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GAMES INSIDE!

- Blinx: The Time Sweeper* (Xbox)
- EverQuest Online Adventures* (PS2)
- Red Faction II* (PS2) • *Steel Battalion* (Xbox)
- Sly Cooper and the Thievius Raccoonus* (PS2)
- Ratchet & Clank* (PS2) • *Star Fox Adventures* (GameCube)

240+

GAME CODES!
GamePro-Tested

HOLIDAY HOOPS SHOWDOWN!

- **NBA 2K3** PS2, GameCube, Xbox
- **NBA Live 2003** PS2, GameCube, Xbox
- **NBA Inside Drive 2003** Xbox
- **NBA ShootOut 2003** PS2
- **NBA Starting Five** PS2

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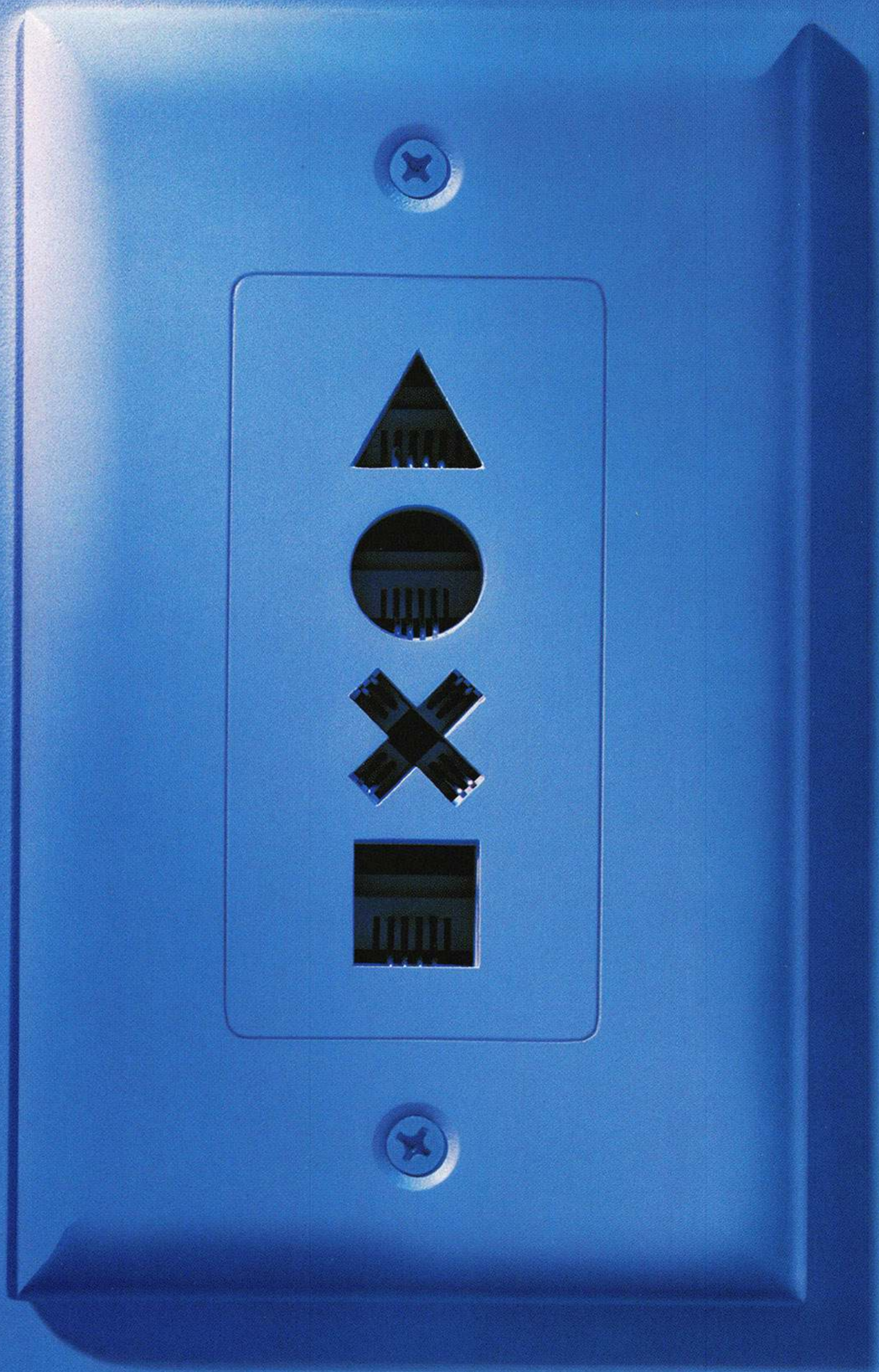
Part 2

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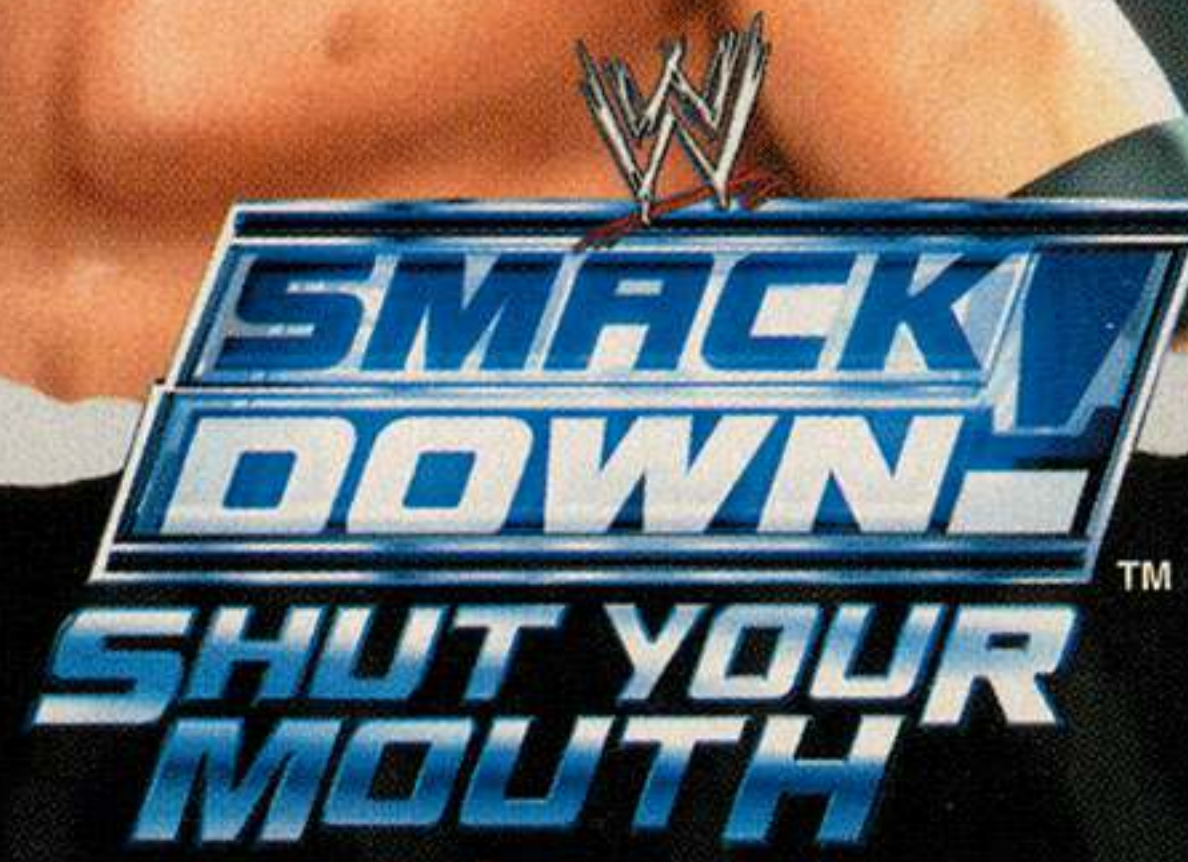


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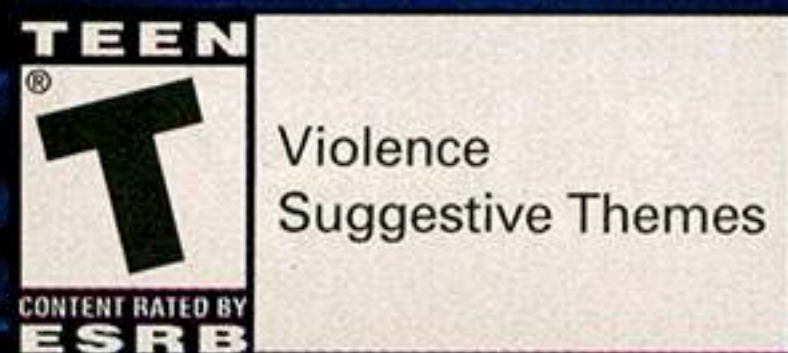
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60:

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 to rendezvous **tock** with secret agents Zoe and **tick** Dominique

but don't pat yourself on the back **tock** too much
 because **tick** that was only one minute, and there
 are still 1,400 left in the day **tock**.

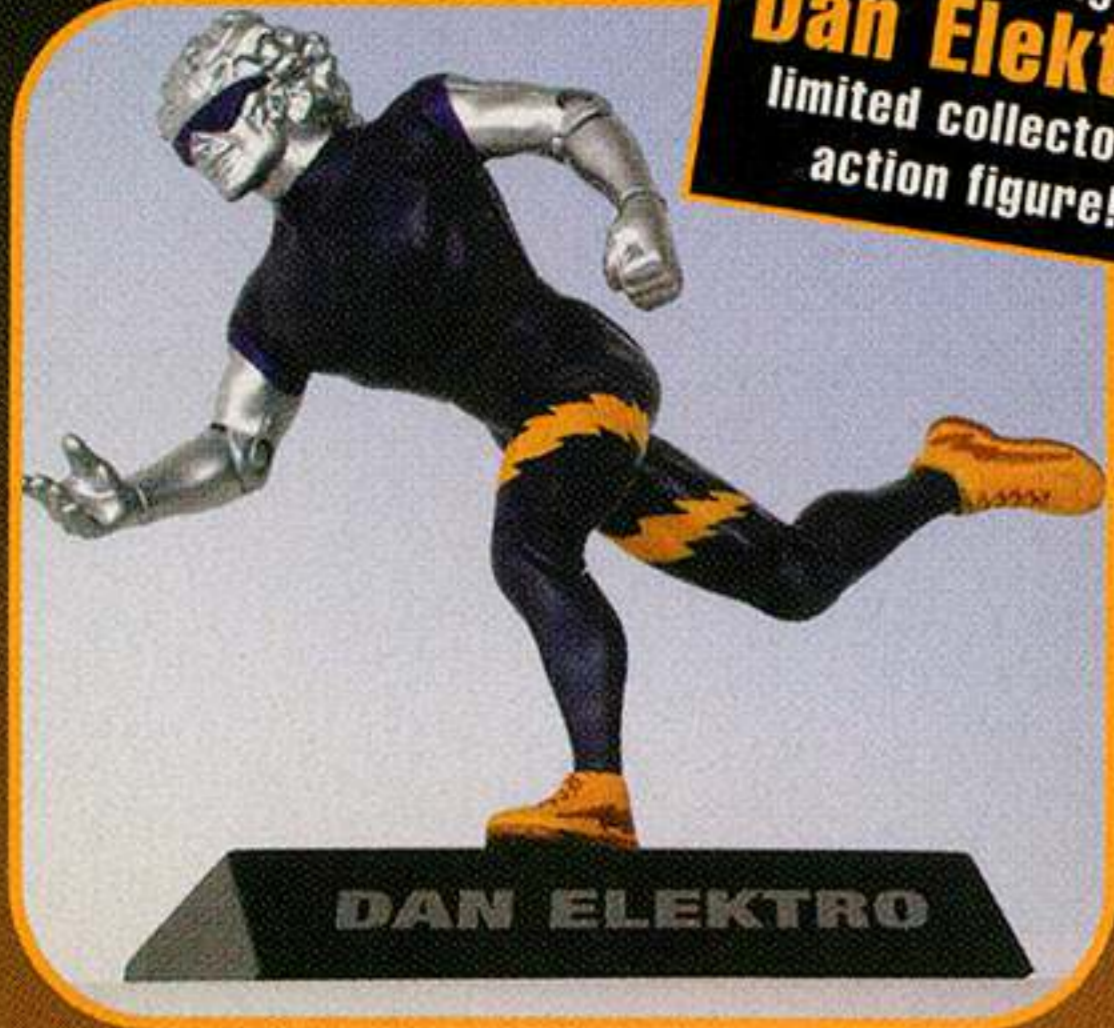
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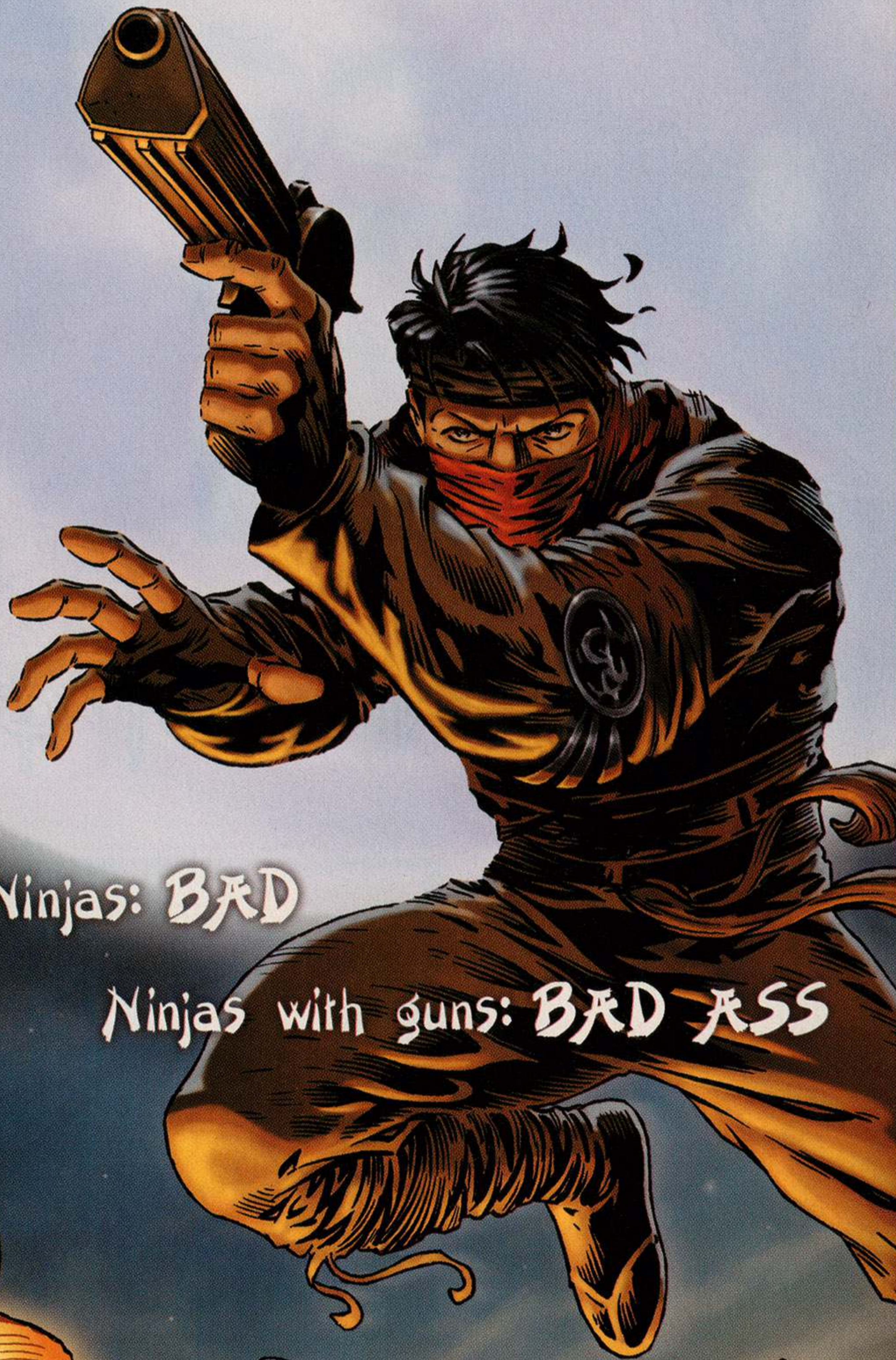
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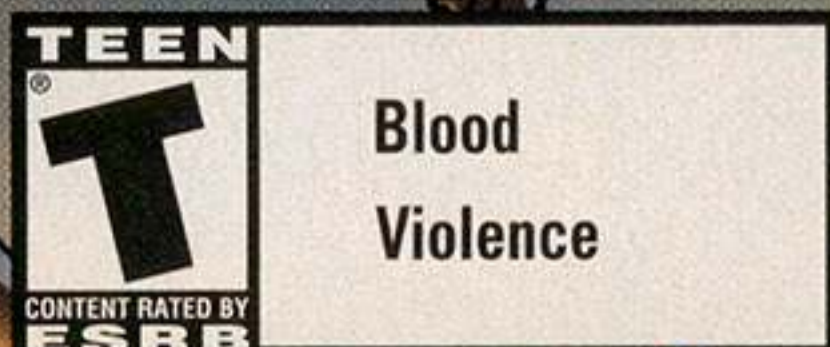
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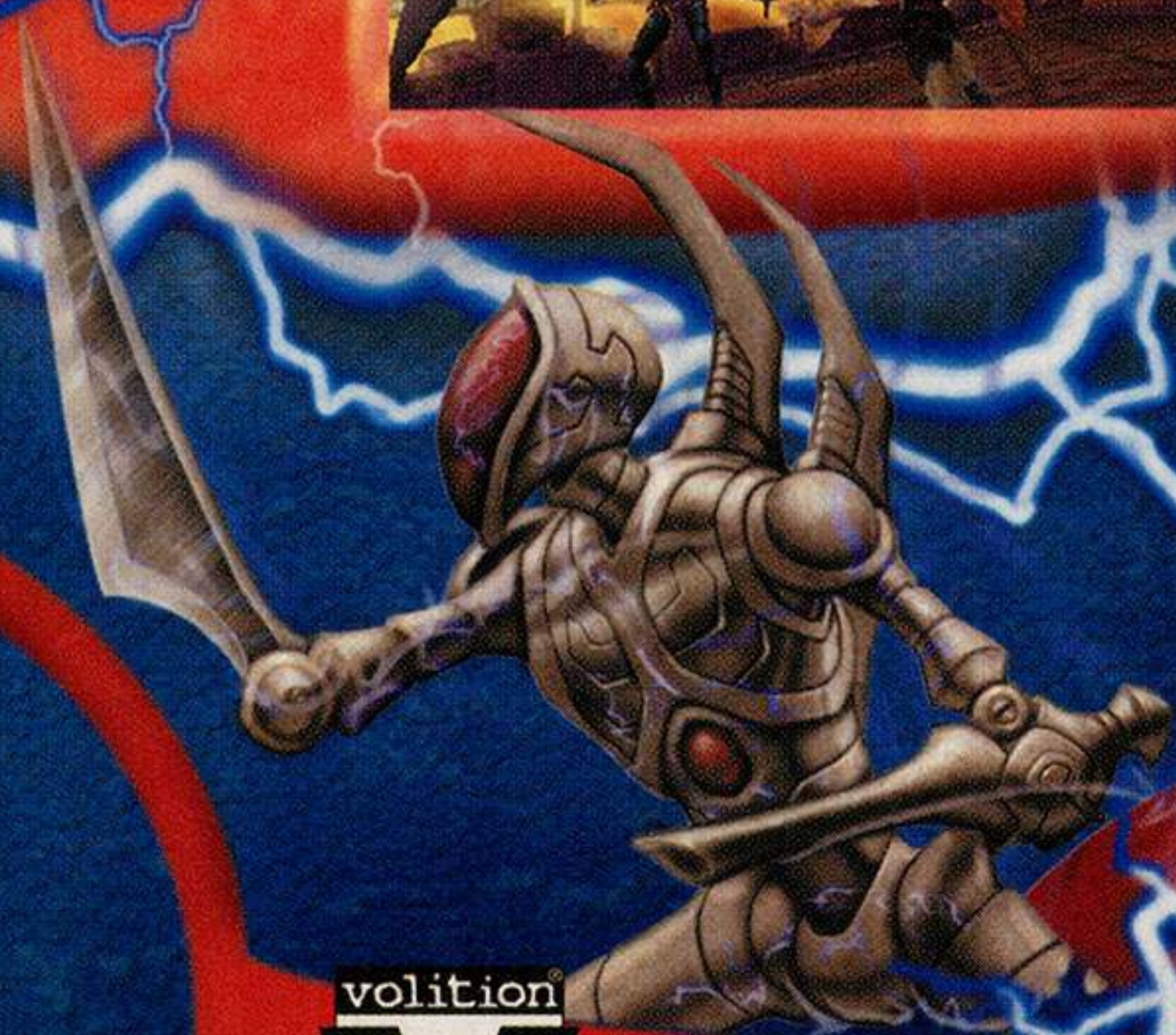
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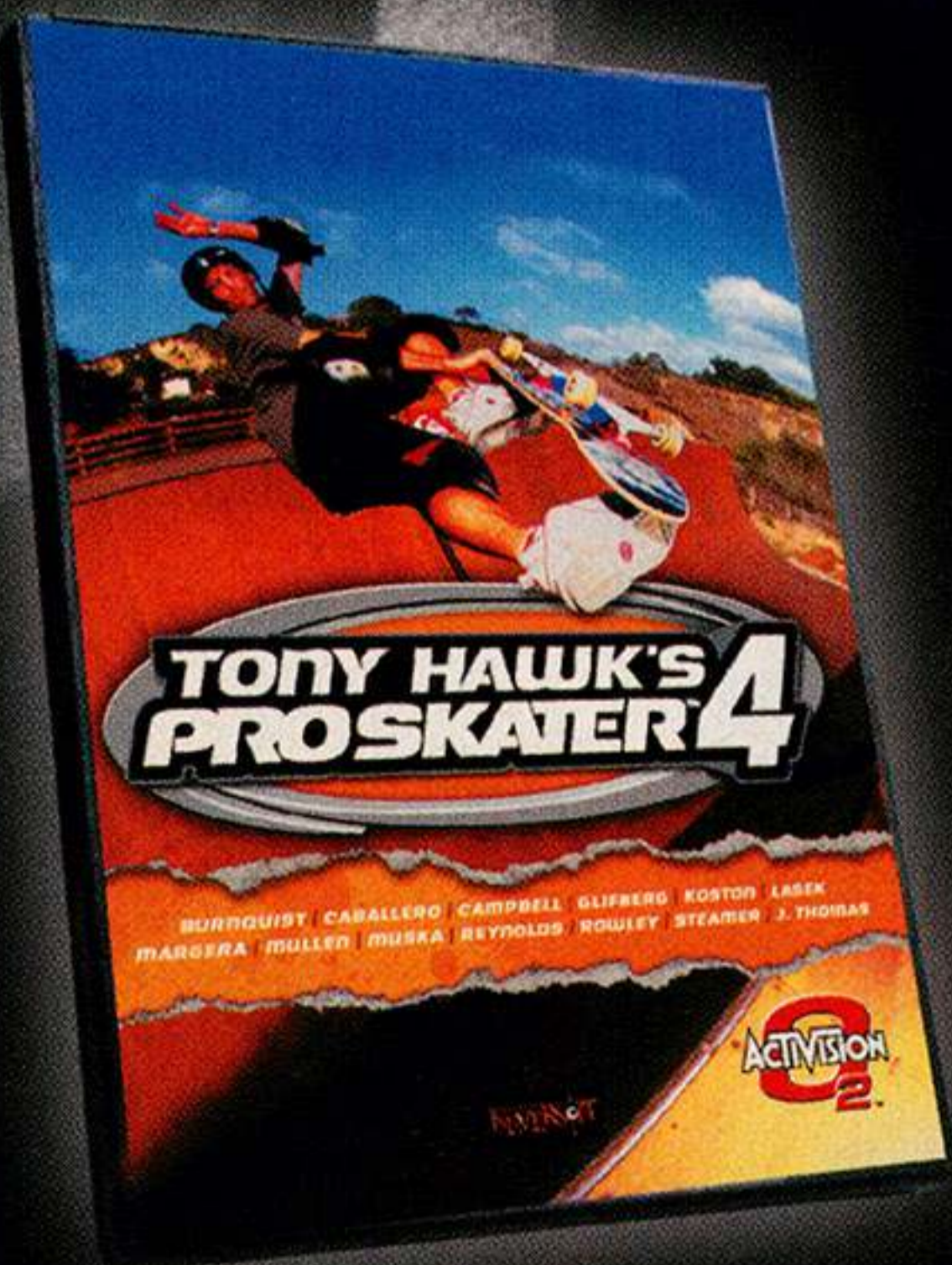
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46 The Year of the Dragon Ball Z



Goku, Piccolo, Gohan, and the rest of the *Dragon Ball Z* crew are preparing to square off in *Dragon Ball Z Budokai* for the PS2. Here's the exclusive preview of the latest incarnation of the 20-year-old interplanetary saga.

54 Long Live the Lizard King

The King of Monsters is preparing to rain radioactive heat down on his enemies in two *Godzilla* games for the GameCube and the Game Boy Advance. You get two ProReviews and some ProStrategy, too.



64 MISSION: CONTROL

Beware, puny earthlings! An invasion is upon us all as alien devices (or at least game controllers and peripherals) touch down in time for the holidays. Can you withstand this year's onslaught of killer products?

PROSTRATEGY SECTION

PROSTRATEGY GUIDE

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 Godzilla, Megalon, Anguirus, Gigan, Destoroyah, Rodan, King Ghidorah, Orga, Mecha King Ghidorah... what is this, a Sci-Fi Theater rerun? No, Atomic Breath, it's everything you need to destroy all monsters!



218 **Kingdom Hearts, Part 2 (PlayStation 2)**
 Part 2 of this Disney adventure takes you from the Hollow Bastion to the final battle. If merely beating the game leaves you unsatisfied, then read on to see all of the game's secret stuff, including the mysterious hidden ending movie.



232 **Star Fox Adventures (GameCube)**
 Dinosaur Planet needs Star Fox, so you need this guide to out-Fox puzzles, bosses, and other cleverly insidious dangers.



CODE VAULT

244 Use these codes to unlock the hidden secrets of *Mat Hoffman's Pro BMX 2* (PS2, Xbox), *Street Hoops* (PS2, Xbox), *Blade II* (PS2, Xbox), *Turok: Evolution* (PS2, GameCube, Xbox), and more!

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Shinobi



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PC GAMEPRO

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It's unreal...Unreal Tournament 2003, that is. Age of Mythology, Asheron's Call 2, FreeLancer, TRON 2.0, and more are also getting ready to install.



Unreal Tournament 2003! Page 72.

GAME BOY ADVANCES

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Your GBA should be packed for the holidays with Yoshi's Island: Super Mario Advance 3, Spyro 2: Season of Flame, Wizardry: The Summoning, Lunar Legend, Tony Hawk's Pro Skater 4, Driver 2, and a lot more!

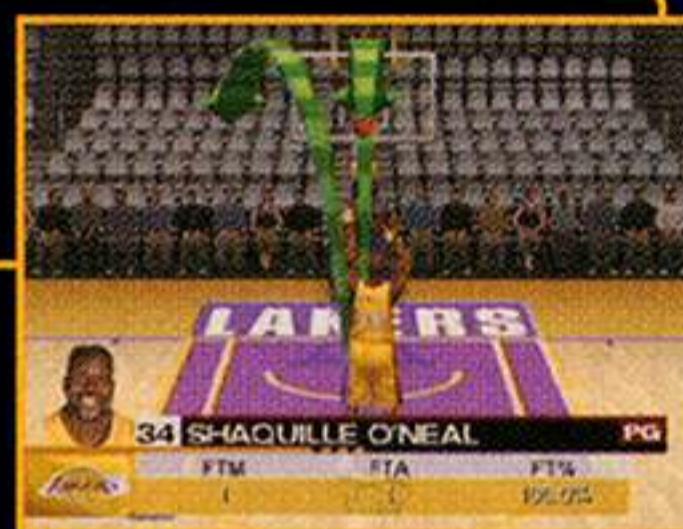


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Let's play some hoops with NBA 2K3 and NBA Live 2003 for the PS2, GameCube, and Xbox; and then NBA Inside Drive 2003 (Xbox), NBA Starting Five (PS2), and NBA ShootOut 2003 (PS2).



NBA 2K3! Page 188.

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RPG fans, rejoice! Here's Wild Arms 3 (PS2), Summoner 2 (PS2), Baldur's Gate: Dark Alliance (Xbox), Dark Chronicle (PS2), Skies of Arcadia Legends (GameCube), True Fantasy Live Online (Xbox), and more!



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What's On
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Games

Go to GamePro.com for reviews and previews of all the hottest games for the PlayStation 2, GameCube, Xbox, PC, and more. Enter contests to win awesome prizes, find the latest cheats, print out strategies, and chat with a different GamePro everyday.

This Month

- Shinobi (PS2)
- Steel Battalion (Xbox)
- Metroid Prime (GameCube)
- Phantasy Star Collection (GBA)

Entertainment

Check out the entertainment channel for reviews of newly-released movies, comics, anime, toys, and all the latest DVDs. Be sure to check out New Comics Day every Friday.

This Month

- Movies—Die Another Day
- Movies—Treasure Planet
- Anime—Zone of the Enders

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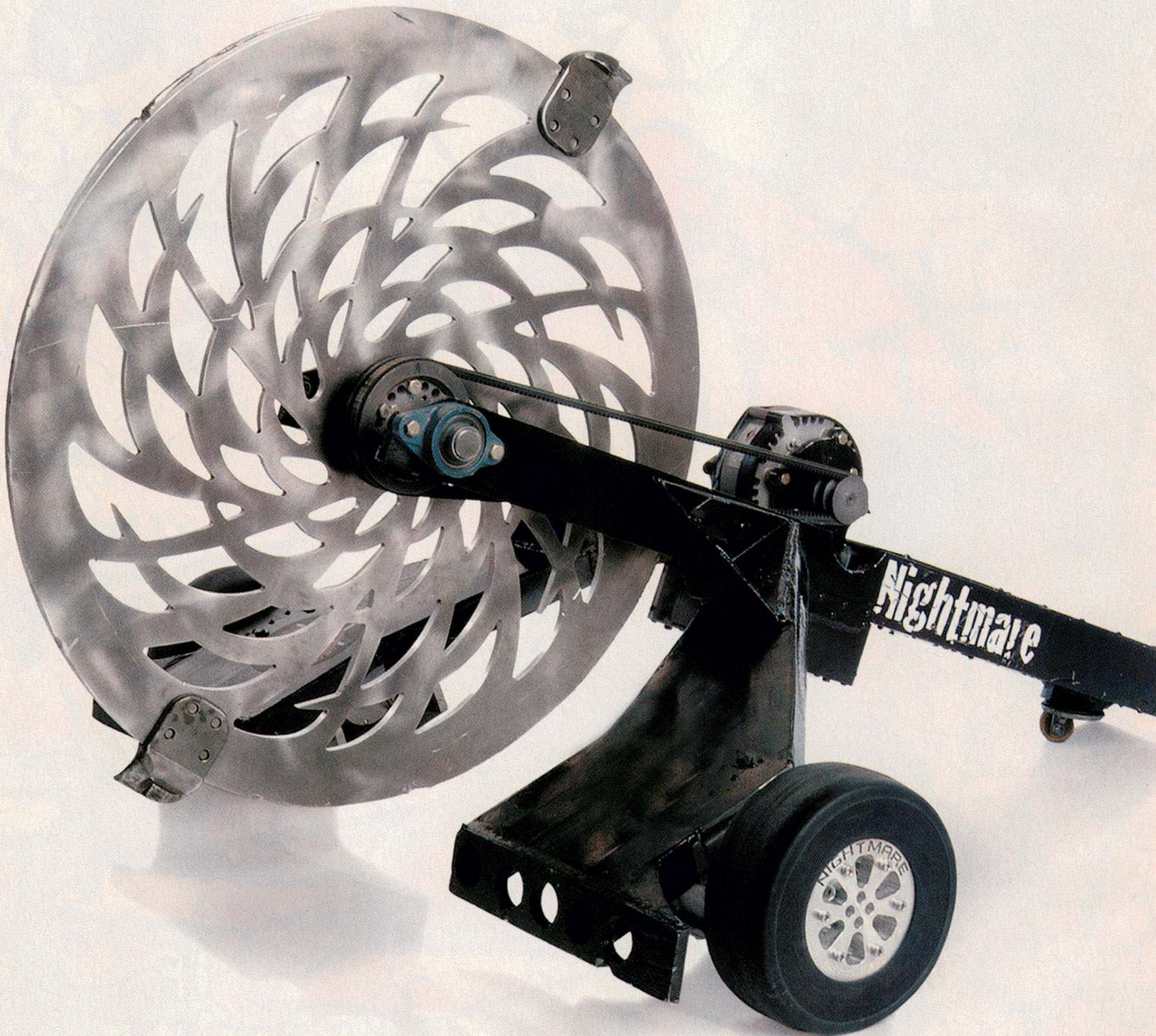
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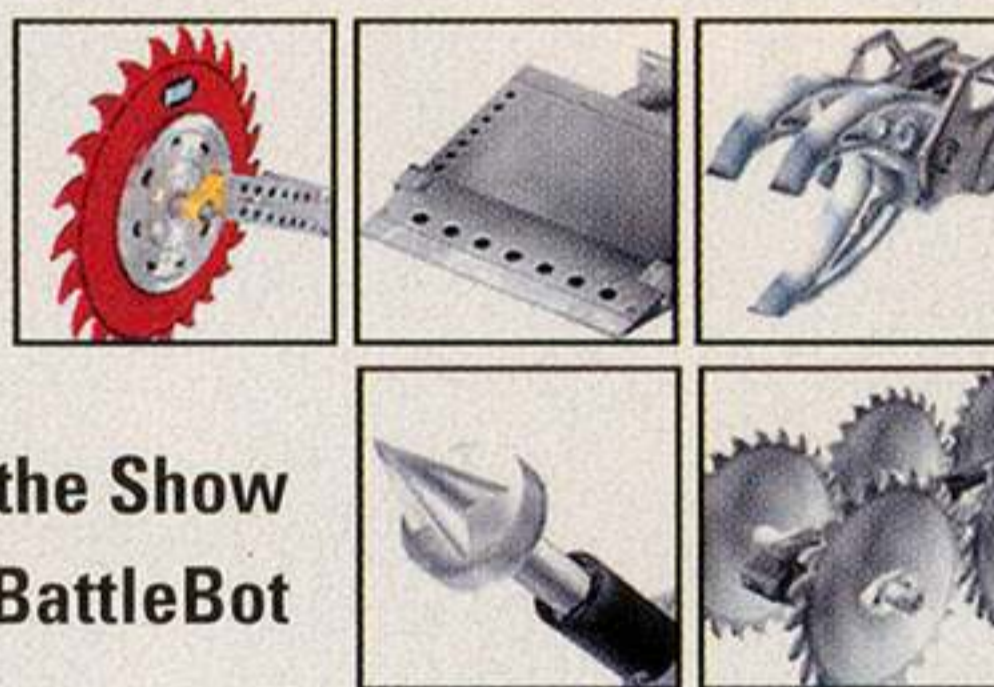
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Editor's Letter

The Japanese Connection

What infuses U.S. video gaming with its international scope and flavor? A strong connection with Japan. It's impossible to imagine the world of games without companies like Sony, Nintendo, Sega, and many more that drive the development of game hardware and software. You don't have to look much further than a few pages of this issue of *GamePro* to see how true it is.

Infogrames has joined forces with Dimps Corporation of Japan to bring you *Dragon Ball Z Budokai* for the PS2, the latest incarnation of the wildly popular interplanetary tale of conflict that began as a Japanese manga and anime. You get the exclusive hands-on preview in this issue's cover story.

Of course, one of the...er, biggest Japanese movie stars has to be Godzilla. Infogrames scores again by handing *Gojira* over to Pipeworks in Eugene, Oregon to create *Godzilla: Destroy All Monsters Melee* for the GameCube.

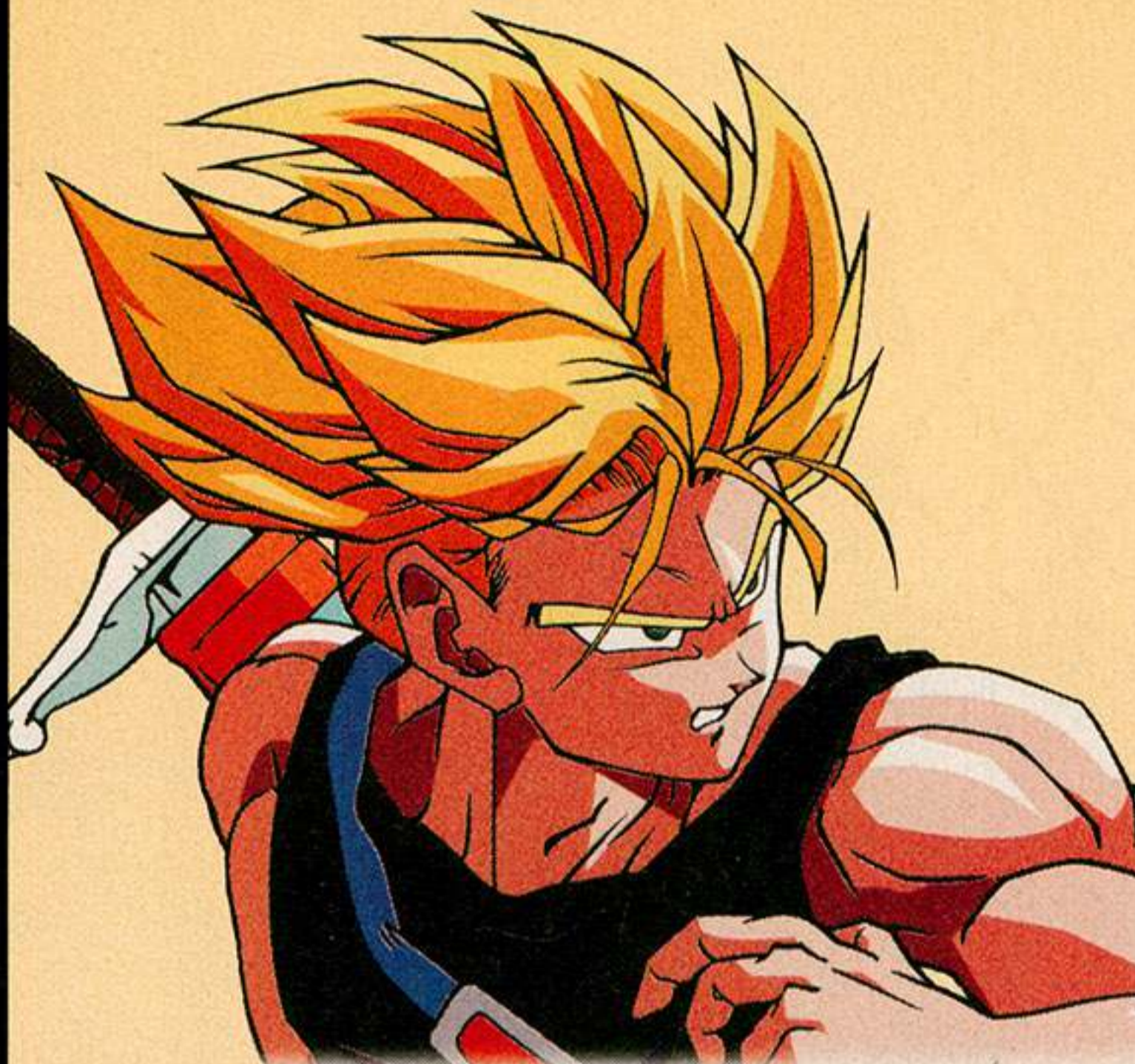
Naturally, there's more cool stuff coming from across the Pacific: Sega's bringing *Shinobi* in for the PS2; Microsoft went to Artoon for *Blinx: The Time Sweeper* for the Xbox; and Capcom's launching *Steel Battalion*, an amazing Xbox software/hardware mech combat "experience," along with *Auto Modellista* for the PS2.

And if you really want to tune in to cutting-edge info about the Japanese games scene, just log on to *GamePro.com*. *GamePro* has an online connection going with *Famitsu.com* in Japan, the website for the world's largest weekly video game publication.

The American games market is easily the most robust in the world, but high fives to the Japanese for keeping it fresh. Read all about it in *GamePro* and on *GamePro.com*.

The GamePros
Oakland, CA
letters@gamepro.com

HEAD2HEAD



The Dragon Bandwagon

Dragon Ball Z rules! When is the next Dragon Ball Z game coming out in the U.S.? Which one will it be? And where can I find it?

► **Brandon Adler—Warren, MI**

Soooo, this is how Barry Bonds feels when those big fat juicy pitches come floating right down the middle of the plate! By now you've noticed the cover feature of this issue. Of course, you had to read *Head2Head* first, but soon you will know that Infogrames is rolling out *Dragon Ball Z Budokai* for the PS2 any day now and that *GamePro* just happens to have the exclusive preview for you. (By the way, your letter is officially called a "list," but we won't hold that against you.)

To Be or Not To Be PS3

Why have people started to talk up the PS3 when the PS2 is still fresh? I got my PS2 about two years ago, and I'm still happy with it. In addition to games, I even play DVDs on it all the time. Besides, why would someone want to spend another couple hundred bucks for a game system that has the same capabilities as their previous system?

► **Joseph Reece—Arlington, TX**

Oh, how soon they forget. Hey, Joseph, you do realize that you spent a couple hundred bucks for a game system that has the same capabilities as your previous system, right? Remember how geeked you were when you learned that the PlayStation 2 was backward compatible with your collection of PlayStation games? And that was on top of the amazing gameplay



you were looking forward to experiencing. Although the PlayStation 3 is a few years out, the excitement is all about its potential for awesome capabilities, including online gameplay. Dude, backward compatibility will be icing on the cake! What could be more fun than speculating about the good times to come with the PlayStation 3?

Old-School Daze

Sega's making cool new games, but I still like the old Sega systems. I need some old-school action. Why doesn't Sega revamp some of its old, successful games like *Night Trap*? I mean, this is the game that spawned the ESRB and its rating system. What about *Prize Fighter* and *Ground Zero Texas*? Is it that developers today don't want to have to program an old game into a new system? Please, I have to know; I need my "old school" back.

► **Dustin Neill—Keokuk, IA**



Shinobi

Room 1-A
Shuriken Club,
Choir, Shiatsu Club,
UNICEF, Math Club



Sonic the Hedgehog

Room 6-C
Track, Home Econ.,
Debate Club,



Earl

Room 3-B
School DJ, Dance
Club, Varsity
Cheerleading, Art

K.I.T.
Sonic

Dustin, calling Sega CD games like *Night Trap* and *Prize Fighter* by Digital Pictures "old school" sure makes us feel old. Why, it seems like it was only yesterday that full motion video was set to revolutionize gaming and replace sprites forever. Getting back to your point, you're probably a little too sentimental if you considered those games "successful." No, it'll be a cold day in *Ground Zero Texas* before Sega dusts that time-worn code off. But if you keep turning the pages of this issue, you'll find that the really old school's in session after all with the latest incarnations of *Shinobi*, *ToeJam & Earl*, and *Sonic the Hedgehog*. Sega's sure to open its vaults again. Until then, watch out for them Augers!

Leave Zelda Alone

***GamePro*, we have a problem we think you should clear up with the general public. Here at the *Zelda Fan Club* we are becoming infuriated by the way people are reacting to the look of the new *Legend of Zelda* for the GameCube. Be critical of a game's performance, but no game should be judged just by the way it looks. Sure, I'll admit that even we had doubts at first, but let's face it, no *Zelda* game has ever been boring or stupid. *Zelda* (and *GamePro*) rules!**

► **Bryan Malumphy**
President of the *Zelda Fan Club*—Greensboro, NC

Bryan, if anything is to be learned from history it's that Shigeru Miyamoto, creator of *Zelda* and other legendary Nintendo games, is a master of his craft. You can bet your kid sister's braces that *Zelda* will be awesome.





Where everything is

UP2U!

WHAT'S NEW!

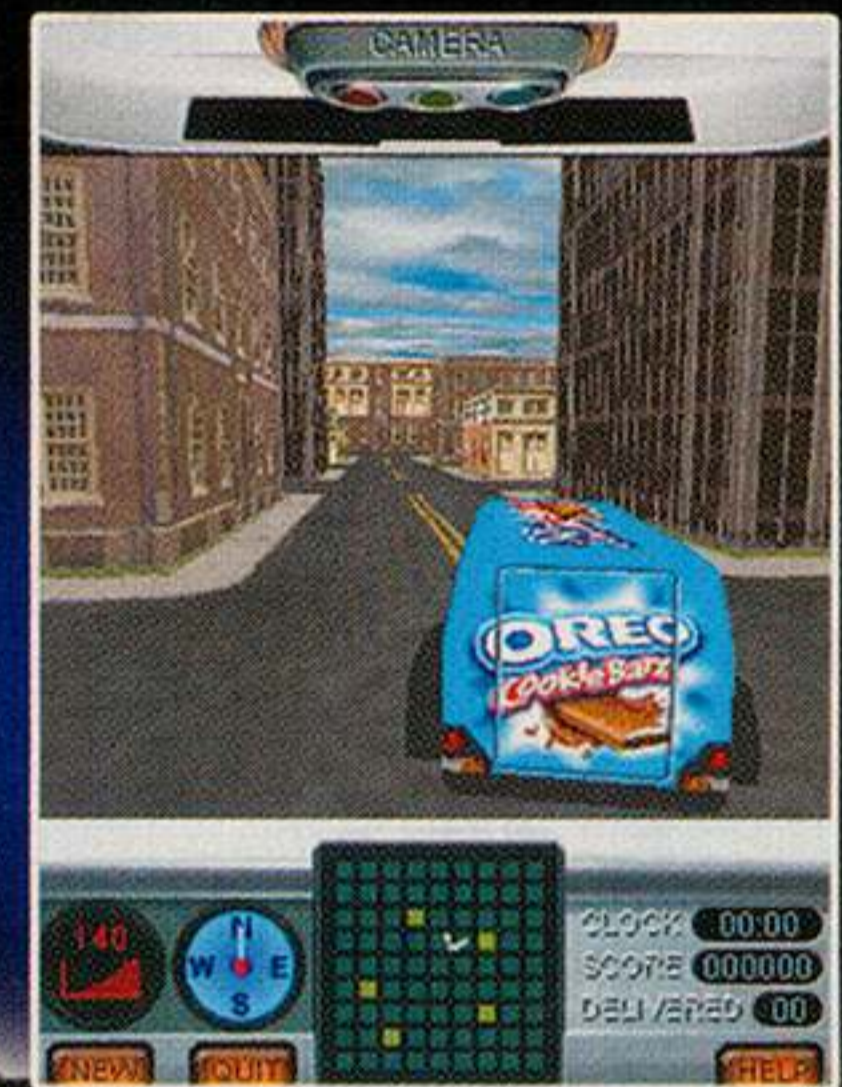
GAMES

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Moreover, we have played the early tidbit of a rev of The Legend of Zelda and it rocked! You've probably read about the GameCube version in the September issue and viewed the game on GamePro.com. Henceforth, let 2003 be known as The Year of Zelda, the year that all nonbelievers shall see the light!

"SNK" Revealed

I've been wondering for the last 10 years...what does "SNK" stand for? Someone please tell me!

► Willi C.—Via Internet

You know, we don't know what was harder: finding out what "SNK" stood for, believing that someone could ponder that for 10 years, or understanding why you spell "Willi" without an "e." Anyway, wonder no longer, here it is: SNK stands for *Shin Nihon Kikaku* (which can be translated from Japanese as "New Japan Project"). The company began operation in 1978 and in its heyday was famous for great stuff like *Ikari Warriors*, *Samurai Shodown*, *King of Fighters*, and the Neo Geo game system.

Peace on Earth

Let's put down our controllers and pick up the remote. Now, switch from "Video" to "TV." It doesn't take a genius to see that there's a whole lot of trouble in the world. There are plenty of heavy-duty problems and evil things that we as human beings must try to confront.

Those of us who are gamers should therefore give thanks that we are fortunate enough to be able to spend some of our time enjoying video games here in the USA. With the holiday season just around the corner, I think that every true gamer ought to do a quick reality check and then make the effort to get together with family and friends to appreciate their good fortune and play their favorite games together. That might not sound like much...but it's a good thing that we all can do.

► Ryan Imura—San Francisco, CA

Amen to that.



ART ATTACKS!

Pick of the Month!



Jason Osborne—Anaheim, CA



Sylvester Island, Jr.—Chicago, IL



Philip Twu—Gaithersburg, MD

Got a strange urge to communicate with the GamePro editors? E-mail them at "editor's name"@gamepro.com!

- four-eyed_dragon
- dunjin_master
- dpad_destroyer
- tokyo_drifter
- danelektro
- major_mike
- miss_spell
- dr.zombie
- star_dingo
- airhendrix
- fennecfox
- brobuzz
- pongsifu
- the_vixen
- jen_x



For more letters, go to gamepro.com!

Illustrations: Francis Mao

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Dear Editor
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Oakland, CA 94623-2210

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WNW POLL: WHY CLONE WHEN YOU CAN MORPH?

WORLD NEWS

WATCHE

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NOVEMBER 2002

Dr. Muto Revealed!

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Fall 2002

PlayStation 2

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MAD SCIENCE

WATCH

The Doctor Is In

Are You A Man Or A Mouse? Morph into six strange creatures from a gorilla to a spider using Dr. Muto's amazing Spizz Gun

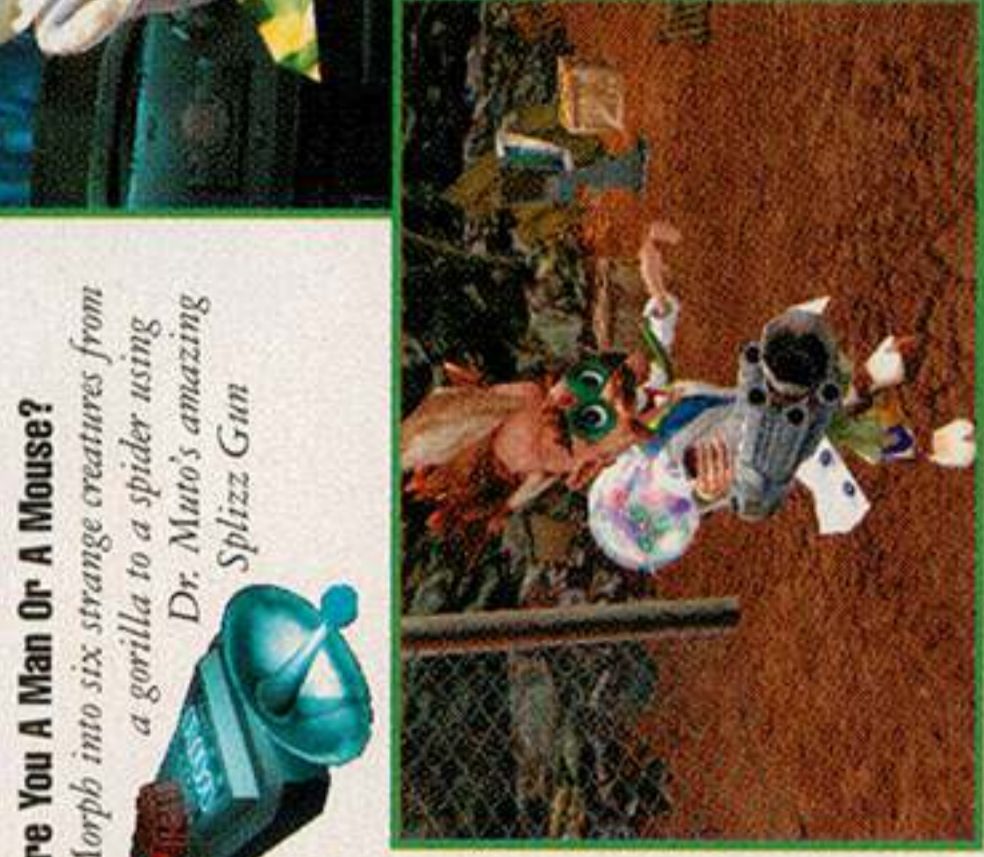


screenshots from PlayStation 2 computer entertainment system

Dr. Muto, the genius mad scientist whose latest experiment accidentally destroyed his home planet, has been the center of a media frenzy with the unveiling of his amazing new "Spizz Gun" technology. Muto's Spizz Gun enables him to mutate and morph with any living organism in order to accomplish tasks no human could achieve alone.

According to Muto, the Spizz Gun's morphing ability will be key in his attempts to rebuild his world. "I simply sample some DNA and 'BANG,' I morph into a mouse, spider, gorilla or any other creature I see fit to become," Muto madly muttered in an exclusive World News Watch interview. "It's not that I am a megalomaniac, I just want to play God."

Muto's technology is receiving so much attention and interest that he will begin



Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller



selling the Spizz Gun through TV infomercials next month. Also, leading videogame publisher Midway has entered into an exclusive deal with the doctor for the release of an action/adventure videogame based on his bizarre and intriguing life and his Spizz Gun technology. Information about Muto's videogame, simply titled, "Dr. Muto," is revealed on www.drmutomorph.com, which is a website devoted to Muto's universe of baffling puzzles, mind-bending devices, freakish monstrosities and twisted humor.

Is Dr. Muto the 21st Century's Einstein, or just another madman? Judge for yourself this fall when "Dr. Muto" the videogame releases for the next generation videogame platforms.

Defend yourself against barely Rent-a-Cops, vicious "Charks," and other benchmarks of your rival, Professor Burnitall

PROFILE ON...

Professor Burnitall

As energy magistrate of the Centralis solar system, Professor Gunter Burnitall has outperformed all expectations for energy production by strip-mining and pillaging the natural resources of every planet in the system; he's a master at making energy while demolishing a society. But the genius Dr. Muto has become a wrinkle in his expansion plans. We caught up with the professor recently, who told us, "He's a maniac bent on ruining my beautiful energy empire. That ridiculous Dr. Muto believes he can build a planet from scraps of DNA and terra, then steal my energy reserves as the catalysts! PAH!" Burnitall went on to say that Muto is a renegade terrorist and, "My forces will stop at nothing to destroy the horrible little man, no matter WHAT creature he shapes himself into."



WORLD NEWS WATCH

NOVEMBER 2002 57

Coming Soon



Coming Soon





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PlayStation 2



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THEIR BAT



Xbox™ video game system

AN ALL-OUT, NO

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TO HOLD YOU BACK

BY THE WATCH DOG



It's hard to believe that almost a year has passed since the launch of the GameCube and Xbox consoles, and now that Sony has started its online service with Microsoft soon to follow, the Watch Dog readies himself to field a whole new breed of questions and complaints. For now, check it: Are Blockbuster's labels trashing PlayStation 2s? Can viruses be spread via online gaming?

Read on, pilgrim, and find out....

Q A buddy of mine just had some serious damage done to his PS2 due to the labels Blockbuster puts on its PS2 rental games. Now, my buddy has his PS2 in the vertical position and he was told by Sony representatives that because of the position that the deck was in, the labels made the discs "pull heavy" to one side and wore out the piece inside the PS2 that reads the information. Because of this, my friend had to send his deck away to Sony for repair to the tune of \$130! It's taking two months to get the deck back! I'm also told that Blockbuster has now recognized the problem and has begun to remove the damaging label, but I was wondering if the Watch Dog had anymore information about this?

R. BREWER—VIA INTERNET

A It's very possible that the label on the game did damage your friend's PS2. Placing a label on a game will throw off the balance of the disc, causing it to wobble in the drive—unless the label covers the entire disc, or two or more labels of equal size are placed symmetrically on the disc (see the September installment of Buyers Beware for details).

The damage would be more severe in the case of CD-ROM discs (PS or PS2 blue-bottom discs) since they're lighter and will move around in the disc drive more than DVD-ROMs. Plus, placing your PS2 in the vertical position is just plain old bad hoodoo for your games. When we spoke to a customer service rep at Blockbuster corporate, she had no idea what we were even talking about. But according to a customer service rep at a local Blockbuster: "We no longer place labels on games, and this is a storewide policy. We aren't supposed to label games, not even DVDs. We censor and label boxes, but not discs." The moral of the story kids? Do not play games with labels affixed to them.



Q I use my Xbox for a DVD player and want to order *Battle Royale*, but it is only available in Region 3. I saw the Xbox DVD Region X for sale online, but it's only available in Europe. I want to order it, but first I want to know if it will work on my Xbox. Do you know?

B. XIONG—VIA INTERNET

A Well, there's bad news and there's good news. The bad news is that the Xbox DVD Region X won't work on a U.S. Xbox since it is compatible only with PAL machines. A U.S. Xbox operates on the NTSC system and is not compatible with PAL. Now for the good news: An all-region version of *Battle Royale* has recently been released and can be found at stores or websites specializing in Asian films. On a side note, Kinji Fukasaku, the director of *Battle Royale*, is also directing the upcoming game, *Clock Tower 3: Killer*.

Q I bought SOCOM: US Navy SEALs for the PS2 on the day it was released. I enjoy the single-player but want to also play the online functions. I've never played online games before, so I'm concerned if there are ways that someone can load viruses or something into my PS2 through the Internet, causing it to not work properly. I'm not willing to risk my system to play the online game. Are there ways to protect my system from any "dangers" by hooking it up to my computer/Internet?

THESANDMAN2242—VIA INTERNET

A None of the existing computer viruses would affect PS2 gameplay. If someone goes in and creates a PS2-specific virus and

SUBMISSIONS

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somehow finds a way to exchange it, then yes, in theory, it's a possibility. But so is getting hit by lightning. The chances of your PS2 contracting a virus are very, very small.

Q I want to copy data from Madden 2003 from my Xbox hard drive to my memory card. But when I select the game file, I only get an option to delete the data, not to copy it. I feel like an idiot because I know there is a way to copy the data, but I'm just not getting it. How can I copy my data?

DAVID BROOKS—GEORGETOWN, KY

A You're probably selecting the wrong icon at the Xbox Hard Disk screen in the Memory option. When you highlight a game file, you'll usually see two icons—a large one on the left and a smaller one next to it.

If you select the larger icon, you will not be able to copy data. You will, however, if you select the smaller one next to it. And don't feel like an idiot—it took Pong Sifu a while to figure it out himself. But then again...



YOU MAKE THE CALL

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

Sony: 800/345-7669
Nintendo: 800/255-3700
Microsoft: 800/469-9269



Illustrations: Francis Mao

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MICROSOFT BUYS RARE

Nintendo sells stake in developer; Perfect Dark headed to the Xbox

For once, the rumor mill turned out to be true. Nintendo fans were shocked in mid-September to learn that the company would be selling its 49 percent interest in UK-based developer Rare, which programmed such high-profile Nintendo hits as Donkey Kong Country, GoldenEye 007, Perfect Dark, Conker's Bad Fur Day, and most recently, Star Fox Adventures. Even more shocking was the announcement that none other than Microsoft would be the buyer in the deal.

Under terms of a \$375 million cash transaction, Rare will begin creating console titles exclusively for the Xbox. In a statement from Microsoft's annual X02 event in Spain, Rare's chairman and technical director Chris Stamper said, "We've always insisted on pushing the envelope when it comes to creativity, and now we get the chance to create for Xbox."

Rare is expected to develop at least five games over the next two years. The first game to be released for the Xbox will be Kameo (previously shown as a GameCube title), which is expected to hit shelves this spring; it will be followed by a sequel to Perfect Dark. No mention was made of Banjo-Kazooie or Conker, but both franchises are now under the Microsoft/Rare banner.

For its part, Nintendo was not silent. Executive Vice President of Sales and Marketing Peter MacDougall spoke to CNN/Money with comments that could be interpreted as either savvy business or sour grapes. "We sold our position back to Rare and then they sold the entire company to Microsoft," he said. "Nintendo had the ability to continue its exclusive relationship with Rare, but in looking at the company's recent track record, it became clear that its value to the future of Nintendo would be limited. In other words, we passed on this opportunity for very good business reasons."

Don't expect the loss to slow Nintendo down. The company has already formed partnership with Namco to work on a new Star Fox game, and MacDougall says a new Donkey Kong game is in development internally at Nintendo.



Kameo: Elements of Power, shown here in an early GameCube incarnation, will instead be Rare's first release for the Xbox.



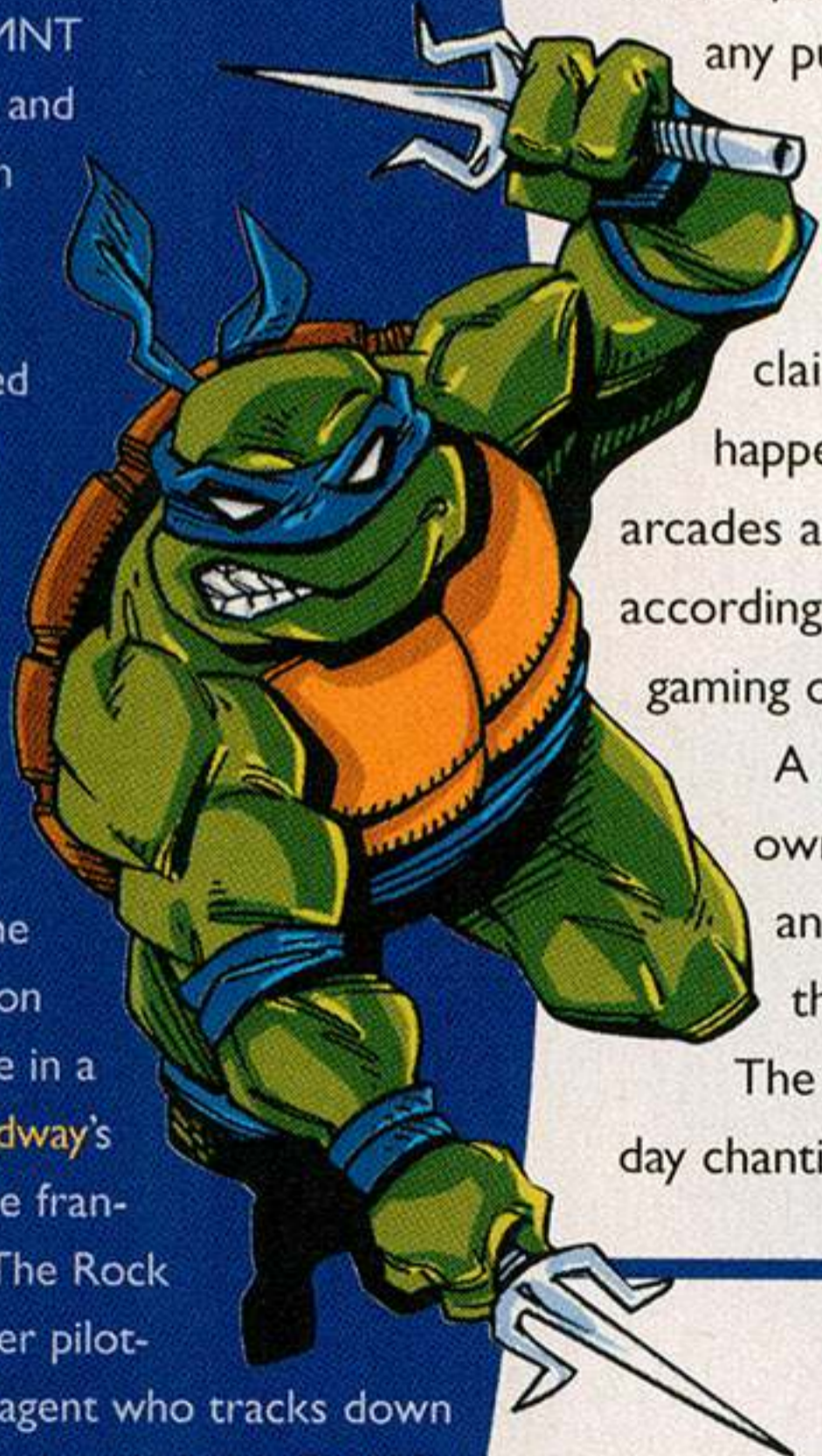
NEWS BITS

Konami Regains Turtle Power

Konami has received the exclusive rights to produce games based on the new Teenage Mutant Ninja Turtles cartoon series from 4Kids Entertainment and Mirage Licensing. The new show premieres in the first quarter of 2003; no game details or console formats were reported as of press time. "We are delighted to welcome back Konami as publisher of TMNT video games," said Al Kahn, chairman and CEO of 4Kids Entertainment. "We look forward to Konami repeating its success with the Turtles franchise." Konami's TMNT games for the NES and Genesis, released in 1988, were among the best and most loved comic-licensed titles of the 8- and 16-bit era.

Spy Hunter To Star The Rock

Dwyane Johnson—better known to wrestling fans as The Rock—has signed on to play the lead role in a movie based on Midway's popular video game franchise, Spy Hunter. The Rock will play an ex-fighter pilot-turned-intelligence-agent who tracks down and eliminates bad-guy spies in his G-6155 Interceptor—which game fans know is the morphing car/boat/motorcycle featured in the recent revival of the game. The film is being produced by Universal; no script has been written yet.



GREECE (TEMPORARILY) BANS GAMES

For about a week, the government of Greece had a very firm message: Play a video game, go to jail.

Following up on its threats from February, the Greek government passed a law in early September that effectively prohibited the use and ownership of all video games in the country. Law 3037, which wended its way through the Greek parliament earlier this summer, banned "operation or installation of electronic or electromechanical games...in any public or private place." Violators' punishments included fines of up to 75,000 Euros and a jail sentence of one to 12 months.

This law was the result of a government scandal involving illegal gambling machines in Greek arcades. Instead of merely prosecuting gamblers, however, the government decided on a blanket ban because they claimed it too difficult to distinguish illegal machines from regular video games. (This sort of thing almost happened to pinball machines in the United States in the 1960s.) And although the target of the law was Greek arcades and Internet cafes, the law could easily have been interpreted as banning consoles and portable systems, according to its critics. "It even affects the games that come with Windows," commented Petros Tipis, head of Greek gaming outfit Reload Entertainment. "It is unfair. It was introduced too quickly."

A judge agreed the following week when the first case under the new law came before the court. Net-café owners Yiannis Kifonidis and Christos Iordanidis were accused of letting people play Half-Life: Counter-Strike and other online PC games in their cafés. A judge in the Greek city of Thessaloniki went against the wishes of the government, ruling the law unconstitutional and calling for major revisions to its vaguely worded contents. The ruling was cheered by a group of 300 gamers gathered outside the Thessaloniki courthouse, who spent all day chanting "No to censorship on the Internet" by the entrance.

CONSOLE PRICES DROP AGAIN IN EUROPE

Microsoft and Sony's European headquarters both reduced the prices of their respective systems once again. The two announcements, made within an hour of each other at the tail end of August, brought both the PlayStation 2 and the Xbox down to 249 Euros (roughly \$245) from their original prices of 299 Euros. Over in Britain, the PS2 will run 170 pounds (\$261), while the Xbox will be a little cheaper at 160 pounds.

Stuart Dinsey, managing editor of industry magazine MCV, said that Sony's huge advantage in the marketplace basically allows it to dictate the price of video game systems in the marketplace. "We expected Microsoft to wait for Sony," he told the Reuters news service. "When you're not the market leader, you have to stay competitive some way."

This is the second time Microsoft's been forced to drop the price of the Xbox in Europe. The system debuted in March for the eye-popping price of 479 Euros (about \$469), which the company cut to 299 Euros after two months of poor sales. The 199-euro GameCube is soundly trouncing the Xbox sales-wise in Europe.

JUSTICE LEAGUE

INJUSTICE FOR ALL

MIDWAY



JUSTICE LEAGUE COMES TO THE GAME BOY ADVANCE

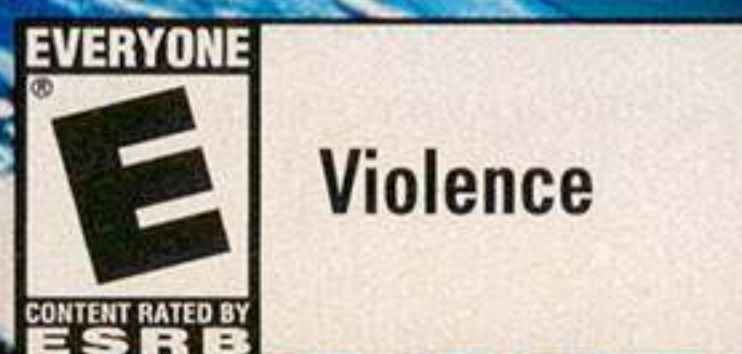
When global catastrophe strikes and the world is in peril, the call goes out for the *Justice League*, the greatest super heroes of all time. Fighting for truth, justice and freedom, Superman, Batman, Wonder Woman, The Flash, Green Lantern, Hawkgirl and Martian Manhunter have banded together to fight for the common good against the *Injustice League* in an all-new action adventure title for the Game Boy Advance. Featuring 12 levels of non-stop action, gamers will overcome dangerous obstacles, an onslaught of villains and discover power-ups on the path to victory!

GAME PREVIEW AT:

WWW.JUSTICELEAGUE.MIDWAY.COM



GAME BOY ADVANCE



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REPORT: TOKYO GAME SHOW 2003

The annual Tokyo Game Show featured more than its share of big news, and *GamePro's* Fennec Fox was there to hear it. Blizzard caused a flurry of activity the day before the show by announcing its first console game. *StarCraft: Ghost* will be a console-exclusive 3D tactical action game starring the covert-operations unit from the PC classic. Set in the original *StarCraft* universe, the heroine of *Ghost* is Nova, an acrobatic



Blizzard's first multiplatform console game will be an offshoot from its PC hit, *StarCraft*.

blonde who carries out undercover missions for her unnamed boss. Nova has all the psionic abilities of a Ghost unit at her disposal: self-cloaking technology, hyper-speed to outmaneuver enemies *Max Payne*-style, and the power to call down Battlecruiser or Siege Tank strikes should the need arise. *StarCraft: Ghost* is currently being co-developed by Blizzard and Nihilistic Software (developers of *Vampire the Masquerade: Redemption*). It's due out for the PlayStation 2, Xbox, and GameCube sometime in 2003.

Sony had a total of 11 games on display, and *Dark Cloud's* sequel, *Dark Chronicle*, received the most attention. The graphics have gotten a lot better—assuming you can get used to the thick cel-shading strewn merrily about—and you can change characters any time you like (one of the design problems from the original). The randomly generated dungeon worked essentially the same, so it's questionable whether *Dark Chronicle* will attract gamers turned off by *Dark Cloud*—but it's a hoppingly huge step in the right direction.

Sony also unveiled *Minna no Golf Online*, the first online game in the *Hot Shots Golf* series. The company demonstrated a single hole's worth of play during its onstage presentations in a new course created for the online game (attendees were not permitted to play).

In the hardware department, Sony revealed a new head-mounted display visor to be used in conjunction with the PS2. Strap on the helmet (which weighs just 12 ounces), and you'll get the equivalent of a 44-inch TV screen in front of your eyes. It's not just size, though—the unit supports head-tracking. If you turn your head while playing PS2 games that support it (such as the flight sim *Energy Air Force*), the game world scrolls with your movements, finally delivering the “virtual reality” concept that gamers have been promised for years. The PUD-J5A headset, which can also be used with DVDs, went on sale in late September in Japan for about \$500.



The big push at the Xbox booth was Xbox Live, and Microsoft had special isolation booths to let players talk to each other while playing *Whacked!* and the rest of the online lineup. The service is launching publicly in Japan on January 16 (slightly later than expected) with *Phantasy Star Online* as the pack-in game. The nuttiest thing in Microsoft's booth was undoubtedly N.U.D.E., a co-development between Microsoft and Red Entertainment (*Gungrave*). Imagine *Seaman* minus the ugly fish and replaced with a hot android chick. You, the player, have won the chance to raise this robot (her name stands for Natural Ultimate Digital Experiment) from its “birth” up to the point where it can communicate at an even standard with humans. You do this via the Voice Communicator, talking to her and giving her commands and such. The game's out next spring in Japan, but the only visible N.U.D.E. content at the show was a little onstage presentation and a cute little life-size statue of the android lady herself.

In the Square booth, the no-shows—*Final Fantasy XII* and *FF Crystal Chronicle* for the GameCube—were as notable as the playable games. *Final Fantasy Tactics Advance* for the GBA looked quite lovely and was already a worthy successor to *Tactics Ogre Gaiden* (especially in terms of graphics). Any fan of the genre will not at all be disappointed—it's basically FFT with a bunch of neat little refinements and a more amusing story line. *Unlimited SaGa* for the PS2, on the other hand, was a bit odd. The demo kiosks only let you fight battles and navigate a bit of the game's confusing map-movement screen, neither of which were much fun to get through. Once you actually got to a cut-scene, though, things became much more interesting. Square's been going on about its new “sketch motion” system that makes 2D characters move fluidly in 3D; the end result looks like a very, very refined form of cel-shading that's extremely effective and a welcome antidote from all the less dazzling cel-shaded games coming out these days.

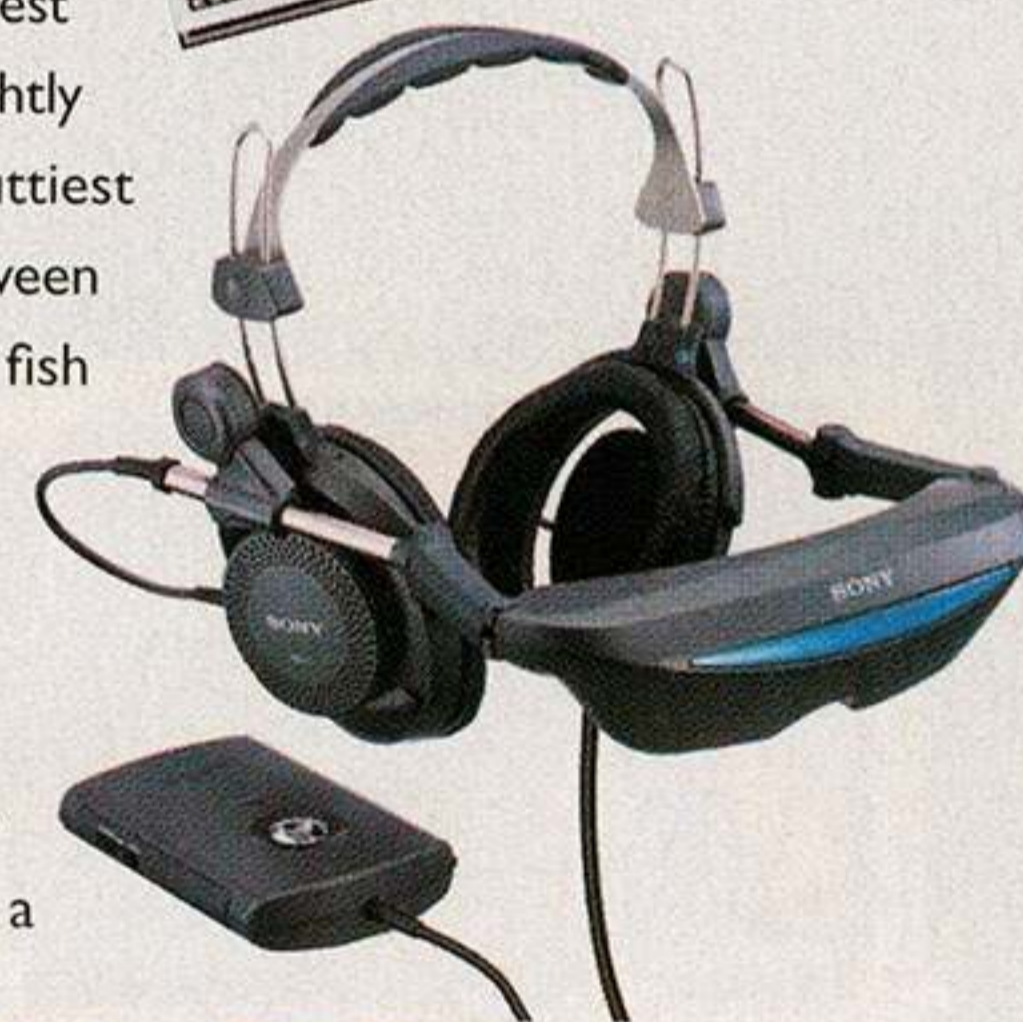
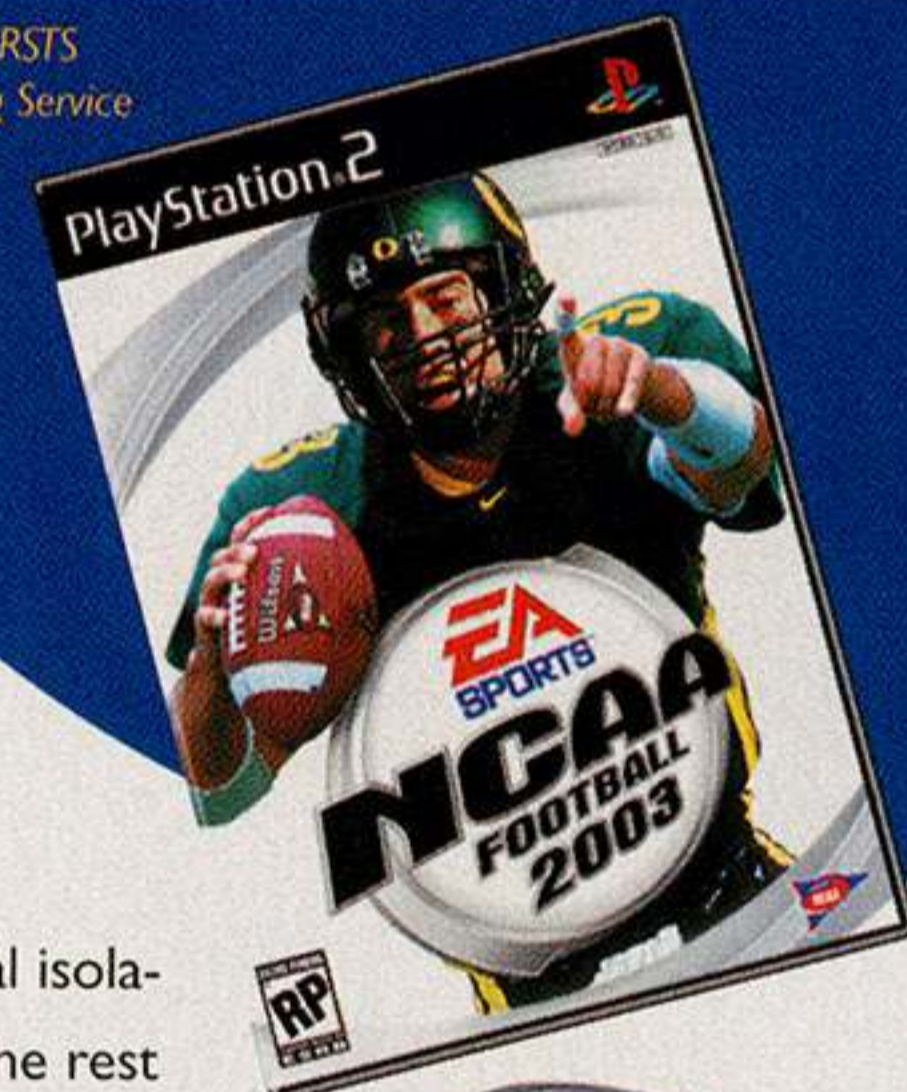
N.U.D.E. represents Microsoft's take on artificial-life games for the Xbox.

For much more detailed Tokyo Game Show coverage, check out the full, company-specific reports available at www.gamepro.com.

Best-Selling Video Game Titles: July 2002

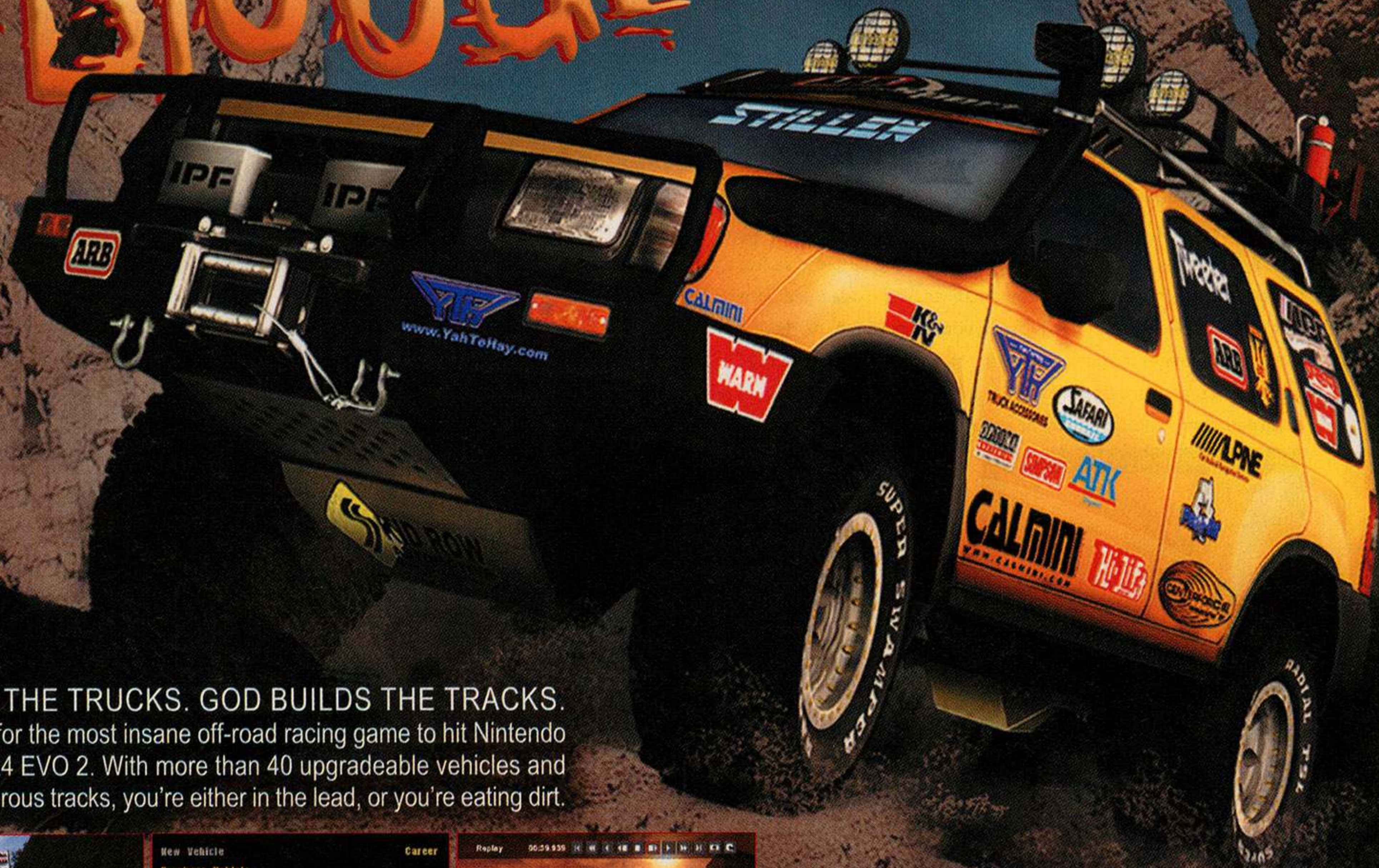
TITLE	PLATFORM	PUBLISHER
1 NCAA Football 2003	PlayStation 2	EA Sports
2 Grand Theft Auto III	PlayStation 2	Rockstar
3 Medal of Honor Frontline	PlayStation 2	EA Games
4 Stuntman	PlayStation 2	Infogrames
5 Gran Turismo 3 A-spec	PlayStation 2	Sony
6 MLB Slugfest 20-03	PlayStation 2	Midway
7 Dragon Ball Z: The Legacy of Goku	Game Boy Advance	Infogrames
8 Super Mario World: Super Mario Advance	Game Boy Advance	Nintendo
9 Yu-Gi-Oh! Dark Duel	Game Boy Color	Konami
10 Halo	Xbox	Microsoft

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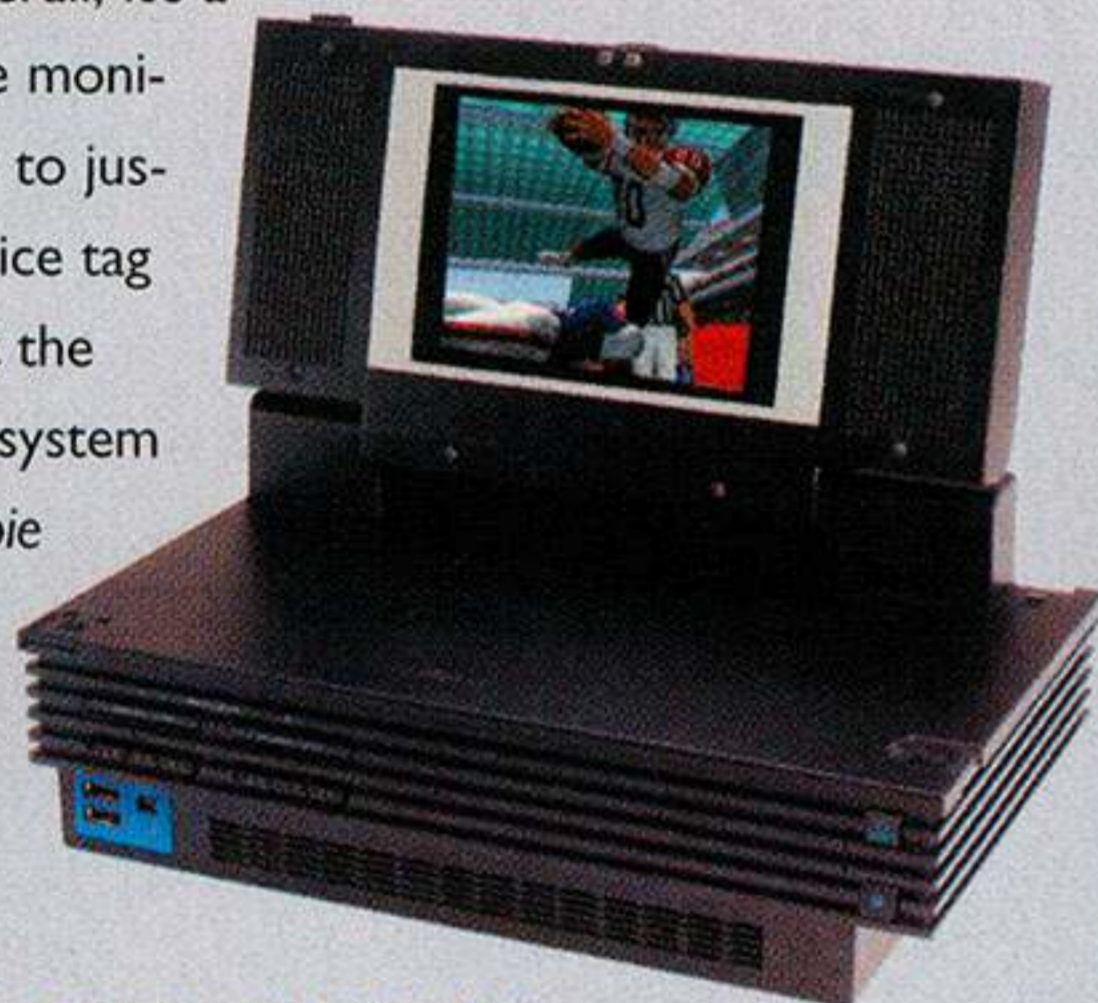
LOGITECH SPEED FORCE force-feedback wheel.

GAMEPRO LABS

InterAct Mobile Monitor for PS2

Rating: 3.5

InterAct's Mobile Monitor delivers a decent video image that works best in darkly lit environments and with games that have highly contrasting colors. As with all portable screens, tiny text is difficult to read, and increasing the brightness and contrast for more clarity blows out subtle colors and details. The dual speakers deliver adequate stereo audio, but it loses its crispness past the halfway point on the volume dial. Overall, it's a capable portable monitor, but it's hard to justify the steep price tag when it's almost the cost of the PS2 system itself.—*Dr. Zombie*



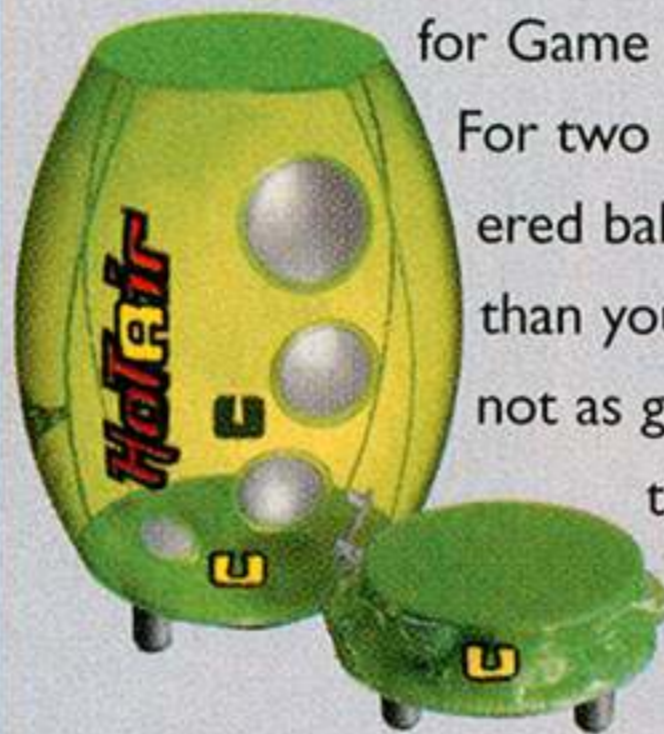
Price: \$149.99. Contact: InterAct, 410/785-4064, www.interact-acc.com

GAMEPRO LABS

Elulla Hot Air Revo Inflation Speakers

Rating: 3.0

You read that right—groovy looking inflatable speakers that pack flat for travel, powered by either an AC adapter or a handful of AA batteries. The set works via a small speaker cone, which handles the high frequencies. It's attached to a beach-ball-like inflated chamber, which handles the bass and mid-range resonance. The clarity isn't too good for full-range music—it's easy to get distortion, especially on songs with lots of bass, and the Revo's sound a bit mid-range heavy—but they're perfect for Game Boy Advance road trips.



For two lime-green, 10-inch, tethered balloons, they sound better than you'd think...but probably not as good as you'd expect for the price.—*Dan Elektro*



Price: \$45.00. Contact: Elulla, 646/935-0912, www.elulla.com

THE DOCUMENT OF METAL GEAR SOLID 2

Sure, millions of gamers played Metal Gear Solid 2: Sons of Liberty when it was released last year, but few probably gave a second thought to what went into making the game. For fans of Konami's popular Metal Gear series, Document is a fascinating behind-the-scenes, um, document. It's loaded with interactive menus that cover every facet of MGS2—storyboards, research, marketing, and more—and it all culminates in the launch of the game. Every aspect of MGS2 is explored, picked apart, and analyzed. There's even an eye-opening section of stuff that was discarded during the development cycle—like a cel-shaded visual scheme (yikes!).



The live-action footage is surprisingly entertaining and devoid of the traditional shots of tired-looking people sitting at computers, prattling on about how many polygons they were able to cram onscreen. Document's one and only playable aspect—five VR Missions—is a small sample of the 200-plus challenges in the upcoming Metal Gear Solid 2 Substance for the Xbox and PlayStation 2 (see Sneak Previews, elsewhere in this issue). If you're a Metal Gear fan or you're just interested in what goes on behind the scenes of this crazy industry, Document's easily worth the \$20 asking price.—*Major Mike*

STATIC

• C Generals...C&C Generals...Okay, so Microsoft bought Rare. Nintendo fans on the GamePro.com forums reacted like it was the end of the world, while Xbox owners crowed at Nintendo's loss. Hey, people, it's just business, and everybody involved sounds like they knew what they were doing—stop turning it into a holy war. If Nintendo lost Miyamoto, then it might be in serious trouble. • Amazingly Crass and Inaccurate Quote of the Month: D-Pad Destroyer overheard a marketing person from a software publisher say, "Good editorial is the same as free advertising." • It's about time—GamePro T-shirts are finally available to the public. Visit our new GamePro Gear online store at www.cafepress.com/gameprogear and check out the shirts, hats, and other fun stuff with GamePro characters on 'em. After all, if you're going to stare at your mouse pad all day, there are worse things to look at than Miss Spell. • Nestlé sent GamePro several boxes of Butterfingers. We're not sure why. But we're not sending them back, either. • The foosball wars have returned! After a year's break, table soccer is hot and heavy in the GP offices. Space Queen and Dan Elektro are out to defend their trophies from the last tournament (yes, they have trophies). But at the same time, it's kind of odd that the staff has every video game known to man at its disposal, and the leisure activity of choice is made of plastic men, metal rods, and particle board. • StarCraft: Ghost...StarCraft: Ghost...StarCraft: Ghost...StarCraft: Ghost...

HIDDEN CHARACTERS

PRO LOGIC

Games are getting ridiculous! What happened to common sense? For instance, Blinx—you can't go back in time!

BloodRayne? Vampires don't hunt Nazis! Godzilla? Giant lizards don't live in Japan! And Animal Crossing?

Yeah, Major... toads can't talk.

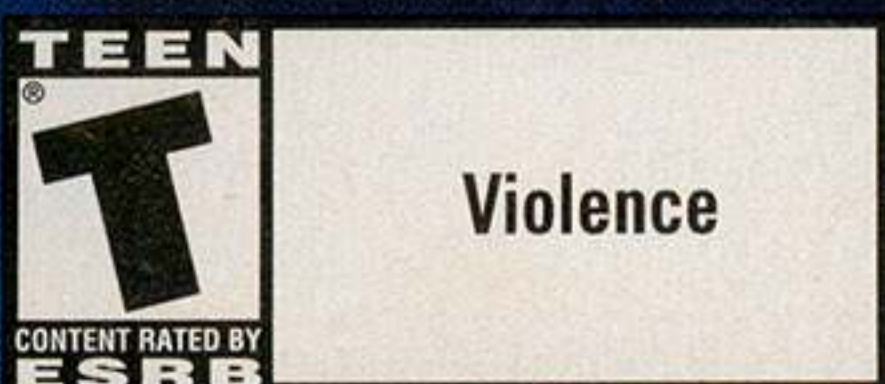
Babble: Auch 'n Amrich Doodles: Mao

THE MOST ACCLAIMED GAME OF THE YEAR

- 5 out of 5 - "55,947 bullets later, I'm still addicted" - OPM
- 9/10 - Game of the Month "The Definitive PS2 Shooter" - PSM
- 4.75 out of 5 - "A Brilliant Game" - Nintendo Power
- Editor's Choice Award - "Awesome" - IGN
- Silver Award - Editor's Choice "Heir Apparent to GoldenEye" - Electronic Gaming Monthly
- "First Halo, Now This" - Xbox Nation

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Screenshots taken from PlayStation 2 computer entertainment system gameplay.

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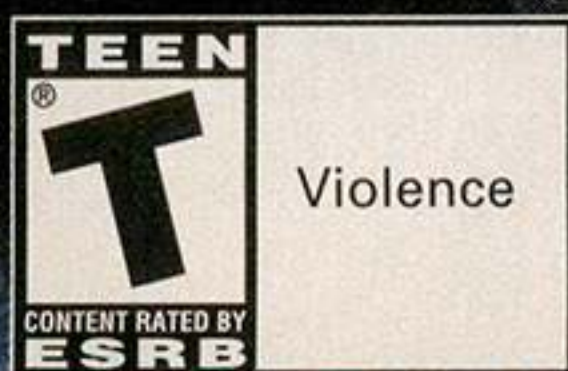
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WRECKLESS

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— PSM, October '02



怪物

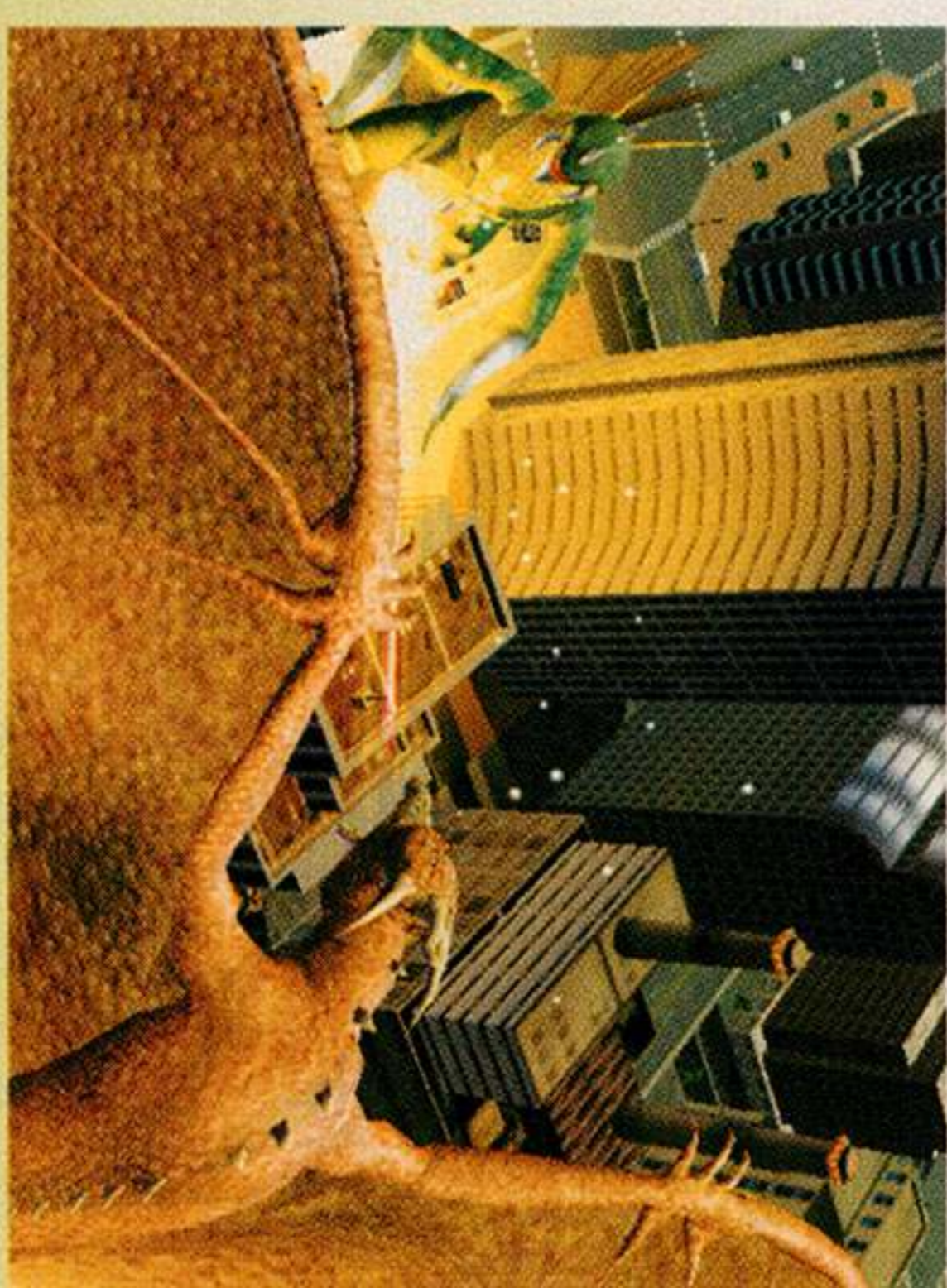
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FIGHTING
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中にゴジラの一部は、死火
シザ一光眼から放した雷
と思われる。線によるもの
が今回の帰還を果たした。
か最後に東京には、ゴジラ
ら、数年目の出現して
メカゴジラは、そこであ
メカゴジラの双子の強敵で
は粉ゴジラと闘つてもある
た。ビル
半は自然発火砕し、街の大
に包まれ、東の爆発で火災
メ昨日早(東京)京中心部は
大なメタラといカゴジラ、
突然の攻リツクの怪物ゴ巨
は東京防衛撃。昨日ゴジが
撮々と帰還に粉争し、意ラ
に粉争し、意ラは東京防
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- ロンドン
- ロサンゼルス

【楽しい】 ことがあった時こそ、食べなげやだめで
す。落ち込んじゃつたら、元気がでるものを
食べましょう。サトウのジュースでみんなを
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Console Quest!

Online console gaming goes massive with **EverQuest Online Adventures**. *By Danjin Master*



WHILE EVERYONE'S WAITING for information on Final Fantasy XI, Sony Online is putting the finishing touches on EverQuest Online Adventures—and the PC MMORPG veterans are pulling out all the stops to make EQOA an all-new experience for the PlayStation 2.

A Whole Old World

Folks familiar with EverQuest will recognize a lot of what's going on in EQOA. Set hundreds of years in Norrath's past, EQOA won't be the same old world you're used to, but there are enough of the usual suspects that EverQuest vets will immediately slide back into place. The continents of Norrath have yet to drift apart, so the entire game takes place on the massive continent of Tunaria, named for the goddess of the elves and the woodlands. The Erudites (a race of highly intellectual humans) have yet to leave the mainland for more isolated shores, and the elves have not yet split across party lines to become the wood elves and high elves of EverQuest lore. The Erudite city of Highbourne, the elven cities of Fayspire and Telethin, the dwarven kingdom of



The developers are particularly proud of their new monster models. The goblin wolfrider is a particular favorite of the game's producer, Ben Bell.

Moradhim, and the gnomish clockwork caverns of Klik-Anon are all new, and the EQOA team is filling in the gaps on the EQ map, giving life to unused places like the Unkempt Woods. The huge world is, thankfully, seamless, eliminating the long loading times encountered while traveling in the PC version. You can run from Qeynos in the west to Freeport in the east without any loading times at all.

SOE is revamping the classes and basic gameplay of the game as well. All of the original character classes are back, but this time even the warriors have special abilities called "shouts" that act like spells. All spells and special abilities are fueled by a Power meter, which replaces EQ's mana and stamina bars, and they're selected through a menu at the top right of the screen. The EQOA team has removed the skills system completely; gone are the days when you'd spend hours just tapping on the skill buttons to gain a few points of skill improvements. Spellcasters won't be spending all their time staring at their spellbooks anymore, either; health and power regeneration is much faster, and there's no need to sit down and Meditate to reduce downtime. This means more action, more frequently, and with less sitting around reading between fights.

EQ Lite? Hardly

EQOA is being developed as a console game from the ground up, so it should be more accessible for casual gamers and hardcore console fanatics than its PC predecessor. You won't have to travel far to find something to fight, and grouping with other players is simple and easy, even if they start on the other



Improved spell effects, new character models, and seamless, expansive environments should bring Norrath's past to life.



Even though EQOA lets you go solo if you want, grouping with other players is where it's at—especially against tough enemies like this Night Griffon.



Different creatures have different strengths and weaknesses. This ice drake is strong against cold damage but weak against fire.

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side of the world. A system of stables and city-to-city teleports makes it easy to get from place to place, so you won't waste time running through dangerous wilderness just to find a friend. In fact, the whole pace of the game has been quickened, so that even if you have only an hour or two to play at a time, you'll still be able to finish quests, find a group, and do some significant damage to the forces of evil.

Some familiar locations in the game are getting a major overhaul. The infamous gnoll dungeon of Blackburrow returns in EQOA, this time much larger and inhabited by meaner creatures. For those looking for something fast and dirty, there are a number of smaller mini-dungeons, which a party of appropriately leveled characters could clear out in about an hour.

The Land of Modem, Where the Shadows Lag

Yeah, it's different from the PC version, but how does it work on a console? Well, Sony has made a special effort to make sure the game runs on narrowband as well as broadband connections, and the beta version seemed to run very well on a dial-up setup through AOL, which is pretty amazing. Since everything in the game is handled on the server (and not your PlayStation 2), things like lag and ping won't give broadband users any real advantage in timing or in combat.



Treants are gigantic sentient trees charged with protecting nature. Should you not care about that noble cause, you can kill these, too.



The detail on the creatures is amazing, especially considering how many characters will be on your screen at once.



Summoning classes like magicians and necromancers will have new summoned pets to command. Unfortunately, that goblin wolfrider isn't one of them.



New monsters like the Slith Tar will help make sure that even EverQuest veterans have something new to discover.



This undead wolfrider takes a moment's rest before chomping the souls of the innocent. Yes, you'll get a chance to kill him, too.



Some locations in EQOA are simply breathtaking to behold—even with a swarm of plague wasps buzzing about nearby.

Knowing that not everyone has a USB keyboard, Sony is working hard to make EQ's complex controls fit on a PlayStation 2 controller. Targeting, attacking, inventory management, and even chat functions are all done with a few button presses. Chatting with other players is handled through a system of customizable macros, so if you want to say, "Hello!" you use the directional pad to select Social, then Greetings, then "Hello!" Those players who own a USB keyboard (the one for your PC most likely works) can use that to type in more complex messages.

Changing the World

The coolest thing about EverQuest (and the thing that keeps PC gamers playing the three-year-old game to this day) is the dynamic content that Sony offers through patches. The EQOA team has figured out a few ways to include dynamic content without requiring the PlayStation 2 hard drive (take that, Final Fantasy XI!). First, the game can download small patches to your memory card. This will take up about half of a card, but it allows Sony to add things like camera angles, security measures, and other small, long-term patches to the game. EverQuest Online Adventures will also ship with certain content locked on the disc, which Sony will unlock over time to reveal new adventuring areas. Sweeping changes in continuity (like say, a gnoll invasion of Qeynos) can all be done on the server without changing the game at all in your machine at home, which enables the team to put in new quests, create new NPCs, and make some huge changes to the way the world works without downloading a ton of stuff to your machine.

Of course, to play EQOA in the first place, you'll need the PlayStation 2 Network Adaptor and a credit card (though Sony will be selling prepaid cards in one-month increments for those who don't have credit cards). You will not need the PlayStation 2 hard drive to play. While Sony hadn't announced a monthly fee as of this writing, be prepared for a monthly charge of between \$10 and \$13. A USB keyboard isn't a necessity, but it's recommended for chatting. Other than that, you'll just need time—lots and lots of time—because the developers claim that it will take the average player 500 hours to reach level 50 with one character. If you have any doubt as to whether or not it's worth your time, ask anyone who's playing EverQuest on the PC—there are hundreds of thousands of them out there.

February Fantasy

EverQuest Online Adventures is set to ship in late February, and it could set the bar for console MMORPGs just as the original EQ did on the PC. Massively multiplayer gaming on consoles is closer than you think. **G**

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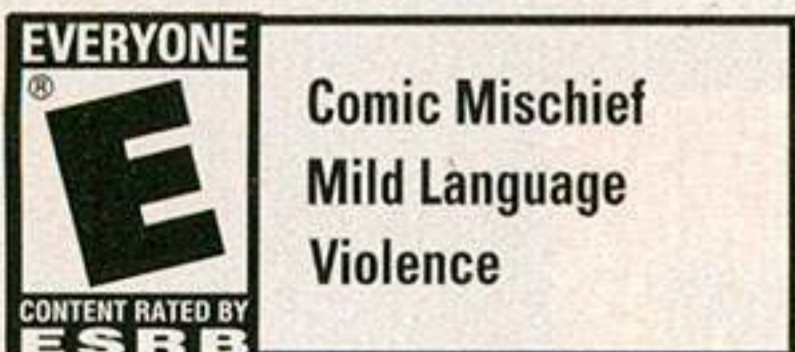
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The Year of the Dragon Ball Z

Finally, Infogrames unveils what fans have been demanding for years: a Dragon Ball Z fighting game. But will Dragon Ball Z Budokai appease the legions of Dragon Ball followers on the PlayStation 2?

By Four-Eyed Dragon

EVER SINCE THE first (and only) U.S. *Dragon Ball* fighting game made a PlayStation appearance over five years ago (see sidebar, "What About *Dragon Ball GT*?"), Saiyan fans have been pleading for another brawler where they can pit characters like Piccolo and Vegeta against each other in a head-to-head match using authentic *Dragon Ball* moves. Come this winter, the prayers promise to be answered in the form of *Dragon Ball Z Budokai*, by developer Dimps for the PlayStation 2.

Dragon Ball Bearings

The *Dragon Ball* sect hasn't stopped converting anime enthusiasts into its order since it first appeared over 20 years ago in Japan. Surprisingly, this cultish craze continues to spread like wild fire across North America, especially now that new episodes of *Dragon Ball Z* (the second in a trilogy of shows) have started to air on the Cartoon Network. For many, the *Dragon Ball Z* animated series offers a visually intense story that intertwines a fantastical journey of adventure with outlandish fights using a wide range of martial arts and out-of-this-world moves. Infogrames, the publisher of all *Dragon Ball Z* games coming to the States, promises to re-create this same fanciful experience in *Budokai*.

The Ki to Success

The core of *Budokai* will comprise of the flashy and elaborate fights of the *Dragon Ball Z* battles. For starters, the game's Duel mode will be a straightforward grudge match between two *Dragon Ball Z* characters (see sidebar, "It's All About Character"). "The fighting style will be similar to that of *Virtua Fighter* or *Street Fighter*," explains Chris Lundeen, associate producer of *Budokai*. "All the characters will have a standard punch and kick move, but each will also have their own grappling holds, combos, chain attacks, and special moves that players will recognize from the cartoon series." In fact, in an early playable version of the game, you could already execute Frieza's Death Beam, Goku's Kamehameha, and even Android #18's Power Falling Star.

Performing each warrior's extravagant list of power moves will require fast fingers and button presses. Much like the *Tekken* and *Virtua Fighter* series, a set pattern of four- to five-button combinations will enable you to unleash unique combos and special abilities. The basic button setup, though, will consist of punch, kick, guard, and Ki blast wave for all fighters. Curiously, you won't be able to crouch or even jump



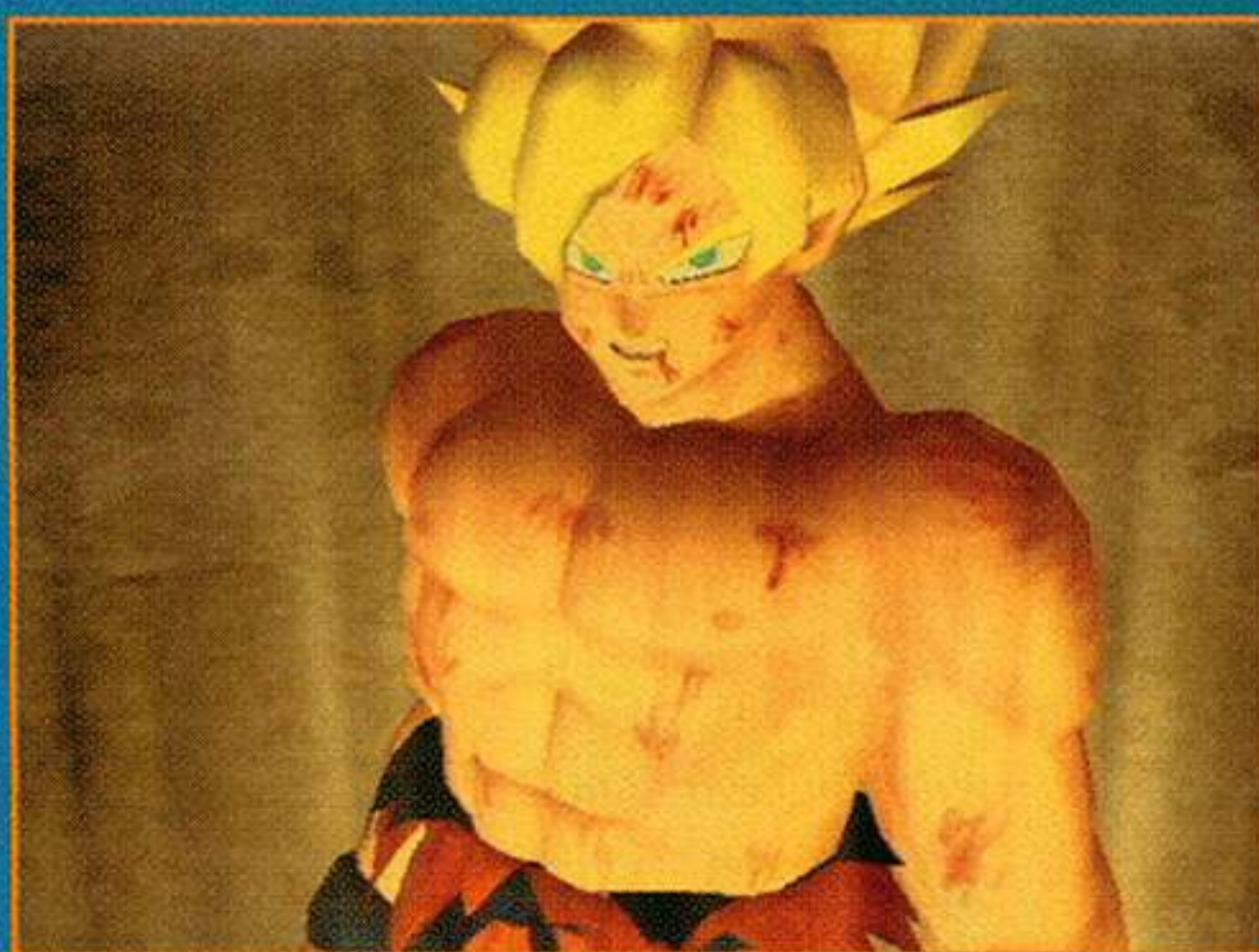
Each fighter will possess a few super moves like Yamcha's Tiger Jackhammer.



"We're trying to get a good balance [in *Budokai*] that appeals to both a young and old audience," explains Chris Lundeen, associate producer of *Dragon Ball Z Budokai*.



Just hitting the shoulder button will enable you to perform a flashy and effective grappling move.



Budokai's story mode will include snippets of the cartoon, and you'll be able to take part in the actual battles.



CONTINUED ►

It's All About Character

Here's a complete list of all 23 fighters who will appear in *Dragon Ball Z Budokai*:

Android #16: As just an experimental model, this big-muscled, red-haired man is out to destroy whatever is in his way.

Android #17: As a teen android, #17 enjoys destroying every part of Earth.

Android #18: Known as the "hottie" of the series, #18 helps in the destruction of Earth.

Android #19: Though this hulking behemoth wears a funny outfit, his power is just as strong as that of his other android colleagues.

Captain Ginyu: As the leader and the strongest of the Ginyu force, Ginyu has the ability to switch bodies with other fighters.

Cell: Along with having DNA from Goku, Piccolo, and Vegeta, Cell can absorb the energy of his opponents.

Dodoria: As one of Frieza's top henchman, Dodoria is later killed by Vegeta on Namek.

Frieza: He is perhaps the most powerful—if not evil—being in the universe.

Gohan (boyhood): He is the son of Goku and was trained by Piccolo at a young age.

Gohan (teen): Gohan's power has grown to surprising levels as a teen.

Gohan (Great Saiyaman): This is teenage Gohan disguised as the heroic Great Saiyaman.

Goku: Formally named Kakarot, Goku is an extraordinary Saiyan who is also the main hero of *Dragon Ball Z*.

Hercule: Though he may look strong, Hercule can be a coward. He did, however, win a World Martial Arts tournament.

Krillin: As one of the strongest earthling martial artists, Krillin is also best friends with both Goku and Gohan.

Nappa: He's a Saiyan who is more brawn than brain but is later eliminated by Vegeta for his weakness.

Piccolo: Once Goku's archenemy, Piccolo later becomes a heroic Namekian who sacrifices his own life to save Gohan.

Raditz: Goku's brother, Raditz, can't understand why Goku didn't destroy the measly humans when he first arrived on planet Earth.

Recoome: What Recoome lacks in speed is made up for in great strength for this member of the Ginyu Force.

Tien: This three-eyed warrior defeated Goku at a world-wide martial arts tournament but still fights alongside the heroes.

Trunks: As the son of Bulma and Vegeta, Trunks travels to the past and warns Goku of an impending invasion from the Androids.

Vegeta: As a powerful Saiyan, Vegeta is determined to gain immortality through the Dragon Balls. He turns good, however, after the Namek Saga.

Yamcha: Though he was once a notorious bandit, Yamcha remains best of friends with Goku.

