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EverQuest Online Adventures



The SIMS



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- Unreal II: The Awakening (PC)
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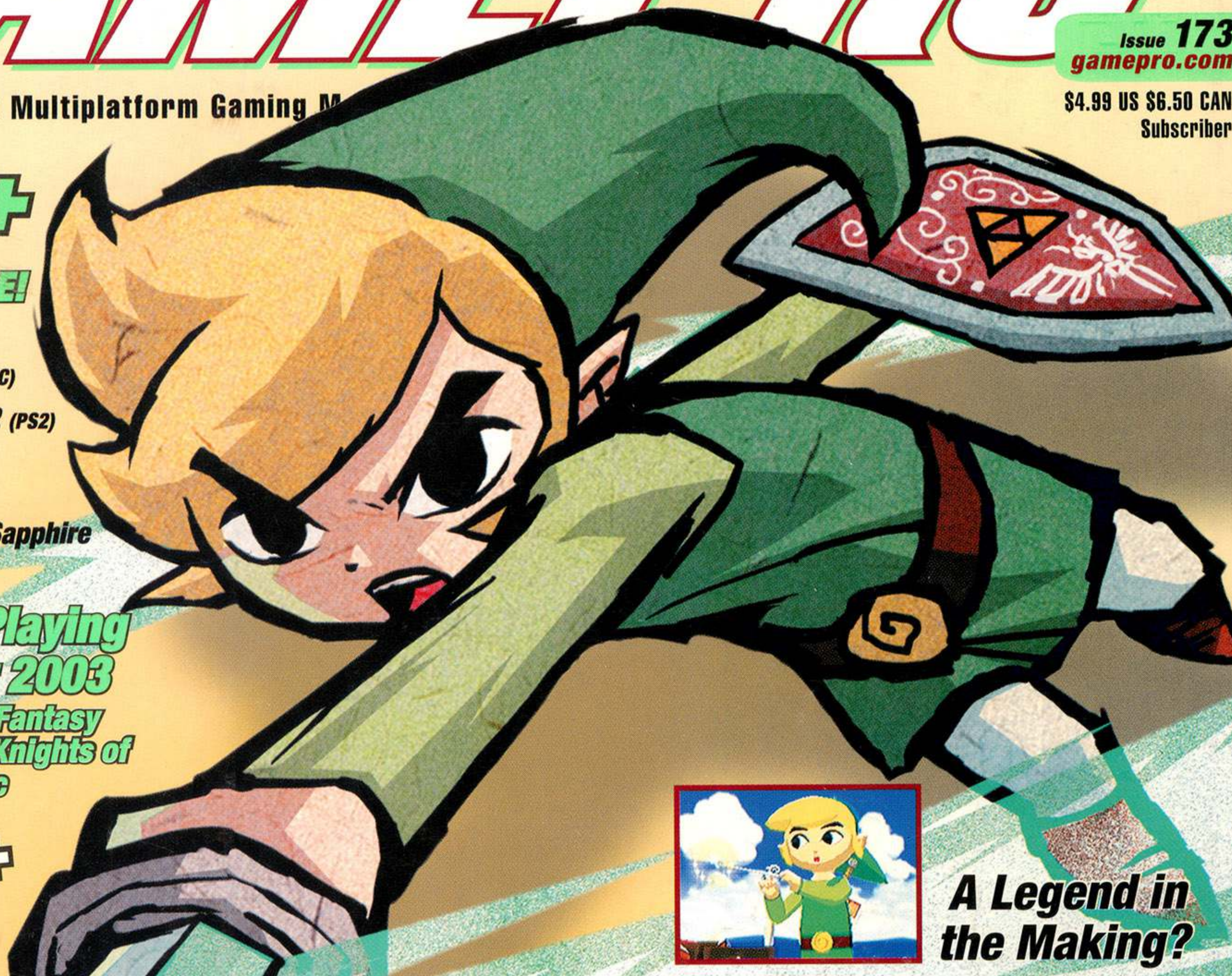
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A Legend in the Making?

THE LEGEND OF ZELDA: THE WIND WAKER

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Resident Evil



- BASE JUMA VICTORIA FALLS
- SWIM ENGLISH CHANNEL
- CLIMB MOUNT EVEREST
- SURVIVE AVALANCHE
- LEARN SANSKRIT
- MASTER JIJITSU
- RACE FROM PARIS TO DAKAR
- BREAK SOUND BARRIER WITH F-16
- RIDE BULL FOR 8 SECONDS
- BUNGEE JUMP GOLDEN GATE BRIDGE
- NACHOL LAND DIVE!
- SWIM WITH GREAT WHITE
- RAFT CLASS V RAPIDS
- SPEND 1 HR IN SENSORY DEPRIVATION CHAMBER
- EAT BLOWFISH
- HOP A FREIGHT TRAIN
- FIRE WALK
- CARNAVAL!!
- JOIN CIRCUS
- HIT A HOLE-IN-ONE
- BOG SNORKEL
- LEARN TO SNAKE CHARM
- HELI-SKI
- RUN WITH THE BULLS
- CLIMB MOUNT KILIMANJARO
- WRESTLE ALLIGATORS
- FREE CLIMB 20 STORY BUILDING
- REENACT BATTLE OF GETTYSBURG
- KAYAK BERING STRAIT
- DO ROUTE 66 ON BIKE
- SURF IN SYDNEY NUDE NIGHT SURFING FESTIVAL
- SKI CHAGACH MOUNTAIN RANGE
- COMPLETE WESTERN STATES ULTRA MARATHON
- FINISH ECO-CHALLENGE
- RACE DOG SLED FROM ANCHORAGE TO NOME
- PLAY IN ARGENTINE POLO FINALS
- HOT AIR BALLOON OVER SERENGETI PLAIN
- ORIENTEER TIERRA DEL FUEGO
- MOUNTAIN BIKE THROUGH KASHMIR
- WIN KIRKPINAR OIL WRESTLING TOURNAMENT
- CIRCUMNAVIGATE THE GLOBE
- PUT LIFE SAVINGS ON BLACK IN VEGAS
- DISCOVER AND RIDE THROUGH LOST CITY OF ATLANTIS
- TAKE CRAFT THROUGH HAWAIIAN LAVA TUBES
- RIDE ARCTIC GLACIERS
- JUMP CRAFT OVER EDGE OF ALPINE DAM
- EXPLORE & RIDE MURKY SWAMPLANDS
- RACE DOWN AMAZON
- SIGHTSEE TSUNAMI-RAVAGED ASIAN CITY ON WATERCRAFT
- RIDE RAPIDS OF SOUTHWESTERN CANYON

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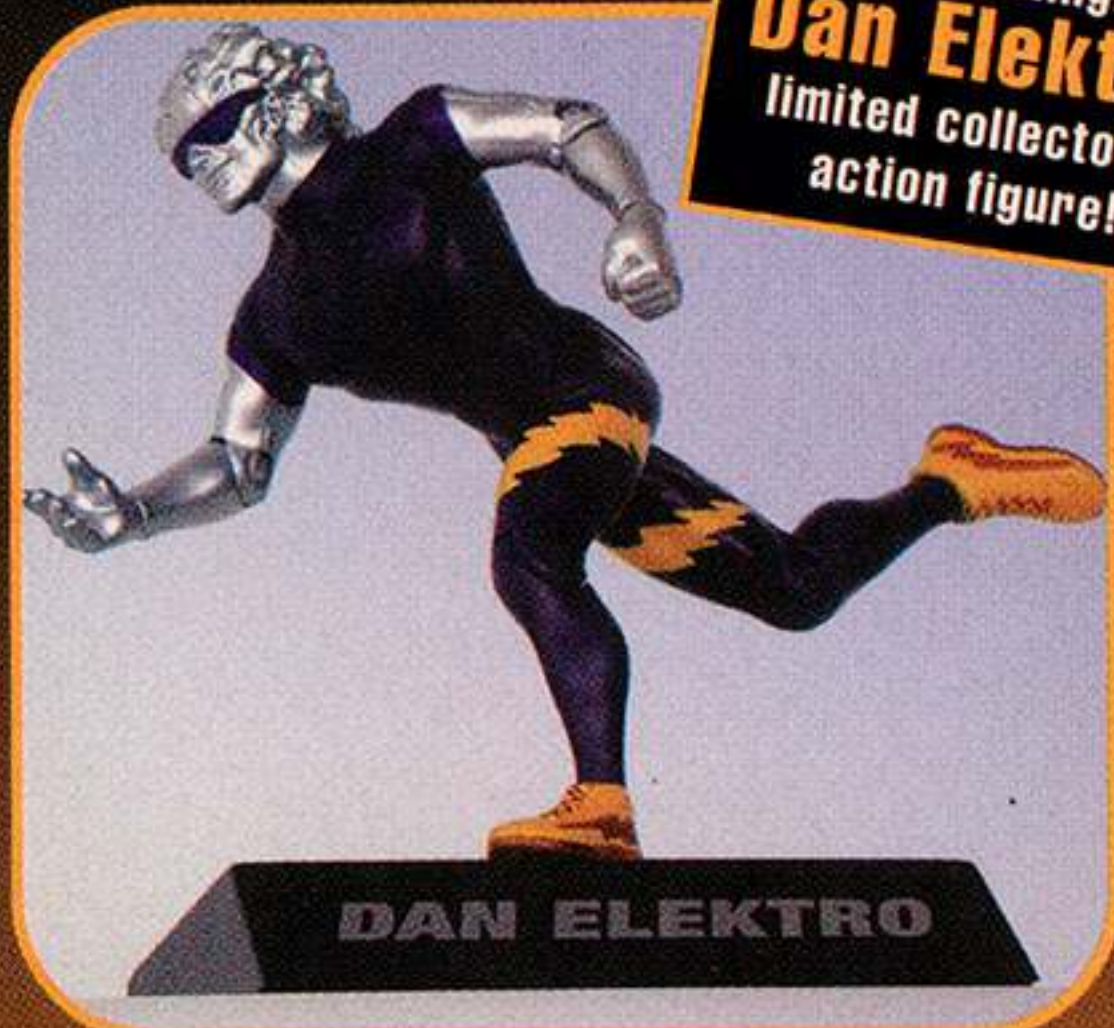
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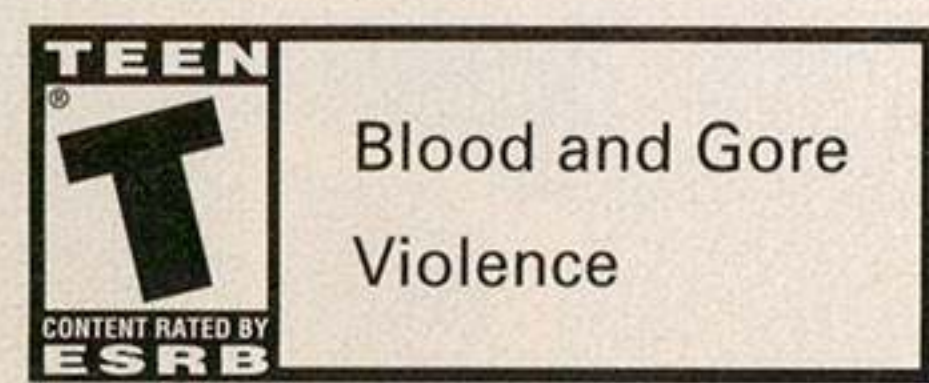
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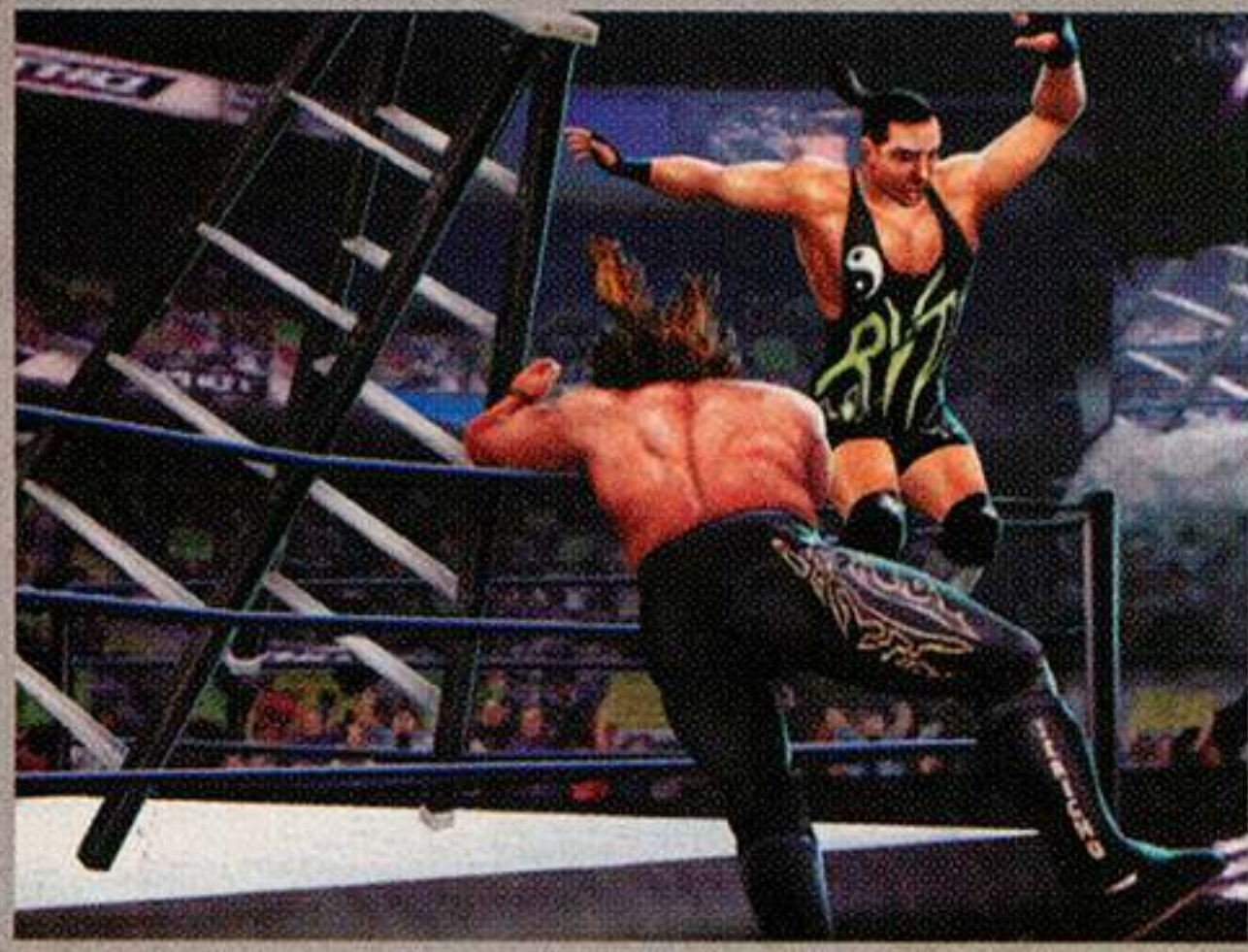
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34 HEROES on the HORIZON



In 2003, the field of great role-playing games will reach epic proportions. Here's a first look at: *The Legend of Zelda: The Wind Waker* (GameCube), *Final Fantasy X-2* (PS2), *Final Fantasy Origins* (PlayStation), *EverQuest Online Adventures* (PS2), and *Star Wars: Knights of the Old Republic* (Xbox).



42 Editors' Choice 2002

Now that 2002 is history, the truth can be told! The *GamePro* editors reveal their favorite games of last year.

PROSTRATEGY SECTION

PROSTRATEGY GUIDE

104 Resident Evil 0 (GameCube)

Here's how to go from 0 to hero. This strategy guide helps you guide Billy and Rebecca through the toughest areas and beat the toughest bosses in the game.



THE FIGHTER'S EDGE

108 Mortal Kombat: Deadly Alliance (PS2, Xbox)

Mortal Kombat is back with a vengeance to beat into you proper respect for the letter "K!" Here the secrets of the Krypt are revealed, and you'll learn how to max out your koinos.



CODE VAULT

114 Don't miss out on these cool secrets in *BMX XXX* (Xbox), *Red Faction II* (PS2), *Star Wars Jedi Knight II: Jedi Outcast* (GameCube, Xbox), *James Bond 007: NightFire* (PS2), *ATV Offroad Fury 2* (PS2), and more!

Game Finder

Aero Elite Combat Academy	.61 (66B)
Age of Mythology	.46
All-Star Baseball 2004	.96
Altered Beast: Guardian Realms	.54
Apex	.62
ATV Offroad Fury 2	.72, 118
Battle Engine Aquila (PS2)	.74
Battle Engine Aquila (Xbox)	.86
Big Mutha Truckers	.61 (66B)
Blood Omen 2	.80
BloodRayne	.89
BMX XXX (PS2)	.72
BMX XXX (Xbox)	.88, 114
Breath of Fire: Dragon Quarter	.101
Capcom vs. SNK 2 EO	.88
Command & Conquer Generals	.51
Contra Advance:	
The Alien Wars EX	.120
Contra: Shattered Soldiers	.115
Crash Bandicoot 2: N-Tranced	.54
Crimson Sea	.89
Crushed Baseball 2004 (GameCube, PS2, Xbox)	.98
Crushed Baseball 2004 (GBA)	.53
Daredevil	.53
Dark Cloud 2	.101
Dead to Rights	.83
Disaster Report	.76
Dragon Ball Z Budokai	.68
Dr. Muto	.83
Dynasty Warriors 3	
Xtreme Legends	.76
Enter the Matrix	.60
EverQuest Online Adventures	.38
Fable	.102
Final Fantasy Origins	.37
Final Fantasy X-2	.36
High Heat	
Major League Baseball 2004	.94
Hunter: The Reckoning	.83
Initial D: Arcade Stage	.26
Iridion II	.53
James Bond 007: NightFire	.116
Jurassic Park:	
Operation Genesis	.66 (66G)
The Legend of Zelda:	
The Wind Waker	.34
The Lord of the Rings:	
The Two Towers (GameCube)	.82
The Lord of the Rings: The Two Towers (Xbox)	.88
Lufia: The Ruins of Lore	.52
Mazan: Flash of the Blade	.26
Medal of Honor Frontline (GameCube, Xbox)	.118
Metal Gear Solid 2 Substance	.86
Midnight Club II	.60
Minority Report (PS2)	.75
Minority Report (Xbox)	.89
MLB 2004	.98
MLB Slugfest 20-04	.98
Mortal Kombat:	
Deadly Alliance (GameCube)	.80
Mortal Kombat: Deadly Alliance (GBA)	.54
Mortal Kombat: Deadly Alliance (PS2, Xbox)	.108
MVP Baseball 2003	.96
NBA Inside Drive 2003	.117
NBA Street Vol. 2	.92
Nightcaster II: Equinox	.100
Panzer Dragoon Orta	.84
Pokémon Ruby/Pokémon Sapphire	.52
Primal	.62
Pro Race Driver	.76
Psychonauts	.102
Quantum Redshift	.120
Rayman 3: Hoodlum Havoc	.67
Red Faction II	.115
Resident Evil 0	.104
Return to Castle Wolfenstein:	
Operation Resurrection	.58
Return to Castle Wolfenstein: Tides of War	.58
Robotech: Battlecry (PS2, Xbox)	.119
RTX: Red Rock	.61 (66B)
Samurai Jack: The Amulet of Time	.53
Sea Trader: Rise of Taipan	.54
Silent Hill 3	.63 (66F)
The Sims	.70
The Sims Online	.50

INVENTOR: MIKE METZGER

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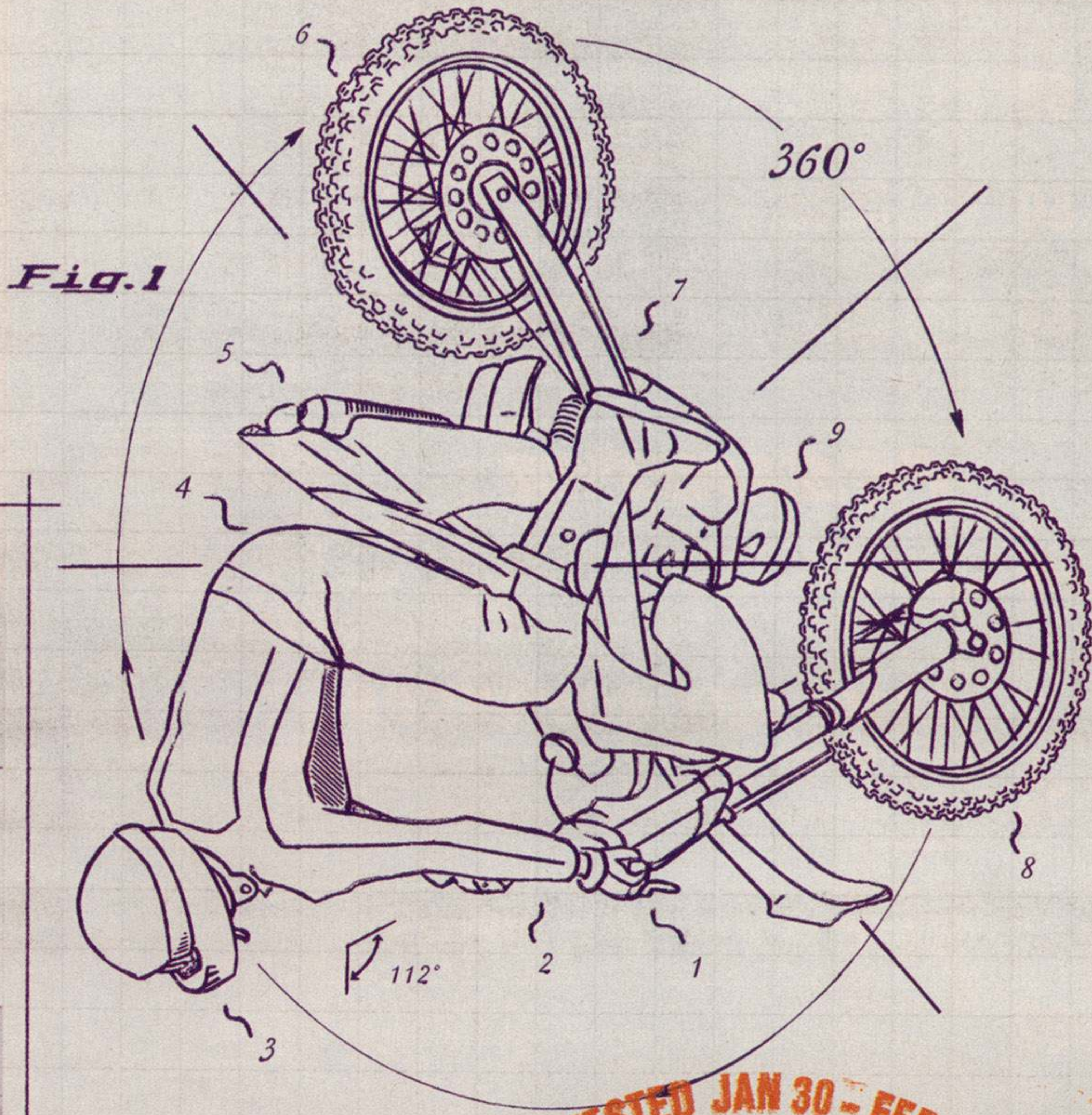


Fig. 1

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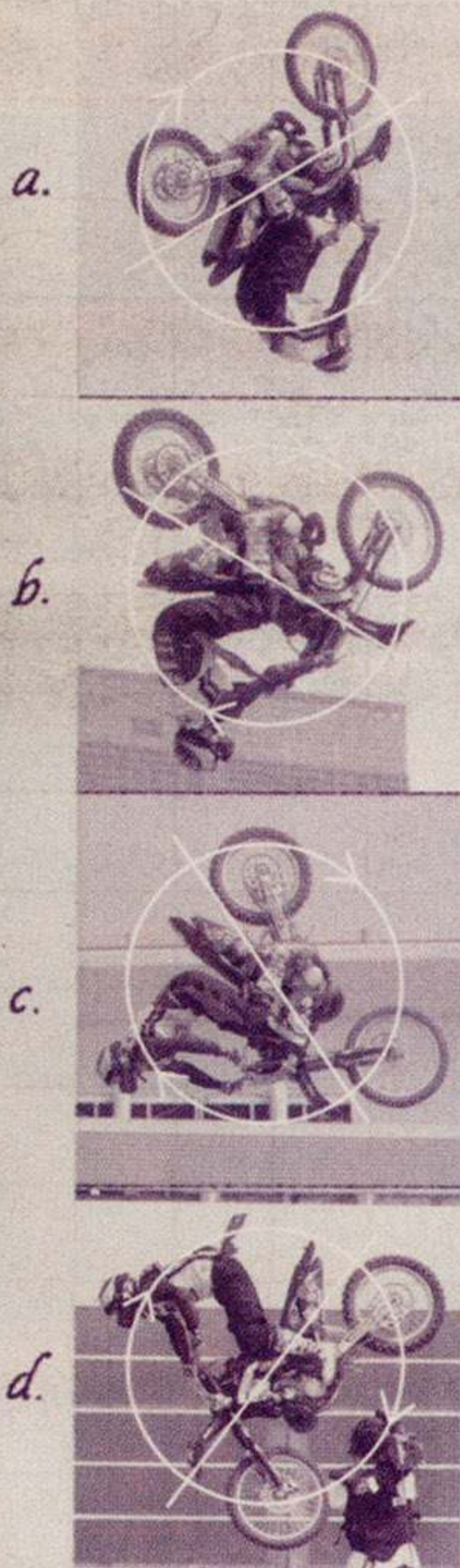


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SNEAK PREVIEWS & PROREVIEWS

58 Sneak Previews

Return to Castle Wolfenstein attacks on two fronts with Operation Resurrection (PS2) and Tides of War (Xbox). True Crime: Streets of L.A. (PS2, Xbox), Primal (PS2), and Apex (Xbox) are also featured.

68



**PlayStation 2
ProReviews**

80



**GameCube
ProReviews**

84



**Xbox
ProReviews**



PC GAMEPRO

46

By the gods, Age of Mythology proves a worthy quest! And prepare ye for Unreal II: The Awakening, The Sims Online, Command & Conquer Generals, and Tom Clancy's Rainbow Six: Raven Shield as well.



Age of Mythology! Page 46

GAME BOY ADVANCES

52

It's Pokémon time with Ruby and Sapphire. Mortal Kombat: Deadly Alliance, Lufia: The Ruins of Lore, Crash Bandicoot 2: N-Trance, and others also grace the GBA.



Pokémon Ruby/Sapphire! Page 52

SPORTS PAGES

92

The sporting life heats up with NBA Street Vol. 2. And then it's baseball's preseason with High Heat MLB 2004, World Series Baseball 2K3, All-Star Baseball 2004, MVP Baseball 2003, and more.



NBA Street Vol. 2! Page 92

ROLE-PLAYER'S REALM

100

RPGs are on a roll with Skies of Arcadia Legends (GameCube), Breath of Fire: Dragon Quarter (PS2), Xenosaga (PS2), Dark Cloud 2 (PS2), and more.



Skies of Arcadia Legends! Page 100

DEPARTMENTS

16 Editor's Letter

The Legend of Zelda is in the wind.

16 HEAD2HEAD

Game Vocabulary 101

18 ART ATTACKS

Your masterpieces on display

20 BUYERS BEWARE

The 'Shark bites Sly Cooper.

24 PRONews

Resident Evil 4 is finally unveiled!

29 NETPRO

Will streaming content change online gaming?

99 Reader's Survey

Tell us what you think, and you might win a GamePro T-shirt!

Game Finder (continued)

Skies of Arcadia Legends	100
Sonic Mega Collection	116
Spyro 2: Season of Flame	120
Spyro: Enter the Dragonfly	83
Star Wars Bounty Hunter	75
Star Wars: The Clone Wars	116
Star Wars Jedi Knight II: Jedi Outcast (GameCube)	82, 114
Star Wars Jedi Knight II: Jedi Outcast (Xbox)	114
Star Wars: Knights of the Old Republic	40
Sudeki	102
The Sum of All Fears	82
Tak and the Power of Juju	66 (66H)
Tao Feng: Fist of the Lotus	66 (66G)
Tiger Woods PGA Tour 2003	117
Tom Clancy's Ghost Recon	75
Tom Clancy's Rainbow Six: Raven Shield	51
True Crime: Streets of L.A.	59
UFC: Tapout 2	67
Unreal II: The Awakening	48
Vexx	67 (66H)
War of the Monsters	74
Whiteout	89
World Series Baseball 2K3	94
Wreckless: The Yakuza Missions	115
WWE Raw 2: Ruthless Aggression	63 (66F)
X-Men: Next Dimension (GameCube)	116
X-Men: Next Dimension (Xbox)	120
Xenosaga	101

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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

- The Legend of Zelda: The Wind Waker (GameCube)
- Dead or Alive: Xtreme Beach Volleyball (Xbox)
- Xenosaga (PS2)

Entertainment

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

This Month

- Movies—Daredevil
- Anime—Cowboy Bebop: The Movie
- Movies—The Recruit

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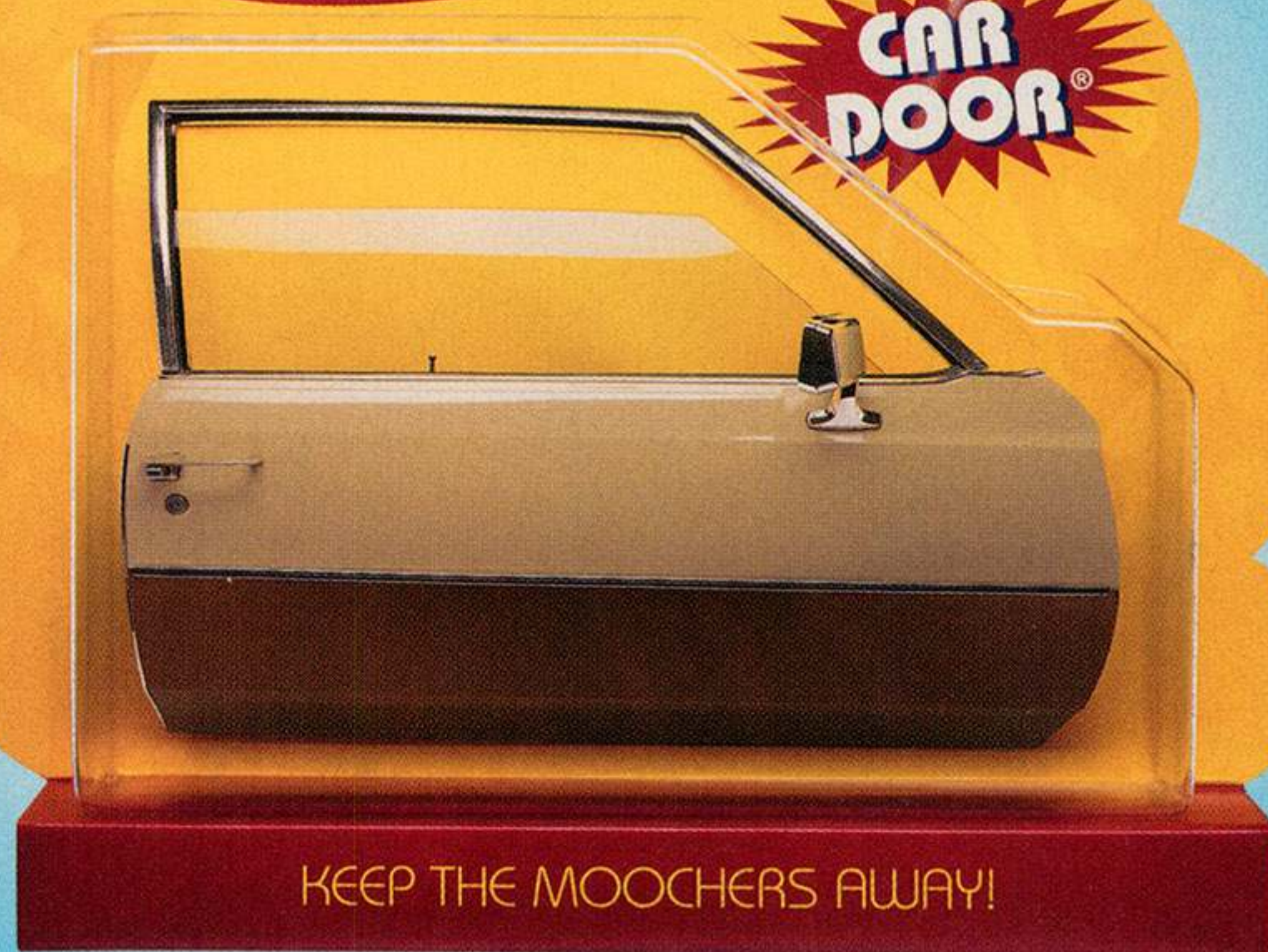
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LOADING...HEAD2HEAD

EDITOR'S LETTER

Legends in the Making

First of all, happy new year GamePros one and all! Most of you are probably still trying to beat your favorite games from this past holiday season. From *Metroid Prime* to *Splinter Cell* to *Ratchet & Clank*, 2002 enjoyed a bumper crop of great games.

But for all the GameCube faithful out there, 2003 means one thing—The Legend of Zelda is coming! This issue, *GamePro* was invited to make the trek to Nintendo for some serious hands-on time with the latest Link adventure, subtitled *The Wind Waker*. You may be surprised by some of the cool things and the interesting story line twists the new game contains. In particular, you may want to have a Game Boy Advance handy before you begin your adventure in Hyrule. Study the cover feature and then visit GamePro.com for more exclusive inside information about the new Legend of Zelda.

And speaking of legends in the making, last month we asked you to vote for your favorite games of 2002. This month, the editors of *GamePro* reveal their favorite games of the year in "Editors' Choice 2002." Much gnashing of teeth and snide commentary about parentage ensued over here, so you may be shocked or delighted about some of the choices we made.

2003 is a surefire lock as a great year for video games, and we're glad to kick it off with you.

The GamePros
Oakland, CA
letters@gamepro.com



Loading...

Head2Head	16
Buyers Beware	20
ProNews	24
Cutting Edge	26
Hot at the Arcades	26
GamePro Labs	28
Hidden Characters	28
Static	28
NetPro	29

Term Limits

I enjoy reading gaming magazines, and I'd like it even more if I knew what I was reading about. Could you define a few terms, such as "platform," "first-party," and "emulator?" Thanks for the help and excuse my limited gamer vocabulary.

► **Raj Clark—Danville, VA**

No problem, Raj—everybody has to learn somewhere. We often use "platform" as a synonym for "game console." When a game like *Need for Speed: Hot Pursuit 2* comes out for the Xbox, GameCube, and PlayStation 2, we say the game is coming out for all three platforms. Sticking with that example, *Need for Speed* is a third-party game, meaning a company other than the one that created the game console is making it. A first-party game is, for instance, *Gran Turismo 3 A-spec* (Sony published it for its own PlayStation 2 console) or *Project Gotham Racing* (Microsoft put it out for the Xbox). Meanwhile, an emulator is something entirely different—it's a computer program that has been written to think it's another computer. Your computer might run an emulator, and the emulator in turn can run software intended for old game systems like the Atari 2600 or the Vectrex. Emulators are great because they help preserve gaming history, but they can also be used to further software piracy and they're arguably never as much fun as playing on the real machine anyway.



PS2 vs. Xbox—For Real

I was wondering if there could be an Internet-playable game that would let Xbox and PS2 gamers play against each other on different systems?

► **Kenny Ashton—Columbia, MO**

Such a game is not only possible—it already exists! The Dreamcast and the PC were the first two machines to pull this trick off with the racing game *4x4 Evolution*—and before long a Mac version came out to let all three platforms (are you still reading, Raj?) play against each

other. Currently in Japan, *Final Fantasy XI* players on the PS2 can play against Windows gamers. Why not PS2 and Xbox? The only technical problem is getting the different machines to "speak" the same language—which is not too hard. The bigger hurdle might be Sony and Microsoft's different online strategies: Xbox Live is a self-contained network that Microsoft maintains and supports, while Sony is letting each game's developer figure out and manage the multiplayer aspects on their own. So far, no games exist that can straddle the opposing approaches.

SystemPro?

I just wanted to know why *GamePro* does not review consoles. You can ease gamers' pain of not knowing what system to buy with this idea. Rate the consoles like a game: graphical and sound capabilities, the comfort of the included controller, and of course how much fun the current games and slated games are and seem to be, respectively.

► **Andre—Via Internet**

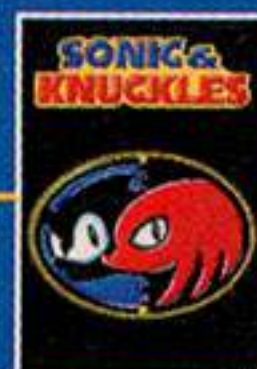
GamePro does not review consoles because, ultimately, the hardware doesn't matter. That is, no matter how fast the processor is, how much memory the machine has, or what its graphical capabilities are, the console is only as good as its software, so that's what we review. We sometimes evaluate the controllers because you have a choice of which ones you want to use—but there's nothing you can do about a game machine's clock speed or input/output interface. And let's face it—numbers may be impressive, but they're not entertaining. When you buy or don't buy a machine, it's because you either like the games it runs or you don't. The console itself is just a tool that all players use to enjoy the game experiences—and determining the fun factor of the current and slated games is what our entire magazine is about! And speaking of which...

SystemNo!

I have a concern regarding the mental stability of the readers of your publication. It seems an alarmingly high number of your readers are decent people but they have the compulsive urge to complain to you about things you have no control over. The main thing that has been published since the latest wave of console releases is: "Why doesn't my machine have the right games?" People have been whining with questions like, "Why doesn't the PS2 have Halo?" "Why doesn't the Xbox have Red Faction?" and "Why does the GameCube have so many 'kiddie' games but no violent shooters?" If anyone reading this has thoughts like these, I have the solution to your problem: Before you buy a system, see what games are coming out for it and buy based on that instead of "best graphics." Why buy an Xbox when you really want to play *Super Smash Bros. Melee*? And don't complain to a magazine that has no power over game companies about it if you do.



Missed one.



All the jumps, thrills and loop-de-loops you'd expect from Sonic now in one speedy little package. Seven separate adventures to explore, one ring at a time.

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LOADING... HEAD2HEAD

Let's say it's too late. You bought an Xbox and want some PS2 games for it. Tough! Buy a PS2 and shut yo mouth! If you lack the funds, get a job. If you *must* complain, complain to your dog. Don't have one? Get one. Allergic? Get an apple and a Sharpie, draw a face on the apple, complain to it. Or your wall, or your Internet buddies. Frankly, I don't give a damn, but don't complain to the innocent civilians at *GamePro*. Like they alone run the whole industry!

► M.F.F.K.—Woodbury, MN

You mean...we don't?



Mario Mystery

Super Mario Sunshine has come out, but I also remember reading an article on the Internet about the different Mario GameCube game around the time of E³ 2000 called "Mario 125." I saw a few screen shots of what looked like Mario 64, but there were at least a hundred Marios running around the screen at the same time (actually, there were probably 125 Marios, hence the name). What happened to this game? Did Nintendo decide it wasn't good enough, or did it decide that commanding 125 Marios was better suited as a different game (Pikmin)? It seems like no one else knew about Mario 125. Please find some answers; I'm being driven out of my mind.

► Cam McLeish—Via Internet

Add three and you're closer to your answer. "Mario 128" was never intended to be a game—it was just a graphics test that Nintendo showed to the press to display the power of the GameCube. It was indeed named Mario 128 because that's how many Marios were on the screen at once, but it was also shown during the time that Sony was touting the PS2's 128-bit Emotion Engine technology, so it probably was not a number chosen at random.

Sad but True

I was very happy to read in your recent issues that Sony is already hard at work on the PlayStation 3. I guess that with three years of lead time, there is no possibility of any shortages of machines for the first five months, or good games for the first year. That could never happen...could it?

► Jeff Frank—Revere, MN

Uh, you may not believe this, Jeff (or is it Frank?), but...it could happen. Hopefully, Sony will learn from its mistakes, but the PlayStation 3 will be based on a new design and use new components—components that use technology that has just been invented! Any setbacks with that technology could impact the availability of machines and software for the PS3's debut, but we won't know until it happens. Hope for the best, but until you have one in your hands, that's all you can do—hope!

For more letters, go to GamePro.com!



M. Giacomelli Jr—Vineland, NJ



C. Varga—White Haven, PA



S. Branner—Detroit, MI

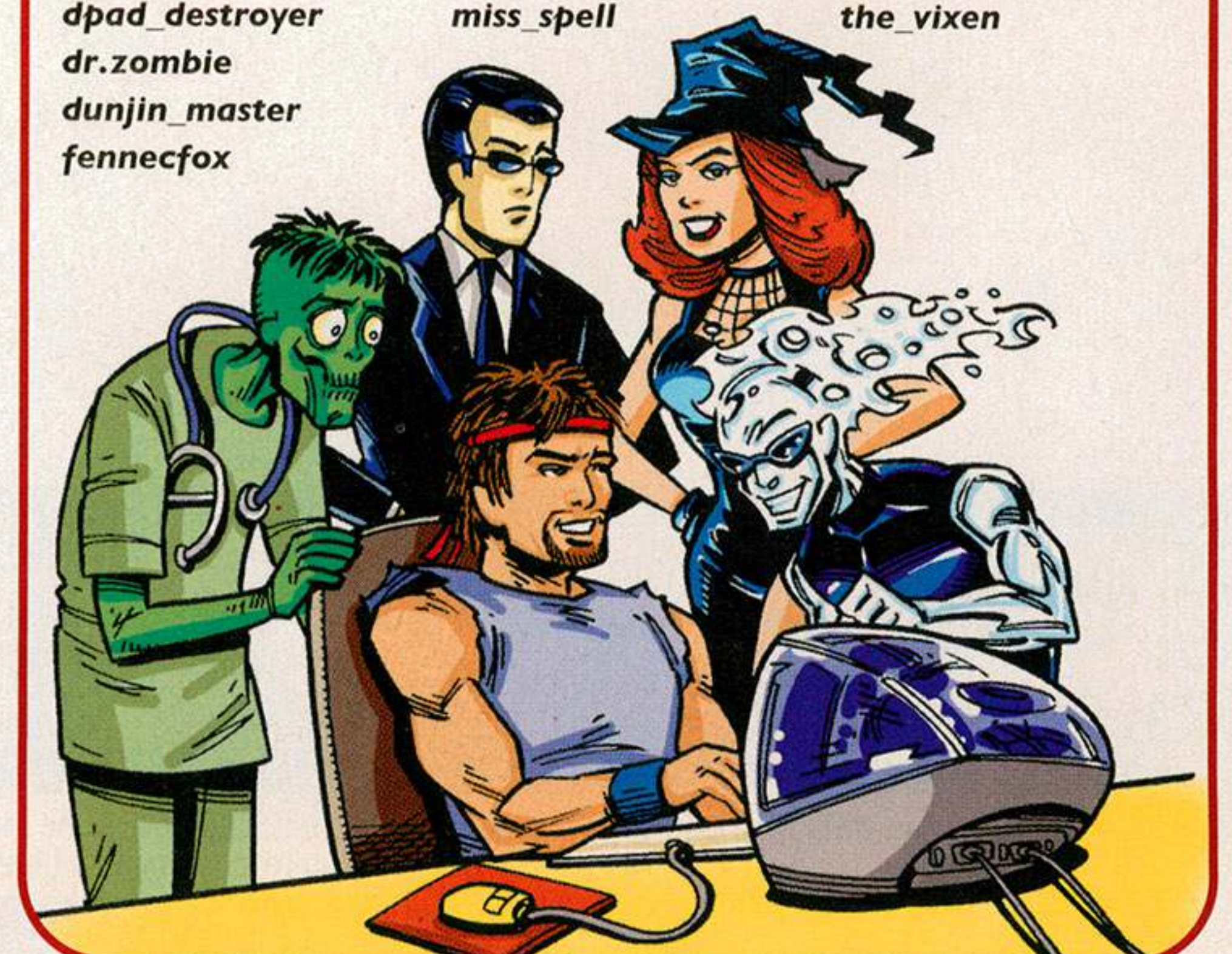
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Got a strange urge to communicate with the GamePro editors? E-mail them at "editor's name"@gamepro.com!

- | | | |
|-----------------------|-------------------------|----------------------|
| <i>air_hendrix</i> | <i>four-eyed_dragon</i> | <i>pongsifu</i> |
| <i>brobuzz</i> | <i>jen_x</i> | <i>star_dingo</i> |
| <i>danelektro</i> | <i>major_mike</i> | <i>tokyo_drifter</i> |
| <i>dpad_destroyer</i> | <i>miss_spell</i> | <i>the_vixen</i> |
| <i>dr.zombie</i> | | |
| <i>dunjin_master</i> | | |
| <i>fennecfox</i> | | |



WNW POLL: WHY CLONE WHEN YOU CAN MORPH?

WORLD NEWS

WATTCH

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NOVEMBER 2002

Dr. Muto Revealed!

Meet The Man Behind The Morph

www.drmutomorph.com

Burnittall Enterprises Stock Soars On New World-Domination Franchise

War Over The Worlds Evil Geniuses Who Want To Rule It All



Comic Mischief
Mild Language
Mild Violence
Suggestive Themes

Fall 2002

PlayStation 2



MAD SCIENCE

WATCH

The Doctor Is In



screenshots from PlayStation 2 computer entertainment system

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

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

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



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



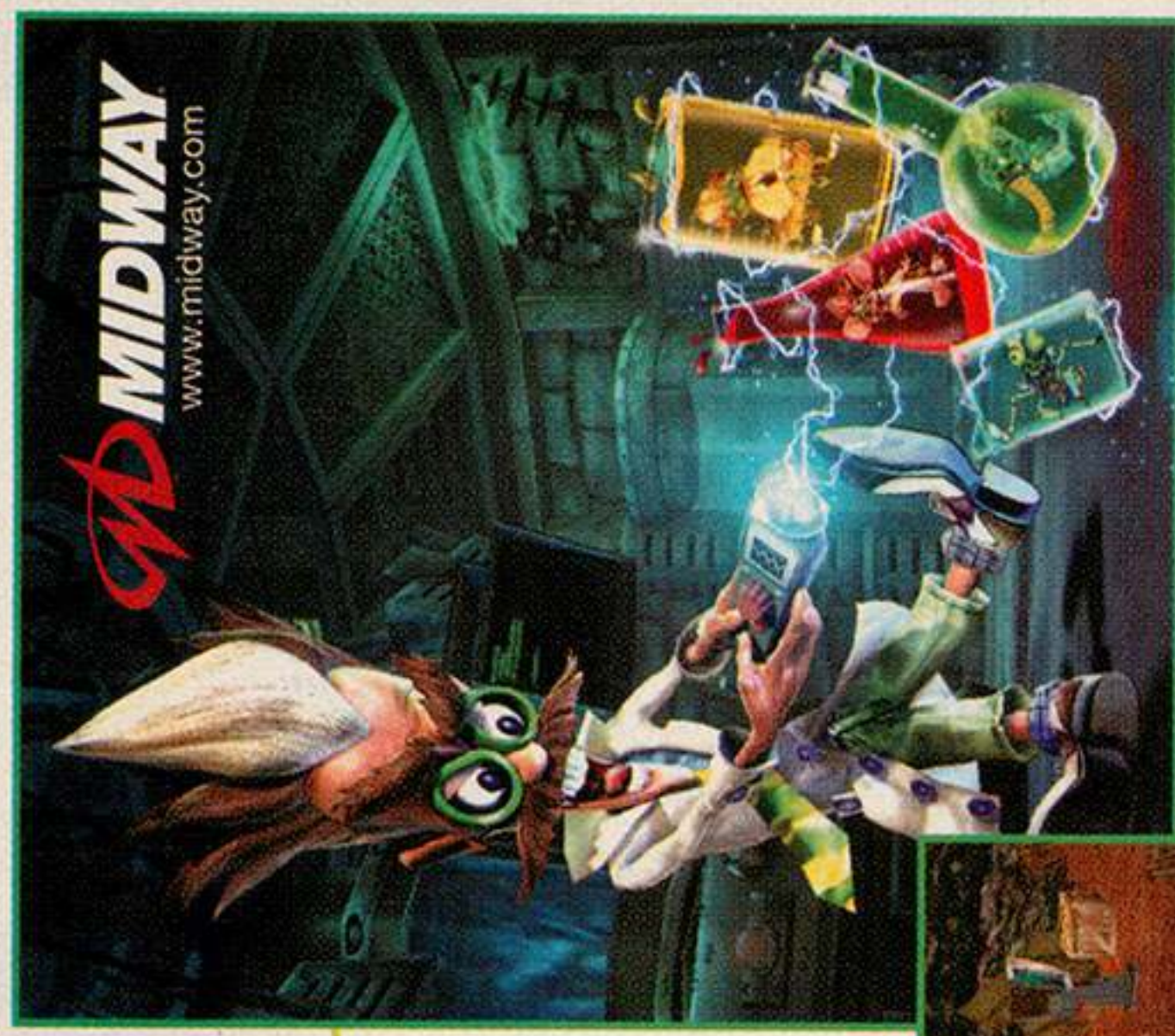
Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller



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

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

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



PROFILE ON...

Professor Burnittall

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



WORLD NEWS WATCH

NOVEMBER 2002 57

Coming Soon



Coming Soon



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BY THE WATCH DOG



It may be February, but that doesn't mean The Watch Dog is about to leave you readers out in the cold as he answers your questions about Sly Cooper, the PS2 Network Adaptor, and NBA 2K3 for the Nintendo GameCube.

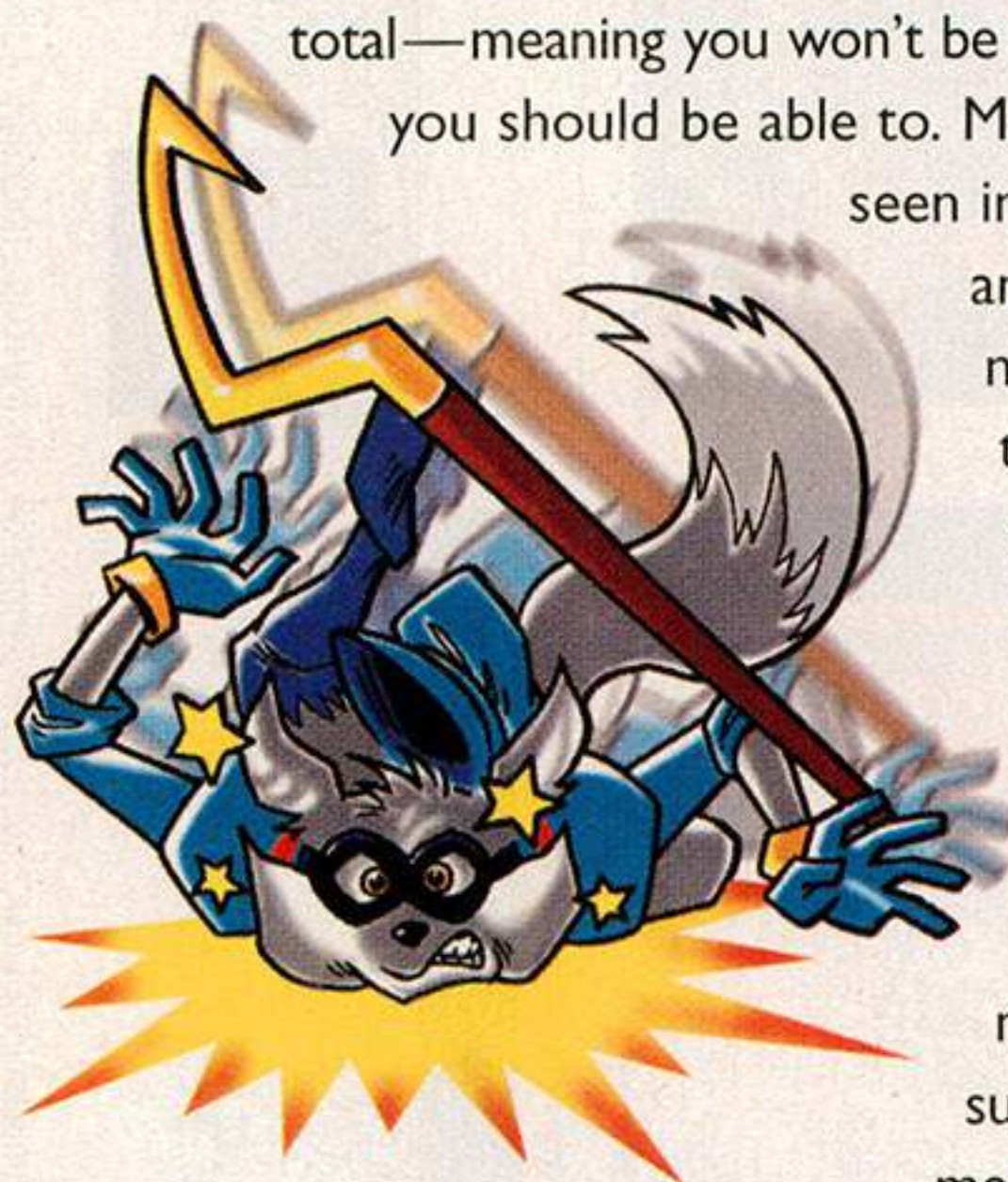
Q I am having problems playing Sly Cooper and the Thievius Raccoonus during certain levels of the game. Sometimes when I try to climb a ladder or a pipe, the controls don't respond correctly. My friend brought his copy of the game over, and it had the same problem. My PS2 has worked fine up until now, and my friend said that the game plays fine on his PS2, so I was wondering if maybe my PS2 is broken. Can you help me out?

JACOB FERRER—VIA INTERNET

A Are you using any third-party peripherals, specifically any GameShark devices? If so, the problem is probably not your PS2 since there is in fact a glitch in the game that is triggered when certain third-party memory cards or GameShark devices are used. According to Sucker Punch, the developers of Sly Cooper, "The problem surfaces when the user has some non-authorized memory cards, or some utilities like the GameShark installed. The problem manifests itself as an inability to use the circle button to grab ladders, hooks, pipes, etc. In addition, you seem to lose a key from your total—meaning you won't be able to open a particular lock when you should be able to. Most often these problems will be

seen in the first level of Raleigh's World, and people have complained they cannot grab the hook before going over the gate, or that they cannot open the gate at the end of the level.

"In all cases we've investigated thus far, removing the additional accessory has returned the game to normal. Note that three Sly Cooper save games fit into 59K of memory, so the save game will consume just a tiny fraction of any PS2 memory card."



Q I just got the PS2 Network Adaptor. The problem I am having is that when I connect to my ISP (Charter Cable), the online games won't play online. It says the connection has failed. In the beginning, when I was setting up the Adaptor, I got the message that the connection test was successful. If the test was successful, why wouldn't it play any online games (Madden 2003 and SOCOM: U.S. Navy SEALs)? Did I do anything wrong? Is it the ISP? Is it because I manually typed in the IP Address, Netmask, etc.? If it is the ISP, how can I get a new cable ISP? Charter Cable said that only Charter Cable has the right to Internet connection in my neighborhood.

D. YEOM—VIA INTERNET

A If the game has an autoconfigure mode (some do), let it autoconfigure. Only do manual configs if you have to. If you're running a router or a hub—so that your family PCs can also be connected to the Internet at the same time—don't. Let your PS2 be the only thing connected. If you're running a router or hub and have to keep it connected, you'll have to find out what port the game traffic is coming in on. For instance, THPS3 uses only port 5150, so if you tell your router to send all 5150 traffic to your PS2, it will work fine—but if it doesn't know where that data is supposed to go to get in or how it's supposed to get out, then you'll get the error you

describe (and the test setting is probably tested on a port that is already available, so that's why it would work but your game would not).

If you're *not* using a router, however, you should definitely contact Charter Cable to find out what the problem could be.

Q I'm having a problem with NBA 2K3 for the GameCube. Sometimes when I'm in the middle of a game, the whole thing will freeze with a loud buzzing sound. I took it back to the store and exchanged it for another copy.

The second game did the same thing. This is very frustrating. Please help.

**SPITDEEZBARS—
VIA INTERNET**

I got NBA 2K3 for the GameCube, and it's been randomly freezing on me during gameplay. While I'm playing the game, the screen freezes and an annoying buzz noise is constantly sounding. When it freezes, I can't even reset it. I haven't had any other problems with other games either. I even returned the one I bought to get another copy of NBA 2K3 (thinking it was just a single bad disc). Now the new copy is freezing the same way. I hate to play a game that may freeze on me anytime I play it. What is wrong with it?

EARL GAFFUD—VIA INTERNET

I purchased NBA 2K3 for the GameCube last month. Sometimes while I am playing the game, the game "hangs" on me. This is the only game that hangs on my GameCube system. I know that it is not my system. I contacted Sega about the problem, and they said to turn off the Statistic Overlays for the game. I have done that, and the game still hangs on me. I have also noticed that the Statistic Overlays still show up on occasion. This made me wonder about other options. I also turned off the Free Throw Celebrations, but the game still shows the players celebrating during the free throws. Sega still hasn't contacted me about what else to do to keep the game from hanging. Why do they put out a game that still has so many bugs in it?

RAYMOND—VIA INTERNET

A According to Sega: "This is the first we have heard of this issue and are looking into it now. We strive to provide the best quality gaming experience possible for all gamers. Sega Sports NBA 2K3 is the preeminent basketball franchise, delivering the most realistic experience through its depth of gameplay, feature sets, and attention to detail."

The Watch Dog adds: Huh?



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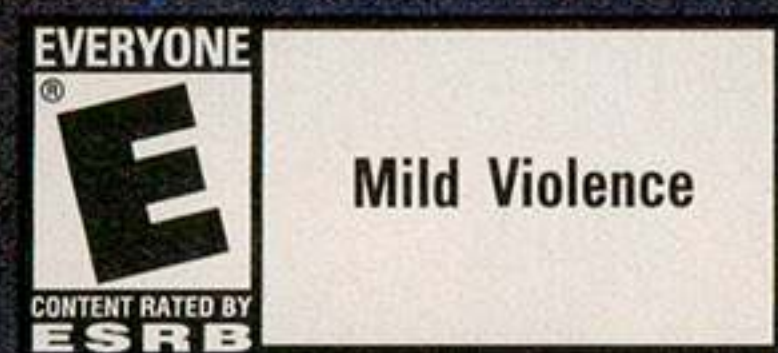


PlayStation 2



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Blood
Suggestive Themes
Violence

Game experience may change during online play.



PlayStation 2



CAPCOM UNVEILS GAMECUBE EXCLUSIVES

Resident Evil 4 headlines an otherwise all-original lineup

In mid-November, Capcom's Production Studio 4 announced five new games exclusively for the GameCube in Japan—and aside from one major franchise sequel, the rest are completely original, untested titles. "In the last couple years, I've been feeling that there are too many sequels and that games just aren't fun anymore," said studio head Shinji Mikami at a press conference. "Some people might think we're crazy for betting the farm on original titles at this day and age, but this has always been a venture business. I want our creators to make whatever they want, and I want everyone to enjoy playing what they come up with."

Capcom's lineup is as follows:

Resident Evil 4: RE4 is the first original game in the series to use a full-polygon engine, so the days of fixed camera angles should be (hopefully) over. Director Hiroshi Shibata showed off a one-minute movie of the game, and the difference from previous titles was already obvious: Not only was first-person an option for the first time, but the graphics were easily up to the standards of most pre-rendered stuff you see in game intros. "Resident Evil 4 is the story of a man in deep struggle," said Shibata. "This 'struggle' has always been the main theme of the series, but in this game I want players to feel like they're struggling to survive the most brutal situation of their lives. The RE series has always been bound by something or other before, but the new full-model engine will free RE4 of these bonds during the game's development. I want to make a completely new horror game."



Resident Evil 4 will be the first original RE game with a fully polygonal engine.

Viewtiful Joe: Although not particularly new in its gameplay, Joe is definitely new in its graphics. The game's in pseudo-2D (like Klonoa or Clockwork Knight) and is done in a unique comic-book style. Looking cool is half the battle in this game—you can temporarily slow down or speed up the action to help you whip bad guys' asses, and the camera zooms in on Joe whenever you have a long combo going. "[Viewtiful Joe] is an action game starring a small guy drawn in the style of American comics," explained Director Hideki Kamiya. "We're devoting a lot of effort to giving him many cool ways to beat down his enemies. Especially with the ability to speed up the hero and slow down the enemies, the idea here is to



RE director Shinji Mikami goes for sci-fi action with P.N.03.

build a game that lets the hero move as beautifully as possible. I hope I can get all of you to play this as soon as possible."

P.N.03: Given that P.N.03 is Director Shinji Mikami's first non-Resident Evil game in ages, it's impossible to resist the urge to compare this action game to the director's horror series. This game definitely looks cleaner and more sedate in graphical style—it stars a female cyborg mercenary invading a complex infested with evil killer robots. The action here isn't mindless, though—you'll have to alternate between hiding and attacking, like in Metal Gear Solid or the upcoming StarCraft: Ghost. "This is a pure action game starring a female mercenary facing off against robots," said the game's producer, Hiroyuki Kobayashi. "I want

to make the game simple to play and easy to get a charge out of, like action games used to be in the past. You can't beat the game just by mashing the buttons, though—the balance between avoiding enemy attack and starting your own will be important."

Dead Phoenix: A group of ancient floating cities has suddenly appeared above modern-day Earth, and two warriors—one trying to destroy the cities, and another, Phoenix, trying to save them—are fighting each other across the skies. Although Phoenix will have huge enemies to face off with, he'll have some help—over a hundred friends at once, even—making what might otherwise be a normal shooter into a sort of Dynasty Warriors in the air, perhaps. "The genre [of Dead Phoenix] is 3D flight action, and the game has a very deep streak of fantasy," said Director Hiroki Kato. "The controls are extremely simple, to the point where you'll feel like a bird the moment you touch the controller—something I think will be fun for users to try out. The levels are large, the enemies are large—it's a very large-scale project overall."

Killer 7: Director Gouichi Suda is the head of Grasshopper Manufacture, a strange little design firm that was responsible for some strange little adventure games released on the PlayStation in the late 1990s. Killer 7, starring an assassin in a wheelchair who switches freely between seven personalities, will probably keep the "strange" tradition going on well into this decade. Kun Lan, the story's villain, has a very helpful supernatural ability: Anyone who touches his "divine hand" goes insane and joins his mob. The main game is pure adventure—you'll need to find allies and collect information—but if you run into one of Lan's deranged victims, you'll have to defeat him in a full-out action sequence. The early graphics looked amazing, but gamers will have to wait until next winter for more details. The game is being produced by Shinji Mikami.



Killer 7: Deep mysteries in a deeply weird universe

Square, Enix Merge

Enix and Square announced that, effective November 26, the two companies would begin to merge operations and form Square Enix, a brand-new company created to compete in the world marketplace on the same level as America and Europe's large third parties. The two companies plan to complete the merger by April 1, 2003; their aim is to build a new firm that will produce 80 billion yen (\$656 million) in yearly sales and 15 billion yen (\$123 million) in profit by fiscal 2005.

"In the ever-changing world of entertainment software, the most important issue facing companies today is how quickly they can grow as the marketplace and opportunities for business expand and diversify," said an Enix financial statement. "Enix and Square's response to this issue is the merger announced today... Together, we will aim to become producer of the highest-quality digital content in the world."

As part of the merger, shareholders will receive 0.81 shares of Enix stock in exchange for every Square stock they hold. Square, in its current company structure, will be disbanded, and (on paper, anyway) Enix will absorb Square's assets and liabilities. However, Yoichi Wada, current president of Square, will head up the new company, suggesting that Square will have more power than Enix in the final structure.

"Around August, people inside the office started saying that there'd be huge buzz if we went together with Square," commented Enix Chairman Yasuhiro Fukushima at a press conference. "So after I talked it over with Mr. Wada from Square, we realized we could make some incredible games together." "Our styles are different, but our ways of thinking are the same," added Enix President Keiji Honda. "I want to make games that the whole world will say are great."

Both Square and Enix are large Japanese companies having difficulty competing with EA, Activision, Infogrames, and other Western software giants. Square returned to profit in the last half-year after taking a major hit from the failed Final Fantasy movie but still faces deep losses in operational profit from the lack of any major hit in 2002. Enix, meanwhile, is the producer of the blockbuster Dragon Quest series in Japan but hasn't released any other major sellers. Together, the two companies will form a massive third party that will virtually corner the market for RPGs in Japan, a springboard they will undoubtedly use to seriously challenge the Western market.

***TRUTH BEHIND
THE CURTAIN:***

“THE Y1 FILES”

the CuttingEdge

Xbox Downloadable Content

In the brave new world of downloadable game content for console game systems, the Xbox with its built-in broadband adapter and 8 GB hard drive sits at the leading edge. In the coming months, games such as MechAssault and Brute Force will have much to offer Xbox Live subscribers.

MechAssault warriors, for example, will be able to download new multiplayer maps starting off with a lava landscape called Hell's Kitchen. They'll also get new Mechs, including the ultrafast Raven and the Corvus, a Raven variant with jump jets. Brute Force crews will find entire single-player campaigns online containing multiple missions and new cut-scenes, all designed to extend the game's story line.

Connecting Consoles

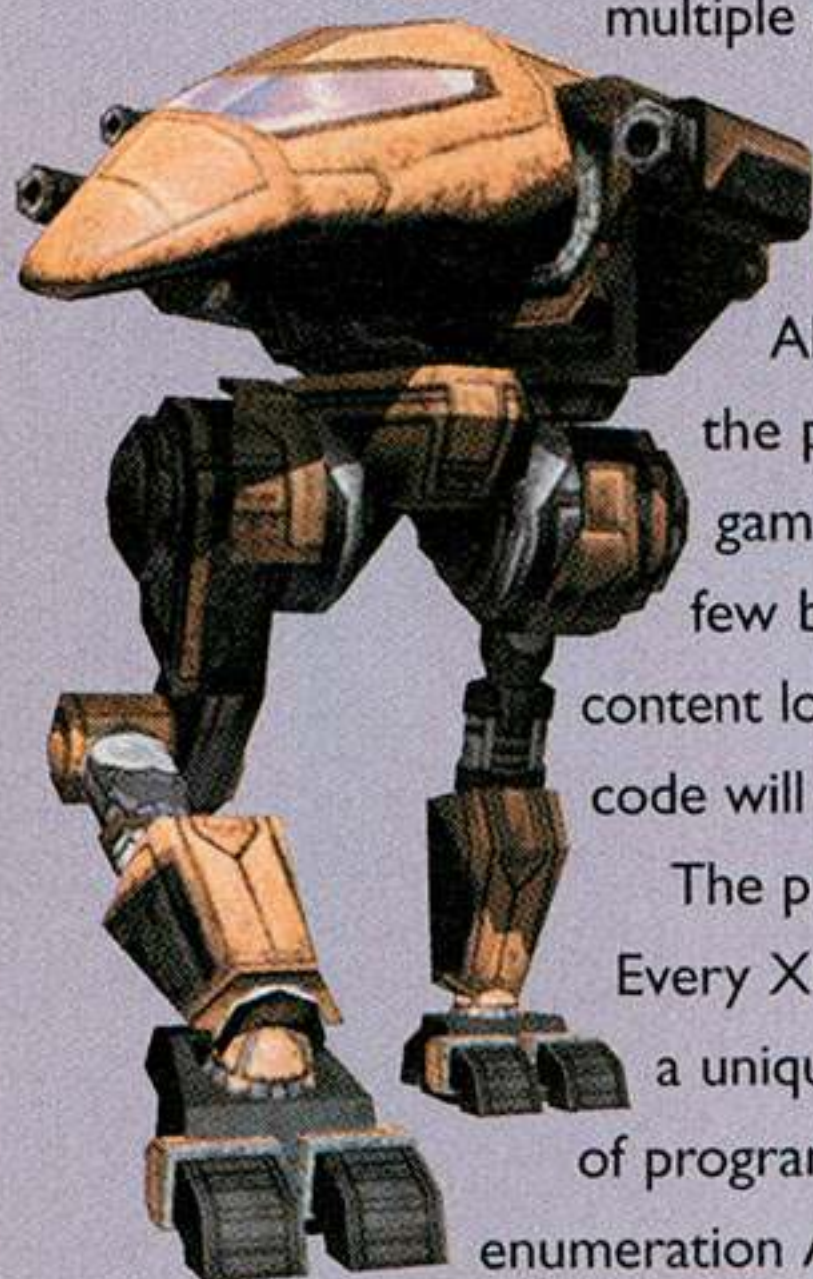
Although PC gamers have long lived with downloads, the process may still be a mystery to most console gamers. Naturally, once you connect to Xbox Live, a few button presses will enable you to store the new content locally on the Xbox hard drive where the main game code will seek it out as needed.

