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FOR 2006

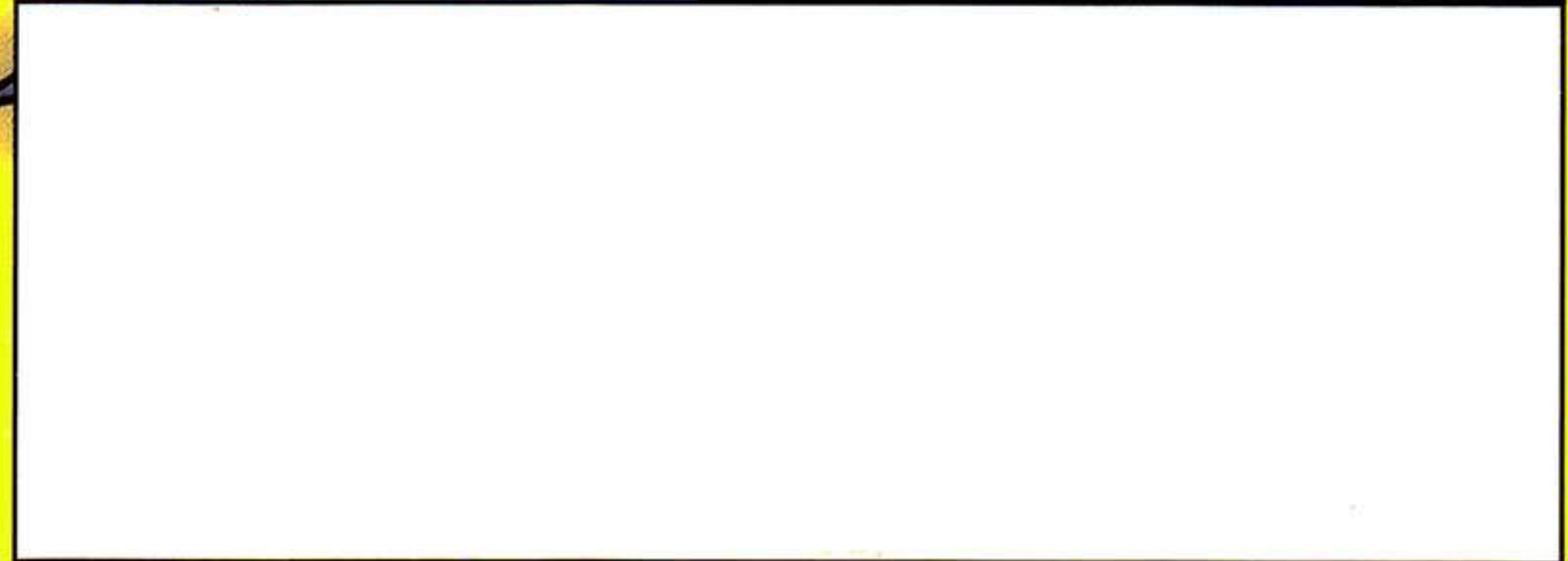
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OH, NO! IT'S...
LAMEPRO!

NINTENDAWGS
AND MORE
MADNESS!



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FAR CRY INSTINCTS PREDATOR™

What's the only Xbox 360™ game you'd need on a deserted island?



PUBLISHER: UBISOFT DEVELOPER: UBISOFT RELEASE: SPRING 2006

OK, maybe it's not so deserted, since it's actually the base of operations for a ring of modern-day South Pacific pirates – bloodthirsty warriors, in more ways than one. Far Cry® took awards in 2004 on the PC, and in 2005 on Xbox®. Now, in Far Cry Instincts Predator, Jack Carver will stalk the most dangerous prey of his career, played out against the jaw-droppingest settings you've ever seen on Xbox 360.



This new Far Cry adventure uses that Xbox 360 processing power as much for ass-kicking gameplay innovations as for the unbelievable new graphics. In the levels we played through that power was on full display, from the enormous new maps and incredibly detailed settings to the insane number of enemies on-screen – all boasting the most lethal, most realistic enemy AI ever seen. You'll be challenged to play your best if you hope to survive in this deadly paradise.

Then there's the game design itself, featuring wide-open levels (you'll even play across multiple islands at once, picking your goals at your own pace), destructible environments, and new gameplay elements that let you use the environment as a weapon as deadly as your guns and

WELCOME TO THE JUNGLE
This is not only the best-looking shooter we've ever seen, but also the deadliest...



NEW RIDES

Ride in deadly style! From the pirate sampans to armored pickups (Fast! You're gonna love these in Multiplayer!) and transport trucks (Think Multiplayer, here, too — like say, why not pack a truck with teammates and thunder up to the enemy for truly devastating blitz attacks?), you'll be packing both heat and speed!



SAMPAN

TECHNICAL TRUCK

TRANSPORT

grenades. For instance, we fought an army of pirates on their drug plantation, using logs as traps, setting fire to fields to flush out the enemy, even blasting those guard towers to topple them right on top of the bad guys' hiding spots.

Far Cry's CryEngine® looks better than ever on Xbox 360. It'll blow your mind with lush, tropical settings — dense green jungles, amazing blue seas, and soaring mountain peaks so real you'll swear you're touring an island paradise. In fact, it'd be relaxing if this paradise weren't so dangerous!

As Jack Carver, you'll put your powerful feral abilities to work from the moment the game begins, facing enemies that sport the same powers. So you'll have to think like these tough new enemies, and use your feral abilities to their fullest. Use your Feral Smell to actually sense the fear of your enemies, and, like the predator you are, dispatch your prey with a lightning-fast Feral Attack. It's all about the law of the jungle: only the top predator will survive.

Amazingly, Far Cry Instincts Predator for Xbox 360 contains not only the all-new Far Cry game (see right) but also the entire, award-winning Far Cry Instincts™ original — completely updated with mind-blowing Xbox 360 graphics. Thanks to some amazing work by Ubisoft's design team, this promises to be among the most phenomenal shooters you have ever experienced.

And of course, multiplayer action is going to be a big part of Far Cry Instincts Predator. You'll battle through all-new multiplayer maps, playing the familiar Chaos, Team Chaos, Steal the Sample, and Predator modes, as well as the all-new and incredibly addictive multiplayer mode, Seek and Secure.

“The best tropical vacation a shooter fan could hope for!”

It keeps getting better, too, thanks to the one-of-a-kind Far Cry map editor for even more varied multiplayer island action. With its new template and brush sets, you'll be able to build your own huge levels, share them with friends, and play your maps online! And if you don't feel like creating maps yet, this baby ships with a staggering 22 multiplayer maps — eight new ones, 14 of the best from Far Cry Instincts, and every one of them optimized for incredible visuals, amazing depth, and action-jammed multiplayer gaming like you've never experienced before.

Add it all up, and Far Cry Instincts Predator is the best tropical vacation a shooter fan could hope for! With its intense combat and cool new weapons, unbelievably lifelike graphics, and fully customizable multiplayer maps, you can bet Far Cry Instincts Predator is going to quickly become one of the most popular shooters available.

BECOME THE ULTIMATE PREDATOR

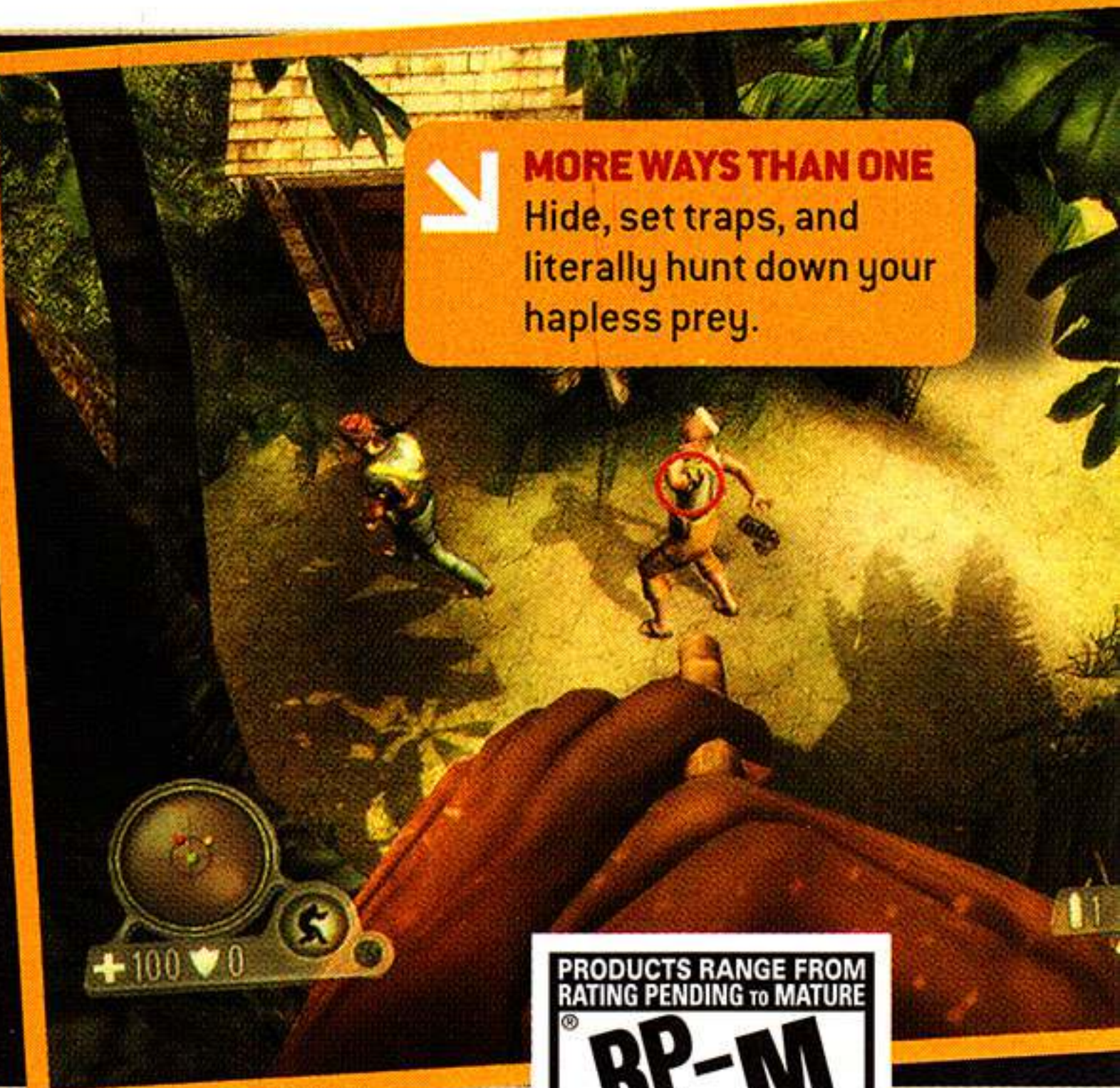
Far Cry Instincts Predator has a hefty loadout of weapons, including a few new attacks that are destined to become favorites...

POISON DARTS Climb a tree, camp out, and silently take down foes.

PIPE BOMB Not as quiet, but just as fun. Plant a bomb and detonate it.

MOLOTOV COCKTAIL Light it, throw it, and watch your enemies burn.

DEADLY TRAPS Set devastating traps on patrol routes, or lure unsuspecting enemies to their brutal doom.

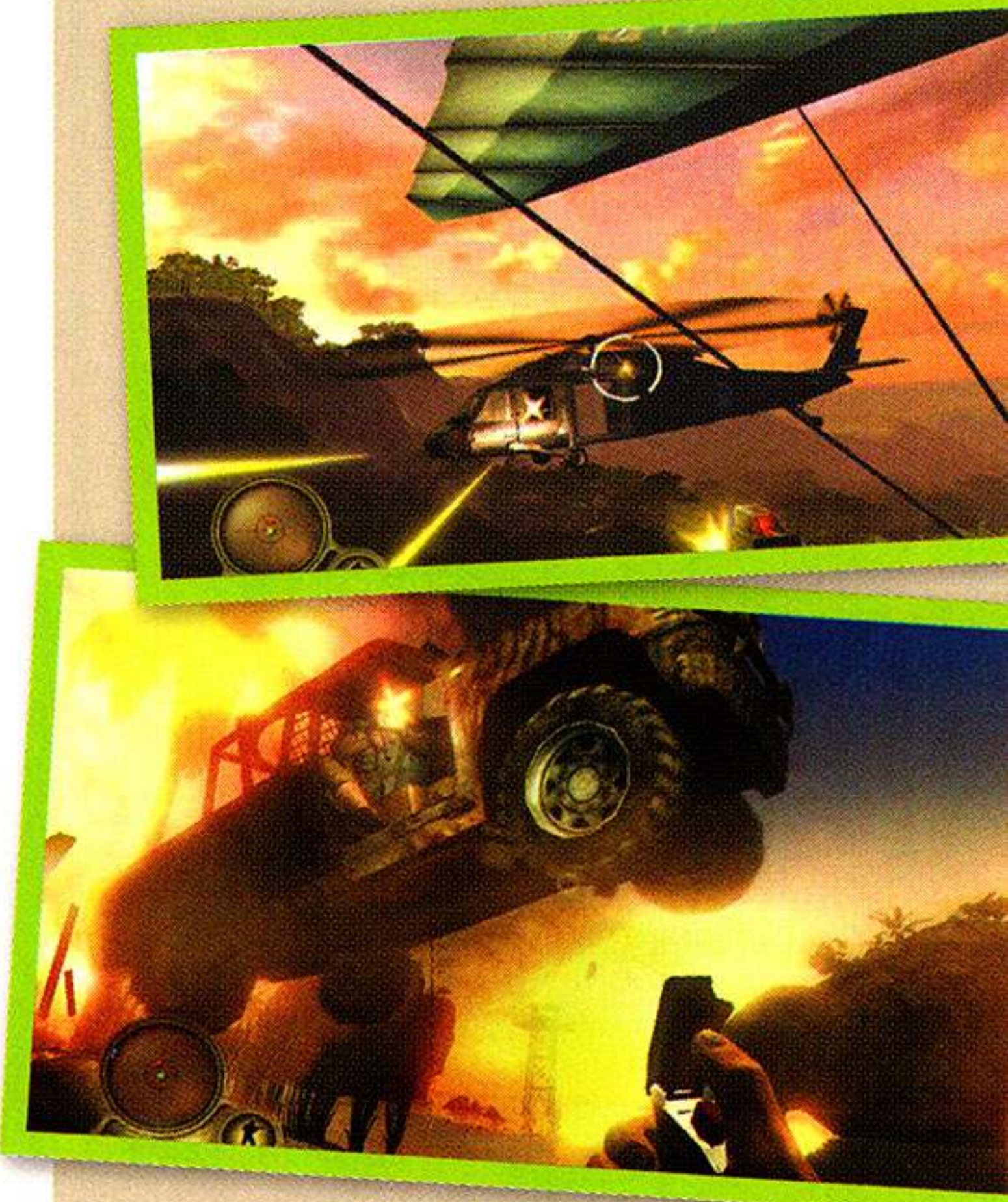


MORE WAYS THAN ONE Hide, set traps, and literally hunt down your hapless prey.



FAR CRY INSTINCTS™ EVOLUTION FOR XBOX

Don't worry, Xbox fans! All the killer gameplay innovation, the new weapons, vehicles, and amazing new locales are coming to Xbox. Watch for Far Cry Instincts Evolution if you're looking for the absolute best first-person shooter available for Xbox!



LOOKING GOOD As these screens prove, Ubisoft is cooking up some of the best graphics yet on Xbox!



MATURE 17+
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Blood and Gore
Intense Violence
Strong Language
Suggestive Themes



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SOFTWARE



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THE GAME



HOW WILL YOU PLAY THE GODFATHER? 03.2006



ORIGINAL
VIDEO CONTENT

DON'T
READ

Behind The Screens
E-Motion with Tiger Woods

Jiggle-Vision

Trump 2nd best singer
to the same hair club
as this guy

John Madden
NFL Broadcaster

HI FIVE

#3
Gravity Gun,
Half-Life 2

Chris Morell

WATCH

Attack
of the
Factory

games.net

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DO NOT TRY THIS AT HOME.

To those parties attempting to recreate the stunts contained in the new MX vs. ATV: On The Edge we offer this message: DON'T. While that seems fairly obvious to most, you'd be surprised how many people will contemplate emulating its dangerous intensity, vis-à-vis the realistic head-to-head racing experience. Ergo, THQ and Rainbow Studios put forth the following caveats to all parties: Do not attempt to make a golf cart do 70 mph, nor launch a sand rail over a moving plane. Moreover, do not undertake the recreation of any and all stunts from MX vs. ATV: On The Edge in order to replicate its realistic rag-doll physics. The insane stunts and fierce racing is intended for the sole intent and purpose of an intense gaming experience, not for the discovery of clever ways to inflict bodily harm. Case in point, THQ and Rainbow Studios offer this photo as reference of the projected outcome of ignoring this warning. Honestly, what was this guy thinking? Said driver wasn't anywhere close to successfully completing the jump, nor is the other side of the canyon he was attempting to reach even in the aforementioned photo. In summation, MX vs. ATV: On The Edge is not real, don't attempt to make it real.



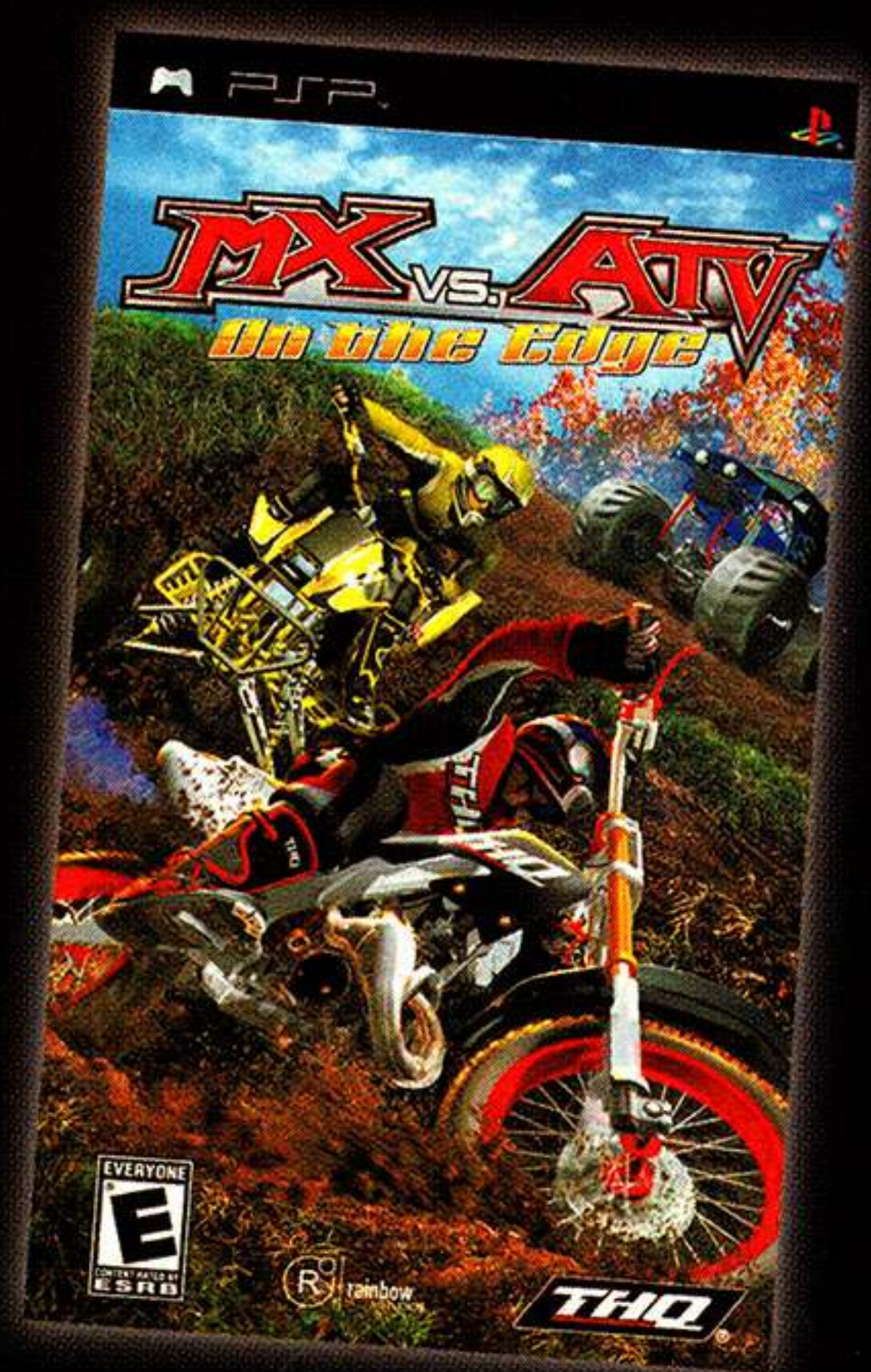
Choose any vehicle and
unleash it in 4 player
Wireless Ad-Hoc.



New ATV models, redesigned monster
trucks and new pimped out 4x4 golf karts.



Rugged new outdoor environments.



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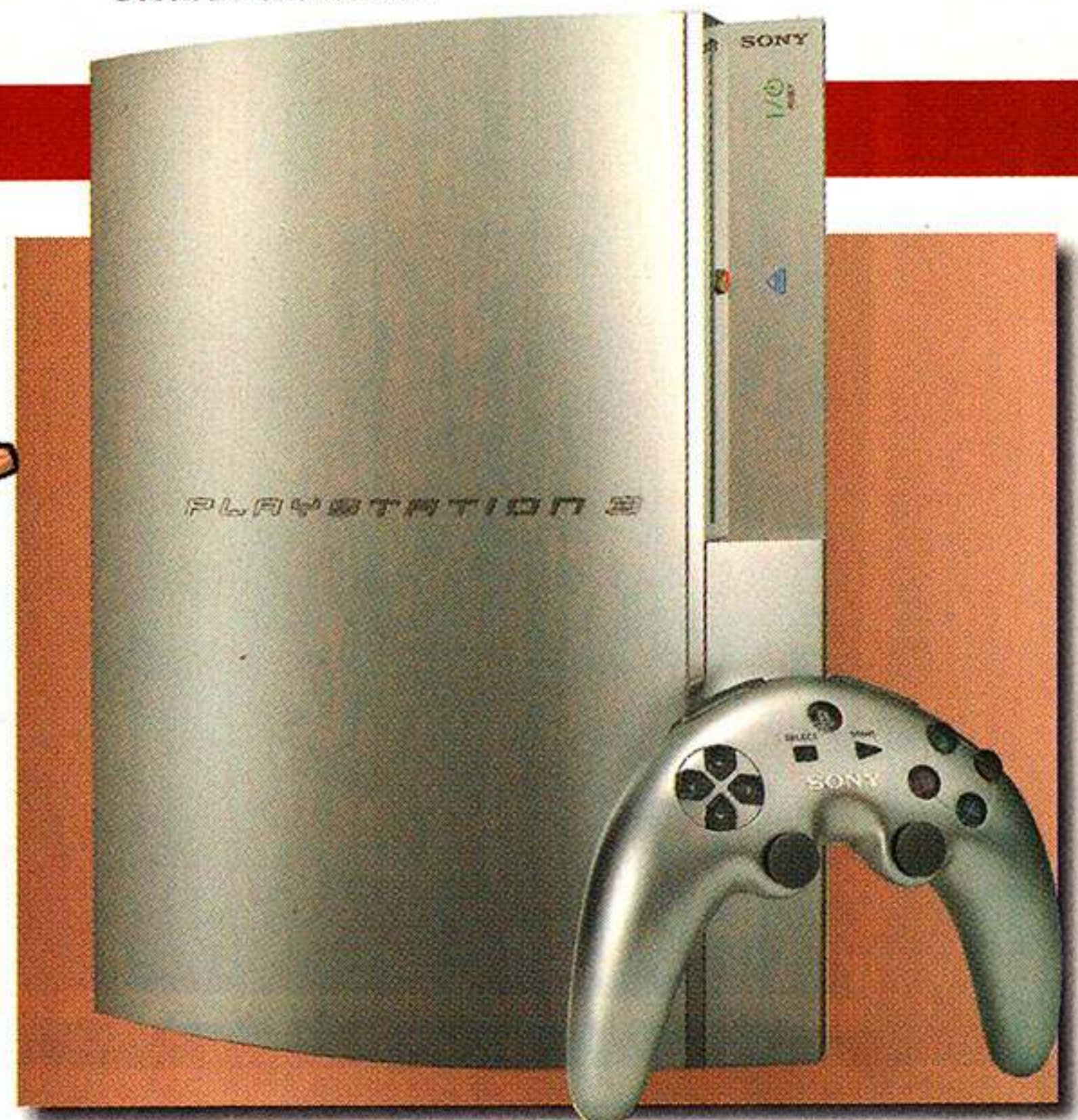
WANT EVEN MORE NARUTO? CHECK OUT GAMEPRO'S TWO CONTESTS ON PAGE 40.

ON THE COVER

28 | Naruto's Ninja Magic

This ninja-school grad has already blazed a trail through manga, anime, and video games in Japan. Can he repeat it in the U.S.? Here's an exclusive review of *Naruto: Clash of Ninja* (GameCube) and *Naruto: Ninja Council* (GBA), plus a GameCube and PS2 preview and a look at all things Naruto.

Cover art: Tomy and Viz

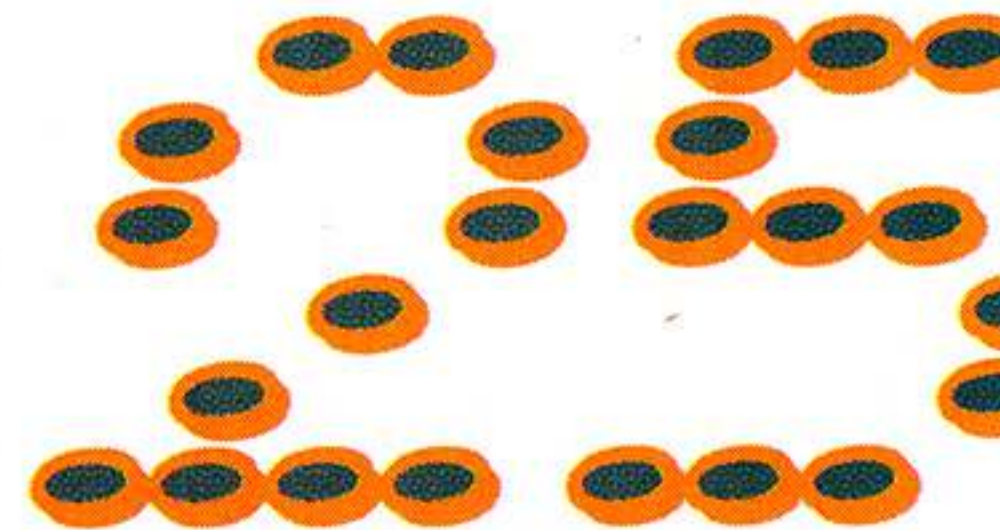


42 | PlayStation 3: The Story So Far...

The rumors, speculations, and innuendoes surrounding the PlayStation 3 may be coming to end at the Electronic Entertainment Expo (E3) this year. But before the fun stops, here's *GamePro's* take on the PS3.

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What games should you plan to play in 2006? You might be surprised by what games did and didn't make *GamePro's* top 25.



53 | LamePro

The editors of *GamePro* regret to inform you that *LamePro* has returned again this year.

60 | ProStrategy Guide: Grandia III

BradyGames starts you off on this fantastic adventure from Square Enix.



Evil isn't taking a break.

DRAGON BALL Z SHIN BUDOKAI

Play DBZ[®] wirelessly on the PSP[™] (PlayStation[®] Portable) system.

Dragon Ball Z[®]: Shin Budokai is the first DBZ game created for the PSP system! Wage wars over wireless networks as you battle other players live, anywhere you go! But be warned, this is one of the most explosive DBZ games ever unleashed. And it's only on the PSP system.



LOADING

20 Net Ten: Game Duos

When it comes to teamwork, video games have featured some famous pairings. Here are 10 no-nonsense matchups—from Ratchet and Clank to Mario and Luigi—that are guaranteed to save your day.

25 DVDPro

Looking for a few good UMD movies? Here's something the PSP is really good for.

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Hot at the Arcades



Photography: Michele Nelson

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Dawn Of A New R.P.G.

The Evolution Of Breeding.



MONSTER RANCHER

evo



Balance monster breeding with role-playing exploration.



A fantasy world with circus elements creates a unique stage for monster breeding.



Partake in real-time three-on-three battles requiring careful strategizing to create an unstoppable team of monsters.

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PlayStation 2



Reviews You Can Use

Everybody has an opinion about their favorite video games, and with all the chatter flying around in magazines and on the web, sometimes it's tough to cut through the noise.

GamePro is changing its ProReviews so that you can read the most up-to-date opinions on all the hot games. Each issue, the ProReviews section will lead off with *GamePro's* take on the hot games of the month. We'll showcase certain cool titles, but we still want to cover as many games as possible, so that's why we're rolling out the Quick Hits, which are brief ProReviews that drive right to the core values of a game.

Additionally, at the end of *GamePro* magazine's review sections, you'll find HyperCritical. This is a great new feature in which we gather opinions from other mags and the Internet to make it easier for you to make smart buying decisions. We'll provide past *GamePro* ProReviews scores, too, but now you can get an average review score based on the wealth of expert opinions available out in the world.

Of course, as we'd all like to save the trees, you'll be able to log on to *GamePro.com* for even more extensive review coverage that includes extended ProReviews and other extra takes on all the latest games. And if you didn't find a ProReview in *GamePro* magazine or you want to know about a game that's "come and gone," *GamePro.com* is where you want to be for all your gaming info.

And never forget that you always get your say, too. Post your own game reviews at *GamePro.com*, and we'll pluck the juiciest tidbits for publication in *Head2Head*.

At *GamePro*, we're evolving the way we take care of business both in print and online so that you can find the games that are right for you.

Oh, yeah—we've got *LamePro* this issue, too.

The GamePros
Oakland, CA
letters@gamepro.com



Win a Logitech Wireless Controller!
The June issue's Letter of the Month writer will win a Logitech Wireless Controller!

PSP in Perspective

I sympathize with PSP gamers who send disappointed letters criticizing the shortcomings of the handheld, but when you really consider what game developers may be dealing with, it's understandable why the PSP has yet to meet our expectations. For example, *Chrono Cross* is one of my favorite games of all time. I wonder what developers must have sacrificed in order to make it: the research they had to do, the talent they employed, and how much money it took to

make that game possible. This is a game that took years to develop. *Chrono Cross* was one of the best games of the PlayStation era, so I'm sure the developers devoted 100-percent of their focus and effort to it. In contrast, we all know that the PSP is more powerful than the PS one and almost as powerful as the PS2. So if making a game like *Chrono Cross* was a tremendous effort by the developers then, that means game developers should have to put forth a lot more effort in order to make a top-notch PSP



Eric speaks for many of you out there who regularly implore the games industry to seek out originality for the next-generation games. For that, he wins a copy of Vivendi Universal Games' *50 Cent: Bulletproof* for the PlayStation 2. And, yes, let's hope game developers are listening.

To Wake a Sleeping Giant

A lack of originality is killing the game industry, which seems to thrive on repeats and cookie-cutter continuations. If game companies had the guts to take even a slight risk on innovation, such as what Nintendo is doing with the Revolution controller, an entirely new gateway could be opened up for gaming. No matter what the system, if game developers could follow that type of thinking, we'd have a real revolution on our hands. Developers need to get the crazy going and make a real next-generation for games. Graphics are nice, but let's go for some content. I can still play the classics because even though 32-bit games no longer look "awesome," some of the ideas in them are powerful. That's what we need now: concepts that can change gaming. It isn't the hardware that makes gaming fun for gamers, it's the games. We don't need to turn home consoles into mini-PCs; we need to focus on making some awesome games. I wonder: Do any of the CEOs of game publishers pick up a *GamePro* and just read the letters? Let's hope our endless rants don't fall upon deaf ears. The gaming industry looks like a sleeping giant right now. Who's going to throw the rock that wakes it up—and more importantly, when?

► Eric Hawkins—Via Internet

Nintendogs Ate My Homework!



Nintendogs are apparently more real than most people realize: I woke up this morning to discover that the dogs I was raising ate my Nintendo DS! I now have no more gaming systems thanks to those damn dogs. I sold the Xbox on eBay for school-book money (my biochem book was \$148!), and I had only my DS to play with until this incident. In fact, I had just purchased *Castlevania*, *Electroplankton*, *Mario Kart*, and *Nintendogs*. Guess I'll be reading my *GamePro*, but I won't get to experience any games first hand for a while.

► Michael Bolos—Cayce, SC

Unless you somehow got your hands on the outlawed Nintendogs Pit Bull cartridge, maybe you ought to be more generous with the Alpo portions you serve your canine compadres.

I Don't Want Nuts



Sony just launched a great TV ad campaign for the PSP. In one of the

commercials, the voice-over says of the PSP, "It's like a nut you can play with outside." People already have nuts or PlayStations at home, so when they go on the road, I would think that they would demand a more unique gaming experience. *GTA: Liberty City Stories* is the best PSP game to date, but not exactly original or groundbreaking. Given the choice of the DS or PSP, to me, it's easy: the DS.

► Jetes29—Via Internet

Hells yes!

game now. So when you think about it, in order to meet our expectations for the PSP, the top developers in the industry would have to quit putting all their effort into their next-gen project and concentrate on making PSP games instead for the next three to four years.

► S.E.K.—Via Internet

Microwave Your PSP

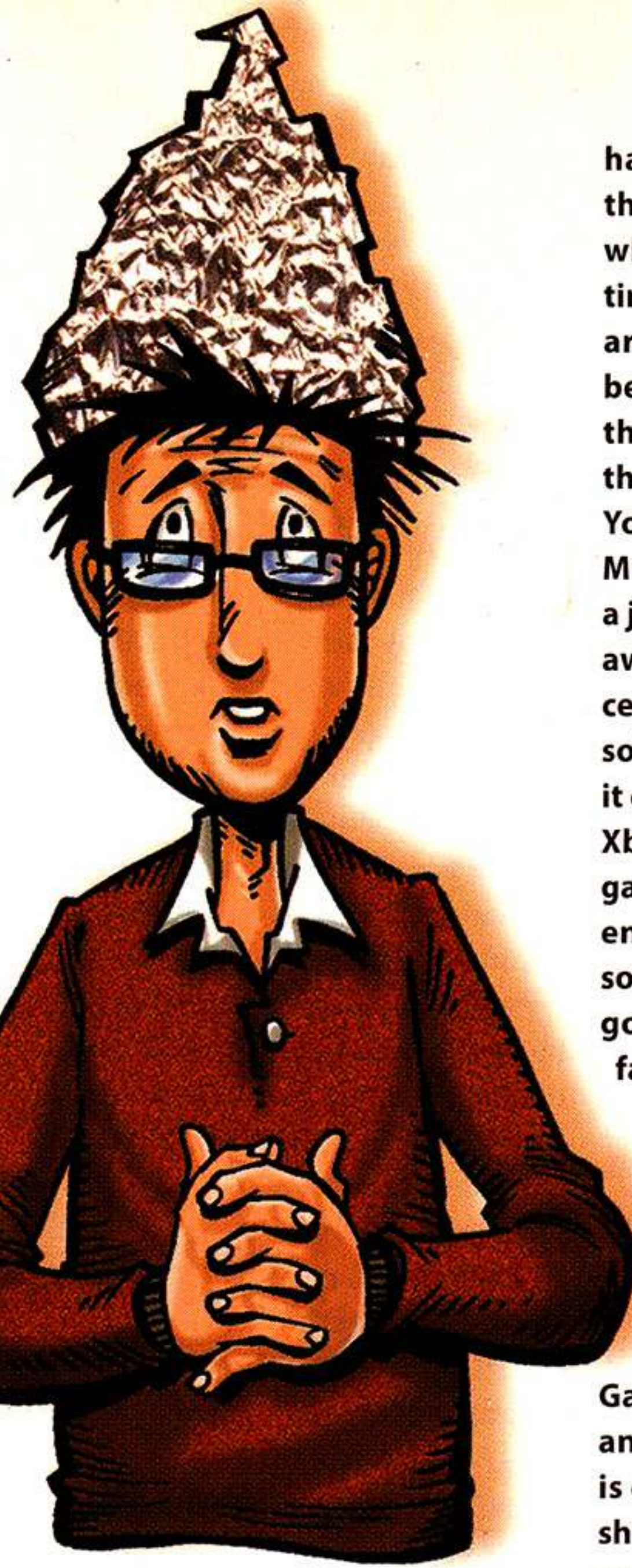
After kindly giving my sister a PSP and Lumines for Christmas, I was playing her in versus via Wi-Fi and a funny thing happened: My mom turned on the microwave in the next room, and it created PSP game lag! The gameplay became sporadic and delayed; it reminded me of 16-bit-graphics lag back in the day. After the microwave turned off, it was all good again. What gives?

► Scott Whitmore
—Via Internet

I noticed the same thing when I used to listen to Howard Stern in the morning (back when he was still on terrestrial radio). I would go to heat up my morning gruel, and as soon as I fired up the microwave, Howard's voice would get all staticky. I dunno. I assume it's an FCC plot to mess with Howard Stern listeners and Lumines players, too. This looks like a job for The Watch Dog and Buyers Beware.—*Vicious Sid*

Why Can't "Old" Remain "New?"

The next generation of console gaming is now upon us, and once again, I find myself unable to afford the new technology. Gaming is an expensive hobby, and the cost to stay current just keeps rising. I currently own an Xbox, and it is one of my favorite consoles. I have no overwhelming urge to run out and purchase the new Xbox 360. I figure in a year or two the new system will drop in price to compete with the other new systems. That will be the perfect time for me to pick up the 360. Here's my beef: Why do developers jump ship so fast? I know that it's only a matter of time before current-gen systems will eventually be outdated. What I don't understand is why I can't play an Xbox version of Quake 4 or Perfect Dark Zero? They are two really good games, but besides some graphics and texture effects, I see nothing that the Xbox can't handle. Let's face it, these games can't hold a candle to Halo! I wish developers



would give me a chance to purchase an "inferior" product as opposed to no product at all.

► Charles Atkins—Via Internet

We hear your lament, but you said it yourself: "Gaming is an expensive hobby, and the cost to stay current just keeps rising." Game developers and publishers have to make hard business decisions when hardware technology turns over. Although it seems to us on the outside that you should be able to make versions of games for all systems, it actually requires millions of dollars to invest in brand-new computer hardware, design software, personnel, and a myriad other business requirements to create games for new systems. Not only that, but you have to make that decision at least two years in advance of the system's launch to be "in the game." Most often, a game company has to decide to go current-gen or next-gen, and they can't do both.