Zarbon: He's the other top henchman for Frieza. Zarbon is considered handsome but must turn into a reptilian-like creature to defeat Vegeta.

during combat. The only time your feet will leave the ground for an extended time will be when you're hit hard by an opponent, which will send you flying high up in the air, only to slowly drift back down. But as you're floating down, your opponent will be able to move in on you in the sky. Why? "There's not a lot of crouching in the [cartoon] series, and fighting in the air is better than just jumping," explains Lundeen.

Though the characters can easily be identified by the show's core audience, Infogrames still hopes that these fearsome warriors will also appeal to non-



You'll have easy access at all times to your entire list of special moves and combos.



If you build up your Ki, or inner strength, you'll be able to pull off powerful attacks like Captain Ginyu's Body Change.

DBZ fighting fans, too. "The characters are compelling in themselves," says Lundeen. "The game contains big muscular characters, and of course there's Android #18 who's a hottie. Plus you can play Gohan as both a kid and a teen. Additionally, all the fighters are able to transform into a more powerful version of themselves."

Take Your Piccolo

For people who follow the show religiously, Budokai will feature a story mode where you can literally interact with the show's stars. In this single-player game, you'll take part in the climactic points (or big fight sequences) of the Saiyan, Namek, Captain Ginyu, Frieza, Trunks, Androids, Imperfect Cell, and Perfect Cell sagas. For instance, you'll be able to play as Goku as he battles Vegeta; take control of Piccolo in his fight against Android #17; and try to defeat all Cell Juniors using Gohan—just like in the show. The story mode will offer more than just a visual recreation of the anime series, too. Players will recognize all of the voices from the animated hit since Infogrames is making sure that each voice-actor from the actual American version of the cartoon will be heard in the game.



"There are two groups of *Dragon Ball Z* fans: younger fans who watch after school and college-age fanatics who are into the depth of the story and characters," explains Mike Cucciarella, producer of all Infogrames *Dragon Ball Z* games.



If you time your button press, you'll be able to deflect Ki blasts back to your opponent.

The Legacy Continues

Mike Cucciarella, producer of all *Dragon Ball Z* games, talks about past, present, and future DBZ games.

On The Legacy of Goku:

"We've heard mixed comments about *The Legacy of Goku* for the Game Boy Advance (see May issue, page 58). The game's length and the depth of the combat interaction were concerns [of the audience]. But looking at the game as a whole, we're happy with it as a role-playing game. I think a lot of people were looking for something that was more in line with *Golden Sun*. What we were trying to do was appeal to a younger demographic and try not to complicate it to the point where it would frustrate a gamer."

On *Dragon Ball Z Budokai*:

"We hope to give fans a next-generation game—something that caters to the expectation of what a next-generation game should be. The story and the characters will be accurate. Plus it will be a great fighting game."

On Future *Dragon Ball Z* games:

"There will be more *Dragon Ball Z* games. We're definitely in it for the long haul. We're lurking in the message boards, listening to the fans, and taking their comments to heart."



Why take so much care into mirroring the real TV show within the story mode? Infogrames understands that *Dragon Ball Z* is more than just a simple cartoon. "*Dragon Ball Z* is a soap opera—just like wrestling—where there's character development with good and bad guys," says Lundeen. "It's also not a show that you can watch in any order like most Saturday morning cartoons. There's an overarching story, a colorful nature to the characters. Plus it holds people's imagination and interest."

Cell Shading

The story mode won't be the only place for *Dragon Ball Z* fans to test their Fusion skills within the game. In the World Match tournament, you'll be able to choose to fight with your favorite warrior in a heated, single elimination



You'll be able to use a default fighter or custom-made character in all of your matches.



There won't be a crouch or jump in the game. Instead, you'll just float in mid-air.



Custom-made fighters are allowed only a limited number of skills.

CONTINUED ▶

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MILD LANGUAGE



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tournament. Rounds will be more than just friendly matches against the computer, too.

You'll be able to win money or other rewards depending on where you place in the tournament.

Prizes won't just be for bragging rights either. The money can be used to buy skill capsules for characters, which puts an even more engaging twist on the game. For example, by using the skill capsules, you can create a Goku without any death moves but with a high defense; shape Goku into an ultimate physical attacker; or have Goku be a one-shot killer with an improved death move. So instead of fighting with default Goku in a World Match, you'll be able to fight with a custom-made Saiyan. Even better, you'll be able to trade valuable or rare skill capsules with a fellow Budokai player just by using the memory cards. The list of skills to buy and trade is enormous, too. There will be Ability skills like Death Beam or Fusion; Physical skills like Fierce Ranma or Evil Dance; and Support skills like Senzu Bean or Viral Heart Disease. There will be an average of 30 different skills that each fighter can acquire.

Do You Have the Ball Z?

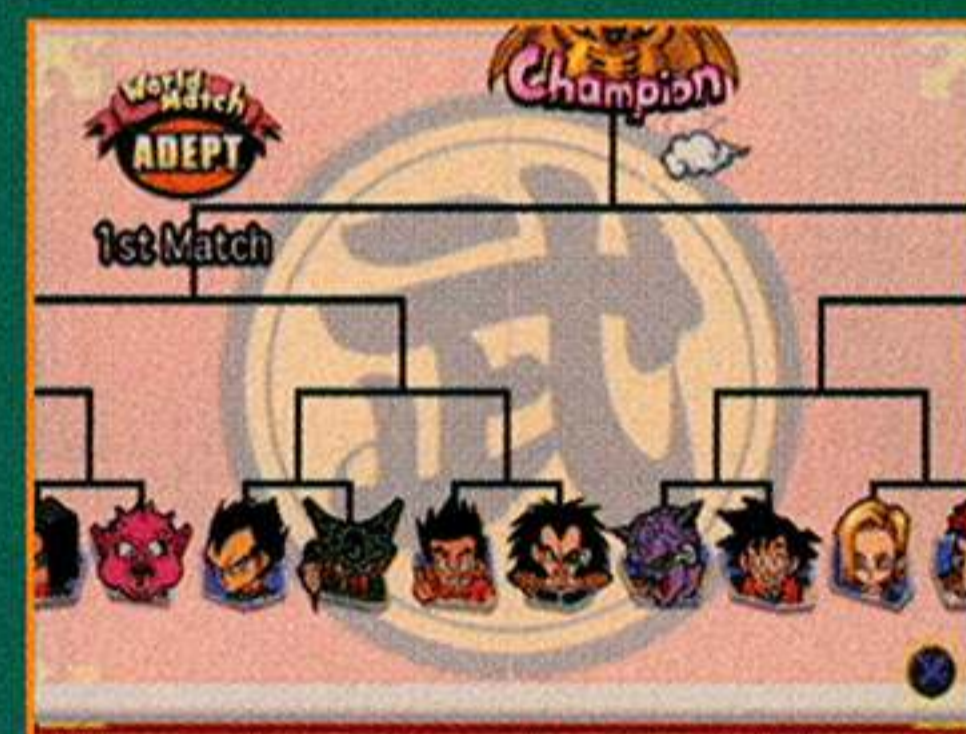
The action in a 90 percent-complete version of Budokai mirrored that of the actual TV show. Battles could become fierce with both fighters using their over-the-top moves on each other at the same time. And even though the voice localization wasn't complete, just watching the story sequences felt like you were actually watching the cartoon series. The only downer to this promising *Dragon Ball Z* game is that you will not be able to play online. According to Infogrames, the game has been in development for over two years and the plan at the start was not to include an online component. Still, with plenty of gameplay modes already exhibiting the *Dragon Ball* feel, Budokai could be a hit with *Dragon Ball Z* fans. The prayers are being heard. **G**



"The PS2 matches up really well with the [*Dragon Ball Z*] demographics. The PS2 audience is slightly older than GameCube fans, and the Xbox doesn't have the installed base," explains Peter Armstrong, director of product development, on why Budokai will appear only on the PlayStation 2.



Each warrior will have a complete library of unique abilities, physical attacks, and support items that they can use at their disposal.



You'll be matched up randomly in the World Tournament.

What About Dragon Ball GT?

"Dragon Ball GT was a good concept. The problem was trying to create a game of that scope on the PlayStation console, which was a tough thing to do. It didn't even have the original voice-acting. The PS2, on the other hand, is robust: It can have voice-actors, can handle devastating moves, and [*Budokai*] won't slow the machine down at all."—Chris Lundeen, associate producer of Budokai

"With awful control, bad sound, and subpar graphics, *Dragon Ball GT* looks more like an anime collector's item than a real fighting game. Don't go chasing the Dragon on this definite rental."—*GamePro* magazine, December 1997

"\$165—good condition with original instruction manual and packaging included."—current eBay bid at press time for a used *Dragon Ball GT* PlayStation game

GRAPHICS	SOUND	CONTROL	FUN FACTOR	ESRB
3.5	3.0	3.0	3.0	EVERYONE E CONTENT RATED BY ESRB



PlayStation®2

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TOMMY'S
DRIVE UP →

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& CLANK**



The King of the Monsters and his legendary foes make a triumphant return to home systems. Direct from Monster Island, here's the skinny on the GameCube and Game Boy Advance brawlers, plus a ProStrategy Guide for *Godzilla: Destroy All Monsters Melee*.



BY PONG SIFU

- Developed by Pipeworks Studios
- Published by Atari
- \$49.99
- Available now
- Fighting
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.0

LONG LIVE THE LIZARD KING

GODZILLA: DESTROY ALL MONSTERS MELEE



WITH BEAUTIFUL CREATURE designs and sound effects ripped right from its celluloid roots, *Godzilla: Destroy All Monsters Melee* boasts enough attention to detail to make G-fans praise the patron saints at Pipeworks. And though it misses the occasional beat, DAMM ultimately rocks hard in the gameplay department, especially if you feel any sort of nostalgia for the boffo thunder-lizard of doom.

EARTH'S GREATEST DECISIVE MONSTER BATTLE

DAMM's fighting system isn't robust enough to hook fighting aficionados, and a broader palette of individualized button/control stick combinations would've made the game more devastating. Pipeworks makes up for this by imbuing each creature with its own strengths, weaknesses, and fighting style—and also by implementing fully interactive environments and randomly spawning power-ups. Most of the game's arenas are sprawling cities filled with lovely, destructible buildings, which can be used for cover from ranged attacks or chucked at foes. As matches progress, buildings collapse, depriving you of places to hide and weapons to hurl—at which time it all boils down to the sheer fighting prowess of you and your foe. So while mastering the subtleties of each monster and using your surroundings to your advantage are crucial, you'll also need to adapt to the changing environments, as well as an onslaught of military vehicles that relentlessly pummel you and your enemy.

Along the grid of city streets appear health and energy power-ups, and when one of these appears, the game becomes a foot race to see who can negotiate streets and leap buildings fast enough to get it first. Among the de facto health and energy upgrades is the way-cool Mothra AirStrike—pick that mother up and Mothra swoops overhead to sizzle your enemy with lightning. These elements add extra layers of strategy that compensate for a fighting engine that some may find limited and lazy.

GIANT MONSTER ALL-OUT ATTACK

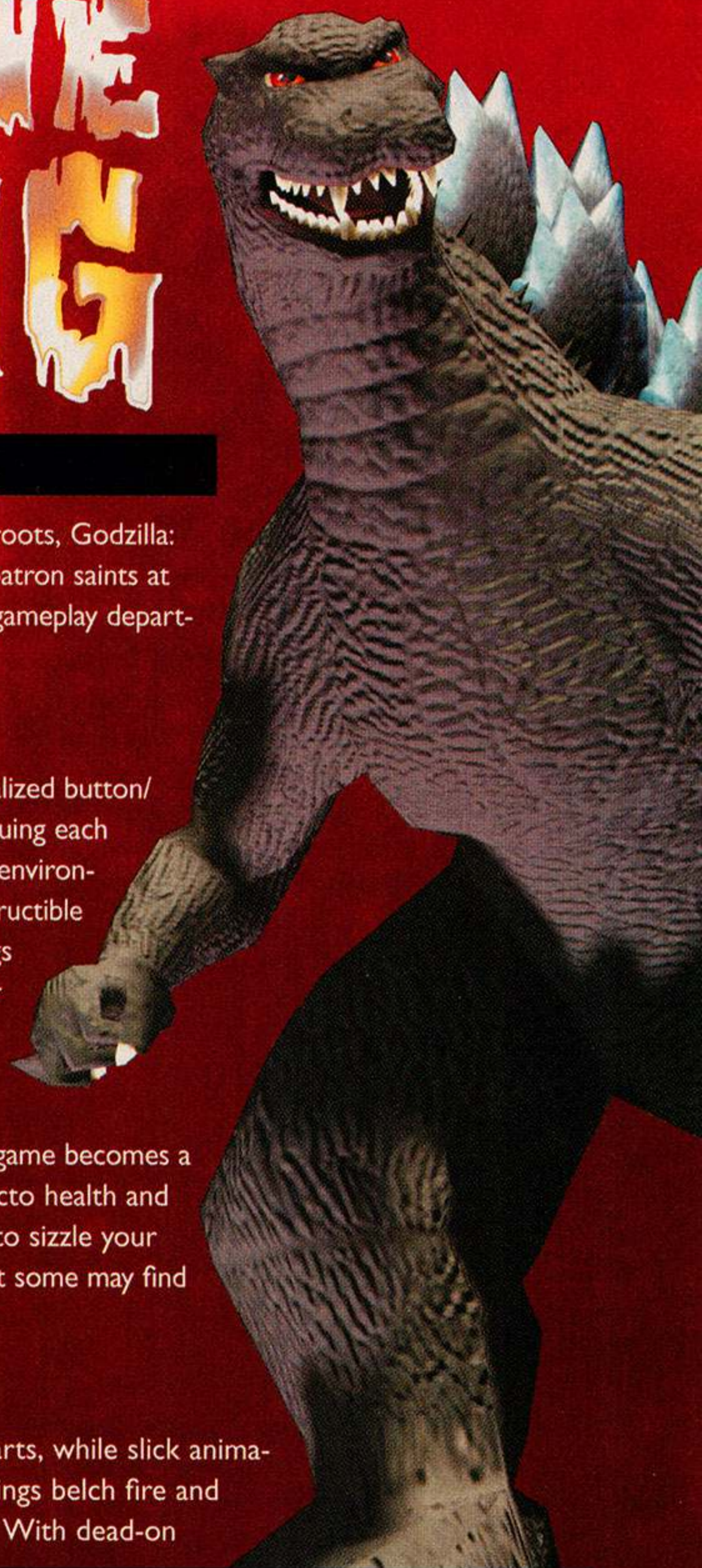
For the most part the wicked creature models retain the proportions of their rubber-suited counterparts, while slick animation lends them convincingly nimble mobility. The lighting and particle effects are gorgeous, while buildings belch fire and massive plumes of smoke as they crumble beneath your mighty rage in a hypnotic orgy of destruction. With dead-on monster roars, bottom-heavy explosions, and screaming energy attacks, the sound design destroys.

And although Pipeworks should've gone the LucasArts route by culling music from the films, the score is competently punishing. Commands are mapped out logically, and responsive (if a bit oversensitive) controls ensure that your creature will become one with yourself.

SAVE THE EARTH

Since you'll possibly play through DAMM enough times to unlock every monster in a couple of days, much of its lasting appeal hinges upon its multiplayer modes, which are pretty rocking. As multiple monsters spread throughout the city, however, the camera pans back so wide that it's hard to see what you're doing. This problem is compounded during nighttime, rendering the onscreen action indecipherable. The only other complaint: There are only a measly 11 playable monsters from Toho's bestiary of nearly three dozen (inexplicably, Hedorah and Mothra appear only as NPCs), but nevertheless *Godzilla: Destroy All Monsters Melee* slays. **G**

CONTINUED ►



GODZILLA: DOMINATION



BY PONG SIFU

- Developed by Wayforward Pocket Team
- Published by Infogrames
- \$29.99
- Available November
- Fighting
- 4 players (with link cable)



GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	2.5	2.0	1.5



GODZILLA'S GBA OUTING doesn't fare as well as its GameCube big brother. Uninspired isometric levels host puny battles between Godzilla, King Ghidorah, Rodan, Mothra, Mecha-Godzilla, and Megalon. Poor graphics and animations, a tear-jerkingly simple fighting system, painful bonus rounds, and one of the worst end-boss encounters ever put to pixel relegates *Godzilla: Domination* to peg-warmer status. Save your coin and rent *Godzilla vs. The Smog Monster* instead.



PROTIP: Build your energy by destroying buildings.

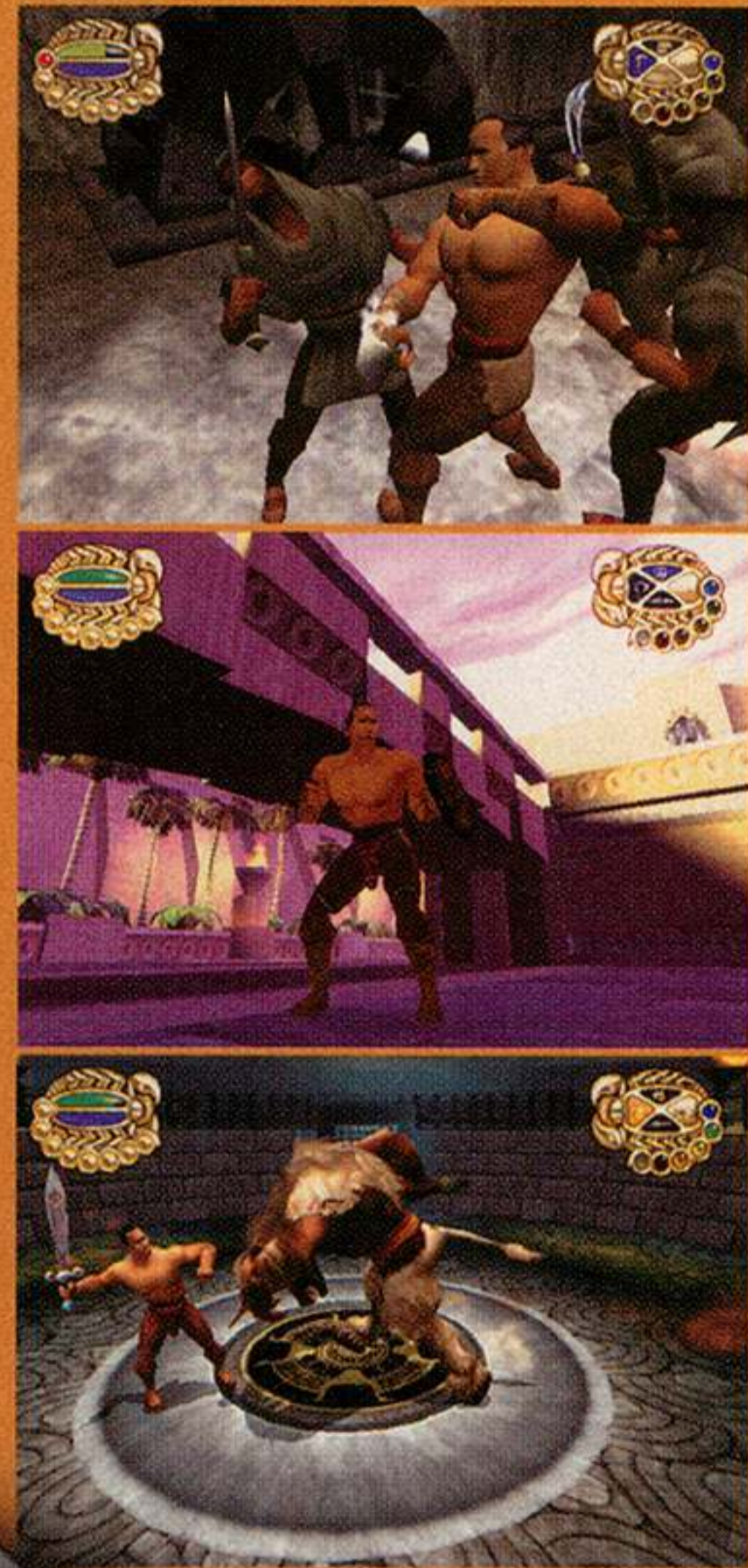


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Violence



PlayStation 2



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GODZILLA

DESTROY ALL MONSTERS MELEE

Every creature in *Godzilla: Destroy All Monsters Melee* has its own fighting style, strengths, and weaknesses. Don't go raging into battle without knowing your enemy, for an all-out assault of the fire monsters is imminent and the fate of the planet hangs in the balance. **By Pong Sifu**

90S GODZILLA

Preferred Fighting Style: Melee

USING 90S GODZILLA



90s Godzilla is a well-rounded fighter who is very strong in melee, grappling, and ranged attacks. His tail attacks are powerful and cause heavy blunt damage, while his Atomic Breath is devastating. He is resistant to energy attacks.

AGAINST 90S GODZILLA



When up against 90s Godzilla, keep buildings between the two of you when his energy is full. Use ranged weapons and throw buildings at him as much as possible. Allow yourself to be open to draw his Atomic Breath and quickly hide for cover when he unleashes it. When his energy is depleted, come out of hiding and attack—his energy takes a long time to recharge, and he won't be able to blast you for a while. Most of Godzilla's offenses consist of edged claw attacks and grapples, thus he is a strong close-range fighter so keep a medium distance. After knocking him down, get away from him—he'll swipe you with his tail before getting up.

ANGUIRUS

Preferred Fighting Style: Grappling

USING ANGUIRUS



Angirus is a tough little guy who can take a lot of punishment, and if you use his back spikes as a shield, your enemies will be momentarily stunned, allowing you to execute one of his numerous grapple moves. He's also a fast runner, which is advantageous when collecting power-ups.

AGAINST ANGUIRUS



Angirus fights best up-close, and striking him on his spikes will injure you and leave you vulnerable to an attack. Since he must use his spiked shell as a shield, Angirus is slow to defend and takes extra damage from edged attacks if hit on his underbelly. His Sonic Roar has poor range, as do his tail attacks—so use grappling moves and ranged attacks as much as possible. Do not let him grab you as his grapple attacks are very strong.

MEGALON

Preferred Fighting Style: Melee/Grappling

USING MEGALON



Megalon is resistant to edged attacks, and his drill-claws cause heavy damage. His greatest asset is the ability to burrow into the ground (simultaneously press L and R) and grab his enemy from underneath. He's invulnerable when underground. His limited flight ability gives him strong aerial attacks.

AGAINST MEGALON



When Megalon burrows underground, wait for him to come close to you and then leap out of the way. If he misses you when he surfaces, he'll be drained of energy, giving you time to commit to a grappling, fierce, or even ranged attack. Do not commit to a powerful range attack unless you're sure you can hit him. If you miss and he burrows underground, you'll be vulnerable until your range attack runs its course. Keep in mind that his Horn Lightning attack is weak and lacks range.

GODZILLA 2000

Note: You must complete Adventure mode with 90s Godzilla to unlock Godzilla 2000.

Preferred Fighting Style: Melee

USING GODZILLA 2000



Godzilla 2000 is as well rounded as 90s Godzilla, and though his Atomic Breath is not quite as powerful, it is still crushing. He's faster and more agile than 90s Godzilla, and fights very well at both close and long range.

AGAINST GODZILLA 2000



Other than a slight vulnerability to edged weapons, Godzilla 2000 has no major weaknesses, and that makes him one tough customer. Follow the same strategy you would against 90s Godzilla and only take into account his added speed. Stick close to buildings in case he uses his Atomic Breath.

CONTINUED ►



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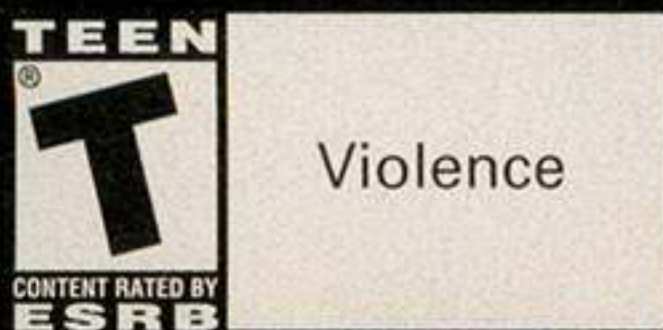


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GIGAN

Note: You must complete Adventure mode with Anguirus to unlock Gigan.

Preferred Fighting Style: Melee

USING GIGAN



Gigan can cause severe edged damage with his huge claws, and he has good melee range. His energy replenishes rapidly, and his Laser Eye can be executed very quickly—use it frequently to wear down foes. By simultaneously pressing L and R, you can teleport behind enemies, who are then vulnerable to your brutal claw attacks.

AGAINST GIGAN



Gigan is a strong melee fighter, so avoid close-range combat. Gigan's grapple attacks are weak, and he has a tough time against creatures resistant to edged attacks. If he teleports, start running to avoid an attack from the rear.

KING GHIDORAH

Note: You must complete Adventure mode with Megalon to unlock King Ghidorah.

Preferred Fighting Style: Grappling

USING KING GHIDORAH



King Ghidorah is an extremely strong grappler with good reach, and he can even grab opponents with his tail. His wings can create winds strong enough to momentarily slow foes, giving him ample opportunities to grapple them. He can stun enemies with two heads and then attack with the third. King Ghidorah can also fly and fire his Triple Lightning while airborne.

AGAINST KING GHIDORAH



Keep your distance from King Ghidorah, and you should do fine. Since he takes a long time to charge up his attacks, it should be easy to hit him with a building or a ranged attack as he is doing so. He's also slow in the air and easy to hit with a ranged attack. If you approach him from the rear, however, beware—his tail can be used as a blunt weapon as well as a grappling one.

DESTOROYAH

Note: You must complete Adventure mode with Godzilla 2000 to unlock Destoroyah.

Preferred Fighting Style: Ranged

USING DESTOROYAH



Destoroyah is a brutal powerhouse with an unparalleled repertoire of energy attacks, while his melee and grapple assaults are very strong. His Micro Oxygen Spray attack is one of the most powerful attacks of any monster. Use Destoroyah's myriad energy attacks to stun enemies and then move in for the kill with melee, grappling, and powerful horned attacks.

AGAINST DESTOROYAH



If executing a melee attack, strike quickly, and then get away from Destoroyah fast because he is one strong monster. Use grappling attacks and charge up for a ranged attack while he recovers. Destoroyah's multiple Horn Katana attacks inflict heavy damage, so get away from him if he's getting ready to execute them.

RODAN

Note: You must complete Adventure mode with Gigan to unlock Rodan.

Preferred Fighting Style: Ranged

USING RODAN

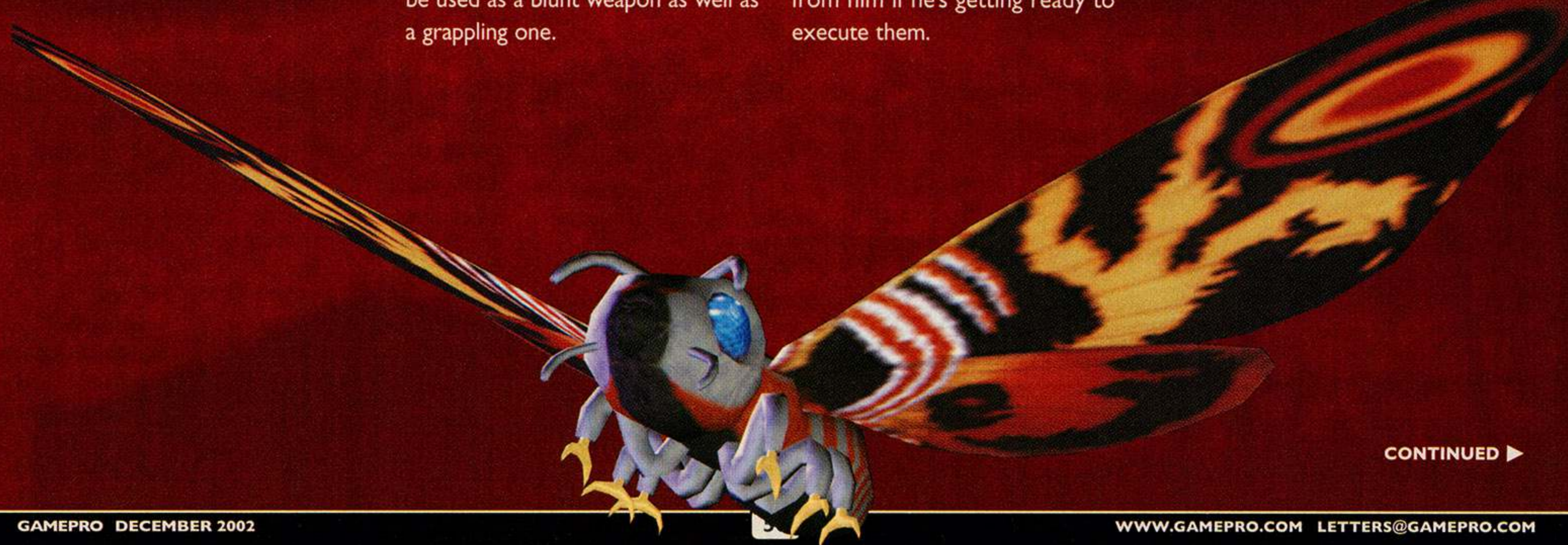


Rodan is extremely fast and agile. Combined with his power of flight, he is best equipped for collecting power-ups. His Uranium Heat Beam inflicts heavy damage and has great range. When using Rodan, be sure to keep a distance from your enemies and rack up power-ups while wearing them down with your uranium Heat Beam. His speed and flying abilities make it easier for you to execute grappling attacks.

AGAINST RODAN

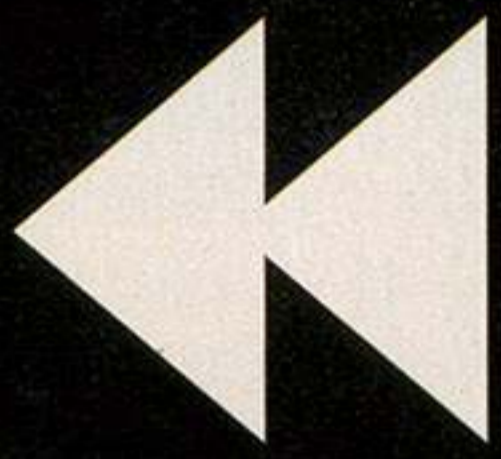


Rodan's resistance to damage is very low, and he cannot take much punishment. He has weak melee and grappling attacks. Although fast, Rodan can be easily subdued if you can close the gap between you, corner him, and commit to heavy blunt and edged attacks.

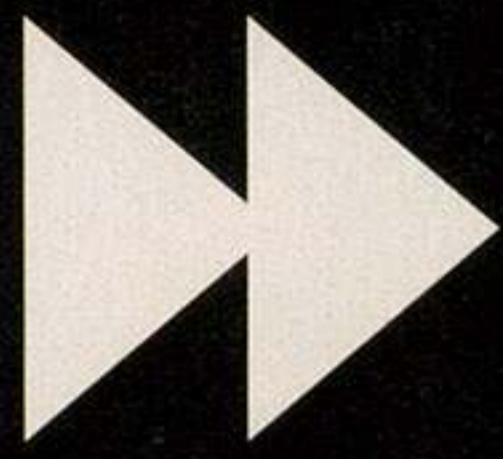


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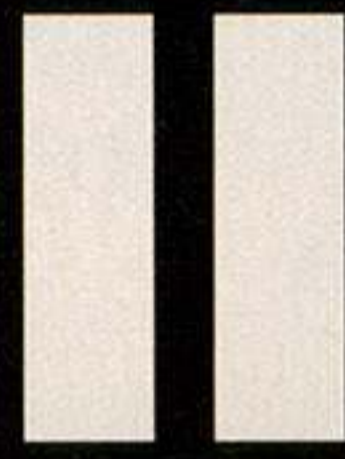
Who needs nine lives when you can control time?



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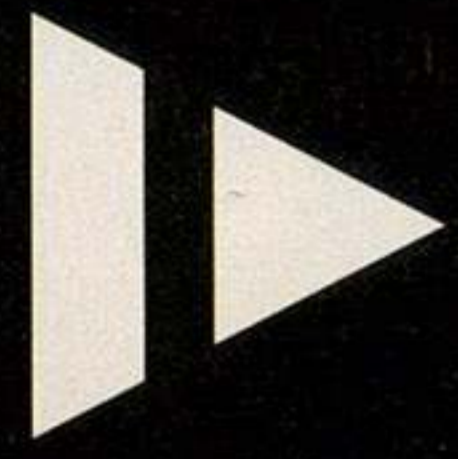
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MECHA KING GHIDORAH

Note: You must complete Adventure mode with King Ghidorah to unlock Mecha King Ghidorah.

Preferred Fighting Style: Grappling

USING MECHA KING GHIDORAH



Mecha King Ghidorah has the same strengths as King Ghidorah: strong grappling attacks, the ability to stun foes with his wings and extra heads, and powerful Triple Lightning Attacks. He's extremely resistant to edged attacks, and his block creates an energy field that absorbs attacks and even converts ranged attacks into health.

AGAINST MECHA KING GHIDORAH



Like King Ghidorah, Mecha King Ghidorah maneuvers slowly, while his energy attacks take a long time to charge up. Try to draw out Mecha King Ghidorah's Lightning Attacks to drain his energy, but stick close to buildings for cover. When this happens, he can't use his force field and is more vulnerable to attacks.

MECHA-GODZILLA

Note: You must complete Adventure mode with all monsters to unlock Mecha-Godzilla.

Preferred Fighting Style: Ranged

USING MECHA-GODZILLA



Mecha-Godzilla is a master of ranged combat who utilizes a wide variety of laser and missile attacks, which will crucify his foes. He's extremely resistant to edged damage, and his long-ranged jet attacks give you an edge over faster enemies. Though a little slow, his melee combos can cause major pain.

AGAINST MECHA-GODZILLA



In Adventure mode, you fight Mecha-Godzilla at the Mothership arena. The key to defeating Mecha-Godzilla is to use buildings as shields and

keep distance between you—but at first the fighting is confined to a small circle. Move quickly around Mecha-Godzilla to avoid his missile and laser attacks, grab him, and throw him into the green barriers. After one or two throws, the barrier dissipates and you can move among the buildings. Mecha-Godzilla is slow on the ground and his melee range is limited, so be sure to keep a safe distance with buildings between you, while wearing him down by hurling buildings, executing ranged attacks, and grabbing as many power-ups as possible.

ORGA

Note: After unlocking Mecha-Godzilla, you must complete Adventure mode with Godzilla 2000 to unlock Orga.

Preferred Fighting Style: Grappling

USING ORGA



Fast with his hands and possessing a long reach, Orga is by far the best

grappler in the game with a multitude of grapple attacks at his disposal—use them to crush your enemy to dust. He's extremely resistant to blunt damage, and his melee attacks are quick.

AGAINST ORGA



Stay away from Orga's giant hands—if they get a hold of you, you're toast. Though he's quick to attack, he walks slowly, which puts him at a disadvantage when collecting power-ups. He cannot aim his Shoulder Cannon as far to the sides as other creatures can aim their energy weapons, and this makes him easy to grab from behind when he commits to using it. **G**





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Two complete adventures plus Challenge and Battle modes.

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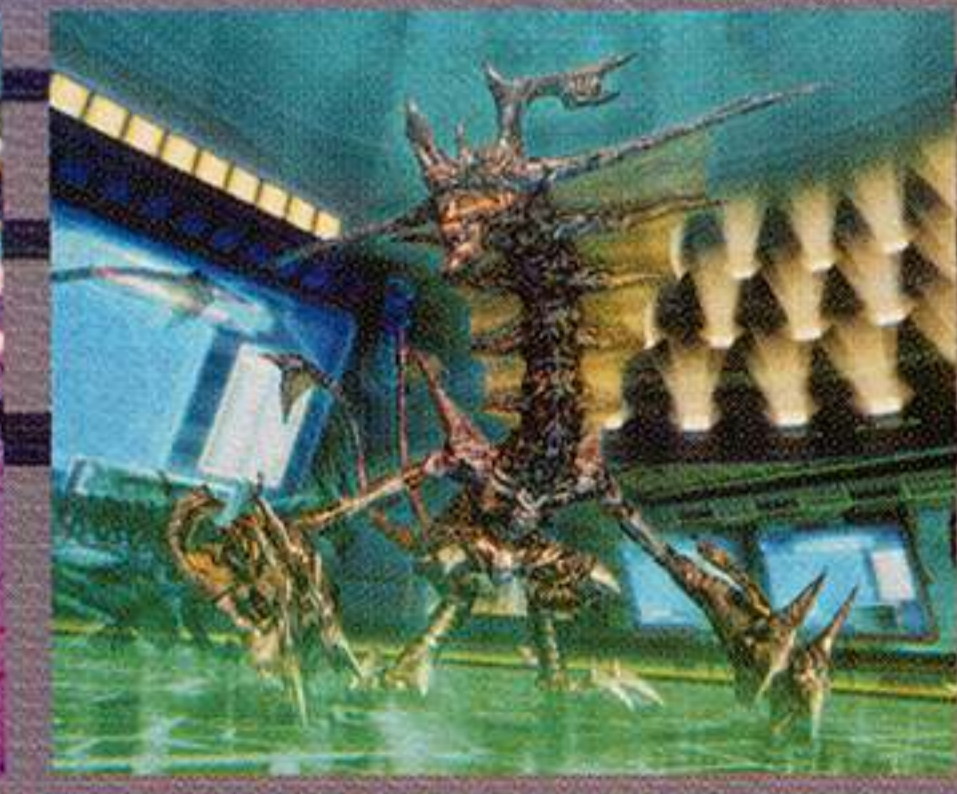
Split-screen action as up to four heroes team up or compete



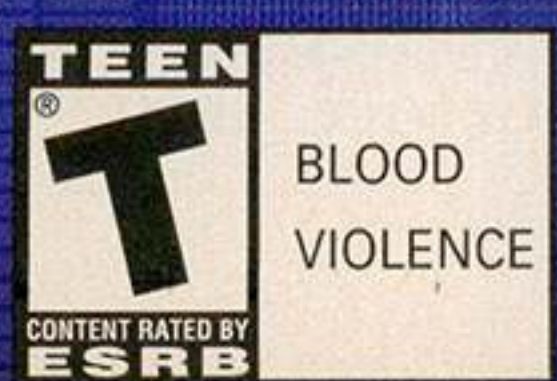
Biggest Fantasy Star yet - new characters and new quests!



Offline or On - Challenge Mode and Battle Mode are at your finger tips



Real-time combat against new, more powerful monsters



The Fantasy Star Universe is also coming soon on Game Boy Advance & PC



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BATMAN

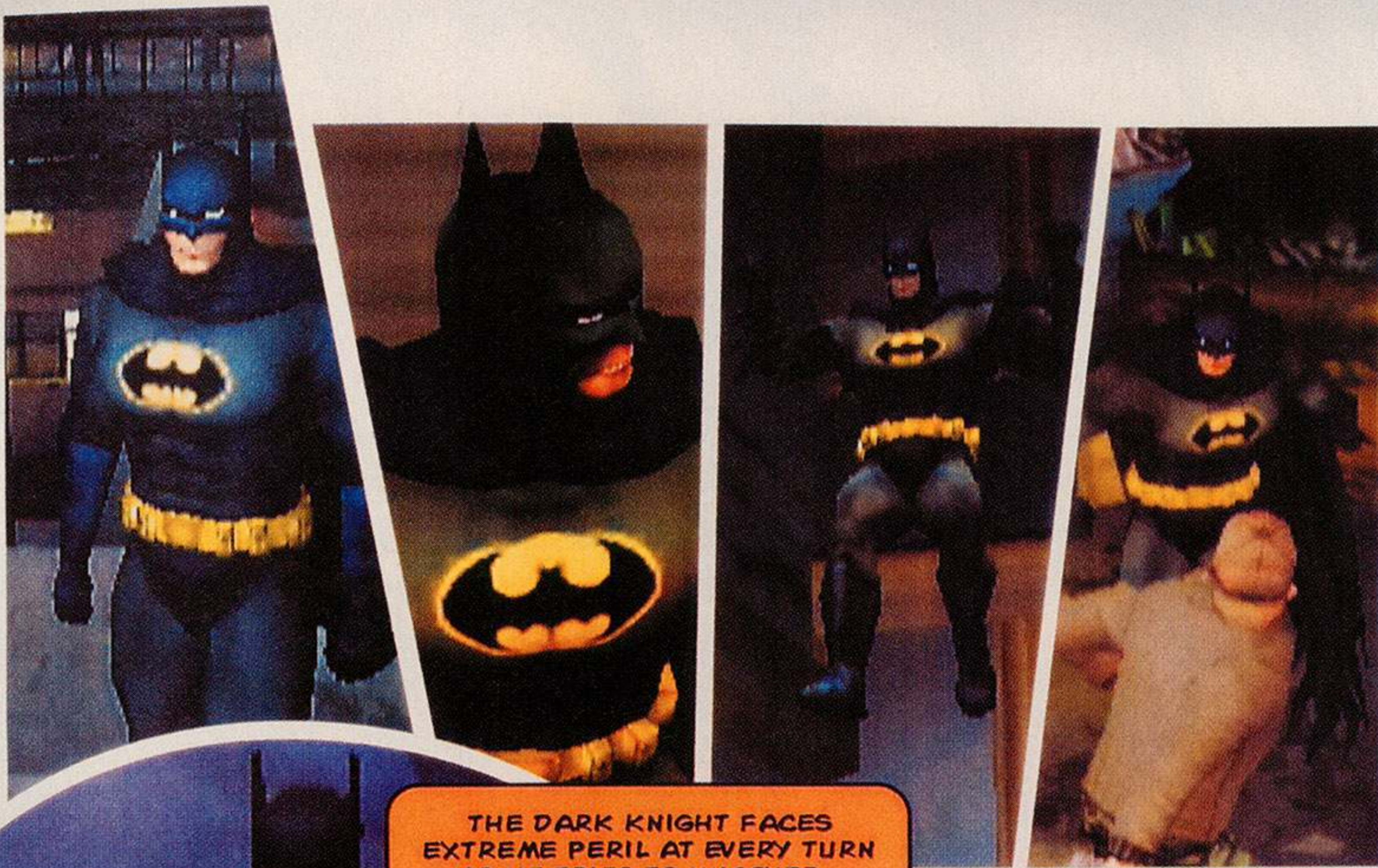
DARK TOMORROW

THE STORY THUS FAR: GANG WAR RAGES IN THE STREETS OF GOTHAM CITY...

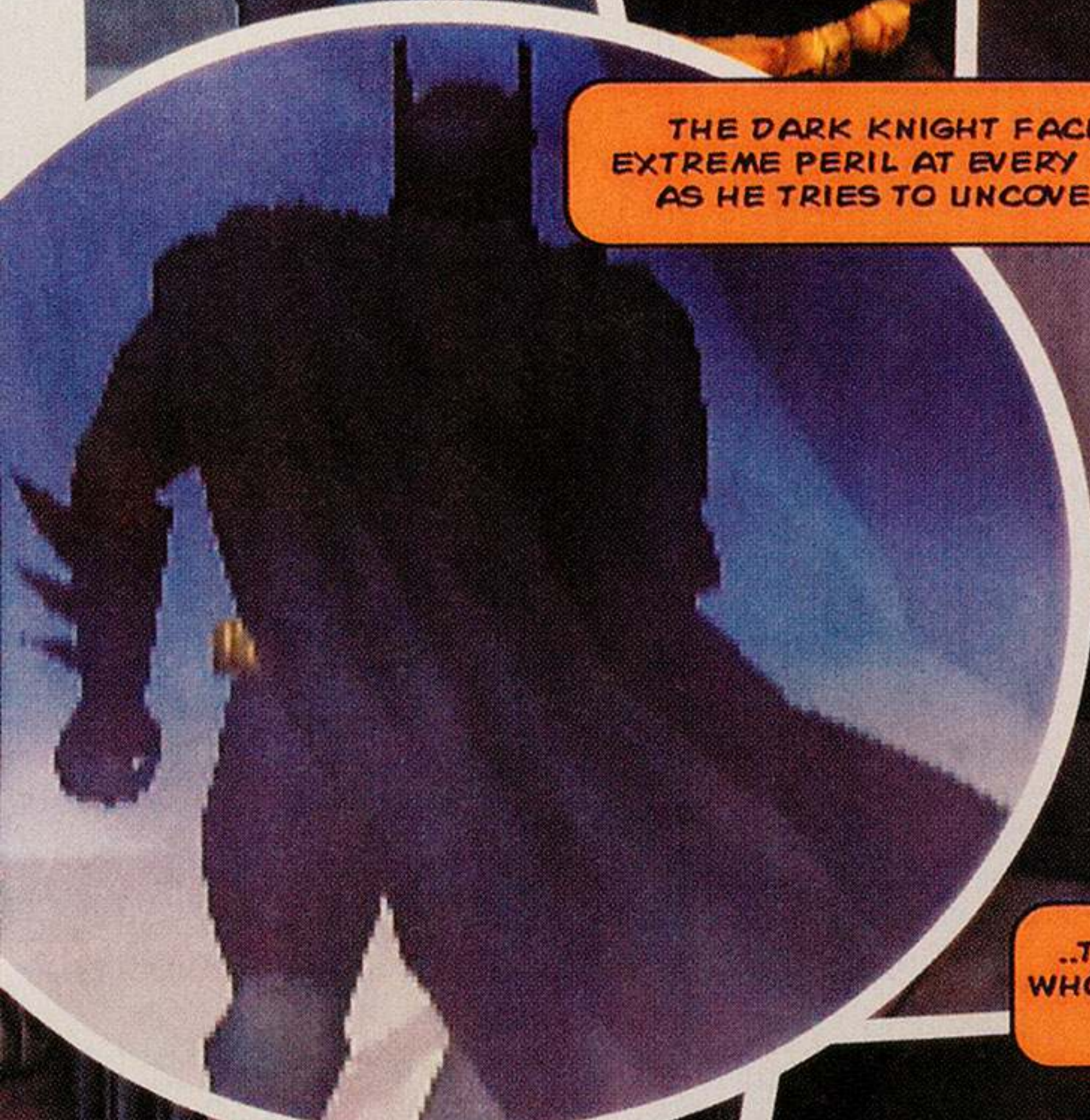
WHILE AT ARKHAM, POISON IVY, JOKER, KILLER CROC & OTHER INMATES ARE RUNNING THE ASYLUM.



inspired by dc comics, batman: dark tomorrow pits a tougher, darker dark knight against the joker, mr. freeze, poison ivy, killer croc, black mask, the ventriloquist & scarface, and



THE DARK KNIGHT FACES EXTREME PERIL AT EVERY TURN AS HE TRIES TO UNCOVER...



...THE MYSTERIOUS MASTERMIND WHO HAS IT IN MIND TO TAKE OVER THE ENTIRE WORLD!



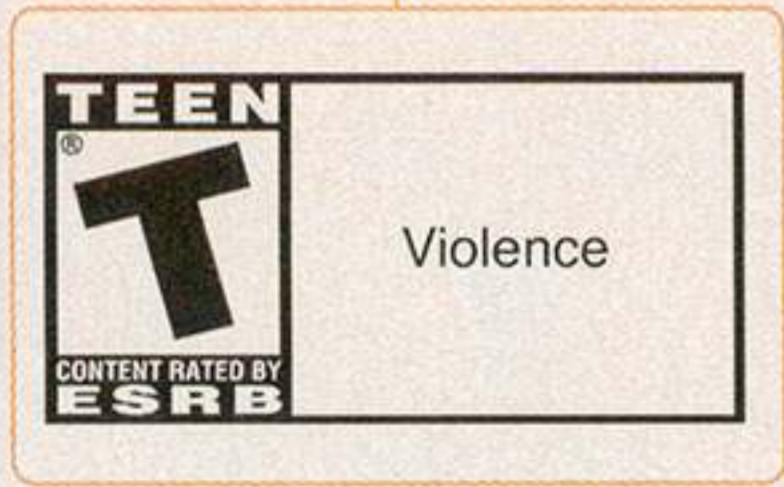
coming soon



coming soon



coming soon



more. written by scott peterson (batman writer) and kenji terada (final fantasy I, II & III). A collectors' edition DC comic is included to set the stage. But to Batman, this is no game!



MISSION!

BEWARE, PUNY HUMANS! WHAT SEEMED LIKE AN INNOCENT COLLECTION OF HOLIDAY PERIPHERALS IS IN REALITY A SLEW OF CONTROLLERS AND GADGETS, STANDING READY TO INVADE GAMERS' GIFT BUDGETS. DON'T SAY YOU WEREN'T WARNED. BY DAN ELEKTRO

E-READER

Nintendo • \$44.99 • www.nintendo.com • 800/255-3700

THIS UNUSUAL-LOOKING device uses a futuristic "laser ray beam" to read a strange alien language that contains no letters—just a sequence of dots printed on paper cards! However, these dots contain powerful technology indeed for your Game Boy Advance—everything from time-traveling NES games of the past (Balloon Fight, Donkey Kong Jr.) to bonus objects for Animal Crossing. Worst of all for Planet Earth, some of these "dot cards" give even greater power to those creatures that humanity thought was finally defeated—Pokémon! While the price of the e-Reader is steep, the technology itself works as advertised and has great potential. As long as Nintendo continues to support it, it's a decent investment.



MICROCON

Mad Catz • \$19.99–\$29.99 each • www.madcatz.com • 800/831-1442

THESE INVADERS COME disguised in forms you recognize and trust, but there's definitely...something...odd. Maybe it's the fact that they're 20 percent smaller than Mad Catz's standard PS2, Xbox, and GameCube controllers, but they still feature the same design contours, rubber grips, custom programmability, and full functionality of their bigger brothers. The Micro-Con series is great for younger gamers, folks who travel with their systems a lot, or those with small hands who just prefer a lighter chunk of plastic.



X-ARCADE

XGAMING • \$149.99; console adapters \$29.99 each • www.xgaming.com
866/942-6464

BENEATH THE TERRIFYING, sleek black exterior lies the heart of a monster! A true arcade-quality controller made with rugged, authentic parts, the X-Arcade succeeds where all other universal joysticks have failed. It's hardwired to work perfectly with the popular arcade emulator MAME on PCs, but it's totally programmable for any PC game you choose. For about \$30 each, adapters make it work with the PS one/PS2, Xbox, GameCube, Dreamcast, and Macintosh. The button layout is perfect for fighting games, and tech heads can get inside and precision adjust things like joystick spring tension and button response. It's worth the cash—consider the extreme quality and the fact that it works with almost every game system you own. Sounds like a recipe for...total domination!



CONTROL



CORDLESS CONTROLLER

Logitech • \$59.99 • www.logitech.com • 800/231-7717

THESE BOOMERANG-SHAPED devices (not unlike those seen over Midwestern skies) can send invisible messages that force people to move or even attack other beings, using only...mind power! Or maybe it's just 2.4 GHz technology that keeps switching channels to avoid interference—but either way, the onscreen avatars obey the controller's every whim. Don't lose the manual as there are multiple modes that you'll need to keep straight, but rest assured you'll be rewarded for the slightly heavy, somewhat pricey controller with 50 hours of gameplay on 4 AA batteries. The PS2 version landed this fall; an Xbox version will be part of the next attack wave.

ATTACK PAD OPTICAL

EverGlide • \$15.95 • www.everglide.com • 888/354-5072

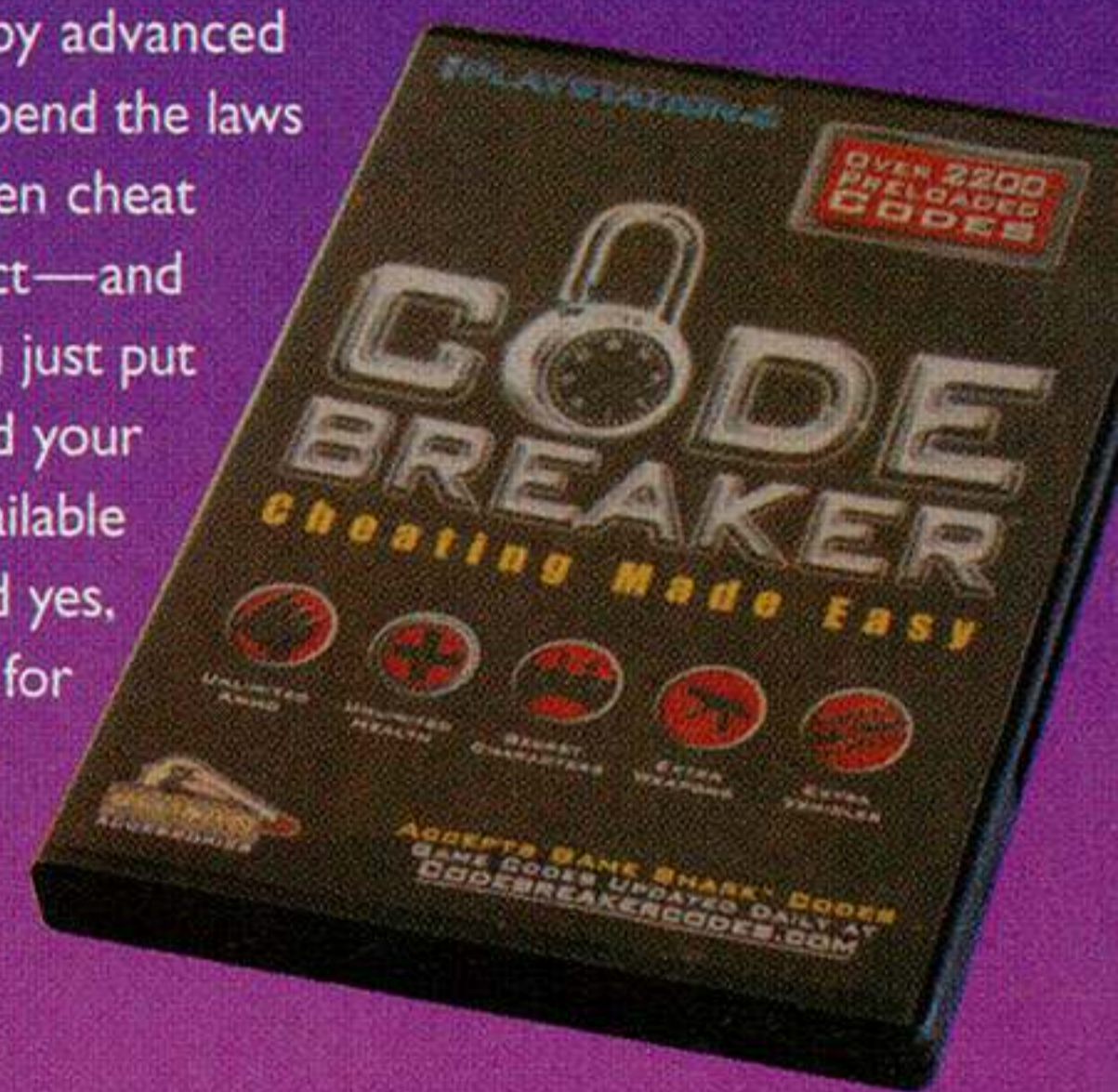
EVERGLIDE'S MOUSE PADS are saucer-shaped devices that allow the user to move with unparalleled precision—clearly the work of a higher intelligence. The latest Attack model, which still measures just over 8"x10", has been tweaked with optical mice in mind. It features a new polystyrene thermo-plastic compound, a smoother surface, and a sparkle texture baked right in, all the better for lasers to see and differentiate (it works great for ball-based mice, too). Should the initial Attack fail, beware the coming of the ominously named Giganta V-1, a larger pad (almost 10"x12") poised for a bigger gaming assault.



CODE BREAKER

Pelican • \$39.95 • www.pelicanacc.com • 323/234-9911

A SECRET DEVICE powered by advanced computer technology that can bend the laws of nature, change reality itself—even cheat death! It's not science fiction, it's fact—and there's no hardware involved, so you just put the silver disc in your PS2, then load your game of choice. Fresh codes are available at www.codebreakercodes.com, and yes, it's compatible with codes designed for a certain other cheat device on the market. There are Code Breakers available for the GBA, N64, Saturn, and other systems as well.



DSS-900 DIGITAL 5.1 SPEAKER SYSTEM

Interact • \$99.99 • www.interact-acc.com • 410/785-4064

THE CREATURES MUST be broadcasting their propaganda via this six-piece collection of black mini-monoliths, transmitting fiber-optic signals and completely entrancing the hapless victim, surrounding him or her in a 360-degree wall of sound. Supporting optical, coax, or RCA connections, this small-scale setup roars, decoding Dolby 5.1 signals and proving especially powerful when used with alien invasion "games" like Halo or "fictional DVD-based entertainment" such as *Independence Day*. Since everything is color-coded, setup is insanely easy—roughly 15 minutes from box to "that rocks"—though some ill-designed brackets make the speakers better suited for shelf placement than wall mounting. Still, it's major bang—and subwoofer boom—for the buck.



ILLUSTRATION: HERMAN AUCH PHOTOGRAPHS: SHUTTERBUG





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TEEN
T
CONTENT RATED BY
ESRB

Blood
Violence
Use of Alcohol



developed by
snowblind
studios

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FORGOTTEN REALMS

Baldur's Gate™

DARK ALLIANCE™

Live the Fantasy...

“Baldur's Gate: Dark Alliance looks like an absolute must-have game...”

- GameSpy.com

“Baldur's Gate: Dark Alliance looks like it's going to blow us away.”

- XboxSolution



Intense battles



Explosive spell effects



Amazing graphics and gameplay



TECMO | 100% GAMES

RYGAR

THE LEGENDARY ADVENTURE

Slash DIE

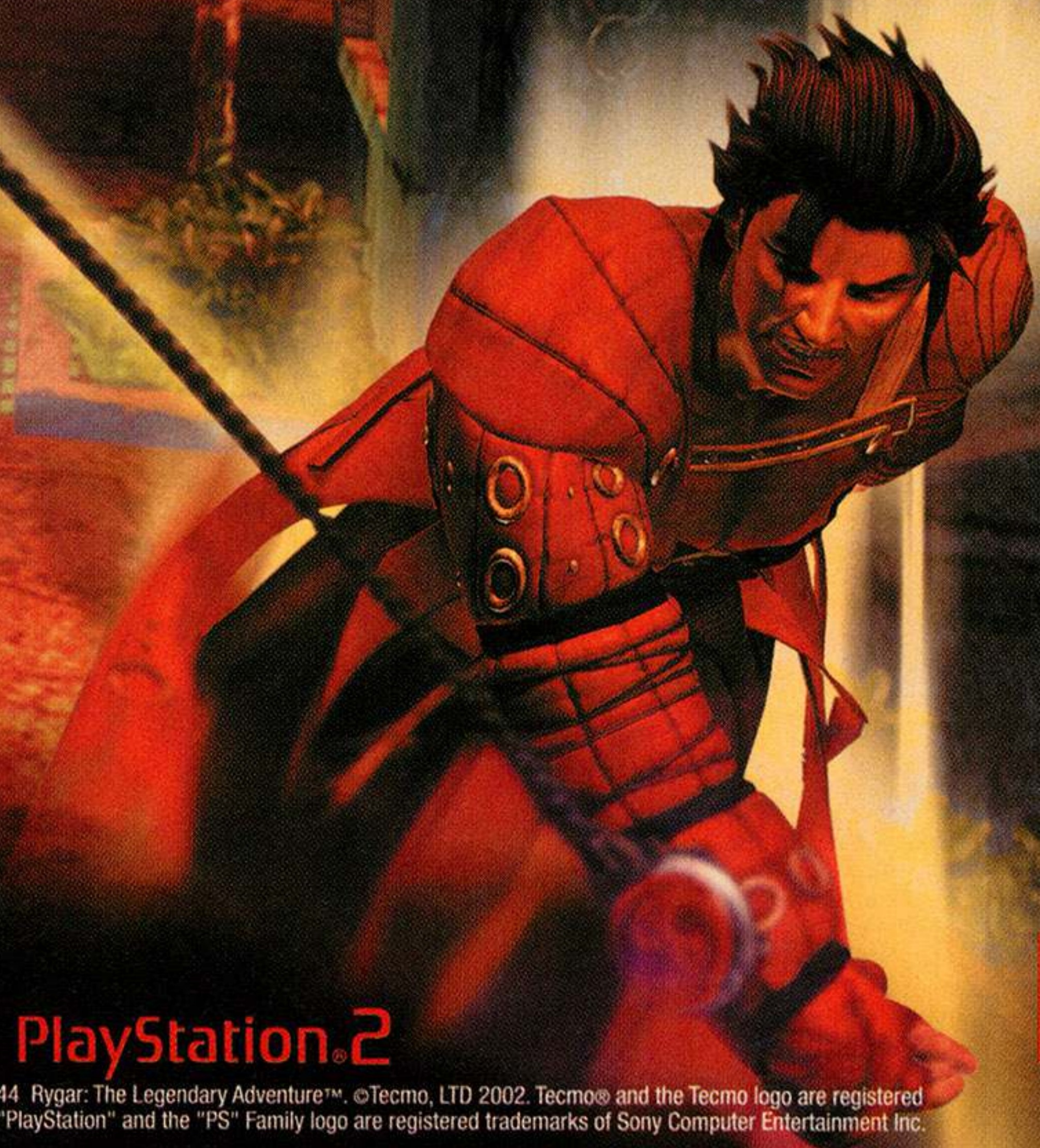
JOIN RYGAR ON AN EPIC JOURNEY THROUGH MYTHOLOGICAL WORLDS AND ENVIRONMENTS WHERE HUNDREDS OF LURKING MONSTERS, SAVAGE BEASTS AND TITANS AWAIT TO DENY YOU PASSAGE. YOUR WEAPON OF CHOICE...THE ALMIGHTY DISKARMOR. IT BECOMES THE ESSENTIAL TOOL IN YOUR QUEST FOR VICTORY. SWING, SLASH AND DESTROY THE ENEMY TO SAVE YOUR ONE TRUE LOVE, PRINCESS HARMONIA, BRINGING THE ISLAND OF ARGUS BACK TO A STATE OF PEACE.

BECOME THE HERO. BECOME THE LEGEND. BECOME RYGAR.





Swing STROY Smash



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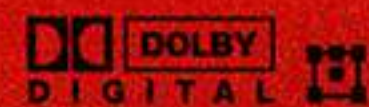
PlayStation 2





www.koeigames.com

Tension,
excitement...
fear,



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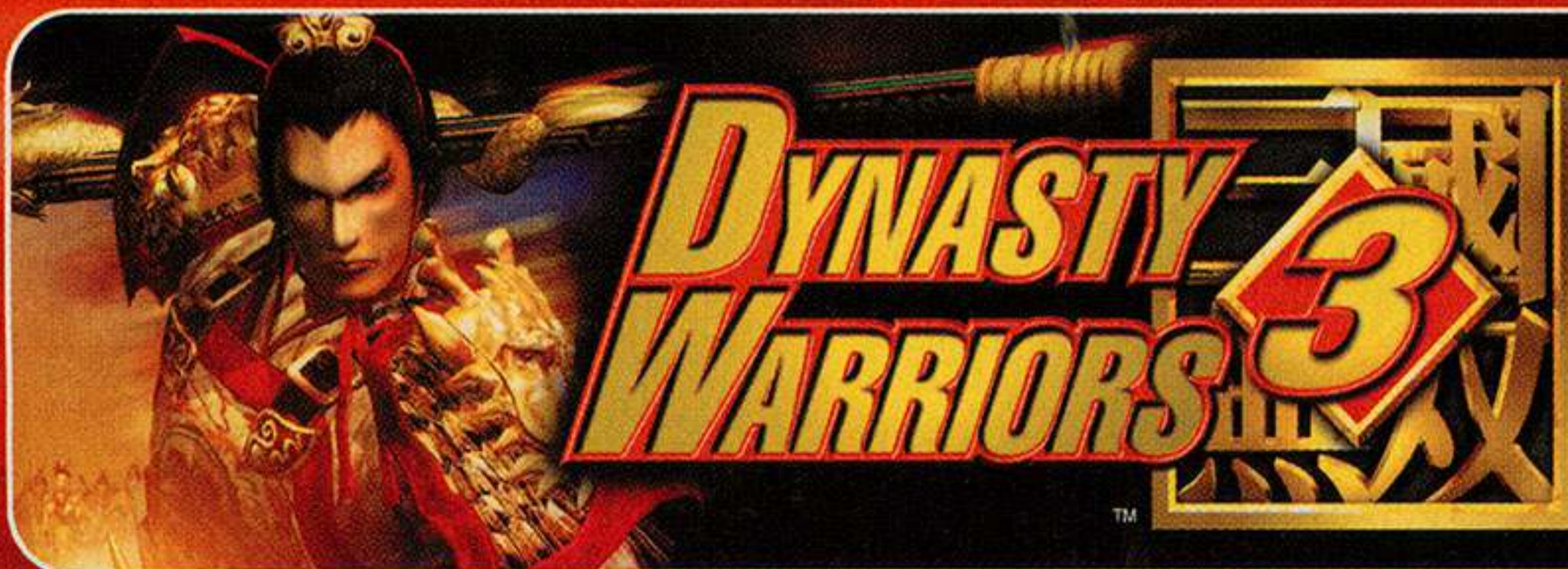


Fight for your life as you are surrounded by the hordes!
A new and improved "Group Control Engine" puts more than 1,000 enemies in your sights at once!

"Liquid" aliens change shape as they attack!
Watch as these enemies of unknown origin morph before your very eyes!

Complete immersion in battle!
A special sonar enemy detection system and Dolby Digital 5.1ch surround sound
bring excitement from all angles!

*The patent applications are pending before the USPTO.



A Warrior Worth A Thousand!

The mega-hit Tactical Action game is coming to Xbox™!



AVAILABLE NOW!



Unreal Tournament 2003



BY MANNY LAMANCHA

- Developed by Digital Extremes
- Published by Atari/Infogrames
- Target release date: October



HANDS-ON

Unreal Estate Planning

The Unreal franchise is always high on innovation. However, there has been some concern that the new UT won't offer enough fresh content to move the series forward or that it will be *too* reworked and lose consistency. Based on the multiplayer test demo, first-person shooter fans need not worry about Unreal Tournament 2003. It promises a perfect blend of both freshness and familiarity, which will likely satisfy everyone.

Things That Make You Go Boom

The UT2003 public demo provided three classic games: the standard DeathMatch and Capture the Flag contests that put it on the map, as well as the buddy-system brutality of Team DeathMatch. It also offered



Bombing Run, in which a "ball" must be thrown or carried through the enemy's gate—something between Rollerball and boot camp.

The weapon selection also blended the established and inventive concepts. Changes included the Lightning Gun, which tossed bolts of volts in Primary mode but doubled as a shocking Sniper Rifle in Alt-Fire mode.

Playing with Dolls Can Be Fun

The biggest—and best—changes came from the vastly improved look. Realistic grass, sand, metal, and rock textures composed stunningly lifelike playfields. Larger-than-life statues and moving machinery dotted the terrain, which was brightly lit by in-battle gunfire and explosions.

The coolest advancement was simply gratuitous yet highly entertaining: "Rigid-body physics," often called "rag doll physics," created death animations that weren't pre-rendered. For instance, in the Bombing Run map, jumping into the pit under the gate brought instant death, but it created a wild technology demonstration as each metal bar or ledge struck caused the body to spin and pinwheel to the floor below.

While the demo build offered only a sampling, the final version of Unreal Tournament 2003 should offer months of engaging combat against other players and in-game bots.

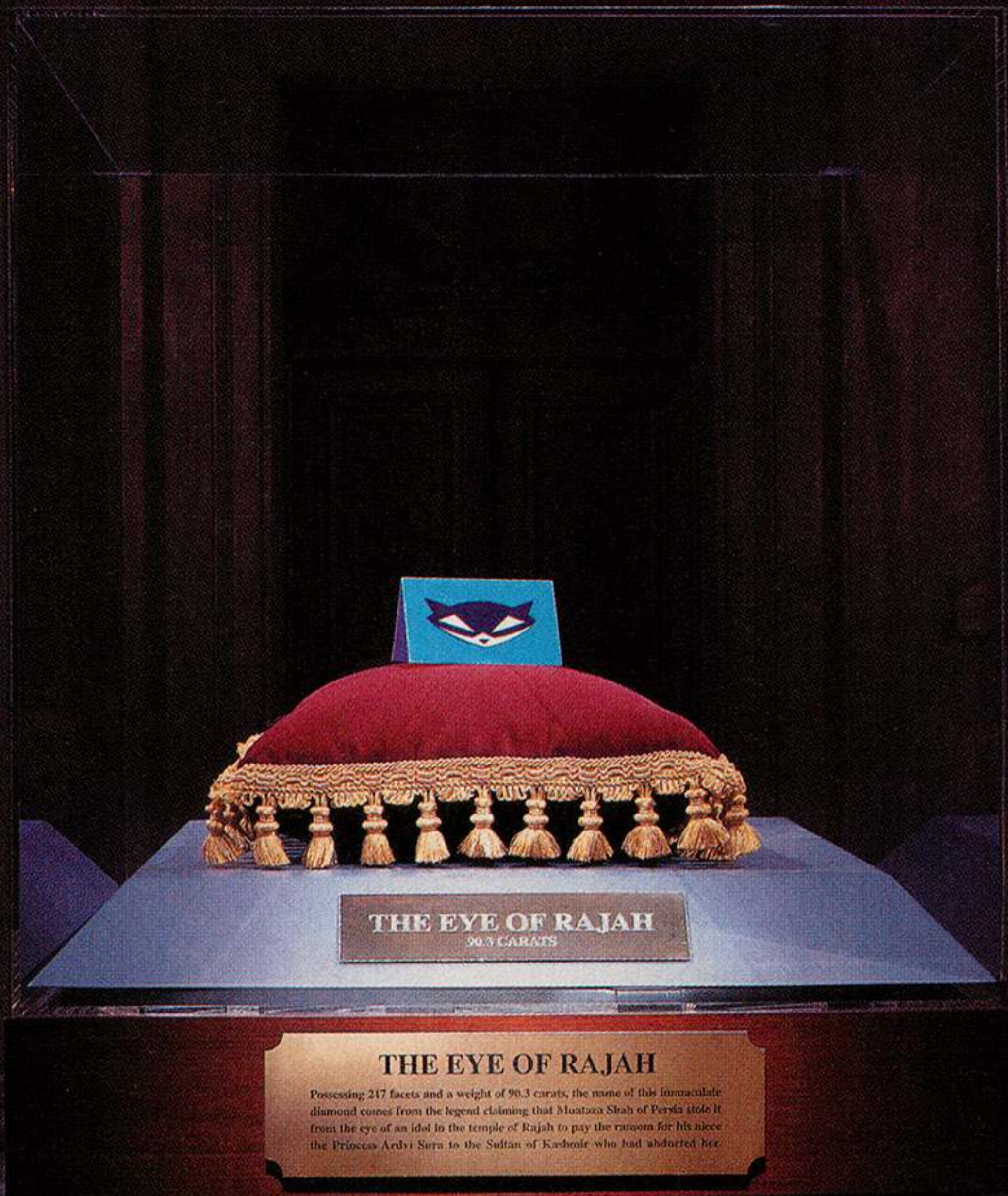


Unreal Tournament 2003 won't disappoint fans with its gorgeous look, fast-paced intensity, and gruesome combat—all in excess of its predecessor.



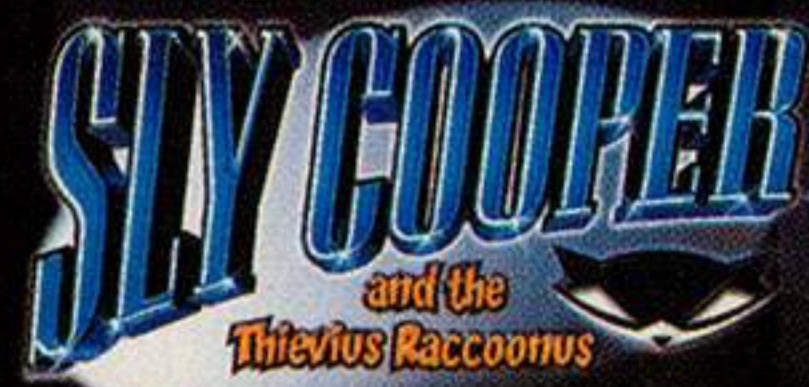


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PLAY IN OURS.



One cunning devious thievius raccoonus.

Stealing is never condoned, unless you're Sly Cooper. A notorious raccoon thief on a mission to steal back his family's most prized possession. Using a repertoire of sneaky moves, you'll go from one impossible job to the next using cunning skills and maneuvers to infiltrate the most secure places in the world. Spotlights, alarms, infrared lasers and tripwires are no match for this raccoon. Because when you're as good as he is, grabbing priceless jewels and emptying casinos is like taking candy from a baby.



Mild Violence

PlayStation 2

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Age of Mythology

THE TIME OF the gods will soon be upon us! Age of Mythology is evolving into another fine RTS, cruisin' through time with Ensemble Studios' new 3D Age of Empires-inspired engine.

The intuitive controls (already nicely tuned in the preview version) will make you feel like a god as you build a civilization from scratch. You'll choose from nine civilizations based on one of three cultures: Egyptian, Norse, or Greek. Using a familiar point-and-click interface, you'll construct villages and cities, fight invaders and monsters, wage war, and otherwise survive to flourish.

Playing with the mythologies through 36 scenarios endows this AOE spinoff with its unique kick. Each culture will have its own gods and special demigods. The Norse cultures, for example, will seek the favor of Odin, Thor, or Loki; and they'll command the Troll and the Frost Giant, among others. The gods will assist your development and fight at your side, if you earn their favor.

Age of Mythology already looks like an excellent and entertaining jaunt through alternative history...make no myth-take about it.



BY THE MAN IN BLACK

- Developed by Ensemble Studios
- Published by Microsoft
- Target release date: October



WINDOWS 95/98

HANDS-ON



Asheron's Call 2

THE ASHERON'S CALL 2 beta showed how Turbine has learned from its mistakes in the first Asheron's Call. This time around, it's all about being

accessible for all gamers, not just hardcore "lifers" with too much time on their hands.

Since MMORPGs can be daunting, Asheron's Call 2's extensive tutorial was a huge plus. Beta players went from being newbies with just the shirt on their backs to being well-trained vets in just a couple of hours. The game's interesting combat system—notable for its number of attack options and the introduction of skill and timing—was already in place.

Learning to play was effortless, though the interface involved a lot of hotkeys to memorize and a few odd quirks—when you changed weapons, for example, you had to re-target your opponent to begin attacking again. If Turbine can fix these tiny flaws and tighten up the frame rate on the game's already gorgeous graphics, Asheron's Call 2 could be a force to reckon with this holiday season.



BY DUNJIN MASTER

- Developed by Turbine
- Published by Microsoft
- Target release date: November



WINDOWS 95/98

HANDS-ON



OH YEAH. Here it is. The kind of music 400-watt car amps are made for. The kind of music that says you've arrived...
from five blocks away.



ROCK/R & B



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FreeLancer

THE NEXT SPACE-COMBAT game from the developers of the awesome StarLancer has been cooking away in the incubator for several years now, but the wait might pay off as the scope of FreeLancer is truly impressive. In a vast universe, you'll take on missions like collecting bounties, escorting convoys, recons, and more—all of which will be generated based on your reputation and the local circumstances. FreeLancer is a yawningly wide-open game with tons of different options for exploring, dogfighting, trading, etc., and it's this freedom and scale that gives the game such potential. **G**

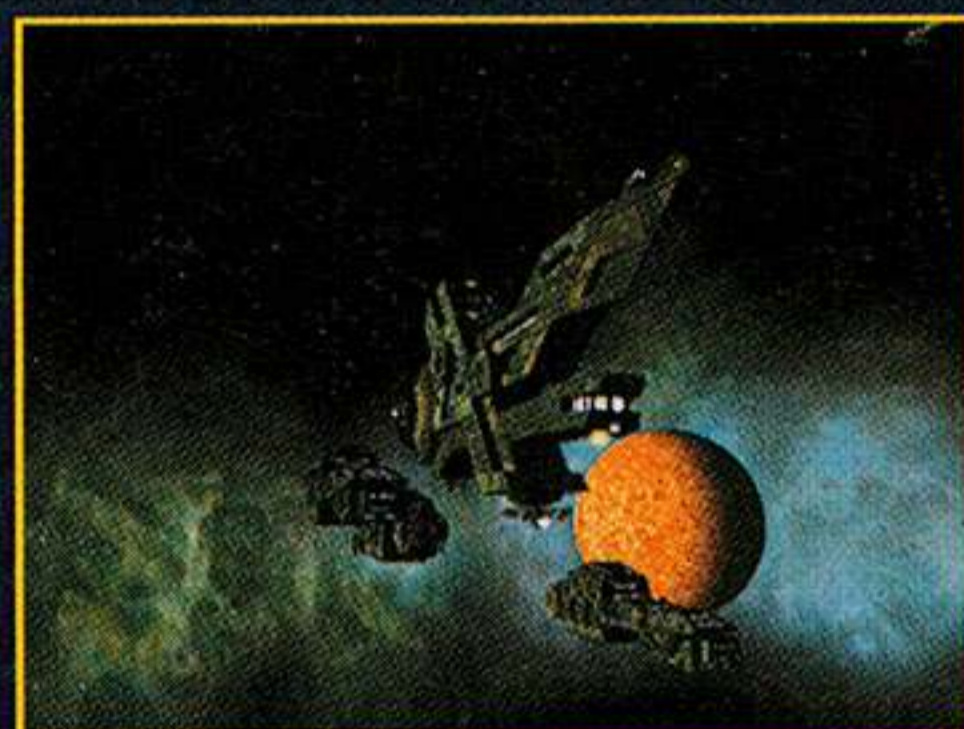
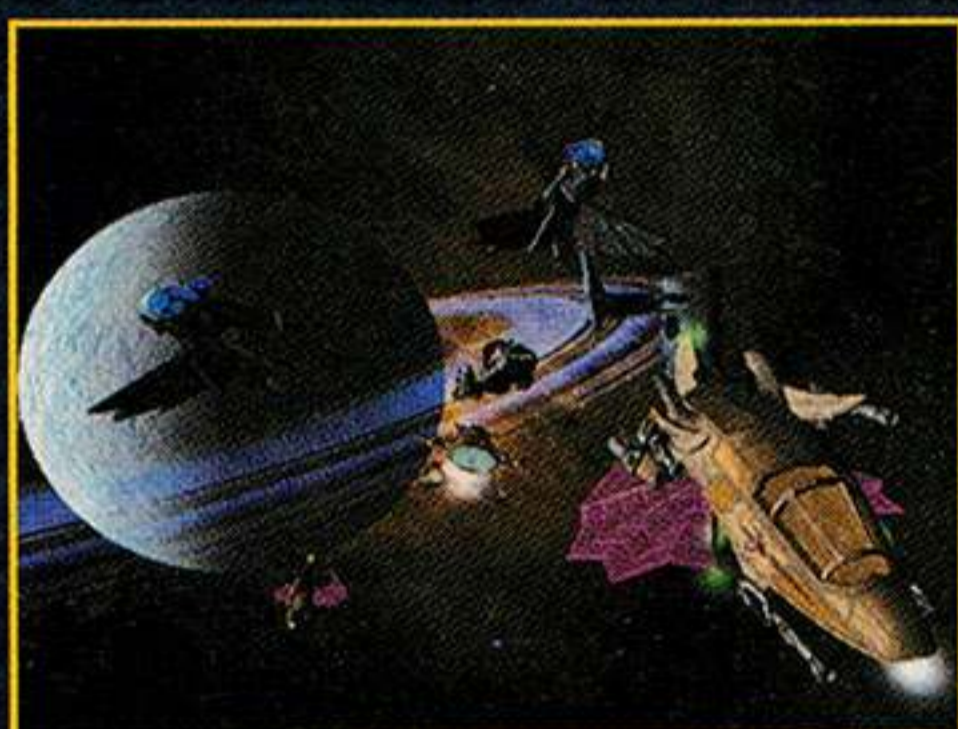
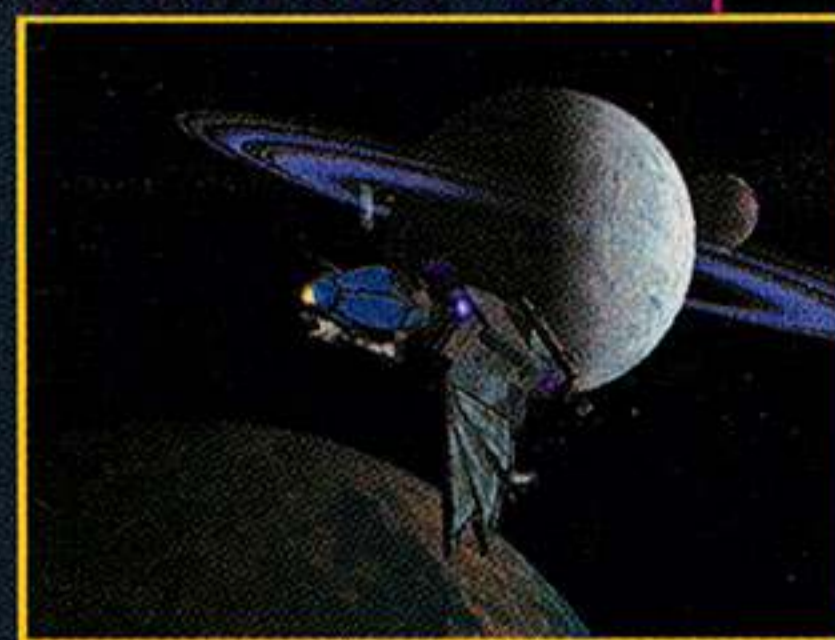


BY AIR HENDRIX

- Developed by Digital Anvil
- Published by Microsoft
- Target release date: Spring 2003



FIRST LOOK



TRON 2.0



BY JAKE THE SNAKE

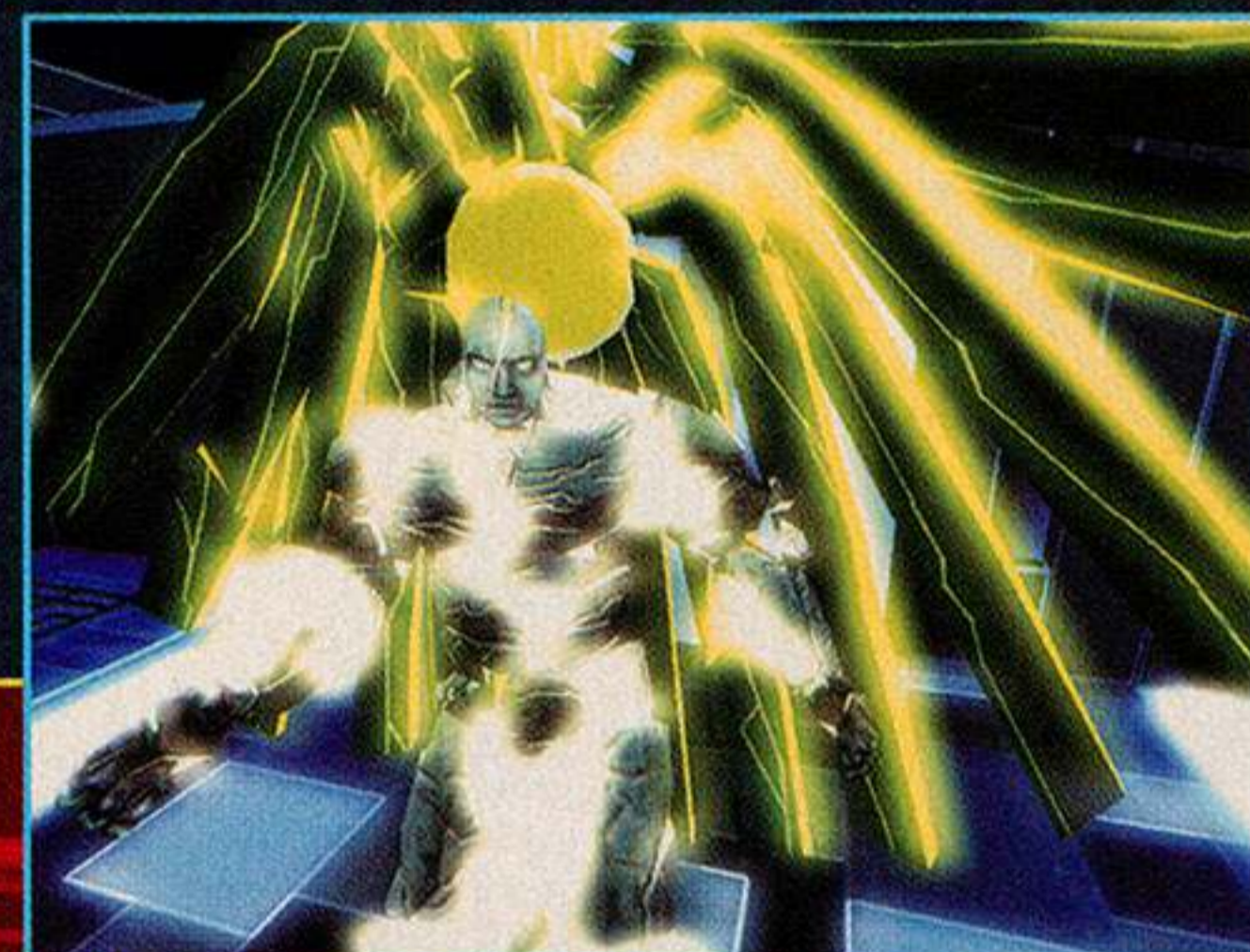
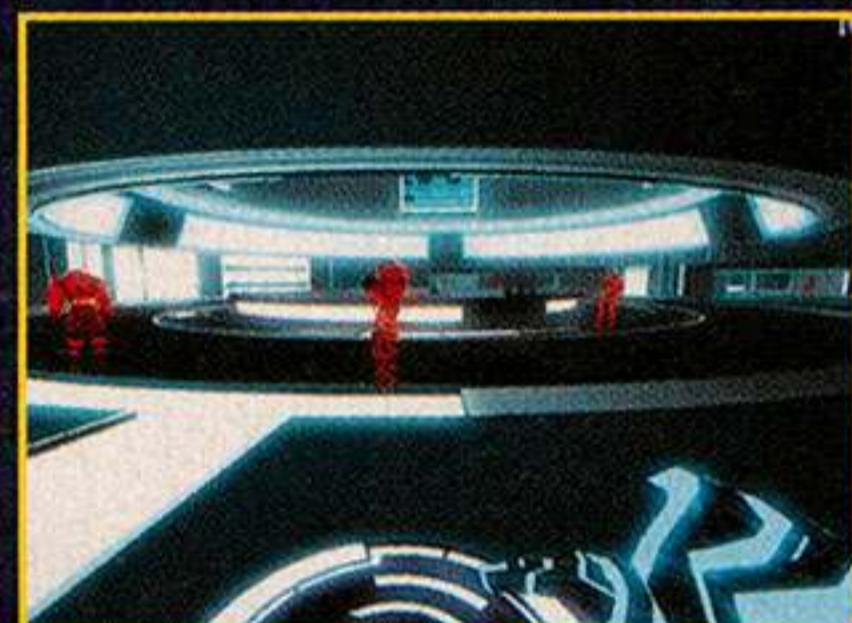
- Developed by Monolith Productions
- Published by Disney Interactive
- Target release date: Spring 2003



FIRST LOOK



COMING QUICKLY ON the heels of the—ahem—20-year anniversary of the cult classic (read: quirky) Disney flick, TRON 2.0 could be the first movie-based game that looks better than the movie. In this first-person action game, you'll play Jet Bradley, hero computer programmer, as he searches for his father in the digital wonderland of a computer's insides. Of course, this computer won't be full of nerd stuff like RAM and motherboards, but rather cool stuff like light cycles and—one can hope—laser Frisbees as well as other digital weapons and gadgets. **G**



Delta Force: Black Hawk Down



BY FOUR-EYED DRAGON

- Developed and published by Novalogic
- Target release date: October



HANDS-ON

DELTA FORCE OPERATORS—also known as “D-boys” in the military ranks—are arguably the best anti-terrorist soldiers in the world. Though Novalogic's Delta Force games haven't been getting the same reputation, the newest addition to this first-person series could change that. Black Hawk Down will be based on the book and movie of the same name, which follows U.S. Special Forces during their engagements in Somalia. A preview version already exhibited the frantic firefights of the urban and desert battles in highly detailed environments, and the multiplayer games were fast and furious. **G**





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But first it must be found.



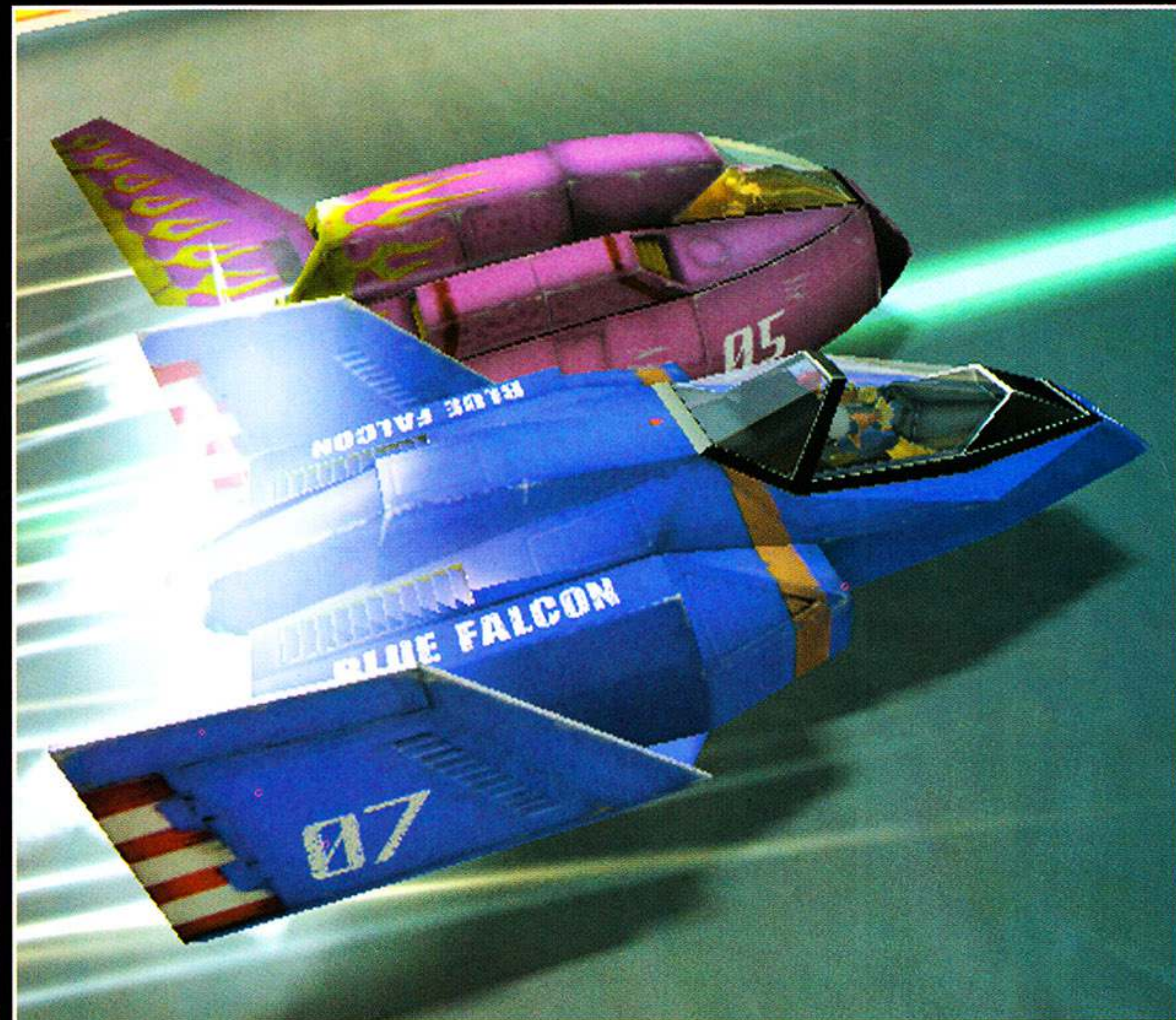
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ALL-STAR BASEBALL™ 2003



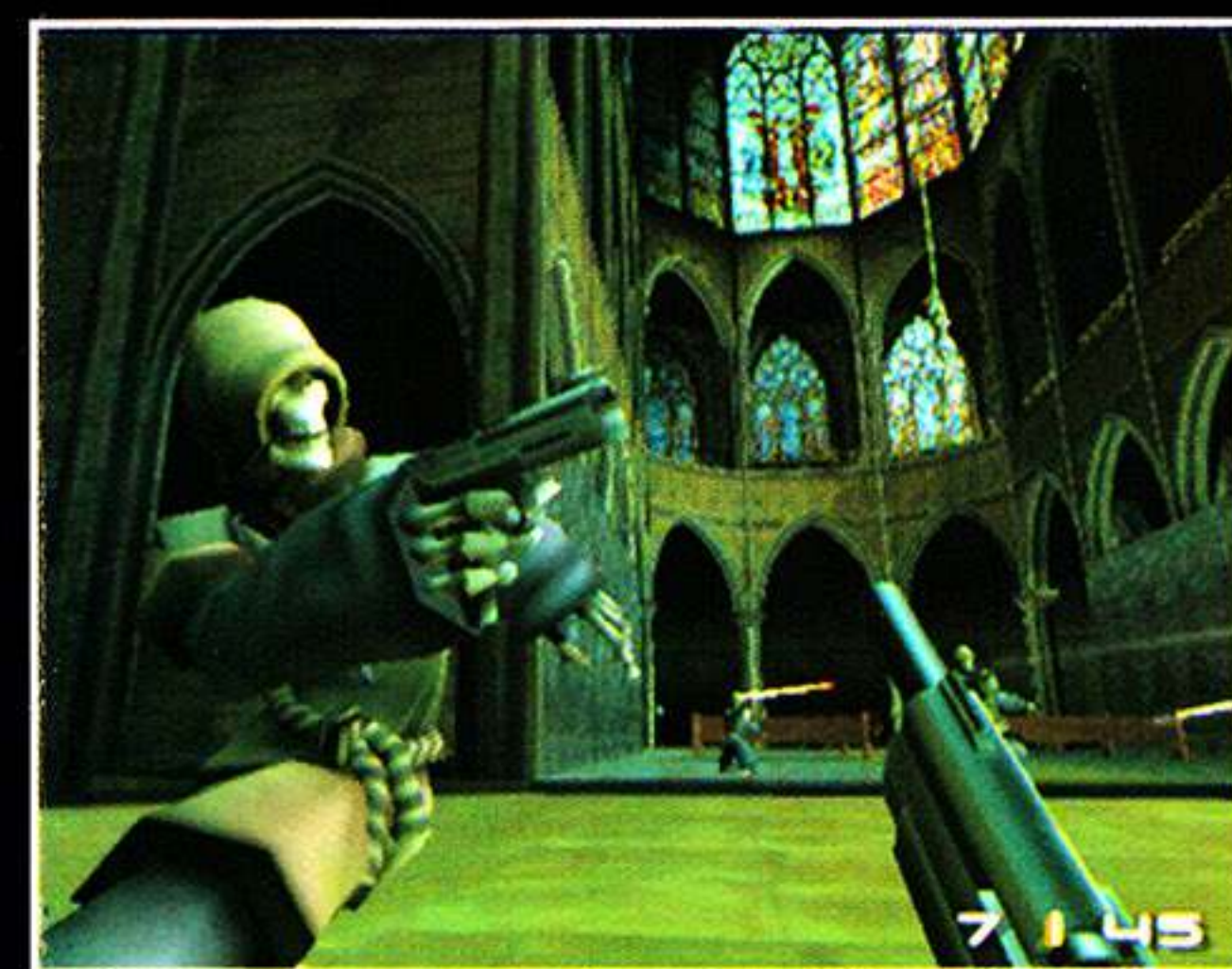
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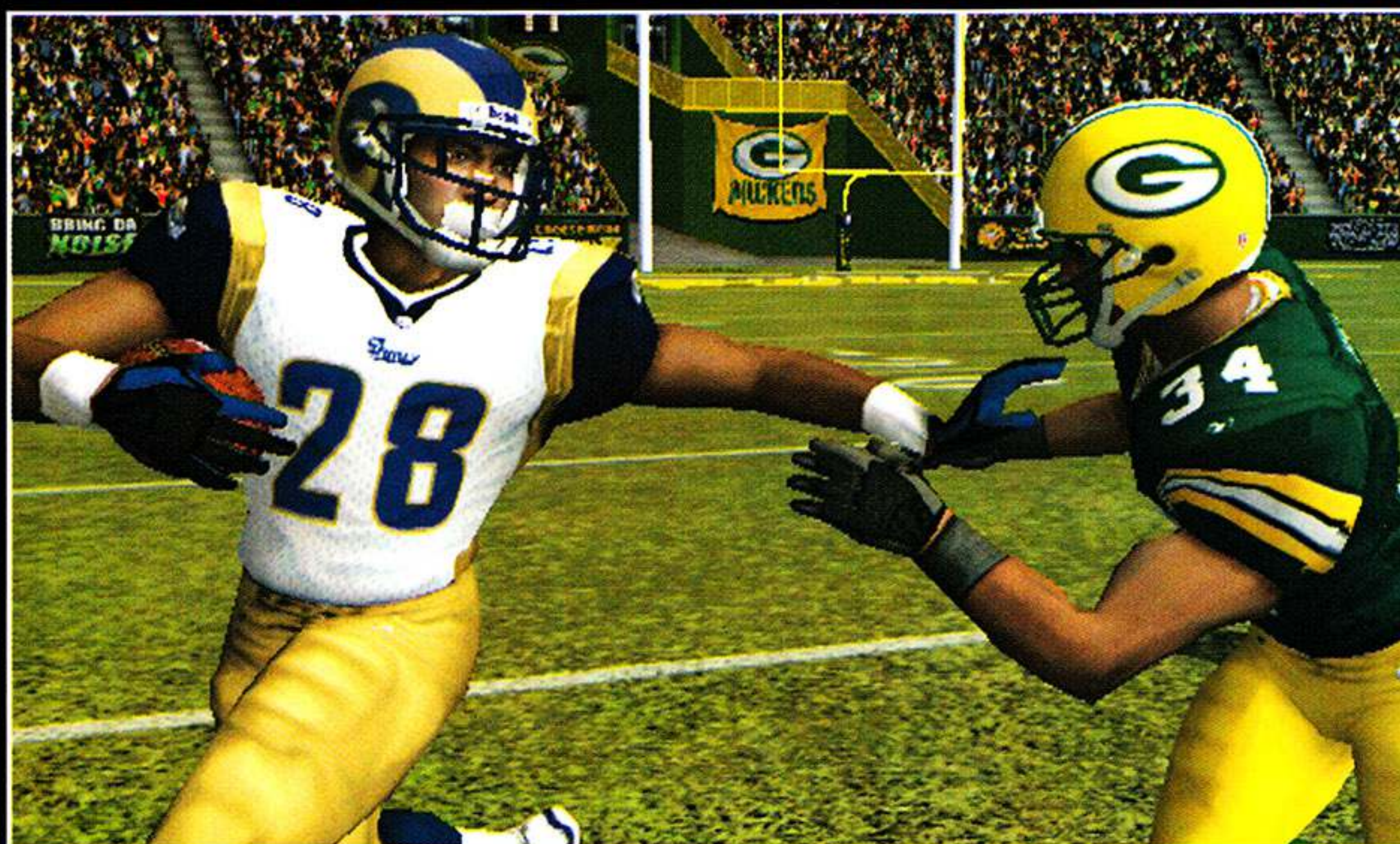
F-ZERO® - COMING SOON



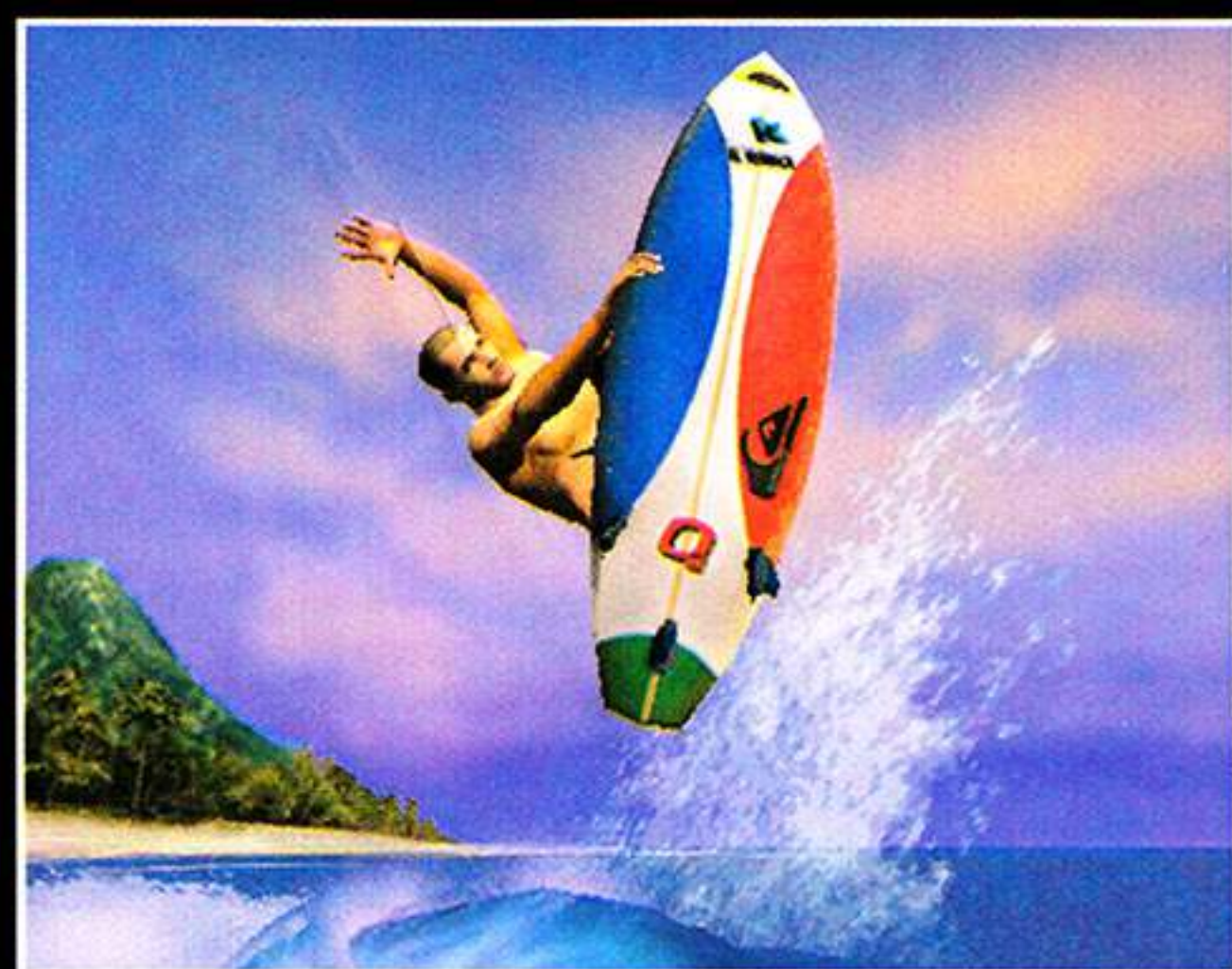
NHL® 2003



TIMESPLITTERS™ 2



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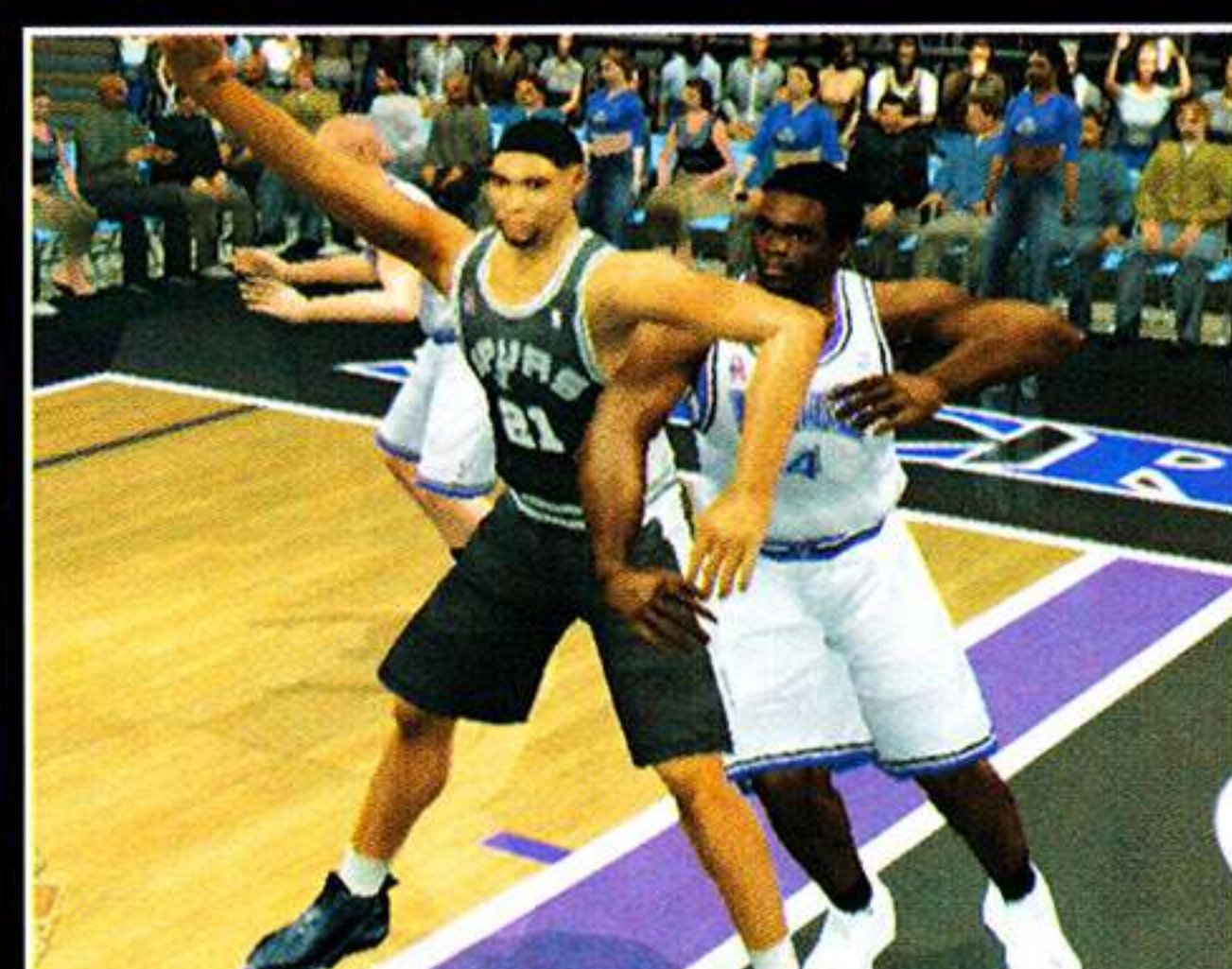
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007™ NIGHTFIRE™



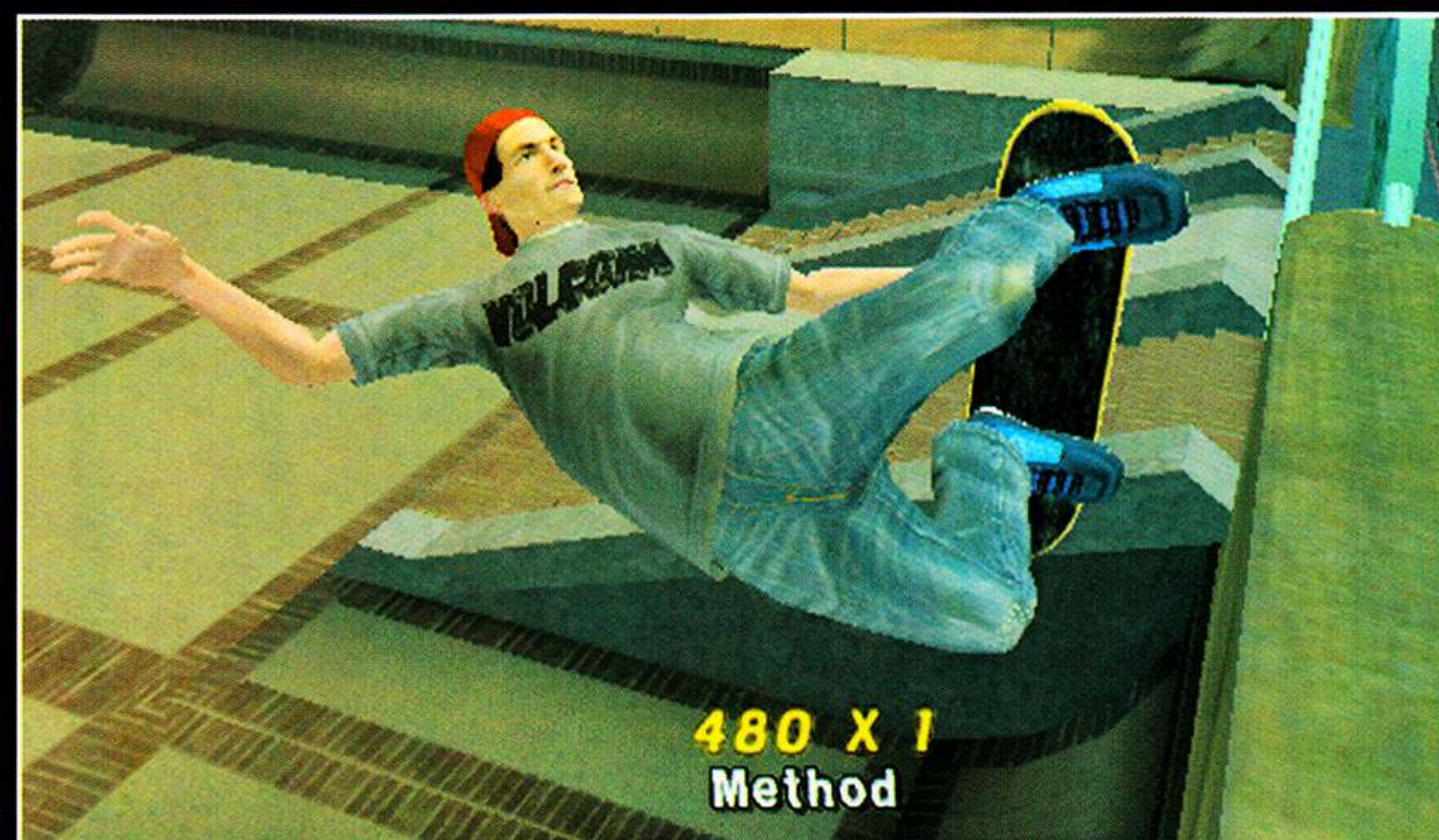
1080° - COMING SOON



NBA 2K3



NFL 2K3



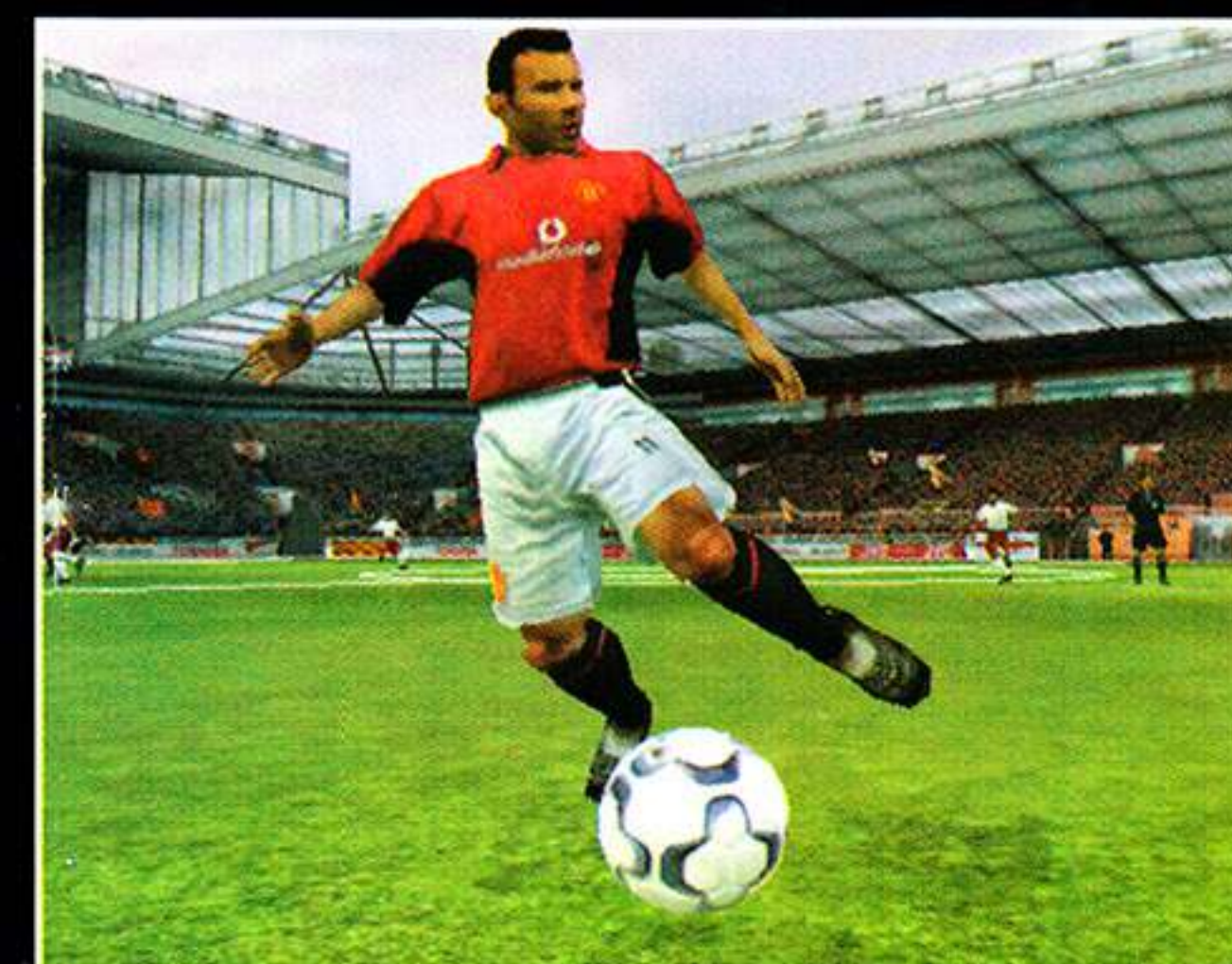
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SECOND PRIZE (2)

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XBOX GAMING PACKAGE: Power Pad Pro, GameLink S-Video Cable, Vexx, Street Hoops, ToeJam & Earl III: Mission to Earth, Blinx: The Time Sweeper, MechAssault, NFL Fever 2003

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BY DUNJIN MASTER

- Developed by Westwood
- Published by EA Games
- \$44.99 (plus monthly fee)
- Available now
- RPG
- Massively multiplayer

TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR
TEEN	4.5	5.0	4.0	4.5

Recommended System Specs

- Windows 98/ME/2000 Service Pack 2/XP
- Pentium III 800
- 256 MB RAM
- 2 GB on HD

EARTH & BEYOND

AFTER ENDLESS PHASES of beta testing and tons of changes (all for the better), Westwood finally launches America's first online massively multiplayer galaxy.

WHERE NO ONE HAS GONE BEFORE

MMORPGs are known for their scope, and Earth & Beyond is no exception. E&B features an entire galaxy to discover. You can pick from six race/profession combinations that range from a beefy warrior to a shrewd tradesman to a slick explorer and combinations thereof. Each class has its own set of valuable skills, and extensive series of newbie quests make sure you know how to use them.

E&B features an innovative three-tiered experience system. You can fight enemies to gain combat experience, run trade routes for trading experience, or discover new locations for exploration experience. A level 30 Defender might be only level 6 or 7 in combat because he concentrated in exploration first. It's a bit hard to grasp at first ("How come that level 7 creature killed me when I'm level 17?"), but it's a great system for rewarding non-combat activities.