The process is fairly simple, mirroring the PC technique. Every Xbox game offering downloadable content will have a unique identification number assigned to it. A small bit of programming code in the main game program called an enumeration API (application programming interface) simply seeks

out that number on the main server and looks for anything new assigned to it. While the enumeration API itself is standard Microsoft issue, individual game developers will be able to create their own interfaces to implement it.

Never-Ending Games?

At this time, all downloadable content from third-party game developers will be hosted by Microsoft on Xbox Live, primarily for security purposes. But you'll be able to extend your gameplay with the latest items and levels for such games as Sega's ToeJam & Earl and NBA 2K3, Ubi Soft's Splinter Cell, and Infogrames' Unreal Championship. Console gaming may never be the same again.—The Whizz



The Raven will be waiting for MechAssault warriors online.

Best-Selling Video Game Titles: October 2002

TITLE	PLATFORM	PUBLISHER
1 Grand Theft Auto: Vice City	PlayStation 2	Rockstar
2 NBA Live 2003	PlayStation 2	EA Sports
3 Kingdom Hearts	PlayStation 2	Square EA
4 Madden NFL 2003	PlayStation 2	EA Sports
5 Hitman 2: Silent Assassin	PlayStation 2	Eidos
6 Yu-Gi-Oh! The Eternal Duelist Soul	Game Boy Advance	Konami
7 Tony Hawk's Pro Skater 4	PlayStation 2	Activision
8 The Lord of the Rings: The Two Towers	PlayStation 2	EA Games
9 Need for Speed: Hot Pursuit 2	PlayStation 2	EA Games
10 Tekken 4	PlayStation 2	Namco

Source: NPDFunworld TRSTS Video Games Tracking Service

HOT AT THE ARCADES

Mazan: Flash of the Blade

Developed and published by Namco • Available now

Sure, the arcades have seen driving sims, police sims—they've even been blessed (or cursed!) with spanking sims. Hoping to add diversity to today's fledgling coin-crunchers is Namco's Mazan, a samurai warrior simulator.

Part of Mazan's allure is undoubtedly the actual cabinet that comes with a 50-inch monitor and a samurai sword peripheral. Akin to Konami's Police 911 games, Mazan's cabinet is packed with sensors that translate the player's physical actions into onscreen action. You'll parry, thrust, and knock away your opponents' weapons and incoming projectiles, and deliver deathblows through three long stages, each of which is capped by a boss battle. Mazan also features a variety of paths through each stage, including secret passages and a variety of collectable power-ups. Whether Mazan will catch on at arcades could be questionable. However, one thing's certain: Wannabe sword-swingers will definitely get a thorough workout with this interactive sim.—Major Mike



Initial D: Arcade Stage

Developed by Sega Rosso • Published by Sega • Available now

These days, fresh coin-op raceways are harder to find than an illegal street race, but Initial D: Arcade Stage provides awesome relief for lack-of-road rage. Sega's new coin-op is a slick sit-down adaptation of the popular Japanese street racing anime, Initial D, that encompasses two television seasons, one movie, and a library of manga comic books. It tells the ongoing saga of Tak, a teenager who runs dad's old '83 AE86 Toyota Sprinter Trueno (affectionately called the "Eight Six") as he challenges top Japanese street racers in their more modern cars down the mountains of Japan.

The anime and the game both feature the drift style of racing called "power-sliding," where your rig makes tire-erasing slides through turns. The steering wheel turns a full 270 degrees (farther than most arcade wheels) to pull the most fun out of every gravity-defying moment. The game pits you against 18 rival racers on four courses, two circuits, and two downhill battles. Additionally, you get 23 cars (all starring in the anime) from Honda, Toyota, Mazda, Nissan, Mitsubishi, and Subaru.

Luckily, the unit sells a nifty metallic memory card, which saves your progress through the story mode and upgrades to your chosen car. The reusable cards feature randomly generated Initial D imagery, so you get a cool collectible, too!

The coin-op currently parked in American arcades has actually been out in Japan for about a year. Over there, Initial D: Arcade Stage Ver. 2 and a PlayStation 2 version are revving up for 2003, but American debuts have not been announced...yet.—Max Overdrive



Author: [REDACTED]
Date: 9/26/95 10:41 AM
Priority: Normal
TO: [REDACTED]
TO: [REDACTED] at [REDACTED]
CC: [REDACTED]
CC: [REDACTED]
CC: [REDACTED]
Subject: Y1 Usings

----- Message Contents -----

We are to resume using Y1 in the following grade bins:

045A1B: Use 2 ctns CYF for 1 bale of C2F


051A3B: Use 2 ctns TYF for 1 bale of T2F

Please resume this using immediately.

Call if you have questions.

[REDACTED]

During the 1980s, a major tobacco company grew a genetically engineered tobacco leaf with twice the levels of nicotine. They code-named the leaf Y1. After nearly a decade, the company swore to Congress that they had stopped using it. But then, this internal tobacco company e-mail turned up a year later.

This is what we know. Imagine what we don't. 

A

589220467

GAMEPRO Labs

Nyko WormCam

Rating: 3.0

As the first color digital camera for the GBA, the WormCam features a rotating lens as well as an edit mode for adding text, symbols, and artwork to your photos while they're still on the screen. The best feature is the spy cam mode, which allows you to take secret, timed snapshots anywhere from every 10 seconds to every 60 minutes. Nyko claims the WormCam can take up to 20 pictures, but *GamePro* managed to get 24. Lighting is crucial; it's easy to get images that are much too dark or completely washed out. Downloading is easy with the included PC link cable and rudimentary software (check for free upgrades at www.nyko.com), but the larger photo sizes look pretty scruffy at the moment. For the price, it's a pipe dream to think it would replace a real digital camera, but it's fun for at least five minutes (or more if you're patient).—*Space Queen*

Price: \$39.99. Contact: Nyko, 888/444-NYKO, www.nyko.com



LASR GamePak Backpacks

Rating: 5.0

Bags! Bags! Bags! Okay, so it might not be all that exciting of a topic, but LASR's new GamePak backpacks are the exception to the rule. These carrying cases feature fitted, padded pockets for lugging your PS2, GameCube, or Xbox around with lots of cubbyholes for accessories. The built-in CD sleeve is a great idea, and the network of hidden zippers and flaps lets you play with the console without ever removing it from the backpack. There are plenty of pockets for memory cards, manuals, and issues of *GamePro*, as well as shoulder straps and a rubber handle. The backpacks are sturdy, well designed, comfy, and don't display "steal me" console logos to let people know what's inside—nobody will know what you're really carrying. Unless they read this.—*Dan Elektro*

Price: \$34.99–\$39.99. Contact: LASR Accessories, 714/841-8835, www.lasraccessories.com



GAME BOY PLAYER FOR THE GAMECUBE

In mid-November, Nintendo unveiled the Nintendo GameCube Game Boy Player, a new accessory that lets you play the complete library of Game Boy, Game Boy Color, and Game Boy Advance titles on your TV via the GameCube.

The Game Boy Player is a one-inch platform that connects to the hi-speed port at the bottom of the GameCube. Once it's set up, all you have to do is stick a GB/GBC/GBA cartridge into the Player's port, and off you go—the game's displayed in pristine quality on your TV screen. You can use a regular GameCube controller to play, or you can hook up a real GBA via the Link Cable and use that instead. The GBP also has its own expansion port, so you can link up with other GBAs (and GBPs, too, assuming you have enough TV sets) for multiplayer games quickly and easily.

"For several years, the video game industry has been pushing forward to new technical frontiers...while at the same time celebrating classic hit games of the past," said Nintendo of America Vice President Peter MacDougall in a statement. "This new Game Boy Player actually fulfills both desires: It instantly makes your current favorite Game Boy Advance game larger-than-life, and at the same time allows you to see your favorite portable title from a decade ago in an entirely new way."

The GameCube Game Boy Player will ship in different console-matching colors, including indigo, jet, spice, and platinum. It's scheduled to come out in March in Japan and May in the U.S. NOA hasn't announced a retail price yet, but the Japanese headquarters plans to sell it for 5000 yen (about \$41), and it likely won't cost much more when it hits American shores.



static

Metroid Fusion...Metroid Fusion...It was cool to see the *GamePro's* Readers' Choice Awards for past Mortal Kombat games show up as an unlockable secret in MKDA's Krypt. It was not cool to see the *GamePro* logo digitally removed from the photo. All you had to do was ask, guys—we would have granted permission to show our logo, and you just totally dissed all our readers who voted for you. If you win anything in this year's RCA, maybe we'll leave your name off the award. • Why is there a triangle in the Square logo? • When we compiled all the editors' picks for the best games of the year, Dr. Zombie's first draft revealed a lot—he voted for GTA III and Halo, both of which are still taking up the bulk of his time. He's the only one who had them listed for a second year, but he's definitely not the only one on staff still playing them! • Question about Xbox Live: Why do you have to scratch off a silver layer to reveal your subscription number when it's already sealed in a box, inside a clamshell, inside a CD case? Man, those supercriminals with X-ray vision ruin it for everybody. • The Dan Elektro action figure has been slightly delayed until early February. Please do not riot. Meanwhile, buy Dr. Zombie—if you can find him. • Steel Battalion doesn't have a tutorial mode. Spyro the Dragon does. Discuss. • "We are not going to carry any software with any vulgarity...we're just not going to do it," said Wal-Mart spokesman Tom Williams to Reuters. Tom? We know you were talking about BMX XXX, but why is Grand Theft Auto III on your shelves? • *GamePro* Enigma...*GamePro* Enigma...*GamePro* Enigma...

HIDDEN CHARACTERS

"TOTAL CEL-OUT"



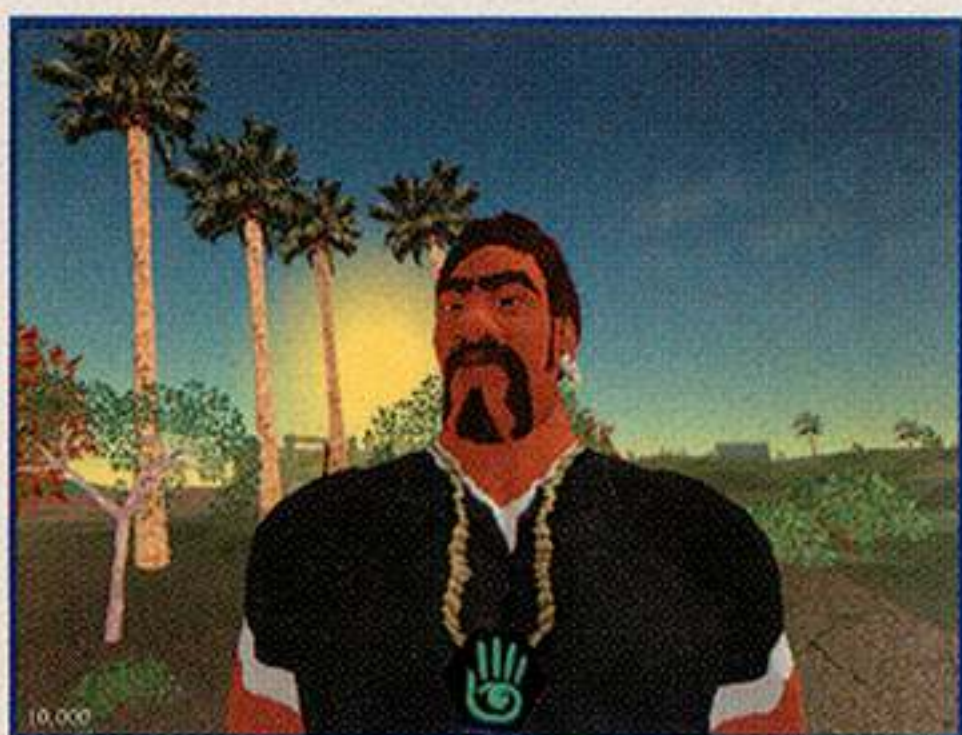
Babble: Auch 'n Amrich Doodles: Mao

GET A SECOND LIFE

COULD LINDEN LAB'S STREAMING-CONTENT TECHNOLOGY CHANGE ONLINE LIFE AS WE KNOW IT?

BY DUNJIN MASTER

PHILIP ROSEDALE HAS a long background in online technology, having built RealVideo and other streaming-content applications for RealNetworks. Now, with Second Life, he and Linden Lab hope to deliver an online experience unlike anything you've ever seen before—and all in real time.



You have complete control over your character's appearance, and you'll be able to purchase items and accessories to further tweak your look.

ISLAND IN THE STREAM

"Streaming" is, as experienced Internet users know, the process of sending information from a server to your desktop in small, manageable, and constant packets. Streaming video plays on your computer as it arrives, so that you don't have to wait for the whole clip to download before you watch it. The trick is in the compression and delivery


of the information; streaming technology has revolutionized everything from downloadable media to the way console games load into RAM from the disc.

Linden Lab's upcoming massively multiplayer online world, Second Life, seems at first glance like a more 3D version of The Sims Online, complete with social interaction, places you can go, and interactive goals you can accomplish. Under the hood, however, things start to look a bit different—and it's all because of streaming.

THE FUTURE IS WHAT YOU MAKE IT

Linden Lab's streaming technology enables users to upload and download content quickly and easily to and from the game's servers. Let's say you want to show a friend a photo of yourself or a picture you drew. You can upload the picture in seconds, turn it into an in-game object, and then just hand it over to your friend. The picture streams quickly to your friend, and seconds later he's staring at your mug. Aspiring DJs will be able to upload music tracks to DJ objects in in-game discos, enabling them to make real-time music mixes for other players to dance to. You'll even be able to create custom objects using Second Life's simple 3D modeling interface, and you'll watch others building objects, buildings, and areas in real time as they do it. The coolest thing about it is that because the content is mostly streamed in real time, the game itself is contained in a single 8 MB download—you won't have to buy a disc to install the game, and the only cost is the monthly membership fee.

NEW LIFE THIS SUMMER

Second Life's game aspects are still being tuned, but the technology is there to make a strong competitor for the other online social games on the market. If you're interested in finding out more about Second Life or the technology behind it, or even signing up for the upcoming beta test, visit www.lindenlab.com. 



Second Life's technology is impressive, but the game is all about hanging out with friends. You'll have a wide variety of social animations with which to communicate, and the ability to create objects on the fly means you'll never lack for something to do.



You can collect money and use it to buy land, where you set the rules and can build and do more or less whatever you want—whether you want to make a mansion or a dungeon, or host role-playing games or parties.



In this disco, you can dance by linking dancing animations together into moves, hang out with friends, or even impress the crowd with your DJ skills—eventually using samples and tracks you upload yourself.



At first, all the areas in the game will exist on Linden Lab's super-fast servers, but eventually they hope to be able to host persistent islands on users' own PCs across the Internet.



Buildings and objects are built using a 3D modeling interface based on the idea that primitive shapes like spheres and cubes attach together to form more complex shapes. It's simple and should be easy to use.

A true fan

Knows the organist and the mascot's real identity.

Would play for free.

Has never caught a ball, but always brings a mitt.

Understands the infield fly rule.



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BY OPM, GAMEPRO AND EGM.



Screenshots from Xbox™ video game system



Screenshots from PlayStation®2 computer entertainment system



GAME BOY ADVANCE

PlayStation®2



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– OPM (March 2002)

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HEROES on the HORIZON



With new Zelda and Final Fantasy games on the way, and BioWare and EverQuest making their console debuts, there's something for every fantasy and RPG lover in 2003.

The Legend of Zelda: The Wind Waker

ONCE UPON ANOTHER yesterday, there lived a young man (a time-traveler, so they say) with a sword and a penchant for wearing stylish green clothes. One day, when evil threatened the land, this heroic young man (the Hero of Time, so they called him) fought back and banished it, bringing peace to the kingdom once more...and then, as mysteriously as he had come, the Hero disappeared without a trace.

Legends Speak of a Legend

But Now is another time when peace is perpetual, and Here is another land where evil is but a memory of a myth...and everyone, to certain folks' dismay,

looks a little more cartoony than they used to. The Legend of Zelda: The Wind Waker (to be published by Nintendo this March) begins on your birthday as you're presented with your own traditional set of green clothes in honor of the Hero of Time. Not too long afterward, your sister is kidnapped by a giant bird...and one pirate ship, one prison breakout, and a few dungeons later, you discover that a bad, bad man named Ganondorf has emerged from his kingdom beneath the sea to capture every girl in the land with pointy ears—and your own new Legend begins.

Appearances Deceive, the Old Man Said

Ever since its unveiling at Space World 2001, Link's new look has been hailed alternately as "brilliant!" or as "just the biggest, suckiest, stupidest mistake ever." But Shigeru Miyamoto's position has always been confident: "Just wait 'til you play it before you judge." If there's one lesson we learned from Metroid Prime, it's that screen shots never paint the complete picture of a game.

In motion, the new Zelda is unlike anything you've seen before. It's not quite cel-shaded—"watercolor-shaded" would be more accurate—and loaded with tons of stylized swirls that make it look like an avant-garde painting of a cartoon. Characters are ridiculously expressive, the bosses are works of art, and the animation is feature-film worthy; except you're playing this movie instead of just watching it.



The second dungeon is a windy forest, populated by strange insects and playful tree spirits that seem like they wandered off the set of Princess Mononoke.



This is the layout of the H₂O world, a 7x7 grid of ocean. Each square on the map will contain its own unique island.



The first dungeon is where you'll find your grappling hook. It's located on a volcanic island populated by bird people, where a giant red dragon lives—prepare for lots of fire.



Make music with your wind-waking baton in rhythm-and-note-matching PaRappa fashion. Different songs do different things, like change the direction of the breeze.



Some enemies will attack each other in order to get to you. You're that cool.

And So the Young Hero Learned Much From His Past

Much to the surprise of few, the gameplay in a nearly finished version of *Zelda* showed off what's essentially an enhanced model of the classic third-person N64 games with the familiar auto-jumping, lock-on targeting system, and key-item-boss dungeon structure. If you know *Ocarina*, you know the drill.

What's been enhanced? The camera has an Auto mode and a Free mode so you can pan the camera around, above, and below the Hero with the C Stick should the current angle not be to your liking. Combat combos are formed by tapping B in combination with different analog stick directions, and powerful counter moves are performed by tapping A when an enemy's about to strike (your sword will flash green). Enemy weapons can be picked up (by you or by other enemies), pieces of armor can be knocked off, and key items can be yanked away with your grappling hook.

But a Great and Terrible Evil Lurked Beneath the Waves


The traditional Overworld has gone under a bit of an overhaul, too, shirking dry land in favor of a monstrous, briny sea. Every one of the squares on the 7x7 grid will contain an island—be it a dungeon, a side-quest-intensive town, or just some crazy creature in a hut—with dozens of floating platforms, ships, treasure, and other such flotsam strewn about for good measure. Since ponies can't swim, your main mode of transport this time will be a world-weathered talking sailboat and a mystic conductor's baton that can call upon the gods to change the direction of the wind.

You Shall Make a Very Fine Companion Indeed

The *Wind Waker* will also be one of the first games to really, truly support the GameCube-GBA link in the form of Tingle, a fairy creature who'll essentially play the "mobile information kiosk" role that Navi played in *Ocarina of Time*. Once the GameCube-GBA link is established, a map of the area will appear on the GBA screen representing the action on the TV screen, and you'll be able to use Tingle's "cursor" to get hints, factoids about enemies, and even uncover the occasional treasure.

A Triangle of Great Power

When *The Legend of Zelda: The Wind Waker* hits stores this March, the holy Nintendo TriForce will finally be complete on the GameCube. A water cannon couldn't sink Mario. A first-person perspective didn't stop Samus. And this fresh set of green clothes looks like it will fit Link just fine.

—Star Dingo 



Not all pirates are bad—this sassy lass captains her own ship and befriends you early on in your quest.



In addition to providing advice on the GBA, a second player can use Tingle to do stuff like lay bombs and give you health in exchange for rupees.



Aside from being the driving force of your sailboat, wind plays a huge part in the rest of the game—this Deku Leaf can be used to catch a drift and parasail.



No Hero is complete without a talking boat. On board, your grappling hook serves double duty as a treasure-trolling crane, and your bombs turn into cannon balls.



While you're out at sea, talking fish will provide maps of the area; watch for islands that match locations marked on the treasure maps you collect.



Even your boomerang has new tricks—it can now lock on to up to five targets at once and will follow the path you marked.



The game dynamically creates rousing "battle music" as you score your hits—good combos may nab you a Best Original Score Oscar.



Phases of the moon, time of day, and weather patterns shift while you're in the watery Overworld, and freeze when you land at a new location.

Final Fantasy X-2

IT WAS SOMETIME around E³ 2002 that people began to worry about Square. Despite the wild success of Final Fantasy X a year earlier (five million copies sold worldwide), its only 2002 product on the floor was Kingdom Hearts—a fine game but not the healthiest showing for a giant supposedly on the re-



Yuna's mob isn't alone in their quest for spheres—they'll have to fight off the explosively sultry Le Blanc and her clan of lackeys to get at the treasure they need.

bound. Even worse, the online-only Final Fantasy XI, despite all the fanfare it received in Japan, was completely missing from Square's U.S. release list. For FF fanatics, it was a trying time.

This year, though, is completely different. FFXI is still in limbo, but Square has at least two new FF products (probably more later) coming down the line for early to mid 2003. Even more mind-boggling—the big one, Final Fantasy X-2, is the first real “sequel” the series has ever seen. If your Iffrit T-shirt's been buried in the closet, it's time to take it out and wear it with pride. This is *your* year.

Tidus's Angels

It's been two years since the defeat of Sin in Final Fantasy X, and ex-summoner Yuna is in the funk of her life. Sure, Sin's done for and the land of Spira's never been better, but something's gone missing

in her mind and she can't move on until she deals with it up front. Enter her old friend Rikku, who visits her one day with a sphere containing an image of a certain Blitzball player that changed Yuna's life before ungratefully disappearing. These spheres, hidden away by the Yevon temples long ago, are in hot demand as carriers of ancient Spiran history. Many would-be adventurers are making day jobs out of searching through old temples and caves for them. Yuna doesn't care about the money, though. Tidus left her with barely a goodbye, and she has to find out what happened to him before she can go on with her life...and so she decides to go sphere hunting.

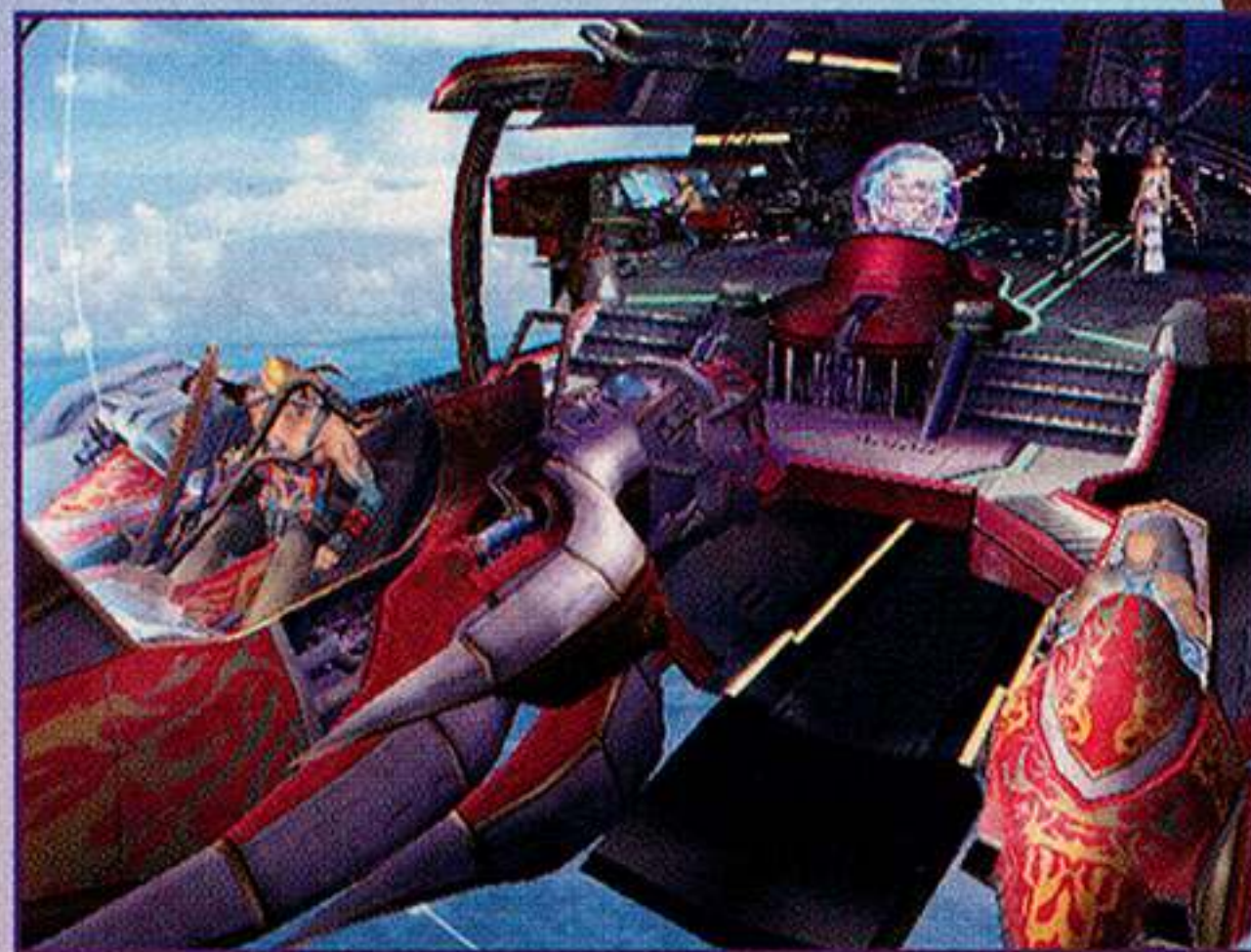
Take This Job and Start Leveling

The first thing you'll notice about Final Fantasy X-2 (“ten-two”) is the complete freedom you...no, wait. The sizzlin' new wardrobes of the female leads is the first thing. Yes, the *second* thing you'll notice about FFX-2 is the complete freedom you get from the start, thanks to Rikku's brother and his spiffy new airship. Since you'll have access to any point in Spira right off the bat, the plot will be more episodic than ploddingly linear. You'll start out with a few sphere-location leads; after you follow through on them, you'll unlock access to new missions (quests) and episodes (plot points and other jobs). Which ones you gain access to depend on what order you follow your leads, meaning that no two FFX-2 games will be exactly alike.

This freedom will be reciprocated in the battle system, which will be nearly unrecognizable to most FFX players. Building your party in FFX-2 entails teaching each member multiple jobs, a system last seen in Final Fantasy Tactics (something similar was found in Dragon Warrior VII). Instead of Sphere Points, your party will use Job Points to gain levels in each profession, learning new skills and magic along the way. Battles will



There are three main heroines in FFX-2: Yuna, Rikku, and a new lady named Pine that Square is keeping under wraps for now. Hmm.



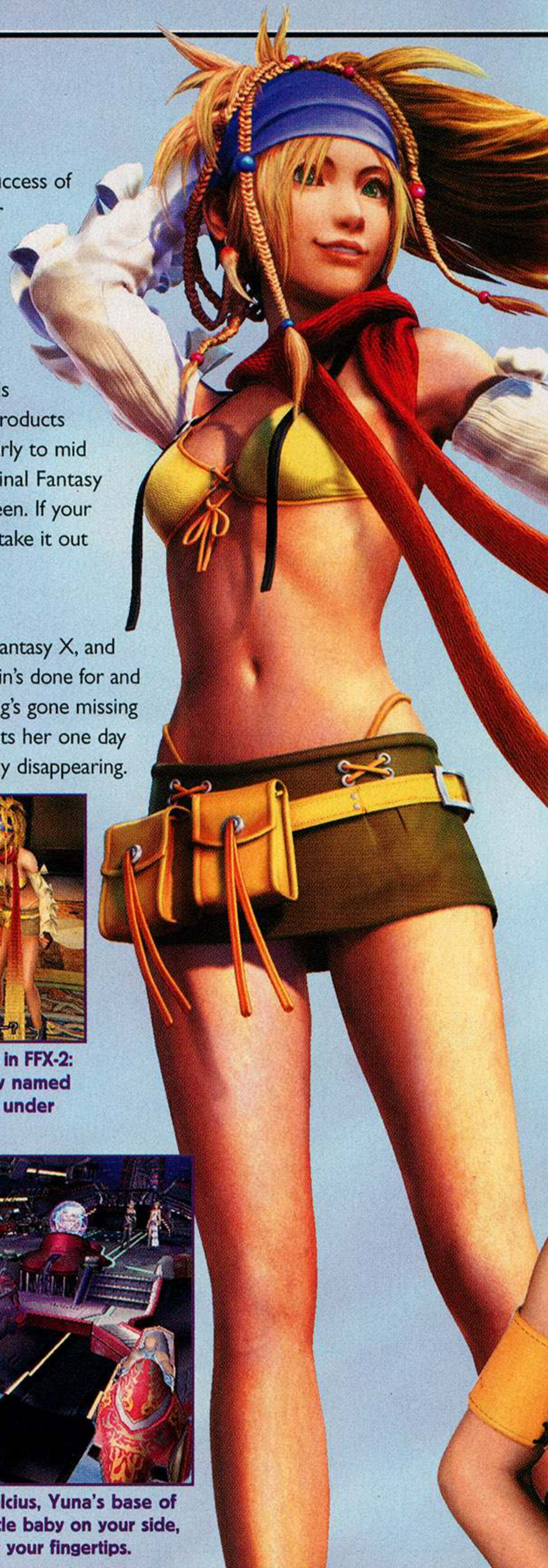
The bridge of the airship Celcius, Yuna's base of operations. With this sleek little baby on your side, the entire world of Spira is at your fingertips.



There are many different kinds of spheres in Spira, each with its own properties and hidden knowledge. Shinra, a new character in FFX-2, is the guy who will analyze them for you.



Any resemblance between Dachi, Aniki's pilot friend, and Wesley Snipes is purely coincidental. Although, come to think of it, you never see any vampires in Spira....





All sorts of familiar faces from Final Fantasy X—even this weird little blue guy—will make cameo appearances in the new game.



The bridge of the Celcius is where you'll plot your quest—not only where you go next, but also what sphere missions you decide to undertake.



Dishonest clans like Le Blanc's will mean a lot of time spent hunting down stolen spheres for Yuna and the gang.



Final Fantasy X-2 is the chronicle of Yuna and Rikku as they enter the big-money, fast-growth world of sphere hunting. They're well dressed for the occasion, too.



Rikku's brother Aniki (the guy with the Mohawk) is the captain of the Celcius. He also knows the Al Bhed language—everyone else must have misplaced their dictionaries after FFX.

also be much more action-oriented: They'll run in FF's classic Active mode (enemies will attack even if you don't touch the controller), and Square promises a new set of dynamic moves that are unlike anything the series has seen before. Sounds innovative, but hopefully it won't turn into a button-mashing mess like most RPG/action hybrids tend to become.

A Break From Tradition

Final Fantasy X-2, hitting Japan in March and the U.S. later this year, is a brand-new Final Fantasy in everything but name. From the improved story system to the overhauled battles, Square's letting its talented pool of designers throw every new idea they have into the fire. Even the music's getting revamped: Noriko Matsueda and Takahito Eguchi (The Bouncer, Front Mission II) are doing the soundtrack in place of FF series composer Nobuo Uematsu. What's Nobuo busy working on, then? Well, a few blatantly obvious guesses come to mind...but perhaps fans should enjoy their Final Fantasies one at a time, eh?—Fennec Fox

FF, 80s Style

Do you weep for the days of 2D graphics and party members doing jumping jacks after every battle? Square understands. Final Fantasy Origins, a new Chronicles-style compilation hitting the PlayStation next spring, will contain the first two 8-bit FF games remade with glorious CG openings and top-class audiovisuals. These will be far more than mere ports, though: Square's including lots of new event scenes, an art gallery with the work of FF graphic designer Yoshitaka Amano, and a monster bestiary to help you conquer the local fauna. Both games will have multiple skill levels—Square made 'em tough back then, you know—and you'll gain access to special image galleries after finishing one or both quests. Memo Save will be back from Chronicles, too, so you won't have to access your memory card every time you need to save. And you'll need to save a lot. Consider yourself warned.

—Fennec Fox



Final Fantasy Origins will be full of PlayStation-caliber cinematic cut-scenes. Final Fantasy never quite looked like this on the NES.





EverQuest Online Adventures



One of the coolest aspects of EQOA's high-level game is the chance to fight bigger and deadlier creatures. This ancient kraken is deadly even against a party of high-level heroes, and it's easily one of the coolest monsters in the game.



Our hero takes on a pack of lizardmen on his own. At high levels, you'll be able to take on lower-level creatures with ease, but there will be monsters that can take down entire parties of high-level heroes without breaking a sweat.



Powerful enemies like this wolfwere don't just look tough—they're deadly to characters who aren't prepared. Bringing along a troupe of skilled heroes is essential to surviving the deadliest areas of Norrath.



If you get this close to a griffenne and survive, you've come a long way. Just think...just a few months ago you were running from rats and snakes, and now you get to party with monsters like this.

WITH SUCH BIG names as Final Fantasy, Star Wars, and Zelda in this feature, you might consider EverQuest a bit of an underdog in the upcoming RPG battle. Well, hundreds of thousands of PC gamers have been playing EverQuest almost non-stop for over three years now, and EverQuest Online Adventures will let PS2 owners see what all the fuss is about.

Ding!


It's no secret that a main reason people play EverQuest is to develop a character from a level one weakling who runs from rats to a powerful level 50 hero who faces down dragons, evil tyrants, and powerful undead. Developer/publisher Sony Online recently gave *GamePro* a chance to see what the game is like once your character is strong enough to stand toe-to-toe with tyrants, griffons, and undead mammoths without breaking a sweat.

EQOA at level 50 is much different from the game at the lower levels. Whereas everyone can survive well enough on their own when they're little, the tougher foes at higher levels require a gang of high-level heroes to defeat. High-level adventurers are much more reliant on their companions and their own knowledge of what their character can do. A cleric who doesn't know when to heal whom can easily get a whole party wiped out in moments, whereas a skilled warrior taunting and using shouts can be worth well over his weight in gold.

Places To See, Things To Kill

While EQOA is fun in the lower levels, it really takes off once you have some experience. Part of the reward for sticking with your character is to see ever more insane and fantastic places and creatures. Gnoll runts and large bats give way to mummies, drachnids, and drakes. Powerful heroes can enter war-torn deserts, undead-infested mansions, and underwater areas inhabited by ancient kraken. Of course, as you level up you'll gain new abilities, spells, and equipment, and learning to use them effectively is part of the fun.

A New Console Adventure

Okay, so EQOA isn't Final Fantasy, Zelda, or Star Wars, but you likely won't find a game on consoles that gives the kind of potential adventure that EQOA promises to give. Time will tell whether or not EQOA can hang with the big boys, but it certainly seems ready to try when it goes live in February.—*Dunjin Master* 



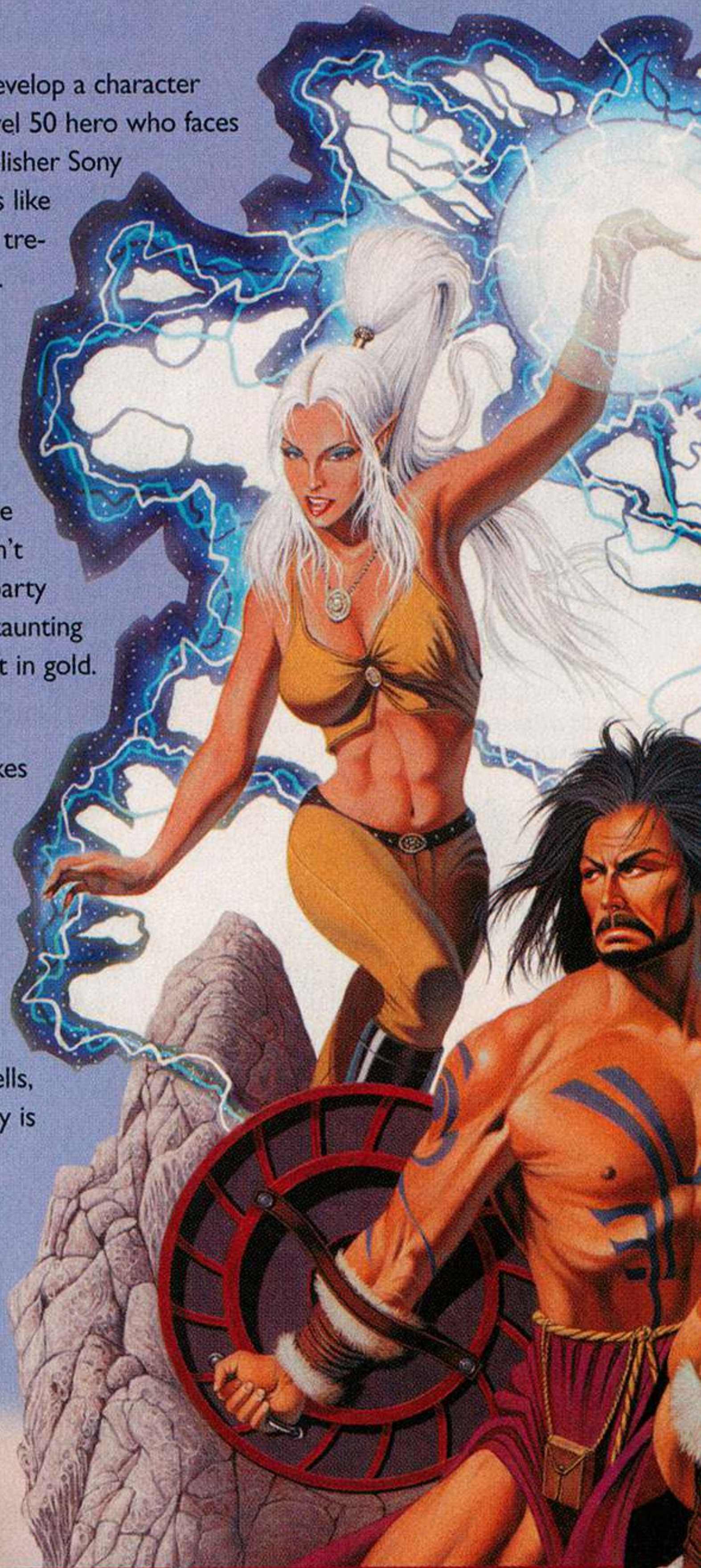
Group tactics are an important part of EQOA's high-level game. Here, Janani the shaman (in bear-form) keeps Coriss healed up so that he can keep taking the fight to these charbone skeletons.

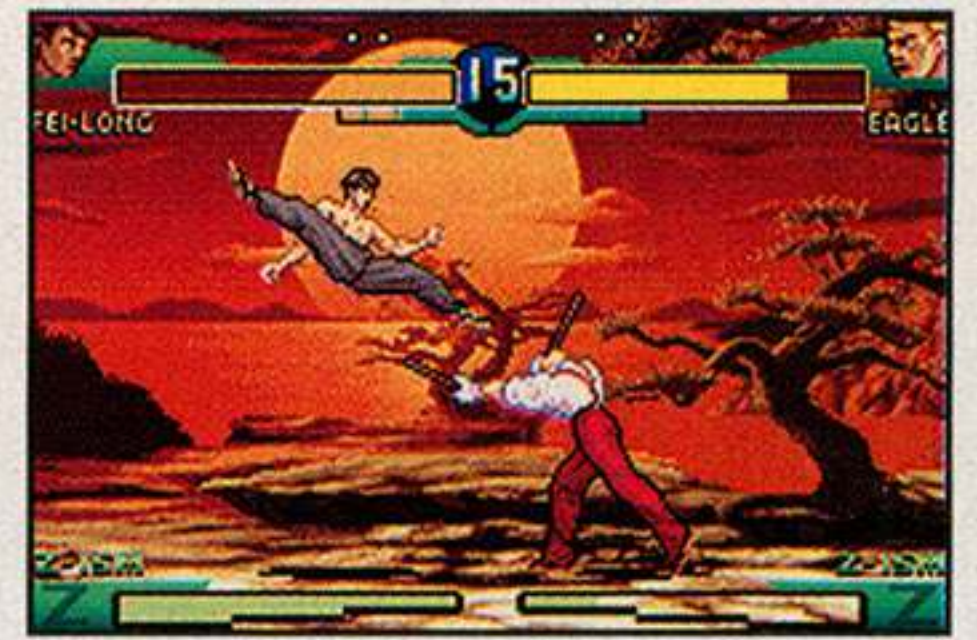


As you rise in level, you'll gain access to abilities and spells that give you tons more options to defeat your foes. This wolf is a spirit summoned by a high-level shaman—something that lower-level characters can't do.



That terror is impressive, but take a look at that bear. That's another high-level shaman ability that lets you turn into a bear and go all grizzly on your foes. Other classes get the ability to change shape; the enchanter can take the form of any race and several monsters.



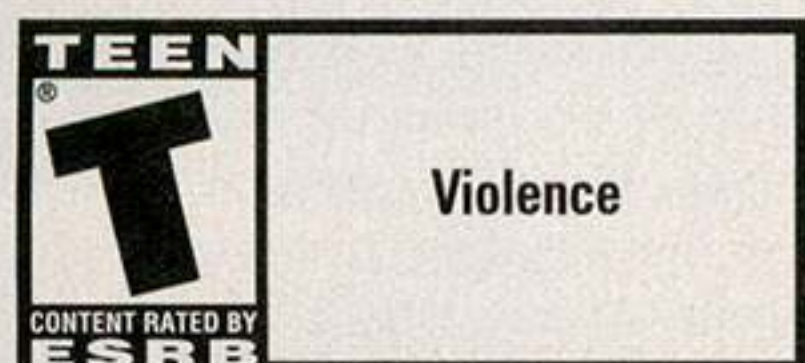


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STAR WARS: KNIGHTS OF THE OLD REPUBLIC



WITH TITLES LIKE *Baldur's Gate* and *Neverwinter Nights* decorating its resume, the name BioWare is synonymous with PC RPGs of the Highest Order. So when the folks at LucasArts decided it was time to take the *Star Wars* universe into the role-playing realm, they knew exactly who to turn to.

Balance and the Dark Side

Knights of the Old Republic is an ambitious balancing act for developer BioWare: a "PC-style" RPG for a home console audience weaned on Japanese-style role-playing games like *Final Fantasy X*; a hybrid RPG that retains BioWare's elevated customizability and side-quest count while satisfying legions of rabid *Star Wars* fans.

The "hardcore PC" roots are all here: modified *Dungeons & Dragons* 3rd Edition rules (Feats and traditional six-attribute stat system included), a completely customizable main character, and gaggles of sub-missions piled on top of oodles of side-quests. As in *Baldur's Gate II*, every choice you make in conversation or action slowly nudges you toward one path—Dark Side or Light—until your character eventually winds up saving the galaxy or tearing it apart with bolts of Level 20 Force Lighting.

Walking on the Light Side

In modifying its habits for a console, BioWare had to break new ground: This is the company's first completely 3D world (*Neverwinter Nights* used 3D models but fixed the perspective from the top), and BioWare's usually complex interface has been simplified and streamlined for the Xbox controller. Combat is rules-based but real-time as your hero/anti-hero and two

other characters (out of nine you'll eventually meet) act out the commands you input into their queue. Enter a menu to pick a Jedi mind trick, and time slows down to a crawl, similar to Climax's upcoming RPG *Sudeki* (also for the Xbox).

Also new to the BioWare formula are mini-games—pod racing, gladiatorial events, space battles, even a *Final Fantasy VIII* or *IX*-like card game called *Pazaak*—and a far greater number of cinematics (both real-time and prerendered) to move the story along.

The Burden of Knighthood

Once LucasArts publishes the game this May, *Knights of the Old Republic* could be the game that brings the last of the U.S. PC gaming loyalists to the console side of the Force. If the unholy union of Microsoft, *Star Wars*, and *Baldur's Gate* can't make it happen...well, chances are it's a lost cause anyway.—*Star Dingo*



Your ship *Ebon Hawk* serves as your central mobile base of operations...sort of the *Millennium Falcon* of the game.



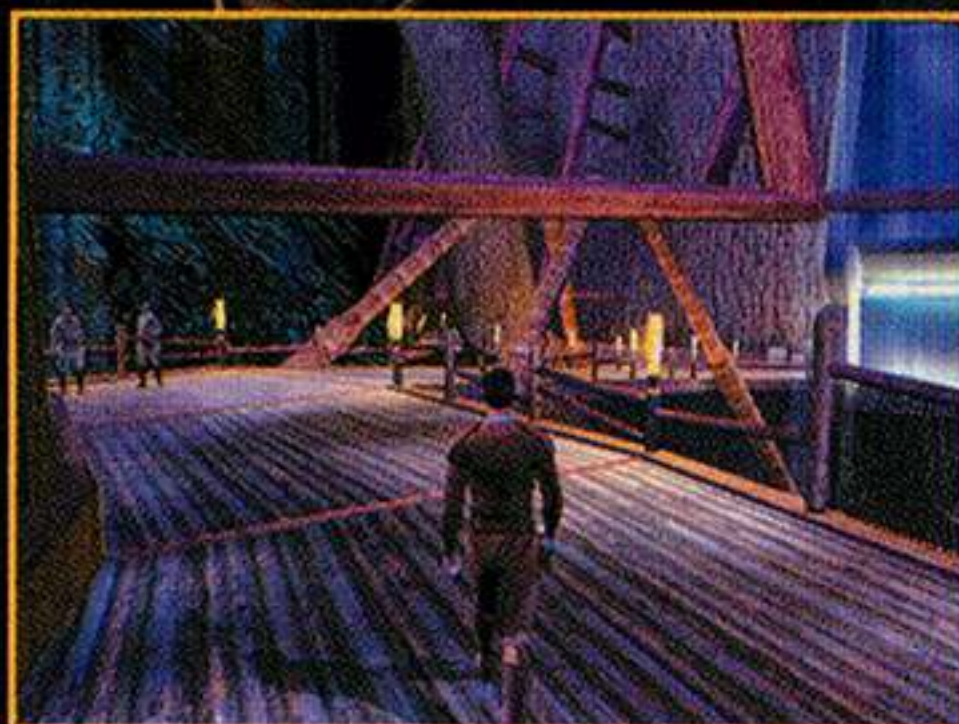
Does Xbox Live plus a hard drive mean *Neverwinter Nights*-style modularity somewhere down the line? LucasArts isn't saying "yes"...but it's not saying "no," either.



Every one of the 12,000 lines of dialogue in *KOTOR* will be spoken and lip-synced (and that's not counting the lines of "alien" speech). If you've ever played a BioWare RPG, that's a lotta talkin'.



Knights of the Old Republic takes place 4000 years before *Episode I*, at the height of the Republic, and at the tail end of a great Sith war...and BioWare's been given George Lucas's blessing to pretty much do whatever it wishes.



KOTOR will take you to the Wookiee home planet of Kashyyyk, last seen in the fabulous *Star Wars Holiday Special*.



Eight Skills (Computer Use, Demolitions, Stealth, Awareness, Persuade, Repair, Security, and Treat Injury) and 50 Force powers will be at your disposal.



Romance sub-plots are in the cards for two of your crew-mates; both guaranteed to be written better than the one in *Attack of the Clones*.



Believe it or not, *Knights of the Old Republic* and the upcoming MMORPG *Star Wars Galaxies* are the first *Star Wars* RPGs.

"AND I THOUGHT PRISON LIFE WAS A PAIN IN THE ASS."

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Bronto Sore finds staying out of jail is as hard as breaking out was. Join Bronto and 18 other wacky, not-so-typical boxers as their storylines intertwine from one grueling, over-the-top slugfest to the next. But beware. What happens in their life affects their performance in the ring. And vice-versa.

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PlayStation 2



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Editors' Choice 2002

If you had to whittle down all your favorite games of the year to just 10 and then put them in order, could you do it? The *GamePro* editors did...but it was tougher than anyone expected. By The *GamePro* Editors



BROTHER BUZZ

1. Metroid Prime

It's a great thing when all your expectations about a game are satisfied. *Metroid Prime* stays true to the *Metroid* tradition. Just when you start to think it's a good first-person combat game, it turns into a great action/adventure game.

2. Kingdom Hearts PS2

3. Way of the Samurai PS2

4. Shinobi PS2

5. Eternal Darkness: Sanity's Requiem GameCube

6. Super Mario Sunshine GameCube

7. Madden NFL 2003 Xbox

8. Tom Clancy's Splinter Cell Xbox

9. Ratchet & Clank PS2

10. Age of Mythology PC

Best Insanely Expensive Game

Steel Battalion Xbox creates an unbelievable gameplay environment. Of course, you've got to like Mech combat and your credit has to be in good standing, but there's never been an experience like this for any console, ever.



D-PAD DESTROYER

1. Eternal Darkness: Sanity's Requiem

What was at first a "Yeah, I'll play it" title at E3 turned into a "I'll play it over and over" title by the end of 2002. Easily the most gripping title of its kind ever, making *Resident Evil* look like *Disney World's Haunted Mansion* by comparison.

2. The Elder Scrolls III: Morrowind PC

3. Medal of Honor: Allied Assault PC

4. Metroid Prime GameCube

5. Animal Crossing GameCube

6. Earth & Beyond PC

7. Neverwinter Nights PC

8. Grand Theft Auto: Vice City PS2

9. TimeSplitters 2 PS2, GameCube, Xbox

10. Way of the Samurai PS2

The Reviving-the-Franchise Award

Star Wars Jedi Knight II: Jedi Outcast PC for reminding the world why we liked *Star Wars* so much in the first place.



AIR HENDRIX

1. Deus Ex: The Conspiracy

The graphics don't amount to much, but *Deus Ex's* seamless blend of FPS, RPG, and adventure gameplay is groundbreaking and riveting all at once. The story and characters grab your interest as much as a top-tier science-fiction novel does.

3. Tom Clancy's Splinter Cell Xbox

4. Hitman 2: Silent Assassin Xbox

5. World of Outlaws: Sprint Cars 2002 PS2

6. NHL 2K3 Xbox

7. Medal of Honor: Allied Assault PC

8. Medal of Honor Frontline PS2

9. High Heat Major League Baseball 2003 PS2

10. Need for Speed: Hot Pursuit 2 PS2

Cooliest Damn Controller Ever

Steel Battalion's 40-button behemoth. Even without a deep love for mech games, using such an original controller is spellbinding. Let's hope more publishers take risks on this kind of innovation.



DAN ELEKTRO

1. Tony Hawk's Pro Skater 4

What do you mean, "Again?" A completely new and deep single-player mode, huge levels, interesting lines, PS2 online play, and big challenges—this is the game that makes series veterans feel rewarded for their skills. And I still wanna play it for hours on end.

2. Need for Speed: Hot Pursuit 2 PS2

3. Motor City Online PC

4. BloodRayne PS2

5. Grand Theft Auto: Vice City PS2

6. The Thing PS2, Xbox

7. Animal Crossing GameCube

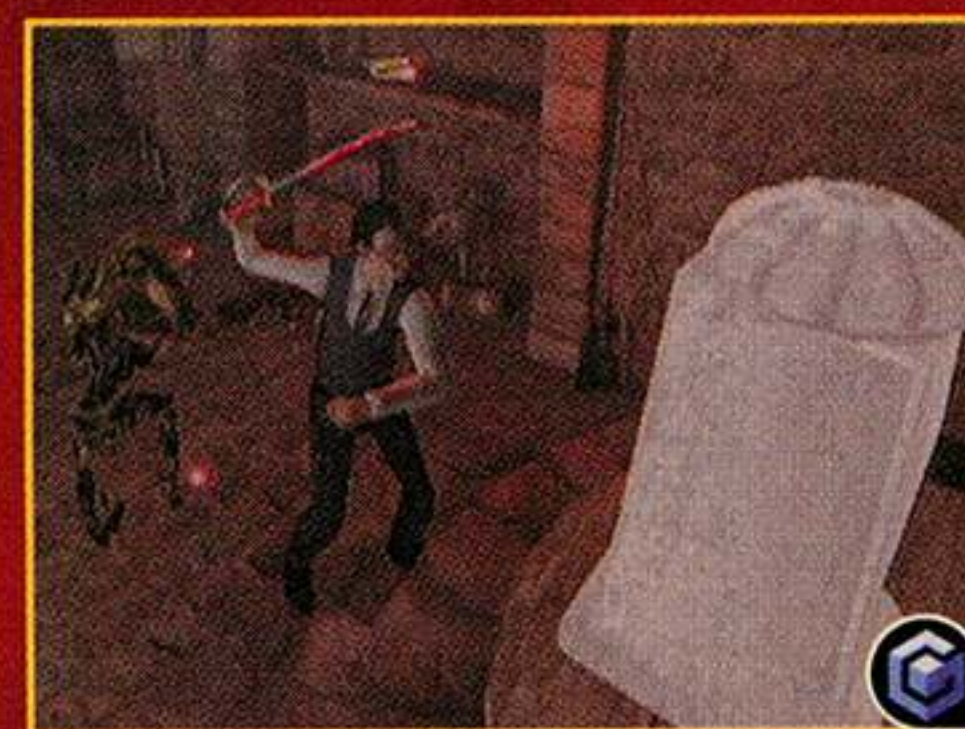
8. Burnout 2: Point of Impact PS2

9. Aggressive Inline PS2

10. Circus Maximus Xbox

Most Enjoyable Game (Until You Get to the Stupid Platform-Hopping Levels)

Buffy the Vampire Slayer Xbox



STAR DINGO

1. Eternal Darkness: Sanity's Requiem

I admit I had zero expectations for this game...it looked like any number of other limp, non-scary *Resident Evil* rip-offs. Boy, was I wrong: The story structure is brilliant, the combat is actually way more fun than RE's, and the spell mantras still echo in my ear canal.

2. Metroid Prime GameCube

3. Animal Crossing GameCube

4. Shinobi PS2

5. The Elder Scrolls III: Morrowind Xbox

6. Metroid Fusion GBA

7. Super Mario Sunshine GameCube

8. Way of the Samurai PS2

9. Ratchet & Clank PS2

10. Suikoden III PS2

SNES Award

To be fair, the GBA ports of *Super Mario Advance 3: Yoshi's Island* and *The Legend of Zelda: A Link to the Past* are better games than a couple on this list...but they're also technically not from this millennium.



P O N G S I F U

1. Jet Set Radio Future

The strongest argument supporting video games as an aesthetically valid art form. The addictive gameplay and progressively dazzling level designs don't hurt either, nor does its call to arms for immediate self-expression as a response to overwhelming oppression of personal freedom. An underrated gem.

2. Shinobi PS2
3. Contra: Shattered Soldier PS2
4. Way of the Samurai PS2
5. Star Wars Jedi Knight II: Jedi Outcast Xbox
6. Hitman 2: Silent Assassin Xbox

7. Eternal Darkness: Sanity's Requiem GameCube
8. The Mark of Kri PS2
9. Metroid Fusion CBA
10. Sega Soccer Slam Xbox

Rolling Around in His Grave Award

Bruce Lee: Quest of the Dragon Xbox



F E N N E C F O X

1. Grand Theft Auto: Vice City

Even hardened RPG fanatics like myself can't resist the complete freedom allowed in this game. Vice City's better than GTA III, too: Aiming is easier, missions aren't as boring, and the whole game just sucks all your free time.

2. Metroid Prime GameCube
3. Kingdom Hearts PS2
4. Ratchet & Clank PS2
5. Wild Arms 3 PS2
6. Super Mario Sunshine GameCube
7. Suikoden III PS2

8. Animal Crossing GameCube
9. Onimusha 2: Samurai's Destiny PS2
10. Star Fox Adventures GameCube

Why Did I Pay Full Price for This Award

State of Emergency PS2



D R . Z O M B I E

1. NFL 2K3

This is the year that 2K3 surpassed Madden in my playbook. The sharper graphics, graphic interface, and fast onscreen action made this my first pigskin choice. There's nothing better than taking my Philadelphia Eagles to the Super Bowl and winning it all!

2. Medal of Honor Frontline PS2
3. Grand Theft Auto: Vice City PS2
4. Need for Speed: Hot Pursuit 2 PS2
5. Spider-Man PS2, GameCube, Xbox
6. Star Wars: The Clone Wars PS2

7. Tony Hawk's Pro Skater 4 PS2, GameCube, Xbox
8. Jet Set Radio Future Xbox
9. Godzilla: Destroy All Monsters Melee GameCube
10. Virtua Fighter 4 PS2

Biggest Disappointment

State of Emergency PS2



T O K Y O D R I F T E R

1. Eternal Darkness: Sanity's Requiem

In a fantastic year for software, Silicon Knights' epic horror title made the biggest impression on me. Its book-like structure and engrossing story totally had me. After years of playing games, very few make me feel like I'm experiencing something fresh. Eternal Darkness made me feel that way and more.

2. Metroid Prime GameCube
3. Warcraft III: Reign of Chaos PC
4. Animal Crossing GameCube
5. FIFA Soccer 2003 Xbox
6. Steel Battalion Xbox
7. NBA 2K3 Xbox
8. Grand Theft Auto: Vice City PS2

9. Tom Clancy's Splinter Cell Xbox
10. Castlevania: Harmony of Dissonance CBA

Hardcore Award (Ultra-Tight Controls + Insane Difficulty)

Two-way tie—Contra: Shattered Soldier PS2 and Shinobi PS2



F O U R - E Y E D D R A G O N

1. SOCOM: U.S. Navy SEALs

It's not SOCOM's online capabilities that make the game revolutionary—it's the ability to speak to and control your comrades in the single-player mode using the PS2 headset that makes the game so outstanding.

2. Super Bust-A-Move 2 PS2
3. Medal of Honor: Allied Assault PC
4. Super Monkey Ball 2 GameCube
5. Tom Clancy's Splinter Cell Xbox
6. Aggressive Inline PS2

7. Grand Theft Auto: Vice City PS2
8. Super Mario Sunshine GameCube
9. Kingdom Hearts PS2
10. Jet Set Radio Future Xbox

Most Unusual Simulation/Action/Animal/Third-Person Game

Mr. Mosquito PS2



M A J O R M I K E

1. Shinobi

Shinobi may not have been the most enjoyable game of the year, but it was certainly the most challenging. Yes, gamers, Shinobi's a tough game but not an impossible one, and it's remarkable in the way it gradually builds on learned skills, all of which are required for the final battle.

2. Yoshi's Island: Super Mario Advance 3 CBA
3. Resident Evil GameCube
4. Castlevania: Harmony of Dissonance CBA
5. Resident Evil 0 GameCube
6. Onimusha 2: Samurai's Destiny PS2

7. The Legend of Zelda: A Link to the Past CBA
8. Metroid Fusion CBA
9. BloodRayne Xbox
10. Sega Soccer Slam Xbox

Year of the Retro Revival

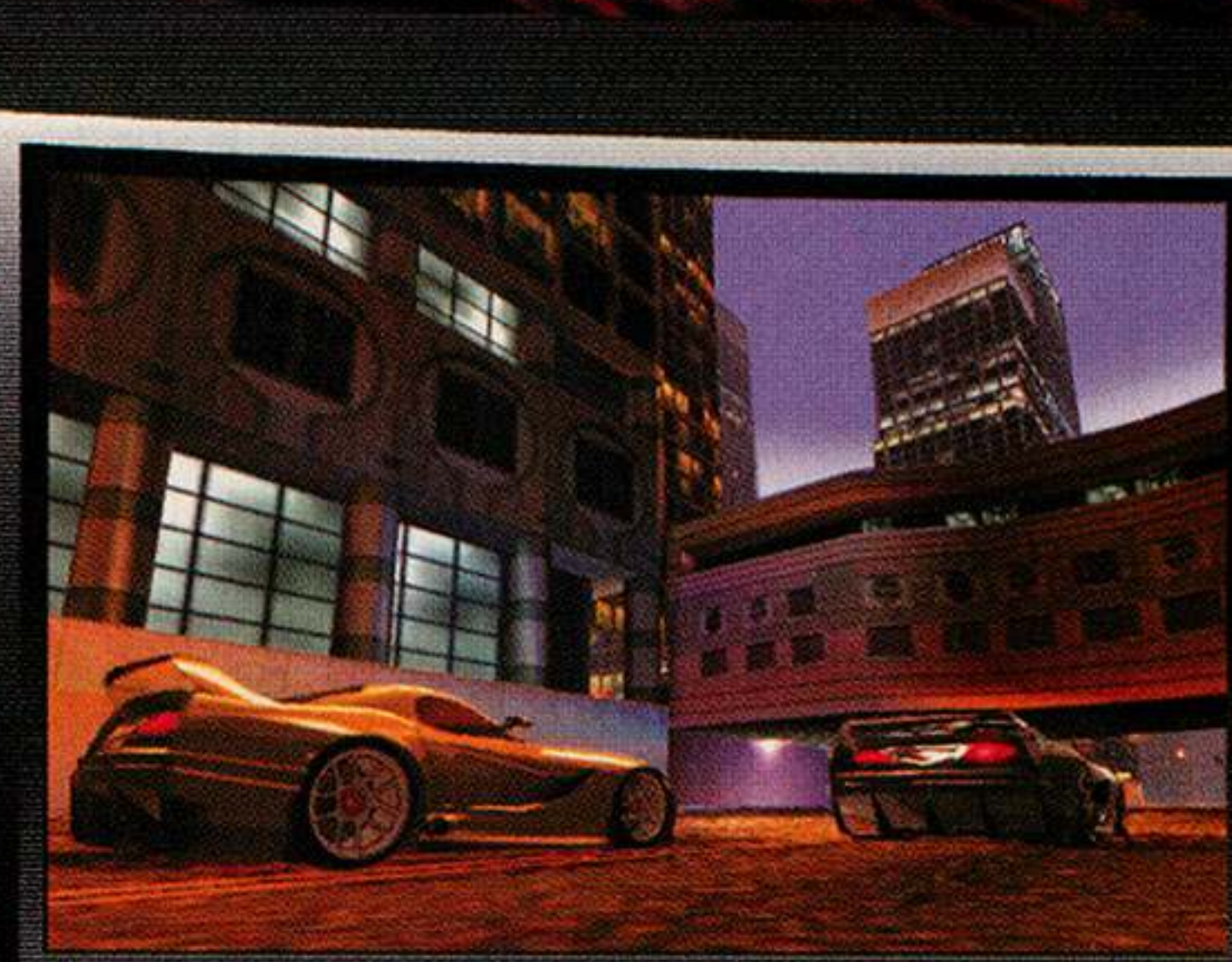
Mortal Kombat, Rygar, ToeJam & Earl, Contra, Metroid, and other classic franchises were revived on next-generation systems with quality sequels.



Meet the world's most notorious drivers on the streets of LA, Paris, and Tokyo.



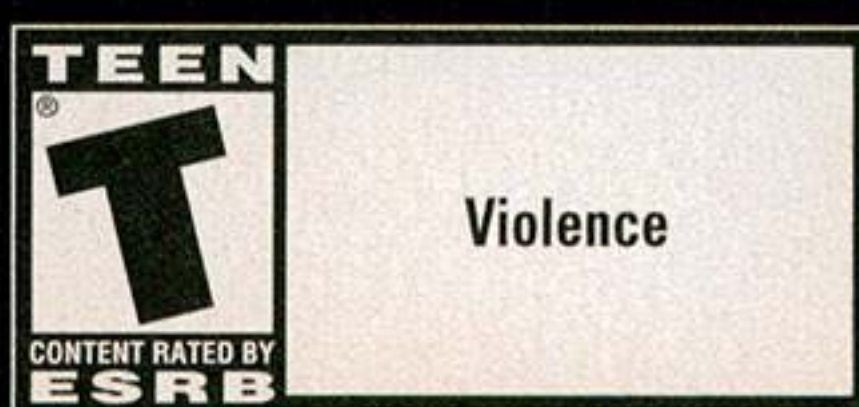
Choose from the latest performance enhanced vehicles and compete to make a name for yourself.



There are no rules - drive anywhere in the city. Find the fastest route to win.

