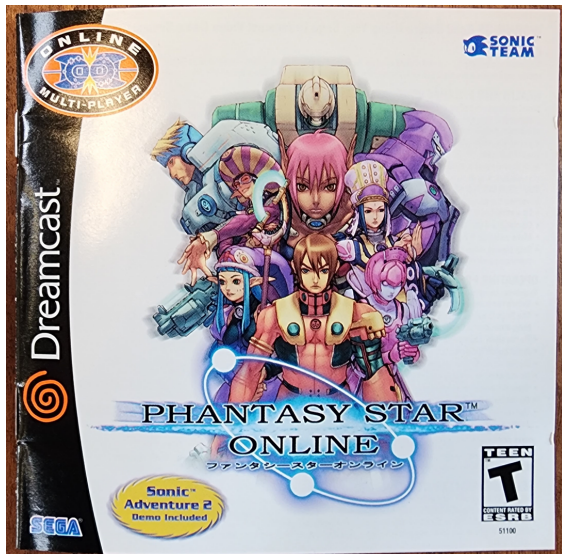


Attachment N



Attachment O

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computer and video GAMES

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SEE...**

Tony Hawk's 2
Spider-Man
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**NINTENDO'S
NEXT-GENS**

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and Game Boy Advance

**POKEMON
SNAP**

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you need

"AWESOME!"

PLAYED & RATED BY YOU, THE CVG READERS: DRIVER 2

ISSUE 227



Games

UP THE FRONT

YOUR INSIDE LINE ON EVERYTHING NEW IN GAMES



6 ACCESS ALL GAMES



18 POKEMON VS DIGIMON



31 MATT HOFFMAN'S PRO BMX



42 WILD WILD RACING ON PS2

ACCESS ALL GAMES

Phantasy Star Online	6
Alice, Human	8
Star Wars Demolition, Smackdown 2	9
Blair Witch Project, Chapter One, Blade, Control Honda Superbike 2000, Crime Cities, Desperados, Disney's Dinosaur, Equestria 2001, Gunslinger, Mission: Humanity	10
Mort The Chicken, Project IGI, Project S-11, Legacy of Kain: Soul Reaver 2, Star Trek: Bridge Commander, Olive Barker's Undying, Myst 3: Exile, Super Dropzone, Cool Pool, Billiards Master	11

SCOOP!

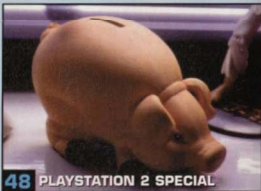
NINTENDO'S NEXT-GENS World's first pics. Prepare to drool	14
POKEMON VS DIGIMON Who's side are you on?	18
PLAYERS HAVE THEIR SAY ON PS2 DELAY Outraged? Don't give a toss?	18

IN THE SHOPS SOON

RED ALERT 2 C&G in quick strategy fix shock	22
X-TREME RACING SSX PS2's first truly stunning game	26
LOONY TUNING SPACE RACE Your only excuse for staring at a duck's arse for hours	27
MEDAL OF HONOUR 2 Sequel to the popular PlayStation bosh 'em up	28
REEL FISHING 2 Buy this for a reel catch	31
BALDUR'S GATE 2 Your only excuse for staring at a duck's arse for hours	32
STARLANCER At last, a DC game worth playing online	34
RESIDENT EVIL 3 PC port doesn't do Resi justice	36
MIDTOWN MADNESS 2 It's OK to have road-rage	38
OUCAU! WORLD Be Foggy and rule the road	40
LINKS 2001 The most realistic Golf aim yet?	44
INCREDIBLE CRISIS If you want off-the-wall gaming, this is it	44

MAXIMUM

GET MORE FROM YOUR GAMING



48 PLAYSTATION 2 SPECIAL



68 BE AN EXPERT ON GAMING



80 DRIVER 2 SPECIAL

COVER STORY

DRIVER 2 **80**
World Exclusive: Played and rated by you, the CVG readers! Turn to page 80, now



FUN

- PLAYSTATION 2 SPECIAL PT 1** **48**
The best games you'll want to own
- EASY MONEY** **54**
Our wonga for your tips
- MASTERCLASS: POKEMON SNAP** **56**
Be a sharp shooter, tonight!
- BE AN EXPERT ON GAMING** **68**
Everything you need to look like a game god
- WHAT YOU NEED TO KNOW** **72**
Four pages our your gaming questions answered
- DRIVER 2 SPECIAL** **80**
Exclusively played and rated by CVG readers. Does it live up to the hype?

