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## MEDAL OF HONOR FRONTLINE

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GAMES INSIDE!

**TONY HAWK'S PRO SKATER 3**

- **Spider-Man** (PS2)
- **Kingdom Hearts** (PS2)
- **Hot Shots Golf 3** (PS2)
- **Agent Under Fire** (GameCube)
- **RalliSport Challenge** (Xbox)
- **All-Star Baseball 2003** (PS2, Xbox)
- **Mace Griffin Bounty Hunter** (Xbox)
- **Godzilla: Destroy All Monsters Melee** (GameCube)

**160+**  
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GamePro-Tested To Work!

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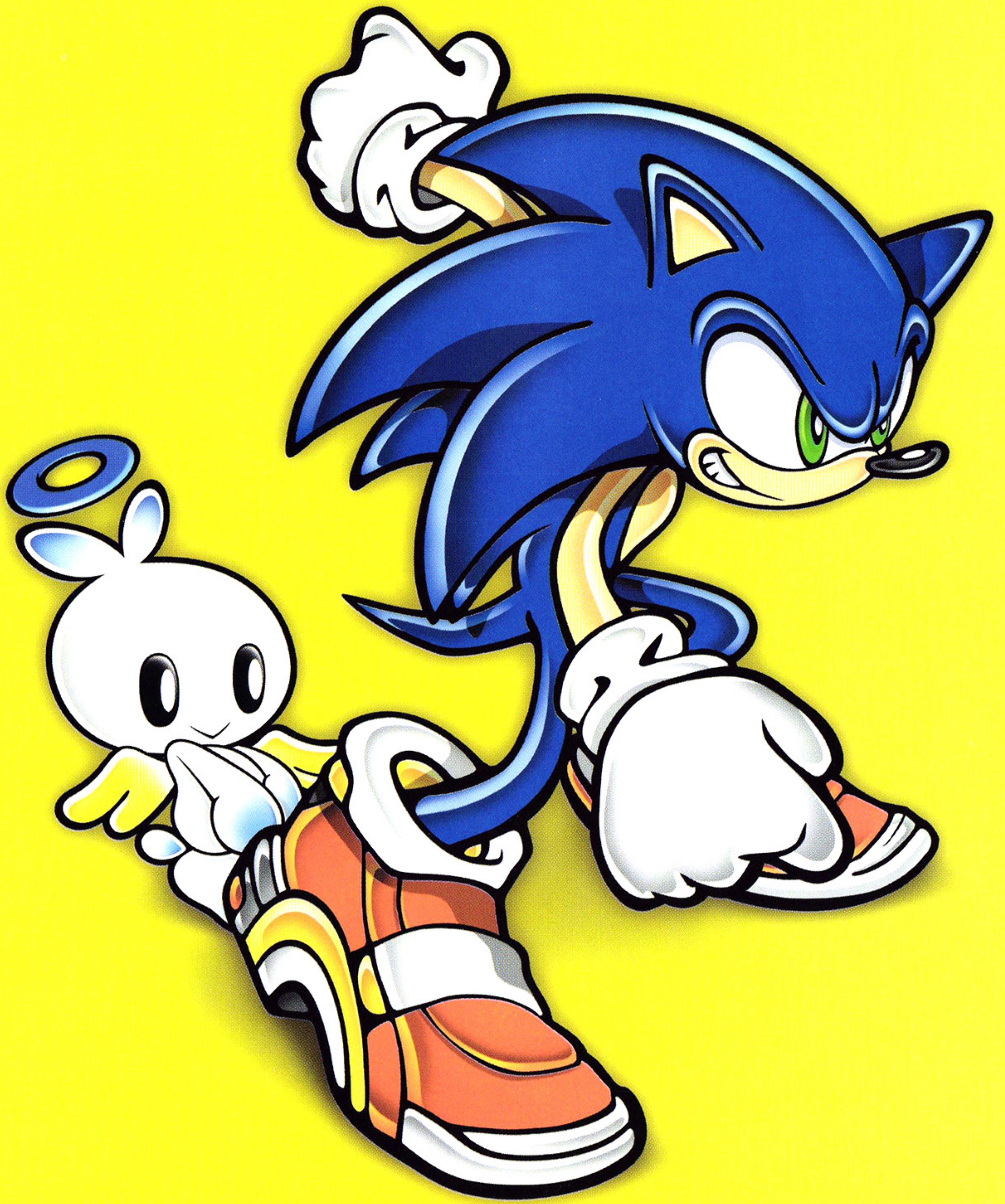
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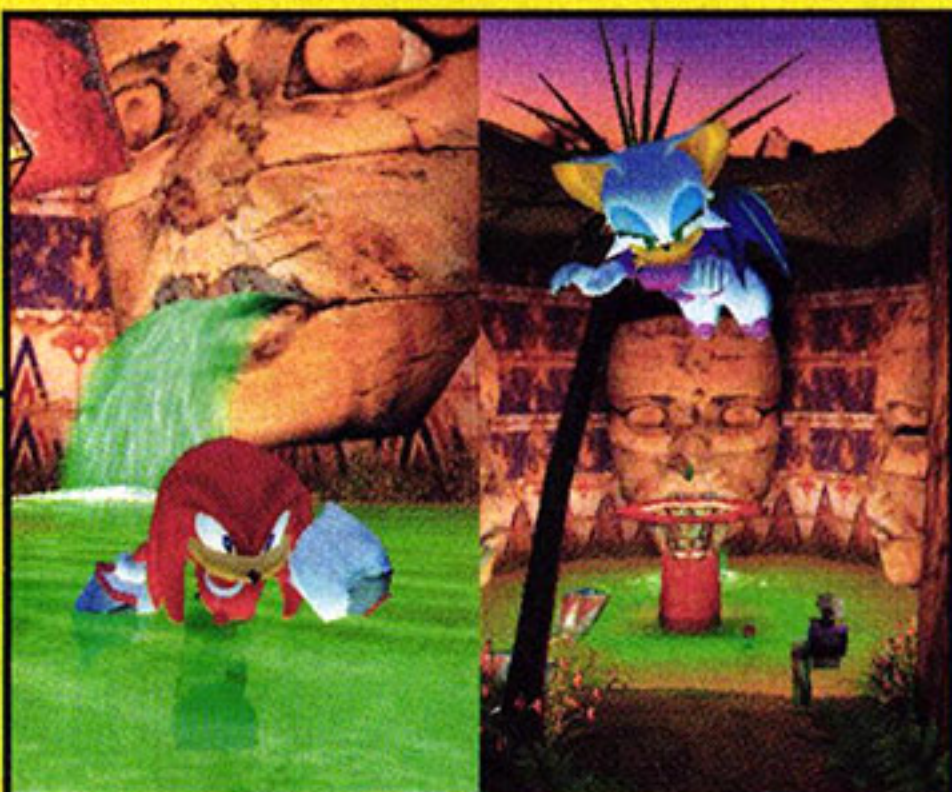


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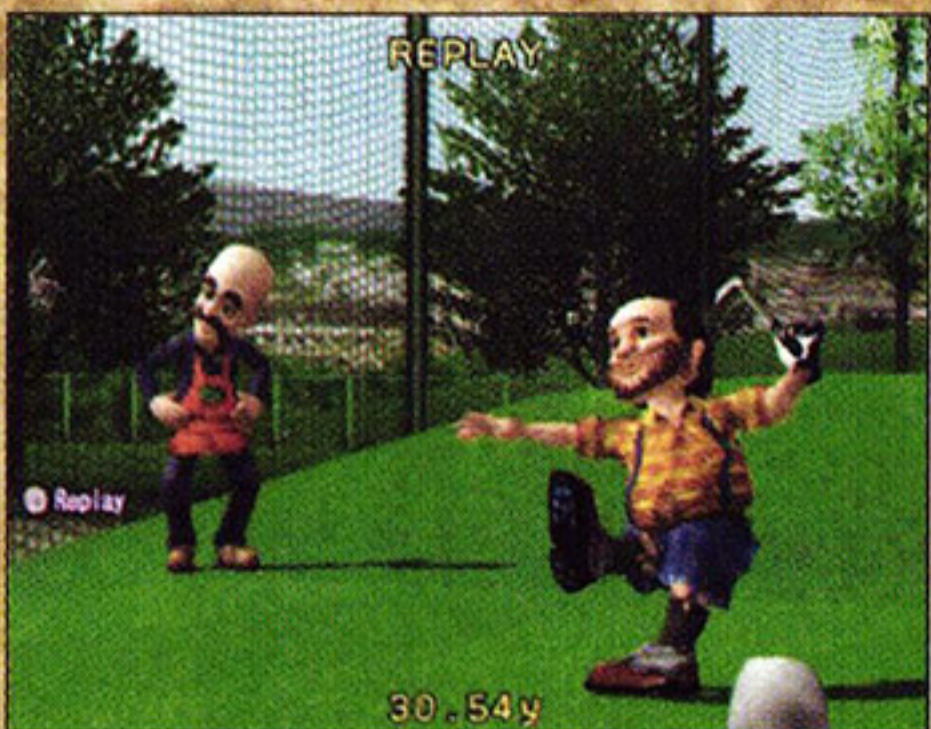
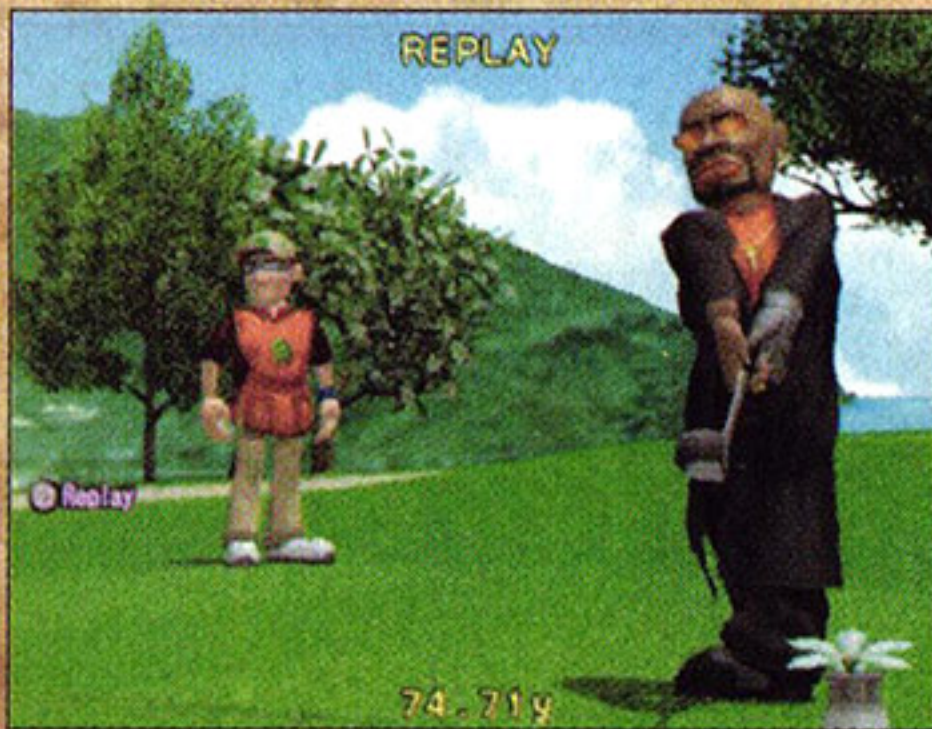
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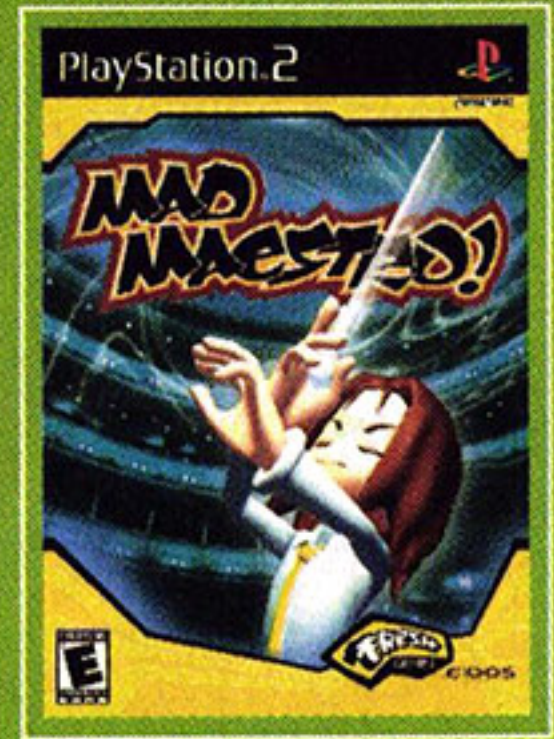
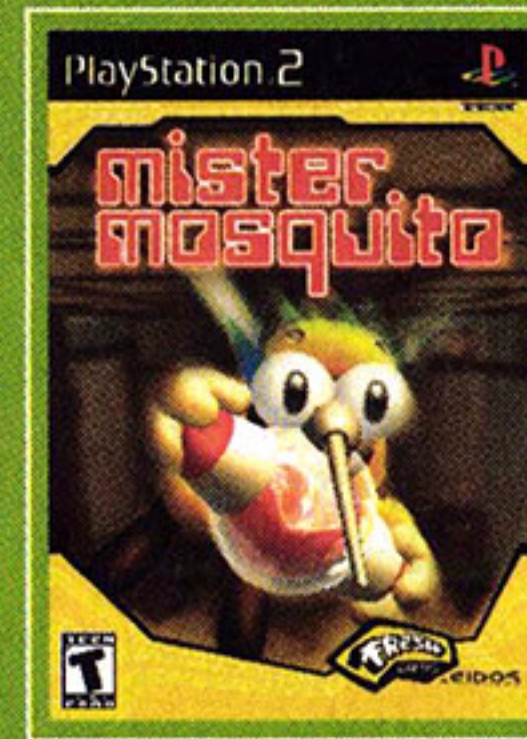
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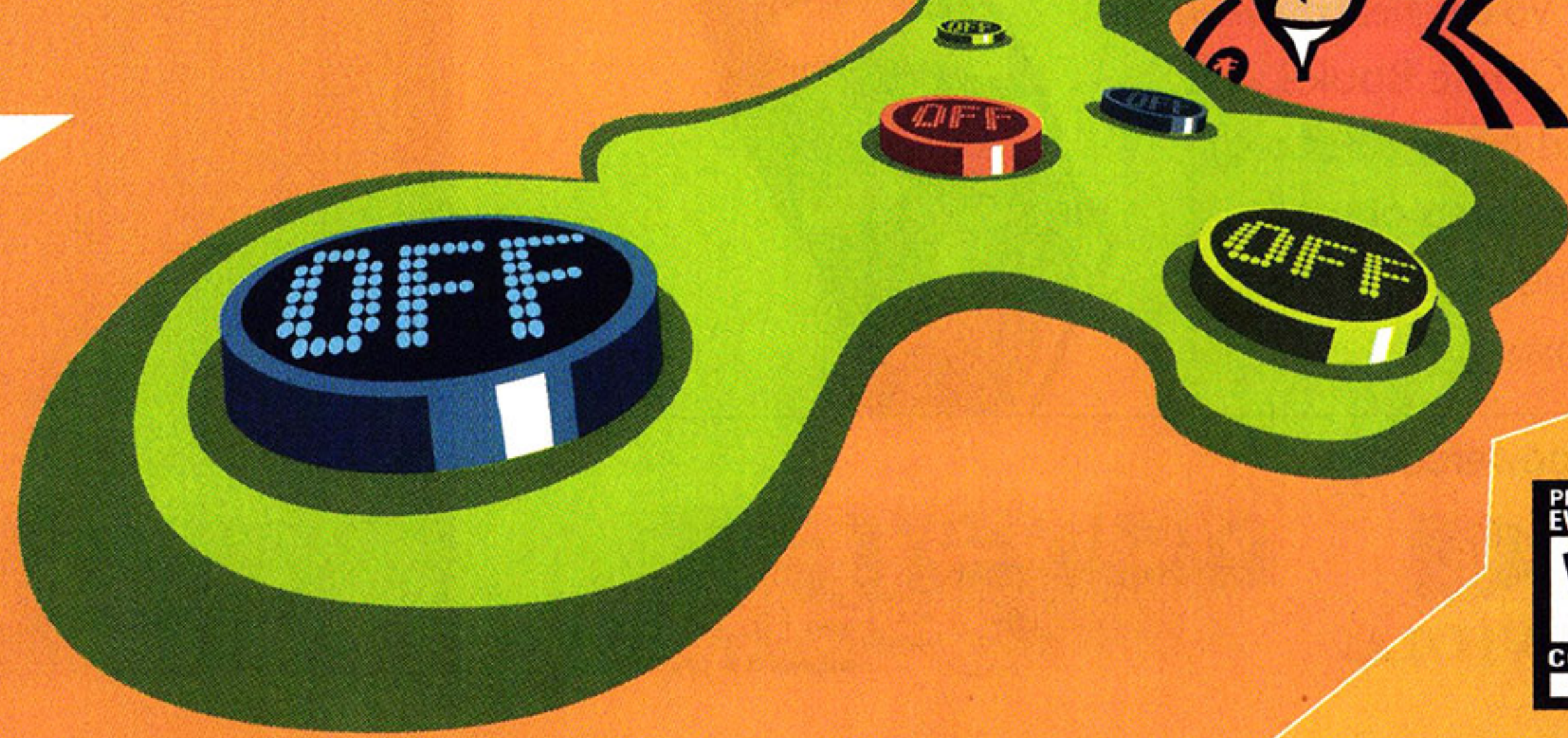


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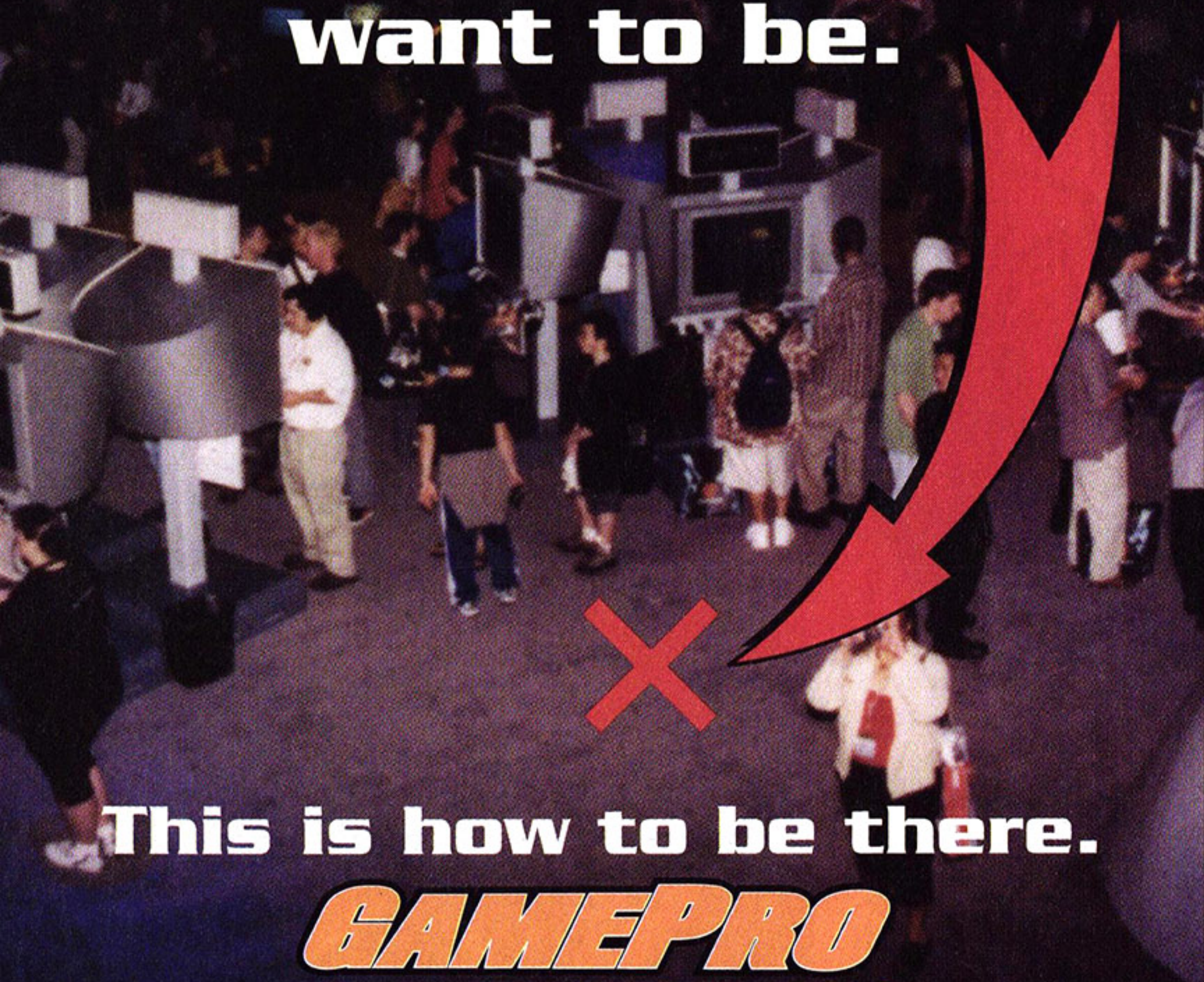
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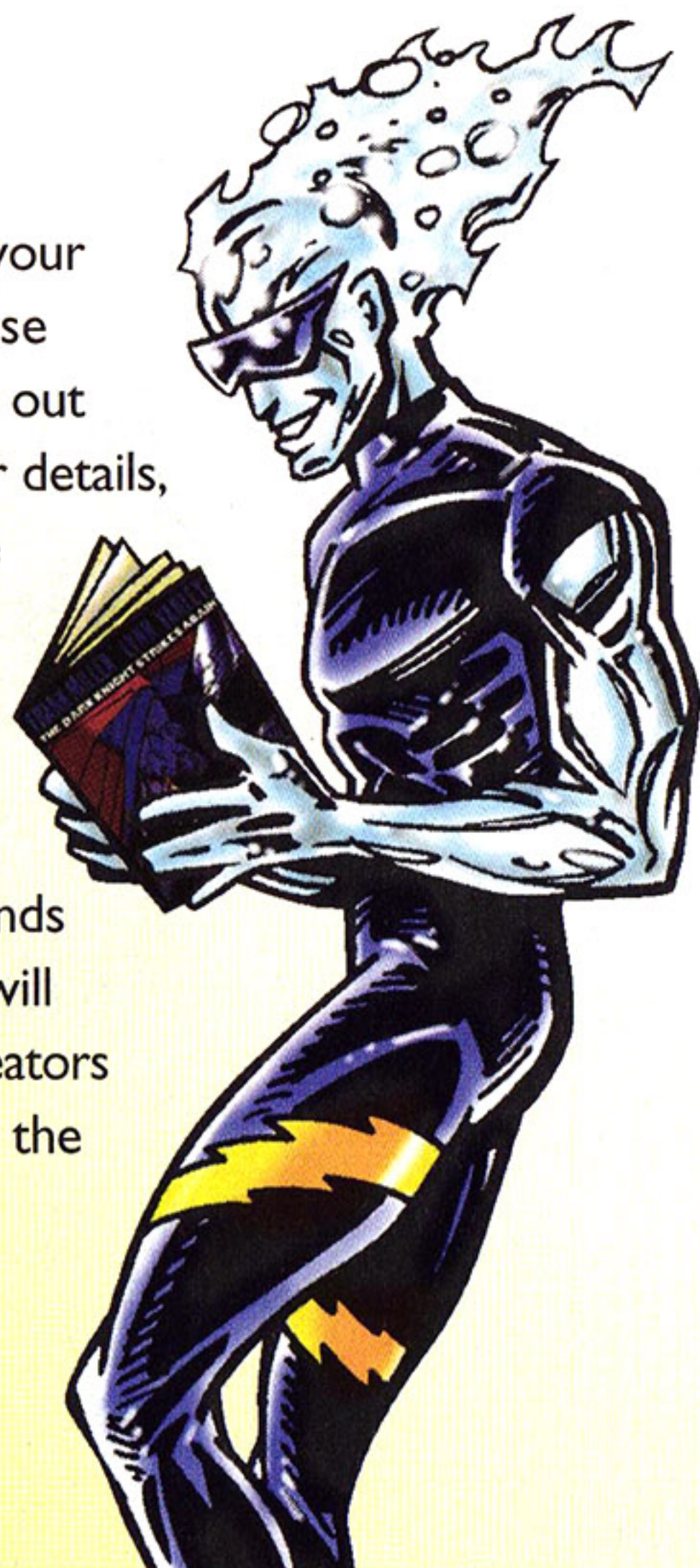
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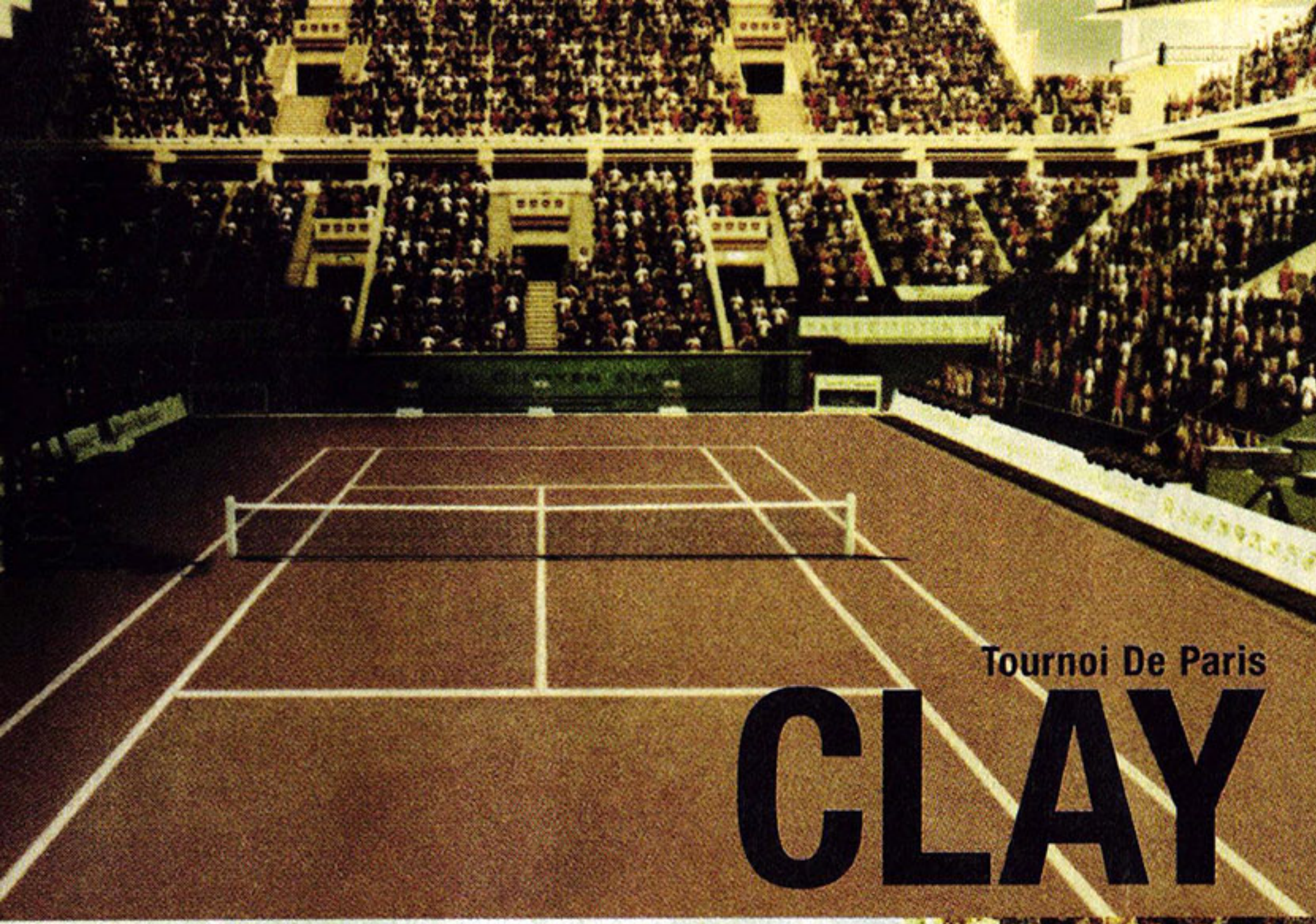
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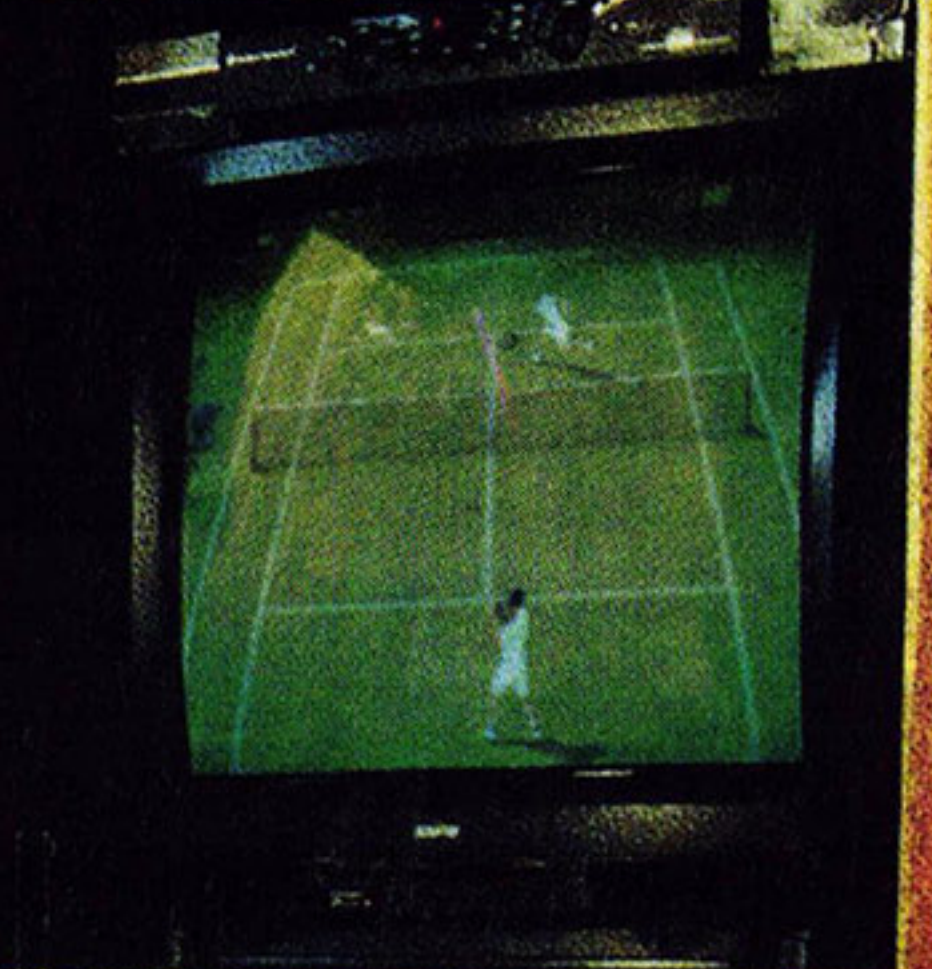
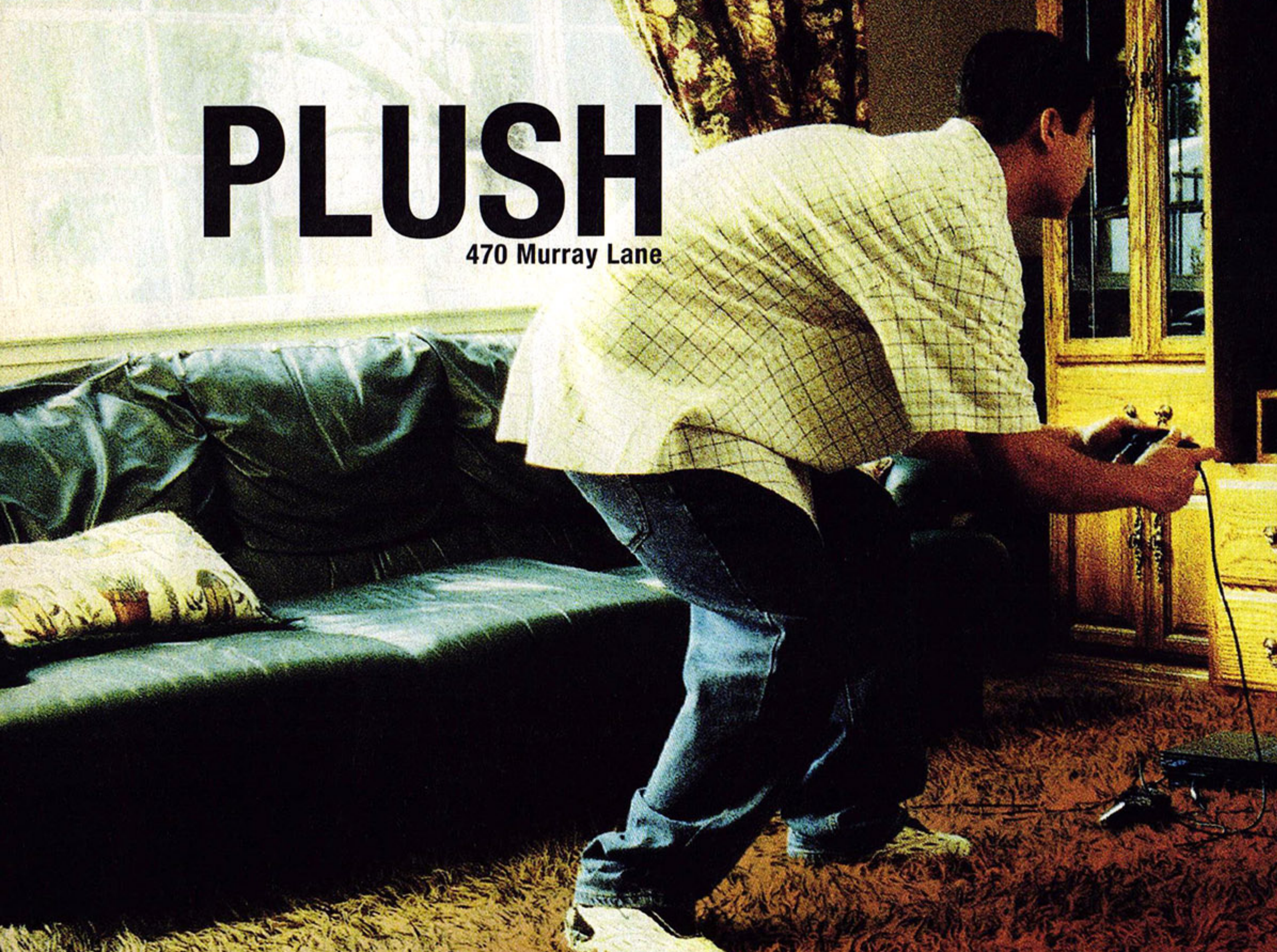


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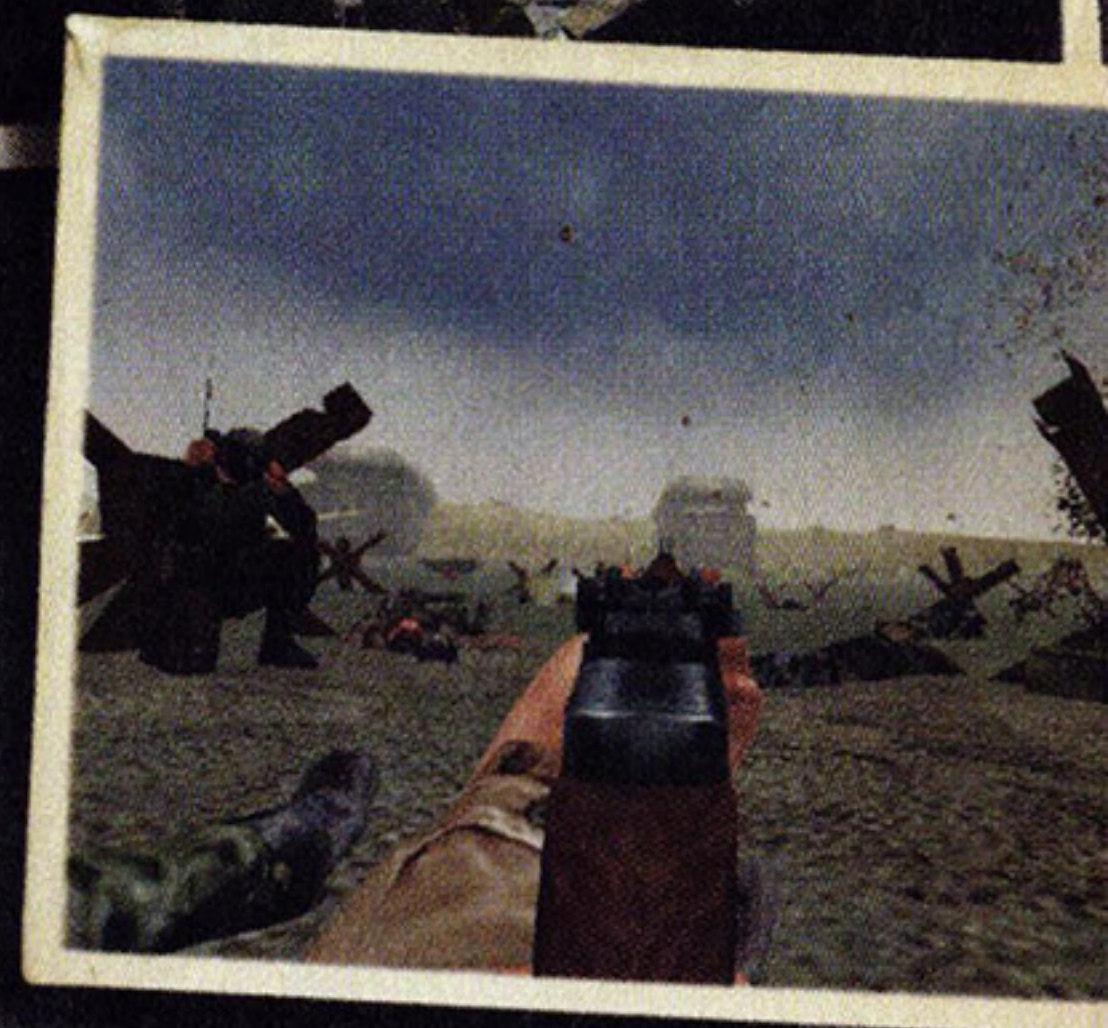
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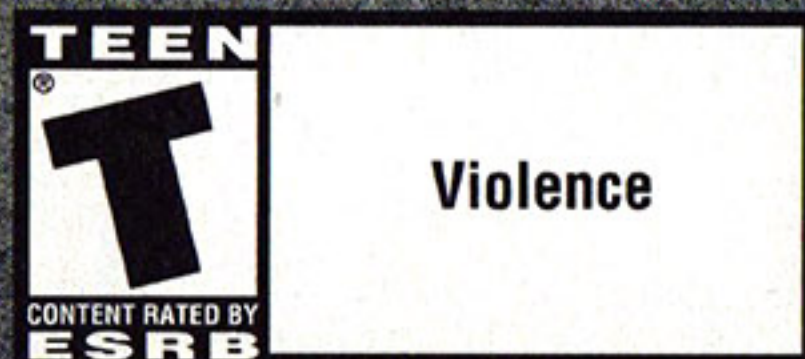
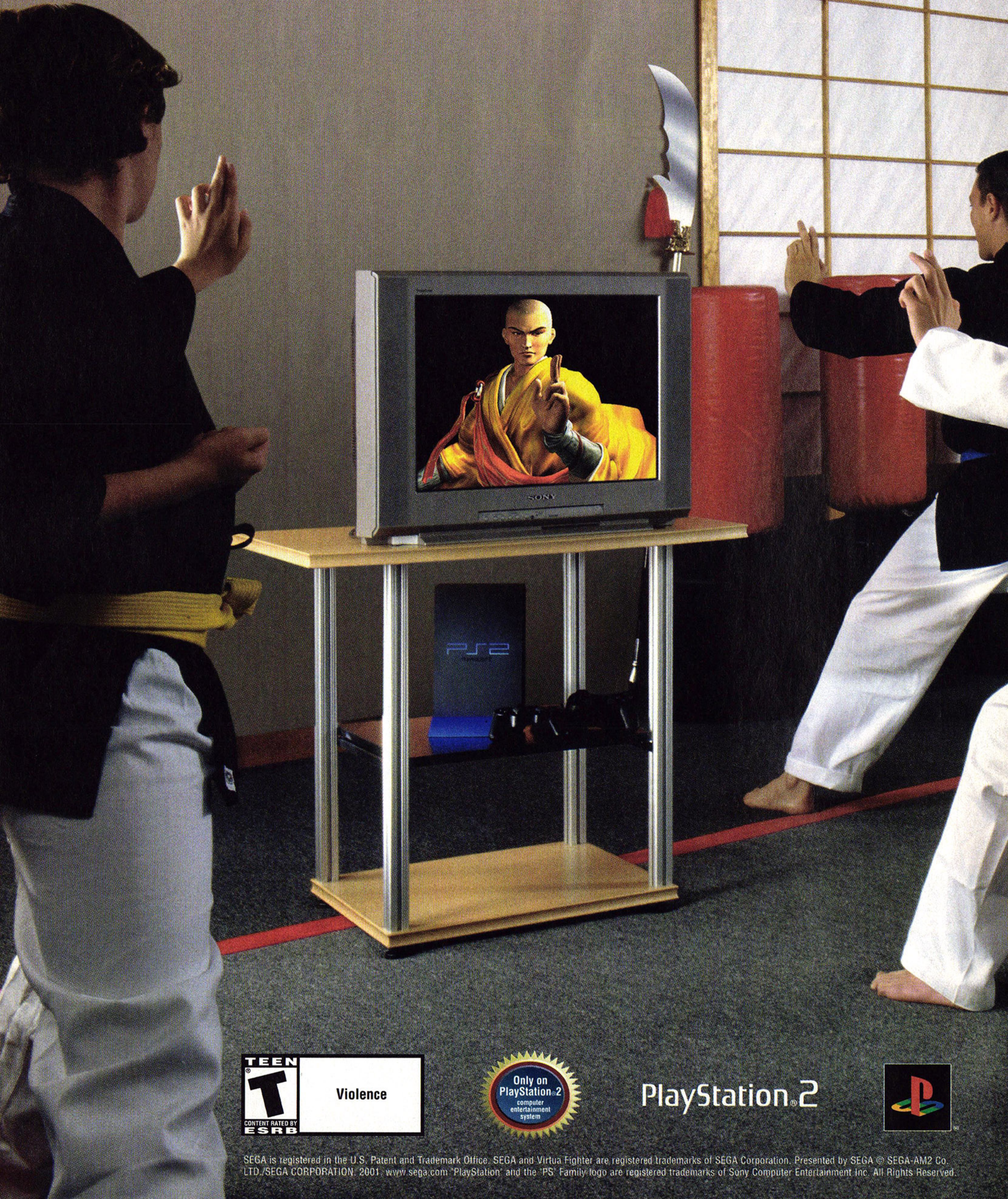
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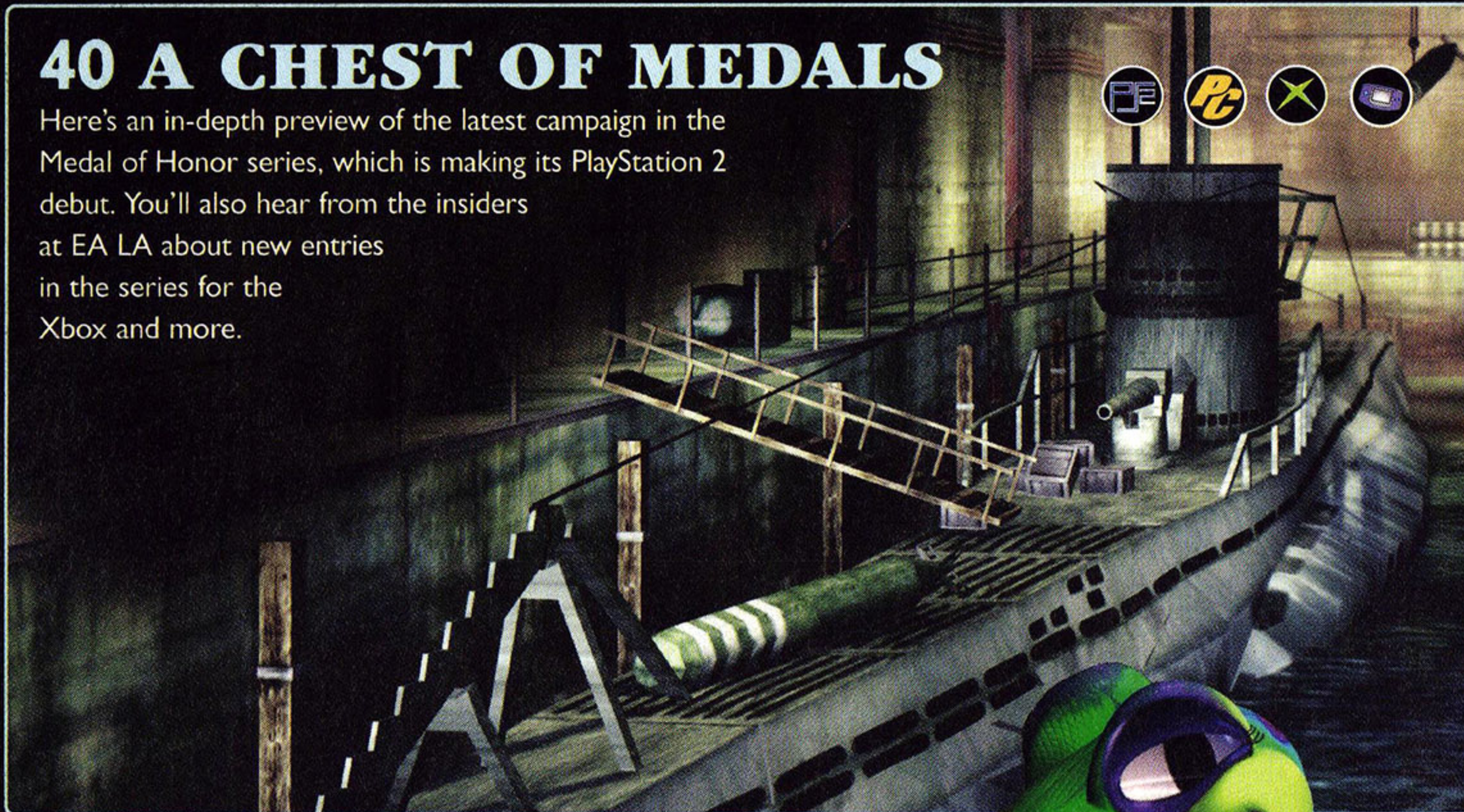
PREPARE FOR A BEATING.



## FEATURES

### 40 A CHEST OF MEDALS

Here's an in-depth preview of the latest campaign in the Medal of Honor series, which is making its PlayStation 2 debut. You'll also hear from the insiders at EA LA about new entries in the series for the Xbox and more.



### 45 HBO Games

The Home Box Office makes its gaming debut with hot-looking entries based on its award-winning shows.

#### Gex and the City, Tony Soprano's Pro Skater



This may be the May issue, but April Fools'...it's LamePro!

**LAMEPRO**

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The future is now. This guide shows you how to master advanced skills and complete some of the toughest levels in the game. Who says graffiti isn't art?



#### 114 Super Mario World: Super Mario Advance 2 (Game Boy Advance)

A classic game returns! This ProStrategy Guide reveals how to find the Star Road, the Special Star Road, secret exits to all levels, the different-colored Yoshis, easy places to find extra lives, and more!



## CODE VAULT

**118** Codes to unlock the secrets of Project Gotham Racing (Xbox), Batman Vengeance (GameCube), Dynasty Warriors 3 (PS2), Star Wars Episode I: Jedi Power Battles (GBA), and more!

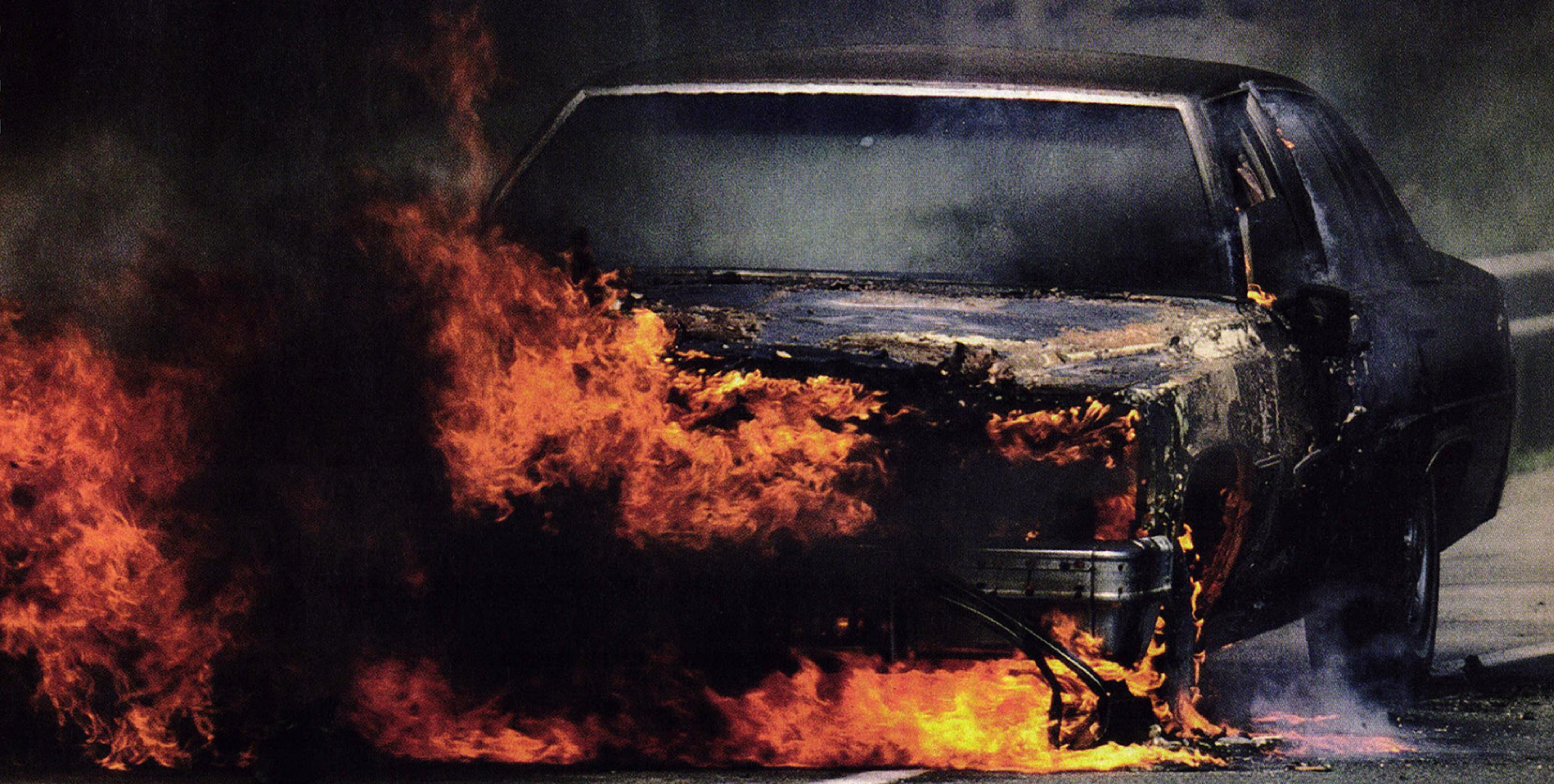


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Mace Griffin Bounty Hunter (Xbox), Chris Edwards Aggressive Inline (PS2), Godzilla (GameCube), Spider-Man (PS2), Commandos 2 (PS2, Xbox), WWF WrestleMania X8 (GameCube), and more!

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Step into the Command & Conquer universe as an elite GDI commando. Then visit the dark side with Jedi Knight II and Hitman 2, and indulge your fantasies with Icewind Dale II and Morrowind.



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Advances is packed this month with Dragon Ball Z: The Legacy of Goku, Breath of Fire II, Crash Bandicoot: The Huge Adventure, Tony Hawk's Pro Skater 3, Tactics Ogre, Broken Sword, and much more.



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Get your big-rig kicks with The King of Route 66, then explore the land of the pharaohs with magic staff in hand in The Maze of the Kings. Also, take a look at Police 911 2 and Jurassic Park III.



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Experience something completely different—first with the sticks in Hot Shots Golf 3 (PS2) and then with the kicks in Soccer Slam (GameCube). Return to normal with All-Star Baseball 2003 (PS2, Xbox).



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You just beat Final Fantasy X. What are you going to do next? You're going to Disneyland...er, Kingdom Hearts (PS2). Then a classic RPG makes a return run in King's Field: The Ancient City (PS2).



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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

- Spider-Man (PS2)
- Buffy the Vampire Slayer (Xbox)
- Agent Under Fire (GameCube)
- Pinball of the Dead (GBA)

### Entertainment

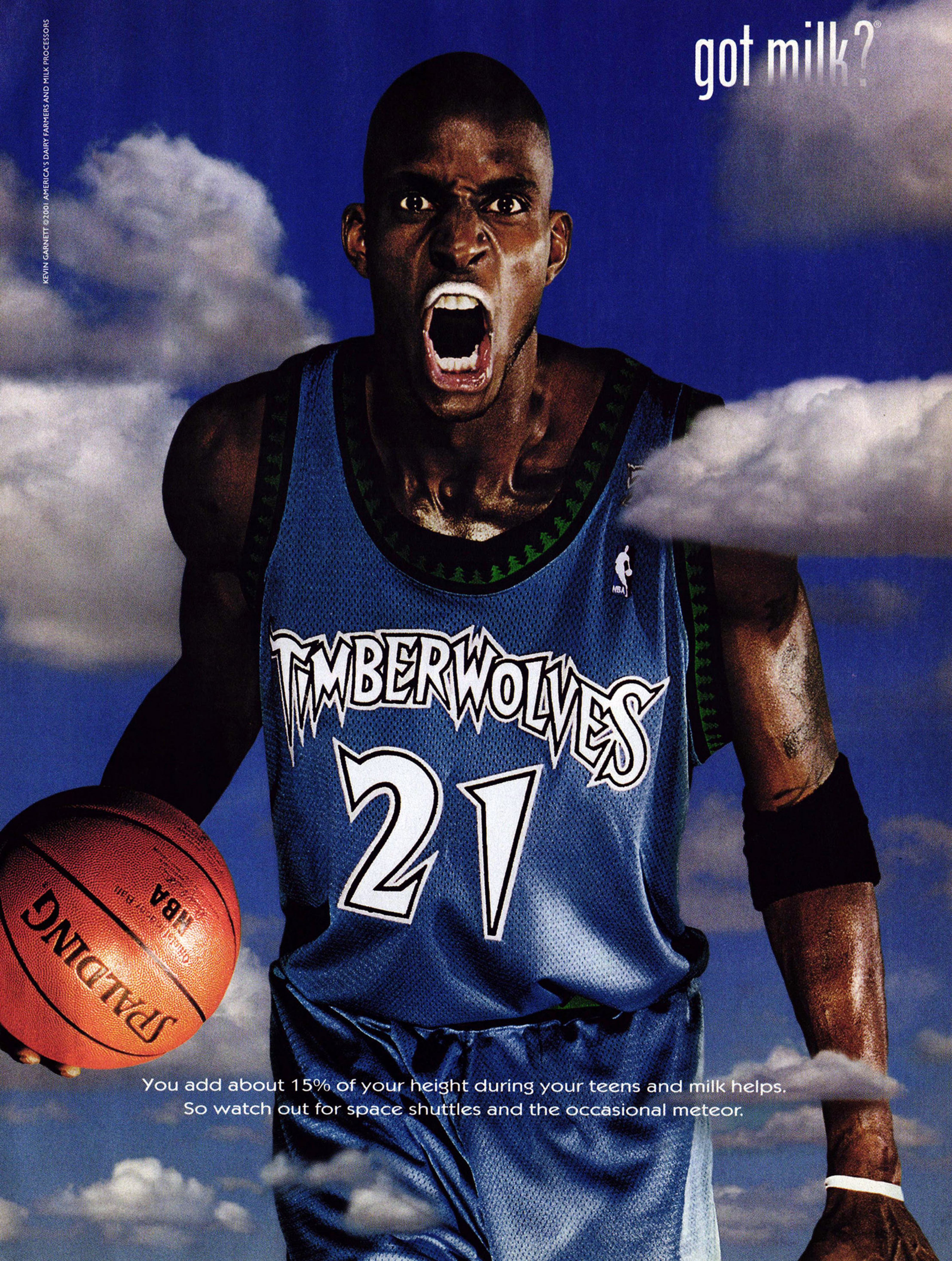
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### This Month

- Movies—The Scorpion King
- Anime—Roujin Z
- Movies—Jason X
- Anime—Love Hina Volume 2



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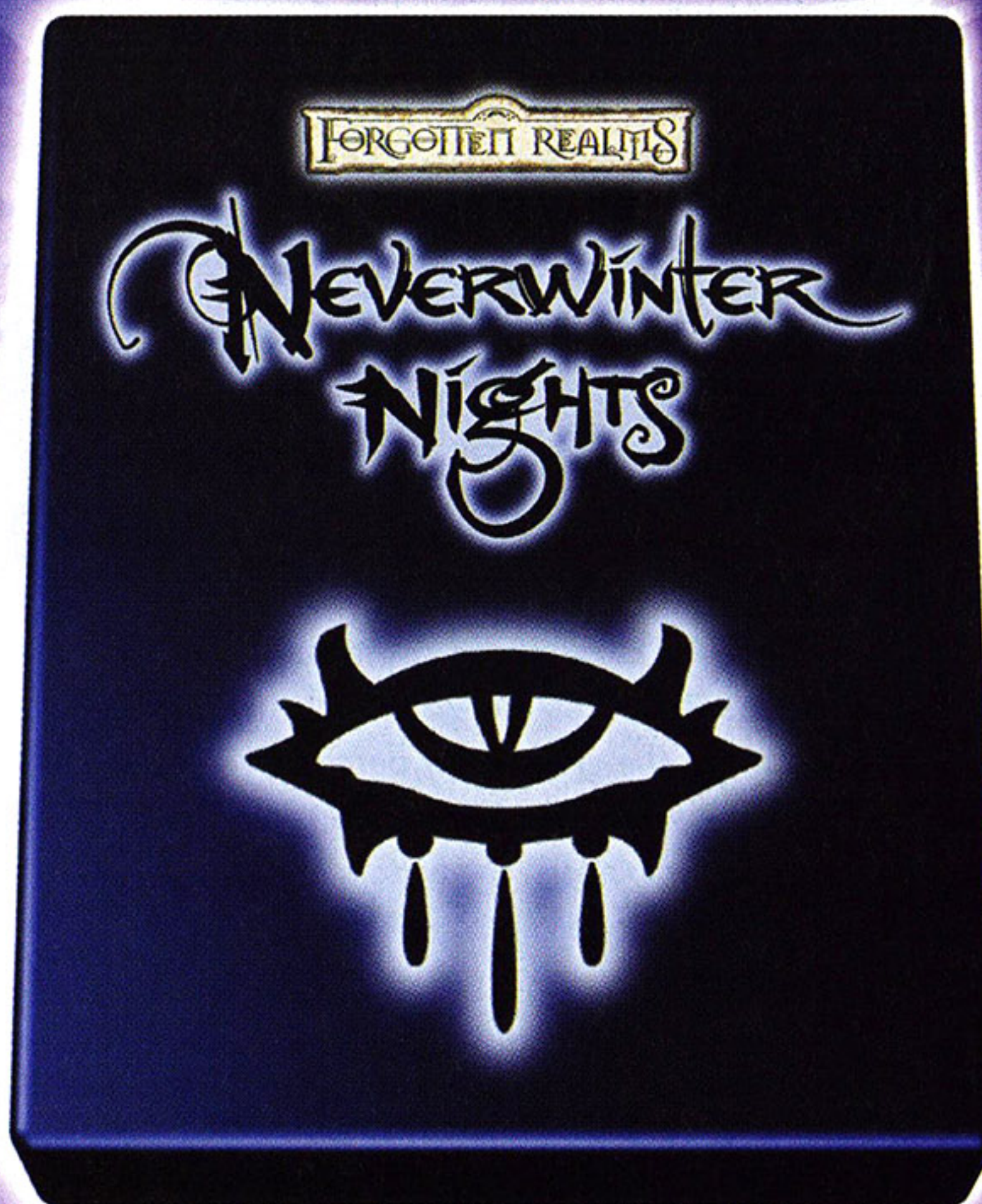


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From the Developer of Baldur's Gate, Tales of the Sword Coast,  
Baldur's Gate II: Shadows of Amn, and Baldur's Gate II: Throne of Bhaal.



# Editor's Letter

## Medal for Medal

When Steven Spielberg decided to take a break from editing *Saving Private Ryan* in 1997, little did he know that he would also help break new ground in the world of video games.

Spielberg took his interest in the events of World War II to the video game arm of DreamWorks—his production company that was working on *Ryan*. Picking up on Spielberg's inspiration and his drive for historical detail in his WWII film project, the production and design team at DreamWorks Interactive immediately knew they were on the right track with *Medal of Honor* for the PlayStation.

*Medal of Honor* took first-person perspective combat gameplay to a new level of precision while paying scrupulous attention to historical accuracy. Equipment, character designs, and even the military events in the game were all drawn from World War II to bring that period of time to life.

*Medal of Honor* and *Medal of Honor Underground* were multi-million sellers for the PlayStation. Now hot on the success of *Medal of Honor: Allied Assault* for the PC, *Medal of Honor Frontline* is preparing to land on the PlayStation 2. Electronic Arts provides *GamePro* with the opportunity to bring you an in-depth look at the latest addition to its victorious franchise, and even gives *Air Hendrix* some inside info about new versions of the game in development for other console platforms.

*Medal of Honor* may deserve a medal for great gameplay, but no console game in recent memory has also made such a sincere effort to provide you with a history lesson as you play.

The GamePros  
San Francisco, CA  
letters@gamepro.com



# HEAD2HEAD

## Agree To Disagree

I just finished reading *GamePro's* 2001 Editors' Choice Awards (page 42, February), and I must say that I am very disappointed that Major Mike is the only editor who listed *Final Fantasy X* as his number-one game. I can understand that *Final Fantasy X* would not be the number-one pick for everyone, but it should have been well within the top three. *Final Fantasy X* is an amazing game that does everything right, from its 40-hour-plus enthralling story all the way to its addictive gameplay. Unfortunately, most new games focus on nice graphics at the expense of gameplay and length. Thankfully, *Final Fantasy X* is not that type of game, and whether you like RPGs or not, it's a must play and own for everyone. It may be a long time before a game of this caliber comes out again. Is the Major the only one who realized how great this game really is?

► XGaNgreIX1—Via Internet

You're a Head2Head regular, so you know that people love to defend the honor of their favorite games. That's one of the most entertaining things about publishing the Editors' Choice Awards every year—we get to hear passionate arguments from fans like you. Hey, we thought we'd run a letter from the Grand Theft Auto III crew, too, but those guys get really nasty. Yes, FFX is great, but Major Mike put *Final Fantasy X* at the top of his list because it was his top-ten list. The Editors' Choice Awards are probably the most personal thing we do in the mag—the one time during the year when the editors get the chance to share with you the games they personally enjoyed the most. Sorry you're disappointed (Major Mike was, too), but like our readers, the editors are all very different people with very different viewpoints.

## Not a Conspiracy, Honest

I'm a little confused as to why *Final Fantasy X* was not in the Best Role-Playing Game category on the Readers' Choice Awards ballot (page 44, February). *Final Fantasy X* was slated for release January 21, 2002, but actually came out on December 18, 2001. This means *Final Fantasy X* is a 2001 game but didn't appear on the 2001 ballot. I was wondering if I could add it in myself. I'm sure everyone else who likes *Final Fantasy X* is a bit angry about this.

► Maximillian Daley—New York, N.Y.

You and us both, Max, but chalk this one up to simply bad timing. Every page of *GamePro* is completed at a different time. Even though those two stories were side by side in the completed issue, the Readers' Choice ballot was locked down and sent out to our print house before *Final Fantasy X's* date was changed. The Editors' Choice feature went out later, so that story was still able to be amended at the very last minute—a few hours before the feature shipped! So while it's good that gamers got *Final Fantasy X* for the holidays, it's bad that

they wound up not being able to vote for it. We did what we could to represent the game, and we're both sorry and upset about it, but Square simply pulled a fast one. If you wrote it in, that's cool, we'll count it—and there's always the write-in for Game of the Year, too.

## Now You're Playing with Power

What is with the Nintendo power cords? Every single one is a huge box! With the NES and SNES, there was the big black box that plugged into the wall. The N64's big black box plugged into the system itself, and now with the GameCube, the big black box is right in the middle of the power cable! What is the point of having it? The PlayStation, Dreamcast, and Xbox don't have it. Is it like an electrical thing so the system doesn't blow up or something?

► Greg "Skittles" Walter—Via Internet

Something like that, yeah. For the record, the use of DC transformer power supplies—not-so-lovingly referred to as "wall warts" because they look like giant blemishes in your outlet or on a power strip—is not Nintendo's exclusive practice. Most game consoles, including the Sega Genesis family and Atari 2600, use some sort of



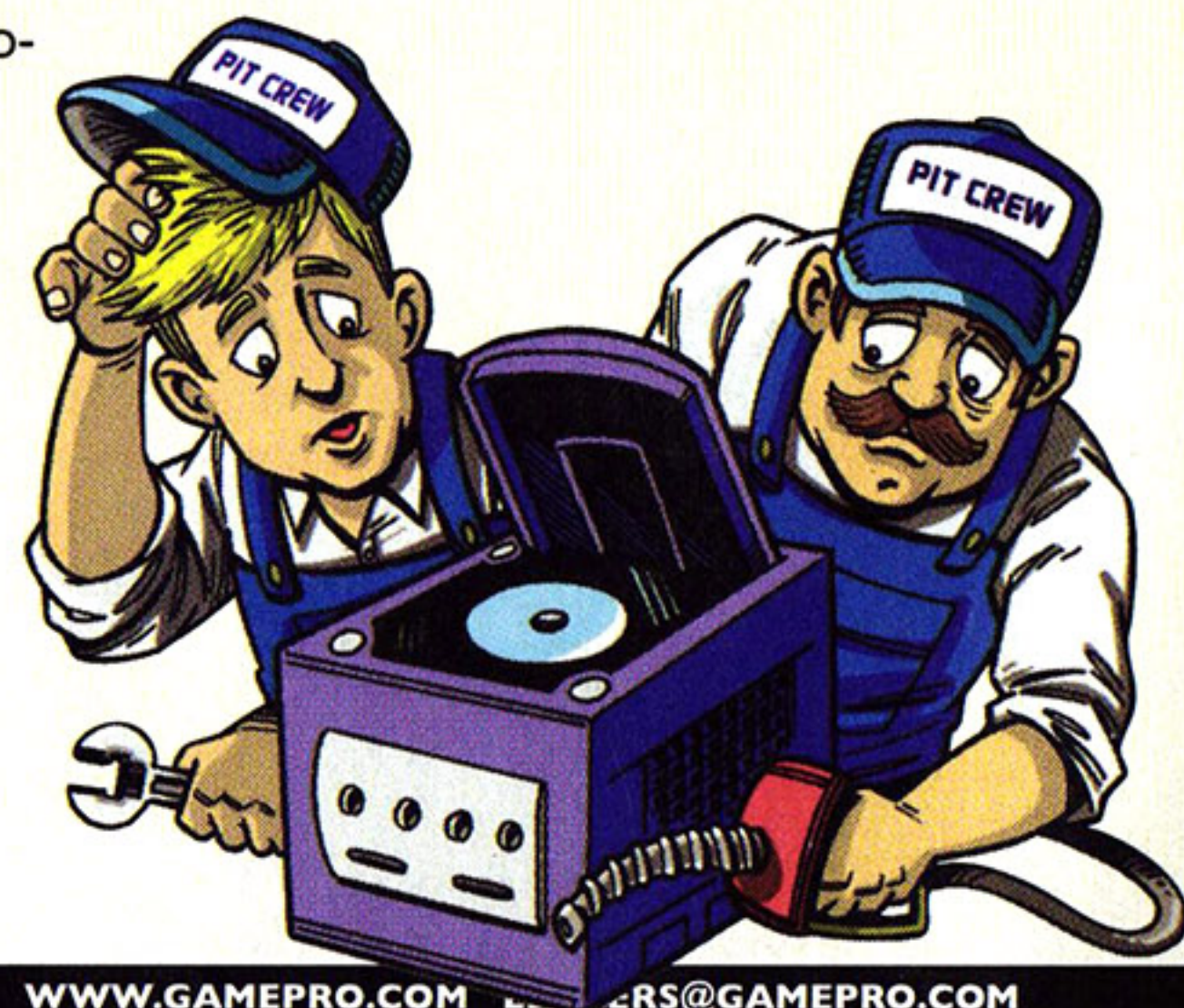
DC transformer. Most electronic devices use direct current inside but pull alternating current out of your wall socket, and that big unsightly lump we all loathe is converting the AC to DC. It wasn't until the PlayStation and Saturn came out that the companies decided to build that bit into the machine itself, much the way, say, VCRs and PCs do. Why did Nintendo not follow suit for the GameCube? Probably because that would increase the weight and mess up the cool design and look of the machine. There's a price to pay for art, my friend.

## ...And Now They're Playing with Power

What is a game engine?

► Tristan Holmes—East Cleveland, OH

As in a car, the game engine is the core bit of software around which all other game elements are built. The fundamental programming stuff, like the way objects react with each other and how everything is put together, is part of the







# the troublemaker

He likes it sour. sun in your eye sour.  
**MONSTER WEDGIE SOUR.**

and **THEN**, all of a sudden,  
he goes **SWEET ON YOU.**

What gives.

We wanted them to be Life Savers.  
They don't care what we want.





game engine. The goal is to make something flexible, powerful, and bug-free—and if at all possible, something that can be used for multiple purposes and multiple games. Writing a game engine is something of a black art; it's time-consuming, very complex, and a task most would prefer to avoid. Many programmers do just that. For instance, id Software created Quake III Arena, then licensed the game engine to other companies for Return to Castle Wolfenstein and Star Trek: Voyager—Elite Force. Since the Wolf and Trek teams didn't have to start from scratch, they were able to focus on gameplay, visual details, and stuff like that, saving time, money, and hassle.

## Mascots on Tour

**Did Nintendo, Sega, and Sony just merge? I just want to know why Sonic the Hedgehog, Spyro the Dragon, and Crash Bandicoot are on the Game Boy Advance, a Nintendo platform. I just don't get it—all three of these companies are supposed rivals, and Sonic just doesn't belong on a Nintendo game system. Same goes for Spyro and Crash. So what's next...will Mario be on the PS2, would Zelda be on the Dreamcast, or are Jak and Daxter next to hit the GBA?**

► **James "Abe" Linthicum—Piqua, OH**

No fair—you made fun of your own name before we got the chance. But beyond merely clinging to the old-school notions that these companies are all bitter rivals, what's so wrong about Sonic, Crash, and Spyro finding their fortunes on multiple platforms? Spyro and Crash are



owned by Universal, not Sony, so Universal is free to take them where they see fit; Sega, meanwhile, realizes that Sonic is a beloved character and gamers of all stripes enjoy his games. The rule of thumb is this: If the company that makes the system also makes the game, chances are you won't see them guest-starring on other platforms. However, third-party characters like Sonic, Crash, and Spyro are free agents, just like the snowboarders from SSX or the little green and tan Army Men. What you see as a disturbing trend is actually the dawn of a golden age for gamers, a mythical future of cooperation between the most powerful and successful game companies that, just three short years ago, many thought would never come to pass. For gamers, it's all good.

## Regardless, It's Not True

**Yo Editor! I think the kid in issue 160 who talked about Microsoft buying out Sega was completely correct (page 22, January). Like, why would a kick-ass, multimillion-dollar company that made awesome and unknown systems (such as the Pico) drop out of making kick-ass game machines? If it is true that Sega was bribed or bought, Bill Gates would be the only person who would pay enough money to do it! If it is true, I would be so pissed! Sega was my favorite company.**

► **James Reiner—Monroe, N.J.**

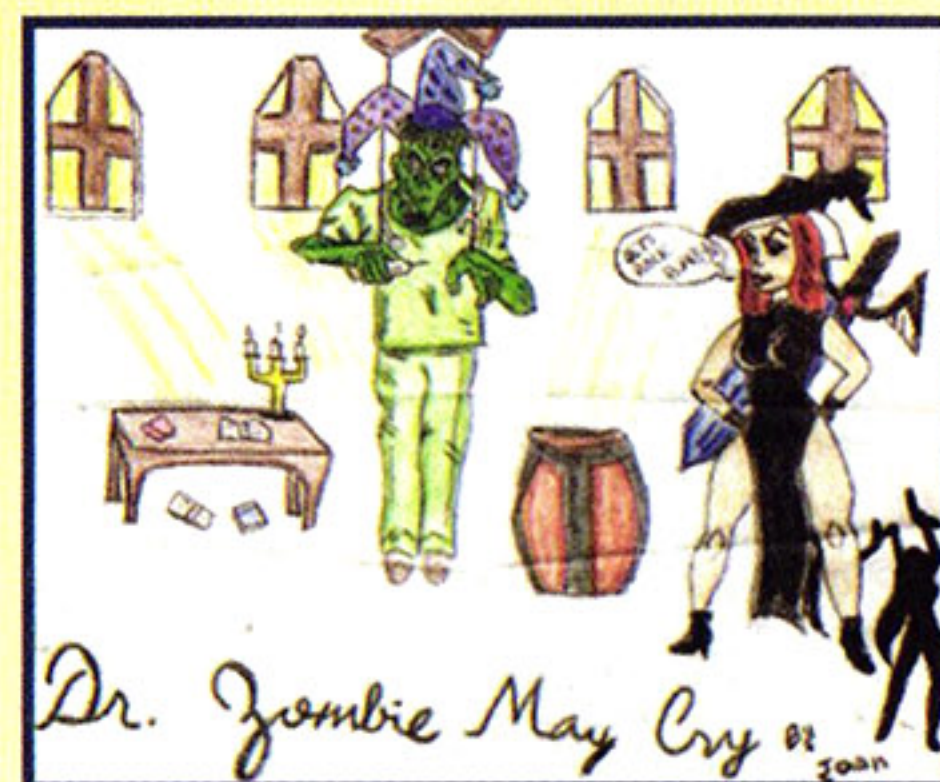
You know, we might have even responded to this one straight and gently, suggesting that you have a wonderful but overexcited imagination, but you lost all credibility after the phrase "awesome systems such as the Pico."

# ART ATTACKS!

Pick of the Month!



**Rudy Gonzales—San Antonio, TX**



**Joan López—Puerto Rico**



**Melanie Hachey—Canada**



**Neo Vasquez—Compton, CA**

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For more letters, go to [gamepro.com](http://gamepro.com)!



Illustrations: Francis Mao

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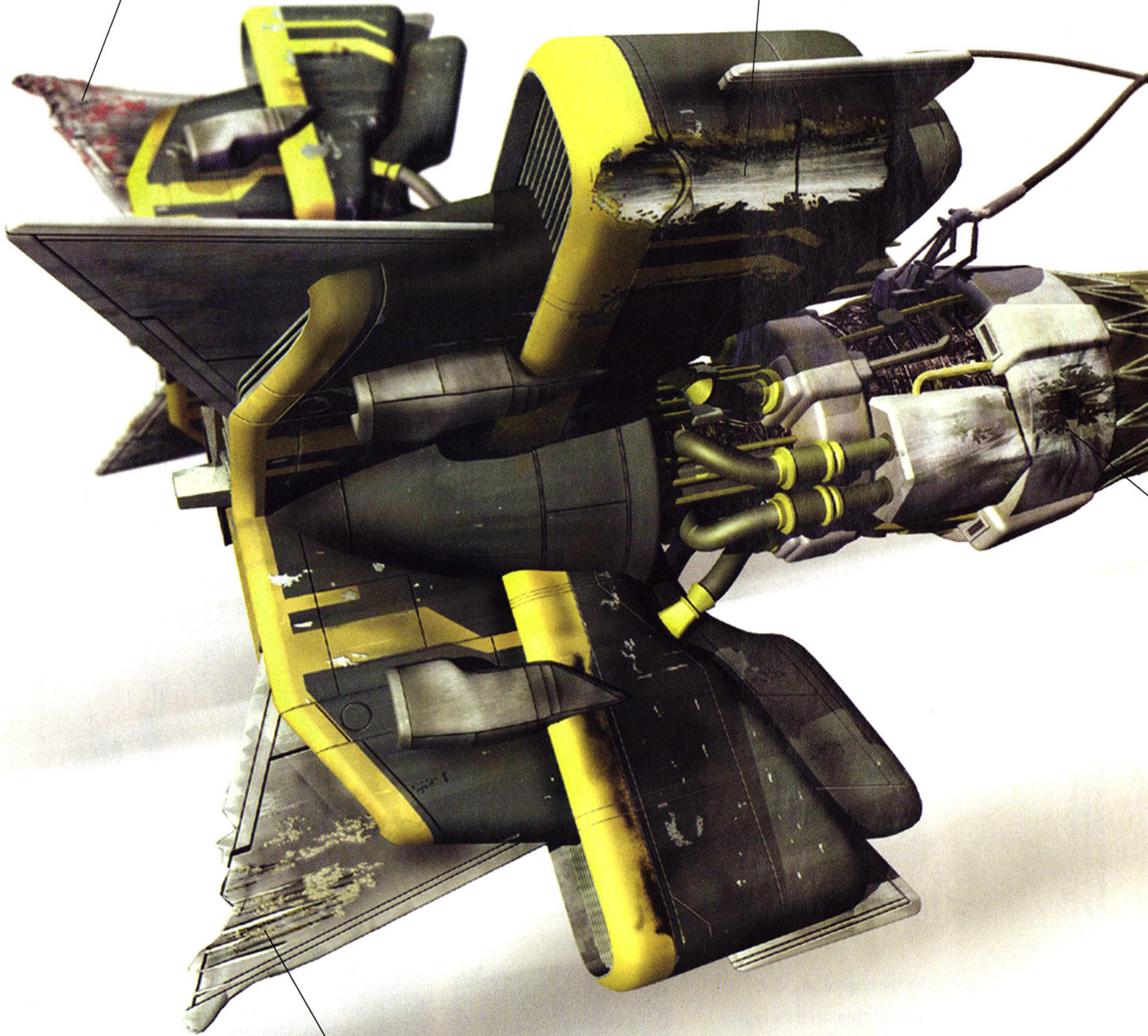


Blood  
Violence



Shrapnel impact at 600+mph,  
Mon Calamari.

Swapping paint with Skywalker,  
Tatooine.



Turbo-boost slice between canyon wall and Oud Bolt,  
Sullust.

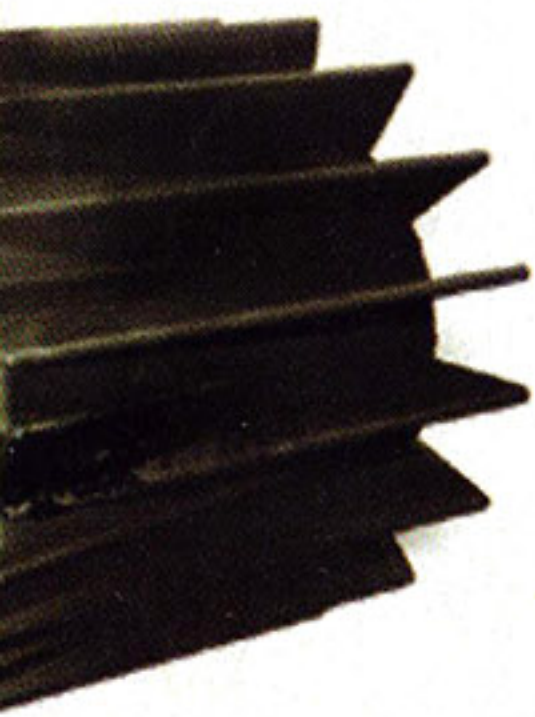
PlayStation 2

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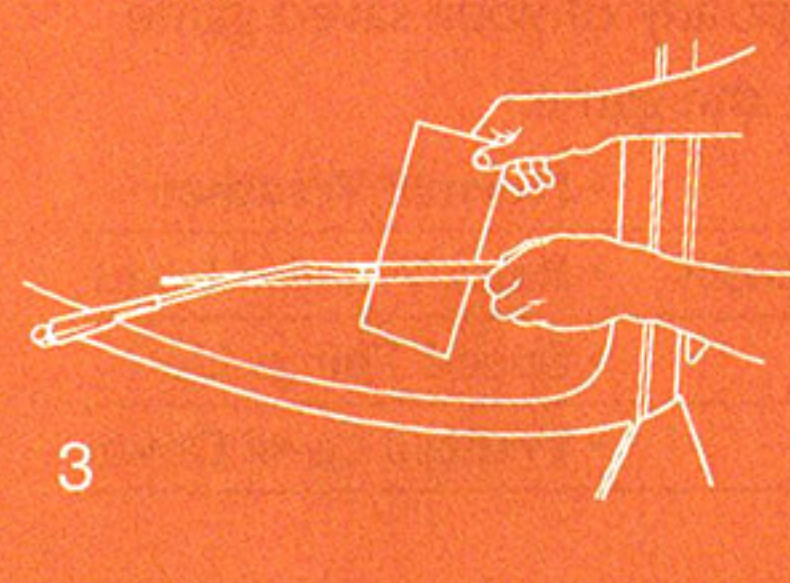
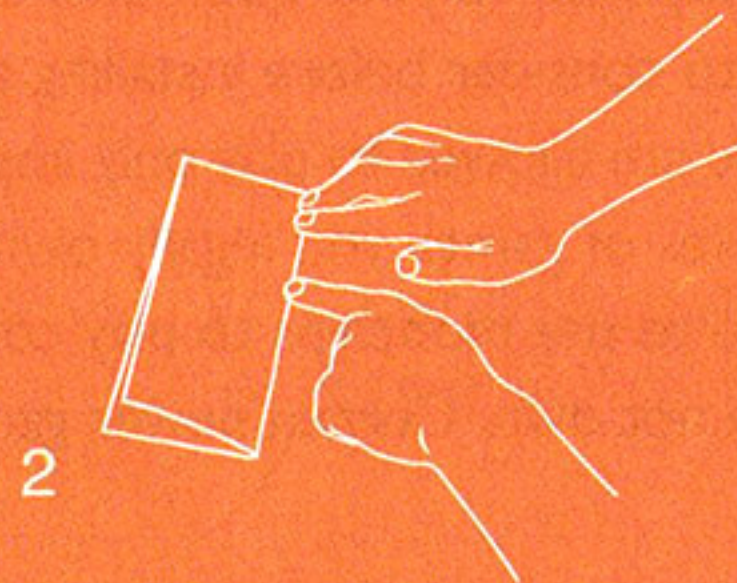
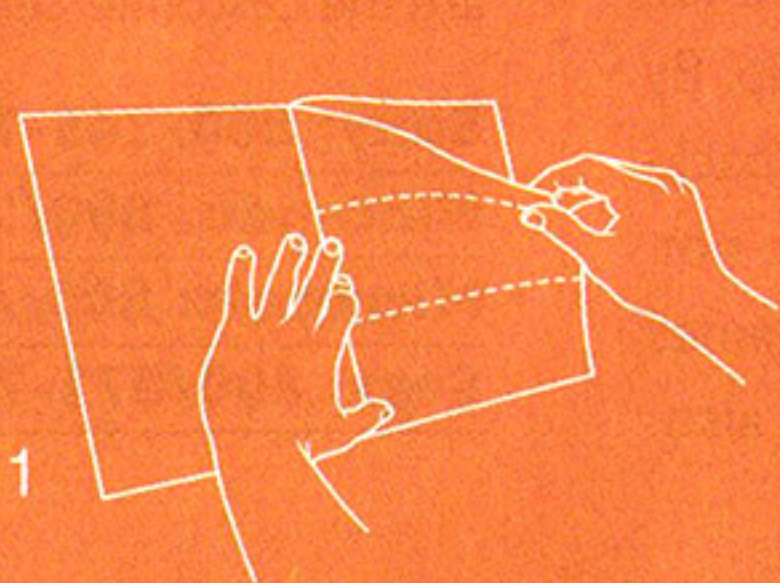
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# FACT:

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**Tobacco companies put propylene glycol into cigarettes.**

**The same stuff you'll find in anti-freeze.**





## BY THE WATCH DOG



Spring is here again, and while all of the kids are outside enjoying the beautiful weather, the Watch Dog is camped out in front of his computer amidst piles of video game consoles, tangled controller cords, stale air, and painful fluorescent lights. This month, though, he tackles such hard-hitting issues as Grand Theft Auto III cheats corrupting memory cards and PlayStation 2 modchips.

**Q** I recently got a PlayStation 2 and Grand Theft Auto III. When I tried playing GTAIII, it would not load my saved game. When I went into the PlayStation 2 browser and checked my memory card, however, it said that I did have a saved game for GTAIII. Could you please help me figure out why my saved game won't load?

**MIKE LENDT—EDEN PRARIE, MN**

**A** According to a tech support rep at Rockstar: "Ninety-nine percent of the time, this happens if any cheat codes are used. When you use a cheat code, you are altering the game and you're doing so at your own risk. The cheat codes move around memory positions and may corrupt saved games or cause DVD errors, freezing up, or missing textures. There is no way to fix this. If you remove all games that have cheat codes, start a new game, and then don't use any cheat codes, it should be fine."

The Watch Dog adds: Cheat codes are implemented and used by developers during the game-testing process. They enable the developers and beta testers to take shortcuts while designing a game so they don't waste time unlocking levels or accessing weapons over and over again.

Most developers keep the cheats in the final game and then release the codes to the public. This is the first we've heard of cheat codes corrupting memory cards, so what went wrong?

Well, according to Rockstar, some of the cheat codes that are available for GTAIII were hacked by an outside source without the authorization of Rockstar, and it is these codes that are causing the problems. "Somehow, people out there got cheat codes that we at Rockstar never authorized," says a contact at Rockstar. "Any other cheats that are available out there will cause those problems with memory cards."

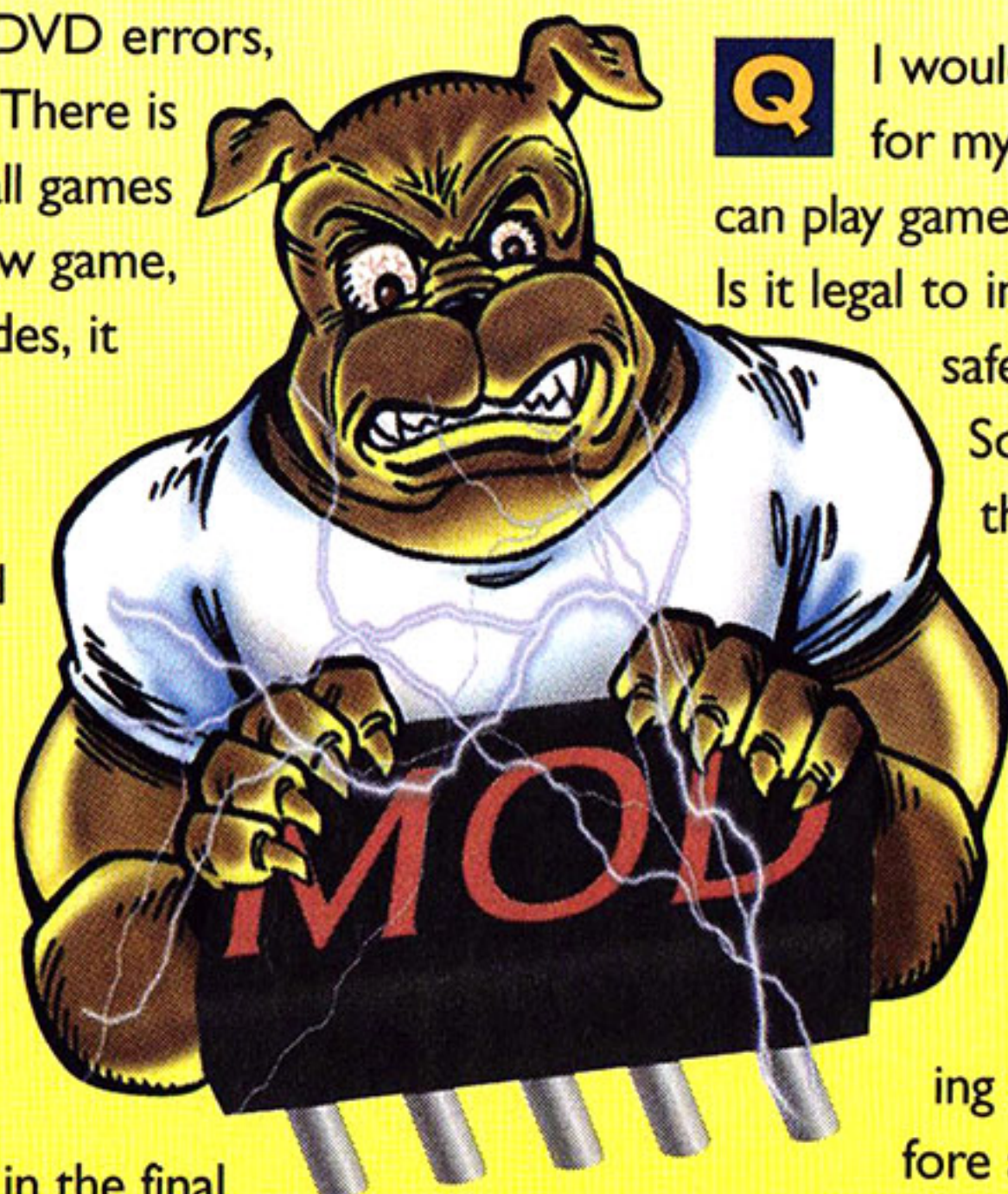
The following cheat codes are the only ones authorized by Rockstar, who assured us that using them would not corrupt any of your saved game files or adversely affect the game:

- |                               |                      |
|-------------------------------|----------------------|
| • Change Costumes             | • Normal Weather     |
| • Improve Your Driving Skills | • Raise Wanted Level |
| • Make It Foggy               | • Speed Things Up    |
| • Make It Rain                | • Wanted Level Down  |

The following cheat codes were not authorized by Rockstar and could corrupt your game or memory card. Use them at your own risk.

- |                     |                                |
|---------------------|--------------------------------|
| • All Weapons       | • Full Health                  |
| • Crazy Pedestrians | • Pedestrian Riot              |
| • Destroy All Cars  | • Pedestrians Attack           |
| • Extra Money       | • Pedestrians Fight Each Other |
| • Full Armor        | • Tank                         |

If you are going to use these cheat codes, we recommend using a separate game file and using the codes in that game, or using another memory card altogether.



**Q** I would like to buy a modchip for my PlayStation 2 so that I can play games from Europe and Japan. Is it legal to install the modchip? Is it safe to install the modchip?

Some people have said that a modchip will damage the PS2 console.

Is this true?  
**SEB—VIA INTERNET**

**A** We've received many letters asking about modchips, and before answering your question,

we should explain just what a modchip is for any readers who don't know. Basically, when you insert a game disc into a PlayStation 2, the console checks for boot sector information. If the proper information is present, the game will load. This information is missing from homemade "backup" discs, which consequently won't be recognized by the boot sector check, and thusly, won't load. A modchip is a programmed circuit chip that has boot sector codes hardwired onto it and acts by tricking the PS2 into loading this boot information. It also gives the PS2 the information it needs to circumvent territorial lock-outs, enabling you to play import games as well.

In response to your questions, there are a few things to consider before installing a modchip. By law, you are allowed to play only imports or backup copies of games you legally own and are not allowed to use modchips to play copies of games you do not own. Certain newer games may also

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have codes programmed into them to detect modchips and will not boot if you have a modchip installed in your console. The installation process can be a complicated one, and improper installation can cause severe damage to your PS2. Using a modchip to modify your console will also void your warranty, so if anything should go wrong during the installation process, you're basically screwed. Though the information contained within the chip and the chip itself shouldn't damage your PS2 as long as the chip is installed correctly, this is always a possibility. Although we haven't heard of anybody having problems with chipped PS2s as of yet, there have been reports of modified PlayStations overheating or not loading games correctly—though these problems could have very well happened because the modchips weren't installed correctly. Some companies that sell modchips will also install them for you for a service fee, and if you are going to invest in a modchip, we recommend that you pay the extra money to have it professionally installed.

**Q** I was wondering, does a memory card last forever, or will it go bad like cartridge games sometimes do?

**SISDX—VIA INTERNET**

**A** I fielded this question to our resident old-school cartridge game expert, Dan Elektro, who responds: "In theory, your memory cards should be fine...and so should your cartridges. Cartridges should not go bad. The internal battery might wear out and stop you from saving games, but if well-cared for, the game itself should keep on playing for as long as you want to play it. How else do you explain all those Atari 2600 and NES games that still function perfectly? Memory cards are very similar, so you shouldn't have to worry about them dying—only about them being damaged."

## YOU MAKE THE CALL

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

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**Nintendo: 800/255-3700**

**Microsoft: 800/469-9269**

**Sega: 800/872-7342**



Illustrations: Francis Mao



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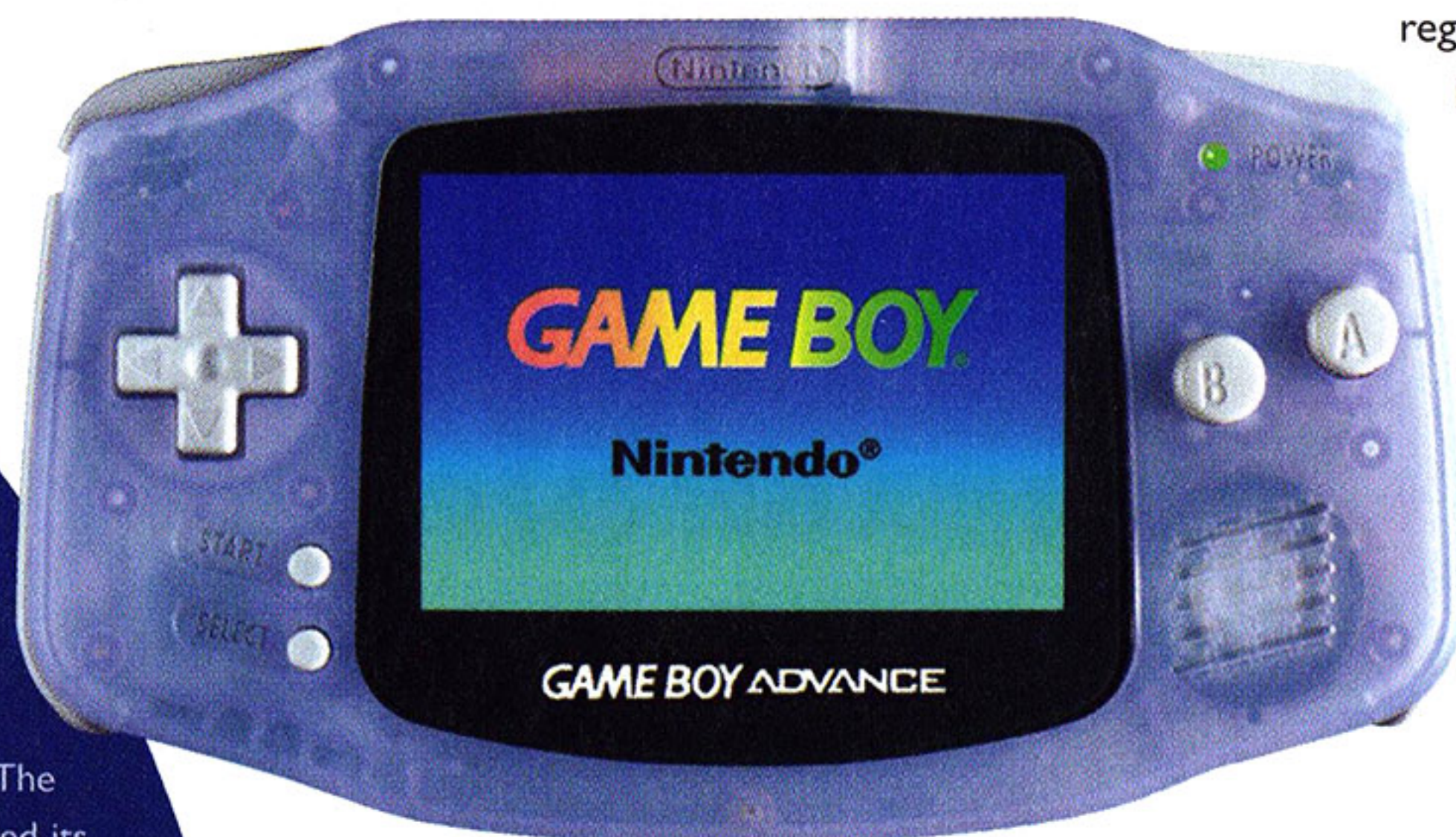
### Nintendo cuts handheld's price worldwide

If you've been waiting for an excuse to buy a Game Boy Advance, Nintendo just gave you 20 of them. The price of the hot handheld has been officially lowered from \$99.99 to \$79.99 worldwide.

