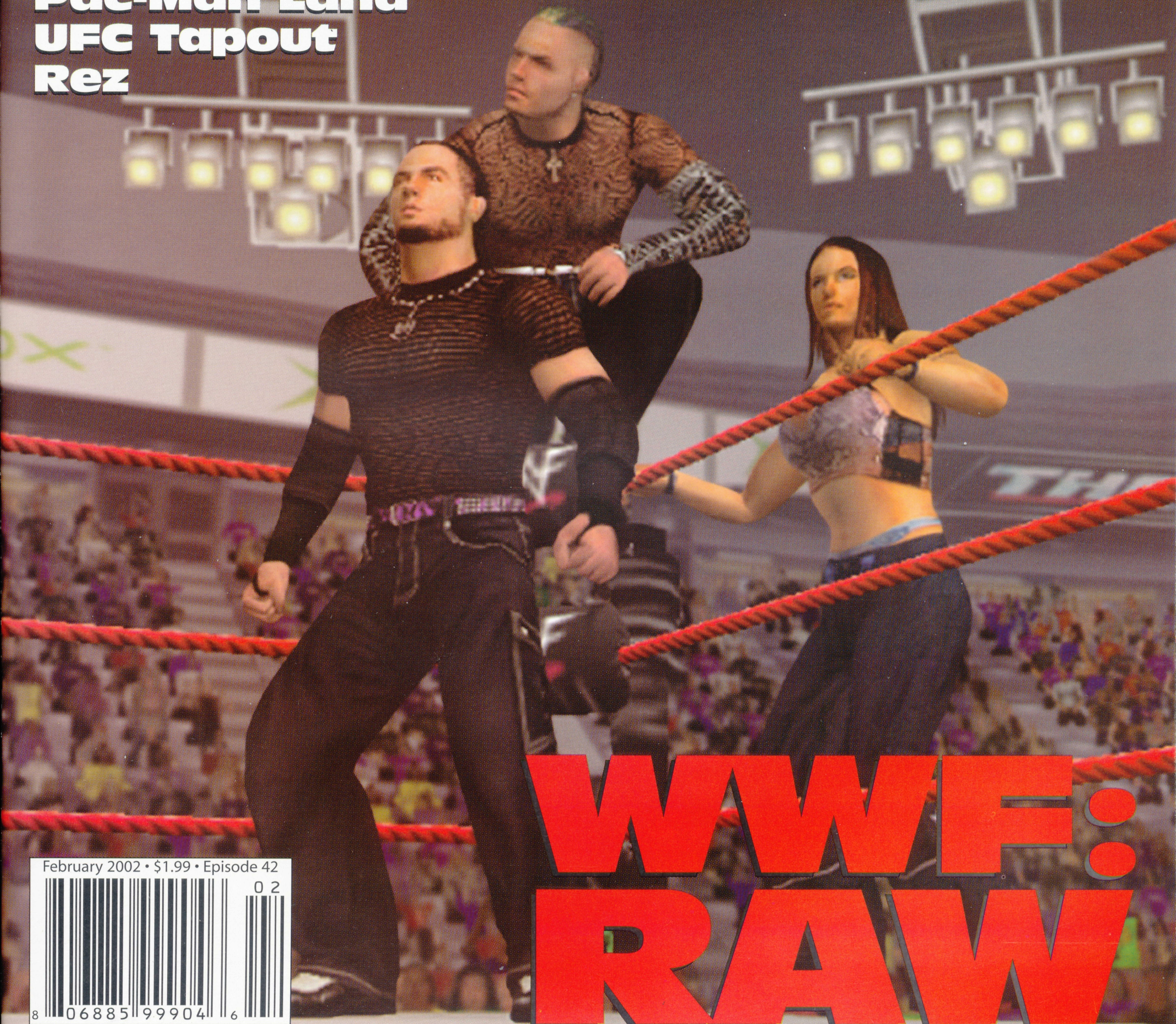


GAMING LIFESTYLE: PLAYSTATION • XBOX • NINTENDO

# SILICON

MAG

**Reviewed:**  
**Tiger Woods 2002**  
**Pac-Man Land**  
**UFC Tapout**  
**Rez**



# WWE: RAW

February 2002 • \$1.99 • Episode 42

02



8 06885 99904 6



# SILICON MAG

**Reviewed:**  
**Tiger Woods 2002**  
**Pac-Man Land**  
**UFC Tapout**  
**Rez**

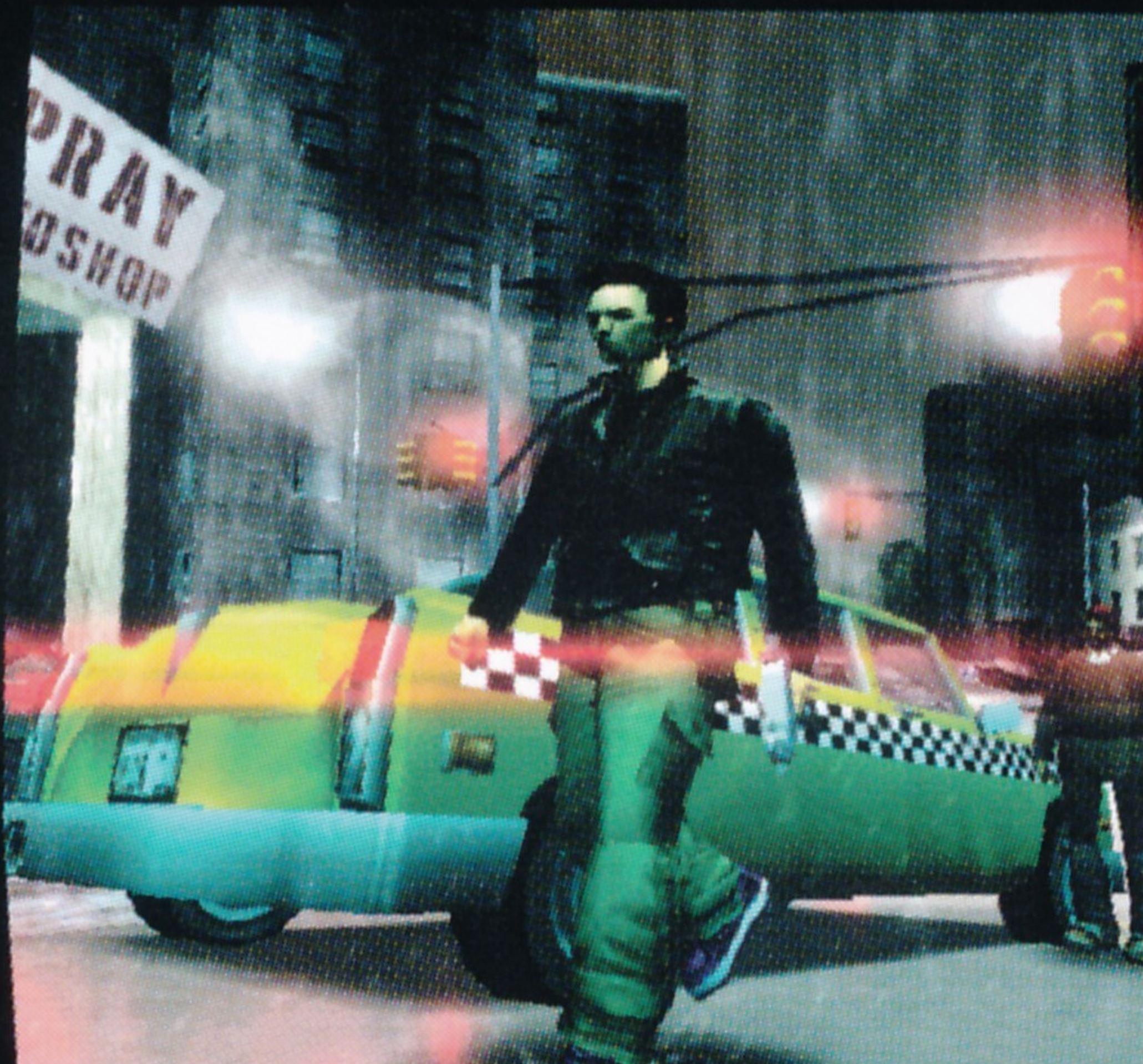
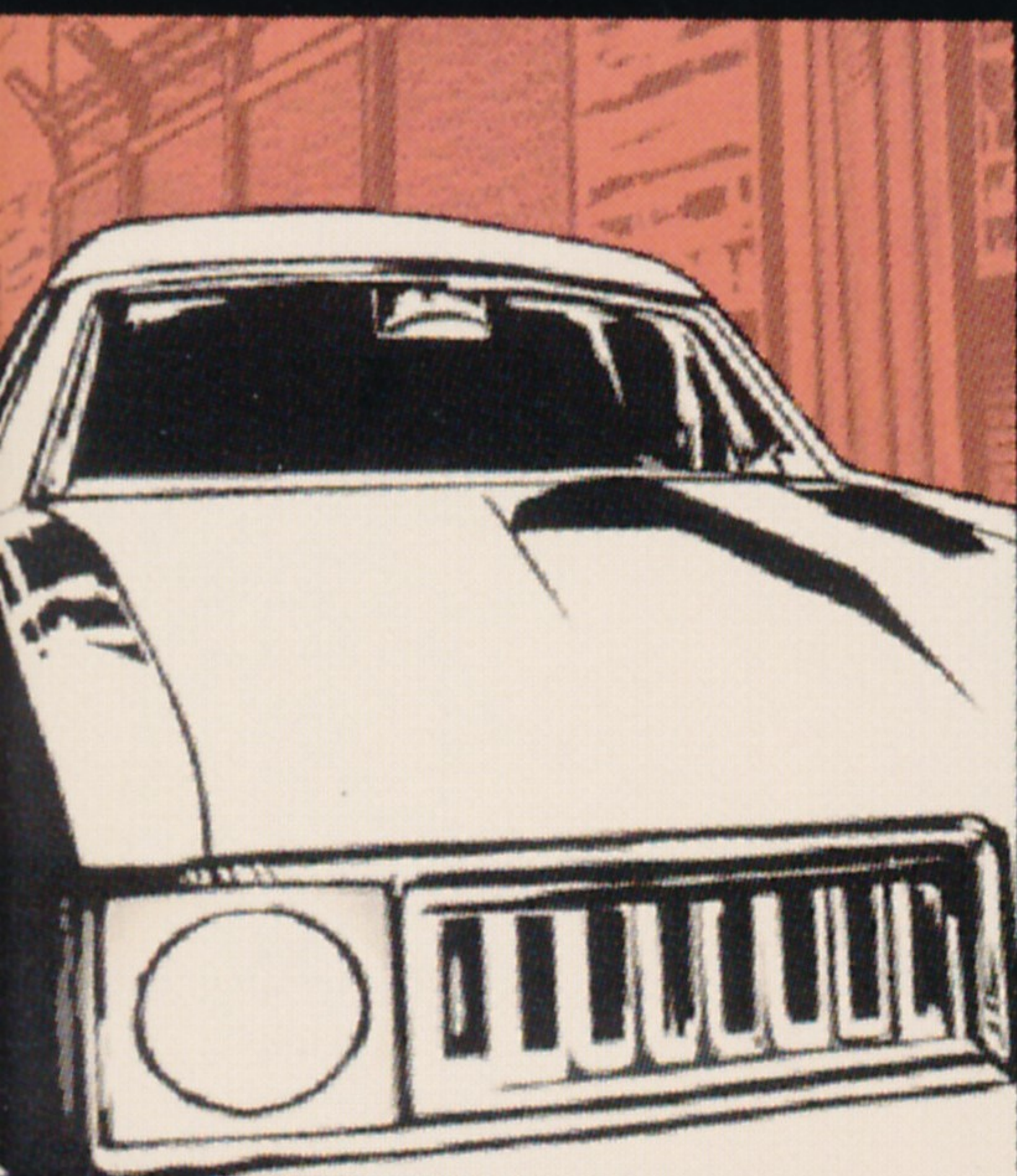
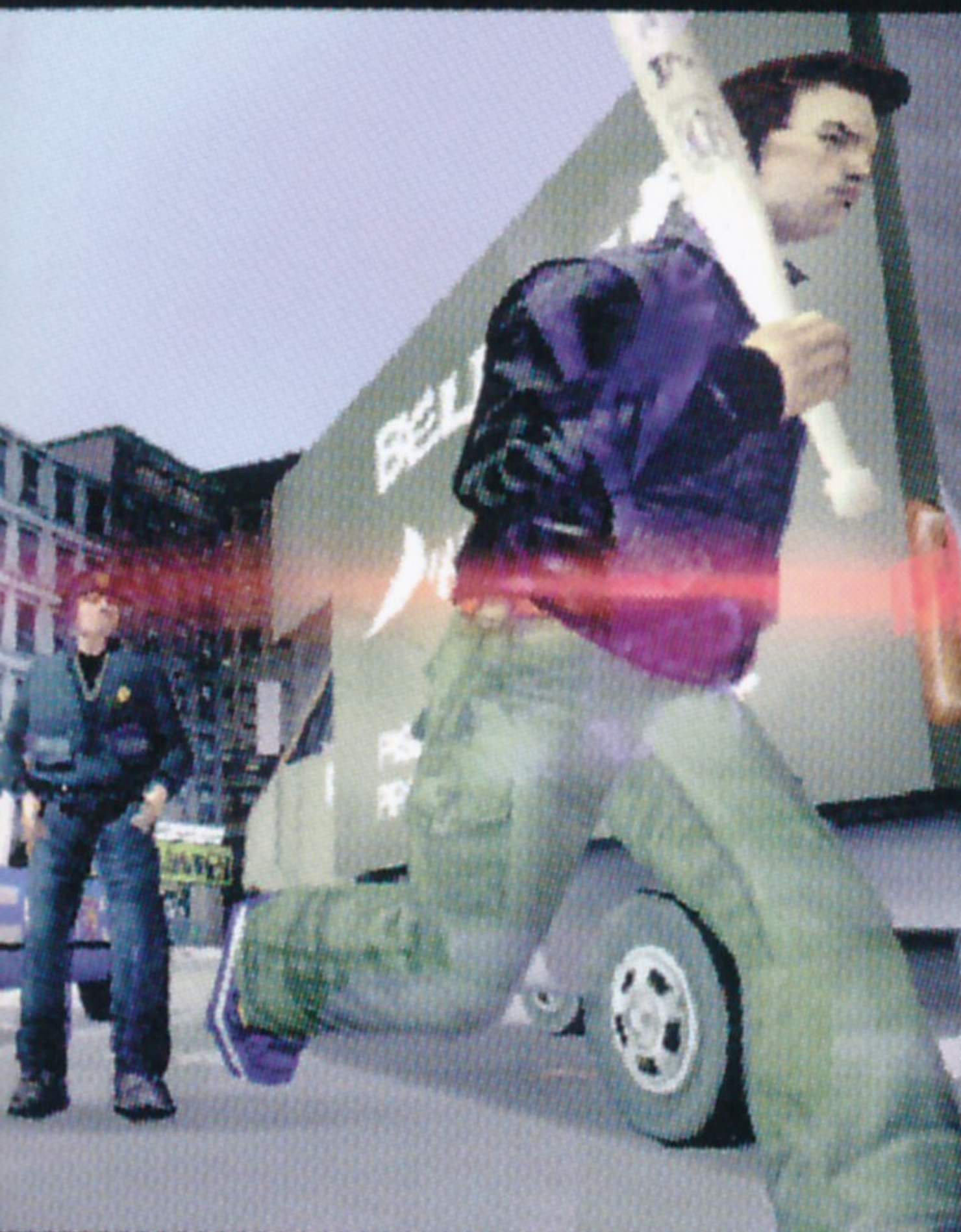


# SKY GUNNER





# Grand Theft Auto III



"A MAFIOSO MASTERPIECE" - MAXIM

"GRAND THEFT AUTO 3 EXPANDS THE VERY IDEA OF WHAT A GAME HAS TRADITIONALLY BEEN"  
- IGN.COM

## OUT NOW!

[WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO3](http://WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO3)

### PlayStation 2



Blood  
Violence  
Strong Language

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. DMA design and the DMA Design logo are trademarks of Take-Two Interactive Software Inc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. © 2001. All rights reserved.

Note: Rockstar will be following IDSA guidelines for M rated games in the marketing of this game.

This game contains violent language and behavior and may not be appropriate for persons under the age of 17. It is a comic interpretation of gangster activity and the story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.





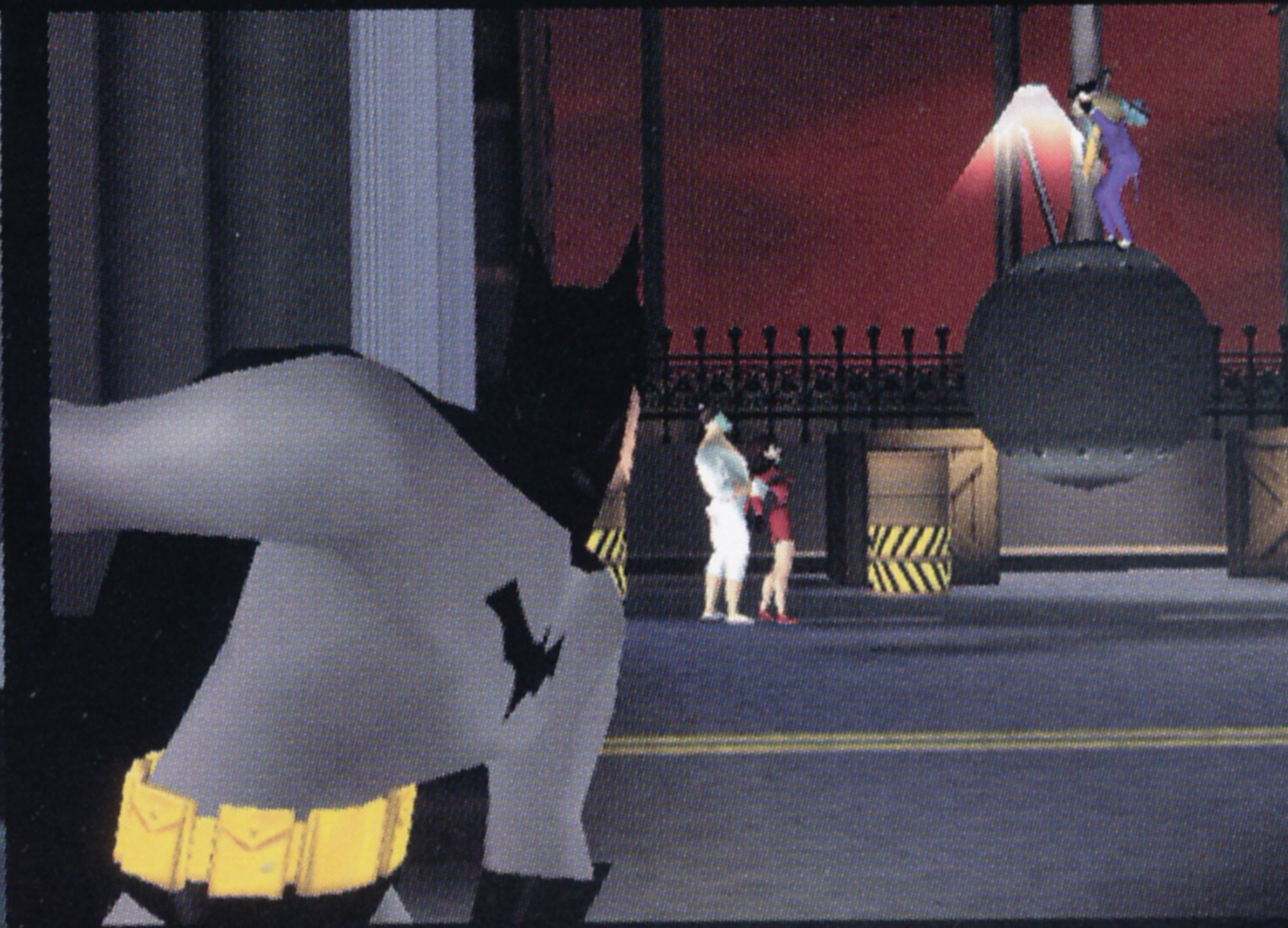
TEEN  
T  
CONTENT RATED BY  
ESRB

Violence

game play on the Playstation 2 computer entertainment system



Next Gen Action with over 500 animated Batman moves



Next Gen Gear including 10 devices like remote charges



Next Gen Combat with intense martial arts combos





A Darker Justice Must Be Served

# BATMAN VENGEANCE™



PlayStation 2

GAME BOY ADVANCE



www.ubisoft.com



DC Bullet Logo, BATMAN and all related characters and elements are trademarks of and © DC Comics. WBIE LOGO, TM & © Warner Bros. (501)

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. TM, © Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.





Well here we are in the big '02 and Silicon Mag is still going and strongly. We've received a lot of mail over the past few months asking about our increase in page count and if it's a permanent thing. The answer in one word is: "Yep."

Now looking at this very issue, you might be wondering why it's smaller than anything we've done in about three years. There's good reason- you can take that to the bank. EleMental Publishing, the parent company of Silicon Mag recently



moved its offices. While upgrading to bigger digs in a really great part of St. Louis may sound like it's no big deal, the opposite is true. It's a big time consumer for everyone in the company from the President to the editorial staff.

Taking almost three weeks to make the move and get everything settled meant something had to give. In this case, the size of this issue. Rest assured that future books will be the same size as November or December's issues. There is some

• **Change is in the cards for Silicon Mag- we're glad you're here for the ride**

good news right now though. Subscribers will get one issue added onto their subscription, FREE of charge. Think of it as our way of saying thanks for being understanding. Plus you get to read this wonderful issue, in the mean time, and while slimmer than usual, it's packed with some great writing and plenty of polygonal T & A. (Gosh, we all feel like a hug is in order...what no volunteers? It was the T & A thing wasn't it?)

Beancrock.