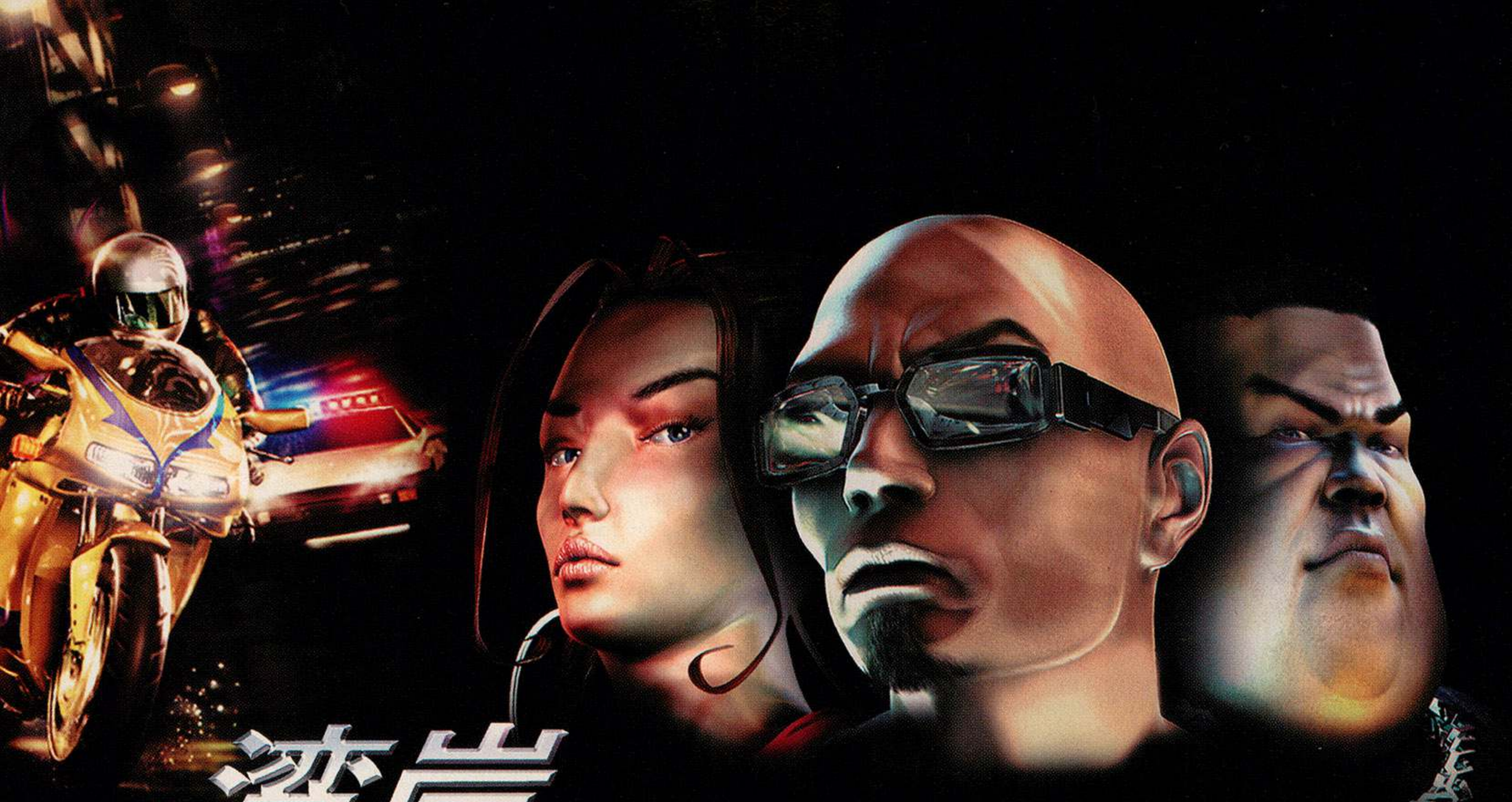
"(An) insane urban racing experience... it's ultra-illegal stuff that you've dreamed of doing."

- PSM DECEMBER 2002



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湾岸

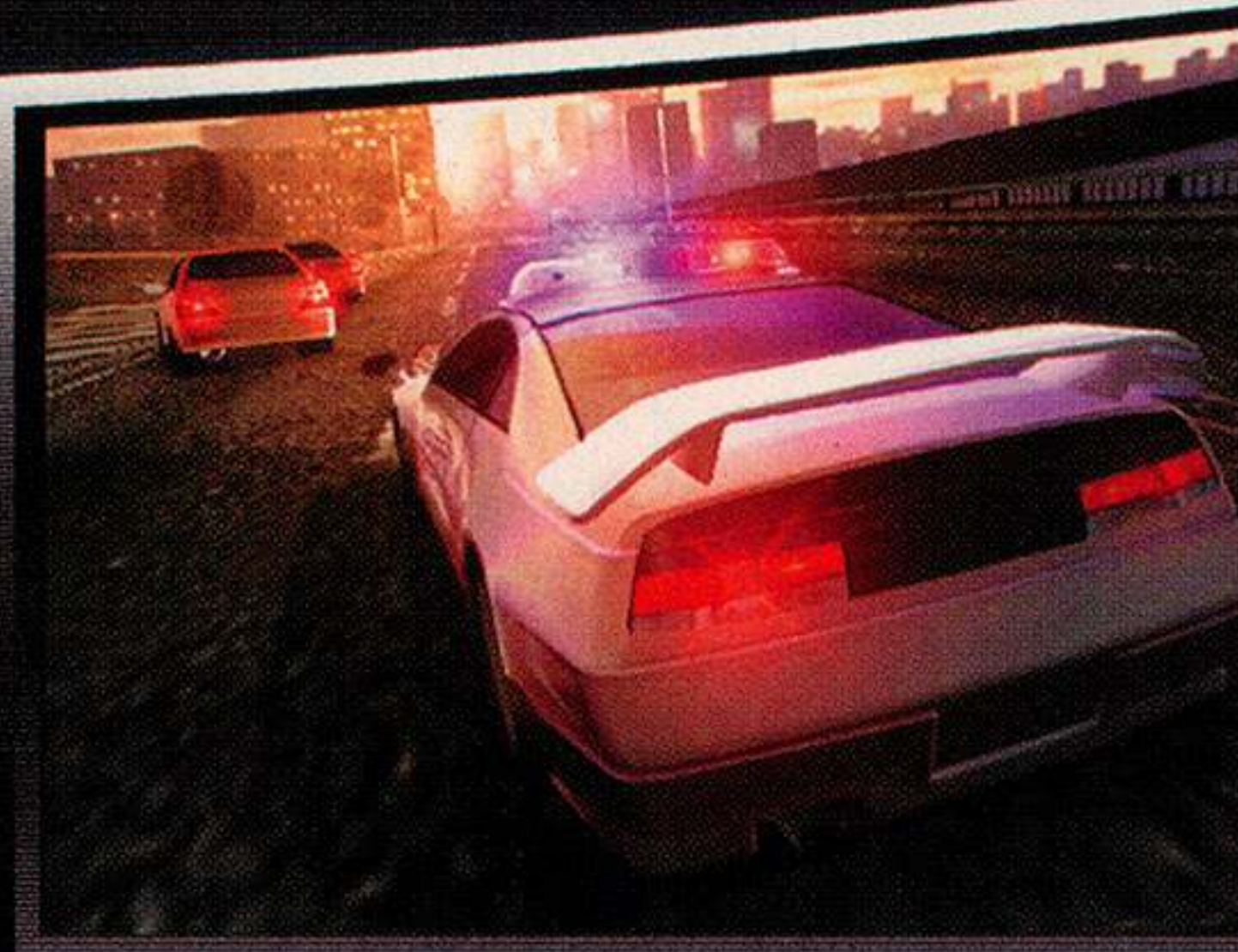
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PlayStation®2



Recommended System Specs

Windows 98/ME/
2000/XP

450 MHz Processor

128 MB RAM

1.5 GB on HD

16 MB 3D
video card

AGE of MYTHOLOGY



PROTIP: Greeks gain Favor by having villagers pray at temples; the Norse by engaging in battle; Egyptians (above) through construction of special monuments.

PPOINT. CLICK. BUILD. Harvest. Reinforce. Deploy. 'Tis the rhythm of the Ages, and Ensemble Studios' latest RTS is tuned directly in.



PROTIP: If you see a gold shining object, have a Hero grab it and take it back to your Temple to receive a gift from the gods.



PROTIP: Myth units can be devastating to your traditional armies.



PROTIP: Your Hero units will fare well against your enemy's Myth units.



Depending on your perspective, Age of Mythology is a refined, balanced, and fun RTS, or just more of the same gold-gathering, horse-building, boat-battling crap you were sick of five years ago.

A Peon by Any Other Name

Real-time strategy games have been stuck on repeat for years. Villagers collect resources so they can build buildings that build more buildings; factories churn out units; eventually you go to war until someone quits. While several games have thrown some nifty concepts (like "spaceships," "heroes," or "resource mucus") into the mix, they've all basically been copies of an old, old Westwood Studios game called Dune II, the first RTS to ever garner mainstream attention.

That being said, Age of Mythology may be the most elegant copy of Dune II ever made, refined through years of experimentation to be fun, intuitive, and exceedingly well balanced; the number of units at your disposal feels vast without ever feeling overwhelming. And commanding a Cyclops...well, that's just plain fun.

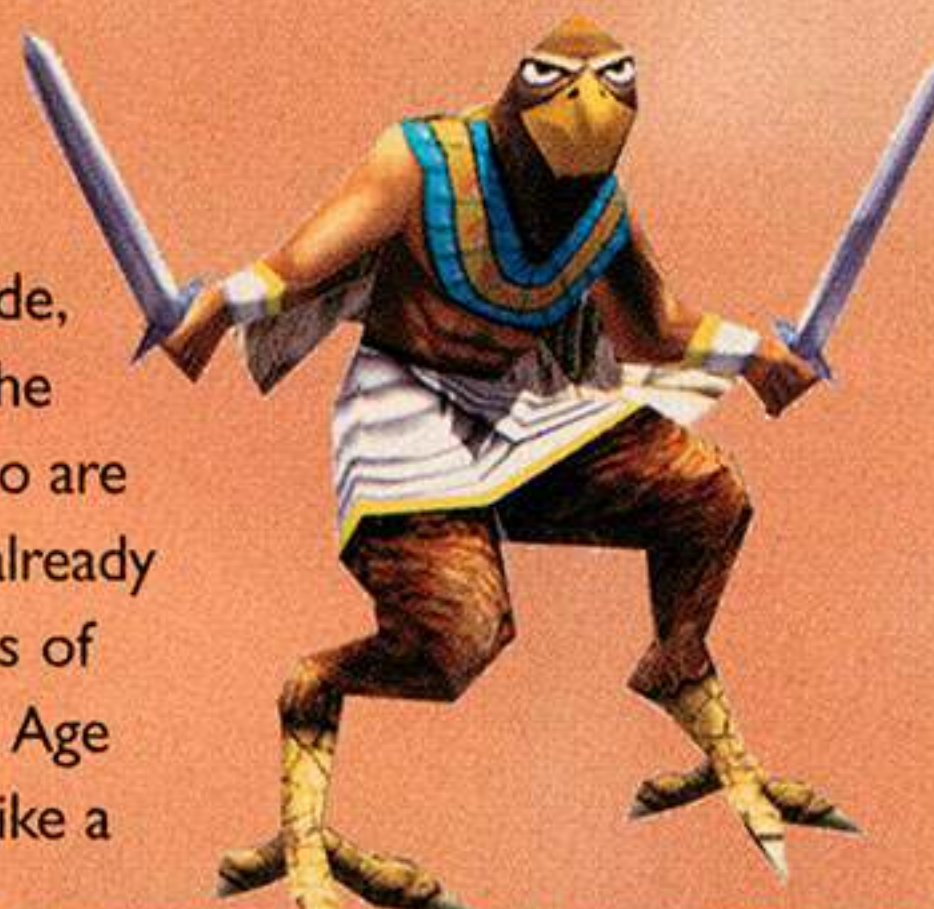
Rise of Nations

One of the big things that separates Age of Mythology from the rest is inclusion of a new resource—Favor—that exists separate from the usual trio of food/lumber/gold. While the three nations (Greek, Egyptian, Norse) don't quite display the distinction of races in Blizzard's titles (StarCraft's Zerg and Protoss seemed like they existed in different games), the way they gain Favor changes drastically from nation to nation.

Ensemble has also done a fine job in balancing unit types—there's more to the interaction between Myth, Hero, and regular units than the simple "archers are good against horses" system you're used to, and good players will be forced to balance their armies in order to succeed. The Campaign mode features a dozen missions for each race, but the story doesn't quite have StarCraft-style single-player pull, despite being based on some of the finest tales ever told.

A Timeless Tale Well Told

Age of Mythology is one of the best RTS games ever made, perfect for people still into the genre and great for those who are just jumping in. But if you're already sick to death of all the Rises of Nations and Crafts of Wars, Age of Mythology will still seem like a tired old tale. **G**



PROTIP: Once you gather enough wood in the Greek "Build Trojan Horse" Campaign, immediately have every single villager drop what they're doing and help at the horse site.



PROTIP: Purchase the upgrades at your food and wood storage facilities ASAP to expedite resource gathering.

GRAPHICS 4.5

The new 3D engine looks super-great, and the creature design rocks, but there's no zoom or rotation control despite the "3D"-ness. There's lots of detail in the cool animations (Minotaurs goin' all Sauron on a human, flinging him a couple hundred feet with one swipe) that's easy to miss if you're not paying close enough attention.

SOUND 4.0

Pompous, overblown voice acting in the cut-scenes is well done and entertaining, even if the delivery is reminiscent of when Homer Simpson watches Greek theater on PBS. Good use of audio cues makes sure you're aware of situations you may not see onscreen.

CONTROL 4.5

Experience reaped from years of other RTS games' failure makes Age of Mythology an effortless, intuitive wonder. Grouping banners and the "idle villager" button are wonderful little tweaks. If there's one complaint, it's the limit on the number of units you can include in a group at once.

FUN FACTOR 4.5

Polished, intuitive, balanced, and fun, this is one of the best RTS games ever made, but if you're bored with the genre this isn't going to suddenly make you a believer again. The well-wrought campaign mode doesn't quite display Blizzard's flair for RTStorytelling.

	<ul style="list-style-type: none"> Developed by Ensemble Studios Published by Microsoft \$44.99 Available now 	<ul style="list-style-type: none"> Real-time strategy 12 players 					
	<p>BY STAR DINGO</p>						

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Unreal II: The Awakening

The Sleeping Giant Awakens

Say the word "Unreal" to a long-time PC gamer, and witness the reaction. What you'll see is pleased nostalgia combined with hungry determination and not a small taste of awe. Unreal was the first game to really give id Software a run for its money, and judging from the preview version, its sequel is set to do the same. With truly state-of-the-art presentation, crazy new gameplay methods, and an all-original story in the Unreal universe, Unreal II plans to regain the series' title in the single-player FPS arena.



FIND OUT MORE ONLINE
www.gamepro.com

Meet your intelligence officer, Aida, one of Unreal II: The Awakening's complex and well-developed characters.



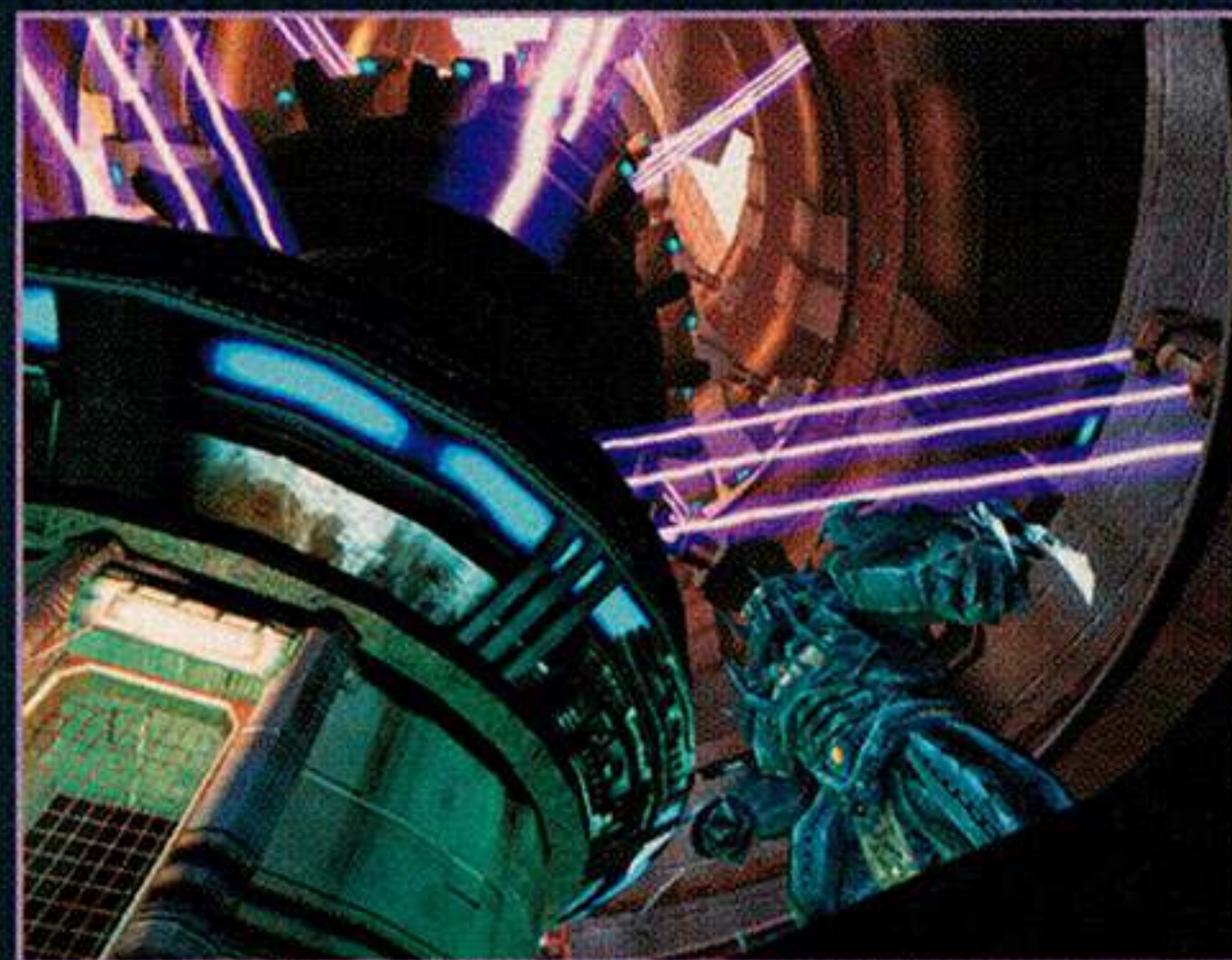
Call Me the Space Cowboy

You are the Marshall, the lone lawman in a lawless area of space. You and the crew of your starship, the *Atlantis*, will patrol the stars in search of conflict, and of course, this being Unreal II, conflict won't be far away. With the help of your crewmates—the alien pilot Ne'Ban, the irascible engineering genius Isaak, and the lovely and talented intelligence officer Aida—you'll have to balance your attention between protecting the people of your sector and discovering the source of the turmoil to end an interstellar war. Unreal II is single-player only, but its story was so deep and engaging in the preview version that no one noticed.



The Legend of Unreal

Because it's Unreal, Legend is pulling out the stops as the screen shots clearly illustrate. Yes, the preview version of Unreal II really looked that good. The early build's sound was mind-blowing, and the controls—featuring new alternate fire modes depending on how long you hold the buttons before firing—were already second nature. New weapons like the arachnid-spewing spider gun and mission types like tactical defense (set up turrets, fences, and soldiers, and then defend your area from attackers) will make sure the gameplay doesn't get stale. Doom III, here's your warning shot.



BY D-PAD DESTROYER



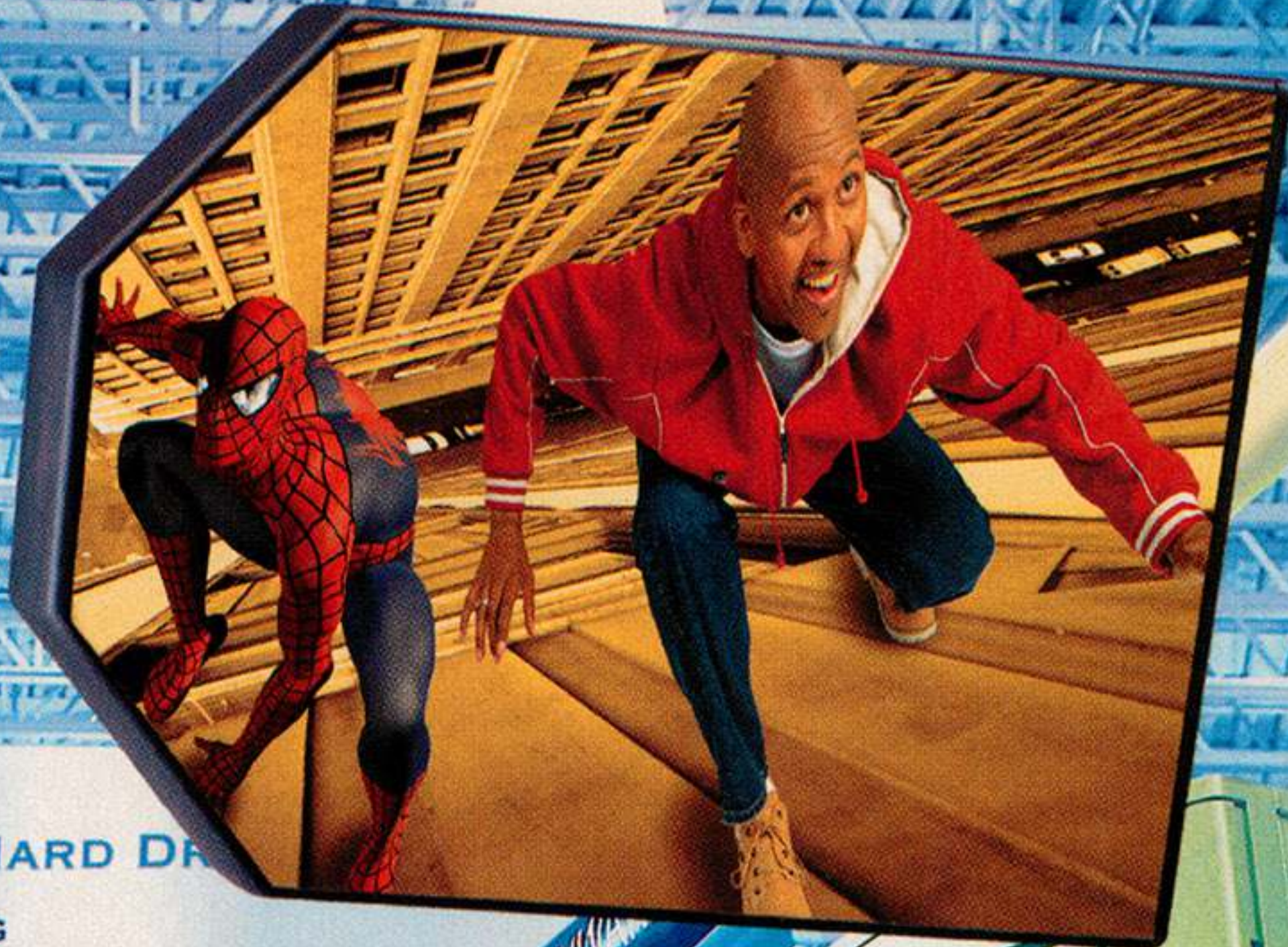
- Developed by Legend Entertainment
- Published by Infogrames
- Target release date: January



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The Sims Online



LIFE IS WHAT YOU MAKE IT

The core element of The Sims—creating a virtual person and giving them what they need to live a happy digital life—is still intact in The Sims Online as is the consumer fun of building a dream house. However, nearly all the other game elements have been tailored for a unique online experience.

Each Sim is controlled by a live person somewhere in the world who can choose its skill specialties—cooking, mechanical, logic, body, and so on.



Those skills must be built up and maintained, and they're used to earn money via group activities, such as making pizza or cracking secret codes. Ultimately, Sims want to stake out a claim of land and build a destination on their property—and the property can be whatever they want it to be. Cyber-

café, health spa, sports stadium, library, rock concert, department store, restaurant, pinball arcade, dance club, game show, bed and breakfast...whatever you can dream up, you can build. The more people who join you as roommates, the bigger your budget for building the ultimate...um, whatever it is you want to build, and the more likely your whatever will be a successful hot spot.

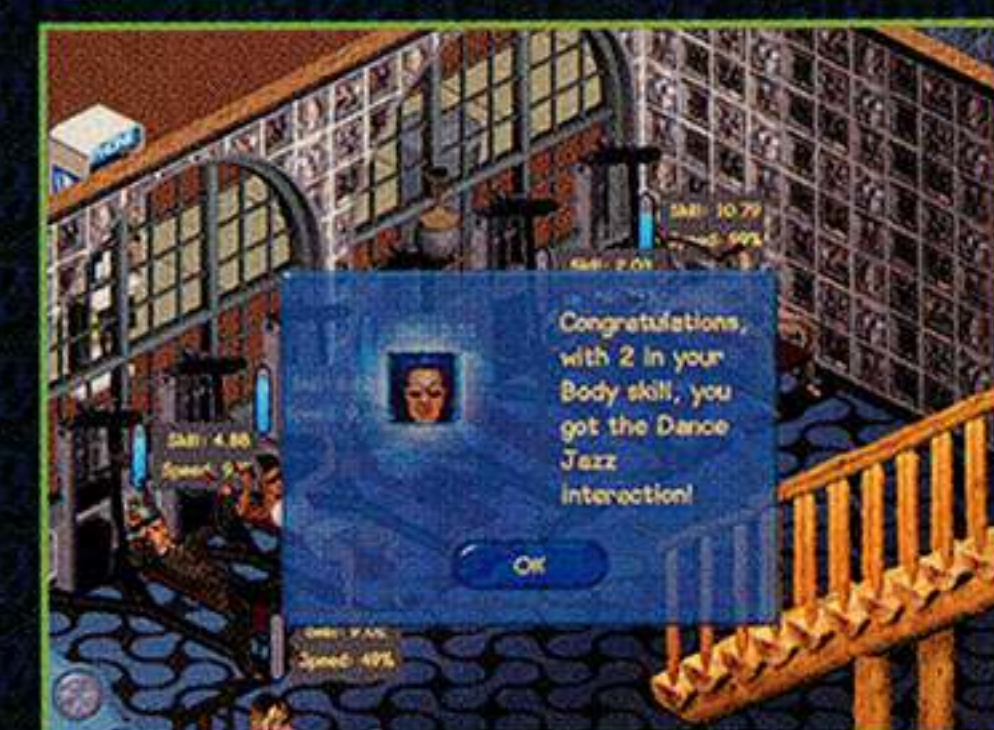


INTERPERSONAL INTERNET

Social interaction with other live players is not only fun, it's required—some of the most profitable activities require multiple people to work together, and even the solitary stuff (reading, working out) offers a big performance boost with more participants. Groups of friends will want to pick different skill specialties, so they can work efficiently as a balanced team.



At press time, Maxis was racing to adjust the game's structure so that all players, no matter what kind of property they wanted to run, could feel rewarded for their creativity. The only real technical problem in the beta version was the now-standard lag; player control and the user interface were both instinctive. If Maxis continues to seek out player feedback for game improvements, you can expect



Got no life? Doesn't matter—once you get into The Sims Online, you aren't likely to have one anyway.



BY DAN ELEKTRO

- Developed by Maxis
- Published by EA Games
- Target release date: December

HANDS-ON



Command & Conquer Generals

BLIZZARD'S WARCRRAFT III truly set a new standard for 3D real-time strategy games. Fans of the C&C universe will be pleased to know that the preview copy of C&C Generals met that benchmark and may even be capable of setting a new one.

Generals' story is separate from the Command & Conquer canon, featuring three factions (USA, China, and a terrorist organization known as the G.L.A.) battling for supremacy in a pre-apocalyptic world set only slightly in the future. Because of this, Generals is influenced by today's current weaponry, which helps keep the game within the realm of believability.

The preview version's interface was intuitive and is worth mentioning—even if it did seem borrowed from WarCraft III. Despite the complexity of the gorgeous 3D environment, Generals controlled as easily as the previous C&C titles, keeping the focus of the game on the action rather than the interface. Many units featured customizable upgrades, and a new leveling-up system enabled players to wield new abilities and units, encouraging aggressive gameplay. Command & Conquer Generals seems to be doing so many things right so far, it's hard to see where it can go wrong. **G**



BY SIMON LIMON



- Developed by Westwood Studios
- Published by EA Games
- Target release date: February



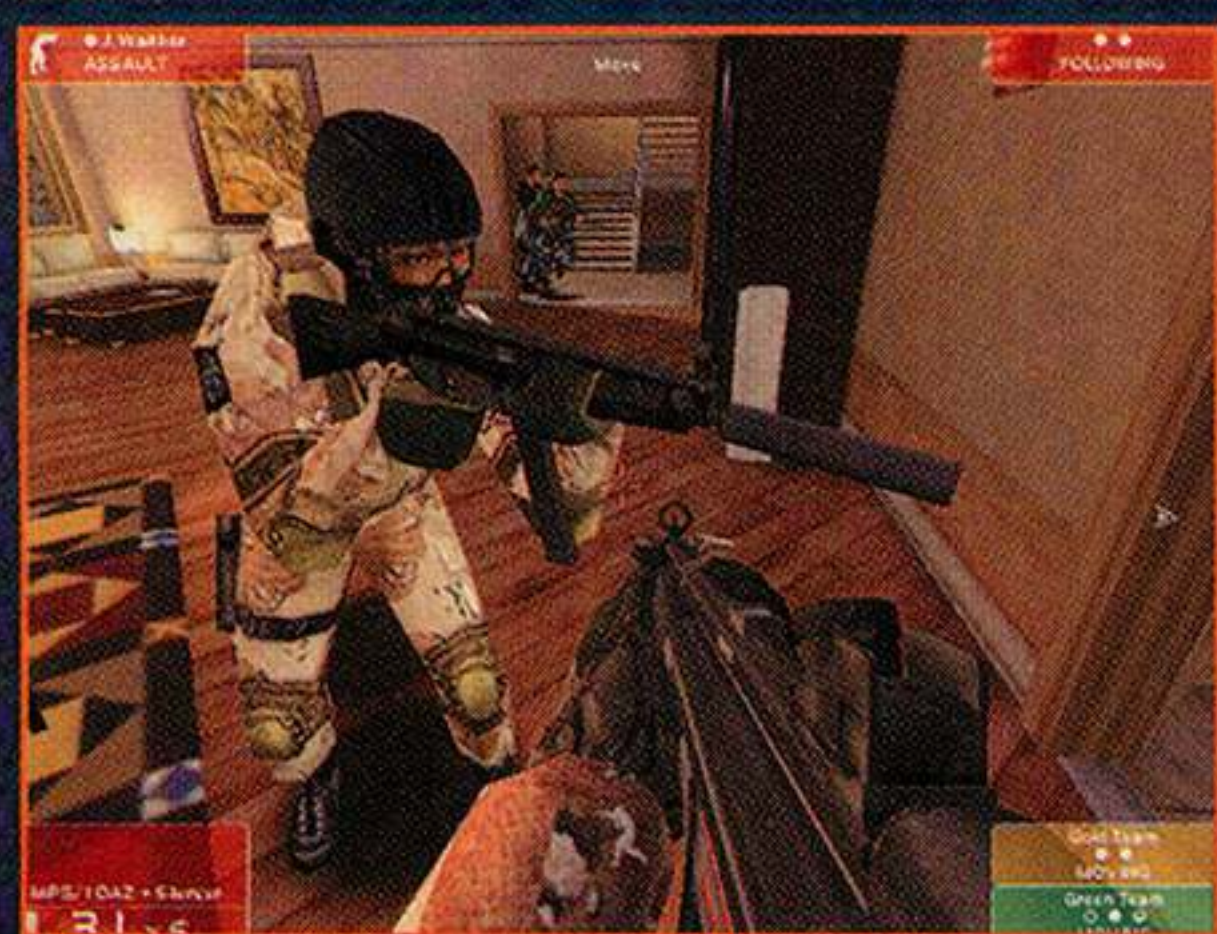
HANDS-ON

Tom Clancy's Rainbow Six: Raven Shield

THERE'S NO DOUBT that the rules of engagement in first-person tactical combat games all started with the Rainbow Six series. Now, the third chapter about a highly covert anti-terrorism team based in the Tom Clancy world hopes to raise the bar in this purely adrenaline-pumping action genre. Besides the expected boost in graphics (thanks to a next-generation Unreal engine), Raven Shield will feature 57 fully modeled and simulated weapons that range from the popular PSG-1 sniper rifle to the Austrian Army's AUG AR assault rifle. A slew of frag and flash grenades, heart sensors, and other slick accessories

will also be available to use in the eradication of your enemies. As in previous Rainbow Six missions, your team will operate around the world in locales like England and the Caribbean Islands, specializing in close-quarters combat.

In a preview version of Raven Shield, controlling the elite commando group yielded mixed results. New options such as ordering your comrades to open doors and clearing rooms were effective, but as in previous Rainbow Six games, troops would periodically get stuck behind walls or objects. Still, if Ubi Soft stays on track, Raven Shield could become the best way to fight terrorism on your PC. **G**



BY FOUR-EYED DRAGON



- Developed by Ubi Soft Montreal
- Published by Ubi Soft
- Target release date: February



HANDS-ON

Pokémon Ruby/Pokémon Sapphire

SO WHAT CAN Nintendo do with a portable franchise that's already broken more records than a very poor wedding DJ? Make it look prettier, for one. The Japanese versions of Pokémon Ruby/Pokémon Sapphire still looked



plain compared to other GBA titles, but the music's taken a major step up in quality and everything was colorful and well-animated enough to look quite a bit closer to the actual cartoon.

Although this Pokémon works the same as

before (conquer gyms, get badges, go on a magical quest of discovery and excitement), the new games are more than rehashes of the same concept.

The two-on-two battles, for example, were more strategic than gimmicky—the types of Pokémon you use in these battles will affect their attacks, so your Pokéball order will play a much greater role than before. Each Pokémon also

has a special ability, such as changing its type during battles, making fighting more than a clash of statistics. How all this will affect the games' core will be revealed in the English version, due out in March. **G**



BY FENNEC FOX

- Developed by Game Freak
- Published by Nintendo
- Target release date: March

GAME BOY ADVANCE

HANDS-ON

Lufia: The Ruins of Lore

IN A LITTLE village near the not-so-little nation of Gratze, three childhood friends named Eldin, Torma, and Rami will rise up from their rustic roots to stop a madman from reassembling an ancient beast and harnessing its supreme evil to take over the world. So goes the story of Lufia: The Ruins of Lore, the latest chapter in the long-dormant saga begun on the Super Nintendo oh so long ago.



You can count the made-just-for-GBA RPGs available on one hand; and only a select few (Golden Sun and Tactics Ogre) are as fully-fleshed as Lufia is proving to be. Some cool features: Dungeons in the demo build had no random encounters—enemies were visible on the screen, and you could try to avoid (or surprise) them as you saw fit. Characters could take on one of 11 Jobs in various fields of magical, tactical, and martial arts. One town featured a special 60-level randomly generated dungeon, specifically made for find-



BY STAR DINGO

- Developed by Taito
- Published by Atlus
- Target release date: February

GAME BOY ADVANCE

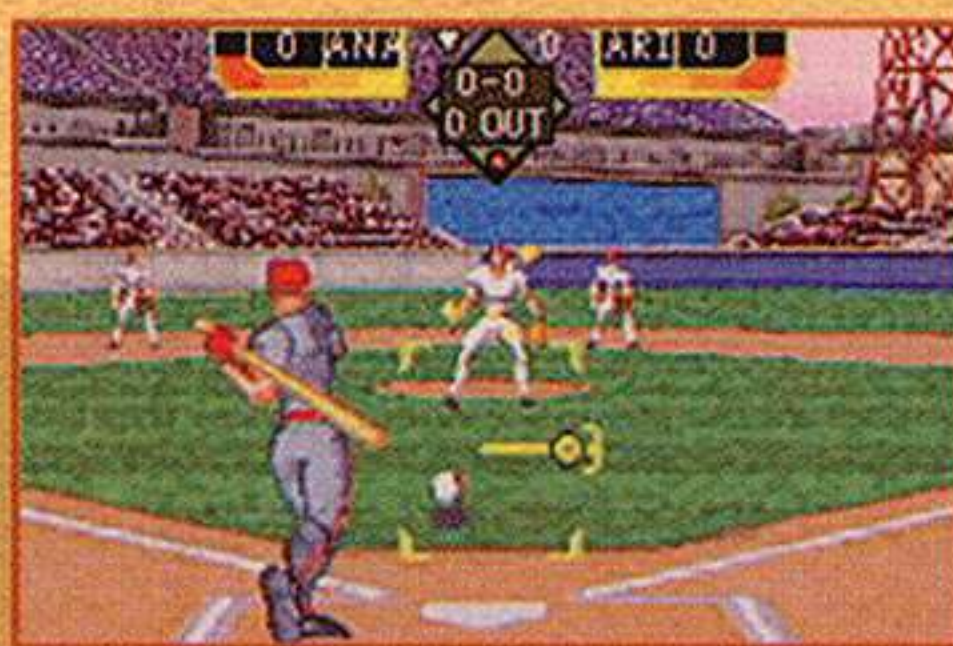
HANDS-ON

Crushed Baseball 2004

THIS SEASON, you can prepare for a little twist on the American past time...No, it's not the XLB—it's Crushed Baseball 2004, a new baseball game from BAM! Entertainment that takes the



sport into the Looney Tunes zone. Pitches turn into buzz-saws, balls get stuck in the field, and mitts have suction powers. Perform the special "task" in the field (smash a window, bang the gong), and your players will be rewarded with special "mojo" abilities. It could be the perfect remedy for anyone who finds real baseball to be a crushing bore. **G**



BY STAR DINGO

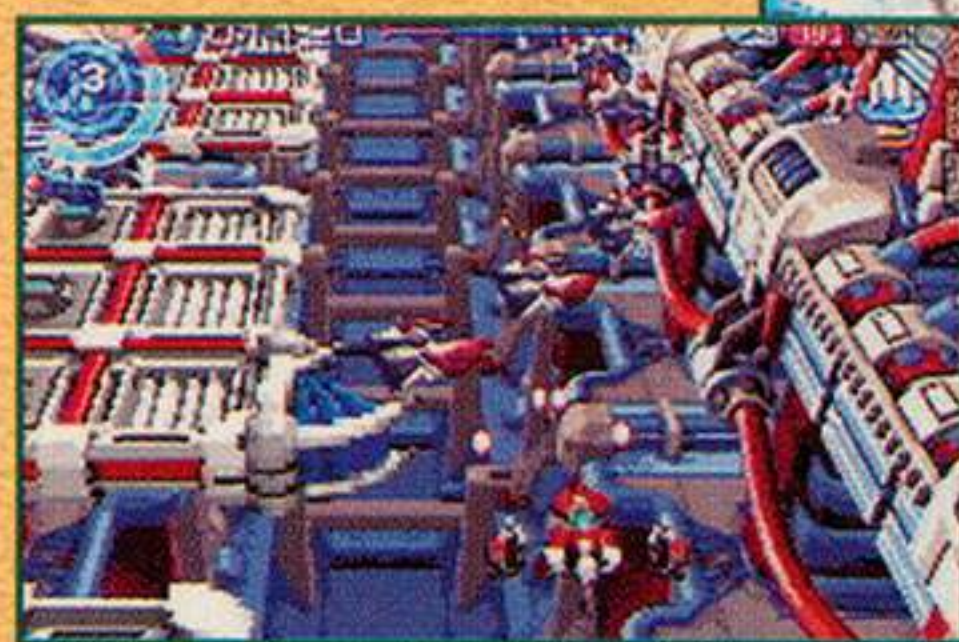
- Developed by Amaze
- Published by BAM! Entertainment
- Target release date: March

GAME BOY ADVANCE

FIRST LOOK

Iridion II

FOUR PLANETS, 16 levels, and a whole lotta bosses and bullet swarms await in Iridion II, the sequel to one of the first Game Boy Advance games to prove the system could do things in three dimensions...more or less. The second chapter in the Iridion saga will push the limits of the GBA hardware even further; the preview build took a more Zaxxon-inspired visual stance, pulling off some nifty visual trickery with background and enemy geometry to make it one smooth, trippy, cosmic jaunt. **G**



BY STAR DINGO

- Developed by Shin'en
- Published by Majesco
- Target release date: March

GAME BOY ADVANCE

HANDS-ON

Daredevil

ARRIVING JUST IN time for Ben Affleck to take on Michael Clarke Duncan and Colin Farrell on the big screen, the Game Boy Advance version of everyone's favorite sightless superhero will have you tearing through 23 levels of Hell's Kitchen on the hunt for Kingpin. How can you see your enemies if you're supposed to be blind, you ask? "Radar sense" that picks up the world through Daredevil's four other finely honed senses and translates it into a sort of 2D, sprite-based side-scroller. Duh. **G**



BY STAR DINGO

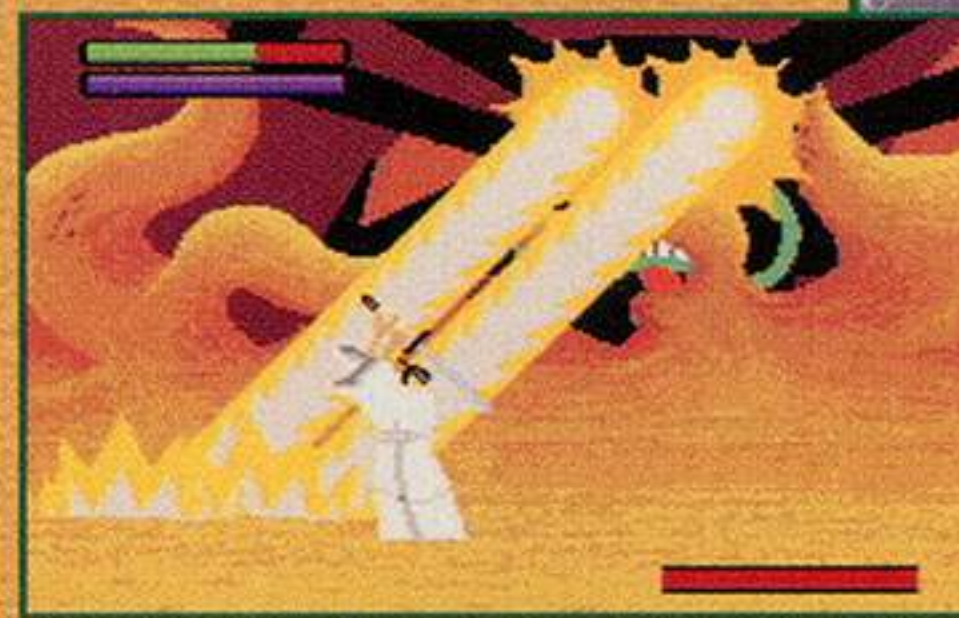
- Developed by Griptonite Games
- Published by Encore
- Target release date: February

GAME BOY ADVANCE

FIRST LOOK

Samurai Jack: The Amulet of Time

YOU DON'T KNOW Jack. Samurai Jack, that is. In his quest to defeat the sorcerer Aku, Cartoon Network's hero will slash spiders and mutants in classic side-scrolling form. Judging by the preview version, Jack boasted fluid control, but his platform-jumping skills were unimpressive (he later learned to "jump good," like he did in the 'toon). Most importantly, Samurai Jack featured bold, bright visuals and faithfully stylized cinematics. Game Boy Advance owners could be in for a treat this February. **G**



BY VICIOUS SID

- Developed by Virtucraft
- Published by BAM! Entertainment
- Target release date: February

GAME BOY ADVANCE

HANDS-ON

Altered Beast: Guardian Realms

MAN BECOMES BIGGER man. Bigger man becomes biggest man. Biggest man becomes monster that shoots magic balls, performs spin attacks, and defeats weird, creepy boss...before reverting to man once more. Altered Beast: Guardian Realms succeeds marvelously in crafting a wholly faithful sequel to the "classic" arcade and Sega Genesis game right down to the challenge, pacing, graphical style, and weird *Zardoz*-meets-*Clash of the Titans* soundtrack. It even goes the extra mile with three times as many levels (15 as opposed to the original's five) and a dozen new "evolving" transformations.

Unfortunately, for all the effort at mimicry, the gameplay at the Beast's heart doesn't quite withstand the test of time. Only those with the Sega Nostalgia Gene spliced into their DNA will be able to fathom why Altered Beast, with its stupid-simple, ultra-repetitive 2D side-scrolling punch/kick/repeat gameplay, was ever popular in the first place. **B**



PRO TIP: Wall away at the Hydra boss with lightning from a distance—don't try to fight it close up with your short-range attack.



PRO TIP: Be on the lookout for purple specters—they're always accompanied by orange specters that carry morph power-ups.

	■ Developed by 3d6 Games	
	■ Published by THQ	
■ \$29.99	■ Action	TEEN 4.0 4.0 3.5 3.0
■ Available now	■ 4 players	

Mortal Kombat: Deadly Alliance

OVER THE YEARS, handheld ports of Mortal Kombat games have ranged from absolutely abysmal to merely embarrassing...so Deadly Alliance deserves special mention for even displaying a level of competence. The sound is great with good voice samples and surprisingly potent smacking sounds, and the tight controls retain an impressive amount of 12 characters' moves, stances, and fatalities. And just like in its console big brother, there's tons of stuff to unlock—even if here it's mostly character palette swaps.



PRO TIP: Enter your profile name as KWIKKASH to start with 25,000 Koin. Unlock Quan Chi at Krypt location AI.



PRO TIP: To perform Scorpion's "rip out internal organ with spear" Fatality, tap →, ←, A at any distance.

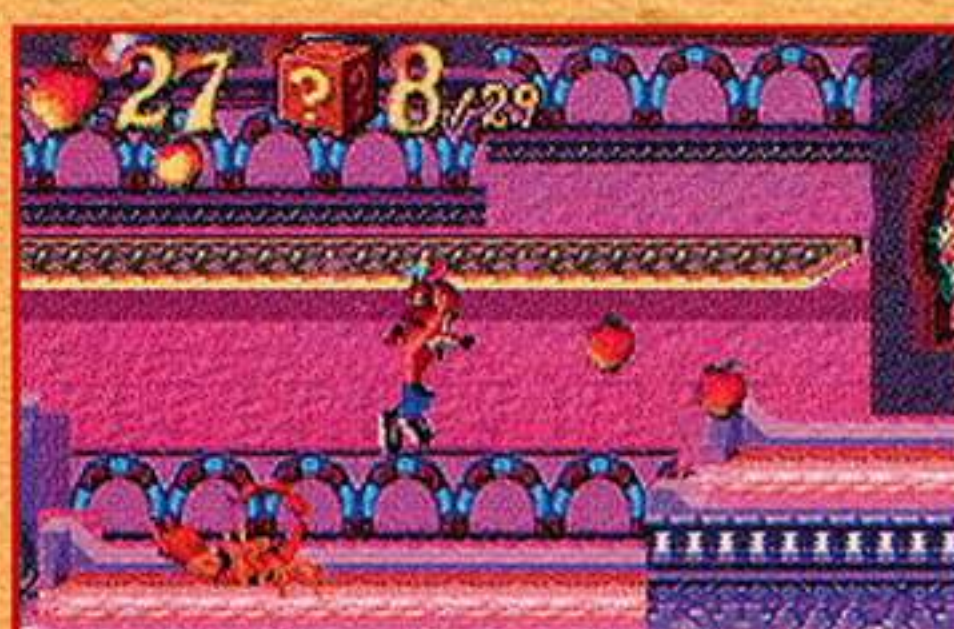
The most unfortunate thing about the GBA Deadly Alliance is the decision to ape the console versions' 3D gameplay when it really wasn't necessary—the arenas are blocky Mode 7 messes that do impossible Escher things wherever the floor meets the background, and the characters have been pixelated to make them "scale." 5.0 for ambition, at any rate. **B**

	■ Developed and published by Midway	
	■ \$29.99	
■ Available now	■ Fighting	MATURE 3.5 4.0 3.5 3.5
	■ 2 players	

Crash Bandicoot 2: N-Tranced

THE GBA IS awash in an ocean of SNES remakes these days; it's to the point where it's hard for original platformers like N-Tranced to stick their necks above the surface. Which is kind of a shame because Crash, while exhibiting only scant traces of innovation here and there, is expertly designed and deserves attention from more GBA owners.

Much like the last GBA title, Crash borrows most of its design from the 16-bit platform greats. Crash runs, Crash jumps, Crash destroys crates, Crash collects random world-saving junk...it's all been done before, but the game controls so beautifully and the side-view levels are such a perfect shade of difficult but not frustrating that it's hard to fault the "me too"-ness of it all. The mini-game stages can be disappointing (the hamster-ball sections have completely unrealistic physics), but overall Crash Bandicoot 2: N-Tranced is not a bad little platformer at all. Unoriginal but not bad. **B**



PRO TIP: Pressing the R button in the air makes Crash belly-flop to the ground, destroying any crates in his way.



PRO TIP: Go slow in the hamster-ball stages. You'll almost always run off a cliff or into a Nitro crate otherwise.

	■ Developed by Vicarious Visions	
	■ Published by Universal Interactive	
■ \$29.99	■ Action	EVERYONE 4.0 4.5 4.0 4.0
■ Available January	■ 2 players	

Sea Trader: Rise of Taipan

SEA TRADER: RISE OF TAIPAN is a gussied-up, comic-book-stylized version of the "pirate math" games (a.k.a. commodities trading) of yore—once all the rage on PCs, now popular again on PDAs. "Thrilling" doesn't describe it, but the pick-up-and-put-down gameplay easily lets you kill off a few minutes here and there, making it perfect for portable systems.

The menu interface is simple, but there's no action to speak of even in the turn-based pirate encounters that pop up as you travel from port to port. The crux of the gameplay involves paying attention to which ports are selling what and for how much, and thinking about smart trade routes and practical ship upgrades. Why this kind of game is so fun and replayable shall forever remain a universal mystery—but somehow it is. **B**



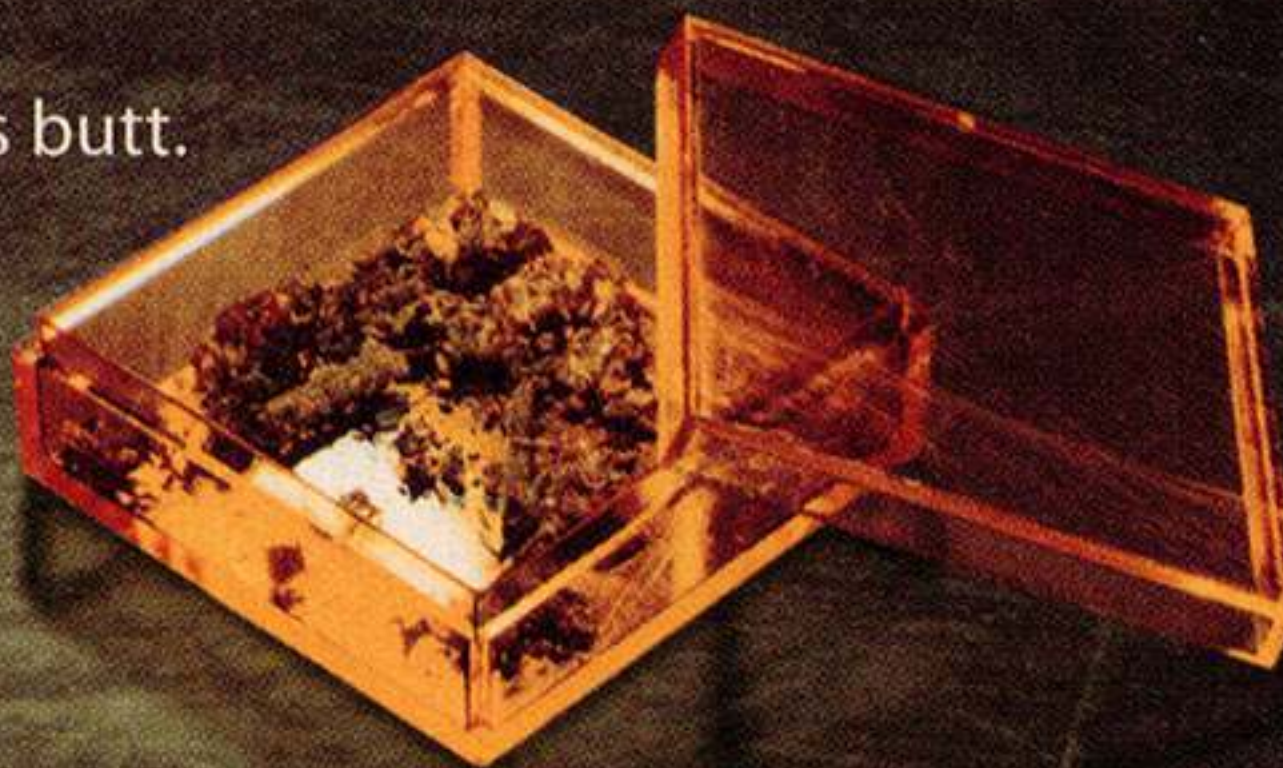
PRO TIP: Each first mate has different skills. If you want to be an aggressive pirate, bring Ollio. If you plan on doing some hard bargaining, bring Sun Li. You can change later at certain ports.



PRO TIP: The Customs House is a front—go there and make a "donation" once you have a hefty amount of contraband cargo from pirate ships you've boarded.

	■ Developed and published by Jaleco	
	■ \$29.99	
■ Available now	■ Strategy	TEEN 3.0 3.0 3.5 3.5
	■ 1 player	

Sniffed cat's butt.



Made a 12" lint ball.



Forgot... something.



Didn't see merging truck.



MARIJUANA. HARMLESS?



Middle-earth stands on the brink of destruction.

You will unite. Or you will fall.



Blood
Violence

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Return to Castle Wolfenstein: Operation Resurrection (PS2) • Tides of War (Xbox)

Brave the Land of the Depraved

The critically acclaimed PC game, which offered first-person shooter enthusiasts the opportunity to relive the thrills of the original Wolfenstein games in a brand-new gameplay environment, is aiming its sights at the PlayStation 2 and Xbox. So far, Return to Castle Wolfenstein: Operation Resurrection for the PS2 and Return to Castle Wolfenstein: Tides of War for the Xbox both look and feel like they can kick some serious Nazi butt.

Though the names are different, both Wolfenstein games will have the same basic story and gameplay setup as the PC version. Playing as the badass Army Ranger, B.J. Blazkowicz, your job is to destroy Heinrich Himmler's hideous plan to resurrect a powerful supernatural force that could turn the tide of World War II in Germany's favor. Traversing missions that reach from Egypt to Germany while armed with machine guns, flamethrowers, and experimental weapons, you'll fight hordes of zombies, mutants, and super-soldiers.

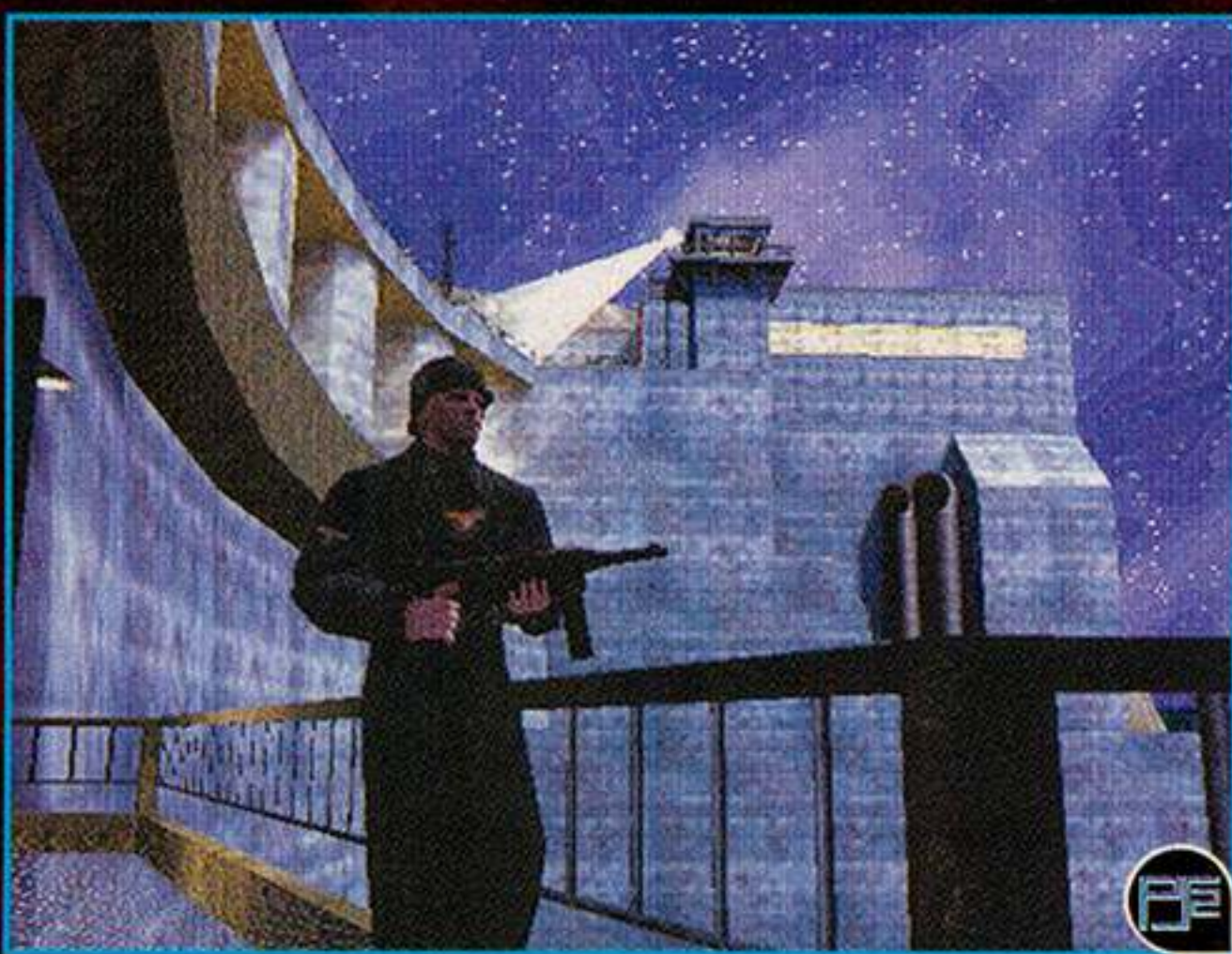


Multiplayer havoc will be the key to Tides of War's success.



Two Teams, One Objective

The key difference between the two versions is that the Xbox Wolfenstein will contain both a split-screen co-op mode, which will enable two friends to battle through the entire single-player campaign together, and an online mode, which will support up to 16 soldiers for team battles, while the PS2 version will include only a single-player mode. Though the multiplayer options were unavailable in the early build, Tides of War played and looked fabulous. Outstanding visuals offered richly detailed levels and frightening combatants coming after you at every turn. Even better, however, were the controls, which felt intuitive without the jerkiness that plagued Medal of Honor. The same was true for the early version of Operation Resurrection for the PS2. In fact, the controls in the PS2 version were right on target, plus the game looked magnificent without any lost frame rate during intense firefights.



Return to Glory

If both games stay on track, Wolfenstein may rule as innovative and revolutionary for another season. Here's to ridding the world of Nazi suckers one more time!



BY FOUR-EYED DRAGON



- Developed by Raster (PS2); Never Software (Xbox)
- Published by Activision
- Target release date: Spring 2003



PLAYSTATION 2 XBOX

HANDS-ON

True Crime: Streets of L.A.

Shootin'!



One man. One city. Um, three types of gameplay. True Crime: Streets of L.A. will shoot from the cinematic hip, placing gamers in the filmic persona of Nick Kang, a renegade ex-cop (dismissed from the LAPD, of course, for excessive violence) who's been recruited as a member of the Elite Operations Division. Loose cannon Kang (think a young Chow Fun Fat playing Martin Riggs) battles Asian and Russian crime organizations using martial arts techniques, expert marksmanship, and a lead foot, all to restore law and order in the City of Angels.



Drivin'!

Any time the phrases "mission-based driving" and "wasting criminals in a huge 3D city" are breathed in the same sentence, it's hard not to think of a certain series by Rockstar. But it's a little early to write off True Crime as "grand theft genre"—the game will feature a branching story structure (the outcome of a mission can vary the resulting events wildly) as well as a strong RPG-style character improvement element to let players choose how they progress. Assisting on random crimes will earn points to be redeemed at different dojos, where you'll learn 10 different martial arts styles, all of which are being motion-captured. True Crime will also include plenty of twin-pistol combat with a flexible targeting system and some cool Max Payne-style slow-motion dodging attacks. While both versions will look virtually identical, the Xbox edition will incorporate extra lighting and bump mapping effects—meaning you'll be able to see the detailed hair on the backs of the sweaty Russian Mafia goons. Like it or not.



Fightin'!

The action will take place in a huge, realistically modeled chunk of Los Angeles, roughly 300 square miles—from downtown to the beach, and from LAX to Sunset Boulevard. Big-name Hollywood talent will do the voices; Gary Oldman has already signed on to perform two parts. And with three types of gameplay wrapped in a Hong Kong-style package, it certainly sounds like True Crime will feature plenty to, er, woo gamers this summer.



Described as "Hard Boiled meets Lethal Weapon," True Crime: Streets of L.A. wants to make action movies an interactive experience.



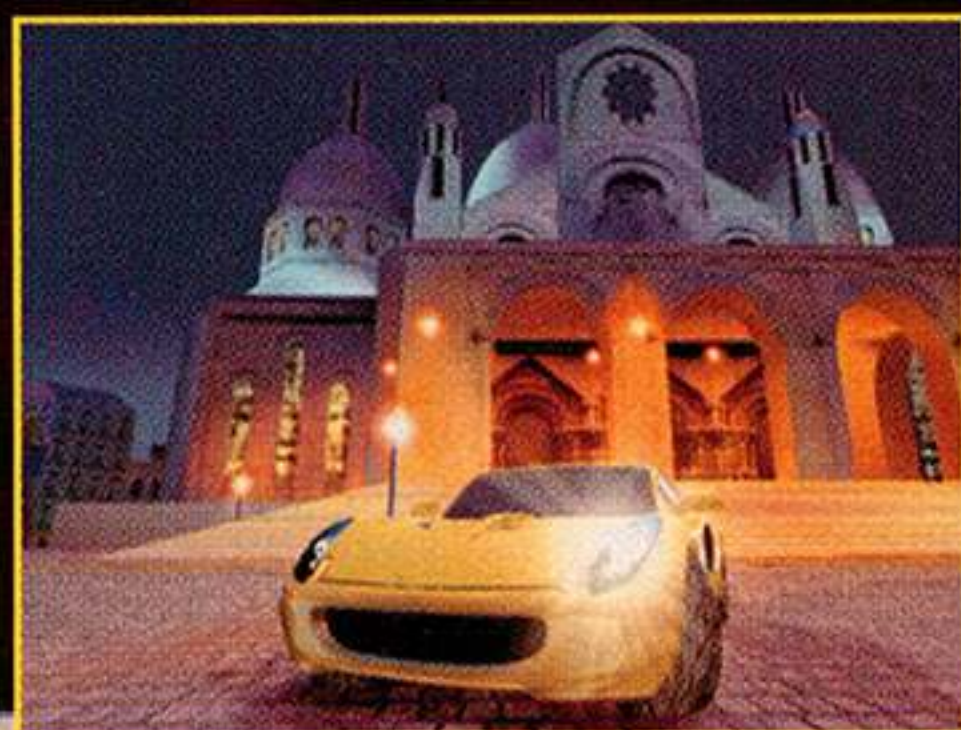
BY DAN ELEKTRO



- Developed by Luxoflux
- Published by Activision
- Target release date: June

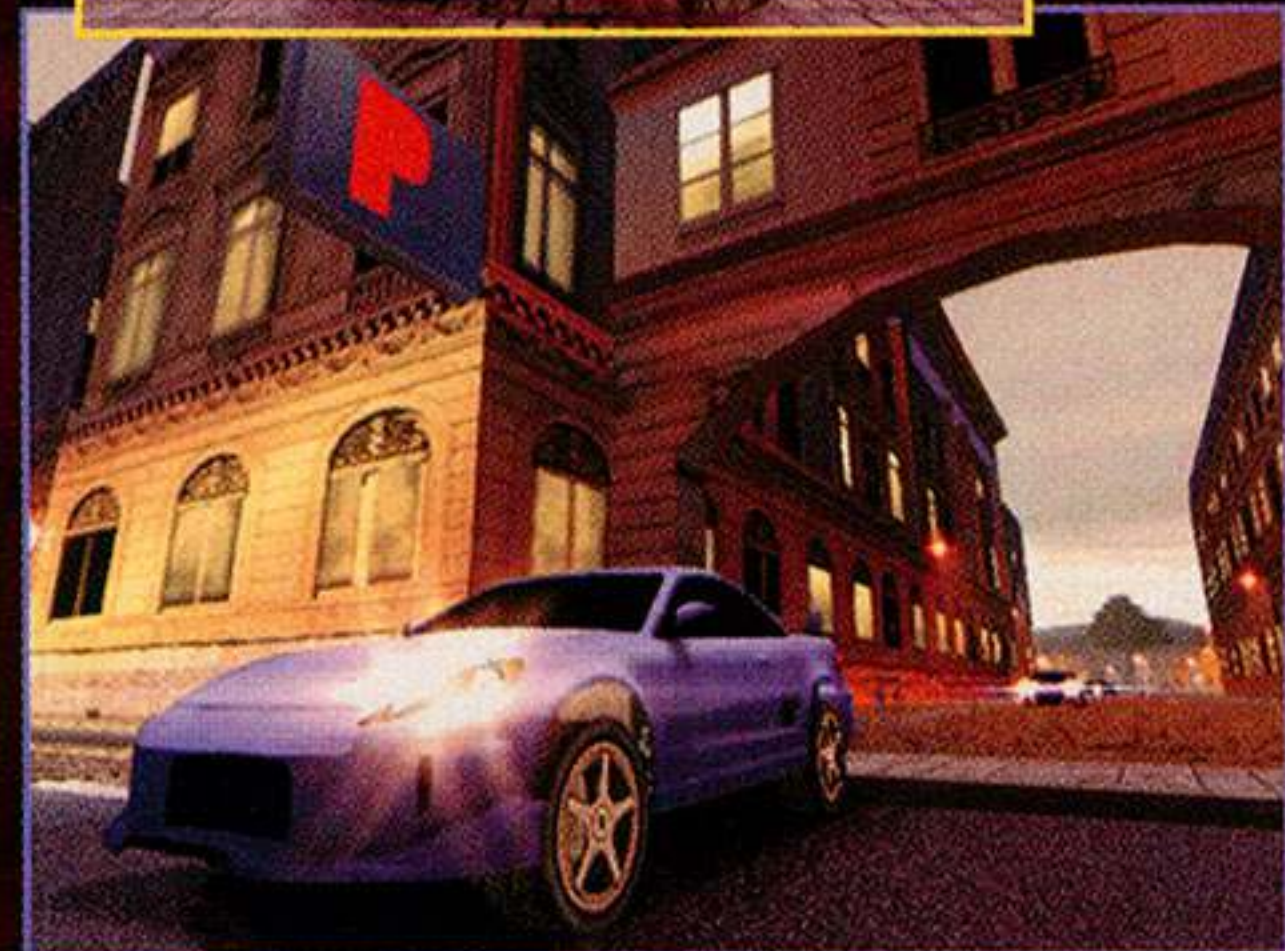


FIRST LOOK



Midnight Club II

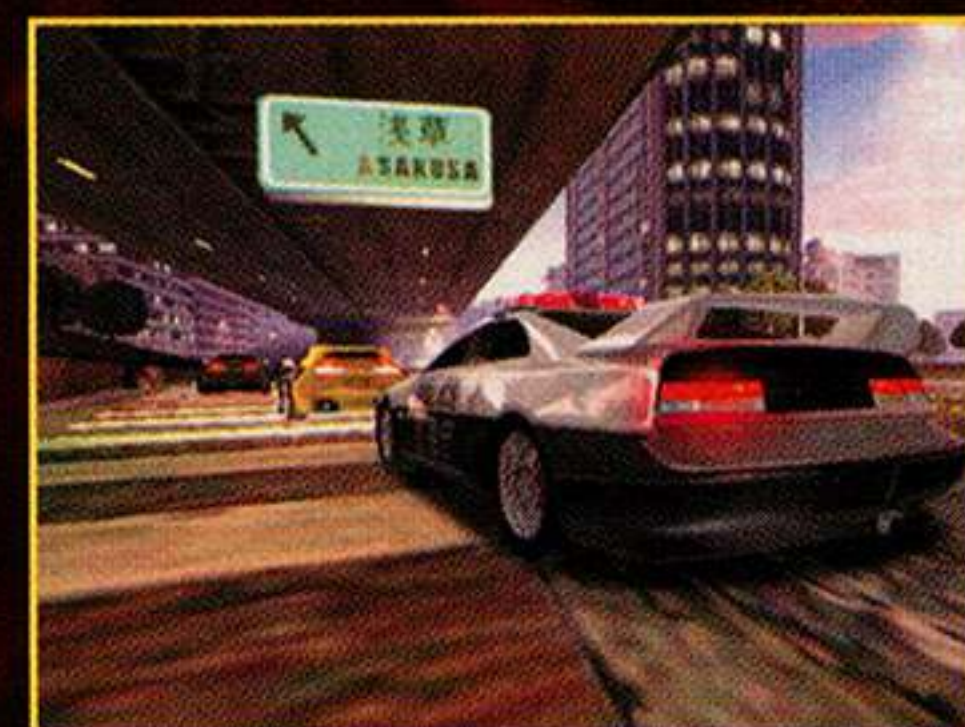
FOR MIDNIGHT CLUB II, Rockstar Games is extending its no-rules-drive-anywhere style of bad boy gameplay apparent in the original Midnight Club and Grand



Theft Auto. This time the streets of Los Angeles, Tokyo, and Paris will be the target for high-velocity, illegal street racing. To inject an additional dose of programming magic called "railbranching," which will enable the A.I. to recognize multiple driving pathways. Now your competition will be able to make intelligent decisions at intersections to choose the fastest route to burn your bee-hind.