For this price drop, American gamers actually have the European market to thank; the Game Boy Advance's sales have slowed in Europe. "We figured that if we are going to cut the price of the GBA in Europe, we'd better do it worldwide to prevent a potential increase in latent demand outside the region where a similar cut might be expected," Yoshihiro Mori, managing director of Nintendo, said to Reuters.

In other words, since Game Boy Advances are physically the same worldwide and feature no territorial-lockout system, U.S. and Japanese gamers could have ordered a European model for less money and still have played all the

regional games of their choice—which in turn could have hurt Game Boy Advance sales in the U.S. and Japan. Mori added that the price change was also an effort to increase the handheld's user base in preparation for upcoming games that offer links between the GameCube and Game Boy Advance.



#### NEWS BITS

##### Take 2 Troubles

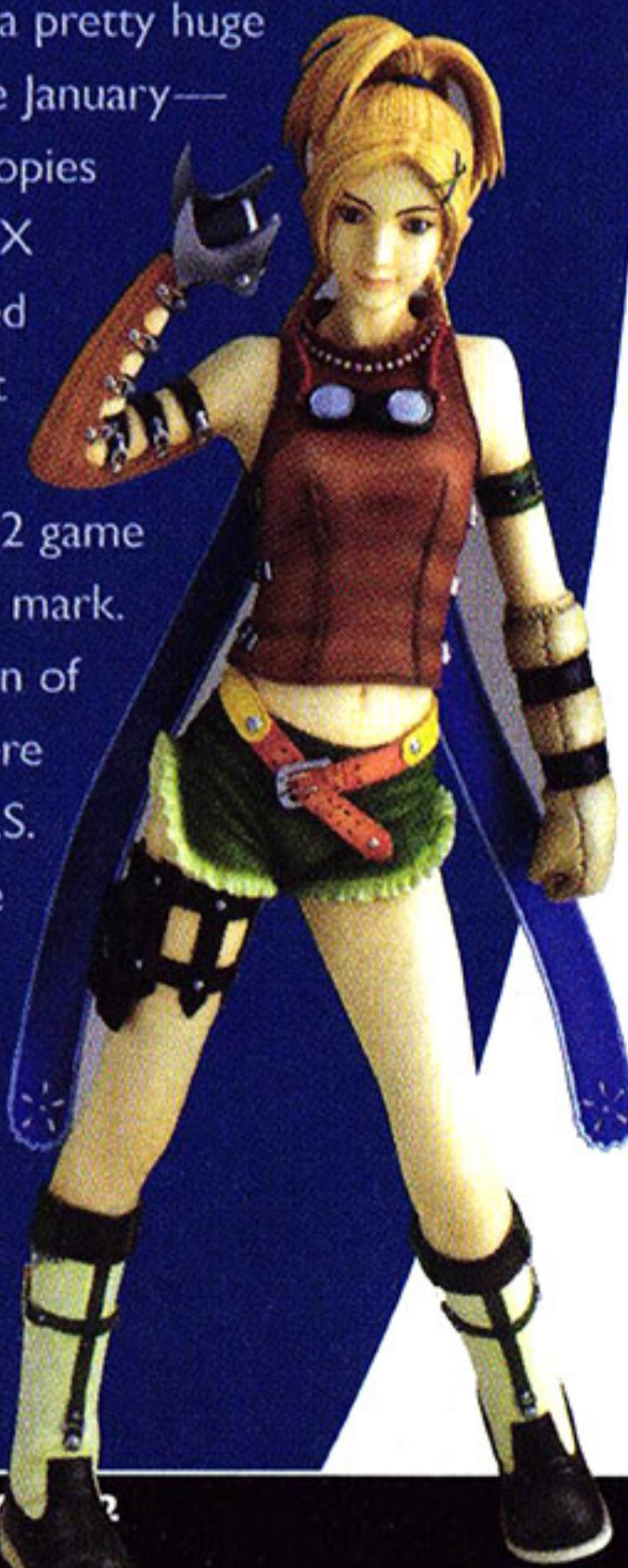
The good news is that Grand Theft Auto III was the biggest-selling game for 2001, besting big PS2 titles like MGS2 and FFX. The bad news? Take 2 overstated its earnings by just under \$20 million, and the company's stock was frozen. When it was reactivated, the value dropped. As it stands, this should not affect the release of future games or anything in development.

##### GameCube Goes Arcade?

Sega, Namco, and Nintendo announced in February an agreement to jointly produce Triforce, a new 3D arcade graphics board. The board, which will be based on GameCube technology, is the first concrete product to come from a deal last September involving the arcade divisions of Sega and Namco, two of the largest companies left in the arcade-game business. Although relatively few details about the arcade technology were announced, the three companies promised that a working prototype system would be shown at the AOU 2002 Amusement Expo in Tokyo.

##### Final Fantasy X = 4,000,000

Square enjoyed a pretty huge milestone in late January—over 4 million copies of Final Fantasy X had been shipped worldwide. That makes FFX the first PlayStation 2 game to top the 4-mil mark. About 1.3 million of those copies were shipped in the U.S. market in a little over a month.



## PS2 ONLINE PLANS IN JAPAN

American gamers are still waiting for the day when their PlayStation 2s will be fully online capable—but that wait just got a bit shorter for Japanese consumers.

In mid-February, Sony Computer Entertainment announced key alliances with some of Japan's biggest Internet service providers—Biglobe, Nifty, and NTT—in preparation for launching the PlayStation 2's broadband network in April. Sony's goal is to not only facilitate gaming downloads, but also to offer music, movies, and financial information to its subscribers.

While many of the companies did not have a pricing plan in place, NTT was the first prepared to discuss the subscription fees. Basic access will cost 1500 yen (about \$11) per month; an additional fee of 18,000 yen (about \$135) will enable game downloads.

"The PlayStation 2 has the potential to become the world's largest broadband platform," said SCE President Ken Kutaragi. At press time, 26 million PlayStation 2 consoles had been shipped worldwide. On the other side of the equation, Japan's broadband market got off to a slow start, but it has increased by a factor of 100 in the last year to about 1.7 million customers.

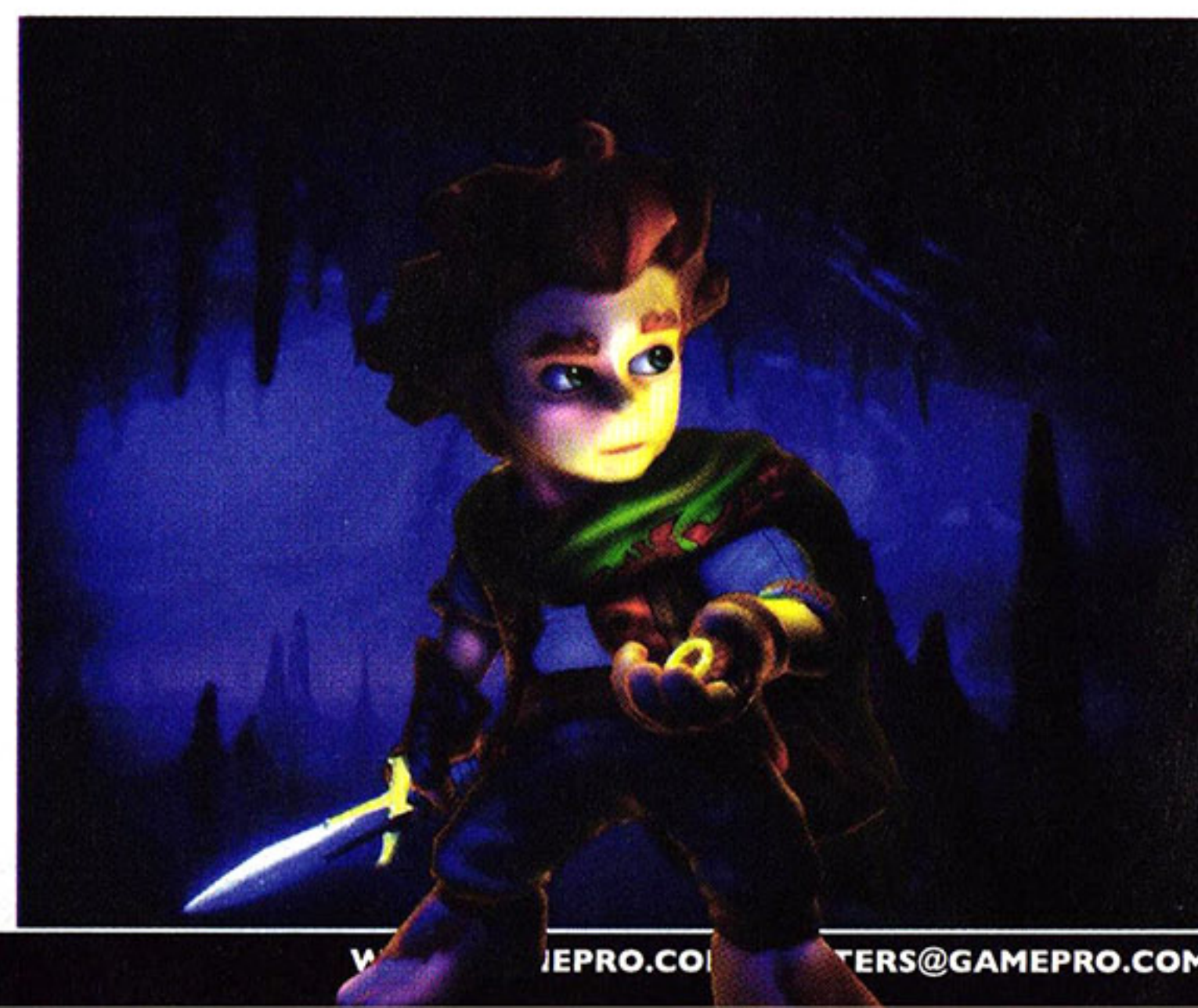


Sony's PlayStation 2 Network Adapter will get some serious use in Japan in April. Can an American launch be far behind?

## THE HOBBIT'S COMING TO THE GAMECUBE

Want a hobbit? Take your pick. In addition to EA's upcoming games based on the *Lord of the Rings* movie trilogy (see ProNews, March), Sierra Entertainment will produce *The Hobbit* based on J.R.R. Tolkien's beloved novel. Players will assume the role of Bilbo Baggins in a third-person action/adventure game set in Middle Earth.

The game is being developed for the Nintendo GameCube by Inevitable Entertainment (which is also working on *Tribes* for the PlayStation 2). Beyond that, there are scant details since the game is slated for a 2003 release.

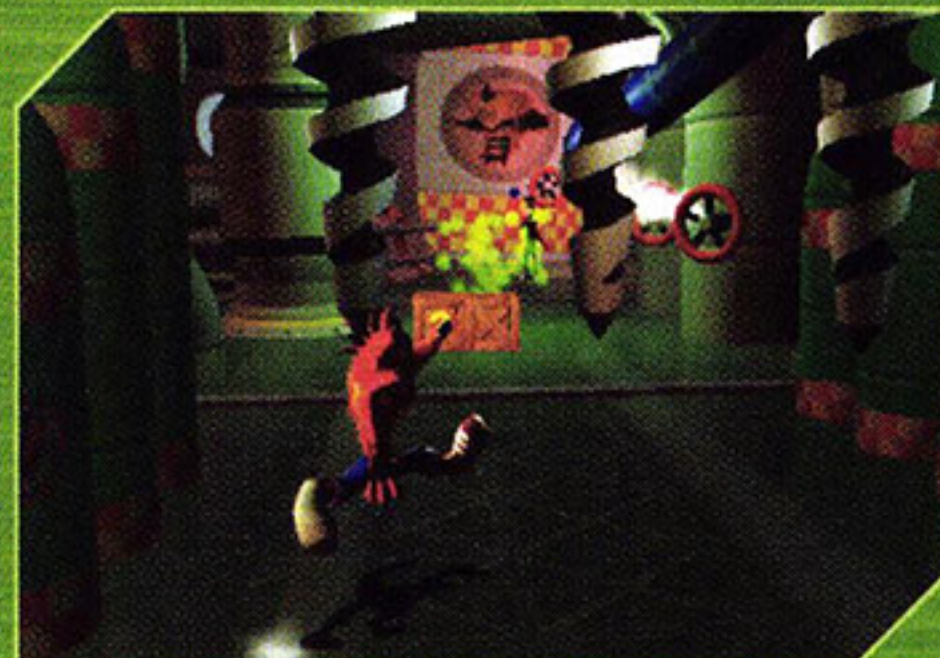
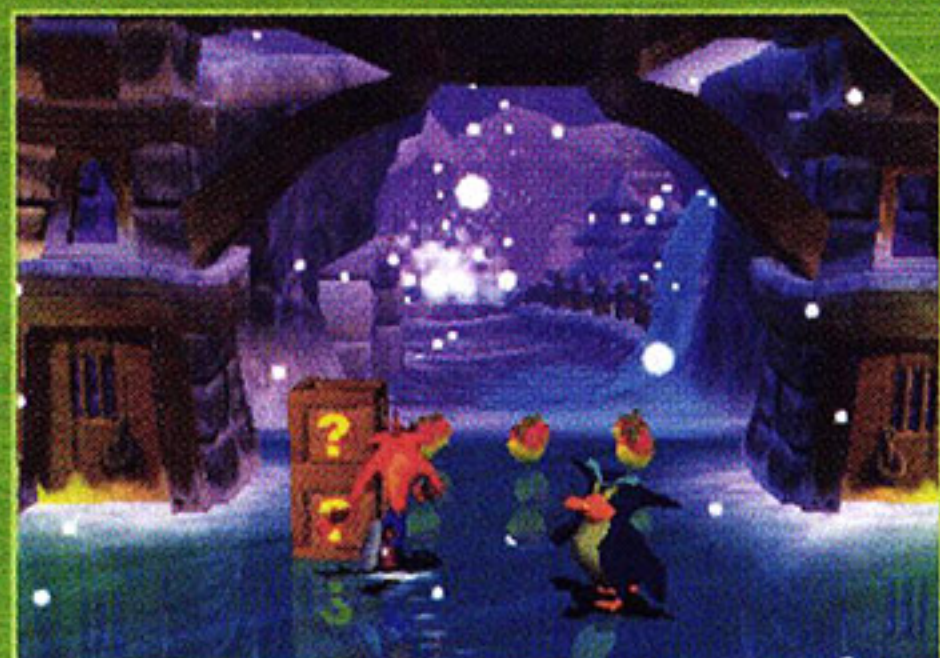




The Bandicoot's running with a whole new crowd.



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## Gamester Pro Racer

Rating: 3.5

Behold the mini spring-loaded shaft that makes up the left side of the Pro Racer, a hybrid gamepad and steering wheel. The only major problem is that the small overall size and bulbous right half of the controller invite hand cramps. Plus, some car games simply require a right analog stick (Rumble Racing, GTA3), but for conventional drivers like Midnight Club or car-combat games like Twisted Metal: Black, the Pro Racer handles just fine. A little bigger and a little more heft, and Gamester would be a great alternative. Instead, it's just an okay one.—Dan Elektro



Price: \$19.99. Contact: Radica Games, 800/803-9611, www.radicagames.com



## Best-Selling Video Game Titles: January 2002

TITLE	PLATFORM	PUBLISHER
1 Grand Theft Auto III	PlayStation 2	Rockstar
2 Final Fantasy X	PlayStation 2	Square EA
3 NBA 2K2	PlayStation 2	Sega
4 Madden NFL 2002	PlayStation 2	EA Sports
5 Halo	Xbox	Microsoft
6 Metal Gear Solid 2	PlayStation 2	Konami
7 Max Payne	Xbox	Rockstar
8 Max Payne	PlayStation 2	Rockstar
9 Agent Under Fire	PlayStation 2	EA
10 March Madness 2002	PlayStation 2	EA Sports

Source: NPD Funworld TRSTS Video Games Tracking Service, January 6-19, 2002

### STATIC

Starfighter... Jedi Starfighter... • If all goes well, by the time you read this, we should be Straight Intta Compton—GamePro's offices are on the move to Oakland in a brand-new shiny building. Stalkers, please note our change of address. • Georgia politicians are trying to make the sale of violent games illegal to gamers under 18. Of course, even E-rated games contain violent content in the form of "comic mischief." Vague? You bet. Maybe Georgia should look at Indiana's recent unconstitutional follies with coin-op games before going any further. • For any of you who still feel that copying a friend's game is a victimless crime: The game biz lost \$1.9 billion worldwide last year. That's roughly 38,000,000 copies of Grand Theft Auto III. • A Halo inter-office war has broken out with the teams of GamePro Red and GamePro Blue sharply divided by tales of backstabbing, cowardice, and cheap shots. Whose side are you on? Go to www.gamepro.com and check out Inside GP for the full scoop. • The British Medical Journal has identified a new game-related injury—hand-arm vibration syndrome—after a 15-year-old patient complained of pain in his hands. He'd played force-feedback games for seven hours a day for about two years. Does the term "an ounce of prevention" mean anything? Dude, get outside and see the sun. • Congratulations to Dan Elektro on his new look. It's about time the boy put on some clothes. • Resident Evil GameCube... Resident Evil GameCube... Resident Evil GameCube...

# LINUX ON PLAYSTATION 2

What belongs to no one, increases in popularity daily, and gives Bill Gates nightmares? It's Linux, the open-source operating system (OS) that some PC users are utilizing as an alternative to the omnipresent Windows. What's more, Sony will soon unleash Linux on the PlayStation 2 in its latest move to expand the PlayStation 2's capabilities.

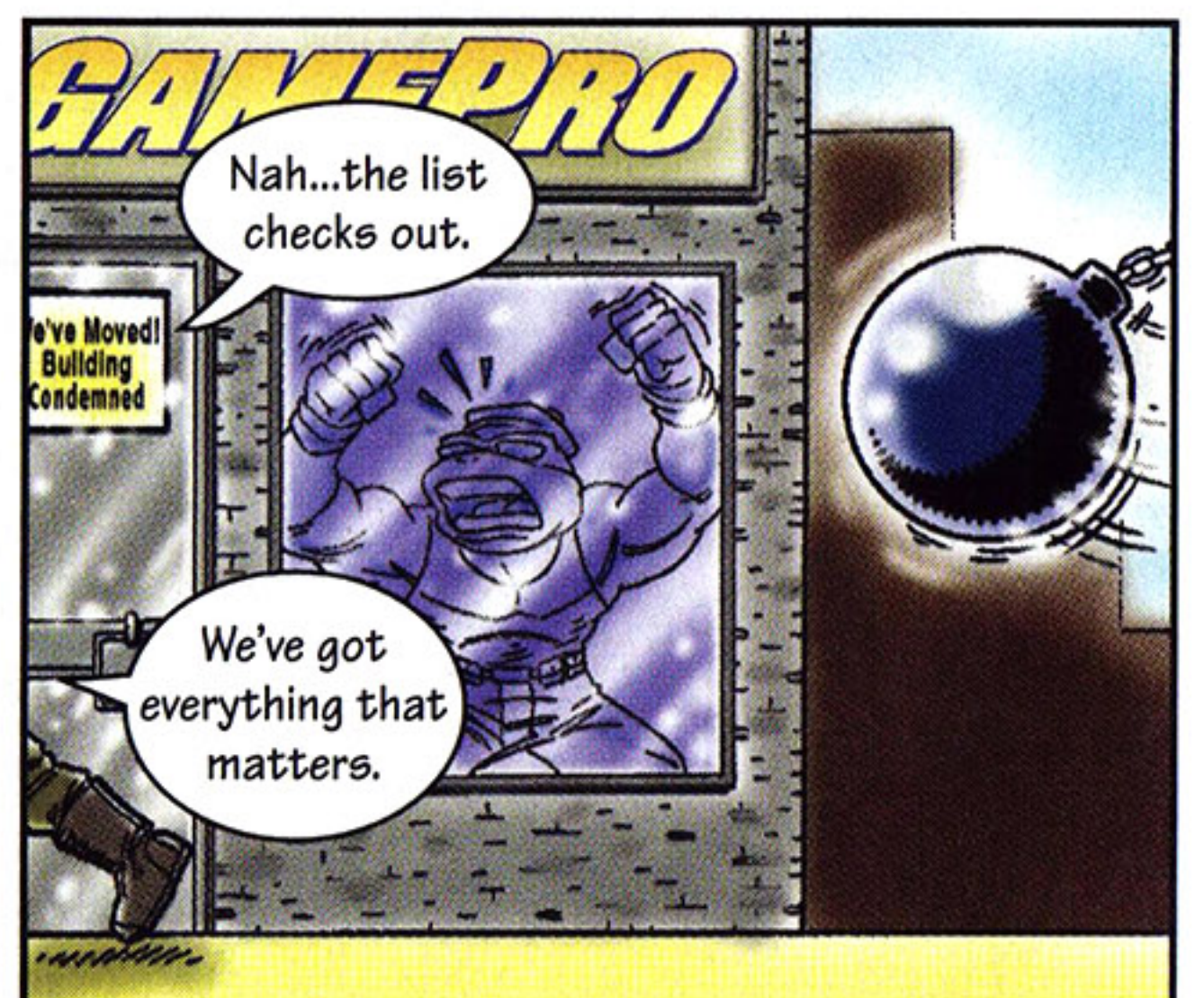
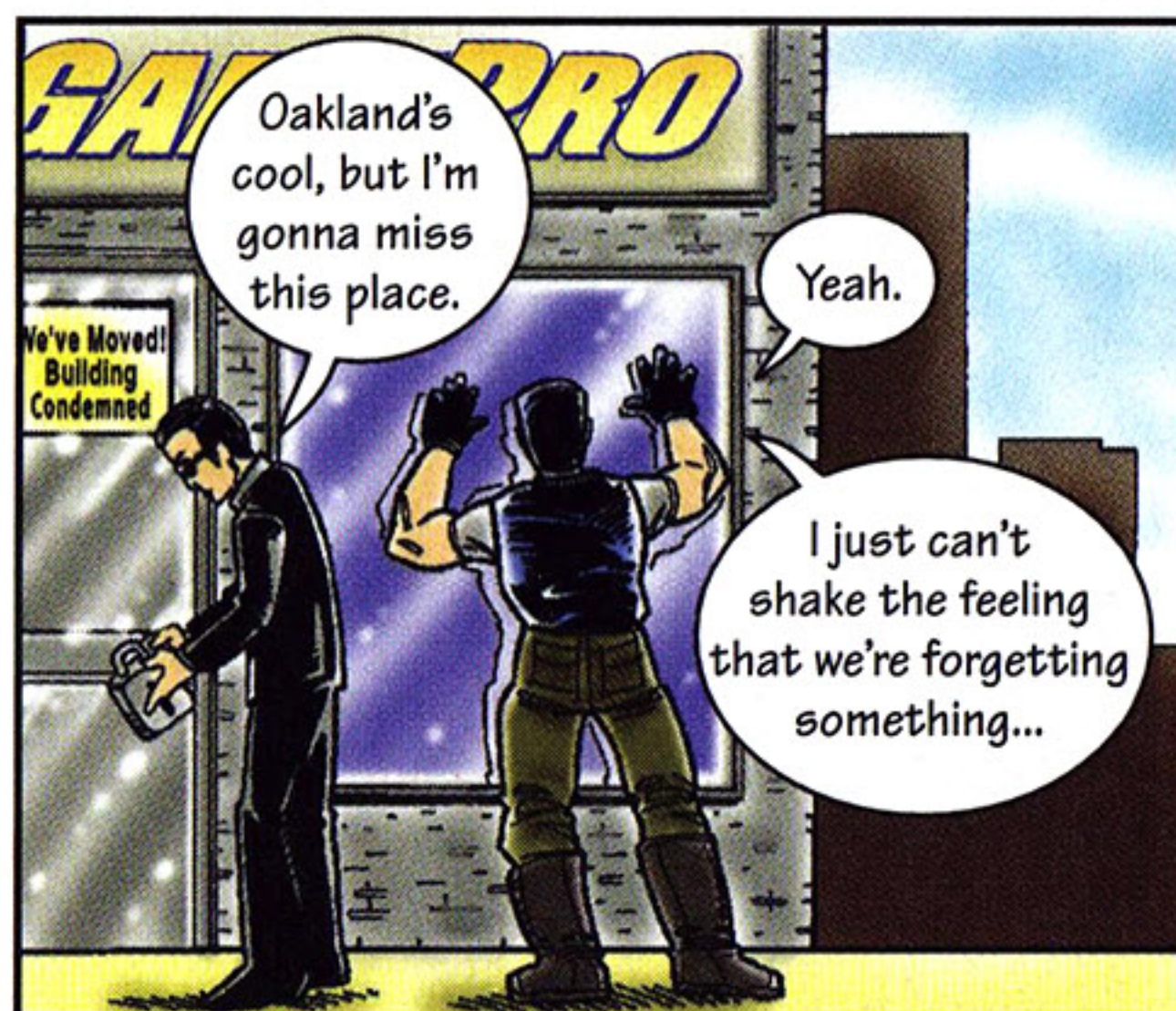
Being an open-source product—meaning that anybody can alter the core code and enhance it at will—the Linux environment appeals to both amateur and professional programmers. As demonstrated at last year's E<sup>3</sup> trade show, Sony has big plans for the PlayStation 2—plans that call for it to perform tasks well outside the realm of traditional game consoles like Web surfing, e-mail, and word processing. Linux on the PlayStation 2 could bring those PC-like changes about quickly since programmers will have the power to create whatever programs they see fit and will be able to run existing Linux applications on the PlayStation 2.

The Linux kits will cost \$299 when they go on sale in the U.S. this June; that price includes the Linux OS and tools, a 40 GB hard disk, and a USB keyboard and mouse.



The monitor is still optional, but the Linux kit for the PlayStation 2 will include a hard drive, keyboard, and mouse, making the machine increasingly PC-like.

# HIDDEN CHARACTERS "MOVING VIOLATIONS"



Babble: Auch 'n Amrich Doodles: Mao



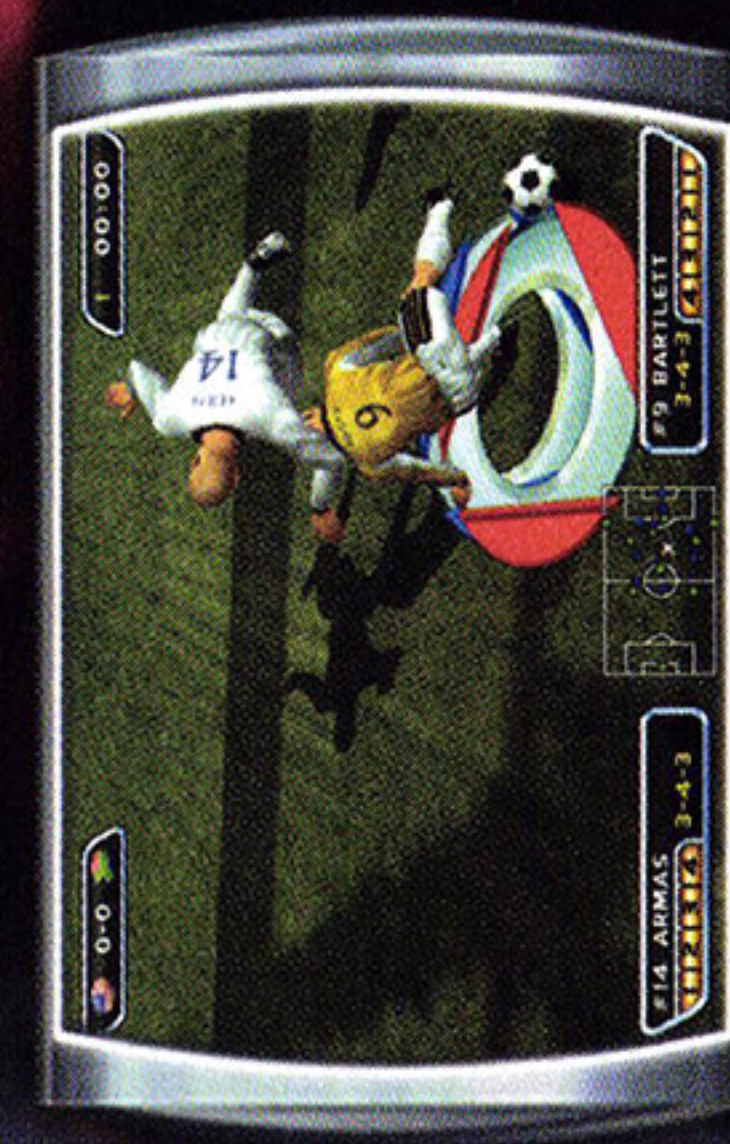
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PlayStation 2







# MAGIC

The Gathering

# ONLINE

Wizards of the Coast is taking the world's most ridiculously popular trading card game online. Is this a new beginning or the end of an era?

By Dunjin Master

**I**F YOU'RE A gamer at all, you've likely heard of Magic: The Gathering. What you may not have heard is that Wizards of the Coast is taking its card game online so you can play other Magic fans from across the country and all over the world.

## More Wizards Than Hogwarts

Magic: The Gathering is a hugely popular trading card game in which you take the role of a powerful wizard, summon creatures, and cast spells in order to defeat your foes. It started nearly a decade ago and has been going on strong ever since, despite cries that it's too expensive, too complex, and too addictive.


What's kept Magic going? It's a deeply strategic game that relies on both the luck of the draw and the player's skill in constructing a deck. There are nearly infinite combinations of cards available, and players pride themselves on their ingenious strategies and carefully built arsenals. There's also the collecting side of the game, in which certain cards are more rare than others, building an urge to trade among friends and sell cards to the highest bidder. Make no mistake, Magic is big business for both players and retailers who sell certain cards for upwards of \$20 to \$30 each.

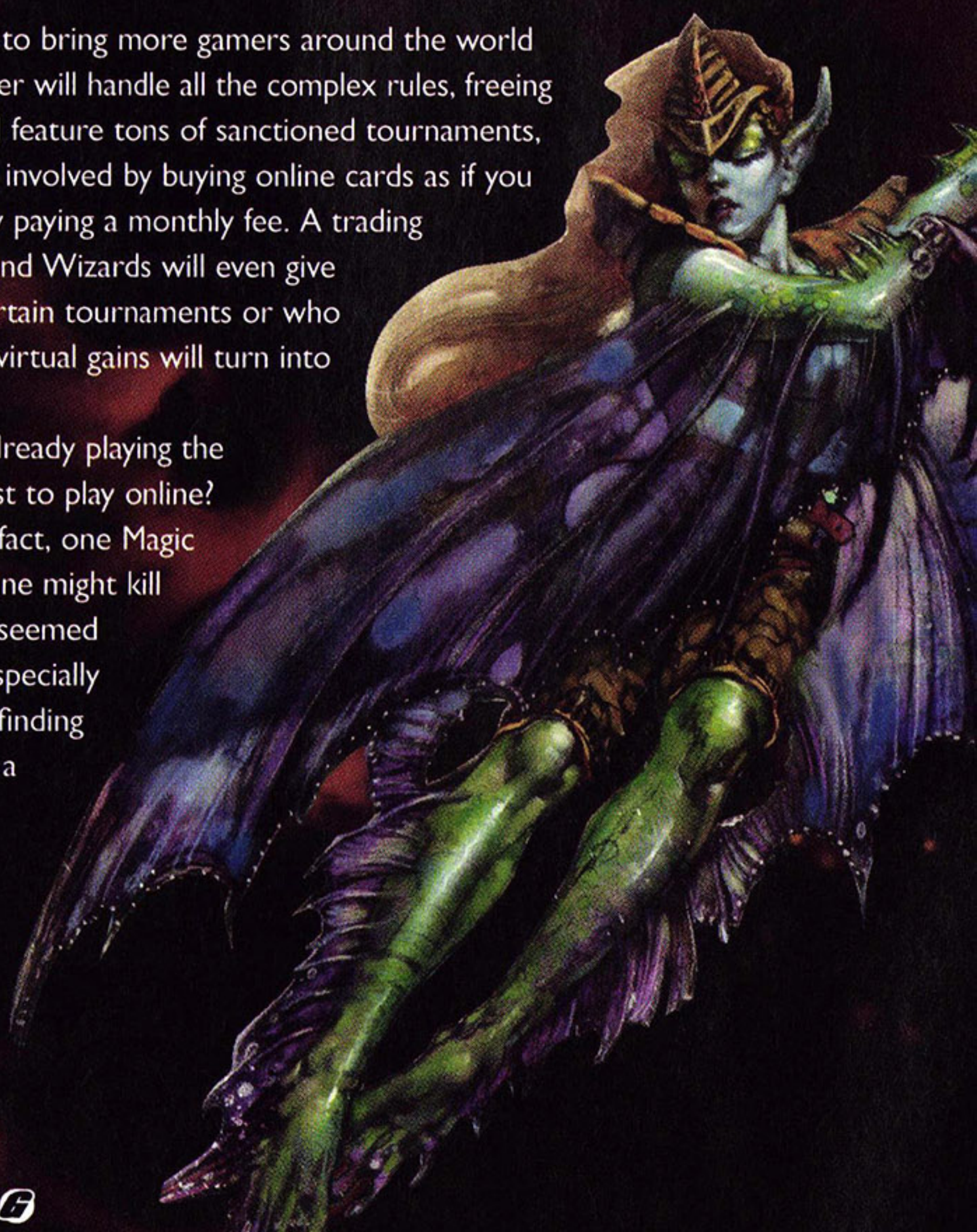
## New Source of Sorcery

So Magic: The Gathering Online is Wizards' attempt to bring more gamers around the world into the hobby, and so far, it looks good. The computer will handle all the complex rules, freeing you up to work on deeper strategies. The game will feature tons of sanctioned tournaments, sealed-deck games, casual play, and more. You'll get involved by buying online cards as if you were buying paper cards in the real world—not by paying a monthly fee. A trading post will facilitate finishing off your complete set, and Wizards will even give away full sets of paper cards to those who win certain tournaments or who collect full sets of online cards. For the first time, virtual gains will turn into material gains.

The question comes up: Will those who are already playing the tabletop Magic pay *again* to buy the same cards just to play online? Many Magic players and retailers don't think so. In fact, one Magic player *GamePro* interviewed figured that Magic Online might kill the tabletop game or vice versa. Few Magic players seemed willing to buy their sets again just to play online—especially when there are so many players out there now that finding a tabletop game is as easy as casting *Unholy Aura* on a *Zombie Lord*.

## Remain Tapped Until Spring

Still, there are those out there who love the idea of a computer judging the rules and to whom the prospect of having a sortable, searchable deck online is attractive. Gamers interested in Magic but who have been turned off by the tabletop culture might want to keep an eye on Magic Online, which should be ready to go by this spring. 






# Crash is going small in a huge way.



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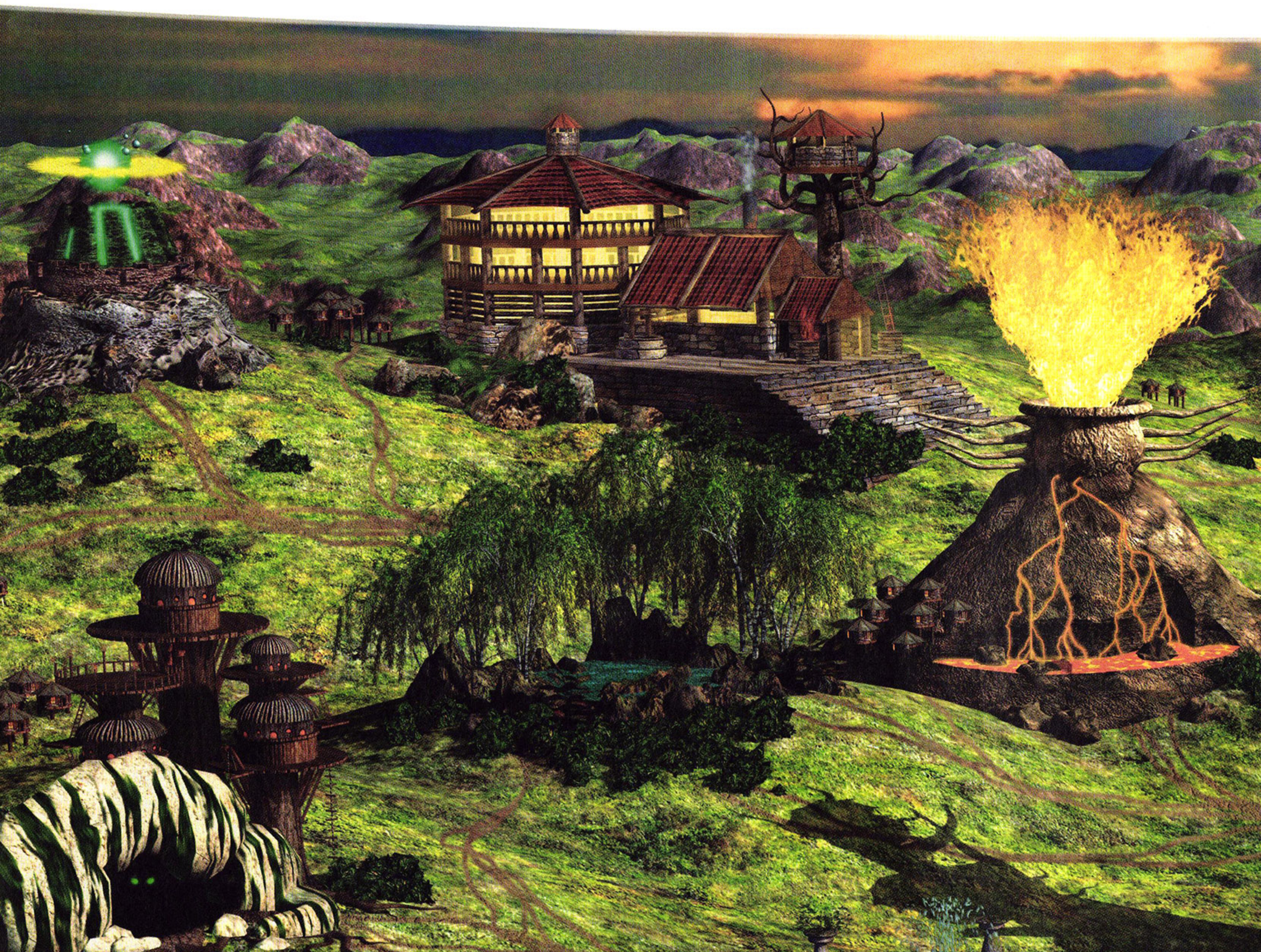
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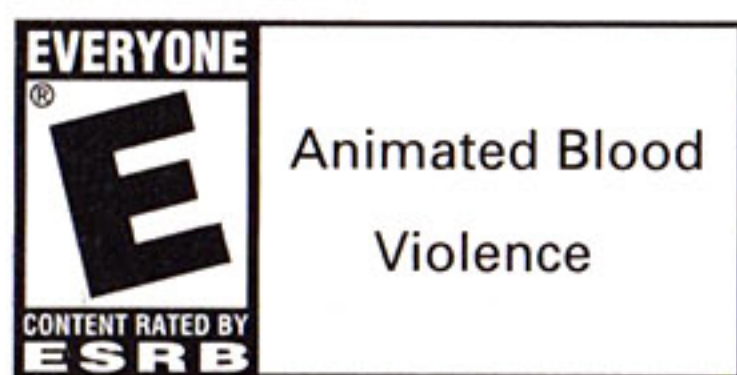
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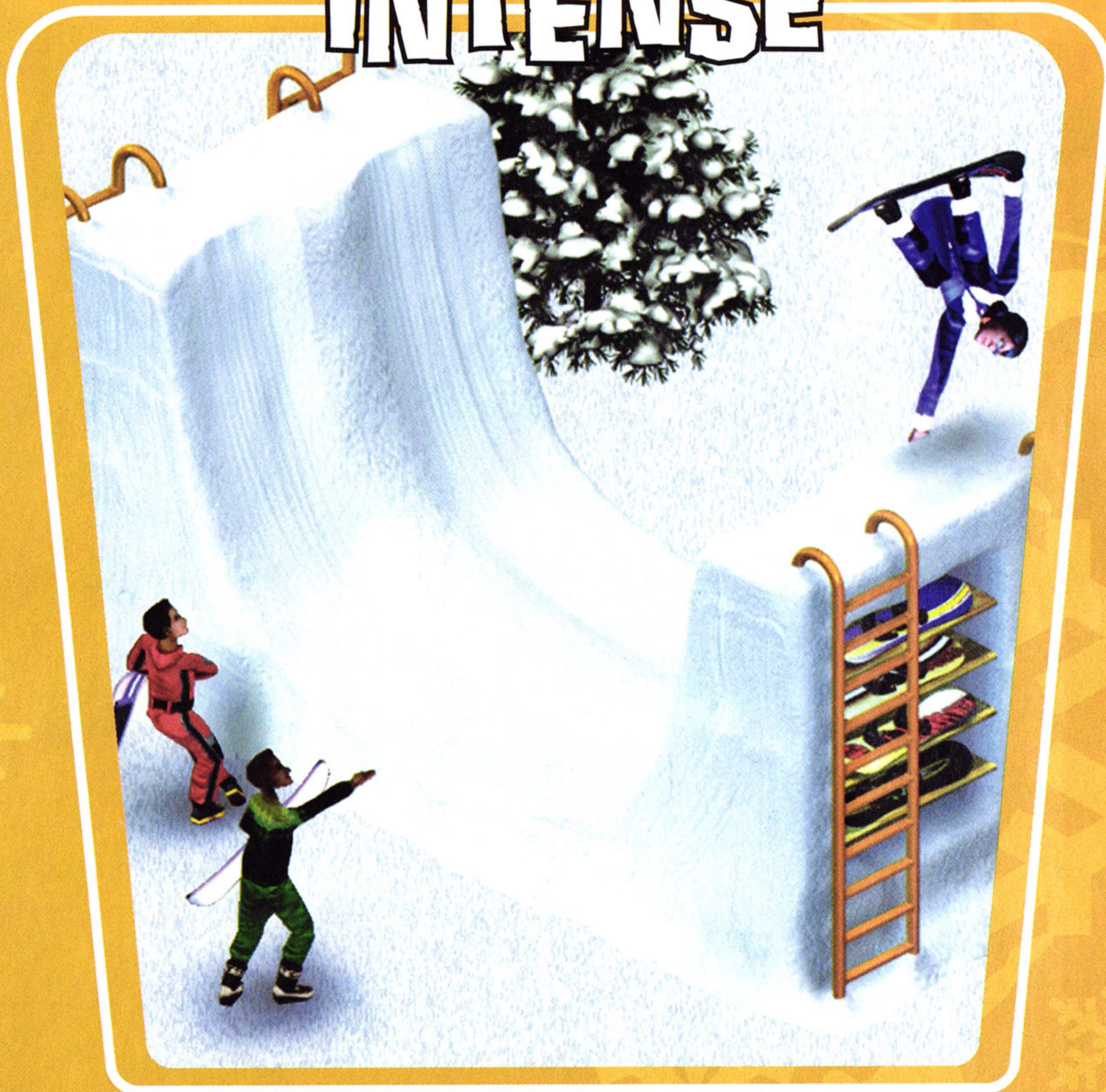
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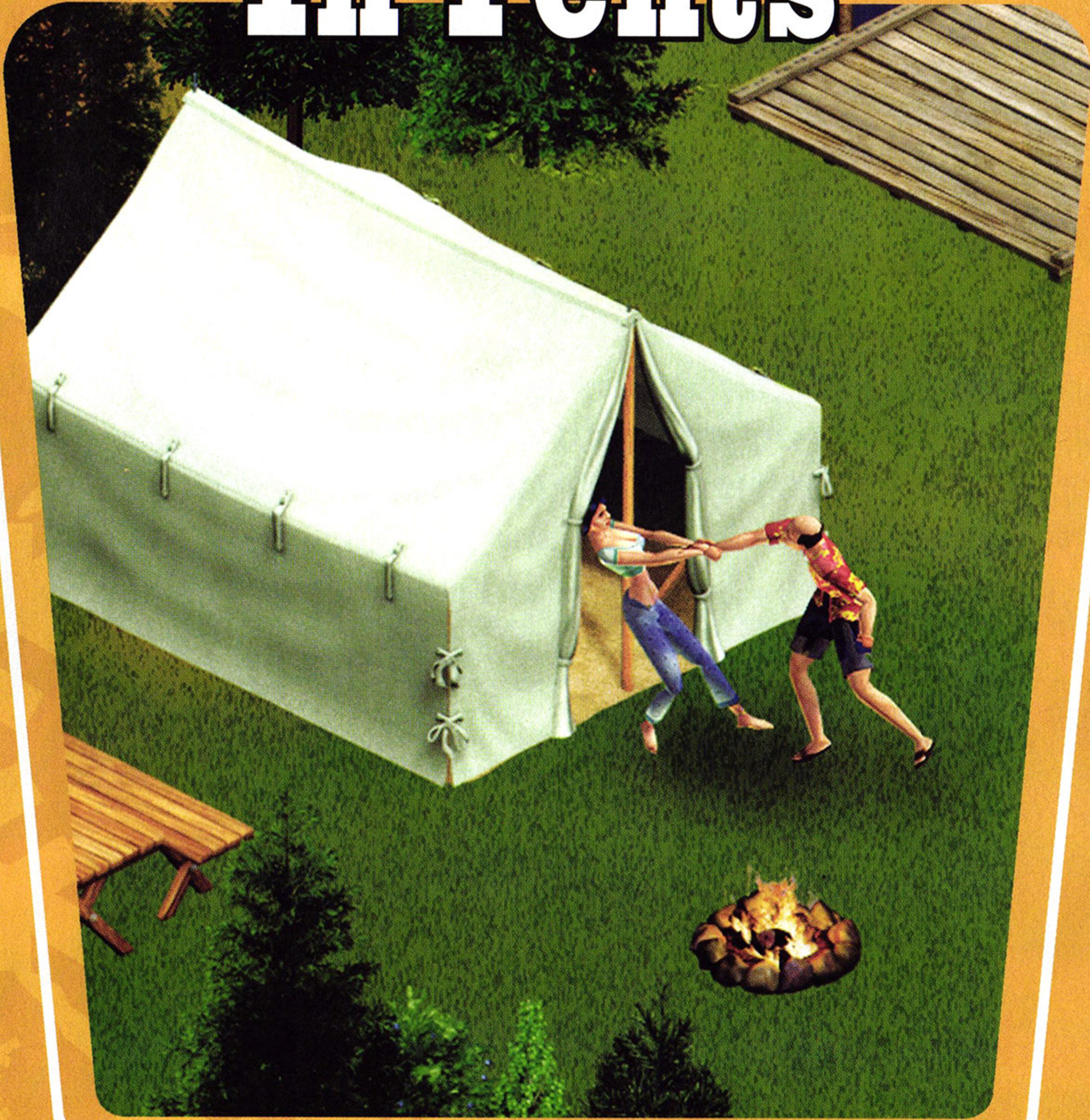
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# A CHEST OF MEDALS

The highly decorated Medal of Honor series has garnered plenty of glory, but its campaign has only just begun. Four new games are plunging through boot camp for release this year, leading off with *Medal of Honor Frontline* for the PS2. *By Air Hendrix*

AFTER TWO NOW-CLASSIC tours of duty on the PlayStation, the Medal of Honor series stormed PC beachfronts in January with *Allied Assault*. That PC debut became a blockbuster practically overnight, cementing the franchise's position as one of gaming's mainstays and guaranteeing plenty of anticipation for the upcoming sequels. After scouting the battlefields with developer EA LA, the latest intelligence reveals a wave of highly promising World War II-based first-person shooters scheduled for release in the coming months. *Medal of Honor Frontline* for the PS2 leads the charge in a year where the franchise will also see action on the Xbox, PC, and Game Boy Advance. Ahead, you'll find in-depth looks at *Frontline* and at *Team Assault* for the PC, along with early details on the Xbox and GBA games.



The level of detail in *Frontline's* environments is truly impressive: Against a backdrop of bomb-shattered buildings, Allied troops face down a German tank and fighter plane across a bridge.



Thrown from his boat by artillery during the Normandy invasion, Private Marty Barnes wades ashore at Omaha beach in the first of *Frontline's* two prologue levels.

## AT THE FRONT LINES

Scheduled for release on D-Day (June 6), *Frontline* marks the series' first foray onto the next-gen consoles, but it's also returning to its roots by focusing on Lt. Jimmy Patterson, the hero of the first MOH. He'll tackle one long, sweeping mission spread over 18 levels as he races across Europe to steal the

Nazi's HO-IX plane, an experimental fighter of great strategic value. As Patterson works his way to the HO-IX production facility, a famous Allied offensive called Operation Market-Garden begins all around him. He'll take frequent detours to help with this important operation, saving key bridges from destruction, taking out a U-boat, assisting pinned-down British troops, and even infiltrating a Nazi rally.

Two additional levels will also be set as a prologue. Playing as a new character, Private Marty Barnes, you'll have to survive a brutal landing on Omaha beach in Normandy. A demolitions expert, Barnes will also appear as an NPC later in the game, joining forces with Patterson to plant charges on German tanks in Holland.

But with three MOH games before it, how will *Frontline* avoid the problem of sequel sameness? The game's tone, explains Scott Langteau, producer at EA LA, will make the difference. "There's an ever-present feeling of progression toward your goal while assisting in the seriousness of what's taking place around you," he says. "The vastness of scope in which you are a direct participant is something we haven't been able to convey before due to the limitations of the previous console."



Even though wanted posters showing his mug are plastered everywhere, Patterson must trust his stolen German uniform and I.D. papers to adequately disguise him as he attempts to infiltrate this Nazi-held train station.



Explosions rock the screen as Patterson rides a mine cart toward the HO-IX production facility.



## NARROWING DOWN THE TARGET

Frontline has also changed more than a little since it was first covered (see *GamePro*, August 2000), focusing solely on one-player action as the team had to shelve its early concepts for both multiplayer gaming and squad-based gameplay. Multiplayer hit the cutting-room floor as a necessary part of creating a one-player game that met the “quality bar we sought,” says Langteau.

Taking out squad-based action, though, was more of a design decision (initially, the player was going to maneuver a four-man squad through Frontline, issuing orders via the D-pad). Chris Cross, lead game designer at EA LA, explains: “It was turning into this overly complicated game mode that detracted from our core gameplay,” he says. “There will still be some squad action, but Jimmy won’t have direct control. Other characters more suited for certain jobs will lead with Jimmy helping out where he’s able.”

Another exciting improvement over the series’ PlayStation days, however, remains intact: large-scale battles. With the PS2’s greater horsepower behind the scenes, the utter mayhem of the Omaha beach landing—or the turbulent street-warfare element of fighting through a Nazi-infested town—already vividly came to life in an early preview version. “These large-scale combat scenarios definitely convey some of the feeling of chaos during battle without being frustrating,” reports Cross.



The characters in *Frontline* all sport detailed facial expressions, such as the angry determination on this Nazi sailor’s face as he swings the butt of his firearm at Patterson.

## THROUGH A SNIPER SCOPE DARKLY

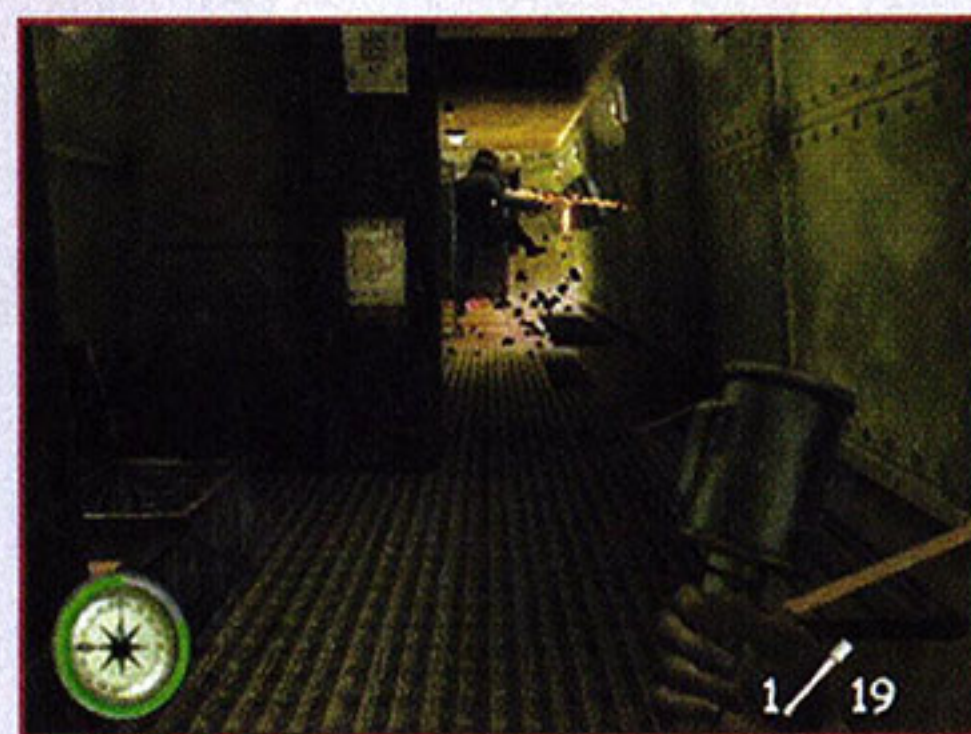
On the firepower side, it’s hard to add cool new weapons because, well, there were only so many WWII weapons in the first place, and faithful historical accuracy has always been one of MOH’s hallmarks. Still, Frontline’s firearms are being retooled to improve their details and functionality.

“You can now ‘cook’ your grenades (pull the pin and delay the toss so the enemy stands less chance of catching it or kicking it back at you),” Langteau explains. “Also, the M1 Garand rifle releases its last round with the familiar ping that gave many an Allied soldier away to his enemy as the clip was expelled into the air.” Along with the obvious graphical enhancements, the weaponry’s “kick” and accuracy will also be more realistically modeled.

High-quality A.I., animation, and sound are MOH’s other hallmarks, and Frontline’s coming on strong in all three areas. “Frontline will be our deepest audio experience yet,” says Erik Kraber, EA LA’s director of audio. He reports that the game will have nearly 3000 lines of dialogue, dynamic music that changes with gameplay events, new sound effects recorded while firing authentic weaponry, and ambient sounds captured at battle re-enactments staged by hundreds of WWII enthusiasts.

More than 3000 animations will also join forces with robust new A.I. to make the enemies and allies look and behave more realistically. “A great example,” says Langteau, “is the Nazis working together to man the machine gun. If you take out the gunner, they’ll grab him, toss his body aside, and take over the weapon, continuing until no one’s left. They’ll also rush you and take you out in ways they haven’t before—not to mention the Stukas [German planes] letting you have it from above!”

CONTINUED ►



Inside an armored German train, the blast from Patterson’s grenade sends a Nazi flying.



Deadly Stuka planes hurtle past overhead as Patterson battles street by street through the French town of St. Mathieu.



Finding medics will be one of the keys to surviving Omaha beach—they’re the only way to score health packs.



In Holland, Patterson meets up with Barnes as the pair is tasked with locating and demolishing an encampment of German tanks.



The Omaha beach level is utter pandemonium; the player must contend with unpredictable artillery rounds and relentless machine-gun fire from the bunkers.



Veterans of Allied Assault will certainly recognize this scene, but Frontline’s Omaha beach levels don’t exactly duplicate Allied Assault’s.

## DEPLOYMENT SCHEDULE

- Medal of Honor  
Frontline PS2 . . . . . June 6
- Medal of Honor  
Underground GBA . . . . . Spring/Summer
- Medal of Honor  
Team Assault PC . . . . . November/December
- Medal of Honor  
Xbox . . . . . November/December
- Next wave of Medal  
of Honor games . . . . . Late 2003





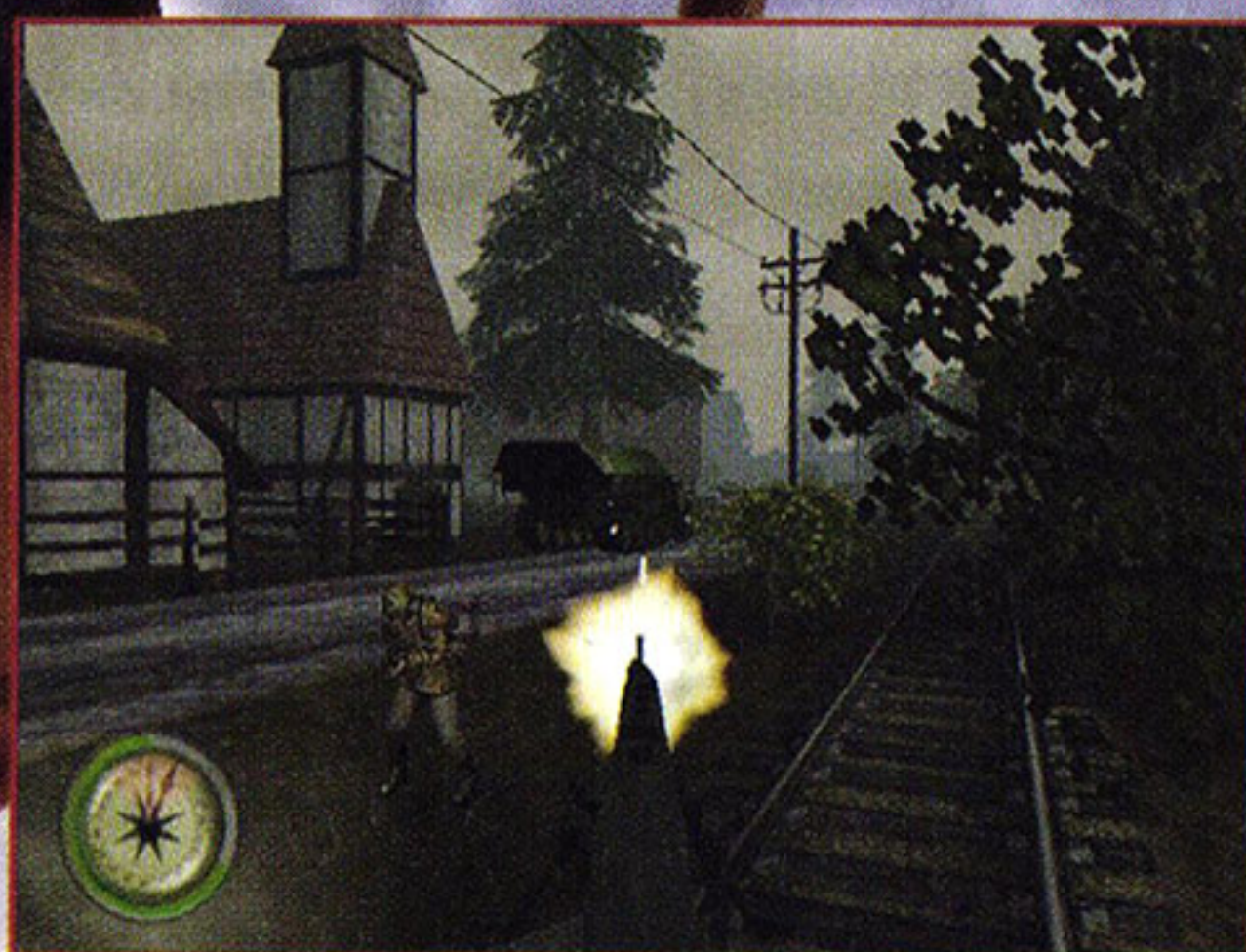
Artillery rounds wreak havoc as Barnes' boat heads toward Omaha beach.



As Patterson prepares to sabotage some German trucks, he fends off troops responding to an alarm.



In a scene that's surely inspired by *Saving Private Ryan*, Patterson struggles to fend off a German tank advancing across a bridge.



Patterson blasts through the German countryside in one of Frontline's several rail-shooter levels.



"We who are about to die..." don't even have time to salute if a tank shoots first.

### BEHIND THE TRIGGER

An early preview version of Frontline proved that all this work is coming together in jaw-droppingly good form. The richness and detail of the scenery was dazzling, and there was never a calm moment as Allied troops rushed frantically about, planes buzzed by overhead, and shells suddenly whistled down and exploded in front of you. It truly conveyed the feeling that you were part of something bigger—a welcome departure from the video-game stereotype of one hero against the world.



Wheeling around a corner, Patterson lines up a head shot on a Nazi guard.

Plenty of tuning naturally needed to be done, particularly with the controls and frame rate. But the game just looked awesome considering that four months of development remained to craft the finishing touches.

### XBOX & GBA CAMPAIGNS

While Frontline seems poised for PS2 stardom, EA hasn't forgotten about gaming's other platforms. This holiday, Xbox gamers will get a crack at a version of either Frontline or Allied Assault—it all depends on Microsoft's online plans. "We're working closely with Microsoft to bring the full MOH



Lt. Jimmy Patterson will work side by side with Allied troops throughout Frontline, though the player has no direct control over these NPCs' actions.



Cool ambient details, like the food lining the shelves of this U-boat's kitchen, help bring the levels to life.



An unlucky Allied paratrooper's chute is tangled in this windmill, leaving him dangling helplessly.

CONTINUED ►



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experience to that platform," says Rick Giolito, executive producer at EA LA. "Ideally, we'll take Allied Assault to the Xbox with 32-player online play." But if the online side has to drop out, the team will switch to Frontline. Either way, it won't be just a straight port—"we'll do something special, too," Giolito adds.

On the Game Boy Advance front, MOH Underground is being ported over from the PlayStation for a spring/summer release. While the idea of taking a PS game to the GBA sounds like a challenge, producer Jon Galvan says fans of Manon, the game's heroine, won't be let down. "We're faithfully re-creating as much as we can," Galvan says. "You'll be shocked to see how much we can do." Naturally, the graphics will be scaled back a bit, but in terms of missions and weaponry, it will be identical to the PS game.



Leaping out from cover, Patterson hurls a grenade at a German tank that rolls past his position.



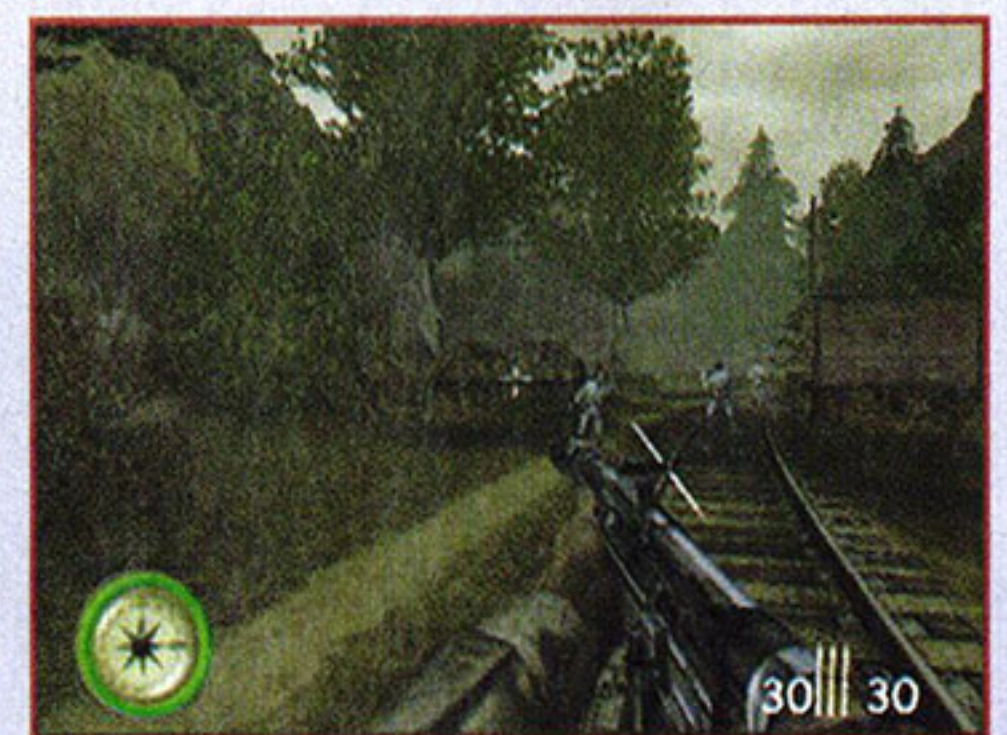
Packing a shotgun, Patterson faces down a terrified Nazi trooper.

### PC FIREPOWER

The biggest news for MOH fans, though, is an all-new PC add-on pack called Team Assault. Returning to duty from Allied Assault, Lt. Mike Powell will tackle three new single-player missions that span nine levels, and as the game's name suggests, the focus will be on squad-based combat. "Rather than one-player run-n-gun," Giolito explains, "the goal is to bring the relationship between the player and the guys on his squad to the forefront. World War II was really about the fight at the squad level."

To back that up, Giolito's team is hard at work on the A.I. for the NPCs. "They'll have names and personalities—you'll care about them," he says. The

missions will reflect that as Powell will work with British paratroopers, OSS agents, and—reluctantly—the Soviets. The settings will include Holland, the famous Battle of the Bulge, and the Soviet invasion of Berlin, which, Giolito says, "will be the final word in truly vicious urban combat." Other highlights include new weapons like smoke grenades and nine new multiplayer maps.



Frontline is one long, continuous mission with plenty of detours, but Patterson's overall goal is to hijack the Nazi's secret HO-IX plane.

### THE PACIFIC THEATER?

The juggernaut that MOH has become shows no signs of slowing as Giolito also hints that late 2003 will see a round of entirely new multiplatform MOH games. "They'll be thematically similar," he says, "but each platform will have its own game."

When asked if those games will begin exploring the Pacific theater (the other half of the war that stretched from the Philippines to Japan and beyond), Giolito responds with a sly but hearty "no comment!" It seems like a reasonable guess, though—after all, how many bombed-out European villages will gamers be willing to storm before the thrill starts to fade? For now, though, the answer is definitely "lots!" as EA LA has a compelling slate of first-person shooters lined up to blitzkrieg gamers this year.

Note: All screens shown here are from Medal of Honor Frontline.



The sound in the preview version of Frontline was already captivating, especially in surround. Here, Allied soldiers yell as they charge and bullets zing everywhere as Patterson hammers away from behind a mounted machine gun.



With a Dutch windmill in the background, Patterson and Barnes take out a pair of German soldiers.



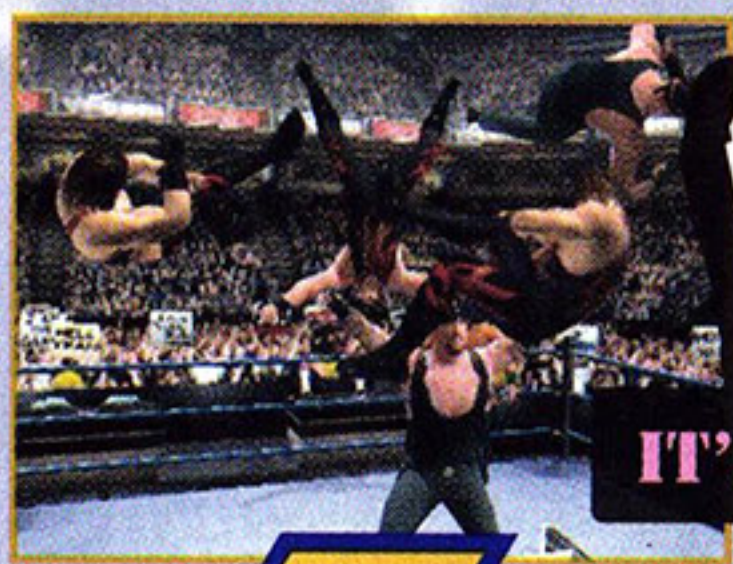
Taking cover inside a bakery, Patterson has the drop on some unsuspecting Nazis with his sniper rifle.

### THE WAR'S NOT OVER!

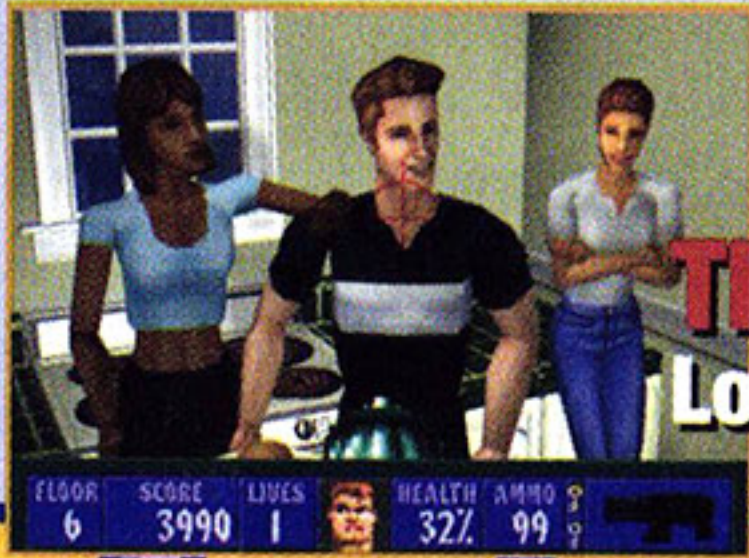
If your thirst for Medal of Honor hasn't been slaked, head over to [www.gamepro.com](http://www.gamepro.com) and delve further into the war with in-depth interviews of the games' designers that cover:

- The challenges of designing good A.I.
- More details on Team Assault
- Their thoughts on developing for the PS2
- The real story behind MOH Underground's Panzerknacker
- And tons more!



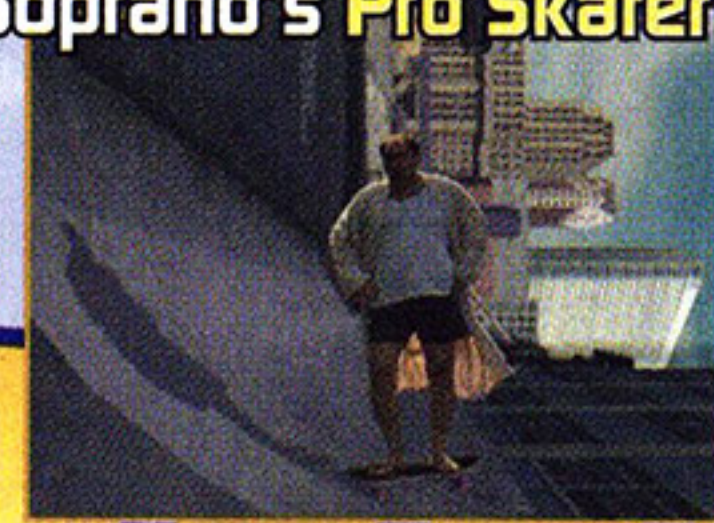


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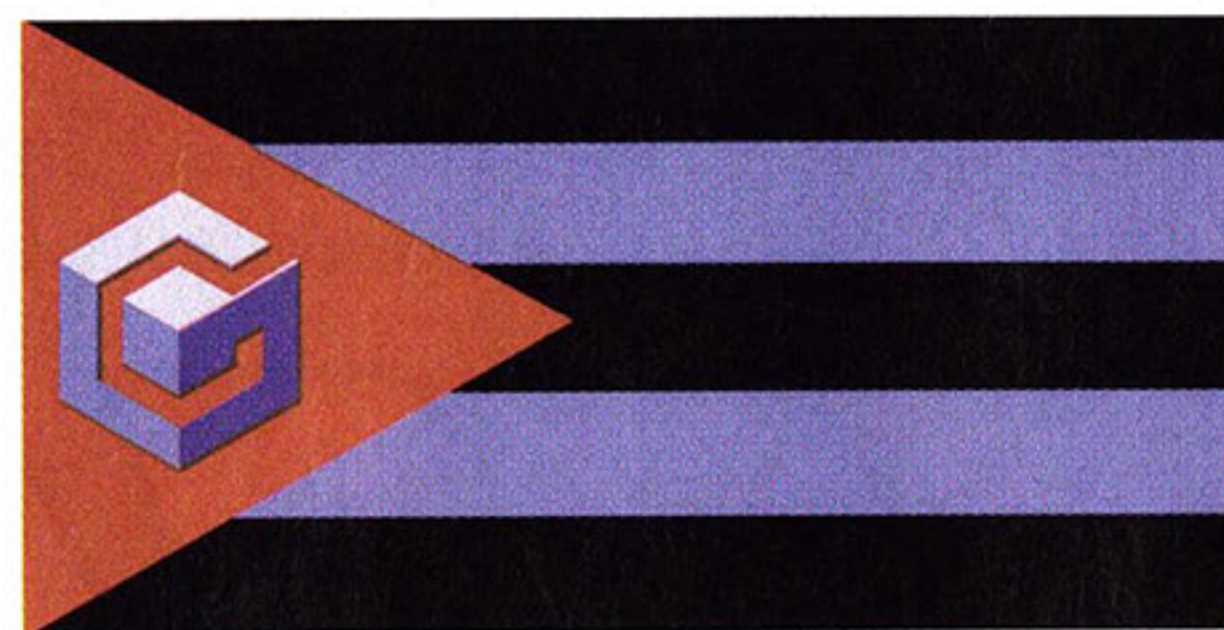


# NINTENDO RENAMES COUNTRY "GAMECUBA"

Microsoft counters marketing move by annexing "Xboxistan"

Taking the console wars to a new level, Nintendo announced this week that it had successfully wrested control of Cuba for the purposes of its \$100 million marketing campaign, dubbing the newly liberated country "GameCuba."

"Damn, this is way better than some crappy trailer tour across America," said HRH Shigeru Miyamoto I, wearing a Burger King paper crown and wielding a hastily constructed scepter made primarily of human bones and broken Game Boy Pockets. "Not only can we export the game machine that looks like a purse but plays like a console to America, but we



GameCuba's new flag will be flown whenever the national anthem is performed: Mario's "DOO-doo doo doo-doo-DOO! (Bomp)."



Newly formed kingdom GameCuba's monarch—King Miyamoto

can also compete with America directly as a superpower. Plus, we've got cigars." King Miyamoto's first act was to declare GameCuba's national flag to be stripes of Jet, Indigo, and Spice; his second was to have all the country's stationery changed; the third, to name Donkey Kong, Kid Icarus, and those two Eskimo freaks from Ice Climber to serve on his cabinet.

Not to be outdone, Microsoft's Bill Gates, speaking from his corporate compound in Redmond, announced the "strategic acquisition" of Uzbekistan, which will henceforth be known as Xboxistan. "I know a thing or two about world domination," said Gates, "and taking over an island is about the stupidest newbie mistake you can make." Microsoft liberated the Middle Eastern country with a combined political manifesto and press release known as the "Declaration of Independ-X."

When finally contacted in an underground bunker in an undisclosed location, Sony executives seemed nonplussed by the global events. "Let them fight it out," said Sony's Kaz Hirai, gritting his teeth and sweating profusely. "Not only can they not launch missiles without a PS2, but we've already got America in the palm of our hand." He then broke into maniacal laughter.

NEWS BITS

- Capcom, SNK, Marvel Reach Peace Accord
- Crazy Taxi Seeks Professional Help
- Tetris: The Movie In Production
- Nietzsche Says G.O.D. Is Dead; Mike Wilson Responds with Vulgarly
- LameNow Blatantly Rips Off LamePro, Too

**COVER STORY!**

As promised! First world exclusive on Halo Kitty! Yeah, that'd be cool, wouldn't it?

## Sacre Bleu! It's...

# GAMEPREAUX

### Army Monsieurs

- Haloux
- Cel Damáge
- Deus Ex Deux
- Luigi's Maison
- Gran Turismeaux
- Jet Grind Radieux
- Grand Theft Autoaux
- Maximeaux
- WWF Royale Rumble
- Twisted Metal: Noir



N'essayez pas de l'acheter—ce n'est qu'une plaisanterie!

## the bleeding edge

### The Wheel

By The Wheeze

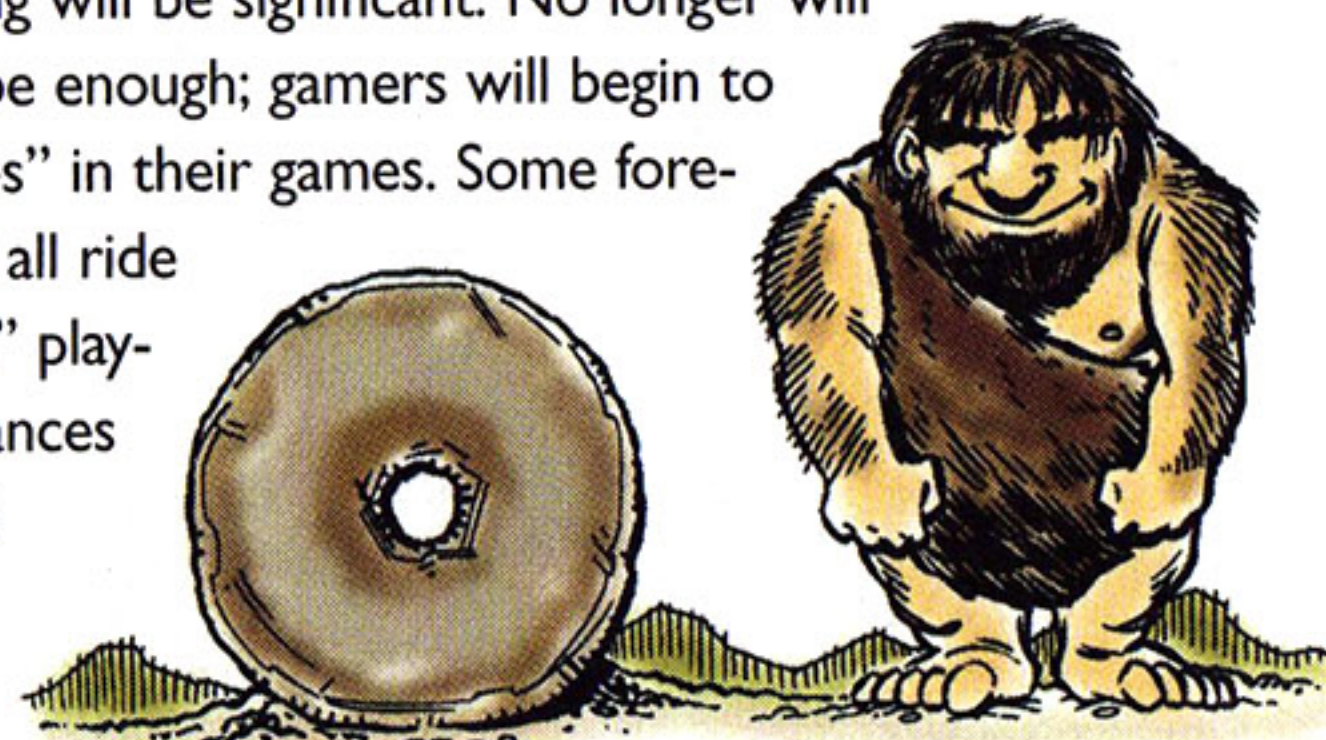
Engineers in Stone Age Mesopotamia have finally completed a project that should have a huge impact on the gaming world. Previously known by its project title "Adamantium Sky-Bunny," the product is now simply being called "the wheel." Many believe that this discovery could revolutionize racing games as we know them.



The wheel's innovative design is the realization of the theories of one Dr. Ogg Morgunk, who believed it possible to build a structure with no flat surfaces whatsoever. Dr. Morgunk realized that a non-flat, or "round," surface would enable a vehicle to "roll" along, providing a much smoother ride than our modern-day "push-go" fabtraptions. What this means is that automobiles will be able to "move forward" rather than sit still as they do now.

The impact on gaming will be significant. No longer will staring at a still screen be enough; gamers will begin to demand "moving vehicles" in their games. Some foresee a day in which we'll all ride in our "wheel machines," playing our Game Boy Advances at speeds in excess of 65 miles per hour.

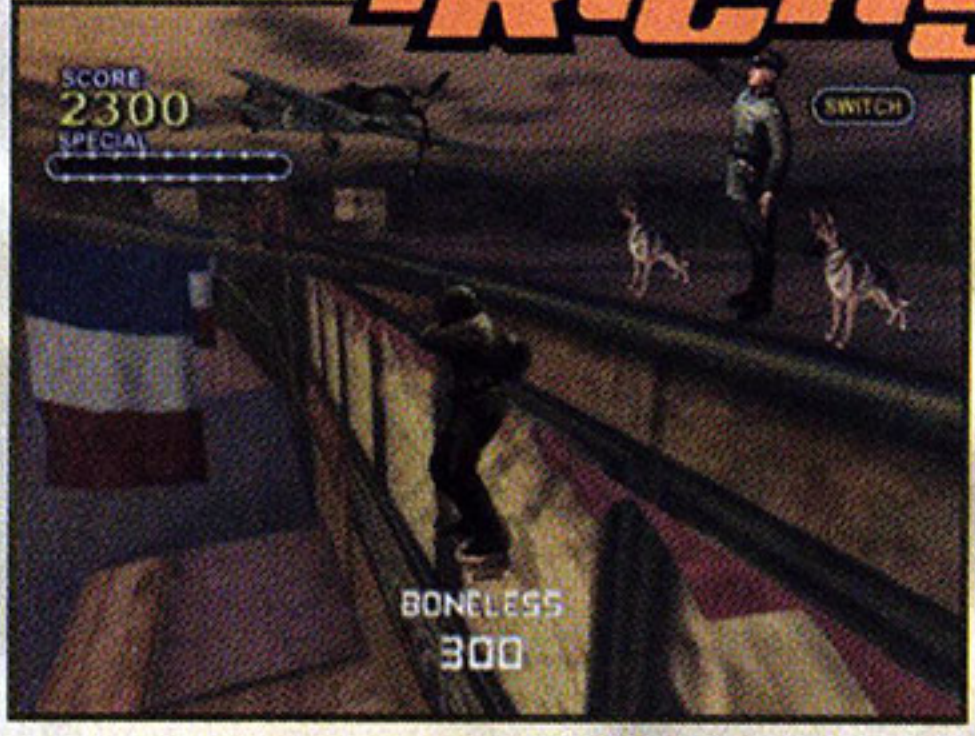
What's next? Fire?



Wheel prototype and its inventor, Dr. Morgunk



## MEDAL OF HONOR TRICKY



**PROTIP:** Snipe the Nazis at the skate park in Paris and then nab the German Razor Scooter to evade the guards.



**PROTIP:** Score multiple kills at once while busting an ollie to fill your Trickometer quickly.

**A**CHTUNG! IT MAY be tricky to rock a rhyme, but it's trickier to bust a mad 1080 while popping caps in Europe's oppressive Nazi overlords. Welcome to the gritty, realistic, and extreme world of Medal of Honor Tricky.

### General Patton's Pro Sniper

If you've ever wanted to just flip out and kill Nazis while perpetrating mad grinds off the turret of a Panzer tank, here's your chance. Medal of Honor Tricky features 27 levels of Hun-blasting, air-gettin' good times. You'll find over 15 real-world weapons and 39 extreme boards, skates, and other vehicles as you enter the European killing fields to show Jerry just how big you can go. Historical accuracy is dead...this time it's tricky, baby!

Medal of Honor Tricky has benefited from consultation with some of the finest military and extreme sports minds in the business, and it shows. The sniper placement around the half-pipe outside Stalingrad just seems real, while the white-knuckle jet-ski chase through the sewers of Paris has to be seen to be believed. Real-world big-air physics allow you ultimate control as you rail-grind off a German U-Boat or do a kickflip off Adolf Hitler's face. Multiplayer modes include Skatentag, Deathmatch, and even a cool new mode called Carrier Duel, in which you and a friend pilot aircraft carriers and just go at it, complete with big explosions.

### A Deck That Will Live in Infamy

If you like accuracy with your gritty war sims, look elsewhere. This game is so good that we didn't even mention its graphics or sound. Fans of WWII and extreme sports will want to go big on the lip with Medal of Honor Tricky.



BY DIAPER DESTROYER

- Developed by 2015.75
- Published by EA Games BIG
- \$10.80
- Available: Summer 1945
- Extreme WWII
- 476 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
8.0	5.0	3.0	7.8



**PROTIP:** The best way to capture the Axis half-pipe in Berlin is to throw a grenade and then do a manual 720 butt-slide dropout tailgrind.



## B BLEAK previews

### Iron Chef RPG: The Kaga Saga

IF MEMORY SERVES me correctly, Iron Chef Japanese has disappeared, and you must fight to take his place in The Kaga Saga, the world's first cooking RPG. You'll have to search



Japan, fighting the best chefs in the world to win precious ingredients, improve your cooking skills, and solve the mystery of the Iron Chef's disappearance. If you're good enough, you'll be invited to Kitchen Stadium to compete before Chairman Kaga himself. Whose cuisine will reign supreme?



BY FUNYUN MASTER

- Developed by Allez Cuisine
- Published by Kitchen Studios
- Target release date: Fallen



OVERSEASICK PROFILE



### Army Men: Operation Clean Latrine



IT'S A DIRTY job, but someone's gotta do it—and that someone is you! As the only expansion left for the Army Men franchise, Operation Clean Latrine will arm you with a scrub brush and some heavy-duty rubber gloves,



then let you loose in the barrack restrooms of the few, the proud—the latrines. Get that bowl super-shiny, or you'll face the sergeant's wrath and maybe KP duty as well. Bonus points for using one of those things that turns the water blue.



BY BRO BUZZED

- Developed by The Tidy-Bowl Man
- Published by 3D0hNoNotAnotherOne
- Target release date: 1800 Hours



LOOK SHARP, MAGGOTS





## Resident Evil: Bio Bash

TO HELP WAIT out its exclusive contract with the LameCube, Napkom is padding its lineup with Resident Evil: Bio Bash. You'll be able to take on three friends in over 25,000 mini-games, including Master of Unlocking, Don't Shoot—I'm a Human, Jill Sandwich, and more. Aim for the Head mode will put you and your friends on a square platform with hundreds of zombies, while Play It Again Sam will ask you to constantly replay the same levels to try for faster times. Can you survive the fun?



BY STAR RINGO

- Developed by Umbrella FunSoft
- Published by Napkom
- Target release date: Last Wednesday



**WORST LOOK**



## Capcom vs. SNL

HOT ON THE heels of Capcom vs. NOW and Capcom vs. ATF comes the biggest crossover/franchise battle yet! In Capcom vs. SNL, you'll choose



from over 200 fighters—just wait until Evil Jill Valentine, Dante, Albert Wesker, and Maximo take on Saturday Night Live legends like Land Shark, the Spartan cheerleaders, Toonces, and Belushi's Samurai, among 192 others. There won't be music this time around, just a laugh track that kicks in at different volumes. Best of all, you'll be able to make Kattan, Shannon, and others pay in blood for the awful SNL character movies that have been inflicted upon us. And the battle won't end here—underground sources whisper that Capcom vs. NBC is currently in the works...



BY MAJOR LORNE MICHAELS

- Developed by The Not Ready for Prime Time Players
- Published by Studio 8H
- Target release date: ADN (Any Day Now)



**HANDS-OFF**

## Lord of the Rings Xtreme: Frodocross 2002

FINALLY, THE RICH fantasy world of J.R.R. Tolkien meets the daredevil antics of motocross racing! In Frodocross, you'll be able to jump on a 750cc crotch rocket and power your way through the hills, valleys, and misty mountains of Middle Earth in your quest to dump the One Ring into the fires of Mount Doom—while you leap over the flaming pits on two wheels! As you progress, other members of your Fellowship of Freestyle team will be able to join you on tracks like Mudpit of Mordor and Rivendell Raceway as part of the Two Towers Tournament. See? Not one bad Hobbit pun!



BY ISENGARD DRIFTER

- Developed by Gollum Games
- Published by The Village Blacksmith
- Target release date: Arwenever



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BY D-PAD DESTROYER

- Developed by Westwood Studios
- Published by EA Games
- \$49.99
- Available now
- Action
- 16 players

TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.5

**Recommended System Specs**

Windows 95/98/ME/XP

Pentium II 400

96 MB RAM

950 MB on HD

**A**FTER MANY LONG years in development, C&C Renegade shows the world that you don't need sentimental war nostalgia, Nazis, or the Quake III engine to make an awesome first-person shooter.

# COMMAND & CONQUER RENEGADE

## TIME TO WREAK HAVOC

Command & Conquer fans will recognize Havoc, the GDI's most hardcore commando, from the original C&C series. You've been bossing him around for years, but Renegade is the first time you actually get to be Havoc with all the destruction, violence, and coolness that entails. The story is simple: The Brotherhood of Nod is out there being evil, and only Havoc can stop them. Things get more complex, however, once Havoc meets up with an old flame on the battlefield, finds out about Nod's secret Tiberium experiments, and struggles with a brigadier general who isn't putting up with Havoc's renegade streak.

Renegade is Westwood's freshman FPS outing, and in many ways it shows. The game's graphics—provided by an engine developed in-house at Westwood—look incredible in some places but dismal in others, ranging from raging multiple-vehicle firefights to drab, almost texture-less walls in a secluded chalet. Sound glitches, such as wonky directional sound cues and enemy voices that come from nowhere, keep the game from being completely gripping.

## KEEP READING

Still, Westwood is known for quality games, and that pride in its work shows in Renegade. Westwood has seemingly mastered the art of FPS controls in one try as Renegade's interface almost disappears as you play, enabling you to run and shoot and blast stuff without hunting for keys and commands. The game's command of vehicular combat makes Halo seem like Moon Patrol; driving tanks and other vehicles is so much fun that

you'll deeply regret having to travel on foot. Add to that an awesome multiplayer mode that approximates what the C&C RTS games must be like on the battlefield, and Renegade looks extremely sweet for a first try.

## JUST CONQUER

Renegade has its assorted other problems, like Gump-level enemy A.I. and somewhat silly mechanics (destroying a building's master terminal disables the entire building), but the sheer fun of blasting your way through Nod's defenses and just being a badass makes up for a lot. Westwood's rogue shooter sneaks its way onto the FPS hit list, and it looks like it belongs there.



**PRO TIP:** Use your pistol to blast this fence, and then brave the Tiberium inside for some decent ammo and armor, and a much better attack position on the gun emplacement beyond.



**GRAPHICS 4.0**

Moments of "That looks so good!" are tempered with periods of "Could use some work." Still, it's a good showing for a non-Quake III-derived engine.

**SOUND 4.0**

Hearing the war going on around you is nice, but the directional sound could use a lot of work. Real-life helicopters that fly past overhead don't suddenly drop silent like they do in Renegade.

**CONTROL 4.5**

Simple and efficient, Renegade's controls do everything you need them to without cluttering your keyboard with fluff. The interface is almost transparent, as it should be.

**FUN FACTOR 4.5**

Renegade is loud, fast, and a lot of fun. There are missions that you can't wait to see end, but in general, mowing down enemies and blasting things is what it's all about.



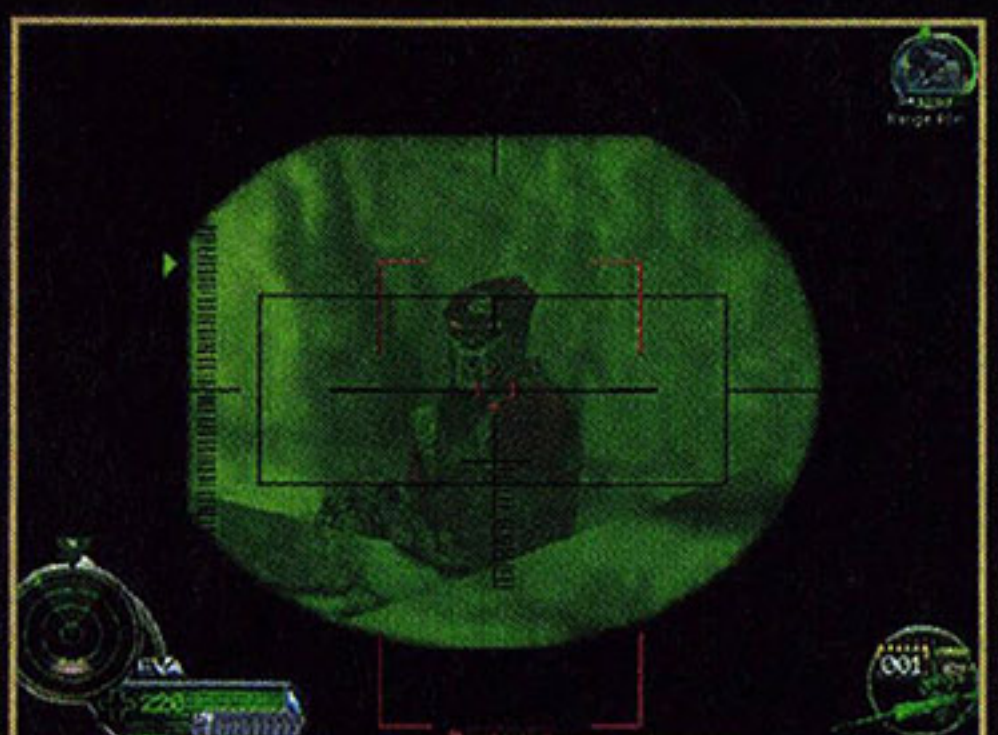
**PRO TIP:** Use your pistol to take out most Master Control Terminals. You have infinite pistol ammo, and you'll save a lot on remote explosives.



**PRO TIP:** Dr. Mobius is pretty smart when it comes to staying out of trouble. You can sometimes sense enemies by seeing if he hangs back for safety or charges through.



**PRO TIP:** When you're escaping from prison, hit the switch on this console to free the prisoners. They'll arm themselves and lend a hand.



**PRO TIP:** Always look for officers and try to get them first. That will put a stop to the otherwise endless waves of reinforcements.



**PRO TIP:** Look for secrets in the outdoor areas, like this tunnel hidden behind a waterfall. You'll usually find a cache of weapons that will prove handy in battles to come.



**PRO TIP:** Keeping allies alive is tough, especially when you're facing an imminent nuclear strike. Keep in mind that tach-nukes in C&C have a minimum safe distance, and get at least that far away—fast.





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WHEN YOU POUR  
ON MILK!



## Dungeon Siege



BY DUNJIN MASTER

- Developed by Gas Powered Games
- Published by Microsoft
- Target release date: April



Windows 95/98

HANDS-ON

### 6:00 A.M. Milk Cow, 7:30 A.M. Save World

Dungeon Siege will cast you as a humble farmer wrapped up in a dark plot that takes you through deep, dark dungeons and over lush, outdoor terrain to discover the source of this new evil and destroy it. You'll go from being a newbie farmer armed with a hoe to a seasoned warrior, archer, or mage as you complete your time in the Kingdom of Ehb.



▲ If no RPG is complete without skeletons and catacombs, then consider *Dungeon Siege* very complete.

