize. And good luck with Bree.

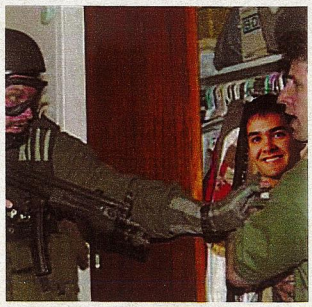
DANCE DANCE REVELATION

Thank you so much for clarifying that question about your "Boxing Clever" feature in your March issue for me [*see May letters –ed.*]. You can even get into the Grammys that way? Wow! I thought it only worked with underpaid security guards with high BACs at some swanky bar... the possibilities are limitless!

Anyway, you guys should tell Bree Turner about *Dance Dance Revolution.* It's huge in Asia. Why didn't they release it here?

–Yiktat Fung, via email

You never, never know where E. Lewis will turn up next. As for* DDR*, we can almost guarantee that it's coming to the U.S., but we're just not sure when.



OUT OF THE CLOSET **Elián escapes in the box, while E. Lewis takes the fall.**

Live by the Sword;

(Also pillage, plunder, hack, slash

The Rock Monster,
Yalta Desert
"From stone to sand, by the force of my blade."

LEGEND OF THE BLADE MASTERS





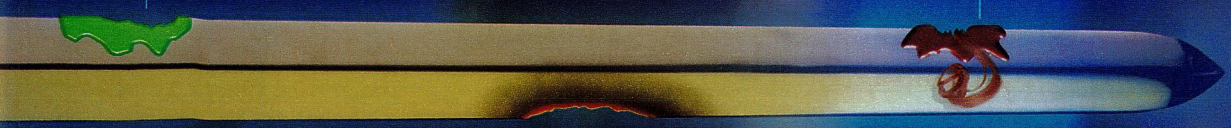


Die by the Sword.

and conquer by the sword.)

Trial of the Worms,
Wizard's Cave
"Green is for the precious life that I take from thee."

Date with Queen Arachnid,
Elven Forest
"If only her exoskeleton was as tough as her will."



Otanka Onslaught, Kelta
"Fire in their bellies hath my strike released."

- Quest-Based Action RPG For All Gamers
- Beautiful Anime-Style Landscapes and Graphics
- Immersive 3D Environment and Free-Roaming Camera
- Breakthrough Interface for Inventory and Magic Spells

Sega Dreamcast

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COWABUNGA! Surfing champ Sunny Garcia helps Acclaim bring the sport of surfing to consoles as part of the Max Sports line.

RIDING THE WAVE

Acclaim forms new Max Sports extreme-sports lineup

Showing just how enormous extreme sports have gotten in both the sports and gaming worlds, Acclaim recently announced it plans for an all-extreme-sports line of games to fall under its new Acclaim Max Sports division.

First up is *Freestyle Motocross: McGrath vs. Pastrana,* which pits new school and old school racers against one another in this trick-based career racing game for the PlayStation due out in the fall. But perhaps the biggest surprise title is *Big Wave Surfing* (working title) for the PlayStation 2. Starring surfing's World Championship Tour leader Sunny Garcia, the spring 2001 release will feature big-wave riding and professional surf competitions.

"The popularity of extreme and nontraditional sports is skyrocketing, and our customers want games that appeal to their interests," says Acclaim Max Sports Brand Director Steve Felsen. "The Max Sports lineup will offer alternatives to our professional sports lineup for gamers who are looking for something different."

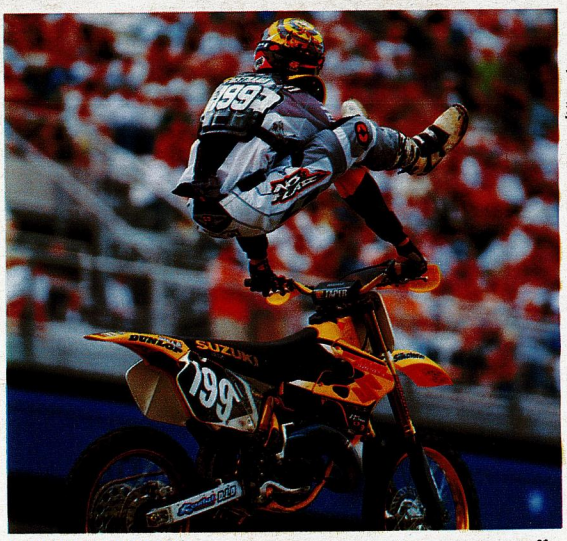
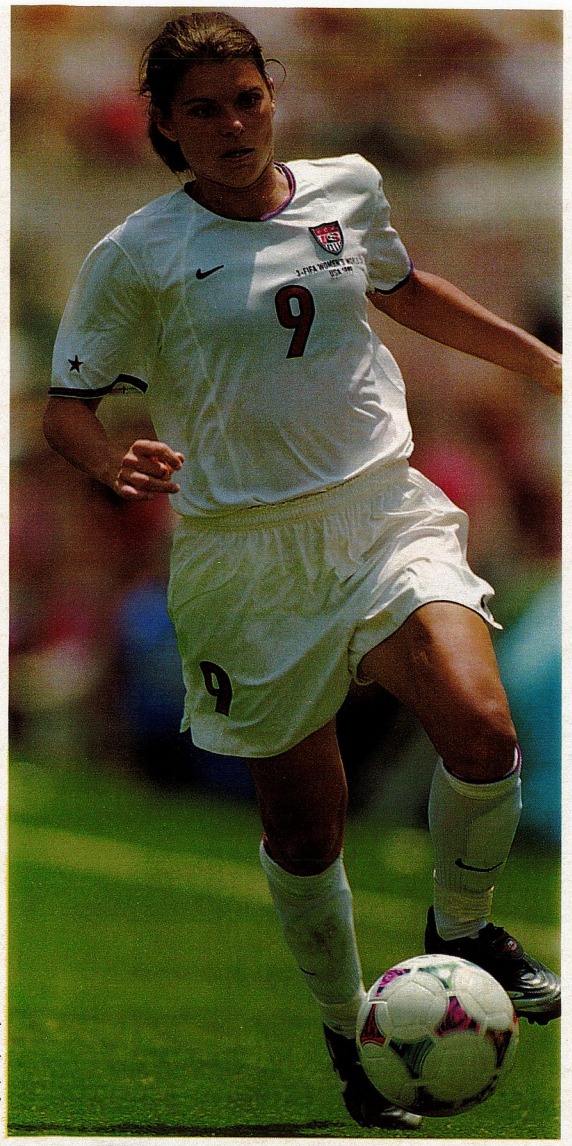


Photo (left) courtesy of **Acclaim;** photo (above) by **Darren MacNamara/Allsport**

KICKING UP HIS HEELS Rookie hotshot Travis Pastrana shows off one trick you can try out in Acclaim's *Freestyle Motocross.*



Photograph by Allsport

Hamm It Up

Southpeak signs Mia Hamm for women's soccer title

Is it the intense soccer action or just those perky, sports bra-wearing Olympic team members? Whatever the reason, women's soccer has exploded in recent years, and Southpeak Interactive is ready to cash in. Hot on the heels of its success with *Dukes of Hazzard,* Southpeak has signed Mia Hamm, leader of the gold-medal U.S. Olympic team and champion Women's World Cup team, for *Mia Hamm Soccer 64.*

This first-ever women's sports video game will have fast-paced gameplay with realistic camera angles; choice of weather, time of day and field conditions; and 50 soccer teams, each with varying difficulty settings. To keep it real, *Mia Hamm Soccer 64* will also feature real-time commentary by ABC and ESPN women's soccer analyst Wendy Gebauer. But fans will have to wait to see if Hamm's teammate Brandi Chastain will bare her ripped abs as a reward for winning a game.





TITANS OF THE SPORT Play against your buddies on *NFL 2K1* over SegaNet.

Dreaming Is Free

Sega to give away Dreamcasts to users of new ISP service Sega.com

Want a free Dreamcast? Just get logged on with Sega's new Internet service provider, Sega.com. To drive up user numbers, Sega plans to give away free Dreamcasts to new users, or give current DC owners a $200 rebate if they sign up for two years of service.

While users will have access to e-mail, the Web and original content, they'll also be able to play Sega's several multiplayer games, chat and participate in tournaments. "Sega's mission is to take gamers where gaming is going, which is undoubtedly online," says Sega President Peter Moore.

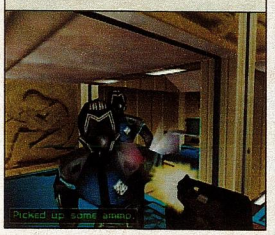
SegaNet will launch in the U.S. on September 7 with *Quake III Arena, NFL 2K1, Phantasy Star Online,* and *NBA 2K1.*

Hot and Cold

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

212°F BOILING

Perfect Dark on the Dolphin – Rumors are flying that Rare will bring its hot N64 title to the Dolphin. Now, let's just see if Nintendo brings out the Dolphin.



PIPING

Vatican gives *Pokémon* blessing – After a Mexican priest declared *Pokémon* evil, the Pope gave Pikachu his blessing. Glad the church is on top of important issues.

Mario Tennis 64 – The *Super Smash Bros.* crew is ready for a more civilized game. They did golf, so it seems that blue-blood sports are in. Next up: *Mario Polo.*

TEPID

Console *Unreal Tournament* uncertain – While *UT* may be coming to the PS2, those who've seen it running have said it's not looking good. Expect delays.

Bandai's baby bribe – Since Japan's birthrate has dropped, Bandai is bribing employees with ¥1 million to have a third child. Pokémon has to be in on this.

Chinese arcade's high fees – When three kids refused to pay their arcade tab of the Chinese equivalent of 30 cents, the owner stabbed them and burned their bodies.

32°F FREEZING



$100 TO BURN

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

June 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	30	31

DATES:

June 1 Official baseball hat for your favorite team — **$27**

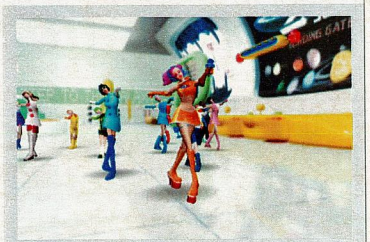
June 6 *Fight Club* DVD Special Edition — **$21**

June 6 Groove out with *Space Channel 5* for the Dreamcast — **$40**

June 23 Buy a ticket to the Farrelly Brothers' *Me, Myself, and Irene,* starring Jim Carrey — **$8**

June 25 Drinketh the shot down with The Rock Shot Glass from WWF.com — **$12**

TOTAL **$100**



LEADER OF THE PACK *Space Channel 5* and Ms. Ulala are too fab to pass up.



Is That Your Final Answer?

Disney's *Who Wants to Be a Millionaire* is about to hit the PlayStation

With the crazy TV ratings and chart-topping PC game sales of Regis Philbin's quiz show sensation, it only makes sense that Disney would bring the multimedia phenomenon to the PlayStation. So it came as no surprise when Sony recently announced that the game would be ported to consoles in June *as Who Wants to be a Millionaire: Second Edition.*

The PlayStation title will feature more than 600 questions in categories such as science, history, sports, and entertainment. Just as in the TV show, you'll be treated to three lifelines as well as Regis' ever-so-soothing voice.



Photography by ABC/Shooting Star

YOUR CAPTION GOES HERE

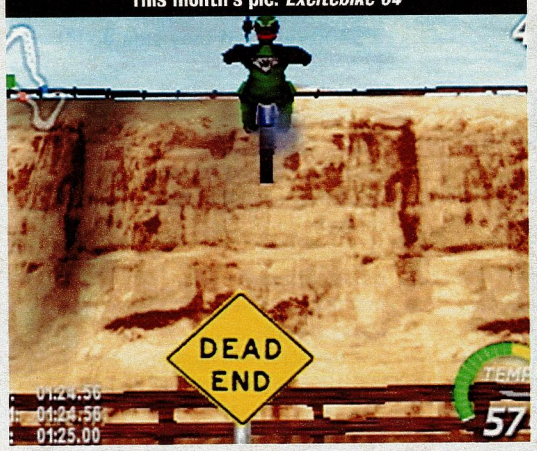
Captioned humor for today's greatest gaming hits

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 copy of *Excitebike 64?* Of course there is. Winners will be notified by telephone or email and will be printed in our September issue.

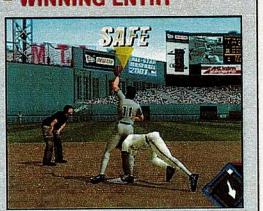
Email your best caption to:
caption@computecmedia.com.
Or mail it to us at:
CaptionGoesHere, *incite Video Gaming,* 650 Townsend, Suite 305, San Francisco, CA 94103.

This month's pic: *Excitebike 64*



MAY (ISSUE 6) – WINNING ENTRY

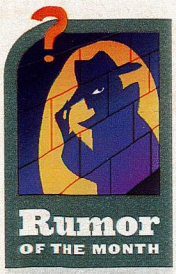
"Strawberry just can't say no to crack."
–Eddie Calvin, Athens, TX



CAPTION RUNNERS-UP

"Two balls, one strike" –Brent Kutz, Stillman Valley, IL

"And Bill Buckner's name is finally erased from the 'most embarrassing' plays of the Red Sox."
–Derek Burgan, parts unknown



■ Rumor:
Sony is working on a portable PlayStation called the Dash. It's the size of a portable CD player, and it'll let you play your favorite PS games on the go.

■ We Say:
Sony has always done well with its portable electronics since the early days of Walkman, and the lucrative Game Boy could definitely afford another competitor. So, Sony may jump into the fray, but not likely anytime soon. Sony has denied rumors that Dash is on any near horizons, but denials don't mean it won't turn up at some point. If we hear more, we'll let you know.

Huggys All Around

Legendary cop show *Starsky and Hutch* skids onto the PS2

If you've had dreams of ripping around city streets in a mono-striped 1974 Ford Gran Torino and chasing down tough Big Apple criminals, you were probably a *Starsky and Hutch* fan, and you can truly appreciate the incredible news that Empire Interactive is planning a game based on the hit 1970s cop show for the PlayStation 2.

For those who can't remember this dynamic TV duo, just check out the *Starsky and Hutch*-inspired Beastie Boys' video "Sabotage." Starsky and Hutch aired on ABC from 1975–1979; it starred Paul Glaser as the street-smart Starsky and silver-haired David Soul as the educated Hutch. But no fan could ever forget the afro-sporting, jive-talking informant Huggy Bear, eloquently played by Antonio Vargas.

"Starsky and Hutch has to be one of the most well-known TV shows of all time, and it's an ideal property on which to develop a game," says Empire Interactive's managing director, Ian Higgins, adding that "the brand is hugely recognizable in all of our key global markets, and the marketing possibilities are limitless."





HUGGY & TORINO The *S&H* game has both show favs.

Photo courtesy of **Austin/Electric Avenue Films**

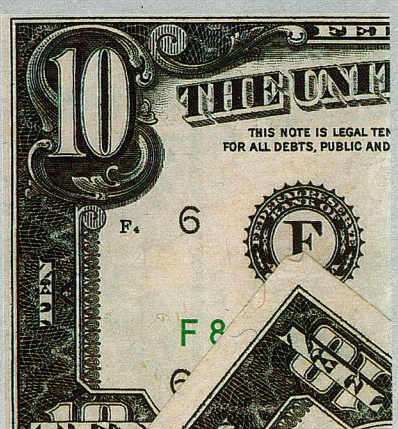
Take-Two for Ten

Take-Two Interactive introduces line of games for less than $10

Getting new games for your PlayStation just got a lot easier on your wallet. Take-Two Interactive has announced it will sell a select lineup of new titles at $9.99. As gamers look forward to the power of the PlayStation 2 and developers focus on producing games for the next-generation system, Take-Two sees this maneuver as a way to add longevity to an aging console in its twilight years.

"Take-Two is proud to take a leadership role in releasing new PlayStation titles at $9.99," says Take-Two CEO Ryan Brant.

Games included in the bargain line include *Spec Ops: Stealth Patrol, Grudge Warriors, Martian Gothic,* and *Darkstone.*



RANTING

NO-HOLDS-BARRED EDITORIAL SEETHING

No. 8: Total Control

While systems get more and more powerful, why are we stuck with the same old controllers? Why was all the cool stuff released in the early '90s? Why is Ryan Lockhart asking these lame questions?

I don't know about you, but much of my youth was spent wishing I could be more like Fred Savage's nemesis in the action/drama smash hit *The Wizard.* The way he controlled Rad Mobile with that Power Glove – sooo cool. Of course, my dreams of using Power Glove to make my way to the Nintendo World Championships were smashed the day I actually tried that piece of crap. Hell, I could barely keep the car on the road. But I digress. My point: Where the hell are the cool next-generation peripherals? Why was all the rad stuff on the older machines? The NES had the Glove, U-Force, and a bitchin' suck/blow controller for paraplegics. VR helmets were announced for Jaguar and Genesis, and even though they weren't released, the prototypes sure looked keen. And now, at the height of 128-bit power, all we get are a bunch of crazy Japanese dance pads/instruments and a fishing controller. Where are the virtual reality peripherals that were promised to me in movies like *Lawnmower Man?* Analog controllers are *so* last millennium; I want a new Power Glove that actually works, a VR helmet, a pair of Power Shoes, and some Power Underwear to boot. Screw simply controlling a game; I want to be in it. Really, is that so much to ask?

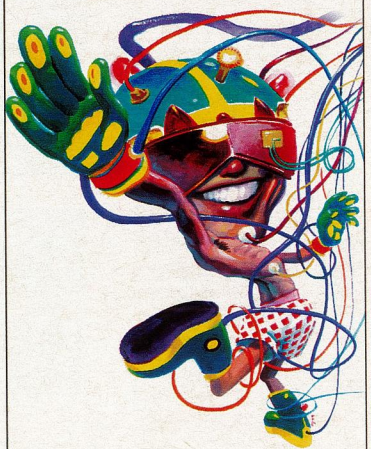


Illustration by **Fred Harper**

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 April, as well as the single-format console Top 10 charts

Pokémon Stadium — 1 Best-Selling Game

1 (— 1) **Nintendo / Nintendo 64**

Hey, Nintendo! Want to know how to guarantee the success of your next video game console system? Instead of Project Dolphin, call it Project Pokémon – you won't be able to keep them on the shelves! No charge for the advice.



2 (— 2) **WWF Smackdown**
THQ / PlayStation
"Take that little Pikachu, lube it up real nice, turn that sonofabitch sideways, and..."



3 (N) **Tony Hawk's Pro Skater**
Activision / Nintendo 64
Tony Hawk skates onto N64, busts a 900, and laughs at your weak skateboarding ass.



4 (N) **Syphon Filter 2**
989 Studios / PlayStation
Good video games encourage you to resolve disputes with maximum firepower.



5 (N) **Resident Evil: Code Veronica**
Capcom / Dreamcast
Warning: Playing "Zombie" with co-workers *does* constitute sexual harrassment.



6 (N) **SW: Episode I — Jedi Power Battles**
LucasArts / PlayStation
Learn to wield the lightsaber and you can retire your Ginsu 2000 knife set forever.



7 (N) **Triple Play 2001**
Electronic Arts / PlayStation
This year you can pelt John Rocker with "D" batteries from the stands. We wish.



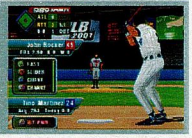
8 (R) **Syphon Filter**
989 Studios / PlayStation
Guess who got rediscovered? Meet Logan before his kill count reached triple digits.



9 (▼ 6) **Tony Hawk's Pro Skater**
Activision / PlayStation
The perfect game for players bedridden with multiple boarding-induced fractures.



10 (N) **MLB 2001**
989 Studios / PlayStation
All they need to add now are ludicrous salaries and stars charging for autographs.



11 (R) **Army Men 3D**
3DO / PlayStation
It's back! Either everyone really liked *Army Men Sarge's Heroes*, or no can figure out which Army Men game came first.

12 (▼ 4) **Gran Turismo 2**
Sony / PlayStation
Any true red-blooded American dreams of owning 600 cars. Now all you've got to do is find one really big-ass garage to keep them in.

13 (▼ 3) **Mario Party 2**
Nintendo / Nintendo 64
At first, the thought of Mario throwing a party didn't seem that appealing. Then we started thinking about all those mushrooms...

14 (▼ 11) **Spyro the Dragon**
Sony / PlayStation
Sure, it starts with the cute little dragon barbecuing sheep. Then he turns into a big dragon and decides people are just "sheep."

15 (▼ 7) **WWF Wrestlemania 2000**
THQ / Nintendo 64
incite PC Gaming always teases us about putting sweaty wrestlers on our covers. We point out they never have dates. They shut up.

16 (N) **Namco Museum Vol. 1**
Namco / PlayStation
What the hell? Is Pac-Man fever still raging? People, it's the year 2000, for God's sake! Step away from the past; embrace the present.

17 (▼ 15) **Namco Museum Vol. 3**
Namco / PlayStation
Vol. 1 owners don't want Pac-Man to be without Ms. Pac-Man. The truth is, they were divorced in the '80s, and he's still paying alimony.

18 (▼ 14) **Gran Turismo Racing**
Sony / PlayStation
Remember when a game with 150+ cars was impressive? How young and naive we were. Still, for $19.99, you can't beat this game.

19 (R) **Crash Bandicoot: Warped**
Sony / PlayStation
After a meteoric rise to stardom, Crash may be going a bit loopy. Beware the power of the dark side, young Bandicoot.

20 (R) **Namco Museum 64**
Namco / Nintendo 64
Ack! N64 owners have succumbed, too! Retro gaming seems to be running rampant, but then what else is there to play on N64?

21 (▼ 13) **Need for Speed: High Stakes**
Electronic Arts / PlayStation
We're just surprised some midwestern mom hasn't determined that "Need for Speed" is a satanic trick to try methamphetamines.

22 (N) **All-Star Baseball 2001**
Acclaim / Nintendo 64
If nothing else, N64 owners can revel in the knowledge that the best baseball video game is exclusive to their system.

23 (▼ 5) **Crazy Taxi**
Sega / Dreamcast
The weird part is, when New Yorkers play this game, they see nothing out of the ordinary about the cabbie's driving antics.

24 (▼ 17) **Tetris Plus**
Jaleco / PlayStation
Okay, who's letting their parents, wives, and girlfriends play on their PlayStation? You'd think they'd be happy sticking to their GameBoy.

25 (R) **Metal Gear Solid**
Konami / PlayStation
Tactical espionage at its finest. Shame on all of you who waited for this glorious game's price to drop to $19.99! Buy it now, cheapskate.

CHART LEGEND

Position this month
Position last month
12 ▼ 16
Movement

N New
R Reentry
▲ Moving up
= Same position
▼ Moving down

www.NPD

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

Nintendo 64 TOP 10

1	— 1	**Pokémon Stadium**	Nintendo
2	N	**Tony Hawk's Skater**	Activision
3	▼ 2	**Mario Party 2**	Nintendo
4	▼ 3	**WWF Wrestlemania 2000**	THQ
5	▲ 8	**Namco Museum 64**	Namco
6	N	**All-Star Baseball 2001**	Acclaim
7	▼ 5	**Super Smash Bros.**	Nintendo
8	▼ 6	**Super Mario 64**	Nintendo
9	▼ 7	**Mario Kart 64**	Nintendo
10	▼ 4	**Donkey Kong 64**	Nintendo

Tony Hawk and *All-Star Baseball* join the elite, but what's up with *Namco Museum?!?*

PlayStation TOP 10

1	— 1	**WWF Smackdown**	THQ
2	N	**Syphon Filter 2**	989 Studios
3	N	**SW: Episode I – JPB**	LucasArts
4	N	**Triple Play 2001**	EA
5	R	**Syphon Filter**	989 Studios
6	▼ 3	**Tony Hawk's Skater**	Activision
7	N	**MLB 2001**	989 Studios
8	R	**Army Men 3D**	3DO
9	▼ 2	**Gran Turismo 2**	Sony
10	▼ 5	**Spyro the Dragon**	Sony

WWF remains the heavyweight champ, but a slew of new games shakes up the Top 10.

Dreamcast TOP 10

1	N	**RE: Code Veronica**	Capcom
2	▼ 1	**Crazy Taxi**	Sega
3	N	**Dead or Alive 2**	Tecmo
4	N	**SW: Episode I – Racer**	LucasArts
5	N	**TR: The Last Revelation**	Eidos
6	▼ 4	**NBA 2K**	Sega
7	R	**WWF Attitude**	Acclaim
8	N	**MDK 2**	Interplay
9	▼ 3	**NHL 2K**	Sega
10	N	**Rayman 2**	Ubi Soft

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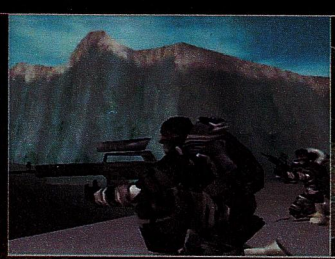
SPEC OPS
ΩMEGA SQUAD

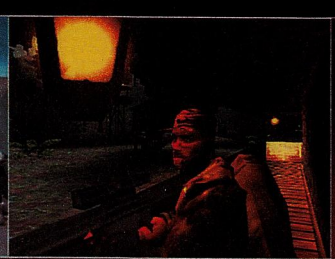


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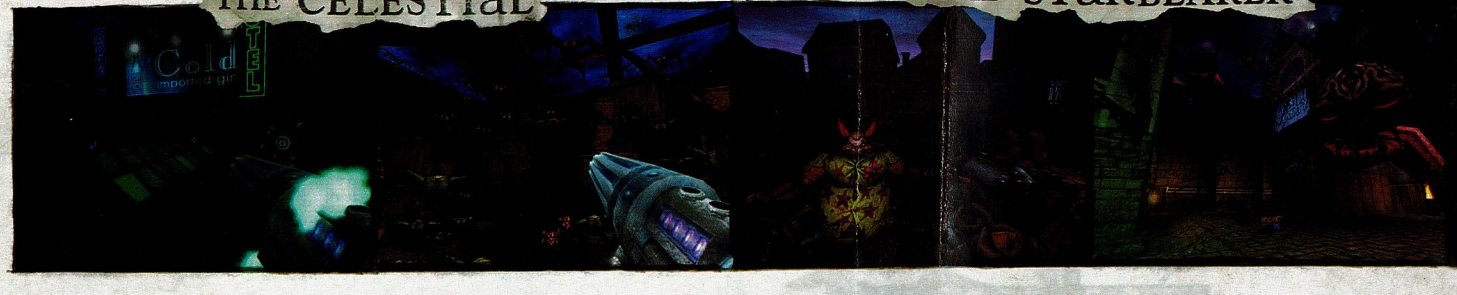
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"A wildly original game world, and some of the most frenetic action seen to date."
–NextGen Magazine, February 2000

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nine inch nails' **Trent Reznor** has a virtual arcade in his studio, and a real one as well. Paul Semel examines his pretty game machines

When it comes to nine inch nails, much has been made of the buildings. Trent Reznor recorded NIN's second album, *the downward spiral,* in the same house where Charles Manson's disciples murdered Sharon Tate, while his nothing studios in New Orleans is located in an old mortuary. But if you go to the second floor of the studio, you won't think you're in a place where some little kid would see dead people; you'll think you're in a place where you'd see lots of little kids. That's because at the top of the stairs is where Trent keeps his arcade – 25 machines to be exact. And, as if that's not enough, he has a Dreamcast, PlayStation, and N64 hooked up in one room, and an Intellivision, Odyssey 2, and Atari 5200 hooked up in another. But while some people might be embarrassed to have so many games lying around, Trent is usually unrepentant about his love of video games. "Do I sometimes feel stupid when I'm recognized in line at Babbage's with $400 worth of games?" he asks rhetorically. "Yeah, sometimes I do. But sometimes I just say f— it. It's something I enjoy."



DOWN IN IT Trent wails about the anguish of not being able to beat *Space Channel 5.*

How did you get into video games?
I grew up in a real small town, but about 15 miles away there was a mall, and it was always a treat to go to the mall to buy an album or whatever. They also had a pinball arcade, and I always liked that. But then they got *Pong,* which escalated into the whole first wave of stuff like *Space Invaders,* and I just got hooked. One of the most fun times I had was stealing quarters out of my grandmother's jar to go play *Space Invaders.* I also liked the idea of futuristic things and computers, even though they weren't really around. I think if I hadn't pursued my dream of music, I would've gone into some form of computer programming, which I think can be really, really creative.

Do you think you'd be a game designer?
Well, I went to college for computer engineering, thinking that I was going to somehow integrate computers and music. But when I went, I realized it was so much calculus, which I could do, but I didn't like. So I dropped out of college, and since MIDI and sequencers had just come on the horizon, I got a job in a store that sold that stuff as a way to weasel my way into the studio and get nine inch nails going.

Do you think your love of video games is why you make music on computers?
There may be a hint of truth in there. But a lot more of it is because I'm a keyboard player, and synthesizers had keyboards on them to start with, and when I'd walk into the music store there'd be keyboards with tons of knobs, and they'd have crazy sounds coming out of them. There was just something about that, I'd lay awake at night thinking about it.

Have you played any musical games, such as *Parappa the Rapper?*
We have *Parappa* here, and it was pretty funny. When we were in Japan recently, we played *Space Channel 5* in the arcade. But it was impossibly difficult. I was thinking, "I've got rhythm; I know how to do this." No. I was terrible. Robin, our guitarist, and I just looked at each other like, "I hope to God that no one sees us."

Did you buy any weird Japanese games while you were there?
It was the first time I'd been there, so the first place I went was where they sell the electronics. But you go into a video game store, and they have peripherals that never came out here, like the disc thing for N64, and you're like, "Holy s—! I've got to move to Japan! This language thing I can overcome."

You've said that when a keyboard misbehaves, it gets punished. Have you smashed any video game machines when they've misbehaved?
There are probably 30 smashed Nintendo controllers somewhere around here, and I'm not solely responsible for that. We'll be working and we'll hear, "Goddamn," and the sound of plastic bouncing across the floor. I can't say there's been any consoles destroyed, but controllers aplenty. And arcade games. "Boom. Beeeeeeeeeeeep."

A lot of people think you're too serious, even humorless. What is the goofiest game you enjoy?
There's so many.... But if it's the end of the day and it's been a long session, a nice hate-filled four-player team battle of *Super Smash Bros.* usually lets off some steam.

GAMER CREDENTIALS

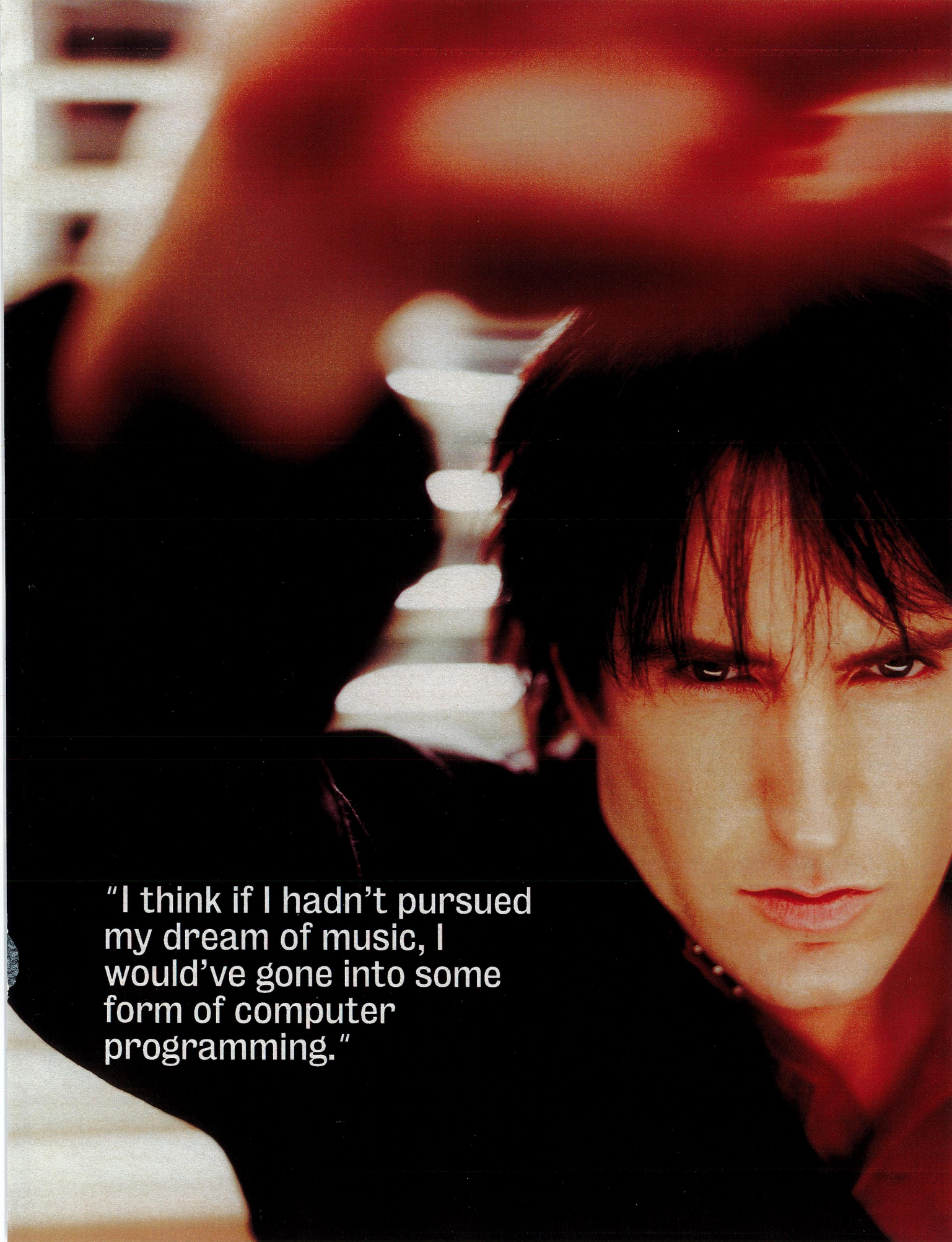
Favorite game:
Tempest

Systems owned:
Atari 2600, Atari 5200, Atari 7800, Commodore 64, Dreamcast, Genesis, Intellivision, Jaguar, Lynx, Master System, NES, N64, Odyssey 2, PlayStation, Saturn, SNES, 3DO, Turbographix

Arcade machines owned:
Assault, Asteroids, Atari Football, Crystal Castles, Donkey Kong, Frenzy, Gauntlet 2, Joust, Missile Command, Narc, Popeye, Qix, Robotron, Scramble, Sinistar, Smash TV, Space Invaders, Star Wars, Stargate, Super Pac-Man, Tempest, Xevious



Photography by K. Westenberg/Nothing Records (right); James Steinfeldt/Shooting Star



"I think if I hadn't pursued my dream of music, I would've gone into some form of computer programming."

PlayStation









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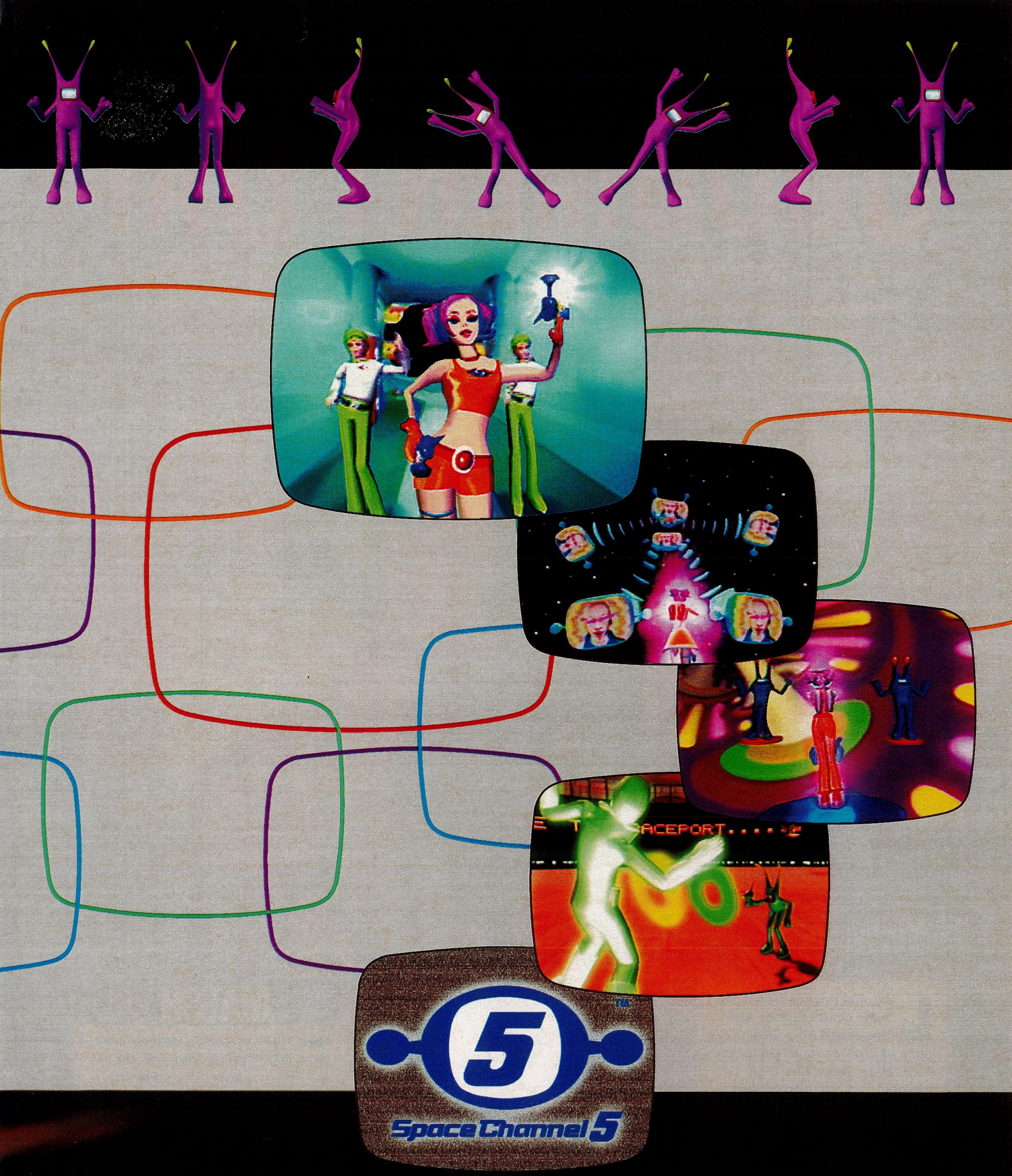
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CONTENT RATED BY ESRB
Mild Animated Violence
Mild Language


Sega Dreamcast.
IT'S THINKING
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TEEN
Mild Animated Violence
Suggestive Themes
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You dance like a white guy. And now the universe depends on your sorry rhythm. Don't freak space cadet. Cosmic diva Ulala will show you some fly moves. Before long you'll be rump shakin'-it against an alien posse. But don't get too funky or they'll light you up like a Christmas tree. Visit spacechannel5.com

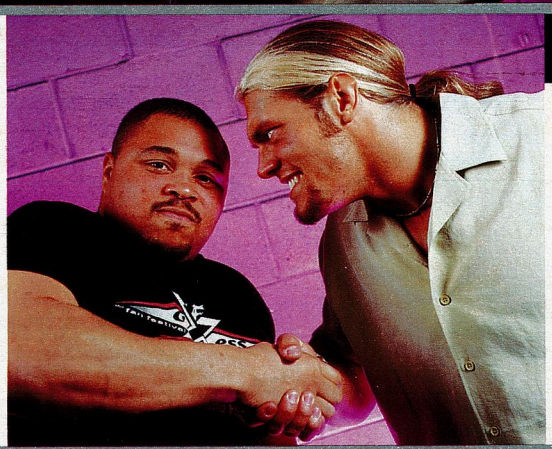
*No Moroliens are actually harmed in this game. Their little souls are returned to the planet Morolia where they are recycled and go on to live happy, productive lives.

JUDGMENT DAY

Is bad, bad **D'Lo Brown** really the baddest man in the whole damn town? **Edge** puts him to the test in a best two-out-of-three-falls match at *WWF Smackdown*. Jon Robinson plays the role of guest referee



Last month Edge flexed his video game muscles and challenged D'Lo Brown to a game *of WWF Smackdown* for the PlayStation. Never shy, D'Lo accepted and called the blonde superstar "a punk-ass baby face with no gaming skills and no chance of winning." Backstage at a taping of the UPN show *Smackdown* in San Jose, California, the wrestlers buzzed about who would be victorious. And after three grueling fights, we finally found our winner.



PREMATCH SMACK

Edge: D'Lo Brown doesn't realize that I'm one-half of the WWF tag-team champions, and what that means is, not only can he not take my gold, but he can't take me at *WWF Smackdown.*

D'Lo Brown: I can't take you? Damn right I can take you at *Smackdown!* I don't care what you say, you can have that chintzy-ass gold around your waist, you can have that chintzy-ass whatever around your neck, but once you come into my arena, huh, the real *Smackdown* arena, D'Lo Brown will lay it all on the line and leave you laying on your back, punk!



MATCH 1 EDGE OF GREATNESS

Edge: Plays as Edge with Christian as manager
D'Lo: Plays as D'Lo with Godfather as manager

MATCH TYPE: Singles with manager
Edge's music starts, and as his character walks to the ring, he looks at his character in amazement and says, "It's hard to believe this is a video game." D'Lo looks at him, tells him to shut up, then raps along to his theme. When the match starts, D'Lo knocks Edge to the mat and kicks him in the family jewels (shades of D'Lo's first battle with The Rock). Edge looks worried about his character's manhood and says, "You kicked me in the nuts, you bastard!" They exchange blows, then out of nowhere Edge drop-kicks D'Lo in the chops and rolls him up from behind for the surprisingly quick one-two-three.

WINNER: EDGE
Just like I said, just like I predicted, being the consummate professional, being the consummate athlete and being one-half of the tag-team champions like I am, I predicted that I would defeat D'Lo Brown and tarnish his image as the supreme champion here on *Smackdown*. Being the consummate gamer that he is, he doesn't seem able to accept my rousing victory.

D'LO BROWN: Oh, your punk ass got lucky. Let's do it again!



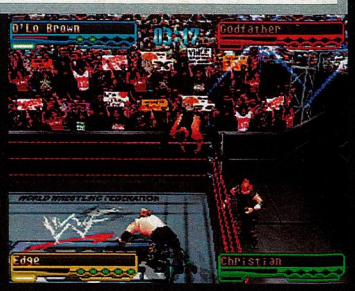
MATCH 2 LO DOWN DIRTY SHAME

Edge: Plays as Edge with Christian as manager
D'Lo: Plays as D'Lo with Godfather as manager

MATCH TYPE: Single with manager
As D'Lo's music begins, he hits the button. "I'm so pumped to kick Edge's ass, I'm skipping my intro." Edge's music plays, and he continues to bask in his last victory. "My music's too riveting to skip." D'Lo runs out of his corner and is all about beating Edge down. Edge goes for a quick roll-up like last game, but D'Lo kicks out at two. D'Lo hits Edge with four consecutive pile drivers, but Edge pops up and hits him with two snapmares. "Feel the power of my devastating snapmares," Edge laughs as he tries to figure out some new moves. Too late: D'Lo hits another pile driver followed by two Lo Downs off the top rope for the win by KO.

WINNER: D'LO BROWN
Like the music says, you're looking at the real deal now! All I did was play your ass for a fool, give you a false sense of security, then I brought you in and – ugh! – put you down. This was not a jacked victory; I knocked your ass out. KO. That means your character could not continue.

EDGE: Very articulate stuff. Once again, just like D'Lo's victories in the ring... pure luck.



Photography by Rajat Ghosh



MATCH 3 THE CHAMPION IS...

Edge: Plays as Edge
D'Lo: Plays as D'Lo Brown

MATCH TYPE: Singles

The match starts, and D'Lo grabs Edge, slamming his head to the mat with another vicious pile driver. "Not the pile driver again," Edge says. "That's what got me last time." D'Lo's attack is relentless as he switches from suplexes to Sky Highs to pile drivers. It looks like Edge is almost out when Christian runs into the ring and kicks D'Lo down to the mat. "What the hell's he doing here!" D'Lo yells. "Where's The Godfather, dammit?" Christian exits the ring, and Edge hits D'Lo with a front suplex. But D'Lo fails to sell the move, bounces up, hits Edge with another pile driver, and pins him with the schoolboy for the victory.

WINNER AND STILL CHAMP: D'LO BROWN



POSTMATCH MAYHEM

Edge: This being the first time I've played *Smackdown,* though I'm not one to make excuses, being one-half of the WWF tag-team champions – in case you need to be reminded of that – but D'Lo lied and said that he's never played this before when he plays the game every day. Sure, he beat me in the video game and he has this victory, but he can't take away my gold. And if we get the chance to play again, next time he won't be so lucky.

D'Lo: All I know is that I successfully defended my *incite Video Gaming* gaming title. Bring on all challengers. Like my music says: Bring it on. Is that what you got? Bring it on! I am the real deal, now recognize that! Next up I want Scotty Too Hotty. I want that little wannabe. Scotty Too Hotty, come to my house. Any day, punk, you're going down. Like X-Pac says, your ass is grass, and I'm going to smoke it.

World Wrestling Federation™

Check out Edge, D'Lo Brown, and all of the superstars of the WWF as they lay the smack down in a town near you. Here are the live WWF events planned for the month of June.

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6/4	Toronto, CN	416-817-8000
6/5	Rochester, NY	716-232-1900
6/6	Buffalo, NY	888-223-6000
6/9	Las Cruces, NM	877-438-6448
6/10	Albuquerque, NM	800-659-8331
6/11	Peoria, IL	309-673-3200
6/11	Columbia, MO	573-884-7297
6/12	St. Louis, MO	314-241-1888
6/13	Chicago, IL	312-559-1212
6/17	Minneapolis, MN	612-989-5151
6/18	Huntsville, AL	205-715-6000
6/19	Nashville, TN	615-770-2000
6/20	Memphis, TN	901-525-1515
6/24	New York, NY	212-307-7171
6/25	Boston, MA	617-931-2000
6/26	Worcester, MA	617-931-2000
6/27	Hartford, CT	860-525-4500

Win an autographed picture of D'Lo Brown!

Be the first to email the correct answer to the following trivia question:
Who did D'Lo Brown defeat to win his first European title?

Email all answers to wwf@incite.com.

Last Month's Winner!

The winner of the Edge trivia contest was **Jamie McNeal of Yeadon, PA.**
She answered the following question correctly:
Who did Edge wrestle in his first WWF televised match, and what was the outcome?
The answer was José Estrada, with Edge winning his debut by countout.

Next Month

We find out if Scotty Too Hotty plays games as well as he dances.

SCREW YOU GUYS, I'M DRIVIN' HOME!

SOUTH PARK™ RALLY

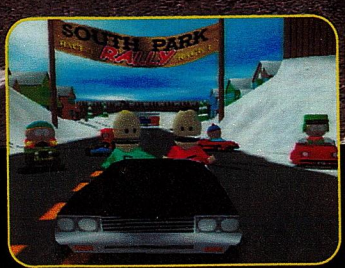
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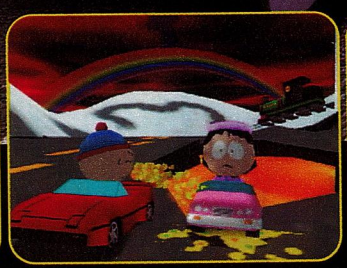
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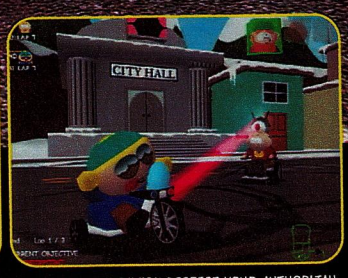
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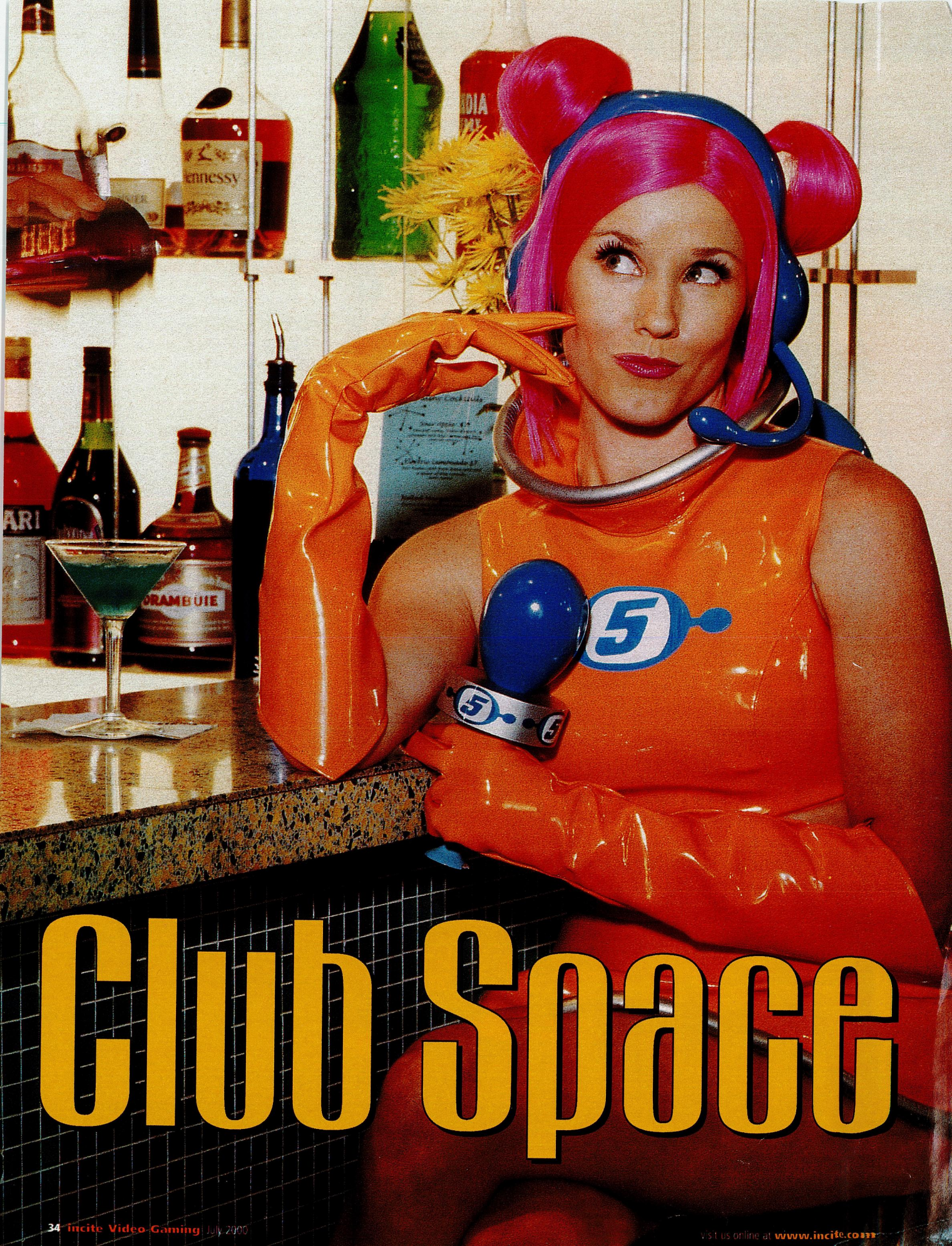
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NINTENDO 64

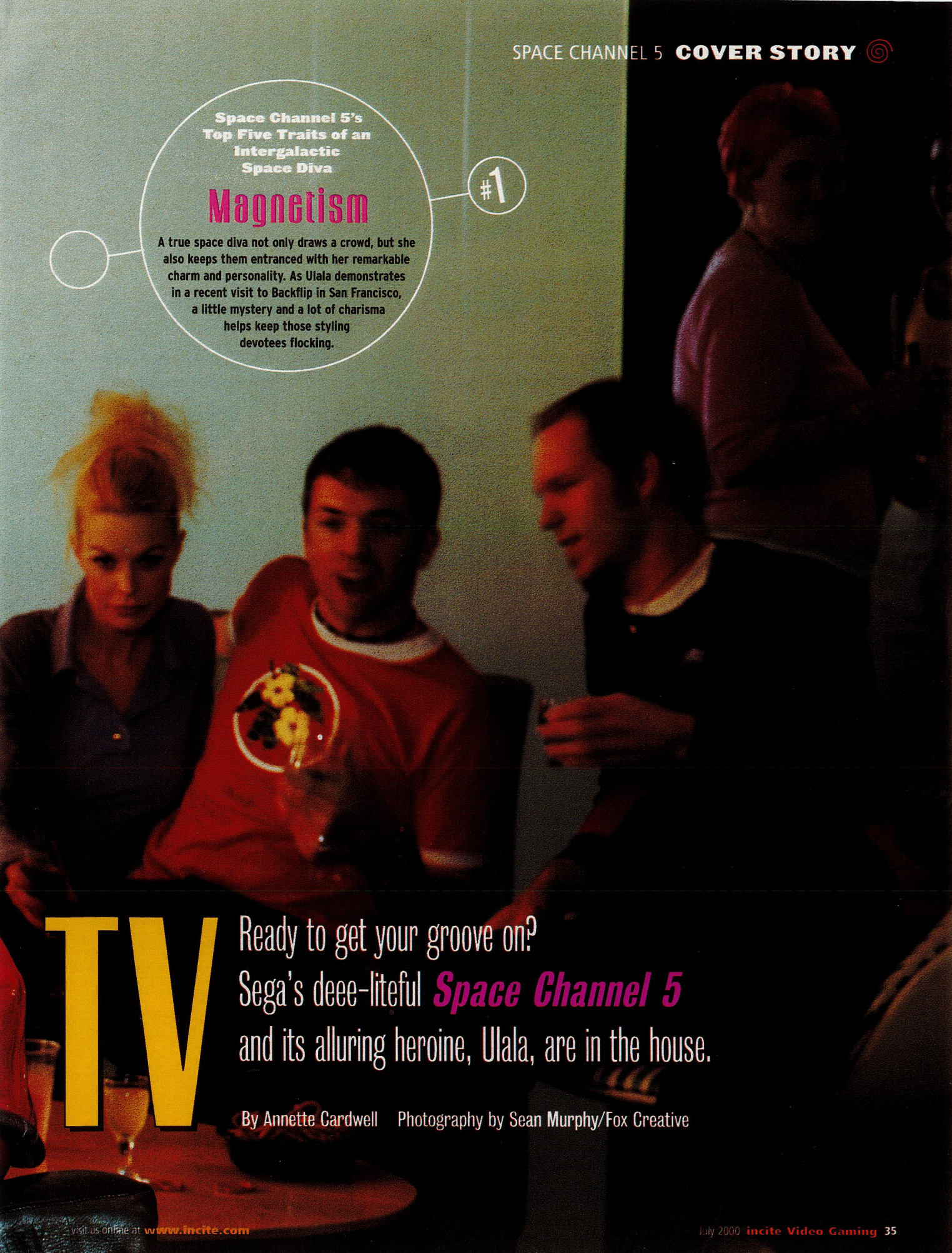
PC CD-ROM

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Club Space



Space Channel 5's Top Five Traits of an Intergalactic Space Diva

#1

Magnetism

A true space diva not only draws a crowd, but she also keeps them entranced with her remarkable charm and personality. As Ulala demonstrates in a recent visit to Backflip in San Francisco, a little mystery and a lot of charisma helps keep those styling devotees flocking.

TV

Ready to get your groove on? Sega's deee-liteful ***Space Channel 5*** and its alluring heroine, Ulala, are in the house.

By Annette Cardwell Photography by Sean Murphy/Fox Creative

#2

In the "it's better to look good than to feel good" department...

Dress for Success

Clothes make the woman, and that goes quadruple when you're striving to reach diva status. Wardrobe is ever so important, regardless of what situation a battling diva may encounter. Whether mowing down aliens or blowing away asteroids, never underestimate the value of fashionable attire and good accessorizing.

Official Sega model for Ulala: **Kelley Cooper/Meridian;** hair and makeup by **Jason Rail/Artist United;** shot at **Backflip** (San Francisco)



HANDS ON HIPS Ulala gets a little help from fellow reporter Jaguar when going up against one boss.

It's tough being a space-age dance diva. You spend your days outdancing and outshooting aliens, being attacked by giant dancing robots, saving hostages, and still looking fabulous while presenting a ratings-grabbing newscast. Girl, you'd better work!