PS3 Will Change the Game

The PS2 is not exactly your graphics workhorse, and the processor has had better days. But what has bothered me about the PS2 is how of late, fans have missed out on some really good games, such as Halo, Half-Life, Doom 3, etc. It

has really gotten on my nerves that we miss out on these games, whereas the Xbox has been getting them. Great games like these are the reason why the Xbox has been a rather strong opponent for the PS2—which is why I am more than chuffed about the PS3. Wow! You have to give it up to Sony (and Mr. Ken Katuragi to be specific) for a job well done. The PS3 will be an awesome game machine for this century. For me, it's done! Problem solved. No more sour grapes when it comes to PC games ported to the Xbox—or any other high-powered games for that matter. The PS3 has enough muscle to ensure that if some PC game developer makes a good game, then we PlayStation fans will have it, too.

► Garikai Nyamande Mutandwa—Glen Lorne Harare, Zimbabwe

A Daring... Er, Dayna Idea

Games are becoming repetitive and lame. The same bull script is everywhere you look on the shelves. But fear not, fellow gamers. I'm a 19-year-old female who plans to bring relief to your pain. I'm currently in college, and my major is script writing for games and movies. No offense to current game developers (and my future employers), but y'all have socky ideas. Think outside the box you know! People want something new, not another shoot-em-up-defend-the-country-solve-the-puzzles-cross-the-finish-line-save-the-princess-take-back-the-spaceship-from-aliens type of game. Here's my RPG story line: You have a likeable, kick-ass hero and likeable party members. In the beginning of the story, the hero is killed. From that point on, there is nothing on the blessed, monster-infested planet that will help you save your race, the world, or even your own ass. When it comes time to fight the final boss fight, all of the characters die, the world falls into darkness, and everyone lives miserably ever after. With me, the baddies get their moment in the sun. A game you can't win regardless of what you do is something so new and daring, it might actually be a hit. Don't steal my idea!

► Dayna—Philadelphia, PA

Don't worry...we won't!

Onward, Christian Gamers

Hello friends at *GamePro*! Reading your magazine was a childhood habit that has thankfully continued on, and although I'm only 16, your articles continually make me think. I thought "Games with a Calling" (see Features, page 73, November 2005) was pretty interesting. I'm a Christian, and I enjoy playing games, but I've never really thought about Christian gaming. The stereotype of a Christian game is one that's rated E and is just concerned about converting people. I can now see that Christian gaming is truly maturing for the better. Developers are doing what a lot of companies do these days: making video games based on historical places and events. Nearly all World War II games, for instance, are obviously based on historical events. Games can be based on the history and culture of Christianity, too. They can be of a high caliber and incredibly fun, and when looked at more deeply, they can convey Christian beliefs but without overwhelming the enjoyment of the gameplay.

► AF—Via Internet

Hedgehog as Hitman

I came across an image of Shadow the Hedgehog in *GamePro* and saw that he's holding a 9mm handgun. There are some things should not change in video games, and the Sonic series is one of them. While I find it fun and somewhat unique to add new characters to a series, this also illustrates the dilemma of



READER OPINIONS

PlayStation 3

With the combination of the Cell RSX and Blu-Ray DVD, how can you go wrong? I'll pass on the 360 and wait for my PS3.—*PS3Fanboy*

FUN FACTOR
5.0

Come on, people. The PS3 will play every digital format: CD, DVD, and Blu-Ray. It will be backwards compatible with the PS2 and PS one. It will support Wireless Bluetooth controllers. It will house the revolutionary Cell processor. And one thing that everyone is forgetting is that Sony has the best library of games around.—*rbw66*

FUN FACTOR
5.0

I will not get the PS3—at least during the opening rounds of the console wars—because they never put their actual gameplay out there. They always hype flashy video but not the actual in-game graphics.—*gatekeeper*

FUN FACTOR
1.5

So far, the PS3 is overhyped. Its specs are inflated beyond belief, and the "screen shots" are obviously bogus. I think the Xbox 360 is by the far the better choice for any intelligent person.—*Arbiter*

FUN FACTOR
1.0

The PS3 is looking impressive with its specs and graphics so far. Unless you're a diehard Xbox fan, just waiting might be the best decision. You never know, but two years from now, the Xbox 360 might just replace the Dreamcast as the most expensive doorstop you ever purchased.—*CowboyKiller*

FUN FACTOR
5.0

I've decided that I'm gonna wait and get the PS3 just because Sony doesn't seem to be rushing it out like Microsoft has done with the Xbox 360.—*KillerDoods*

FUN FACTOR
5.0

Agree? Disagree? Or just think you can do better? Write your own user reviews at GamePro.com, and maybe you'll see your opinions here next.

adding a new character to a game while trying to retain those qualities that made it fun in the first place. I'm truly afraid that one day I will wake up and see Mario as the next Tommy Vercetti (from GTA: Vice City). Some games should not

be tampered with, and I hope that game companies realize that.

► Kyle—Via Internet

Where were you when we were concocting *LamePro* for this issue? We agree. Changing an established

game character's personality or trying to wedge him into another game genre requires infinite care and consideration. It almost never works. We say "almost" because as funny as the idea of a Mario Bros. Vice City might be, Super Mario Bros. Melee and Mario Kart are a kick in the butt.

Worldwide Potential

Microsoft has made some serious mistakes by launching the Xbox 360 worldwide within a few weeks in each territory. Figuring that the U.S. market was its largest and most successful base, it would be logical that Microsoft would want to ensure that it had a sufficient supply of inventory here. But by trying to launch globally, it has left its overall capacity very thin and is unable to supply sufficient amounts of systems in any of the markets. The European market appears geared to experience a similar shortfall in supply as it will be receiving even less hardware than the U.S. market did. In the critical Japanese market, they choose to launch with six games and 12 backward-compatible titles—not a great way of convincing those consumers that there is any real need to purchase the system at launch. By attempting to

cater to everyone at the same time, Microsoft ends up under-serving everyone and could alienate a large number of gamers worldwide.

► Donald R. Grace II—Via Internet

A Double Bagger

I don't know if this is funny or scary. When the Xbox 360 came out, it was so hot, people were being mugged and jumped all over the U.S. That's all I heard about in the news. I'm kind of glad that I can't afford one myself because I'd be too scared to go out and buy one. Let this be a warning to your readers: If you buy an Xbox 360, you better have a group of friends with you or you better get it double bagged. If you're lucky, they'll ask you if you want paper or plastic.

► Brian Kelsch—Gifford, IL

ART ATTACK!

PICK of the Month!

Louie Hidalgo—San Francisco, CA

Communicate

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BUYERS BEWARE

Video-game hardware, just like any of form of technology, can be delicate and prone to damage. But sometimes when we believe something isn't working properly, in reality, it may just be working differently. This month, The Watch Dog digs up issues with Nintendo's different DS touchscreens and the Xbox 360's at-times-confusing backward compatibility.



Out of Sight, Out of Mind

I just recently bought the red Nintendo DS bundled with Mario Kart DS, and I think I found a problem with the DS hardware. The touchscreen appears cloudy or somewhat dirty, unlike the top screen, which is perfectly clear. When I play games, I don't really notice it, and so far it doesn't seem like the screen malfunctions, but I'm concerned it may eventually become a problem. I've heard of the DS and other electronics having dead pixels before, could it be that I purchased a defective DS?

► Jarred—Via Internet

Worry not Jarred, the "dirty" screen you are referring to is merely the type of display Nintendo uses on the DS—not dead pixels. Because the handheld must track the movement of the stylus, the touchscreen has a

thin grid of separator dots that are placed between the glass display and a plastic screen on top of it. What you are likely seeing are those dots on the screen when the DS is not on. When turned on, the backlit screen produces enough color and light that the dots can no longer be seen. For your information, other DS owners may not notice these dots on their touchscreens even when the screen is off. It's been speculated that Nintendo has so far used two different types of touchscreens for the DS. Dead pixels can be noticeable even during gameplay. Your DS's cloudy display is more the result of Nintendo's varied manufacturing processes than of any serious production error.

HEY, IT WASN'T ME!

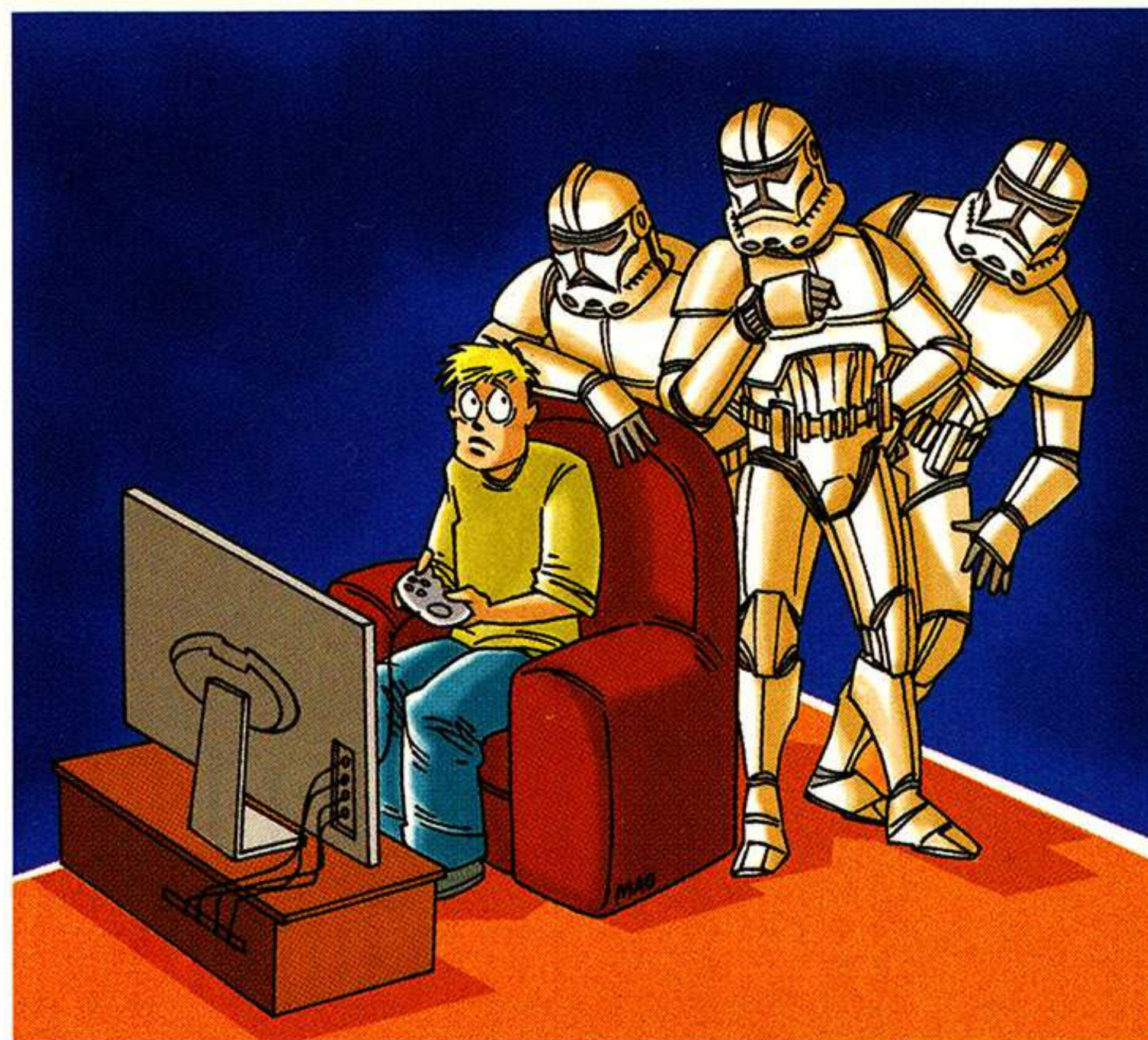


Illustration: Francis Mao

Better Late Than Never

I am a mother of an 11-year-old who just used almost all of his savings to purchase an Xbox 360. He thought he would be able to play his all-time favorite game on it, *Star Wars: Battlefront II*. However, he can't play it. I am very confused, and he's equally frustrated. I contacted our local game store (where he purchased the console) and received several different responses about patches and web sites but no real answers about what to do to play this game on his new Xbox 360. I also went to the Xbox.com website, but I can't find anything about playing *Battlefront II* on the 360. I only see a list of about six games available for the Xbox 360—none of which are Star Wars related. I feel really bad that my son spent all his savings for this new system, and it's not living up to what he believed.

► Rebecca Malamis—Via Internet

You and your son have every right to be concerned Rebecca, but the

process of making games backward compatible is complicated with each game requiring changes to its code, sometimes extensively, to play on the 360. Because of this convoluted process, Microsoft unfortunately has not made every original Xbox game immediately available for play through the Xbox 360, but it has stated that making sure as many as possible are backward compatible is a priority. You were right to check Xbox.com for a listing of games that can play on the 360, and after a quick search, The Watch Dog found that *Battlefront II* is indeed not listed as compatible with the console at this time. But don't give up hope. Being such a popular game, *Battlefront II* is bound to receive the attention it needs to become backward compatible with the Xbox 360. Once it is, you'll only have to download a patch through Xbox Live for it to work on your system. The unfortunate part is that it cannot be said for certain when that will be, so be sure to check Xbox.com frequently for the most up-to-date list of backward-compatible games.

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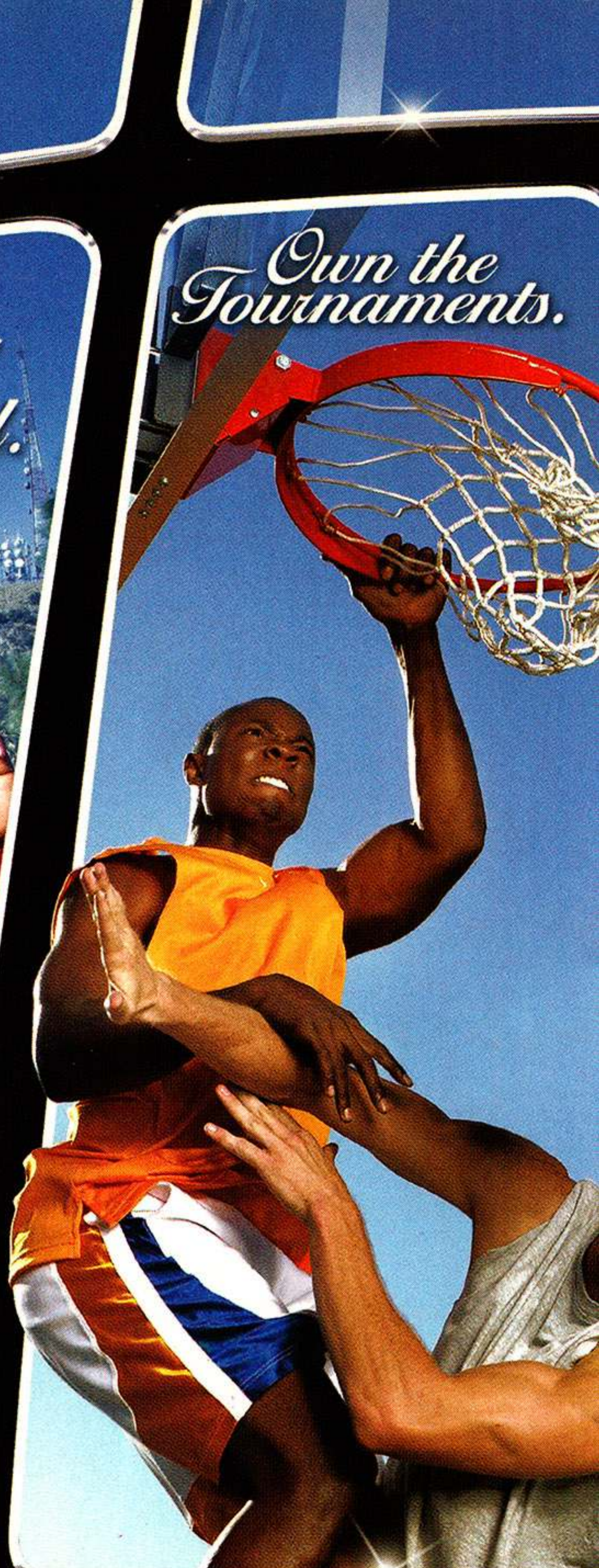
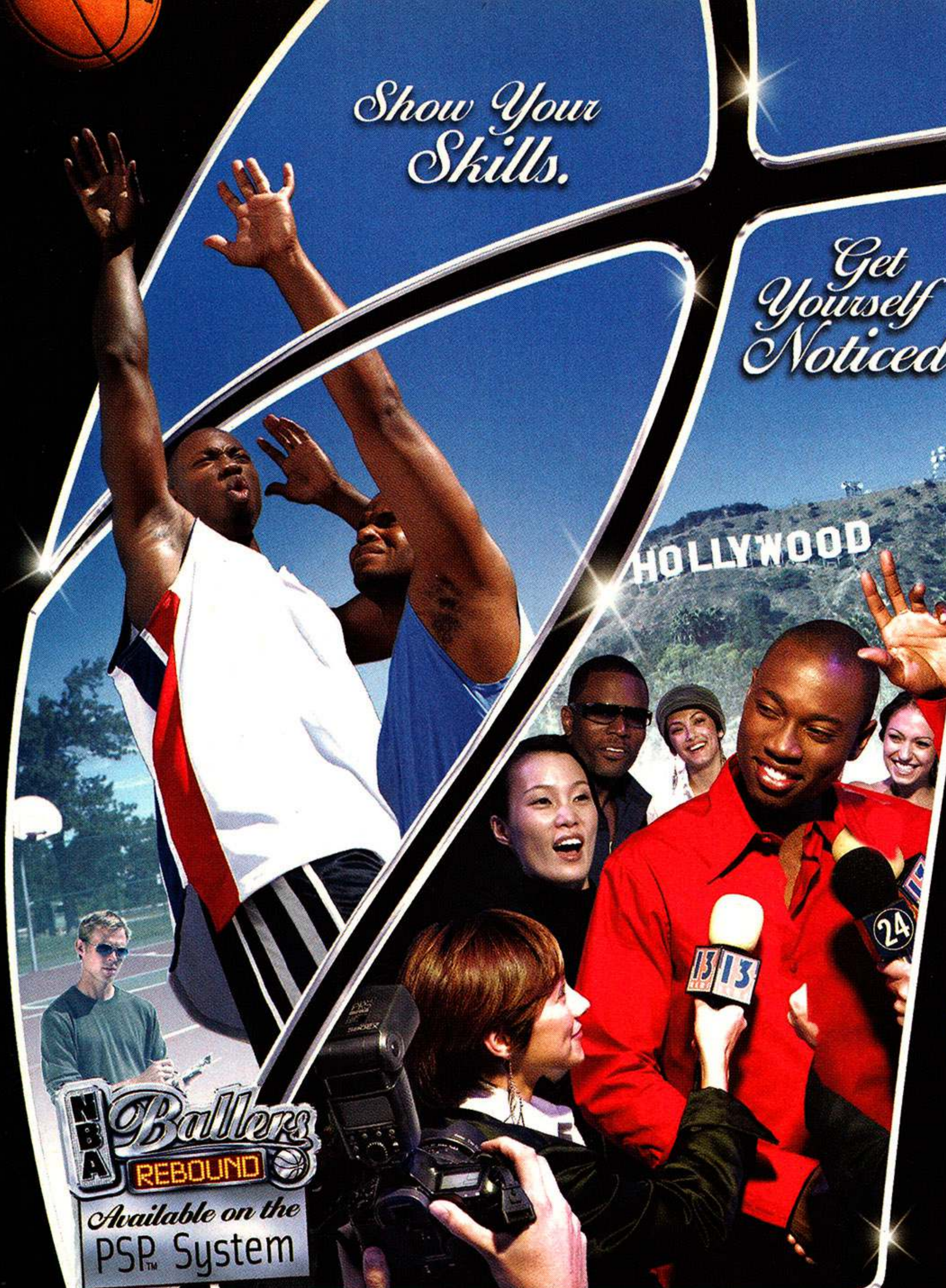
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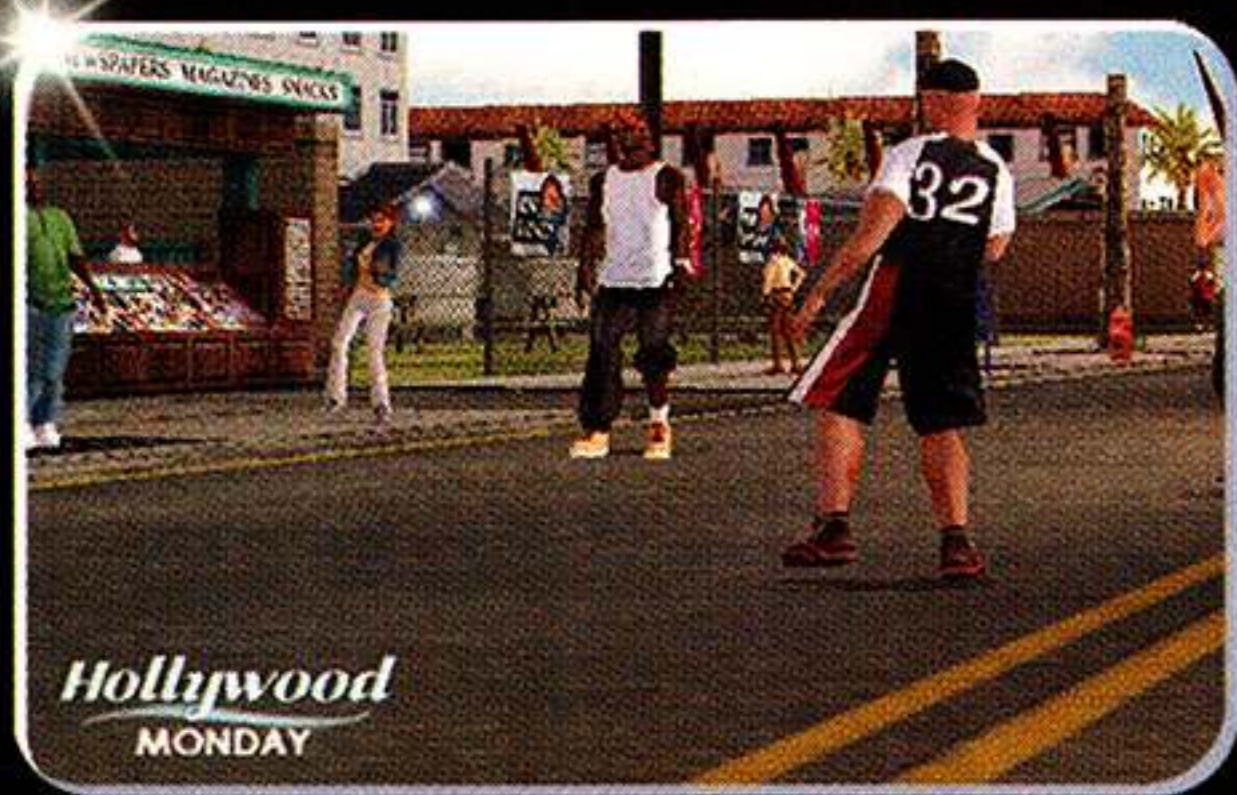
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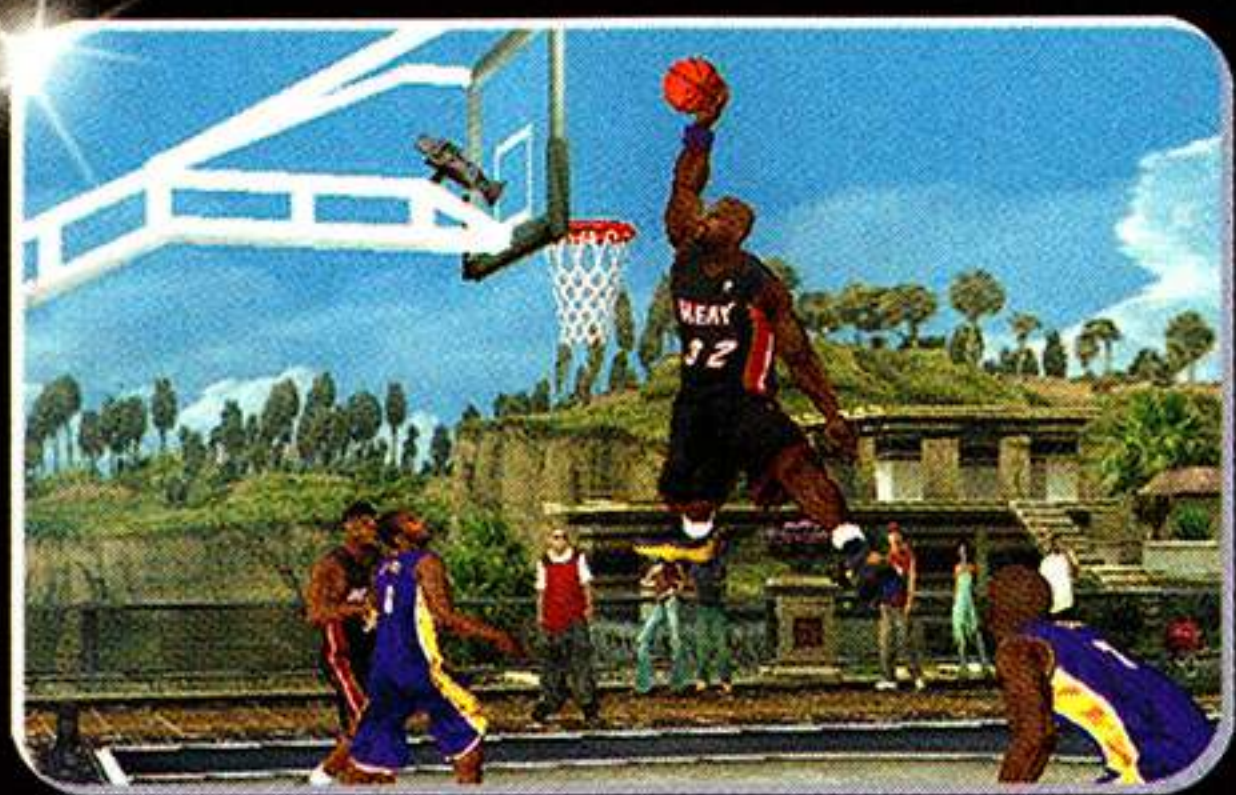


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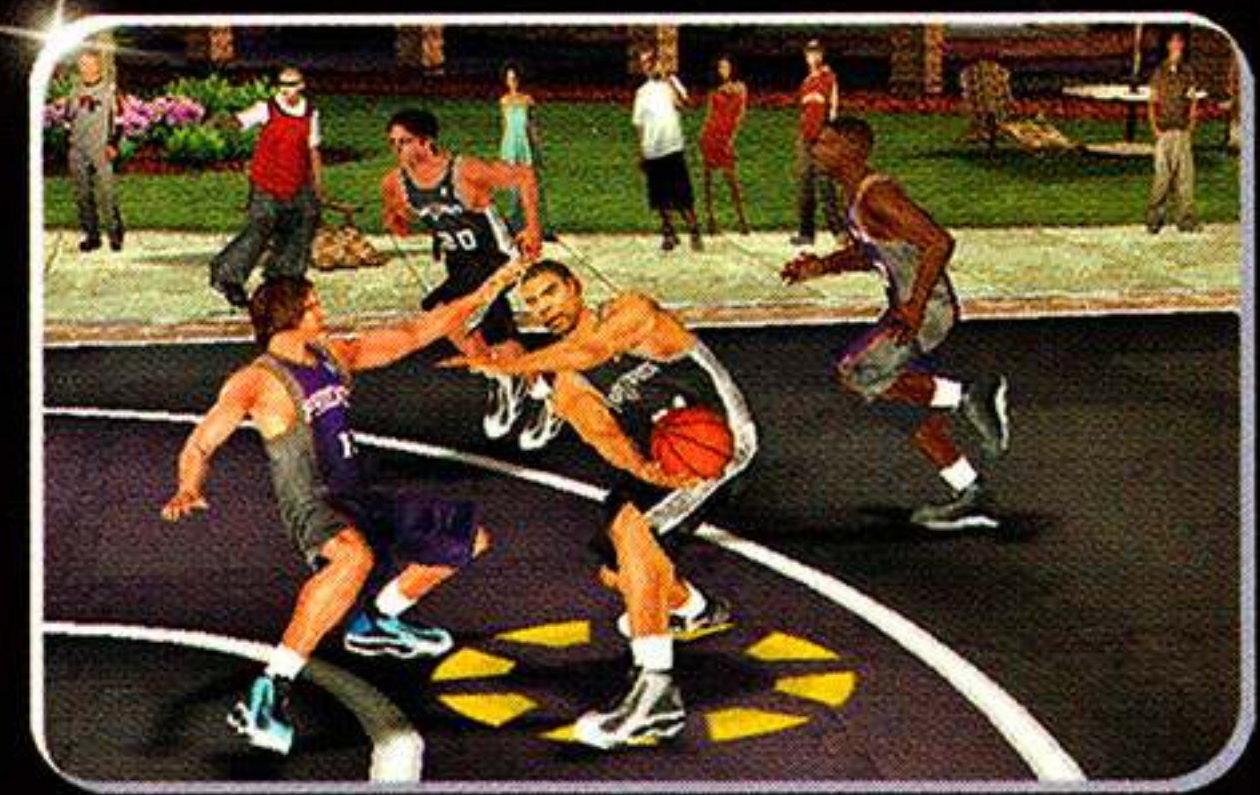


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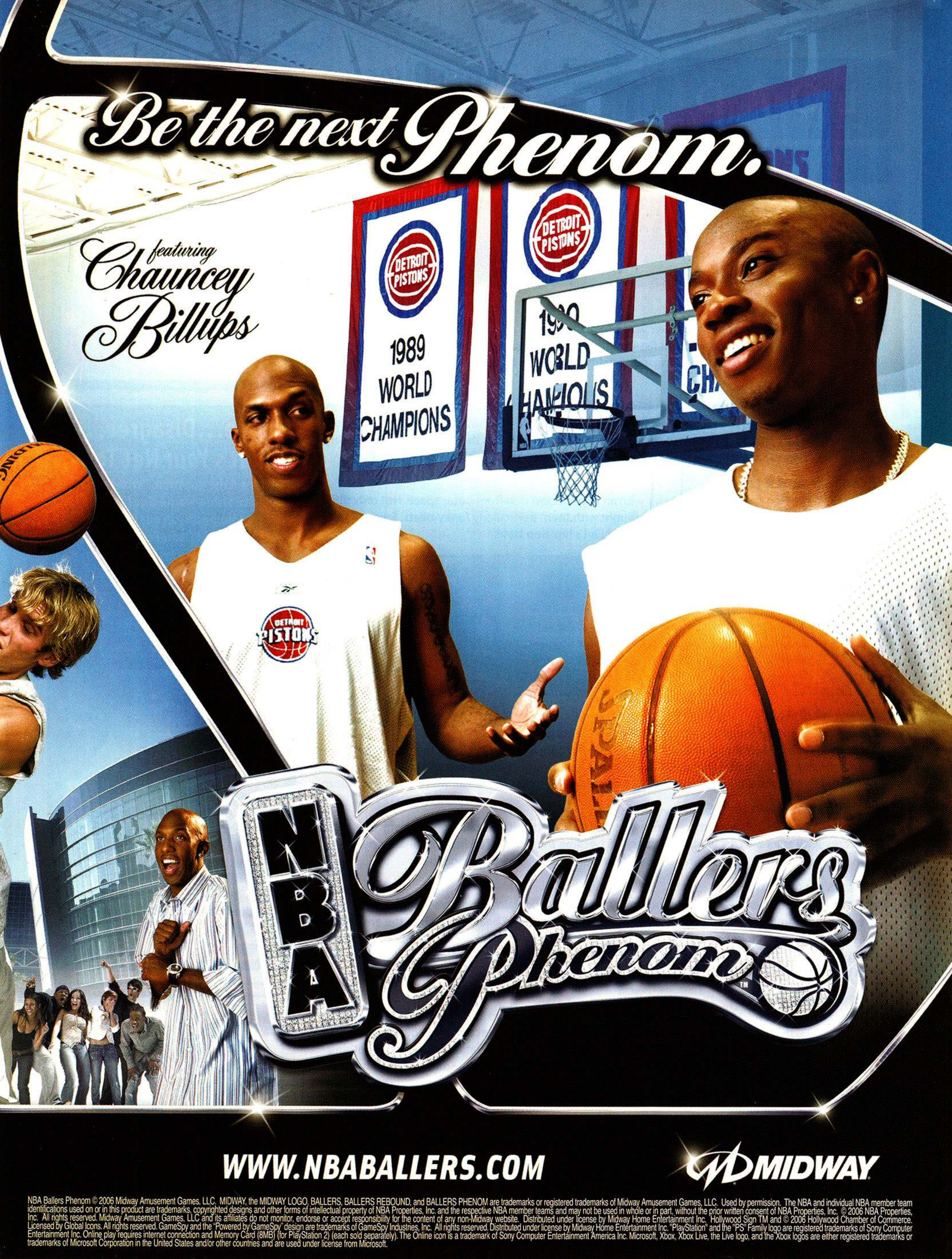
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Game Duos

There have been plenty of tag-team heroes in gaming history, but there is only a handful that has stood out. These are the duos that defined the one-two punch on the virtual screen.

10) Lance and Bill

Huh? Lance and Bill who? Perhaps you'd recognize this tag-team talent if you knew their exploits. Only the hardcore enthusiasts would know that Contra is where Lance and Bill proved that co-op play has enormous value in a brainless shooter—and this was in 1987!

9) Billy and Jimmy Lee

Forget guns. These brothers brawled their way into arcade hearts and revolutionized the virtual 1980s in the beat-em-up genre with all around fist-pounding and gut-kicking action. The resulting sequels ensured their place in the halls of gaming immortality both in the arcade and on the home consoles.

8) Ratchet and Clank

If there's a modern day duo that conjure up ideas of lovable, gun-toting, and in-your-face characters all together in one image, then Ratchet and Clank is it. In 2002, the PlayStation 2 was introduced to a platform adventure that took the act of shooting to another level. It was the intelligent and amusing interaction between Ratchet and Clank that gave their appearance a much-needed edge.

7) ToeJam and Earl

In 1991, the Sega Genesis was suddenly hit with an unexpected duo from outer space. Not only did this team have funky names, but they also brought with them particularly funky beats. Some of the best tunes on the Genesis came from ToeJam and Earl's hip-hop style.

6) Rebecca Chambers and Bill Cohen

The Resident Evil series certainly has had its famous duos. But Rebecca and Bill take the cake as the most effective of the lot. It helped that Resident Evil 0 just looked phenomenal on the GameCube, but Capcom did an outstanding job in creating a unique gameplay experience by making players use both Rebecca and Bill in an effective and fun way throughout the game.



5) Sam and Max

Although they made numerous cameos in other LucasArts games, Sam and Max made their stand-alone debut in 1993 with Sam and Max Hit the Road. This graphic adventure introduced some cool new gameplay features, but it was the humorous and quirky interaction between each other that really made this tag team a hit. Hey Lucas, we're still waiting for their return!

4) Earthworm Jim and Snott

The names say it all. An alien-busting worm vents his frustrations with his pal, a gob of slimy booger. That's creativity at its best. In 1994, the Super NES became the home of an instant classic where a worm named Jim wreaked havoc in a not-so-far universe full of wacky personalities.

3) Hana and Rain

No other duo in a game got so much controversy than Hana and Rain. For pubescent gamers, they were a fantasy come true, but for adults in 2001, these two titillating beauties pushed the envelope. It wasn't exactly their looks or even the in-game violence that gave them their reputation; it was the strong sexual, female-on-female overtones that really caught everyone's attention in Fear Effect 2: Retro Helix. But hey, if it's sexual energy that beats the bad guy, then so be it.

2) Sonic and Tails

Press the pause button and you'll have a better idea of who those blue and orange blurs are on the screen. In 1993, this team showcased their mutual hobby of ring collecting in Sonic Chaos, a fast-moving bundle of furry buddies that lent their speedy talents to a generation that wanted nothing more than a mindless and simple adventure. Speed forward to today, and the Sonic/Tails combination still whip to the top as one of the most legendary duos in gaming history.

1) Mario and Luigi

Who would have thought that two brothers in the plumbing industry could be one of the most recognizable duos in gaming history? Sure, Mario made his appearance duking it out with Kong in the arcades, but it wasn't until he teamed up with brother Luigi on the Nintendo Entertainment System that everyone knew these were the guys to call if you had a princess to save.



Agree...Disagree... What's Your Net Ten?

We posed the question, "What's your favorite video-game duo?" to the online community in our forums at Games.net and GamePro.com. Keep checking the forums for more on-line posts!