### Intriguing Development

Dungeon Siege's sweet graphics looked great in an early build. Everything was in 3D, meaning you could zoom and rotate the screen at will, unlike in *Diablo II*. Moving between indoors and outdoors was seamless and completely without loading times.

As for character development, *Dungeon Siege* will feature the most flexible and intuitive level-up system ever: If you use a lot of offensive spells, you'll get better with combat magic; if you swing a sword a lot, you'll become a fine warrior. Your class will depend on how you play—not the other way around. In other words, play your role, and you'll be rewarded.

### Party of Eight

If building up one character isn't enough, you'll be able to gather a party of up to eight adventurers to help you in your quest.

Each member of your party will advance depending on how you use them, and you'll be able to set their A.I. settings to tell them when and whom to attack. For example, you'll be able to tell archers to attack the strongest enemy and have warriors fight the closest. Party fighting in the preview version felt a bit like controlling an RTS, and casting spells in the heat of combat was a bit awkward because the battle's pace was so intense. You could even hire a pack mule as a member of your party to carry all the loot you "liberated" on your many deep dungeon expeditions.






## Star Wars Jedi Knight II: Jedi Outcast

AS YOU'RE READING this, *Star Wars Jedi Knight II: Jedi Outcast* should be close to release, if not out already. The preview version looked tight with massive levels and beautiful graphics that really made you feel like the star of your own *Star Wars* side story.

You'll play as Kyle Katarn, a fallen Jedi and the hero of the first *Jedi Knight*. The controls in the early build felt just like what you'd expect from a *Star Wars* game: Blaster rifles and Wookiee bowcasters looked, sounded, and fired the way they do in the movies and lightsaber duels were every bit as intense and deadly. Even the Force powers felt great, and they added a lot to the game. Plus, there was a noticeable difference in gameplay once Kyle started to relearn his old Jedi skills.

It's still too early to say for sure, but *Jedi Knight II* could be the rare *Star Wars* game that does justice to the franchise. Here's hoping that Raven and LucasArts can keep things on track; if they do, they could be looking at something huge. 

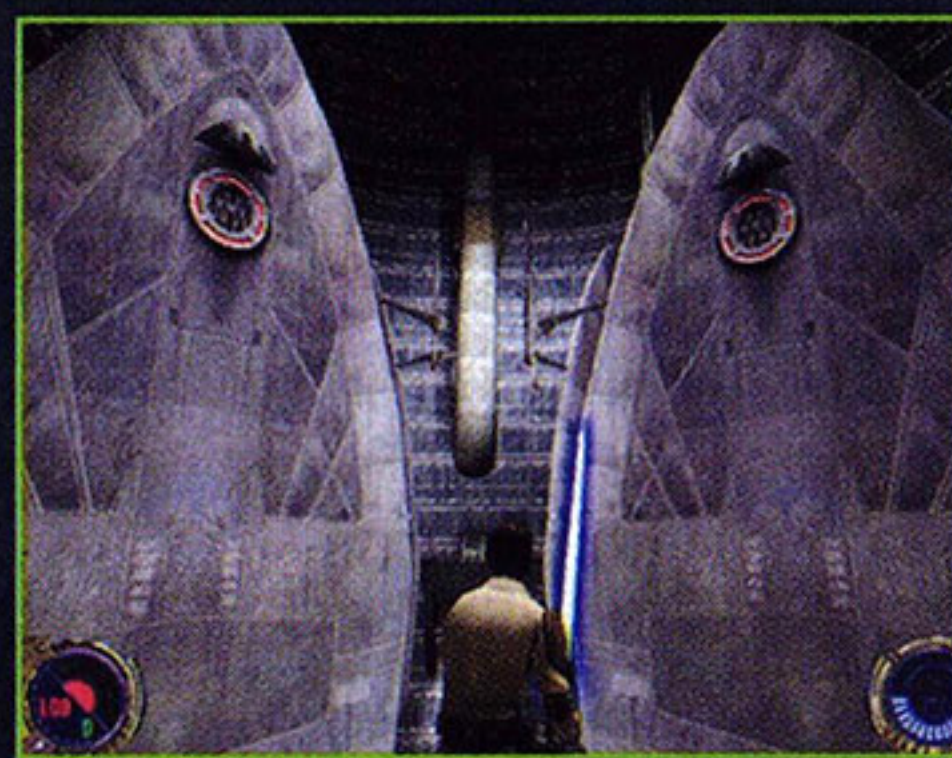
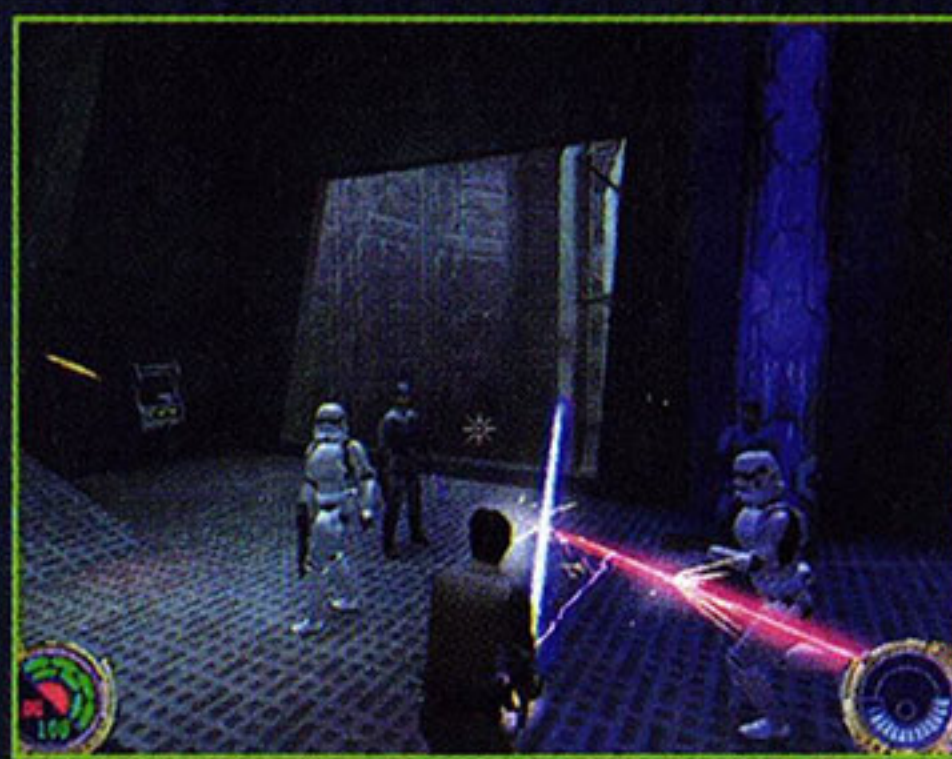


BY D-PAD DESTROYER

- Developed by Raven
- Published by LucasArts
- Target release date: March



HANDS-ON




## Hitman 2: Silent Assassin



THERE'S JUST SOMETHING cool about sneaking around, putting on disguises, and ending the virtual lives of bad people. In *Hitman 2: Silent Assassin*, you'll get to do just that.

The preview version showed some real progress in the controls over those of the original *Hitman: Codename 47*, and it displayed some simply beautiful environments, not the least of which was a ballroom complete with a grand piano and ladies in evening dresses.

The early build featured a level where you had to infiltrate a party using only weapons that didn't set off the metal detectors, find your target, and take him out with a minimum of fuss. The problem? There were security guards everywhere, and you didn't have an invitation or a gun. All in a day's work for a silent assassin. The best way through the level seemed to be to enter through the kitchen, find a waiter's outfit, and discover a way to poison your target's champagne—without getting caught by security. If things stay on target, *Hitman 2: Silent Assassin* should shape up to be the thinking man's third-person sneaker. 



BY D-PAD DESTROYER

- Developed by Io Interactive
- Published by Eidos
- Target release date: Spring 2002



HANDS-ON







# The Elder Scrolls III: Morrowind



BY DUNJIN MASTER

■ Developed and published by Bethesda Softworks  
■ Target release date: Spring 2002



WINDOWS 95/98

HANDS-ON

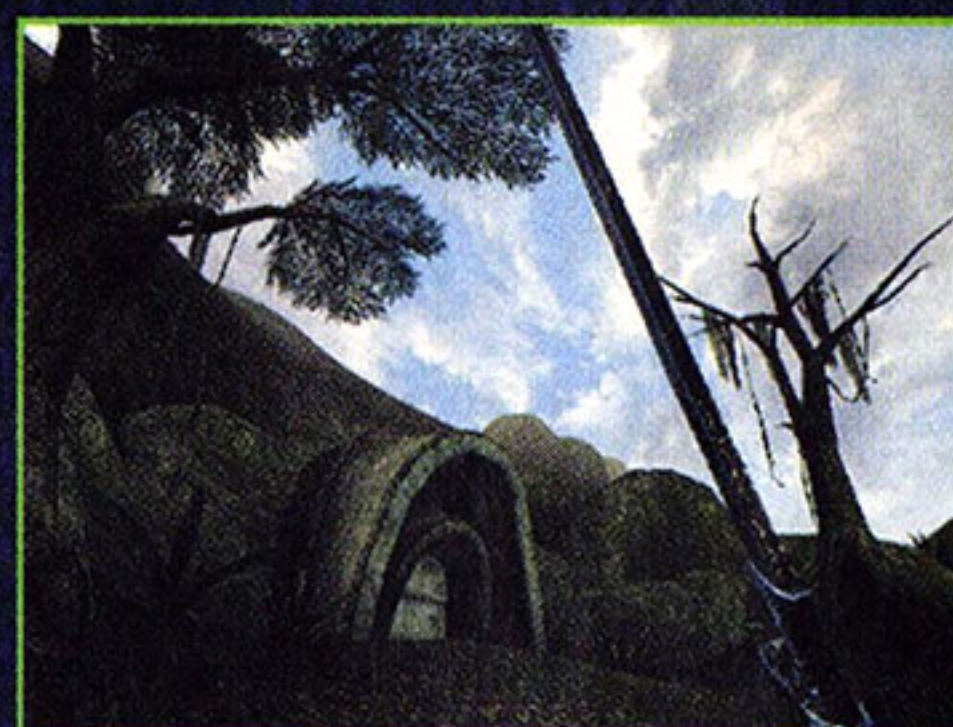
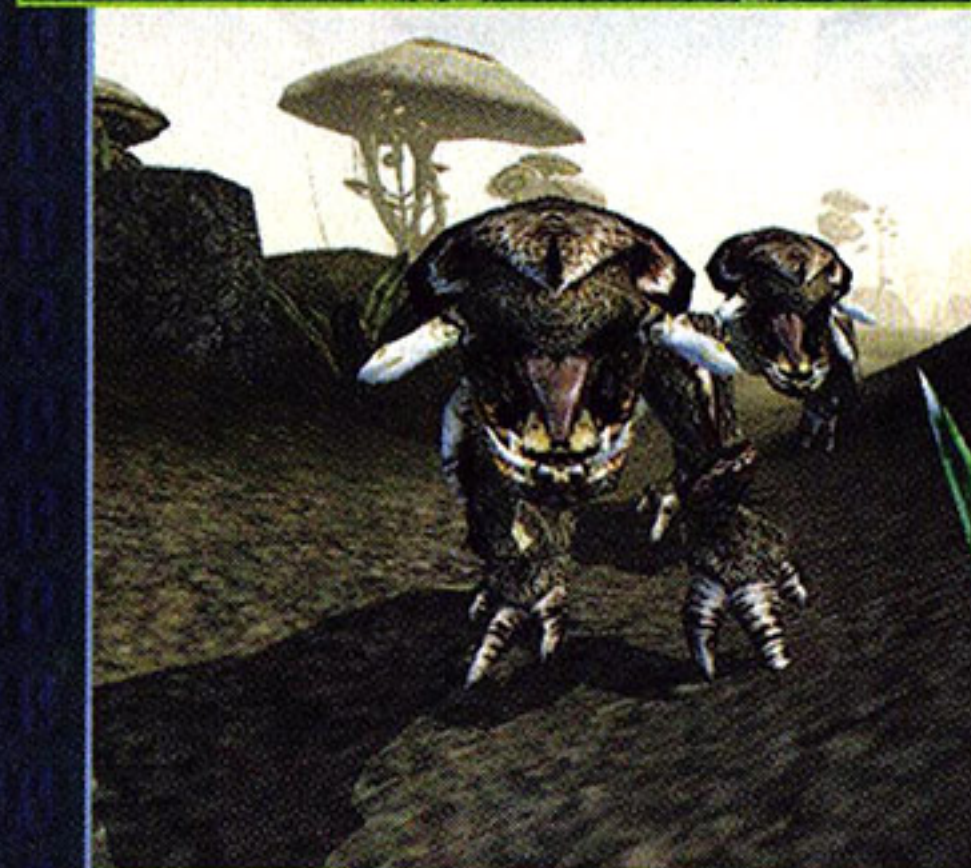


PC RPG FANS excited about The Elder Scrolls III: Morrowind have a good reason to be pumped: For perhaps the first time in RPG history, fans of fantasy will face the prospect of nearly infinite replayability.

Described as a "massively single-player RPG," Morrowind is improving by leaps and bounds. The game will feature so many race, skill, gender, and birth sign choices that you'll literally have billions of possible characters to choose from. The preview version featured the ability to create a custom class that emphasized the skills you thought you'd use most. How about a platemail-wearing, fireball-slinging deathmage? Go for it. You'll also have access to alchemical potions with thousands of possible ingredients and over a billion possible combinations of spell effects.



The early build's controls weren't particularly intuitive, but they were easy to learn, and the game world already seemed expansive and intriguing. The PC version will ship with the TES Construction Set, which will enable skilled gamers to create new content for the game with the same tools the developers used thus guaranteeing a nearly infinite adventure. **G**



# Icwind Dale II



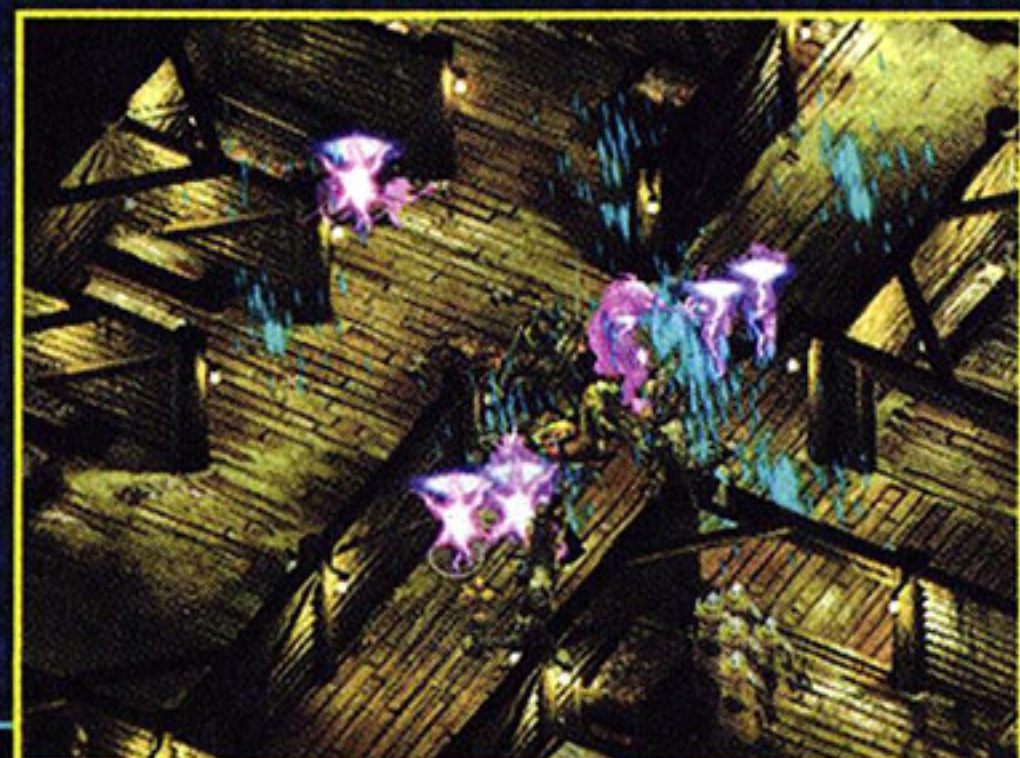
BY DUNJIN MASTER

■ Developed by Black Isle  
■ Published by Interplay  
■ Target release date: Spring 2002

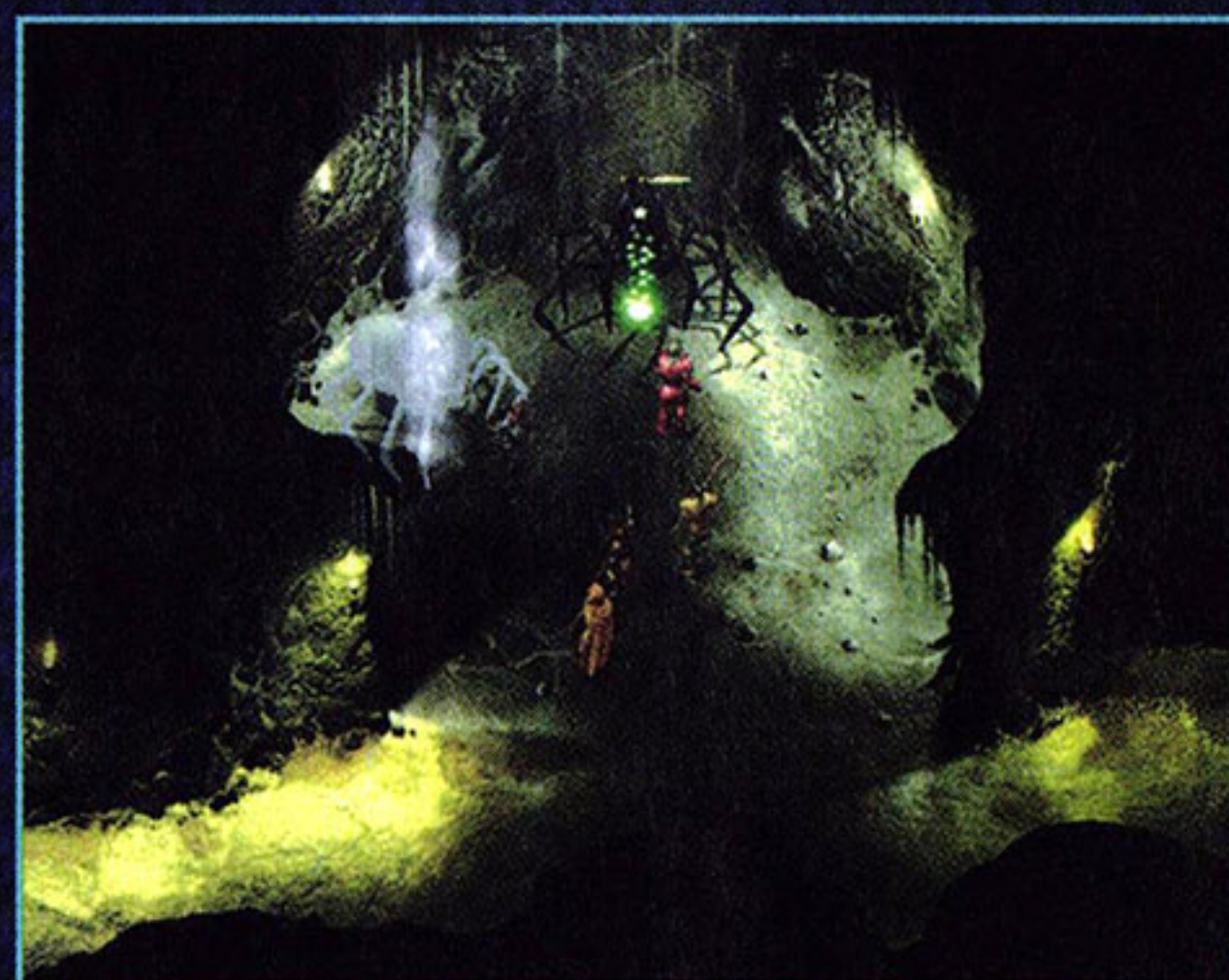


WINDOWS 95/98

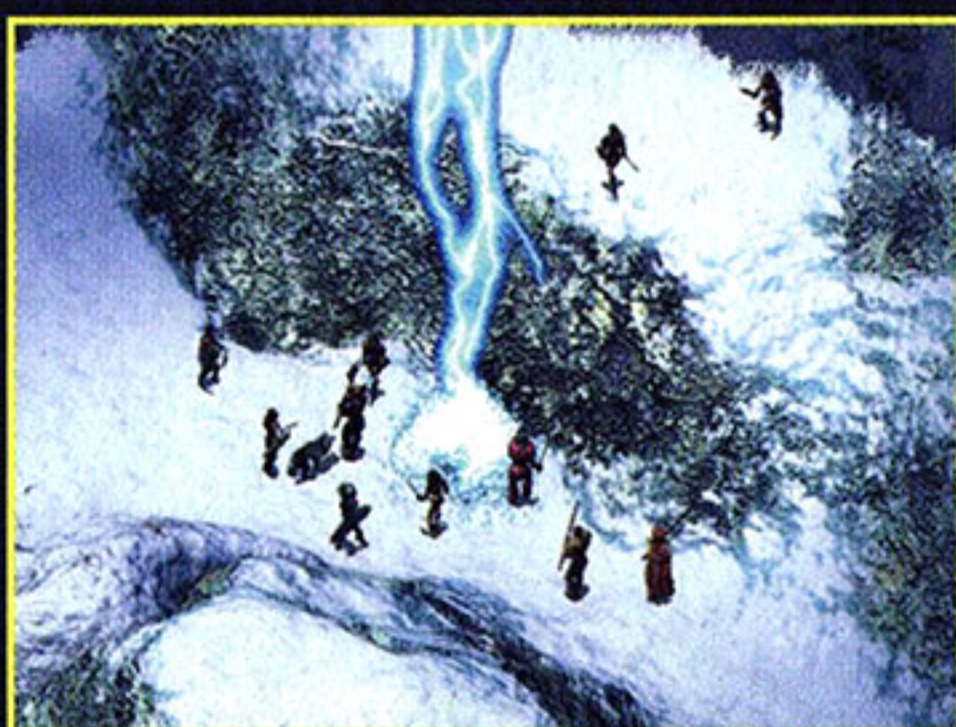
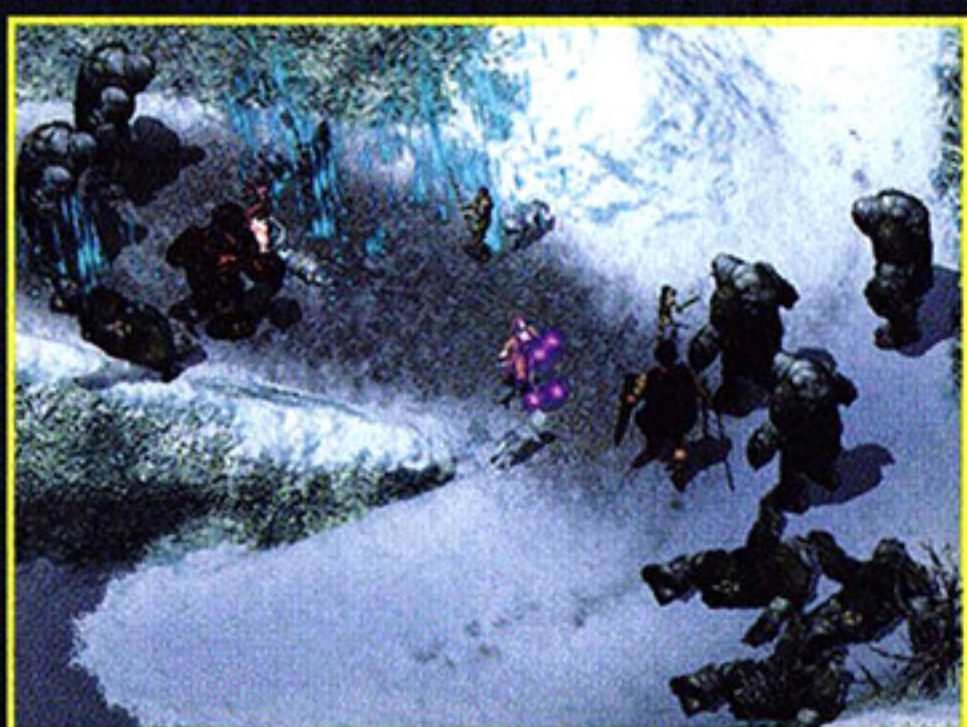
FIRST LOOK



RECOGNIZING A GOOD thing when they see it, Black Isle and Interplay are making the logical leap and bringing out a sequel to *Icwind Dale*, one of the most fun hack-n-slash D&D titles in recent memory. Taking place a generation after the events of the original *Icwind Dale*, the sequel will once again remove all those pesky excess story lines and role-playing quests you know from the *Baldur's Gate* series and return D&D to what it does best: simple, tactical destruction of evil. This time, however, it will do it with the updated Infinity engine and *Baldur's Gate II*'s sleek, updated 2nd Edition AD&D rules.



Half-orcs, dark elves, and gold dwarves are just a few of the new character options you'll find, and new classes and new character kits will help you make sure your party is unique. If *Icwind Dale II* is half as much fun as the original, then those additions will be the icing on a tight, action-packed D&D cake. **G**





265  
MPH

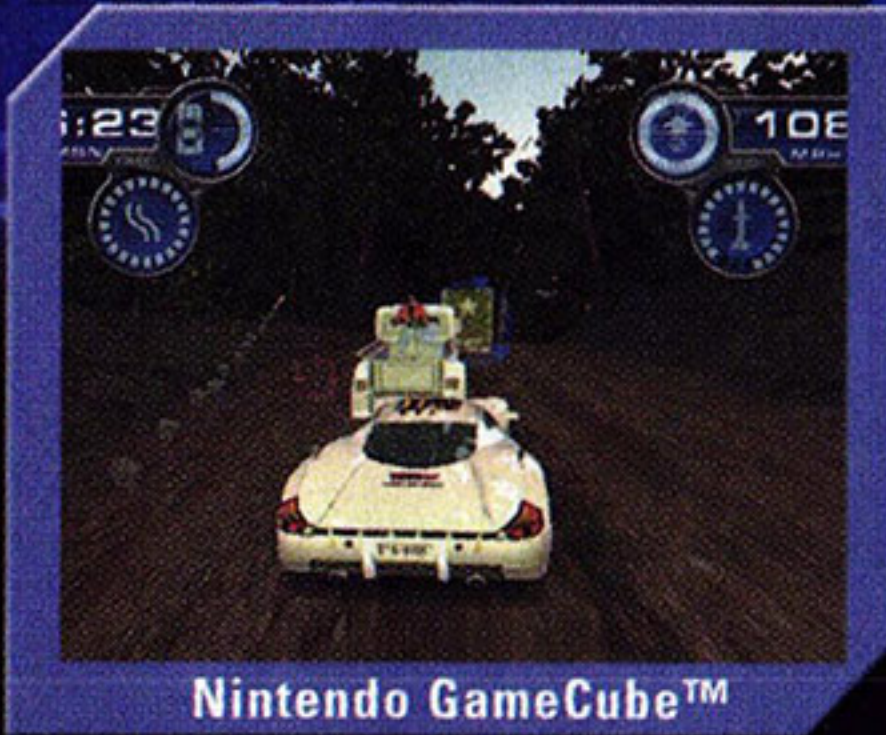


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PlayStation 2



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ARGUABLY THE BEST game in Capcom's RPG series, *Breath of Fire II* makes a seamless transition from the 16-bit Super NES to the small-screened Game Boy Advance. Although the game got smaller, it's still an engrossing adventure that no RPGer on the go should be without.

### Good Breath

BOFII is essentially an epic quest of self-discovery. As one of the fleeting kin of a group known as the Dragon Clan (so



**PRO TIP:** When Spar joins your party, make him the leader so you can enter the wooded areas.



**PRO TIP:** You can quickly raise your characters' levels by fighting the monsters that inhabit the small island at the top of the map. Be sure to check out the house on the island, too.

named for their ability to transform into gigantic fire-breathing things), you'll meet up with eight other diverse souls and embark on a quest to unlock the secrets of your past...and save the world in the process. The road is loaded with entertaining and challenging side quests that keep the game fresh and exciting—even when the narrative takes occasional trips to cliché-ville. Sibling rivalry, lost love, domineering parents—you name it, this game's got it all.

The game's only flaw is the ease with which you can defeat bosses and reach the end of the game. Anyone who's ever played a turn-based combat system will immediately take to BOFII's antiquated slug-fests, but most of the time you'll just hit Auto-Battle. Despite an occasional tough opponent, you'll bulldoze over most monsters without breaking so much as a hand sweat.

### Rich Palm Playing

BOFII's plush sprite visuals are matched by an atmospheric music score that admirably gets the job done. Straightforward and simple controls solidly track your every move, too. In the realm of today's high-powered next-gen role-players, BOFII is an excellent time-killer—not to mention one of the better entries in the series. **G**

# BREATH OF FIRE II



BY MAGE-OR MIKE

- Developed and published by Capcom
- \$39.99
- Available April
- RPG
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	5.0



I'm sure you've heard my name before? I am the legendary magician!

**PRO TIP:** After you gain access to the great whale, the optional character Bleu can join your party. Go to the oasis to the southeast of Thieves Tomb and talk to the spirits. Then go to the second floor of the magic school at Home Town and talk to the "student" in the last row.



This handheld version of BOFII features brand-new character artwork over the Super NES version.

# DRAGON BALL Z

## THE LEGACY OF 悟空 GOKU

THE FIRST IN a series of *Dragon Ball Z* games, *The Legacy of Goku* is mostly satisfying but has a few snags that prevent it from being a truly great game.

### SEE YOU IN THE NEXT DIMENSION

The plot is mostly based on the cartoon with Goku rescuing his son Gohan, training with King Kai, and eventually traveling to the planet Namek to take on the evil Saiyan Frieza. The game system is standard action/RPG fare; Goku defeats enemies to gain experience and carries out tasks to help the people he meets along the way.

You have two types of attack: a simple punch and a set of Ki blasts, including the famed Kamehameha. You must judge which move to use carefully since some enemies are easier to attack from far away. If you need a boost, there are herbs and Senzu beans hidden nearly everywhere.

### A QUESTION OF CONTROL

Infogrames has done a great job of re-creating the *Dragon Ball Z* universe with bright graphics and an intro done entirely in FMV. The music is equally enthralling with a variety of styles used for each location.

However, the gameplay can be frustrating at times. Goku walks very slowly; some kind of run feature would have been nice. Worse, the play balance needs some work. It seems like half of the enemies can't hurt you while the other half can kill you instantly, which means repeated saving and loading until you get used to the battle system. Although fun while it lasts, this game wouldn't be half as interesting without the *Dragon Ball Z* characters. **G**



BY FENNEC FOX

- Developed by Webfoot Technologies
- Published by Infogrames
- \$39.99
- Available May
- RPG
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	2.5	3.0



**PRO TIP:** Raditz and other bosses can annihilate you at close range. Try flying up to a ridge and pelting them with Ki bursts.



**PRO TIP:** The guardians in front of the temple on Namek are great for building experience. Don't progress any further until you can defeat them with one punch.



**PRO TIP:** If you find an herb or Senzu bean, leave the current map and return. The hidden item will reappear, letting you collect it again.



**PRO TIP:** Make a flying dash for this pterodactyl's egg to snare it. Save immediately after picking it up, lest you get killed by its guardian.





THIS LATEST CHAPTER in Atlus's long-running Ogre saga follows in the footsteps of games like *Shining Force*, *Final Fantasy Tactics*, *Hoshigami*, and other recent tactical RPGs. Think of it as *Advance Wars...advanced*.

## PAWID OF FUN'S WHIM

*Tactics Ogre* is essentially a complex game of fantasy RPG chess, where things like terrain positioning, elemental oppositions, and rear vs. frontal assaults are constantly on your mind. You amass a grass-roots army (mostly created from scratch), engage in a series of long turn-based battles on 3D isometric maps, and upgrade your characters' stats.



Your army can harbor 32 warriors, and up to eight characters can engage in battle against the enemy at once.



**PRO TIP:** Earn a hyper-strength-boosting Centurion Emblem by having one single character deal the final blow to every enemy on a map.

You then evolve them into classes such as knight, witch, ninja, dragon handler, and angel warrior (via a really cool "emblem" system that gives you awards depending on actions in battle). Then you repeat it all.

Aside from quick supply stops, there are no traditional "town" sequences, and the plot unfolds through a series of between-battle cut-scenes. This is what *Tactics Ogre* does. It does it extremely well, and it's a perfect fit for the Game Boy Advance.

## THE IRONICALLY TINY EPIC

For a slow strategy/RPG, the presentation is far more than passable. The graphics are clean and colorful, but hardly flashy; the music consists of good, generically epic themes, but the sound effects are minimal. The menus can get a little confusing, but after you round the learning curve, you'll have no trouble at all.

The biggest problem is the story: As a single part of a long-running "saga," you'll be hard pressed to care about this generic tale of generic heroes and villains unless you're really into the *Ogre Battle* universe. (Please note: Nobody is "really into" the *Ogre Battle* universe.)

Obviously, this is not a game for everyone. It's for stat-mongers and anyone who has a genetic proclivity for strategic-planning sessions buried deep down in their DNA. If that describes you, by all means, get this game. It's rich, long, rewarding, and insanely addictive. You'll barrel through batteries like never before. **G**



BY STAR DINGO

- Developed by Quest
- Published by Atlus
- \$39.99
- Available April

- Strategy/RPG
- 2 players



GRAPHICS SOUND CONTROL FUN FACTOR

- 4.0
- 3.5
- 4.0
- 4.5

# Tactics Ogre

The Knight of Lodis



**PRO TIP:** Even though items like the INT-boosting Crown of Intellect can be used only during battle, the stat upgrade it provides is permanent.



**PRO TIP:** If possible, end every character's turn with an action that raises XP. Clerics should heal higher-level characters, for example, even if they don't really need healing.

## Crash Bandicoot: The Huge Adventure

THAT LOVEABLE BANDICOOT once again battles the evil Neo Cortex in this new and wonderful adventure. The gameplay in *Crash Bandicoot: The Huge Adventure* is reminiscent of that of the first two *Crash* games on the PlayStation: simple platform jumping mixed with collecting fruit and gems.

Indeed, the old-school style has been retained, all the way down to *Crash's* moves. You can perform a variety of high jumps and spinning attacks, but slow button response can periodically hamper your timing. Still, the visuals and sounds are much more animated and much sharper than what *Crash* ever pulled off on the PlayStation. Plus, challenging bosses and the chance to scuba dive and fly in different stages add variety to the entire adventure. *Crash Bandicoot* is a superb-looking, straightforward platformer that no interested Game Boy Advance gamer should miss. **G**



BY FOUR-EYED DRAGON

- Developed by Vicarious Visions
- Published by Universal Interactive
- \$39.99
- Available now

- Adventure
- 1 player

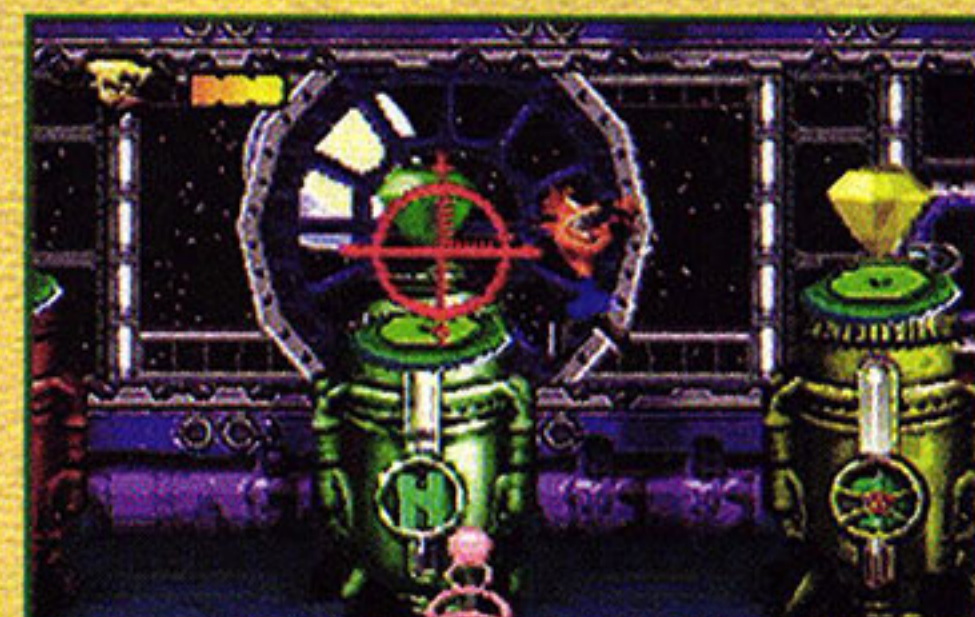


GRAPHICS SOUND CONTROL FUN FACTOR

- 4.5
- 4.0
- 3.5
- 4.0



**PRO TIP:** If you can't jump over a cluster of nitro, detonate it by doing a belly flop right next to it.



**PRO TIP:** When you're up against Cortex, wait until the target crosshairs turn red, then jump away.

## Denki Blocks!

DON'T BE FOOLED by her pink dress, adorable cat head, or the fact that she's "adored by her father and can do no wrong"—Princess Honey-Cake's Denki Block patterns will drive you absolutely insane.



**PRO TIP:** If there's more than one color, try forming your different block masses into the same shape to earn bonus stars.

In this maddeningly addictive British block-puzzle import, you take a field full of gummy blocks and slide them around in unison, trying to form single solid masses of the same color. Sound easy? It ain't. Achieving your goal in the number of "suggested" moves or managing to form the specific "bonus shape" would give even the Great Giant Brain Being of Xerxplo Seven a critical aneurysm. If you can get past the rather insanely colorful, kitten-filled universe and ridiculously bouncy (read: quickly annoying) soundtrack, you'll unearth a great, remarkably addictive puzzler that's far more thought-provoking than your standard block-dropping beat. **G**



◀ In the ridiculously fun "All Change!" Vs. mode, you and three friends construct the most bizarre shapes you can think of, and then "trade" to see who can re-create them fastest.



BY STAR DINGO

- Developed by Rage
- Published by Majesco
- \$39.99
- Available April

- Puzzle
- 4 players



GRAPHICS SOUND CONTROL FUN FACTOR

- 3.0
- 3.0
- 4.0
- 4.0



### Tony Hawk's Pro Skater 3

LIKE ITS CONSOLE big brothers, the Game Boy Advance version of Tony Hawk's Pro Skater 3 features true 3D skating action with full polygonal models—but the portable version makes players pay for its innovation.

The same thing that makes THPS3 so impressive makes it difficult to play. The complex environments from the console games are here, but the small size kills the visual detail, and the 3/4-overhead perspective makes those levels much harder to navigate. It's frustratingly easy to misjudge a jump or the placement of a "SKATE" letter, but practice, as always, will make perfect.



**PROTIP:** If you're having trouble determining the placement of an object in the level, look on the ground for its shadow.

The soundtrack is very similar to that of THPS2 for the GBA, so if it annoyed you then, it will annoy you now. It's tough to pack complex movements into a few buttons and a small cross-key directional pad, but the controls respond well, right down to the new revert move. THPS3 also features a head-to-head mode with a link cable—very cool.

Ultimately, THPS3 on the GBA is fun, but the small scale and leaps of faith really make you work for it. Then again, there's a price to pay for pushing the envelope, and this is one of the few GBA series really doing that. **G**



BY DAN ELEKTRO

- Developed by Vicarious Visions
- Published by Activision
- \$39.99
- Available now
- Action sports
- 2 players



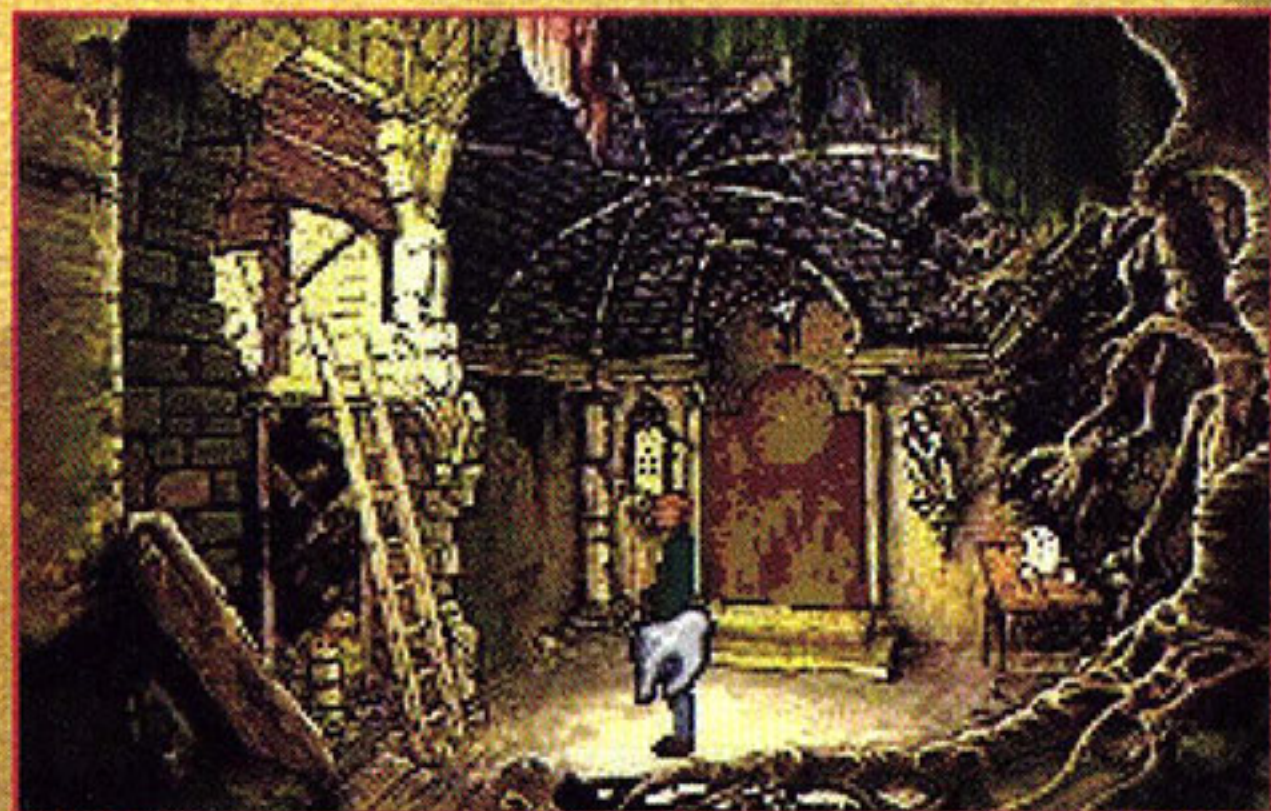
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	3.5	4.0



**PROTIP:** For high scores in Rio, grind the rails on the outside borders of the skatepark in lengthy combos.

### Broken Sword: The Shadow of the Templars

IT'S RARE TO see good, old-fashioned graphic adventure games these days, and it's even rarer to see one on the GBA. In Broken Sword, you play George Stobbart, an American tourist who witnesses the bombing of a Paris café. While investigating the explosion, George finds out



**PROTIP:** Whenever you find a new location, press R to cycle through all of the items that you can interact with. If you don't cover the bases, you might miss something vital.

that the bomber was after a manuscript about the Knights Templar, a legendary order of fighters. Someone is after the Knights' powers, and George soon finds himself in a web of intrigue that stretches across the entire European continent.

Any PC-to-GBA port is going to be an ambitious project, but Revolution has done an amazing job. The beautiful backgrounds and fluid animation of the original are all spot-on. The standard mouse interface has been replaced with a cursor that points out everything onscreen that George can interact with. This system works perfectly on the GBA and makes the game far less frustrating than it could have been. The only disappointment is the music, which didn't survive the port too well. Still, Broken Sword's simple interface and engrossing story makes it a must for anyone who hasn't played the PC version. There should be more adventures like this one. **G**



BY FENNEC FOX

- Developed by Revolution
- Published by BAM! Entertainment
- \$39.99
- Available now
- Adventure
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	2.5	4.0	4.5



**PROTIP:** Once you steal the manuscript from Khan's hotel room, throw it into the alley to keep the thugs out front from finding it.

### Motocross Maniacs Advance

FILE THIS ONE under "Inexplicably Fun." In this silly 2D cross between Mario Kart and the ol' 8-bit NES classic Excitebike, you're an anime character (you know that because the menu says so) on a bike, racing against three other anime-lookin' characters through a series of silly motocross circuits. Basically, you just hold down A and zip forward on your motorbike, occasionally pressing B to get enough of a speed boost to vault you off a ramp, through a loop, or past an exploding cartoon penguin. Every now and then, you have to press left or right in mid-air to rotate your bike and make sure you don't land on your head, or shoot a missile at a foe...and that's about it. Nope, you're right...not much to it.

Simple gameplay, simple graphics (and tiny ones, too, even by GBA standards), simple sounds, and simple laws of physics that seem like they were written in erasable crayon...but simple, in this case, still means fun, and you might find yourself saying, "just one more race" more times than you'd imagine. Maybe the hyper-simplicity is made up for by the urgent sense of speed, fun fantasy courses, and the nice variety of mini-games to play. Or maybe it's just the unknowable, secret octopus of whim's furtive cosmic fate. **G**



BY STAR DINGO

- Developed and published by Konami
- \$29.99
- Available April
- Racing
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	3.5	3.5



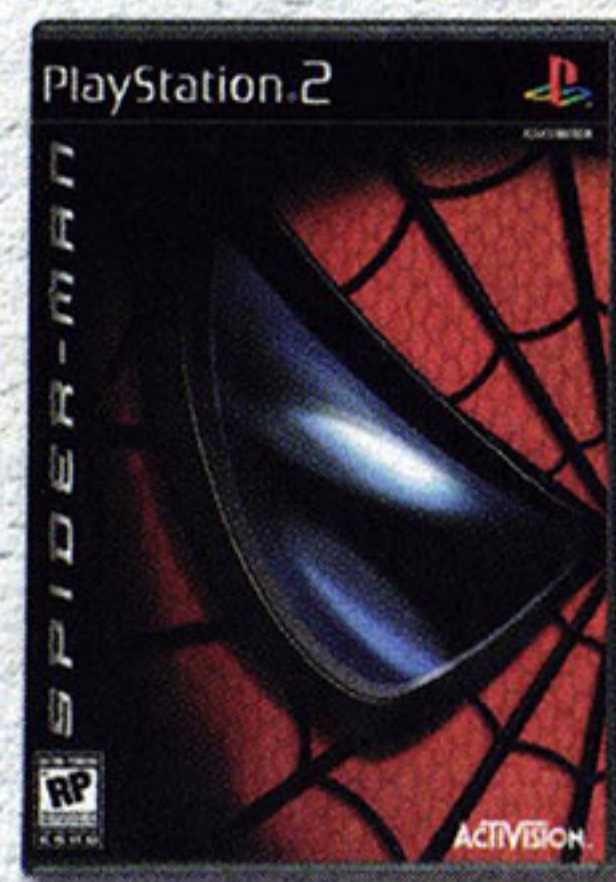
**PROTIP:** Keep your eye out for precious gas-can icons and remember their locations. They reappear every lap.



**PROTIP:** Avoid loops if possible. Even though there are usually power-ups to be had, loops eat precious seconds off the clock.



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BY MAJOR MIKE

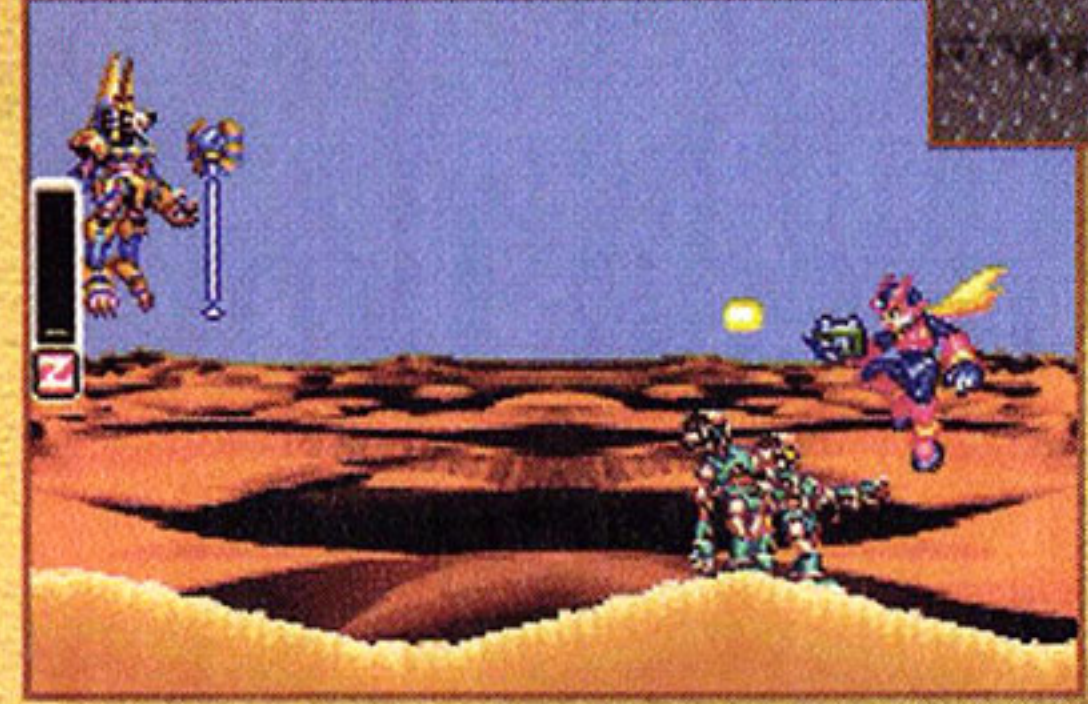
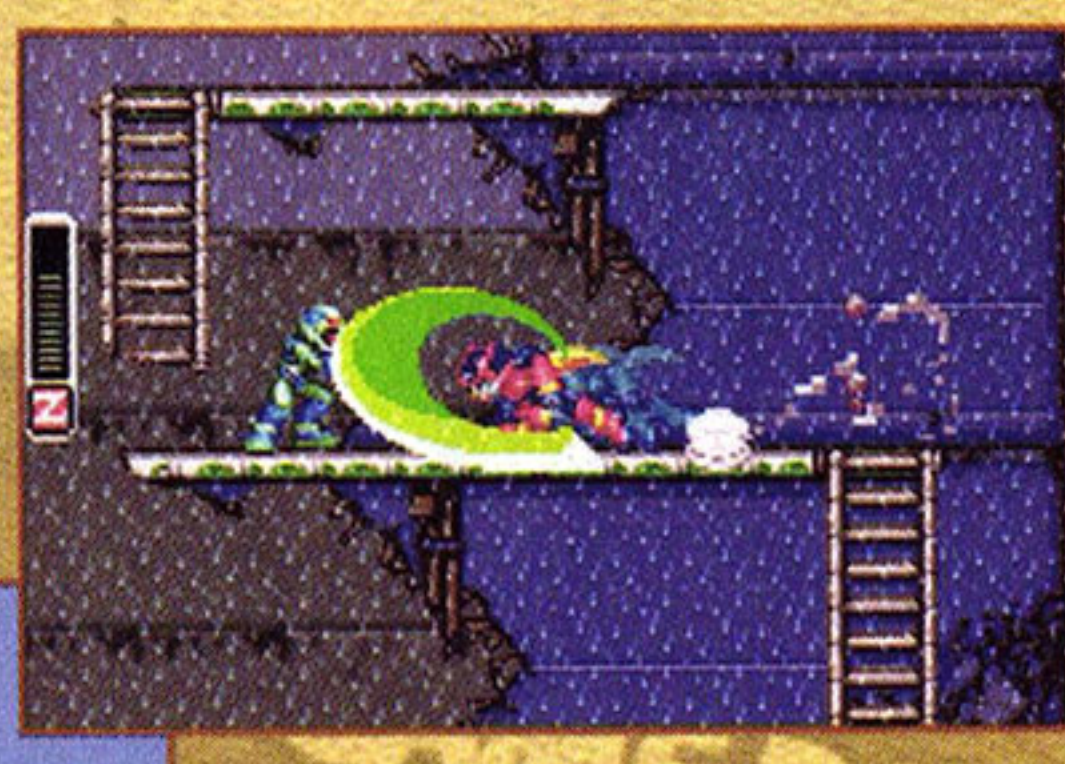
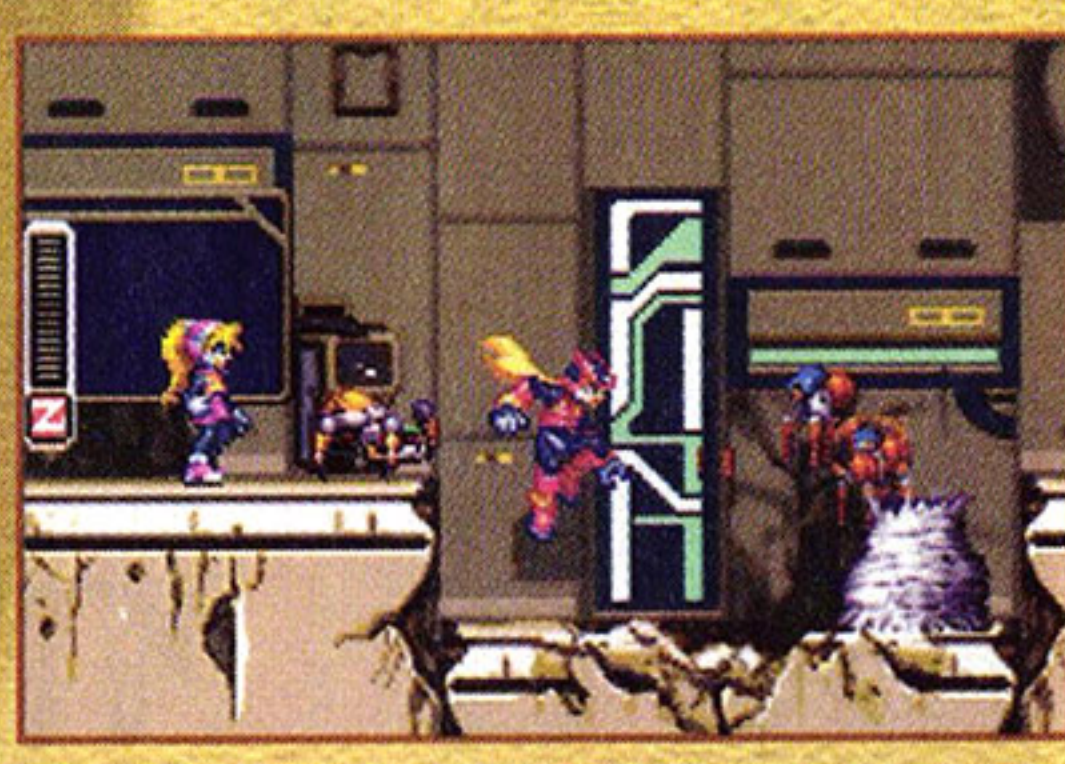
- Developed and published by Capcom
- Target release date: Spring 2002

GAME BOY ADVANCE

**FIRST LOOK**

## Mega Man Zero

AFTER SEEMINGLY ENDLESS reiterations of the Mega Man formula, one would think that the series didn't have any new innovations to offer. Mega Man Zero, however, promises to be the "most challenging" yet with a ramped-up difficulty level and new play techniques. The action will still consist of 2D platform-hopping—albeit with a unique twist: A partner who repairs your armor, but who must be kept nearby at all times, will accompany you. **G**



BY STAR DINGO

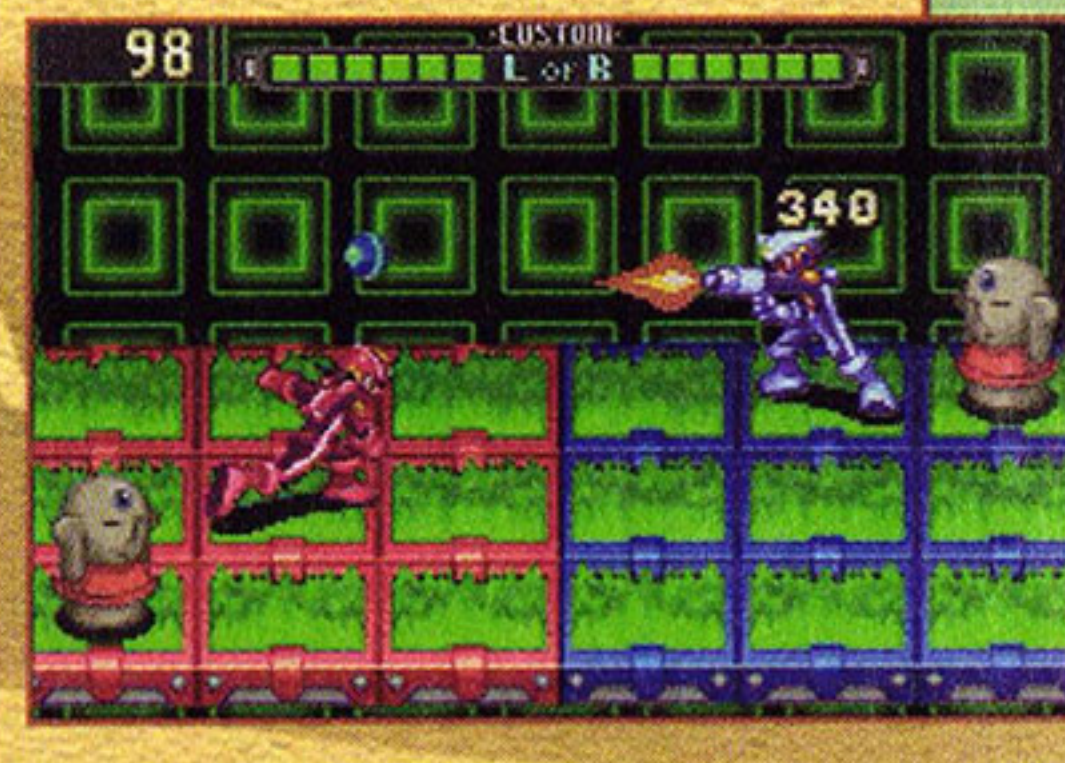
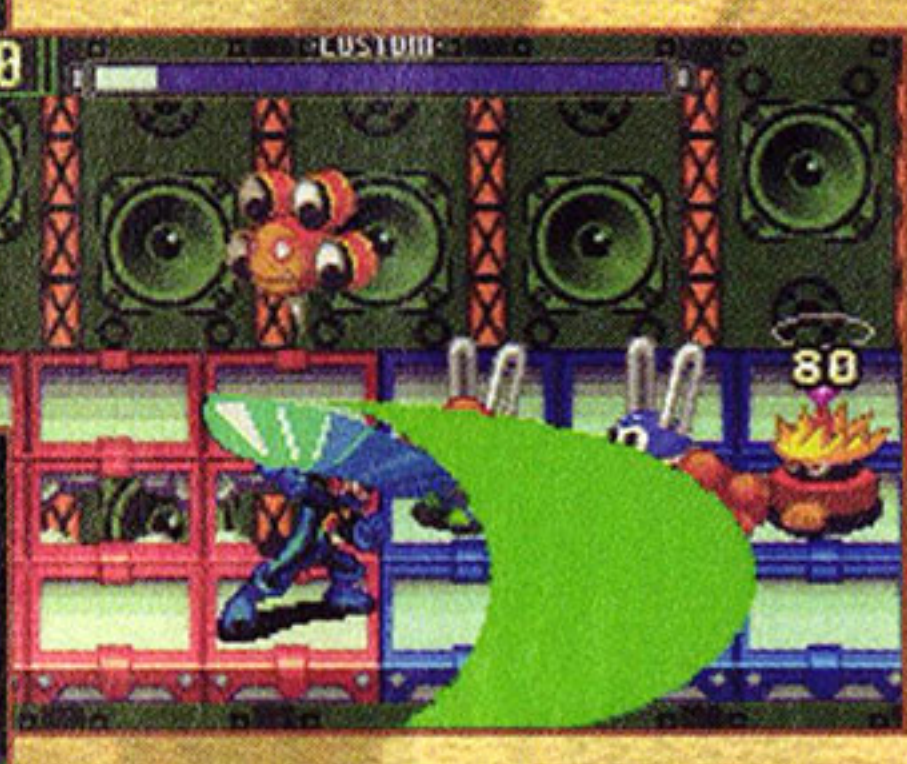
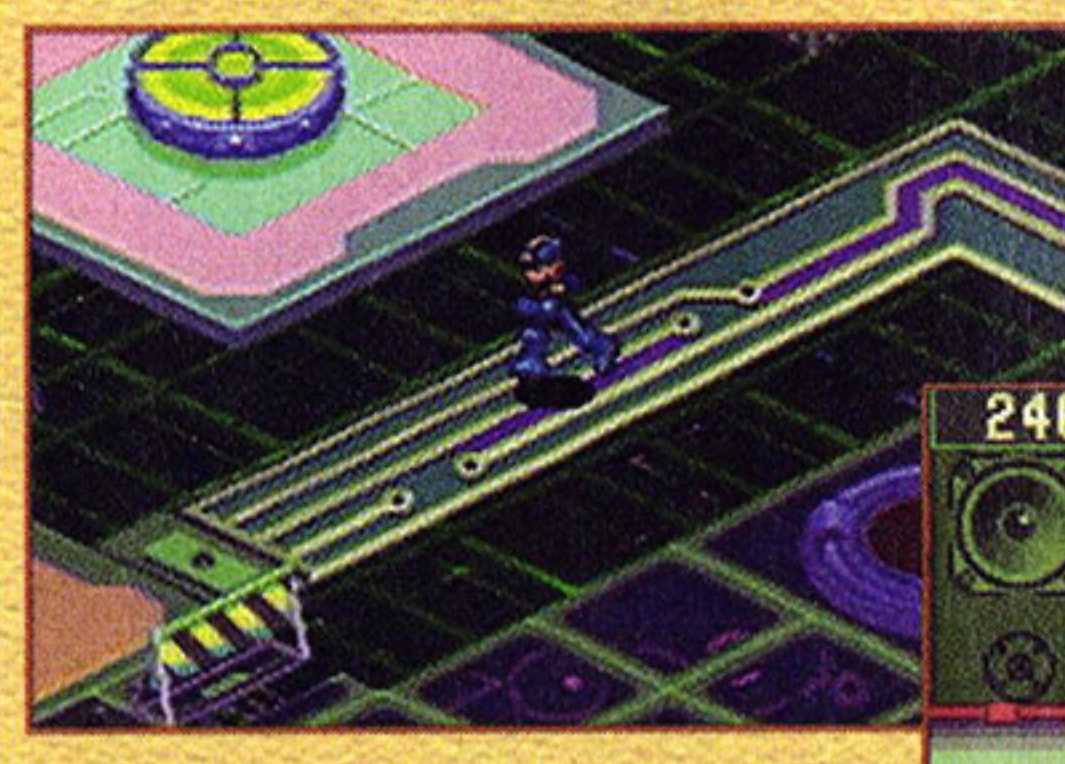
- Developed and published by Capcom
- Target release date: Spring 2002

GAME BOY ADVANCE

**FIRST LOOK**

## Mega Man Battle Network 2

NET-MAFIA GOSPEL IS telling your brain that Mega Man Battle Network 2 will be juicy and delicious. In this sequel/Version 2.0 upgrade to the original Mega Man RPG, an evil cyborganization known as Net-Mafia Gospel has unleashed a nasty computer virus into the global net. Now MegaMan.EXE, Lan, and their cyberpunk crew will have to upload their algorithms to do battle once more with new features like an "evolution" program that changes Mega Man's appearance and grants elemental skills depending on your play style—ERROR! SYSTEM SHUTTING DOWN. **G**



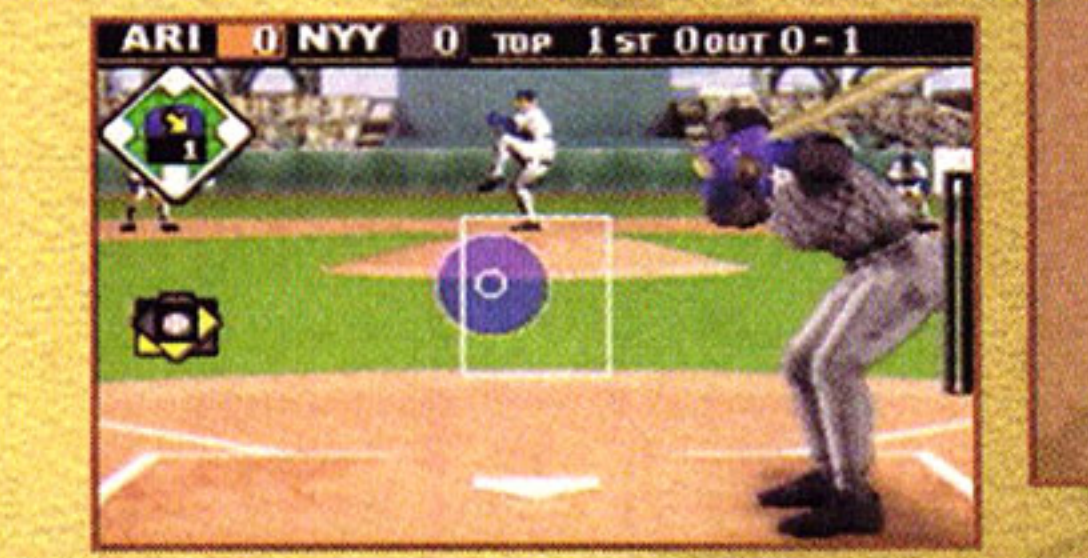
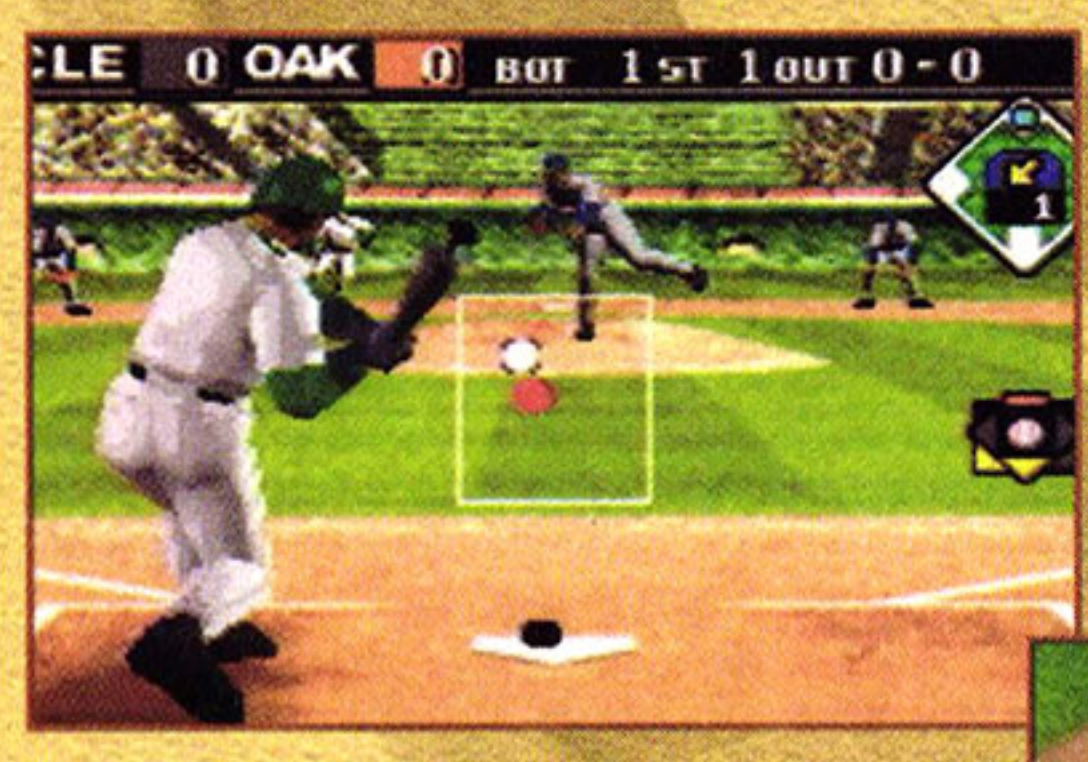
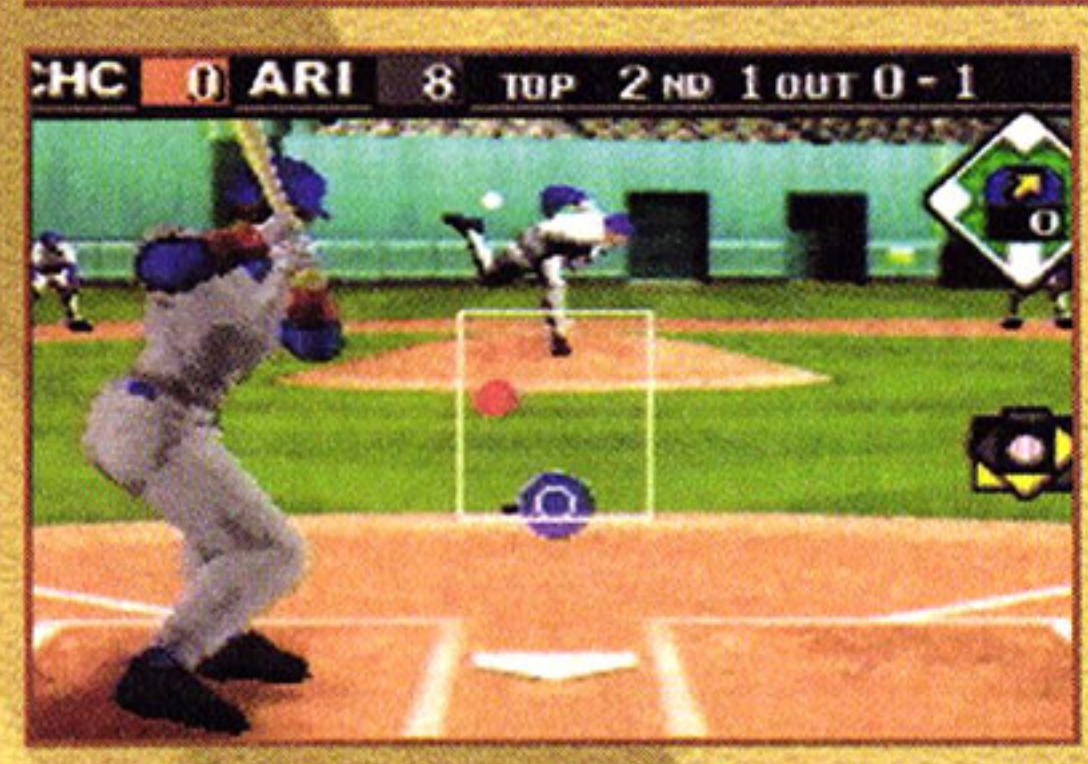
BY FOUR-EYED DRAGON

- Developed by Smilebit
- Published by THQ/Sega
- Target release date: Spring 2002

GAME BOY ADVANCE

**FIRST LOOK**

## Baseball Advance



NOW THAT SPRING training is just about over, it's time to prove your worth in the major league. In Baseball Advance, you'll compete with all 30 MLB teams in four famous ball parks. Each team will have bona fide players from the 2001 season—including their actual statistics—and your stats and records will be saved as you play. The game will also feature four game modes and an All-Star Game, too. You can get ready to enjoy America's favorite pastime this spring. **G**



BY FOUR-EYED DRAGON

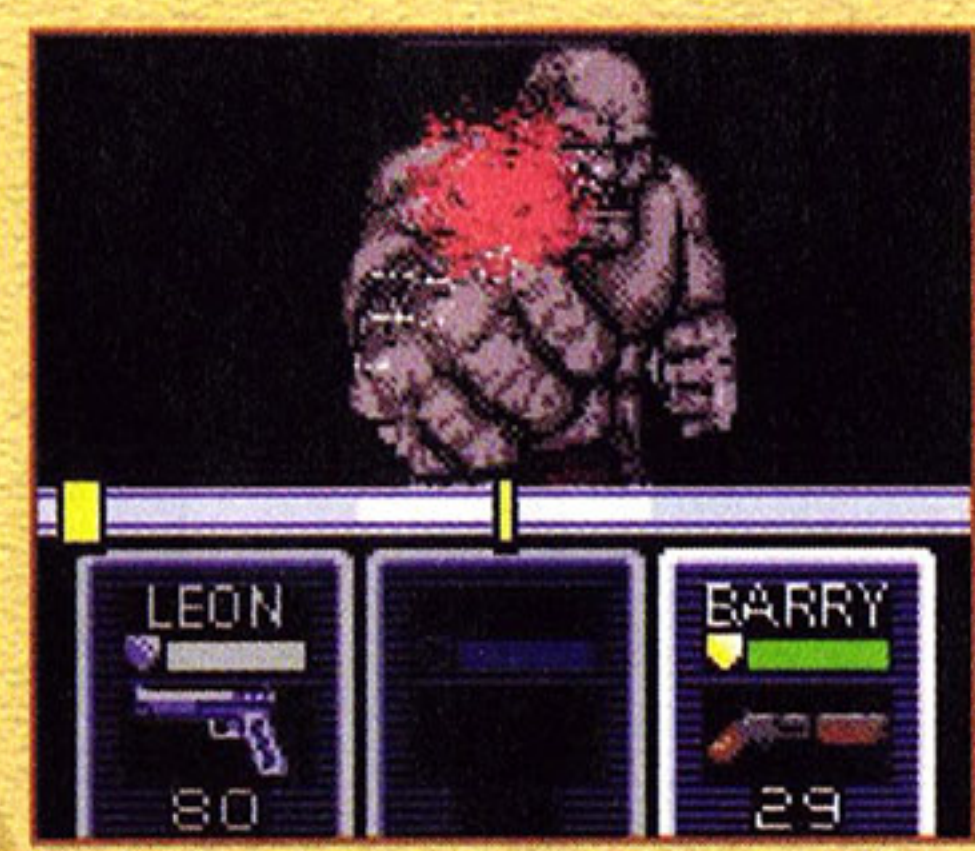
- Developed by Virgin Interactive
- Published by Capcom
- Target release date: Spring 2002

GAME BOY COLOR

**FIRST LOOK**

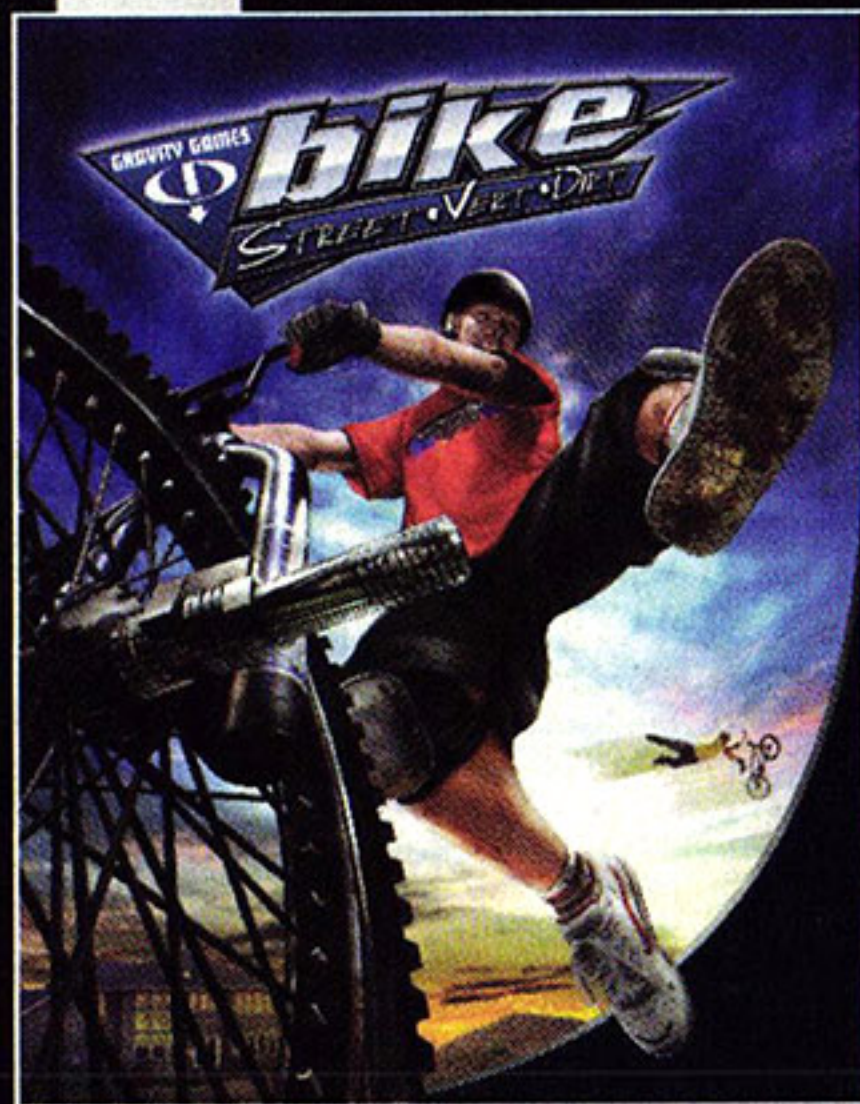
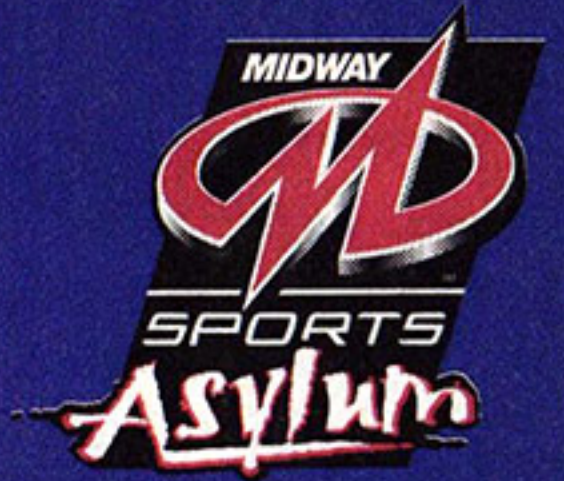
## Resident Evil Gaiden

THE RESIDENT EVIL web of chills and thrills continues with a new plot twist. In Resident Evil Gaiden, you'll control three characters: Barry Burton, Leon Kennedy, and new character Lucia. In true Resident Evil fashion, you'll hunt down zombies while trying to find keys, flip switches, and solve challenging puzzles. You'll explore via a top-down view, but once confronted by an undead meanie, you'll switch to a first-person perspective as you fight for your life. This adventure in horror will begin this spring. **G**





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BY STAR DINGO

- Developed by Hudson Soft
- Published by Atlus
- Target release date: Spring 2002



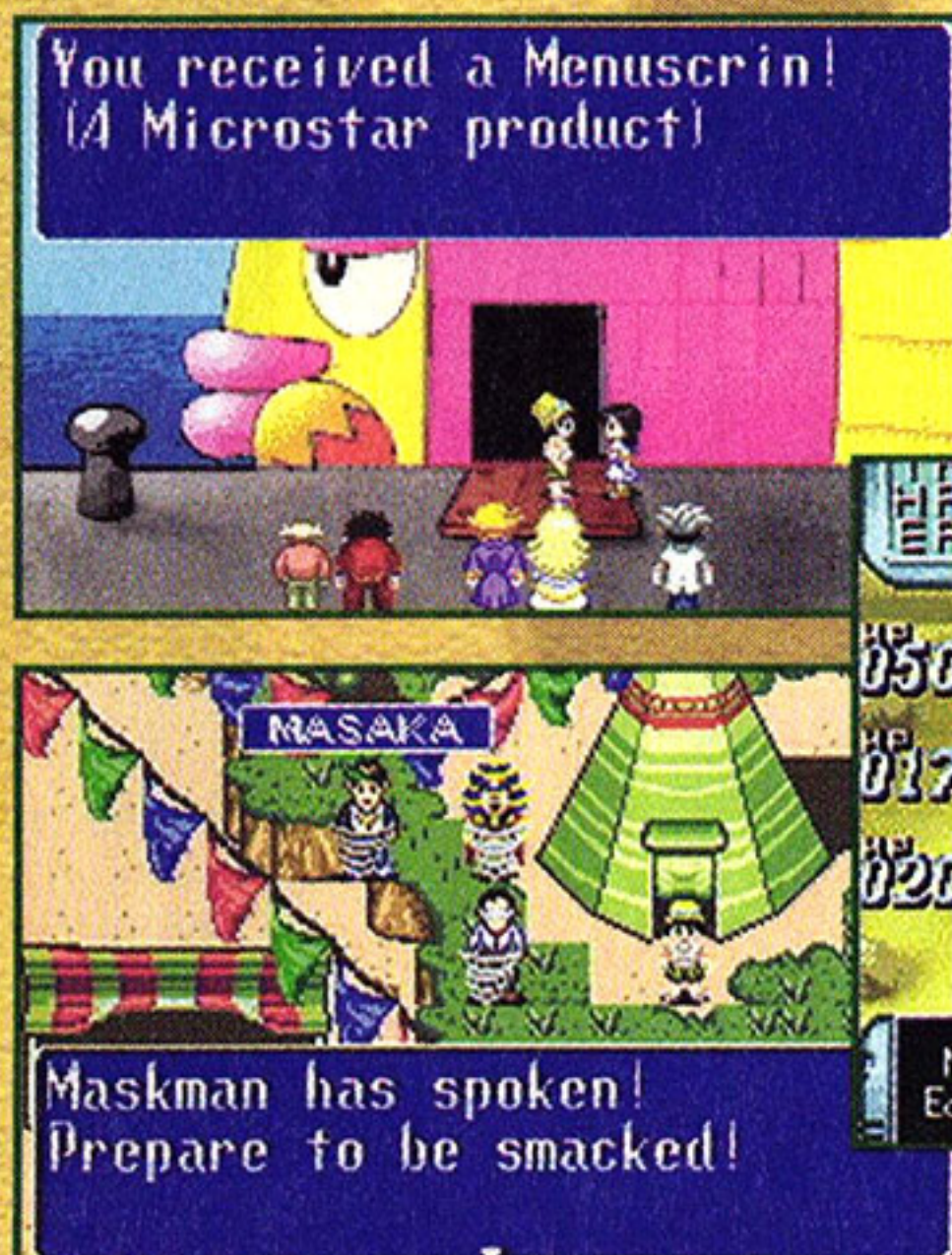
GAME BOY ADVANCE

**HANDS-ON**

## RoboPon 2: Cross and Ring Versions

PICK UP A Pokémon. Rip out its internal organs and replace them with metal machina, then cover it in shiny robot skin and *voilà!* C'est un RoboPon! This GBA sequel to Atlus's robot-raising RPG will come in two versions (Cross and Ring) and pick up where the GBC original left off. This time, it will be young Cody versus the nefarious Maskman, who challenges innocents to robotic duels—just for kicks. The GBA preview version boasted almost 200 RoboPon to collect and raise, turn-based battles that featured several

RoboPon (instead of just one), and enough software and equipment customization possibilities to tide anyone over 'til the mostly organic Pokémon show their GBA colors. **G**



BY TOKYO DRIFTER

- Developed by Arc System Works
- Published by Sammy
- Target release date: May



GAME BOY ADVANCE

**HANDS-ON**

## Guilty Gear X Advance Edition

THE BEST-LOOKING 2D fighter takes its act to Nintendo's over-achieving handheld. The preview version of Guilty Gear X Advance Edition lacked the visual sparkle of its higher-powered cousins, but it featured the fluid animations and responsive gameplay for which the series is known. Fourteen characters culled from previous installments will be available to compete in arcade, training, 3 on 3, and Tag match modes; the latter two are new to the series. X marks the spot on the Game Boy Advance this May. **G**



BY STAR DINGO

- Developed and published by Capcom
- Target release date: Summer 2002

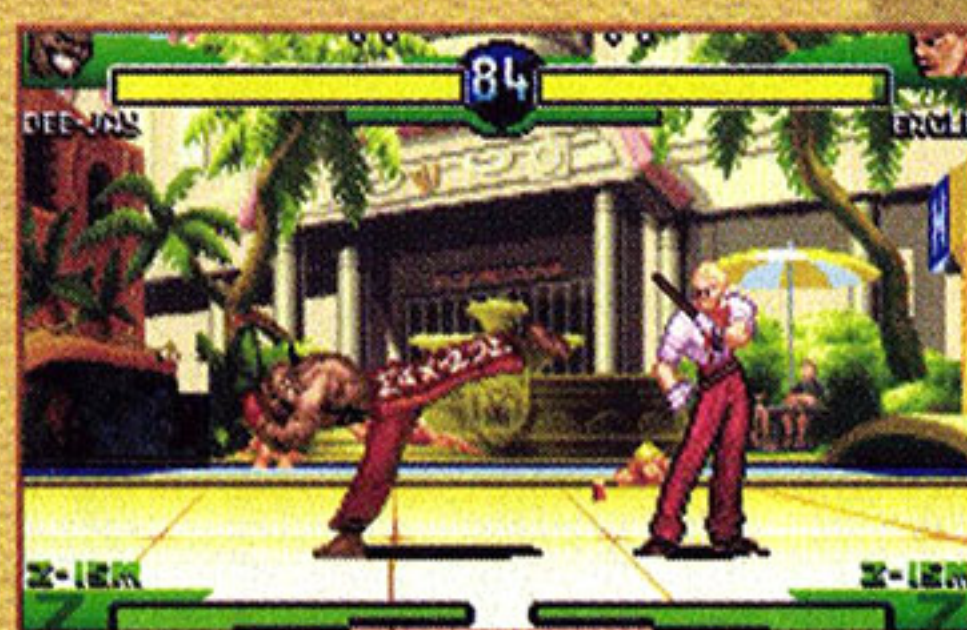


GAME BOY ADVANCE

**FIRST LOOK**

## Street Fighter Alpha 3

STREET FIGHTER II Turbo Revival has already proven that portable fighting games can, in fact, be a beautiful thing. Now Capcom is bringing the third installment of its "finesse over flash, skill over Super Charge Specials" Alpha series to the small screen. SFA3 for the GBA will boast the largest cast in the series with over 32 characters from the Street Fighter universe (including three from *Capcom vs. SNK 2*), and will feature the three fighting style "isms" from the original. And, of course, two-player play will be possible via a link cable. **G**



**FIRST LOOK**

## Sega Smash Pack

STARE INTO THE mouth of madness—this is what happens when the protective barriers that divide video game companies break down. With *Sega Smash Pack*, you'll get three classic Sega-wrought Genesis games bundled together on one cart made for a SNES-like Nintendo handheld system—and published by THQ, no less. That's right, folks, thanks to video game industry anarchy, li'l versions of *Golden Axe*, *Sonic Spinball*, and the timelessly surreal *Ecco the Dolphin* will be yours to play on the go this spring.—By Star Dingo



- Developed by Codefire/Sega
- Published by THQ/Sega
- Target release date: Spring 2002

**FIRST LOOK**

## Spy Hunter

THE UNMISTAKABLE riff of the Peter Gunn theme swells in the background...only it sounds tinnier than you remember. That car with whirling spikes in its tires swerves dangerously close to you...only it's a little bit smaller and quite a bit darker than you recall. This can mean only one thing: *Spy Hunter* is coming to the GBA. This won't be a conversion of the classic arcade game, however, but of the "updated" PlayStation 2 edition featuring the transforming G-6155 Interceptor, complete with its arsenal of Swarmer missiles, smoke screens, oil slicks, and rail guns.—By Star Dingo



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





## The King of Route 66

A SORT OF sequel to 18 Wheeler: American Pro Trucker, The King of Route 66 will feature more big-rig objective-based driving, although this time on three stretches of highway from Chicago to Los Angeles. You'll select from



five truckers and as many distinctive big rigs for a simple contest of getting your cargo to its destination as fast as possible. Naturally, there will be traffic, natural disasters, and rival truckers to contend with. Route 66's cabinet will include an air horn and a CB radio so you can talk to another player during a multiplayer race. The convoy should be in arcades now, good buddy. **G**



BY MAJOR MIKE

- Developed by AM2
- Published by Sega
- Target release date: Spring 2002



FIRST LOOK



## The Maze of the Kings

NO STRANGER TO churning out successful arcade properties, Hitmaker (of Virtua Tennis, Confidential Mission, and Crazy Taxi fame) is at it again with another shooting game—only without a gun. Players will be armed with a magic rod that's shaped like a cane with a



trigger by the handle; the staff can summon various magic spells—including Light and Fire—that eliminate onscreen enemies and solve puzzles.