SOMETHING FOR NOTHING

- COVER GIFT**
Free Pokémon Series 2 Trading cards. How cool is that!
- SPOT THE DAN** **18**
You can win a Digimon Version 2 if you can find our hidden Dan (we've hidden his head somewhere in the magazine)
- WIN £100** **20**
Answer ten simple questions and you could win a big wad of dosh
- WIN THIS LOT NOW!** **46**
£1000s of prizes must be won
- DRIVER 2** **86**
Win a massive wide-screen TV and PS Ones. Just answer one simple question
- TONY HAWK'S BOARD!** **106**
This is the coolest prize in the world. Win a pukka Tony Hawk's board. Signed by the man himself!

FREE POSTERS

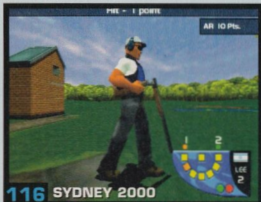


66

REVIEWS

THE ONLY TESTS TO TRUST

- STAR TREK VOYAGER: ELITE FORCE** **88**
It'll blow you away, Captain
- ALIEN RESURRECTION** **92**
"One hell of a gaming experience"
- TENCHU 2** **96**
The art of oriental assassination
- RC DE GO** **99**
Realistic radio-controlled racing



116 SYDNEY 2000



124 TEAM BUDDIES

- RC REVENGE RE-VOLT** **99**
Cartoon-style racing japey
- WWF ROYAL RUMBLE** **100**
It's what your DC's been waiting for
- ATV QUAD POWER RACING** **102**
Oh dear, oh dear, why do they make games like this?
- ECW ANARCHY RULZ** **102**
Wrestling gets extreme!
- TONY HAWK'S PRO SKATER 2** **104**
Even more rad than the original
- F1 CHAMPIONSHIP SEASON 2000** **108**
This year's season on a single disc
- GRIND SESSION** **109**
Cool, but it's not Tony Hawk's
- VIRTUA ATHLETE 2K** **110**
Bash, smash and destroy your DC's pad
- TUROK 3: SHADOW OF OBLIVION** **112**
As good as Perfect Dark?
- HEAVY METAL FAKK 2** **115**
She's beautiful, that's all you need to know
- SYDNEY 2000** **116**
The official game of the Games
- STARTREK INVASION** **118**
Two good Trekkie games in one issue?
- KOUDELKA** **118**
Final Fantasy meets Resi. In Wales
- HANDHELDS** **120**
Don't believe the Hype!
- TERRACON** **124**
Surprisingly good puzzle shooter
- TEAM BUDDIES** **124**
Some pills can be good for you
- MR DRILLER** **125**
Classic action-puzzler
- SPIDER-MAN** **126**
You can do anything Spidey can



95

103



119

ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE



PHANTASY STAR ONLINE

OUT/2000/EARLY 2001 PLATFORM:PC

Those clever chaps at Sega are trying hard to bring us what is arguably the most revolutionary – not to mention most ambitious – console game ever, before Christmas this year. And we hope they succeed. *Phantasy Star Online* is about to unite the planet like never before in an international online world. This multiplayer RPG lets Dreamcasters from different nations adventure with each other via a Star Trek-esque universal translator. Can we put our differences aside and team up to save the world? Can the Germans ever forgive us for their Euro 2000 defeat? We'll find out soon.



DC is fast becoming the console of choice for gamers wanting innovative titles, with games like *Samba De Amigo*, *Jet Set Radio* and now *PSO*. The only trouble Sega could run into with this one is that Internet calls in the UK still aren't free. Who wants to pay through the nose, even if the game's as corking as *PSO* promises to be?



Make no mistake, *Phantasy Star Online* is about to hit the CVG pages very hard indeed, but until then, goggle at these beautiful shots and gently stroke your thighs with delight. And if that's not enough for you, there are over 40 more of these buggers on our website so you better go and check them out when you've finished reading this issue

We've told you you can work in teams of up to four human players in the game. So you might want to hook up with a Japanese gamer for some technical know-how, a hard-nosed Yank to provide some muscle and a German to be the butt of all your jokes. Could *PSO* lead to world peace?