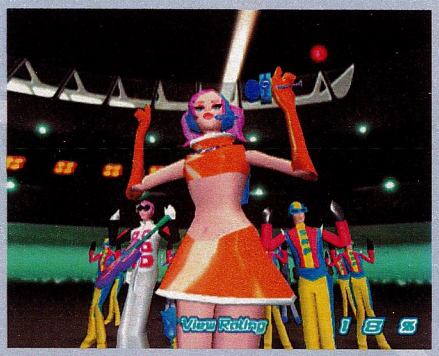
The cosmic vixen in question is the extraordinary Ulala (as in "ooh la la"), and she's the star of Sega master designer Tetsuya Mizuguchi's new dancing game, *Space Channel 5*. While *SC5* includes elements of familiar music/dancing titles *Parappa the Rapper* and *Bust-A-Groove*, Mizuguchi's team has thrown the best of both of them into one of the most musically imaginative and visually stunning packages we've ever seen. The result is a game that is genuinely as fun to watch as it is to play.

The space madness begins with an introduction to the perky, lithe Ulala. More than a pretty face, Ms. Thang is an intergalactic news reporter for TV station Space Channel 5 by trade. But, professionalism aside, her pipe cleaner legs that reach to the ceiling and head-to-toe orange vinyl wardrobe show our girl is fierce. Think Japanese anime meets Deee-Lite's Lady Miss Kier. Ulala has touched down in the middle of a universal crisis: The Teletubby-ish aliens called Morolians have inexplicably hypnotized Earthlings and are forcing them to dance. For a news gal, this story could be her big break. You control Ulala in her dancing and shooting efforts to free the hostages from these multicolored E.T.s and get the scoop.

Impeccable fashion sense and a drop-dead body aren't all it takes to stop these tough baddies in their tracks. In *Space Channel 5*, winning battles means having the right moves. If you don't have rhythm and patience, you'll never finish this game, regardless of how short it is (only four levels that – if played perfectly –



OH CAPTAIN, MY CAPTAIN This ship's crew does a little victory dance after Ulala saves the captain.



FOLLOW THE LEADER After you rescue hostages, the grateful group will follow your every groovy move.

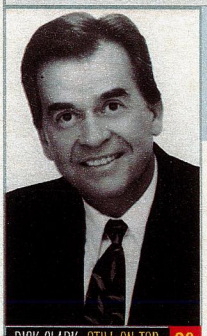


BIG-SCREEN ACTION Ulala and Jaguar aim to save some hostages from this two-headed dance boss.

In *Space Channel 5*, winning battles means having the right moves. If you don't have **rhythm** and patience, you'll never finish this game.

DANCE-HOST FEVER

With all her fresh moves, Ulala is definitely one of the hottest TV dance hosts ever. But what about those beloved dance-show hosts of the past? We look back at some of Ulala's predecessors (Adrian Zmed of *Dance Fever*, Dick Clark of *American Bandstand*, and Downtown Julie Brown of *Club MTV*), and rate them on the unforgiving *Dance Fever* scale.



Who was coolest in his/her day?

ADRIAN ZMED	**5**
DICK CLARK	**9**
DOWNTOWN JULIE BROWN	**8**

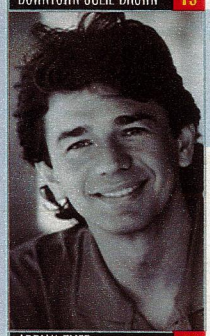
With that authoritative yet youthful air about him, good old Dick kept those *Bandstand* kids at his feet back in the day. While Ms. Brown comes in a close second, Adrian Zmed definitely falters, landing in last place. Regardless of his spots in *T.J. Hooker* and *Grease 2*, who can honestly respect the guy who replaced Deney Terrio?



Did they have the moves?

ADRIAN ZMED	**6**
DICK CLARK	**2**
DOWNTOWN JULIE BROWN	**8**

While Ulala could clearly mop the dance floor with these scrubs, Ms. Wubba Wubba Wubba wasn't too shabby back in those *Club MTV* days. After dance team Motion left *Dance Fever*, Adrian Zmed didn't stand a chance, but he was smart to let the contestants make fools of themselves instead. Dick Clark never really tried, but did he need to? Hardly.



How have they fared since their heyday?

ADRIAN ZMED	**4**
DICK CLARK	**9**
DOWNTOWN JULIE BROWN	**3**

Obviously, Dick's outlasted everyone and will likely outlast all of us. The man is clearly not of this world. Besides, he's got that sweepstakes gig to keep him afloat. Adrian barely edges out Downtown Brown: A few appearances on *Silk Stalkings* and *Caroline in the City* is more respectable than hosting the sad E! network's *Gossip Show*.



Since a girl should come armed with more than killer looks...

#3 Straight Shooting

In the heat of battle, divas not only know how to aim, but they do so with style. Sure, any big-chested bimbo in safari shorts toting a couple of pistols can do a fair bit of damage, but a space warrioress can level her blaster and hit her mark with real panache.



GETTING A GOOD LICKING This particularly nasty boss slips Ulala some tongue in this battle.

take about two to three hours to finish).

The game controls are fairly simple: directional pad for moves, red A button for shooting and kicking, and blue B button for rescuing hostages. As enemies shout out a rhythm, you mimic that pattern in the correct order and tempo. While you don't have to perform perfectly, the game definitely rewards you if you do. In dancing battles the humans you rescue become your fans, join your posse, and follow your every move. Completing dance and shooting sequences consistently improves your viewer ratings, while screwing up actually causes admirers to leave the pack. You'll know if you're doing well by the comments you receive from your Space Channel 5 director, Fuse, who narrates as you play.

The most successful Ulala will have followers strutting and sashaying behind her, not to mention earning a significant TV audience share. Keep in mind that not every hostage is alike; some rescuable characters are essential to finishing the game. Pay special attention to characters known as dancelings and musicians. Fuse will insist you liberate each of them, and

The most successful **Ulala** will have followers strutting and sashaying behind her, not to mention earning a significant TV-audience share.



LET'S DO THE TWIST After a successful rescue mission, Ulala isn't too put out to add a new twist to her dance routine.



Because firepower isn't always the best way to blow away the competition...

Groovy Moves

When a space diva shakes her groove thang, people take notice. Maybe it's that dazzling mix of grace, funkiness and attitude. Maybe it's just because she makes it look so fabulously effortless. Either way, a true diva gets the party started right wherever she goes.

#4



SC5 is so entertaining that you'll probably bust it out at your next party just to **wow** your friends.

once you do, they'll help lead your entourage. If you fail to free them, Ulala and her soul train will be visibly depressed, especially if you don't pick up supreme danceling Space Michael, whose soft-spoken voice was actually provided by Michael Jackson himself. Mizuguchi explained in a recent interview with *incite Video Gaming* that the King of Pop actually requested to be included in the game. "Our executive producer knew him and showed him the game in an early state," said the designer. "He really liked it and said he wanted to be in the game. He recorded his voice, and then we thought about how we could include him. I think he is pretty happy with the end product."

The key to getting into the groove is listening closely to both the enemy directions and the game's shagadelic *Austin Powers*-esque '60s retro/techno soundtrack. Matching the patterns can get tricky, especially when the tempo periodically fluctuates wildly, and the shouted dance directions can occasionally be tough to hear and understand, especially since many of the alien voices weren't translated from the original import's Japan-glish. But the infectious tunes – heard in stereo thanks to the Dreamcast – will keep you dancing in your chair, making it much easier to tap along on your joypad.

Great music aside, the highly stylized look and eye-popping graphics really set *Space Channel 5* apart. From the opening CG movies to Ulala's first undulating steps on level 1, you'll find yourself transfixed with a giant grin on your face, charmed by the game's visual personality, and agape at its animation. Technically, *SC5* strives for and achieves the most fluid motion, since the effortless appearance of the



WAVE YOUR HANDS IN THE AIR In an attempt to save Space Michael, Ulala busts out the moves while her band of loyal followers mimics her moves.



RIFFS IN SPACE Should you be nimble-footed enough to outdance Pudding, her guitarist will join your growing entourage.



#5

And, since the thinking girl should always have her career in mind...

Talking the Talk

In the case of Ms. Ulala, professionalism is as central to her image as are her fabulous, distinctive looks. A girl has to get herself out there, and what better way than on the air? Ulala's success comes from keeping her cool, even under excruciating extraterrestrial pressure.



TUNNEL VISION Ulala takes a psychedelic journey into the belly of a ship to defeat more Morolians.

dance choreography is the backbone for gameplay. Conceptually, every scene and character seems inspired by a mix of rave culture and '60s Disney Tomorrowland futurism – and to impressive effect.

Space Channel 5 may look astounding and sound amazing, but not everything's peachy in Ulala Land. This trip may be strange, but it's certainly not as long as some would like. As explained earlier, the game has only four main levels and three hidden sublevels, and fussy gamers may feel they're not getting a lot for their money. Also, you are allowed to save games only after beating the final boss on each level. So, should you have a bad run, you'll be sent back to the beginning of the level, which can suck when you mess up at the very end of the final and longest stage. But most disappointing is its lack of a multiplayer mode, so don't expect to show up your friends with your rhythmic button-mashing skills as you did in *Bust-A-Groove*.

Regardless, these faults barely register once you start playing this incredibly awe-inspiring and inventive game. *SC5* is so entertaining that you'll probably bust it out at your next party just to wow your friends, and it'll likely keep you and your friends hooked on its intoxicating spirit for hours. So get ready to lose those preconceptions about dancing games and prepare to be mesmerized. Mizuguchi and his team have truly stretched their imaginations to craft a wonderfully unique gem that transcends the boundaries of what games can be.

The highly stylized look and **eye-popping** graphics really set *Space Channel 5* apart. You'll find yourself transfixed.

incite Golden Award



LONG LIVE THE KING On board *Space Channel 5*, Ulala does some moonwalking after rescuing the Gloved One from the horrible Morolians' dance torture.

BAITING MICHAEL

In *Space Channel 5*, Ulala uses dancing to get Space Michael to join her party posse. But in the real world, how does an average Joe or Jane lure the King of Pop to become part of their entourage? With the right bait, of course.



OUR BAIT: SKIN BLEACH, THE ELEPHANT MAN'S BONES, BOY SCOUT, CHIMPANZEE

Illustration by **Shawn Raecke**

The Verdict — Space Channel 5

HOW THEY COMPARE
Among the toughest competition, *Space Channel 5* is still clearly queen of the dance floor.

- **SPACE CHANNEL 5**
- **PARAPPA THE RAPPER**
- **DANCE REVOLUTION**
- **BUST-A-GROOVE**
- **UM JAMMER LAMMY**

GRAPHICS Highly stylized look, gorgeous visuals, and flawless animation will leave your jaw wagging. **5**

SOUND The fabulous '60s/techno soundtrack and quality sound is only occasionally marred by difficult-to-hear voices. **4**

CONTROL Controls are kept simple and precise, which proves especially helpful in trickier rhythm sections. **5**

PROS: Stunning graphics, fabulous soundtrack, addictive gameplay, and an unforgettable main character.

CONS: Short game with limited replayability, infrequent save points, and it's hard to hear some of the directions.

OVERALL
Space Channel 5 redefines how stylish and entertaining games can be.

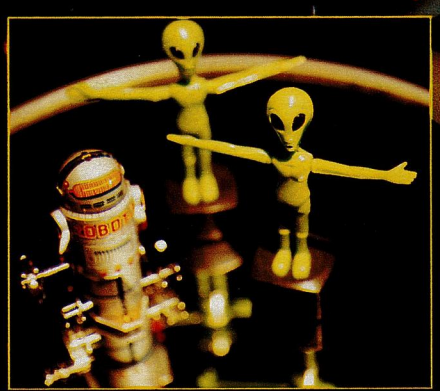
5 OUT OF 5

★★★★★

Ultra Lounge!



If you want to get the **funky space divas** to chill at your pad, you're gonna need to decorate. With these items, your place will go from slum to swingin' in no time!



Wind-up Robot www.mcphee.com – Fans of old school sci-fi should get a kick out of watching this retro wonder scoot along their table. $10.95

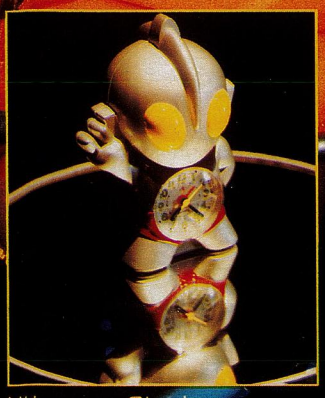
Push-Button Alien www.mcphee.com – Push straight up on the bottom and the alien collapses. Push the sides and you can get the little green guys to dance to the music. $4.95



UFO Disco Light www.mcphee.com – If aliens really are gonna come down and challenge us to a dance contest, there's no better way to prepare for it than by grooving in the beams sent out by this little wonder. $24.95

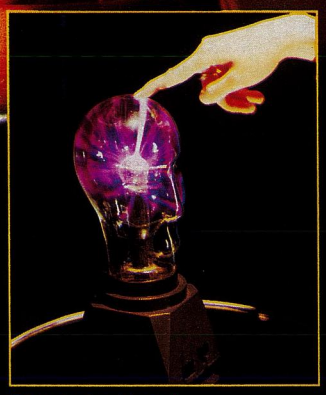
Photographed by Shawn Murphy/Fox Creative





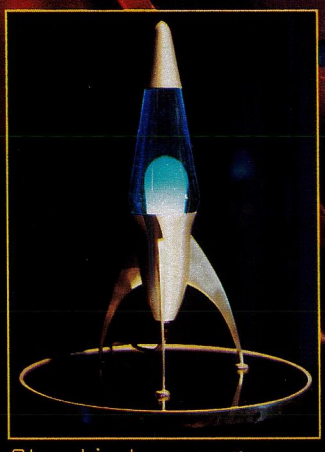
Ultraman Clock

www.mcphee.com – Keeping the time and the peace, Ultraman constantly fights for what's right. With this gewgaw in your house, he's always got your back. $19.95



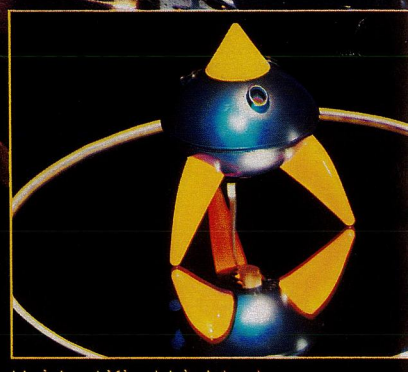
Electric Head

www.mcphee.com – Watch the glass head come alive and make lightning strike when you touch the surface. $79.95



Starship Lava Motion Lamp

www.coolstuffcheap.com – Get the party flowing with this funked-out Motion Lamp. The oozing wax inside the lamp is like life, constantly mixing and rising and falling. . . whoa. $42.95



Unidentified Lighted Object (ULO)

www.coolstuffcheap.com – It's little, it's funny-looking, and it glows. We don't know why, but we couldn't take our eyes off this thing. $25.95


I will not mate outside my species. I will not mate outside my species.
I will not mate outside my species. I will not mate outside my species.
my species. I will not mate outside my species.

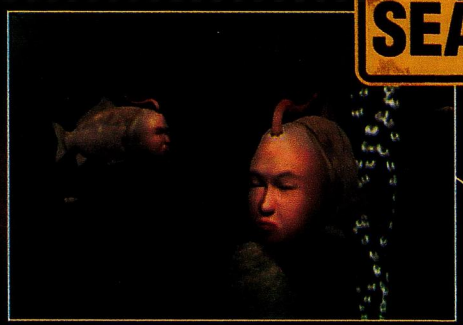
Tough as it is, you must resist. Otherwise, you could end up with something like Seaman on your hands. Oh sure, treat him nicely and he's your buddy. Slack off, though, and he becomes just another verbally abusive mutant. Remember that the next time you feel the urge to fiddle with Mother Nature.

meetseaman.com



SEAMAN ON LOVE:
"Don't make me vomit."

CAUTION
SEAMAN™



SEAMAN ON THE 'F' WORD:
"I'm too polite to use that word, so I'll just say, 'Bite me, you baboon-faced ass-scratcher.'"



SEAMAN ON HIS ASTROLOGICAL SIGN:
"I need a middle finger to show you."

Sega Dreamcast.

IT'S THINKING

RATING PENDING
RP
CONTENT RATED BY ESRB

YO! TAXI!



By Ed Lewis

This video game gig had started to play itself out. Sure, they paid me for my *incite Video Gaming* efforts, but a life of hard living, import-game buying, and bill avoiding had begun to take its toll. Then, just this morning, my roommates kicked me out of our apartment and threatened to auction off all my gear on eBay to make up for my back rent, the lousy bastards.

I was riding my bike in the park when, as an alcoholic would say, I had a "moment of clarity." All those late nights of playing *Crazy Taxi* had prepped me for a life as a pedicab driver. As the best *Crazy Taxi* players know, the pedicab is ideally suited for carrying people though the treacherous city streets. All I had to do was attach a cart to my bike and charge the lazy bastiches for the privilege. I can bike so fast that my customers would be worrying about whiplash if they weren't too caught up in the thrill of careening through San Francisco traffic and passing the fools stuck in mass transit. With the tips that were about to roll in, I was sure to make a fortune.

Using ***Crazy Taxi*** to launch your career in personal transportation



HILL STREET BLUES Who said SUVs were good for nothing? They pull mad weight.



FARE GAME You gotta play up your services if you expect to get the dough.

After throwing down my last few pieces of green at Home Depot for some materials, I was ready to go. Swiping a cart from the local food pusher got me some new wheels, which I roped to my bike. Some more knot-tying skills secured a cinder block to the cart to be used as an anchor in case things got out of control. Finally, I drew up a sign to advertise my new services.

I hit the park first and saw a couple of colorful kids wandering aimlessly. They needed a ride, and I was just the man to give it to 'em. I rolled right up and said, "Crazy cart rides – ain't nothing else like 'em." Bless their Rayon-loving souls, they went for it, and we were off. They wanted to go clear across the park, past the lake and to their co-op, a three-mile ride in all. A solid stretch packed full of drum circles and the kids who love them.

My uncle taught me all about duck calls. If I can teach you one thing, it's that the mating call of the Ring-Necked Diver can clear out the crowds and make for easy riding. A dozen squawks later, my first fare had reached its destination. I got my fare and a hefty tip: $6, a couple of Trojans, and a skinny little cigarette.

Next I spotted a white guy with a 'fro eyeing a steep hill. He needed help, and I was just the guy to do it. I got him in my cart, handed him the brick, and grabbed an SUV that was going our way. Feeling my arm pull out of its socket, I realized this isn't the easy life, but if *Crazy Taxi* is in your blood, and you need that rent money, it's the only way to fly.

Photography by **Rajat Ghosh**

What's this *Crazy Taxi* all about?

Sega blew us all away with the frenetic action of *Crazy Taxi* on the Dreamcast. Your goal is to get people to their destination as fast as possible and make plenty of loot. The crazier you drive in your convertible taxi without hitting any other car, the fatter your tip.

If you complete a series of side missions, you get the craziest vehicle of all: the rickshaw. Crafted in the finest sweatshops in China, the rickshaw can launch into high gear from a dead stop, and its turns are sharper than any of the knives you'll see for sale on the Shopping Network. With this puppy you're here, you're there, you're ripping it up and leaving 'em begging for more.




UNDER

BACKSTAGE FLUFFING

Who better to test out Acclaim's ***Fur Fighters*** than those monsters of rock, the **Foo Fighters?** But a friendly little backstage fluffmatch competition can turn really ugly really fast. Annette Cardwell runs for cover

As far as rock stars go, the Foo Fighters are probably some of the funniest, most good-natured guys you're likely to meet. Over the course of several months last spring, they cohabitated harmoniously while recording their latest album, *There Is Nothing Left to Lose*, at Dave Grohl's Virginia home studio. Even under the stresses of touring, these happy-go-lucky guys all get along like brothers. But set them down in front of a video game and just watch all that loving band-member camaraderie go right out the window.

Recently we caught up with the Foo Fighters on their tour with the Red Hot Chili Peppers and introduced them all to Acclaim's *Fur Fighters*. That's when the fur – or in this case, Foo – started to fly. Here's a rundown of our competitive foursome.

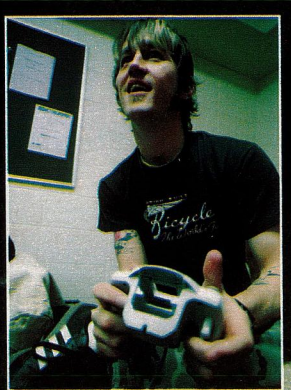


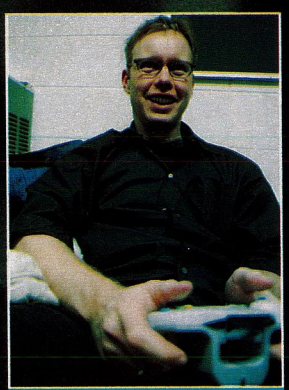
DAVE GROHL

Position: Lead singer/guitarist
Fur Fighter of choice: Juliette the Cat
Favorite weapon: "I prefer the shotgun for the wide-shot pattern, so you don't really have to have any kind of aim. You just take out whatever's in front of you."
Favorite game: "I'm partial to *Medal of Honor* because it's a World War II game."
Favorite use of a PlayStation: "You can put a CD in it, and up comes this weird psychedelic graphic that you can manipulate. So, since I don't smoke weed, when the other guys smoke pot, I put on a Pink Floyd CD and sit down and put on a light show for them in the back of the bus."
Which Foo Fighters song he would include on *Fur Fighters*: "I think 'Big Me' would be a nice little jingle to kill your friends to."

CHRIS SHIFFLET

Position: Tour/rhythm guitar
Fur Fighter of choice: Bungalow the Kangaroo
Favorite weapon: "I'd have to go with the pistol, since I could never really figure out how to change weapons."
Favorite game: "I'm in the same boat as Taylor. I've never been good at them either."



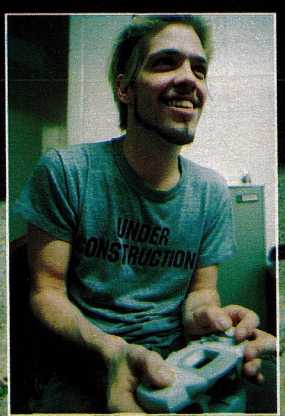


NATE MENDEL

Position: Bassist
Fur Fighter of choice: Chang the Firefox
Favorite weapon: "I'm kinda partial to the big beam [photon laser]."
Favorite game: "I'm totally addicted to *Tony Hawk's Pro Skater*."

TAYLOR HAWKINS

Position: Drummer
Fur Fighter of choice: Roofus the Dog
Favorite weapon: "Probably the grenade launcher."
Favorite game: "You know what? I suck at video games. I've never been good at them."



Photography by Danny Clinch



FLUFFMATCH 1 FLUFFED IN SPACE

Things get off to a slow start, with Chris joining the match late and the Foos getting used to the *Turok*-style controls. But it isn't long before each of the guys pick up on their weapon of choice. Exhibiting his jumping skills, Nate shows skills on the deadly photon laser, shocking his fellow players. ("God, who's got the laser s—!??"says a stunned Dave.) Shortly after, Dave makes his move on leader Chris, who begins cursing Dave's Fur Fighter cat. ("I hate the cat! The cat kills me every time!") With one more kill needed to hit the 20-fluff limit, Chris takes out his frustration on Dave by hunting the hated kitty down and causing Dave to run for his life, shouting, "Hey, get off!" But it doesn't take Chris long to make Dave's feline his final winning kill.



WINNER: CHRIS SHIFFLET
BEST QUOTE: Taylor — "Holy s—, I got worked."

THE *FANTASTIC* FOO

Each Fur Fighter warrior has his or her own specialized superability. Roofus the Dog can dig, Juliette the Cat has claws to climb, and so on. So we asked the Foos: If *Fur Fighters* starred them, the Foo Fighters, what would their special abilities be? Here's what they told us.

CHRIS: I would be able to drink immeasurable amounts of beer.

NATE: I would be able to eat and get really fat.





FLUFFMATCH 2
GANGSTA FLUFFIN'

The second round begins with Taylor getting better acquainted with the joypad and the other Foos discovering the form-change bubbles that let them transform into a different Fur Fighter. Right out of the gate it's obvious Dave has victory in mind. He heads after first-round winner Chris early, pounding Chris' Roofus with shotgun blasts and mocking the poor pup's yelps of pain. Dave swiftly makes his way to the upper ledge of the arena, snatching up weapons and ammo greedily. ("Goodies... everywhere!") Taylor gets his hands on a grenade launcher and is soon making easy work of Nate, who's still having a hard time not falling off ledges. Up top, Dave breaks into Sniper mode, taking out his opponents scurrying for cover down below. "Dude, I was so far away from you when I got you," he tells a smarting Taylor who retorts, "You little f—er." In the end Dave emerges from a three-way gun battle attack by Nate and Taylor to walk away with the final fluff.

WINNER: DAVE GROHL

BEST QUOTE: **Dave — "It's so much fun when you're killing people you know."**

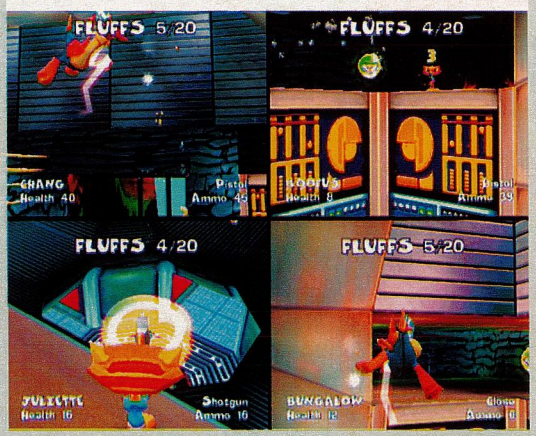


FLUFFMATCH 3
THE FLUFF THAT TIME FORGOT

After all his smack talk in the last match, the Foos are out to get Dave – especially Nate, who has polished his controller skills and is hungry for a win. The first kill goes to Nate, blindsiding Dave. ("Aw, man, c'mon. I'm not even lookin' at ya.") While some of the guys have trouble mastering the trampolinelike jump pads, Dave has no problem cashing in on their troubles. ("I'm just gonna sit up here and pick people off the damn bouncy things.") Chris gets fired up and heads after Dave's cat. ("There he is, that bastard. I'm gonna f— up this cat bad.") Soon, everyone's tracking Dave's Juliette and serving up cat's ass. ("Hey, hey, lay off the cat. Be nice to the damn cat. It's a girl, for Christ sake," pleads Dave.) Chris and Taylor aren't relenting, alerting each other with screams of "There's the cat!" However, Dave sneaks around them and blasts them both away in a swift ambush. ("Where's the cat now, motherf—er??") In the midst of this kitty chaos, Nate quietly takes the lead, winning the game.

WINNER: NATE MENDEL

BEST QUOTE: **Dave — "You know, this is a really weird way to get prepared for a show."**



final thoughts

When the dust and fur settled, everyone backstage at the joint Foo Fighters/ Red Hot Chili Peppers show had gathered to see what all the commotion was about, and there was quite a crowd drawn by all the racket. Based on game performance, the winner was definitely Nate, who had slightly outgunned Dave in several final-round face-offs. Chris conceded that his initial win was most likely a fluke. ("I figured out that the only reason I won was that you [Annette] were me first, and racked up a bunch of kills.")

But did they like the game? Dave Grohl spoke for the group. "This game is so twisted. You're these cute little things killing each other with huge guns," he said. "So, yeah, it's cool."

THE REAL DEAL

For Foo Fighters' tour dates, album info and multimedia samples, visit their Web site: **www.foofighters.com**.



DAVE: I would just be a big smart-ass.

TAYLOR: I would be able to drop big diarrheas on people.





Illustrations by Andrew Vanderkarr



extreme gaming

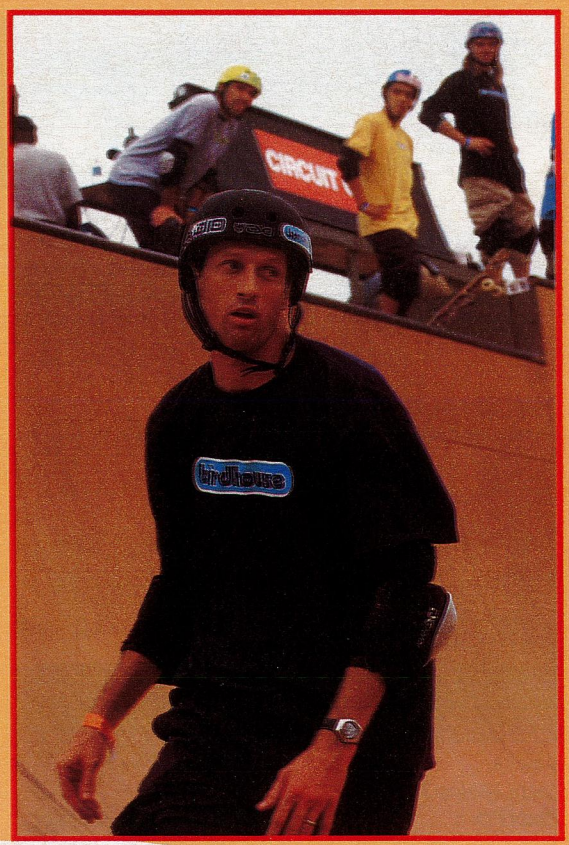
By Ed Lewis and William O'Neal

At Play in the House of Tony

For all those gamers who have been hiding under a rock, last year ended with a skateboarding bang. *Tony Hawk's Pro Skater* blew up when it came out on the PlayStation in September and has been skating all over the Top 10 ever since. Developer Neversoft crafted a solid package onto its disc, a game that rewarded constant exploration and experimentation. No matter how much you played it, there was always something more to get. It was definitely unique, and the gaming industry will never be the same.

Even if you've managed to ignore all the fuss, game companies have been paying full attention and busily preparing their own entries into the extreme-sports genre. Sony's skate fantasia, *Grind Session,* will be out by the time you read this, and *MTV Sports: Skateboarding* and the eagerly awaited *Tony Hawk's Pro Skater 2* will arrive in the fall. We will also see not one, but three BMX games coming our way. It will be an extreme-sports renaissance.

To help guide you through this sudden surge of games, we checked out the new titles and interviewed the people in the games. From skater Daewon Song to BMX bikers T.J. Lavin and Dave Mirra, we got the inside scoop on all things extreme. To know where the games are coming from, you need to know the culture – and we've got that in spades, so dig in.



Tony Hawk

TONY HAWK'S **PRO SKATER 2**

The lord high ruler of the concrete seas is back in action, and he's packing some serious heat

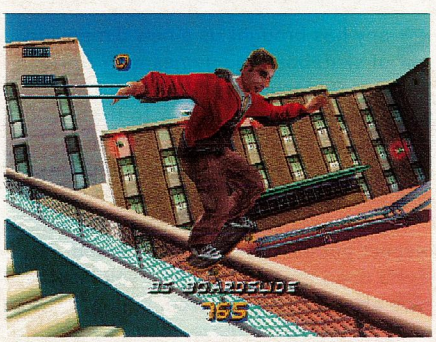
■ SYSTEM **PlayStation** ■ PUBLISHER **Activision**
■ DEVELOPER **Neversoft** ■ THEME **Skateboarding**
■ PLAYERS **1-2** ■ AVAILABLE **Fall**

Neversoft had a hit on its hands with *Tony Hawk's Pro Skater*, a game so good, some kids out there still haven't come up for air yet. Instead of sitting on their collective asses, the Neversoft folks went straight back to improve upon greatness. From the look of it, *Pro Skater 2* is on track and just might blow up even bigger than the original.

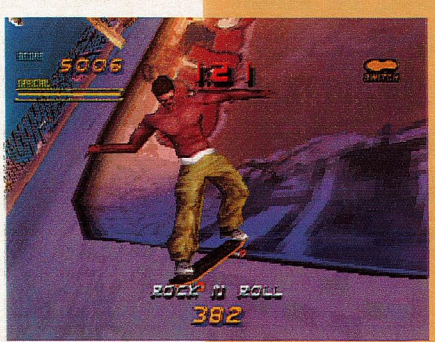
Pro Skater 2 is outgrowing its britches in every way possible. There will be three more pro skaters in here, twice as many moves, and a whole set of new levels. This won't be just a larger game, either; it will be more complex as well. The tricks will be linkable for even longer combos than before, and the levels will be more intricate with hidden areas that must be unlocked.

On top of all the new tricks, *Pro Skater 2* will include new features to play around with as well. You will now be able to create your own park or skater. And if you ever get tired of the game, you can go head-to-head with a friend on a variety of two-player modes.

With *Pro Skater 2* looking to be so chock-full of goodness, it's going to be hard to patiently wait around for its arrival. To pass the time, we recommend taking up new hobbies that'll make the time just fly right by, like knitting.



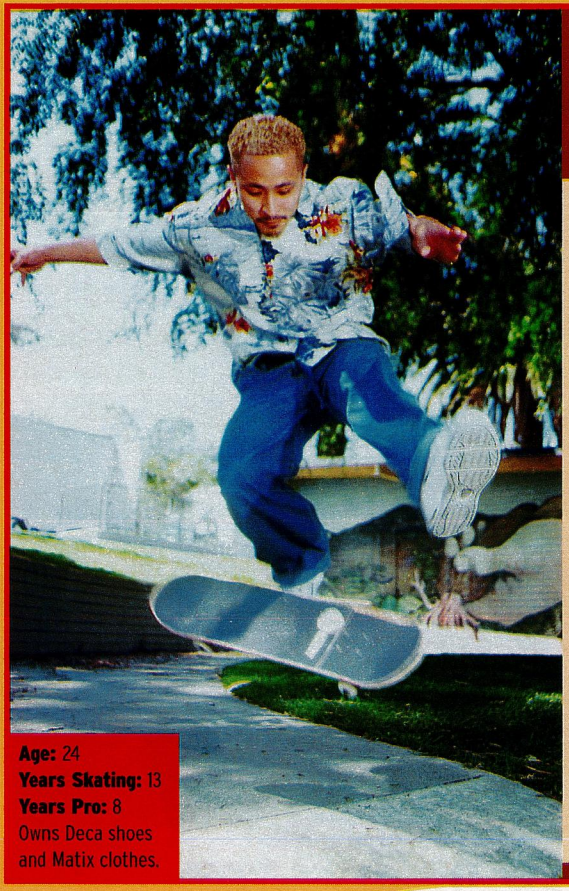
BAR EXAM To skate with the big boys, you'll need to constantly test your balance on the rails.



COPING WITH THE FEAR Get over your nightmares of eating concrete and the rest is easy. Sort of.

Photography by **Rajat Ghosh**

Daewon Song



Age: 24
Years Skating: 13
Years Pro: 8
Owns Deca shoes and Matix clothes.

Busted Heels and Tiny Wheels

Even after busting up his heel, Daewon Song answers our questions and pops a few 360 flips for the camera

You're limping. What happened to your foot?
I was goin' down 13 stairs, trying to do a combo, and just plunged straight to my heel. I was doing a crooked grind on one table and then I tried to pop off that to a noseblunt on the second table, all down the 13. It didn't work out, but once my heel gets better I'll be back on it.

What's your biggest jump?
Probably 14 stairs, but I'm not really a stair person; I try to keep my ankles for other things. I mostly try to do technical tricks.

Is there anyplace you'd like to skate where you haven't yet?
Not really. I've been doing so much traveling that I'm pretty much over it. I just try to find good spots near my house, you know? Traveling's been a good experience, and I've been to a lot of places, but at the same time, you're living out of your backpack, and it starts to get hectic. You start to get homesick. I know it sounds all sensitive, but it's true.

How much time do you spend traveling?
A couple years ago I spent six months of the year just traveling. Month tours, contests, Muenster, New Zealand, Australia, Japan. You don't even get to enjoy where you're at; it's almost like you're at the same place with different people around you. Colleges, demos, jump on the plane, boom, boom, boom! You think, "Wow, I was in Japan, but I don't remember anything." A couple times I've been able to look around, but not strictly going there without having to touch my skateboard.

Do you have any plans for the future? Any goals?
I've reached a lot of my goals, and I want to go further with them. Anything that incorporates skateboarding in general I want to be involved with.

Photo by **Sean Murphy/Fox Creative**

"I was doing a crooked grind on one table and then I tried to pop off that to a noseblunt on the second table, all down the 13. It didn't work out, but once my heel gets better I'll be back on it."

REVIEW PLAYSTATION

GRIND SESSION

Sony steps up and makes a solid skating game that'll finally give Tony some serious competition

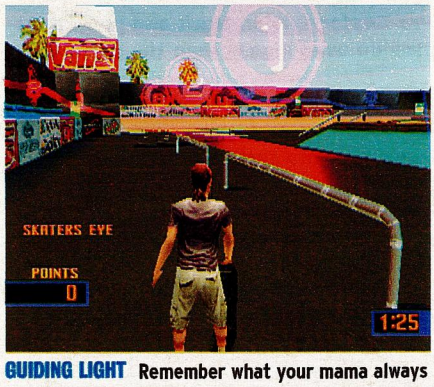
■ SYSTEM **PlayStation** ■ PUBLISHER **Sony**
■ DEVELOPER **Sony** ■ THEME **Skateboarding**
■ PLAYERS **1-2** ■ RATING **Everyone**

The extreme-sports world is getting some new flavor with *Grind Session*. According to developer/publisher Sony, it's all about respect.

Sony has brought us a new dimension of skateboarding games with *Grind Session*. By focusing on combos, the game adds some new flavor to the recently established genre. It's not enough to get all the objects and points; now you need to do it with style.

Grind Session works on a system of respect points. Get more points, and levels open themselves up to you like the cave after Ali Baba uttered, "Open sesame." You earn these points by getting a high score, smashing scattered objects, and successfully grinding the tech lines.

Tech lines are paths in the levels that you need to go over without falling down. For example, a tech line runs along a rail, veers through the air to the right and runs along a second rail for a few feet before stopping. To get it you need to grind, jump, grind again, and land. Tech



GUIDING LIGHT Remember what your mama always told you and stay inside the pretty lines.

Ed Templeton

His Temple Weighs a Ton

Ed Templeton may have a huge load of projects on his back, but he never lets it get him down

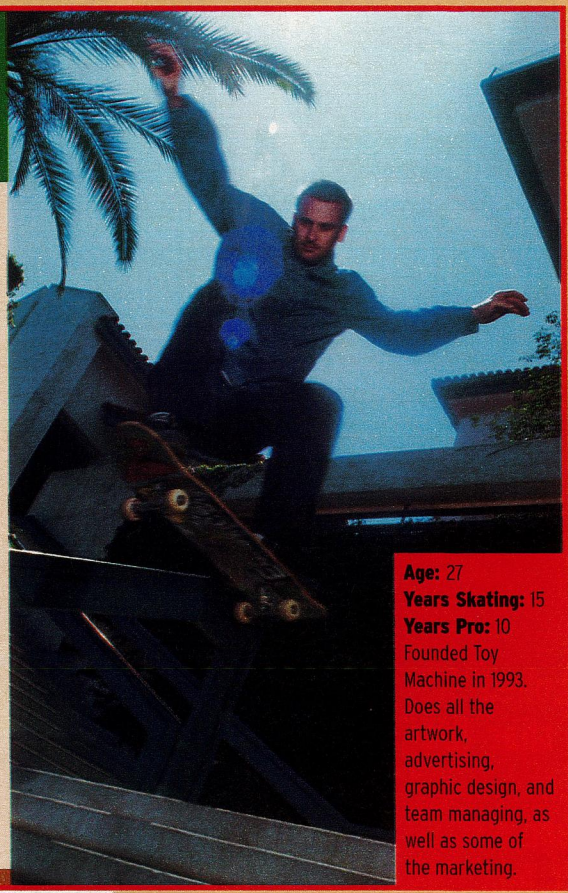


Photo by Sean Murphy/Fox Creative

Age: 27
Years Skating: 15
Years Pro: 10
Founded Toy Machine in 1993. Does all the artwork, advertising, graphic design, and team managing, as well as some of the marketing.

How much input did you have in *Grind Session?*
They worked with us to make it authentic with the trick names and the way the tricks look. They had a noseslide that looked like a bluntslide, so I fixed that. The kids who skate and play the game are really young, and all they do is study things like that.

Do you play games?
No, I stopped. When *Super Mario Bros.* came out I used to play that one every day with my friend, Jason Lee. He's an actor now and was the main guy in *Mallrats*. We used to play every day after school until dark, and then we just stopped. I think we moved and never plugged it back in.

What do you think of the kids who are starting out seeing advanced tricks on TV and in games?
It's a natural progression. When I started skating, the first trick you learned was a boneless: grabbing your board, jumping with one foot, and landing on your board, real simple. Now a kid's first trick is a 360 flip, which is a complex flipping trick where you jump and land on your board. When they come into their own, their starting point will be a lot higher than what we started with. The reason I stay pro and on top of my game is because I can do bigger stuff that the kids can't, like skating the big rails and placing well in contests. It takes a while to learn how to do that well.

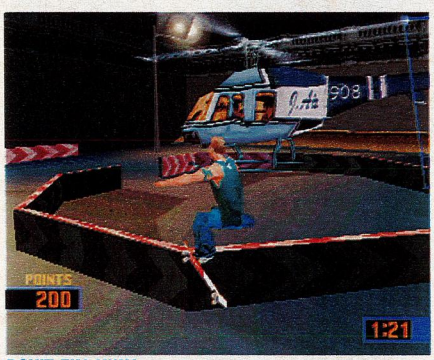
Do you skate every day?
Yeah. I run a company and I'm an artist as well, so I do a lot of art shows, but I skate pretty much every day. If I have to work during the day, I'll skate at night. When the weekend rolls around, it's all skating, getting your job done, and shooting photos and videos. I don't skate as much as I should, I'm sure, but I don't do anything as good as I could because I have so many things to do.

> "I can do bigger stuff that the kids can't, like skating the big rails and placing well in contests."

lines can vary from simple jumps to drawn out grinds over several rails, but each successfully maneuvered one will give you a little more time on the clock.

To be able to get all the tech lines in a level, you'll need to explore every nook, cranny, and impossibly high rafter. Since the only way to win is to get them all in one session, you'll find yourself planning a long path of attack that'll take you on a tour of the entire level. *Grind Session* doesn't beg for exploration; it rigorously enforces it, and that's a beautiful thing.

The not-so-beautiful parts of the game are the graphics and control. Animations stutter along, moves are a bit hard to make out, and pulling off a midair combo is much more difficult than it should be. These are all frustrating at first. But you'll learn to play around them, because the rest of the game is such a fun ride that it'll be a great way to pass the long summer days, as you wait for the next wave of skateboarding games.



DON'T FLY AWAY No matter how much you jump and shout, pilots have no love for latecomers.

The Verdict

Grind Session

HOW THEY COMPARE
Grind Session isn't the new king but it's definitely a contender. Deck for deck, nobody beats The Hawk.

- TONY HAWK'S PRO SKATER
- **GRIND SESSION**
- THRASHER
- STREET SK8ER 2
- 3EXTREME

GRAPHICS Animations have a jerky strobe effect, with spastic-looking crashes. The levels, however, look great. **4**

SOUND An excellent soundtrack fuels this urban odyssey, and the sound effects give it life. A well-rounded piece of work. **5**

CONTROL Kickflips and grinds flow with ease, but linking combos in the air can be tricky. Doesn't have quite the flow it needs. **4**

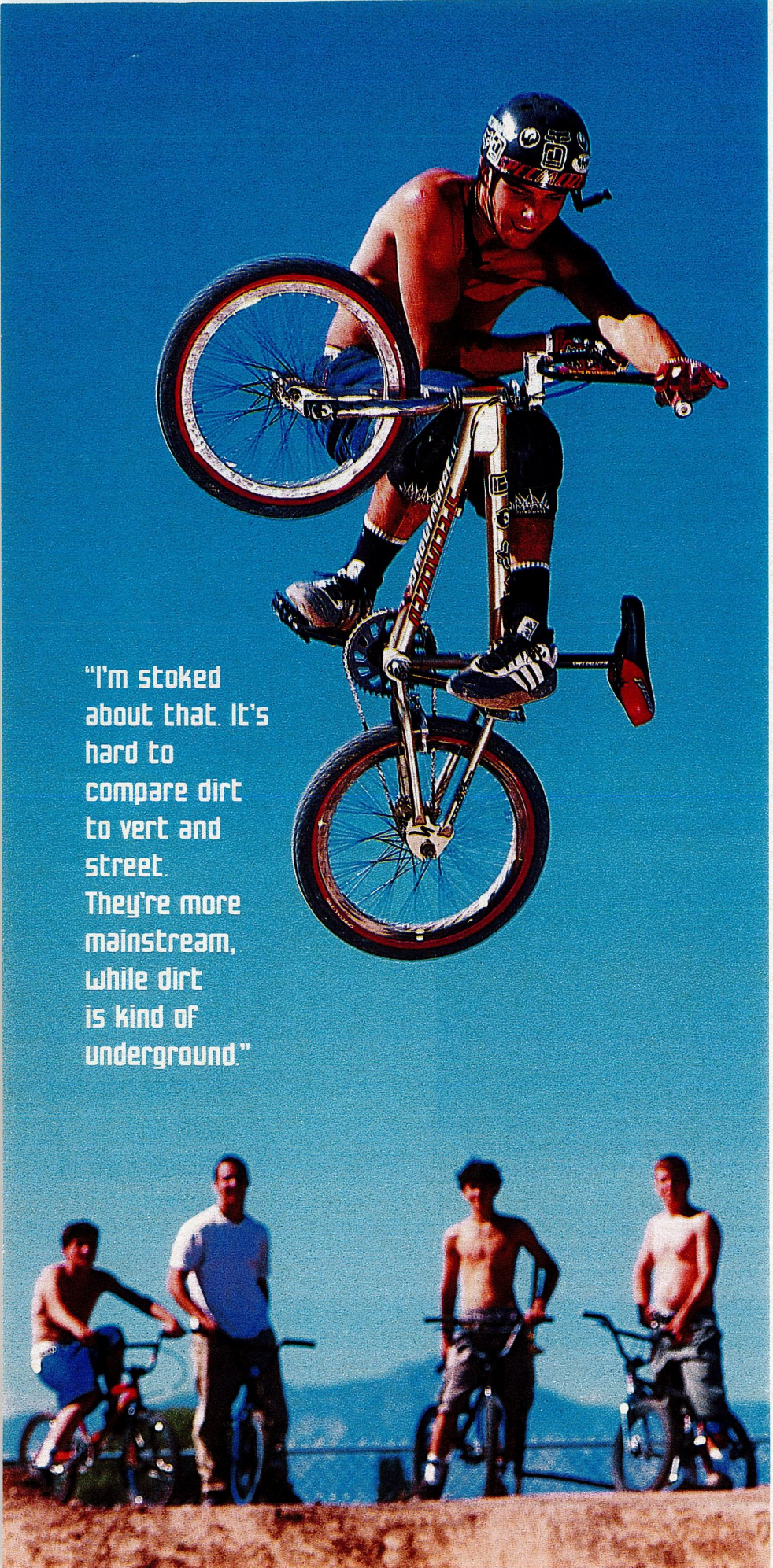
PROS: Large levels that are chock-full of objectives and a wide array of bonus features give you plenty to skate for.

CONS: Animations are stilted, and the control can leave you high and dry when you try to pull off a vert combo.

OVERALL
Unique features and levels make this worth your cash and quite a few of your hours.

4 OUT OF 5

★★★★☆



MTV SPORTS: FREESTYLE BMX

X Games gold medalist T.J. Lavin, THQ and MTV hook up to represent dirt jumping

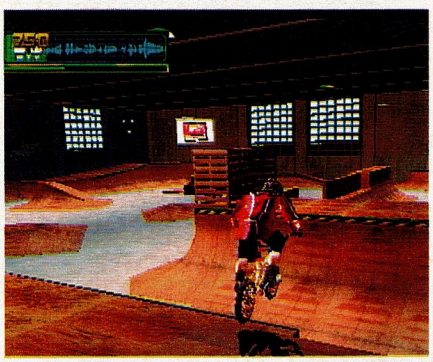
■ SYSTEM **PlayStation** ■ PUBLISHER **THQ**
■ DEVELOPER **Blue Shift** ■ THEME **Action/sports**
■ PLAYERS **1-2** ■ AVAILABLE **Q4 2000**

BMX has undergone a serious surge in popularity. With guys making a living performing crazy tricks on 20-inch bikes, it was only a matter of time before game companies jumped on board.

All BMXers fantasize about getting huge air. The thing is, though, attempting the majority of these tricks would probably earn most of us a ride in an ambulance and an evening in a hospital emergency room. To that end, *MTV Sports: Freestyle BMX* will allow players to control up to 10 riders in three disciplines: vert, street, and dirt jumping. Performing more than 50 tricks from tailwhips to tabletops, riders will compete for championships and sponsors. Do really well and you'll be invited to the MTV BMX competition, where you'll battle it out on a course that combines all three styles.

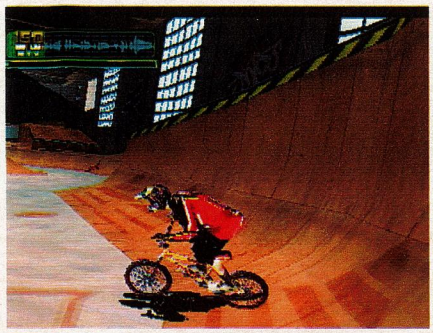
While the game does sport the three most popular disciplines (to hell with the five guys who like flatland), its main focus is going to be on dirt jumping. X Games gold medalist (1999) and MTV cover boy T.J. Lavin tells *incite Video Gaming*, "I'm stoked about that. It's hard to compare dirt to vert and street." Why? "They're more mainstream, while dirt is kind of underground," he explains.

When asked about the titles his competitors, Dave Mirra and Matt



MORE THAN JUST A DIRT JUMPER T.J. picks a line. Rest assured this next trick is going to be huge.

Photo by Keith Mulligan/THQ



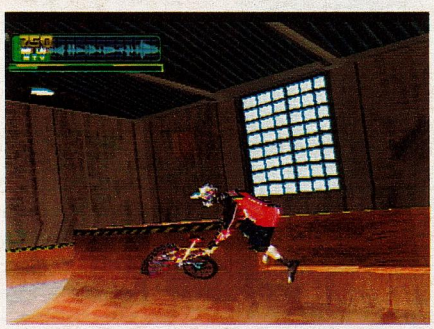
GOT VERT? Look at the angle of the ramp. Does it give you butterflies? If not, it should.



CLEARING THE GAP Clearing gaps is all about commitment. Fear of commitment leads to pain.

Hoffman, are working on, T.J. wasn't shy about his answer: "I'm gonna have to wait to see what they have going on, and then I'm gonna one-up 'em! [*Laughs.*] That's how we do it with bicycles."

MTV Sports: Freestyle BMX also boasts upgradable equipment, a gang of hidden characters, myriad tricks, and, if MTV has anything to do with it, a kickin' soundtrack. If you're aching to go huge, but that nagging fear of compound fractures has been holding you back, you'll be stoked with THQ's upcoming stunt-filled offering.



SICK! T.J. is known for busting huge tailwhips on dirt. Here he pulls one in the street course.

"I just want to make it the best dirt-jumping game, so that kids just want to play it, whether you're a hardcore dude or if you're a guy who loves to watch MTV."

Whose House? Say What? T.J.'s House!

We hooked up with '99 X Games gold medalist T.J. Lavin at his house in Las Vegas to talk about the making of his game

So, just how realistic is the game going to be?
At first it'll be realistic – you aren't gonna be able to do tailwhips right off the bat. As you get better, so do the tricks. And it gets pretty ridiculous towards the end.

I read about trails all over the country, like yours or the one at Tim "Fuzzy" Hall's house, and I would love to ride there.
Exactly! We want a kid to be able to put the game in, and all of a sudden they're at the Push Trails [in Pennsylvania]. Then if they ever do get to come to my backyard and ride, they'll be like, "Wow! I remember this from the game!"

Who are some of the riders going to be in your game?
Fuzzy's my best friend in the whole industry, so he's definitely gonna be in it. I'm trying to get a bunch of guys that I like, like Matt Berringer and Chris Doyle.

You said that dirt jumping is more underground than street or vert. Is this game going to appeal to hardcore BMX guys?
I just want to make it the best dirt-jumping game out there so that kids just want to play it, whether you're a hardcore dude or if you're a guy who loves to watch MTV every day. I just want it to be fun.

You won the dirt-jumping competition at the X Games last year. Are you gonna repeat that?
So far I'm 50 percent – I win every other year. So this is my year *not* to win. [*Laughs.*]

Who would you say is the bigger player in BMX today, you or Cory Nastazio?
Cory's the bigger player, but I'm the bigger baller. [*Laughs.*] I love Cory to death. In an interview last month the interviewer was trying to get him to dish some dirt on me, and Cory did nothing but put up for me, so I'm gonna have to do the same for him.

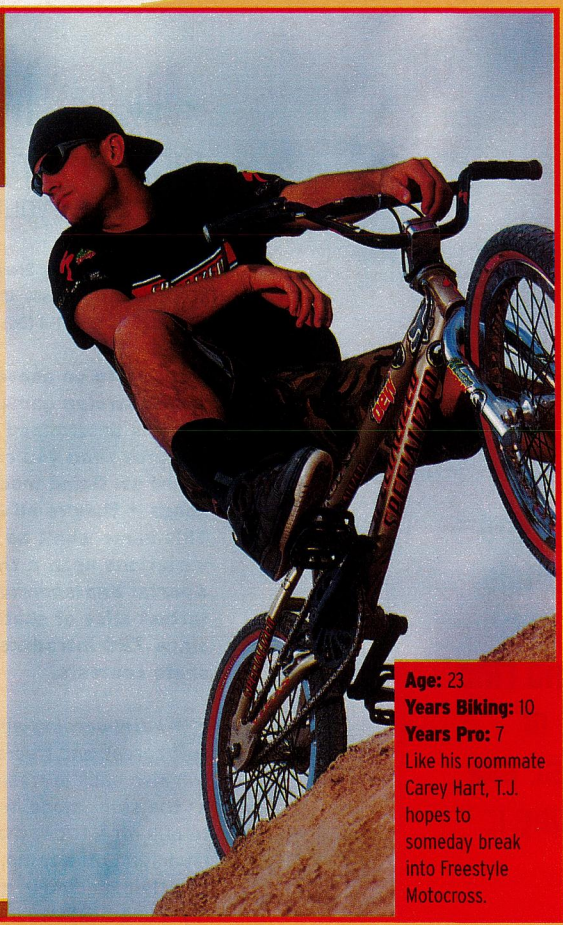
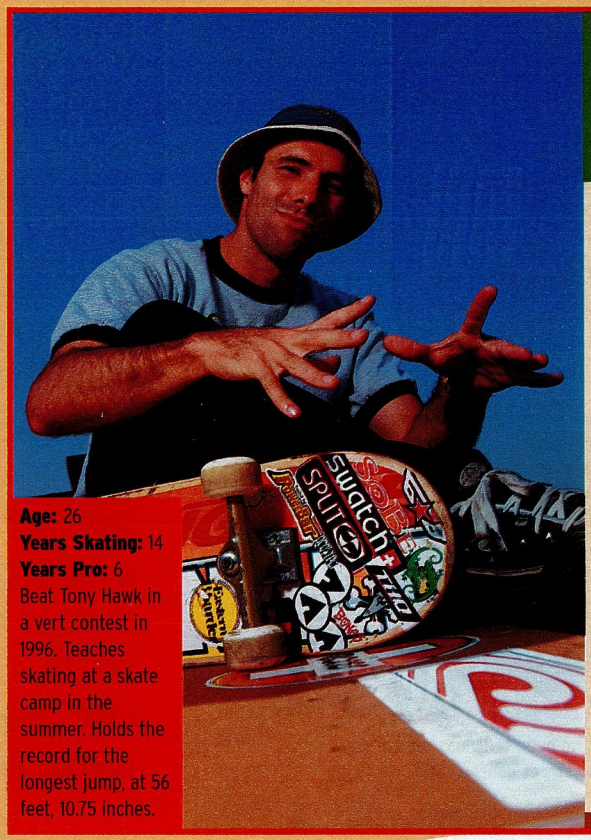


Photo by Rajat Ghosh

T.J. Lavin

Age: 23
Years Biking: 10
Years Pro: 7
Like his roommate Carey Hart, T.J. hopes to someday break into Freestyle Motocross.