You'll be able to drive 28 cars (muscle cars, hot rods, and sports rally cars will be on hand), but the new addition to the game is motorcycles. Reportedly, three bikes are currently in production. They're faster and quicker than the autos, and you'll obviously be able to squeeze through tighter quarters with them. But don't forget that in Midnight Club weather affects your racing; and all your rigs—two-wheels or four—must account for road conditions. And, of course, there are the cops, who will now set up roadblocks and man helicopter patrols to stop you. Even in prototype form, Midnight Club II looks wild and wicked. **G**



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

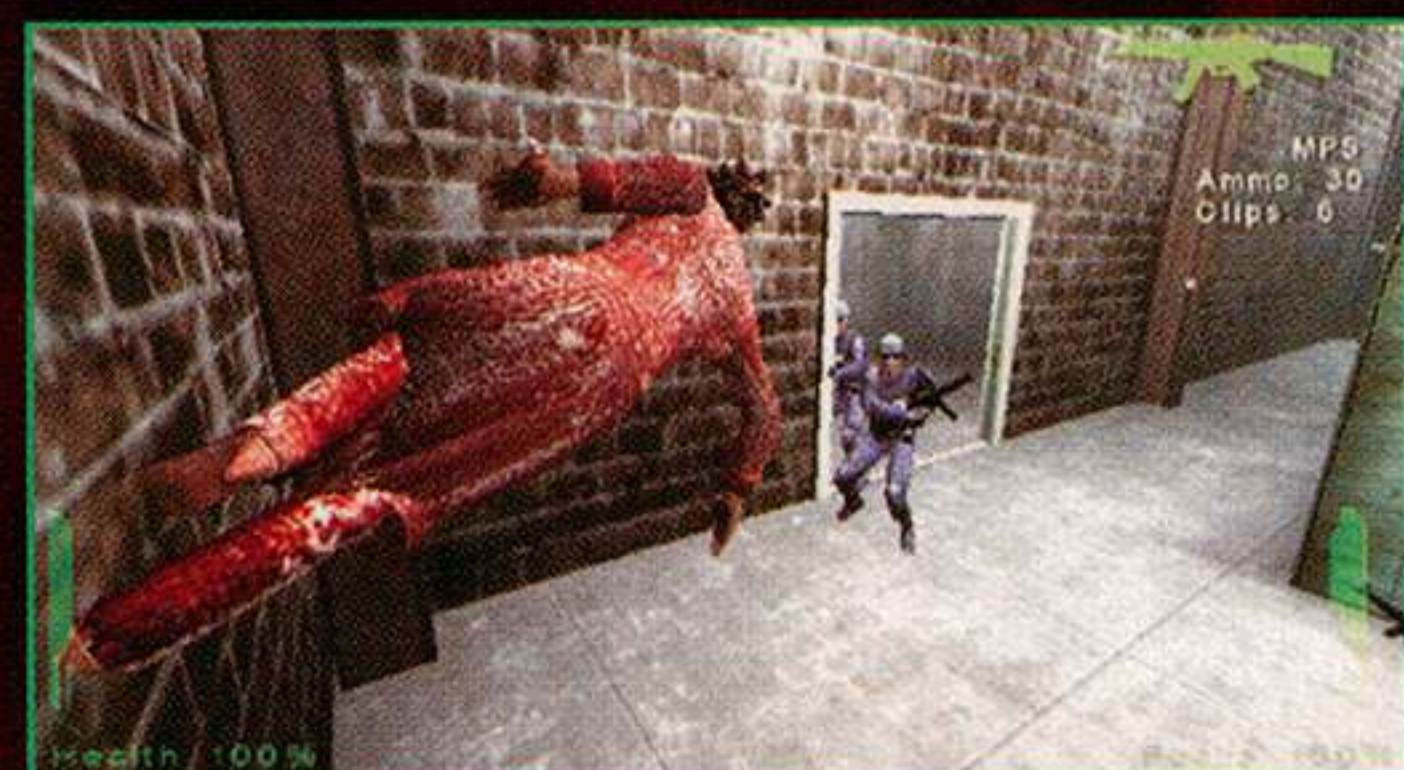
BY ATOMIC DAWG



- Developed by Angel Studios
- Published by Rockstar Games
- Target release date: February

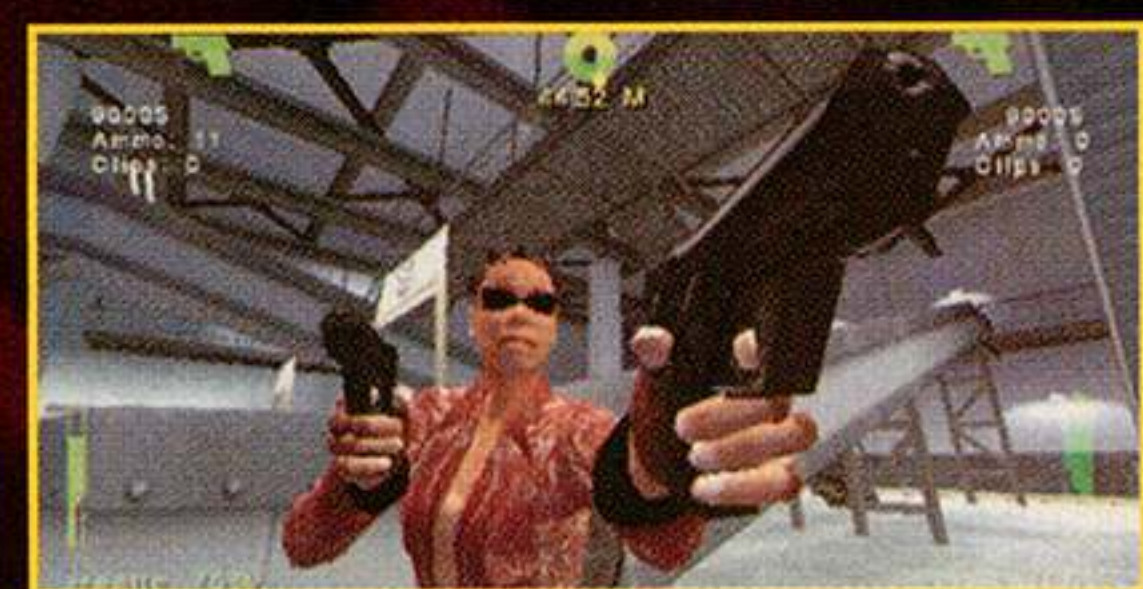


FIRST LOOK



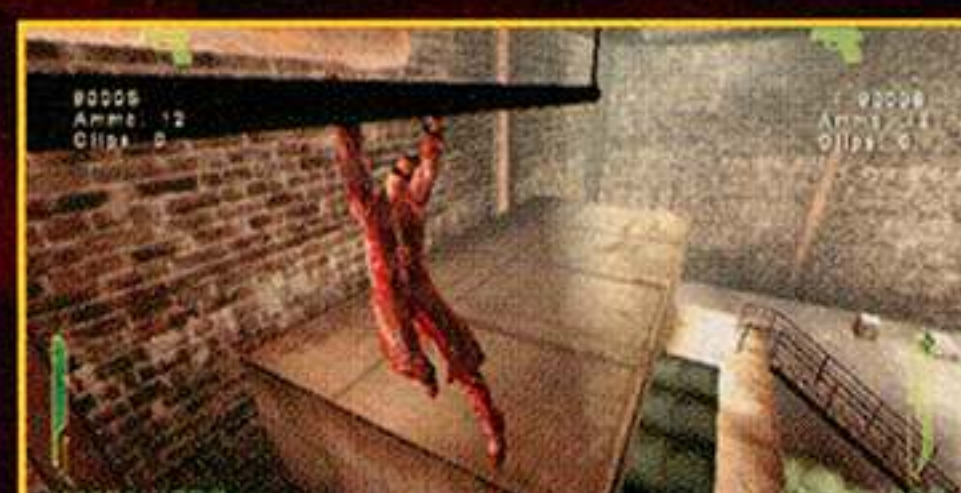
Enter the Matrix

ENTER THE MATRIX could actually break the mold for movie-based games, and at a minimum, the Hollywood support behind it is revolutionary. The directors of the Matrix films, the Wachowski brothers, wrote a separate script for the game (it parallels the upcoming films' plot without duplicating it) and then collaborated closely with the developers at Shiny on the game's design. All the actors were heavily involved in recording voice-overs and motion-capture data, and the game will provide more than 200 minutes of cinematics.



That setup alone brims with promise, but the game itself also sounds potentially impressive. A third-person action game, Enter the Matrix will feature two separate paths for Niobe and Ghost, who are new characters in the flicks (Neo and Trinity will make cameos but won't be playable). Naturally, the gameplay will focus on combat with the expected flourishes like blurring kung fu, bristling guns, hovercraft-style vehicles, and cool stunts like running along walls, but players will also be able to slow things down to bullet time or speed them up to jittery-fast speeds. Now the only question is whether Shiny, whose recent track record has been spotty at best, can pull off such a mammoth undertaking. **G**

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



BY AIR HENDRIX

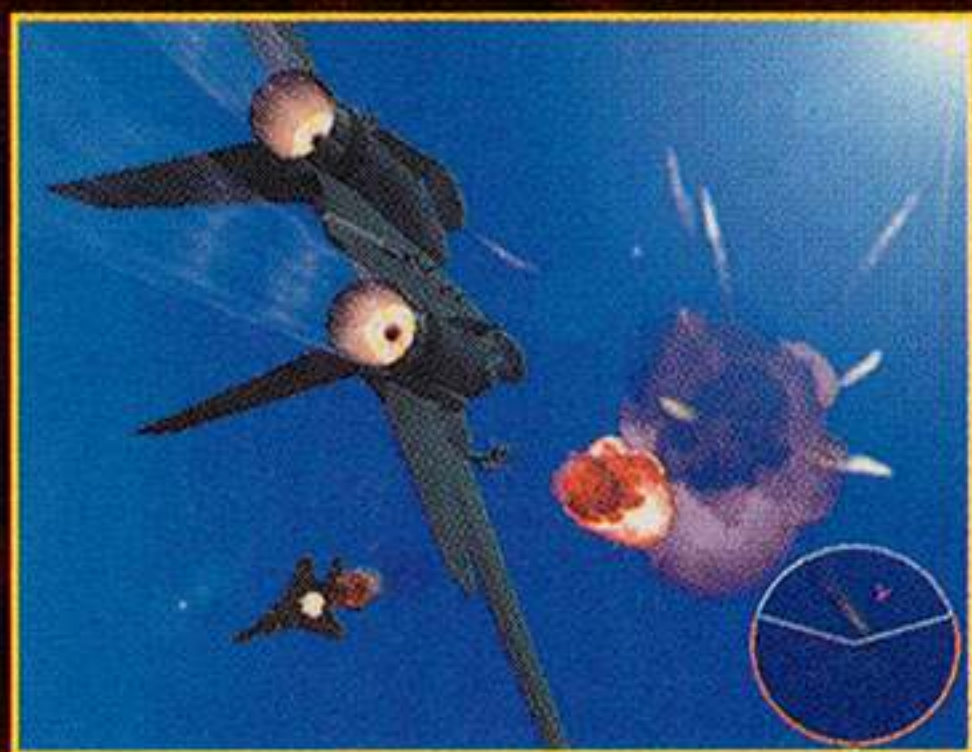


- Developed by Shiny
- Published by Infogrames
- Target release date: May

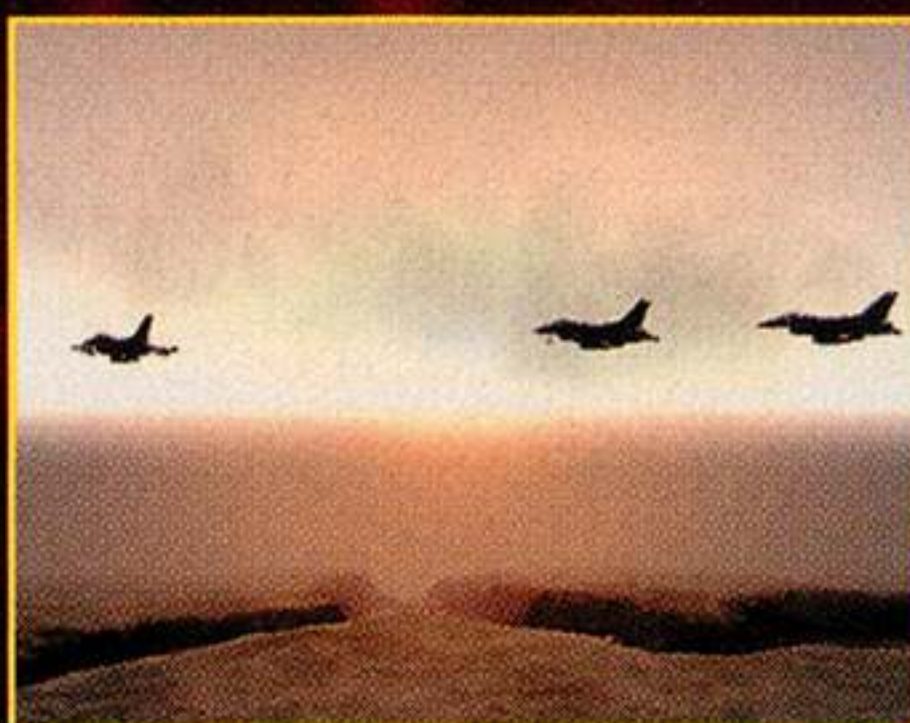


FIRST LOOK

Aero Elite Combat Academy



AIR SUPERIORITY IS the objective in Aero Elite Combat Academy. You'll take control of more than 60 deadly aircraft from around the world, including supersonic jets and attack helicopters. But before you can participate inside the kill box, you must go through a realistic training mode, which Sega promises will be as intense as real



military aviation schools. Other game highlights will include authentic flight controls, customizable missions, and a two-player mode for one-on-one dog fighting. From the look of these early screens, Aero Elite could possibly rival the current king of the skies, Ace Combat 4: Shattered Skies. **G**

BY FOUR-EYED DRAGON

- Developed by Sega AM2
- Published by Sega
- Target release date: March

PLAYSTATION 2

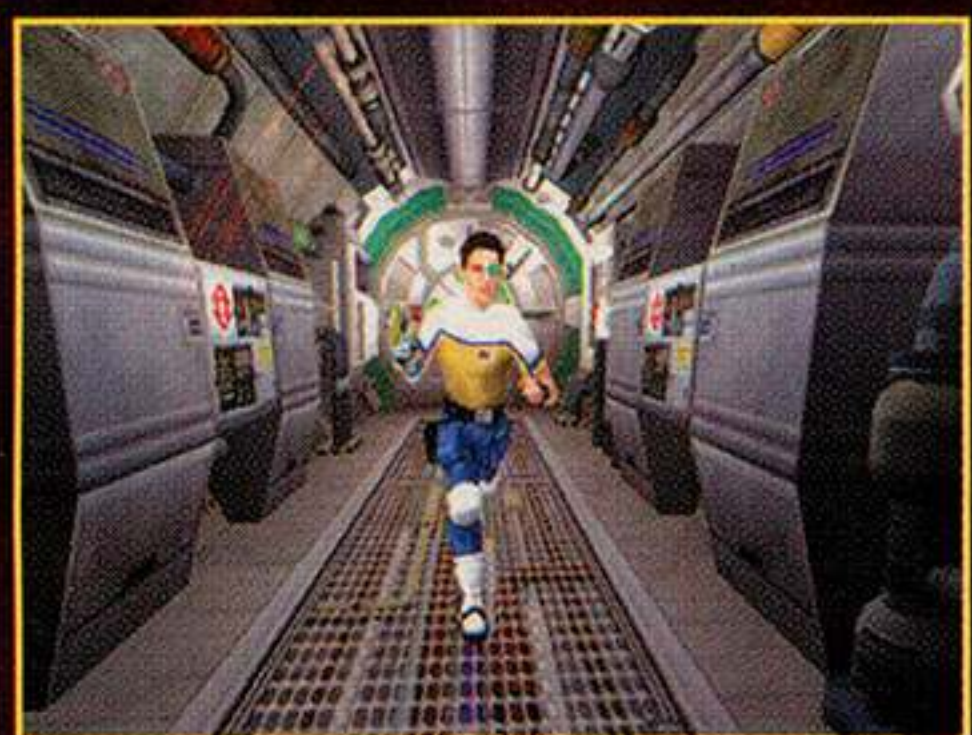
FIRST LOOK

RTX: Red Rock

THOSE PESKY ALIENS have once again interfered with mankind's plans for universal domination. It's 100 years in the future and alien invaders have taken over Red Rock, humanity's colony on Mars. To regain control of the property, you'll have to guide Wheeler, a Radical Tactics Expert (RTX) who is trained in solo warfare, to fight against the aggressors. In this third-



person adventure, Wheeler will use his synthetic arm and special eye sensor to combat the alien hostiles. The arm can be equipped with a variety of weapons, while the eye can scan for hidden enemies and game clues. Wheeler will also have to control robots, drive rovers, and fly out-of-this-world aircraft to succeed in his mission. Will you be radical enough to take on the deadly martians? **G**



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

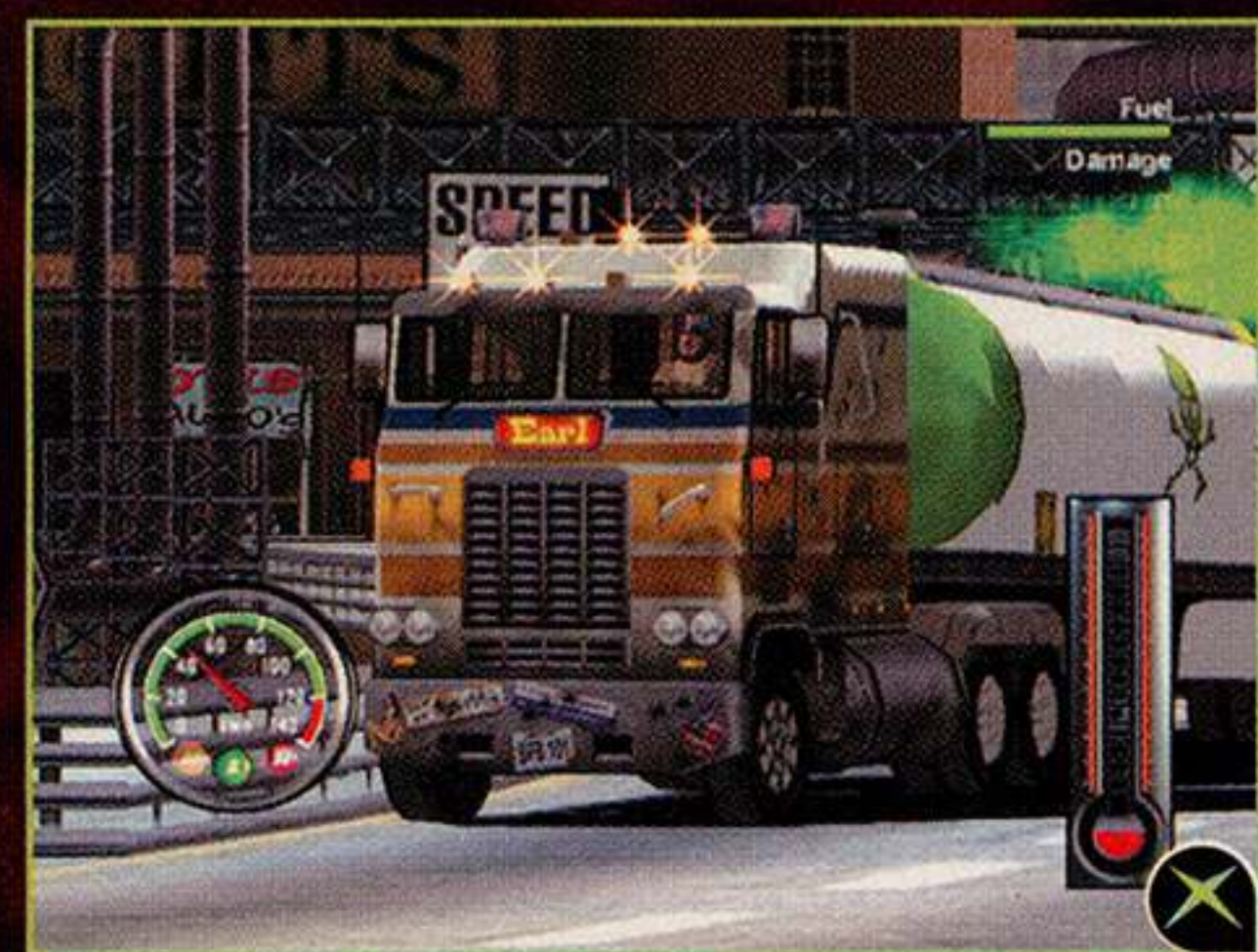


BY FOUR-EYED DRAGON

- Developed and published by LucasArts
- Target release date: Spring 2003

PLAYSTATION 2 GAMECUBE

FIRST LOOK



Big Mutha Truckers

TO THE DISAPPOINTMENT of many, Ma Jackson has decided to retire from the trucking business. But before she does, there must be a successor to take over the Mutha Truckers Haulage Company. That's where you and your 18-wheeler driving skills come in as you'll choose to be one of four siblings and prove that you are the top cargo hauler to take over the business. Within 60 days, you'll have to make the most money by transporting goods from different towns. Along the way, you'll encounter biker gangs, cops, and other countryside obstacles. But this game won't be just a simple race—think truck driving with an RPG flair with elements like constant upkeep and upgrades for your rig, money management, and nonlinear paths. **G**



BY FOUR-EYED DRAGON

- Developed by Eutechnyx
- Published by Empire
- Target release date: Spring 2003

PLAYSTATION 2 XBOX


FIRST LOOK



Primal

SONY IS HOPING that you'll take a break from facing your everyday demons to enjoy playing as a kick-ass demon in Primal. Set in a gothic fantasy world, this third-person action/adventure game will put you in control of the heroine, Jen, and her gargoyle sidekick, Scree. While the story will emphasize a deep and engaging plot full of revelations, twists, and turns, the heart of the gameplay will be its fighting style. Jen is a demon, and through countless levels, she'll prove how vicious her powers are as she faces hordes of other demonic creatures out to get her.



A preview version of Primal proved that this game won't be just another beat-em-up brawler: Jen could transform into her demon form at will and perform throat-cutting combos with ease. But the star of the game may be Scree, who not only serves as Jen's source of power, but also has the ability to possess stone statues and climb walls to solve puzzling challenges. In fact, it will be essential for the duet to work together in order to complete their quest. If development stays on track, be prepared for your inner demon to awaken with great anticipation. 



BY FOUR-EYED DRAGON



- Developed by SCEE
- Published by Sony
- Target release date: February




HANDS-ON

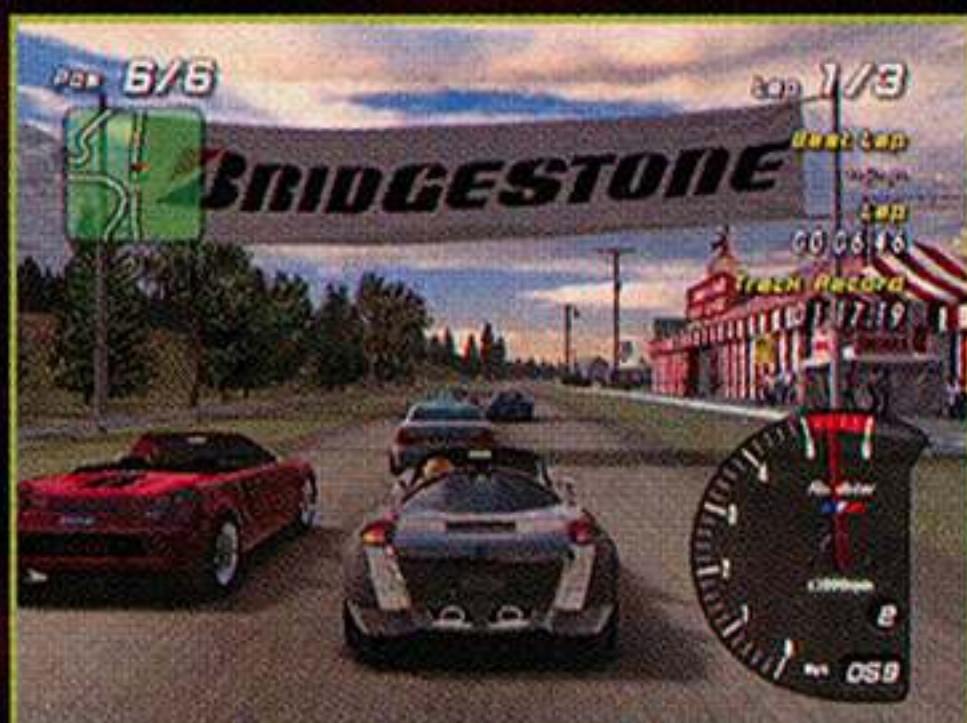


Apex

INNOVATIVE APPROACHES don't exactly appear at a fast and furious pace in the racing genre, but that's exactly what Apex is brewing up. You'll play as a rookie driver/executive who just inherited a small car manufacturer. You'll pick from a set of pre-made car designs, select your company's brand name and logo, and then hit the race track with your first prototype. Win and your record will gradually build up the prestige of your brand so that it someday might rival the likes of Mercedes, and along the way, you'll continually design new cars. The game backs this cool concept with an exhaustive lineup of cups and series copied from the Gran Turismo mold, as well as quick-race action, two-player split-screen competition, more than 50 tracks, and licensed cars from Toyota, Dodge, Lotus, and more.



In the early preview version, the graphics looked impressive but not dazzling, and the handling definitely leaned toward the simulation side, though the wrecks and damage were certainly forgiving. With a lot of tinkering under the hood to tune the currently stiff feel to the cars and to make the A.I. more realistic and competitive, Apex could live up to its potential and become one of the leading racers on the Xbox circuit. 



BY AIR HENDRIX



- Developed by Milestone
- Published by Atari
- Target release date: March




HANDS-ON

Silent Hill 3

FEW CONTINUING GAME franchises dare to choose a location as the only returning feature that bridges each installment. Then again, Silent Hill is more than just a town in the physical sense—it's also a mysteriously foreboding corner of the psyche where the darkest of secrets resides.

A teenage girl named Heather will be the lead human character in Silent Hill 3 and the first female protagonist for the series. Her story will also be dif-

ferent in that she won't be searching for a lost loved one. Rather, Heather is just an ordinary girl out for a day of shopping until she gets sucked into a world filled with terrifyingly grotesque creatures and her own inner demons. To give her a fighting chance, new weapons like a sub-machine gun will be added to ramp up the action portions of this third-person survival/horror game.

An enhanced graphics engine will deliver sharp (and hopefully frightening) visuals, and a new sound technique will be employed to create the proper chilling ambience. The creators of Silent Hill 3 are promising that the story will be the most disturbing and scariest yet. You can prepare to be enveloped by brooding, unexplainable horror for the third time this summer. 



BY TOKYO DRIFTER




- Developed and published by Konami
- Target release date: Summer 2003



UPDATE

WWE Raw 2: Ruthless Aggression

EVERY DAY THAT passes brings the world one step closer to WWE Raw 2: Ruthless Aggression, the sequel to THQ's Xbox wrestling flagship. The original Xbox Raw was widely known as one of the best-looking wrestling titles ever, and these new screens for Raw 2 prove that developer Anchor is ready to surpass even that high mark. If you're not completely convinced, check out the detail on those superstar models—Anchor's familiarity with the Xbox will enable it to go nuts with the TV-style presentation and superstar facial detail that should put to shame what the developer did in the original Raw.

With a roster of over 45 superstars (including Stone Cold Steve Austin, The Rock, Hollywood Hulk Hogan, Triple H, The Undertaker, and more), an enhanced control scheme, a four-player season mode, and the ability to create your own ring entrance music by ripping CD music tracks to the Xbox hard drive, Raw 2 looks like it will make up for its predecessor's beauty-over-brains approach. It should give SmackDown a run for its money as THQ's hottest wrestling franchise. 



BY D-PAD DESTROYER



- Developed by Anchor
- Published by THQ
- Target release date: Spring 2003



UPDATE

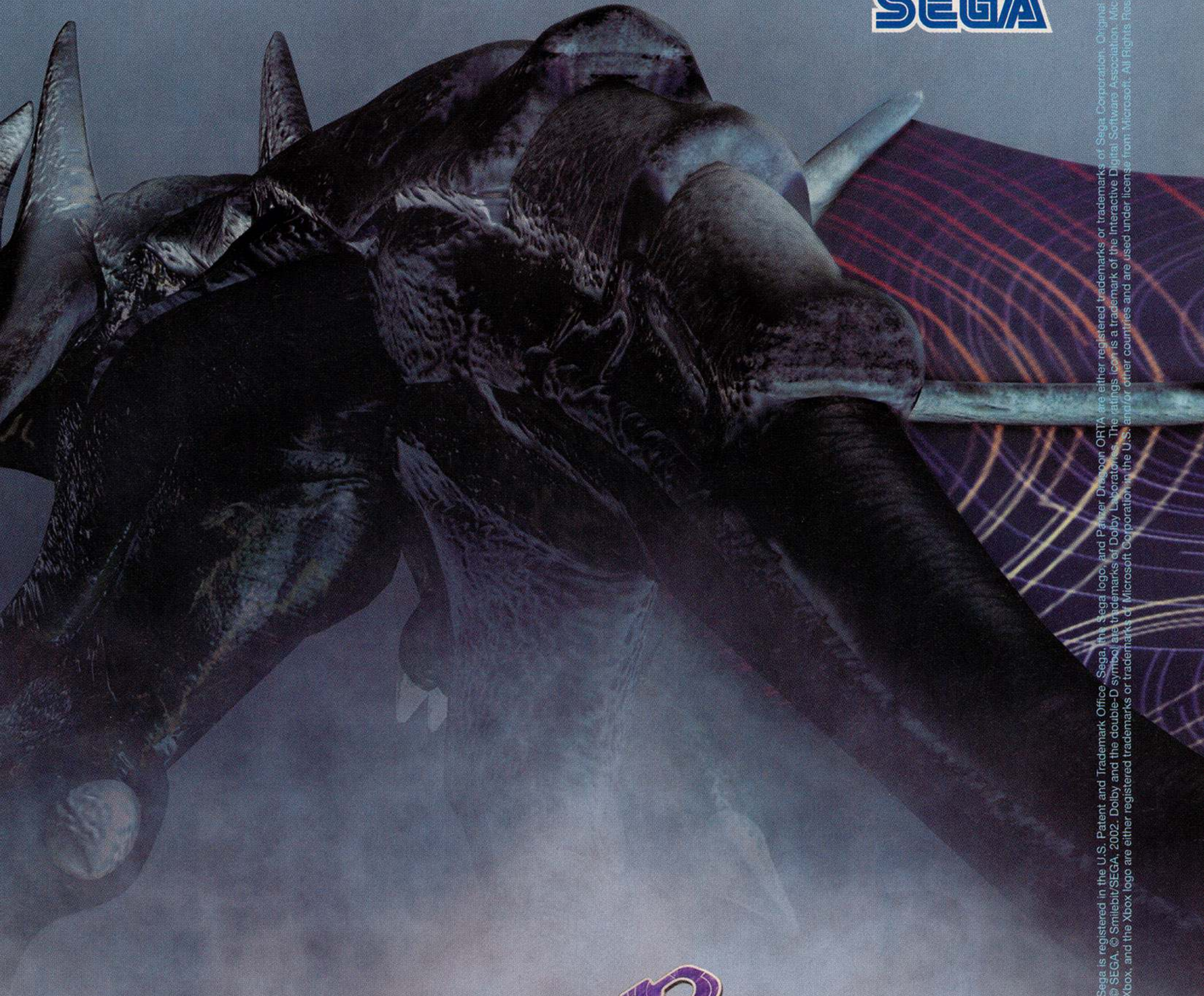


*From the shadows of history,
a legend reawakens.*





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Tao Feng: Fist of the Lotus

TAO FENG: FIST OF THE LOTUS is coming to you from Studio Gigante and John Tobias, one of the original creators of *Mortal Kombat*. As in the recently reborn MK series, *Tao Feng* will feature lots of blood—but that seems to be the only similarity between the two games. In addition to bleeding, characters will bruise, have bones broken during matches, and even get clothes torn off! All the game needs is a BMX bike!

The environments will also play a key part in bouts: You'll be able to use the poles and walls to launch acrobatic flips and attacks. Fighters can get thrown right through objects like glass, too, if they're not careful. Topping things off will be powerful Chi attacks that can hopefully wash away the memory of Kakuto Chojin. You can look for a hands-on preview in *GamePro* as the game nears release.



BY TOKYO DRIFTER



- Developed by Studio Gigante
- Published by Microsoft
- Target release date: First Quarter 2003



FIRST LOOK

Jurassic Park: Operation Genesis



THERE HAVE BEEN plenty of games that attempted to put the player right in the middle of the terror that is *Jurassic Park*, but none have really pulled it off. *Operation Genesis* will take a different approach and mix the creation and management of such a destination with action elements, including rescue missions and thinning the dino herd with a sniper rifle. Think of it as *Sim City* meets *When Animals Attack*.



Jurassic Park: Operation Genesis was designed on the PC, but the interface is being created with console players in mind. Xbox and PlayStation 2 owners will get a revised control set up and other modifications that will make creating the ultimate dino-amusement park of your dreams just a few button presses away. Both versions of the game should hit stores around early spring.



BY TOKYO DRIFTER



- Developed by Blue Tongue Software
- Published by Universal Interactive
- Target release date: First Quarter 2003

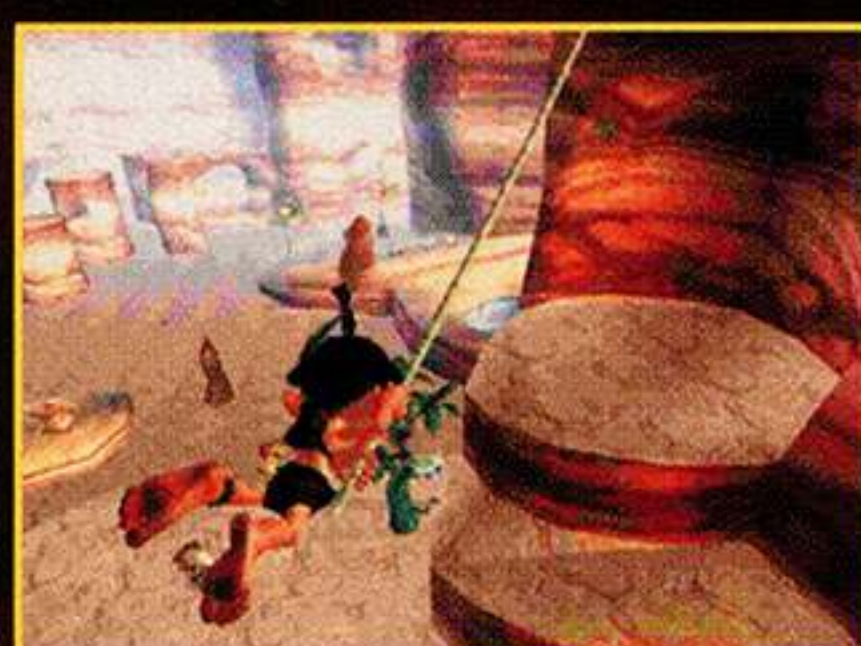


FIRST LOOK



Tak and the Power of Juju

TAK AND THE POWER OF JUJU may sound like a weird title, but one glance at the wacky main character and it all starts to make more sense—maybe. The game may look like it has the trappings of a platformer, but *Tak* will emphasize puzzle-solving that revolves around his role as a reluctant Shaman called upon to save the world from the Juju gods. The game will still include plenty of action and exploration elements, but



the balance won't be weighted too much toward mindless platform jumping.

The various places to explore should look impressive as the game will feature real-world physics like ripples in water, realistic lighting, and plants that grow. *Tak and the Juju*s will be on the PlayStation 2 and GameCube this summer.



BY TOKYO DRIFTER



- Developed by Avalanche Software
- Published by THQ
- Target release date: Summer 2003



FIRST LOOK

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

Rayman 3: Hoodlum Havoc

DESPITE BEING TRAGICALLY legless, Rayman has some big shoes to fill—his own, actually. No one expected Rayman 2 (also known as Rayman Revolution) to be such a gorgeous, personality-infused, effortlessly playable, extraordinarily bizarre, post-European jaunt through 3D platform heaven—but it was. Those things still held fast and true in the preview build of Rayman 3: Hoodlum Havoc, but combat has gone through some changes: You're now encouraged to chain combos, plus curving punches and color-coded super-powers (tornadoes, chain traps) have been granted to the limbless French wonder. Perhaps most importantly of all, though, Hoodlums emitted words like "KOPN" and "GRAA" when they got hit. **G**



BY STAR DINGO



- Developed and published by Ubi Soft
- Target release date: March

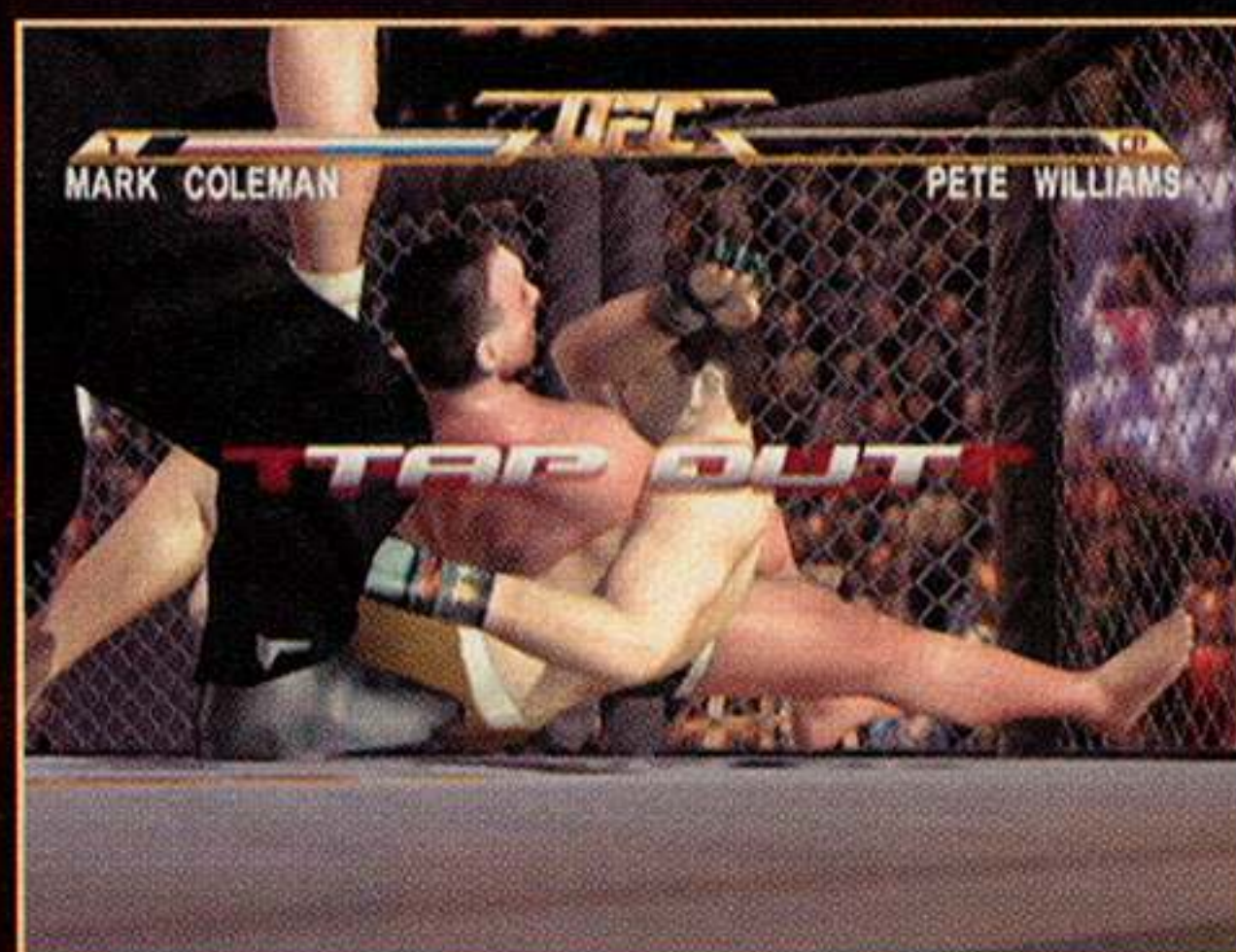
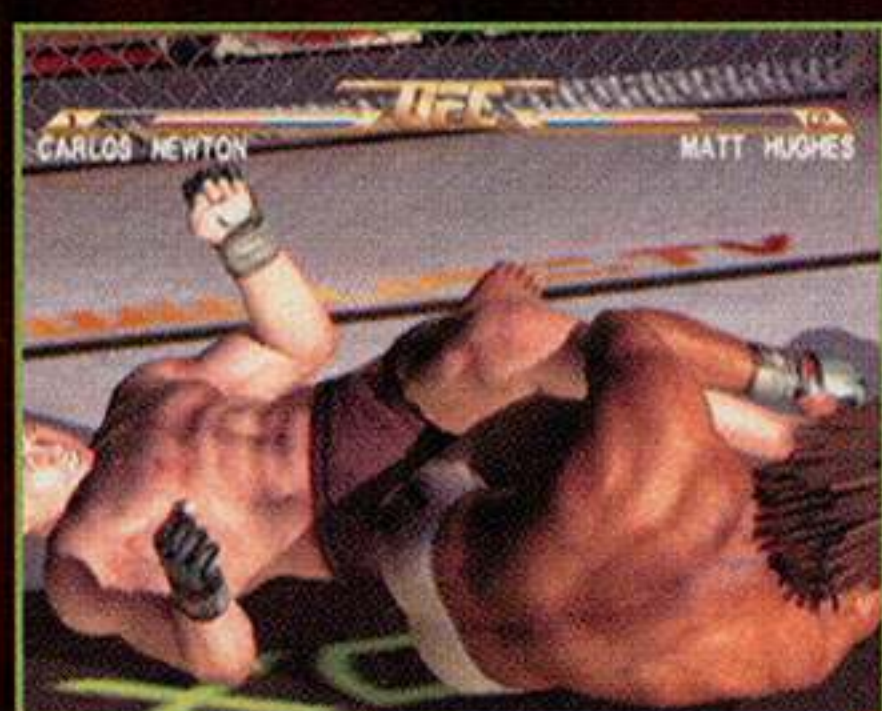


PLAYSTATION 2

HANDS-ON

UFC: Tapout 2

DREAM FACTORY INVITES you to return to the octagon with UFC: Tapout 2, which will bring its bruised knuckles and clenched-teeth brutality to the Xbox this spring. Though the gameplay will remain virtually unchanged from that in the first Tapout, you'll now be able to execute new moves such as side mounts and standing clinches that open up the already-deep grappling system. The A.I. was also improved in the preview build—opponents had a more robust stock of combinations



and counters at their disposal. A weak spot in the last game, the Career mode is also undergoing a major overhaul, enabling you to create a fighter, assign him one of 11 martial art styles, and even rip his own theme music from the Xbox hard drive. Woah, Blossom! **G**

BY PONG SIFU



- Developed by Dream Factory
- Published by Crave
- Target release date: Spring 2003



XBOX

HANDS-ON

Vexx

ACCLAIM'S ROUGH-AND-READY platform mascot, Vexx, wants to "age up" the hop-n-bop genre. What will give him an edge? For one, he won't collect coins or rings or gems—he'll collect beating hearts. Eewwww! Then there are the magical, razor-sharp gaunt-

lets, the hordes of demons, and Vexx's ability to change the game world between night and day at will and the fantasy realm's occupants and pathways changing along with it. The early versions still needed a little tweaking (small slowdown and voice-over issues), but Vexx was easy to control on all three platforms, plus the worlds were huge. Gamers who are looking for a little less sugary sweetness in their platform adventures might find Vexx's attitude quite palatable this February. **G**



BY DAN ELEKTRO



- Developed and published by Acclaim
- Target release date: February



PLAYSTATION 2



GAMECUBE



XBOX

HANDS-ON

DRAGON BALL Z BUDOKAI

DRAGON BALL Z BUDOKAI is a dream come true for every *Dragon Ball Z* fan. Not since the days of the PlayStation has there been a true *DBZ* brawler; but for enthusiasts of the video game fighting arts, Budokai may not last an entire round.

Audience Participation

Budokai succeeds where previous *Dragon Ball Z* games have failed. This fighter perfectly weaves familiar faces and voices from the popular cartoon into several captivating game modes. In the adventure mode, for instance, you play as different *DBZ* characters at the climax of particular high-flying battles, from the Saiyan to the Perfect Cell sagas. The story progresses after each contest and not only follows the *Z* story, but also plays as if you're actually watching the cartoon. Truly, by using the authentic *DBZ* music, incorporating the talents of the voice actors from the TV broadcast, and re-creating the visual style and movement of each of the 23 well-known fighters, Budokai perfectly mirrors the anime show.

Personal Saiyan Cloning

Another highlight of Budokai is the unique custom character builder. By successfully playing through different game modes, you win skill prizes that can then be used to build up an existing *DBZ* fighter. For example, you can customize Trunks into a powerful offensive hitter or into a completely defensive warrior, and then use him in matches. There's almost no limit to the number of skills available, which can also be bought in the game's Mr. Popo store or traded with friends using a memory card.

Non-*Dragon Ball Z* fans, however, may have a hard time not only grasping the quirky *DBZ* story, but also wrapping their fingers around the repetitious controls. Though the moves look different from each other onscreen, performing a character's fantastic and flashy punches and kicks requires similar button presses. The same three button combinations are literally used for almost every persona, which results in gameplay with very little variety.

It's for the Fans

All told, Budokai should definitely be played by anyone who enjoys the *Dragon Ball Z* show. The game goes more than out of its way to appease the legion of followers who've been thirsting for a great *DBZ* fighting game. Everyone else, however, should put Budokai through its paces as a rental first. The simplicity in its core gameplay may repel rather than attract you. **G**



An epic battle between *Dragon Ball Z* heroes and villains awaits your commands.



PRO TIP: If you have an opponent positioned at the edge of the ring, press Punch then Kick to make him fly out of bounds.



PRO TIP: Be ready to re-reflect Ki blasts—computer-controlled opponents use fast reflexes to ward off your energy attacks.



PRO TIP: Perform a six-hit combo with Recoome by pressing Punch, Punch, Kick, Kick, Ki blast.



PRO TIP: For a simple yet effective five-hit combo using Ginyu, press Punch, Punch, Kick, Kick, Kick.

GRAPHICS 3.5

Playing through Budokai is like watching the TV show. Bursts of color radiate during fights, while the story sequences mirror the anime to a "T". But compared to those of other PS2 fighters, Budokai's visuals are standard fare without much detail.

SOUND 4.5

Using all of the professional voice actors from the cartoon only adds to the quality of the game. The officially themed *Dragon Ball Z* music plus a symphony of audio effects also contribute to the strong sounds.

CONTROL 3.5

Button combinations are the heart of the game, but the slow button response and template-like controls for each fighter don't provide Budokai's gameplay with much variety.

FUN FACTOR 3.5

Budokai is a wonderful addition to the *Dragon Ball Z* world—every follower will enjoy the game to its fullest. Those not caught up in the *DBZ* craze, though, will find a better fighting experience in brawlers of higher caliber.



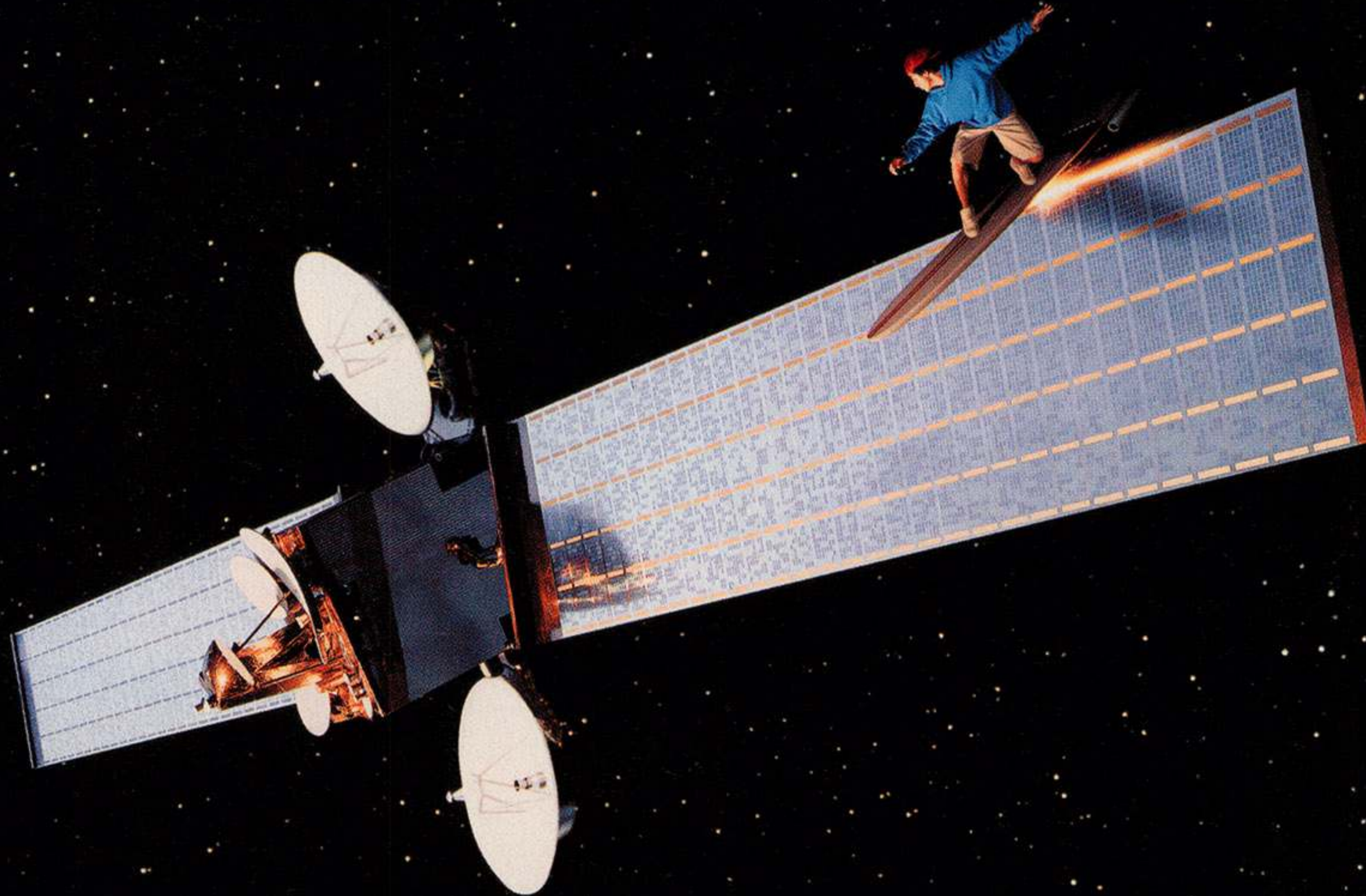
PRO TIP: Counter with an attack while an opponent is charging for a big hit.



PRO TIP: It's cheap but effective: Beat down on an opponent while he's still lying on the ground.

- Developed by Dimps
- Published by Infogrames
- \$49.99
- Available now
- Fighting
- 2 players

TEEN T	GRAPHICS	SOUND	CONTROL	FUN FACTOR
	3.5	4.5	3.5	3.5

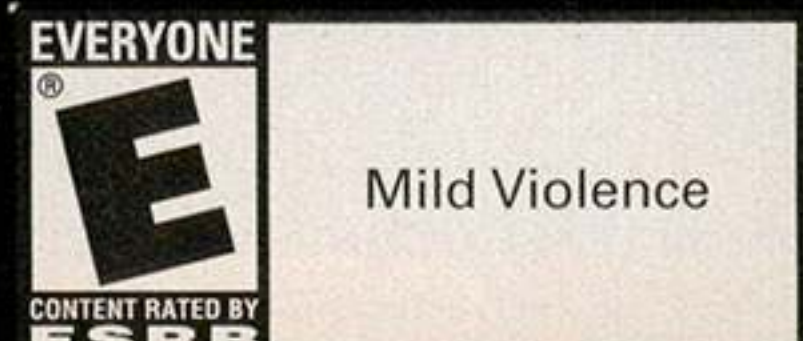


Space. The final boarding park.

Disney's TREASURE PLANET



Ride through portals into other universes and catch air a million miles up as you shred your way through an intergalactic treasure hunt in Disney's *Treasure Planet* for PlayStation. Based on the Walt Disney Pictures film *Treasure Planet*, in theatres now.



PlayStation®

The SIMS

THE SIMS IS the biggest PC success story in years—entirely unique gameplay and universal appeal that translated into millions of copies sold. Console owners will find the same magic in the PS2 version, along with a few new surprises.

LET'S PLAY HOUSE

Players control personalized characters in a suburban environment—you build your Sim, guide them through life, and try to make them successful and happy. As in real life, it's not always easy; you have to balance several elements at once, from the basics of keeping them clean and fed to managing their social circle and building their life skills. Get a Life, the single-player mission-based mode that PC Sims fans might think is heresy, actually winds up being an excellent tutorial as well as a fun, focused way to enjoy the game's charms (the PC's open-ended free environment is also here for those who want it). It's a tangible world, filled with high-resolution, realistic-looking objects, from bathtubs to backyard barbecues, and for the first time, they're all in gorgeous, polygonal 3D. The game features several exclusive items as well as two-player mini-games and special objects—strip poker, for instance, is not to be missed.

WORLD OF WONDER

The 2D PC original featured easy point-and-click controls, and the Dual Shock is more than up to the task in the third dimension. Moving around, checking status bars, and interacting with the suburban world is simple; only the building interface can be an occasional pain. You may make walls at odd angles or accidentally delete a sofa or two before you get the hang of it.

While the controls and graphics both shine, the audio truly steals the show. The nonsensical Simlish language spoken by game characters may be just random syllables, but you'll swear you can understand it after you play for a few hours.



PROTIP: You can skip one day of work without getting fired—and sometimes it's worth it to build skills, fix stuff, or increase your fun gauge.



PROTIP: When your Sim is asleep, stack their next actions—showers, toilet, meals. That way, when they wake, they'll get up and go.



PROTIP: Buy wall-mounted lights whenever possible. They are inexpensive and they don't take up valuable floor space.



PROTIP: No matter what career you choose, a large social circle eventually becomes important. Work the phones and invite friends over whenever possible.



PROTIP: During the first Get a Life mission, you'll need to take your Cooking and Mechanical skills to 1—but take at least one of those skills to 2 or more while it's still early and you have so few priorities.



PROTIP: Different Sims have fun in different ways. Most everyone likes TV, but some enjoy computer games, playing guitar, or reading more. Experiment for maximum fun.



PROTIP: Hire a maid as soon as you can. Time's too precious to waste on cleaning up after yourself!



GRAPHICS 4.5

Taking the game from 2D to 3D was no easy task, but Maxis pulled it off with detailed objects, tons of textures, and a totally user-controlled camera (which would be even better if it zoomed in and panned down further).

SOUND 5.0

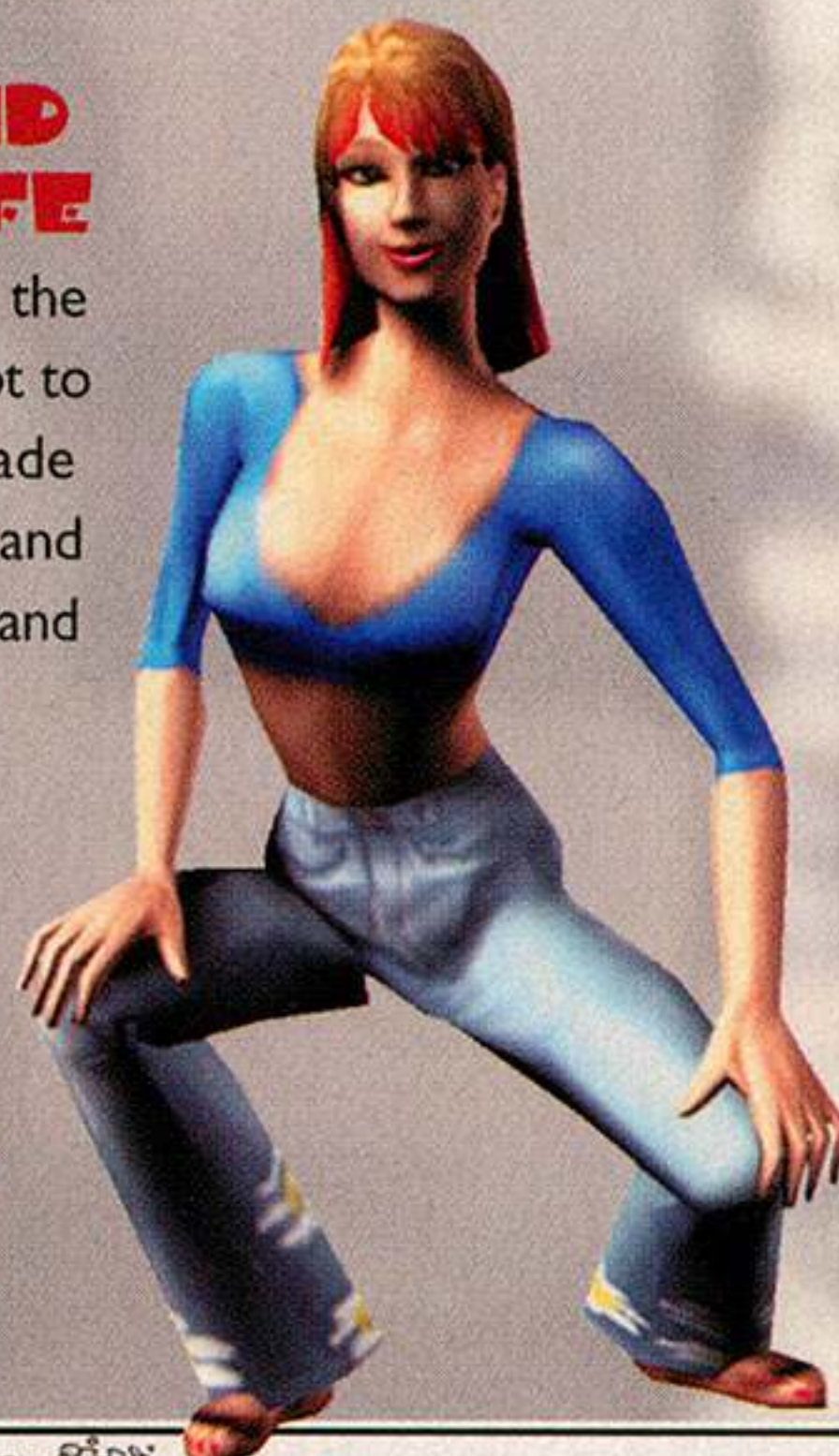
Sims speak in their own babble-like language—one that's carried over to their TV shows and music for a hilarious audio experience. The shopping music is even better: light idyllic, major-key tunes designed to make you want to spend lots and lots of money.

CONTROL 4.5

A blessedly forgiving cursor makes object selection easier than you might think. Canceling and stacking events is easy, as is interacting with other characters; it's only building and buying that proves a little tricky.

FUN FACTOR 5.0

More structure proves more comfortable for the console environment, and the addition of two-player really opens up the game as something more than just a spectator event. Maxis pulled off a great balancing act here. If you're not addicted to The Sims already, you will be soon enough.



■ Developed by Maxis
 ■ Published by EA Games
 ■ \$49.99
 ■ Available January
 ■ Simulation/strategy
 ■ 2 players

TEEN GRAPHICS 4.5 SOUND 5.0 CONTROL 4.5 **FUN FACTOR 5.0**

BY DAN ELEKTRO



LIVE IN YOUR WORLD.
PLAY IN OURS.



Solar surfing. Beware of the locals.

Disney's TREASURE PLANET



Space pirates. Alien robots. Not the kind of guys you want to drop in on while solar surfing the new frontier. Set sail on an intergalactic treasure hunt on *Treasure Planet*. Also available on PlayStation. Based on the Walt Disney Pictures film *Treasure Planet*, in theatres now.



Mild Violence

PlayStation 2

www.playstation.com

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ATV Offroad Fury 2 picks up right where the previous version left off—so PS2 rough riders have no time to catch their collective breathes at all! This is a rock 'n' rollin', wrist-snapping slug of adrenaline on four-wheels that challenges you at every turn.

Hellacious Racing

Fury 2 is loaded with gameplay. You can ride up to 20 all-terrain vehicles through six types of events, including Supercross, Freestyle courses, and Enduros, spread over 40 massive environments. A multitude of moguls, hairpin turns, and drops steep enough to send a mountain goat into therapy mean you have to stay alert throughout every inch of the courses.

The action's intense and demanding, but spot-on controls make this game shine. The amazingly tight joysticks enable you to guide your ATVs through every bump and gully, including take-offs and landings as you launch yourself off the hills. Additionally, the game ups the roadway challenges with mud, sand, and ice areas. Not only that, but you're asked to pull mid-air tricks, too, including combos!

This year, Offroad Fury features three entertaining multiplayer mini-games and online gameplay. The connected racing is best appreciated using broadband, and the opportunity to seek out top ATV drivers in the virtual world is a kick and a half.

The game presents a cool show, too. The frenetic driving looks impressively sharp, and you can customize your riders right down to the boots.



PRO TIP: Tough tactics are in order. Land on top of other riders after you catch air or knock them into each other as you round a curve.

The sounds are dominated by the sonorous wailings from an in-game jukebox featuring such popular MTV luminaries as Korn, Garbage, Cypress Hill, and others.

ATV Drivers Wanted

ATV Offroad Fury 2 is wild and wicked. Best be prepared to suffer some major headers! Fury makes some car racing games feel like a Driver's Ed simulator. **G**

ATV 2 OFFROAD FURY




PRO TIP: Make up distance by preloading the suspension for uphill and downhill jumps. Just before a crest of a hill, pull back on the right joystick. Then at the crest, press forward and punch X.



PRO TIP: If you're tackling a new course, lay back the first lap to see how other drivers run it. Then make your move during the last few laps.



PRO TIP: If you catch air during a jump as you enter a curve, anticipate the turn before you land by pushing the left joystick toward the turn.

 BY BROTHER BUZZ	<ul style="list-style-type: none"> Developed by Rainbow Studios Published by Sony \$49.99 Available now 	<ul style="list-style-type: none"> Racing 4 players 	<table border="1"> <tr> <td>EVERYONE</td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> <td>FUN FACTOR</td> </tr> <tr> <td>E</td> <td>4.0</td> <td>4.0</td> <td>5.0</td> <td>5.0</td> </tr> </table>	EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR	E	4.0	4.0	5.0	5.0
	EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR								
E	4.0	4.0	5.0	5.0									

BMX XXX

THE CONTROVERSIAL BMX XXX shows a lot of skin, but it's the gameplay that isn't fully fleshed out.

XXXXTREME

For the uninitiated, BMX XXX merges the world of freestyle bicycle stunts with potty humor, foul language, and sex—for no apparent reason. While gamers titter over jokes about pimps, diarrhea, and words like "titter," they're also challenged to pull backflips and tailwhips throughout eight levels, including a mall and a launch pad. Since its last BMX game, developer Z-Axis has added flatland tricks, balance meters, some multiplayer modes, and ghost riding; they're all welcome additions. Otherwise, the changes are mostly cosmetic with goals involving hookers and constipation instead of just high scores and trick plateaus. Do well, and you'll unlock bonus stripper videos (edited on the PS2 but not on the Xbox or GameCube).