The action will take place in the mythical Egyptian Valley of Kings, where, as a treasure seeker, you'll face 24 randomly chosen levels divided by four Stages. Of course, the various tombs will be teething with monsters and other spirits of the undead, such as skeletons and various bosses. Two tomb raiders will be able to play simultaneously and swap equipment and lives at the end of each Stage. You can look for The Maze of the Kings to hit arcades this spring. **G**

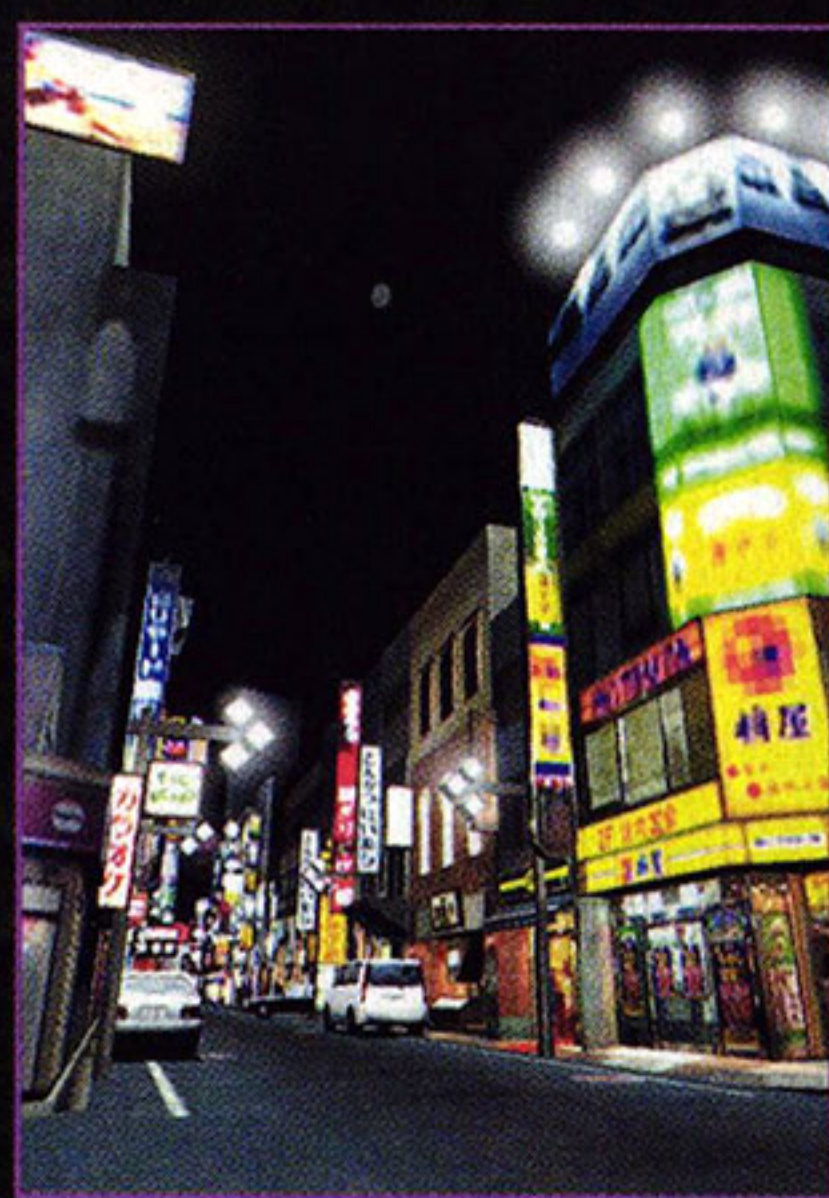


BY MAJOR MIKE

- Developed by Hitmaker
- Published by Sega
- Target release date: Spring 2002



FIRST LOOK



## Police 911 2

AS THE SEQUEL to Konami's motion-sensor shooter, Police 911 2 will feature more crime-busting in Japan. This time, your adversaries are members of Japan's Gokudo-kai mafia. Playing as one of four law enforcement officials—Policeman, Policewoman, Detective, or Special Forces—you'll chase bad guys through six cities, including Osaka and Kobe. The game's core technology will remain unchanged (your body movement will translate onscreen during gunplay), and your career will rise or fall depending how you perform in the line of duty. **G**

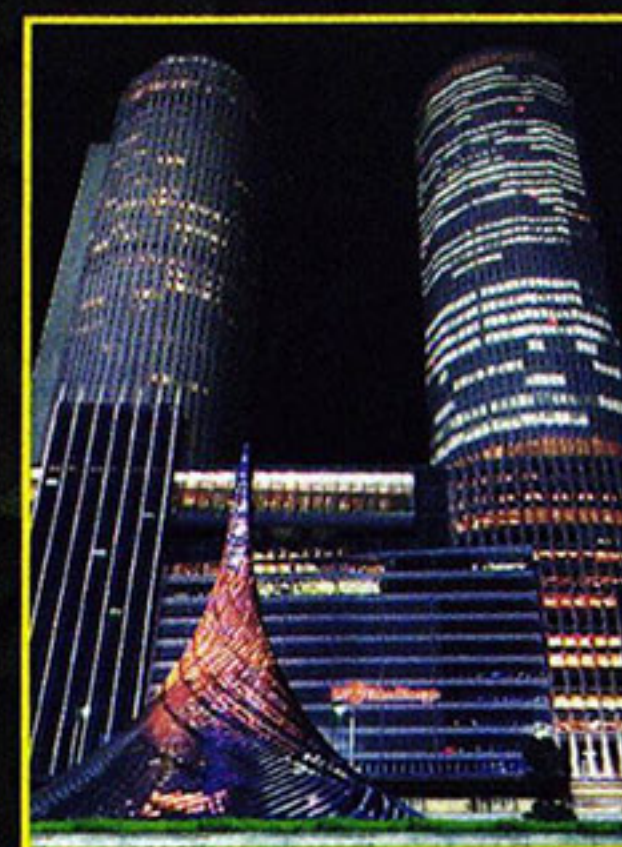
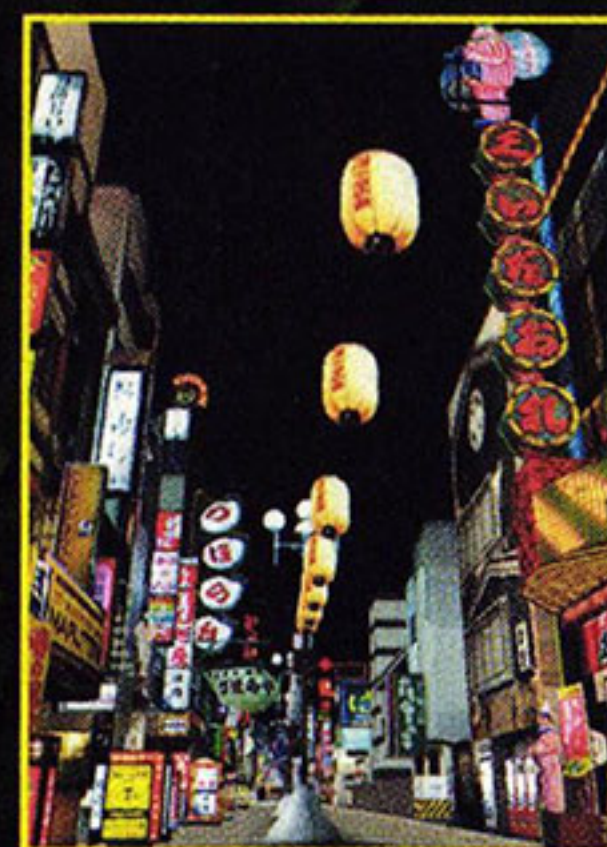


BY MAJOR MIKE

- Developed and published by Konami
- Target release date: Spring 2002

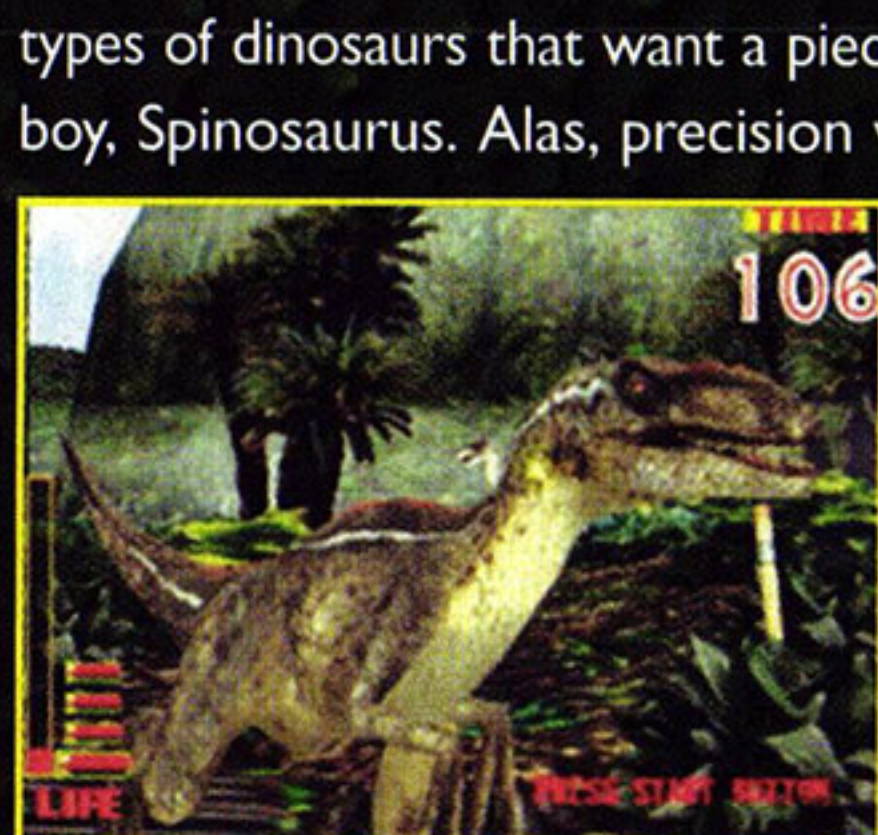


FIRST LOOK



## Jurassic Park III

IT ISN'T NICE to fool with Mother Nature: Just ask the scientists on Isla Soma about their ill-fated Jurassic Park. In this gun game, you'll blow away all



types of dinosaurs that want a piece of you—including the new bad boy, Spinosaurus. Alas, precision will be just as important as quick reflexes as your attackers will take damage only when hit in the mouth or eyes. In addition to a gun peripheral, you'll be able to use the cabinet's Escape button to avoid danger—but you can rely on it only a limited number of times. **G**



BY MAJOR MIKE

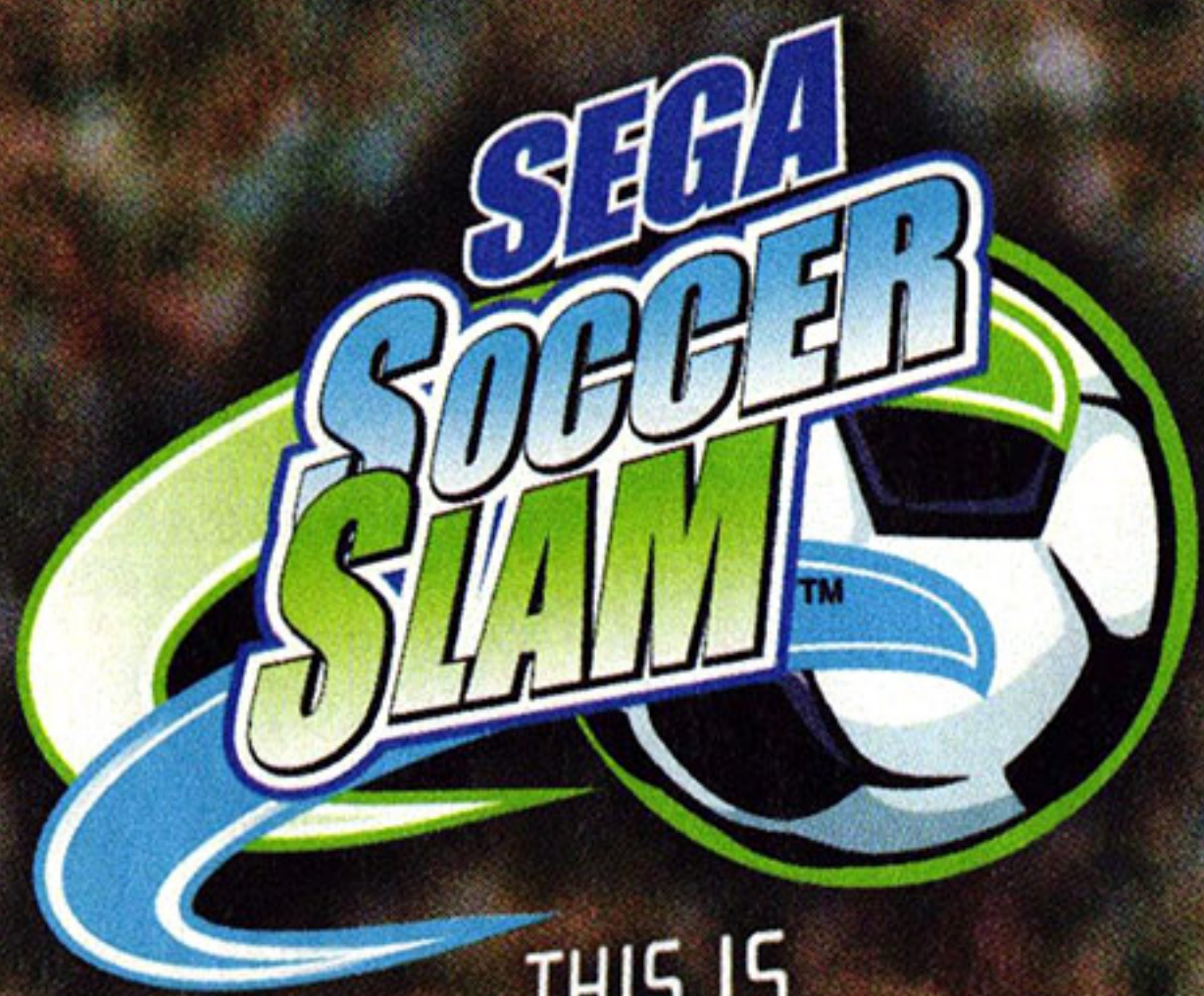
- Developed and published by Konami
- Target release date: Spring 2002



FIRST LOOK







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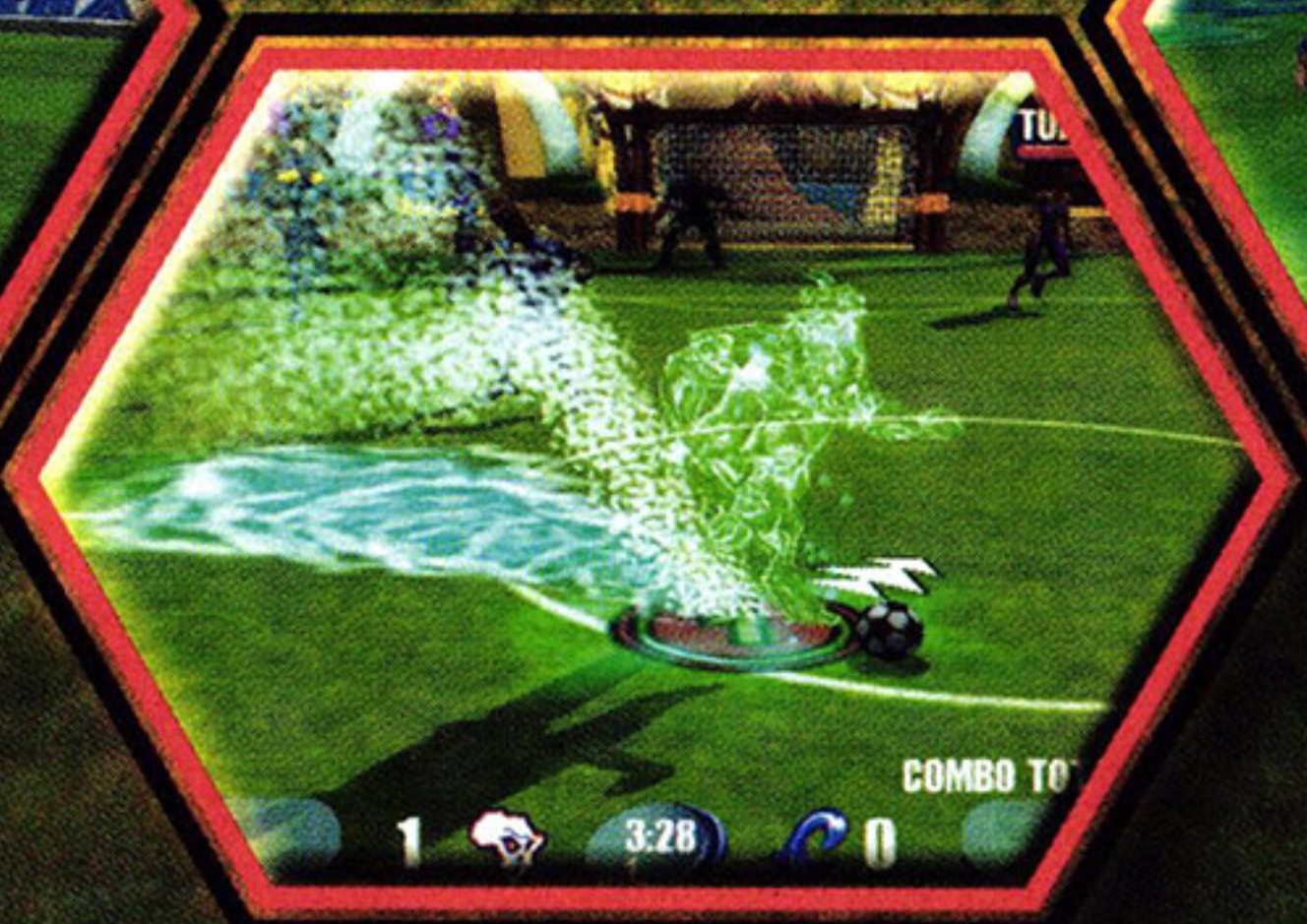
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# Mace Griffin Bounty Hunter

## MY KIND OF SCUM

The concept behind Mace Griffin Bounty Hunter, which will meld space-based dogfighting with first-person combat, is so compelling and yet so obvious that it's a little surprising it hasn't been done before. Warthog's proprietary Tusk engine means that you'll be able to climb behind the controls of a fighter for space combat, then dock at a space station or other habitat and battle toward your objective on foot—without any pause or transition.

The game will take place against the backdrop of a frontier as humans and aliens are rapidly discovering and colonizing new worlds. The competition starts to generate some interspecies friction, so the humans form a squad of Rangers—a team of elite special forces operatives—to keep the peace. When the Rangers are betrayed and all but Mace are killed, Mace is framed by the unknown traitor and jailed. Upon his release, he takes a day job as a bounty hunter, but he's actually trying to find out who brought down the Rangers—and a larger, more sinister plot begins to emerge.



BY AIR HENDRIX

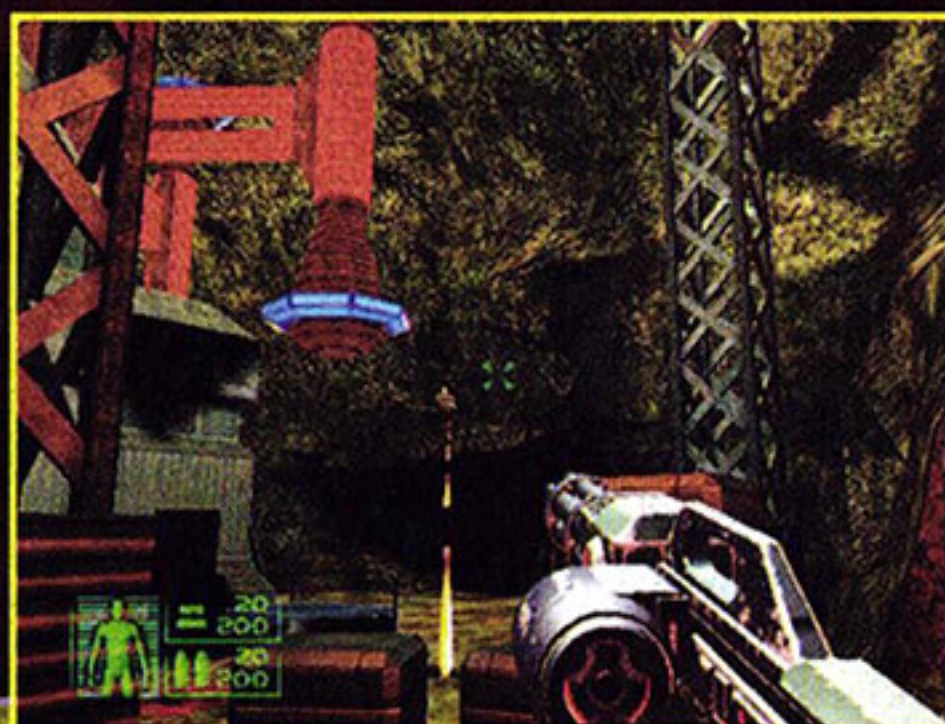
- Developed by Warthog
- Published by Crave
- Target release date: Fall 2002



FIRST LOOK



Bounty Hunter's intriguing gameplay, which will mix space combat with first-person ground-based battles, is already whipping up lots of buzz.



## FEARLESS AND INVENTIVE

Bounty Hunter's missions will require both lethal force and more cerebral investigation of the event behind Mace's betrayal. Some levels will involve destroying space stations, stopping rustlers from raiding alien herds, protecting mafia bosses, infiltration, sabotage, salvage, and more.

The controls will maintain consistency as much as possible during both types of gameplay, and you'll use a wide range of vehicles in varied environments that have different physics, inhabitants, and more. Some missions will be driven by the story, while others will be incidental side quests.

Combining these two gameplay styles is a fascinating but challenging proposition. Fortunately, Warthog, which also developed the excellent Starlancer, has already shown that it has the right stuff—and that makes Bounty Hunter one of this fall's more interesting prospects.







BY MAJOR MIKE

- Developed by Terminal Reality
- Published by Majesco
- Target release date: Fall 2002



PLAYSTATION 2



GAMECUBE



XBOX



WINDOWS 95/98

FIRST LOOK

## Bloody Rayne

Game developers never seem to tire of devising nasty ways to kill Nazis, but the creative minds behind the third-person action title *BloodRayne* have outdone anything that you'll find in *Medal of Honor* or *Wolfenstein*. Meet Agent BloodRayne: a sexy, half-human, half-vampire, one-woman slaughterhouse whose blood intake gives her increased strength—she doesn't see enemies, she sees food! If she consumes enough blood, she'll go into Bloodlust—if she consumes even more blood, she'll go into Bloodrage, which is when things get really messy.



Forget about sending in the troops; for really dirty missions, you can call Agent BloodRayne.



## A Woman's Touch

BloodRayne is also a whiz with weapons, and she'll have a wide variety of firearms to play with, including machine guns, pistols, and rifles. But her real skill surfaces with the use of hand-to-hand weapons, and she'll be able to attach different blades and stabbing weapons to her wrists (for that up-close and personal touch). But BloodRayne's true strength comes from her various supernatural abilities, such as increased speed, enhanced vision, and the ability to slow down time (think *Bullet Time* from *Max Payne* and you'll get the idea), which will develop as you progress through the game. Using a third-person visual scheme, *BloodRayne* will feature a brand-new game engine that promises to make the game very easy to pick up and play.



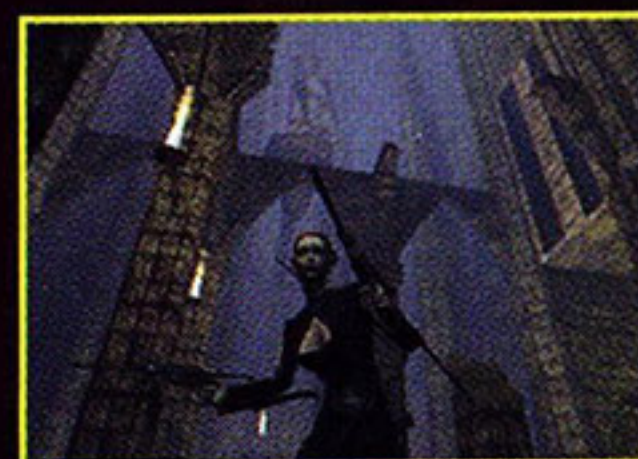
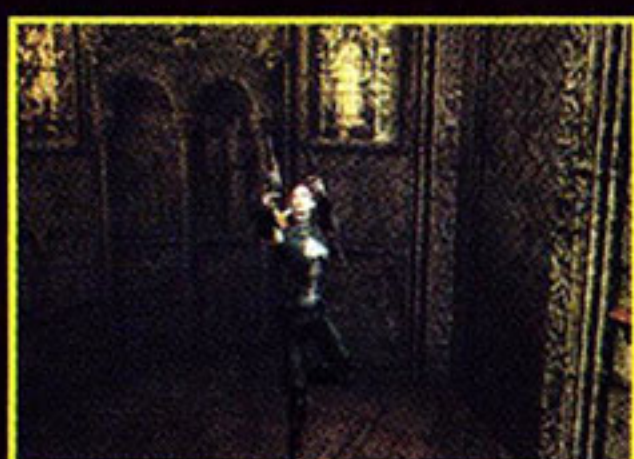
## Bloody Fun

Oh, yeah, there's a story, too. Set in the 1930s, *BloodRayne's* mission is to infiltrate a Nazi hideout in South America and halt their evil plans to unearth an ancient evil. But enemy soldiers won't be BloodRayne's sole adversaries; she'll also tangle with monsters and inhumane experiments that have run amok. The game's advanced enemy A.I. promises to keep the action challenging as enemies will set up ambushes and even call for reinforcements during combat. Yes, *BloodRayne* will be a very



violent game, so it's sure to carry a Mature rating. Nevertheless, it's one of the more promising titles in development for a 2002 release.

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







BY FOUR-EYED DRAGON

- Developed by Z-Axis
- Published by Acclaim
- Target release date: May



PLAYSTATION 2



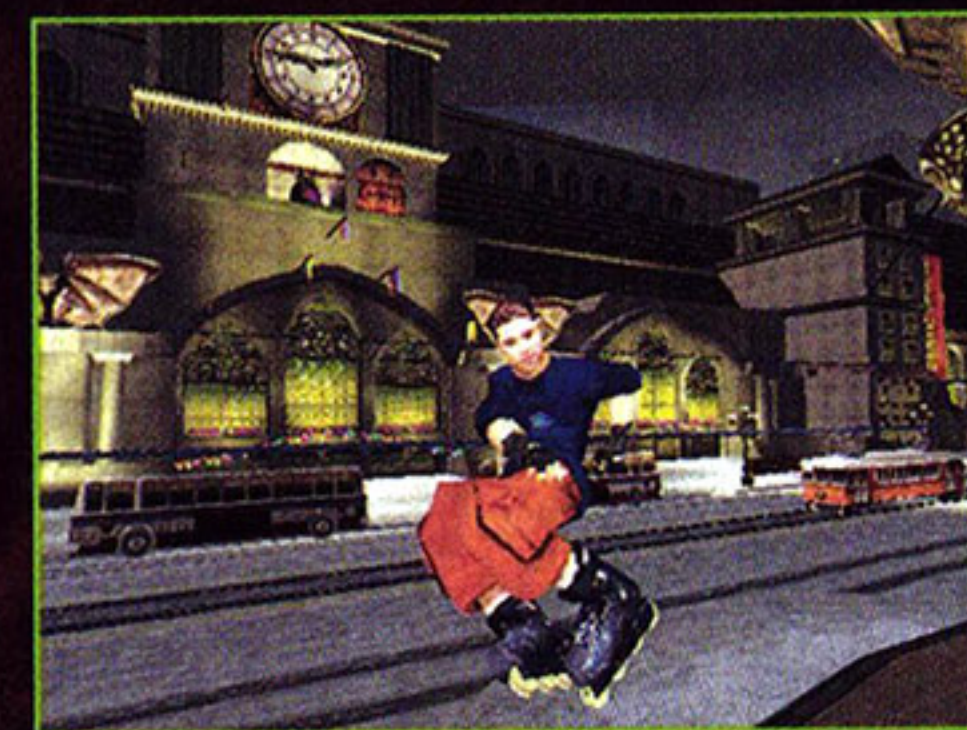
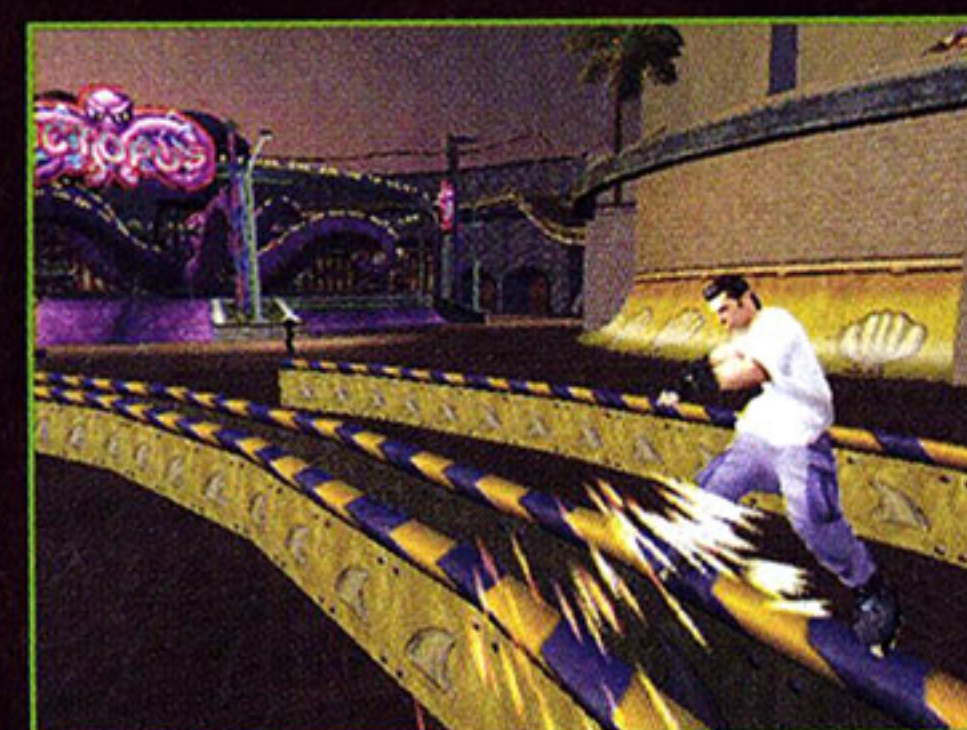
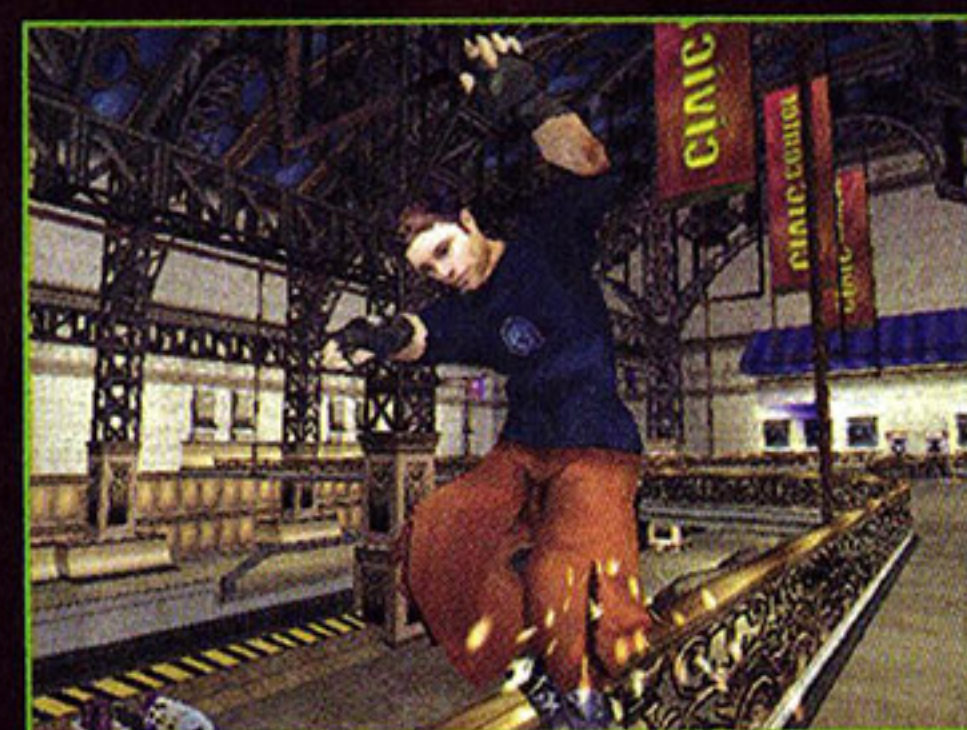
GAMECUBE



XBOX

**HANDS-ON**

## Chris Edwards Aggressive Inline

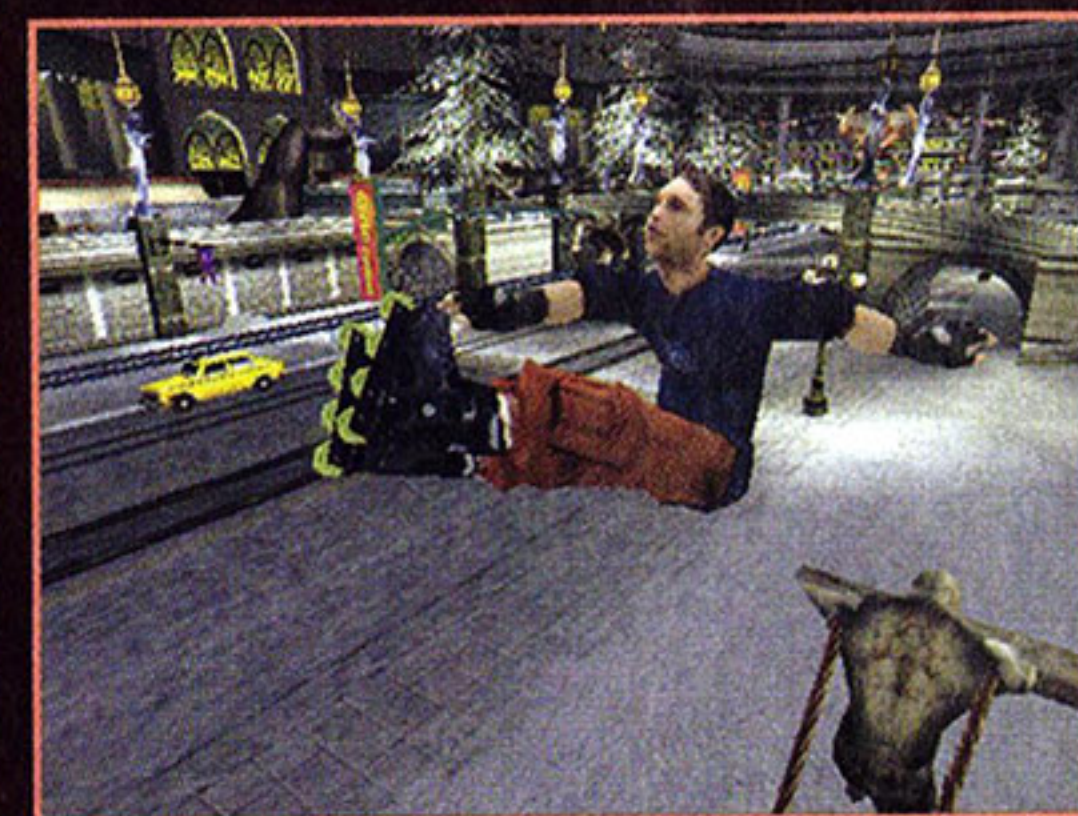


CHRIS EDWARDS IS about to show gamers why aggressive inline skating is one of the fastest-growing "extreme" sports in the world. Aggressive Inline will contain monstrous levels—similar to Dave Mirra Freestyle BMX 2

(another Z-Axis creation)—where you'll be able to perform, link, and combine super-crazy aerial stunts. But unlike in Tony Hawk and Dave Mirra, air tricks will be limited because your skates are attached to your body. So to compensate, Aggressive Inline will enable you to do over 40 different grinds on top of every conceivable object. Additionally, you'll be able to modify the grinds and link them with tons of transfers.

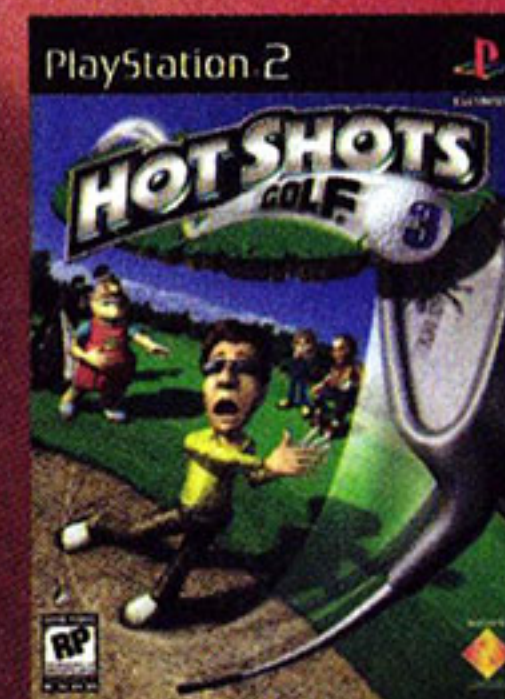
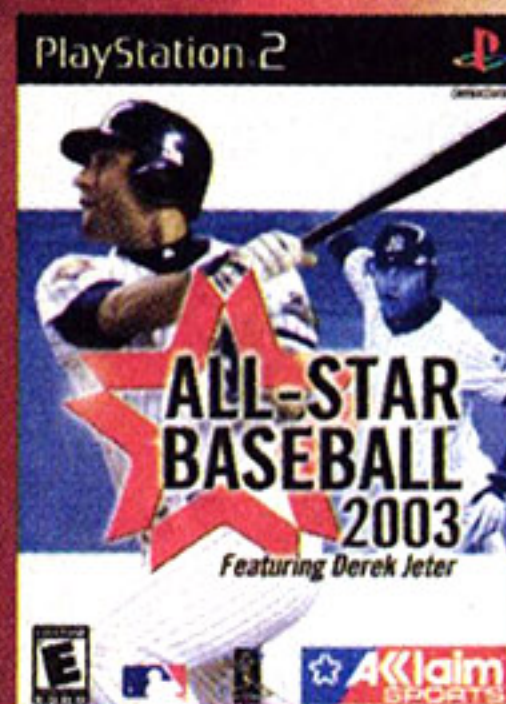
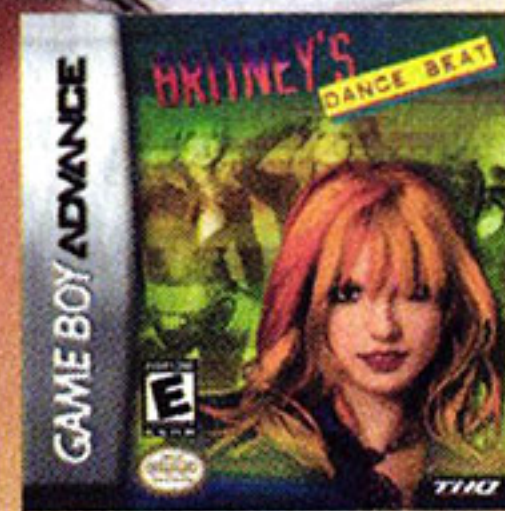
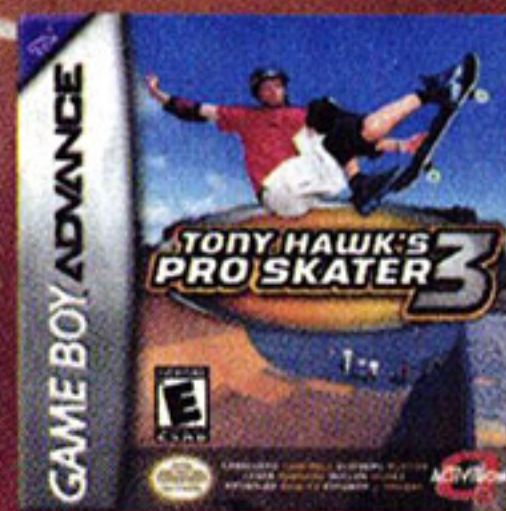
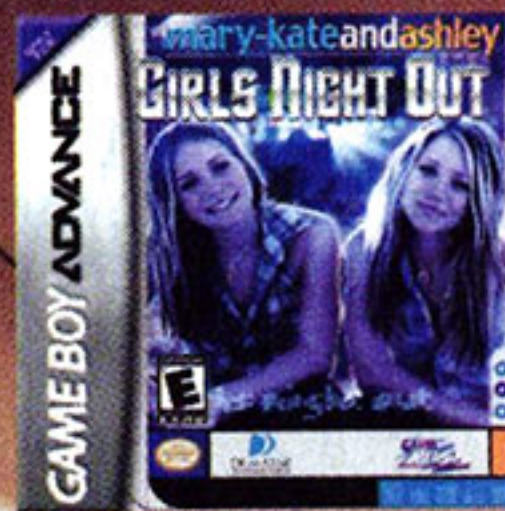
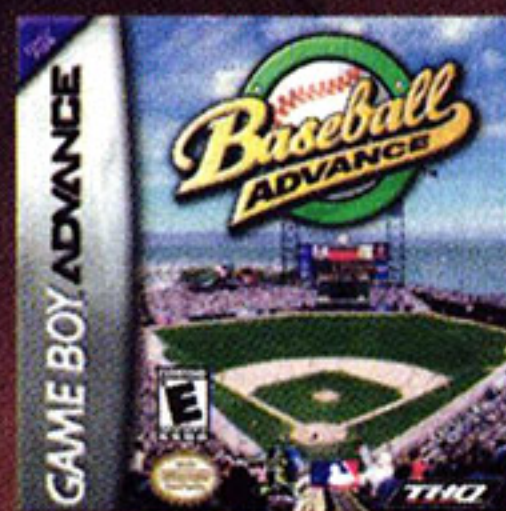
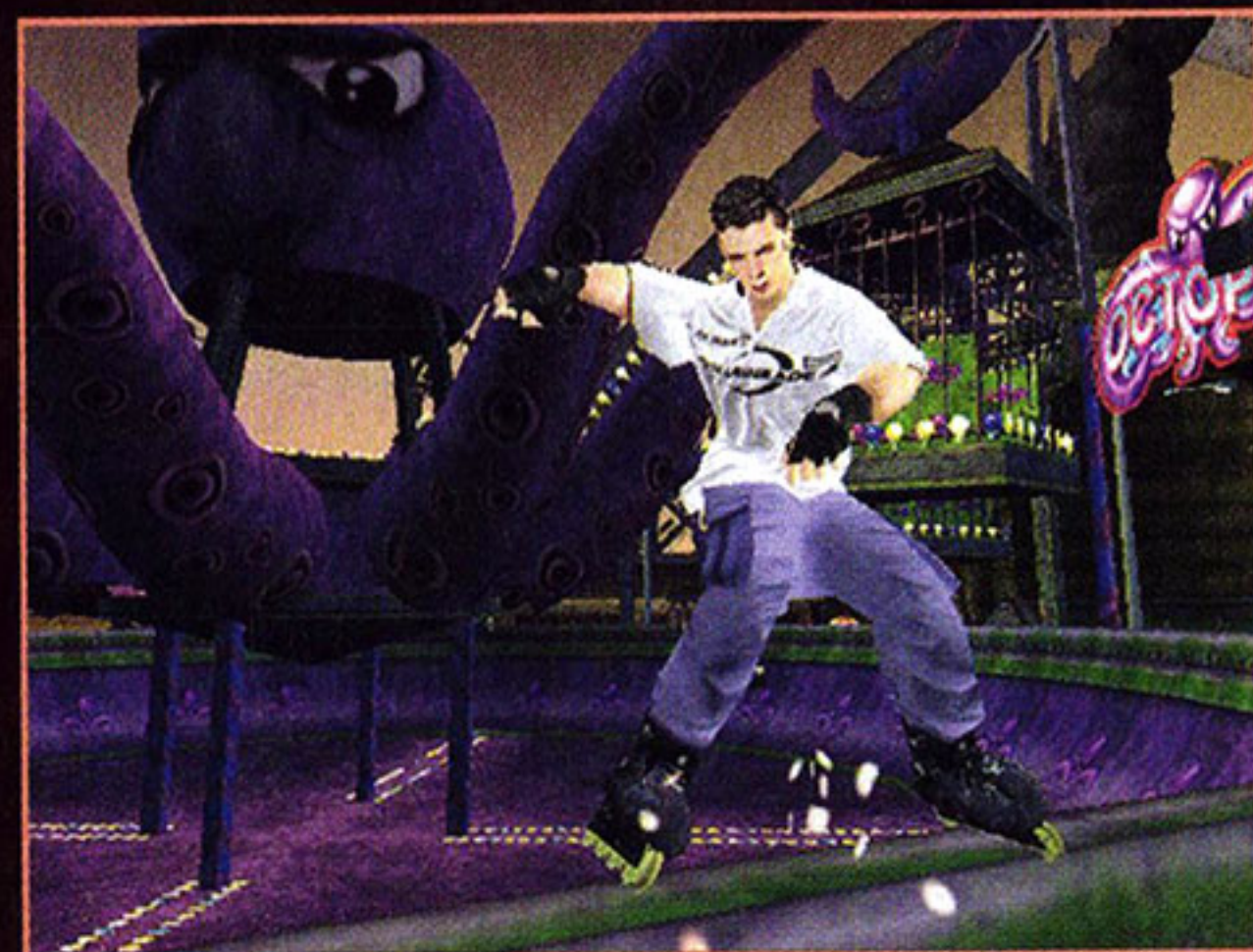
To add even more variety to the gameplay, Aggressive Inline will have an Action button, which will enable you to grab and spin around poles, vault off objects, talk to people, and bail out of looming crashes.

In an early version, the gameplay mechanics worked smoothly, but the real surprise was the depth of each stage. Visually breathtaking stages, which ranged from an active amusement park to a



four-story museum, were beautifully designed and had multiple scripted events that created slick challenges. If every level in the final version is as engaging as the ones in the preview build, then Chris Edwards could become the next hero in this exciting genre. **A**

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



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## Godzilla: Destroy All Monsters Melee

THIS NOVEMBER, THE King of Monsters will make his city-crushing next-generation console debut in *Godzilla: Destroy All Monsters Melee*. The story echoes the plot of the 1968 film, *Destroy All Monsters*, in which the world's *kaiju* (giant monsters), controlled by an alien force, escape from Monster Island to lay waste to major cities across the globe. You'll assume the role of a "free" monster armed with a full repertoire of punches, kicks, grabs, and throws, as well as combos and specialty moves like Godzilla's radiation breath and King-Ghidorah's electric beams.



Major cities, including Tokyo and San Francisco, will serve as massive, interactive arenas. Each city will be amazingly detailed with moving vehicles and working traffic lights. They will, of course, be fully destructible as well, and your creature will be able to use wreckage from buildings—along with cars and trucks—as weapons against other creatures. More than 14 classic Toho *kaiju* will vie for domination, including Mothra, Destroyer, and at least three incarnations of the King himself from the 1954, 1990, and 2000 *Godzilla* movies.



BY PONG SIFU

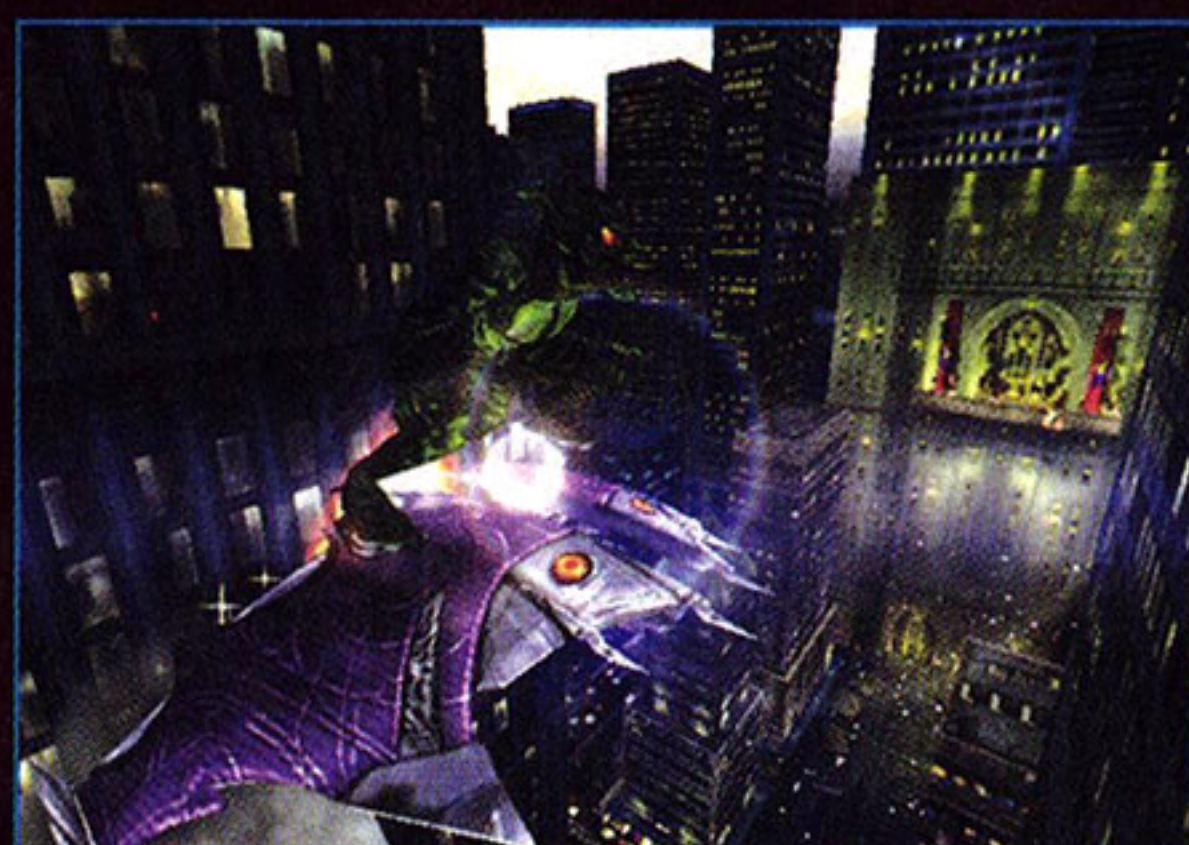
- Developed by Pipe Works
- Published by Infogrames
- Target release date: November



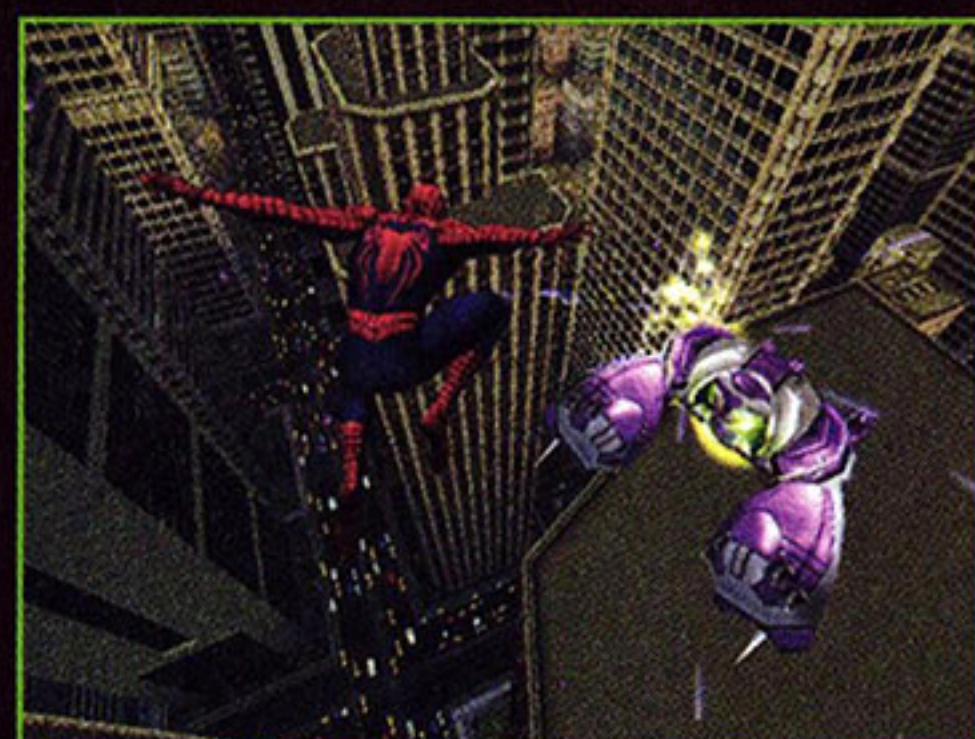
GAMECUBE

FIRST LOOK

## Spider-Man



AS THE RELEASE of the fervently anticipated *Spider-Man* movie approaches, the film-inspired game is shaping up to be a formidable action/adventure thrill ride. The graphics in the preview build looked sweet—your friendly neighborhood web slinger and his rogue's gallery of villains never looked better. The control scheme will feel familiar to anyone who has played the *Spider-Man* games on the PlayStation, except that you'll now be able to execute more special web abilities. Plus, more robust in-air



BY PONG SIFU

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



PLAYSTATION 2

HANDS-ON

controls will enable you to freely switch directions on the fly. The targeting system has also been retooled to take advantage of the Dual Shock controller, so now you'll be able to aim zip lines by pressing in the right analog stick. As in Activision's previous *Spider-Man* titles, however, the camera swayed too sporadically in the early version, but with some fine-tuning, this game could surely kill. You can do whatever a spider can—again—this April.







BY D-PAD DESTROYER

- Developed by Anchor
- Published by THQ
- Target release date: Summer 2002

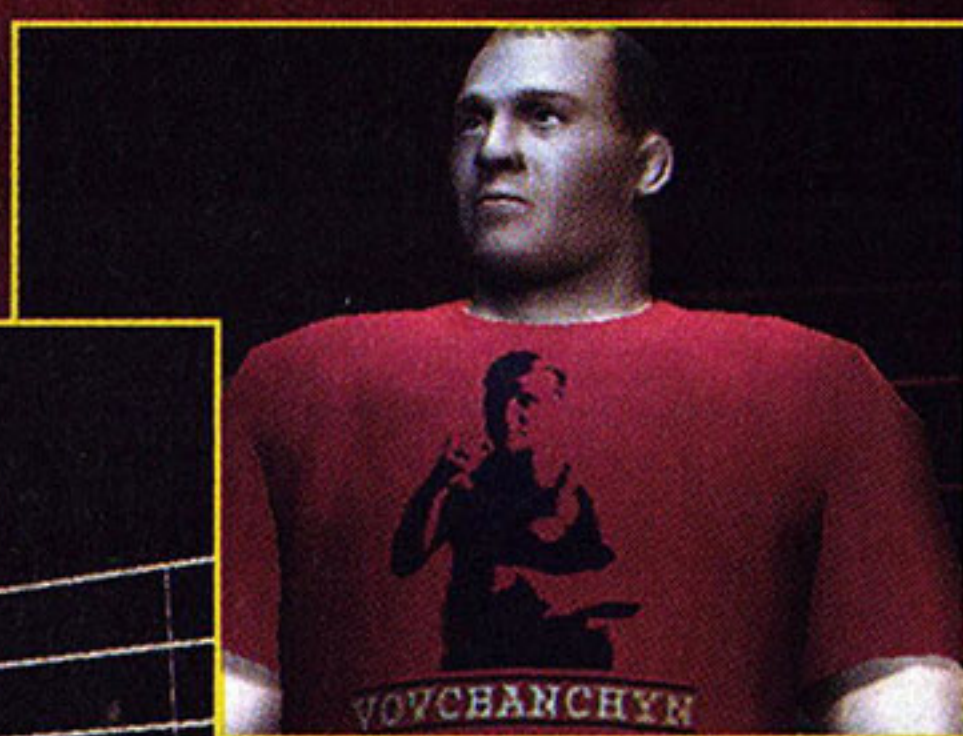
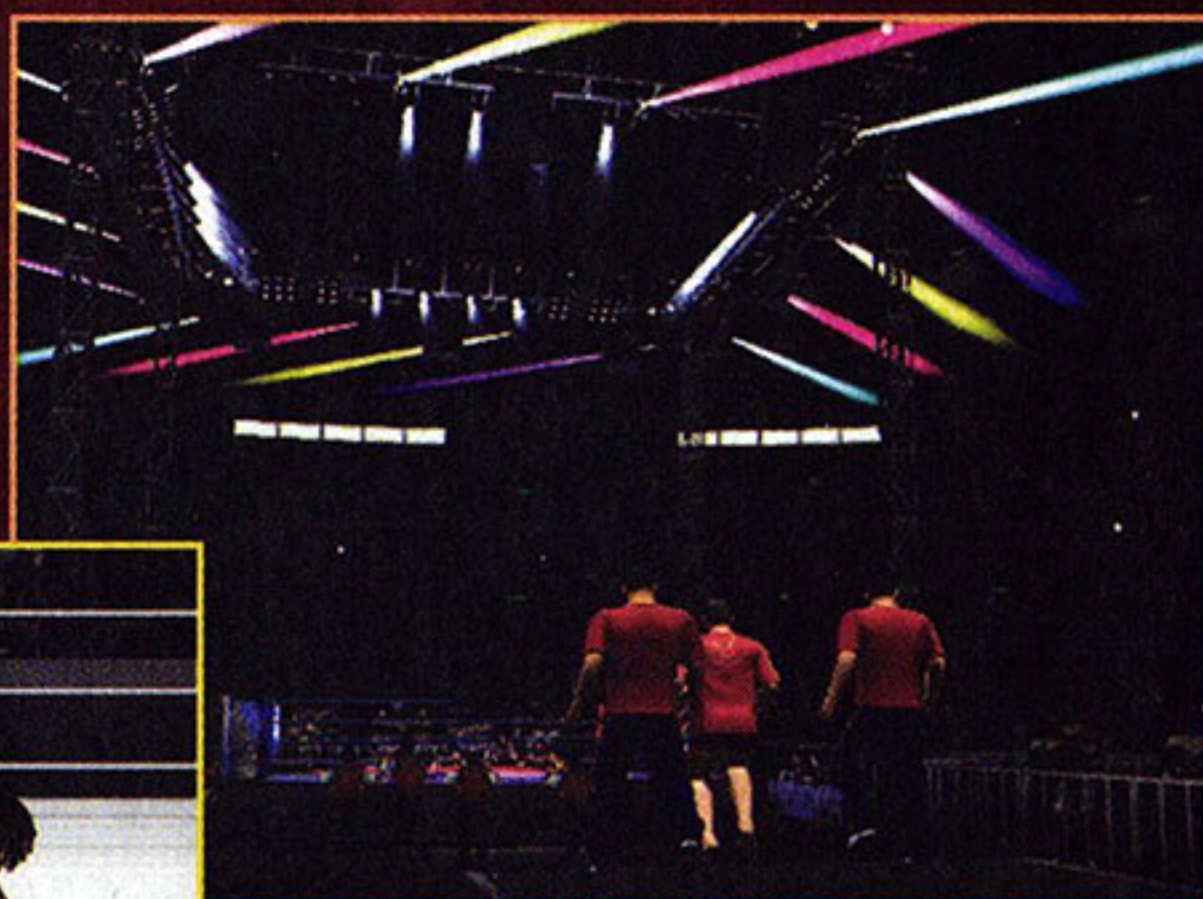


PLAYSTATION 2

### FIRST LOOK

## Pride FC

THQ MAY RULE the wrestling ring, but now it's setting its sights on mixed martial arts with Pride FC. Pride will feature 25 top fighters with such unpronounceable names as Kazushi Sakuraba, Vanderlei Silva, and Igor Vovchanchyn, but you'll be able to use the Create-A-Fighter feature to make your own. The developers of Pride FC also made the Dreamcast version of UFC, so they know a thing or two about mixed martial arts fighting. Five gameplay modes, including Exhibition, Survival, and Tournament, will test your mettle in the ring this summer. **G**



BY FOUR-EYED DRAGON

- Developed by Opus
- Published by Crave
- Target release date: May



PLAYSTATION 2

### HANDS-ON

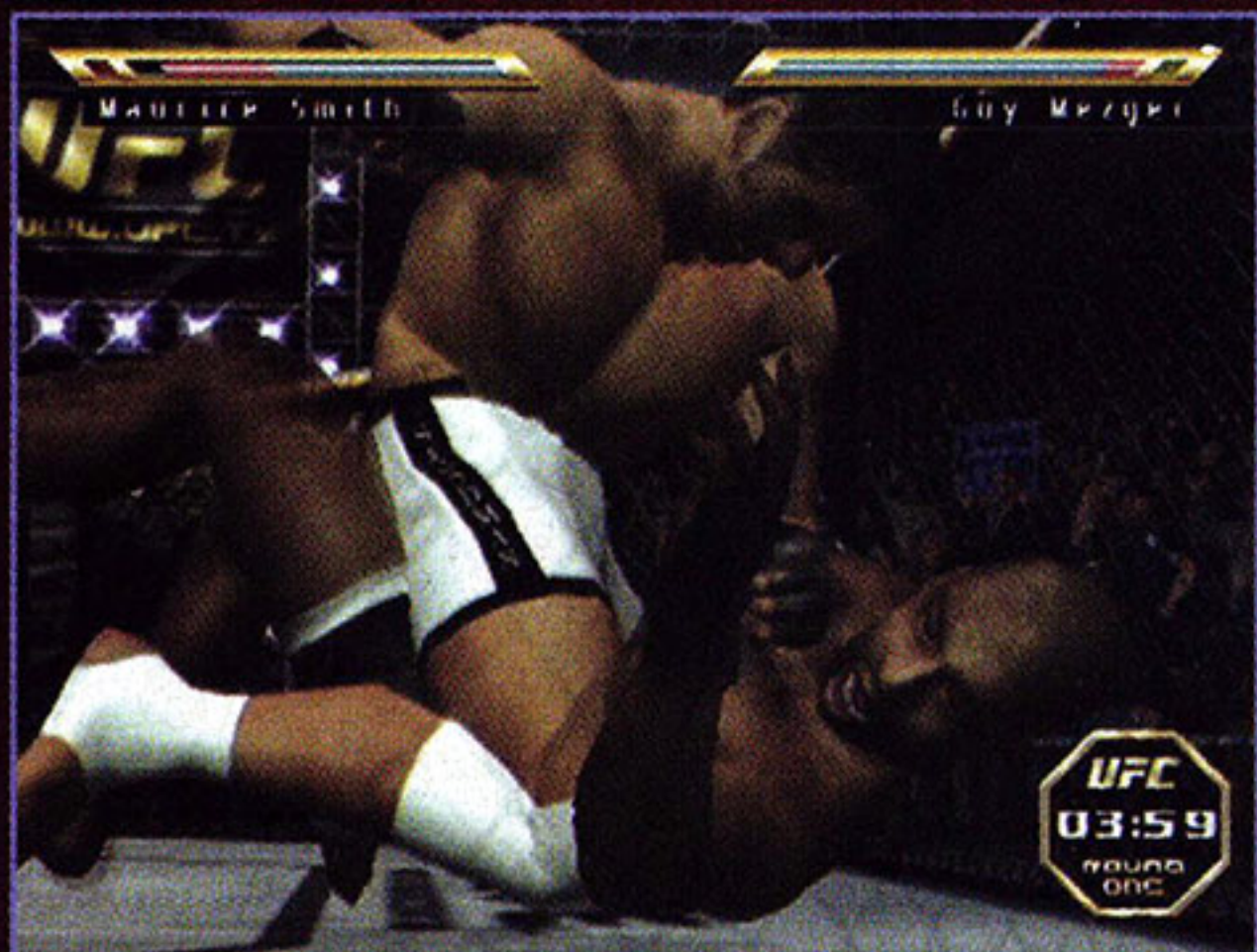
## UFC: Throwdown

THE BLOODSPORT of today, Ultimate Fighting Championship, comes knockin'! In Throwdown, you'll be able to choose from 28 pro fighters, including Carlos Newton, Chuck Liddell, and Uno Caol, or create your own pug and fight him through the ranks.



Playing an early version of the game felt like you were actually at a real UFC event—smooth animations made each of the fighter's moves look life-like, and the control scheme was simple to learn. Are you worthy of becoming the ultimate

fighting champ this May? **G**




# control.

I push the button, the secret agent shoots. I hold left on the analog stick, he runs left. Pretty simple stuff. So when I go to buy that second gamepad, I'll just grab one—They're all the same. It's not like these things are complicated devices like a GameShark.

Of course, if a company can develop a product as sophisticated as GameShark, they could probably make a pretty nice gamepad, right?

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## Commandos 2

PC OWNERS HAVE been playing this one for a few months now, but console gamers are about to get a completely reconfigured control scheme and a few little extras in Eidos's WWII

squad-based strategy title. Commandos 2 will put you in charge of a small band of specialized soldiers as they fight, drive, and steal their way through the game's 12 missions. Your men will each have a specialty, such as heavy weapons, stealth, demolitions, and more. It will be up to you to use these skills properly to succeed.



BY D-PAD DESTROYER

- Developed by Pyro Studios
- Published by Eidos
- Target release date: Summer 2002

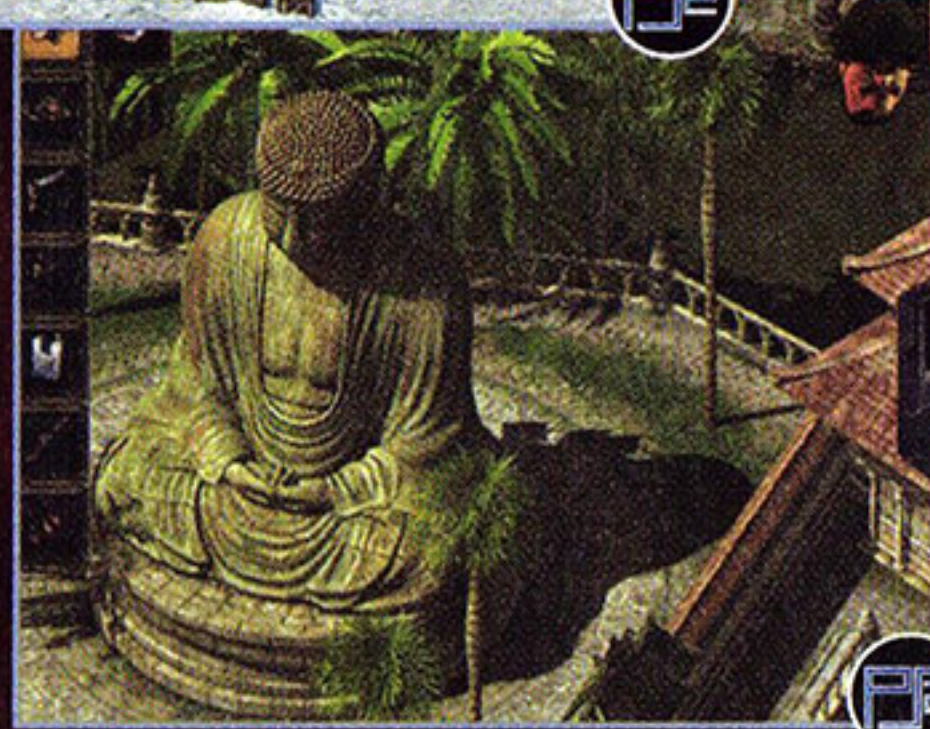


PLAYSTATION 2



XBOX

FIRST LOOK

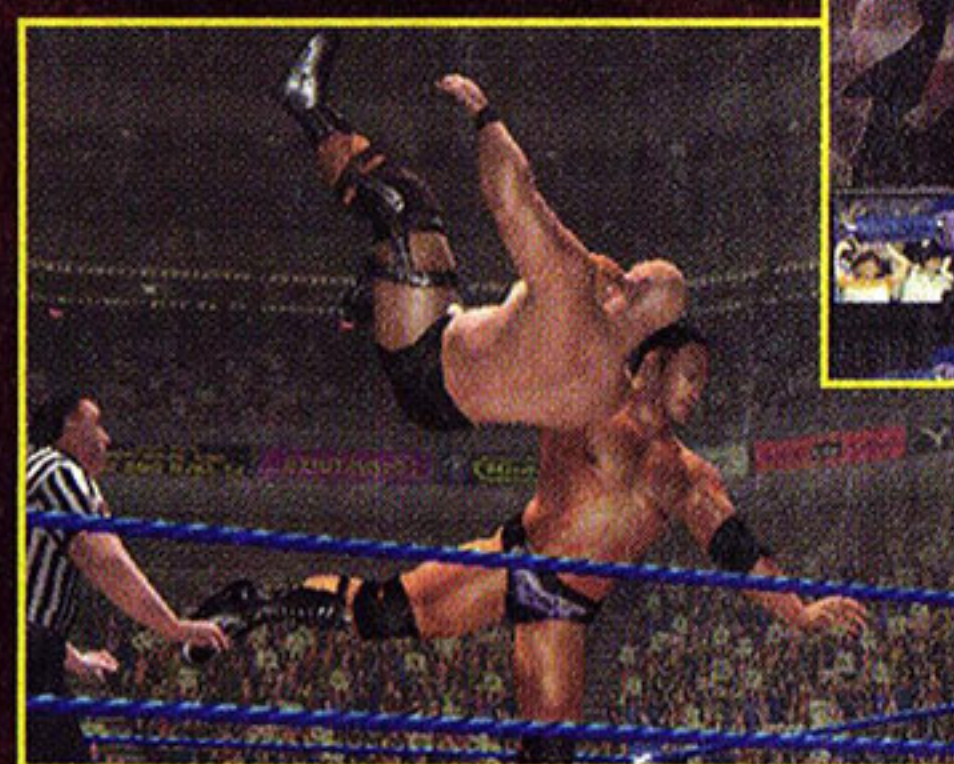
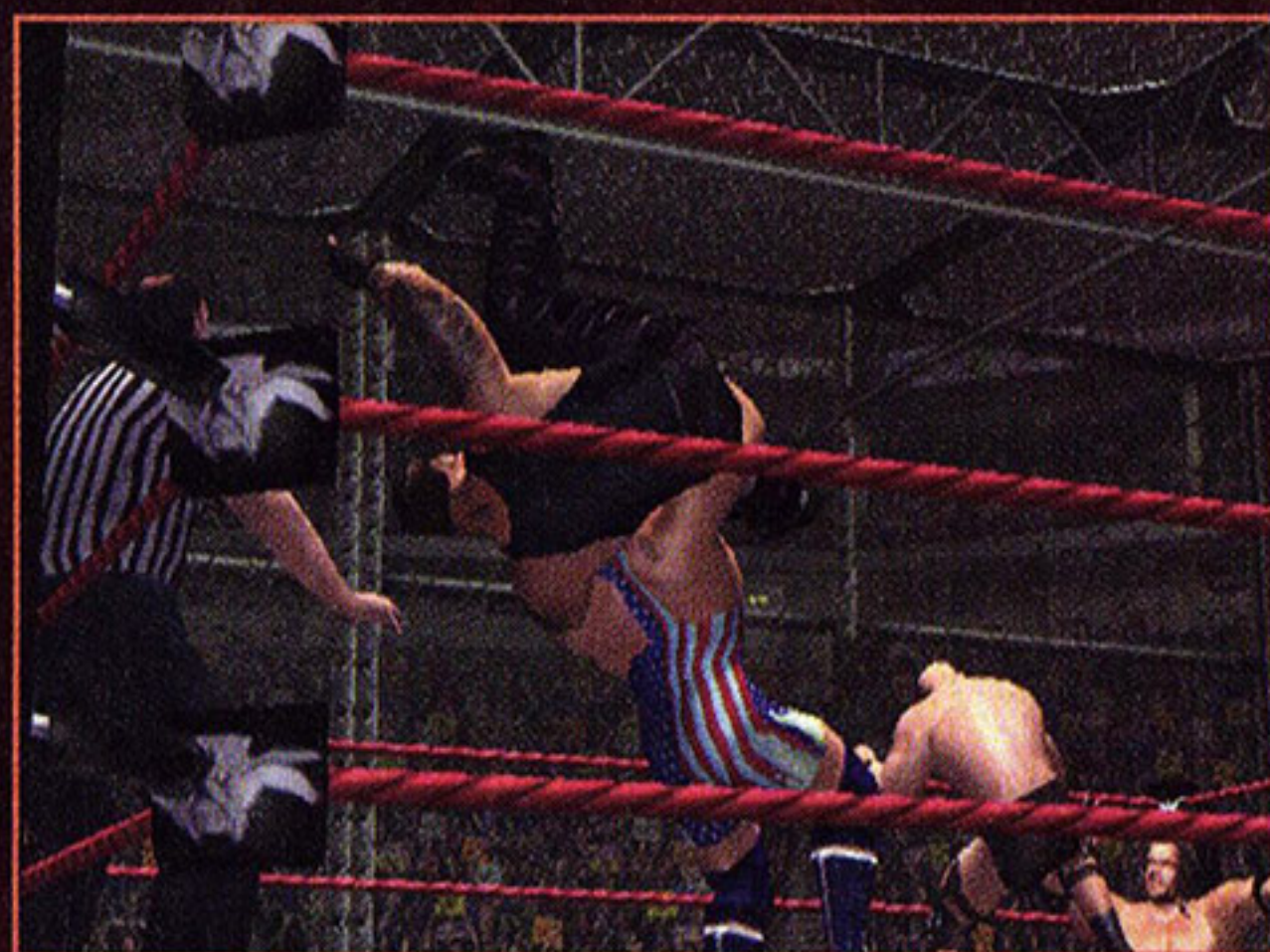
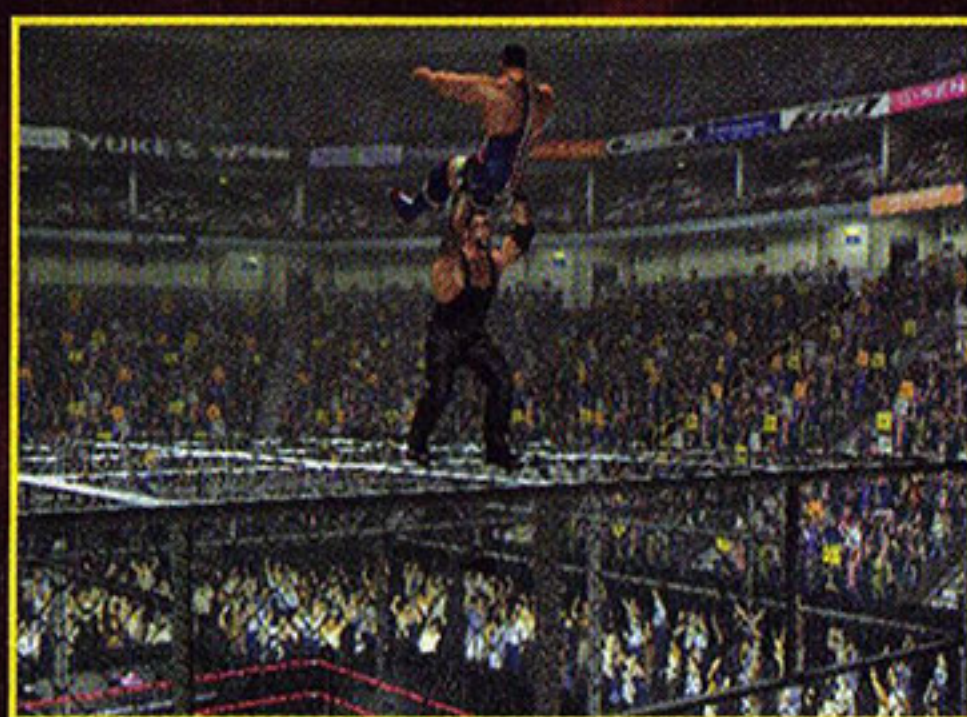


## WWF WrestleMania X8

CONTINUING ITS POLICY of putting a different WWF game on every possible system, THQ is bringing you WWF WrestleMania X8 with the hopes that you're not getting burned out on the franchise. X8 may sound like a Mega Man title, but it will feature 35 of your most beloved WWF super-

stars, including WCW/ECW favorites like Booker T and Rob Van Dam. You'll grapple with a completely new wrestling system that focuses on simulation and momentum shifts, and fight in six venues—

from SmackDown to the big dance itself, WrestleMania.



BY D-PAD DESTROYER

- Developed by Yuke's
- Published by THQ
- Target release date: Summer 2002



GAMECUBE

FIRST LOOK

## Endgame

IN ENDGAME, YOU'LL play as Jade, an American woman whose boyfriend, Tyler, works for EuroDream, a company that has created a fantastic virtual reality technology. When Tyler calls for your help after being mysteriously kidnapped, it's up to you to save him. You'll shoot your way through real-world and virtual-reality settings as you quest to save your guy. Endgame's gameplay in a preview version was fast with lots of guys to shoot, and the Guncon was as accurate as always. The graphics could have used a little polish, but it's still early, so Empire Interactive could have a gunslinger on its hands.



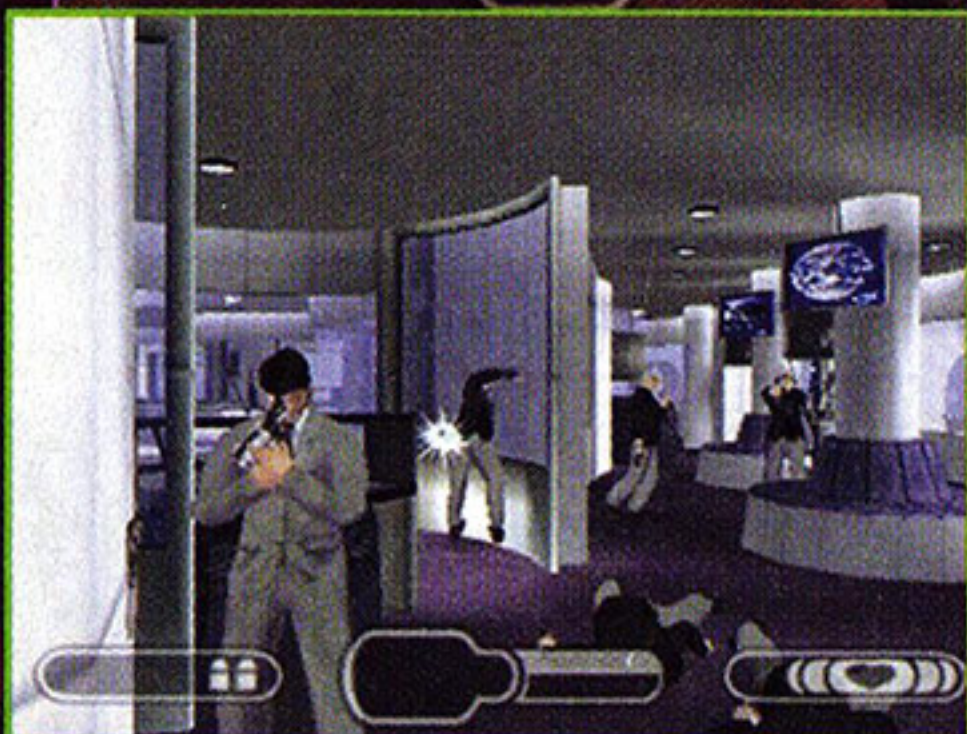
BY D-PAD DESTROYER

- Developed by Cunning Developments
- Published by Empire Interactive
- Target release date: May



PLAYSTATION 2

HANDS-ON







BY FENNEC FOX

- Developed and published by Titus
- Target release date: May



PLAYSTATION 2

## HANDS-ON

### Barbarian

HEAVILY INSPIRED BY Power Stone, Titus's Barbarian is a 3D arena fighter that will feature up to eight warriors on the same screen using swords, rocks, and whatever else is handy to

beat up each other. Each of the 10 characters will be able to go on a quest that will include 11 story battles and 45 "side" adventures, raising their abilities RPG-style in the process. The quest tasks will range from destroying a large obelisk to building a ladder to access an enemy in a tree. You should prepare yourself well—battle awaits.



BY FOUR-EYED DRAGON

- Developed and published by Midway
- Target release date: Summer 2002



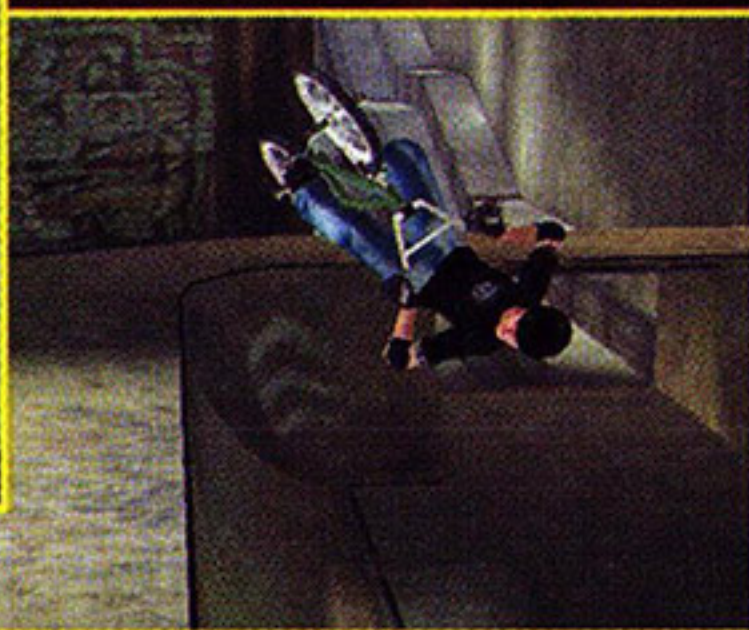
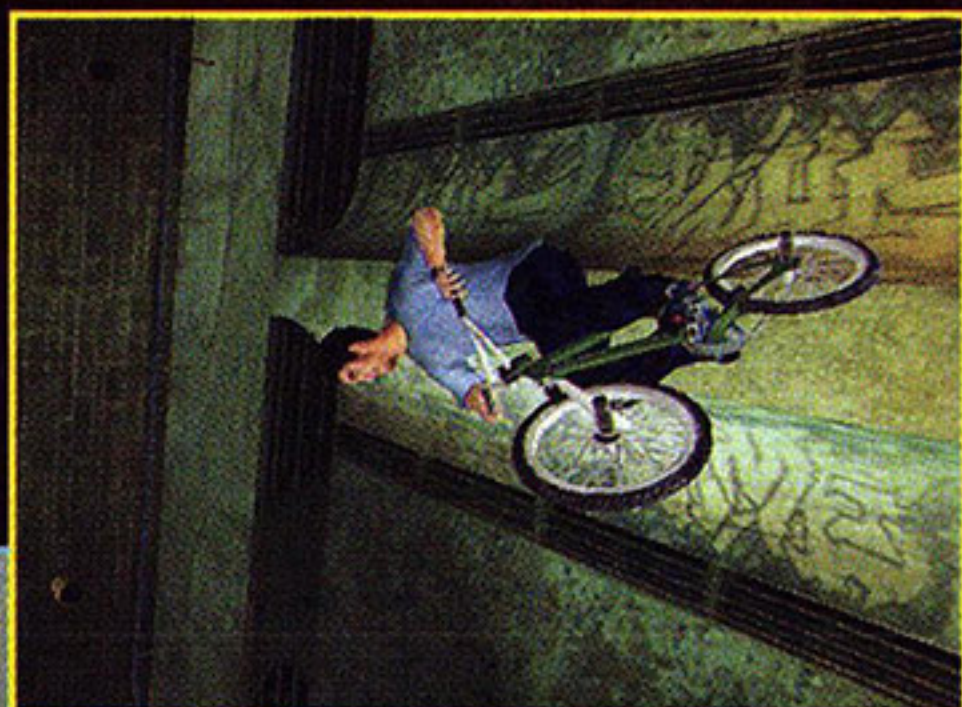
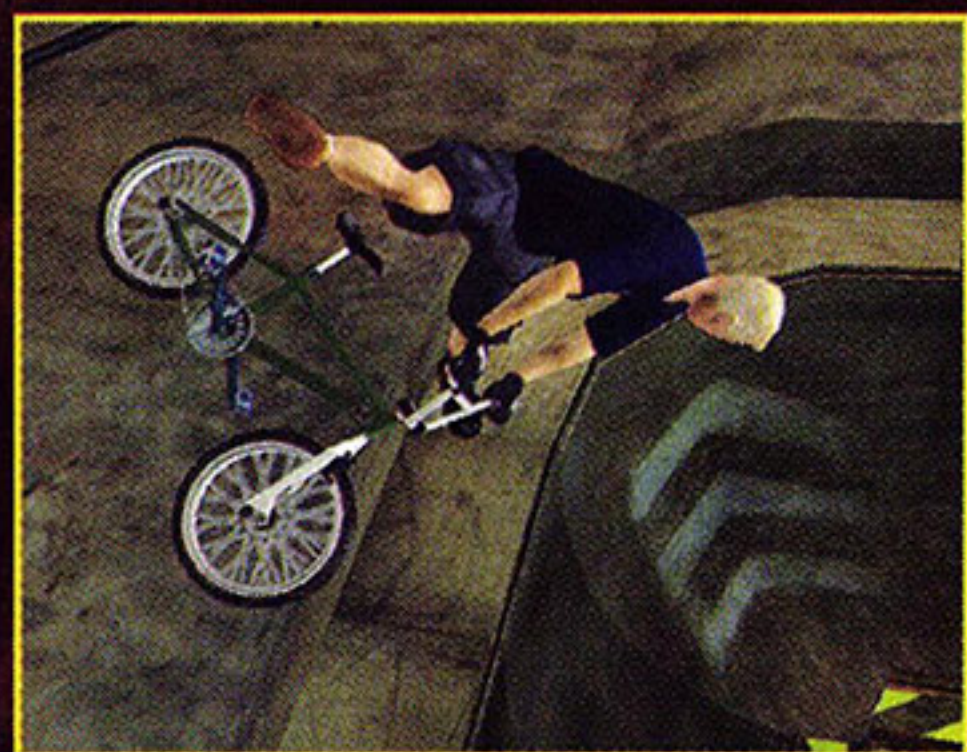
PLAYSTATION 2

## FIRST LOOK

### Gravity Games Bike: Street. Vert. Dirt.

MIDWAY'S VERSION OF BMX freestylin' will feature seven pros, including Dennis McCoy, Leigh Ramsdell, and Matt Beringer, ripping it up on such real-life tracks as Fuzzy Hall's backyard and the Gravity Games' Street, Vert, and Dirt competition courses. You'll also be able to perform over 1500 tricks on

fantasy tracks that range from an acid factory to a train depot. But with Mirra and Hoffman already dominating the genre, can Gravity Games take this virtual extreme sport to a brand-new level like the tournament has in real life?



# save.

I play a lot of games. I mean A LOT. When I save my seasons, levels and custom characters, I've got about three memory cards full. So I go to play something else and I've gotta decide — do I save over what I have or not save my game? I wish someone made bigger memory cards to hold more game saves. I could use something like 16 times more memory to fit my saves!

**This InterAct Flash™ Memory Card should do the trick. It's definitely got enough space for all my precious game saves.**

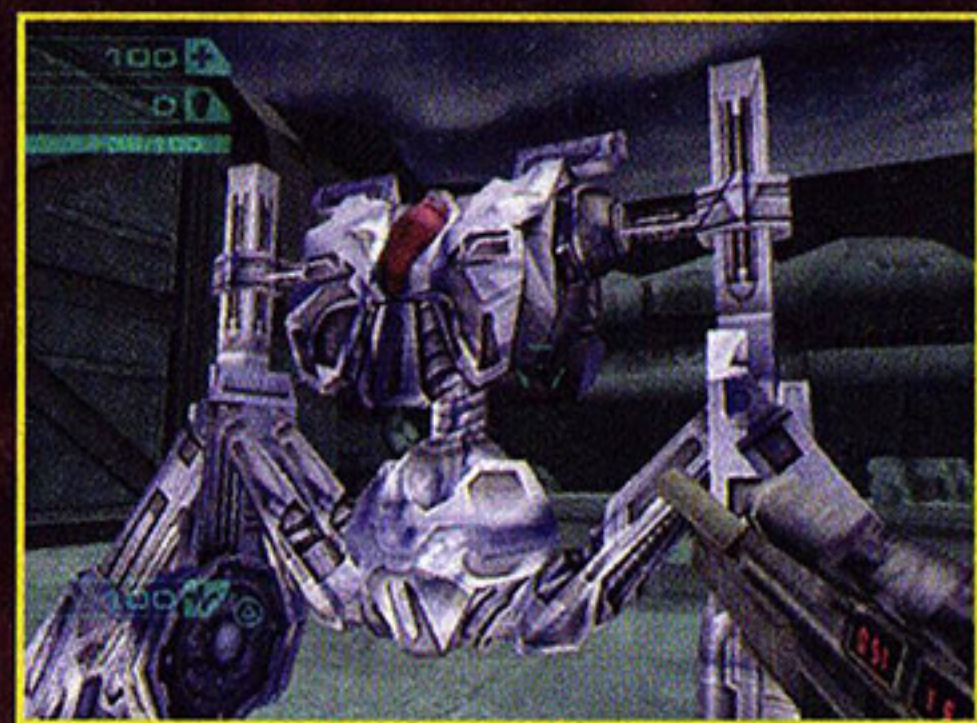
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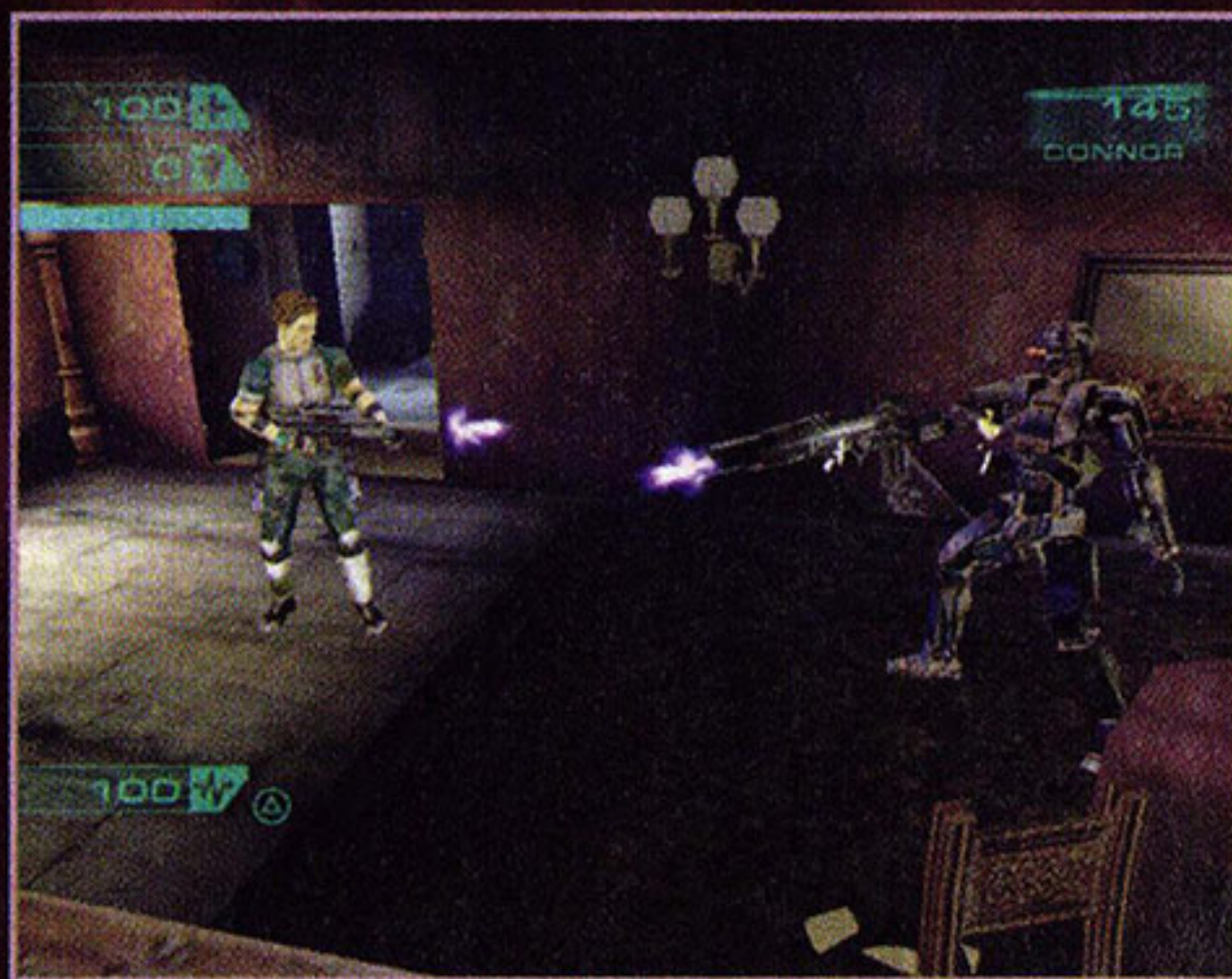


## Terminator: Dawn of Fate



"I'LL BE BACK." A prequel story to the first *Terminator* movie, *Dawn of Fate* will put you in the combat boots of three resistance fighters pitted against a mechanized army in the year 2029. Via a third-person view, you'll solve puzzles and blast through 12 levels—including urban battlefields, Terminator-generating machine factories, and R&D labs—with the help of more than 13 weapons. Your final goal will be to infiltrate SkyNet and use the time machine there to send protector Kyle Reese to the year 1984. The pre-Judgment Day mayhem will begin this summer. **G**

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



BY MAJOR MIKE

- Developed by Paradigm Entertainment
- Published by Infogrames
- Target release date: Summer 2002



PLAYSTATION 2



XBOX

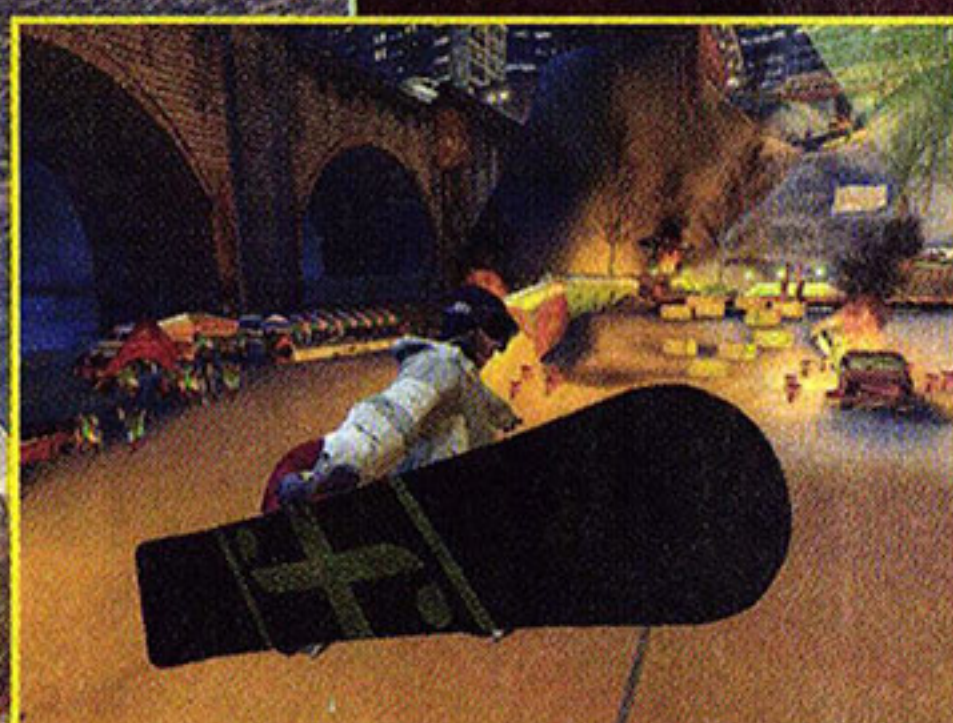
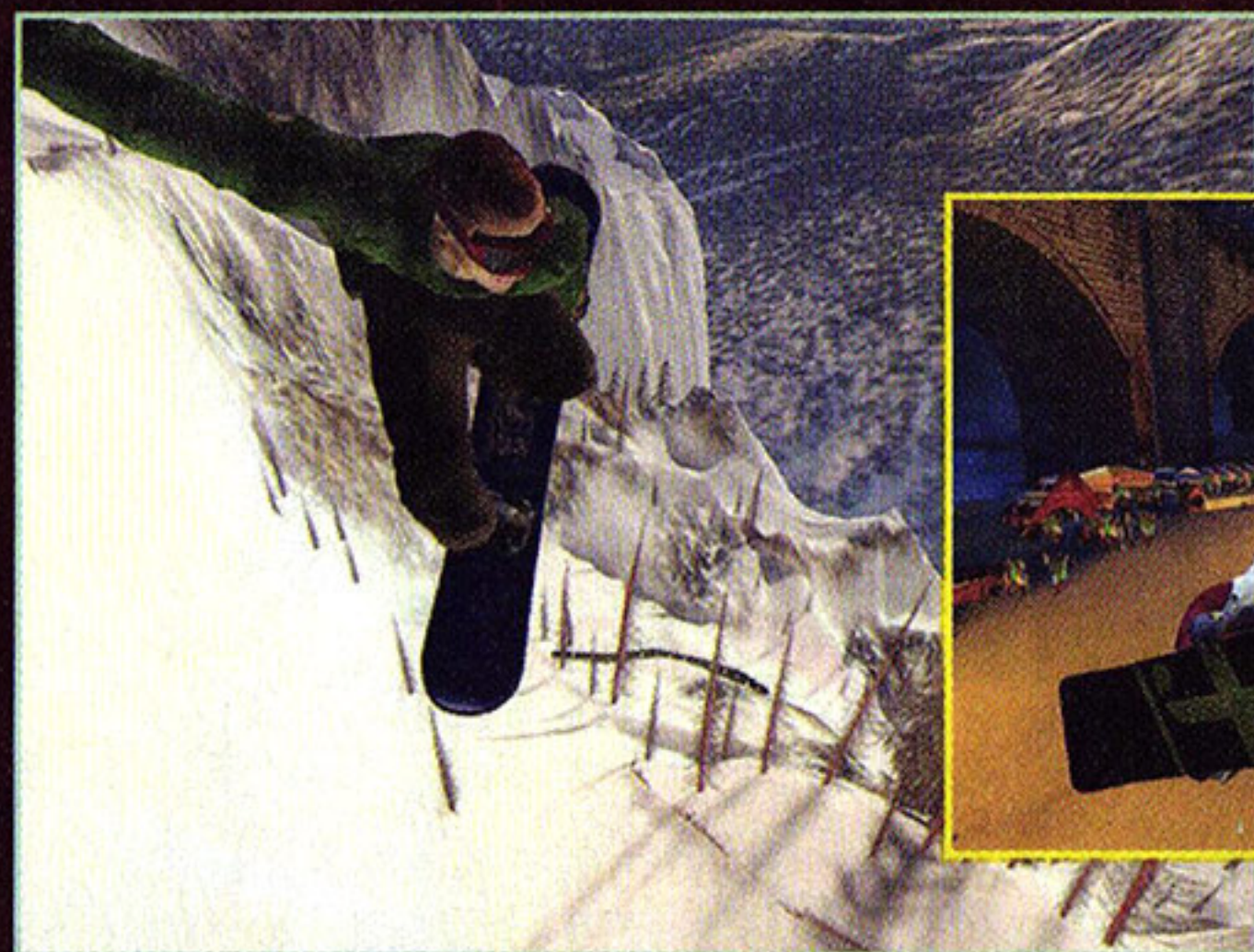
FIRST LOOK

## TransWorld Snowboarding



ATARI IS HOPING that the TransWorld name will bolster its snow-

boarding game to be as successful as other Xbox board games. More than just a licensed cash-in, this boarder is hoping to re-create the TransWorld lifestyle by featuring today's popular pros, like Tina Basich and Todd Richards, ripping it up on fantasy courses—much like *TransWorld Surf* did last year. Riders will be able to pull off super-crazy stunts with the goal of being photographed for the coveted *TransWorld* cover in mind. **G**



BY FOUR-EYED DRAGON

- Developed by Housemarque
- Published by Atari
- Target release date: Fall 2002



XBOX

FIRST LOOK

## Armored Core 3

THE ARMORED CORE series has attracted a fiercely loyal fanbase with its robot action and extreme customization features. *Armored Core 3* will continue the tradition this summer with more enemies to shoot and more modes to enjoy. From Software's focus is pinned squarely on the customization mode, which will feature 200 new parts for you to attach to your robot. Not that the company is slumming with the rest of the game—along with 50 new single-player missions, which can be completed with the help of a CPU-controlled robot, the multiplayer mode is being enhanced with four-player team and free-for-all battles. **G**



BY FENNEC FOX

- Developed by From Software
- Published by Agetec
- Target release date: Summer 2002



PLAYSTATION 2

FIRST LOOK





BY FOUR-EYED DRAGON

- Developed by Hudson Soft
- Published by Majesco
- Target release date: June



FIRST LOOK

## Bomberman Generations

THE NOW-LEGENDARY BOMBERMAN is finally making his appearance on the GameCube. In an attempt to retrieve the Six Bomb Elements from the treacherous Hige Hige Bandits, you'll have to



guide Bomberman through 16 challenging levels that span five humongous, cel-shaded 3D worlds. Throughout the game, you'll be able to create new bombs, befriend Charaboms, and play a ton of mini-games. Of course, you can also expect intense multi-



player action in old-school Bomberman fashion with five game modes where you and a couple of your friends can bomb it out. The explosions will start in June.



