Making Every Videogamer An Insider

SILICON

MAGAZINE

FREE
TAKE ONE

March 2000 • Episode 19

Dead or Alive 2
Dreamcast has a new highwater mark

Alundra 2
It's almost here and looks to be worth the wait

Armored Core: Master Of Arena
Two mechs enter, one mech leaves

Roadsters
Convertible sports cars, and the open road

Fear Effect

Equal parts Blade Runner, and Feng Shui

DÉJÀ VU I&II

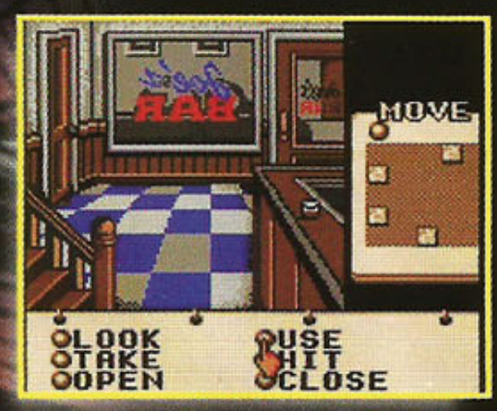
The Casebooks of Ace Harding

An RPG of Intelligence

available now
only on
GAME BOY COLOR











...great graphics and a great storyline, Deja Vu I & II really stands up to RPG's of this day and age.

- GBStation.com

- Two graphic adventures on one cartridge
- Three *SAVE GAME* files
- Intuitive point and click interface
- 140 different locations to visit

KEMCO

Infinite Ventures

EVERYONE
CONTENT RATED BY ESRB

VATICAL ENTERTAINMENT

COPYRIGHT © 1999 VATICAL ENTERTAINMENT. ALL RIGHTS RESERVED. VATICAL AND THE "VATICAL V" ARE TRADEMARKS OF VATICAL ENTERTAINMENT LLC.
DÉJÀ VU IS A TRADEMARK OF INFINITE VENTURES, INC. ALL IMAGES AND CONTENTS COPYRIGHTS OF KEMCO © 1999 KEMCO • ALL OTHER ELEMENTS © 1999 INFINITE VENTURES, INC. SOFTWARE © 1999 KEMCO
LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY COLOR AND THE SEAL OF QUALITY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989, 1999 NINTENDO OF AMERICA INC

SILICON MAGAZINE

19 of 100,000 • 3.00

Contact:
Silicon Magazine
P.O. Box 9421
St. Louis, MO 63117

E-mail is preferred over snail mail. However snail mail is preferred over no mail. Go figure.

Letters:
dialogue@siliconmagazine.com

Codes:
decrypted@siliconmagazine.com

Reader Art:
fanfare@siliconmagazine.com

Conceived, Written and Performed by:
Wade Monnig
Brian Wakefield
Mike Vafaes
John Price
Mickey Shannon
Ryan Smith

Head Grammar Enforcement Agent:
Darren Thebeau

Silicon Magazine (ISSN: 1524-2471) is produced monthly on Pentium toasting Apple Macintosh Computers. Silicon Publishing Ventures, Silicon Magazine and its logo and contents are ®, ™ and/or ©. All other trademarks are the property of their respective owners. Written submissions used in print may be edited for length, and/or style. Opinions expressed in Silicon Magazine are those of the author and do not necessarily reflect the views of the publication or the rest of the staff.

Silicon Magazine is printed by Western Press on a high gloss 50#.

SPV uses the following products to design SM:

Software:
Quark Xpress 4.1, Adobe Photoshop 4.01, Microsoft Office 98 Gold Edition, Apple Works 5.03, Eudora Pro 4.22, Netscape Navigator 4.7, Norton Utilities 4.03, Norton Antivirus 5.03, Adaptec Toast 3.57, Mac OS 8.5.1

Hardware:
Apple Power Macintosh 8600/300, Apple Studio Display 17, Hewlett Packard Color Laserjet 4500N, Smart and Friendly 426 CD Rewritable, Iomega 100 MB Zip drive, Epson Expression 636 flatbed scanner, Nikon Coolscan II film scanner, Asante Friendlynet Ethernet Hubs

BPA INTERNATIONAL

Silicon Magazine is BPA Audited.

Accessing: The State Of The Game

The Big "N"under Dog





• Will Dolphin games look like these conceptual renders of Metroid, and Kid icarus? We think they'll look even better

Playstation continues to enjoy a stream of solid titles and Dreamcast currently features some of the best-looking games on the block. Nintendo 64, on the other hand, not only had a fairly unimpressive holiday lineup, but seems to be slowing down on future releases. With publishers dropping their support for the system already, it seem that the only publisher left making quality Nintendo 64 games is Nintendo. Titles like Perfect Dark, Zelda: Mask of Mujula, and the recently exposed Conker's Bad Fur Day, show that the N64 has some life left in it, but on the whole it seems that system's end is unquestionably in sight and the console will be headed to the bargain bin in a short order. That leaves some of us wondering, "What's next?"

One answer could be Game Boy Advanced. Of course, some questions arise about why Nintendo would choose to bring a new system into a market they already dominate. The Game Boy Color (thanks in no small part to Pikachu and company) has been on many a kid's wish list. The system and the Pokemon games are still selling well, and why Nintendo would choose to bring out a new, presumably more expensive system to the public so soon is questionable. Are they going after the 18+ crowd? It's dubious, but possible.

Furthermore, any new portable system is going to need third party support. Will developers be willing to develop games for the new Game Boy Advance or will they simply choose to make games for the proven and still only one year old Game Boy Color? If they do, will gamers be confused about which version to buy in the stores?

Certainly a lot of questions surround the Game Boy Advanced, but the thing on everyone's mind (besides Playstation 2, of course) is really the 128 Dolphin. Recently Nintendo of Europe claimed it will be 33% more powerful than Sony's new super console, Dolphin is perhaps the most promising new hardware on the horizon. However, Nintendo's reluctance to release any new information on the system has built anticipation as well as frustration among gamers, developers, and retailers. Furthermore, Nintendo's insistence that the system will ship in the later part of 2000 has been called unrealistic and inaccurate (by anonymous industry sources, of course). And as anyone who remembers the much-delayed N64 can attest to, release dates mean about as much to Nintendo as pedestrians mean to a New York cabbie. Furthermore, Nintendo says it plans to release the GBA in 2000. It would be unlike them to release two new systems within the same year.

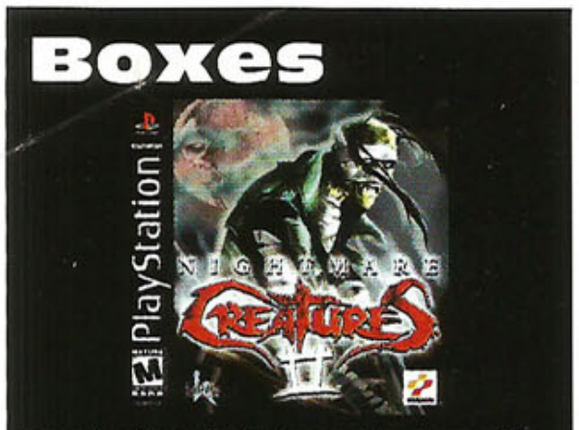
A Dolphin slip into 2001 will allow Sony get an even more solid foothold in the next-generation market. With no development kits yet shipped to third party developers, one has to wonder exactly when these Dolphin games are supposed to be produced. Considering an average 24 month development cycle for games, even if the development kits shipped right now we likely won't see any big games until 2001 anyway.

Nintendo will have to learn how to make sure its system has games for everyone. In Japan, Europe, and the U.S, the perception of Nintendo's current system is less than flattering. If you're an adult or hardcore gamers (like the SM reader), the 64 has little to offer you. There isn't anything wrong with Pokemon or a plethora of cutesy platform games, but the fact that Goldeneye sold so well is proof that more adult-oriented games would do well on a Nintendo platform. Conker's BFD with all of it's sexual innuendo, violence, and hilarious profanity is evidence that Nintendo is making a shift towards games meant for adults. It still may be a little too little a little too late. We're not advocating piles of crapware here, but we all saw how far the N64 policy of "quality over quantity" went. That line was used to try and expalin the lack of games. The truth? Most 3rd parties wouldn't touch the 64 with a ten foot stick. Hopefully, the less risky DVD format will also help pull in more developers.

And now for some common sense. In this ever-crowded game market, you're going to need friendly price tags on your products if you want to hit the masses. The system should be absolutely no more than $199 at launch, and if the games go above the $50 mark they might have a problem on your hands. Keep 'em cheap, and gamers will come.

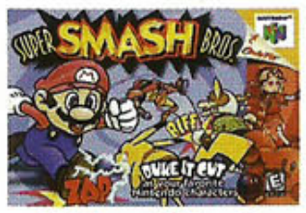
By adopting a few new philosophies SM believes that there's no reason why Nintendo can't compete with Sony and Sega. Right now their greatest enemy is the clock, and it's ticking. •SM

Boxes



Here's a first. Nightmare Creatures 2 isn't even out yet, and we're already raving about the box. Still you've got to admit, it's really cool looking.

Noticed: The Details That Matter



• Holds an "E" rating

Over the holidays, a number parental awareness groups reviewed and rated popular titles for violent content (we're on their mailing lists). We skimmed over the lists and were horrified to find that a game like Super Smash Brothers was listed as violent and not recommended for children. This just goes to show that some people will NEVER be happy. SSB has about as much in common with real violence as Pokemon cards have with starting gambling habits. Information that is so heavily biased is of no use to the consumer. As inconvenient as it may be, the best test of suitability is to play a game yourself. That way you know what your kids are really playing.



• Hana is a grrl who knows how to kick butt

Coverage:

Giving you and in-depth look at the cutting edge of videogaming.



• Scenes like the one above may make FE better suited for older gamers

Fear Effect

Platform: Playstation • **Publisher:** Eidos • **Release Date:** Now • **Stage:** 100%

One of the first thoughts that struck us after playing Fear Effect was "Cult Classic". Maybe it was the futuristic Blade Runner/Fifth Element look of the title or maybe it was the fact that the game is one of a very few in recent memory that is aimed squarely at an adult audience.

The look and style of Fear Effect could be described as Junker Sci-Fi or maybe Pulp Mechanics. It takes place in a future where neon, filth, and technological advancements are all intertwined in an unholy embrace. While vehicles grace the sky, you get the feeling they are only there to get as far away from the seedy dark alleys as possible.

The main characters fit perfectly into this bleak, industrial world. They are Royce Glas, Hana Tsu-Vachel, and Jakob "Deke" DeCourt. They form a team of mercenaries/private eyes that are searching for the daughter of a powerful Chinese businessman. However, unlike most games, the reason is not anything as noble as love or chivalry, but instead, cold, hard cash. The search for the young woman, Wee Ming Lam, progresses throughout the 4 disc game, revealing layer upon layer of twisted plots and terrible secrets that lead to the very gates of Hell itself.