"How could you forget Pocky & Rocky?"
—DaMan02

"Link and Navi"—gateguy

"Master Chief and Cortana"—redrocker069

"Clint and Annie from Wild Guns for the Super NES"—U2fan09

"Squall and Zell from Final Fantasy VIII"
—madman002

"Mega Man X and Zero"—rush530

"Joe & Mac—the two caveman dudes"—blotto1

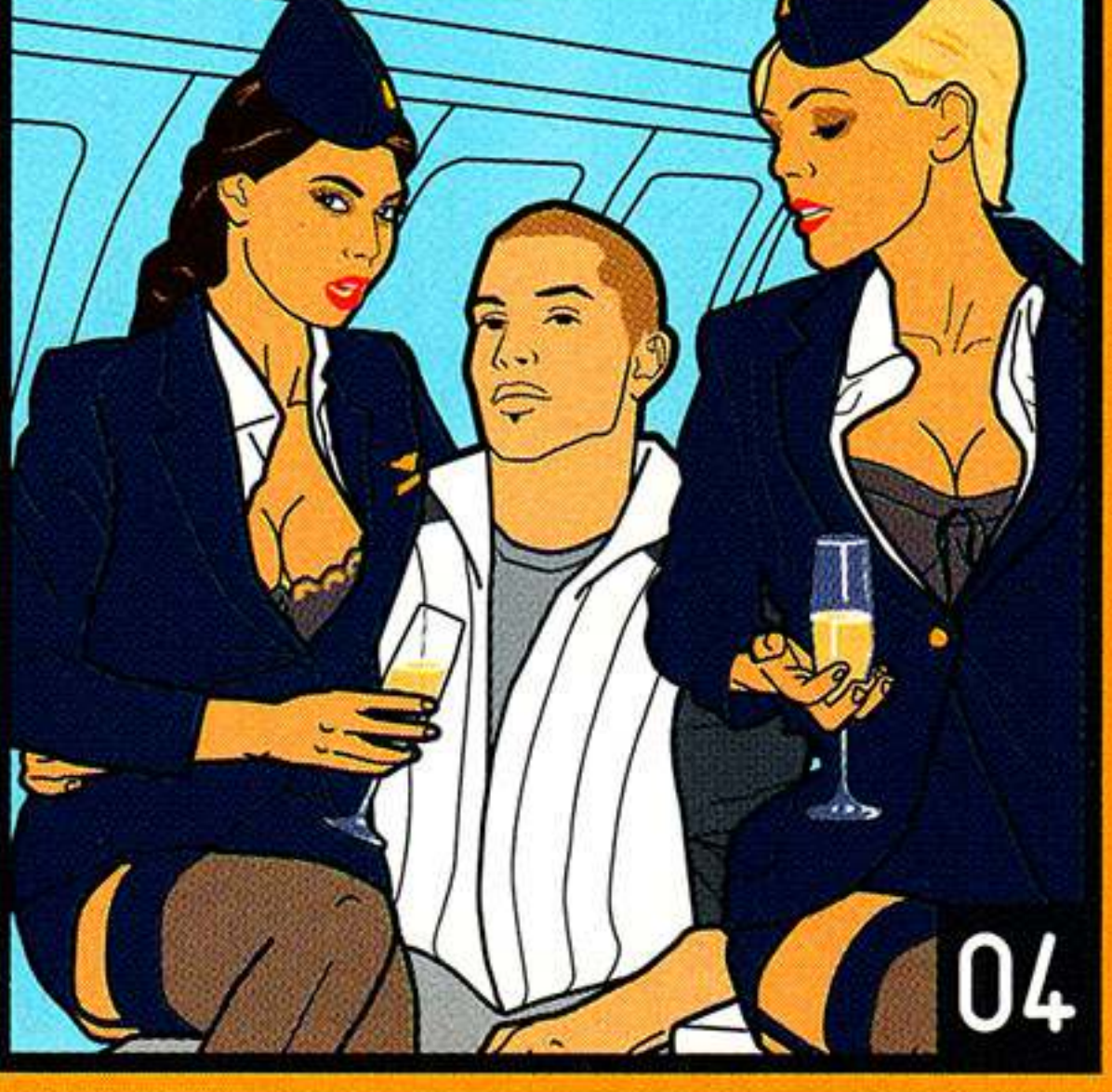




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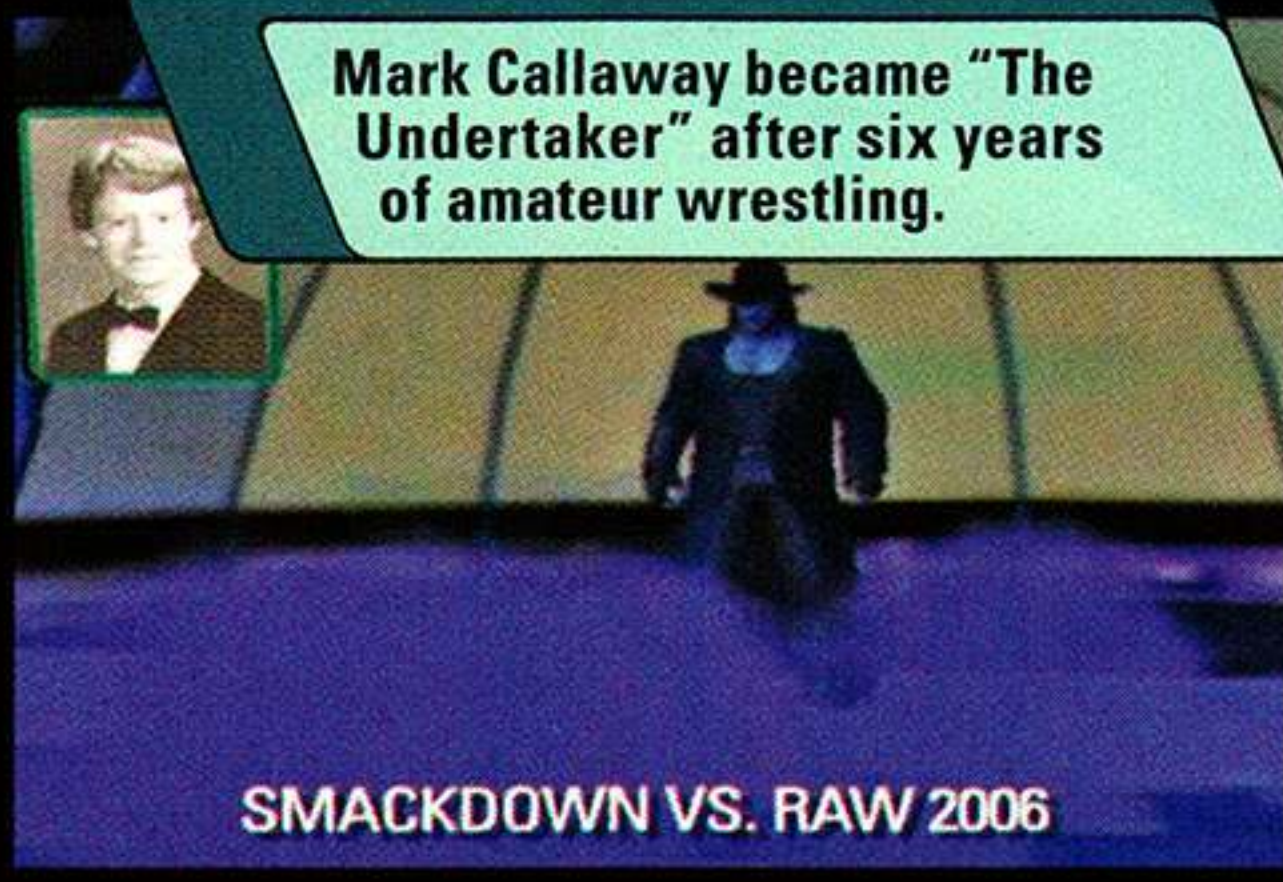
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10 YEARS AGO

Retro Corner

10 Years Ago (April 1996)...

...in GamePro

- Our first glimpse of **Resident Evil** (PlayStation) was the topic of our 130-page April issue. We interviewed the developer of the game, Shinji Mikami, and took a look at the making of this groundbreaking title. We reviewed the game, and gave it a 5.0 Fun Factor score.
- **LamePro** struck again with *Street Fighter Alfa*, *Post Office Doom: The Employees' Edition*, *Pyst*, and other game parodies.
- **Time Crisis** and **Killer Instinct 2** were Hot at the Arcades.
- No game received perfect scores; **Return Fire** (PlayStation) was 0.5



short, while **Descent** (PlayStation), **Street Fighter Alpha** (Saturn), and **Real Bout Fatal Fury** (Neo-Geo) also received high scores. The issue also had its share of losers: **The Hive** (PlayStation), **Revolution X** (Saturn), **Vertical Force** (Virtual Boy), **Madden '96** (Game Boy), **Supercross 3D** (Jaguar), **Frantic Flea** (SNES), and **Hang On GP** (Saturn) all got low scores.

- From the developers of **Way of the Warrior** (3DO), Naughty Dog's **Crash Bandicoot** (PlayStation) saw the light of day with our First Look preview of the game.

...in Gaming

- Acclaim ceased manufacturing cartridge games in favor of the CD-ROM format.

- The 3DO console continued to slide as developers, including Crystal Dynamics, Interplay, and Electronic Arts, announced that they dropped their support of the system.

...in Sales

Here are the top five-selling games of April 1996:

1. Donkey Kong Country 2: Diddy's Kong Quest (Nintendo/SNES)
2. Resident Evil (Capcom/PlayStation)
3. The Need for Speed (Electronic Arts/PlayStation)
4. Ms. Pac-Man (Midway/Genesis)
5. NBA Live '96 (EA Sports/PlayStation)

Source: The NPD Group/NPD Funworld/Point-of-Sale



1 Donkey Kong Country 2: Diddy's Kong Quest



2 Resident Evil



3 The Need for Speed

HOT AT THE ARCADES

The House of the Dead 4

Sega's popular gun game returns.

One of the most popular arcade shooters ever made, *The House of the Dead* is resurfacing for a fourth time in the coin-op scene. This adventure puts you in the boots of an AMS counter-terrorist agent, who must stop the evil Dr. Goldman and his latest army of flesh-eating marauding ghouls. You know the drill: Grab the gun and shoot...but this fourth entry

introduces some new twists to the rote formula. For starters, the graphical quality has been bumped up a notch thanks to Sega's new Lindbergh Hardware System, which touts photo-realistic visuals. The game also features a new weapon—a submachine gun that can be reloaded with a quick shake (unlike in past *House* titles, where you fired offscreen with the defunct pistol peripheral). The gun shake has a dual function as it also enables you to escape a zombie's clutches if you are grabbed. Plus, you can throw fragmentation grenades via a button

built into your weapon. Six nonlinear stages (each capped with a boss) await the wannabe zombie battler, along with three types of mutated animals and 21 brands of zombies to mow down. *House of the Dead 4* also supports the essential two-player simultaneous mode.—Major Mike



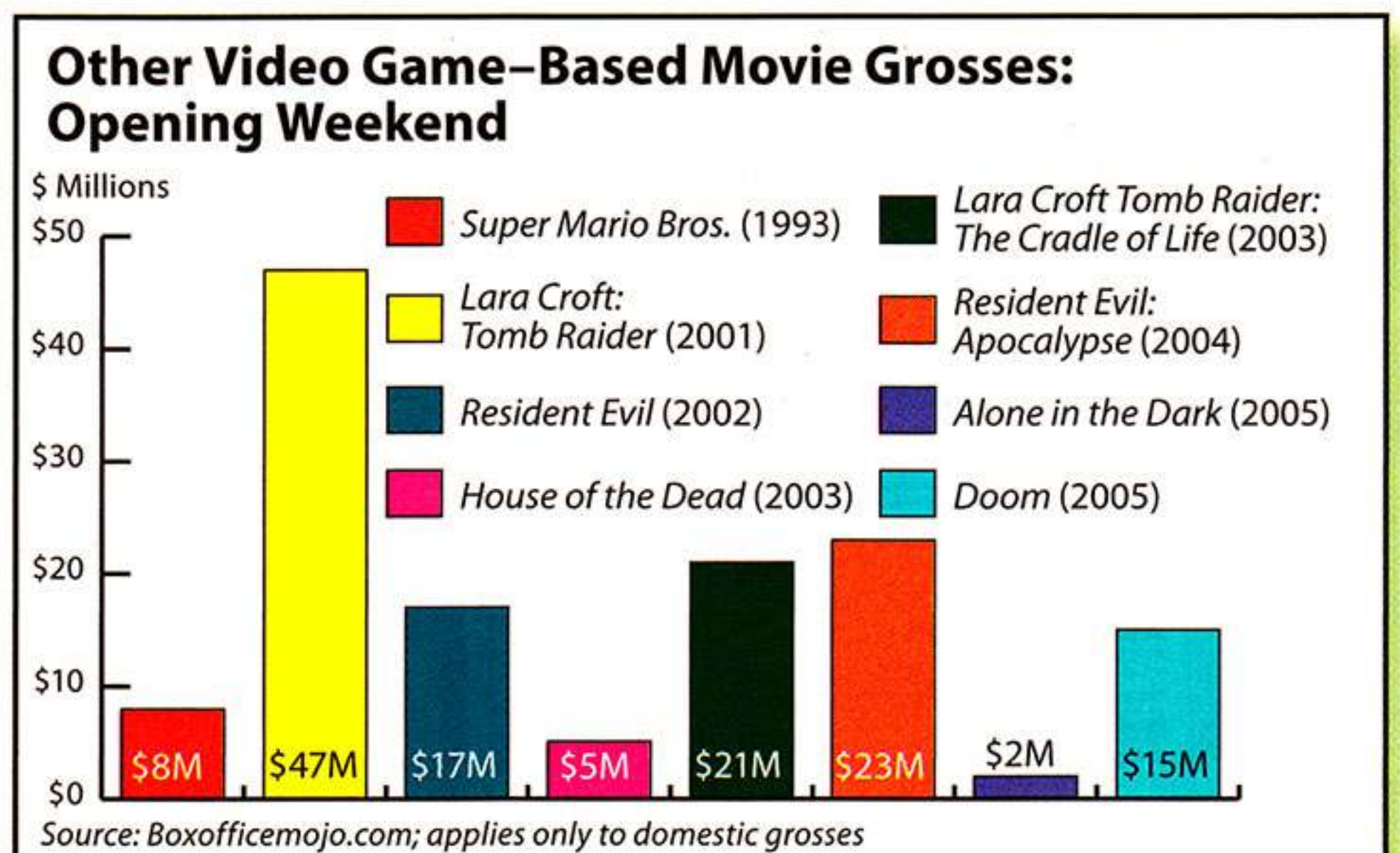
PRO NEWS

BloodRayne Movie Bombs in Theaters

It's hardly a surprise: *BloodRayne*, the latest film by director Uwe Boll, earned an anemic \$1.5 million on its opening weekend. The film opened on 985 screens nationwide but landed at number 19 on the domestic charts—an undeniably terrible showing. According to industry site BoxOfficeMojo.com, *BloodRayne's* production budget hovered around \$25 million, while the marketing spending topped out at \$22 million. Then there were the rumors that the distribution company accidentally ordered and shipped extra reels of the film to theaters that didn't order them, further driving up the film's costs. *BloodRayne's* poor showing doesn't bode well for the directing future of Boll, who has yet another video-game adaptation—



In the Name of the King: A Dungeon Siege Tale—in production. Boll is also thought to possess the rights to other gaming franchises, including *Fear Effect* and *Hunter: The Reckoning*.



UMD Movie Madness

**Akira**

■ 1988 ■ Geneon ■ MPAA rating: R
■ 124 minutes ■ Available now

Based on the novel by Katsuhiro Otomo, *Akira* is one of the most beautiful anime features ever created. Taking place 30 years after World War III, *Akira* tells the tale of a boy and his emerging psychic powers—and the disasters that follow. The plot gets convoluted and doesn't always make sense, but you'll nevertheless be perpetually enthralled by the film's nonstop visual splendor.

**Enter the Dragon**

■ 1973 ■ Warner Home Video
■ MPAA rating: R ■ 99 minutes ■ Available now

Forget *House of Flying Daggers* and *Hero*. Bruce Lee stars in what is probably the greatest martial-arts movie ever made. On a mission for the government, Lee must enter a martial-arts tournament on a remote island and settle some personal scores. The fight scenes are the most engaging that Lee ever filmed. The film also stars John Saxon, and Jim Kelly, and keep an eye out for Jackie Chan as a guard.

**Harry Potter And The Goblet of Fire**

■ 2005 ■ Warner Home Video ■ MPAA rating: PG-13
■ 157 minutes ■ Available March

The fourth Potter movie adaptation of J.K. Rowling's best-selling series finds Harry (Daniel Radcliffe) reluctantly selected for the Triwizard Tournament at Hogwarts—a contest where all entrants don't necessarily survive. *The Goblet of Fire* retains the series' familiar cast (Maggie Smith, Michael Gambon), introduces key character "Mad-Eye" Moody (Brendan Gleeson), and features the first full look at Lord Voldemort (Ralph Fiennes).

**Batman Begins**

■ 2005 ■ Warner Home Video ■ MPAA rating: PG-13
■ 140 minutes ■ Available now

After Tim Burton and Joel Schumacher soiled Batman in the cinema, Christopher Nolan (*Memento*) brought the series back to vivid life with a prequel of the Dark Knight's origins. Christian Bale plays Bruce Wayne and his alter ego, and he gets invaluable support from Morgan Freeman, Michael Cane, and Liam Neeson (they're so good that you almost overlook a lukewarm Katie Holmes as Wayne's love interest).

**Fantastic Four**

■ 2005 ■ Fox Home Entertainment ■ MPAA rating: PG-13
■ 105 minutes ■ Available now

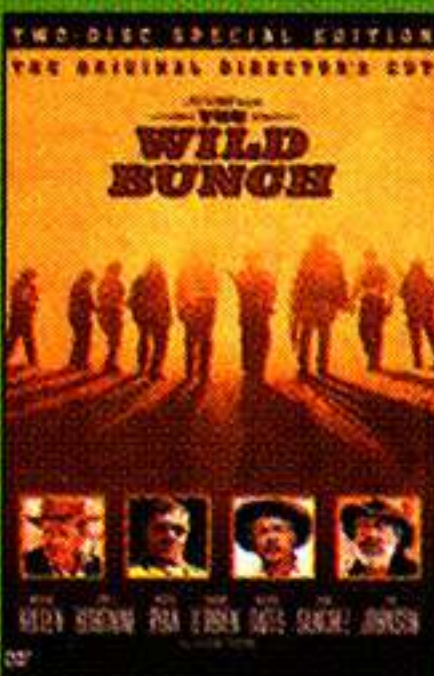
2005 was a great year for comic-book movie adaptations—especially with the likes of *Batman Begins* and *Sin City*. Missing the mark is *Fantastic Four*, which tells the story of a quartet of scientists who are accidentally imbued with supernatural powers. Together, they take on the tyrannical Dr. Doom. (One quibble: Does the Human Torch *have* to say "flame on" in order for his body to become engulfed in flames?)

**Viewtiful Joe Vol. 1**

■ 2005 ■ Geneon ■ MPAA rating: Not rated
■ 65 minutes ■ Available now

Based on Capcom's popular video-game series, *Viewtiful Joe* follows an average Joe into Movieland—a celluloid world—to rescue his kidnapped girlfriend. Under the training of the aging Captain Blue, Joe is given superhuman powers that enable him to speed up and slow down time. Imagine the cut-scenes from the video game made into a feature-length narrative, and you have this flick.

DVD PICK OF THE MONTH

**The Wild Bunch**

■ 1969 ■ Warner Home Video
■ MPAA rating: R ■ 145 minutes ■ Available now

Sam Peckinpah's 1969 Western was shunned at its initial release, but it's now considered one of the best films of the genre. Much of *The Wild Bunch's* appeal is the much talked about sequences of violence: Peckinpah uses slow motion and rapid-fire editing to heighten the impact during gunplay. The violence may seem tame by today's standards, but it's the narrative that keeps you hooked as the movie's plot follows a band of loyal aging outlaws whose days are numbered (plus, the film has some fitting parallels to the Vietnam War). The final shootout has been copied many times but never surpassed. The two-disc set features the best-looking print of the film to date and some intriguing documentaries and commentaries. The "Additional Scenes" are actually outtakes.

More UMD Movies

Title	Studio	MPAA Rating
Appleseed	Geneon	Not rated
The Fast and the Furious	Universal	PG-13
Happy Gilmore	Universal	PG-13
The Incredibles	Walt Disney Video	G
The Matrix	Warner Home Video	R
Robots	Fox Home Entertainment	PG
Shaolin Soccer	Miramax	PG-13
Sin City	Dimension	R
Spider-Man 2	Sony	PG-13
SpongeBob SquarePants: Volume 1	Paramount	Not rated
Tron	Walt Disney Video	PG
The Warriors	Paramount	R

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The background features a light blue gradient with large, stylized white clouds outlined in blue. Several kunai knives are scattered throughout the scene, some pointing towards the text. The title 'naruto's ninja magic' is written in a bold, yellow, rounded font with a blue outline. The word 'naruto's' is on the top line, 'ninja' is on the second line, and 'magic' is on the third line. The 'o' in 'naruto's' contains a small blue swirl.

naruto's ninja magic

There's a new ninja in town! Like Dragon Ball Z before it, Naruto is on the warrior's path from Japanese manga comic to anime to video games. Here's how the Ninja Academy's newest graduate stacks up for the GameCube, Game Boy Advance, and more.

CONTINUED ►



PRO TIP: Master your character's Special Jutsu move, such as Naruto's Uzumaki Barrage. Unleashing this clone attack at a key moment can turn the fight to your favor.

Naruto: Clash of Ninja

Like *Dragon Ball Z* before it, *Naruto* is on the warrior's path, from Japanese manga comic to anime to video games. Here's how *Clash of Ninja* squares off with the GameCube.



Sometimes, the fun in a video-game design is all about the execution. *Clash of Ninja* is not a groundbreaking fighting game, but it's tightly crafted and the action packs a powerful punch just by staying true to its anime/manga roots.

Naruto is a teenage ninja-in-training who's out to become the best fighter in his village. His tale has been wildly popular in Japan, and in the U.S., it's just busted out onto the Cartoon Network and into manga collections published by Shonen Jump—the original comic hit the racks in Japan in 1999. *Clash of Ninja* is the English-speaking version of *Naruto: Gekitou Ninjyataisen*, which debuted on the GameCube in Japan in 2003. Altogether, there are currently four *Naruto* GameCube games, and the second game is also slated for release in the U.S. by D3 Publisher.



PRO TIP: Here's a sneaky Naruto counter move. When you press Down and hit A, he vanishes and then pops up under his opponent to punch him into the air. If you ever find yourself facing away from your attacker, you can still pull this off.



PRO TIP: The Substitution Jutsu can save your butt. If you're absorbing massive punishment and your Chakra meter is full, press R or L. You'll vanish and then reappear behind your opponent.

Even though you could rightfully say that this game's so old it's new, in this case, that's not a bad thing.

Out from the Shadows

In keeping with the anime style, the game's visuals are sharp, and they should knock out *Naruto* fans. The cel-shaded character graphics excellently capture the look and feel of all the key characters and stars from the series: Naruto, Sasuke, Sakura, Sensei Kakashi, Sensei Iruka, Haku, Zabuza, and Rock Lee are all onboard.

The animation doesn't miss a beat, making the gameplay nimble and quick. There's some fierce, rapid-fire combat happening here, too.

Kicks Back

As a fighting game, however, *Clash of Ninja* won't endear itself to video-game martial-arts masters because sometimes it rewards rapid button mashing as well as it does technique. The beauty of the design is that beginners



Ninja Tactics

Naruto Uzumaki



Naruto's close-range attacks are strong, so each time your opponent expends his Chakra energy, move in and attack.

Sasuke Uchiha



Sasuke's combos are lightning quick but few in number. Change up the rhythm of your attack so opponents can't set up a defense.

Sakura Haruno



Sakura has high speed and low stamina, so wear down opponents with long-range and aerial attacks, and then rush in.

Kakashi Hatake



Kakashi's combos are powerful but slow. Stay close to your target.

Iruka Umino



Iruka can do massive damage with his giant shuriken special attack. Break down your opponent's defense, and try to get within point-blank range.

Zabuza Momochi



Zabuza's huge sword is effective but slow. Try feinting with it and then hitting your foe with regular attacks. When he drops his guard, strike!

Haku



Haku's advantage wields the most powerful, long-range throwing weapon, the senbon.

Rock Lee



Rock has the fastest and most effective regular attacks. Concentrate on all B-button moves.

have a fighting chance against seasoned pros... at least until the black belts learn to unleash the advanced combos.

The controls overall are as tight as a clenched fist. Successful attacks fill up the Chakra energy meter, which enables you to execute special moves called jutsus. Busting off one of these ignites visual fireworks, too.

But Naruto doesn't shun the more tactical-minded fighter, either. It features some slick counters that range from the simple to the complex. Properly timing button presses enables you to sidestep and counter or even recover from a sweep or a throw while you're still in the air.

On Target

Naruto: Clash of Ninja is an engaging, energetic, button-smacking workout—whether you're a Naruto fan or not. It just sticks to doing one thing well, and that's throwing down good old one-on-one, hand-to-hand combat with a healthy dose of ninja magic. Believe it.—*Slo Mo*



PROTIP: Most opponents are either up close or relentless from afar. Learning to quickly tap L or R to sidestep is critical.

CONTINUED ▶

A Ninja's Tale

Naruto is a young ninja-in-training in the Village Hidden in the Leaves. For mysterious reasons, he is born with the spirit of the Nine-tailed Fox in him, a magical demon creature that attacked the village years earlier. The story explores how he learns to express his inner power to become the top ninja. Clash of Ninja takes place as he begins his adventures.



GRAPHICS 4.0
SOUND 3.5
CONTROL 4.0

FUN FACTOR
4.0

Developer: Tomy Dream Energy Publisher: D3 Publisher
\$39.99 Available March Fighting 2 players ESRB:T



PRO TIP: To escape Shikamaru's paralyzing Shadow Possession Jutsu, simultaneously press and hold X, and then press any direction on the directional pad as soon as you're stalled. That should enable you to run away as soon as the action commences.

Naruto: Ninja Council

Exclusive

If you like Naruto, you'll like Ninja Council.
If you don't... you still might like Ninja Council.

GBA



Naruto fans are best served by Naruto: Ninja Council's action/platform gameplay, but aficionados of old-school, 2D, action/adventure button-mashers will also find something to perk about, too.

Ninja Council has all the tried-and-true elements of side-view beat-em-ups down, including some standard-issue slithering snakes and dive-bombing buzzards. Jam on the B button like a mad man to toss furious fists and feet, or hit A to launch shurikens or energy balls. The basic attacks are so simple that you can't go wrong, but unleashing the specials (called jutsus) requires timing that adds a nice bit of tactical thinking during heavy-hitting boss fights.



PRO TIP: You have to run up the walls to evade boss Chaji's Human Boulder attack.



PRO TIP: Explore underground areas where your comrades might materialize to help you.

You can play as either Naruto (our star) or Sasuke Uchiha (his rival). The gameplay graphics feature good details that are right in tune with those in the TV show, especially when key characters show up for cool close-ups, seemingly to remind you that this is a Naruto game, after all. Fans get extra love in the form of some great, Naruto-style visual fireworks whenever Naruto or a boss fires up a jutsu. Too bad the audio is limited to basic GBA effects.

If you need to have your Naruto to go, Ninja Council is a nice little taste. If you crave a nostalgic trip down 2D side-view memory lane, this is the action/adventure equivalent of fast food. The adrenaline meter, however, hovers at medium until you reach the boss battles, and there's little replay value unless you're someone who can never get his fill of Naruto ninjutsu.—*Slo Mo*

GAME BOY ADVANCE	GRAPHICS	4.0	FUN FACTOR	4.0/5
	SOUND	3.5		
	CONTROL	3.5		

Developer: Tomy Dream Energy Publisher: D3 Publisher \$29.99
Available March Action/adventure 1 player ESRB: E10+

Naruto's Game Boy Advance Adventures

Japanese Naruto Game Boy Advance fans have a significant leg up on their American counterparts, but at least the GBA isn't region-locked, so you can try the games out, too, if you like. In Japan, games for the handheld (all published by Tomy) have been available since 2003, beginning with Naruto: Ninja Council, which is called Naruto: Saikyou Ninja Daikesshu there. The sequel, Naruto: Saikyou Ninja Daikesshu 2, is already out over there, and D3 Publisher is looking to launch the American version soon.

Additionally, there's a Naruto strategy and an RPG for the GBA, too. Naruto: Konoha Senki is a grid-based strategy game that stars Naruto's Team 7 ninja crew. Naruto's RPG is called Uketsugareshi Hi No Ishi, and you can put together a four-person party to battle ninjas from other countries.

The Naruto RPG is also available as a bundle with a commemorative version of the backlit GBA SP—colored Naruto orange of course.



Naruto: Konoha Senki is a grid-based tactics game.



RPG fans can get their Naruto, too.



Naruto: Saikyou Ninja Daikesshu 2 will become what is known as Ninja Council 2 in the U.S.



The commemorative orange-colored GBA SP even sports the Mark of the Hokage, just like Naruto himself.

CONTINUED ▶



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REAL TONES

Jamster Top 10

	real
1) I'm N Luv (Wit...) - T-Pain	real7555
2) Check On It - Beyonce	real7556
3) Rodeo - Juvenile	real7557
4) Unpredictable - Jamie Foxx	real7558
5) Laffy Taffy - D4L	real7559
6) Yo (Excuse Me Miss) - C. Brown	real7560
7) Temperature - Sean Paul	real7561
8) Nasty Girl - Notorious B.I.G.	real7562
9) Bet You Can't Do It - D4L	real7563
10) Fresh Azimz - Bow Wow	real7564

Money Mike

Real Tones

Pimp In Distress	real7578
Time Is Money	real7579
Pimp Apparatus	real7580
Ho On Line 1, 2, 3, 4 & 6	real7581
Pick Up Ya Phone	real7582
99 Problems	real7583

Wallpapers

pic3396
pic3397

GAMES

Jonny Crash GAME1255	MotoGP GAME1256
DESTROY ALL... GAME1257	WORMS GAME1258

Not available for T-Mobile customers.

HOT REAL TONES

	real
Bat Country - Avenged Sevenfold	real7565
Flossin' - Mike Jones	real7566
Here We Go - Trina	real7567
I'm Sprung - T-Pain	real7568
Lovers & Friends - Lil Jon & The E...	real7569
Naggin - Ying Yang Twins	real7570
Poppin' My Collar - Three 6 Mafia	real7571
Presidential - Youngbloodz	real7572
Ride Wit Me - T.I.	real7573
Run It! - Chris Brown	real7574
Shake - Ying Yang Twins	real7575
Stay Fly - Three 6 Mafia	real7576
Stiletos - Crime Mob	real7577

COLOR WALLPAPERS

I am so BROKE ... I can't even pay attention pic3370	 pic3371
 pic3372	 pic3373
 pic3374	 pic3375
 pic3376	 pic3377
 pic3378	 pic3379
 pic3380	 pic3381
 pic3382	 pic3383
 pic3384	 pic3385
 pic3386	 pic3387
 pic3388	 pic3389
 pic3390	 pic3391
 pic3392	 pic3393
 pic3394	 pic3395

SOFTWARE

 app1250	 app1251	 app1252	 app1253
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RINGTONES

Jamster Top 10

	poly
1) Here We Go	poly6485
2) Grind With Me	poly6486
3) Drop It Like It's Hot	poly6487
4) Because I Got High	poly6488
5) James Bond	poly6489
6) Trapstar	poly6490
7) Don't Cha	poly6491
8) Gold Digger	poly6492
9) Candy Shop	poly6493
10) Tubular Bells (Exorcist Theme)	poly6494

FUN SOUNDS

	real
Answer The Phone Pimp	fun6490
Anybody In There	fun6491
Beaf Box - Long	fun6492
From Hell	fun6493
Ho Lotta Ho	fun6494
Lawn Sprinkler	fun6495
Mosquito	fun6496
Sick Tarzan	fun6497
The Crazy Frog - Motor	fun6498
They Are Looking At You	fun6499
This Is Not A Bootie Call	fun6500
U Have A Phone Call	fun6501
Your Attention Please!	fun6502

HANDSETS SUPPORTED: POLYPHONIC RINGTONES: LG G4011; MOTOROLA V180; NOKIA 3100.; SAMSUNG X426; SIEMENS A56; SONY ERICSSON T226; REAL TONES: LG G4015; MOTOROLA V180; NOKIA 3100; SAMSUNG X426; SIEMENS A56; SONY ERICSSON T226; SOUND FX: LG G4015; MOTOROLA V180; NOKIA 3100; SAMSUNG X426; SIEMENS A56; CF62; SONY ERICSSON T226; COLOR WALLPAPERS: LG G4015; MOTOROLA V180; NOKIA 3100; SAMSUNG X426; SIEMENS C61; SONY ERICSSON T226; SCREENSAVERS: LG G4015; MOTOROLA V180; NOKIA 3100; SAMSUNG X426; SIEMENS C61; SONY ERICSSON T226 - for more handset information visit www.jamster.com

SCREENSAVERS

 move2810	 move2811	 move2812	 move2813	 move2814	 move2815
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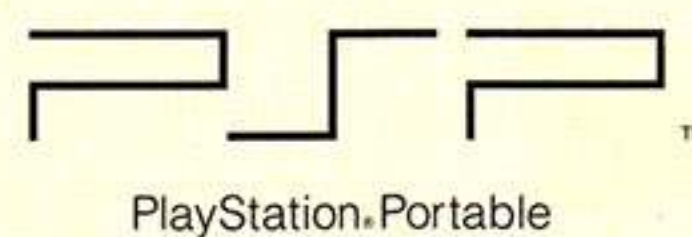
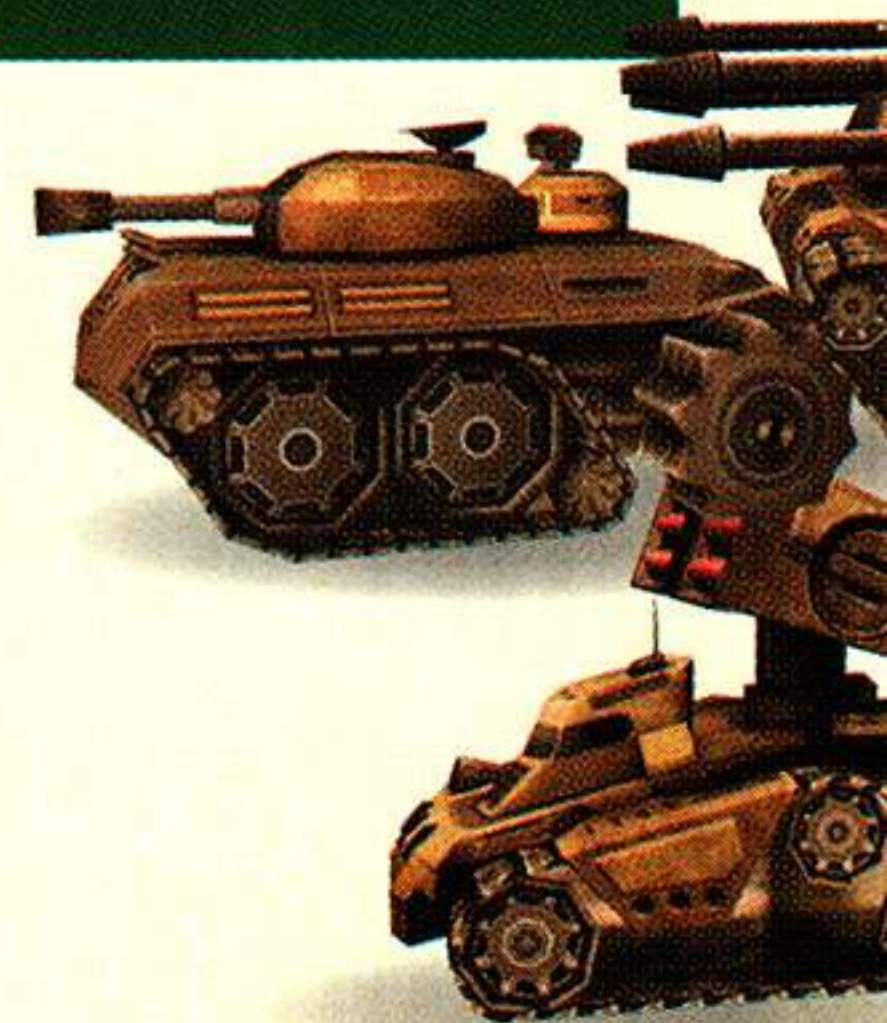
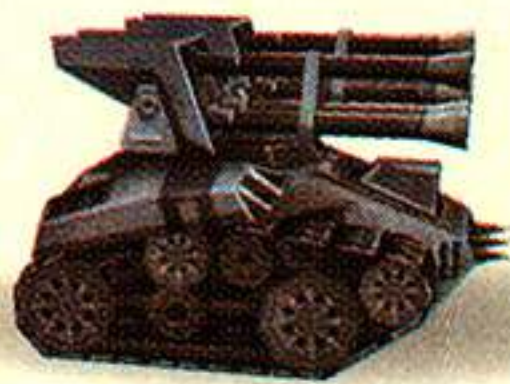
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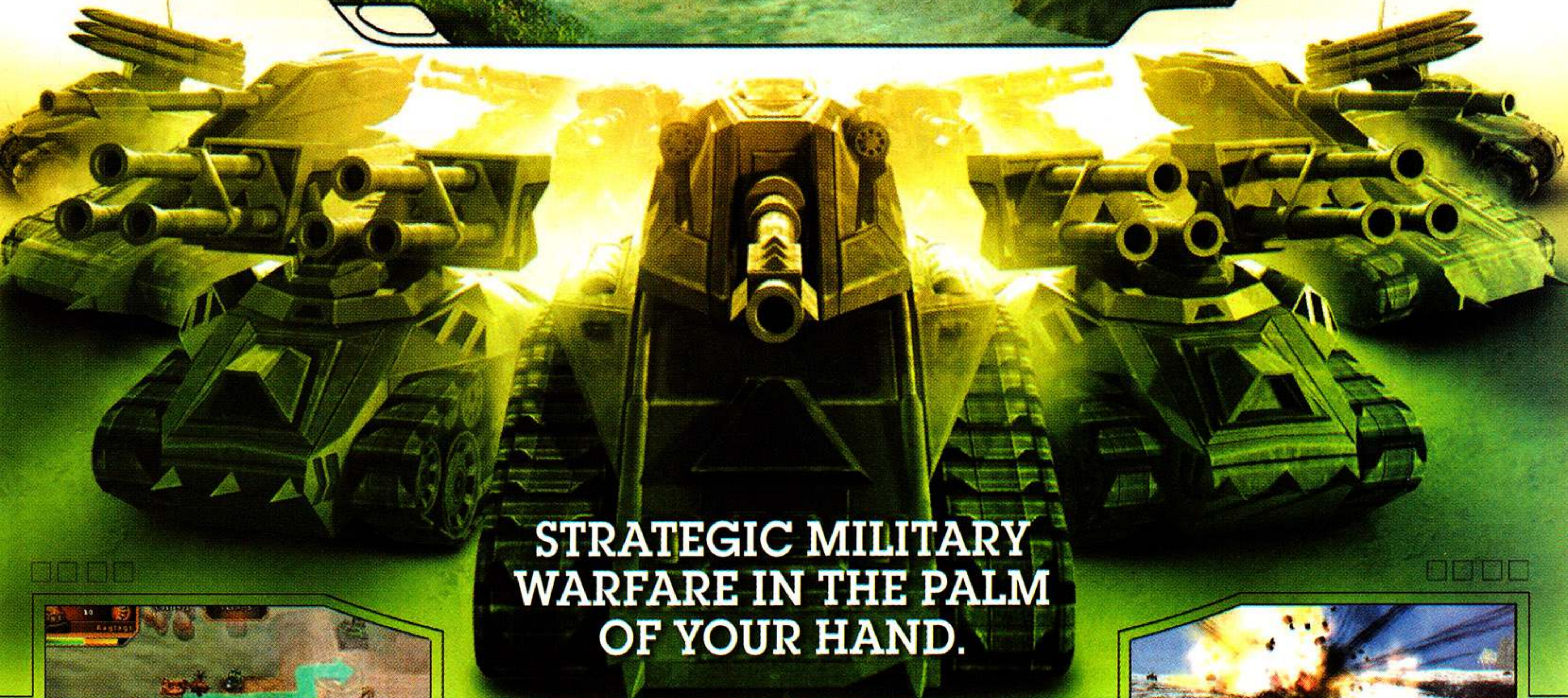
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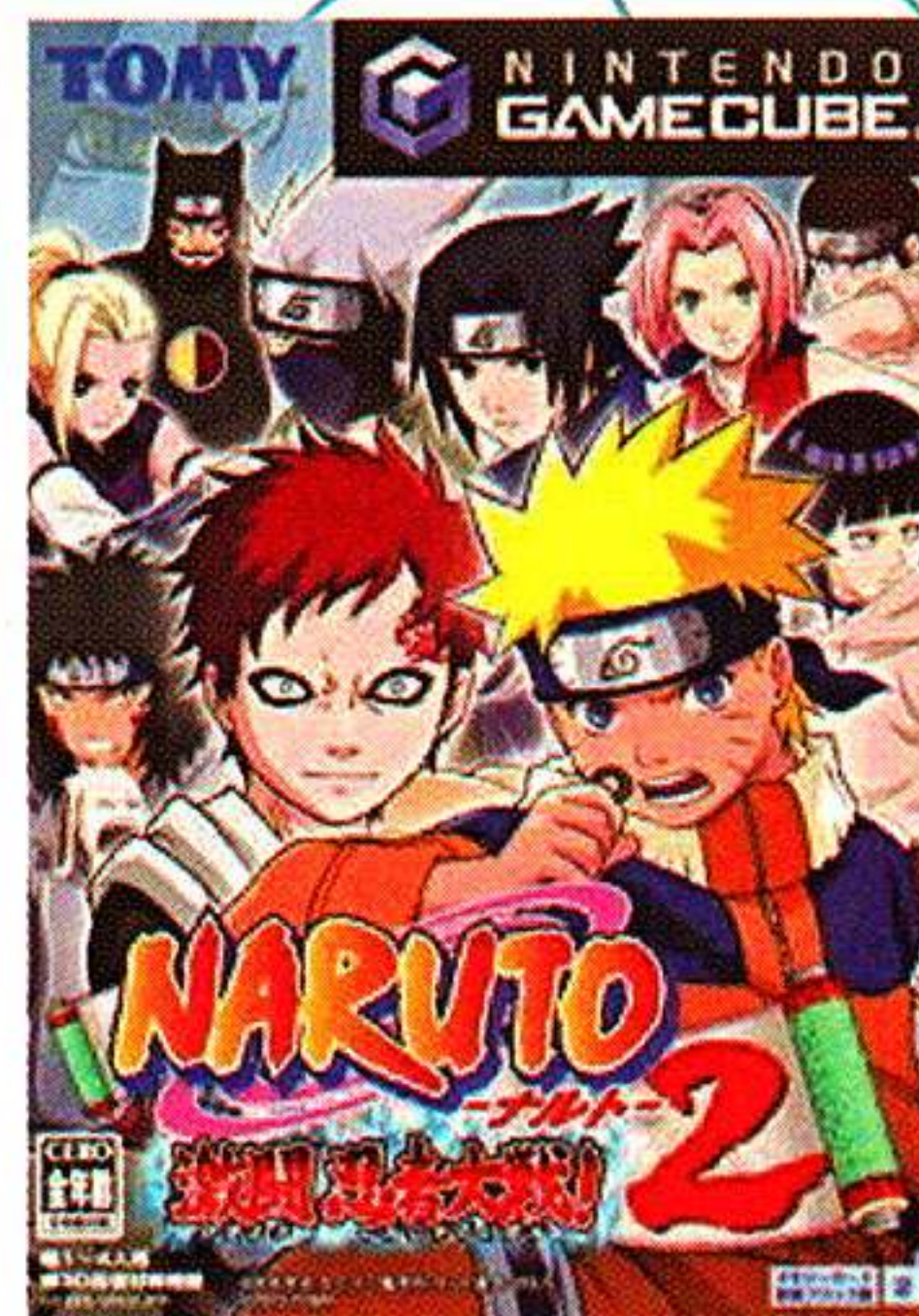
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Clash of Ninja 2 could make Naruto an unstoppable force in America.