Andy Macdonald



Age: 26
Years Skating: 14
Years Pro: 6
Beat Tony Hawk in a vert contest in 1996. Teaches skating at a skate camp in the summer. Holds the record for the longest jump, at 56 feet, 10.75 inches.

Ain't Nothing Like a Good Old Pool Party

Andy Macdonald slows down his hectic pace long enough to chat about the ins and outs of skating pools

In your spare time, you skate pools. How do you find them?
We go and seek out backyard pools all over L.A. Sometimes we rent helicopters and go up and look for pools, map 'em out, and go and find 'em. Part of that's just the fun of doing it, the challenge of finding 'em, emptying 'em out, bailing the water out and trying not to get caught because you're trespassing every time you do it.
How do you get in?
There's this one pool in my town which was always empty – it was always bone dry, but the people were always at home, and a cop lived across the alley. We figured out after being there all the time that every Christmas they and the cop went away. For years we'd skate this pool every Christmas Day.
Why this one pool?
Every pool is different. You can't build two things identical out of cement. There's no limit to the shape of the pool. There are all these elements you need to adapt to. There's the filter system, which we named the death box. You can grind over the death box or air over the ladder or the diving board in the deep end. It makes even your basic skateboarding tricks a challenge.
How do you organize these trips?
We've skated pools where we have a three-man setup; two at each of the gates, and the other guy skates. We had a 15-minute rule, which is how long it takes for the cops to show up. We were skating with this rule, and a helicopter flies in. We didn't think a helicopter would dispatch so fast. It followed us around for the rest of the day. Every time we'd get out of the car, it would start circling again. We didn't go into any more pools after that.

Photo by **Rajat Ghosh**

"Sometimes we rent helicopters and go up and look for pools, map 'em out, and go and find 'em. Part of that's just the fun of doing it."

MTV SPORTS: SKATEBOARDING

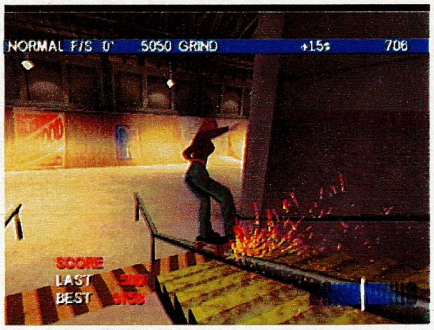
THQ's new *MTV Sports: Skateboarding* is going to be so big, it just might crush your PlayStation

■ SYSTEMS **PlayStation; Dreamcast** ■ PUBLISHER **THQ**
■ DEVELOPER **Yellow Belly** ■ THEME **Skateboarding**
■ PLAYERS **1-2 (PS); 1-4 (DC)** ■ AVAILABLE **Fall**

Wanting to go above and beyond other skateboarding games, developer Yellow Belly is determined to pack in more features than you can shake a broken board at. Game modes, moves, levels, songs – they're all here by the dozen. This game won't be a pile of useless variations upon a theme, either; *MTV Sports: Skateboarding* could be the fattest slice of skateboarding culture since *720* introduced us to a variety of skate contests.

Skateboarding will have the usual career and free-skate modes, but it will also pack in fresh new additions, such as the stunt mode, which will require you to pull off a tricky maneuver such as launching off a ramp, spinning in the air and then landing in a target area. Do it right and next you'll land on a rail and grind to the end. Progress along and you'll unlock hidden features as well as newer stunts that are sure to give your hands some severe cramps.

To give the game a boost of life, Yellow Belly has also thrown in computer-controlled skaters that will co-inhabit your world. Some riders will give you inspiration by pulling off some sick combo you hadn't thought of, and some of them



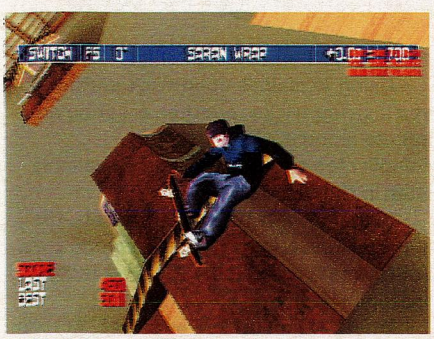
ON FIRE This girl is so hot, she sends sparks flying. Get too close to her and you'll get burned.



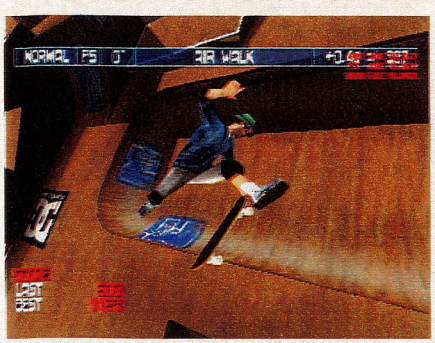
ON THE NOSE To be good you need precision, balance, and an ability to mix up your tricks.

will be pesky little kids who keep getting in your way as you skid along on a casper slide. Share the space or collide with 'em – it's up to you.

As for the rest of the game, the results still aren't in yet, but as many as 30 skaters will be available to thrash about on 35-40 levels. The exact number of levels isn't so important as the fact that there will be a tremendous number of things to do here. A bomb is about to explode on your PlayStation, and it has MTV written all over it.



WRAP IT UP Desperate for new names for their tricks, skaters raid their kitchens for ideas.

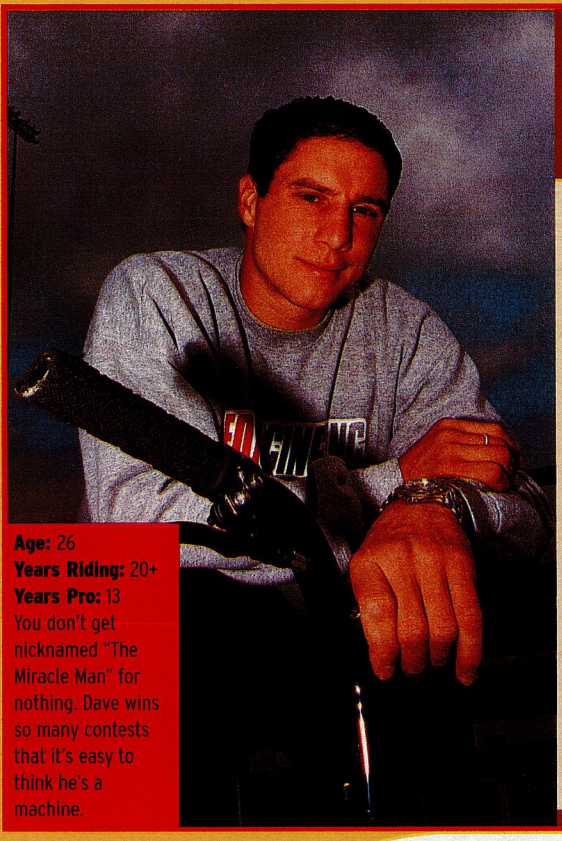


A WALK IN THE SKATEPARK If only this move were just as easy to pull off in the real world.

"Every pool is different. You can't build two things identical out of cement. There's no limit to the shape of the pool."

Photo by Rajat Ghosh

Dave Mirra



Age: 26
Years Riding: 20+
Years Pro: 13
You don't get nicknamed "The Miracle Man" for nothing. Dave wins so many contests that it's easy to think he's a machine.

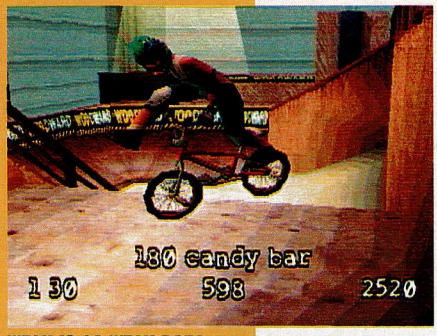
Thus Spaketh the King of BMX

At ESPN's B3 (bikes, boards, and blades) event in Kentucky we picked The Miracle Man's brain about *Dave Mirra Freestyle BMX*

How do you like the game so far?
I've played a few versions of it so far, and it looks good.
Just how involved are you in developing it?
As much as I can. The developers aren't close to me, so I can't be there all the time. But I'm giving them my ideas about the way that I think it should be played. They're listening, so I'm pretty happy with how it's going.
What was it like doing the motion capture with Ryan Nyquist?
It was a lot of work, but I think it's gonna be worth it.
Was it fun at all?
Not really. [*Laughs.*] I'd rather just go and ride somewhere. It was fun for about a half-hour, then I was like...well...just remember that we were in there for eight hours. It was a long day.
Do you play a lot of video games?
I play a lot of *Gran Turismo* and a lot of *Tony Hawk's Pro Skater,* and I wanted the controls in my game to be similar. It's pretty easy to get on and start playing it.
What's going to make your game different from the other BMX games out there?
We're gonna come out on top. I've played a lot of Tony's game, and I'm sort of using that as a stepping stone to make a better game. I'm sure they're all gonna be great games to play, though. I'm probably gonna have all three, and I'm sure I'll play 'em all.
Any predictions for this year's X Games?
That's hard to say, especially with the way the year's started out for me. I'm just gonna ride my best and hopefully it'll work out for me.

Photo by **Rajat Ghosh**

"We're gonna come out on top. I've played a lot of Tony's game, and I'm sort of using that as a stepping stone to make a better game."



WEAK IS AS WEAK DOES Fortunately, ***Dave Mirra Freestyle BMX*** will sport nonweak tricks.

DAVE MIRRA **FREESTYLE BMX**

The Miracle Man hooks up with Acclaim, and we get the skinny

■ SYSTEM **PlayStation** ■ PUBLISHER **Acclaim Entertainment**
■ DEVELOPER **Z-Axis** ■ THEME **Action/sports**
■ PLAYERS **1-4** ■ RELEASE DATE **Q4 2000**

With *Dave Mirra Freestyle BMX*, Acclaim is doing its best to ensure that gamers spend more time in front of consoles than on their bikes. You'll be given a bike, a set of tricks, and a track, and it'll be up to you to become the best freestyle BMX rider in the world.

Dave Mirra Freestyle BMX will feature a total of 10 professional BMX riders, including Ryan Nyquist, Chad Kagy, and Leigh Ramsdell. Players will welcome the freedom to play as or against any of the game's featured riders.

The game boasts street, dirt, and vert, and Dave Mirra himself quite naturally thinks it will be the best of the BMX titles: "We have all aspects of ramp or trick riding in the game," he says. "It's gonna be awesome."

Dave Mirra Freestyle BMX also sports a full-fledged career mode, in which players will guide any of the 10 riders from doing tricks in their backyard to earning cash and sponsorships.

Using Acclaim's open-trick system, you'll string tricks together, creating an infinite amount of stunts. More complicated tricks will become available later in the game.

Shipping with 12 different levels, the game will even feature Camp Woodward's Lot 8, which is arguably the best indoor spot in existence.

Whether you're vert or street, Acclaim is hoping *Dave Mirra Freestyle BMX* will have you pulling tricks with the big boys.



TWEAKED! Once you get some skills, you'll be able to bust crazy-ass tricks no problem.

Flight of the Condor

Competitor? Businessman? We caught up with Matt Hoffman in between competing, running a company, and managing a team.

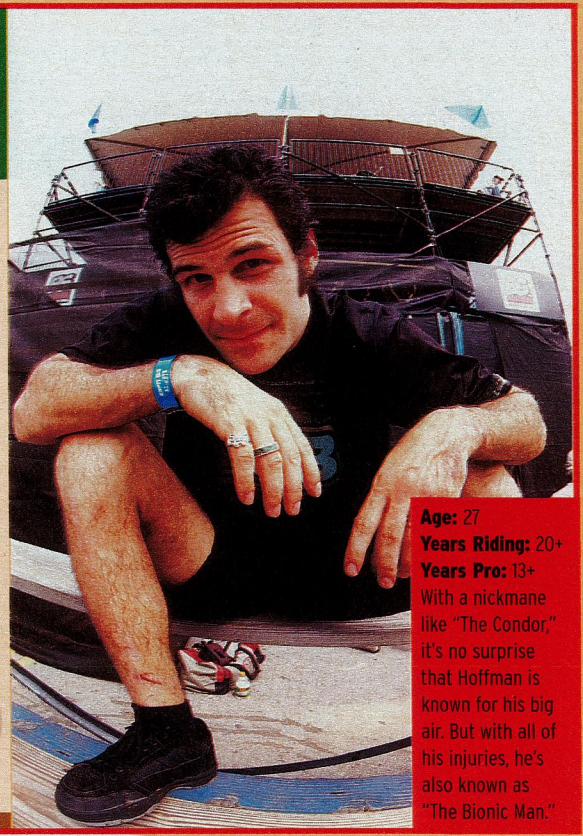
How realistic is the game?
It's scary. I did a grind to bar-spin off this 8-foot quarter in my warehouse in the video game, and I was like, "Damn, I can't even do that for real." So I had to learn it for real. I can't have my video game doing more stuff than I can do. [*Laughs.*]

Do you play a lot of video games?
Now I've got a perfect excuse to get back into video games. Whenever I'm playing video games I can classify it under research and development. People can't say that I'm wasting my time playing video games anymore.

Do you feel like you waste a lot of time rehabbing from your injuries?
The hard part about being injured is that you lose muscle memory, and you have to work your body back out to get back to the level where you should be riding. Also, from lip to lip there's three seconds where you have to remember your tricks. You can be totally in shape and have everything dialed but your brain may have slowed down and isn't as good at just coming up with the tricks. Although it doesn't have any of the physical elements – obviously – this game will keep you mentally sharp. If I'm hurt and I play the video game a lot, I'll be just as quick at coming up with stuff as I was when I stopped. I like video games that are so real that they're constructive to your real riding. You know what I'm saying?

There are a few BMX games coming out this year: Dave Mirra has one, T.J. Lavin has one. . . .
Pretty soon we're all gonna be competing virtually. We're all gonna be sitting in chairs and instead of a half-pipe, we're gonna be looking at some big screen.

Photo by **Rajat Ghosh**



Age: 27
Years Riding: 20+
Years Pro: 13+
With a nickmane like "The Condor," it's no surprise that Hoffman is known for his big air. But with all of his injuries, he's also known as "The Bionic Man."

Matt Hoffman

MATT HOFFMAN'S **PRO BMX**

A proven engine and a nine-time world BMX vert champion

■ SYSTEM **PlayStation; Dreamcast** ■ PUBLISHER **Activision**
■ DEVELOPER **Runecraft** ■ THEME **Action/sports**
■ PLAYERS **2** ■ RELEASE DATE **Q4 2000**

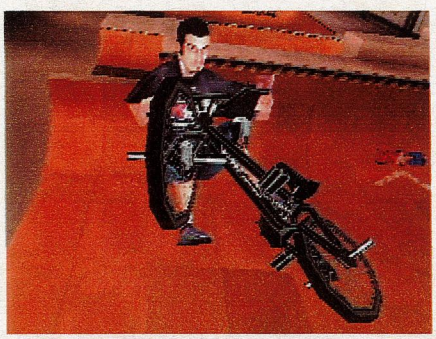
Who better than The Condor to lend his expertise to a BMX game? Based on *Tony Hawk's Pro Skater*, *Matt Hoffman's Pro BMX* is poised to bring some serious BMX action into the fray.

If any company has proven itself worthy of making extreme games, it's Activision. So it's no surprise that it's venturing into the world of BMX.

Matt Hoffman's Pro BMX boasts vert, street, and dirt – vert and street being the more prominent disciplines. But, says Hoffman, "we have the best guys in all three disciplines." In addition to Matt, the game will feature the likes of Mike Escamilla, Dennis McCoy, Cory Nastazio, Kevin Robinson, Simon Tabron, and Rick Thorne. Activision says each rider's unique style, as well as specific trick set, will be reflected in the game.

Players will perform a slew of tricks, including, flairs, backflips, fufanus, and grinds on a total of eight courses. As for the game's overall realism, Hoffman seems genuinely impressed: "It feels like I could actually improve my mental riding skills by just playing it." The game also contains a few contests sponsored by Crazy Freakin' Biker (CFB), too. The game's career mode will entail earning equipment, among other things.

Set to ship later this year, *Matt Hoffman's Pro BMX* will have everyone pulling crazy tricks without having to worry about having their knees reconstructed.



CRACK THAT WHIP! **Who needs "real" knees to get ill? You try busting a tailwhip off the hip.**

"I can't have my video game doing more stuff than I can do. If you can do it in the game, you can probably do it in real life."

electric

Videogame coverage on television.
Videogame television on the web.

playground

elecplay.com



When I'm not playing, I like to watch.

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THE BIG PICTURE

incite's special sneak peak into gaming's biggest blockbusters, starting with the PlayStation 2...

SMUGGLER'S RUN – ROCKSTAR
Z.O.E. – KONAMI

Smuggler's Run

It's *The Road Warrior* meets *Driver* in a battle of off-road vehicles

THE CAST

- 7 Ruthless gangs
- 15 Types of modified trucks
- 4 Huge levels, 100 square miles each
- Multiplayer mode supports 4 players

THE CREW

Angel Studios is a timeless developer and part of the original Nintendo 64 dream team. It's most recent accomplishment: *Resident Evil 2* for the N64.

THE PITCH

Join a gang of international smugglers driving off-road vehicles to battle rival gangs and avoid the law while moving contraband across country borders.

THE SCREEN TEST

The levels are simply massive, and the gameplay is explosive. If you're into *Vigilante 8* and *Driver*, you'll want to watch for more on this one.









Zone of Enders

Massive robots talk tough and act it out in glorious space battles

THE CAST

- The most visually intense PS2 game yet
- Incredible lighting and explosion effects
- Huge mechs with seamless animation
- A strong story complements the battles

THE CREW

Hideo Kojima, one of the most popular game developers in Japan, tries his hand at the PlayStation 2 and is followed by most of his *Metal Gear Solid* team.

THE PITCH

Zone of Enders is touted as a *Zelda*-like adventure, featuring huge mechs in incredible fights, plenty of in-game cinemas, and a deep storyline.

THE SCREEN TEST

From what we've seen so far, this looks more like a fighter than an adventure game. Considering the development team, it shouldn't be anything less than fantastic.









THE GETAWAY – SONY COMPUTER ENTERTAINMENT
MADDEN NFL 2001 – EA SPORTS

THE BIG PICTURE ON PLAYSTATION 2



The Getaway

A tour of London without worrying about driving on the wrong side of the road

THE CAST

- 50 Real-life cars available
- 70 Square kilometers of London
- Plenty of targets...er, pedestrians
- Astounding stunt driving required

THE CREW

With a record consisting of *Porsche Challenge* and *Spice World*, it's a wonder Studio Soho still has its license. The PS2's extra horsepower should help, though.

THE PITCH

Motoring mayhem on the streets of London: A former professional bank robber races against time to save his kidnapped son from a ruthless gangland boss.

THE SCREEN TEST

With more racing titles than driving adventures slated for the PS2, *The Getaway* should be able to hit cruise control, at least until *Driver* appears in its rearview mirror.



Madden NFL 2001

Half game, half amazing, Madden looks like pigskin paradise

THE CAST

- Player-specific uniform details
- NFL coaches shout instructions
- Player heights and weights are a factor
- Adjust pass coverage/linebackers at line

THE CREW

Since the days of the Sega Genesis, the team at EA Sports has dominated gaming's gridiron. Now they look to continue their winning ways on the PlayStation 2.

THE PITCH

With the most realistic gameplay and all of the stars of the NFL, *Madden* could be the dominant football game this season.

THE SCREEN TEST

If God only knew football was going to be this cool, he would've changed church to Tuesdays. Looks like a must-own game.

THE BIG PICTURE ON PLAYSTATION 2

FIFA 2001 – EA SPORTS
WIPEOUT FUSION – PSYGNOSIS

FIFA 2001

Bicycle kicks, headers and GOALS, GOALS, GOALS

THE CAST

- 46 Teams from around the world
- 5 Gameplay modes, including World Cup
- High-resolution player models
- Physical confrontations between players

THE CREW

EA Sports is the worldwide leader in athletic entertainment. It has been in the game longer than most of today's star athletes, so you know this will be good.

THE PITCH

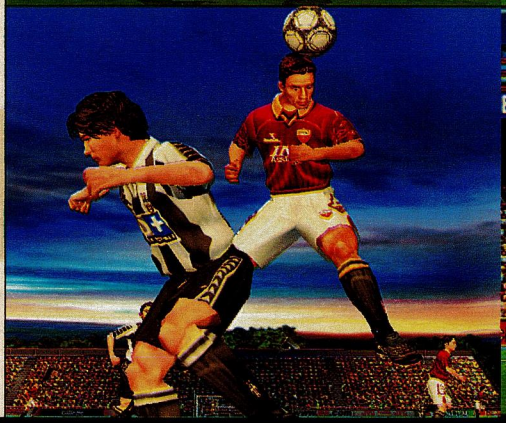
By including real-life athletes from FIFPro (the Football Players' Rights organization) and MLS, *FIFA 2001* promises to be the most authentic soccer sim on the market.

THE SCREEN TEST

Even in its early stages, the gameplay is well on its way to surpassing that of any soccer title we've played before. Odds are, it's only going to get better.









Wipeout Fusion

Why do we feel Lucas played *Wipeout* before imagining podracing?

THE CAST

- 48 Maneuverability parameters per craft
- Off-track free-form areas
- True antigravity for upside-down racing
- Better interactivity and weapons

THE CREW

Psygnosis' Studio Liverpool can be considered programming aces for such titles as the first two *Wipeout* games and *Colony Wars*. We'll forgive *Psybadek*.

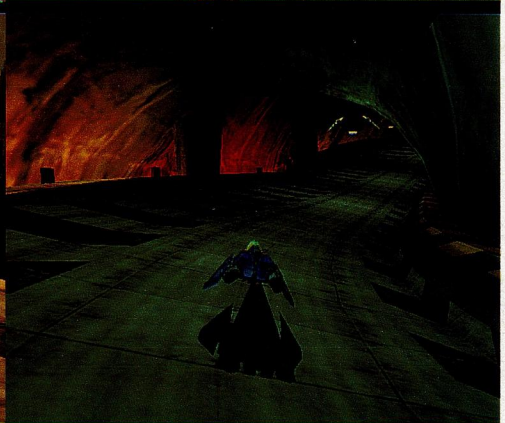
THE PITCH

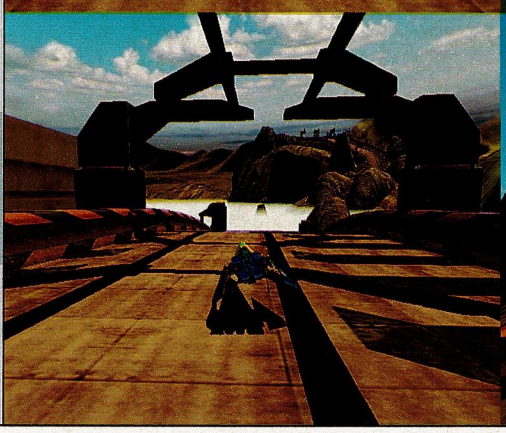
In the year 2150, racing has taken a turn for the faster. Pilot sleek, rocket-propelled antigravity ships as they battle it out for the Federation F9000 league championship.

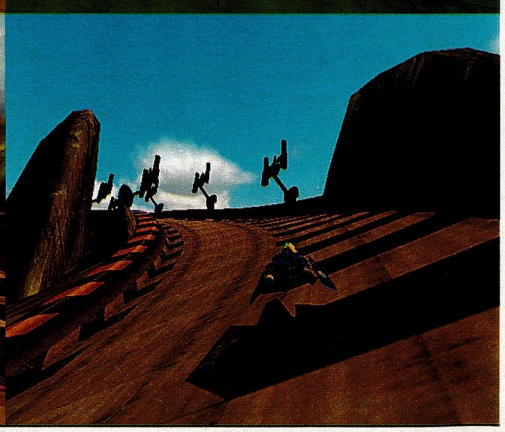
THE SCREEN TEST

The original *Wipeout* was a standard bearer. Will *Wipeout Fusion* turn out to be more of the same? The developers promise more speed and intensity. We believe.



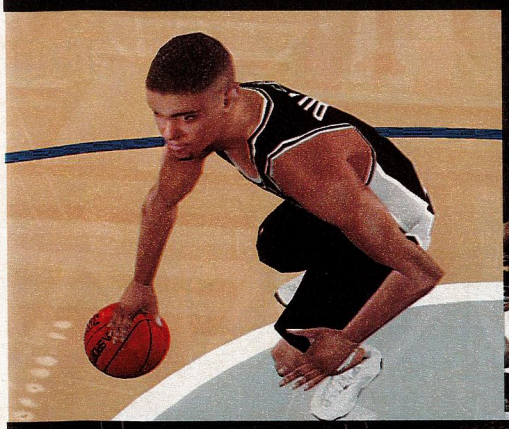


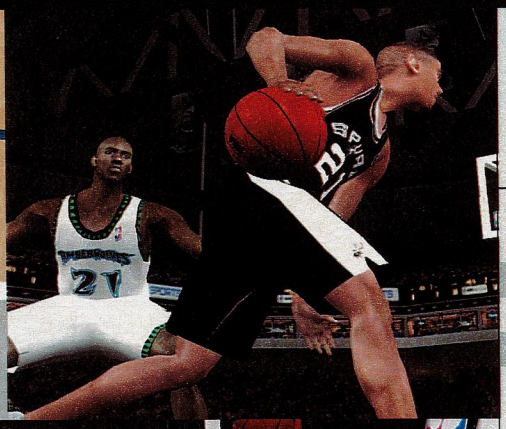


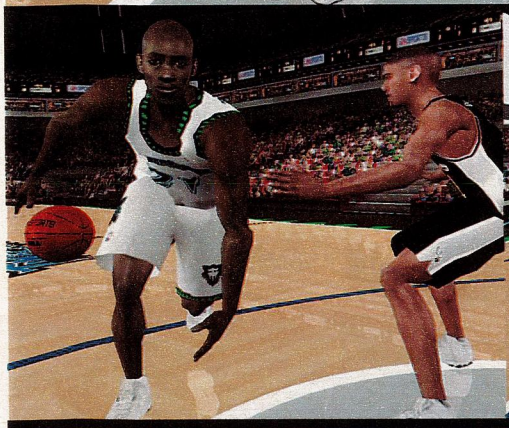


NBA LIVE 2001 – EA SPORTS
SSX – EA SPORTS

THE BIG PICTURE ON PLAYSTATION 2









NBA Live 2001

Drooling to dribble? *NBA Live* provides your slamming fix

THE CAST

- Kevin Garnett motion-captured
- Cyberscan technology for player heads
- Legendary teams like the 1972 Lakers
- Moves like drop steps and baby hooks

THE CREW

EA Canada proves Vince Carter isn't the only superstar up North. This is the seventh game in the series, and EA Canada has improved the gameplay every year.

THE PITCH

Can a basketball video game be more exciting than the real NBA? With teams like the Clippers still around, EA's *Live* could be the best hoops going this year.

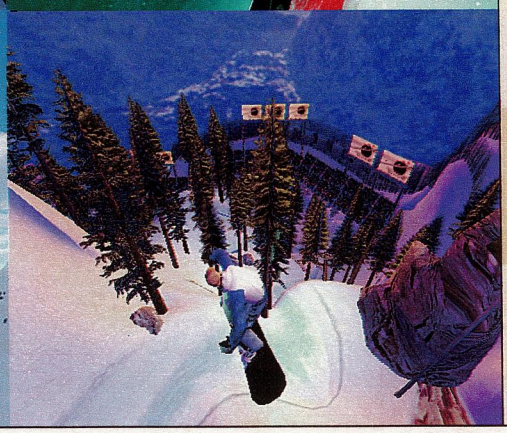
THE SCREEN TEST

If these are first-generation PS2 graphics, how much better will *Live* look in three years? It already looks like you're watching Duncan and Garnett on NBC.









SSX

EA Sports puts its best goofy foot forward and hits the slopes

THE CAST

- 4 Racers with specialized tricks
- 7 Twisting courses with jumps and turns
- Freeride, Singles, World Circuit modes
- Full contact with your competitors

THE CREW

Nobody knows snow like the Canadians, so it's a good thing SSX is being developed by EA Canada. We can only hope for a beer-and-back-bacon game next.

THE PITCH

The sport of snowboarding is taken to the extreme with emphasis on major air. Tracks like an iceberg and an indoor megaplex promise a truly distinctive run.

THE SCREEN TEST

Superior speed and scenery should prove no problem for the PlayStation 2. The only question is whether the handling will give the game the moves to match the visuals.

THE BIG PICTURE ON DREAMCAST

JET GRIND RADIO – SEGA
VIRTUA TENNIS – SEGA

Jet Grind Radio

Just tell Mom it's about art appreciation and getting some exercise

THE CAST

- 10 Diverse hip-hop characters
- 3 Expansive urban environments
- Overdrive magnetic motor skates
- Cartoon-dimension art style

THE CREW

The game is being developed at Sega by a new, and as yet unnamed, development team. Judging by the screenshots, the crew won't remain anonymous for long.

THE PITCH

It's skate, spray, or die as you evade cops and battle rival graffiti crews. The odd title refers to the radio program that provides the soundtrack for your delinquent ways.

THE SCREEN TEST

Tony Hawk rules the extreme-skating roost, but *JGR*'s distinct visuals and eclectic mix of gameplay give it a persona all its own. A little parental outrage guarantees success.









Virtua Tennis

More balls flying around than a party at Monica Lewinsky's

THE CAST

- 8 Pros, including Jim Courier
- Clay, hard, grass, and carpet courts
- Singles and doubles matches
- Simple control scheme

THE CREW

Sega Sports serves up the first good-looking tennis game in years. The crowd and player graphics shine, thanks to Sega's use of *Virtua Tennis'* original arcade engine.

THE PITCH

A tennis game that's as realistic as it is fun. Battle a friend in Arcade or Exhibition, or work your way up the rankings in World Circuit mode.

THE SCREEN TEST

This Dreamcast game already plays even better than it looks. Just might be a top sports game for 2000 and the title that makes tennis cool again.



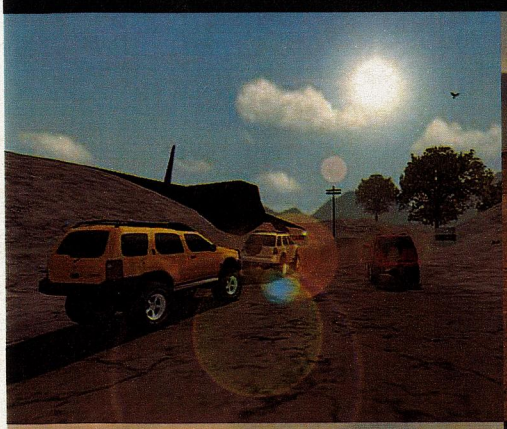






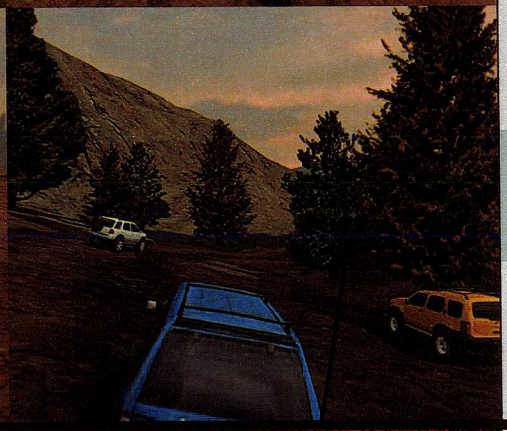
4X4 EVOLUTION – GATHERING OF DEVELOPERS
SILVER – INFOGRAMES

THE BIG PICTURE ON DREAMCAST









4x4 Evolution

G.O.D. delivers networked off-road racing to the DC. And it is good

THE CAST

- 30+ Licensed road-hoggin' SUVs
- Dreamcast vs. PC vs. Mac network play
- 16 big tracks with tons of shortcuts
- Photo-realistic environments and cars

THE CREW

Developer Terminal Reality got its shoes dirty with *Monster Truck Madness 1 & 2*, among other racers, and *Nocturne*, the critically acclaimed PC title. The Gathering is heading up publishing duties.

THE PITCH

Arcade off-road action – and likely to be the first title to allow console gamers to stick it to PC jockeys.

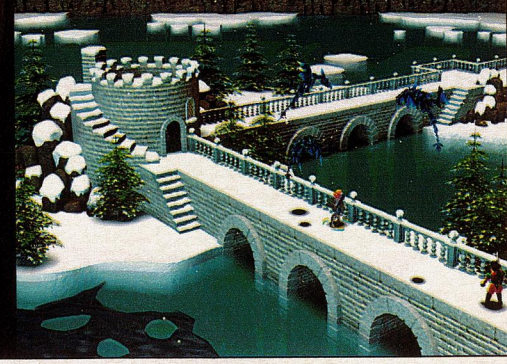
THE SCREEN TEST

Terminal Reality claims network play has been up and running for months. With a scheduled summer release, their offering could be a big one.









Silver

If you're late picking up your wife, there will be hell to play!

THE CAST

- 50+ Characters with full voice-overs
- Uniquely skilled quest party members
- 8 Magical orbs of power
- Real-time combat environment

THE CREW

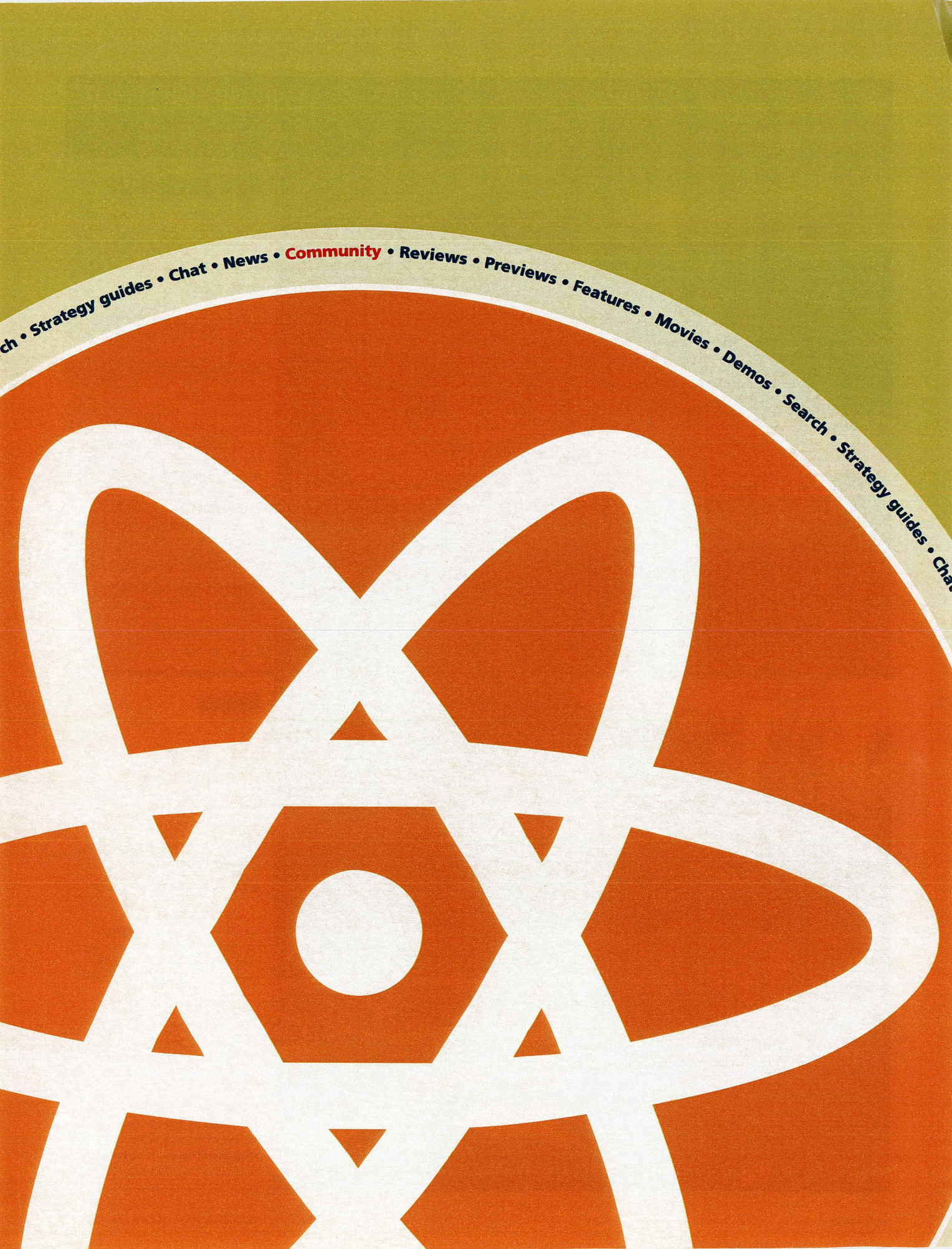
Spiral House was formed internally at Infogrames to develop the PC version of *Silver*. Who better to handle the port to Dreamcast than the original design team?

THE PITCH

An evil sorcerer named Silver rules the magical world of Jarrah with an iron fist. David, a brave but blandly named knight, must rescue his wife from Silver's clutches.

THE SCREEN TEST

Silver blends real-time adventure gameplay with the depth of a classic RPG. Exquisite graphics and an innovative approach to gaming should make for a successful quest.


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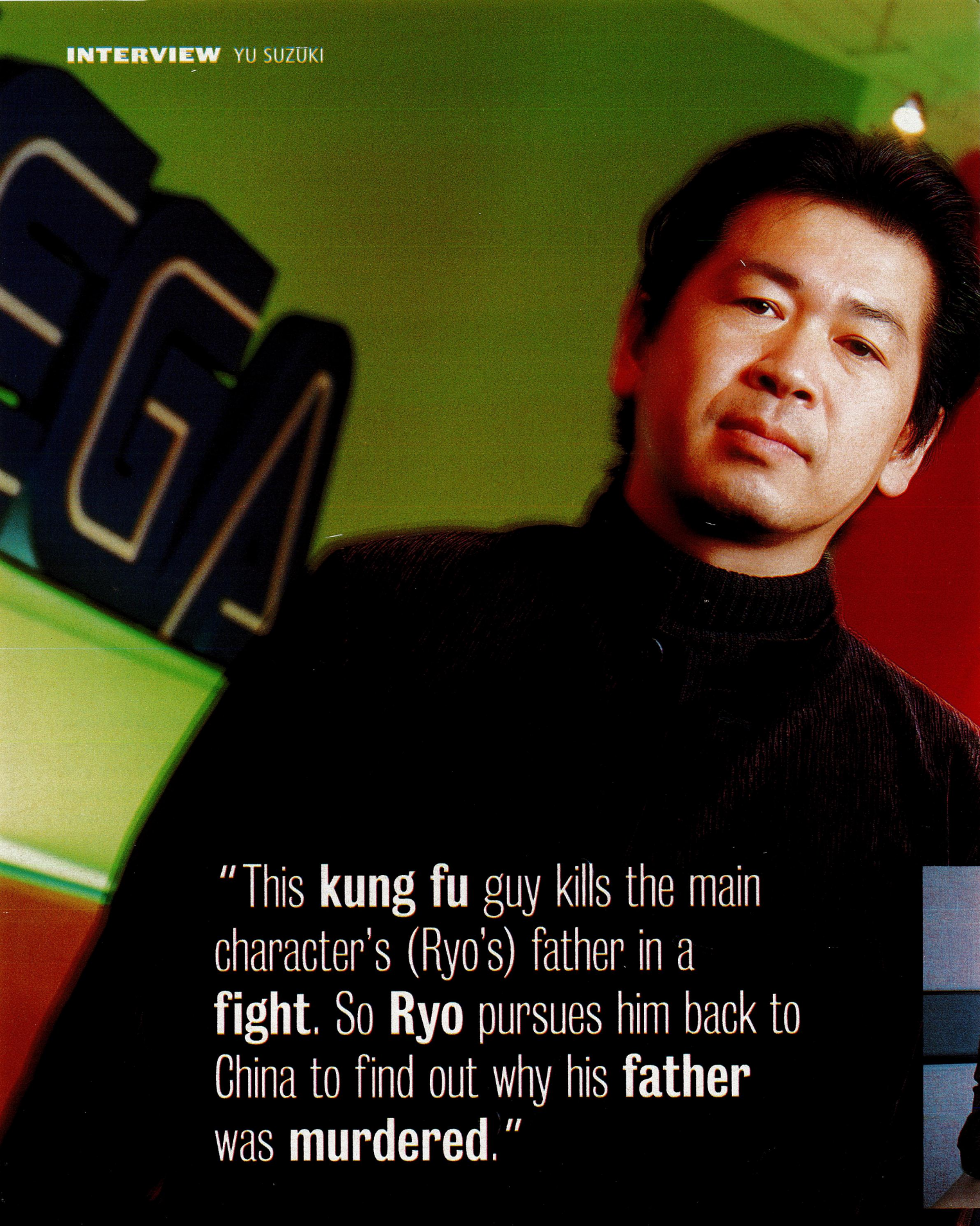
Just don't show up and try to get into our game room.



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"This **kung fu** guy kills the main character's (Ryo's) father in a **fight**. So **Ryo** pursues him back to China to find out why his **father** was **murdered**."

Suzuki Samurai

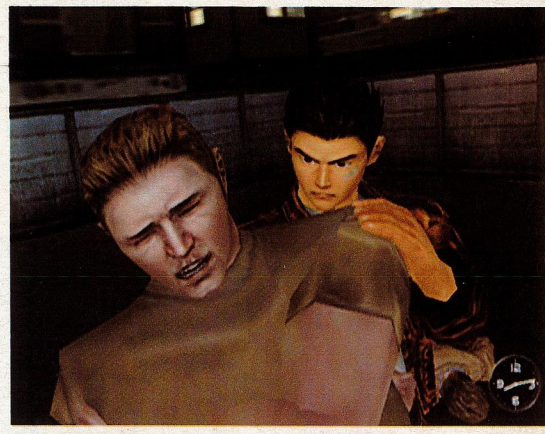
The mind behind *Shenmue,* **Yu Suzuki,** talks with Bryn Williams about his game and how it originally looked on the Sega Saturn

Name: Yu Suzuki
Age: 42
Title: Corporate Vice President, Sega Enterprises
Games Created: *Virtua Fighter, VF2, VF3, Out Run, Hang On, Space Harrier, Daytona USA*
Latest Creation: *Shenmue*
***Shenmue* Release Date:** Out now in Japan; to be released this fall in the U.S.



It's not every day we get a chance to dish the dirt with a legendary game creator. So when Sega gave us the chance to sit down with Yu Suzuki, the pioneer of '80s-style arcade gaming and corporate vice president at Sega Enterprises, we jumped at it. His latest masterpiece, *Shenmue,* is already out in Japan and is now headed for the U.S. But how will the game differ in its U.S. incarnation?

Tell us about *Shenmue*'s innovative game system.
Shenmue brings movie quality and game interactivity together in a style we call FREE, which means Full Reactive Eyes Entertainment.
What's the basic storyline?
This kung fu guy travels from China to Japan and kills the main character's, (Ryo's), father in a fight. So Ryo pursues him back to China to find out why his father was murdered. Chapter one is set in Japan; chapter two will be set in China.
Will there ever be a chapter set in America?
No, there will be no *Shenmue* set in America, but maybe another series in the future could be.
Is it true that the American version will feature new voiceovers for the characters?
Yes, that is correct. We have already selected over 200 voice actors, and the quality is really nice – they're much better than the Japanese voice actors.
Will all the text be changed into English?
Some of the signs will be changed, but not all of them. We still need to keep some of them in Japanese or Chinese to keep things authentic. But now a shop notice displaying the opening and closing times of the store will be in English.
How many chapters will there be?
I don't know the exact total yet, but I have written 16 so far. The first game is chapter one, but the second game may be chapters two through five. It's still undecided.
What improvements would you like to see in the second chapter over the first?
The overall goal is to make everything bigger. By increasing the number of people, the game experience will be better.



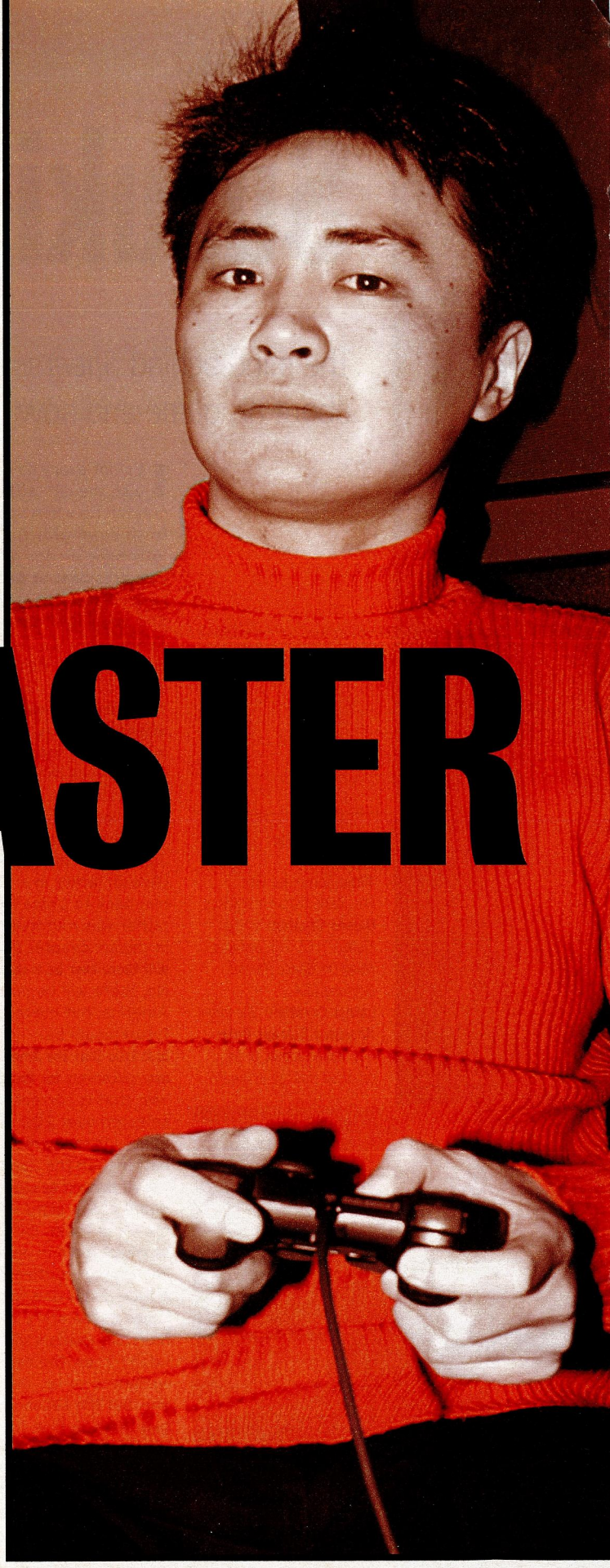
THUG LIFE Ryo roughs up a random thug as he searches for answers about his father's murder.

Switching gears, if *Shenmue* takes place in 1986, why is there a Sega Saturn in Ryo's house?
Well [*laughs*] that's the entertainment! The Saturn can play *Space Harrier* and *Hang-On* in his house, but do you remember the Master System? Well, it's impossible to play those games on that.
Will you utilize the Internet and network gaming in future versions of *Shenmue?*
The Internet is very important to Sega, but as far as *Shenmue* goes, I am researching how it could be used.
It would be great if, say, five or 10 people on a network could exist in the same game of *Shenmue.*
That is maybe a little bit too difficult right now. I don't know, maybe in *Shenmue 5* or something.
When do you think the next chapter of *Shenmue* will be ready?
Luckily, that is not really my issue. The release timing is for the people in marketing to worry about.
When will the U.S. version of *Shenmue* be completely finished?
Again, that is up to Sega of America.
Did you ever have a version of *Shenmue* running on the Sega Saturn?
Yes, it was very interesting.
Does that mean it was no good?
No, that means it was interesting!

Photography by **Rajat Ghosh**

Kazunori Yamauchi's place in history is guaranteed – if not for masterminding the ***Gran Turismo*** series, then for owning the orangest sweater known to man. Warren Harrod has a sit-down with the maestro.

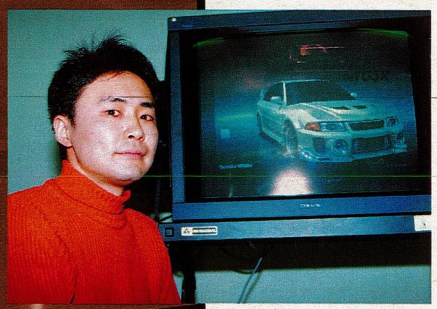
GRAN MASTER



When Kazunori Yamauchi talks, people listen. He and the rest of the Polyphony Digital crew are responsible for two of the best-selling and, more important, best-playing games of all time: *Gran Turismo* and *Gran Turismo 2.* So we were all ears when he took the time to talk with us about one of the PlayStation 2's most eagerly anticipated games, *Gran Turismo 2000,* and the future of the *Gran Turismo* franchise.

What do you think of all the other driving games that are trying to copy *Gran Turismo?*
When I first started creating *GT* there were already many different kinds of driving games for the PlayStation and Sega Saturn. However, *GT* brought something new to the genre, and now everyone is trying to imitate us, which makes me very happy.

***Gran Turismo 2000* was originally planned as a PS2 launch title in Japan. Why was the release date pushed back?**
The biggest reason was that I was still working on *GT2* right up to Christmas last year. Of course, I'd like to release *GT2000* as soon as possible, but there's an inherent level of quality for *Grand Turismo* that I want to achieve, and I don't want to sacrifice that just to get it out



Name: Kazunori Yamauchi
What's in his garage: Mitsubishi Lancer Evolution V; Honda S2000
Favorite race driver: Carlos Sainz
Little-known fact: Originally wanted to be a film director

> **"...*GT2000* is now running at 60fps, allowing us to improve the performance of the suspension and tires and make cornering more realistic."**

quickly. The most time-consuming element of *GT2000* is the creation of the car models and courses. We don't get any model data from the manufacturers, so we have to model the cars by ourselves, and each one takes about a week.

Will all the courses in *GT2* be in *GT2000?*
Like the cars, modeling the racetracks is also very time-consuming. Considering the deadline we have for *GT2000,* I probably won't be able to include as many courses as there were in *GT2,* but there will be some all-new tracks.

How will *GT2000* improve upon *GT2?*
Gran Turismo 2 ran at 30 frames per second, which caused some difficulty because you would often experience the suspension jumping due to the time lag between frames. But *GT2000* is now running at 60fps, allowing us to improve the performance of the suspension and tires and make cornering more realistic. A quicker frame-rate makes the cars easier to control, too, by decreasing the delay between the moment you move the controller and the moment its effects are shown on-screen, and giving gamers more feedback. Other than that, the physics model we had in *GT2* was pretty much complete, so for *GT2000* there isn't really anything else to add. However, now that the physics of the cars have been perfected, I'd like to work on the AI.

Are there any cars that didn't make it into *GT2* that you'd like to see in *GT2000?*
There are many cars; for example, Lamborghini and Ferrari. I'd definitely like to see these in *GT2000.* I couldn't include them before because these manufacturers had already signed exclusive contracts with other game companies.

Will you be adding visible damage to *GT2000?*
When I speak to the car manufacturers to get the rights for all the various cars, the U.S. manufacturers aren't really bothered if their cars become damaged. However, the Japanese and European manufacturers would prefer not to see their cars totaled.

In the end you didn't include drag cars in *GT2.* Will you be able to put them in *GT2000?*
Although I did have some strong requests to include them in *GT2,* there wasn't enough time to put them in. Of course, I would like to include them in *GT2000,* but only if I have time. It's not my first priority.

How about a four-player mode?
Yes, I am thinking about multiplayer. I think that for the first time, the PS2 is providing a hardware platform that allows for real multiplayer games. Up until now you haven't really been able to do multiplayer without sacrificing something. In *GT2* I had to make a lot of compromises to get a multiplayer mode working.

Will *GT2000* support online play?
Yes, it's possible with the hardware, but first of all I want to make the perfect stand-alone version and enhance it as much as possible. After we've achieved that we'll add online features.

Why the name *Gran Turismo 2000* and not *GT3?*
GT2000 is only a special version of *GT* for the launch of the PS2. *GT3* is the true sequel to *GT2,* but I won't begin working on that for another two years or so.

Do you have any special things planned for *GT2000* that you'd like to tell us about?
We've got *Motor Toon Grand Prix* and *Omega Boost* up and running on the PS2, and we've already arranged for them to be possible bonus games for *GT2000.* That's because I don't think it'll sell on its own [*Laughs.*]

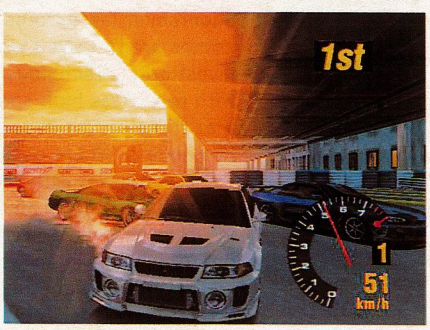
What other PS2 projects is Polyphony Digital working on?
We really want to show everyone the true power of the PS2, and all the staff are currently working hard on *GT2000.* However, in autumn I'd like to start work on a brand-new project. Whether it'll be an RPG, an adventure game, or another kind of racing game, I don't know yet.

It's Nice, But...

The game looks good now, but it's about to get a lot better.

We have in our possession a one-car (Lancer Evo VI), one-track (Seattle), one-lap demo of *Gran Turismo 2000,* and it does look spectacular. But Yamauchi says we ain't seen nothin' yet: "I think that the current quality of the graphics is only about 20 percent of what I'd like to see in the final version. We still have several more ideas that we'd like to implement, and from here on we'll continue to improve the quality. The final version of *GT2000* will be five times better than this."

Assuming all goes according to plan, expect a U.S. release in time for Christmas. Or you can do what we do – sleep with the demo disc under your pillow, hoping the *Gran Turismo* fairy will swap it for the final version one night. It could happen. You just gotta believe.



AIN'T SEEN NOTHIN' YET If what the man says is true, the final version will blow this away.

Photography by Satomi Izuka



Ticket to Ride

Strap on your seatbelt for the most explosive driving experience since the Pinto

■ SYSTEM **PlayStation** ■ PUBLISHER **Infogrames** ■ DEVELOPER **Reflections Interactive** ■ THEME **Driving** ■ PLAYERS **1-2** ■ AVAILABLE **November/December 2000**

INSIGHT

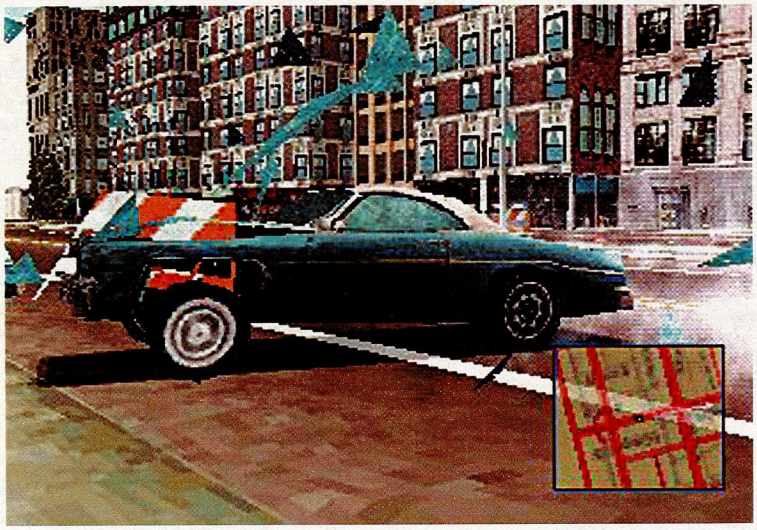
Q. I feel up for a road trip!
A. Sorry, no brewskis, but pump up the soundtrack from Polygram/Universal on the 8-track deck.
Q. Will I have time to enjoy the sights?
A. With new curved streets, you'll need to keep your eyes on the road. We'll make an exception for the topless beaches of Rio, though.
Q. And what if I just want to cruise?
A. Try the new driving games, including the classic race and timed slalom run. There's also a two-player split screen mode with its own unique driving areas.

Slip on those driving gloves, turn the key, and rev the engine as you take to the streets with a total disregard for traffic laws and public safety. Solid.

If judgments were based purely on real-world empirical evidence, cops would exist solely to ticket you for traveling 43mph in a 40mph zone. That, and to keep the doughnut industry alive and kicking.