Like Mirra 2, BMX XXX features frustrating level goals as well as a camera that, in all four settings, makes it hard to line up your re-entry on a vert ramp. Say what you want about big-breasted babes and poo jokes—if tricks aren't

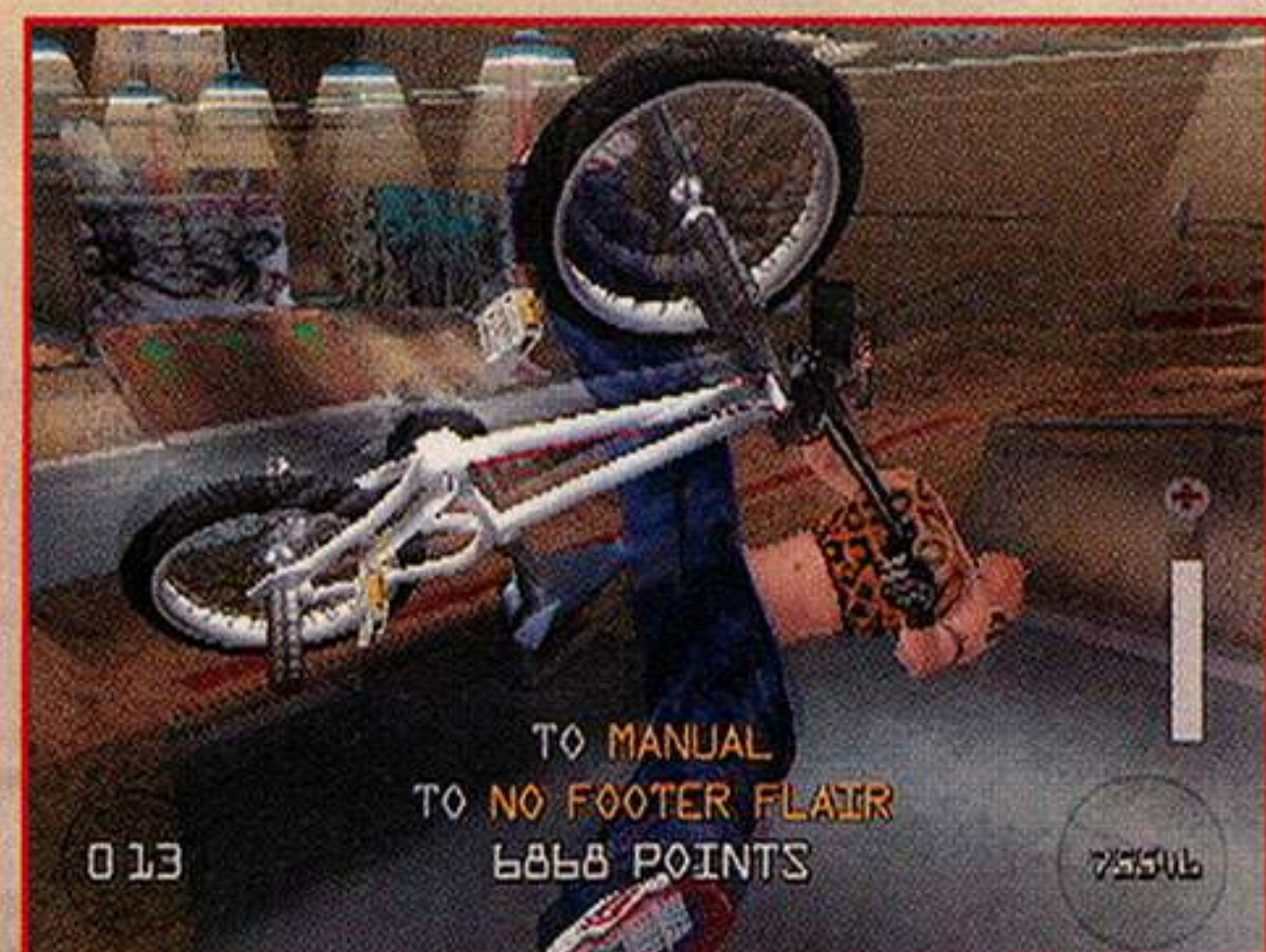
enjoyable to pull off, it's not a fun game. Hollywood writers scribbled the script, but you'll hear the same tired lines ("Didn't I see you on *World's Worst Bikers?*") over and over again. And yes, even the vulgarity gets old. Thankfully, the high-energy licensed soundtrack comes through, even if the sharp visuals are plagued by occasional slowdown and collision problems.

EXPLETIVE DELETED

Acclaim and Z-Axis set out to create the *American Pie* of gaming, and they've succeeded on the crude humor front—but with a high frustration factor and graphical glitches, BMX XXX fails to completely satisfy. **G**



PRO TIP: At the Dam, find the pyro first and complete his mission. It opens up a great indoor area with a generous bowl and a bike part.



PRO TIP: One of the game's strengths is the modifier button (O). Use it to tweak combo moves for bigger points.



Flatland tricks have been added to the mix, along with ghost riding.



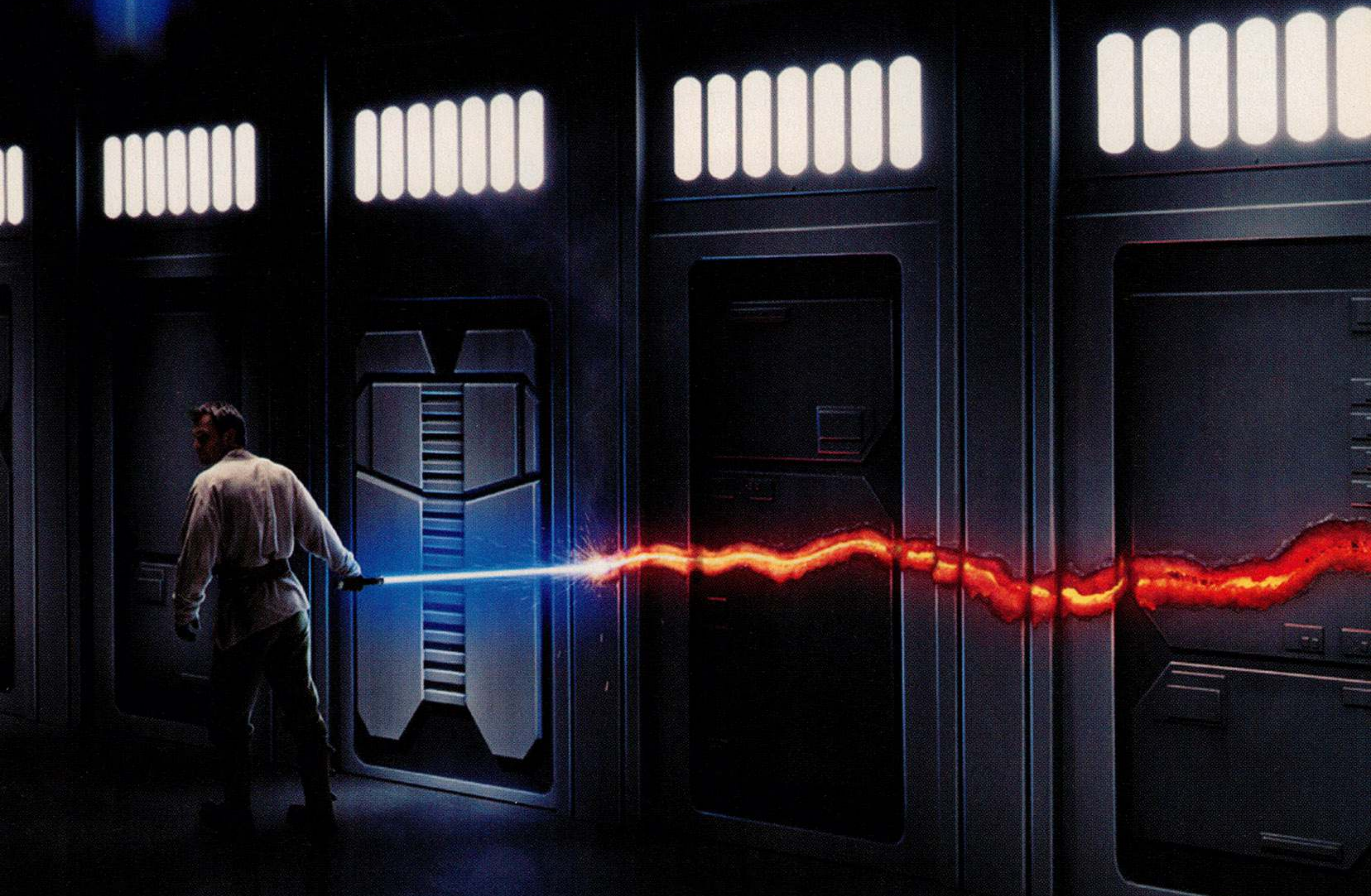
PRO TIP: When delivering passengers to a destination, bring in the furthest target first, then work your way in.

 BY DAN ELEKTRO	<ul style="list-style-type: none"> Developed by Z-Axis Published by Acclaim \$49.99 Available now 	<ul style="list-style-type: none"> Action sports 2 players 	<table border="1"> <tr> <td>MATURE</td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> <td>FUN FACTOR</td> </tr> <tr> <td>M</td> <td>4.0</td> <td>3.5</td> <td>3.5</td> <td>3.0</td> </tr> </table>	MATURE	GRAPHICS	SOUND	CONTROL	FUN FACTOR	M	4.0	3.5	3.5	3.0
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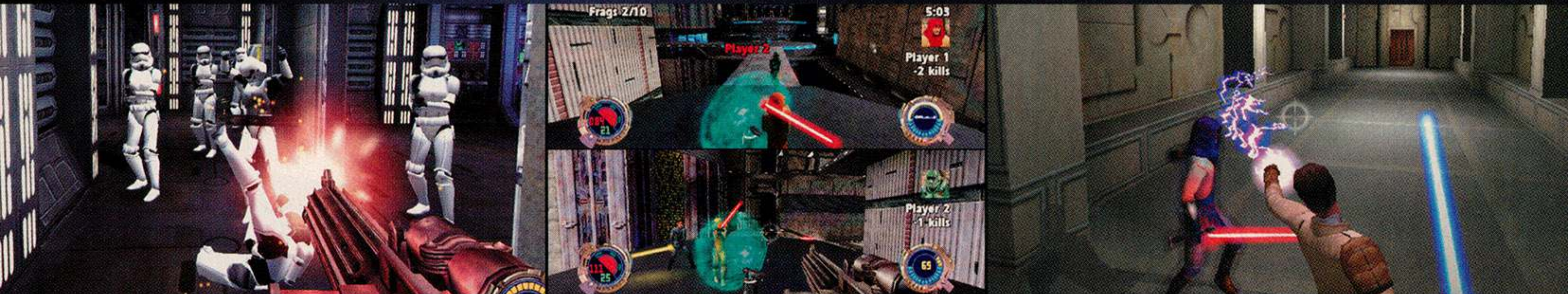


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JEDI KNIGHT® II:



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Official Star Wars Web Site www.starwars.com



Violence



WAR OF THE MONSTERS

THE COLD WAR was a very difficult era to live in. The Commies and beatniks were threatening our democracy, everyone's dad was really square, and our great cities were used almost daily as wrestling rings for demented monster mayhem. War of the Monsters is a precious record of this troubled time...possibly.

ATTACK OF THE EYE CREATURES

It's impossible to overlook similarities between War and Godzilla: Destroy All Monsters Melee. Both titles are arena battlers with extensive multiplayer options, both let you destroy buildings and throw tanks at enemies, and both will kick your arse until you master the finer points of monster warfare. The controls are a bit simpler here, though—two buttons cover all of your basic attacks—and the ability to climb buildings adds more strategy to the battles.

War's graphics are the game's biggest asset and its greatest downfall. The environments and animation easily equal and occasionally better those in Godzilla: Giant lizards are thrown into buildings, cities are overrun by mutant ant swarms, and that paranoid 1950s B-movie vibe is so palpable you can touch it. The downfall lies in the multiplayer mode. Incog took out four-player support to keep everything running smoothly, so only two humans can play War at once, fighting up to two CPU opponents. This is a distressing flaw—especially considering how repetitive the single-player adventure mode gets after a while.

IT CAME FROM TSUNOPOLIS

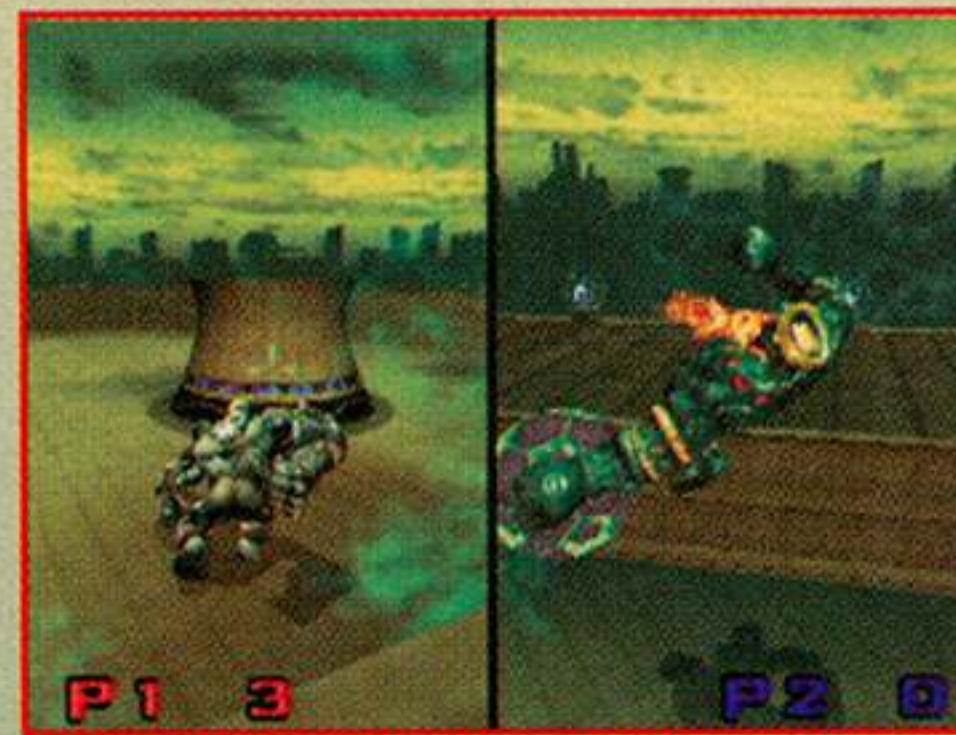
If you can get over the two-player-only matches, you'll find War of the Monsters to be fun, challenging, and the sort of game that rewards you as you put more time into it. Neither this game nor Godzilla are perfect... but they're close. **G**



PROTIP: In multiplayer games, the screen splits only when the two human players are far away from each other. Don't get disoriented when approaching your enemy!




PROTIP: Save your rage attacks for when you're almost out of energy or cornered by multiple enemies—that's the easiest way to get out of trouble.



PROTIP: Don't throw the ball in the Dodgeball mini-game unless you're directly behind your opponent; otherwise, it's difficult to gauge shots.



PROTIP: Being impaled isn't that bad—once you bash the buttons to pull the offending weapon out, you'll get to use it on your enemies.

 BY FENNEC FOX	■ Developed by Incog ■ Published by Sony ■ \$39.99 ■ Available January	■ Fighting ■ 2 players	TEEN GRAPHICS 4.5 SOUND 3.5 CONTROL 3.5 FUN FACTOR 4.0
	FUN FACTOR		

WHEN DEVASTATING CLIMACTIC changes submerge the planet Allium in water, two opposing races vie for domination over what little dry land is left in Battle Engine Aquila, a first-person mech shooter.

Battle Engine aquila

Disposable Heroes

Battle Engine Aquila tosses you into over 24 missions made up of primary and secondary objectives. When completed, you're graded for each mission, and if you can complete all secondary objectives, you'll unlock more challenging variant missions. For the most part, the levels require you to annihilate Muspell forces, escort Forseti craft, and clear paths for Forseti ground forces—all of which are integral to each mission. Although they can't be controlled, ground units will respond to your actions and alter their attack patterns based on how you manage to clear away enemy forces, which gives the game a cool strategic edge.

You can also switch between two modes, Jet and Walker, and part of the game's depth comes from deciding which one to use. Jet allows you to cover ground and enter combat zones quickly, while Walker boasts stronger shields and weaponry, and is better suited for heavy combat. As you progress, you'll acquire new Battle Engine configurations, each of which has its own unique arsenal.

Heavy Bloody Metal

Aquila features imaginative mech designs and vast environments, and although you'll encounter heavy slowdown and flat textures, the graphics are pretty slick. Aquila makes great use of in-game chatter to direct you to objectives, and the sound effects are appropriately massive. An auto-aim feature enhances the sharp controls, although you'd expect Jet mode to be a bit more nimble. If you're aching for a good, fast-paced action game with a strategic edge, give Battle Engine Aquila a go-round. **G**



PROTIP: If you're taking a beating, you can replenish your ammunition and armor at designated repair pads.



PROTIP: Stay near your ground forces as they often provide much-needed cover.



PROTIP: Against the crawling boss in the Thunderhead mission, wait until it opens its hatch to release its missiles, then attack the red part in the center. When you destroy its first layer of defense, fly over to it in Jet mode, change to Walker mode, land on top of it, and destroy the green tubes to kill it.



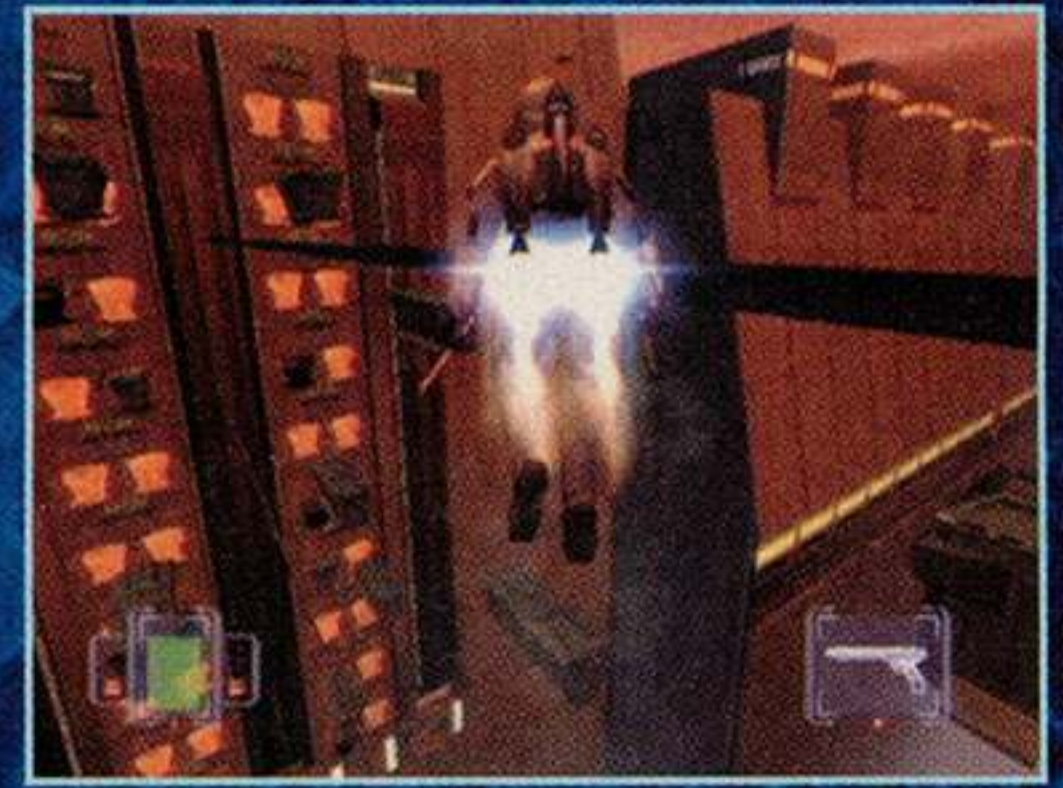
PROTIP: Energy from enemy weapons can be absorbed and used to augment your primary weapon.

 BY PONG SIFU	■ Developed by Lost Toys ■ Published by Infogrames ■ \$49.99 ■ Available January	■ Shooting ■ 2 players	TEEN GRAPHICS 3.5 SOUND 4.0 CONTROL 4.0 FUN FACTOR 3.5
	FUN FACTOR		

Star Wars Bounty Hunter

THE FETTS RANK as some of the more popular heroes in the *Star Wars* universe, which means *Star Wars Bounty Hunter* had a golden opportunity: Pair an exciting, innovative game with a trendy character, and LucasArts could have a hit on its hands. Unfortunately, only the “trendy character” part really succeeded.

As a chapter in the *Star Wars* saga, *Bounty Hunter* tells an interesting tale, explaining how Jango Fett was chosen as the template for the clone army by claiming a nearly impossible bounty posted by Tyranus. As a game, *Bounty Hunter*’s third-person action involves lots of mindless shooting and platform-hopping of the truly stale variety. On the plus side, the game has a few glittering moments of coolness like streaking around with Jango’s jetpack, blazing merrily away with double-fisted laser pistols, and scanning innocent passersby in search of bounties.



PROTIP: For added loft in your airborne maneuvers, jump and ignite your jetpack at the apex of your leap.



PROTIP: Stick with holding R1 to handle targeting because Jango will then automatically target other oncoming attackers with his second pistol.

But for most gamers, the negatives will outweigh those high notes. The camera is pretty awful, requiring way too much fussing by the player to maintain a clear field of view. The graphics are pretty shoddy, while the sound and controls are average at best. And the game would’ve hugely benefited from a two-player cooperative mode to alleviate the stale repetitiveness of the one-player action.

In the end, your enjoyment of *Bounty Hunter* will depend on your expectations and fandom. It’s a big bundle of gameplay clichés that’s sorely in need of some originality, but if your Fett fetish never wavers, if you don’t overthink it and just blast on through, a reasonably decent time can be had. **G**



■ Developed and published by LucasArts
 ■ \$49.99
 ■ Available now
 ■ Action/adventure
 ■ 1 player



GRAPHICS 2.5

SOUND 3.5

CONTROL 3.5



PROTIP: Always include a demolitions expert who’s equipped with a tank buster. Mobile armor can show up at anytime.

Tom Clancy’s Ghost Recon

TOM CLANCY’S GREEN BERETS, the Ghosts, have had their work cut out for them. They first infiltrated the PC with rousing success, then showed off an impressive attack on the Xbox. But somewhere during extraction, they lost their momentum on the PlayStation 2.

Most features in this newest version of *Ghost Recon* have been disappointingly downgraded. To start, the Heads Up Display (HUD) that is supposed to easily enable you to control teammates on the fly—and was extremely simple to use in previous versions—has been altered. In this game, the HUD requires you to go into several menus and perform multiple presses just to put a team into attack mode. This makes no sense during heavy firefights when there isn’t time to delve into a menu for a long period of time. Even worse,



PROTIP: In Stone Bell, have one team, led by a sniper, stay and help protect the allies, while the other team hunts down the enemy patrols.

it’s now harder to time an assault on a compound with two squads because of the annoying controls. *Ghost Recon*’s visuals took a deadly hit, too. Characters don’t move in a realistic manner and there’s less detail on both the soldiers and the environments. The ringing sound effects, however, remain intact and include piercing gun fire and enemy voices.

Another sore point is that there’s no online component like in the PC and Xbox versions—there’s only a dull, two-player split-screen game. Still, with 23 missions in the single-player mode, *Ghost Recon* is a decent squad-based shooter to try—just don’t expect the quality to be the same as that of *SOCOM: U.S. Navy SEALs*. **G**



■ Developed and published by Ubi Soft
 ■ \$49.99
 ■ Available now
 ■ Squad-based tactical shooter
 ■ 2 players



GRAPHICS 3.0

SOUND 4.0

CONTROL 3.0



Minority Report

MINORITY REPORT IS the complete opposite in every way from the movie of the same name—it’s a game full of lousy gameplay and poor visual effects that will only make you ask, “Why?!”

In *Minority Report*, you follow John Anderton through a futuristic harrowing epic of betrayal and nonstop action. Oh wait, that’s the movie. In *Minority Report*, the game, you follow John Anderton (though the character doesn’t remotely resemble Tom Cruise) down a path of nonstop boredom and repetition. Essentially, the game is a traditional beat-em-up, where the objective in each level is to punch, kick, and sometimes shoot enemies to a pulp. Unfortunately, enemies become extremely challenging to the point of frustration as the story progresses. Additionally, horrible camera angles, which you have to constantly adjust, and very slow button response hamper any winning blow you’re trying to achieve.



PROTIP: Let the goons come to you. If you look for them, you’ll be exposed on all sides.



PROTIP: Pick up a body and use it as a human shield from gun-toting enemies. Then, when you’re close enough, throw the body at someone else.

The sights and sounds don’t even come close to mirroring the cool special effects in the movie, much less make any impression on the PlayStation 2. Drab visuals, including non-animated characters and colorless areas, are the highlights for the eyes. A poor musical score, faint grunts, weak weapons effects, and other horrid sounds make up the game’s soundtrack. There’s one positive aspect in the game’s glut of minuses: Having the ability to throw and grab enemies as part of a combo is pleasing for the fingers and does add variety to the gameplay. Still, that’s not enough. *Minority Report* clearly belongs in the bin of horrendous movie-to-game translations. **G**



■ Developed by Treyarch
 ■ Published by Activision
 ■ \$49.99
 ■ Available now
 ■ Action
 ■ 1 player



GRAPHICS 2.5

SOUND 2.0

CONTROL 3.0





Disaster Report

WHY CAN'T THEY make adventure games that take place in happy, cheerful, well-adjusted locales? Because they wouldn't be any fun, that's why. And so you have Disaster Report, an adventure that takes place on an artificial island devastated by an earthquake and falling apart at the seams. You, newspaper reporter Keith Helm, are caught in all this, dodging unstable buildings and trying to find a way out before the island finds a way to kill you.


The best way to describe Disaster Report is "Silent Hill without the monsters." The city streets are (as you'd expect) completely deserted and straight out of your favorite disaster flick. The effect when everything stands still is perfect, and you'll find yourself going into first-person view just to ogle all the carnage. The animation isn't as hot—characters walk clumsily, and buildings simply thump to the ground instead of crumbling into pieces or ripping themselves apart—but the incredibly disorienting camera is a far graver concern. You'll die many, many times simply because the camera panned in some crazy direction and made you walk into a flaming gas tanker.

PRO TIP: Press R1 to crouch whenever anything large falls nearby. Otherwise, you might be thrown to the ground and take damage.

And yet, despite all these graphical and control issues, the premise (and the silly but engaging story) comes through and makes Disaster Report worth fully exploring to its multiple endings. In a way, this is a good example of what a small company can produce if it tries really, really hard. Just don't expect it to be this easy in real life. **G**



PRO TIP: To get the best endings, you need to treat your companion as nicely as possible. Giving her lots of water helps.

 BY FENNEC FOX	■ Developed by Irem	■ Published by Agetec	■ Adventure	TEEN CONTENT RATED BY ESRB 3.5	GRAPHICS 3.5	SOUND 3.5	CONTROL 2.5	FUN FACTOR 4.0
	■ \$49.99	■ Available January	■ 1 player					

Dynasty Warriors 3 Xtreme Legends

EVERYONE'S IN A rush to go Xtreme this holiday, aren't they? The new Dynasty Warriors isn't a full-fledged sequel to last year's closet hit—it's a mission pack with seven new Musou mode characters and some deft enhancements to the original game engine. If you have an original DW3 disc, you can play it with enhanced features activated simply by loading up Xtreme Legends first.

Nothing very drastic has happened to the gameplay here. As before, you're charged with defeating generals and winning battles—or, in other words, you must hack and slash and thrust and swipe through thousands of hapless soldiers and rub out all the nasty red marks on the game map. All of DW3's problems—the samey battles, the tiny draw distance (enemies appear out of nowhere in crowded quarters), the goofy voice-acting—are still present in full force. The stories in Musou mode have been fluffed up a bit (the characters have a lot more personality this time), but they're secondary to the endless button mashing.




PRO TIP: Troubled by Musou attacks? Execute your own Musou attack and you'll lock weapons with your opponent, canceling the move outright.

Still, XL's new features add a lot to the gameplay—the named bodyguards in Free mode are a blast, considering how useless guards were in DW3—and the game's too fun to pick on too much. It's repetitive and (to be honest) gets dull after a while, but the sheer scope of Xtreme Legends keeps it engaging for a reasonably long time. The \$30 price tag is also very nice—if you can get into the battles, XL will last you longer than many \$50 titles. **G**



PRO TIP: Each character's new fifth weapon is available only in Very Hard mode. Get Zhang Jiao's by saving all the civilians in his encampment.

 BY FENNEC FOX	■ Developed by Omega Force	■ Published by Koei	■ Action	TEEN CONTENT RATED BY ESRB 4.0	GRAPHICS 4.5	SOUND 4.0	CONTROL 4.0	FUN FACTOR 3.5
	■ \$29.99	■ Available January	■ 2 players					



PRO TIP: In Vancouver, the best strategy is to drive like it's a demolition derby and hammer the competition into the walls.

Pro Race Driver

PRO RACE DRIVER gets an "A" for effort but winds up with a "C" for execution. Blending racing with a meaningful story line hasn't been managed before, and Codemasters' latest racing game deserves accolades for making an honest effort to pull that off. But everything else about the game is just so utterly average that your interest will fade faster than you can chant "Gentlemen, start your engines."

Playing as rookie driver Ryan McKane, you're struggling to follow in your father's heroic footsteps after a suspicious and fatal wreck ended his legendary career. The racing side sticks to the standard format of a series of cups where victories unlock new events and earnings buy new cars. Extensive cut-scenes make meaningful connections between the action on the track and McKane's tale.

On paper, it sounds promising, but in action, it falls flat. The story is laughably bad, and McKane has to be one of the most unlikable protagonists ever. Even worse, the racing gameplay just isn't that exciting, largely due to lackluster handling and A.I. competition. Except for the impressive damage modeling, the bland graphics and sounds provide scant reasons to hold your attention—quite simply, the PS2 is capable of far better.

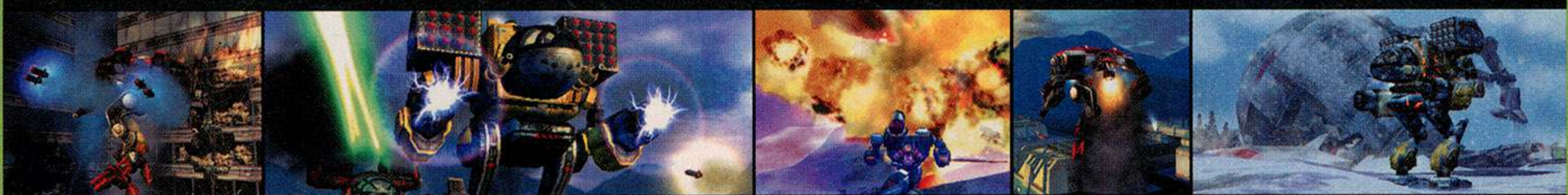
If you're one of those rare but dedicated fans of the TOCA series (to which this game is the sequel in spirit), you might find your way to appreciating Pro Race Driver. Everyone else should stick with the PS2's extensive garage loaded with far superior racing games. **G**



PRO TIP: For the best response in corners, get completely off the brake before you even begin to turn the wheel.

 BY AIR HENDRIX	■ Developed and published by Codemasters	■ \$39.99	■ Available now	■ Racing	■ 4 players	EVERYONE CONTENT RATED BY ESRB 3.0	GRAPHICS 3.5	SOUND 3.5	CONTROL 3.5	FUN FACTOR 3.0
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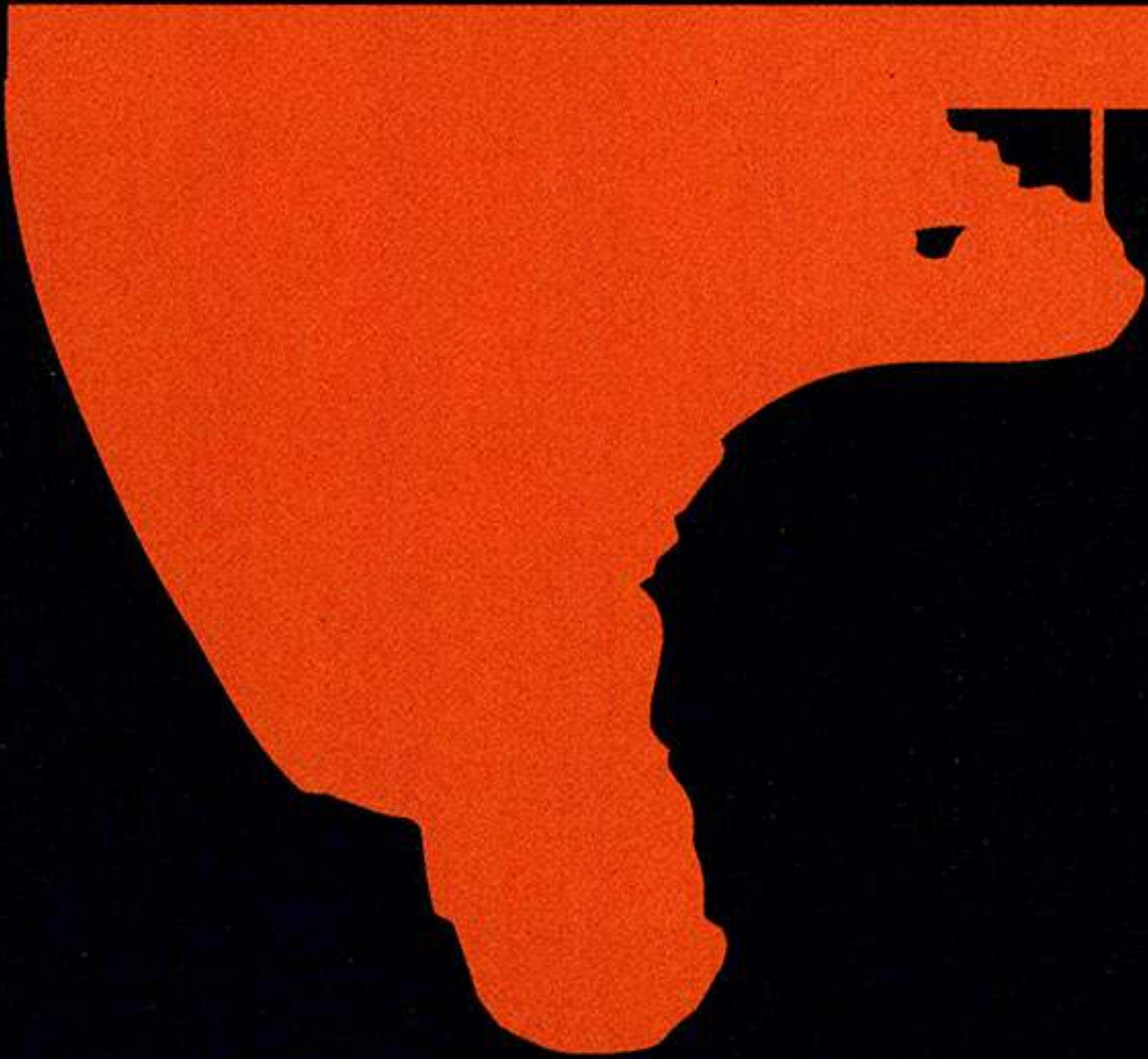


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MORTAL KOMBAT DEADLY ALLIANCE



PRO TIP: Shang Tsung's Fatality is easy—tap **↑, ↓, ↑, ↓, Y** when the game says "Finish Him!"



PRO TIP: Quan Chi's Fatality stretches opponents' necks. Tap **→, →, ←, →, A** to perform it.

Forces), so anybody who fell off Sub-Zero's bandwagon all those years ago might want to check out Deadly Alliance. It's a nice return to form. **G**

WHILE IT STILL has its share of A.I. problems, Mortal Kombat: Deadly Alliance is easily the most enjoyable game in Midway's fighting franchise since the venerable MKII.

BEATINGS & BLEEDINGS

Deadly Alliance features 23 fighters (nine of which must be unlocked, two more of which are super-hidden), including faces old (Scorpion, Kitana, Quan Chi) and new (blind warrior Kenshi, drunken master Bo' Rai Cho). When the beatings start, so does the bleeding; the days of Nintendo consoles not allowing blood to be shown are clearly long-gone, and the ultra-gory Fatalities are appropriately disgusting. Fairly fluid character animation bolsters the high texture quality for a sharp look overall.

Unfortunately, the game doesn't utilize the analog stick, and the GameCube controller's teeny-tiny directional pad very nearly isn't up to the task of advanced moves—or even basic combos. Grab a third-party controller with a larger digital directional pad for relief. An ominous soundtrack by MK legend Dan "Toasty" Forden sets the right tone, and the sound effects prove equally satisfying.

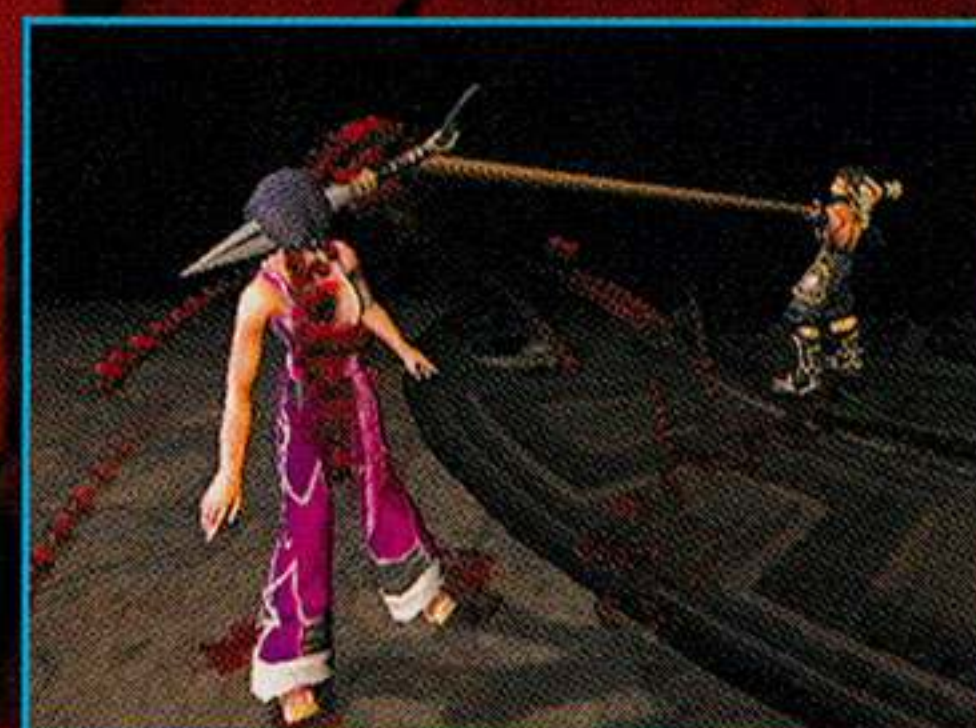
TEST YOUR...PATIENCE?

That leaves enemy A.I., which still feels cheesy—the computer takes every advantage, stringing together frustrating unblockable combos so often that you're better off playing two-player matches. Unfortunately, it's the Arcade and the tutorial Konquest modes that yield the most Koin, which buy bonus goodies in the Krypt. (For a complete guide to Krypt items, see this issue's Fighter's Edge.)



However, that's not much when compared to the problems of MK3 and MK4 (and Mythologies and Special



PRO TIP: Characters with swords, including Shang Tsung and Sub-Zero, can impale victims with their blades, causing gradual health loss. Just tap the **Z** button.



PRO TIP: To perform Scorpion's Fatality move, tap **→, →, ↓, (→ Y)** at the end of a match.

 BY DAN ELEKTRO	■ Developed and published by Midway	■ Fighting	 FUN FACTOR
	■ \$49.99	■ 2 players	
■ Available now		MATURE M 4.5 4.0 3.5 4.0	

BLOOD OMEN 2



PRO TIP: You can become mist anytime you're over a misty floor. Hide when you knock an enemy down and he'll lose you, often long enough for you to sneak around behind and deliver the kill.

GAMECUBE OWNERS CAN finally take down their wreaths of garlic and put away those sharpened stakes because Crystal Dynamics' vampire adventure has hit the li'l purple box, and it manages to pack enough power to surpass its faults.

ΠΟΣΘΗΡ ΤΗΑΠ ΤΗΟΥ

Kain, lord of vampires, finds himself revived after having fallen in battle. Stripped of his greatest vampiric powers and charged with the resurrection of the vampire nation, Kain must fight powerful new enemies and seek revenge against the mysterious figure that handed him defeat.

While there's nothing particularly new in Blood Omen 2, the game at the heart of Kain is as strong as ever with just a few small weaknesses. BO2's graphics lack the smoothness and flash of other GameCube titles, and the comically overwrought voice acting and great atmospheric music just make up for the repetitive sounds of combat. Kain's bloodletting gameplay is ghoulishly fun, but almost every fight is exactly alike, and even drawing blood from innocents gets old. BO2 also suffers gravely from hyper-linear levels and unimaginative crate/switch/lift puzzles that do little other than delay the coming of the cool stuff.

The biggest tragedy in Blood Omen 2 is the way the controls feel shoehorned into the GameCube controller. The poor button layout coupled with the quirks innate in the 'Cube's controller cause some frustrating moments, especially in combat. Still, practice makes perfect, and you'll be fighting the evil fight in no time.

ADVENTURES IN BLOODLETTING

Blood Omen 2 may be repetitive, overwrought, and fraught with unimaginative puzzles and enemies, but those of you dying for some bloody GameCube fun won't get it much better than this. **G**





"It was then that I regretted the unkind words I said to Toggle, Dark Lord of the Switch."



PRO TIP: Charm is a useful power for flipping unreachable switches, but it's also great for scouting areas without putting yourself in danger.



PRO TIP: Enemies care about each other. Distract guards by killing their friends, and then ambush them from the mists when they come to investigate.

 BY DUNJIN MASTER	■ Developed by Crystal Dynamics	■ Adventure	 FUN FACTOR
	■ Published by Eidos	■ 1 player	
■ \$49.99		MATURE M 4.0 4.0 3.0 4.0	
■ Available now			

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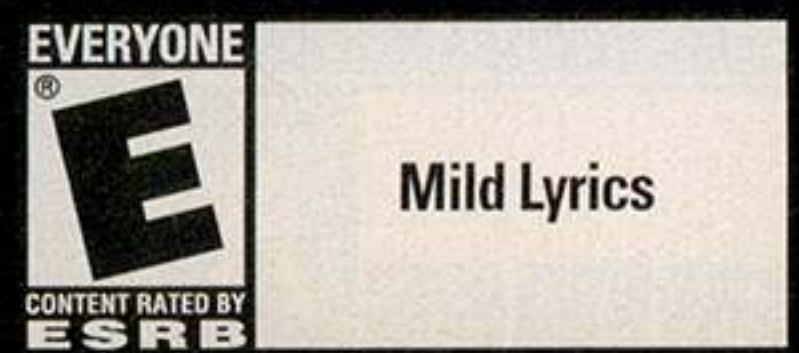
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The Lord of the Rings: The Two Towers

THE SAGA OF the Ring Bearer moves from the PlayStation 2 to the GameCube while remaining more or less intact. Gameplay issues are about the only things that tarnish the "precious."

The Lord of the Rings: The Two Towers covers the events of the first two movies in splendid fashion. "Interactive movie" may sound like a dirty term to gamers, but the combination of cinematic presentation and all-out action is executed with noteworthy panache. The in-game visuals are bright and detailed, improving upon the gorgeous PlayStation 2 presentation—even if this edition loses marks due to the lower-quality compression of the movie footage. The audio is also stellar for a GameCube game, featuring the voice actors and soundtrack from the movie, but the overall quality is a notch below that of other versions.



PRO TIP: Save ranged weapons for times when you have space between you and your enemies.

Even though it may look like pure hack-n-slash, the gameplay has quite a bit of depth to it. Mastering the parry and using your upgrades to the fullest is all extremely important if you want to continue making progress. The button layout of the GameCube controller is a bit awkward but nothing that you can't get used to in a hurry with a little bit of practice.

Certain nuances in gameplay raise the difficulty of the game. It's hard to know who in your party is hitting what at times, making it easier to rely on a small array of devastating attacks than to try to achieve a balanced offense. Overall, The Lord of the Rings: The Two Towers will more than satisfy GameCube-owning Tolkien fans and action gamers alike. **G**



PRO TIP: Abuse your special attacks like there's no tomorrow or you won't stand a chance in the later levels.

 BY TOKYO DRIFTER	■ Developed by EA Games/Hypnos		GRAPHICS	SOUND	CONTROL	FUN FACTOR	
	■ Published by EA Games						
	■ \$49.99						■ Adventure
	■ Available now						■ 1 player
			4.5	4.5	4.0	4.5	



PRO TIP: To gain an edge in big lightsaber battles, use Force Speed. You'll swing at the same speed as everyone else, but you'll be able to dodge and find an open attack faster.

Star Wars Jedi Knight II: Jedi Outcast

JEDI KNIGHT II was the PC game that reminded a lot of gamers why they liked *Star Wars* so much in the first place, so you'd think that the console versions of JKII would be similarly fantastic. On the GameCube, however, JKII has more in common with *The Phantom Menace* than *Empire Strikes Back* as far as quality is concerned.

A lot of the promise from the other versions still shows—the Force powers give you a real feeling of being a Jedi, the enemies look and sound like extras from *Star Wars*, and the typically brilliant LucasArts soundtrack is still here, albeit muddled and distant—but the rest of the good stuff didn't make the translation. The GameCube version's muddy graphics look like VHS footage of the Xbox version, and the stiff, unresponsive controls make actually playing the game a chore. JKII's seemingly endless jumping puzzles only become more annoying when you have to reload



PRO TIP: JKII is filled with do-or-die jumping puzzles. Sometimes you'll find them easier in third-person view, but sometimes even that won't save you.

over and over because the imprecise controls send you careening over a ledge. In order for the game to even be playable, you'll have to adjust the C Stick sensitivity before you start, or it will take you 15 seconds to line up a shot.

Unless you're really hurting for some Jedi action, you'd be better off playing *TimeSplitters 2*. JKII is a decent game for the big *Star Wars* fan, but it's not good enough on its own to interest the nonbelievers. **G**

 BY DUNJIN MASTER	■ Developed by Raven Software		GRAPHICS	SOUND	CONTROL	FUN FACTOR	
	■ Published by LucasArts						
	■ \$49.99						■ Action
	■ Available now						■ 2 players
			3.5	4.0	2.5	3.0	

The Sum of All Fears

BY FAR, THE SUM OF ALL FEARS for the GameCube is the most disappointing, if not one of the worst, first-person shooters on any system.

In an attempt to port *The Sum of All Fears* from the PC, Ubi Soft forgot to include the key feature that made the computer version at least decent to play. Originally, you could direct your two teammates to open doors, flash-bang rooms, and clear out areas. Now, you can't even place an order—so instead of being a simplified (yet still pretty exciting) team-based tactical combat FPS within close-quarter environments, the game is a solo, uneventful jaunt into harm's way. Add unintuitive weapons cycling, and the controls are shot straight to hell. Plus, your partners routinely get stuck behind sharp turns, which adds to the confusion and utter frustration of the entire game.



PRO TIP: Foes will sometimes run toward the doorway if you throw a grenade into a room. Be sure to have your primary weapon ready if they come toward you.

The graphics and sounds suffer even more. Gunfire doesn't even sound like gunfire, and there are very apparent lapses in bullet sound effects as you let off a round. Additionally, the frame rate is horridly slow and the environments are colorless without any detail.

The *Sum of All Fears* even falls short of second-rate. It's a game that unfortunately should have never been ported from the PC—it tarnishes the super-cool Tom Clancy world (though the game doesn't carry his name) that usually seems like a remarkable place in the gaming universe. **G**



PRO TIP: Open doors from the side. That way, you will avoid anyone guarding the entrance with their finger on the trigger.

 BY FOUR-EYED DRAGON	■ Developed and published by Ubi Soft		GRAPHICS	SOUND	CONTROL	FUN FACTOR	
	■ \$49.99						
	■ Available now						■ First-person shooter
							■ 1 player
			2.0	2.0	2.0	2.0	

Spyro: Enter the Dragonfly

POOR LITTLE SPYRO: always on duty to save his world from the evil Ripto, jumping from platform to platform, collecting countless gems and fireflies, and occasionally spurting out mean flames of fire, ice, and lightning at non-threatening goons. Nothing's changed in Enter the Dragonfly—and even to the untrained eye, Spyro is truly less appealing on the GameCube. To start, a horrendous frame rate causes the purple dragon to move in slow motion in every single level. The controls are even worse.



PROTIP: Freeze Rusty, RJ, and Dougy, then jump on top of them to free their kites.



PROTIP: Give the cows a lightning whip to herd them back to Farmer Dean.

Though Spyro has the ability to jump, glide, block, and spit out a variety of deadly air from his mouth, executing his moves is frustrating due to very slow button response. Cheesy voices from the dragon's friends only add to the overall unpleasantness of the game. With all of these faltering features, Spyro's newest adventure feels more like it was meant to be played on the PlayStation rather than on the GameCube. **G**

Hunter: The Reckoning



PROTIP: The Avenger has killer melee attacks; the Judge has excellent magic skills; the speedy Martyr has great pistols; the Defender is probably the most balanced.




HUNTER: THE RECKONING may have spawned from a pen-and-paper RPG, but the video game offshoot couldn't live further from the role-player's realm—think of it more as Gauntlet: The Evil Dead Edition or Zombietron 2084. The game's endless top-down horde-shooting is an absolute blast with four people, but the friendless may find Hunting and Reckoning to be a lonely, repetitious profession.






PROTIP: In single-player mode, keep approaching zombie hordes at bay by firing your long-range weapon at alternating targets.

The incidental music does a good job generating a latter-day-John-Carpenter atmosphere, and the sound of a chainsaw tearing through moaning zombies is quite satisfying indeed. The GameCube version of Hunter doesn't quite have the smooth visuals of its Xbox counterpart, however, and attacking with the GameCube controller is surprisingly awkward.

So when you hunt, hunt in packs... and when you reckon (given the choice), reckon on the Xbox. **G**

	■ Developed by Equinoxe Entertainment		GRAPHICS	SOUND	CONTROL	
	■ Published by Universal					
	■ \$49.99					
	■ Available now					
	■ Adventure					
	■ 1 player					

	■ Developed by High Voltage		GRAPHICS	SOUND	CONTROL	
	■ Published by Interplay					
	■ \$49.99					
	■ Available now					
	■ Action					
	■ 4 players					

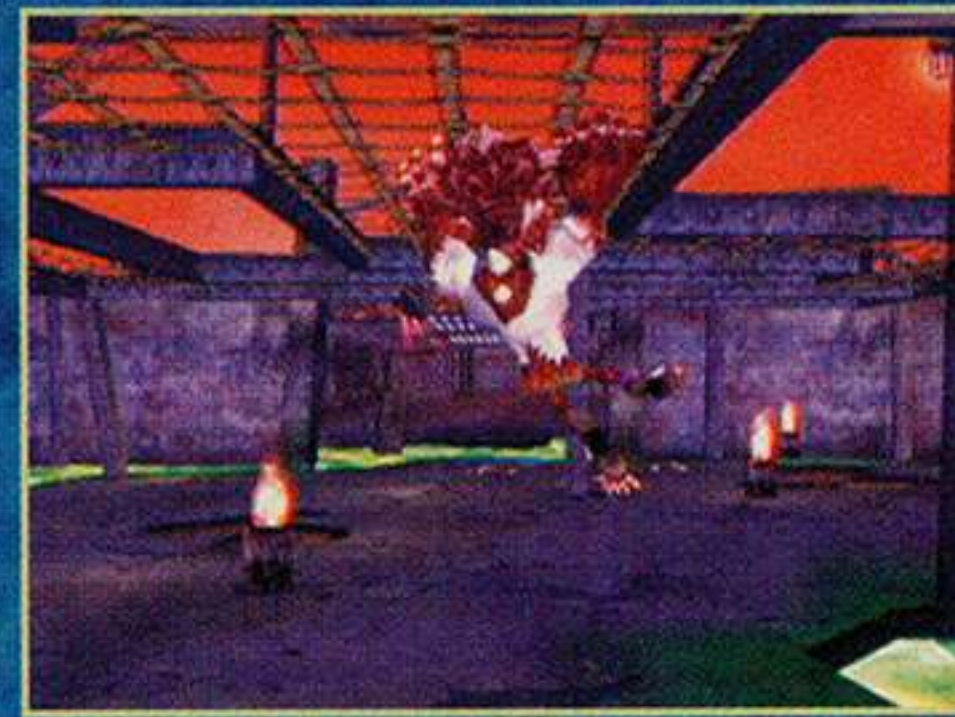
Dr. Muto

HOLIDAY PLATFORM GAME #54,263 is a surprisingly large-scale effort, covering the titular doctor as he blows up his home planet and goes on a quest to rebuild it from spare parts. He manages this by transforming into assorted cartoon animals and collecting thousands upon thousands of random platform-game objects.



Midway's obviously tried to do a lot here. There are some very smart ideas—Muto's animal morphing is a fun gimmick—and the levels are cunningly well designed in spots. The problem is Midway didn't follow through with the foundation. The game has frame rate issues where nothing obviously tricky is being rendered, and the camera will drive you bonkers in some of your animal forms. The biggest crime, though, is that there's simply nothing at the core you haven't seen a zillion times before. With a bit more effort, Dr. Muto could have been a top-class platformer—as it is, though, it's simply "just another platformer." **G**



PROTIP: Use your Splizz-gun (B button) to grab DNA from every organic creature you encounter.



PROTIP: As a gorilla, keep a sharp eye out for the hard-to-see mines that creep up while you're swinging about.

	■ Developed and published by Midway		GRAPHICS	SOUND	CONTROL	
	■ \$49.99					
	■ Available now					
	■ Action					
	■ 1 player					

Dead to Rights

DEAD TO RIGHTS targets the GameCube with the same in-your-face energy that made it an instant hit with PS2 action gamers. You are cop Jack Slate hitting the crime-filled streets searching for the criminal scum that set up your father. The core appeal of this game is its addictive, Hollywood-like action scenes that thrust you into intense gunfights, allowing you to shoot and target in "bullet-time."






PROTIP: Lunge up or down the stairs so you can target and take out a couple of thugs on the way.

You'll enjoy interactive environments (most of which can be destroyed), a wide variety of weapons, and the ability to react and fight realistically. In addition to the standard run-n-shoot action, you are required to partake in ancillary missions, such as making sure a stripper dances provocatively enough to distract the thugs from Jack. Sharp graphics are hindered only by a sometimes quirky camera that affects your ability to tightly control Jack's movements. Solid voice acting and cut-scenes propel the story line nicely. Dead to Rights is dead-on fun. **G**



PROTIP: Repeatedly duck and target as you face multiple enemies. It's always harder to hit a moving target.

	■ Developed and published by Namco		GRAPHICS	SOUND	CONTROL	
	■ \$49.99					
	■ Available now					
	■ Action					
	■ 1 player					

PANZER DRAGON ORTA



WHAT WAS ONCE strange and abstract due to Saturn polygon-count restrictions is now beautiful and surreal through sheer force of insane creative genius. Panzer Dagoon Orta is a masterpiece of electronic art.

Yeah, but Is It a Game?

Panzer Dagoon Orta exists on two levels: The first is as a 10-stage rail shooter, an archaic and straight-forward game style that's been all but shunned and forgotten in this modern era of fully immersive 3D



Other entire games and optional side-stories starring side-characters are unlocked as you progress.

worlds. But Orta has evolved beyond its roots: While your dragon is more or less guided toward its destiny down a designated path (with multiple "branch points"), you can rotate the camera to look in front of, behind, or to either side depending on where your foes are currently clustered. Boss battles take a note from Panzer Dagoon Saga (the brilliant-but-barely-played Saturn RPG), as you can use your new dash and decelerate moves to reposition yourself on different sides of bosses as their bodies shift around.

DRAGON FORMS



BASE WING: This balanced form can dash twice and carries the most amount of lock-on missiles. Its Berserk mode is a powerful barrage of missiles.



GLIDE WING: Auto-targeting is perfect for shooting down projectile swarms, but it has no missiles. It's very agile, and its dash meter (max. 3) refills most quickly. Its Berserk mode heals you slightly.



HEAVY WING: This form's super-powerful missiles are good for larger foes, but it can fire only half as many as Base Wing. It cannot dash...and don't even attempt to dodge. Its Berserk mode releases a steady stream of red lightning.



PROTIP: To beat this giant worm in Episode 7, fire at its segments in Glide Wing, then use your Base Wing Berserk attack just before it passes through the healing ring.



PROTIP: Use Heavy Wing to destroy every dragonmare embryo in Episode 8. You'll get tons of Genomes.



Orta's brilliant boss battles will make you pine for a sequel to Panzer Dagoon Saga...if you're one of the 12 people who played it.

Most importantly, your dragon has three distinct forms (see sidebar, "Dragon Forms"), tailor-made for different situations. All of this makes for a level of strategy you wouldn't normally encounter in a shooting game. The action is intense and not at all mindless—success on Normal difficulty requires an intimate, instinct-driven knowledge of all three forms' strengths and weaknesses, as well as the reflexes to swap between them within fractions of a second.

Iteration Four

Orta's second level of existence is as a massive sensory overload machine. Fleets of M.C. Escher airships float over Salvador Dali landscapes; herds of H.R. Giger nightmares rampage through ruins of places dreamed by Heironomous Bosch; and that's just in the game's "real" world, before you start fighting the thingamabobs that live inside concepts like "memory." The Panzer series has always been known for its technorganic acid art style, but gaming hardware has never really been able to give the vision a proper canvas until now. You have never seen a game that looks this fantastic.

Field Trip

Panzer Dagoon Orta is like taking a trip through a modern art museum...except all the paintings are moving, all the sculptures are breathing, and every display is shooting swarms of genetically enhanced laser missiles at the thoughts inside your head. **G**

GRAPHICS 5.0

Unreal. Surreal. Gorgeous. The dragon animation alone looks like it took years. The enormous bosses defy universal laws. And there's no slowdown whatsoever...this is what can happen when you make something Xbox exclusive.

SOUND 5.0

The Dolby 5.1 sound effects provide a ferociously weird onslaught for the ears to match what's happening to your eyes, though some may find the synth-future musical stylings a little outdated. Oh, and that's not Japanese you're hearing—it's Panzer language.

CONTROL 4.0

You're very limited in where you can glide, which makes dodging obstacles a little tough, but the camera rotation and new dash move give you a lot more freedom and options than your typical shooter. The analog sensitivity is perfect for targeting, but your reticle might get lost in the insanity on some TVs.

FUN FACTOR 4.5

C'mon, what's the big deal? Strip away the gorgeous visuals, surprisingly strategic gameplay mechanics, brilliant boss battles, and energistic tidal wave of mad creative genius, and all you're left with is a friggin' rail shooter!



Developed by Smilebit
Published by Sega
\$49.99
Available January

Shooting
1 player

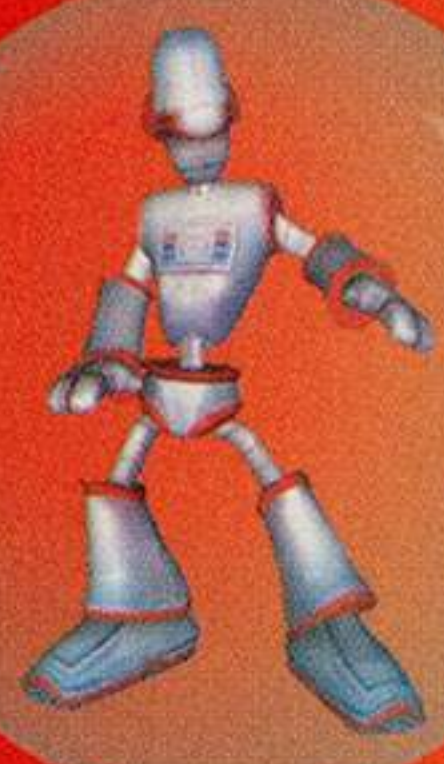
TEEN T
GRAPHICS 5.0
SOUND 5.0
CONTROL 4.0
FUN FACTOR 4.5



PLAY IT AGAIN, MAN

AND AGAIN

AND AGAIN



SUPER BUBBLE POP



The outrageous 3D puzzle game with wild rave music and crazy bubble-popping action.

Groove as one of the five cool DJ poppers, each with a unique power-up and rocking moves.

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GAME BOY ADVANCE



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TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 2

SUBSTANCE



PROTIP: To unlock the ninja, finish 50 percent of the VR Missions as Raiden.

ing, Alternate Missions, and five new lengthy adventures starring Solid Snake. There are a host of rewards to unlock, such as extra characters, outfits, and more.

Substance's other half, the complete Liberty adventure, is a challenge, too—until it dissolves into a convoluted plot and a series of rambling soap-box speeches. Other flaws from Sons remain—especially the ultra-touchy analog controls. However, the Xbox version's method of switching to first-person view compounds the problem as the preset configurations are hardly intuitive and require patience to fully master. On the flip side, the visuals here are cleaner than those on the PS2, and the audio marries well-cast character voices to a driving music score.

Sons of Liberty or Sol.?

For those who never played Metal Gear Solid, Substance is an excellent opportunity to get acquainted with a unique and innovative play engine. Those expecting a true sequel here will be disappointed: Substance strictly builds on the success of existing material. **G**

SOLID SNAKE INFILTRATES the Xbox with the Sons of Liberty PS2 adventure and a host of new mini-missions under the name Substance. So what do you do when you have an awesome play engine? Simple: Don't make a new game—just add extra stuff and squeeze every drop out of it.

Solace in Substance

Metal Gear's place in video game history is secure as it was one of the first popular games to encourage players to sneak around enemies rather than blow them to pieces. Solid took the series to an awesome three-dimensional realm and the sequel, Sons of Liberty, tweaked the already innovative play engine. Substance adds a few more things for you to do, such as VR Training,




PROTIP: Jump or roll over any dead bodies or unconscious enemies; if you try running, you'll automatically slowly tiptoe over them.



PROTIP: While playing as the ninja, sneak up behind an enemy and press down on the right thumbstick to deliver a one-hit kill.



PROTIP: To avoid cumbersome and time-wasting weapon reloading, quickly double tap the R button to instantly reload your current weapon.

 BY MAJOR MIKE	■ Developed by KCEJ	■ Action/ adventure	MATURE CONTENT RATED BY ESRB	GRAPHICS 4.5	SOUND 4.5	CONTROL 4.0	FUN FACTOR 4.0
	■ Published by Konami	■ \$49.99					

BATTLE ENGINE AQUILA is the kind of quietly good game that probably won't find a wide audience, though it will be widely enjoyed by most gamers who stumble across it. Vaguely reminiscent of science-fiction battles like Colony Wars, Aquila delivers satisfying combat that's demanding in an almost old-school way.

Battle Engine aquila



PROTIP: Mission 4.0 is when the going starts to get tougher, so focus on completing your assigned objectives and don't stray off to tackle any tempting but extraneous targets.

BATTLE 'BOTS

Set across the landscape of a war-torn planet, Aquila puts you behind the controls of an unusual mech-like vehicle capable of both tank-style ground assaults and jet-like aerial maneuvers. A hearty lineup of one-player missions provides plenty of cannon fodder, and Aquila's impressive multiplayer options also rock. The crown jewel is two-player cooperative action, but the game also supplies a sharp selection of deathmatches.

The coolest thing about Aquila is that it places you right in the middle of epic, sprawling battles. You're not an all-powerful hero but a vital cog that must perform its function, and your A.I. comrades handle their duties with surprising intelligence. An array of creative weaponry and the tactics involved in switching between aerial and ground combat imbue the frenzied battles with an engaging feel. Make no mistake, though—about a third of the way through, Aquila gets seriously hard, and if you lack the patience for "die, learn, repeat" cycles, you'll get fed up in a hurry.

BIG ENGINE THAT COULD

A Halo wannabe in the visual department, Aquila's graphics lack originality but look sharp overall. The sound is just sort of there, doing its job without dazzling, and the controls are solid and responsive. Aquila isn't a must-play game, and many gamers can probably get their fix with a rental. But if your trigger finger's itching for some challenging combat, it's worth a tour of duty. **G**



PROTIP: Use Jet mode to zip around between engagements. Landing behind the enemy to catch them off guard is a very effective tactic.



PROTIP: In Mission 2.2, take out the battleship by perching on the nearby structure and shelling it with grenades.



PROTIP: Stick to the slower but sturdier Walker mode for heavy combat situations.

 BY AIR HENDRIX	■ Developed by Lost Toys	■ Action	TEEN CONTENT RATED BY ESRB	GRAPHICS 4.0	SOUND 3.5	CONTROL 4.0	FUN FACTOR 4.0
	■ Published by Atari	■ \$49.99					

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EVERYONE
E
CONTENT RATED BY
ESRB

Comic Mischief
Mild Violence

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GAME BOY ADVANCE

**BAN
DAI**



PROTIP: You can rack up points beyond the time limit in the competition levels if you keep grinds or ground tricks going without falling.

The music selection is quite nice, and you can play your own tunes via the Xbox internal jukebox, too. But the audio does lose marks for incessantly repetitive comments from the onlookers.

From the random bugs and collision problems to some joke missions that have no punch line, the whole game feels rushed and unfinished. Despite the promise of bawdy and uncensored content in the Xbox version, the videos and humor presented are quite a few steps below what adults would call "naughty." With a tighter game engine and less arcane level goals, BMX XXX could have been something more than a gimmick. **G**

BMX XXX

BMX XXX TRIES to meld extreme sports with risqué humor but comes up short on both ends.



The promise of a gaming equivalent to movies like *American Pie* or *Animal House* sounds intriguing, but BMX XXX is not that game. The problems start with the game's engine and level designs. The environments look nice, but they aren't as wide open nor do they show the detail of developer Z-Axis's previous extreme sports effort, *Aggressive Inline*. Many level objectives are also vague and can keep you playing aimlessly for hours. And while air and ground tricks are easy to pull off and very forgiving for the most part, it's still frustrating to get hung up on an object or fall due to spotty collision detection during an otherwise perfect run.

The animation of the characters looks decidedly average and downright awkward during some tricks like manuals.



PROTIP: Instead of bailing, you can often get away with stalls or grinds to get you out of sticky falls.



 BY TOKYO DRIFTER	<ul style="list-style-type: none"> Developed by Z-Axis Published by Acclaim \$49.99 Available now 	<ul style="list-style-type: none"> Action sports 2 players 	<table border="1"> <tr> <td>MATURE</td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> <td>FUN FACTOR</td> </tr> <tr> <td>M</td> <td>4.0</td> <td>3.5</td> <td>4.0</td> <td>3.0</td> </tr> </table>	MATURE	GRAPHICS	SOUND	CONTROL	FUN FACTOR	M	4.0	3.5	4.0	3.0
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M	4.0	3.5	4.0	3.0									
													

Capcom vs. SNK 2 EO

EVEN IF CAPCOM VS. SNK 2 EO wasn't the only fighting game available for Xbox Live, it would still be one of the best. Some lag issues and controller preferences are the only strikes against it.

Capcom vs. SNK 2 has not changed much since its debut two years ago in the arcades and its subsequent journeys to various home consoles. The recent GameCube version added the "EO" mode to make things easier for newcomers; now the Xbox gets all that plus online network support. Capcom vs. SNK 2 EO still plays well, although your mileage will vary depending on which Xbox controller you use. The "S" has a better directional pad, but the button layout of the "big" controller is far superior. Third-party joysticks like the X-Arcade work perfectly, although at press time, adapters that add one more memory slot for voice support were still in the works.





PROTIP: You can buffer specials or supers while rolling close to your opponent with C-ism.

While upgraded graphics and sound would have been great, what's there gets the job done. Characters retain a pixelized look that is really starting to show its age, but the audio portion still sounds fresh.

The good news about the Xbox Live support is that it actually works. The bad news is that even with broadband-only support, there is a fair amount of lag. The game's release has been pushed from December to February to try to ease latency issues, so final lag time may vary. Despite some annoyances, EO is a no-brainer for Xbox Live fighting fans. **G**



PROTIP: With the type of lag you may encounter, choosing P-ism and trying to parry is a bold move.

 BY TOKYO DRIFTER	<ul style="list-style-type: none"> Developed and published by Capcom \$39.99 Available February 	<ul style="list-style-type: none"> Fighting 2 players 	<table border="1"> <tr> <td>TEEN</td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> <td>FUN FACTOR</td> </tr> <tr> <td>T</td> <td>3.5</td> <td>4.0</td> <td>4.0</td> <td>4.0</td> </tr> </table>	TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR	T	3.5	4.0	4.0	4.0
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The Lord of the Rings: The Two Towers



PROTIP: Work your combo meter up to "Perfect," and your arrows become flying slivers of instant oblivion—you can kill most enemies in a single hit.

THE ONLY THING that really makes The Two Towers more than just a fun, too-short tryst in the realm of basic bludgeoning is the fact that it's Gimli, Legolas, and Aragorn (son of Arathorn) doing all the bludgeoning. So can brilliant presentation and a movie license handed down from the heavens turn a mediocre game into something special? You bet your sweet bippy it can.