BY BAD HARE

- Developed by Heavy Iron Studios
- Published by THQ
- Target release date: Spring 2002 (PS2); Fall 2002 (GameCube)



FIRST LOOK

## Scooby-Doo!

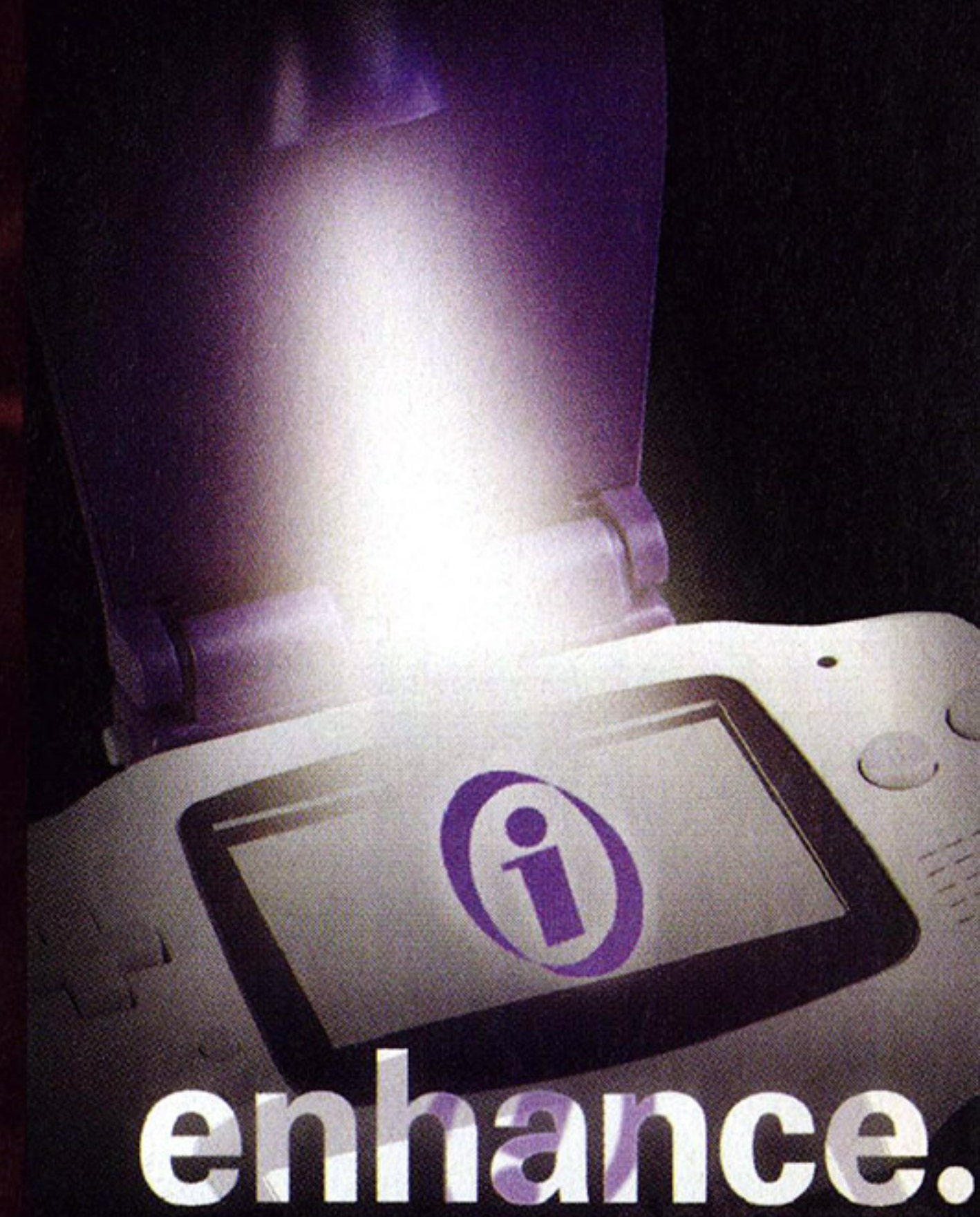
IF A GANG of teenagers traveled around the country in a psychedelic van with a big dog and an endless supply of euphoria-inducing "snacks," you would call them deadbeats. Not THQ—it would call it a new adventure game for the PlayStation 2 and GameCube. Scooby-Doo! will put players in the paws of the titular



hero as he travels through 12 levels, trying to rescue Fred, Daphne, Velma, and Shaggy from classic villains straight from the TV show. The game will feature voice-actors from the original cartoon, too.



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



enhance.

I take my Game Boy Advance everywhere. Whenever I can grab a free minute, I squeeze in a quick game. But there are times when the screen is too dim to catch the light. Or the level I'm finishing is just too hard. And my batteries always seem to lose power at the worst time.

Maybe it's time for me to Enhance My Advance. A GlowGuard, PowerPak, and GameShark should do nicely.

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# Superman: The Man of Steel

IT'S A BIRD! It's a plane! It's not a port of the crappy Superman game that plagued the Nintendo 64 a few years ago! The Man of Steel gets a second chance with a brand-new 3D action/adventure. As Superman, you'll defend Metropolis from Brainiac 13 and his mechanical army while protecting citizens and city structures. The game will feature Superman's trademark powers (X-ray vision, ice breath, flying ability), which should add diversity. Sure, the screens look great; hopefully, the gameplay will be just as compelling. **G**

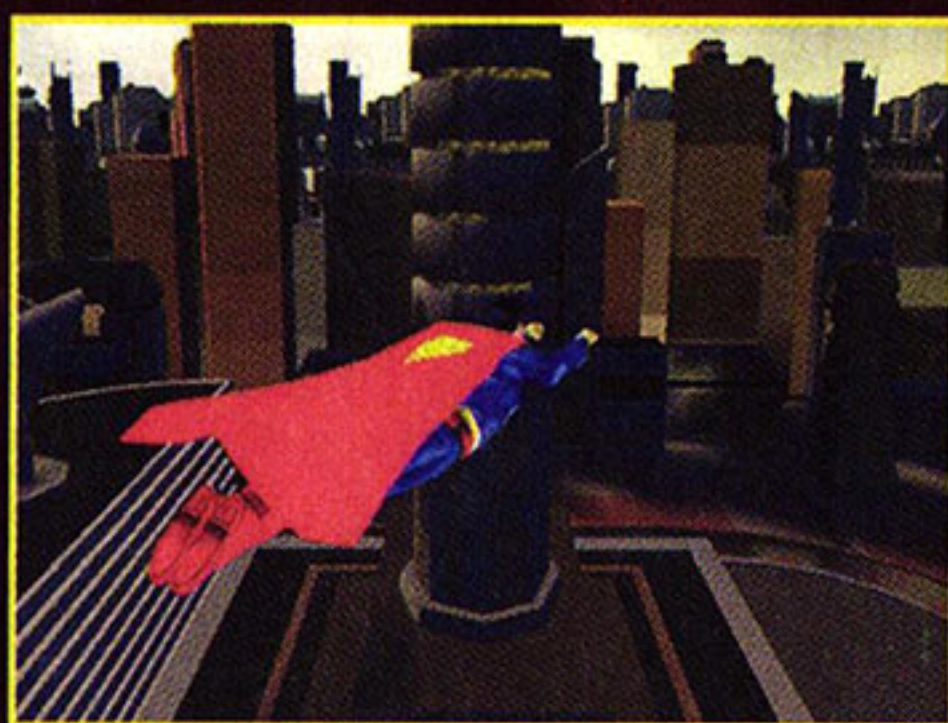


BY MAJOR MIKE

- Developed by Circus Freak Studios
- Published by Infogrames
- Target release date: Fall 2002



FIRST LOOK



# Mat Hoffman's Pro BMX 2



MAT IS BACK to teach the Miracle Boy a thing or two. The coolest part in an early build of Mat Hoffman's Pro BMX 2 was that you could easily perform flatland tricks like the backpacker and hitchhiker. Of course, there will also be tons of new air stunts that you can perform, now that BMX 2 will let you modify tricks on the fly. The game will also feature eight new levels to ride, but in the preview version, they didn't look as smooth as those in Dave Mirra Freestyle BMX 2. If the visuals are sharpened before release, Mat Hoffman could be the top BMX rider on the PlayStation 2. **G**

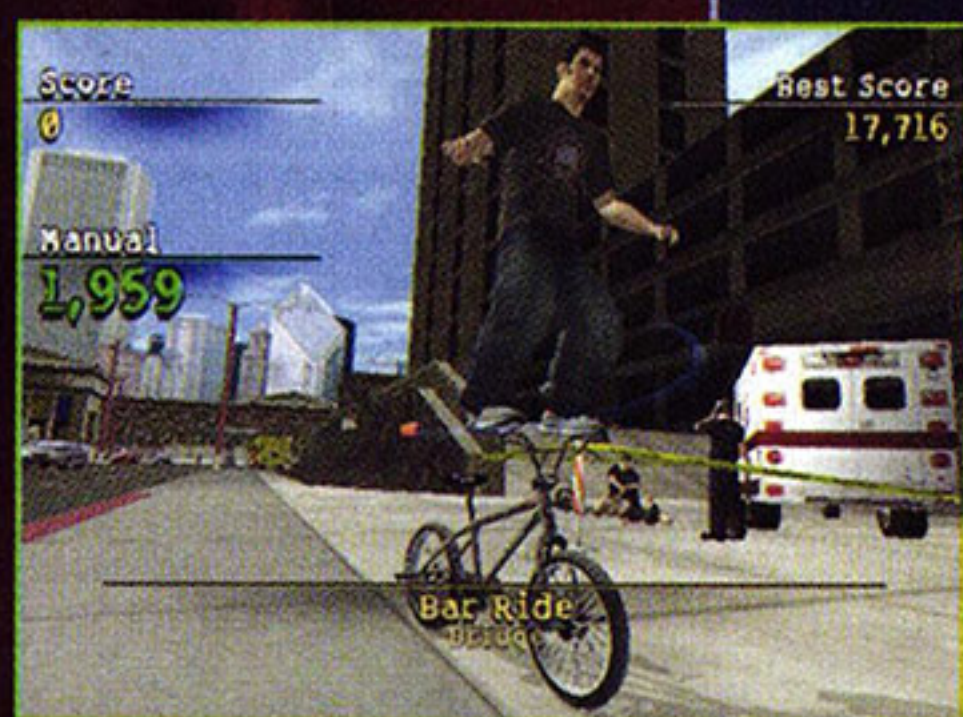


BY FOUR-EYED DRAGON

- Developed by Rainbow Studios
- Published by Activision
- Target release date: June



HANDS-ON



# Gun Metal

SUSPICIOUSLY SOUNDING LIKE Robotech, Gun Metal will have you controlling giant mechs that can transform into jet fighters on the fly. Through 25 missions, you'll need to defend your peeps by obliterating enemy units that range from foot soldiers to huge fortresses. You'll use crushing weaponry on the opposing force, while your mech will be able to walk, run, and fly through interactive environments where it can crush rocks and tear down buildings. The allied force will be relying on you this June. **G**



BY FOUR-EYED DRAGON

- Developed by Rage Software
- Published by Majesco
- Target release date: June



FIRST LOOK







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**am interact.**

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**We are one with the game. Play With Us.**





# Crash



AS ANOTHER entry in the suddenly thriving field of smash-em-up racing games, Crash will feature 12 custom cars mangling each other in a demolition derby-inspired contest. Up to four players will be able to compete at once in the free-for-all mode, where you must destroy enemy cars and try to amaze the crowd as much as possible. Besides the main game, there will be 17 other challenges to master, including performing stunts, surviving without getting hit, and even jumping over buses. Crash will be ready to go on the road this June. **G**



BY FENNEC FOX

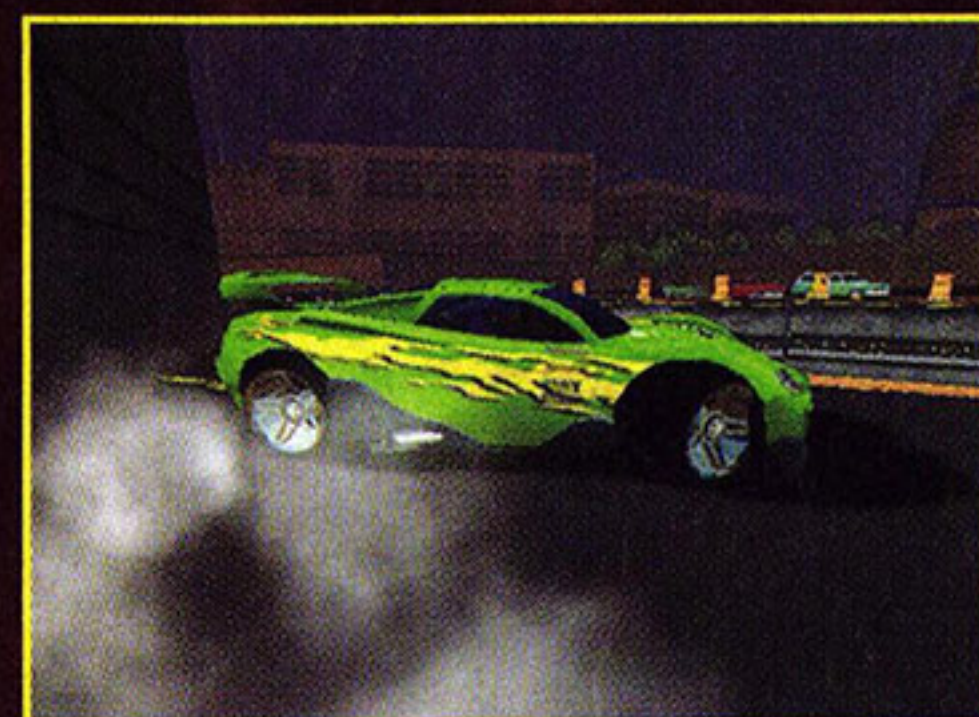
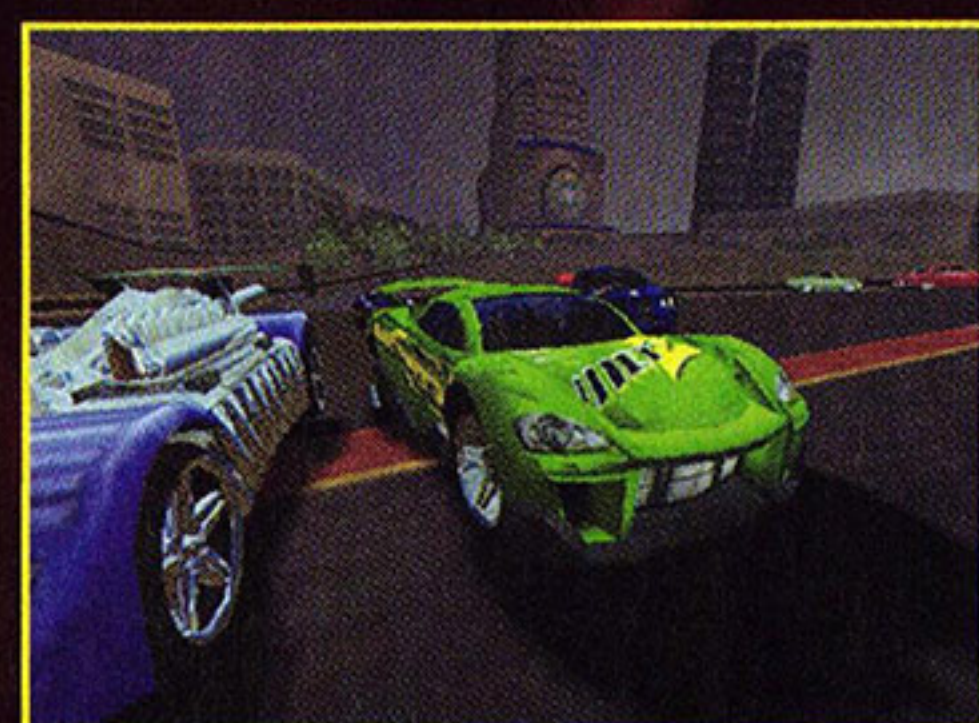
- Developed by Rage Software
- Published by Majesco
- Target release date: June



Xbox

FIRST LOOK

# Hot Wheels



DID YOU LOVE racing your Hot Wheels cars around the kitchen, down the stairway, and in all those cool playsets in your younger years? Then this PlayStation 2 game might be up your alley. A mission-based racer, THQ's Hot Wheels will enable you to pit your driving skills against a pack of street-racer outlaws in more than six levels of action. Thirty-five authentic cars will be at your disposal, each of which can drive up walls, take crazy jumps, and perform other nutty stunts with ease. Currently scheduled for this fall, Hot Wheels could be a contender among arcade racing games. **G**



BY FENNEC FOX

- Developed by Beyond Games
- Published by THQ
- Target release date: Fall 2002

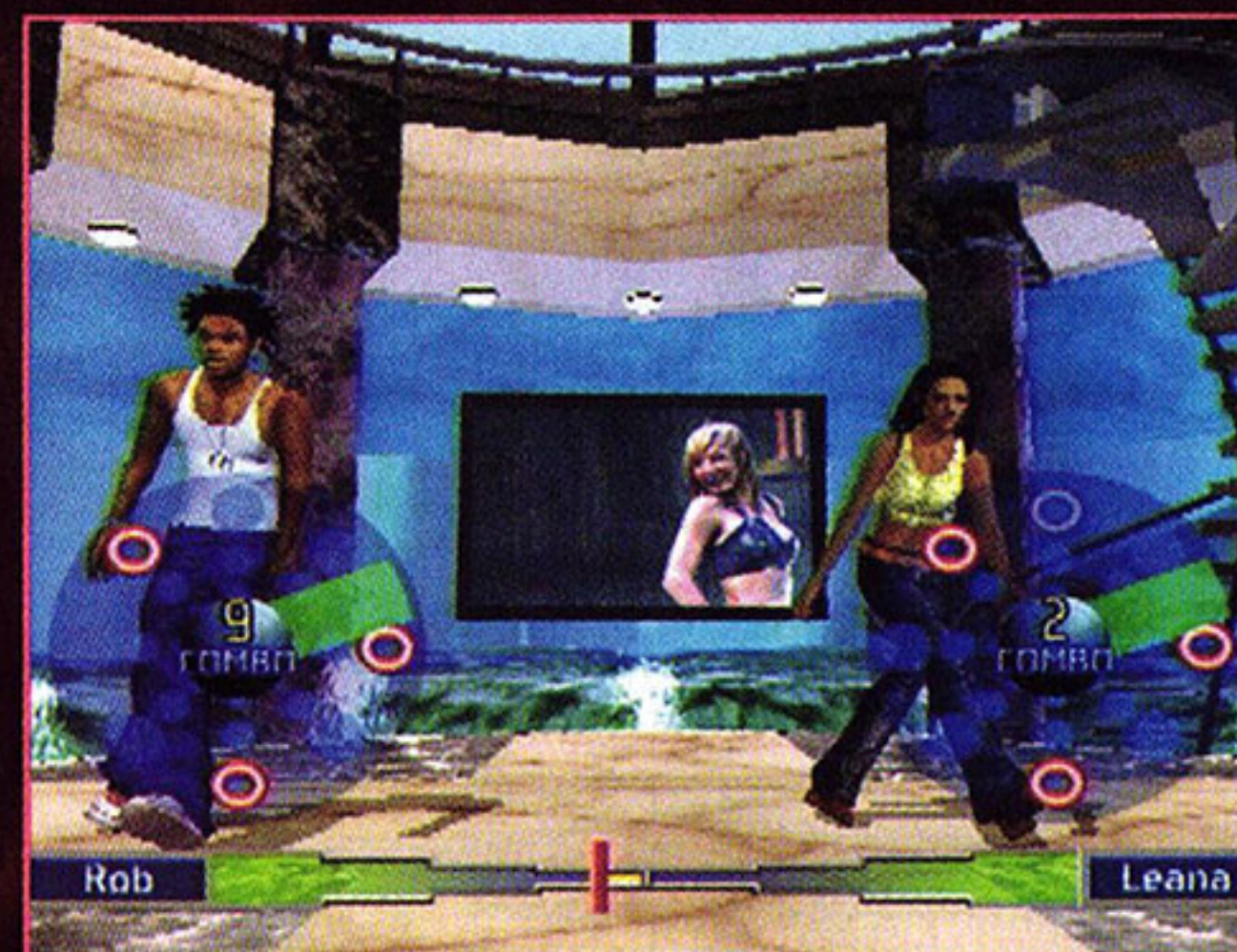


PLAYSTATION 2

FIRST LOOK

# Britney's Dance Beat

OH BABY, BABY...look who's coming to the PlayStation 2. Worship her or despise her, teen pop queen Britney Spears will be inviting gamers to shake their groove thang to Britney's Dance Beat. As a dancer auditioning for her upcoming tour, you'll have to step along to the beat via gameplay similar to that of Bust-A-Groove (unsurprisingly, it's being programmed by the same development team). The game will be compatible with Dance Dance Revolution mats and, of course, a digital version of Britney herself will bust out in 3D. **G**



BY BAD HARE

- Developed by Metro Graphics
- Published by THQ
- Target release date: Spring 2002



PLAYSTATION 2

FIRST LOOK





# Win an exclusive GamePro T-shirt!

**Hey,** can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or mail it (or a copy) to *GamePro* by May 31, 2002. Or go to [gamepro.com](http://gamepro.com) and enter online! You'll be automatically entered to win a *GamePro* T-shirt.

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 May '02



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**1.** Please indicate whether you read and, if so, how useful you found each of the following sections from this issue of *GamePro*. Circle "All" if you read the entire section, "Some" if you read part of the section, and "None" if you did not read the section. If you read any part of the section, please let us know how useful it was by circling "1" for "not at all useful" to "5" for "very useful."

Cover	..... All / Some / None	1	2	3	4	5
Table of Contents	..... All / Some / None	1	2	3	4	5
Editor's Letter	..... All / Some / None	1	2	3	4	5
Head2Head	..... All / Some / None	1	2	3	4	5
Art Attack	..... All / Some / None	1	2	3	4	5
Buyers Beware	..... All / Some / None	1	2	3	4	5
ProNews	..... All / Some / None	1	2	3	4	5
NetPro	..... All / Some / None	1	2	3	4	5
Cover Feature (Medal of Honor Frontline)	..... All / Some / None	1	2	3	4	5
Special Feature (LamePro)	..... All / Some / None	1	2	3	4	5
PC GamePro	..... All / Some / None	1	2	3	4	5
Game Boy Advances	..... All / Some / None	1	2	3	4	5
Hot at the Arcades	..... All / Some / None	1	2	3	4	5
Sneak Previews	..... All / Some / None	1	2	3	4	5
PlaySmart	..... All / Some / None	1	2	3	4	5
PlayStation 2 ProReviews	..... All / Some / None	1	2	3	4	5
GameCube ProReviews	..... All / Some / None	1	2	3	4	5
Xbox ProReviews	..... All / Some / None	1	2	3	4	5
Sports Pages	..... All / Some / None	1	2	3	4	5
Role-Player's Realm	..... All / Some / None	1	2	3	4	5
ProStrategy (Jet Set Radio Future)	..... All / Some / None	1	2	3	4	5
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Code Vault	..... All / Some / None	1	2	3	4	5

**2.** What systems do you currently use to play games?

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| <input type="checkbox"/> Game Boy Color   | <input type="checkbox"/> NeoGeo Pocket | <input type="checkbox"/> PS one        |
| <input type="checkbox"/> GameCube         | <input type="checkbox"/> Nintendo 64   | <input type="checkbox"/> Super NES     |
| <input type="checkbox"/> Genesis          | <input type="checkbox"/> PC/Windows    | <input type="checkbox"/> Xbox          |

**3.** What game systems do you plan to buy in the next 12 months?

- |   |                                      |  |
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| <input type="checkbox"/> Game Boy Advance | <input type="checkbox"/> G3/G4/iMac  | <input type="checkbox"/> PlayStation 2 |
| <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          |

**4.** Please indicate which of the following publications you purchase or read at least six times per year:

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> Computer Gaming World     | <input type="checkbox"/> GamePro                             | <input type="checkbox"/> PC Gamer           |
| <input type="checkbox"/> Electronic Gaming Monthly | <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"/> Game Now                  | <input type="checkbox"/> Official PlayStation Magazine (OPM) | <input type="checkbox"/> Sports Illustrated |
|  | <input type="checkbox"/> Official Xbox Magazine              | <input type="checkbox"/> Tips & Tricks      |

**5.** Would you like to see more editorial on the following:

- |                                       |           |          |
|---------------------------------------|-----------|----------|
| Arcade 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 |

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\_\_\_\_\_

\_\_\_\_\_

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- |   |  |   |
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| <input type="checkbox"/> Final Fantasy XI   | <input type="checkbox"/> The Lord of the Rings | <input type="checkbox"/> Sonic Adventure 3        |
| <input type="checkbox"/> Godzilla           | <input type="checkbox"/> Madden NFL 2003       | <input type="checkbox"/> Spider-Man               |
| <input type="checkbox"/> Grand Theft Auto 4 | <input type="checkbox"/> Metroid Prime         | <input type="checkbox"/> Stuntman                 |
| <input type="checkbox"/> Gran Turismo 4     | <input type="checkbox"/> Mortal Kombat         | <input type="checkbox"/> Tony Hawk's Pro Skater 4 |
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- Yes  No

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- Yes  No

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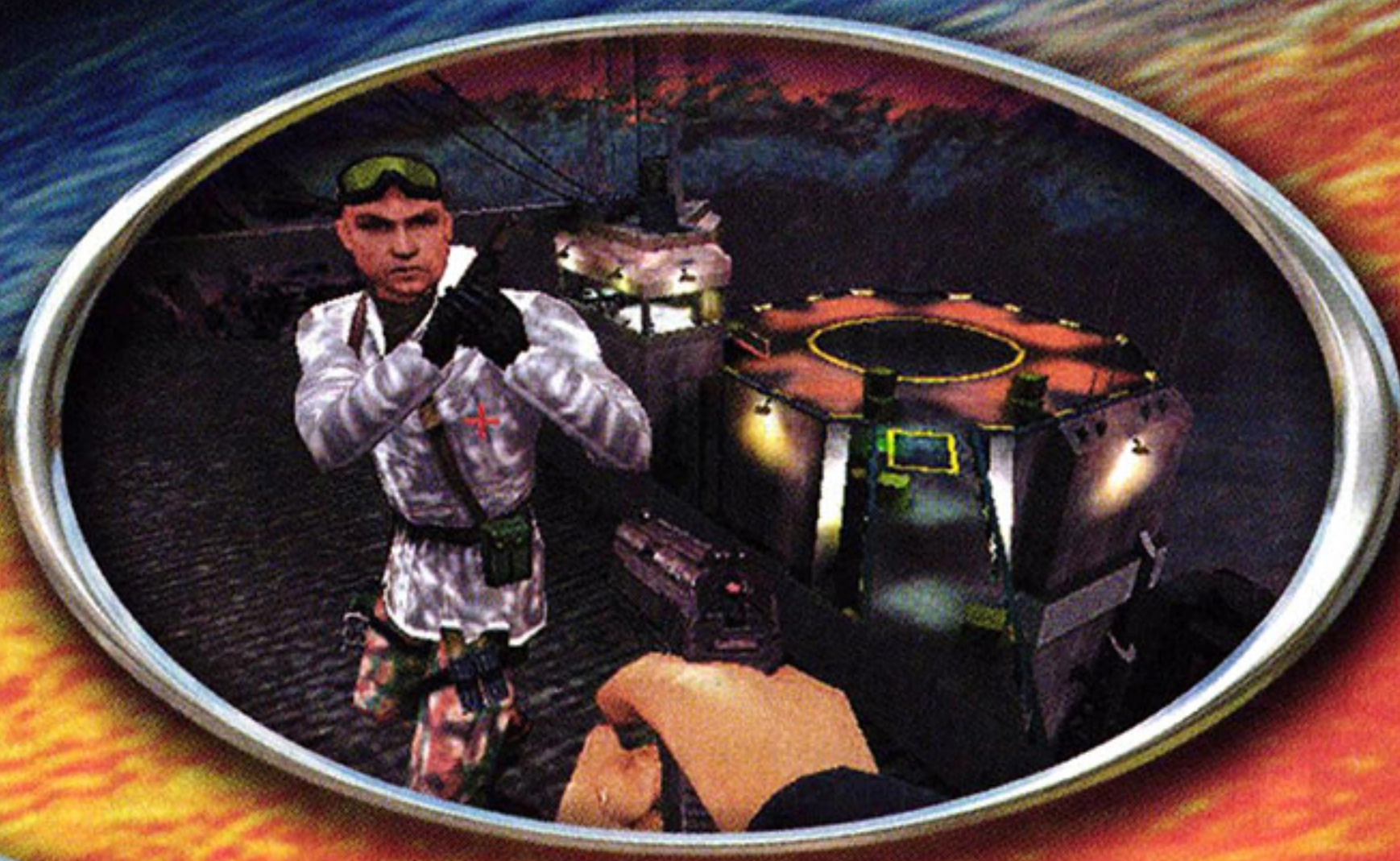
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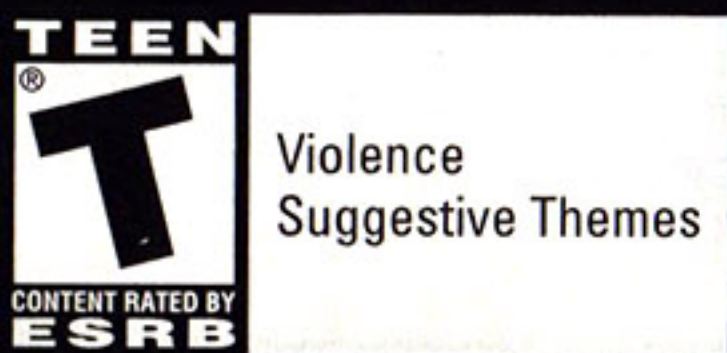
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# PlaySmart

Maximize your video gaming fun! Make the right purchasing choices by knowing exactly what kind of content is inside each game.

## 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 Web site at [www.esrb.org](http://www.esrb.org) or call 800/771-3772 for more information.



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.



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 Web site, or call its toll-free phone number for updated rating information.

## WHERE TO FIND THE ESRB RATING

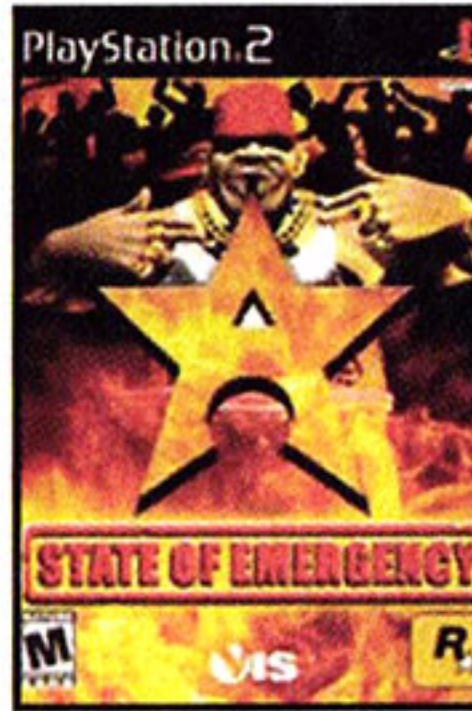
GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout GamePro.



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

### State of Emergency By Rockstar Games

State of Emergency earns a solid Mature rating with its offbeat theme and vivid depiction of inner-city riots. The game features a hefty share of onscreen blood and violence as you must utilize a variety of exotic weapons in order to achieve various goals and objectives. Various mission objectives and dialogue also feature occasional profanity.



### Command & Conquer Renegade By EA Games

Shooting, shooting, and more shooting dominates this violent game that casts gamers as a hardcore commando charged with single-handedly taking down the evil Brotherhood of Nod. Still, while there's lots of military violence, there's little blood and gore, and everything's done in a pseudo-sci-fi manner that lends an air of fantasy to the game, placing it on the violence level of an episode of G.I. Joe.



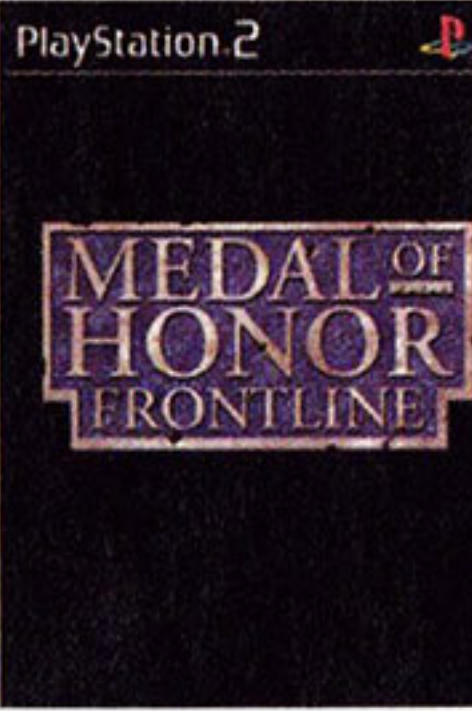
### Fatal Frame By Tecmo

"Scary," "freaky," and "surreal" describe this game, but "gory" does not. Unlike other games in its genre, Fatal Frame frightens based on what you don't see, rather than what you do see. Creepy moments and unsettling revelations abound, but there's none of the dismemberment or truckloads of blood seen in similar titles.



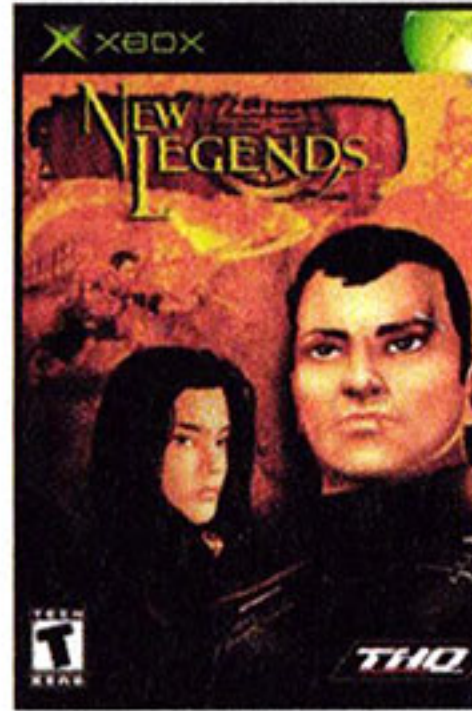
### Medal of Honor Frontline By EA Games

Set across the landscape of WWII, Medal of Honor Frontline is an action-packed combat game that puts the player in situations ranging from storming the beaches at Normandy to infiltrating Nazi encampments. There's no blood, but enemies contort in pain as they die, and combat is the central premise of the game, so Frontline certainly warrants its Teen rating.



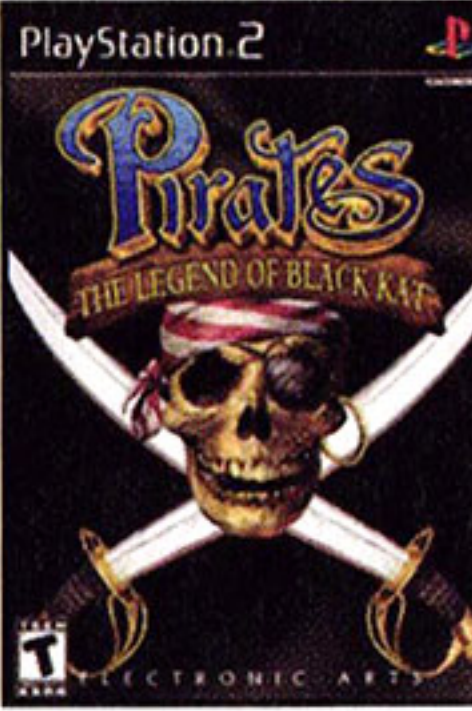
### New Legends By THQ

The Teen rating stems mostly from anime-style violence with a whole lotta bladed, blunt, and gunpowder-fueled weapons. So, yup, there's lots of battling going on and lots of faceless enemies littering the battlefield, but there's no blood. Be on the lookout for the occasional dramatic limb-severing or murder or two, too.



### Pirates: The Legend of Black Kat By Electronic Arts

Cartoony, swashbuckling violence brings Pirates to the Teen level, but it's violence in the spirit of adventure, rather than for its own sake. Cannons boom and ships explode, while swords clash and enemies die, but you won't see limbs hacked off or crew jumping from a sinking ship. You'll find more violence in Disney movies.



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

## ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

State of Emergency	M	Denki Blocks!	E
Agent Under Fire	T	Dragon Ball Z: The Legacy of Goku	E
Army Men RTS	T	Hot Shots Golf 3	E
Broken Sword: The Shadow of the Templars	T	Monsters, Inc.	E
Command & Conquer Renegade	T	Motocross Maniacs Advance	E
Fatal Frame	T	NBA 2K2	E
Gunvalkyrie	T	NFL Blitz 20-02	E
Jet Set Radio Future	T	NHL 2K2	E
King's Field: The Ancient City	T	Pac-Man World 2	E
New Legends	T	RalliSport Challenge	E
Pirates: The Legend of Black Kat	T	Sled Storm	E
Smashing Drive	T	Soccer Slam	E
Star Wars Jedi Starfighter	T	Star Wars Racer Revenge	E
Tony Hawk's Pro Skater 3	T	Super Mario World:	
Virtua Fighter 4	T	Super Mario Advance 2	E
Wreckless: The Yakuza Missions	T	Tactics Ogre: The Knight of Lodis	E
18 Wheeler: American Pro Trucker	E	Tony Hawk's Pro Skater 3	E
All-Star Baseball 2003	E	Triple Play 2002	E
Breath of Fire II	E	Woody Woodpecker:	
Crash Bandicoot: The Huge Adventure	E	Escape From Buzz Buzzard Park	E





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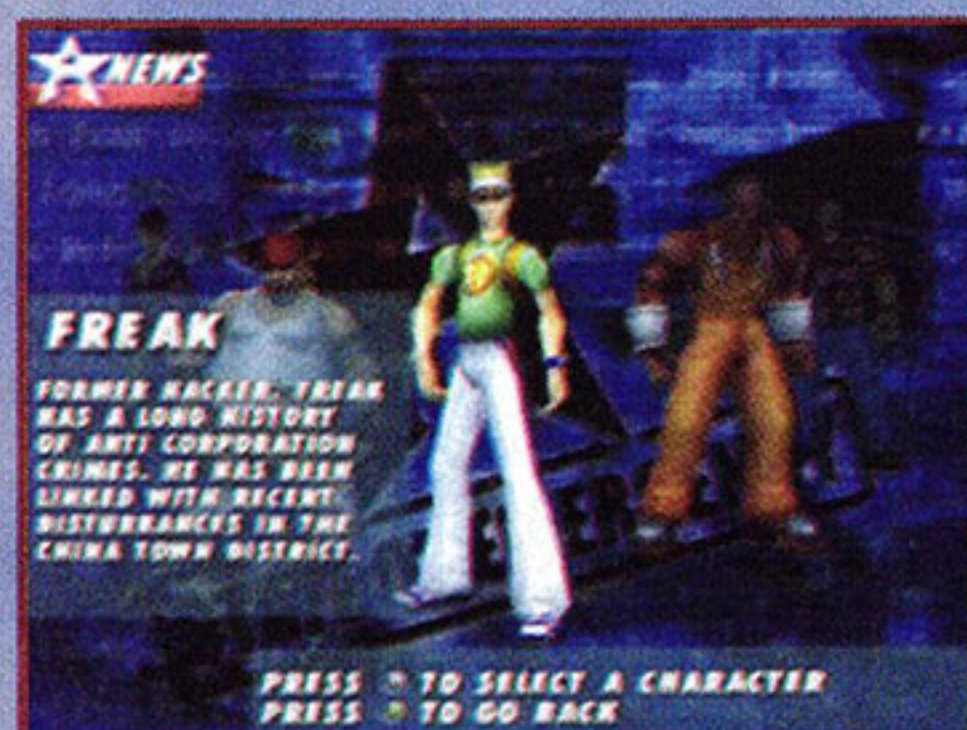
BY MAJOR MIKE

- Developed by Vis Interactive
- Published by Rockstar Games
- \$49.99
- Available now
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.0



## STATE OF EMERGENCY



**PROTIP:** You start the game with two playable characters, but more become unlocked as you successfully complete levels in Revolution mode.



**PROTIP:** If a gang of Corporation officers is chasing you, look for nearby street gangs and run into them. Chances are the officers will end up picking a fight with the gang, and the gang will finish off your pursuers.



**PROTIP:** If you need more health, break store or car windows to bring more Corporate officers running to your location. When they arrive, beat 'em up and take the health items.



**PROTIP:** In Chaos mode, you can find a safe haven on the second floor of the Capitol City Mall. Just enter the area with the broken wall and polish off your enemies as they approach, then collect the valuable time icons.

WITH TODAY'S FORCED sensitivity and adherence to political correctness, State of Emergency is undoubtedly going to turn a lot of heads, but for the wrong reasons (this is, after all, a video game). Yet at the same time, there isn't a lot you can say in defense of a 3D action title whose motto may well be "ask not what your government can do to you, but what you can do to your government."

### "WITH THIS CLENCHED FIST..."

State of Emergency is the ultimate in antisocial anarchy—similar to the way Loaded on the PlayStation gleefully broke all the rules with a coy smile. As one of five citizens under the oppressive heel of a sinister government controlled by big business, you must single-handedly make things right in four different locales and several missions. Playing from a behind-the-thug view, your tasks read like "Revolution for Dummies": escort and protect hackers, destroy buildings, and assassinate high-ranking officials. In addition to your fists, there's a nice and sometimes gruesome variety of weapons to get your hands on, including baseball bats, machine guns, and even severed heads.

### "STOP RIGHT THERE!"

State's most noteworthy element is the visual presentation. Accompanied by a striking audio track, the screen is completely packed with riot-like activity—gang bangers, citizens, Corporation officers (the bad guys), and frenzied crowds that react to explosions and gunfire. Some of the details, though, have been skimmed on, such as the featureless citizens.

As the characters resemble super-deformed cartoons, so does the onscreen mayhem—to an extent. Don't be fooled, though—State more than deserves its Mature rating with blood aplenty, decapitations galore, and some profanity thrown in for good measure. Sure, urban warfare isn't pretty, but nobody should take its depiction in this context seriously. State is tons of fun...but it's not for kids.

### FALLING DOWN

Yet the game's play engine wears thin too soon. Missions grow tiresome from their own repetition, and the four locales lack visual and structural diversity. The controls, though, remain firm throughout, although constantly having to manually change the camera angle can become wearisome.

Despite its quickly worn welcome, State of Emergency is worth a play if you're in the mood to inflict some serious virtual mass destruction.

It's also the kind of game you'll truly enjoy if you've ever been wrongly awarded a speeding ticket, victimized by the IRS, or told to stop running by a mall cop. **G**



**PROTIP:** If someone's running with an object that you want, perform a Dash Tackle (hold R2 and then tap X when close) to "liberate" the item.



**PROTIP:** You can run past most Corporation officers without being noticed. However, if you're carrying a weapon or you hit a citizen, they'll give chase.

### GRAPHICS 4.5

People everywhere! State's screen is packed to the rim with activity—explosions, blood, and acts of mayhem. Various citizens look like faceless masses, and there's occasional slowdown. If your television supports it, play the game in widescreen mode!

### SOUND 4.5

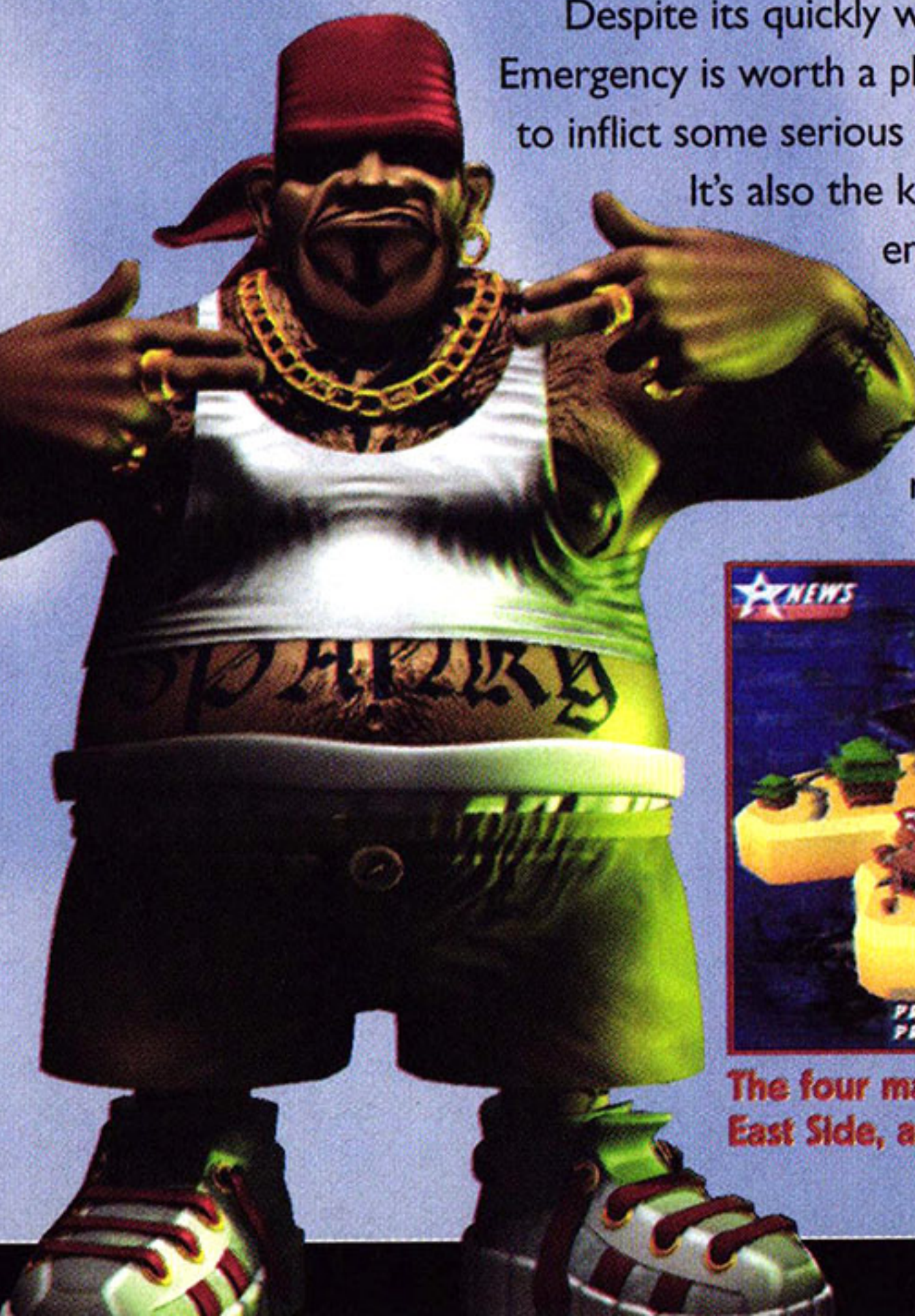
The sound effects have a creepy realistic quality akin to riot footage that you'd see on the nightly TV news. The low-key 1970s-ish music score goes perfectly with the onscreen mayhem—but if you listen closely, you can hear the same pieces played repeatedly.

### CONTROL 4.0

The simple control scheme is hampered by the constant need to re-center the camera. Lack of a custom configuration also hurts the score.

### FUN FACTOR 4.0

State of Emergency is a very fun game whose premise wears thin a bit too fast. However, you'll have a blast with it before you reach the saturation point. Taking down The Man has never been so much fun.



The four main areas: Mall, China Town, East Side, and Corporation Central.



# CORN GONE WRONG

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# Virtua Fighter 4

**D**EPENDING ON WHO you ask, Virtua Fighter, AM2's martial arts simulator series, has either the most revered or reviled fighting system ever unleashed on man. Virtua Fighter 4 for the PlayStation 2 lays bare its baffling, arcane secrets and proves it's the top scrapper in its class.

## I Know Kung Fu

Fully comprehending Virtua Fighter will be a struggle no more, thanks to the game's well-thought-out and perfectly executed tutorial mode. The basics walk you through the moves and techniques for all 14 characters, and then go on to interactive lessons topped off with visual demonstrations of the fighting theory behind each of the fighters' styles.

Kumite mode, which is an open-ended series of fights, is where you cut your teeth, earning higher rankings and unlocking goodies like alternate uniform colors, accessories, and extra stages.

## Wax On, Wax Off

Virtua Fighter 4 returns to the three-button Block, Punch, and Kick control scheme, eliminating the experimental Evade button found in Virtua Fighter 3. Dodging is handled by eight-way directional movement, which translates perfectly to the PlayStation 2's control pad, and arcade purists can use a joystick to match the feel they're used to.

Every new generation of software for the PlayStation 2 ups the ante for graphics, and Virtua Fighter 4 has set a high standard for 2002. Character models are beefy and animate with a fluid, realistic grace that makes seeing them get bounced against walls and pounded to the ground seem all the more painful. Although combat is limited to the basic square rings the series has always stuck to, developer AM2 makes the most of it by throwing in jaw-dropping interactive effects like pools of water that ripple and snow that can be jostled around until melted. The game's virtual dojo theme is topped off with prodigious audio. Head-nodding tunes matching the mood of the stage blare out and sound terrific, while punches and kicks have satisfying thuds that are different depending on if a blow has landed squarely or if it has been blocked.

## Fist of Legend

Virtua Fighter 4 is the complete brawler's package with topnotch graphics, thundering sounds, and savvy gameplay. There is no question that fighting fans must enroll as soon as possible, but even casual fans owe it to themselves to at least see what all the fuss is about.



**PROTIP:** Concentrate on mid strikes against opponents with automatic high-punch standing counters.



**PROTIP:** Go to the game's options screen and hit L1 or R1 to scroll through new backgrounds.



**PROTIP:** Pai's throw counters do more immediate damage, but her forward parries can be used to start unblockable combos.



BY TOKYO DRIFTER

- Developed by AM2
- Published by Sega
- \$49.99
- Available now

- Fighting
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0



**PROTIP:** You can use Kage's reverse high toss near low walls for a ring out or near high barriers like this fence to add extra damage to a juggle combo.



**PROTIP:** Stick with low strikes to avoid Wolf's main mid-attack counter, the Dragon Screw, especially if he's wearing a party hat.



**PROTIP:** Recognizing which player's style that Dural is using is the only way to take her down.



**PROTIP:** With Akira, aggressively mix high and mid attacks; and whenever you get blocked, use counters to keep up the pressure.

### GRAPHICS 5.0

Virtua Fighter 4 shows that given the right developer, the PlayStation 2 can hold its own against the Xbox in the graphics department. The characters, stages, and user interface all look sharp and spiffy.

### SOUND 5.0

The audio effects have a lot of punch as does the game's soundtrack. It's great just on TV speakers, but listening through a home-theater setup treats you to some rich, textured audio.

### CONTROL 5.0

Fighting is a snap with the standard controller, but you may need to alter the configuration of the buttons. The use of a joystick seamlessly duplicates the arcade experience.

### FUN FACTOR 5.0

Anyone who is even a mild fan of fighting games should check out Virtua Fighter 4—a combat masterpiece that is sure to build a new following and redeem those who believed in the series all along.



# STAR WARS JEDI STARFIGHTER



BY AIR HENDRIX

Developed and published by LucasArts  
\$49.99  
Available now  
Space combat  
2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	5.0

LIKE THE ORIGINAL *Starfighter* before it, *Jedi Starfighter* is an impressive example of how to make space combat shine on a console. While this sequel will certainly feel familiar to *Starfighter* acers, its improved graphics, sharp refinements, and exciting missions make it one of this spring's top PS2 games.

## DON'T UNDERESTIMATE THE FORCE

Set right before *Episode II*, *Jedi Starfighter* pairs Nym (the alien pirate from the first game) with Jedi Adi Gallia as they team up to eradicate a secret weapons-development project in Nym's system. During



**PRO TIP:** When using Adi Gallia's Force powers, release **O** right when the particles turn white for a supercharged effect.

the game's 15 levels, you'll alternately play as both characters as you tackle missions like providing cover for commandos, wiping out Trade Federation bases, and much more. The game is peppered with references to the upcoming movie, ranging from armies of clones to a cameo by Jango Fett.

A slew of enhancements elevate this sequel above the original, starting with a terrific two-player split-screen cooperative mode that lets you tackle the missions together with a friend. The story line is actually pretty interesting this time, too—a welcome improvement on the original's tedious tale.

Cool new weaponry also deepens the dogfighting as Adi can unleash four Force powers and Nym packs four special weapons. Other cool additions include five helpful training missions, unlockable bonus levels and craft like the TIE fighter or Slave I, and DVD-style extras like concept art and commentary.

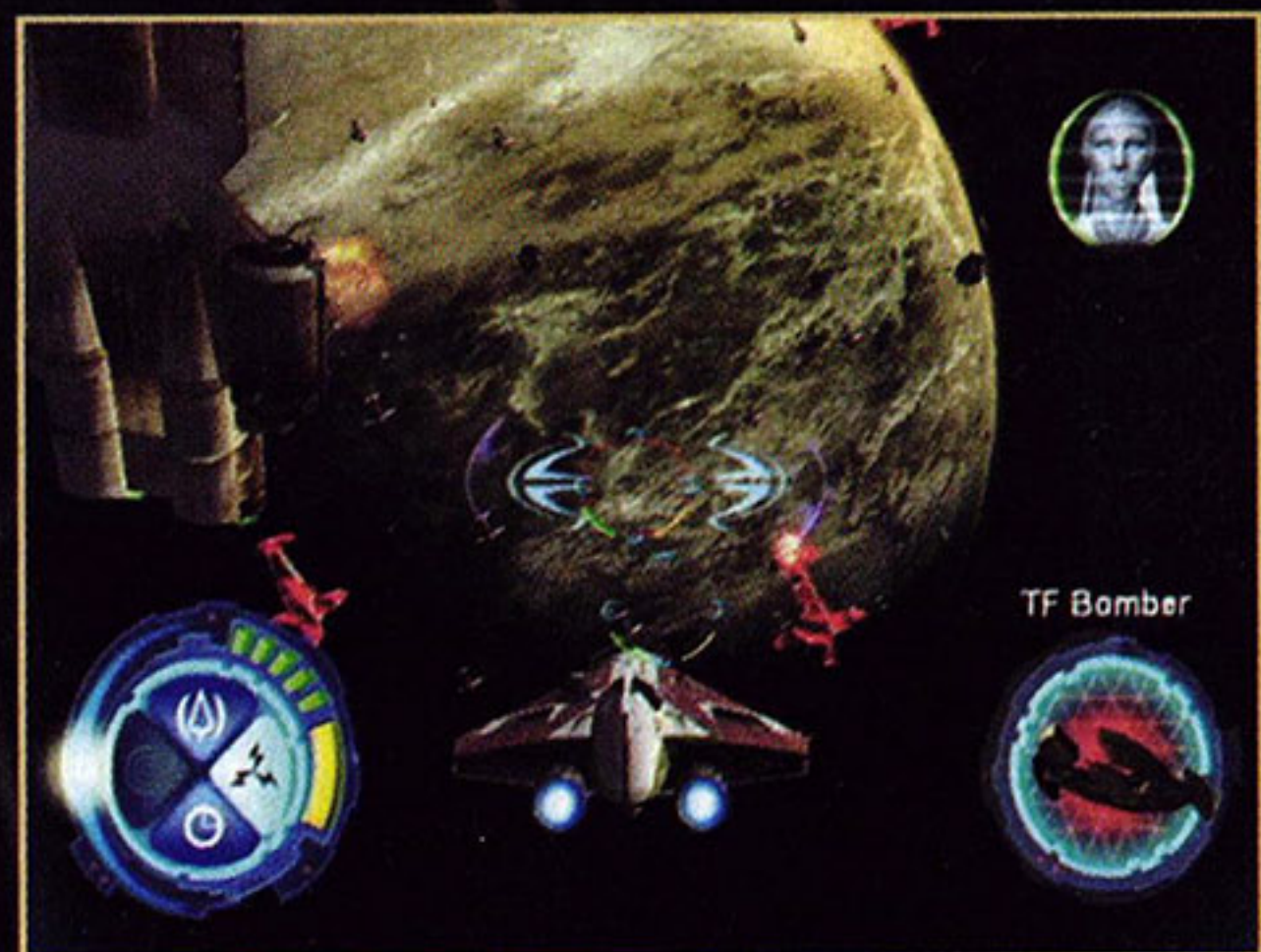
## I WAS ONCE A JEDI KNIGHT

The gameplay hits a thrilling middle ground between Rogue Leader's arcadey antics and X-Wing Alliance's daunting sim depth, balancing enjoyable challenges with comfortable playability. The controls perform beautifully and deliver some key upgrades that help you navigate and locate targets more easily. All the colorful indicators, however, can clutter the screen in busy battles and sometimes add to the confusion.

Visually, *Jedi Starfighter* looks much better than the first game, sporting cool cinematics and colorfully detailed environments, ships, and weapons effects. The audio also soars with topnotch voice-acting, thunderous sound effects, and that stirring *Star Wars* music.

## YOU MAY FIRE WHEN READY

If you enjoyed the first *Starfighter*, this fine sequel will keep you glued to its cockpit. *Star Wars* games haven't always delivered in the quality department, but if space combat interests you at all, *Jedi Starfighter* has earned your \$50. **S**



**PRO TIP:** At the start of Mission 7, tap **△** to cycle through targets and locate your top priority, the bombers (Force lightning works well against them).



**PRO TIP:** Quickly tap boost and then brake to rapidly come around on a moving target that just zoomed past you.

**GRAPHICS** 4.5

*Jedi Starfighter's* visuals are much crisper than the original's, showcasing attractive pyrotechnics, landscapes, cut-scenes, and more.

**SOUND** 5.0

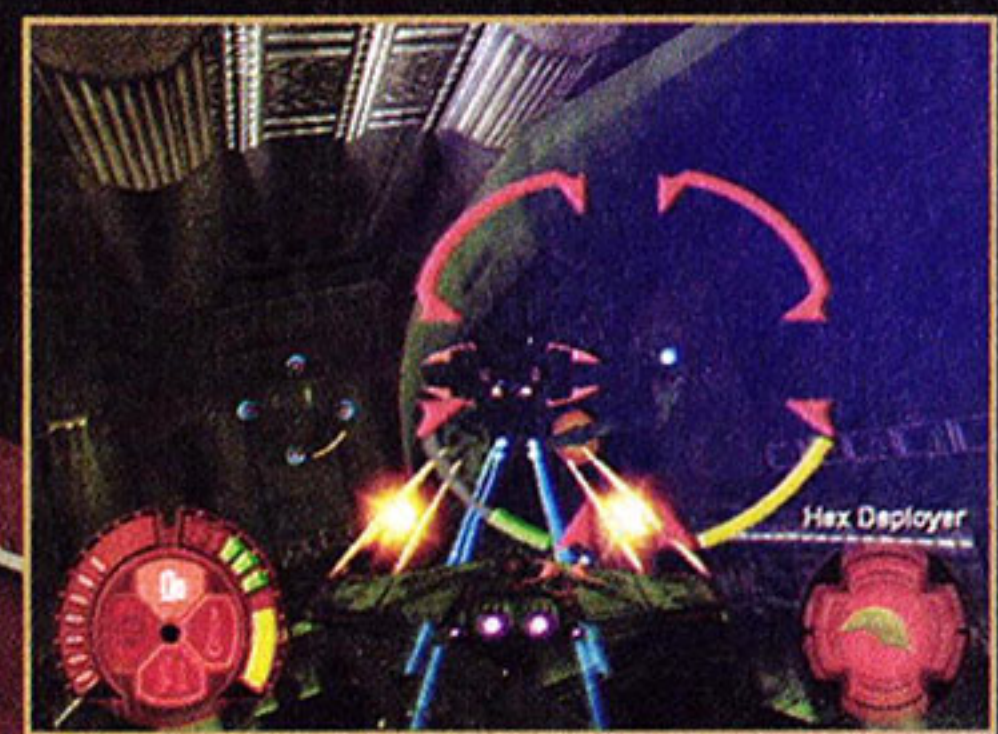
Between the rich *Star Wars* music, slick voice-acting, and explosive sound effects, you always have something cool to listen to.

**CONTROL** 4.5

An intuitive feel and helpful new navigation/targeting aids make *Jedi Starfighter's* great controls shine.

**FUN FACTOR** 5.0

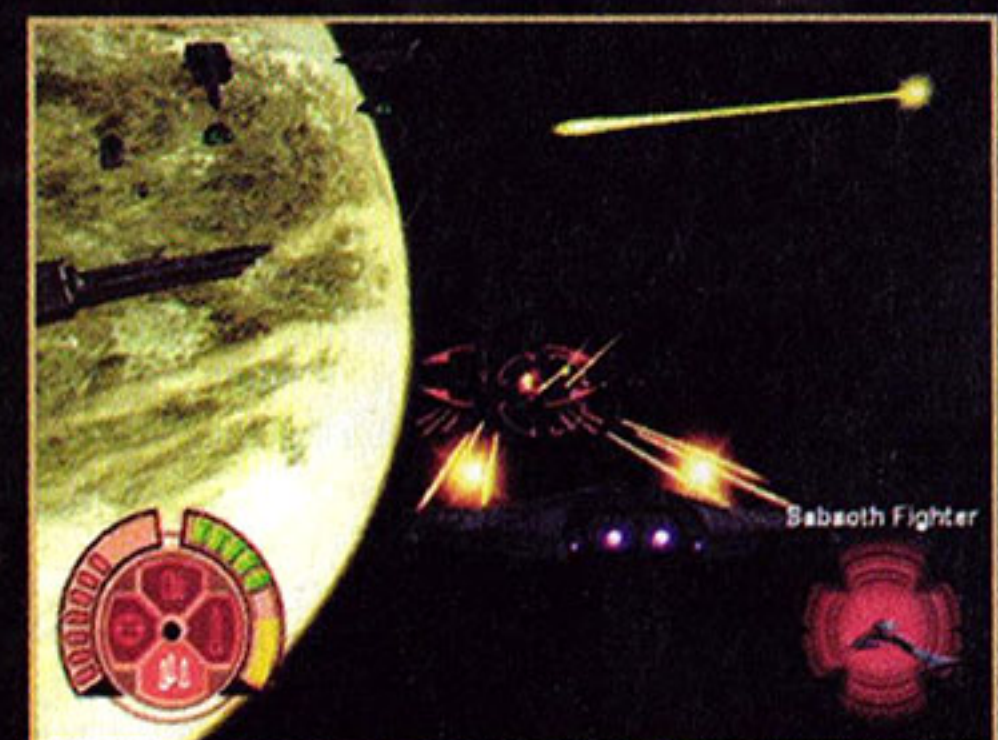
*Jedi Starfighter's* familiar but captivating space combat delivers the kind of high-quality gameplay that makes it a must-play game.



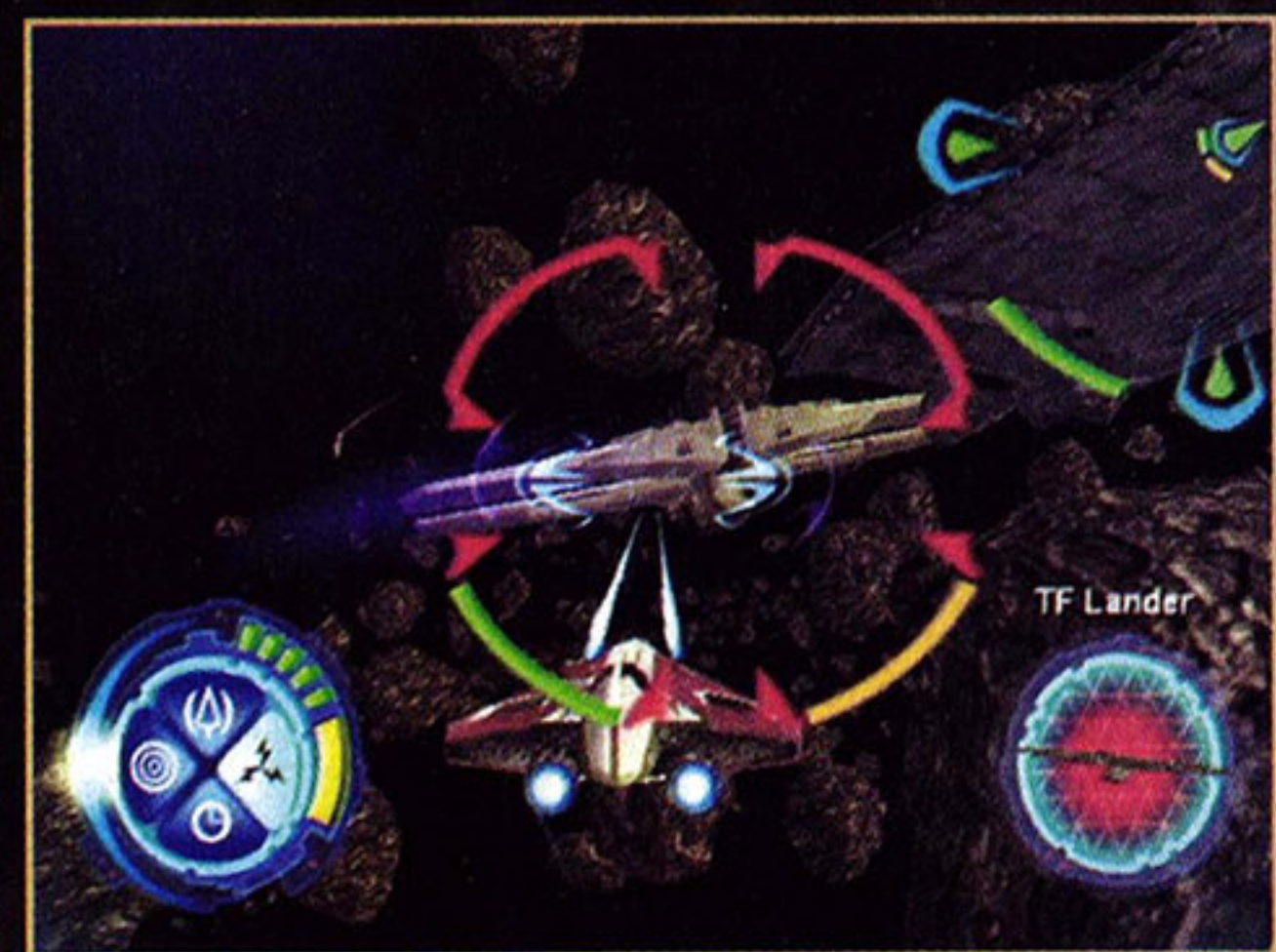
**PRO TIP:** In Mission 9's hangar, take out the hex deployers and other equipment before the transmitter, which both achieves the hidden objective and gives you elbow room when you return for the reactor.



**PRO TIP:** In Mission 8, work through the shield bunkers by circling to the left as the level opens. Also, prioritize ground targets, especially tanks and defensive bunkers.



**PRO TIP:** If your tugs keep getting hassled in Mission 10, target the Sabaoth fighters for a while.



**PRO TIP:** Mission 11's hidden objective is to take out the pair of Trade Federation landers that appears at the start.



**I**N THIS REMAKE of the popular extreme racer for the PlayStation, Sled Storm delivers the same off-the-wall snowmobile riding but with much more flash, making it clearly resemble another EA Sports Big game, SSX.

## Sled Storm

Don't call it a comeback. Instead, call Sled Storm a loose interpretation of the original. While its snowmobile competition retains the fast-paced arcade action of its predecessor, this new Sled Storm takes the gameplay one step further as races now take place on some truly crazy, fantastical courses. Whether



**PROTIP:** For a turbo start, accelerate as soon as the "Go!" sign becomes solid on the screen.



**PROTIP:** Press L1, L2, R1, R2 for a mondo point trick. Just make sure you have enough hang time to land it.



# SLED STORM



BY FOUR-EYED DRAGON

- Developed by EA Canada
- Published by EA Sports Big
- \$49.99
- Available now
- Snowmobile racing
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	3.5	4.0



**PROTIP:** To get a big point total and open a new character, find a ramp that will give you big air. Then repeatedly jump off this ramp and perform tricks until you reach your goal. You won't lose points if you finish last, and there isn't a time limit to races.

you're treading lava flows or catching air off the back of a giant dragon statue, each track is guaranteed to give you multiple chances to perform crazy tricks for big points. In fact, courses are laid out similarly to SSX's—there are tons of shortcuts, ramps, and other hidden gems for you to find. Additionally, levels are colorfully vivid with a lot to see, and the frame rate speeds at a consistent pace without any slowdown.

## dashing through the snow

Like its PlayStation counterpart, Sled Storm's controls handle well. They're not too sim-like, yet they make you feel like you're actually maneuvering a real snowmobile. And as in the PlayStation version, you can lean left or right to help your sled make better turns. The only sore spot, however, is that performing multiple stunts can feel sluggish due to the slow button response. At best, you can link up to two tricks at a time—but that's a shame, especially when you have major flight time.

Another minus to Sled Storm is the music selection. The original game had rocking tunes by Rob Zombie. Now, it's nothing more than new-age dance and metal beats. Still, amusing comments from renowned WWF announcer Mean Gene and actor Matthew Lillard add spunk to the entire soundtrack.

Over-the-top snowmobile antics is the best way to describe Sled Storm. It's fast and it's arcadey—and it's certainly very different from the PlayStation version. Still, there's plenty of adrenaline-pumping action to keep speed freaks busy for hours. **G**



**PROTIP:** In Rumble Ridge, follow the path through the green tunnel for a huge shortcut.



**PROTIP:** In downhill courses, stray away from the path and jump off the cliff for a shortcut.

## Star Wars Racer Revenge

**A**S THE SEQUEL to the popular Nintendo 64 racer, Racer Revenge retains the same fast and furious gameplay of the original, but it lacks the impressive visuals that other recent PlayStation 2 speedsters have showcased.

In Racer Revenge, Anakin Skywalker returns to pod racing as a teen. You can pilot the star or one of 17 other alien drivers, then race on 13 tracks that span five worlds. Each course contains enough hairpin turns and small crevices to make your heart jump. In fact, the speed at which you race is phenomenal—there isn't even a hint of slowdown. Unfortunately, the trade-off to the speedy frame rate is the so-so graphical detail. Racer Revenge looks more like a first-generation PlayStation 2 game, complete with draw-in and bland environments. The sounds can be just as dull. Repetitive one-liners from both the drivers and the announcer get irritating by the second lap, but the *Star Wars*-inspired music kicks in at just the right moments to alleviate the annoyance.

Controlling your pod is simple. New to the gameplay is the ability to completely knock an opponent out of the race, as in a demolition derby. So beyond remembering to press accelerate or brake, you must also press the repair button if you're damaged as you race around the track.

Star Wars Racer Revenge is straightforward with a strong pick-up-and-play value. Serious racers, though, should rent it first. **G**



BY FOUR-EYED DRAGON

- Developed by Rainbow Studios
- Published by LucasArts
- \$49.99
- Available now
- Racing
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	4.5	3.5



**PROTIP:** Press the repair button as you bash an opponent. That way, you won't take damage while you get rid of someone.



**PROTIP:** If you stop in the middle of the track, use boost to immediately come up to speed.



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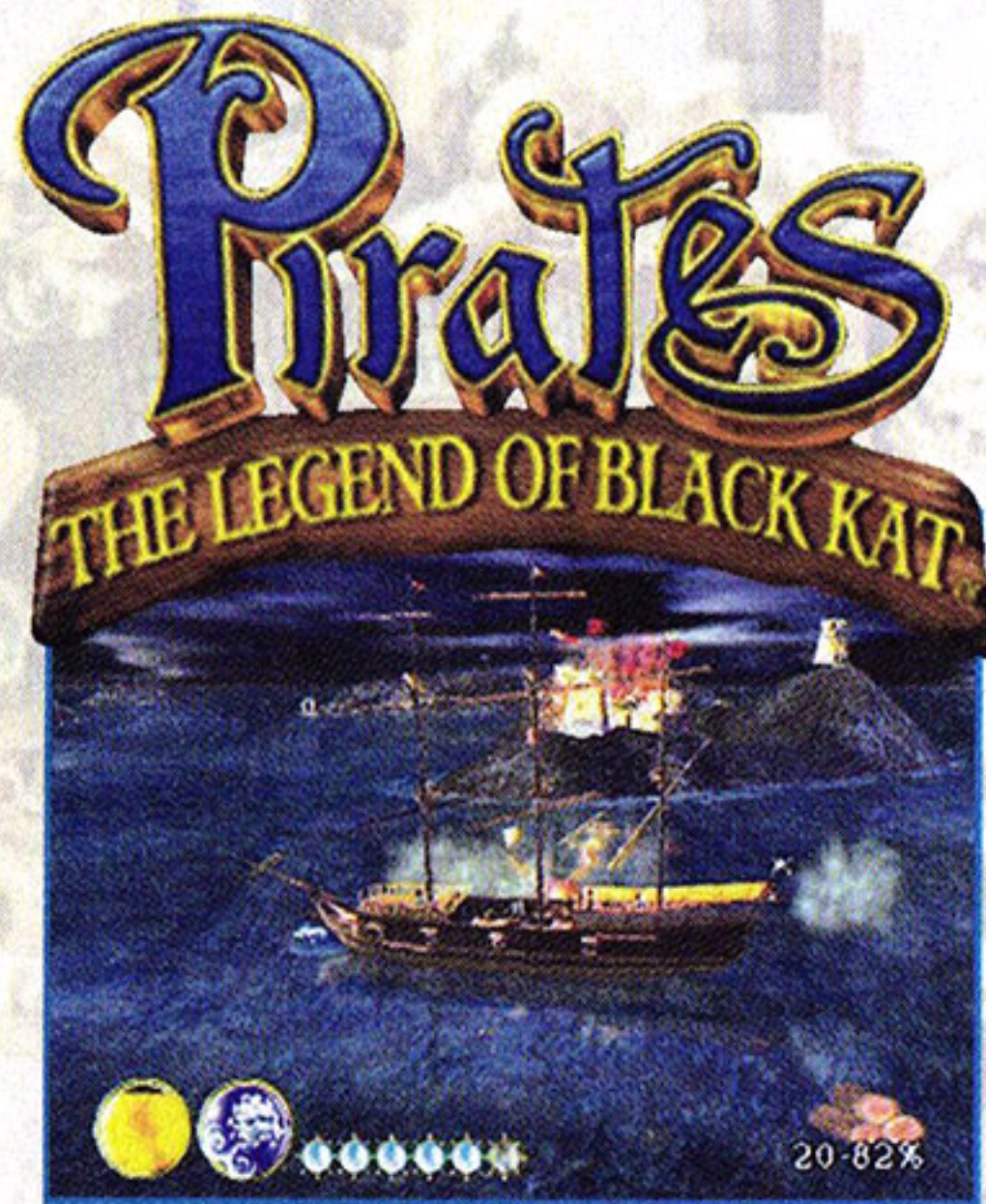
Blood  
Suggestive Themes  
Violence



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**PROTIP:** When attacking forts, choose your angle carefully. Find a place where the fewest cannons can target you at a time, then let 'em have it.



**PROTIP:** If your boat is bigger than your enemy's, ramming at full speed is a viable tactical option. Just be sure to keep lumber on hand to repair your hull afterward.

**KATARINA DE LEON** is a governor's daughter who learns one day that her mother was an infamous pirate captain who single-handedly ruled a string of islands far in the sea. In *Pirates: The Legend of Black Kat*, she has to avenge her mother's death and reclaim all that her mother lost.

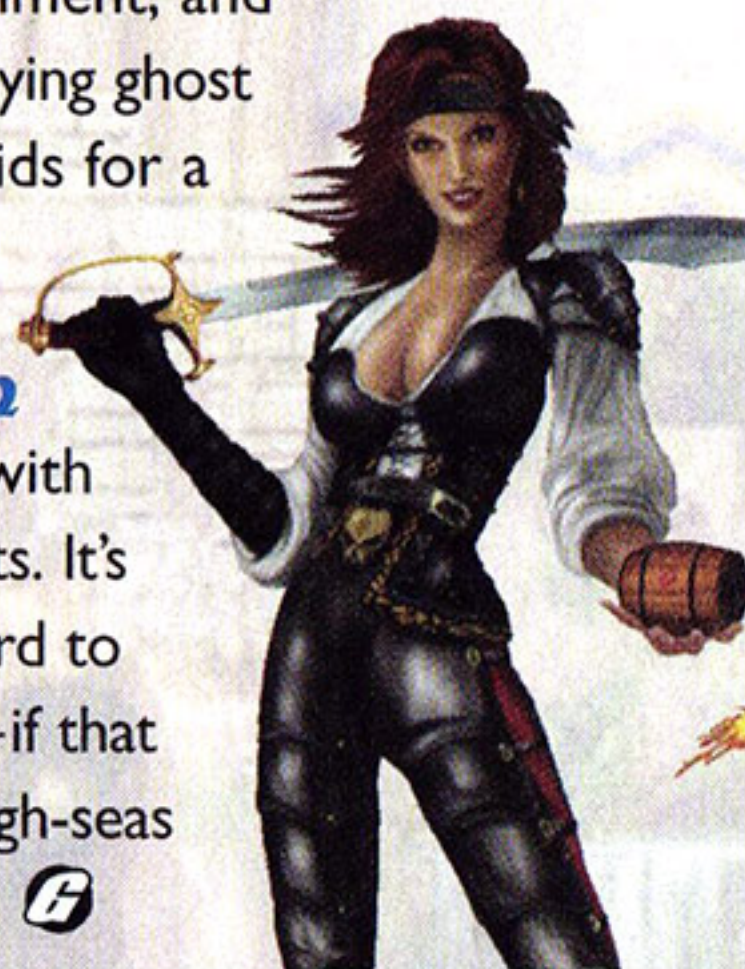
## High Seas Drifter

That's where you come in. You take control of Katarina and her small crew of pirates, and embark on a fabulous journey of action and discovery. The game takes place on a series of island chains, each with a theme ranging from ghostly ruins to voodoo temples. You have to fight past each area's naval barricade and take over the enemy's fortresses, then take to the land for some Tomb Raider-esque exploration.

There's not a lot in the way of platform gaming here, just adventure and sword-fighting—lots of sword-fighting. Katarina handles combat with decent ease; even newbies will be chopping up buccaneers in no time, and ship-to-ship combat is a true pleasure. The game rewards every accomplishment, and you'll always have something to do, be it destroying ghost ships for a banshee captain or collecting orchids for a haughty mermaid.

## Yo Ho Ho and a Bottle of Fun

*Pirates'* visuals and sound are just above par with beautiful water and booming cannons as highlights. It's hard to explain the game's appeal, but it was hard to stop playing long enough to write this review—if that tells you anything. Gamers looking for a little high-seas adventure could do a lot worse than *Black Kat*.



BY D-PAD DESTROYER

- Developed by Westwood
- Published by EA Games
- \$49.99
- Available now
- Adventure
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	4.5



**PROTIP:** To beat the giant crab, attack when it rears up, then hit it with a bomb while it's dizzy. Once the bomb flips it over, hack at the crab's underbelly. Repeat until it dies.

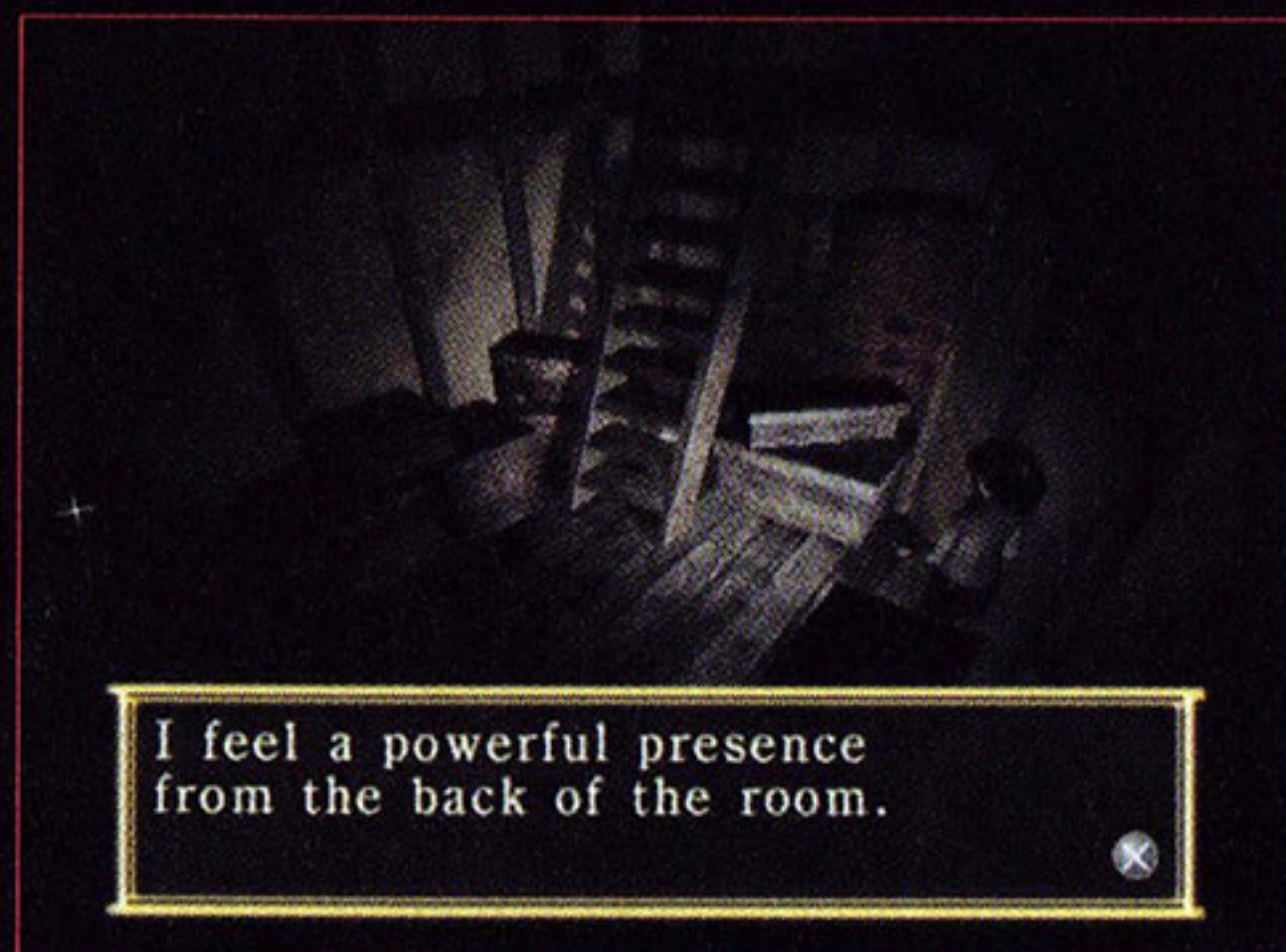


**PROTIP:** Upgrade your ship as soon as you can and fill out the cannon slots, lumber, and cloth rations.

**YOU LAST SAW** your brother preparing to enter a mysterious mansion to learn the whereabouts of a missing famous author. When your brother goes missing as well, you must enter that same creepy house and find out what went wrong.

## Poltergeist Snap

The idea of defending yourself with just your camera and some special film is interesting, if not particularly fun. When ghosts attack, you must shift to camera-vision, point, and shoot; each in-frame picture you take damages the ghost. This would be a lot of fun if the camera controls felt right, but the analog sticks trade functions in camera mode, and trying to evade attacking ghosts from within a viewfinder is annoyingly difficult. Still,



I feel a powerful presence from the back of the room.

**PROTIP:** Whenever you see something odd or the game tells you you feel weird, get your shutter finger ready. Sometimes, taking pictures of certain things is the only way to unseal certain doors.

# FATAL FRAME

BASED ON A TRUE STORY.



BY D-PAD DESTROYER

- Developed and published by Tecmo
- \$49.99
- Available now
- Survival horror
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.0	3.5



**PROTIP:** You'll have to be fast to catch some of the wandering ghosts on film. Look for the yellow light in the corner and be ready to pick up the camera at any moment.



**PROTIP:** Let the camera's energy charge as much as possible before taking a picture. You'll do more damage, and you'll earn more points toward camera upgrades.

there's a fair amount of creepy fun to be had outside of combat since your camera can see things you can't. You might take a picture of a water wheel, only to have the photo show a trace of the ghost of the person who died there. Discovering hidden ghosts and piecing together the mystery of the mansion are almost fun enough to excuse the lame combat controls, but not quite.

## Learning the Ropes

*Fatal Frame's* Silent Hill-esque gritty look and ambitious sound can't quite keep up with the game's competitors', but its mystery is gripping enough to make serious seekers of freak-outs take notice, even without the genre's typical blood and gore. It might not kick Resident Evil out of the house, but it's definitely settled somewhere around Silent Hill.



**PROTIP:** Read every bit of text you find. If there are numbers in red, you can bet they'll be a lock combination or a puzzle solution in the future.



# Yu-Gi-Oh! comes to Game Boy<sup>®</sup> Color

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## Monsters, Inc.

ONE OF LAST year's best movies was *Monsters, Inc.*, and so it is greatly ironic that Sony's video game incarnation is about as much fun as getting hit in the head with an iron beam—twice.

One would think that the adventures of Mike, Sulley, and Boo would translate into a great game, but not this time. You'll try to fulfill silly objectives in environments that look like PlayStation nostalgia footage, while random sound bites (not voiced by the original movie actors) and out-of-place big band music emerge from your speakers. Sulley controls like he's retaining water, and the camera always chooses the absolute worst angle. The movie's story is intact for the most part, but you're not really playing the actual events of the film, so even movie fans (unless they're about Boo's age) will bristle.

**PROTIP:** If you see a box with an arrow on it, you can push it. Move it in the direction of the arrow. Almost too easy...oh wait, it is.



Fans of the movie might enjoy unlocking clips from the film by collecting scream canisters littered throughout each level, but it's just not worth the effort if you're more than six years old. If you can wait a few months, you'll be able to get the movie on DVD for half this price, and watching the movie is tons more fun than playing this game. **G**

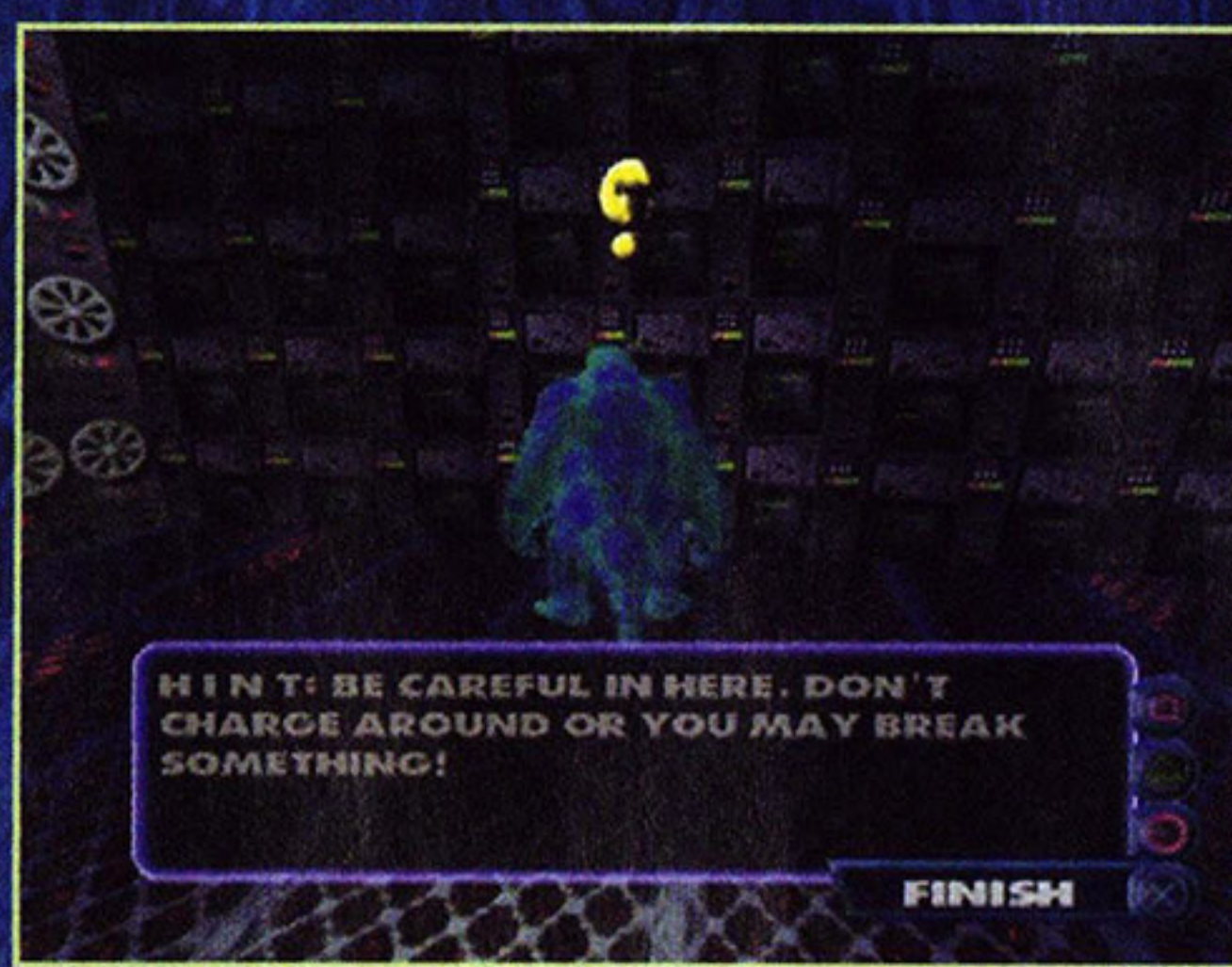


BY D-PAD DESTROYER

- Developed by Kodiak Interactive Software Studios
- Published by Sony
- \$49.99
- Available now
- Platform
- I player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	2.0	2.0



**PROTIP:** Sometimes you shouldn't just do what you're told. When you see this hint, charge straight ahead and through the bank of computers in front of you to find a secret room.

## Army Men RTS

THE ARMY MEN franchise always seemed like the perfect vehicle for a real-time strategy game; unfortunately it took the series several lukewarm missions to get there. Regrettably, *Army Men RTS*'s cleverly conceived combat units and resource system are quickly overrun by deadlier forces: lackluster controls and frustrating gameplay.



**PROTIP:** You can use the plastic from discarded toys—such as toy robots—as a resource.

As the armchair commander of the Green Army, you employ a simple point-and-click interface to guide your tiny troops across toy battlefields in a campaign to defeat the Tan Army. You build structures, assemble weapons, train troops, and essentially try to blow your enemy into tiny plastic pieces. Sure, it sounds fun. But commanding is one thing, controlling is another, and RTS is rife with problems that range from the extreme difficulty of selecting individual units to enemies that remain shrouded in darkness until you're far too close to their position. The visuals perform better—especially the detailed carnage of melting bodies and various explosions. As for sounds, the action's accompanied by a repetitive pseudo-patriotic beat, low-key sound effects, and occasional quips from the troops.

In all, *Army Men RTS* had the potential to be the best game in the series—which admittedly isn't saying much. As it is, it looks and sounds ready for action, but it's quickly wounded by friendly fire. **G**



BY MAJOR MIKE

- Developed by Pandemic Studios
- Published by 3DO
- \$39.99
- Available now
- Real-time strategy
- I player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	2.5	2.5



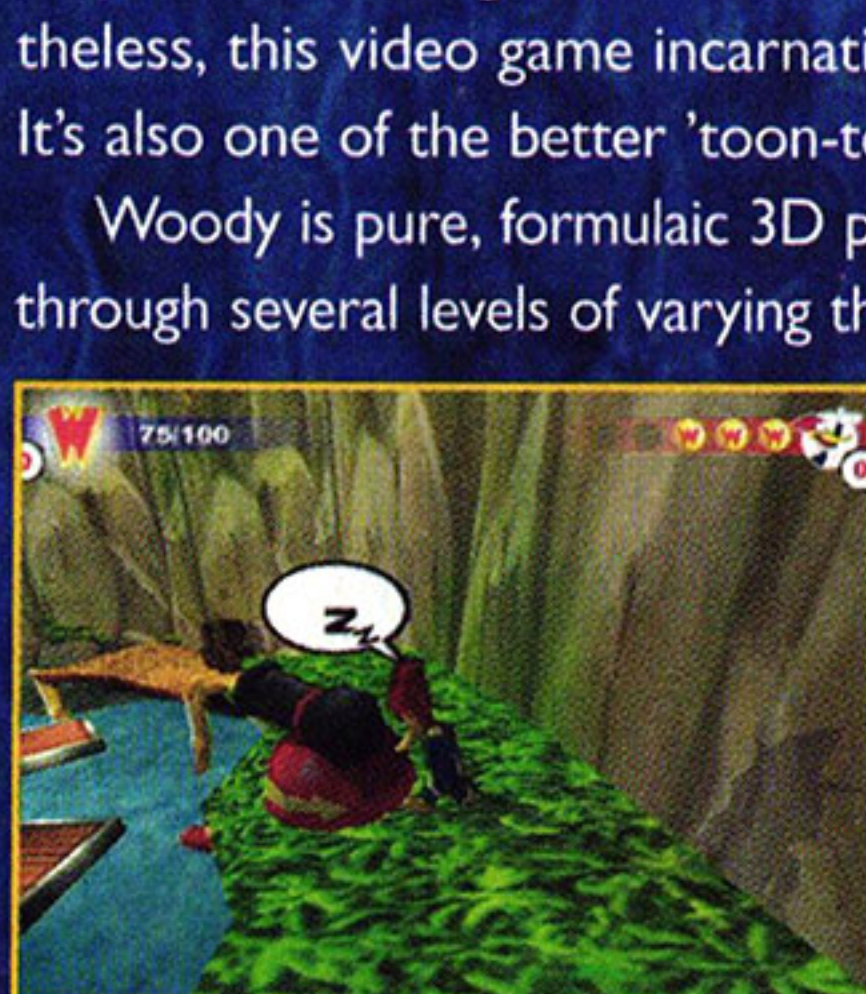
**PROTIP:** Park the medic vehicle next to pillboxes and guard towers so you can patch them up after an attack.

## Woody Woodpecker: Escape From Buzz Buzzard Park

GRATUITOUS SNICKERS ABOUT his name aside, Woody Woodpecker probably isn't the most widely recognized name in today's cartoon kingdom...never-



**PROTIP:** When you walk down a long and twisting corridor, tap R1 as you move to spot enemies that may be hiding around the corner.



**PROTIP:** When you ride the cannonball, be sure to jump off it before it hits a wall; otherwise, you'll be one dead woodpecker.

theless, this video game incarnation of the laughing bird is worth a look for primarily younger gamers. It's also one of the better 'toon-to-game adaptations you're likely to find.

Woody is pure, formulaic 3D platform hopping. As the wood-hole-puncher, you hop-n-peck your way through several levels of varying themes, all while collecting floating "W"s and extra lives. Accompanying the adventures is an innocuous music score that's overshadowed by a clever visual scheme that lends itself perfectly to the game's cartoony heritage. Complete with oversaturated colors and sweet cel-shading for the bird, there's never a shortage of sharp eye candy. And, of course, you get the trademark Woody laugh, too. The controls are frustrating at first—especially the constant readjusting of the camera after each time you move—but you'll find smooth sailing once you pass the learning curve.