Fortunately for the men in blue, there are games like *Driver 2* that reveal the dark, edgy world of undercover law enforcement, where crimes aren't solved with superior investigative technique but rather with relentless high-speed pursuits that threaten the lives of innocent bystanders. Where do we sign up?

Not content with merely decimating a major mob crime ring in *Driver,* the maverick crime fighter known simply as Tanner is back again, facing off against two ruthless crime lords in the sequel. Tanner terrorizes the streets of Chicago, Las Vegas, Havana, and Rio de Janeiro as he aims to bring down American baddie Solomon Crane and vicious Brazilian kingpin Alvaro Vasquez.



UNDETOURED **Don't be deterred by obstacles – the huge city environments beg to be explored to the fullest. Finding "shortcuts" is the key to maximum entertainment value.**

Assisting Tanner is a new sidekick, Tobias Jones, who feeds him information and arranges his 40 new missions. Note to Tobias: make sure those insurance premiums are paid, as "cop buddy" is a synonym for "expendable" and "cheap, stereotypical plot twist."



CHICK MAGNET Rollin' in the Benz, checking out the natural wonders of Rio.

Why, it's enough to make you bust out your Starsky and Hutch polyester leisure suit and put an extra coat of wax on the old Gran Turino.

But the big news in *Driver 2* is that the premier wheelman on the PlayStation has gained the ability to walk. The requisite chase sequences are now interrupted by foot-bound episodes in which Tanner performs essential tasks such as setting detonator timers, unlocking doors, and flipping switches.

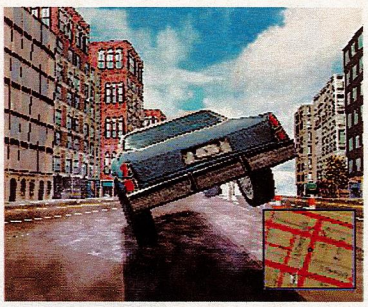
And when our hero tires of performing these mundane tasks, he can now commandeer the nearest vehicle of his choice. Imagine the possibilities (and skyrocketing insurance premiums) of hopping in the driver's seat of a bus, fire truck, or any other vehicle in the game. Why, it's enough to make you bust out your Starsky and Hutch polyester leisure suit and put an extra coat of wax on the old Gran Turino.

–Roger Burchill

THE REAL DEAL

Cuban Cigar World

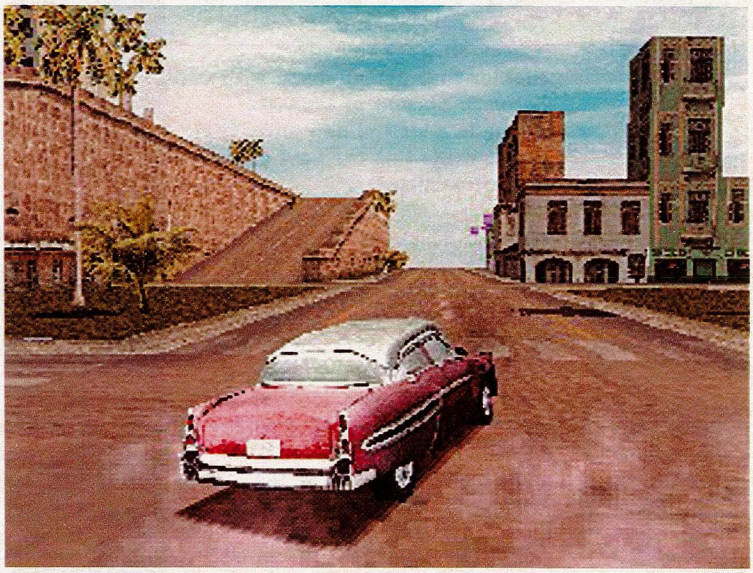
For something that's illegal in the States, Cuban cigars sure are easy to get. We especially enjoyed the "guarantee" clause provided at www.cubancigarworld.com.



SHOCK ABSORBER Realistic physics and extreme driving action come standard.



AUSTRALIAN FOR "DING" The car models reflect your driving skill – or lack thereof.

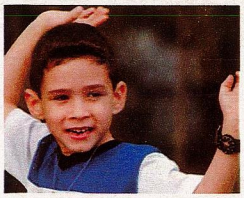


RAMP-ANT SPEEDING New features such as on-ramps add to the driving challenge. Why do we think that ramp is just begging us to explore our car's aerobatic capabilities?

Illegal Elián: The Race to Freedom Continues

Politics be damned! The way we figure it, if Tanner is going to be racing through the streets of Havana, Cuba, he may as well stop and offer everyone's favorite little Cuban refugee a ride back to the promised land.

THE TARGET:



Elián Gonzalez

WE SAY: What's it going to be, Elián: a life of sweat and toil in the tobacco fields of Cuba or the possibility of becoming the next member of Menudo? Say bye-bye to Daddy; it's time to live *la vida loca.*

ELIÁN SAYS: "We no have Pokéman in Cooba. It make me bery, bery sad."

THE PLAYERS:



Juan Miguel Gonzalez

WE SAY: C'mon, Pops. The kid belongs in the land of the free and the home of conspicuous consumption. For God's sake, PS2 is coming!

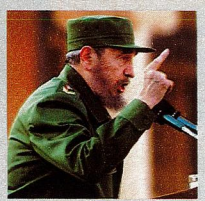
JUAN SAYS: "It's the richest coffee in the world." (Oops! Sorry, wrong Juan.)



Janet Reno

WE SAY: Damn, woman! Haven't you heard of makeovers? Next time, instead of calling for a SWAT raid, call E!'s *Fashion Emergency.*

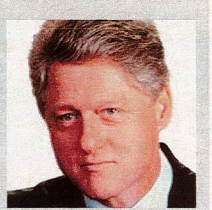
JANET SAYS: "We understood that the child was being abused by David Koresh."



Fidel Castro

WE SAY: News flash, Fidel: The revolution is over! Send us your cigars and baseball players, and we'll give you Gloria Estefan.

FIDEL SAYS: "Return da boy, or say 'ello to my little friend! How jou like that, eh!"

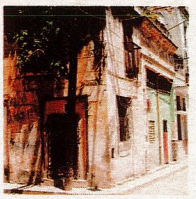


Bill Clinton

WE SAY: Why do we have the feeling that Fidel promised you some of the finest stogies this side of *Cigar Aficionado?*

BILL SAYS: "Mmm, cigars... now, what did I do with Ms. Lewinsky's phone number?"

THE PICKUP:



Thanks to Fidel's generous nature, you'll find Elián in his luxurious new one-room mansion. "Only 832 more cigars to roll, Elián, to earn your daily ration of beans and rice!" Use a Happy Meal to lure him to the car – it works every time.

All in the Family

Siblings team up to play nice and rid the world of Oblivion

■ SYSTEM **Nintendo 64** ■ PUBLISHER **Acclaim** ■ DEVELOPER **Iguana** ■ THEME **Bloody shooter** ■ PLAYERS **1-4** ■ AVAILABLE **September**

INSIGHT

Q. Will you have to battle endlessly to reach a save point?
A. Not this time. You'll be able to save whenever and wherever you want, keeping all the weapons you've accumulated. Keen.
Q. Can we expect ultragore like before?
A. You bet. You'll witness all forms of bodily dismemberment, which means buckets of blood will follow. You can even blow dead enemies into a pile of meat chunks.
Q. Will there be streaming video?
A. Well, no. But Iguana has taken time to integrate in-game cinematics with synchronized speech and music to create movie-quality narratives.

It's been two years since Acclaim dropped the gore-invested action adventure *Turok 2: Seeds of Evil* into gamers' hands, opting last year to go with a strictly multiplayer gaming experience in *Turok: Rage Wars*. Now Acclaim is back on track to deliver another first-person quest with *Turok 3: Shadow of Oblivion*, adding in a slew of new kinks that should make this the best game in the franchise.

Turok 3 picks up where *T2* left off – with the emergence of an older-than-dirt creature known only as Oblivion. Like any omnipotent organism, the big O is pretty much devoted to invading the bodies of the living – and dead, for that matter – devouring them from the inside out. Unfortunately, Oblivion had a really bad day when the Primagen's lightship exploded and unloaded a burst of energy, completely eradicating the entire universe and nearly killing Oblivion in the process. Now, ravaged and beaten down, Oblivion is seeking to break through the Netherscape that separates our world from the Lost Land so it can once again reign supreme. To do that, it must first completely eradicate the last shred of energy that almost wiped it out, which means, of course,



I WANNA HOLD YOUR HAND These little scamps are deadlier than they look.



MILITANT SURROUNDINGS Dynamic gunfight settings even include a military base.





HOTFOOT When not trying to burn Joseph to a crisp, this lava creature is available to host barbecues and bar mitzvahs.

snuffing out the entire Turok family, who carries said energy in their Light Burden satchels.

Enter Danielle and Joseph Fireseed, undaunted heroes and siblings to Joshua Fireseed, the intrepid adventurer of *Turok 2*. For the first time in the franchise, you'll be able to get your frag on with your choice of two lead characters instead of one. While the overall game is the same for both of them, the gameplay experience will vary depending on whom you choose, which should greatly add to *Turok 3*'s replayability.

What separates the two is body size, which ultimately affects where each can go in the environments, and weapon upgrades. Danielle is very Amazonian in appearance and must use a grappling device to climb up and around structures; Joseph is a bit on the smaller side and can slink through tiny openings, such as crawl spaces under buildings. Consequently, you'll periodically venture into certain territories as one character that are impassable by the other.

Both characters will have an arsenal of eight common weapons available to each, such as a shotgun, eviscerator, and inferno cannon. As in *Turok: Rage Wars*, these initial eight weapons upgrade into more powerful ones. Better yet, each character's weapons upgrade differently, combining for a hefty cache of 24 weapons between the two of them.

Turok 3's gameplay is comprised of five worlds that are divided into four levels, including the ruins of a futuristic city, a military installation, and the nexus of the Lost Land. Each level is a "living environment" that includes action going on within the game that will directly affect your character, such as police preserving law and order on the streets. However, it's the creatures living within the environment that will do the duo the most harm: More than 40 enemies run amok, including dinosoids, mutated humans, possessed machinery, and two-headed freaks.

If you're looking for multiplayer action, you won't be disappointed. *Turok 3* will include eight forms of combat, including Bloodlust, Capture the Flag, and everyone's favorite, Monkey Tag, through a whopping 42 maps, 21 of which are totally new.

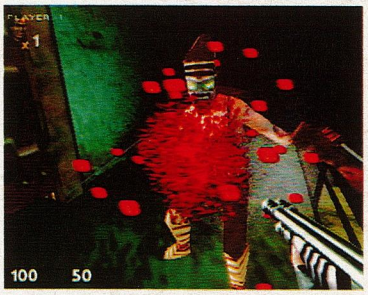
If you're looking for multiplayer action, you won't be disappointed. *Turok 3* will include eight forms of combat, including Bloodlust, Capture the Flag, and everyone's favorite, Monkey Tag, through a whopping 42 maps, 21 of which are totally new. You also will be given more control over the gameplay settings: You'll be able to adjust your character's handicap, set the number of kills, and apply low gravity, along with a host of other options too numerous to mention.

Based on what little we saw of *Turok 3*, it's progressing nicely and should be a big hit with anyone who follows the franchise. Acclaim has forgone using the RAM Expansion Pak during programming to fully optimize the gameplay experience without compromising the visual quality, and hopes to kick the game speed to a solid 30 frames per second. The end result will hopefully be an all-star-quality action/adventure offering to keep Nintendophiles plugged in for a little while longer.

–Brett Rector



I AM THE LAW Mess with the bull and you get the horns, arrows, and grenades.



YOU LOOK GORE-GEOUS Hey, it isn't *Turok* unless it has gallons of cartoonish blood.



BREAK ON THROUGH *Turok 3* will be invested with a more diverse lineup of creatures than those found in prior adventures.

Possession is 9/10ths of the Law

Turok 3 has some damn ghoulish enemies, but the lineup could be even more menacing with some big-name talent. *incite Video Gaming* ponders what could have been.



LINDA BLAIR: She was once Satan's right-hand woman. Her projectile vomit makes a particularly effective attack.

HERBIE THE LOVE BUG: You may think he's friendly, but possessed machinery can turn on you in a moment's notice.

SLEESTAK: Sure, they may be slow and dim-witted. But once they corner you, watch out for that thing on their head.

CURIOUS GEORGE: Being immortal makes Big George a tough chimp to kill. Monkey Tag would never be the same.

Illustration by Shawn Raecke

Ripley's Bereave It or Not!

In space, no one can hear you scream, "Die, alien scum, die!"

■ SYSTEM **PlayStation** ■ PUBLISHER **Fox Interactive** ■ DEVELOPER **Argonaut** ■ THEME **First-person action/adventure** ■ PLAYERS **1** ■ AVAILABLE **June**

INSIGHT

Q. Why do I feel like I suffer from a multiple-personality disorder?
A. Depending on which level you're playing, you could be: Ripley 8, Call, DiStephano, or Christie.
Q. I'm on the run but getting nowhere fast.
A. *Alien Resurrection* is one huge, contiguous environment with missions in nine different areas of the Auriga.
Q. Anyway, how can I feel empowered?
A. Tap into an arsenal consisting of a pulse rifle, flamethrower, and rocket launcher, to name a few psyche-soothing weapons.

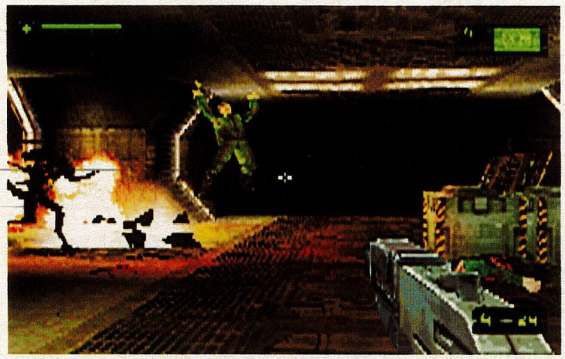
Bolstered by the knowledge that you somehow managed to survive viewing *Alien 3*, you lock and load your pulse rifle and prepare to face the alien scourge once again.

There's nothing like waking up 200 years after your horrific death, realizing you're an eighth-generation clone and being stalked by a whole bloodthirsty band of your newfound kin. Believe me, I've had Mondays like that.

Unfortunately for Ripley 8, she wakes to discover that evil military/scientist types have harvested an alien embryo from her chest and kept her alive for some laughs. But little do these fascist gene manipulators realize that the new Ripley is faster and stronger than version 1.0. Since Ripley 8 is cognizant of the memories of her predecessors, and she can telepathically communicate with her Alien brethren, you know there will be some soiled bad-guy undies on the USM ship *Auriga*.



THE BITCH IS BACK Someone's still bitter about losing the starring role in *E.T.*



THE FEWER, THE PROUD The Marines and aliens are frequently encountered in the midst of their own bloody confrontations.

While *Alien Resurrection* the game is based on the movie's plotline, it by no means mirrors the film's events. You'll be in control as you assume the role of Ripley, or one of her cohorts, in order to stop the nefarious Dr. Wren from transporting alien hatchlings to Earth. The action occurs in the first-person view, but don't expect *Quake* type shooter showdowns. Argonaut is striving to imbue the game with a cinematic style pace more reminiscent of adventure games like *Resident Evil*.

The environments practically drip the dark, desperate atmosphere of the film. Effective use of lighting and exceptional texture quality complete the visual package, but it is the game's surround-sound support that will have you flinching at every noise.

You know there will be some soiled bad-guy undies on the USM ship *Auriga*.

As you hear the incessant beeps of your motion tracker you'll feel the hair on the back of your neck raise, your palms moisten, and your mouth go dry. Did something just move, or was it only your imagination? This is one game you'll leave the lights on for.

–Roger Burchill



NO SMOKING, PLEASE Forget matches. Didn't your mom tell you never to play with bloodthirsty xenomorphs from space?



Born in the DNA

incite Video Gaming's do-it-yourself guide to recreational genetic engineering. (We assume no responsibility for damage or injuries.)

Step inside our genetic soup kitchen as we mix xenomorph and human DNA to create a new breed of intergalactic terror. Let's see, now....one part alien, one part celebrity equals freak of nature. Not too much salt, now! It's all in the name of science.

THE ORIGINAL RECIPE – MEET THE COMBO MEAL THAT EATS YOU



ALIEN + SIGOURNEY WEAVER = NEWBORN

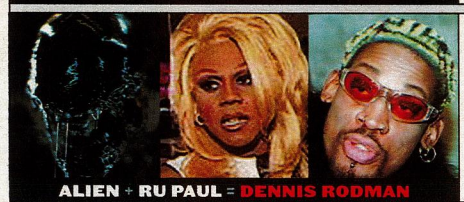
Ms. Weaver's search for Mr. Tall, Dark, and Handsome takes a tragic turn after 12 Cosmopolitans. Apparently, Sigourney forgot that everybody looks good at closing time.

THE NEW FLAVORS – WE KNEW THERE HAD TO BE AN EXPLANATION



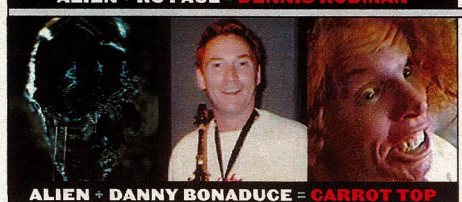
ALIEN + MIMI = MARILYN MANSON

We're all part of the dope show – and you'll need lots of dope to handle this onslaught of pancake makeup, blue eye shadow, and abusive fashion sense. Still, if it makes Rose McGowan hot...



ALIEN + RU PAUL = DENNIS RODMAN

Will this tasty he/she pick up more rebounds or drunken frat boys at a New York nightclub? The only question is which designer's dress will be worn next. Or is it what color its hair will be?



ALIEN + DANNY BONADUCE = CARROT TOP

Carrot Top's desecration of all things comedy or the timeless Partridge Family songbook? Either way, these redheads are the entertainment equivalent of crimes against humanity.

Illustration by **Will Terry**

My Friend Flipper

Think *Tomb Raider,* except underwater and without hot pants. And with dolphins

■ SYSTEM **Dreamcast** ■ PUBLISHER **Sega** ■ DEVELOPER **Appaloosa Interactive** ■ THEME **Fish-based adventure** ■ PLAYERS **1** ■ AVAILABLE **July**

INSIGHT

Q. So, I play as a fish?
A. *No!* Ecco is a mammal, a bottlenose dolphin to be exact, with a blowhole and everything. *Tursiops truncatus,* if you want the Latin.
Q. What can he do?
A. Lots of swimming and jumping. And he can talk with other sea creatures through the magic of sonar. Like Aqua Man.
Q. Who are these Appaloosa people?
A. British game developers who are also responsible for the heinous *South Park.*

Sega Genesis owners may remember Ecco, that lovable little scamp of a dolphin who saved the world and looked damn good doing it, even in glorious 2D. Well, our favorite aquatic mammal is all grown up now, fully 3D, and the world needs saving all over again. A dolphin's work is never done.

Smarter than the average dolphin, Ecco continues to elude tuna fisherman worldwide, righting wrongs and stealing hearts along the way. Our damp hero's latest opus, *Ecco the Dolphin: Defender of the Future,* involves space and time travel in addition to the usual bouts of frenzied swimming and echolocation. Plot details are thin, but Sega claims the ultimate goal is to "save the world and all existence as we know it from a time-traveling group of tyrants." No pressure there, then.

Ecco's first foray onto the Dreamcast is looking pretty incredible in the graphics department, as these screenshots clearly show. The art types over at Appaloosa dug out their old *National Geographic*s for inspiration and based Ecco's swimming animations on video footage of real bottlenose dolphins doing what they do best – saving shipwreck victims and slapping their fins together like they're clapping, presumably.

We played a nearly finished version of the game, and though the screens are amazing, *Defender of the Future* is even more impressive in action. Expect over 30 different stages and gameplay that will be instantly familiar to *Ecco* fans.

With sci-fi writer David Brin, author of *Startide Rising* (a novel featuring superintelligent dolphins as some of the main characters), helping out with the story, Ecco should be in top form for his Dreamcast debut in late July.

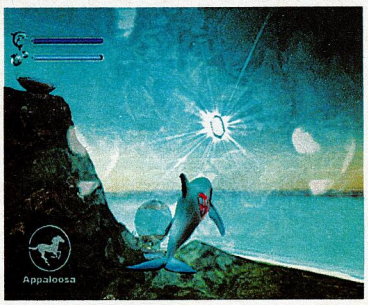
–Demian Linn



TROY McCLURE'S DREAM Two randy dolphins meet on an ancient sea bed, and the rest is history. But seriously, folks, did you see the dorsal on that guy? I'm here all week.



ASTRONAUT ECCO Play dress-up later in the game with this stylish yellow ensemble. If the porpoises back home could see me now....

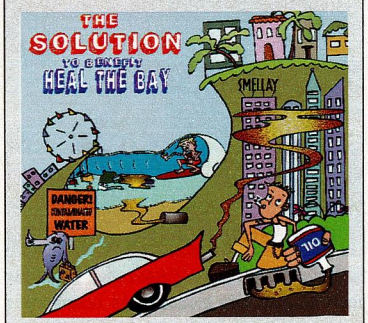


INTO THE LIGHT A glowing crystal floating in the sky? You should talk, dolphin.

Bay Watch

Want to feel like you're doing your part to save the dolphins, and the whales too?

Ante up for a new double-CD compilation called *Heal the Bay,* featuring unreleased songs from Blink 182, The Rentals, Reel Big Fish, and Bad Religion, to name a few. All proceeds will help Heal the Bay (the nonprofit organization, not the album) to clean and maintain the coastal waters and beaches of Southern California. Come on, SoCal needs all the help it can get. For more info call 800-HEAL-BAY or visit www.healthebay.org.



Stoned Again

Your precious jewels are in trouble; time to throw on the gloves and fuel up the flamethrower

■ SYSTEM **Dreamcast** ■ PUBLISHER **Capcom** ■ DEVELOPER **Capcom** ■ THEME **Free-for-all fighting** ■ PLAYERS **1-4** ■ AVAILABLE **August**

INSIGHT

Q. Why do the characters look so small?
A. In order to fit all four players on screen at once, the camera will zoom in and out depending how far apart everyone is.
Q. How many items are there this time?
A. *Power Stone 2* has 120-plus separate items. Earn them by collecting coins, combining items, or using your VMU to trade with friends.
Q. What if I don't have any friends?
A. Oh, we're sorry, you'll have to find new items the old-fashioned way.... Don't forget you can still battle against three computer foes, and your little sis can put up quite a fight if you piss her off enough.

From the second the battle begins, it's pure madness. Four strangely dressed characters running around on top of a rocking airship, dodging gun-turret blasts, throwing open chests in an attempt to find more gems or weapons – a match in *Power Stone 2* can't be described as anything other than chaotic. And then suddenly the plane breaks apart, sending the fighters hurling toward earth.

This isn't the end of the battle, though – not even close. After a 30-second free fall they hit soil, and the fighting begins again. One character leaps up to higher ground and starts launching rocks from catapults. Another jumps into a tank and begins to blast away, while the other two players try their best just to dodge the raining stones and explosive shells.

The first *Power Stone* was anything but a standard fighter; it introduced true 3D fighting that allowed players to go anywhere in a stage and battle with anything they could get their hands on. Matches were crazy enough to begin with, but for this sequel, Capcom pulled out all the stops. Four players can now compete at the same time, which could make *Power Stone 2* an incredible party game. The stages have been divided into multiple interactive levels, and they'll often require you to concentrate on things other than just fighting (such as running away from a giant boulder, for example). Capcom has also introduced four new characters into the mix this time around, including a strange midget kid and a cowboy.



WHERE'S RIPLEY? Other players aren't the only threat, as this giant alien implies.



CANNONBALL RUN Tired of trading blows? Use the sub's guns to dish out some pain.

Power Stone was released less than a year ago, but as you can tell, this sequel isn't just an upgrade. It could very well change the way you look at traditional fighting games. So, gather up your friends and start practicing the smack talk now, because this August fists will fly – not to mention everything else after the plane explodes....

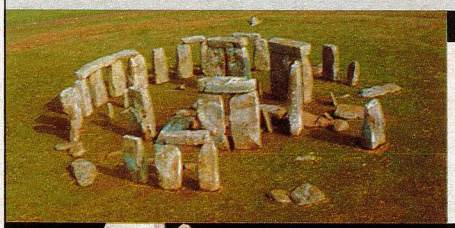
–Ryan Lockhart



IT'S A BIRD This feathered friend will drop new weapons or ticking bombs onto the battlefield – watch out!

Powerful Stones

While no rock on earth can change you into a superhero, there are plenty that display some magical properties.



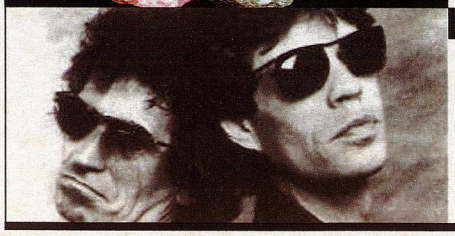
STONEHENGE

A crazy set of giant, badly cut stones sitting on a grassy knoll in England. In its time this was the happening place to wear funny robes, get it on with pagan chicks, and sacrifice virgins.



HEALING ROCKS

Got a headache that just won't go away? Can't seem to find inner peace? Feel the need to spend 30 bucks on a crappy pebble out of somebody's backyard? Then these babies can solve all your problems.



THE STONES

As the longest-running act in rock 'n' roll, not to mention having consumed enough drugs and alcohol to kill a herd of elephants, there's got to be something magical happening here.

Tooie for the Price of One

Put on your tight yellow shorts, grab your backpack, and get ready for more hair-raising adventures

■ SYSTEM **Nintendo 64** ■ PUBLISHER **Nintendo** ■ DEVELOPER **Rare** ■ THEME **Animalistic adventure** ■ PLAYERS **1-4** ■ AVAILABLE **July**

INSIGHT

Q. Who is going to be the main villain this time?
A. At the moment, details are scarce on who or what the duo will be up against. It's probably mean, evil, and smelly.
Q. Can you play as other characters besides Banjo?
A. You weren't paying attention, were you? Both Banjo and Kazooie will be playable characters, as will Mumbo Jumbo.
Q. Will Banjo be wearing different attire?
A. Give up the yellow hiking shorts? Not on your life, pal.

You spent hours searching, swimming, jumping, and bumping your way through *Banjo-Kazooie*. Now, just when you've reached the end and saved Tooty, here comes the follow-up to arguably one of the vastest adventures the Nintendo 64 has to offer.

That's right, Banjo and his crass bird buddy, Kazooie, are back for more hijinks, and if you thought you'd lost a chunk of your life playing *B.K.*, you ain't seen nothing yet. Word from the jungle has it that *Banjo-Tooie* will contain nine huge worlds, comprised of around 150 areas and with nine menacing bosses. More than 140 characters will roam throughout, existing to either help or hinder you, all the while spouting sarcastic one-liners.

In addition to the huge lineup of characters, you'll be able to separate bear and bird to explore worlds individually. At some points during the game, Big B will have to eject Special K from his backpack so they can tackle certain areas on their own. Additionally, everyone's favorite babbling shaman, Mumbo Jumbo, will return – as a playable character! If that's still not enough, you'll encounter at least one minigame in every level, as well as additional multiplayer minigames that support up to four players.

Throw in new moves for Banjo and Kazooie, more brain-busting puzzles than before, real-time lighting and surround-sound options and...well, let's just say you're going to lose another big chunk of your life completing *B.T.*

–Brett Rector



COAL MINER'S MARAUDER Weldar is its name, and drilling Banjo is its game.



WHAT'S YOUR ANGLER? If fish were really this big, there'd be no fishermen.



SPACE COAST Without Kazooie's assistance, Banjo will have to find other methods of flight. Fortunately for the bear, there are such things as UFOs in his world.

***Banjo-Tooie* will contain nine huge worlds, comprised of around 150 areas and with nine menacing bosses.**

No Ordinary Mumbo Jumbo

Looking to change your fortune or win someone's heart? Explore the ancient art of voodoo for a little help.

Mo' Money Man

Wishing you could find a way to put more Benjamins in your pocket? For a mere $32, you can wrap your hands around a Mo' Money Man voodoo doll. Simply rub its lucky head, then watch your pockets get fat.



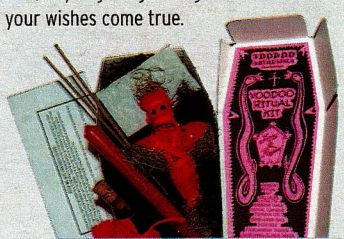
Ellegua Heads

If you're having trouble making difficult decisions on your own, purchase a set of these mystical Ellegua heads and feel the answers come to you. It'll be the best $93 you'll ever spend.



Voodoo Ritual Kit

Trying to win someone's affection? Want to gain power and confidence? Or maybe you just want to drive away some freak? For $47 you get a grab bag of items to make your wishes come true.



To purchase the above items and many more, budding voodooists can log on to **www.folkart.com/voodooshop** and visit the FolkArt & Craft Exchange.



Dangerously Exposed

Three lethal ladies and six bouncing... er, never mind, take on the Fourth Reich

■ SYSTEM **PlayStation** ■ PUBLISHER **THQ** ■ DEVELOPER **n-Space** ■ THEME **Femme fatale action** ■ PLAYERS **1** ■ AVAILABLE **Q4 2000**

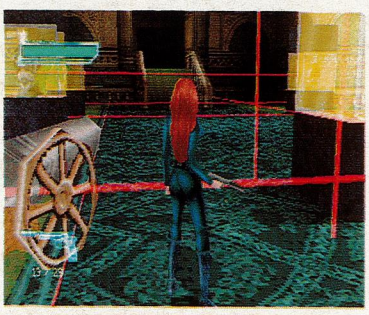
INSIGHT

Q. What are you waiting for? Introduce the girls!
A. The blonde is Abbey Chase, the brunette is Sydney Savage, and the knife-wielding blonde is Natalia Kassle.
Q. Do you think I've got a better shot with the blondes?
A. These girls aren't bimbos, they're just drawn that way. Abbey specializes in archaeology and languages, while Natalia's skills come via the Soviet Army.
Q. I guess that leaves Sydney?
A. The comely Aussie's weapon of choice is a bullwhip. Not exactly an ideal date – unless you're into that scene.

If real-life secret agents looked like this, we'd have no problem with the concept of surrender.

Just when you think the world is safe from totalitarian mind control (not counting the Backstreet Boys), a conglomerate of war criminals and gangsters threaten to seize control and force everyone to wear really cool-looking black uniforms. In a move to improve their PR image this time around, the "Nazis" have elected to call themselves the Hammer Empire – apparently forgetting that MC Hammer songs and *über*-baggy pants rank right up there with wartime atrocities.

Faced with pending world domination, who can the world call upon to confront this menace? Well, since Lara Croft is off making a movie, and James Bond no longer handles megavillain cases, the answer is three of the hottest babes to emerge from the comics since Betty, Veronica, and... er, um, Betty Rubble.



SYDUCTIVE Sydney uses Catherine Zeta Jones-type moves to avoid entrapment.

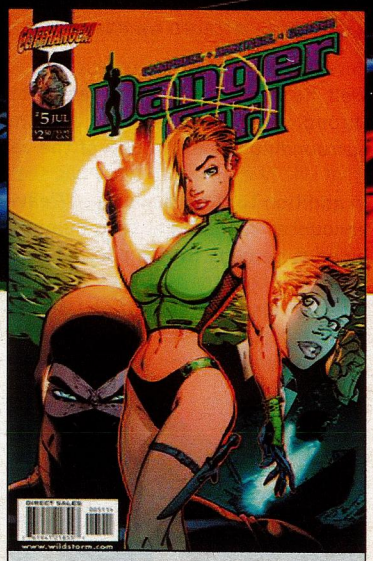


HAMMERED Abbey bonds with her AK-47 while the baddies bond with the bullets.

Despite the nomenclature of *Danger Girl*, the game (and the comic series that inspired it) focuses on the exploits of three smart, deadly females. You'll alternate between polygonal versions of Abbey, Sydney, and Natalia as you blast your way through 14 levels of third-person action/adventure goodness. Each of the ladies even has a unique array of preferred weapons and spy equipment stowed away in her metaphorical purse.

While there is still much development to do, *Danger Girl* could blend the best elements of games like *Tomb Raider* and *Metal Gear Solid*. Regardless of the outcome, we volunteer to take the ladies out for postmission drinks.

–Roger Burchill



Highway to the Danger Zone

These buxom beauties can't be contained. Check out their moves in print and as they burst onto the silver screen.

DANGER GIRL COMICS

Cliffhanger Comics' *Danger Girl* debuted in March 1998. Its blend of pinup-style art and James Bond-like storylines has garnered a devoted following among comic book aficionados. Look for issue No. 7 to hit stores in August.

DANGER GIRL MOVIE

New Line Cinema owns the film rights to *Danger Girl*, but script revisions have kept the motion picture from entering production. There's no word on casting yet, but if all goes well, look for the trio to hit theaters sometime in late 2001.

Artwork courtesy of and © WildStorm Productions

QUICK-LOOK PREVIEWS

***Hogs of War:* "Bring your keen battlefield instincts and your copy of *Animal Farm.*"**

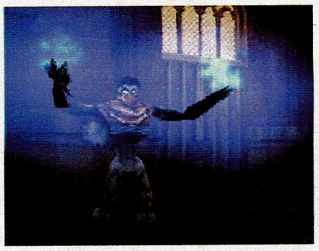
Soul Reaver 2

■ PUBLISHER **Eidos** ■ DEVELOPER **Crystal Dynamics** ■ THEME **Vampires** ■ AVAILABLE **Fall**

Revenge fueled Raziel's rage last time, so what's up now?
Well, he's still aiming for revenge, but now he gets to travel back through time to pursue Kain and uncover the mysteries surrounding the extinction of the vampire clans.
What kind of enemies will be lurking about?
In addition to the classic *Soul Reaver* goons, Raziel will encounter vampire hunters, humans, spectral spirits, and hideous demons from a parallel dimension.
Will battles be made available?
What is this, *Rugrats?* Of course there will be battles. You'll hunt down tribes of vamps and take 'em down with hand-to-hand and environmental weapons – not to mention enhanced projectiles.



DEATH FROM ABOVE Raziel is ready to pounce on more bad guys.

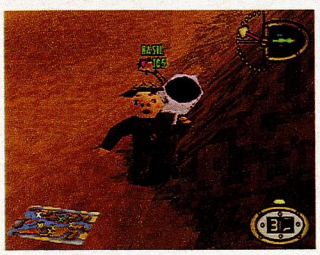


VENGEANCE When Raziel starts to glow it's not cause he's in love.

Hogs of War

■ PUBLISHER **Infogrames** ■ DEVELOPER **Infogrames** ■ THEME **Action** ■ AVAILABLE **June**

Pig against pig, swine versus swine. Will the horror never end?
Not for at least 25 missions, as you join hog hordes from around the world as they look to corner the pork market. Bring your keen battlefield instincts and your copy of *Animal Farm* for this turn-based strategy that comes off as a 3D version of *Worms.*
Sounds like I should bring my butcher for the postwar barbecue.
Bring your Tupperware instead. The barbecue occurs during the battles, as you utilize everything from rockets, mortars, and ripple bombs to cook up racks of enemy baby-back ribs.
Hmm, all this talk of food is making me hungry...for world domination!
Good thing, because the feast doesn't end with the pickled pigs feet. Multiplayer and a level generator add to the pork wars.



BACONHEART BITS Every pig dies, but not every pig really lives.



SPECIALIZED SWINE Weapons and abilities differ depending on class.

Fear Effect: Retro Helix

■ PUBLISHER **Eidos** ■ DEVELOPER **Kronos** ■ THEME **Adventure** ■ AVAILABLE **Fall**

What's the scoop this time?
***Retro Helix* centers on the checkered pasts of Hana, Royce, and Deke (the original three members) and delves into the circumstances that brought them together. We're also introduced to Hana's mysterious friend, Rain Qin.**
Are the settings just as twisted as before?
Oh, yeah. You'll explore the alternate realities of eight locations, including Hong Kong, Hell's Kitchen in New York City, and the mountain island of the immortals, Penglai Shan.
What's the replay value like?
By completing the game you'll unlock hidden features and secrets. Plus, the enemies will be different the second go-round.



HELL'S ANGEL ***Retro Helix*** introduces us to yet another buxom female.



BOOM AND POW Hana returns to show off even more cleavage.



FEEL MY STEEL The second you're distracted by Hana's bra, she shoots.

AN EVEN QUICKER PLAYSTATION LOOK

As the PlayStation winds down its last days before the debut of PlayStation 2, look for EA Sports to launch a final season of all its brands. New games include ***NASCAR 2001,*** in which you'll finally get to race Daytona; ***NCAA Football 2001,*** complete with junior college transfers; and ***Tiger Woods 2001,*** because you can never get enough Tiger. Another new game of note is ***Destruction Derby Raw.*** The press release promises "wrestling-inspired destruction combination moves." You smell what Psygnosis is cooking? We're not sure if we want to.

NFL GameDay 2001: "Sources say Sony's working to bring _NFL GameDay_ to the PS2."

NGEN Racing

■ PUBLISHER **Infogrames** ■ DEVELOPER **C. Monsters** ■ THEME **Racing** ■ AVAILABLE **June**

Global peace in 2012? It sounds a bit optimistic.

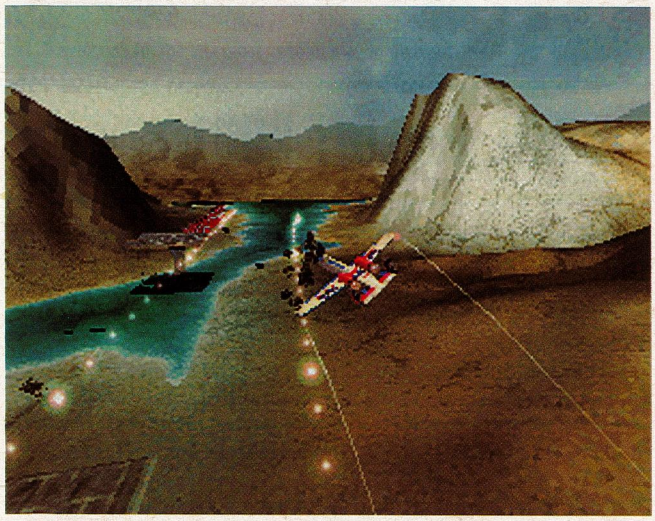
Perhaps, but with all those military jets lying around, generation NGEN seems to have nothing better to do than soup them up and go racing. With up to 40 of the fastest jet fighters ever created at your disposal, you'll never be able to drive 55 again.

Impressive, but how do these babies handle?

The flight dynamics could be the most realistic of any flying game to grace the PlayStation.

It must be difficult to find proper racing venues.

The 14 diverse locations range from desert canyons to arctic mountains. But don't worry about the local currency – you just need to win races to upgrade your ride.



FREE REFILLS Precision flying will get you additional afterburner power.

AN EVEN QUICKER DREAMCAST LOOK

After their "mo' money, no problems" success with ***Tony Hawk's Pro Skater,*** look for Crave to dive deeper into the development of Dreamcast games. Titles being worked on include a snowmobile racing simulation called ***Sno-Cross Championship Racing*** and a port of a bloody PC first-person shooter entitled ***Soldier of Fortune.*** Sega also has some big plans for this year, including an online Sonic party game (read: *Mario Party* rip-off), ***Sonic Square,*** along with the obvious sequels: ***Sonic Adventure 2, NFL 2K1,*** and ***NBA 2K1.***

Wacky Races

■ PUBLISHER **Infogrames** ■ DEVELOPER **Infogrames** ■ THEME **Racing** ■ AVAILABLE **June**

Wacky Races?!? I don't think I even remember that cartoon.

C'mon, who can forget such memorable Hanna-Barbera characters as the Slag Brothers and Penelope Pitstop? Regardless, how could you forget anyone named Dick Dastardly?

But doesn't "wacky" just mean a whacked knockoff of *Mario Kart Racing*?

There are cute characters racing around, acquiring power-ups and blasting each other back to Toon Town, but *Wacky Races* takes the concept to another level with its unique visual style.

I assume I'll have more weapon choices than an Acme Industries catalog.

There are 11 vehicles, each with their own signature gadgets and abilities. You'll need to master every one of them as you race across 15 tracks and three battle arenas.



KART ART *Wacky Races* look like a Saturday-morning cartoon.



INFLATED EGO It's not the size of your tires, it's how you drive them.

NFL GameDay 2001

■ PUBLISHER **SCEA** ■ DEVELOPER **989 Sports** ■ THEME **Football** ■ AVAILABLE **August**

What's new for 2001?

Sony is adding more than 200 new motion-captured moves to *GameDay*'s cyberfield, including tiptoe sideline catches and tackles that actually upend the ball carrier.

What improvements are being made to the gameplay?

Runners will be able to use second and third efforts to break tackles, players will actually be scaled to their correct heights and weights, and the game's new playbooks were designed by 55 of the top players in the NFL, including Tim Brown, Terrell Davis, and Warren Sapp.

Will the game also be available for the PlayStation 2?

We don't have any screens yet, but sources inside Sony say it's working on bringing *NFL GameDay 2001* to the PlayStation 2 in the fall. And from what we've heard, when the game's finally unveiled it'll blow football fans away.



NINE LIVES Air McNair tries to lead his Titans back to pay dirt.

QUICK-LOOK PREVIEWS

A FIRST GLANCE AT THE BIG GAMES COMING DOWN THE PIPE!

***Kirby 64:* "Seriously, he sucks in his foes, consumes them, and then uses their powers."**

NBA ShootOut 2001

■ PUBLISHER **SCEA** ■ DEVELOPER **989 Sports** ■ THEME **Basketball** ■ AVAILABLE **November**

Looks suspiciously similar to last year's game.

Hmm, we think so too, although Sony promises improved player models and smoother animations – something sorely needed for the game to compete with impressive-looking titles such as EA Sports' *NBA Live 2001*.

Any new moves to help get me to the hoop?

Realizing you need to drive before you can dunk, the development team at 989 is hoping to enhance players' dribbling abilities with Touch Dribbling, an advanced skill that will probably work similarly to the ball-handling mode in *NCAA March Madness 2000*.

Will the new rookies be in the game?

Not only will this year's class of ballers be available, but you will actually be able to draft your own rookies and develop them into superstars through multiple seasons of play.



ACTION JACKSON Mark Jackson pops a jumper from the top of the key.

AN EVEN QUICKER NINTENDO 64 LOOK

Tennis, anyone? Mario and Luigi are ready to take to the courts in a wild new sports game, ***Mario Tennis.*** And, as if diving for flaming tennis balls as your favorite plumbers didn't already sound crazy, Nintendo has leaked word that the game will also mark the debut of Luigi's evil rival, Waluigi. Outrageous. The latest ***Legend of Zelda*** game was released in Japan, and early word is that it could be the best in the series. Look for it to hit the U.S. in time for Christmas. THQ is working on the sequel to ***WWF Wrestlemania;*** if it doesn't have The Worm, we will riot!

Kirby 64

■ PUBLISHER **Nintendo** ■ DEVELOPER **Nintendo** ■ THEME **Action** ■ AVAILABLE **June**

Cute game. Who's the pink puff?

That's Kirby, of course! We know the little blob looks weak, but he's got some nasty attacks.

Yeah, right.

Seriously, he sucks in his foes, consumes them, and then uses their powers. That's right, he chomps them down. This is one little guy you don't want to mess with. Especially when the pink guy gets hungry.

So all you do is just eat dudes?

Well, it's more like you eat cute little animals and plants. Kirby 64 is a side-scrolling action game; the whole idea is to get from one end of the stage to the other. It's sure to be fun in an old school kind of way.



PINK POWER Kirby prowls through the cute stuff to find someone to eat.



LAVA LOVE How is there only one pink ball for three long shafts?

NHL FaceOff 2001

■ PUBLISHER **SCEA** ■ DEVELOPER **989 Sports** ■ THEME **Hockey** ■ AVAILABLE **September**

Any new play modes to help set *FaceOff* apart from EA's game?

Not only can you check opponents in the usual Season and Exhibition modes, but this year you can also play in Tournament, ShootOut, and Practice along with participating in a draft.

Will the new expansion teams be in the game?

Yes, both the Columbus Blue Jackets and the Minnesota Wild will be represented. Don't try to punk them around the rink too hard, though. They might be a new team, but their rosters will be filled with veterans, goons, and veteran goons.

Any blood?

The NHL doesn't want to portray its league as violent, so no blood. That's also why fights are limited to only one per game.



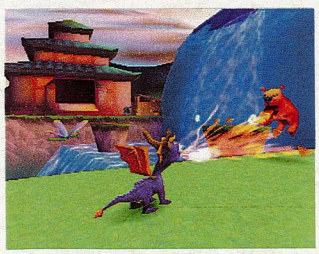
SHARK BAIT No one beats Steve Shields. Questions? Ask the Blues.

***Crash Bash:* "Wacky car chases, exploration, and solving puzzles. How about them apples?"**

Spyro: Year of the Dragon

■ PUBLISHER **SCEA** ■ DEVELOPER **Insomniac** ■ THEME **Dragon Adventure** ■ AVAILABLE **November**

Is *Spyro: Year of the Dragon* bigger and better than before?
Of course it is. Spyro and Sparx are back to explore 30 worlds and reclaim some dragon eggs swiped by an evil sorceress. It's up to the duo to get 'em back and safely deliver them home.
Is Spyro the only playable character?
Not this time. You'll control four other critter characters, such as a penguin and a kangaroo. Each will have its own special abilities and unique tasks to complete.
Are there going to be more fun-filled minigames like before, such as the hockey challenge?
Absolutely. New minigames include boxing, skateboarding, sharp shooting, driving a tank, and... oh, you get the picture.



BAD DOGGY Malicious mutts look to mangle Spyro in his latest adventure.

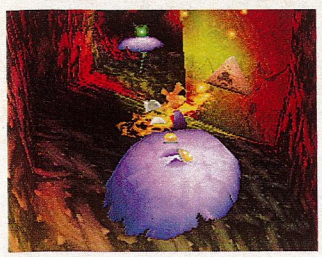


HIPPITY-HOPPITY This seemingly weak kangaroo packs quite a punch.

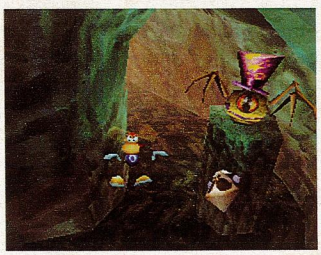
Rayman 2

■ PUBLISHER **Ubi Soft** ■ DEVELOPER **Ubi Soft** ■ THEME **Adventure** ■ AVAILABLE **September**

Hey, Rayman—here's a little French for you: déjà vu!
After breaking new ground on the N64 and setting new standards on the Dreamcast, the far-flung traveler known as Rayman finally jumps to the PlayStation platform, courtesy of Ubi Soft's development studio in Shanghai, China.
It sounds like he took the slow boat from China. Is it worth the wait?
The game has garnered critical acclaim on other systems. But instead of just doing another straight port, Ubi Soft has adjusted or added elements to about 20 percent of the game.
What else is in his carry-on luggage?
New cinematics enhance the storyline development, but it is the all-new voice dialogue that adds a distinct cinematic feel.



STICK IT Rayman can be controlled via the dual analog control sticks.



ODDBALL Our hero has no arms or legs. The French are weird.

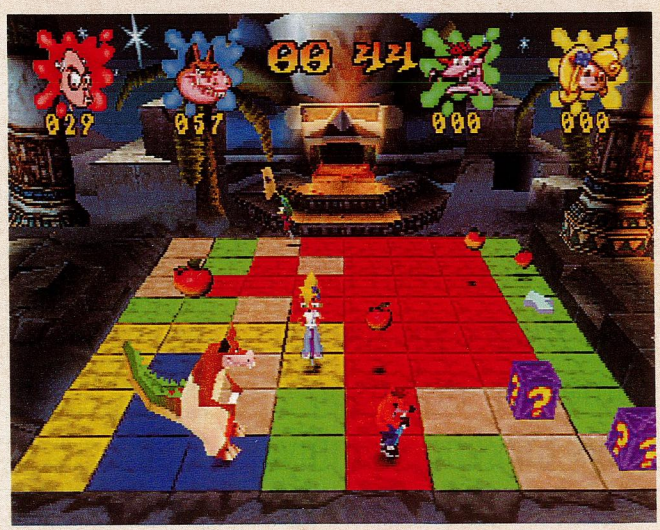
Crash Bash

■ PUBLISHER **SCEA** ■ DEVELOPER **Eurocom** ■ THEME **Party game** ■ AVAILABLE **September**

Crash Bash, huh? Kind of sounds like *Smash Bros.*
You're not too far off. *Crash Bash* is an arena-based fighting game featuring eight *Crash* characters such as Dingodile, N. Cortex, N. Brio, and, uh, Crash.
Is it going to be exactly like *Smash Bros.*?
Fortunately, no. *Crash Bash* will contain nine events in two modes. Two players can go at it in Adventure mode with gameplay similar to past *Bandicoot* games, or up to four players can go heads-up in Battle mode.
So, there's more to the gameplay than just fighting?
You bet. You'll engage in wacky car chases, exploration, and solving puzzles. How about them apples?



JUNGLE LOVE Break boxes to find ammo, then pelt your opponent with fruit.



NIGHT FEVER It may look like disco, but Crash and company are battling.



Ram TOUGH

He went from playing Arena football to being Super Bowl MVP. Now **Kurt Warner** returns to his roots with his own *Blitz*-style Arena game. Jon Robinson plays tackling dummy.

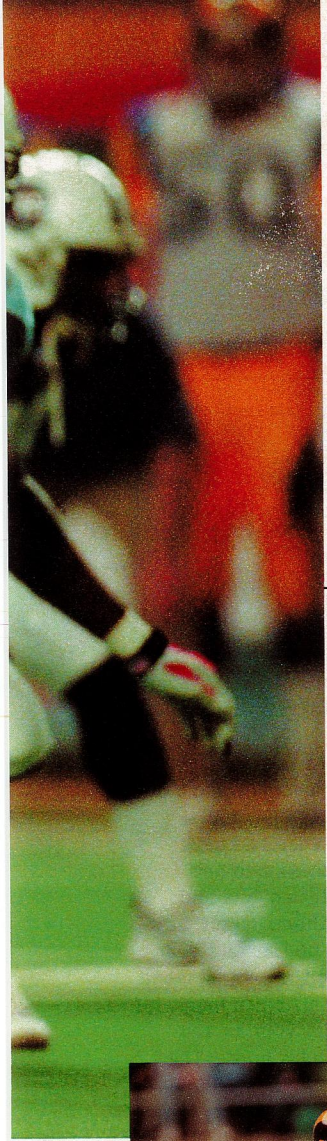
The distance between Des Moines, Iowa, and St. Louis, Missouri, is only about 370 miles. But in football, it's a lifetime apart. That's why last year's best story, a story so movielike it couldn't have been true, belonged to Kurt Warner, quarterback of the world-champion St. Louis Rams. Warner fought his way from the buses of Arena's Iowa Barnstormers to the charter flights of the NFL, where he became one of the most prolific single-season passers in the game's history. How can he top that? By giving back to where he came from. That's why Kurt Warner has become involved in the development of his own video game based on the Arena League – to help promote a struggling league that helped him when he was still just a no-name athlete with storybook dreams of a better tomorrow. Together, he now knows, they can achieve anything.

Most fans know that before your days with the Rams you spent time in the Arena League. What do you think makes Arena football so special?

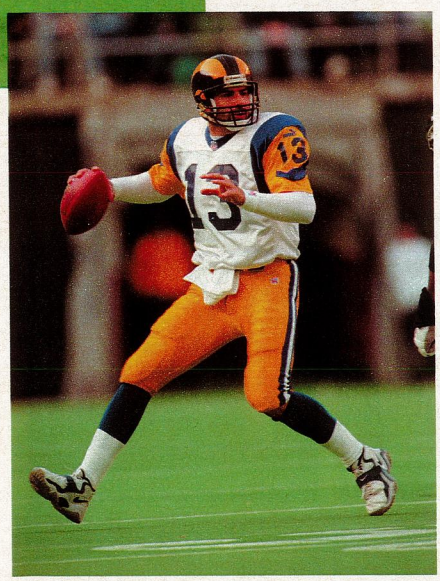
I think the uniqueness of the game: It's very fast-paced, it's very exciting, and the walls and the nets just add a lot to the experience. The runs and the passes and the kicks are all very similar to typical football, but you have those little twists added in, from the size of the field to the high scores, and I think all of those unique features are really tailored to today's day and age. We're such a fast-paced society where we want everything now and we get bored really easily, and that's what sets the Arena game apart – it's a fast game that caters perfectly to the speed that we demand in our everyday lives.

Do you think the Arena rules also translate well into a video game?

I do. I think, again, that it's really fast-



NAME: Kurt Warner
AGE: 29
NFL TEAM: St. Louis Rams
ARENA TEAM: Iowa Barnstormers
POSTION: Quarterback
AWARD: Super Bowl MVP
ONCE CUT BY: Green Bay Packers
COLLEGE: Northern Iowa
DEGREE IN: Communications
NOW APPEARING: In *Kurt Warner's Arena Football: Unleashed*



paced, and with the field only being 50 yards long, it makes for some high-scoring contests. Add to that the bounce of the ball off the nets and the walls and I think it makes for a great video game that's really special and fun to play.

Did you have any input into the game's design?
I got the opportunity to implement some of my own plays. I also got to add input on what Arena football is all about – some of the idiosyncrasies that go on and the benefits and uniqueness of the game that unless you're out there playing, you might not understand.

So, do you actually appear as a playable character in *Unleashed?*
Yeah, to my understanding, if you enter in a secret code before the game starts, then I will become the quarterback for your particular team.

Do you think the exclusion of penalties adds to the gameplay?
It's very similar to real football because they never call any defensive penalties anyway. [*Laughs.*] The thing about the video game, though, is that they make it so you can score a lot of points. So by taking away pass interference, you really make it more even for the defense. In a real game, it's a lot tougher to be good on D, but in the video game – without the penalties – it just gives the defense more options and allows players to make high-impact plays on both sides of the ball.

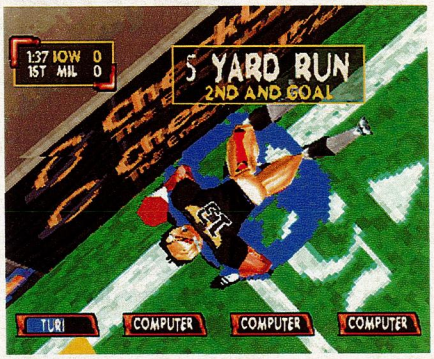
What about all of the extra kicks and punches that go on after the whistle? Do you agree with adding that into the gameplay?
Well, that's not really what I'm all about, but again, it's a video game, and it's all about trying to bring out the fun.

The players in your game sure do dance a lot. Will we see you bust a move this season after a TD?
I don't know. [*Laughs.*] I didn't get too many opportunities to dance last year, so we'll have to see what my teammates come up with if I ever get into the end zone. I'm not much of a dancer, but we'll see if the spirit moves me once I score.

Do you think more Arena League players will have an impact on the NFL?
I hope so. I definitely think that there are players out there that can play at this level; they just need an opportunity to show what they can do.

Back to the NFL: What do you think are the Ram's chances of a Super Bowl repeat?
I think our chances are very, very good. We've got a tremendous core group of guys. I think it just all comes down to staying healthy and continuing to improve as a football team. We're young – last year was our first year together, and I think we can only get better.

How about the Arena Bowl? Any predictions?
In that game you don't have as much turnover as you do in the NFL, so I'm sure that the best teams from last year, like Orlando and Albany, are going to be very good. But I'd like to see Iowa bring the title to Des Moines before it's all over.