The Two Towers strives to be more than just Golden Axe: The Tolkien Edition with a Devil May Cry "cool combo" meter and experience system, but it's ultimately thwarted by the game's most primal gameplay mechanics. You'll find yourself relying on the same combo over and over again; and once you become surrounded, merciless button-pounding is often the only way to survive. There's also no real sense of gravity to your blows—it's almost as if you're beating against a horde of orc holograms.

Still, you can't beat the game's presentation—the glorious visuals, real cast voice-overs, and Howard Shore score are so faithful to the film it's frightening, and the Xbox graphics are even cleaner than the PlayStation 2 version's. In a way, that's sort of a drag—the PlayStation 2 grit layer served to make the game even more cinematic—but not enough of a drag that you should be turned away. Few movie-licensed games have been forged so true. **G**



PROTIP: Once the Catapult in the Helm's Deep Breached Wall level appears, concentrate on taking out the wooden panels and not on the guards.



 BY STAR DINGO	<ul style="list-style-type: none"> Developed by Stormfront Studios Published by EA Games \$49.99 Available now 	<ul style="list-style-type: none"> Action 1 player 	<table border="1"> <tr> <td>TEEN</td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> <td>FUN FACTOR</td> </tr> <tr> <td>T</td> <td>4.5</td> <td>5.0</td> <td>3.5</td> <td>4.0</td> </tr> </table>	TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR	T	4.5	5.0	3.5	4.0
	TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR								
T	4.5	5.0	3.5	4.0									
													

Minority Report

YOU SHOULD THINK about going into the plate glass business now because in the future everything is made from it. Minority Report's hand-to-hand combat in the vicinity of all that plate glass adds up to plenty of work for the Xbox. The graphics engine handles it admirably and delivers a smooth frame rate—which is fortunate because throwing Precrime Officers through sheets of glass is one of the profound joys of Minority Report. The grapple and throw attacks are good fun, too, with undeniable echoes of Double Dragon. And you haven't really lived until you've been bludgeoned by a Sick Stick or hurled a Puke Grenade into a crowd.

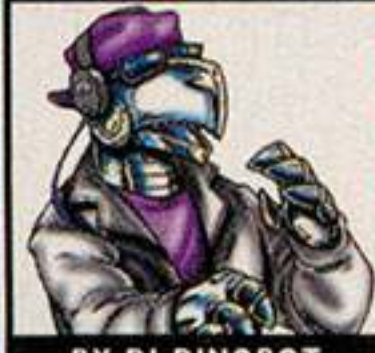

The Fun Factor suffers because of repetitive gameplay, lackluster audio, and unbalanced weapons and power-ups. Still, the more you love the movie, the more you'll enjoy revisiting it with this simplistic beat-em-up. **F**



PROTIP: Using the jetpack to ram your foes is a good way to save on life and ammo. It's also a lot of fun.



PROTIP: Robots are tough to beat hand-to-hand, so use a weapon. If you're out of ammo, attack quickly and jump away.

	■ Developed by Treyarch	FUN FACTOR 
	■ Published by Activision	
■ \$49.99	■ Action	TEEN GRAPHICS 4.0 SOUND 3.0 CONTROL 3.5
■ Available now	■ 1 player	
BY DJ DINOBOT		

Crimson Sea

KOEI'S GROUP CONTROL Engine, made famous by the Dynasty Warriors franchise, gets a change of scenery in the sci-fi adventure Crimson Sea. As Sho the Vipa, you harvest waveforms from around the galaxy and then harness them as NeoPsionic powers that give you a fighting chance against ravaging hordes of Mutons that threaten mankind. Up to 1000 bad guys appear onscreen at a time, and your weapon—which is both a blaster and a blade—is highly customizable with different barrels, effectors, and generators.



Crimson Seas gets extra props for its spectacular bosses, which come in many delightfully terrifying forms. The only things holding this game back from true greatness are the jumpy camera, average sounds, and choppy controls. With over 40 levels and a slew of A.I.-controlled party members, Crimson Sea offers hours of moderately exciting gameplay. **F**



PROTIP: Use a couple of well-placed blade attacks to separate the big monsters from the herd. They're much easier to kill when they're isolated.



PROTIP: When this guy pounds the ground with his tentacles, it's a good idea to jump. Keep plenty of medkits on hand just in case.

	■ Developed and published by Koei	FUN FACTOR 
	■ \$49.99	
■ Available now	■ Action	TEEN GRAPHICS 4.5 SOUND 3.5 CONTROL 3.0
	■ 1 player	
BY DJ DINOBOT		

BloodRayne

BLOODRAYNE FOR THE Xbox is an incredibly violent (yet amazingly fun) game that pits you—as a female half-vampire—against the Nazi regime in the late 1930s. There's a lot to admire about BloodRayne, and although the initial missions bite, overall the game hardly sucks.



As the über-sexy foul-mouthed titular fräulein, you spend much of your time destroying enemies or feeding off them to stay alive. BloodRayne is pretty strong stuff: Limbs are hacked off, bodies pile up, buckets of blood splash across the screen, and there's plenty of shudder-inducing imagery (it makes Medal of Honor look like Mario). Sharp visuals bring the carnage to life (this is the best looking of the three console BloodRaynes)—although jerky character movements are an unwanted distraction. The solid audio track enhances the overall effect. While it's hardly a "family game," BloodRayne's an enjoyable action/adventure that succeeds—even when its content frequently goes way over the top. **F**



PROTIP: Don't waste time feeding on any enemies that have severe wounds because they won't have much blood left by the time you put your fangs to work.



PROTIP: If you're able to sneak up behind an enemy, press and hold slash so you can hack them to pieces with a single swipe.

	■ Developed by Terminal Reality	FUN FACTOR 
	■ Published by Majesco	
■ \$49.99	■ Action/adventure	MATURE GRAPHICS 4.5 SOUND 4.5 CONTROL 4.0
■ Available now	■ 1 player	
BY MAJOR MIKE		

Whiteout

KONAMI'S WHITEOUT GIVES you a ticket into the exciting world of snowmobile racing with competition that's full of fast-paced action and loads of variety.

The game features 12 racers—including six actual pro Snocross riders—and 15 snowmobiles to enable you to better compete on ice-cold tracks around the world.

Among the four gameplay modes are an Arcade contest that progressively unlocks new tracks based on the completion of particular objectives and race placements; and a Career mode, which offers a carefully crafted rise through the ranks.





PROTIP: Take advantage of the Smash Bonus—but know what you can run into and what you can't.



PROTIP: On the Jackson Ridge course, taking the right fork at this point can boost you from last to first.

Whiteout's graphics aren't groundbreaking and you'll sometimes find yourself careening off-course after a slight brush from another rider, but the energetic racing—backed by thumping music from artists like Disturbed—drives repeat play, pushing you to improve on your times and scores, open up new sections, and discover new paths for you to ride. **F**

	■ Developed and published by Konami	FUN FACTOR 
	■ \$49.95	
■ Available now	■ Snowmobile stunt racing	TEEN GRAPHICS 3.0 SOUND 3.5 CONTROL 3.0
	■ 4 players	
BY MANNY LAMANCHA		

WAR OF THE MONSTERS



REALLY BIG MONSTERS. REALLY BRUTAL FIGHTS. Imagine a classic 1950s monster movie with a modern twist, no guys in rubber suits, no bad actors, no subtitles. You're a 100-foot monster and you're looking for a fight. Roam through striking cityscapes, toss cars, swing girders and launch debris. Everything around you is a weapon. Trigger tidal waves and earthquakes; destroy everything in your path. Hope you have the will to win. And a good dental plan. **ONLY THE MEANEST MONSTER SURVIVES.**

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Violence





PlayStation 2



LIVE IN YOUR WORLD.
PLAY IN OURS.

NBA Street Vol. 2

Dr. J vs. MJ

Somehow, it's a feature that makes perfect sense for EA Sports Big's next street-hoops game: Bring back legendary NBA players to take on today's stars. The made-up "street" characters like Stretch and Bona Fide will take the back seat, and the spotlight will instead shine on greats like Wilt Chamberlain, Dr. J, Magic Johnson, Earl "The Pearl" Monroe, Larry Bird, Clyde Drexler, James Worthy, and many more who will go toe-to-toe with the likes of Vince Carter and Michael Jordan. The core gameplay will remain three-on-three street hoops set in real-life courts like New York's Rucker Park, Oakland's Mosswood, and L.A.'s Lincoln College.

The one-player game will still consist of a ladder tournament backed by a cool slo-mo training mode, and you'll be able to set your own rules about what point total wins, whether only dunks count, and so on. But the biggest

buzz will come from the new multiplayer features, which will include two-player cooperative action as well as four-player matches.

Backboard Beats

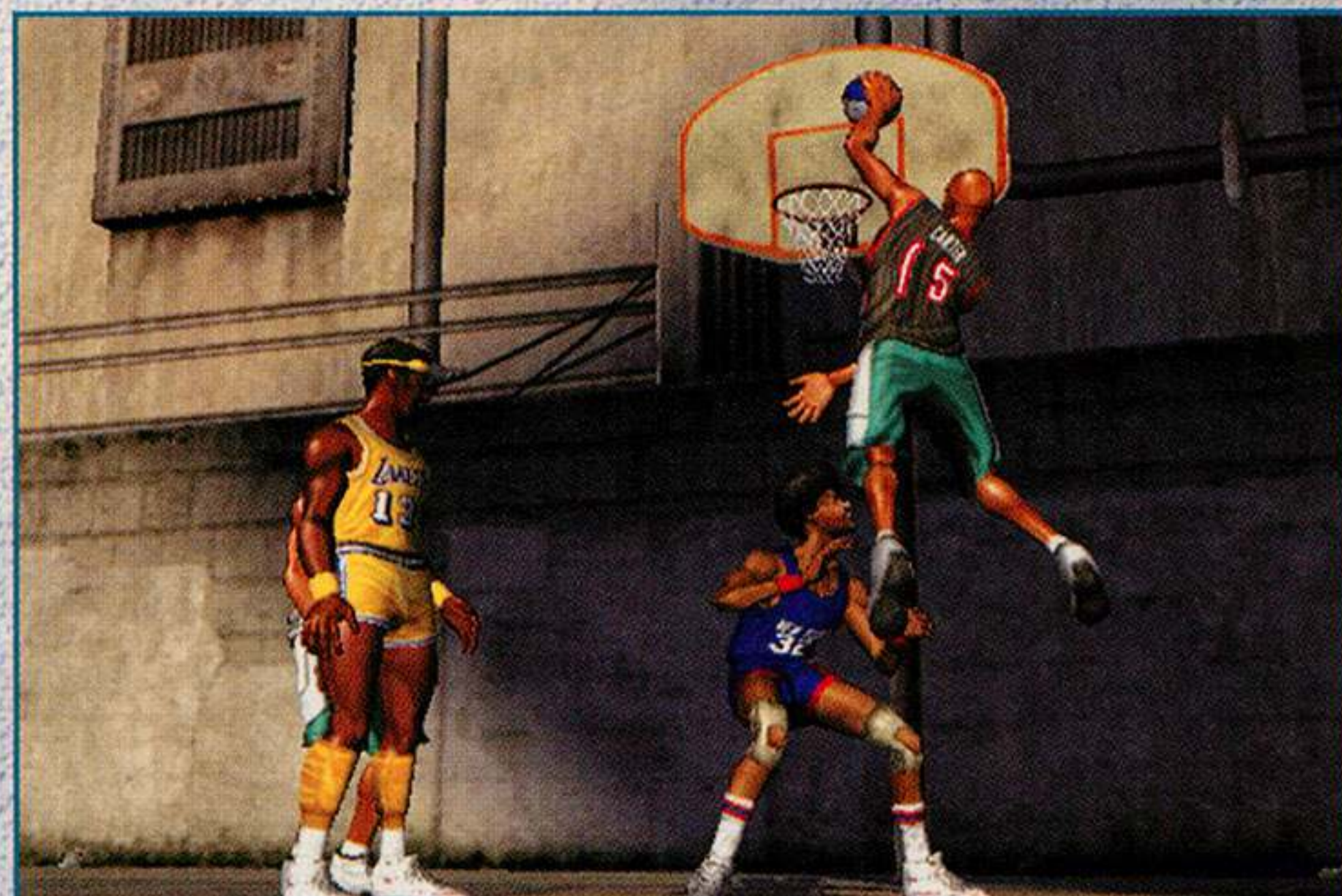
The original Street's high-flying yet plausible moves provided a big part of the thrill, and Vol. 2 has some sharp overhauls in the works. Game-breaker shots can now be saved up, and if you use

two at once, you'll be guaranteed to score with a grandstanding move that involves all three players on your team. On the flip side, you'll also be able to spend a game-breaker to cancel an opponent's, which could be a huge defensive play.

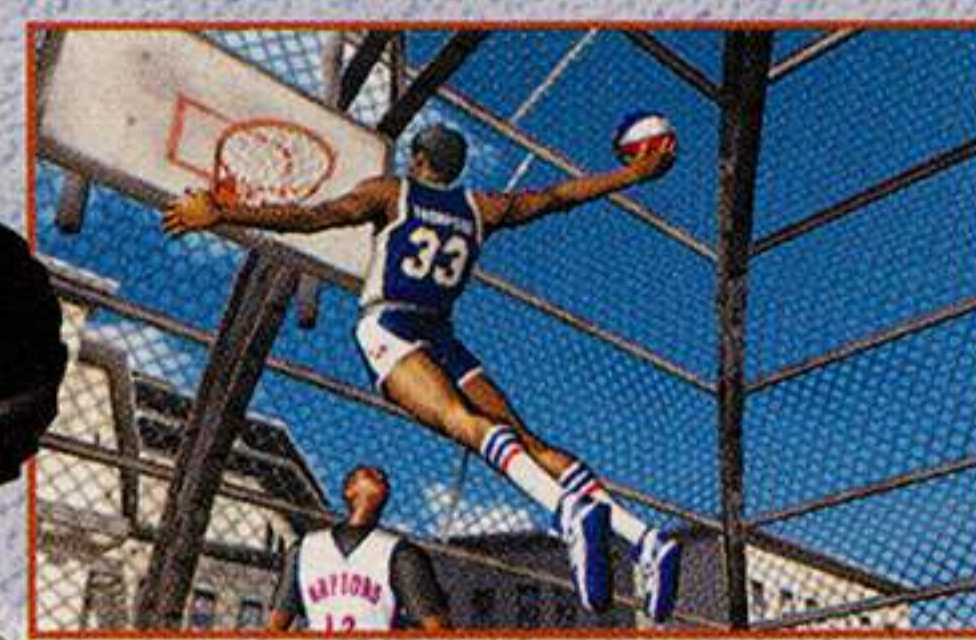
The other major addition is the give-n-go, which will enable you to pass the ball off to a CPU-controlled teammate. You'll then be able to jump toward the net, call for the pass, and bury the alley-oop yourself. Street will feature a ton of other new moves, including handstands and passing the ball off the backboard or even off a stupefied opponent's head.

The points you earn in-game can be spent on assigning new jams and tricks to your created character, opening up new jerseys and courts, and the like. With all this on its side as it gets ready to hit the court, Vol. 2 seems destined to be as much of a powerhouse as the original NBA Street.

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



The sequel to EA Sports Big's instant streetball classic, NBA Street Vol. 2 will put the funk in your dunk with a roster of legendary players and a slew of other slick new features.



BY AIR HENDRIX



- Developed by NuFX/EA Canada
- Published by EA Sports Big
- Target release date: March



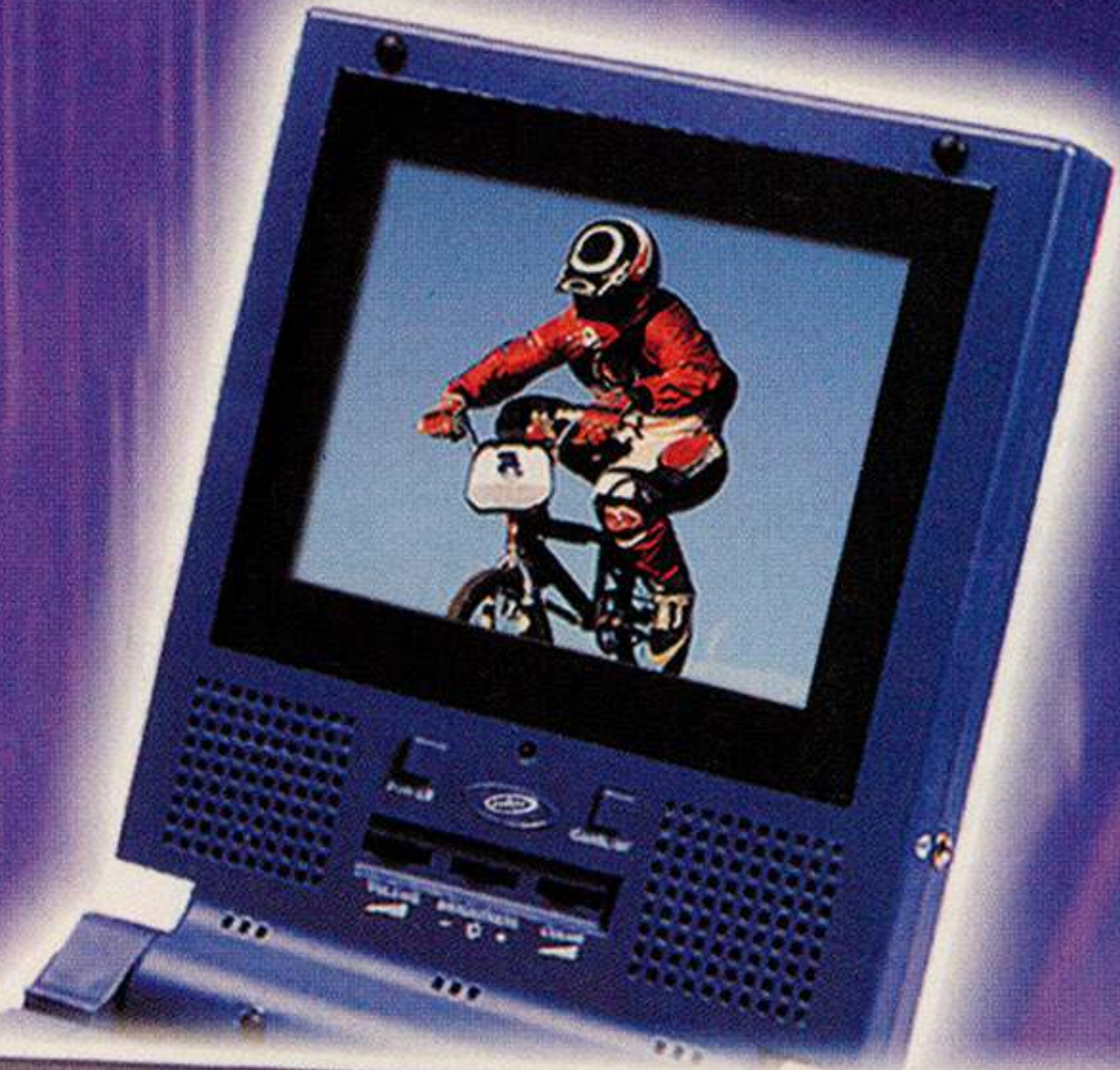
PLAYSTATION 2 GAMECUBE XBOX

FIRST LOOK



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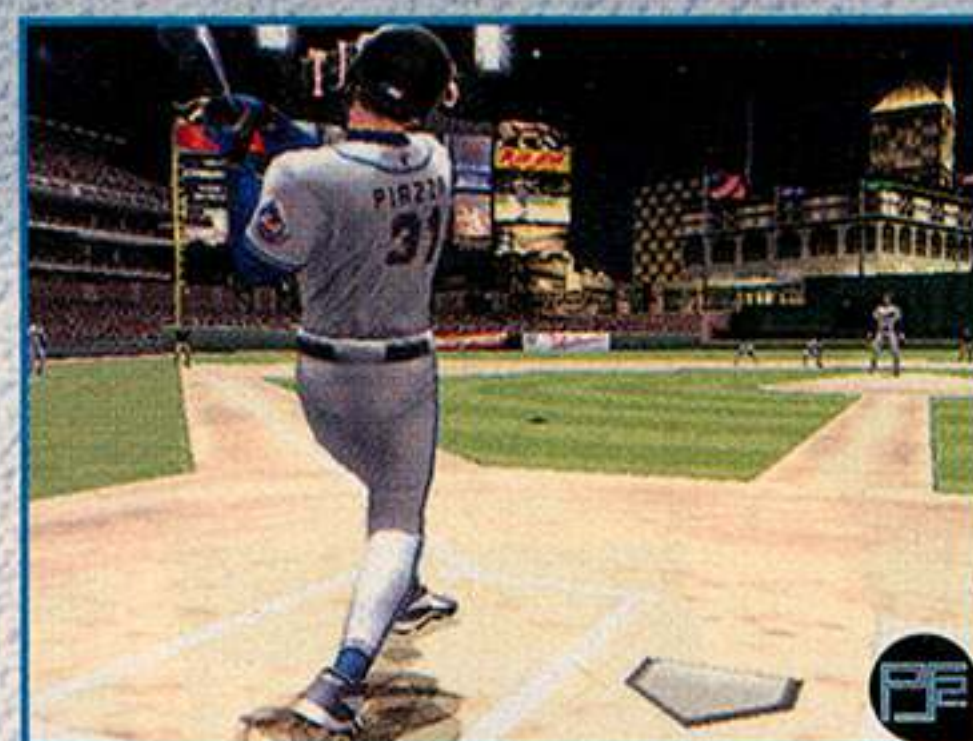
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High Heat Major League Baseball 2004




THE HIGH HEAT series has easily ranked as the best-playing ballgame for the past couple years, but it's hard to lure a huge crowd when the graphics and sounds leave so much to be desired. In the hopes of changing all that, 3DO is making a big push on the visuals during the offseason, designing a new engine and creating much smoother animations. The stadiums, player models, user interface, and lighting are also undergoing a major overhaul, so hopefully High Heat MLB 2004 will be able to dazzle the crowd on Opening Day.

Some impressive new features will also add some pop to High Heat's bat. Deep Career and Franchise modes will let you play an unlimited number of seasons as you manage and develop 25-man rosters for three tiers of minor-league squads. A detailed points-based system will let you manage contracts, free agents, trades, and rookie drafts, while an in-depth tuning menu will enable you to adjust 25 variables like pitch speed. Better yet, the game will now deliver an exhaustive selection of 27 pitch types (no pitcher will have more than six, and they'll be assigned based on real-life pitching styles), including a rising fastball, sweeping slider, knuckling curve, and even obscure tosses like the fosh. 



BY AIR HENDRIX

- Developed and published by 3DO
- Target release date: February

PLAYSTATION 2 GAMECUBE XBOX

FIRST LOOK


World Series Baseball 2K3



SEGA'S BASEBALL FRANCHISE has always provided a quality experience, but it hasn't dominated the field since the 16-bit days. World Series Baseball 2K3 looks to correct that with the high level of realism the 2K brand has become known for.

The presentation will receive noticeable improvements. Starting with the visuals, you'll get five old-school parks and five uniforms per team with three of those being retro styles. The detail of the player uniforms and the graphical touches across the stadium will be updated from last year's game. Color commentary will be handled by Rex Hudler with play-by-play coming from Ted Robinson.






Gameplay enhancements are where the majority of the improvements will lie. The batting interface now has two buttons for switching from a normal swing to a power stroke. Starting pitchers begin the game fresh, but middle relievers and closers will have to warm up, which will add an extra layer of strategy to your coaching decisions. Franchise mode will now let you hire and fire coaches mid-season, plus a great number of player and team awards will be added to reward outstanding performances. The previous outing was an Xbox exclusive, but World Series Baseball 2K3 will be available across all platforms this spring.  Note: All screens shown here are from the Xbox version.



BY TOKYO DRIFTER

- Developed by Blue Shift/Visual Concepts
- Published by Sega Sports
- Target release date: March

PLAYSTATION 2 GAMECUBE XBOX

FIRST LOOK

A COLLISION OF THE WORLD'S MOST POWERFUL UNIVERSES!

Rule the arena of the world's two most powerful fighting Universes. *Marvel vs. Capcom 2* is bar-none, the most insane tag-team fighting game on the planet! An unprecedented 56 playable characters raises the bar on arcade fighting with 3 on 3 tag-team battles, unbelievable control and hyper-fast animation. Pick a fight with your favorite legendary Capcom characters and Super Heroes from the Marvel Universe and watch the super combos fly.



CAPCOM
capcom.com

TEEN
T
CONTENT RATED BY ESRB
Animated Violence
Animated Blood
Suggestive Themes

MARVEL

PlayStation®2



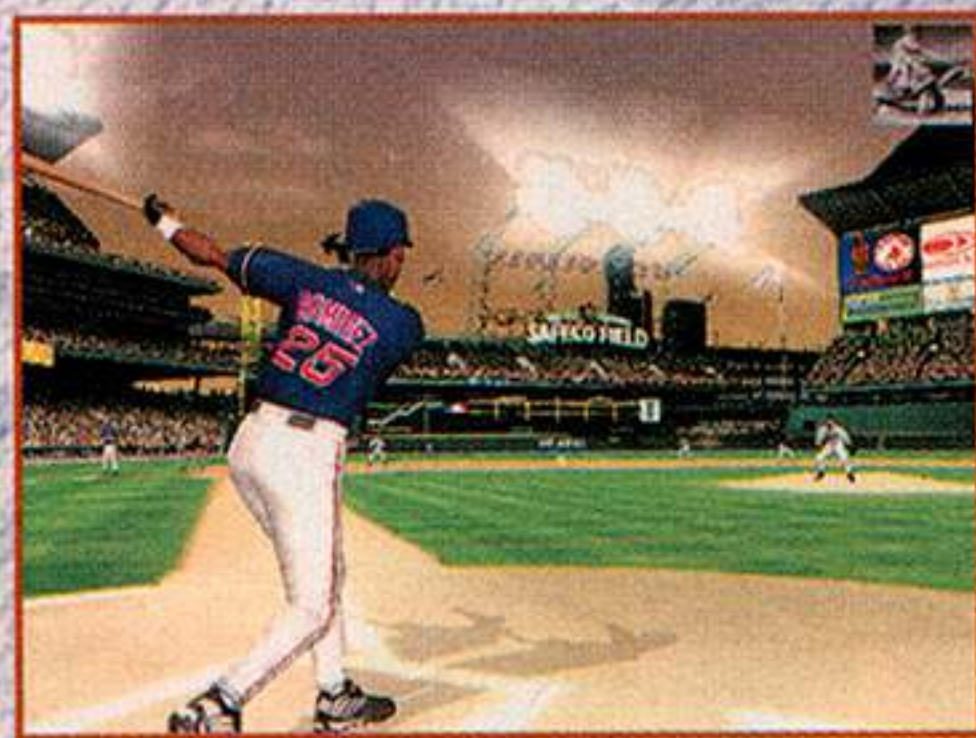
All-Star Baseball 2004



FOR CURSOR-BATTING FANS, it doesn't get any better than Acclaim's All-Star Baseball series, and this year the franchise is leading the charge online and will probably be the season's only online-capable baseball game. Along with the expected (and anticipated!) head-to-head online action, gamers will also find cool touches like a news section that's updated weekly with the latest MLB coverage, scores, and stats.

New legends teams will feature Negro League stars like Buck O'Neil and Satchel Paige alongside Babe Ruth, Lou Gehrig, Ty Cobb, and modern heroes like Cal Ripken. Coverboy Derek Jeter will give the rooks a hand in tutorial and practice modes, and he'll also introduce the mini-games in Scenario mode, where you'll check out a video clip from last year's MLB archives and then tackle the situation yourself. New animations and better fielding A.I. should help the action on the field, while the Franchise mode should appeal to hardcore fans with an interactive map that details trivia and tidbits about each stadium.

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



BY AIR HENDRIX

- Developed and published by Acclaim
- Target release date: February



FIRST LOOK

MVP Baseball 2003

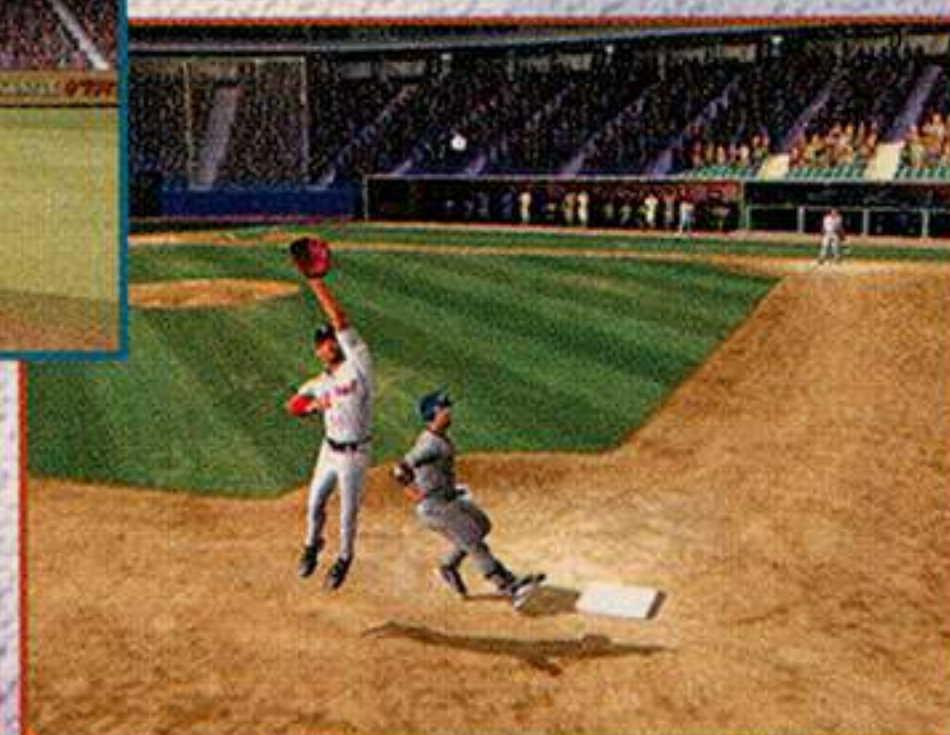
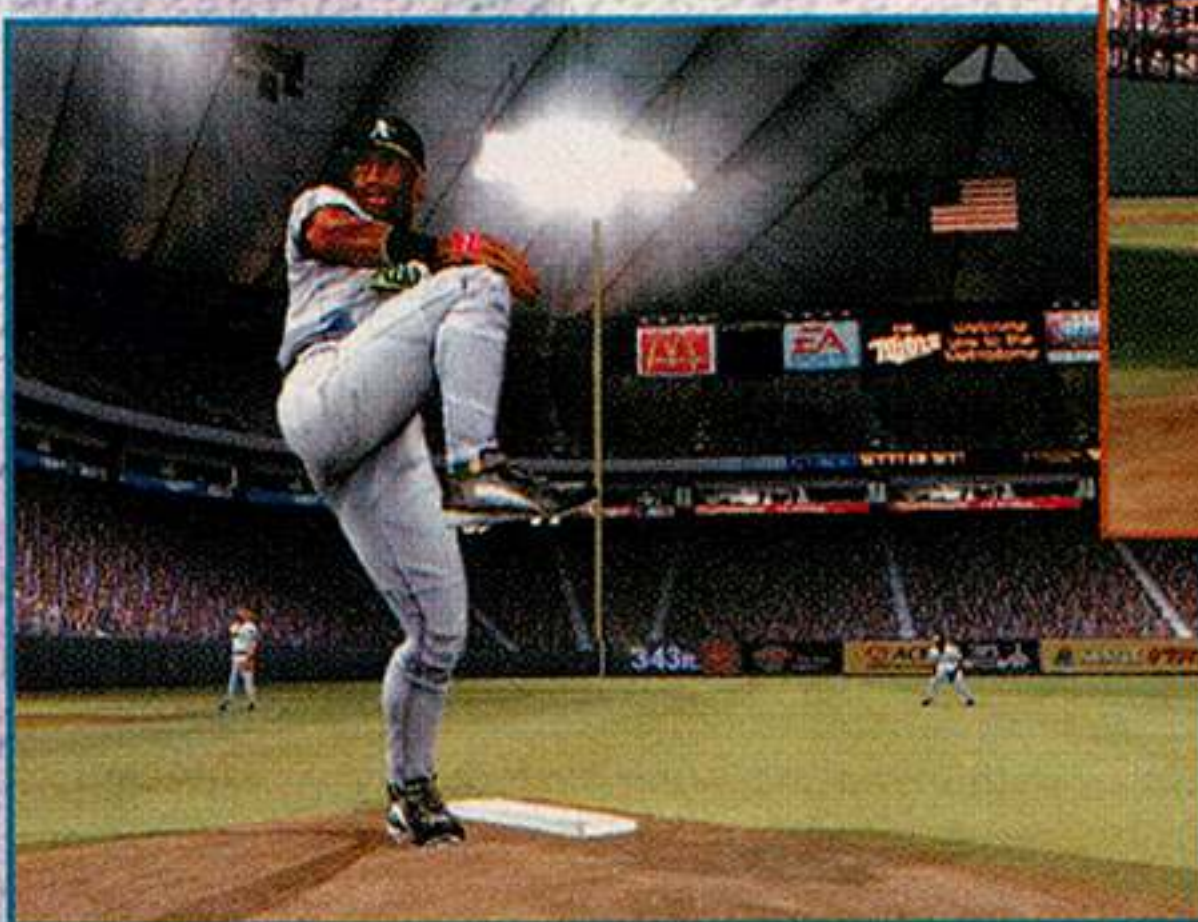
IT DOESN'T TAKE a baseball expert to notice that EA Sports' Triple Play series has suffered badly in the quality department over the last few seasons. EA says it's determined to bring its game back up to the pro level it performed at in the early PlayStation days, and it has assembled a new in-house development team that ditched all of the old code and started from scratch.

The company is aiming for such a fresh start that it's even abandoned the now-sullied Triple Play name in favor of a new franchise: MVP Baseball 2003.

MVP will sport a new pitcher/batter interface that will employ hot and cold zones for locating pitches effectively on the defensive side and hitting strategically on the offensive side. Picture-in-picture baserunning will let players decide when to steal, when to head for third, or when to dive back to first to evade the pickoff. A Franchise mode will enable gamers to oversee rookie drafts, handle contracts, develop players, and more. Gaming's baseball diamond still isn't owned by a Madden-caliber star, so if MVP can truly step up to the plate, it might be a welcome roster change for baseball fans.

Gaming's baseball diamond still isn't owned by a Madden-caliber star, so if MVP can truly step up to the plate, it might be a welcome roster change for baseball fans.

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



BY AIR HENDRIX

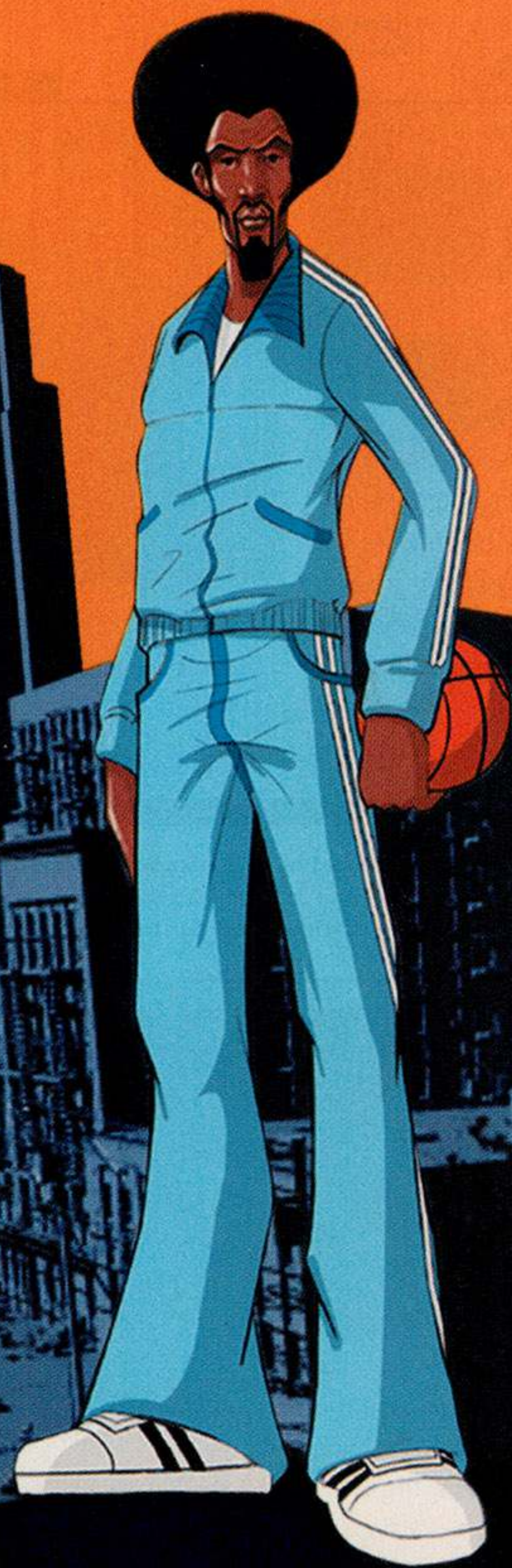
- Developed by EA Canada
- Published by EA Sports
- Target release date: March



FIRST LOOK

Bigger than life moves. Coming this March.

NBA Street Vol. 2



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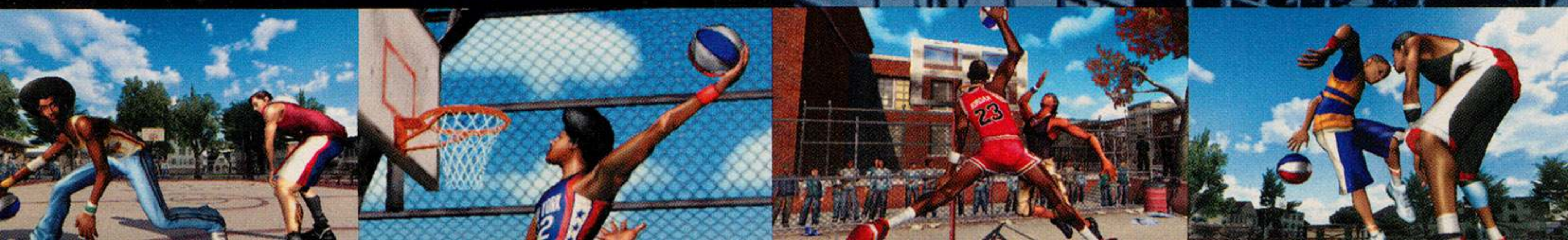
nbastreet.com

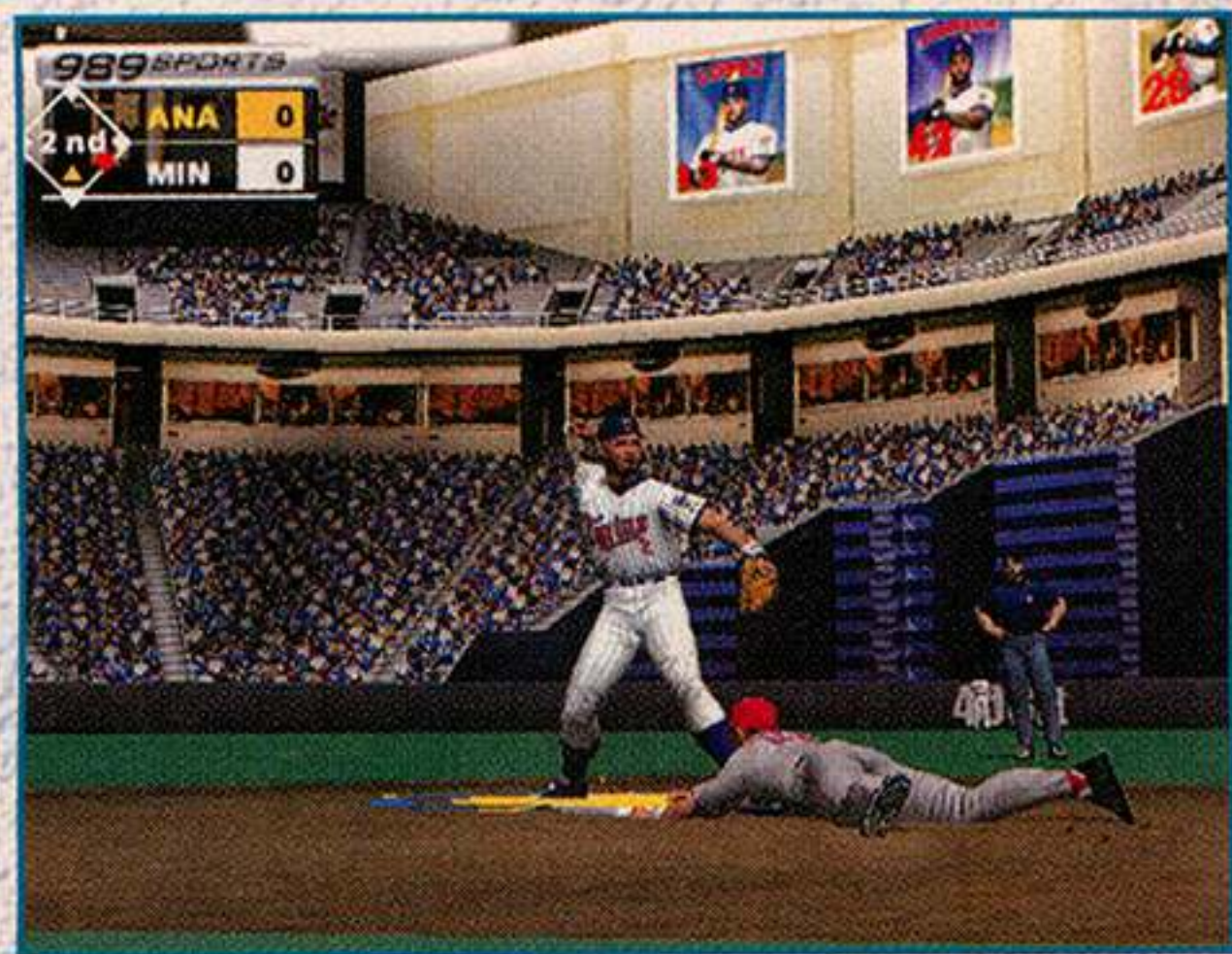


PlayStation 2



Visit www.esrb.org or call 1-800-771-3772 for Rating Information.





MLB 2004

ALL DYNASTIES, GREAT or small, must come to an end sometime—and so it passes that Sony's MLB series, after seven incarnations and 1.5 million or so games sold, will finally leave the original PlayStation and set up shop permanently on the PlayStation 2 for the 2003 season. MLB 2004 will be 989's first PS2 baseball title and will feature graphical enhancements like realistic player faces and all the major-league stadiums. The game will keep ballplayers busy with 12 gameplay modes, including Career, Franchise, Season, and General Manager. The "total control" pitching and batting from 2003 will return, too, giving both sides pinpoint control over where they aim and where the ball lands. Could MLB finally overtake 3DO and Acclaim's titles in gameplay? Perhaps. **G**



BY FENNEC FOX



- Developed and published by 989 Sports
- Target release date: Second Quarter 2003



PLAYSTATION 2

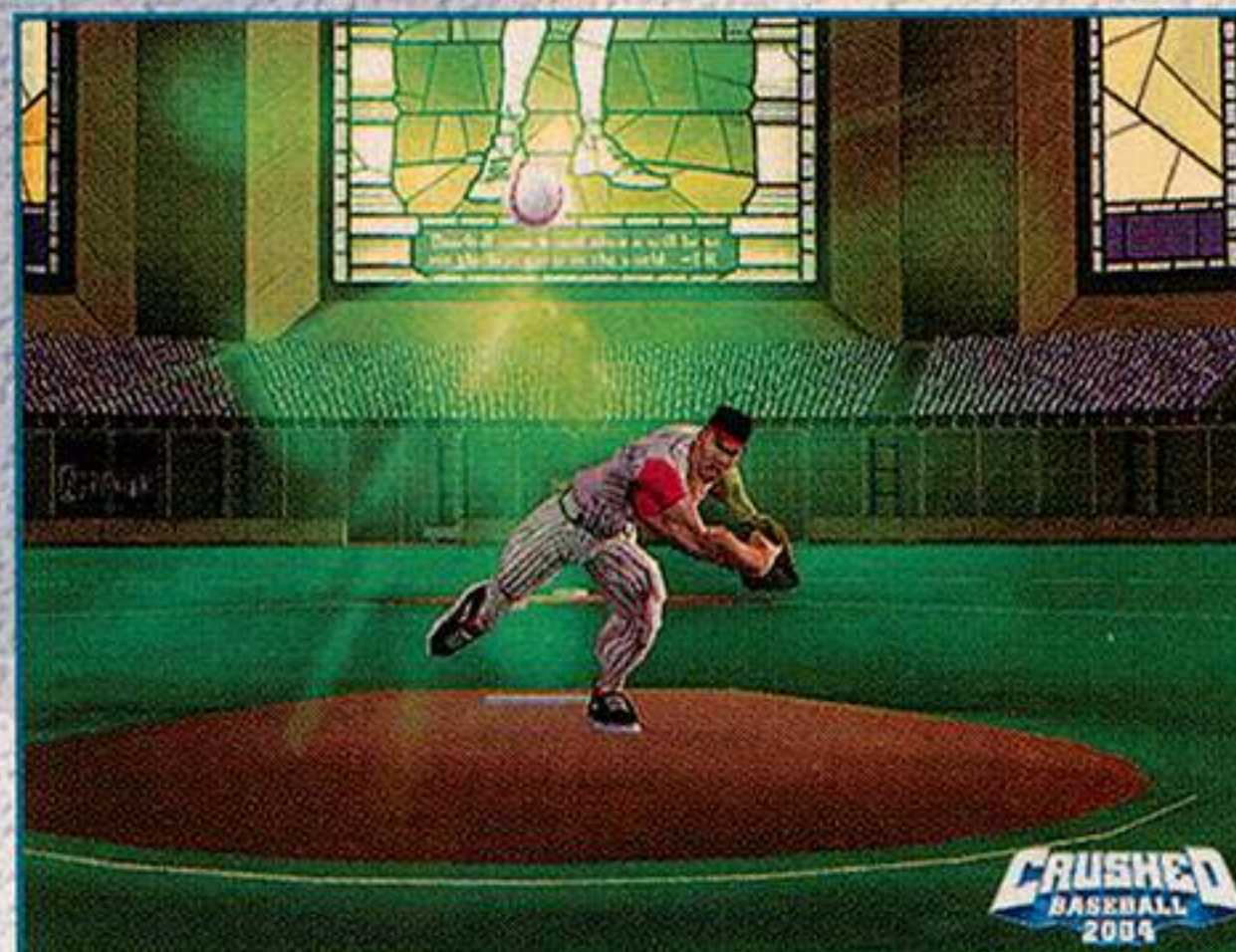
FIRST LOOK

Crushed Baseball 2004



CRUSHED BASEBALL

2004 will be a "fantasy" baseball title in the style of...all right, almost exactly like Midway's MLB Slugfest series. You'll control players with abilities like super speed, mega-high jump, and vacuum cleaner-style ball fielding. Other over-the-top touches will include pitches that saw right through an opponent's bat or ground balls that get stapled to the field while your runners freely advance. Players can also get "mojo," which amounts to special abilities that are unlocked by performing certain difficult actions like hitting a gong in an Asian-themed karate stadium. In keeping with the arcade atmosphere, the overall graphical style will lean toward the comic-book side. Currently, there are no plans to incorporate the official major-league-licensed players and stadiums, so it will be interesting to see if Crushed can compete with Midway's star from last year. **G**



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

BY FENNEC FOX



- Developed by Amaze Studios
- Published by BAM! Entertainment
- Target release date: March



FIRST LOOK



MLB Slugfest 20-04

DO YOU KNOW what was last year's best-selling PlayStation 2 baseball game? It just happened to be Midway's over-the-top slugfest... by a margin of nearly two to one. Hoping to catch lightning in the bottle again, MLB Slugfest 20-04 will add a whole slew of new features



to its winning combination. The game will retain its easy interface and fluid control scheme while making minor tweaks to player A.I. and animations. New to the mix will be customizable replays, a home-run derby, the ability to pitch "on fire," and a create-a-team mode. Perhaps in answer to BAM!'s title, Slugfest will also feature fantasy stadiums and players in addition to the official MLB roster. 20-04 will slug its way onto all major platforms this spring. **G**

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

BY TOKYO DRIFTER



- Developed and published by Midway
- Target release date: Second Quarter 2003



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 February 28, 2003. Or go to **GamePro.com** and enter online! You'll be automatically entered to win a *GamePro* T-shirt.

Name _____ Age _____

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February '03



HOW TO ENTER

To be eligible to win, please mail your completed survey (or a copy) to:

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P.O. Box 23040
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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." Thanks!

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
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ProNews						
(Cutting Edge, Static, etc.)	All / Some / None	1	2	3	4	5
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PC GamePro	All / Some / None	1	2	3	4	5
Game Boy Advances	All / Some / None	1	2	3	4	5
Sneak Previews.....	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 (Resident Evil 0)	All / Some / None	1	2	3	4	5
The Fighter's Edge						
(Mortal Kombat: Deadly Alliance) ...	All / Some / None	1	2	3	4	5
Code Vault	All / Some / None	1	2	3	4	5

2. How would you rate the new Loading... section?
 Favorably Unfavorably I liked it the old way

How would you rate the new ProReview format?
 Favorably Unfavorably I liked it the old way

3. What game system do you plan to buy in the next 12 months? (Pick only one.)
 Game Boy Advance Macintosh PlayStation 2
 Game Boy Color Nintendo 64 PS one
 GameCube PC/Windows Xbox

4. Did you buy this issue because *The Legend of Zelda: The Wind Waker* was on the cover?
 Yes No

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

- | | | |
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| <input type="checkbox"/> <i>ESPN Magazine</i> | <input type="checkbox"/> <i>Maxim</i> | <input type="checkbox"/> <i>PSE2</i> |
| <input type="checkbox"/> <i>Game Informer</i> | <input type="checkbox"/> <i>Nintendo Power</i> | <input type="checkbox"/> <i>PSM</i> |
| | <input type="checkbox"/> <i>Official PlayStation Magazine (OPM)</i> | <input type="checkbox"/> <i>Sports Illustrated</i> |
| | | <input type="checkbox"/> <i>Tips & Tricks</i> |

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

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

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

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<input type="checkbox"/> Devil May Cry 2	<input type="checkbox"/> The Legend of Zelda: The Wind Waker	<input type="checkbox"/> Resident Evil 4
<input type="checkbox"/> Doom III	<input type="checkbox"/> Metal Gear Solid 2 Substance	<input type="checkbox"/> Silent Hill 3
<input type="checkbox"/> Final Fantasy XI	<input type="checkbox"/> Mortal Kombat: Deadly Alliance	<input type="checkbox"/> StarCraft: Ghost
<input type="checkbox"/> Final Fantasy X-2	<input type="checkbox"/> Ninja Gaiden	<input type="checkbox"/> Tomb Raider: The Angel of Darkness
<input type="checkbox"/> The Getaway	<input type="checkbox"/> Pokémon Ruby/Sapphire	<input type="checkbox"/> Tom Clancy's Splinter Cell
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<input type="checkbox"/> Gran Turismo 4		

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10. Have you ever visited the *GamePro* website (www.gamepro.com)?
 Yes No

11. Do you plan to play online games with the PS2, Xbox, or GameCube?
 PS2: Yes No Xbox: Yes No GameCube: Yes No

Tell us what you THINK!

SKIES OF ARCADIA LEGENDS

WHEN NINTENDO UNVEILED the GameCube in 2000, it touted the system's lovely graphics, convenient carrying handle, and abundance of games with walking plants in them. What Nintendo *didn't* mention was the Sega RPG time-warp engine it tucked inside—nearly every role-player released on the 'Cube has been a Dreamcast port of some kind. Not that this is bad—not when overlooked classics like *Skies of Arcadia* get another shot at the big time.

Buckle Those Swashes

Skies of Arcadia Legends is the same game as the Dreamcast original with a few gameplay tweaks and a lot of extra story content. Like before, you play as air pirate Vyse as his merry crew fights the Valuan Empire; this time, though, you'll get more background story on most of your party members. There's a gallery full of rogue pirates you can hunt down for cash, plus Sega has thrown in a couple of extra collection quests for variety, too.



PROTIP: Delayed attacks like torpedoes are a great way to deal tons of damage at once in ship battles. Keep those weapons upgraded!



PROTIP: Arr, 'tis true: Drachma's Tackle attack is the perfect thing for killing the Executioner in Valua. Have everyone else Focus for it.

Although Overworks tweaked the battle system for this GameCube port, fighting is still the weakest point of the game. The weapon system (you can switch your weapon's elemental alignment at any time) is innovative, but the play balance is knackered—once you learn a couple of good special moves, you'll find yourself using them again and again and again to kill everything in one hit. After 20 hours of this, battles end up becoming nothing more than a blur of command inputs and skipped cut-scenes. Strategy, schmategy!

Batten Down the Mizzenpoop

But there's no need to harp on the battles too much—they're the only blemish on what's otherwise the Dreamcast's (and now GameCube's) best RPG. The graphics are dated but effective, and the musician was obviously overdosing on 1930s adventure serials when composing the over-the-top score. The story, though, is the best part—Vyse and crew are the most extroverted RPG heroes ever, and there's none of that Final Fantasy-style self-abhorrence present. Get over the battles, and you'll find *Skies* dangerously playable.



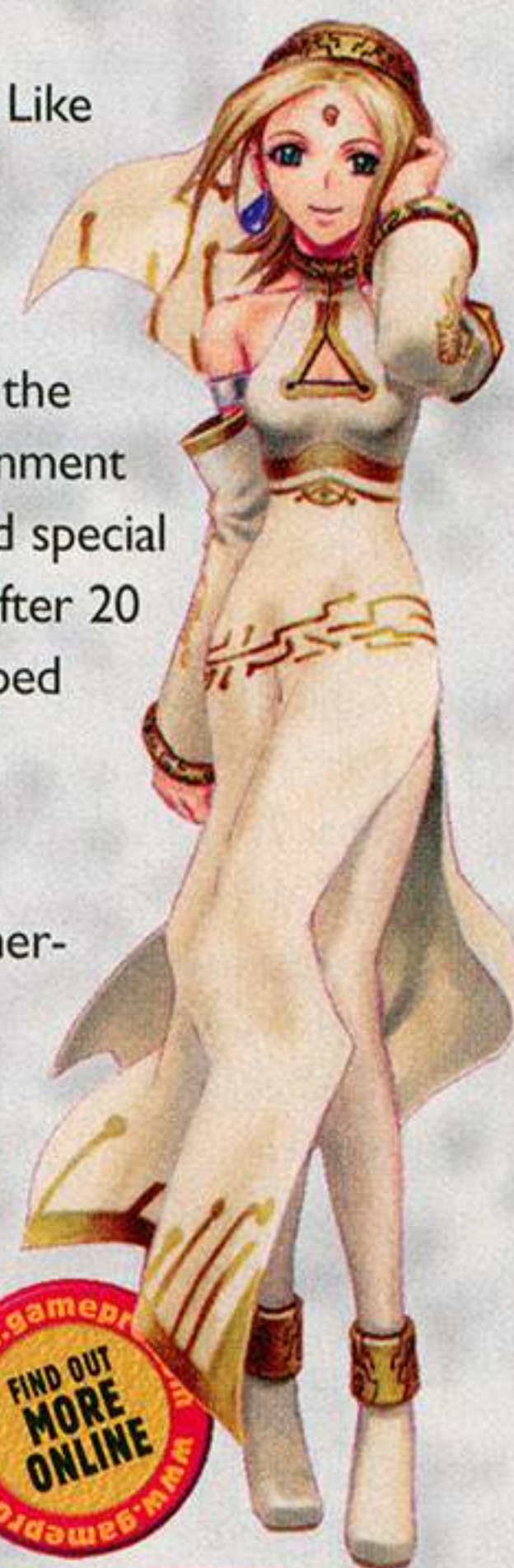
PROTIP: The only way to upgrade Fina's attacks is to find food for Cupil, her ghostish companion. It will let you know when some is nearby.




PROTIP: You'll know you've found a Discovery when your compass starts going haywire in the middle of flight. Press A to pick it up.



PROTIP: The Rokwurm's Volcanic Blast attack can destroy your party if you're not very strong. Make sure Fina learns Lunar Blessing beforehand, and use it as soon as you have enough SP.



 BY FENNEC FOX	■ Developed by Overworks	■ RPG	TEEN T CONTENT RATED BY ESRB	GRAPHICS 4.0	SOUND 5.0	CONTROL 4.5	FUN FACTOR 4.5
	■ Published by Sega	■ \$49.99					

Nightcaster II: Equinox

IF YOU HAVEN'T played the first game, think of *Nightcaster II: Equinox* as combining the gameplay of *Gauntlet* with the dual-analog stick control of *Robotron*—the left thumbstick controls your character and the right analog stick aims magical attacks. You venture throughout mythical realms and square off against legions of creatures and soldiers, gaining levels and acquiring magical spells as you progress.

At your disposal are four types of magic: fire, water, light, and dark. The trick is using the magic that will be most effective against enemies. On the surface it seems simple (use water attacks against fire-based foes, light against dark, etc.), but when surrounded by a dozen creatures representing different magic types, you'll need to master frantically switching between spell types on the fly, which gives the game a refreshingly intense, manic energy. You also have two types of melee attacks at your disposal and will gain bonuses by executing melee and spell-based combos. Unfortunately, the sluggish hand-to-hand attacks leave you vulnerable, so you'll want to stick to spells for most of the game.




PROTIP: Only Fire attacks will work against the giant killer trees.

With more bump mapping and shading combined with beautiful particle and lighting effects, *Nightcaster II*'s visuals are a few steps ahead of the prequel's, but overall the graphics look plain and at times muddy. Damaging sound effects and voices, however, are thrown off by an oddly inappropriate electronic score.

Besides getting frustrated over having to manually readjust the camera every few moments, many gamers may find that *Equinox* gets monotonous after awhile. You may want to rent it before purchasing.



PROTIP: Wait until all enemies are vanquished before picking up items; otherwise, you'll be vulnerable to attack.

 BY PONG SIFU	■ Developed and published by Jaleco Entertainment	■ RPG	TEEN T CONTENT RATED BY ESRB	GRAPHICS 3.0	SOUND 3.0	CONTROL 4.0	FUN FACTOR 3.5
	■ \$39.99	■ Available now					

Breath of Fire: Dragon Quarter



TAKE EVERYTHING YOU know about Breath of Fire and throw it right out the window: Dragon Quarter is nothing like the last four games and really nothing like any other console RPG in existence. The Japanese final version revealed a deep story that was more postmodern sci-fi than vague medieval, and the 3D cel-shaded characters gave the game an engagingly emotional side the series never had before. Breath of Fire: Dragon Quarter is also one of the few role-playing games that actually expects you to die often—



you can start over at any time with all your weapons and experience and with all encountered bosses defeated, letting you explore new story paths at any time. It's a novel approach—you can't accuse this game of being linear, at least. **B**



BY FENNEC FOX



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



PLAYSTATION 2

HANDS-ON



Xenosaga

PERHAPS ONE OF the most anticipated RPG's for the PlayStation 2 is an impressive one step closer to becoming a reality. Indeed, an early build of Xenosaga played like an engaging tale of self-discovery full of rich sci-fi visuals and a complex turn-based battle system.

Namco's epic adventure will take place thousands of years in the future, where humanity is battling a ruthless alien entity in space. The game will deliver a whopping 80 hours of gameplay, which will also include a humongous 30 hours of charging cut-scenes that



promise to take players on an emotional roller coaster through storytelling. An intriguing control system, music orchestrated by the London Philharmonic, and mini-games on the side are just a fraction of what Xenosaga will have to offer in February. **B**



BY FOUR-EYED DRAGON



- Developed and published by Namco
- Target release date: February



PLAYSTATION 2

HANDS-ON



Dark Cloud 2

WHOEVER CALLED DARK CLOUD a "Zelda killer" was probably asking for too much. The original PS2 game was a fun action/RPG, yeah, but it unfortunately looked old almost right after its release. One look at Dark Cloud 2 (formerly Dark Chronicle), though, and you'll notice right off why Level-5 is getting so much work these days: The soft cel-shaded look of all the characters in the preview version was among the closest anyone's ever gotten to recreating anime-style graphics in a video game. The gameplay was

also noticeably improved: Although there were some enemy targeting issues, the controls and menu system have gotten the overhaul they desperately needed, so everything moved along at a much peppier pace than before. Good on them. **B**



BY FENNEC FOX



- Developed by Level-5
- Published by Sony
- Target release date: February



PLAYSTATION 2

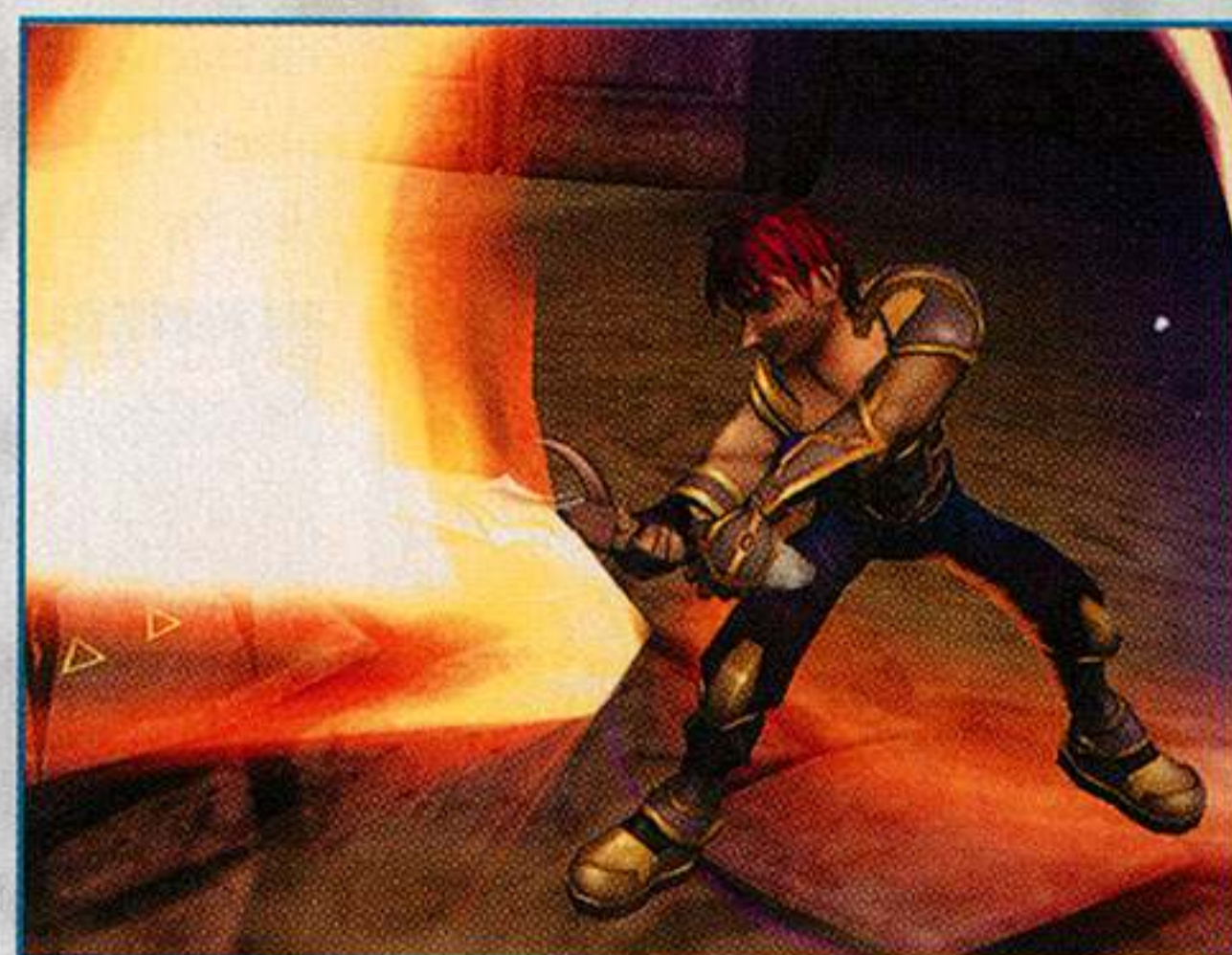
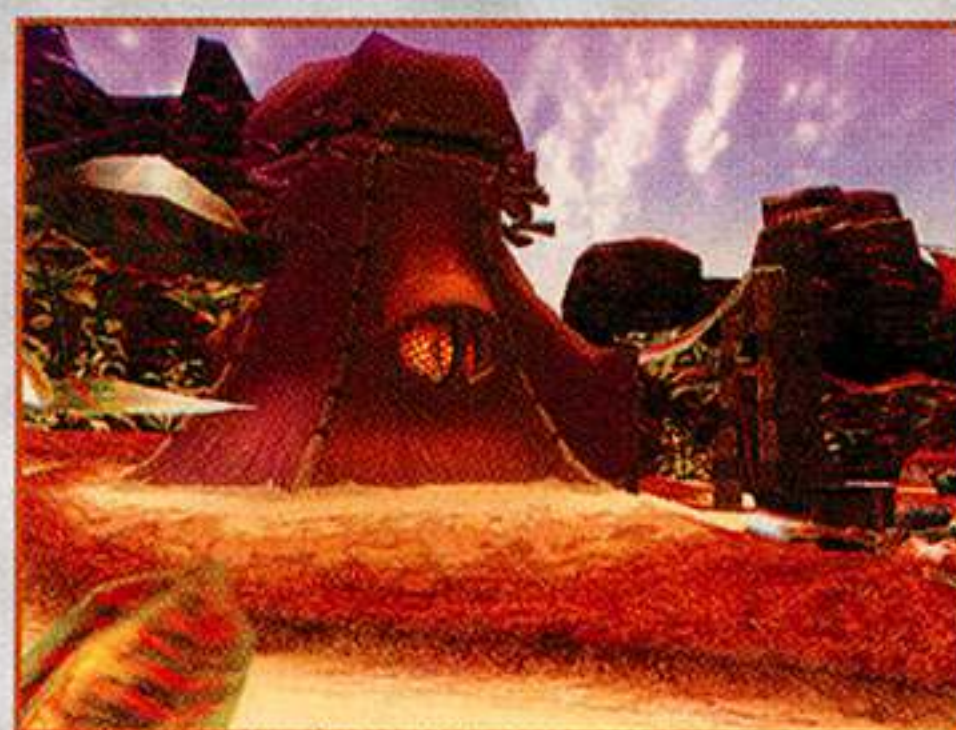
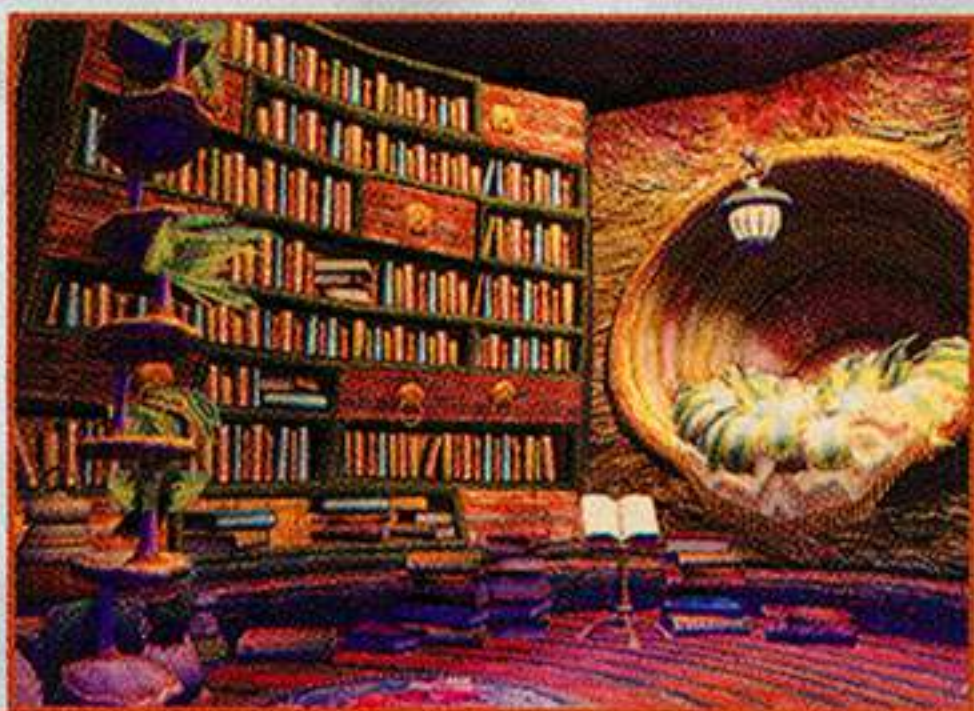
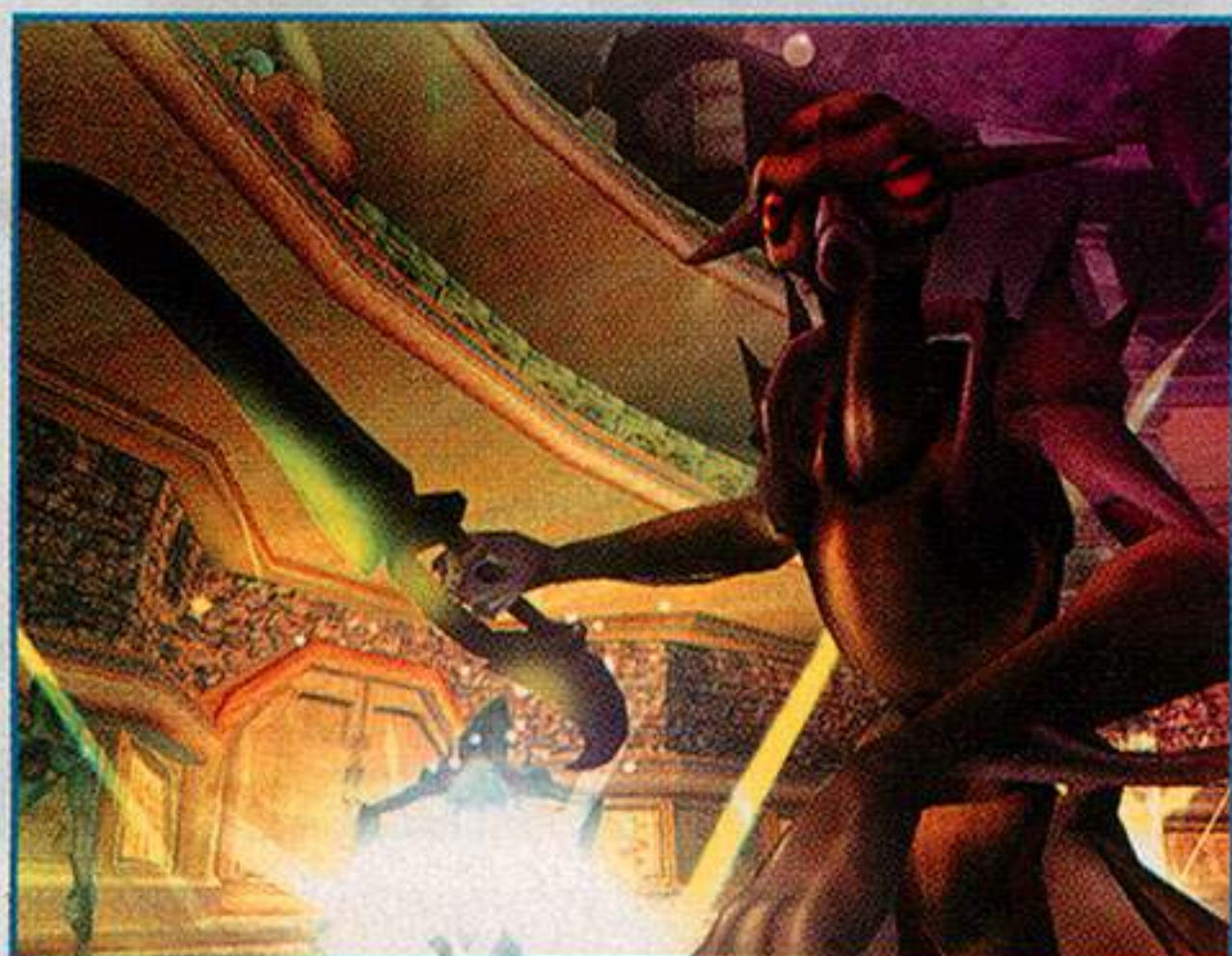
HANDS-ON




Sudeki

CONVENTIONAL WISDOM has dictated for years that American developers are no good at making traditional console RPGs, but what about our British cousins, then, eh? Climax (maker of MotoGP for the Xbox) has little experience with the console-RPG realm, but with Sudeki, it has already laid the groundwork for a rousing good one that borrows bits from Summoner, Max Payne, and nearly every other good action game (RPG or not) from the past two years.