TESTING MAKES PERFECT

E&B has been in beta-testing for a long time, and it shows. While there were still a few graphical glitches at launch ("Hey, where did my target go?"), the nature of MMORPGs allows for future patches to fix that sort of thing. More difficult to fix with patches is the lag that sometimes yanks your ship out of its heading to put it on the course the server thinks you're taking—very distracting in high-traffic areas, but in the far reaches of the galaxy (where you'll do most of your questing) this isn't nearly as bad.

Of course, the fun of any MMORPG is socializing with friends, and E&B's great chat and grouping interface makes this easy. You can set and join flight formations, chat on several different channels, and send private messages to other players. The excellent chat system is a must, of course, because you and your friends will spend tons of time traveling in warp-speed from place to place. The galaxy is big, and without friends, it can get lonely, too.

PERMISSION TO DOCK GRANTED

Fans of MMORPGs could do a lot worse than to check out E&B. It's a well-crafted, brilliantly designed, and lovingly developed space adventure that's every bit as gripping as EverQuest ever was. **G**



PRO TIP: Space creatures don't have a hull rating, so all you have to do is take down their shields, and they're toast.



PRO TIP: E&B's sectors and systems are connected by gates. It's a good idea to note which sectors have which gates to make it easier to find your way around the galaxy.



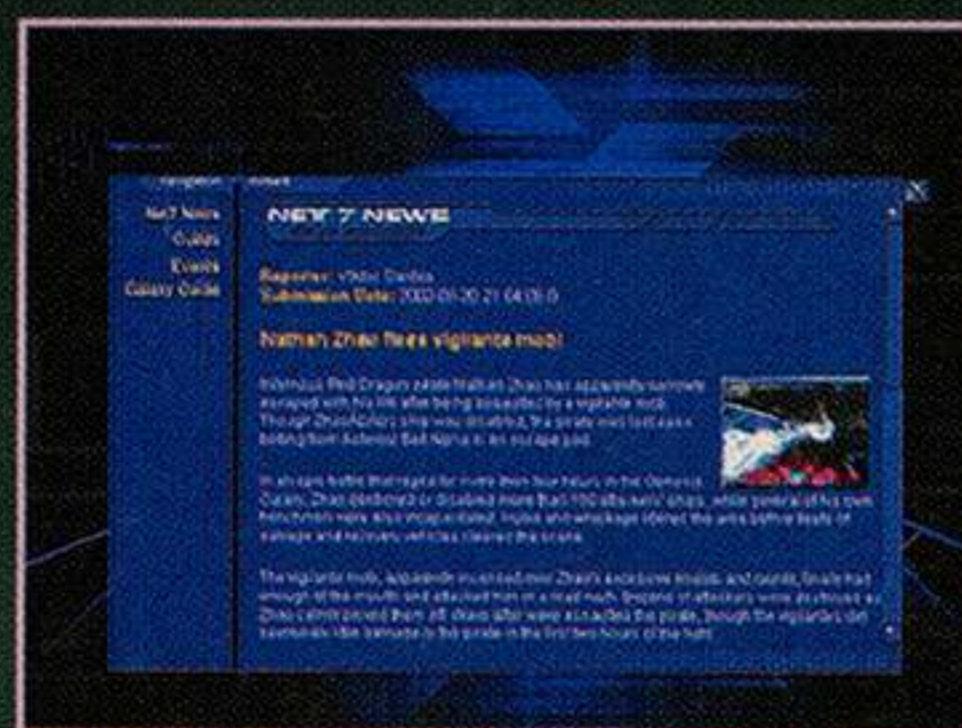
PRO TIP: Terran Enforcers' Hacking skill enables them to shut down enemies' essential systems one-by-one. Very useful in combat.



PRO TIP: Planetary flight can be dangerous since you can't warp for safe travel, and there are often environmental hazards as well.



PRO TIP: You gain Trade experience whenever you sell an item to an NPC for a profit, but you'll profit most from the game's preset trade routes.



An in-game guide/bulletin board keeps players up-to-date on the events in the galaxy and gives assistance on where and when to learn class skills.



PRO TIP: Classes that can Cloak are perfect for exploring dangerous areas. If your group is heading into unknown territory, find a Jenquai Explorer or Defender to go along.

GRAPHICS 4.5

A few glitches here and there, depending on your graphics card, but overall, E&B's visuals are stunning enough to put you in a forgiving mood.

SOUND 5.0

Stirring engine sounds, loud explosions, airy music, and ambient radio chatter near starbases. Wonderful.

CONTROL 4.0

Earth & Beyond's controls are simple and intuitive, but the number of skills available means tons of shortcuts and hotkeys to remember. Lag issues can distort the flight pattern and combat timing of your ship, too.

FUN FACTOR 4.5

It's huge, it's colorful, and it's downright addicting. It's not for Freespace twitch jockeys, but explorers and traders will have a great time with their friends in Earth & Beyond.





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Holiday Guide 2002





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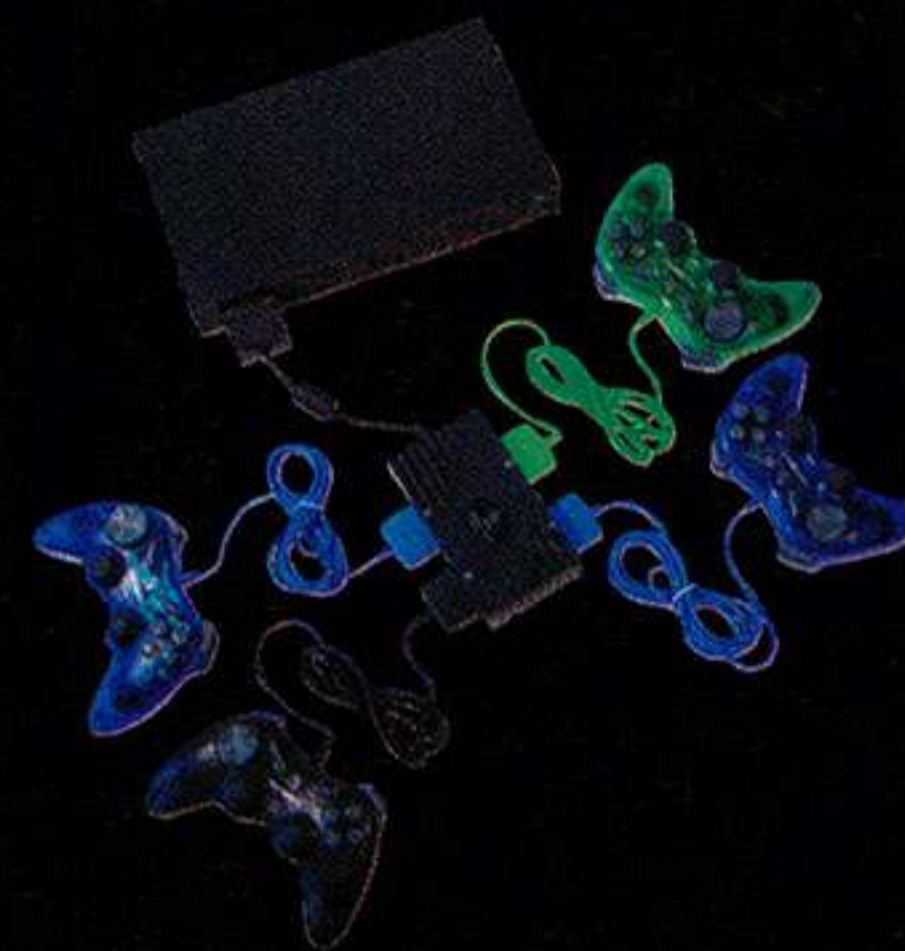
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- IGN



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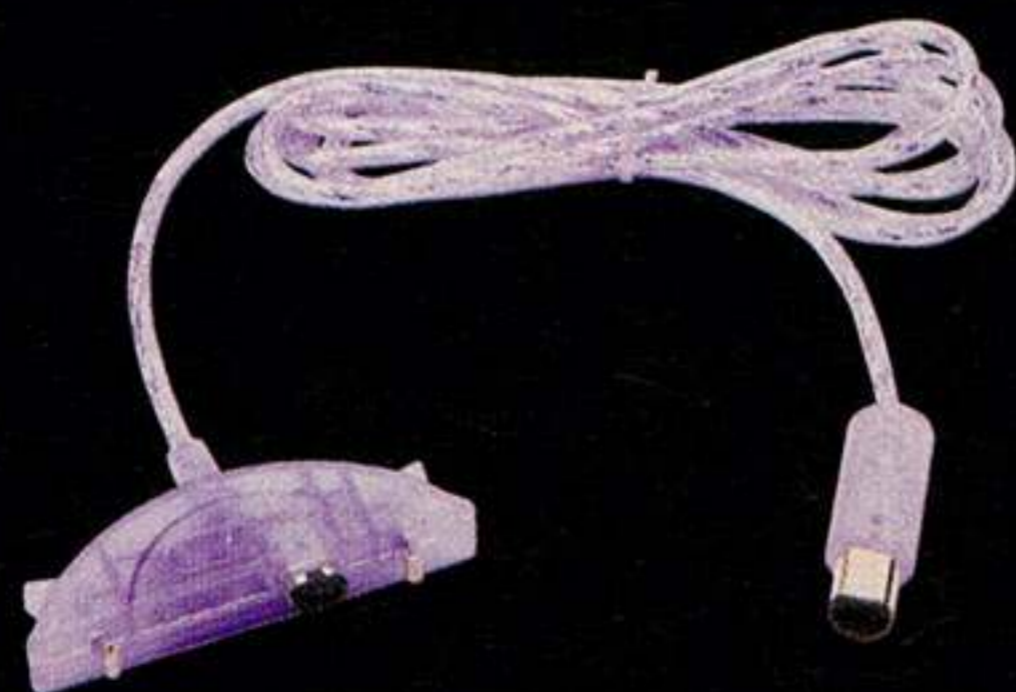
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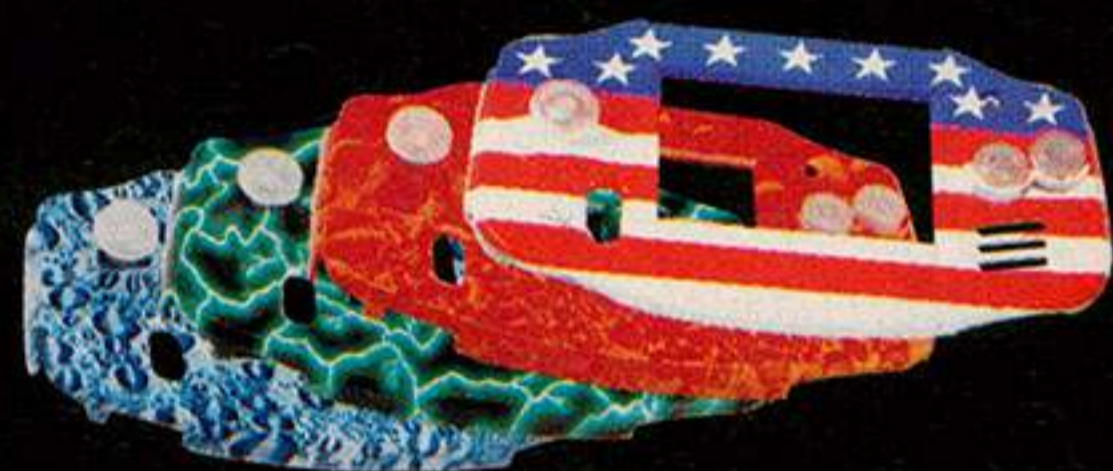


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Yoshi's Island: Super Mario Advance 3

A LATE ARRIVAL in the SNES life cycle and public perception that the game was "for kids" meant that many missed the Yoshi's Island boat when the game first arrived. Here's your chance to make up for sins of the past.

While this sequel to Super Mario World models its Mushroom Kingdom predecessor in many ways—impeccable platform-jumping controls, ingenious level designs, and a plethora of stimulating secrets—there are two key differences that set it apart from the plumber's fare: Yoshi can consume enemies to make throwable eggs (which then trail behind him); and whenever Yoshi is hit, Baby Mario is knocked off



PRO TIP: If you see a crack in the ceiling, try hurling an egg at the spot. Often you can climb "above the level" and find secret areas.

his back, a countdown begins, and you have to scramble to grab him before it expires.

The graphics are among the best to ever grace the Game Boy Advance screen, a vibrant canvas decorated in brilliant crayon and eye-popping pastels—Yoshi's Island is a veritable work of art. The music is magical, too, especially the instantly infectious "underground theme," and the sound effects are classic stuff. One minor quibble, however: The egg targeting system seems unnecessarily weird.

As the Game Boy Advance grows up, SNES ports are becoming a less and less welcome sight on store shelves. Yoshi is the exception that proves the rule...don't miss this nearly lost gem of the Mario universe. **G**



BY STAR DINGO

- Developed and published by Nintendo
- \$29.99
- Available now
- Platform/adventure
- 4 players (with link cable)



GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	5.0



PRO TIP: Swallow a giant enemy and get a giant egg—hurl the giant egg, and all onscreen foes will turn into "bonus time" stars.

Spyro 2: Season of Flame

THE FEISTY AND heroic purple dragon saves his world once again in this new and exciting Spyro adventure. A mysterious force has taken the fireflies, which are the source of all dragon power, and it's up to Spyro and friends to get the little bugs back. As in Spyro's earlier endeavors, you'll explore a variety of 3D worlds using mostly the petite dragon. But mixing up the gameplay, you can control the gun-toting monkey Agent 9 and the ever-bouncing kangaroo Sheila in particular worlds, too.

Season of Flame has a great graphics and sound package. All of the sharp-looking characters animate with fluidity, while the levels, although a bit small, are diverse and painted with an entire spectrum of colors. Surprisingly for a GBA game, Spyro's music is actually pleasant to the ears, as well.

The only downside to this fabulous adventure is the tricky controls. The digital directional pad doesn't allow for smooth diagonal movement, which Spyro does a lot of in each world. Still, with plenty of gameplay variety, including fun mini-games, Spyro's latest quest to save his homeland is an adventure that everyone can enjoy. For a fun, non-violent, and engaging game, Spyro 2 is it. **G**



BY FOUR-EYED DRAGON

- Developed by Digital Eclipse
- Published by Universal Interactive
- \$29.99
- Available now
- Adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	3.0	4.0



PRO TIP: As Agent 9, fire your weapon while lying on the ground. That way, you'll hit targets that are ducking and you'll avoid enemy fire.



PRO TIP: As in Sunny Plains, ignite all of these statues scattered across the Celestial Plains to collect a valuable firefly.

Wizardry: The Summoning

"STRIPPED-DOWN" IS the key phrase to use when discussing Wizardry: The Summoning. There's little story to speak of; there's no hopping from town to town; the block-shaped dungeons are essentially identical-looking mazes of increasing complexity; and the default names for your characters are actually "Mage," "Bishop," "Fighter," and "Thief." The graphics aren't pretty, either—the first-person dungeons don't scroll (you just sort of "warp" one block at a time), monsters don't animate, and your stints in town consist of portraits of goofy looking elves and humans. The menu system could have also used some re-organization, especially when you arrive back in town.



BY STAR DINGO

- Developed by Media Rings
- Published by Natsume
- \$29.99
- Available now
- RPG
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	3.0	3.0



PRO TIP: Put two fighters in the front of your party, especially in the early stages. To make room, keep your Bishop back at the tavern and use his Study ability there.

Despite its presentation shortcomings, some players will revel in the game for its depth—anyone who loves cultivating questing parties from scratch will spend hours upon hours of time diving repeatedly into these dungeons, and thrill at the rewarding process of slowly building up experience in the same set of hallways until they're ready to tackle the second level. Most, however, will find Wizardry: The Summoning to be a tedious lesson in hardcore RPG history that should never have repeated itself. It's practically the reason the phrase "not for everyone" was invented. **G**



PRO TIP: Instead of paying for a room, have your priest use all of his healing spells and then sleep in the stable to regain his magic for free.

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Fire Pro Wrestling 2



PROTIP: Begin a fight with weak grapples (tap B) to wear your opponent down, unless you like having your face repeatedly planted into the mat.

IT MAY NOT be much to look at—slow wrestler animation, not-particularly detailed arenas—but it sure is fun to play...at least, once you get past the initial learning curve. While the grappling and throw controls will seem remarkably unresponsive to anyone raised on THQ's wrestling titles, the game's top-notch tutorial "dojo" will help you quickly learn the ropes. The enemy A.I. is solid and challenging, and the tide of a match can turn at a moment's notice, especially in the four-player Battle Royals. And while the "Ironman Road" mode may not touch SmackDown's Story mode in terms of backstage shenanigans, Fire Pro's create-a-wrestler mode is surprisingly robust—the list of moves, skin highlights, and poses goes far deeper than you'd expect. **L**



BY STAR DINGO

- Developed by Spike
- Published by BAM! Entertainment
- \$29.99
- Available now
- Wrestling
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	3.5	3.5



PROTIP: If you're tired, climb outside the rope to catch your breath. The computer player generally won't follow.

A Sound of Thunder

TAKE THE INCESSANT monsters and fetch puzzles from Resident Evil, add amazing character animation and stylish cut-scenes, throw in some old-



PROTIP: You can place crates atop other crates by pushing them against each other. This is necessary to access certain areas.

fashioned crate pushing for good measure, and you've got A Sound of Thunder in a nutshell. Just like Resident Evil, the game can be just plain cruel—it's easy to get swarmed by small creatures after running out of ammo, and (thanks to the password system) you can't carry extra weapons and ammo over to new levels, a bit hard to forgive in this day and age. Still, the challenge level never quite graduates into "aggravating," and the 11 levels (including some car chases) are varied enough that the game stays engaging to the end. Don't expect worlds of wonderment (or originality), but buy it if you've been waiting for a solid GBA survival adventure. **L**



BY FENNEC FOX

- Developed by Mobius
- Published by BAM! Entertainment
- \$29.99
- Available November
- Action
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	2.5	3.0	3.5



PROTIP: Never fight and waste ammunition when you can run and save it for later.

Driver 2

DRIVER 2 IS a mildly impressive technical feat...well, for a Game Boy Advance game, anyway. The 3D cityscapes (there are two, Chicago and Rio



PROTIP: Always check your map to plan your route, but look for shortcuts that don't appear on the map along the way.

De Janeiro) are enormous; your vehicles are easy to handle; the physics are keen; even the sensation of smashing into pedestrians, patio furniture, and other vehicles feels pretty "right." Now if only the game were a little more exciting...

Driver 2's main story mode features an impressive 30 missions, each of which has you doing essentially the same thing...get from Point A to Point B (and occasionally Point C) while avoiding other traffic and a couple of cars on your tail. Sometimes things are mixed up a little—slowly follow a vehicle to Point B, ram a car 'til it explodes—but it's not quite enough to keep you from thinking "I could be playing GTA III at home right now." **L**



BY STAR DINGO

- Developed by Sennari Interactive
- Published by Infogrames
- \$29.99
- Available now
- Driving
- 4 players (with link cable)



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.5	3.0



PROTIP: If your objective is to ram a vehicle, don't get fancy—just stick right behind him and bump his tail repeatedly.

Ballistic: Ecks vs. Sever

BALLISTIC: ECKS VS. SEVER is loosely based on the recent short-lived movie starring Antonio Banderas. It's an ambitious corridor shooter that features over 24 single-player missions and various multiplayer games; however, all of its many options are hampered by muddy graphics that are hindered even more by the GBA's low-contrast LCD screen.

It's often difficult to discern targets and various items amidst the background, and enemies blur into giant pixels when approached up close. No matter how many different weapons, rooms, or enemies are in store, they are all rendered ineffective if you can't see them—especially in a shooting game where reflexes are key. Easy-to-learn controls and an adequate soundtrack can't make up for the graphical shortcomings. This shooter misses the fun target. **L**



BY DR. ZOMBIE

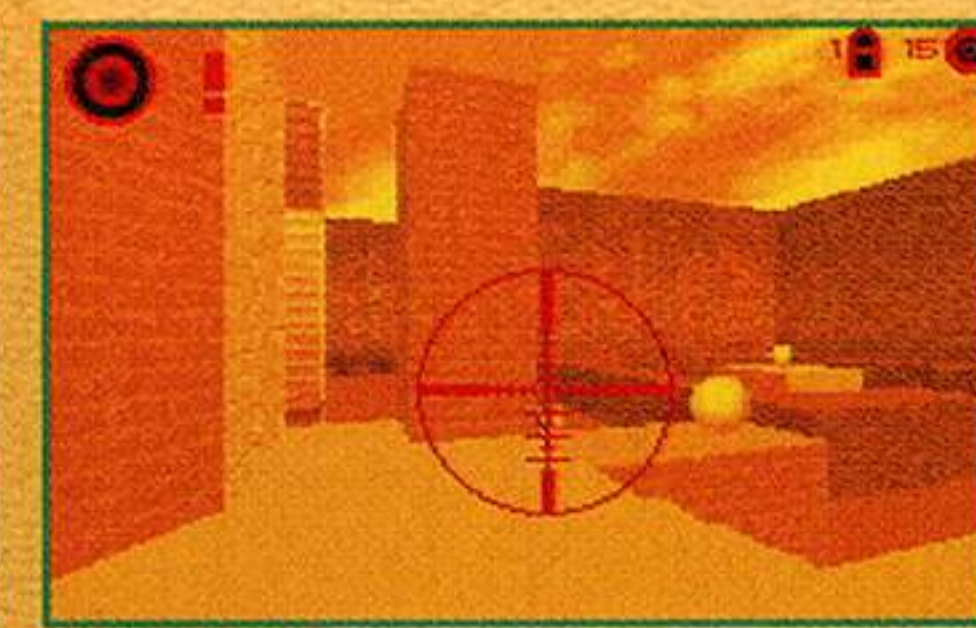
- Developed by Crawfish Interactive
- Published by BAM! Entertainment
- \$29.99
- Available now
- Action
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	3.5	2.5



PROTIP: Save your ammo for humans and long-range targets.



PROTIP: Upon entering a room, find a safe corner and do recon using the shotgun scope.



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The Lord of the Rings: The Fellowship of the Ring

Clearly, Tolkien fans crave a meaty Lord of the Rings RPG, but this game ain't it. As in the film and books, Frodo the hobbit marches toward his destiny, eventually joining the Fellowship of the Ring and fighting the denizens of darkness. It's a shame the developers didn't brighten the otherwise-detailed backgrounds, but the creatures and characters animate convincingly. On the sound front, LOTR serves up mellow tunes and unimpressive effects.

Most distressingly, inventory management is a total nightmare; identifying and using a healing 'shroom is an amazingly laborious process. The turn-based combat system is simple but tedious—think Final Fantasy for kids. Ultimately, LOTR fans may find value in the colorful dialogue and classic story line, but discriminating RPG junkies should wait for a worthier quest. **G**



BY VICIOUS SID

- Developed by Pocket Studios
- Published by Universal
- \$29.99
- Available now
- RPG
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.0	3.5



PROTIP: To rescue your friends in the forest, walk northbound to find a house and a feather (take it). Head south to reach Tom and the solution.



PROTIP: Early in the game, devote resources to hit points—weapon skill upgrades can wait. Until then, don't be afraid to flee tough opponents.

SSX Tricky

FRESH FROM ITS success on the next-gen consoles, snowboarder SSX Tricky lands on the Game Boy Advance with a 'thud.' As in the console original,



PROTIP: In World Circuit, concentrate on one heat at a time. If you're behind when you spot the Finish line, hit Start and restart the heat.

players navigate treacherous trails (like Alaska, Snowdream, and Garibaldi) to unlock new snowboarders, levels, and secrets. Visually, SSX's twisty 3D environments look excellent but are maddeningly monotonous. In the audio department, SSX offers uneven rhythms and sparse sound effects—now where's that motor mouth Rahzel when you need him?

Though the trick-based Showoff mode is an amusing time killer, unbeatable A.I. cheaters spoil the World Circuit racing mode by warping through walls and stealing races. At least the controls are tight and responsive (but not customizable!). Ultimately, SSX Tricky makes a serviceable leap to the GBA, but only snowboarding diehards need apply. **G**



BY VICIOUS SID

- Developed by Visual Impact Productions
- Published by EA Sports Big
- \$29.99
- Available now
- Snowboarding
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.5



PROTIP: Slow grinds are a great way to link huge combos in Showoff mode. Dismount with a spin for extra points.

MotoRacer Advance

DESPITE THE DORKY name, MotoRacer Advance brings exhilarating arcade motorbike racing to the GBA. Most notably, MotoRacer flaunts richly detailed



PROTIP: The Blood 250 is best for blasting through early tracks. Raw speed dominates in later levels, so adjust your bike selection accordingly.

racetracks that sprawl far into the horizon—an impressive technical feat for the GBA. Better yet, the smooth frame rate and responsive controls let players concentrate on winning races and unlocking secrets. Screeching tires, whining engines, and a crystal-clear announcer round out the audio package.

But MotoRacer isn't just another glossy paint job. After adding up the racing styles (Cross, Traffic, GP, and Ultimate), tracks (like volcano fields and crowded Russian highways), and modes (such as Progression, League, and Championship), MotoRacer nearly bursts with playability. Hardcore simulation fans may want to take a rain check, but all other racing fans should snag this surprisingly addictive offering. **G**



BY VICIOUS SID

- Developed by Adeline Software International
- Published by Ubi Soft
- \$29.99
- Available December
- Motorcycle racing
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5



PROTIP: Lay the turbo on in Cross and Traffic races. Beware in GP tracks, however, as it's easy to lose control.

Tomb Raider: The Prophecy

LARA CROFT ARRIVES on the GBA in an original adventure, and she looks great—the pseudo-3D environments feature eye-catching effects, and



PROTIP: Wolves (especially brown ones) are a constant threat. Draw your guns (tap R) and run circles around the pack while blasting away.

the shadows and water look particularly slick.

Lara's classic moves, from blasting skeletons to dangling over chasms, perform responsively. Despite the maddening bongo music, TR makes a promising first impression.

So it's a shame when the game degenerates into a platform-hopping chore. Thanks to the lifeless puzzle design, TR quickly becomes dull—hit the switch, jump to another ledge, repeat. Though classic games (like Flashback) have flourished with similar formulas, TR is utterly devoid of personality and flair. Where is the thrill of exploration? Eradicated—to make room for trite platform mechanics. Lara fans will buy this game anyway, but other gamers have no excuse. **G**

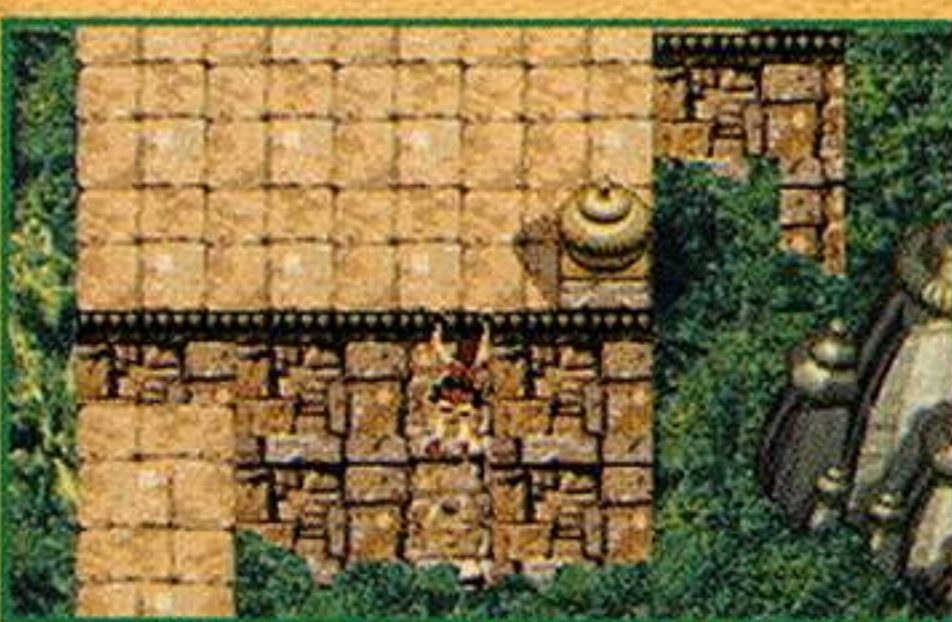


BY VICIOUS SID

- Developed by Core Design
- Published by Ubi Soft
- \$29.99
- Available November
- Adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.0

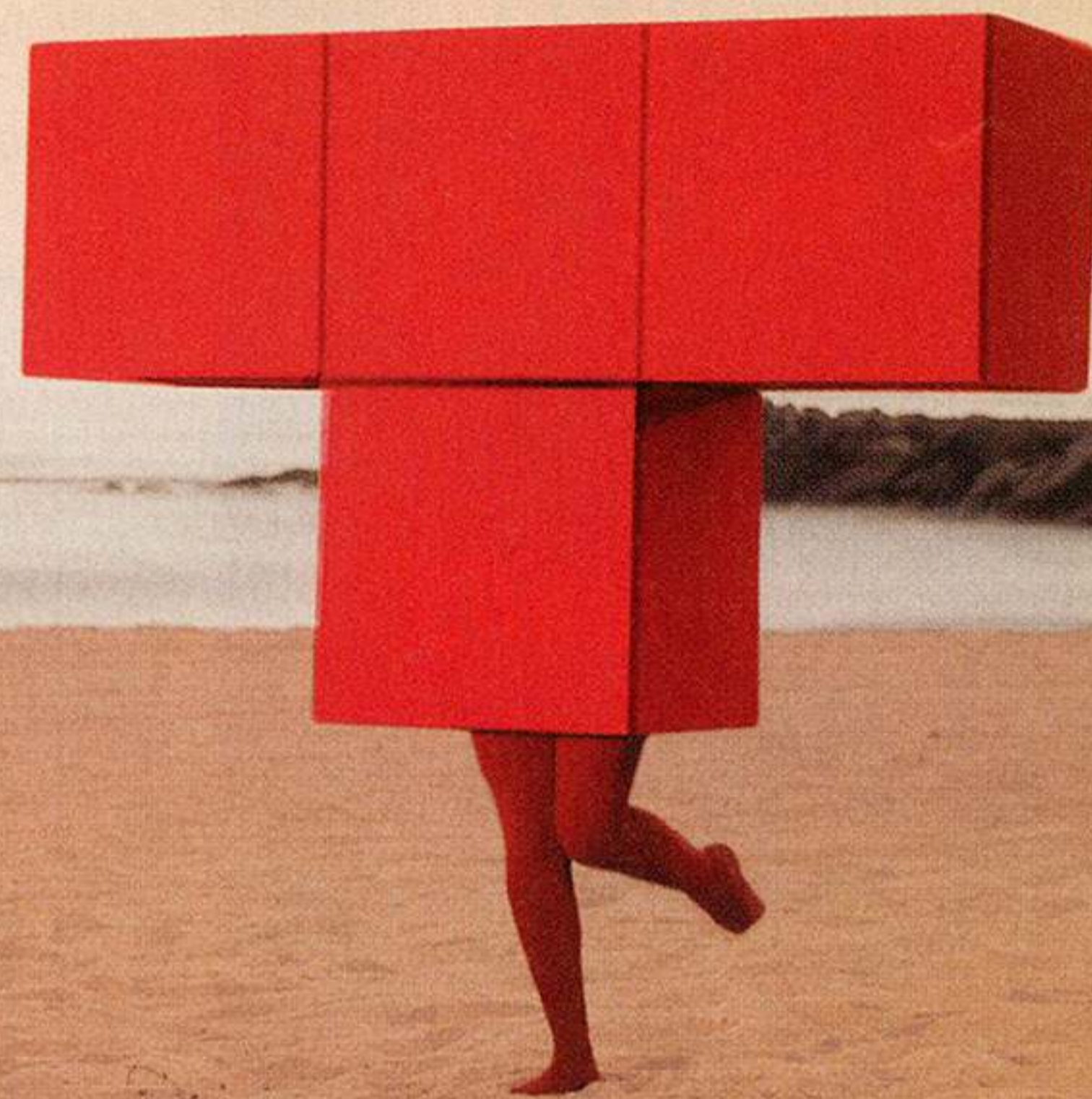


PROTIP: To hang from a ledge, walk to the edge and tap B. It's an important skill in later levels.

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BY VICIOUS SID

- Developed by Vicarious Visions
- Published by Activision O₂
- \$34.99
- Available now
- Skateboarding
- 4 players



GRAPHICS



SOUND



CONTROL



FUN FACTOR



Tony Hawk's Pro Skater 4

IT'S TONY TIME again, and GBA owners won't want to miss this year's skating festivities. In a welcome twist, players can now freely choose mission goals like finding the Secret Tape or collecting C-O-M-B-O in one big grind, creating a less restrictive game structure. Better yet, THPS4 offers remarkable visuals; the expansive environments are impressive, but squint and you'll spot sharp details, including fluid skater animations and even the bright red spray accompanying a gnarly bail. Like its GBA predecessors, THPS4 ditches the behind-the-shoulder camera for a fixed overhead view—a jarring but bearable sacrifice. Sound-wise, THPS4 includes the series' trademark audio effects, but the tinny background beats add little to the experience.

Most importantly, THPS4 accurately re-creates the series' addictive gameplay, so most classic strategies and combos are intact. After practice, the GBA's tiny gamepad performs reverts, manuals, and special tricks with precision. Though this GBA port of Tony Hawk's Pro Skater 4 packs a mighty gameplay punch, aside from the new missions and sharper graphics, it isn't a massive upgrade to last year's handheld skating formula. Still, Hawk fanatics will love the new tricks and the multiplayer link games, while newbies will appreciate the gradual learning curve. Even pint-sized, Hawk soars. **G**



PROTIP: Reverts link aerial combos to ground chains—tap R the moment you land, then Manual to buy time. To really heat things up, proceed to a killer grind series.



PROTIP: Flatland tricks work like Manual chains: First, pop a Manual (tap ↑, ↓ or ↓, ↑). Once established, tap R to Pivot, left and A to Pogo, or right and A to Truckstand.



BY STAR DINGO

- Developed by Game Arts
- Published by Ubi Soft
- \$29.99
- Available November
- RPG
- 1 player



GRAPHICS



SOUND



CONTROL



FUN FACTOR



Lunar Legend

LUNAR: THE SILVER STAR was one of the greatest RPGs of the 16-bit era, and now it's here on the GBA—well, sort of. Lunar Legend is a hurried, alternate universe “retelling” of the Working Designs original with characters that show up in totally different places, cities that take on entirely new (and smaller) dimensions, and chunks of plot that have been abridged or transformed into something completely different. While stuff like the original full-motion anime cut-scenes and stellar orchestral score obviously didn't make the cut, it's the stuff that didn't really have to go that is most sorely missed: namely, the original, brilliantly irreverent Working Designs translation, and the original Lunar's stupendously epic feel.



PROTIP: Don't be shy with the magic. Luna's “Goddess” Arts Gauge attack refills all of your party's HP and MP.



PROTIP: If you encounter Ice Dogs below Vane, kill them immediately (using Alex's Skills) before they run away. They carry ridiculous amounts of XP and Sil.

The GBA-ing of Lunar isn't without its pluses. The graphics have been improved, and the battles are faster, more animated, and decorated with bigger, more detailed sprites. And even though character customization options are limited, new levels come quickly, and weapon upgrades are frequent.

While Lunar Legend is definitely recommended for anyone who didn't live through the Lunar phenomenon, anyone who's played the original (either on the Sega CD or later on the PlayStation) is bound to be disappointed. It's sort of like seeing the two-hour movie after having read the 900-page book. **G**

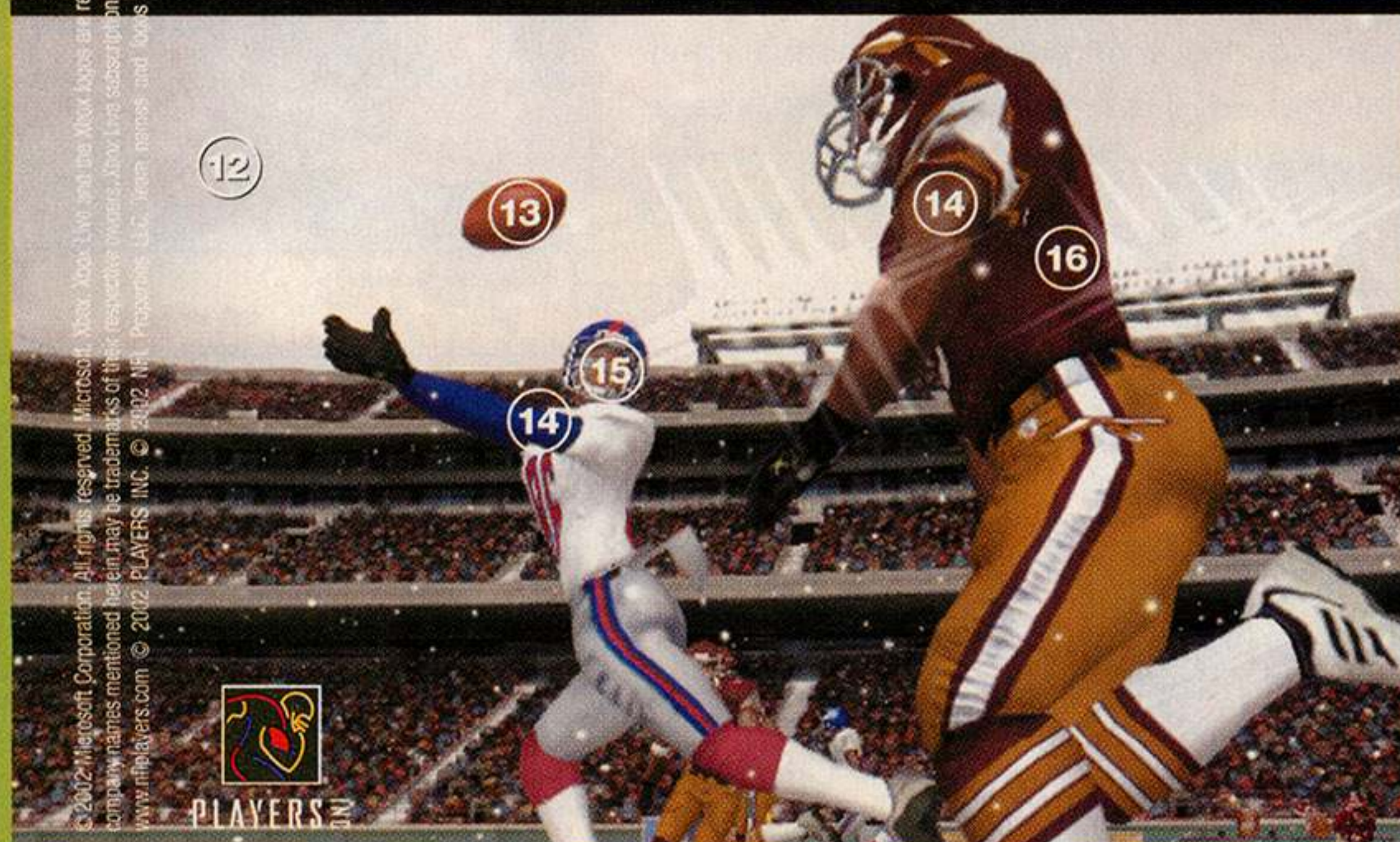
Your high score is my low score.

—Voden05

XBOX LIVE

www.xbox.com/live

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BY SIMON LIMON

- Developed by Torus Games/id Software
- Published by Activision
- Target release date: October



GAME BOY ADVANCE

HANDS-ON

Doom II

LET'S BE CLEAR ON something—the original Doom was flawlessly ported to the GBA. A practical control scheme, smooth frame rate, and the inclusion of multiplayer deathmatch secured its place in portable first-person shooter heaven. The preview version of Doom II showed that the port of the sequel should be no different. The addition of the almighty super shotgun and multiplayer co-op mode, and the improved level design will make this the ultimate handheld game to play while camping out for id Software's next nightmare, Doom III.



BY JAKE THE SNAKE

- Developed and published by Natsume
- Target release date: January



GAME BOY ADVANCE

FIRST LOOK

Medabots: Metabee Gold and Medabots: Rokusho Silver

BATTLEBOTS WILL MEET anime once again in the Gold and Silver versions of the Medabots RPG. Based on the animated television series where young students build their own battling robots, you'll play as Ikki as he fights to save his town from the evil Rubberobo Gang. You'll build you own robot from hundreds of Medaparts, then adventure, solve puzzles, and, of course, do battle against a friend. Each version of Medabots—Metabee Gold and Rokusho Silver—will come with its own Medaparts and Medals.



You don't play
with Voden05,
Voden05
plays with you.

XBOX
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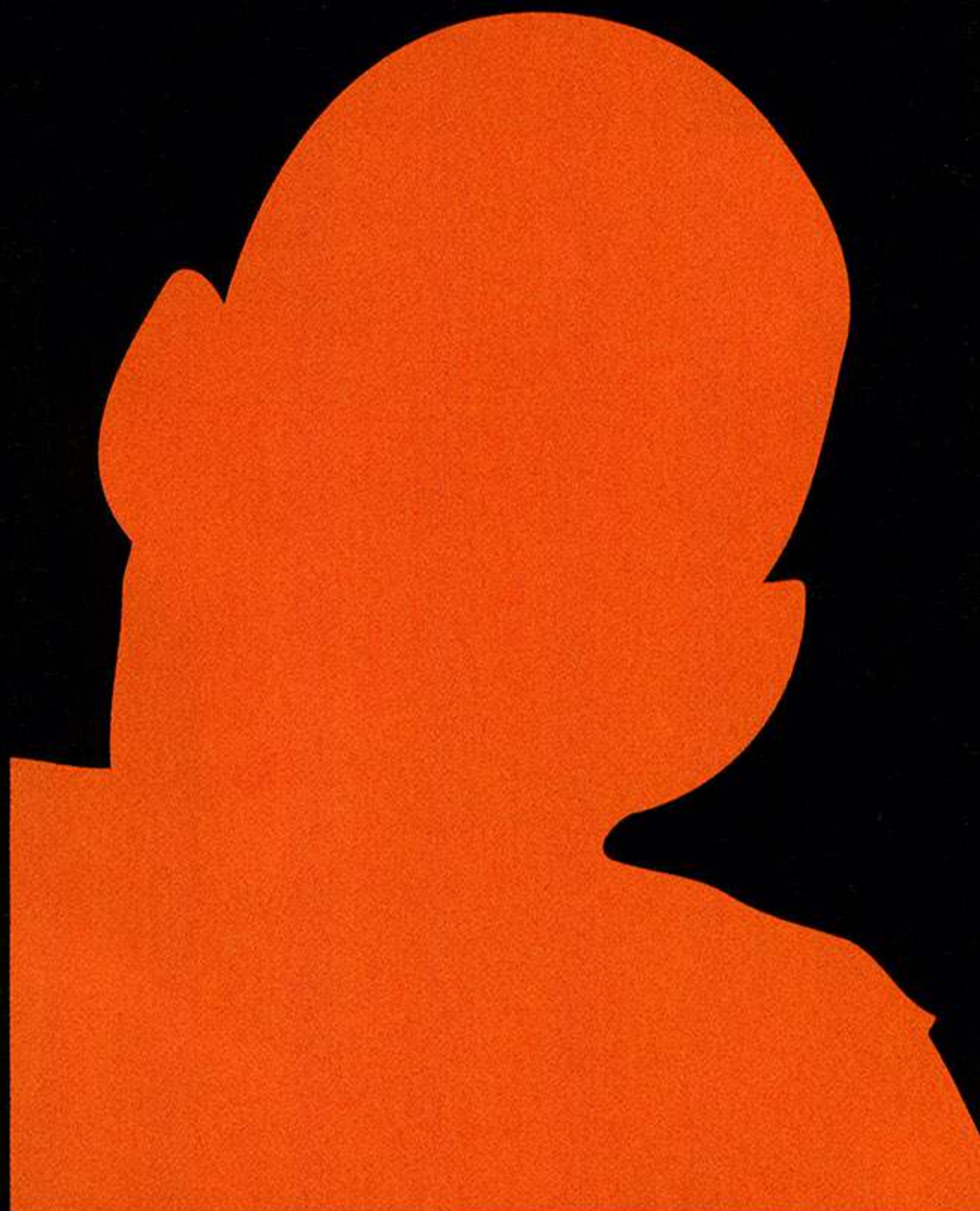
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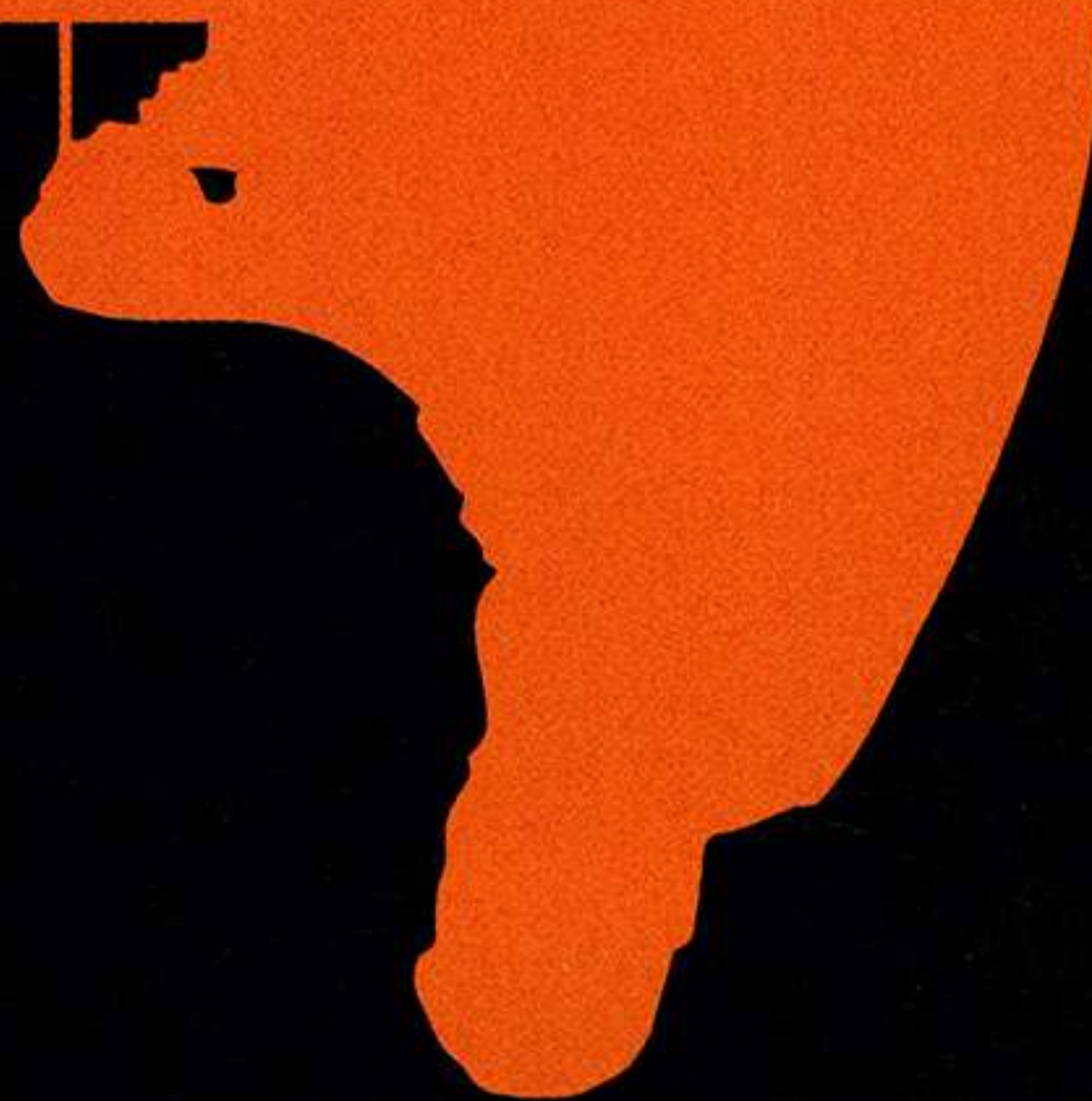
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Steel Battalion



BY TOKYO DRIFTER

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



HANDS-ON

THE WORLD IS IN CHAOS

Steel Battalion casts you in the role of a fresh recruit ready to undergo the intense training necessary to pilot a VT. But before you can even ask, "What's a VT?," the base is under attack, thrusting you head first into battle inside the newest prototype mech to roll off the assembly line.

The game will have at least 25 missions that range from simple search and destroy sorties with other mechs to complex escort jobs. To effectively portray battle conditions in this world gone crazy, Battalion will opt for a grainy look that is somewhat reminiscent of *Silent Hill 2*.



Steel Battalion will come packed with the most insane controller ever to come home. The game can't be played with a standard controller, so start saving up now.

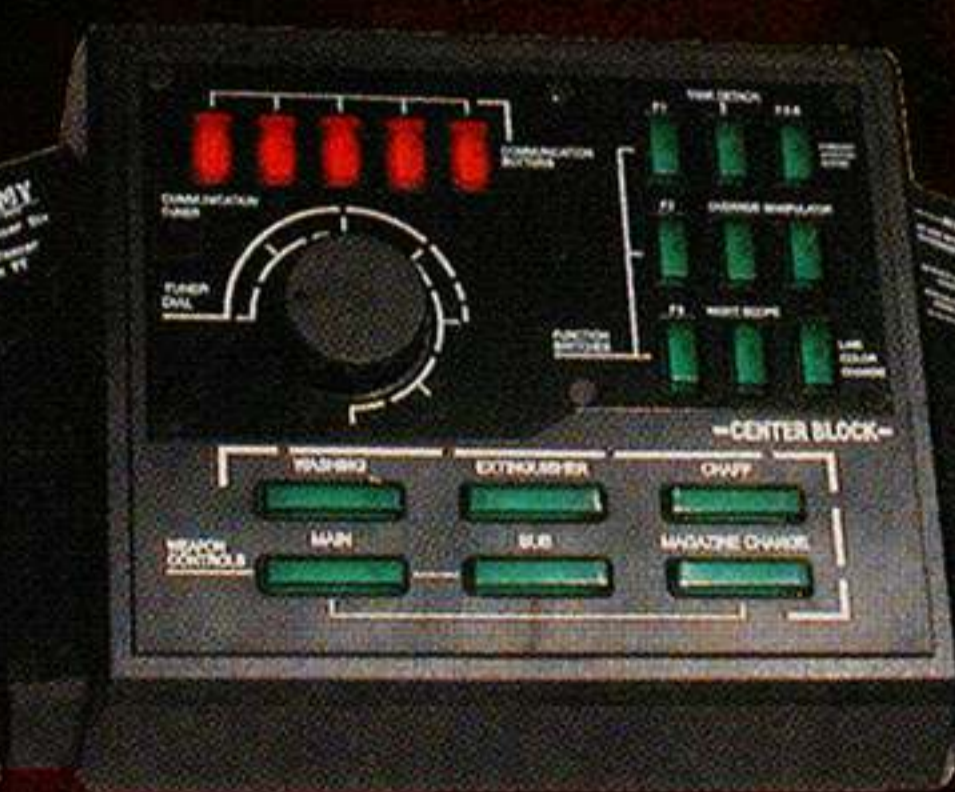


THE GENTLE GIANT

The controller is the real star of Steel Battalion, and it's certainly a sight to behold. The preview version's controls were smooth but required a delicate touch. Think of it like maneuvering a slow-moving car that has legs, an independently moving head, multiple guns, and a high center of gravity. Okay, maybe that's not so easy to picture in your head, but you'll get the hang of it sooner than you think. Now getting the money (\$199) to buy the thing or fit it in your house is another matter entirely.



Right Block: The analog stick controls movement while the gear level adjusts your speed. The five toggle switches are only used to start up your mech.



Center Block: The top row of red buttons handles communications with your squad mates. Below that are a tuner dial and buttons for the window washer, fire extinguisher, chaff, and various weapon selections. The nine buttons clustered toward the upper right have mission-specific functions, such as the night scope.



Left Block: This stick aims and fires your weapon, and the buttons below it control all screen display functions. The top-right button is for emergency ejection, and the three beneath it are used to start up your mech before each mission.



Foot Pedals: In order from left to right are strafe, brake, and gas. The pedals look metallic, but they are actually some sort of pseudo plastic. Still plenty sturdy, though.



BY AIR HENDRIX

- Developed by Eurocom/EA Games
- Published by EA Games
- Target release date: November



PLAYSTATION 2 GAMECUBE XBOX

HANDS-ON



Harry Potter and The Chamber of Secrets

IF YOU PLAYED the first Harry Potter game, this Chamber will hold few secrets for you. Judging from a preview version, the main focus for this second year at Hogwarts has been upgrading the graphics and sounds. The gameplay looks like it will remain the same standard platform/adventure fare—even Quidditch will still involve flying through hoops to snare the Snitch. But hardcore Potter fans will probably delight in exploring Harry's world in all its next-gen visual glory, supported by familiar characters and settings like Professor Lockhart, the Whomping Willow, the Weasleys' home, and more.



BY DAN ELEKTRO

- Developed by Bits
- Published by Sierra/Fox
- Target release date: November

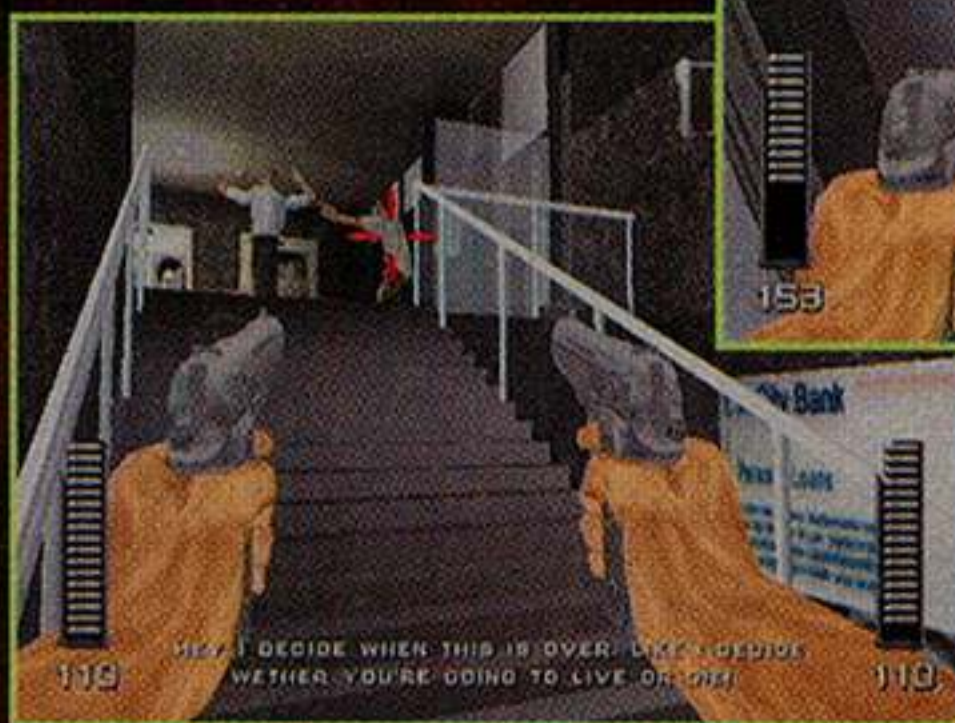


GAMECUBE

HANDS-ON

Die Hard: Vendetta

IT'S BEEN A while, but John McClane's out to prove he's not dead yet in the first-person shooter, Die Hard: Vendetta. As an older McClane, players will wield pistols, machine guns, flamethrowers, and a very strong potty-mouth through 12 levels, including Hollywood Boulevard, a huge movie theater, and a museum. Stealth tactics will help trigger the power-up-style Hero mode. Some illogical elements cropped up in the alpha version—like indestructible glass doors—and hopefully, the graphics will receive a polish before McClane attempts to save L.A. this holiday.



YOU
NEVER
KNOW



Tom Clancy's Splinter Cell

Matters of National Security

The National Security Agency (NSA) is conducting clandestine operations on the Xbox—and so far, the results have been superb. Already, the preview version of Tom Clancy's Splinter Cell showed off an impressive amount of gameplay features, including slick character actions and amazing visuals.

As a covert operative working for a super-secret department within the NSA, you'll have to sneak into high-risk hot spots and take out anyone threatening American interests. But the game won't be a free-for-all killing of everything that moves. Instead, Splinter Cell will be based on stealth and avoiding any unnecessary collateral damage. To make this work, the game will employ a stealth meter to help you figure out how hidden you really are in each level. Essentially, you must travel in the shadows to obtain complete invisibility.

Stylistic maneuvers like shimmying ledges and sliding down zip lines will help you achieve your shadowy cover, too. In an early build of the game, performing these moves was an easy task. But even better, stealthy attacks like sneaking up behind an enemy or using someone as a human shield was not only a cinch to do, but it also looked great.

Unconventional Warfare

Ubi Soft's promise to have outstanding visuals on top of the realistic gameplay is also coming together well. The preview version displayed amazing lighting dynamics that resulted in some awesome shadow effects.

Indeed, Splinter Cell is aiming to be as real as possible when it comes to this third-person adventure of black-ops intrigue. As in other Tom Clancy games, Splinter Cell will have real-world weaponry and gadgetry to make your missions not only more accessible but also believable as well. At your disposal will be a futuristic modular assault weapon that's capable of firing off deadly bullets and high-impact, non-lethal projectiles. You'll also be equipped with spy-like accessories, including a laser microphone and night- and thermal-vision headsets.

Metal Gear What?

So far, Splinter Cell is shaping up to be a deadly winner in the action/stealth genre. If development stays on track, the NSA won't be veiled in secrecy anymore—Splinter Cell will have a lot to show.



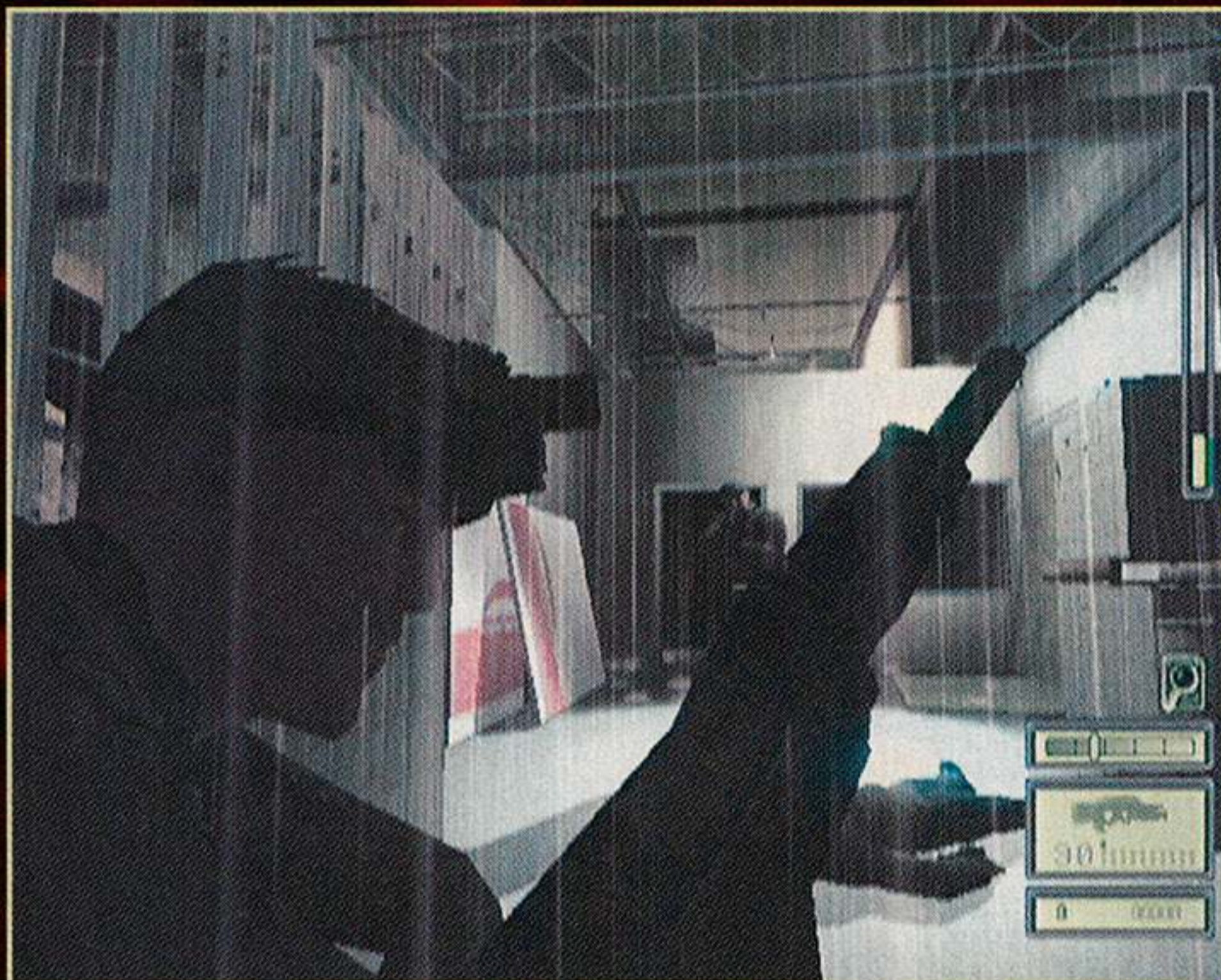
BY FOUR-EYED DRAGON

- Developed by Ubi Soft Montreal Studios
- Published by Ubi Soft
- Target release date: November

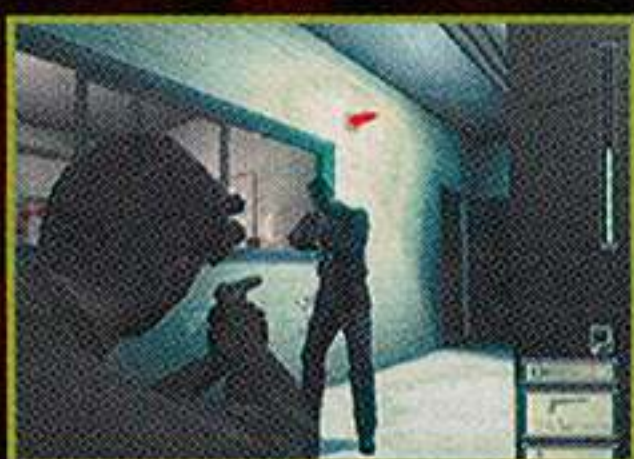
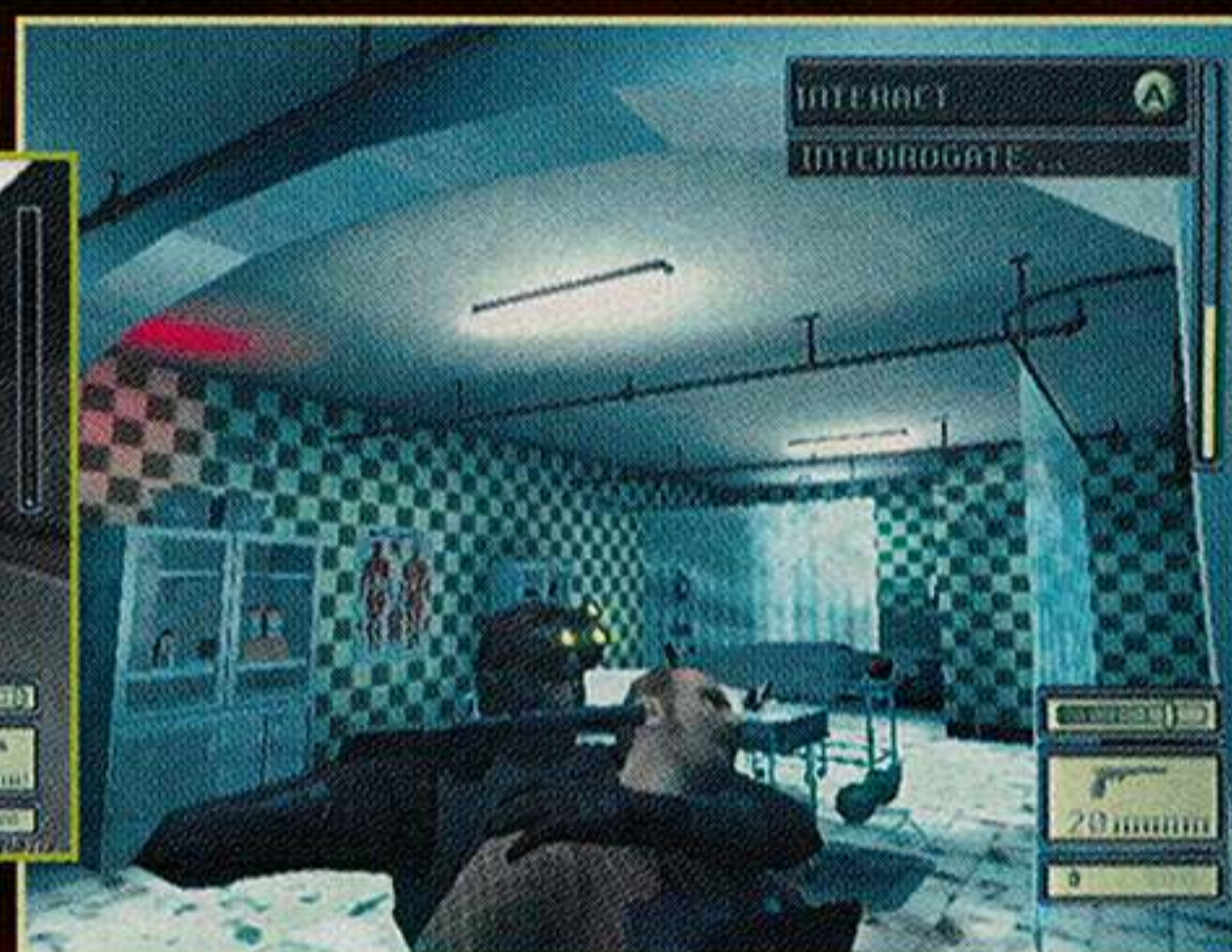


Xbox

HANDS-ON



Are you skilled enough to be a black-ops agent for the National Security Agency?





BY MAJOR MIKE

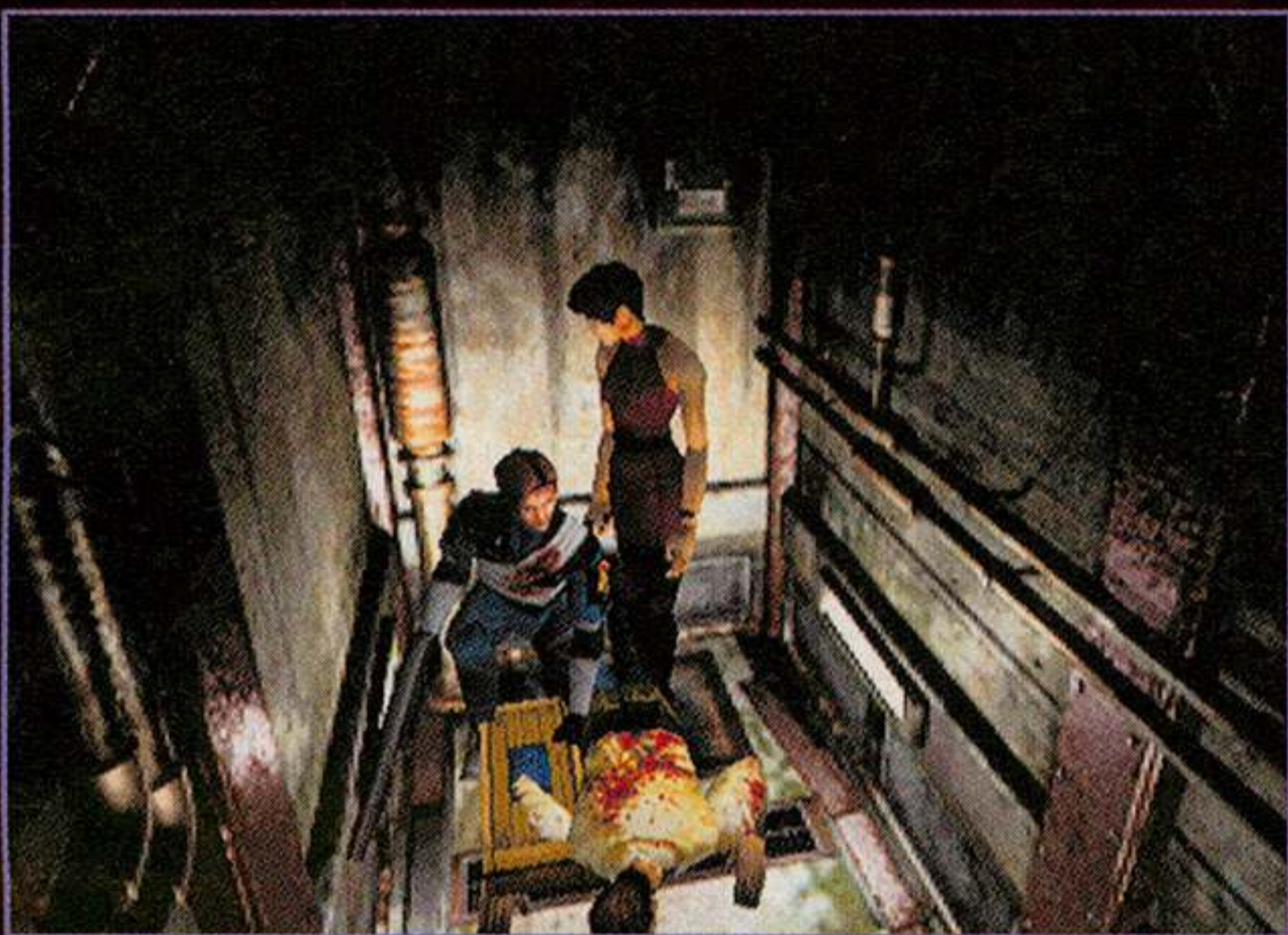
- Developed and published by Capcom
- Target release date: December



FIRST LOOK

Resident Evil 2

THE FIRST OF several "straight" Resident Evil GameCube ports (Nemesis and Code: Veronica X are also in the works), Resident Evil 2 follows the adventures of two playable characters—Claire Redfield and Leon Kennedy—through two distinct scenarios as they try to escape danger-filled Raccoon City. RE2 for the PlayStation was notable for its "zapping" system, where actions taken by one character during their game affected the events of the other during their scenario, and it also introduced Hunk and Tofu mini-games. **G**



BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: January



FIRST LOOK

Resident Evil 3: Nemesis

NEMESIS TAKES PLACE before and after the events of Resident Evil 2, and it trails S.T.A.R.S. member Jill Valentine's escape from monster-infested Raccoon City. In addition to the usual pre-rendered



environments and gore galore, RE3 will introduce one of the toughest monsters yet: Umbrella's near-indestructible Nemesis—a towering terror that gives chase à la the Terminator...plus, he'll carry a rocket launcher. Another innovation will be the "live decision" option that enables you to take multiple paths through the game, which will provide some much-needed replay value. **G**



WHO
YOU
WILL



The Lord of the Rings: The Two Towers

Defy the Curse

Movie-based games, as a rule of thumb, suck. Which makes *The Lord of the Rings: The Two Towers* even more remarkable because, judging from a preview version, it should both sidestep that jinx and seamlessly integrate a movie with a game. The simplest way to describe *Two Towers* is to call it a modern *Golden Axe* or *Streets of Rage*—the gameplay will be all about weapons-based combat against wave after wave of foes ranging from orcs to Ringwraiths to cave trolls and more.

Playing as either Legolas, Gimli, or Aragorn, you'll tackle 13 levels, earning points in battle that will unlock new combos, weapons upgrades, and the like.



The first four levels will revisit *The Fellowship of the Ring* in flashback form (jump-started by an awesome surprise in the opening level), then it's off to the lands of the second movie, including Fangorn Forest, Rohan, Helm's Deep, and more.

Although the focus will be absolutely combat, a

healthy variety to the action will prevent things from growing stale as you'll face startling ambushes, kick ladders off castle walls, and tackle bosses like the Watcher in the Water. Unfortunately, the only thing missing is multiplayer action.

Sharpen Your Blade

The gameplay definitely will lean more toward the button-mashing side, but there will be some brains behind the brawn. Instead of just holding a button to block, you'll have to develop a rhythm for timing button presses, a skill that will be vital. You'll pack quick, fierce, kick, and range attacks (such as Legolas's bow), along with combos and a devastating kill move.

One of the coolest touches is how the films will blend in with the game: Movie clips will introduce each level, then transition so smoothly into gameplay that you'll blink. The visuals in the preview version were lush

but not mind-boggling, though the audio was most impressive, featuring music and sound effects from the flicks and original dialogue by the actors who play Gandalf, Frodo, and the trio of playable characters. When the last blade is sheathed, *Two Towers* should be one of the year's most promising action games.



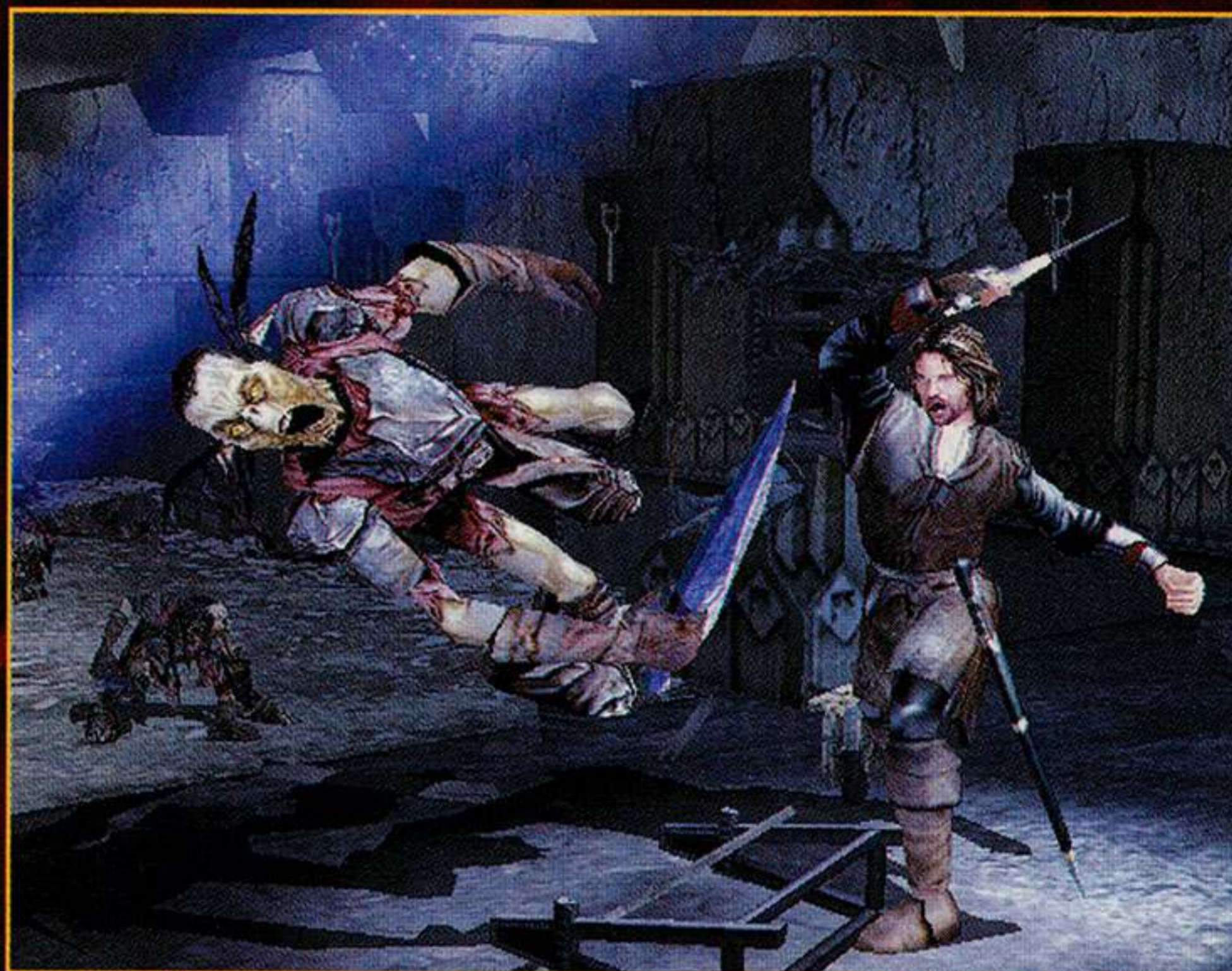
BY AIR HENDRIX

- Developed by Stormfront Studios
- Published by EA Games
- Target release date: November



PLAYSTATION 2

HANDS-ON



Hordes of fans, vaster in number than the orcs lined up before Helm's Deep, cherish all things related to *The Lord of the Rings*. Good thing, then, that EA's not blowing it with the *Two Towers* game, which is shaping up into an impressive, action-packed battle.





BY PONG SIFU

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



PLAYSTATION 2

GAMECUBE

XBOX

UPDATE

Batman: Dark Tomorrow

IN *BATMAN: DARK TOMORROW*, players will don the legendary cape and cowl of the guardian of Gotham City. The game's story line, which mixes elements of the graphic novels *The Killing Joke* and *Arkham Asylum*, pits the caped crusader against the criminal inmates of Arkham, who have taken over the hospital and kidnapped Commissioner Gordon as part of a city-wide conspiracy orchestrated by a mysterious criminal mastermind. Despite smooth motion-captured animation, disorienting camerawork and teeth-grindingly wonky controls plagued the previewable build of *Dark Tomorrow*. Unless Batman's defective aspects are tightened up, the future of the game looks Dark, indeed. **G**

Note: All screens shown here are from the GameCube version.



BY ATOMIC DAWG

- Developed by Raven Studios
- Published by LucasArts
- Target release date: November



GAMECUBE

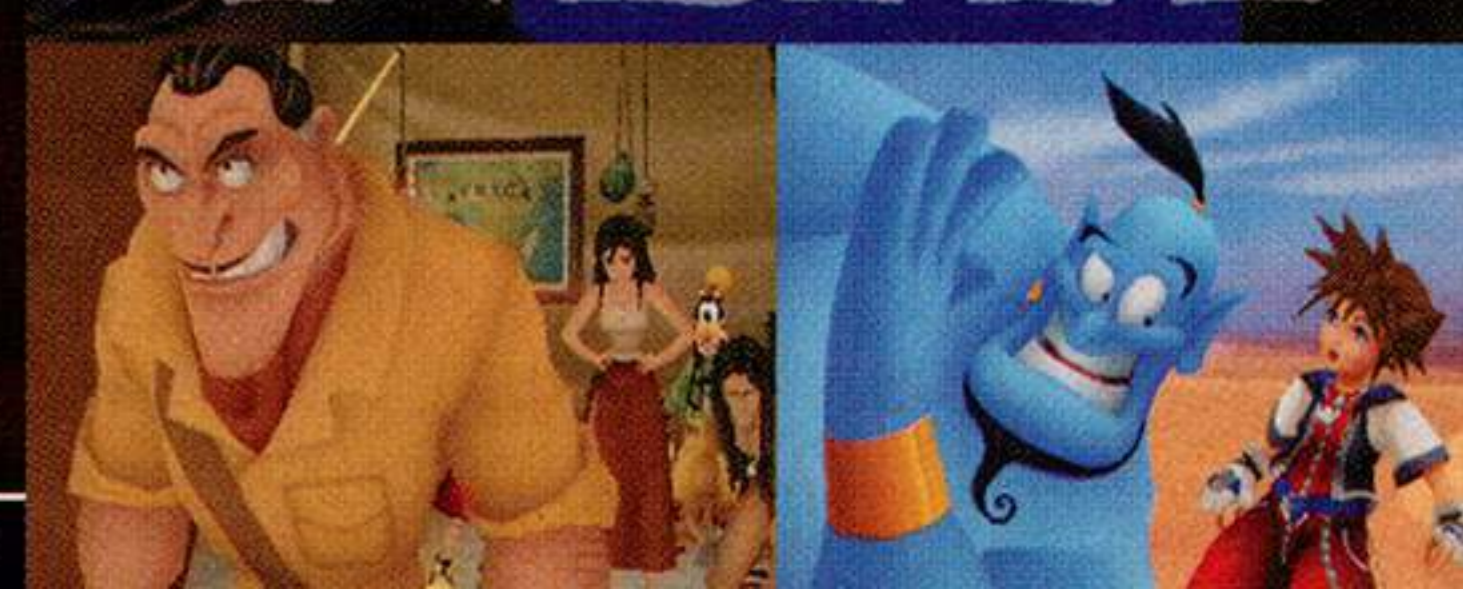
HANDS-ON

Star Wars Jedi Knight II: Jedi Outcast

THE REBEL CAUSE lives on in *Star Wars Jedi Knight II: Jedi Outcast*. In this faithful PC port, you'll play Kyle Katarn, a mercenary and ex-Jedi on a mission for the New Republic. The first-person *Star Wars* combat played well, but the 3D graphics style was showing a little age. The touchy joysticks felt skittish at first but seemed to settle down into tight gameplay (maybe it was just a Jedi Mind Trick). Odds are this game will entertain young Padawans, but it probably won't hold you until the next movie. **G**



RUN INTO NEXT



The Sims



BY DAN ELEKTRO

- Developed by Maxis/Edge of Reality
- Published by EA Games
- Target release date: January



PLAYSTATION 2

HANDS-ON

Possession Obsession

Nobody expected that The Sims—Will Wright's weird little game about controlling the lives of tiny fake people—would turn into the megafanchise it has become. Now that it's headed to the PS2 at last, early signs are strong that the series won't lose any of its personality or addictive gameplay, even as it gains a literal new dimension.

The Sims will put the fates of electronic families in your hands. You'll create them, shape their personalities, dress them up, name them, and try to make them happy, healthy, and wealthy. Direct your Sims through the trials and tribulations of modern home life, and you might see their little dreams—which just may be your little dreams!—come true.



called Get a Life. Players will start out as an unemployed slacker living at home with Mom. Borrow enough cash, acquire some basic skills, and get a job, and you'll be able to move out to a better place with better belongings—but more responsibility. That mode was already working great in the preview version; there will be a lot of depth packed in when The Sims ships in January.



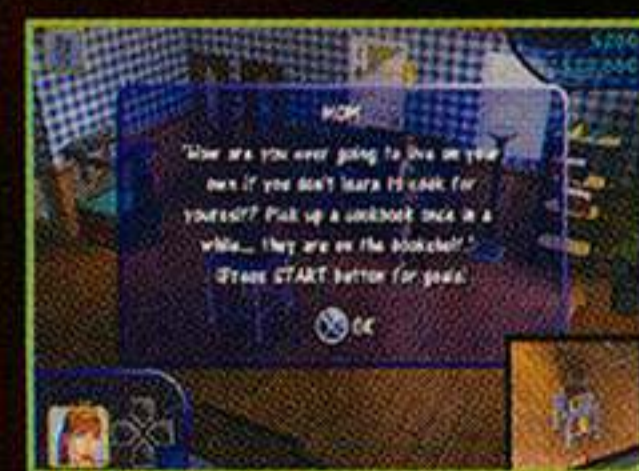
The Sims fired up PC game sales over the last few years. Now they're out to generate that same kind of heat on the PlayStation 2—and in full 3D.

The Puppetmaster

While the 3D overhaul looks great so far and the new animations (such as being shocked by a broken TV) are welcome additions, the biggest issue for The Sims will be control. A giant cursor, controlled by the analog stick, will give you the power to direct your house's denizens to interact with the objects around them, while the directional pad will let you keep tabs on each Sim's emotional and career status. It was all fairly comfortable and intuitive in the early build. Buying items and placing them in your house was a breeze; building walls, however, proved trickier (it was easy to accidentally install aluminum siding in the kitchen).

Days of Your Lives

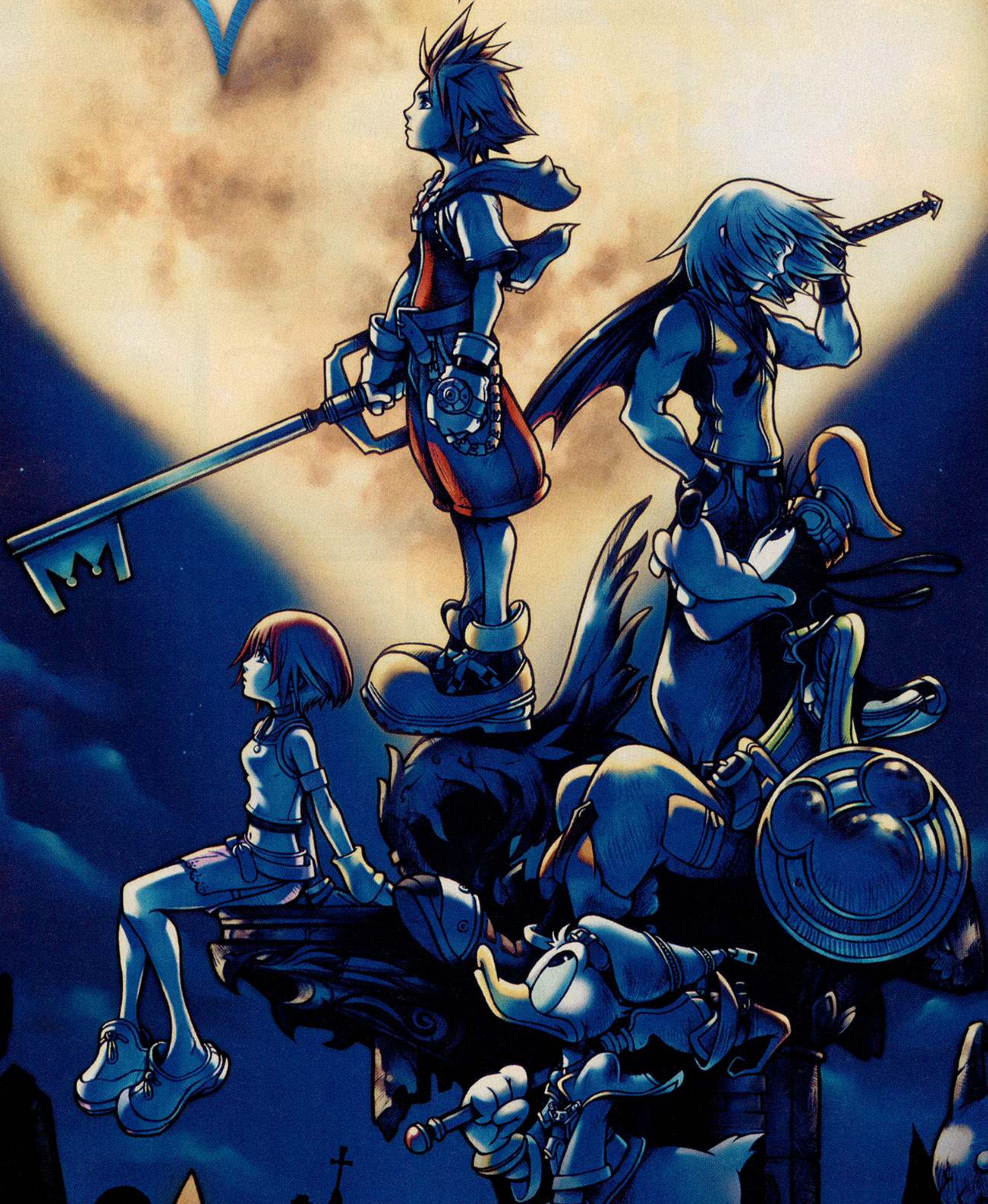
In addition to a vast Create-a-Sim building tool, the PS2 game will feature a new, goal-oriented quest



Disney SQUARESOFT

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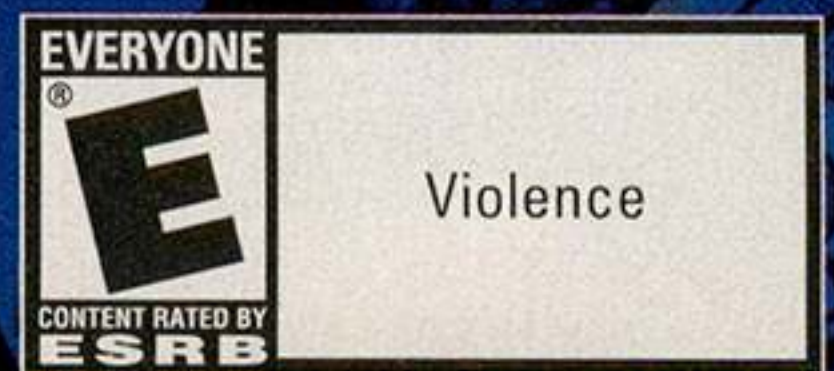


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PlayStation 2



Grand Theft Auto: Vice City



BY JAKE THE SNAKE

- Developed by Rockstar North
- Published by Rockstar Games
- Target release date: October

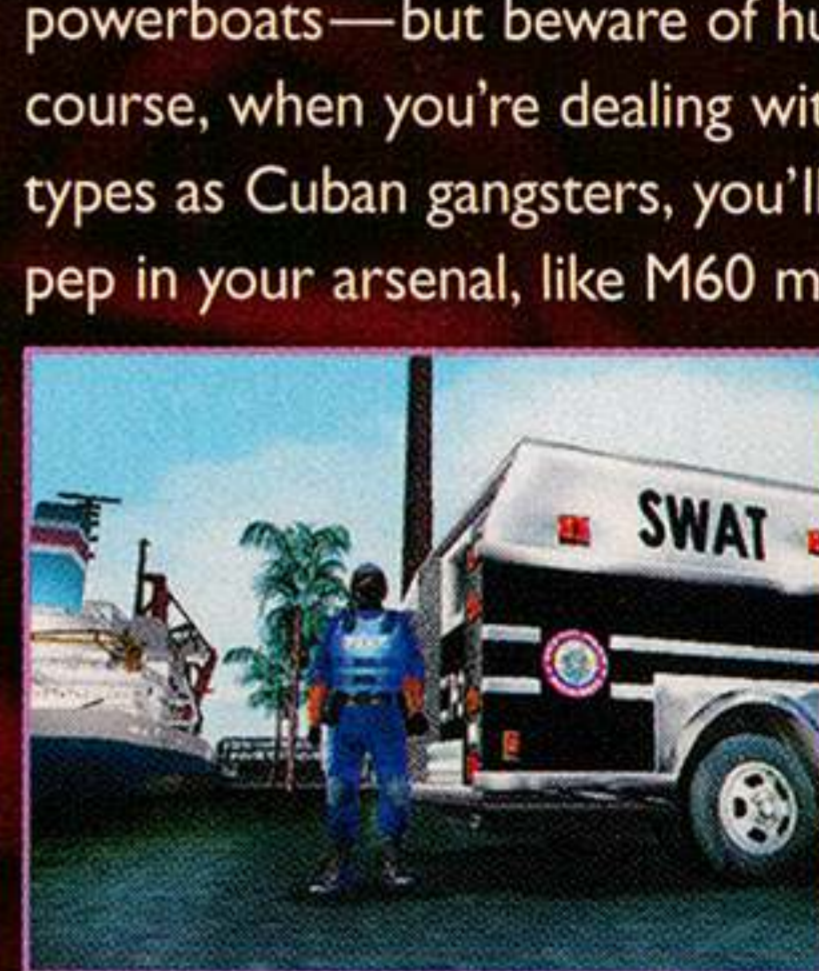


UPDATE



WHAT MORE COULD you want in a game than Rockstar's guilty-pleasure classic, Grand Theft Auto III? Would you believe a suntan? You'll cause as much mayhem as before but in the palm-studded streets and canals of Vice City, Rockstar's answer to 1980s Miami, complete with pastel suits and electro vibe—watch out, Crockett and Tubbs. And what better to go with '80s big hair than '80s big cars—to carjack and destroy, of course, all to the tune of authentic '80s music like Judas Priest and Blondie.

You'll also be able to tear up the sun-soaked environs on motorcycles and even do stunts on them—if you don't eat pavement first. Even better, you'll be able to make waves in Vice City's bay and canals with a variety of



powerboats—but beware of hurricane weather. Of course, when you're dealing with such hard-headed types as Cuban gangsters, you'll need a little extra pep in your arsenal, like M60 machine guns, a golf club, and a chain saw—say hello to my little friend.

The heat is on this October with Grand Theft Auto: Vice City.



Unreal Championship



BY MANNY LAMANCHA

- Developed by Digital Extremes
- Published by Infogrames
- Target release date: November



HANDS-ON

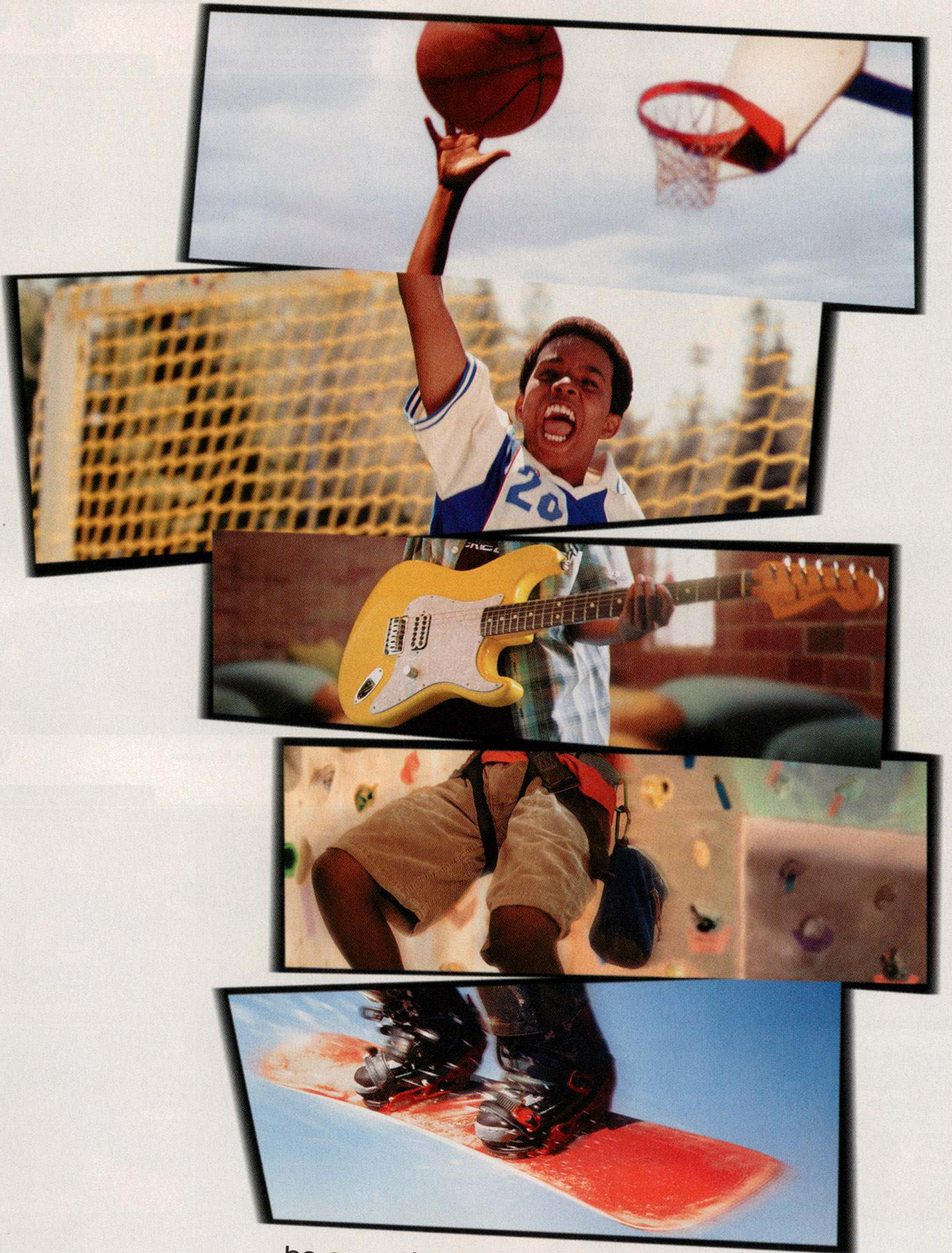


YOU CAN'T HELP but notice how gorgeous the scenery is in Unreal Championship's various levels—elaborately designed playfields that are a blend of winding hallways and open-air rooms. Inch up close to a wall or crouch down to look at the ground and—even in the preview version—you'll see intricate textures with detail that few video games have done before. And then someone has to go ruin it by blasting you with a grenade, sending you flying across the room in a heap.

The latest entry in the popular PC first-person-shooter franchise is coming to the Xbox, a console that is more than capable of handling the well-animated characters, elaborate environments, and countless projectiles without blinking. As if the threat of getting blasted by any of the game's weapons wasn't bad enough, the lighting and shadows in the preview build added to an already-tense setting. UC will offer diverse game types—such as the classic Deathmatch and tumultuous Bombing Run—and it will also be compatible with the Xbox Live online game service for furious matches with up to 32 players.



Made possible by the U.S. Department of Health and Human Services' Centers for Disease Control and Prevention.



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Metal Gear Solid 2 Substance

XBOX OWNERS COULD only salivate about the adventures of Solid Snake...until now. Metal Gear Solid 2 Substance will package the complete Sons of Liberty PlayStation 2 adventure with a host of original mini-games. VR Missions will place you in a variety of artificial environments for target



practice and other tasks; Alternate Missions will feature photography (?) and puzzle (!) and mystery solving (!!); and Snake Tales will let you play as the Solid one himself in five lengthy, brand-new missions.

The preview version of Metal Gear Solid 2 held up beautifully on the Xbox—it even surpassed its PlayStation 2 counterpart with sharper and cleaner visuals. As for the controls, Substance played best with the Xbox's intuitive Controller S, but the only hitch was an awkward configuration where you had to press the Left Analog stick for first-person view. If you're a PlayStation 2 owner, though, don't fret: Substance will be available for your console sometime in early 2003. For information on The Document of Metal Gear Solid 2, see "ProNews," this issue. **G**

Note: All screens shown here are from the Xbox version.



BY MAJOR MIKE

- Developed by KCEJ
- Published by Konami
- Target release date: November (Xbox); First Quarter 2003 (PlayStation 2)



PLAYSTATION 2



XBOX

HANDS-ON



Auto Modellista

RACING WILL BE elevated to another level once Auto Modellista is released this November. Designed to be online compatible with up to eight



players competing at once, Auto Modellista will offer a colorful and slick cel-shaded world featuring cars from top manufacturers like Toyota, Honda, and Mazda. For exhibitionists, you'll be able to custom paint your roadster, have a personalized license plate, and even design your own garage and race replays.



The Japanese boxed version of Auto Modellista played outstanding—much like a typical arcade racer with simple controls and speeding visual effects. There was some slowdown, however, when groups of cars collided at once. But an eight-player LAN duel proved that racing against others is as exhilarating as it is fun. The U.S. version shouldn't be any different with the exception of having English text. **G**



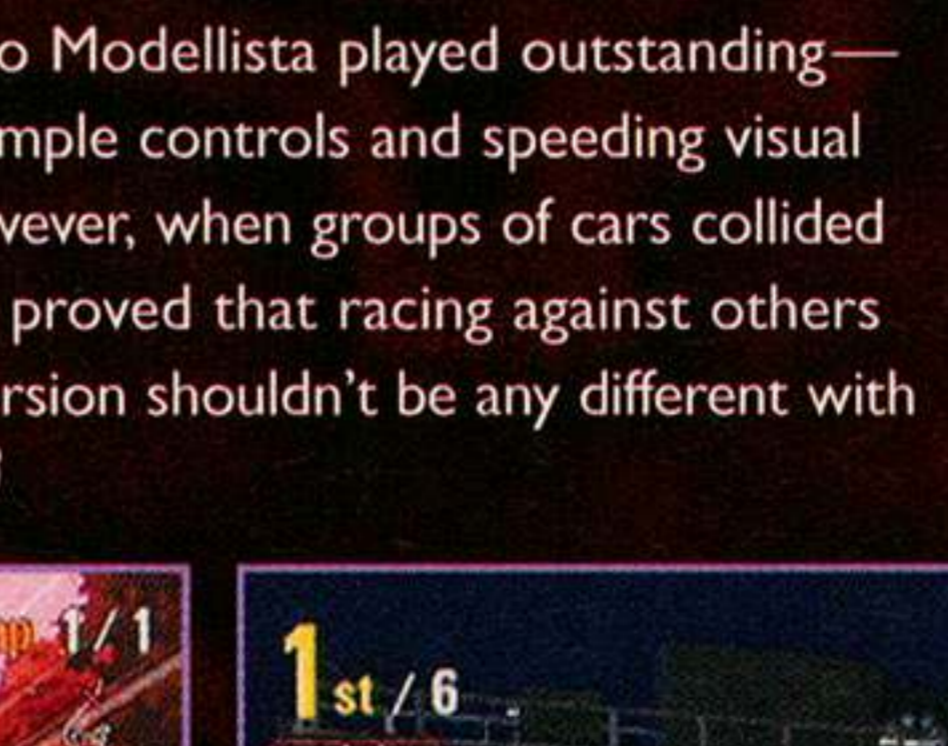
BY FOUR-EYED DRAGON

- Developed and published by Capcom
- Target release date: First Quarter 2003



PLAYSTATION 2

HANDS-ON





BY AIR HENDRIX

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



PLAYSTATION 2

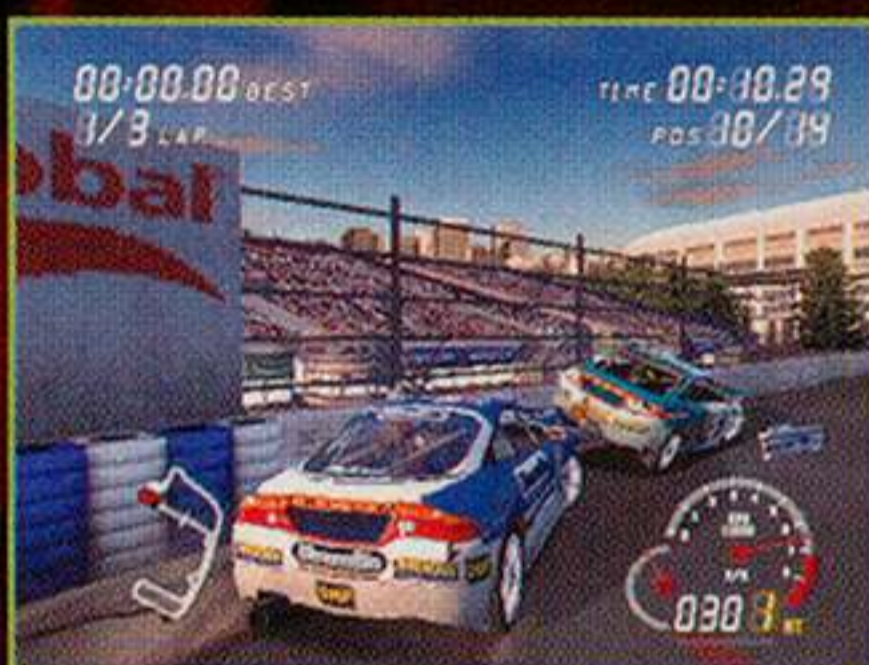
HANDS-ON

Pro Race Driver

STORY LINES AND racing games don't typically go together, but Pro Race Driver involves exactly that, and its novel approach may prove alluring to some racing fans. Playing as a budding test driver



with a chip on his shoulder, you'll grow your career by competing in a series of tournaments. In the preview version, the graphics weren't very polished, but the handling and A.I. competition provided engaging challenges, while the plot teetered between interesting and silly. If you demand glamorous graphics and licenses, Pro won't deliver, but if story-based racing or the TOCA series, its predecessor, appeal to you, it might be worth a spin. **G**



BY PONG SIFU

- Developed by Lightweight
- Published by Ubi Soft
- Target release date: October

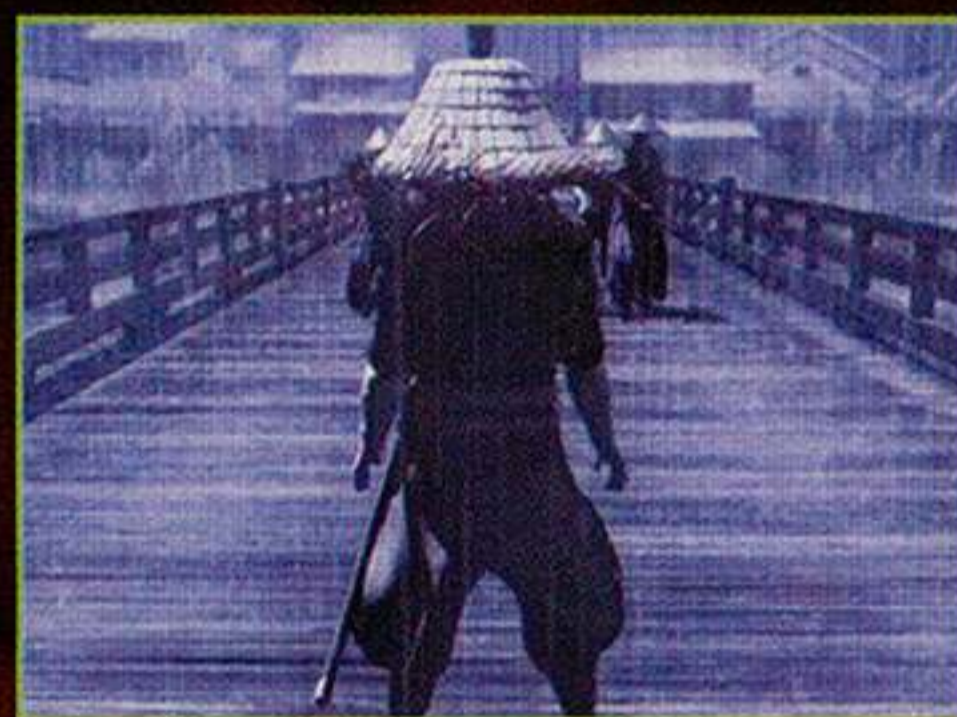


PLAYSTATION 2

HANDS-ON

Kengo 2: Master of Bushido

WITH THE HYPE surrounding the return of beloved ninja franchises, it's easy to forget that 2002 is also the year of the samurai, first with the innovative Way of the Samurai, and now with Kengo 2: Master of Bushido. You won't find ninja magic, stealth kills, or ridiculously long red scarves in Kengo 2. Instead, you can prepare for excellent sim-style combat, customizable characters that improve with training, and an all-new mission-based Recruiter mode. The previewable Kengo 2 featured visuals that surpassed those of its predecessor title and a fighting engine that stressed Bushido-like patience and reflexes. Kengo 2 already looks choice. **G**



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ATV Offroad Fury 2

TIME TO ABANDON those pretty little racing cars, boys, and get down and dirty, off-road style. ATV Offroad Fury 2 is revving up for more high-flying PS2 racing action.

You'll run 24 all-terrain vehicles (if you unlock 'em all), including ATVs from Kawasaki and Honda, and several team-sponsored rigs. You'll do it in style, too, by tailoring your rider's racing gear and accessories right down to the name and number.

The courses will cover 40 tracks with plenty of suspension-slammng gullies and hills. The early version produced plenty of major air time with tight joystick moves that enabled you to pump extra lift on a jump and control your landing, too. ATV will reward aerial acrobatics, so you'll chase the ultimate mid-air stunt combos, but be sure to nail those landings, or your rider will suffer big-time headers.

Multiplayer action will go with four players, including Network Adaptor online support. A cramped split-screen viewing angle in the preview build put a premium on reaction time while racing with the crowd, though. ATV Offroad Fury 2 already looks like it's building on ATV 1...both fast and furious. **G**



BY THE MAN IN BLACK

- Developed by Rainbow Studios
- Published by Sony
- Target release date: November



PLAYSTATION 2

HANDS-ON



MechAssault

THE XBOX IS gearing up for a rumble in the BattleTech jungle. Although MechAssault has been spawned from the PC-based world of mercenary soldiers in giant, servo-laden battlesuits, this version is going for all-out action à la Halo rather than for sim and strategy.

You'll start with 10 core mechs, and you'll be able to build variants as you hunt enemy mechs in 16 missions. The preview version featured on-target, tight controls—with the layout and feel shamelessly lifted from Halo. Mech guidance was intuitive, and destructive firepower was massive.

It appears that most structures, buildings, and terrain will be destructible. In fact, you'll be able to blast away scenery to rain down debris on adversaries and "punt" smaller vehicles, such as trucks, at enemy mechs. At press time, Microsoft touted MechAssault as an Xbox Live launch title, too. Plans called for up to eight players online at a time,



BY BROTHER BUZZ

- Developed by Day 1 Studios
- Published by Microsoft
- Target release date: November



Xbox

HANDS-ON



and downloadable mechs were also promised as part of the online package.

MechAssault could shape up to be topflight metal mayhem. All the early indications are there for action/combat fans—this game should "mech" their day. **G**





BY MANNY LAMANCHA

- Developed by Paradox Development
- Published by Activision
- Target release date: October



PLAYSTATION 2

HANDS-ON

X-Men: Next Dimension

X-MEN FANS WILL surely enjoy healthy button mashing with the likes of Wolverine, Cyclops, and Phoenix, while fighting-game



fans should relish Next Dimension's dynamic head-to-head 3D combat. The game's characters will be stocked with gigantic move lists filled with combo strings, juggles, and air-based offensives. The highlight, though, will be the multi-level playfield designs. Knocking an opponent through a window, for instance, may cause a nasty fall to the street below with the battle restarting in the new location. It should take a while to exhaust the various gameplay modes and unlock all of the secret characters.



BY JAKE THE SNAKE

- Developed by Enterbrain
- Published by Agetec
- Target release date: December



PLAYSTATION 2

FIRST LOOK

Fighter Maker 2

WHEN YOU'RE kick- ing someone's ass, you want to do it just right. Luckily, Fighter Maker 2 will let you design every detail of your own moves and then test them out in the ultimate laboratory—the fighting ring. In this sequel to the fighting game construction set for the PlayStation, you'll be able to create your own characters and choose from a wide variety of costume options and fighting styles, including Karate, Tai Chi, Pro Wrestling, and more. The move-editing system promises to be much easier to use than the one in the original. You can make your fight this holiday season.



Note: All screens shown here are from the Japanese version.



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Devil May Cry 2



BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: January



PLAYSTATION 2

UPDATE



A PLAYABLE, two-mission demo of Devil May Cry 2 was recently unveiled at the Tokyo Game Show, and fans of the demon-slayer Dante will be pleasantly surprised at the game's new play techniques and graphics engine. Among Dante's repertoire of slick new moves will be a cartwheel, wall running, and the ability to simultaneously fire his dual pistols in two different directions. Visually, DMC2 will sport a higher resolution than its predecessor and will be loaded with fine details, such as spent shells bouncing on the ground and the cool vapor trail Dante's sword will leave in its wake as he swings it.



Capcom took criticisms of the first game to heart, and the producers of Devil's sequel have promised to implement a slew of new game options—

such as an enemy A.I. that will adjust its difficulty according to the player's skill, along with a much-needed customizable controller configuration. And even though the second character, Lucia, wasn't playable in the Tokyo Game Show build, you can check out the screens of what she'll look like in action. Devil May Cry 2 will ship in January. **G**



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WWE SmackDown! Shut Your Mouth

THE KEY TO a successful WWE game is in making sure the glitz and glamour are on full display. SmackDown! Shut Your Mouth shouldn't disappoint. From the second it starts up, it's all attitude, pulse-pounding music, major-league grappling, and, of course, cut-scenes with sweaty, angry, trash-talking wrestlers. The game will be loaded with the sport's faves, such as Hollywood Hulk Hogan, Triple H, and The Rock, and the Create-a-Wrestler option has been improved to offer more flexibility in designing a fighter.

This is no lightweight contest, either. Shut Your Mouth will be packed with so many gameplay modes and variations—from a basic exhibition match to King of the Ring to a Royal Rumble—that players will be facing hours of action. THQ also promises a six-person tag-team match that can't help but be frenzied.

Contact between wrestlers in the early version needed to be tweaked with throws and punches not appearing to connect. Realistic collisions in a video game are a challenge, and there's still time for THQ to improve upon Shut Your Mouth before it hits stores. **G**



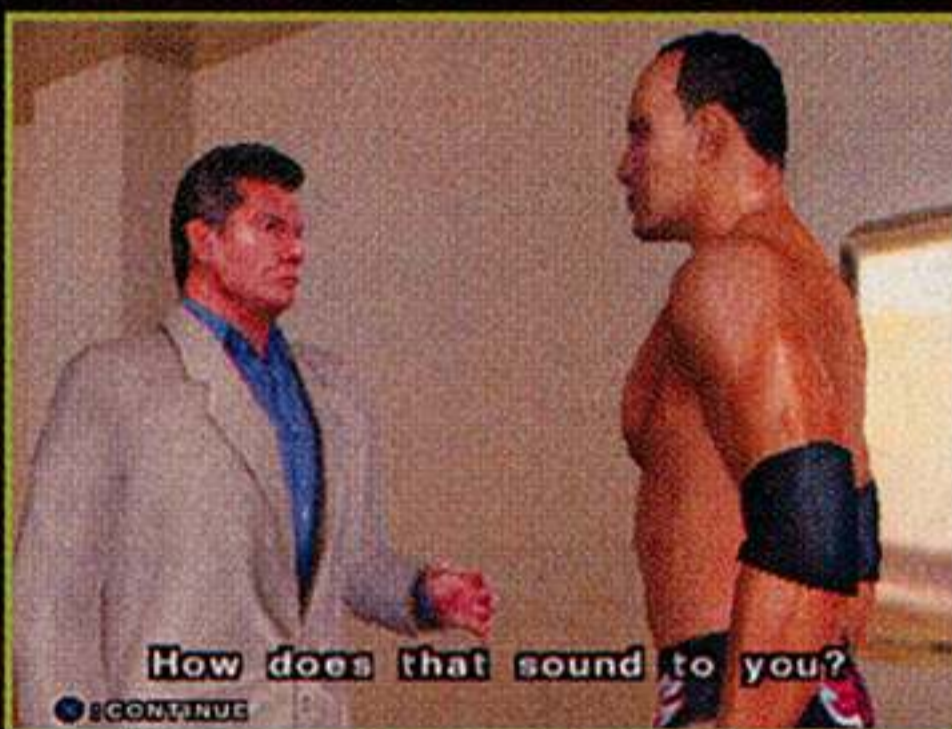
BY MANNY LAMANCHA

- Developed by Yuke's
- Published by THQ
- Target release date: November



PLAYSTATION 2

HANDS-ON





BY PONG SIFU

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



PLAYSTATION 2



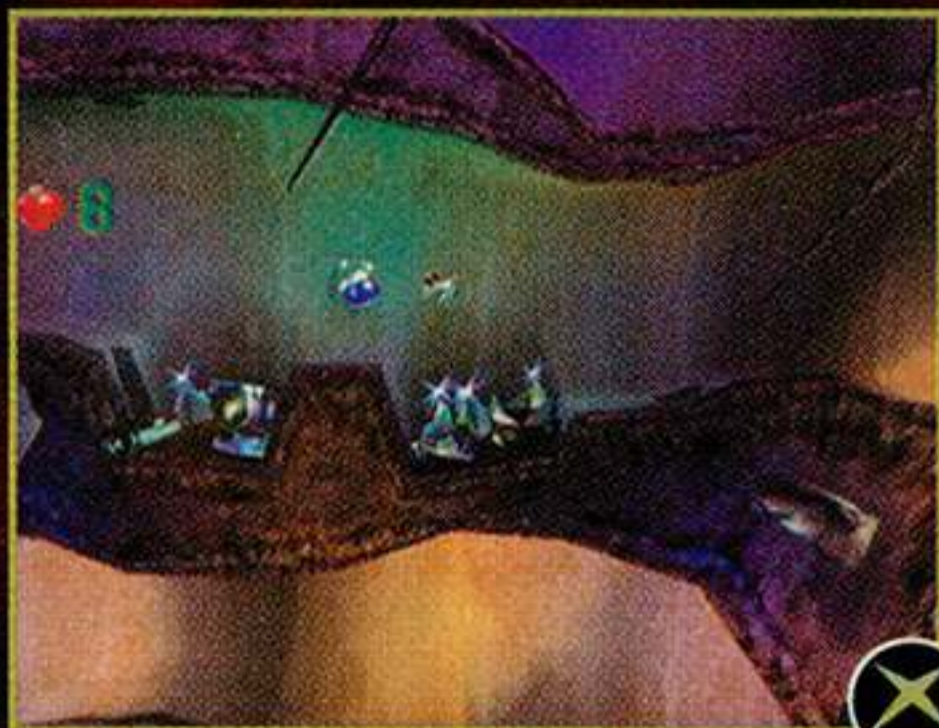
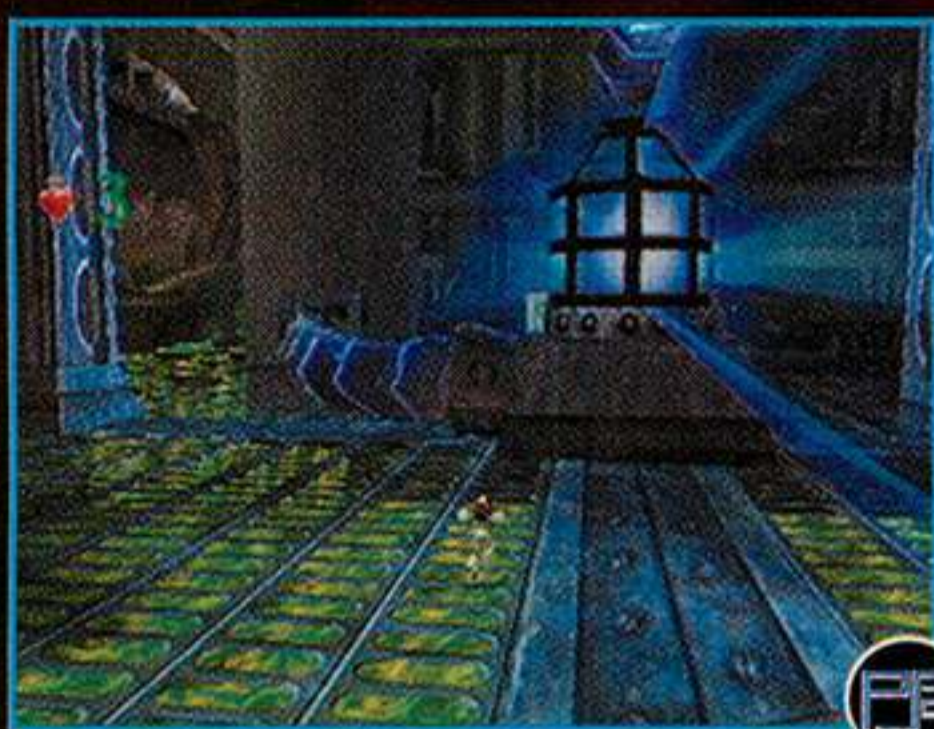
XBOX

HANDS-ON

Dr. Muto

THE FOLKS AT Midway are readying their newest and perhaps quirkiest platformer yet, Dr. Muto, for a November launch on both the PlayStation 2 and Xbox, with a January 2003 release slated for the GameCube. As the titular mad scientist, you'll need to collect scattered pieces of the Genitor3000 machine to rebuild your destroyed homeworld. In addition, you'll also have to collect thousands upon thousands of isotopes that will supply power to said machine. By gathering DNA from native life forms, Doc will be able to morph into six different hybrid mutations, including the Arachnidoc, Doczilla, and TerraDoctyl, each of which will have different abilities suited for special tasks, such as the ability to reach certain areas that other forms cannot.