WALLFLOWER **Kurt Warner twitches on the ground after remembering what the Arena wall tastes like.**

Kurt Warner's Arena Football: Unleashed

Sure, Kurt Warner likes the game, but his name's on the box. Here's how *incite* rates *Arena Football: Unleashed.*

At its core, *Arena Football* is basically *NFL Blitz* with a few new tweaks. While some *Blitz* purists may scoff at the idea, the more you play the game, the more you realize it's these tweaks that really add the storm to the Barnstormers. The field has been reduced to 50 yards, which makes for higher scores; you can't punt; missed field goals are played as live balls; and you can spear opponents into the walls that crowd the sidelines. Not only that, but the hits are more violent than ever, you can stomp a mud hole into downed opponents, and you can actually drop-kick the ball between the nets for two points. It's frenzied football like you've never seen. *–JR*

The Verdict — Kurt Warner's Arena Football: Unleashed

HOW THEY COMPARE
While *Arena Football* scores with its harder hits, it's tough to beat the superstars of the NFL.
- **NFL Blitz 2000**
- **Kurt Warner's Arena Football**
- **NFL Blitz**
- **NFL Xtreme 2**
- **NFL Xtreme**

GRAPHICS Players punch, kick, stomp, and suplex each other, but sometimes their faces turn into strange red pixels. **4**

SOUND All the crunches and smacks of professional football. Too bad the announcer repeats himself so often, so often, so often. **4**

CONTROL Audibles finally enable you to change plays at the line. Kicking field goals from your own end zone gets intense. **4**

PROS: Play creator, audibles, 50-yard field, mistiming a tackle and spearing the wall, and scoring a TD off a missed field goal.

CONS: When your opponent calls an audible and your defensive backs slam into each other trying to adjust.

OVERALL
A furious introduction to the Arena football madness. Makes real league play seem tame.

4 OUT OF 5

★★★★☆

Photography by Andy Lyons/Allsport (left); Ezra O. Shaw/Allsport

Nightmare Creatures II

You'll squeal, you'll squirm, you won't dare turn out the lights

FACT FILE ■ DEVELOPER **Kalisto** ■ PUBLISHER **Konami** ■ GENRE **Chopping heads off undead freaks** ■ PLAYERS **1** ■ RATING **Mature**

GAME GLANCE

- 1 Twisted hero
- 1 Psycho madman
- 1 Heroine in distress
- 8 Power-up spells
- 9 Worlds
- 22 Monsters
- 5 Bosses
- 100 Decapitations
- 0 Maps

You're limping down the hallway with your freshly sharpened ax when a zombie lurches toward you. He moans, you scream, and as you twirl through the air to lop off his arms, legs, and head, you see someone stagger in the corner of the screen. It's Marilyn Manson... he's naked, and he's licking the blade of a bloody knife. The definition of nightmare needs no further explanation.



BATTER UP Wallace does his best Mark McGwire impersonation.



SAY IT, DON'T SPRAY IT You want a piece of me, chump?

Okay, so maybe it's not *the* Marilyn Manson, but the streaking freak with the shank is still one of the most frightening sights in all of gaming. He pops out of nowhere, grabs you, stabs you, then tastes the fruits of his butchery. Still gives me the shivers.

As does much of *Nightmare Creatures II,* one of the most nerve-rattling games ever created. You play as Wallace, a demented and mangled young hero who used to spend his lonely evenings as a laboratory test subject for the sinister sorcerer Dr. Crowley. Now he prowls the night hacking up demons in an attempt to rescue his beloved Rachel from the clutches of the madman.

As the dizzying story unfolds, you discover that the evil Dr. Crowley is in search of some rare occult artifacts that will bring him new powers, eternal life, and all that typical nonsense bad guys crave in video games, and he's willing to slaughter anyone and everyone to get them. In fact, he's already chopped up Rachel's dear old dad for hiding the artifacts, and you'll be next on his black-magic hit list if you don't get your ax and start decapitating his horde. The

Separated at Birth

Marilyn Manson, Alice Cooper, and this demon boy (we think he's a boy, although he seems to be missing genitalia) sure do look suspiciously alike. We probe further into these triplets from hell.

If these three really were brothers, who the hell would be their father? Judging by their obsession with chickens, maybe we need to look no further than the Colonel.

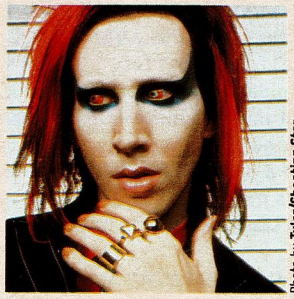


Photo by Tyler/Shooting Star



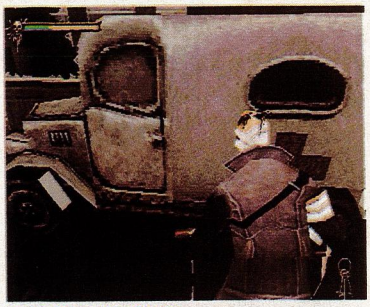
Photo by Fotex/Shooting Star



	Marilyn Manson	Alice Cooper	Demon Boy
Real name:	Brian Warner	Vincent Furnier	Eliot Smith
Nickname:	Antichrist Superstar	Satan's Songwriter	Brad
Hobby:	Collects prosthetic legs	Avid golfer	Part-time butcher
Accused of:	Throwing chickens into a crowd	Sacrificing chickens on stage	Eating at Kentucky Fried Chicken
On a whim:	Attached breasts to himself and covered up little Marilyn to convey an androgynous look	This son of a preacher once committed himself to a stay in a psychiatric hospital	Joined a band after learning to play the drums with his dismembered member

THE REAL DEAL

Tired of shooting zombies before getting to know them? Learn everything you ever wanted to know, from the Haitians to Hollywood, at: **www.u.arizona.edu/~chalmers/zombies.html.**



GONE IN 60 SECONDS Wallace uses his hotwiring skills to boost an ambulance.



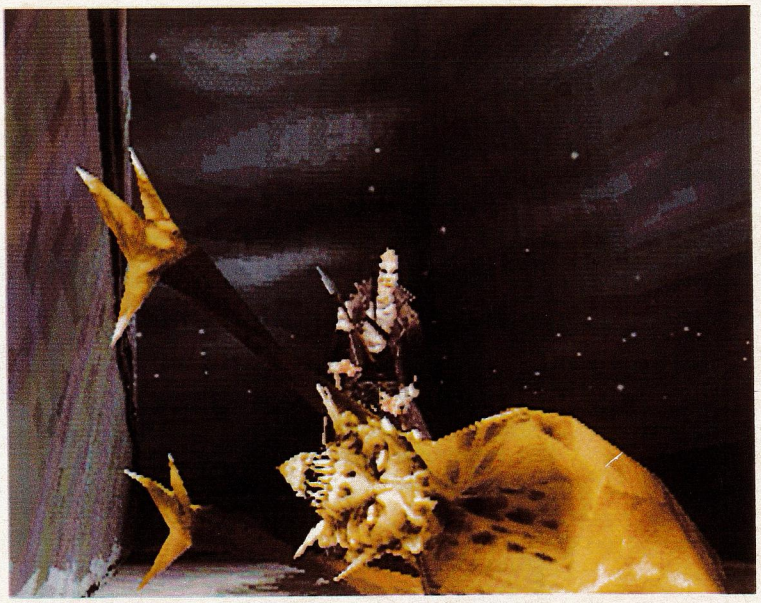
STUCK ON YOU You can love monsters; you just shouldn't *love* monsters.

Within *Nightmare Creatures'* insanity lies its charm. Sure, you're a sicko cutting up bodies, but at least you're a sicko who's supposedly on the side of "good."

only problem is that you keep having all of these manic dreams, and you're not really sure if the zombies you're slicing up are even real or just some twisted delusion conjured up in your sick little head. Sucks to be you.



THE BEAUTIFUL PEOPLE The Manson look-alike slices up Wallace after Wallace attempted a low blow, but found nothing there to hit.



CAT'S MEOW The killer creeps up on his victim in the snow. Which begs the question, Who is more insane: the murderer or the murderer trying to kill the murderer?

Then again, within *Nightmare Creatures'* insanity lies its charm. Sure, you're a sicko cutting up bodies, but at least you're a sicko who's supposedly on the side of "good." Plus, you genuinely feel sorry for Wallace and all of the torture he's endured. Especially when you rescue your woman and she acts as scared of you as of that zombie lying next to her with its head cut off. Sometimes you just can't please a woman.

And not all gamers will be pleased with Wallace either. Sure, it's amusing to kill zombies, but a little more variation in the combos, fatalities, and gameplay would've greatly enhanced the game's entertainment value. You run down the hall, kill a zombie, turn the corner, kill a zombie, open a door...you get the picture. The storyline does well to push you further into the repetitiveness, and you want to continue your quest for bloody righteousness. But it's frustrating when you realize a game could've been both spectacularly scary and spectacularly amusing at the same time, but somehow falls short.

Luckily for fans of the horror genre, the short side isn't short enough to stop you from wanting to keep playing. The game might not be as deep as *Resident Evil* or as puzzle-oriented as *Silent Hill*, but it still delivers enough chills and enough genuine frights to make even the most jaded survival enthusiasts pee in their pants and sleep with the lights on.

–Jon Robinson



THE FREAK When you look like Wallace, seeing a little blood isn't too scary.

The Verdict — Nightmare Creatures II

HOW THEY COMPARE
Nightmare Creatures might lack depth, but it more than makes up for its faults with its frights.

- RESIDENT EVIL III
- SILENT HILL
- RESIDENT EVIL II
- NIGHTMARE CREATURES II
- NIGHTMARE CREATURES

GRAPHICS Dark and creepy environments set the mood, although I once got stuck on a pixel underwater and drowned. **4**

SOUND Moaning zombies in the distance provide helpful audio clues about which corridor to explore next. **4**

CONTROL After chopping limbs with the same combos over and over again, getting clawed by a demon doesn't seem so bad. **3**

PROS: Rob Zombie soundtrack, decapitating demons, constant mayhem and fierce fighting action.

CONS: Repetitive battles will drive you mad, only five lives to continue, and lack of puzzles lowers intelligence level.

OVERALL
A fun game, but you're never sure if you're a hero killing psychos or simply a psycho killer.

4 OUT OF 5

★★★★☆

Maken X

It's *Invasion of the Body Snatchers* as a one-man show, and you're the man

FACT FILE ■ DEVELOPER **Atlus** ■ PUBLISHER **Sega** ■ GENRE **FPS adventure** ■ PLAYERS **1** ■ RATING **Mature**

GAME GLANCE

- 20+ Different enemy types
- 15+ Levels
- 13 Bodies to possess
- 7 Endings

Around the time you're asked to track down and take out (as in neutralize, not date) an Indian TV personality who's using radio waves to steal people's souls, you begin to suspect that *Maken X* might not be like any other game you've played before. Then the kamikaze Dobermans with bombs strapped to their backs bust out on the scene.

This game starts out strange (ever see a guy shoot scalpels from his tongue? Didn't think so) and gets a whole lot stranger. Suspend your disbelief long enough to get into the action, though, and you'll find *Maken X* is one of the Dreamcast's best.

The story has all the trappings of any decent anime flick: meddling scientists, an evil guy going by the name of Geist, and a bunch of nuts in Lycra jumpsuits. The meddling scientists have created a sentient sword called the Maken, Geist entertains the standard world domination/subjugate humanity aspirations, and the guys in jumpsuits are trying to kill you.



REPEATIN' OFFENDER This is what happens when Chinese dragons eat burritos.

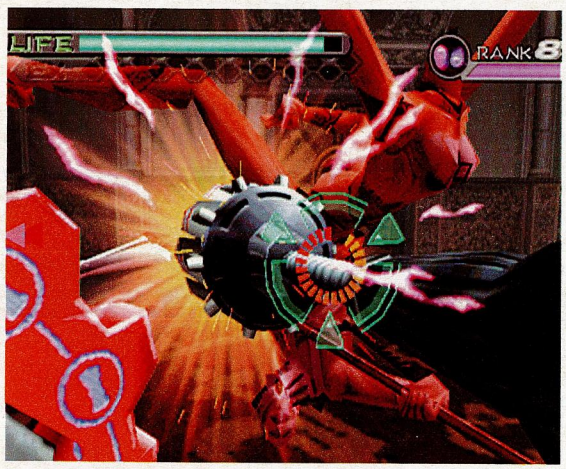
Without giving away too much of the plot, we can reveal that you, as the Maken, have the power to possess other bodies. Rather than hunt around for new weapons and upgrades, you hunt for new bodies to snatch, visiting some of the world's premier tourist destinations in the process. Each character you assume control of has different attacks and attributes and can help open up new areas to explore.

Throughout the game you'll have to make various critical, game-turning choices. What body do I want to possess today? Is Amsterdam nicer than Paris this time of year? Does this shirt *work* with these shoes? All of which will affect the story's progression, although not so much the shirt/shoe thing. Depending on where you go and what you do, you'll get one of seven different endings.

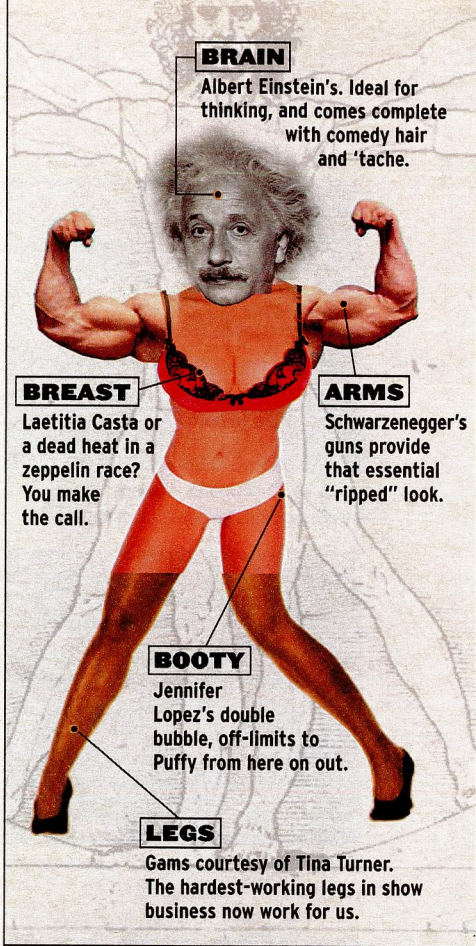
Combat is mostly hand-to-hand, so calling *Maken X* a first-person shooter isn't quite accurate, but we'll do it anyway. A *Zelda*-esque target-lock system adds some depth to battles, although most conflicts follow a similar pattern: block, jump over your enemy, stab 'em in the back.

Maken X looks amazing and has a great soundtrack. Painful voice acting, occasional budget cut-scenes, and the lack of any multiplayer support are the only flaws keeping it from earning the shouts of "Bravo!" and shower of rose petals that accompany our highest rating.

–Demian Linn



PYROTECHNICAL Check out those weapon effects. Whatever that thing is we're attacking, it can't be good.



Body snatching for beginners

Want the ultimate body? You'll have to mix and match.

Illustration by **Shawn Raecke**

The Verdict — Maken X

HOW THEY COMPARE
Perfect Dark has more longevity, but DC owners will find plenty to like with *Maken X*.

- **PERFECT DARK (N64)**
- **MAKEN X**
- **QUAKE II (N64/PS)**
- **DAIKATANA (N64)**
- **SOUTH PARK (N64/PS)**

GRAPHICS Distinctive, highly detailed character models and weapon effects, but the frame-rate slows on rare occasions. **5**

SOUND The voice acting is excruciatingly bad, but the techno/trance soundtrack is one of our all-time favorites. **4**

CONTROL Easy enough to get a feel for, and the target-lock system works well. We just wish for a little more combat variety. **4**

PROS: How many games feature body snatching, a world-domination plot, guys in jumpsuits, and an Indian TV star? Not many!

CONS: Voice acting by people who shouldn't quit their day jobs; no multiplayer.

OVERALL
The DC's first FPS sets a high standard. Great character design, graphics, and sound.

4 OUT OF 5

★★★★☆

Fur Fighters

Don't be fooled by Acclaim's adorable little critters — they're armed and dangerously addictive

FACT FILE ■ DEVELOPER **Bizarre Creations** ■ PUBLISHER **Acclaim** ■ GENRE **Action/adventure** ■ PLAYERS **1-4** ■ RATING **Teen**

GAME GLANCE

- 6 Furry warriors
- 6 Mutant bosses
- 40 Big and violent weapon varieties
- 68 Fur Fighter babies to save
- 2,000 Gold tokens to collect

For hardcore fans of shooting games who have turned their noses up at cute games in the past, Acclaim has finally found the missing link between the ultracute and ultraviolent, and its name is *Fur Fighters*.

The Fur Fighters are six snuggly woodland critters that have been trained to be ferocious fighting machines and come armed with a harsh assortment of high-power weapons. When the evil General Viggo - a giant white cat that keeps a little Mini Me-like man as a pet - takes the Fur Fighters' loved ones as hostages, these cuties turn bad-ass pretty quickly and head into Viggo territory to kick some feline butt.

Unlike most multicharacter adventure games, every Fighter is used in each level since each has a special skill needed to reach stranded Fur Fighter babies hidden throughout the game's worlds. Plus, each baby can be rescued only by its corresponding parent, so you'll need to switch off into different Fighter bodies using transport bubbles to complete your mission. But the most annoying part of the game may be just locating these furry youngsters, since there's no mapping system or way of locating them apart from an occasional yelp when you're in their vicinity.

Not only can you blow baddies back several feet with a shotgun blast, but you can also play soccer with their decapitated heads.

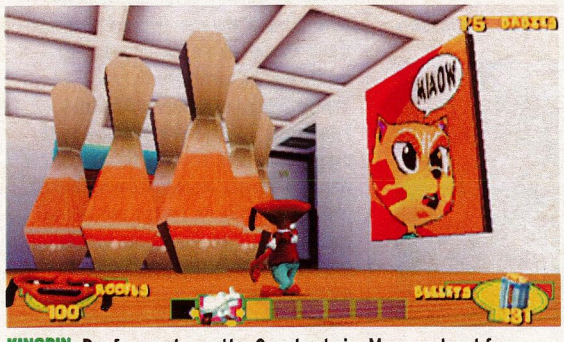
But the action definitely makes up for any confusion you might suffer. Right away you'll see that the kills aren't lacking in brutality. For example, not only can you blow baddies back several feet with a shotgun blast, but you can also play soccer with their decapitated heads. Pretty twisted stuff. The only slight difference between this and other fragfests is that blood is now replaced with flying white fluff. Best of all, you can bring a bunch of your not-so-cuddly buddies in on the crazy fluffing action in the fast-paced and hilariously violent multiplayer "fluffmatch" levels.

Finally, you hard-boiled frag fanatics can get in touch with your softer side without sacrificing any of that good old bloodlust... er fufflust. At the very least, it's one game both you and your cute-game-loving girlfriend can enjoy.

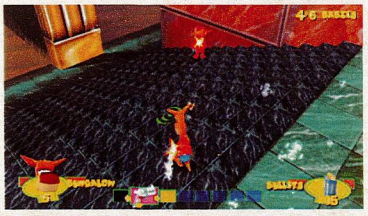
–Annette Cardwell



WHEN ART ATTACKS This postmodern sculpture comes alive to become a fierce subboss. No wonder museum attendance is down across the nation.



KINGPIN Roofus explores the Quackenheim Museum level for babies and baddies. What's up, pussy cat?



STAIRWAY TO HEAVEN Bungalow sends this goon a one-way ticket to bear heaven.



ALL WET Rico goes for a dip in Viggo's health club pool to solve an early puzzle.

The Verdict — Fur Fighters

HOW THEY COMPARE
These fearsome critters have happy trigger fingers and are definitely worth the cash.

- MDK2
- RAYMAN 2
- **FUR FIGHTERS**
- SLAVE ZERO
- TOMB RAIDER

GRAPHICS Big, colorful environments and smooth-running gameplay are easy on the eyes. **4**

SOUND Repetitive music and sound effects are passable but pretty monotonous. Fluff fights need more firepower blasts. **3**

CONTROL *Turok*-like controls take a little getting used to, but serve you well when aim is important. **4**

PROS: Sweet graphics, nice control, and fast-paced multiplayer action. Once you start a fluffmatch with three friends, you might be fluffing all night.

CONS: Confusing level layout, difficult-to-spot babies, and lack of maps.

OVERALL
Even the most hardened shooter will get a kick out of this cutesy fluff fest.

4 OUT OF 5

★ ★ ★ ★

Gekido

Like a summer action movie: explosive, flashy, and mindless. Pass the popcorn

FACT FILE ■ DEVELOPER **NAPS Team** ■ PUBLISHER **Interplay** ■ GENRE **Beat 'em up** ■ PLAYERS **1-4** ■ RATING **Teen**

GAME GLANCE

- 4 Selectable fighters
- 5 Hidden fighters
- 4-Player arena battle
- 15 Levels
- 1 Apartment 26

Take *Streets of Rage*, add a bit of *Wu-Tang*, and throw in a touch of *Power Stone* and you have *Gekido*, a button-mashing spectacular with just enough kick to make it a worthy rental, but not enough punch to be an essential purchase.

Upon first look, *Gekido* is nothing more than an old-school, side-scrolling beat-'em-up that borrows elements from past games to deliver a "new" kung fu experience. Take a second glance, however, and you'll find something hidden. Actually, you'll find a lot hidden in *Gekido*, including plenty of hidden characters, hidden stages, and even a hidden gang fight. Unfortunately, even with all the hidden additions, the gameplay remains the same: mediocre – a fact that, unfortunately, Interplay cannot hide.

Sure there's an action game, a fighting game, and a survival mode in which you'll whip more ass than a Friday-night dominatrix. But despite the differences, the general gameplay doesn't change much throughout the various modes, and the fighting severely suffers from repetitiveness and oversimplicity. You punch enemies, break boxes, shoot guns, and even kick a dog. But when it comes down to it, it's basically about how fast you can hypnotically hit all the buttons as you stare robotically at the screen. That's fine for a couple of hours, but after that, you really want to return to the land of the thinking, and the land of quality action fighters like the titles *Gekido* has so obviously ripped off.

–Jon Robinson



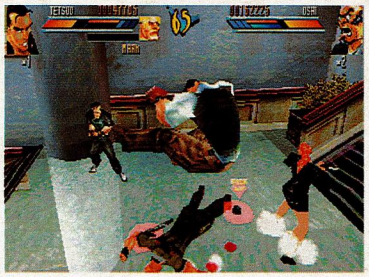
Apartment 26's new album is called ***Hallucinating.*** For more, check out www.apartment26.com or www.incite.com.



HIGH PRO GLOW Like Bruce Leroy, when you've got the glow, you've got to know you're an unstoppable fighting machine.



GIRL POWER The final boss, Angela, uses her cheap laser attack to steal a continue.



SIT ON IT Ushi gains revenge after years of being tormented by the nickname "Fatty."



Domestic Disputes

Gekido's best soundtrack moments come courtesy of **Apartment 26.** Paul Semel spoke with the singer, Biff.

I understand your whole band is into video games. What games do you like to play together?
Track & Field, which we get seriously competitive over. It's usually the source of many arguments. And the *Micro Machines* games for N64 and PlayStation. That's one where we'll actually get pretty physical.
Has it ever come to blows?
No, though sometimes people won't talk for days because of a game.
Who's the best gamer in the band?
Louis [Cruden, the bass player]. Back in England there was this *Micro Machines* tournament, and one of the contestants was one of the designers of the game, and Louis beat his ass.
Your dad is Geezer Butler from Black Sabbath. Does he ever play games?
Yeah, if a *Star Wars* game comes out, he'll buy it, though within five minutes he'll realize that he can't actually play it.
You've toured with Sevendust and Powerman 5000. Have you gotten to play games with any of those guys?
Well, I challenged Morgan from Sevendust to a game of *NBA 2K.* I was trash talking and stuff, but then I found out that he's supposed to be the best person in the world at it, and takes it very seriously. But I'm not that good at it, so I tried really hard to not make it on their bus.

Photograph by **Dean Karr**

The Verdict — Gekido

HOW THEY COMPARE
Gekido packs some punch, but not enough to floor deeper games like *Tekken* and *Wu-Tang.*

- ■ TEKKEN 3
- ■ WU-TANG: SHAOLIN STYLE
- ■ GEKIDO
- ■ FIGHTING FORCE
- ■ FIGHTING FORCE 2

GRAPHICS Gekido attempts *Matrix*-like rotating cameras, but too much of your view gets blocked by the environment. **3**

SOUND The alternative soundtrack doesn't always fit the fights. If it's an urban battle, why not have urban beats? **3**

CONTROL If you can hit all of the buttons at once, you can master the controls. Crouch when you want to beat down the dogs. **3**

PROS: Reminiscent of crazy kung fu flicks. Hidden items entice you to play through the game more than once.

CONS: Repetitive gameplay. The action slows down dramatically during all the multiplayer rumbles.

OVERALL
After a few hours you're not playing; you're in a button-smacking trance.

3 OUT OF 5

★ ★ ★ ☆ ☆

Star Wars: Episode 1 – Racer

These babies go from 0 to 600 faster than you can say $1 billion worldwide

FACT FILE ■ DEVELOPER **LucasArts** ■ PUBLISHER **LucasArts** ■ GENRE **Futuristic racing** ■ PLAYERS **1-2** ■ RATING **Everyone**

GAME GLANCE

- 21 Podracers
- 21 Tracks
- 8 Worlds
- 1 Jabba the Hutt
- 0 Jar Jar Binks

***Star Wars: Episode I – Racer* appeared a year ago on the Nintendo 64, so making its debut on the Dreamcast now should seem a little passé. Not a chance.**

If you've dreamed of reliving one of the most exciting racing sequences in movie history, then jump into *Racer*'s cockpit. Thanks to a screaming frame-rate, you're placed on edge as you deftly weave around stone pillars and walls and cruise ever-so-tightly through hairpin turns. On some of the more dangerous tracks you're given mere seconds to make a decision that will lead either to victory or a fast trip to the junkyard.

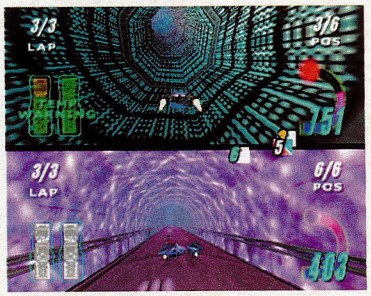
Racer delivers unbelievably clean graphics barren of pop-up or slowdown. The only problem is the occasional hazy-looking background (most notably on the Mon Gozza track), which may be confused for overused fog. And because *Racer* is a CD-based game, Dreamcast gamers get to relish in great extras Nintendo 64 gamers can't, namely, beautifully constructed narratives and streaming audio throughout the entire race, not just on the last lap. Of course, these extras do nothing to improve the gameplay, but they do enhance it a great deal.

What it all comes down to is a truly enjoyable racing experience. If you failed to buy *Racer* before, then you waited for the right time, 'cause this is the best it's going to get on a console.

–Brett Rector



FLYING SOLO It's *mano y bestia* in a deadly race to the finish. Those who fear speed and like to play fair need not apply.



DEATHRACE 2000 Grab a friend and go head's-up in blazing split-screen action.

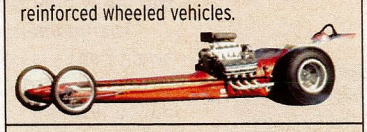


WATTO YOU WANT, EH? Haggle with Fred Sanford's alien cousin for better parts.

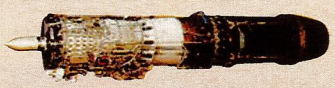
Pod Shopping

Choice 1 – Pay $50 for game.
Choice 2 – Build your own pod.

RACING CHASSIS – ($250,000+)
Very stretched vehicles plus a complete disregard for safety equals podracing with style. Lack of antigravity technology is the only stumbling block, so amateur podracers need specially customized and reinforced wheeled vehicles.



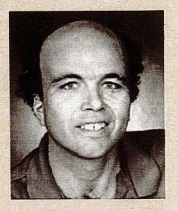
EVEN LARGER ENGINES – ($200,000+)
You'll need a BIG engine to power this beast. Why not try the General Electric J79 Turbojet from a military-surplus store? With 21,000 pounds of thrust, you'll make 39,000bhp at speeds of over 760mph.



PILOT CHARISMA – (PRICELESS)
Got the cute kiddy look of Anakin? Or the God-fearing and brooding face of Jeff Gordon? There's no point in risking third-degree burns and a crushed leg amputation unless the ladies are swooning.



YES BEAR HUG: Think Clint Howard circa 1967.



NO NEEDS A RUG: Not Clint Howard circa 1997.

The Verdict — Star Wars: Episode 1 – Racer

HOW THEY COMPARE
For far-out futuristic racing fun, it doesn't get much better than *Racer*.

- CRAZY TAXI
- SW: EPISODE I – RACER
- SEGA RALLY 2
- SPEED DEVILS
- TOKYO XTREME RACER

GRAPHICS The sense of speed is simply outrageous, and the frame-rate never suffers. The tracks look great. **4**

SOUND Streaming audio throughout the race helps create tension, and the powerful roar of the podracers' engines rock. **4**

CONTROL The podracers respond to your every move, but pressing up on the analog stick to charge your turbo bites. **4**

PROS: Smooth graphics, wicked-fast frame-rate, and great use of prerace cinematics.

CONS: Hard-to-see shortcuts and cheap artificial intelligence on later tracks. Low replay value after all races are completed.

OVERALL
This is futuristic racing done right. If you don't already own it, now's the time to buy.

4 OUT OF 5

★★★★

MDK 2

One day you're a janitor, the next day you're a hero... but the pay still sucks

FACT FILE ■ DEVELOPER **BioWare** ■ PUBLISHER **Interplay** ■ GENRE **Adventure** ■ PLAYERS **1** ■ RATING **Teen**

GAME GLANCE

- 10 Levels
- 16 Weapons
- 7 Bosses
- 20+ Enemy types
- 1 Mad scientist
- 1 Robo dog
- 1 Janitor/Hero

In the future, budget cuts have relegated the defense of our planet to an old man, a six-legged dog, and a janitor. Lord help us.

Proving the adage that there's no such thing as a plotline too flimsy to spawn a sequel, *MDK 2* picks up where the first game left off. Cut to a worn and weary Kurt Hectic, who, after single-handedly fending off a full-scale alien invasion, discovers (zoinks!) that the job is only half done.

The upside is that as Kurt once again dons his coil suit, you'll be treated to level after level of fast-paced firefights in huge, exquisitely rendered environments. You'll feel the tension mount as you sneak around in the dark, dreading which new nemesis you'll find waiting around each and every corner.

MDK's unique sense of camp and humor does help lighten the mood, as you utilize everything from an inflatable decoy to the World's Smallest Nuclear Bomb as you face off against the aliens.

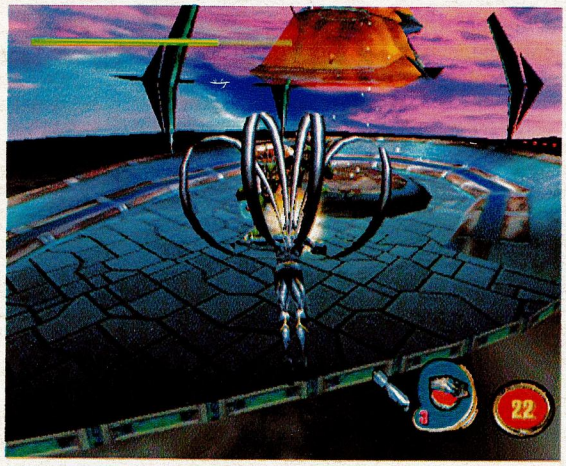
Irritations are limited to the cumbersome switch between regular and Sniper mode, and a difficulty level that borders on torturous. Both of these problems are evident as early as the first level boss. The toggle dance you'll need to master to defeat him is more intricate than the tango and more annoying than the lambada.

But if you don't mind dance lessons and challenges, *MDK 2* proves great action can make up for a flimsy plot.

–Roger Burchill



HEAD CASE Use Sniper mode to recon, or to terminate with extreme prejudice.



GIFT WRAPPED Fed Ex drivers, rejoice! Utilize *MDK*'s signature ribbon chute to gift wrap an especially lethal delivery from above.



GET LIT Kurt sadly passes on the spotlight dance for some serious action in the dark.

THE REAL DEAL

The Bureau of Atomic Tourism

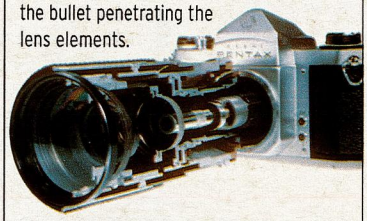
You may not be able to buy the World's Smallest Nuclear Bomb, but check out great nuke sites at www.oz.net/~chrisp/atomic.html.

Killer Gadgets

When it comes to weapons, the boys at the CIA won't be outdone by a video game.

CANDEAD CAMERA

Camera-toting tourists may be annoying, but they could also be deadly if they're toting around this .22 caliber 35mm SLR camera. The gun is cocked via the camera's film-advance lever, and a magnum round is utilized to offset the diminished velocity of the bullet penetrating the lens elements.



HAZARDOUS FLAME

Although diminutive in size, this lighter grenade packs a punch similar to a standard military fragmentation grenade. The original wick is replaced with a primacord fuse, which ignites a mixture of thermite, sodium chlorate, and nitroglycerin after a delay of 10 to 15 seconds.



PEZ-PACKIN' PUNCH

This innocuous candy dispenser releases police-grade mace, which is more debilitating than the standard pepper mace available to the general public. Due to the powerful nature of the propellant, care must be taken to avoid overspray drifting back onto the user. Apparently, the candy man really can.



Check out more cool weapons at the **Central Intelligence Museum** at www.acmenet.net/~dina/.

The Verdict — MDK 2

HOW THEY COMPARE

MDK 2 looks better than the already striking *Kain*, but gorier kills give the vampire slayer the edge.

- **LEGACY OF KAIN: S.R.**
- **MDK 2**
- **SHADOWMAN**
- **TOMB RAIDER: TLR**
- **BLUE STINGER**

GRAPHICS Quality textures and a vibrant color palette make for one of the best-looking action/adventure games to date. **5**

SOUND Properly heroic soundtrack is accompanied by quality voice acting - except for the lethargic-sounding Kurt, that is. **4**

CONTROL Smooth and intuitive, except for the awkward use of the digital pad for both Sniper mode and inventory select. **4**

PROS: Graphics so good, it's no wonder the aliens invaded; campy humor; eccentric selection of weapons.

CONS: Difficulty curve is stuck at superhard, bordering on tortuous; Sniper mode toggle is gawky during frenetic firefights.

OVERALL

A dazzling third-person adventure that plays like a PC first-person shooter.

4 OUT OF 5

★★★★☆

Tony Hawk's Pro Skater

Once again, Tony Hawk proves there's no such thing as getting too high

FACT FILE ■ DEVELOPER **Neversoft** ■ PUBLISHER **Crave** ■ GENRE **Skateboarding** ■ PLAYERS **1-2** ■ RATING **Teen**

GAME GLANCE

- 30 Tapes
- 11 Skaters
- 10 Original thrash/punk songs
- 9 Skateparks
- 1 Authentic 900

Tony Hawk has conquered both the PlayStation and Nintendo 64; now he looks for the console hat trick, taking flight above the Dreamcast's half-pipe. Is it possible to have too much of a good thing? Not when a game this great comes along.

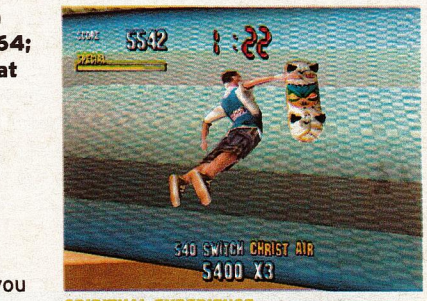
You've played it before, over and over again. Each time you discover something new, whether it's a new combo, a new surface to grind, or whatever. You've probably even conquered the game with every skater, including the hidden ones, yet you still keep shredding. Now the best-looking and best-playing version comes along, and you can't deny yourself the guilty pleasure. You want to own it – you *have* to own it.

What can be said that hasn't already been said before about Mr. Hawk and his merry band of the world's top skating pros? How about this: It doesn't get any more spectacular than *Tony Hawk's Pro Skater* for the Dreamcast. Not because it contains anything new, but because it contains the complete package of awesome graphics, authentic sound, and unparalleled control.

The roughness of the PlayStation and N64 versions is gone, replaced with clean edges, from the clothes and surrounding environments right on down to the design on the boards. *Tony Hawk*'s audio has been enhanced to include every notable skateboarding effect, while the controls are easy to learn, but, to use the cliché, hard to master. What it all boils down to can be said in a word: fun.

While *Tony Hawk* isn't a long game –you can collect every tape and win every event with one skater in a day – it is a deep one, thanks to its expansive thrash-wherever-you-want-to skateparks and extensive array of over-the-top tricks. It's rare to have such a superb gaming treasure that gets better with age, and this one has done just that.

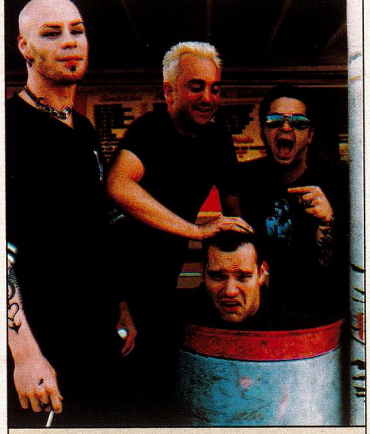
–Brett Rector



SPIRITUAL EXPERIENCE Rune Glifberg strikes a Christ Air pose over a pool.



GOING DOWN Elissa Steamer takes a flying leap to land in a grind on a suspended rail high above the New York mall.



Skate Punks

Paul Semel spoke with Darrin Pfeiffer, the drummer for **Goldfinger,** one of the bands on *Tony Hawk*'s soundtrack.

Did you put your song in the game to get the chance to meet Tony?
I would love to meet Tony, but actually we did it just because they asked us. I'm not even sure if we picked the song or if they did. But we're really honored to have a song in the game, and we've gotten a lot of positive feedback from it.

Did you get a free copy of the game?
Yeah, I did. It kind of freaked me out, though, hearing one of our songs on a game I'm playing.

Do you guys skate?
I'm the biggest skateboarder of the band; I take my skateboard wherever I go.

So, do you think the game is realistic?
Well, some of the air time they catch is way long – they're up there forever.

Is that a bad thing?
No, it's cool. You can do a 1500 spin with a heel flip and then do a tail grab. In real life you could never do that.

Lastly, and I don't know why we're asking, but what have you guys thought of the James Bond games?
I haven't played *Tomorrow Never Dies* yet, but *GoldenEye* controlled my life. We have an N64 and a PlayStation with us on tour, because between the time you get up and the time you get on stage there's a whole lot of nothing, so I actually mastered it.

Goldfinger's new album is called *Stomping Ground.*

The Verdict — Tony Hawk's Pro Skater

HOW THEY COMPARE
For all-around attitude, replayability, and style, *Tony Hawk* for the Dreamcast can't be beat.

- **TONY HAWK (DC)**
- **TONY HAWK (N64)**
- **TRICK STYLE (DC)**
- **RIPPIN' RIDERS (DC)**
- **STREET SK8TR 2 (PS)**

GRAPHICS Outstanding textures, authentic-looking tricks, and impeccable detail on every skatepark, thrasher, and board. **5**

SOUND More skateboarding effects than you care to name. The original songs are full-length yet become tiresome. **4**

CONTROL Very responsive and easy to get used to. You'll be skating like a pro in no time at all with a day's practice. **5**

PROS: Awesome skateparks, authentic tricks, and a replay value that's bigger than Donald Trump's bankroll.

CONS: Music gets on your nerves before too long. More addicting than crack, so say goodbye to your social life.

OVERALL
Even after playing past versions, you'll be playing this one until the sequel hits.

5 OUT OF 5

★★★★★

QUICK-LOOK REVIEWS

THE INCITE VERDICT ON THIS MONTH'S NEW GAMES

Wild Arms 2

■ DEVELOPER **Media Vision** ■ PUBLISHER **SCEA** ■ GENRE **RPG** ■ PLAYERS **1**

Wild Arms 2 is one of those rare RPGs that could only be described as incredibly average. It's got some great ideas, the storyline is compelling at times despite the generic "group of kids off to save the world" plot, and there are tons of optional crap to keep the hardcore RPG fan happy for weeks. But at the same time, the ideas and storyline concepts that entertain one minute often come off as silly the next, and then there's the fact that *Wild Arms 2* is seriously lacking in the visual department. Hell, you could go as far as calling it ugly. Of course, the first *Wild Arms* wasn't exactly an example of graphical splendor either, but it was almost fitting for its time. This one isn't. *–BW*

The Verdict ★★★



TINY TIM **The smallest member of the team faces up against a huge beast, and much strategy is needed to finish it off.**

Covert Ops

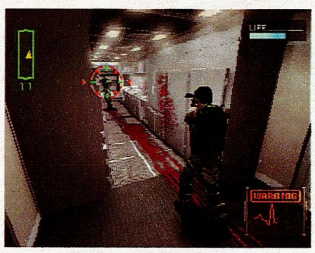
■ DEVELOPER **Sugar and Rockets** ■ PUBLISHER **Activision** ■ GENRE **Action** ■ PLAYERS **1**

Terrorists have hijacked a train, taking a French ambassador and his family hostage. One soldier is all that stands in the way of a Parisian nuclear catastrophe. And if you give us a minute, we'll think of a good reason to save the French.... Regardless, *Covert Ops* is a solid, if unoriginal, game in the vein of *Metal Gear Solid*. An uncooperative camera is our main gameplay complaint, but commando-game fans will still find this a satisfying diversion. *–RB*

The Verdict ★★★



NOWHERE TO RUN **If you can't aim from this distance, quit gaming.**



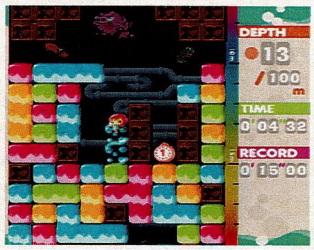
GOING COMMANDO **Terrorists flee at the sight of their comrades' blood.**

Mr. Driller

■ DEVELOPER **Namco** ■ PUBLISHER **Namco** ■ GENRE **Puzzle** ■ PLAYERS **1**

The only thing that'll shock you more than the size of this little hero's giant drill is how addicted you'll become to his quirky puzzle game. You play as Mr. Driller, who is called on to save the world from being overtaken by gigantic colored blocks. Plow through the candylike blocks with your drill; as blocks fall, matching colors will cluster together to disappear in big groups, *Tetris*-style. The bigger the clusters, the more points you'll rack up, and the happier you'll make Mr. Driller. Just make sure you steer clear of falling blocks and pick up handy air capsules to keep our hero from suffocating underground. See how long you can last in standard arcade mode, or give Mr. Driller faster-paced challenges in the speed-intensive time-attack and survival modes. While it may look pretty childish and even a little bizarre, you'll have a hard time putting this one down. *–AC*

The Verdict ★★★★



THRILL DRILL **Mr. Driller might pop rocks, but he never drinks soda.**



HEY, BABY **Women will look past the big ears if you have a huge drill.**

Evolution 2

■ DEVELOPER **Sting** ■ PUBLISHER **Ubi Soft** ■ GENRE **RPG** ■ PLAYERS **1**

Picking up where the first game left off, *Evolution 2* starts with Mag and the gang traveling to a new city in search of artifacts. At first glance it's difficult to see any major improvements in this sequel. The basic look is very similar to the first *Evolution*, most of the dungeons are still randomly created, the battles play out just as before, and even the music sounds almost the same. In fact, *Evolution 2* feels more like a polished version of the original game than anything else. Don't get us wrong, though. There's an entirely new (and much more fleshed-out) storyline this time, tons of new dungeons to explore, and slightly updated graphics. This, of course, means those who loved the first game will love this one, and those who wanted more from an RPG the last time around will still be disappointed. *–RL*

The Verdict ★★★



BIG BIRDY **The first boss you'll face has a vicious claw attack.**



SMALL IMPROVEMENTS **The graphics have been updated. Can you tell?**

Strider 2

■ DEVELOPER **Capcom** ■ PUBLISHER **Capcom** ■ GENRE **Action/platform** ■ PLAYERS **1**

For a game as popular as the original *Strider* was, it's strange that it took this long to get a true sequel. Taking the classic leaping and slashing and frenzied gameplay of the previous release and combining it with nifty graphical effects, *Strider 2* is everything the first *Strider* was and more. Well, almost. The only thing *Strider 2* lacks is the insane difficulty you'd expect from this series. Unlike the original *Strider*, which caused more than one gamer to gouge out his eyes in frustration, you can easily beat this game in your first sitting, thanks to unlimited continues – the only challenge comes from attempting to grab a good score. As a bonus, *Strider 2* comes complete with the original version on a separate disc, reminding us how much we suck at classic games these days. *–RL*

The Verdict ★★★



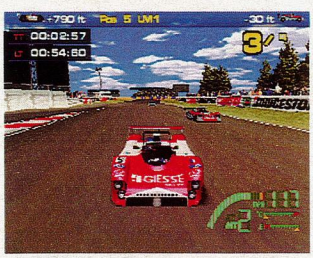
RAINING LASERS **Strider must leap onto this huge boss to dodge the falling blasts, then he can get back to slashing it into submission.**

Test Drive Le Mans

■ DEVELOPER **Eutechnyx** ■ PUBLISHER **Infogrames** ■ GENRE **Racing** ■ PLAYERS **1-2**

The Indy 500 may be the world's largest sporting event, but Le Mans can't be far behind – at least not if you're French and a race fan. You can race a season or go straight to Le Mans and, thanks to time compression, cram 24 hours into 12 minutes. The gameplay is extremely fast but less realistic than *Gran Turismo*'s. *–DL*

The Verdict ★★★



ILL SKILLS **Only top players can drive while looking behind them.**



DROWSY DRIVER **If you drove for 24 hours, you'd be weaving too.**

4 Wheel Thunder

■ DEVELOPER **Kalisto** ■ PUBLISHER **Midway** ■ GENRE **Off-road racing** ■ PLAYERS **1-2**

Is there anything more American than hopping into a souped-up monster truck and inflicting irreparable damage on pristine natural environments? With a choice of four off-road vehicle types you can use to battle it out on 30 indoor and outdoor dirt tracks, *4 Wheel Thunder* gives new definition to the phrase "a drive in the country." The supercharged racing action may be silky smooth, but the road to the championship isn't, as you'll have to bump and grind your way past skilled and ruthless computer adversaries at every turn. One drawback, though, is the game's fixation on turbo power-ups – miss a couple at the beginning of the race and you may as well restart the competition. For better or worse, *4 Wheel Thunder* seems a lot like *Hydro Thunder* on wheels. A little roadkill would have added a welcome dose of personality to an otherwise enjoyable ride. *–RB*

The Verdict ★★★★



BEER RUN **Can't find a 7-Eleven? Try finding a shortcut instead.**



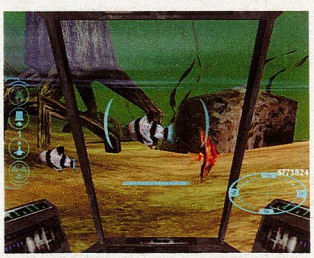
TURBONIUM **Without turbo power-ups, you're all show and no go.**

Deep Fighter

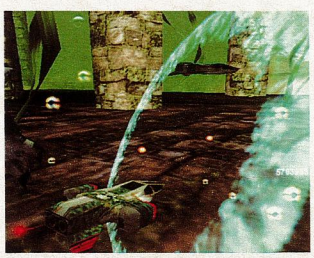
■ DEVELOPER **Criterion** ■ PUBLISHER **Ubi Soft** ■ GENRE **Underwater action** ■ PLAYERS **1**

Deep Fighter is just like *Wing Commander*, but you're underwater. Sure, that sounds like a cheap comparison, but it's true. Take the same type of chaotic dogfighting, storyline-driven missions, and ultracheesy FMV assignment briefings found in *Wing Commander*, stick them in the ocean, and you've got *Deep Fighter*. The control over your sub in this game is spot on, there's a huge variance in mission types, and as long as you're not bothered by visuals that lean toward the rather bland side (and you haven't seen any shots of *Ecco* yet), *Deep Fighter* really doesn't look that bad. Why only three stars, then? Despite a nice motif, the gameplay can get a bit stale unless you really love shooters, and the FMV sequences are so silly it's hard to take them seriously. It's a fun game, but nothing that spectacular. *–RL*

The Verdict ★★★



SOMETHING'S FISHY **Why do these fish look so big?**



WATERY GRAVE **Your craft explodes in brilliant detail.**

COMPUTEC
MEDIA



Man's Best Friend

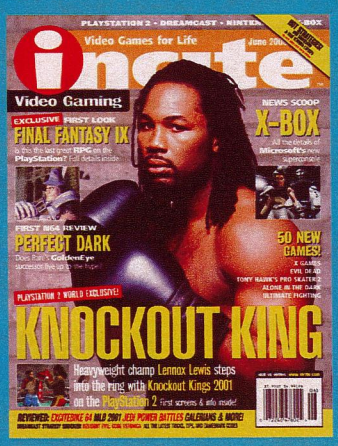
Not Happy About Being Replaced

Subscribe to incite gaming publications and your friendly civil servant will hand-deliver your new companion monthly, whether Rover likes it or not.

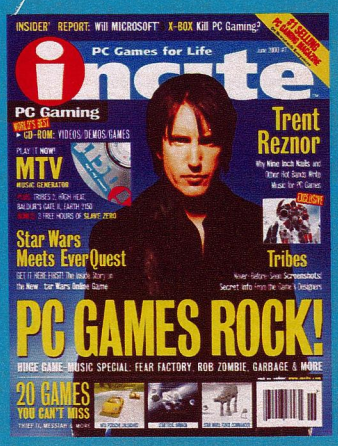
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incite

PlayStation Codes

From building a city to destroying tanks and cars, our monthly codes make everything easier

SimCity 2000



A call went out from a loyal reader for this one. This game may be pretty damn old, but for all you SimMayors out there, this one's for you.

$1 Million (in 2D Game)
Select City Info Budget from the menu. Then, at the Budget screen, hold R1 and press X, Circle, Triangle, Square. Release R1 and hold L1. Press X, Circle, Triangle, Square. Release L1 and hold R2. Press X, Circle, Triangle, Square. Release R2 and press L2. Press X, Square, Triangle, Circle. Release L2. If you entered the code correctly, you will hear the sound of a cheer. **Note:** This code may be enabled only once per game.

Zero-Percent-Interest Bonds (in 2D game)
Select City Info Budget from the menu. Then, at the Budget screen, hold Triangle and press L1, L2, L1, L2, R2, R1, R2, R1. **Note:** This may result in fines of up to $100,000.

Most Tools Available Free (in 2D Game)
Select and cancel the tree tool with the normal arrow cursor. Then go to the status bar and press Up, Down, Right, Left, Up, X while keeping the cursor within the status bar area.

Maximum Fire, Police, and Military (in 2D Game)
Select and cancel the dispatch tool with the normal arrow cursor. Go to the status bar. Press Left, Right, Left, Right, Circle, X while keeping the cursor within the status bar area. Use of any of the dispatch tools (fire, police, military) to get the maximum number allowable, regardless of the number of stations you have.

Night (in 3D Game)
To cycle between day and night, press Down, Up, Down, Up, Down, L2, R2. To return to normal, press Down(2), Up(2), Down(2), L2, R2.

Fade to Black (in 3D Game)
Press Down(6), L2, R2. To pause the fade, press Left(6), L2, R2. To return to normal, press Right(6), L2, R2.

Translucent City Map (in 3D Game)
Press R1, R2, R1, R2, R1, R2, R1, R2. A translucent city map HUD with a position indicator will appear. To return to normal, press L1, L2, L1, L2, L1, L2, L1, L2.

Helicopter Cockpit (in 3D Game)
Press R2, L2, R2, L2, R2, L2. Turn off the cockpit by pressing R1, L1, R1, L1, R1, L1.

Gold Nugget Trail (in 3D Game)
Activate the Helicopter Cockpit code multiple times by pressing R2, L2, R2, L2, R2, L2, R1, L1, R1, L1, R1, L1 seven times, followed by R2, L2, R2, L2, R2, L2(2), R1, L2, R1, L2, R1, L2, R1. If you entered the code correctly, a trail of golden nuggets will appear on the road. Collect these nuggets as you move around the city to increase your city fund.

Flight Mode (in 3D Game)
Press Right, Left, Right, Left, Right, L2, R2, Start(2). The code Right, Left, Right, Left, Right, L2, R2, X(2) may also be used. Press Start to return to normal. You can fly around the city without being limited to the roads.

Battletanx: Global Assault

Enter these codes at the password screen.

All Tanks
THRTN
All Weapons
SRTHMB
Level Select
BCKDR
Extra Tank Bucks
DPPCKTS
Brandon Gang
SMSLGNG
Cassandra Gang
NSTYGRL



Demolition Racer

Cheat Mode:
Press X(2), Square(2), Triangle(2), Circle(2) at the main menu. The game will enter various screens during code entry. The sound of an engine will confirm correct code entry. All hidden game modes, tracks, and cars will be unlocked.



DARK-HEARSE CANDIDATE When Death rides in, things get crazy: cars flying, cats and dogs living together. It's insane.

Toy Story 2

Level Select
At the options screen, press Right, Left, Circle, Triangle(2) to unlock all levels.

Triple Play 2001

EA Sports Dream Team
Select the Single Game option from the main menu. Then, at the team selection screen, press [Left, Right] six times. If you entered the code correctly, the phrase "Triple Play Baseball" will be spoken. Alternatively, hold L1 + R1 and press Left, Right(3), X at the team-selection screen. To play as the EA Sports Dream Team in Big League Challenge mode, select Big League Challenge from the main menu. Then, at the team-selection screen, hold Up + L1 + R1 until the phrase "Triple Play Baseball" is spoken. This team consists of the game's developers with various superattributes.



Dreamcast Codes

Get jiggy in your underwear and get ready for some intense 2D fighting

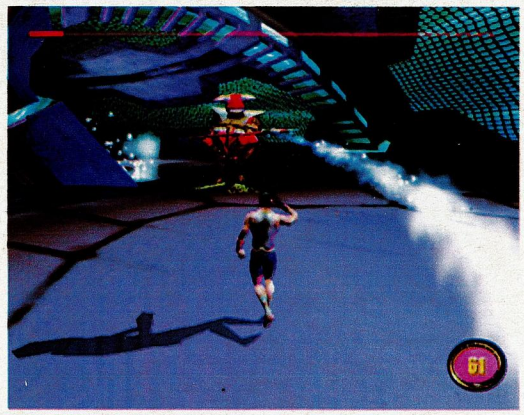
MDK 2

Slo-Mo Mode
Play as Max the dog. Hold the R trigger and press Up on the D-Pad four times.

Kurt Wearing Only Boxers
At the main menu, hold L + R and press X(2), Y, X.

Indy 500 Camera View
Pause the game, then hold L + R and press B, A, B, A.





FREUDIAN NIGHTMARE Every night Kurt dreams of accidentally running off in his drawers to save the world.

Nintendo Codes

Your monthly dose of the Big Head code will amaze your friends. After that, wow them with your Tony codes

Doc's Got Gas
While playing the Doctor, press the following combination of keys: left and right trigger, left on the D-pad, and A on the keypad. Press all these at the same time and watch Doc Hawkins let loose.

Marvel Vs. Capcom

Unlock hidden characters with some long combinations. Take a deep breath before you start.

Play As Gold War Machine
Highlight Zangief, and then press Left(2), Down(2), Right(2), Down(2), Left(2), Up(4), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(5). Gold War Machine will appear above Zangief.



Play As Orange Hulk
Highlight Chun-Li, then press Right(2), Down(2), Left(2), Right(2), Down(2), Left(2), Up(4), Down(2), Right(2), Up(2), Down(4), Up(4), Left, Up. Orange Hulk will appear above Ryu.

Play As Red Venom
Highlight Chun-Li, then press Right, Down(4), Left, Up(4), Right(2), Down(2), Left(2), Down(2), Right(2), Up(4), Left(2), Up. Red Venom will appear above Chun Li.

Play As Roll
Highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up, Right, Up(2), Right(2). Roll will appear to the right of Mega Man.

Play As Shadow Lady
Highlight Morrigan, then press Up, Right(2), Down(4), Left(2), Up(4), Right(2), Left(2), Down(2), Right(2), Down(2), Left(2), Up(2), Right(2), Up(2), Left(2), Down(5). Shadow Lady will appear below Gambit.

Both Characters Fight at the Same Time
You must have a maximum level on the hypercombo bar to do this trick. Press Down, Down/Back, Back, Weak Punch + Medium Punch + High Punch + Weak Kick + Medium Kick + High Kick to bring out your partner to help fight for a brief amount of time. It's very tricky but possible.



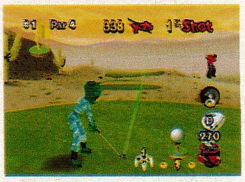


READY TO POP **Due to a critical wiring malfunction, Jim's nitro boost accidentally gets rerouted right into his helmet.**

CyberTiger

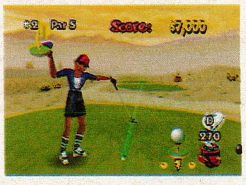
New Tiger Look
Change Tiger's name to Prodigy.