In Japan, the Gekitou Ninja Taisen series is already up to four games. Numbers one and two are coming to the U.S.



The cel-shaded graphics style is even more refined in Clash of Ninja 2.

Naruto: Clash of Ninja 2

Like one of Naruto's rapid-fire combos, Clash of Ninja 2 is preparing to hit GameCube fans right where they live.

Naruto disciples will be glad to know that D3 Publisher will be releasing Naruto: Clash of Ninja 2 this fall, but the company still has a ways to go to catch up with the Japanese. The GameCube series of Naruto fighting games in Japan is called Naruto: Gekitou Ninja Taisen. While the U.S. is just seeing its first Naruto GameCube game, Japanese fans are already up to game number four.

Clash of Ninja 2

From the looks of Gekitou Ninja Taisen 2, the first Clash of Ninja game may be just a warm up for Naruto fans. Clash of Ninja 2 promises more nonstop, button-stomping, one-on-one fighting. The control scheme will be exactly the same as that in the first game, Naruto: Clash of Ninja, and should be similarly easy to learn. Clash of Ninja 2 will also feature twice as many playable characters and unlockable skills and stages. Multiplayer mode should shine: You and three friends will be able to team up for classic Naruto battles from the TV show.

A spoiler alert is in order, though: The game's story mode will extend past the current TV series.

More Naruto for the GameCube

It seems highly probable that D3 Publisher will release Naruto: Gekitou Ninja Taisen 3 and 4 in the U.S. as numbers 3 and 4 in the Clash of Ninja series, but no official statement has been made yet. At any rate, those games wouldn't be available here until 2007 anyway.

Gekitou Ninja Taisen 3 features even more Naruto fighters, of course, with new attacks and counters, two super moves per character, and a three-on-three team-fighting mode. Additionally, story mode will challenge players to finish matches using specific techniques or combos.

By all accounts, Gekitou Ninja Taisen 4, which was released in Japan at the end of 2005, could be a GameCube game to watch, especially for its four-player fighting. Even more unlockable characters are available, and some three-character teams group fighters according to their affinity for certain jutsu special moves.

A Ninja's Promise

One thing is clear about the Naruto: Clash of Ninja series whether it's the Japanese or U.S. versions of the games: The anime-perfect graphics style and easy-to-master gameplay

Naruto for the DS



DS gamers might also be in line for some Naruto action. In Japan, Naruto RPG 2: Chidori vs. Rasengen is the touchscreen sequel to the Japanese Naruto RPG on the GBA. Similarly, Naruto: Saikyou Ninja Daikesshu 3 is third in the Ninja Council action series. And Jump Superstars features Naruto and other Shonen Jump characters in 2D DS fighting.

both become more refined as the series progresses. This bodes very well for Naruto fans and GameCube gamers alike.—Eye Spy

■ **First Look** ■ Developer: Tomy Dream Energy
 ■ Publisher: D3 Publisher ■ Target release date: Fall 2006



Naruto will make his PS2 debut in America with 11 friends and foes.



CyberConnect2, creators of the .hack series, are developing the Naruto PS2 games.

Naruto: Ultimate Ninja

PlayStation 2 gamers will get their chance to play as Naruto and his friends, too.

When Naruto makes his move on American PS2 gamers, they can look forward to slick ninjutsu and a little bit of catching up. Just as with the GameCube series, Naruto PS2 games have been available in Japan since 2003. The first of these, *Naruto: Narutimate Hero*, is being localized by Namco and Bandai as *Naruto: Ultimate Ninja*.

The *Narutimate Hero* series in Japan is up to number three already, which was released just last year. There's also a PSP version in the works.

Returning Japanese

It should be no surprise that *Ultimate Ninja* will be a fighting game in keeping with Naruto's

ninjas-in-training themes. Naruto fans should note that the story line will follow along with the current anime TV shows on the Cartoon Network, but depending on the 2006 television schedule, gamers might find a few "new" characters when they play the game.

Ultimate Ninja's cel-shaded graphics style is drawn directly from the anime, and all the TV actors re-create the voices. This game's guaranteed to be a hit among fans.

You'll play as any of 12 fighters. In addition to standard punches, kicks, and projectile attacks, each character has unique special moves called jutsus. These powerful magic attacks fire up cool animated sequences as they impart serious damage to your targets.



The jutsu special moves appear in the game just as they do in the anime TV shows.

Not unlike in the Naruto fighting games for the GameCube, *Ultimate Ninja* will also be a game of dodging and counter attacking, so button-mashers beware. The good news is that you'll also be able to leap between two arenas or fields during every fight for extra added strategic maneuvering.

Shinobi Style

Naruto is making his mark. With *Ultimate Ninja*, he may even become a household name among PS2 gamers. But he's not stopping there: a Naruto game for the Xbox 360 and PS3 is already in the works.—*Eye Spy*

- **First Look** ■ Developer: CyberConnect2
- Publisher: Namco/Bandai ■ Target release date: Summer 2006

CONTINUED ►



Naruto's cel-shaded graphics show off a distinctive anime style.

Ninja Style

Video games aren't the only place where Naruto is making his mark. A world of ninja gear exists out there for all aspiring Ninja Academy students. *By Slo Mo*



Shonen Jump



You can get a monthly dose of ninja magic and other manga from this great magazine.

Naruto Manga Bundles



A true fan should catch up on the original manga presentation in Volumes 1-7, which are available as a package deal.

Naruto DVD set



Naruto DVDs that follow the current Cartoon Network story line are making a U.S. debut, but discs in Japanese with English subtitles abound for advanced Naruto fans.

Uzumaki Controller



Sanwa, known for its top-quality game controllers, made this Naruto special in Japan.

Naruto Headbands

The well-dressed Hokage candidate will wear one of these.



Ninja Weapons



A wide range of Naruto weapons, such as this shuriken/kunai set in designer colors, is available in metal and rubber.

Kunai and Shuriken



Naruto kunai (throwing knife) and shuriken sets come in cast metal, too.

GameCube Controller Case



Naruto's dog, Pakkun, keeps a mouthful of a GameCube controller.

Ramen Bowl



Everyone knows Naruto's favorite eatery is Ichiraku's ramen stand, and here's a bowl and spoon set for your own noodle meals.

Head Case



This Rock Lee face pillow just looks cool!

Throwing Stars



Shurikens from the manga feature a wide variety of styles, and you can find most of them cast in either metal or rubber.

Naruto Caps



Naruto caps and hats come in almost every design and color you can imagine.

Ninja T-shirts



No self-respecting anime character would be caught dead without his own T-shirt line.

Shinobi Sounds



Naruto music collections come in all sorts of arrangements, some featuring covers by popular Japanese stars.

Zabuza's Sword



Zabuza, the Demon Ninja of the Mist, wields a huge blade, of which this is a 9-inch replica.

Naruto Ski Cap



Maybe you'd like to put some Naruto gangsta style into your headgear.

Ringu



Itachi fans might like this replica of his ring, which is red like his Sharigan eye.

Action Figures... Believe It!



As you can imagine, Naruto action figures come in all shapes and sizes, from small candy-box prizes to vinyl.

Naruto Hoodie



With this hooded sweatshirt, you too can display the Mark of the Hokage!

Naruto Nightwear



We don't know why, but maybe you'd like to wear your ninja dreams to bed.

Pillow Talk



For some reason, Naruto pillows are a hot-ticket item.

CONTINUED ►

The Ultimate Naruto Contest!

Exclusive Naruto sweepstakes brought to you by GamePro, Tomy, and VIZ Media!

Shonen Jump's Naruto Sweepstakes

You can be the voice of a brand-new Naruto character! That's right, now you can be a part of the Naruto legacy forever.

Grand Prize

The Grand Prize Winner will receive the following prize package:

- An opportunity to audio record a character voice-over that's planned to appear in Season 2 for TV and/or on a DVD of *Naruto*
- Round-trip airfare to Los Angeles, CA (with a parent/legal guardian only if winner is a minor)
- One-night hotel accommodations plus meals
- Local transportation



Second Prize

10 Second Prize Winners will each receive the following prize package:



2 Tomy Naruto video games for the GameCube and Game Boy Advance

1 VIZ Media Naruto DVD



1 Boston America
Naruto air freshener



1 Great Eastern Hokage headband



1 The Hut boxer shorts

Third Prize

50 Third Prize Winners will each receive:



1 Ripple Junction
Naruto T-shirt

Naruto artwork and elements ©2002 MASASHI KISHIMOTO

For full contest rules and to enter, go to GamePro.com/naruto/

No purchase necessary. Offer void where prohibited. Sweepstakes is open to legal residents age 13 or older of the contiguous 48 United States and Canada (excluding Quebec and Puerto Rico).

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Naruto Battling Basic Figure Assortment by Mattel



Naruto Headband



Naruto Track Jacket that features the Naruto kana and Mark of the Hokage



Naruto Stealth Skillz by Mattel



Naruto Chakra Challenge by Mattel



Naruto Training Deluxe Figure Assortment by Mattel



Naruto 12-inch Shinobi Warrior Figure Assortment by Mattel



Naruto patches
Naruto key chain



Naruto wrist band that features a Mark of Hokage metal plate

For full contest rules and to enter, go to GamePro.com/narutogear/



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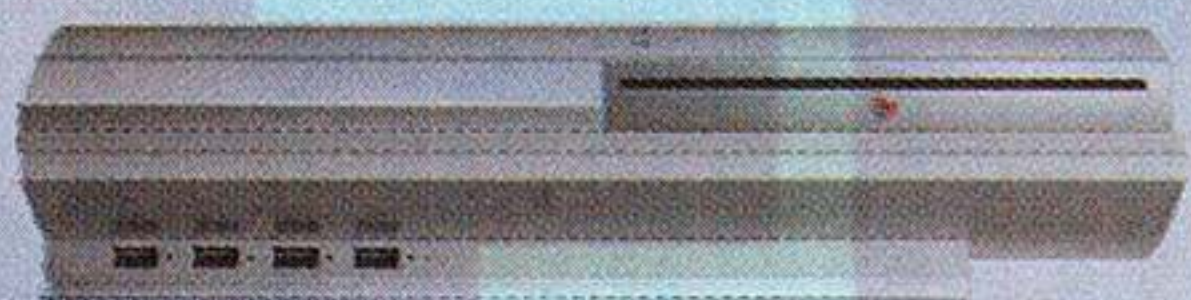


PlayStation 2



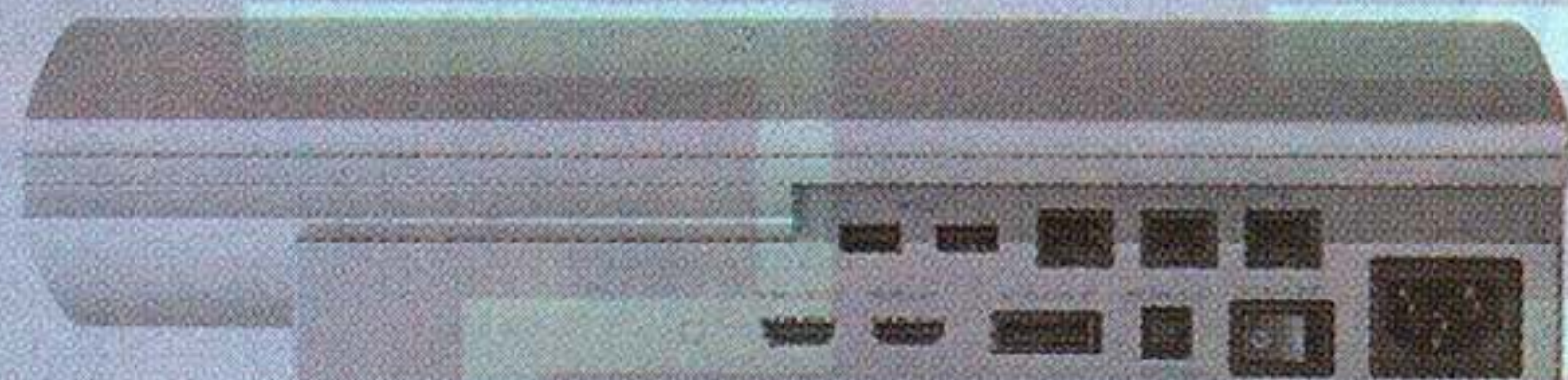
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PLAYSTATION 3: THE STORY SO FAR...



What's going on with the PlayStation 3? Let's dive into the rumors, the facts, and the outright guesses to try to sort it all out.

By *The GamePro Rumor Control*



It's been almost one year since Sony surprised everyone with the world debut of the PlayStation 3 hardware unit at the Electronic Entertainment Expo. Since then Sony has been notoriously quiet about its next-generation system...but there has been chatter.

The Launch

One of the prime cards Sony is keeping up its sleeve is the release date. With the Xbox 360 already in the market, some analysts believe Microsoft has already stolen Sony's thunder. According to a Wedbush Morgan Securities report, in 2007 the PS3 and Xbox 360 will be

tyed for worldwide sales of roughly 23 million units each. Although this scenario seems to favor Microsoft, the Xbox 360 has been out (but hard to find) for four months with sales generally reported at fewer than 700,000 units.

Ship dates for the PlayStation 3 range from the unit hitting store shelves this Spring...or one year from this Spring in 2007. Financial wizards at *Forbes* magazine claim no one believes that Sony will make a 2006 release. Conversely, Xbox executive Neil Thompson is in the Spring '07 camp, but a Sony rush to make Winter '06 will result in "a launch in name only." *Marketwatch*, another financial news outlet, agrees—to an extent: It predicts the unit will

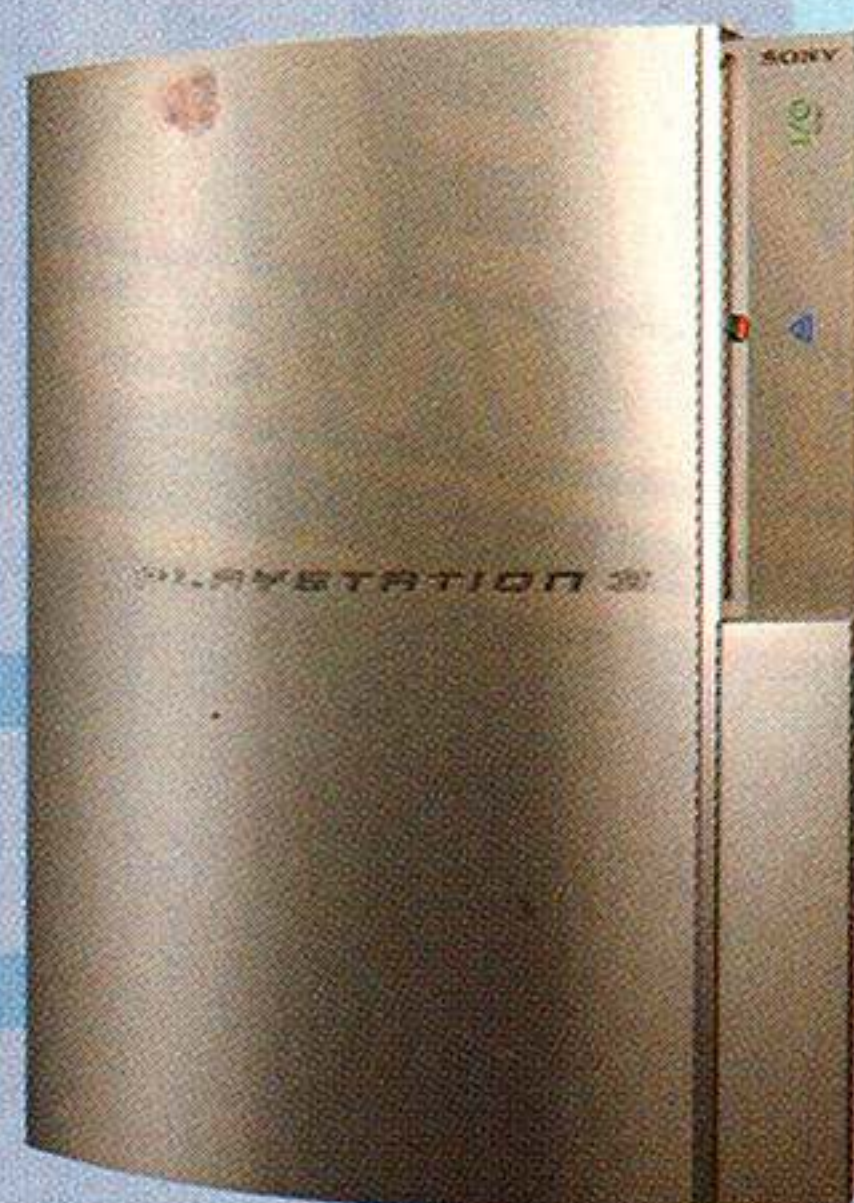
hit shelves in November—albeit in very tight quantities—with possibly as few as one million units. Gaming blog Kotaku claims that internal Sony sources have agreed on a "holiday season 2006" release.

The Deal

Price is also crucial to a successful PS3 launch. The \$400 price tag for the Xbox 360 didn't deter consumers from buying up the entire first shipment in short order, but the PlayStation 3 could be much more expensive—especially with Sony's commitment to Blu-ray technology. Blu-ray not only affects the unit's price but software costs as well. Remember, Ken Kutaragi said the PS3

would be "expensive." Conversely, Nintendo could be pressuring Sony to come in at a competitive price as the house of Mario pledged to release its upcoming next-generation Revolution console at under \$300.

But all of this turns on your definition of "expensive." In issue 880 of *Famitsu Weekly*, approximately 41 percent of consumers in Japan believe the PS3 will retail in the \$250 to \$340 range. Analysts in the U.S. aren't as optimistic, and there are already estimates that Sony could potentially lose \$200 per PS3 unit sold. (In contrast, Microsoft loses an estimated \$100 per Xbox 360 sold.) According to *The Hollywood*



Reporter, an unnamed Sony source claims the PS3 will retail at \$300 to \$400. CNN Money, however, puts the price at \$500.

The other question mark is software pricing. Sony Pictures will release the first batch of Blu-ray discs this summer, but they will cost more than DVD movies. According to Sony, the heftier price tags are justified by the better format, but steeper prices could carry over to software titles. In comparison, new Xbox 360 games retail for \$59.

The Power

And then there is the timeless debate over which system is the more powerful. Members of the design community have been weighing in on this, and the subject appears to be a touchy one with Sony. According to a post on gamedaily.com, a 3D artist at Sony earned a pink slip after he stated in his blog that developing for the Xbox 360 was easier than doing so for the PlayStation 3. Ouch.

In a recent interview, legendary id programmer John Carmack expressed a preference for Xbox 360 development, claiming it's "easier to exploit the available power" for that system. However, he did claim the PS3 "will have a bit more peak power" (id's next title will be available for both next-gen consoles). Lyndon Homewood, lead programmer for Volatile Games, claimed Sony's console is easier to develop for than expected—especially considering the PS3's multiple processors and advanced Cell CPU. Volatile is developing Possession, a zombie-outbreak game, for the PS3 and Xbox 360.

The Call

Speculation is fun, but the fact is Sony remains the King Kong of video games, and next-generation consoles are still encamped on Skull Island. If it takes to heart what is now being called the Lesson of 360 and has a few of its potentially killer games ready at launch and enough hardware to stay buzz worthy, the PS3 will be ready for prime time.

GamePro predicts: PS3 in 2006. (At least, until we get to E3 in May!)



FOUR FOR THE PLAYSTATION 3

Sony has already announced six first-party titles for the PS3: *Angel Rings*, *Eye of the Juggernaut*, *Genji 2*, an untitled *Gran Turismo*, *Hot Shots Golf 5*, and *Monster Carnival*. However, several promising third-party titles are also in development. Here are four of them.

Medal of Honor Airborne

Publisher: EA Games



EA's long-running World War II first-person shooter series ruled the battlefield...until *Call of Duty* came along. *Airborne* hopes to recapture the intensity of early *Medal* games by telling the tale of a private in the 82nd Airborne Division.

Stranglehold

Publisher: Midway



John Woo's Hong Kong action films come to life in this video-game sequel to the movie *Hard Boiled*. Chow-Yun Fat reprises his role as inspector "Tequila" Yuen, so you can expect lots of fast gun-blazing action (see Previews, this issue).

Metal Gear Solid 4: Guns of the Patriots

Publisher: Konami



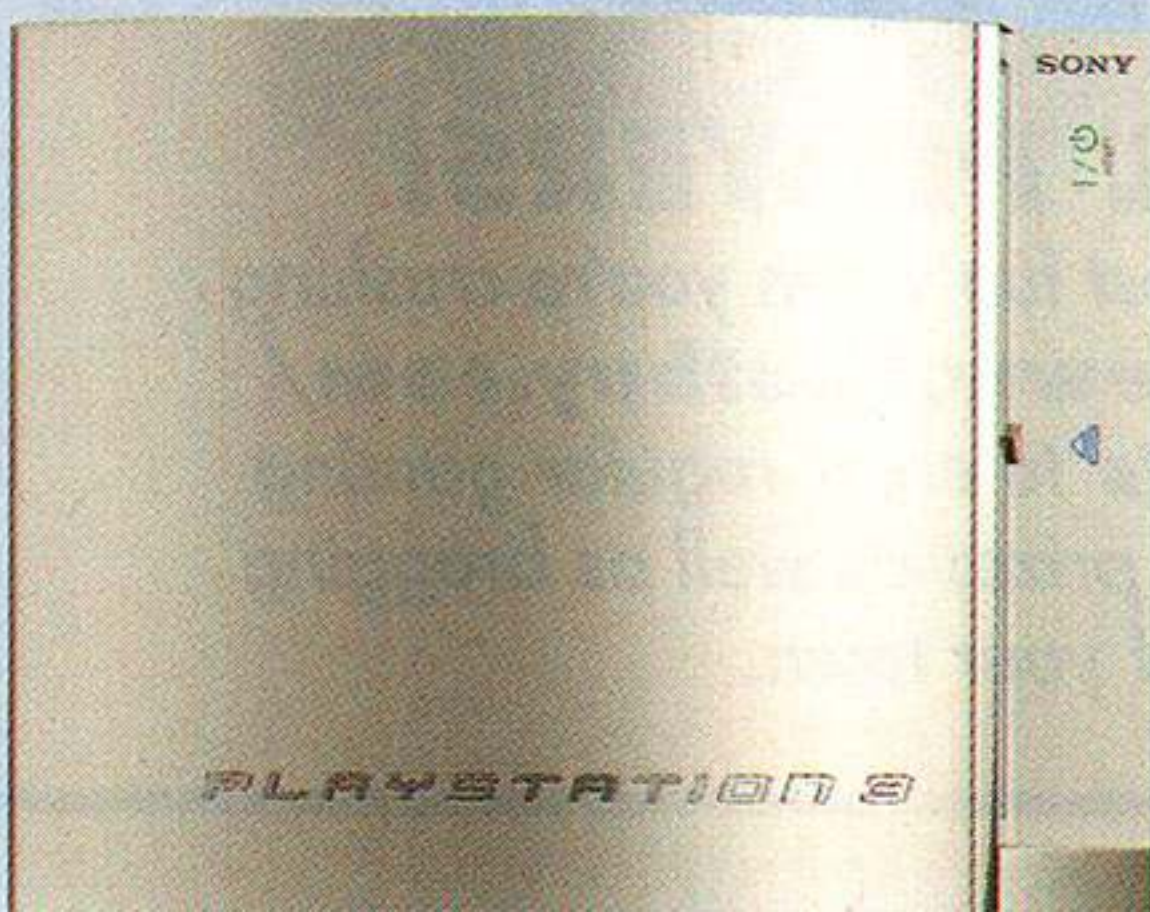
Hideo Kojima's latest addition to the *Metal Gear* saga finds a very old-looking Solid Snake in another stealth-action setting. The usual series suspects are expected to return, including everyone's least-favorite character, Raiden.

Unreal Tournament 2007

Publisher: Midway



Powered by the Unreal Engine 3, *Unreal Tournament 2007* edition will have the best visuals of any UT to date—along with more vehicles, playable characters, and weapons. Then there's that hush-hush new play mode....





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GAMES FULL AUTO



Xbox 360

Inspired by classics like *Twisted Metal* and *Burnout*, *Full Auto* tears onto the Xbox 360 with enough adrenaline-pumping car combat to leave "regular" racing games in the dust. The massive, jaw-dropping racing environments react to every bullet and bomb—stray rockets tear through nearby skyscrapers like they're tissue paper. And when you factor in the thrilling Xbox Live modes, *Full Auto* is the car-combat game to end all car-combat games.



THE ELDER SCROLLS IV: OBLIVION



Available March 21 on Xbox 360 and PC

This role-playing game is already a front-runner for 2006's *Game of the Year*. With your world under demonic invasion, you must craft a finely honed warrior, thief, or mage. You'll explore foul dungeons and breathtaking forests before tackling the ultimate challenge—the infernal depths of Oblivion. *Oblivion* showcases bleeding-edge visual effects and a cast of legendary actors that include Patrick Stewart (*X-Men*) and Sean Bean (*The Lord of the Rings*).



DUNGEONS & DRAGONS ONLINE: STORMREACH



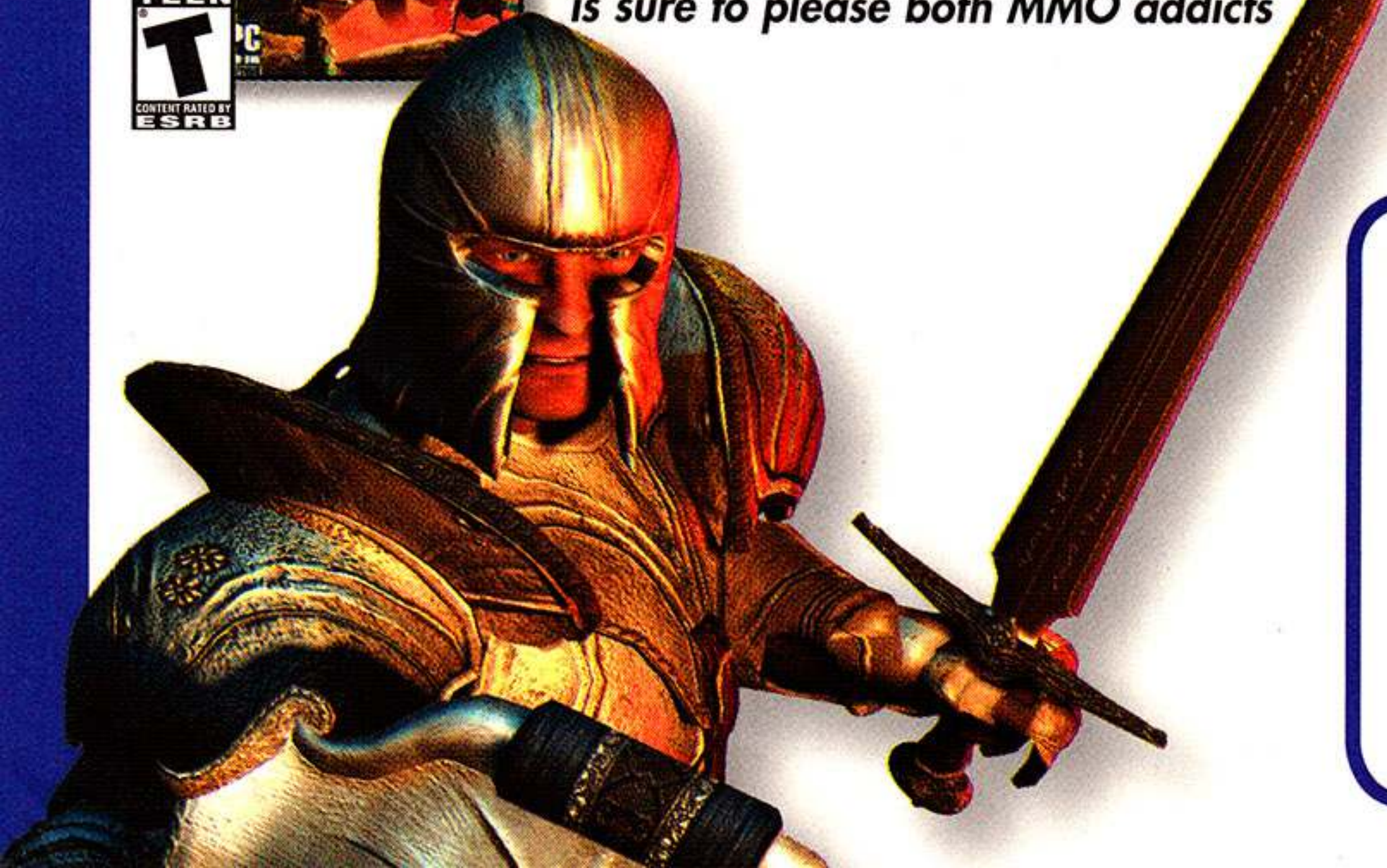
PC

World of Warcraft and *EverQuest* were just practice. The original role-playing game returns in a massively multiplayer online adventure that will leave you hopelessly addicted, picking up where other mega-hit MMOs left off. Party up with fellow players, clash with the vile undead hordes, and gather awe-inspiring treasures—it's all in a day's work. *Stormreach* is sure to please both MMO addicts and original D&D fans.



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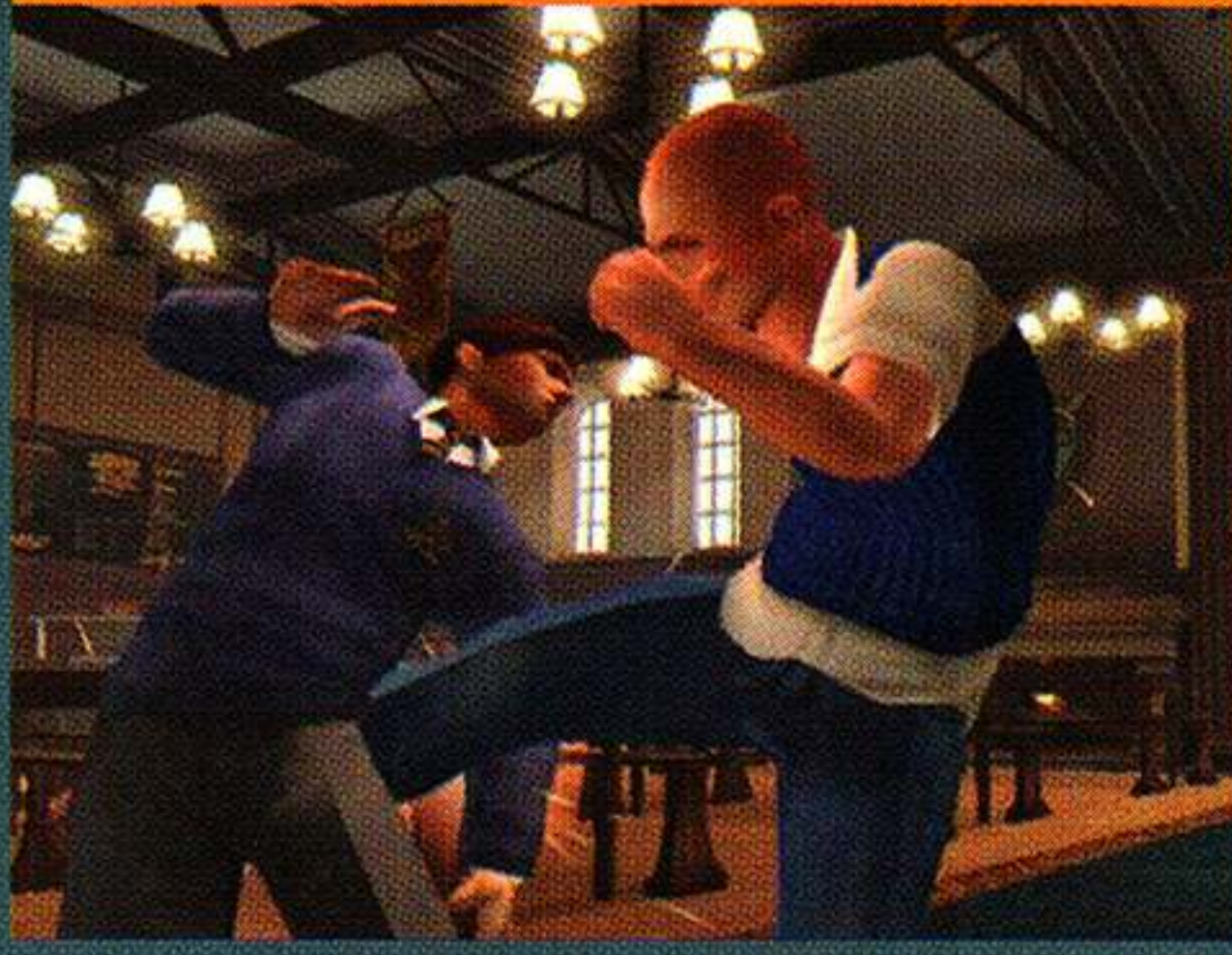


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We're four months into 2006, and companies are gearing up for their big show off at the Electronic Entertainment Expo. Here are 25 promising titles that gamers can look forward to in the next few months. *By The GamePros*

BULLY (PS2, XBOX)

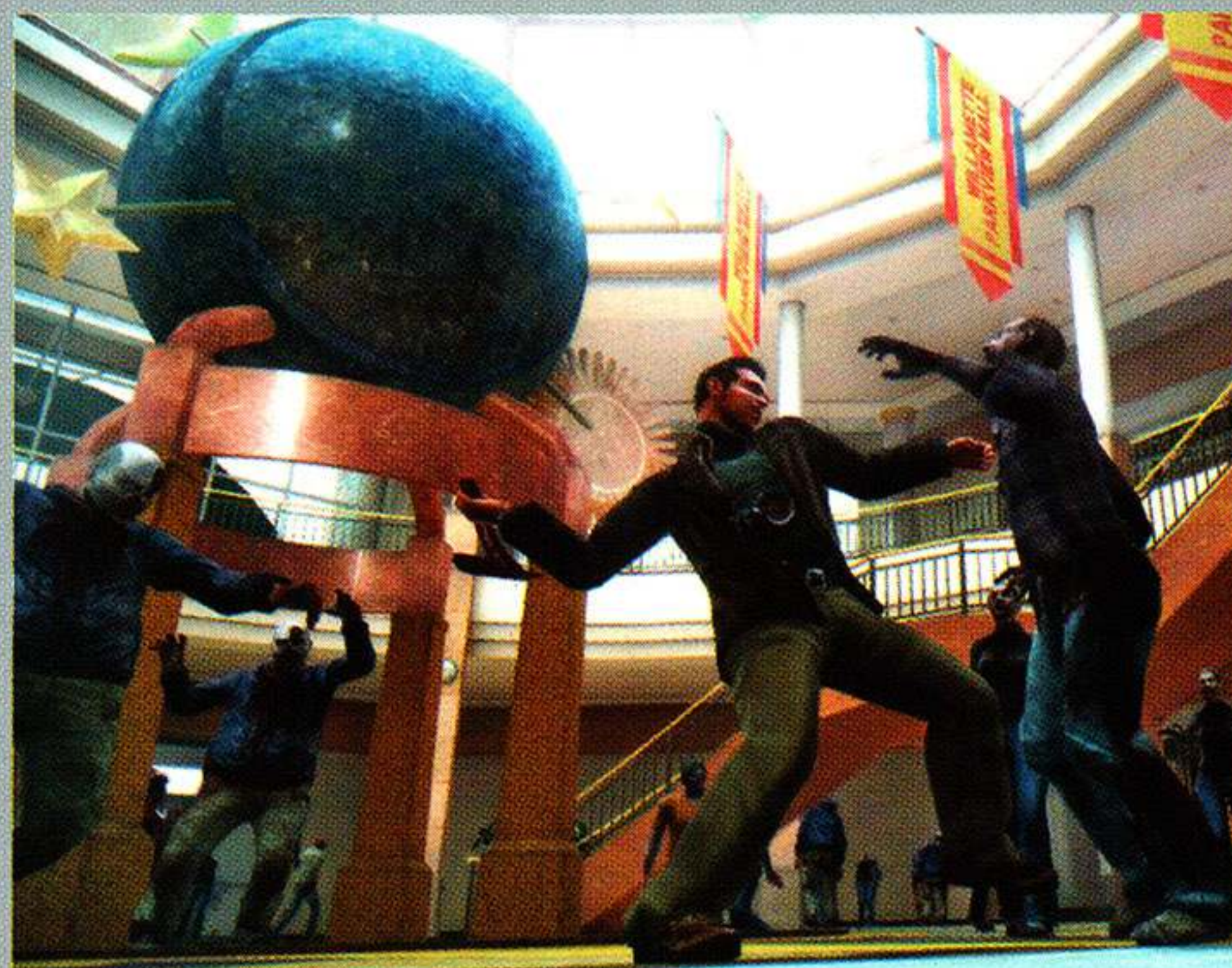


Yes, it's the game that made a group of "peaceoholics" (some people have *too* much time on their hands) march in protest on Rockstar. Every school has a bully in one form or another, and this controversial game puts you in the thug's shoes. Playing as 15-year-old Jimmy Hopkins, your objective is to reach the top of the social scene within one year. Bully will use GTA's sandbox approach in the open campus of Bullworth Academy, and missions range from fighting to extracting information from fellow students.