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

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

Contact:  
editorial@siliconmagazine.com

Who Dun It:  
Ryan Smith, Publisher  
ryan@siliconmagazine.com

Wade Monnig, Editor In Chief  
wade@siliconmagazine.com

Brian Wakefield, Senior Editor  
brian@siliconmagazine.com

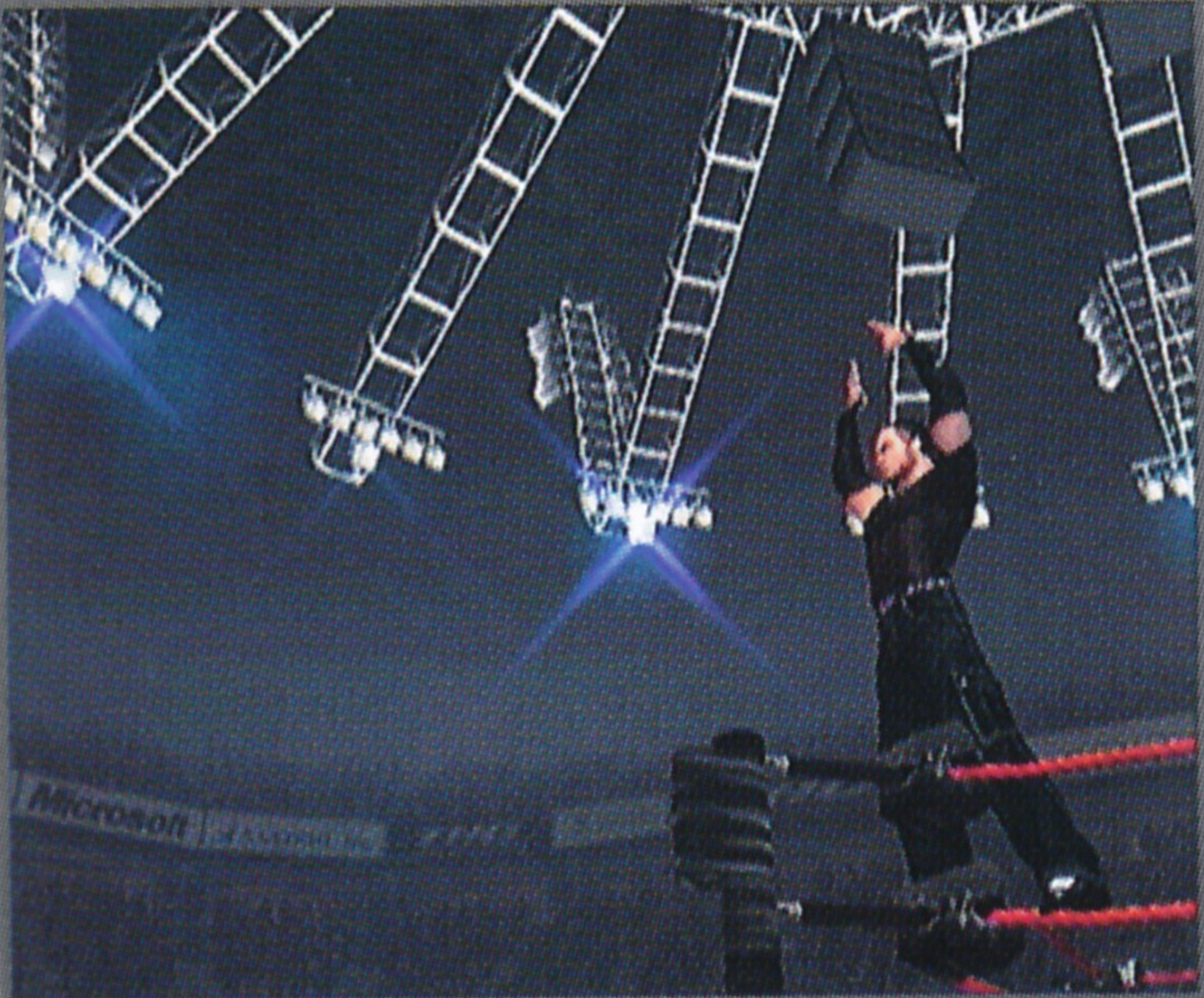
Otherwise Conceived, Written and Performed by:  
Amra Masic  
John Price  
John Cannon

Silicon Mag (ISSN: 1524-2471) is produced monthly on Pentium toasting Apple Macintosh Computers. EleMental Publishing Inc., Silicon Mag, its logo and contents are ®, ™ and/or ©. All other trademarks are the property of their respective owners. Written submissions used in print may be edited.

EleMental Publishing uses the following products to produce S•M: Quark Xpress 4.11, Adobe Photoshop 4.01, Adobe Illustrator 8.01, Microsoft Office 98 Gold Edition, Apple Works 6.22, Eudora Pro 4.32, Netfinder 2.2, Internet Explorer 5.0, Mac OS 9.2.1/8.5.1, Power Macintosh Dual G4/533, Power Macintosh 8600/300, iMac (Indigo), Power Macintosh 8500/120, Sony GDM520R, IBM P92, Viewsonic A70, Iomega USB Zip Drives, Xerox Phaser 750N, Xerox Docuprint N17, Epson Expression 636 flatbed scanner, LA Cie 1394 Hard Disk Drives. Do we use any Windows PCs? Yep. Do we like them? HELL NO.

## Makeup

### 010 • WWF: RAW



### 022 • Maximo



### 025 • UFC Tapout



### Sectors

#### Accessing • 007

Silicon Mag's spin on the latest news. All killer and no filler as is said.

#### Boxes • 007

We pick cool game boxes, and then rate them. Parappa for PS2 goes under the microscope this month, and the results quite are surprising.

#### Cover 1 • 006

We expect WWF: Raw to be one of the first great Xbox titles despite a few shortcomings.

#### Cover 2 • 010

Sky Gunner may be a PS2 shooter hit. It's quirky, different, and really fun.

#### Buzz • 016

Read this only if you want to know what's going on in the world of gaming. These are rumors of the very highest caliber.

#### Prospects • 018

Multiformat previews for PS2, PSX, Dreamcast, Game Boy Advance, Xbox and GameCube.

#### Retrospect • 022

Multiformat reviews for PS2, PSX, Dreamcast, Game Boy Advance, Xbox and GameCube.

#### OBOY! • 26

Our choices for best of 2001. We know our games; at least we think we do...

### By Game

Fatal Frame

Forever Kingdom

Gravity Games

Bike: Street. Vert.

Dirt.

GTC Africa

Hot Shots Golf 3

King's Field: The Ancient City

Knockout Kings 2002

Maximo

NFL 2K2

Onimusha 2

Pac Man World 2

Rez

Sky Gunner

Sled Storm

Smash Pro Tennis Tournament

Tiger Woods PGA Tour 2002

Triple Play 2002

UFC:

Tapout

WWF RAW

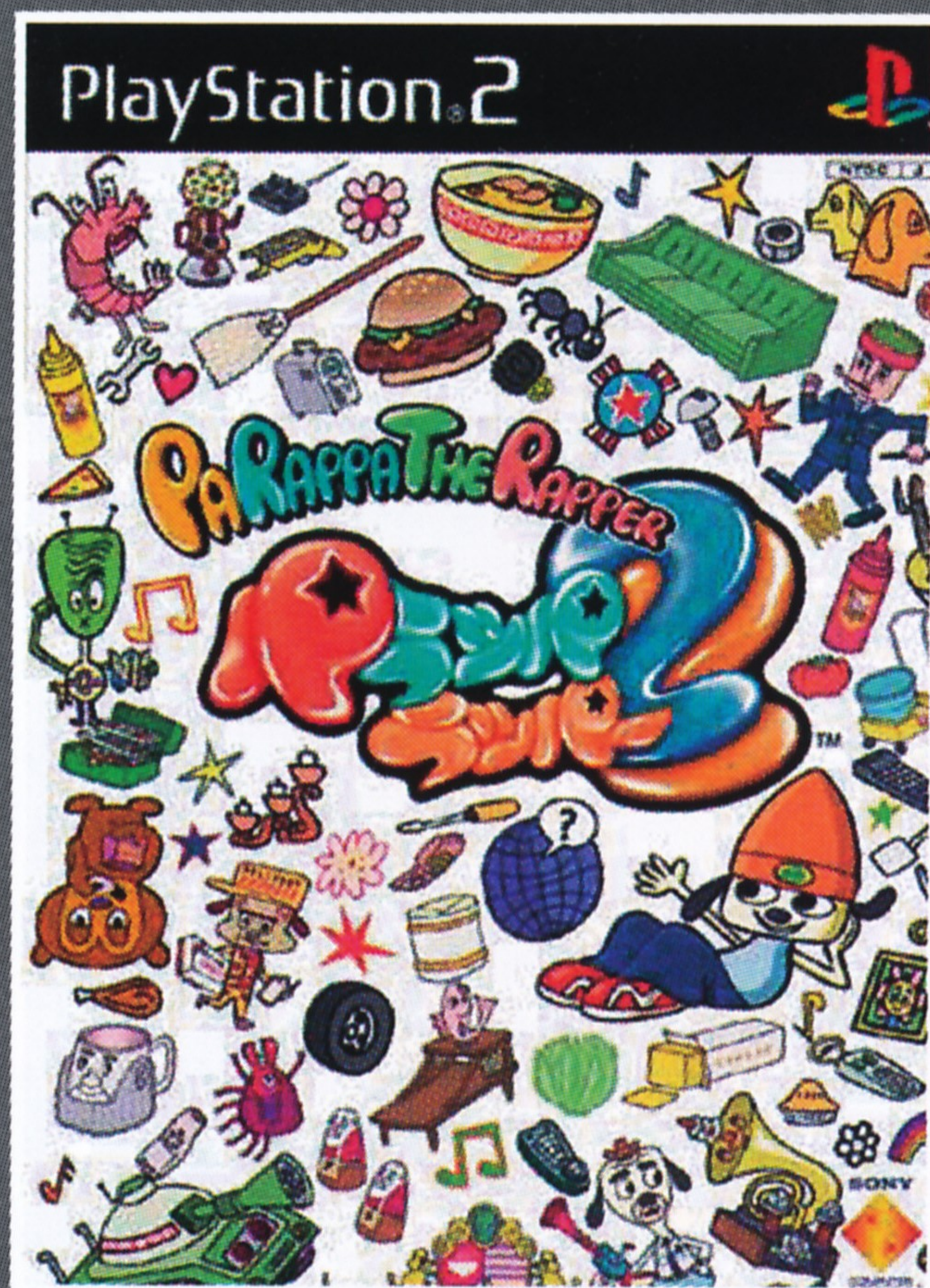
### • SM's Rating System

Games are rated from 1 to 99 using units of 1.50 is the average score. All the numbers used in S•M ratings come from The Beautiful Mind of Russell Crowe.





## Boxes



Japan



United States

Normally, the screens that we provide for boxes each month do a good job at doing the packaging justice. This month, however, that is not the case. A simple glance at the U.S. and Japanese boxes can let you know why we prefer the U.S. box (we think the Japanese box is just a tad too "busy") but what you can't see from this picture is the incredible foil stamping that is used on Parappa the Rapper 2 in the States. The rainbow reflective surface gives the box a real "pop" and is similar to what was used by Working Designs on their PS2 launch titles.

## Accessing: the news spin

**Forget about Basic, let's do Linux!** Sony Computer Entertainment America Inc. announced that it is set to release Linux (for Playstation 2) Release 1.0, targeted toward the Linux development community in North America. Designed as a hobbyist development environment, users will be able to not only run the wide variety of computer applications written for the Linux operating system, but also create original programs and applications designed to run on "Linux (for Playstation 2)." The company expects the kit to sell for about \$199 USD when it is made available in May 2002 exclusively through its website, <http://www.us.playstation.com>. Linux will for the first time allow developers in North America complete access to the Playstation 2 runtime environment and system manuals.

The "Linux (for Playstation 2)" Release 1.0 kit includes:

- 1.) Internal hard disk drive for Playstation 2 (HDD) with 40 GB capacity
- 2.) Network Adapter (Ethernet) with 100 Base T Ethernet interface
- 3.) Linux Kernel version 2.2.1 (with USB device support)
- 4.) Gucci 2.95.2 and glib 2.2.2 with VU assemblers XFree86 3.3.6 with Playstation 2 GS support
- 5.) Computer monitor adapter (for Playstation 2) with audio connectors
- 6.) USB Keyboard and mouse (for Playstation 2)

The graphics output requires a high-resolution computer display, with standard output set as XGA (1024 x 768 resolution); home televisions cannot be used as monitors.

Customer support and other community-based features will be handled through the North American Playstation 2 Linux website, <http://www.playstation2-linux.com>.

### The S•M Spin:

Our tech savvy Linux master Brian

Polak (he's married to one hot lady, so you can take the nerd jokes and stuff 'em) is eagerly awaiting this release. We hope to have one in his hands in a few weeks and an extended report on the entire set-up will be featured in an upcoming issue.

### What comes after Final Fantasy XI?

Searching through the boring government websites can sometimes produce some interesting results. While there may have been rumblings about new sequels to the Chrono Trigger and SaGa series, sequels ARE in the works. Square has registered trademarks on two "electronic optical media" names, Chrono Break and Unlimited SaGa for use in electronic optical media. Unfortunately, no other details have surfaced at this time.

### The S•M Spin:

No details but we're still reporting it? Yes, Square tends to have that effect on us.

### We bow down to Eidos' great plan!:

Eidos Interactive has created a new sub-brand called Fresh Games that will be responsible for the localization of various Japanese games in both North America and Europe. They will start off by translating three PS2 titles in 2002, all games we had slated for upcoming "Wanted" sections!

The first of these is Legend 2: Duel Saga, the sequel to 1998's Legend of Legaia that features martial arts-oriented combat in an RPG setting. Next, Mad Maestro! (known as Bravo Music in Japan) puts players in the role of an orchestra conductor who must save his town's concert hall by giving the crowd awesome performances. This is accomplished through tapping out button combinations displayed onscreen ala Dance Dance Revolution. No word on whether Fresh Games will bring out the conducting baton. The final title is one we have had our eyes on for a long time, Mister Mosquito (also known as Ka in Japan).

According to Mike McGarvey, CEO of Eidos PLC, "Fresh Games is considered a boutique label, created solely to expose gamers to unique and captivating gameplay experiences that traditionally have been unavailable outside of Japan." Now that's what we like to hear!

### The S•M Spin:

Due to a contract we made with the devil, we have to buy ten copies of each of the American releases of these games and we are pretty sure we lost our souls in the deal too. S•M readers will now get a chance to put their money where their mouths are and pick up games that have long been considered "too Japanese for America."

### A Changing of the Guard:

Minoru Arakawa, President of Nintendo of America Inc. for the past 22 years, announced his retirement in January. "The U.S. video game industry is extremely strong and NOA's position within the industry has never been better," said Arakawa. "The recent impressive marketplace successes of both Game Boy Advance and the Nintendo GameCube coupled with NOA's unparalleled financial and management resources allow me the opportunity to pursue new endeavors." Arakawa led Nintendo of America to incredible success during his 22 year tenure.

Nintendo of America's Howard Lincoln, currently CEO of the Seattle Mariners said: "Minoru Arakawa's significant contributions to the success of NOA and the development of the U.S. video game industry are unequalled and widely acclaimed. Many of Arakawa's initiatives have become industry standards, largely responsible for the unprecedented strength of interactive entertainment today."

In a separate announcement made in Kyoto, Japan, Nintendo Co. Ltd., the parent company of NOA, announced that Mr. Arakawa would be succeeded by Mr. Tatsumi Kimishima.

## Noticed: catching the details

Recently we were on lunch at the local Dairy Queen discussing our gaming habit. Eventually everyone else in the joint either left or moved to distant tables, and the subject of sports games came up. While EA Sports has pretty much owned the

turf (or track, or links), it seems that their main focus has been on presentation and extras over the last few years. In the meantime, other publishers are closing the gap in the gameplay department.

Take baseball, for instance. The

Triple Play series has become an almost completely arcade ballgame, what with its thunder and lightning and all. However, 3DO's High Heat series got the gameplay right first and is just now working on the presentation. Which do you feel is

more important? Even Sega's 2K series is right on Madden's heels.

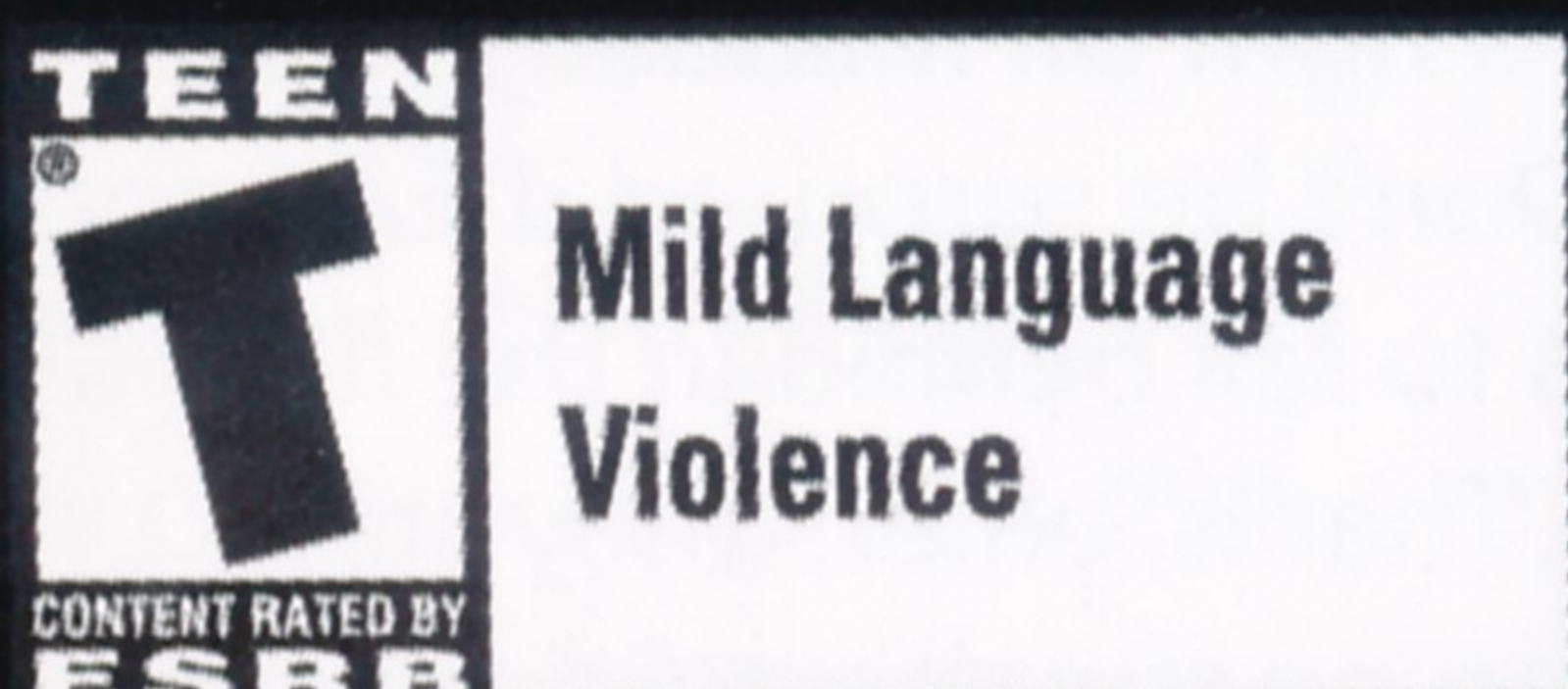
Don't be surprised if EA Sports begins to fall behind in the near future. That is, unless they start focusing on the sports instead of the dazzle. And fire Don Taylor.





A WARRIOR WORTH A THOUSAND!

# DYNASTY WARRIORS 3



- ✓ BATTLEFIELD ACTION with over 20 intense Stages and 40 playable Warriors!
- ✓ Brand new 2-PLAYER Versus and Cooperative Modes!
- ✓ Even more bone-crushing moves, and improved MUSOU Attacks!
- ✓ Control your bodyguards with squad-level commands!
- ✓ First in the series -- massive ELEPHANT TROOPS!



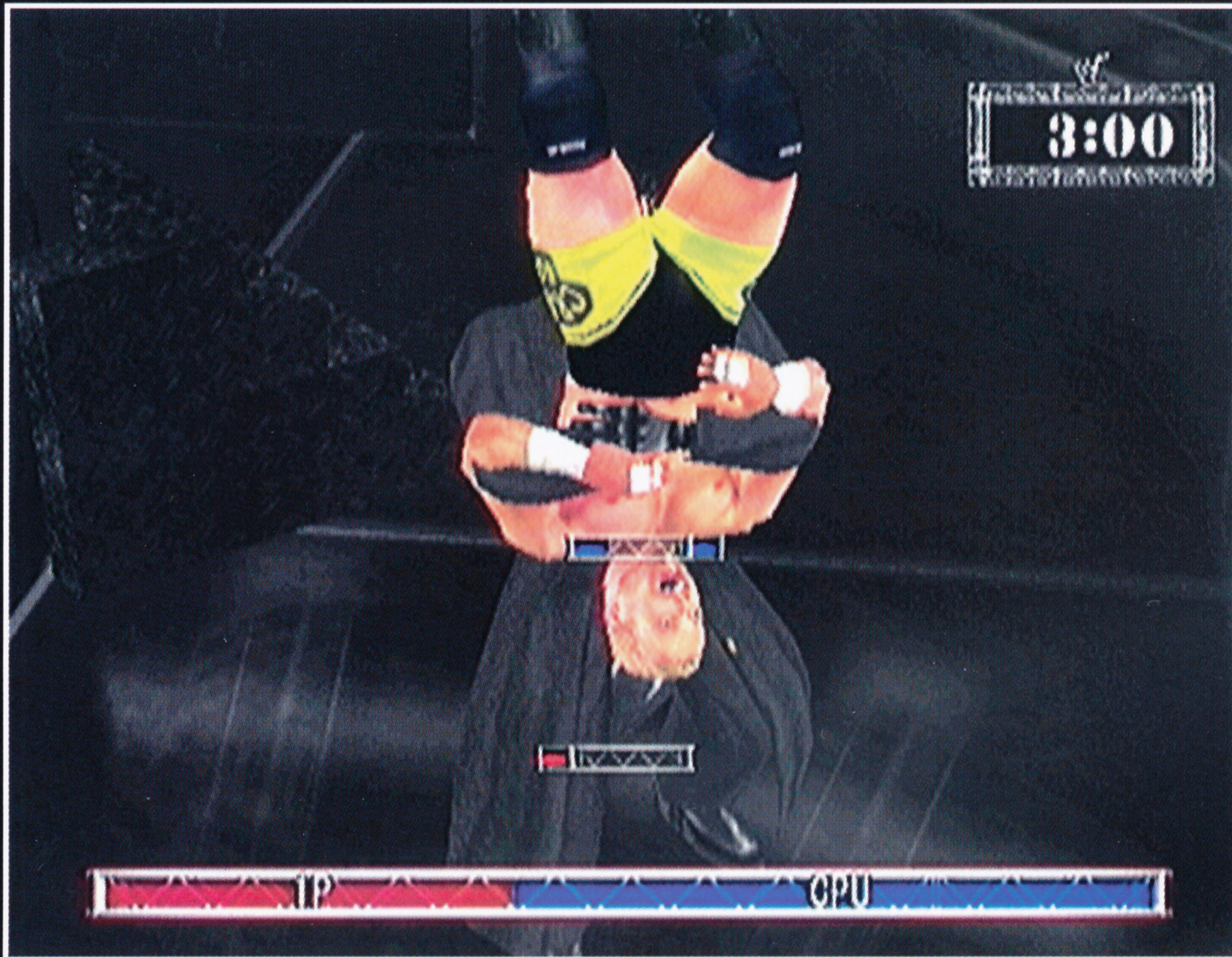
PlayStation®2



[www.koegames.com](http://www.koegames.com)



# COVER 1: THQ Piledrives WWF home



# WWF RAW

Platform: Xbox • Publisher: THQ • Release: Now • S-M Rating: 77

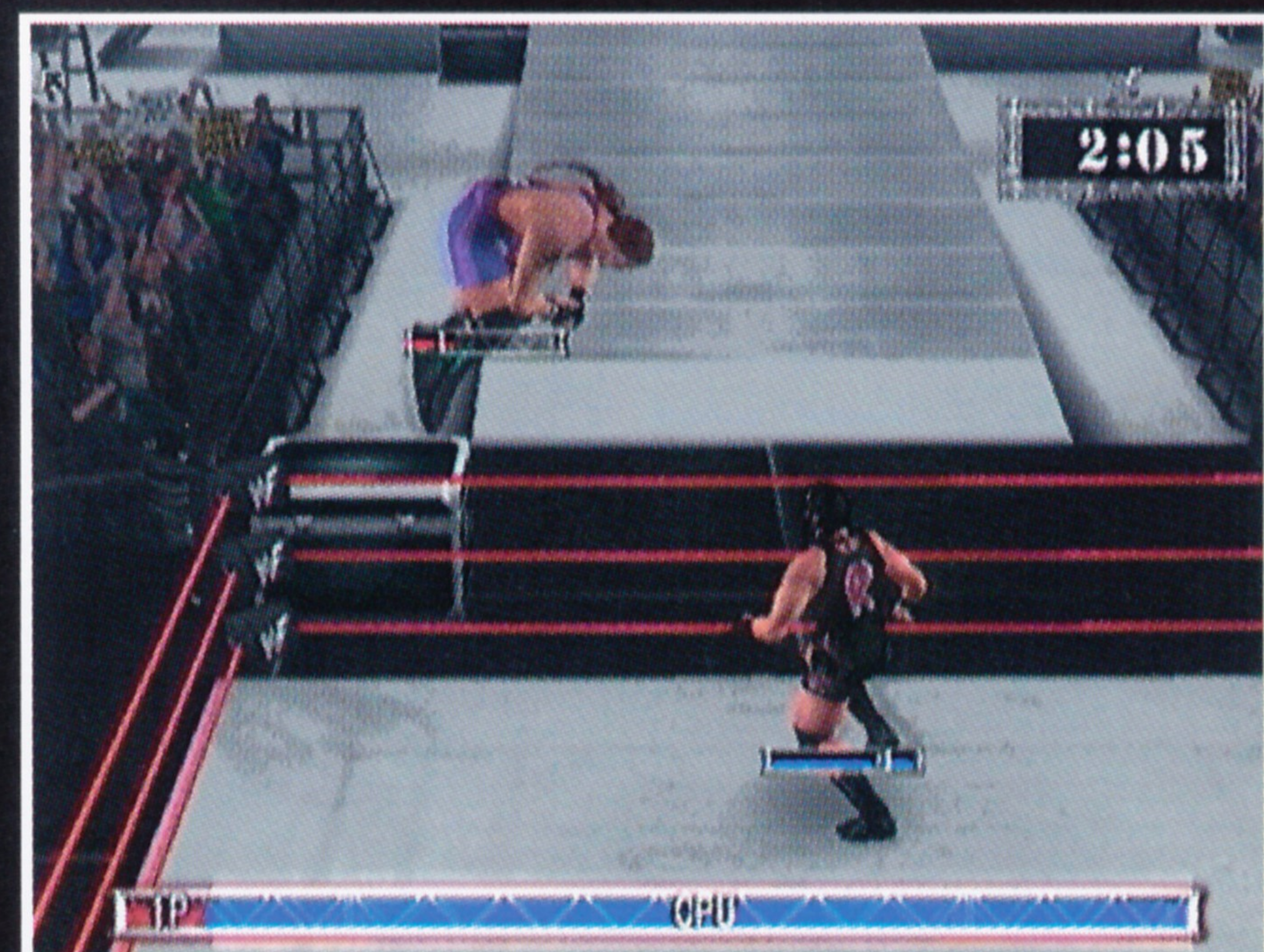
There are few titles that elicit the passion of game players like the wrestling/WWF genre does. Maybe it was the huge leap that the WWF titles enjoyed when THQ took the helm and farmed out the development of Smackdown! to proven wrestling developer Yukes, or maybe it was the N64 version (considered by many to be the definitive U.S. wrestling title) of No Mercy that Aki Corporation developed for them. No matter what the reason, THQ owns WWF videogame wrestling fans but this loyalty

comes at a high price. Fans want the best, they want the most and they want *major* improvements with each release.