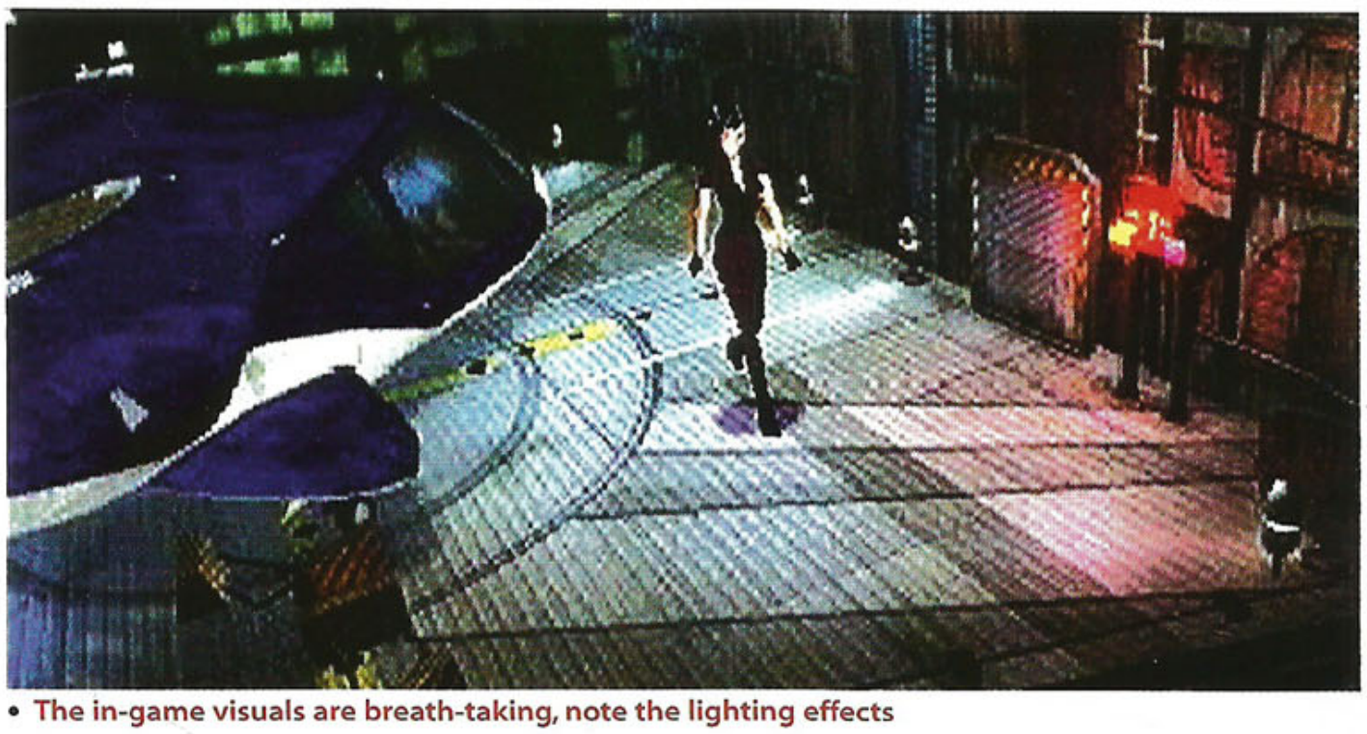
As blood is spilt, women seduce and men beg for their lives, you quickly realize that Fear Effect has been dubbed an adult title because of its film noir type bloodshed and themes, not because of some over-the-top cartoony violence. Many scenes are played out in true Hollywood style, complete with swinging camera and the incredible adrenaline inducing music of Matt Furriss. The music, an Oriental Techno/Industrial montage, matches the dark mood of the game in both its sound and feeling. The background graphics are also wonderfully done, never giving you the feeling of window dressing. Instead, they function to make you feel as if you are immersed in a real, alternative world.

FE not only takes a fresh approach to the look of a game, it also combines multiple genres into the game play. It is equal parts 3rd person adventure, digital comic, and puzzle solving. Movement varies from running to sneaking and to even flashy Hollywoodesque stuff like performing a roll and coming up with guns blazing.

The main characters are playable at different times, and each is equipped different weapons. Of course, all are capable of Chow Yun Fat styled dual pistol action (just what we would expect from a game that comes from Eidos and emulates the Hong Kong action movie style so closely). Each character has many subtle traits that help define and make them more interesting. From the distinctly feminine walk of Hana to the bulldozer movements of Royce, these little details help to make everything even more realistic. Every character is professionally voiced and the rapid-fire conversation helps to set the urgent pace.

Fear Effect is a sleeper hit in all of the right ways. In true Hollywood fashion rumors of a Dreamcast sequel have reached our ears before this game has even hit the streets.

•SM Rating: 86



• The in-game visuals are breath-taking, note the lighting effects





• The point of view changes a lot, but it almost always does so in a useful fashion





• There are more characters than Hanna, she's just our favorite, that's Royce on the right





• According to FE Hell is a really gloomy place, who'da thunk it?

Evil fears no man.

It fears a boy.

ALUNDRA 2™

A New Legend Begins



From Contrail, the Producers of Alundra™, Wild Arms™ and Legend of Legaia™.

"A must-have game for action-RPG fans."
— IGN.com

Wield the sword. Solve the puzzles. Live the journey.



Fight mega-bosses on land, sea and air in real-time action-RPG battles.



Swim, climb, and battle to solve hundreds of action-based puzzles.



Unlock 10 mini-games to test your skill and increase your stats.

PlayStation®

TEEN T Mild Animated Violence ESRB

contrail

Matrix software

www.activision.com

ACTIVISION®

Alundra 2 © 2000 Sony Computer Entertainment Inc. Alundra is a trademark of Sony Computer Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved. All other trademarks or trade names are the properties of their respective owners.

Rare: $99 or more

DragonBall GT: Final Bout

Platform: PSX • **Publisher:** Bandai • **Release:** Now • **Stage:** 100%

Mission:
To fill you in on some of the hardest to find releases in videogame history.
Amount of Effort to find this title:
While rare, you may still find it at some stores and E-Bay almost always has a copy for auction.
Current Market Rate:
$100.00 to $200.00
Reason(s) behind the rarity of this game:
When Bandai released this game, it sold out almost immediately and a second run was never produced.
Closest and easier to find relation(s):
The import release of this title or the superior Dragon Ball Z Legends.

On November 3, 1997, the United States received a first. It was on this date that rabid DragonBall Z fans lined up at their local video game stores to pick up the first DragonBall Z game to be officially released in North America. DragonBall GT: Final Bout immediately sold out in the first few days.

Those lucky enough to pick up this game were treated to a fighting title featuring characters from DragonBall, DragonBall Z, and DragonBall GT. Rendered fully in 3D, DBGT used both fixed and freestyle camera angles to give anime style views of the action. It also includes a training mode, tournament battle, and an innovative "Build-Up" mode that allowed characters to be powered up by defeating different opponents. Of course, no DragonBall title would be complete without the over the top attacks and moves from the show. DragonBall GT included these in the form of massive Meteo attacks and the ability to fly and hover.

With the DragonBall license and all of these features in the game, one would have expected an incredible gaming experience. Unfortunately, that was not the case. The gameplay is slow and the fighting engine lacks the depth that most gamers have come to expect from even very average fighting titles. DragonBall GT is a prime example of no matter how many bells and whistles a title features, if the basic gameplay is lacking, nothing can save it from mediocrity.

DragonBall GT: Final Bout is currently selling in a price range of $100.00 and $200.00 for the U.S. version of this title. However, the Japanese version has an asking price of about $50 for a brand new copy (still a lot for such a so-so game). If you must have a DragonBall Z game, we suggest you bypass this title altogether and pick up DragonBall Z Legends or another one of the superior DragonBall import titles available for both the PSX and Saturn. Or you could hold onto the hope of getting a Dreamcast or Playstation 2 DragonBall Game. Now that would truly be a super Saiyajin. •SM









• While the visuals are fairly simple, the special are decent looking

Available: In The U.S.

Apocalypse

Platform: Playstation • **Publisher:** Activision • **Release:** Now • **Stage:** 100%

Mission:
To fill you in on some great games that are out and you probably don't own.
Reason(s) you probably don't own this game:
Most reviews were written before the Dual Shock Analog feature was enabled, and the frustration of the later levels lowered the title's rating.
Best hope for a sequel:
Bruce Willis decides that the movie thing is just a fad and concentrates all of his efforts on videogames.
Closest U.S. relation(s):
Die Hard Trilogy (for the Bruce Willis connection).

The Players: Neversoft; the creators of Tony Hawk Pro Skater. Bruce Willis; the star of some of the best action films made in the past decade. System of A Down; composers of some of the edgiest music ever to grace a console.

The Ingredients: The best use of the Dual Shock controller at the time. Some of the finest action this side of a Contra game. More one-liners than a Terminator trilogy film festival.

The Result: Apocalypse.

When Apocalypse was first announced, it was rumored to revolve around the player and his comrade (portrayed by Bruce Willis) fighting alongside of each other. The player would then have the ability to help out his partner or even call him for assistance, with teamwork being a major factor in the actual game. However, after rumblings about problems with playability and execution, Apocalypse went underground. After what seemed like an eternity, it finally resurfaced. However, this time it had the player taking on the guise of Trey Kincaid, who was modeled after and voiced by Bruce Willis himself. Instead of a team-based title of old, the gameplay now centered on more basic goals, mainly blasting the hell out of everything.

Unfortunately for Apocalypse, it also debuted before the dual shock analog controller was the default Playstation pack-in. While the dual analog control was available, only a small percentage of gamers actually had it. This was a problem for Apocalypse. The only way you can play it and truly enjoy it is with a pulsing controller in your hands (no jokes, please!) as one stick controls the route your character runs and the other unleashes devastation in the direction of your choice.

Not only was shooting action the highlight of this title, it was also one hell of a lot of fun. It seemed that everything on screen could be destroyed. Neither Buildings, bridges, nor vehicles could stand before the wrath of Trey Kincaid. However, just when this title was on the verge of having you completely addicted, it added in a horrible, unexpected, X Factor in the form of frustration inducing jumps that required pixel perfect execution. The whole flow of the game was brought to a grinding halt as you tried to jump from pedestal to pedestal while being sniped at by off screen enemies. Sadly, many a controller lost its life at this point in the game. Luckily, with the help of a little patience and maybe a cheat code or two, getting past this point and back to the adrenal overload of Apocalypse is a short trip.

The Apocalypse doesn't have to be at the end of the world, it could be as close as the nearest video game store. •SM









• Gloom, doom, and blowing stuff up is what this game is all about









Famine...

Revolt...

Plague...

Rebellion...

The struggle continues...

War-torn China awaits your unification.