No, this is hardly an excellent game, but younger gamers looking for a cartoon-based challenge—or older ones looking to keep a youngster occupied—will find hours of enjoyment. **G**



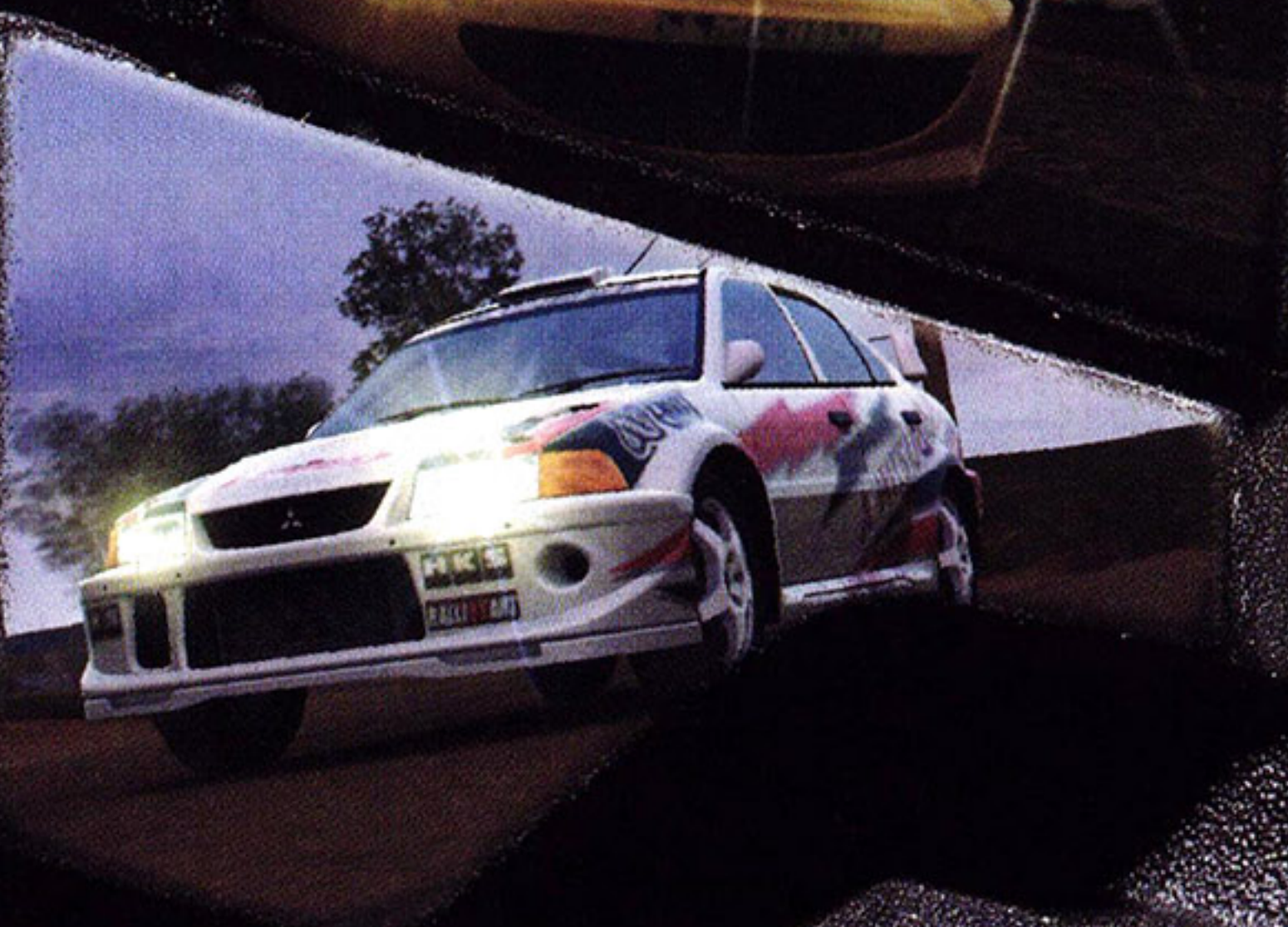
BY MAJOR MIKE

- Developed by Cryo Interactive
- Published by Dreamcatcher
- \$39.99
- Available now
- Action/adventure
- I player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	3.5	3.5





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grips the mud that grips the  
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BY THE MAN IN BLACK

Developed and published by EA Games

\$49.95

Available now

Action/  
adventure  
4 players



GRAPHICS

SOUND

CONTROL

FUN FACTOR



4.0

4.0

4.0

4.0

NOTHING CAN STOP James Bond, and Agent Under Fire uses the tried-and-true formula to dole out some above-average action. Although it's a repeat of the respectable PlayStation 2 performance (the best since the Nintendo 64's GoldenEye), Agent Under Fire should please GameCube secret agents.

## 007 Agent Under Fire

### Cloned to the Bone

The story line is typical Bond fare with 007 out to uncover the secrets of Identicon, a nefarious corporation that's cloning human beings. Bond unravels the sinister plan across 12 levels that fire up first-person combat, wicked wheeling in various "Bond" cars (as in 007 Racing), and even some rail-shooter action in a tank. The 007 tour runs through Hong Kong and Bucharest, down to the depths of the South China Sea, and up into the heights of the Swiss Alps.

### Have Gadgets, Will Travel

Agent's missions entail typical espionage game challenges. Most begin with infiltration where you use Bond gadgets like the Q-laser to sear through security measures—but sooner or later, an alarm sounds, and it's time to run and gun.

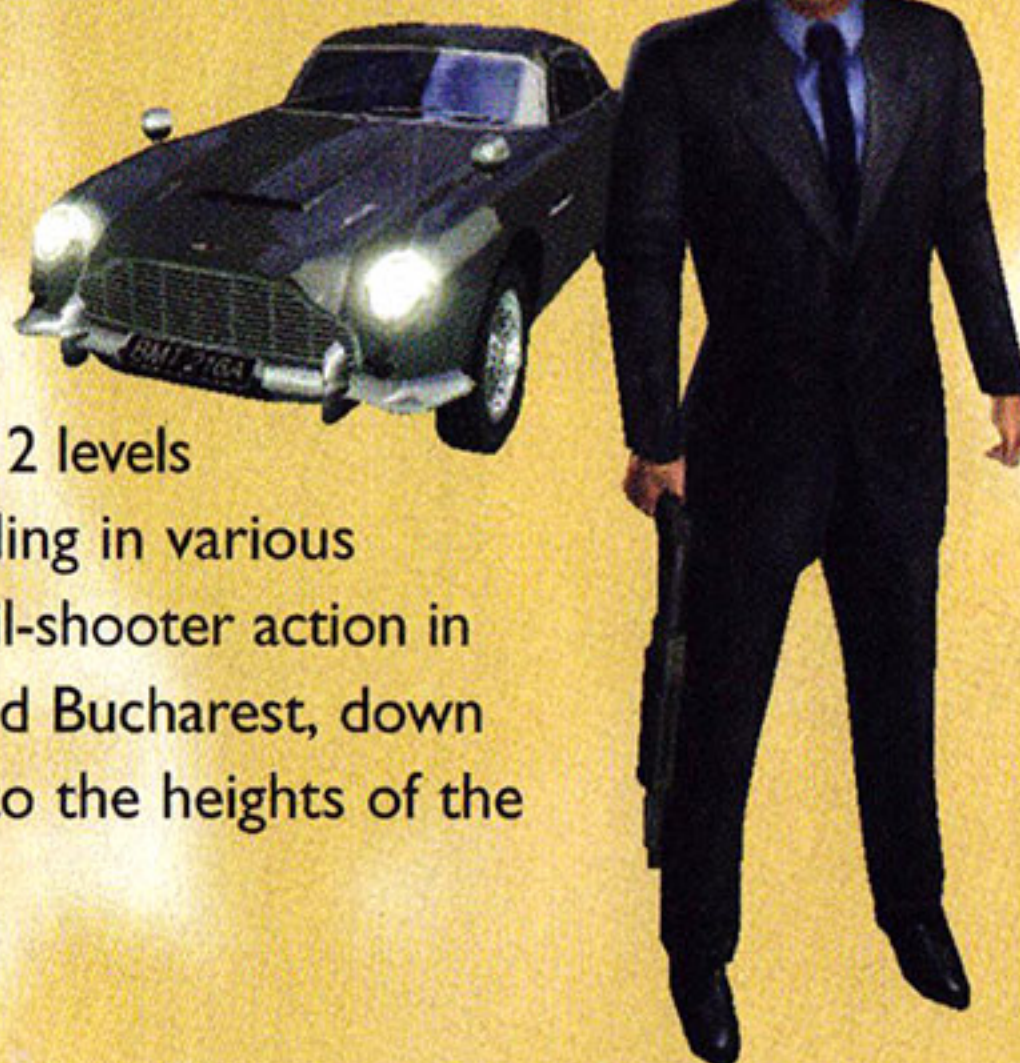
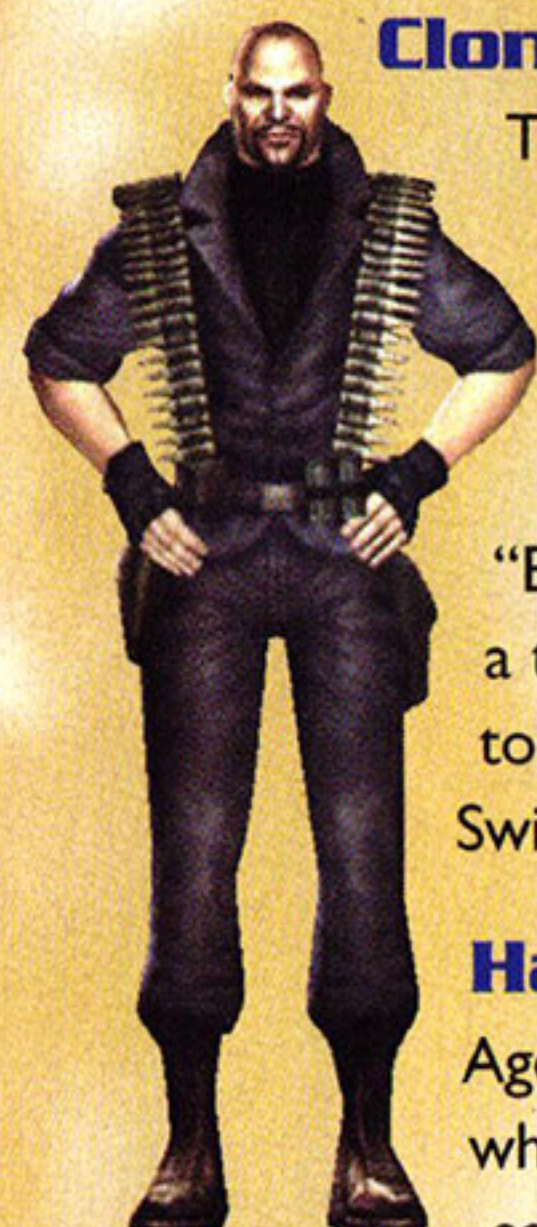
The workmanlike controls handle this first-person action dependably, but you really need "gold fingers" to press the buttons necessary to sort through your gadgets and weapons, especially during the heat of battle. Once you find the right implement of destruction, though, you're pretty dangerous. Movement feels loose, but the controls enable you to use some cool tools and lay down decent first-person firepower.

The driving missions enable you to jump behind the wheel of Bond's BMW Z8, his BMW 750iL, and the classic Aston Martin DB5. The controls here are tight, and they open up some good fun as you crash and bash through the streets.

The gameplay views and animation flow along without a hitch. You get excellent sniper views, and during the rail-shooter scenes, you can glance forward or behind with a single button press. The cinema graphics are lush and nicely detailed, displaying fine design work to capture facial expression in the characters.

### This World Is Just Enough

Agent Under Fire isn't perfect, but even with its control issues, it places in the top ranks of the James Bond series of games. If the GameCube is your entrée to espionage, by all means live and let die. **G**



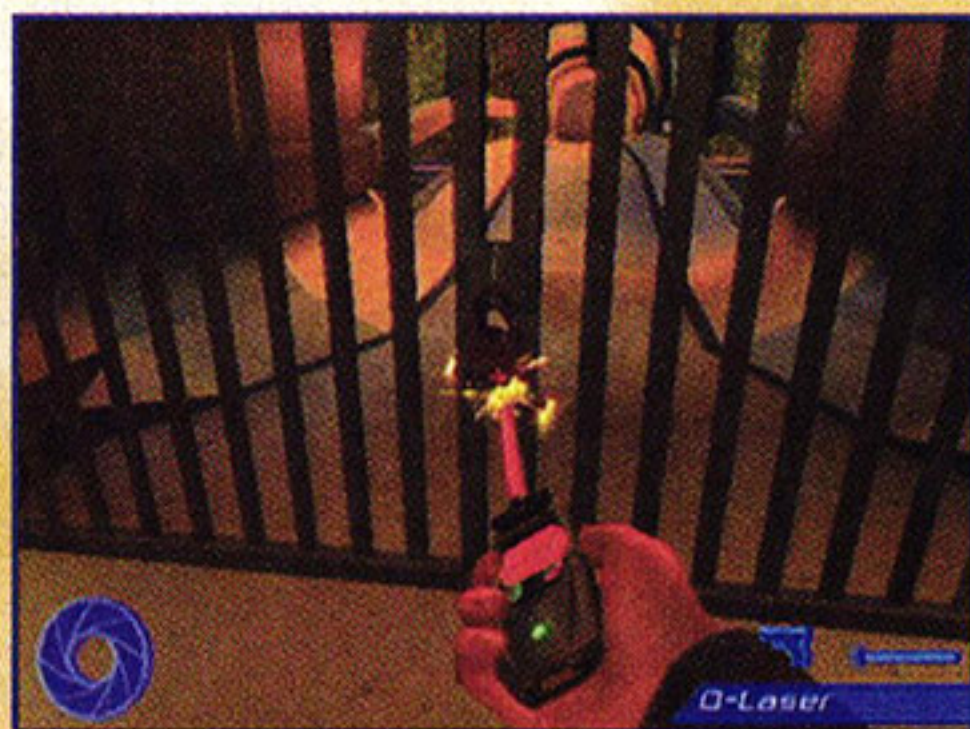
**PRO TIP:** During the driving missions, learn to tap the emergency brake button while holding down the accelerator button to make sharp turns and quick, evasive maneuvers.



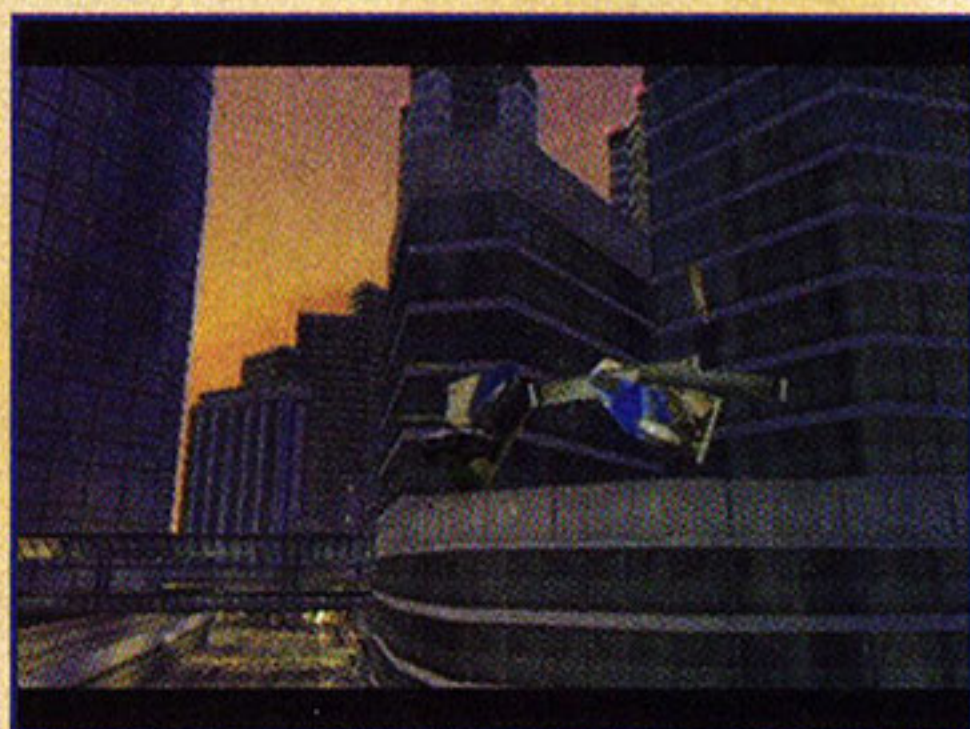
**PRO TIP:** When you face Carla the Jackal in Night of the Jackal, just protect yourself from her deadly marksmanship. When she's above the steel cauldron, look for a switch and press it.



**PRO TIP:** The KS7 submachine gun is most effective at close range. Charge at your target and fire.



**PRO TIP:** To save time, keep critical gadgets handy with the Use Gadgets button. Hold the Cycle Weapon button and press the Action button until the proper gadget appears.



**PRO TIP:** When pursuing the van in Dangerous Pursuit, cut corners on the curves and drive on the wrong side of the road to get close enough to use the Q-Pulse.



**PRO TIP:** During gunfights, blast any suspicious-looking metal containers—drums, tanks, etc.—and you may cause a bad-guy burning explosion.



### GRAPHICS 4.0

Very clean, very mean. The first-person action and behind-the-car views are both nicely detailed. You even get to fire from a rail view on a tank and a sniper view, too. Cool.

### SOUND 4.0

The catchy James Bond theme is all real fans need, but the effects rock and roll, too. The voices are crystal clear, and the Bond double-entendres add personality—although some dialogue is repetitive to a fault.

### CONTROL 4.0

There's a reason why Agent's interface reviews the control layout at the start of every level. Pressing all the buttons necessary to swiftly switch weapons and spy tools is challenging, but the driving controls are spot on.

### FUN FACTOR 4.0

Agent Under Fire for the GameCube is as predictable as a Bond pick-up line, but it's also as much fun as watching any of the current crop of James Bond films. There's decent action and above-average variety of gameplay.





## 18 Wheeler: American Pro Trucker

TO ITS CREDIT, 18 Wheeler: American Pro Trucker isn't a bad way to knock off 15 minutes (about as long as it takes to finish the Arcade mode)—it's a mildly fun racer with its own unique feel and good controls. As one of four truckers, you'll race across America's



**PROTIP:** If you get directly behind another truck, you'll draft in its slipstream, which will give you a boost of speed.

highways while contending with a rival trucker and avoiding obstacles that will damage your cargo, such as smaller cars and tornadoes. The game physics are pretty tight, and little details like the smog that billows from the exhaust pipes as you switch gears are pretty cool.

But then there's the painfully irritating banter of your rival trucker, low-res textures that have hardly been improved since the game's Dreamcast incarnation, copious draw-in, and infuriating rubber-band A.I. that lets your rival shoot past you if you make even one dumb mistake. And let's not forget the "What th-!?" reaction you'll have when you complete the fourth level and the game's credits start rolling! Combine this with only one unlockable truck and mildly engaging Score Attack and Parking modes, and you have virtually no replay value whatsoever. Is 18 Wheeler worth renting or playing at a friend's house? Sure. Does it warrant a \$50 price tag? No way. **G**



BY PONG SIFU

- Developed and published by Acclaim
- \$49.99
- Available now
- Racing
- 2 players



GRAPHICS



SOUND



CONTROL



FUN FACTOR



**PROTIP:** If you cannot avoid hitting another vehicle, try to hit it with your cab so you don't damage your cargo.

## Smashing Drive

A PORT OF the arcade game, Smashing Drive tries to add a few twists to the standard Crazy Taxi formula. You play a cabdriver trying to make it through four shifts, bashing cars and doing whatever is necessary to reach the finish line before your opponent. Helping you out along the way are power-ups that attach sawblades and wings to your vehicle and shortcuts through sewer pipes and shopping malls that save you precious seconds.

The trouble is that, unlike in Crazy Taxi, there's very little to actually do. Sure, there are a fair amount of graphical gimmicks (you can bash through basketball arenas and up a skyscraper), but nowhere near enough. You can see everything the game has to offer in an hour or two, and similarly, the two-player split-screen mode gets boring very quickly.

Control is also somewhat uneven. Your cab handles very strangely, and often you'll find yourself propelled into the air after hitting a car or wall for no apparent reason. The graphics run at a fast, steady frame rate but are extremely blocky, and the music is equally uninspiring. In fact, there really isn't anything in Smashing Drive that couldn't have been done on a Nintendo 64 two years ago. **G**



BY FENNEC FOX

- Developed by Point of View
- Published by Namco
- \$49.99
- Available now
- Racing
- 2 players



GRAPHICS



SOUND



CONTROL



FUN FACTOR



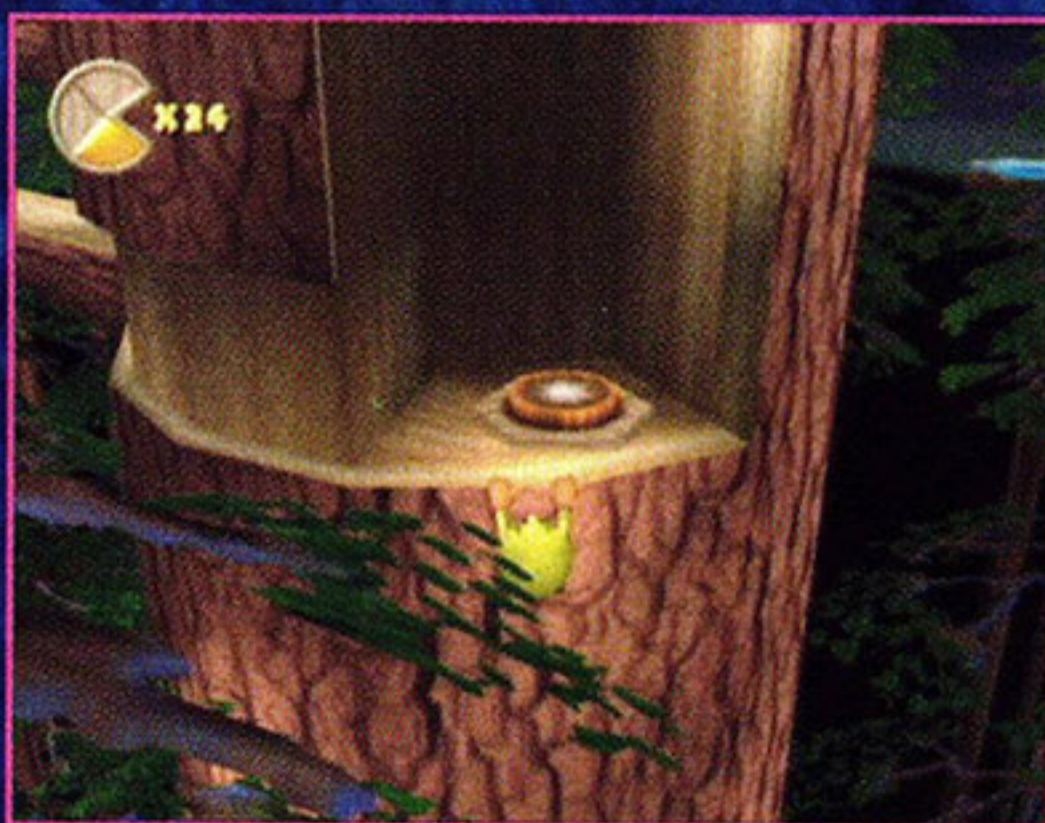
**PROTIP:** Hitting cars head-on stops your cab in its tracks, wasting valuable time. If you honk your horn, most cars will try to get out of your way.



**PROTIP:** Each shortcut you find nets you extra points at the finish line. Score high enough, and you'll be rewarded with a bonus level.

## Pac-Man World 2

PAC-MAN WORLD 2 takes dot eating to a whole new level, making this 3D version of an arcade classic a nostalgia trip worth taking. Namco's portly Pac-Man travels through six vibrant worlds and uses ice skates, turbo rolls, butt bounces, and more in his quest to retrieve golden fruit stolen by Spooky, a ghost of monstrous proportions. Maneuvering Pac-Man can be difficult at times since the controls are über sensitive—a bit too much pressure on the analog stick can easily send Pac-Man careening over an icy cliff.



**PROTIP:** While hanging onto a groove in a tree trunk, be sure to search the entire circumference as caves with hidden items may await you.

The graphics are a bit squarish at times, but they have a cartoony-yet-realistic feel as demonstrated by the slowly moving fog that drifts naturally between towering trees and the swiftly running rivers that flow underneath icy terrain. The scenery is complemented by cheery beats and melodic tunes, which enhance the gameplay. And those craving the "OG" Pac-Man, have no fear: An arcade feature in the game enables you to play the original 1980 version and other favorites, like Ms. Pac-Man and Pac-Attack. This feature makes Pac-Man World 2 worth buying for hardcore Pac fans and a definite rental for those wanting to butt-bounce down memory lane. **G**



BY MZ. VIXEN

- Developed and published by Namco
- \$49.99
- Available now
- Action
- 1 player



GRAPHICS



SOUND



CONTROL



FUN FACTOR



**PROTIP:** The shadows on the ground will give you a heads up as to where the icicles will fall, so try to avoid them as much as possible.





# XBOX PROREVIEWS



BY DAN ELEKTRO

- Developed by Neversoft
- Published by Activision
- \$49.95
- Available now
- Skateboarding
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	5.0

## TONY HAWK'S PRO SKATER 3

HOW MANY TIMES can you publish the same game and still have it be fun? Well, at least three because this third version of Tony Hawk's Pro Skater 3 is just as fun on the Xbox as it was on the PS2 and GameCube.



**PRO TIP:** The judges in Japan are not easily impressed. Try one long grind around the entire outer edge of the level for a high score.



**PRO TIP:** To unlock the Xbox-exclusive secret level, Oil Rig, you must complete every level goal with one character.

### Third of a Third

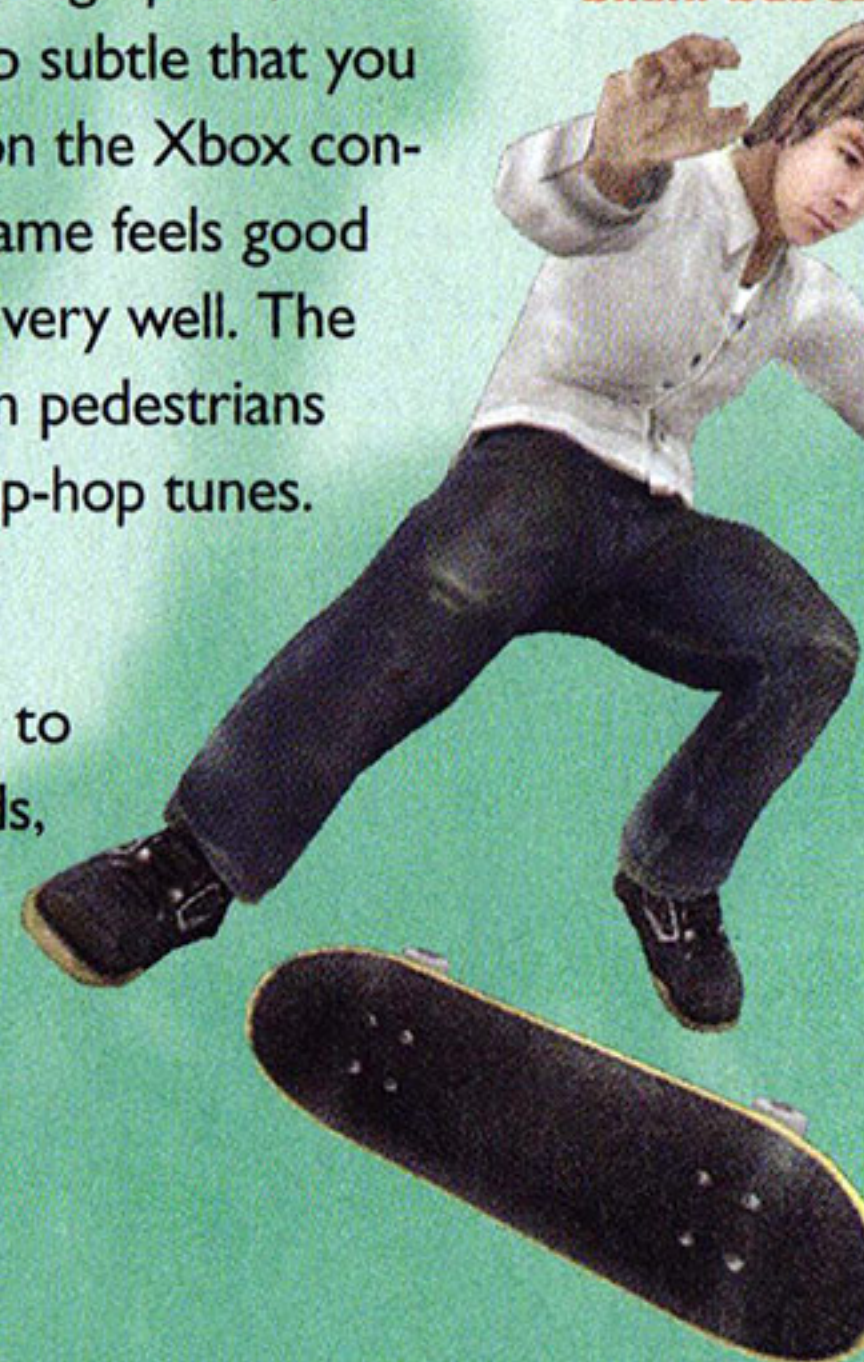
For those who have been living under a rock, that sound you've been hearing over your head is the decks of 14 pro skaters grinding off the top of your abode, then continuing their run to bust off wild tricks in one of the most joyous celebrations of skateboarding ever created. The Xbox version includes a new level, a new secret character, and a four-player linked-console mode (but alas, no online play like its PS2 cousin). And, as with the PS2 version, you can expect fairly gorgeous graphics, marred only occasionally by a hint of slowdown—so subtle that you don't notice it in the heat of play. Your take on the Xbox controller will determine whether or not this game feels good to you, but the controls themselves respond very well. The soundtrack's filled with amusing chatter from pedestrians as well as a slammin' selection of punk and hip-hop tunes.

### Trinity

Player creation returns, as does the ability to create your dream skatepark. In other words, it's the same brilliant game all over again, this time for the third of the big three consoles—and for Xbox owners, new reverts and balance meters make it a step up from THPS2x. Buy it and be happy. **G**



**PRO TIP:** Once you drain the pool on the cruise ship, combine special tricks with ped props from the bikini babes nearby for big scores.



**PRO TIP:** The best way to hit your point goals in Los Angeles is to pull long combos in the mini-halfpipe on the Tower Poppin' roof.

**NEW LEGENDS** IS a game at war with itself. On one front, hero Sun Soo and his allies struggle against the endless hordes of an evil warlord in an epic action/adventure; on another front, great ideas clash headlong with lame execution in a grand struggle for gameplay dominance. But the question isn't *who will win?* The question is *will you even play long enough to find out?*

### YIN

Fighting for the League of Things That Are Really Cool: a great manga-inspired "ancient future China" setting and story; intuitive, simple-to-pick-up dual analog controls; loads of enemies to battle; a huge arsenal of stylish weapons with fantastic combos and moves (with the added ability to wield a different one in each hand); great battle whooshes, clangs, and other such sound effects; and a camera that gives you freedom to view your epic clashes from

virtually any angle you wish, even if it isn't particularly helpful in the war effort.

### YANG

Fighting for the Legion of Suck: simple graphics and awfully flat environment textures that look like they belong on a Dreamcast; jittery animation, glitches, and an inconsistent frame rate; wonky environmental collision detection; unclear mission objectives; frustrating long-range weapon handling and strafing; and really stupid A.I.-controlled allies that say, "Follow me, friend, to the next mission goal!" before proceeding to fall off a cliff. Such technical folly and lack of polish tends to leave a gamer instantly cold.

You'll undoubtedly want to like this game despite itself—and every now and then, when the über-cool ideas outmaneuver the shoddy execution, you'll be surprised to find that you actually do. *New Legends* could very well be the best bad game you'll ever play. **G**



BY STAR DINGO

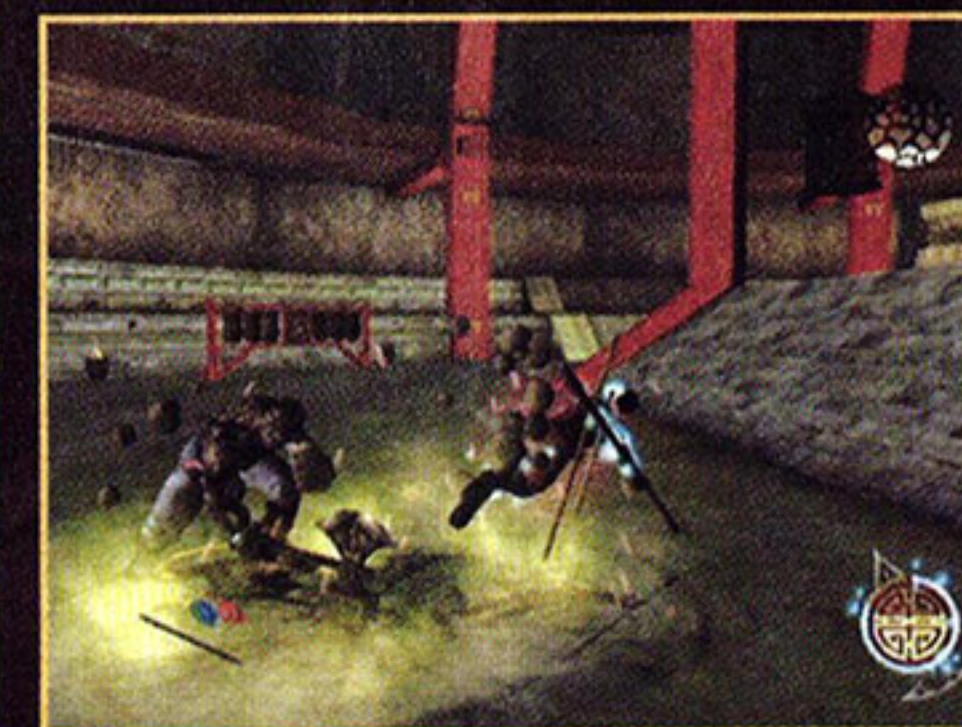
- Developed by Infinite Machine
- Published by THQ
- \$49.99
- Available now
- Action/adventure
- 1 player



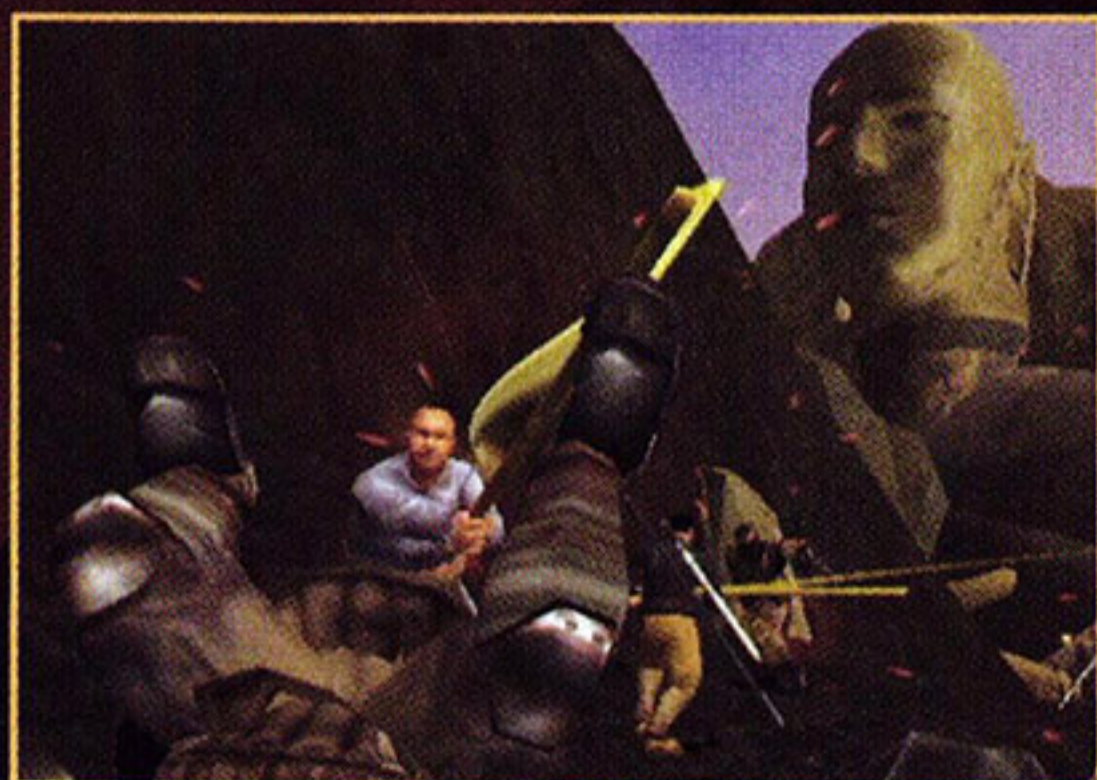
GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	4.0	3.0	3.5



**PRO TIP:** With most weapons, you can repeatedly hit a fallen foe while he's down using a charging attack (simultaneously press X and Y).



**PRO TIP:** Crack General Kuun's rocky exterior with heavy metal weapons like the Iron Staff—and be sure to run for cover if you knock him down.



The game's camera doesn't really help you play—but it gives you plenty of opportunities to capture Kodak moments.



**PRO TIP:** Stop your combo once an enemy lands a blow on you. Immediately parry (tap Y) instead, unless you like taking severe beatings.



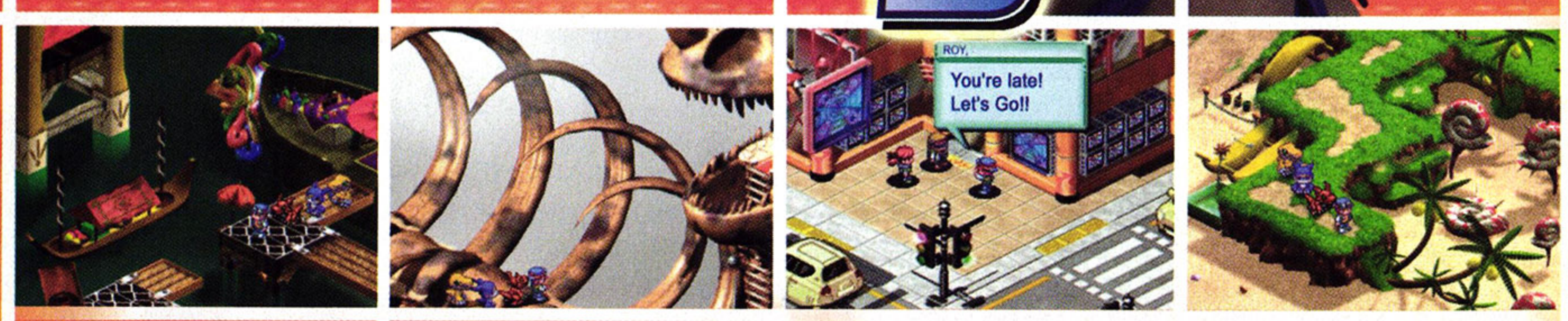
# Hackers have cracked into Digimon Online!

Can you stop their plans for world  
domination and help save the planet?



## DIGIMON Digital Monsters DIGIMON WORLD 3

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Coming to the PlayStation® game console this Summer!

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## RalliSport Challenge

RALLISPORT CHALLENGE OFFERS the thrills and crazy driving antics of true rally racing. Although you don't take control of any professional racers, you do drive licensed cars in international locales that vary in climate and weather conditions. Racing off the beaten track, you must handle crazy powerslides through narrow paths and on steep ridges. Truly, the sense of speed has been skillfully created with a smooth frame rate. Plus, the cars look sharp with detailed decals and nicely designed paint jobs. At the right moments, you can even see the driver steering through the windows. The navigator's voice and the car's screaming engine also add realism to the entire experience.

The only downer to this solid racer is the cumbersome controls. Countersteering and cornering are almost impossible to master and can deeply annoy even veteran racers. Racing on ice can be especially bothersome if you have no concept of a car's physics on slippery surfaces. Indeed, the majority of racing does take place off road where skidding is the norm, which can also become extremely repetitious. Still, there's enough variety in the challenging gameplay, which includes several kinds of rally racing and multiplayer games, that driving enthusiasts and rally fans shouldn't miss RalliSport Challenge. **G**

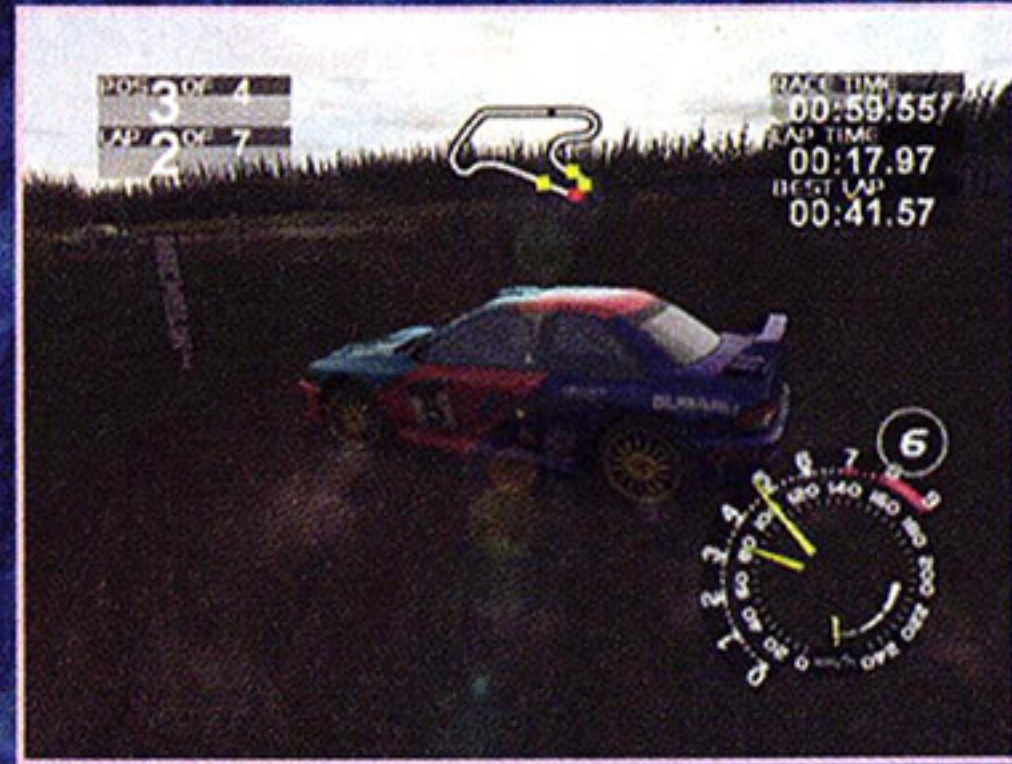


BY FOUR-EYED DRAGON

- Developed by Digital Illusions
- Published by Microsoft
- \$49.99
- Available now
- Rally racing
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	4.0



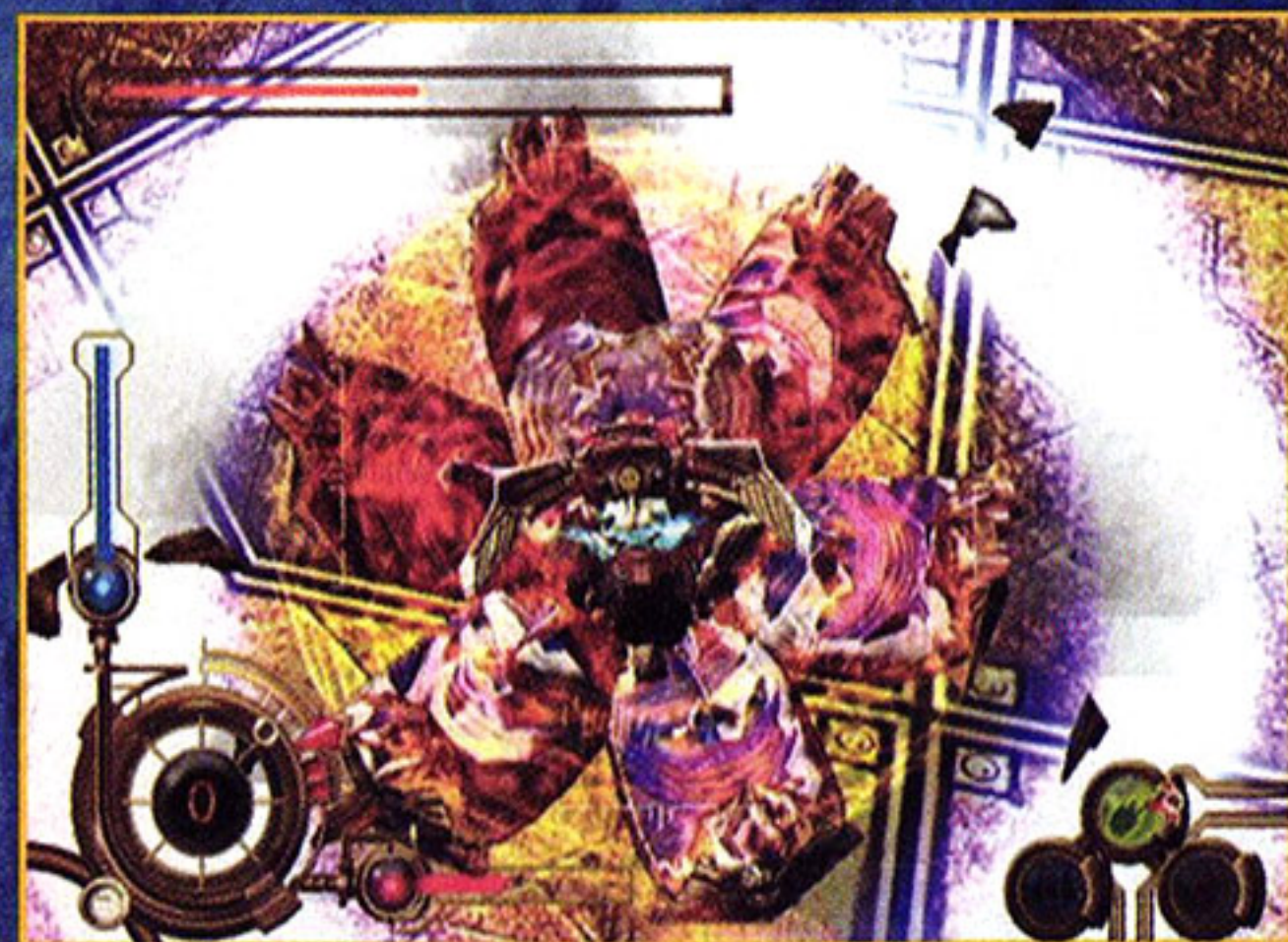
**PROTIP:** At the beginning of a sharp turn, start your turn early so by the time you reach the curve, you're already positioned to accelerate out.



**PROTIP:** For better control with a fast car, try using snow tires in the mud.

## Gunvalkyrie

**BWARE:** LOOKS ARE deceiving in this pretty, over-the-shoulder shooting game. In Gunvalkyrie, you play as a well-armed soldier, who must prevent recent scientific discoveries from falling into the wrong hands. The normal accouterments are here: You can upgrade your weapons and equipment, plus there are secret power-ups throughout the entire game.



**PROTIP:** Once Daihellm starts ground attacks, hover over him and hit him from above.

On the surface, Gunvalkyrie's visual style is like watching a quality anime—there are plenty of vibrantly colored levels and slick weapon effects to make your eyes water for more. Even the upbeat soundtrack, which consists of the usual gun noises and echoing footsteps, plays nicely throughout the game.

But as soon as you try to figure out how the heck you can perform aerial attacks while constantly avoiding enemies from all sides, Gunvalkyrie immediately turns into utter frustration. Every part of the controller is used, including both analog sticks, which have dual functions. It's nearly impossible to master these controls, but to pass even the first stages, you must do exactly that. Unfortunately, while the control setup is unique, it's also Gunvalkyrie's downfall.

If you're looking for hot, in-your-face Xbox action, Gunvalkyrie is not it. Don't even attempt to try it—you'll be sorely disappointed. **G**



BY FOUR-EYED DRAGON

- Developed by Smilebit
- Published by Sega
- \$49.99
- Available now
- Action
- 1 player



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	1.5	2.0



**PROTIP:** When you're in the air, perform small boost dashes instead of one long boost dash to move farther ahead.

## Wreckless: The Yakuza Missions

**WRECKLESS: THE YAKUZA MISSIONS** is an odd concoction of mission-based racing that puts you in two sets of shoes—as both uniformed and undercover police officers. The game's premise, coupled with challenging and diverse scenarios, is more than enough to keep the customer satisfied.

Wreckless's up-front sleek interface and cool options are matched by challenging missions, including smashing fleeing cars to a halt, capturing counterfeit cash, and saving the delivery of volatile cargo. Progression is skill-based, slow, and uneven: Some missions are a breeze, others painstakingly difficult and thus require controller-flinging replays.



**PROTIP:** In Mission A-3, select the Dragon-SPL. At the start of the mission, hit the gas and steer slightly to the left.

The game's biggest failing is the occasional funky physics as some cars bounce uncontrollably after what should have been an otherwise safe landing from a routine jump. As for the good-cop/bad-cop scenarios, don't expect big plot twists or engrossing story tangents; it's basically a way to tie the diverse missions and cars together. The onscreen visuals do a decent job of conveying the hit-and-run carnage and come complete with arresting replay footage. Solid audio effects round out the aesthetic package, but the obnoxious music score is best left silent.

Wreckless is a solid offering for gamers on the prowl for action-seasoned driving. If you liked Driver and Spy Hunter, make Wreckless: The Yakuza Missions your next challenge. **G**



BY MAJOR MIKE

- Developed by Bunkasha Publishing
- Published by Activision
- \$49.99
- Available now
- Racing
- 1 player



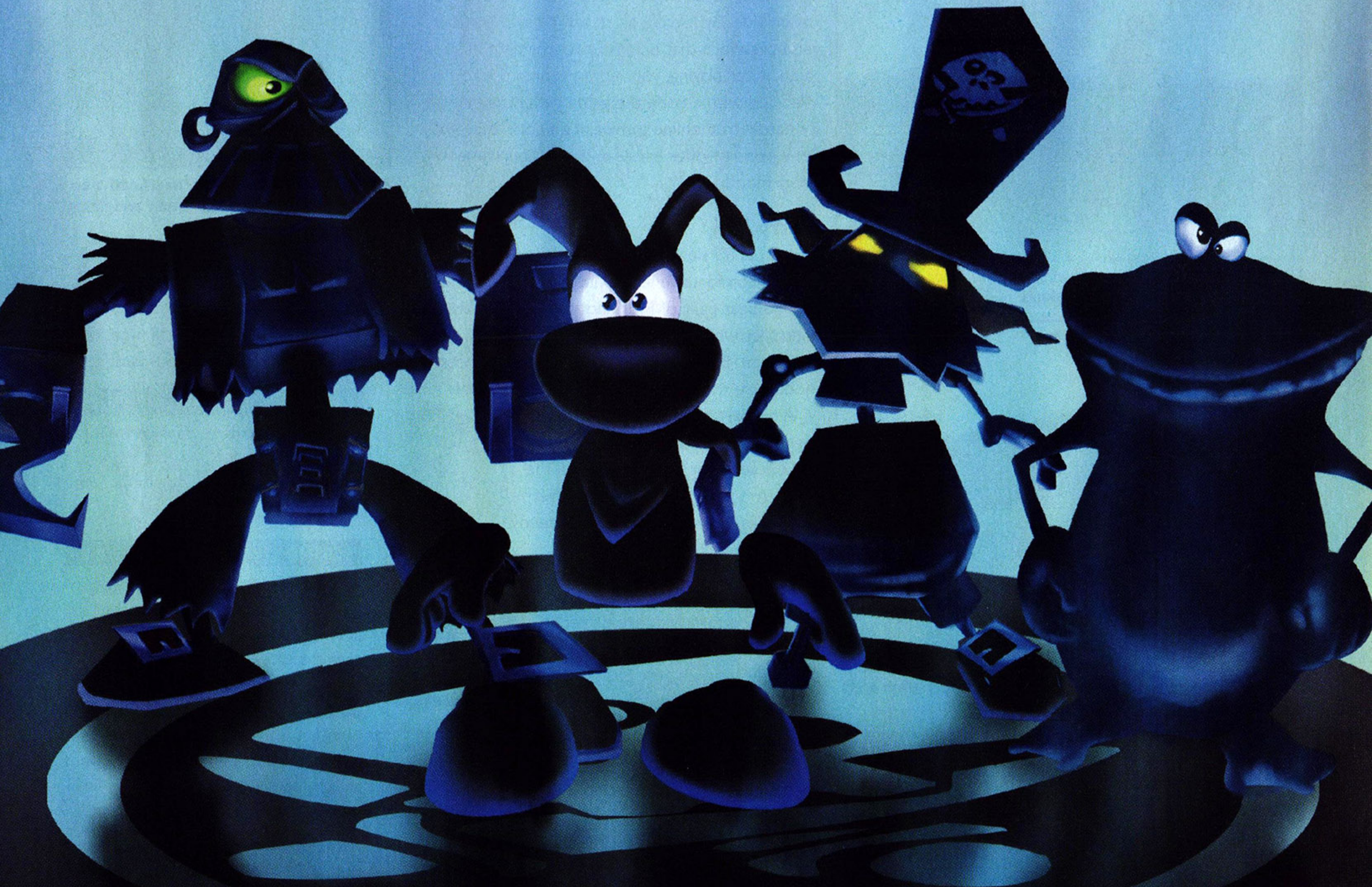
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0



**PROTIP:** In Mission A-4, when you enter the elevator, position your vehicle so the front of it is facing the entrance.



# REPRESENT.



[raymanarena.com](http://raymanarena.com)



Mild Violence



PlayStation 2



PC  
CD  
ROM







BY AIR HENDRIX

- Developed by Clap Hanz
- Published by Sony
- \$52.99
- Available now
- Golf
- 4 players (with adapter)



GRAPHICS

SOUND

CONTROL

FUN FACTOR



## Hot Shots 3 Rules the PlayStation 2 Fairway

PLATFORM  
PlayStation 2



SPORT  
Golf



**T**HE HOT SHOTS series has always been exceptionally playable, attracting throngs of both golf fans and mainstream gamers. Hot Shots Golf 3 is the most polished and enjoyable of the series yet, balancing exciting multiplayer competition with an in-depth one-player experience.

### Nice On!

While Hot Shots 3 doesn't revolutionize the series by any stretch of the imagination, it delivers sweet PlayStation 2 graphics and loads of slick refinements that make it another must-play game. Like the previous versions, Hot Shots 3 lets up to four players talk smack while smacking golf balls, and that spirit of "friendly" competition, along with the game's smooth playability, is a huge part of what makes the game so good.

The strong one-player side offers a Vs. mode where you unlock 15 characters, a deep Tournament mode where you climb the rankings and unlock five courses, and a nine-hole par-3 course. Hot Shots 3 also awards points for your accomplishments, which you can cash in for better clubs, balls, power-ups, and other goodies.



**PRO TIP!** To master putting, develop a feel for how the break (shown by the speed of the white dots on the grid), distance to the hole, and ball speed affect the putt.



**PRO TIP!** Save your boosted swings for par 5s or those times when a bad shot has put you behind.



**PRO TIP!** Before every tee shot, tap R2 to throw grass and gauge how the wind will affect your drive.



**PRO TIP!** As you line up a shot, factor in any trees that might interfere, the wind, any bunkers where the ball will land, and the most advantageous position for your next shot.



**PRO TIP!** If your shot will land on the green, it's often best to apply backspin in order to prevent too much roll.



Perfectly hitting the power and accuracy marks gives you a "nice shot," which goes as straight and as far as your character can hit it.

The most intriguing addition, though, is the National Tournament mode. Although Sony's long-delayed online-gaming plans haven't yet seen the light of day, this mode enables you to compete nationwide. By logging on to a Web site, you can get a password that unlocks a tournament in your game. After playing, you report your score to the Web site with a code the game generates. While it's hardly true online gaming, it's a cool idea, and Sony plans to offer prizes and new tournaments every month.

### Hurry Up!

Hot Shots 3's sleek controls set the standard for golf games. The three-click swing meter has a natural, comfortable feel, while putting performs tightly with a souped-up meter and green grid.

The best part of Hot Shots' sound has always been firing off hoots and jeers from your controller while your opponent tries to focus, and Hot Shots 3's new array of trash talk doesn't disappoint. But the chirpy menu music and incessant, repetitive crowd chatter in Tournament mode have the potential to drive mere mortals mad.

A big part of this game's allure is finally seeing the series get the sweet graphics it deserves. Hot Shots 3 delivers the visual goods with lush courses, fast load times between holes, and a speedy feel to the action.

### Incredible Eagle

When the scorecards are turned in, there's no doubt about it. Hot Shots Golf 3 is both the PlayStation 2's best golf game and a fine party game to boot.



**GRAPHICS** 4.5

Hot Shots 3's sharp graphics make its fairways look great and feel more 3D without sacrificing speed or causing long load times.

**SOUND** 3.0

Amusing new trash-talk is an essential ingredient in any Hot Shots game, but the grating music and crowd chatter often spoil the show.

**CONTROL** 5.0

Hot Shots 3 practically defines how good golf controls should be done with an intuitive swing meter and nice refinements to putting.

**FUN FACTOR** 5.0

Hot Shots 3 is the best PlayStation 2 golf game by a mile—its party-game feel will also attract gamers who yawn at the mere mention of "golf."







## All-Star Baseball 2003

PLATFORM  
PlayStation 2



SPORT  
Baseball

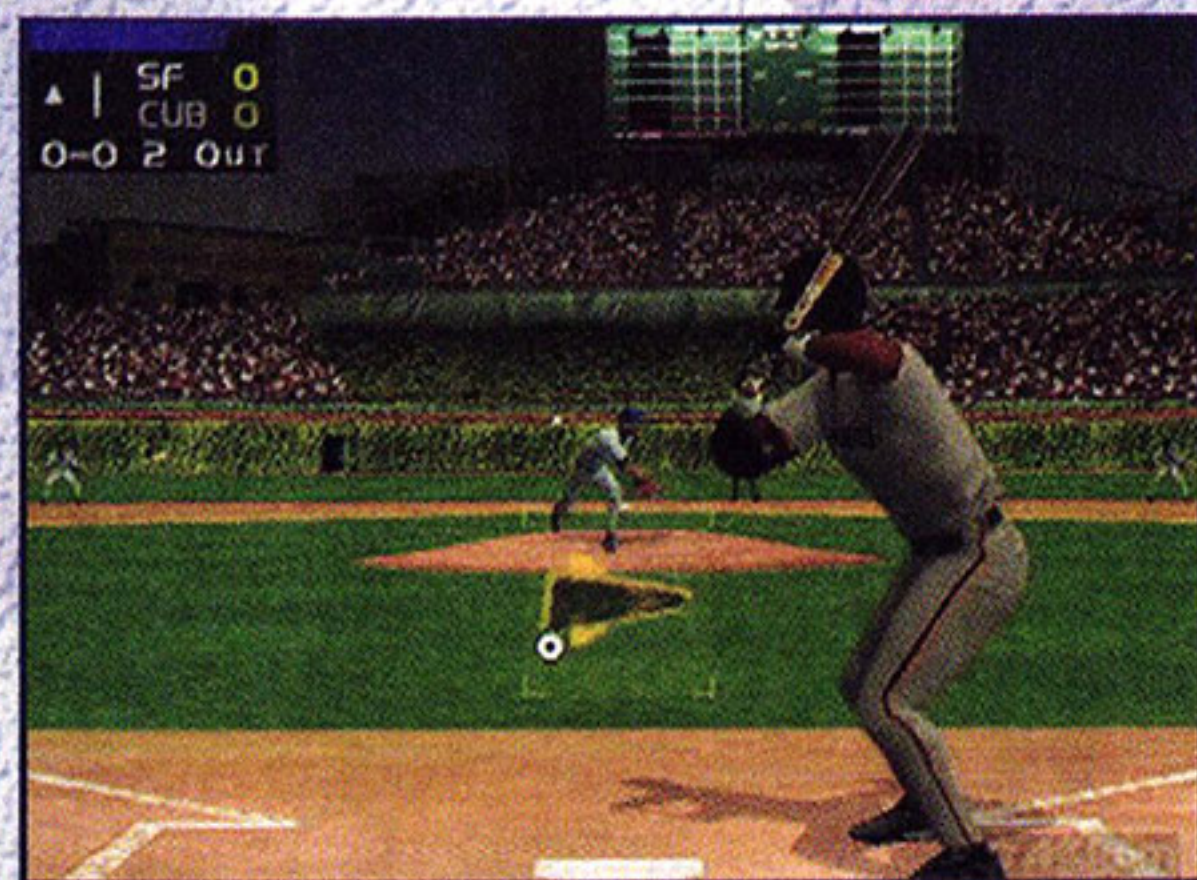


ALL-STAR BASEBALL MAINTAINS all-star form for its 2003 season. This game worked on some extras and details in the off-season, and it still fields a great game of baseball.

### Like a Day at the Ball Park

All-Star sports major league looks. The new character models look sharper than ever. Matched with some silky smooth animations, players look just like the real deals. The 2D photo-realistic fans in the stands and broken-bat base hits are excellent touches, too.

If you just like to hang out at the ball park, All-Star features 50 excellently detailed stadiums. Here, the sounds put on a show with the National Anthem, organ music, and realistic crowd noises that respond to the onfield action. This year, Steve Lyons joins Bob Brenly and Thom Brennaman to make great calls in the broadcast booth.



**PRO TIP:** Swing for the gaps with power hitters. Use the right analog stick to angle the batting cursor slightly up and toward the gap.

All-Star hangs its rep on solid controls, and 2003's edition is no different. At the plate, the cursor-guided batting interface enables you to control the tilt and direction of your swing; however, guiding multiple runners on the base paths can be an adventure. On the field, solid control on defense benefits from a nifty future throw feature that lets you direct the fielder where to throw the ball before he fields it.

### Let's Play Two...or Three

All-Star also showcases an excellent array of extras. Create-a-player mode, expansion team mode, and even a baseball trivia game are on hand. You can even score images of the actual 2002 Donruss baseball cards, too. All-Star Baseball 2003 is an all-star package. It earns its place with the class of the PlayStation 2 league. **G**



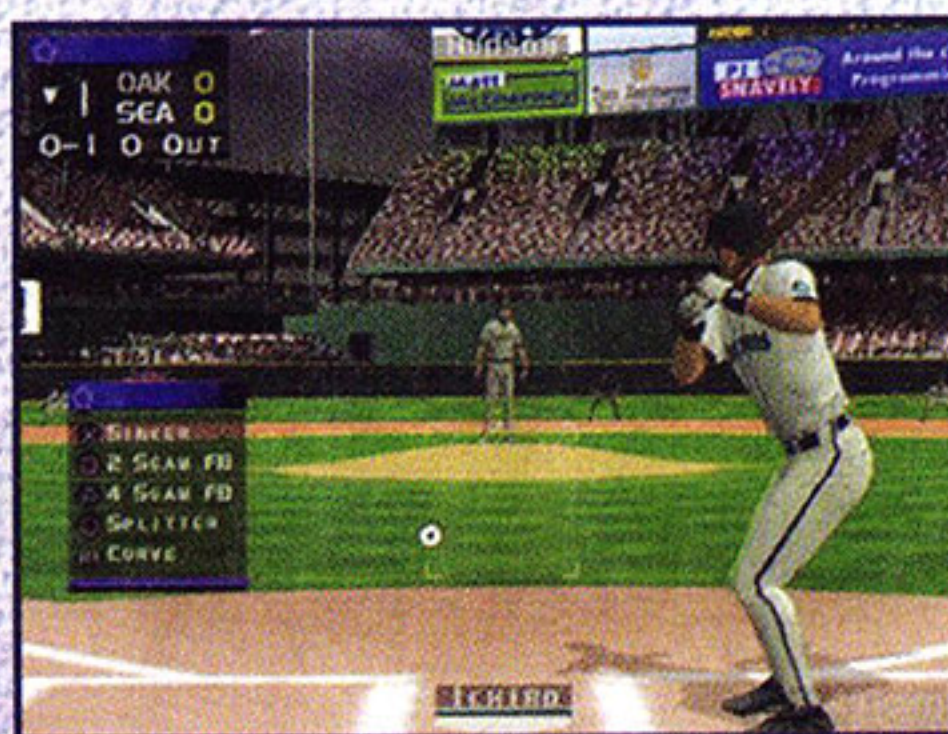
BY ATOMIC DAWG

- Developed and published by Acclaim Sports
- \$49.99
- Available now
- Baseball
- 4 players

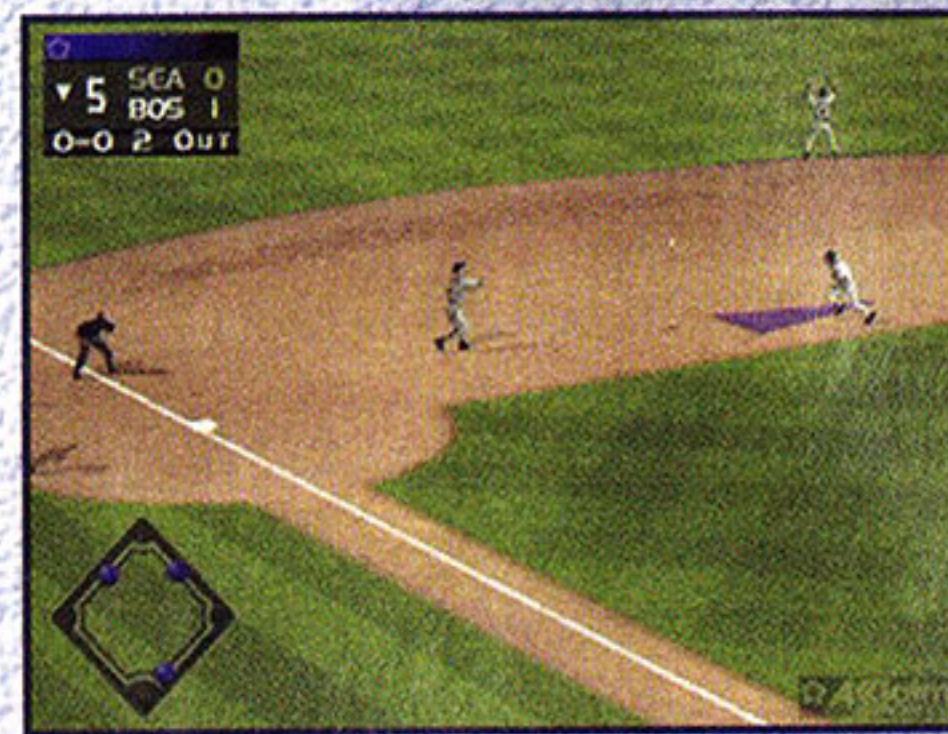


GRAPHICS SOUND CONTROL FUN FACTOR

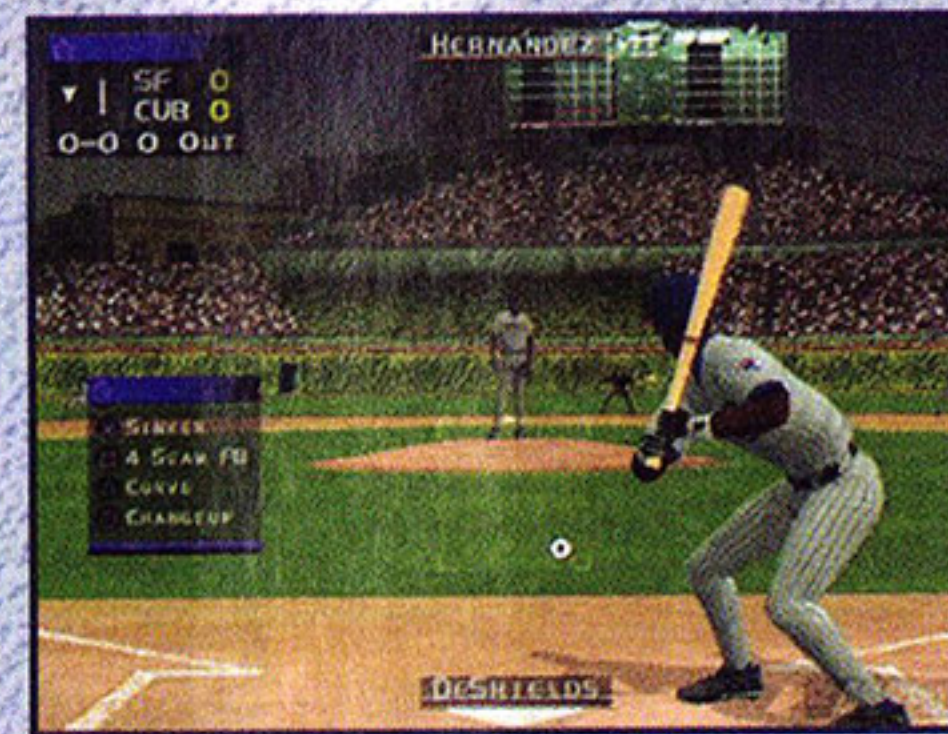
4.5	4.5	4.5	4.5



**PRO TIP:** Pitchers will run up the Ks if you move pitches around the strike zone and work the corners with your fastball.



**PRO TIP:** When you go for an extra base, you must select that base before the runner makes his turn at a bag. Press  $\Delta$  and hit a directional as he's running to select a base.



**PRO TIP:** Looking for action? Almost every hitter swings at a curve ball in the strike zone.

## Triple Play 2002

PLATFORM  
PlayStation 2



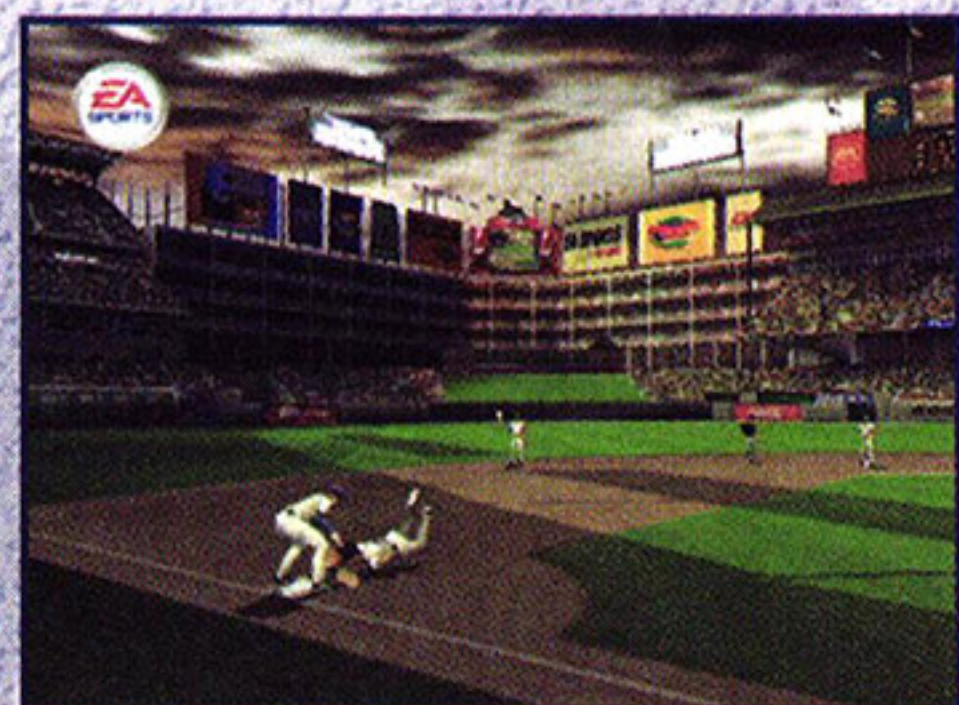
SPORT  
Baseball



IT'S A SHAME that Triple Play focused on improving its strengths, not its weakness, in the off-season. Triple Play 2002's graphics and sounds are some of baseball's best, but its gameplay, A.I., and controls still belong in the minor leagues.

### Wrong Pitch at the Wrong Time

Sights and sounds are the best part of this ballpark. Hearing a legend like Bob Costas call the game practically gives you chills, and the sound effects around the field also score big. Visually, the stadiums—especially the lighting—look simply fantastic, and the players are modeled well, though they often bear only a passing resemblance to their real-life counterparts. Sharp new camerawork that highlights big plays and other key moments really pumps up the excitement, too.



**PRO TIP:** To stay competitive while fielding or running the base paths, hammer the X button to keep up your speed.

The trouble starts during the first pitch. The flawed cursor interface gives you little reason to do anything but swing at every ball—in fact, if you take a pitch, the announcers instantly chide you! The game also forces you to accept automated base-running, but the CPU regularly makes painful decisions on the base paths. Positioning fielders to make a play still requires excessive precision, but the strong parts are the cool options like opening/closing your batter's stance and the pop-up menus for fielding strategy.

### Just Like Taking a Fungo

If you like watching baseball, Triple Play puts on a pretty glorious show. But if you like playing baseball, it's more of a caricature that's best suited for rookie gamers or the most casual fan. Stick with High Heat MLB 2003 for the PlayStation 2's best representation of America's pastime. **G**



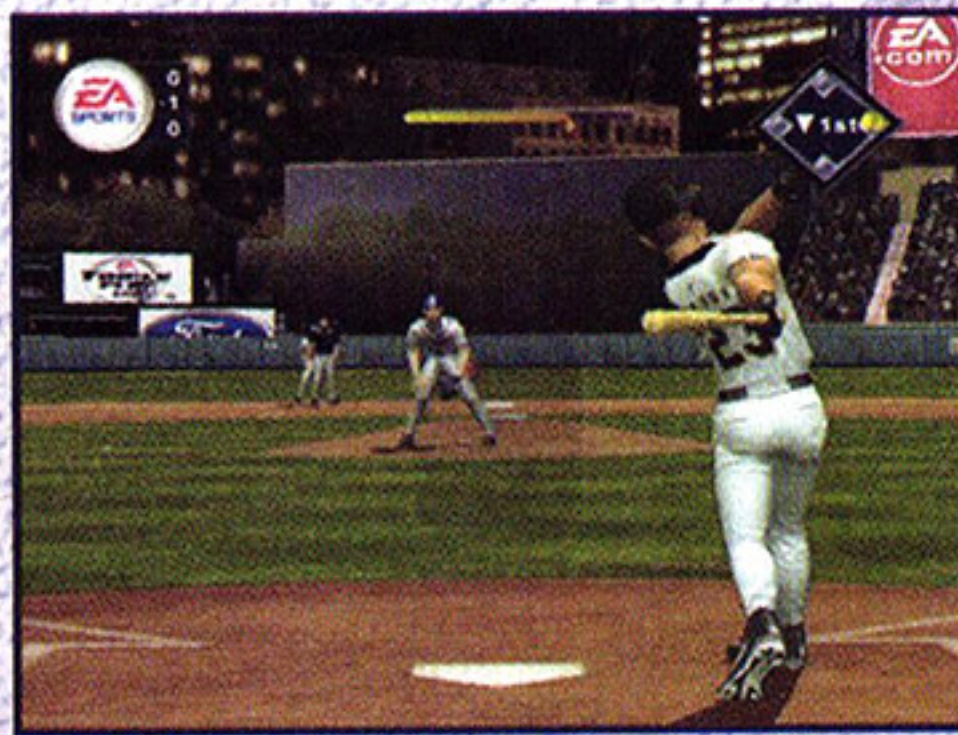
BY AIR HENDRIX

- Developed by Pandemic
- Published by EA Sports
- \$49.99
- Available now
- Baseball
- 2 players



GRAPHICS SOUND CONTROL FUN FACTOR

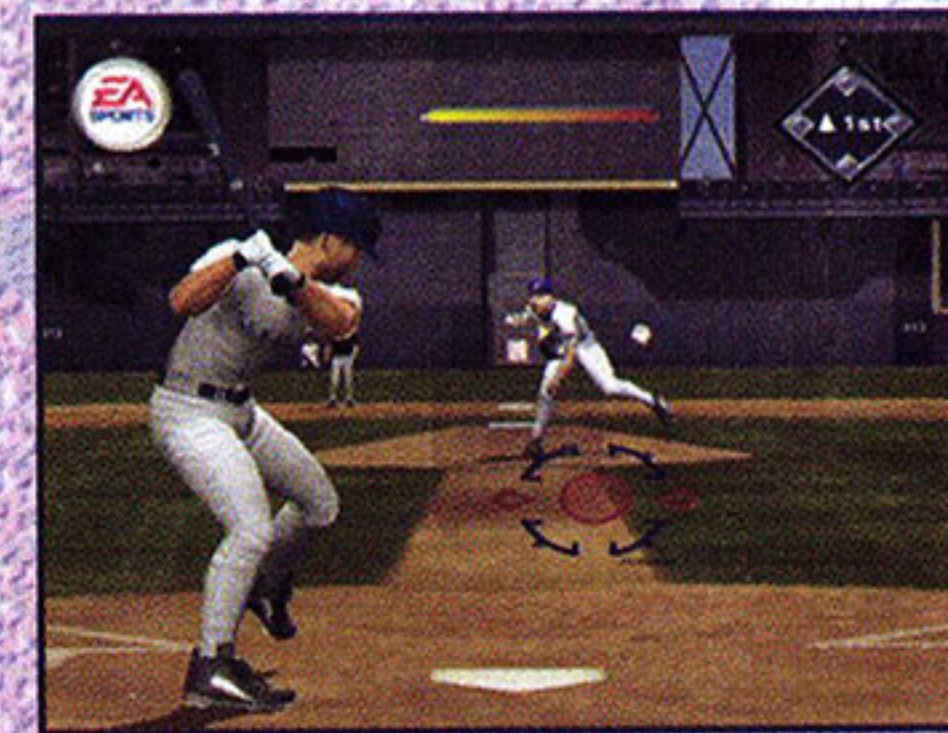
4.5	5.0	3.0	3.0



**PRO TIP:** Position breaking pitches like sliders or sinkers just outside the strike zone. CPU batters often take these pitches for a strike even though the break carries them inside the zone.



**PRO TIP:** Line up your batting cursor on the pitch preview before the ball's thrown, then move your cursor only to adjust for the break of the ball.



**PRO TIP:** Especially in two-player games, use aftertouch to change the pitch's location after the ball is thrown.



## Sega's Soccer Slam Kicks Arse!

PLATFORM  
GameCube



SPORT  
Soccer



**G**IVEN LITTLE TO choose from, save for PlayStation 2 and Dreamcast ports, GameCube owners sure have it tough these days. Amidst this slew of console hand-me-downs, however, is Sega's fantasy-oriented sports gem, Soccer Slam. Visual Concepts, the development house behind the NFL and NBA 2K series, has made a visually fresh and frenetically addicting game that forsakes the depth and realism of the FIFA and International Superstar Soccer franchises, opting instead for a simpler, cartoon-inspired approach and outrageous, non-stop action—with fantastic results.



**PRO TIP:** Power-ups deplete your power meter, so you may want to hold off on using them if you're planning on executing a Killer Kick.



**PRO TIP:** Perform a pass, and while the ball is moving, hit either the A or B button to execute a combo and build up your power meter.



**PRO TIP:** If you are close to an enemy receiver, punch them in the back of the head before they catch the ball.



**PRO TIP:** If your opponent's goalie is holding the ball for more than a few seconds, sock him hard to make him drop it, and then kick it in the goal while he's stunned.



**PRO TIP:** When she's powered up, Rumiko's shots are nearly indefensible.

### Sweep the Leg, Johnny!

In Soccer Slam, the world's most popular sport is just as much an all-out battle as it is a game of skill and finesse. If players aren't content with just stealing from an opponent with a leg sweep, they can punch, smack, and backhand one another for possession of the ball. Not very sportsman-like to be sure, but once you experience euphoria from pummeling your opponent as he's winding up for an open shot, you'll know you're playing something special.

### Mighty Steel Leg

Soccer Slam has some heavy fantasy elements as well. Every team member can perform a power-up, such as turning into a human torch or a running burst of electricity, for faster footwork and more powerful kicks. Executing passing and/or shooting combos increases your power meter, and once it's full, you can perform Killer Kicks, which slow the action down to bullet time and enable you to perform devastating shots that are difficult to block.

Overall, Soccer Slam's controls are like the game itself: easy to learn, hard to master. The control scheme is tight, simple, and mapped out beautifully on the GameCube controller, while the passing system is very intuitive. Pass/shot combos are a snap to execute, as are power-ups and Killer Kicks. Holding the A button to switch to your goalie is too time consuming, however; it would be better to do it with a quick button press.

### Scream, Half-Pint, Scream!

Soccer Slam's gameplay modes include Exhibition, Quest, and Tourney. In Quest mode, your team will compete around the world with its eye firmly planted on the Continental Cup. As you earn money for each victory, you can buy such ability-enhancing equipment as shinguards and wristbands, which enable you to run faster, shoot better, and hit harder. There are only six teams to choose from, however, and the only unlockable bonuses are stadiums, so some may find that Soccer Slam lacks long-term replay value as a single-player game. Against other humans, however, it's even more intense, addictive, and a hell of a lot of fun. Soccer Slam is one of the worthiest additions to your GameCube library that you're going to find for a while.



**PRO TIP:** Be careful when trying to get underneath your team's spotlight to make a power kick. Your opponents will stop at nothing to keep you from it.

**GRAPHICS** 4.0

Soccer Slam forsakes realism for its own unique art style, which makes it seem like a comic book come to life. The players boast distorted, cartoon-like physiques, and you'll often find yourself powering up just because it looks so damned cool.

**SOUND** 4.0

While each player has his own catch phrases, taunts, and victory song, the commentary is a little sparse, and the foreign accents of many players are so overdone that they border on racial stereotypes.

**CONTROL** 4.5

Tight, logically mapped controls make shooting, passing, and special attacks intuitive. Only the hassle of switching to your goalie proves to be a problem.

**FUN FACTOR** 4.5

Soccer Slam is a non-stop adrenaline rush, and as a multiplayer game, it is dangerously addictive (Major Mike can't keep away from it too long or he develops nervous tics). Make it part of your GameCube library immediately.



BY PONG SIFU

Developed by Visual Concepts  
Published by Sega  
\$49.99  
Available now  
Soccer  
4 players



GRAPHICS



SOUND



CONTROL



FUN FACTOR





## All-Star Baseball 2003

PLATFORM

Xbox



SPORT

Baseball

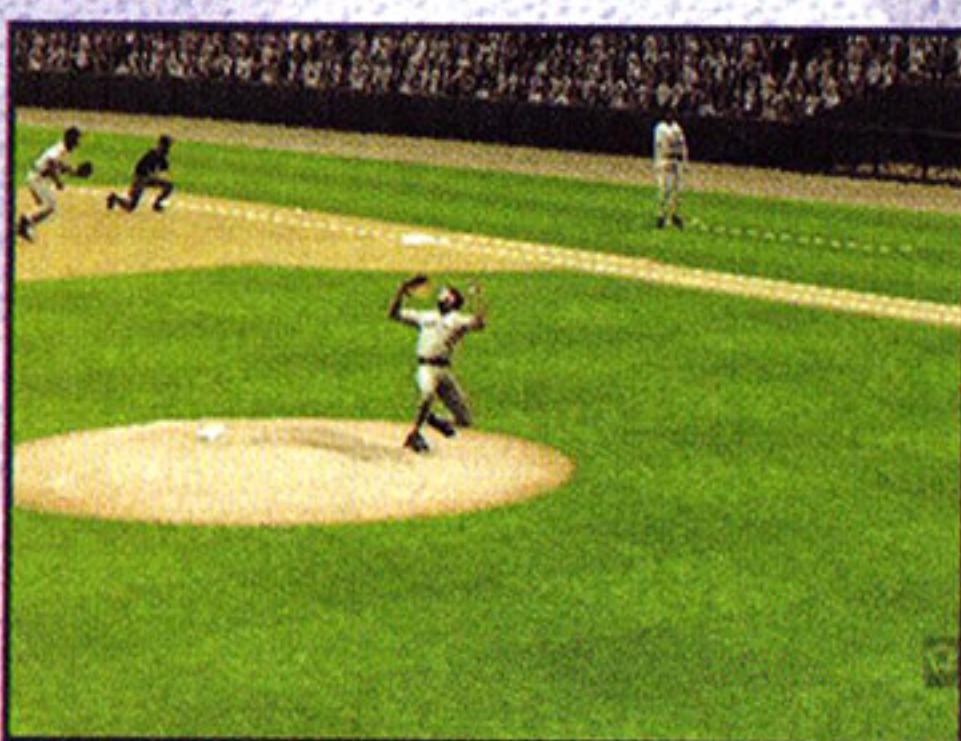


PLAYERS LOOKING FOR more of a strict simulation of baseball should look no further than All-Star Baseball 2003. Just be prepared for a steep learning curve.

### Just Like on TV

With match-up introductions, fielding arrangement diagrams, and obligatory plugs, All-Star Baseball 2003 takes the concept of "TV-style presentation" to heart. Other visual gimmicks are handled with equal polish, such as the impressive fielding animations and proportionate-looking players who have their trademark mannerisms captured perfectly (like the way Barry Bonds wiggles his elbow at bat).

Your ears will have as much to take in as your eyes, starting with the best play-by-play in a baseball game in years. The three-man booth of Bob Brenly, Steve Lyons, and Thom Brennaman talks over a wide variety of situations, and it all connects very smoothly making it nearly impossible to tell you're playing a game just by listening to it.



ASB 2003 is filled with impressive animations like this pitcher dodging a line drive and watching it fly by.

### Cracker Jack Door Prize

In addition to franchise modes, a farm system, player-aging effects, amateur drafts, expansion team creation options, and Hall of Fame inductions, you also get baseball cards. But the most crucial aspect of any baseball game is the batter/pitcher interface, and ASB hasn't really revamped its unforgiving system since '99. The pitches come to the plate very, very quickly, which is realistic, but it's tough to get used to and will turn off the majority of players.

All-Star Baseball 2003 gives you a lot of bells and whistles and plenty of challenge. It's great for sim-holics, not so great for everyone else. **G**



BY TOKYO DRIFTER

- Developed and published by Acclaim
- \$49.99
- Available now
- Baseball
- 4 players

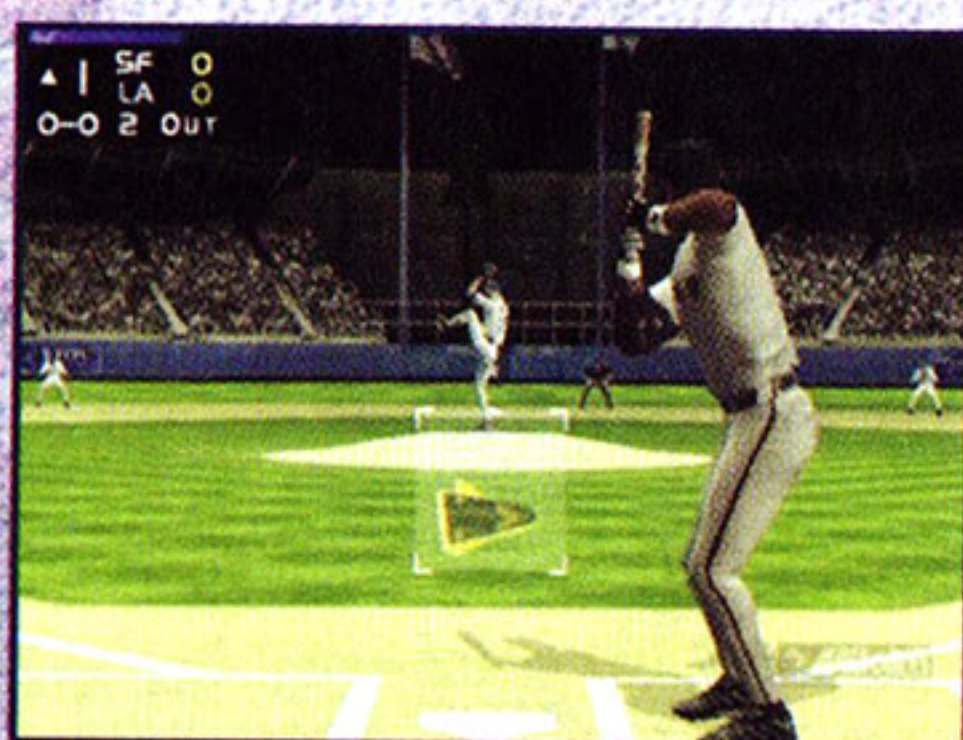


GRAPHICS

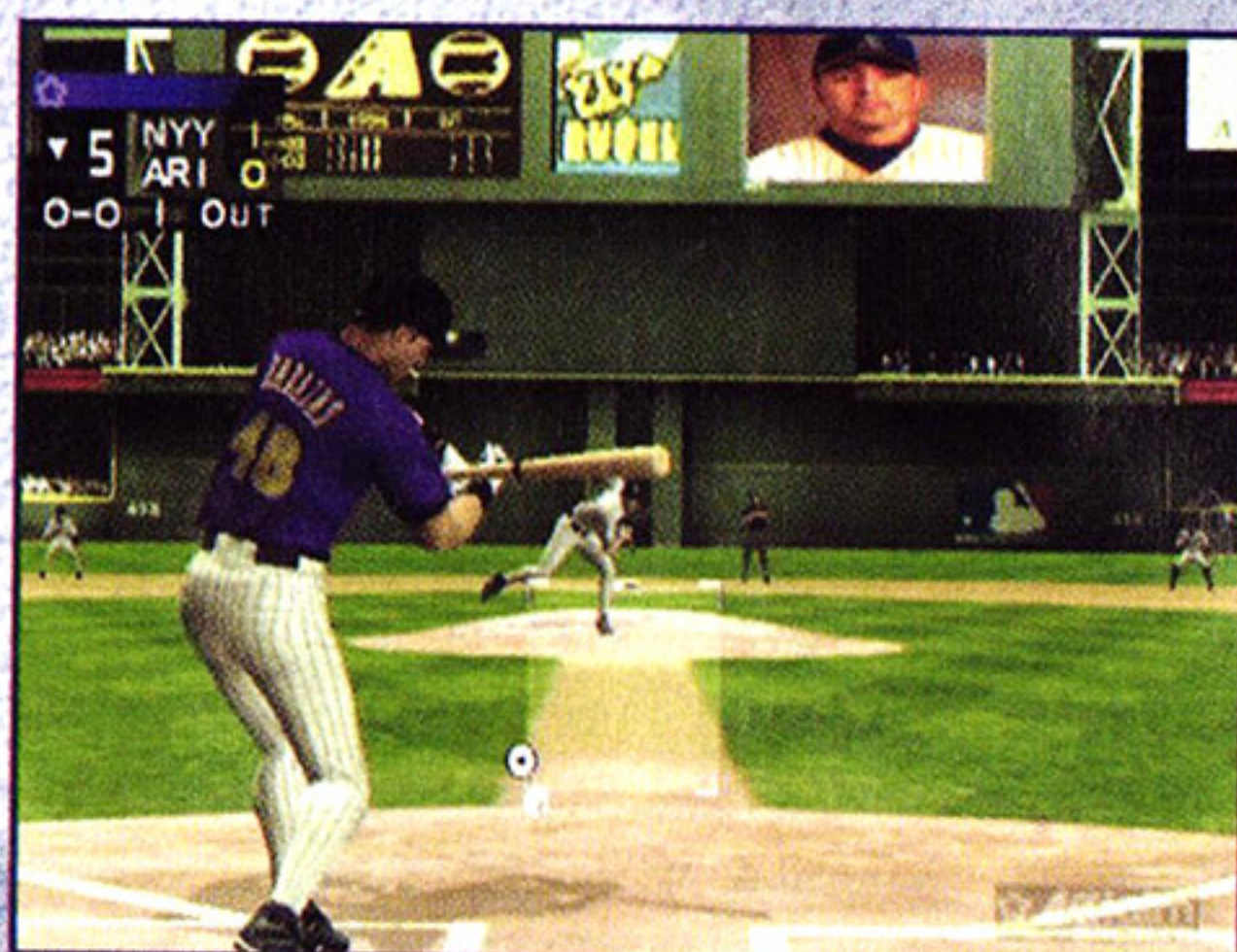
SOUND

CONTROL

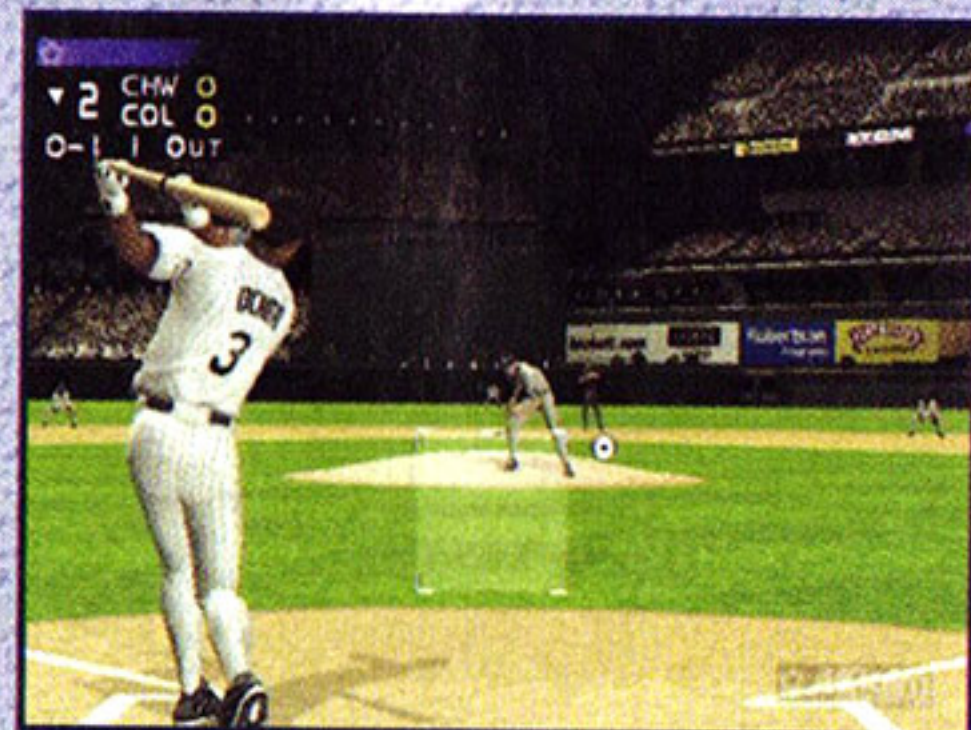
FUN FACTOR



**PRO TIP:** Never angle the batting icon up as it only increases flyouts and produces very few home runs.



**PRO TIP:** Jamming the inside part of the plate is most effective with looping curve balls.



**PRO TIP:** The computer will chase bad outside pitches more often than not, so try them frequently.

## Triple Play 2002

PLATFORM

Xbox



SPORT

Baseball



TRIPLE PLAY TRIES new things with the game's presentation, but what it really needs is to revamp the fundamentals like the pitching interface and two-player matches.

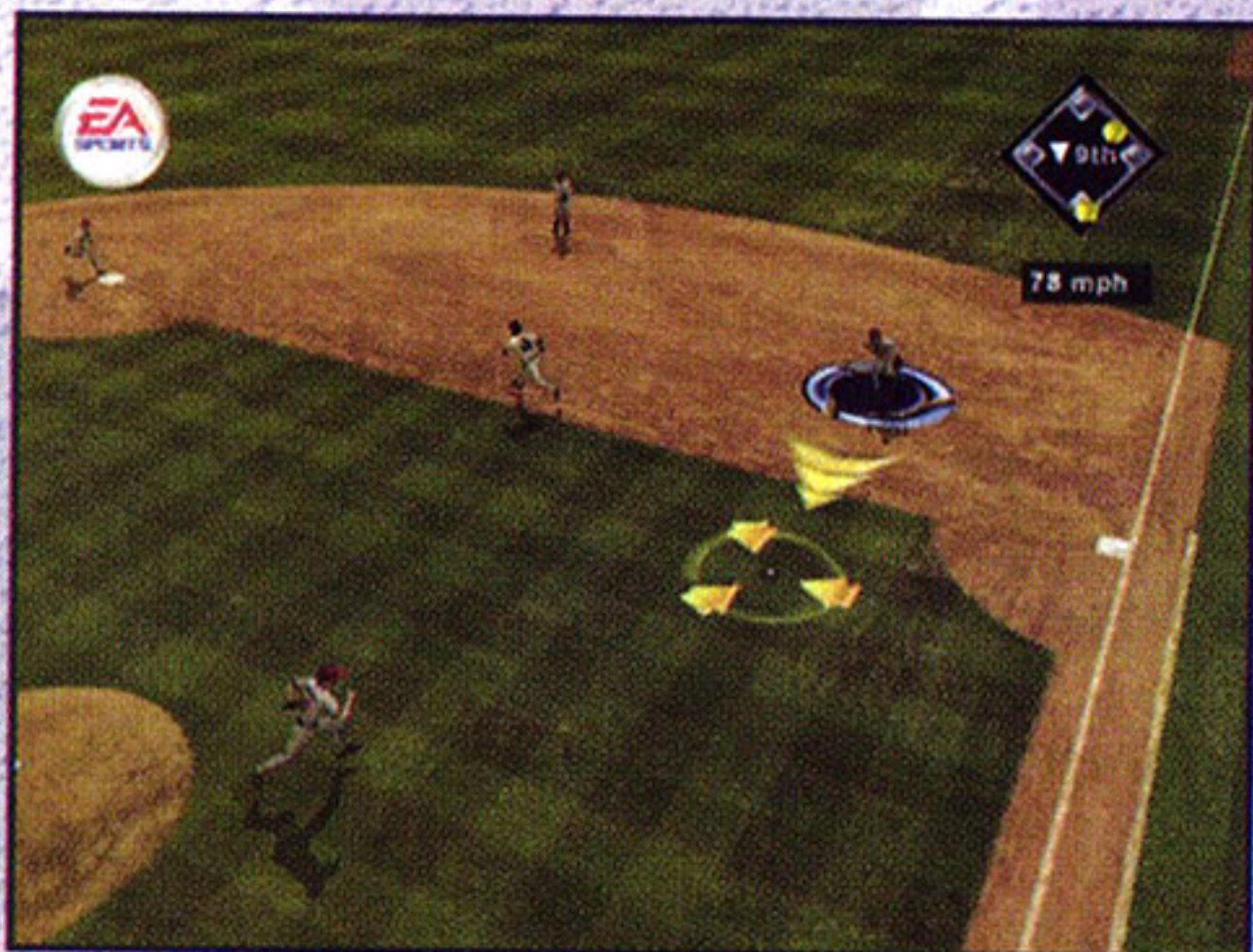
### Big Head Baseball

Triple Play 2002's sweeping camera pans, zoom lenses tricks, and situation-based "dramatic showdown cinemas" add pepper to how the national pastime is normally viewed, but the graphics package goes downhill from there. The worst offender has to be the player models, which have larger than average heads and questionable likenesses to the real-life players.