Unlock Alien
Change a character's name to Ufo.

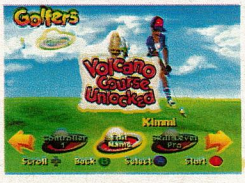


Unlock Kimmi
Change a character's name to Rapper.

Unlock Starr
Change a character's name to Starr.



Unlock Volcano Course
Change your character's name to Sthelens.



Excitebike 64

Get Cheat Menu
Hold L, C Right, C Down, and the A button at the main menu.

Big Head Mode
Type BLAHBLAH at the Cheat menu.



Stunt Bonus
Type SHOWOFF at the Cheat Menu.

Turn All Riders Invisible
Type INVISRIDER at the Cheat menu.

Unlock NES Excitebike
Finish the Tutorial mode by completing all the stunts to unlock the classic NES Excitebike.

3D NES Excitebike
Finish first in the Challenge Round of Pro Season.

Unlock Hill Climb
Finish first in the Gold Round of the Amateur Season.

Unlock Soccer
Finish first in the Silver Round of the Novice Season.

Rocket – Robot on Wheels

Pause the game to enter these codes. If you enter them correctly, you'll hear a sound.

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

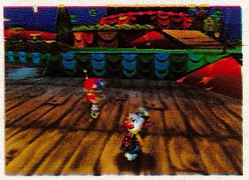
All Vehicles
Up, Down, Z, R, Left, Up, Down, Left, Down, Down.

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

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

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

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



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

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

Disable All Cheats
Up, Z, Right, Up, Down, R, Up, Down, Down, Up.

Tarzan

Level Select
At the main menu, press Left(2), Right(2), Up, Down, Left, Right, Up(2), Down(2). A Cheats option will then appear at the bottom of the menu.

Tony Hawk

To enter these codes, pause the game and hold L. If you enter them correctly, the screen will shake to confirm it.

All Tapes
C-Right, Left, Up, C-Up(2), Right, Down, Up.

Raise Stats to 10
Down, Right, Up, Right, Up, Left, C-Left.

Slow-Motion Mode
Down(2), C-Up, C-Right, Left.

Turbo Mode
Right, Up, Down(2), Up, Down.

10x Trick Multiplier
Down, Right, Up, Right, Up, Left, C-Left.

Girl's Picture
C-Left, C-Down, C-Right, C-Left, C-Down, C-Right(2). When you do this, a picture of a girl will appear on the screen.



Play As Officer Dick
Collect all 30 tapes in Career mode to unlock Officer Dick.

Officer Dick's tricks:

Yeeeehaw Front Flip
Down, Up, C-Right.

Assume the Position
Left, Left, C-Right.

Neckbreak Grind
Left, Right, C-Up.

Play As Private Carrera
Start a game with Officer Dick. Pause the game, then hold L and press C-Left, C-Down, C-Right, C-Down, Up, Right, Left. The screen will not shake. Exit the game and return to the character screen.

Private Carrera's tricks:

The Well Hardflip
Right, Left, C-Left.

Somi Spin
Left, Down, C-Right.

Ho-Ho-Ho (As You Ride Up to a Lip)
Left, Up, C-Up.



AIR OUT YOUR PRIVATE **Private Carrera dries her clothes after a dip in the pool by pulling off a few midair tricks.**

GameShark Codes

Crash gets a boost, *Gauntlet* is busted wide open, and the first GameShark codes for the Dreamcast are here

Nintendo 64

All Star Baseball 2001

Big Ball Mode
800296320001
Ball Trail Mode
800296360001
Tom Thumb Mode
8002963A0001
Infinite Creation Points
8110534042BA
Infinite Pitch Type Points
81105A544200
One Ball And You Walk
D106A2760000
8106A2760003
One Out And You're Out
D106A27A0000
8106A27A0002
One Strike And You're Out
D106A2780000
8106A2780002
Two Balls And You Walk
D106A2760000
8106A2760002
Two Outs And You're Out
D106A27A0000
8106A27A0001
Two Strikes And You're Out
D106A2780000
8106A2780001
Three Balls And You Walk
D106A2760000
8106A2760001
Infinite Balls
8106A2760000
Infinite Strikes
8106A2780000

Battle Zone: Rise of the Black Dogs

Infinite Armor
811DF6DE0BB8
811DF6EA0500

Ready 2 Rumble

Sudden Death Mode P1
D00E759603D7
810DAF780000
810D9F7A0001
Sudden Death Mode P2
D00E759603D7
810DA7900000
810DA7920001

WWF Wrestlemania 2000

Infinite Creation Points
8011A81B0001
Easy Royal Rumble Win
8016722D00FF
801676C300FF
All Secret Characters
8109ED5AFFFF
Instant Win
8016722E00FF
801676C200FF
8-Bit Players
8004A575000F
Snakeskin Players
8004A57E001F
Shadow Body Parts
8004A5860002
Ancient Wrestlers
8004A58A000F
Chess Wrestling
8004ACE8003E
Field Goal
800105480043
Backward Wrestlers
800105580043
Shrink Arena 2k
8004A15E001F
Giant Wrestlers
8001064E003E
Upside-Down Wrestlers
8101064E3F80

PlayStation

Alundra 2

Infinite Health
8006771003E7
8006771203E7
8006771403E7
8006771603E7
Infinite Gold
800677060010
Rising Sword
8006746C0024
Valar Shield
8006746E002C
Infinite Keys
8006744E0100

Armored Core: Master of Arena

Have All Cores
80036FFE0101
80037000 0101
30037002 0001
Have All FCS Parts
80037058 0101
8003705A 0101
8003705C 0101
8003705E 0101
80037060 0101
Have All Optional Parts
80037068 0101
8003706A 0101
8003706C 0101
8003706E 0101
80037070 0101
80037072 0101
Infinite Money
8003ea760010

Army Men – World War

After 1st Save All Levels Unlocked
800F7AD80002
800F7ADC0006
Infinite Health
800FEB7C0250
Infinite Health PT Boat
800FECA017F0
Infinite Health Jeep
800FF80814B0
Infinite Health Tank
800FFA50EAD0
Infinite Health Train
80100C901FF0
Infinite Grenades
800F89980909
Infinite Bazooka/Mortar
800F899A0909
Infinite Flamethrower/Auto Rifle
800F899C0909

Crash 3: Warped



Crash 3 brought the series to perfection. If your own skills aren't quite so hot, these should get you through to the end of the insanity.

99 Lives
D005BEECF64C
800B5D4C6300
D005BEECF64C
80068F586300
Enable All Powers
80069178003F
Have All Crystals
8006912CFFFF
8006912EFFFF
80069130FFFF
Have All Gems
80068FB0FFFF
80068FB2FFFF
80068FB4FFFF
80068FB6FF00
Have Some Sapphires
300691B400FF
800691B6FFFF
300691B700FF



Asteroids

P1 Ship Excalibur
800DF7C40003
P2 Ship Excalibur
800DF7C80003
Infinite Lives P1 Classic
801118480009
Infinite Lives P2 Classic
80111848000C
Enable Classic
801104280001

Crusaders of Might and Magic

All Armor Talismans
500009010000
301055630001
All Shield Runes
500009010000
3010556F0001
All Shields
500003020000
801051720001

Gameshark.com Leaves Its Cocoon As a Beautiful Butterfly

You can surf porn and beat yourself or you can surf gameshark.com and beat your games!

We've gone over this before, but by the time this magazine is in your grubby little hands, it'll be a reality – the emergence of the new **gameshark.com.**

Common sense dictates that this is the place to go for the latest official GameShark codes – you know, the ones that actually work. What common sense and logic don't dictate is that gameshark.com has evolved into an all-around, ass-kicking, game-beating, tree-pruning, sideburn-shaving, beefy-good videogame Web site. **"Know the Game, Be the Game, Beat the Game."** That's the motto, and that's the reality of the situation.

(Please read in a cheesy-infomercial-announcer voice. Thank you for your cooperation.)

If you act now you'll get the GameShark codes for the PlayStation, N64, Game Boy and even the Dreamcast. You'll get strategy guides, walk-throughs and game tips. You'll get programmer cheats for all the latest games, plus game reviews, so you know what's hot and what sucks. And **gameshark.com** has contests. Why spend your hard-earned money on illustrious games when we're giving them away? Wacky, insane columnists give you their slant on issues in and around the videogame world. And, if you call within the next 30 minutes, we'll throw in the most hardcore videogame discussion boards on the Web! This type of site is very rare, so act now!

All Spells
500008010000
301056490001
All Weapon Talismans
500009020000
8010519C0001
Special Difficulty (New Game)
800D188A0003
Have Black Guard Armor
801051F00004
Have Scepter of Regency
801051DC0001
Infinite Gems
500009020000
801051AE2710
Infinite Gold
801051D07530
Infinite Health
800F1D0C752F
Infinite Items
500005020000
801051D22710
Infinite Mana
801051E0752F
Infinite Weapons
500004020000
8010513C0001
500002040000
8010515C2710
Maximum Accuracy
800F1D1003E7
Maximum Health
800F4E28752F
Maximum Mana
801051E4752F
Maximum Spell Ranks
500008010000
301056540004
Maximum Strength
800F1D0E03E7
Maximum Weapon Ranks
500004010000
3010565E000E
500002020000
3010566E000E

Dragon Valor

Max HP
80089A6E03E7
80089A7003E7
Max MP
80089A7203E7
80089A7403E7
Max Val
800A2180270F
800A21820000

Eagle One: Harrier Attack

Infinite Rockets
8003D4082400
Infinite Missiles Air-to-Air
800189602400
Extra Armor
80038A442400



Enable All Levels
8010E7D00005
8010E2D00005
8010E3500005
8010E3D00005
8010E4500005
8010E4D00005

F1 2000

Quick First-Place Ranking
E0034E2D0000
30034E2D1010
Low Lap Time
80034E20 0400

Galerians

Rion: Infinite HP
801AF97200C8
801C2F9C00C8
Rion: No AP
801AF96C0000
Rion: Infinite Naicon
801AF97800C8
Rion: Infinite Red
801AF97C00C8
Rion: Infinite D-Felon
801AF98000C8
Rion: Max Psychic Level
301C2FA600C8
Rion: Have D-Felon
801AF9AEFFFF
Enable All Movies
801FD004FFFF
801FD00600FF

Gauntlet: Legends

Infinite Health P1
80081AD001F4
80096DBC01F4
Infinite Keys P1
80096DF80063
Infinite Gold P1
80096DC81388
Infinite Health P2
8009763801F4
Infinite Keys P2
800976740063
Infinite Gold P2
800976441388
Unlock Minotaur
800970000063
Unlock Tigress
8009700A0063
Unlock Falconess
80096FFC0063
Unlock Jackal
80096FF80063
Max Level P1
80096DC40063
Max Level P2
800976400063
Unlock Minotaur P2
8009786C0063
Unlock Tigress P2
800978740063
Unlock Falconess P2
8009781C0063
Unlock Jackal P2
800978840063

MLB 2001

Infinite Creation Points
801DCC4800C8
One Ball for a Walk
D00B92740000
800B92740003
Never Strike Out
800B92720000
One Strike for an Out
D00B92720000
800B92720002
One Out Per Inning
D00B92700000
800B92700002
Two Outs Per Inning
D00B92700000
800B92700001

Need for Speed: Porsche Unleashed

Infinite Cash
800BDC960090
Disable Timer
800C1CE80100
Extra Vehicles (Quick Race Mode)
800BD6580007
Automatic Win (Chase Mode) – Do Not Use With Disable Timer
800C1CE8FFFF
Tournament Trophies
800BDFE80101
800BDFEA0101
800BDFEC0101
800BDFEE0101
800BDFF00101
Racing Trophies
800BE33C0101
800BE33E0101
800BE3400101
Weekend Trophies
800BE1580101
800BE15A0101
800BE15C0101
800BE15E0101
00BE1600101



Sammy Sosa High Heat Baseball 2001

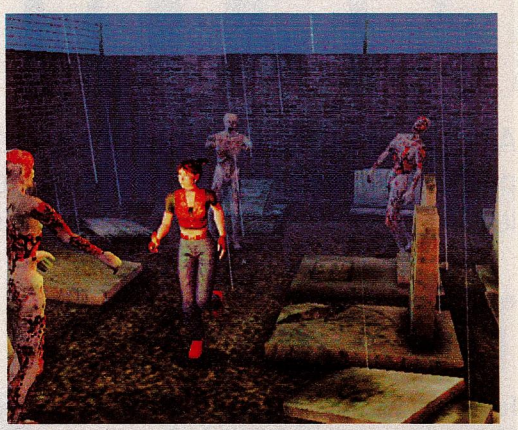
Home Team: Always 10
800AFF54000A
Home Team: Always 0
800AFF540000
Away Team: Always 10
800AFF58000A
Away Team: Always 0
800AFF580000

Silent Bomber

Infinite Napalm Liquid
300D7E2A0063
Infinite Paralysis Liquid
300D7E2B0063
Infinite Gravity Liquid
300D7E2C0063

Dreamcast

Resident Evil: Code Veronica



Remember the countless times your parents asked if you had gone to the bathroom before you embarked on some horrid journey? And then the trip consisted of your father yelling about the traffic, your mother's poor navigation skills and you and a friend trying to find something entertaining other than asking, "Are we there yet?" Inevitably you'd end up somewhere rewarding, like the Amish Country of Pennsylvania or some pottery place outside of Williamsburg, Virginia. Maybe that was just my childhood. Regardless of that, in the newest installment of the **RE** series, **Resident Evil: Code Veronica,** someone forgot to go to the bathroom. Well, okay, I made that up, but bathroom humor is funny, right? Check out this code that makes Claire, Chris and the gang shuffle back and forth as though their bladders are about to explode.

Shoulda' Gone When You Had the Chance
FDB9998C00000027

And here are a few more for the rest of the **Resident Evil** cast.

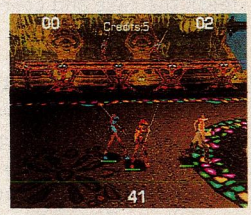
Running in Place
FDB9998C00000004
Glide
FDB9998C0000000B
Dancin' Like a Dork
FDB9998C00000014

99 E-Chips
300D7E2D0063
100 Percent Shields Mission 12
80179BB60019
Tons of Points
800D7E860090

Star Wars Episode I: Jedi Power Battles

Infinite Credits
800B24040000
Infinite Health P1
800B240C0064
Infinite Force P1
800B24140064
Infinite Special P1
800B228C000A
800B241A000A





Infinite Health P2
800B24280064
Infinite Force P2
800B24300064
Infinite Special P2
800B2116000A
800B2436000A
All Secret Levels Unlocked
800AD29C 000F





MEDIEVIL 2

After he defeated the forces of evil in the original Medievil, you'd think Sir Dan would finally rest in peace. No chance. Let us be your guide in Victorian England as you work your way through huge levels and face off against tough enemies, all to put an end to Master Palethorn's evil plans

By Brett Rector

The Museum

Forget what you think you know about museums. What awaits you in these halls is deadly.



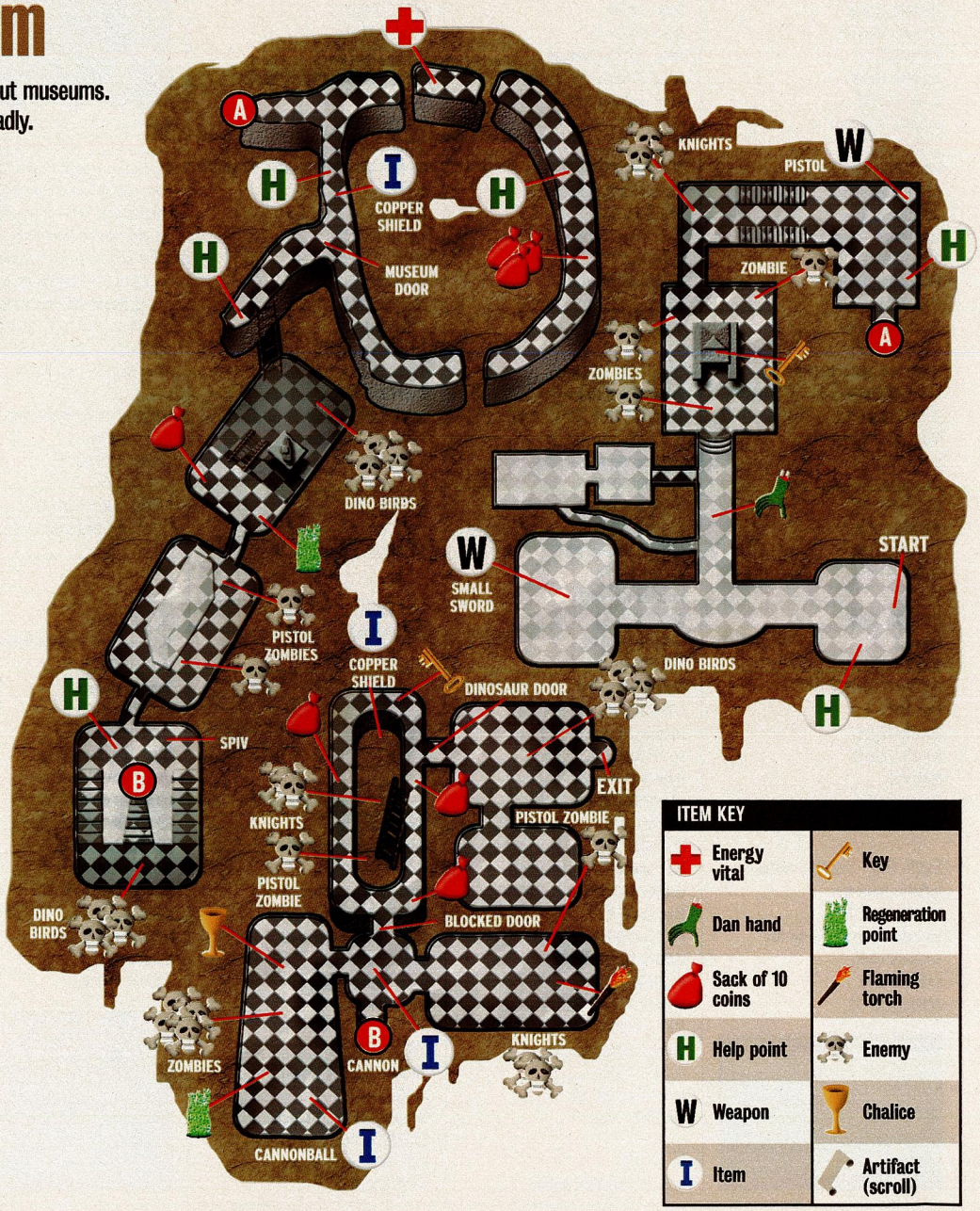
BASH IT Use Sir Dan's arm to smash the glass and grab the sword.

Where can I find the Small Sword?
You can find the sword in the room opposite your starting location. Use Sir Dan's arm to smash the case and collect the goods.

Where is the Museum Key?
From your starting position, turn right and walk straight ahead. You'll find the key in the center of the next room you come to. Be cautious! Once you grab the key, a zombie will erupt from the wall to attack you.

Where can I find the pistol on this level?
You can find it at the top of the double staircase, right after you destroy the Green Knights.

Where can I find the Copper Shield?
You can find this particularly handy item on the balcony of the large circular room, just before you use the Museum





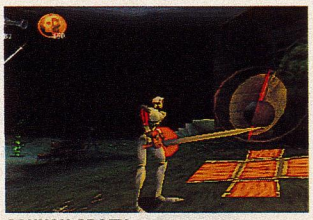
KEY TO THE DOOR After a short jaunt down the hallway, you'll find the Museum Key. Take care collecting it, as a zombie will attack once you grab it.

Key. The Copper Shield is excellent for deflecting cannonballs and other such attacks. However, each time you use the shield it slowly wears out, so be sure to keep a close eye on how much energy it has left.

Where can I find the Spiv in the Museum?
You can find him at the top of the staircase near the Garden and Display Room entrances. Aside from the Professor and the ghostly Winston, the Spiv is Sir Dan's only hope of surviving his quest. Whenever you need ammo, he's the guy you should go see. For a small price he'll replenish your supply. You'll find one in each level of your adventure. In a few of the levels you'll even find two.

Where can I find the Chalice?
This item can be found in the museum gardens. Don't forget you must destroy 100 percent of the enemies within the level before you can collect the Chalice. If you keep an eye on the top right-hand corner of the screen, you'll see the percentage of enemies you've destroyed.

How do I get through the doorway leading to the Myths and Legends room?
To get through this door you must first remove the blockage. This is accomplished by completing a simple puzzle involving the cannon located in the middle of the room. Go through the door that leads to the Museum Gardens and then turn right. You'll see a treasure chest against the wall of the museum here. Smash it open and grab the cannonball that's revealed. Now go back inside and through the door directly opposite, marked Display Room. Walk to the far end of this room and pick up the burnt-out torch on the floor. As you do this, two knights will attack you from behind. If you try to use the pistol, the bullets simply bounce off their armor, so get in close and use the Small Sword. Leave this room, walk over to the cannon and open up your inventory; doing so places the cannonball inside the cannon. Finally, equip the torch and light it using one of the lit torches on the wall. Light the fuse of the cannon and blow that blockage away!



CANNON CRAZY To clear the blockage, you'll need the ball.

Where can I find the Dinosaur Key?
The location of the second key is found in the final stage of this sprawling museum area. In fact, the key is actually found directly above the door you'll use it on. Once you make it through this door, you're gonna want to save your game. After you do that, Sir Dan will get his first real test of strength as he encounters *Medievil 2*'s premier bad-boss character, Tyrannosaurus Wrecks.



PISTOL PANIC Don't want to get too close to an enemy? Use the pistol.



HEY, COME HERE When you need extra ammo or to power up your weapons, the Spiv is the guy to see. Better make sure you have money: He's not cheap.

BIG, BAD T. WRECKS

With a little patience and sharp shootin', this beast will be history.



1. Once the battle starts, dash across the room and through the door. You'll find a chest holding a Copper Shield and, better still, another Spiv, so buy as many pistol bullets as you can afford from him. Now go up the stairs and through the door, which leads to the balcony of the main room. Dash around to the other side of the balcony to find a health-regeneration point.

2. Next, drop down to the lower level of the room and prepare yourself to evade the Tyrannosaurus' attacks. First he'll try to incinerate you with his flame breath, then he'll head-butt the walls, sending three rocks crashing down from above. Avoid these attacks until his weak spot is revealed on the back of his head.

3. Avoid the smaller dinosaurs that leap into the arena and use T. Wrecks' tail as a staircase to climb up to his weak spot. Repeat the process twice to take him down, at which time he'll morph into a different monster.

4. Head back up to the balcony and stand directly in the monster's flight path. Move to your right or left just enough to avoid his fire breath. Make sure you're facing the the front of the monster's head when he hovers in place above the center of the room, then blast him with your pistol. Repeat this process until he's dust.



THE PROFESSOR'S LAB

He's small, bald, and a little crazy, but you can't get along without him.

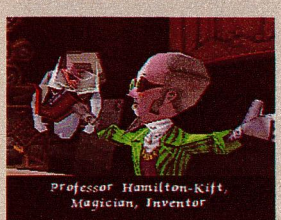
What should I do when I enter the Professor's Lab for the first time?
Move Sir Dan so he's standing on the square tile directly in front of the Professor's desk. He'll explain your quest and tell you how you can add new weapons to your arsenal. Each time you finish a level, Sir Dan will always come back to visit the Professor.



RAISING CAIN Use the Cain Stick to take down a wave of zombies.

I've just received the Cain Stick. How should I use this weapon?
You can use the Cain Stick in the same way you'd use your sword, in order to take down a single enemy or use its powerful secondary attack to take down multiple enemies. To do this, hold down the attack button to charge up the Cain Stick, then release the button to unleash a bolt of lightning across the ground.

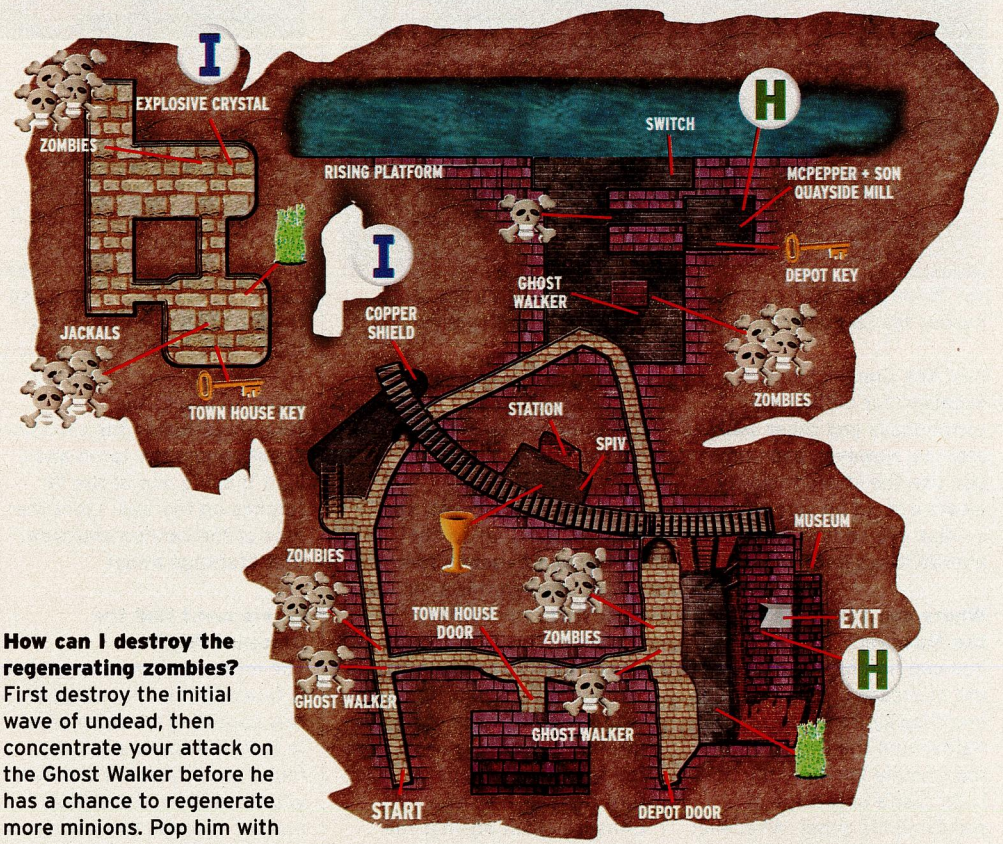
Okay, how do I enter the first level?
After you've spoken to the Professor and obtained your new weapon, walk over to the projector and stand directly on top of the square tile. This also happens to be the exact spot where you'll enter each subsequent level throughout your adventure.



WICKED WEAPON Give the Prof a Chalice, get a new weapon.

Kensington

Now that you've gotten your bones a little wet, it's time to move on to Kensington to catch a ghost train, battle some particularly ferocious mutts, and find the first clue to your great adventure.



How can I destroy the regenerating zombies?
First destroy the initial wave of undead, then concentrate your attack on the Ghost Walker before he has a chance to regenerate more minions. Pop him with your Cain Stick nine times to drop him to the floor.

How do I get inside the Mill?
Activate the switch near the river, then jump onto the moving platform. Once inside, position the boxes so you can reach the upper ledge and grab the Depot Key.

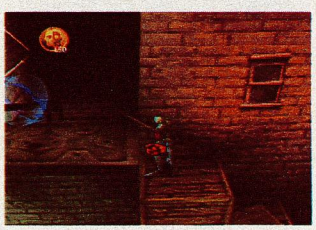
How do I get the Town House Key?
Enter the Depot, then turn to your left and climb the ladder. This leads to a small room that holds the key. Grab it, then push the crate onto the wooden cart and exit.

What am I looking for in the Town House?
You are looking for a Pocket Watch. Go up to the second floor and open the treasure chest in the far corner of the room to gain your prize.

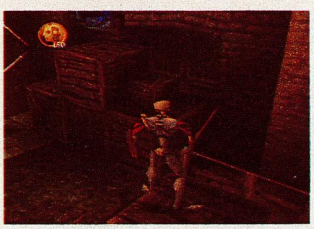
I keep running out of health. What should I do?
This level has two regeneration points. You'll find the first one near the Museum, inside the metal fence. The second is found inside the building that lies within the walls of the Depot.

What do I do at the train station?
Once you've destroyed enough zombies, head to the station and ring the bell hanging above the platform to summon a ghost train carrying the Chalice. If you haven't fulfilled your zombie-kill quota, the train will simply pass you by without stopping.

I have the Chalice. Where is the exit for this level?
Once you have the Chalice in your possession, climb on top of the roof above the Museum and leap through the skylight.



MAKE THE JUMP Position the boxes to get the Depot Key.



BLOODHOUNDS Use the Cain Stick's lightning attack to kill the jackals.

The Tomb

You won't find a buxom adventuress here, only jackals.

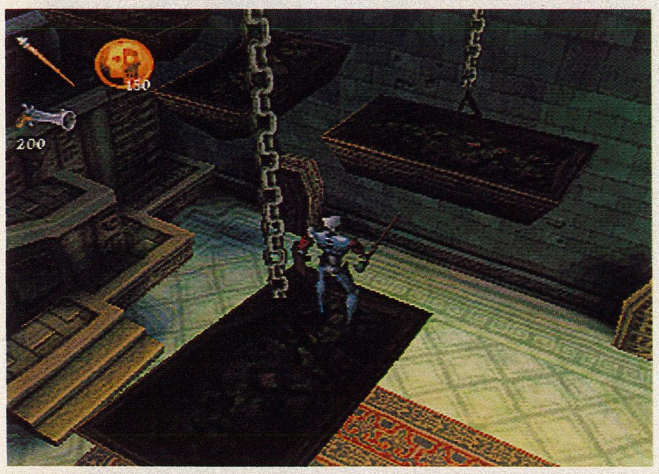
How do I get off the platforms at the start of the level?
First, make sure you equip your Cain Stick and pistol as your weapons. Now carefully leap between the platforms until you reach the other side of the room, then drop safely to the ground. Take care when jumping between platforms: Falling to the ground means instant death. If you need a little extra assistance, use the R1 button to swing the camera angle around so that you can see the exact spot where Sir Dan will be jumping.

How do I deal with the Jackals that attack?
As you drop down from the platforms above the room, begin charging up your Cain Stick. As the Jackals emerge from their coffins, release the lightning bolt to get a clean hit before they can move into an attacking range. Change to your pistol and move around the room blasting the dogs. Be sure to avoid the lightning attacks that spew forth from their mouths.



KEEP YOUR DISTANCE Use your pistol to blast these tough mutts.

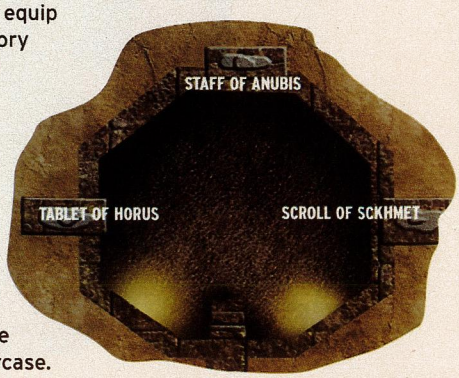
In the area before the Artifact room, I've found a small hole in the wall. What is this for?
This little hole leads to a hidden section of the tomb. However, you can access this area only by using the nearby Dan Hand. Place Dan's head on the hand and move it through the hole. Once inside, you'll find it's littered with boxes. Use the boxes as steps to reach the higher section of the room to grab some coin sacks. After you've grabbed all the booty, drop down through the hole in the floor and back to the main area of the tomb.



TREAD CAREFULLY One false move can mean instant death. Use the R1 button to spin the screen around so you can see exactly where you're jumping.

How do I solve the statue puzzle?
To solve this relatively simple puzzle, you must first collect three artifacts from another area of the tomb. The three items you need are the Tablet of Horus, the Scroll of Sckhmet, and the Staff of Anubis. If you look at the map, you can see that all three items are found within the same area. Once you're in the room with the artifacts, equip the torch in your inventory and light it using one of the already lit torches. Now you should notice a trench in the floor that branches out in four directions with stacked boxes at the ends of three of them. To reach the items in the room, you'll need to maneuver these three stacks to fashion a staircase. Once the boxes are in place, you'll be able to reach the ledges the items are resting on. After you've collected the treasure, go into the next room and relight your torch so you can see the three statues located within. Climb on top of each statue and use the correct artifact on the corresponding monolith to solve the puzzle and reveal your prize. If you need additional help, check the map below to see which artifact goes with which statue.





The Freakshow

Fortunately for you, you won't find Jevon Kearse roaming this land, but you will find some extraordinarily fat, bearded mutant freaks.

I got the Hammer of Thor from the Professor. What's the best way to use it?
This powerful weapon is great for pounding enemies at close range. To release a ground-rippling smash attack that will take down an enemy with one hit, hold down the attack button to charge the weapon up. You can also use the secondary attack to activate the Test Your Strength machine found in the Freakshow fairground.

What is the best way to destroy the Mutant Dancers?
Use the hammer's regular attack to destroy these oversized enemies at close range. It takes only two normal hits or one supercharged hit from this powerful weapon to pulverize the Mutant Dancers to dust.

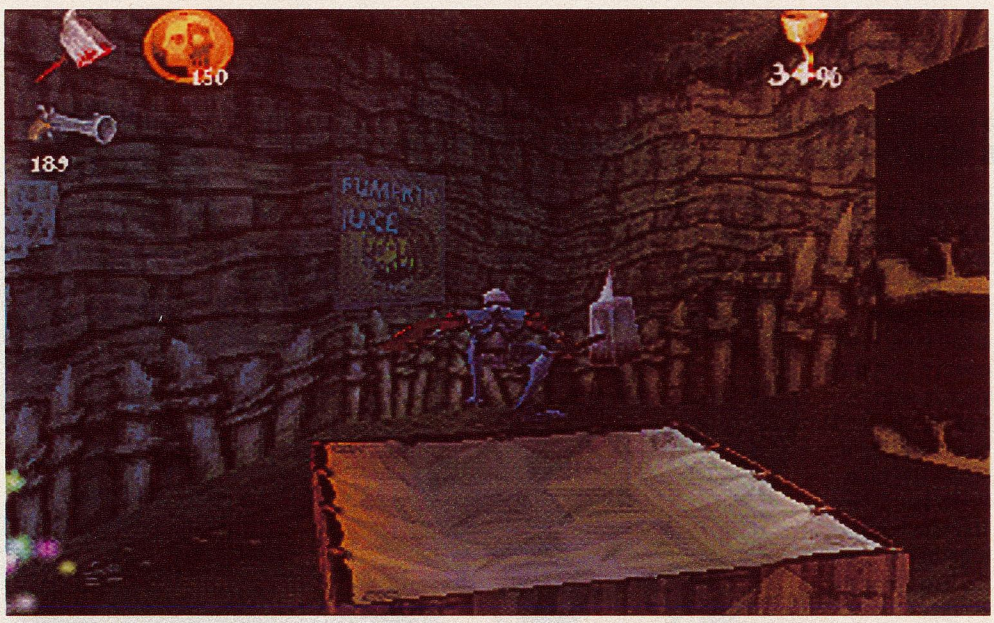
I'm having problems jumping on the trampolines. Got any tips for me?
Using the trampolines can be a real nightmare. However, if you're going to complete this level, you must perfect the skill. First thing to keep in mind is that you should always leap from the very edge of the trampoline; this gives you the best chance of making the jump successfully. Also make sure you bounce to the maximum height before you attempt to make a jump. Otherwise you risk falling short of your intended destination.

How can I destroy the Dragon Wizards?
These guys are a major pain. The only way to take down the wizards is to wait until they materialize from their spectral form to their human one; when they're in their ghostly guise you won't cause any damage at all. Move around the room avoiding the dragon spirit protector while charging up your hammer. Once a wizard materializes, move in as quickly as you can and whack him with your weapon. You need to land only two hits with the hammer to send the wiz to his doom.



THUNDER GOD Use the Hammer of Thor to crush the Mutant Dancers.





BOUNCE BONANZA When using the trampolines, make sure you gain as much height as possible.

How do I destroy the two Mechanical Elephants that hold the Elephant Keys?
Before you can retrieve the two Elephant Keys, you're going to have to deal with these metal behemoths first. Because the battle area is so thin, you'll need to use a steady hand and impeccable timing to avoid getting stomped. Begin by equipping your pistol as your secondary weapon. Once the battle starts, run to the opposite end of the enclosure, away from the attacking monster. As the Mechanical Elephant approaches you, dash between its legs, then quickly turn around, aim at its weak spot – located behind its head – and let loose with a couple of shots from your pistol. You should be able to ring off two shots before it turns around to make another charge at you. Simply repeat this procedure until the monster has toppled over. Now grab your prize.

Where is the Chalice located on this level?
The Chalice is clearly marked on the map, so getting it should be no problem. However, remember that you must destroy 100 percent of the enemies on the level before you can collect this valuable item.



MANGLE A MUTANT The Freakshow is overrun with bearded ladies.

Once I have the two Elephant Keys, what should I do next?
Once you have both keys in your possession, use them to open up the huge circus tent and take on the level boss. The entrance to the tent can be found at point F on the map. Simply walk over to the keyhole, and the appropriate key is automatically inserted. A small cut-scene follows, showing the doors of the large tent opening. Remember: Once you've entered this boss arena you cannot exit, so make sure you've filled your health meter as far as it will go. Fortunately, you won't need to buy any extra ammo; all you need to beat this boss is your Hammer of Thor.

MECHANICAL ELEPHANT BOSS

This boss may look like more than a handful, but in reality, it's very easy to beat. So put away yer peanuts and field mice, and bust out yer whuppin' stick. . . er, hammer, and charge up your shield. Victory is but three switches away.



1. Enter the arena and smash open the treasure chest to get the Copper Shield. Once the battle starts, dash around until you find a raised platform, hop up on it, and stand near the switch. Wait until the beast has walked far enough under the boulder so its suspended directly above its back, then take a normal swing at the switch with your hammer. Now watch as the rock comes crashing down on its back. It's that simple.



2. If you accidentally miss your intended target, don't get discouraged: You can actually force the elephant to turn around and walk back toward you for another try. To do this, simply equip your pistol and fire a single shot into its back. This causes your foe to turn around and walk back to your current position. Remember, you're not trying to hit its head. It's the small of the elephant's back you want to zero in on.



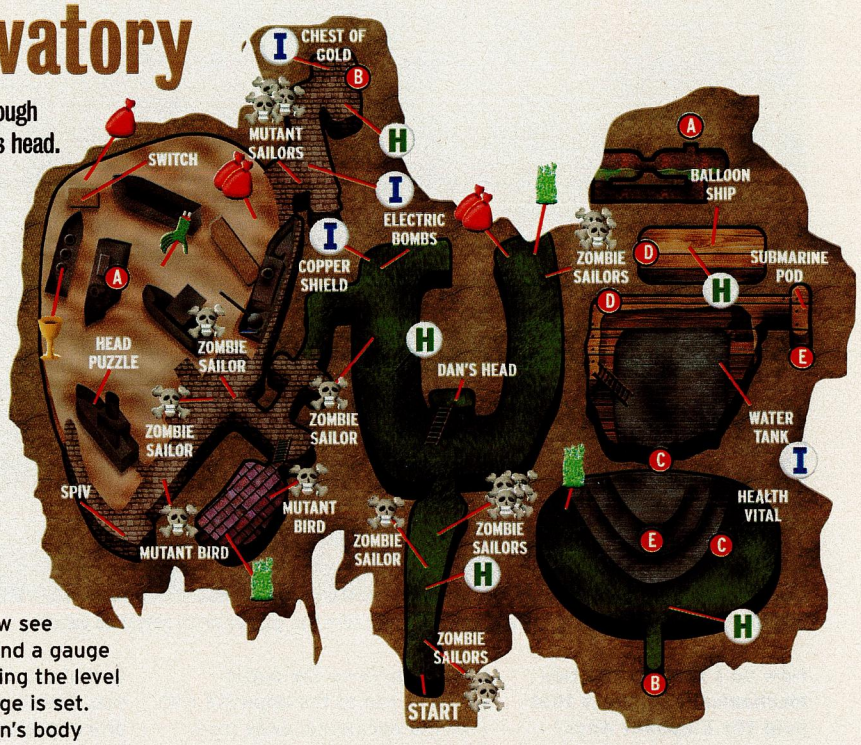
3. While you're trying to defeat this boss, you'll come under constant attack from fireballs that home in on your position. Use your dash technique to move quickly when needed and crouch using your shield to deflect the elephant's attacks. If for some reason you didn't grab the shield, weave left and right to avoid getting pummeled. You don't want to get hit by a fireball just before you drop the boulder.



4. You must score three direct hits to send the Mechanical Elephant to its knees. Don't forget that each boulder can only be used to score one hit. Once you've finally won the battle and sent the boss to the land of scrap metal, a short cut-scene will play, showing you the exit to the level finally opening. You'll now be able to escape the Freakshow and get back to the relative comfort of the Professor's lab. . . until you begin the next level.

Greenwich Observatory

We now join Sir Dan as he attempts to weave his way through zombie sailors and pesky mutant birds without loosing his head.



I got the Crossbow from the professor. What's the best way to use it?
You can use this weapon to take out enemies from a safe distance. Remember to keep a close eye on the amount of ammo you have available. Running out of arrows at the wrong time can be deadly, particularly when you're up against multiple enemies. You can carry a maximum of 200 arrows, and extra ammo can be bought from the Spiv.

I've just had my head stolen. How can I get it back?
Find the location of Dan's head on the map and use the Hammer of Thor to pound the pesky bird with two hits. Stand near the head and press L1 and Triangle to reattach Dan's noggin.

What is the best way to take out the zombie sailors?
You can effectively eliminate the zombie sailors by using your crossbow. You'll need only five or six direct hits to take them out. You can also go up to them and whack at 'em with your hammer.



SAIL AWAY Use your crossbow to fell these pesky Popeye wannabes.

What is the first thing I should do when I reach the Docks?
Your first order of business is to fill up your health if you need to and find the Spiv to purchase more ammo. Then walk across the gangway, onto the old ship. Once inside you'll find a puzzle. Guess what you need to do now?

How do I solve the head puzzle?
On the far wall of the room you should see a small hole. Walk over to it, toggle your inventory, and select Dan's head to place it inside the hole. Press the L1 and Triangle button together to view the box from the inside.

You should now see a set of symbols and a gauge beneath each, noting the level to which each gauge is set. Take control of Dan's body and stand in front of the four consoles in the corners of the room, then use the Cain Stick to set the gauges to the level that corresponds with the ones you saw inside the box to solve the puzzle. This lowers a drawbridge in the dock area and enables you to get back your head.

I've found a switch near the Chalice. What does it do?
It raises a makeshift bridge that allows you to leap across onto the battleship in the corner of the harbor. From here you can drop down onto the quayside that leads to the Naval Academy.



NOGGIN' IT Place Dan's head in this hole to help you solve the puzzle.

What should I do first at the Naval Academy?
First take out the Zombie Sailors that run rampant in this area. Then run over to the regeneration point and refill your health. You can also find an extra energy pickup in this area if you still need it. With your energy fully replenished and the zombies out of the way, head inside the Naval Academy.

How do I take off?
This final puzzle is easily the toughest of the Greenwich Observatory level. First head inside the Naval Academy building. To your right you should see a large tank of green water with three control switches at the base. These controls operate the magnet above the tank. You'll need to use this in a moment, but first climb up to the second level of the academy. Here you'll find a metal submersible suspended above the tank.



DEEP DOWN To get off the ground, you'll need the Bellows in this tank.

Open up your inventory and select Dan's head to put into this strange contraption. The submersible is now automatically lowered into the water. If you tap the L1 and Triangle buttons together you can view the game from the head's perspective, enabling you to see into the tank and locate the item at the bottom.

Using Dan's body, drop to the ground floor and use the Cain Stick to operate the crane controls. Maneuver the crane into position, with the magnet directly above the item at the tank's bottom. Drop the magnet into the depths to retrieve the Bellows.

Next, reattach your head and move Dan up to the roof of the academy. Here you'll find an airship. Equip your torch and light it using the nearby flame. Finally, leap up onto the airship, light the fire beneath the balloon, then use the Bellows to fan the flame. After a short ride, you'll crash-land through the Observatory roof, foiling Palethorn's dastardly plan in the process. You must now take out his two henchmen in a miniboss battle.

Kew Gardens

Unfortunately for Sir Dan, the pumpkins in this nightmare village are a little bitter at being carved up for pleasure.

What's the best way to use the ax?
You can use the ax to deliver a crushing overhead smash or use it as a boomerang projectile weapon to take out enemies from a distance.

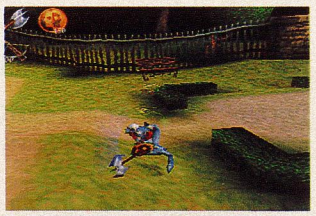
What is my first task in Kew Gardens?
The first thing you need to do is find the key to the Potting Shed, which is located to the right of your starting location.

When I destroy a Mutant Pumpkin, an antidote is revealed. What are antidotes, and how can I use them?
As you play through the level, you're required to rescue a number of humans who have been turned into walking pumpkins. To do this you'll need to use the antidote. Simply equip it like any other weapon in your secondary slot and use it whenever a human has been infected. You must be quick about it, however, as you'll have only about five seconds to turn the humans back to normal.

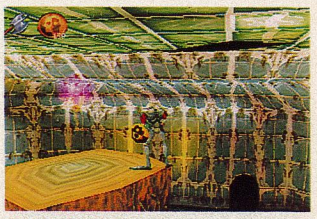
I've found an item called the Water Tank Valve. What is it used for?
This is the first valve in a series of three. Once inside the Kew Gardens greenhouse, one of your tasks is to find each of these valves and connect them to the pump that corresponds to its color. Once you have fitted each valve to the correct pump, the interior sprinkler system is turned on in a certain area of the greenhouse. When this happens you'll notice that the large flowers that previously attacked you stop and open up. Their petals now form a makeshift platform, enabling you to leap up and access previously unreachable sections of the level. The other two valves you must acquire are the Pond Room Valve and the Hothouse Valve. If you can't figure out which valve corresponds to which pump, check out the map.

How can I get out of the pit?
To get out of the pit, you're going to have to climb your way out using the branches and vines attached to the tree growing in the middle of the pit. Once at the top you'll be able to leap across onto the ledge that circles the room and continue with the quest. Be extra careful when making this jump, because if you fall off the tree, it will result in instant death.

How can I obtain the Chalice of Souls?
The Chalice is found at the top of the large tree, in the second enclosed greenhouse. You must use the branches and vines to clamber to the top and claim your prize.



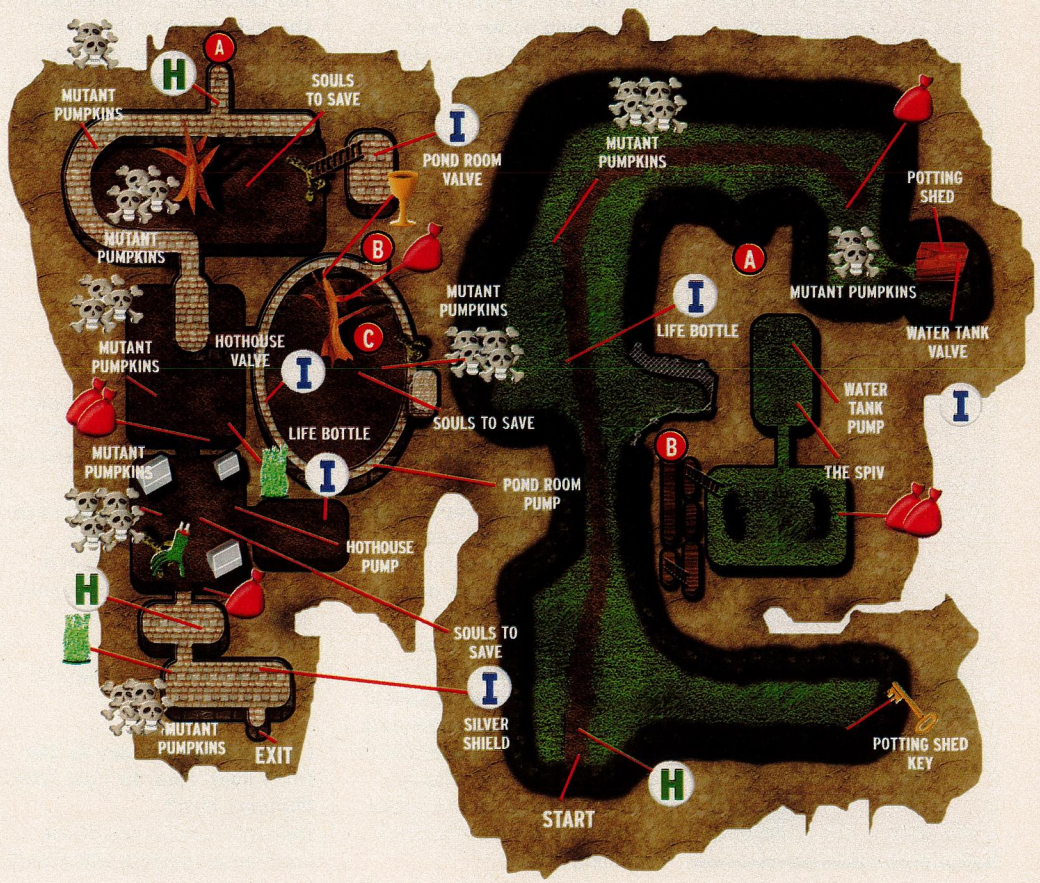
AWESOME AX The pumpkins don't stand a chance against this baby.



CHALICE CHASE After a perilous climb you'll claim your prize.

Why is there a Dan Hand running around in the Hothouse Valve room?
If you look closely in the corner of the room you'll notice a small hole at the bottom. You can use the Dan Hand ability to get through this gap and into another room with a subgame. The point of the minigame is to dash around the maze until you find all four of the lost Dan Hands, while at the same time avoiding the pumpkins that roll past. If you manage to win the game you're rewarded with a Life Bottle. By now you know you can never have too much health.

I keep getting attacked by Mutant Pumpkins. What should I do?
You must fend off the attacking enemies while you wait for a giant pumpkin to roll across the screen and smash through the blockage in the door. The answer here is to keep moving and take out the Mutant Pumpkins before they get too close to you. You should notice a treasure chest in the corner of the room; smash it open to get a Silver Shield.



IRON SLUGGER

Dan trades in his bones for a body that would make Mike Tyson proud.



1. This boss battle pits you against the mighty Iron Slugger in a boxing match to the death. He's a big, tough guy, and you must use a combination of quick, high and low punches to chip away at your foe's energy. If you try to trade punches toe-to-toe with this big metal monstrosity, you'll only come out on the losing side. The key to victory is to move and keep your guard up. You cannot match Iron Slugger in terms of raw power, so you've got to be quick and nimble to steer clear of his attacks. Each round lasts approximately 44 seconds, so if you're running low on energy or have lost a couple of limbs, back off and wait for the time to expire.

2. Between each round you have the chance to retrieve any two limbs you may have lost. Quickly dash around the ring, taking out any enemies you come across holding the limb of your choice.

3. As your attacks gradually drain Iron Slugger's energy, he also loses body parts. However, he cannot get them back. Once you've managaed to knock off his arms you should be able to move in close and pummel him with punches to the head. At this point you should see body parts flying in all directions. When Iron Slugger's energy reaches zero, you're declared the winner. Now it's on to Wulfrum Hall and a date with some vampires.



Dankenstein

Dan takes a break to run around the lab fetching all manner of body parts to help the Professor build a better kind of warrior.

As I start the level, Winston gives me some bombs. How do they work and how should I use them?
You can use these powerful little weapons to lay a trap when an enemy is chasing you or to throw across the screen at an oncoming ghoulie. Be aware that you can get caught in your own explosion.

I'm stuck at the very start of the level. Where is the Professor located, and how can I find him?
This level actually takes place inside the Professor's Lab. Turn down the corridor on your right and enter the door to find the Professor.

Where can I find the body parts I need?
Go back into the main area of the lab and then turn right. You should notice a door directly ahead of you, which leads to another doorway that, until this point, had been locked. The area beyond is called the Roller Coaster Room and you can find all the body parts you need here, including a left and right leg, a left and right arm, a torso, and – goodess me – even a bum. However, you must defeat a group of enemies to get you hands on them. Remember, you can carry only one limb at a time, and you must collect all six body parts within an eight-minute time limit. Once you have collected a limb, you have 20 seconds to get it back to the Professor. Fail to do so and you must collect it again.

Where can I find the Chalice on this level?
The Chalice can be found on the roof of the small wooden hut in the main area of the lab. Once you've destroyed 100 percent of the enemies in the level, head to the Roller Coaster Room and leap up onto the rail track that winds its way around. This takes you back into the main area of the lab. From here you can leap across to the roof and collect your prize.



EXTRA ACTION In addition to body parts, you'll also find a Silver Shield.

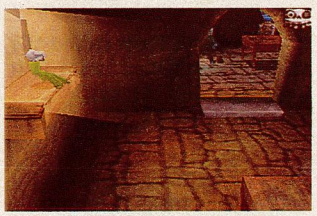
Are there any other items or secrets on this level?
You bet your pointy posterior there are. Located within the level are a Silver Shield and Life Bottle that can be found in the Roller Coaster Room as well. In addition, a small secret room containing two treasure chests and a regeneration point can be found here. However, this secret room can be accessed only using the Dan Hand. Before you enter this area, make sure you have cleared the enemies from the main room, or you could be attacked. There is enough leeway in the eight-minute time limit to collect both of these items and explore the secret room with ease.

Wulfrum Hall

Dan meets his toughest foes yet—vampires — and encounters a creepy little possessed girl who puts Chuckie to shame.

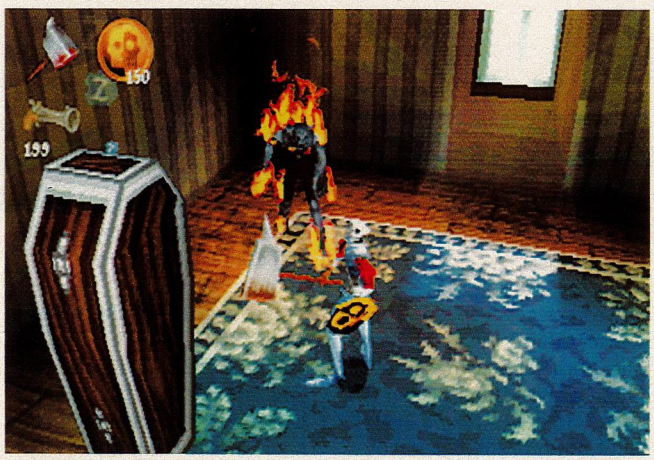
I've just received the Broad Sword from the Professor. What's the best way to use this weapon?
This is the souped-up version of the Small Sword you started the game with; you can inflict a lot more damage using this one. The Broad Sword is one of the most powerful close-range weapons in the game and is capable of taking down tough enemies in a couple of hits. In addition to using it for normal attacks, you can charge up the sword to perform a superpowerful spinning attack. Unfortunately, all that power comes at a price. From the moment the sword is powered up, its power continually deteriorates. Keep a close eye on how much energy the sword has, because when it reaches zero its effectiveness is severely impaired. Fortunately, the Spiv can replenish the lost energy, for a small fee.

I haven't got the key to the front door. How do I get into Wulfrum Hall?
Walk over to one one of the Dan Hands roaming about and place Dan's head on it. Drop down into the ditch on the right-hand side of the main door and skitter through the small window (point A on the map, next page). Once inside, grab the key from the table and avoid the gate keeper.



STOP, THIEF Avoid the flatulent gate keeper while fetching the key.

Okay, I've got the key. But how do I get back outside?
With the key in hand, activate the switch on the floor in the room from which you dropped



BURN, BABY, BURN To open the locked door, you're going to have to dispose of these vampires. Simply pull their coffins into the light and watch 'em burn.

through the window to activate the dumbwaiter. Now make your way to point B on the map. Here you should use the bookcase to climb up and leap through the window. This brings you back to the courtyard where you started. Reattach Dan's head and enter the front door.