Romance VI of The Three Kingdoms

Awakening of the Dragon



- New & improved battle units including Northern Riders & the naval units of Wu
- Redesigned Battle system & new Plot system for more tactical latitude
- New duel-based strategies for more control of the action
- Over 500 characters and 100 historical event sequences
- New personal goals/ambition parameter & defensive traps
- New Chronological Records system comparing player progress to historical events
- 7 new short scenarios & 7 full-length campaigns
- 1 – 8 Player excitement

PlayStation

EVERYONE E CONTENT RATED BY ESRB

www.koeigames.com

KOEI

©1999 KOEI Corporation and KOEI Co., Ltd. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association."

Buzz: For The Insider

From The Flaunt Your Stuff Department:
Included on the Alundra 2 website will be a, "Develop your own Alundra 2 website contest". You can download an asset pack file containing screen shots and artwork necessary to create an Alundra 2 website. A team of judges will then select the winning site, which will be linked on the front page of the official Alundra 2 website. Grand prize winners will also receive an Alundra 2 prize package consisting of signed copies of Alundra 2 by the game's Producers, a BradyGAMES Alundra 2 Strategy Guide, a copy of the Alundra 2 poster and the limited edition Alundra 2 Japanese soundtrack. Runners up will receive a copy of Alundra 2 and a BradyGAMES Alundra 2 strategy guide. To get the details go to http://www.activision.com/games/alundra2/

From The You Have Got To Be Kidding, Right? Department:
Sega announced that there would be a VMU mini game within Sega GT Homologation Special (their upcoming racer) called Homo Pocket. It will feature a collection of mini games in which you can train drivers on the VMU and after their levels are improved, bring them back to the Dreamcast. Um... Homo Pocket? It makes us wonder what other interesting titles will come out of Sega.

Jaleco (of Japan) will release Stepping Selection for Playstation 2. It is a home version of the popular arcade dancing game Stepping Stage. It will feature popular songs from AVEX and BMG artists including hit music from Backstreet Boys, and Britney Spears.

From The Leave It To Beaver Department:
Leave it to Artdink to produce a new Playstation 2 title called Buchigire Kougou. It is a construction worker action fighting game that will allow you to create your own equipment to use in battles, such as bulldozers. Does any one else wonder if Artdink's studios are located near a DEA incinerator?

Leave it to Square to make their Square Millennium conference with the announcement of not one but THREE Final Fantasy games, Final Fantasy IX, X, and XI. The rumor we reported months ago in Buzz about FF IX (should hit in October) being developed in the super-deformed style is true!

From The Dream A Little Dreamcast Department:
It looks like we will be seeing online gaming on the DC a little sooner than we thought! Beginning March 2 Chu Chu Rocket will become the first fully networked multiplayer videogame to launch on the Dreamcast Network - three months earlier than first announced.

Sega Sports landed Brendan Shanahan as the official spokesperson for NHL 2K. Let's hope Brendan has the same effect on NHL2K as he did on the Red Wings when he arrived.

It had to happen, Sega and Eidos have signed a deal to bring Tomb Raider: The Last Revelation to the Dreamcast. This is quite a coup for Sega, getting both the Resident Evil and the Tomb Raider Series on the Dreamcast. Does anyone still care about Lara?

LucasArts signed on as a third party publisher for the Dreamcast and will be bringing Episode One Racer to the console.

In what we believe is a covert operation to take down Silicon Magazine, Warp announced that their latest soundtrack for D2, 'D2 Remixes,' is infected with a Macintosh-based virus. When placed into a Mac CD-ROM drive, the disc will attempt to access encoded media via QuickTime. (Ok, we're kidding about the black ops part but, unfortunately, not the virus.)

THQ announced that Evil Dead: Ashes 2 Ashes will be coming to the Dreamcast. They also announced that Knights Of Carnage has been cancelled.

Midway announced they are working on a DC and PS2 version of Spy Hunter!

New Grandia II information has trickled out. The game will take place in a fully 3D world where the forces of evil took over heaven during a war between good and evil. The main characters will include a young hunter named Rudo, a priestess named Elena. This time around you will be able to have up to 4 players in your party. Grandia is one of the most underrated RPGs to grace the Playstation last year, let's hope a U.S. company sees fit to bring its sequel to us!

The King of Fighters '99 Evolution is the latest SNK 2D fighter coming to the DC. Aren't there already enough "Evolution" games on the Dreamcast?

Our favorite ultra-realistic rally game Need For Speed presents: V-Rally 2 is coming to the DC, in Europe at least. Infogrames is the European publisher of this title and we will have to see if it arrives in the U.S without the EA added "Need For Speed presents". Features will include a four-player split-screen mode, track editor, and 84 ready to play tracks.

From The What, N64 Buzz? Department:
Resident Evil Zero has been confirmed and rumor has it that it will be HARD. Say bye-bye to the "magic" box!

Acclaim is rumored to be moving out of the N64 market and more into the Playstation market due to weak N64 cartridge sales. Wow, this is coming from a company that always has a game or two in the N64 top ten sales lists.

From The Old Man Playstation Department:
SCEA will be releasing a newer version of Gran Turismo 2 to fix the bugs that have been reported in the game (like the fact reported in last months issue, that you are unable to complete the game further than 98.2%). You will be able to get a bug free version of Gran Turismo 2 by calling the consumer service department of SCEA at 1-800-345-7669.

Electronic Arts has a new Need For Speed fix for the Playstation called Need For Speed: Porsche Unleashed. It will feature over 80 different models of Porches. Kind of like John Romero's garage.

Remember when everyone said that Quake II could not be done on the Playstation and then GT Interactive did it? Guess what they have planned next? Unreal.

Namco is porting their arcade gun shooting game Oh! Bakyuun/Ghoul Panic to Playstation. It is similar to the Point Blank games with ghost-orientated mini-games.

A sequel to the strategy RPG Brigandine, called Brigandine: Grand Edition is in the works for the Playstation.

Capcom has leaked that the PSX version of Strider 2 will include stages not found in the original arcade version. The Strider 1 and 2 pack is due in Japan any day now.

Koei has just released Seven Secret Mansions in Japan. The game takes place on a remote island in the south pacific. It features five different views including first person and third person and supports a two player mode where you can use a split screen to play.

Rumor has it that Tecmo will be releasing Monster Rancher Battle Cards for the Playstation. As newly addicted card game players, we can't wait.

ASCII's Playstation Strategy RPG Emblem Saga is scheduled for release in Japan this spring. It is being developed by the creator of Nintendo's Fire Emblem series, and will feature a Final Fantasyesque job change system, and romance simulation elements.

From The You Can Take It With You Department:
If you read the Gear review of the incredible worm light from Nyko in SM issue #16, we said, "The Wormlight is so elementary and so perfect, it had everyone saying, "Why didn't I think of that!" Well, it looks like a few other peripheral manufacturer's took it upon themselves to go and "invent" one, leading Nyko to file suit charging "misappropriation of intellectual property and unfair competition" against producers of rip-off versions of the worm light. Hmmm, we wonder if Silicon Magazine could do that with other "free" magazines? :)

SNK plans to release the following Neo Geo Pocket Color titles in US in the first half of 2000: SNK Girl Fighters, Ikari Warriors, Faselei, Magician Lord, Metal Slug 2, Evolution 2, Cotton, and Mega Man. Unfortunately, some large retails are dropping the system from their stock. Too bad this awesome system wasn't advertised to the hardcore audience that could have really made it.

From The Ongoing, Never-ending, Still Continuing, Ever-Enduring, Forever Persisting, Ad Infinitum, Let's-Just-Get-It-Over-With Playstation 2 Hype Department:
SCI Entertainment currently developing two Playstation 2 titles in the U.S. called Titanium Angels and Thunderbirds. Both games are scheduled for this Fall.

Tecmo has announced that Ninja Gaiden will be a launch title for the PS2 in the U.S. They are also working on PS2 versions of Tecmo Bowl, and Dead or Alive 2. Bouncy!

Resident Evil: Code Veronica just hit the shelves in Japan and talk of Resident Evil 4 for the Playstation 2 is already buzzing around. Rumor has it that the Tokyo Game Show will have a playable version.

Square has announced a couple more PS2 titles that they are working on. Unfortunately, they are so "Japanese" we will probably never see them. They are titled All Star Professional Wrestling Ring and Gekikuukan Professional Baseball: The End of Century 1999 and are just what they sound like, an all Japanese wrestling title and a Japanese baseball simulator.

Take-Two Interactive announced that they are working on 2 different PS2 games, Getaway and Midnight Club. Getaway has the player running "contraband" as a smuggler (we have a feeling that this run for the border has nothing to do with any value-priced taco joints) and Midnight Club will center on less than legal late night racing. We've got screens (and they look *SWEET*, Getaway looks somewhat like Test Drive Off Road, and Midnight Club looks better than Gran Turismo 2000), but have been forbidden to run them for a while by some guy who claims to have invented the pickle and is therefore the king of the pickles. A Pickle King (for more on this unique fellow, see www.pickleking.com) if you will. More info is coming next month.

ARMADA

This is WHY you bought the Sega Dreamcast.™

Four player action is now available on the Sega Dreamcast.™ Save the universe from the Armada, a single-minded biomechanical entity living in the data banks of hoards of self-replicating ships.



GAME FEATURES:

Join forces as four players compete simultaneously

Continually replay each of the many regions with new and unique enemies and challenges

Use the VMU to store your character's increasing inventory and skills; and swap with other players



NOW AVAILABLE

☒ Action ☒ Adventure ☒ Mystery ☒ Horror
☒ Sword big enough to send hideous mutant monsters back to hell in tiny pieces

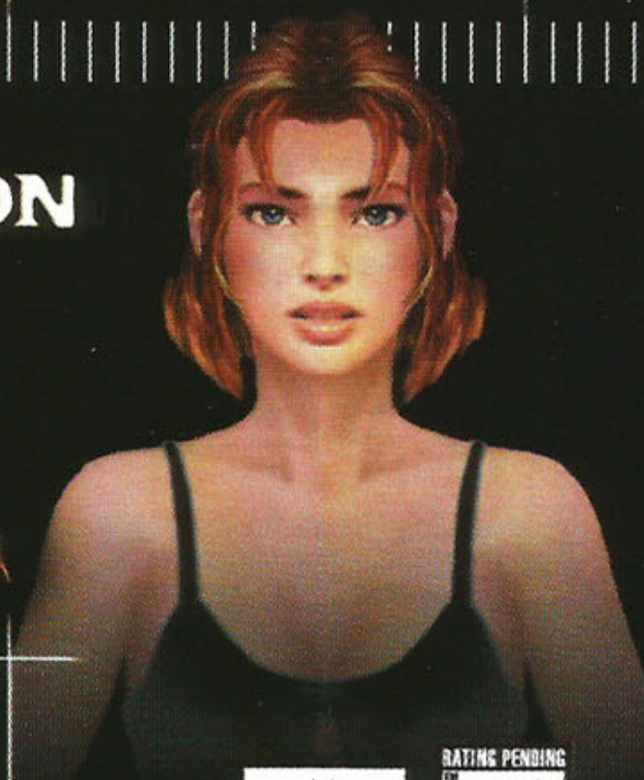
A wicked disease is transforming your people into horrible mutants. Battle the warped forces of evil magic with the power of science (and an enchanted blade). You are the last chance for humanity's survival before the Vampire Lord conquers all in this Gothic Action/RPG.