From the moment we laid eyes on WWF Raw behind closed doors at last year's E3, we knew it was going to be what videogame insiders like to call a "system seller." It looked (and looks) so damn good; people WILL buy an Xbox just to play it. Anchor, Inc., the makers of the outstanding Ultimate Fighting Championship for Dreamcast, stunned everyone with what

they had planned for WWF Raw. There was talk of 6-man tag team battles, backstage areas, and climbable ladders. Even as its release date drew closer, matches like the Royal Rumble, a story-mode like Campaign and wrestlers who bleed were still being spoken of. With the final product in our hands, we can only think to quote Superman II "Hey, promises were made, gifts were exchanged !?!" (Okay, gifts weren't really exchanged but we can't pass up the chance to quote Lex Luthor). Many of the promised

• You can use one of more than 40 existing WWF superstars or create one of your own



• (Above) Our attempt at creating Rob Van Dam and his 5-Star Frog Splash





features are missing, many of the gimmick matches are as well, and even some "basic" options like editing existing wrestlers are missing.

The realism of RAW on Xbox is beautiful, exhilarating and disappointing all at once. The wrestler graphics are unbelievable. There have never been better renderings of the providers of sports entertainment than you will find in this release. Kane, Stone Cold Steve Austin and The Undertaker are the ones that really amazed us. Not only do they look fantastic but they also animate with smooth precision. Almost every move and grapple looks picture perfect with a few shockingly bad exceptions. The wrestlers still walk like arthritic apes and, while there are kilos of weapons and items to be found and wielded in this release, watching any wrestler run with a

title belt in his hands had us rolling on the floor with laughter. Imagine Richard Simmons running with an extremely messy diaper held in front of him and you'll get the idea.

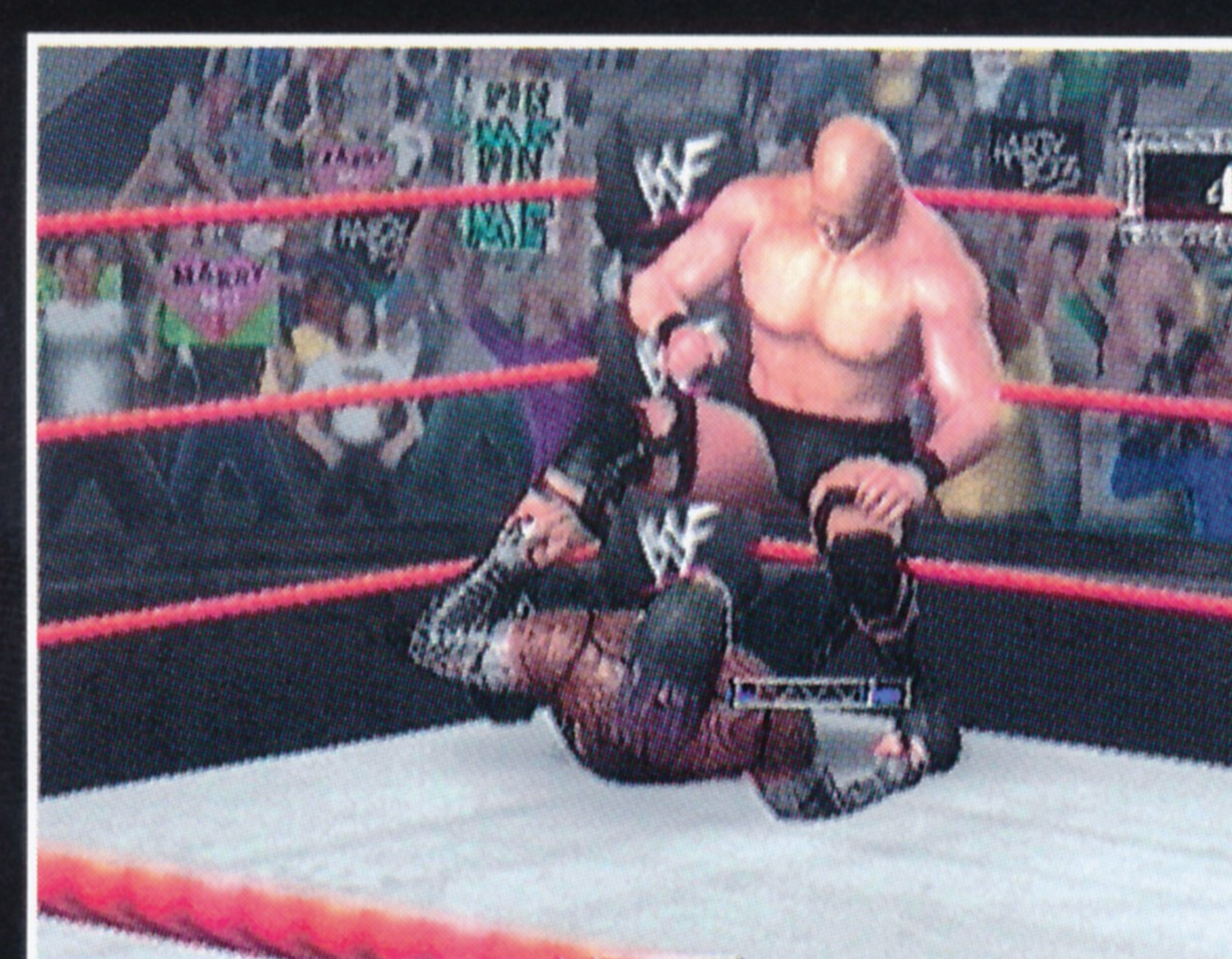
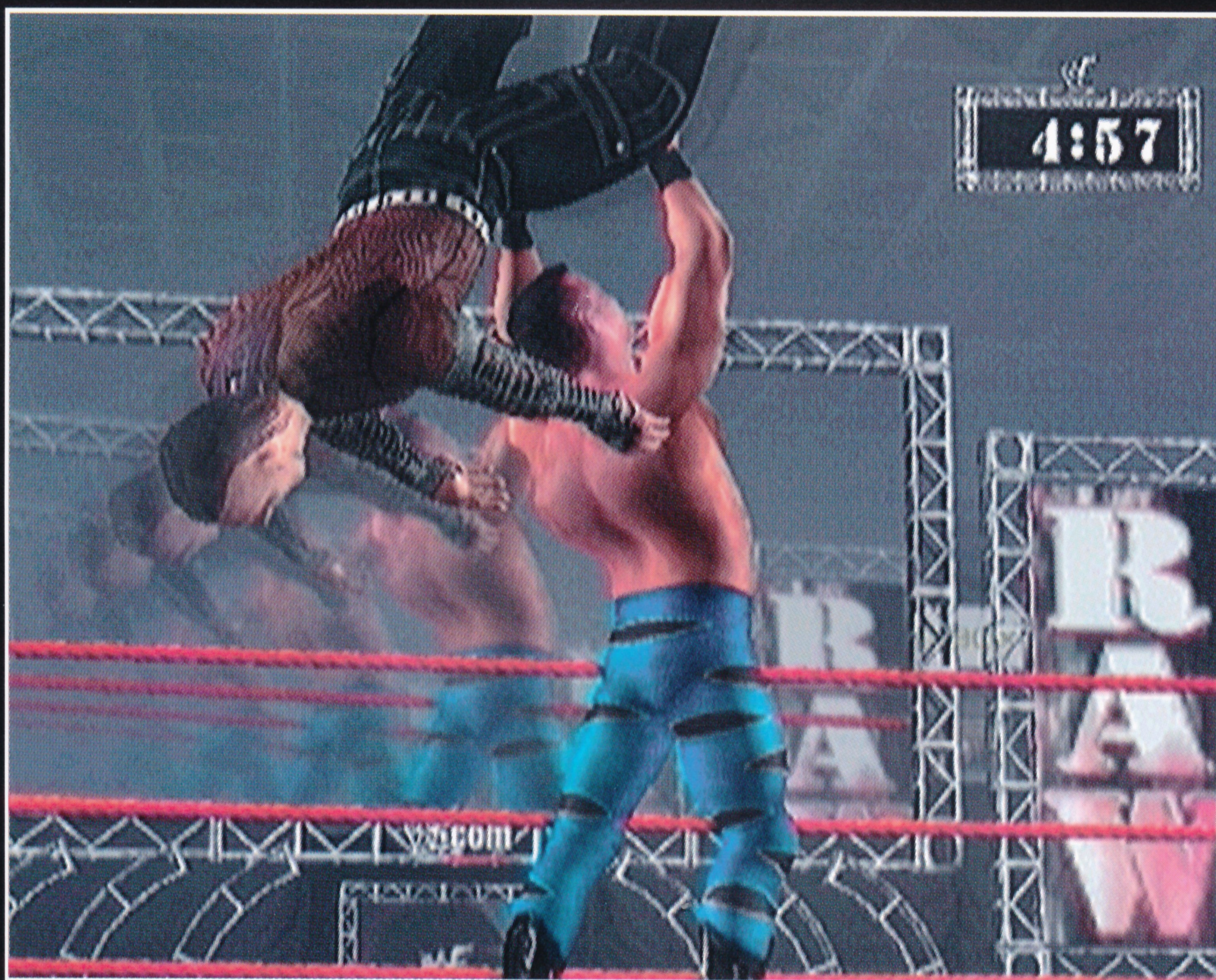
The biggest highlight of RAW in our eyes is the stunning Create-A-Wrestler mode (called CAW from here on out). It was not the actual CAW part that was so amazing. Truthfully, THQ's Smackdown! JBL has a better selection of moves (such as the two and three player moves) and much more customizable outfits and faces. But creating a wrestler introduction where you can pick the lighting, pyrotechnics, music, entrance moves, etc... is miraculous. The only thing missing from the intros is that RAW doesn't take advantage of our favorite Xbox feature and allow the input of our own custom songs. (Couldn't you imagine The Hardy Boyz flying to the ring with Ministry's "Burning Inside" or Kane

stomping in with Prodigy's "Firestarter"?) Creating a visually appealing CAW is pretty easy (note our own Rapier D'wit in the screen shots). However, trying to recreate existing wrestlers has mixed results. The major flaw comes in the faces- you only have 16 to work with.

While we are the first to admit we don't have the best CAW skills in creating existing wrestlers, we did try our hand at creating "Mr. Pay-Per-View" Rob Van Dam. While RAW doesn't let you add custom lettering to your wrestlers, they do include a host of "Close But No Cigar" outfits such as pants that say something like "The Hurtman" for when you create Brett Hart and a shirt that says "Tosh" for your Kevin Nash CAW. This allowed us to create an outfit very close to one of the many outfits he has worn in the last few months. We were able to give him

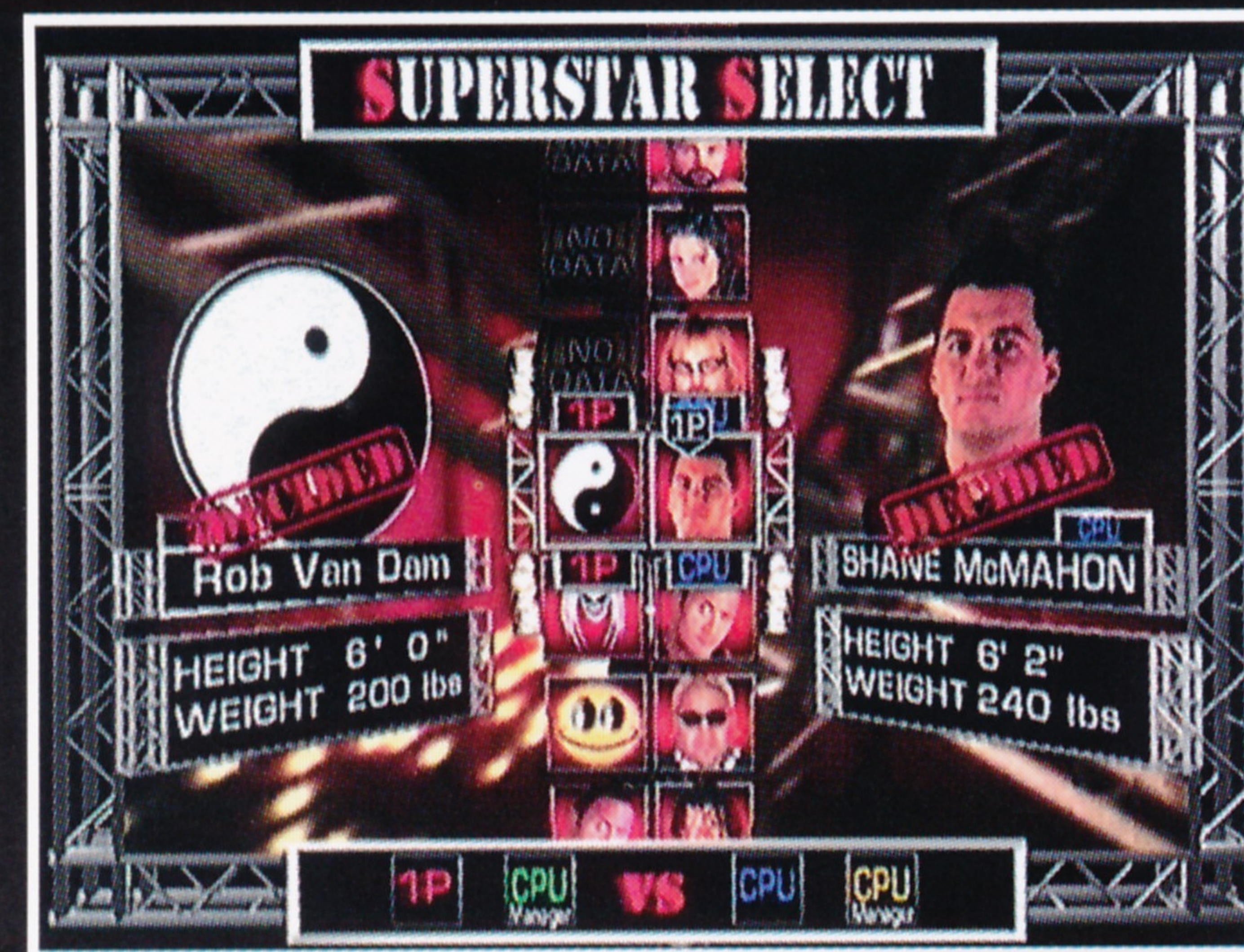
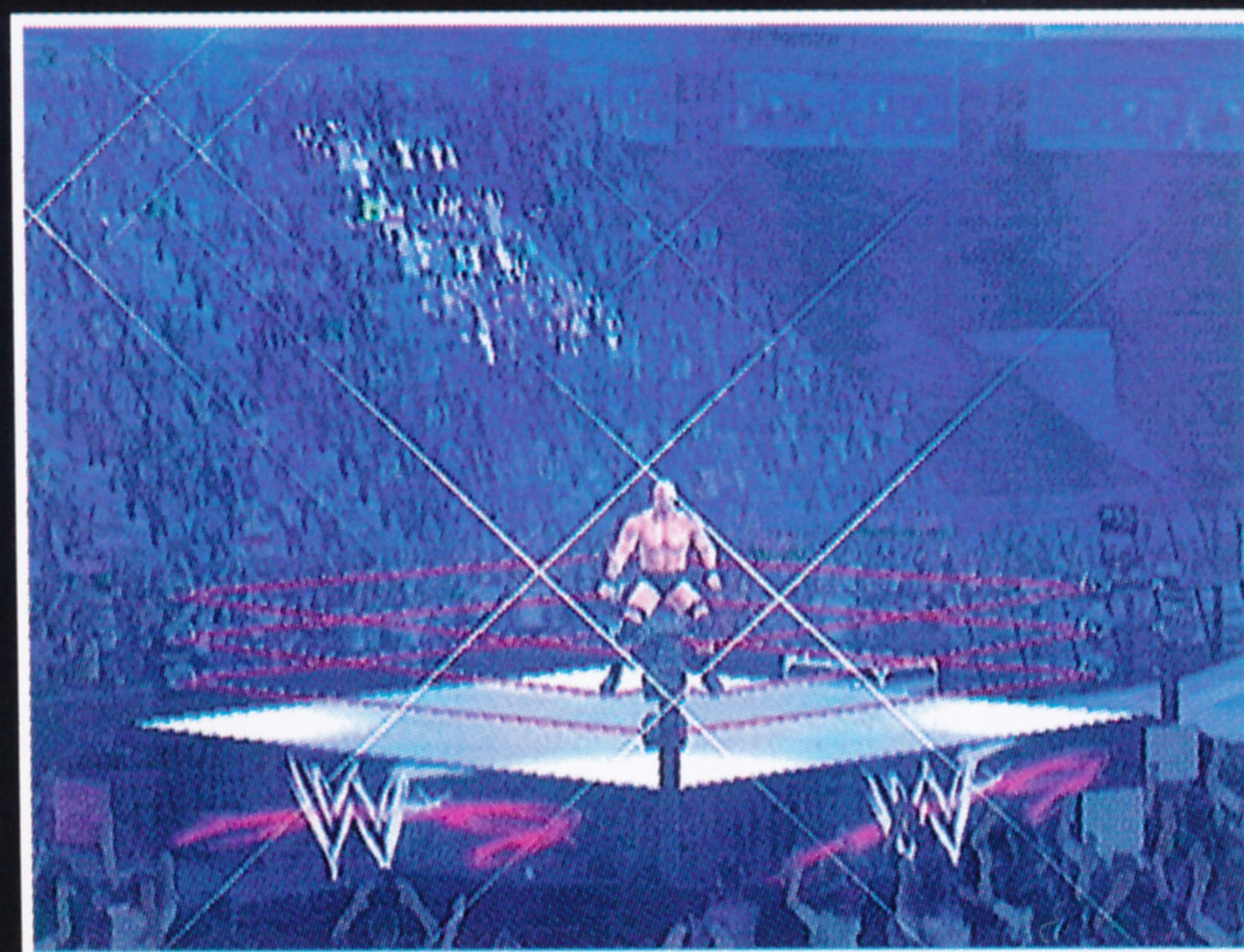
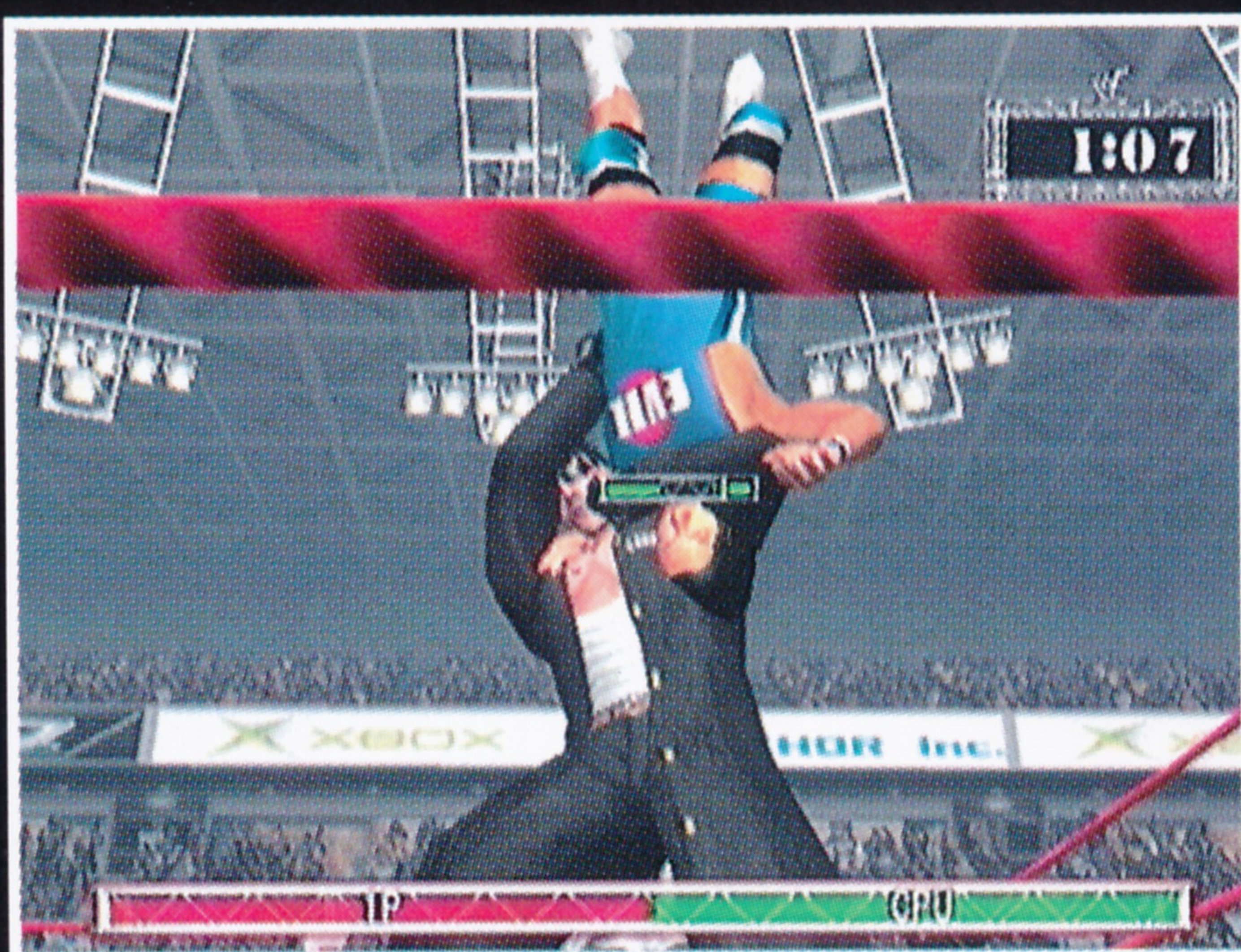
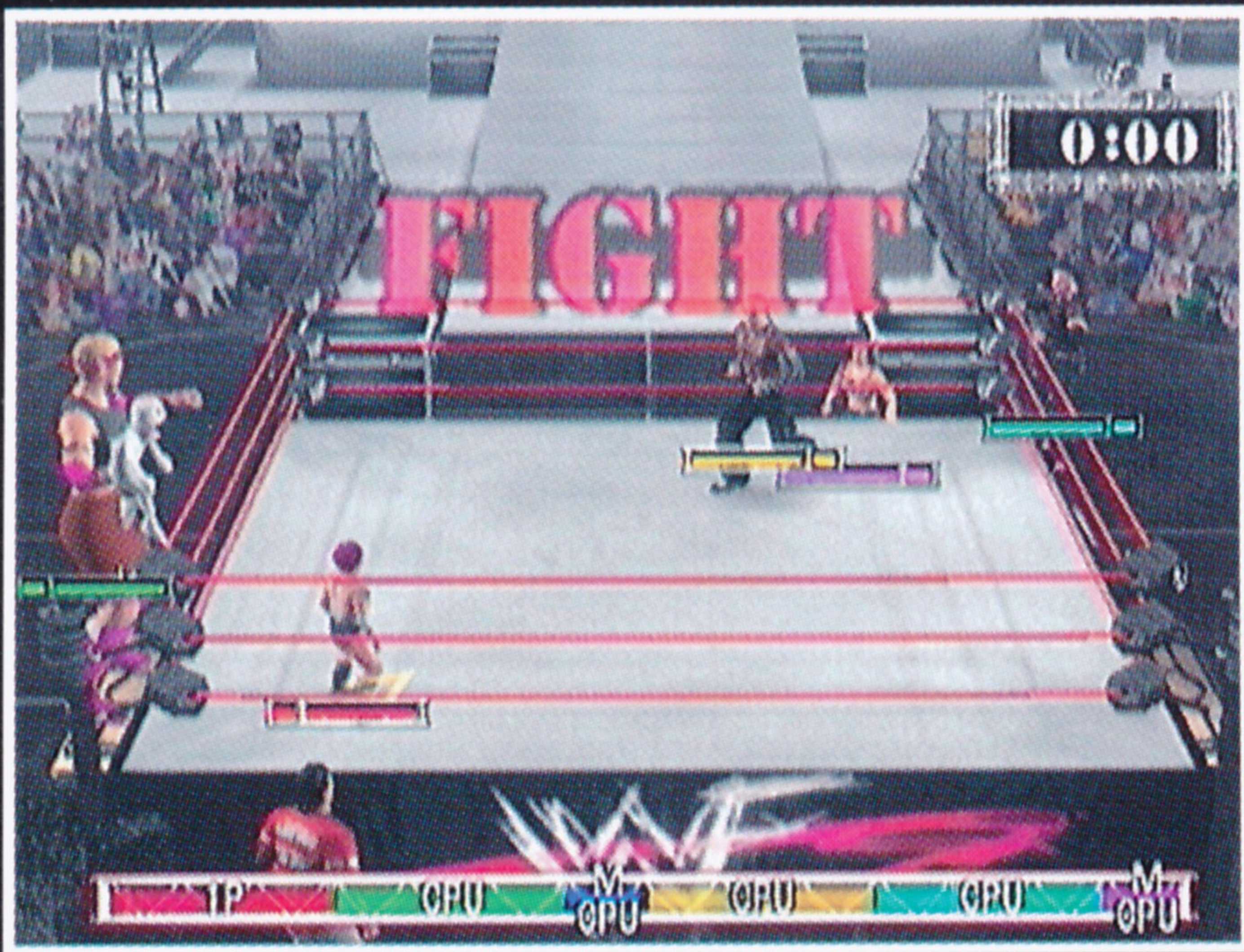
his "R-V-D" pose for the opening screen, and we also gave him the "5-Star Frog Splash" as his finisher and trademark RVD moves like the Rolling Thunder. What we weren't able to give him was his "R-V-D" taunt, his opening music or video (oh, what we wouldn't have given to have the music-ripping feature in this game!), and a face/hair set-up that we were really satisfied with. We have to say we have mixed feelings about the appearance of CAW. It doesn't allow the use of "layers" that Smackdown:JBL did on PS2 and not being able to adjust the nose/mouth/eyes is a hard pill to swallow, especially for hardcore CAW devotees.