- Developer: Rockstar Vancouver
- Publisher: Rockstar Games
- Target release date: Spring 2006

DEAD RISING (XBOX 360)

Capcom's no stranger to the survival-horror scene (*Resident Evil*, anyone?), but *Dead Rising* looks like a lighthearted spin on the now-tired genre. Playing a determined photojournalist on the trail of the scoop of a lifetime, you try to gather evidence of zombie infestation with your camera when you aren't fending off the ghouls with any available weapon. The ways you can demolish your walking undead attackers is seemingly endless—especially when you consider that most of the action takes place in a well-stocked shopping mall (a nod to George



CAPCOM CLASSICS COLLECTION REMIXED (PSP)



Handhelds seem like the natural platform for a classic game compilation, and *Capcom Classics Collection Remixed* delivers just that with such titles as *Strider*, *Captain Commando*, *Magic Sword*, and others—20 in all. The Remixed suffix means that some of the games have been given optional new music scores and other enhancements. For instance, some of the titles—such as *1941*—use the PSP unit for excellent effect by allowing you to hold the system at a 45-degree angle to emulate their original elongated arcade cabinet monitors.

- Developer and publisher: Capcom
- Target release date: March

MEDAL OF HONOR AIRBORNE (PS3, PS2, XBOX 360, XBOX)



Call of Duty 2 became the first "must-have" FPS for the next-gen Xbox 360, but *Medal of Honor Airborne* earns the same status for the PlayStation 3 with *Airborne*. In *Airborne*, you assume the role of Private First Class Boyd Travers, a member of the 82nd Airborne Division. The game will feature missions that span Europe, including classic skirmishes in Sicily and Germany. Like other games in the *Medal of Honor* series, the developers consulted military experts (including Capt. Dale Dye) in order to make *Airborne* as realistic an experience as possible.

- Developer: EA LA
- Publisher: EA Games
- Target release date: Winter 2006

Romero's original *Dawn of the Dead* and the excellent 2004 remake). Need a sledgehammer? Hit the hardware store. Want a shotgun? Check out sporting goods. Yard full of zombies? Grab a lawn mower from the home and garden department and make some mulch. If this sounds over-the-top, you're absolutely right. Other information on the game is fleeting at the moment (who is the mystery lady in the bottom screen?), but soon all should be revealed. For those who can stomach the carnage, *Dead Rising* looks like grisly and bloody fare for mature gamers.

- Developer and publisher: Capcom
- Target release date: Summer 2006



DRAGON BALL Z: SHIN BUDOKAI (PSP)



The huge *Dragon Ball Z* universe is being shrunk to the palm of your hand in *Shin Budokai*, an anime fighter that'll have you whaling on all your favorite characters on the ground and in the sky. The rich character designs are exactly what you'd expect from watching the anime and playing previous *Dragon Ball Z* games, and the bright palette just about leaps off the PSP... plus there will be Wi-Fi head-to-head matches. If you're a *DBZ* fan, *Shin Budokai* will be an obvious must-buy.

- Developer: Spike
- Publisher: Atari
- Target release date: March

CONTINUED ►

THE ELDER SCROLLS IV: OBLIVION (XBOX 360)



The Elder Scrolls IV: Oblivion was designed with the powerful 360 hardware in mind, making it one of the first "true" Xbox 360 games and a good representation of the machine's abilities. Despite being buried under a blizzard of menus, Oblivion has a more organic feel than your typical stat-oriented RPG. Things behave the way you would expect, and the sense of immersion extends to the visuals—it was deeply satisfying to watch the torchlight gleaming off the slick, lichen-streaked walls in the opening catacombs.

- Developer: Bethesda Softworks
- Publisher: Bethesda Softworks/ZK Games
- Target release date: March

THE GODFATHER (PS2, XBOX 360, XBOX)

Before there was ever a Grand Theft Auto or *The Sopranos*, *The Godfather* (first the book, then the movie) personified the mobster lifestyle in America. Now the book by Mario Puzo and of course the classic film by Paramount Pictures will become the basis for a game for the PS2, Xbox, and Xbox 360, thanks to the efforts of Electronic Arts. But before there could be *The Godfather* game, there had to be Grand Theft Auto. Like GTA, *The Godfather* will feature a persistent world, this one set in New York from 1945–55. Gamers will join the



Corleone family as "soldiers" and work their way up the ranks through loyalty, fear, and any number of nefarious illegal activities. The goal is to become Don of your own mafia family. EA is hoping that *The Godfather* will take GTA-style, free-roaming gameplay to another level, so be prepared to do the time and do the crime. *The Godfather* will also be released as a Collector's Edition on the PS2 and Xbox—that makes it more of an offer you can't refuse.

- Developer and publisher: EA Games
- Target release date: March (PS2, Xbox); July (Xbox 360)



DIRGE OF CERBERUS: FINAL FANTASY VII (PS2)



Final Fantasy VII is one of the most popular games in the series—so much so that Square Enix decided to send the characters on another quest. *Dirge of Cerberus* will follow the exploits of Vincent Valentine three years after the events of *FFVII*. Old friends, such as Cid, Yuffie, and Tifa, will join Vincent over the course of his journey. The game will diverge from the usual RPG turn-based battle system and emphasize faster-paced combat along with first- and third-person views. *Dirge* will also support on-line play.

- Developer and publisher: Square Enix
- Target release date: June

FINAL FANTASY XII (PS2)



The most-beloved RPG of all time counts to "twelve." Ear-pierced metrosexual heroes rally together and fight dictatorial oppressors in the latest *Final Fantasy* installment. In a move that will surely be mimicked by other Japanese RPG developers, *FFXII* features a completely overhauled combat system that does away with random-encounter battle sequences, taking cues from *FFXI*. In addition, the free-roaming 3D landscape is one of the best to come from any PlayStation 2 RPG. Here's one risk from Square Enix that might actually pay off.

- Developer and publisher: Square Enix
- Target release date: August

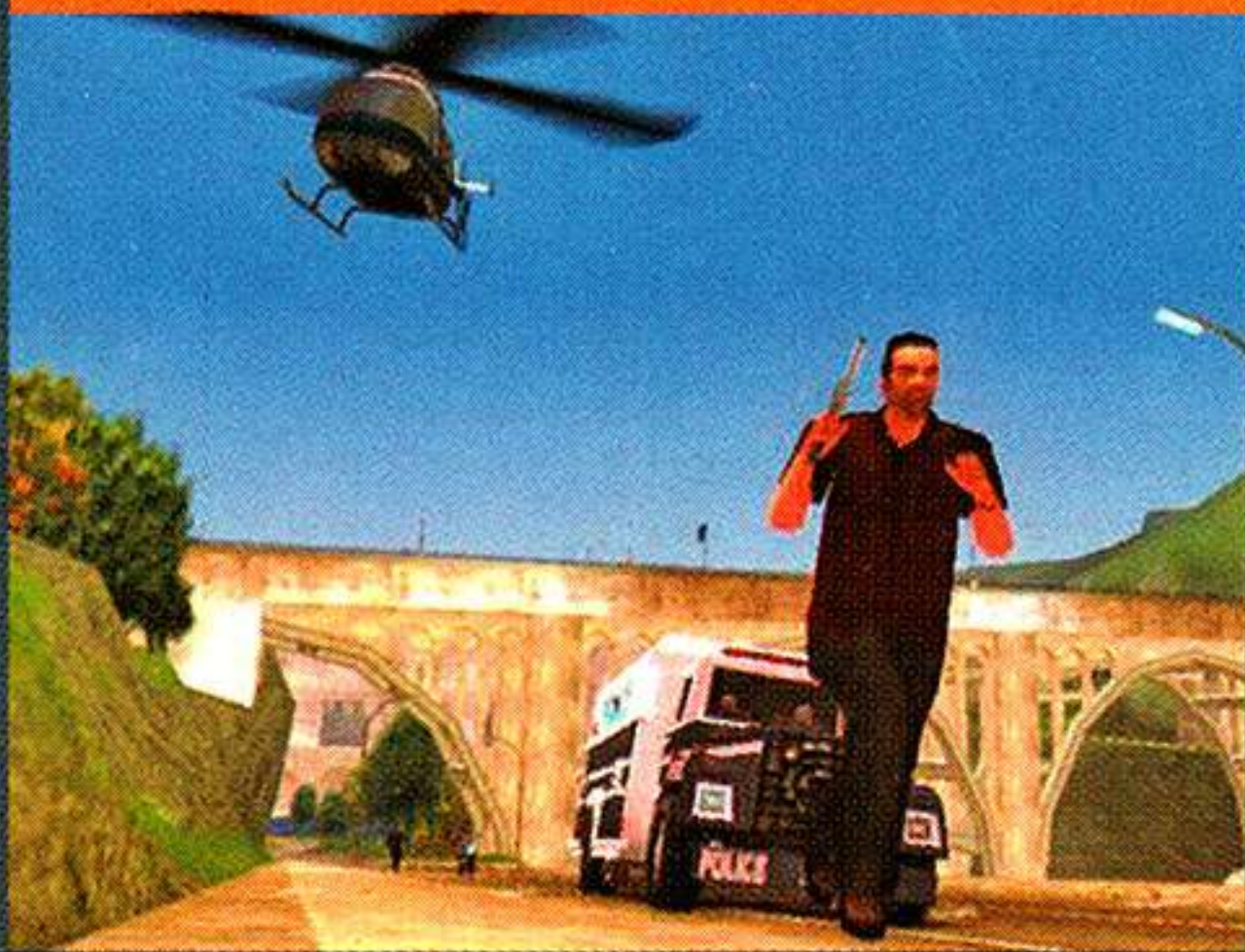
GEARS OF WAR (XBOX 360)



Powered by the Unreal 3 engine, *Gears of War* is a horror/action epic with high-definition graphics that outshine many current titles on the Xbox 360—and it has a story that will keep you hooked from the word "go." From a third-person over-the-shoulder view, you assume the role of a disgraced former war hero who must lead his four-man squad in an assault against the Locus Horde—an army of brutal subterranean invaders. And, in contrast to earlier shooters, the environments are fully destructible.

- Developer: Epic Games
- Publisher: Microsoft
- Target release date: July

GRAND THEFT AUTO: LIBERTY CITY STORIES (PS2)



Here's an odd change of pace—a portable game being inflated for a console release. Based on the popularity of the PSP version, Rockstar is porting Liberty City Stories to the PlayStation 2 (word has it Rockstar also has another GTA title for the PSP in the works, too.) The single-player mode will feature the now-famous open city sandbox gameplay engine, supplemented by what should be robust online play modes. In this side story to GTA III, you play as Tony Cipriani and try to carve out your own niche in the titular city.

- Developer: Rockstar Leeds
- Publisher: Rockstar Games
- Target release date: Fall 2006

THE LEGEND OF ZELDA: TWILIGHT PRINCESS (GAMECUBE)

The Legend of Zelda is one of those unique game series that dwells up in the rarefied air of instant-classic gamedom. It doesn't matter when the next installment appears or for what Nintendo system it appears, it never fails to register in the top ranks of the most wanted. This version features yet another new/old hero named Link as well as a dark, more "mature" visual style. Twilight Princess will keep the same play engine from Wind Waker but with some key enhancements and changes. The game will feature a dark and light world (just



like A Link to the Past), and this is where one new key play facet comes in. When Link enters the Twilight land, he'll transform into a wolf, thus equipping him with an entirely new set of play mechanics. Twilight Princess was pushed from last year to this one, which just serves to make gamers everywhere want it even more badly than they did before. With the approach of the Revolution console, the game's delay could also make it the last great GameCube game...and an excellent swan song for the faithful Nintendo console.

- Developer and publisher: Nintendo
- Target release date: Summer 2006



HITMAN: BLOOD MONEY (PS2, XBOX)



Agent 47 is having a bad day. Not only are his fellow ICA assassins being bumped off left and right, but he also has a sneaking suspicion that he may be a potential target. Fans of the Hitman series will find no shortage of carnage, but now there's a method to the madness called the Blood Money System. At the end of each mission, 47 will have a choice as to what weapons he will upgrade—pistol, rifle, or shotgun; the choice is all yours.

- Developer: Io Interactive
- Publisher: Eidos Interactive
- Target release date: May

CMT PRESENTS KARAOKE REVOLUTION COUNTRY (PS2)



Love it or hate it, you have to give Konami credit for creating a gaming subgenre and then feeding its rabid fan base. Karaoke Revolution Country is the latest addition to the singing series, and it features a robust selection of 35 songs that include "Stand By Your Man" and "The Gambler." Up to eight wannabe country singers can compete, and there's a duet mode for simultaneous play. You can even put your pretty mug on the in-game characters with the EyeToy.

- Developer: Harmonix Music Systems
- Publisher: Konami
- Target release date: March

MORTAL KOMBAT: ARMAGEDDON (PS2, XBOX)

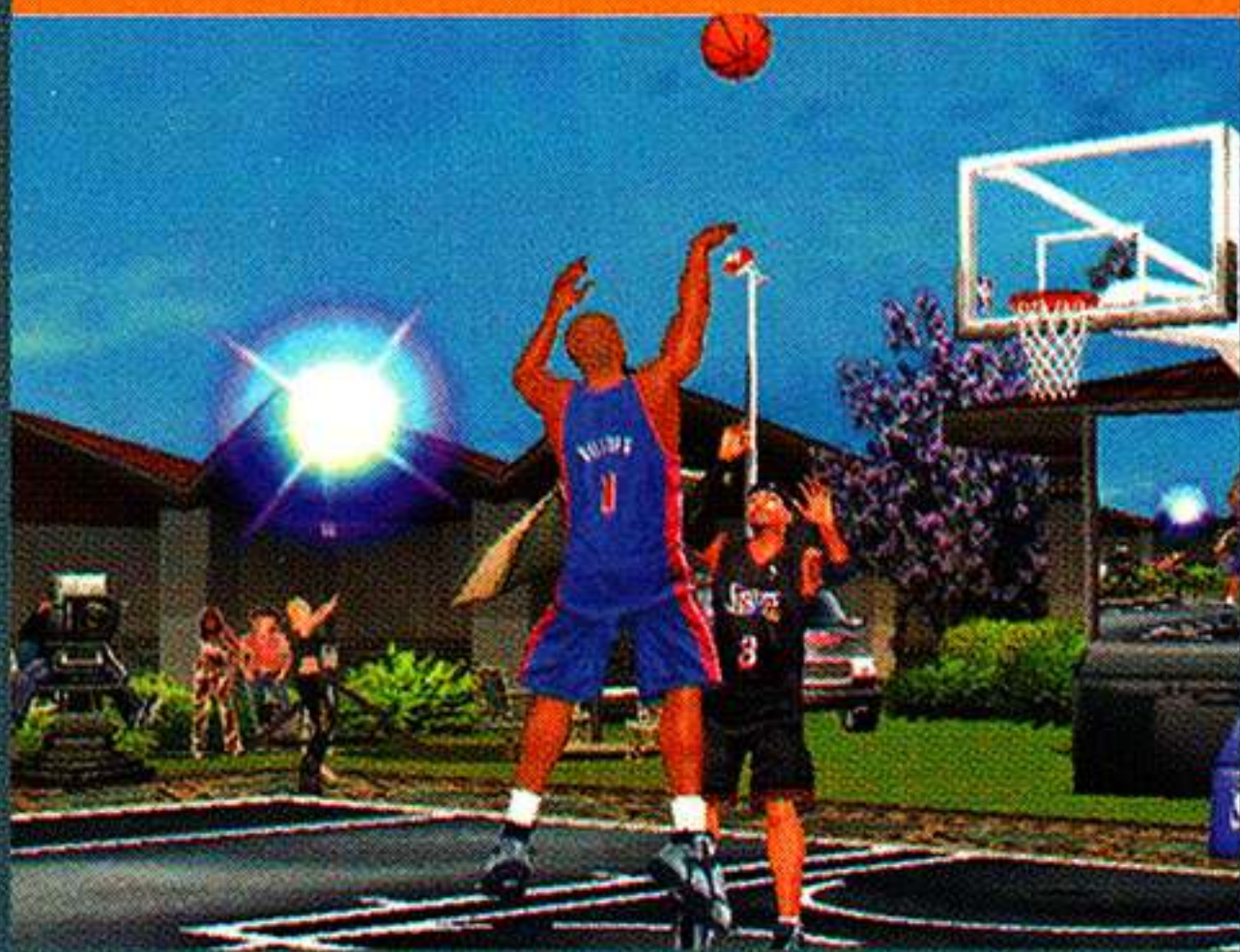


About a year ago, Midway announced that it would release one Mortal Kombat game each year. Last year, the release was the action/adventure game Shaolin Monks. This fall, Mortal Kombat will return to the fighting arena with Armageddon, potentially the last MK for the current-gen PS2 and Xbox systems. The game should be a monster with 60-plus fighters, new mini-games, and a Konquest mode that should be bigger and more time-consuming than the one in Deception (if such a thing is possible).

- Developer and publisher: Midway
- Target release date: Fall 2006

CONTINUED ►

NBA BALLERS PHENOM (PS2, XBOX)



Time to bring the bling again. NBA Ballers gained notoriety for its challenging one-on-one hoops and the ability win money and fill your crib with material goods. Sure, it was fun, but the game really needed two-on-two play. The sequel, Phenom, adds that much-needed feature in addition to a host of other new options. The goal is still the same—to become the number-one draft pick in the NBA—and you'll still have umpteen ways to customize your character, from physical characteristics to court attire.

- Developer and publisher: Midway
- Target release date: Spring 2006

SAINT'S ROW (XBOX 360)

By now, it's no surprise that Saint's Row is very much in the style of the venerable Grand Theft Auto series: You can expect heaping helpings of the requisite carjackings, drive-by shootings, and careless killing sprees. But the developers are pushing Saint's Row in a newer, bigger direction. Saint's Row's sleek, responsive control scheme utterly obliterates that of the clunky San Andreas. You can swap out weapons in a heartbeat or pull off complicated maneuvers—like lobbing grenades over your shoulder—without cramping your



thumbs. Perhaps the most promising aspect of Saint's Row is its excruciating attention to detail. Creating the ultimate custom character is one thing, but being able to piece together a car from scrap parts is unheard of...at least it is outside of hardcore driving simulators like Gran Turismo 4 and Forza Motorsport. And despite the immense size of Saint's Row, Volition has gone to great lengths to pack the city (the design of which is inspired by Chicago) full of minute details like piles of windblown trash and reflective puddles. If you're looking for a great second-generation Xbox 360 game, Saint's Row is a safe bet.

- Developer: Volition
- Publisher: THQ
- Target release date: March



PREY (XBOX 360)



Prey is a first-person shooter, but it has a unique twist—it's based upon ancient Cherokee mythology. Our hero, Tommy, is stuck on a moisture farm and dreams of greater adventures. Soon, the alien abduction of his tribe awakens his latent spiritual powers, and Tommy must embrace his birthright to save his girlfriend and, eventually, the entire planet from certain alien doom. As Tommy's powers develop during his emotionally trying quest, new abilities will become available, such as spirit walking, wall walking, and deathwalking.

- Developer: Human Head Studios
- Publisher: 2K Games
- Target release date: 2006

RUMBLE ROSES XX (XBOX 360)



Rumble Roses is more than titillating beautiful ladies—it also has a solid and deep wrestling engine (no, really it does). Developer Yuke's is no stranger to the wrestling scene, but for Rumble Roses XX, they're working with Konami to pull out all the stops. Over-the-top wrestling action will be the star with 40-plus characters and each one commanding more than 50 distinct moves. XX will also feature a hefty degree of customization with 40 different costumes per character and adjustable attributes.

- Developer and publisher: Konami
- Target release date: March

SCARFACE: THE WORLD IS YOURS (PS2, XBOX)



Brian DePalma's 1983 crime drama, *Scarface*, gets interactive treatment. Playing as Tony Montana (played in the film by Al Pacino), you blast your way out of the movie's seemingly hopeless climax and get back to business. Activities range from eliminating enemies to dealing drugs with Bolivia and other parts of South America, and the goal is to build the ultimate criminal empire. As with other movie-game tie-ins, Scarface has its share of Hollywood talent—most notably the scenario written by David McKenna (*American History X* and *Blow*).

- Developer: Radical Entertainment
- Publisher: Vivendi Universal Games
- Target release date: October

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STARCRIFT: GHOST (PS2, XBOX, GAMECUBE)



StarCraft: Ghost may take place in the same universe as the classic computer RTS, but you can throw out your PC mouse right now—the console versions are 3D tactical/action games similar in style to Metal Gear Solid. You'll be in control of Nova, an elite Ghost operative who is sent on a series of covert missions in space. Nova is one very powerful lady: Besides the usual stealth moves, she can also cloak herself, move at hyper speeds (i.e. bullet time), and call for support forces in the middle of missions.

- Developer and publisher: Blizzard
- Target release date: June

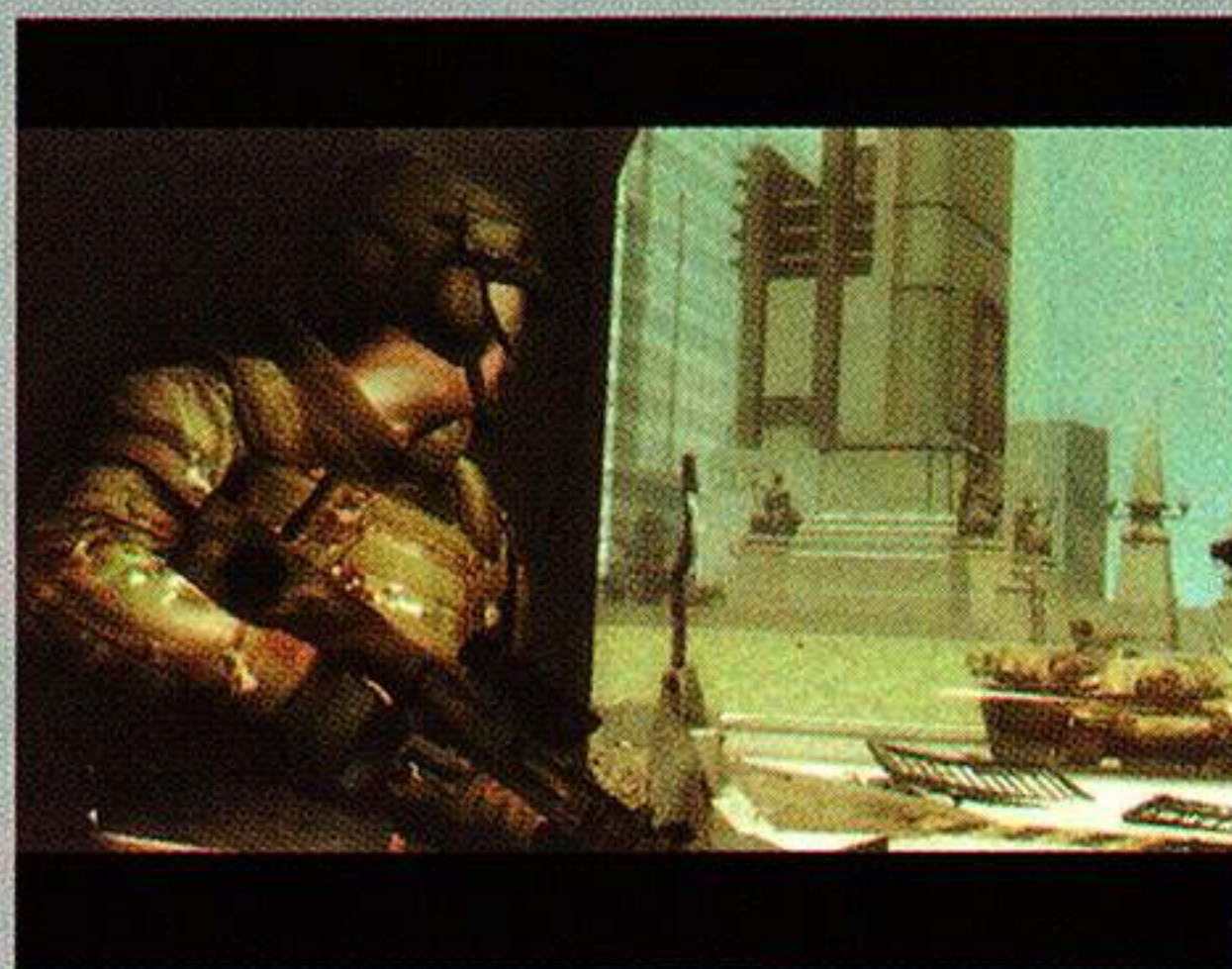
TOM CLANCY'S GHOST RECON ADVANCED WARFIGHTER (XBOX 360)

Initially planned as an Xbox 360 launch title, Advanced Warfighter isn't just a clever name: The game takes place in the near future—2013. The U.S. Army has suited soldiers with the Integrated Warfighter System (IWS), an advanced aggregation of state-of-the-art weapons and satellite devices, in addition to improved health and senses. The IWS provides a real step up for squad-based Ghost Recon combat. Allies and enemies will appear with a green or red outline, respectively, when directly in your field of vision, and a moveable UAV drone will enable



you to uncover enemy positions to mark on your map for reference. As a Ghost Recon soldier, your upgraded Cross Com will quickly become your new best friend—it provides you with an aerial map of mission terrain. Dishing out Zulu codes to team members will be commonplace, and the option to call in aerial fire-power will oft be a necessity. Warfighter is the first next-gen game to really push the hardware boundaries in addition to evolving the shooter genre to the next level. Accompanied by a promising online multiplayer mode, you can expect this Ghost Recon to turn heads.

- Developer and publisher: Ubisoft
- Target release date: Spring 2006



TOMB RAIDER: LEGEND (PS2, XBOX 360, XBOX, PSP)



Oh, yes, *that* Tomb Raider. Lady Lara Croft is on the comeback trail, and curiosity alone is enough to win her a spot on the most-watched list for 2006. Legend will be the first Tomb Raider episode not developed by Core as Eidos hands the franchise's reins over to Crystal Dynamics. The globetrotting adventuress returns to familiar turf in South America to seek out ancient artifacts, but if Lara's going to score with gamers this time around, that had best be the only thing that remains the same about the game.

- Developer: Crystal Dynamics
- Publisher: Eidos Interactive
- Target release date: April

TOM CLANCY'S SPLINTER CELL DOUBLE AGENT (PS2, XBOX 360, XBOX)



Ubisoft is taking its prized stealth/action star, Sam Fisher (voiced by Michael Ironside), and turning his life completely upside down. Not only has he been discharged from the Third Echelon, but he's also behind bars for robbing banks...at least that's his cover when he infiltrates a deadly terrorist organization. That's one of the many surprises Double Agent will have in store for wannabe spies as Fisher must defeat enemy organizations from within by turning their vile members against one another. If he blows his cover, however, it's all over...

- Developer and publisher: Ubisoft
- Target release date: September

TOURIST TROPHY (PS2)



Polyphony Digital, creator of Gran Turismo, has shifted gears and dropped two wheels. Its newest title, Tourist Trophy, is essentially moto Gran Turismo, but where the core technology is essentially the same, the experience of Tourist Trophy is quite unique. Though the overall look of the track environments are strikingly similar to those in Gran Turismo, Tourist Trophy features gameplay with a completely different feel. Polyphony shifts the user from car to bike, but the racing mechanics are quite distinctive as players control the bike through the view of the rider.

- Developer: Polyphony Digital
- Publisher: Sony
- Target release date: April

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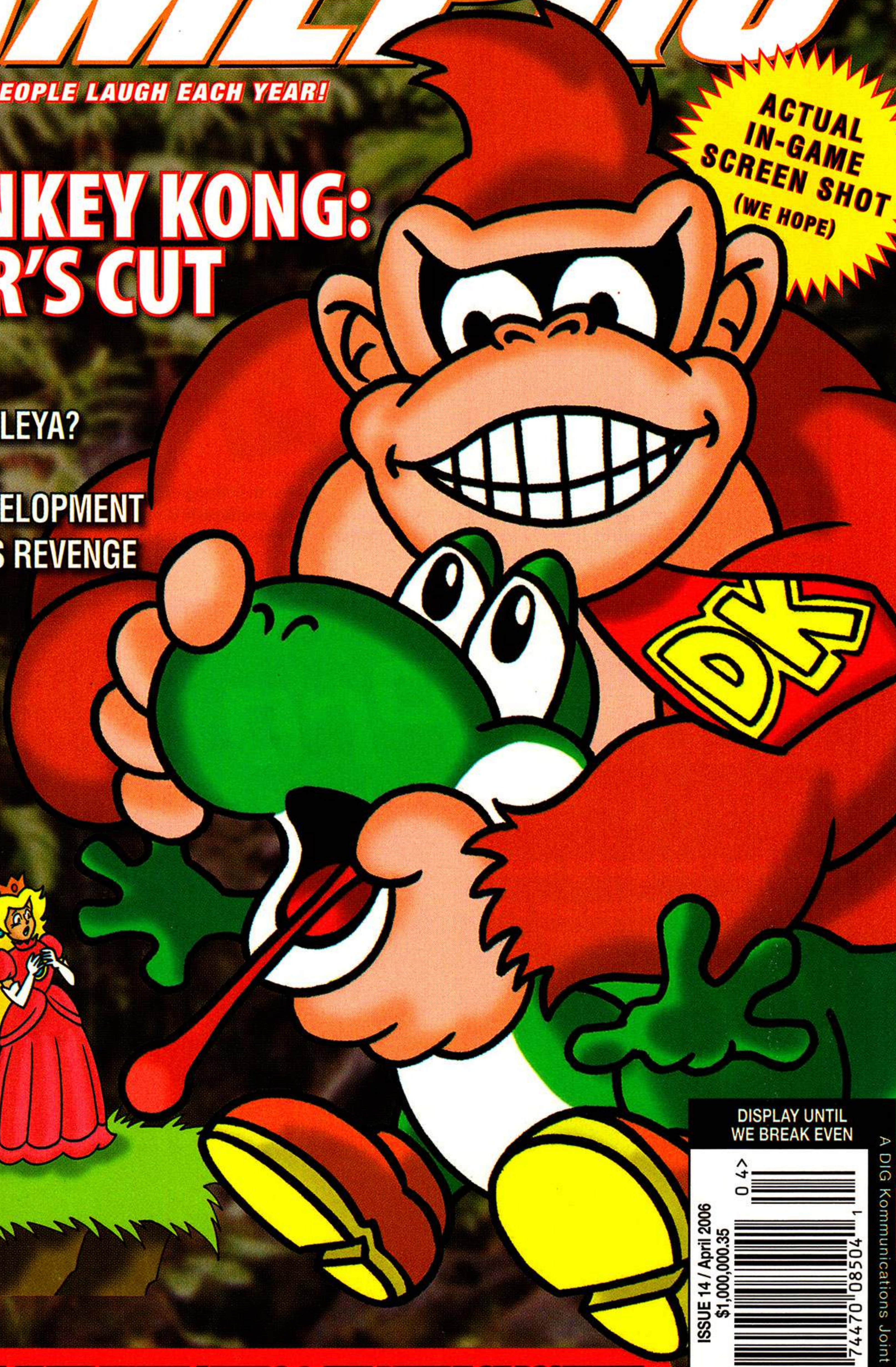
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Weak Previews

Call of Doodie: The Big Brown One



War is hell—but even more hellish when your team of crack snipers are still in their Huggies. Follow Corporal Bottledrainer and his men as they tear through the ungrateful French countryside in search of their missing team. Bond with their Cherokee Windtalker, Private Wet-Behind-the-Ears, as you search for the medal of honor and possibly some milk.

The Fairy Godfather



He's gonna make you an offer you can't refuse—and then he's gonna take you shoe shopping! He's the roughest, toughest, and prettiest mob boss since the Dapper Don! This Suave San Francisco Soprano wants to take you out, gangland style—but when he says he's going to put two behind your ear, we don't think he's talking about an execution!

Sid Meier's Lost

You take 40 stranded airline passengers, factor in a spooky desert island, and hand it all over to the genius behind Sidilization I, II, III, and IV, and before you know it, you end up with whole societies based on clueless soul-searching and unbearable whining, like the French or Governor Schwarzenegger's California. Let Hurley run Spain for awhile or help Ana Lucia shed that manliness as she invents the wheel—oops, don't let her drive it though!

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NGI says, "If they weren't our competition, we'd still hate them."

Former LamePro Editor-Man-in-Gray says, "Where is my last check?"

Our boss says, "Put your backs into it boys, this ship ain't goin' to row itself."

Connect

Thtar Warth: Revenge of the Thith

Thith movie hath it all; thex, thience fiction, and who can forget Anakin Thkywalker? The video game thith ith bathed on also hath ith thrillth and chillth. It will leave you thaying you thought you thaw a puttytat. Whoth your daddy? Apparently, DARTH VADER ith.

Nintendawgs

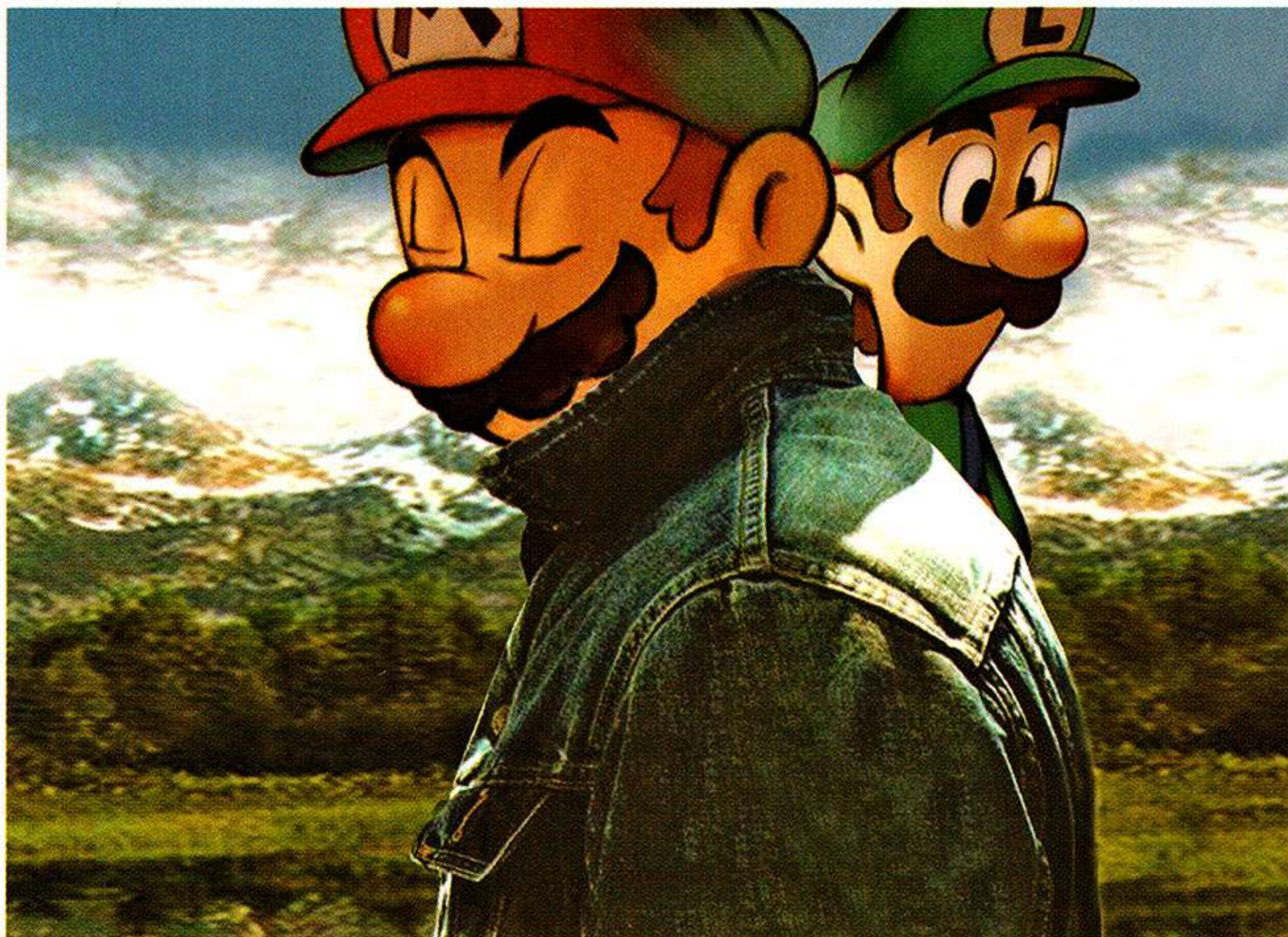
Try to raise me right, yo! You put that stylus anywhere near me, shorty, and I'll bust a DS cap in your ass so fast your dual screen will pop on. Why you frontin' anyway, G? Tryin' ta act all sophisticated 'n stuff. Tryin' to get all up in my Nintendizzle. Fa real, tho.