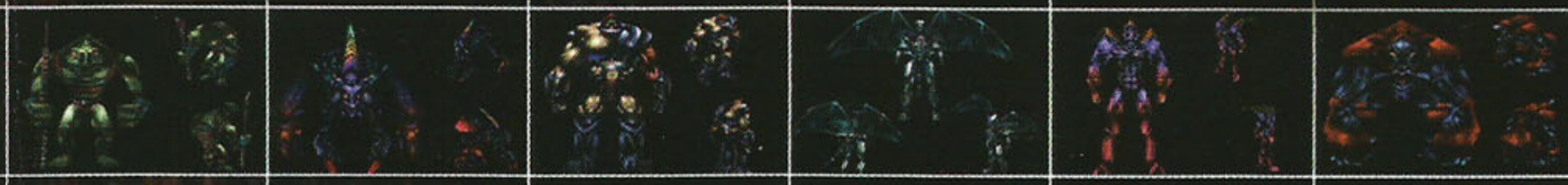
- Watch the game world change as your character gains experience
- Utilize the VMU to store inventory and skills; and swap stuff with other players
- Deep engaging story line with real-time combat
- Replay modules over and over, with inhabitants who remember your past deeds

COMING SOON

DARK ANGEL

VAMPIRE APOCALYPSE





Sega Dreamcast.

Sega and Sega Dreamcast are trademarks of SEGA ENTERPRISES, LTD. The ratings icon is a trademark of the Entertainment Software Rating Board.

Metro3D, Inc.

RATING PENDING
RP
CONTENT RATED BY ESRB

Armada ©1999 Metro3D, Inc.™

www.metro3d.com

Dark Angel: Vampire Apocalypse ©1999 Metro3D, Inc.™

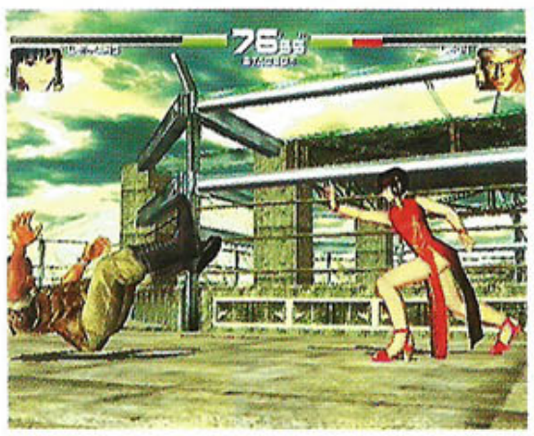
Dead Or Alive 2

Platform: Dreamcast • **Publisher:** Tecmo • **Release:** March • **Stage:** 30%

Since the release of Soul Calibur for the DC; nothing has even come close to matching its visuals. Until now, that is. Dead Or Alive 2 is SC's first serious rival for sheer beauty.

Meticulously rendered characters work hand in hand with a staggering depth of play to offer some of the finest unarmed combat in recent memory. Multi-leveled fighting and an elaborate combo system will eliminate any thoughts that DOA2 is just a pretty puppet show with even prettier models. It uses the power of the Dreamcast to impress, and also uses all four controller ports to provide four-player fighting capability. With the list of DC exclusive features growing to including a sparring mode and an improved defensive hold feature, DOA2 will be considered much more than just, "the beautiful battler with the bouncing babes".





Vagrant's Story

Platform: Playstation • **Publisher:** Square • **Release:** April • **Stage:** 80%

If there is one thing to be said about Square, it is that they do not rest on their laurels. Vagrant Story is the perfect example of Square pushing the envelope and taking the RPG to unheard of heights.

First, put aside any preconceived ideas you may have about an action RPG, because VS breaks the mold of the average hack and slash adventure. The intricate combat system includes advancements such as break arts, linkable attacks, and skill systems. Using these abilities gives you the capability to specialize in a certain type of weapon or, by hitting a button at just the right time, to enable an ultra powerful attack.

The depth of the battle system is only equaled by the story line, which drops the main character in the middle of an ever-deepening conspiracy where friend and foe are almost indistinguishable.





Arc the Lad Collection

Platform: Playstation • **Publisher:** Working Designs • **Release:** November • **Stage:** 50%

Welcome to another "Real World: •SM."

Ryan: Working Designs is going to bring out Arc the Lad.

John: Cool! Which one?

Ryan: It looks like ALL them!

Wade: Three different Arc the Lad games have been released, are you saying they are doing all of them for the price of one?

Ryan: Yep. And there'll be a remixed soundtrack, a "making of" CD, and a hardbound instruction manual.

Brian: No way! Dude, you need to quit sniffing the white out.

Ryan: You guys NEVER believe me! You're all against me! Wahhhh! (Runs crying from the room.)

(Later in the confession room) Ryan: I'll show them! We'll see who gets to review this RPG! Muwahahahaha! (Trying to open the door) Guys? Unlock the door guys. GUYS!





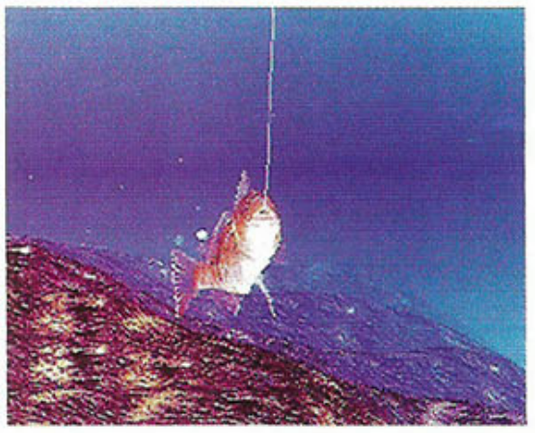
Reel Fishing II

Platform: Playstation • **Publisher:** Natsume • **Release:** May • **Stage:** 85%

Fans of the now classic Reel Fishing will be pleased to know that the latest rendition sticks to the rules set forth in the original, and also adds a number of new features.

The graphics are some of the best we've witnessed in any fishing title. The fish move and animate as true to life as we have yet seen. When you have a fish on the line, the fight sequence takes place fully in 3D. In addition to the standard fare of bass, there are also 50 different species of both fresh and saltwater fish to catch. What's really neat is the fact that each species is programmed to act like the real life counter parts. For instance, if you're interested in catching, say, Rainbow Trout, you have to have a good number of factors on your side like the right weather conditions, right season, right lure, etc. If everything is set up correctly, the chances of getting a strike are in your favor.



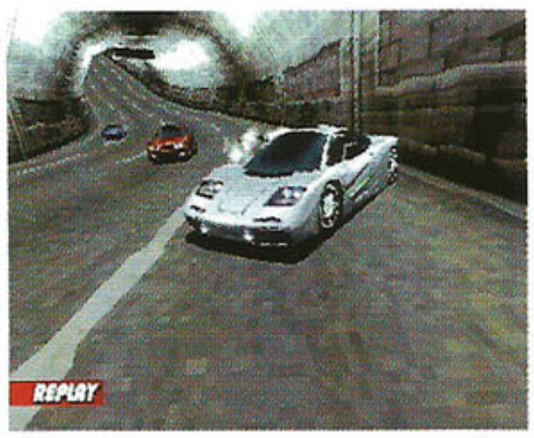


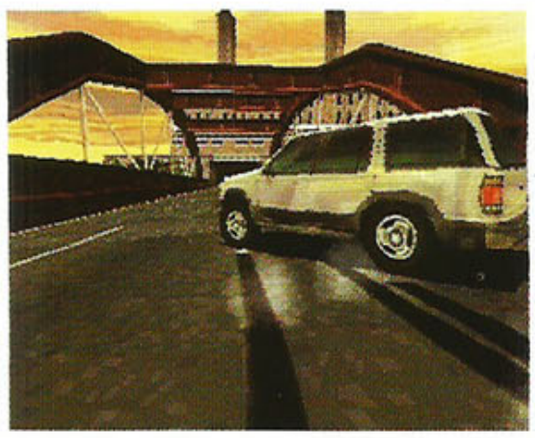
Vanishing Point

Platform: Playstation • **Publisher:** Acclaim • **Release:** April • **Stage:** 65%

Sexy cars. Hmmmm... Acclaim may have something here. Names like BMW, Lotus, Ford, and McLaren are the standard racing vehicles in Vanishing Point.

Up to eight players can compete in a round robin fashion (two people can play simultaneously). The standard get-to-the-finish-line races are, of course included, but aren't nearly as much fun as the mayhem filled "Stunt Driver Challenge" mode which is best described as Dukes Of Hazzard with really expensive cars. The real-time particle system makes for some impressive collisions (complete with sparks flying all over the place in a natural looking manner). Further adding to the list of things we like is the fact that draw-in is so minimal, and there is absolutely no pop up. VP looks like it may have what it takes to be a cream of the crop racer. A DC version is also in the works.





Nightmare Creatures 2

Platform: Dreamcast • **Publisher:** Konami • **Release:** April • **Stage:** 80%

NC2's story is set in 1934 Europe and there are a total of 30 levels spread over eight regions ranging from London to Paris. What we really like is how expansive each area is, and how much freedom we had to explore (beyond just running down a set path fighting baddies).

While the original game was one that was either loved or hated, we suspect this go round will make some fans. The graphics are vasty improved, and the atmosphere is just awesome. As the screens hint at the overall feel is dark, and quite gloomy.

You're probably wondering what kind of music you get in a game filled with 20 different kinds of enemies that also include zombies. Rob Zombie's music. NC2 rock with the best of them.

A PSX version of Nightmare Creatures 2 is also set to launch on March 28.





Fighter Destiny 2

Platform: Nintendo 64 • **Publisher:** SouthPeak • **Release:** March • **Stage:** 95%

Fighter Destiny was one of the first games to hit the N64 is its infant years. Now, the long overdue sequel is preparing to launch as the N64's twilight approaches.

Fighter's Destiny 2 continues where the first game left off and immediately improves upon it. The Master Challenge has been replaced by the fighter's arena where the player moves their character around a board game type course that allows them to grow their attack strength and skills while gaining new techniques. The restriction of the first Fighter's Destiny that only allowed a limited number of attacks to be learned has been removed and you can now gain new moves and steal others from opposing characters. FD2 even includes a training mode so you can try out all those new fangled moves once you have acquired them.





Rhapsody: A Musical Adventure

Platform: Playstation • **Publisher:** Atlus • **Release:** May • **Stage:** 80%

Wanted:

Female lead to star in a new RPG. A strong singing voice is a must, as plenty of musical numbers are included within. Experience working with living puppets and chemistry with Prince Ferdinand (the romantic lead) are essential. Ability to summon fruit, pie, and pastry based magical spells, preferably with a high fat content, is appreciated, but can be taught throughout the game. This production will take place in a painstakingly hand-drawn environment and diabetics are urged not to submit applications due to the ultra cute animation and cuddly nature of enemies. Please note: we are looking for an innocent character. Any actresses showing up in Mariah Carey type outfits will be directed to the villainess auditions for the still cute, but strangely seductive types. La Cage Aux Folles veterans need not apply.