Since RAW has been toting itself as anything but an arcade title, let's delve into the actual wrestling interface. On the Xbox pad, X is strike, A is grapple, B is taunt/exit ring/pin, Y is block strike.



•(Above) Create Mode has all the existing wrestlers' entrance music, but doesn't take advantage of Xbox's "Rip Your Own Tracks" feature. Why, God, why?!





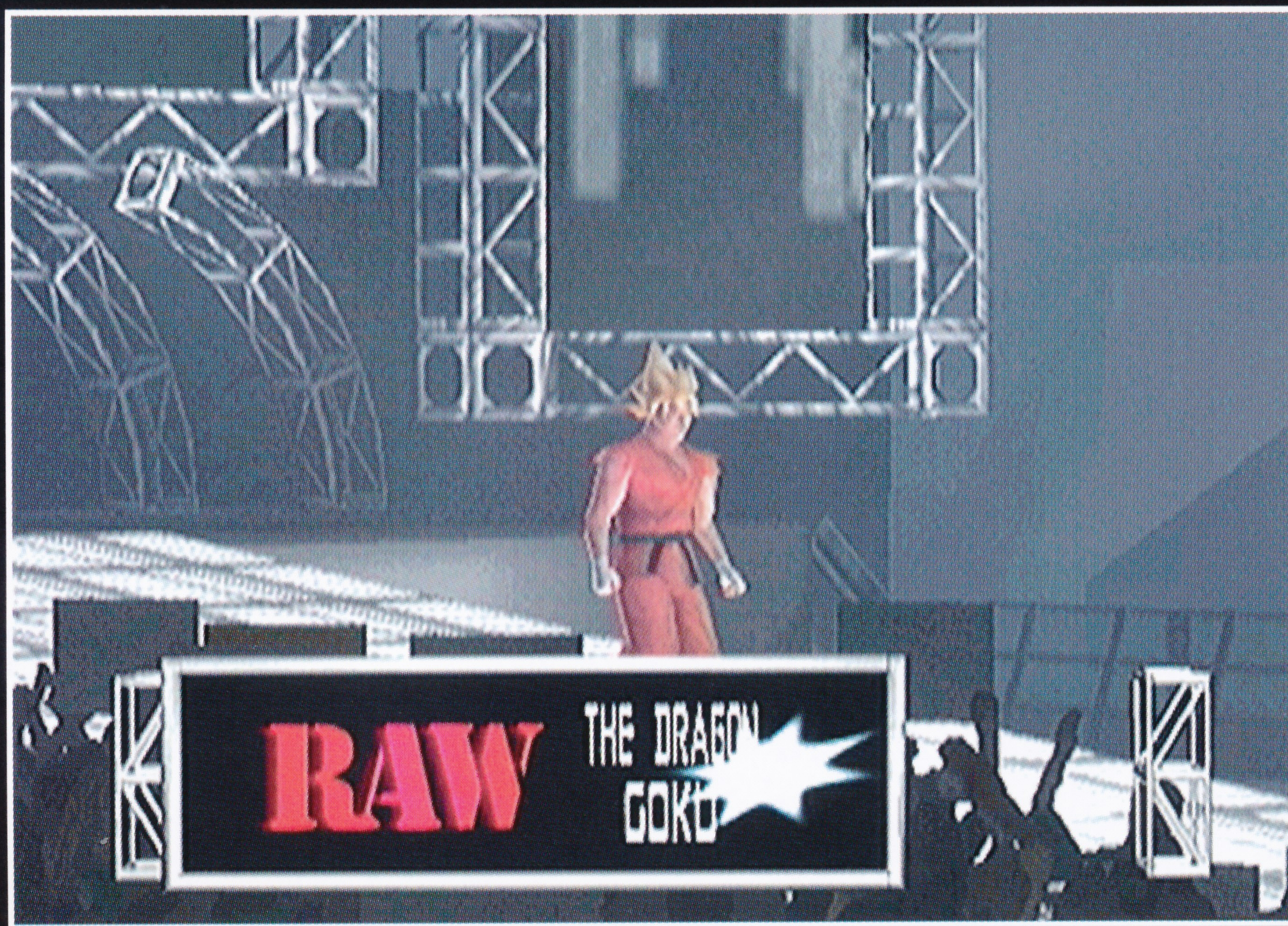
The black and white buttons have no commands so players can assign any of these actions to the black/white buttons or add the command "special" or "catch" to these oddly placed buttons. L and R switch who your wrestler is focusing on. The on-screen display features a Voltage meter and a Stamina meter. The Voltage meter is a tug-of-war meter. Your voltage stays high by attacking with different moves and gets the crowd on your side. This is important as it is almost impossible to pin anyone, no matter how much you have beaten them down, if you don't have the crowd on your side. The stamina meter shows how much energy your wrestler has. This meter depletes as you pull off moves and if you drain it completely, your wrestler will slouch and start to breathe heavily, unable to attack as it slowly rebuilds.

Different moves do different damage and take different amounts of stamina. Pulling off a Jackknife Powerbomb, for instance, takes a full stamina meter. Otherwise the opposing wrestler will most likely kick out of it or reverse. Other melee moves work like this: Grappling a dizzy wrestler (when your voltage meter is red and blinking) and pressing A and B executes your finisher. B and Y together is reverse a grapple/counter/escape, X + a direction is different strikes when standing, and A + a direction is different grapple moves once you have locked up with a wrestler. This set-up works well about 95% of the time. The problem comes with the remaining 5%. Having two or more actions assigned to one button is the major downfall, especially the B button. Timing is everything. When you have an opposing wrestler's health blinking quickly (this means they are ripe to be pinned) and the voltage meter on your side, you don't want to miss the chance to pin. However, if you are not positioned just right, you can end up taunting instead of going for the pin. Even worse, if you are trying to taunt your opponent to raise your

voltage meter, you could end up going for a pin you have no chance of succeeding in because his health isn't low enough or the crowd isn't behind you. Do this during a title match and you might as well just say "Game Over" because the AI doesn't seem to have to follow these rules and will pin you even if you still have great stamina, health and good voltage.

The major amount of time in the one player game is spent challenging for titles and taking on the one included Pay-Per-View, King of the Ring. Players have three continues to challenge for and win the title (what year is this? 1986?) The continues feels like a false challenge, adding an artificial layer to the AI challenge.

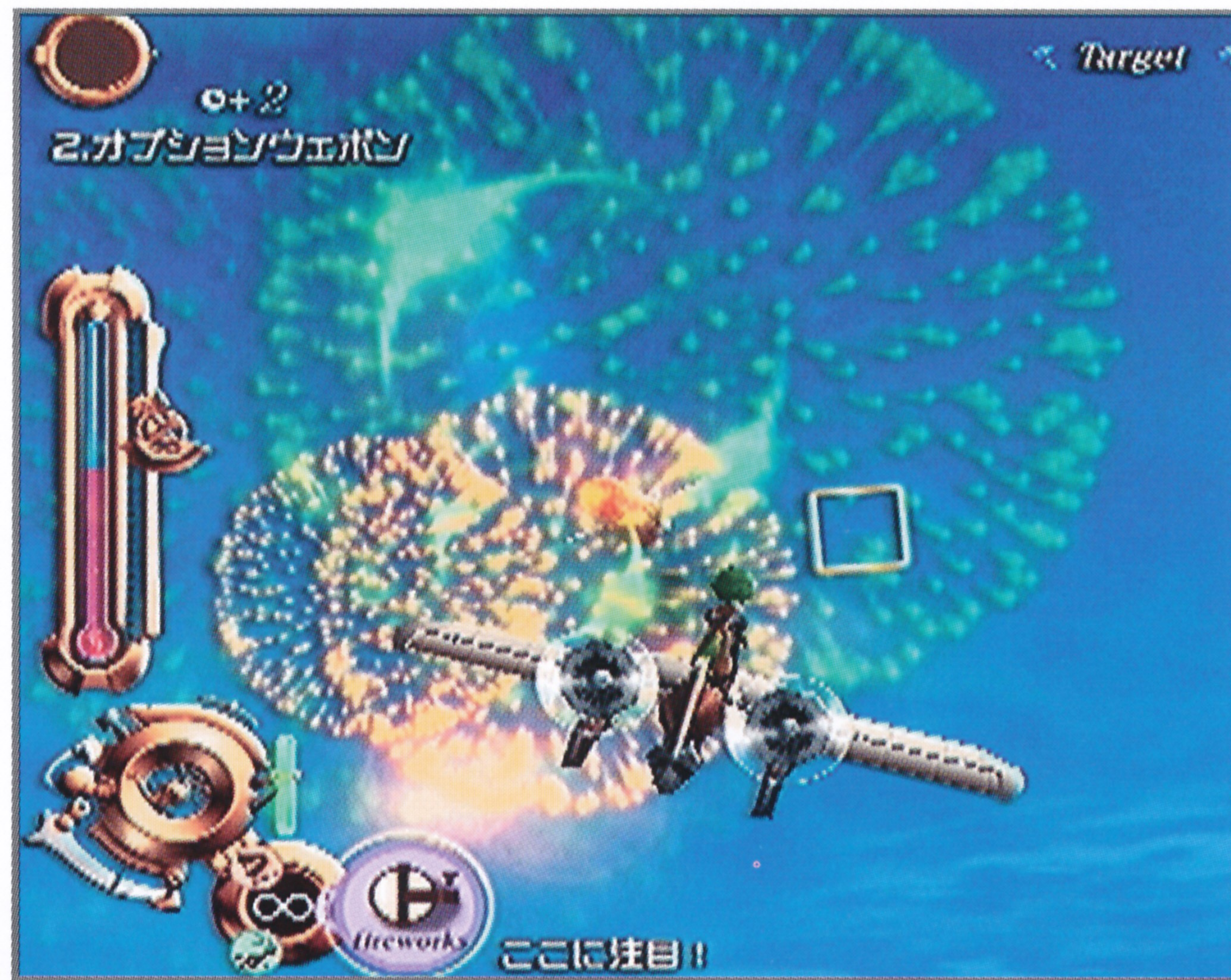
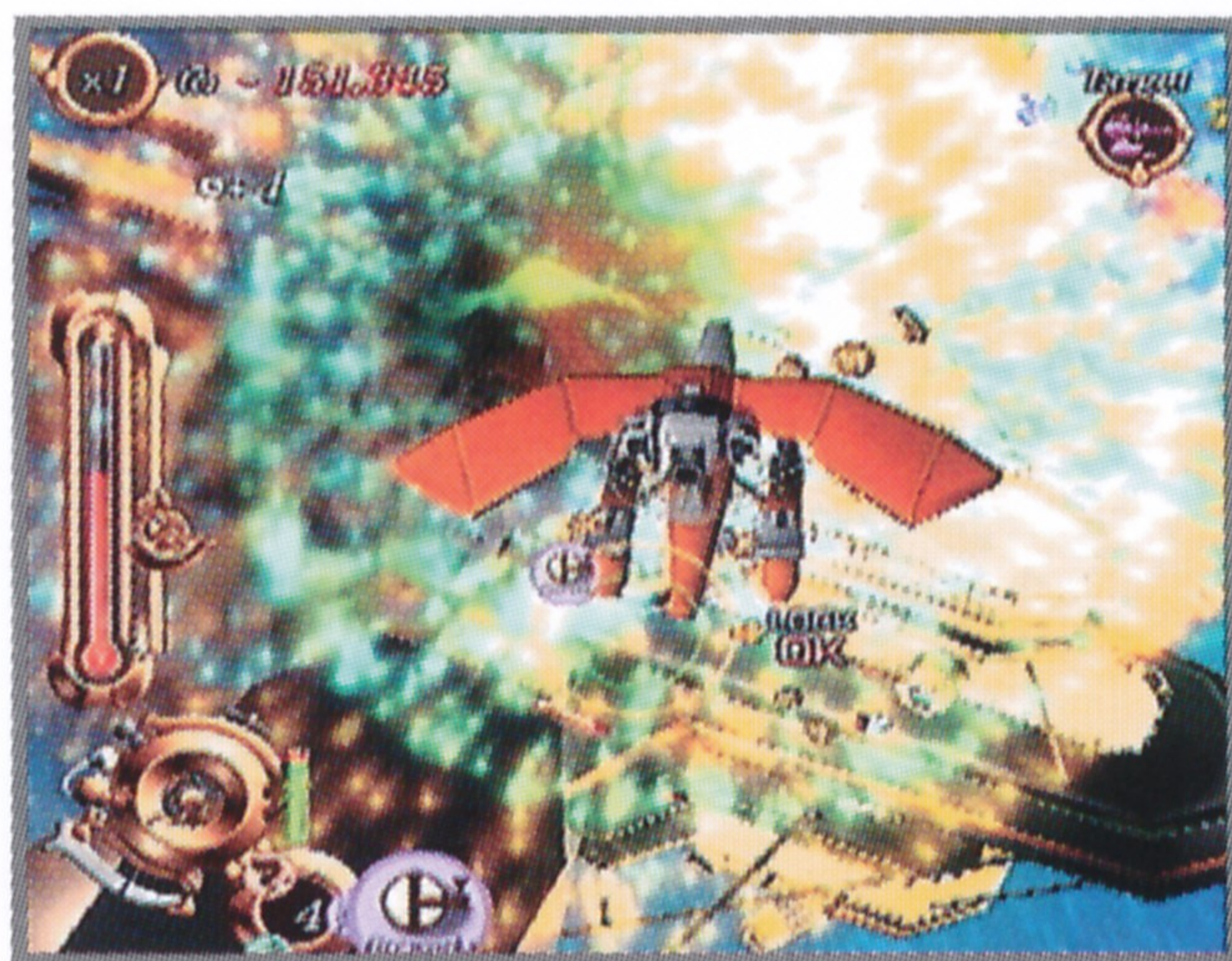
Now it might sound like we are really ripping into RAW but we have put weeks into this game and are still enjoying it. The actual wrestling moves take a frustrating day to get a firm grip on and a few more days before you'll start winning with consistency. This doesn't make it a good choice as a rental. The bottom line: Is it fun? To quote Stone Cold Steve Austin, "HELL YEAH!" Will it live up to everyone's lofty expectations? Probably not. Let's just use a wrestling scenario to sum up our thoughts: In RAW, you can challenge for the Hardcore title, beat down the three wrestlers who run in to interfere in the match, Powerbomb your opponent through a table, beat him over the head with the broken table bits and strap your newly won Hardcore belt to your CAW. Of course, the diehard RAW fans were hoping to be able to challenge for the Tag Team title, talk smack to their opponent, beat down the three wrestlers who run in to interfere with the match, climb the Titantron and Swanton Bomb your opponent through a table, beat him over the head with the broken table bits, Powerbomb him through the stage and strap your newly won Hardcore belt onto an edited version of Jeff Hardy. Our point? RAW is a lot of fun but oh, it could have been so much more.





**COVER 2:**

# More than a wing and a prayer



# SKYGUNNER

**Platform:** PS2 • **Publisher:** Atlus • **Release Date:** Summer • **Stage:** 65%

Technological advancement usually brings only short-lived joy. It seems that every time a great invention comes along, some diabolical maniac bent on world domination steals it and causes all kinds of problems. Well, at least in the world of videogames.

The Eternal Engine is an advanced piece of machinery capable of perpetual motion without a source of external power. Now that the Engine has been completed, the town of Rive is holding a celebration party aboard a giant luxury liner called the Melwind. Of course, we wouldn't have a story without an evil villain hoping to steal the Eternal Engine. Enter Ventre, a sky pirate who has some devious plans for the device. If only he could get his hands on it...

In SkyGunner, you choose one of three pilots and thrust yourself into a war to defend the Eternal Engine. Ciel is a famous Rive gunner that has gained a reputation in neighboring cities for his accuracy. His friend Copain is also quite the flying marksman. And Femme, a new SkyGunner that has been sent to protect the Engine, represents the female sect. Not only does this decision determine the type of craft you'll be flying, but it will give you access

to pilot-specific tactical and evasive maneuvers and special attacks.

The special aircraft you'll be flying are like poetry in motion. Their maneuverability is unmatched, and they're armed to the teeth. Pilots sit or stand at the controls fully exposed to the elements, but that allows them to use their weight to turn on a dime. For evasive actions, you can boost, roll, and alter yaw with your rudder. And if you get really good, you'll even be able to power slide. Offensively, your arsenal includes standard rapid-fire artillery plus a host of special weapons. Ever seen those Real TV clips where a fireworks factory blows up? Your enemies will experience it firsthand when you launch your fireworks at their fuselages ("Ooooh! Aahhhh!"). Other weapons feature tracking abilities and can cause great damage.

At its heart, SkyGunner is a shooter. But it is unique in the genre due to its intense 3D gameplay and overall style. If you've ever seen Atlus' Tail Concerto, you'll have some idea of what the general graphical style is. Basically, it's a cute anime game with a serious level of challenge. The camera rotates wildly as it is always centered on your current

target and its relationship to where you are in the sky. You must learn to navigate from all sorts of weird perspectives. When you are flying away from the target, the aircraft points directly at the camera, so rudder left and you'll go right on the screen. It takes a little getting used to, but in no time you'll be an ace. If you take too much damage,

you'll go into a dive that you'll have a chance to recover from if you're quick on the buttons.

SkyGunner looks to shatter the aerial shooting game category with its unique camera and control system. After some hands-on play time with a preview Japanese version of the game, we like its chances.



• **Soldiers of the future will have hypnotizing eyes and hair that doubles as a weapon**





# MAD AIR.



# MAD ATTITUDE.



# MAD TRIX.

## GO HUCK YOURSELF™

Show off your new school skiing tricks in Slopestyle mode and unlock Big Mountain mode to star in a ski movie! Then get heli-dropped onto a mountaintop, and pull insane grabs off snow-capped cottages, trains and more. Even use the Alaskan pipeline as a half-pipe. Watch your best runs on the big screen!