I've used the Front Door Key and I've made my way inside. What do I do now?
The first thing you should do is explore the initial series of rooms. Here you can find some useful items and test out your new, powerful Broad Sword on the knights that guard the area. With this done, it's time to access the second section of the level. Use the Broad Sword to smash away the rubble that blocks your path. With the blockage removed, you can leap through the gap and continue on with your journey.

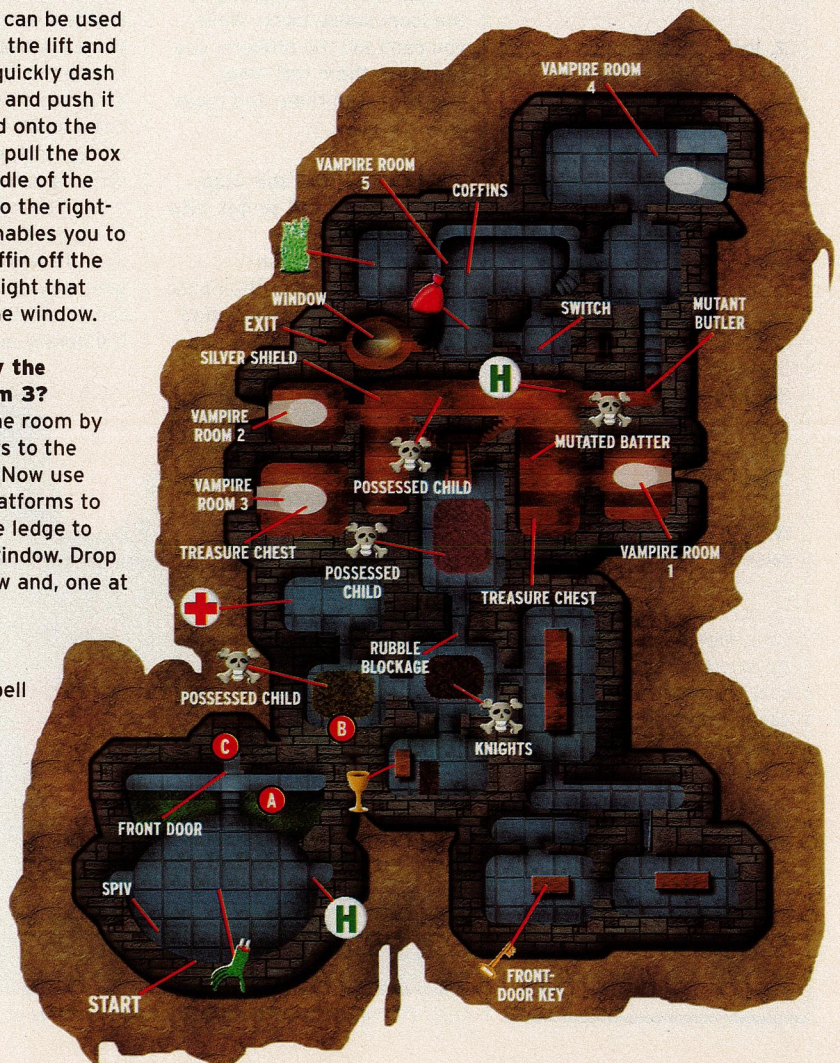
How do I destroy the vampires in Room 1?
To kill the first vampire, simply smash the boards covering the windows to let the sunshine in, and push the coffin into the light. Now that you know the secret, the rest should be easy. Yeah, right.

How do I destroy the vampires in Room 2?
First smash the boards away from the window. Then push the nearby coffin into the light. To kill the second vampire you must get him across to the other side of the room, and this requires the use of the box that's found nearby. Push the box to the north wall. Here you also find a square tile that can be used as a lift. Stand on the lift and then, as it rises, quickly dash over to the coffin and push it across the lift and onto the box. You can now pull the box back into the middle of the room, then over to the right-hand side. This enables you to finally pull the coffin off the box and into the light that shines through the window.

How do I destroy the vampires in Room 3?
Bring light into the room by climbing the stairs to the right of the door. Now use the suspended platforms to leap across to the ledge to the boarded-up window. Drop to the ledge below and, one at a time, push the coffins onto the floor. Avoid the green tiles, as a bell will ring that wakes the vampires. If the ghouls managed to avoid the sunlight, push one of the wooden blocks along the corridor, forcing them into the deadly rays.

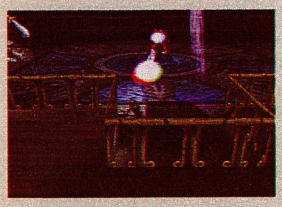
How do I destroy the vampires in Room 4?
First leap across to the lift and use it to get to the ledge above and smash the boards covering the window. Leap over to the platform on the left and follow the thin wooden ledge until you reach the first, then second, vampire coffins, and push them off the ledge. Drop to the floor below and lure the vampires to the lift, which raises them up into the light. To do this, use the two wooden boxes to push them along the corridors and on to the lift.

How do I destroy the vampires in Room 5?
The final vampires are actually the easiest to get rid of. Your first task is to climb up to the bell tower and smash away the wooden boards that cover the window. This location is marked on the map. With the light shining through, head back down to the room that holds the three vampire coffins. Now push each one through the door and into the room beyond. However, be careful when doing this as a nearby bell rings at regular intervals and thus awakens the vampires. When this happens, quickly dash away to a safe distance. Once you have pushed all three coffins through, drop down into the room yourself. Now quickly dash over to the switch and use the sword to swat it three times. This raises the chandelier, redirecting the light from above into the room, killing all three vampires at once. Now exit the level through the door you've opened.



THE COUNT

Vampires can't see their reflection, but they fear mirrors all the same.

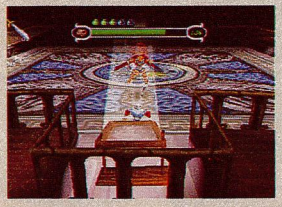


1. Once the battle has begun, stand in front of one of the mirrors in the room and use your sword to spin them around to deflect the Count's fireballs back at him. The moment you land a hit, the Count will retaliate with a series of shoulder charges. Use the dash ability to avoid his attacks, then take your place in front of a mirror once again. After a short while he will change his attack.

2. Instead of just using his shoulder charge, the Count will levitate above you and rain down fire from above. Dash around the room and keep moving to avoid this attack.

3. Before long, he'll change attack patterns again by working in additional shoulder charges. After avoiding these attacks, be ready to spin one of the mirrors into position again, as this time he will attack with a series of five plasma balls. You can deflect four of those right back at him if your timing is right.

4. For the final phase of the battle, spin around each mirror so they reflect the light shining through the ceiling back up at the Count. When all four are aligned in the correct position, a powerful beam of light will hit the Count, burning his skin and draining loads of energy. Repeat this twice more to end the battle.



Whitechapel

As Sir Dan goes off in search of Kiya, he must change his identity and come face-to-face with one of history's most bloodthirsty killers.

I've just received the Lightning Weapon from the Professor. What's the best way to use it?
You can use the weapon to either fire a single bolt of lightning or charge it up to send a powerful blast that will toast every enemy on the screen. Each time you use this weapon, however, its power is slowly drained, so keep a close eye on how much energy is left. Fortunately for you, the Spiv can charge it up when you go to visit him.

How do I defeat the police?
Whitechapel is under a strict curfew, which is enforced by the local police force. While you can't kill the officers, you can slash them with your sword to stun them and make your getaway.

Where can I find the Club Membership Card to get into the Nightclub?
You can find the Club Membership Card in the house that used to belong to Isibod Brunel. However, before you can get the card, you're going to have to first obtain the Library Key.

So, where can I find the Library Key?
The Library Key can also be found within Isibod Brunel's house. To get it, take a little jaunt down to the basement and smash all the boxes lying about to find the key.

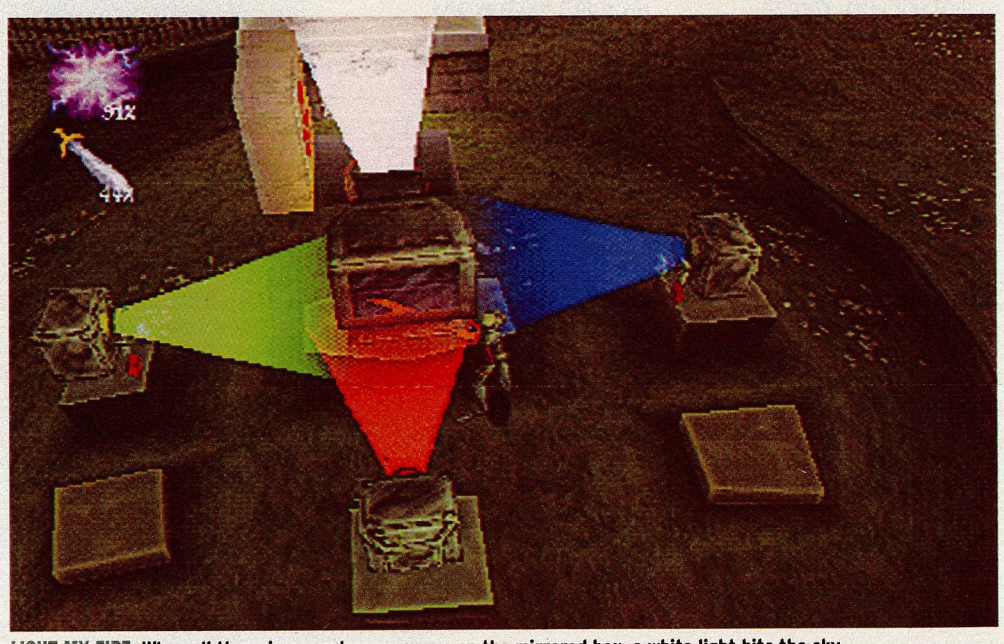
How about the Griffin Shield? Where can I find it?
Okay, after you find the Library Key, stay in the basement and look for a small hole in the wall. Next, approach one of the Dan Hands roaming about and place his head on top of one, then enter the hole. After a little searching around you'll see a small floor switch. Stand on top of it, then watch as a little narrative plays, showing you a bookcase moving back to reveal a hidden area. Reunite with Dan's body, make your way upstairs to collect the Griffin Shield, then go to the library and get the card.



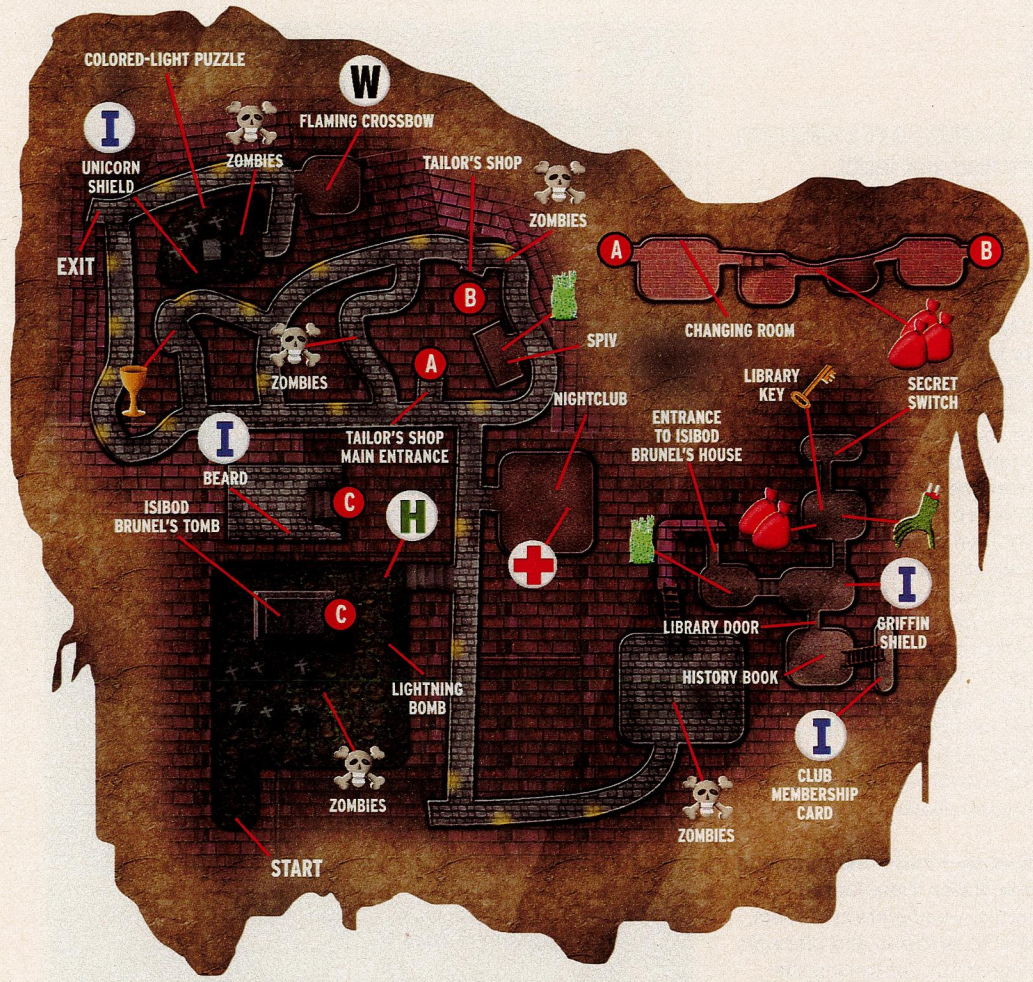
TOMB TROUBLES You'll need both shields to enter the tomb.

Where can I find the Unicorn Shield?
To uncover this valuable item you must first complete the colored-light puzzle found in a small graveyard in the northwest section of the Whitechapel level.

How do I solve the colored-light puzzle?
The first thing you need to do is rotate the three projectors within the graveyard so that they all face toward the mirrored box in the center. Hitting the projectors with your sword will cause them to rotate in a clockwise direction. Once you have all three projectors pointing toward the mirrored box, stand on the white block found at the foot of the large statue. This will turn on the projectors, and each one will emit a magnificently bright primary color, respectively. Now, use the floor switches located



LIGHT MY FIRE When all the primary colors converge on the mirrored box, a white light hits the sky.



near each projector to change the color of the light shining from the corresponding device. You must have each projector display a different color (red, blue, and green). Once that's done, the three colors converge on the mirrored box to produce a white light. This light then shines onto the statue, causing the block at the base of the statue to move, thus completing the colored-light puzzle and revealing the Unicorn Shield. Now you'll be able to open Brunel's tomb.



A HAIRY PROBLEM To get into the club you'll need a suit and beard.

How do I use the Flaming Crossbow?
The Flaming Crossbow, which you'll find in a treasure chest right next to the cemetery, is almost identical to the standard weapon, but the powerful flaming projectiles fired by this little beauty dish out far more damage. This makes it the weapon of choice when you don't want to get too close to an enemy.

How do I enter the Nightclub?
Now that you have the Club Membership Card, you need to get the second part of your disguise: a beard. This is found inside Isibod Brunel's tomb, which is shown on the map. To open the tomb, you must have both the Griffin and Unicorn shields. Once you have both items, stand near the door of the tomb, open your inventory and select each in turn.

What should I do when I have the Unicorn and Griffin shields?
These two magical items are the keys you need to access Isibod Brunel's tomb, which is found in the Whitechapel graveyard at the beginning of the level. Once you're inside, the door closes, and you cannot leave until the puzzle is solved. From the moment you enter the tomb, you'll find yourself being constantly attacked by a peksy group of regenerating zombies. The best way to deal with these undead soldiers and keep them at bay is to use the Lightning weapon.

At some point you'll see the coffin in the room open and the zombified body of Isibod Brunel rising to attack you. Not a pretty sight. Until you have killed the undead incarnation of Isibod Brunel, the regular zombies continually regenerate. Concentrate your attack on him using the Lightning weapon. Once he has been destroyed, grab the beard that appears on top of the coffin. Now all you need to do is head back into town and get yourself into a fancy new suit.

I've got the card and beard, but now I need a suit. How do I get one?
You won't be able to get into the Whitechapel club without completing your disguise. You can find a suit in the local tailor's shop, marked on the map. Once inside the shop, head back to the changing room. Don't worry about doing anything, as Sir Dan will emerge all spiffy in his new threads. Now head back to the Nightclub.



SHIELD ME The Griffin Shield and the Unicorn Shield go together. You need to find both of these magical items to get into Isibod Brunel's tomb.

The Sewers

Playing in sewers is never a good idea. But when you're a walking bag of bones, you really don't have to worry about your health.

I got the Blunderbuss from the Professor. What's the best way to use it?
This projectile weapon is rather advanced for the Victorian age, and for this reason, it's one of the most powerful projectile weapons in the game. A single shot from the Blunderbuss is enough to send a zombie packing, and is particularly useful for taking down the tougher enemies at a long range. However, you can carry only a limited number of bullets for this weapon, which means using your ammo wisely is essential. When you do need to replenish your supply of ammo, the Spiv is the guy to see – providing you have enough money to pay him.

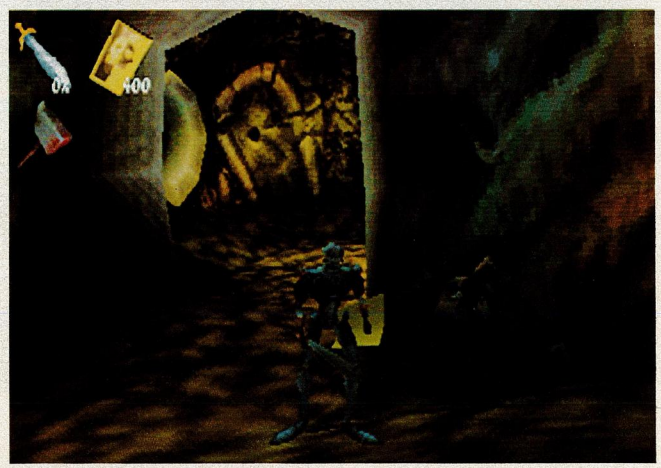
How do I get through the first door at the beginning of the level?
To get through the first doorway you're going to need to kill the little green mind controller roaming about the room. Don't worry about injuring the other creatures in the room; they won't be hurt by your sword slashes.

The door to the Pump Room is locked. How am I supposed to get through?
You should notice a small hole at the base of the locked door. Stand next to the Dan Hand near the locked door, put his head on it, and skitter on through. From here, carefully leap across the metal pipes found against the wall, making sure you don't fall in the water; otherwise it's instant death. Once you reach the other side of the room, push the switch to open the locked door. Now go through the door and put Dan's head back on his shoulders.

How do I solve the puzzle in the Water Tube Room?
In the area before this room, find a Dan Hand and place his head on it. Controlling the hand, leap up onto the boxes in the corner of the room and go through the small hole near the top of the wall. This places you in the Water Tube Room on a platform above the main area. Now, take control of Dan and go through the door into the room. Near the door you should find a switch. When you hit the switch with your sword, it will reposition the tubes. Move the tubes so you can maneuver the Dan Hand into one. Once the hand has reached the far end of the tube, take control of Dan's body and hit the switch again. Repeat this process until you can get the Dan Hand onto the platform in the corner of the room. Once on the platform, find the switch and activate it to lower the tubes to water level. Take control of Dan's body and use the pipes as a stepping stone to leap up onto the ladder that leads to



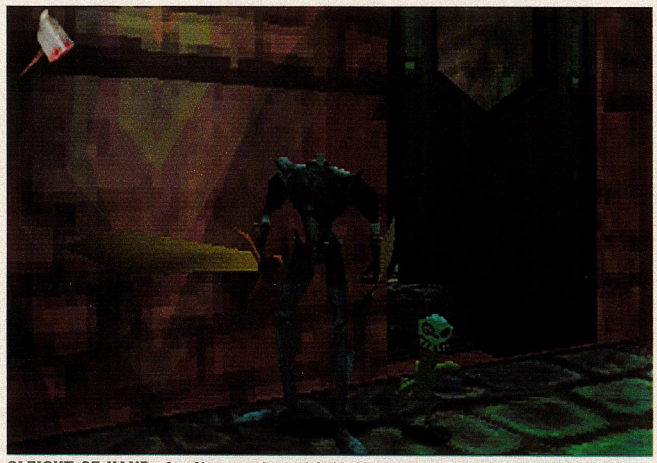
TUBE TROUBLE Completing the puzzle using the Dan Hand lowers this huge tube. The complete Dan can use it to leap up to the wall and continue onward.



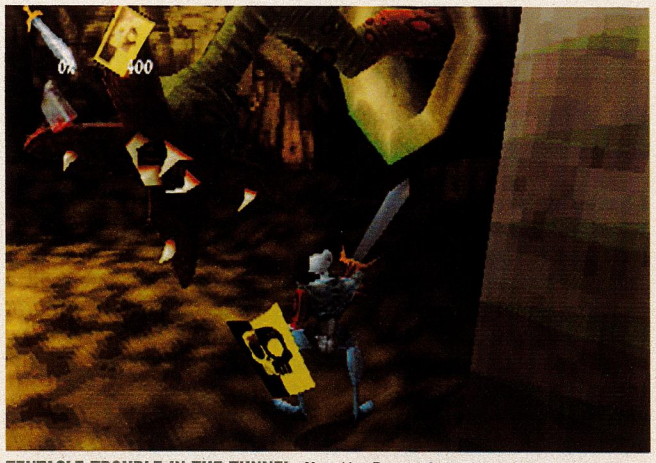
MORE THAN JUST PROVISIONS Be sure you find the Spiv while cruising through the Sewers; he has a poster you need to complete your quest.



LITTLE GREEN GOBLIN Chop this little menace down to size to open the front door to enter the Sewer level.



SLEIGHT OF HAND Can't seem to get into the pump room? Use Dan's hand to sneak through the small opening, then press the switch to let his body in.



TENTACLE TROUBLE IN THE TUNNEL Use the Broad Sword to hack the tentacles down to size and rescue the captive women.

the platform where the Dan Hand is waiting.

How do I kill the tentacles that are popping out of the wall to attack?
The only way you can destroy these tentacles is to use the Broad Sword. Using any of your other weapons will get you absolutely nowhere. If your sword is running low on energy, now's the time to go see the Spiv to recharge it. The tentacle attacks you in two ways: First it will spit a fireball at you, then it will try to bite. Unfortunately, both drain loads of energy. The tentacle's weak spot is its neck, so get in close and rapidly hack at it with your sword about six times.

How do I get through the blocked door near the two bull-like creatures?
You need to get one of the bull-like creatures to charge into the blockage. To do this, use your Broad Sword and attack one of the animals from behind. By continually hacking at the creature, you will eventually force it to dash across the room and smash into the rubble that's blocking the doorway. Once that's done, you'll be able to pass through the open passage and continue your quest.

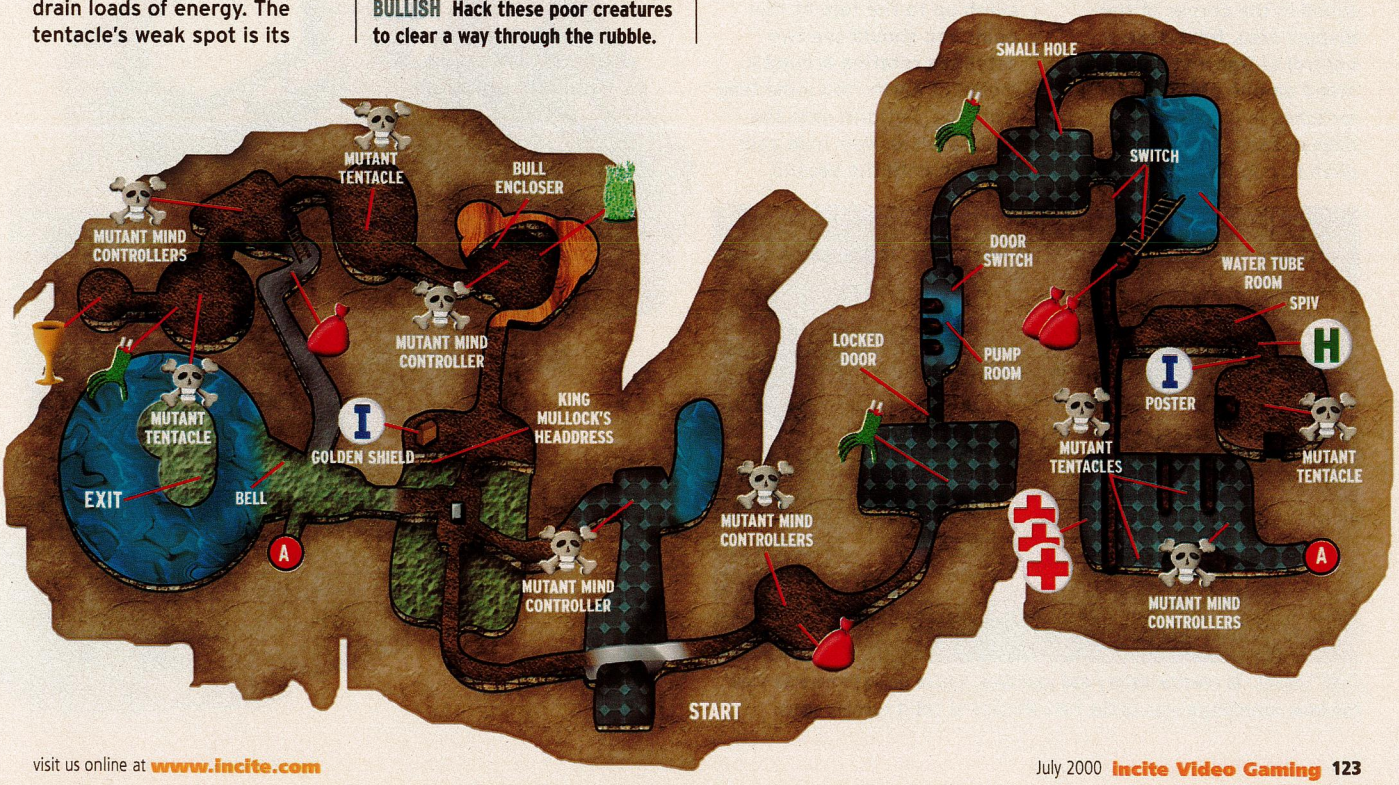


BULLISH Hack these poor creatures to clear a way through the rubble.

I can see the Chalice on the map, but how do I get to it?
Once you have destroyed the last tentacle, use the nearby Dan Hand to leap through the small pipe on the far wall of the room. This will lead you to a secret area in which you'll find the Chalice waiting to be picked up.



DRAINING Dan's hand saves the day again, this time to nab the Chalice.



The Time Machine

Hey, Sir Dan may be nothing more than an animated corpse, but he still has feelings. Just another example that love conquers all.

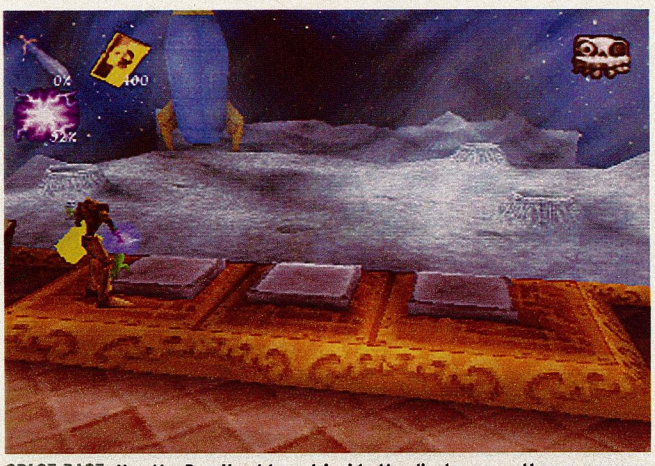
I have the Magic Sword Winston gave me. What's the best way to use it?
This is the most powerful hand-to-hand weapon you'll find in the game. Best of all, it never runs out of power. Tap the attack button once to unleash a quick hacking slash, or charge the weapon up to bust out a devastating spinning attack.

How do I solve the puzzle in the Contact Room?
This puzzle is nothing more than a wacky memory game. Simply watch the tiles light up, then step on them in the same order once they've stopped lighting up. For your efforts you'll get a piece of the Time Machine.

How do I solve the puzzle in the Space Room?
Use the Dan Hand's ability to sneak through the small hole in the display case. Now, controlling the hand, stand in front of the rocket ship that's found in the corner of the display area. Next, take control of Dan and have him stand on one of the three switches in front of the display case. This causes an alien to pop up from one of the three moon craters inside the display case. At this point you must quickly take control of the hand, as the alien will use a plasma gun to shoot at you. As you see the projectile approaching the hand, quickly step to the side to avoid it. This causes the plasma bolt to smash into the rocket ship, destroying the lower section. Now retake control of Dan and step on the next switch. This causes another alien to pop up from the second crate. Repeat the same process two more times. When all three pieces of the ship are destroyed, you can collect the item you need.

How do I solve the satellite puzzle in the Earth Room?
In the Earth Room you'll find a Dan Hand, which you must use to sneak through the small hole found at the base of the satellite display. Once inside, you must use the platform that runs around the edge of this circular room to climb up to the top. At this point you should see two satellites rotating around a model of Earth. You must leap from the platform onto the first satellite. Now hold your position until the second satellite moves into range. When it does, quickly leap across to land on top of it. As this satellite rotates the model of Earth, you can go ahead and claim the final piece of the Time Machine.

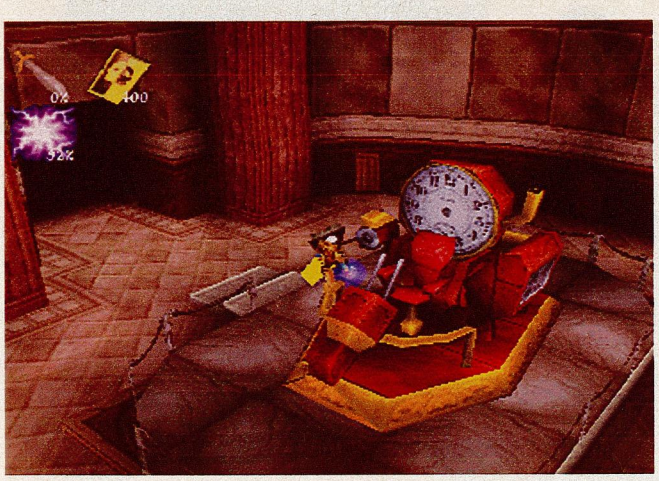
What should I do once all three puzzles are complete?
Once you have collected all three of the Time Machine's components, make your way to the room housing the busted, strange-looking contraption. As you can guess, the three items will be used to repair the machine and send you on your way.



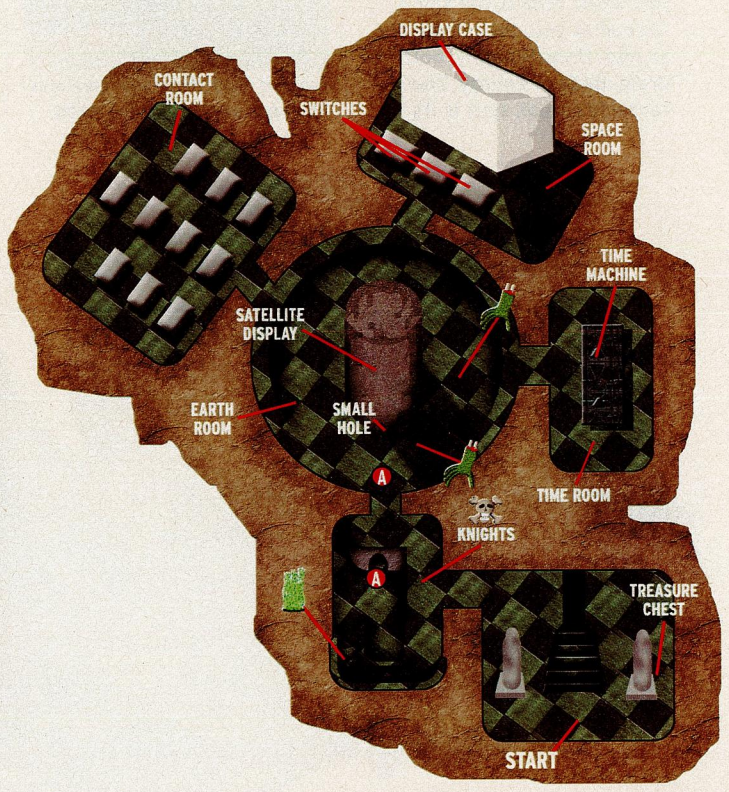
SPACE RACE Use the Dan Hand to get inside the display case, then maneuver his body over these switches to make the aliens inside the craters pop up.



POWER SWORD The Magic Sword's power never runs out.



TIME TRAVEL To rewrite history and save Kiya, you're going to have to scour the level collecting pieces to the Time Machine to get it running again.



The Time Machine: Sewer

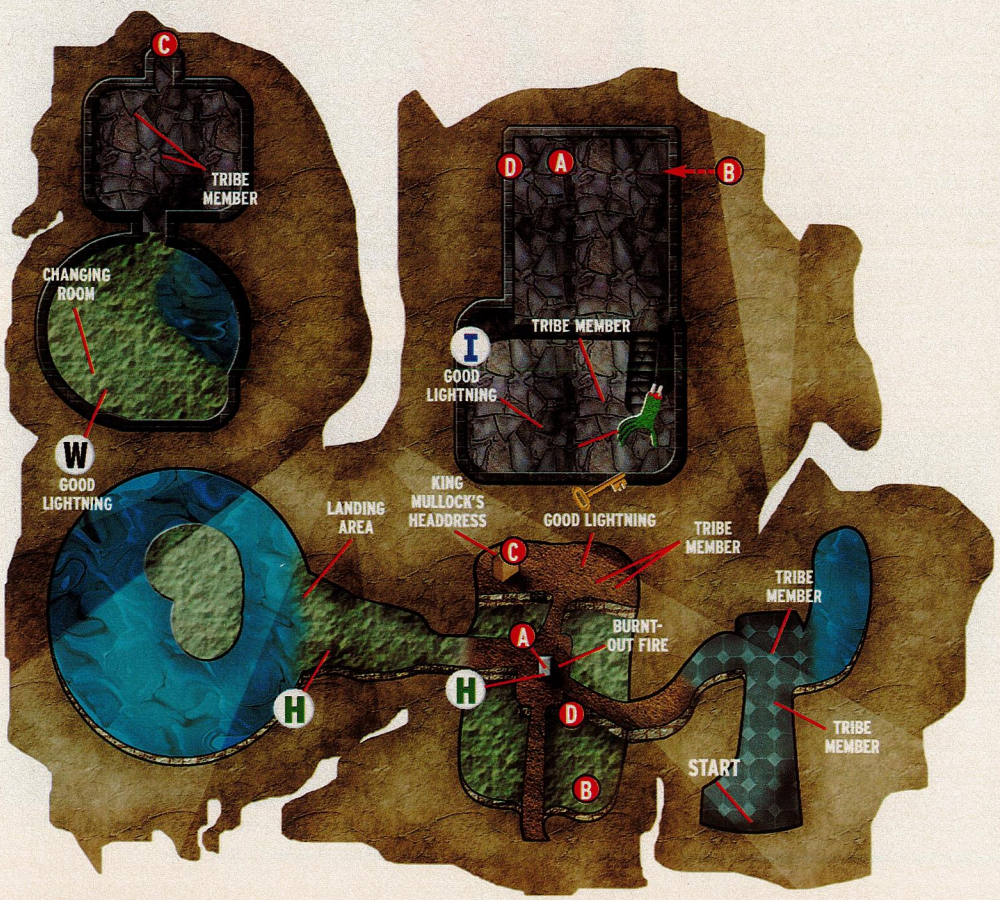
Just when you thought you had escaped this smelly place forever, you gotta come back. Oh, well, it's just another day's work in the seemingly endless life of an honorable, undead hero.



TRAPPED IN A STEEL CAGE Right after you grab the Time Stone, Sir Dan becomes entrapped in a cage. Looks like a job for the Dan Hand.

I'm stuck at the start of the level. What should I do?
At first glance this level looks exactly the same. However, it's actually smaller this time around, because many areas are inaccessible. Your first order of business is to drop through the hole in the room and find the Time Stone.

When I collect the Time Stone I get trapped in a cage. How can I get out?
Once the cage has dropped down you should notice that a Dan Hand has scuttled over from the corner to stand at your feet. Place Dan's head on the hand and go up the stairs. In the far right-hand corner is a small hole that leads you back to the main area of the village. Go back to the location where you dropped down into the room. You should see a burnt-out fireplace and a small hole in the grating. Go through the hole and press the switch to raise the cage holding Dan's body. Go back and take control of the body, then leave the room through the newly opened door once you're reunited with your head.



Where can I find King Mullock's Key?
Once you have collected the Time Stone and escaped your holding cell, head over to King Mullock's Hut. Here you'll find two guards who will attack you on sight because you stole their precious gem. Simply use the Magic Sword to knock them to the ground. You cannot kill members of the tribe, so this only stuns them. At this point King Mullock will emerge from his hut and start to attack you; use your Magic Sword to knock him out. Now quickly dash over and grab the key the king dropped before any of the guards have a chance to recover from their knocked-down state.

Where can I find King Mullock's headdress and what should I do with it when I get it?
Once you have King Mullock's Key in your possession, you can now enter his hut. Walk through the first room, taking out the guards as you go, then walk into the next room to find a changing room. Once you've emerged from this room, you'll be wearing a headdress identical to that of the one worn by King Mullock. You will also find an extra weapon, called the Good Lightning, hidden inside the cubicle; it will prove to be very useful in the upcoming battle against the Ripper. For now, leave the hut and head over to the landing area. Here you should use your sword to ring the bell and summon the raft from the island opposite of your position. Hop on board the raft and take a trip to reach the Time Machine and exit the level.



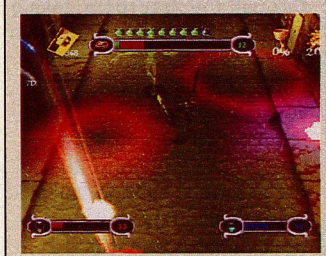
NICE HAT To get to the island, you're gonna need the king's headdress.

THE RIPPER: A.K.A. MARILYN MANSON'S INNER CHILD

The last time you saw this skinny, bladed bad guy, he was draining the life out of your favorite Egyptian goddess. Can you say revenge? We thought so.



1. Before you face off against the Ripper, save your game and equip your Magic Sword as well as the Good Lightning. What does the Good Lightning weapon do? Simply put, it regenerates health. During your fight with the Ripper, you'll have to protect Kiya. When the Ripper gets a hold of her and inflicts damage, you're going to need to restore whatever health has been depleted. To do this, stand next to her and press the Attack button normally to fire a life-giving lightning bolt. Needless to say, if she dies, you lose the battle. 'Nuff said.



2. First let's go over the three ways the Ripper will attack you. During one phase he will dash toward you with his razor-sharp blades. To dodge this attack you must continually move around the battle arena, dashing as quickly as possible and changing direction as he closes in. If he gets too close to you, try jumping into the air to avoid him. If you time it just right, chances are you'll dodge the incoming attack more often than you'll get hit.

3. Next, the Ripper will try to slice you by bouncing back and forth very quickly across the screen. This method of attack is even faster than the sliding slash, which makes it very difficult to avoid. Correct timing during this attack is critical. Because the Ripper always starts this attack from either the very top or very bottom of the battle arena, the safest place to be is in the middle of the arena against one of the walls. As the Ripper closes in, wait until he's almost on top of you, then dash toward the top of the screen.



4. The Ripper's third method of attack begins when you've drained his energy below 50. Fortunately, it's the easiest of the three to avoid, providing you know what to do. For starters, the Ripper dashes to the center of the battle arena, then summons a storm of fireballs that rain down from above for about five seconds. The most common mistake players make when trying to avoid this attack is to dash around the battle arena to avoid the fireballs as they fall. This is almost impossible, as you never know where the next attack is coming from. More often than not, trying to avoid the fireballs using this tactic will result in you actually running into an attack that you would have otherwise missed had you just stayed in one place. The solution is to find a safe spot and stay there. When the Ripper moves toward the center of the arena, quickly dash to one of the corners and wait out the duration of the attack.



5. Now all that's left for you to do is follow the above advice and dish out some serious pain. Once the Ripper falls, you'll receive a Chalice of Souls and, better still, your very own golden suit of armor for your valiant effort.

Cathedral Spires

Normally, once you've saved the girl it often means the adventure is over. Unfortunately for Sir Dan, Palethorn is still at large.

What's the best use for the Gatling Gun?
This is the final piece in your arsenal, and it happens to be the most powerful long-range weapon in the game. Use it to destroy the flying demons you'll encounter buzzing around the cathedral. Keep in mind that this weapon holds a maximum of 999 bullets. While this may sound like an impressive number, it's easy to blow your wad gunning down the many enemies found throughout the level. Fortunately, the Spiv can replenish your ammo supply.

Green sludge is being poured down the ladders! How can I avoid this?
At the top of each ladder, you'll find a possessed cauldron spilling green sludge down upon you. As you've probably noticed, when you're hit with the sludge it not only knocks you down a few pegs, but it also drains a little of your life force. The only way to combat this sludge and keep from losing health while climbing the ladders is to use the Golden Shield. Once you obtain one, you need to equip it right away. When you begin



FIRE IN THE HOLE The gargoyles' flame attacks can easily knock you off the platform if you're not careful. Watch their pattern and proceed when safe.



RAPID FIRE The Gatling Gun is the most powerful long-range weapon in the game. Just keep an eye on the ammo; it doesn't last long.



DIE, DEMON SCUM While you may have grown attached to your Magic Sword, the only way to effectively take down these demons is to use the Gatling Gun.

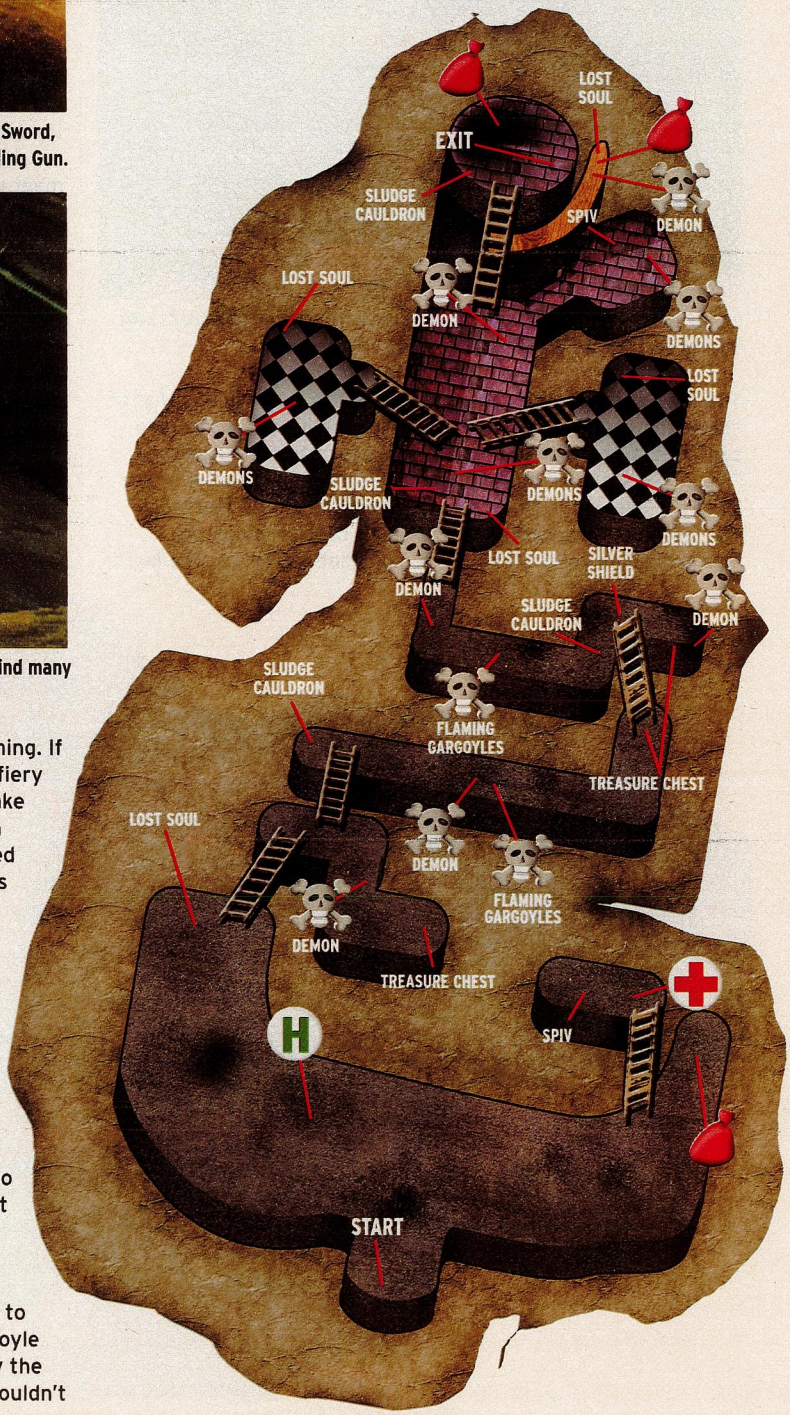


THE LITTLE LOST SOUL THAT COULD Throughout the Cathedral you'll find many lost souls that need saving before you can complete the level.

climbing up a ladder, immediately press and hold the Triangle button. This action raises your shield, defending you from the incoming attack. Inch forward just a bit, then get ready to press Triangle again, as a second attack will soon follow. After blocking the second attack you should be able to reach the top. The one thing you need to keep in mind is that every time you use your shield, you're depleting its energy. Fortunately, the Spiv can recharge your shield for a reasonable 75 gold pieces.

What is the best method for avoiding the flame attacks of the gargoyles on the Cathedral?
The most important thing to consider when avoiding the gargoyles' attacks is timing. If you get caught in their fiery breath you'll not only take damage, but more often than not you'll be pushed off the ledge – which, as you can guess, usually leads to instant death. Before making a single move, take time to watch the sequence in which the gargoyles spit their flaming breath. Once you are sure you've worked out when each gargoyle will attack, slowly edge up to the first one in line. Wait for it to extinguish its flame, then slowly walk past. Whatever you do, don't run. It's very easy to dash past the first gargoyle only to get taken out by the next one because you couldn't stop quickly enough. If your timing is right, you'll dodge them quite easily. All you have to do now is simply repeat this process until you're safely past each gargoyle.

What should I do when I reach the roof of the Cathedral?
Reaching the roof of the Cathedral is only half the battle. On both sides of the roof lie two small rooms, both of which contain a soul that must be saved. Each tower is also full of demons. Once you've wiped them out, head toward the tower near the back of the roof. Here you'll find another lost soul in need of saving. With this done, go see the Spiv and fill up on Gatling Gun ammo.



Cathedral Spires: The Descent

You've just about saved all the lost souls and wiped out all the demons. Now you've got to use your wits to solve one more mind-bending puzzle, then escape the Cathedral before your bones are forever crushed.



OUT OF REACH You'll need a steady hand and a little bit of patience to save the lost souls on the other side of the rope bridge.

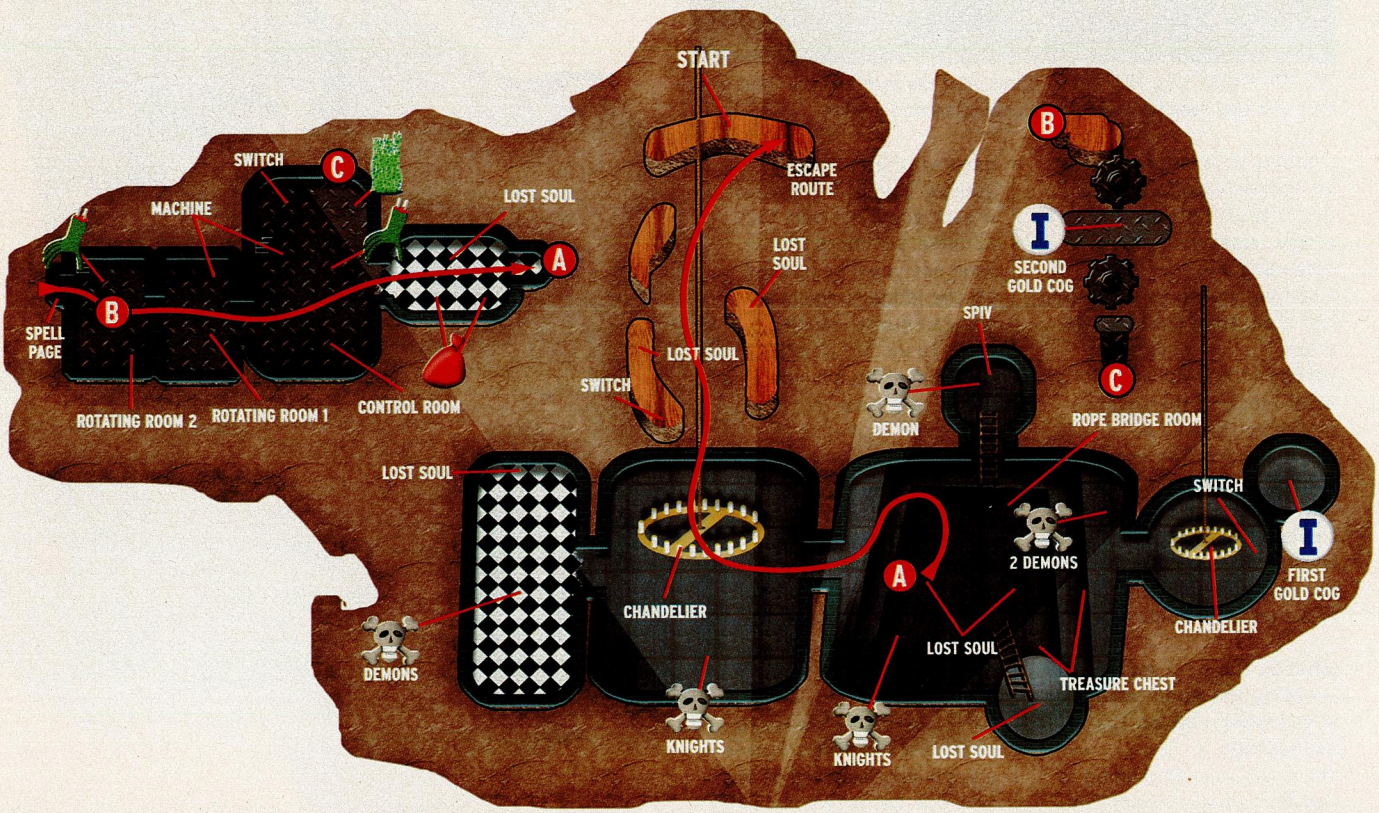
The map shows three souls above the rope bridge. How can I get up to them?
First make sure you destroy all of the demons in the room. The last thing you want is to be attacked as you try to make the tricky jumps that lie ahead. With this done, leap across onto the suspended platform in the center of the room. From here you must jump over to one of the adjacent platforms. The key is timing. Wait for the platform to swing into range, then use a running jump to get across. Next, you'll need to leap onto the ladder that runs up the side of the wall. As your platform swings into range, you must be ready to perform another running jump. Once you are on the ladder, climb to the top and take a well earned breather. On this platform you meet up with a Spiv, so stock up on any items you may need. Now, if you look across the room from your current location, you should see that the suspended platforms are actually connected to large pieces of wood. Leap across onto this makeshift platform and collect the three souls.

How do I solve the puzzle in Rotating Room 1?
You must combine the first Gold Cog with the two gears in the Control Room. Now hit the switch to change the position of Rotating Room 1. Watch the cut-scene and make sure the stone steps are positioned at the bottom of the screen going up.



CHANGES To escape the Cathedral, you need to get the cogs in place.

How do I collect the second Gold Cog?
Place Dan's head on one of the hands, exit the Control Room, and drop down into Rotating Room 1. Hop up the stone steps and through the opening into Rotating Room 2, then drop through the hole in the floor. In the next room, hop across to the second cog, which is located on a wooden beam near your position. Once you have the cog, you can exit the room. To do so, simply



leap across onto the large rotating gear, which will catapult you over to an escape hole.

How do I move Rotating Room 2?
To complete this puzzle, you need to have already collected the second Gold Cog. With this item safely in your inventory, use the switch in the Control Room to spin Rotating Room 1 so the two large gears are at ground level. Once you've done that, go into Rotating Room 1 and place the second cog between the two gears. Next, go back to the Control Room and spin Rotating Room 1 again. This time you'll want the switch in the room to be at ground level. With this done, go into Rotating Room 1 and activate the switch to spin Rotating Room 2 so that the metal ladder is near the ground. As before, use the cut-scene to make sure you have the room in the position you need it to be in. Finally, return to the Control Room and flip the switch to spin Rotating Room 1 so that you can access the stone steps. Now walk up the steps and through the hole in the wall in Rotating Room 2 to grab the spell page. Whoops! You're not quite done.

How do I escape the crumbling Cathedral in the 60-second time limit?
As the time limit starts, pause the game and study the route on the map. Once you know the route, unpause the game and run for it. You should make it out just in time.



TO INFINITY AND BEYOND Getting to the first gold cog can prove troublesome. Back up to the end of the chandelier, then use your dash move and jump over.

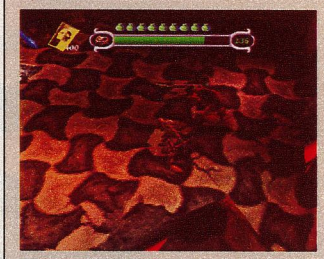


BIG GUN EQUALS DEAD DEMONS Once you've grabbed the lost soul, sheathe your Magic Sword and use your Gatling Gun to get rid of the six demons.

PALETHORN AND HIS BAND OF UGLY DEMONS

This is the moment you've been waiting for: The time has come to end your quest. All you have to do is defeat two henchmen, a big-ass demon, and Palethorn.

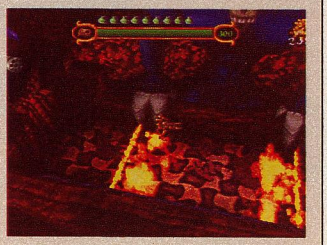
1. Before you start this final boss battle, make sure you use the regeneration point to replenish your health. You should also visit the Spiv to recharge your Golden Armor and Golden Shield, and buy as much ammo for your Gatling Gun as you can with the money you have left.



2. First you'll need to beat down Palethorn's henchmen. One will attack you with plasma balls while the other will use a fire wave – and both are deadly. Use the Golden Shield to deflect the projectile attacks from one henchman and skillfully dash to evade the other's fire wave. To dish out a little punishment of your own, move in close and use the Magic Sword to hack away at your opponents. As you move in, be sure to avoid your opponents' hand-to-hand attacks as they can stun you. This leaves you open to a damaging follow-up attack. With these two guys down for the count, it's time to face the demon.



3. The demon's primary attack is a three-hit ground smash that stuns you on impact if you get caught. This attack is pretty easy to evade because just before he delivers a blow, you'll get a glimpse at which arm he will attack with. If you see the demon raise his left arm, dash to stand in the corner underneath that arm, as he will first start smashing to the right and work his way toward you. Simply jump over the rubble he dislodges.



4. The demon's second form of attack is a powerful fire wave that he spits into the middle of the battlefield, which spreads in both directions. To avoid this attack, stand in one corner and leap over the wave as it moves toward you. Your timing must be exact.

5. In between attacks from the demon, Palethorn will fly over you in his hovercraft, blast at you with his twin laser fire, and drop a cluster of three to four stun bombs. Keep moving to avoid the laser fire, then prepare yourself for when Palethorn starts launching his bombs. As soon as he does, use the dash technique to weave around the battle arena. This way you can avoid his annoying attack and be in a position to retaliate.



6. As Palethorn flies above you, equip your Gatling Gun and blast at the back of his hovership with as many bullets as you can. This will cause him to lose control of the ship and accidentally fire a few laser shots at the demon, draining the beast's energy. In retaliation, the demon will swipe at Palethorn's hovership, knocking it off course for just a moment. You must repeat this process four times to fully drain all of the demon's energy. Once that's accomplished, the demon will fall back into the hellhole from whence he came, knocking Palethorn's ship out of the sky in the process. Now it's time to kick back with a cold one and watch the end sequence unfold.

PODRACING 101

A real pod player or Bantha Poodoo? You'll be the former after digesting this course guide

Racing at 600mph, 2 feet off the ground, around a lethal length of track isn't easy, and coming in first in *Star Wars: Episode I – Racer* takes cunning, agility, and lightning-fast reflexes. To become the best podracer in the galaxy, you're going to need to check out our strategy guide to familiarize yourself with the Amateur and Semi-Pro circuits. Once you become acclimated with the contents inside, you'll be able to beat anybody foolish enough to step up to the starting line.