Your first few hours with Sudeki will give you terminal déjà vu if you've played the Summoner series. As in Volition's game, you'll have control over a single party member at once, assigning A.I. behaviors to the rest of your mob and switching between them at will during battles. Climax will be taking a remarkably different (and speedier) visual approach, though: The extravagant backdrops and magic effects will punish the poor Xbox's graphics processor mercilessly, and the game will use bullet-time like it's going out of style (even during the inventory screen!).



Microsoft swears that Sudeki will be just as story-oriented as Final Fantasy and its ilk, but much of the plot still remains to be implemented. Makes sense—it will be nearly a year before the game is in stores, after all. 

BY FENNEC FOX




- Developed by Climax (U.K.)
- Published by Microsoft
- Target release date: Winter 2003




FIRST LOOK

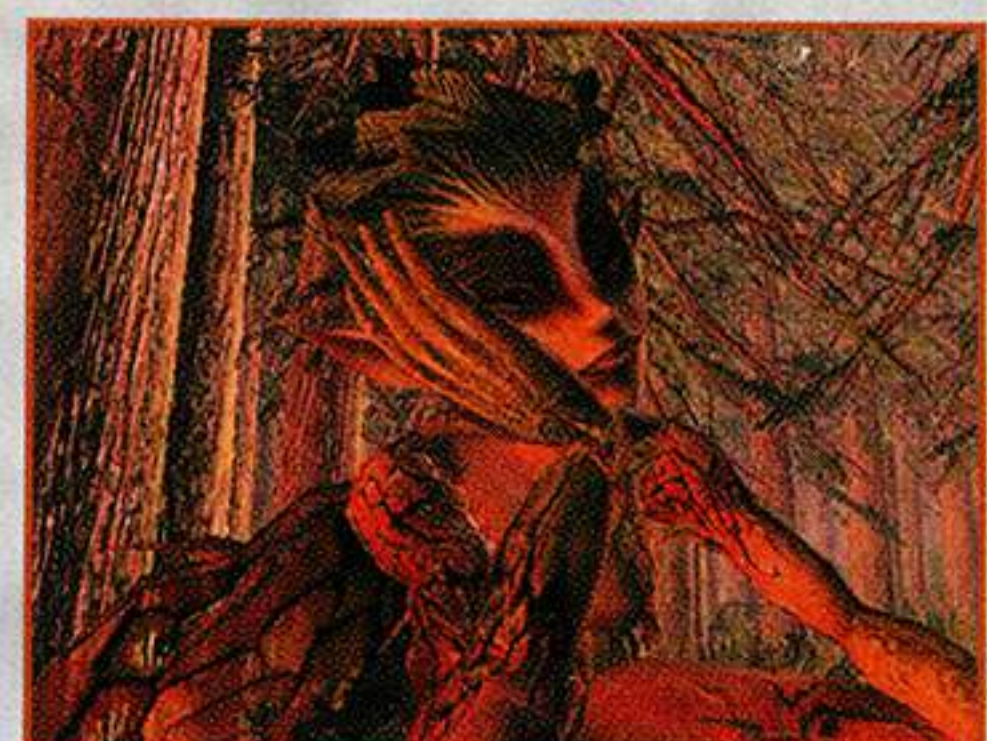
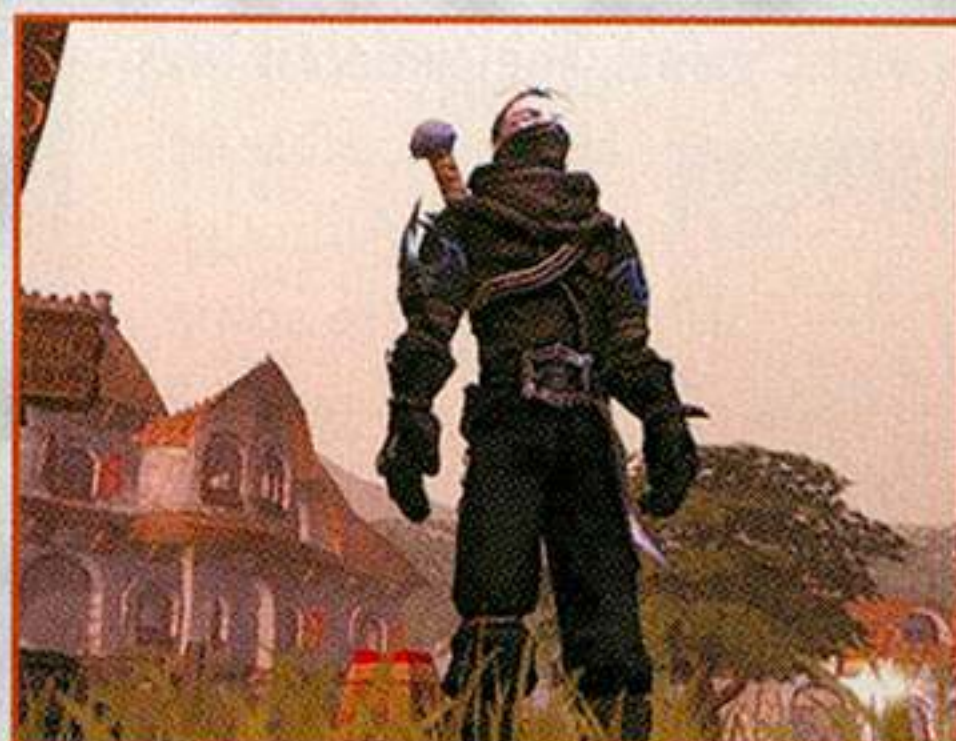
Psychonauts

ONE OF THE more conceptually intriguing upcoming games is Double Fine Productions' Psychonauts, a science-fiction orientated RPG with a twist—the adventure will take place inside other people's brains. As budding psychic Raz, you'll project your consciousness into the minds of the insane and the criminal, and confront their twisted nightmares as you search for kidnapped psychic children. Inside these surreal dreamscapes you'll need to solve bizarre puzzles, and as you progress, you will learn new powers such as telekinesis, pyrokinesis, clairvoyance, and invisibility. If you can successfully complete your mission, you will join the Psychonauts, an elite cadre of psychic super-soldiers. 



Fable

FABLE IS THE newest brainchild of legendary designer Peter Molyneux (Populous, Black & White). Formerly known as Project Ego, Fable will take the console RPG to a new level with its innovative character-building system in which your decisions will shape your character's appearance and skills. Spend a lot of time fighting outdoors and his body will tan, grow muscles, and boast battle scars; or devote yourself to mastering arcane magical arts and he'll grow gaunt, pale, and powerful. How you interact with NPCs will affect your reputation and how subsequent characters react to you, enabling you to play a pivotal role in shaping Fable's living, evolving world. 



BY PONG SIFU



- Developed by Double Fine Productions
- Published by Microsoft
- Target release date: Spring 2003



FIRST LOOK

BY PONG SIFU



- Developed by Big Blue Box
- Published by Microsoft
- Target release date: Winter 2003



FIRST LOOK

IT'S AN ALL-NEW DICE DUELING GAME!



Dueling will never be the same! In *Dungeon Dice Monsters*, the newest addition to the Yu-Gi-Oh! universe, collect and duel with dice inscribed with mystical powers, magical traps and powerful monsters. Can you defeat the scheming creator of *Dungeon Dice Monsters*, Duke Devlin, and become the ultimate dice duelist?

Yu-Gi-Oh! DUNGEON DICE MONSTERS



GAME BOY ADVANCE

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www.konami.com/usa





THIRTY THINGS YOU NEED TO KNOW TO SURVIVE

Resident Evil Zero

RESIDENT EVIL 0 IS A CHALLENGING GAME AS IT'S FULL OF PERPLEXING PUZZLES AND TOUGH BOSSES. IN THIS PROSTRATEGY GUIDE, WE SHOW YOU HOW TO GET PAST THE TOUGHEST SPOTS IN THE GAME. BY MAJOR MIKE

Note: This ProStrategy Guide applies to the game as played on the Normal difficulty setting.

BASIC STUFF

1. DIFFERENCES BETWEEN BILLY AND REBECCA

Resident Evil 0 lets you to control two characters separately or simultaneously. However, Rebecca and Billy each have distinct strengths and weaknesses of which you should be aware.

A. BILLY



Pros: Doesn't take damage as easily as Rebecca; the Lighter is always in his inventory.

Cons: Can't mix herbs; is unable to squeeze through small spaces.

2. AUTO-AIMING



Auto-aiming can be used to spot monsters that are playing possum or reveal if anything is approaching from offscreen. Whenever you enter a new room, press and hold R—if you aim in any direction other than the one that you're facing, chances are that you aren't alone.

B. REBECCA



Pros: Can mix herbs in her item inventory; always carries the Mixing Set in her inventory; can squeeze through small spaces.

Cons: Takes damage easier than Billy.

3. "TIME-RELEASE" ZOMBIES

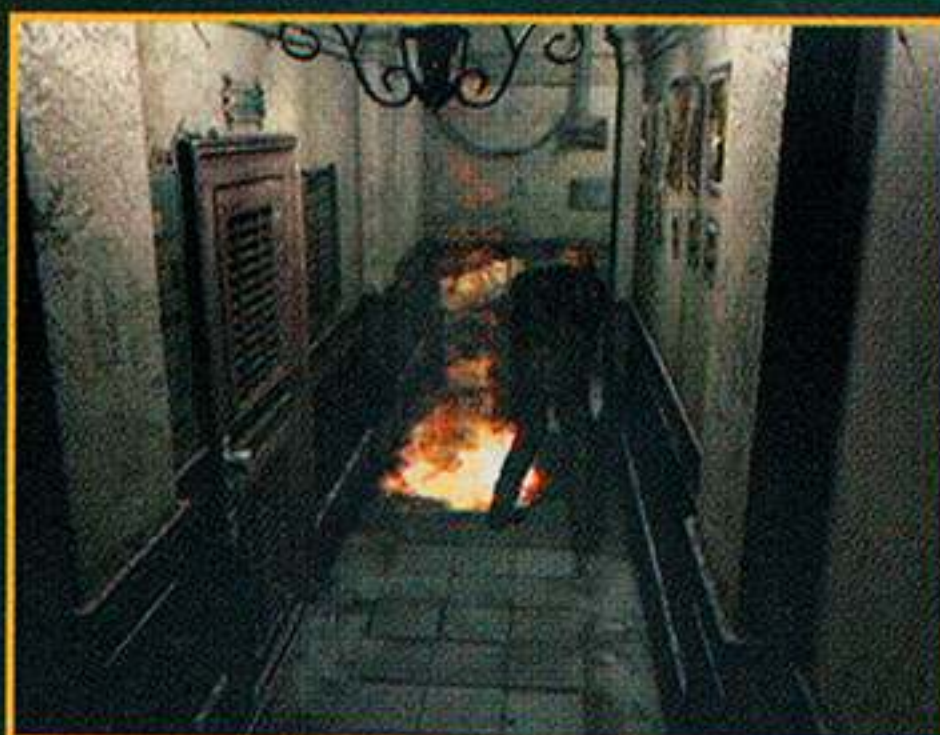


Whenever you come across a seemingly harmless corpse (such as the one in the above screen), be wary of leaving an "inactive" partner character alone in a room with it. Although auto-aiming will not lock-on to the corpse, chances are it will come to "life" later in the game.

4. DROPPING ITEMS

Always try to drop items in a room with a Typewriter, and consolidate similar item types. For example, instead of dropping two separate quantities of Ink Ribbons, consolidate them all and then drop one big quantity.

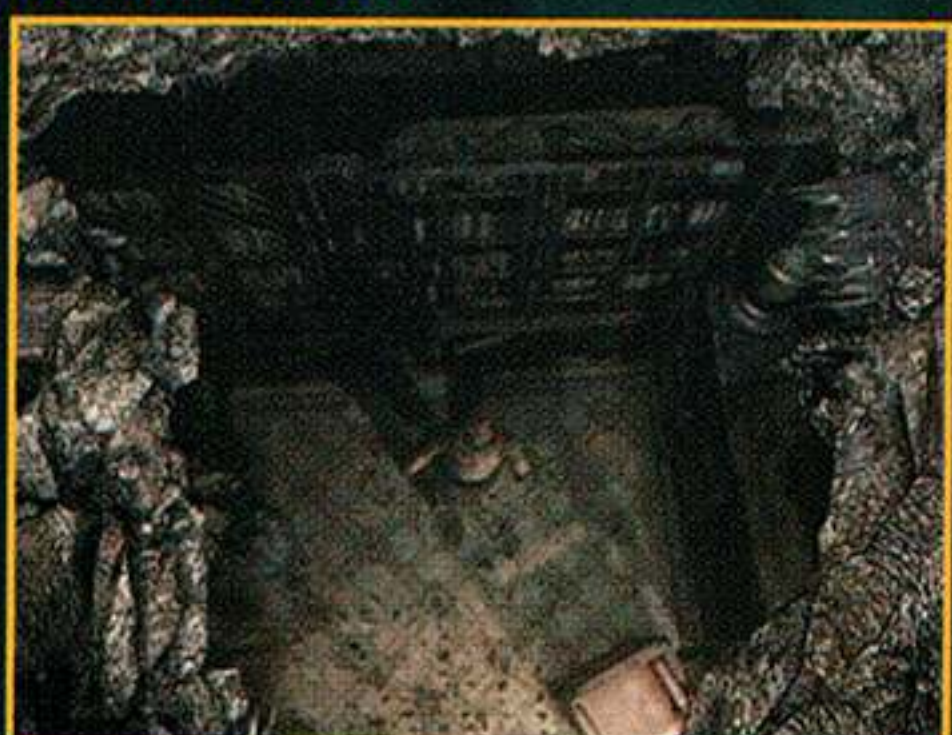
5. THE "LEECH MAN"



Whenever you encounter the "Leech Man," the easiest way to defeat it is to take it out the moment you see it and not let it mutate into "stretchy form." The weapon of choice to use against the "Leech Man" is the Molotov Cocktail (combine the Empty Bottle with the Gas Tank).

It takes three Molotov Cocktails to take out the "Leech Man," however, after the third Molotov connects, make sure to run around the nearest corner because the "Leech Man" explodes in a mass of flying leeches that can inflict damage.

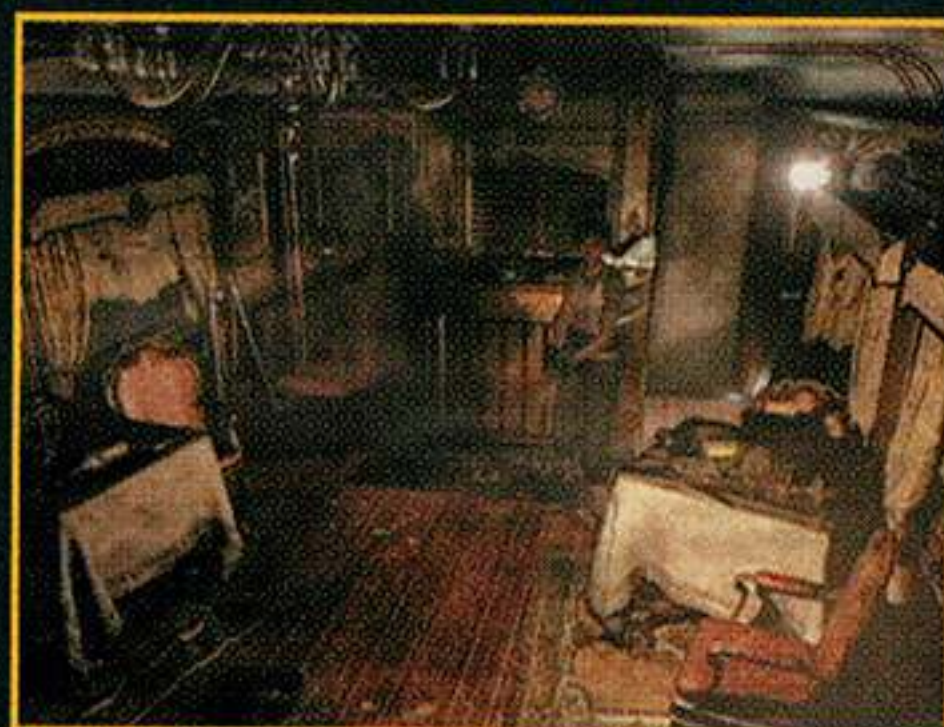
6. HOOK SHOT



Whenever the camera switches to an overhead view that's your cue to use the Hook Shot. The Hook Shot enables you to reach high areas that are otherwise inaccessible.

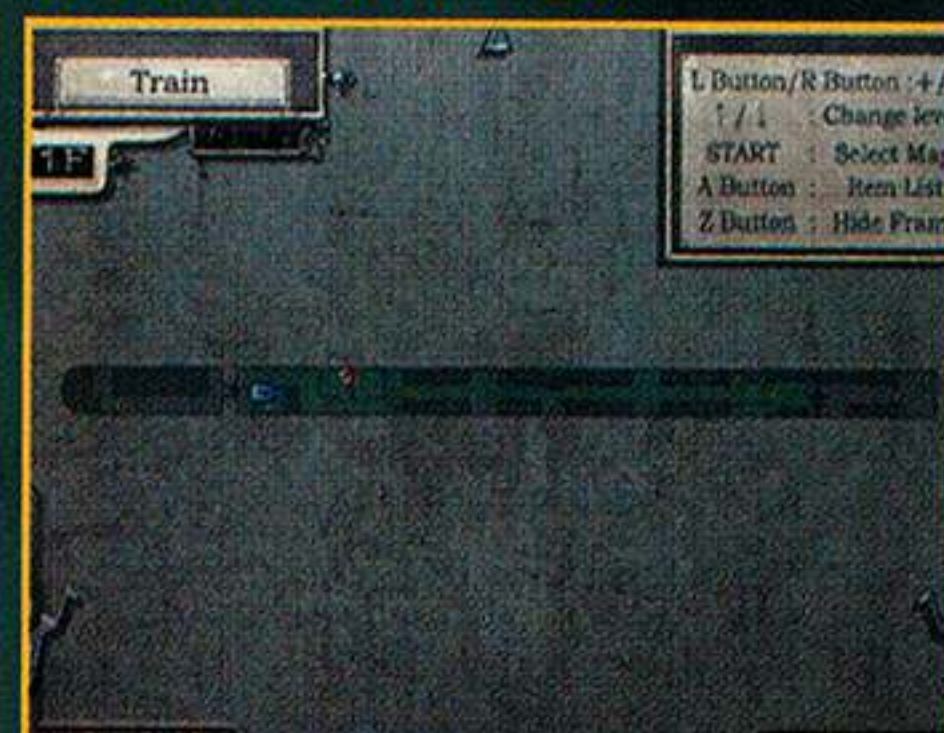
THE TRAIN

7. FIGHTING THE "LEECH MAN"

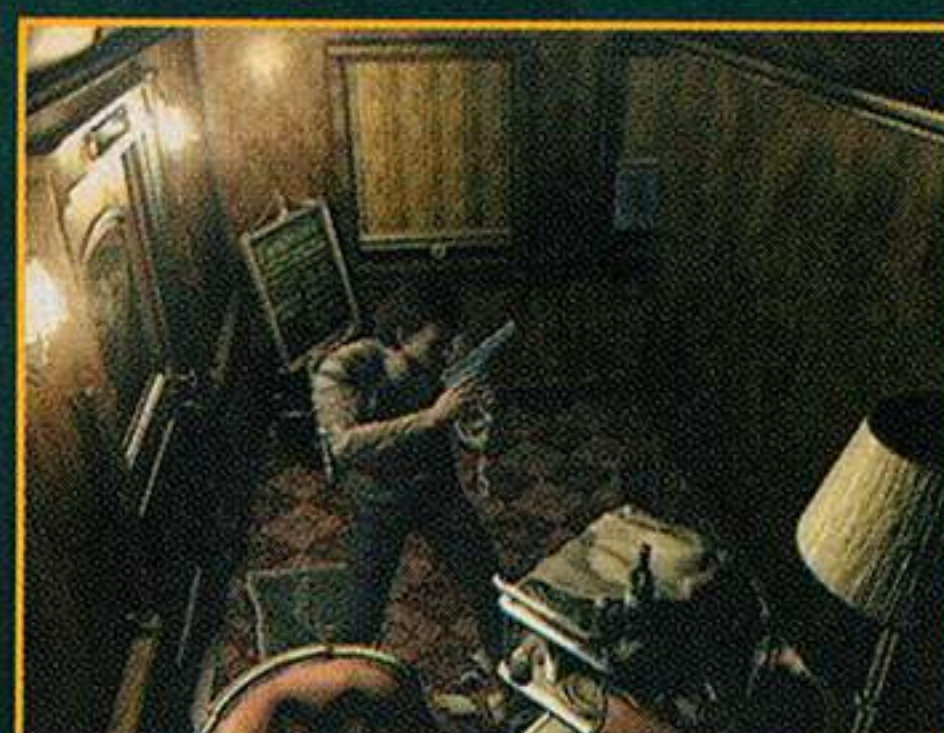


When you first meet the "Leech Man" on the second floor of the train, don't waste any ammo fighting him. Instead, head to the staircase and leave the floor.

8. SCORPION BATTLE



You can find a hidden ladder that leads to the second floor of the train. When you enter the room with the train map on the wall, press the red switch along the west wall.



After you go up the ladder, be sure to take the Ice Pick from the dinner tray near the door. Go down the hallway and through the door along the south wall. Once you're inside the room, take the Shotgun Ammo, the Hunting Gun, First-Aid Spray, and keep the Handgun and Handgun Ammo in your inventory. Leave all other items in the room.



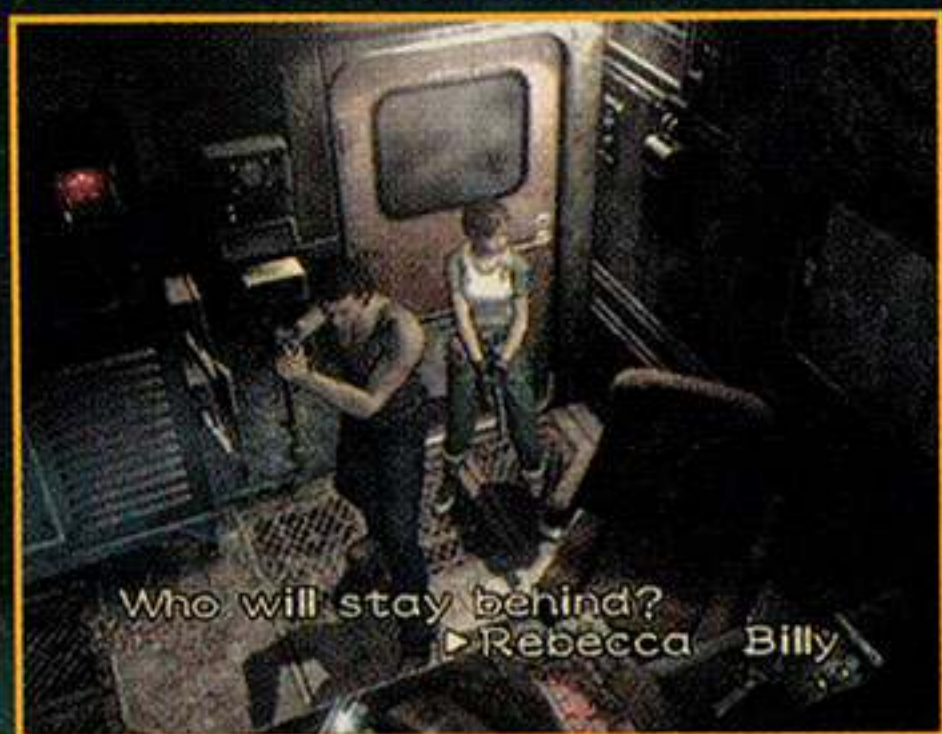
When you head back to the ladder, a giant scorpion attacks. Equip the Hunting Gun, get in close to it, and then fire a round at its head at point-blank range. Always reload in the Status Screen because it's quicker than having your character do so onscreen. Don't fire at the scorpion when it covers its head with its two claws—that's your cue to retreat to the end of the hallway.



If you use all the Shotgun Ammo, switch to the Handgun. After the

fight, don't forget to retrieve any items that you may have dropped—especially the Ice Pick. You may also want to make a mental note of this room because once you complete the game, you can return here with the Key of Closet.

9. STOPPING THE TRAIN



When it comes time to apply the train brake, send Billy to the rear of the train. Make sure he has a pistol and plenty of ammo, and make absolutely sure that he takes the Magnetic Card.



When Billy reaches the last car, use the Magnetic Card on the reader next to the door and input 10 numbers that add up to the number that is displayed.

- If 36 is displayed, press 3, 3, 3, 3, 3, 3, 3, 3, 3, 9.
- If 67 is displayed, press 7, 7, 7, 7, 7, 7, 7, 7, 4.
- If 81 is displayed, press 8, 8, 8, 8, 8, 8, 8, 8, 9.



When the action switches back to Rebecca in the front car, have her examine the panel directly in front of her and then input 10 numbers that add up to the number that is displayed onscreen.

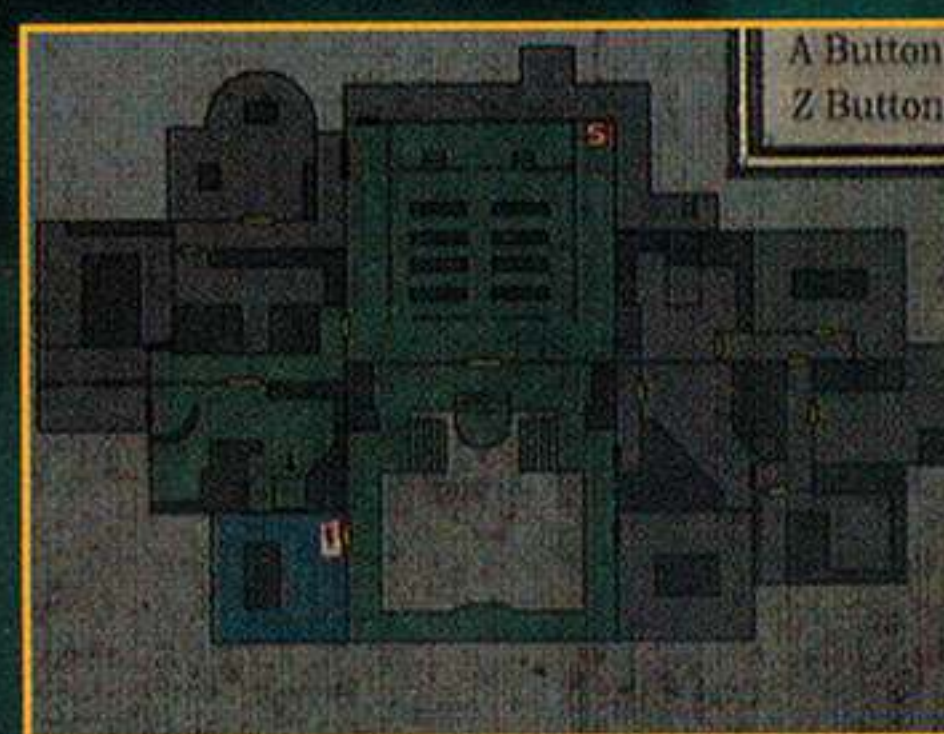
- If 42 is displayed, press 4, 4, 4, 4, 4, 4, 4, 4, 6.
- If 53 is displayed, press 5, 5, 5, 5, 5, 5, 5, 5, 8.
- If 67 is displayed, press 7, 7, 7, 7, 7, 7, 7, 7, 4.

TRAINING FACILITY

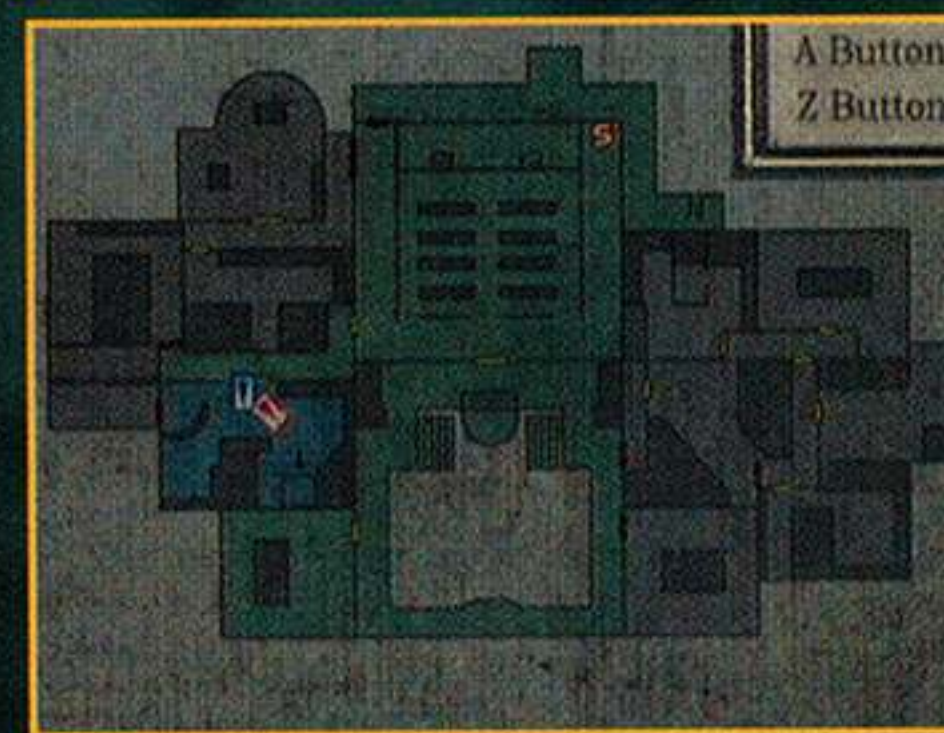
10. "LEECH MAN" ATTACK



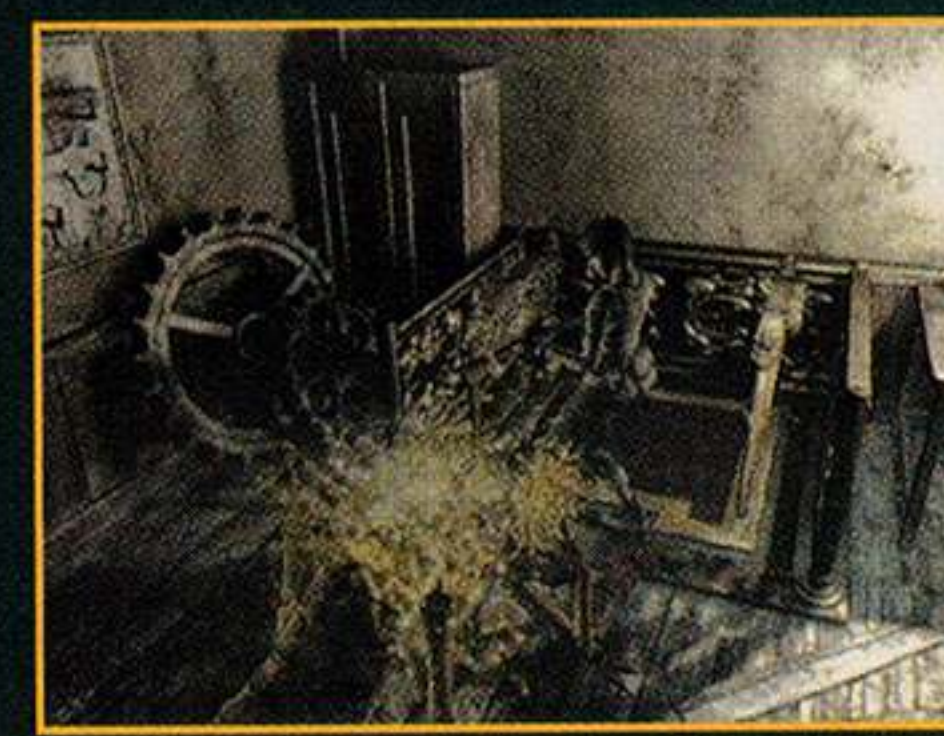
When you first arrive at the Training Facility, equip Billy with some Molotov Cocktails and then send him through the door along the west wall on the first floor. When the "Leech Man" arrives, hit him with three Cocktails, which should send him away. Make sure to take care of him now because this is a high-traffic hallway.



After you get the Crank Handle (which can be found in the room as shown in the screen above), make sure Billy has it in his inventory.



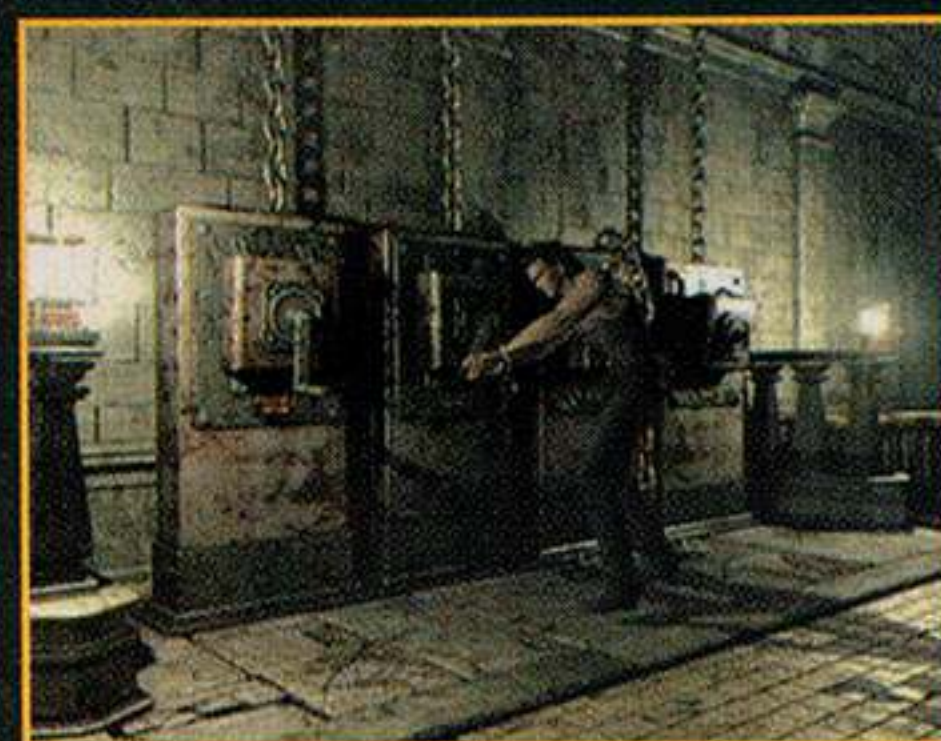
Take Rebecca and Billy to the room as shown in the screen above, split the two characters up, put Rebecca on the elevator, and then have Billy use the Crank Handle on the crank to elevate her to the floor above.



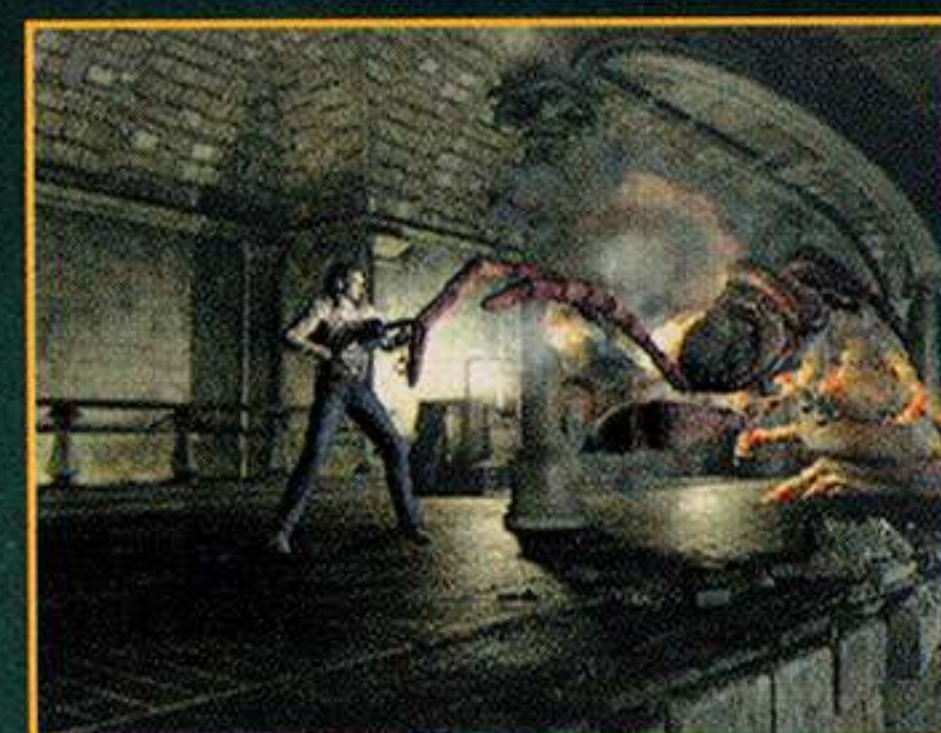
When Rebecca arrives, use the Shotgun to blow the monsters away.

11. CENTIPEDE BOSS

Before you take the key from the swimming pool on the third floor of the Training Facility, make sure Billy has the Shotgun, Shotgun Ammo, the Grenade Launcher, and a health item.

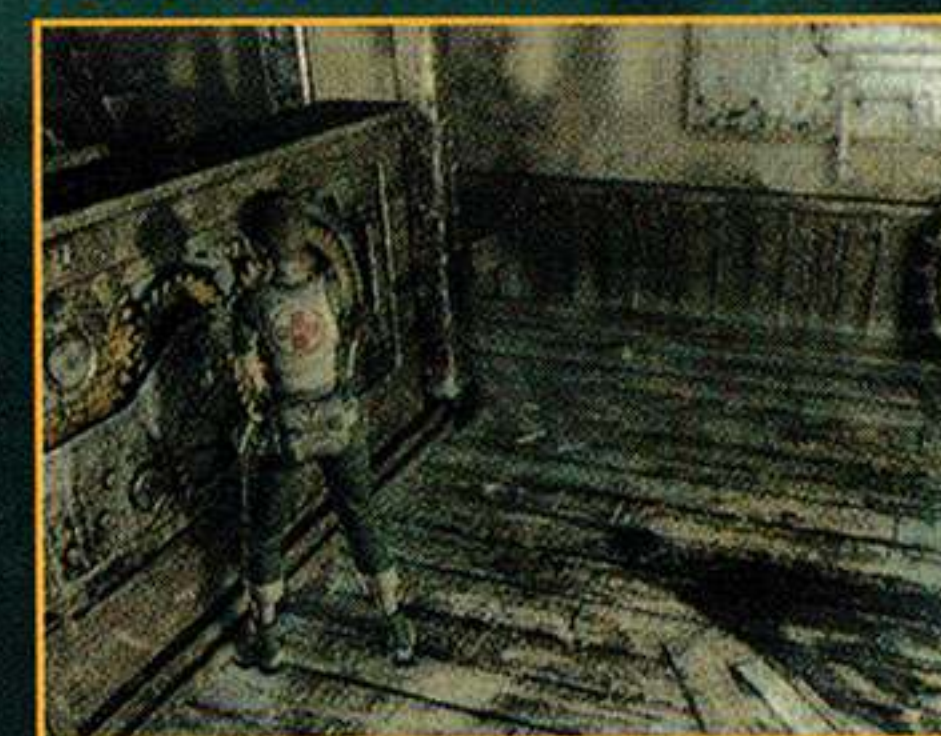


When you arrive at the pool, separate the two characters. Have Billy operate the crank against the east wall, and have Rebecca climb down into the drained pool and take the Nursery Key.



When the giant centipede attacks, shoot it in the head with Grenade Launcher rounds; when those run out, switch to the Shotgun and continue firing at the centipede's head until it dies.

12. UNLOCK WITH THE CLOCK



When you find the clock hands (they look like a needle), return to the room where Rebecca was elevated to and then put the hands on the clock.

Set the time to 8:15 and two doors unlock.

13. THE DISK



Once you acquire the MO Disk from the Training Facility IF, return to the big meeting room on the second floor, use the MO Disk at the podium, and then turn on the monitors as was shown in the room where you acquired the Disk. When you're successful, all doors that are locked by crossed swords open.

14. CHESS GAME



When you reach the room with giant chess pieces, send one of the characters into the hallway and have the remaining partner move the white king piece so it matches the chess game on the desk. Do not move any of the other chess pieces—if you do, the room will fill with gas and put your character in "poison" status.

After you take the *Book of Evil* off of the desk, Investigate it in your inventory and take the Black Wing.

15. LIGHTER FUEL



You can find the Lighter Fuel in the room as shown in the screen above. Once you acquire it, combine the Fuel with the Lighter in Billy's inventory.



Once that's done, return to the room with the elevator (on the second floor) and light the candle next to the door along the west wall.

16. POWER SUPPLY CONTROL



When you reach the Power Supply Control panel in the Training Facility Basement B2, press the switches in the following order: 1) Up; 2) Up; 3) Down; 4) Up; 5) Up.



17. GATE MAZE



When you arrive at the "gate maze" in the Training Facility Basement B3, arm Billy with the Shotgun and some ammo, send him into the maze, and have Rebecca man the controls.



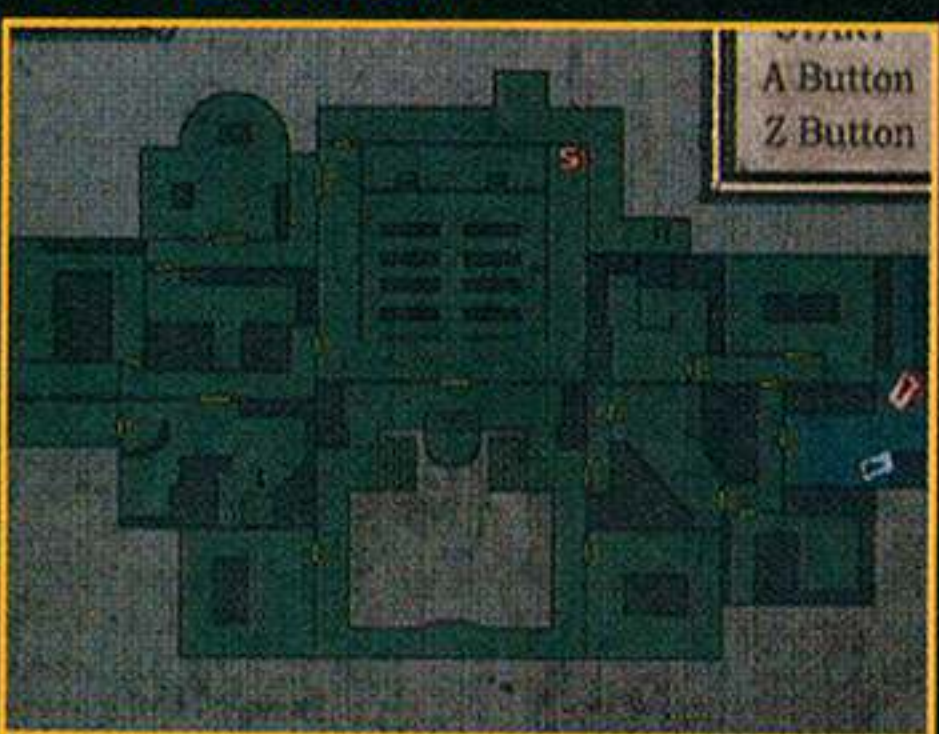
When Billy reaches the Switch near the gate with a key behind it, press the switch. Two Hunters enter the area—when they do, blow them away with the Shotgun. You should be able to take them out easily. Take the Nursery Key.

18. DURALUMIN CASE



When you find the locked Duralumin Case, examine it in your inventory to find its three-digit combination (hint—look at the bottom of the case).

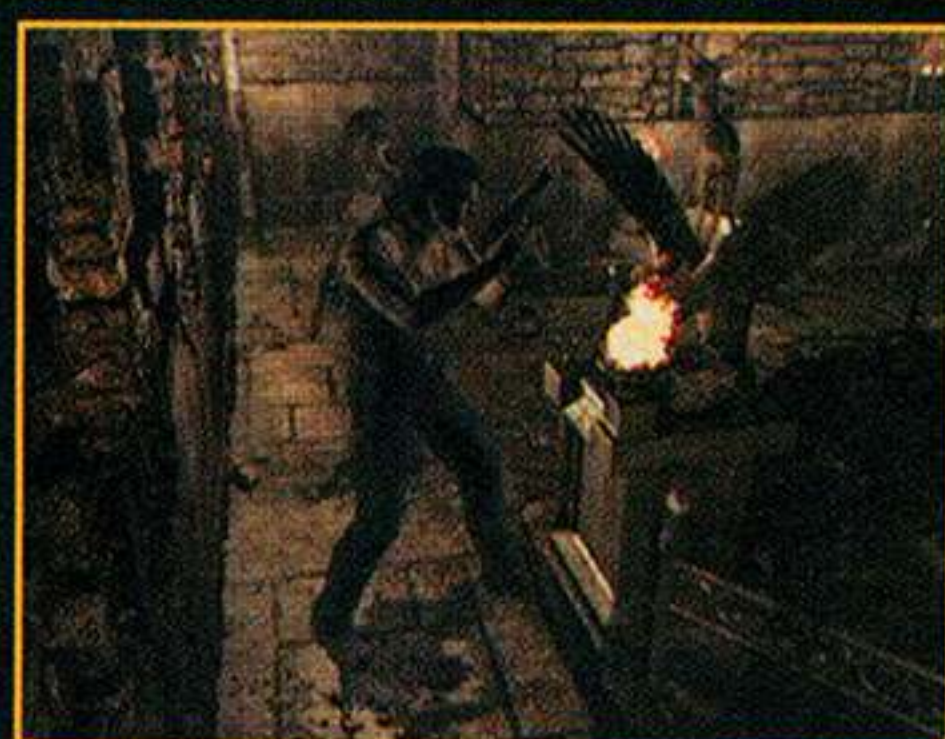
19. THE BATTERY



You can find the Battery as shown in the screen above. To get it, take both characters into the room, have Billy play the piano and Rebecca retrieve the Battery from the secret room.

To unlock the door so Rebecca can escape, have Billy play the piano a second time.

20. LIGHTER/STATUE PUZZLE



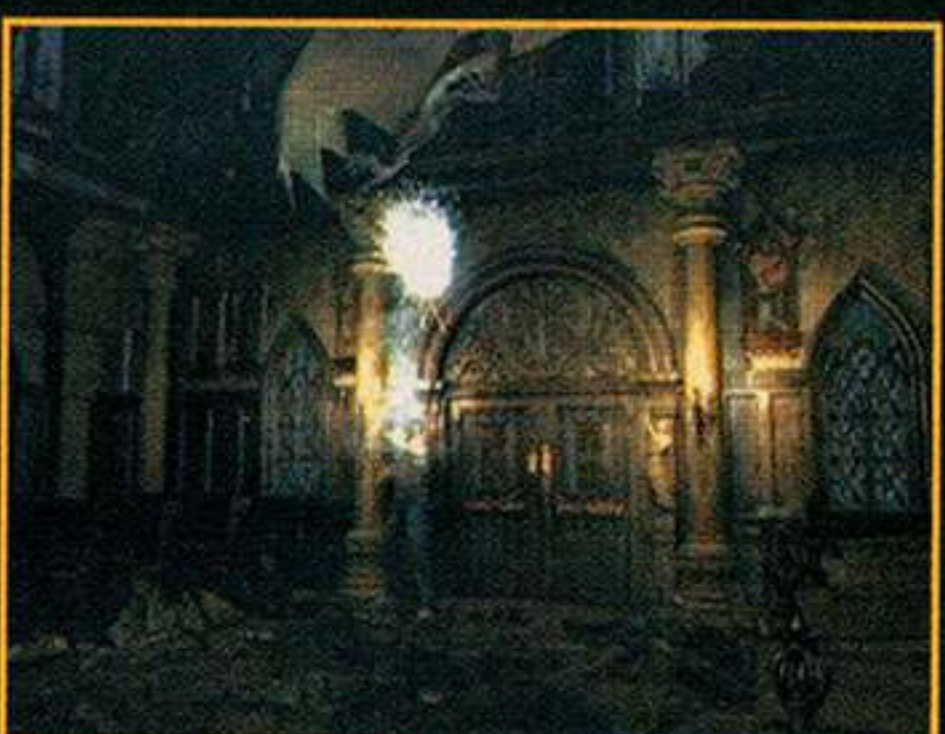
When you reach the six statues in the Training Facility Basement, use Billy's Lighter to light the torches in the following order: Deer, Wolf, Horse, Mountain Lion, Snake, Eagle.

LABORATORY

21. BATTLE



When you have access to the Laboratory area, arm Billy with the Grenade Launcher and send him inside the church. Save the game in the small room with the Typewriter, pick-up the Napalm Grenades, and then head back to the main cathedral.



Re-entering the cathedral triggers a boss battle. Run to the doors at the end of the hall and wait for the giant bat to dive at you—when he does, hit him with a grenade round. If you hit him once, immediately fire again to land a second hit.

22. THE DANGEROUS BUTTON



When you reach the button (as shown in the above screen) in Laboratory B1, don't press it. First, make

sure the other character is armed with Molotov Cocktails and then have him/her face the wall as shown in the screen below.



When the wall rises, switch to the other character and then hit the "Leech Man" with three successive Molotov Cocktails.

23. BREEDING ROOM



After you get the Breeding Room Key, make sure to equip a strong item before you enter that room. There are two Hunters inside that must be dealt with before you can get the Dial.

24. DOOR LOCK COMBINATION



Once you get the Dial (see above), put it on the door in the hallway of Laboratory B2. The combination is 4, 8, 6, 3 (which you can find by carefully reading the Leech Growth Records in File 3).

25. CABLE CAR

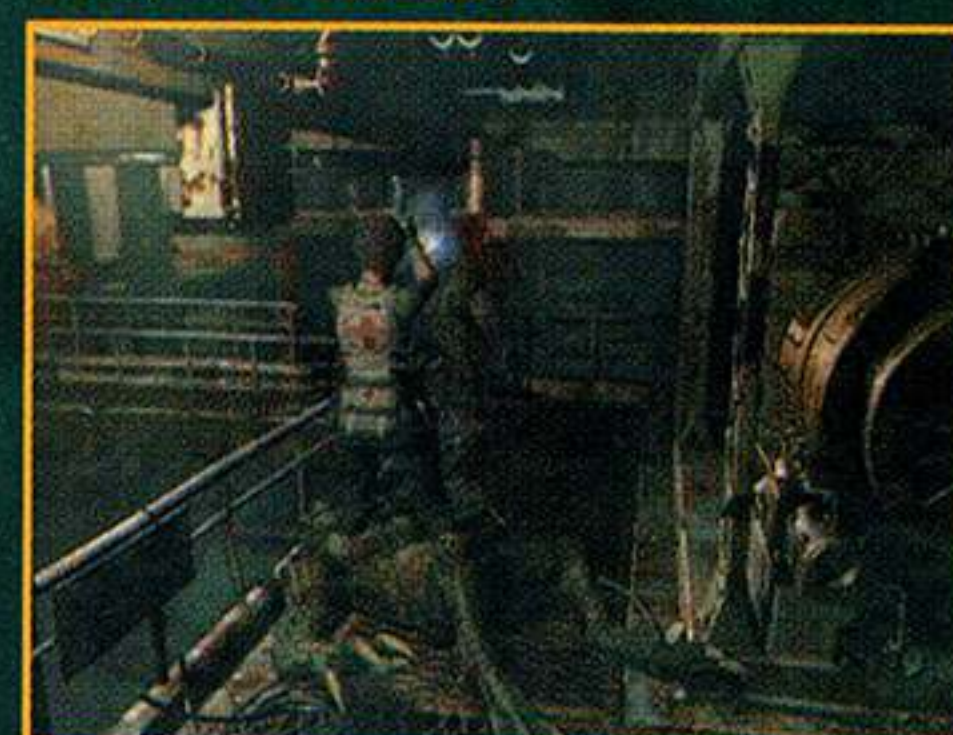


When you activate the cable car, and the "Leech Man" attacks, run to the ladder and return to the operation booth. Pick up the Output Reg. Coil

off the ground, install it in the panel, descend the ladder, and then run into the cable car. You can find the Magnum in the cable car.

FACTORY 1F

26. FACTORY KEY



After you take the Factory Key, equip the Magnum and be prepared for an attack by two Hunters. One Magnum round for each monster should do the trick.

27. TYRANT



Before you lower the turntable, make sure you have the Magnum in your inventory along with all the Magnum rounds and some health items. When the turntable stops, get the Elevator Key and use it on the elevator door.



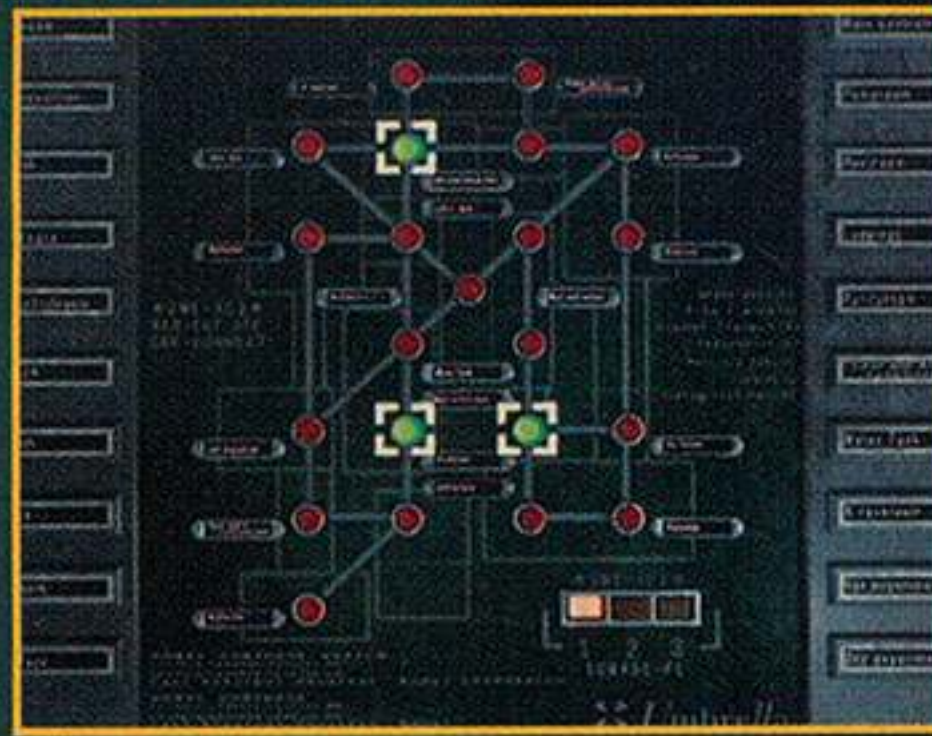
The easiest way to defeat Tyrant is to shoot him in the back—not when he's facing you. At the start of the fight, fire a Magnum round and then stand as far as you can from him. When he faces you and crouches, move—he's getting ready to pounce.





However, if you move when you notice the telltale sign, you will escape harm. After he jumps, run behind him, turn, fire, and repeat the pattern. Limit yourself to one shot per pounce. Once you have access to the elevator, you can return to the Training Facility B1 (select LVI).

28. POWER PUZZLE



When you reach Treatment Plant B5, activate the three power points as shown above to restore power to the area.

29. FLOATING BOX PUZZLE



When you reach the floating box puzzle in Treatment Plant B7, send Billy into the pit and have Rebecca operate the controls. As Billy, push the steel crate against the wall and then stand on top of the crate that he just pushed.



Switch to Rebecca and have her rotate the gate right.



Switch to Billy and push the box against the wall as shown in the screen above.



Still as Billy, push the steel crate against the far wall as shown in the screen above...



...then push the wooden crate against the wall by the ladder.



Then push the wooden crate against the other wooden crate at the end of the pit.



Switch to Rebecca and move the gate to the left.



Switch to Billy and push the wooden box against the wall in front of the gap by the two other wooden crates.



Switch to Rebecca and rotate the gate to the left.

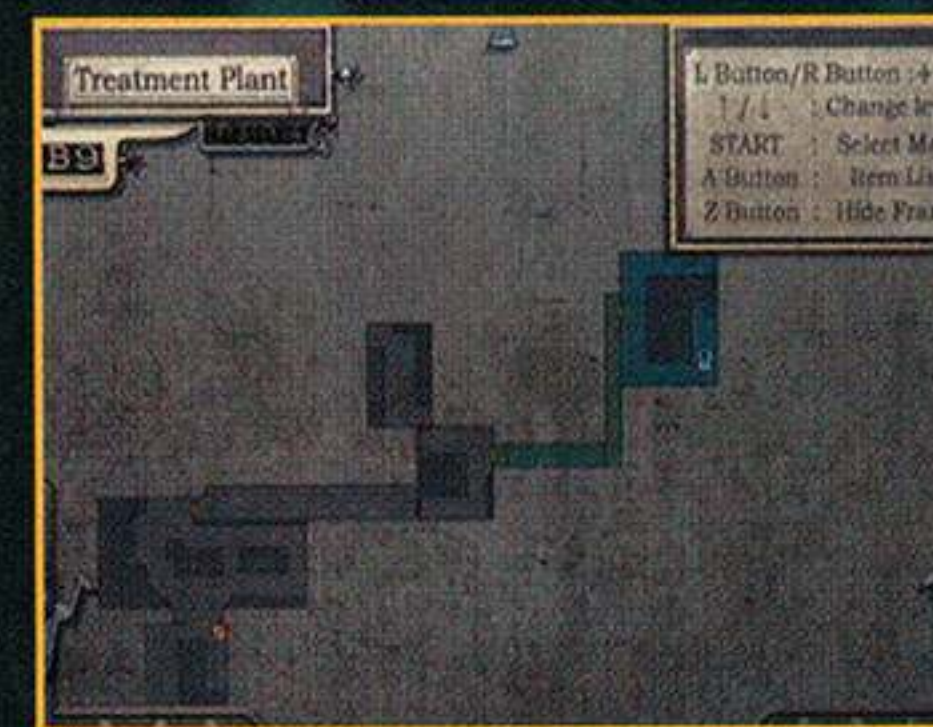


Switch to Billy and push the wooden crate against the wall so it's flush with the other two crates.



Take Billy out of the pit, switch to Rebecca, and then fill the pit with water—when you do, the crates float to the surface and create a bridge to the other side.

30. SECOND TYRANT



When you enter a two-tiered room in Treatment Plant B9, give Billy the

Magnum, Magnum Ammo, the Shotgun, Shotgun Ammo, and some health items.



When you take the elevator down and run around the horseshoe-shaped platform, the second battle against Tyrant begins. Use the same tactics to defeat him here that you did previously. Stand at one of the 90-degree platform angles and then move when the monster crouches to pounce on you.



After Tyrant misses, turn and fire. While he recovers, run past him. Try to keep the battle confined to the two platforms that run north-south and east-west, that way you won't get trapped in a dead end.

The rest of Resident Evil 0 is up to you...



MORTAL KOMBAT DEADLY ALLIANCE

Deadly Alliance has the most secrets of any Mortal Kombat game to date. In this Fighter's Edge, we give you the complete list of Krypt contents and some pointers on how to collect the maximum number of koins.



By Major Mike and Dan Elektro

Compiling Kurrency

Of course, you can't unlock any secrets unless you have acquired enough koins, which come in six different types: Sapphire, Onyx, Jade, Ruby, Gold, and Platinum. You can obtain kurrency by creating a profile, and then playing Arcade or Konquest mode.

Konquest Mode

If you get tired of the one-player Arcade mode, you may want to take a break and try Konquest mode. You don't earn high monetary rewards as in Arcade mode, but you can pick up on some key fighter techniques.

Arcade Mode

The fastest way to rack up kurrency is to set the time to "20," CPU Difficulty to "Medium," Rounds to Win to "2," and Mini Game Every to "3."

Beating Moloch



The only stumbling block—in this case, mountain—in Arcade mode is the boss character Moloch, who fights with ultra-cheap and cheesy attacks. Time to play dirty, so when the fight against Moloch arrives, select Johnny Cage.



At the start of the battle, immediately switch to Cage's Nunchaku fighting stance, get in close to Moloch, and

then rapidly press Attack 1. If you're fast enough, Moloch won't have time to counter attack, and you'll either have more health than he does when the timer expires, or you'll deplete his energy meter.



If you take away a good chunk of Moloch's energy, and he counter attacks by punching you across the screen, stay away until the time expires.

This strategy isn't 100 percent guaranteed to work to defeat Moloch, so it may take a few attempts. However, before you get frustrated and reset the game, keep in mind that the final boss (Shang Tsung or Quan Chi) is worth 1000 Ruby, Sapphire, Jade, or Gold koins if you defeat him.

Test Your Might/Sight



The only way to earn Platinum and Onyx koins in Arcade mode is by successfully completing the Test Your Might/Sight mini games in between fighting rounds.

The Krypt

The Krypt has 676 coffins, and each coffin contains a different item. Items range from valuable (secret characters and stages) to worthless (empty).

Complete List of Krypt Items

Here is the complete list of Krypt coffin contents.