- JUMP FROM HELICOPTERS AND GET BIG AIR WITH HUNDREDS OF TRICKS, GRABS AND TAUNTS.
- PLAY AS JONNY MOSELEY, TANNER HALL, EVAN RAPS, VINCENT DORION OR SEVERAL ORIGINAL CHARACTERS.
- SCORE BIG POINTS IN LAS VEGAS, SAN FRANCISCO, ROME AND OTHER OUTRAGEOUS SLOPESTYLE COURSES.



TAKE OFF AND LAND  
NORMAL OR SWITCH



MIKI JUMPS INTO BIG  
MOUNTAIN MODE

# 3DO™

www.3do.com

Actual screenshots from the PlayStation®2 computer entertainment system.

© 2001 The 3DO Company. All Rights Reserved. 3DO, Mad Trix, Mad Air, Mad Attitude, Mad Trix., Go Huck Yourself, and their respective logos, are trademarks or registered trademarks of The 3DO Company in the U.S. and other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Game Boy and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. All other trademarks belong to their respective owners.

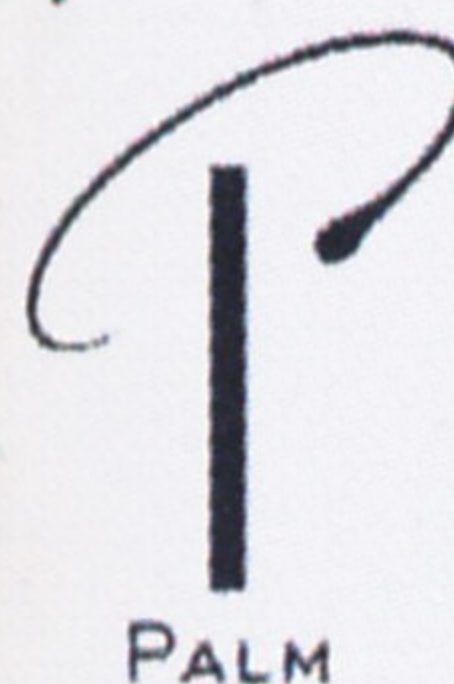




# JONNY MOSELEY MAD TRIX™

[www.3DO.com/madtrix](http://www.3DO.com/madtrix)

[www.jonnymoseley.com](http://www.jonnymoseley.com)



Look for the  
soundtrack  
album from P



Mild Lyrics  
Suggestive Themes



PlayStation®2



Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for Rating Information

GAME BOY ADVANCE



## From the How It Sells in Japan Department:

What sells well in the U.S. may not sell well in Japan and visa-versa. However, some games have an international appeal. A look at the top ten best selling titles in Japan during the 2001 fiscal year (which is from April 1st to December 9th) shows both phenomenons. A couple of notable items: six of the top ten are PS2 titles. Nintendo leads all developers with three titles in the top ten. Super Smash Bros. Melee is selling at a 1-to-1 ratio with the GameCube, which means that everyone who is picking up a GameCube in Japan is also picking up a copy of Smash Bros.

- 1 Final Fantasy X
- 2 Gran Turismo 3 A-Spec
- 3 Dragon Quest IV
- 4 Hot Shots Golf 3
- 5 Dynasty Warriors 3
- 6 Devil May Cry
- 7 Metal Gear Solid 2
- 8 Mario Kart Advance
- 9 Super Smash Bros. Melee
- 10 Hamster Tarou 2

## From the Don't Count It Out Yet, There is Still Some Life in the PSX Department:

Atlus of Japan recently announced a new PlayStation dodgeball game in Japan called Nijiuro Dodgeball: Maidens' Youth. The gameplay will still be very reminiscent of the Dodgeball we all know and love but this will be the first in the Dodgeball franchise to feature a Story/Franchise Mode. Gamers will be able to play as the coach, train members of their team, and recruit new players. Hmm, a Dodgeball RPG/Sports simulation! We're intrigued.

Enix of Japan has announced that a PSX port of Dragon Warrior Monsters I & II is in the works. This PSX version will include the original Dragon Warrior Monsters (published by Eidos in the states) and both of the Dragon Warrior Monsters II releases (Cobi's Journey and Tara's Adventure, both published by Enix of America in the U.S.). This version will feature additional scenarios not found in the GBC versions. The graphics will remain in the super-deformed 2D look.

Namco of Japan has just announced Klonoa Beachball for PSX. This title

will be a beach volleyball title (duh!) featuring characters from Klonoa side-scrollers. The game set-up is relatively simple; the X button is for attack/spike and the O and square buttons will be used for passing to a teammate. Each character will also be able to perform special attacks by powering them up and pressing the triangle button. Klonoa Beachball is scheduled for release this spring in Japan and will support the multi-tap for up to four players at once.

## From the Don't Count Them Out Yet, SNK Back From the Grave Department:

SNK Neo Geo of Hong Kong recently revealed the company's plans for 2002. After re-establishing the SNK/Neo Geo brand in January by acquiring all of the intellectual properties of SNK, Playmore (a pachinko maker) has opened offices in Korea, Japan and Hong Kong. SNK Neo Geo currently has plans to release five arcade games and at least two console titles this year. One of those five arcade games is The King of Fighters 2002. Eolith is currently working on this title and it is scheduled for release in Japan this September. They have also signed on developer Brezza Soft to several new titles bearing the SNK Neo Geo logo. The Korean firm Mega Enterprise has acquired the rights to develop Metal Slug 4 and will continue to use the side-scrolling formula. Other SNK titles in the works are sequels to Garou: Mark of the Wolves and Samurai Shodown.

## From the Return of the Sequels Department:

Tecmo is working on the latest installment of the Ninja Gaiden series. Tecmo plans to release it on Gamecube, Xbox and Playstation 2. This latest incarnation of Ninja Gaiden will be an action/adventure RPG similar to the N64 versions of Legend of Zelda. Tecmo plans to release the Gamecube version first due to its "easy development environment."

Sony Computer Entertainment of Japan has announced that it is currently developing Ape Escape 2 for PlayStation 2. The game will be a direct sequel to the first Ape Escape, in which players caught apes using fishing nets and other gadgets.

Don't confuse this new title with Ape Escape 2001 where the player had to use a vacuum cleaner to collect the pants off of the monkeys (You gotta love Japan!).

Need For Speed: Hot Pursuit 2 is roaring to go and set for a release this spring. HP2 will feature 20 exclusively licensed cars from manufacturers such as Ferrari, Lamborghini and Porsche. You'll be able to rip up 12 race courses with several different play modes.

Acclaim has been leaking information on the latest dino-hunter release, Turok Evolution for Playstation 2. This time it looks like the game will take place on a futuristic alien planet where both aliens and dinosaurs co-exist. Players will be able to run, jump, climb, swim, or use stealth throughout the entire game. There will also be flight sequences where players will be able to engage in combat atop a pterodactyl. Turok Evolution is currently scheduled for release this September.

Capcom is currently developing Marvel Vs Capcom 3. The biggest surprise about this release is that Capcom will skip the arcades altogether with this release and send it directly to the big three home consoles...unless one of the consoles decides to outbid the others for an "exclusive" release. Hehe.

## From the Did Someone Say "Capcom" and "Exclusive"? Department:

Rumor has it that Capcom is planning to turn the Devil May Cry series (granted, so far there has only been one game, but you get the idea) into a PS2 exclusive. Capcom is currently developing Devil May Cry 2 for PS2 and plans to release it in Japan by the end of the year.

## From the Did We Get Ripped Off Again? Department:

Square's Final Fantasy X International features a new side story called "FFX-Another Story: The Forever Nagi Festival." This additional scenario takes place two years after the end of Final Fantasy X. Yuna, Wakka and Rikku will be showing up in this additional story. For everyone who didn't pay attention during FFX, the Nagi

Festival is a celebration that takes place during the time between Sin's defeat and revival. Other extras in FFX International include: FFX promotion movies, FFX television commercials, the FFX Theme Songs recorded using Dolby 5.1, interviews with the Japanese and American voice actors, previews of the upcoming Square releases Kingdom Hearts, Final Fantasy XI, Square Masterpieces (Wonderswan Color), and Final Fantasy: The Spirits Within preview trailers.

## From the Tenchu...Or Not Tenchu...That is the Question Department:

Acquire, the masterminds behind Tenchu (you know, the game that out-stealthed Metal Gear Solid before it was even released on the PSX) have been slaving away on a title called "Samurai." Published in Japan by Spike, this title should have been called "Ronin" because the lead character has no master (the game is being set in the Meiji era), and is instead offering his skills to whoever happens to need them or whoever is offering the most money. From what we have seen, the game play isn't Tenchu style; instead it will focus on a lot of hacking and slashing. Players will be able to forge their own weapons and learn to master more than 40 different button-combination special attacks. To kick up the replay value, the game will also feature a branching mission tree, so players can follow several paths to reach the game's multiple endings. How people got a new Saga game out of that, we have no idea.

## From the Because We Can't Get Our Own Games Out The Door Department:

Metro 3D announced that it has entered into a publishing and development deal with Cinemaware. Under the agreement, Metro 3D will release several upcoming games from Cinemaware, including three Game Boy Advance games. They are The Three Stooges, Wings Advance, and Defender of the Crown. The Three Stooges GBA title will be released in March 2002, while the other two titles will be arriving in May 2002. Their agreement with Cinemaware could also extend to include the developer's other upcoming console titles.



koei™

www.koegames.com



# GITAROO MAN



*Music tames the savage beast...  
An entirely new type of music entertainment.*

"Simply put, Gitaroo Man is one of the most entertaining titles yet in the rhythm-action genre." – Next Gen



Play as the legendary Gitaroo Man and save the planet from the clutches of the evil Grabaren family!



10 colorfully unique stages, each with its own music including reggae, rock, hip-hop, techno, and more!



Musical Deathmatches and Harmonizing Co-op play for up to 4-players!



The Gitaroo is the weapon! Keep with the rhythm as you shoot, duck, and dodge your way to victory!



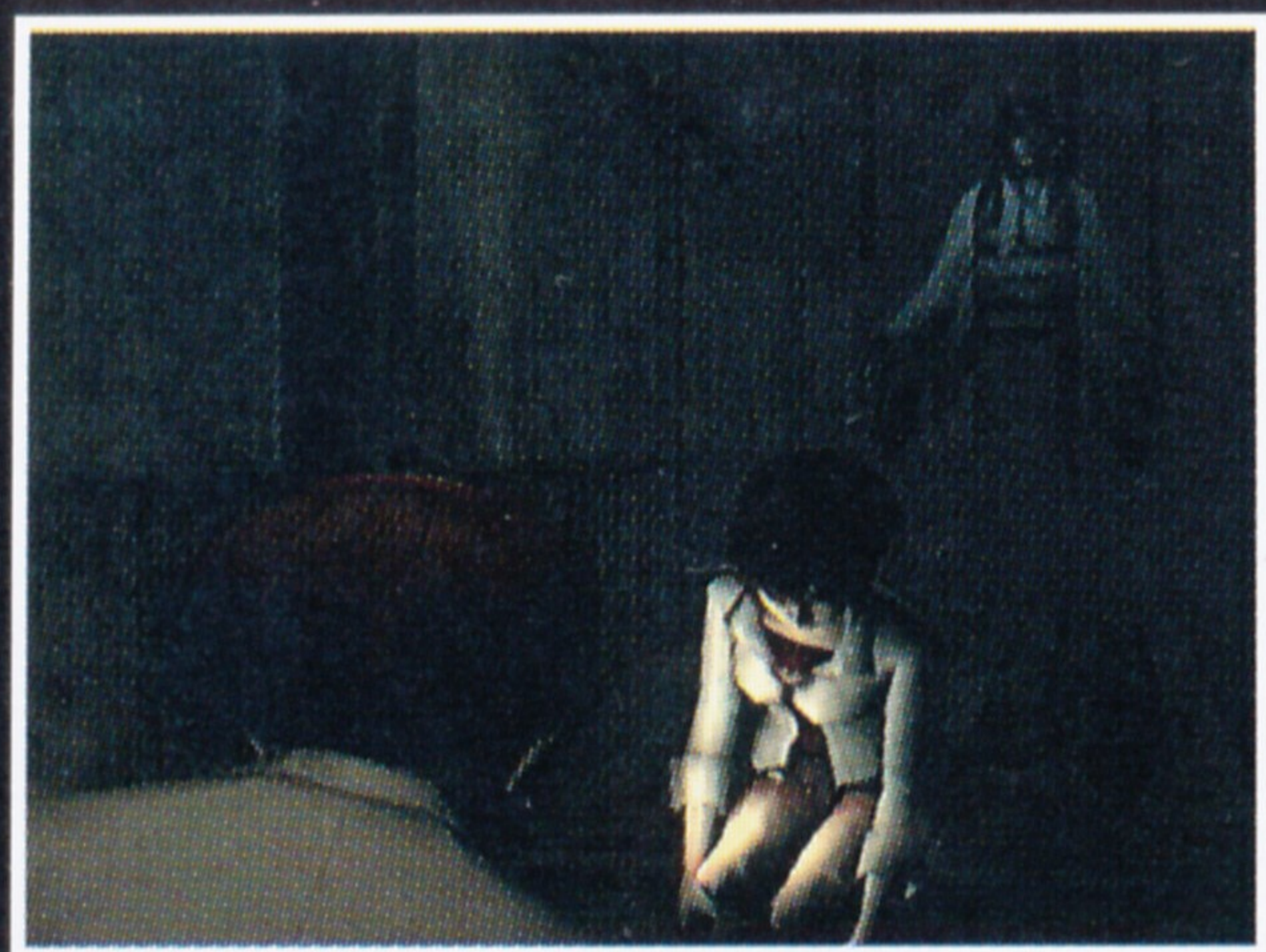
Gitaroo Man is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2001 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

## PlayStation®2



## Fatal Frame

Platform: PS2 • Publisher: Tecmo • Release Date: Spring • Stage: 80%



Survival horror with a camera? Sure, it sounds like this makes as much sense as a first person shooter that arms you with a rubber band, but Tecmo has managed to bring it together and make it all the more terrifying BECAUSE you are only armed with a camera.

Fatal Frame's lead character is Miku, a teenage girl (what's a horror movie/game without a teenage girl?) in search of her lost brother. After you are given Miku's brother's back story in forboding black and white, you pick up his trail that leads you to an old Japanese temple. Here, Miku finds her brother's antique

camera and realizes that it has mystical power to ward off the demons.

FF uses the basics of Survival Horror (walk, run, pick up item) with a photographic twist. Hitting the camera button puts you into a first person mode (something that takes some getting used to) where you quickly try to snap a shot of the offending ghost, thus causing damage to it. Many factors determine the amount of "damage" the camera does to the undead, including distance, precision and the type of film you are using. (Insert your own 100 speed and Polaroid jokes here.)

## Sled Storm

Platform: PS2 • Publisher: EA Big • Release Date: March • Stage: 80%



You move fast. You're absolutely fearless. And you've certainly got the right equipment between your legs. So how come you still can't get the girls? Because they're busy drooling over the guy who just smashed through a building, busted out a Lookback Heartattack as he whizzed over your head, and crossed the finish line ahead of the pack.

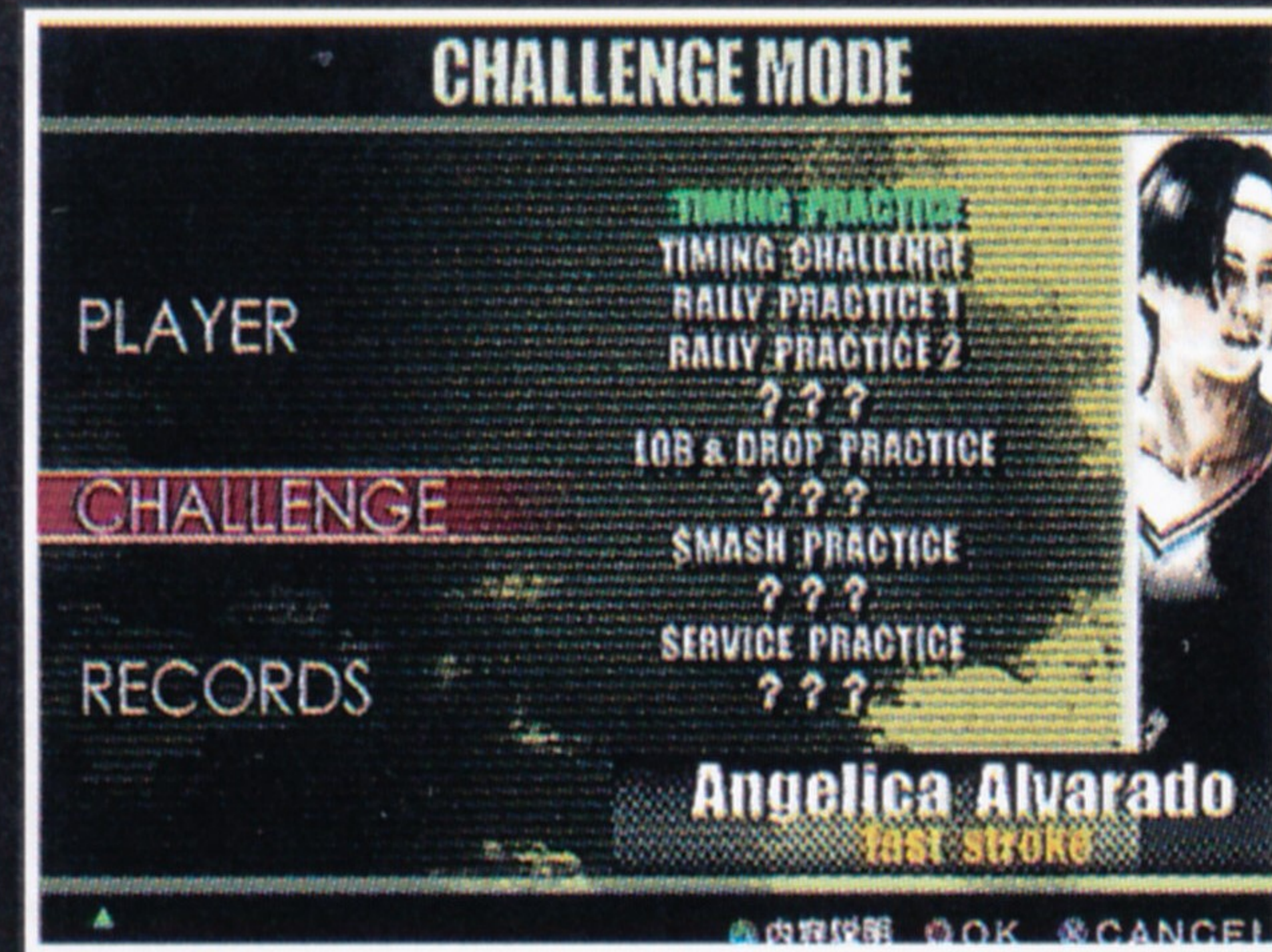
Silly boy. You need to learn the nuances of Sled Storm racing. New physics allow you to transfer your weight about the sled like never before, so if that upcoming corner looks more than a little tight you can throw both feet to one side and squeak right

through. If you're still not able to stay in contention, maybe you should double-check your ride. Since each of Sled Storm's snowmobiles are finely tuned in a specific performance area, you may need to adjust either A) your riding style, or B) whatever it is you're riding. And if it's the chicks that you're after, you'd better learn to fill up your S.T.O.R.M. meter and whip out some amazing tricks.

Maybe you can get some pointers from one of the hot women on the racing tour with you. Of course, you'll have to get her to give you the time of day first. Good luck.

## Smash Court P.T.T.

Platform: PS2 • Publisher: Namco • Release Date: Spring • Stage: 80%



Sigh... Yes, Anna Kournikova is in Smash Court Pro Tennis Tournament. Geez, you'd think you guys would be more worried about the gameplay instead of whether a cute girl who has never won a major tournament was in the game.

SCPTT is filled with top-ranked men and women including Andre Agassi, Pete Sampras, Martina Hingis, Lindsay Davenport, Monica Seles, and yes, Anna Kournikova. More importantly, Players will be able to compete in Wimbledon, the U.S. Open and the Australian Open. You will be able to slam an ace in Arcade, Pro Tournament,

Challenge, Exhibition and Time Attack modes and try to win the Grand Slam in...well...Grand Slam mode. If you fancy a bit of doubles action, you can use the PS2 Multi-tap.

The gameplay is far removed from what tennis fans have been enjoying in Tennis 2K2. Smash Court is instead based on proper timing. The training/challenge mode will let you work on getting your smashes and returns just right. If you are having problems getting used to the system, just remember: You don't have to play like John McEnroe to cuss and argue calls just like him.

## Onimusha 2

Platform: PS2 • Publisher: Capcom • Release Date: Q3 2002 • Stage: 40%



10 years after Samanosuke halted Nobunaga's plans, a new warrior named Jubei must shoulder the task of thwarting the diabolical warlord again. Capcom based Jubei on a famous Japanese actor, the late Yusaku Matsuda, and you can rest assured that they won't sully his name.

This time, you'll have the help of different characters as you battle Nobunaga's army of demons. But you'll have to bait these do-gooders first, and to do that you'll need to use a new trading system to cater to their needs. For instance, one of the great warriors you meet has a penchant for drinking, so to enlist

his help you'll need to purchase some fine vintage and swap it with him. In return you'll get a battle partner as well as whatever helpful items he may have to trade for.

Capcom says they wanted to create an experience that is more difficult than the first Onimusha, but not as tough as Xbox's Genma version. So, while there won't be any tug-of-wars for vanquished souls, you can expect a slew of nasty enemies and some truly twisted puzzles. The above screens are from the game's brutal opening CG, which depicts Jubei's village being slaughtered.



## Knockout Kings 2002

Platform: PS2 • Publisher: EA Sports • Release Date: Spring • Stage: 85%



That last combo got you dizzy, but you can still see okay. You block a few jabs and stick your opponent on the chin. As he reels you hook from one direction, then the other. Did his eyes just cross? Uh-huh. That had to hurt him. Time for a quick taunt; you shake your butt at him with a sly smile, then come back around ready to... You hear the ref yell as he leans over you, "TEN! It's over!" What the hell just happened? As your trainer helps you back to your feet, you think about the hard work you need to do in the gym. Then you realize you're still in the gym.

This year's Knockout Kings



is running on an all-new engine, and the improvements are easy to spot. Boxer models look more realistic than ever, and cleaner animation presents a better overall flow. Strikes cause all sorts of visual mayhem including facial contortions, so you can really feel every punishing blow.

Instant action replays and a first-person "looking up woozily at the ref" cam help intensify the action, while more dynamic crowds mix with deeper ringside commentary to bring the experience to life. Victorious Ippo's got a challenger, and we'll see who takes the belt this Spring.