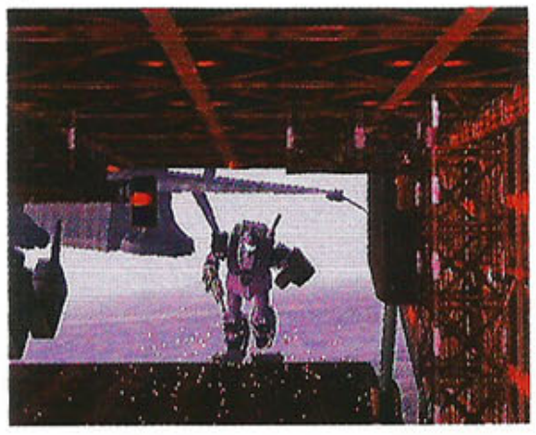


Gundam Side Story 0079

Platform: Dreamcast • **Publisher:** Bandai • **Release:** April • **Stage:** 80%

We have been begging for the U.S. release of a Gundam game since what seems like the days of the NES. Finally, with the dawn of the new millennium, we now have our first Gundam game in the form of Gundam Side Story 0079. Even if you have never heard of the series, you have probably seen models or action figures of the towering mech-like Gundam's and thought, "Wow, that would make a great videogame!" Guess what? It did.

GSS-0079 is a nice intermingling of strategy and first person shooter. While playing through a mission, it resembles the cockpit engagements of Ace Combat more than twitch games like Quake. The graphics of GSS-0079 will have no problem impressing even after a full 6 months of being spoiled by Dreamcast eye candy.





Alundra 2

Platform: Playstation • **Publisher:** Activision • **Release:** March • **Stage:** 85%

Alundra is following closely in the well-worn steps of Final Fantasy. That is to say, that they are well on their way to creating a franchise, but instead of using the same characters, each new release will feature a new cast, new designs, and new ideas.

Alundra 2, like the first Alundra, is an action RPG. This release has the action and characters set in 3D instead of 2D. While this changes the whole look of the game, the feel is still true to the original. You still have the requisite powers of dash, attack, and jump and you will need to master each them if you hope to help Flint, the hero of Alundra 2, save the kingdom from a clockwork menace. Next month, SM and Activision will present an exclusive contest that will give you a chance to get your hands of some ultra-rare, and amazingly cool Alundra 2 swag. Look for details in April (and that's *NOT* a joke!).





Take a deep breath and read carefully:

THE MOST ANTICIPATED FIGHTING GAME OF THE



DEAD OR ALIVE 2™

RATING PENDING
RP
CONTENT RATED BY
ESRB

Sega Dreamcast

Dead or Alive 2™ 2000 Tecmo Inc. Tecmo is a trademark of Tecmo Inc. Ratings icon is a trademark of the Interactive Digital Software Association. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.

MILLENNIUM IS HERE.

You may now exhale.



- RECIEVED THE HIGHEST HONOR AT JAPAN'S 1999 AMUSEMENT MACHINE SHOW.
- "EXPECT IT TO VISUALLY OUTSHINE AYTHING ELSE AVAILABLE ON THE SYSTEM... IT SHOULD OFFER WHAT NO OTHER 3D FIGHTER HAS BEFORE." *Next Gen 9/99*
- THE MOST ADVANCED 3D POLYGON TECHNOLOGY EVER.
- "DOA 2 IS CURRENTLY LOOKING AMAZING..." *Official Sega Dreamcast 9/99*

Purchase **Dead or Alive 2** and receive a limited edition holographic poster featuring the amazing warriors from the game.

1500 posters will be sent monthly to randomly selected applicants while supplies last. Simply write "Send me the poster" on the product reply card provided inside the game package and mail it to Tecmo. This offer may be terminated without prior notice.

TECMO®

www.tecmoinc.com

Speed Punks

Platform: Playstation • **Publisher:** Sony • **Release:** April 18 • **Stage:** 75%

It's started. The attack of the kart clones was inevitable, and PS owners are getting bombed. This is all Mario's fault, but let's not kill the plumber yet.

There is hope, and it lies in the hands of a bunch of snotty school children. The cast of characters in Speed Punks has to be the most obnoxious (in a good way) group ever assembled in one game (this side of South Park anyway). Sped Punks screams attitude, and is looking to break the mold in a crowded genre.

Unique weapons help players cheat their way to the finish line, and numerous shortcuts encourage exploration. The game engine is smooth and fast, and character animation is humorous to say the least. So don't run for cover yet. This 1 to 4 player racer could set some new standards in kart racing creativity.





Polaris SnoCross

Platform: Nintendo 64 • **Publisher:** Vatical Entertainment • **Release:** August • **Stage:** 65%

Since EA's Sled Storm is the only competitor out there, we've use it as our baseline. With that stated, PS is shaping to be one of the best games we've seen in a long time, and should really make a great impression with both racing and extreme sports fans.

The version we played was for the N64 (a PSX version will hit in September), and the screens you see to the right give a hint of the wild ride this title offers. One to four people can compete against each other in races that take you around the world and stick you in a variety of diverse environments (there are 14 tracks in total). Using the create-a-snowmobile feature, we were able to come up with some really unique designs (some of them even helped us win a few races).

There's not a doubt in our mind that Vatical has a gem on its hands, and with some loving care could have a triple-A title.





Superbike 2000

Platform: Playstation • **Publisher:** Electronic Arts • **Release:** March • **Stage:** 90%

After only a few minutes of playing Superbike 2000 it quickly became apparent that EA has been spending some extra time and effort with this year's release.

The level of detail evident in both the riders and bikes is simply amazing. We found ourselves in total awe of the graphics. Equally impressive in detail are the available bike setup options. Every racing game should take note. The amount of tweaking we were able to do to our bikes was expansive, and with the ability to combine our favorite pro riders along with our preferred bike manufacturers, the possibilities were endless.

If the final version of Superbike 2000 continues to shape up as nicely as this preview version, EA will have another winner on its hands.





Rally Challenge 2000

Platform: Nintendo 64 • **Publisher:** SouthPeak • **Release:** April • **Stage:** 95%

Rally Challenge 2000 really has its work cut out for it. Not only is it throwing its hat into the crowded N64 racing arena, it is also taking on the jam-packed Rally racing field. With all the competition, Rally Challenge 2000 needs to have something really going for it. Luckily, it has a lot going for it.

Rally Challenge 2000 is a racing aficionado's dream. It sports a tough as nails challenge that will earn the respect of any gamer while the luscious graphics allow it to stand up to even the closest scrutiny. If your heart lies with a real true to life feel, rest assured that all of the included automobile manufacturers are authentic. While already fairly solid, the control and sounds are still undergoing a few tweaks. It looks like RC 2000 could easily be the best rally racing game for the N64.





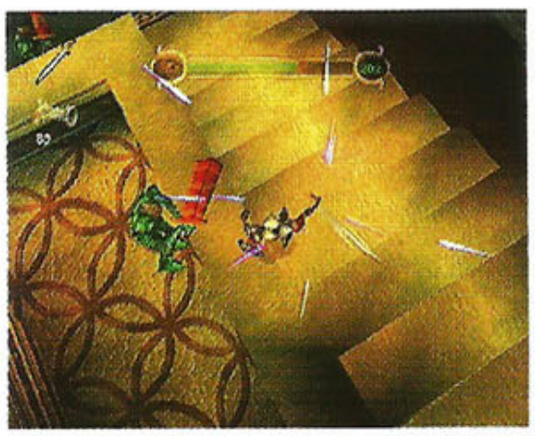
MediEvil 2

Platform: Playstation • **Publisher:** Sony • **Release:** May 9 • **Stage:** 75%

Being dead has its advantages. No debts, no worries, and absolutely no chance of being attacked by a fat bearded woman. After his last adventure, Sir Daniel Fortesque's rotting remains finally found peace, until this sequel.

Rise again in the role of Dan as he fights to save the world from hordes of demons. Only this time, he's got some new tricks up his skeleton. His head is now a separate entity that can be removed and placed in otherwise inaccessible areas, or it can ride atop a severed hand and be used to solve puzzles as the headless body continues to fight elsewhere.

During his quest, Dan will aid strange races of creatures, enter a boxing match, and even fall in love. With gameplay enhancements like these, Medievil 2 looks to build greatly upon an already stellar franchise.





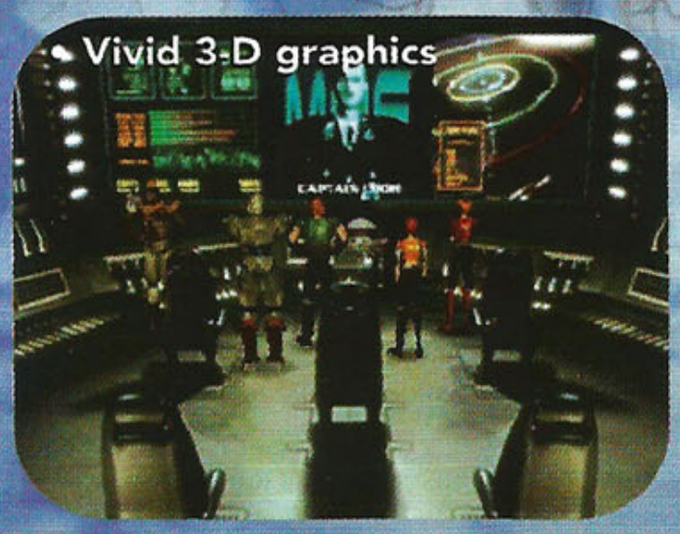
A SHOOTING GAME
ON STEROIDS



VANARK

PREPARE FOR THE FLIGHT OF YOUR LIFE.
PREPARE FOR THE FIGHT OF YOUR LIFE.

NO OTHER SHOOTING GAME HAS PREPARED YOU FOR VANARK.







TEEN
T
CONTENT RATED BY ESRB

Animated Violence

www.jaleco.com

©1999/2000 Asmik Ace Entertainment, Inc.
Presented by Jaleco, USA.
Jaleco logo and mark are trademarks of Jaleco Ltd.
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association.

JALECO®

PlayStation®

Retrospect

Dreamcast

•SM's rating system: Ranges from 1 to 99 in units of one. 50 is ***average***, and 99 is our ***top score***. We don't give 100s as no game is perfect.

Crazy Taxi
Sega
How's this for the ideal job? Terrorize a city in a convertible cab, and get paid thousands of dollars to scare the hell out of your passengers. If interested, apply here.