Grand Thrift Auto: Rent-a-Car Stories

Jackin' up fools ain't easy—and it's harder when you have to drive Grandma's Hyundai. Find the adventure in missions like "Where's My Missing Hubcap," and "Pimp My Prius."

Halohan 2: Lindsay's Do or Diet

This shooter is worth its weight in gold! Follow the diminutive diva down the corridors as you hunt down the Waste Watchers, neo-fascist belly bombers from the near future. Ultimately work your weigh through to the Boss, Jenny Craig! Stop feeding Kirstie Allie! Binge! Purge! Kill!

Bowserback Mountain

It's a-me, Mario—and I can't quit you. Follow the tender and touching saga of Mario and Luigi as they find themselves—and a reason to go on living—in this revolutionary new game. Only for the Nintendo Evolution.

True Crime: Lancaster

The Amish are feeling peckish, and rather than raise barns, they want to bust caps. Go Menonite on their asses as they cruise through the country looking for some corn *Pulp Fiction* action. Pimp their horse-and-buggy rides and sharpen up the pitchforks, brother, because electricity or not, they are ready to do some damage—right after the prayer meeting.

World of Crafts

Taking the awesome WOW engine and giving it a definite Martha Stewart spin, the World of Crafts game is one of the best of the year. Yarn creatures, découpage demon shrines, and even the Macrame Monsters level all bring a new lease to the WOW license. You won't be able to stop yourself from scrapbooking after this one.

Sweet Soulcalibur III

Oh yeah, baby. Nothing is finer than watching the best crooners of Motown's Golden Age of Soul go against one another in a fight to the death...or rather, a fight for sweet, sweet love, baby. Watch Marvin Gaye and Luther Vandross go against luminaries like Sam Cooke and Barry White. Oh, yeah, put some sugar in the bowl and shake the junk in your trunk, baby.

The Lord of the Ring Kong

Peter Jackson combines two of his most well-known pictures into one spectacular game. What could be more exciting than seeing The Lord of the Rings performed by monkeys? Not just any monkeys, mind you, but some of the most well-known and highly accredited monkeys around—even fancier than the ones that write *LamePro*! Help Sam Kong and Frodo Kong as they climb Mount Doom and fling some monkey stuff around!

PrayStation 3

Why wait like those idiotic Fbox 3600 people? Instead, order your very own PrayStation 3 right now!

Pray we don't decide to push the launch to 2008!

Pray we have launch titles that don't include rolling clay balls in hi-def!

Pray we charge you less than a month's rent!

Pray now, play later with the PrayStation 3! You'd better hope to (INSERT DEITY HERE) that you get one!



CONTINUED ►



The Fbox 3600

Yes, indeed, gamers! It's here, and it's available! You too can own an Fbox 3600 (and the "F" doesn't stand for fun) by following these simple rules:

- You must sign all agreements with Minisoft in blood (your own, no lamb or sheep's blood please).
- You must offer us your firstborn before your wife/girlfriend finds out.
- You must wait for the alignments of Aquarius and Jupiter before you head out to the store at 3 a.m.

If you follow all of these rules—and a few others you'll find in the *Tibetan Book of the Dead*—correctly, you can own your own Fbox 3600 sometime in the near future!

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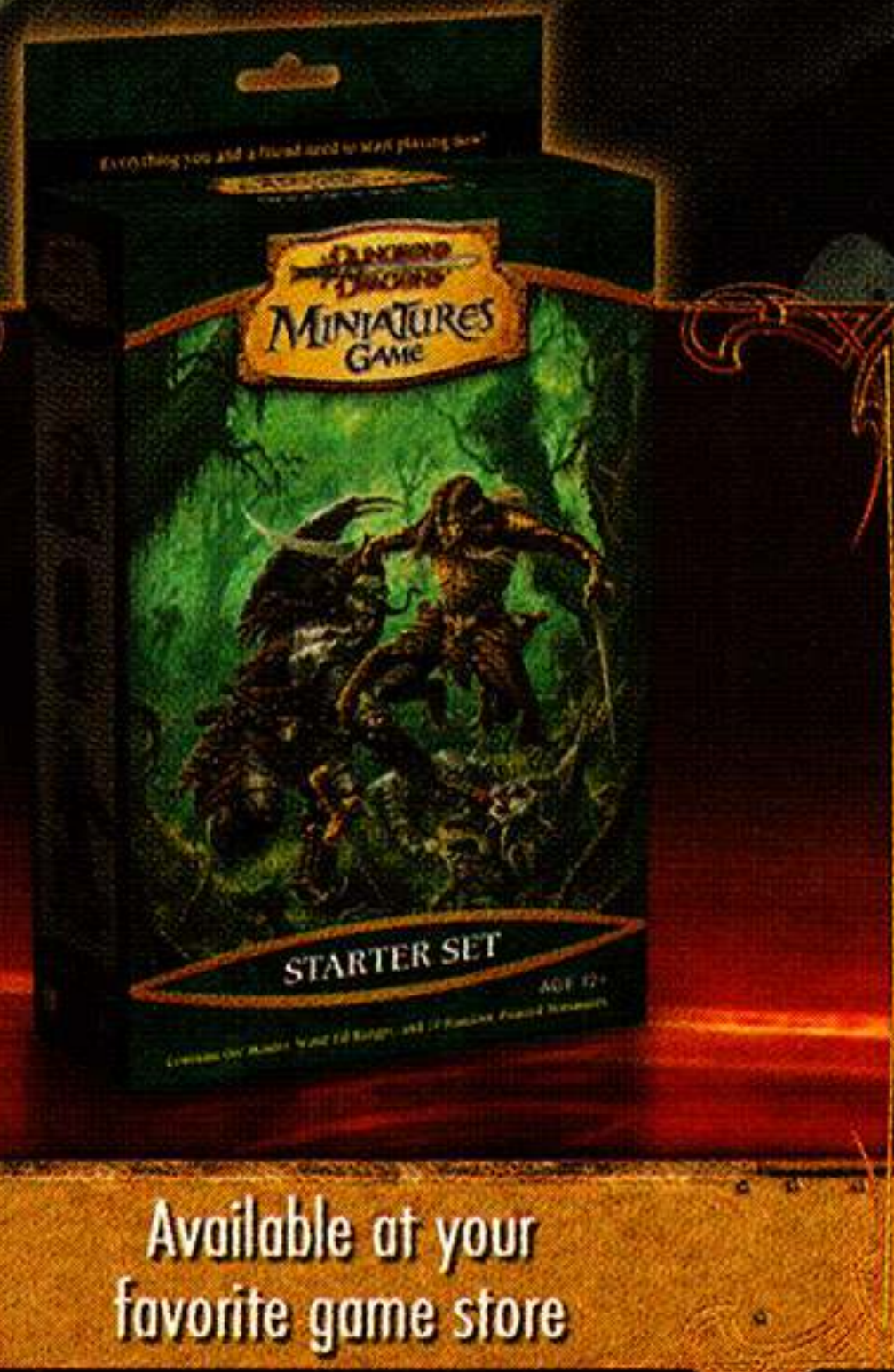


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PRO STRATEGY

GRANDIA® III

Buy the Official *Grandia III* Strategy Guide at bradygames.com/gamepro



Grandia III is yet another challenging RPG from Square Enix, and this strategy guide from BradyGames will get you started on your epic quest.

Chapter One: About a Boy

After a delightful intro movie that sets the scene and introduces you to the main characters, the game opens in Anfog Village. As with most role-playing games, expect to see lots of explanation and tutorials as you familiarize yourself with the game's controls and different conventions. Once you know what you're doing, the game's difficulty level ramps up a little bit.

ANFOG VILLAGE OBJECTIVES



1. Head out of the Garage, run down the hill into town and go to Miranda's House. Examine the Shelves to get the **Flight Unit**.



2. Return to the Garage and speak to Rotts.



3. When ready, tell Rotts that you want to test the plane.

WALKTHROUGH SPECIFICS

Find the Flight Unit!



The intro movie sets up the antagonism between Miranda and Yuki, so when she walks off with the boys' **Flight Unit**, getting it back

becomes your number one priority. Leave the Garage, then race down the hill and into town. You won't find any open stores right now, but you will have the chance to meet some of the townsfolk and learn a bit more about how you (as Yuki) fit into the place. Look for Miranda's House and enter the front door. Check the shelves in the room to the far left to get the missing **Flight Unit**.

Ready for a Test Flight?



Race back to the Garage with the **Flight Unit** in hand and speak to Rotts to start the next cut-scene. Choose "Wait, I'm not quite ready," if you need time to prepare or just want to wander around town some more. Select "Sure, any time!" when you are ready to move along. About the only thing you really need are the Herbs from Miranda's House since the shops in town are not open for business yet. Don't worry! You will be coming back to Anfog Village sooner than you might expect.

Tip



Pick up some **Healing Herbs** in the solarium to the right in Miranda's House. These take the place of potions until the store opens up. You might need them in the next scene once you leave town on your test flight! They heal up to 300HP, making them an excellent addition to your inventory.

ANFOG WOODS OBJECTIVES



1. Defeat the two Soldiers upon landing.



2. Travel through the woods until you find Alfina at the end of the path.

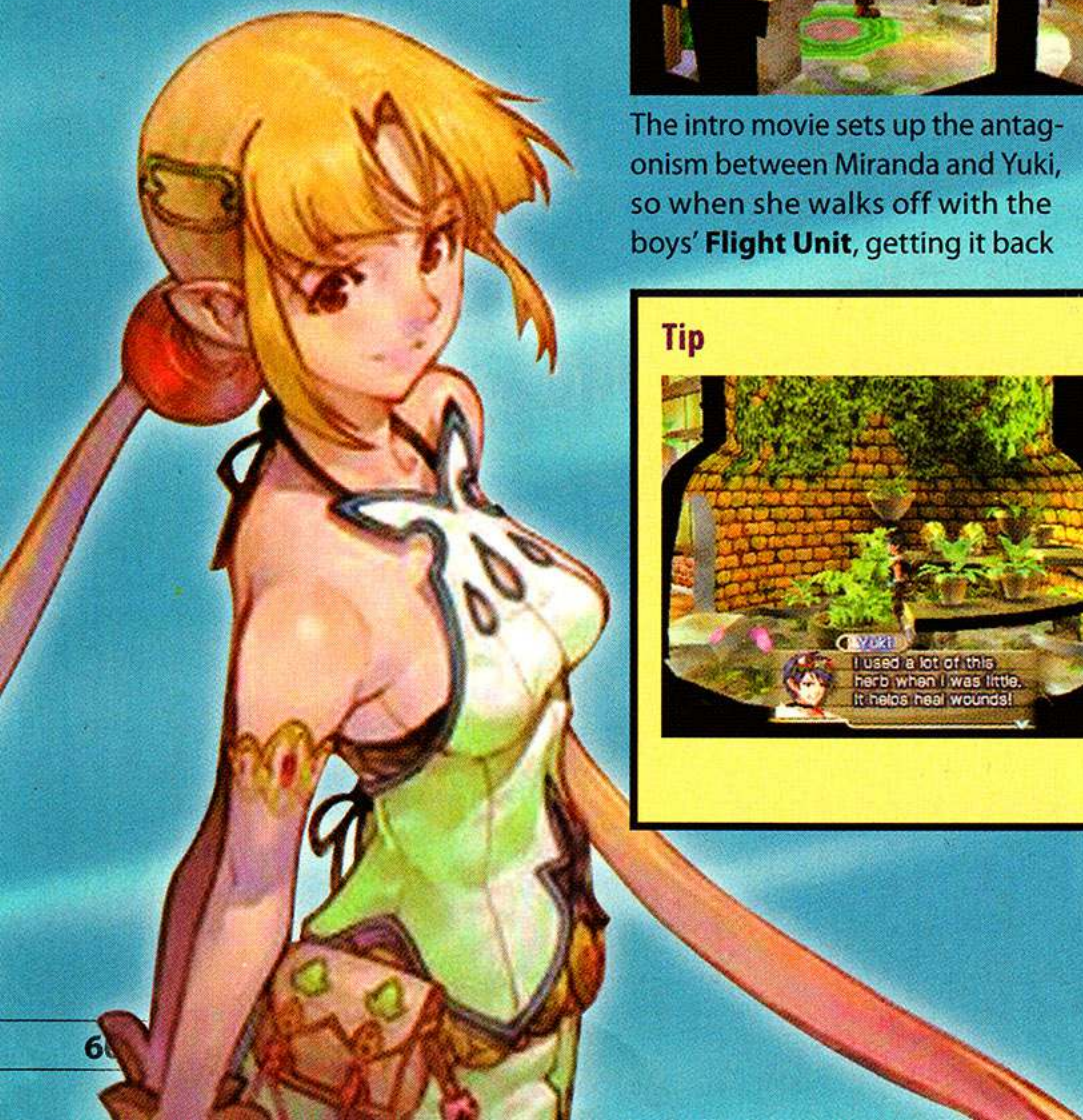


3. Take Alfina back to Anfog Village and Miranda's House.



4. Grab the pot of herbs you stole from Miranda's House from the Garage.

CONTINUED ▶





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5. Enter Miranda's Room when prompted to meet Alfina and talk to her.



6. Defeat the Boss, Kornell.



7. Talk to Miranda after the battle to decide what to do next.



8. When you're ready to leave Anfog for good, select the option "Don't worry! We're all set!"

WALKTHROUGH SPECIFICS

A Bumpy Flight And a Mysterious Girl



Upon landing, the first thing you need to do is defeat the two Soldiers who ambush you. This starts the first of several battle-related tutorials. This one deals with the basics of attacks: Combos, Criticals, Magic, and Finishing Moves. Perform each one as prompted

until the end, when you get the opportunity to whale on the remaining Soldier by yourself. After this battle, you'll have plenty of opportunities to practice your new skills against the Dragonfly Toads that inhabit the woods.



As you make your way through the woods, look out for possible treasure along your way. The first treasure chest you find starts another tutorial on opening and looting chests. Grab the **Ranger's Book** inside the chest.



When you reach the crash site, look for a Light Sphere and a **Flare Egg** lying on the ground nearby. Snag the Egg and save your game at the Sphere before you continue.

Return to Anfog Village



Back in Anfog Village, Miranda tries to heal Alfina's wounds. However, she needs the Herbs you ripped off and stored in the Garage first. Run to the Garage and look for a planter with a **Medicinal Herb**. Grab the herb and take it back to Miranda for her poultice.

Boss Battle: Kornell

Lv: 4
HP: 300
MP: 0
SP: 120
EXP: 240
Gold: 60



Your first real Boss Battle is another tutorial, this time on canceling moves. The concept behind this is pretty simple: If you have the ability to enter an attack that is marked as a "Cancel Attack" before the enemy manages to pull his off, you can cancel his attack and save yourself a lot of pain and damage. With someone like Kornell, who is much stronger than you, Canceling attacks make the difference between a win and a loss.



To pull one of these off, you need to be able to attack while your opponent's IP symbol is located in the stretch of gauge between the COM and ACT section. This is the period of time that it takes for a character to prepare an attack (from command entry to action). A successful cancel moves the opponent from that section to the blue waiting section of the gauge, bypassing, or "canceling", his attack phase. Cancel attacks work against both normal attacks and Special or Magic attacks.



You get to choose one cancel attack on your own before Kornell backs off and runs away.

Leaving Anfog Again...



With Kornell out of your way temporarily, it's time to help Alfina get to where she needs to go before the bullies return. Run into the house to save, recover, and set up Magic or Skills under the Set Up option on the Light Sphere. You'll notice that both Alfina and Miranda are now listed as members of your party. You can also now visit the General Store and the Magic Shop.



When you are ready to continue your adventure and head to the Sabatar Coast, talk to Miranda and select "Don't worry! We're all set!"

Tip

Not sure what to get in the Magic Shop? We recommend that you purchase Diggin' and Crackle if you can afford it. Also pick up the Life Up Skill from Old Andre in front of the gate leading out of the village. Once set up on a character, it increases their max HP, which is always helpful on a long journey.

ANFOG WOODS: BEAST PATH AND CAMP

OBJECTIVES



1. Make your way to the Camp for the Meal Conversation Event.



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2. Boss Battle: Kornell



3. Make your way to the entrance of Anfog Woods: South.

WALKTHROUGH SPECIFICS

Exploring Your Surroundings And Interacting with the Scenery



Two new tricks are revealed as you make your way through this part of the Anfog Woods. The first is the use of the button. When you push , Yuki sends out a wave of energy that examines the environment around him for things that can be interacted with like treasure chests, destructible scenery, jump points, ladders, lifts, etc. The wave marks these items temporarily with a blue light so that you see and recognize them. Use this function in situations where you are lost and in need of a clue how to proceed.



The second variety of items is the pieces of destructible scenery that dot the landscape in certain areas. For the most part, if you see mushrooms or flowers along the road that are unusual in their size, try to slash them with Yuki's sword. When you destroy them, there's a chance that an item will pop out.

These items are listed in a separate list on the map.

Boss Battle: Kornell

Lv: 12
 HP: 1400
 MP: 0
 SP: 240
 EXP: 350
 Gold: 200

Boss Battle: Iron Fist

Lv: 12
 HP: 700
 MP: 80
 SP: 240
 EXP: 0
 Gold: 0

Boss Battle: Henchman x2

Lv: 8
 HP: 350
 MP: 40
 SP: 64
 EXP: 50
 Gold: 100



Surely you didn't think all of the traps that Yuki and Miranda set would go to waste? Kornell and his two Henchmen catch up with our heroes and attack. This is the first time you get to tackle a Boss Battle on your own. If you have the Strategy Advice option on, it will prompt you when you can cancel an attack or when you should guard. Pay attention to these messages as you get used to fighting Boss Battles on your own.



For the most part, you want to take out Kornell's Henchmen first while canceling Kornell's attacks and those of his Iron Fist. Since you don't have that many spells or special moves, you must rely more on your wits than sheer brawn. Have Yuki and Miranda focus on attacking and canceling while Alfina heals with items and the Heal spell. Be sure to cast Diggin' to increase your protective abilities. At this stage of the battle, Tremor is a great spell to cast (if you bought it in Anfog) since it targets all of the enemies on the field at once.



Once the Henchmen are gone, focus your attacks on Kornell. Most of the big humanoid Bosses like Kornell have at least one weapon that is counted as a separate enemy. However, that weapon is useless without the person wielding it, so if you take out the user, you also take out the weapon by default. Use that fact to help you with this battle. Again, use canceling attacks only on the Iron Fist while pounding Kornell with your most powerful spells (Crackle, Tremor, and Burn) and special moves.



Check out bradygames.com/gamepro for an exclusive offer for *GamePro* readers only!

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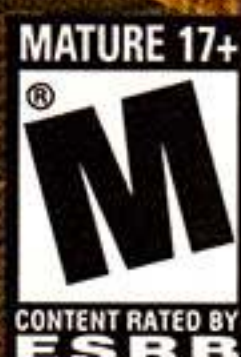
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Chow-Yun Fat uses his twin pistols to put his enemies in a Stranglehold.

Stranglehold

John Woo's graphic shoot-em-ups come to life.

PS3

Xbox 360

Sure, movie sequels aren't a new idea, just as video-game sequels aren't exactly a new thought either. How about a sequel to a movie that's a video game? Enter *Stranglehold*, an action title starring Chow-Yun Fat (his likeness and voice anyway) and other famous actors with John Woo himself directing the game's cut scenes and other key creative aspects.

"Give a Guy a Gun, He Thinks He's Superman."

Stranglehold continues the story that began in *Hard-Boiled*, a 1992 action film that, along with *The Killer*, made director Woo the king of the Hong Kong action genre (before he went Hollywood with such lackluster films as *Mission: Impossible 2*, *Windtalkers*, and others). *Hard-Boiled* told the story of inspector "Tequila" Yuen (Fat), a loose cannon cop who takes on the mob. Woo movies of this ilk had minimal plot but an abundance of spectacular sequences involving stylized violence—especially gunplay—all presented with quick film editing and slow-motion

photography. They put similar-themed Hollywood films like *Lethal Weapon* to shame.

Stranglehold looks to continue the Woo tradition but in interactive form. Playing as Tequila, you'll guide the detective via third-person perspective through several stages teeming with enemies bent on your demise. Keeping in the spirit of the "anything goes" aspect of the film, *Stranglehold* will allow an unprecedented degree of interaction. Practically everything in the environment will be interactive: If an enemy is hiding behind a pillar, you can blast the structure until it collapses. You can also jump on moving objects, swing from chandeliers, run up and down railings, and perform other outlandish acrobatics, all with guns continually blazing. Another Woo signature, "Mexican standoff" sequences will also be included, where two characters point guns at each other's head and wait for one to make the first move.

"Everything Goes in And Out of Style, Except War."

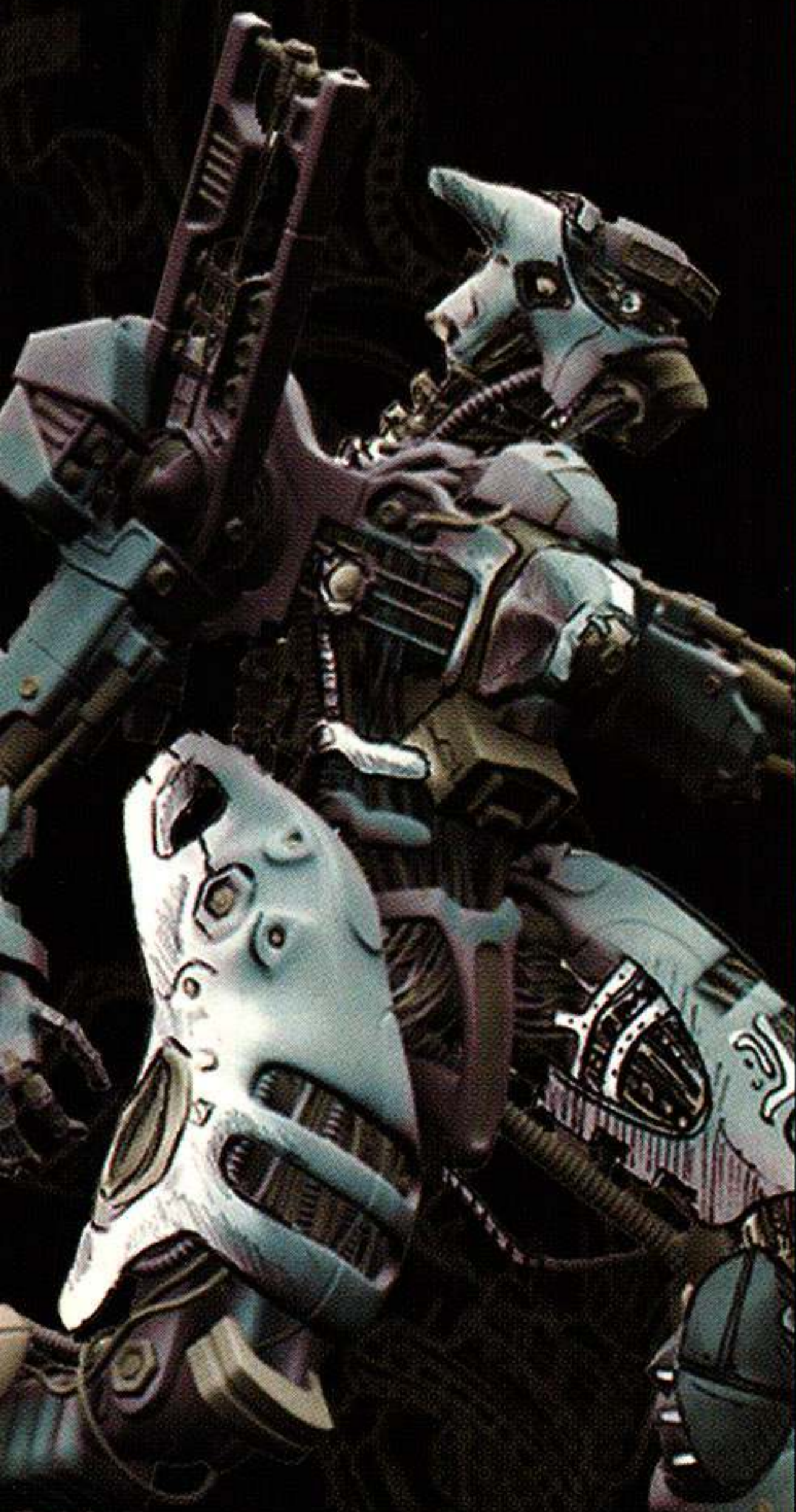
Predictably, *Stranglehold* has its own version of bullet time, here called "Tequila time," where everything moves in slow motion, thus giving the inspector a chance to line up precision kills. Tequila time can also be utilized during the game's many vehicle combat sequences. The use of the bullet time technique is ironic, considering Woo's Hong Kong Films inspired it in the first place. For once, art will imitate art. —Major Mike

■ **First Look** ■ Developer and publisher: Midway
■ Target release date: Fall 2006



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PREVIEWS

Okami

Saving the planet

PS2

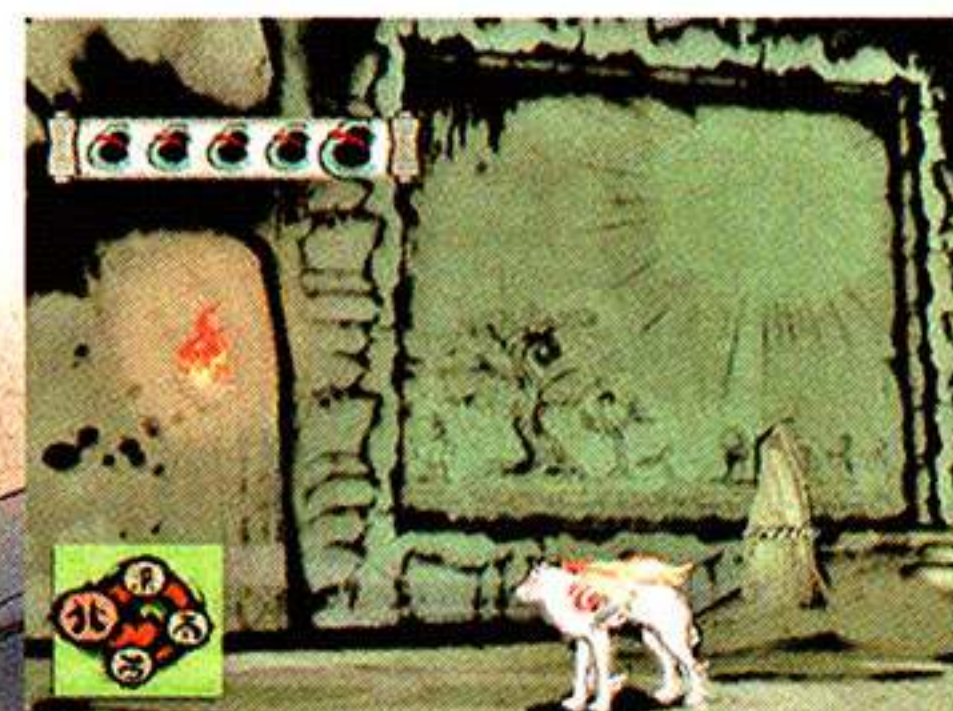
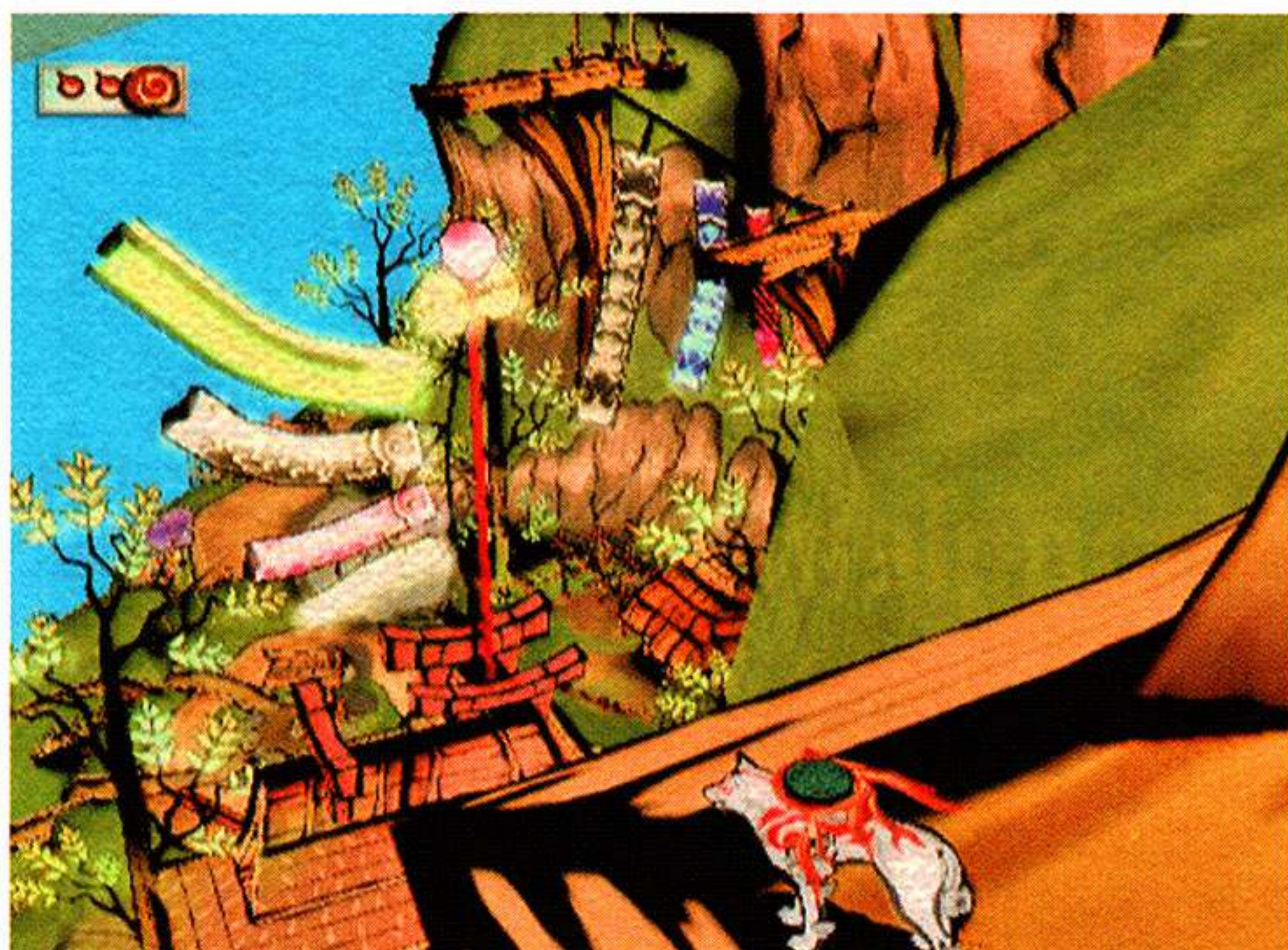
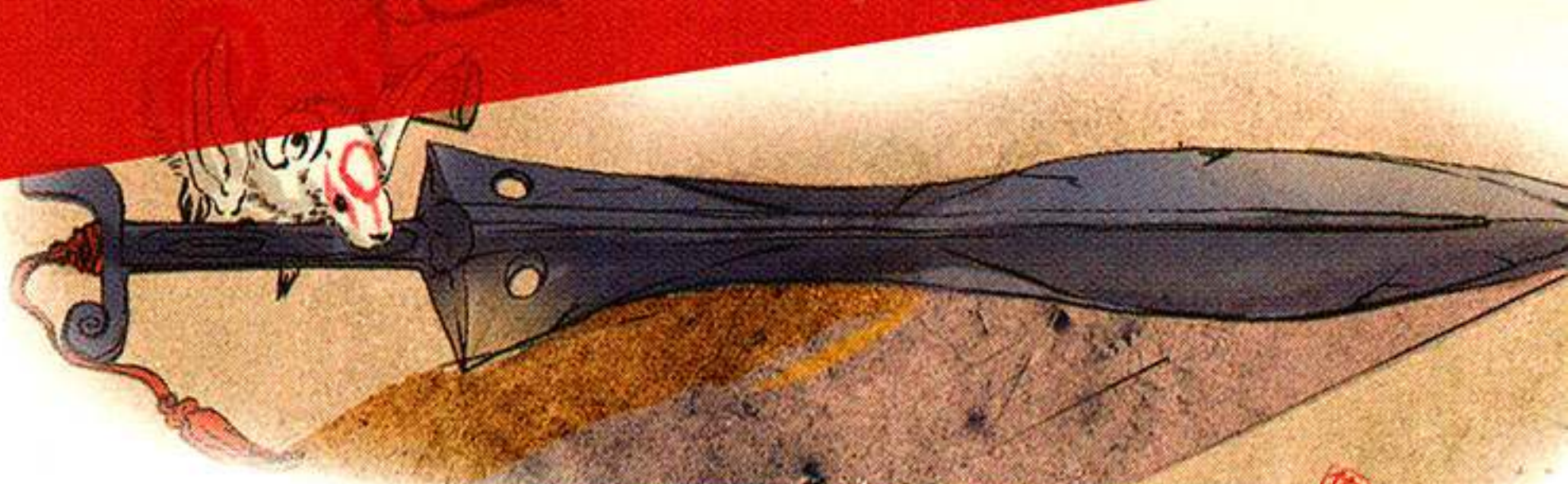
Gamers afraid that there's nothing new under the sun might have a ray of hope headed their way with *Okami*, an adventure story that draws from a rich vein of folklore. *Okami* is the Japanese word for wolf, and it's in this guise that you'll play as the sun god Amaterasu, trying to piece together a world torn asunder by the legendary monster Orochi and his minions.

Mimicking a traditional Japanese art style, *Okami*'s most striking aspect is its trippy and unpredictable visuals, which have to be seen in motion to be truly appreciated. The world itself shimmers as you maneuver through it, gathering objects and new powers as you free other deities from their incomplete constellations. The surreal feeling is of playing a watercolor painting, and even in this early build, it can be easy to forget that you're staring at a television and not an ancient scroll.

Running around has the feel of a platformer as you bowl through pots and chests to gather goodies, or double-jump off a wall to reach a cliff's overhang. It's hard to say yet whether the puzzles will offer the challenge adventurers crave, but the game-play implications of the renderer—which could've been a simple artsy gimmick—run deep. Holding a button pauses the world as you break out a celestial brush and actually paint objects into existence. Early on, a destroyed bridge must be repaired, and with a few swipes, its substance is returned and the way opened. Additional powers like the ability to brushstroke a sword down across an obstacle, breaking through rock and wood, are bestowed as the game progresses.

Okami might just prove to be that rare title that displays stellar artistry while remembering that gameplay comes first.—*Ouroboros*

■ Hands-On ■ Developer: Clover Studio ■ Publisher: Capcom ■ Target release date: May



Driver: Parallel Lines

Clutch hitter: motorized life on the streets



After Driv3r received the critical equivalent of a pimp-slapping, the next entry in the series has got some serious making up to do. For starters, the time spent on foot seems to be drastically reduced in this new incarnation putting the focus back on what made the original game so much fun: the driving.

Parallel Lines starts off in the funkalicious 1970s and seems intent on milking that era for all the music and atmosphere it possibly can. You start out pulling the wagon on a simple liquor store hold-up, but as a quick study in the New York City crime scene, you'll jack cars, tangle with traffic, abuse the fuzz, frame rivals, and lean out the window as you let lead fly. Heat attaches both to your ride and to your person, depending on whether the cops are able to identify you.

A life in crime wouldn't be complete without an extended stay in the pokey, and it's after this that the game's time period shifts to the present day. The amount of urban real estate to explore is already incredible, but a lot can change in 20-odd years. Driving the city's varied neighborhoods in two distinctly different time periods should be a lot of fun, if the developers can find the time to polish off some early annoyances.

With any luck Driver: Parallel Lines will give gamers reason to forgive and forget old grievances, and get back down to the high-speed business of putting foot to floor.—*Ouroboros*

■ **Hands-On** ■ Developer: Reflections Interactive ■ Publisher: Atari ■ Target release date: March

TimeShift

FPS that allows you to bend time

Time travel has been an interminable fantasy of mankind, representing control over the most mysterious and complex of dimensions. For centuries, writers such as H.G. Wells and Ray Bradbury envisioned what would come from such control. According to Saber Interactive, developers of TimeShift, traveling through time results in the destruction of our democratic present, supplanting it with an autocratic state ruled by the very inventor of time traveling technology.

And where does the player fit in? In the shoes of the only person who can set the world right and return time to its natural balance, of course! Players take on the role of Col. Michael Swift, the world's first "Chrononaut" and keeper of the Quantum Suit, allowing him to slow down, stop, and even reverse time. And just like any video-gaming gimmick, you know you'll be using the features nonstop as you pause bullets, freeze your enemies, and rewind your way through 30 missions set in this dystopian alternate universe.