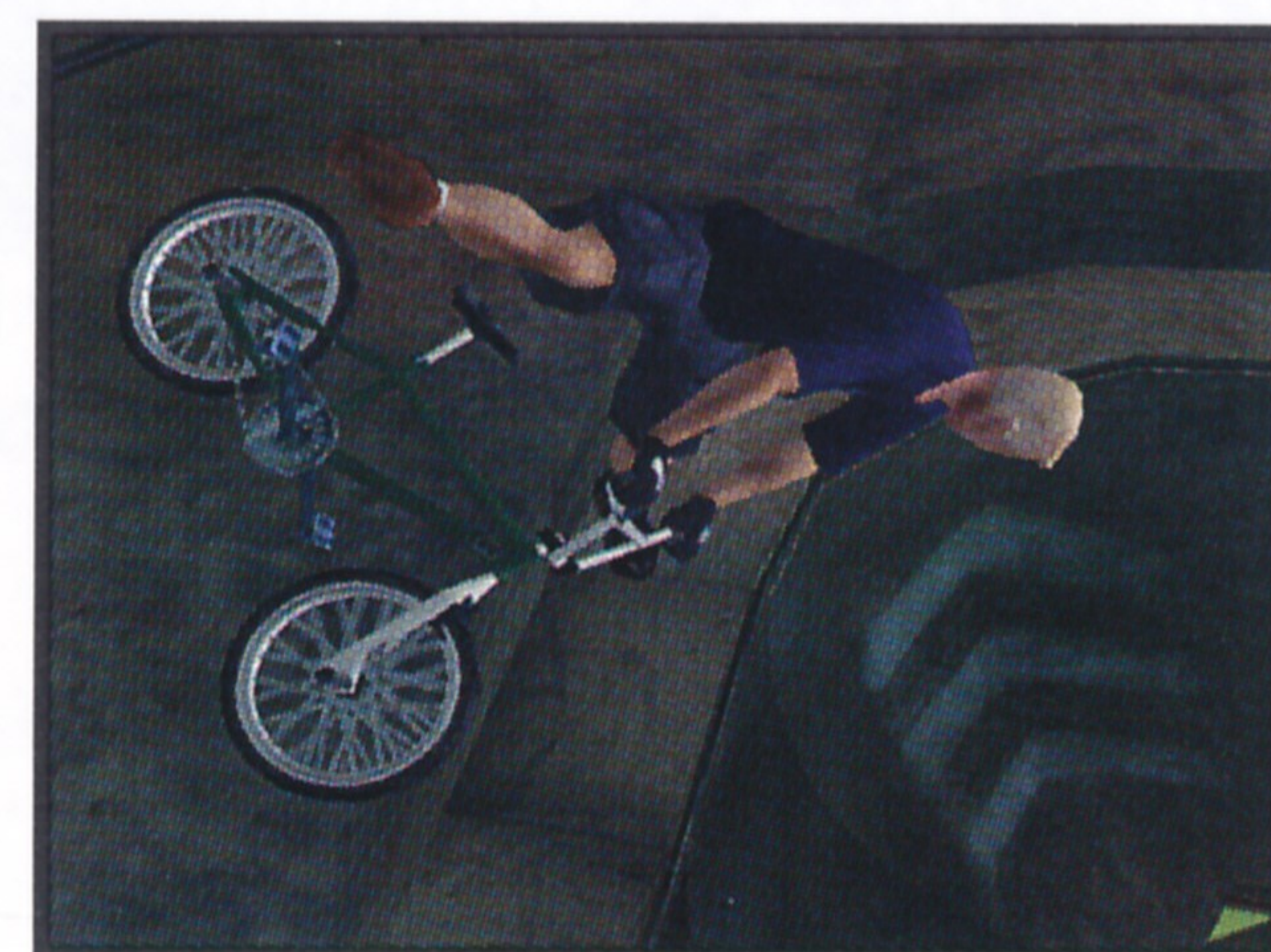
## Gravity Games Bike

Platform: PS2 • Publisher: Midway • Release Date: May • Stage: 70%



If you could perform more than 1400 different tricks on a bike, you'd probably find yourself on the cover of magazines and constantly surrounded by women. Midway wants to give you that life, sans the magazines, women, and the bike, with its new freestyle game due this May.

Gravity Games: Street Vert Dirt will feature 21 riders including current pros like Dennis McCoy, Matt Beringer, Fuzzy Hall, and Leigh Ramsdell. The game is fully licensed by the Gravity Games so you can expect an authentic experience, although the action promises to be over-the-top in classic Midway fashion.



The trick system will be easily accessible for first timers, but as players gain experience they'll be able to pull off truly sick above-the-lip combos.

Six modes will be available, including two player games like H-O-R-S-E, Race, Follow the Leader, and more. Players will enjoy ten gigantic environments chock full of cool ways to grind and snag big air.

All of the moves were motion captured to provide a true vert experience from the ground up. Considering Midway's expertise in churning out wild gaming experiences, this title has a lot going for it.

## King's Field: TAC

Platform: PS2 • Publisher: Agetec • Release Date: March • Stage: 85%



Thousands of men have died over it. Entire kingdoms have crumbled under the weight of its black curse. It is said that this object brings great tragedy to anyone who touches it. And you carry it in your pocket.

King's Field: The Ancient City lays a heavy burden on your shoulders. You must return the Idol of Sorrows to the Land of Disaster, a once fertile forest that has become a cursed wasteland of decay and death. Like the PSX versions, this new KF is an action RPG that thrusts you headlong into its world via a slick first-person perspective. Only now, developer From Software has the



graphical power of PS2 to work with. That means your surroundings will look more realistic and foreboding than ever before, with next millennium special effects to enhance the atmosphere.

But don't think that the focus here is on graphical beauty alone. This is a deep RPG with tons of items, weapons and armor to find and use in your quest to return the Idol. You'll interact with dozens of shady characters and fight hand-to-hand against hordes of monstrous creatures, and you'll even learn how to use magic. The adventure begins in March.

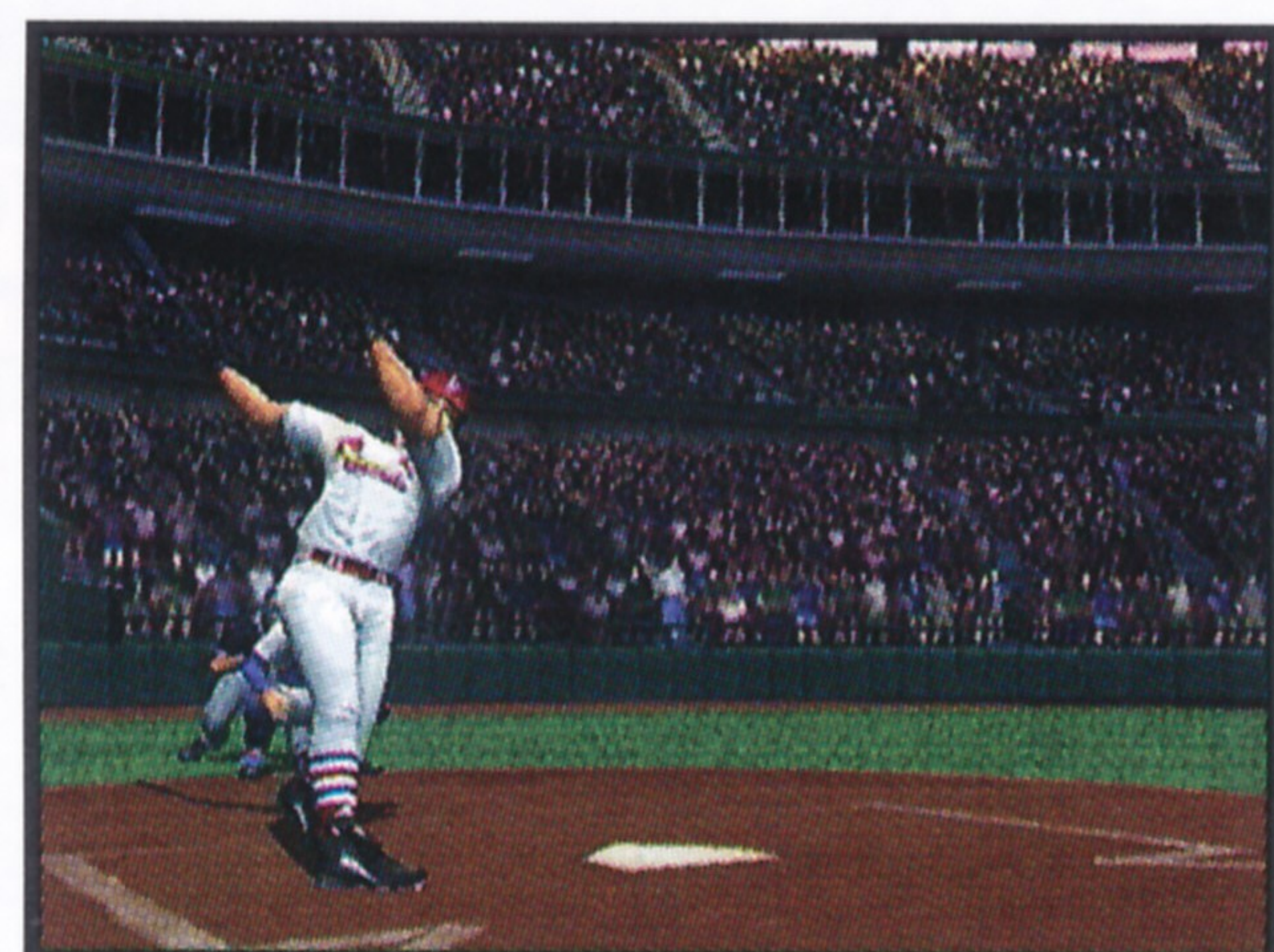
## Triple Play 2002

Platform: PS2 • Publisher: EA Sports • Release Date: Spring • Stage: 80%



Save for the analog pitching control, the Triple Play series seemed to coast onto PS2 without more than a facelift. But for 2002, developer Pandemic is looking to augment its baseball experience on every level.

The first thing we noticed when we fired up a preview version of TP 2002 was the voice of St. Louisan Bob Costas. The six-time National Sportscaster of the Year brings the best play-by-play ever to the series, a credit to EA Sports' commitment to excellent presentation. Also new are between-play cinemas that show off the new player models, which look more like their counterparts



than ever before. They even include new facial animations for all game situations.

The pitcher/batter interface is identical to last year's, but once the ball is hit you'll notice some key fielding enhancements. New player indicators help you to quickly recognize who you are controlling and where to move him, and the analog throw to base helps control the chances of an erroneous toss. There's even a single-button control that automatically throws the ball to the optimal base. While we certainly miss Big Mac, video baseball like this helps keep our spirits up.



# Hot Shots Golf 3

Platform: PS2 • Publisher: Sony • Release Date: February • Stage: 85%

**The most lovable game of video golf on the planet returns for another round**

•Sinking the ball for par or better is good. It makes us happy. So happy that we may start acting strange and scaring people



When someone says "How about a round on the links?" at the S•M offices, we don't scramble for the Big Bertha and head to the local country club. We pull out the Big Heads of Hot Shots Golf 2 and load it into our PSX.

Well, Clap Hanz Limited, who took over the Hot Shots franchise after Camelot debuted it. (Camelot, who started the series with the first release, was busy giving the rotund plumber a workout in both Mario Golf and



Mario Tennis and teasing us with the occasional RPG like Golden Sun.) Having proven they were more than up to the task with Hot Shots Golf 2, Clap Hanz are bringing it into the next millennium with HSG3.

The gameplay system has remained fundamentally unchanged, and still uses the same button-tap swing system. The power bar and sweet spot expand and contract to reflect the difficulty of the lie of the ball.

Multiplayer has always been the key to the Hot Shots series for us (and the cause of many a missed deadline). But the improvements to the single-player game may have us kicking our co-workers back to the grind while we play to upgrade our equipment and items with the new point system.

The visuals are more impressive than ever, assuming you like the super deformed look of the golfers. Environmental effects like rippling lakes and



•NICE DRESS! So she's superdeformed, big deal. She's got a sexy red minidress on and plays with balls. Count us in!

caressing waterfalls look astounding. The courses reflect all of the classic layouts that any golfer would love to putter about on. The beginner's course has short distances and wide fairways while the island course has plenty of sand traps and a breeze to contend with. If you are like Sean Connery and want the feel of the Scottish homeland, check out the Links with its terrifying rough, slim fairways and lochs on nearly every hole.



# GTC Africa

Platform: PS2 • Publisher: Majesco • Release Date: April • Stage: 75%

**Congratulations! You've won an all expense paid trip to Africa! One purchase necessary**

•While it may be populated by people with really strange names like Mokumbulala, Africa is a great place for a race



Bad "Let's Throw Safety to the Wind" Idea #1: Build a car that is extremely heavy in the front end and make it a rear wheel drive. We can call it a Firebird or something neat like that. Bad "Let's Throw Safety to the Wind" Idea #2: Now let's put someone in the car at the top of a snow and ice covered mountain and give them a limited amount of time to make it all the way to the bottom.

Come on, safety is for wimps. Forget about simply



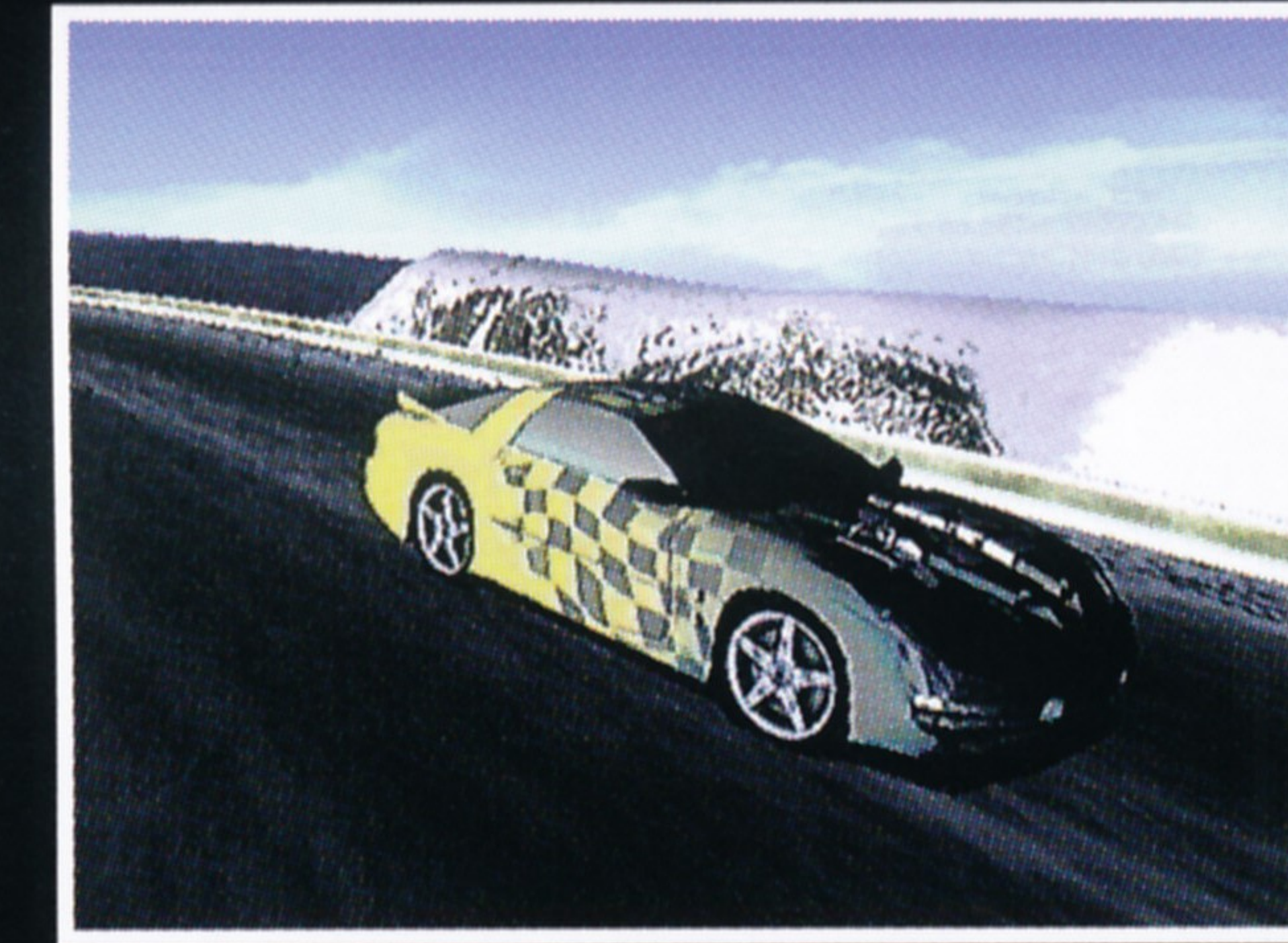
surviving Africa (pun intended), Majesco is challenging you to be a winner.

Global Touring Challenge Africa is an arcade-styled rally racer featuring circuit racing in real life locations from the actual African Tour. Imagine power sliding down a muddy jungle path (you know, the kind that someone wearing beads and neck coils made with a machete) with the spectacular Victoria Falls thundering nearby. Or maybe it's



the icy cold terrain of Mount Kilimanjaro that seems to be calling to your inner driver. No matter which of the game's 19 exotic environments you're racing, you'll be treated to some of the most gorgeous tracksides ever realized in gaming. Additional graphic touches like rainbows in the mist and brilliant reflections on every surface really emphasize the high quality of the visuals.

Armchair rally racers should



also appreciate the large selection of officially licensed vehicles, including the Focus, Cougar, Firebird, Impreza and many others. You'll be able to test drive these mean machines in a lengthy Championship mode, or you can test your skills in a special Challenge mode featuring a series of difficult minigames. On top of all this, you'll also be able to impress your friends with your vast knowledge of African geography.



## Harvest Moon: Save the Homeland (PS2):

**How To Get Indiana The Dog:**  
When you begin the game, you'll notice some dogs. When you try to approach them, they'll run away. To attract a dog to your yard, keep putting food in his bowl. Anything will do: grass, berries, whatever. When you place these foods in the bowl, they immediately turn into wonderful dog food. Keep trying to pick up the dog using the X button. Once you succeed, you will be given the right to name him (call him Indiana!) and he will be your pet.

**How to Train Your Dog:**  
Once you have the dog, you can train him to do tricks! To do so, use the following button presses:  
Sit: UP, LEFT, DOWN  
Down: UP, DOWN, DOWN  
Heel: LEFT, RIGHT, RIGHT  
Drive cattle: RIGHT, LEFT, RIGHT  
Jump: LEFT, UP, RIGHT  
Sit up: DOWN, UP, UP

**How to Get the Horse:**  
To get the horse, you'll have to visit Bob's farm. Keep doing part-time work taking care of his horses and cows. Eventually, after doing a lot of part-time work, he'll bring a horse to you.

**Where are all the Power Berries?:**  
Here are the locations of all the Power Berries:  
Get one by visiting the Harvest Goddess.  
Find one in your pasture.  
Get one by visiting the Harvest Sprites.  
Catch one while fishing.  
Trigger the "Sacred Land" event.

**And What Would You Like as a Present?:**  
Here's a list of what the different townspeople enjoy as gifts.  
Bob (Owner of Brownie Farm): Sweets  
Tim (Bob's little brother and Treasure Hunter): Eggs/Cake/Tea  
Ronald (The market owner): Cake  
Parsley (The Plant Hunter): Herb Tea

Kurt (The Carpenter): Tomatoes  
Wallace (The Cafe Owner): Tea/Fish  
Joe (The "other" Carpenter): Fish  
Louis (The Tool Shop Owner): Eggs  
Katie (The Cafe Waitress): Cookies/Cheese  
Dia (Young Girl at Clove Villa): Blueberries  
Martha (The Clove Villa Maid): Cheese  
Lyla (The Flower Shop Owner): Pink Cat Flowers/Blueberries  
Gina (The Maid's daughter): Fish/Eggs

**Birthday List:**  
Remember to stop by and say hello to each townspeople on their birthday and bring them a gift! (See above.):  
Ronald (The market owner): Spring 11  
Joe (The "other" Carpenter): Summer 10  
Kurt (The Carpenter): Winter 10  
Wallace (The Cafe Owner): Summer 1  
Louis (The Tool Shop Owner): Fall 2  
Parsley (The Plant Hunter): Spring 16  
Bob (Owner of Brownie Farm): Summer 1  
Tim (Bob's little brother): Fall 12  
Gwen, the Carpenter's daughter: Summer 8  
Martha (The Clove Villa Maid): Winter 25  
Gina (The Maid's daughter): Fall 20  
Dia (Young Girl at Clove Villa): Winter 9  
Katie (The Cafe Waitress): Fall 29  
Lyla (The Flower Shop Owner): Spring 27

**Baldur's Gate (PS2):**  
Activate Cheat Mode:  
At any time while playing a game, hold L1 + R2 + Left + ▲, then press Start. A cheat menu with cheats such as "Invincibility" and "Level Warp" options will now be unlocked.

**One Easy Step To Bad Ass:**  
At any time while playing a game, hold L1 + R2 + R3 + Left, then press Start. Your character will now be at level 20 and have access to all of his or feats. Your character will also have level 1 feats on all class-dependent feats and 75,000 more gold pieces. However, this locks your character into level 20 and you can not raise his or her stats any more!

**Play as Drizzt:**  
At the main menu, hold L1 + R1 then press X + ▲.

**Project Gotham Racing (Xbox):**  
All Cars And Tracks:  
Enter "Nosliw" as a name (case-sensitive) to unlock all cars and tracks.

**Lord, Won't You Buy Me a Mercedes-Benz:**  
Enter "Reki" as a name (case-sensitive).

**Star Wars Rogue Squadron II: Rogue Leader (GameCube):**  
Infinite Lives:  
Enter "JPVI?IJC" as a passcode. Note: Your R2 unit will NOT beep for this passcode. Return to the passcode screen and enter "RSBFNRL" as a second passcode. If you entered the code correctly, R2D2 will beep.

**Fantavision (PS2):**  
Finally! The Ultimate Cheat Code:  
At the options screen, hold L1 + L2 + R1 + R2 and press X, Up, X, Up, Down, ■ to unlock everything in the game.

**Star Trek Voyager: Elite Force (PS2):**  
Note: If you enter the code correctly, Gage's voice will say "Impressive." Also note that each code must be re-entered after loading a game or entering completing an area and moving on to the next.

**God Mode:**  
Pause the game, then hold L1 + L2 + R1 + R2 + R3 and press Select.

**999 Health:**

Pause the game, then hold L1 + L2 + R1 + R2 and press Select.

**Free Armor:**  
Pause the game, then hold L1 + R1 and press Select.  
**All Weapons:**  
Pause the game, then hold L1 + L2 + L3 + R1 + R2 and press Select.

**Full Ammunition:**  
Pause the game, then hold R1 + R2 and press Select.

**Autotarget Mode:**  
Pause the game, then hold L1 + L2 and press Select.

**Spyro: Season of Ice (GBA):**  
Level select:  
When "Press Start" appears at the title screen, press Down(2), Up(2), Left, Right, Up, Down.

**Level Portals opened:**  
When "Press Start" appears at the title screen, press Up(2), Down(2), Left, Right, Up, Down, A.

**99 Lives:**  
When "Press Start" appears at the title screen, press Left, Right(3), Down, Up, Right, Up, A.

**Unlimited Health in Sparx Worlds:**  
When "Press Start" appears at the title screen, press Down, Up(2), Down, Left, Right(2), Left, A.

**Unlimited Weapons in Sparx Worlds:**  
When "Press Start" appears at the title screen, press Down, Right, Up, Left(2), Up, Right, Down, A.

**Shrek(Xbox):**  
Invincibility:  
At the title screen, press Up, Down(2), B, A(2), X, Down, Up, Left, B.

**Super Smash Bros. Melee (GameCube):**  
Play as Dr. Mario:  
Successfully complete classic mode with Mario without losing a single life to unlock Dr. Mario. Alternately, you can play 100 versus mode matches.