In the previewable build, the only available planet (out of four) was Totelec, a toxic-sludge infested junkyard world swarming with enemies such as robotic guard dogs and radioactive cockroaches. Of the two playable versions, the Xbox build featured smoother graphics rendered at a higher resolution than the PlayStation 2 build. Dr. Muto also controlled fine, though it would benefit from a tighter camera. Hopefully, Midway can fix that before the game's release.



Battle Engine Aquila

GIANT ROBOTS ARE lots of fun to look at, but who has the time to learn all those complicated controls? Hawk, the hero of Battle Engine Aquila, certainly doesn't—his first-person robot shooter plays more like a slow-paced version of Halo than a strict Gundam-like simulator. He'll need to go through approximately 40 missions, using his transformable vessel (a land-based spiderdroid that doubles as a jet plane) to destroy enemy mechs and protect his country.

While the missions in the preview version had a sense of seen-it-all-beforeness to them, the Halo-ish control scheme was simple to master, and each game map had dozens of soldiers, tanks, flying machines, and other hostiles bearing down on your poor little robot. The feeling of "being there" was very convincing, and the game's even kind to beginners: The story occasionally branches depending on your performance in certain missions, giving you easier jobs if you were struggling out on the battlefield. This should make Aquila more accessible than your typical robot-em-up when it's released next year.



BY FENNEC FOX

- Developed by Lost Toys
- Published by Infogrames
- Target release date: First Quarter 2003

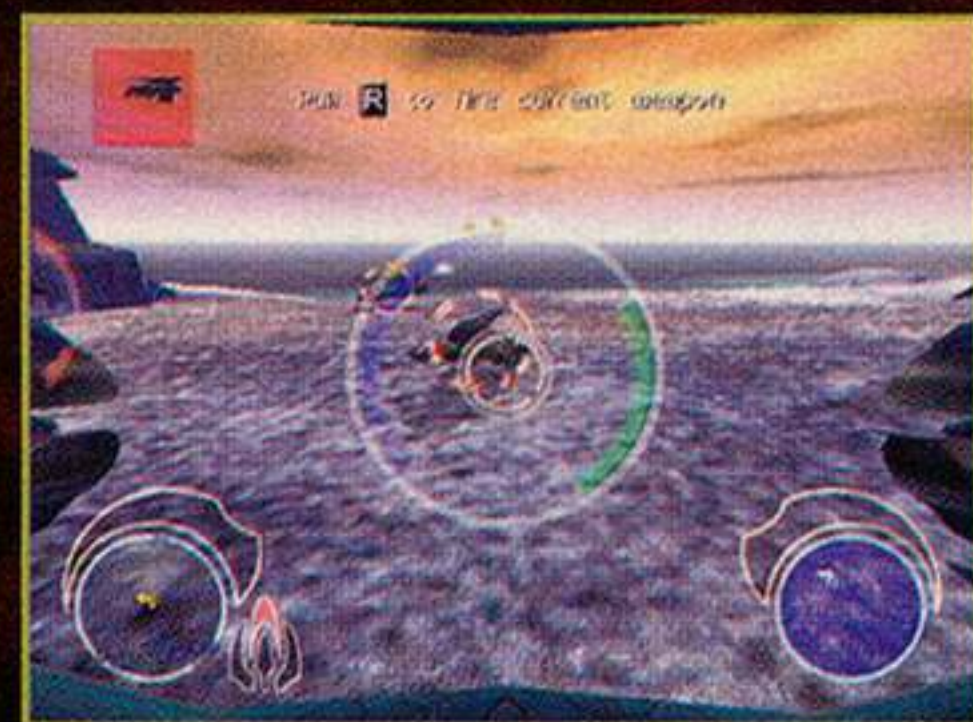
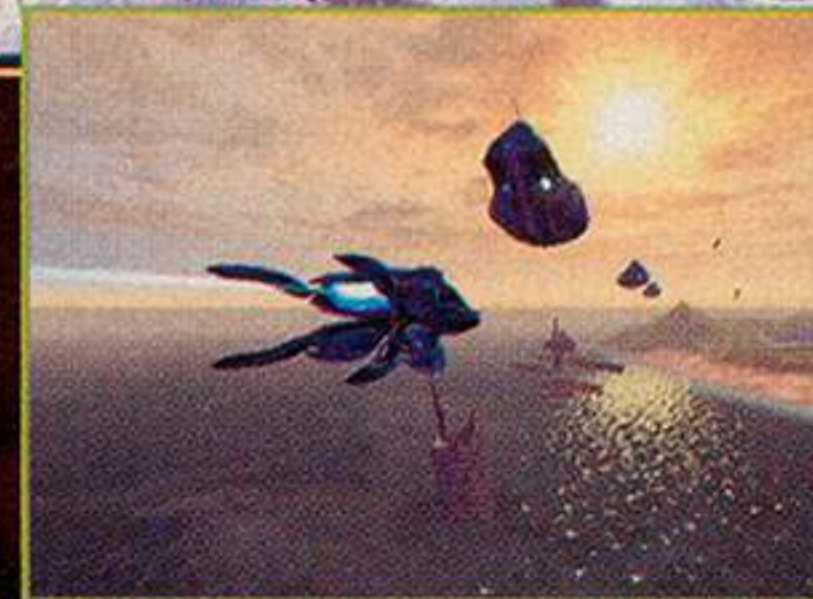
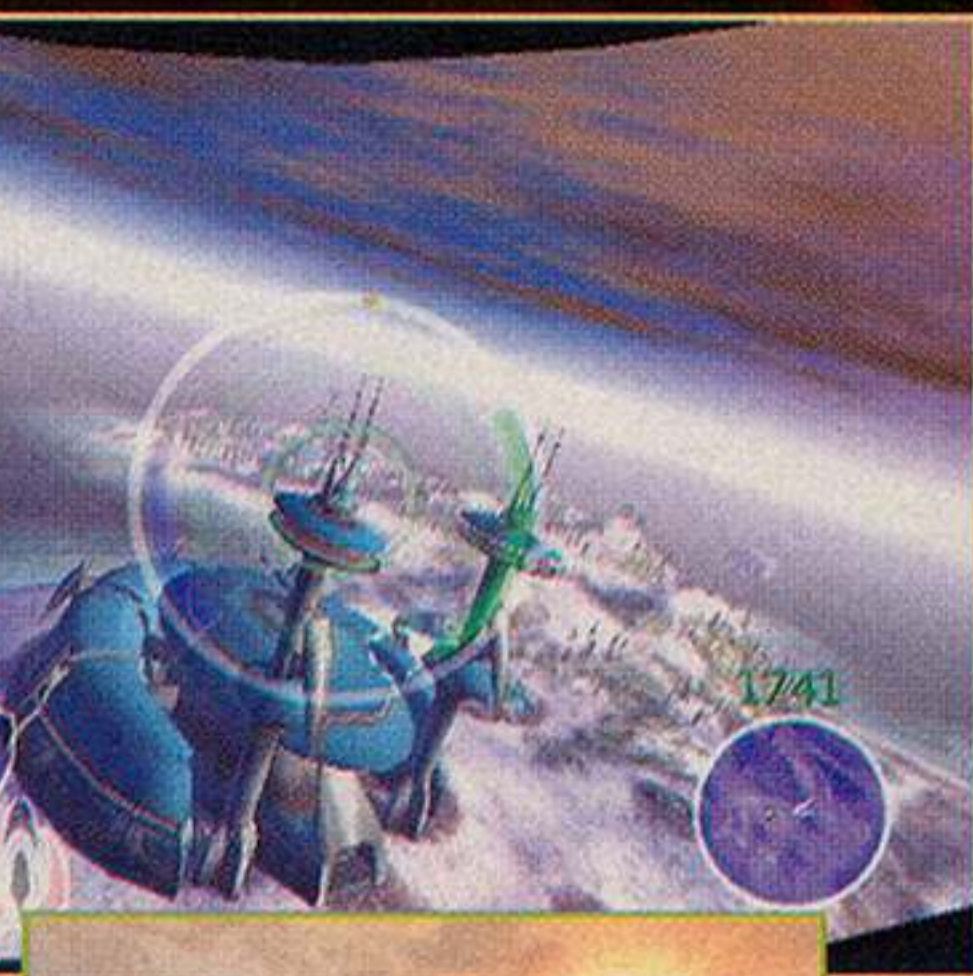
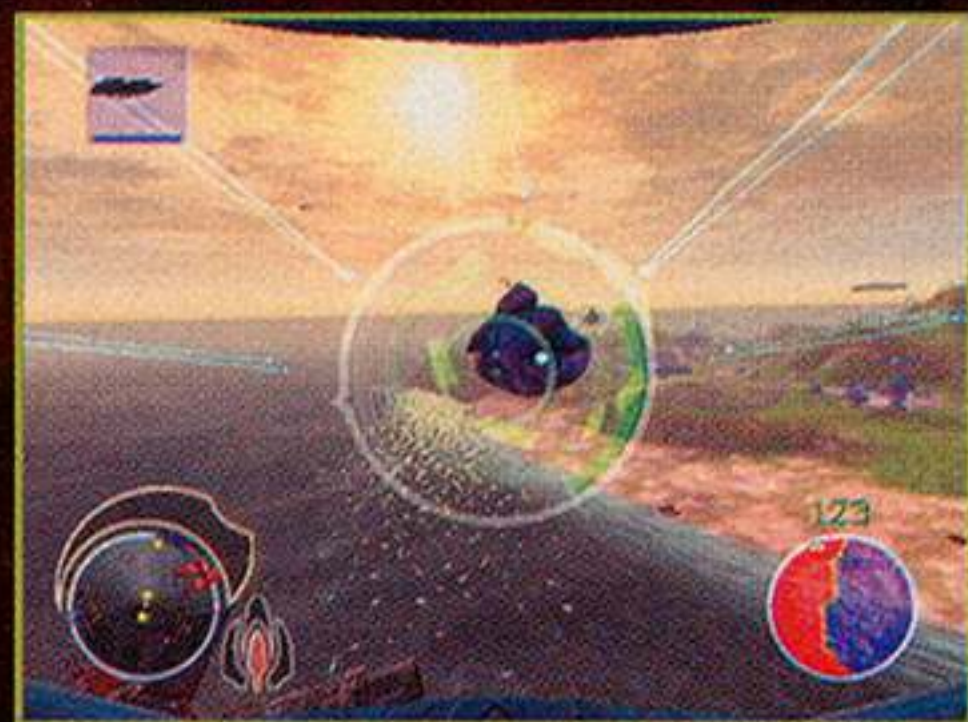


XBOX

HANDS-ON



Enemy contact! Misspell landers are deploying tanks!



James Bond 007: NightFire



BY AIR HENDRIX

- Developed by Eurocom
- Published by EA Games
- Target release date: November



PLAYSTATION 2

GAMECUBE

XBOX

HANDS-ON



A KILLER LICENSE like 007 deserves a great game, and after the doldrums of Agent Under Fire, NightFire looks like a step in the right direction. The last phases of development



will determine if that is a giant leap or merely a baby step, but an early preview version sported plenty of sharp improvements in the enemy A.I. and graphics. Bond's enemies were significantly more intelligent, even reacting to flanking tactics by taking cover appropriately, while the visuals depicted cool environments ranging from underneath the sea to a space station in orbit. The difficulty will also be scaled much more evenly to appeal to a broader range of players.



NightFire's original tale doesn't follow any of the movies, but instead pits Bond against the villain Rafael Drake in levels that mix first-person combat, rail shooting, and car combat. Gadgets, stealth or action pathways, and Bond girls will return in force to round out all of the franchise's trappings. With Pierce Brosnan's likeness adding the final flair of authenticity, the only remaining question is whether the gameplay can finally match—or even approach—the standard set by GoldenEye.



Rygar: The Legendary Adventure



BY FOUR-EYED DRAGON

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

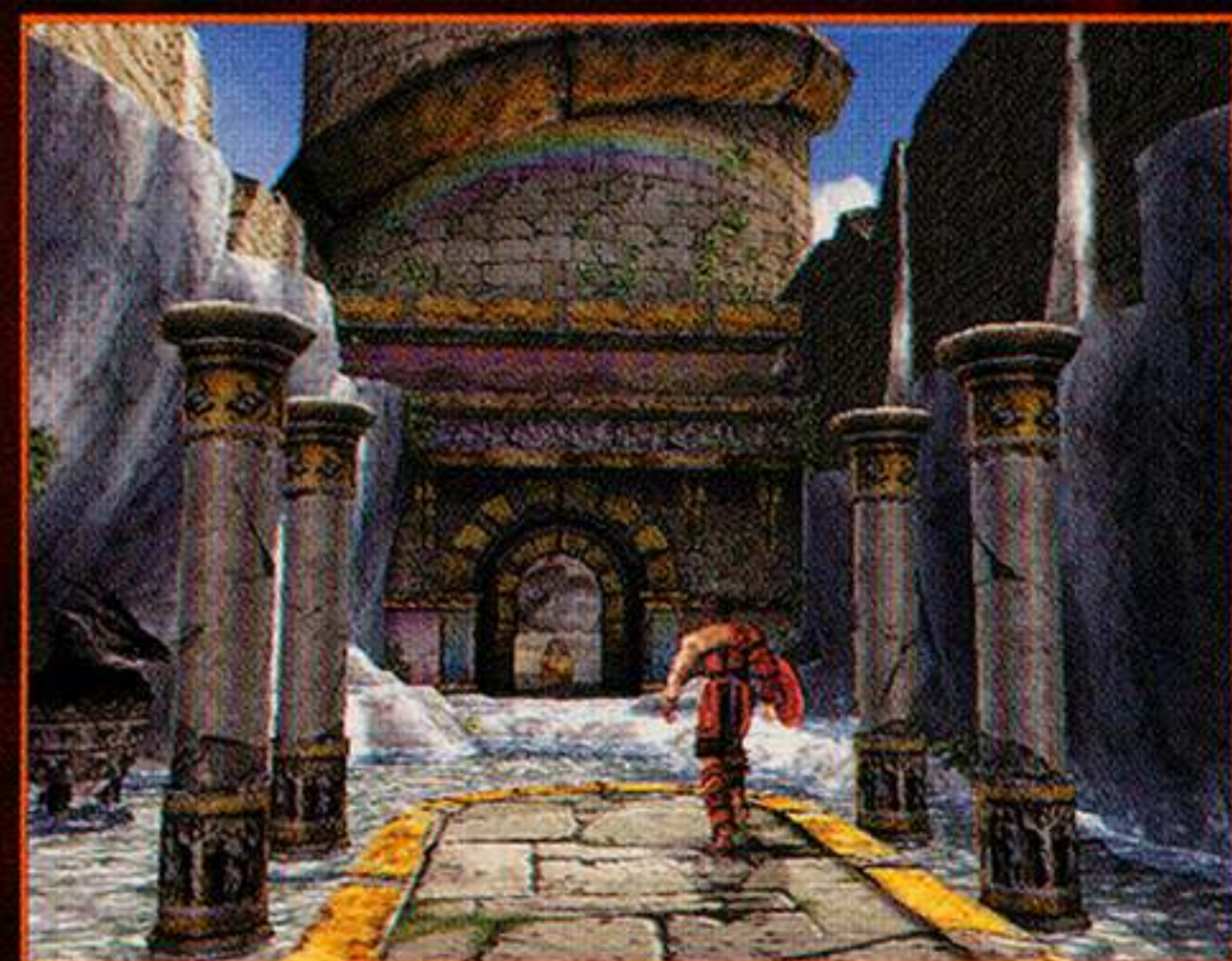


PLAYSTATION 2

HANDS-ON

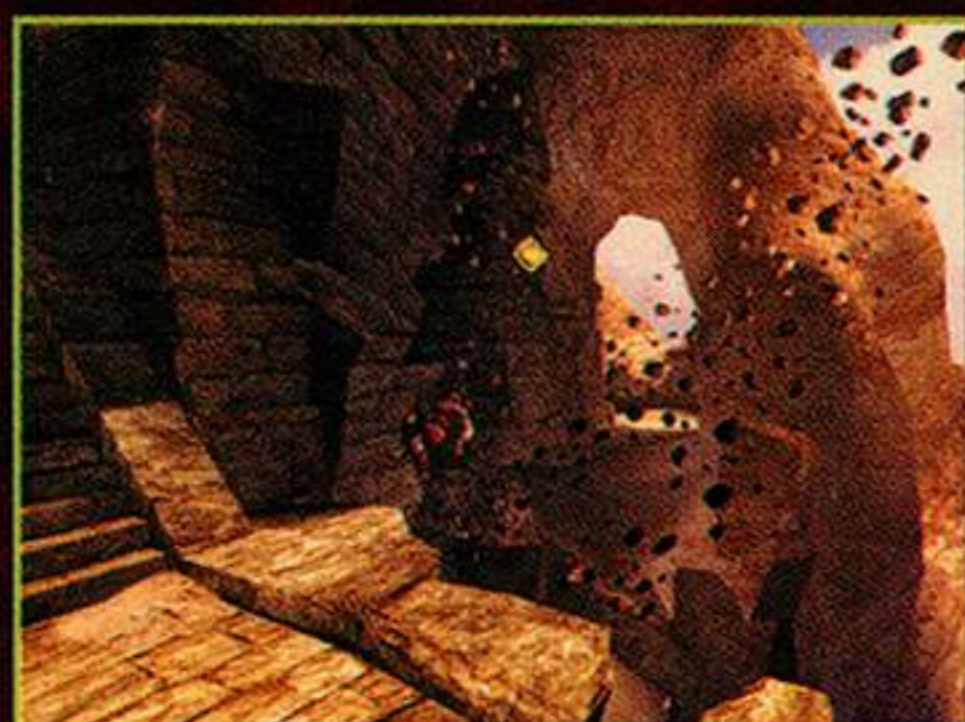


A TALE OF a heroic warrior who wields a unique weapon is being re-born for the next generation. The classic Rygar from the NES days is back with an adventure to save his homeland and his beloved princess from evil. However, this won't be



just a nostalgic return to the

8-bit days—this new Rygar will receive a face-lift complete with majestic Greco-Roman-influenced visuals and will have a brand-new battle style that incorporates his trusty Diskarmor. Indeed, a short demo of the game shined with beautifully drawn underground caverns that were illuminated with slick lighting and populated with ferocious creatures. Rygar could use his Diskarmor to attack enemies in many different ways, including piercing an opponent, then swinging the weapon around to destroy others in his path. If the rest of Rygar's adventure is as pleasing as the demo, then you can get ready to be a proud witness to an awesome resurrection of a celebrated hero this November.



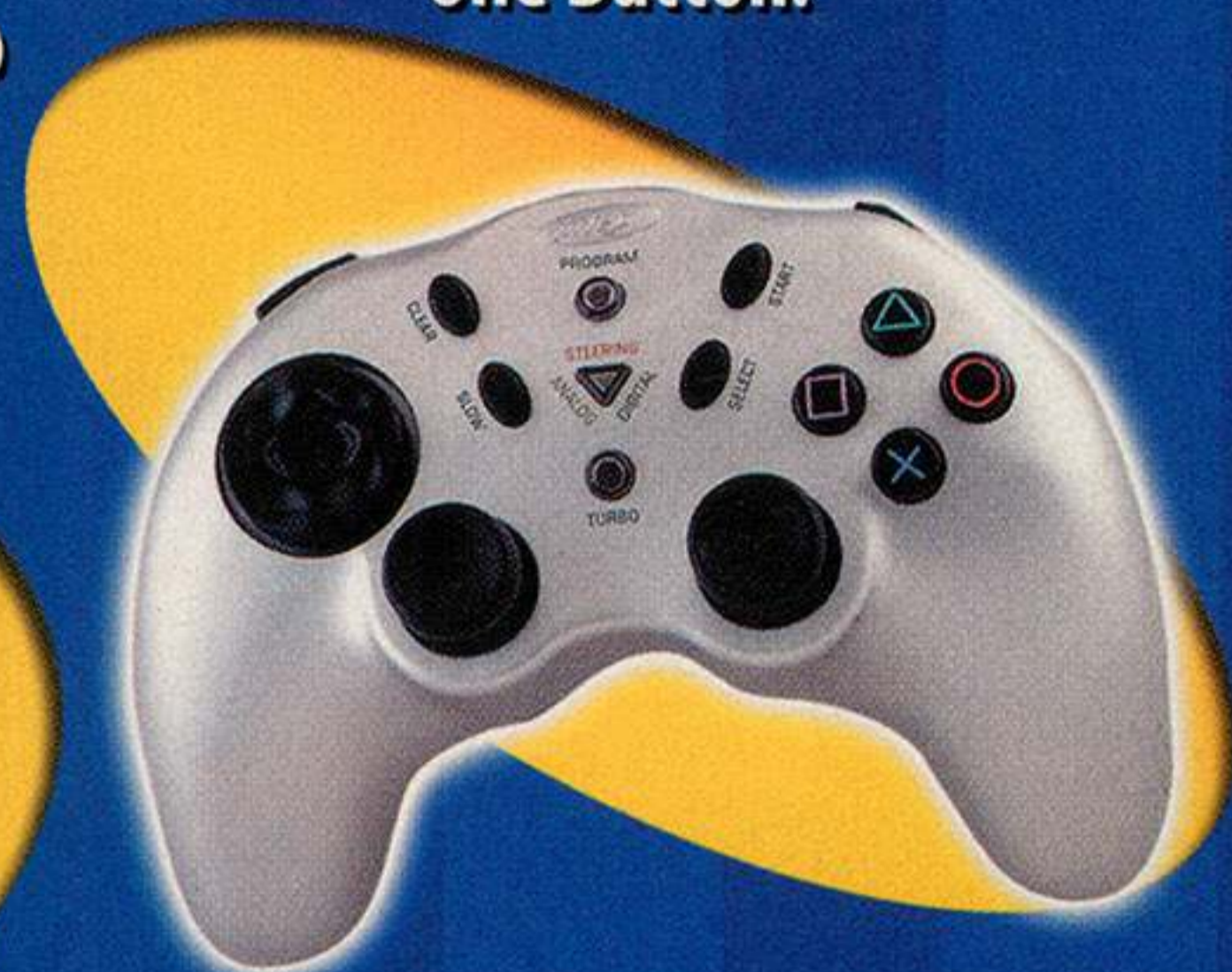
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Star Wars Bounty Hunter



BY AIR HENDRIX

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



HANDS-ON



IN THE TIME before *Episode II*, Darth Tyrannus is charged with finding a template for the clone army and eliminating a troublesome cult leader, so he calls upon the renowned bounty hunter Jango Fett, and off you go around George Lucas's famous galaxy. The third-person action/adventure gameplay will have a definite old-school bent, and Jango's roguish charm will amp up the appeal as he stylishly twirls his pistols, rolls, and zips about on his jetpack.

A preview version revealed an engaging mixture of action-heavy combat and platform-style puzzles. The jetpack figured in heavily as you zoomed around the large levels, and the sharp target-



ing system made the combat fun. You pressed and held R1 to target, but if any other enemies were close, Jango automatically plugged away at them with one of his pistols. You could also scan the civilian population to check for bounties worth collecting, which made for a slick side game. As long as the remaining tuning of the graphics and gameplay proceeds according to plan, *Bounty Hunter* could deliver an enjoyable, action-packed experience worthy of the Fett name. **G**

Note: All screens shown here are from the GameCube version.



Minority Report



BY MANNY LAMANCA

- Developed by Treyarch
- Published by Activision
- Target release date: November



HANDS-ON



MUCH LIKE THEY did with *Spider-Man*, Activision and Treyarch are turning the Steven Spielberg sci-fi movie *Minority Report* into an action/adventure contest that will be heavy on close combat. Sure, the main character will look nothing like Tom Cruise, but otherwise the game will stick to the movie's premise: the existence of a "pre-crime" police squad that arrests criminals before they commit a crime. The story centers around John Anderton, a pre-crime detective who's on the run, accused of a murder—prior to committing it.

The preview version was still in early development with just a couple of short levels to provide a taste of the action, but it



was easy to see that the gameplay was crafted with plenty of eye candy: Exhaust fumes from Anderton's jet pack caused shimmering heat waves; the blast from a concussive weapon rippled through the air; and glass windows shattered into myriad shards—especially when thrown enemies crashed through them. "Rigid body physics" was perhaps the most entertaining aspect, so a foe tossed down the stairs accurately tumbled and flopped like a toy doll. *GamePro* will have more to report in upcoming issues. **G**



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Colin McRae Rally 3



BY AIR HENDRIX

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



HANDS-ON



THE COLIN MCRAE series developed a rep on the PlayStation as the best racing games that no one played (in the U.S.), but hopefully this promising third installment will get the attention it deserves. Rally racing, where you



drive alone against the clock and the course, is mainly a European sport, but it's the sublime handling of the cars and the challenging tracks that make Colin McRae Rally 3 so worthy worldwide. A preview version sizzled with a slew of next-gen upgrades like 3D environments that were more visually detailed and extra tricky to maneuver. The navigator's advice was much more extensive and helpful, while great particle and damage effects made the terrain and its affect upon your ride as attractive as a dirty, thrashed car can be.



Most importantly, though, the sweet controls made driving these cars both a pleasure and a challenge as you tackled rallies in countries ranging from Finland to the U.K. to Australia. Pencil in CMR3 as one of the holiday's top prospects on the racing circuit. **G**



Haven: Call of the King

THE YEAR 2002 may be forever remembered as the year of the platformer—it started with Sonic, peaked with Mario, and will end with approximately four quadrillion releases this holiday season. Haven: Call of the King, the latest from Traveller's Tales (of Crash Bandicoot: The Wrath of Cortex fame), will try to differentiate itself from the pack with some lovely graphics and a warehouse full of vehicles and mini-games.

Haven borrows the core of its inspiration from Jak and Daxter and other next-gen platformers. Haven, the guy you'll play in the game, will be among the

most versatile platform heroes in the universe—he'll be able to pilot space-ships, airplanes, and motorboats; he'll use gun turrets with ease; and he'll have a yo-yo-like weapon that can be powered up to unleash sundry special attacks.

The early preview version, while still unpolished, showed off the game's versatility as the main character effortlessly moved from one action sequence to the next. The other facets looked all right—it will be interesting to see how Traveller's will put them all together later this winter. **G**



BY FENNEC FOX

- Developed by Traveller's Tales
- Published by Midway
- Target release date: Winter 2003



HANDS-ON





BY JAKE THE SNAKE

- Developed by Dream Factory
- Published by Crave Entertainment
- Target release date: February



Xbox

FIRST LOOK

UFC: Tapout 2

"REAL FIGHTING" SHOULD get even realer in UFC: Tapout 2, the sequel to the unique brawler based on the Ultimate Fighting Championship. Tapout 2 promises to have better A.I. than the original, so the characters will act more like their real-life counterparts: ruthless experts in mixed martial arts who force their opponents to submit or "tap out." Plus, the character models and animation will be improved and more lifelike, including muscles that flex and skin that ripples. And now you'll be able to build your own ultimate fighter from scratch, choosing from a variety of bodies, clothes, hair, and faces. You can tap out again this February.



BY JAKE THE SNAKE

- Developed by Outrage Games
- Published by THQ
- Target release date: Spring 2003



PLAYSTATION 2



XBOX

FIRST LOOK

Alter Echo

POOR NEVIN WILL have his hands full. The reluctant hero of Alter Echo will battle an entire planet—in fact, he will battle the planet itself. In this action game, the very surface of the planet is alive—and crazy mad—and it will spawn endless minions to keep you from waltzing on its face. Luckily, Nevin will be able to manipulate time to set up barrages of attacks. Plus, his PolySuit will enable him to morph into different modes—melee, gun, and stealth—each with attributes to fit any situation involving an angry planet. Nevin will take on the world early next year.

Note: All screens shown here are from the PlayStation 2 version.



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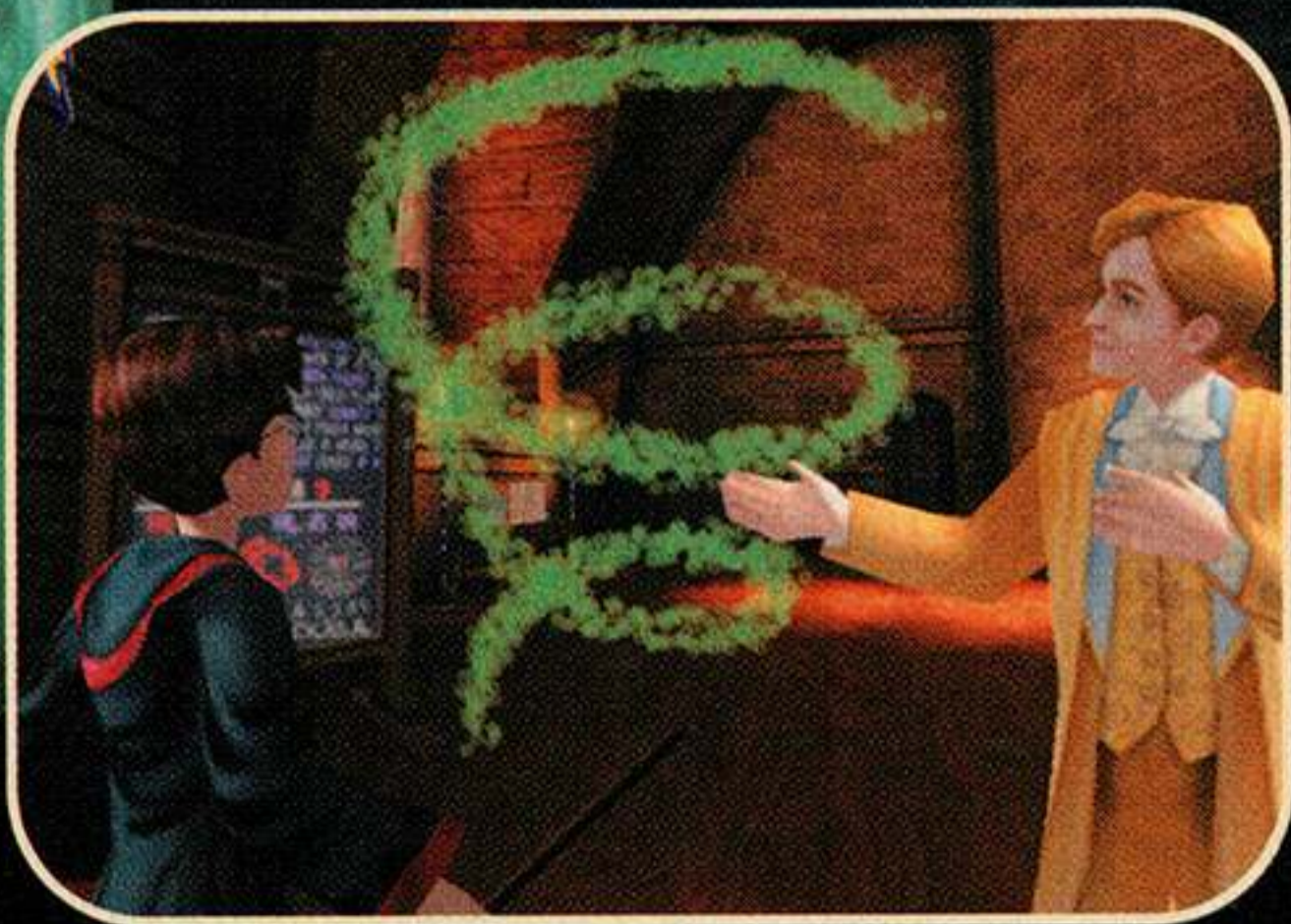


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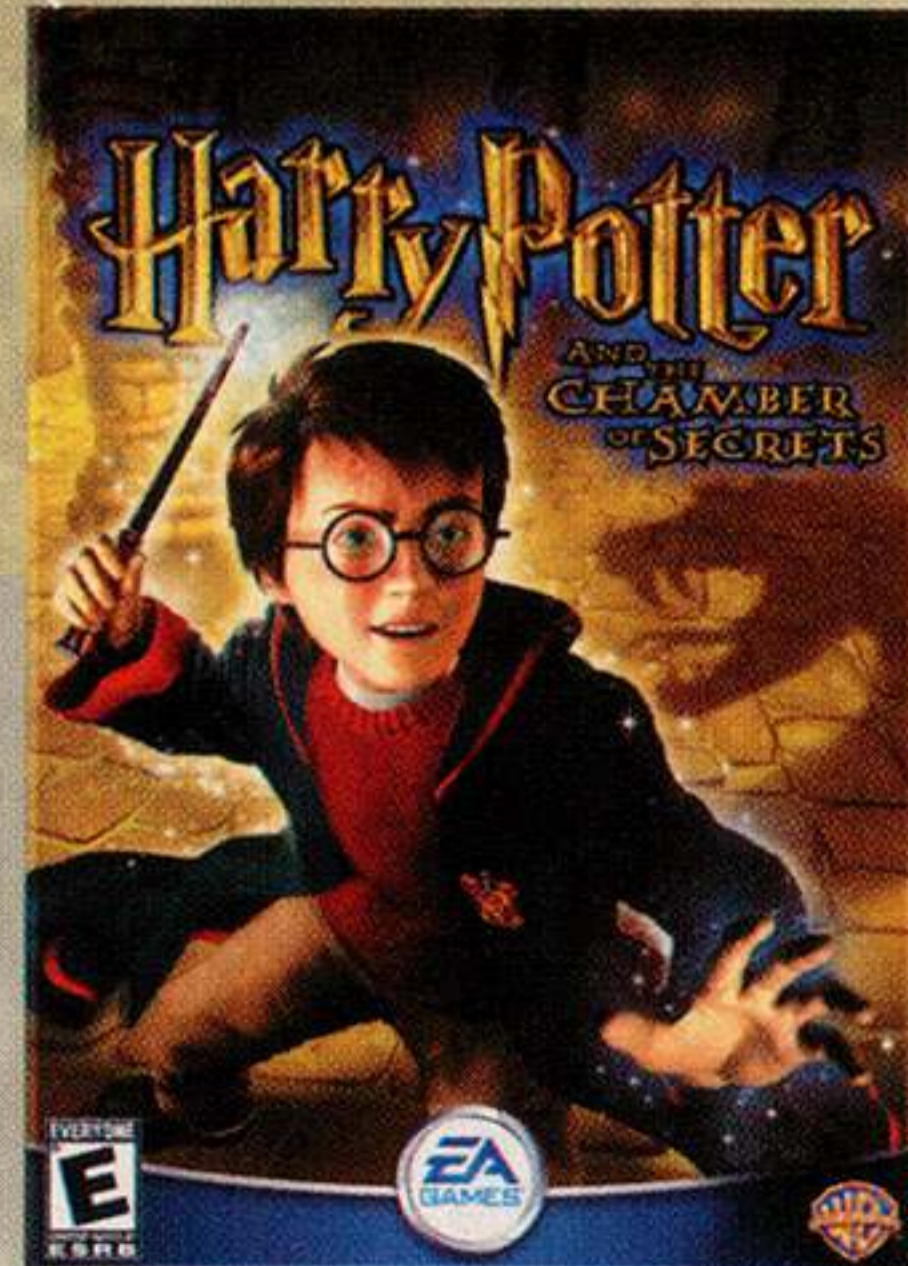
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The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's website at www.esrb.org or call 800/771-3772 for more information.



Titles rated **Early Childhood (EC)** have content suitable for children ages three and older and do not contain any material that parents would find inappropriate.



Titles rated **Everyone (E)** have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.



Games rated **Teen (T)** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.



Games rated **Mature (M)** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.



Titles rated **Adults Only (AO)** have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.



The **Rating Pending (RP)** icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's website or call its toll-free phone number for updated rating information.

Blade II By Activision



Blade II closely follows the content of the R-rated movie with grisly, vampire-related violence. There isn't much actual blood as vampires just disintegrate, but they are dispatched in graphic ways. Objectionable language is also present in the game.



BloodRayne By Majesco



BloodRayne's filled to the brim with blood, violence, disturbing images, gore, and more as you play a one-woman slaughterhouse. There's also a healthy dosage of profanity and a fair share of scantily clad females (including the main character). This is one game that more than earns its Mature rating.



Hitman 2: Silent Assassin By Eidos



As the name suggests, you play an assassin, and the levels involve stalking your prey with the final goal of killing them. So the violence is an intrinsic focus of the game, and it's accompanied by the usual blood and gore. Hitman 2 is definitely not suitable for younger gamers.



The House of the Dead III By Sega



A light-gun-style shooter, The House of the Dead III offers adjustable violence levels in addition to the ability to select the color of blood. At the Mild setting, you don't get any dismemberment, but there's still plenty of green goop spilling out of zombies.



Metal Gear Solid 2 Substance By Konami



In Metal Gear Solid 2 Substance, you'll play as the sole member of a special-forces team out to thwart a terrorist plot. The game includes splashing blood, gunplay, and hand-to-hand combat. The cinematic cut-scenes and spoken dialogue can also get intense, and some areas in the game feature scantily clad women on pinup posters.



Red Faction II By THQ



Red Faction II erupts with over-the-top gunplay—it's the sort of game where the player mows down countless hordes in the blink of an eye. The gore factor is also pretty high, including puddles of blood and dismembered body parts. It's not appropriate for either younger gamers or the faint of heart.



Serious Sam By Gotham Games



Serious Sam is all about shooting endless hordes of enemies and reducing them to chunks of red meat. While the violence is not extremely graphic, the sheer amount of carnage definitely warrants a Mature rating for Serious Sam.



Shinobi By Sega



Shinobi features blood and gore as you play a ninja who dispatches his numerous enemies with a sword, Shurikins, and magic. The harshest stuff comes in the form of brief cinema sequences where enemies literally fall to pieces after they've been sliced by the ninja's blade.



CONTINUED ►

SCOOBY-DOO!™

Night of 100 Frights



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Help Scooby find them before he gets hungry.



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2003

January

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Visit www.esrb.org or call 1-800-771-3772 for more info.



PlayStation 2



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Cover All / Some / None		2	3	4	5
Table of Contents All / Some / None		2	3	4	5
Editor's Letter All / Some / None		2	3	4	5
Head2Head All / Some / None		2	3	4	5
Art Attack All / Some / None		2	3	4	5
Buyers Beware All / Some / None		2	3	4	5
ProNews All / Some / None		2	3	4	5
NetPro All / Some / None		2	3	4	5
Cover Feature (The Year of the Dragon Ball Z) All / Some / None		2	3	4	5
Special Feature (Long Live the Lizard King) All / Some / None		2	3	4	5
Special Feature (Mission: Control) All / Some / None		2	3	4	5
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Game Boy Advances All / Some / None		2	3	4	5
Sneak Previews All / Some / None		2	3	4	5
PlaySmart All / Some / None		2	3	4	5
PlayStation 2 ProReviews All / Some / None		2	3	4	5
GameCube ProReviews All / Some / None		2	3	4	5
Xbox ProReviews All / Some / None		2	3	4	5
Sports Pages All / Some / None		2	3	4	5
Role-Player's Realm All / Some / None		2	3	4	5
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Code Vault All / Some / None		2	3	4	5

2. What system do you consider your main game system? (Pick only one.)

- | | | |
|---|--|--|
| <input type="checkbox"/> Dreamcast | <input type="checkbox"/> Macintosh | <input type="checkbox"/> PlayStation 2 |
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| <input type="checkbox"/> Game Boy Color | <input type="checkbox"/> Nintendo 64 | <input type="checkbox"/> Super NES |
| <input type="checkbox"/> GameCube | <input type="checkbox"/> PC/Windows | <input type="checkbox"/> Xbox |
| <input type="checkbox"/> Genesis | <input type="checkbox"/> PlayStation | |

3. What game system do you plan to buy in the next 12 months? (Pick only one.)

- | | | |
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| <input type="checkbox"/> Game Boy Color | <input type="checkbox"/> Nintendo 64 | <input type="checkbox"/> PS one |
| <input type="checkbox"/> GameCube | <input type="checkbox"/> PC/Windows | <input type="checkbox"/> Xbox |

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- | | | |
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| <input type="checkbox"/> Electronic Gaming Monthly (EGM) | <input type="checkbox"/> GamePro | <input type="checkbox"/> PC Gamer |
| <input type="checkbox"/> ESPN Magazine | <input type="checkbox"/> Maxim | <input type="checkbox"/> PSE2 |
| <input type="checkbox"/> Game Informer | <input type="checkbox"/> Nintendo Power | <input type="checkbox"/> PSM |
| | <input type="checkbox"/> Official PlayStation Magazine (OPM) | <input type="checkbox"/> Sports Illustrated |
| | | <input type="checkbox"/> Tips & Tricks |

5. Would you like to see expanded editorial coverage on the following:

- | | | |
|---------------------------------------|-----------|----------|
| Anime | Yes | No |
| Arcade Games | Yes | No |
| Cell Phone Games | Yes | No |
| Consumer Electronics (DVD, MP3, etc.) | Yes | No |
| DVD Movies | Yes | No |
| Game Developers | Yes | No |
| Game Peripherals | Yes | No |
| Handheld Games | Yes | No |
| Online Games | Yes | No |
| PC Games | Yes | No |

6. What games would you like to see ProStrategy Guides for?

7. Pick six games below that you would like to see on a *GamePro* cover:

- | | | |
|--|--|---|
| <input type="checkbox"/> Dead or Alive Xtreme Beach Volleyball | <input type="checkbox"/> The Legend of Zelda: The Two Towers | <input type="checkbox"/> Resident Evil 0 |
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| <input type="checkbox"/> Doom III | <input type="checkbox"/> The Getaway | <input type="checkbox"/> Star Fox Adventures |
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8. How did you get this copy of *GamePro*?

- Subscribed
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9. Have you ever visited the *GamePro* website (www.gamepro.com)?

- Yes No

10. Do you plan to play online games with the PS2, Xbox, or GameCube?

- PS2: Yes No Xbox: Yes No GameCube: Yes No

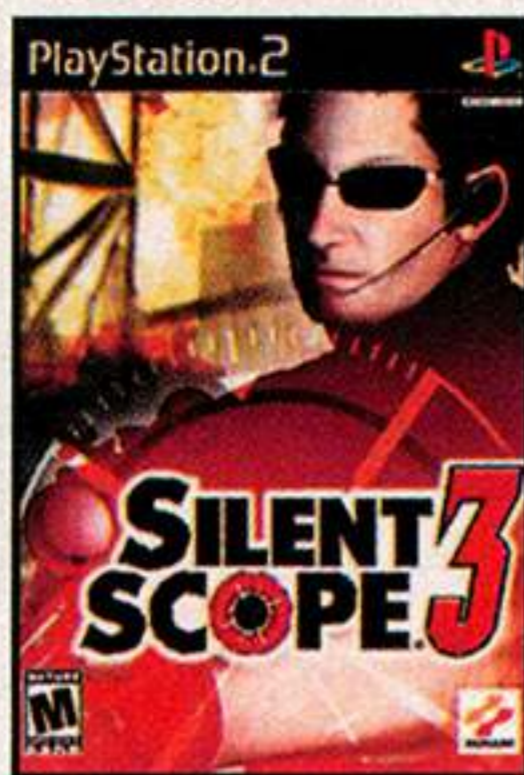
Tell us what you THINK!

Silent Scope 3

By Konami



Silent Scope 3's mature theme includes deathly animations, adult and controversial situations, and the gameplay mechanic of making a head shot with a high-powered rifle. You'll always play on the good side, though—stopping terrorists from completing their evil plans at all costs.



The Thing

By Black Label Games



The Thing is based on a modern classic of scary movies, so you can expect the same amount of fear, gore, and strong language as in an R-rated feature film. Four-letter words are used frequently, and there are bloody scenes around every corner. This game is so Mature, it should be shaving. As with horror movies themselves, older teens will probably be interested so long as they can handle the strong imagery and cursing.

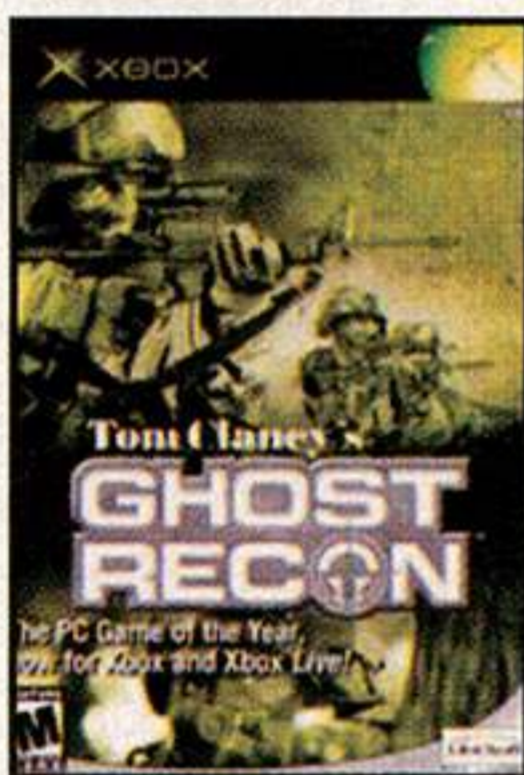


Tom Clancy's Ghost Recon

By Ubi Soft



Authentic and realistic military tactics in real-world war-time situations means plenty of violence in this first-person shooter. Players will encounter blood-stained clothes after being hit by bullets and a lot of bad guys waving guns around every corner, too. The realities of war certainly warrant a Mature rating.



Turok: Evolution

By Acclaim



The latest installment of this fantasy first-person shooter features lizard men gushing an extreme amount of blood, brutal depictions of dismemberment, characters that vomit when poisoned, the ability to kill every living thing in the virtual world, and many other scenes of physical violence. It's Mature and a half.



Note: Some box art may not display final ESRB ratings.

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Blade II	M	Tony Hawk's Pro Skater 4 (GameCube)	T
BloodRayne	M	TransWorld Snowboarding	T
Hitman 2: Silent Assassin	M	Blinx: The Time Sweeper	E
The House of the Dead III	M	Burnout 2: Point of Impact	E
Red Faction II	M	DDRMAX Dance Dance Revolution	E
Serious Sam	M	FIFA Soccer 2003	E
Shinobi	M	Godzilla: Domination	E
Silent Scope 3	M	Jet X ₂ O	E
The Thing	M	The Lord of the Rings: The Fellowship of the Ring (GBA)	E
Tom Clancy's Ghost Recon	M	Lunar Legend	E
Turok: Evolution	M	MotoRacer Advance	E
Baldur's Gate: Dark Alliance	T	Myst III Exile	E
Ballistic: Ecks vs. Sever	T	NASCAR: Dirt to Daytona	E
Capcom vs. SNK 2: EO	T	NBA 2K3	E
Chase: Hollywood Stunt Driver	T	NBA Inside Drive 2003	E
Commandos 2: Men of Courage	T	NBA Live 2003	E
Conflict: Desert Storm	T	NBA ShootOut 2003	E
Driver 2	T	NBA Starting Five	E
Earth & Beyond	T	Need for Speed: Hot Pursuit 2	E
Fire Pro Wrestling 2	T	Pac-Man World 2	E
Godzilla: Destroy All Monsters Melee	T	Shox	E
The Lord of the Rings: The Fellowship of the Ring (PS2, Xbox)	T	Sly Cooper and the Thievius Raccoonus	E
Medal of Honor Frontline	T	Sonic Mega Collection	E
Quantum Redshift	T	Spyro 2: Season of Flame	E
R.A.D.: Robot Alchemic Drive	T	SSX Tricky	E
Ratchet & Clank	T	Superman: Shadow of Apokolips	E
Robotech: Battlecry	T	Tiger Woods PGA Tour 2003	E
A Sound of Thunder	T	Tony Hawk's Pro Skater 4 (GBA)	E
Star Fox Adventures	T	Ty the Tasmanian Tiger	E
Summoner 2	T	Wild Arms 3	E
TimeSplitters 2	T	Wizardry: The Summoning	E
ToeJam & Earl III: Mission to Earth	T	Yoshi's Island: Super Mario Advance 3	E
Tomb Raider: The Prophecy	T		

GAMEPRO EXPLAINED

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:** Judges the overall artistic quality of the animation, cinema, and scenery.
- Sound:** Critiques the music and sound effects.
- Control:** Rates how the interface and control-pad commands affect the action and fun.
- Fun Factor:** Are you going to have a good time playing this game?

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!



WHERE TO FIND THE ESRB RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our website lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout GamePro.



Note: Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.

YOU DO NOW
YOU DO NOW

You do now.



Blood
Suggestive Themes
Violence



www.xbox.com
www.kakutochojin.com

It's disturbed characters dropped into the sketchiest place on earth where two at a time, they take part in a ritualistic pummel fest. There are no rules, no weapons and no lame magical powers. And with the most realistic graphics ever seen — it may very well be the video game your mother was warned about.



Shinobi

ONE OF THE staples of the grand 2D era, Shinobi, at long last goes 3D in a huge way with the first true next-gen incarnation of the popular Sega franchise character. For the uninitiated, Shinobi is one of the "big three" ninja characters along with Ninja Gaiden's Ryu Hayabusa and Strider in the futuristic ninja saga of the same name. But while Hayabusa has yet to show his next-gen self (in playable form, anyway) and Strider remains in 2D, Shinobi completely revamps his tried-and-true side-scrolling origins in an intense adventure where only the toughest gamers will fear to tread.



One of Shinobi's many high-quality rendered cinema sequences



PROTIP: Smash any "extraneous structures"—you may find power-ups or useful items inside of them.



PROTIP: Stage 3-A: Hack open any doors that don't have art on them—you may find items inside.



PROTIP: To make quick work of a tank, stand behind it and hack away at it.



PROTIP: Stage 3-B: Avoid the spider webs. If you step on one, rapidly perform Stealth Dashes to free yourself from its sticky surface.



PROTIP: Almost every stage has one or more Secret Items to be collected. Finding these items can unlock hidden game features like a cinema viewer.



Real Ultimate Power: Sega's famed ninja series Shinobi returns with a brand-new character in the title role.

"REST IN PEACE"

Shinobi's clad in coolness with the skills to match, and a great deal of this game's appeal is the play engine. From a third-person view, you guide the nimble ninja, Hotsuma (previous Shinobi Joe Higashi is M.I.A.), through the wreckage of future post-apocalyptic Tokyo as he carves a path through enemy ninjas, Ninja dogs, and other natural and supernatural foes. All the required ninja skills are present—sword-swiping and Shurikin-chucking—along with some new stuff like wall climbing/running and the ability to cast a ghostly after image that not only confuses enemies, but also moves Hotsuma short distances in the blink of an eye.

Yet unlike other ninja games—Tenchu immediately springs to mind—Shinobi doesn't rely on stealth kills during combat but rather a "head-on deception." Using his sword in conjunction with the Stealth Dash, Hotsuma wins most battles by luring enemies toward a dummy target and then hacking them to pieces from behind. When surrounded by multiple enemies, Hotsuma's blows become stronger with each successive hit that he lands; if he finishes off several enemies in short order, a cool, hyper-violent cinema kicks in that shows his foes—literally—falling to pieces in a mass of severed limbs awash in red arterial spray.



"I SHALL HAVE MY REVENGE"

Casual gamers beware: This ain't your daddy's Shinobi. The game is seriously tough—almost too tough at times—and it could be more generous with re-spawn points after Hotsuma meets his demise. The tuned enemy A.I. and boss characters help pass the learning curve as enemies gradually become more challenging and you're forced to use all of Hotsuma's skills with each progressive stage and boss character you're pitted against. Consider the boss of Stage 4-B, where you fight a giant moth over a pool of lava. Not only do you have to watch your step, dodge incoming fireballs, and destroy re-spawning enemies, but you must also keep Hotsuma's sword, Akujiki, "fed" with a steady supply of souls (after this weapon becomes cursed later in the game). If the Akujiki goes hungry, it will feed off Hotsuma's life meter. Now that's ninja multi-tasking.

"FORGIVE ME"

Shinobi's visuals and audio are honorable. The clean graphics do a fantastic job of keeping pace with the onscreen mayhem—albeit with an occasional awkward camera angle—and bring the various bombed-out environments to life. Then there's Hotsuma's scarf, which is probably the coolest in video game history... Well-rendered cinematics break up the action and add spice to the intriguing narrative. Although some of the techno-pop music pieces don't fit the sword-and-sorcery theme, the atmospheric sound effects vibrantly ring true throughout.

Excellent controls keep Hotsuma in line. Despite the daunting plethora of special techniques and abilities, movement is silky smooth and easy to learn. Moving the camera with the right analog stick is imprecise, but the center camera button does a better job of keeping you attuned to the surroundings by snapping the camera directly behind your character.

"PERHAPS THIS IS OUR DESTINY"

No matter what stops may be pulled out in the upcoming Ninja Gaiden, Tenchu, or Strider entries, this is the current ninja to top. This Shinobi is tough, challenging, frequently frustrating, yet very rewarding. **G**



PROTIP: Stage 5-A: Take out distant targets with Shurikins rather than crossing the dangerous rapids to slash them with your sword.



PROTIP: Stage 3-A: Don't fight the Ninja dogs head-on; instead, Stealth Dash around them and give them a slash from behind.



PROTIP: To rain Shurikins on your enemies, press the Throw Shurikin button when you are at the peak of your second double jump.

GRAPHICS 4.5

The sharp visuals are coupled with a host of arresting effects, although the camera frequently becomes frenzied when the action gets hot and heavy.

SOUND 4.5

Inappropriate techno-pop tunes fill the music track, but awesome sound effects more than compensate with a balanced selection of crashes, slashes, groans, and explosions.

CONTROL 4.5

Moving the nimble ninja Hotsuma quickly becomes intuitive after the first few stages. The only drawback is the inaccurate right analog stick that manually moves the camera.

FUN FACTOR 4.5

Shinobi makes a huge splash on the PlayStation 2 with an innovative play engine. The challenge may be too steep for some, but it's ultimately rewarding for determined gamers.



BY MAJOR MIKE

- Developed by Overworks
- Published by Sega
- \$49.99
- Available November
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5



PROTIP: Stage 3-A: When fighting the boss, slash the Ninja dogs that he summons first, then save the last slash for him. If you attack correctly, you should take away half of his life with a single hit.



Hotsuma's ninja life would be boring and uneventful if not for his sword, Akujiki, which becomes possessed and develops an appetite for fresh souls.



PROTIP: Finish off four or more enemies in a short period of time, and you'll get an awesome cinema sequence of the bloody aftermath.



PROTIP: Stage 2-A: Never try to take the big bird-men head-on. Stun them with a Shurikin first and then go in for the kill.

STEALTH DASH

Hotsuma's key skill is the Stealth Dash which not only boosts him a short distance, but also leaves a translucent decoy in its wake.



PROTIP: When an enemy appears, press and hold the Lock-On button.



PROTIP: When your enemy gets close, simultaneously press Right and Stealth Dash.



PROTIP: You should zip behind your enemy—when you do, press Sword Attack to slice 'em in half.



RED★FACTION II



BY AIR HENDRIX

- Developed by Volition
- Published by THQ
- \$49.99
- Available now
- Action
- 4 players (with multimap)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	5.0	4.5



THE ORIGINAL RED FACTION helped kick the PS2 into high gear almost 18 months ago with absorbing, smoothly playable first-person combat in a compelling sci-fi setting, and the same holds true for this sequel. Sharp refinements make the action bristle more fiercely, and though the graphics and sounds still aren't much to write home about, the gameplay remains so fun that you won't mind.

YOU ASK FOR GREATNESS

Set five years after the first game, Red Faction II follows a disgruntled squad of spec-ops troops as they rebel against a scumbag dictator. You play as the squad's demolitions expert, and your NPC mates show up at key moments to fight alongside you, snipe sudden menaces, fly choppers, and so on.

The gameplay falls squarely into the all-action, all-the-time camp. There's no sneaking or subtlety here; you just whip out your biggest gun and annihilate everything in your path. Calmer interludes come in the form of minor puzzles like escaping from maze-like sewers, but this game is mostly an exciting, adrenaline-soaked fragfest on foot and in a selection of vehicles ranging from tanks to mechs. On the multiplayer side, RFI comes out swinging despite its lack of online play as up to four players can deathmatch in split-screen action on 40 maps.

YOU ASK FOR VICTORY

Tight tweaks ensure that RFI feels a lot like the original game (in a good way) while still providing shiny new toys. The use of the GeoMod engine has been greatly improved, adding cool moments like enemies who explode through a ceiling to ambush you. The A.I. fights a lot more smartly, and new gizmos like nightvision are a blast.

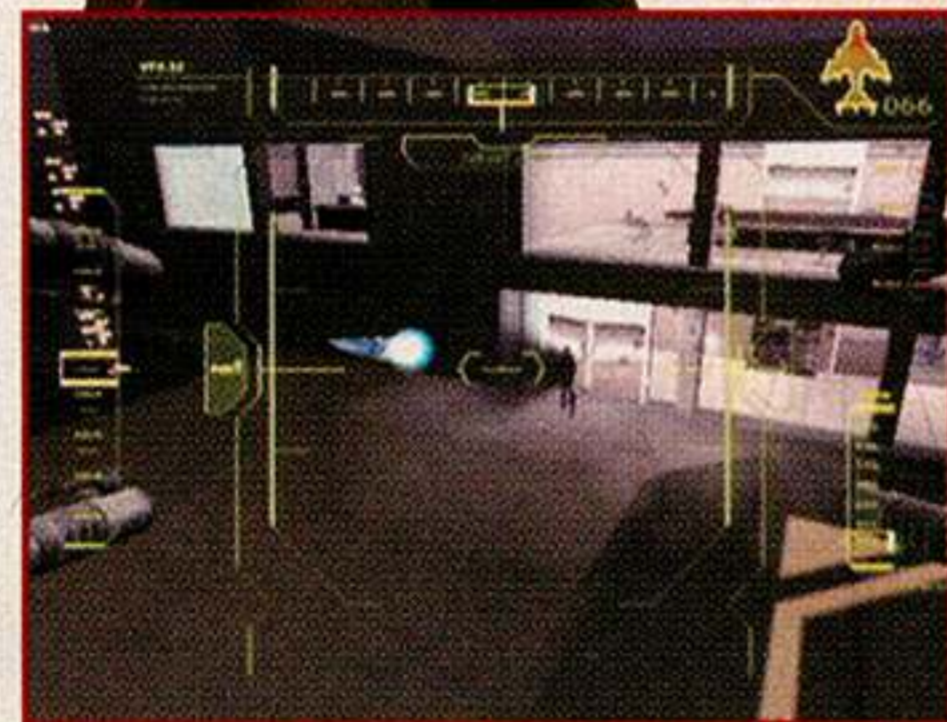
Sadly, the original's PC-like save-anywhere function has been replaced by saving between levels only. The good part is that you now sit through load times only between levels, and you can replay old levels whenever you like. The game's only major downside is that the graphics and sounds don't excel, and their merely average showing prevents the game from being truly compelling.

IT IS WITHIN OUR GRASP

RFII isn't a landmark game or an astoundingly innovative one, but it sure is a lot of fun to play. If action-heavy combat plasters a silly grin across your face, you should definitely sign on for this revolution. **G**



PROTIP: After you plummet into the sewers in "Alone in the Dark," locate and turn this valve to raise the level of the water; this will allow you to swim through a previously unreachable pipe.



PROTIP: As you circle the building in the gunship in "Search and Destroy," the top-priority target is enemies with rocket launchers.



PROTIP: Expect to be attacked from behind a lot—the enemy A.I. is smart enough to flank you whenever it has the chance.



PROTIP: In "The Train! The Train!", escape from the train station by blowing open the wall behind the old hot-dog cart that's adjacent to the men's room.

GRAPHICS 3.5

RFII's respectable visuals have improved, but they still pale in comparison to those of modern PS2 stars like Frontline. The overcaffeinated animations are distracting, and the blocky scenery and characters could use more polish and detail.

SOUND 3.5

Actor Lance Henriksen voices the squad leader with flair, but the other vocals don't hold up as well, and a lot of the dialogue gets cheesy. Explosive sound effects and music set the right mood, though.

CONTROL 5.0

All console-based first-person shooters should follow the example set by RFI. Backed by sweet touches like extensive controller-configuration options and USB keyboard/mouse support, these controls handle exactly right.

FUN FACTOR 4.5

Just like the original, Red Faction II's engrossing, action-heavy combat rises above its merely decent graphics and sounds. Plenty of slick tuning and new features add up to a significant step forward, too.



Red Faction II's awesome new two-fisted weaponry lets you carry a gun in each hand and fire them independently by tapping R1 or L1.



PROTIP: In "To the Rooftop," save some grenade-launcher rounds for the gunship battle at the end of the level. During combat, retreat inside for cover and only pop out to fire a grenade.



TIMESPLITTERS 2

FREE RADICAL HAS developed a sequel to the PS2's first first-person shooter that outdoes the original in every respect—and outdoes most other PS2 shooters in the process.

THE ANGELS OF TIME ARE BEHIND ME

TimeSplitters 2 is everything the original game was and more. This time you'll find a wonderful (if a little short and fast) Story mode, an irreverent and exuberant Arcade mode, and a Challenge mode that really lives up to its name. Armchair game designers can even fool around with TS2's slick and simple MapMaker.

TS2's fantastic and somewhat goofy design makes it clear that the game doesn't take itself too seriously. While the levels seem a bit simple, the characters animate with life and humor; TimeSplitters 2 opts for a cartoony and stylized feel that fits the quick-shot mood of the overall game. This isn't a game to play with the lights turned off; it's a game to enjoy with tons of friends, a sack of chips, and some serious smack talk. It's a hardcore but social FPS fan's delight.

TIME TO PLAY FOR REAL

The bottom line for TS2's overall design is summed up in one word: fun. While it lacks some of the depth of GoldenEye, it has most of what made Rare's N64 007 such a hit. It's a game that's simple to learn and fun to master, and unlike with the original TimeSplitters, you'll actually have a reason to burn through the Story mode multiple times.

Even without the much-improved Story mode, TS2 is a multiplayer gamer's dream. You can play Deathmatch, Elimination (in which everyone has a number of respawns and last-man-standing wins), BagTag, and others, and you can use the iLink to hook up four PS2s for a huge 16-player party. Non-competitive gamers will find the two-player Story Co-op mode to their liking. But there's no online play, and that's a bummer, then again you won't miss it once you really get started.

SO MUCH TO SAY, SO LITTLE TIME

It all comes down to this: If you like shooters and you have a PS2, go get TimeSplitters 2 right now. It has the modes, the weapons, and the attitude to have hardcore FPS maniacs swimming in puddles of their own drool. No matter what time you're from, that's gotta count for something. **B**



PRO TIP: To shut down this machine, run in and flip the switch marked "POWER." Sounds easy, right?



PRO TIP: You'll find fire extinguishers hanging around in any level that uses fire. You use them like weapons to extinguish fires and flaming enemies.



BY D-PAD DESTROYER

- Developed by Free Radical
- Published by Eidos
- \$49.99
- Available now
- Action
- 16 players



GRAPHICS



SOUND



CONTROL



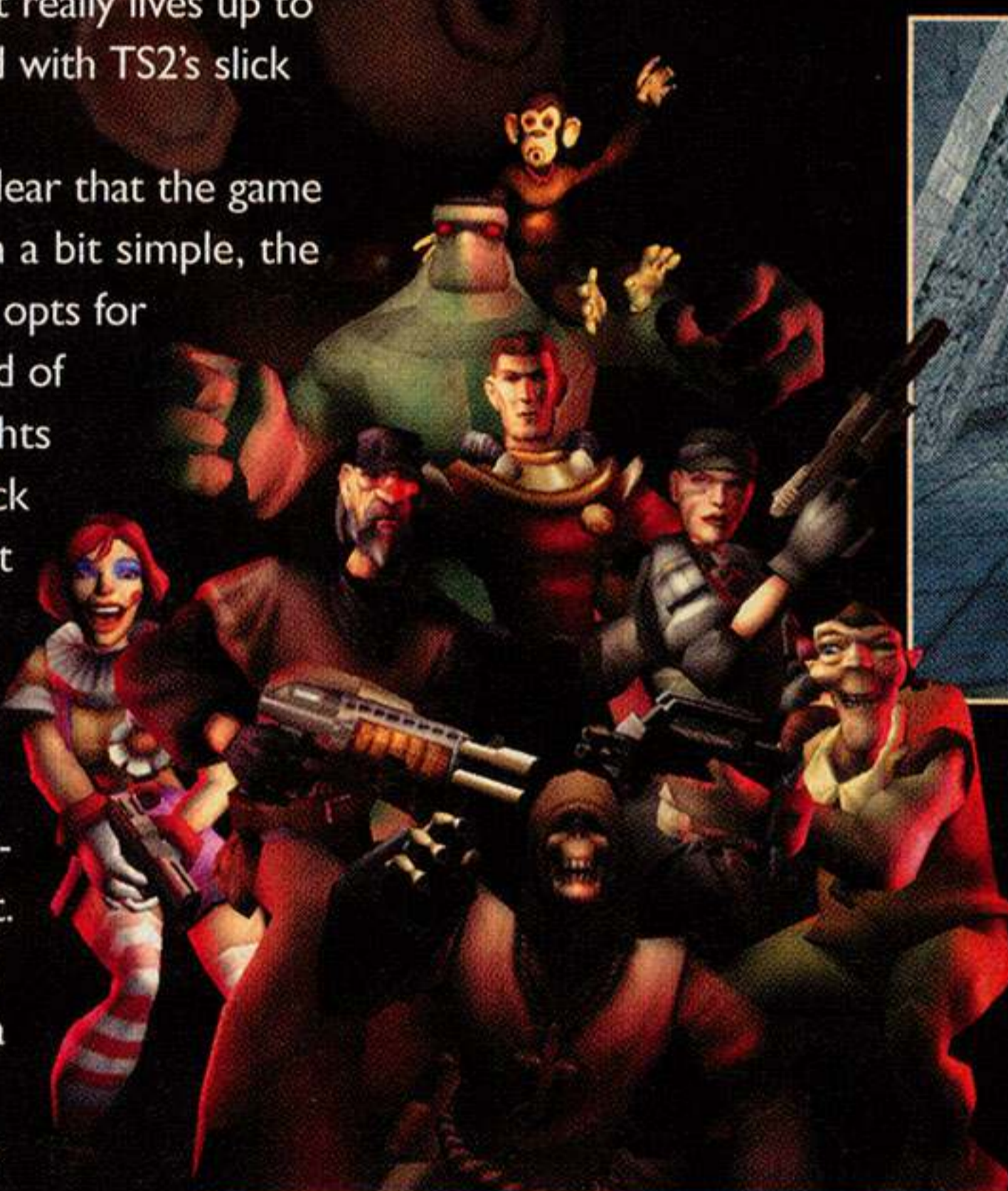
FUN FACTOR



PRO TIP: Most bosses in TS2 simply require tons and tons of shooting to defeat. A few require more thought, but this Mafioso boss folds easily with two Tommy guns.



PRO TIP: Your Temporal Uplink is invaluable for navigating through levels and keeping an eye on surveillance. Use it when following people to pinpoint cameras and guards.



PRO TIP: You can't kill these golem bosses with your weapons. Luckily, the ancient Aztecs built a system of switches and trapdoors into the floor.



PRO TIP: These bugs can't hurt you much, and you can just run right through without fighting them... but don't they look cool!

GRAPHICS 4.5

Fluid and colorful, TimeSplitters 2's graphics suffer from the same cartoony look that is one of its strengths. Simple environments house wonderfully animated characters, but things look very good without being dazzling.

SOUND 5.0

Great music and sound effects only strengthen the surreal, pulp nature of the levels. Guns roar, robots hum, and monkeys look, just like they should. The music in most levels is simply perfect for establishing mood.

CONTROL 5.0

With the exception of slightly wonky controls when trying to aim manually, TS2's controls are both intuitive and deeply customizable. The PS2 controller is simply perfect for splitting time.

FUN FACTOR 5.0

It's not GoldenEye, but it has GoldenEye in it. Hardcore shooter fans will love it, and there's enough non-shooting variety to keep the gray matter wriggling for a while.



BY STAR DINGO

- Developed by Insomniac
- Published by Sony
- \$39.99
- Available November
- Action/adventure
- 1 player

TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR
TEEN	5.0	4.0	4.0	4.5



Even if it weren't a great game, *Ratchet & Clank* would still be a showpiece in a video game art gallery. The environments are amazing.



PROTIP: The Gold Bolts you occasionally come across in hard-to-reach places buy you gold weapons later in the game—if you can find the right store.



PROTIP: Earn Skill Points for clever gadget usage; on Orxon, try using the Devastator on the blue squawking creatures before they have a chance to wake up the lobstrosities.



PROTIP: Use the Mine Glove to drop mines between yourself and distant enemies, then use the Taunter to lure them into the trap.



PROTIP: Once you have Clank's Thruster-Pack attachment, hover (double-tap R1) to avoid slipping on the ice.

RATCHET & CLANK

PLAY RATCHET & CLANK, and you will go through three distinct phases, some rougher than others—but don't let potential turbulence make you shy away from this 3D platform journey. Great stuff lies at the end.

The Ooooh Phase

The first phase of the *Ratchet & Clank* Experience (known as the "Ooooh" Phase) begins as soon as you land on your first planetoid, swing the camera around your head a few times, and realize you're looking at one of the most freakin' fabulous-looking environments you've ever seen pumped out of your PS2. The "Ooooh" Phase continues for approximately two levels, as you revel in the enemy animation and marvel at how well Ratchet handles his attack wrench, before you enter phase two...

The Ehhhh Phase

The Ehhhh Phase (alternately known as the "Oh well, so it's not Mario Sunshine" Phase) begins approximately at stage three, once you've smacked your 200th crate with your wrench and realized that you really haven't had to engage a single thought process since you began. It's fun, yes, but you begin to entertain the notion that the only "innovation" Insomniac came up with in its "innovative 3D platformer" was changing Jak to Ratchet and Daxter to Clank. Six levels later, however, comes phase number three...

The Ahhhh Phase

This is where *Ratchet & Clank* really begins to click. You've collected a dozen or so of the numerous weapons and gadgets, and you find yourself—much to your own surprise—using them super-strategically as every single type of glove and widget seems to come into play as you make your way through the stages. The straightforward nature of the previous levels gives way to multiple paths of exploration, lots of secrets, and smartly challenging action-puzzles that never really seem like "puzzles," mainly because there are often at least five ways to get around them in your utility belt. The Ahhhh Phase is where Ratchet & Clank smartens up and rebels against its potential fate as just another Crash Bandicoot/Jak and Daxter retooling.

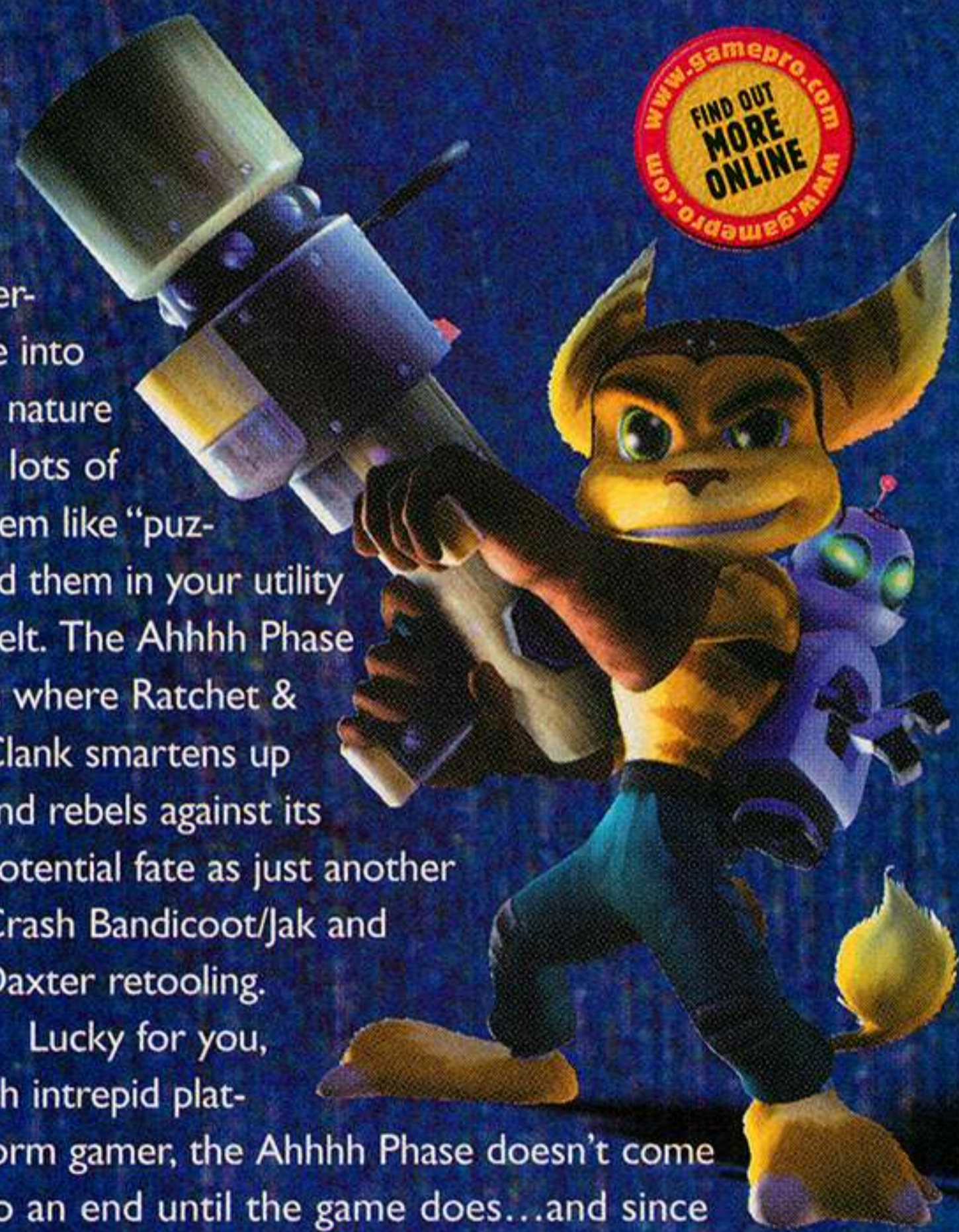
Lucky for you, oh intrepid platform gamer, the Ahhhh Phase doesn't come to an end until the game does...and since *Ratchet & Clank* is gigundous, that's not gonna be for a long, long time. Don't miss this Insomniac machine—*Ratchet & Clank* is virtually rust-proof.



PROTIP: Use the Suck Cannon when you're being conservative with ammunition. It turns the small enemies it inhales into projectile grenades.



PROTIP: Don't feel like you have to buy every weapon you come across. There are plenty of ways around situations depending on your play style.



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GRAPHICS 5.0

R&C is likely to induce jaw drops in the most jaded PS2 owner. The tons of different environments stretch on forever, and the cool cartoon enemy and technology designs demand your eyeballs' full attention. Very, very minor (and very, very rare) slowdown tremors can't dull this shine.

SOUND 4.0

The music is a cool mix of 1950s sci-fi TV themes and electronic rock, though the sound effects don't always capture the punch of the gadgets they represent. The voice-overs are entertaining and very well acted...though Clank is a lot more likeable than almost-too-extreme Ratchet.

CONTROL 4.0

Ratchet runs and jumps well, though not as tightly as master Mario, and his wrench attack combos are easy and fun. Rusty spots: It's hard to keep the camera facing forward during frank combat; the gadget "quick select" should pause the action; traversing narrow platforms can be frustrating.

FUN FACTOR 4.5

You'll do more than your fair share of old-fashioned trick-jumping and crate-breaking, but that's okay—*Ratchet & Clank*'s innovation comes in the form of all those crazy, non-gimmicky weapons and tools. This is a complex, polished platform gaming machine.

BURNOUT 2

POINT OF IMPACT



BY MAJOR MIKE

- Developed by Criterion Studios
- Published by Acclaim
- \$49.99
- Available now
- Racing
- 2 players

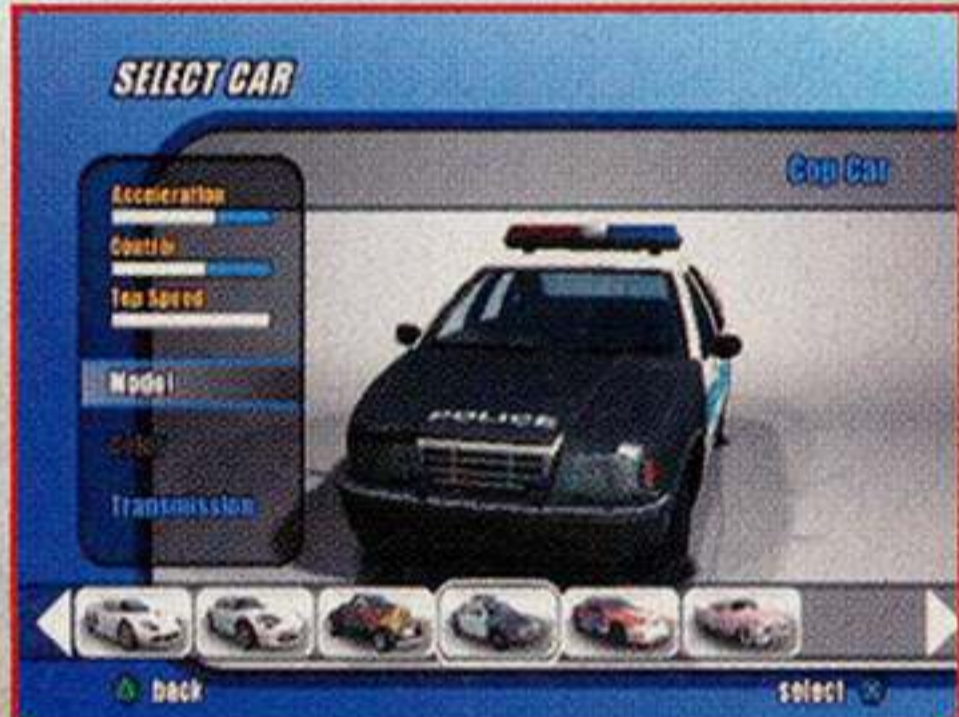


GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.5

ONE OF LAST year's sleeper racing hits, Burnout, returns with a tuned-up engine, extra bells and whistles, and even better crashes than last year's model. If Need for Speed: Hot Pursuit 2 feels some heat on its tail, it's probably Burnout 2: Point of Impact.



Spectacular crashes were a highlight of the original Burnout. Those in the sequel, Point of Impact, are even better.



Burnout 2 has several cars you can unlock, including a police cruiser with a working siren.



PRO TIP: In Crash mode, try to focus on getting big trucks to pile up because they net bigger damage rewards than small vehicles.

Gone in 60 Seconds

Burnout's play engine is unique and appealing. You burn rubber on a variety of tracks and accumulate Boost power by narrowly avoiding other cars, performing powerslides, and catching air. Once your Boost meter is full, you can accelerate to super speeds and overcome the competition. If you mess up and crash, well, there's a sweet payoff for that, too, as Burnout 2 serves up some of the coolest crashes in recent memory...along with equally sweet multi-angle replay footage.



PRO TIP: If you're neck-to-neck with a competitor, drive them into nearby cars or structures alongside the track.



PRO TIP: In Crash mode, use small cars as ramps by hitting them head-on or from behind at high speeds.

Need for Speed

In addition to Tournament, multiplayer, and other race modes is Offensive Driving 101 (training), Time Attack (try to get the best lap time possible), and Pursuit (unlock new cars by ramming speeders to a halt à la Chase HQ). The highlight, though, is Crash mode, where you must create as much chaos as possible by causing chain-reaction rush-hour pileups. It sounds simple, but there's an addictive strategy aspect that will keep you crashing and causing pile-ups for sheer effect, not to mention big-damage bragging rights. One of the first Burnout's most appealing aspects was the smash-ups, but in this sequel they're bigger, longer, and more intense.

Burnout 2 surpasses its predecessor in almost every department. The visuals blaze by at an unflinching pace, although they're plagued by distorting PlayStation 2 "jaggies." The audio track also shines with a host of excellent ambient effects, but the hit-and-miss music pieces are a distraction. Then there are the marvelous crashes that are filled with clever details—car alarms, bouncing tires, and more—which add to the overall effect. The arcade-friendly controls are simple to pick up and master, although the single configuration setting brings the score down a notch.

Point of Purchase

Burnout 2 may not have the name recognition of Need for Speed, but it shouldn't be overlooked on the PlayStation 2 racing circuit. If you're looking for an arcade racer with features and play modes outside the norm, Burnout 2 will make quite an impact. **G**



PRO TIP: Keep an eye open for dust clouds on the track ahead of you—they could signal a wreck or pileup.

GRAPHICS 4.0

Burnout 2's clean visuals scream by and are unhindered by frame-rate snags or slowdown; the only blemish is the distorting PlayStation 2 "jaggies." If your television supports it, try playing the game in 16:9.

SOUND 4.0

The sound effects have an excellent mix of shattering glass, screeching tires, and bashing fenders. The music, though, is a grab bag of wannabe head-banger tunes and hard-driving rock themes.

CONTROL 4.5

Overall the controls are responsive, but different cars have their own distinct handling. Lack of a custom controller configuration is the only thing that hurts the score.

FUN FACTOR 4.5

Burnout 2: Point of Impact provides some of the best arcade racing available among today's top genre offerings. It features blazing graphics and excellent controls, as well as a variety of diverse gameplay modes for a repeatedly enjoyable experience.



PRO TIP: Even if there's no oncoming traffic, you can gradually fill your Boost meter by driving on the left side of the road.

Sly Cooper

and the Thievius Raccoonus

SLY COOPER AND THE THIEVIUS RACCOONUS is an impressively crafted action/adventure game that puts forth the motto: "Steal from the bad...and enjoy it." Sly's a raccoon schooled in a tradition of thievery, who's on the trail of five master thieves who have stolen his family heirloom, a famous book of burglary called the *Thievius Raccoonus*.



Sly Moves

Sly Cooper's 3D action/adventure antics steal through the well-guarded lairs of the five villains. The gameplay follows a classic pattern: trick the traps, bust acrobatic moves, beat dim-witted enemies, take down the boss.

Like the game design, the straightforward controls are similarly familiar.

They do a commendable job of keeping the action tight for several different styles, including first-person shooting, vehicle driving, and even music gameplay. Additionally, Sly busts

a bunch of cool moves that would make a ninja cry. However, there's a good amount of hand-holding, too—all the special moves are more or less single button presses, and the game indicates precisely where to use them.

Overall, the controls get a major boost from one of the hardest-working cams in the games business. It bumps and slides around obstacles to stay locked on Sly, and PS2 joysticks open up other viewing angles, too.

Visually, Sly splashes its appeal at younger gamers and animation fans alike with a cast of cute, excellently drawn creatures and villains and colorful cartoon-style background visuals. Additionally, the slick story scenes relay Sly's tale with impressive use of a minimalist animation style.

Sly Cooper also talks the talk. The game's audio features topnotch voice-acting that endows the characters with a nice bit of personality. Catchy tunes and cute effects pump up the sounds, too.

Thievius Too-e-zius

Sly whips up a worthy action/adventure challenge for the masses, but although the game's more entertaining than a barrel of raccoons, it walks a thin line between ease of gameplay and just being easy. Overall, the action's challenging for intermediate gamers and the adventure's intriguing enough for most others despite the linear nature of the game path, the single-button-press special moves, and the rather simple-minded enemy A.I.

It's a Steal

Sly Cooper's appeal for rookies and action gamers looking for an entertaining albeit quick fix is undeniable. This game's a good time that's as easy on the eyes as it is on the thumbs. In fact, you may never look at raccoons the same way again.



BY BROTHER BUZZ

- Developed by Sucker Punch
- Published by Sony
- \$49.99
- Available now
- Action/adventure
- 1 player

EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR
E	4.5	5.0	4.0	4.0



PROTIP: Sneak up on the Panda King's simian sentries one at a time. If they sound the alarm, they chase you and toss their swords. Use the bushes to block their throws.



PROTIP: Look for alternative paths that aren't obvious, like climbing the steam whistle by the roller puzzle in "Fire Down Below."



PROTIP: You'll never take Muggshot's guard dogs with their homing missiles head on. Sneak up behind them or jump on them from up high.



PROTIP: It definitely pays to use the Bino-cu-com to find overhead pathways and out-of-the-way bottles.



PROTIP: Use the crook cane to nab out-of-reach items by hitting \times twice then quickly pressing \square .



PROTIP: To escape the giant snake in Mz. Ruby's swamp...run away! To pinpoint your jumps and swings, hit \times and press \circ . When the cam angle changes, don't stop to change it.



PROTIP: To win the key in "At the Dog Track," use all the nitros you can to catch the leaders. Cut the other cars off at the corners.

GRAPHICS 4.5

Sly Cooper's about as artistic as a character-based game gets. Excellently drawn character models, smooth animation, and cool cartoon-style story scenes inject pizzazz into the visual show.

SOUND 5.0

Above-average voice-acting brings Sly's animal performers to life. There's a nice array of audio effects, and the catchy tunes set the mood in every scene without overpowering the gameplay.

CONTROL 4.0

The controls manage a wide range of gameplay with ease, and mastering them should be a no-brainer for experienced gamers while simple enough for rookies. In fact, some may find the single-button-press special moves too basic.

FUN FACTOR 4.0

Sly's finely crafted and fun. It puts a premium on solid platform-style sneaking around and presents first-person shooting, driving, and even dance/music gameplay, too. However, if you can't beat Sly, you can't beat anything.

LIKE NINJAS OR spec-ops soldiers,

there's something appealing about hitmen in a video-game way, and Eidos wisely tries to bottle that in *Hitman 2: Silent Assassin*. While this game makes great strides over the rocky PC original, it still doesn't live up to its full potential.

HITMAN 2

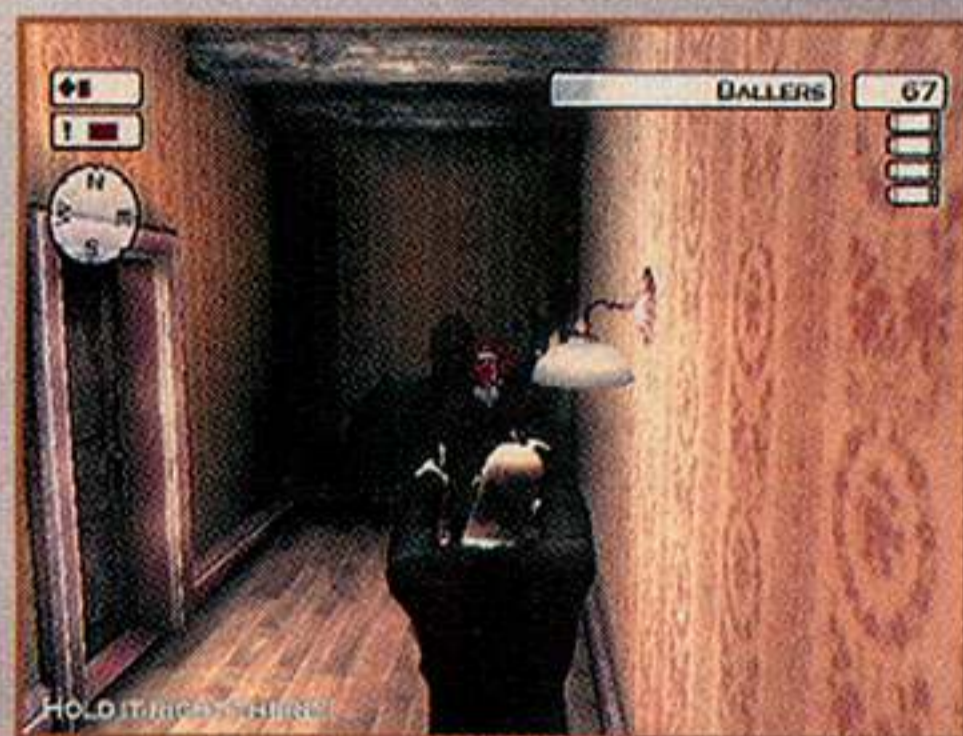


BY AIR HENDRIX

- Developed by Io Interactive
- Published by Eidos
- \$49.99
- Available now
- Action
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.0	4.0



PRO TIP: If your disguise is discovered, don't hesitate to drop the pretense and go Rambo. The Ballers pack a lot of stopping power.

THE PROFESSIONAL

In *Silent Assassin*, you take the mysterious Mr. 47 out of retirement to recover a kidnapped priest, though many other layers to that tale gradually unfold. As you'd expect, the gameplay involves plenty of combat, but what makes it interesting is planning your hits. The fairly open worlds present several alternative methods but few cues, so you have to cook up the one that works best for you. This brew of puzzle-solving and stealth can be heady and fun as you infiltrate compounds, sneak past the bit players, and take out the big cheese...although you'll often long for craftier A.I. and sharper physics.

The controls, however, rain on the parade. They're too intricate, and their fussy, challenging feel takes a while to master. They lack a sorely needed custom configuration, and, unlike in the Xbox version, you have to fiddle with the L2 button to make 47 run, which sucks. At least you can save your game anywhere.

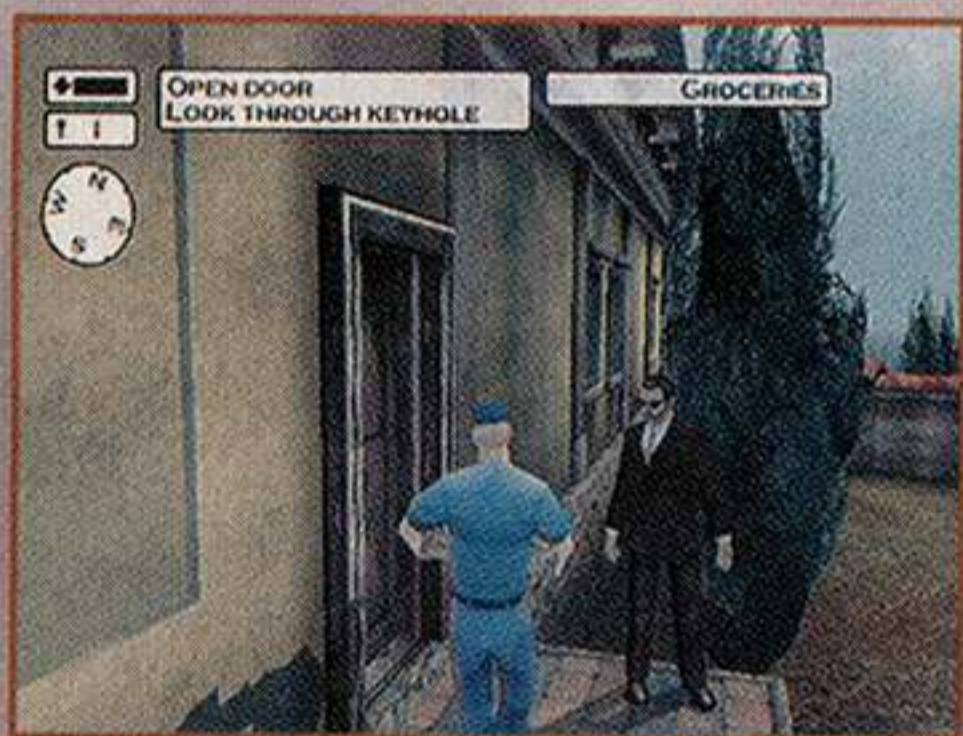
Visually, the PS2 fares surprisingly well against the Xbox, sporting spiffy lighting and environments but not-quite-right animations. The audio is serviceable, never really registering as good or bad.

LE HOMME NIKITA

If you have the option, play the Xbox version—it's definitely superior. Many PS2 gamers will enjoy this intriguing title, but it'd be smart to rent before you buy to be sure you can tolerate its flaws. **G**



PRO TIP: At the start of "St. Petersburg Stakeout," take out the guards in the Metro Entrance level, don their uniforms, hide their bodies, enter the sewers, and then head for the apartment.



PRO TIP: In "Anathema," one path into the mansion is to "relieve" the delivery-man of his uniform and groceries and then waltz right in the building.



PRO TIP: If you take out an enemy and no alert has been sounded, always hide the corpse to preserve your cover.

BLOODRAYNE

BADDER THAN BLADE and buffer than Buffy, *BloodRayne* is a vampire romp on an adrenaline shot, a hyperkinetic action/adventure that will whip bloodsucking freaks into a crimson frenzy.

MORBID ANGEL

First off, the heroine redefines the phrase "bad-ass chick." Agent *BloodRayne* herself, a half-vampire on a mission to investigate occult artifacts, wields blades, pistols, and corset-fueled curves with equal and deadly precision. Super-responsive controls unleash her acrobatic moves, slicing and dicing mutant spiders and Nazi henchmen in a stunning bloodbath with almost no drop in frame rate. The speed of the combat matches its intensity—five-on-one showdowns are not uncommon, interrupted only by *BloodRayne* latching on to someone's neck for a quick health surge (and even then, you can keep shooting). There's so much going on in *BloodRayne* that you won't notice the lack of mid-

level save points. As the game progresses, attack perks like a harpoon and time-slowing "dilated perception" help you remain more hunter than hunted.

Very good voice-acting gives *BloodRayne* a sultry, streetwise personality ("You dropped something," she quips nonchalantly after a decapitation), and the attention to detail in the game world is admirable as there are plenty of breakable objects and realistic physics. Multiple control configurations give gamers (even lefties!) lots of useful options.

LET IT RAYNE

BloodRayne's a guilty pleasure of the highest order with all the makings of a word-of-mouth hit. It's a fast and furious action/adventure that oozes style (among other things) but still delivers all the gameplay goods. **G**



BY DAN ELEKTRO

- Developed by Terminal Reality
- Published by Majesco
- \$49.99
- Available now
- Action/adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5



PRO TIP: To beat the Queen of the Underworld boss, get behind her and then activate your Blood Rage.



PRO TIP: In most cases, don't interrupt a feeding—the health boost will immediately counteract fresh damage from other enemies.



PRO TIP: Enemies can and will attack each other. In Louisiana, let the spiders and mutants go at it, then swoop in for an easier kill.



PRO TIP: It's best to keep moving at all times. Combine a circle strafe with auto targeting, and you'll be nearly unstoppable.



THE KING OF the dance floor makes its PS2 debut—and DDRMAX Dance Dance Revolution delivers in modes what it lacks in next-gen flash.

Gonna Make You Sweat

For the uninitiated, Dance Dance Revolution is like a game of Twister with a backbeat—match your footsteps on the floor mat to the arrows that scroll on the screen, no matter how crazy they get. New for MAX is the freeze step, which requires you to hold a step as long as the arrow requires—and you may still need to move your other foot elsewhere at the same time. You'll find options for couples, two-pad dances, a workout mode, and more. The Edit mode returns, giving players a chance to create, save, and trade their



PRO TIP: The easiest songs in Standard mode aren't necessarily easy—they're just slow. These R&B jams feature some off-meter steps, so if you're used to the straight-four beats of DDR, you may actually find them trickier than higher-rated ones.



BY DAN ELEKTRO

- Developed and published by Konami
- \$39.99
- Available November
- Dance/rhythm
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	4.5	4.5



PRO TIP: For a good introduction to the new freeze step, try Reel to Real's "I Like to Move It" on Light mode.

own dance patterns fairly easily. Some moves can be traded between MAX and the PlayStation game DDR Konamix. Excellent!

With 65 songs—over 100 minutes of mixed music—and multiple skill levels, you'll find tons of variety. As always, control is best with a floor mat, but you'll want a standard controller for Edit mode. The graphics look pretty enough—more strange patterns and cutesy characters thrown behind the scrolling arrows—but this isn't supposed to be a visual powerhouse.

MAX Power

It doesn't matter if you're a DDR star or have two (or more) left feet—games like DDRMAX are worth playing just for the giddy I-didn't-know-games-could-be-like-this experience. Try this one with friends but without inhibitions. **G**



The Edit mode gives dancers the power to create their own steps for single, couple, or double patterns—and to transfer them to the PlayStation game, Konamix.



PRO TIP: You're never penalized for stepping when there's no arrow present, so if you need to put two feet down to complete a one-arrow step—such as jump turns—feel free.



MEMBERS OF THE I Want To Be An Anime Schoolgirl Giant Robot Pilot Club, rejoice! The game you've been waiting for your entire life is finally here!



BY STAR DINGO

- Developed by Sandlot
- Published by Enix
- \$49.99
- Available November
- Robot fighting
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.5



PRO TIP: If a Volgara is too close to a landmark, fire a projectile at it—the Volgara will use its Phantom System to teleport away, and the landmark will be safe.



PRO TIP: Try to keep your battles in the water—you'll earn the Construction Minister Award (5 billion yen) because destruction is minimal.

NEON PS2 EVANGELION

R.A.D. Stroke of Genius #1: The game's giant-mechs-in-a-city battles take place entirely from a human-eye perspective. You position your human character to get the best view of the battle—atop a tall skyscraper, on your robot's shoulder, or standing at his feet—and watch city blocks collapse as ponderous mechanical bodies are hurled against them. The sense of real scale, scope, weight, and gravity is magically epic.

R.A.D. Stroke of Genius #2: Press Select, and suddenly you're in control of the mech. Each limb is moved independently—two shoulder buttons for each leg, one analog stick for each arm, and the D-pad for torso tilt. While it takes a while to get used to, it's absurdly fun, and you feel like you're really, truly commanding a clumsy, unnatural mecha-behemoth.

A LITTLE LESS CONVERSATION, A LITTLE MORE ACTION

R.A.D. does have its engineering problems. The Story mode is broken up by too much waiting, bad voice-acting, and too many "escort stupid friend to the bakery" missions. The graphics are flat up close, and the game slows down something awful during pre-battle chaos (though not so much during battle). Long-range weapons are cool in theory but almost useless in practice since there's no clear targeting system.

But for those in tune with their mecha chi, none of that will matter. R.A.D. is a weird high-concept wonder that actually works, and it's about as close as you're gonna get to playing Neon Genesis Evangelion: The Game. Hopefully, there'll be a better story, finer long-range weapon control, and a more polished Graphics Alchemic Drive written into the second season. **G**

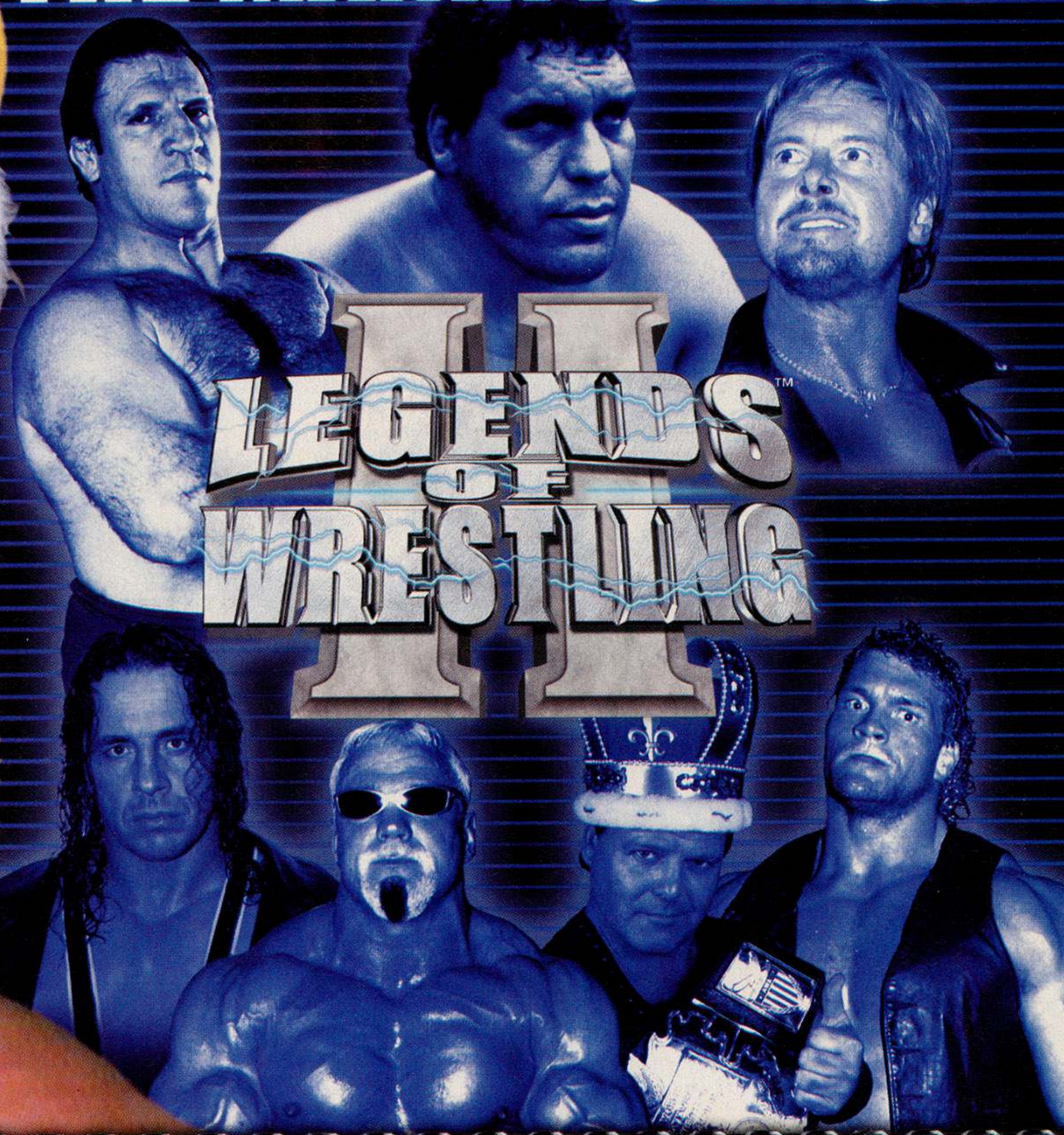
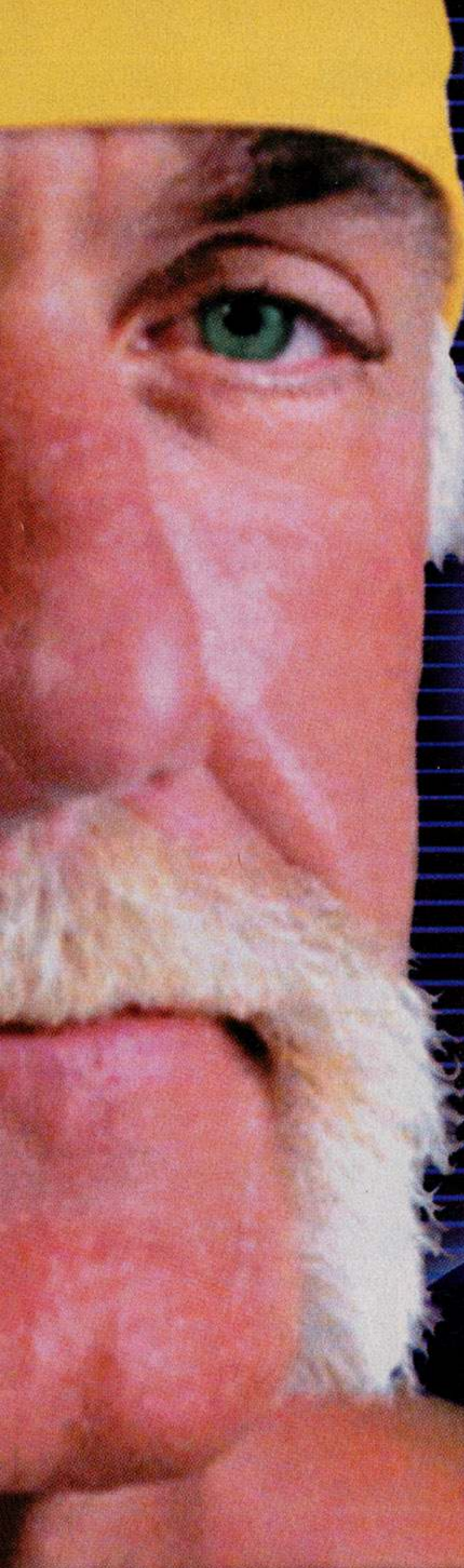


PRO TIP: Perch on your robot's shoulder to get near your enemy; once you're close, leap onto a tall building to control the battle.



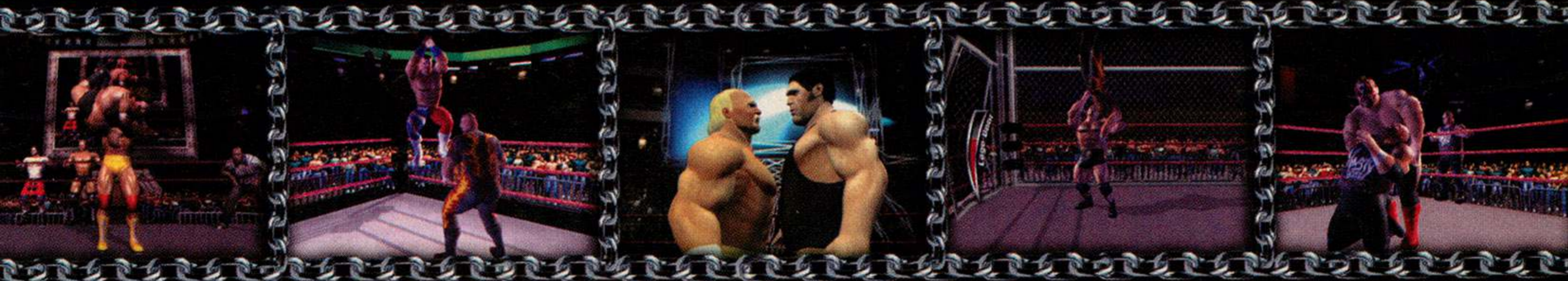
R.A.D.'s two-player mode is great, too, though the vertical split-screen cuts off a lot of action.

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THE DEFINITIVE SNIPING series once again takes aim on the PS2, resulting in another deadly fun outcome.

Trigger Happy

The Silent Scope series centers on perhaps the most stressful yet sought after job in law enforcement and the military: a sniper. Indeed, the third installment of Silent Scope captures the intense and exhilarating feeling of sniping a bad guy with a high-powered rifle. The game contains all the missions of the arcade version Silent Scope EX and a separate, more challenging story exclusive to the PS2. But like its predecessors for home consoles, Silent Scope 3 doesn't use the slick light-gun found in the arcades. Still, using the analog stick to aim, a button to zoom in and out, and a simple press to fire your weapon is all it takes to play.

SILENT SCOPE 3



BY FOUR-EYED DRAGON

- Developed and published by Konami
- \$49.99
- Available now
- Action/shooting
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0



PRO TIP: Shoot the guys on the ground first to keep your stealth. Then eliminate the baddies standing on the towers.



PRO TIP: When you're in a room or if there is a group of enemies, you're better off just firing away without using the scope.



PRO TIP: Don't have a clear shot of a terrorist hiding behind hostages? Shoot right next to him to make him move to a different spot.

Sign of a Marksman

Although not innovative, Silent Scope 3's visuals are still solid—and mature. Death animations, gun-slinging bad men, and plenty of ruthless masked terrorists abound in each level. The arcade graphical style, though, helps make the game more of a fantasy shooter than a realistic challenge. Even the corny voices go over the top, yet the sound of your gun popping at each trigger press is music to the ears.

Silent Scope 3 doesn't necessarily revolutionize the gaming experience—the game does, however, offer a fine continuation of the already classic series. Plus, with an entirely new exclusive game and the complete arcade EX version, sniper wannabes will have their scopes filled for a long time. **G**



PRO TIP: Remember to adjust your sights when you're flying. If you're moving left, aim off-center to the right. If you're moving up, aim off-center downward, and so forth.

SUPERMAN SHADOW OF APOKOLIPS

THE SON OF JOR-EL comes to the PlayStation 2, punches a lot of robots, and goes home having saved both the world and his own gaming reputation—but just barely.

KAL-EL, ROBOT FIGHTER

Lex Luthor has a secret benefactor giving him extremely high technology with which to fight Superman. Suddenly, Metropolis is besieged by robot soldiers, robot tanks, and more robot soldiers ready to cause trouble for the Blue Boy Scout. Of course, Darkseid, Superman's ultimate nemesis, is behind it all, and you must stop him before the world fills up with identical robot soldiers.

It all sounds great, but the game actually evens out around “decent.” Infogrames nailed Supes' powers and their applications rather well, and flying, lifting heavy objects, and using heat-vision and freeze-breath really feel genuine and fun. Unfortunately, the “power” you'll use most is Supes' “punching lots of identical robots” power since the game's repetitive mission goals and bland objectives will have you doing the same thing over and over and over.

The cel-shaded graphics look great in some instances but fail hard in others, making far-away characters look like extras from Double-Dribble on the NES. The actual voice-actors from the Superman cartoon rescue the soundtrack from the depths of mediocrity—but just barely.



BY D-PAD DESTROYER

- Developed and published by Infogrames
- \$39.99
- Available now
- Action
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.0	3.0



PRO TIP: The red dots around the radar represent your timer. That's the only way to know how much time you have to punch out robots and fulfill your objectives.



PRO TIP: There are times when you have to save hostages from robot soldiers. You'll have to punch out every soldier near the hostage before the hostage dies.



PRO TIP: Hostages are sometimes hidden behind walls. Your X-ray vision will see through only certain walls, so anytime you can see through one, knock it down.



PRO TIP: Supes can take a lot of damage, but he's not invincible. Use your heat-vision blast to take out enemies from afar.

THE MAN OF STILL ROOM TO IMPROVE

It's disappointing when a game finally nails the hard parts of reproducing Superman (the powers) but blows it with ho-hum missions and repetitive gameplay. If you're dying to be Superman and don't mind fighting the same enemies over and over, then this is as close as it gets for now. **G**

JET X₂O

JET X₂O ISN'T the long-awaited next-gen update of Sony's popular Jet Moto series, but more of a watery homage to SSX Tricky. Instead of colorful racers on snowboards, you have an eclectic cast of characters bashing it out in high-speed arcade-racing action on jet skis.

Wet and Wild

In Jet X₂O, you can go solo or against a friend, choose from eight racers on a variety of jet skis, and compete in four game modes. You race on eight extensive, fantasy based river venues that are full of jump opportunities and shortcuts. Tight controls help you steer and surf your way into oncoming waves as well as pull off a variety of aerial stunts; however, it's pretty challenging to pull off the higher scoring combos.

The graphics are adequate, but the water effects are more polish than substance for it often seems like the jet skis are just sliding across the screen. There are several instances of pop-up on the horizon, too, which deflate the semblance of a realistic racing experience. Competent voice-acting, sound effects, and a decent soundtrack serve their purpose but don't deliver anything extraordinary, either.

Jet SS-X₂O

Jet X₂O would have appeared more innovative and garnered a higher Fun Factor rating if not for its blatant similarities in presentation, features, competition modes, FMVs, and even screen layouts with SSX Tricky. Such similarities aren't a detriment, but they do make one pine to play SSX Tricky instead. As it stands, Jet X₂O barely holds water as an adequate racing game. **G**



BY DR. ZOMBIE

- Developed by Killer Game
- Published by Sony
- \$39.99
- Available now
- Racing
- 2 players

EVERYONE E	GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	3.5	3.5



PROTIP: Water buoys usually signal a sharp turn in the course, so prepare to slow down when you see one.



PROTIP: Lean back and tap Turbo in advance of approaching launch ramps to build maximum speed.



PROTIP: Take the inside on turns and bump your opponents against the outside of the track.



PROTIP: Aim for a water landing the moment before you launch into midair; once airborne, you're a lame duck.

SHOX

RALLY GAMES ARE all the rage in Europe—less so here in the land of NASCAR. But EA Sports Big's new Shox blends off-road powersliding and arcade sensibility with enough style to make U.S. gamers sit up and take notice.



PROTIP: In Gamble races, it's sometimes worth making contact to hinder your opponent and help your line on corners.

Shox Away

The key to Shox is the Shox Zones themselves—specially designated sections of the desert, jungle, and arctic tracks that serve as mini-sprint races in and of themselves. The faster you can make it from Point A to Point B while also fending off a pack of five other cars, the higher your ranking and the more cash you'll pull down.

If you drive well enough, you'll trigger a Shox Wave, a turbo-boosting ripple that you can draft for even more money. Money buys cars from Porsche, Subaru, Lancia, Ford, Peugeot, and other rally legends. With four car classes and clever track design to contend with—not to mention four-player split-screen races—there's plenty of challenge and variety here.

Rally Rumble Racing

Shox requires a bit of fancy powersliding, but it feels a lot more natural and comfortable here than it does in other games—the controls really respond well. The tracks are impressively detailed with lots of sponsor signs, hi-res car textures, spiffy reflections, and that crucial high frame rate. Only the sound disappoints. The lifeless, generic techno is to be expected (Euro sport, Euro soundtrack), but the engines sound like angry insects. That's an acceptable bummer for an otherwise giddy romp through the mud, snow, and sand. Groan if you must, but Shox...rocks. **G**



BY DAN ELEKTRO

- Developed by EA UK
- Published by EA Sports Big
- \$49.99
- Available now
- Racing
- 4 players (with adapter)

EVERYONE E	GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	4.5	4.5	4.5



PROTIP: Don't underestimate the Mini Cooper S; its superior handling can earn you more Golds than you might expect.



PROTIP: The key to successful Shox Zones is your line. Cheat the corners every chance you get and use controlled slides on straight strips of road.