Attachment P

NEW LEGENDS

Xbox!

FINAL FANTASY X

Devil May Cry

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ARMY MEN:
THE PZ INVASION BEGINS!

**PORTAL
RUNNER**

110+

GAMES INSIDE!

- The Bouncer
- Zone of the Enders
- Pokémon Stadium 2
- Onimusha: Warlords
- Phantasy Star Online
- Star Wars Starfighter
- Knockout Kings 2001 (PS2)
- Unreal Tournament (Dreamcast)

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GO MIDWAY

PlayStation 2

Our Rating System

GamePro evaluates every game in four categories: Graphics, Sound, Control, and Fun Factor. Ratings range from 5.0 (the ultimate) to 0.5 (the worst) in half-point increments. Games with a Fun Factor of 3.0 are average; those with a Fun Factor of 4.0 or higher are recommended.



Graphics: Indicate the overall artistic quality of the animation, cinema, and scenery.

Sound: Critiques the music and sound effects.

Control: Notes how the interface and control and commands affect the action and how

Fun Factors: Are you going to have a good time playing this game?

ESRB Rating System

Every GamePro review features the official Entertainment Software Rating Board ratings icon.



GamePro.com Connection

Whenever you see this symbol within an article, that means you can go to gamepro.com to find late-breaking information on the subject of that article—from additional game coverage, special strategies and codes, to... who knows?! Check out gamepro.com!

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Received April 2002 John P. Thompson

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AMC membership applied for in September 2000

PLATFORM

Dreamcast



WHILE ITS UNIQUE multiplayer gameplay raises the bar for the Dreamcast's online capabilities, *Phantasy Star Online* is nothing more than a watered-down role-playing game that will disappoint both RPG enthusiasts and fans of the *Phantasy Star* series.

PHANTASY STAR ONLINE

you investigate a mysterious explosion on the *Phantasy Star* world. On the planet, you face vicious creatures in real-time combat, building your skills and collecting useful items.

Gameplay doesn't vary much between online and offline. You battle the same creatures, collect the same items, and participate in the same story line. Online, however, you can have up to four people on a team, which makes it much easier to finish levels and build your character's stats. Online, there's also the friendly camaraderie that develops between you and your teammates, which the game enhances by facilitating communication through the Dreamcast keyboard and preset buttons on the controller.

A Fancy Online Fantasy

You start by choosing a character from nine types, each with their own attributes, such as magic and fighting abilities. You can alter their appearances by picking threads, body types, and more. As your base, you receive mission assignments, buy and sell equipment, and converse with the locals. The adventure begins as



PRO TIP: A Red Factory will run away after you defeat him. Before he disappears, hit him again for an item.



PRO TIP: Stay behind this fire-breathing dragon. He's slow to turn around, so you won't have any problem defeating him.



PRO TIP: Your MAG will often be hungry, so feed it items after every major battle.



PRO TIP: Even if you can't use them, collect as many items as possible, then sell them at the shop for extra cash.



PRO TIP: Because you lose all your money if you fall in battle, deposit your Mesetas often.



Too bad the baddies don't talk back!



PRO TIP: For a quick escape, go to the next room or beyond the next gate. Enemies are restricted to their area, so they can't follow. Cheap, but it works.

An End to a Star?

PSO's sights and sounds don't disappoint. You venture through visually pleasing outdoor and indoor environments that are filled with an array of menacing and detailed creatures. Plus, character animations are smooth, especially during heated battles. Although there isn't an orchestra playing a masterpiece at every turn, the minimal music and solid sound effects keep up with the game's pace.

While PSO may triumph in originality, however, it lacks depth—particularly as an RPG. The story is extremely basic, without any type of character development, and, if it wasn't for the ability to level up, the game would be in the hack-n-slash/best-in-show genre. Additionally, you can't attack while moving, even though combat is in real-time. PSO also comes with some draw-in, while targeting specific enemies can become a chore because the controls are a little loose.