# the B.O.M.B.

## Best Of the Month BABY



Each month, one game is chosen to receive this prestigious award. The B.O.M.B. may not always be the game with the highest review score, but it is selected by consensus among Silicon Mag editors as the one game that you should buy if you've got the hardware.



**PS2**  
**Maximo: Ghosts to Glory**  
**Capcom**  
**S·M Rating: 85**

Imagine this: You've just come home from Wal-Mart (or some other equally treacherous war zone) only to find that while you were out your roommate managed to wreck the joint. Garbage and grime litter every inch of your once lovely abode, and that has created a playful haven for large numbers of dastardly creatures. He declares that this is now HIS domain, and to further drive home the point he grabs your girlfriend and forces her to marry him, right there on the spot. Your four pets can't help you, as they have been imprisoned in a place no human should ever enter (like the bathroom). Finally, as the ultimate insult, he kills you. Talk about a bad day.

Poor Maximo is suffering this very fate. He returns from a faraway conflict to find that his advisor, Achilles, has taken over the kingdom, stolen Maximo's girl, and imprisoned four lovely sorceresses. After dying at Achilles's hand, Maximo meets the Ferryman of Souls, a.k.a. the Grim Reaper, while floating in purgatory. It seems Grim is none too happy with the way that Achilles has been drumming up the undead for his own evil use, and he gives Maximo another chance at life in exchange for returning the risen souls to the underworld.

Maximo: Ghosts to Glory

reaches back into gaming history and yanks out the invigorating play experience of one of the best platforming titles ever, *Ghosts 'n Goblins*. This is inserted into a modern 3D gaming environment and dressed up like a prom queen. Every single level is filled with sharp detail, beautiful colors and plenty of environmental animation. Each character, whether friend or foe, is also highly detailed and well animated. Maximo is a strapping figure in his shiny armor, but if he happens to have it stripped from him he still looks good in his boxers. (And no, we're not gay.)

The fighting system isn't incredibly advanced, but it works decently enough against one or two enemies. Unfortunately, if you get swarmed you might be in for a good smacking. The analog control is highly sensitive, and we found that if you snap the stick in a direction and release it Maximo has a tendency to spin in the opposite direction you want him to. If you can learn to make very deliberate thumb movements, you'll find a smaller number of swords and axes stuck in Maximo's backside.

This system is enhanced by dozens of collectible special abilities that can be either bought or found. These can add new attacks to your moves list, provide temporary invulnerability or even give you stinky feet that prevent undead corpses from reaching out of their graves at you. The twist is that you can only "lock in" a set

number of these abilities, and when you die those that are not locked are lost. This gives you some very important choices to make.

Actually, making choices is probably the game's biggest bane. The most important actions, saving and continuing, cost Maximo precious coins. If you want to save your game, that will set you back 100 coins. The problem is that you'll spend so much money saving your game that you usually don't have enough to purchase life-saving items like armor and new boxers. And you just HAVE to save constantly, because if you expire, good old Grim will take away your Death Coins. It wouldn't be so bad if not for the fact that every other time you continue his price increases. So you're always faced with no-win choices: "Given that if I die I'll have to pay four Death Coins to go on, do I buy a save now or skip it and buy the armor?" This can really get frustrating later in the game.

If you aren't good at (or simply don't like) platforming games, don't bother with this game. Every level, including the hub areas, is made up of treacherous jumps. Many of them have areas where the ground literally falls away beneath your feet. *M:GTG* is designed for experienced players who are looking for a good challenge. If you're up to it, you'll find a long adventure that you'll most likely repeat several times over.

• (Top) This guy is Maximo's achille's heel, Achilles. Man, that was bad



PlayStation 2

A SHADOWY CORPORATION HAS SEIZED CONTROL OF YOUR COUNTRY.  
THE PEOPLE HAVE TAKEN TO THE STREETS IN PROTEST.  
A STATE OF EMERGENCY HAS BEEN DECLARED  
AND IT IS NOW TIME FOR YOU TO FIGHT FOR YOUR FREEDOM.



# STATE OF EMERGENCY



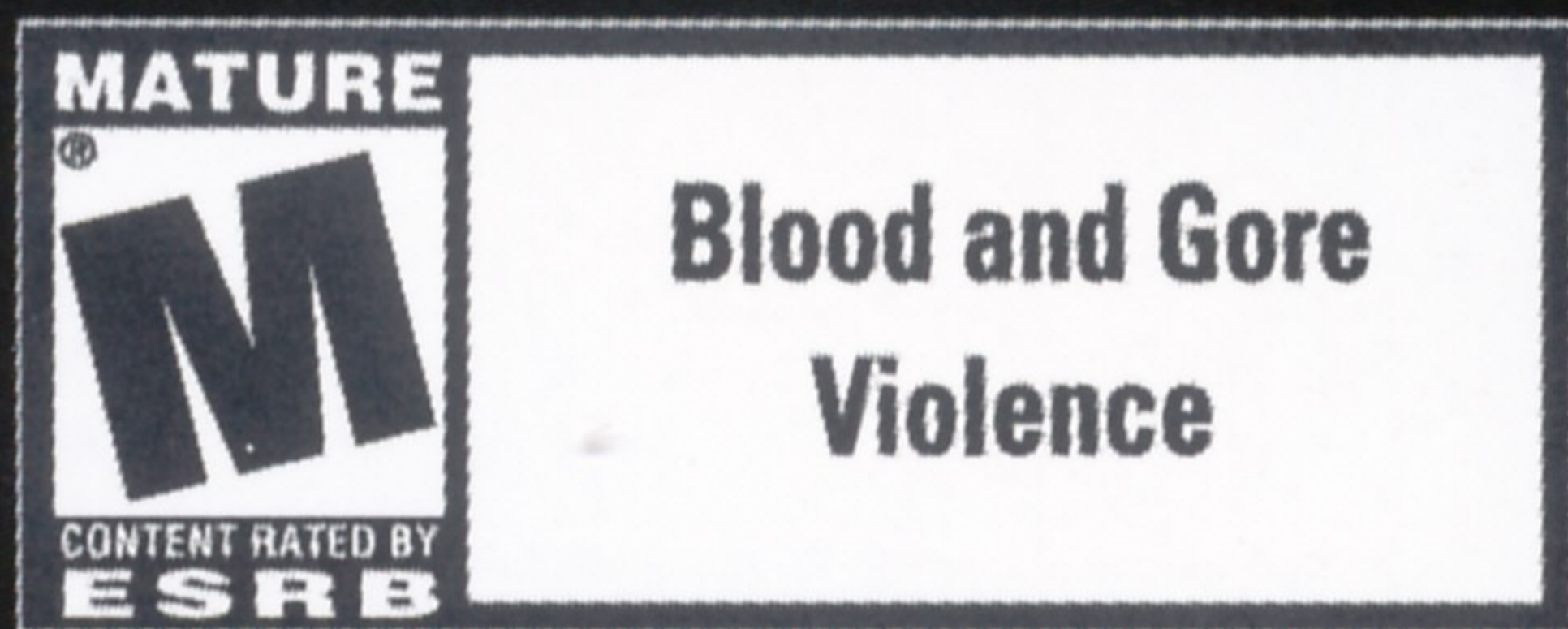
TRY TO TOPPLE THE CORPORATION  
OR SIMPLY CAUSE COMPLETE MAYHEM



PREPARE FOR CHAOS AS HUNDREDS OF PEOPLE  
FILL THE SCREEN -  
EACH CITIZEN REACTS DIFFERENTLY TO EVENTS



WATCH YOURSELF - DEATH SQUADS PROWL  
THE STREETS LOOKING FOR TROUBLE



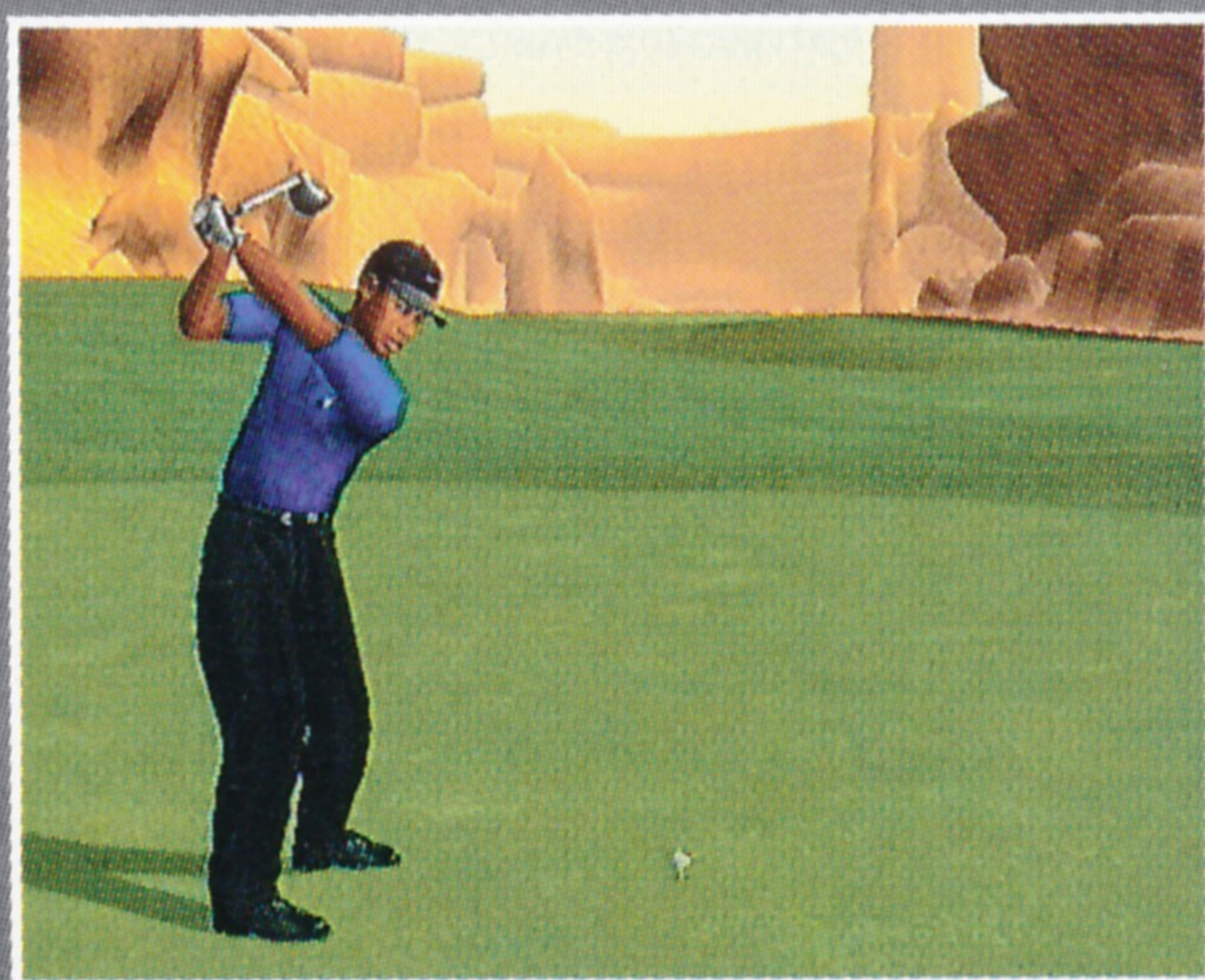
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. State of Emergency game © 2001 VIS entertainment plc. State of Emergency and the State of Emergency logo are trademarks of VIS entertainment plc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Copyright 2001. All Rights Reserved.



**PS2**  
**Tiger Woods PGA 2002**  
**EA Sports**  
**S•M Rating: 83**

Tiger's first PS2 game wasn't much more than a prettier version of the PSX incarnations, plus it had only three courses. While the analog swing was a great innovation, it wasn't perfect. Well, this year EA Sports has addressed every issue we had with last year's game, and the end result is a much more exciting game of golf.

Tiger Woods PGA 2002 includes a total of seven courses, three of which are fantasy courses. Some of these must be unlocked, so there's some real incentive to improve your game. These courses look superb on



screen, although there isn't a great visual distinction between the rough and the fairway save for their color. Character models appear incredibly lifelike, and they feature dozens of reactionary animations covering everything from joyous fist pumping to angry club throwing.

The game forces you to pass a series of basic challenges before you can access the main gameplay modes. You'll learn the tweaked analog control system, how to add touch to your shots, how to execute fades and draws, and spin control. The analog control is very sensitive, so at first you may find yourself yelling "fore" a lot. But with some practice you can really appreciate the amount of control you have



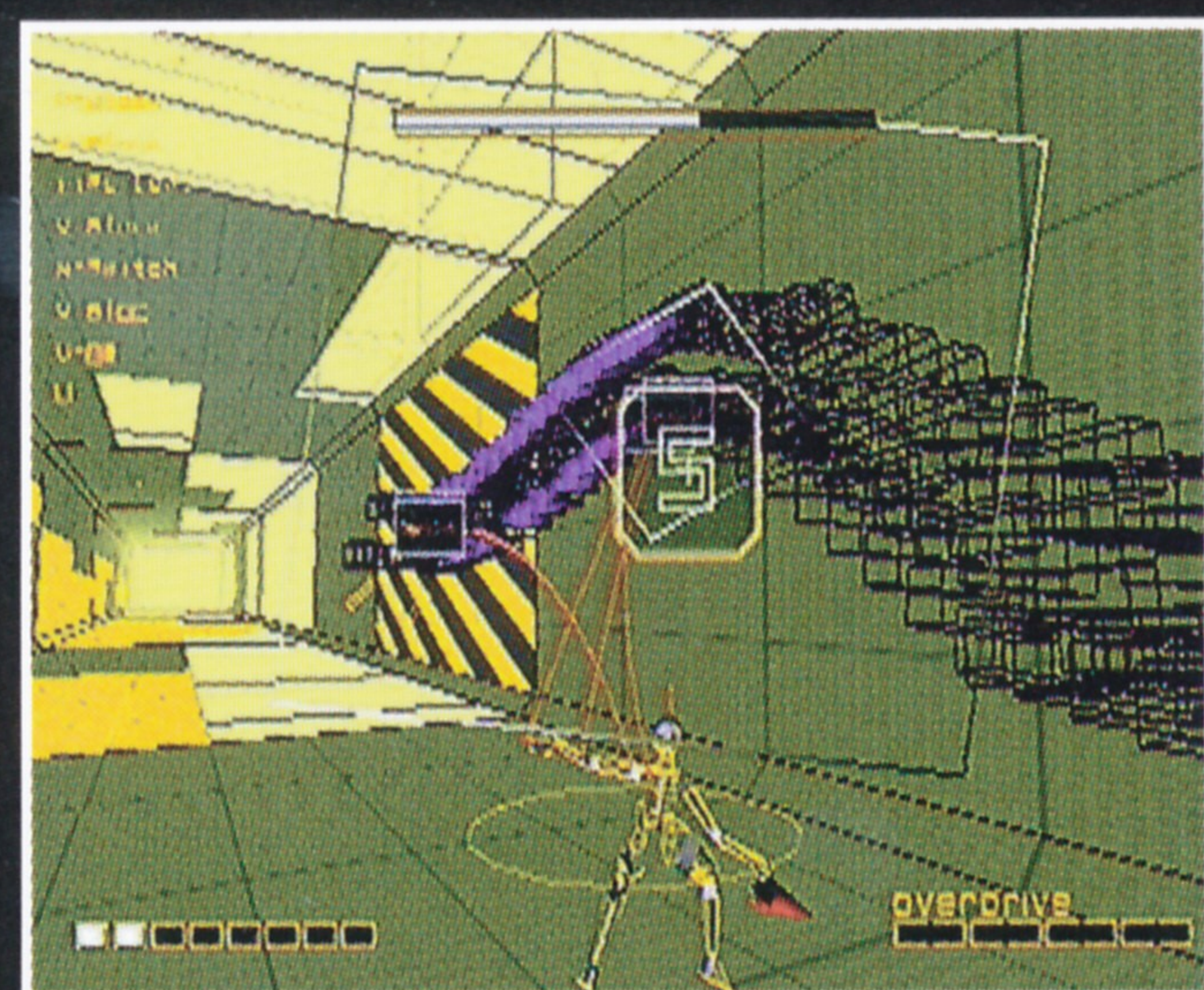
over every part of your swing and subsequent ball flight.

While there isn't a true create-a-golfer mode, you can pick a character model and customize his or her skill through experience. As you test out each of the game modes you'll earn cash that you can spend on developing your character's attributes. This system allows you to practice in a systematic and organized way while learning the nuances.

An exciting split-screen Speed Golf mode tops off this well-polished release. Here, two players attack a course simultaneously in an all-out race to the finish. It's a unique twist on the sport that breathes fresh air into the game.



•Man, if we knew golf had women that look like this playing it (middle), we might have followed a different path in life like Tiger did (left)



**PS2**  
**Rez**  
**Sega**  
**S•M Rating: 77**

Games as innovative as Rez are very hard to rate. United Game Artists have always been pushing the creative boundaries with the games they have produced. But titles like UGA's own Space Channel 5 and Sony's ICO have something in common. They are games that you rave about to your friends, invite them all over to check out, immerse yourself in them for 2 or 3 days and then...never touch again.

Rez is a complex title. Everything in the game is interwoven into a gaming tapestry. The virtual reality computer graphics link directly to the thumping techno music that wires in to the bass bumping through the Dual Shock. It is an engrossing event and something everyone should experience. However, when the lights come up, you can look at Rez and say "Well, really, it's a five level shooter with a kick ass soundtrack."

Of course, reducing it to that summary doesn't do the game justice. Every time we would unleash a flurry of lock-on missiles that found their target, they'd throw a beat into the music track that backs the level. The screen throbs and the controller pulses and we could only marvel at how the graphics and music could move so fluidly together. The graphics are nothing you would traditionally think of as next millennium...well, unless you asked someone living in the 1980s who just watched Tron for the 15th time what they thought games in 2002 would look like. The graphics are actually one of the game's few flaws. They are so geometrical and constantly pulsating that upon reaching the boss at the end of each level, we had to strain to figure out just what and where we were supposed to be shooting and even if we were being fired back at.

Still, innovative games like Rez do not come along that often. We recommend that everyone at least try it.

**PS2**  
**Pac-Man World 2**  
**Namco**  
**S•M Rating: 62**

Namco has gone back to the arcade to pull Pac-Man into another adventure. Just for nostalgia's sake, he dragged a few of his (and the little Misses') arcade efforts along with him as unlockable extras.

One of the biggest problems with Pac-Man World 2 is the same problem people have been complaining about 3D platformers since they were invented...the camera. Now, we don't want to sound like the grumpy old man from the Saturday Night Live skit but "Back in my day, we didn't have to worry about Inky, Pinky and

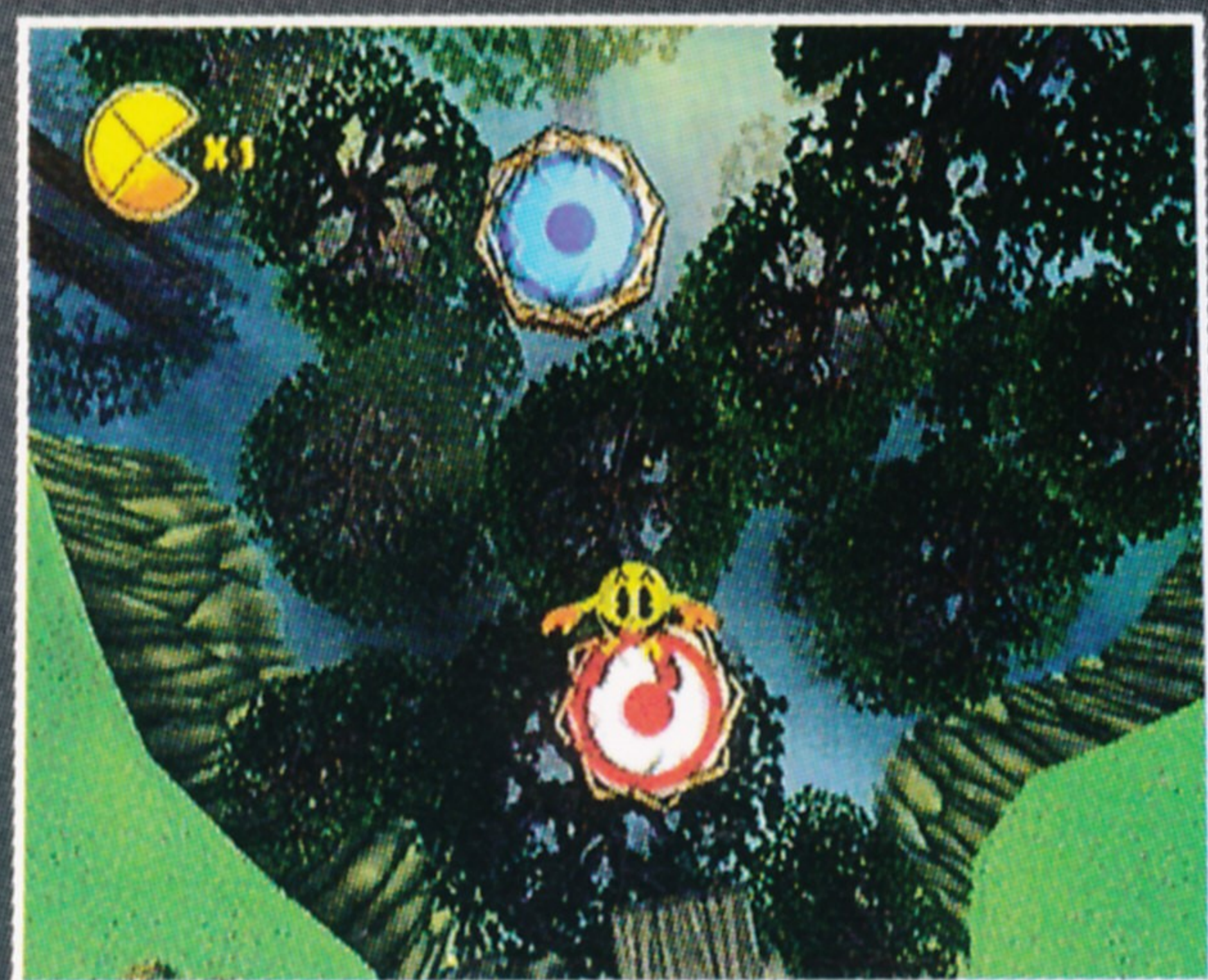
Blinky sending us to do-do-dooo-wa-waaa land (that's the sound of Pac-Man croaking) just because the camera swung behind some tree and we couldn't see what was going on! That's the way it was and we liked it!"

The player does have manual control over the camera but this is a 3D adventure. There are valleys and peaks. The camera is set-up in such a way that you can't get a good view of the valleys, even when standing right on top of them. You spend an inordinate amount of time adjusting the view to try to see if there is an elusive cherry or apple hiding in a recess. If you don't, you end up leaping into a bottomless pit and restarting

from the last checkpoint.

The adventure is moderately entertaining and it has the Mario stamp of approval (you'll find nothing offensive in this title). It is a mixture of the first Pac-Man World and some of the good puzzle parts of Ms. Pac Man's 3D effort. There are maze areas that play like a scrolling 3D version of the arcade game.