Being a 360 title, you'd expect top-notch graphics, but so far, TimeShift has proven to be a mixed bag. Parallax lighting, impressive explosions, and normal mapping add next-gen credence to the game, but some unspectacular texturing and periodic frame rate issues left something to be desired. An online multiplayer component with up to 16 players and time control components, however, certainly sounds promising. With the Xbox 360 still facing somewhat of a dry spell, this FPS—given that the visuals are further tuned—could be released just in the nick of time.—*The Watcher*

■ **Hands-On** ■ Developer: Saber Interactive ■ Publisher: Atari ■ Target release date: March

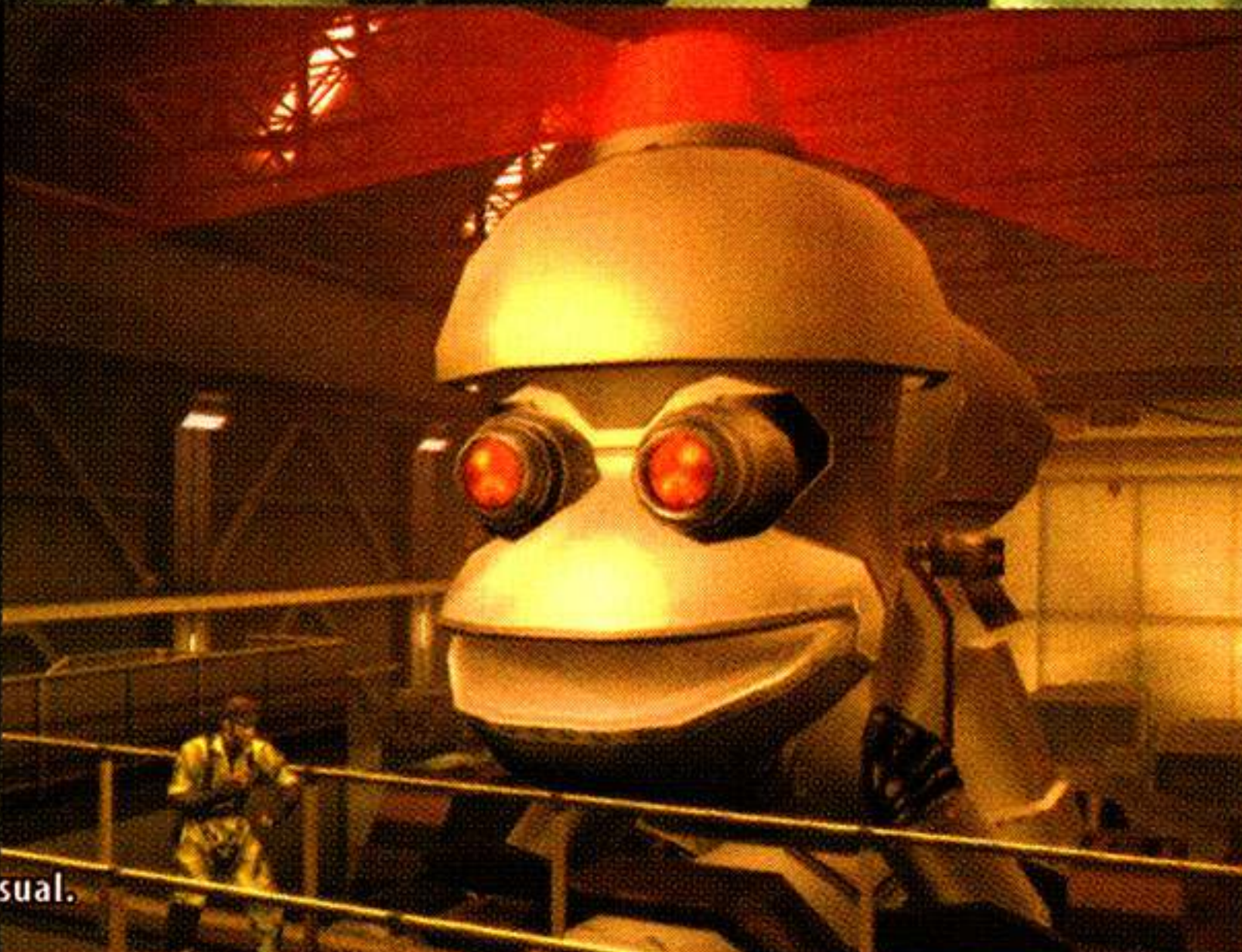


[GEEKED AT BIRTH.]



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PROTIP: You can crawl under the first electrified fence—look for the rut in the dirt.



PROTIP: On stealth runs, pick your camouflage carefully to blend in with the environment. And don't forget the face paint!



PROTIP: When in doubt, lie in a tall patch of grass and wait for enemies to stray close. A single tranquilizer dart to the head should finish the job.

Some of the new additions to *Subsistence* are a little, well, unusual.

Metal Gear Solid 3: Subsistence



If you missed out on *Snake Eater* the first time around, *Subsistence* is the perfect chance to play catch-up.

PS2



To the delight of diehards, *Snake Eater* paved a different path from its predecessor (*Sons of Liberty*) and delivered a worthy follow-up to the legendary *Metal Gear Solid*. Set in a Russian jungle, *Snake Eater*'s edgy Cold War-era tale advanced the stealth action that made the series famous while shedding more light on the background of series mainstay Solid Snake.

"Call Me Snake."

The core single-player experience of *Subsistence* isn't radically different from that of *Snake Eater*. You'll notice a few tweaks, but the overall experience is the same. That's a good thing as *Metal Gear Solid 3* still stands as one of the top action games of all time.

The most noticeable change in the single-player game is the new dual-analog stick camera system. It's a definite improvement, offering far greater flexibility, though the traditional top-down camera view is still available. Otherwise, the controls feel tight and responsive, and have evolved by leaps and bounds since the

early days of MGS on the PlayStation. The first-person shooting elements feel slick, though it can be clumsy to rapidly draw a bead on multiple opponents.

Black Mamba

In a series that has so far included giant walking nuclear tanks and computer simulations masquerading as reality, *MGS3* is sometimes downright weird: One villain shoots lightning from his fingertips; another controls swarms of hornets. The characters and scenarios might seem over-the-top, but there's no denying the skill and flair of the *MGS3* design team. Even the Hollywood-style cinematics, weighing in at 10 minutes or more at a stretch, are uncommonly fascinating. This is one game with style to spare.

The visuals in *Subsistence* are stunning. From the cinematic interludes to the in-game action, this is one of the best-looking games on the market. The glossy soundtrack, meanwhile, keeps the tension running high, oscillating between urgent staccato beats and shrieking action anthems. The voice acting is predictably professional, though the windbag dialogue and dramatic grandstanding is bound to make you cringe from time to time.

Do Me a Solid

Subsistence bundles in some eye-grabbing bonuses, including new video content, mini-games, and full versions of the first two 8-bit *Metal Gear* titles. Completists will be disappointed by the absence of *Snake's Revenge*, an NES-only spin-off that wasn't great but would've helped round out this historical collection. The online mode is another key attraction as it allows up to eight players to compete in a variety of competitive and cooperative modes. The extra content is compelling, but if you already own *Snake Eater*, it's not enough to warrant paying twice.

The Boss Man

If you haven't yet played *Snake Eater*, *Subsistence* is a godsend. With a new budget price and gobs of bonus content, there's absolutely no excuse for missing what is arguably the best *Metal Gear* game ever created.—*Vicious Sid*



GRAPHICS 4.5
SOUND 5.0
CONTROL 4.5

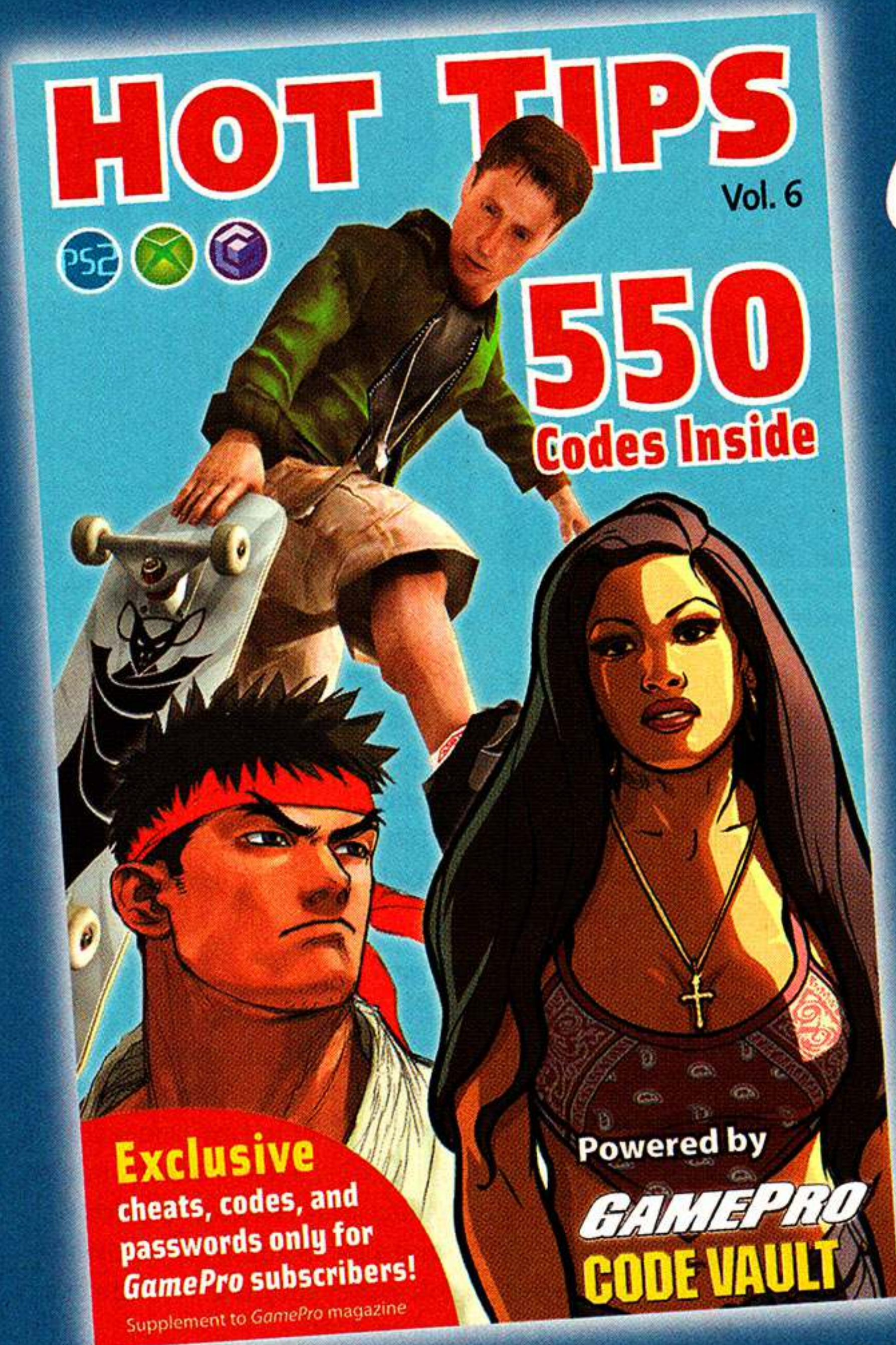


FUN FACTOR
5.0

Developer and publisher: Konami ■ \$29.99
Available March ■ Action ■ 1 player; 8 online ■ ESRB: M

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PRO TIP: Deuce Williams may be slow, but his bazooka shreds smaller vehicles. He also gets the best price on Destruction on Demand emplacements.



The Outfit

Action and strategy collide in this World War II title.

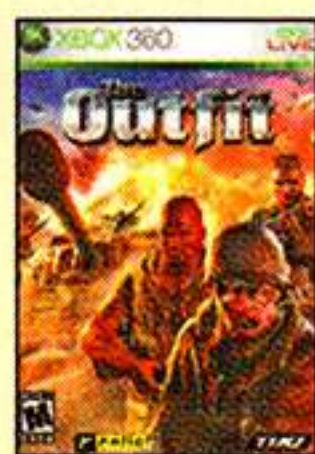


PRO TIP: J.D. Tyler is the team sniper, but his speed and stamina make for great up-close brawls.



PRO TIP: Fighting out in the open will only get you killed. Instead, hide behind cover and deploy machine-gun nests and antitank turrets to either side.

Xbox 360



Half action, half strategy, The Outfit blends play elements from Mercenaries, Battlefield 2, and basic RTS games to create one of the most original titles in years. If nothing else, it's the best online action game currently available for the Xbox 360.

An Army of Fun

The premise is simple: You're a member of an elite World War II squad called "The Outfit," the only fighting force standing between Nazi Germany and global conquest. The single-player campaign—which consists of 12 battlefields—is straightforward and relatively unadorned. You select one of three lantern-jawed heroes, but don't be fooled: The Outfit is no trigger-happy shooter. Its pacing is more thoughtful and considerate than games like Halo 2. For starters, you're not just fighting over kills—you're struggling for control of strategic points located around each of the maps.

The single-player campaign is good Nazi-bashing fun, but the off- and online multiplayer mode is what makes The Outfit shine.



PRO TIP: Melee attacks (tap A) kill in one hit, so try to use them before your opponents do!

Supporting up to eight players—each of whom commands four A.I. teammates, for a grand total of 40 characters in the biggest battles—the multiplayer matches in The Outfit are downright apocalyptic in size and scope. If you thought Halo 2 matches were intense, you ain't seen nothing yet: In The Outfit, tanks smash through houses, flamethrowers torch entire squads, and massive artillery strikes reduce the environment to flaming rubble. But because the gameplay is built upon a smart, polished strategic core, it rarely devolves into pray-and-spray tactics.

Born To Die in Berlin

The Outfit may be ambitious, but it's definitely not perfect. It's easy to be momentarily overwhelmed by information overload. The core run-and-gun controls feel just fine, but it's a shame you can't boost the analog stick sensitivity or remap the button layouts—these should be considered standard features nowadays. The visuals aren't quite perfect, but they definitely look razor-sharp on an HDTV, albeit with a few visual road bumps. The



These handy green decals help you quickly target air strikes and place deployments.

rousing soundtrack neatly complements the stylized visuals and sounds something like G.I. Joe mixed with *Saving Private Ryan*. Booming explosions, chattering machine gun fire, and amusing but repetitive one-liners keep the action moving.

This Could Be the Start Of Something Beautiful

The Outfit provides a fascinating look into the future of online action. It's a startlingly forward-thinking title that's likely to become a cult favorite among Halo 2 players. Perhaps most surprising is the fact that The Outfit holds its own as a nuts-and-bolts strategy title; a well-planned raid will inflict far more damage than a reckless frontal assault.

Though a bit rough around the edges in places, The Outfit's fearless fusion of action and strategy pays off in a big way. It's engaging, it's addictive, and it's ferociously one-of-a-kind.

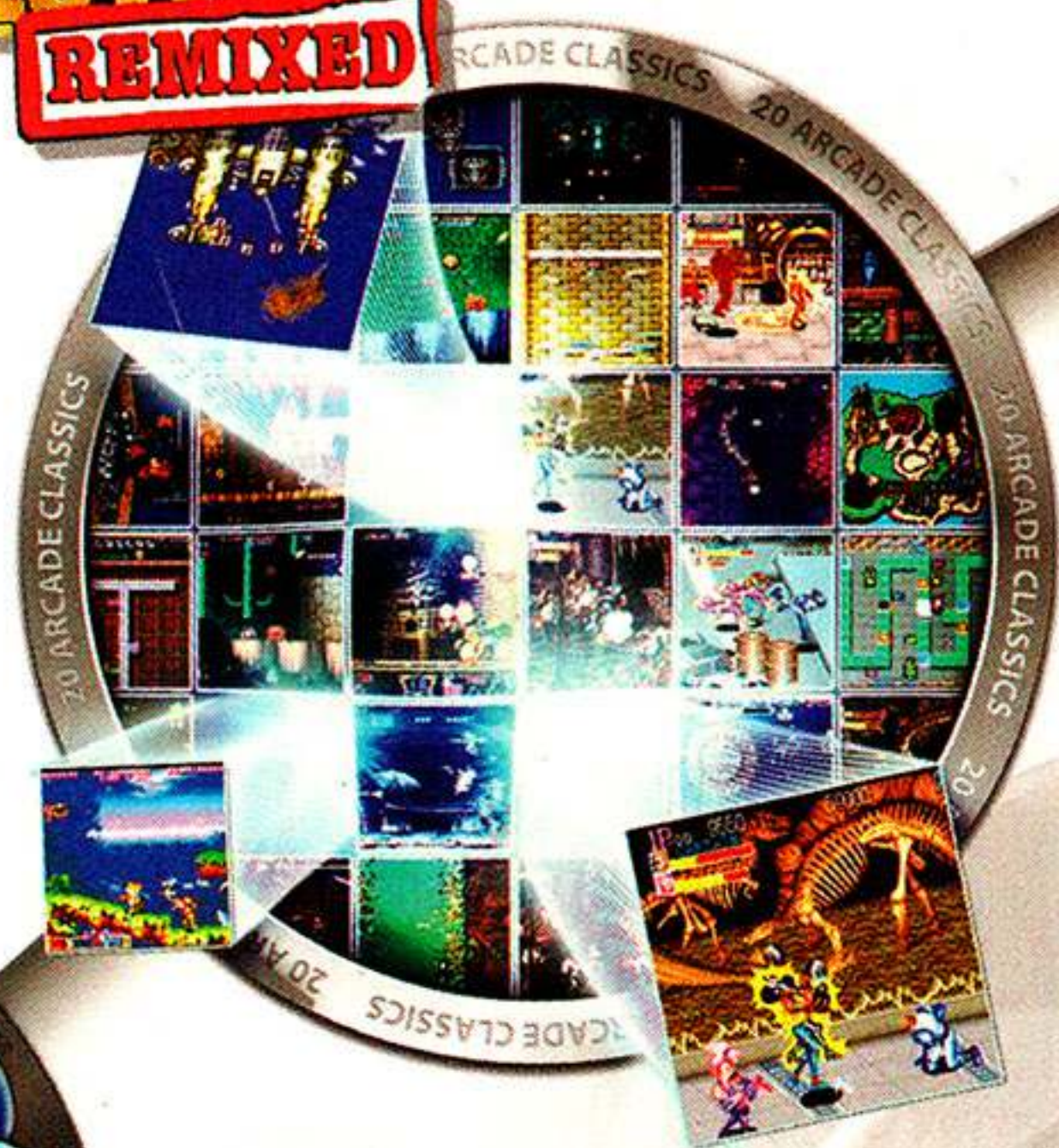
—Vicious Sid



	GRAPHICS	4.0		FUN FACTOR 4.5
	SOUND	4.0		
	CONTROL	3.5		

Developer: Relic Entertainment Publisher: THQ
 \$59.99 Available March Action 8 players ESRB: M

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PRO TIP: Be sure to order your A.I. party character to Wait and Recover whenever the action onscreen is slow. They'll be able to regain half their health bar.



Onimusha: Dawn of Dreams

Why doesn't anybody have their natural hair color in Feudal Japan?

PS2



Once upon a time, Onimusha 3 was touted as the last offering of the series. However, the story continues with Dawn of Dreams. Taking place 15 years after the third game in the series, Nobunaga's successor (Hideyoshi Toyotomi) allows the Genma to invade Earth, and wouldn't you know it, a handful of lone warriors can save the day.

The Unkindest Cut

One of Dawn's biggest strengths is the ability to select from five characters for a two-person party; you can toggle between your duo members anytime, but you can also access the entire five-person roster and call any of those characters into play at designated rest areas.

While this may sound like more of the same Onimusha 2 play engine, notable changes in Dawn of Dreams abound. Play backgrounds are fully rendered in 3D (no more prerendered visual schemes) with limited camera movement in some areas. The game also relies heavily on RPG elements, which is a welcome addition and a curse as it can become extremely tedious to micro-manage almost every character facet from personal characteristics to weapons. Plus, boss battles tend to last longer than they should. Who wants to block for three minutes just to get a single slash in, before repeating the cycle?

The Final Cut

Even with its few select caveats, Dawn of Dreams is an engaging "rebirth" for Capcom's



PRO TIP: When high-level monsters are grouped together, initiate an Oni Magic attack, switch to your partner character, and then initiate another special extra damage attack.



PRO TIP: During Test of Valor challenges, pay attention to the time limit. You won't be rewarded with any prizes if the time runs out.

fourth largest franchise. One has to wonder with all the game's multiplayer RPG aspects if there will be an online Onimusha title on the horizon.—*Rice Burner*

PS2 GRAPHICS 4.0
SOUND 4.0
CONTROL 4.5

EDITORS' CHOICE

FUN FACTOR 4.5

Developer and publisher: Capcom ■ \$39.99
Available March ■ Action ■ 1 player ■ ESRB: M

QUICK HITS

Marc Ecko's Getting Up: Contents Under Pressure



Xbox

Marc Ecko had a dream—the dream of creating a fun, graffiti-based video game. But instead of providing a unique, urban artistic experience, Getting Up feels like a worn-out action game. The engine is clunky, the frame rate drops into horrific lows, and unresponsive controls all conspire to seal Marc's fate. The dream is a nightmare.—*Mr. Marbles*

GRAPHICS . . . 3.0
SOUND 3.0
CONTROL 2.5

FUN FACTOR 2.5

Developer: The Collective ■ Publisher: Atari ■ \$49.99
Available now ■ Action ■ 1 player ■ ESRB: M
Also on the PlayStation 2 and GameCube

Sonic Riders



Xbox

Sonic Riders delivers a sense of speed and spectacle that's been oddly absent from the series for far too long. However, Sonic Riders feels more like a surreal rollercoaster ride than a game, though, thanks to controls that are often sluggish and courses that cripple their own momentum and sweeping flow with sadistic right-angle switchbacks.—*Ouroboros*

GRAPHICS . . . 4.0
SOUND 3.5
CONTROL 2.5

FUN FACTOR 2.5

Developer: Sonic Team ■ Publisher: Sega ■ \$39.99 ■ Available now
Racing ■ 4 players ■ ESRB: E ■ Also on the PS2 and GameCube

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TALES OF PHANTASIA

A Phantastic Adventure Awaits You!

Get ready to embark on an epic quest of magic, mystery, and revenge with Tales of Phantasia for the Game Boy Advance. Namco's classic "Tales" series from Japan makes its American debut in this brand-new role-playing game, the first for the Game Boy Advance.

A phantastic voyage

Players will follow the story of Cress Albane, a young swordsman in training who suddenly finds his small village destroyed and his family slain by a mysterious evil force. Accompanied by old companions and new friends, Cress vows to find those responsible for this destruction and avenge his family, even if his mission leads through the portals of time itself. The story becomes more engaging with every new discovery.

Warriors can cook, too

As far as features go, Tales of Phantasia has a lot to offer. Players can record their conquests as data in the new Monster Dictionary to recall the strengths and weaknesses of any creature or combatant. Sustained injuries, abnormal statuses and mana depletions can be treated via Phantasia's one-of-a-kind Cooking System. It's a very useful system and can be fun as your character discovers more recipes to use.

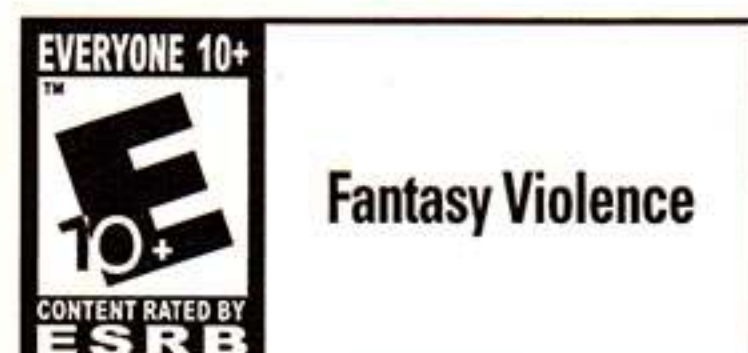
Side-scrolling, action-packed fun

Perhaps the most appealing aspect of this game is its unique Linear Motion Battle System, which enables a real-time, side-scrolling battle system, bringing some true action to this RPG. This battle system actually works very well as it brings players right into the action.

Tales of Phantasia is an RPG that redefines the genre. Whether or not you're an RPG fan, one thing is certain: You won't be disappointed.



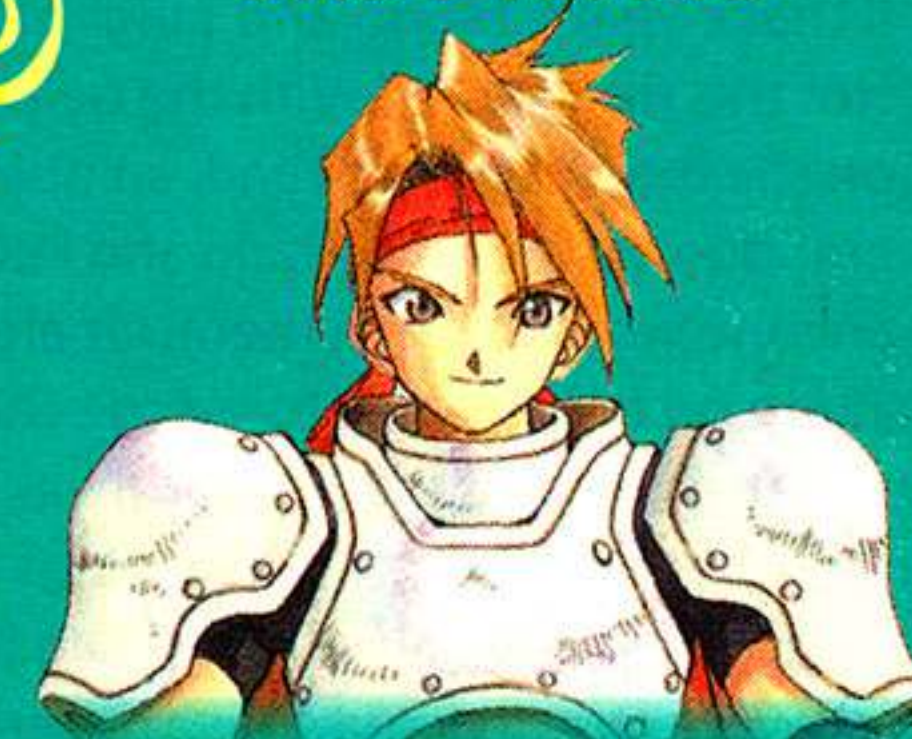
www.gameboy.com/phantasia



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The Heroes



Cress Albane

Cress is the lead character of the game. He is the son of a master swordsman and has been a student of swordplay from a young age.



Mint Adnade

Mint can cast healing and attack support spells. She's modest and gentle, but when the battle starts, she never backs down!



Chester Barklight

Cress's neighbor and best friend, Chester specializes in the bow attack. He's cool and compassionate, but when his family is killed, he vows revenge.



Super Princess Peach

Mario's squeeze in her own game

DS

All these years, Mario and Luigi have been the ones to save Princess Peach. Not this time, fellas! With the help of his minions, Bowser's gotten his hands on the magical Vibe Wand, an object infused with the power to change your emotions. Capturing Mario and Luigi, Bowser didn't think for one second that anyone would rescue them, let alone the princess.

Embarking on her journey to rescue the Mario brothers, Princess Peach finds herself on an island where the Vibe Wand has affected everything, including herself. She uses her magical parasol to whack things and later gains different abilities that will aid her in her battles, such as being able to jump-pound, float in the air, and shoot fireballs. Players can also purchase different umbrellas to get new abilities. Princess Peach also has four vibes that help her in her quest: Joy, Rage, Gloom, and Calm.

The game itself has eight areas with about six stages each. Rescuing three Toads and collecting puzzle pieces and music notes, Princess Peach will progress through each level using her abilities and vibes. In some instances, the touchscreen comes into play—such as before each boss battle. In other levels, players will use the built-in microphone to help defeat enemies. Will Princess Peach please Nintendo fans—old and new alike—when she goes solo? Based on a playable build, the answer is yes.

—Her Misnomer

- Hands-On
- Developer and publisher: Nintendo
- Target release date: February

blogfaction.com

Check out Her Misnomer's blog thisismypower.com for her extensive thoughts on Super Princess Peach.



New Super Mario Bros.



Mario and Luigi, together again in 2D.

DS

Say what you will about Mario's 3D adventures, but there's something more fun about playing as the mustached plumber in the 2D realm. Hoping to please that old-school crowd is New Super Mario Bros., a one- or two-player platform hopper that has what the dynamic duo does best: visiting cleverly designed diverse worlds and thwarting enemies using a variety of techniques. Billed as "the first new 2D Mario platformer since Super Mario World" in 1991, this title will retain the 2D mechanics but with a new 3D look as all the environments and characters will be fully rendered. The game will also take advantage of the touchscreen for easy access to stored power-ups, but the real hook will be two-player simultaneous action via Wi-Fi. At long last, Mario and Luigi are together again.

—Major Mike

- First Look
- Developer and publisher: Nintendo
- Target release date: Spring 2006



Exit

A puzzle game for the everyman

PSP

The PSP's a bona fide handheld powerhouse, but its list of hit games has been woefully lean. But out of this recent dry spell comes a promising new game from Japan called Exit. As bizarre as the game's title may sound, the gameplay and graphics are anything but. You play as Mr. ESC (as in "escape"), an everyday Joe with a red scarf and fedora who searches burning buildings for helpless victims to rescue. The setup is admittedly a bit bizarre, but once you get into it, Exit proves to be an original and highly enjoyable take on the classic platform puzzle game. Utilizing a cel-shaded, minimalist art style; Exit challenges you to put out fires, open vaults, and solve countless puzzles in increasingly complicated environments, all while having to beat the clock. Like Lumines before it, Exit is simple but addictive; and it could prove to be the next big hit on the PSP.

—The Watcher

■ **First Look** ■ Developer: Taito
 ■ Publisher: Ubisoft ■ Available now



Metal Gear Acid 2

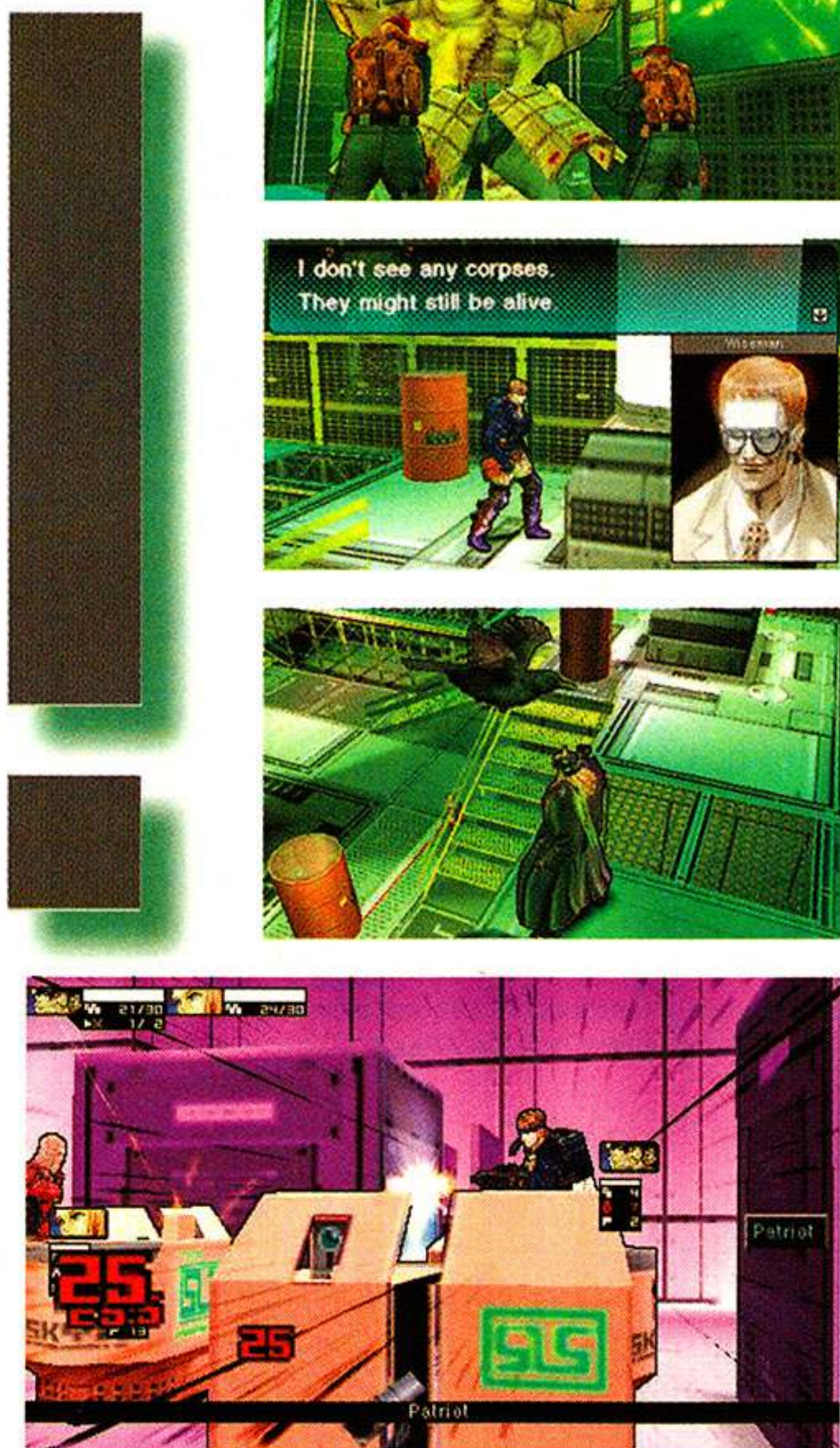
Snake returns to the handheld scene.

PSP

Metal Gear Acid was quite the odd-ball title, but the turn-based strategy card game's sequel ups the ante with cardboard handheld-hugging Solid Eye 3D "goggles." You can turn this feature on at any time and split the PSP's viewing area in two, delivering a convincing binocular view of each level. What could've been a lame gimmick actually adds to the unique flavor of the game, and more than 10 of the cut-scenes are also in 3D, though the special lenses used might cause dizziness for some people. While the basic idea hasn't changed, execution is getting an overhaul: improved graphics, distilled local multiplayer match-ups, a torrent of new—and individually upgradable—cards, and a more intuitive interface. A new arena mode even gives you a chance to face off against favorite characters from previous games. All told, Acid 2 seems set to freshen an already compelling and inimitable experience.

—Ouroboros

■ **Hands-On** ■ Developer: Kojima Productions
 ■ Publisher: Konami ■ Target release date: March



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Resident Evil: Deadly Silence

Two screens don't equal twice the scares.

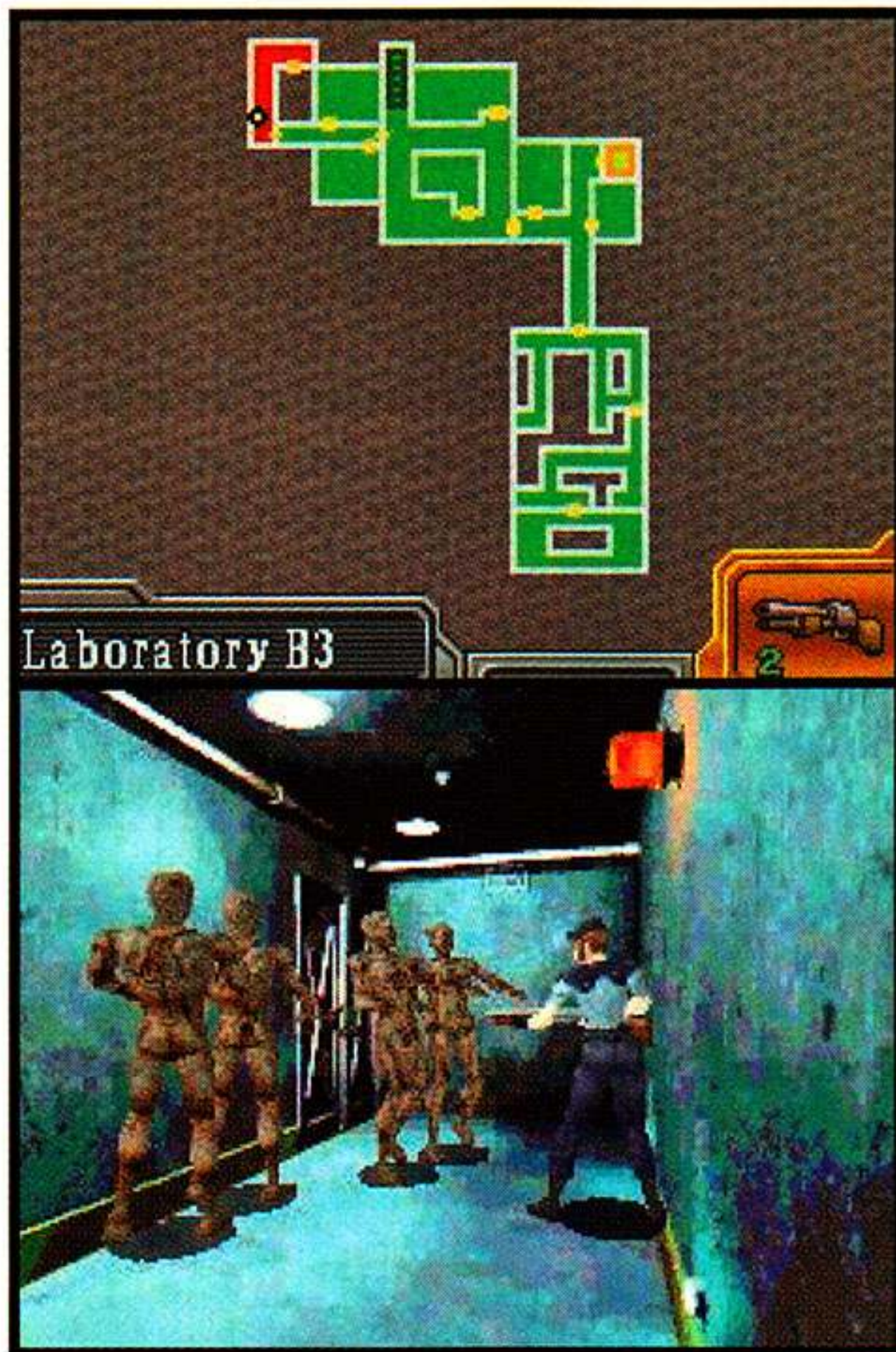
DS



Capcom has noble ambitions with its DS take on Resident Evil, but sometimes innovation isn't always everything it's cracked up to be.

Deadly Silence gives you the choice of playing the classic version of the game or a special Rebirth mode that throws in quite a bit of new content—namely mini-game and puzzle elements squarely focused on using the touchscreen and microphone. Some of the touchscreen contests fit nicely into the tried-and-true horror-survival engine, while others feel tacked-on and cheap; the microphone-based elements fall flat.

As for the game itself, this is a lower-res port of the original Resident Evil, warts and all. The challenging control scheme is worsened by the DS' tiny directional pad, and the visuals take a hit in terms of detail, resulting in environments that are muddy and hard to discern. Resident Evil is one of the finest games ever created, but the new interactive DS features feel like more of a distraction than an addition. Ultimately, you're left with an experience that only the hardest of the hardcore could stomach.—*JohnnyK*



PRO TIP: When using the shotgun, let your enemies bunch together before you fire.