Phantasy Is Just a Fantasy

You shouldn't expect *Phantasy Star Online* to be an epic RPG or an inspirational continuation of the *Final* series. Instead, you can anticipate an intelligent online romp meant to create teamwork among Dreamcast owners. **C**

GRAPHICS

4.0

PSO is replete with lush environments inhabited by gangs of odd-looking creatures. Smoothly animated characters wear colorful garb, while visual effects—like magic spells and explosions—dazzle the eyes. But there's still draw-in, and level layouts are too linear.

SOUND

4.0

The game has a simple soundtrack consisting of pleasant tunes and minimal sound effects. Enemies make hardly any noise, and there are no voice-overs.

CONTROL

3.5

Communicating online with your teammates is a cinch. During battles, however, you can't attack while moving, and targeting specific enemies can become tedious due to loose controls.

FUN FACTOR

3.5

Although PSO contains basic RPG elements, don't count on a deep story or nonlinear gameplay. It's straightforward hack-n-slash combat online or off. You must jump online, though, to experience completely what the Dreamcast is capable of.

Attachment Q

THE SCOOPS ON MAJESICO'S FORTRESS AND IRIDION FOR GAMEBOY ADVANCE!

Gamers' Republic

ELECTRONIC ENTERTAINMENT MAGAZINE

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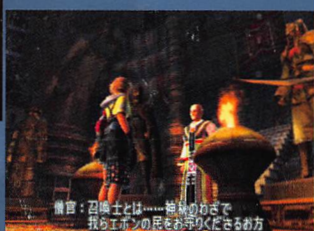
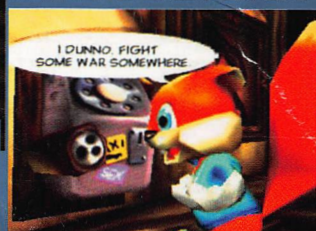
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ISSUE

34

MARCH

2001

GR

Gamesters' Republic MANIFESTO



The topic on everyone's mind as this issue goes to press is Sega's long-awaited and much-anticipated announcement regarding their plans to let their superstars out of the stable—using their greatest assets, namely their vast array of great licenses, to maximize their potential in the ever-changing gamescape.

January 31 was one of the greatest days in video-game history. Besides becoming one of the world's foremost game developers, Sega will make the Dreamcast hardware available for different delivery systems while liquidating the remaining surplus at \$99.95. So if you want a traditional Dreamcast, this basically means you best go buy one while you still can (Lord knows they're cheap enough), because in the future you may find the architecture in a set-top box, PC, or DVD player near you. There are some 30 games still to come, so the fat lady may be warming up, but she's a ways from the stage. Seeing as how Sega's had a strong couple of years, and with the approaching Gamecube and Xbox, this seems like a sound strategy. Let's break it down like this: Here's what we have to lose—nothing; here's what we have to gain—Sega games on powerful new consoles! I still can't believe that I'm going to fire up my Nintendo and Sony systems and play Sega games! Yuji Naka, Yu Suzuki, Treasure and Miyamoto all making games for the same consoles? Think about the possibilities. The theory at GR was that that Sega would ultimately become Microsoft's most esteemed first party, much like Rare is to Nintendo, but this will be even better. Sonic on Game Boy Advance—can you believe it!? Sega will produce games for Game Boy Advance, PS2, Gamecube, Xbox, handheld computers, cell phones—you name it—making them the world's foremost content provider. Just think, right now Yu Suzuki is developing Virtua Fighter 4 on PS2! "Yu Suzuki—PS2," say it with me. Now try and imagine what Yuji Naka's up to besides Sonic Advance.

Anyway, you can read all about this and much much more right here in this issue, so enjoy. Oh, and say hello to my first sequel: Hunter Shane Halverson!