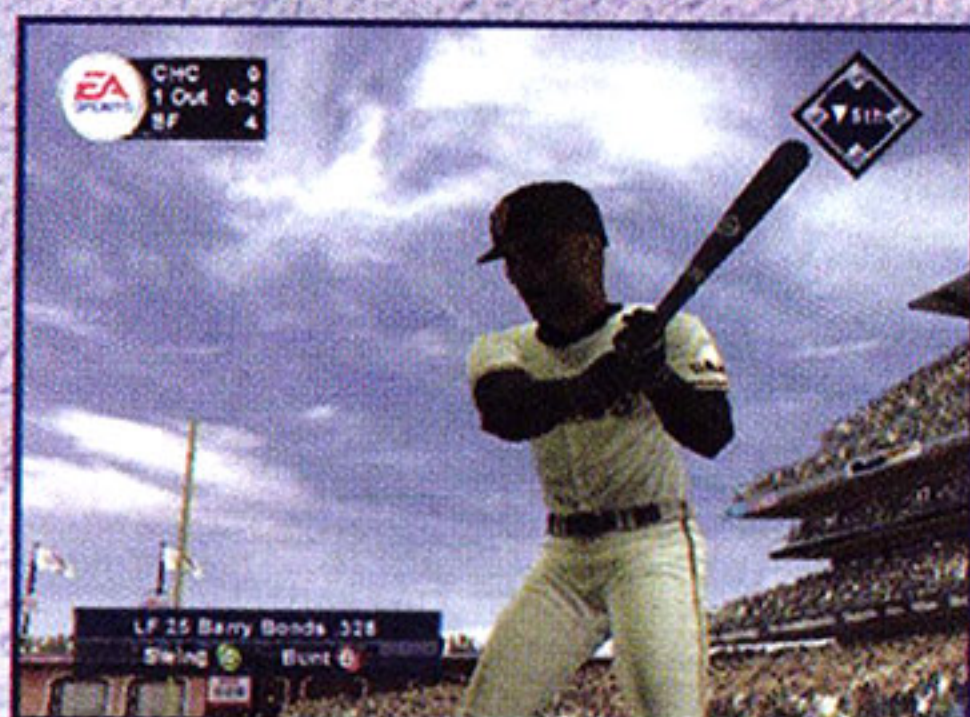
The game also drops the ball in the pitcher/batter interface department. The pitcher places the icon where he wants to throw the ball, and varies the location by selecting from his

personal repertoire of

pitches and deciding how much extra mustard to put on it. You can never alter the location drastically enough to fool the batter with this method, which is fine for single-player matches, but two-player games are reduced to batting practice with base running.



**PRO TIP:** The delay in throwing makes turning close double plays nearly impossible. Go for the sure out at first.



Does this look like Barry Bonds to you? We didn't think so.



BY TOKYO DRIFTER

- Developed by Pandemic
- Published by EA Sports
- \$49.99
- Available now
- Baseball
- 2 players

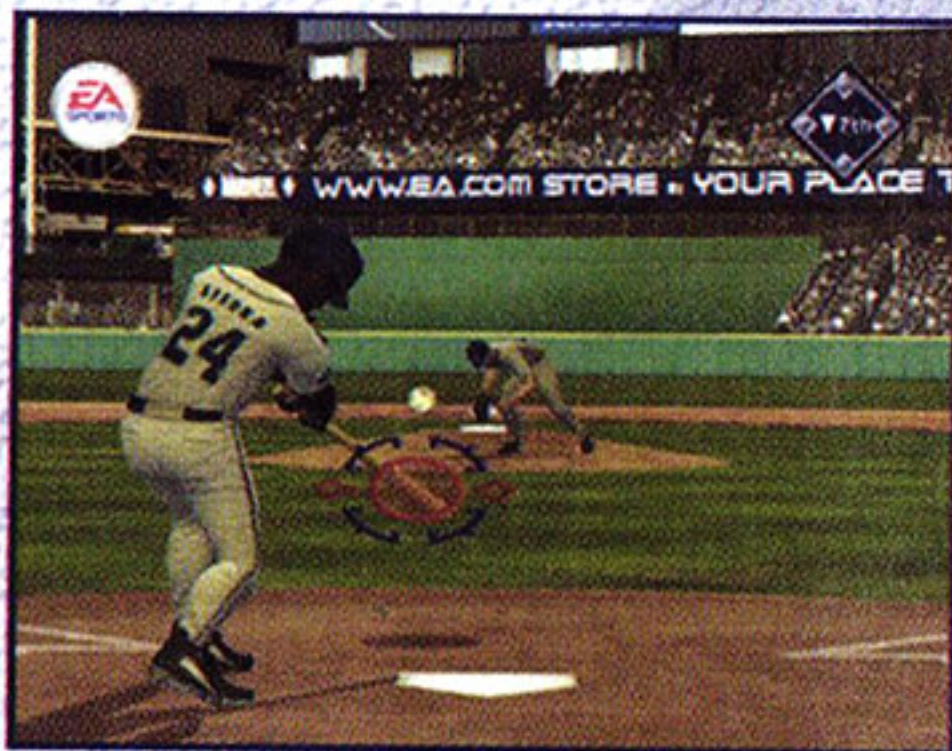


GRAPHICS

SOUND

CONTROL

FUN FACTOR



**PRO TIP:** The only way to fool other human players is to change speeds on your pitch.



**PRO TIP:** Bunts are a lot trickier to pull off, so look for pitches that are either in or high toward the middle.

### Diamond in the Really Rough

Getting Bob Costas to do the play-by-play is just pure genius and is the most redeeming feature of the game. His massive love and knowledge of the game translates into an assured, natural delivery that really elevates the proceedings. The only flaws are some awkward transitions that make Triple Play's commentary sound like that of a "video game" as opposed to a live telecast.

Triple Play 2002 offers easy, arcade-like play controls and decent enough visuals, but the weak two-player experience seriously cuts down on the overall enjoyment. **G**





# NBA 2K2

PLATFORM  
GameCube



SPORT  
Basketball



NBA 2K2 HAS become the standard for basketball games across all platforms on which it has appeared, and the GameCube is no exception. Thanks mostly to the highly tuned A.I., the series offers a realistic gameplay experience that no other basketball game has come close to achieving.

2K2 rewards you for understanding the fundamentals of the sport whether you're executing proper screen plays or taking advantage of offensive or defensive mismatches. It all comes down to how well you can play team ball, although just as in real life, there's plenty of room for individual showboating.

## Prime Time Presentation

The visual presentation is certainly no slouch with smooth-looking, detailed players and vibrant arenas. The athletes are extremely well animated, causing no detrimental lag in control response, which was the main complaint with NBA Courtside, 2K2's closest 'Cube competition.



**PROTIP:** If you see your opponent calling for the ball, get into the passing lane and jump for it.

The only real control liability is the closeness of the X button to the A button. It takes a long time to adjust to not hitting them both at the same time. Because of this, the default control setting is different from that of other versions of the game, so 2K2 veterans will need to get adjusted to this layout. Newcomers will have no problems.

The audio commentary has a natural flow, but repetition settles in rather quickly. It's still better than 90 percent of the basketball play-by-play out there, but it just isn't up to the high standards set by everything else in the game.

## Move Over, Kobe

The GameCube version of NBA 2K2 may be the last of the various incarnations of Sega's hoop franchise to appear this year, but it certainly was worth the wait. **G**



BY TOKYO DRIFTER

- Developed by Visual Concepts
- Published by Sega
- \$49.99
- Available April
- Basketball
- 4 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.5



**PROTIP:** Know your players! Bobby Sura for a dunk!! Try a higher percentage shot for this out-of-control spark-plug like...



...Sura for three! Yes! This is more his style. Also, go for wild lay-ups à la Sura.



**PROTIP:** Your teammates are very helpful and screen for you at every opportunity. Don't ignore the favor.

# NFL Blitz 20-02

PLATFORM  
PlayStation 2



SPORT  
Football



MIDWAY IS BACK on the gridiron for '02 with the latest installment of NFL Blitz, and the game has been spruced up in the off-season. The addition of an impact player, who can be reassigned on the fly, offers more user control and can entirely change the flow of a play. Graphically, the stadiums look sharp and the player faces have been motion-captured (though you rarely see them unless you zoom in on an instant replay). The two-man commentary seems really chatty, but it has always been that way with Blitz. Controller response is tight, too. Otherwise, NFL Blitz 20-02 is a comfortably familiar arcade-style pounding with a bit more depth on the PlayStation 2. If you haven't seen the series in a while, check this one out. **G**

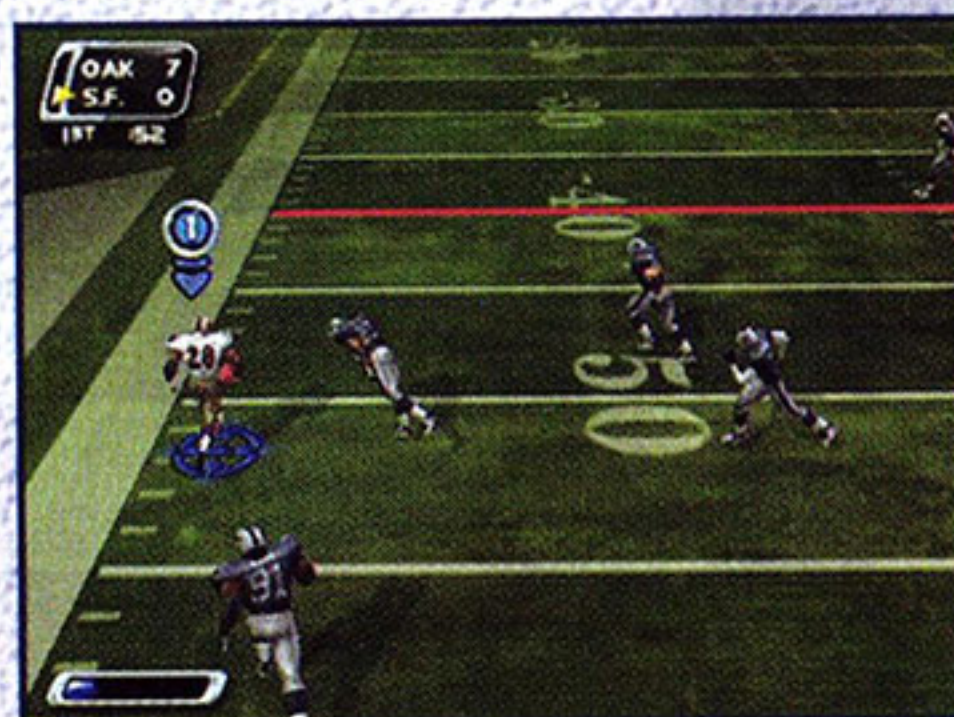


BY DAN ELEKTRO

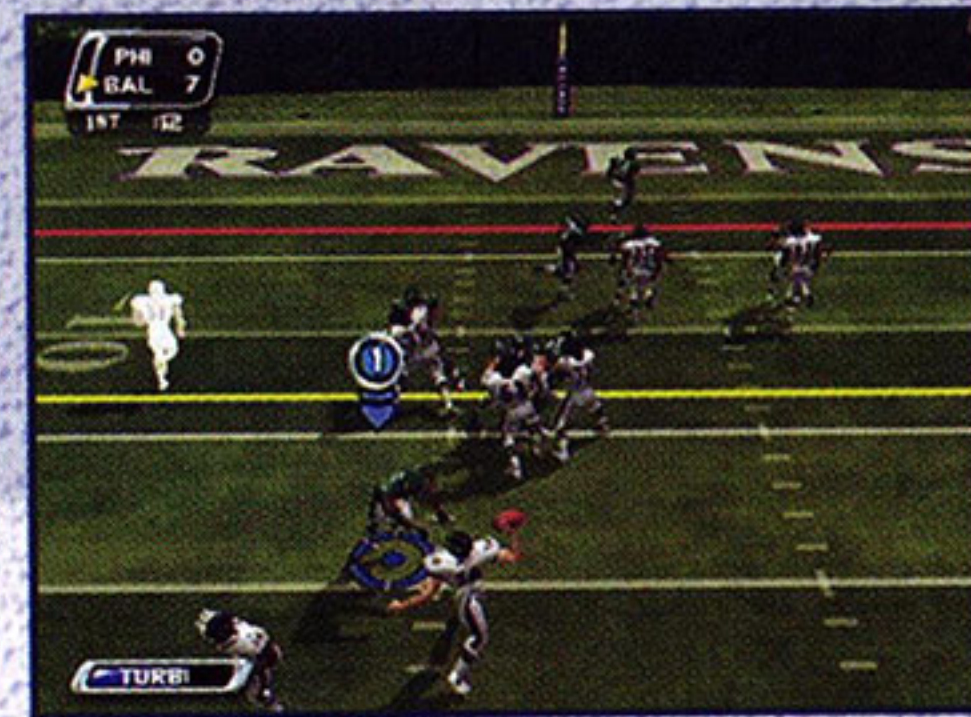
- Developed and published by Midway
- \$49.99
- Available now
- Football
- 4 players (with multitap)



GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.5



**PROTIP:** Stay near the sidelines so any fumbles will fall out of bounds.

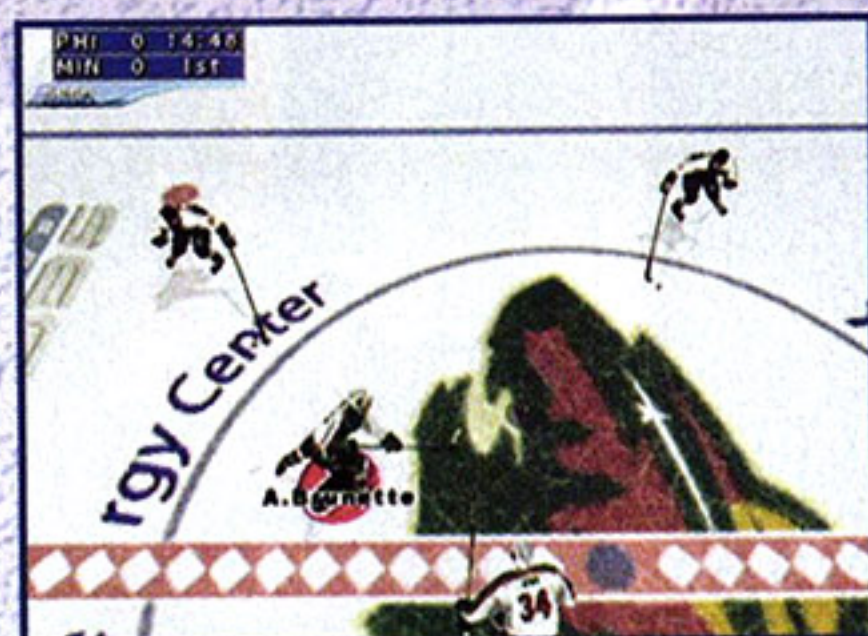


**PROTIP:** At the snap, send a corner-back around the line to sack the QB.

PLATFORM  
Dreamcast



SPORT  
Hockey



**PROTIP:** Pass or dump the puck instead of trying to drive through traffic, which can be tough.

# NHL 2K2

NHL 2K2 IS probably the last U.S. Dreamcast release, so it's a bummer that it sends the system out with more of a whimper than a bang. The game's simple action is very authentic, but its average gameplay fails to spark any real excitement.

NHL 2K2's impressive features start things off strongly, ranging from detailed strategy to cool touches like blocking shots by either diving or dropping to your knees. The controls, while exhaustive in their scope, suffer from too much complexity, and skating and checking never quite feel right. The graphics are average but not impressive, and the sound gets a game misconduct for what's possibly the worst announcing ever. If a Dreamcast is your only next-gen system, NHL 2K2 will do the job, but head for EA Sports' rink if possible. **G**



BY AIR HENDRIX

- Developed by Treyarch/Visual Concepts
- Published by Sega
- \$39.99
- Available now
- Hockey
- 2 players



GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	2.0	3.0	3.0



**PROTIP:** One-timers work better if the passer is farther away from the net than the shooter.



## Kingdom Hearts

### ZIP-A-DEE-DOO-DAH

Square and Disney teaming up to make an RPG? Has the world gone mad? The idea sounded weird at first, but now that it's nearing completion, Kingdom Hearts is looking seriously exciting.

You'll play as Sora, a boy who lives on a tropical island. After a giant storm, Sora wakes up in a new land and runs into none other than Captain Goofy and Court Wizard Donald. The duo is searching for King Mickey, who has unexpectedly left to fight the Heartless—creepy monsters that steal people's souls. The world is in danger, but Sora unwittingly holds the key to defeating the Heartless.



### THE ULTIMATE CROSSOVER

One look at the cast of Kingdom Hearts and you'll realize Square is not fooling around. More than 100 Disney characters will make appearances, and there will be worlds based on *Aladdin*, *Tarzan*, and even *The Nightmare Before Christmas*. Characters from the Final Fantasy series, including Squall, Tidus, and—amazingly enough—Aerith, will also show up in the game.

Kingdom Hearts is due out this fall in the U.S. (March in Japan), and if initial impressions are any guide, it will be a must-have title this holiday season.



BY FENNEC FOX

- Developed by Square Soft
- Published by Square EA
- Target release date: Fall 2002



PLAYSTATION 2

FIRST LOOK



Saving Alice from the perils of Wonderland will be more dangerous than it would seem. These royal guards will be the least of your worries.

### MICKEY MOUSE...AND EXPERIENCE POINTS?

The world of Kingdom Hearts will be divided into a dozen areas, each one based on a famous Disney movie. The tasks you perform will depend on the world you're exploring: In *Alice in Wonderland*, for example, you'll need to convince the Queen of Hearts that Alice is innocent and save the poor girl from the "off with 'er head" treatment.

The gameplay will be pure action RPG. You'll use a targeting system similar to that in *The Legend of*

*Zelda*, enabling you to attack a single enemy from a group very easily. Your party members will basically act as sidekicks, attacking on their own volition. Casting magic and using items will be done with a simple submenu system.







BY STAR DINGO

- Developed by From Software
- Published by Agetec
- \$49.99
- Available now
- Action/RPG
- 1 player

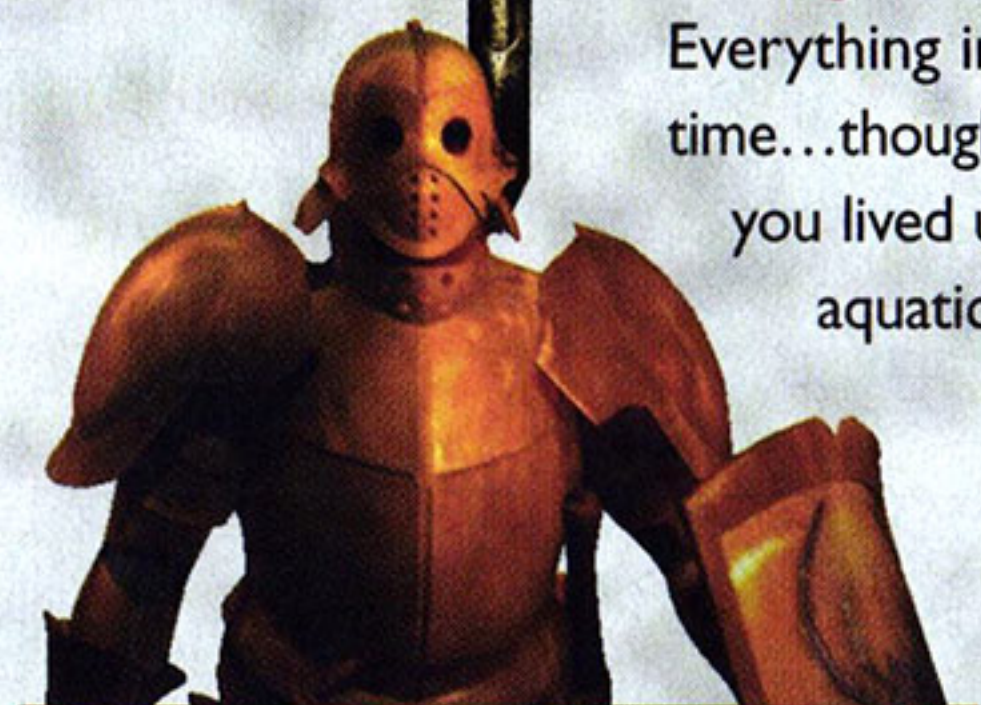


GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	4.0

PLATFORM  
PlayStation 2



## King's Field The Ancient City



**PROTIP:** Use a projectile attack (like a Fireball spell) to knock items you can't reach down to the floor.



**PROTIP:** Locate spells from the six different schools of magic to unlock the secrets of the tower at the heart of the Ancient City.



**PROTIP:** Even mighty Achilles had an Achilles' heel. These Ancient City Guardians are immune to traditional weapons, but a few arrows to the eye-hole can remedy that.

WHILST STANDING IN the store aisle, you wonder, "I wonder...should I give this new King's Field game a whirl?" Dear reader, if you've spent more than 15 minutes with any of the other games in the series, then you already know the answer to that question.

### Tome of Things Ancient and Strange

Everything that makes King's Field King's Field makes a return in The Ancient City, only with a shinier sheen and the kind of well-honed design that comes with years of experience doing what you do best. The basic game remains the same: Your character, some wandering abstraction of a fantasy hero, traipses around a surreal landscape, killing odd monsters; collecting treasure, armor, and magic; and uncovering all sorts of secret stuff.

### King Triton and the Cubist Movement

Everything in the game takes place from a first-person perspective in real time...though in King's Field, the term "real time" should be appended with "if you lived underwater." Yes, this game is slow, and everything has a surreal, aquatic feel. Your weapons swing as if cutting through molasses. Enemies lumber around as if bathed in a viscous jelly. Even the whooshing sword-swipes and other sound effects seem as if they're being generated by forgotten rusty things dwelling somewhere deep in the ocean.

The world has a simple, angular appearance as if Picasso had a hand in drawing the featureless human faces, stock skeleton warriors, and strange Alien-like predators wandering the ruins. Of course, while some called Picasso a genius, plenty of others called him a stupid, lazy moron; and so it goes with the series' fans and critics.

### Heir Apparent

While the heart of King's Field remains rightfully intact, one area that could have been rethought is the control. While there's a half-attempt at harnessing the dual-analog features of the PS2 controller, you'll find yourself abandoning it in favor of the more prehistoric, analog-free PlayStation-style control scheme. Aside from that, however, everything feels like a refinement and improvement. The engine seems more fluid than even the one used in Eternal Ring, and the textures are sharper. The world is more well-formed; the quests are more open-ended (without ever making you feel lost and aimless); the weapons and spells have been more cleverly hidden; and there's a constant sense of reward.

And so, dear reader, we implore you: Do not go into this King's Field expecting something revolutionary or different...something that will radically alter your world view...or even something that will change your opinion of the King's Field franchise. The Ancient City harbors more of the same, but in a good way. **G**



**PROTIP:** Everyone knows that a forest golem needs to eat before attempting to open doors. Explore the passage to the right of this gate to find his favorite food.



**PROTIP:** Once you have a weapon strong enough to break wood, enter the cabin behind the sick mother's house to unearth something that majorly improves your magic skills.



**PROTIP:** In the name of all things holy, circle your foes whilst attacking! Always keep away from their front side.



**PROTIP:** Hold off until your attack bar completely fills up before striking a foe; if you don't, the enemy may parry, damaging your weapon.

### GRAPHICS 4.0

Simple, angular, surreal, generic, abstract—for King's Field vets, this is all part of the game's appeal. The engine moves smoothly and the textures are sharp, but this is not an RPG for those seeking detail.

### SOUND 4.0

Weird aquatic whooshes, disturbing low death moans, and slow echoing footsteps make up most of the sound effects, and the music is comprised of haunting, hollow harpsichord-tinged chamber music. The game certainly has atmosphere.

### CONTROL 3.5

Your character moves like he's walking through water, and your attacks are slow and deliberate, which could be a major turn-off for the twitchy. A more refined dual-analog scheme would have been welcome.

### FUN FACTOR 4.0

Don't expect a revolution. With a better laid-out world, more cleverly hidden treasures, and a great sense of non-linearity, The Ancient City is a nice bit of evolution for the series. Try it—you may be one of the Chosen Ones destined to latch onto it.





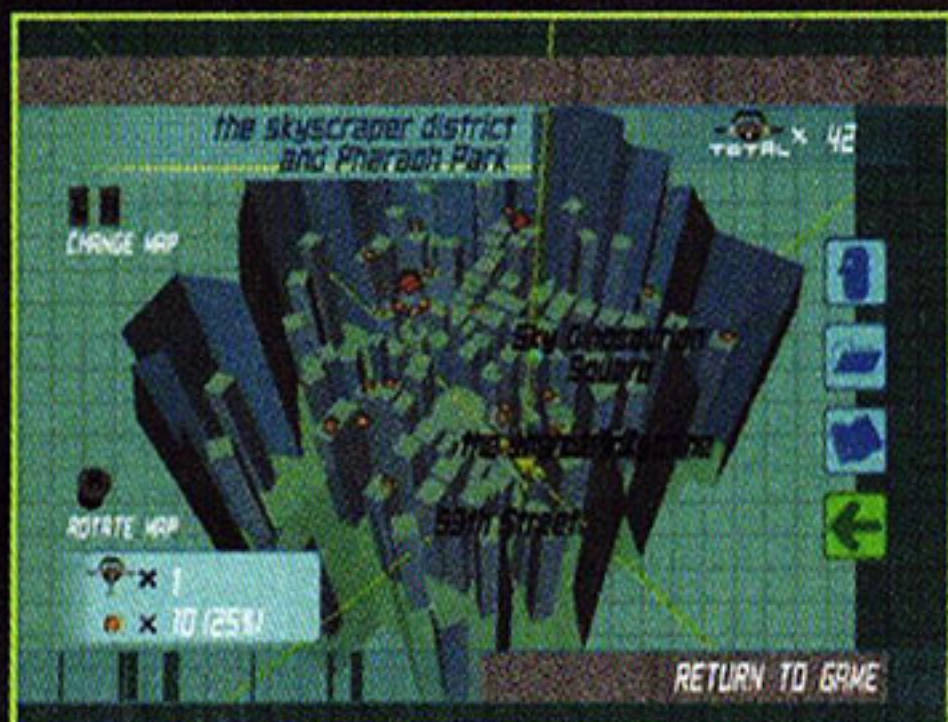
# JET SET RADIO FUTURE



Though *Jet Set Radio Future* is pretty straightforward, there are some tough bosses to fight and difficult paths to follow. This ProStrategy Guide shows you how to defeat the game's major bosses and find certain levels. **By Pong Sifu**

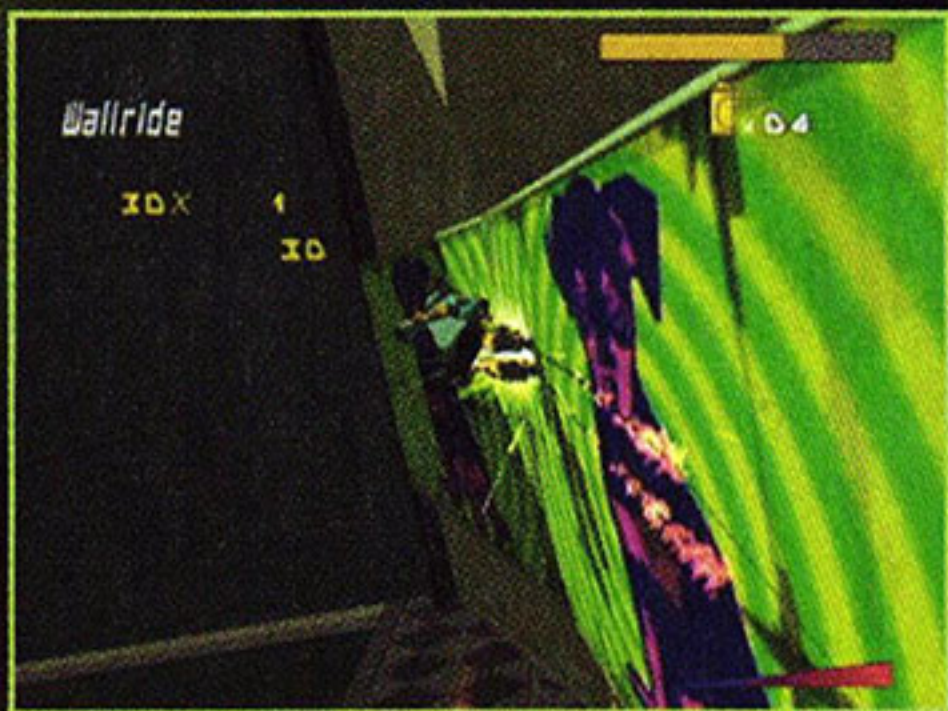
## The Basics

### Using the Map



*Jet Set Radio Future* has a great three-dimensional map, and all of your targets are designated on it. You can rotate the map with the right analog stick, which is extremely useful in vertically tiered levels such as the Underground Sewage Facility and the Skyscraper District.

### The Garage



The garage is a great place to practice moves, combos, and wall grinds. Also, be sure to speak with your friends at the garage since they often know where you should go.

### Grinding



Perform leaps and tricks during grinds to increase your speed.

### Tagging



Press and hold R to spray constantly, thus maximizing spray can usage.

### Hills



Press in the left analog stick while moving to floor-grind up hills.

### Graffiti Stops



Save your progress at graffiti stops as often as possible; they usually appear before the start of a new level, or before races and challenges.

### Races



The best way to win races is to become familiar with the route. If you're not sure where to go, follow your opponents, and restart the race once you've figured out which direction to take. You want to Boost Dash often—so be sure to pick up spray cans while you're racing since Boost Dashes use 10 spray cans. You move faster when you grind, so always try to stay off of the ground and grind as much as possible.

### Challenges



Sometimes, rival gangs challenge you to either catch them or mimic their tricks perfectly. For example, when Poison Jam challenges you at Shibuya Terminal, you only have to find them (easily done by referring to your map). When Combo challenges you, however, you must copy everything he does perfectly, so watch him very carefully.

### Flag Challenges

Flag challenges are difficult, especially in later levels. In flag battles, you only need to capture three out of five flags. While you can follow the arrow indicator to find a flag, your best bet is to follow closely behind your opponents. Then, when you're close to the flag, Boost into your opponents to knock them off course.



Once you get a flag, your opponents immediately turn around and have a head start toward the next flag, so you don't want to be too far ahead of them when you obtain the flag.

### Against Rokkaku Police



When the Rokkaku police force come after you, press L to target them, then run into them to knock them down. White-shirted Rokkaku are easy to knock down, but to take out the black-shirted Rokkaku, you need to Boost into them. Then, while they're down, spray over them until their stamina meter is depleted. If they manage to get their hands on you, you can easily escape by Boost Dashing away.

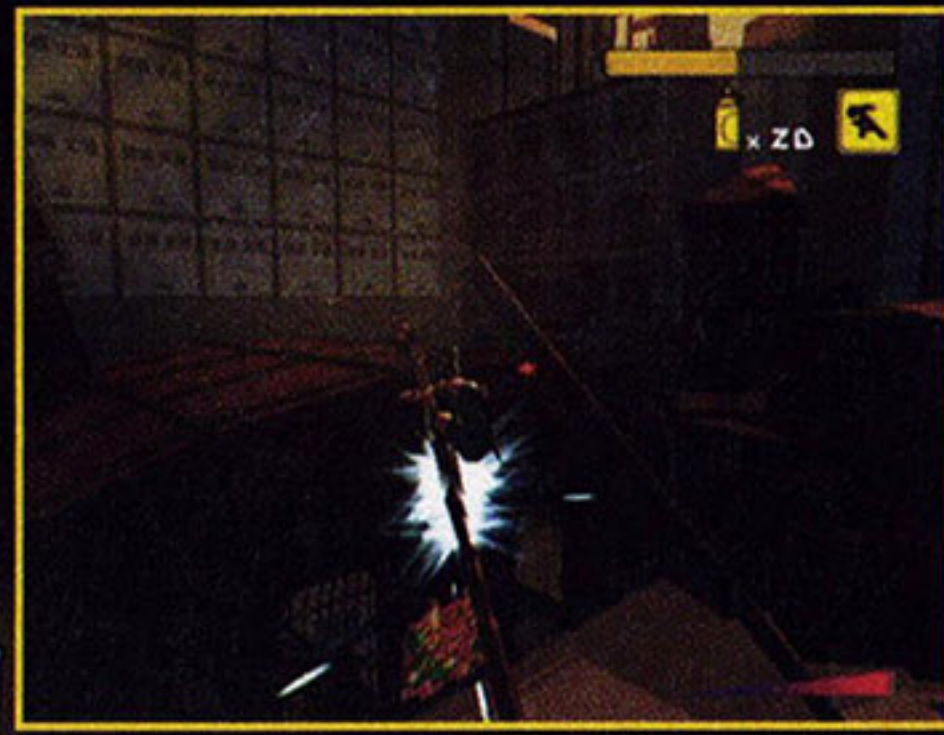




## Rokkaku-Dai Heights



At the Rokkaku-Dai Heights level, you must master stringing together rail and wall grinds to reach the upper levels.



Rhyth is on top of Kogane station. To get up there, grind the nearest phone line, then leap off it and onto the roof. When she takes off, watch where she goes very carefully and follow her path. If you can find her, she'll join you.



Find Poison Jam by going through the right-side entrance of Kogane station.

## Tokyo Underground Sewage Facility



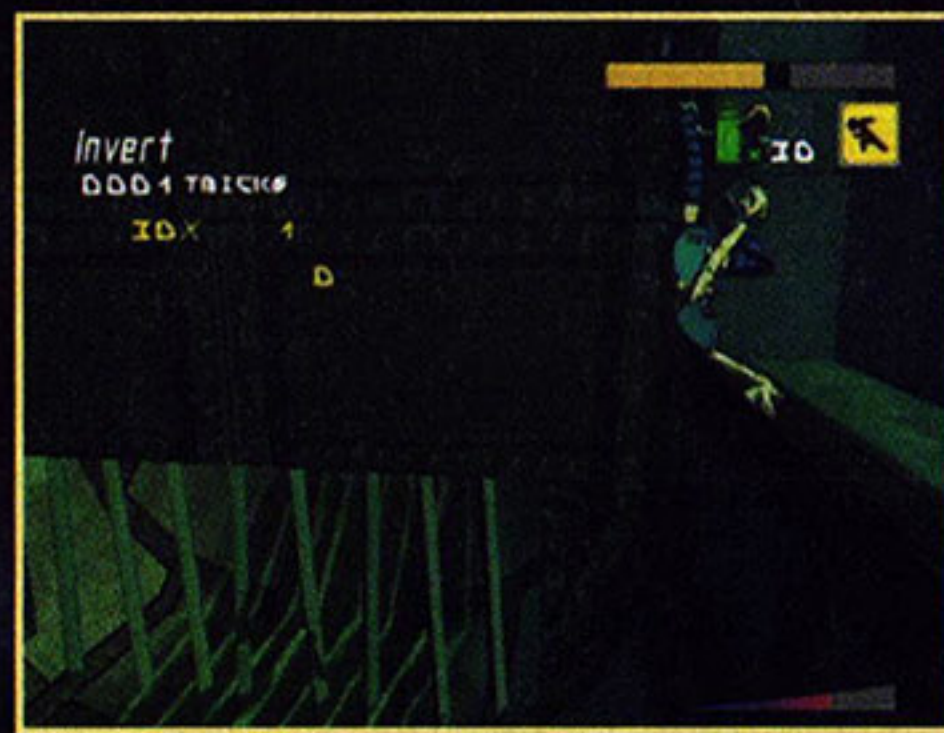
To find the Tokyo Underground Sewage Facility—and the secret lair of Poison Jam—return to Rokkaku-Dai Heights. Go back through Kogane station and skate past the statue of Rokkaku Gouji's ancestor—you should find stairs leading down to the sewer entrance.



You must tag numerous monitor switches before finding Poison Jam's lair. Work your way up the facility, and save the monitor switch in the tube for last.



In order to clear the sewer gates, perform a hand-plant to gain momentum. Then, skate to the opposite side of the tube next to the gate and leap right before reaching the peak of the tube; it takes a couple of tries to get the timing right. Often, the momentum from the jump fuels the next jump, making another hand-plant unnecessary.



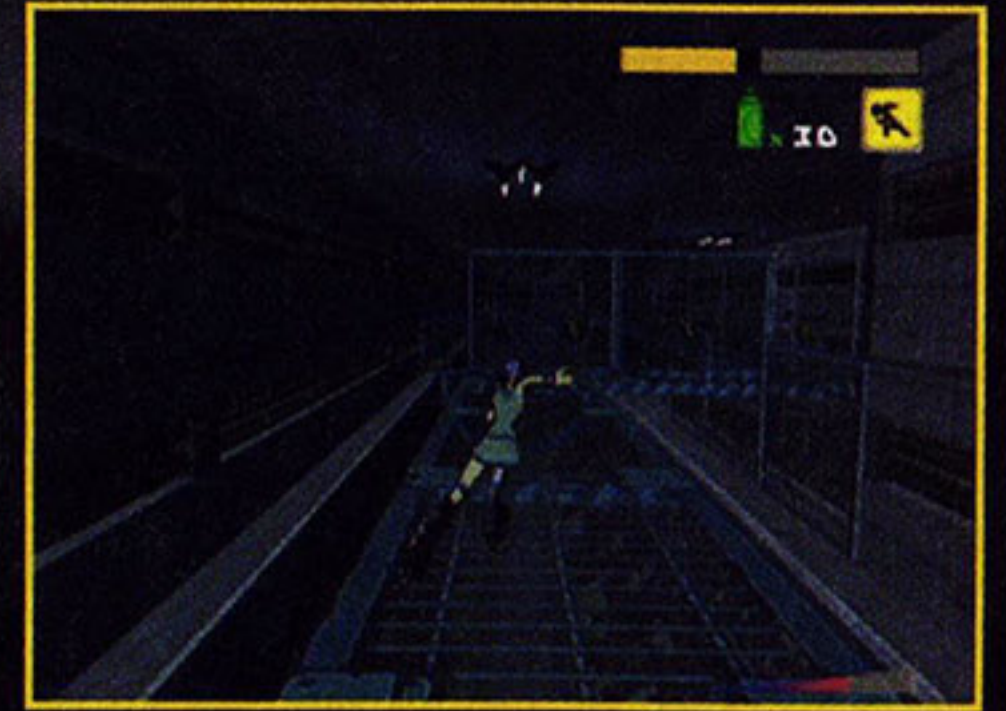
When you reach dead-end half-pipes (such as this one), do a hand-plant followed by a jump. You should reach one of the overhead pipes, then automatically grind up to the next level.



At the top of the level, you'll see a tube with a pipe running down the interior. Hop on it and grind to the bottom of the tube, where you'll find the last switch. When you tag it, the entrance to Poison Jam's lair opens and a hatch appears. Jump down the hatch, and you land in the same room through which you entered the Underground Sewage Facility. Go to the other side of the room and look for

a tunnel with a half-raised wall. Enter it to go to Poison Jam's lair.

## The Bottom Point of The Sewage Facility



Stay on catwalks to avoid skating in half-pipes, which are harder to skate out of.

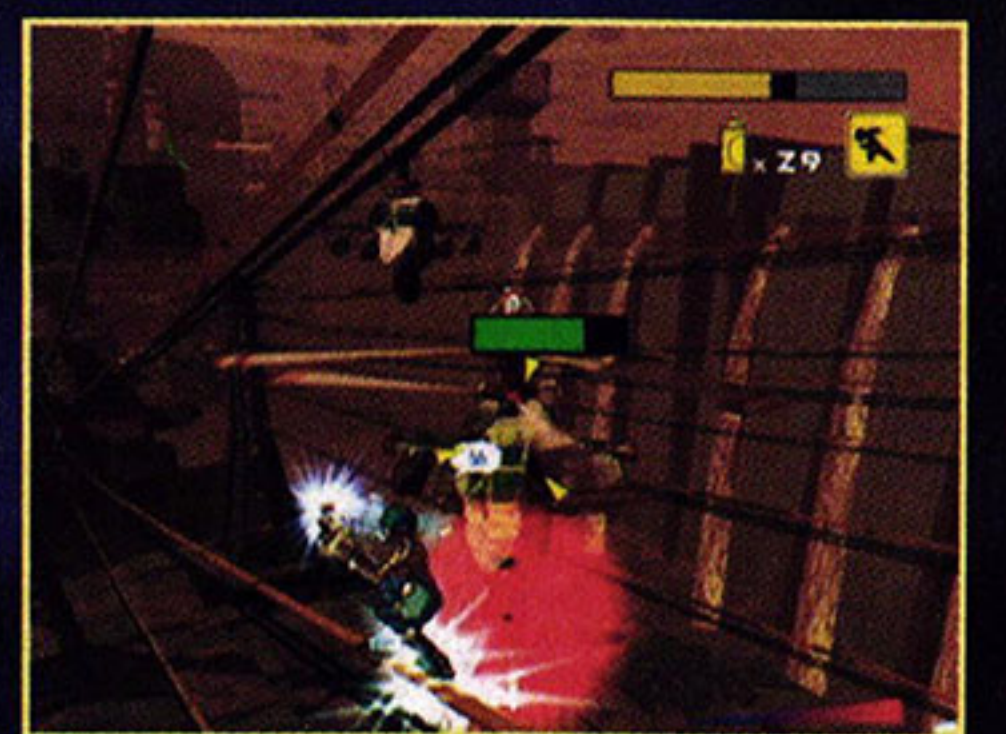


Once you find Poison Jam, they flee from you. Chase after them and tag their backs. If you lose them, don't worry—they split up, and each one occupies one of the three open chambers. Go after them and take them out. If you run low on spray cans, you can floor-grind up the walls of the rooms by pressing in the left analog stick. You can also grind the winding, blue pipes for more spray cans.

## Kibogaoka Hill

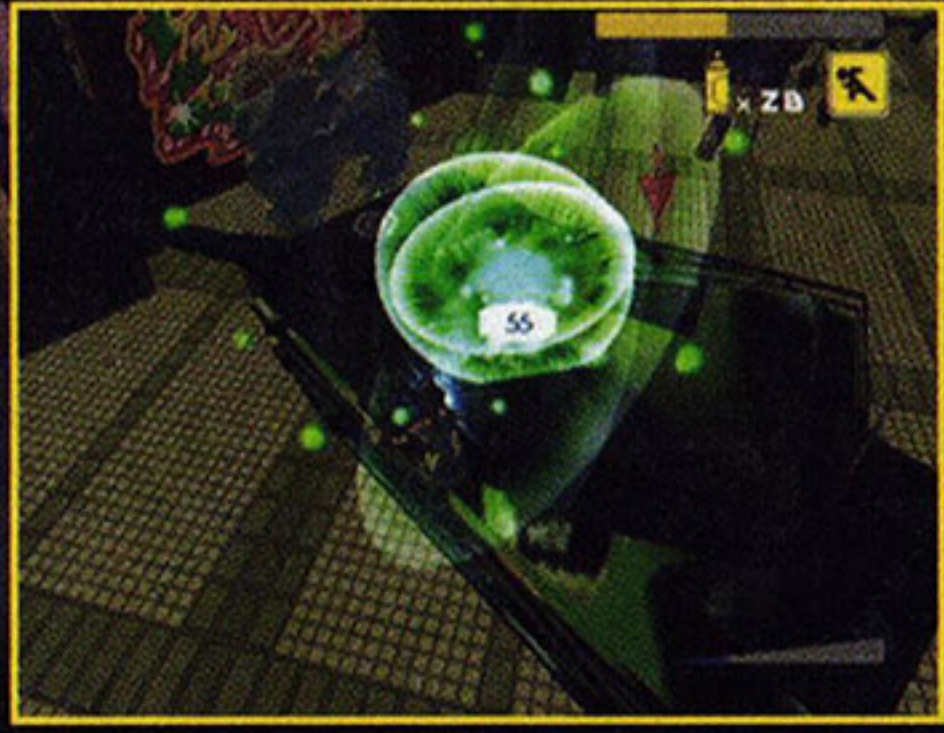


To find Kibogaoka Hill, return to the Tokyo Underground Sewage Facility and enter the tunnel next to the entrance of the Bottom Point of the Sewage Facility.



When you arrive at Kibogaoka Hill, two pairs of Rokkaku choppers attack. Take them out by grinding the nearest phone wires and tagging them as you pass.

## Chuo Street



The Rokkaku send in tanks to catch you. Stay out of the path of their turrets and tag them until the pilot emerges from the hatch. Then, leap on top of the tank and tag the pilot until his stamina meter runs out.



Find Hayashi by going up the stairs in front of the smaller of the two brick buildings. Instead of tagging him, you can knock Hayashi off the roof for an easy victory.

## 99<sup>TH</sup> Street



Dismantle spotlights by grinding up the braces and tagging the light.







After taking out all four choppers, return to the apartment plaza. There you find Boogie, who races away from you. You need to find her before the timer runs out. Make your way to the top of the plaza by grinding up the staircases.



You can find her at the topmost perch, right in front of the telephone line towers. If you get to her in time, she'll join you. If you fail, return to the plaza floor and start over.

### Mikage Street

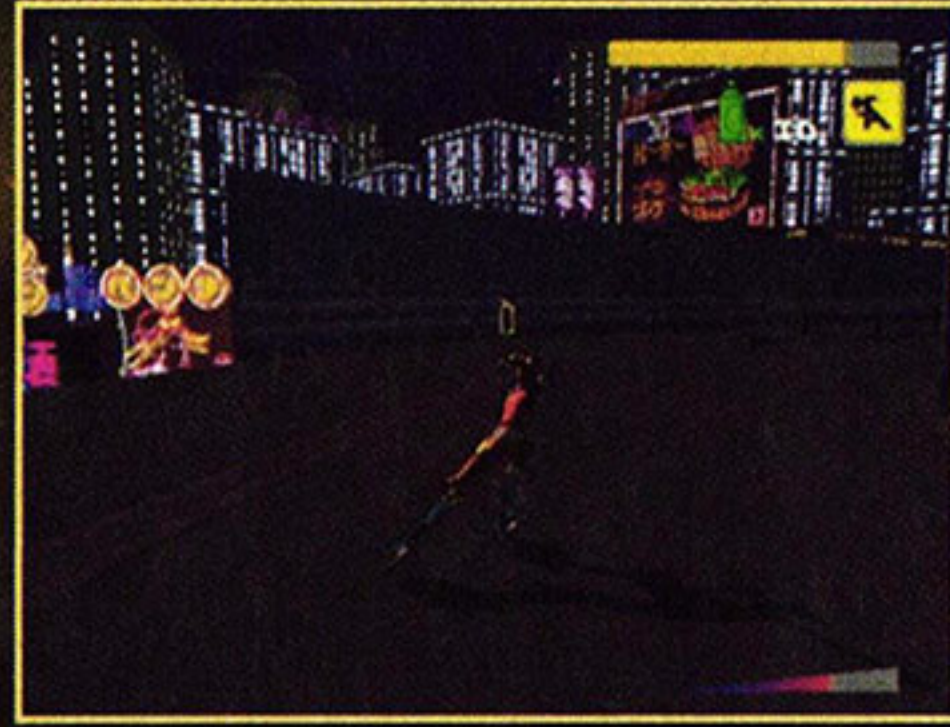


Get to Hikage Street via Shibuya Terminal. When grinding up stairs, jump at the peak to increase your jumps and skip levels of catwalks.



The Rokkaku attack with the arachnid-like Terror Drone. Defeat it by grinding its legs and tagging its body. A target appears next to the cockpit that you can't hit by grinding the Terror Drone. Instead, jump on top of it to hit this last spot. If you get injured, you'll find regenerating health cans on the ground.

### Pharaoh Park and the Skyscraper District



Take the highway toward 99<sup>th</sup> Street and pass the entrance of 99<sup>th</sup> Street until you reach Pharaoh Park.



After covering up the Immortals' graffiti in Pharaoh Park, go to the Skyscraper District. Go back toward the entrance of Pharaoh Park, grind the pyramid, and when you reach the peak, leap to the upper level directly ahead of you. Grind the obelisk where the graffiti soul is, and after reaching the top, grind a neon line. Leap off that line and onto the rooftop ahead of you.

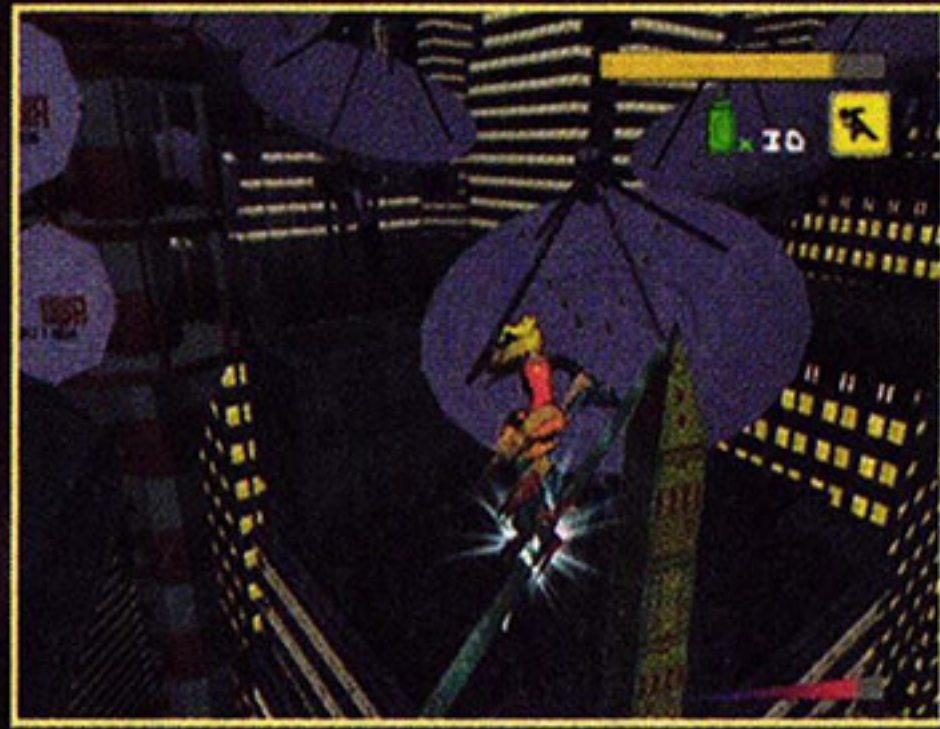


The Skyscraper District is one of the most challenging levels in the game. You need to constantly refer to the map to figure out where to go, and though the paths aren't hard to figure out, they're treacherous. You need to master the timing of your jumps and be able to perform successive wall grinds. Since you must perform leaps on the fly, your reflexes also need to be up to par.



To get to the tower surrounded by girders, hop onto the large platform

that is being hoisted by the crane. Then, Boost off the platform and leap towards the tower.



When you've cleared most of the Skyscraper District, return to the uppermost level of Pharaoh Park. Now, grind the obelisk next to the one you used to first enter the Skyscraper District. While grinding the line, leap off it and onto the radar dish. You should see a series of radar dishes branching off into two different directions. Each path leads to tag spots.

### Future Site of Rokkaku Stadium



Here, you must compete in three matches of Death Ball with your partner, Jazz. To win a match, you must make a full lap around the site without dropping the ball. Although you're instructed to pass to Jazz, it's easier to keep the ball to yourself and not pass since you're faster than she is. You cannot Boost while holding the ball during Death Ball, so instead, wall grind as much as possible to gain distance on your opponents. Keep stocked on spray cans, though—if the rival team acquires the ball, you can Boost into them to knock them off course and make them drop the ball.



When the Terror Drone attacks you, grind its legs like you did before, then spray underneath its body. Be sure to avoid the laser rings.

### Noise Tank Rampage



The Noise Tanks rampage through Tokyo, and you must take out a large number of them to progress through the game. Simply run into them. You can find the highest concentrations of Tanks at Shibuya Terminal, Dogenzaka Hill, and Chuo Street.

### Sky-Dinosaurian Square



To get to Sky-Dinosaurian Square, enter the Skyscraper District the same way you did before. Leap from ramp to ramp and land on the highest building by grinding the billboard. Then, grind up the blue pipe, and you should find a member of Poison Jam waiting for you. After speaking with him, leap off the roof onto the train tracks to your left and follow them to Sky-Dinosaurian Square.



You must tag the backs of the Noise Tanks. Leap onto the roller-coaster rails and perform simple tricks to catch up to them. When you get close enough to tag them, slow down a little by pressing down on the right analog stick—you don't want to knock them off the rails by running into them. If you do lose them, you can usually find them camping out on the rooftop to the right of the first corkscrew rail. Hit the corkscrew, and after coming out of the first revolution, leap onto the rooftop and begin the chase again.



### Fortified Residential Zone

This is probably the most difficult level in the game. You must deactivate detonation timers before the time elapses and afterward find Yo Yo. Here are a few tips on how to get through this level.



When grinding along a rail, you may see a ladder in front of you. Leap onto the ladder...



...and right before reaching the top, jump off. You should do a flip and land on the rail opposite of you. Repeat this until you get to the top level.



After dismantling the timers, return to the graffiti stop where you fought the members of Golden Rhino. Take the spiral staircase, and follow the path until you reach the red gates, where you see another staircase. Climb it until you come across multiple tiers of wooden planks.



Skate over the planks—some fall out from under you, forming a series of platforms. On the second platform tier from the bottom is a pathway—take it to the next staircase. Repeat.



At the third series of platforms is a tube on the third tier from the top. Jump into it, take the subsequent path, and you should find Yo Yo.



Rokkaku jets attack once you find Yo Yo. Use the ramps to leap on top of them and tag the windows of their cockpits.

### Highway Zero



After freeing Yo Yo, return to Highway Zero to face off against the remaining agents of Golden Rhino. The first enemy you encounter is the woman with the blowtorch. To defeat her, jump up right before knocking into her and tag her while she's down.

### Chuo Street



Next, return to Chuo Street and grind up the "tail" of the green sculpture. Another agent of Golden Rhino, armed with tentacles, attacks. He doesn't spend much time on the ground. When he tries to whack you with his tentacles, avoid them; while they're embedded in the ground, grind on them and knock him to the ground so you can tag him.

### Site of Tokyo Line



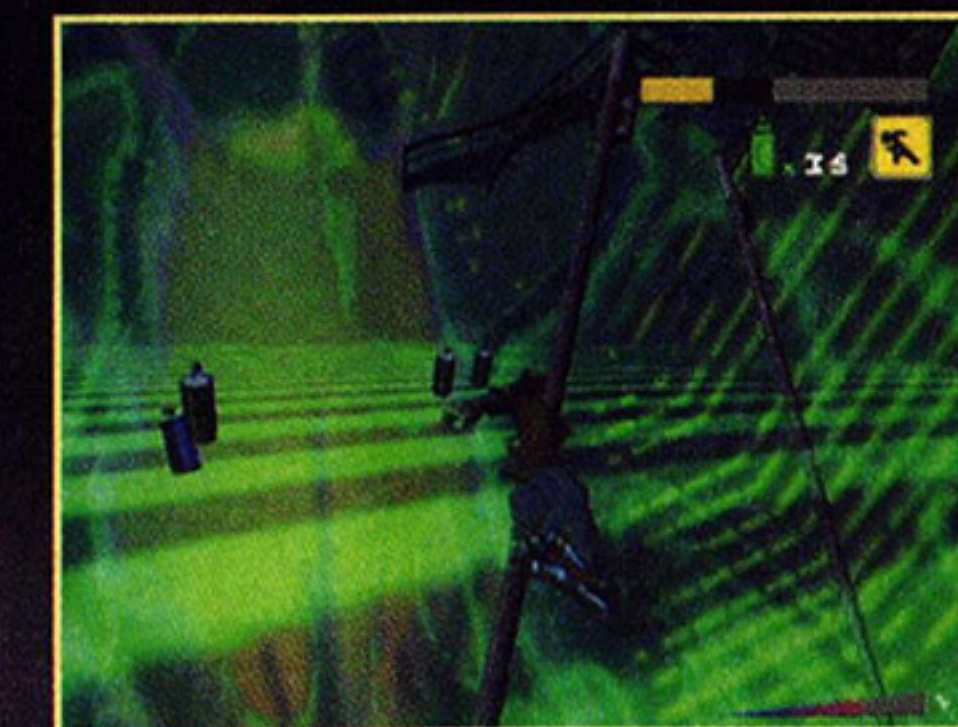
To get to the Site of Tokyo Line, return to the Skyscraper District. At the graffiti stop, switch to a character who can hold more spray cans, such as Clutch. Then, follow the same route you took to Sky-Dinosaurian Square, and you should run into a robot-member of Zero Beat. Leap onto the train tracks on your left again, but this time, go in the opposite direction of Sky-Dinosaurian Square.



Here, you must catch up with the Train Boss by constantly doing tricks. When it prepares to electrify a rail, leap off it and onto an adjacent rail, and keep doing tricks. If you're having a hard time catching up, perform a Boost Dash and tag the Boss when the target appears. Keep tagging it until it explodes.

### Final Battle

Return to Shibuya Terminal, where you must chase down and tag the Rokkaku's robot skaters, called Zero Beat. After defeating them, you go to the Final Battle level.



Before facing off against Rokkaku Gouji, you must find him. Skate around until you see the slanted telephone pole just below the spiral staircase. Grind up the pole and along the phone wire, then jump and grind the billboard, and land on the pipe in front of it.



Leap onto the spiraling rails, and right before reaching the end, leap off them and onto the billboard. Grind it and land on the pipe. Leap from the pipe to the pink neon phone lines and ride them to the large platform, where you find Rokkaku Gouji.

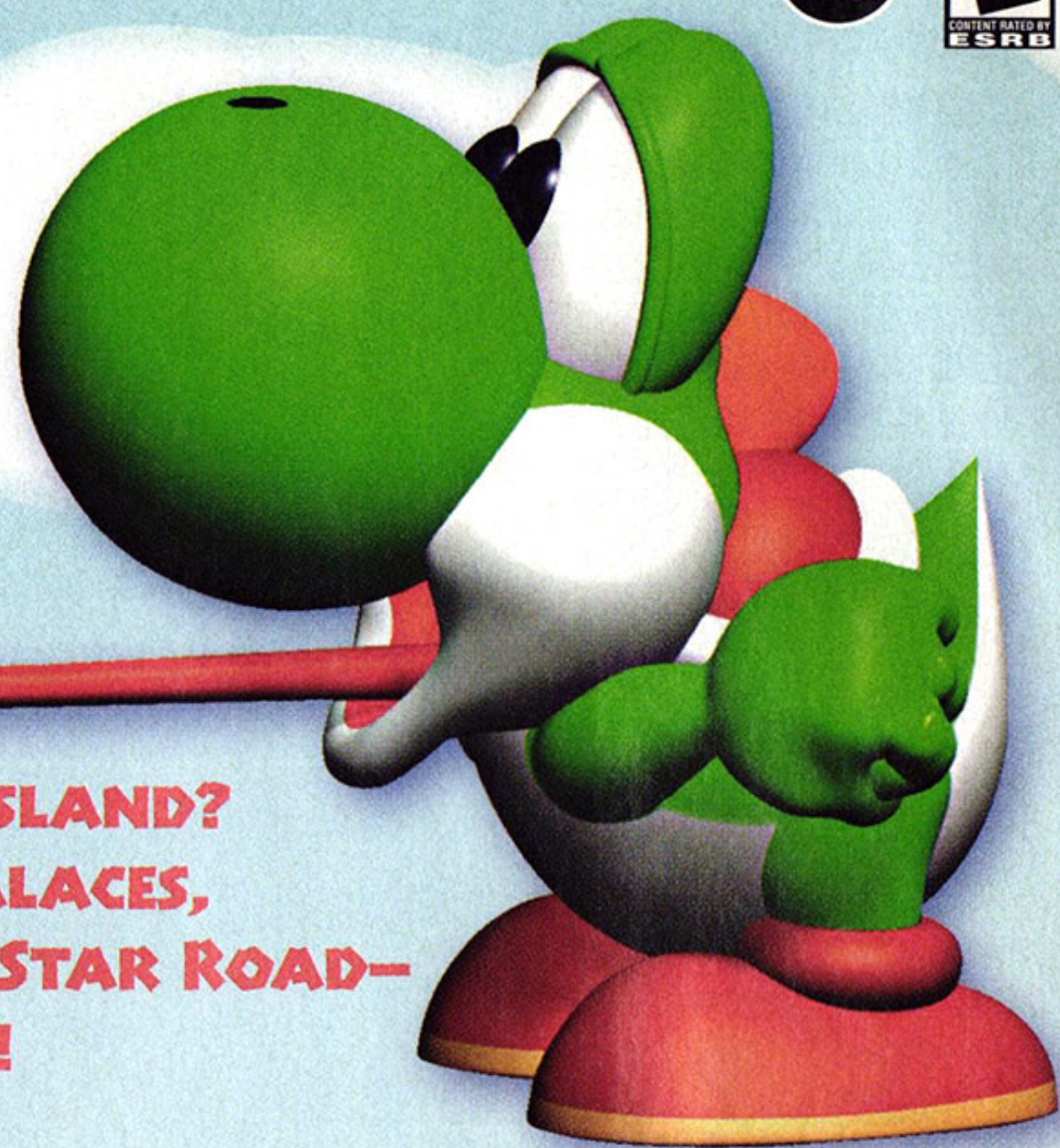


To defeat Rokkaku Gouji, Boost Dash into him two times, and a target appears on his chest. Tag it until he's subdued. If you run out of paint, you'll find more spray cans at the bottom of the level.





# SUPER MARIO WORLD SUPER MARIO ADVANCE 2



**WONDERING WHAT SINISTER SECRETS LIE BENEATH THE WHOLESOME SURFACE OF DINOSAUR ISLAND? UNEARTH ALL THE SPECIAL LEVEL GOALS, SWITCH PALACES, LEGENDARY YOSHIS—AND EVEN THE SECRETS OF THE STAR ROAD—WITH THIS SHOCKING SUPER MARIO WORLD EXPOSÉ!**

BY STAR DINGO

## LEGEND

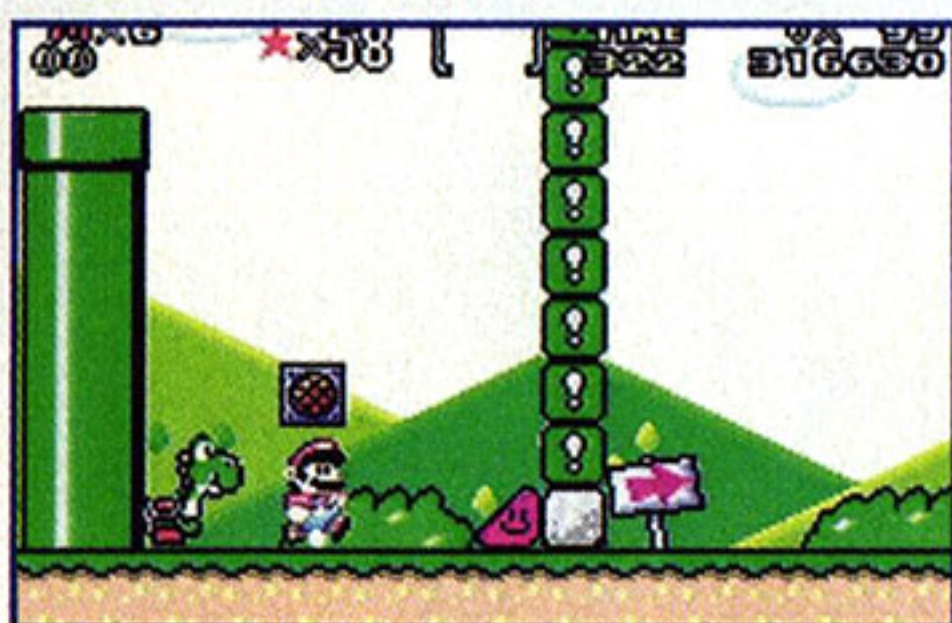
As you read through this guide, look for these special symbols. They denote areas leading to Star Road Entrances and hidden Switch Palaces!

- = Green Switch Palace
- = Red Switch Palace
- = Blue Switch Palace
- = Star Road Entrance

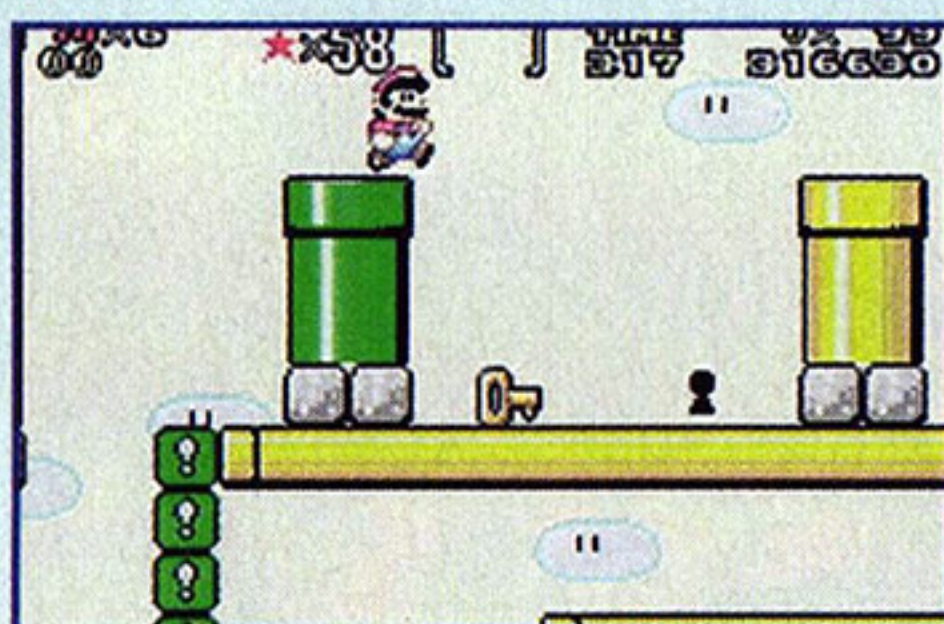
## SECRET GOALS

There are a grand total of 96 goals scattered across Super Mario World: normal level goals and several secret ones. Finding the normal goals is easy...so here's how to find all the secret ones.

### DONUT PLAINS 1



You can find the first secret goal just above the regular goal in Donut Plains 1. If you've already found the Green Switch Palace (see "Switch Palace Locations" on page 116), just run up the wall of blocks before the end goal.



If not, you can still make it by flying up with a Cape, or Spin Jumping (press R) off Yoshi from on top of the green pipe.

### DONUT PLAINS 2



Make sure you have a Cape—you can find one earlier in the level—and go up this pipe in the ceiling about half-way through.



Once inside the pipe, run and fly up through this hole in the ceiling; there you'll find a keyhole that leads to the Green Switch Palace.

### DONUT SECRET



Pick up the P-Switch sitting in plain view and swim to this row of solid blocks. Drop the P-Switch, press it, and the blocks turn into coins, letting you pass by. Hit the , grab the key that appears, and then exit through the keyhole.

### DONUT GHOST HOUSE

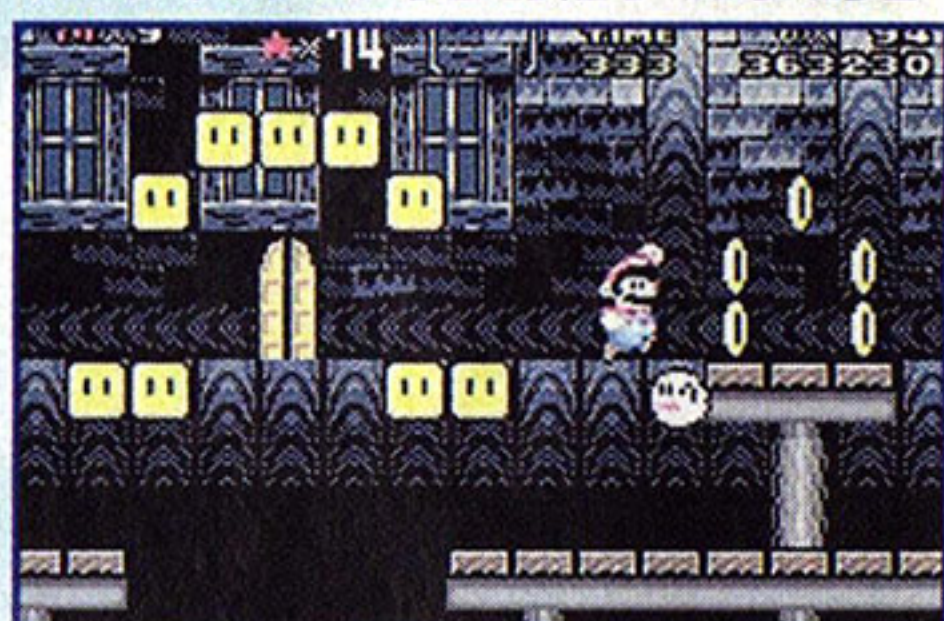


You can find the normal exit by going through the yellow doors until a vine appears when you hit this block located below the stairs (rather than a P-Switch).

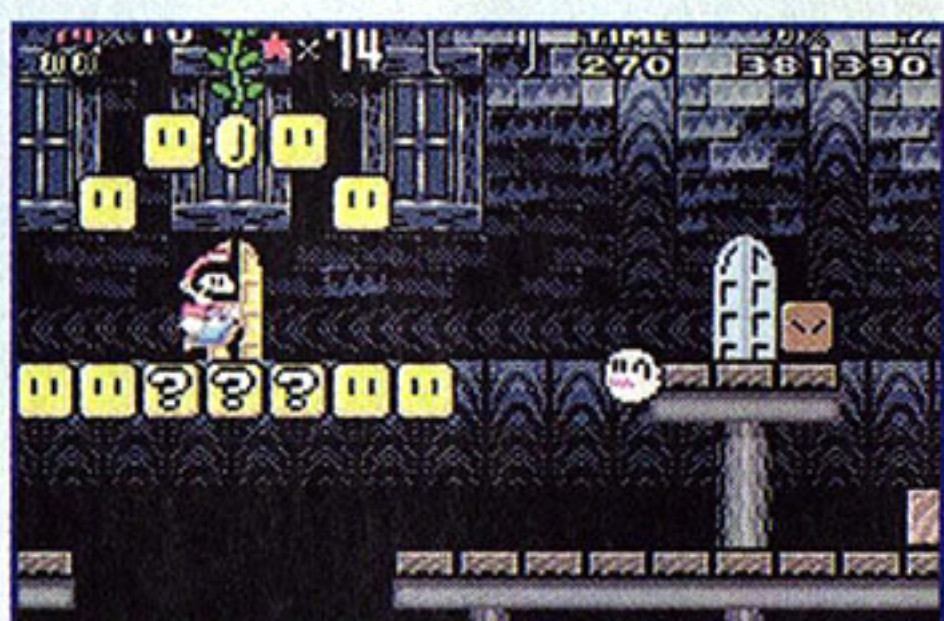


To find the secret exit that leads to the Top Secret Area, enter the ghost house wearing a Cape, then fly up the left side of the screen to reach a secret section near the ceiling.

### ★ DONUT SECRET HOUSE



Both exits from this level are a little tricky. To find the normal exit, clear these five door-shaped coins, walk left, and press the P-Switch. Then, enter the blue door that appears where the five coins were.



To find the secret exit, hit the P-Switch, then hit the block above the yellow door and climb the vine that appears. If you're fast enough, you'll find a different blue door on the platform at the top. Inside is Big Boo—beat him, and you'll have access to the first Star Road Entrance.

### VANILLA DOME 1



If you found the Red Switch Palace, just climb the block staircase between these two pipes and hit the vine block. If you haven't found the

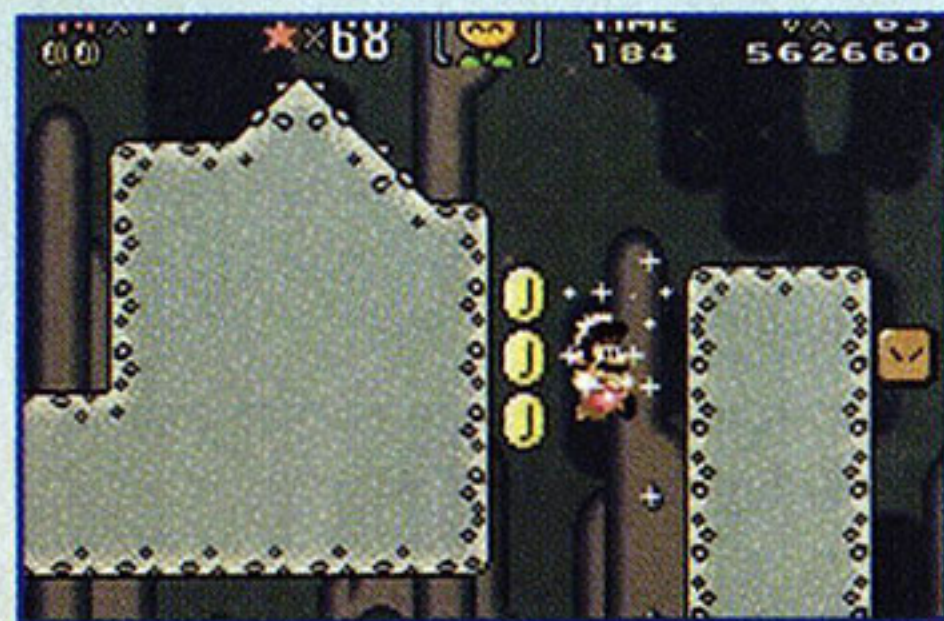


Red Switch Palace yet, have Yoshi eat the blue shell found earlier in the level—it gives him wings—then have him fly up between the pipes to the exit. Make sure to defeat all the beetles before eating the shell.

### ! VANILLA DOME 2



Go through the level until you find this P-Switch near the top. Carry the Switch to the left until you reach a barrier of blocks, then press it to turn the blocks into coins.



Continue left and drop down through this passage before the P-Switch timer expires; you'll find a key and keyhole in the water below, and a road to the Red Switch Palace.

### VANILLA GHOST HOUSE



To escape the ghost house, go to the section with the giant, green bubbles, and get the P-Switch from this cluster of three blocks.



Carry the P-Switch all the way to the right to where the five coins in door-outline formation are located. Clear the coins first, then press the P-Switch and enter the blue door that appears where the coins were.

### ★ VANILLA SECRET



Climb the level until you reach the six red Koopas—there's a pipe hidden to their left. If you have a Cape, use the long platform just below the Koopas to get a running start, then fly up to the pipe. This leads to the second Star Road Entrance.

### ★ CHEESE BRIDGE AREA



Get Yoshi and a Cape and head to the end of the level (Yoshi can bounce on the saws without getting hurt). Float under the normal goal, and then Spin Jump (press R) off Yoshi once you're past it to find the second secret goal. This leads to Soda Lake and, beyond that, the third Star Road Entrance.

### FOREST OF ILLUSION 1



About two-thirds into the level is a seemingly inaccessible keyhole and ? below you.



Just continue right and find the ? containing the Power Balloon. Float under the left side of the ledge, and under the platform you just crossed, until you reach the keyhole.

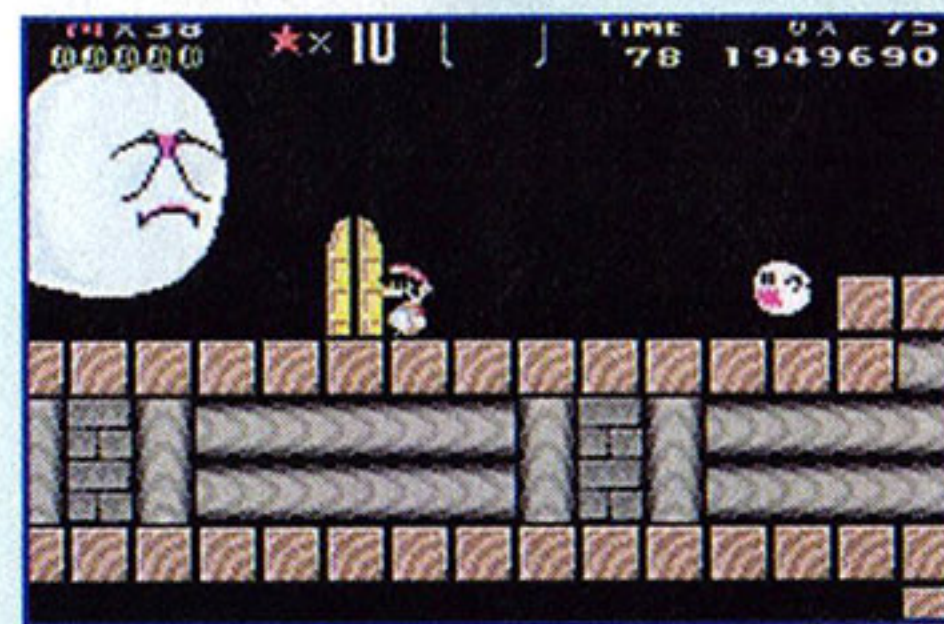
### FOREST GHOST HOUSE



In the second section of the mansion, bring the P-Switch all the way to the right, underneath the long row of coins at the end.



Press the switch, and enter the blue door that appears.



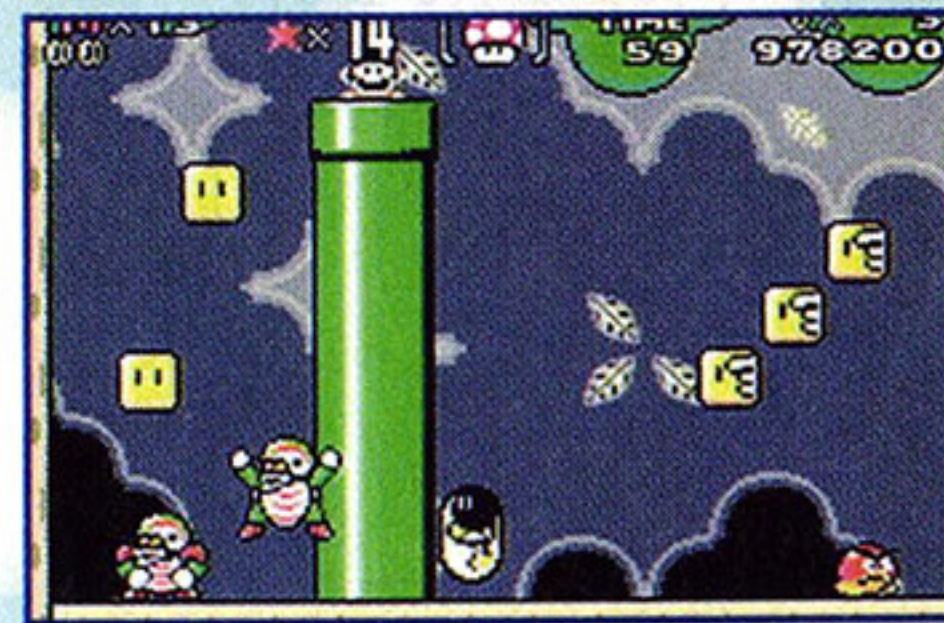
You should find yourself in the first section again, only instead of being in the hallway, now you're on top of it! Go left, and find two yellow doors, each of which opens up a different path on the World Map.

### ! FOREST OF ILLUSION 2

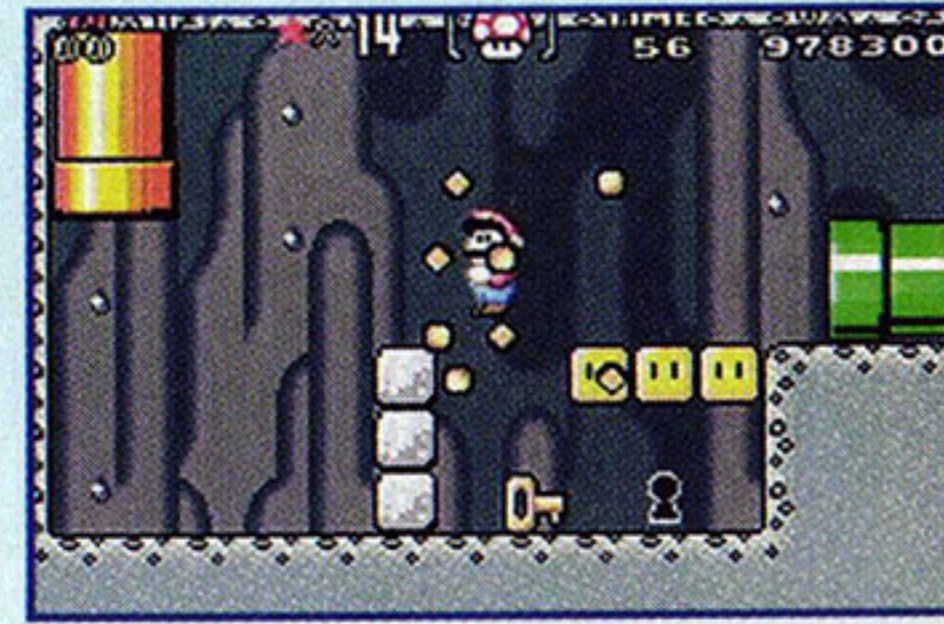


Find this ! block at the bottom of the lake, past the mid-level checkpoint. Go to the left, by the sleeping fish (you can walk through the rocky part), until you find a keyhole that leads to the Blue Switch Palace.

### FOREST OF ILLUSION 3



You need to find the secret exit here in order to find Roy's Castle and escape the Forest of Illusion. Just go through the level until you reach the two football-playing Charging Chucks, and then descend the tall, green pipe just past them.



Make sure you're big; otherwise, you won't be able to do the Spin Jump necessary to get the key inside the pit.

### ★ FOREST OF ILLUSION 4



Enter this floating blue pipe just past the mid-level checkpoint. If you don't have a Cape, you can go to the right to the staircase, lead the flying green Koopa back to the pipe, and then bounce off him to get the necessary height. This pipe leads to the Forest Secret Area, which leads to the Forest Fortress, and then the fourth Star Road Entrance.

### CHOCO ISLAND 2



In this strange stage, every time you pass through a pipe, your next destination changes depending on your time (as shown at the top of the screen). Just go as fast as possible through the first area, and if you're fast enough, you'll wind up in a section with several slopes and red flying Koopas. Make it through this section with over 250 seconds remaining on your timer in order to reach the secret goal—and a quick shortcut to Wendy's Castle.





**CHOCO ISLAND 3**



When you reach the end, don't climb the vine in the block—it leads to a fake exit that loops back to Choco Island 3. Instead, get a Cape, then fly over the chasm to the right of the vine to the real exit.

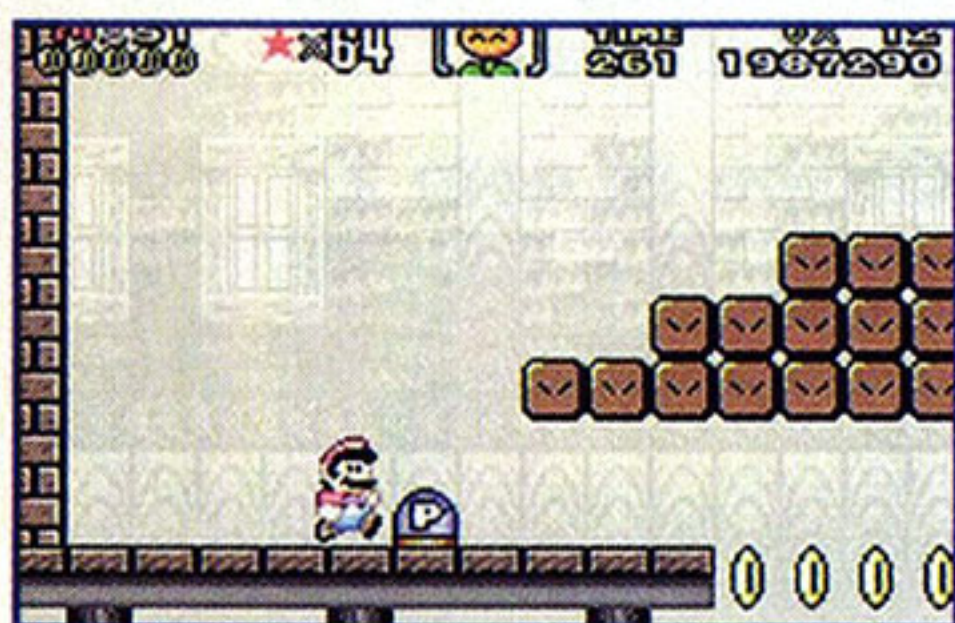
**VALLEY GHOST HOUSE**



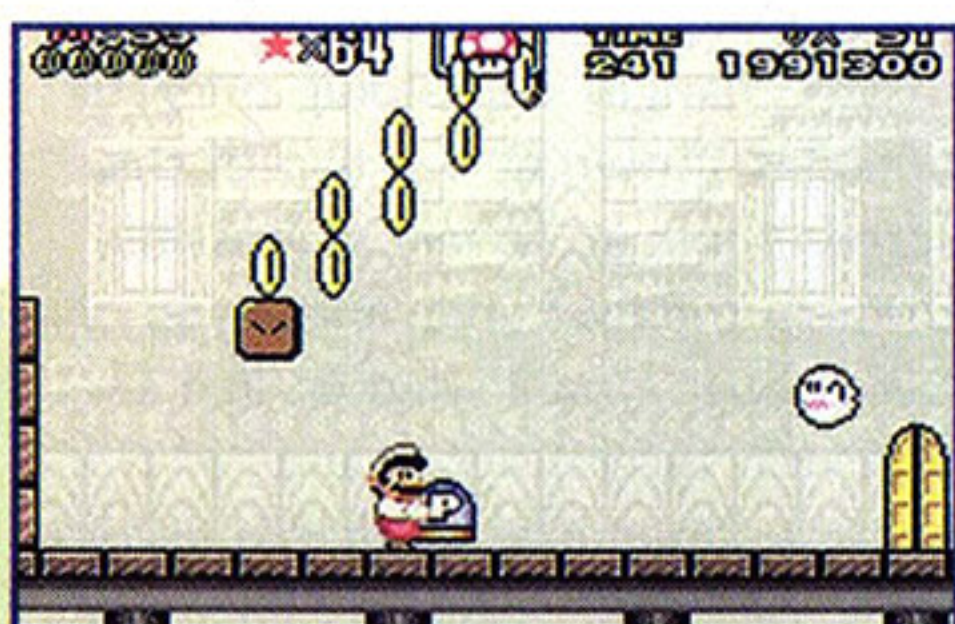
When you reach this room, jump up and get the P-Switch from the block located above the door. Press it, then immediately run to the right once the floor appears.



Before the P-Switch expires, run to the right, down the hall of coins, until you reach the end. Now, if you want to exit via the normal exit, use the fourth (second-to-last) door; if you want to exit via the secret exit, use the last door.

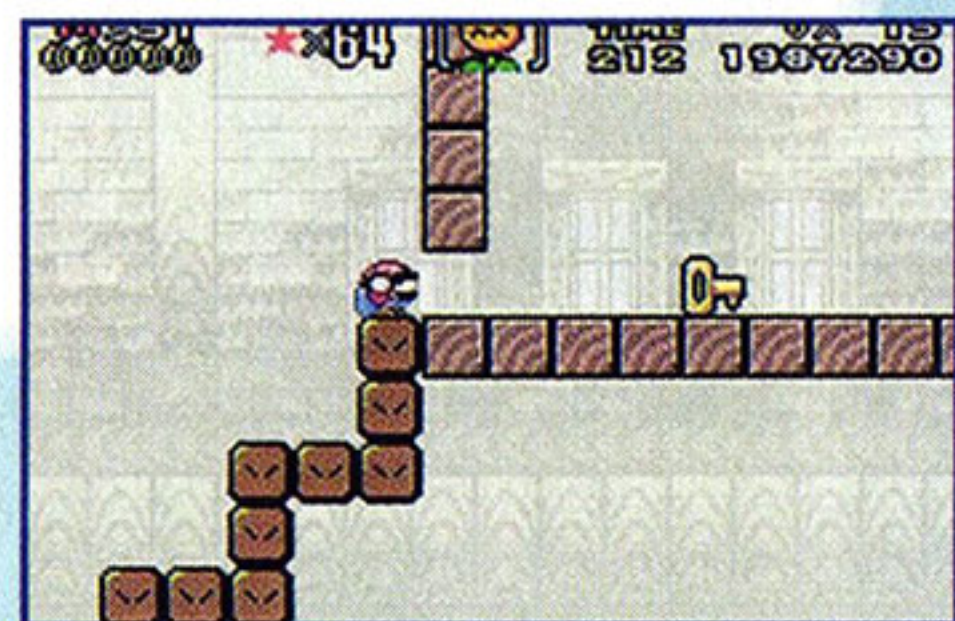


This next part is evil. You'll immediately find a P-Switch. Carry it to the right to the lonely ? block just before the yellow door.



Hit the ? block, and guide the coins up and to the right to form a coin staircase—try and make it perfectly

diagonal. This is especially difficult, since the coins quickly vanish off-screen, and you have to do most of your work blind.

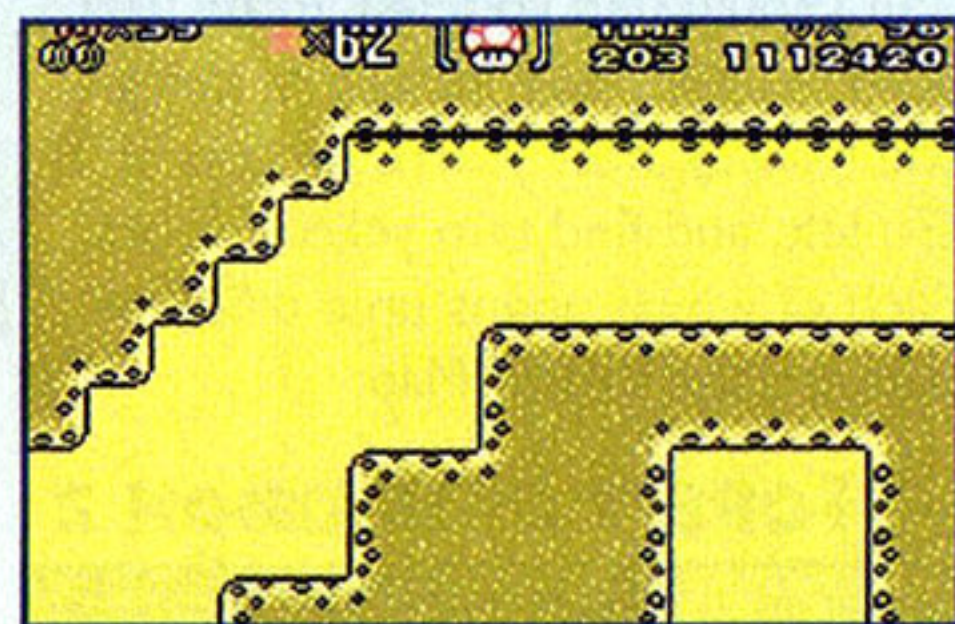


Hit the P-Switch to turn the coins into blocks, and climb the staircase. If you aimed right, you can enter the little hole (duck and hop if you're too big to fit) and the secret exit—a quick shortcut to Larry's Castle.

**VALLEY OF BOWSER 2**



Once you enter the third section, go right to the first pit with the Giant Mole and wait for the yellow dirt to rise up completely behind you.

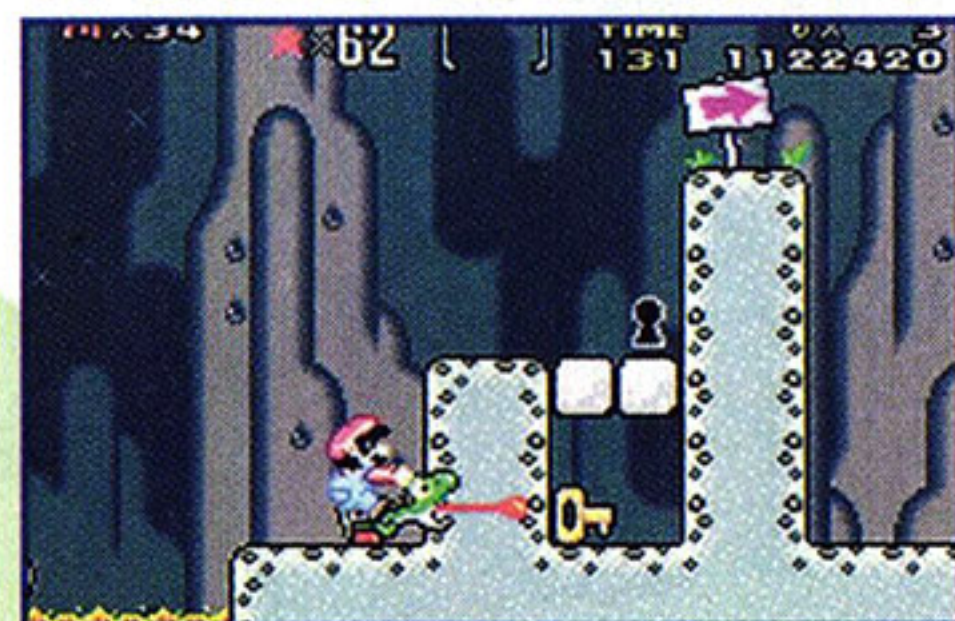


Now, use the newly formed dirt platform to jump up and to the left, off the screen and "above" the level.



Continue left and drop into a secret area with a key and keyhole, which leads to the Valley Fortress and Bowser's Back Door.

**★ VALLEY OF BOWSER 4**



Get Yoshi (there's an egg about half-way through the level) and keep him until the end. Use Yoshi's tongue to

get the key, and then enter the key-hole, which leads to the fifth Star Road Entrance.

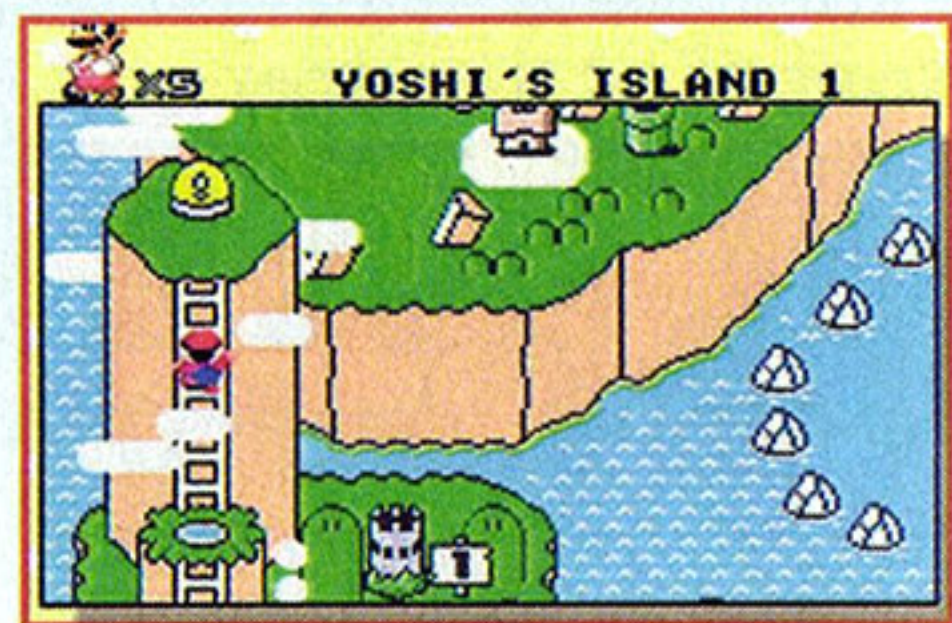
**BOWSER'S CASTLE**



If you enter through the Front Door, the easiest route to the final battle with Bowser is Door #2, then Door #8. If you enter through the Back Door (by way of the secret exit in the Valley of Bowser 2), you'll skip to just before the final battle. In either case, the final Bowser battle shouldn't be much trouble; just hop on the li'l mechanical Bowsers he drops, pick them up, and then hurl them into the air at Bowser. Repeat!