Four Pointers for Initial Pod Planning



Obstacles cause serious damage. Avoid them.

1 Getting Started

Practice makes perfect – you will need to complete at least three laps to learn a course's hazards. It is difficult to avoid a hazard or steer around a corner that you spot at the last minute. Beat the tracks by anticipating each turn and obstruction before they appear.



Smash leaves on Baroo Coast to reveal a shortcut.

2 The Shortcuts

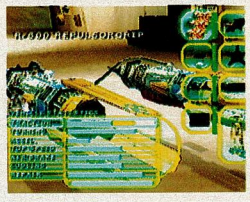
Many tracks have a shortcut, but they're rarely timesaving. Shortcuts are useful if you want to race alone and use your boost. Secret routes are shown in the onscreen map only. This guide shows all the alternative routes. Note that some open up after one lap.



"Bulls-Eye" Navior is the best all around racer.

3 Choosing a Racer

For the Amateur circuit, Anakin Skywalker, Clegg Holdfast, and Mars Guo are excellent choices. Once you hit the Semi-Pro circuit and unlock "Bulls-Eye" Navior, choose him. He's the best all-around racer in the game, easily enabling you to rip up the rest of the tracks.



Inspect your podracer and check out your upgrades.

4 Modifying and Repairs

Set winnings to "Winner Takes All" and don't spend any money until you race the first seven tracks and come in first. Before you begin the Semi-Pro circuit, enhance your traction, turning, and top speed, then concentrate on boosting up your repair later.

AMATEUR PODRACING CIRCUIT

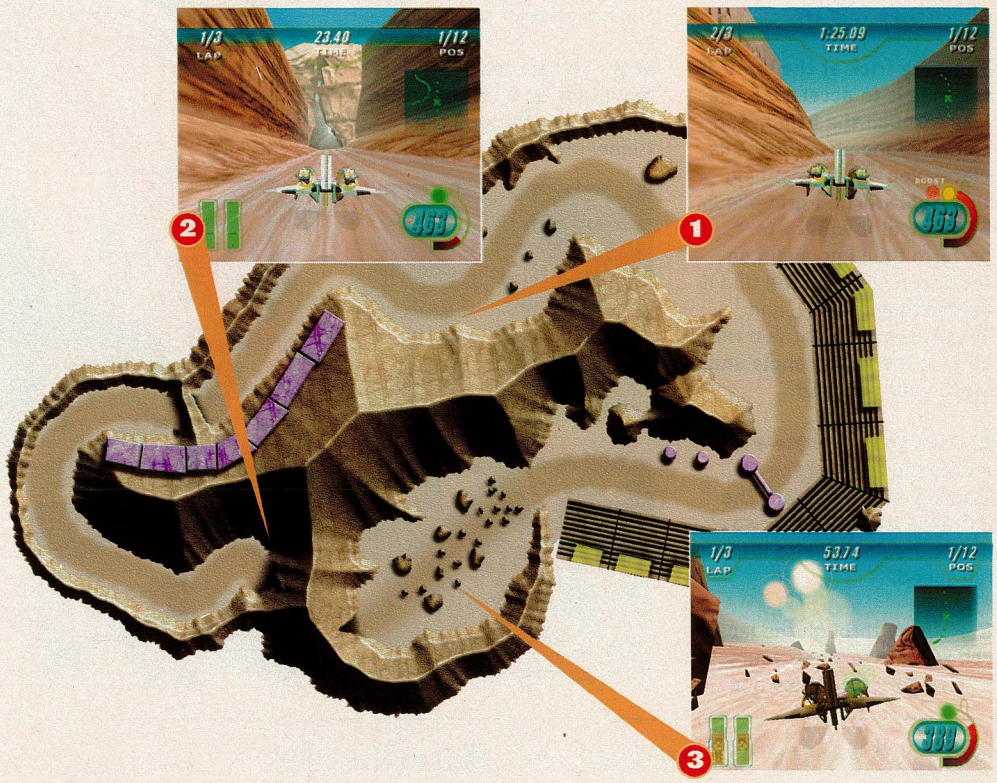
Boonta Training Course — Tatooine

The Boonta Training Course is a simple track, enabling you to get acquainted with your pod's speed.

1. Charge full speed around this entire track. Keep the analog stick forward to reach maximum speed and boost whenever you can, holding it until your engines overheat. The open sand areas allow you to really separate yourself from the pack.

2. The only tricky part is through the mountain. The exit is extremely narrow and needs to be taken perfectly. Use the Y and B buttons to twist, then speed through without braking.

3. In the open, stick to the track, as the place is littered with rocks. You can smash through the smaller rocks, but larger ones must be avoided. Afterward, boost before the finish line.



Mon Gazza Speedway — Mon Gazza

This track lives up to its name, as you can zip around it at full speed without breaking a sweat. The layout is very simple and the laps are short.

1. Be aware of the two thin structures in the middle of the track. Because of the short, fast nature of this course, a crash here will put you in last position.

2. Boost when you can and practice the "pull back and turn" cornering technique. As you approach a corner, swing out to the edge, then pull diagonally back on the analog stick. This reduces your speed, giving you more control over the pod. Hug the inside corner as tightly as you can and accelerate out.



Beedo's Wild Ride — Ando Prime

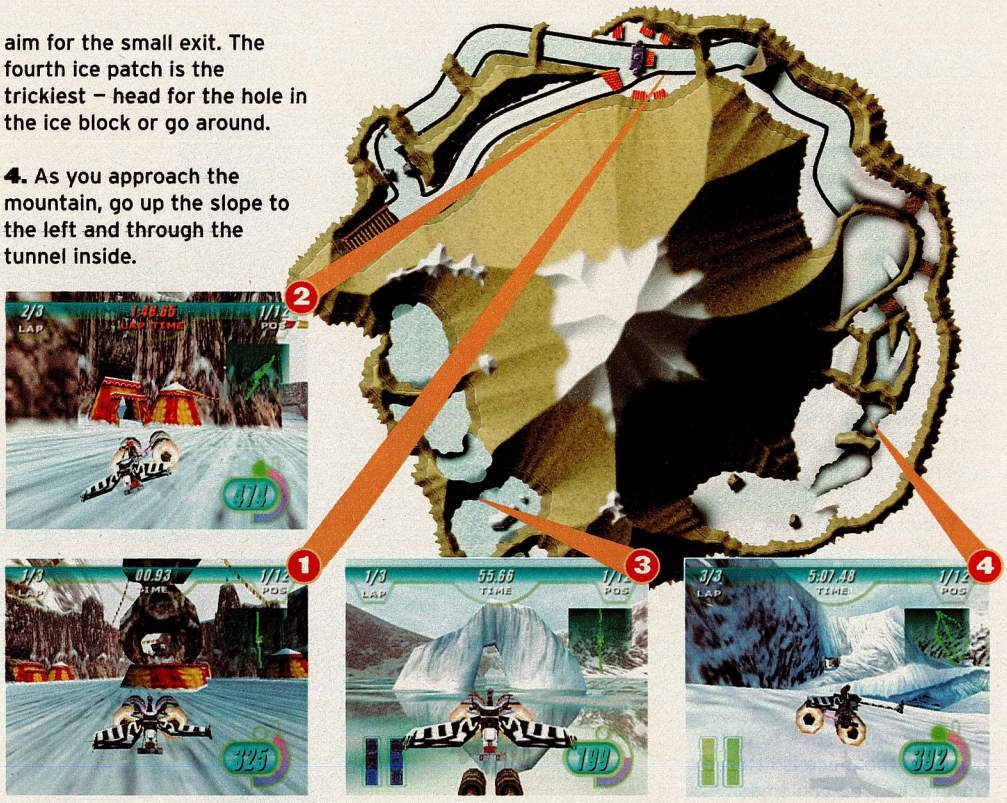
Time to deal with dangerously placed rocks, ice patches, and numerous alternative routes.

1. A nifty trick at the start of the race is to accelerate and leap through the hole in the central stone structure. This places you ahead, avoiding the usual starting-grid pileup. Be warned! If you try to perform the jump again on the second lap you will find it harder than it looks, and more often than not you will hit it at the wrong angle and crash your podracer.

2. Once you complete a lap, one of the tents at the starting area will open. The entrance is fairly small, so practice swinging into it at full speed.

3. Halfway through the lap you will hit ice. Keep yourself as straight as possible and aim for the small exit. The fourth ice patch is the trickiest – head for the hole in the ice block or go around.

4. As you approach the mountain, go up the slope to the left and through the tunnel inside.



Aquilaris Classic — Aquilaris

Practice is your only hope, as the winding tunnels, sharp turns, and obstructions can cause serious pod damage.

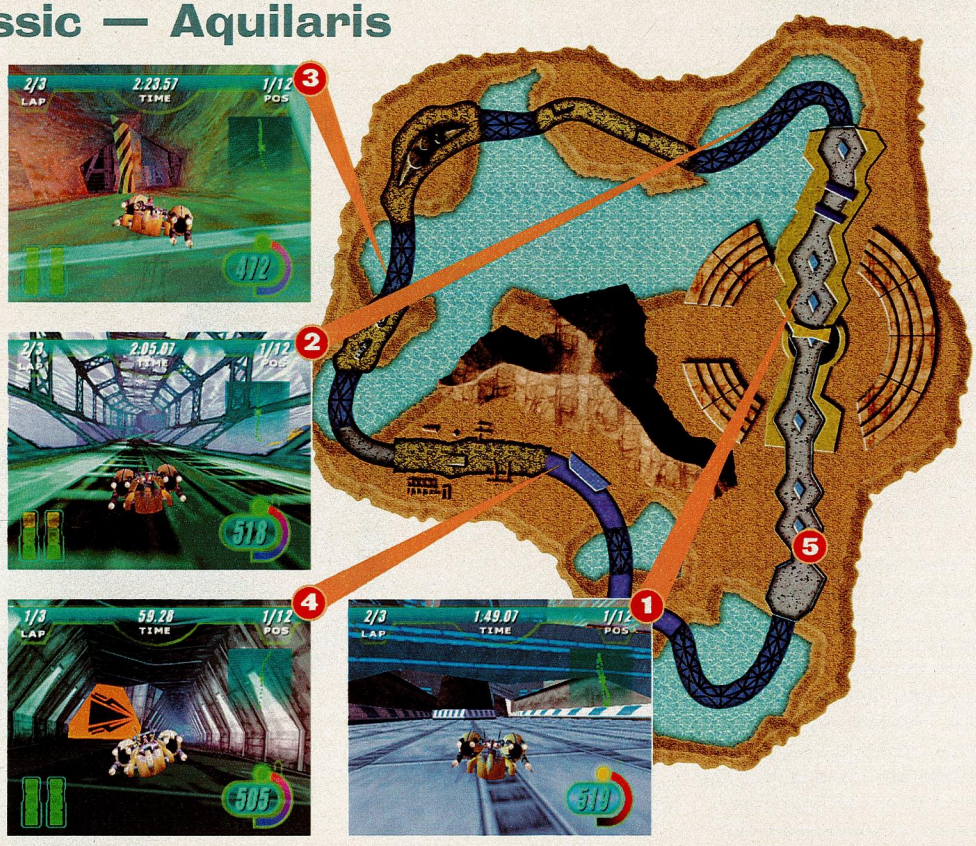
1. Watch the central pillars and keep your speed up. The pillars can be lethal as you jostle for position.

2. The weaving underwater tunnels are hard on the eyes. Slow down if your pod begins to pinball around the screen.

3. Difficult to anticipate, the tunnel with two metal doors (one shut, one open) has an identical structure behind it. Good reactions are needed.

4. In the tunnel, keep right to avoid the obstacle.

5. Decide which fork to take, and tap the brakes just before the red chevrons for a high-speed turn.



Malastare 100 — Malastare

Like the Mon Gazza Speedway, there are long straights and a few tight corners to brake for.

1. Just before the swamp, you will need to watch the track carefully, as there is a tall, thin rock in the center of it. It is quite difficult to see, so as you come around the first corner stay right.

2. The swamp can be confusing due to the luminous mists hanging over it. Use the two little lights you'll see in the distance as your guides and steer toward them. This takes you back onto the track.

3. A little more than halfway down this stretch, watch for a small shortcut on the right side of the track; it cuts the large corner laying up ahead. It's difficult to see, because it's basically a mud hill.

4. Toward the end of the lap is a huge jump that can be survived only if you boost on approach and then pull back on the analog stick to glide over the chasm onto the next section of track. Use a steady hand, because if you hit the ramp, your boost is killed.



Vengeance — Oovo IV

This track doesn't allow you to use your boost as much, as its dimensions change from wide to narrow.

1. The corner following the start is sharp and leads to a narrow track. Even though it's difficult to see, with a little practice you'll soon turn instinctively into it.

2. Most tunnels here are in complete darkness. You'll want to react quickly to the two central structures.

3. Watch for three rotating blades turning above this stretch, and steer through them as they turn. With some practice you won't even need to brake to make it through safe and sound.

4. Past the hairpin bend is a hole switching from horizontal to vertical. Hit it head on and pray!

5. The antigravity tubes are a bit confusing. Boost through these babies and use the Y and B buttons to rotate your podracer to avoid the boulders, lasers, and beams.



Spice Mine Run — Mon Gazza

Multiple routes and darkness impede your podracing in the second Mon Gazza track.

1. Watch the large track divider by accelerating around it. This is vital for maintaining a lead.

2. When you enter the dusty mining area, pick a route that your craft can negotiate and stick to it.

3. As you exit the first mining area you will almost immediately come up to a three-way fork in the track. Take the left fork and boost through, then get ready to shoot into the next corridor without braking.

4. Another tricky area of the track is this series of angled barriers. If you aren't careful, these barriers can send your podracer pinballing.

5. At the end of the track is a final fork. The two paths each lead into a twisting tunnel. The one on the left is the shortest but has a tighter bend than the one on the right. Again, which one you choose should depend entirely on the turning capability of your craft.







SEMI-PRO PODRACING CIRCUIT

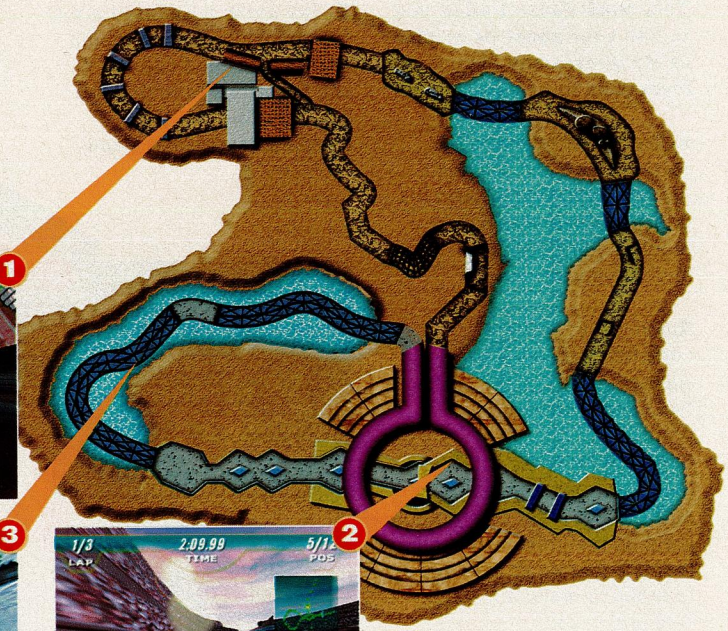
Sunken City — Aquilaris

Watch the extension. The first half is the same as the Aquilaris Classic track in the Amature Circuit.

1. The added section begins when you enter the mining area. There is a smart little shortcut – keep an eye out for a rusty pipe lying on the left side of the track, swing toward it and boost through.

2. As you circle the original starting stretch, watch for violent competitors jostling you for position.

3. Before you rejoin the original portion of the track, you must navigate through a couple of twisting tunnels. With the track to yourself, these can be taken at full speed. Stay in the center to maximize your efforts.









Howler Gorge — Ando Prime

Howler Gorge is similar to Beedo's Wild Ride, but with a few more added obstructions and a couple of alternative routes.

1. You may remember this tent opening from before. Fortunately, the shortcut available after the first lap is still the same here, so get your speed up and swing right into it.

2. On the first lap, or if you do not take the handy shortcut on the second or third lap, you will enter a cave and face a fork in the track. The left side of the fork is a good shortcut to take, as you will avoid a large section of the track.

3. A huge jump hides behind the temple. Boost and glide to avoid jarring your podracer. Don't glide too far, though, or you'll plummet into the chasm.

4. On the ice patch after the jump, steer toward the center of the metal ramp. There are three possible routes; the quickest and most dangerous is the central one. (You'll need to twist your craft.) Instead, drop down to the gully on the right. Although it's thin, you can boost five times.







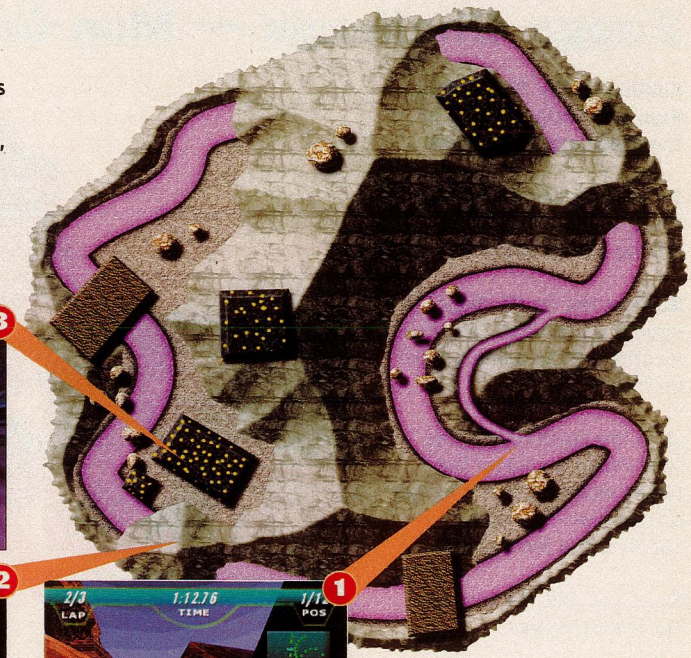
Dug Derby — Malastare

Push your podracer to the limit on this one. Watch out for a couple of nasty corners and remember to brake when needed.

1. Just around the first corner is the only shortcut on the track. It's quite difficult to see, as it blends in well with the mountainside.

2. The first cave tunnel you'll enter is deceptively thin. As you approach it, stick to the left side of the track and carefully make your way through it. The track is a little tricky to see due to the darkness of the tunnel. When there are other racers around, prepare for scraping damage.

3. As you emerge from the thin tunnel, the only other obstruction you will have to face is a rock jutting out on the left side. It can be quite difficult to avoid, as it appears immediately after a corner, but once you know where it is, anticipate it and swing your podracer around accordingly.









Scrapper's Run — Ord Isanna

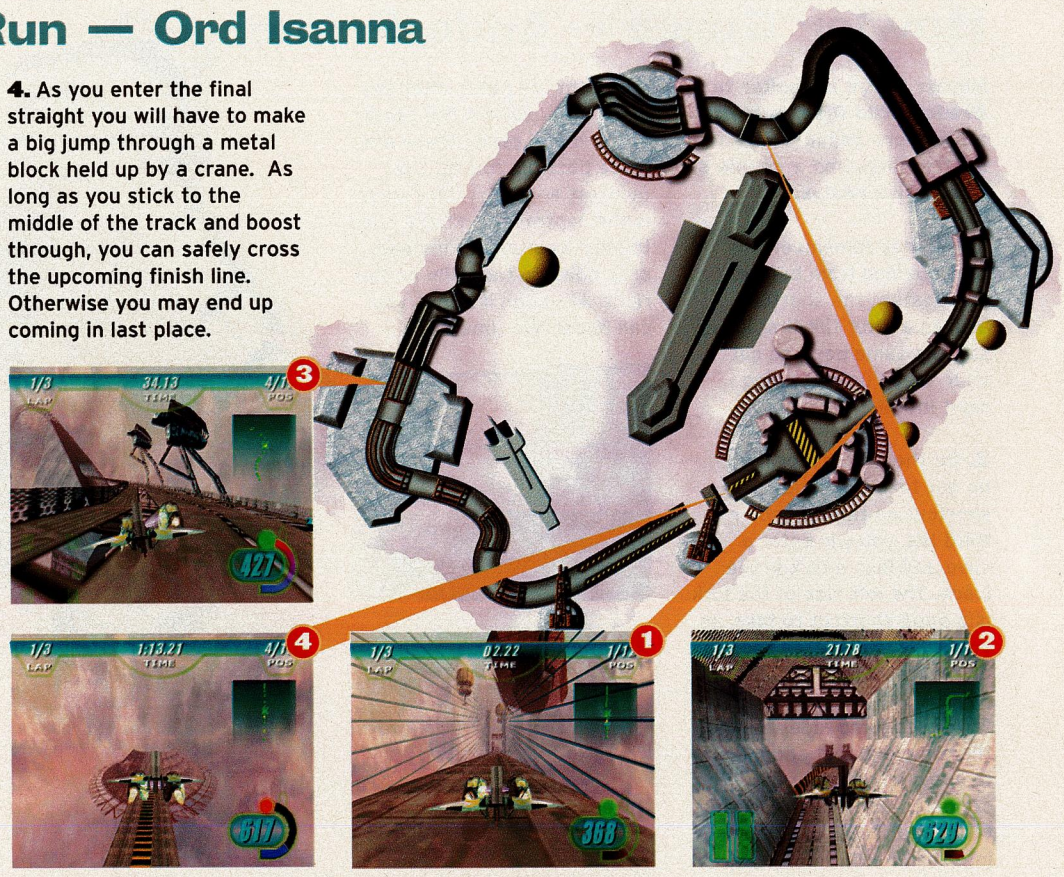
Avoid plummeting into the clouds, and push your craft to the limit!

1. The narrow track sections are the only danger here. With a little practice they can be taken at full speed, requiring tiny adjustments on the analog stick to keep yourself situated in the center of the track.

2. Down in the tubelike gully is a good opportunity to boost a couple of times. If you exit the gully too fast, you'll fly into the wall of the immediate corner, so tap the air brakes as you exit it.

3. After the gully you'll find yourself on another section of track that allows you to get in a few boosts. You will need to be aware of the right-angled corner up ahead. This can suddenly creep up on you, leaving no time for evasive action.

4. As you enter the final straight you will have to make a big jump through a metal block held up by a crane. As long as you stick to the middle of the track and boost through, you can safely cross the upcoming finish line. Otherwise you may end up coming in last place.



Zugga Challenge — Mon Gazza

Similar to the Spice Mine Run, but various parts of the track are split apart.

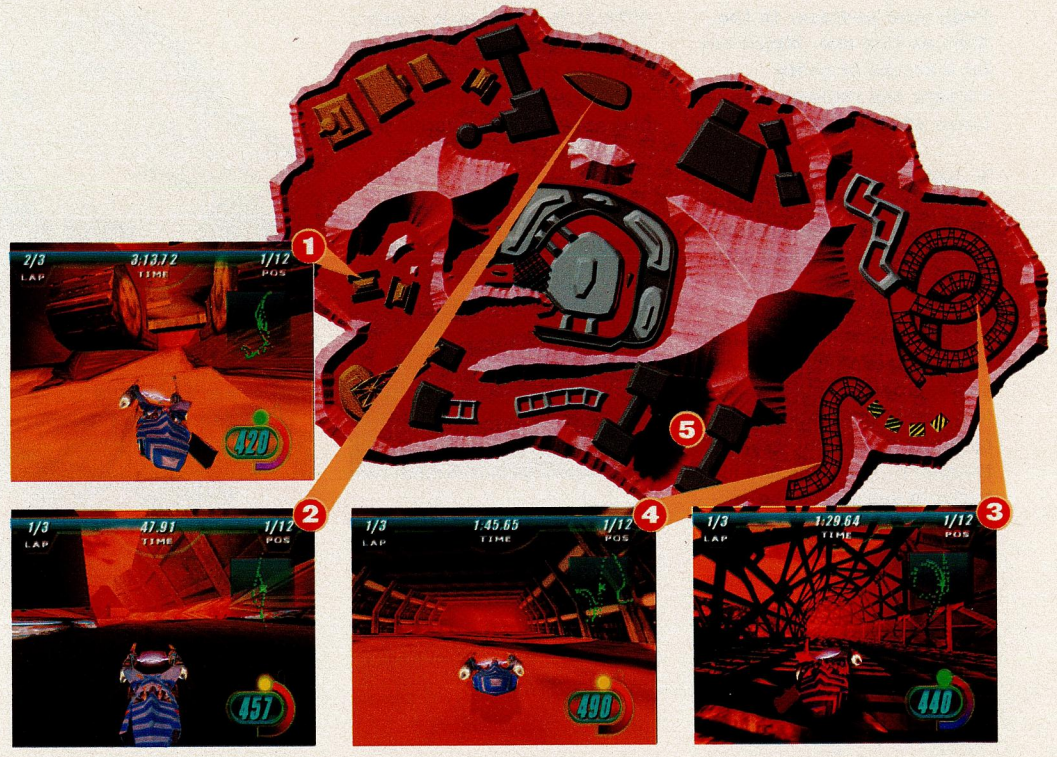
1. Carefully negotiate the three big, moving diggers by driving underneath them.

2. After the fourth digger is a large track divider. The track lengths are the same, so just go with the flow.

3. In the mesh tunnel, the right route is shorter but tigher, while the left is longer and gentler. Your pod's handling is a factor here.

4. As you exit the tunnels, tap the air brakes.

5. Move to the center of the track and push forward on the analog stick to increase your boost meter in preparation for making a speedy jump.



Baroo Coast — Baroonda

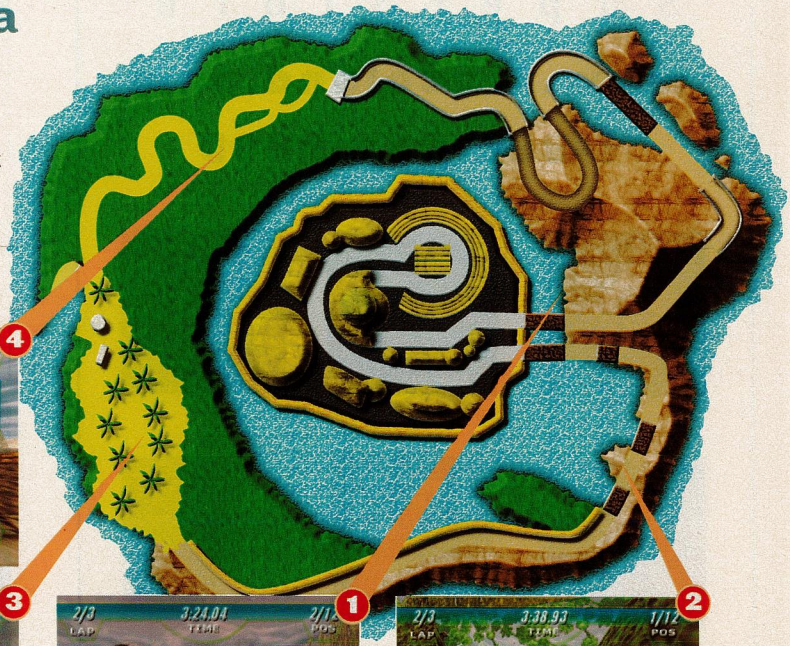
Although full-speed racing through the Baroo Coast's straightaways is possible, you'll have to be wary of competing podracers constantly clashing with you, so keep calm.

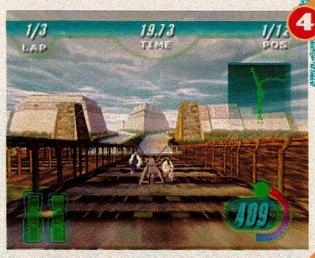
1. The city area houses narrow tracks. Ricocheting against walls and foes is possible, so be warned.

2. When you exit the confines of the city, stick to the left side of the first bridge, as the bridge immediately after it has no barrier on the right side. One false move and you'll end up sliding off into the canyon.

3. Negotiate the trees on the beach at full speed. React accordingly to pull away from the pack.

4. Use the pull-back-and-swing-around technique you perfected on Mon Gazza to navigate the series of sharp turns, and tap the brakes. Around the third corner, look for leaves on the right wall. Smash through the leaves to find a hidden path that leads to a second patch of smashable leaves.











Bumpy's Breakers — Aquilaris

A twisting track and an enemy battle await.

1. The last jump needs a boost to complete.

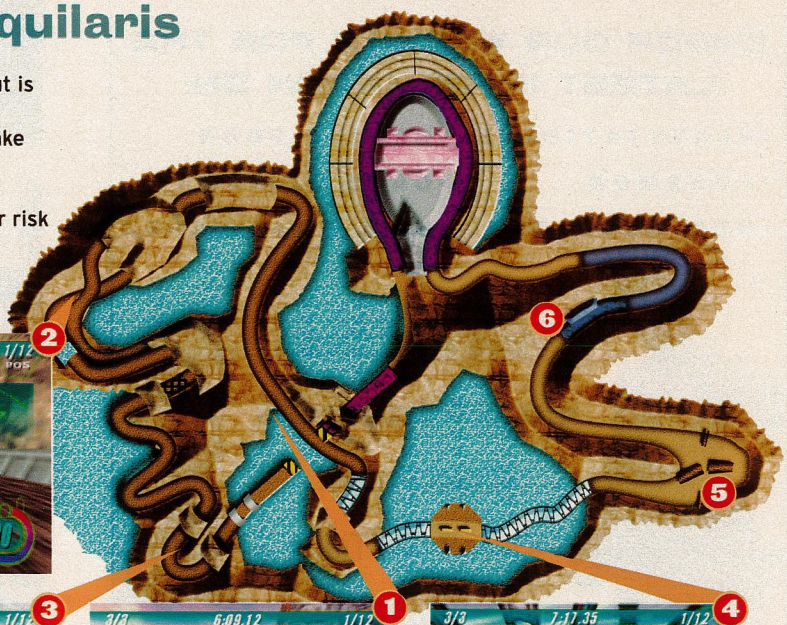
2. Pull back and swing your craft in this deadly series of hairpin corners.

3. Use the upper track to increase your lead. Be careful, though, as other racers will try to nudge you off the side onto the lower level.

4. Gun your craft to shoot through the door!

5. The rusty-pipe shortcut is once again available. The other racers use it, so make sure you do.

6. Stick to the left side or risk smashing into the sign.











Now that you've honed your podracing talents and nabbed the Amateur and Semi-Pro racing titles, you're ready to dominate the Galactic and Invitational circuits. If you still need more practice, hit the Time Attack mode to improve your skills. Do or do not – there is no try.

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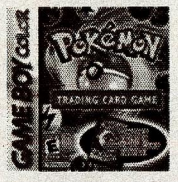
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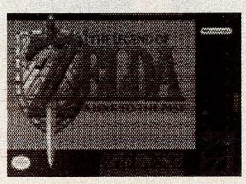











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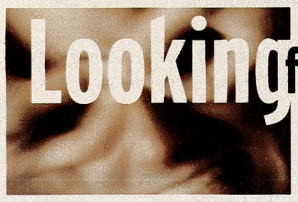
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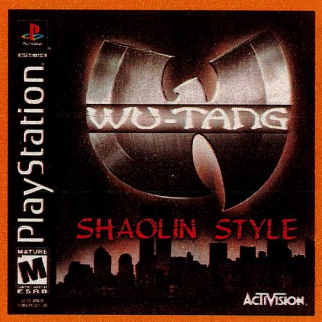
TELL US WHAT YOU THINK!

Complete Our Reader Survey and Win the **Hottest New Software!**

Here at *incite Video Gaming*, we believe in providing our readers an opportunity to tell us what they think of the magazine. That way we can make sure we'll give you what you want in upcoming issues. So please take a moment to answer the questions in this survey. And to show our appreciation for your time, we'll enter your name for a chance to win some great prizes.

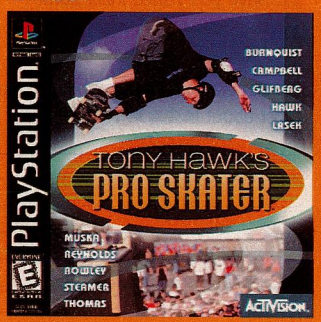
WE HAVE HUNDREDS OF THESE GREAT GAMES TO GIVE AWAY! NO LIE!

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SHAOLIN STYLE
ACTIVISION



Insane fighting action with the stars of the rap band Wu-Tang Clan.

TONY HAWK'S
PRO SKATER
ACTIVISION



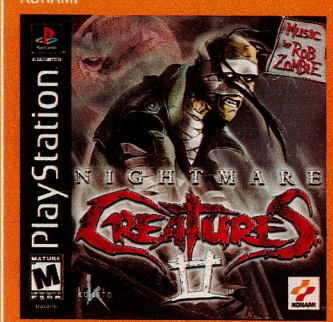
One of the greatest games ever, *Tony Hawk* deserves a place in your collection.

N-GEN
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INFOGRAMES



Be one of the first to own Infogrames' high-speed, high-adrenaline racer.

NIGHTMARE
CREATURES 2
KONAMI



Listen to Rob Zombie tunes as you hack 'n slash through Paris and London.

1. What video game systems do you currently own?

Sony PlayStation	☐	**Nintendo 64**	☐
Sega Dreamcast	☐	**GameBoy**	☐
Other _____	☐		

2. How old are you?

Under 11	☐	**20-22**	☐	**32-35**	☐
11-13	☐	**23-25**	☐	**36-40**	☐
14-15	☐	**26-28**	☐	**41-50**	☐
16-19	☐	**29-31**	☐	**51+**	☐

3. Are you...

Male	☐	**Female**	☐

4. On average, how often do you play video games? At least...

Once a week	☐	**Five to six times a week**	☐
Twice a week	☐	**Every day**	☐
Three to four times a week	☐	**Other** _____	☐

5. What's your favorite video game genre? (Select one only)

Action/Adventure	☐	**Shooters**	☐	**Role-Playing Games**	☐
Fighting	☐	**Simulations**	☐	**Other**	☐
Puzzle/Card games	☐	**Sports**	☐	**Don't Know**	☐
Racing	☐	**Strategy**	☐	**None**	☐

6. How many video games have you bought in the last 12 months?

1-5	☐	**16-20**	☐
6-10	☐	**21+**	☐
11-15	☐		

7. In general, please rate the following sections of **incite Video gaming**
(5 being the best, 1 being the worst, DK = don't look at/read it)

	5	4	3	2	1	DK		5	4	3	2	1	DK
Cover	☐	☐	☐	☐	☐	☐	**Celebrity Reviews**	☐	☐	☐	☐	☐	☐
Letters	☐	☐	☐	☐	☐	☐	**Keepin' It Real**	☐	☐	☐	☐	☐	☐
News	☐	☐	☐	☐	☐	☐	**Previews**	☐	☐	☐	☐	☐	☐
WWF Rant	☐	☐	☐	☐	☐	☐	**Reviews**	☐	☐	☐	☐	☐	☐
Closet Gamer	☐	☐	☐	☐	☐	☐	**Codes**	☐	☐	☐	☐	☐	☐
Features	☐	☐	☐	☐	☐	☐	**Strategies**	☐	☐	☐	☐	☐	☐
Celebrity Battles	☐	☐	☐	☐	☐	☐	**Rod Furlong**	☐	☐	☐	☐	☐	☐

8. In general, would you like to see more celebrities in the magazine?

Yes	☐	**Current amount is just right**	☐
No	☐	**Don't know**	☐

9. Should **incite** cover arcade games?

Yes	☐	**Don't care**	☐
No	☐		

10. Should **incite** include an import game section?

Yes	☐	**Don't care**	☐
No	☐		

11. What lifestyle aspect(s) would you like to see more of future issues?

Movies	☐	**DVD releases/reviews**	☐
Sports	☐	**CD releases/reviews**	☐
Television	☐	**Toys**	☐
Music	☐	**Extreme sports**	☐
Wrestling	☐	**Gadgets**	☐
Other _____	☐		

More questions on overleaf

12. Would you like to see more celebrity interviews?

- **Yes** ☐
- **No** ☐
- **Current amount is just right** ☐
- **Don't know** ☐

13. What types of celebrities do you want to see interviewed?

- **Actors** ☐
- **Athletes** ☐
- **Musicians** ☐
- **Wrestlers** ☐
- **Game designers** ☐
- **Models** ☐
- **Other** _____ ☐

14. What's your favorite sport? (Select one only)

- **Basketball** ☐
- **Baseball** ☐
- **Football** ☐
- **Boxing** ☐
- **Motorsports** ☐
- **Hockey** ☐
- **Skateboarding** ☐
- **Snowboarding** ☐
- **Wrestling** ☐
- **Soccer** ☐
- **Other** _____ ☐

15. What's your favorite type of music? (Select one only)

- **Rap** ☐
- **Rock** ☐
- **Alternative** ☐
- **Punk** ☐
- **Pop** ☐
- **Techno** ☐
- **Country** ☐
- **R&B** ☐
- **Classical** ☐
- **Dance** ☐
- **Other** _____ ☐

16. What other gaming magazines have you purchased in the last six months?

- **GamePro** ☐
- **Electronic Gaming Monthly** ☐
- **Gamers Republic** ☐
- **GameFan** ☐
- **Next Generation** ☐
- **PS X-Treme** ☐
- **PSM** ☐
- **Official PlayStation Magazine** ☐
- **Xpert Gamer** ☐
- **Tips & Tricks** ☐
- **Other** _____ ☐

17. What other "lifestyle" magazines have you purchased in the last six months?

- **Sports Illustrated** ☐
- **The Source** ☐
- **Rolling Stone** ☐
- **Maxim** ☐
- **Details** ☐
- **ESPN The Magazine** ☐
- **Entertainment Weekly** ☐
- **Interview** ☐
- **Other** _____ ☐

18. Which **incite Video Gaming** cover was your favorite? (Select one only)

- **1. The Rock** (WWF) ☐
- **2. Michelle Yeoh** (Bond) ☐
- **3. Natalie Raitano** (Perfect Dark) ☐
- **4. Chris Jericho** (WWF) ☐
- **5. Jaime Bergman** (Dead or Alive) ☐
- **6. Derek Jeter** (Baseball roundup) ☐
- **7. Lennox Lewis** (Knockout Kings) ☐
- **None of them** ☐

19. What would you most like to see on the cover?

- **Celebrities/Real people** ☐
- **Game art** ☐
- **Any image on the hottest game** ☐
- **Other** _____ ☐

20. What new video game system are you most looking forward to?

- **PlayStation 2** ☐
- **Microsoft X-Box** ☐
- **Nintendo Dolphin** ☐
- **Other** ☐

21. Do you have internet access?

- **Yes** ☐
- **No** ☐

22. Have you visited incite.com?

- **Yes** ☐
- **No** ☐

23. Generally speaking, what do you like most about **incite Video Gaming**?

_____

_____

_____

_____

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24. What in **incite Video Gaming** could use improvement?

_____

_____

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All you need to do is fill out the questionnaire and your contact info and mail this page in a stamped envelope back to us at:

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Attn: Editor-in-Chief, incite Video Gaming

Current contest and research ends 7/3/2000.
All entries must be submitted by 7/15/2000.
Prizes will drawn on 7/16/2000.

FILL IN THIS FORM TO BE ELIGIBLE FOR BIG PRIZES!

Primary User's Name (first, middle, last)

If under 18, give parent's name (first, last)

Address **Apt #**

City **State/Province** **Zip/Postal code** **Country**

Date of Birth **Gender** **Male** ❑ **Female** ❑

Phone

Email address

DO YOU HAVE ACCESS TO THE INTERNET?

Log on to incite.com and complete this questionnaire without having to ruin your magazine and pay for postage! Use the following link to go direct to the questionnaire: **www.incite.com/readersurvey/iVG/**

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PLAYSTATION

Title	Release	Price
Ace Combat 3	03/00	$36.95
Alien Resurrection	06/00	$39.99
Alundra 2	03/00	$39.95
Armored Core Mstr Arena	03/00	$39.99
Army Men World War	04/00	$39.95
Battletanx 2	03/00	$39.95
Beast Wars	04/00	$29.99
Breath of Fire 4	09/00	$49.99
Broken Sword 2	12/99	$37.95
CTR:Crash Team Racing	10/99	$39.95
Carmageddon 2	06/00	$39.95
Chessmaster Millenium	10/99	$39.99
Chrono Cross	08/00	$39.95
Colin McRae Rally	02/00	$39.99
Colony Wars 3 Red Sun	05/00	$39.95
Cool Boarders 4	10/99	$38.99
Crash Bandicoot Warped	11/98	$19.95
Crusaders Might Magic	03/00	$36.99
Destruction Derby 3	05/00	$39.99
Die Hard Trilogy 2	02/00	$39.95
Digimon World	05/00	$39.99
Dino Crisis 2	08/00	$39.99
Driver 2	06/00	$39.99
Duke Nukem Planet Babes	05/00	$39.99
Dune 2000	11/99	$39.99
ECW Anarchy Rulez	08/00	$38.99
Eagle One Harrier Attk	04/00	$42.99
Ehrgeiz 2	06/00	$39.99
FIFA Soccer 2001	07/00	$39.95
Fear Effect	02/00	$39.95
Fighting Force 2	12/99	$39.95
Final Fantasy 9	11/00	$49.99
Final Fantasy VIII	09/99	$39.95
Front Mission 3	03/00	$38.99
Galaga	09/00	$24.99
Galerians	03/00	$39.95
Gekido	05/00	$46.99
Gran Turismo 2	12/99	$34.99
Grind Session	05/00	$39.95
High Heat Baseball 2001	03/00	$39.99
Hot Shots Golf 2	03/00	$39.95
Hydro Thunder	04/00	$39.95
Jackie Chan Stuntmstr	03/00	$34.95
JoJo's Venture	04/00	$29.99
Knockout Kings 2000	11/99	$36.99
Koudelka	06/00	$44.99
LEGO Rock Raiders	05/00	$39.95
Legend of Mana	06/00	$39.95
Lunar 2:Eternal Blue	07/00	$56.95
MLB Pennant Race 2001	03/00	$38.95
Madden Football 2000	08/99	$35.99
Major League BB 2001	05/00	$39.99
Major League Soccer 99	06/00	$39.99
March Madness 2000	12/99	$39.99
MediEvil 2	05/00	$39.95
Messiah	08/00	$39.99
Mobil 1 Rally Champ	04/00	$39.99
Monster Rancher 2	09/99	$39.99
Ms. PacMan Maze Madness	09/00	$39.95
N GEN Racing	06/00	$39.95
NASCAR Rumble	02/00	$36.99
NBA Basketball 2K	03/00	$39.99
NFL Blitz 2001	08/00	$39.99
NFL Game Day 2001	09/00	$39.99
NHL Hockey 2000	09/99	$36.99
Need Speed 5	03/00	$39.95
Nightmare Creatures 2	06/00	$39.99
PSX Dual ShockAsstd. Clr	11/98	$28.99
PSX Memory CardAsstd.	09/95	$14.99
PSX System	06/98	$109.99
Panzer General Assault	09/00	$39.95
Paper Boy	06/00	$39.95
Rainbow Six	12/99	$37.95
Rampage Thru Time	07/00	$39.99
Resident Evil 3:Nemesis	11/99	$44.95
Resident Evil Survivor	05/00	$42.99
Revelations Persona 2	05/00	$49.99
Rhapsody	05/00	$42.99
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Romance 3 Kingdoms 6	04/00	$43.99
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Samurai Showdown Warrior	04/00	$39.95
Spiderman	08/00	$39.95
Star Wars Jedi Pwr Batt	04/00	$42.99
Street Fighter EX2 Plus	06/00	$38.99
Striker Pro 2000	04/00	$39.95
Suikoden 2	09/99	$39.95
Syphon Filter 2	03/00	$39.95
Tenchu 2	08/00	$39.95
Threads of Fate	07/00	$42.99
Titan A.E.	09/00	$39.99
Tony Hawks Pro Skatr 2	09/00	$39.99
Triple Play 2001	03/00	$39.95
Vagrant Story	05/00	$39.99
Vanguard Bandits	05/00	$39.99
WTC World Race Champ	06/00	$39.99
WWF Smackdown	03/00	$39.95
Wild Arms 2	05/00	$44.99
World is Not Enough	08/00	$39.99
X Men 3D Mutant Acad	06/00	$39.99
Zero Divide 2	06/00	$39.99

DREAMCAST

Title	Release	Price
4 Wheel Thunder	05/00	$44.95
Arena Football	05/00	$46.99
Carrier	03/00	$39.95
Castlevania Resurrectn	06/00	$46.99
Chu Chu Rocket	03/00	$29.99
Crazy Taxi	02/00	$46.95
Dark Angel Vamp Apoc	06/00	$44.95
Dead or Alive 2	03/00	$39.95
Deep Fighter	08/00	$42.99
Draconus	05/00	$46.99
Dreamcast Controller	09/99	$29.99
Dreamcast System	09/99	$199.95
Dreamcast VMU	09/99	$29.99
ECW Anarchy Rulez	08/00	$46.99
ESPN Baseball Tonight	06/00	$46.99
Ecco the Dolphin	07/00	$46.99
F1 World Gran Prix	04/00	$46.99
Grand Theft Auto 2	04/00	$42.99
Legacy Kain Soul Reaver	01/00	$46.99
Legend of Blade Masters	06/00	$39.99
MDK 2	04/00	$44.99
Omikron	06/00	$44.95
Plasma Sword	04/00	$36.99
Rainbow Six	04/00	$44.95
Ready 2 Rumble Boxng 2	08/00	$46.99
Resident Evil Code Veron	03/00	$42.95
Sonic Adventure 2	09/00	$46.99
Spec Ops:Omega Squad	06/00	$44.99
Striker Pro 2000	04/00	$42.99
Super Magnetic Neo	07/00	$44.99
Tech Romancer	05/00	$39.99
Time Stalkers	03/00	$46.99
Ultimate Fight Champ	07/00	$46.99
World Series BB 2001	06/00	$44.99

NINTENDO 64

All Star Baseball 2001	03/00	$49.95	LooneyTunes SpaceRace	06/00	$49.99
Army Men Air Combat	05/00	$49.99	Madden Football 2000	09/99	$39.95
Banjo Tooie	07/00	$52.99	Mario Golf 64	08/99	$44.95
Battlezone	03/00	$58.99	Mario Party 2	02/00	$49.95
Bomberman Second Attack	05/00	$49.95	Mario Tennis	08/00	$59.99
Castlevania Spec. Ed.	12/99	$49.95	Mia Hamm Soccer	09/00	$49.95
Conkers Bad Fur Day	11/00	$59.99	N64 Controller Asstd. Clrs	10/96	$26.99
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Destruction Derby	10/99	$46.99	N64 System Asstd. Clrs.	03/00	$99.99
Diddy Kong Racing	12/97	$39.99	NAMCO Museum 64	11/99	$28.99
Die Hard 64	10/00	$59.99	NASCAR 2000	09/99	$39.99
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Descent 3 Mercenary	11/99	$24.95	MS Flight Sim 2000 PE	10/99	$59.95
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WarCraft 2 Battle.net Ed	10/99	$18.95			
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'LUNAR 2: ETERNAL BLUE' Join Hiro & Ruby a thousand years after the first adventure, as they work to unlock the secrets of the Blue Spire. Meet new characters, fight monsters, traverse mountains, & crawl through dungeons as you wind your way toward the terrifying climax!



Working Designs (Roleplaying) Release: 7/00 PSX

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'DRACONUS' Bring knowledge of the arcane arts and mastery of deadly swordplay to bear on the evil that threatens these last bastions of civilization. Use different weapons and over 20 magic spells to defeat the vile Dragon Lord as you explore over a dozen levels, each with their own puzzles, enemies and traps.

Crave (Fighting) Release: 5/00 Dreamcast

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'CASTLEVANIA: RESURRECTION' Get geared-up for the bloodiest vamp wars ever as you enter Castlevania's 12th incarnation. Step into this tangled-trap-filled castle, ready to whip and slash these suckers to Hell and back.

Konami (Roleplaying) Release: 6/00 Dreamcast

$46.99



'LEGEND OF MANA' A sequel to one of the most popular RPGs ever. Beautiful 3D environment, land creation system, new fighting system & over 70 scenarios. Battles take place in real time. Features magic spells, special weapons & artifacts.

Squaresoft (Roleplaying) Release: 6/00 PSX

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'BANJO-TOOIE' Join Banjo & Kazooie as they travel through 9 3D worlds, full of magic, power ups & enemies. The worlds cover about 150 areas & 9 bosses, which the pair can explore together or separately. Minigames are featured in every level and players can control the spell-casting Mumbo Jumbo. Up to 4 players can play.

Nintendo (Adventure) Release: 7/00 N64

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'STARCRAFT 64' 24th century A.D. Terrans are at war. But the invasion by 2 suprahuman species forces them to join in a fight for survival. Play as the Terrans, the Zerg or the Protoss. Erect & defend structures, build & deploy weapons & vehicles, train troops, repair buildings & launch attacks.

Nintendo (Strategy) Release: 6/00 N64

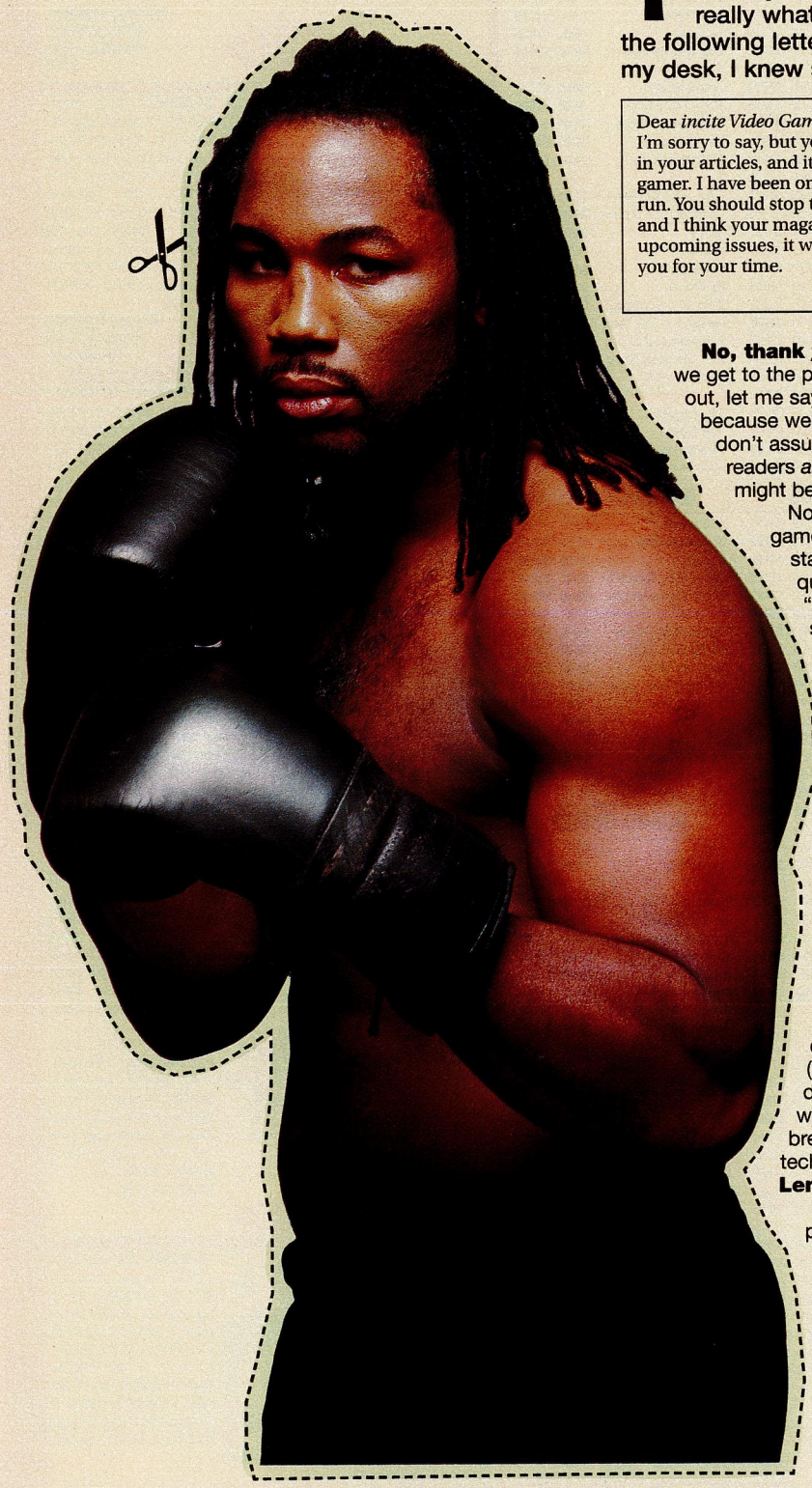
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LENNOX-O-VISION™

There's nothing I like better than helping others. Extending a friendly — but firm — hand to my fellow man, or woman, is really what it's all about. Am I right? Of course I am. So when the following letter from faithful reader Jenna Manning arrived on my desk, I knew something had to be done.

Dear *incite Video Gaming*,
I'm sorry to say, but your magazine is biased against girls. You always feature sexy females in your articles, and it appears like there are no girl gamers out there. Well, I am a girl gamer. I have been one for five years, and I am disgusted with the way your magazine is run. You should stop thinking that girls are sex toys RIGHT NOW. The world has changed, and I think your magazine has to change as well. If you don't print this in one of your upcoming issues, it will just show that your magazine staff and readers are perverts. Thank you for your time.

—Jenna Manning, Cumberland, RI



No, thank *you*, Jenna. Before we get to the part where I help you out, let me say one thing: Just because we did print your letter, don't assume that our staff and readers *aren't* perverts. We still might be.

Now, we love girl gamers. We've got one on staff. We've featured quite a few in our "Closet Gamer" section. And since the April issue, which we like to refer to as the highly collectible swimsuit edition, we've featured three burly men on our cover, one of them shirtless and sweaty. Unless *Advocate* changes format and becomes a video game magazine, you're not going to see that anywhere else.

But if that's just not good enough for you, the white-lab coat-wearing guys (and gals!) in our R&D division have come up with a scientific breakthrough in magazine technology: **Lennox-O-Vision™!**

Did you feel the paradigm shift right there? Because it did. Simply follow our easy three-step assembly instructions and you'll be viewing the world is glorious stereoscopic **Lennox-O-Vision™** within moments. **Enjoy!**



1 Using safety scissors, carefully cut out Lennox Lewis' rippling torso. It takes a steady hand....



2 Obtain a tongue depressor. Apply glue to one end of the depressor. (Paste, like the edible kind you had in elementary school, works best.)

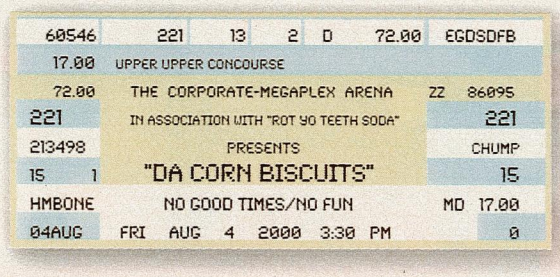


3 Affix Lennox to tongue depressor, insert the *nonglue* end in mouth, clench between teeth, view magazine. Now marvel as unsightly bikini-clad women magically transform into sweaty Lennox Lewis, Undisputed Heavyweight Champion of the World! Thank you, Lennox-O-Vision™!

Photo by **Donya Fiorentino/Visages;** illustrations by **Pearl Beach**

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THERE IS NO SUCH THING AS FRIENDLY FIRE.





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

April 2000

DARKSTONE

DEFEAT THE ULTIMATE EVIL IN THE ULTIMATE QUEST

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





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

July 2000

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SPEC OPS: Stealth Patrol

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





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

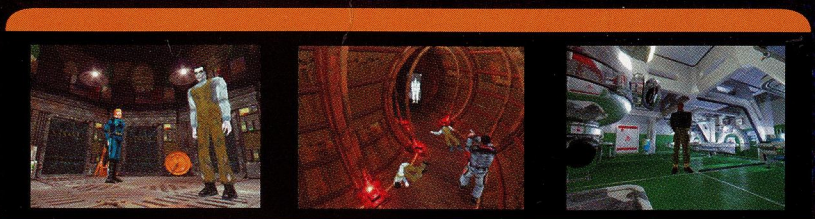
April 2000

MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

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





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

May 2000

* Suggested Retail Price=$9.99.

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