PROTIP: Earn Platinum status in the Compact division to unlock shiny black upgrades of the Puma, Escort, and 911.

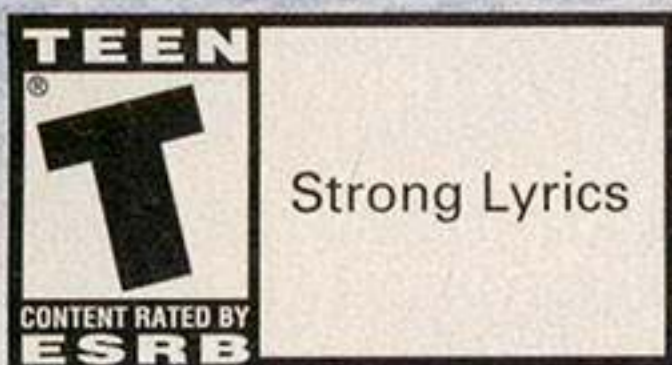
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PlayStation 2



ROBOTECH BATTLECRY

AFTER YEARS OF waiting, Robotech fans finally have something to celebrate as Robotech: Battlecry lands on the PS2 in all its nostalgic, cel-shaded glory.

Jack the Giant Killer

You are Jack Archer, intrepid pilot of a Veritech, a state-of-the-art mix of giant robot and fighter jet built to protect Earth from the Zentraedi, gigantic humanoid aliens bred exclusively for warfare. In Battlecry, you're charged with battling pockets of rogue Zentraedi in missions that range from escort jobs to seek-n-destroy to rescues to, well, more escort jobs. Robotech fans will be pleased with how well the Battlecry plot fits in with the story line of the anime series.

Robotech presents itself well with crisp cel-shaded graphics and tons of crazy action that hide the often-drab environments in which you'll fight. Everything's genuine, from the dead-on sound effects to the



PROTIP: Use Guardian mode when fighting battlepods in space. They're more maneuverable than fighterpods, and you'll want the Guardian's light homing missiles.

great voice samples, done by the original voice actors from the cartoon. The PS2 controller handles its job with aplomb, though flying, fighting, and transforming in the heat of the action can be difficult and confusing early on. Robotech's biggest problem is the repetitive and ho-hum mission design; a little more creativity in level objectives could have lifted this game to classic heights.

Make Mine Macross

If you're a long-time 'Tech-head, and if you've been dying to get behind the cockpit of a Veritech, TDK has finally given you what you want. Even if you strip away the Robotech coolness, you still have a decent action game that entertains but doesn't surprise. **G**



BY DUNJIN MASTER

- Developed by Vicious Cycle
- Published by TDK Mediactive
- \$49.99
- Available now
- Action
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	3.5



PROTIP: Use Fighter mode's heavy missiles and multiple-target lock to destroy turrets on large starships.



PROTIP: When protecting a target, don't get caught in the middle. Attacks meant for you could hit the target and destroy it by accident.



PROTIP: Maneuvering the Veritech in tight spaces can be difficult. Learn to use Guardian mode in the city streets and switch to Battloid mode in very tight situations.

TUROK EVOLUTION

THERE'S PLENTY OF visceral carnage in this newest incarnation of the legendary dinosaur hunter, but with subpar graphics, the action doesn't get as bloodied as it should.



PROTIP: Take out the spotlights with a silenced weapon to avoid being seen by the enemy.

ALONG CAME A SPIDER

From the start, Turok fans will be in their element: Unadulterated first-person craziness against unrelenting dinosaurs and other ruthless scaled creatures is at the heart of the game. At your disposal is an armory of high-tech weaponry, including your trusty bow that can shoot exploding arrows and a remote control spider mechanism that can detonate or give off deadly gases at the press of a button. Indeed, there's plenty of shooting, running, and more shooting in the entire game.

SON OF A GUN

Without a decent visual package, however, Turok's run-n-gun action gets off pace. An inconsistent frame rate slows down



PROTIP: Grenades explode on impact if they hit a moving creature. This is useful against incoming T-Rexes or hordes of enemies.



PROTIP: You can't perform a head shot on troops wearing headgear, so just waste them with body shots.



BY FOUR-EYED DRAGON

- Developed and published by Acclaim
- \$49.99
- Available now
- First-person shooter
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	4.5	3.0



PROTIP: Enter a compound where enemies are coming out. You'll find needed health and sometimes extra weapons.

the thrills at unexpected places, while apparent draw-in is everywhere—even shrubs magically appear right in front of you. Levels, though, are designed nicely—albeit straightforward but with enough variety to keep your eyes pleased.

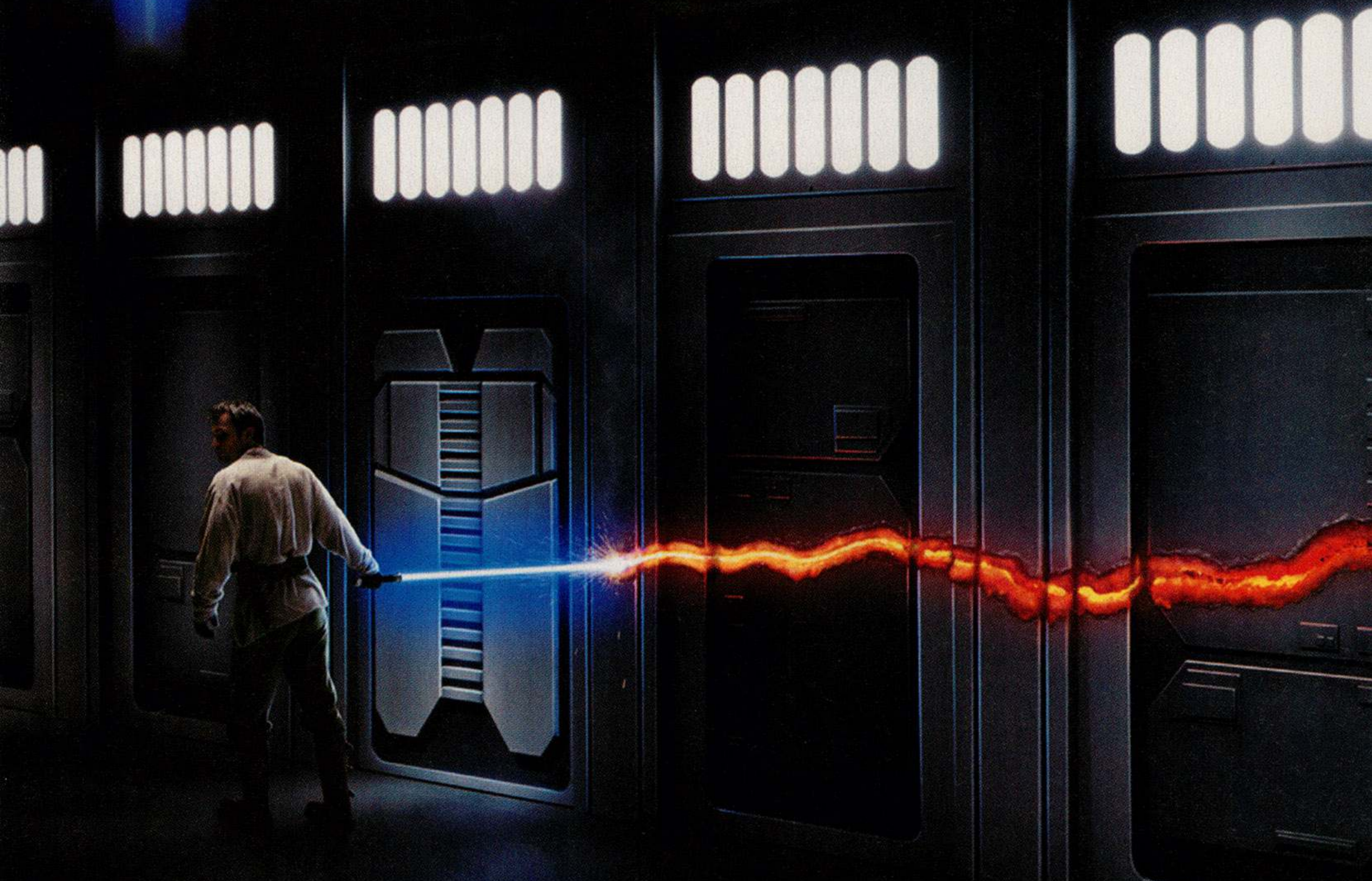
The sparse soundtrack adds to the Turok experience, too. The splattering of a head exploding and the sweet sounds of weapon effects combine for comforting music to the ears.

If it's nothing more than brainless first-person shootin' that you want, then Turok: Evolution is for you. Switching and firing off a round between the entire arsenal of weapons is a cinch and the only control feature you have to worry about. At the very least, this latest Turok will have your blood pumping and fingers twitching during a weekend rental. **G**



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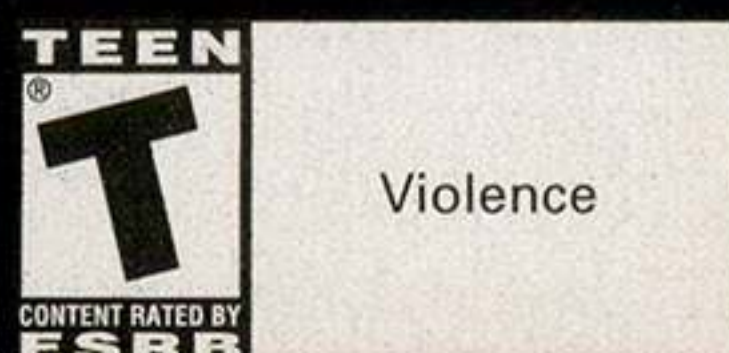
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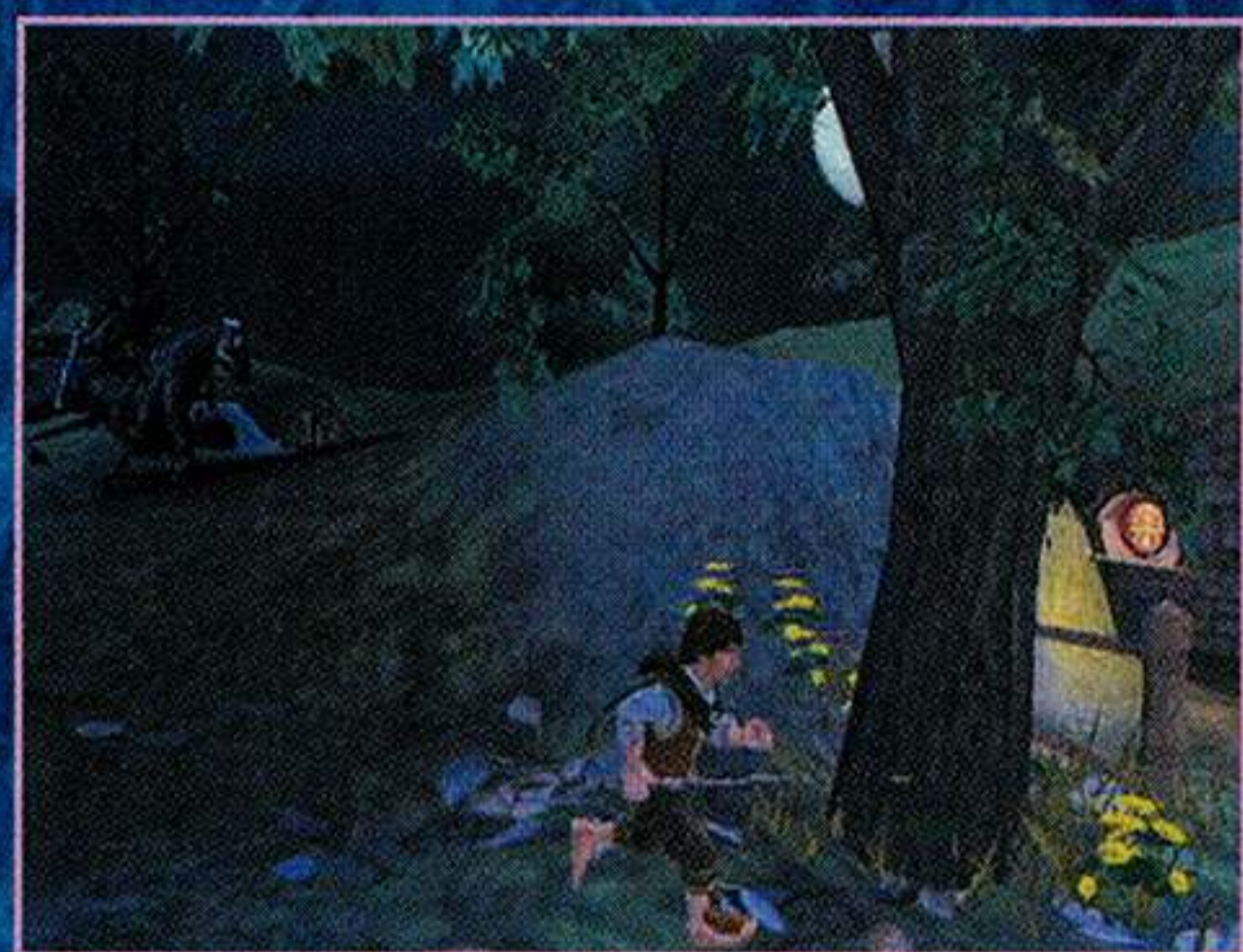
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The Lord of the Rings: The Fellowship of the Ring

THE FELLOWSHIP OF THE RING captures the beauty and magic of Tolkien's world... visually. Once you pick up the controller, you'll find your enthusiasm slipping quickly away.



PRO TIP: Two Black Riders block your way out of Hobbiton. Watch for the black shadow that precedes them and throw rocks to distract them away from the bridge so you can sneak across.

For those of you who live in a box, the Lord of the Rings trilogy centers on a young, human-like creature (called a "hobbit") saddled with the responsibility of destroying a magic ring—which, in the wrong hands, will bring evil to his world of Middle Earth forever. Gamers play as the hobbit Frodo, helpful ranger Aragorn, and the powerful wizard Gandalf, switching roles as the game progresses.

Fellowship hands you all the eye candy you could want—pastoral fields, moon-lit roads, and foggy burial grounds—while an orchestral score sets the tone. But then you quickly fall prey to awkward control and the dreaded death-by-camera-angle.

Developer Surreal Software has captured the rich look and epic mood of the book but left out the fun. There is an inconsistent feeling of urgency, and part of this may stem from the too-true-to-the-book mindset. For instance, the inclusion of the oft-excised Tom Bombadil/Barrow-wight sequence slows down the action. Sadly, you may want to end this quest before you begin. **G**



BY MISS SPELL

- Developed by Surreal Software
- Published by Black Label Games
- \$49.99
- Available now
- Action/adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	3.0



PRO TIP: The members of your party will help attack enemies when they're nearby. Travel slowly in infested areas to keep the party together.

Blade II

BLADE II WAS a romping good film, and now the PlayStation 2 steps in to see if the Daywalker can work up some video game magic. The visuals certainly match the movie coherently with appropriate locales, and Blade himself is rendered with amazing detail. All that detail must have sucked up a lot of power, though, as the enemies look incredibly bland. To the game's credit, the screen can get filled with all manner of vampires that want to wipe Blade out.

The soundtrack is also very true to the movie, but it seems like there are only three tunes that come up during the course of the entire game. They get old quick, as do the one-liners the bad guys and Blade spout out at random intervals.

The real kicker is that the gameplay engine has a lot of potential and has some great ideas about grouped 3D brawling. Unfortunately, it's very slow, which doesn't mesh with the M.O. of the lightning-quick vampire hunter. Even taking the gameplay at face value, there are still flaws, like horrendous enemy A.I. and a severely limited set of offensive and defensive moves. Blade II is a subpar game that will frustrate even diehard fans of the movie. **G**



BY TOKYO DRIFTER

- Developed by Mucky Foot
- Published by Activision
- \$49.99
- Available now
- Action
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	2.5



PRO TIP: Line enemies up in a row so you can wipe out large groups with single swipes.



PRO TIP: Save your ammo for group encounters and use hand-to-hand combat for solitary enemies.

Ty the Tasmanian Tiger

WITH THE SLEW of platform games flooding the market this year, it takes quite a bit to stand out from the pack. Ty the Tasmanian Tiger's particular angle trades heavily on his surroundings, which is to say the Australian outback. Indeed,



PRO TIP: Use your targeting view often. It's key to discovering new areas.

all the characters speak with colorful accents and the verbal exchanges between them are entertaining. The bouncy music fits the theme but is highly repetitive.

Controlling Ty is a bit cumbersome with jumping being particularly tough to get a handle on. The very awkward camera, which can't keep up with Ty's energetic movements, also adds to the difficulty. You always have to wrangle the view to set up your next move, and that can have disastrous results if any enemies are close by. Collision detection is also problematic, especially with the many platform jumps and run-ins with baddies. Using boomerangs is the most effective method of attack and is one of the game's strengths. The visuals are on par with other games of this genre, but there are some levels that could use more detail to help differentiate between objects and environments.

Ty the Tasmanian Tiger ends up being a very standard platform game marred by a wonky camera. Still, the vast levels that take a while to fully explore offer a lot of gameplay for the buck. **G**



BY KILOWATT

- Developed by Krome Studios
- Published by EA Games
- \$49.99
- Available now
- Platform
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.5	3.5



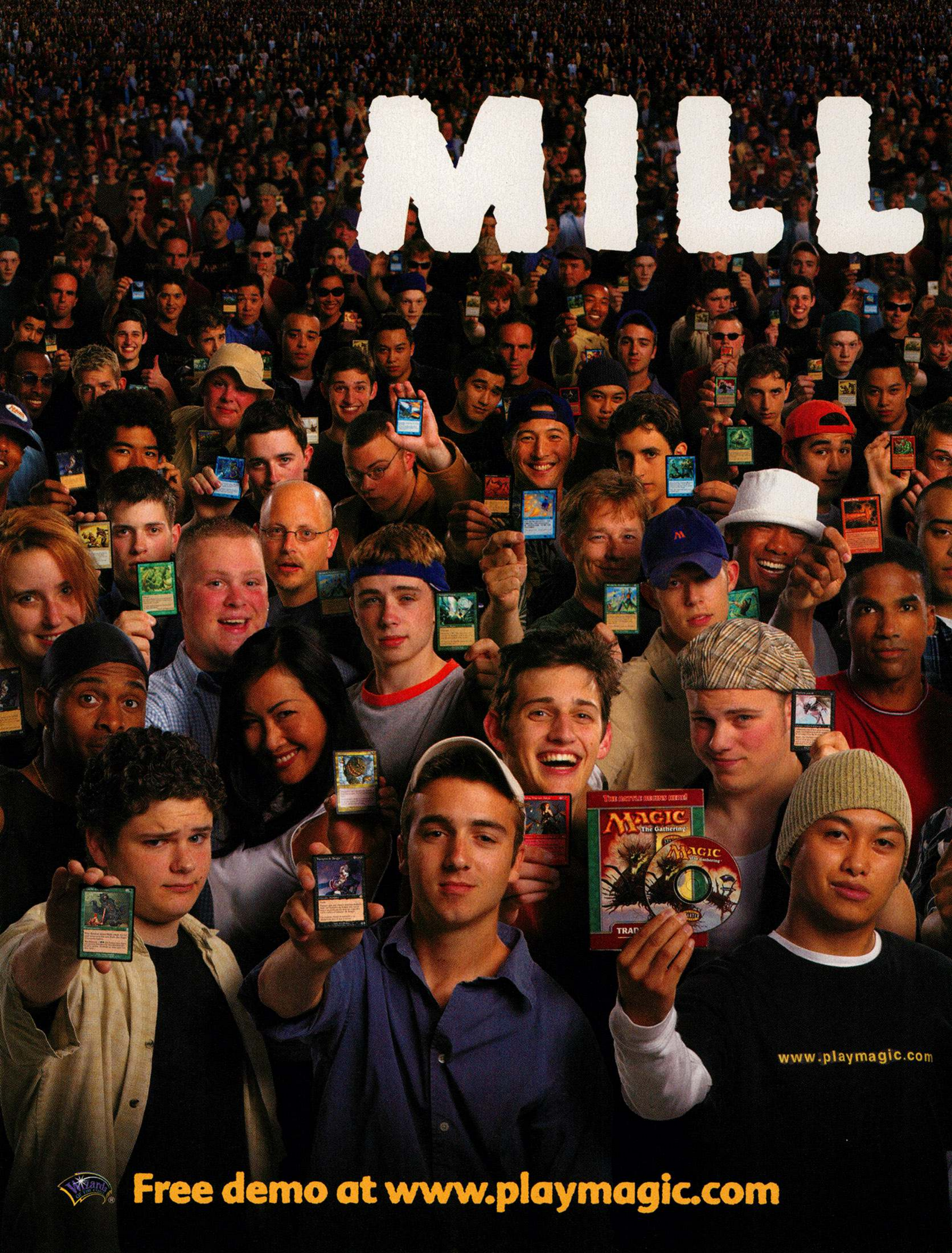
PRO TIP: If your boomerang can't reach a trigger, try jumping to increase the range.

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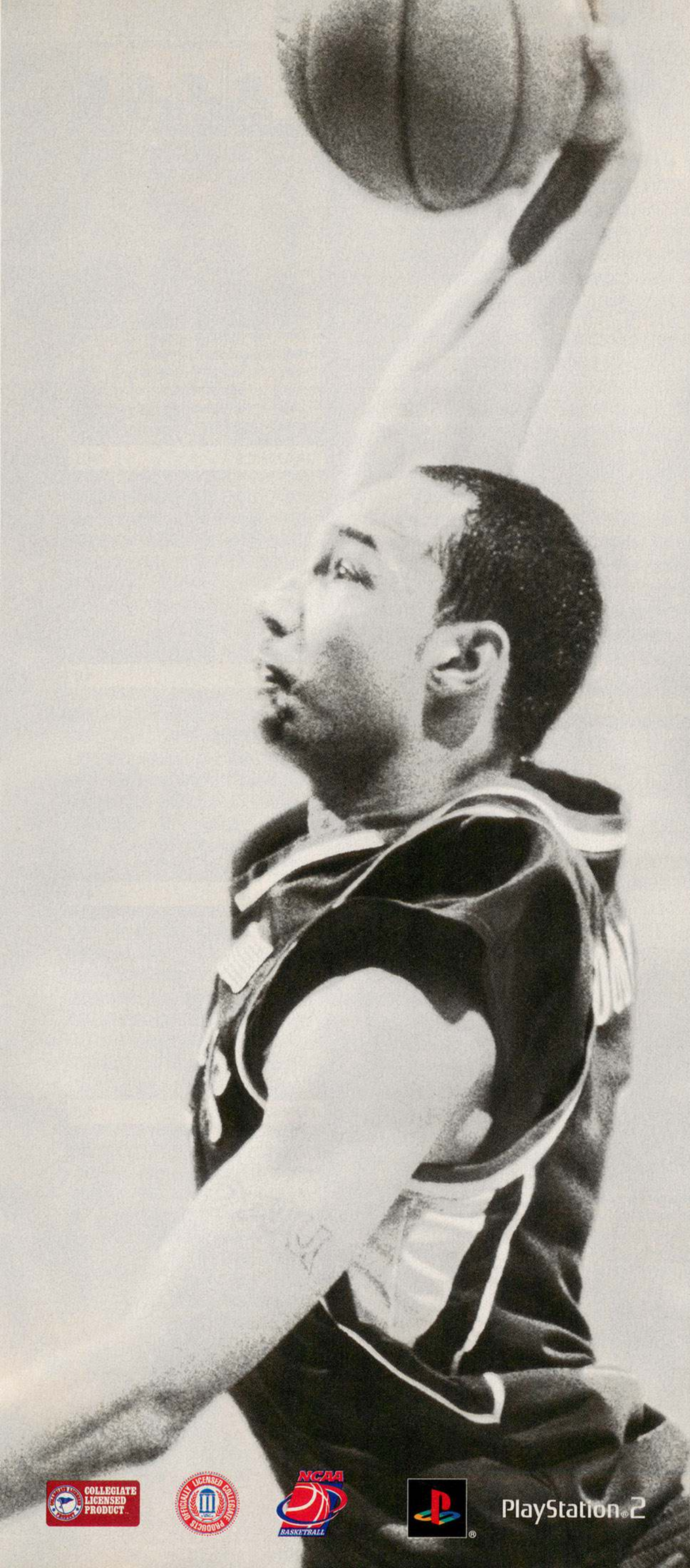
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PlayStation 2

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BY STAR DINGO

- Developed by Rare
- Published by Nintendo
- \$49.99
- Available now
- Adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.0

STARFOX ADVENTURES



CLONE A GREAT Nintendo game and then raise it for four years in a suitably British environment...such was Rare's appointed task in this world. Its latest spawn comes from the DNA blueprint left by *The Legend of Zelda: Ocarina of Time*. The results are fairly impressive—but apparently not impressive enough to keep Nintendo from selling off the lab.

Space Dinosaurs: A Prehistory of the Future

Fox McCloud's first out-of-the-Arwing mission takes him to the aptly named Dinosaur Planet, where talking thunder lizards roam with regal pretensions and European accents, and bad things (wonky gravity, evil generals, trapped religious figures, that sort of thing) are goin' down. Now it's up to Mr. McCloud, armed with a versatile combat staff, to put things back the way they were before you recklessly pressed the Start button on your controller.

Blue Shift

This game is structured much like *Ocarina of Time* for the N64. The enormous game world is continuous but divided into distinct, themed sub-sections accessible only once you have acquired the proper tools—in this case, staff powers (fire, ice, earthquakes), weird items (exploding bomb spores, vine-producing "moon seeds"), and abilities (dig, breathe fire) acquired by your sidekick Prince

Tricky. Like Link, Fox jumps automatically, and he shares the same beloved lock-on combat system from *Ocarina* with one exception—lock-ons happen automatically instead of being triggered by a button press.

Degenerative Patterns

What the Rare Fox replicant doesn't quite share with its father is Miyamoto's mastery of world and level design—which may come as a surprise, given Rare's excellent cloning record. The temples are straightforward, some puzzles (push crates, pull switches, shoot targets, avoid enemy's unexpectedly quaint avalanche of rolling barrels) lack ingenuity, and it always feels as if you're being channeled somewhere by the unseen gods of gaming contrivance despite the apparent "wide-open" structure. Star Fox's nigh-extreme attitude is borderline obnoxious (and not in a good Conker way); Prince Tricky, bless his little heart, is as annoying as his name would imply; and if Krystal (the foxy "love interest") is supposed to be "hot"...well, that's just plain creepy.

Flaws aside, *Star Fox Adventures* is huge, varied, and the closest thing to *Zelda* you've played since, well, *Zelda*. Link's li'l shoes are notoriously hard to fill...and Fox's furry li'l feet are about one size too small.



PROTIP: Be sure to buy the appropriate maps from the ThornTail store before heading off to a new area—they're really cheap and good for finding hidden areas.

GRAPHICS 4.5

It started off as an N64 project years ago, but you'd never guess if no one told you. The Adventure is drop-dead gorgeous—the environments are sharp and vibrant, and tricked out with great effects like heat-warping, subtle day/night cycles, and exceptional lighting...and the animation is killer.

SOUND 4.0

The sound effects are especially bold with a surround sound setup, and the voice-actors are quite excellent, if a little on the screechy, obnoxious side. The music, however, doesn't quite stand up to the rest—while heroic Star Fox standards are recognizable, the rest is generic and of mid-grade quality.

CONTROL 4.0

Fox's movements and auto-jumps are super-right-on-target, and the simple staff combat is fun, but there are a few sticky points. Camera control is limited, the fire staff's first-person auto-centering makes aiming hard, and the enemy auto-targeting sometimes interferes with your specific plans to *not* target enemies.

FUN FACTOR 4.0

Star Fox is a gorgeous, extraordinarily well-produced *Zelda* clone, but lazily designed levels and trite puzzles mean it doesn't match Link's level of goodness the way Conker or Banjo-Kazooie matched Mario's. It's worth playing, but don't expect a classic.



PROTIP: If an enemy keeps deflecting your attacks, block and wait, then immediately launch into a combo once the enemy's attack bounces off.



PROTIP: Buy Tricky's ball, then play fetch with him until he changes color. Now, watch closely—he behaves differently and notices different things.



PROTIP: The staff's ground-quake attack can stun enemies, frequently revealing their weak points.



Alas, the Arwing flying levels are gimmicky little nods to Fox's past—but at least they don't break the flow of the regular gameplay.



PROTIP: It's much easier to collect blue grubtub fungi at night—they're asleep and don't run away.



PROTIP: If you're having trouble finding an enemy's weak point, look for the telltale heart.



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TONY HAWK'S PROSKATER 4

TONY HAWK'S PRO SKATER 4 has what fans crave—killer skate stunts, famous pro skaters, and plenty of flexibility. It's also got one thing gamers don't want, but it doesn't get in the way of an otherwise great game.



PROTIP: To save Painter Neal in San Francisco, grind the wire around the concrete sphere across the street from where he's hanging.

notches. The new spine transfer helps extend vert runs, while the easy and impressive flatland trick system feels like its own game within the game.

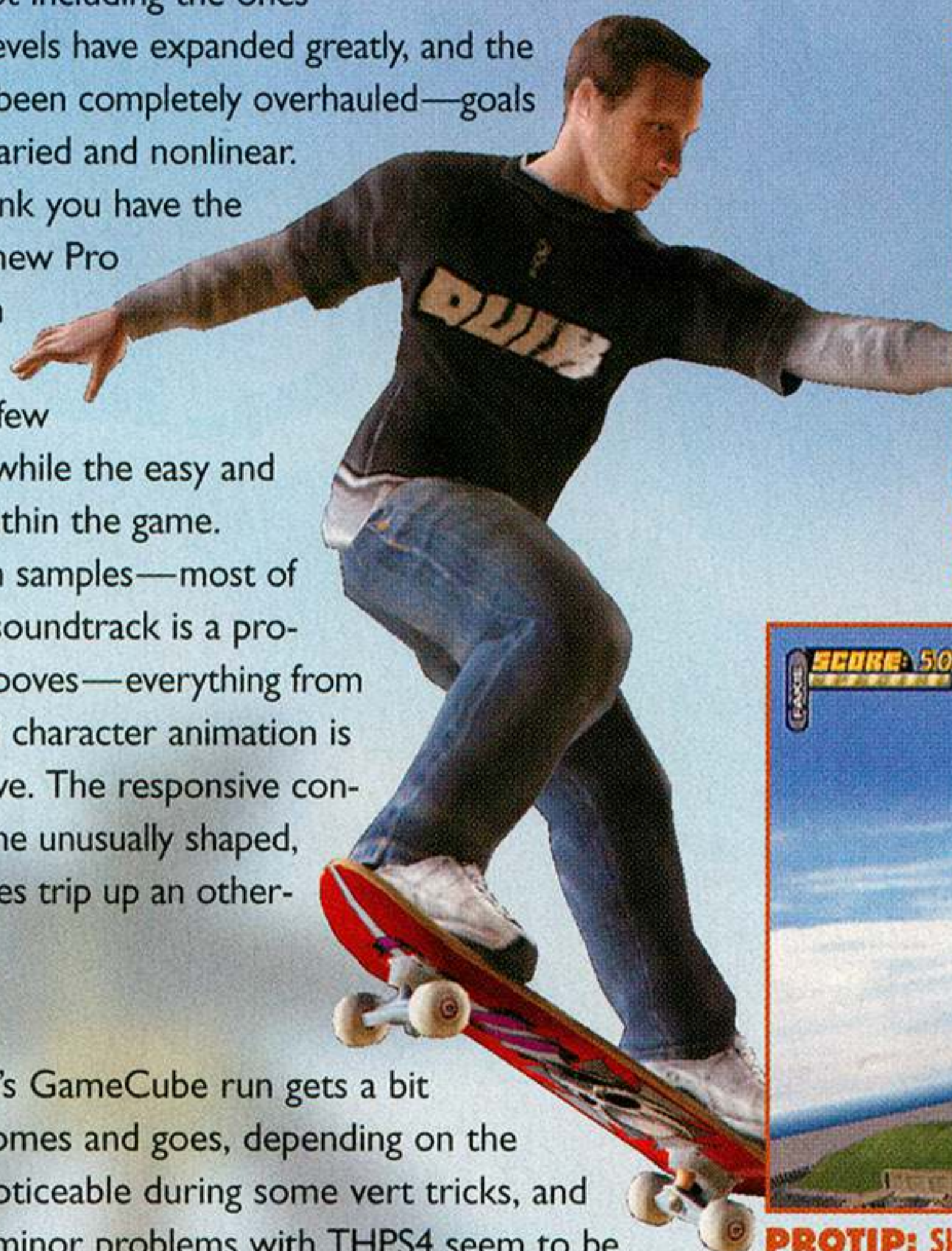
THPS4 is stuffed with thousands of personalized speech samples—most of which were recorded by the pros themselves—and the soundtrack is a programmable mix of past and present rock, rap, and punk grooves—everything from AC/DC to Public Enemy. Graphic textures are hi-res, and character animation is sweet throughout; complex vert tricks look butter-smoove. The responsive controls are hampered by the GameCube controller itself—the unusually shaped, sized, and pressure-sensitive buttons and triggers sometimes trip up an otherwise easy combo.

...Or Go Slow

That leaves overall performance, which is where THPS4's GameCube run gets a bit sketchy. Slowdown, in this day and age? Believe it—it comes and goes, depending on the environment and how it's populated, but it's definitely noticeable during some vert tricks, and it's simply not there on the PS2 and Xbox versions. The minor problems with THPS4 seem to be hardware-based, and not design-oriented, so fans of the series should take heart. Despite the few flaws, the GameCube version of Tony Hawk's Pro Skater 4 will deliver plenty of skating thrills. **G**

Go Pro...

Bob Burnquist returns to the Tony Hawk Pro Skater family, now 14 skaters strong, not including the ones you can create. Levels have expanded greatly, and the career mode has been completely overhauled—goals are much more varied and nonlinear. Just when you think you have the game wired, the new Pro Challenges kick in to send the difficulty up another few



PROTIP: The Misty Flip roof hop is one of the toughest standard goals in the game. Nothing helps but practice.

PROTIP: Don't even attempt the manual-based goals until you bring your Manual stat up to 5 or higher.



PROTIP: Flatland tricks are a great way to milk your combo multiplier after time has run out.



PROTIP: Skate behind the clock tower at the college; you'll be transported to the top and grind down to a rooftop area.



BY DAN ELEKTRO

- Developed by Neversoft
- Published by Activision
- \$49.99
- Available now
- Skateboarding
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.5

Sonic Mega Collection

WHO WOULD HAVE imagined that you'd be able to (legally, anyway) play Sega's beloved mascot on a Nintendo console? Sonic Mega Collection gathers almost every one of the blue hedgehog's Genesis titles together on one disc: Sonic, its two sequels, Sonic & Knuckles, Dr. Robotnik's Mean Bean Machine, Sonic 3D Blast, and Sonic Spinball (along with some secret games)...but for some reason Sonic CD is absent. The Sonic games embodied the 16-bit era with their 2D side-scrolling play engines, gigantic level designs, and obscure terms like "Blast Processing." Each title has been faithfully reproduced down to the last sprite, but without the original slowdown. Rounding out the Collection is a selection of comics, cinemas, illustrations, and other goodies that make the disc a "definitive" package.



PROTIP: In Dr. Robotnik's Mean Bean Machine, focus on chain combos rather than clearing off individual rows.

If Collection has any flaw, it's that the games really show their age. Pastel graphics comprise the visuals, and the audio ranges from passable (Sonic 2) to outright atrocious (Spinball). The simplistic controls respond to your every command with the added benefit of analog compatibility. Nostalgic gamers and video game historians may get more mileage out of Sonic Mega Collection, but it's nevertheless a decent compilation of some of the most influential games ever created. **G**

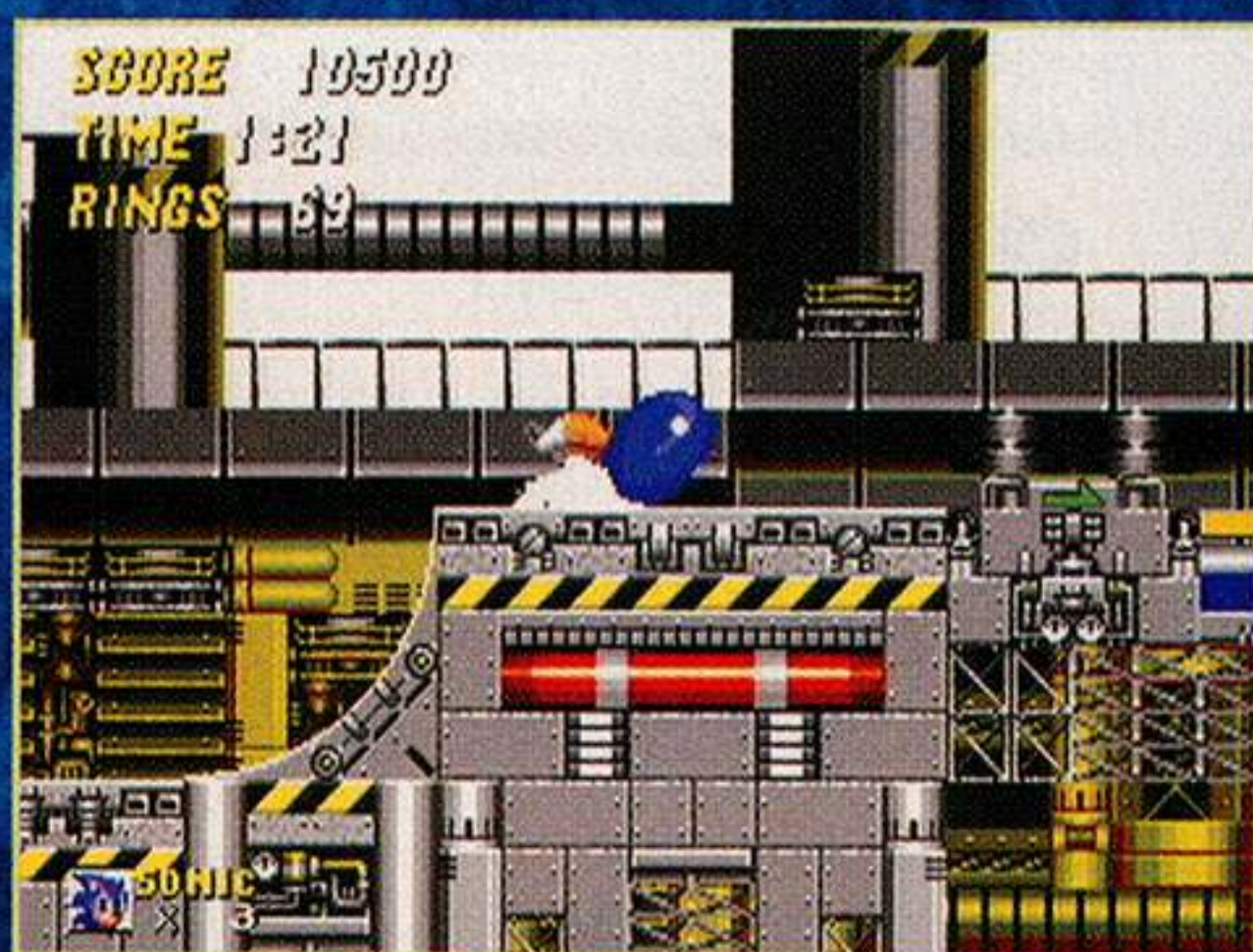


BY MAJOR MIKE

- Developed and published by Sega
- \$39.99
- Available November
- Action/puzzle
- 2 players



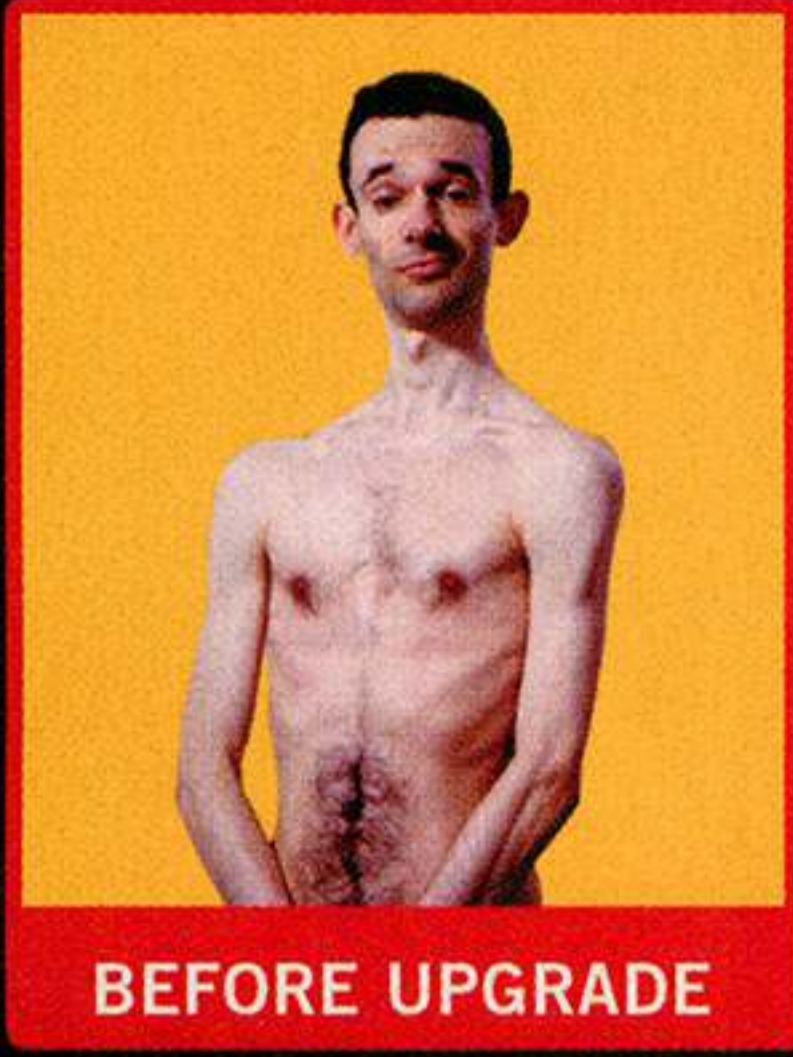
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	4.0



PROTIP: In Sonic 2, perform a Spin Dash right before you hit the dual wheels for a burst of hyper-fast speed.

"I WAS A 99 LB. BARBARIAN"

- Gothar of Gundria



BEFORE UPGRADE



AFTER UPGRADE*

"I used to get molten lava kicked in my face. I was a little girly man, better suited to playing with sissy baby dolls than with battle axes. But then I mastered the **UPGRADE FEATURE** in **BARBARIAN**. Now nobody messes with me... **NOBODY!!!**"



BARBARIAN is a revolutionary new game engineered to increase – and maintain – character power and ferociousness, fast! In recent head to head field tests, even mildly upgraded barbarians crushed their friends and foes without mercy. The **MASSIVE 1-PLAYER QUEST** mode – with 10 characters to choose from and literally hundreds of adventures to play – is the perfect training ground for customizing your barbarian, increasing strength and magic, and winning friends and influencing people with pure brute force. But wait! There's more: **BARBARIAN** also features an insane **MULTIPLAYER MODE** for up to 8 playable characters on screen at once, plus totally interactive environments, and best of all an exclusive ass-kicking "save-your-customized-barbarian-and-take-him-anywhere-with-you" formula!

DON'T SETTLE FOR LESSER GAMES. DEMAND BARBARIAN TODAY.



"The 4-player mode is wicked. Now if I could just find 4 opponents I haven't already killed I would show you **BARBARIAN's** 8 character on-screen mayhem."



"Here I am getting Medieval on Keela. My weapon of choice is usually a tree, or a pillar, or my opponent... but you know me, everytime I can grab onto something and show off..."



SILVER MEDAL

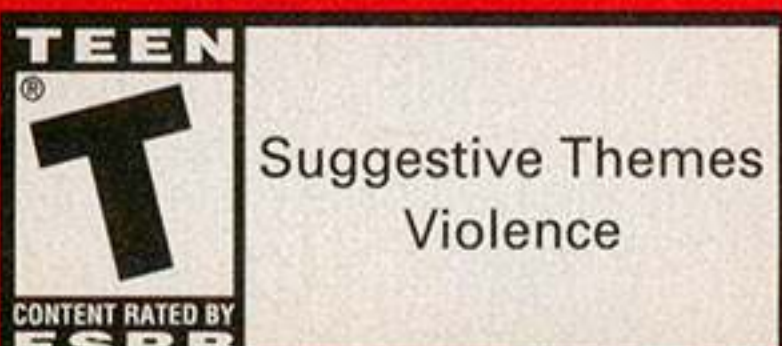
- **PSE2 Magazine**



(out of 5)
- **Maxim**

www.barbarian-game.com

* Your actual results may vary, Mr. Saggy Breasts.



PlayStation®2

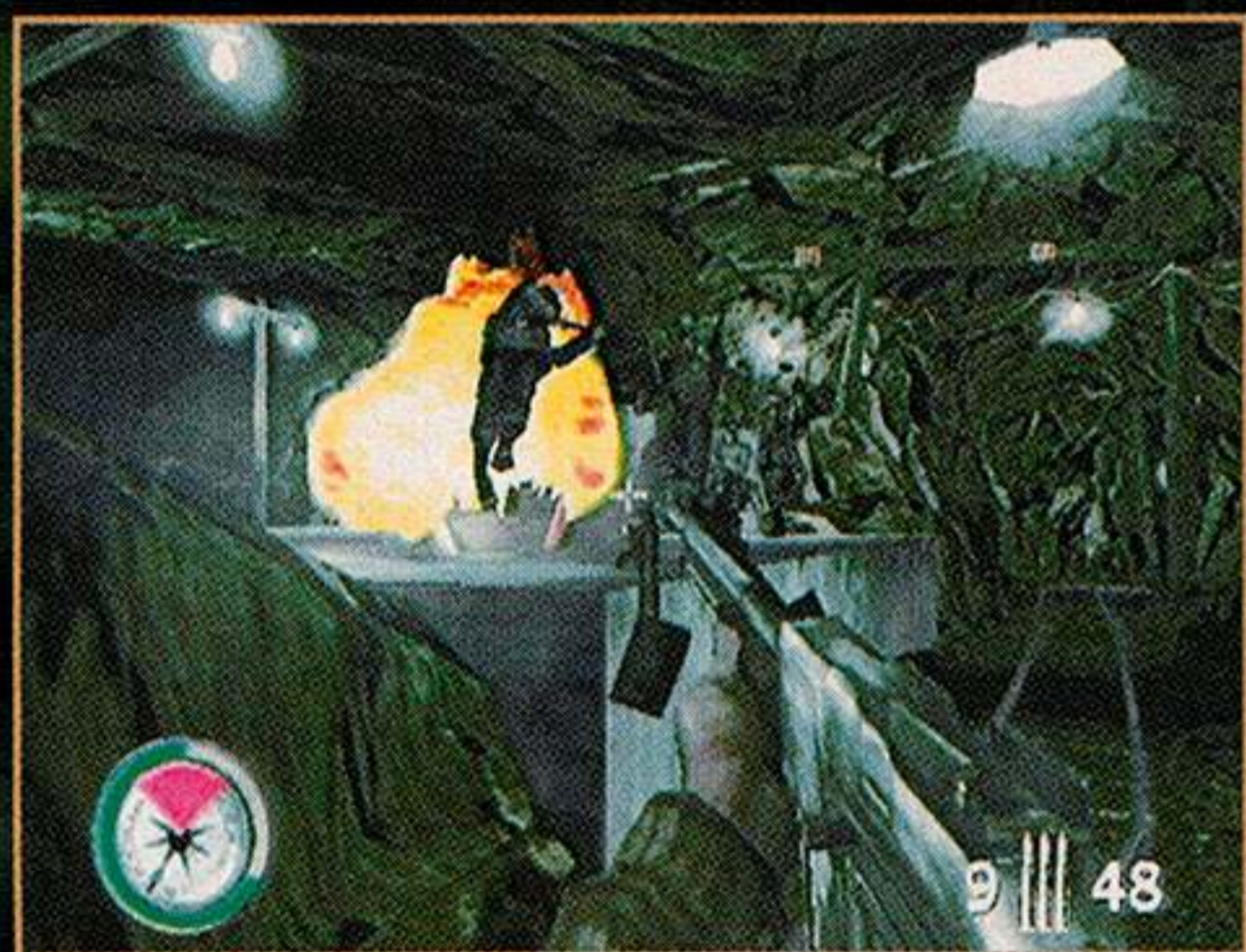


MEDAL OF HONOR FRONTLINE

EASILY ONE OF the most cinematic gaming experiences you'll ever have, Medal of Honor Frontline is the polygonal equivalent of a Hollywood blockbuster—an enjoyable feast for the eyes and ears but without the substance to back it up. It's a visual stunner with realistic models, amazingly crafted environments, and copious particle effects that compensate for occasional slowdown and surface textures that lose their luster when closely inspected. Devastatingly impressive sound design assaults your ears with reverberating cracks of rifle shots, ear-searing bullets zipping past, massively crunchy explosions, and a beautifully haunting musical score.



PROTIP: Always go for head shots.



PROTIP: Shooting fuel drums will enable you to take out several Nazis at once.

"YOU'LL NEVER GET THE PURPLE HEART HIDING IN A FOXHOLE."

But one can't help but feel a sense of disappointment as the lofty expectations set by the insane D-Day sequence give way to frustration and tedium due to confounding controls, uneven hit detection, and archaic A.I. The effort to make weapons as clumsy as those used in WWII is appreciated, but in harder missions it's a killjoy, and an auto-aim feature would have helped compensate for the loose analog-stick control.

Due to a lack of in-mission save points, you too will know the horror of playing the same campaign four or five times, only to meet your demise near the end and start over. This wouldn't be so annoying if the A.I. routines were a little more varied, but when enemies appear in the same place and use the same simple attack patterns, the game becomes more monotonous than fun. As for the multiplayer modes, they may not hold a candle to those in Halo, but they're a hell of a lot better than Turok's.

"NAZIS. I HATE THESE GUYS."

Still, the good outweighs the bad, and Medal of Honor Frontline is a blast as long as you leave your brain at the door. Besides, kiboshing Nazis is always a choice way to kill some hours. **G**



BY PONG SIFU

- Developed by EA LA
- Published by EA Games
- \$49.99
- Available November
- First-person shooter
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	2.5	3.5



PROTIP: In sniper mode, stay in a crouched position—you'll be a smaller target for your enemies.



PROTIP: Search the bodies of your enemies—they may be carrying weapons and ammo that you can use.

TIMESPLITTERS 2 TURNS out a tight little first-person-perspective action package. With Story, Arcade, and Challenge modes, and an easy-to-use Map-Maker, this game offers a ton of high-octane solo and multiplayer challenges.

TIMESPLITTERS 2

Temporal Combat

TS2's Story mode is a high-tech mystery that weaves around a finger-twitching combat workout. It uses time travel as a cool plot device to enable you to wield an arsenal of weapons as a variety of characters, including an espionage operative, gangland hitman, zombie hunter, E.T. exterminator, and others. The GameCube controller commands the action like a pro. Once you rein in the sensitive analog sticks (switching to invert is an option), you probably haven't enjoyed stick-to-button run-n-gunning this good since GoldenEye. Moreover, the level-building MapMaker is an architect's dream. TS2's graphics are sharp in an old-school fashion. Again, GoldenEye comes to mind and a little Perfect Dark is evident, too, but TimeSplitters polishes the rough edges from those presentations.



PROTIP: To find Marco the Snitch in Chicago, be sure to make a call at the first phone booth you see. Later, use the booth to call a taxi to sneak into the Sunrise Club.

This game's easy on the ears. The cool mood music adds atmosphere to the levels but hangs unobtrusively in the background. The effects handle the weapons cocking, ammo blasts, and grunts enough to do their job.

Time To Split

Okay, so maybe you combat vets have actually seen this all before, but it was fun then and it's fun now. TimeSplitters 2 doesn't appear to break any new ground, but as far as first-person action games for the GameCube go, this one's a winner. **G**



BY BROTHER BUZZ

- Developed by Free Radical Design
- Published by Eidos
- \$49.99
- Available now
- First-person shooter
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	5.0	4.5



PROTIP: You can double up on some weapons like these Tommy guns in Chicago.



PROTIP: There's plenty of weaponry here, but sometimes you have to resort to your fists to get it.



PROTIP: For one-shot stopping in Notre Dame, give the ghouls a "head ache." Actually, this is a timeless move.



12 party games!
over 150 new stages!
all new story mode!

EVERYONE
E
CONTENT RATED BY
ESRB
Violence.

ONLY FOR
**NINTENDO
GAMECUBE™**



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SEGA®
www.sega.com/smb2



BLOODRAYNE



BY MAJOR MIKE

- Developed by Terminal Reality
- Published by Majesco
- \$49.99
- Available now
- Action/adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	4.0



PRO TIP: To defeat the hopping "spine monsters," use BloodRayne's harpoon or blade swipes.



PRO TIP: When you fight Von Blut in Thule Chapel, hide behind a pillar until he stops firing to reload—when he does, run behind him and start shooting.

BLENDING ELEMENTS of Max Payne, Castle Wolfenstein, and the most vile World War II exploitation movies, BloodRayne's one of the sickest and most disturbing adventures you're likely to find. It's also very fun to play in a guilty sort of way...once you get past the weak opening levels and discover you can stomach its content.

BUFFY GONE BAD

Via a behind-the-character view and unique play engine, you command BloodRayne, a foul-mouthed female half-vampire who's sent on several challenging missions that include the assassination of key officers and destruction of mutant-infested Nazi laboratories during the late 1930s. 'Rayne's an expert with weapons, explosives, and knives, but she prefers to keep her enemies in one piece so she can satisfy her bloodlust, which keeps her alive. A handy harpoon allows her to snare victims from long distances and drag their screaming, wiggling bodies to her hungry fangs so she can then feed—often while moaning in delight.

THE NEED TO FEED

BloodRayne's packed with blood, severed limbs, gore, and other unsettling imagery as our heroine battles her way into Nazi death factories and other locales that resemble hell on Earth. Fortunately (or unfortunately), the visuals do a good job of conveying the carnage, frame rate hiccups and all. Gunfire, screams, and explosions ring clearly throughout the audio track, yet 'Rayne's repetitive one-liners always come at inappropriate moments. The controls eventually become second nature but only after you find the proper configuration. BloodRayne's entertaining, but "tough fun" for older gamers. Sure, it's violent, but the compelling play engine keeps the game exciting—even when the content frequently goes over the top. **G**



PRO TIP: After feeding on a soldier wearing a rocket pack, get away from his lifeless body because the rocket will explode.



PRO TIP: If you feed on a standing enemy, press Left or Right to rotate and use them as a shield from incoming fire.

IT'S A GOOD thing that the PS2 version and, to a lesser extent, the Xbox edition of Need for Speed: Hot Pursuit 2 brought the luster back to the reputation of this hallowed racing franchise. Sadly, this weak GameCube spin-out will remind you of where the tarnishes came from in the first place.

Where's the Speed?

The trouble with Hot Pursuit 2 for the GameCube begins at the starting line. The frame rate stutters badly at times, and the titular sense of speed is sorely lacking. Throw in the sludgy, temperamental handling, the too-bouncy collisions, and the strangely careening spins, and you'll quickly decide that these races test your patience more than your reflexes.

Of course, all the usual trappings are here, including a glamorous lineup of cars from Lamborghini, Porsche, Lotus, Mercedes, and more. You choose between branching championships of either straight racing or scrambling to evade cops, which is an excellent approach. Except for the massive speed issues, the graphics are respectable but lean more toward the cartoony side with a look that's much less crisp than the PS2's or Xbox's. The sounds fare a bit better with cool rock tunes and helpful cop chatter, but the engine sound effects are repetitive and grating.



PRO TIP: In Hot Pursuit races, it's often wise to avoid taking the lead at the start of the race because the cops will pick on your opponents first.

Where's the Sizzle?

At the finish, this unfortunate version of HP2 is just plain slow and its handling doesn't feel right. If possible, stick with the stellar PS2 edition or the strong Xbox game. But if the GameCube's your only system, HP2 will scratch your racing itch, though it'll leave you truly needing—no, longing—for speed. **G**



BY AIR HENDRIX

- Developed by EA Seattle
- Published by EA Games
- \$49.99
- Available now
- Racing
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	3.0	2.5

NEED FOR SPEED HOT PURSUIT 2



PRO TIP: If your car starts to spin out, you can often steer into the spin and get yourself headed right back down the road.



PRO TIP: The hand brake gives you much better control and response in tight corners.



PRO TIP: There's no penalty for damage, so ramming opponents and cops into, well, anything is a fine tactic.

FOR GAME BOY ADVANCE

THE WRATH OF HELL HAS BEEN UNLEASHED.

DOOM



Battle gruesome demons across all of the original DOOM II® levels!



Shred 'em with plasma rifles and all the other deadly weapons from the PC classic!



Going toe-to-claw or toe-to-toe in multiplayer gives you two more ways to go to Hell!



Blood Violence

GAME BOY ADVANCE



ACTIVISION

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idsoftware.com

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HELPING OUT YOUNGER GameCube fans with an "easy operation" system sounds like a good idea, but *Capcom vs. SNK 2: EO* comes up short.

GameCube Controller vs. You

Capcom vs. SNK 2: EO packs a revised control system for its debut on the GameCube. With its smaller directional pad and oddly placed buttons, the GameCube's controller is highly unsuited for *Capcom vs. SNK*. To cope with this, the GC-ism move allows you to use the C Stick as a shortcut to all special moves, and it also maps other attacks to the shoulder buttons. This is a nice feature for newcomers, but the implementation of "easy operation" is handled as a novelty rather than something that can be expanded upon. That's a shame as the C Stick could have added a new dimension to how combos are handled, but it doesn't help players get any better at the game. You can still tough it out with the full coin-op button configuration, but that's a less than ideal experience.

On the visual side, *Capcom vs. SNK 2* retains all the animations and flashy special-move effects from the arcade, while load times are fairly swift. The sound is one of the highlights with crisp-sounding punches and bouncy background music.

Easy Operators Only

Young players who just want to mash buttons have flashier fighting games to choose from as the nuances that distinguish *Capcom's* fighter will be completely lost on them. Gamers who only own a GameCube can still have fun with *Capcom vs. SNK 2: EO* since it's the only 2D fighter available so far on the system, but all others should pass. **G**



BY TOKYO DRIFTER

- Developed and published by Capcom
- \$39.99
- Available now
- Fighting
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	3.0	3.0



PROTIP: You can only use the analog stick when selecting GC-ism, so choose AC-ism to use the directional pad.



PROTIP: You can tell if your opponent is using GC-ism by the icon next to the energy bar.



PROTIP: Iori's first super can hold enemies in the air, leaving them wide open for a combo.



Certain characters, like Iori and Kyo, have special intros when they face each other before a match.

TUROK HAS ALWAYS been an ambitious game, but its first three installments were limited by the hardware they were confined to, the Nintendo 64. With this—the first next-gen entry in the series—Turok evolves into a topnotch console corridor shooter.

TUROK EVOLUTION



PROTIP: Use the war club or shotgun to smash tan wooden crates.



PROTIP: You can save precious ammunition by lining up enemies so that they shoot each other.

RUMBLE IN THE JUNGLE

Evolution follows the adventures of Tal'Set, the mightiest dinosaur hunter to bear the Turok name, and his battle against the evil Captain Brucker and his horde of dinosaur warriors. *Evolution's* diverse missions range from head-on combat to stealth infiltration to aerial combat on the back of a giant flying bird.

Of course, it can't be Turok without an arsenal of exotic weapons, and *Evolution* has some of the best toys yet. Along with the standard Tek Bow are grenades, pistols, machine guns, and something called the Swarm-Bore, which unleashes metallic termites that devour a victim down to the bone. There's even a poison arrow that makes enemies vomit before they die. Even with the violence turned off, *Evolution* is fairly grisly stuff that more than earns its Mature rating.

"EVIL-UTION?"

Evolution features the required aesthetics. Vibrant graphics nicely hold their own in one-player mode, but are rife with slowdown and frame-rate problems in multiplayer deathmatches. The dynamic music score is a perfect match for the onscreen mayhem, but the bland sound effects should pack more punch—especially weapon discharges. Solid controls easily take you through the game—once you get past a learning curve.

Even those who weren't fans of earlier Turok games will find more than enough intense action and carnage to stay thoroughly entertained. *Evolution* is a decent next phase for Turok. **G**

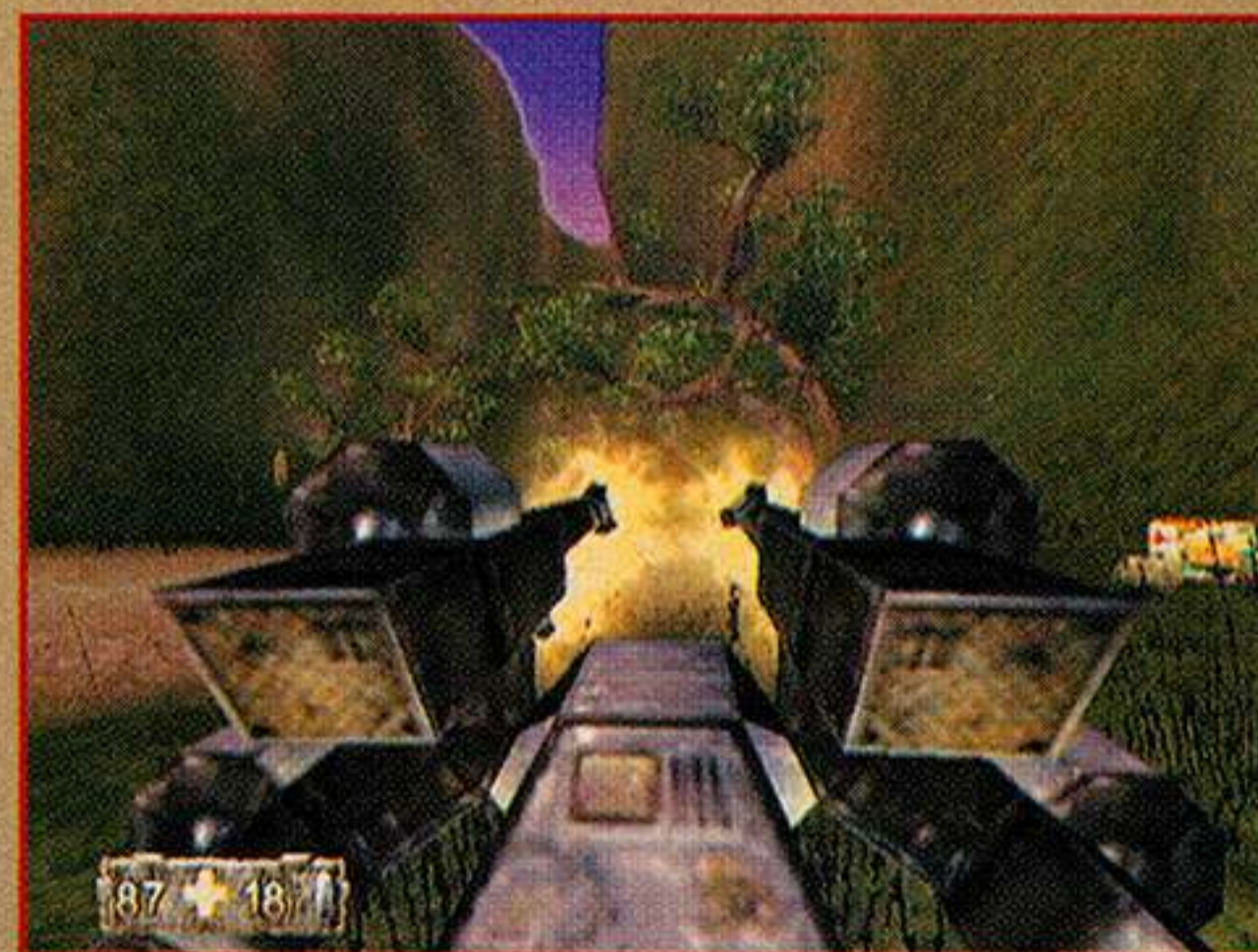


BY MAJOR MIKE

- Developed and published by Acclaim
- \$49.99
- Available now
- First-person shooter
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0



PROTIP: You can use mounted guns to mow down multiple enemies.



PROTIP: Keep an eye open for explosive canisters; if you shoot one when enemies are near it, they'll die or take severe damage from the explosion.



Bound by
family blood,
He must return
to the castle.

Tortured by
his dark fate,
He must recover
Dracula's lost relics.

Cursed with
perilous dangers,
He must rid
terror from the land.

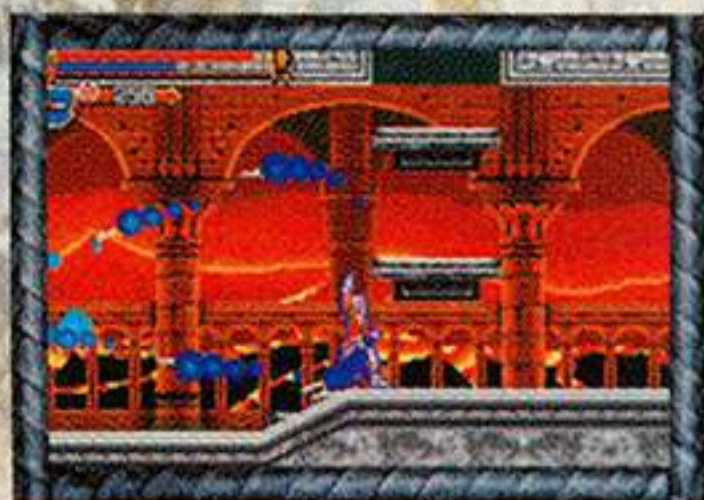
And amid the
depths of evil,
Solve the mystery
of a lost friend.

"A GBA Masterpiece."
Pocket Games



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Harmony of Dissonance™



GAME BOY ADVANCE





In the vast wasteland known as Filgaia, an epic adventure is about to begin. Four drifters seeking fame and fortune must join together in pursuit of ancient treasures. At stake, control of the mighty elemental powers of the Guardians. But their quest won't be easy. Labyrinth-like dungeons, mythical monsters and mind-numbing puzzles await them around every corner. Can they overcome their differences and work together as a team? Will they unlock the knowledge and mystical forces in time to save Filgaia from destruction?

I ❤️ heal berries

My parents went to **FILGAIIA** and all I got was this stupid T-shirt!



PlayStation 2

WILD ARMS 3

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for more info.

Clive has an "explosive" personality

Healberries
can only
be found
or
grown.

Gallows is all wet.

Don't forget
to reload
your
weapon

See
everything
with
R1 or L1

Virginia
plays
her
cards
right

TERS
SH
NDS



Cute. In a scary,



FREE
MINI
HINT BOOK
WITH PURCHASE*

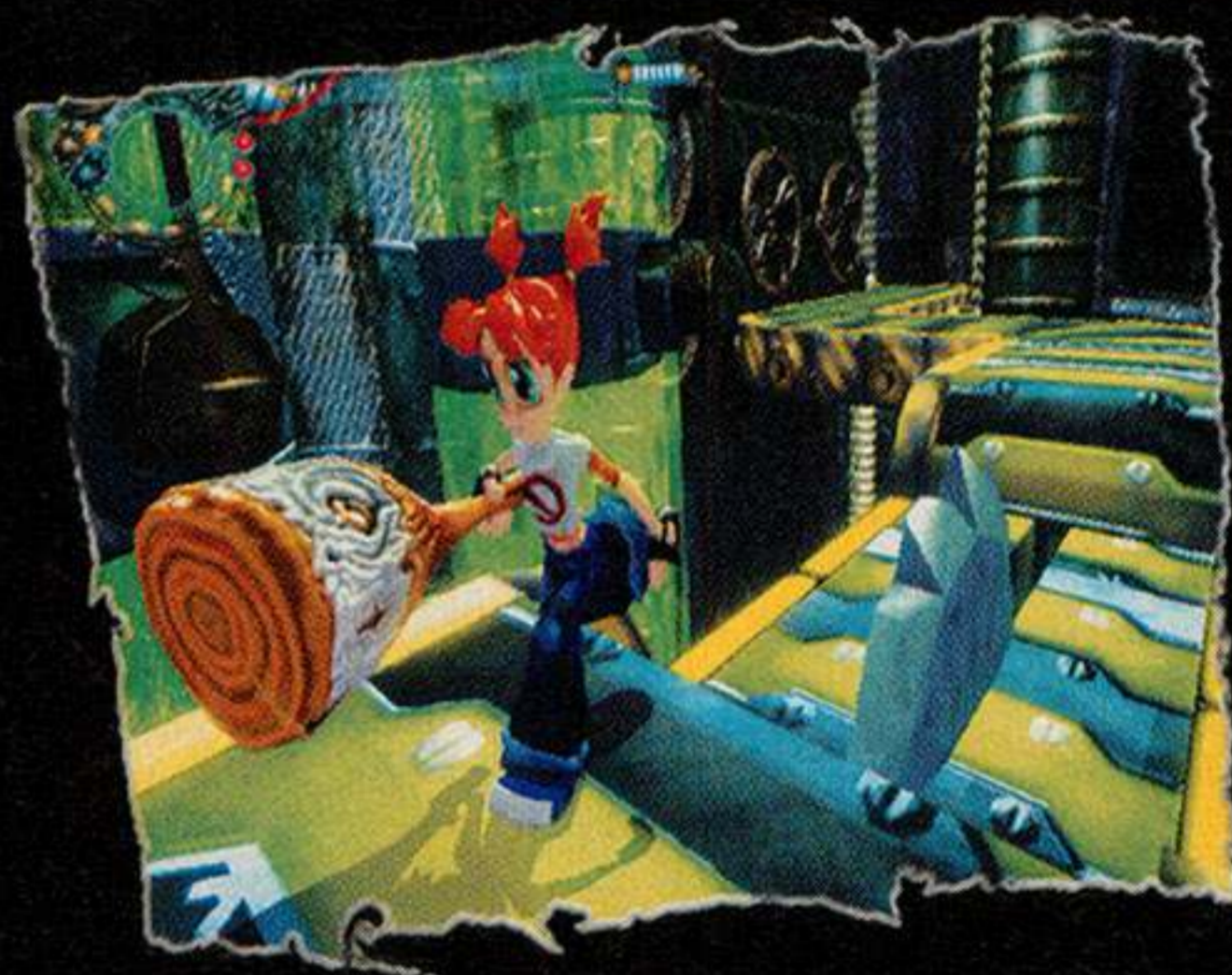
TEEN
T
CONTENT RATED BY
ESRB

Strong Language
Suggestive Themes
Violence



PlayStation®2

crush-your-skull kinda way.



Say hello to Malice, evil's 90-pound nightmare.
As Malice, you'll take on the evil Fire God
and his hell-bent minions, wield apocalyptic weaponry
and solve mind-bending puzzles in a twisted
netherworld. CUTE IS ONLY SKIN DEEP.
VENGEANCE GOES TO THE BONE.



MALICE™



malice.sierra.com



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BY STAR DINGO

- Developed by Artoon
- Published by Microsoft
- \$49.99
- Available now
- Action/puzzle
- 1 player



GRAPHICS

SOUND

CONTROL

FUN FACTOR



BLINX THE TIME SWEEPER

HERE'S A LOT of innovative, nifty ideas floating around in *Blinx: The Time Sweeper*... but wonky controls, an unforgiving level of challenge, and a bizarre case of feline schizophrenia keep this cat from changing platform gaming history.



PROTIP: To beat the Hourglass Caves boss, stand on a rock platform, wait 'til you see his trail approach, and then leap off just before he strikes. Pause time once his head pops up, then attack.



PROTIP: To beat the Déjà Vu Canals boss, run around the perimeter and then run into the center when he flashes and leaps into the air. Jump and chuck garbage at his back when he lands.



PROTIP: Don't grab a time crystal unless you're absolutely sure you want it. Later levels require very careful management of your time controls.

PARADOX

If you dive into *Blinx* thinking you're about to embark on a Mario Sunshine or Ratchet & Clank-like journey, think again. While *Blinx* shares a few jumping-and-platform-hopping traits with his fellow mascots, the game is less about exploration and more about mixing monster-hunting with logic puzzles. The levels are small and divided into little conceptual "rooms." Your usual goal is to destroy all enemies in the "room" by hurling items you've sucked into your vacuum, and then figure out how to move into the next "room" through use of your time controls. The time controls are easily the game's best, most unique feature—they let you rewind, pause, fast forward, and even record and replay segments of a level to stop barrels in their tracks, repair collapsed bridges, or make replicas of yourself to run errands. It makes for several cool, marginally mind-bending situations.

Alas, while *Blinx* is definitely different, it's not necessarily a whole lotta fun. You'll frequently find yourself restarting a level because you don't have the necessary time crystals to progress through to the next area. Worse, you're given a strict time limit on every level—a difficult milestone to meet even once you know a stage inside and out, and that doesn't include making a grab for all the secret stuff.

CONTROL VACUUM

The game's controls are another sticky point: For a man on a 10-minute-mission, *Blinx* doesn't walk like he's in much of a hurry, and his main weapon—a garbage sucking-and-chucking vacuum pack—seems needlessly slow. *Blinx* can't move while he sucks, nor can he suck up more than one item at a time...just compare *Blinx's* vacuum to Luigi's ghost-sucker, or even Ratchet & Clank's suck cannon—it's like comparing a Dustbuster to a black hole.



PROTIP: Try to end levels with balls and bombs in your vacuum—balls are worth 100 gold at salvage, and bombs are worth 20.



PROTIP: Be extra careful when handling bombs—when you spit them out, their landing spot is super unpredictable.

SCHROEDINGER'S CAT

While *Blinx* earns big bonus points for its unique and ultra-cool time control mechanics, level and control design wind up breaking the flow of time. This cat has one frustrating mess to clean up.



PROTIP: If you see a broken statue or structure on the ground, stand on one of the fallen pieces and hit Rewind.

GRAPHICS 4.0

Blinx is a cool character, the time-warping effects are nifty, and the worlds are an interesting, trippy mix of realism, stretched-out cartoons, and gratuitous shiny things. The scope of the levels is limited, however, and the game doesn't run particularly smoothly.

SOUND 3.5

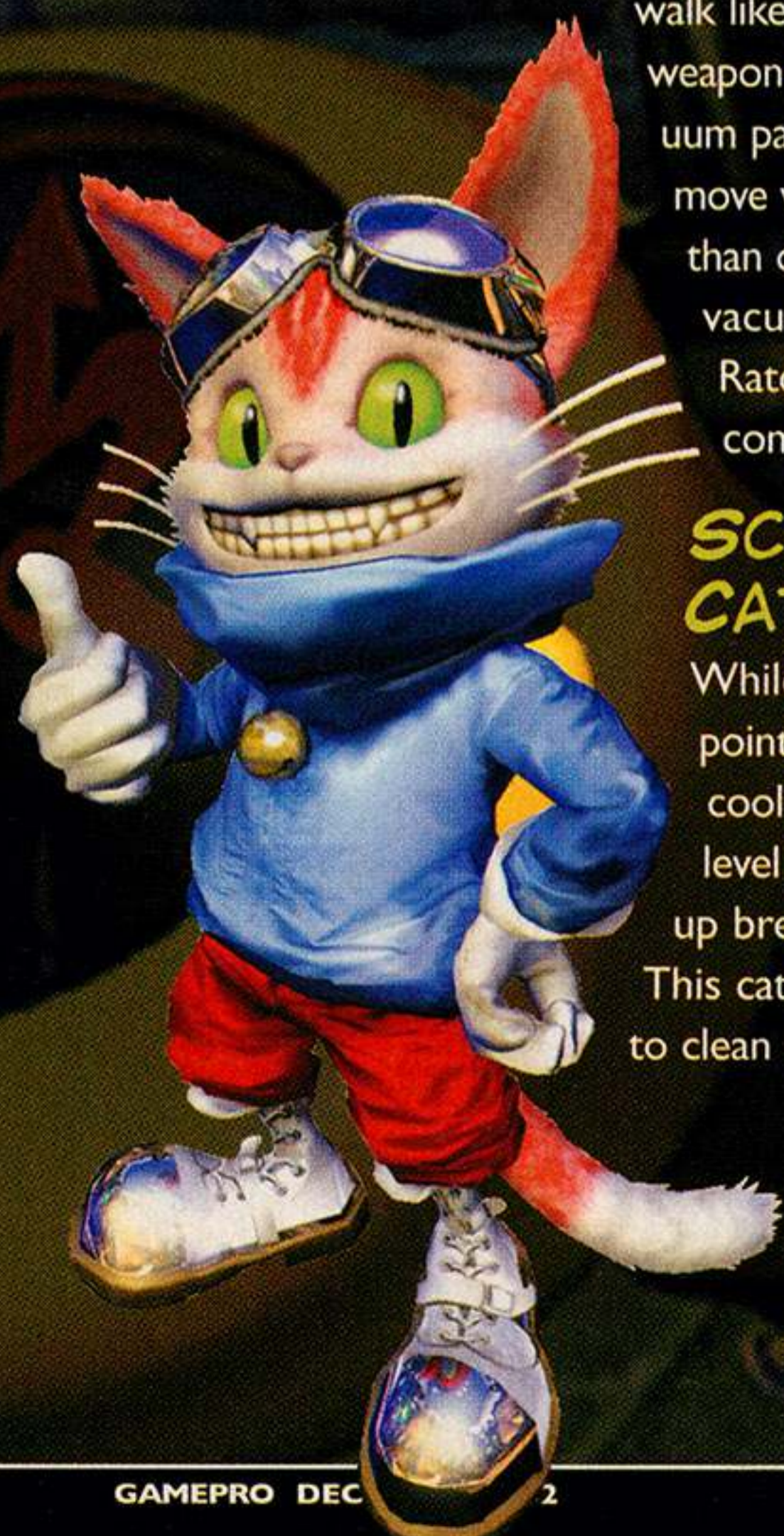
The standard sound effects are nothing special, but the time controls make some spiffy noises and the temporal feline language (no, that's not Japanese) is weirdly cool. There's well-orchestrated music, too, even though some of the tunes belong on Future Elevator Music Volume 1.

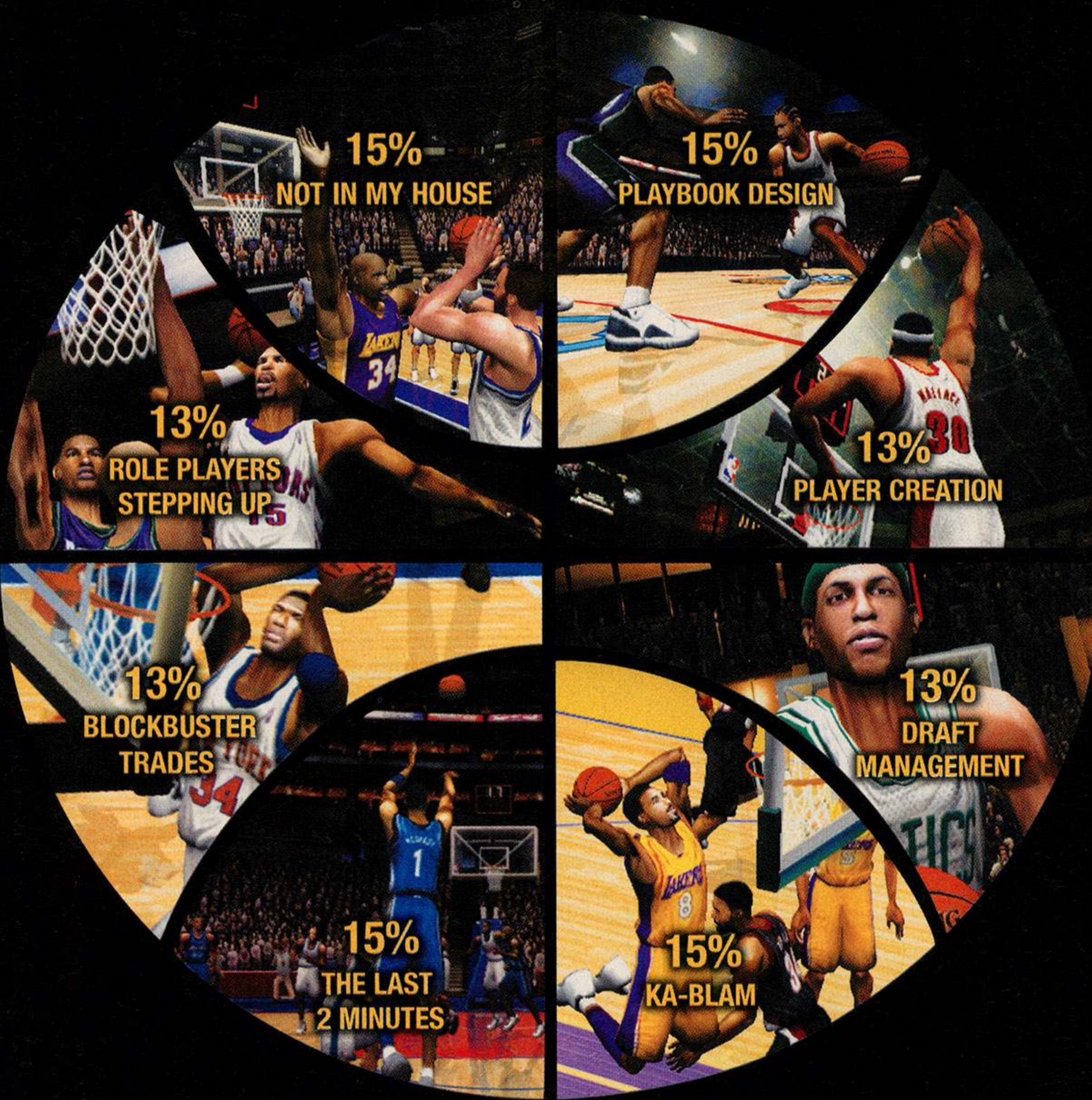
CONTROL 3.0

Blinx runs and jumps fine, even if he does take his sweet little time, but the biggest snag is the vacuum—it's not nearly as quick or as fun to operate as some other mascots' models. There are lots of tight spaces where the camera has trouble finding a good angle.

FUN FACTOR 3.5

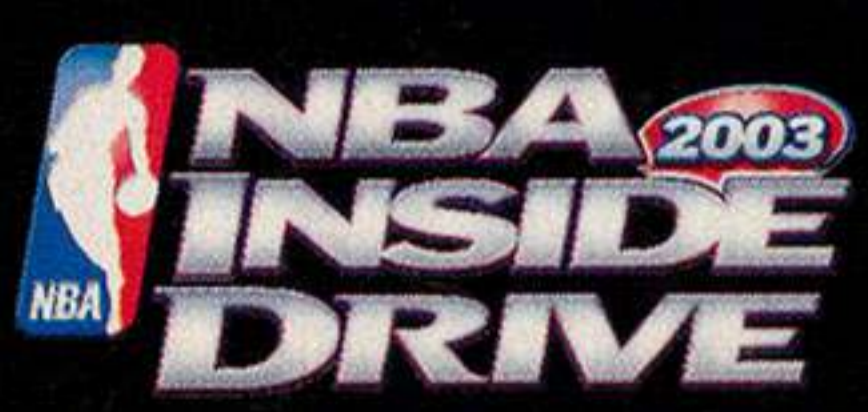
Blinx is a unique hybrid of a platform game and logic puzzle that's too unforgiving to be fun for too long. A little creativity goes a long way, though—and those time controls are pretty neat-o. *Blinx* could be a sleeper for smart kids with *Cat Fancy* subscriptions.





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BY M.C. STAR DIDDY

- Developed by Visual Concepts
- Published by Sega
- \$49.99
- Available now
- Action/adventure
- 2 players



GRAPHICS



SOUND



CONTROL



FUN FACTOR



ToeJam & Earl III

MISSION TO EARTH

EARTHLY WATER-FILLED sacks of non-funk, lookie here! ToeJam and Earl are back on Earth, and they've brought with them everything that made them oh-so-funktacular back on the Sega Genesis...plus a li'l something extra.

TEZZSTIFY!

Anyone familiar with either of ToeJam and Earl's earlier games knows exactly what to expect from their latest. TJ&E III is essentially a haphazard collection-fest of the most extraordinarily goofy kind. The randomly generated levels (there's a "fixed" world, too, which only looks randomly generated) are seeded with tons of keys, musical notes, and huge piles of funky presents that grant you clever special powers, from spring shoes to laugh-generating space pods to nonspecific whatzits that launch you into inspired stunts of PaRappa-like rhythmic button-tapping. Like that other pillar of style and rhythm, ToeJam and Earl forge their fun from variety and chaos—logic lives nowhere within earshot; crate-pushing puzzles are alien to this alien world.

Despite the scattershot nature, ToeJam & Earl III is quite a challenging, well-balanced little game—the enemies' strengths and weaknesses complement your huuge arsenal of presents well, and if you don't manage your inventory wisely, you end up shooting yourself in the foot later on. It also strongly encourages two-player co-op play with a terrific, dynamically splitting screen that lets each player wander on their own; the second player can even jump in and get out as he sees fit.

(NOT) ALL FUNKED UP (ANYMORE)

Admittedly, a big chunk of the fun comes from the game's elated, pseudo-evolved, mostly insane sense of humor and style. To hear the Soul Sisters sing your next mission in between levels is a joy; listening to a newly funkified earthling mutter an utterly horrible pun brings a slightly ashamed smile to your face. Magical creatures with names like Ninja Bunny and Fat Man With Mower wait to see the light of funk (i.e. to be smacked a few times), and men dressed in carrot suits are granted the power to upgrade your rank...a responsibility that our stuffy "real" society would never bestow upon men dressed in carrot suits.

BE MINDFUL OF THE LIVING FUNK

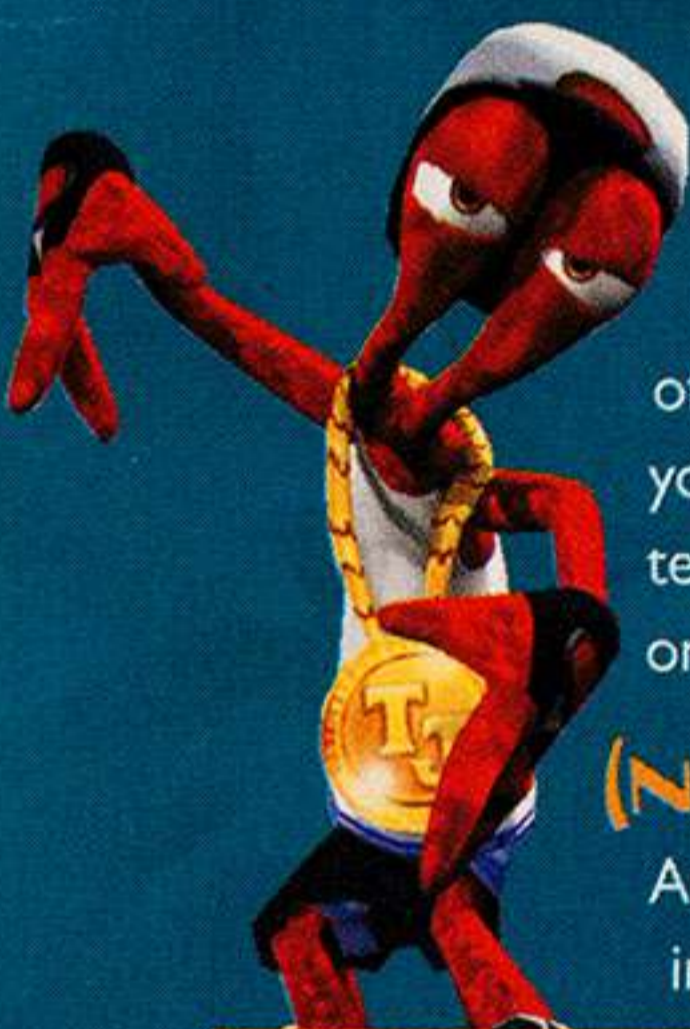
No, there ain't much of a story...and, a'ight, there ain't a whole lotta depth...but if variety, challenge, off-color humor, and plain stupid fun is what your soul craves, then your soul craves the flava of ToeJam & Earl. And Latisha, too. Funk is our gravity, the Soul Sisters sing.



This fella insults you, then invites you to connect to Xbox Live to download new levels and characters and stuff like that. Think of him as a sort of broadband e-Reader.



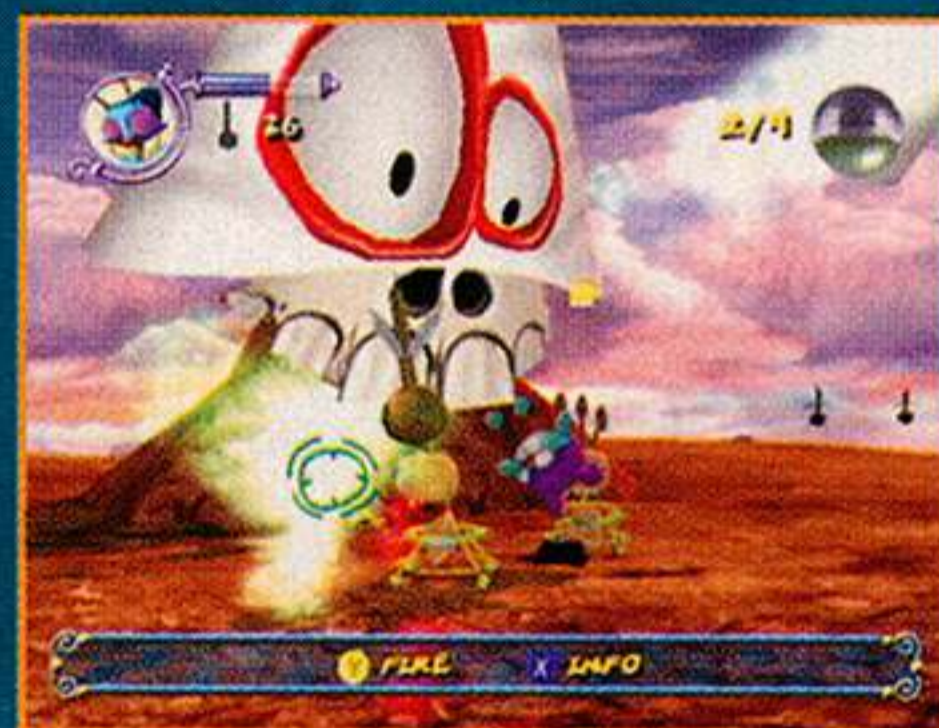
PRO TIP: Mad Scientists can duck under your Funkify Notes; you'll have to unwrap a precious present if you want them to feel the funk.



PRO TIP: If you don't know what worlds are open to you next, go into first-person mode and look for the spotlights to guide you.



PRO TIP: If you feel your controller rumbling, start using your Funk Fu on the surrounding area. A present (or, if you're unlucky, an enemy) is hidden underground nearby.



PRO TIP: Use Decoys in the Desert Antifunk boss battle—they group all the enemies together so you can funkify them all at once before the Antifunk can change them back.



PRO TIP: Try to figure out present "combos." If you open any money present (Extra Bucks, for example) while using a timer-based present, the timer will be extended.



PRO TIP: Each character has its forte—Earl eats rotten food, Latisha wrangles tornadoes, Earl is super-fast. Don't be afraid to swap; your promotion points are shared by all three.

GRAPHICS 4.0

Stylish, fast-moving, and overly personable, TJ&E has one of the coolest surreal skies you're likely to see indoors. The draw-in distance is a wee bit close, though, and the levels quickly begin to look the same because of the game's randomly generated nature.

SOUND 5.0

Quite possibly the star of the show. The raps teeter on the edge of taking themselves a little too seriously, but they pull it off, and there's a virtual cacophony of gloriously stupid random one-liners. Oh, and the music is great—funky in that late 1970s, early 1980s, Electric Boogaloo kinda way.

CONTROL 4.0

Run, jump, shoot—there's not much to it, and it's all pretty tight. The right thumbstick provides you with a robust, free complement of zoom and rotation. Unfunky things: Your present list can get unwieldy, your primary funk-fu attack is a mite on the sluggish side, and first-person funkify note targeting can be pretty chaotic.

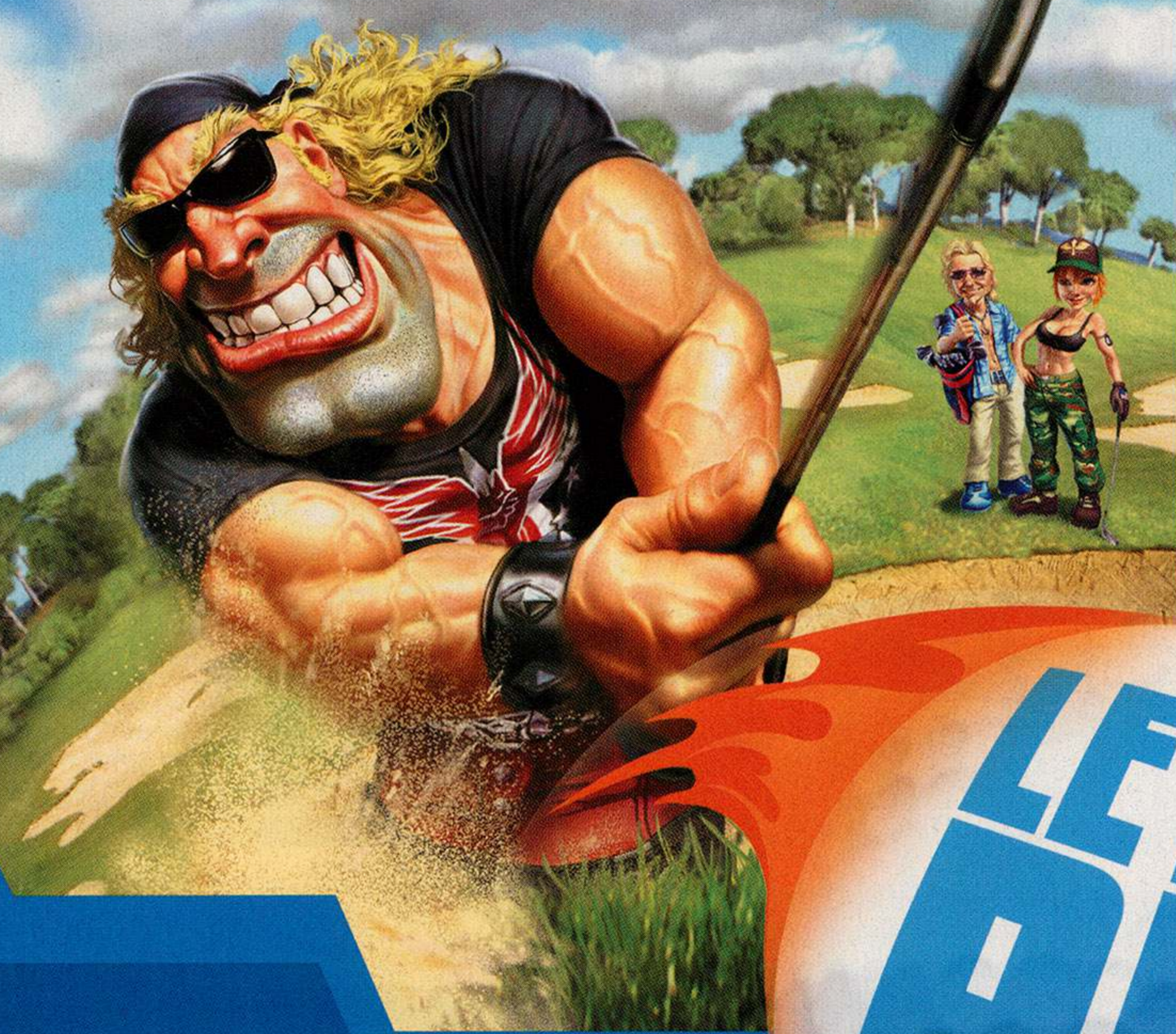
FUN FACTOR 4.5

If you've played any of its predecessors, this is a whiff of old, welcome air—it's an utterly random, wholly unpretentious, very replayable game that wins with its sheer variety of weird things to see and do. There's a solid two-player co-op mode, too.



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MEDAL OF HONOR FRONTLINE

THE INVASION HAS begun! With Medal of Honor Frontline, the tale of Jimmy Patterson (which began on the PlayStation) and his one-man assault on the military forces of Nazi Germany establishes a strong first-person-perspective combat beachhead. World War II is alive and kickin' on the Xbox.

War Is Swell

Frontline leads with its strength, a powerful audio/visual show in a homage of sorts to great WWII movies, especially *Saving Private Ryan*. The *Ryan* influence is apparent in the harrowing D-Day beach assault level. Here and all throughout the game there's excellent visual flair, like the underwater scenes when Patterson first hits the beach and the gorgeous cut-scenes, which are inspiring works of art. The one snag is the character graphics, which—while nicely detailed—look slightly indistinct and not quite up to the caliber of the other visuals.

The audio more than holds up its end of the show. There's topnotch voice-acting, and the Germans even speak *Deutsche* (subtitled, of course). The MOH team recorded actual WWII weaponry for the sounds, and with all that ammo flying around you'll duck for cover.

The gameplay certainly mounts a respectable first-person firefight. The controls maneuver at average speed, but turning around is pokey. Seasoned vets will find the enemy A.I. a mite unobservant (just like in the movies). The German soldiers can be very good shots sometimes and downright blind at others. At the sub docks, for instance, you can pick off guards from the roof and they shoot straight ahead at nothing. Your gun sight leans to the right a little, so sometimes you blast your cover.

Gee, I Wonder Who Wins?

Medal of Honor Frontline probably deserves a medal as a first-rate action combat in the WWII category. The Germans are tough, but you know the outcome already. This game smells like victory. **G**



BY BROTHER BUZZ

- Developed and published by EA Games
- \$49.99
- Available November
- Action/adventure
- 1 player



GRAPHICS

SOUND

CONTROL

FUN FACTOR



PRO TIP: Be sure that the snipers you shoot are down for the count. If you just wound them, they'll fire at you from behind.



PRO TIP: To use cover effectively, move close to the edge, then hold X. Press the L or R trigger to pop out and A to shoot. Release the trigger to duck back.



PRO TIP: Stay on the first rooftop in Eye of the Storm after the submarine explodes. Pick off the guards on the ground. They shoot straight ahead, not at you.



PRO TIP: Look for hidden caches of ammunition and health in out-of-the-way locations.



PRO TIP: To provide cover for the four soldiers on Omaha Beach, look for the flares. Stay low by pressing the White button. Prepare to fire on the red flashes in the towers. Move on quickly.

Chase: Hollywood Stunt Driver

CHASE: HOLLYWOOD STUNT DRIVER is one of those hard-to-review games because it's so unremarkably average. As burgeoning stuntwoman Chase Corrado, you'll need to build your reputation by clearing list-based objectives in four different film sets, including a Prohibition-era gangster film, a Hong Kong-style action flick, and a James Bond-inspired spy thriller. By performing challenges, such as hitting film markers, pulling off death-defying flips and barrel rolls, pursuing fleeing vehicles, and smashing telephone booths, you'll garner reputation points that will unlock new scenes and locations as you progress.



PRO TIP: To make a barrel roll, jump off of a ramp, hold down X, and press left or right on the left thumbstick.

To its credit, Chase is nowhere near as hair-pullingly difficult as *Stuntman*, while at the same time it doesn't have the level of intensity that will keep you coming back for more. Overall, the game feels tepid. Although the post-apocalyptic environments are pretty killer, Chase features stale graphics with generic car models and minimal surface and texture details. The music consists of a repetitive synth-pop soundtrack, while engine and explosion effects sound like they came straight from the 8-bit era. You'll probably have a decent time playing it but won't miss out on anything if you don't. **G**



BY PONG SIFU

- Developed by I-Imagine
- Published by BAM! Entertainment
- \$49.99
- Available now
- Action
- 4 players



GRAPHICS

SOUND

CONTROL

FUN FACTOR



PRO TIP: Use the Nitro boost to accelerate out of a sharp turn.

It weighs 3 tons.

It occupies 100 square feet.

And it's hiding right in front of your face.

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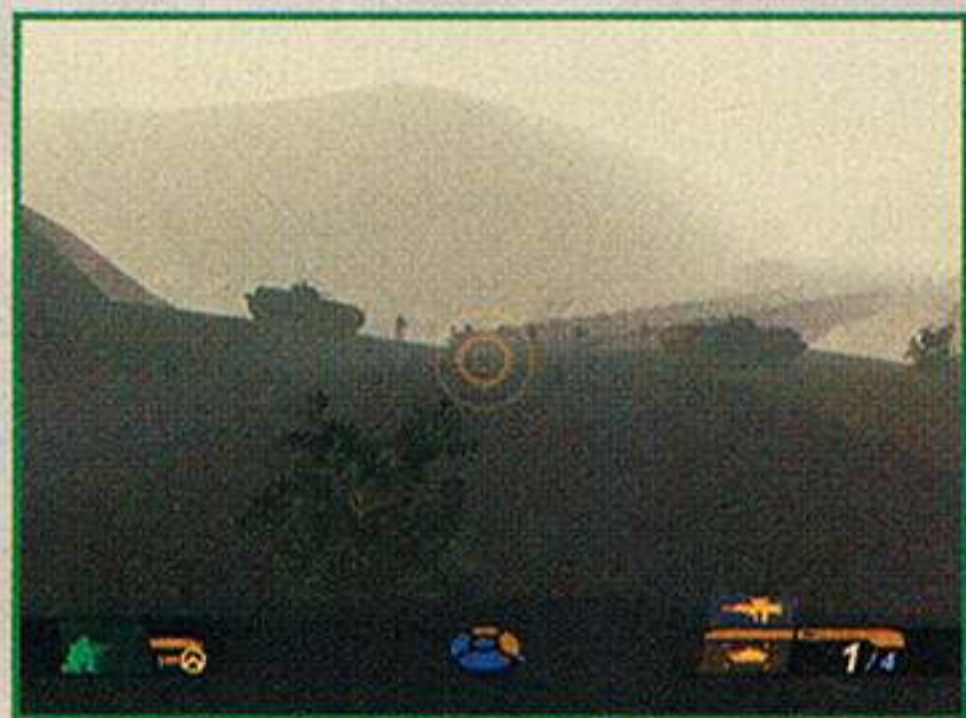
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Tom Clancy's GHOST RECON



PROTIP: Tank busters are also good for stopping a group of bad guys from medium to long distance.



PROTIP: To effectively clear out an encampment, approach it and then attack from two different sides.

TOM CLANCY'S GHOST RECON shows Xbox military aficionados why this squad-based first-person shooter was so popular on the PC.

The Green Beret Way

As commander of an elite group of Army Rangers known as Ghosts, you must ensure that your missions of rooting out the bad guys are nothing but successful. To achieve this, you'll guide up to six soldiers who are each armed to the teeth with the latest military weaponry and who are capable of fighting in both urban and outdoor settings.

The best part, however, is that you play as one of the grunts in first-person mode, which means you get to be a part of the action. Without adding any confusion during heated gun battles, the easy-to-navigate heads-up display enables you to direct your comrades to go anywhere you please, fire at will, or be entirely quiet around enemies.

Sharp Shooter

Impressive visuals and a notable audio score contribute to the realistic feel of the game. Besides the thunderous bursts of guns going off all around you, the minimal outdoor sounds like bird chirps, blowing wind, and rustling leaves add a pleasing ring to the ears. Surprisingly, the graphics look much better than the game's PC counterpart—the faces are much more detailed and the environments look crisp and sharp.

If you haven't had a chance to play a Tom Clancy game, Ghost Recon would be a great start. And for added value, there's a slew of engaging multiplayer games that you can play online via Xbox Live.



BY FOUR-EYED DRAGON

- Developed by Ubi Soft Montreal Studios
- Published by Ubi Soft
- \$49.99
- Available November
- First-person shooter
- 16 players (online)



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0



PROTIP: Pair a rifleman with a sniper—that way the rifleman will cover the sniper from sneak attacks from behind or the sides.



PROTIP: Don't split up the hostages. Instead, have only one group escort the hostages, while the other team leads to the extraction point.

A GAME THAT puts you in the shoes of an assassin

HITMAN 2

stalking his targets in "real life" scenarios is undeniably genius. Unfortunately, its first execution, the PC-only game Hitman: Codename 47, was massively flawed. This sequel smoothes out many of the edges, delivering a fun blend of action and puzzles that still would benefit from several more layers of polish.

MODERN NINJA

Hitman 2: Silent Assassin's main character, Mr. 47, is the kind of bald-domed badass that makes you want to shave your scalp. Unfortunately, he controls like it, too. Eventually you'll learn to tame Hitman 2's jumpy, highly complex controls, but they're quite tricky at first. Still, they're a solid improvement on the first game's godawful handling.

The gameplay is where the fun shines in as it mixes twitchy gunplay with a puzzle-like bent to stalking your prey. There are always several different ways to set up a hit, so part of the charm is devising your approach. Typical missions involve figuring out a way into a heavily guarded location and taking out the top dog, usually by donning a disguise. Better A.I. and less "floaty" physics would've made a world of difference in all the subtle interactions, though.

Visually, the impressive lighting is the best part, but the characters look kinda funky when they move. The decent audio offers solid voice acting, music, and weapons sound effects, but it rarely impresses.

SNEAKY TRIGGER FINGER

For many gamers, Hitman 2 will make a fine rental, but if you're truly intrigued by playing the stealthy assassin, look into taking out a contract.



BY AIR HENDRIX

- Developed by Io Interactive
- Published by Eidos
- \$49.99
- Available now
- Action
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	4.0



PROTIP: Whenever you spot a target with their back to you, tap L to sneak and use the fiber wire to strangle them.



PROTIP: In "St. Petersburg Stakeout," position yourself on the third floor of the apartment and take out the general pictured above.

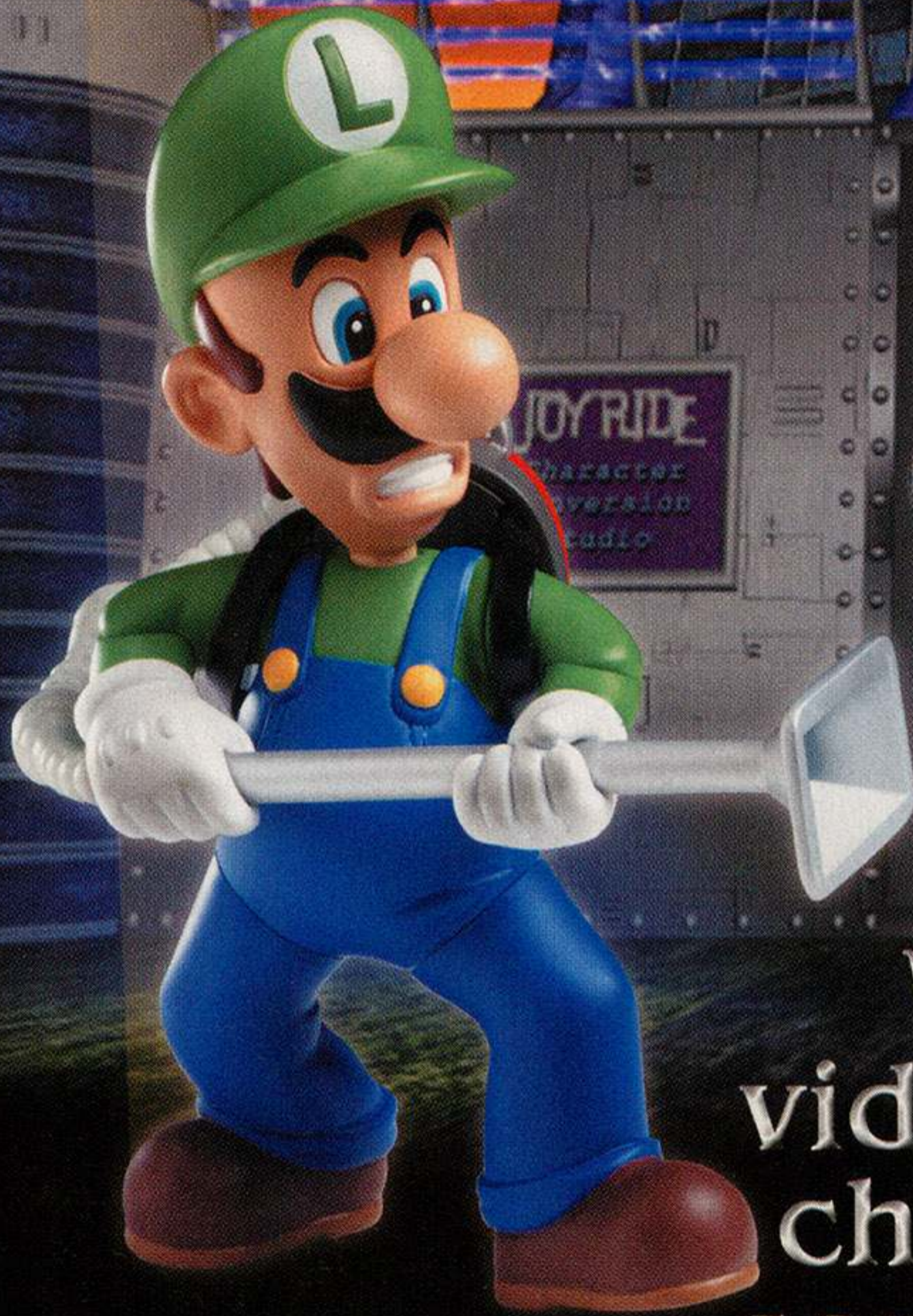


PROTIP: In "Kirov Park Meeting," climb the radio tower and snipe the general in the park. Then shift left and take out the mafia boss en route to his limo.



PROTIP: In "Tubeway Torpedo," take out the general from the observation room, making sure the prisoner isn't in your field of fire. Then climb through the window to free the prisoner.

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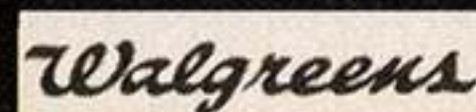
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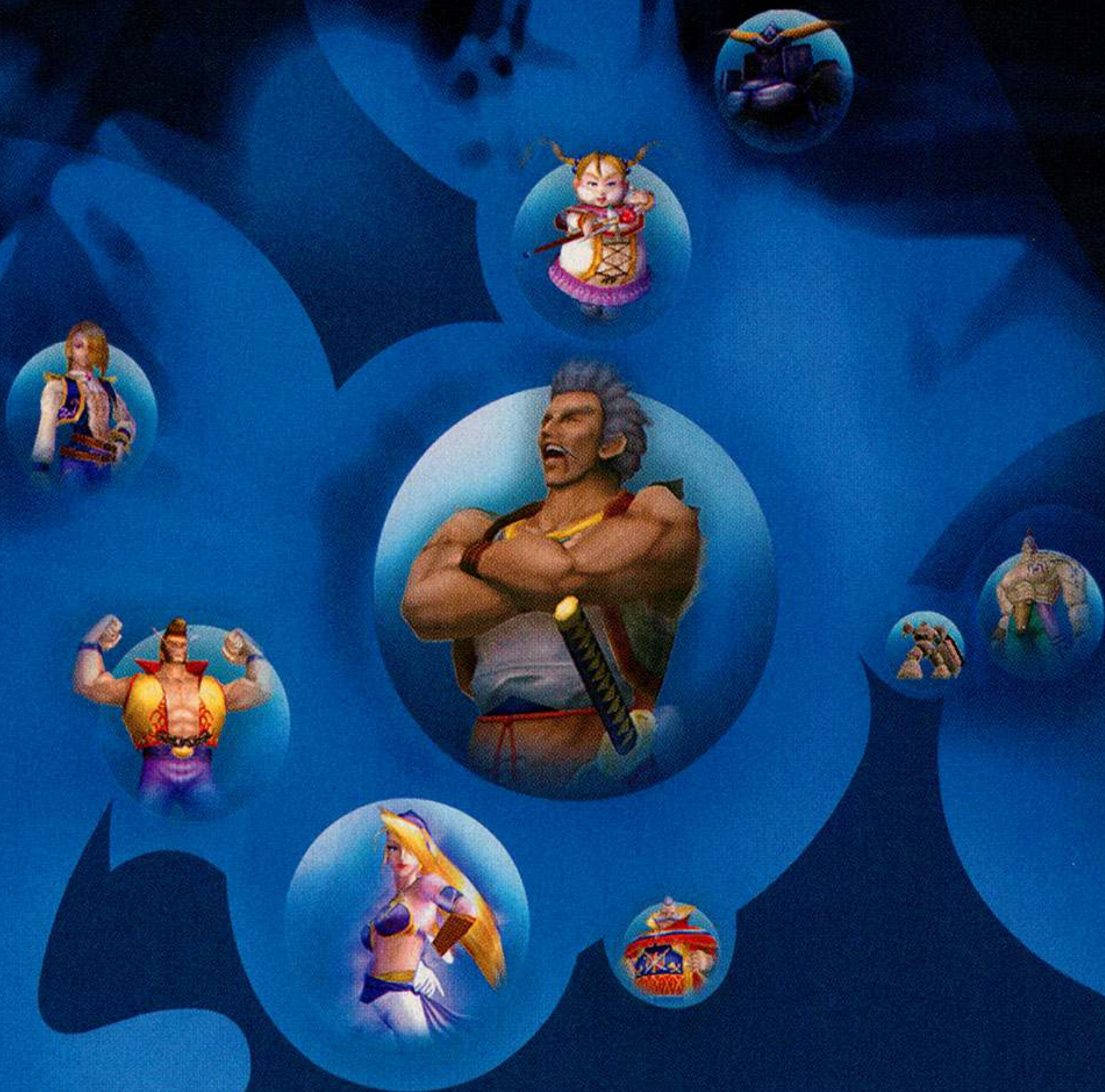
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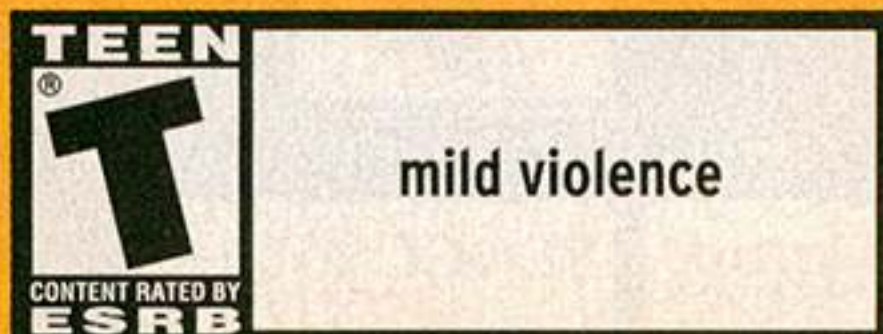
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SERIOUS SAM

SERIOUS SAM IS for anyone who feels the FPS genre has gotten too sophisticated. Mowing down vast hordes over and over again is as brainless as it is cathartic—it's great old-school fun.

Sam I Am

One look at Serious Sam's tacky white shirt and jeans tells you everything you need to know about the game. Despite his namesake, he doesn't take himself too seriously...so look elsewhere if you want something with depth. In a nutshell, you run from Point A to Point B shooting everything in sight while flipping switches to open doors when needed.



PRO TIP: Boss characters have tremendous firepower, so keep your distance as much as possible.

That's not to say the game is completely shallow. You'll need to use the best weapon for each monster, and you'll be circle-strafing so much you'd think it was the latest dance craze. The Xbox controller is just amazing when it comes to FPS games, and Sam is no different. Aiming is accurate and maneuvering around the levels is a breeze.

Seriously Fun

Graphically, the move from PC to Xbox was a smooth one with nice lighting effects and solid frame rates. The only time the screen gets jerky is during the multiplayer matches, marring what could have been the next great network shooter. The audio is a mixed bag—the highlights are some great one-liners from Sam and random noises from the monsters. The soundtrack, however, is pretty forgettable.

Serious Sam puts together a fun package that doesn't tax your noggin the way Halo did. At the minimum, it's an absolute blast as a rental. **G**



BY KILOWATT

- Developed by Croteam
- Published by Gotham Games
- \$49.99
- Available November
- First-person shooter
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0



PRO TIP: Line up enemies in a row to get multi-hit kill credits, which boost your point totals and increase extra lives.



PRO TIP: Switch weapons often to maximize reload speeds and to conserve more valuable ammo.



PRO TIP: In multiplayer games, guns with a higher rate of fire work more effectively than powerful single-burst weapons.