Sega's Crazy Taxi hits home in a conversion that includes everything from the arcade and more. Sharp, detailed graphics and smooth animation keep the lightning-fast pace going, albeit with occasional slowdown. Wannabe cab drivers will need to react to changing traffic conditions and road obstacles in split-seconds, and they'll need to be able to view the road ahead to anticipate how and where to drive. Luckily the draw-in is so far away it's hardly noticeable.

The object is simple. Pick up fares and drive the customers to their destinations, which include real life venues like Pizza Hut, Tower Records, and the Levi's Store. Get paid extra by driving dangerously close to other vehicles without hitting them, and catching air, adding to the enjoyment (and laughter) of the passengers.

Small glitches include intersecting voiceovers, a sometimes faulty "go this way" arrow, and the horrendous Front-end-of-car-sticks-to-lamp posts Syndrome. Also, it seems there just isn't enough to do, even with the Crazy Box and Original modes, the longevity of this game is pretty limited.

But don't be discouraged. Crazy Taxi is worth a serious look. The fast gameplay is fun and addictive, and will keep gamers laughing and singing along with the great soundtrack. Now if only hitting the streets was really this exciting.

•SM Rating: 86



Dream Roadsters
Titus
As any DC owner can attest to, the system offers more automobile-related software than any other two genres combined. In such a crowded field, it is hard for a game to really stand out.

Enter Roadsters. Half of our writers played for about five minutes, turned their noses up and walked away. These editors thought that the petal to the metal physics-be-damned arcade gameplay was dated, and competing games like Sega Rally 2 or Test Drive 6 simply left Roadsters at the starting line.

The other half of the writers liked the purely arcade and mostly light-hearted action the game offered, and argue that the visuals are some of the best around. The control with the proper tweaks was solid, if uninspired. (Note: all editors agreed that setting the control in the options menu to "tight", and using only the digital pad, as opposed to the analog pad made a world of difference).

Depending upon what kind of driving games you like and how much you like the genre, you will either love or hate this title. There's really no middle ground on Roadsters, and a rental is recommended before a purchase.

•SM Rating: 65



Virtual Striker 2
Sega
Sega had been crossing its fingers in the hope that with their powerful new system and soon to be released Virtual Striker 2 they would be the newly crowned kings of the best console soccer title. Sorry Sega, go back to the drawing board.

VS2 has some of the best visuals of any soccer title currently available. But this is where any accolades stop. One of the first problems we took notice of was the lack of control options. Only three basic options were available: short pass, long pass, and shoot. We also had an issue with no available option to switch the camera angle at all. Along with the small choice of player controls are the equally aggravating delayed reactions from the players, making it very difficult to even score a goal. Another problem is the way it automatically selects the controlled player on the field for your team. This causes some unimaginable confusion. We haven't seen this much bewilderment on a soccer field since our peewee soccer days.

It's unfortunate that this visually stunning title is plagued with so many gameplay problems. VS2 is a dismal attempt at creating an enjoyable soccer title for the Dreamcast.

•SM Rating: 48



Time Stalkers
Sega
If there is one thing about the RPGs on Dreamcast that continues to amaze us, it is their dazzling graphics and relative rarity. Time Stalkers is no exception. However, another "amazing" (or disheartening) thing about DC RPGs is the fact they most of them do not have real level layout, but instead involve dungeon crawling through randomized caves. Once again, Time Stalkers in no exception.

The core ingredients of Time Stalkers, the gameplay and plot, tread over well-worn paths. A few of the options, like severely limiting the amount of items you can take into a dungeon and the temporary end of level saves are a few classics we would like to see go the way of the dinosaurs. Some of the newer innovations like the fact that you cannot investigate everywhere without making your characters hungry and in constant need of food, are equally annoying.

Since Time Stalkers relies so heavily on tried and true formulas, it does a fair number of things well. The combat system is easily grasped and the ability to learn "specials" is well laid out. Combat is easily spotted and can be avoided. Still, you will find that most enemies are required fighting if you hope to have the strength to defeat the bosses.

TS is generic, but provides a diversion for RPG fans waiting for the next wave of DC Role Playing Games.

•SM Rating: 63



Virtual On: Oratorio Tangram
Sega
We normally don't review imports in Retrospect, but this title is something special. As a port of one of the most unfairly ignored arcade games in history, Virtual On: Oratorio Tangram (whatever that means) stands peerless and fearless in the mech fighting genre.

In VOOT, you play as one of a dozen fighter mechs and duke it out in an open arena in which you have free movement. The arenas are satisfyingly sized, but not large enough to actually lose your opponent. Using weapons such as nukes, detachable laser-shooting arms, and a lovely assortment of missiles, the mechs fight it out till one loses.

Sounds easy, right? Well if there's something to be said about this game its that it isn't exactly approachable. At first, the speed and lock-on technique will have inexperienced players killed before they're able to even see what's coming. After some practice with the clunky Dreamcast controller, however, things get better quickly. Once the fighting and movement premises are understood, the incredible depth and strategy of VOOT can really be appreciated. For what it intends to do, VOOT is one of the deepest and most well balanced fighters around; easily on par with Soul Calibur or VF3, but in an entirely different way.

Graphically the game sports a solid anime-style look. As a conversion, hardly any detail is lost and the frame rate is consistent throughout even the most hectic scenes. The multi-player options, which include split-screen, cable, and Internet play, leave hardly anything to be desired. Though multi-player games are a blast, the AI is pleasantly challenging, and incredibly smart.

It's remarkable that a title so different was executed as flawlessly as VOOT is, and even with its few drawbacks (mainly because of the Dreamcast controller), it's still a must have. Unquestionably one of the highlights of the Japanese Dreamcast library, and destined to be a classic for years to come.

•SM Rating: 89

Playstation

Syphon Filter 2
989 Studios
Terrorism isn't all bad news. It makes life interesting for political figures, adds spice to TV news, and gives Gabe Logan something better to do than sit on his laurels spewing out bad dialogue.

Gabe is back, and he's ready to rock the 'Station with a vengeance. Teammate Lian Xing has been captured, and the

Retrospect

terrorists are demanding a trade of some classified computer discs. Being the hero-type that he is, Gabe springs into action with more moves, more weapons, and more read-off-the-page dialogue than ever before.

SF2 sticks to the formula that made the first game so successful, but throws much more into the mix and is an exemplary example of how a sequel should be. 20-plus levels spanning two discs should put to rest any critics who said the first game was too short. Gabe has 10 new toys, including night-vision, binoculars, and fun weapons like tear gas and a flame-thrower. Oh, and don't forget the always-stylish tazer.

Control will be tough for SF newbies, but vets will feel right at home. Analog response for walking, running and aiming is as tight as can be. There's a lot of interaction between Gabe and the other characters, creating a more story-driven adventure. Graphics are sharp, detailed, and colorful, and the levels are absolutely huge. Expect to cover a lot of the same ground, though. Sound and music are exceptional, and intensify the atmosphere.

The difficulty is high right off the bat, so expect to die often. Sometimes Gabe's limited sight gets him killed without knowing what hit him. Luckily there are frequent save points, meaning fewer broken controllers. Graphics clip occasionally, but most gamers won't notice. SF2 does so many things right, it deserves a place in as many homes as there are Playstations. Buy it.

•SM Rating: 90



Armored Core: Master Of Arena
Agetec

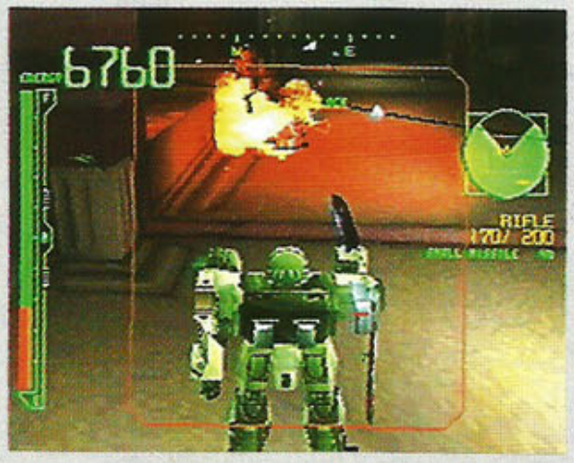
Do not call Armored Core: Master Of Arena a sequel. The game's creator went out of his way to explain that Master Of Arena and, before it, Project Phantasma were both add-ons to the original game and that the true sequel, AC2, will be coming for Playstation 2.

That being said, AC: MOA is an improvement on an already fantastic series. This 2-disc game gives fans of the series more of everything they enjoyed the first time around. More weaponry, more intrigue, and more head to head arena battles. It also tweaks all the things it did right the first time around, giving this title an ultra-clean feel. Superior graphics, a mind-boggling level of adjustability, and excellent controls are all still present and benefit from the feedback gamers provided about the first two AC titles.

Another notable feature is the fact that anyone can pick up AC: MOA and start playing, even without previous experience. Most sequels assume that you have mastered all the intricacies of the earlier games before you played the current version, Master Of Arena doesn't and that allows a person new to the series to step right in.

Little details and pseudo realism, like the fact that you have to pay for any ammunition that you use and any collateral damage that you cause, really help to make AC: MOA what it is. This title stands as both a nice upgrade to the original title and an easy stepping on point for beginners.

•SM Rating: 81



Colin McRae Rally
Sony

The past twelve months has been a rally fans paradise. We've seen more rally racing than a weekend with a broken leg, the Speed Network, and no remote can offer.

After years of hearing fans in the U.K. sing Colin Mcrae's praises, we finally received a chance to see what all of the fuss was about.

Codemasters' slogan is "Pure Gameplay" and sitting down with CMR will show you that they really mean it. They have no problem emulating rally racing with everything from the almost out of control powerslides to angled berms. More importantly, they have managed to keep Colin McRae Rally precariously balanced with just the right mix of simulation and arcade action. Those looking for an authentic rally title will approve, yet it never gets tedious for the average gamer.

Colin McRae himself plays a large part in this title himself as he runs you through a rally racing school. Much like other titles license tests, this school provides you with the basics of rally racing while grading you on your performance.

The gameplay is CMR's strong suit but it doesn't suffer in the graphics and sound quarter. While it may not set the pace in these areas, it has no problem staying with the pack. In the year of the Rally Racer, Colin McRae Rally has proven that it is a contender.

•SM Rating: 86



Nintendo 64

Daikatana
Kemco

Once upon a time, we watched John Romero and Id software create and define the 1st person shooter with titles ranging from Wolfenstien 3D to Doom To Quake. We eagerly awaited each new release and devoured them completely. Then one day, John Romero announced that he was leaving Id to form Ion Storm and that he would be producing a game that would bond 1st person shooters with role playing games and strategy titles. Fascinated by the prospect and delighted by the track record, we held our breath and waited for its release.

Finally years later (or is it decades?) Daikatana is here. Regrettably, it is not the revolution that was promised and even has a hard time keeping up with most other 1st person shooters on the N64.