**SWITCH PALACE LOCATIONS**

Finding these four Switch Palaces makes life a lot easier. Press the Switch inside, and turn those colored dotted lines you see all over the place into solid ! blocks.



**Yellow Switch Palace:** Just clear Yoshi's Island 1 and the path to the palace is revealed.

**Green Switch Palace:** Get here via the secret exit in Donut Plains 2.

**Red Switch Palace:** Clear the secret goal in Vanilla Dome 2.

**Blue Switch Palace:** Find the secret exit in the Forest of Illusion 2.

**TOP SECRET AREA**



This little area is quite handy when you need...anything. It's a single screen filled with power-up Super Mushrooms, Fire Flowers, Cape Feathers, a Yoshi egg, and I-Ups. Get here by finding the secret exit in the Donut Ghost House.

**STAR ROAD**



This secret area contains five "bonus" levels and can be accessed from five different points on the map. The five entrances to the Star Road are listed below.

**Entrance 1:** Find the secret exit in the Donut Secret House.

**Entrance 2:** Find the secret exit in Vanilla Secret 1.

**Entrance 3:** Find the secret exit in the Cheese Bridge Area, and then beat Soda Lake.

**Entrance 4:** Find the secret exit in the Forest of Illusion 4, then beat the Forest Secret Area and the Forest Fortress.

**Entrance 5:** Find the secret exit in the Valley of Bowser 4.

**LEGENDARY YOSHIS**



Star Road is also where all legendary colored Yoshis (Red, Blue, and Yellow) can be found unlocked. To unlock a colored Yoshi, just find the egg, pick up the baby Yoshi that hatches from it, and feed it five enemies. After that, there's a chance you can get that special Yoshi from any egg you find in the game.



Colored Yoshis gain special power when they eat any Koopa Shell: Red Yoshi shoots fireballs; Yellow makes enemy-killing dust clouds when he lands; and Blue can fly. Eating 10 berries with a colored Yoshi yields an item: Red gives you a Fire Flower; Blue gives you a Cape Feather; and Yellow gives you a Starman.

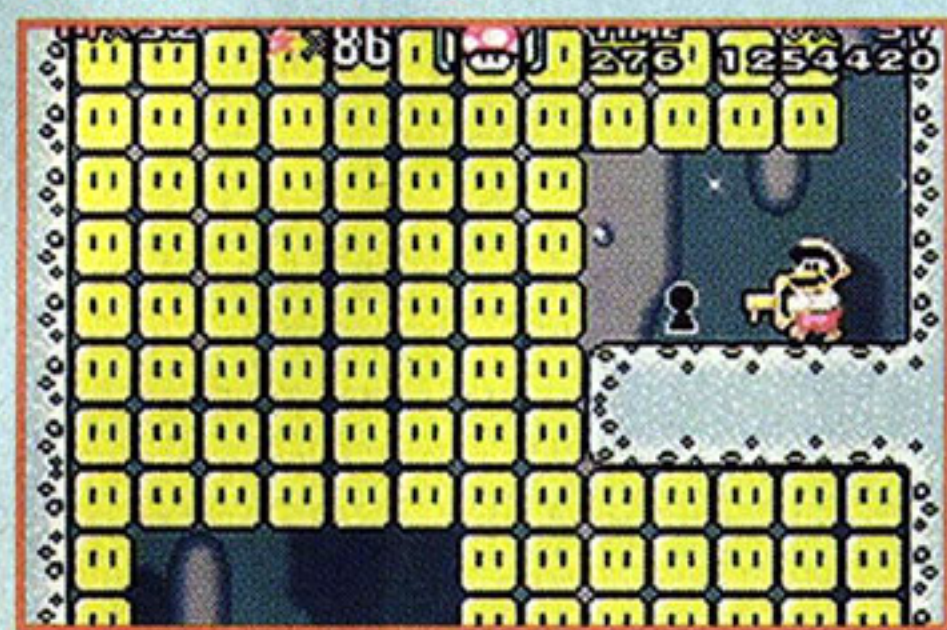




**STAR WORLD SECRET EXITS**

To connect all the points on the Star Road, you have to find each Star World's secret exit. Here's where they are located.

**STAR WORLD 1**



Spin Jump to start breaking through the bricks, and stick to the right side of the screen; there's a key and keyhole not too far down the right side.

**STAR WORLD 2**



You can find the Blue Yoshi right at the beginning of this level. Find the secret exit by swimming through the passage beneath the green pipe.

**STAR WORLD 3**



You can hatch the Yellow Yoshi egg here. To find the secret exit, throw a block up at Lakitu, then jump into his cloud and go up.



A ? block with a key is on the left, and the keyhole is on the right.

**STAR WORLD 4**



Unlock Red Yoshi here, near the beginning of the level. The secret exit is located just below this section of stone blocks, where—if you found the Red and Green Switch Palaces—a special platform leads to a keyhole. Hit the ? block with your Cape or a shell to get the key.

**STAR WORLD 5**



Here, the normal exit leads back to the first Star Road Entrance. To open the secret exit, hit the ? located just after the P-Switch and guide the coin trail straight to the right until the music stops.

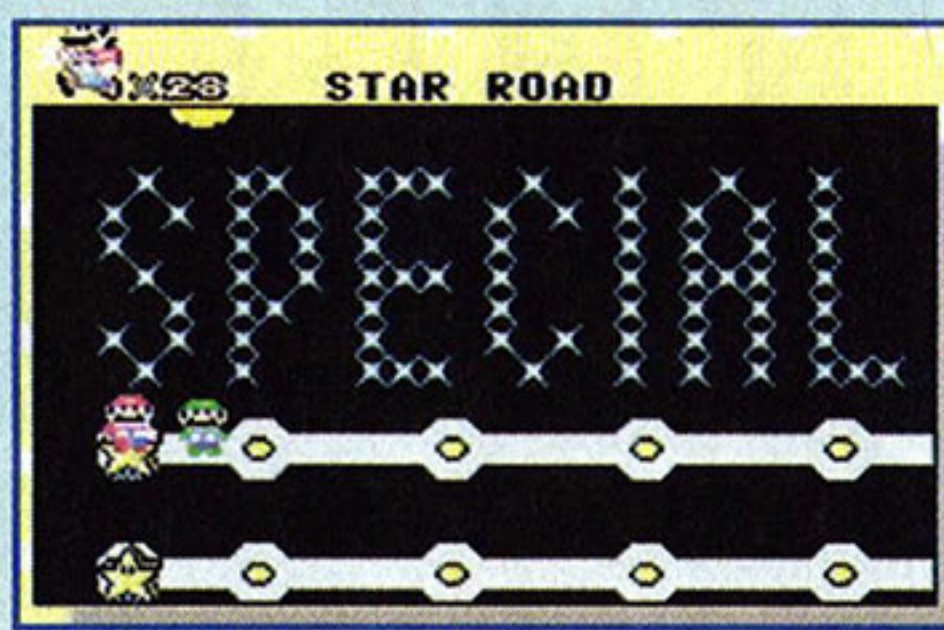


Now, hit the P-Switch, cross the bridge, hit the third block at the end of the path, and climb the vine. If you already found every Switch Palace, a network of platforms will lead to the keyhole. If you didn't...well, a Blue Yoshi or a Cape (and some excellent flying skills) will do the trick.

**SPECIAL STAR ROAD**



There's also a "Special" Star Road for expert players, accessible once you find the secret exit in Star World 5.



It's a collection of eight levels with names like Mondo, Tubular, and Outrageous, and if you beat the final level—Funky—you'll receive a very, um, special message.

**A WHOLE NEW WORLD...SORTA**



If you find all 96 goals, Mario World will turn a sickly orange-ish color, and every Koopa Shell will be replaced by creepy Mario/Luigi heads. Quite disturbing.

**EASY EXTRA LIVES**

Need extra lives? Here are some quick 'n dirty places to get some.

**YOSHI'S ISLAND 2**



This is the easiest place early in the game to restock lives. Just enter the level, pick up the Koopa Shell, and throw it down the line of Koopas for an extra life. Exit, and repeat until you're abundant with I-Ups.

**FOREST OF ILLUSION 4**



Lakitu's got a I-Up hanging from a fishing pole right at the entrance. Grab it, leave, repeat.

**VANILLA SECRET 2**



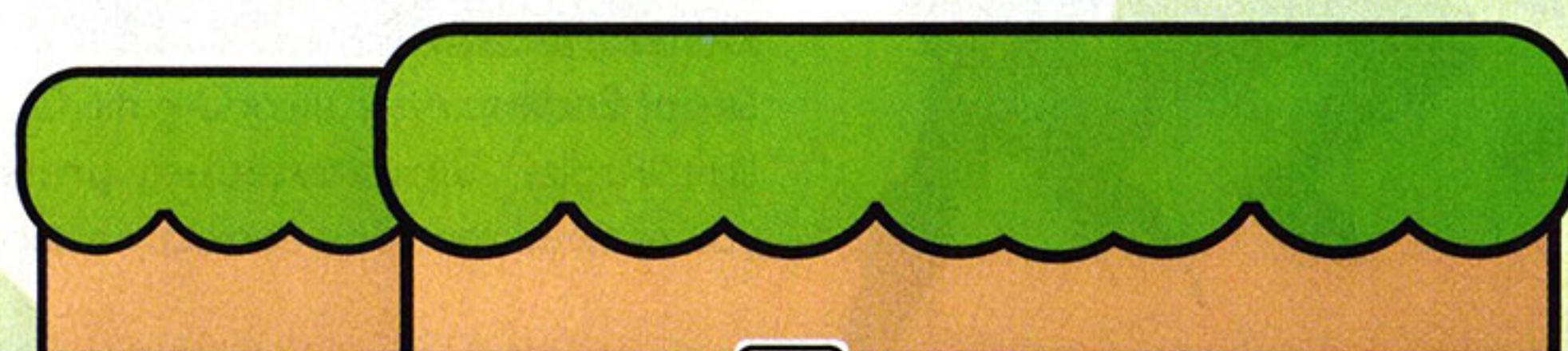
Get dozens of lives at once! Start by heading right—defeating as few Flying Koopas as possible—and grab the silver P-Switch just above the pit of Spynys.



Bring the P-Switch back to the flying Koopas; press the Switch, and they'll all turn into silver coins.



Now quickly run to the left, grabbing as many silver coins as you can. How many can you get? ⚡





# CODE VAULT

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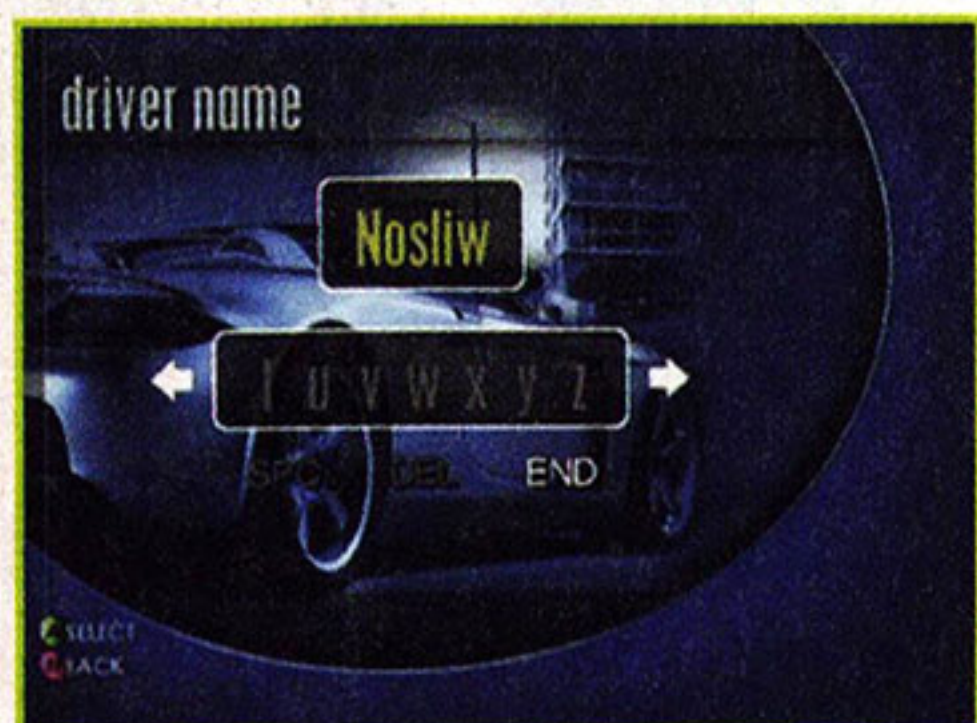


### READER TIP OF THE MONTH



#### PROJECT GOTHAM RACING

##### Unlock All Cars and Tracks



At the Load or Create New screen, select Create New Driver. At the Setup Driver screen, choose Driver Name, and then enter **Nosliw** (case-sensitive) as a name. Start a game, and if you entered the name correctly, all tracks and cars will be available.

Spencer DeMore—Aurora, OH



#### BATMAN VENGEANCE

##### All Power Moves, and Unlimited Batlaunchers and Handcuffs



At the main menu, enter the following codes to unlock the corresponding cheat. If you entered the code correctly, you will hear a sound.

**All Power Moves:** Press L, L, R, R, L, R, L, R.

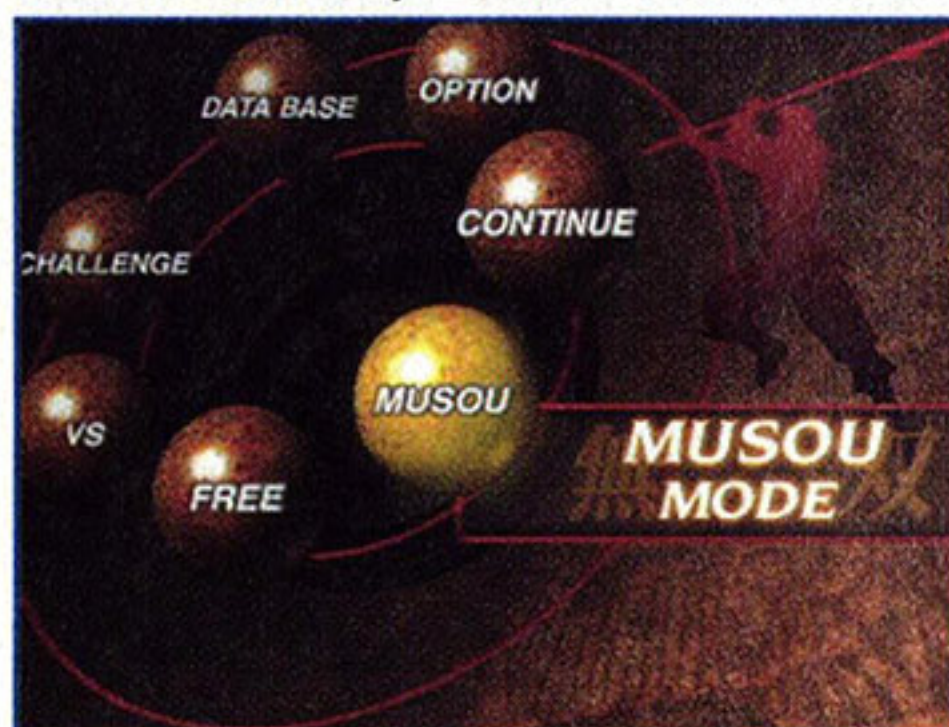
**Unlimited Batlaunchers:** Press Y, X, Y, X, L, R, L, R.

**Unlimited Handcuffs:** Press X, Y, X, Y, L, R, R, L.



#### DYNASTY WARRIORS 3

##### Level Select, Unlock Shu Generals, and More



At the main menu, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you will hear cheering.

**All Movies:** Press  $\Delta$ , L1,  $\Delta$ , R1,  $\Delta$ ,  $\square$ , L2,  $\square$ , R2,  $\square$ .

**BGM Test Option:** Press L1, L1, R1, R1, L2, L2, R2, R2,  $\square$ ,  $\Delta$ .

**Level Select:** Press R1, R2, L2, L1,  $\square$ , L1, L2, R2, R1,  $\Delta$ .

**Opening Edit Option:** Press R1,  $\square$ , R1,  $\Delta$ , R1, L1,  $\square$ , L1,  $\Delta$ , L1.

**Unlock Shu Generals:** Press L1,  $\square$ ,  $\Delta$ , R2, L1, L2, L2, R1,  $\square$ , L1.

**Unlock Wei Generals:** Press L2, L1,  $\square$ ,  $\Delta$ , L1, L2, R1, R2, L1, L2.

**Unlock Wu Generals:** Press  $\Delta$ ,  $\Delta$ , L1,  $\square$ , R1, R2, L1, L2, L2, L2.



**Secret Ending:** After unlocking the Opening Edit option, select it, and then highlight "Replay." Simultaneously press and hold L1, L2, R1, R2, and X. If you entered the code correctly, a secret-ending movie will begin.

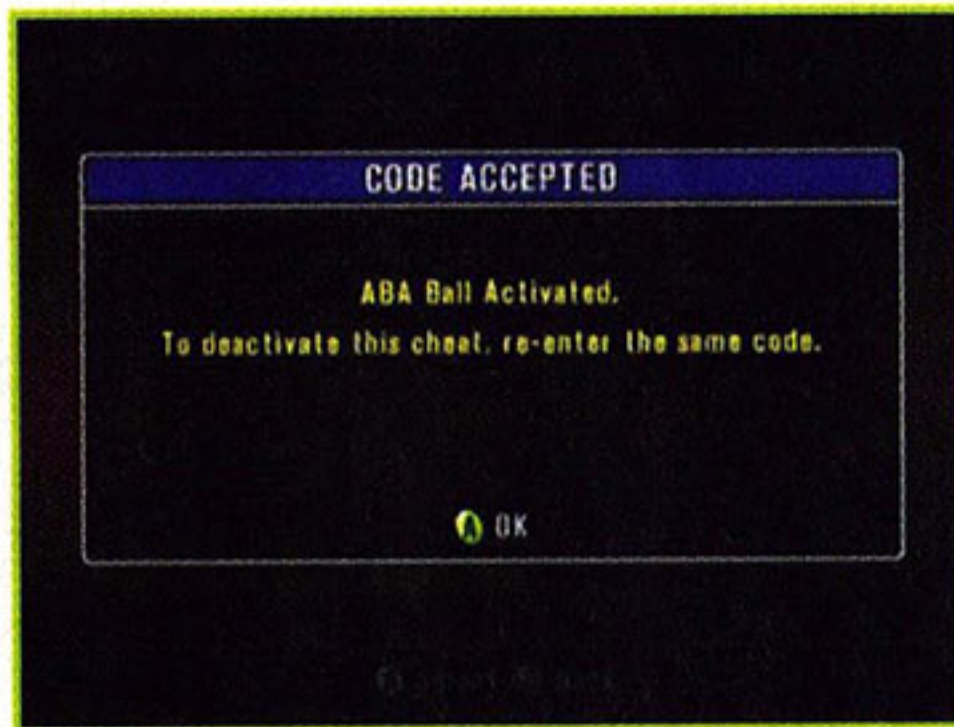




## NBA INSIDE DRIVE 2002

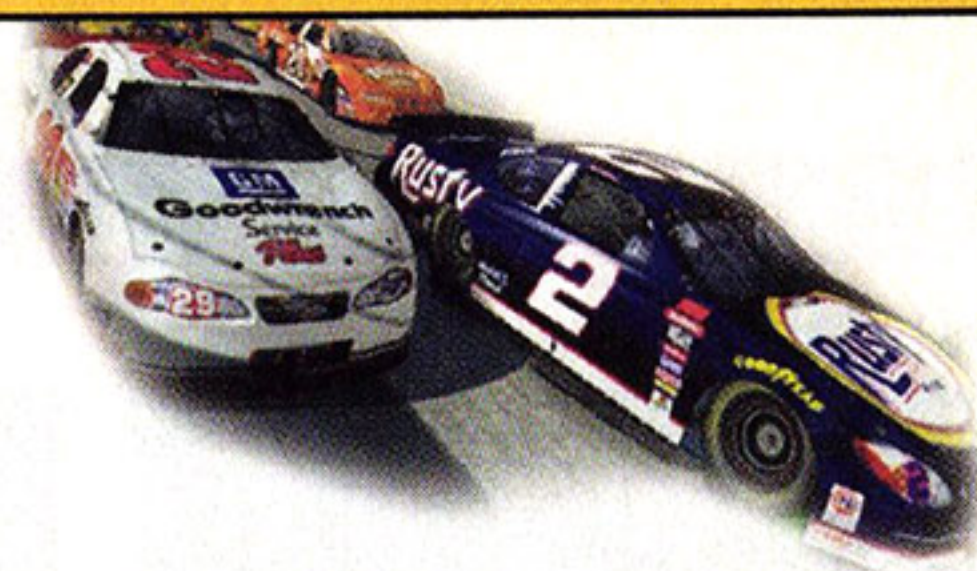
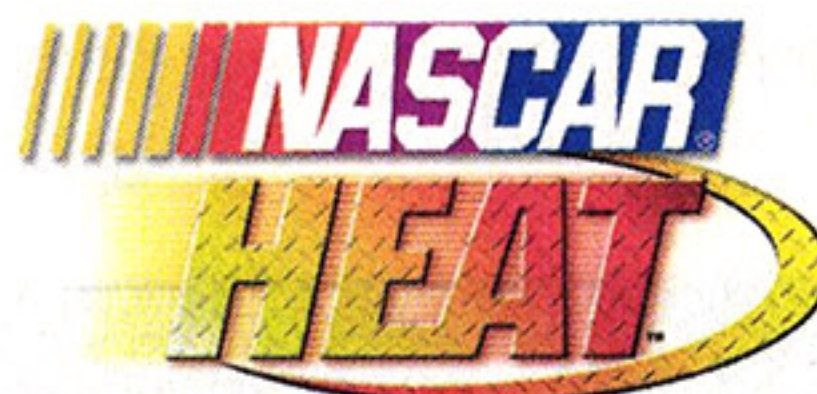


### ABA Ball, Unlimited Turbo, and More



At the Main Menu, choose Options, and at the Options screen, select Codes. Enter any of the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

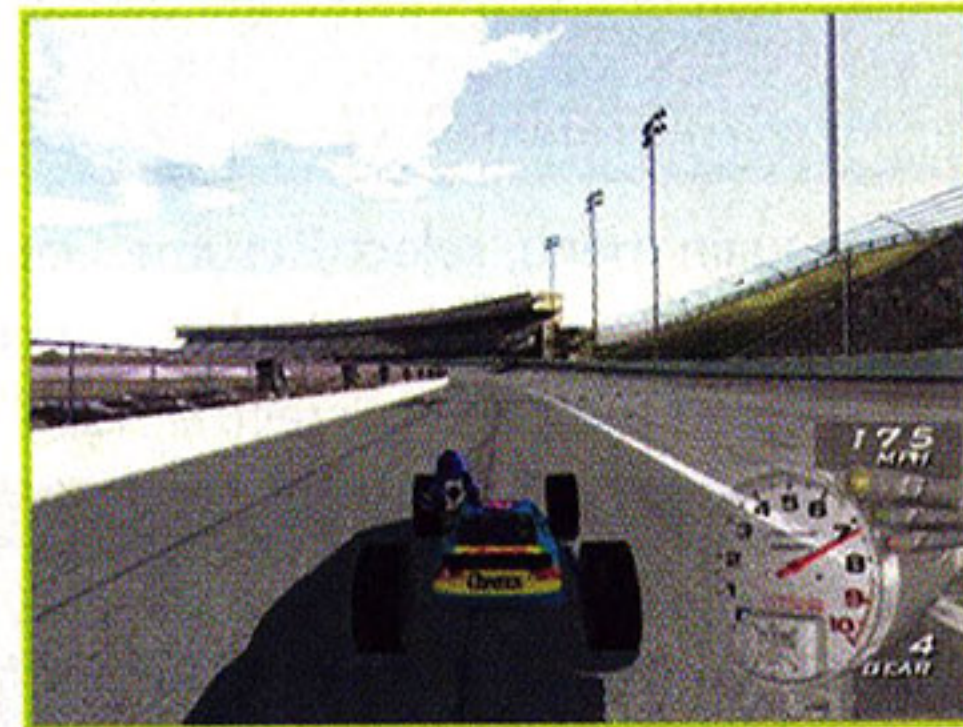
ABA Ball:	OLDSCHOOL
Chicago Skyline Stadium In Exhibition Mode:	WINDYCITY
Soccer Ball:	HOOLIGAN
Unlimited Turbo:	CARDIOMAN
WNBA Ball:	GOTGAME



## NASCAR HEAT 2002



### Mini Cars, Wire Frame Mode, and More



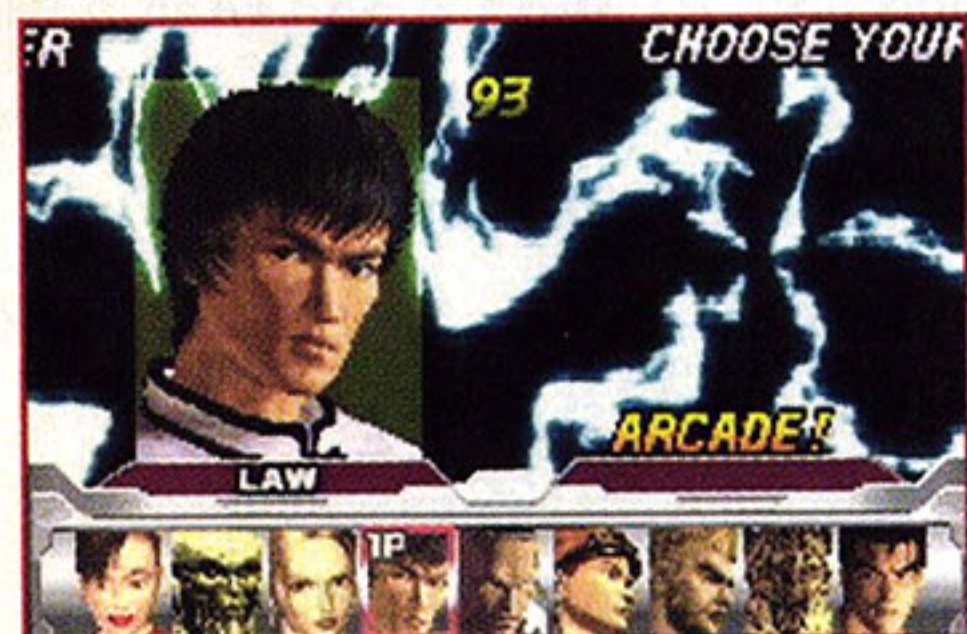
At the main menu, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the main menu will briefly disappear and then reappear.

- Credits:** Press Up, Down, Left, Right, White, Left, Left.
- High Suspension:** Press Up, Down, Left, Right, White, Left, Right.
- Mini Cars:** Press Up, Down, Left, Right, White, Down, Up.
- Wire Frame Mode:** Press Up, Down, Left, Right, White, Right, Left.

## TEKKEN ADVANCE



### Alternate Costumes



At the fighter select screen, press Start instead of A, and your fighter will wear a different-colored costume.

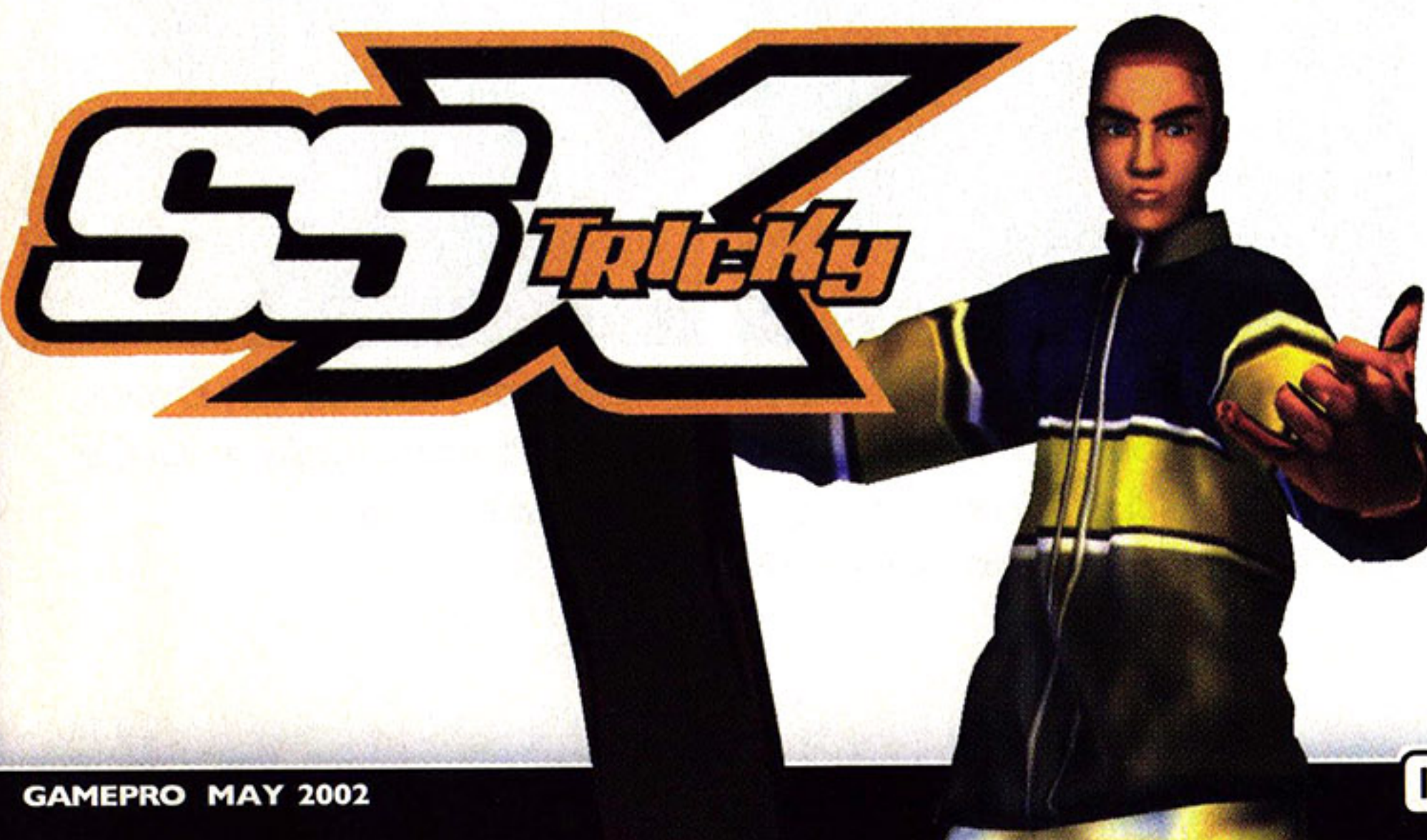
## SSX TRICKY



### Play as Mix Master Mike



At the title screen, simultaneously press and hold L and R, and then press A, A, Right, A, A, Down, A, A, Left, A, A, Up. Select any character, and if you entered the code correctly, you will race as Mix Master Mike.



## SUPER BUST-A-MOVE



### Extra Mode and Secret Characters



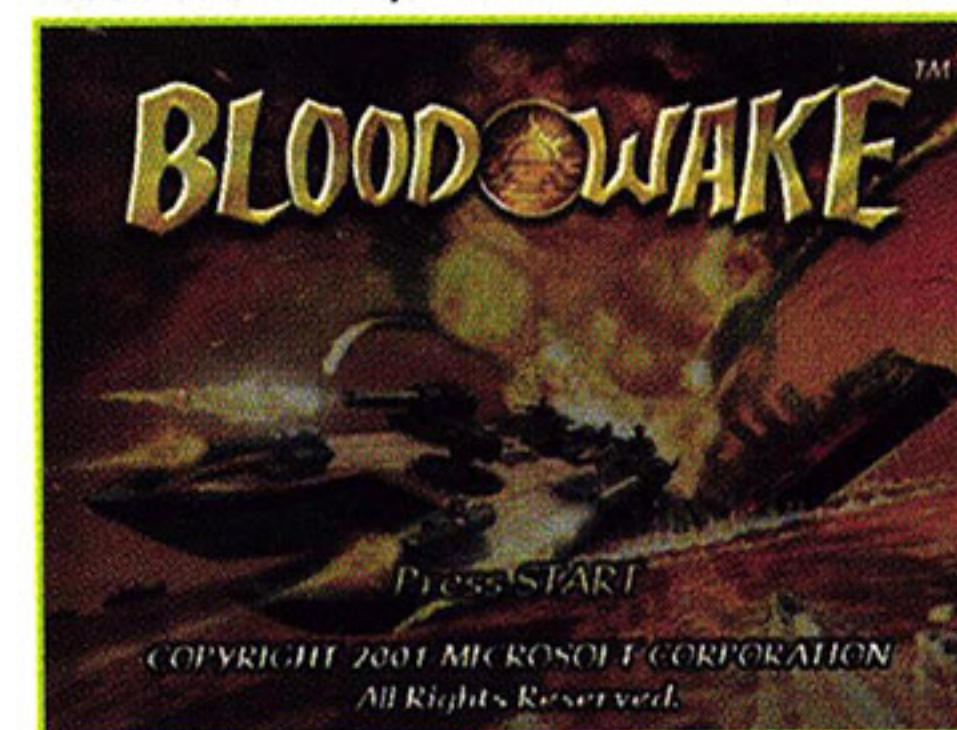
At the title screen, enter the following codes to unlock these cheats. If you entered the code correctly, a corresponding icon will appear onscreen.

- Extra Mode:** Press B, R, L, B.
- Secret Characters:** Press A, R, L, A.

## BLOOD WAKE



### Invincibility, and Unlimited Ammo and Turbo



At the title screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you will hear a sound and automatically go to the main menu.

- Invincibility:** Press L3, R3, Down, Left, Down, Left, B, Y, Start.
- Unlimited Ammo:** Press Black, White, L, R, R3, R3, Y, X, Start.
- Unlimited Turbo:** Press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.



## STAR WARS EPISODE I: JEDI POWER BATTLES



### Level Passwords



At the main menu, select Resume Game. At the password screen, enter the following passwords to unlock the corresponding levels for each character. If you entered the code correctly, "Valid" will appear onscreen.

Darth Maul Level 2:	VCJ0D2J
Darth Maul Level 3:	VCJ0G*J
Darth Maul Level 4:	VCJ0JKK
Darth Maul Level 5:	VCJ0LTK
Darth Maul Level 6:	VCJ0N2K
Darth Maul Level 7:	VCJ0Q1K
Darth Maul Level 8:	VCJ0SFK
Darth Maul Level 9:	VCJ0VPK
Darth Maul Level 10:	VCJ0XYK
Mace Windu Level 7:	VCJPCFH
Mace Windu Level 8:	VC1FCFH
Mace Windu Level 9:	VCJGCPH
Mace Windu Level 10:	VC1GCYH
Obi-Wan Level 2:	WDJ3B6F
Obi-Wan Level 3:	XDJ3BFG
Obi-Wan Level 4:	FDJ3BFG
Obi-Wan Level 5:	GBJ3BPF
Obi-Wan Level 6:	0BJ3B6F
Obi-Wan Level 7:	1FJ3BYH
Obi-Wan Level 8:	2FJ3B6H
Obi-Wan Level 9:	3FJ3BFJ
Obi-Wan Level 10:	4FJ3BPJ
Qui-Gon Jinn Level 2:	VHS3BPG
Qui-Gon Jinn Level 3:	VMN3BFG
Qui-Gon Jinn Level 4:	VRL3BFG
Qui-Gon Jinn Level 5:	VWS3BFH
Qui-Gon Jinn Level 6:	V0L3BYG
Qui-Gon Jinn Level 7:	V4N3BFH
Qui-Gon Jinn Level 8:	V8N3BPH
Qui-Gon Jinn Level 9:	VCP3BYH
Qui-Gon Jinn Level 10:	VHR3BFJ



## THE SIMPSONS ROAD RAGE



### More Camera Views, Nuclear Bus, and More



At the Main Menu, select Options. At the Options screen, enter the following codes to unlock these cheats. If you entered the code correctly, you will hear a sound.

**2D Characters:** Simultaneously press and hold RI and LI, and then press ○, ○, ○, ○.

**Christmas Apu:** Simultaneously press and hold RI and LI, and then press △, △, ○, △.

**Halloween Bart:** Simultaneously press and hold RI and LI, and then press △, △, ○, ×.

**More Camera Views:** Simultaneously press and hold RI and LI, and then press △, △, △, △.

**More Money:** Simultaneously press and hold RI and LI, and then press □, □, □, □.

**New Year's Krusty:** Simultaneously press and hold RI and LI, and then press △, △, ○, □.

**Night Time Mode:** Simultaneously press and hold RI and LI, and then press ×, ×, ×, ×.

**Nuclear Bus:** Simultaneously press and hold RI and LI, and then press △, △, □, ×.

**Smithers:** Simultaneously press and hold RI and LI, and then press △, △, □, □.

**Soapbox Car:** Simultaneously press and hold RI and LI, and then press △, △, □, ○.

**Thanksgiving Marge:** Simultaneously press and hold RI and LI, and then press △, △, ○, ○.

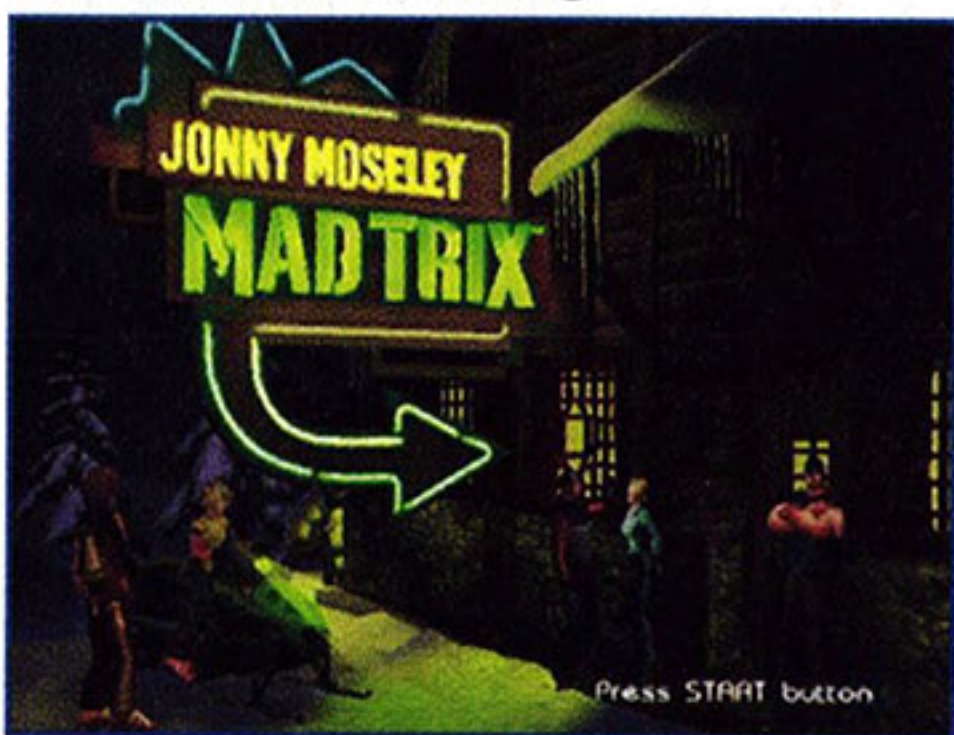
**View Collision Lines:** Simultaneously press and hold RI and LI, and then press △, △, ×, ×.

Note: For Holiday Characters, Nuclear Bus, Smithers, and Soapbox Car, choose any character at the character select screen.

## JONNY MOSELEY MAD TRIX



### Unlock Everything



At the title screen, simultaneously press and hold L2, L3, RI, Down, □, and ○. If you entered the code correctly, you'll automatically go to the main menu, and all skiers, outfits, skis, and levels will be available.

Note: You must enter the button presses in order.



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## GOLDEN SUN



### Rename Characters



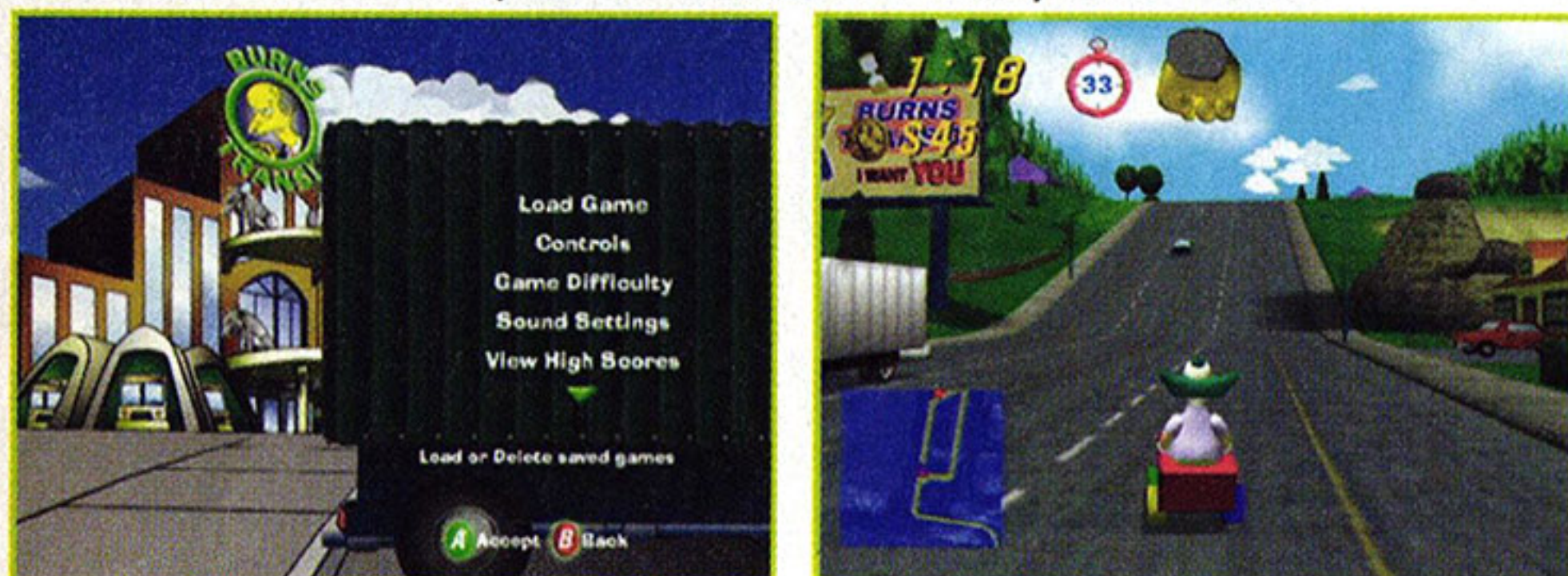
At the main menu, select New Game. At the next screen, you will be prompted to choose a name for Isaac. Press **Select, Select, Select**, and you'll hear a chime. Then, press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, Select**. If you entered the code correctly, you will hear another chime and be able to change the names of the main characters in the game.

Matt Neu—Naperville, IL

## THE SIMPSONS ROAD RAGE



### Holiday Characters, View Collision Lines, and More



At the Main Menu, select Options. At the Options screen, enter the following codes to unlock these cheats. If you entered the code correctly, you will hear a sound.

**2D Characters:** Simultaneously press and hold R and L, and then press **X, X, X, X**.

**Christmas Apu:** Simultaneously press and hold R and L, and then press **B, B, X, B**.

**Halloween Bart:** Simultaneously press and hold R and L, and then press **B, B, X, A**.

**More Camera Views:** Simultaneously press and hold R and L, and then press **B, B, B, B**.

**More Money:** Simultaneously press and hold R and L, and then press **Y, Y, Y, Y**.

**New Year's Krusty:** Simultaneously press and hold R and L, and then press **B, B, X, Y**.

**Night Time Mode:** Simultaneously press and hold R and L, and then press **A, A, A, A**.

**Nuclear Bus:** Simultaneously press and hold R and L, and then press **B, B, Y, A**.

**Smithers:** Simultaneously press and hold R and L, and then press **B, B, Y, Y**.

**Soapbox Car:** Simultaneously press and hold R and L, and then press **B, B, Y, X**.

**Stopwatch Mode:** Simultaneously press and hold R and L, and then press **X, B, Y, A**.

**Thanksgiving Marge:** Simultaneously press and hold R and L, and then press **B, B, X, X**.

**View Collision Lines:** Simultaneously press and hold R and L, and then press **B, B, A, A**.

Note: For Holiday Characters, Nuclear Bus, Smithers, and Soapbox Car, choose any character at the character select screen.

## THE SIMPSONS ROAD RAGE



### Slow Motion Mode, Thanksgiving Marge, and More



At the Main Menu, select Options. At the Options screen, enter the following codes to unlock these cheats. If you entered the code correctly, you will hear a sound.

**2D Characters:** Simultaneously press and hold R and L, and then press **X, X, X, X**.

**Christmas Apu:** Simultaneously press and hold R and L, and then press **B, B, X, B**.

**Halloween Bart:** Simultaneously press and hold R and L, and then press **B, B, X, A**.

**More Camera Views:** Simultaneously press and hold R and L, and then press **B, B, B, B**.

**More Money:** Simultaneously press and hold R and L, and then press **Y, Y, Y, Y**.

**New Year's Krusty:** Simultaneously press and hold R and L, and then press **B, B, X, Y**.

**Night Time Mode:** Simultaneously press and hold R and L, and then press **A, A, A, A**.

**Nuclear Bus:** Simultaneously press and hold R and L, and then press **B, B, Y, A**.

**Slow Motion Mode:** Simultaneously press and hold R and L, and then press **A, X, B, Y**.

**Smithers:** Simultaneously press and hold R and L, and then press **B, B, Y, Y**.

**Soapbox Car:** Simultaneously press and hold R and L, and then press **B, B, Y, X**.

**Stopwatch Mode:** Simultaneously press and hold R and L, and then press **X, B, Y, A**.

**Thanksgiving Marge:** Simultaneously press and hold R and L, and then press **B, B, X, X**.

**View Collision Lines:** Simultaneously press and hold R and L, and then press **B, B, A, A**.

Note: For Holiday Characters, Nuclear Bus, Smithers, and Soapbox Car, choose any character at the character select screen.



## MAD MAX: SPECIAL EDITION



### The Cars of Mad Max And Goose's Kawasaki

**The Cars of Mad Max:** On Side A, highlight "Special Features," and then **press Up**; when you do, "Mad Max" appears at the top of the screen. **Press enter**; when you do, "Mad Max" turns blue and you are taken to a hidden menu, The Cars of Mad Max.

**Goose's Kawasaki:** Access The Cars of Mad Max as shown above, and at that menu, highlight "Yellow Interceptor (1)," and then **press Left**; when you do, the headlights of the onscreen cars turn red. **Press enter**, and you are taken to a hidden menu, Goose's Kawasaki.

## MOULIN ROUGE!



### Extended "Your Song" Scene, Hidden Bloopers, and More

**Extended "Your Song" Scene:** On Disc 2, at the main menu, enter The Cutting Room. At The Cutting Room Menu, highlight "Main Menu" at the bottom of the screen, and then **press Right or Left**; when you do, a windmill appears on the left side of the screen. **Press enter**, and you can watch an extended "Your Song" scene.

**Hidden Baz Luhrman Footage:** On Disc 2, at the second page of the main menu, enter The Music, and then enter The Lady Marmalade Phenomenon. Highlight "Main Menu," and then **press Right or Left**; when you do, a windmill appears at the bottom of the screen. **Press enter**, and you can watch hidden footage of the director, Baz Luhrman, driving an automobile.

**Hidden Behind-the-Scenes Footage 1:** On Disc 2, at the second page of the main menu, enter The Dance, and make the same selection at the following screen. Highlight "A Word From Baz," and then **press Right**; when you do, a green fairy appears to the right. **Press enter**, and you can watch behind-the-scenes footage.

**Hidden Behind-the-Scenes Footage 2:** On Disc 2, at the main menu, enter This Story Is About... and at the next menu, enter Old Storylines & Script Comparisons. At the Script Comparisons menu, highlight "Return," and then **press Left or Right**; when you do, a green fairy appears in the lower-right corner of the screen. **Press enter**, and you can watch hidden behind-the-scenes footage.

**Hidden Bloopers:** On Disc 2, at the second page of the main menu, highlight "Back," and then **press Down**; when you do, a red fairy appears in the middle of the screen. **Press enter**, and you can watch a hidden blooper.

**Hidden John Leguizamo Footage 1:** On Disc 2, at the second page of the main menu, enter Marketing. At the Marketing menu, enter Photo Gallery, highlight "Mary Ellen Mark," and then **press Right**; when you do, a windmill appears on the right side of the screen. **Press enter**, and you can watch a hidden clip of John Leguizamo.

**Hidden John Leguizamo Footage 2:** On Disc 2, at the main menu, enter The Stars. At the second page of The Stars Menu, highlight "John Leguizamo," and then **press Up**; when you do, a green fairy appears in the upper-left corner of the screen. **Press enter**, and you can watch a hidden clip of John Leguizamo.

**Hidden Rehearsal Footage:** On Disc 2, at the second page of the main menu, enter The Dance, and at the following screen, enter Choreography. Highlight "Main Menu," and then **press Right or Left**; when you do, a windmill appears on the right side of the screen. **Press enter**, and you can watch hidden rehearsal footage.

## SPY HUNTER



### Unlock FMV Sequences



Start a new game, and at the Profile Menu, enter any of the following codes as your agent name to unlock the corresponding FMV sequence. If you entered the code correctly, you will hear a chicken clucking sound. Then, enter any name you wish, and at the Main Menu, select System Options. At the System Options screen, choose Extras, and then at the Extras screen, select Movie Player, and you'll be able to view the unlocked FMV sequence.

Early Test Animatic FMV: WWS413

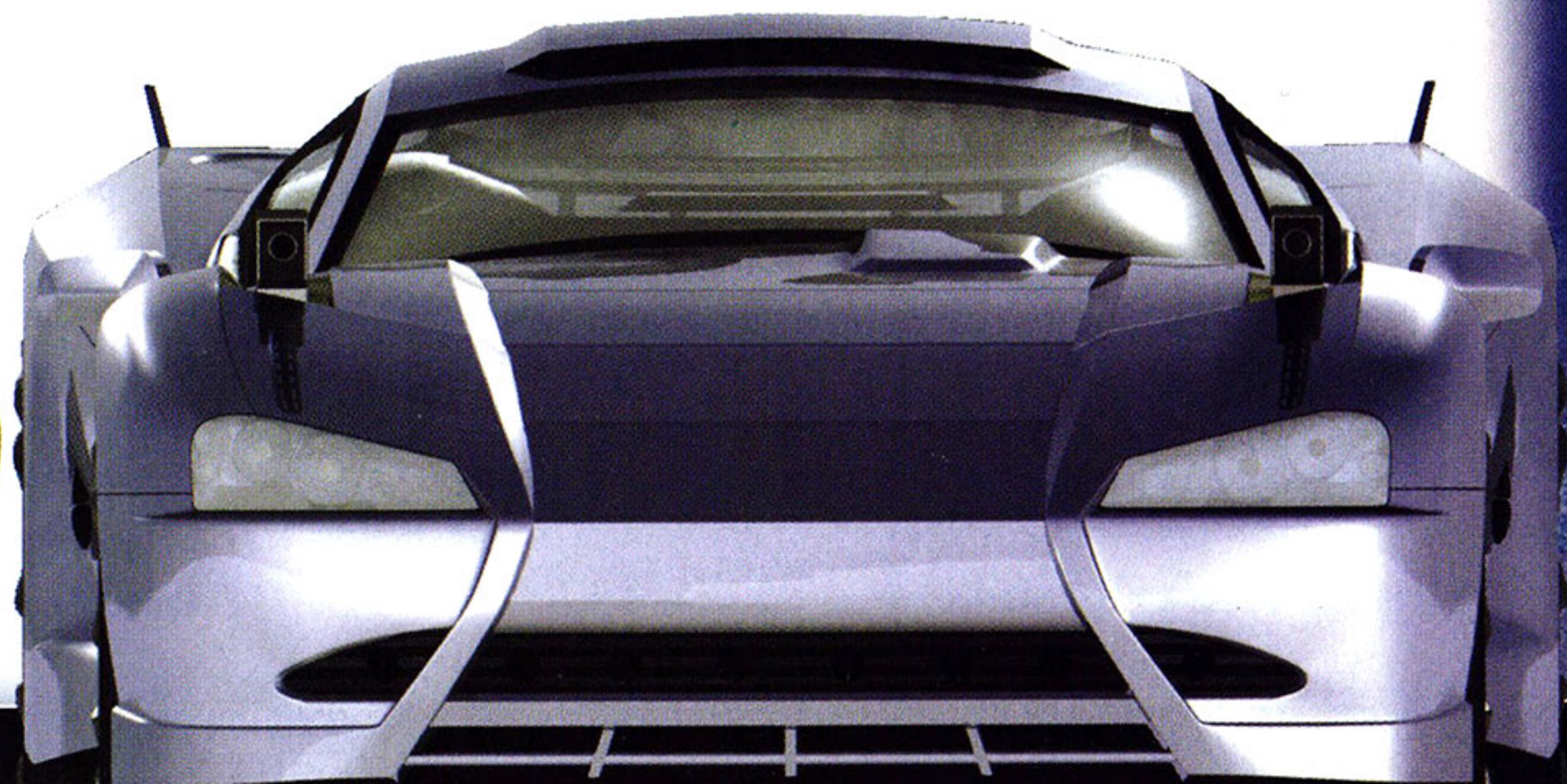
The Making of Spy Hunter FMV: MAKING

Saliva: Spy Hunter Theme FMV: GUNN

Saliva: Your Disease FMV: SALIVA

Spy Hunter Concept Art FMV: SCW823

# SPY HUNTER





## NFL BLITZ 20-02



### Hidden Players and Today's Matchup Codes



**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 player names and PIN numbers correctly, you'll hear a sound.

Player	Name	PIN
Bear:	BEAR	1985
Clown:	CLOWN	1974
Clown:	MADISON	1220
Cowboy:	COWBOY	1996
Dolphin:	DOLPHIN	1972
Eagle:	EAGLE	1981
Fat Player:	RBL-DBN	9669
Horse:	HORSE	1999
Indian:	INDIAN	1992
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



**Today's Matchup Codes:** Start a game in Quickplay, Exhibition, Season, and Tournament. After you select your team, enter the following codes at the Today's Matchup screen. If you enter the code correctly, the name of the cheat will appear underneath your team's logo.

**Always Receiver, Two Humans Per Team:** Press L2, L2, R2, R2, ×, ×, Right.

**Big Heads:** Press L2, L2, Right.

**Big Head Team:** Press L2, L2, ×, ×, ×, Right.

**Chrome Ball:** Press R2, R2, R2, Down.

**Ground Fog Is On:** Press L2, L2, R2, R2, R2, ×, ×, Down.

**Hide Audible Names:** Press L2, L2, L2, R2, R2, R2, Right.

**Huge Head:** Press L2, R2, R2, R2, R2, ×, ×, ×, ×, Left.

**No CPU Assist:** Press R2, ×, ×, Down.

**No Fumbles:** Press L2, L2, L2, L2, L2, R2, R2, ×, ×, ×, Down.

*Note: Both teams must enter this code in a two-player game.*

**No Highlight Target on Receiver:** Press L2, L2, L2, R2, R2, ×, Down.

*Note: Both teams must enter this code in a two-player game.*

**Offense Has Extra Plays:** Press L2, L2, L2, R2, R2, R2, ×, ×, ×, Down.

**See More of the Field:** Press R2, R2, ×, Right.

*Note: Both teams must enter this code in a two-player game.*

**Smart CPU Teammates:** Press L2, L2, L2, R2, ×, ×, ×, ×, Down.

**Team-Armageddon:** Press L2, L2, L2, L2, L2, R2, R2, R2, R2, ×, ×, ×, Right.

**Team-Brew Dawgs:** Press R2, R2, R2, R2, L2, L2, L2, ×, ×, Down.

**Team-Crunch:** Press L2, L2, L2, L2, ×, ×, ×, Right.

**Team-Midway:** Press L2, L2, R2, R2, R2, R2, R2, ×, ×, ×, Right.

**Team-NeoTokyo:** Press L2, L2, L2, R2, R2, R2, R2, ×, ×, ×, ×, Down.

**Team-Rollos:** Press L2, L2, R2, R2, R2, R2, R2, ×, ×, ×, ×, Up.

**Tournament Mode:** Press L2, R2, ×, Down.

*Note: Both teams must enter this code in a two-player game.*

**Weather-Clear:** Press L2, R2, R2, ×, ×, ×, Right.

**Weather-Rain:** Press L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, ×, ×, ×, ×, ×, Right.

## STATE OF EMERGENCY



### Big Player, Infinite Ammo, and More



Enter the following codes during gameplay and not while the game is paused. If you entered the code correctly, the name of the cheat will appear onscreen.

**Big Player:** Press R1, R2, L1, L2, △.

**Infinite Ammo:** Press L1, L2, R1, R2, △.

**Infinite Time:** Press L1, L2, R1, R2, ○.

**Invulnerable:** Press L1, L2, R1, R2, ×.

**Little Player:** Press R1, R2, L1, L2, ×.

**Looting on the Rise:** Press R1, L1, R2, L2, △.

**Punches Decapitate:** Press L1, L2, R1, R2, □.

**Successfully Complete Mission in Revolution Mode:** After you accept a Mission, press Left, Left, Left, Left, △.

**Switch Back to Normal Size:** Press R1, R2, L1, L2, ○.

**Unlock Characters in Kaos Mode:** Start a game in Kaos mode and enter the following codes during gameplay and not while the game is paused. If you entered the code correctly, the name of the cheat will appear onscreen.

**Unlock Bull:** Press Right, Right, Right, Right, ×.

**Unlock Freak:** Press Right, Right, Right, Right, ○.

**Unlock Spanky:** Press Right, Right, Right, Right, △.



TONY HAWK'S PRO SKATER 2x



All Levels and Master Cheat



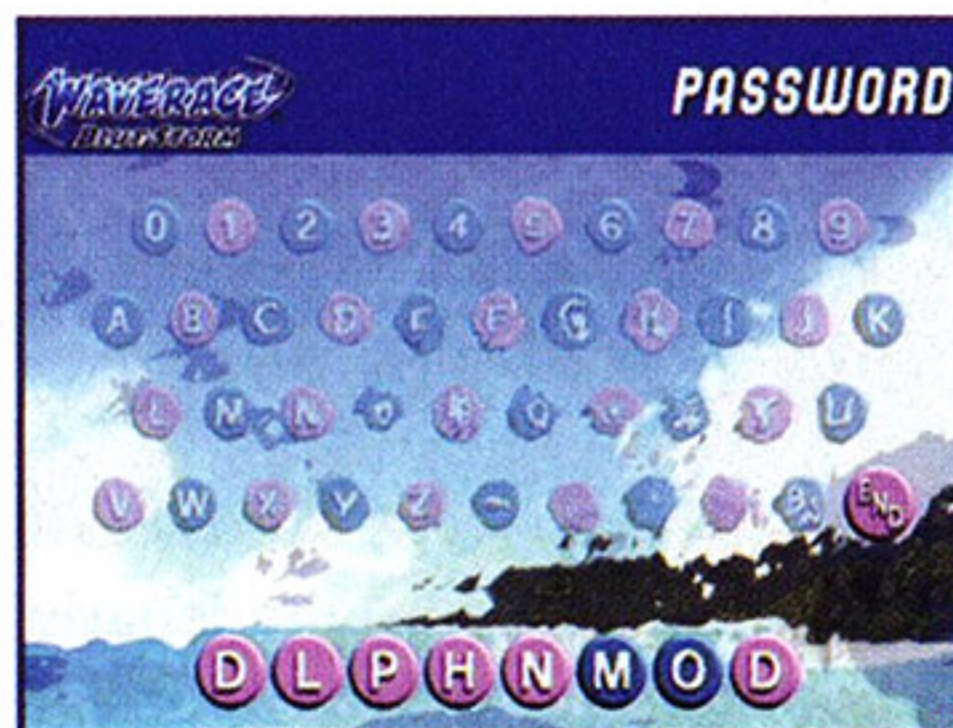
**All Levels:** Pause the game, press and hold L, and then press Down, Up, Left, Left, B, A, B, Y. If you entered the code correctly, the screen will shake and all levels will be available.

**Master Cheat:** Pause the game, press and hold L, and then press Start, A, White, Up, Right, Down, A, Y, B, A, B, Y. If you entered the code correctly, the screen will shake. Quit the game, and at the Main Menu, select Options. At the Options menu, choose Cheats, and at the Cheats screen, highlight the cheat you want to activate.

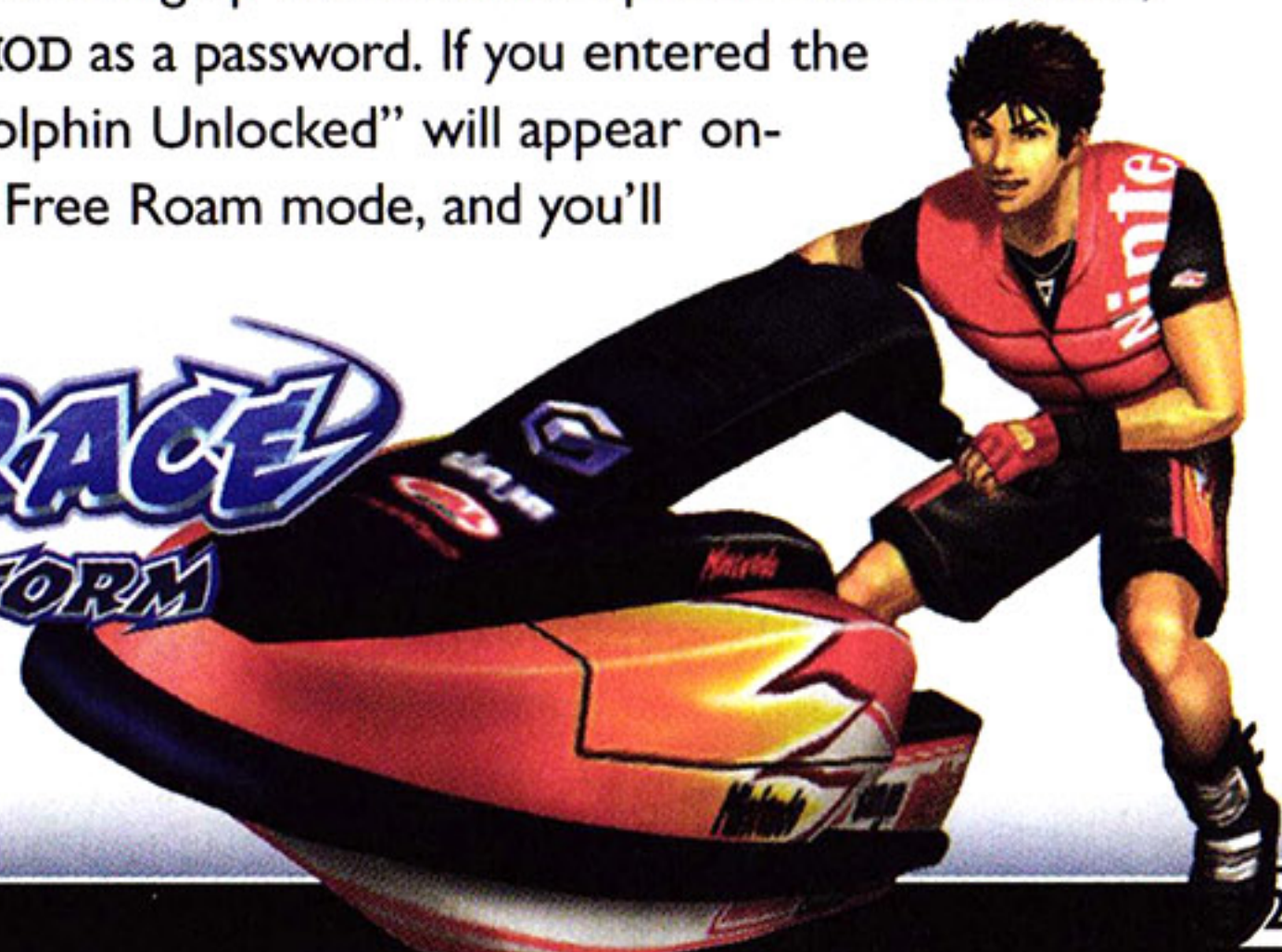
WAVE RACE: BLUE STORM



Ride Dolphin in Free Roam



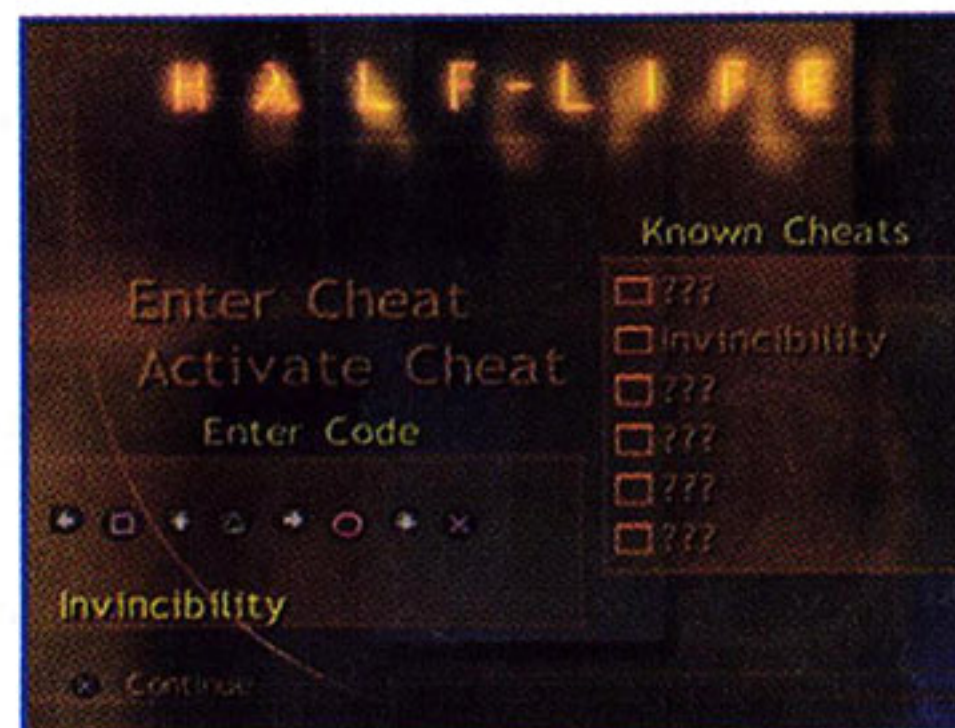
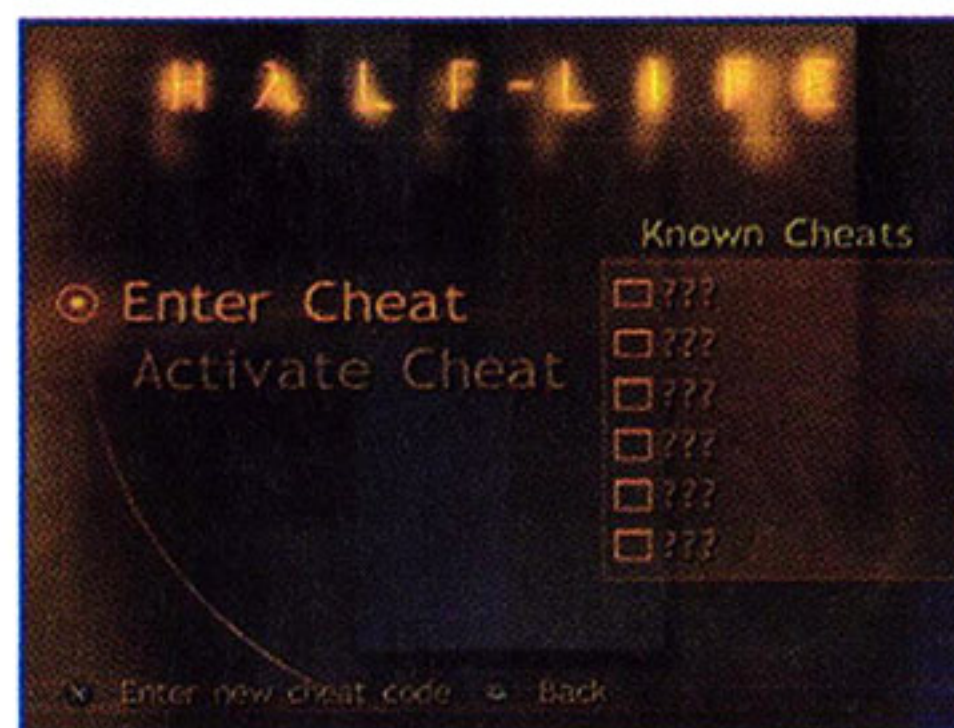
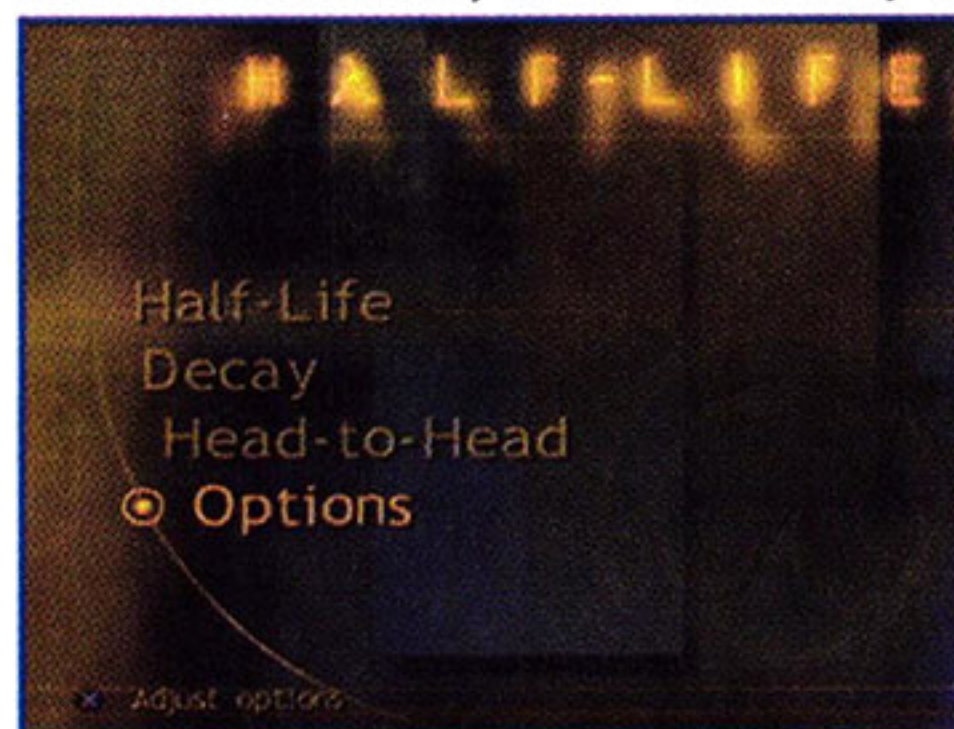
At the Main Menu, select Options. At the Options screen, simultaneously press X, Z, and Start to bring up the Password option. Select Password, and then enter DLPHNMOD as a password. If you entered the password correctly, "Dolphin Unlocked" will appear on-screen. Start a game in Free Roam mode, and you'll ride a dolphin.



HALF-LIFE



Infinite Ammo, Xen Gravity, and More



At the main menu, choose Options, and at the Options menu, select Cheat Codes. Enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear onscreen.

**Alien Mode:** Press Up, Δ, Up, Δ, Up, Δ, Up, Δ.

**Infinite Ammo:** Press Down, ×, Left, ○, Down, ×, Left, ○.

**Invincibility:** Press Left, □, Up, Δ, Right, ○, Down, ×.

**Invisibility:** Press Left, □, Right, ○, Left, □, Right, ○.

**Slow Motion:** Press Right, □, Up, Δ, Right, □, Up, Δ.

**Xen Gravity:** Press Up, Δ, Down, ×, Up, Δ, Down, ×.

DARK SUMMIT



Slow Motion Jumps, Unlock All Boards, and More



**More Points:** During gameplay, simultaneously press and hold Back and Start, then press Y, L, X, B, R, A, R, A. If you entered the code correctly, you'll hear a sound. Quit the game, and at the Main Menu, select Play Dark Summit. At the Choose Challenge screen, select Continue Game, and you will have over 9 nine million Lift Points and Equipment Points.

**Slow Motion Jumps:** During gameplay, simultaneously press and hold Back and Start, and then press Y, X, B, L. If you entered the code correctly, you'll hear a sound. To activate slow motion jumps during gameplay, simultaneously press L and R during a jump.

**Unlock All Boards:** During gameplay, simultaneously press and hold Back and Start, and then press Y, L, X, B, R, A, R, B. If you entered the code correctly, you'll hear a sound. Quit the game, and at the Main Menu, select Play Dark Summit. At the Choose Challenge screen, select Continue Game, and all boards will be available at the Rider Select screen.

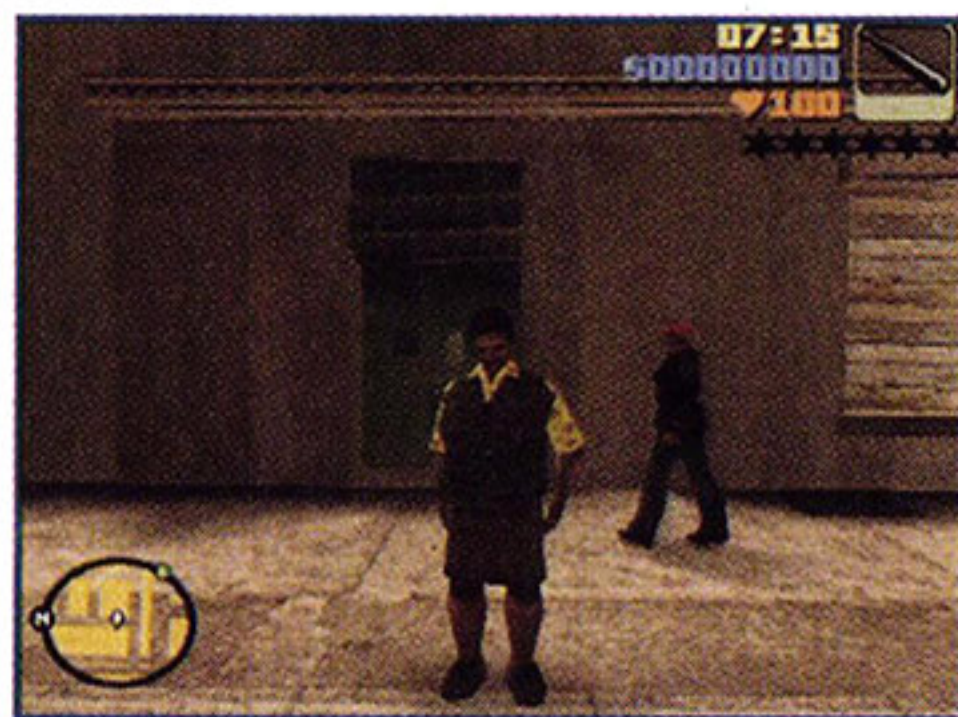
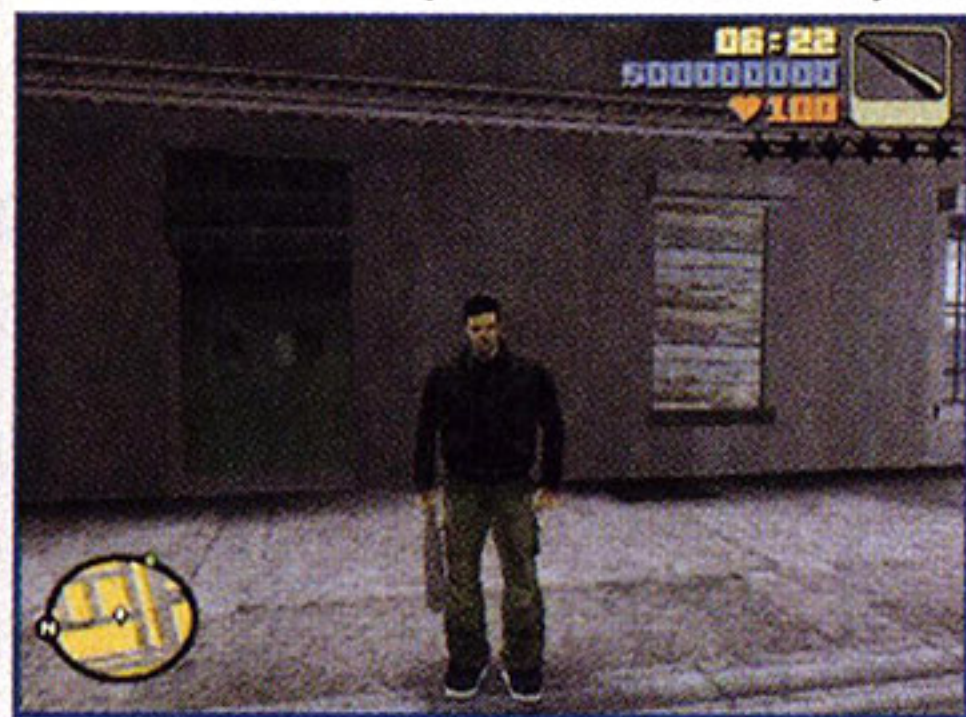
**Unlock Challenges:** During gameplay, simultaneously press and hold Back and Start, and then press Y, L, X, B, R, A, R, X. If you entered the code correctly, you'll hear a sound and all challenges will be accomplished.



## GRAND THEFT AUTO III



### All Weapons, Extra Money, and More



During a game, enter the following codes to unlock these cheats. If you entered it correctly, you'll hear a sound and the name of the cheat will appear onscreen.

**All Weapons:** Press R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

**Alternate Costumes:** Press Right, Down, Left, Up, L1, L2, Up, Left, Down, Right.

**Clear Weather:** Press L1, L2, R1, R2, R2, R1, L2, Δ.

**Cloudy Weather:** Press L1, L2, R1, R2, R2, R1, L2, □.

**Crazy Pedestrians:** Press R2, R1, Δ, ×, L2, L1, Up, Down.

**Destroy All Cars:** Press L2, R2, L1, R1, L2, R2, Δ, □, ○, Δ, L2, L1.

**Extra Money:** Press R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up.

**Fog:** Press L1, L2, R1, R2, R2, R1, L2, ×.

**Full Armor:** Press R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

**Full Health:** Press R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up.

**Higher Wanted Level:** Press R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.

**Improved Car Handling:** Press R1, L1, R2, L1, Left, R1, R1, Δ.

Note: To activate the Improved Car Handling cheat, press R3 or L3 to jump while driving.

**Lower Wanted Level:** Press R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

**Pedestrians Attack:** Press Down, Up, Left, Up, ×, R1, R2, L1, L2.

**Pedestrians Fight Each Other:** Press Right, R2, ○, R1, L2, Down, L1, R1.

**Pedestrians Riot:** Press Down, Up, Left, Up, ×, R1, R2, L2, L1.

**Rain:** Press L1, L2, R1, R2, R2, R1, L2, ○.

**Speed Up Time:** Press ○, ○, ○, □, □, □, □, □, L1, Δ, ○, Δ.

**Tank:** Press ○, ○, ○, ○, ○, ○, R1, L2, L1, Δ, ○, Δ.

## SOUL REAVER 2



### Unlock Bonus Materials



At the main menu, press Left, Δ, Right, Δ, Down, ○, ×. If you entered the code correctly, a new option—Bonus Materials Unlocked—will appear.

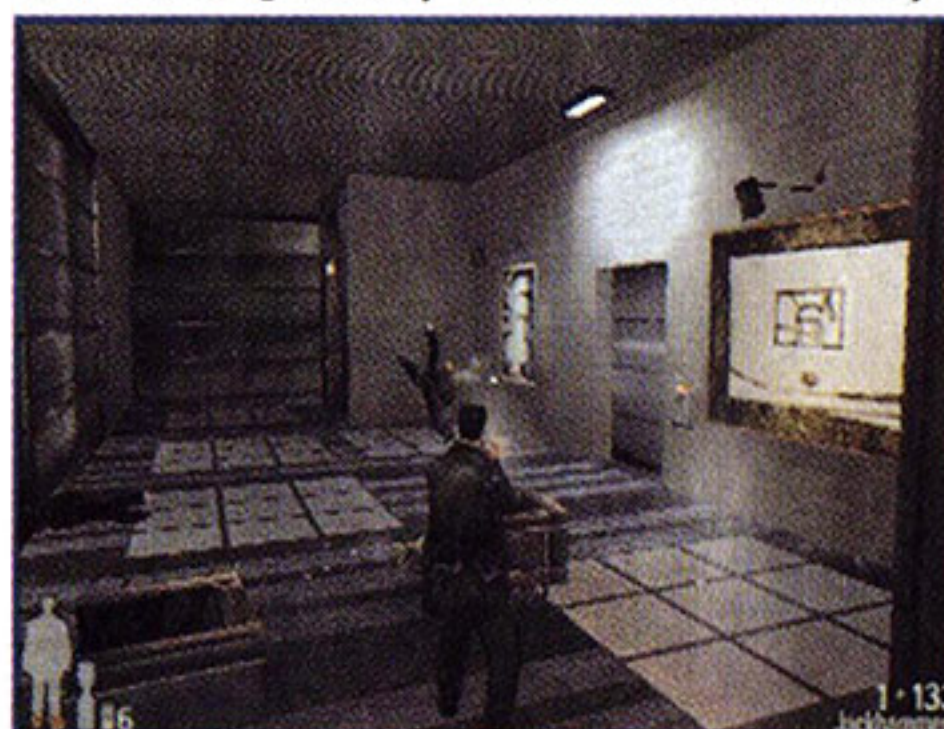
## MAX PAYNE



### MAX PAYNE



### All Weapons, Invulnerability, and Unlock All Levels



**All Weapons:** Pause the game, and then press L1, L2, R1, R2, Δ, ○, ×, □. If you entered the code correctly, you'll have all weapons when you resume the game.

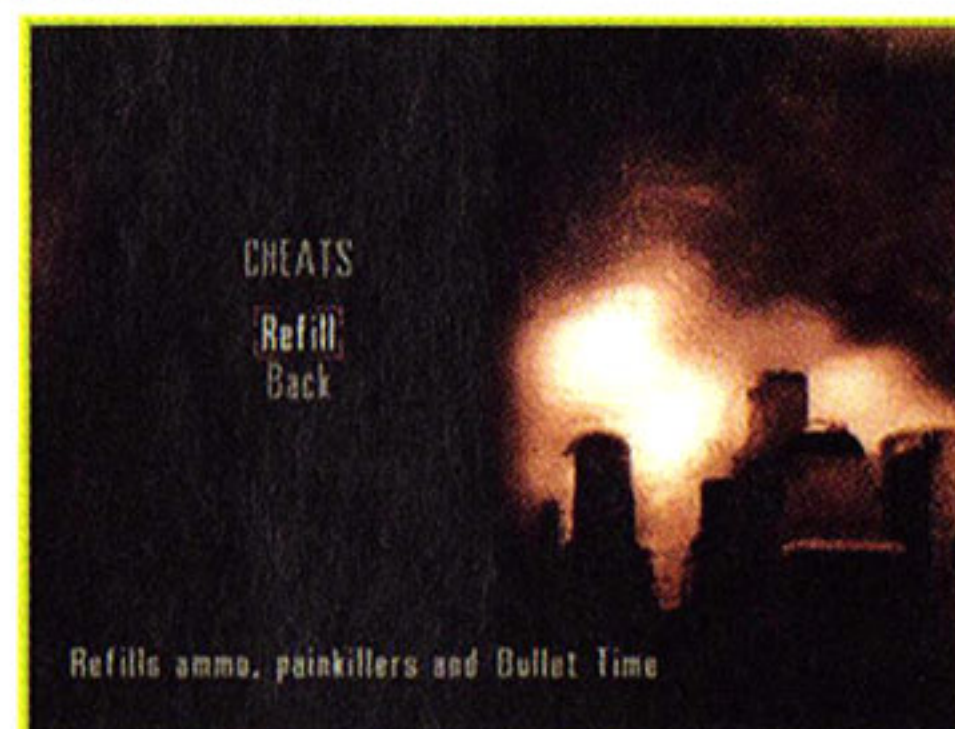
**Invulnerability:** Pause the game, and then press L1, L1, L2, L2, R1, R1, R2, R2. If you entered the code correctly, you'll be invulnerable when you resume the game.

**Unlock All Levels:** Finish Chapter One: Roscoe Street Station, and then press Select to return to the main menu. At the main menu, press Up, Down, Left, Right, Up, Left, Down, ○. Select Load Level, and if you entered the code correctly, all levels will be available.

## MAX PAYNE



### Refill Ammo, Painkillers, and Bullet Time

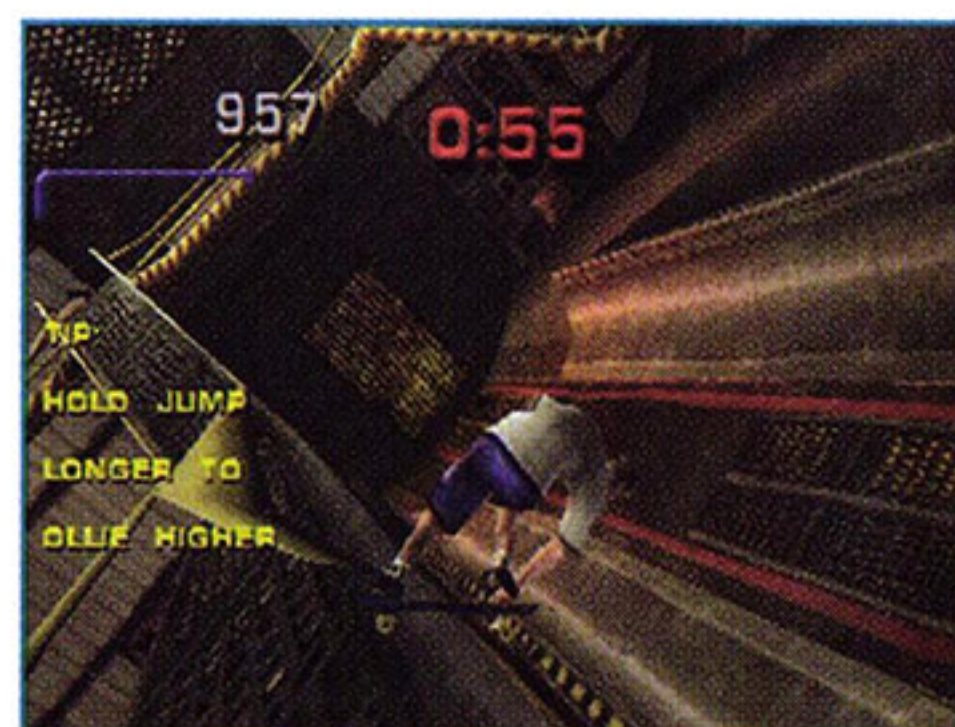


At the main menu, simultaneously press and hold L and R, and push in both analog sticks until you hear them click. Continue to hold the buttons, and then press White, Black, Black, White, White, Black. If done correctly, a Cheats option will appear at the bottom of the main menu. To activate the cheat, press Back during gameplay to return to the main menu, select Cheats, and then choose Refill. When you resume the game, all of your ammunition, painkillers, and Bullet Time will be replenished.

## TONY HAWK'S PRO SKATER 3



### Turbo Mode

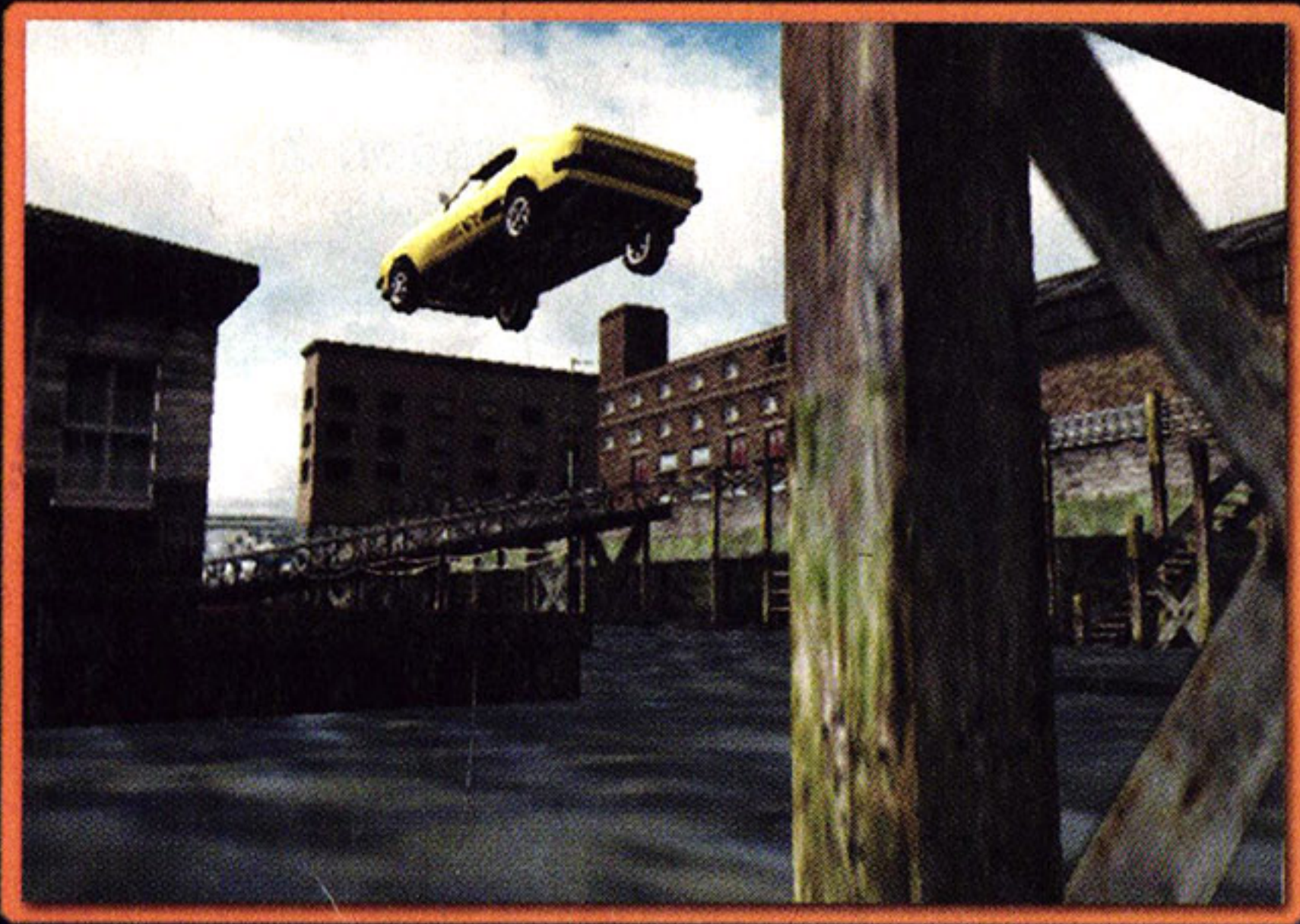


Pause the game, press and hold L1, and then press Left, Up, □, Δ. If you entered the code correctly, the screen will shake.









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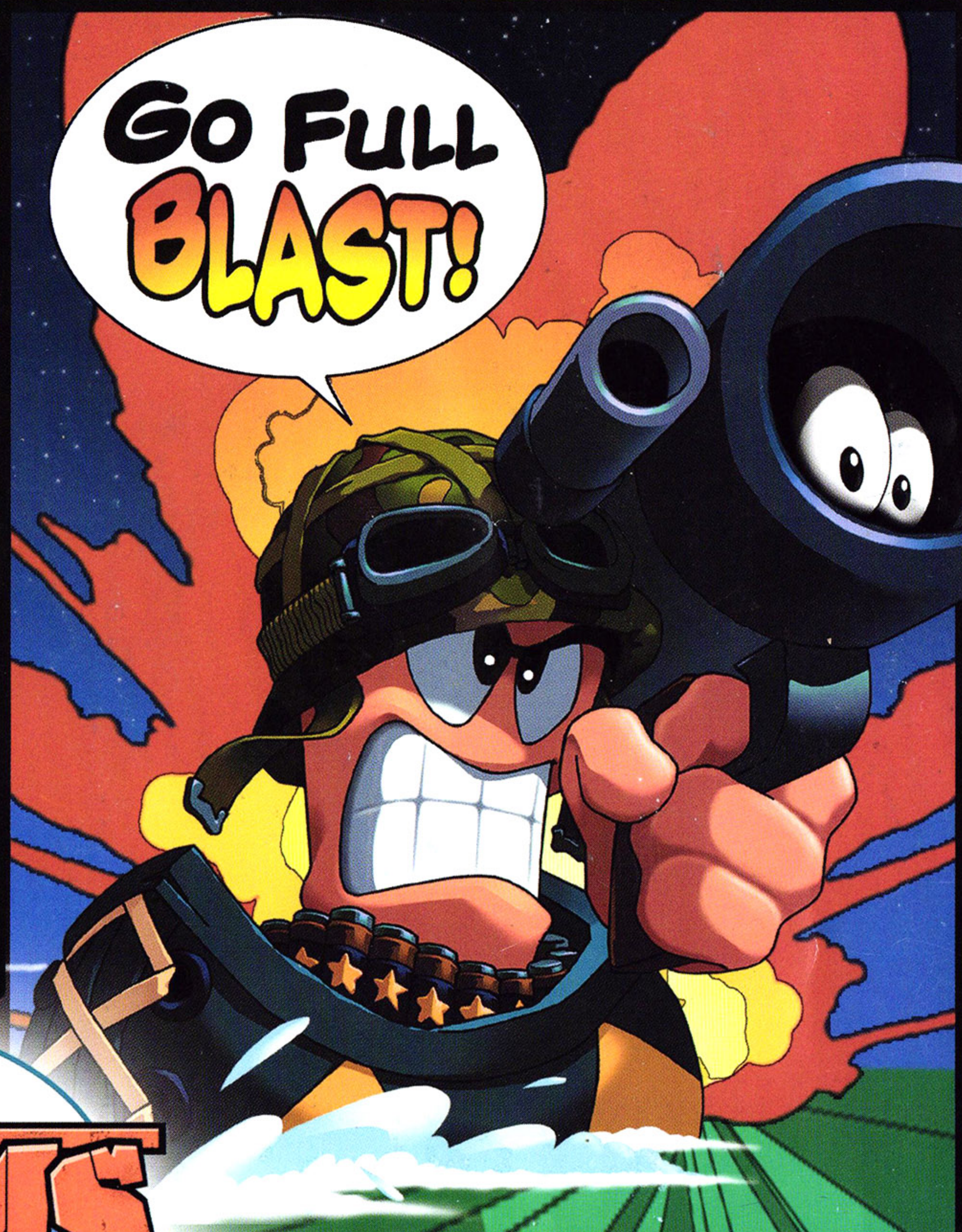
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