Quantum Redshift

WITH QUANTUM REDSHIFT, Microsoft floors the pedal to the metal and delivers an impressive futuristic racing game with incredible graphics and an assortment of features that effectively create a believable sense of high-speed adventure.

X-Wipeout

Inevitably, gamers will draw analogies between Quantum Redshift and the PlayStation's Wipeout franchise—especially since Curly Monsters consists of ex-Wipeout developers. That's not a bad thing, however, for Wipeout set a standard for high-speed futuristic racing that no one else has met—'til now. One to four players choose amongst 16 racers and vehicles, race on 16 tracks, and can upgrade their ride, weapons, and engines. Various armaments wreak havoc upon opponents and the environments themselves as you jockey for the lead position. Intriguing FMVs flesh out each racer's personality and unravel a back story of love and hate between the various characters.

Feed the Need for Speed

The Xbox's graphics engine is kicked into high gear, delivering silky-smooth animation at a super-fast frame rate as vehicles zip by incredibly detailed elements and environments. The techno soundtrack is appealing, but quickly becomes monotonous, and beyond that, the sound effects are limited. The responsive controls are intuitive and do a good job conveying a sense of control of the super-fast action.

The only thing preventing an even higher score is the Wipeout analogy—Quantum Redshift matches that standard but doesn't deliver something beyond it in terms of gameplay. Perhaps with Quantum Redshift 2? Regardless, Xbox owners will want to strap themselves in for this enjoyable high-speed racer. **G**



BY DR. ZOMBIE

- Developed by Curly Monsters
- Published by Microsoft
- \$49.99
- Available now
- Futuristic racing
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	4.5



PRO TIP: Save non-homing attacks for level portions of the track with your opponent plainly in view.



PRO TIP: Find shortcuts around each track like diving off the cliff in Solar City.



PRO TIP: Upgrade your turbo first—without speed, you're toast.

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THE FIRST LIGHT-GUN game for the Xbox is none other than The House of the Dead III. With great graphics and replay value, it's a worthwhile trip to zombieland.

WHAT'S HAPPENED TO THE WORLD?

Sega's undead blast-a-thon series has tread the beloved path of horribly acted B movies. The



PROTIP: Head shots aren't always the way to go; some enemies are helpless without their arms.



PROTIP: Taking only two shots per zombie avoids reloading and makes completing the mini in-game challenges a breeze.

House of the Dead III is no different with an absolutely ridiculous story that contradicts itself at every turn and features tons of tongue-in-cheek dialogue (well, hopefully it's tongue-in-cheek). This sort of thing would hurt a game trying to take itself more seriously like Resident Evil, but it works great in concert with great visuals and the rest of the adequate audio. The gameplay



PROTIP: Completing the game will unlock the Dreamcast version of The House of the Dead 2, complete with all the modes!

THE HOUSE OF THE DEAD



BY TOKYO DRIFTER

- Developed by Wow Entertainment
- Published by Sega
- \$49.99
- Available now
- Shooting
- 2 players



GRAPHICS



SOUND



CONTROL



FUN FACTOR



PROTIP: Use the "center screen" button to quickly bring your cursor to the middle of the screen where most of the action takes place.

visuals are delivered with razor-sharp brilliance, making the carnage as graphic as you can handle. Sound effects like gunfire are quite nice, but the music doesn't have the same catchy spark as it did in the previous outing.

I GOT A SHOTGUN

The Mad Catz Blaster light-gun (the only one initially available) works well, although the reload button is awkwardly placed on the gun's handle, making it easy to nudge by accident. Shooting with the Xbox controller works surprisingly well, taking advantage of the pinpoint-accurate analog stick.

Overall, The House of the Dead III fills a gap in the Xbox library and offers lots of replay value. More variety in the levels and mini-games would have made it an absolute must-have. **G**

WITH THE THING, Computer Artworks has captured the look and mood of John Carpenter's classic shocker, right down to the grotesque creature designs and the creepy, minimalist score, bringing gamers back to the good old days when the horror film genre still had some teeth left in it. Taking place mere days after the conclusion of the film, the game forces you and your squad-mates to brave freezing temperatures—and a veritable flood of murderous, shapeshifting aliens—as you investigate a scientific research station to uncover the fate of MacReady and his crew.



PROTIP: Destroy crates to reveal hidden items.



PROTIP: You'll only know if squad-mates are infected when they decide to reveal themselves and attack you.

WHO GOES THERE?

License skeptics can breathe easy—though The Thing is hell-bent on remaining faithful to its cinematic source material, it doesn't skimp out on the gameplay. It easily could've been a substandard survival/horror title, but instead it holds its ground with great controls, a gripping story, and the added allure of squad-based gameplay. The Thing showcases beautiful environments, which feature tight texturing and lighting effects, and solid character models. The voice-acting is also miles ahead of the usual fare.

"WE'RE NOT GETTING OUT OF HERE ALIVE, BUT NEITHER IS THAT THING"

Most games in this genre go south when it comes to control, but The Thing doesn't suffer this fate, thanks to great camera work. Auto-targeting and the ability to strafe will get you through the balls-to-the-wall action sequences. The highly touted trust and fear systems, however, don't quite live up to their potential since squad-mates can easily be swayed by forking over weapons and ammo. The game would've also benefited from a few well-placed health packs after boss encounters. Notwithstanding these minor gripes, as an action/adventure, The Thing definitely provides, and the care the developers have taken to keep the tone similar to the film is icing on the cake. Recommended for sure. **G**



BY PONG SIFU

- Developed by Computer Artworks
- Published by Universal Interactive
- \$49.99
- Available now
- Adventure
- 1 player



GRAPHICS



SOUND



CONTROL



FUN FACTOR



THE THING



PROTIP: The flamethrower can be used to create a protective wall of fire that enemies will not cross.



PROTIP: The first boss reveals a pod that will generate crawlers. Switch to first-person mode and destroy the pod right away.

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IT IS THE ORIGINAL.



How does it feel to make a thousand leisure suits stand up and cheer? Slide your skinny ass into Rocky Balboa's boxing shorts and find out as you face 20 vicious opponents in a relentless quest for the title. But don't plan on coming out unscathed. In this multi-mode slugfest, the blood spurting damage is just plain brutal.



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PlayStation 2



GAME BOY ADVANCE

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THE LORD OF THE RINGS

— THE FELLOWSHIP OF THE RING —

PETER JACKSON'S EPIC *The Lord of the Rings* movies have sparked new interest in J.R.R. Tolkien's beloved trilogy. And while the first film had to cut book content because of time, this Fellowship is designed for those hardcore hobbit lovers who want to play through every moment of Tolkien's massive epic.

Wearing of the Ring

Players start their adventure, very properly, as the hobbit Frodo, but take turns as ranger Aragorn and wizard Gandalf later on. Wandering through the painstakingly imagined lands is a treat for fans, but ultimately proves to be uneven and monotonous. Many world objects, such as chests, are interactive, but contrarily, identical chests later in the level are not. One of the nicest gameplay elements, though, is the use of the One Ring. Hidden areas are only accessible when it's on, but wearing it corrupts Frodo and can end the quest.

This game does some things quite well, but then turns around and drops the ball on other equally important elements. The inspiring classical score truly fits the story, but the voice-acting is so-so and the sound effects are sometimes sloppy—Frodo's wooden walking stick chimes like metal when it strikes something. The lush and rambling environments are gorgeous, but the blocky character animations feel stunted. The controls have a learning curve, and even after hours of play, you may find yourself accidentally changing weapons in the middle of a battle.

Tolkien Effort?

While Fellowship of the Ring's intentions are noble, it fails to deliver compelling gameplay. Diehard fans will want to play to meet Tom Bombadil and fight the Barrow-wights—who are cut from all other Rings adaptations. But for most, this Ring may not need to be found. **G**



BY MISS SPELL

- Developed by WXP
- Published by Black Label Games
- \$49.99
- Available now
- Action/adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	3.0



PRO TIP: After you find your companions in the tree maze, don't worry if they get stuck in or behind trees; they show up again after you clear the maze.



PRO TIP: When fighting Old Man Willow, aim for the "fingers" on his arms. Striking directly at the trunk will cause Merry and Pippin's demise.



PRO TIP: Some areas are only accessible while wearing the ring, like this Barrow mound. Act quickly since wearing the ring corrupts Frodo.

SNOWBOARDING GAMES JUST keep charging down the Xbox mountain. SSX and Amped will have to make room for TransWorld Snowboarding—even if they don't wind up moving completely out of its way.

TRANSWORLD SNOWBOARDING

A Flurry of Activity

Endorsed by the best snowboarding magazine on the planet, TransWorld Snowboarding features 10 pros (including Barrett Christy and Wille Yli-Luoma) slicing through 16 deliciously expansive environments that offer plenty of paths through the terrain. Unfortunately, the game has some occasional trouble with frame rate, especially on big jumps, but details such as clothes flapping in the wind, smooth character animation, and a very far draw distance help balance out the visual score.

The TransWorld Tour mode takes its cues from Activision's games as standard goals such as point plateaus, trick milestones, location of hidden areas, and various breakable objects are scattered throughout the courses. The career path is joined by straight races, jump contests, halfpipe events, and a four-boarder multiplayer mode.

Not-So-Rocky Mountain

The soundtrack features over 70 tracks from high-energy artists like Hoo-bastank, Dilated Peoples, Riddlin Kids, and Black Eyed Peas; the sound effects are just okay by comparison. The controls prove far more interesting—a responsive dual-analog-stick setup breaks out of the rut other action-sports games have carved. It takes some practice but works quite well.

While the game's levels offer plenty of freedom, TransWorld Snowboarding itself sticks close to the established trail. Still, it has enough going for it that fans of the genre should check it out, if only for a rental. **G**

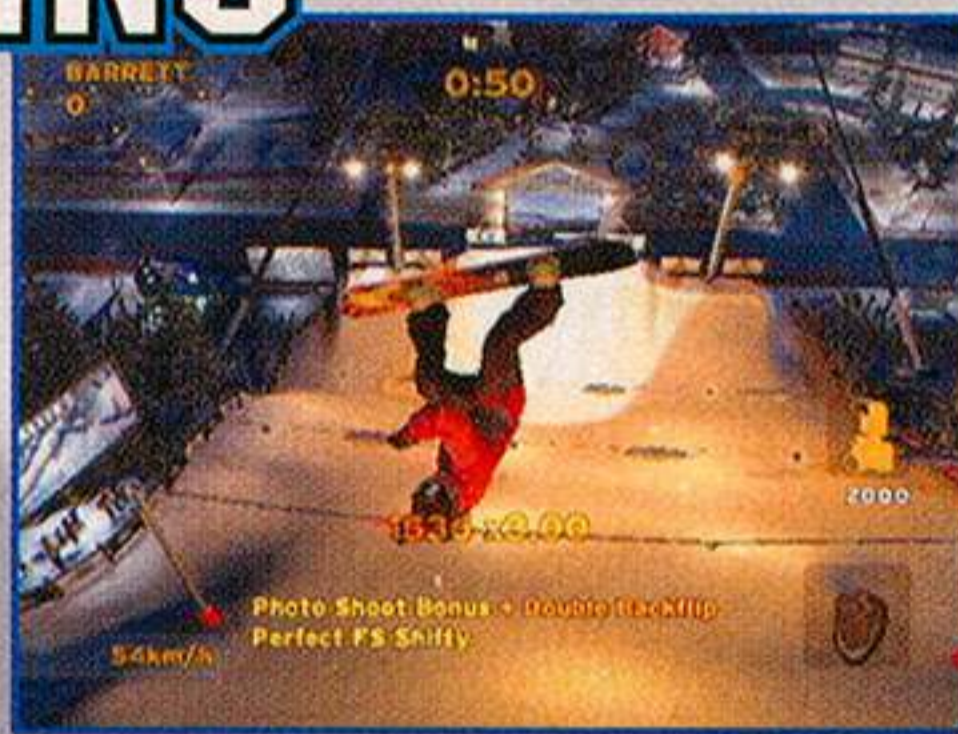


BY DAN ELEKTRO

- Developed by Housemarque
- Published by Atari
- \$49.99
- Available now
- Snowboarding
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0



PRO TIP: You can pull a stunning Quad Backflip on Lapland. Make sure your boarder's Flip rating is high, and start your stunt immediately after launching off the ramp.



PRO TIP: The difference between a standard trick and a "perfect" trick is the length of time you hold it in the air. Hang tight for several seconds.



PRO TIP: To find the halfpipe in Bavaria, bear right underneath the big stone bridge. Hop the small rail and follow the blue signs.



PRO TIP: Tap the L and R triggers during a railslide to switch positions and crank your bonus multiplier.

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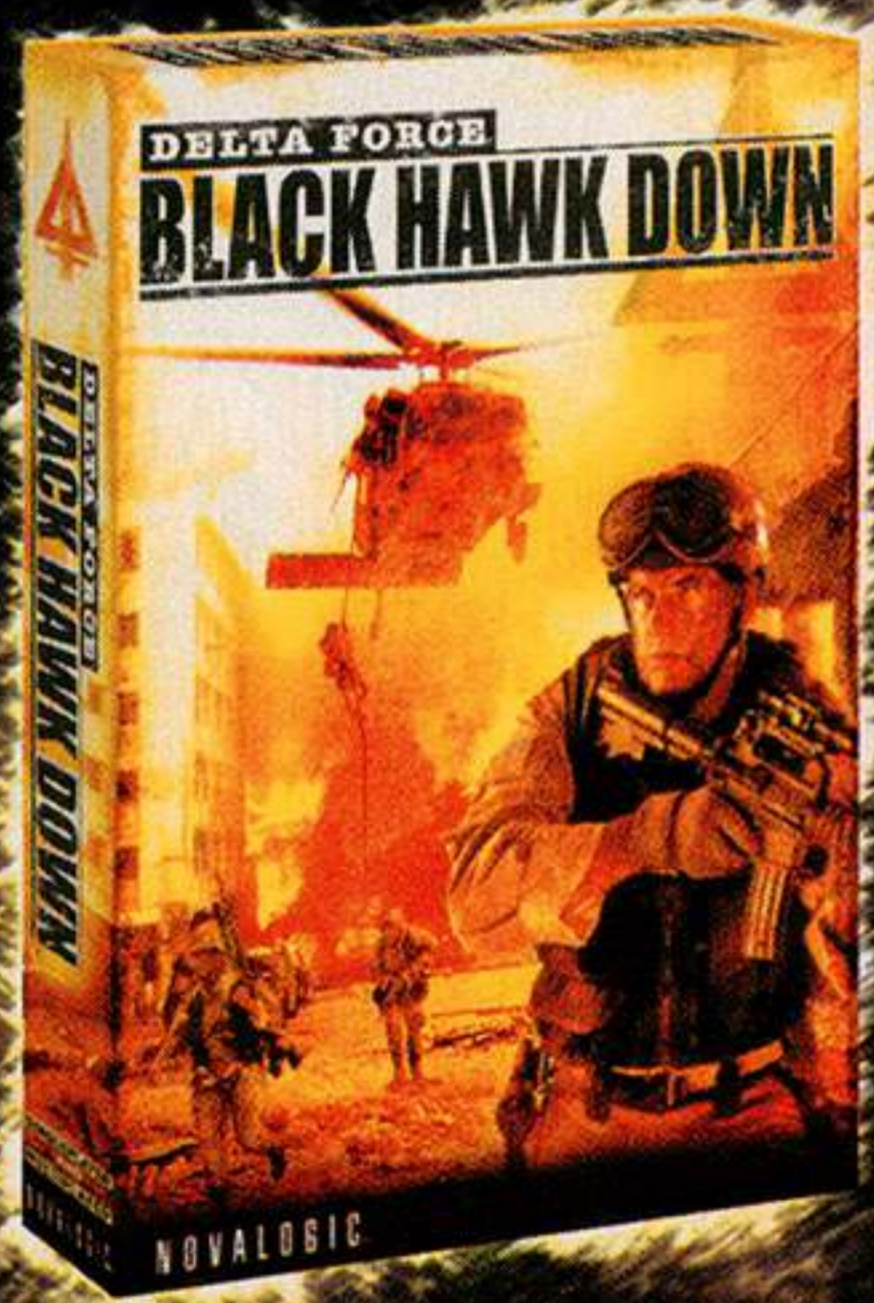
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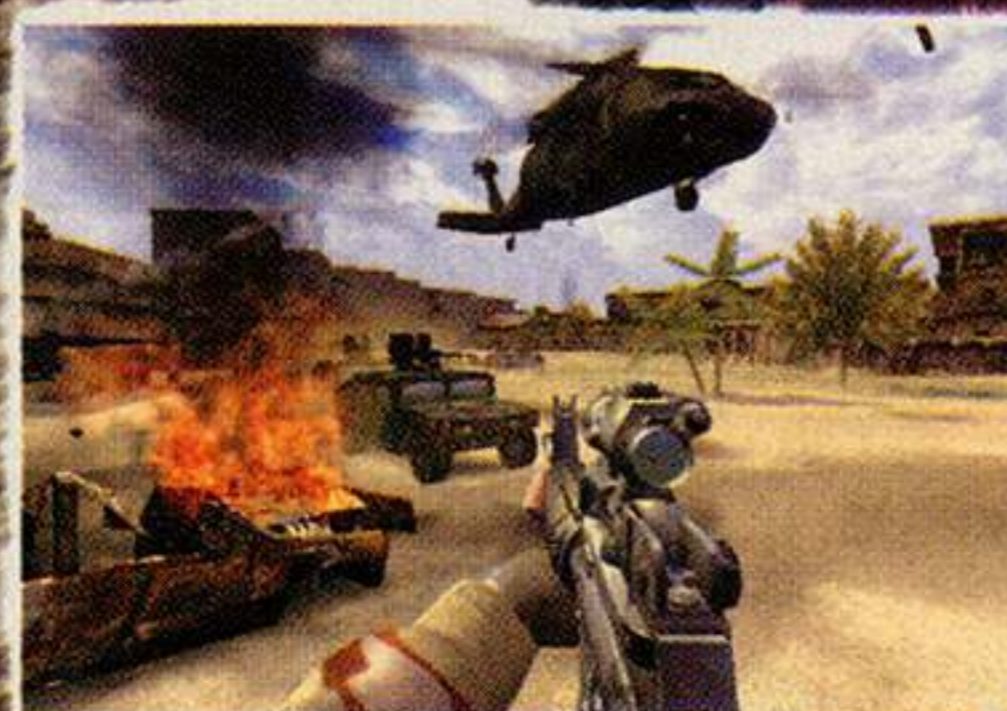
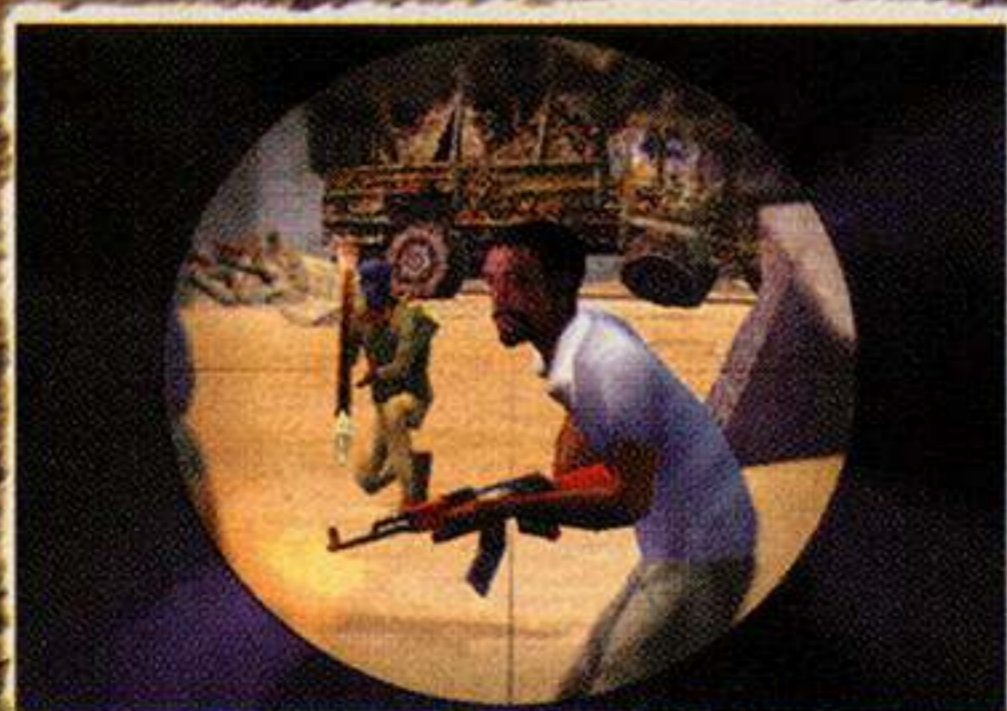
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NEED FOR SPEED HOT PURSUIT 2



BY DAN ELEKTRO

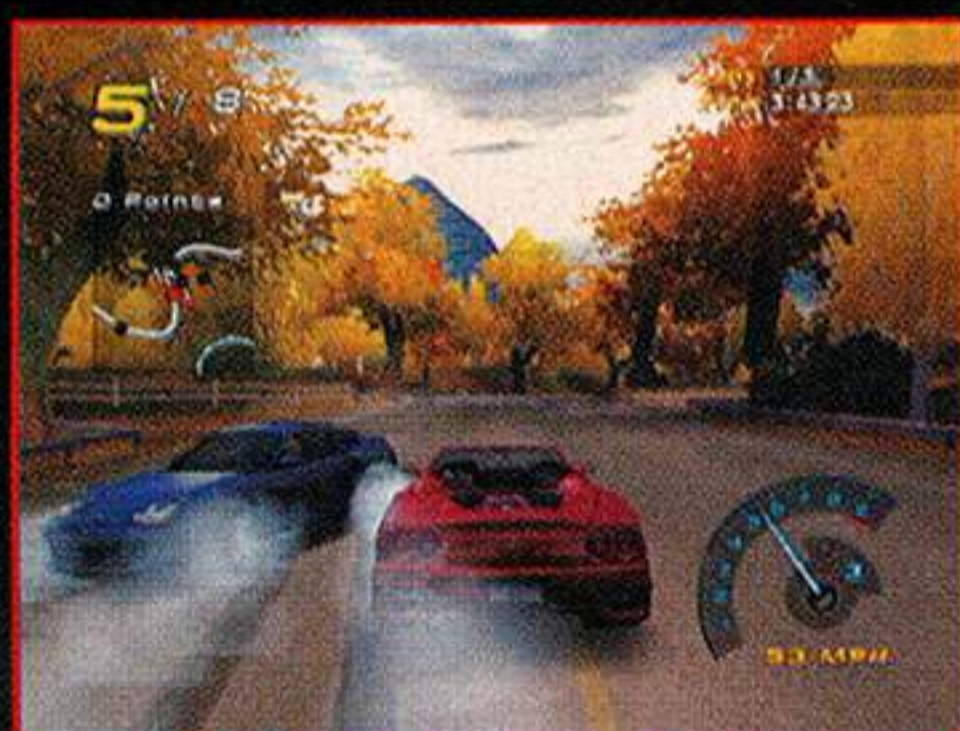
- Developed and published by EA Games
- \$49.99
- Available now
- Racing
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5



PROTIP: Remember *Top Gun*! If you're next to a persistent cop, slam on the brakes then accelerate hard. You'll fake him out and fly by.



PROTIP: On the Foreign Sprint Challenge, take the Ferrari 360—it will smoke the Porsche 911.

WHEN WAS THE last time you did 120 in a Jaguar? Probably not recently enough, but that's why Need for Speed: Hot Pursuit 2 is here—to let you scratch that expensive-car-reckless-driving itch.

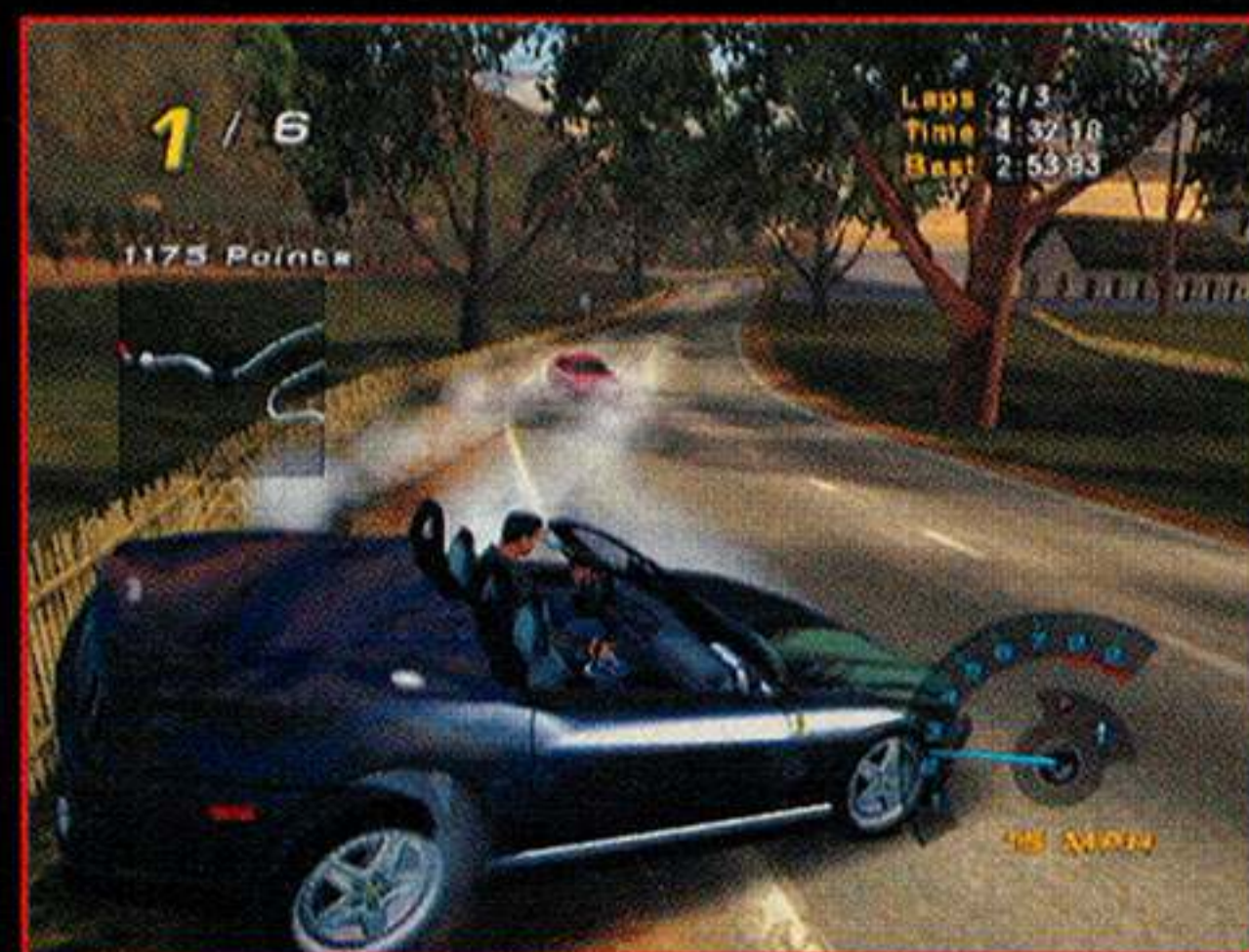
The Ultimate Driving Machines

Picking up where NFSIII left off, Hot Pursuit 2 offers some of the world's most exquisite sports cars—Lotus, McLaren, Ferrari, and many more—then challenges you to outrun the law on twisty road courses, all while fending off fellow drivers (there's also a ladder of standard racing). Wins earn points, which unlock tracks and cars in the order that you choose. Circuit courses are joined by linear, point-to-point tracks; both types look gorgeous with detailed environments and multiple paths. The already sleek cars benefit from glossy reflections, too.

The A.I. drives realistically, but sometimes the cops don't see you fly by at 120 mph. The tight controls rock, despite each car's unique handling. High-energy music takes a back seat to the plentiful (and strategically useful) police chatter. Naturally, each car engine sounds different, true to its real-life counterpart.

That's the Ticket

The Xbox version varies from the PS2 edition in several key ways—different challenge structure, no look-ahead mode, more police chatter, darker colors, and a points-based system for unlocking cars and tracks—but it's no less fun. The NFS series has been away too long, and with numerous gameplay modes, excellent tracks, and smart design, Hot Pursuit 2 earns a hero's welcome. **G**



PROTIP: If you find yourself tapped into a spin and can't reset, drive in reverse a bit, pull a 180 bootlegger turn, and peel out.



PROTIP: Not all alternate paths are shortcuts, but they'll often help you shake the cops.

TUROK EVOLUTION



BY FOUR-EYED DRAGON

- Developed and published by Acclaim
- \$49.99
- Available now
- First-person shooter
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.5	3.5



PROTIP: Run around groups of creatures so they get caught in their own crossfire.



PROTIP: Kill a surrendering enemy—he could leave behind valuable health.

THE LEADER OF the human race in Acclaim's dino-infested world is resurrected once again with guns blazing—this time wreaking even more mature havoc that first-person shooter fans can enjoy to the end.

LIFE BEFORE COMMON ERA

Turok's story is as straightforward as its gameplay. Playing as the tough Native American Tal'Set, you embark through the Lost Land in hopes of finding your true calling after being saved by a mysterious seer. But by the second level, you'll find that you're destined to just blow away anything that moves with whatever means necessary. Using everything from your trusty bow and ax to a rocket launcher and dark matter, you can wipe out factions of monstrous creatures with accuracy, thanks to the smooth controls. Like it sounds, Turok is simply a no-brain shooter from start to finish, where a head shot is as common as the decapitations and blood spewing from your enemies after they face your wrath.

NICE LITTLE DINOSAUR

Beyond the mature theme, Turok's overall graphics and sounds are solid. Although bland and with little detail, the levels are still diverse and nicely designed. Even the variety of enemies keeps your eyes pinned to the screen. The angry moans, weapon effects, and ambient music help set the pace of the game, too.

Turok: Evolution is a worthy FPS for anyone who enjoys this type of genre. However, clumsy computer A.I. and awful multiplayer games reduce this game to only a single-player fragfest and a nice rental adventure. **G**



PROTIP: Let these dinos out of their cages. They'll attack the closest beings, which are the cohorts following you in the same room.



PROTIP: Explosive arrows are good to use against groups of baddies.

A LOST PARTY OF SIX... A SEARCH PARTY OF ONE.



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ESRB

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Violence

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PlayStation 2



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Conflict: Desert Storm

BEYOND THE LASER-GUIDED bomb footage many people saw every night during the 1991 Desert Storm campaign, it was the American Delta Force and the British SAS that did just as much damage to the enemy as the flyboys did. In Conflict: Desert Storm, you get to relive some of those intense ground missions that include Scud hunting and assassination operations using either of the two elite military groups. For gameplay uniqueness, Conflict enables you to completely control your four-man squad—give each other equipment and weapons, heal a fallen comrade, and give cover fire for someone else. Though the idea is great, the execution doesn't quite fit.



PROTIP: Use your sniper to take out the tank gunner; once he's gone, you can sneak up to the tank and plant C4.

Everything happens in real-time, which means during hairy moments your fingers will get crossed trying to command your squad while you're getting shot up. And with plenty of frenetic crossfire, you'll get more frustrated with the controls than with the Iraqis.

A solid graphics and sound package does help Conflict's theatre of operations, though. An armory of nice-looking authentic weapons that Delta Force and SAS handled during their desert battles can be used, while character animations are fluid and life-like. Gunfire effects and intense background music play well with the game, too. Though Conflict doesn't compare to other war-like games in the same genre, it's still worth a weekend rental. **G**



BY FOUR-EYED DRAGON

- Developed by Pivotal Games/SCI
- Published by Gotham Games
- \$49.99
- Available now
- Squad-based shooter
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.0	3.5



PROTIP: Use Jones to search buildings while everyone else covers the outside perimeter; his silenced weapon won't alert anyone inside as he performs lots of stealth kills.

Blade II

BLADE II DOESN'T follow the movie story line, which isn't all that important anyway as the game's main draw is vampire-slicing action. In this regard, the 3D gameplay is nifty but ill-suited to what fans of the movie are accustomed to.

Blade moves like molasses, and the rhythm-based attacks feel very out of character. Enemies are as dumb as posts, and making Blade punch cars and other random objects to unlock secrets is just plain silly. Halfway through, you'll wish they just stole Devil May Cry's engine; the kinetic energy present in the movie *Blade II* is nowhere to be found here.



PROTIP: Me Blade. Blade hate computer. Blade smash computer. Fulfill sub objective to unlock weapons.

Blade II's graphics are a mixed bag with environments that look like areas in which vampires would congregate but lack any sort of personality. Blade himself is beefy and defined with care, apparently leaving little time or horsepower to differentiate the many nondescript baddies that populate the levels. On the plus side, Xbox owners get Blade's signature trenchcoat, which is not included in the PS2 version. As for sound, the background music is repetitive and Blade himself doesn't have a whole lot of witty one-liners at his disposal.

Blade II has a lot of good raw materials, but the end product doesn't congeal into a bloody good time. Even die-hard fans of the Daywalker will be disappointed. **G**



BY TOKYO DRIFTER

- Developed by Mucky Foot
- Published by Activision
- \$49.99
- Available now
- Action
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	2.5



PROTIP: Save your bloodlust until you can draw a large crowd of enemies like in the nightclub.

Ty the Tasmanian Tiger

THE HALL OF Video Game Mascots is reaching critical capacity...but that didn't stop EA Games from trying to squeeze one more through the door. Unfortunately, the only thing Ty the Tasmanian Tiger really adds to the 3D platformer genre is an amusing Australian accent. Expect to someday see him standing behind a velvet rope in the back room next to the likes of Tomba, Chuck Rock, and James Pond.

Ty's gameplay is about as standard as these things come. Your goal: collect the five talismans by collecting 72 magic rocks by collecting 300 opels and five caged furry things. The game shares a structure vaguely similar to Mario Sunshine—each world is divided into eight individual tasks—but Ty isn't quite blessed with the plumber's trademark handling skills or Miyamoto's ingenious level design talents. The levels are big and the scope is impressive, but the art is bland and generic. The camera (controlled by the right analog stick) is too fast and loose, Ty's potentially cool boomerangs are underused, and your three zoom options (close, too close, and too close 2) are almost identical. At least Ty swims better than most mascots—and as any student of 3D platformers knows, that's one of the trickiest control elements to nail. Ty's far from being a pack of poo tickets...but he's not within cooee of being bonzer, either. **G**



PROTIP: Enter the coral reef on the north side of Ship Rex via the underwater entrance marked by three rocks.



PROTIP: Fight the bull boss by leading him into a rock pillar when he charges at you.



BY STAR DINGO

- Developed by Krome Studios
- Published by EA Games
- \$39.99
- Available now
- Action/adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	3.0	3.0



Commandos 2: Men of Courage

A CONSOLE PORT of one of the most well-received PC strategy puzzlers of all time, *Men of Courage* has all the complex, stealth-based gameplay of its PC original. It's smart, challenging, and an almost-exact duplicate of the popular PC title.



PROTIP: When preparing for invasion, be sure you have all areas covered. Have your guys lie down and cover a certain area, and try to overlap covered areas with multiple soldiers.

The problem is in the console translation. *Commandos 2* is seriously complex—learning to play is like taking a semester of Algebra in one evening—and the vast number of tactical possibilities is daunting. The low-res Xbox graphics make it difficult to tell the difference between a flamethrower, a wetsuit, and an officer's uniform on the ground, and while you're squinting at the TV you'll be treated to poorly mixed voices and tinny sound effects that do their job but not well. Of course, this is all assuming you're not constantly reloading your game because of a misstep or an unfortunate button press—*Commandos 2* is frustratingly difficult, and even knowing what you need to do to succeed doesn't mean you will, thanks to a horrible in-game map and unintuitive and difficult controls.

If you're a hardcore strategy grinder, you might be able to overlook the flaws in this game, but the eye strain and frustration might prove to be too much for most. **G**



BY D-PAD DESTROYER

- Developed by Pyro Studios
- Published by Eidos
- \$49.99
- Available now
- Strategy
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	3.0	2.0



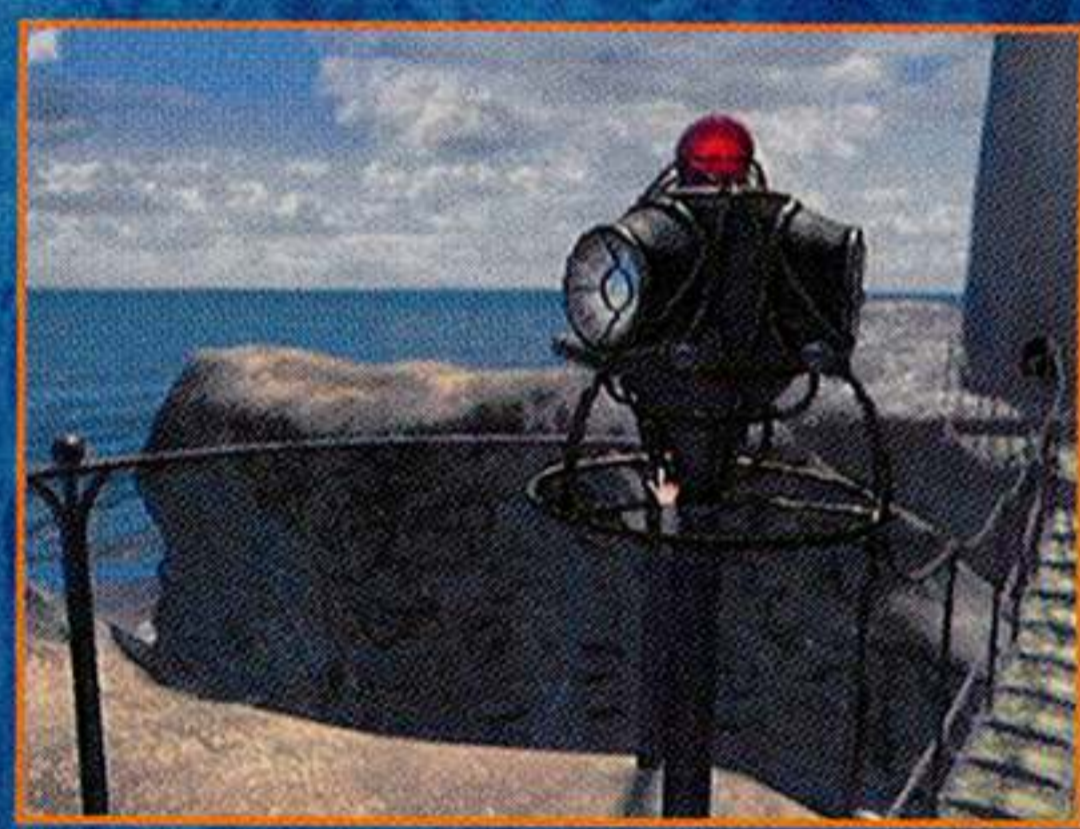
PROTIP: Natasha is so sexy that a costume and lipstick is all she needs to distract the lonely enemy guards. Use this to your advantage.

Myst III: Exile

THE MYST FRANCHISE has been around long enough to be considered a refreshing alternative to the majority of twitch games on the market. Ubi Soft delivers a perfect port of the PC version of the third installment of the *Myst* trilogy, and nothing is lost in the translation thanks to the Xbox's high-speed disc drive and powerful graphics engine.

You are a lone traveler thrust into the *Myst* universe and must traverse five ages (worlds) to track down Saavedro, an enemy of the Atrus family. Newbies will instantly pick up on the intuitive point-and-click interface to move around complex, detailed environments, which are rendered in 360-degree real-time. In order to advance, you must explore every nook and cranny, and solve relatively difficult puzzles that involve all the various props within each world. Incredibly lush graphics and ambient sound effects bring every world to life, and there are clues everywhere. It's easy to lose yourself for hours once you're immersed in this game.

Myst III requires both an investment of time and imagination in order to fully enjoy the experience. *Myst* fans will love this new installment, and gamers looking for a deeper, more engrossing experience won't be disappointed. **G**



PROTIP: Be sure to keep track of the number and direction of rotations when turning these lamps.

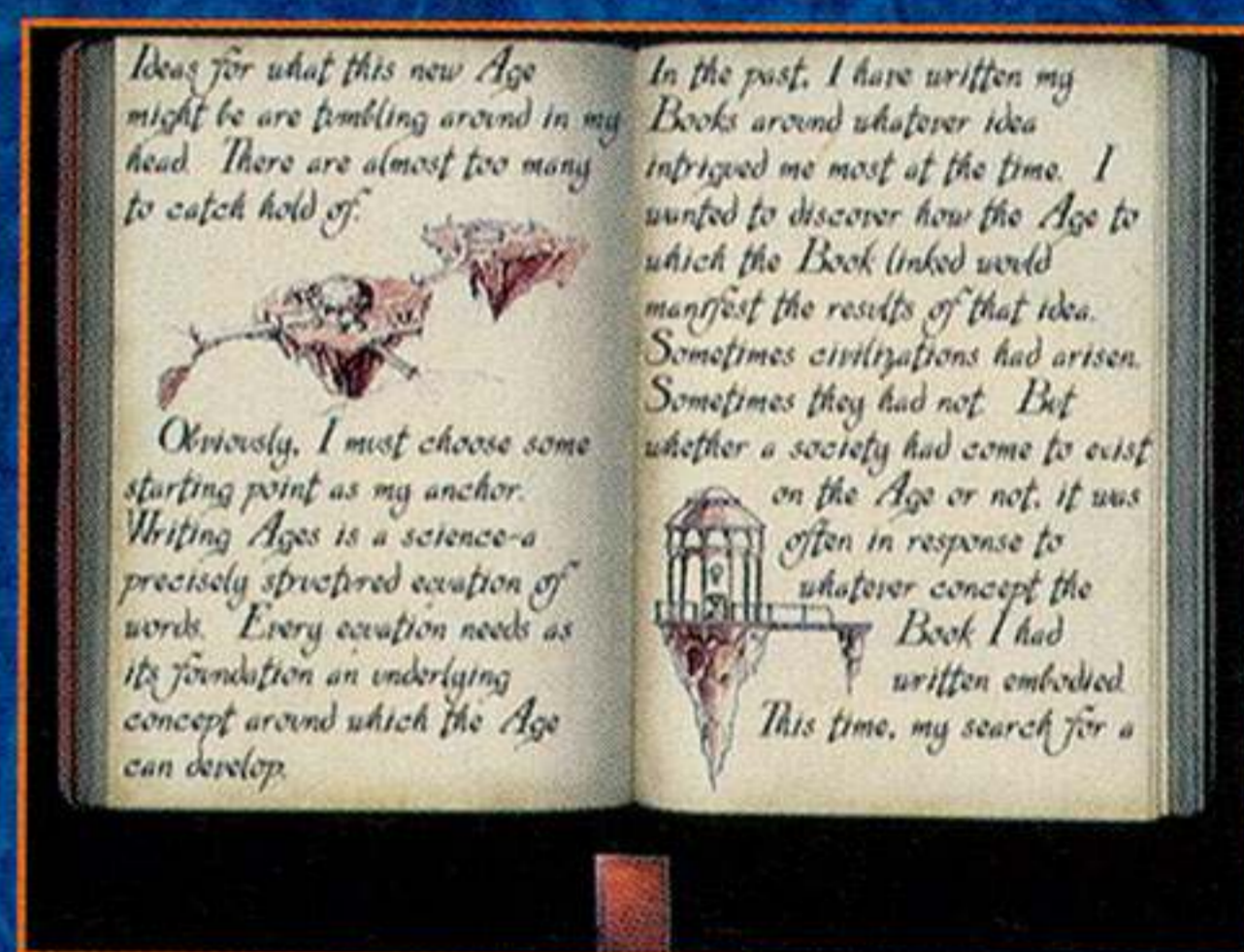


BY DR. ZOMBIE

- Developed by Presto Studios
- Published by Ubi Soft
- \$39.99
- Available now
- Puzzle
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	4.5



PROTIP: It pays to read Atrus's book, which is full of useful clues.

Pac-Man World 2

THE XBOX PORT of *Pac-Man World 2* (it's already out for the PS2 and GameCube) takes the old chomp-and-run gameplay of Namco's classic quarter-cruncher, puts it in a 3D world with several mid-air mesas, and adds lots and lots (and lots) of hopping.



PROTIP: Don't get close to Blinky or his frog—just follow the obvious onscreen hints to defeat them both.

For a mascot-driven platformer, it's fun—there are tons of secret paths to discover, old coin-op games to unlock, and you'll get to try neat things like swimming and piloting vehicles—and it does a good job of blending *Pac-Man*'s classic gameplay with the hop-n-bop genre. So why will you be cursing within the first 10 levels? It's not because of the graphics (pretty and crisp), load times (very fast), sounds (adorable and barely tolerable), or controls (tight)—it's the camera that will drive you crazy. Even though it's user-controlled, it still gets stuck in cliff walls and whatnot, and can make those leaps of faith from ledge to ledge even more frustrating than usual.

Cute but ultimately disposable, the pretty *Pac-age* doesn't take advantage of the Xbox's visual prowess. As a result, this straight port of *Pac-Man World 2* might get gobbled up by the upcoming *Malice*. **G**



BY BAD HARE

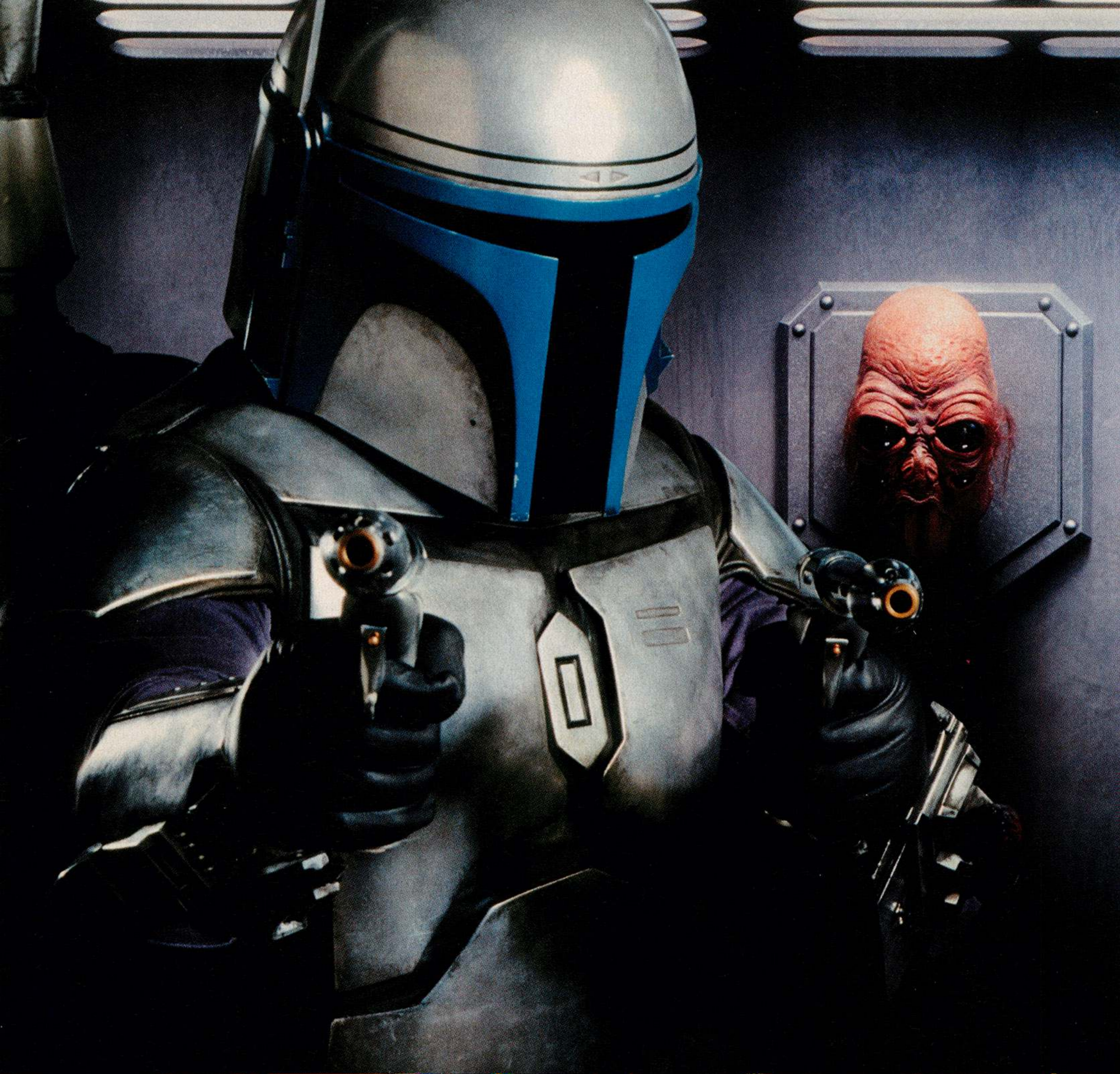
- Developed and published by Namco
- \$49.99
- Available now
- Platform
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	3.0



PROTIP: Watch for shadows on the ground—they're usually indications of low-hanging fruit above.



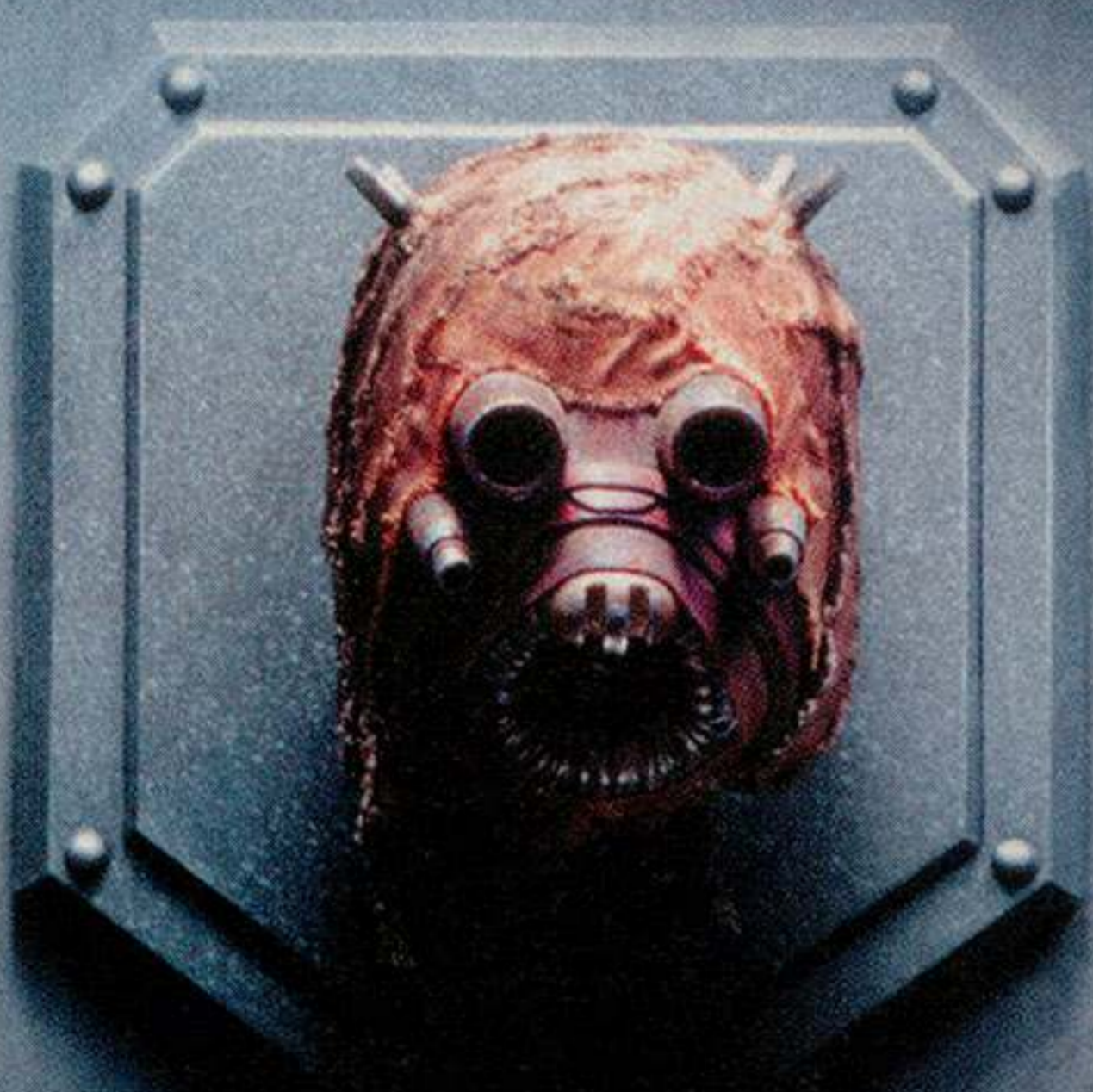
TEEN
T
CONTENT RATED BY
ESRB

Violence

NINTENDO
GAMECUBE™



PlayStation®2



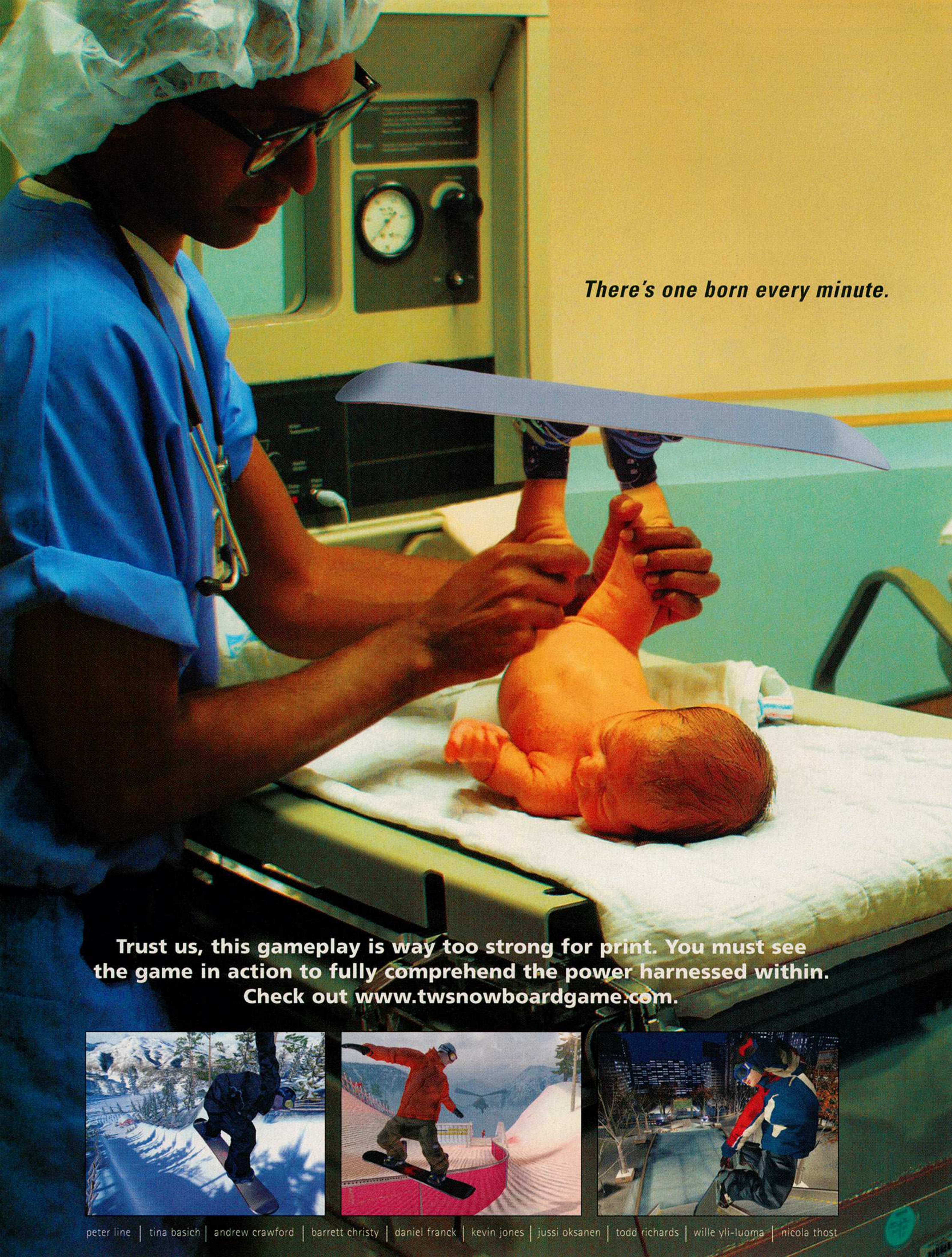
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NBA 2K3



NBA 2K3 DOESN'T break a sweat getting past the competition and scoring a repeat championship. Major improvements in every category combined with a deeply rewarding simulation experience leave 2K3 unmatched in its field.

It's Still Thinking

The craftiest basketball A.I. around just got smarter. Defense is the most noticeable area of improvement as the old tricks and picks don't cut it like they used to. You'll see opponents stepping through screens more often and getting help through the new zone defenses. There are also a lot fewer instances where you're yelling at dumb teammates since they go about their business of trying to create play opportunities efficiently.

Controlling all this has also gotten a bit more complicated as you have to deal with the pivot system and play calling using the shoulder buttons. The GameCube layout is closer to the old model but still takes getting used to. Choosing the closest man to the basket has become a two-button-press affair, making your reaction time that much more crucial.



PRO TIP: The computer is much better at stepping through screens this year, so set picks that don't give opponents anywhere to go.

and reactive play-by-play in a hoops game yet. There are some phrases that have carried over from last year, but the vast majority are brand new and describe intricate plays fairly accurately. Some sentences are cobbled together awkwardly, and replays suffer a slight delay to give the game time to calculate what will be said, but it's acceptable considering nothing else out there comes close. Both the PS2 and Xbox versions sound fine, but their use of surround sound isn't as polished as EA or Microsoft's offerings. The GameCube, however, has noticeably weaker sound overall.

And let's not forget about all the fancy new graphics, which now take better advantage of the high-end game consoles. Once again, the Xbox version has the best overall effects and looks the sexiest, although the PS2 and GameCube versions aren't that far behind. Last year's NBA 2K game on the PS2 suffered from an overly sharp display and jaggy edges, but that's all been literally smoothed out. The facial likenesses are so lifelike, it's scary...yet they seem much less expressive this year.

Room at the Top

With all this gravy, there's still plenty of room for improvement. Maximum passing is still in its infancy for the NBA 2K line, and hopefully we'll see it become as indispensable as it has in the NFL 2K series. As you'll notice in replays, animation transitions also need work in order to make things flow in a realistic fashion. It would be great to get some sort of training camp mode and perhaps an assistant to help navigate the insane franchise mode, too. When you raise the bar this high, it's hard not to keep wanting more.

NBA 2K3 is the basketball game to get on each platform for those looking for a fully loaded simulation.

BY TOKYO DRIFTER

- Developed by Visual Concepts
- Published by Sega
- \$49.99
- Available now
- Basketball
- 4 players

EVERYONE
 PLAYSTATION 2
 GAMECUBE
 XBOX



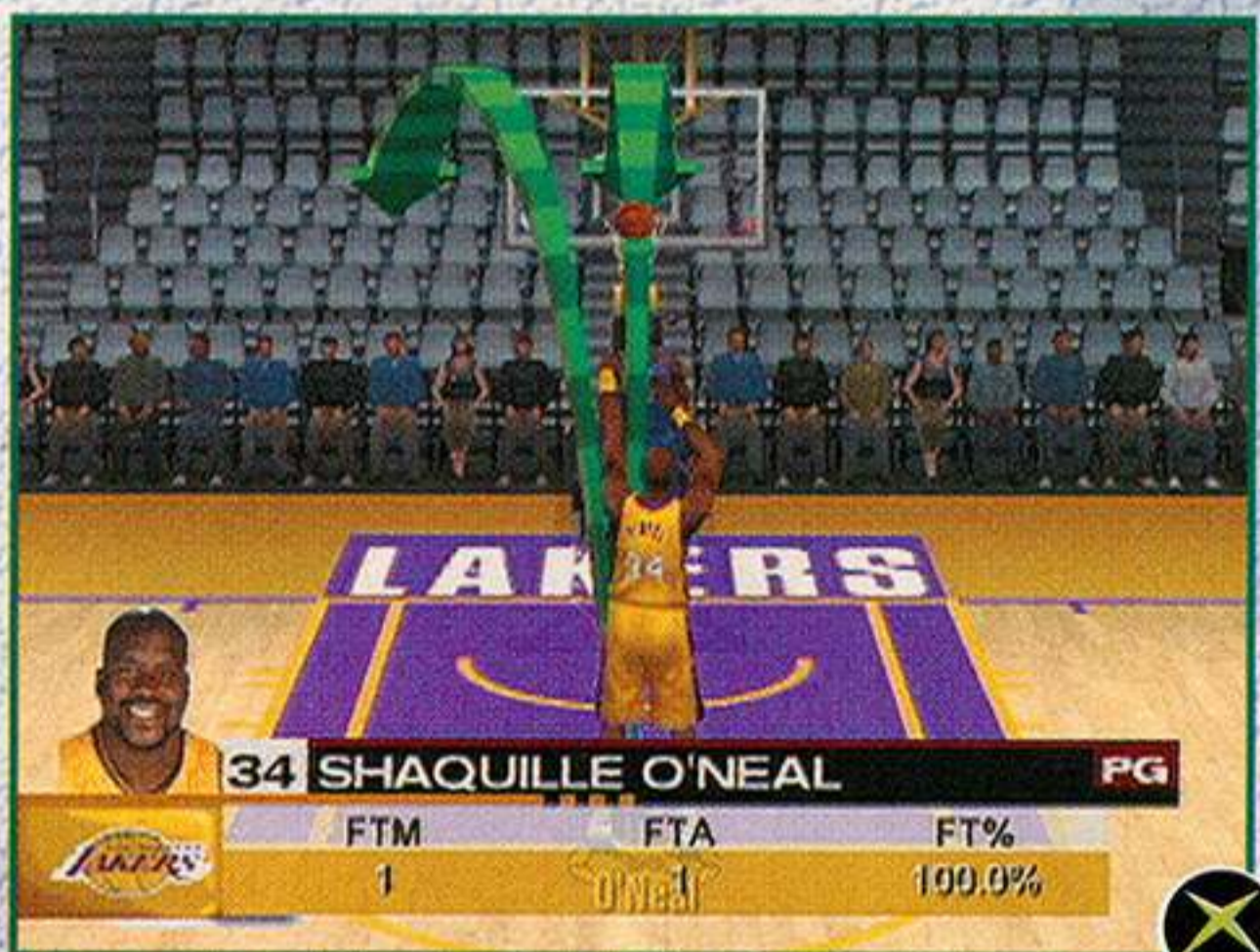
PRO TIP: Go for the steal instead of the block if you get stuck with a little man under the hoop.



The weather condition "Heatwave" is exclusive to the Xbox version.



PRO TIP: Avoid long passes. They're likely to be stolen, and receiving players often bobble them.



PRO TIP: Master free throws in the practice mode. This skill is especially key for certain players.

SUBSTITUTION	
PRESENTED BY SEGA SPORTS	
ON COURT	
	TRACY McGRADY COLLEGE: Mt. Zion Christian Acad HT: 6' 8" WT: 210 YRS PRO: 6
Player	Engy Fc Status Rating Biohythm
T. McGrady, SG	92 2 PG 98 Normal
J. Williams, PG	90 0 SG 80 Normal
M. Dumivry, SF	89 0 SF 78 Normal
A. Jamison, PF	90 2 PF 82 Normal
B. Wallace, C	89 1 C 80 On fire

PRO TIP: Take advantage of players who are "On fire," and either rest or set up easy shots for players who are "Struggling."



PRO TIP: The CPU will pass fake more frequently if you intercept the ball a lot, so watch out for its tricks.

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
PS2	5.0	5.0	4.5	5.0

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
GameCube	5.0	4.5	4.0	5.0

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
Xbox	5.0	5.0	4.5	5.0

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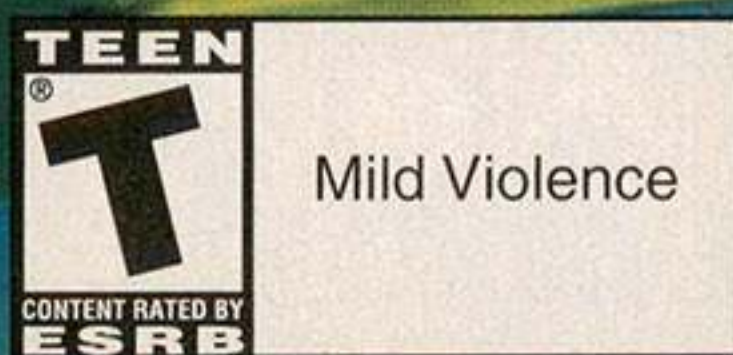
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NBA Live 2003

NBA LIVE 2003 gets a complete overhaul in both the graphics and gameplay department, placing a much heavier emphasis on an adrenaline-charged experience. Although the gameplay balance is off, it remains fun and easy to play.

In Yo Face!

Make no mistake, NBA Live 2003 is not a sim: There is just no way to play effective defense against the computer or your friends. Want to drive to the hoop? Simple motions from the great Freestyle stick make it happen as long as you don't run directly into the defender. Swatting shots is rampant, bodies tumble to the floor frequently, and alley-oop abuse is still a fact of life. That's not to say that the game is brainless. There's a lot of depth, but the balance is thrown off. In theory,

the defensive Freestyle stick options should create a balance, but the effects are nominal no matter the skill rating of the player on court. Reverting to using just the buttons for D works better but not by much.

If you're not a stickler for true-to-life simulation though, you'll love Live's fast pace and smooth controls. EA has successfully transplanted the flashy brass of NBA Street into a five-on-five game, which is quite an accomplishment.

The graphics follow suit with slightly exaggerated animations and expressive character models. The visual differences from the three next-generation consoles are minor, so no one is missing out in this department.

GameCube fans, however, have to deal with a controller that's just not ideal for sports games, and Live 2003 is no different. The PlayStation 2 controls are perfect, followed closely by the Xbox's whose only handicap is the awkward position of the White and Black buttons.

GameCube fans, however, have to deal with a controller that's just not ideal for sports games, and Live 2003 is no different. The PlayStation 2 controls are perfect, followed closely by the Xbox's whose only handicap is the awkward position of the White and Black buttons.

Yes!

Marv Albert heads up a commentary booth that does a solid job most of the time but falls into repetition quickly. The background music keeps the energy level high during games, and it's nice to hear the songs in one-on-one mode. However, if rap isn't your thing, you won't appreciate this aspect of the game. The sounds are consistent across all three platforms, although you'll notice a difference using a home-theater setup since the PS2 and Xbox support surround sound.

When it comes to sheer amount of play modes and options, EA has dominated in the past. It gets edged out this year by Sega's 2K3 game, which has a more comprehensive Franchise mode as well as more ways to customize the gaming experience. Live 2003 does have unique features not seen on other games, like one-on-one and the aforementioned Freestyle stick system, placing it ahead of up-and-coming rival NBA ShootOut.

Live and Direct

The competition between EA's arcadey NBA Live 2003 and Sega's sim-heavy NBA 2K3 has turned into an apples-to-oranges comparison this time out. The only other game competing in a similar vein with EA is Konami's Starting Five. Sim fans will be disappointed with the underpowered defense, but for twitch players, NBA Live 2003 is a dream come true.

BY TOKYO DRIFTER

- Developed by EA Canada
- Published by EA Sports
- \$49.99
- Available now
- Basketball
- 4 players

EVERYONE E PLAYSTATION 2 GAMECUBE XBOX



Player names appearing on icon passing is a great feature and makes it easy to find who you need.



PRO TIP: Take it strong to the hole as much as possible since charging is not called often, but you'll usually just slip past the defender.



PRO TIP: On defense, ditch the Freestyle stick. Using the buttons to steal, jump, or take a charge is more effective.



PRO TIP: Make sure you're stationary long enough to get the call when you decide to take a charge.



PRO TIP: Practice mode is vital to try to find more Freestyle stick moves as well as making combos from the ones you know.



PRO TIP: Use the Freestyle stick to step back to the 3-point line, or you'll waste your effort on a long 2.



PRO TIP: Raising your hands is supposed to lower the shot percentage, but don't even bother as it rarely causes a miss.

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
PS2	4.0	4.5	5.0	4.0

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
GameCube	4.0	4.5	4.0	4.0

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
Xbox	4.0	4.5	5.0	4.0

USE EVERYTHING AT YOUR DISPOSAL

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The four-mode visor. The morph ball. The freeze beam. The wave beam.



Evil must be exterminated. But first it must be found.



Violence

NBA Inside Drive 2003

PLATFORM

Xbox



SPORT

Basketball



NBA INSIDE DRIVE 2003 makes adjustments to last year's frenetic tempo but still can't find the depth needed to break through to the next level.

2003 or 2002?

Similar to NFL Fever's approach this year, very little has been changed at the core of **NBA Inside Drive 2003**. The graphics have received minor tweaks here and there, but you wouldn't be able to tell the difference unless you did a side-by-side comparison with other basketball games. A comparison of that sort shows that the visuals are still solid and look better than



PROTIP: The CPU still loves to block shots, so pump fake often to create an open look or to draw a foul.

NBA Live's, but **NBA 2K3** leaves **Inside Drive** in the dust.

Xbox owners with home-theater systems will notice that **Inside Drive's** surround-sound support is the most highly tuned of the competing games. However, great crowd effects and stadium noise in the rear speakers is offset by very average play-by-play commentary from the front side.

Slow Poke

The main gripe with **Drive 2002** was the speedy, arcade-like gameplay that destroyed the game's simulation value. The pace has been slowed dramatically, but this has only fixed half of what

was wrong in the first place. The CPU-controlled player A.I. is still highly suspect, and the ball physics need another once-over. One area that benefits greatly from the relaxed tempo is the controls, which really shine now.

NBA Inside Drive 2003 is a slightly better value than 2002 with tweaked gameplay and a few new features. The problem is that the competition has jumped ahead substantially within the same time frame.



BY TOKYO DRIFTER

- Developed by High Voltage Software
- Published by Microsoft
- \$49.99
- Available now
- Basketball
- 4 players



GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: You can be off on the power, but you gotta be money on the accuracy during free throws.



PROTIP: As long as you're using a skilled shooter, the fadeaway shot is your best friend for an easy two.



PROTIP: Your shot percentage is much greater if you take wide-open J's like this one.

NBA Starting Five

PLATFORM

PlayStation 2



SPORT

Basketball



SHAKING OFF ITS loss of the ESPN license, Konami comes back with an interesting part sim, part arcade mix. **NBA Starting Five** is a welcome hybrid and a solid continuation of Konami's **In the Zone** tradition.

Post ESPN

Released from the constraints of the ESPN license, **NBA Starting Five** is now free to be judged on its own merits and puts on a very respectable showing. The visual presentation is sharp, sporting solid player animation and satisfying ball physics. While there isn't a large variety of animations, what's there looks good.

The controls have a crisp touch that is highly reminiscent of Konami's arcade game, **NBA Run 'N' Gun**. The button layout, on the other hand, would benefit from a greater level of customization.

The one area that needs serious work is the player A.I. Teammates are hard-pressed to cover any man other than their own and often look confused as to where they are supposed to be. They also have a hard time figuring out how to pick up loose balls and rebound efficiently.

Back in the Zone

The music is sure to cause a controversy that will split fans. The **Dance Dance Revolution** faithful will dig the bouncy, disco-rap jams permeating the game, but everyone else will hate it.

NBA Starting Five's enjoyable mix of sim and arcade gameplay is well worth your time, especially if this combo of styles appeals to you. With some work on A.I., animations, and a deeper Franchise mode, Konami's game has a shot at spoiling the establishment's party next year.



BY TOKYO DRIFTER

- Developed and published by Konami
- \$49.99
- Available now
- Basketball
- 4 players



GRAPHICS



SOUND



CONTROL



FUN FACTOR



PROTIP: Kon defense is the only way to select the closest man to the basket, so memorize how your defense sets itself after turn-overs.



PROTIP: You have to work very hard for rebounds, which makes establishing position the most important factor.



PROTIP: If you beat the man covering, you earn an uncontested drive to the hoop almost every time.



PROTIP: Passing out of a shot is a sure way to get the ball stolen. Do that only as the last resort.



BY TOKYO DRIFTER

■ Developed and published by 989 Sports
■ \$49.99
■ Available now

■ Basketball
■ 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.0	3.0	3.0

PLATFORM
PlayStation 2



SPORT
Basketball



NBA ShootOut 2003

SITTING OUT A year has done wonders for 989's ailing franchise. NBA ShootOut 2003 lays some solid groundwork, but it's still a ways away from banging with the big boys.

I Go to Work

The game audio actually starts things out strong with a promising nod toward the old school, but it can't keep that energy level up. The duo of Ian Eagle and Bill Walton mixes well, but the variety of comments is lacking as is the context of their references.



PRO TIP: Yet another new free-throw system to master. This one takes both touch and timing.



PRO TIP: Even on the highest difficulty setting, the computer will bite on your fake outs, so make good use of them.



PRO TIP: ShootOut retains the create-a-dunk feature, so use some funky combinations to fake out friends.



PRO TIP: Your teammates set up screens a lot more often now, so watch for them—they're very effective.

The same problem plagues the rest of the game as well as many good ideas are introduced, but the follow-up isn't complete. For example, the innovative Career mode is easily the game's stand-out feature, but using it to develop an NBA player is tedious and uneventful. It's not easy breaking into the big time, but a little more polish and variety would have gone a long way.

Work in Progress

ShootOut's graphics pale in comparison to the other hoops games available for the PS2: Player models aren't as detailed, the frame rate is choppy, and the display looks low-res and muddy. On the other hand, the player animations are quite nice, and this is the only NBA title to have warm-up jerseys before a game.

The controls are another sore spot. Players are unresponsive because of lags in animation. You also can't turn off player reactions after possession changes, which slows down gameplay.

NBA ShootOut 2003 is a better effort than past installments, but it still needs a lot of serious work before it can truly compete. **G**

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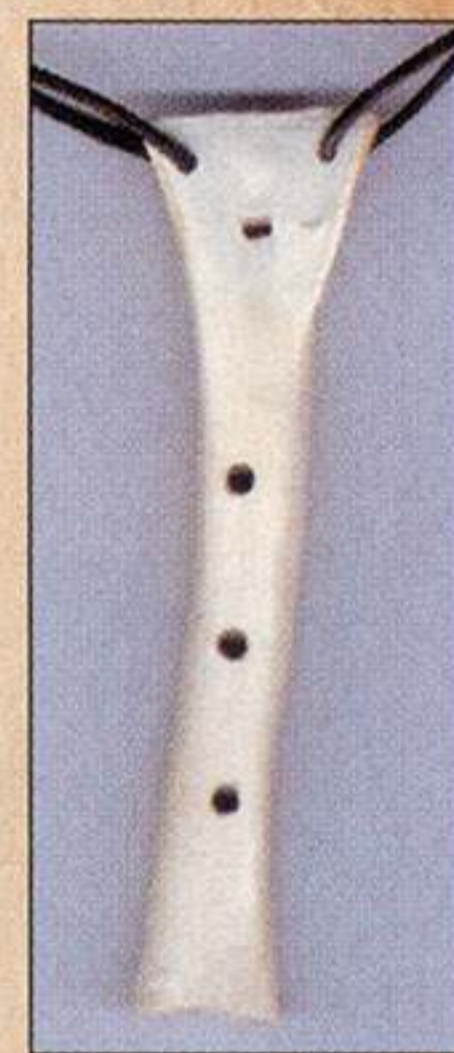
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Eagle Bone Flute



Pendant Ocarina

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NASCAR: Dirt to Daytona



BY AIR HENDRIX

- Developed by Monster Games
- Published by Infogrames
- \$49.99
- Available November
- Racing
- 4 players



PLAYSTATION 2

GAMECUBE



PRO TIP: In a career, don't pick all your secondary sponsors from the first wave of offers. Contracts last all season, and you can get more lucrative deals later if you race well.



PRO TIP: Here's a good car-setup tweak as you run practice laps: If your engine isn't nearing its redline RPM at the end of a track's longest straight (listen to the engine sound and watch the tachometer), increase your fourth gear ratio.



PRO TIP: For Sterling Performance in the Cup chapter of Beat the Heat, you have the best car on the track, so concentrate on staying low and in the draft while avoiding collisions. Also, the first lap—before the pack spreads out—is the most important.



PRO TIP: For Northeast Beast in the Truck chapter of Beat the Heat, get off the gas right away and head low to steer safely through the massive pileup.

IN THE WORLD of NASCAR, looks don't count for much—winning's all that matters. That mindset amounts to money in the bank for NASCAR: Dirt to Daytona, which lacks Jeff Gordon's pretty-boy charisma but drives like he did in his most accomplished seasons. The sequel to NASCAR Heat, Dirt to Daytona's captivating Career mode and sweetly drivable cars make such a dazzling impression that you'll readily forgive its workmanlike graphics and sounds.

Stole the Thunder

The most riveting part of D2D is its awesome Career mode. You'll start out as a scrub driving on dirt tracks in the NASCAR Weekly series. Once you place first in the points standings, you'll get sponsor offers for rides in the NASCAR Featherlight Modified series. Become a champ there, and you're off to the NASCAR Craftsman Truck circuit, where success earns you a berth in the Winston Cup (called merely "the Cup" due to rules against tobacco and alcohol brands appearing in games).

Throughout it all, you can maintain a presence in all four series, though you can run only one race per weekend. You spend your winnings upgrading your cars' parts, and sift through a slew of sponsor offers. In the Craftsman and Winston Cup series, you also manage a team of fabricators and pit crew. Awesome little touches, like the schmoozy sponsor letters or a post-race newspaper that raves or rants about your performance, make the whole thing feel genuine. It's a compelling experience with a real sense of progression—your first hard-earned win will have you beaming in the way that only a great game can, while five tiers of difficulty levels provide the challenge and staying power.

D2D's got plenty of other game, too. A robust Season mode lets you get into the thick of the action in any of the four circuits, and unlike last year's game, D2D now features a 43-car pack. The car-setup options are very detailed and technical, and a Pro Trainer mode tutors you on the tracks under the instruction of a NASCAR driver, though its selection is too limited. Best of all, Beat the Heat mode returns with its new lineup of engrossing mini-game-style challenges.

Feel the Heat

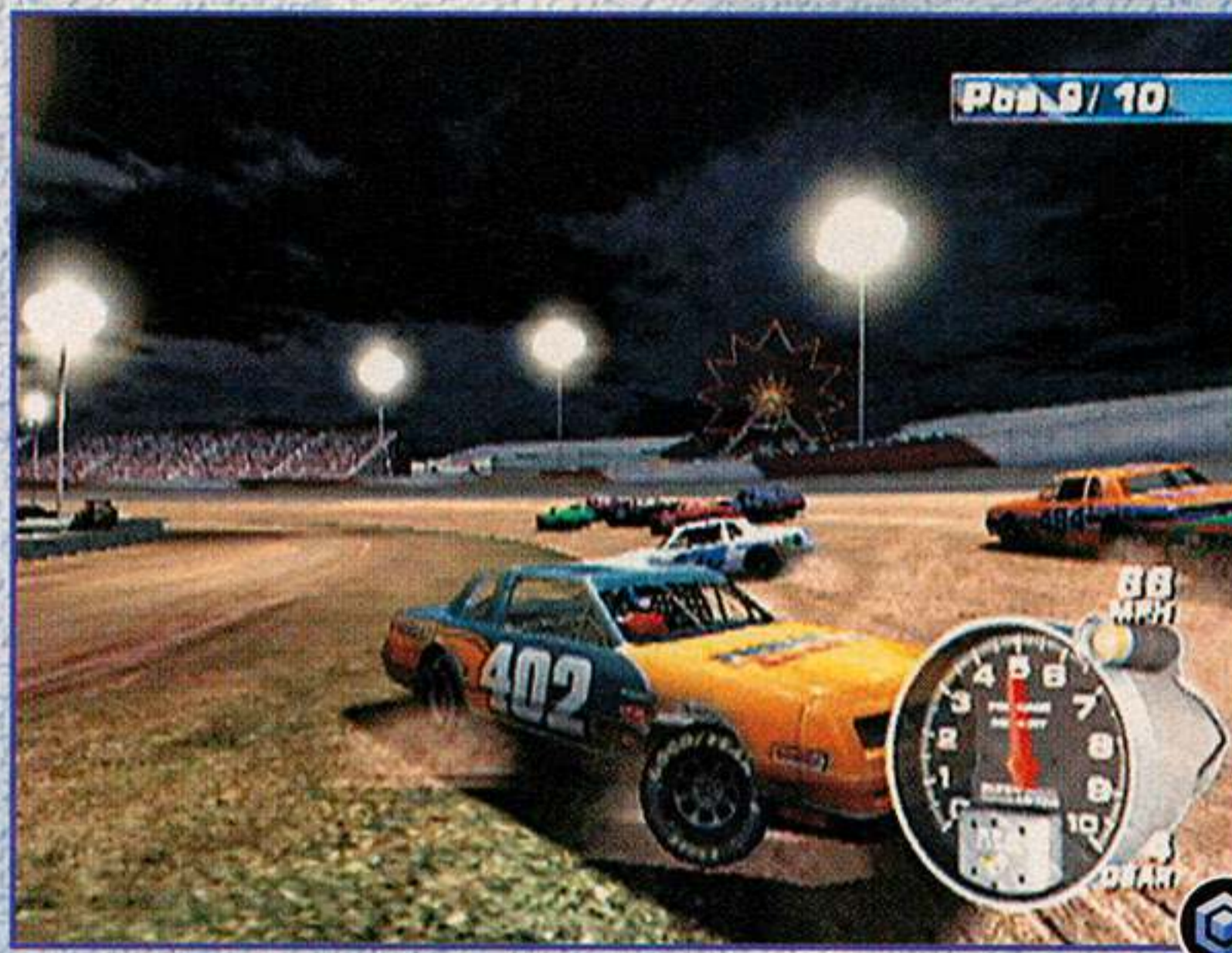
Side by side, the PS2 and GameCube versions of D2D are virtually indistinguishable. The graphics don't soar to new heights, but they're respectable. Richer colors and better lighting would've added a lot. The audio is much the same.

The wow power is definitely lacking, but the crew-chief and spotter chatter is helpful, and the sound effects are solid. The music, though, is inadequate and repetitive.

Sublime controls, however, will keep you glued to your seat. The cars' handling just feels right, so these races are very accessible for novices but pack plenty of beef for pros.

It's What's Under the Hood

So with two stellar performers on the circuit, which ride's right for you? With its glittering graphics and glamorous licenses, NASCAR Thunder delivers the best NASCAR experience, rich in cameos by famous drivers and the like. But compared to D2D, Thunder's cars don't handle as smoothly and its Career mode is heavy on complexity and short on fun. For the best in NASCAR racing, Dirt to Daytona will take you all the way to victory lane.



PRO TIP: On dirt tracks, never let your front left tire run up onto the raised edge in a corner—it spins you out every time.



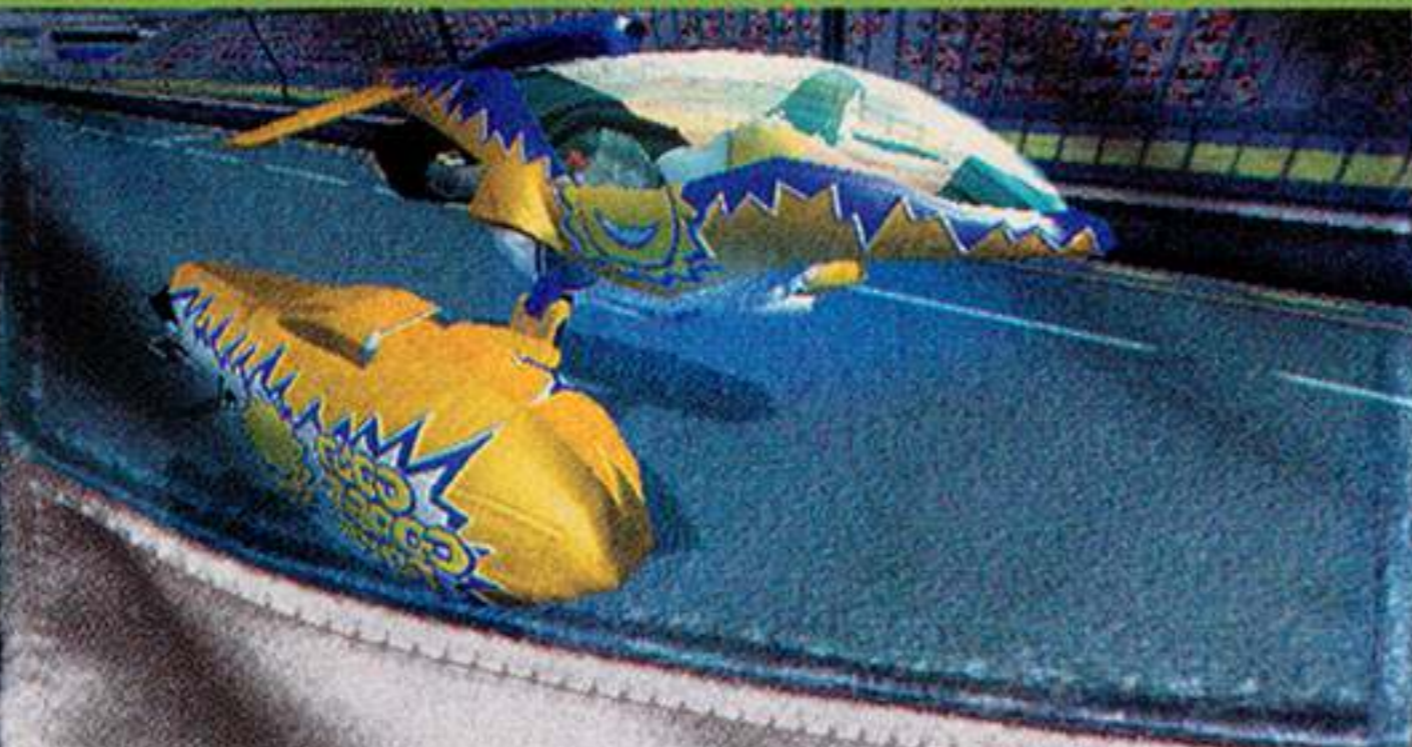
PRO TIP: Take out another car by ramming the right-hand side of its rear fender in a left-hand turn.



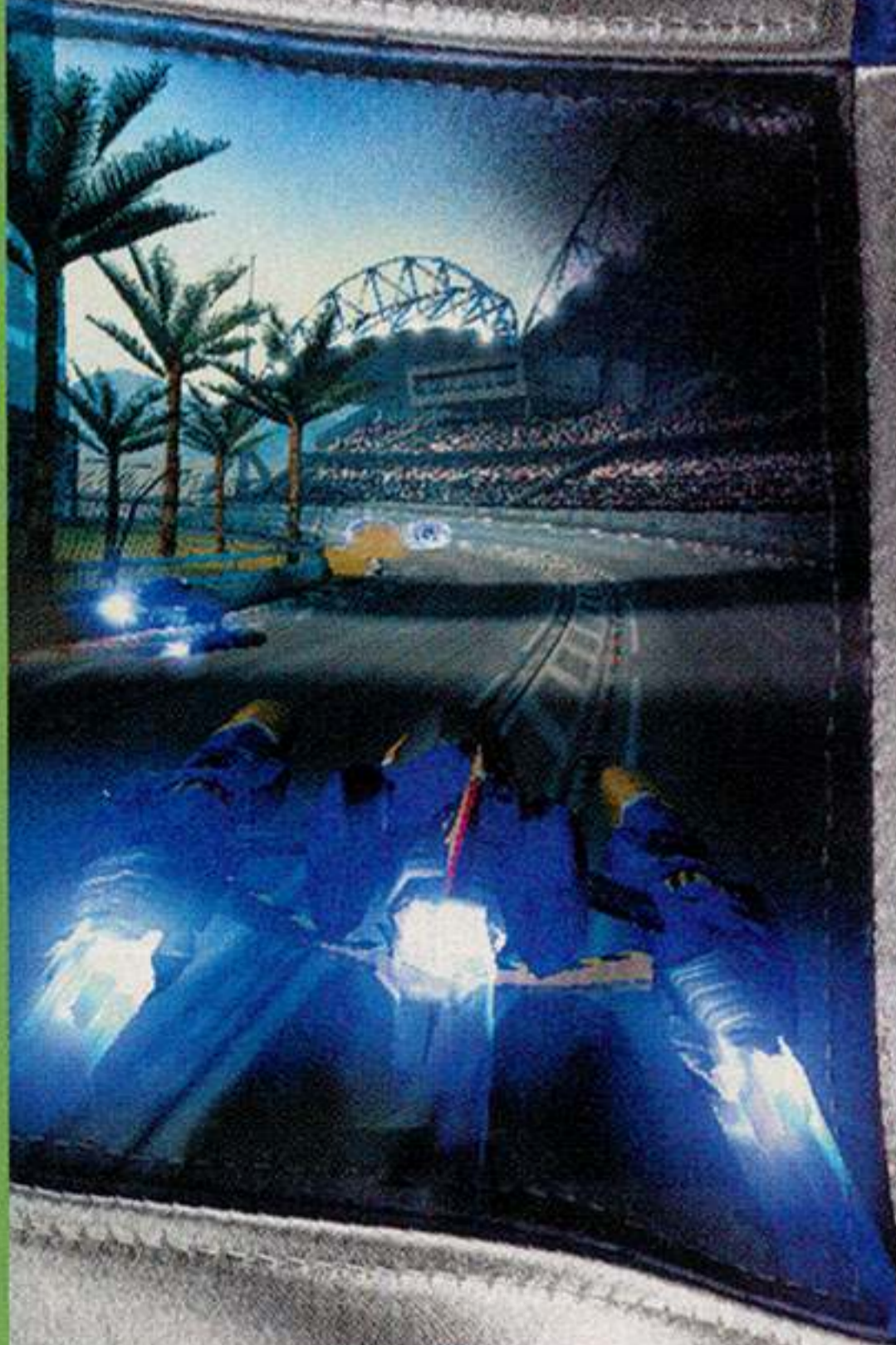
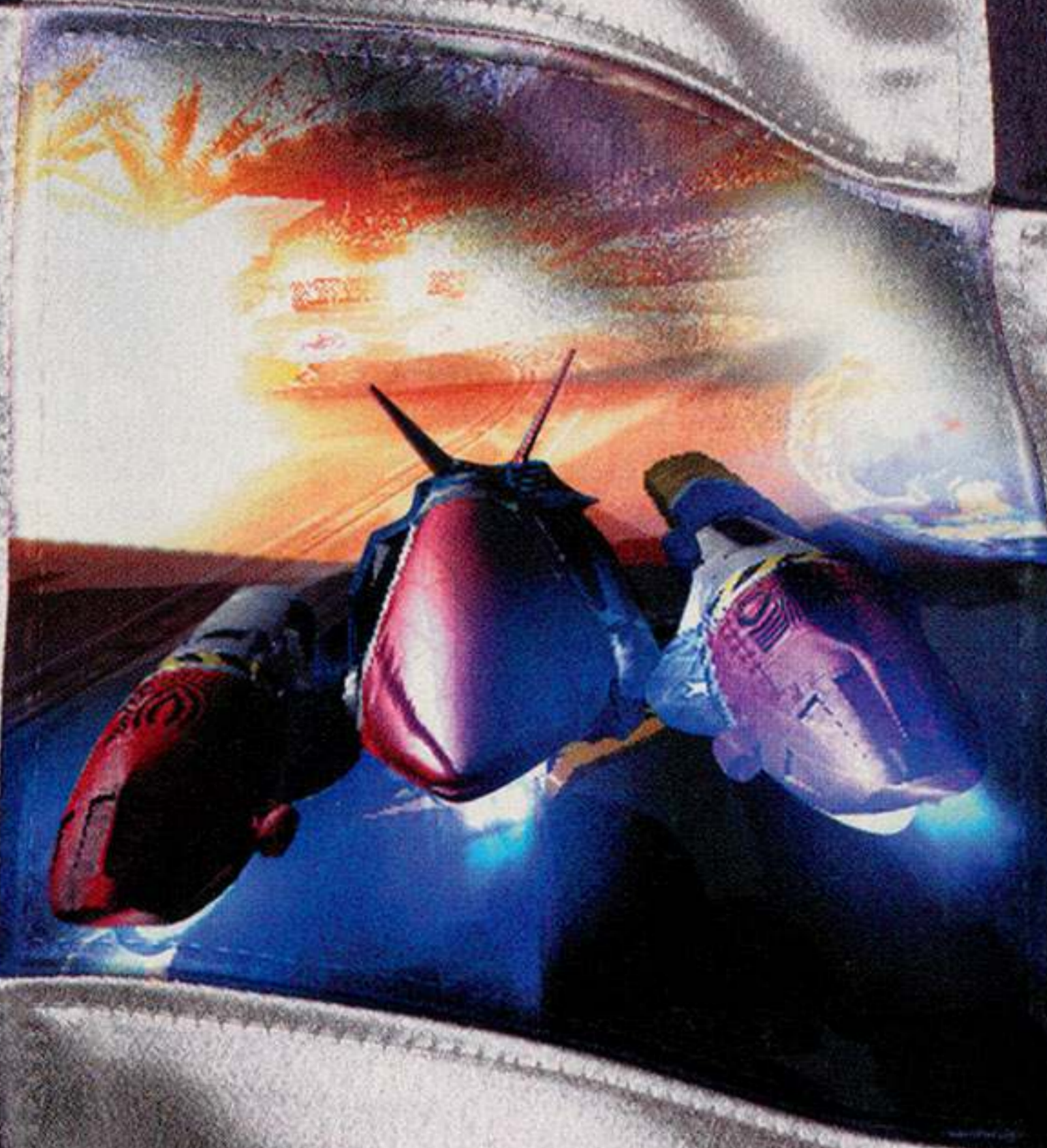
PRO TIP: On most dirt tracks, no braking is required for corners. But on the tight ones like Anoka City Speedway, briefly get off the gas before you start the turn.

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
PS2	3.5	3.5	5.0	5.0

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
GameCube	3.5	3.5	5.0	5.0



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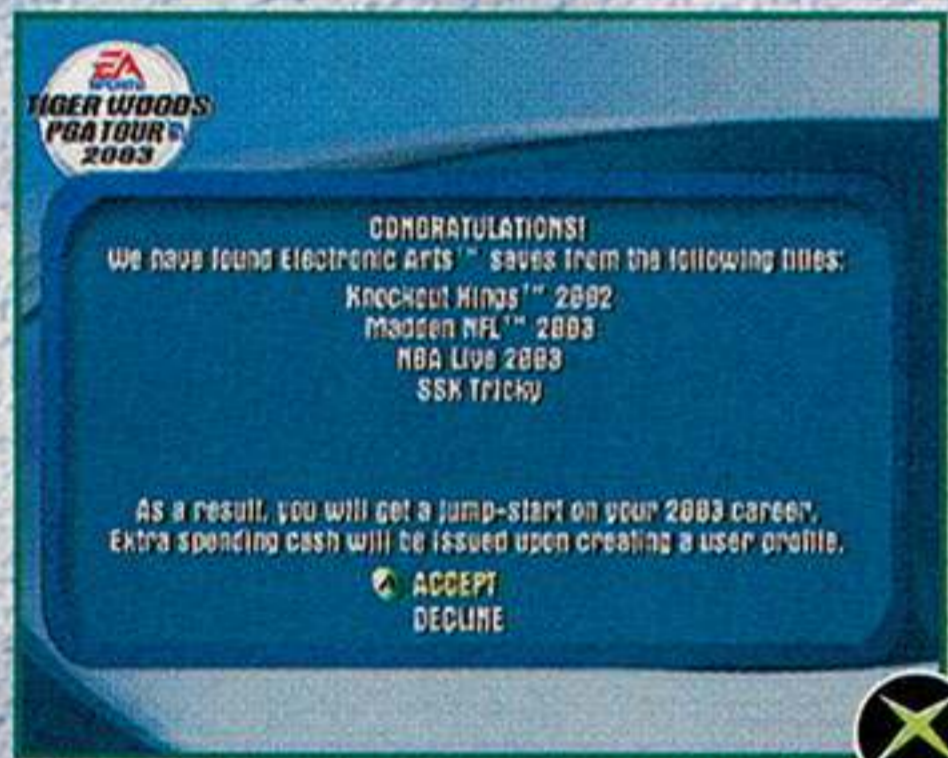


Tiger Woods PGA Tour 2003

TIGER WOODS PGA TOUR 2003 seemingly does the impossible: It gives serious golf fans a deep sim while offering casual fans an approachable, gorgeous game with tons of play modes. If you're hardcore about Hot Shots, this could be the "real" golf game to win you over.



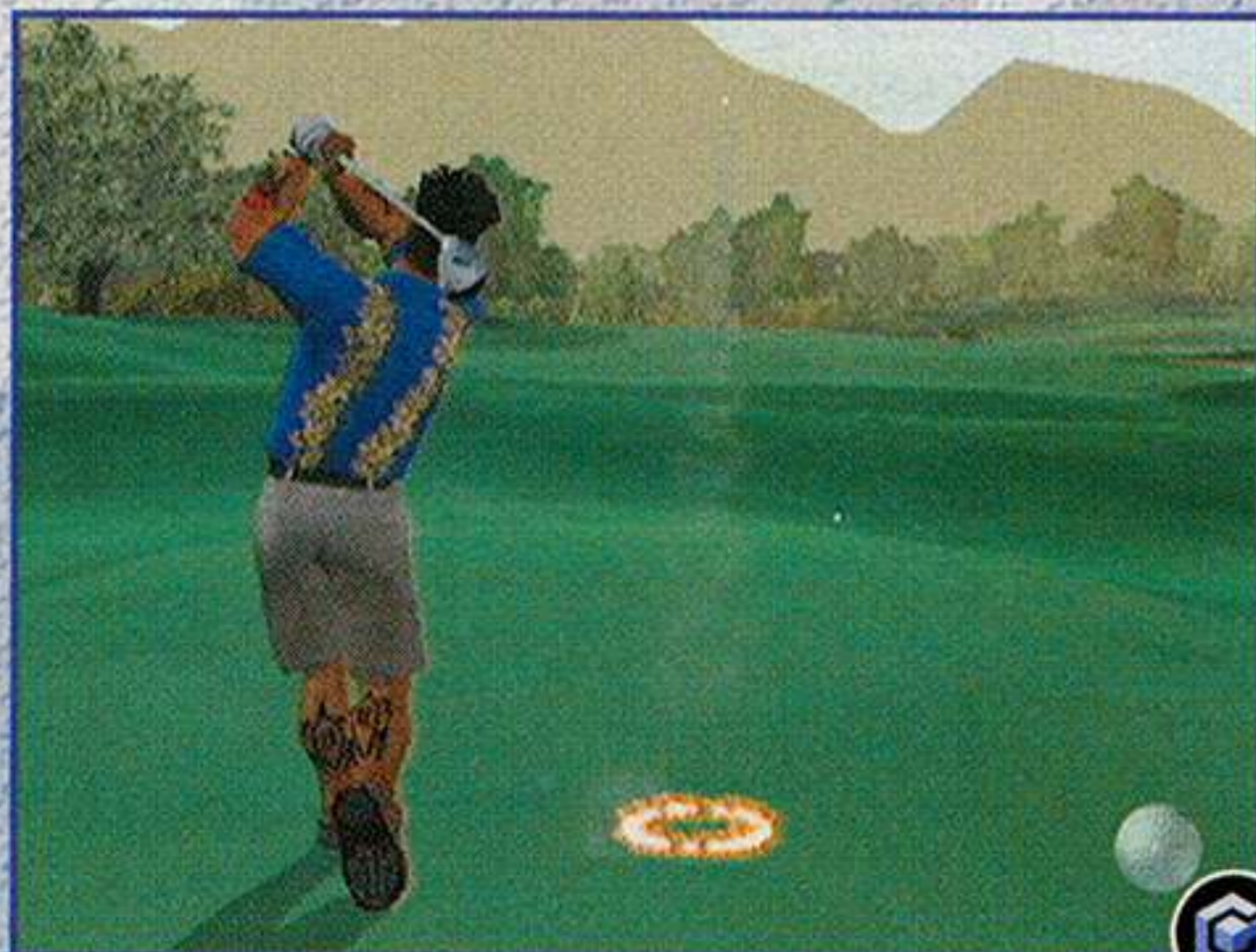
PROTIP: On most putts, set your target marker fairly far past the cup—almost as far away from the hole as you are.



PROTIP: If your memory card or hard drive has any other save files from EA's recent releases, you'll start with bonus cash!



PROTIP: Pound the spin button and get the rotation going immediately after you hit the ball—you can add major distance upon landing.



PROTIP: You almost always want to use extra power on long drives, especially your first. On the backswing, tap L1 on the PS2, Z on the GameCube, and White on the Xbox.

Skins 'n Pins

Tiger '03 is nothing if not exhaustive. In addition to the expected tournament and skins play, you'll find plenty more gameplay modes, including a special single-player challenge ladder, which unlocks courses, players, and much more as you progress through. There's also a brisk round of Speed Golf for the action-oriented golfer and target-shooting accuracy drills in the SkillZone. Real PGA players like Charles Howell III and Mark O'Meara are mingled with original characters such as ex-sumo wrestler Takeharu "Tsunami" Moto...and since they're all wearing polo shirts, it works out fine.

The game features a lot of visual subtleties, like sand on the green near a bunker (from previous chip shots). The player models feature exceedingly smooth and natural character animations—watch for the golfers to wince realistically when they realize they've made a poor shot. The game also incorporates nice cinematic angles into the gameplay without them feeling forced in; when the camera cuts away for a freeze-frame stunt or a blurred rotation, it's merely to accentuate powerful shots. The Xbox version shows individual blades of grass in the tall rough, but that's about all the visual difference you'll spot between the games. They're all gorgeous.

King of Swing

All three versions of the game kick off with an excellent tutorial that explains the changes in the control scheme. The old three-click setup has been entirely supplanted by what EA Sports dubs the "total precision swing"—an all-analog-stick trick that gives the player a much more natural-feeling method for driving the long ball and easing a putt into the hole. It gets players more involved, and even total newbies can pick it up immediately. Only the PS2's controls prove problematic—they're far, far more sensitive to the point of making the game much more frustrating and difficult compared to the Xbox and GameCube editions.

Like last year—and by design—it's very difficult to read the green. There's no grid to illustrate the ups and downs of the crucial putting area, and no way to pan the camera around to judge the slopes for yourself. The only dotted line that displays the break often shows you where you don't want the ball to go. The intentional lack of aids is frustrating, but then again, there's no big white grid on the real 13th hole at Pebble Beach, so EA Sports' aim for authenticity is duly noted.

Roar!

A lot of rockers golf, but a lot of golfers don't look ready to rock. With neatly dressed, clean-cut men on the screen, the screaming guitars and heavy beats of artists like Saliva and Paul Oakenfold simply don't reflect golf's professional attitude. Far more important—and successful—is the commentary by Bill Macatee and the hilarious David Feherty (who described one fast putt as "hot snot out of a chrome nostril"). With useful quips and an amazingly low repetition rate, it's some of the best commentary you're likely to hear.

As video golf gets ever more sophisticated, it's great to see that it doesn't have to lose its playability in the process. Tiger Woods PGA Tour 2003 hits the mark for all golf gamers.

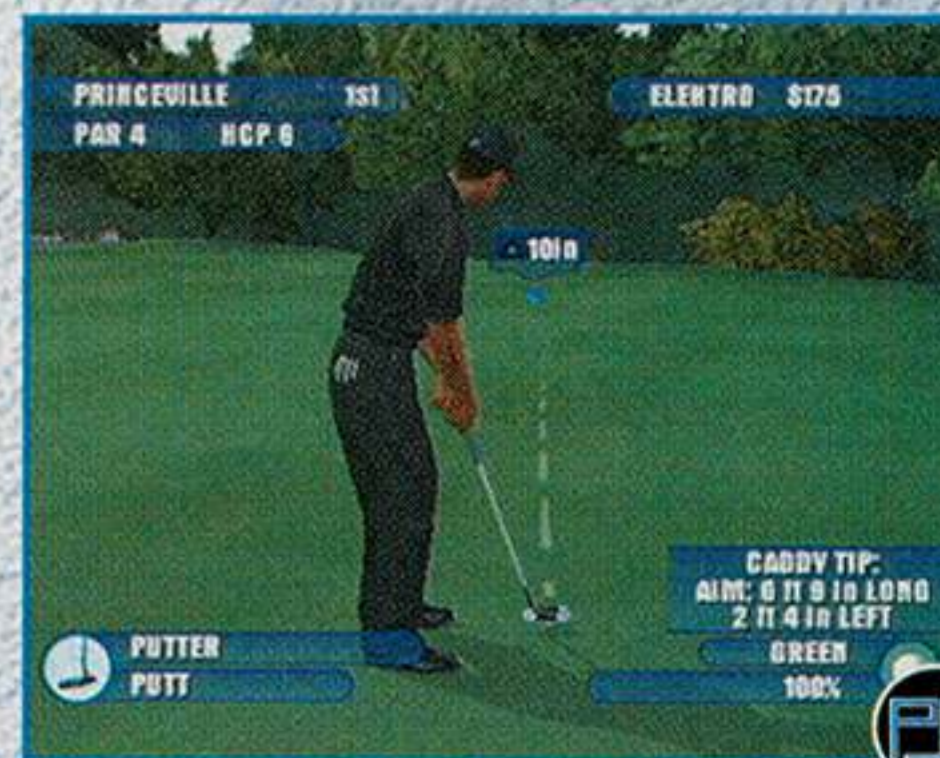


BY DAN ELEKTRO

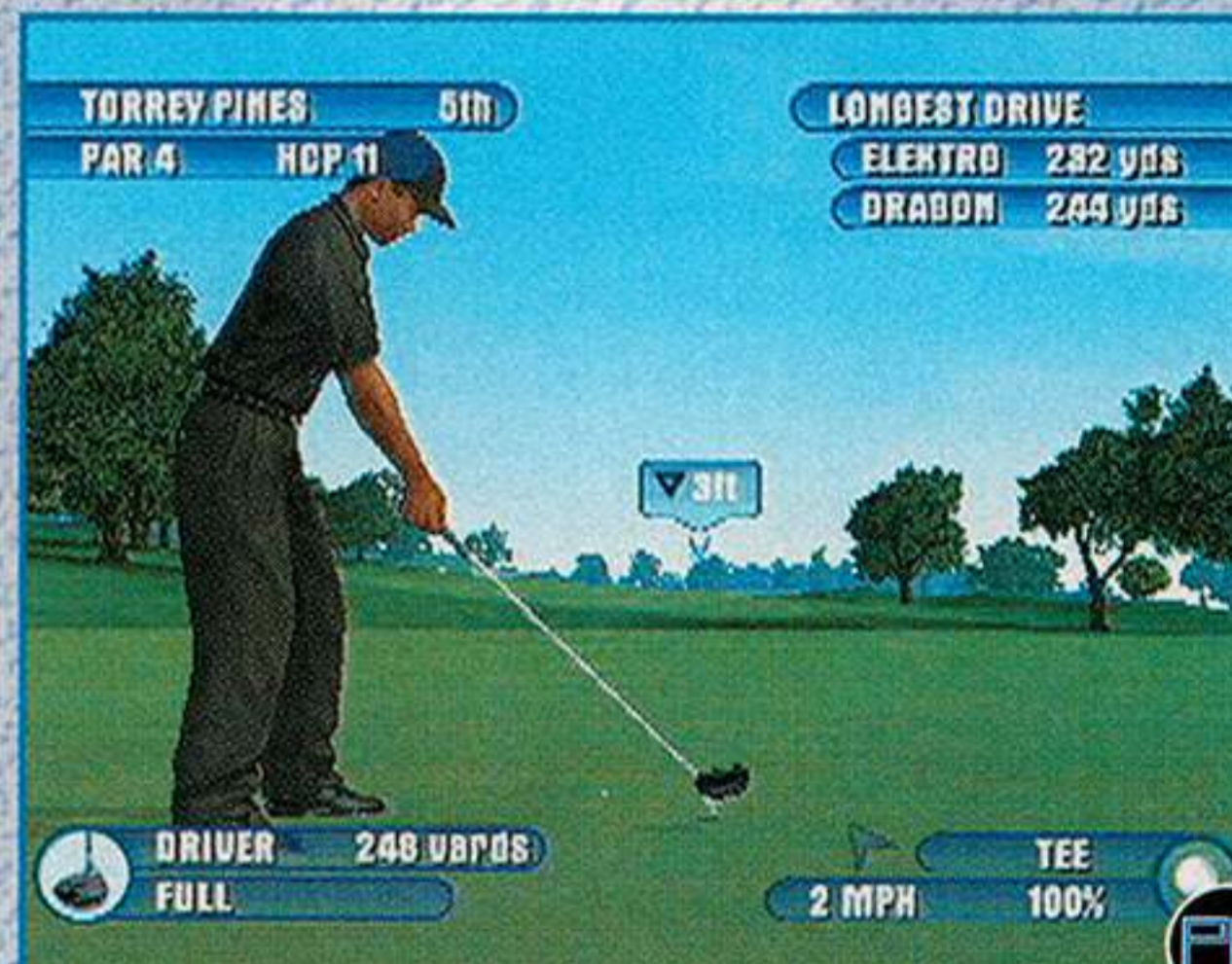
- Developed and published by EA Sports
- \$49.99
- Available November
- Golf
- 4 players



PROTIP: Blasting out of the sand requires more power than the distance/power marker will take into account. Hammer it hard!



PROTIP: Don't always take the caddy's advice. Most of the time it's good, but make your own long/short decisions as you gain putting experience.



PROTIP: On the PS2, make sure you're holding the controller straight in your hands; otherwise, it's easy to shank your shot.