The graphics in Daikatana, even in high-resolution mode, are blocky, uninspired and bland. The dialogue, while promising an epic RPG adventure, makes Duke Nuke 'Em read like Shakespeare. The gameplay still falls solidly into the flip a switch, open a door, kill a bad guy, vicious circle that plagues the 1st person market. The promised RPG elements are virtually non-existent and you will miss them completely if you are not paying attention. Almost every facet of Daikatana has been done, and done better, in previous N64 games. First person shooters used to be a matter of "keeping up with the Romeros", however with this release, it looks like the Romeros just can't keep up any more.



•SM Rating: 48

Game Boy

Master Blaster: Enemy Below
Sunsoft

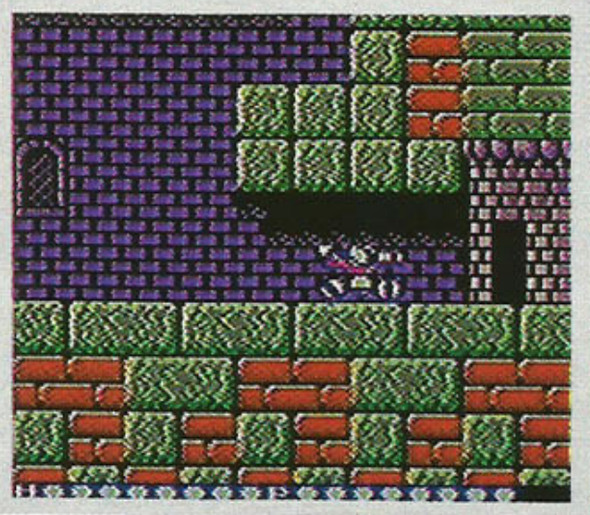
After years of therapy and a huge number of group hugs, editor Wade Monnig would like to make a confession. Please note that what you will read may shock you and makt you question Wade's dedication to games. You need not worry though, with enough electric shock treatment we expect he'll make a full recovery. Without further ado, here it goes:

Like the coach potato that missed the Super Bowl because he was too busy watching Star Trek re-runs, I too am an outcast of society. I have never played the original Master Blaster. As shocking as it may seem, this alleged gem of videogame history somehow slipped through the cracks of my console resume. So, while this review is not tinged by nostalgia, it lacks the benefits that playing the original Master Blaster would have provided.

Master Blaster: Enemy Below is a classic styled platformer with a few novel twists. Most of the action takes place inside of a tank styled vehicle, but you do have the ability to get out of it and take on the enemies on foot when the need arises. Enemies, of course, come from all angles and its up to you and some quick finger work to send them back from whence they came. Random enemies drop power-ups and health, just like they are prone to do in any classic platformer. Even lacking the experience of playing the original game, it is easy to see that MB: EB is fearlessly sticking with its old-school, sidescroller guns.

MMEB isn't advancing any genres or fulfilling any other buzzwords. What it is doing is providing a quality gaming experience for veterans of the series and newbies all the same.

•SM Rating: 77



Decrypted: Codes and Cheats

Legend:
U=Up
D=Down
L=Left
R=Right

Carrier (Dreamcast):
4-Digit security code:
The 4 digit security codes that you will need to progress to level 4 is 5103.

Unlock the pumping station:
Press the numbers in this order
1,7,9,2,8,10,3,5,11,4,6,12

DragonBall GT: Final Bout (PSX):
To access the six Super Saiyajin characters at the very beginning of the game use the following code at the title screen:
R, L, D, U, R, L, D, U

Legacy of Kain: Soul Reaver (DC):
If you enter all of these codes correctly, you will hear a sound.
Have everything:
Pause the game, then hold L-trigger or R-trigger and press U, U, D, D, R, R, L, B, R, L, D

Refill health:
Pause the game, and then hold L-trigger or R-trigger and press D, B, U, L, U, L

Maximum health:
Pause the game, then hold L-trigger or R-trigger and press R, B, D, U, D, U

Refill magic:
Pause the game, then hold L-trigger or R-trigger and press R, R, L, Y, R, D

Maximum magic:
Pause the game, then hold L-trigger or R-trigger and press Y, R, D, R, U, Y, L

Vigilante 8: Second Offense (DC):
Enter the following as passwords to unlock each power-up. Most of these codes will also function with the Playstation and N64 versions of this game.
Original Vigilante 8 levels:
OLD_LEVELS

Rapid fire:
RAPID_FIRE

More damage from missiles:
BLAST_FIRE

Faster cars:
MORE_SPEED

FIFA 2000 (PSX):
Special Guests team:
When selecting your team, choose the "Rest Of World" category, then go to the teams "S" section. You should find a team named Special Guests in which every player is perfect.

Rainbow Six (PSX):
Unlock all doors:
Pause the game, then hold L1 and press ▲, ■, ■, ▲, X, ●, ■, ▲

All maps:
Pause the game, then hold L1 and press X, ●, ■, ▲, ▲, ●, X

Extra ammunition:
Pause the game, then hold L1 and press ■, ■, ●, ▲, X, ▲, X, ▲

Full health for entire team:
Pause the game, then hold L1 and press ▲, ▲, X, ●, ●, X, ■, ■

Hostages cannot be killed:
Pause the game, then hold L1 and press ●, ●, ■, ▲, X, ▲, X, ●

No terrorists:
Pause the game, then hold L1 and press ▲, ●, ●, ▲, ■, X, ▲, ●

Toy Story 2 (N64):
Level select:
At the options screen, press U, U, U, D, D, U, U, D, D, D

Silhouette Mirage (PSX):
Full power:
Pause the game and then press U, U, D, D, L, R, L, R, X, ■, ▲, ●

Crazy Taxi Codes (DC):
Disable arrow indicators:
Before the character selection screen appears, hold R + Start. If you entered the code correctly, the message "No Arrows" will appear in the lower left corner.

Disable destination indicator :
Before the character selection screen appears, hold L + Start. If you entered the code correctly, the message "No Destination Mark" will appear in the lower left corner.

Expert mode:
Before the character selection screen appears, hold L + R + Start. If you entered the code correctly, the word "Expert" will appear in the lower left corner. No stop or arrow indicators will appear in this mode.

Special taxi :
At the character selection screen, quickly press L, R, L, R, L, R or L + R, L + R, L + R. Then, select a character to drive a bike instead of a taxi. Alternatively, complete all sixteen Crazy Box levels to unlock the Special Taxi for each character, which is selectable in crazy box, arcade, or original modes. To select the bike in crazy box mode, scroll to the right of Gus at the character selection screen. To select the bike in arcade or original mode, press U at the character selection screen.

Another day mode:
At the character selection screen, press R, then hold R while choosing a driver. If you entered the code correctly, the message "Another Day" will appear. This mode modifies various positions in the game.

Alternate display:
Begin a game in arcade or original mode. Then, press B on controller three to switch the display to a first person perspective. Press Y on controller three to change to another camera angle. Press X, X, X, X, X on controller three to view a speedometer. Press A on controller three to reset the display.

GameShark

Tomba 2 (PSX):
Enable Code:
D0011A10 FF52
80011A1A 1000

Infinite health:
800E7FEE 0010

Max AP:
800BF874 E0FF
800BF876 05F5

Harvest Moon 64 (N64):
Infinite Money :
811FD60E FFFF

WWF Wrestlemania 2000 (N64):
Enable Code (Must Be On):
F10376E0 2400

Infinite Create-A-Wrestler Attribute points:
8011A81B 001E

All characters:
8109ED5A FFFF

Classic GameShark

Goldeneye (N64):
Thanks to Jasoon22@aol.com for submitting the codes!
Invisible:
800696A0001

Infinite ammo:
8006965B0001

Walk through doors:
800364CB0000

Paint Ball mode:
8006965F0001

Gold PP7:
800696650001

All codes are tested on prerelease games and may or may not work. Although they should. If they don't let us know and we'll kill an editor or two. :)

INDUSTRIAL SPY
Operation Espionage™





Name : Charles Falloux
Special Skills : Tear Gas, Sleeping Gas, destruction with industrial strength acids
Age/Sex: 27/Male
Nationality: France
Height: 5'11"
Weight: 150lbs

UFO®

For more information on:
Industrial Spy: Operation Espionage
visit: www.ufointeractive.com

As the new millennium approaches, the world is getting more chaotic and large enterprises are taking over the nation. A group of Industrial Spies call "ESPION-AGENTS" were formed to steal secrets from the enterprises. Their goal is to stop the enterprises from gaining more power and control over the nation.

Get ready for the first Spy simulation game for the Sega Dreamcast.

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

Sega Dreamcast™

NEC

Industrial Spy: Operation Espionage™ and UFO ©1999 UFO Interactive Inc. All rights reserved. Published by UFO Interactive, Inc. under license from NEC Home Electronics, LTD. Sega Dreamcast, and the Dreamcast logo are registered trademarks of Sega Enterprises, LTD.

Gear

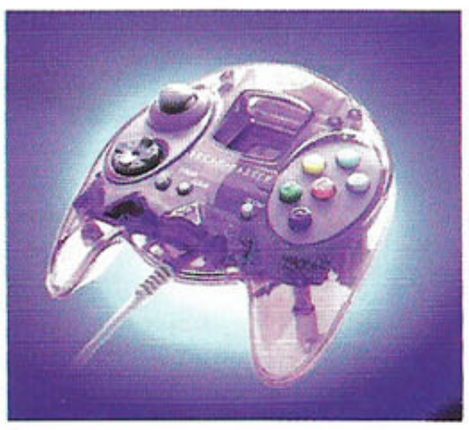
Dreamcast
Dream Pad
Mad Catz
When compared to Sega's controller, Mad Catz's Dream Pad offers a slightly improved design, but some of the improvements come at a cost.

A bit larger and heavier than Sega's pad this unit is less comfortable in smaller hands. However, most adults will appreciate features such as the comfy rubber grips on the sides, and the overall smooth design.

The rubber buttons and D-pad are a double-edged sword, as they provide solid grip, but make it difficult to quickly input multi-button combinations. Capcom fighting fans will have an easier time since all of the attack buttons are laid out on the face of the pad. Unfortunately, the turbo button is too close to the others and it's easy to accidentally hit it in the heat of battle.

Gamers in need of a pad with six buttons will not be terribly disappointed with this purchase. Others may want to wait until something more innovative comes out.
•SM Rating: 67





Dreamcast
Dream Master
Nyko
The Nyko Dream Master never quite lives up to its name. While it has all of the requisite bells and whistles of an add-on controller (turbo fire and slow motion) some if its innovations never quite come together.