AA	1556 Gold	Unlocked Costume: Quan Chi
AB	196 Gold	Kung Lao Sketch
AC	424 Platinum	Li Mei
AD	96 Sapphire	Moloch Sketches
AE	118 Onyx	MK2 Cabinet Security Panels
AF	313 Platinum	(Hint) RO: Rip Off!!!
AG	258 Sapphire	Deadly Alliance Is Born
AH	66 Gold	Shang Tsung Sketch
AI	277 Onyx	Quan Chi's Tattoos
AJ	26 Jade	38 Gold Koins
AK	432 Gold	Moloch Promo Render
AL	995 Ruby	Shang Tsung's Palace
AM	192 Platinum	Mavado Coat Concepts
AN	52 Gold	(Hint) PD: Pay Day!!!
AO	105 Onyx	57 Sapphire Koins
AP	154 Onyx	Quan Chi's Throne
AQ	226 Ruby	Scorpion Concept Sketch
AR	2206 Jade	Unlocked Costume: Nitara
AS	66 Jade	Palace Exterior Sketch
AT	269 Ruby	Swamplands Sketch
AU	463 Gold	Shang Tsung
AV	497 Ruby	Video: Senate of the Elder Gods Test
AW	76 Gold	88 Ruby Koins
AX	337 Gold	Quan Chi's Inner Sanctum
AY	258 Platinum	Concept Characters
AZ	442 Ruby	Test Your Sight Concept
BA	264 Onyx	Lin Kuei Temple Concept
BB	326 Ruby	Sub-Zero's Medallion
BC	452 Gold	Giant Drummer Detail
BD	1520 Sapphire	Unlocked Costume: Kano
BE	67 Gold	Swamplands Sketch
BF	264 Platinum	120 Jade Koins
BG	217 Sapphire	Baphomet Sketch
BH	116 Jade	Ultimate MK3 Arcade Marquee
BI	167 Jade	Sonya Concept Art
BJ	178 Platinum	Ghost Ship
BK	136 Sapphire	Drum Arena Details
BL	145 Jade	Portal Sphere
BM	207 Onyx	Character Concepts
BN	720 Onyx	The Grid: Guest Stars
BO	305 Platinum	The Grid: Noob Saibot
BP	426 Gold	The Grid: MK Ninjas
BQ	1327 Gold	Unlocked Costume: Princess Kitana
BR	451 Onyx	(Hint) FK: Fly Killer
BS	253 Sapphire	Mavado Sketches
BT	291 Sapphire	Blood Energy Drink
BU	336 Platinum	Reptile Skin Lotion
BV	371 Sapphire	Backstage: MK4 Commercial
BW	329 Onyx	Backstage: MK4 Commercial
BX	212 Platinum	Backstage: MK4 Commercial
BY	183 Gold	MK Gold Logo
BZ	381 Platinum	MK4: Sonya and Tanya
CA	218 Onyx	Shang Tsung's Palace Sketch
CB	252 Sapphire	Octo Garden Sketch
CC	376 Jade	Book of Destiny
CD	261 Jade	Shang Tsung Soul Concept
CE	174 Jade	Great Dragon Egg
CF	268 Onyx	Female Character Concepts
CG	75 Sapphire	(Hint) JT: Johnny's Tapes
CH	48 Jade	92 Sapphire Koins

CI	271 Jade	Test Your Sight Concept	ES	167 Platinum	MK3 Ultimate Print Ad
CJ	272 Ruby	Quan Chi Sketches	ET	86 Onyx	Quan Chi's Face Texture
CK	556 Jade	Wu Shi Academy	EU	262 Ruby	Dairou Drawings
CL	332 Gold	492 Onyx Koins	EV	356 Ruby	Drum Arena
CM	244 Gold	House of Pekara Concept	EW	286 Platinum	Quan Chi's Chest Armor
CN	3003 Platinum	Unlocked Character: Cyrax	EX	243 Onyx	(Hint) ST: Sarna Test
CO	192 Ruby	Kano's Cereal	EY	254 Platinum	Cyrax Sketch
CP	172 Ruby	Carlos Pesina	EZ	412 Platinum	Blood Stone Mine Concept
CQ	272 Gold	Senate of Elder Gods Concept	FA	263 Gold	Cyrax Test Render
CR	294 Platinum	Raiden Sketch	FB	248 Ruby	A Long Time Ago... (Smash TV)
CS	89 Sapphire	143 Ruby Koins	FC	310 Sapphire	A Softer Side to Cyrax
CT	588 Ruby	Dragonfly Story	FD	156 Onyx	Portal Story
CU	257 Sapphire	Swamplands Sketch	FE	242 Gold	Li Mei Sketch
CV	121 Sapphire	71 Jade Koins	FF	1199 Gold	MK1: Sub-Zero vs. Scorpion
CW	226 Ruby	Academy Promo Render	FG	291 Gold	Dragonfly Concept Render
CX	203 Gold	Video: Scorpion Goes Back to Hell	FH	215 Ruby	House of Pekara Concept
CY	116 Ruby	Soul Cage Concept	FI	262 Platinum	Deadly Alliance Koins
CZ	362 Onyx	Hsu Hao Concepts	FJ	179 Ruby	MK3 Arcade Cabinet
DA	72 Ruby	18 Sapphire Koins	FK	520 Platinum	Bug Blaster
DB	257 Sapphire	Soul Chamber Concept	FL	264 Sapphire	Video: Early MKDA Promo
DC	838 Onyx	MK3: Kung Lao vs. Jax	FM	76 Sapphire	Palace Exterior Sketch
DD	355 Gold	Lifeguard Sonya	FN	93 Jade	1800 Jade Koins
DE	126 Gold	Character Concepts	FO	76 Ruby	MK2 Characters
DF	286 Platinum	Dan "Toasty" Forden	FP	46 Gold	Palace Exterior Sketch
DG	57 Jade	Sonya Blade	FQ	282 Platinum	MK T-Shirts
DH	199 Gold	Shokan Warriors	FR	401 Gold	MK Youth Clothing
DI	254 Sapphire	Quan Chi on the Sax	FS	389 Onyx	MK Sweatshirts
DJ	186 Platinum	98 Ruby Koins	FT	126 Sapphire	MK T-Shirts
DK	1460 Ruby	Unlocked Costume: Johnny Cage	FU	20 Onyx	Empty Koffin
DL	230 Platinum	Video: Scorpion Cloth Test	FV	83 Platinum	243 Platinum Koins
DM	428 Onyx	Acid Bath	FW	666 Ruby	(Hint) UH: Unleash Hell
DN	234 Sapphire	18 Jade Koins	FX	492 Sapphire	Comic Book Art, 1 of 41
DO	39 Gold	221 Onyx Koins	FY	27 Ruby	Comic Book Art, 2 of 41
DP	224 Jade	MK2 Print Ad	FZ	136 Onyx	Comic Book Art, 3 of 41
DQ	656 Platinum	(Hint) SF: Smelly Feet	GA	572 Gold	Comic Book Art, 4 of 41
DR	273 Sapphire	Mavado Sketches	GB	458 Jade	Comic Book Art, 5 of 41
DS	1472 Ruby	Unlocked Arena: Nethership	GC	412 Gold	Comic Book Art, 6 of 41
DT	332 Ruby	Li Mei Sketch	GD	74 Sapphire	Comic Book Art, 7 of 41
DU	368 Onyx	MK3 Behind the Scenes	GE	277 Ruby	Comic Book Art, 8 of 41
DV	257 Ruby	Empty Koffin	GF	124 Platinum	Comic Book Art, 9 of 41
DW	157 Ruby	Video: Cave Area Concept	GG	63 Jade	Comic Book Art, 10 of 41
DX	292 Jade	579 Ruby Koins	GH	418 Platinum	Comic Book Art, 11 of 41
DY	94 Gold	(Hint) SS: Sword Sale	GI	100 Sapphire	Comic Book Art, 12 of 41
DZ	258 Onyx	Empty Koffin	GJ	326 Platinum	Comic Book Art, 13 of 41
EA	258 Sapphire	The Lost Tomb	GK	379 Platinum	Comic Book Art, 14 of 41
EB	237 Ruby	Ed Boon	GL	128 Ruby	Comic Book Art, 15 of 41
EC	248 Sapphire	Swamplands Sketch	GM	555 Onyx	Comic Book Art, 16 of 41
ED	633 Platinum	949 Platinum Koins	GN	91 Gold	Comic Book Art, 17 of 41
EE	1200 Platinum	Mythologies Home Version	GO	422 Sapphire	Comic Book Art, 18 of 41
EF	267 Gold	Quality Assurance: Chicago	GP	58 Jade	Comic Book Art, 19 of 41
EG	74 Platinum	MK3 Arcade Marquee	GQ	532 Jade	Comic Book Art, 20 of 41
EH	253 Onyx	Reptile Sketch	GR	599 Onyx	Comic Book Art, 21 of 41
EI	512 Sapphire	Action Figures	GS	185 Gold	Comic Book Art, 22 of 41
EJ	547 Jade	Action Figures	GT	307 Ruby	Comic Book Art, 23 of 41
EK	424 Ruby	Action Figures	GU	134 Sapphire	Comic Book Art, 24 of 41
EL	434 Platinum	Action Figures	GV	507 Platinum	Comic Book Art, 25 of 41
EM	405 Gold	Action Figures	GW	264 Ruby	Comic Book Art, 26 of 41
EN	246 Onyx	Action Figures	GX	88 Onyx	Comic Book Art, 27 of 41
EO	289 Sapphire	Action Figures	GY	351 Platinum	Comic Book Art, 28 of 41
EP	166 Jade	Action Figures	GZ	575 Ruby	Comic Book Art, 29 of 41
EQ	256 Ruby	Action Figure Vehicles	HA	62 Gold	Comic Book Art, 30 of 41
ER	527 Platinum	Bo' Rai Cho	HB	626 Ruby	Comic Book Art, 31 of 41



HC	215 Onyx	Comic Book Art, 32 of 41	JM	218 Sapphire	Shang Tsung Drawings
HD	176 Sapphire	Comic Book Art, 33 of 41	JN	252 Jade	John Nocher
HE	478 Jade	Comic Book Art, 34 of 41	JO	161 Onyx	MK2 Arcade Board
HF	203 Onyx	Comic Book Art, 35 of 41	JP	169 Gold	John Podlasek
HG	555 Gold	Comic Book Art, 36 of 41	JQ	237 Ruby	Kitana Sketches
HH	222 Platinum	Comic Book Art, 37 of 41	JR	1685 Ruby	Unlocked Costume: Raiden
HI	225 Jade	Comic Book Art, 38 of 41	JS	294 Ruby	Dragonfly Render
HJ	637 Onyx	Comic Book Art, 39 of 41	JT	259 Platinum	Johnny Cage Videos
HK	138 Gold	Comic Book Art, 40 of 41	JU	266 Platinum	Palace Interior Sketch
HL	145 Sapphire	Comic Book Art, 41 of 41	JV	334 Ruby	John Vogel
HM	217 Onyx	Bank Interior Sketch	JW	164 Sapphire	Kano's Reminder
HN	382 Jade	Lung Hai Temple Sketch	JX	167 Gold	Raiden Test Render
HO	402 Jade	Scorpion Preliminary Model	JY	183 Sapphire	MK4 Home Version
HP	2093 Onyx	Unlocked Arena: House of Pekara	JZ	25 Jade	Empty Koffin
HQ	192 Onyx	Sektor's Helmet	KA	412 Onyx	Swamplands Sketch
HR	187 Jade	Konquest Mode Concepts	KB	247 Jade	Elder God Hall Sketch
HS	272 Jade	Herman Sanchez	KC	292 Gold	Video: Dragonfly Test
HT	462 Jade	Video: Ice Palace Test	KD	342 Jade	Artists
HU	435 Ruby	MK Pinball	KE	402 Gold	Nitara Sketch
HV	306 Jade	MK Gold Print Ad	KF	128 Jade	Mavado
HW	56 Ruby	Fire Well Concept	KG	608 Jade	Edenia Golf Outfitters
HX	238 Onyx	38 Jade Koins	KH	382 Platinum	Can of Squid
HY	408 Sapphire	Kenshi's Sword	KI	2931 Sapphire	Unlocked Character: Princess Kitana
HZ	526 Onyx	Shang Tsung's Soulnado	KJ	248 Platinum	MK Baseball Caps
IA	37 Ruby	MK4 Logo	KK	694 Sapphire	MK4 Characters
IB	275 Platinum	Forest Sketch	KL	202 Platinum	Cyrax Sketches
IC	326 Platinum	MK Rock 'Em Sock 'Em	KM	350 Jade	MK Strategy Guides
ID	340 Jade	Sub-Zero's Coffee Mug	KN	7 Sapphire	15 Gold Koins
IE	653 Sapphire	32 Pack of Adult Diapers	KO	197 Sapphire	Konquest Mode Concepts
IF	195 Ruby	River Front Concept	KP	276 Ruby	(Hint) MW: Mongol Warrior
IG	208 Gold	Lava Shrine Exterior Concept	KQ	282 Onyx	Alexander Barrentine
IH	567 Jade	(Hint) IV: Icy Vixen	KR	4222 Sapphire	Unlocked Arena: Palace Grounds
II	1843 Gold	Unlocked Arena: Lava Shrine	KS	503 Platinum	216 Jade Koins
IJ	314 Ruby	Quan Chi's Amulet	KT	275 Onyx	Moloch Test Render
IK	503 Platinum	Lava Shrine Priests	KU	219 Jade	322 Platinum Koins
IL	207 Gold	(Hint) DK: Dressed to Kill	KV	256 Sapphire	Arena Concepts
IM	227 Gold	Church Concept	KW	257 Sapphire	Empty Koffin
IN	37 Sapphire	57 Gold Koins	KX	1406 Sapphire	Unlocked Costume: Li Mei
IO	244 Onyx	(Hint) PH: Phat!	KY	843 Platinum	MKI: Cage vs. Kano
IP	257 Onyx	Halloween Masks	KZ	263 Jade	Character Concepts
IQ	257 Gold	Fortress Exterior Sketches	LA	56 Ruby	Blood Particle Details
IR	55 Jade	91 Sapphire Koins	LB	258 Jade	Game Play Wall Trick Ideas
IS	244 Ruby	Sub-Zero's Blade	LC	462 Sapphire	Game Play Kicks and Dodges
IT	269 Ruby	Character Concepts	LD	302 Onyx	Game Play Fatalities
IU	342 Jade	Dairou Sketch	LE	312 Platinum	Game Play Face Strikes
IV	208 Ruby	Unlocked Character: Frost	LF	305 Gold	Game Play Special Moves
IW	198 Platinum	(Hint) CN: Cyber Ninja	LG	195 Ruby	Game Play Throws
IX	265 Sapphire	MKDA Merchandise	LH	165 Jade	Game Play Fatalities
IY	281 Onyx	Video: MK Gold Endings	LI	135 Sapphire	Game Play Throws
IZ	207 Onyx	Jax Renderings	LJ	134 Gold	Nitara's Crystal
JA	105 Gold	Kuatan Palace	LK	268 Onyx	Video: Wu Shi Academy Test
JB	392 Sapphire	Programmers	LL	3822 Gold	Unlocked Character: Reptile
JC	287 Gold	Frost Sketches	LM	165 Onyx	Luis Mangubat
JD	305 Jade	Swamplands Test Render	LN	306 Onyx	Chrome Bling
JE	82 Platinum	59 Ruby Koins	LO	329 Onyx	Deadly Alliance Website
JF	332 Ruby	Drum Arena Sketch	LP	442 Ruby	Sub-Zero Sketch
JG	272 Jade	Jon Greenberg	LQ	477 Sapphire	MKI Arcade Goro
JH	271 Gold	Hsu Hao Sketches	LR	176 Gold	MKDA Box Art Concepts
JI	266 Jade	MK4 Print Ad	LS	157 Sapphire	MKDA Box Art Concepts
JJ	402 Gold	772 Sapphire Koins	LT	105 Onyx	MKDA Logo Concepts
JK	291 Jade	Li Mei Sketch	LU	170 Jade	MKDA Box Art Concepts
JL	168 Onyx	92 Gold Koins	LV	140 Ruby	MKDA Box Art Concepts



LW	332 Gold	Midway Creative Media	OG	266 Onyx	Movie Storyboards, 7 of 8
LX	147 Platinum	Empty Koffin	OH	244 Platinum	Movie Storyboards, 8 of 8
LY	160 Sapphire	MK4 Scorpion vs. Raiden	OI	263 Jade	Midway Movie Group
LZ	511 Onyx	(Hint) FL: First Look	OJ	462 Onyx	Interactive Aura Concept
MA	471 Ruby	Johnny Cage	OK	326 Jade	Empty Koffin
MB	188 Gold	Mike Boon	OL	136 Platinum	Evil Masters Sketch
MC	262 Platinum	Wu Shi Academy Sketches	OM	88 Ruby	177 Jade Koins
MD	80 Onyx	Tools and Technology	ON	227 Jade	Quan Chi Sketches
ME	237 Jade	MKDA Print Ad	OO	274 Onyx	Mortal Kandies
MF	58 Jade	102 Onyx Koins	OP	24 Jade	125 Gold Koins
MG	134 Platinum	MK4 Road Tour	OQ	95 Sapphire	MK4 Logo Treatment
MH	83 Gold	MK4 Road Tour	OR	450 Platinum	Alan Villani
MI	96 Gold	MK4 Arcade Debut	OS	166 Onyx	Empty Koffin
MJ	268 Onyx	Empty Koffin	OT	47 Onyx	222 Onyx Koins
MK	188 Platinum	MK1 Arcade Cabinet	OU	338 Ruby	Back to School with MK
ML	1170 Gold	Unlocked Costume: Shang Tsung	OV	96 Onyx	Reptile's Lair Concept
MM	215 Ruby	Bridge Arena Concept	OW	422 Sapphire	Fallen Giants Arena Sketch
MN	176 Onyx	Portal	OX	352 Ruby	352 Gold Koins
MO	177 Jade	Drahmin Sketches	OY	218 Sapphire	Video: Blade Arena Test
MP	314 Gold	MK Basketball Concept	OZ	243 Platinum	(Hint) IS: Ice Sword
MQ	278 Gold	412 Jade Koins	PA	272 Ruby	Lung Hai Temple Concept
MR	412 Ruby	Lung Hai Temple	PB	12 Gold	6 Platinum Koins
MS	253 Platinum	Outworld Concept Sketch	PC	20 Sapphire	Football Raiden
MT	227 Gold	Mike Taran	PD	451 Ruby	1056 Platinum Koins
MU	218 Sapphire	Sarna Ruins Concept	PE	392 Ruby	Kung Lao Render Test
MV	372 Platinum	Hsu Hao Sketches	PF	343 Ruby	Reptile's De-Evolution
MW	3317 Jade	Unlocked Character: Hsu Hao	PG	442 Ruby	Paulo Garcia
MX	302 Platinum	Palace Exterior Sketch	PH	1200 Onyx	Unlocked Costume: Bo' Rai Cho
MY	167 Jade	Moloch's Ball Sketches	PI	638 Jade	(Hint) HP: Haunted Place
MZ	383 Sapphire	Assassin for Hire	PJ	292 Onyx	Drum Arena Details
NA	177 Ruby	Sonya Sketch	PK	157 Platinum	475 Platinum Koins
NB	287 Jade	House of Pekara Render	PL	382 Gold	Dojo Concept
NC	275 Platinum	Nigel Casey	PM	253 Platinum	Kenshi Sketch
ND	212 Sapphire	Empty Koffin	PN	684 Onyx	Blaze
NE	270 Ruby	Jax Concept Sketch	PO	71 Ruby	108 Gold Koins
NF	392 Ruby	Scorpion Promo Render	PP	516 Sapphire	MK Gear
NG	63 Sapphire	252 Platinum Koins	PQ	283 Sapphire	Lava Shrine Sketch
NH	147 Onyx	Hachiman Sketch	PR	11 Platinum	25 Sapphire Koins
NI	422 Gold	Kitana Sketches	PS	294 Jade	Moloch the Hobbyist
NJ	326 Gold	MK Lunch Time	PT	207 Ruby	Slaughter Yard Concept
NK	77 Jade	116 Onyx Koins	PU	175 Ruby	267 Onyx Koins
NL	252 Gold	Wu Shi Academy Monk	PV	206 Sapphire	Empty Koffin
NM	182 Sapphire	Scorpion Online Promo Image	PW	2006 Sapphire	Unlocked Arena: Sarna Ruins
NN	452 Jade	Blaze Sketches	PX	493 Onyx	Goro Statuette
NO	426 Jade	Kabal's Helmet	PY	316 Ruby	Backstage MK Mythologies
NP	525 Platinum	MK3: Scorpion vs. Jade	PZ	186 Jade	Lava Shrine Sketch
NQ	157 Sapphire	Quan Chi's Promo Render	QA	142 Sapphire	Quality Assurance: Chicago
NR	425 Sapphire	(Hint) BT: Blood Thirsty?	QB	272 Jade	Mavado Sketches
NS	270 Ruby	Nick Shin	QC	216 Platinum	Lin Kuei Temple
NT	275 Gold	Arctic Hold	QD	268 Sapphire	Video: MK4 Arena Concept
NU	254 Onyx	Quan Chi's Fortress Sketch	QE	346 Gold	Empty Koffin
NV	290 Gold	Kenshi's Glass Eyes	QF	311 Ruby	MKDA Hats and Shirts
NW	207 Platinum	Lost Tomb Sketch	QG	251 Ruby	(Hint) LL: Lurking Lizard
NX	365 Sapphire	Damnation Charcoal	QH	342 Jade	638 Onyx Koins
NY	281 Sapphire	Brian Lebaron	QI	192 Sapphire	Lung Hai Temple Sketch
NZ	446 Gold	The Mine Arena Concept	QJ	49 Ruby	Empty Koffin
OA	105 Onyx	Movie Storyboards, 1 of 8	QK	244 Ruby	Kenshi
OB	248 Platinum	Movie Storyboards, 2 of 8	QL	488 Sapphire	MK3 Promo Art
OC	322 Gold	Movie Storyboards, 3 of 8	QM	644 Jade	MK1 Characters
OD	288 Ruby	Movie Storyboards, 4 of 8	QN	96 Gold	147 Gold Koins
OE	326 Jade	Movie Storyboards, 5 of 8	QO	1616 Gold	Fan Art, 1 of 5
OF	412 Sapphire	Movie Storyboards, 6 of 8	QP	1214 Jade	Fan Art, 2 of 5

QQ	950 Ruby	Fan Art, 3 of 5	TA	177 Ruby	Todd Allen
QR	512 Sapphire	Fan Art, 4 of 5	TB	259 Platinum	Quan Chi's Fortress Sketches
QS	825 Onyx	Fan Art, 5 of 5	TC	135 Onyx	Palace Exterior Sketch
QT	58 Onyx	Get Over Here!	TD	118 Ruby	172 Platinum Koins
QU	346 Gold	MK4 Logo Designs	TE	261 Gold	Character Concepts
QV	318 Gold	Reptile's Past	TF	470 Jade	MK4 Characters
QW	233 Ruby	MK2 Arcade	TG	262 Gold	Tony Goskie
QX	1518 Jade	Unlocked Costume: Hsu Hao	TH	282 Gold	Konquest Mode Concepts
QY	238 Gold	MDKA at E ³ Expo 2002	TI	4022 Gold	Unlocked Character: Nitara
QZ	501 Jade	Quan Chi's Fortress	TJ	259 Sapphire	Koin Sketches
RA	268 Gold	(Hint) XG: Ex-God	TK	94 Sapphire	(Hint) RD: Red Dragon
RB	253 Platinum	Robert Blum	TL	360 Jade	Acid Bath Sketch
RC	272 Ruby	Midway Creative Media	TM	251 Ruby	Hsu Hao Sketches
RD	1455 Jade	Unlocked Costume: Mavado	TN	211 Ruby	Early MKDA
RE	107 Sapphire	MK3 Print Ad	TO	316 Jade	Early MKDA
RF	135 Jade	Video: Swamp Bird Test Video	TP	294 Onyx	Early MKDA
RG	187 Gold	Sub-Zero Sketch	TQ	616 Platinum	Early MKDA
RH	208 Jade	Bridge Arena Concept	TR	392 Ruby	MKDA Promo Image
RI	61 Onyx	28 Jade Koins	TS	352 Onyx	Artists
RJ	189 Gold	MKDA Print Ads	TT	147 Platinum	Test Your Might Sketch
RK	1000 Jade	Evolution of Kombat	TU	197 Gold	98 Onyx Koins
RL	5 Ruby	159 Onyx Koins	TV	273 Onyx	Wu Shi Academy Sketches
RM	182 Onyx	Kuatan Palace Sketch	TW	129 Ruby	180 Gold Koins
RN	203 Platinum	208 Gold Koins	TX	167 Gold	Goro's Throne Sketch
RO	27 Gold	I Shiny Ruby Koin!	TY	390 Gold	Baraka
RP	31 Sapphire	MK I Test Your Might	TZ	195 Gold	Animators
RQ	225 Onyx	Shang Tsung Sketches	UA	205 Jade	MK4 PC Version
RR	224 Sapphire	Shang Tsung's Palace Sketch	UB	1261 Gold	Unlocked Costume: Frost
RS	267 Platinum	Randy Severin	UC	3 Sapphire	320 Onyx Koins
RT	374 Gold	258 Platinum Koins	UD	252 Gold	Drahmin Sketch
RU	176 Onyx	Lava Shrine Sketch	UE	210 Gold	(Hint) WT: Winged Transport
RV	307 Sapphire	MK Musik	UF	371 Gold	MK4 Liu Kang Fatality
RW	262 Ruby	Shang Tsung's Palace Sketch	UG	245 Onyx	67 Platinum Koins
RX	105 Sapphire	Empty Koffin	UH	1660 Jade	Unlocked Costume: Scorpion
RY	274 Onyx	Mavado Sketch	UI	270 Platinum	Video: Cooking with Scorpion
RZ	317 Sapphire	473 Gold Koins	UJ	225 Sapphire	Goro on the Kit
SA	3780 Ruby	Unlocked Character: Jax Briggs	UK	35 Onyx	45 Platinum Koins
SB	291 Jade	Steve Beran	UL	252 Jade	Kai Sketch
SC	226 Sapphire	Shawn Cooper	UM	33 Platinum	50 Gold Koins
SD	326 Onyx	Quality Assurance: San Diego	UN	152 Sapphire	MK4 Print Ad
SE	308 Platinum	Kirehashi Blade	UO	243 Jade	MK Trading Cards
SF	138 Jade	Shang Tsung's Insoles	UP	406 Ruby	MK Trading Cards
SG	94 Ruby	97 Platinum Koins	UQ	185 Ruby	Undefeatable Army
SH	1834 Ruby	Unlocked Costume: Sonya Blade	UR	6500 Sapphire	Unlocked Character: Drahmin
SI	292 Sapphire	Tiamat Sketch	US	72 Platinum	32 Sapphire Koins
SJ	353 Onyx	MK4 Scorpion	UT	157 Onyx	Bridge Arena Concept
SK	176 Sapphire	Jax Preliminary Model	UU	1214 Jade	Empty Koffin
SL	117 Sapphire	Tools and Technology	UV	256 Jade	520 Sapphire Koins
SM	56 Jade	MKDA Print Ad	UW	255 Gold	Adema Live at E ³ Expo
SN	175 Gold	Quan Chi	UX	509 Onyx	Scorpion
SO	2 Sapphire	MKDA Promo Pieces	UY	359 Jade	MK Hits the Big Screen
SP	63 Gold	Empty Koffin	UZ	78 Onyx	107 Ruby Koins
SQ	167 Platinum	Peptic Thunder	VA	299 Platinum	Shao Kahn's Armor
SR	342 Ruby	MK4: Goro vs. Cage	VB	116 Ruby	Blaze Sketch
SS	214 Platinum	Kung Lao Dragon Sword	VC	209 Jade	3 Pt. Staff, Butterfly Knives
ST	153 Jade	Video: Sarna Ruins Test	VD	152 Ruby	Aikido
SU	106 Sapphire	Kenshi's Story Sketch	VE	173 Gold	Baji Quan and Grab
SV	145 Ruby	36 Sapphire Koins	VF	212 Sapphire	Basic Fighting Strikes
SW	1152 Jade	Unlocked Costume: Drahmin	VG	362 Onyx	Basic Fighting Strikes
SX	215 Onyx	MK4 Arcade Marquee	VH	72 Platinum	Broadswords
SY	486 Onyx	Cyrax's Arm	VI	184 Jade	Cudgel
SZ	322 Sapphire	Kung Lao	VJ	58 Ruby	Drunken Master

VK	268 Gold	Dragon and Eagle Claw
VL	180 Sapphire	Escrima and Crane
VM	198 Onyx	Shiai Chiao and Shaolin Fist
VN	86 Silver	Hapkido and Nan Chuan
VO	247 Jade	Hooksword and Sai
VP	356 Ruby	Hung Gar and Jujutsu
VQ	241 Gold	Jojutsu
VR	174 Sapphire	Judo
VS	219 Onyx	Kali Sticks and Nunchaku
VT	405 Platinum	Kama and Katana
VU	180 Jade	Karate
VV	192 Ruby	Long Fist and Muay Thai
VW	162 Gold	Motion Capture Markers
VX	248 Sapphire	Pi Gua and Jeet Kune Do
VY	35 Onyx	Praying Mantis, Lui He Ba Fa
VZ	223 Platinum	Sambo
WA	194 Jade	Straight Sword
WB	242 Ruby	Cage Sketch
WC	156 Gold	Tae Kwon Do
WD	186 Sapphire	Tonfa
WE	186 Onyx	Tong Bei and Yuan Yang
WF	214 Platinum	Wing Chun and Snake
WG	186 Jade	Xing Yi and Tang Soo Do
WH	24 Platinum	18 Ruby Koins
WI	242 Jade	Story Mode Concept Sketch
WJ	165 Gold	248 Sapphire Koins
WK	76 Platinum	Frost Sketches
WL	22 Gold	44 Jade Koins
WM	36 Ruby	Empty Koffin
WN	143 Sapphire	Sub-Zero
WO	270 Ruby	Acid Buddha Detail
WP	247 Ruby	Drahmin Sketches
WQ	151 Sapphire	Jojutsu
WR	125 Ruby	MK3 Home Version
WS	44 Onyx	165 Platinum Koins
WT	1400 Jade	Unlocked Arena: Dragonfly
WU	256 Onyx	Lung Hai Temple Sketches
WV	424 Jade	97 Jade Koins
WW	262 Jade	Dragon Arena Concept
WX	315 Gold	Hsu Hao Implant
WY	264 Sapphire	Bo' Rai Cho Sketches
WZ	145 Onyx	Kano
XA	172 Gold	The Grid
XB	272 Platinum	Cage Sketch
XC	352 Sapphire	Quan Chi's Sanctum Sketch
XD	326 Gold	Acid Buddha Detail
XE	352 Sapphire	Quan Chi's Sanctum Sketch
XF	265 Gold	MK Gold Characters
XG	3116 Jade	Unlocked Character: Raiden
XH	352 Onyx	Cyrax Sketches
XI	457 Platinum	MK3 Behind the Scenes
XJ	197 Platinum	Quan Chi Render
XK	37 Jade	(Hint) DS: Death Ship
XL	843 Onyx	3 Ruby Koins
XM	254 Sapphire	(Hint) SA: Steel Arms
XN	27 Gold	Empty Koffin
XO	1736 Sapphire	Unlocked Costume: Reptile
XP	436 Gold	MK4 Gift Cards
XQ	199 Jade	Raiden Performance Audio
XR	288 Ruby	Konquest Mode Concepts

XS	283 Platinum	Kung Lao Sketch
XT	65 Jade	MK3 Characters
XU	194 Onyx	Mortal Friday
XV	503 Onyx	Organic Arena Concept
XW	96 Ruby	Video: Baraka's Demise
XX	365 Onyx	MK Memorabilia
XY	55 Platinum	Shang Tsung's Palace Story
XZ	255 Onyx	The Marsh Concept
YA	1999 Sapphire	Unlocked Costume: Sub-Zero
YB	358 Jade	Ketchup and Mustard
YC	257 Platinum	Moloch Promo Render
YD	412 Gold	MK Stickers and Tattoos
YE	274 Platinum	Temple Oarsman
YF	16 Platinum	64 Platinum Koins
YG	312 Sapphire	Swamplands Test Render
YH	78 Jade	82 Sapphire Koins
YI	197 Gold	MK2 Arcade Marquee
YJ	1208 Ruby	Unlocked Costume: Kung Lao
YK	225 Platinum	Dragonfly Concept Model
YL	199 Jade	Jax Concept Sketch
YM	1435 Platinum	Unlocked Costume: Kenshi
YN	61 Ruby	26 Gold Koins
YO	294 Sapphire	Sonya Sketch
YP	511 Gold	Mokap
YQ	146 Gold	Tools and Technology
YR	143 Gold	MK3 Home Version
YS	151 Platinum	10 Worst MKDA Subtitles
YT	384 Sapphire	227 Sapphire Koins
YU	374 Platinum	MK4 Comic Book
YV	86 Platinum	Graveyard Concept
YW	376 Gold	Fashion Model Li Mei
YX	83 Gold	242 Ruby Koins
YY	85 Ruby	Empty Koffin
YZ	255 Onyx	Kenshi Test Render
ZA	63 Onyx	Empty Koffin
ZB	106 Gold	Spider Arena Concept
ZC	218 Platinum	Frost Color Sketches
ZD	98 Ruby	Unlocked Arena: Moloch's Lair
ZE	257 Jade	Zebon
ZF	237 Ruby	Lava Shrine Sketch
ZG	201 Onyx	Video: Facial Animation Sketch
ZH	372 Sapphire	The Krypt Concept
ZI	432 Jade	Hell Concept
ZJ	272 Onyx	Water Temple Sketch
ZK	216 Ruby	164 Sapphire Koins
ZL	126 Jade	Drum Arena Sketch
ZM	1410 Ruby	Unlocked Costume: Jax Briggs
ZN	145 Sapphire	Empty Koffin
ZO	466 Jade	(Hint) LO: Log On
ZP	129 Jade	MK1 Print Ad
ZQ	282 Jade	Sub-Zero Promo Render
ZR	244 Sapphire	600 Gold Koins
ZS	381 Sapphire	MK Home Graphics
ZT	215 Sapphire	Animators
ZU	201 Platinum	Kuatan Palace Sketch
ZV	182 Onyx	116 Ruby Koins
ZW	1485 Sapphire	Unlocked Costume: Cyrax
ZX	178 Ruby	(Hint) BD: Black Dragon
ZY	186 Platinum	The Fans Speak
ZZ	254 Gold	355 Ruby Koins

CODE VAULT

CHEATS • TRICKS • SECRETS

Submit your hottest Code Vault tips! Each month, the reader with the winning tip receives a product from Capcom, which features such high-quality games as *Maximo: Ghosts to Glory* for the PlayStation 2! Runners-up receive a *GamePro* T-shirt.

READER TIP OF THE MONTH

Send tips to:
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Code Vault
P.O. Box 22210
Oakland, CA 94623-2210

or e-mail them to:
codevault@gamepro.com

Please include your name, address, and phone number so we can award you your prize.

WIN!



BMX XXX

Stage Select, Unlock Park Editor, and More



At the Main Menu, choose Acclaim Extras, and at the Extras screen, select Cheats. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, a crowd will yell.

Note: A “_” designates a blank space.

All Bikes:	65_SWEET RIDES
All Movies:	CHAMPAGNE_ROOM
Amish Boy:	ELECTRICITYBAD
Amish Boy's Bikes:	AMISHBOY1699
Ghost Control Mode:	GHOSTCONTROL
Green Skin in Rider Editor:	MAKEMEANGRY
Happy Bunny Mode:	FLUFFYBUNNY
Hellkitty's Bikes:	HELLKITTY487
Itchi's Bikes:	ITCHI594
Joyride's Bikes:	JOYRIDE18
Karma's Bikes:	KARMA311
La'tey's Bikes:	LATEY411
Level—The Dam:	THATDAMLEVEL
Level—Las Vegas:	SHOWMETHEMONEY
Level—Launch Pad 69:	SHOWMETHEMONKEY
Level—Rampage Skatepark:	IOWARULES
Level—Sheep Hills:	BAABAA
Level—UGP Roots Jam:	UNDERGROUND
Manuel's Bikes:	MANUEL415
Mika's Bikes:	MIKA362436
Movie—Bonus Movie 2:	KEEPITDIRTY
Movie—The Bronx, NYC 1:	LAPDANCE
Movie—The Bronx, NYC 2:	STRIPTease
Movie—The Dam 1:	BOING
Movie—Final Movie:	DDUULRRLDRSQUARE
Movie—Las Vegas 1:	HIGHBEAMS
Movie—Las Vegas 2:	TASSLE
Movie—Launch Pad 69:	PEACH
Movie—Rampage Skatepark:	BURLESQUE
Movie—Sheep Hills 1:	ONEDOLLAR

Movie—Sheep Hills 2:	69
Movie—Syracuse 1:	FUZZYKITTY
Movie—Syracuse 2:	MICHAELHUNT
Movie—UGP Roots Jam 2:	BOOTYCALL
Night Vision Mode:	3RD_SOG
Nutter's Bikes:	NUTTER290
Rave's Bikes:	RAVE10
Skeeter's Bikes:	SKEETER666
Stage Select:	MASS_HYSTERIA
Super Crash Mode:	HEAVYPETTING
Tripledub's Bikes:	TRIPLEDUB922
Twan's Bikes:	TWAN187
Unlock Everything:	XXX_RATED_CHEAT
Unlock Park Editor:	BULLETPPOINT
Visible Gap Mode:	PARABOLIC

Clark Rieves—West Orange, NJ

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

Unlock All Characters, All Movies, and First Seven Levels



At the Main Menu, select Extras, and at the Extras screen, choose Cheats. At the Cheats screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll hear a yell.

All Characters in Jedi Arena:	PEEPS
All Movies:	FLICKY
First Seven Levels:	CHERRY

RED FACTION II



Rain of Fire, Wacky Deaths, and More



At the main menu, select Extras, and at the Extras screen, choose Cheats. At the Cheats screen, enter any of the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Director's Cut: Press □, ×, ○, △, ○, ×, □, △.

Gibby Explosions: Press △, ○, ×, □, △, ○, ×, □.

Infinite Ammo: Press □, △, ×, ○, □, ○, ×, △.

Infinite Grenades: Press ○, ×, ○, □, ×, ○, ×, ○.

Rain of Fire: Press □, □, □, □, □, □, □, □.

Rapid Rails: Press ○, □, ○, □, ×, ×, △, △.

Super Health: Press ×, ×, □, △, □, △, ○.

Unlock Everything: Press □, ○, △, ○, □, ×, △, ×.

Wacky Deaths: Press △, △, △, △, △, △, △, △.

Walking Dead: Press ×, ×, ×, ×, ×, ×, ×, ×.

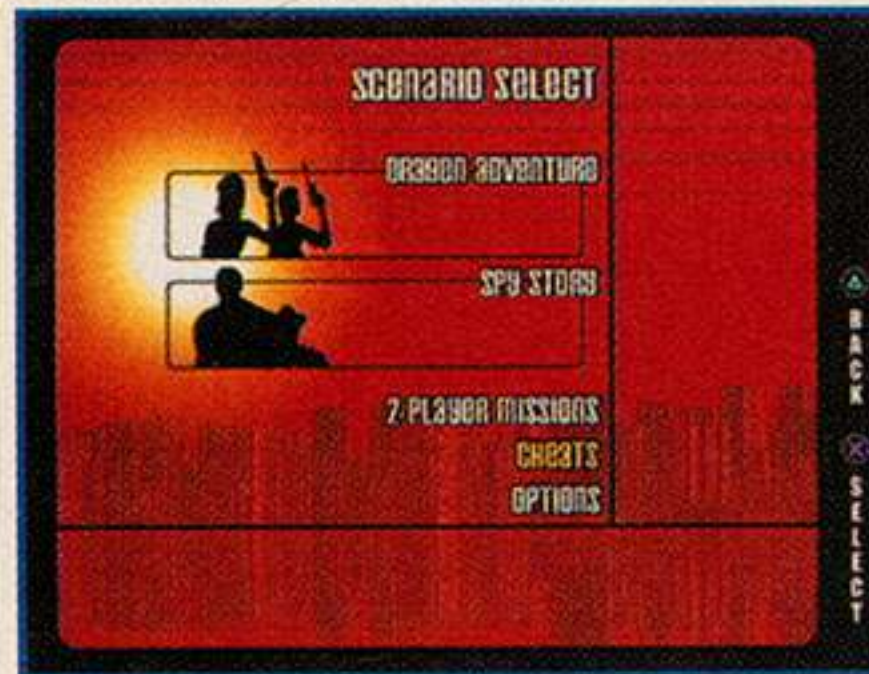
RED★FACTION II



WRECKLESS: THE YAKUZA MISSIONS



Unlock Everything



At the Scenario Select screen, choose Cheats. At the Game Cheats screen, highlight "Unlimited Time" and then **simultaneously press and hold L2, R1, Right, and ○**. If done correctly, the cheat menu will change color and all cheats and missions will be available.

CONTRA: SHATTERED SOLDIER



30 Lives in Story Mode



Insert a controller in the second controller port, and at the main menu, **press Up, Up, Down, Down, L1, R1, L2, R2, L3, R3**. If you entered the code correctly, you'll hear a sound and both players will have 30 lives in Story mode.

Contaminate



感染拡大
hack
INFECTION
vol.1



PlayStation 2



Mature Sexual Themes
Mild Language
Violence

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JAMES BOND 007: NIGHTFIRE



Level Select, Uplink Mode, and More



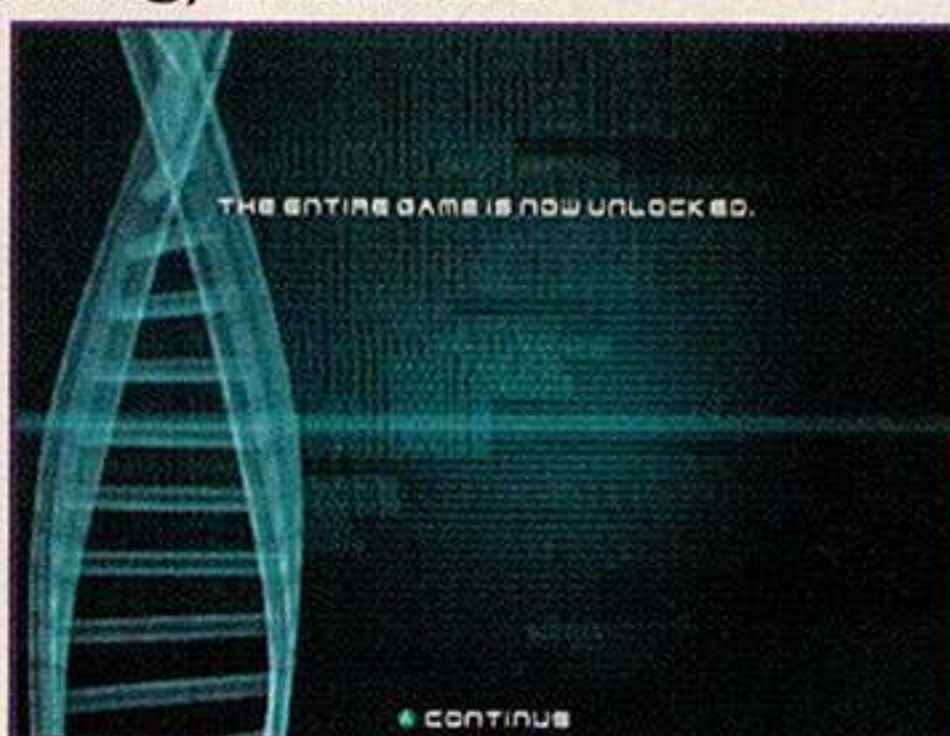
At the main menu, select Codenames. At the Enter Codename screen, create a new codename or select a preexisting one, and at the next screen, select Secret Unlocks. Enter the following codes to unlock the following cheats. If you entered the code correctly, an onscreen message will appear confirming that a cheat has been unlocked.

GoldenEye Strike:	ORBIT
Level Select:	PASSPORT
Multiplayer—Assassination:	SCOPE
Multiplayer—Destruction:	TNT
Multiplayer—Explosive Environment:	BOOM
Multiplayer—Team King of the Hill:	TEAMWORK
Multiplayer—Unlock Baron Samedi:	VOODOO
Multiplayer—Unlock Bond Tux:	BLACKTIE
Multiplayer—Unlock Christmas Jones:	NUCLEAR
Multiplayer—Unlock Goldfinger:	MIDAS
Multiplayer—Unlock Jaws:	DENTAL
Multiplayer—Unlock Max Zorin:	BLIMP
Multiplayer—Unlock Oddjob:	BOWLER
Multiplayer—Unlock Pussy Galore:	CIRCUS
Multiplayer—Unlock Scaramanga:	ASSASSIN
Multiplayer—Unlock Xenia:	JANUS
Protection Mode:	GUARDIAN
Uplink Mode:	TRANSMIT

X-MEN: NEXT DIMENSION



Unlimited Supers, Unlock Everything, and More



At the main menu, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

A.I. Toggle: Press Up, Up, Down, Down, A, A, B, B, X, X, Y, Y.

One-Hit Kills: Press Up, Up, Down, Down, X, Y, Y, X.

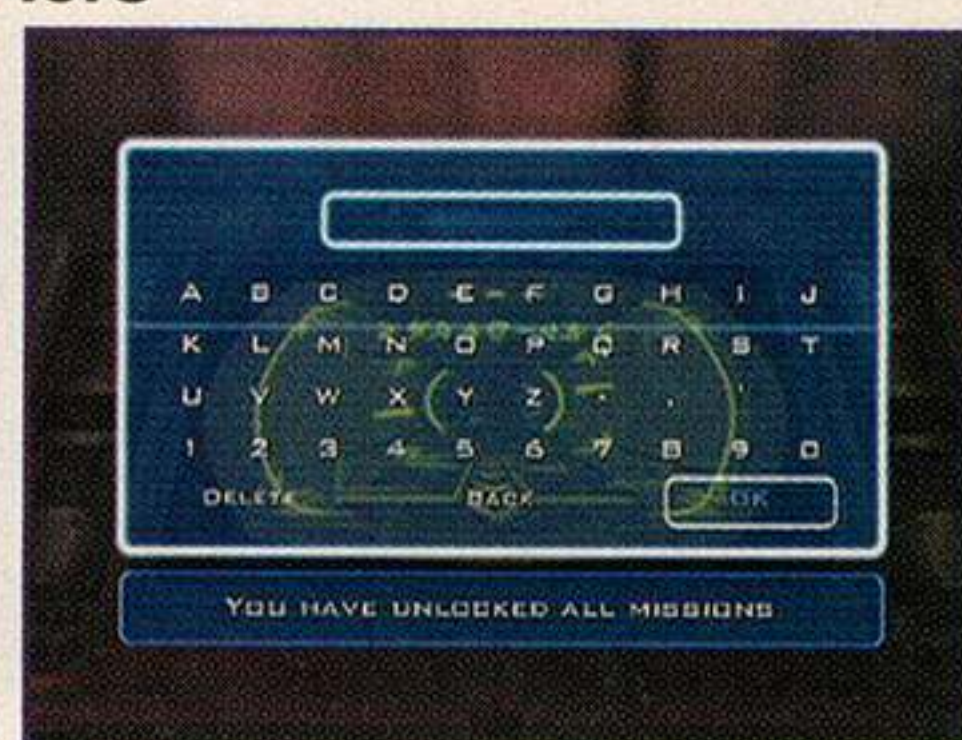
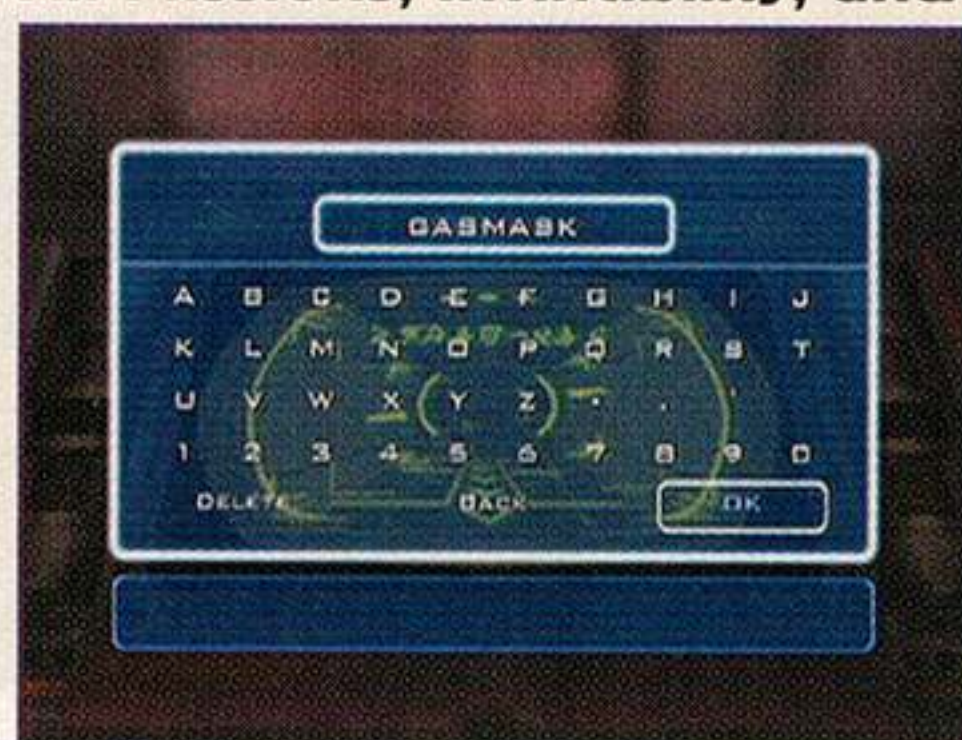
Unlimited Supers: Press Up, Up, Down, Down, A, X, A, X.

Unlock Everything: Press Up, Up, Down, Down, Left, Right, Left, Right, A, B, Start, Start.

STAR WARS: THE CLONE WARS



All Missions, Invincibility, and More



At the main menu, select Options. At the options screen, choose Bonuses, and at the Bonuses screen, pick Codes. Enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Note: A “_” designates a blank space.

All Missions:	GASMASK
All Multiplayer Maps:	FRAGFIESTA
Invincibility:	1WITHFORCE
Play as Battle Droid in Academy:	ROGERROGER
Play as Wookiee in Academy:	FUZZBALL
Unlimited Ammo:	CHOSEN1
Unlock All Cut-scenes:	CINEMA
Unlock Team Photos:	SAYCHEESE
Unlock Three Bonus Objectives:	YUB_YUB

SONIC MEGA COLLECTION



Level Select Codes and Unlock Blue Sphere and Flicky Bonus Games



Level Select in Sonic the Hedgehog: At the title screen, press Up, Down, Left, Right. If done correctly, you'll hear a chime. Then, press and hold B and then press Start. If you entered the code correctly, a stage select screen will appear.

Level Select in Sonic the Hedgehog 2: At the title screen, press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, press and hold B, and then press Start. If you entered the code correctly, a stage select screen will appear.

Level Select in Sonic Spinball: At the main menu, select Options, and at the Options screen, press B, Down, A, Down, X, Down, B, A, Up, B, X, Up, A, X, Up. If you entered the code correctly, you'll hear a sound. Return to the main menu and then enter the following codes to unlock the corresponding level.

Level 2: Press and hold B and then press Start.

Level 3: Press and hold A and then press Start.

Level 4: Press and hold X and then press Start.

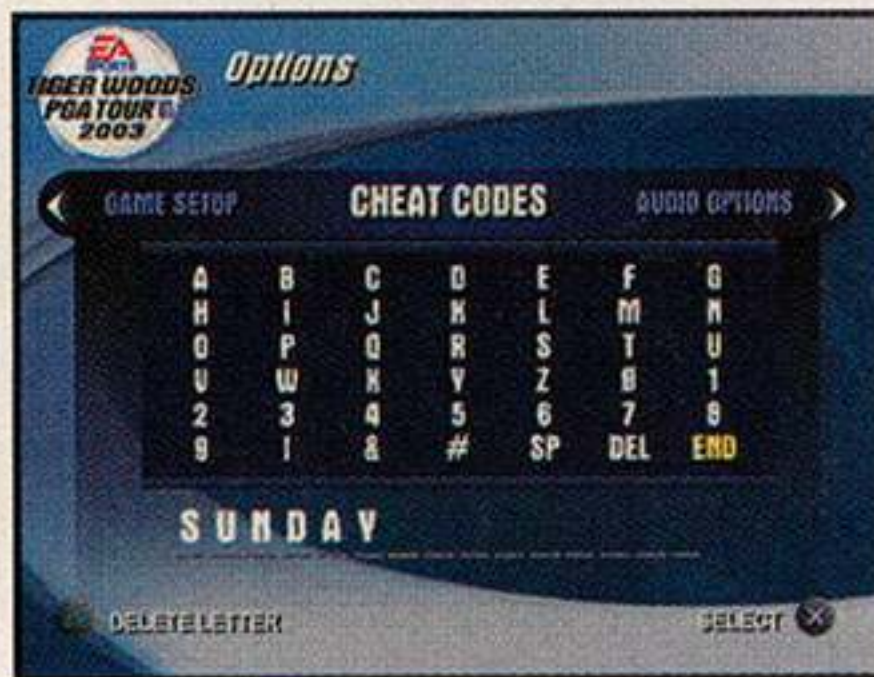
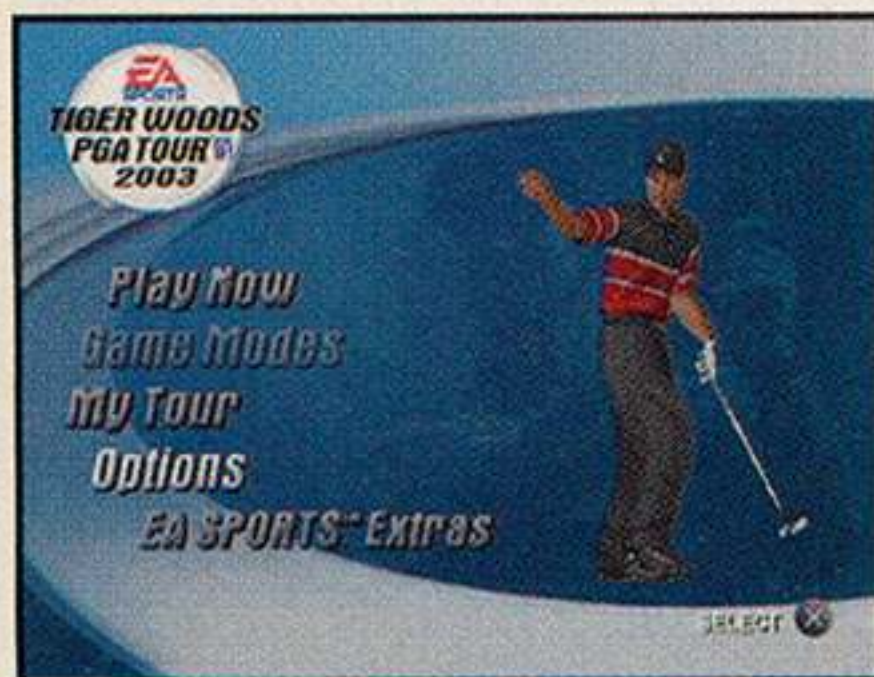
Unlock Blue Sphere and Flicky Bonus Games: Insert a memory card with a save file for Sonic Adventure 2 Battle, and Blue Sphere and Flicky will be available at the Games menu.

TIGER WOODS PGA TOUR 2003



Extra Cash and Unlock Courses and Golfers

Extra Cash: Copy game data from any Electronics Arts game onto your memory card or hard drive and then insert the game disc. If done correctly, a message will appear before the main menu loads.



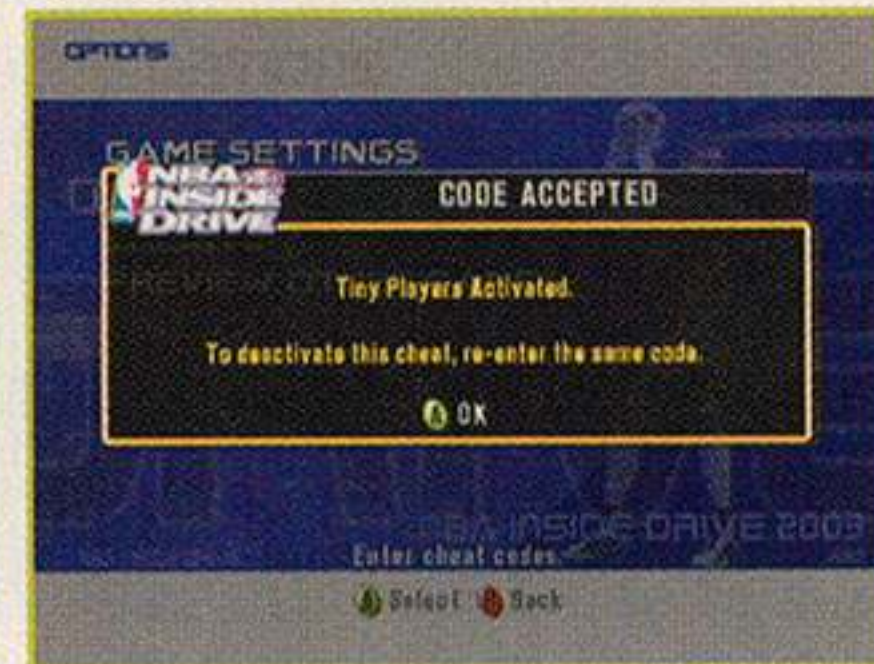
Unlock Courses and Golfers: At the main menu, select Options, and at the Options screen, choose Cheat Codes. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, someone will say, "Oh Yeah!"

All Courses:	14COURSES
All Golfers:	ALLTW3
Brad Faxon:	XON
Cedric "Ace" Andrews:	IAM#1
Charles Howell III:	BANDPANTS
Dominic "The Don" Donatello:	GODFATHER
Jim Furyk:	THESWING
Josey "Superstar" Scott:	SUPERSTAR
Justin Leonard:	JUSTINTIME
Kellie Newman:	COWGIRL
Mark Calcavecchia:	CALCULATE
Mark O'Meara:	TB
Melvin "Yosh" Tanigawa:	YOYOYO
Notah Begay III:	NOTABLY
Solita Lopez:	SOLITARY1
Steve Stricker:	SS
Stewart Cink:	SINK
Stuart Appleby:	ORANGES
Super Tiger Woods:	SUNDAY
Takeharu "Tsunami" Moto:	2TON
Ty Tyron:	TYNO
Val "Sunshine" Summers:	VALENTINE
Vijay Singh:	VJSINGH

NBA INSIDE DRIVE 2003



Easy Alley-Oops, Tiny Players, and More



At the Main Menu, select Options, and at the Options screen, choose Codes. Enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

ABA Ball:	STYLIN70S
Easy Alley-Oops:	DUNKONYOU
Easy Three-Pointers:	THREE4ALL
Tiny Players:	ITSYBITSY
Unlimited Create Player Points:	MOMONEY
Unlimited Turbo:	SPEEDY
Volleyball:	SPIKEIT
Xbox Ball:	XBALL

Eliminate



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The game contains
material that may be
offensive to some players.



PlayStation 2



Mature Sexual Themes
Mild Language
Violence

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MEDAL OF HONOR FRONTLINE



Invincibility and Password Cheats

Invincibility: Pause the game and then press **X, L, B, R, Back, Y, X**. If you entered the code correctly, the game will automatically resume, and you'll be invincible.



Password Cheats: At the main menu, select Options, and at the options screen, choose Password. Enter any of the following passwords to unlock the corresponding cheat. If you entered the code correctly, the green lights on the typewriter will blink. At the options menu, select Bonus to view the cheats you have unlocked.

Achilles Mode:	TODADOME
All Cheats:	ENCHILADA
Animation Movie:	FLIPBOOK
Bullet Shield:	NOHITSFORU
Invisible Enemies:	GHOSTSHOTS
Making of Mission 1:	XTRASCENEO
Making of Mission 2:	XTRASCENET
Making of Mission 3:	XTRASCENER
Making of Mission 4:	XTRASCENEF
Making of Mission 5:	XTRASCENEI
Making of Mission 6:	XTRASCENES
Men with Hats:	MERCER
MOHton Torpedo:	TONSOFUN
Next Level:	SALMON
Paintball Movie:	COTOBREATH
Perfectionist Mode:	ONEPMPCHMP
Rubber Grenades:	ELASTIC
Silver Bullet Mode:	KILLERSHOT
Sniper Mode:	LONGVIEW
Unlock Mission 2, Level 1:	BASS
Unlock Mission 3, Level 1:	STURGEON
Unlock Mission 4, Level 1:	PIKE
Unlock Mission 5, Level 1:	TROUT
Unlock Mission 6, Level 1:	CATFISH



Password Cheats: At the main menu, select Options, and at the options screen, choose Password. Enter any of the following passwords to unlock the corresponding cheat. If you entered the code correctly, the green lights on the typewriter will blink. At the options menu, select Bonus to view the cheats you have unlocked.

Achilles Mode:	HEADSUP
All Cheats:	BALLOWAX
Bullet Shield:	REFLECTOR
Men with Hats:	MADHATTER
MOHton Torpedo:	BIGBOOMER
Next Level:	SEAGULL
Perfectionist Mode:	FLAWLESS
Rubber Grenades:	BOUNCE
Silver Bullet Mode:	SILVERSHOT
Sniper Mode:	SUPERSHOT
Unlock Mission 2, Level 1:	EAGLE
Unlock Mission 3, Level 1:	HAWK
Unlock Mission 4, Level 1:	PARROT
Unlock Mission 5, Level 1:	DOVE
Unlock Mission 6, Level 1:	TOUCAN

MEDAL OF HONOR FRONTLINE



Invincibility and Password Cheats



Invincibility: Pause the game and then press **B, L, B, R, Y, L, X, Down**. If you entered the code correctly, the game will automatically resume, and you'll be invincible.

ATV OFFROAD FURY 2



All Games, All Tracks, and More



At the Main Menu, select Profile Editor. At the Profile Editor screen, choose Unlock Items, and at the Unlock Items screen, pick Cheats. At the Enter Cheats screen, input the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

1,000 Profile Points:	GIMMEPTS
All ATVs:	SHOWROOM
All Championship Events:	GOLDCUPS
All Equipment:	THREADS
All Games:	GAMEON
All Tracks:	TRLBLAZR
Disable Wrecks:	FLYPAPER
Enable Aggressive A.I.:	EATDIRT
Unlock Everything:	IGIVEUP
Unlock San Jacinto Isles:	GABRIEL

ROBOTECH: BATTLECRY



Invincibility, One-Shot Kills, and More



At the main menu, **simultaneously press and hold LI and RI**, and then press **Left, Up, Down, X, Right, Δ, Start**. If you entered the code correctly, a cheat menu will appear. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

All Missions:	WEWILLWIN
All Multiplayer Missions:	MULTIMAYHEM
All Veritechs and Awards:	WHERESEXMAX
All Veritech Designs:	MISSMACROSS
Clear All Cheats:	CLEAR
Faster Gunpod Ammo Refresh:	SPACEFOLD
Faster Missile Refresh:	MARSBASE
Faster Weapon Refresh:	MIRIYA
Invincibility:	SUPERMECH
One-Shot Kills:	BACKSTABBER
One-Shot Sniper Kills:	SNIPER
Upside-Down Mode:	FLIPSIDE

ROBOTECH: BATTLECRY



All Missions, All Veritechs and Awards, and More



At the main menu, **simultaneously press and hold L and R**, and then press **Left, Up, Down, A, Right, B, Start**. If you entered the code correctly, a cheat menu will appear. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

All Missions:	WEWILLWIN
All Multiplayer Missions:	MULTIMAYHEM
All Veritechs and Awards:	WHERESEXMAX
All Veritech Designs:	MISSMACROSS
Clear All Cheats:	CLEAR
Faster Gunpod Ammo Refresh:	SPACEFOLD
Faster Missile Refresh:	MARSBASE
Faster Weapon Refresh:	MIRIYA
Invincibility:	SUPERMECH
One-Shot Kills:	BACKSTABBER
One-Shot Sniper Kills:	SNIPER
Upside-Down Mode:	FLIPSIDE

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QUANTUM REDSHIFT

Infinite Shield and Turbo



Create a new player profile, and enter CHEAT at the Enter Name screen. At the Main Menu, select Options, and at the Options screen, choose Cheats. Select Enter Cheat Code at the Cheat Menu and then enter the following codes to unlock these cheats. If you entered the code correctly, the cheats will be available at the Cheat Menu.

Note: Passwords are case-sensitive.

Infinite Shield: ThinkBat
 Infinite Turbo: FishFace

CONTRA ADVANCE: THE ALIEN WARS EX

Unlock Levels with 99 Lives



Start a game and select Continue Game. At the Password screen, enter the following passwords to unlock the corresponding levels with 99 lives. If you entered the code correctly, you'll automatically begin that level.

Level 2: Y4HC1B L5P212 34ZWF1
 Level 3: WXJD1Z JHSJ1Q KKNCY1
 Level 4: ZWJF1J MGSL1B GP3LQB
 Level 5: G3421N TDN51N C3BV2C
 Level 6: W3MJ1S J4VP1N YY24BD

X-MEN: NEXT DIMENSION

Unlock Everything



At the main menu, press and hold L and then press Right, Right, Left, Left, Down, Up, B. If you entered the code correctly, the cheats you have unlocked will appear onscreen.



SPYRO 2: SEASON OF FLAME

Blue Spyro and Infinite Lives



At the title screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

Blue Spyro: Press Up, Up, Up, Up, Down, Left, Right, Down, B.

Infinite Lives: Press Left, Right, Left, Right, Right, Right, Up, Down, B.



GAMEPRO ACTION DVD 2003

Easter Eggs



GamePro in 60 Seconds: At the main menu, wait 100 seconds and listen for the sound of a door being unlocked—when you do, all buttons go red for a moment and a single yellow GamePro cover appears in the Subscribe Now area. Select Subscribe Now when it appears. If done correctly, you'll be treated to a whirlwind video tour of the GamePro editorial offices.

GamePro Puppet Theater—Bloopers and Outtakes: At the main menu, select About this DVD, highlight the WaveGroup icon on the left, and then press Left. If done correctly, the cursor will disappear. Press Enter to watch outtakes and mistakes from the puppet skits.

GamePro Puppet Theater—Coffee Talk: At the main menu, select Enter GamePro's Ultimate Holiday Sweepstakes, highlight "Subscribe Now," and then press Left. If done correctly, the cursor will disappear. Press Enter to watch a movie starring the puppet versions of Major Mike and Miss Spell.

GamePro Puppet Theater—Dan Elektro vs. Robotech: At the main menu, select ProReviews, put the cursor on Tony Hawk's Pro Skater 4, and then press Right. If done correctly, the cursor will disappear. Press Enter and you'll see the puppet version of Dan Elektro editing a manuscript.

GamePro Puppet Theater—Four-Eyed Street Fighter: At the main menu, select Hot Trailers. Go to the last page, highlight "Main," and then press Right. If done correctly, the cursor will disappear. Press Enter to watch the Four-Eyed Dragon puppet talk trash about Street Fighter.

Hidden Burnout 2 Preview: At the main menu, select ProReviews. Go to the second page, highlight "Subscribe Now," and then press Right. If done correctly, the cursor will disappear. Press Enter to watch a preview for Burnout 2: Point of Impact for the PlayStation 2. This movie was created as a test segment early in the Action DVD's development.

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(A Familiar-Looking Man)
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