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
PS2	4.5	4.5	4.0	4.5

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
GameCube	4.5	4.5	4.5	4.5

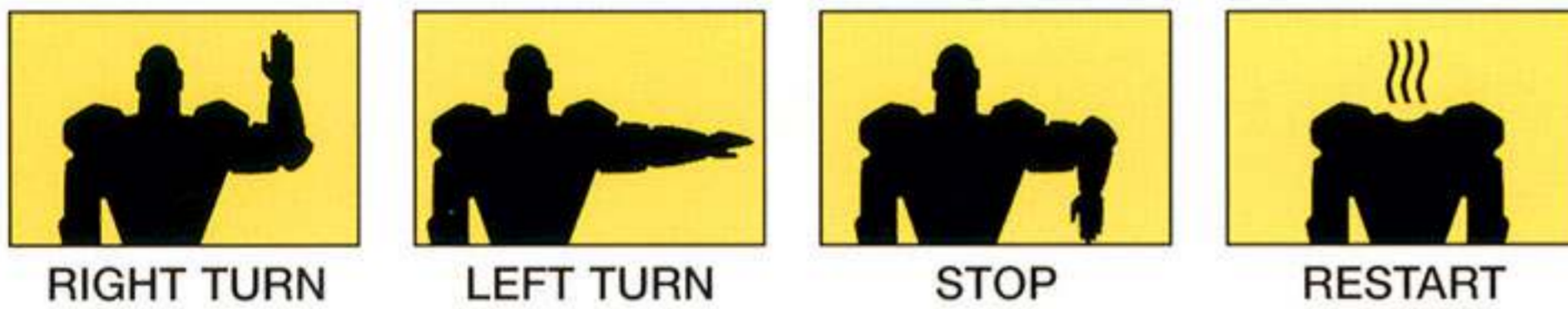
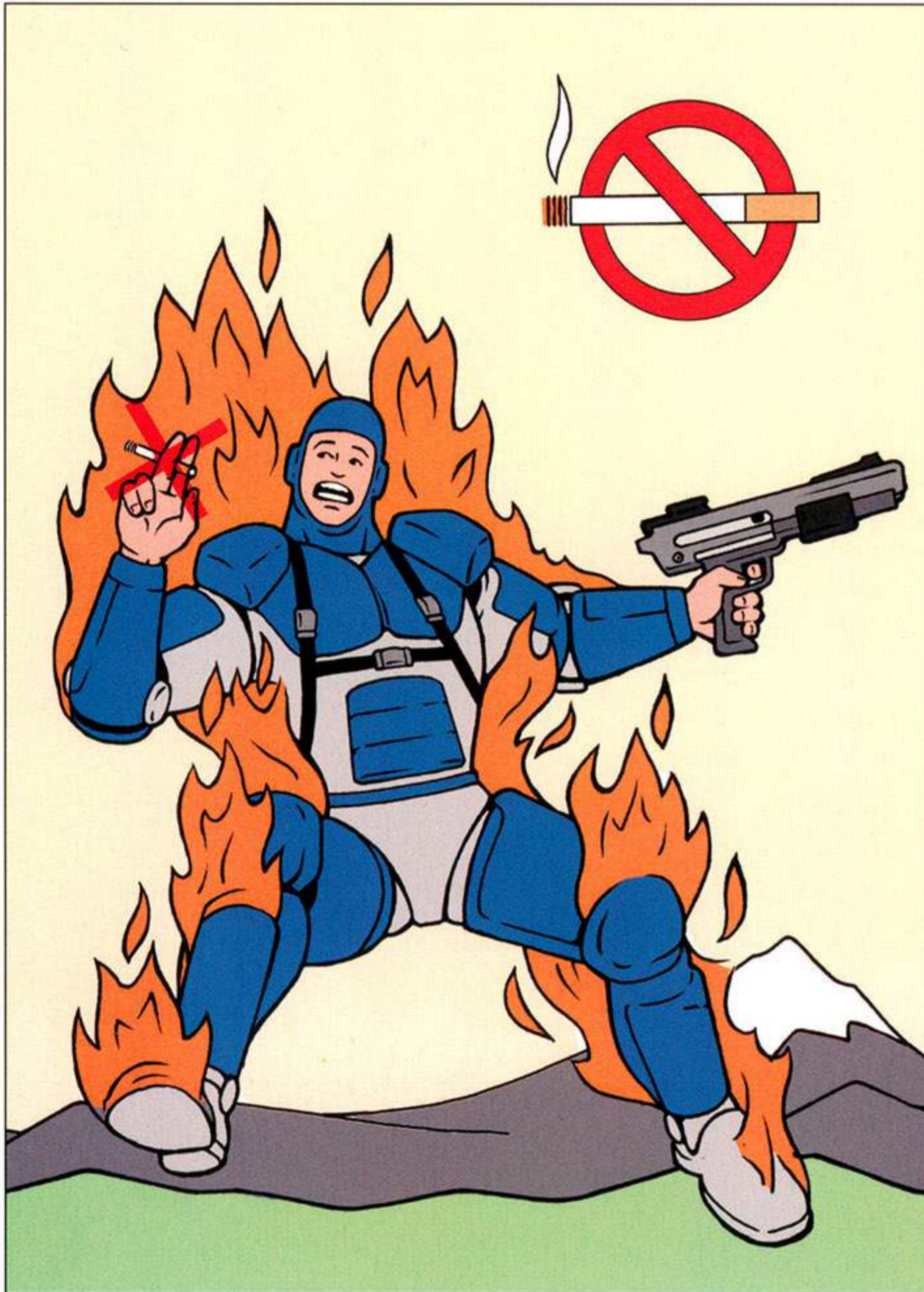
PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
Xbox	4.5	4.5	4.5	4.5

JETPACK 3941

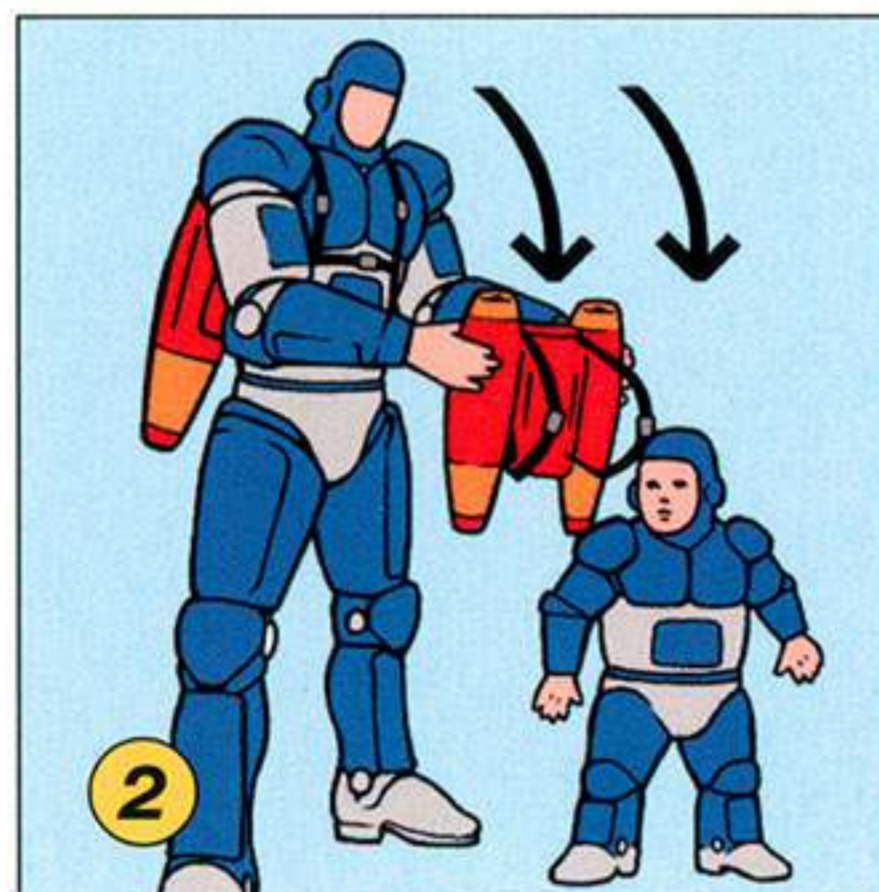
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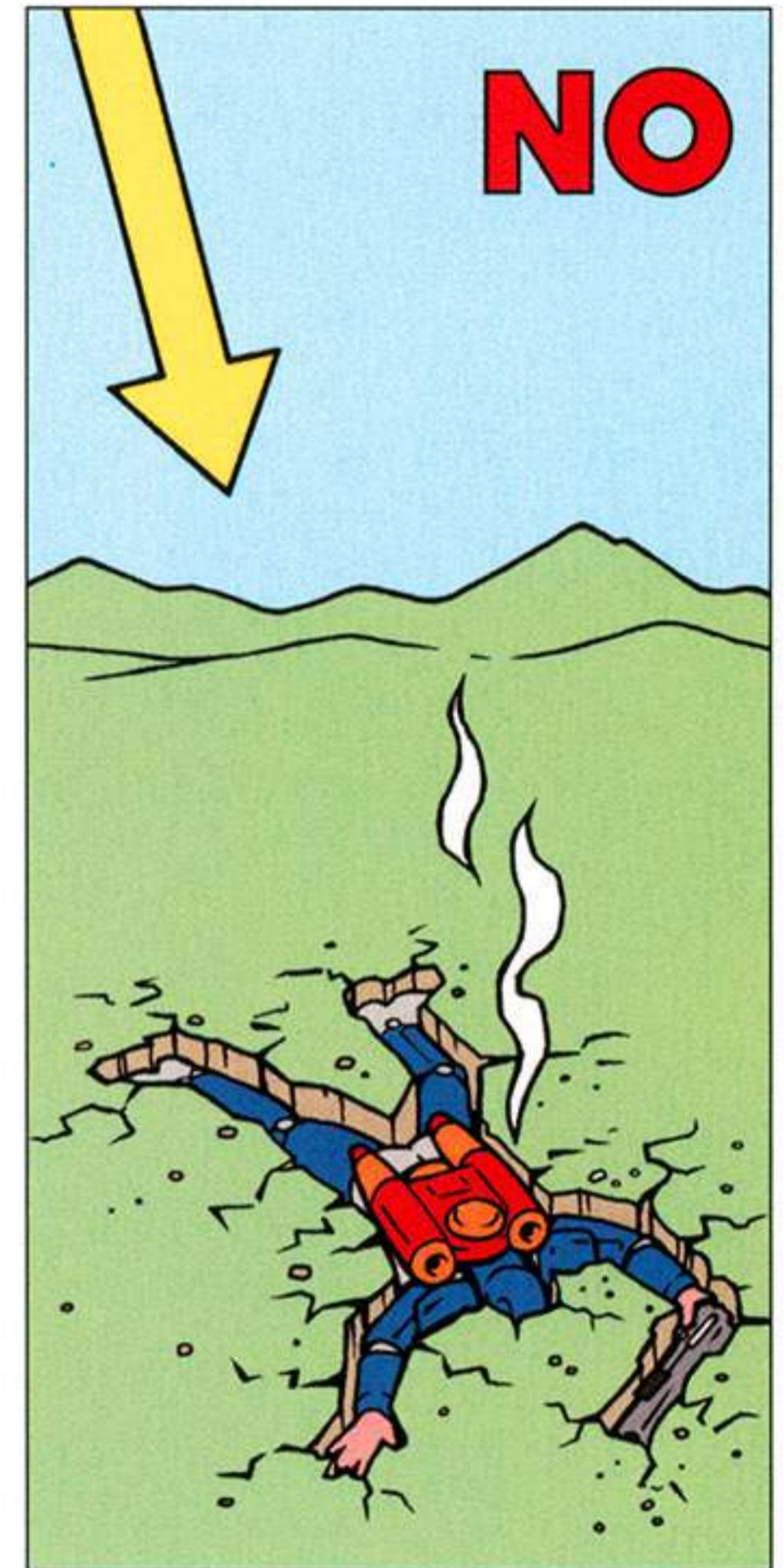
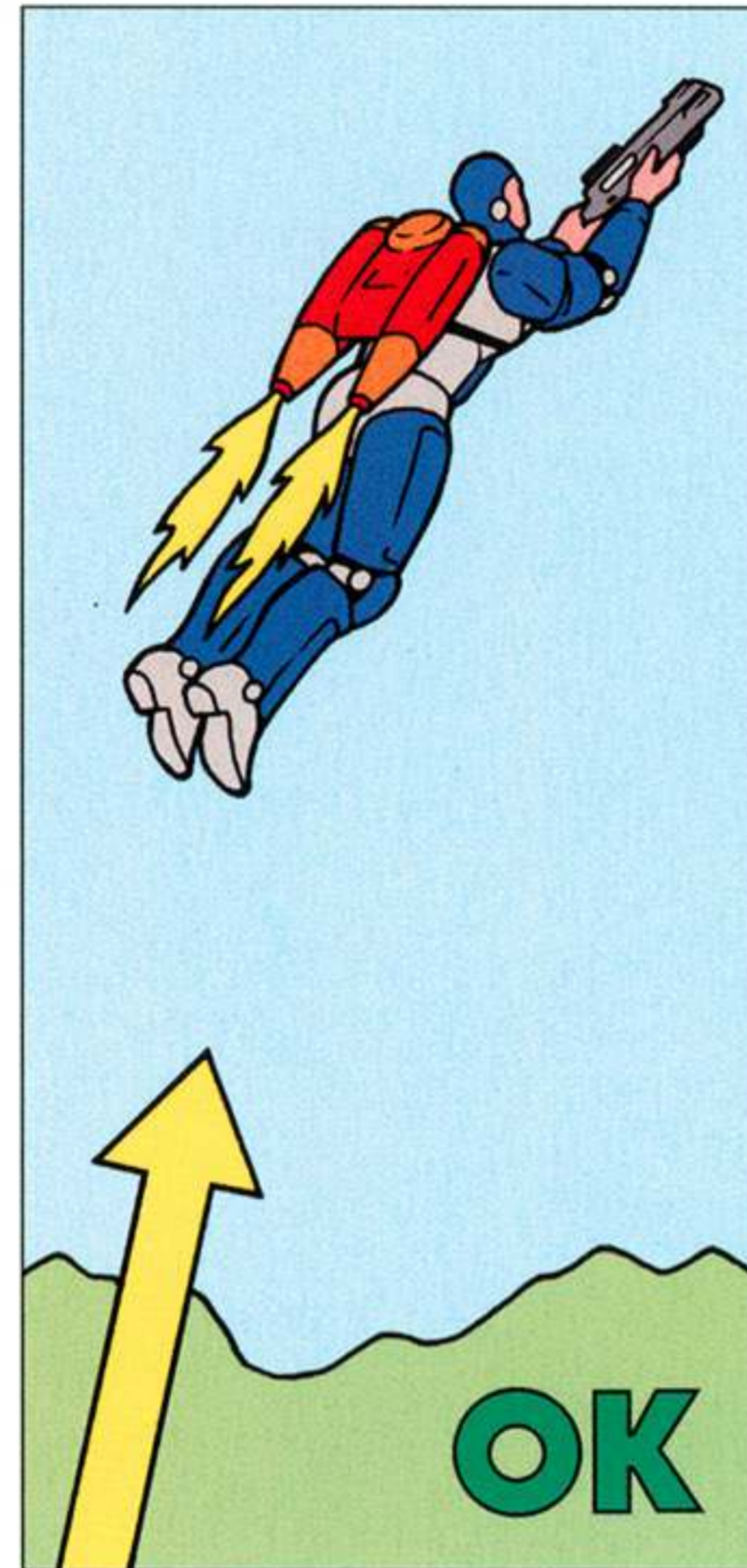
AERIAL ASSAULT



AFFIX OWN JETPACK BEFORE ASSISTING OTHERS



JETPACK CONTROL



JETPACK CARRY-ONS



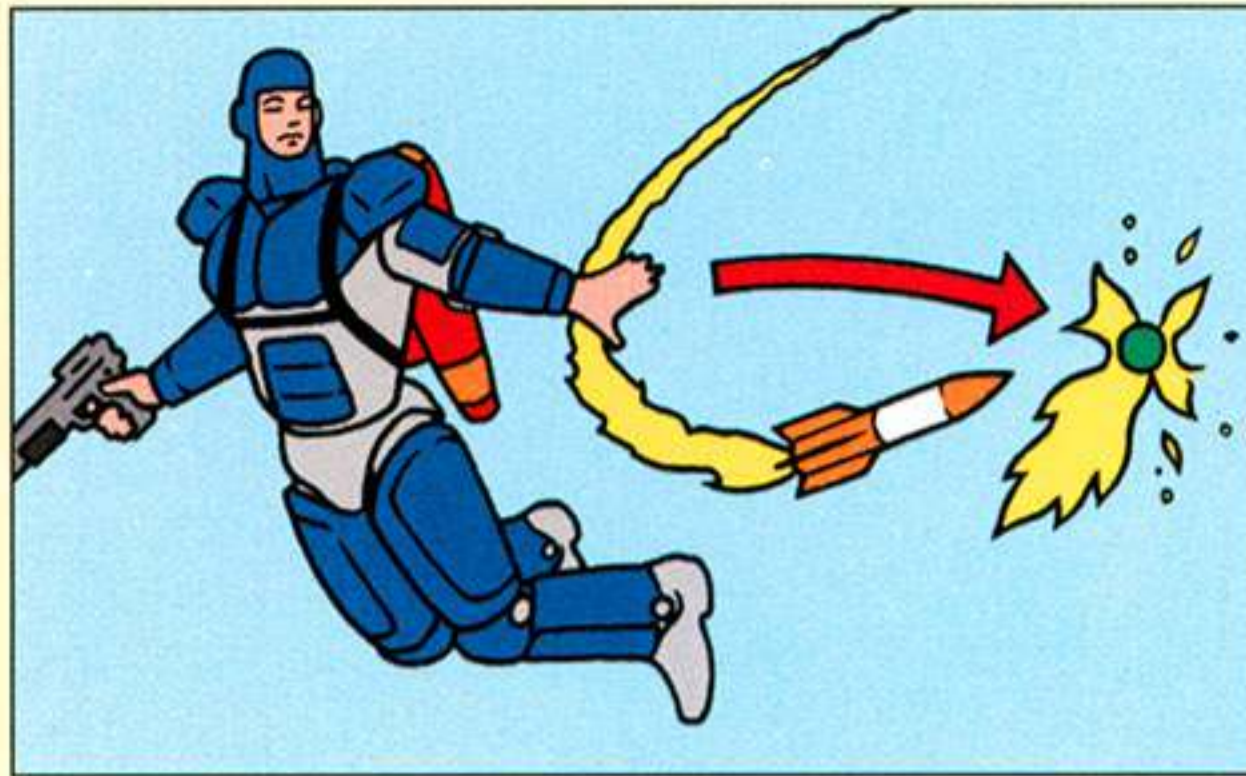
MINEFIELD AVOIDANCE



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THROW:**



FLARE GRENADE



FALLING TO YOUR DEATH



FUTILE FLAPPING



CANNONBALL



PRAYER

DO NOT THROW:



SHOE

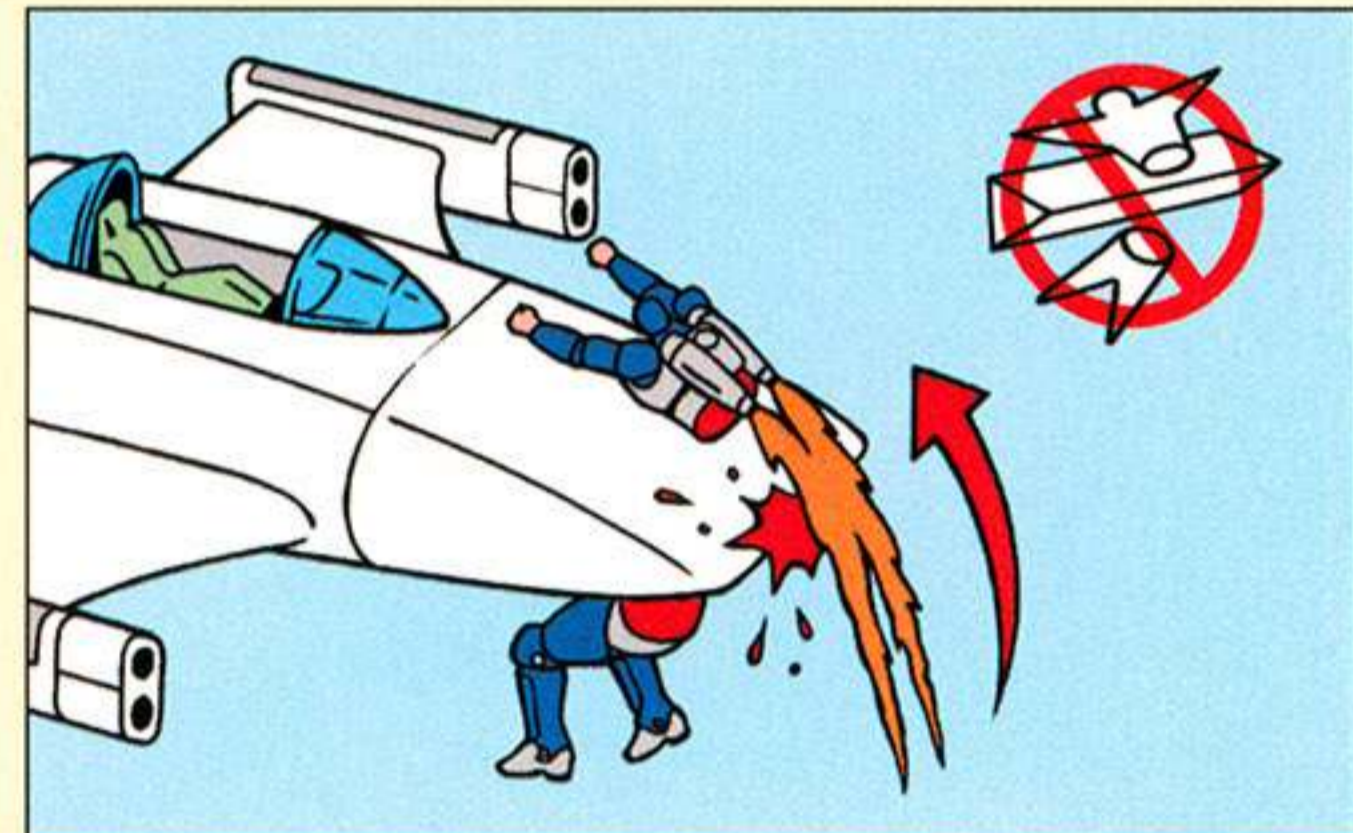
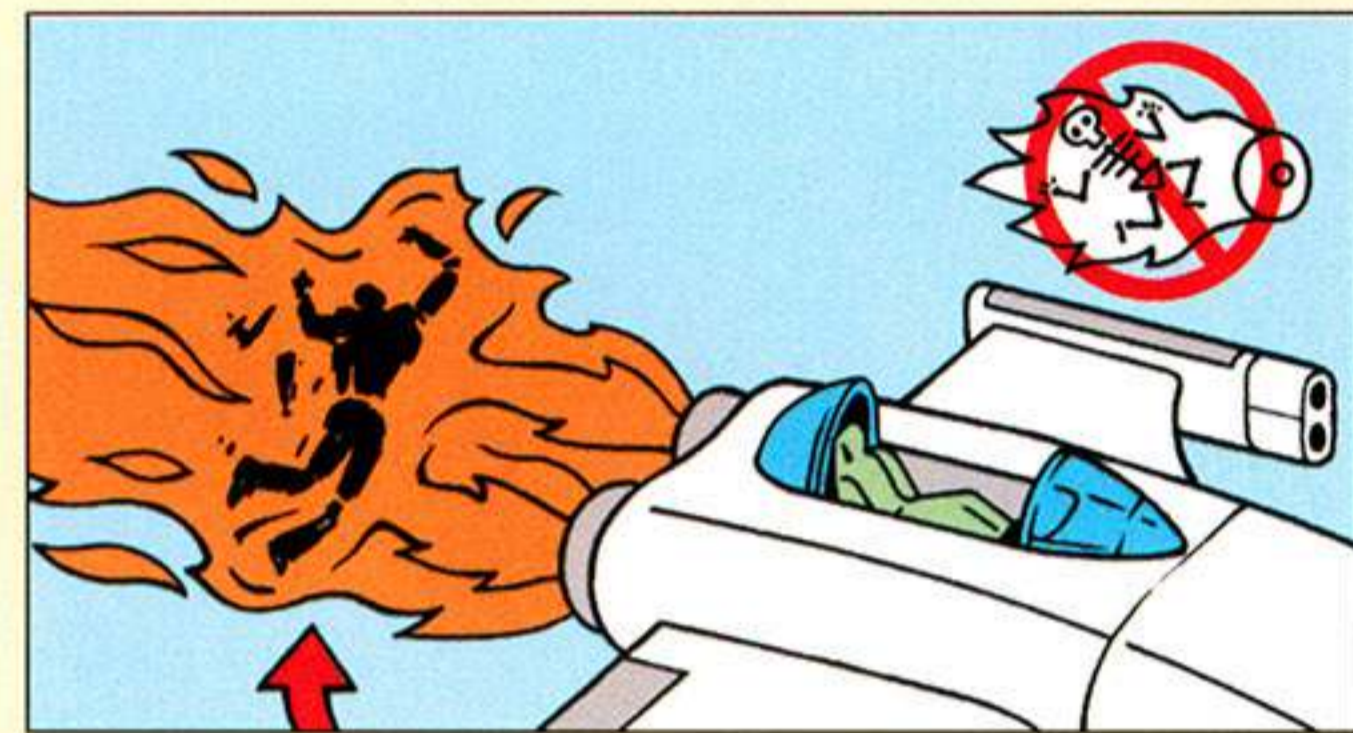
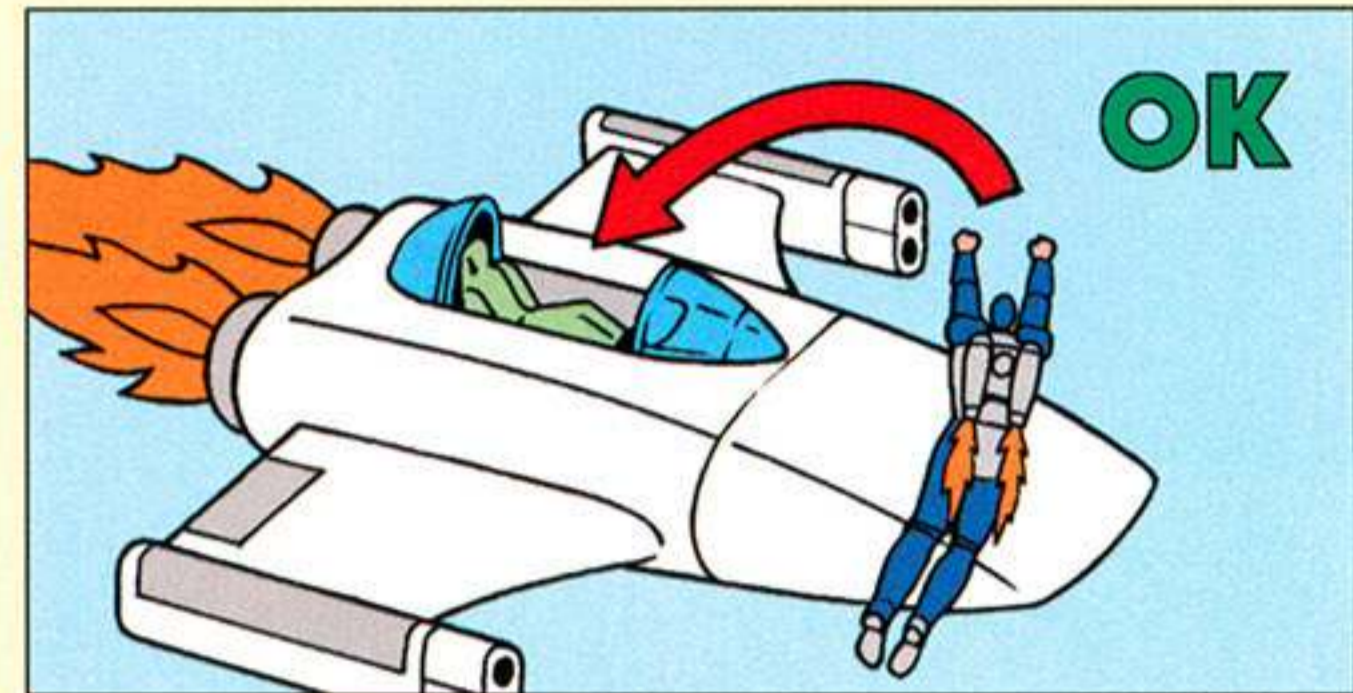


SPITBALL



TANTRUM

ENTERING TRANSPORT



OUT OF AMMO



1 READY



2 LEAN



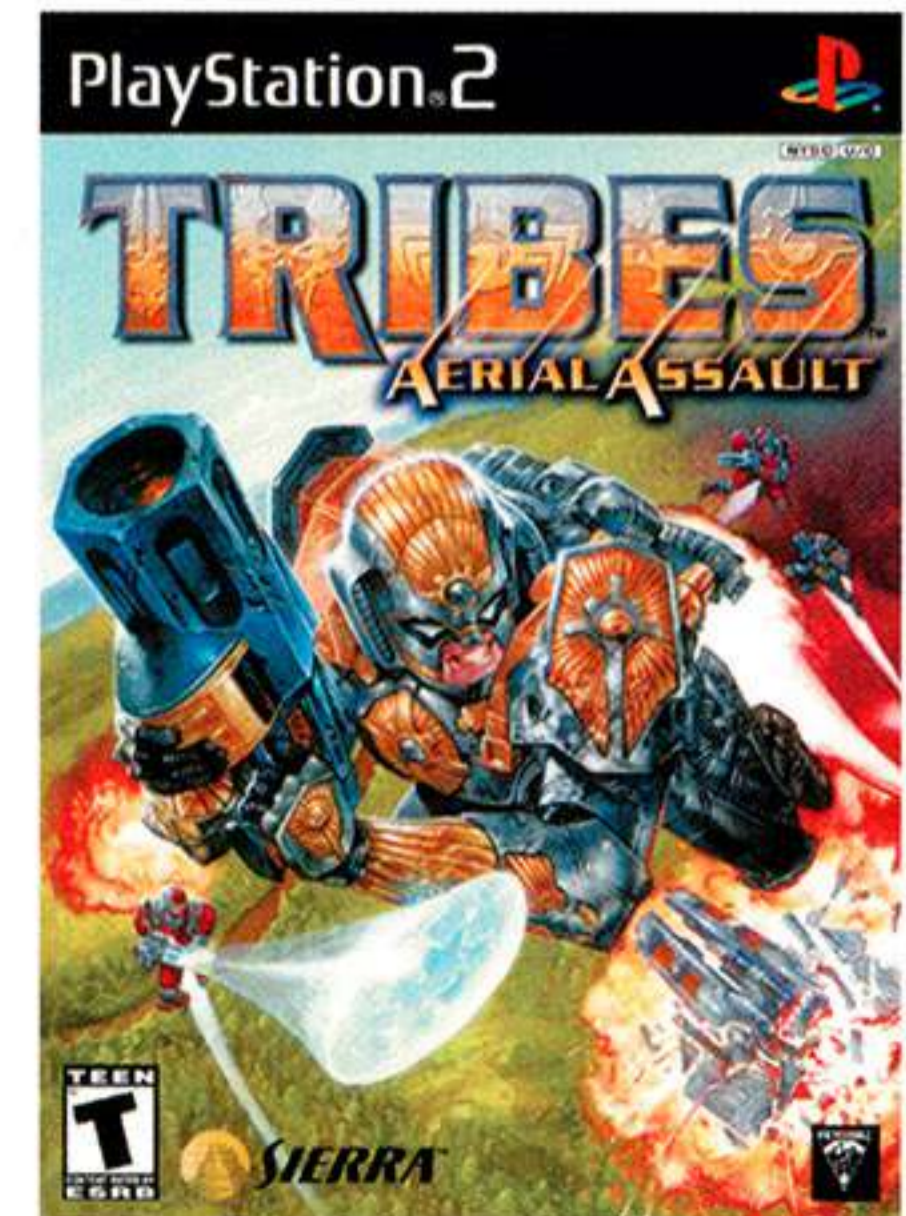
3 BEND



4 KISS ASS
GOODBYE

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PlayStation®2

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FIFA Soccer 2003

FIFA SOCCER 2003 has been totally revamped from the ground up, and it shows. Great graphics and the best gameplay the series has seen in years add up to make this a must-have sports game.

The Natural

You can't talk about FIFA Soccer 2003 without first explaining the impressive control you enjoy on the field. The physics have been completely redone, and everything from the way your player moves to how he interacts with the ball feels amazing. There's a tangible sensation of momentum that forces you to play in a realistic fashion. The ball has its own identity, and it must be controlled as carefully as your player's movements. The A.I. of your teammates and your opponents is also smarter, resulting in gameplay that mirrors the way soccer is really played. Of the games that feature EA Sports' Freestyle stick, FIFA feels the least gimmicky since it uses it sparingly and in intuitive ways. There are no outlandishly overpowered juke moves that alter the balance here.

FIFA 2003 doesn't use as many buttons as other sports games do, so the controls aren't drastically altered from console to console. The only noticeable drawback is the shape of the GameCube's C Stick, which causes mistakes because your thumb can slip so easily.



PROTIP: If your opponent is relying heavily on an aerial game, turning on the radar will help you spot problems faster.



PROTIP: Don't forget to switch players if you're trying a cross, or you won't get a shot off quickly enough.



PROTIP: A well-timed slide tackle in the path of a shot on goal is safer than a direct stop, but it's also less effective.

World Stage, World Groove

The graphics enjoy a major facelift and sport some very good player likeness, although some lesser known teams have been given short shrift. The player animations are graceful, and they flow smoothly from move to move. Frame rate was a problem for the PS2 version last year, but it's consistently jitter free this time out. The Xbox and GameCube graphics look identical to the PlayStation 2's.

Play-by-play commentary is solid, and the music selection is packed with catchy world dance beat grooves. The wide variety of crowd chants is well done as are the various field sound effects. Audio quality across the three consoles is relatively uniform, but the PlayStation 2 and GameCube editions are a touch louder at the default volume setting than the Xbox version.

Golden Goal

FIFA 2003 has the standard range of features fans of the series have come to expect, but the various season and tournament modes don't give you as many player or club customization options as you'd like. Games like Virtua Striker for the GameCube have shown that such a high degree of control is a perfect match for crazed soccer followers. Even with the vast selection of teams, there are bound to be countries and clubs that are left out, making a create-a-team and create-a-player function a sorely needed feature here. Nitpicking aside, the selection of clubs is satisfyingly diverse. The sheer number of possible dream matchups is worth the price of admission alone.

FIFA Soccer 2003 is such a tremendous effort that any gripes about features can be forgiven. This is a high watermark for the series that warrants an immediate purchase.



PROTIP: Changing to the sideline or the end-to-end camera during corner kicks works better than the default broadcast angle.

BY TOKYO DRIFTER

- Developed by EA Canada
- Published by EA Sports
- \$49.99
- Soccer
- Available November
- 4 players

EVERYONE
PLAYSTATION 2
GAMECUBE
XBOX



PROTIP: When you're the last line of defense, hang back or your momentum will take you out of the action.



PROTIP: Sending your ball back toward your side to reset your offense actually works in 2003, so don't be afraid to do it.

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
PS2	5.0	4.5	5.0	5.0

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
GameCube	5.0	4.5	4.5	5.0

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
Xbox	5.0	4.0	5.0	5.0

NHL 2K3



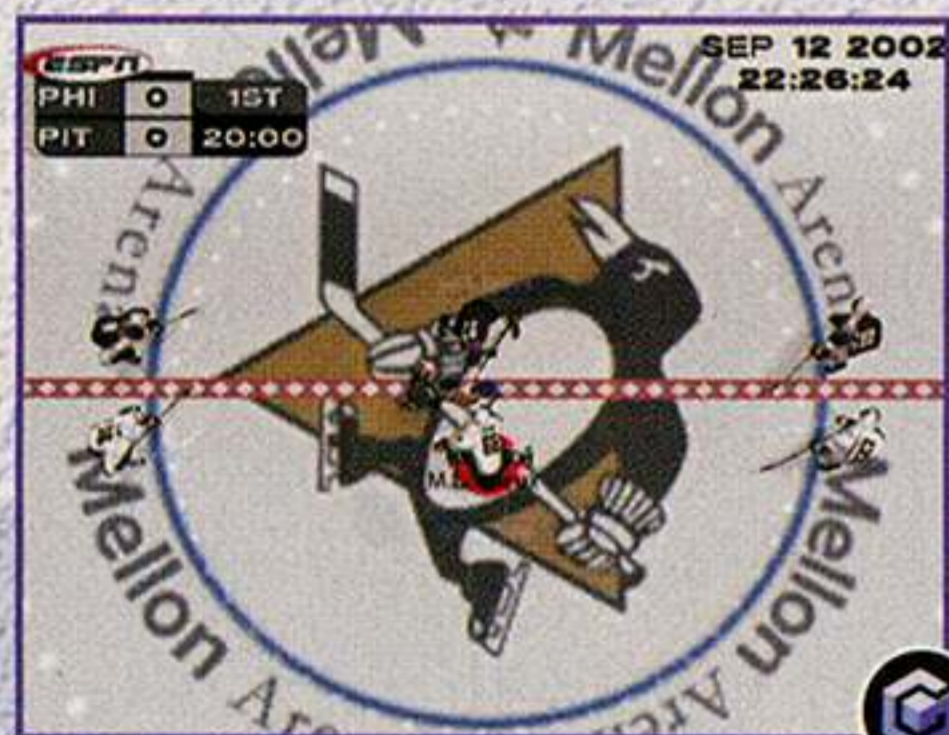
BY AIR HENDRIX

- Developed by Visual Concepts
- Published by Sega
- Target release date: November



HANDS-ON

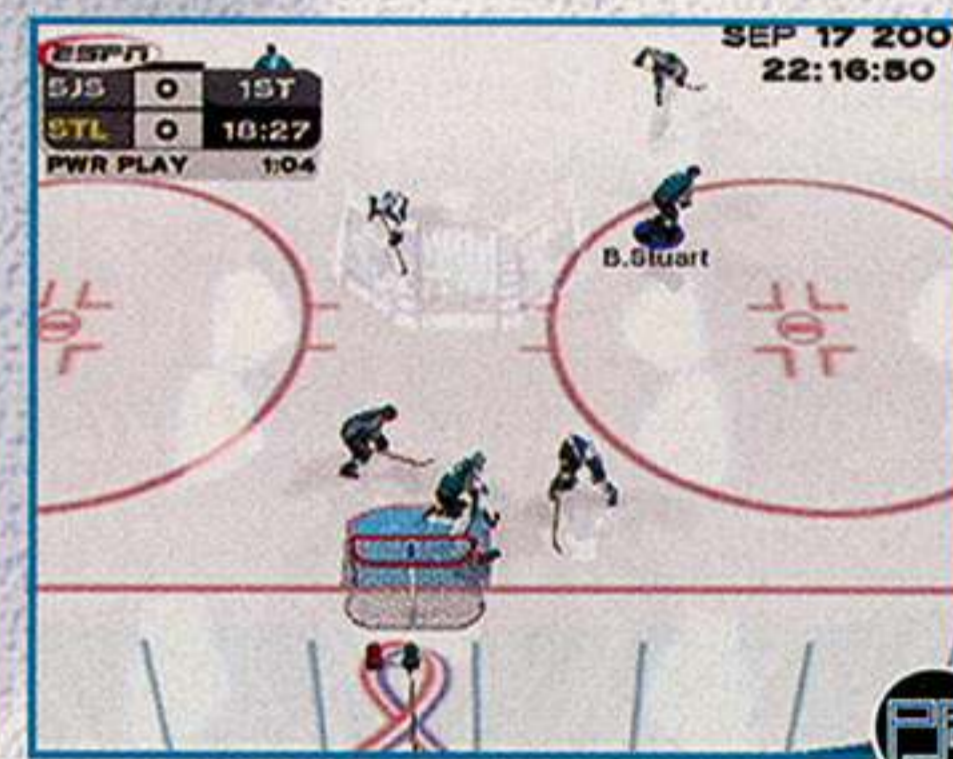
A FEW SEASONS ago, Sega's NBA 2K series snuck up on NBA Live and plucked the ball from EA Sports' grasp. A similar changing of the guard looks like it may be in the works this year on the hockey rink...unless you prefer EA's brand of high-scoring action and fun gimmicks, which plenty of gamers do. But if you're a hockey fan looking for a game that duplicates what happens in the real-life NHL with a reasonable degree of accuracy, NHL 2K3 should inspire you to sign up for a season ticket.



The feel of the gameplay was already very authentic in a preview version, and that was backed by a wealth of true-to-hockey details and controls that were already tight and crisp. The early build played a lot like NHL 2K2 for the Dreamcast, but fortunately, the presentation is being dramatically improved, though the graphics and sounds probably still won't hang with NHL 2003. One of the cool new touches will include fighting along the boards

for control of the puck, and you'll be able to pin the puck against the board, kick it away, or use your stick. Playing along the board really opens up the dump-n-chase as a viable strategy and also enables much more play in the corners. You'll be able to change your offensive lines separately from the defense, and you'll even be able to set separate strategies, including how your team breaks out with the puck, for each line. Only the Xbox version will offer online play, which is a good incentive to choose that version if you own more than one platform. With

a fully featured Franchise mode that lets you play a crazy 250 seasons, NHL 2K3 should deliver all the hockey you can handle.



Swingerz Golf



BY D-PAD DESTROYER

- Developed by Prokion
- Published by Fresh Games
- Target release date: October



HANDS-ON

SWINGERZ GOLF HAS looked good since E³, but the playable build really showed its strengths. The cute characters lie firmly in the Hot Shots tradition, but the preview version's analog swing mechanic (like in Outlaw Golf or Tiger Woods) meant more control over your shot with all the great frustrations and triumphs that it entails. While a few graphical glitches popped up here and there, those should be ironed out by the time the game ships. Big-head GameCube golf fanatics looking for their tee time should keep their eyes on Swingerz.



NCAA College Basketball 2K3

VISUAL CONCEPTS HAS set its sights on college hoops for its upcoming NCAA College Basketball 2K3, to be released on all major consoles early next year. Over 300 Division I teams will be represented, while a robust Legacy mode will enable you to create your own team and build it into a force to be feared. Like its pro-hoops counterpart, NCAA 2K3 will sport an ESPN broadcast presentation, while the PS2 and Xbox versions will support online play. Presupposing Visual Concepts works its usual magic, NCAA 2K3 should rule the collegiate court.



BY PONG SIFU

- Developed by Visual Concepts
- Published by Sega Sports
- Target release date: First Quarter 2003



PLAYSTATION 2



GAMECUBE



XBOX

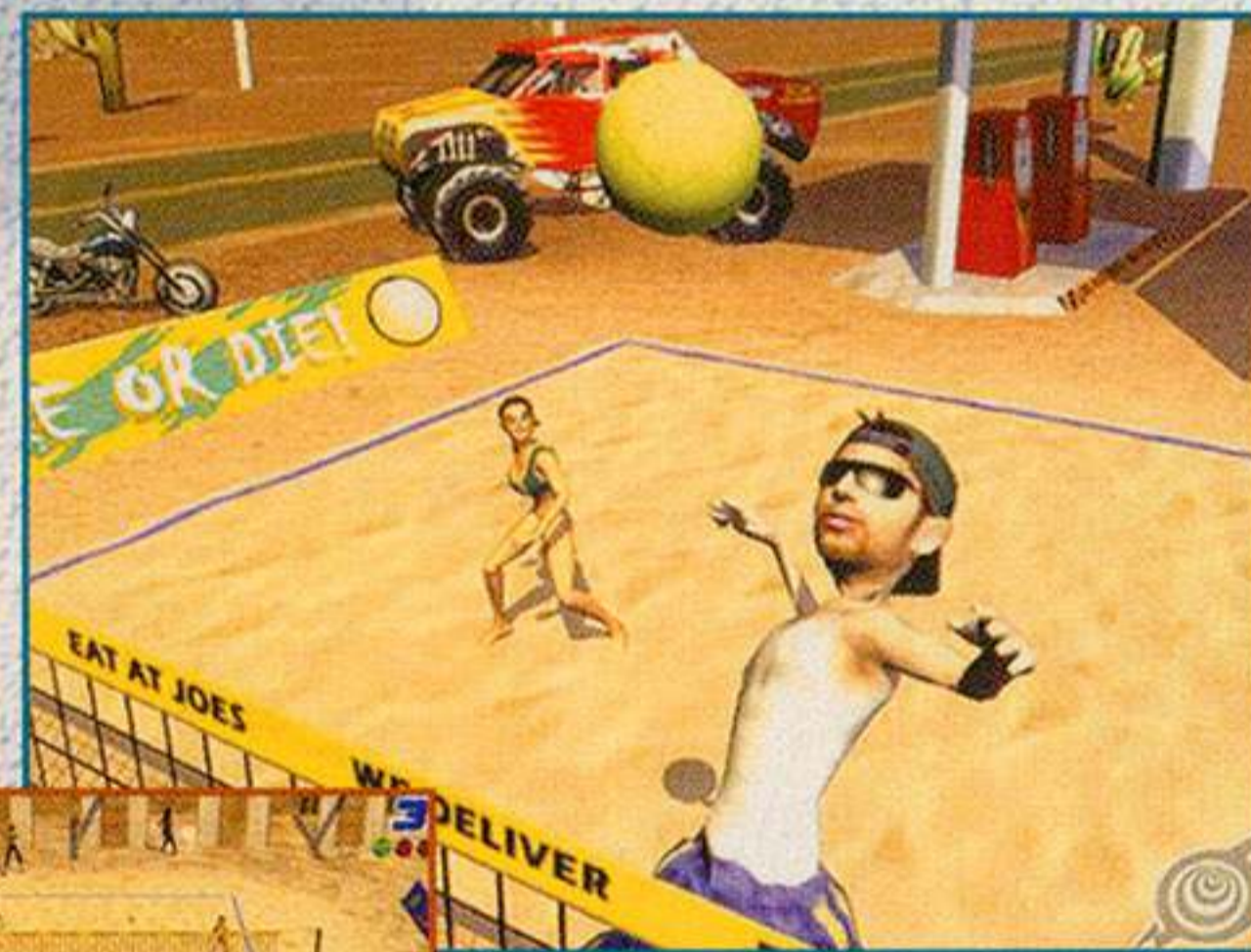
FIRST LOOK



Outlaw Volleyball



OUTLAW VOLLEYBALL WILL combine the over-the-top irreverence of Outlaw Golf with the protuberating playability of Dead or Alive Xtreme Beach Volleyball. Over 15 characters will square off in 16 different environments with opponents who develop grudges and thus play harder against you. As in Outlaw Golf, your team's momentum and performance will be affected for the better or worse depending on how well you play. Along with balls-out action-packed gameplay, you can expect appearances from some of the Outlaw Golf kids when Outlaw Volleyball ships in January.



BY PONG SIFU

- Developed by Hypnotix
- Published by Simon & Schuster Interactive
- Target release date: January



XBOX

FIRST LOOK

Outlaw Golf

LOOKING TO USURP Nintendo's overly kid-friendly stigma, Simon & Schuster is porting its rude and crude Outlaw Golf to the GameCube, complete with all of the tight gameplay and sexual innuendoes of the Xbox hit. In Outlaw Golf, you'll tee up for 18 holes that span three courses with "memorable" locales such as the aromatic New Jersey Turnpike and a Southern country club populated by the most delightful trailer park trash. No word yet on whether the GameCube version will be different from the Xbox version, but stay tuned, Outlaw linksters.



BY PONG SIFU

- Developed by Hypnotix
- Published by Simon & Schuster Interactive
- Target release date: October



GAMECUBE

FIRST LOOK





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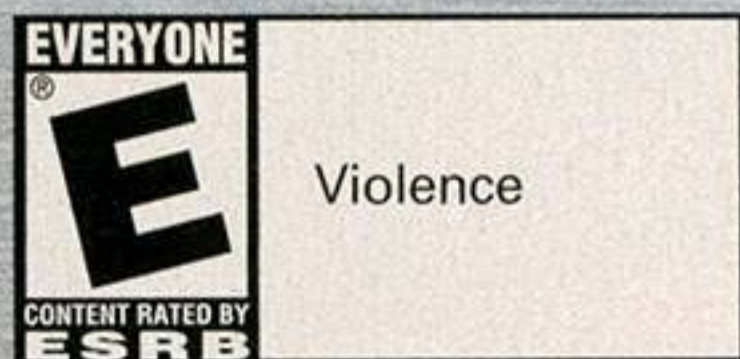
Comic Mischief



South 2C
Room 204

DRAGON

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PlayStation®2



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eagames.com



BY FOUR-EYED DRAGON

- Developed by Media Create
- Published by Sony
- \$39.99
- Available now
- RPG
- 1 player

GRAPHICS SOUND CONTROL FUN FACTOR



PLATFORM
PlayStation 2



WILD ARMS 3

ASOLID MIX of visual flair, musical excellence, and story-driven gameplay makes this adventure a worthy and long-awaited follow-up to Sony's notable role-playing series.

The Brotherhood of Arms

Following tradition, an engaging story is at the core of Wild Arms 3. Set in the Filgaia world, the game has you follow four drifters who are joined by a mysterious and ancient artifact.



PROTIP: In your second battle with Janus, direct all of your offense on him and ignore his sidekicks.

As the story progresses, the team uncovers a sinister plot to change their land by using past technology, including the artifact they hold. Indicative of an RPG plot, the team forges an alliance that eventually turns into a colorful bond of idealistic personalities. Better yet, though, each personality touches on the different cultural views of our own real world, including spirituality, environmentalism, and every day living. The story, indeed, unravels like a deep philosophical novel—a plot that all role-playing games should follow.

The Right To Bear Arms

Beyond the captivating story, Wild Arms 3 also offers a satisfying battle system. Each character in your group possesses a distinct firearm that is used as a primary offensive weapon. For money, you can upgrade the gun at your leisure, too. But staying in line with previous Wild Arms games, each member of your team can also engage opponents using all types of really cool magic that's based on Force Power. Basically, the more Force Power you have, the bigger and badder the magic you can cast. And the combat system is simple to understand and perform, whether you're fending off ruthless creatures or healing a fellow teammate.

The land of Filgaia is enormous. There's a lot to explore and see across the vast plains, deserts, and mountains, including small detailed towns. Most of your time, however, involves exploring mazes of caverns and ancient structures that are filled with colorful backgrounds and weird-looking beasts.

Wild Arms 3's soundtrack plays in harmonious tune throughout the entire game. Even without voice-overs, the music tells the complete story accurately, much like the sounds you'd hear in a classic Clint Eastwood Western.

Wild Thing

The only minus to this otherwise winning RPG is its linear gameplay. Much of your adventure consists of going from Point A to Point B without any real exploration or side quests. Still, Wild Arms 3 surpasses all expectations as another solid follow-up to an already classic RPG series.



PROTIP: In Fortune Gear, freeze these three mechanisms, then activate the last one to open the door.



PROTIP: To defeat the guardians in the Sand Canal, center attacks on one guy at a time in this order: first on green, then white, then blue, and lastly red.



PROTIP: Attack the Ring Keeper with Light magic and a lot of gun shots.



PROTIP: Stay at Clive's house to rest and save money.

GRAPHICS 4.0

Though the Filgaia world is bare in some parts, the towns and structures you explore are finely detailed. The battle effects display an exquisite show for the eyes, too.

SOUND 5.0

The music is the star of Wild Arms 3. Melodic tunes that have a spaghetti Western flair keep the pace and ambiance of the adventure. Even without voice-overs, the soundtrack is complete.

CONTROL 4.5

The vast number of menus for attacking enemies, casting magic, and using items are easy to navigate and a cinch to use.

FUN FACTOR 4.0

Like its predecessors, Wild Arms 3 tells an involving story with colorful characters you can easily identify with in the real world. Though the gameplay can be linear, this Wild Arms adventure was worth the wait.



Virginia
"Even during this last incident, I wanted to help everyone, but in the end, I was the one who needed help."



Clive
"I became a Drifter in order to find the lost memories of this world."

Self-discovery through helping others and learning about the past is a theme that can be found in both real life and Wild Arms 3.

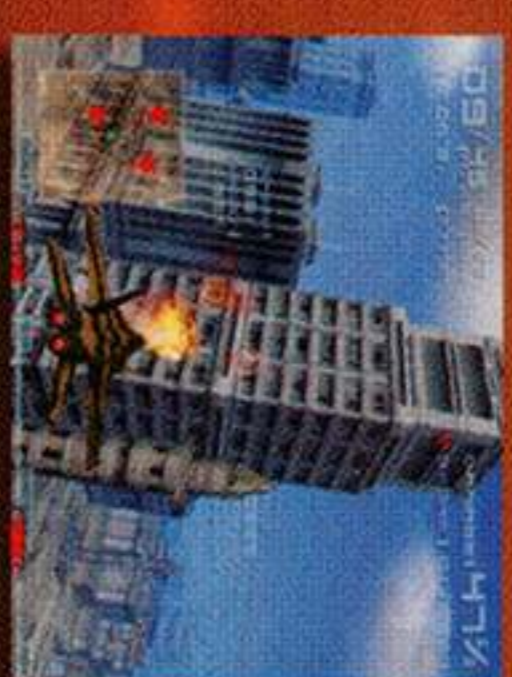
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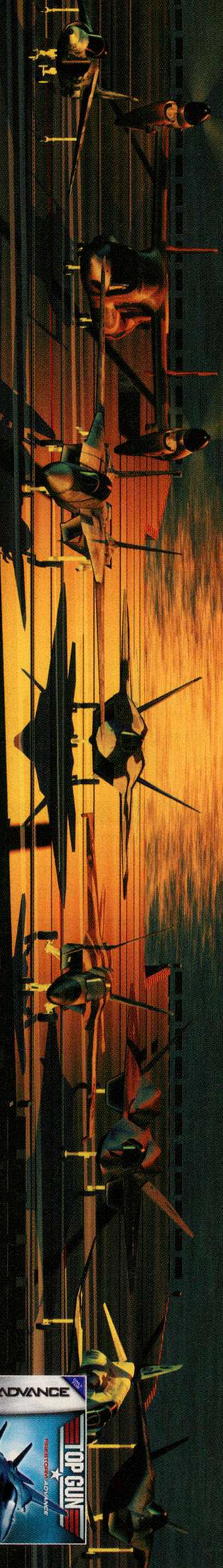
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PLATFORM
PlayStation 2



Summoner 2

SOMETIMES GRAND AMBITION and great ideas can make you turn a blind eye to a game's more obvious flaws. Such is the case with *Summoner 2*, a technically defective but compellingly textured RPG with a distinctly non-Japanese aura. Anyone willing to dive past Volition's flawed presentation will be duly rewarded.



PROTIP: Make sure you set any teammates with healing spells to "Healer/Caster" in the options menu.



Summoner 2 lets you skip any conversation or cut-scene at any time—a feature that should be in every RPG ever made from now on.

THE DEPTHS

Summoner 2's strengths lie in the depths—a superbly written science-fantasy story, memorable characters (such as Morbazan the soul-sucker and Iari the Unseen weapon construct), and surreal settings on par with some of mankind's most memorable hallucinations (like the City of Masks). The character customization options in terms of spells and skills runs surprisingly deep, especially for an "action/RPG," and the huge amount of hand-crafted subquests outpaces your standard console RPG by leaps and bounds—heck, they actually tend to involve *thinking* most of the time.

THE SHALLOWS

Summoner 2's weaknesses are all right there on the surface—the graphics are subpar with jittery animation, frame-rate drops, and sloppily constructed areas made of patchwork textures—still, the game's brilliant conceptual art manages to shine through (think of it as a low-budget *Final Fantasy X*). The real-time combat, while it certainly makes the game move along at a brisk pace, tends to make it so you'll avoid using your nifty, complex RPG skills simply out of laziness, leaving the spellcasting and strategizing to your two computer-controlled teammates.

Anyone willing to dive into this science-fantasy swirl will be duly rewarded with one of the more memorable and unique RPGs to ever grace the PS2. Unfortunately, it's a plunge most will be unwilling to take...on the surface, *Summoner 2* looks a little too cold. ⚡



BY STAR DINGO

- Developed by Volition
- Published by THQ
- \$49.99
- Available now
- RPG
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.0	4.0	4.0



PROTIP: Once Maia goes solo in the Aduym of the Unseen Pt. 2, the Blood Summon will help you survive until you find the Eye Summon and its Unseen-stopping Energy Protect spell.



PROTIP: Always kill sorcerers first; otherwise, they'll just keep healing the melee fighters on the front line.

PLATFORM
Xbox



BALDUR'S GATE: DARK ALLIANCE has been ported over from the PlayStation 2 virtually untouched—which isn't such a bad thing since the *Diablo*-esque hack-n-slash adventure was previously well received.

Baldur's Gate Dark Alliance

Dungeons, Dragons, and You

Dark Alliance is an above-average fantasy adventure, populated with items and creatures faithful to the D&D canon. You choose from three warriors and rid the land of evil, leveling up your character as you progress. Graphics have been ever so slightly tweaked with the most noticeable benefit falling to owners of HDTVs capable of displaying 480p signals. Although the game is nearly a year old, the detailed environments and dazzling spell effects still impress. The audio is also topnotch with every sword clang against dented armor ringing through your speakers.

One area that isn't quite up to snuff is the controls, which suffer from a heavy reliance on the analog shoulder buttons. It's just that much harder to block attacks and quickly switch back to offense. Of course, it's much easier if you have the Controller S.



PROTIP: Save your experience points in order to obtain higher level magic spells faster.



PROTIP: The Beholder has very few attacks, so watch the patterns and try not to get too close.



PROTIP: Make sure you grab the items needed to light the signal fire before making your way to the summit.



BY TOKYO DRIFTER

- Developed by Snowblind Studios
- Published by Interplay
- \$49.99
- Available now
- Action/RPG
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.0



PROTIP: For some easy kills, lure groups of foes near ignitable barrels and detonate them with long-range weapons or spells.



Gate to Gates

So how does *Baldur's Gate* fare against similar games already on the Xbox? Well, it's far deeper and prettier than *Gauntlet*, but it supports only two-player co-op versus *Hunter: The Reckoning's* (and *Gauntlet's*) four-player simultaneous play. *Hunter* has a better story, but *Baldur's Gate* has lots more variety in its replay value. Plus, *Baldur's* is the only one of the three that has any real pedigree as an RPG.

Baldur's Gate: Dark Alliance is a must for every action/RPG fan who doesn't mind sharing the love with only one friend. ⚡

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GAME BOY ADVANCE



ROLE-PLAYER'S REALM previews

Dark Chronicle



ONE OF THE first RPGs for the PlayStation 2, Dark Cloud had nice enough graphics but suffered from a flat story and annoying kinks in its battle system. Fortunately for the developers at Level 5, it sold well enough to merit a sequel.

Set 100 years after the events of the original, Dark Chronicle stars a young genius named Yuris and his friend Monica, and you'll be able to change characters any time you like. The famous (or infamous) Georama system, which enables you to collect magical spheres and rebuild roads and buildings, will make a comeback in Dark Chronicle, along with the random dungeons that amazed (or frustrated) gamers in the original.

The Japanese playable version took place entirely within dungeons, so the Georama bits are still a mystery. The graphics have improved a bunch—Level 5's artists have obviously been working overtime on their 3D skills, although the cel-shading may not be everyone's cup of tea. Whether Dark Chronicle will attract gamers turned off by Dark Cloud is still up in the air, but the new game's already a huge step in the right direction. **L**



BY FENNEC FOX

- Developed by Level 5
- Published by Sony
- Target release date: November (Japan); First Quarter 2003 (U.S.)



PLAYSTATION 2

HANDS-ON



Skies of Arcadia Legends

AFTER ABOUT A year's worth of rumors, Sega has finally divulged the goods on the GameCube update to the last great RPG on the Dreamcast. (The PlayStation 2 version Sega was working on has been put on indefinite hiatus.) If you never got around to playing the Dreamcast Skies, the game is a surprisingly epic RPG that stars a group of out-

law air pirates and spans six spacious worlds.

The GameCube Skies will be something of a director's cut of the original. Although the graphics haven't changed too much (as seen in the screen shots), the game will feature a handful of new characters and a basketful of extra scenario sequences that will help flesh out the Dreamcast version's story a bit. Sega's also redoing the

difficulty level, so the days of running into random encounters every five seconds will come to a close. All this should make the new Skies worth playing, even if you've completely stormed the Dreamcast game. If you ever wondered how Vyse got that scar on his face, then try the GameCube version out next year. All will be answered. Possibly. **L**



BY FENNEC FOX

- Developed by Overworks
- Published by Sega
- Target release date: January



GAMECUBE

FIRST LOOK



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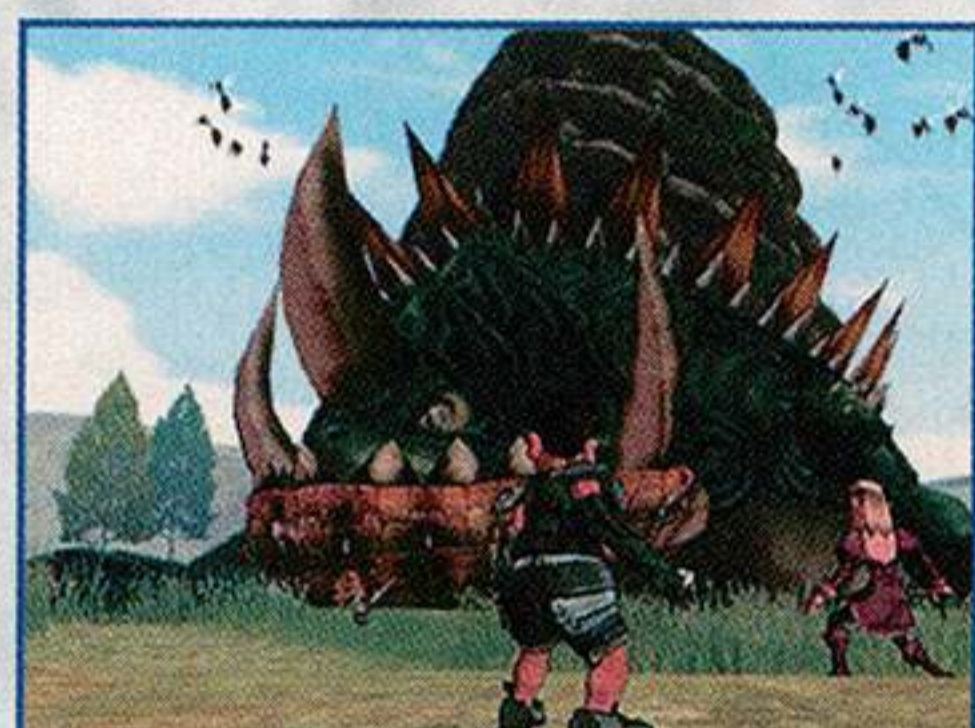
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True Fantasy Live Online

MICROSOFT'S FIRST CRACK at a Japanese-style RPG, True Fantasy Live Online is the Xbox's response to Final Fantasy XI, Phantasy Star Online, and assorted other online console RPGs. The game is set in Fantastic World, a medieval land filled with knights, princesses, magicians, and other familiar RPG standbys.

As in FFXI and EverQuest, you'll start the game by choosing your character's name, sex, alignment, and appearance. Once your persona is complete, you'll be able to enjoy all sorts of amusing diversions—riding camels and dragons, voyaging on ships, fishing, chopping down trees, and even mining for ore at the local cave.

The battle system is still a mystery, but judging from the screenshots, TFLO appears to use either a standard action/RPG system or a hybrid like the one in FFXI or PSO. The parties shown in the screens all have only three characters, though you'll likely be able to team up with other parties to gang up on boss monsters and other obstacles. True Phantasy Live Online begins operation next year in Japan—it remains to be seen whether Microsoft deems the genre important enough for a U.S. release. **F**



BY FENNEC FOX

- Developed by Level 5
- Published by Microsoft
- Target release date: 2003 (Japan)



OVERSEAS PROFILE

Phantasy Star Online Episode I & II

THE GRANDDADDY OF all online console RPGs (it began on the Dreamcast way back in 2000), Phantasy Star Online will be packaged with the Xbox Live starter kit in Japan when it comes out this January. What Microsoft didn't mention until now was that the Xbox PSO is actually PSO Episode I & II, complete with most of the extras from the upcoming GameCube version. (You can only play GBA Nights and the trading-card game via the GameCube, so don't throw out those preorders quite yet.)

Sonic Team's Xbox PSO is essentially a straight port of the PC version it released earlier this year in Japan with Episode II and Xbox Voice Communicator support tacked on the side. You'll be able to chat live with the rest of your party as you explore the game's dungeons and caverns; you'll even be able to use voice modifiers to make yourself sound like a robot or a helium-enhanced cartoon character. If the idea of voice chat is too embarrassing to contemplate, then no worries—the game will come packed with an adapter that enables you to use a standard USB keyboard to type out messages.

According to Sonic Team's Yuji Naka, the U.S. version of Xbox PSO is already complete and ready for release—it's up to Microsoft headquarters as to when the game will hit American shores. Let's hope it's sooner rather than later. **F**




BY FENNEC FOX

- Developed by Sonic Team
- Published by Microsoft
- Target release date: January (Japan); 2003 (U.S.)



OVERSEAS PROFILE



THE LORD OF THE RINGS

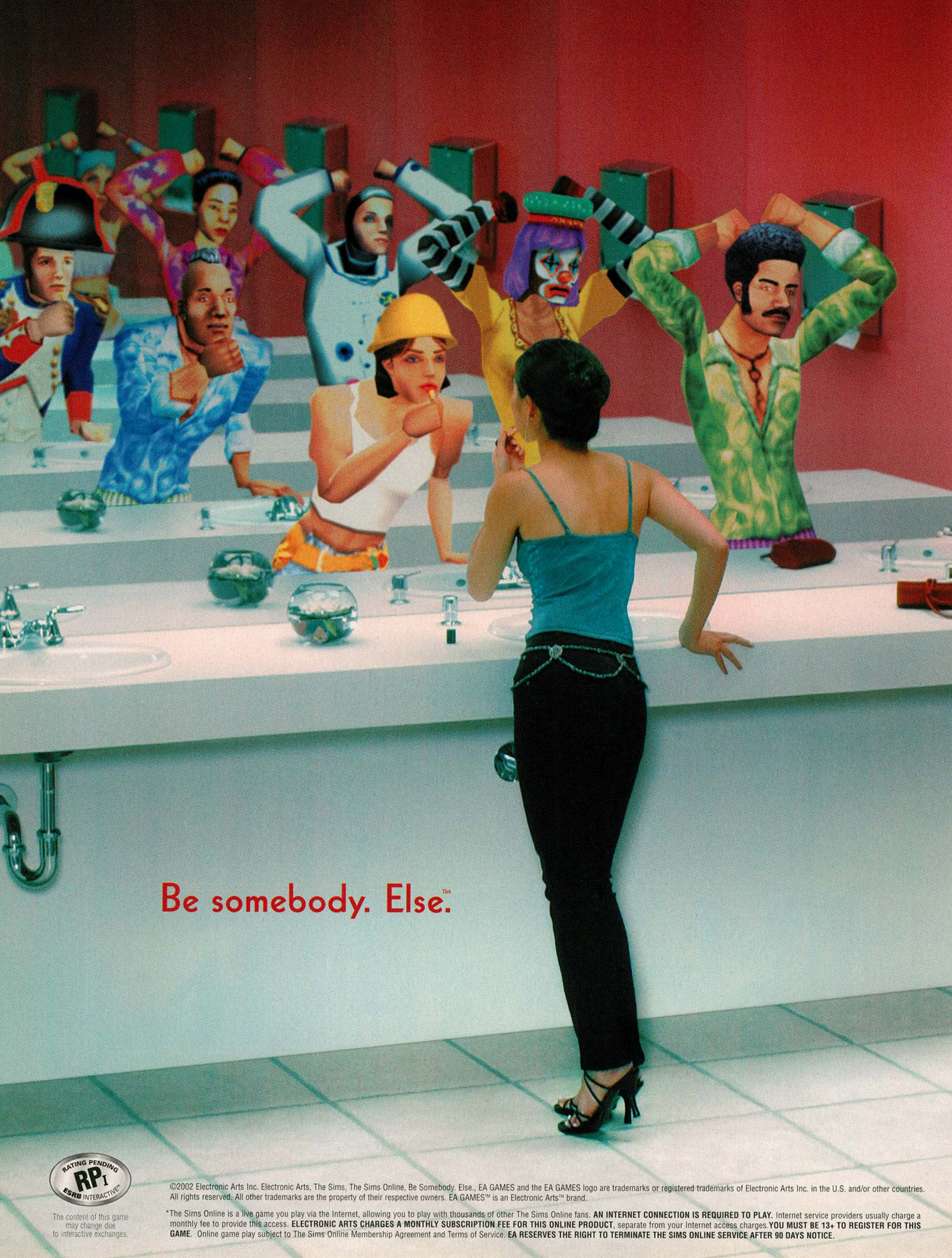
— THE FELLOWSHIP OF THE RING —



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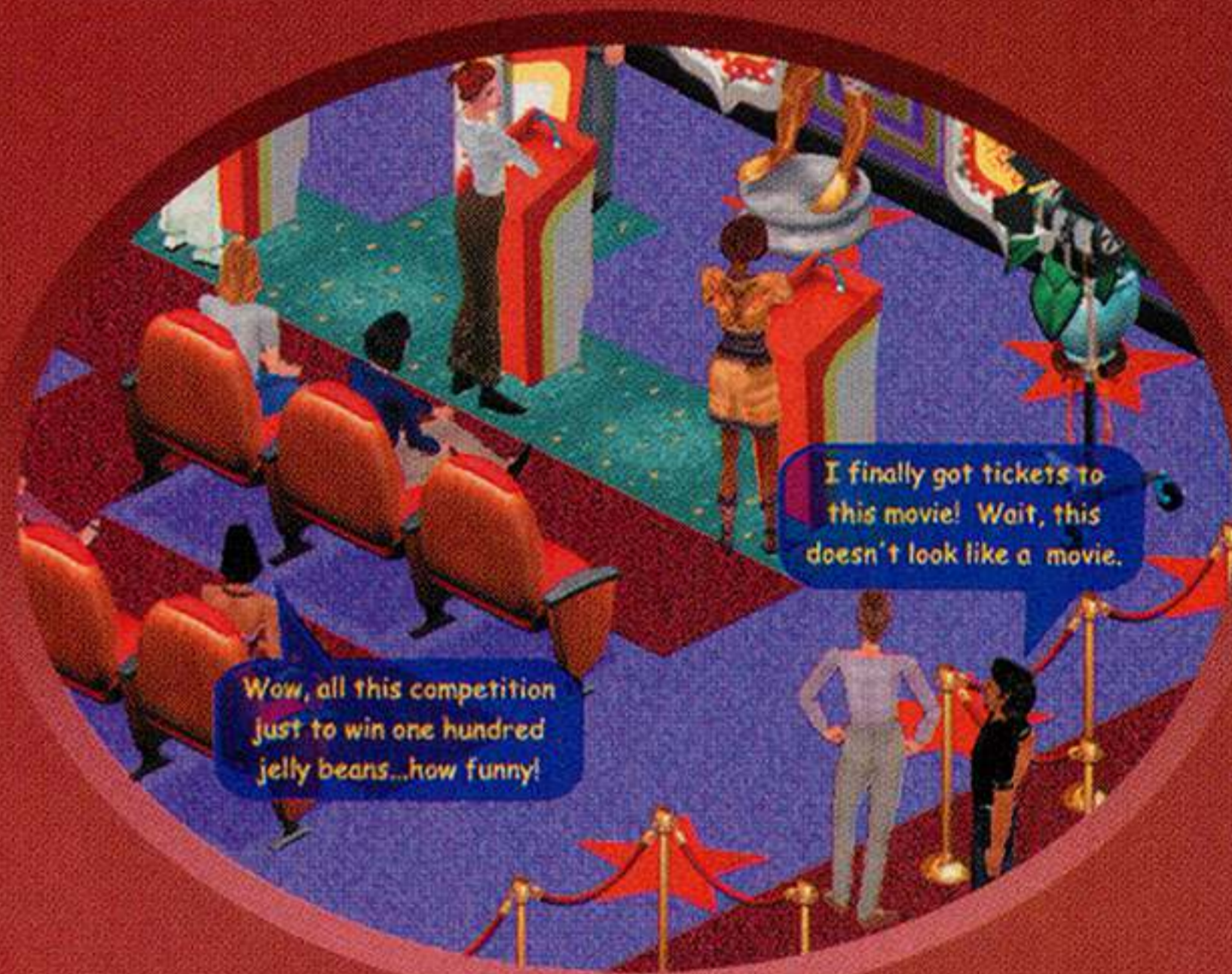
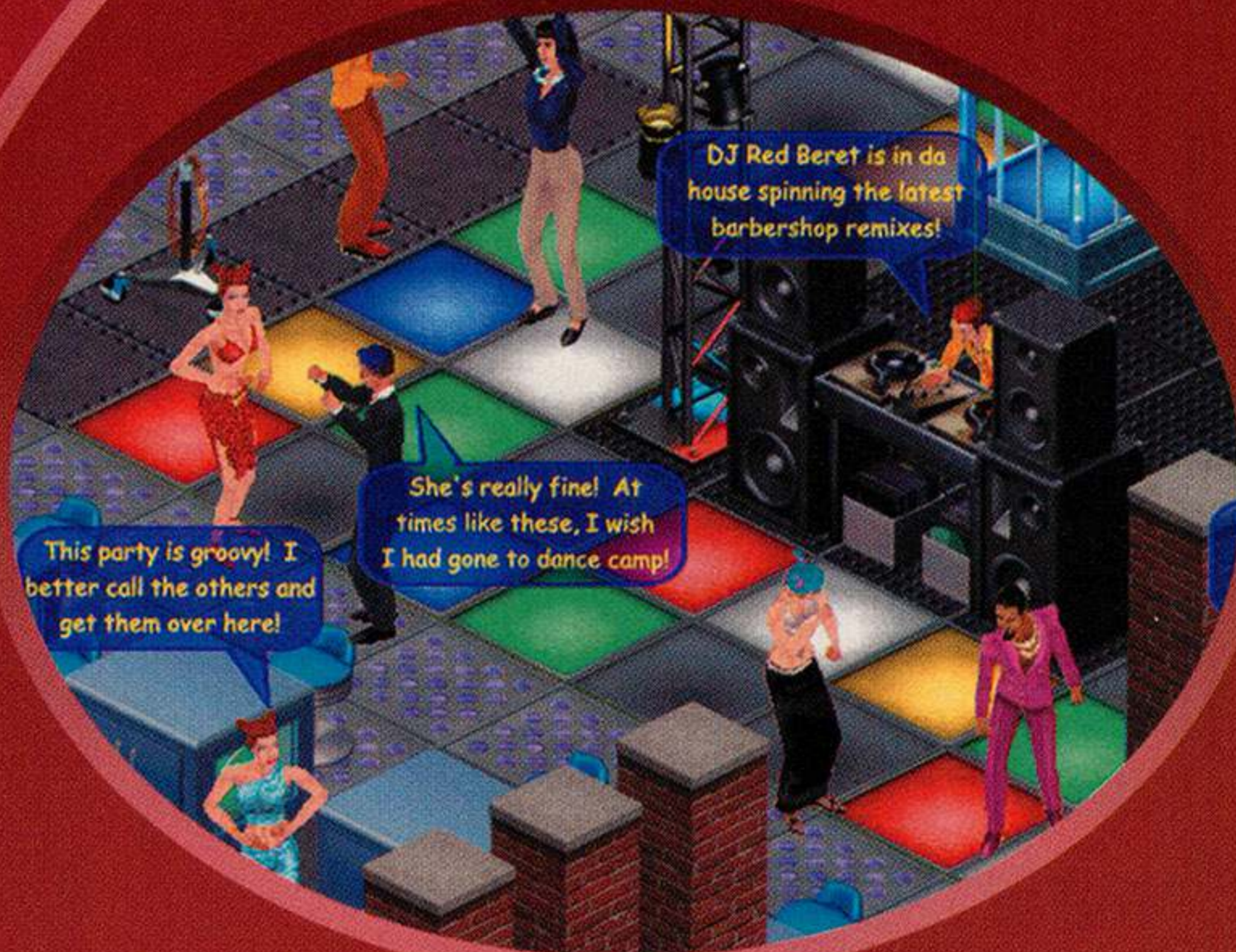
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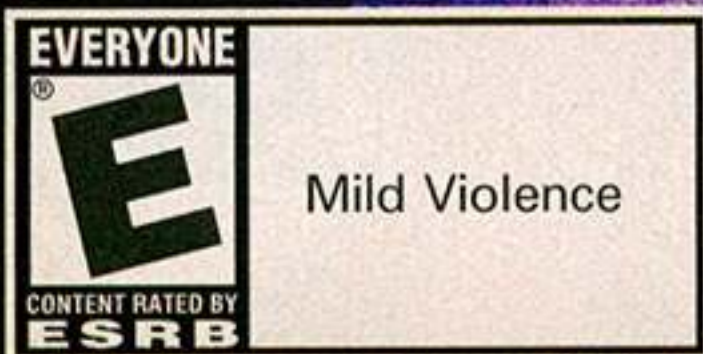


AOL Keyword: The Sims Online

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PlayStation 2



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KINGDOM HEARTS

PART 2

The second part of *GamePro's ProStrategy Guide* will take you straight from the Hollow Bastion to the final battle. If merely beating the game leaves you unsatisfied, then read on to see all the game's secret stuff, including the mysterious hidden ending movie. *By Fennec Fox*

Note: This ProStrategy Guide was based on the game's Normal setting. The Expert mode follows the same story but with tougher enemies.

SPOILER ALERT! THIS WALKTHROUGH WILL COMPLETELY SPOIL THE FINAL PLOT TWISTS OF THE GAME. IF YOU HAVEN'T MADE IT THIS FAR YET, BE CAREFUL!

WALKTHROUGH

HOLLOW BASTION

Before you can go to Hollow Bastion, you need to find a way to get there. Duck back to Traverse Town and get Cid to install your new Navi Gummi. After he's done, warp back to Neverland and head for the unmarked area to the right.



Once you arrive, work your way up the platforms and to the structure at the top. If you haven't activated Glide yet, you should—it makes this section much less frustrating. After a cut-scene, you lose your Keyblade and Beast will join you temporarily.



Look around the platform you're on until you see an accessible platform slightly above you (nearby the two columns). Climb on it and head for the exit at the top—an elevator will appear and take you to Hollow Bastion proper.



Unfortunately, the front door to the castle is locked, so your first task is to find some way to open it. Take the right-hand path here past the unlocked gates and to an elevator that takes you down to some caves.



Since you're bereft of your Keyblade for the moment, you must either use magic to defeat the enemies here or simply let Beast handle them for you. Either way, jump into the left bubble to access some switches and an item or two, then take the right one (the one by the surface) to proceed into the Waterway.



You find yourself by a save point and some iron bars. Examine the bars to have Beast smash them up for you and take the bubble that lies beyond to a room filled with stone switches and movable walls.



Here, all you have to do is examine each stone as you run into it. Head left from the room entrance to find the first one, which rotates two of the walls 90 degrees. Go down the new passageway to find the second stone, which moves the two walls a bit, then hang a right to find the third stone. Proceed on to find a stone on the ground, then jump up to the bubble above you.



In the next room, examine the stone to activate a platform. On the upper level is one more stone; push it to unlock the castle door.

Now you just have to get back to the castle's front door. Activate the two wall-mounted stones to get out of the switch maze, and the rest of the way should be straightforward.



Once inside the castle, the first order of business is fending off Riku. Magic has no effect on him, so simply smash away, using Dodge Roll or Guard to escape his physical attacks. Riku is especially vulnerable right after landing from a jump, so if you're a wuss, stay clear until he takes off.





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After the battle, go up the stairs and head left to enter the Library, a maze of sorts requiring you to find sets of books and put them back in their rightful places. Start by picking up the red book on the floor and putting it back on the shelf ahead with the other red books.



Now that the rest of the library is open, go up the stairs and take the brown book off the desk. Go to the shelf near the double doors, remove the green book from it, and put the brown book in its place to open up a switch. Press the switch, which unlocks the doors to the Entrance Hall. You can find some items by taking all the loose books and bringing them back to their correct shelves, but it's an optional task.



The next room requires you to find four emblem pieces to open the locked door in the Entrance Hall. Start by casting whatever Thunder spell you have on the small tablet with the thunderbolt motif; this activates a platform to take you between the hall's two floors.



Use your Fire spell to light all of the unlit candles lining the second-floor

hallway; once you do, the blue emblem piece appears in the center. Return to the hallway and use the Red Trinity Mark by the horse-head statue to push it off the edge, revealing the green emblem piece.

Use your Keyblade to destroy the two vases on either side of this statue—it coughs up the red emblem piece for your trouble. Finally, slide the last statue on the second floor (the one with nothing next to it) to find another red emblem piece.



Once that's all done, go to the door with the Heartless emblem on the first floor and use all of your emblem pieces on it. If you do, you'll see a cut-scene and open up the path to the Lift Stop.



Now that you're back outside, go down the new path and examine the blue crystal you run into. Get on the moving platform and take it to another section; once there, ascend the stairs and use another crystal to activate the large platform next to it. Note that you must defeat all enemies that are nearby before you can activate the crystals.

On the platform, defeat all the Heartless that appear and examine the orange crystal in the center when you're done. The platform leads you to another Lift Stop; examine the blue crystal inside and take the elevator up to the Great Crest.



Flip the blue crystal to your left and then examine the orange crystal in the corner. You should lower the right half of the Crest. Once that's

done, enter the exit by the blue crystal and proceed across the corridor to the High Tower.



Examine the orange crystal here and the other half of the Crest lowers, opening up a new pathway. Jump on top of the Crest and make your way to the doorway beyond. You appear at the Lift Stop one more time; head down the corridor and go face-to-face with Maleficent.



The evil witch's first attack isn't so difficult. She likes to float around on a magical platform of sorts; you can make it crash to earth simply by whacking it a few times. After that, she's a piece of cake. Just lock-on and beat her to submission, letting your party take care of the Heartless she throws out.



Maleficent's second form—a large, black dragon—is much trickier...until you realize the secret. Here's the incredibly difficult way to defeat it: Go right up and attack its head, using Aero to reduce damage and staying close to the dragon's body during its fire attacks.



Now here's an easy way to defeat it: Find this safe spot, hidden among the

tree roots that line the walls here, and camp out until the rest of your party kills the dragon for you. The root here protects you from almost every attack the dragon throws at you. So simple, it almost hurts.



Save your game, restock your items, and go through the newly opened passageway to fight Riku once more. He's quite a bit tougher this time, and you don't have your party by your side.



This one-on-one duel can be made a bit simpler through ample use of your Guard ability (make sure it's activated before the battle). Whenever Riku makes a move towards Sora, press the \square button—more often than not, you should deflect his attack and be in perfect position for a counter combo. You'll avoid the brunt of his magic if you glide around while he's casting it. Again, magic doesn't work on him, so save it all for Cure spells.



After a lengthy cut-scene, you're transformed into a Heartless. Make your way out of the Hollow Bastion—most of the moving platforms don't work anymore, so feel free to jump off the side of the castle when you're stuck. You can find the rest of your companions back at the Entrance Hall; approach them and return to normal.

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TRAVERSE TOWN

Your merry crew retreats to Traverse Town, where you discuss how to deal with the Heartless. You need another Navi Gummi to get back to Hollow Bastion; talk to Cid and he shows you where it is.



Go down to the underground part of the Second District—you can access it either through the alleyway behind the hotel or via Merlin's house—and approach the sun mural located in the corner. You then find the needed Navi and receive a new keychain weapon from Kairi.

If you talk to Cid again, he'll install the Navi into your ship. Prepare your party for the battle ahead and pilot the ship into the new warp hole to revisit Hollow Bastion.

HOLLOW BASTION REVISITED



Make your way to the castle as you did before. Your ultimate goal is the Castle Chapel (the place where you fought Maleficent earlier).



Talk to all the princesses in the Chapel and then go through the dark passageway by the save point once again. Pass through the corridor and then go up to the Key to All Worlds in the next room to pay a visit to the Dark Depths.



You fight the Behemoth, who's a lot more cute 'n cuddly here than in his Final Fantasy appearances. He's pretty slow, but all of his attacks take off a huge chunk of Sora's HP, so watch your HP gauge and try not to stay in one place too long.



The Behemoth's only vulnerable spot is the spike on top of his head. It's most easily accessed by climbing up the boss's rear end and jumping onto his back, giving you a pretty clear shot at the horn. You'll get knocked off now and again by his lightning attacks, but it's not too hard to climb back on again.

END OF THE WORLD



The first part of this world, as you can see, is a little sparse. The object here is to follow the floating rocks and visit every treasure chest in the region. The chests contain some very powerful stuff—Defense Ups and such—but if you approach them, you'll be warped away.

Each battle contains a set of Invisibles, the toughest non-boss enemy in the game.

They deal physical and magical damage mercilessly when left alone, so don't give them a moment to escape your own combo moves.



After getting all the treasure, make your way through the invisible barriers and into the vortex. You must fight another Behemoth or two along the way, so the same strategy applies as before. They don't have as much HP as the one in Hollow Bastion, and you should be strong enough by now to not be completely overwhelmed by their attacks.



Make your way down the Crevasse and jump down the hole in the bottom. You're faced with a series of pillars; each pink one leads to a Disney-themed world. This is optional—beat all the spawning enemies in each world, and you should get a special item at the end. If you can't be bothered, just ignore the pink pillars and move on.



In the next corridor, examine the machine, then leave and jump down the hole in front of you. You face off against a giant gargole.



Since you're airborne, you can't use Guard or Dodge Roll at all—a major headache when he starts blowing fire all over the place. As a result, there's not much of a secret here—stay in the monster's face, keep your MP

and energy up, and slash him until he runs out of energy.



Head down the volcano once the demon is defeated. After a few rooms full of Heartless (and another Behemoth), you arrive at the Final Rest—the last save point of the game. If you want to see the secret ending movie, make sure you've met all the conditions before entering the double doors to the right. Time to break out those Megalixirs!

THE FINAL BATTLE



The fun begins with you, Donald, and Goofy fighting Ansem on Destiny Island. He's got an annoyingly quick Heartless protecting him, but overall he's no match for your airborne combos. It may be a good idea to have one of your friends use Elixirs or Potions on you during this battle so you can save your own for later.



Round 2 pits Sora against a Darkside, the guy you fought way back at the beginning. He's a bit stronger, but his strategy hasn't changed a bit, making him a pushover.

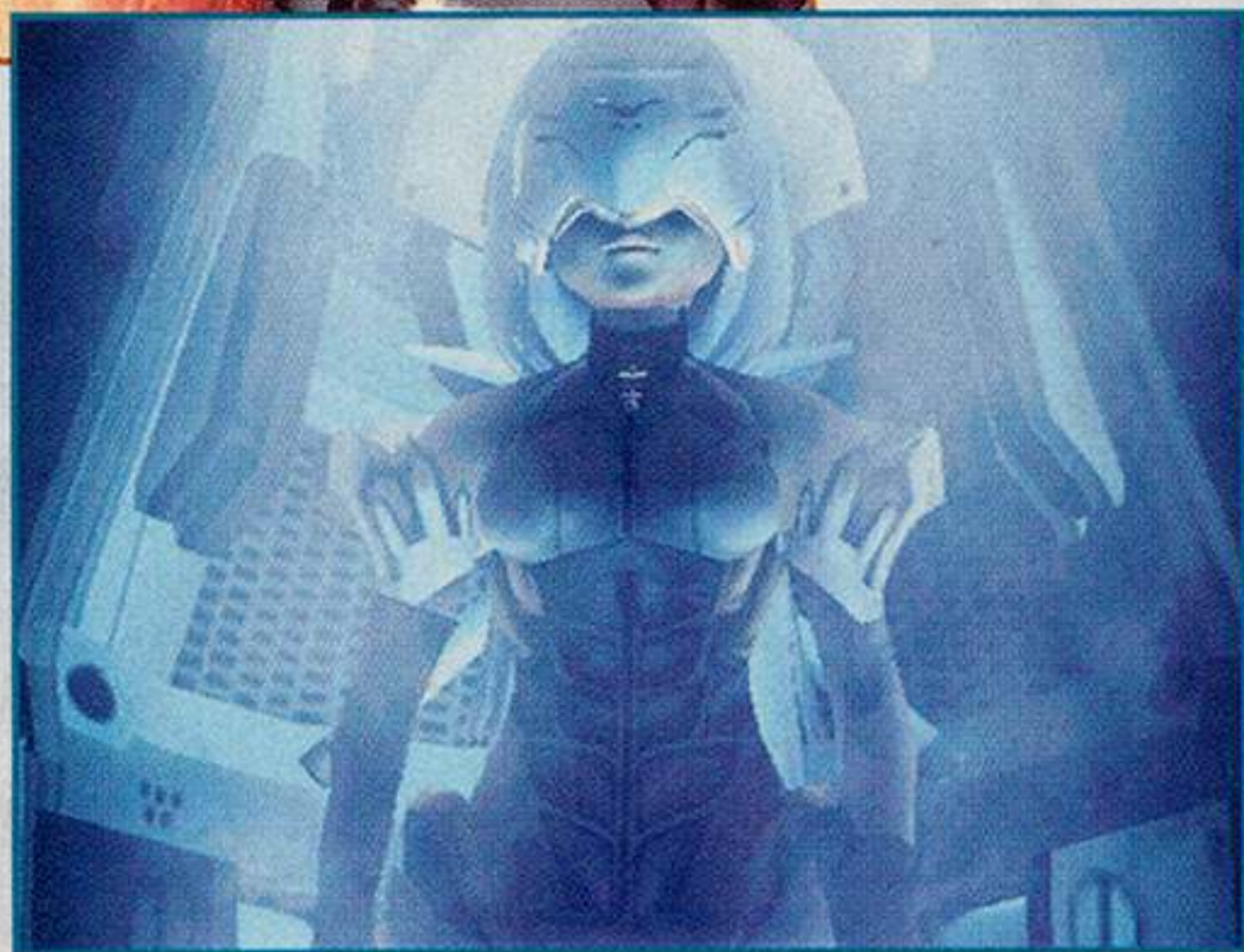


Next, Ansem returns for another go—but this time you're alone, and



Xenosaga

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Namco is gunning for over 80 hours of gameplay, which will incorporate intricate character development, fully interactive NPCs, an innovative battle system, and beautifully rendered cosmic environments. Xenosaga is slated for an early 2003 release. ⚡



BY PONG SIFU

- Developed and published by Namco
- Target release date: First Quarter 2003



PLAYSTATION 2

FIRST LOOK



Unlimited SaGa

THE LATEST IN Square's RPG series, Unlimited SaGa will be similar in style to the PlayStation SaGa Frontier titles. The story will concentrate on two main characters—ex-pirate Laura and a boy named Henri—and gradually expand to include a large group of player-controlled fighters.

SaGa's biggest selling point lies in its graphical style, an odd sort of shading that gives characters an uncanny hand-drawn feel as they move. The novel battle system will have you selecting commands from a spinning reel, and you could end up with a different attack sequence than you intended if your timing with the reel isn't so hot. ⚡



BY FENNEC FOX

- Developed and published by SquareSoft
- Target release date: December (Japan); 2003 (U.S.; unconfirmed)



PLAYSTATION 2

OVERSEAS PROFILE



Legiaia 2: Duel Saga

BOOMING, IMPORTANT speeches and big, spiky looking flashy things that make lots of numbers pop out of bad guys—that's what Legiaia 2: Duel Saga is all about. The most notable personality quirk of this Fresh Games RPG will be its hyperactive combo combat system... imagine, if you will, what life would be like if every battle involved a Final Fantasy-style Limit Break. Also playing a big part in Duel Saga will be Origins, elemental energies that tag along with your hyperbole-prone party to grant fiery, earthy, and watery properties to their strikes and spells. ⚡



BY STAR DINGO

- Developed by Contrail
- Published by Fresh Games
- Target release date: October



PLAYSTATION 2

UPDATE



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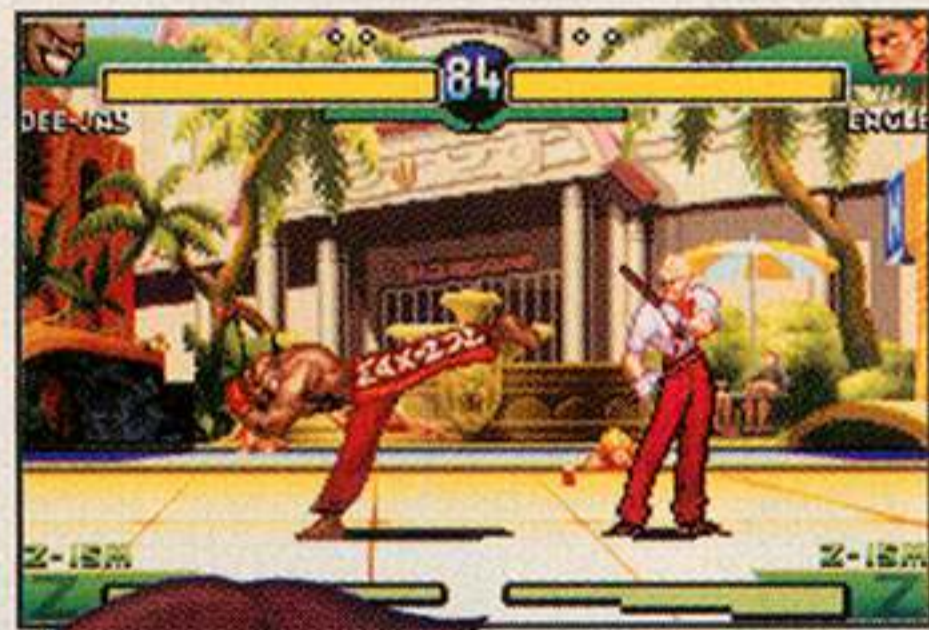
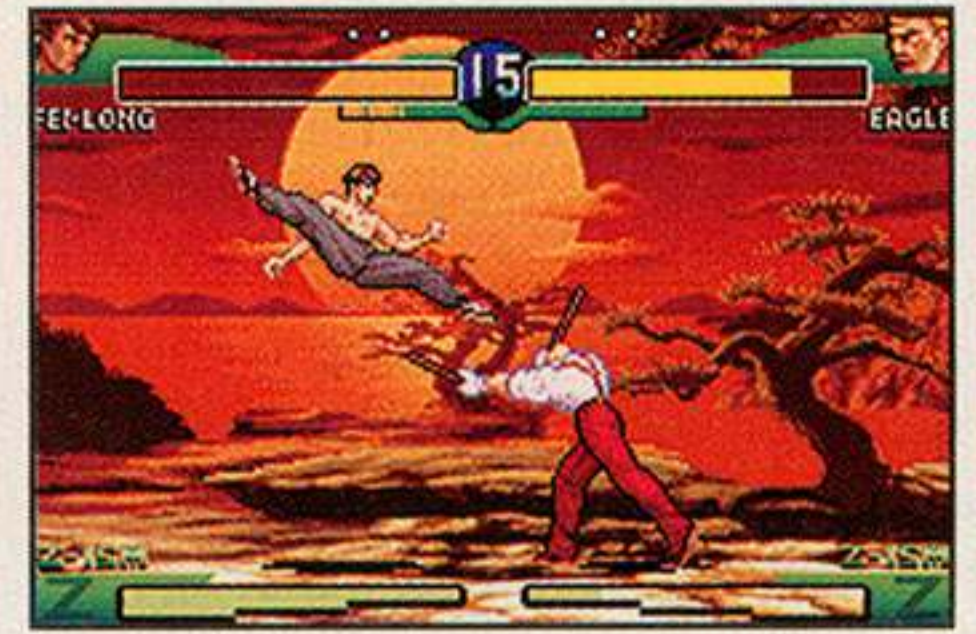


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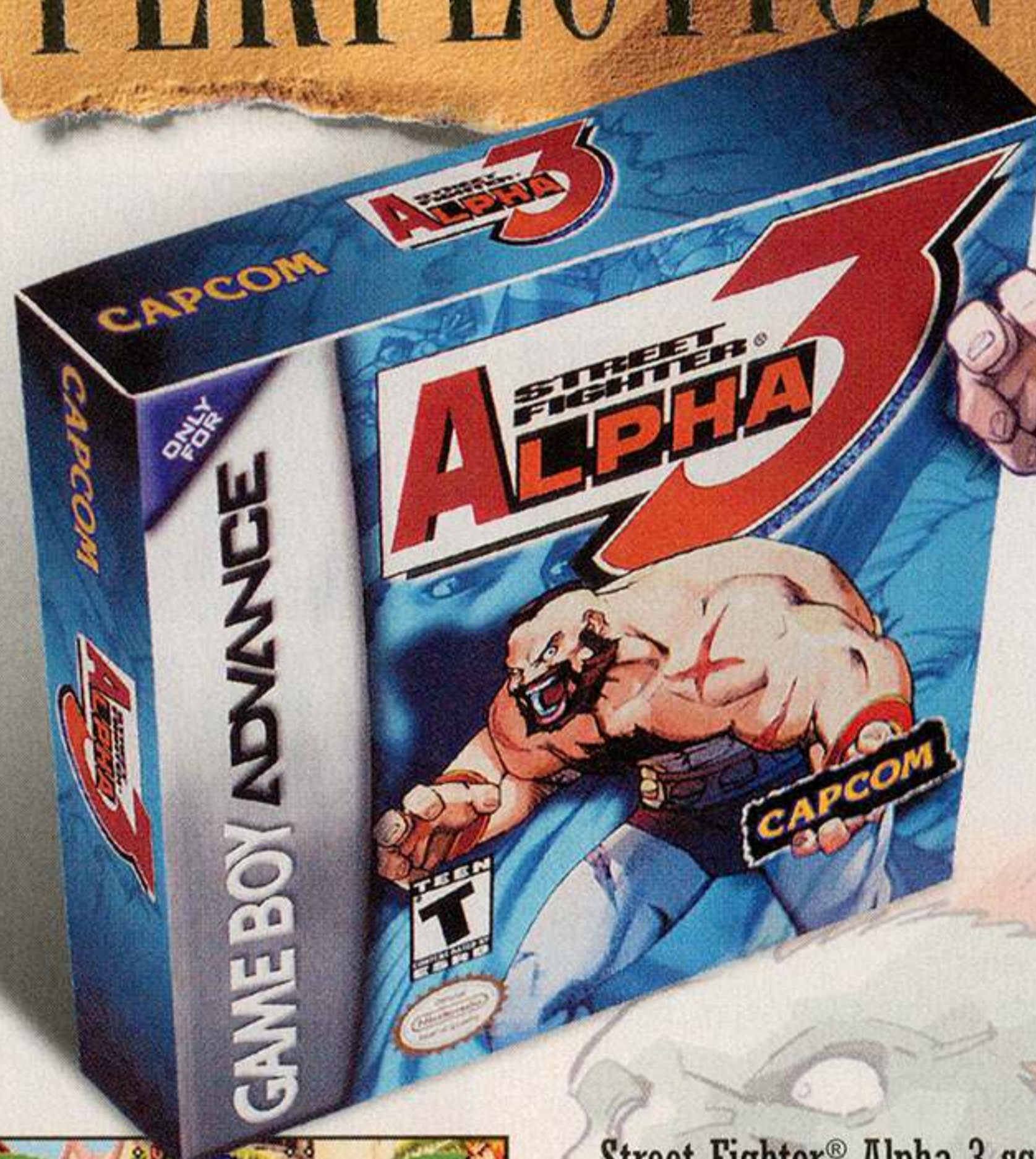
GAME BOY ADVANCE



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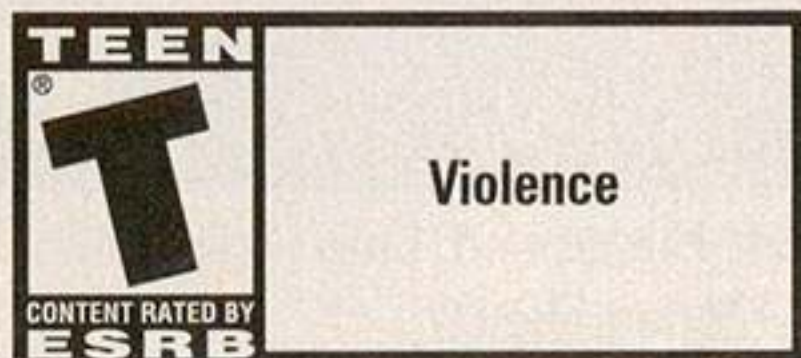


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he's learned a few irritating new tricks, including a painful magic attack like the one Cerberus used in Olympus Coliseum. Use Glide or—preferably—Dodge Roll to evade Ansem when he's unleashing all this flak, then go all-out on him when he's standing still. The Ragnarok ability can be devastating here.



Now look at Ansem—he's fused with a giant demonic airship. Fortunately, this is much easier than the previous fight. Cast Aero, fly up to him, and simply whack away. Second Chance is also handy here—it gives you a few extra seconds to cure yourself before you run out of hit points.

After that's over, you must cut your way through three dark zones full of Heartless. You're automatically thrown into the first one; head for the portal near the base of the airship for the second one and defeat the demon face at the front for the third one. When you do, you'll be reunited with both Donald and Goofy afterward.



Once back on the airship, knock out the frowny faced thingy in the center. Ansem returns for the really, really final battle. The tactics here are exactly the same as before—Aero-ize yourself, Cure when necessary, and just slap the bejeezus out of the guy. Whew! That was quite a marathon.

EXTRAS

THE 99 DALMATIANS



Pongo and Perdita, the two heroes of *101 Dalmatians* (unless you count Cruella de Vil), have managed to misplace all 99 of their puppies. They've been locked up in 33 treasure chests and strewn throughout the game world. Finding them nets you all sorts of cool stuff, including rare synthesis items and an Ansem Report. If you're intent on getting them all (and you should be), look at this Dalmatian list, complete with explanatory screenshots for the tough ones:

- 1-3:** Traverse Town, Third District (behind Merlin's house)
- 4-6:** Traverse Town, Second District (in a Red Trinity Mark located in the Alleyway)
- 7-9:** Traverse Town, First District (in the Item Workshop)
- 10-12:** Traverse Town, Secret Waterway (in a Red Trinity Mark located near the stairs)
- 13-15:** Wonderland, Queen's Castle
- 16-18:** Wonderland, Lotus Forest (in the treetops)



- 19-21:** Wonderland, Tea Party Garden (on top of the bushes; use Glide in the Lotus Forest to access the correct exit)
- 22-24:** Olympus Coliseum, Entrance (in a Blue Trinity Mark)
- 25-27:** Deep Jungle, Hippos' Lagoon (jump across to the end)
- 28-30:** Deep Jungle (near where you begin the world)
- 31-33:** Deep Jungle, Climbing Trees (in a Blue Trinity Mark near the exit)



- 34-36:** Deep Jungle, Camp (in an easily overlooked Blue Trinity Mark near the entrance)
- 37-39:** Agrabah (in Aladdin's House)
- 40-42:** Halloween Town, Bridge (by the river)
- 43-45:** Neverland, Tower (nearby the save point)



- 46-48:** Agrabah, way up high in the Castle Gates (this requires High Jump to access)



- 49-51:** Agrabah, Cave of Wonders (on a column in the first area; use Glide to access)
- 52-54:** Agrabah, Cave of Wonders (use Aladdin to activate a crystal in the treasure room)
- 55-57:** Monstro, Chamber 3 (near the exit to Chamber 6)



- 58-60:** Wonderland, Queen's Castle (head to the second Bizarre Room and use the faucet to open a path to the chest)
- 61-63:** Hollow Bastion, Grand Hall (after you have defeated Riku for the second time)



- 64-66:** Halloween Town (use the Christmas tree-shaped door by the Moonlight Hill to access)



- 67-69:** Halloween Town, Guillotine Square (under a staircase)



- 70-72:** Halloween Town, Guillotine Square (in the large pumpkin face; use Glide to access)
- 73-75:** Monstro, Mouth (accessible after water rises)



- 76-78:** Monstro, Chamber 3 (on top of the high platforms)
- 79-81:** Monstro, Chamber 5 (on a barrel near the exit to Chamber 3)



- 82-84:** Neverland, Ship Hold (on a well-hidden shelf)

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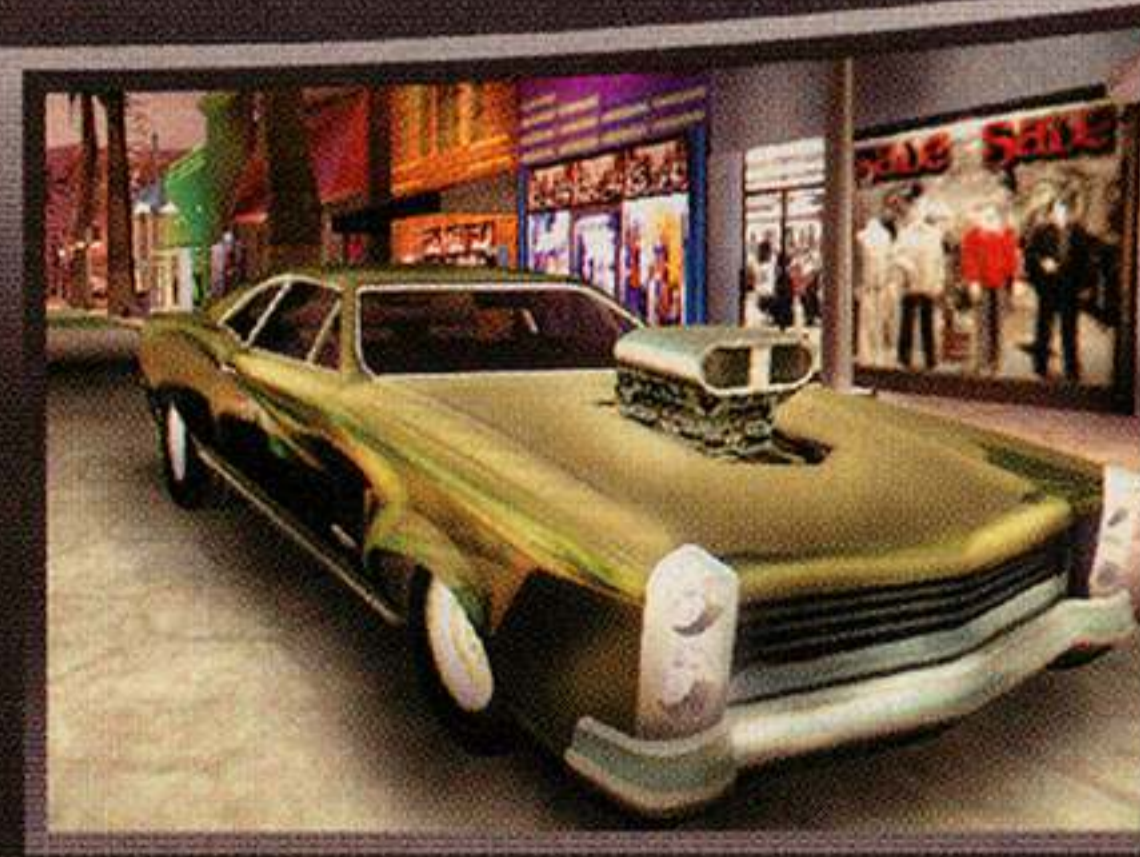


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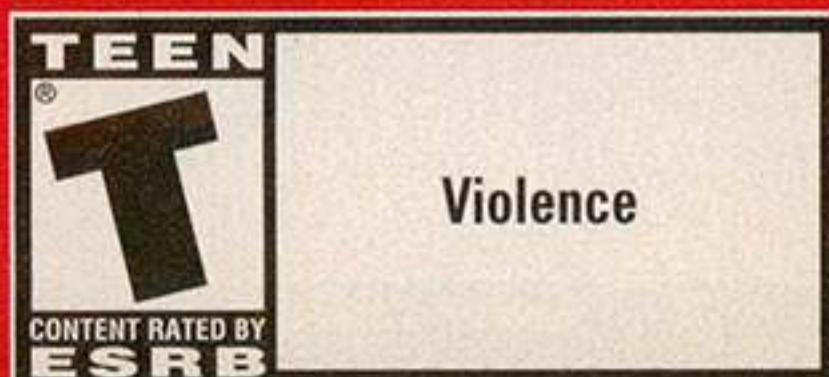
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85-87: Neverland, Ship Hold (in a Yellow Trinity Mark)
88-90: Neverland, Captain's Cabin (on the bed)
91-93: Hollow Bastion, Rising Falls (enter a bubble to access)



94-96: Hollow Bastion, outside the castle (activate the red crystal to activate the platform leading to it; use a Gravity spell to bring it down)
97-99: Hollow Bastion, Great Crest (use a Gravity spell to bring it down)



Go to the Dalmatians' house in the Second District of Traverse Town to get your rewards for finding the puppies. Once you find them all, you get the Aeroga magic, which is indispensable for the final battle.

OLYMPUS COLISEUM



Throughout the course of the game, Phil holds four different tournaments at Olympus Coliseum. The first one, the Phil Cup, can be played right after you defeat Cerberus at Olympus; Chip and Dale let you know when the others are available. Each tournament can be completed three ways: with your party, by yourself, or with your party in a special time-attack mode. You get a different item each way, and sometimes you even get items by defeating certain opponents during tournaments.



PHIL CUP (9 BATTLES)



The Phil Cup is your first tournament, and as such it's mostly a walk in the park. You won't run into any enemies you haven't seen before; the only real worry here is the assorted Guard Armor parts that appear in three of the battles. Take care of them before the other enemies in each round to save yourself some wasted hit points.

Completing the Phil Cup upgrades your Gravity magic to Gravira. You may also want to time-attack this tournament later on to get an AP Up.

PEGASUS CUP (9 BATTLES)



The Pegasus Cup is more of a pain, thanks to all the Agrabah-based enemies that appear. You must deal with a lot of the game's first two "fat" enemies—the Fat Bandit and the Large Body—both of which take forever and a day to knock out. Don't be afraid to let Donald and/or Goofy take the Fat Bandit's charge attacks for you, and attack the Large Body from the rear while he breathes fire.



The final battle pits you against Leon (Squall) and Yuffie...at the same time.

Concentrate on Yuffie first, since she's easier to deal with and tends to get in the way while you're fighting Leon. Once you've got her in a corner, she's done for.



Once Yuffie's out of the picture, concentrate your full attention on Leon. You'll take too much damage if you stick close to him all the time; try to attack him immediately after he finishes his own attack. Fight conservatively, switching between offense and defense, and you should make it to the end alive.

Winning this tournament in team mode earns you the Strike Raid ability, letting you throw your Keyblade at enemies.

HERCULES CUP (9 BATTLES)



The Hercules Cup can be extremely tricky if you're still low-level—it's mostly filled with Halloween Town and Neverland-based Heartless. There are two major battles of note here: one against a powered-up Cloud, and the final round against Hercules himself.



Wait for Cloud to stop thrusting all over the arena before you start to attack him—it's too tough to deflect him during this barrage.



After a little while, he switches tactics and starts flying around. This is actually easier than his first attack—simply use Glide to fly in the air with

him. Fortunately, his sword moves here are easily deflectable, so feel free to whale away.



Hercules is a walk in the park compared to Cloud. Use the handy barrels to knock him out when he's invincible (yellow), then use the offense of your choice to attack him. His spinning-sword attack is easily avoided by using Glide.

Winning this battle in team mode earns you the Yellow Trinity power, which lets you uncover the Olympus world keyhole in the Lobby.

HADES CUP (49 BATTLES)



Oh, no! Not only is the Hades Cup over five times larger than the other tournaments, but it's also packed with world bosses and seemingly infinite numbers of smaller enemies.



You'd best not attempt the Hades Cup until you're at least level 50 or so—if you do, you'll have trouble surviving more than a few rounds at a time. Fortunately, you don't have to restart at the beginning if you die—you'll just be taken back to the nearest seed that's a multiple of 10 (40th, 30th, and so on).



*Somewhere in a city of 7 million
is the man who killed your father,
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Have you ever wondered which PlayStation Final Fantasy hero is stronger? If this Cloud/Leon match-up is any indication, Cloud's the clear winner, thanks to the range of his attacks. Take care of Leon first (his tactics haven't changed a bit), then whip Cloud with Ars Arcanum or your own favorite ability. No matter what you do, make sure to defeat one before tackling the other—otherwise, you may be overwhelmed.



After all that pain, the Rock Titan at the very end is a pushover. Just slash away at its feet until it bends down, then climb up and attack its head until it's gone.

Winning in team mode earns you the Trinity Limit ability; finishing the solo and timed modes gets you two very good weapons for both Donald and Goofy.



The other three optional bosses are all exclusive to the U.S. version of Kingdom Hearts. Beating them takes extreme patience—don't expect to put a dent in any of them until you're at least level 60.

The first one, Sephiroth, is unlocked by finishing the Hercules Cup in the Olympus Coliseum. He's essentially a staggeringly powerful version of Cloud...with a dash of scathing magic on the side. Equip Second Chance, keep Aero on at all times, and use every offensive ability in the book. When in doubt, level up some more.



Hades is the 10th seed of his own tournament, and he can be enormously frustrating if you forget to cure at regular intervals. Most of his basic attacks shouldn't be anything new to you—it's just that he's got so much HP and defense that the fight can easily turn into a war of attrition if you're not careful.



There are four hidden bosses in Kingdom Hearts. One gives you a very useful magic spell, while the other three are for prestige only. You can fight the first one by visiting Tinkerbelle in the Ship's Cabin after finishing Neverland.



You can fight the Ice Titan after finishing the Hades Cup. His only vulnerable spot is his face, and the only way you can hit it is by blocking the ice shards he throws at you, deflecting them back upward. It's not nearly as difficult as it looks, making this battle a great way to stock up on experience if you're aiming for level 99.



The Lord of Darkness's most worrisome attack is a fire windmill he unleashes at the center of the arena. When you see him approaching the center, get near him and try to run with the twin tendrils of fire—you can't jump over them, so this is the only way to avoid damage. Keep the camera behind you at all times to make this easier.



This guy, simply called Phantom, has a Death Sentence-like spell that kills off your party after a certain amount of time—cast Stop on a clock face to delay it temporarily. To hurt the boss, note his current color: cast Thunder if yellow, Fire if red, Blizzard if blue, and use regular physical attacks if he's anything else.

Beating him earns you Stopga, which will likely be your last "ga" spell. Once you've got them all, Donald gets one more rod weapon.



Finally, Kurt Zisa can be accessed by going to Aladdin's House after finishing Hollow Bastion and talking to his carpet. Kurt has two forms: one where he throws slashing blades at you and another where he floats around in a bubble and drops stationary fireballs. The first form's the worst—keep moving at all times to avoid getting hit—but the second one's easy if you can make him run into the fireballs he throws out.

SECRET ENDING

If you want to view the "Special Secret" movie after beating the game, you must complete the following tasks listed below:

- Collect all 99 Dalmatian puppies.
- Win all Olympus Coliseum tournaments in team mode.
- Lock the keyhole in every world, including Olympus Coliseum and the 100 Acre Wood.



Before you can lock Winnie the Pooh's world, you first must find all of the torn pages from the book he lives in. Here's where to find them:

- Traverse Town, as a reward for finding the Dalmatian puppies
- Agrabah, in the Cave of Wonders (near the save point)
- Monstro, high up in Chamber 6
- Atlantica, in Ariel's Grotto
- Halloween Town, on a bookshelf in the Laboratory



Once you've got them all, simply visit each location in the book and complete the mini-games inside. They're all pretty simple, and the keyhole is locked once you're done.



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MIB MOST WANTED FUGITIVES



MIB: 48662934



MIB: 48662935

CORN FACE

Zone Restriction: Restricted
Home Planet: Kernal
Species: Brinta
Eyes: Yellow and bloodshot
Hair: Only in his dreams
Sex: Just once, back in the '80s
Complexion: In need of serious exfoliation
Special Abilities: Twice the strength of average human
Weaknesses: Melted butter, salt

ALIASES: Corn Hole, Big Mean Alien Guy, Mr. Nasty, Max
GENERAL BACKGROUND: Like a side dish gone bad, Corn Face is an angry, violent offender who will repeat on you without warning. With his vicious temper and a grudge against all MIB agents, NEVER attempt to detain Corn Face without backup. Unless you want to get creamed.

WARNING: THIS FUGITIVE IS CONSIDERED ARMED AND EXTREMELY UGLY. TO REPORT AN ALIEN SCUM SIGHTING, GO TO: www.mib2game.com

MIB MOST WANTED FUGITIVES



MIB: 26865488



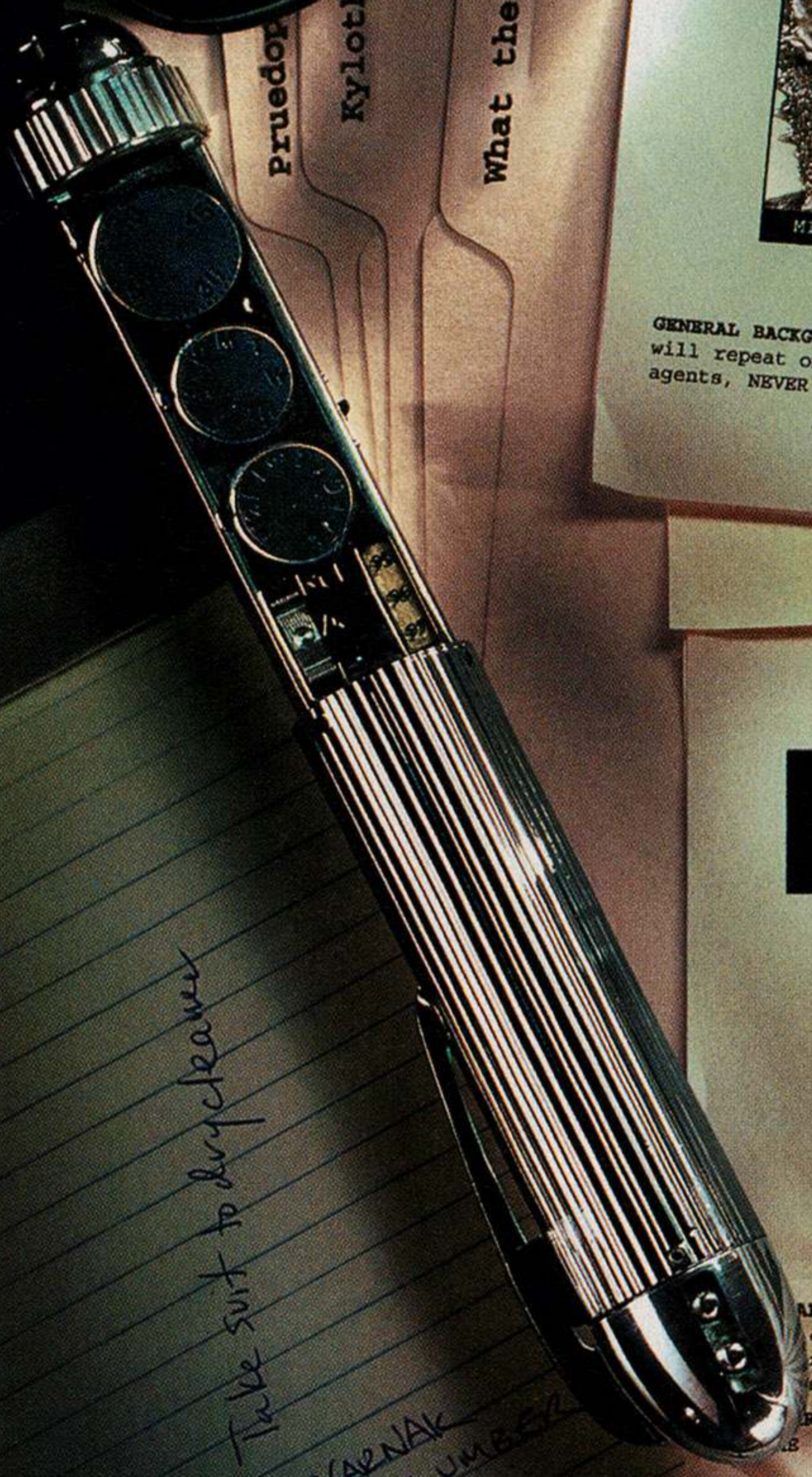
MIB: 26865489

SHARK MOUTH

Zone Restriction: Restricted
Species: Charcarodonii
Eyes: Watery
Hair: Nope
Sex: At your own risk
Complexion: Scaly
Special Abilities: Razor-sharp teeth have been known to transform slow swimmers into lunch meat
Weaknesses: chubby human legs splashing in the ocean

ALIASES: Chum Breath, Buzz-Kill, Flipper, Finnigan
GENERAL BACKGROUND: With an insatiable appetite for killing, Shark Mouth is the most notorious of one of the most savage and unpleasant races in the universe. Ironically, his species also prides themselves culturally superior, largely based upon their curious enthusiasm for big-budget movies. Their biggest local success, "Sharks," is notable, if only for its high body count.