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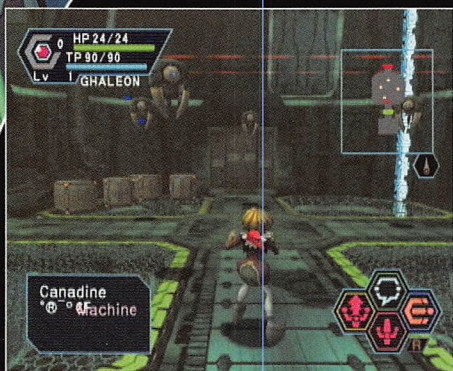
march 2001



Ramer: He's the man if you're going it alone. Excels with guns; can also use sabers and some techniq

PHANTASY STAR ONLINE

Yuji Naka has taken the Phantasy universe and crafted a game for us all-online and off. Bring plenty of Meseta

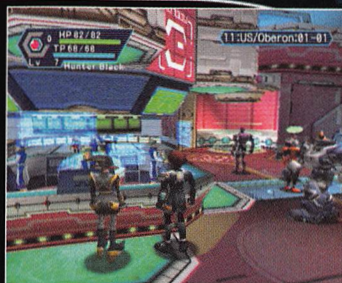


Offline Impressions: If you're like me (and I'm sure most of you are not), you may be crazy enough to attempt Phantasy Star Offline. Perhaps the thought of sharing Phantasy Star with complete strangers or even friends turns your stomach, or perhaps, like me, you haven't even considered tethering your gaming console to a phone jack. To the three of you remaining, here's the deal: If you want to conquer this mammoth RPG by yourself, the name of the game is relentlessness. You want to brag to your net buddies that you did it alone? Who needs a "party" when you have an iron will and enough Red Bull and beef jerky to last a month? Seriously, you better love every inch of this game—your character, the music, and every yard of organic, almost-colonized soil because you will need to retrace your steps many, many times in order to strengthen your character enough to single handedly defeat the game's stubborn bosses. Fortunately, I do. While I've really probably just nicked the surface, I find PSO a hypnotic random dungeon RPG, even though I had to replay the caves four times to even begin to chip away at the crafty boss. After much pattern study, healing, and shooting, I sank his scaly butt—and I'm a better man for it. I get so zoned out playing PSO that I slip into an odd sort of mental autopilot. It's like my therapy. Something about the mood, music, and premise here has really got a hold of me.

Have I played one game too many? Perhaps. Or maybe after playing games non-stop for 17



HUnewearl: Sexy and strong. Good close range attack skills and can use techniques.



years, you just start to go a little crazy. PSO will undoubtedly be my on-and-off, year-long conquest—a between-meal snack that tastes better than the main course, too rich to indulge in but too good not to nibble on everyday. If so, madness is bliss. **Dave Halverson**

Online Impressions: For console gamers, playing PS Online for the first time is a spiritual experience. Sega's created a game that truly takes advantage of a worldwide bloodstream, allowing gamers from any digital

tributary the ability to laugh, curse, love, and ultimately kill—now for the first time, together—in this amazing virtual body. If that sounds like fascinating stuff, slow down. For the most part, the best attributes of a truly online RPG, at least for a console, are still the stuff of dreams. For everything that PSO does right, there are glaring design flaws—not technical ones—where PSO will leave you at once awed and underwhelmed. Your preference in RPGs, and how you feel about online gaming, will make the pass or fail determination.

For starters, PSO isn't really an RPG. There's item management, sure, but if you're looking for an engaging story, you'll be disappointed. The focus of the game is centered on battle, and the absence of strafing or a reliable lock-on system (half the time you'll miss your opponent because hit ratio is still based on statistics) is fun in a Final Fight-ish way, but nowhere near as polished as it should be. You'll enter a room, take a swing, run, and repeat the process. As for your trademark expansive world? There's only one town, Pioneer 1, a ship for periodic supplies and mission parameters. The rest of the game takes place in PSO familiar dungeons, caves, forests, and techno-scapes, where you and up

CONTINUED ON PAGE 109 ▶



FOnewearl: Defense is high but HP low. Good to have in a group but not as a main character.

- TRULY UNFORGETTABLE MUSIC
- AMBIANCE IS PURE SCI-FI

- A CLUMSY BATTLE SYSTEM MAKES PSO TOUGHER THAN NEEDED
- CHOPPY CONNECTIONS WILL GET YOU BOOTED OFTEN

REPUBLIC SAYS...

IF YOU'VE GOT 3 FRIENDS AND CAN BLOCK OUT THE SAME TIME EVERY DAY, PSO IS AN ONLINE HOMERUN. IF NOT, GOOD LUCK. OFFLINE, OUR GUY LOVED IT—BUT HE'S A STRANGE ONE.

OFFLINE

B+

ONLINE

A-