The DM includes 6 buttons on the face, however, they are not laid out in a row. Instead, it has the 4-button configuration of the regular DC controller and digital version of the 2 analog buttons below and to the left of these 4 buttons. Since they are not laid out in a row, the DM does not lend itself well to 6-button fighting games. While the controller does keep the 2 rear analog buttons, they lack a hearty, durable feel. We did enjoy the analog stick, but the digital pad left us wanting. The hard plastic disc with raised direction arrows of the digital pad was both too hard and too small for continuous, comfortable play. While the Nyko DM is less expensive than the default DC pad, realize that you are giving up something in exchange.
•SM Rating: 70

Dialogue: Smart Mail From Smart Gamers

send us a letter: dialogue@siliconmagazine.com

Could you tell me how much Playstation 2 is going to be. I keep on getting different prices ranging from $500 (which is way too much) to low as $200. Also, is there any way I could have your magazine sent my house?
Anthony
antgod3@aol.com

•SM- We've heard the same things you have. Sony will not announce a price until they absolutely have to, but you can rest assured that it will not be $500 (by the same token, you can rest assured that $200 is too low of a price). We think that $299 is the magic number. Since the PS2 has so much more under the hood than Dreamcast, it will cost more, and it is doubtful that the price will drop much for quite a while. The DVD license costs Sony right around $30 per machine. We've said it before, and we're going to say it again: Go out and get a Dreamcast, it's worth every penny. It has a lot of great games both in stores now and on the way. With PS2 at least 6 months away, you'll have plenty of time to save up for it. Read on for the answer to your second question.

In a recent issue you said to, "look for some interesting news in an upcoming issue" regarding possible home delivery. Do you have any lists for taking names of people interested in hearing more news? I'd appreciate any information you may have.
Michael Pearson
MPMP@aol.com

•SM- Hey Michael, thanks for the interest. We are working on home delivery for those interested. We're still a few months away from announcing anything. However, if you would like to have us notify you when we get our home delivery program set up, please feel free to drop us a line at: athome@siliconmagazine.com Just be sure to put your information, so we can get in contact with you. Thanks for the letter!

First of all SM is a great mag. Now a suggestion. I think you should include the name of the person who reviews each game in your magazine.That way the readers can rip on them or give them praise as needed. I'll be looking for this in the next issue or I may have to dig a few shallow graves of my own.
Glen Danzig
danzig867@excite.com

•SM- Since we kill so many editors, we don't use names. By the time an issue hits the streets, most of the editorial staff is more than likely not part of the living world anymore. You see, Capcom and Sega need a huge number of bodies for conversion to zombies for use in horror games like Resident Evil, House of the Dead 2, etc. So we actually look for reasons to kill our editors. You see we get $10 for every editor we kill. Now that may not sound like a lot of money, but it does add up. A few examples of offenses punishable by death include:

1. *Eating the last Jelly Doughnut.*
2. *Not admitting that The Matrix is better a better flick than the Phantom Menace.*
3. *Listening to the Backstreet Boys.*
4. *Not knowing the code for extra lives in the NES version of Contra*

*Seriously though, we all work as a team on everything in the whole book, and giving one person credit isn't fair. If you want to praise or criticize something your read in SM, please do so. We're always looking for an excuse to kill another editor or two. BTW, we only use shallow, **unmarked** graves.*

In the January of SM while reviewing Vigilante 8: Second Offense you said, "The sequel to the game that dethroned Twisted Metal as the reigning king of car combat." As a die-hard fan of the TM series, I think that if Single Trac had developed Twisted Metal 3 and 4, it would still be the top car combat game. Lots of people liked Twisted Metal 1 and 2. Twisted Metal 3 was just pitiful. 989 really messed that one up. It has been said that Twisted Metal 3 demonstrated, "When A Good Series Goes Bad".

989 said that Twisted Metal 3 had more real-world handling characteristics. I find that to be not true. For one, if you were playing as Auger and you went into a head on collision with a small person like Grim, Auger would be the one to flip over. How is that at all realistic? I think Twisted Metal 4 is ok, but some of the characters they brought back were better in the previous games. Take Mr. Slam from TM2. He looked better. His jaw had "teeth" in it. He also beeped like a truck was backing up. Super Slam in Twisted Metal 4 is plain looking and unimaginative. 989 also needs to work on the sounds of the special weapons. For instance, in Twisted Metal 2, Shadow had a scary sounding weapon. But I digress…

A question: Why did Single Trac stop making Twisted Metal?
BJ24ST@aol.com

•SM- Twisted Metal 4 was rated in issue #16 and received an 83. We, too, are fans of the Twisted Metal series and were equally disappointed with Twisted Metal 3. As you mentioned, Vigilante 8 held top honors in the car combat arena after 989 stumbled with TM3. SingleTrac stopped developing the series after GT Interactive purchased them, since Sony owned the rights and names of the series (along with Jet Moto and Warhawk). If you are interested in what SingleTrac had in mind for the TM series, check out their car combat title Rogue Trip.

We Goofed

In last month's issue we ran the same South Park Rally codes twice. Our code editor insisted that since his cubicle is located in the SM dungeon the echo caused him to think we asked him for South Park Rally codes twice. As we reinforced his shackles, we told him to write an apology:

Dear SM Readers,
Sorry about running those South Park Rally codes twice last month. It's cold and damp down in this dungeon and the echo is terrible. I live in constant fear of the dreaded shallow, unmarked grave. Please forgive me.

Dear SM Readers,
Sorry about running those South Park Rally codes twice last month. It's cold and damp down in this dungeon and the echo is terrible. I live in constant fear of the dreaded shallow, unmarked grave. Please forgive me. (Hey guys, why did you ask for two apologies?)

DRACONUS™

CULT OF THE WYRM



PLAY AS A WARRIOR OR SORCERESS AND TAKE ADVANTAGE OF THEIR UNIQUE ABILITIES



15 LEVELS FEATURING DYNAMIC LIGHTING AND SMOOTHLY INTEGRATED INDOOR AND OUTDOOR LOCATIONS.



22 SPELLS, EACH WITH DRAMATIC EFFECTS.

Embark on an epic quest to unite the shattered kingdoms of humanity. Bring a knowledge of the arcane arts and a mastery of deadly swordplay to bear on the evil that jeopardizes these last bastions of civilization. The vile Dragon Lord has returned and in his shadow of impending doom an unholy pestilence threatens all mankind.



OVER 30 FIERCE ENEMIES INCLUDING INCREDIBLY DETAILED ARCHENEMIES LIKE THE INSECT QUEEN AND DRAGON LORD.

Sega Dreamcast.

TEEN T AGES 13+ CONTENT RATED BY ESRB

We know what you CRAVE™ ENTERTAINMENT

Draconus, Cult of the Wyrm © 1999 by Treyarch Invention. Portions © 1999 Interplay Productions. All Rights Reserved. Draconus, Cult of the Wyrm, Crave and their respective logos are trademarks of Crave Entertainment, Inc. All Rights Reserved. Crave Entertainment is a trademark in the U.S. © 1999 Crave Entertainment, Inc. Sega Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other trademarks are property of their respective owners.

ARK Came!



CARRIER

If You Can Hear It... You're Already Dead!

ARK Saw!



ARK Got Its Ass Kicked!

JALECO

www.jaleco.com

Sega Dreamcast.

MATURE M CONTENT RATED BY ESRB

© 2000 Jaleco Ltd. All Rights Reserved. Published by Jaleco USA. Sega, Dreamcast and the Dreamcast Logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.

In the 21st Century terrorism reigns supreme in an ever eroding environment. Aboard the Heimdal Aircraft Carrier, survival is all that matters! It's a new world now – a savage, deadly wasteland where you save whoever is still alive and to hell with the dead.

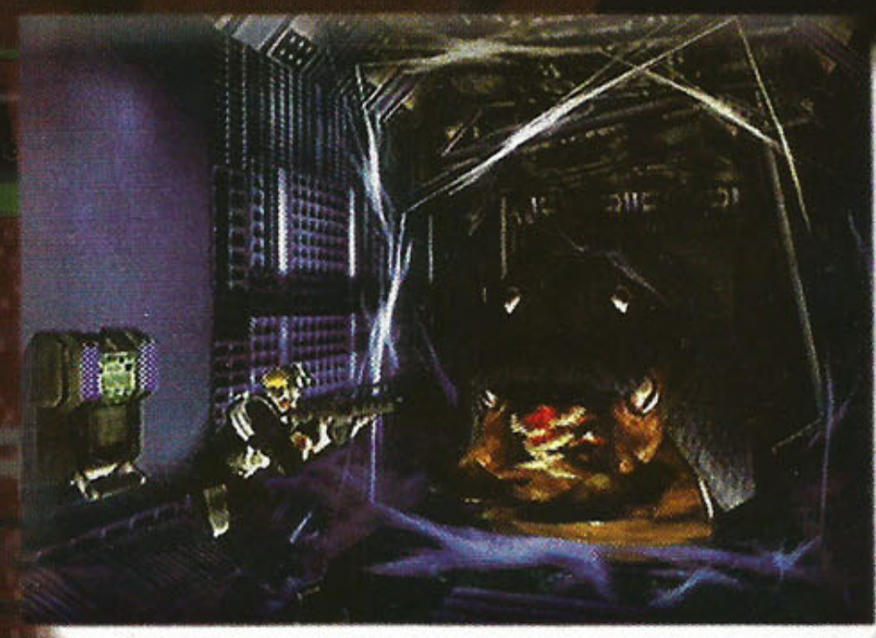
Vying for control of Earth, the Southern Cross bombs the Heimdal, setting free ARK – a prehistoric organism. When ARK attacks, it implants itself in humans making them hideous, monstrous drones that carry ARK seeds and infect others determined to eliminate ALL of humanity. ARK breeds, mutates, and insanely lusts for the end of human life.

Even if it looks human, you could be screwed 'cause it may be an ARK drone. Who is friend, who is foe?

You are part of an elite unit chosen to isolate and destroy ARK on the Heimdal Aircraft Carrier before it reaches land. You must fearlessly blast your way through a gloomy labyrinth of hallways, flooded control rooms and security levels, battling sinister mutants, while gaining clues and power as you advance.

You never know what's lurking in the murky water or around the next corner. Meanwhile, ARK is gaining power after attaching itself to the nuclear core of the Heimdal. Sheer wit and brute force are all that can save you now.









"Carrier is light years ahead of the competition in both game play and graphics."

▪ Silicon Magazine, July, 1999, Issue 12

www.titusgames.com

also available on GAME BOY COLOR

© 1999 - Titus. All rights reserved. Titus, Roadsters and the Titus logo are registered trademarks of Titus Software Corporation. Nintendo, Nintendo 64 and the "N" logos are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Game Boy and Game Boy Color are trademarks of Nintendo of America Inc. ©1989, 1998 Nintendo of America Inc. Licensed by Nintendo. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

RETRO AVENGERS

one quick breath of fresh air

30 *dream convertibles with multiple engine configurations and modifiable parts– four different game styles plus instant replay*
10 *different tracks with changing weather conditions*



coming soon to

Sega Dreamcast™

PlayStation®

ROADSTERS™

blowing road racing wide open



RETRO AVENGERS



Retroavengers

Preservando a cultura gamer!

Scans: crimsonphoenix

Edição: evil_arthas

Revista: evil_arthas





Esse trabalho é gratuito e distribuído de maneira digital na internet.

Se você pagou por ele, foi enganado! Denuncie!



http://retroavengers.blogspot.com.br/

para doações entre em contato através do email retroavengers@gmail.com