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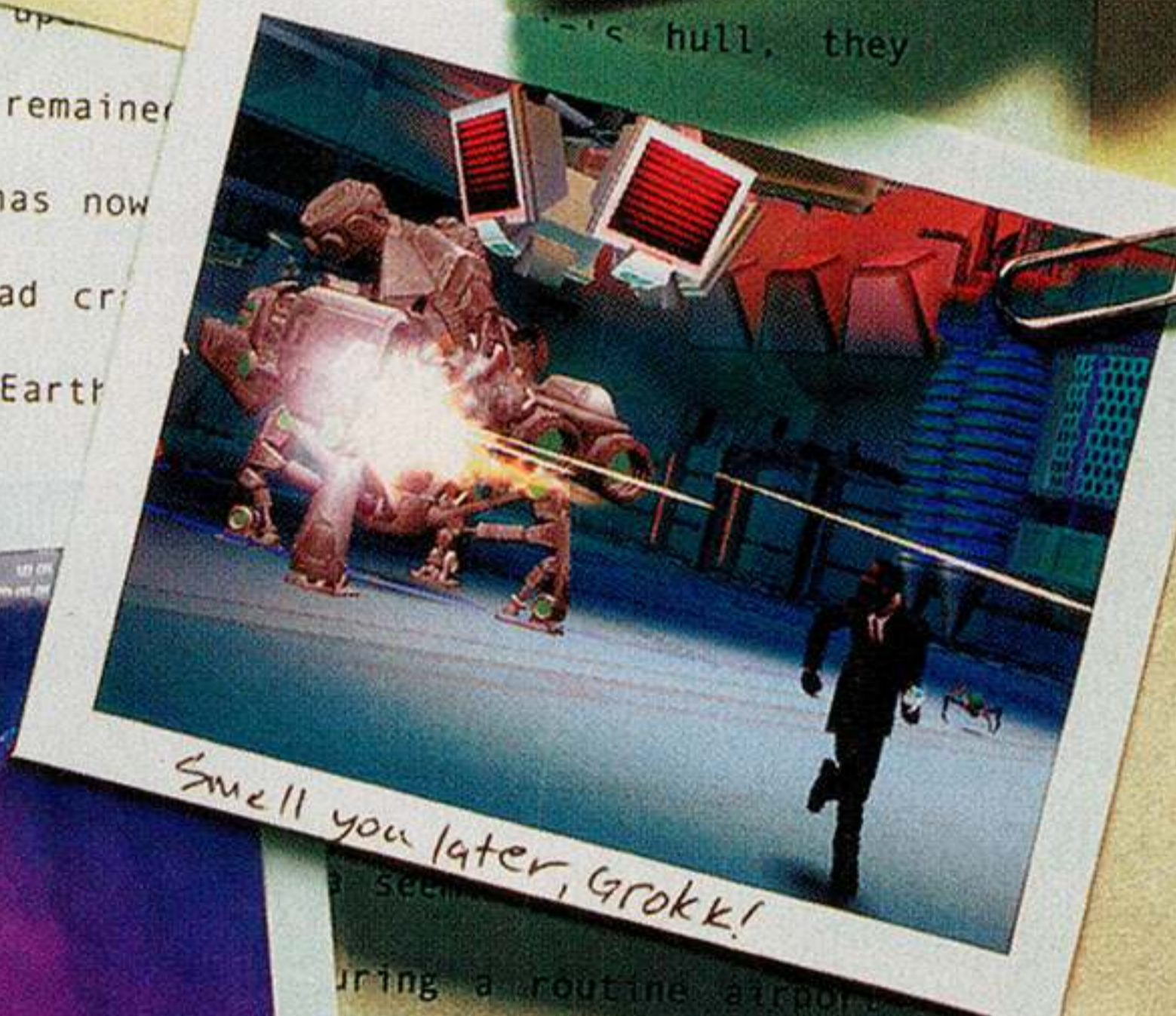
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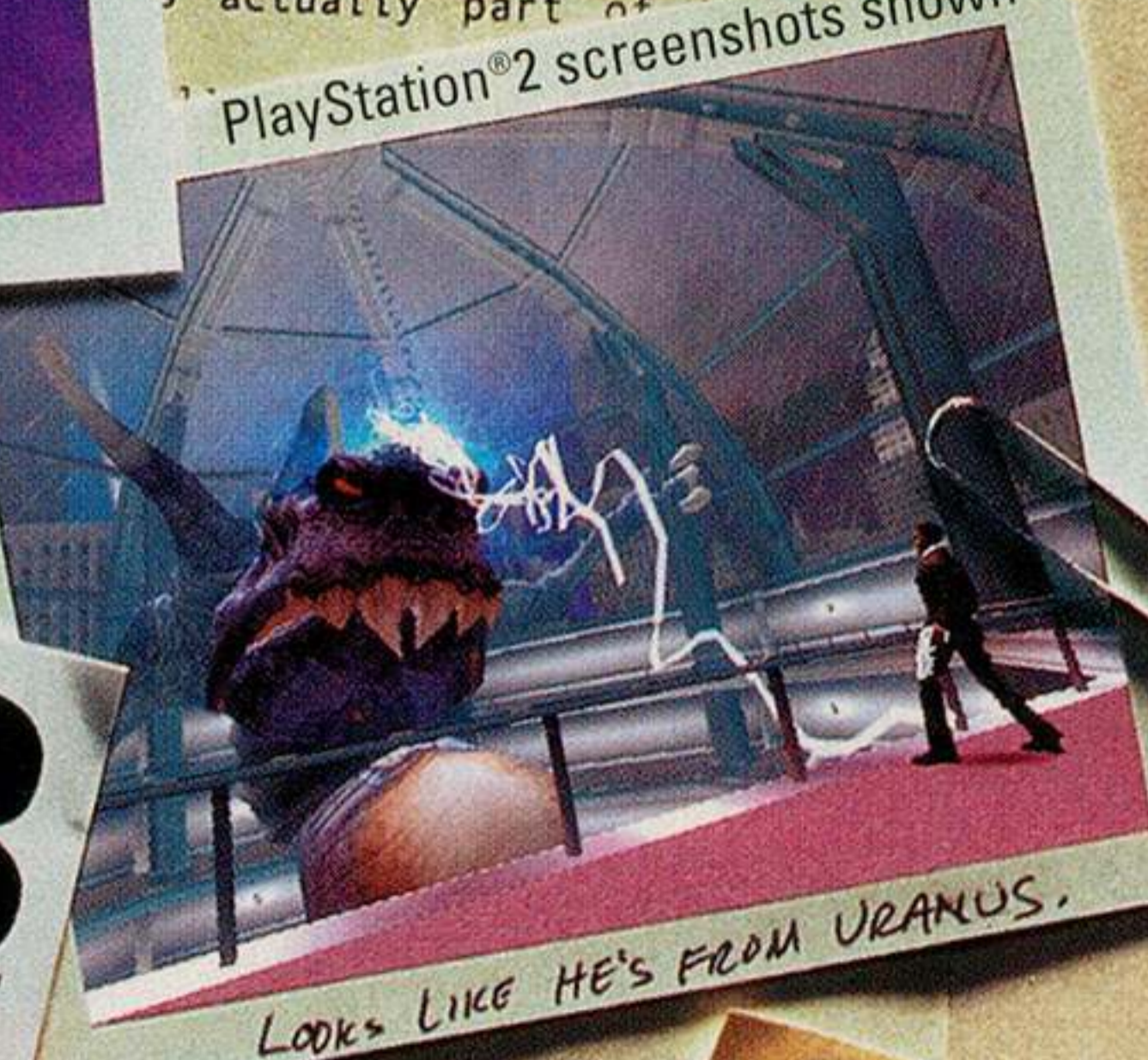
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STARFOX ADVENTURES

GamePro here! Having problems putting **Dinosaur Planet** back together again, Fox? Never fear! This guide will help you through the game's trickiest puzzles and toughest boss battles, and maybe even slip in a secret or two along the way. *By Star Dingo*

Note: For more on *Star Fox Adventures*, please see *GameCube ProReviews*, elsewhere in this issue.

STAFF POWERS

Here's a list of the staff powers, their uses, and exactly where you can find them.

Fire Blast



Fire Blast is the first staff power you acquire and one of the most useful throughout the game. Find it in the cave that opens behind the giant well after you beat the first wave of SharpClaws in ThornTail Hollow. While its most obvious use is shooting enemies, you can also use it to detonate bomb spores to reveal secrets...



...and activate red sunburst switches. Often, if you're in a room that seemingly has no open doors, turn around and look at the ceiling—chances are, there's a sunburst to shoot at.



If you encounter a colored orb and a torch that changes color, line up your shot so that your Fire Blast hits the orb after passing through the torch fire first. Time it so that the Fire Blast passes through the torch fire at the moment the orb and torch colors match.

Rocket Boost

You can find the Rocket Boost in the giant ThornTail Hollow well (have Tricky dig through the crack in the side to enter) while looking for White GrubTubs to heal the Queen EarthWalker. It has only one use—to jet you up into the air when used at the special Boost pads.

Ice Blast



You can find the Ice Blast in the Volcano Force Point Temple while trying to return the first SpellStone.



The Ice Blast is a short-range spray useful against any enemy that's on fire. It also puts out fires that block your path or extinguishes torches on the walls of temples. If you're stuck in a room in a temple, try putting out all the fires and a path may open.

Ground Quake



You can find the Ground Quake after returning to Moon Mountain Pass

from the Volcano Force Point Temple once you've returned the first SpellStone. A Krazoa will appear and open a cave; pry up the stone inside the cave to uncover the Grand Quake.



While the Ground Quake is most useful for attacking multiple foes, it also reveals certain enemies' weak points, triggers special ground switches, and triggers Bomb Spores to explode.

SharpClaw Suit



No, it's not technically a Staff Power... but it appears in your Staff Power menu. Slippy sends you the SharpClaw disguise right after your prison break inside CloudRunner Fortress, but first you must find an explosive barrel and carry it to this wind grate and then press the switch to send the barrel up into the ceiling.



Any time you see a floor pad with a "reptile footprint" symbol on it, use the SharpClaw Suit and a door or puzzle mechanism will be triggered.

Also, certain barrels can only be picked up when you're wearing the SharpClaw Suit (for reasons that are never quite apparent).

Portal Device



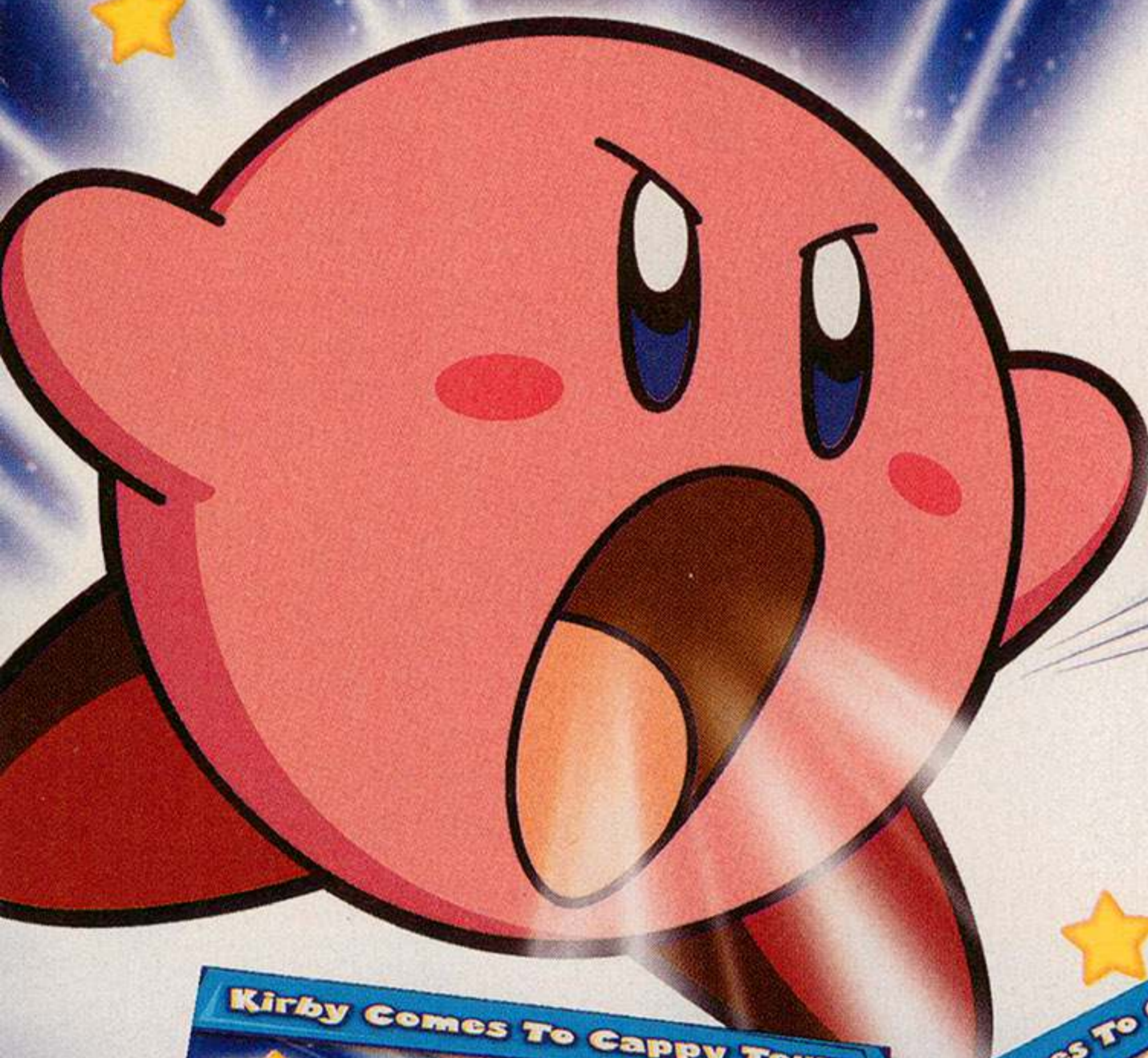
Eventually, you're called upon to defend the eggs of the ThornTail mother near the Warp Stone in ThornTail Hollow. Use your Ground Quake if things get out of hand...it's especially useful right around the "5 seconds remaining" mark. The Portal Device is your reward. It's used to open the square, sci-fi-lookin' doors (there's one behind the EarthWalker Queen in ThornTail Hollow).

Super Ground Quake



You can find the Super Ground Quake on the south side of the Walled City. Have Tricky burn up some thorns to unveil a climbable wall, then plant a bomb spore in the dirt to reveal the power. It can kill the four RedEyes (they're also known as T-Rexes) lurking around the temple in two hits.

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SIX THINGS YOU MAY NOT KNOW ABOUT STAR FOX...

1. Cheat Tokens



You've doubtlessly encountered the sparkling wells offering to sell you Cheat Tokens...but you may be wondering what they're for. Once you have a Token, go to the Game Well Maze underneath the Warp Stone in Thorn-Tail Hollow. If you hug and follow the left wall, you'll eventually find a well in the maze that looks suspiciously like other wells you've encountered. Drop a Cheat Token in, and you can unlock a cheat from the menu.



Wondering where you can find a Cheat Token? The first Cheat Token is easy—it's right in ThornTail Shop—and it unlocks the End Credits from the Main Options Menu.



A second Cheat Token can be found in the SnowHorn Wastes. Just follow the icy river (the one with the floating platforms) all the way to the end. This unlocks Dinosaur Language in the Main Language Menu.



A third Cheat Token can be found in the further reaches of Moon Moun-

tain Pass. Look for a cave on top of a small cliff; plant a Moon Seed underneath to reach it. This Cheat Token, however, only prompts the well to give you a "fortune"—just some useless stuff about General Scales being a jerk and how Fox is not.



There's another Cheat Token in the Ocean Force Point Temple, accessible once you have the Portal Staff Power. Open the door just past the Path of Lights (see "The Path of Lights," elsewhere in this ProStrategy Guide) to find the well. This Cheat Token yields another fortune, this one about someone you like who is in trouble.

2. Minimize Falling Damage



If Fox is falling from a height that would normally cause damage upon landing, try tapping X when you land to roll softly and avoid taking a hit. Once Fox starts going into a headfirst dive, though, forget it—you're toast.

3. SharpClaw Suit = Shield



If you put on the SharpClaw Suit when fighting a SharpClaw, it suddenly won't attack you! While this is good for situations where you're in danger of dying, you can also use it as a "combo

starter." Walk around to the back or side of your foe, then quickly remove the disguise and immediately launch into a staff combo. If you're fast enough, they won't have time to block the attack.

4. Return to LightFoot Village



After you leave LightFoot Village for the first time (pretty late in the game), you can't return unless you hit the trees outside the village in the order as shown above.

5. Prince Tricky's Ball



Play with Tricky enough times (roughly a dozen—it's not an exact science) and his "style" changes along with his color. What does that mean, you ask? Not a whole lot, really...Blue with Orange Tint Tricky is more aggressive—he runs toward enemies when he sees them—while the Purple with Blue Tint Tricky is more shy—but in the end it doesn't really make a whole lot of difference to the gameplay.

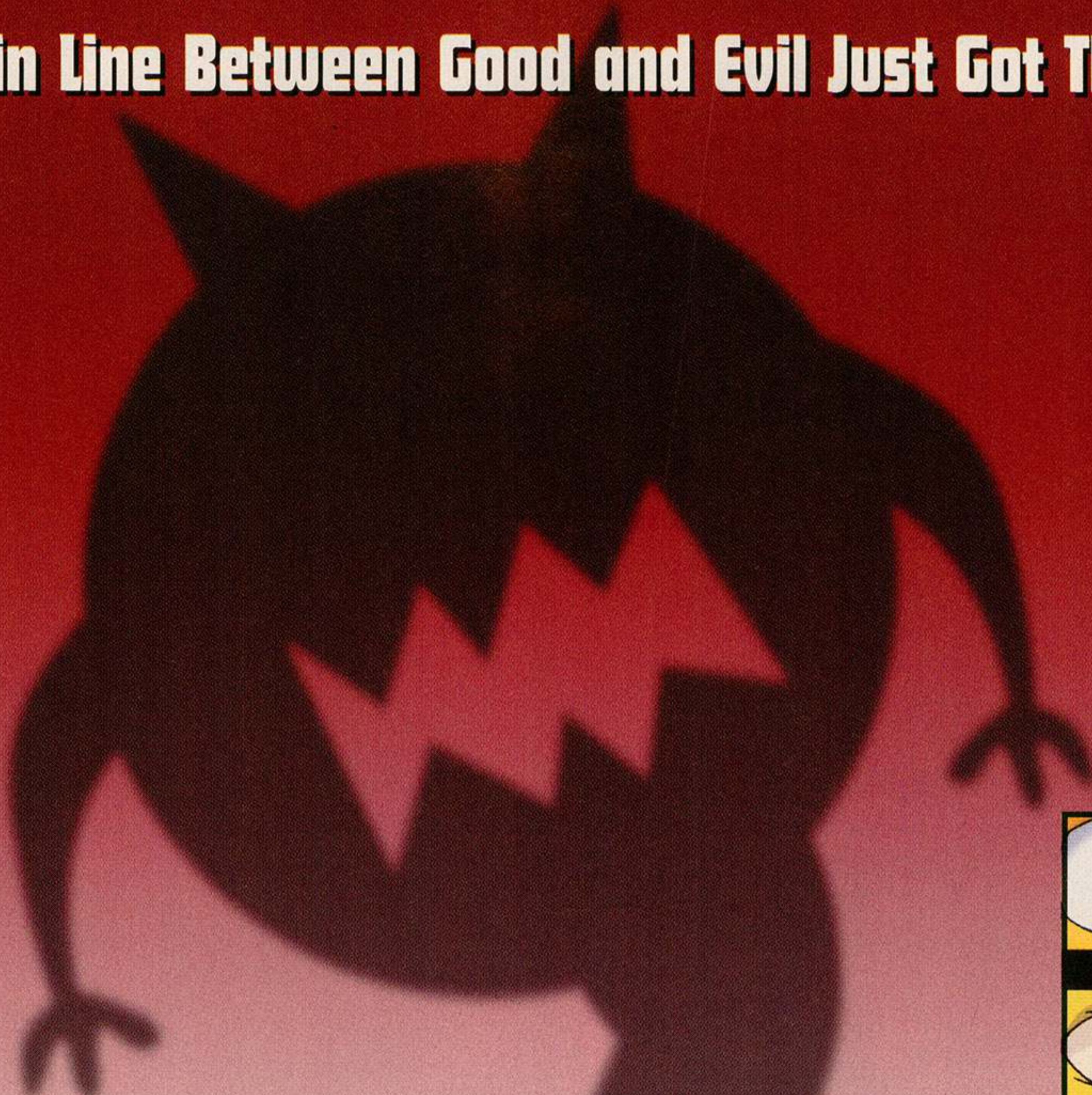
6. ThornTail Store Map Room



Need a few extra scarabs to buy something? Go to the seemingly empty room in the Map Room, use your Boost, and then break the barrels you find on the balcony. Hmmm, wonder what else the shopkeeper keeps up there....



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TRICKY SITUATIONS

As you traipse across the landscape of Dinosaur Planet and its orbiting chunks of earth, you encounter tons of puzzles and traps—here's how to get past some of the trickiest. (Note the maps in the bottom-left corner of each screen!)

DarkIce Mines The Barrel Mover



Once you enter the fiery part of the DarkIce Mines, find the long, winding path with barrels falling down it. Grab the metal barrel lying at the foot of the path and carry it all the way to the stairs with you (it explodes if you get hit, so watch out!).



Ascend until you reach a spot on the floor where you can put down the barrel (press A when you're standing still on top of it). Now ascend further up the structure, and you should find a switch that activates the barrel-moving "robot magnet"—when it descends, grab the barrel and then bring it up to a higher level until you see a gaping crack in the wall at which to hurl it.

Moon Mountain Pass Meteor Crash



At the site of the meteor crash, find the three rocks scattered about (some of them are buried, so have Tricky dig them up) and plug up the three specific holes shown above. If you plug up these holes, the giant boulder will float high enough to let you pass.

Cape Claw Krazoa Head Entrance



Eventually you're told to go inside the Krazoa Head Statue—but the entrance is a bit tricky to spot. Ascend the scaffolding to the right of the head, where you should find a door on the upper level; use your SharpClaw Suit to get the door to open.

Tricky Krazoa Head Platform



Inside the Krazoa Head is a chamber with a pillar that raises while you stand on a switch. Usually in these situations, you have Tricky hold down the switch—but this time, the situation is reversed. Have Tricky stay on the platform. Then have Fox press the switch. Once Tricky reaches the top, use his Flame command to burn through the thorns and let the sun shine in.

Ocean Force Point Temple The Path of Lights



Soon after entering the Ocean Force Point Temple, you can find a grid-like wall that lights up when you step on the switch beneath it. Have Tricky stand on the switch (use his Stay command) and head to the hallway across from the light wall.



Imagine that the bottom row of the wall is the first row of the floor. Now step on the floor tiles that correspond to the "lit up" tiles on the wall. If you screw up, you'll be electrocuted.

Slide Puzzles



When you activate the Slide Puzzle, use your Fire Blast to push the block around the field in the following directions: east, north, west, south, east, and north.

When you revisit the Ocean Force Point Temple later on with the fourth SpellStone, you must do the "slide puzzle" again. This time, follow this pattern: west, north, west, south, east, north, and west.

LightFoot Village The Two Trials



Your goal in LightFoot Village seems kinda nebulous, so here's a quick guide. Use Tricky to unearth the three stone shapes (circle, square, and triangle) and return them to the slots atop the plateau where you were held captive. Then find the hut with the village elder and pass his two tests (strength and speed).

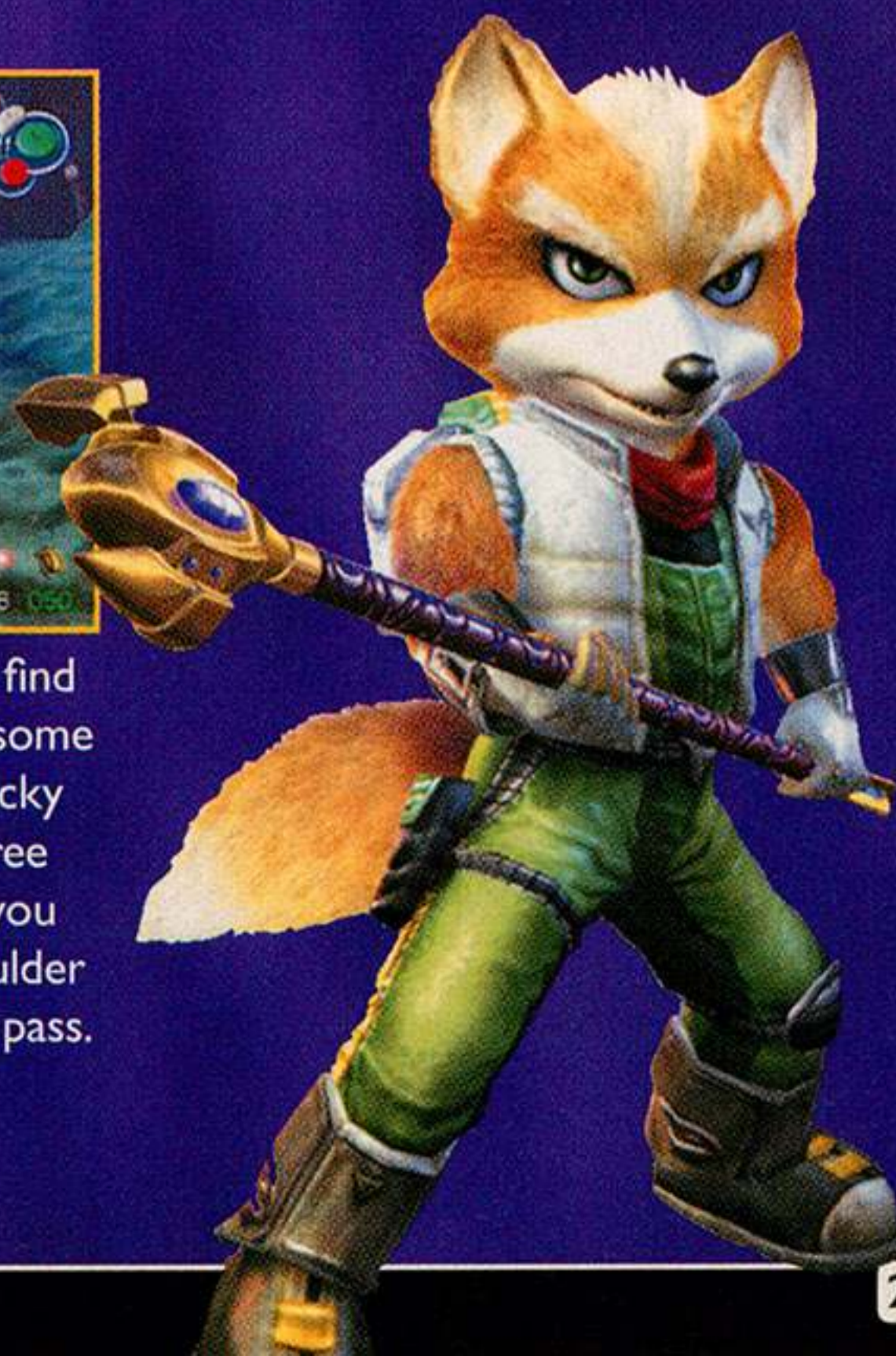


Go to the door beneath the plateau after passing the two tests and stand on top of the stack of crates with the switch to start the center pillar rotating. Now your goal is to line up the segments to make a snake. Fire Blast a segment of the pillar so it stops rotating; shoot it again to restart it.

Walled City Find the King



The King is underneath the temple, but first you have to open it. Use your Ground Quake on the circles at the two shrines (the "sun" one is red, the "moon" one is blue) to start a race up the central temple. Follow the red torches when you do the "sun" race; follow the blue torches during the "moon" race. At the end of each, have Tricky use his Flame to light the shrine torch.

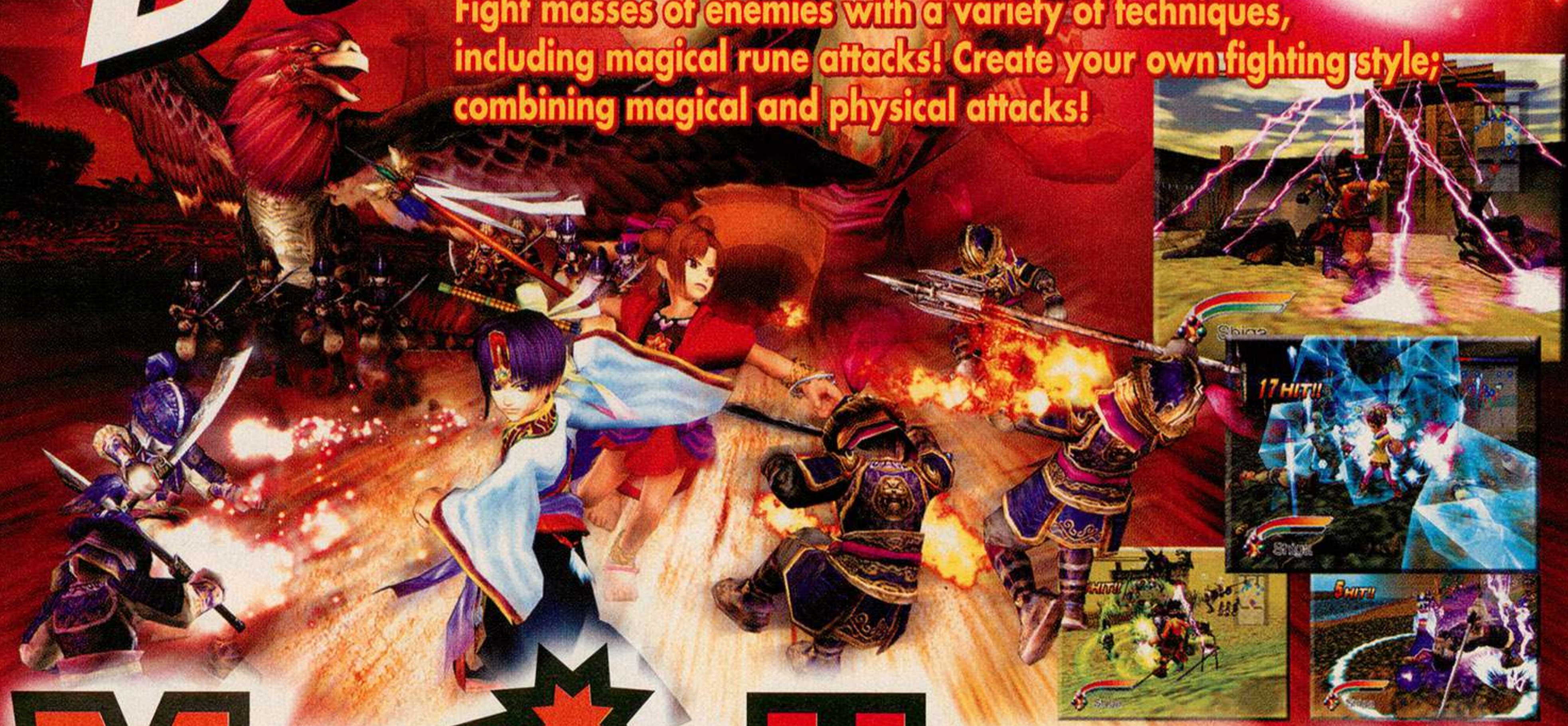




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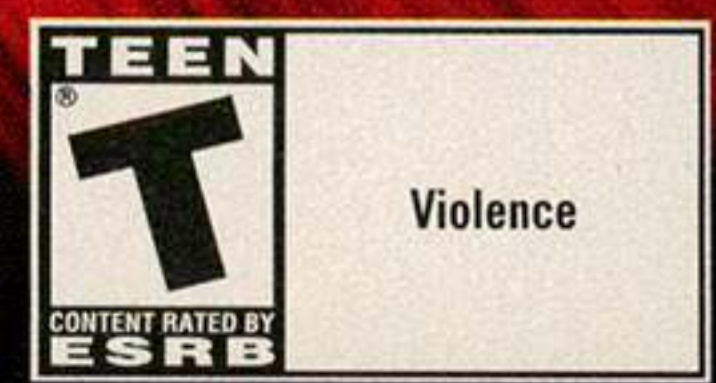
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Find the Teeth



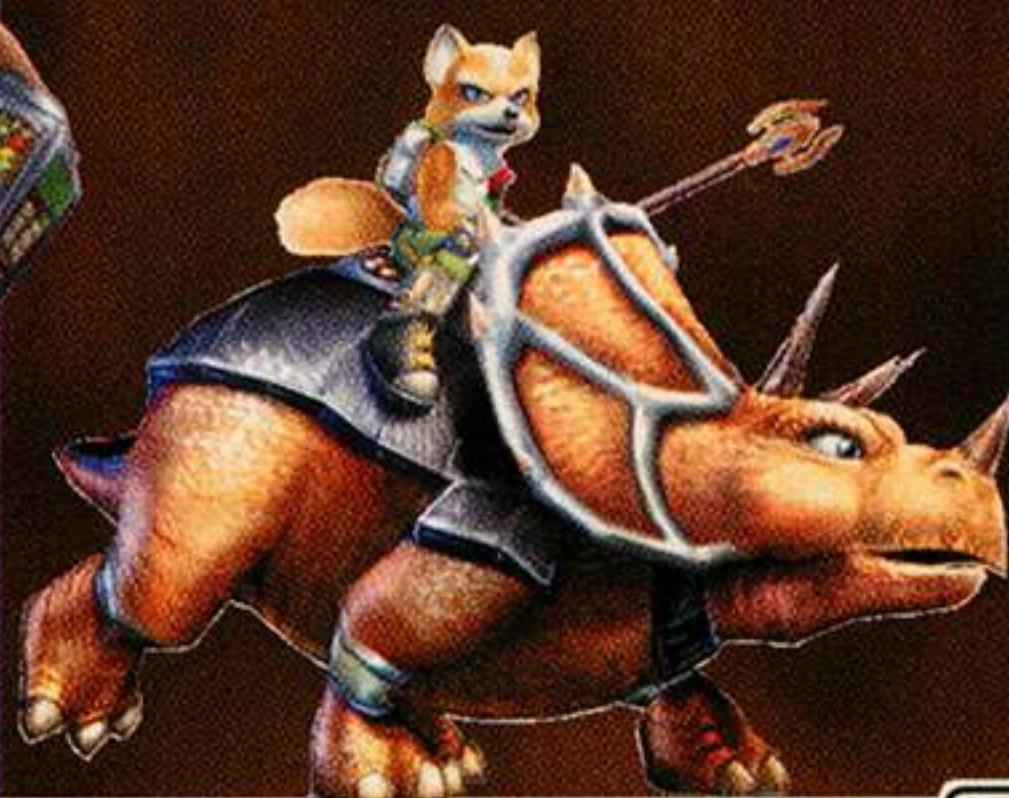
To find the Silver RedEye Tooth, shoot the four sunburst targets in the trees located in the four corners of the city. An EarthWalker stands by each tree. Now win the river race that ensues when you step through the shimmering white circle.

To find the Gold RedEye Tooth, use your Super Ground Quake to kill the four RedEyes (T-Rexes), then go through the door that opens.

The Two Temples



After returning all four SpellStones to their Force Point Temples, you must return to the Walled City one more time, where the King EarthWalker instructs you to enter the Sun and Moon temples on the east and west sides of the city. While the puzzles within the temples are pretty standard, getting into the temples can be a bit of a head-scratcher. First, solve the slide-puzzle at the base of each temple (simple enough). Now, take the elevator to the top of the temple, and use your Zoom Goggles (purchased at the ThornTail Store, press Z to activate them) to look through the circle at the strange symbol in the distance. The temple door opens when you do so.



SPELLSTONE GUARDIANS

Each of the four SpellStones is guarded by some sort of boss—here's how to beat each one.

DarkIce Boss



First, use Prince Tricky's Flame command to melt the ice and start the battle. Your goal in the first phase is to get behind the boss and hit him in the tail with your staff. It helps if you keep your staff at ready so that the auto targeting keeps the boss centered on the screen.



Once you hit his tail, he swallows you. Quickly beat on his epiglottis (that dangly thing at the back of your throat) with your staff until he spits you out.



Now wait until the boss opens up his chest and begins building energy. Shoot your Fire Blast into the hole when he's in this "powering-up" mode. The Fire Blast should automatically home in on the hole. Once he swallows you again, beat on the epiglottis like before and claim the first SpellStone as your prize.

CloudRunner Boss



The "boss" holding the second SpellStone is three SharpClaws soldiers on land speeders; your goal is to destroy the one at the front of the pack by ramming him several times with your own speeder; but first, you should take out the other two behind him to make things easier. Press and hold A (accelerate) the whole time, and ram each of the three. Try to hit all the Arrow Pads to get speed boosts and avoid the mines the enemies drop as well as the crates that fall from the ceiling.

RedEye Boss



This boss battle takes place in a square with a giant T-Rex (er, RedEye) running around. First, run around the square in the same direction as the RedEye until you find the "active" floor pads—you know they're active if they have a blue vertical glow. Now shoot a Fire Blast at one of the nearby sunburst targets to open the cage (there's one on each corner of the square) and pick up the explosive barrel inside.



Now wait next to the active floor pad until the RedEye appears around the corner. Right after the RedEye finishes his roar, step on the floor

pad to trigger an electrical charge that knocks the RedEye down.



Once he falls, hurl the barrel you're holding at his head. Repeat the process three times to claim the SpellStone, but be careful—after nailing him a couple times, the RedEye speeds up and the electric triggers change positions, so you must step on the trigger about two seconds sooner than you had to before.

Drakor Boss



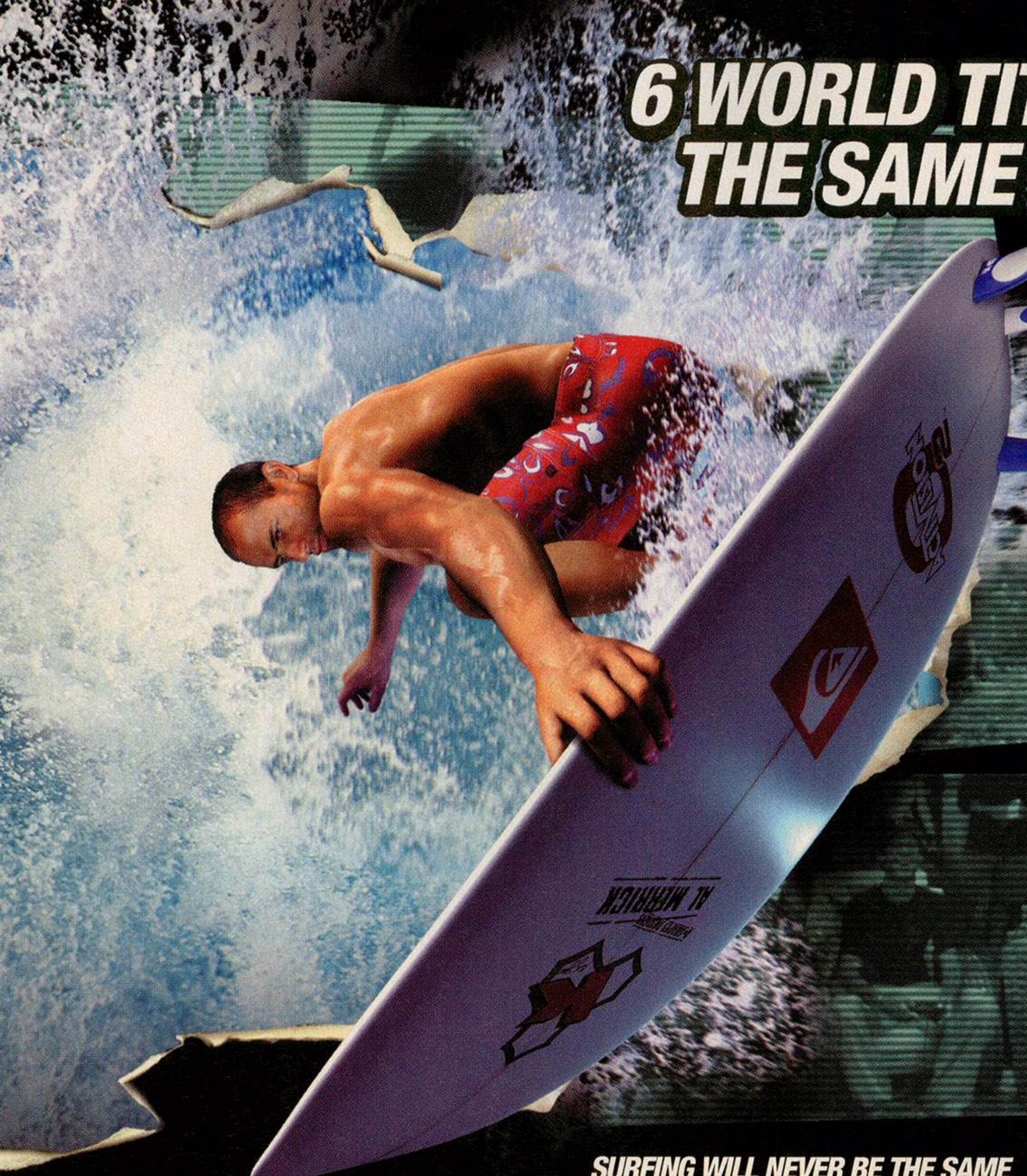
This is kinda like a first-person rail light-gun game...and it's easy. First off, don't worry about your ammo, it's infinite. Shoot Drakor's blue bullets to prevent being hit. If you're having trouble hitting him, try to aim a little bit ahead of him.



Shoot any sunburst targets to turn off Fox-damaging fire spouts. Shoot his blue bullets and mines.

All right, Fox. Now that you've taken care of all the guardians and returned all the SpellStones to their Force Point Temples, all that stands between you and the restoration of Dinosaur Planet is a bloke named General Scales. The rest of this mission is entirely in your paws. Good luck! *GamePro* out!

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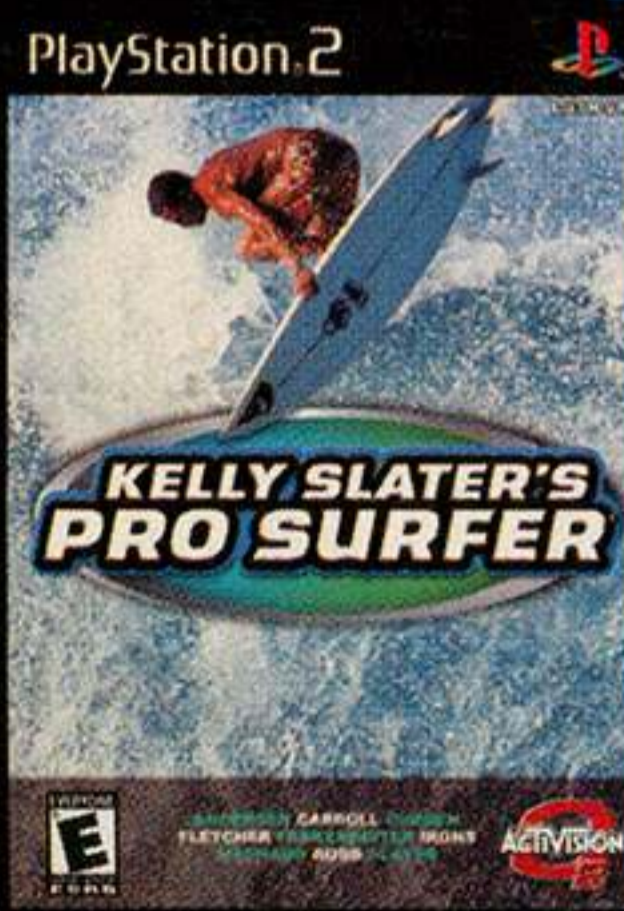
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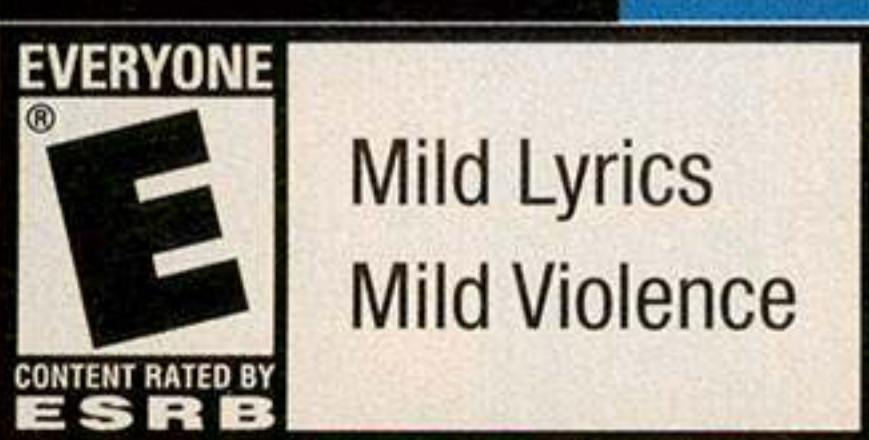
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will be plenty of Nazis awaiting your arrival only too glad to help finish the job.

Godspeed, soldier. Save yourself. Save France. Then save the world. Enlist at moh.ea.com



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*Multi-player gameplay is only available on Microsoft Xbox™ video game systems and Nintendo GameCube™

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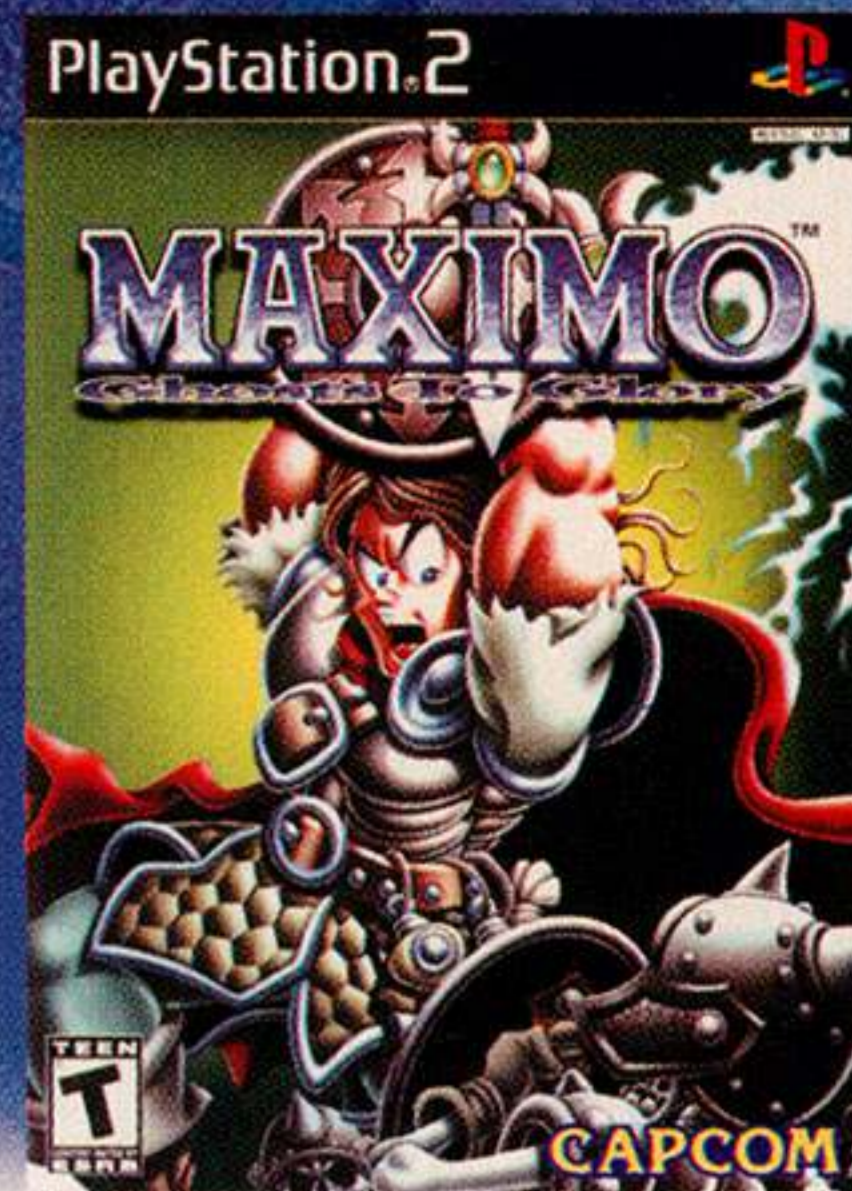
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WIN!



MAT HOFFMAN'S PRO BMX 2



Unlock Riders, Road Trip Levels, and More



At the Press Start screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

All Levels Except Road Trip Levels: Press □, Right, Right, △, Down, □.

All Music Tracks: Press LI, Left, Left, Right, Right, Right, ×, ×.

Bigfoot: Press △, Right, Up, Right, Up, □.

Day Smith: Press △, Up, Down, Up, Down, □.

Mime: Press △, Left, Right, Left, Right, Left.

Outfit-BMX: Press ○, △, Left, Right, Left, ○.

Outfit-Elvis: Press ○, LI, LI, Up, Up.

Road Trip-Boston: Press □, Up, Down, Down, Up, □.

Road Trip-Chicago: Press □, Up, △, Up, △, □.

Road Trip-Las Vegas: Press □, RI, Left, LI, Right, □.

Road Trip-Los Angeles:

Press □, Left, △, △,
Left, □.

Road Trip-New Orleans: Press
□, Down, Right, Up, Left, □.

Road Trip-Portland: Press □, ×,
×, △, △, □.

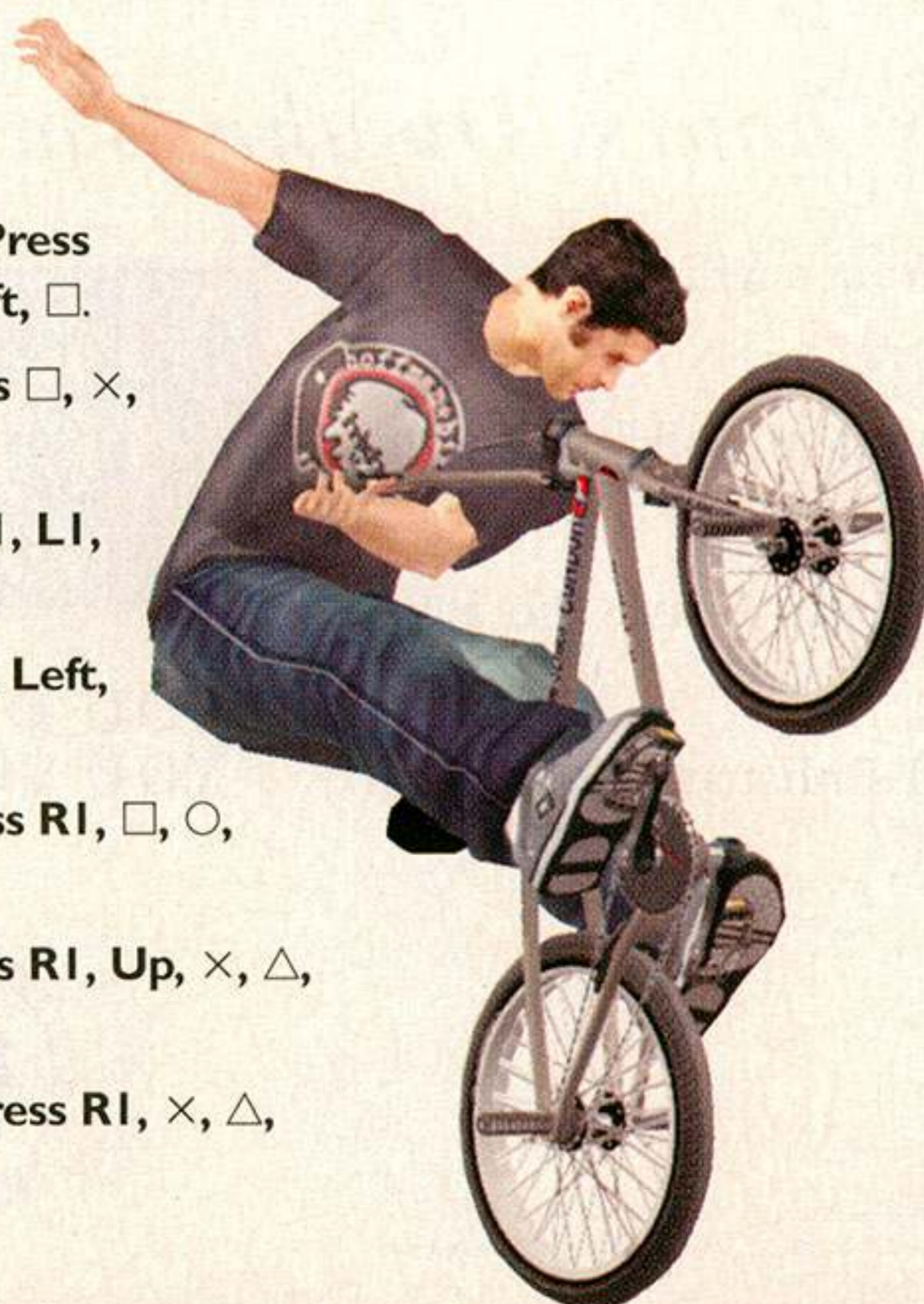
Tiki Battle Mode: Press LI, LI,
Down, RI, ×, LI.

Vanessa: Press △, Down, Left,
Left, Down, □.

Video-Cory Nastazio: Press RI, □, ○,
○, □, □, □, RI.

Video-Joe Kowalski: Press RI, Up, ×, △,
Down, RI.

Video-Kevin Robinson: Press RI, ×, △,
Down, Up, RI.



Video-Mat Hoffman: Press RI, Left, ○, Left, ○, Left, RI.

Video-Mike Escamilla: Press RI, ○, ×, ×, ○, ×, ×, RI.

Video-Nate Wessel: Press RI, Down, △, ○, Down, △, ○, RI.

Video-Rick Thorne: Press RI, LI, Right, RI, Left, RI.

Video-Ruben Alcantara: Press RI, Left, Right, Left, Right, Left, Right, RI.

Video-Seth Kimbrough: Press RI, Up, Up, ○, ○, ○, RI.

Video-Simon Tabron: Press RI, LI, LI, RI, LI, LI, RI.

Volcano: Press △, Up, Up, ×, Up, Up, ×.

Cyril Duano—San Antonio, TX

STREET HOOPS



Power Game, Unlock Uniforms, and More



At the main menu, choose Game Settings, and at the Game Settings screen, select Cheats. At the Cheats screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Black Ball: Press R2, R2, ○, L2.

Block Party: Press RI, ○, L2, R2.

Normal Ball: Press RI, □, □, LI.

Power Game: Press R2, ○, L2, ○.

Red, White, and Blue Ball: Press ○, R2, □, R2.

Uniform-Clown: Press □, LI, □, ○.

Uniform-Cowboy: Press ○, R2, R2, RI.

Uniform-Kung Fu: Press ○, ○, □, LI.

Uniform-Pimp: Press RI, □, ○, L2.

Uniform-Santa: Press R2, L2, R2, L2.

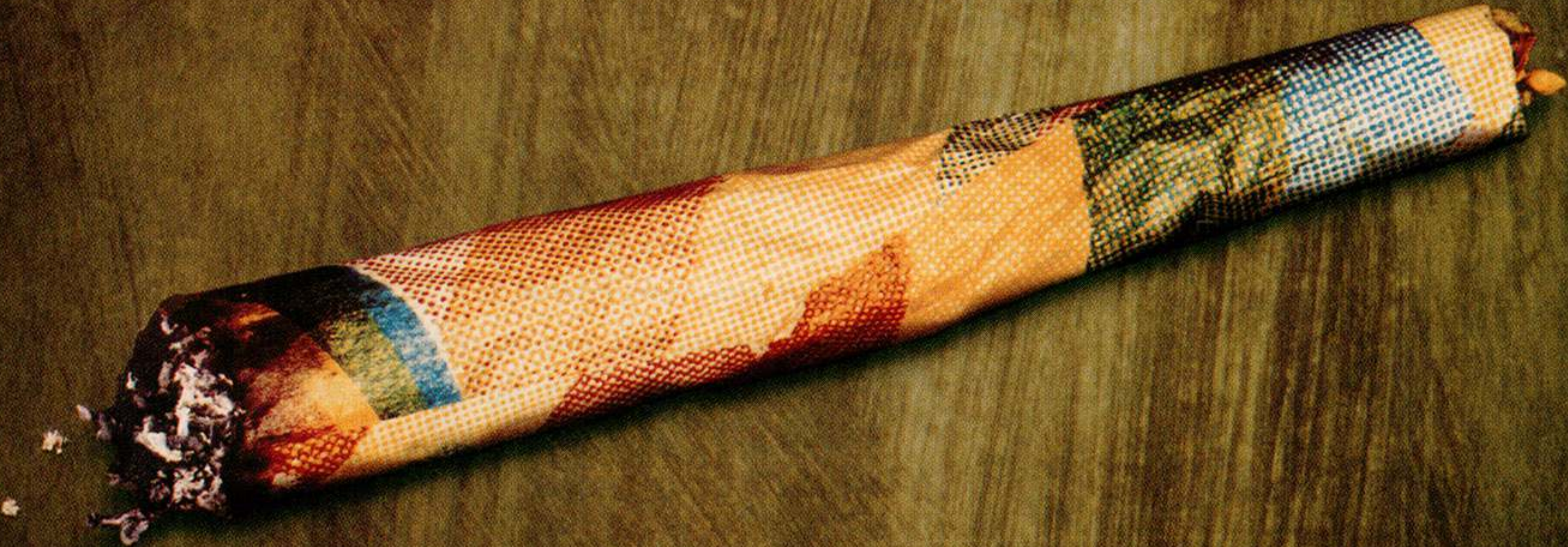
Uniform-Tuxedo: Press L2, L2, ○, □.



Tried to e-mail Uranus.



Made hat out of ground beef.



Heard my hair grow.



Spent night in jail.

MARIJUANA. HARMLESS?

facts

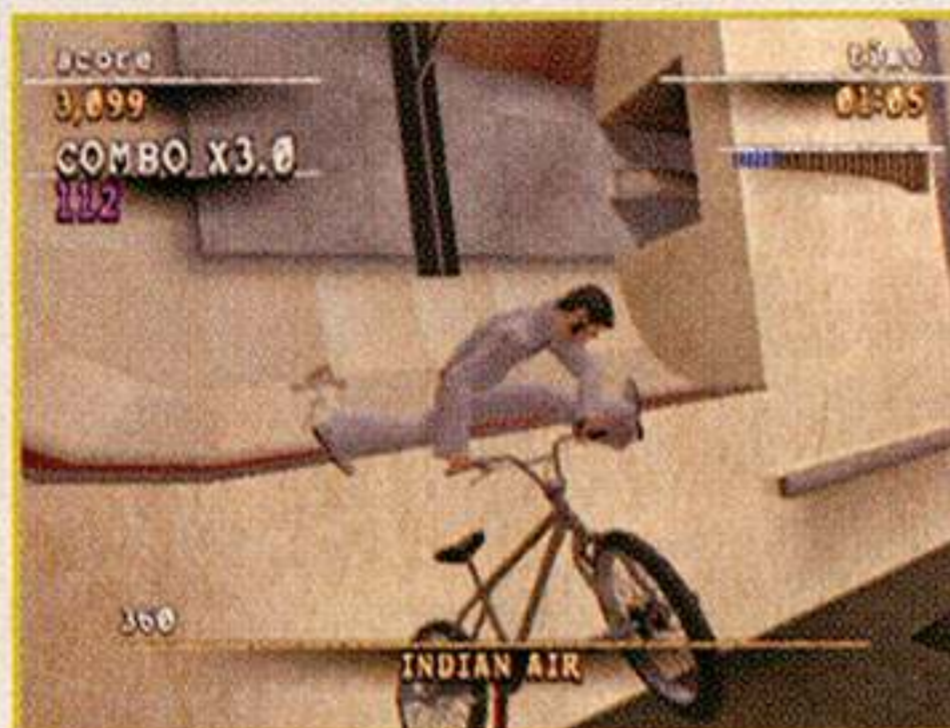
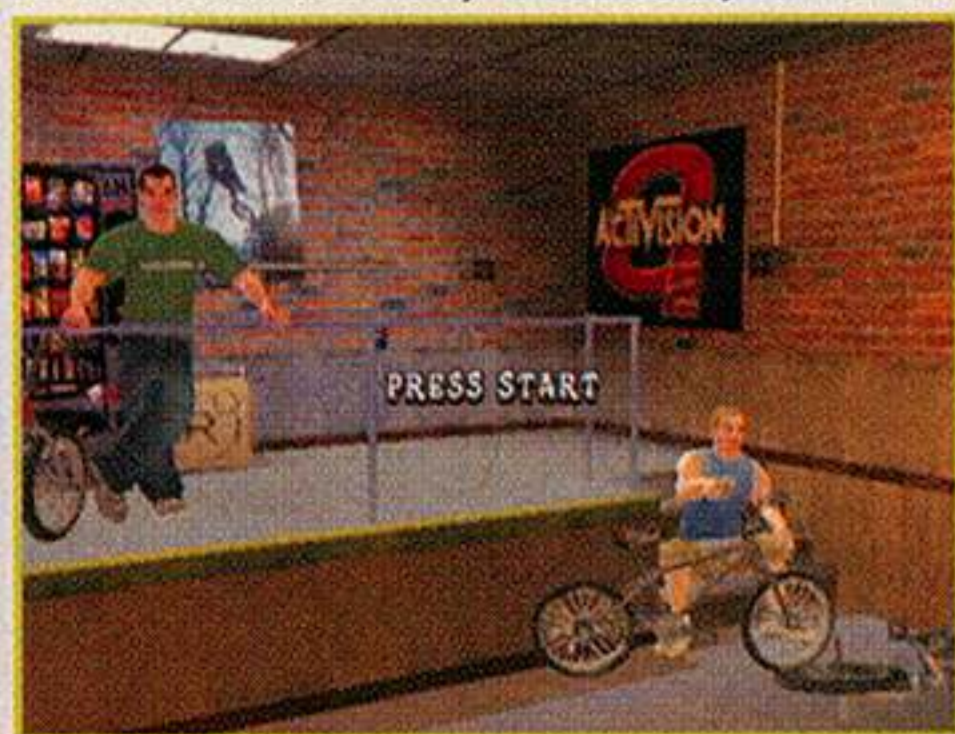
THE ANTI-DRUG.

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MAT HOFFMAN'S PRO BMX 2



Unlock Riders, Videos, and More



At the Press Start screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

- Bigfoot:** Press B, Right, Up, Right, Up, Y.
- Day Smith:** Press B, Up, Down, Up, Down, Y.
- Mime:** Press B, Left, Right, Left, Right, Left.
- Outfit-BMX:** Press X, B, Left, Right, Left, X.
- Outfit-Elvis:** Press X, L, L, Up, Up.
- Road Trip-Boston:** Press Y, Up, Down, Down, Up, Y.
- Road Trip-Chicago:** Press Y, Up, B, Up, B, Y.
- Road Trip-Las Vegas:** Press Y, R, Left, L, Right, Y.
- Road Trip-Los Angeles:** Press Y, Left, B, B, Left, Y.
- Road Trip-New Orleans:** Press Y, Down, Right, Up, Left, Y.
- Road Trip-Portland:** Press Y, A, A, B, B, Y.
- Vanessa:** Press B, Down, Left, Left, Down, Y.
- Video-Big Ramp:** Press R, Up, Down, Left, A, A, A, R.
- Video-Cory Nastazio:** Press R, Y, X, X, Y, Y, Y, R.
- Video-Day Smith:** Press R, X, Left, Left, Y, Right, Right, R.
- Video-Joe Kowalski:** Press R, Up, A, B, Down, R.
- Video-Kevin Robinson:** Press R, A, B, Down, Up, R.
- Video-Mat Hoffman:** Press R, Left, X, Left, X, Left, R.
- Video-Mike Escamilla:** Press R, X, A, A, X, A, A, R.
- Video-Nate Wessel:** Press R, Down, B, X, Down, B, X, R.
- Video-Rick Thorne:** Press R, L, Right, R, Left, R.
- Video-Ruben Alcantara:** Press R, Left, Right, Left, Right, Left, Right, R.
- Video-Seth Kimbrough:** Press R, Up, Up, X, X, X, R.
- Video-Simon Tabron:** Press R, L, L, R, L, L, R.
- Volkano:** Press B, Up, Up, A, Up, Up, A.

STREET HOOPS



Block Party, Theft Mode, and More



At the main menu, choose Game Settings, and at the Game Settings screen, select Cheats. At the Cheats screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

- Black Ball:** Press White, White, Y, Black.
- Block Party:** Press R, Y, Black, White.
- Court Select Ball:** Press Black, Y, X, Y, L, Y, X, X.
- Normal Ball:** Press R, X, X, L.
- Power Game:** Press White, Y, Black, Y.
- Red, White, and Blue Ball:** Press Y, White, X, White.
- Theft Mode:** Press R, X, X, X, R, Black, Y, White.
- Uniform-Block City:** Press R, Black, R, L, Y, X, R, L.
- Uniform-Clown:** Press X, L, X, Y.
- Uniform-Cowboy:** Press Y, White, White, R.
- Uniform-Elvis:** Press Y, Black, White, Black, Black, White, L, Black.
- Uniform-Kung Fu:** Press Y, Y, X, L.
- Uniform-Pimp:** Press R, X, Y, Black.
- Uniform-Tuxedo:** Press Black, Black, Y, X.

TUROK: EVOLUTION



Invincibility, Unlimited Ammo, and More



At the main menu, choose Cheats and then select Enter Cheat Code. Enter the following codes to unlock these cheats. If you entered the code correctly, the cheat will be selectable at the cheat screen, or every level will be available when you start a saved game.

All Weapons:	TEXAS
Big Heads:	HEID
Demo Mode:	HUNTER
Invincibility:	EMERPUS
Invisibility:	SILLEWGH
Unlimited Ammo:	MADMAN
Unlock All Levels:	SELLOUT
Zoo Mode:	ZOO



03110-0100

CYBER PAD 2
CONTROLLER

GAME SCREEN

CYBER PAD 2
CONTROLLER



GAME SOUND SYSTEM



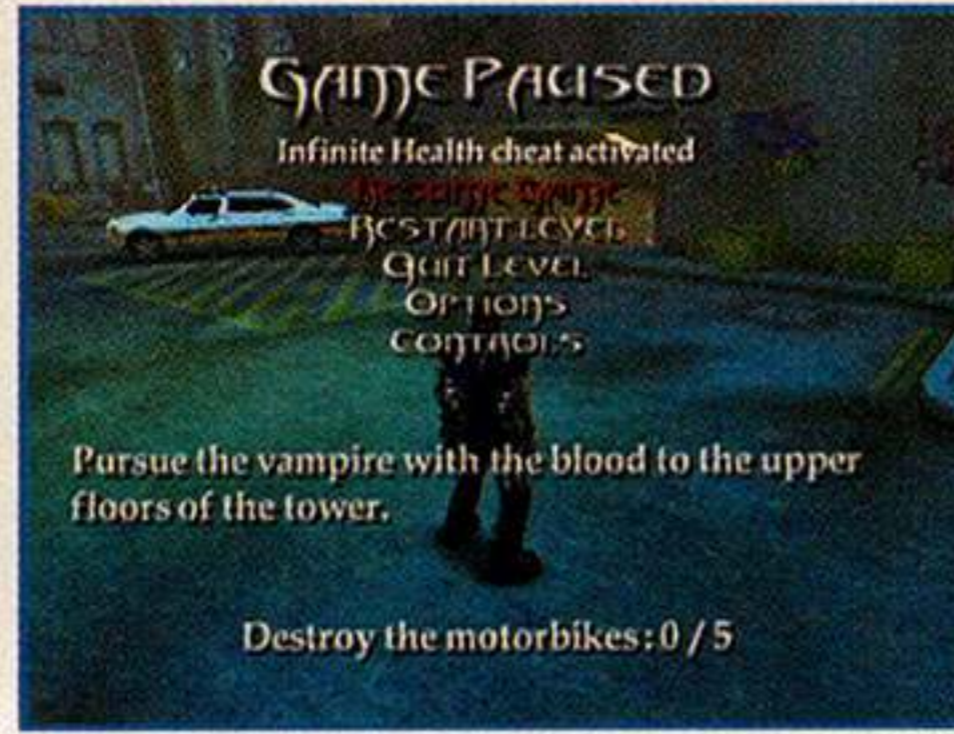
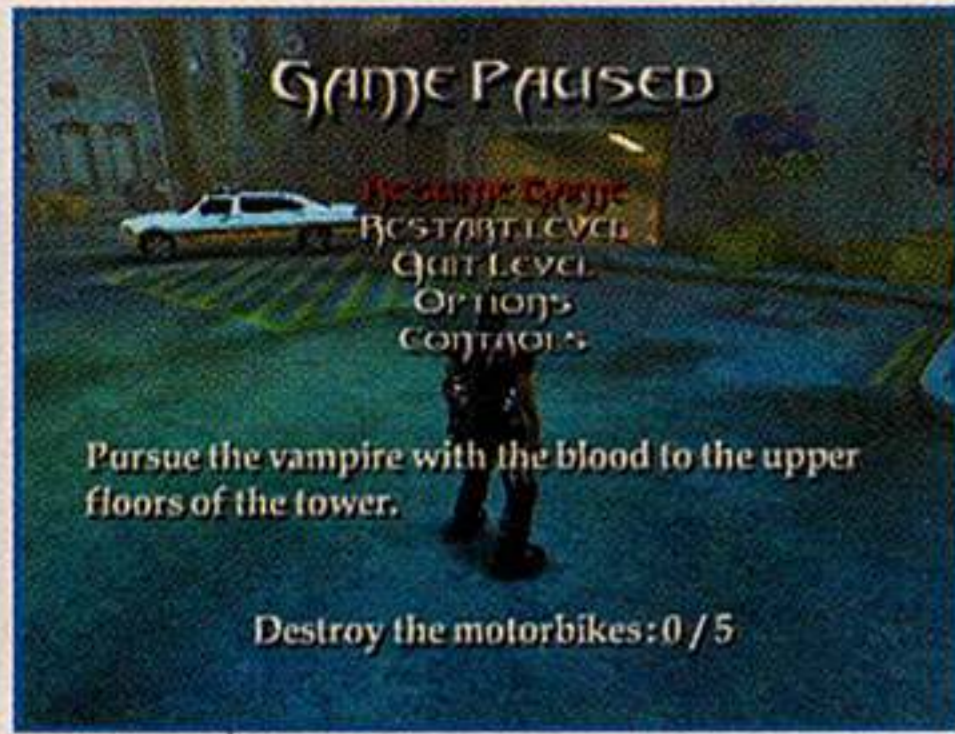
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BLADE II



Infinite Ammo, Infinite Health, and More

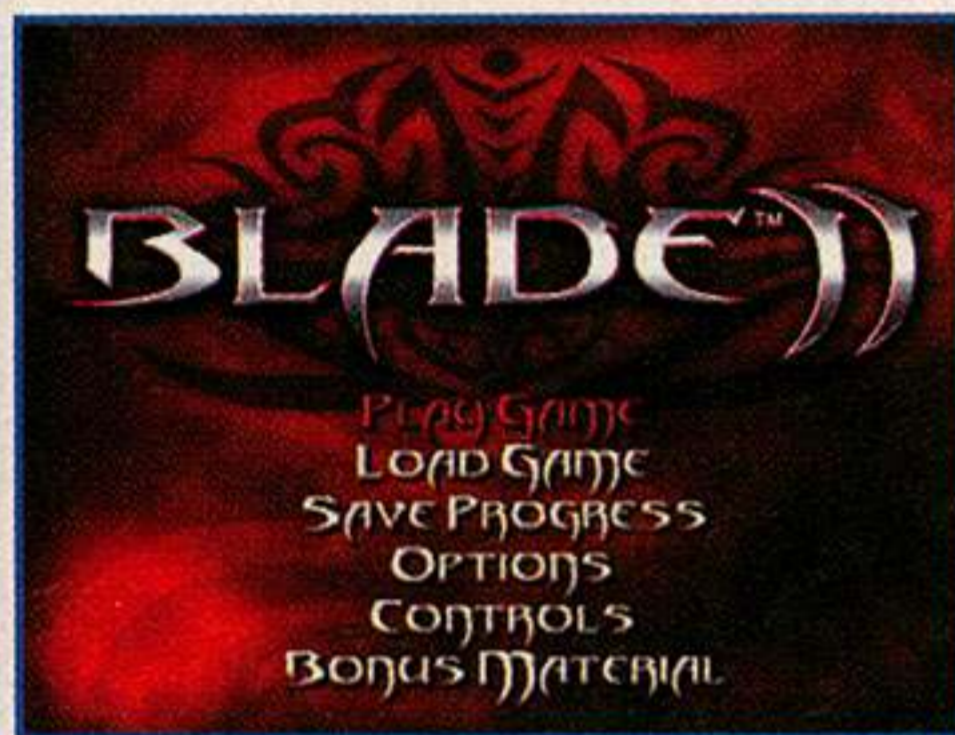


Pause the game, **press and hold LI**, and then enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Infinite Ammo: Press Left, ○, Right, □, Up, △, Down, ×.

Infinite Health: Press △, □, △, □, △, ○, △, ○.

Rage Always: Press Left, Down, Left, Down, Right, Up, Right, Up.



At the main menu, **press and hold LI**, and then enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

All Missions: Press Down, Up, Left, Left, ○, Right, Down, □.

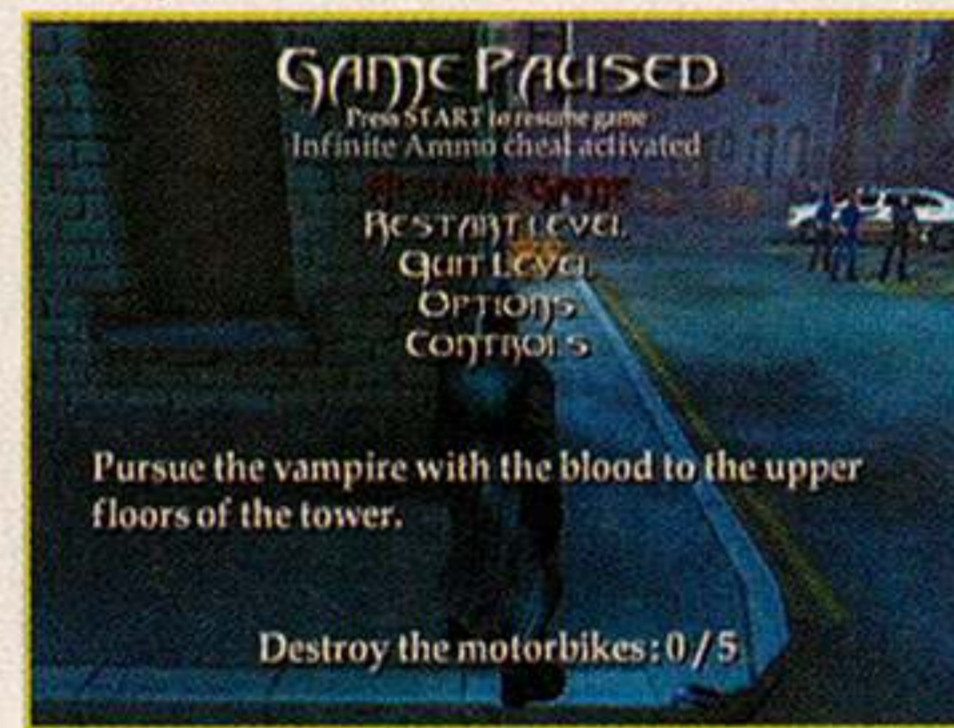
All Weapons: Press □, ○, Down, Left, ○, ○, △.

Daywalker Difficulty: Press Left, ○, Up, Down, □, ○, ×.

BLADE II



Infinite Health, Daywalker Difficulty, and More



Pause the game, **press and hold L**, and then enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Infinite Ammo: Press Left, B, Right, X, Up, Y, Down, A.

Infinite Health: Press Y, X, Y, X, Y, B, Y, B.

Rage Always: Press Left, Down, Left, Down, Right, Up, Right, Up.



At the main menu, **press and hold L**, and then enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

All Missions: Press Down, Up, Left, Left, B, Right, Down, X.

All Weapons: Press X, B, Down, Left, B, B, Y.

Daywalker Difficulty: Press Left, B, Up, Down, X, B, A.

BUFFY THE VAMPIRE SLAYER



All Arenas, Infinite Health, and More



At the main menu, select Extras, and at the Extras screen, enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, you'll hear a sound.

All Arenas: Press Y, Y, White, Black, Black, Y, Y, Y, Y, White, Black.

Arena 1: Press Y, Y, Y, Y, White, Black, Y, Y, Y, Y, White, Black.

Arena 2: Press Black, Black, Black, Black, White, Y, Black, Black, White, Y, White, Black.

Arena 3: Press White, White, White, White, Black, Y, White, White, Y, Y, White, Black.

Infinite Health: Press Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y.

Infinite Slayer Power: Press Y, Y, Y, Black, Black, Black, Y, White, Black, Black, White, Y.

Play Arena Maps as Dark Slayer: Press Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, Black, White, White.

MX SUPERFLY



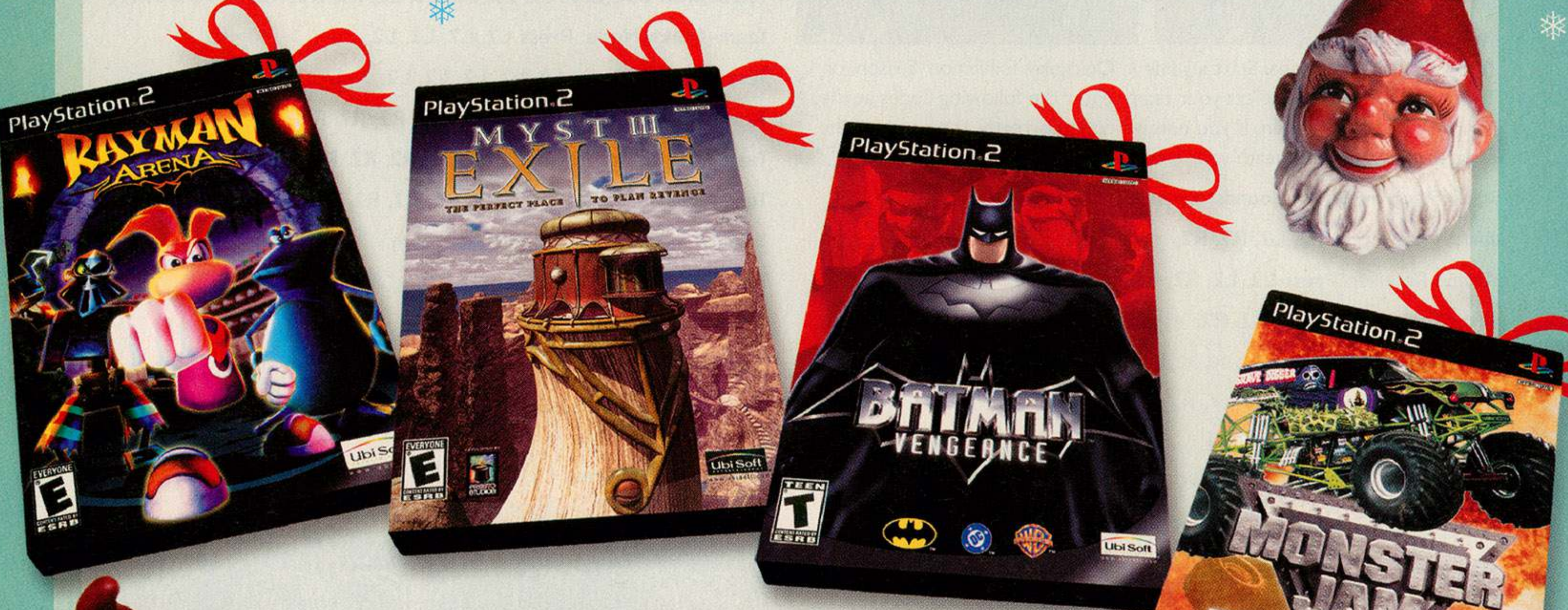
Unlock Everything



At the main menu, **press X, Y**, simultaneously press **L** and **X**, press **X, L, Z**, simultaneously press **R** and **Y**. If done correctly, all riders, tracks, and mini-games will be available.

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Violence
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PlayStation 2



NFL BLITZ 20-03



Chimp Mode, No Interceptions, and More



Tonight's Matchup Codes: Start a game in Quickplay, Exhibition, Season, or Tournament. After you select your team, enter the following codes at the Tonight's Matchup screen. If you enter a code correctly, the name of the cheat will appear underneath your team's logo.

- Allow Stepping Out of Bounds:** Press L2, L2, R2, ×, Left.
- Always QB:** Press L2, L2, R2, R2, ×, ×, Left.
- Always Receiver:** Press L2, L2, R2, R2, ×, ×, Right.
- Arctic Station:** Press R2, R2, R2, ×, ×, ×, ×, Down.
- Auto Passing Icon:** Press ×, ×, ×, Up.
- Big Feetz:** Press R2, R2, ×, ×, ×, ×, ×, Left.
- Big Head:** Press L2, L2, Right.
- Big Head Team:** Press L2, L2, ×, ×, ×, Right.
- Butter Fingaz:** Press L2, L2, L2, R2, R2, R2, R2, ×, ×, ×, ×, ×, Up.
- Central Park:** Press R2, R2, R2, ×, ×, ×, Right.
- Chimp Mode:** Press R2, R2, ×, ×, ×, ×, ×, Up.
- Chrome Ball:** Press R2, R2, R2, Down.
- Classic Ball:** Press R2, R2, R2, Left.
- Extra Play for Offense:** Press L2, L2, L2, R2, R2, R2, ×, ×, ×, Down.
- Extra Time:** Press ×, Right.
- Fast Passes:** Press L2, L2, R2, R2, R2, R2, Left.
- Fast Running Speed:** Press R2, R2, R2, ×, ×, Left.
- Huge Head:** Press L2, R2, R2, R2, R2, ×, ×, ×, ×, ×, Left.
- Infinite Turbo:** Press L2, L2, L2, L2, R2, ×, ×, ×, ×, ×, Up.
- More Code Entry Time:** Press L2, L2, R2, ×, ×, Right.
- No Auto Passing Icon:** Press ×, ×, ×, Down.
- No CPU Assist:** Press R2, ×, ×, Down.
- No First Downs:** Press L2, L2, R2, Up.
- Noftle:** Press L2, L2, L2, R2, R2, ×, ×, ×, ×, ×, Up.
- No Highlight Receivers:** Press L2, L2, L2, R2, R2, ×, Down.
- No Interceptions:** Press L2, L2, L2, R2, R2, R2, R2, R2, ×, ×, ×, ×, ×, Up.
- No Punting:** Press L2, R2, R2, R2, R2, ×, Up.
- No Random Fumbles:** Press L2, L2, L2, L2, L2, R2, R2, ×, ×, ×, Down.
- No Replays:** Press L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, ×, ×, ×, ×, Right.
- Power Loader:** Press R2, R2, ×, ×, ×, ×, ×, Right.
- Power-Up Defense:** Press L2, L2, L2, L2, R2, R2, ×, Up.
- Power-Up Linemen:** Press L2, L2, L2, L2, L2, R2, R2, ×, Up.
- Power-Up Offense:** Press L2, L2, L2, L2, R2, ×, ×, Up.

See More Field: Press R2, R2, ×, Right.

Showtime: Press L2, L2, L2, R2, R2, R2, R2, ×, Right.

Smart CPU Teammates: Press L2, L2, L2, R2, ×, ×, ×, ×, Down.

Super Blitzing: Press R2, R2, R2, R2, R2, ×, ×, ×, ×, Up.

Super Field Goals: Press L2, R2, R2, ×, ×, ×, Left.

Team-Armageddon: L2, L2, L2, L2, L2, R2, R2, R2, R2, ×, ×, ×, Right.

Team-Bilders: Press L2, L2, L2, R2, Up.

Team-Brew Dawgs: Press L2, L2, L2, L2, R2, R2, R2, ×, ×, Down.

Team-Crunch Mode: Press L2, L2, L2, L2, ×, ×, ×, Right.

Team-Gsmers: Press L2, L2, L2, L2, L2, ×, Up.

Team-Midway: Press L2, L2, R2, R2, R2, R2, R2, ×, ×, ×, Right.

Team-Neo Tokyo: Press L2, L2, L2, R2, R2, R2, R2, ×, ×, ×, ×, Down.

Team-Rollos: Press L2, L2, R2, R2, R2, R2, R2, ×, ×, ×, ×, Up.

Tourney Mode: Press L2, R2, ×, Down.

Training Grounds: Press R2, R2, R2, ×, ×, ×, ×, ×, Up.

Weather-Clear: Press L2, R2, R2, ×, ×, ×, Right.

Weather-Fog: Press L2, L2, R2, R2, R2, ×, ×, Down.

Weather-Rain: Press L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, ×, ×, ×, ×, ×, Right.

Weather-Snow: Press L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, ×, ×, ×, ×, ×, Left.



Hidden Players: At the Main Menu, start an Exhibition game. When asked if you want to "Enter Name and PIN for Record Keeping?" select Yes. At the Enter Name screen, input the following names and PIN numbers to unlock these characters. If you enter the name and PIN number correctly, you'll hear a sound.

Player	Name	PIN
Bear:	BEAR	1985
Clown:	CLOWN	1974
Clown:	MADISON	1220
Cowboy:	COWBOY	1996
Deer:	DEER	1997
Dolphin:	DOLPHIN	1972
Eagle:	EAGLE	1981
Fat Player:	RBL-DBN	9669
Horse:	HORSE	1999
Lion:	LION	1963
Pinto:	PINTO	1966
Pirate:	PIRATE	2001
Ram:	RAM	2000
Red Robot:	ROBOTR	1974
Silver Robot:	ROBOTS	1970
Tiger:	TIGER	1977
Viking:	VIKING	1977

PRISONER OF WAR

All Chapters, First Person Mode, and More

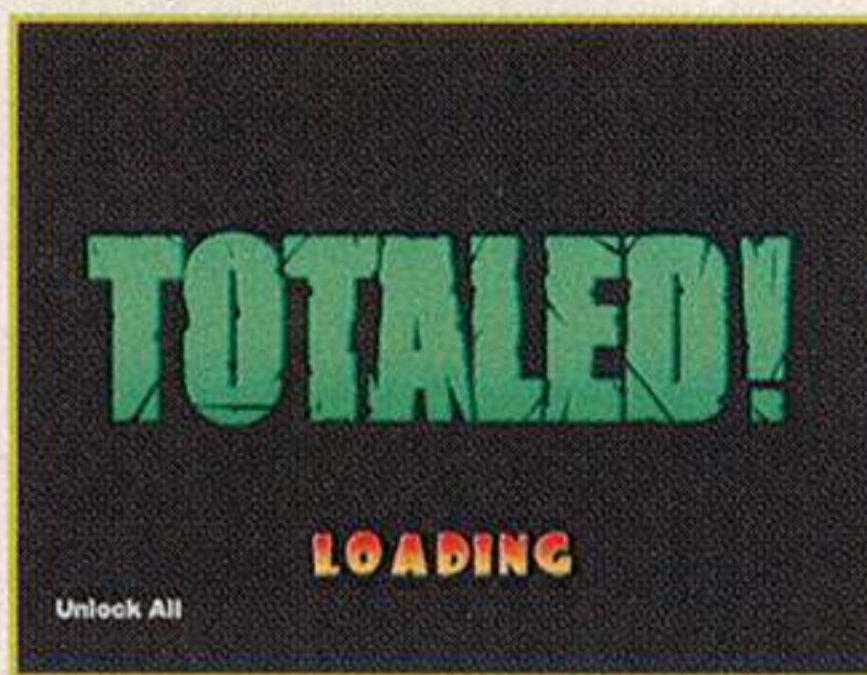


At the Main Menu, select Passwords. At the Enter Password screen, enter the following passwords to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

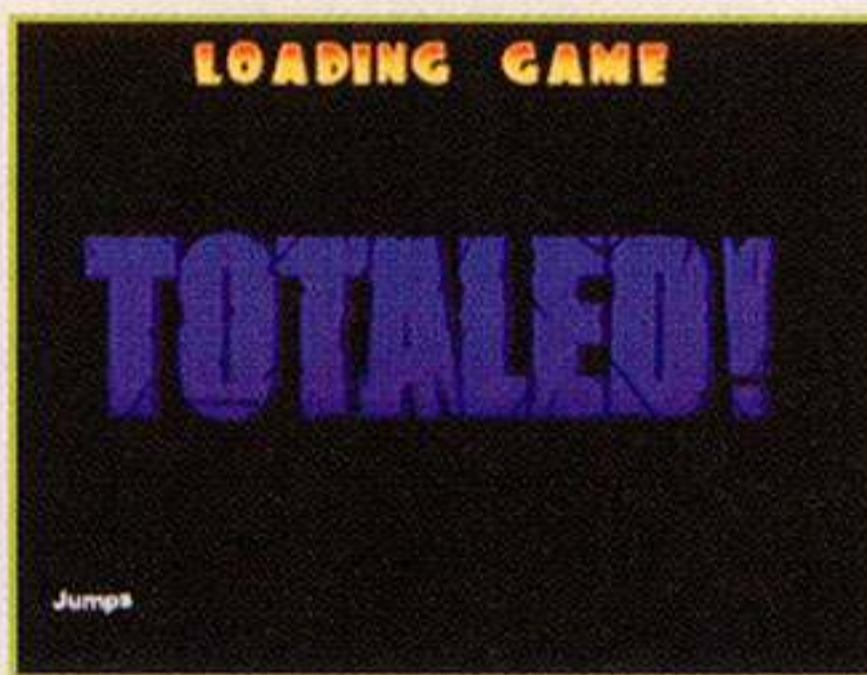
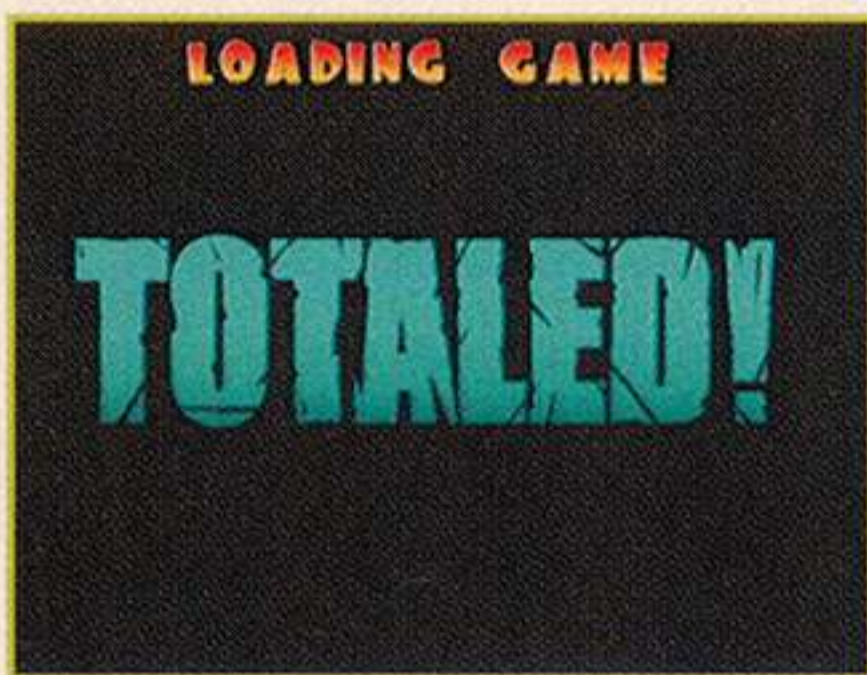
All Chapters:	GER1ENG5
All Events in the Day:	ALLTIMES
All Secrets:	FARLEMYDOG
Core Current Events Only:	CORETIMES
Date:	DT
Default Chapter Access Only:	DEFAULTM
Defiance Secrets:	FATTY
First Person Mode:	BOSTON
Guard Perception:	QUINCY
Guard Size:	MUFFIN
Top Down Mode:	FOXY
Unlimited Goodies:	DINO

TOTALED!

All Cars and Tracks, Infinite Nitros, and More



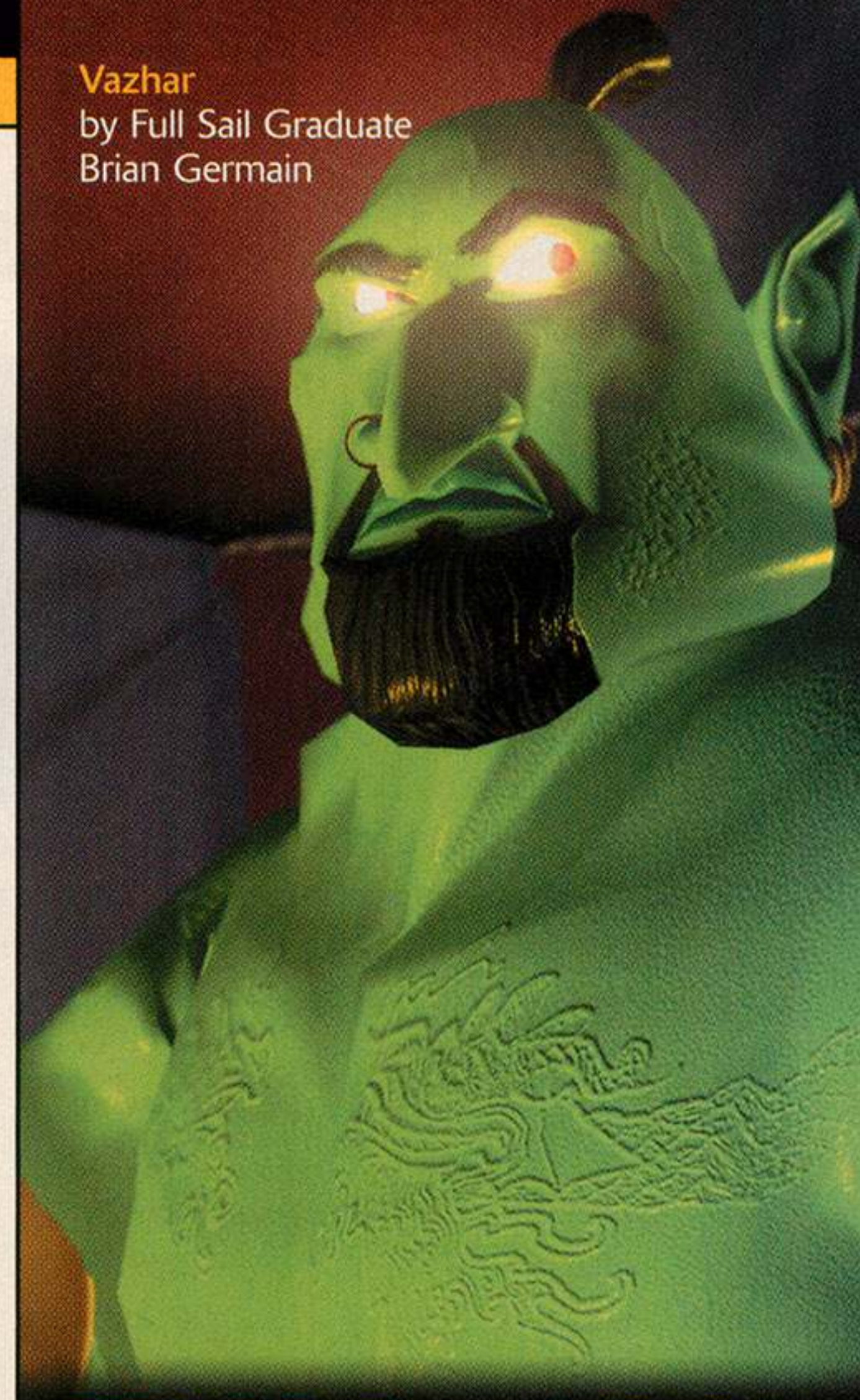
All Cars and Tracks: Insert the game disc, and as the game loads, press Up, Down, Left, Right, A. If you entered the code correctly, "Unlock All" will appear onscreen.



Begin a game, and after selecting a track and car, you'll be taken to the Game Loading screen. Enter the following codes at that screen to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

- Bot Gang Up:** Press Down, Up, A.
- Enable Jumps:** Press Left, Right, A.
- Infinite Nitros:** Press Right, Left, A.
- Kill A.I.:** Press Left, Left, A.

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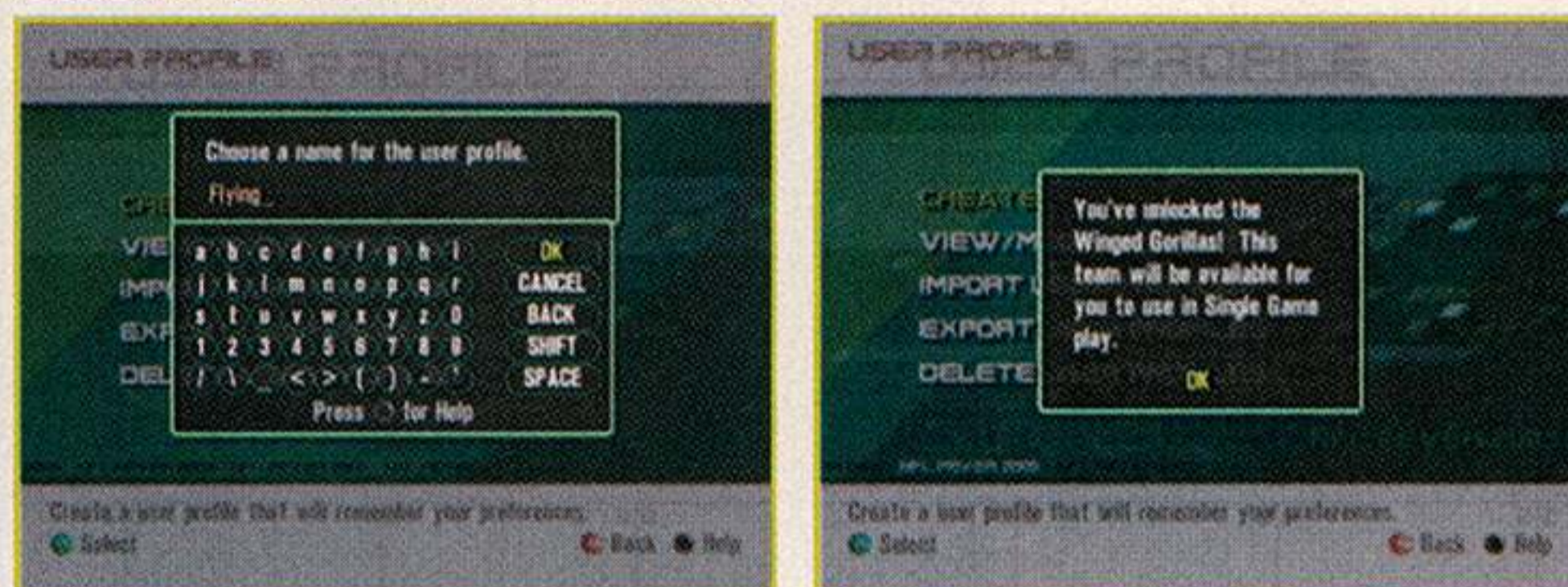
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NFL FEVER 2003



Unlock Teams and Stadiums



At the Main Menu, select User Profile. At the User Profile screen, choose Create User Profile and then enter the following as names to unlock the corresponding team or stadium. If you entered the code correctly, the name of the team or stadium will appear onscreen.

Note: Names are case-sensitive.

Team	Name
1964 Browns:	Bigrun
1977 Cowboys:	Thehat
1983 Raiders:	Outlaws
1985 Bears:	Sausage
1989 49ers:	Empire
1996 Packers:	Green
Chromides:	Regulate
Commandos:	Camo
Commandos Stadium:	Barracks
Cows:	Milk
Creampuffs:	Cakewalk
Crocs:	Crykie
Da Rulahs:	Tut
Firemen:	Blazer
Gladiators:	BigBack
Hackers:	Axeman
King Cobras:	Venom
Mimes:	Silence
Monks:	Robes
Pansies:	Viola
Pansies Stadium:	Flowery
Polars:	Igloo
Pyramid Stadium:	Sphinx
Samurai:	Slasher
Samurai Stadium:	Warrior
Skeletons:	Stone
Soldiers:	Helmet
Sorcerers:	Spellboy
Spies:	Target
Thunder Sheep:	Flock
Tumbleweeds:	Dusty
War Elephants:	Horns
WildCats:	Kitty
Winged Gorillas:	Flying

MLB SLUGFEST 20-03



Maximum Speed, Unlimited Turbo, and More



Start a game, and at the Today's Match-Up screen, enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

- 16" Softball:** Press X, X, A, A, A, A, B, B, Down.
- Big Head:** Press X, X, Right.
- Log Bat:** Press B, B, B, B, Up.
- Mace Bat:** Press B, B, B, B, Left.
- Maximum Batting:** Press X, X, X, Left.
- Maximum Power:** Press A, A, A, Left.
- Maximum Speed:** Press B, B, B, Left.
- Small Head:** Press X, X, Left.
- Stadium-Rocket Park:** Press X, X, X, A, A, B, Up.
- Stadium-Roman Coliseum:** Press X, X, X, A, A, A, B, B, B, Up.
- Team-Eagle:** Press X, X, A, B, B, Right.
- Team-Horse:** Press X, X, A, B, Right.
- Team-Lion:** Press X, X, A, A, Right.
- Team-Pinto:** Press X, X, A, Right.
- Team-Terry Fitzgerald:** Press X, X, X, A, A, A, B, B, B, Right.
- Team-Todd McFarlane:** Press X, X, A, A, B, B, Right.
- Tournament Mode:** Press X, A, B, Down.
- Unlimited Turbo:** Press X, X, X, X, A, A, A, A, B, B, B, B, Down.
- Wiffle Bat:** Press B, B, B, B, Right.

MEDAL OF HONOR FRONTLINE



MOHton Torpedo Mode and Unlock All Bonuses

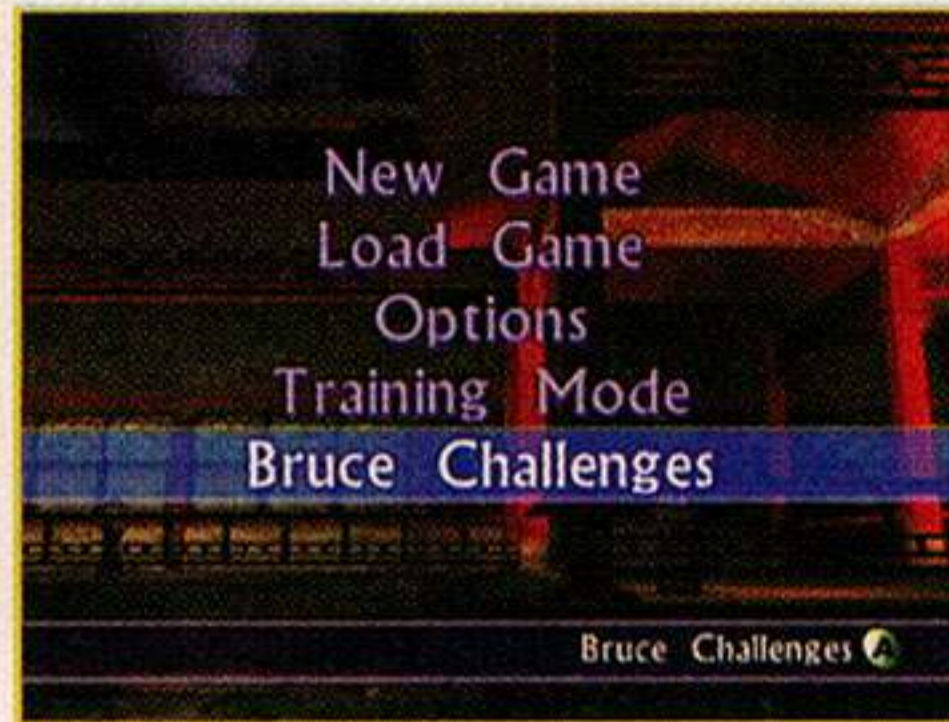
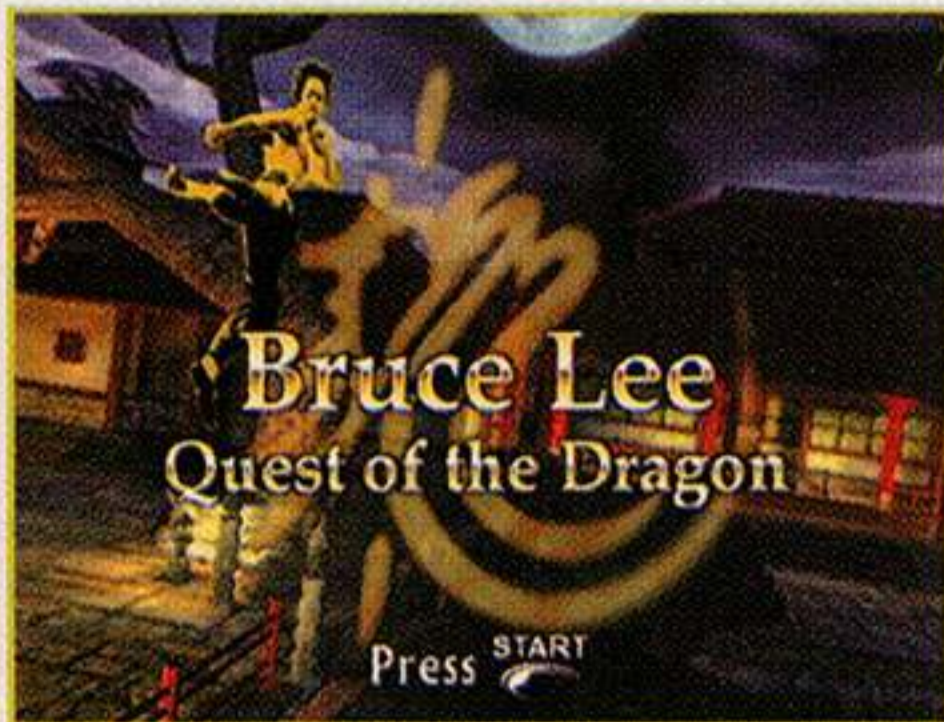


At the main menu, select Options, and at the options menu, choose Password. Enter any of the following passwords to unlock the corresponding cheat. If you entered the password correctly, the green lights on the typewriter will blink. At the options menu, select Bonus to view the cheats you have unlocked.

MOHton Torpedo Mode:	TPDOMOHTON
Unlock All Bonuses:	DAWOIKS

BRUCE LEE: QUEST OF THE DRAGON

Unlock Bruce Challenges



At the title screen, press **X, Y, X, Y, X, X, Y, Y, Left Thumbstick, Right Thumbstick**. If you entered the code correctly, Bruce Challenges will be available at the main menu.

AGGRESSIVE INLINE

All Keys, Invulnerability, and More



At the Main Menu, select Options, and at the Options screen, choose Cheats. Enter the following codes to unlock these cheats. If you entered the code correctly, the alphabetical input sub-screen will disappear.

All Keys:	SKELETON
Invulnerability:	KHUFU
Perfect Grinds:	BIGUPYASELF
Perfect Manuals:	QUEZDONTSLEEP

LILO AND STITCH

Unlock All Movies and Pictures



At the main menu, select Password, and at the password screen, enter the following icons as a password: Flower, Rocket, UFO, Gun, Pineapple, Pineapple, Gun. If you entered the password correctly, "Accepted!" will appear onscreen and all movies and pictures will be unlocked.



MEN IN BLACK II: ALIEN ESCAPE

Making of Mode, Unlock All Alien Data, and More



At the title screen, enter the following codes to unlock these cheats. If you entered the code correctly, the screen will briefly flash.

All Missions: Press **R2, Δ, Left, ○, □, L2, Left, Up, ×, Down, L2, □**.

Making of Mode: Press **○, R2, L2, ○, Δ, Down, □, ×, Right, L1, ×, Up**.

Unlock Agent Data: Press **Up, Down, ○, R2, Left, L2, Right, ×, R2, □, Up, R1**.

Unlock All Alien Data: Press **□, L1, ○, L2, Down, Δ, R1, Right, ×, Left, R2, Δ**.

Unlock All CST: Press **□, Up, L2, Left, Δ, ×, R2, ○, Right, R1, □, ○**.

Unlock Boss Mode: Press **R1, Δ, Down, Down, ×, L2, Left, □, Right, Δ, R2, R1**.

MOTO GP

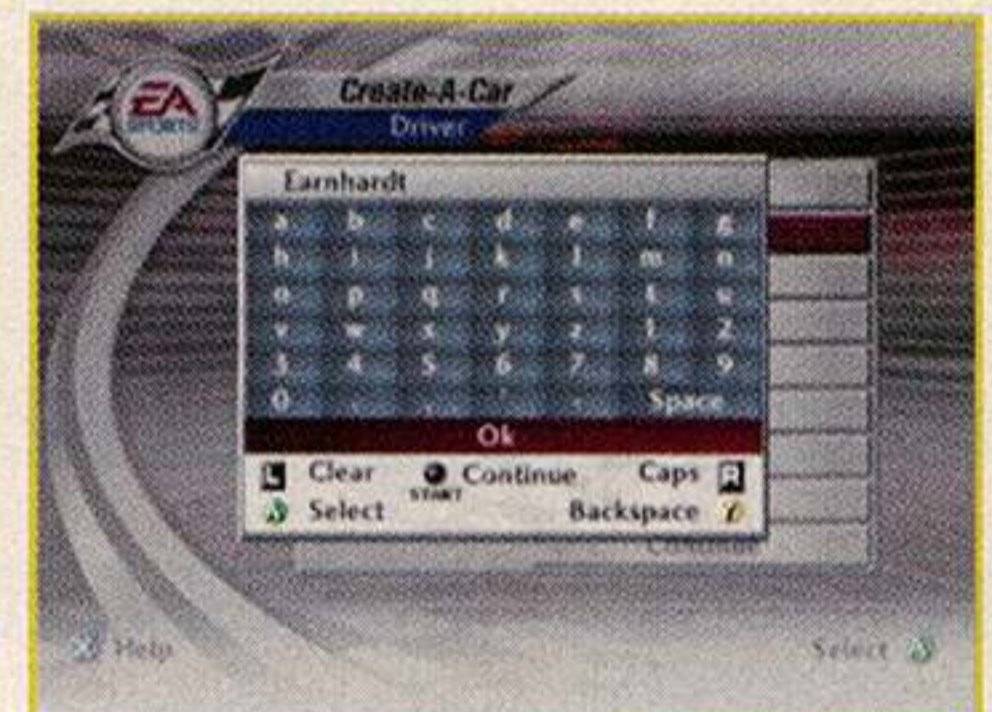
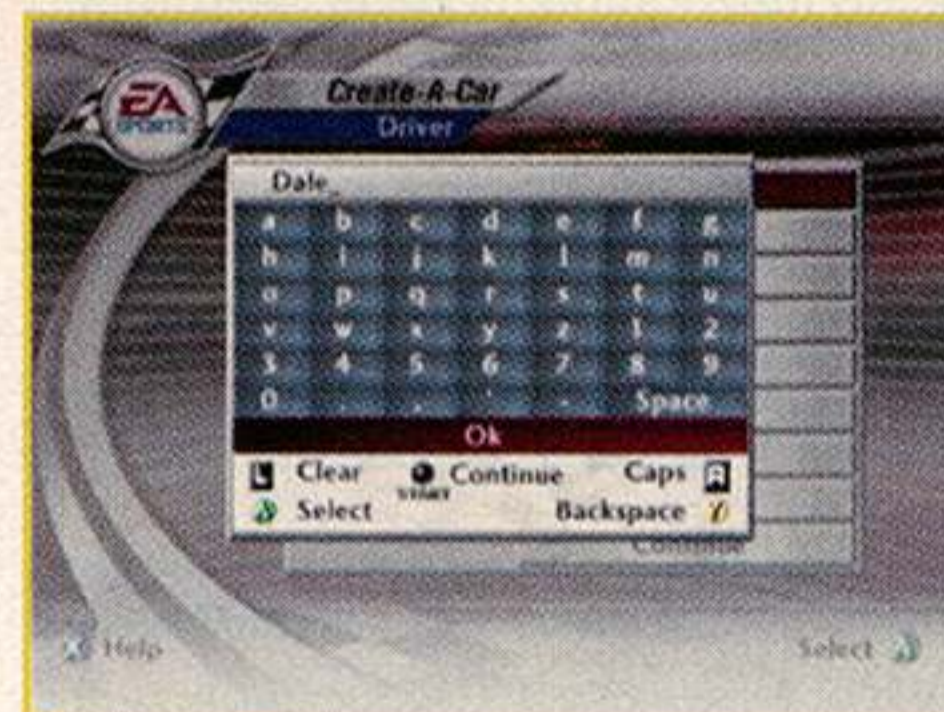
Unlock All Riders and Tracks



At the Game Menu screen, press **Left, Up, Left, Left, B, Up, Left, Left, B, Y, Down, Up, B**. If you entered the code correctly, all riders and tracks will be available.

NASCAR THUNDER 2003

Unlock Dale Earnhardt and Extra Drivers



At the main menu, select Features, and at the Features screen, choose Create-A-Car. At the Create-A-Car screen, select New and then Select Driver. Enter the following as first and last names to unlock these drivers. If you entered the name correctly, the unlocked drivers will appear onscreen.

Note: Names are case-sensitive.

Driver	First Name	Last Name
Dale Earnhardt:	Dale	Earnhardt
Extra Drivers:	Extra	Drivers

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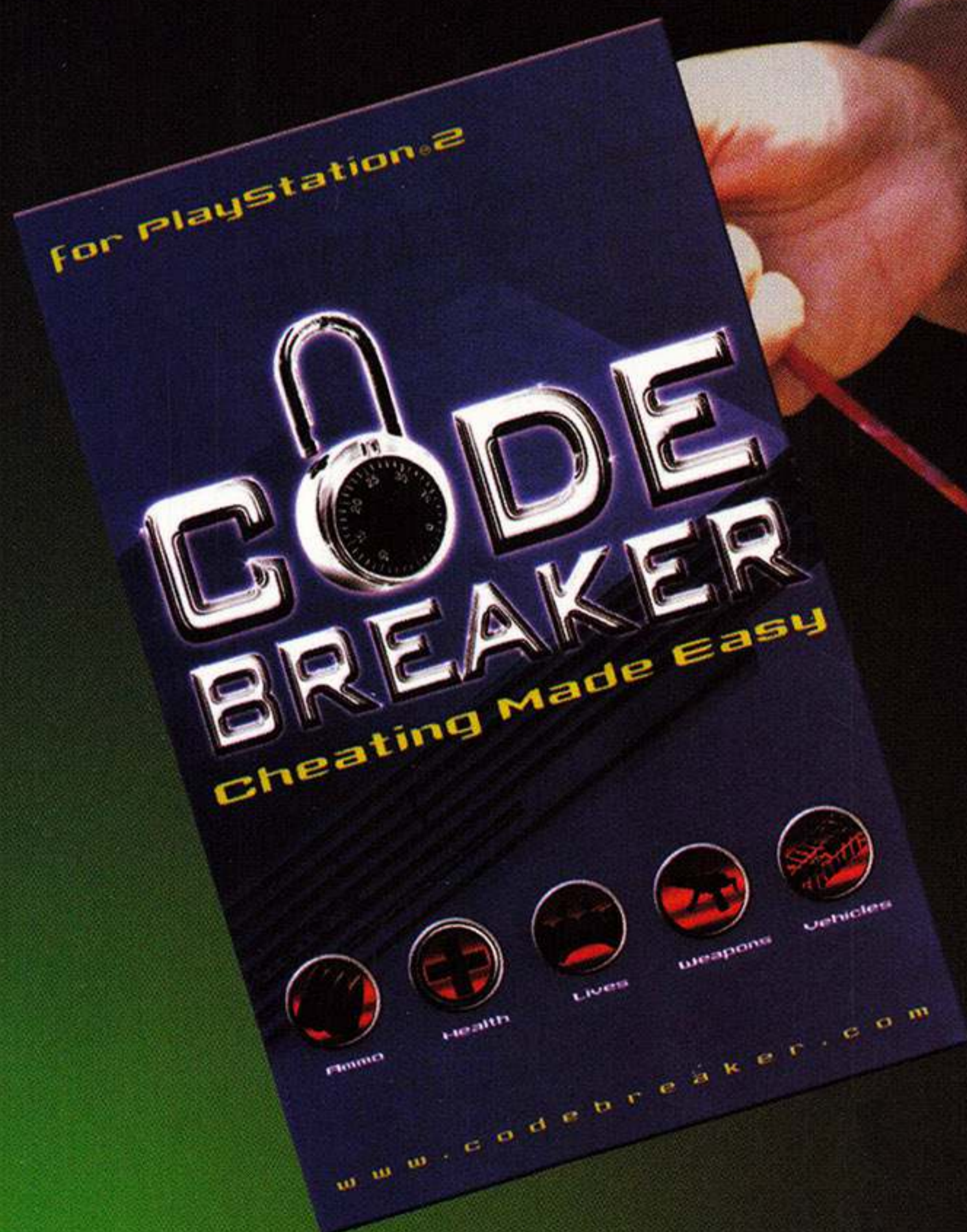
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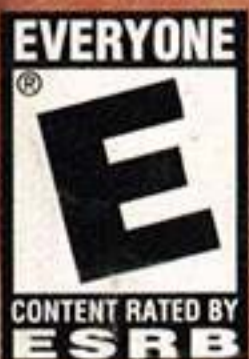


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