The problem with Pac-Man World 2 is that the best thing you can say about it is that the further you get, the more classic arcade Pac-Man titles you unlock. And they left out Super Pac-Man (it's also missing from the GBA Pac-Man collection)! Since when is Editor-In-Chief Wade Monnig's favorite Pac-Man title the bastard child of Pac-Mania?



•Back when we were kids all we had was Atari 2600. Pac-Man looked nothing like the arcade version. Of course, neither does this.





**PS2**  
**Forever Kingdom**

**Agetec**  
**S•M Rating: 66**

Nothing ends a war faster than a bunch of mutants eating all the combatants. Forever Kingdom is born from such a calamity, focusing on a group of young answer-seekers. However, Darius, Ruyan and Faena stumble upon a kidnapping-in-progress that sparks an epic journey. The kidnapper, angered by their interference, casts a binding spell upon them, linking their souls. Now, if one should die, the other two will parish as well.

You control these adventurers as they attempt to track down the sorcerer. You'll have to deal with the twists of an evolving story told in a classic but effective manner: Faena suffers from amnesia, and as her background (and unsettling connection to evil) is revealed, new branches are added to the tale. It's interesting to watch the characters evolve, and you'll even have the occasional odd character join your party to add more color.

The control system is unlike anything you've played before. Since your characters share HP, you must be cautious in your proceedings. You must master the game's vast combo system, as well as become adept at blocking attacks. The fighting is real-time and very fast paced, despite the overall progression of a modern RPG.

Properly equipping your party is absolutely vital, as is fully exploring every area. While that (along with a ton of mind-numbing puzzles) makes this a thinking man's game, it does lead to occasionally severe aggravation. It's easy to miss important items, and the subsequent backtracking is painfully tedious. Also, some enemies are way too hard to kill without the proper weapons and armor.

Between a flawed camera and a static map, it's often difficult to get your bearings. But if you're a hardcore action/RPGeer looking for a well-written adventure, don't let that stop you. FK might surprise.

**Xbox**  
**UFC: Tapout**  
**Crave**  
**S•M Rating: 68**

Anyone who can win a fight with only his head touching the ground is not someone you mess with. Yep, we remember Royce Gracie and his dominance in the early years of the Ultimate Fighting Championship. UFC Tapout doesn't exactly bring those days back, but it does put you in the Octagon under today's rules (actually, it's today's rules that discourage Gracie from re-entering the cage).

Tapout looks amazing on screen. Fighter entrances feature vibrant lighting and polygonal crowds complete with head tracking. The fighters each have



• Tapout has Chuck, Tito, Ice-T... Wait a minute! ICE-T!? And what is he doing to that girl? Damn, somebody call the cops!!

unprecedented detail, from body hair to tattoos, and animation leaves nothing to be desired. Muscles flex and stretch, and faces contort with each devastating blow. If it's ring realism you're after, Tapout's tops.

At first the interface seems pretty shallow. While you're learning, you'll often resort to the same strikes and grappling moves over and over. But spend a few hours with the game and you'll discover a satisfyingly deep moves list. There are dozens of ring situations you can find yourself in, and the available maneuvers you can execute are directly related to each situation. For instance, there are several mounted positions (where one fighter straddles the other) and



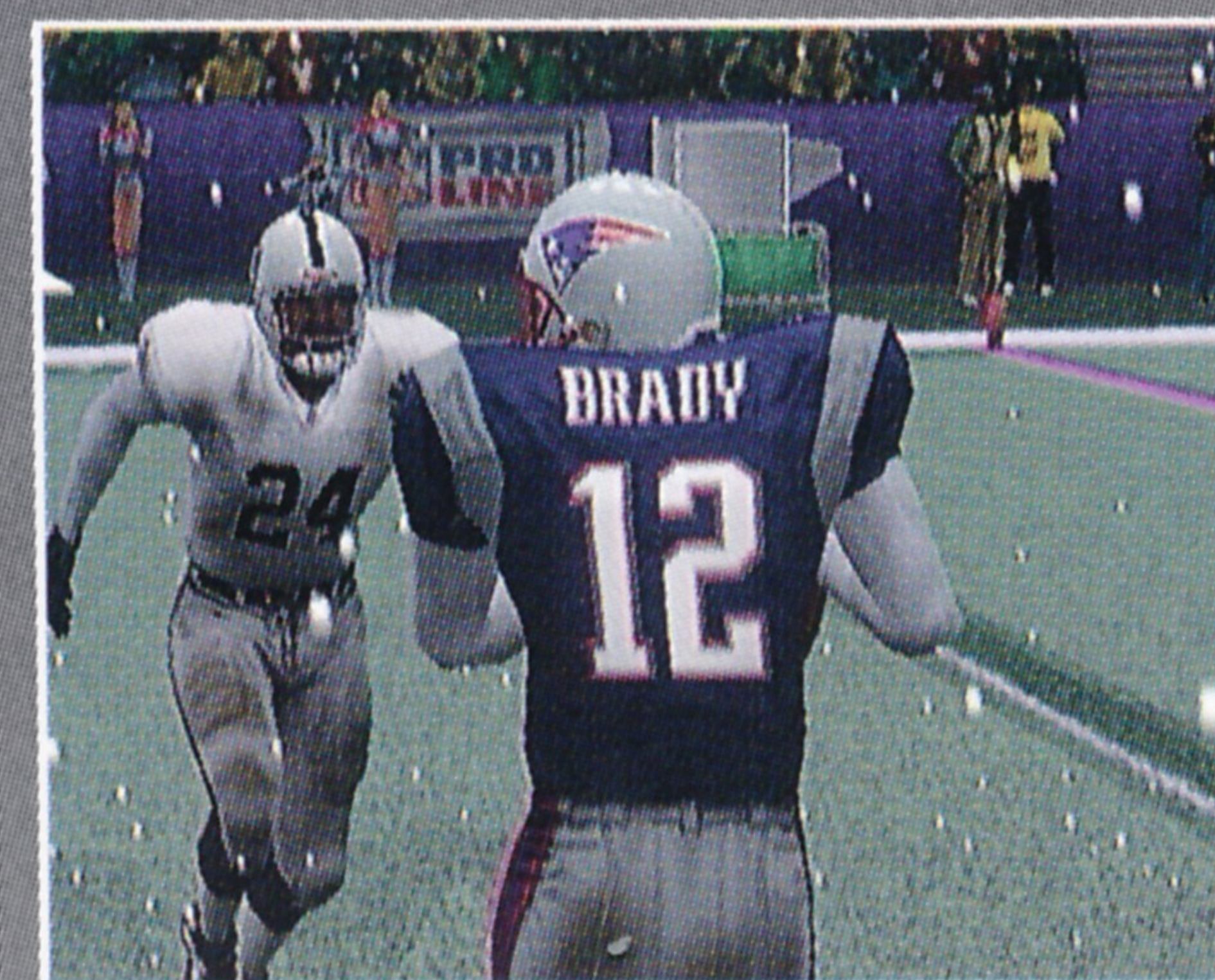
each combatant has various options from each of them. There are various takedowns, counters and locks that can give you an advantage, plus plenty of escape options for when you're at a disadvantage.

If only the play modes were as deep as the fighting interface, this would be the Ultimate Fighting Videogame. You'll enjoy the game's standard modes for a short while, but Tapout is sorely missing a career mode. You can create a custom fighter, but it's not very fun when there are no training minigames and no "road to the UFC" types of challenges. Tapout is decent for hardcore fans of the Mixed Martial Arts, but it won't create any new devotees.



**Xbox**  
**NFL 2K2**  
**Sega**  
**S•M Rating: 85**

When it comes to grass, Xbox smokes the competition. And when it comes to using the words "smoke" and "grass" in the same sentence without drawing the attention of the police, nobody beats Silicon Mag. Seriously though, Xbox has an uncanny ability to render amazingly realistic grass (as was first evidenced in Halo), and that is but one of the visual upgrades NFL 2K2 has received for this Xbox version. Players look more defined and animation is a bit more fluid, giving the game an even cleaner overall look. Actually, for sheer visual appeal



• We've watched the tape over and over again (left). Our conclusion? The Rams ate Favre alive, then sent the Eagles flying home. This weekend they'll put that lying Brady and his bunch in their place

and T.V. style presentation, 2K2 tops even Madden.

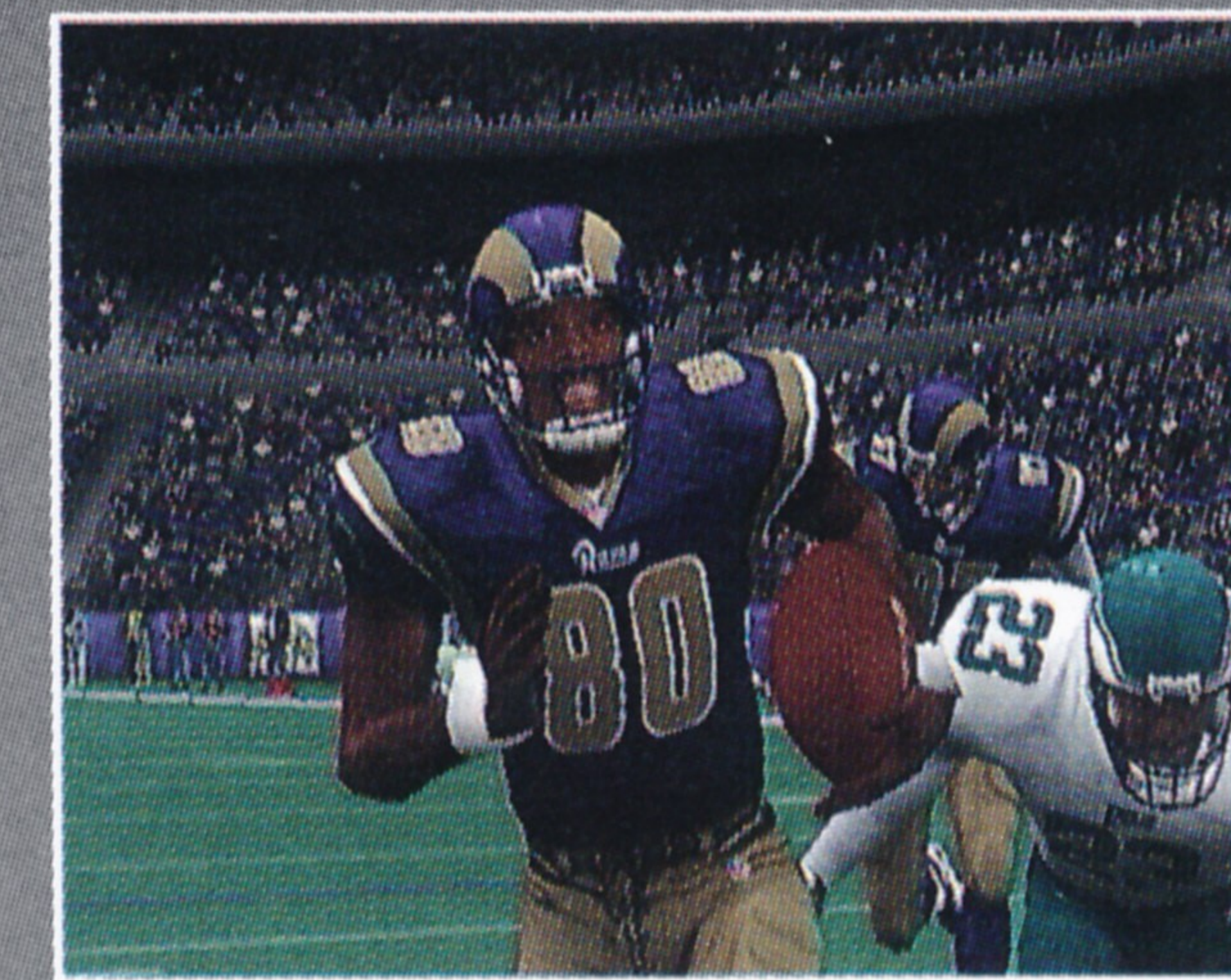
If there was one thing that really put us off about the PS2 version, it was the unusually high number of interceptions (although if you asked Brett Favre about it, he'd probably say it was pretty realistic). Now the problem only exists on the highest difficulty setting, where you may turn the ball over about six times per game. Other than that, the gameplay is identical. It's still extremely difficult to bring down the highest-rated running backs, what with all their spinning and juking, but this makes for some exciting "highlight reel" replays. Generally speaking, the experience skews slightly more toward the arcade



side, but it's far from Blitz.

Visual Concepts needs two things for their gridiron franchise to be in a position to topple Madden. EA's gameplay-tweaking slider bars would propel this series right up the gut, and a deeper, more thought-out Franchise mode would carry it to the end zone. 2K2 sports the best presentation of any football title and includes all the most important modes of play.

Since this version is coming out at the end of the NFL season, don't expect the most realistic team ratings (who thought the Bears would have made the playoffs?). But 2K2 has proven itself a winner and Madden is clearly within its striking distance.





# O.B.O.Y.

## Our Best of the Year

### Game Of The Year: Grand Theft Auto 3

Earlier this year, Rockstar flew a group of video game editors to an ex-army air corps military base in the middle of the desert outside of Tuscon, Arizona. Moving out of the 100-plus degree heat into an air-conditioned room, we sat before a variety of PS2s running Grand Theft Auto 3 and Smuggler's Run 2. Jeronimo Barrera stepped before the crowd of jaded game journalists and said the following words: "Fuck Metal Gear Solid 2, THIS is the game of the year." Of course, we all giggled (teehee, he said a naughty word!), smiled politely and thought to ourselves, "Yeah...right." Then we played it, and played it, and played it. Jeff from Rockstar came by and said, "You know, they are taking guys out to the firing range. You wanna go?" "Nah," we said, "we're fine here." Chris from Rockstar came by later and said "You know, they're serving lunch now" and we said, "that's okay, we just want to finish this level."

GTA 3 is one of the most immersive, interactive and downright fun videogames we have ever played. It stretches out into uncharted territory with its top-notch acting and Rated R approach to the entire videogame process.

It may sound cliché but if you only buy one game this year, this is it.



### PS2: Grand Theft Auto 3

Wow, who would have thought that the game that won overall Game of the Year could also win it for the specific platform it appeared on? And we don't want to hear you complaining about how hard it is. If you get stuck on a mission, take a different approach. GTA3's difficulty is tweaked perfectly.

### Runner Up: Final Fantasy X

Square squeaked this release in right under the wire. It is a beautiful title with a vastly improved combat system. The trademark Final Fantasy cut-scenes are present in quantity and the story is one of Final Fantasy's best. Final Fantasy X gets our vote for RPG of the Year and runner-up as PS2 Title of the Year.



### Xbox: Halo

If you were never a fan of first-person shooters Halo will mostly likely soften your heart. Or harden it, depending on your view; a few hours with the game will have you ready to join Raszak's Roughnecks. Halo features some of the best multiplayer mayhem ever to grace a console.



### Runner Up: DOA3

Beautiful women, extraordinary graphics, and a system that we all know and love. Nothing made us want to learn how to master the mammoth Xbox controller more than this game. What did we think of that final boss? Take the first word from our Jeronimo Barrera quote and repeat 200 times.

### GameCube: Rogue Leader

Yeah, Darth Maul was cool. But nothing says "Star Wars" better than a pack of giant AT-AT walkers shaking the ground on their way to the rebel base on Hoth. Or the way the way a Speeder could take one of them down with its tow cable. Well, maybe it's the famous Luke Skywalker trench run and how he used the Force to guide his photon torpedos into the Death Star's exhaust port. Oh, what about the harrowing Millennium Falcon escape from the exploding second Death Star? Or the TIE fighter battle as the Falcon attempted to make the jump to Hyper Space? Aw, hell. It doesn't matter, because all this and much more is available on one tiny GameCube disc.

Star Wars Rogue Squadron II: Rogue Leader puts you in the cockpit of the most famous Rebel craft, and maybe even an Imperial fighter or two. The graphics look just like the movies, voiceovers are some of the best ever, and there are so many secrets you just can't stop playing. Get it.



### Runner Up: Tony Hawk 3

Tony Hawk 3 may have graced the PS2, PSX and GameCube, but it also happened to hit at just the right time to grab the Number 2 spot on the GameCube system. Besides, what would a Best of the Year list be without a Tony Hawk Pro Skater title that has Darth Maul!



# 2001

## Sliced and diced

### Dreamcast: Bomberman Online

When you put classic addictive gameplay together with the ability to challenge multiple players both at home and via the Internet, you have a winner.

If you already enjoy the Dreamcast's online service, don't hesitate to pick up this title. Or if you regularly have game parties, this is multi-player fun!



### Runner Up: Typing of the Dead

Sick of using your keyboard to type inane message to idiots in PSO? Put it to good use with Typing of the Dead. This title supports two players at once, improves your typing skills, is completely addictive and has some of the funniest cut-scenes ever made. We're still playing it almost a year later.

### PSX: Dragon Warrior VII

Traditional role playing returns via the company that once nearly put Square out of business. One of the most involving RPG ever made, this title can take well over 100 hours to complete! A vast job system, smart mini-games and a fun town building aspect are only a few reasons to forget the sprite-based graphics. A truly epic storyline is another.



Those who use their knowledge wisely will follow the correct path.

### Runner Up: Saiyuki: TJW

It was a toss-up between Final Fantasy Chronicles and Saiyuki: The Journey West in this department. We decided to stick with original games released that we reviewed this year.

Saiyuki is a easy to grasp strat RPG that has both depth and ease of use, a rarity in the field.

### Game Boy Advance: Castlevania: COM

2D Castlevania from Konami...need we say more? Pick a nice dark room, turn your GBA's volume all the way up, check to see no one is behind the couch and dig in! Well, okay, maybe the 100 watt light you need pointing directly at the screen could ruin the mood a little. When can we hook up our GBAs to a television anyway?



### Runner Up: Advance Wars

Probably the best strategy RPG released on any platform this year. It even features multi-player action! This series has quite a reputation in Japan and after playing this title, we can really see why! Run out and pick up a copy. If we buy enough maybe we can have a GameCube version!

### Sleeper Hit: Splashdown (PS2)

Rainbow Studios amazed us last year with ATV Offroad Fury. This year they snuck up on us with the best watercraft title we have ever played, Splashdown. It's easy to grasp, and features great characters and a multitude of modes.

How good is Splashdown? Instead of simply going out and buying a copy of the game, THQ decided they would just go ahead and buy the company. Expect some great racers from THQ!

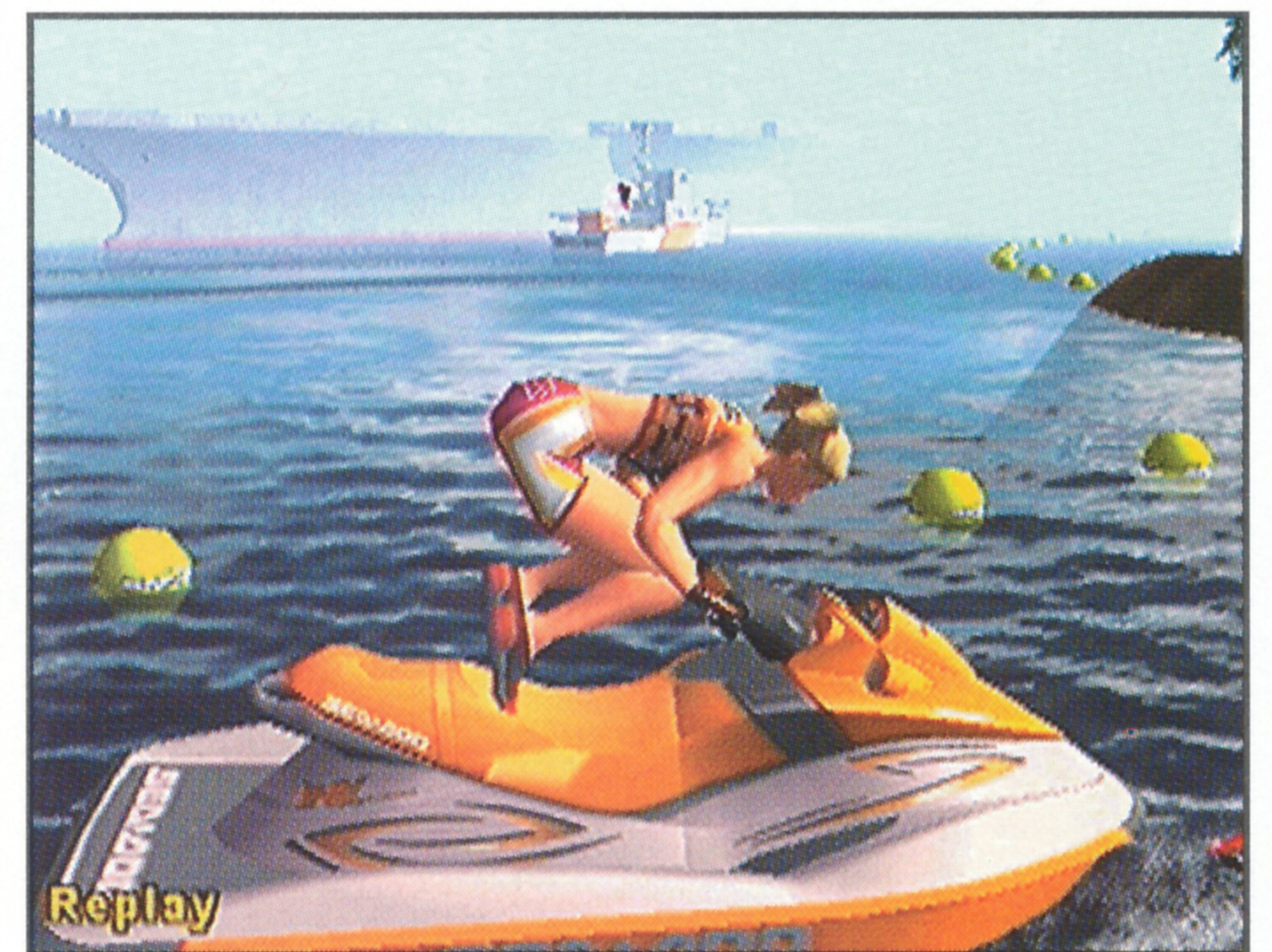
### Best Polygonal Naughty Parts:

After several lawsuits resulting from the original Lara Croft's bust putting out a bunch of eyes, developers knew they had to change. Today, they use a proprietary polygonal modeling technique to create very realistic breasts. Unfortunately, our eyes are still popping out of their sockets.



Lulu: I suppose I can't say what I think either way.

•We admit it, FFIIX's great story had a lot to do with our enjoying it, but so did the above



•You don't see curves like that too often, we'd pay to get some action- what a nice Jet Ski



•We just felt the need to keep you abreast of the situation- red is the color for 2002





LIVE LIFE  
*To The*  
MAXIMO.

CAPCOM.COM



Relax over a cold one, hero. You've just killed hordes of the evil undead, kicked the butt of your girlfriend-stealing former best friend, rescued several Sorceress-hotties and saved the kingdom. Quite a splash for a guy who's now the star of the next epic adventure from Capcom. Maximo places you in the heart-print boxer shorts of the noble knight Maximo as you go medieval for hours on huge 20 levels. Can a knight save the day? When you're living life to the Maximo, anything's possible.

PlayStation®2

CAPCOM

MAXIMO  
Ghosts to Glory



Violence

©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. MAXIMO is a trademark of CAPCOM CO., LTD. Character by ©2002 Susumu Matsushita Company/Master Licensor Dream Ranch Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.