DS	GRAPHICS	3.0	FUN FACTOR 3.0
	SOUND	2.5	
	CONTROL	2.5	

Developer and publisher: Capcom ■ \$34.99
Available now ■ Action ■ 4 players ■ ESRB: M

Street Fighter Alpha 3 Max

Remember those street-fighting years?

PSP



Besides Darkstalkers Chronicle, a launch title from the Capcom camp, the PSP hasn't had many fighting games released for it. With Street Fighter Alpha 3 Max, there is now a definitive fighting game that certainly fans will enjoy, but even those usually uninterested in fighters will have fun if only for its portability.

So what does it have to offer? Quite a lot. Over 37 characters, 15 modes of play, and a Wi-Fi mode to facilitate those spur-of-the-moment challenges against a living opponent all add up to a robust fighting game. The graphics are faithfully reconstructed on the PSP, all with nostalgic results. Unfortunately, the controls bring down this otherwise well-ported title. Not a fault of the game itself, it's more a problem of the PSP's directional pad. But with little other competition, Street Fighter Alpha 3 Max is the best fighting game—so far—on the PSP.

—*The Watcher*



In case you didn't know, this is commonly known as "pwnage."



Ingrid is one of the six characters from other Capcom games that makes an appearance in Alpha 3 Max.

PSP	GRAPHICS	4.0	FUN FACTOR 4.0
	SOUND	4.0	
	CONTROL	3.0	

Developer and publisher: Capcom ■ \$39.99
Available now ■ Fighting ■ 4 players ■ ESRB: T

QUICK HITS

Pokémon Trozei



DS Pokémon Trozei has its own brand of addictive gameplay that even haters of the gotta-catch-em-all franchise might enjoy. The touch pad is ideal for Trozei's sliding play mechanics, and the addictive nature catches quickly. Fans of the genre should try this one out; everyone else might just find themselves wanting to catch them all anyway.

—*Her Misnomer*

DS	GRAPHICS	4.0	FUN FACTOR 4.0
	SOUND	3.5	
	CONTROL	4.0	

Developer: Genius Sonority ■ Publisher: Nintendo
\$34.99 ■ Available March ■ Puzzle ■ 2 players ■ ESRB: E

Pursuit Force



PSP Pursuit Force is a chase game in the spirit of Chase HQ, but instead of smashing suspects to a halt, you can jump into different vehicles on the road—including the one you're pursuing. The game throws in some clever missions, but overall, it's marred by a spotty A.I. and some dull play modes. Pursuit Force is a refreshing change of pace and at least worth a look by the curious.

—*Rice Burner*

PSP	GRAPHICS	4.0	FUN FACTOR 3.5
	SOUND	4.0	
	CONTROL	3.5	

Developer: BigBigStudios/SCEE ■ Publisher: Sony
\$39.99 ■ Available March ■ Action ■ 1 player ■ ESRB: T

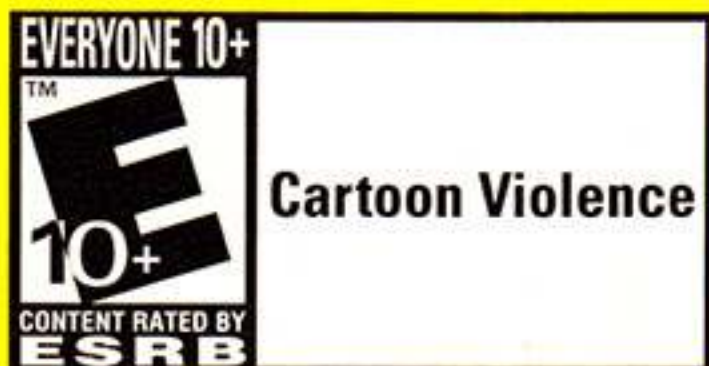
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PRO TIP: Careless fighting leaves you susceptible to powerful counters.



PRO TIP: Notice the moment when your opponent's hands begin to drag.



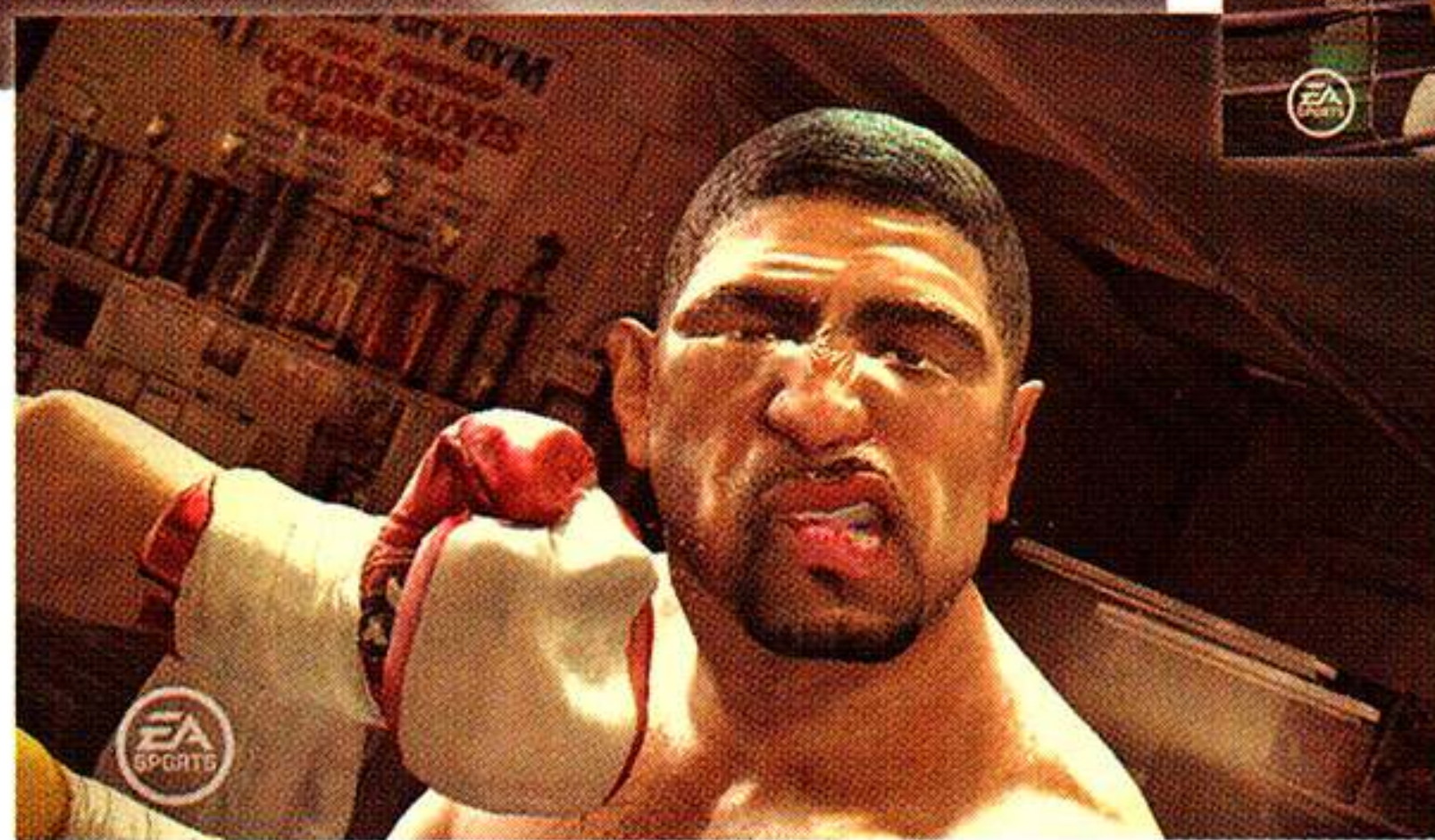
PRO TIP: A well-timed jab can be just as effective as a hard uppercut.



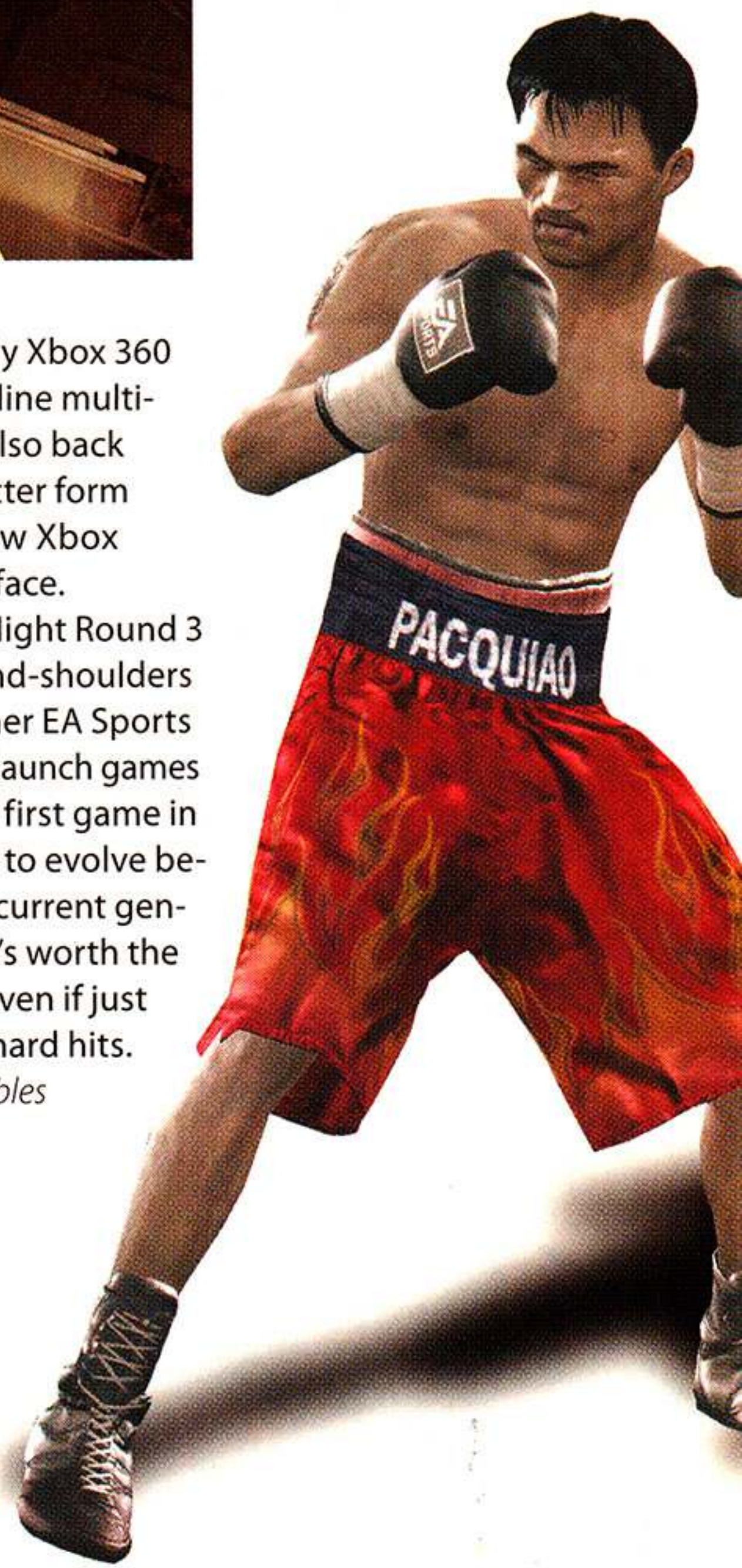
PRO TIP: Body blows can inflict as much damage as facial hits can.

Fight Night Round 3

EA's first Xbox 360 boxing game isn't a knockout but nevertheless is a strong contender.



A boxer's face can literally mold around a boxing glove.



Xbox 360



Ever since EA ditched Knockout Kings back in 2003, the Fight Night series has been the undisputed champion of video-game boxing. The first installment, Fight Night 2004, was a wake-up call for fist fighting; a new control scheme correlated analog stick movement with different types of punching, and superbly satisfying knockouts were like a booster shot of masculinity. But in two years, much has changed: A new generation of gaming has pumped hardware technology to the point of near physical perfection, and for a sport that's based on bone breaking, what more could one ask for?

Instinctive Boxing

With Fight Night Round 3, EA took a rather prominent step in the right direction, eliminating the game's heads-up display entirely...and it isn't just a quirky gimmick. The removal of the HUD produces a more realistic simulation of a boxing match. Stamina and health meters are no more, meaning you must need to pay attention to your fighter's movements and tells. Dropping hands and scuffed faces are sure-fire signs of fatigue, which can be capitalized upon by an opponent. And when your boxer is especially tired, he'll seem so sluggish that you'll feel as if you're fighting in slow motion.

New Impact Punches and a special EA Super Punch help to accentuate

the power of a knockout. Boxers' faces actually bend to the contour of the boxing glove, and slow-motion replays of knockouts provide awesome close-ups of the final blow. The addition of new games modes and features, including Rivalries and Create a Style, fill the space in between standard bouts. Training events and the Fight Store made the jump to Round 3, though both are secondary to the actual fights.

There are numerous game modes in Round 3, but the real star here is the fighting engine. If you've played either of the first two installments, you'll be more than familiar with boxing in Round 3. In fact, aside from getting used to a couple of new shoulder buttons, anyone who's played Fight Night 2004 or Round 2 will be able to jump right in without learning any new tricks.

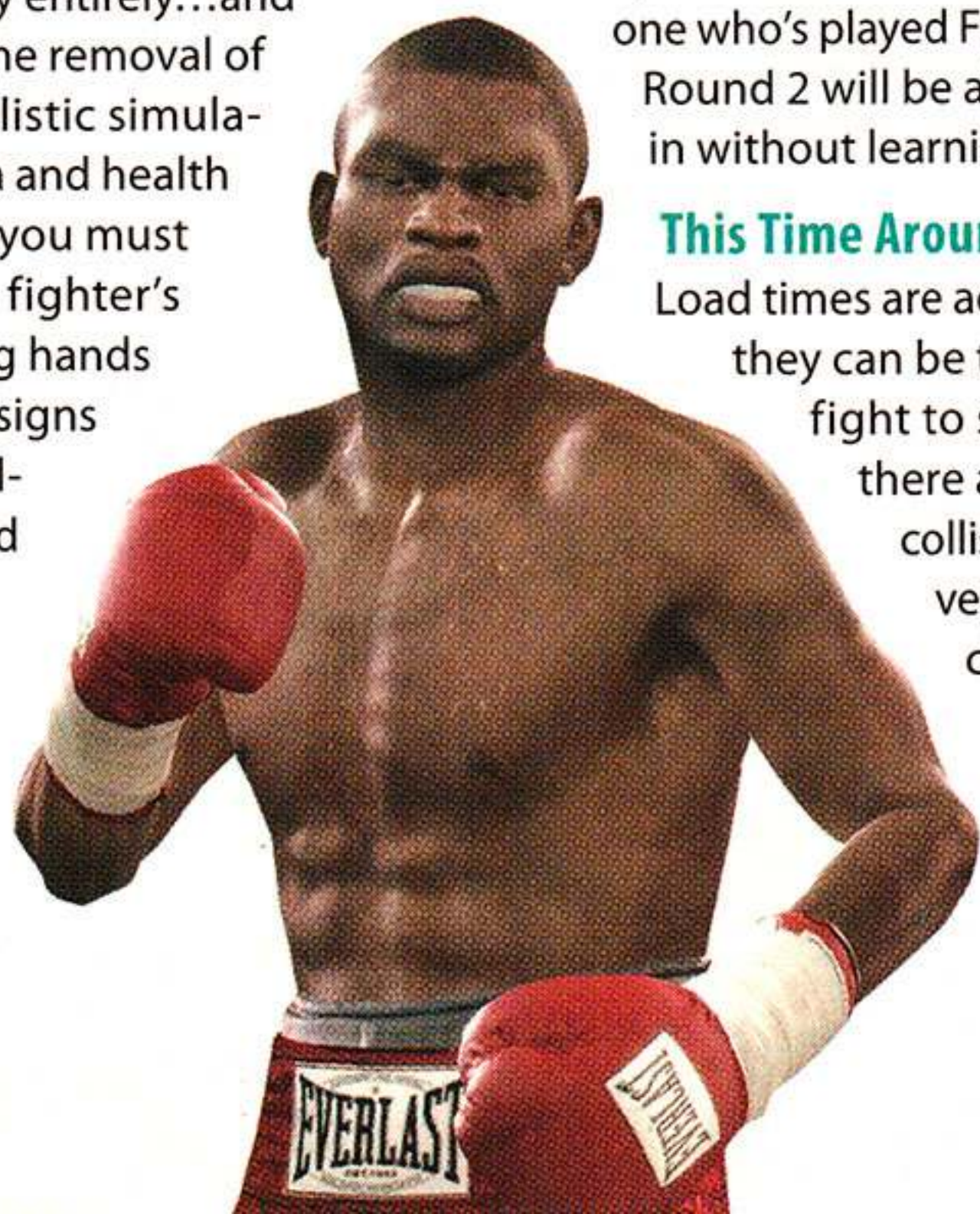
This Time Around

Load times are acceptable, though they can be trying from short fight to short fight, and there are some random collision issues that are very apparent during close-up replays. But most of the game engine runs smooth and solid, and is quite impressive

for an early Xbox 360 game. Online multiplayer is also back and in better form on the new Xbox Live interface.

Fight Night Round 3 is head-and-shoulders above other EA Sports Xbox 360 launch games and is the first game in the genre to evolve beyond the current generation. It's worth the splurge, even if just for a few hard hits.

—Mr. Marbles



	GRAPHICS 4.5		FUN FACTOR 4.5
	SOUND 4.0		
	CONTROL 4.0		

Developer: EA Chicago Publisher: EA Sports
\$59.99 Available now Boxing 2 players ESRB: T

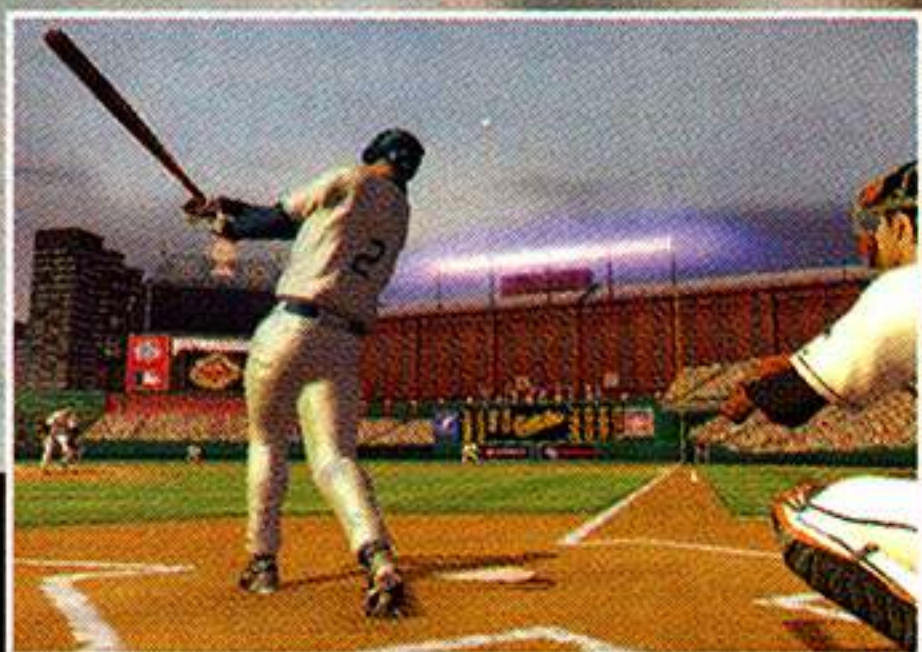
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NFL Head Coach

Coaching for the coach

PS2

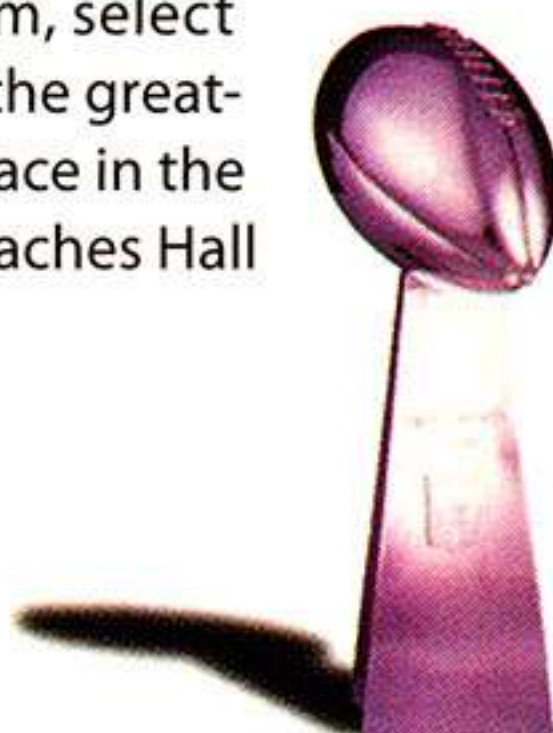
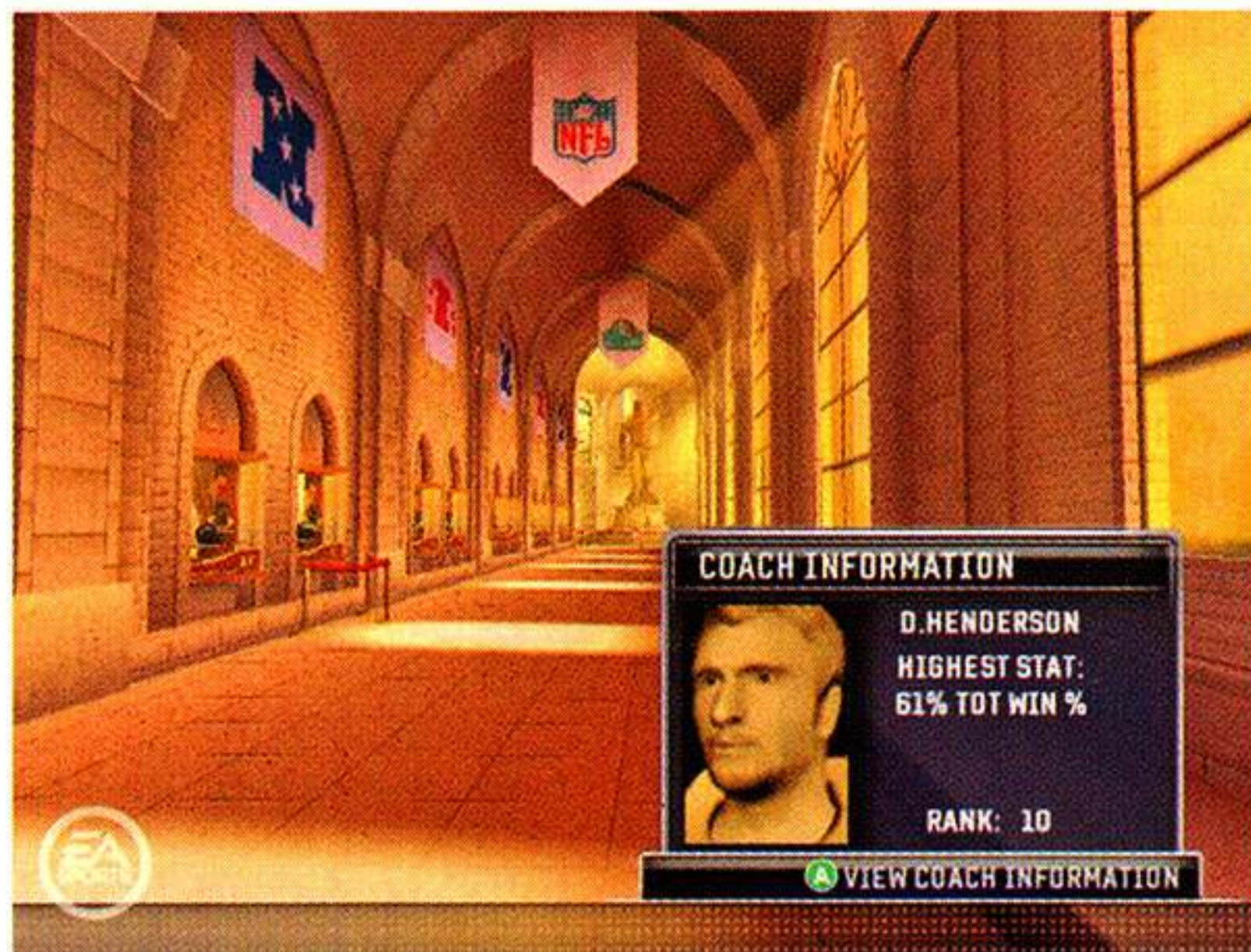
Xbox

Monday morning quarterbacks rejoice: EA is answering the wishes of griping, bad mouthing, and know-it-all football fans with the release of its upcoming "sports strategy" game, NFL Head Coach. Finally, gamers unable to satisfy their tyrannical control-freak natures with traditional football titles can at last indulge their thirst for total and mind-numbing management of their favorite pro team's ascent to greatness. As the name suggests, NFL Head Coach sets you squarely on the sidelines as the strategic mastermind calling plays, executing your specific game plans, motivating players, and outsmarting your opponents. With a definite emphasis on realism, NFL Head Coach sets you into immersive 3D environments like the office, the practice field, and the stadium, while

letting you make all the decisions. From setting practice schedules to scouting new players and hiring and firing assistant coaches, nothing happens without your say-so.

NFL Head Coach will also feature voice-activated game-play controls that allow you to call plays and communicate with your coordinators up in the booth via headset. During draft day, you can call other teams to set up deals, review scouting reports, and make key selections while watching the draft unfold in real-time on the ESPN NFL Live broadcast. Interview for jobs, build your team, select your staff to start your career as one of the greatest coaches of all time, and earn your place in the hallowed pantheon of the NFL Head Coaches Hall of Legends.—*Bones*

■ **First Look** ■ Developer: EA Tiburon
 ■ Publisher: EA Sports ■ Target release date: April



Top Spin 2

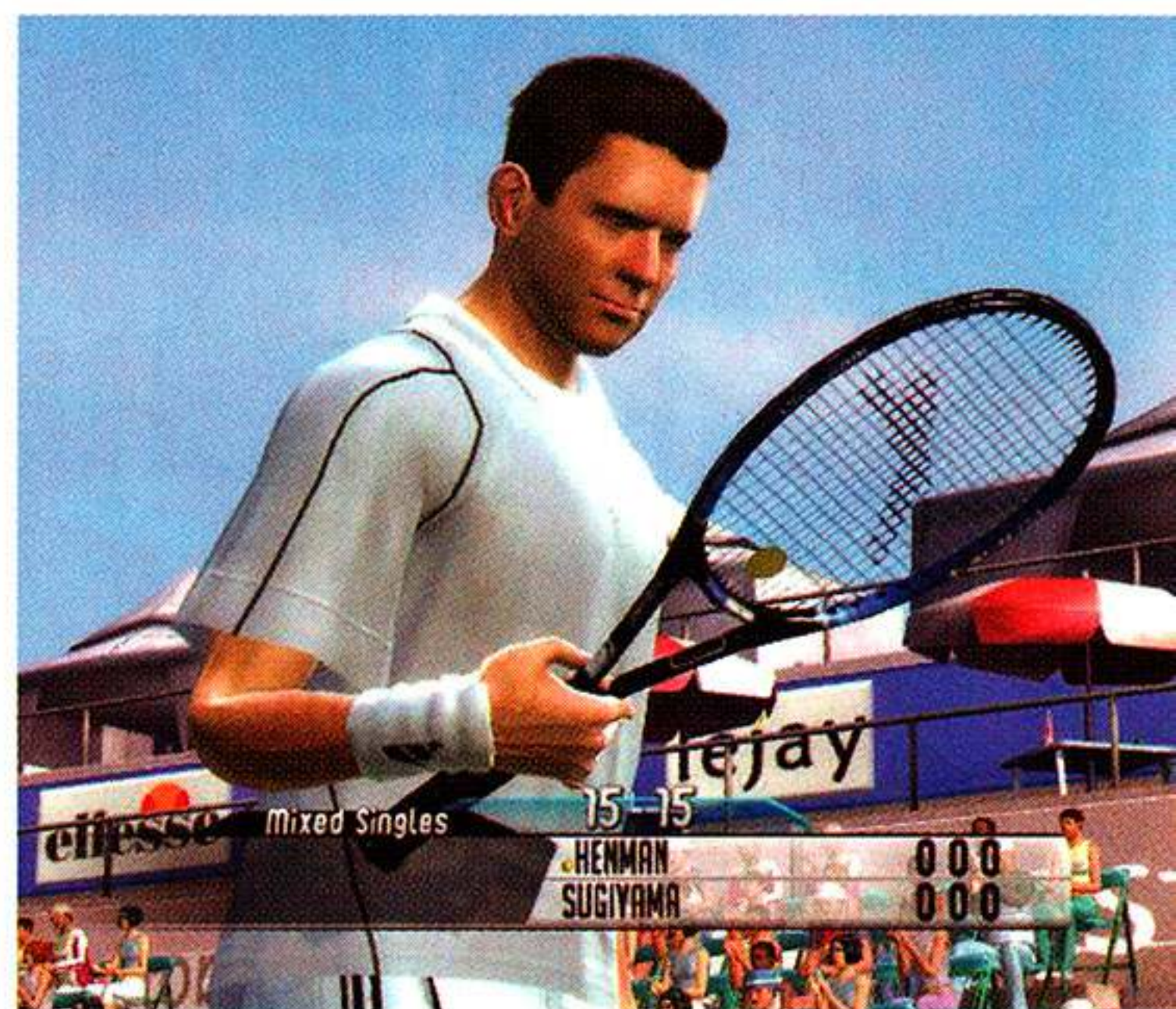
Tennis, anyone?

Xbox 360

Developer Indie Built seems to be adhering to the "bigger is better" mantra in bringing Top Spin 2 to the Xbox 360. This sequel has everything the popular original offered with rich presentation and addictive gameplay, and adds new features and a gorgeous facelift. Though still incomplete, the build we played already looks to be in tip-top shape with stellar graphics, tight control, and a killer character creation mode. The incredible level of detail in the exquisite, high-definition character models is instantly recognizable as a major improvement and helps show off the updated roster of 24 of the world's top pro players (like Andy Roddick, Venus Williams, and Lindsay Davenport). The Digital Identity mode showcases a dizzying array of character customization options to tailor your appearance, and the selection of distinct international courts also offers a pleasant level of environmental variety.

So far, the gameplay is crisp (like its predecessor), and the animation is smooth and fluid throughout. Top Spin 2 also features a host of varying moves and risk shots to keep your opponents guessing, and when things aren't going your way on the court, the right and left bumpers can be used to control your player's attitude and talk trash, pout over bad calls and generally relieve yourself of your encumbering dignity. With Live support for competitive singles and co-op doubles matches, Top Spin 2 is poised to be the top next-gen tennis title when it hits stores this spring.—*Bones*

■ **Hands-On** ■ Developer: Indie Built ■ Publisher: 2K Sports ■ Target release date: April





And 1 Streetball

Welcome to the mean streets.



And 1 Streetball follows in the footsteps of over-the-top action/sports titles like NFL Blitz by combining elements of real sports with heavy doses of arcade silliness. While this fun loving formula may always have its detractors, And 1 Streetball is shaping up to be another enjoyable entry in the extreme/action/quasi-ridiculous sports games category. Unlike other basketball

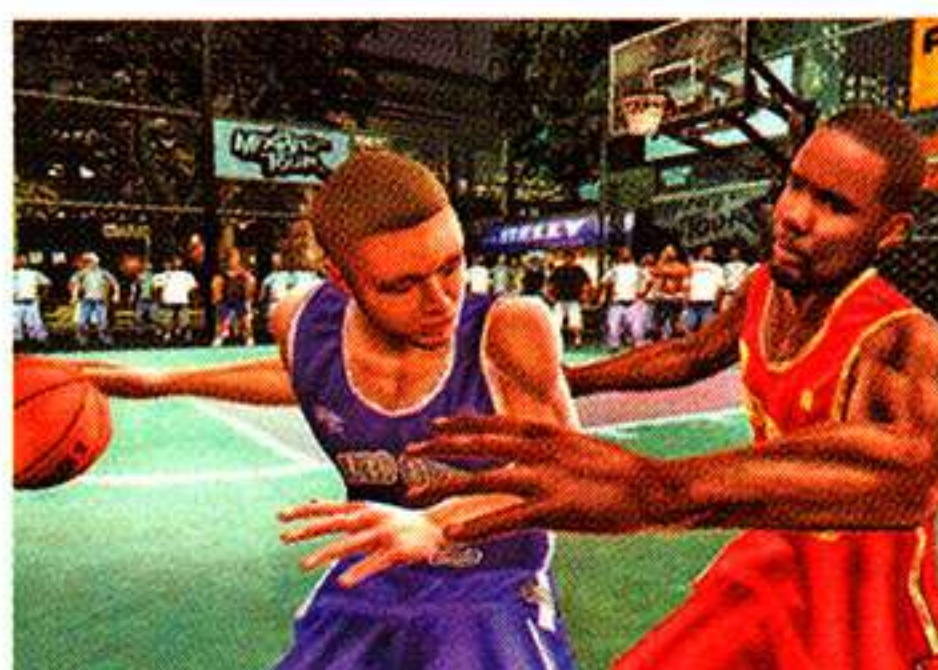
games that focus on NCAA or NBA teams, And 1 instead highlights the sponsored street players from their stable of Harlem Globetrotter-ish touring teams. As with the live And 1 "games," the preview build we played was all about insane stunts, impossible dunks, and clowning your opponents on the court. Normal rules against traveling and double-dribbling don't apply here, and extra points are awarded for spectacularly outrageous plays. That said, the ankle-breaking ball control moves were relatively easy to pull off after just a few minutes of tutorial time, though the general player control needed a little tweaking to overcome some clunky movements.

The game already features tons of distinct special moves and different dunk types, and even includes a cool create-a-move mode that lets you put together your own absurd ball handling style, complete with a flashy, show-boating finish. You can also design your own

cornrow-clad character in the Create-a-Baller mode and even select a trash talking voice for him or hook up your Eye Toy camera to

capture your ugly mug. The unimpressive graphics could use a little work, and the end-to-end camera perspective (though appropriate for half-court games) can make recovering loose balls a tough task. A raptastic soundtrack and a full roster of real And 1-sponsored street players (like the white-kid wonder The Professor) round out the hip-hop-styled presentation. And although unavailable in this build, And 1 Streetball will also offer all the standard competitive online modes when it hits the streets this Spring.—*Baller Bones*

■ **Hands-On** ■ Developer: Black Ops Entertainment
■ Publisher: Ubisoft ■ Target release date: March



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Sora enters the world of Tron in this sequel to the 2002 RPG smash Kingdom Hearts.

Outta the way!



Kingdom Hearts II

Disney and Square are back in action!

PS2

When Disney and Square characters unexpectedly joined forces for the first time in 2002, minds were blown, reactions were uncertain, and predictions wavered, but ultimately, fans were pleased. After all, what could be better than uniting two very distinguished icons in one game? Here's an idea: Releasing a highly anticipated sequel with new characters and features. Here are some hands-on impressions of the Japanese version of Kingdom Hearts II.

Sora the Same, But Not Really

First things first: The thing that stands out the most is the first five hours of the game. It's surprising, confusing, and enticing, and it messes with any KH fan's expectations. Plus, unless you played Chain of Memories, you'll more than likely be confused by the story line and character identification. The feel of the game is also noticeably darker—a surprise considering how Disney-licensed property is usually lighthearted. Speaking of properties, the Disney vaults will get thoroughly raided with characters and stages from *Mulan*, *Tim Burton's The Nightmare Before Christmas*, *Tron*, and *Pirates of the Caribbean*, just to name a few,

and that stable will include Captain Jack Sparrow, who will sport an amazing Johnny Depp likeness.

The Many Forms of Power

In most cases, a sequel means new and tweaked aspects of gameplay and potential new characters and maps, and Kingdom Hearts II is no exception. One notable new feature is called Drives. For instance, Sora's Drive can transform him into different forms, each one wielding a different power. There are also Combos and Abilities Sora can perform for a more efficient and—ultimately—victorious battle.

The camera is also a notable upgrade. It will be freestanding rather than merely panoramic; the right analog stick controls the camera, while the directional pad is used to navigate commands. The FPS-like analog scheme is also a well-appreciated addition. As for in-game features, there is now a Moogles who will fuse collected materials obtained from monsters in order to make rings that boost your stats. So far Kingdom Hearts II looks like a game every fan of the original adventure should anticipate with glee.—Her Misnomer

■ Hands-On ■ Developer and publisher: Square Enix ■ Target release date: March



Do you three know anything about Scar's ghost?



I'm finished with Christmas fantasies. You know that.



but I couldn't see who it was—his face was shrouded...in a black hood.





Slug Shell

11 Hit 82 Damage



PRO TIP: Don't content yourself with just using straight attacks. Character-specific oddities like Natan's Gun Fu can deliver big damage when you need it most.

Shadow Hearts: From the New World

Glass Menagerie: Charming characters steal the spotlight.

PS2



The third Shadow Hearts game spins a new tale without losing the peculiar comedic sensibilities that set the series' storytelling apart.

Cranks, Stooges, and Oddballs

Meet Johnny Garland, a 16-year-old towhead and private detective who, in the course of tracking down a criminal, comes to face shimmering monster portals, a winged ally, and more than a few nutcases. The eccentric characters that populate this location-hopping depression-era saga are easily the most appealing aspect and are almost solely responsible for the bizarre and abrupt shifts in tone and pace. Shadow Hearts alternates at whim between the grim and the nonsensical, and the story comes to feel wonderfully unpredictable as a result.

Unfortunately, the gameplay isn't as invigorating. The weak "puzzles" generally amount to talking to people and acting on objects in some preordained order—it feels more like jumping through an arbitrary sequence of hoops than solving an actual problem. There are cool places to explore, from the Grand Canyon to Roswell, but the time not spent fighting is awkwardly constrained.

One Ring To Rule Them All

Combat fares better, thanks to the returning Judgment Ring mechanic—think of a sports



PRO TIP: Mastering the Judgment Ring is critical. Experiment with the different ring types to find one that suits your reflexes.



PRO TIP: Attacks can send opponents to the ground or into the air, setting them up for a devastating combo follow-up.

game's swing meter—that dominates battle, lending a real-time kink to turn-based encounters. The Stellar Magic system also tries to add complexity and customization options, but it comes to feel underdeveloped, standing in stark contrast to the lively and offbeat narrative. Fighting is still fun, but it's ultimately underwhelming.

From the New World is filled with hilarious moments and memorable characters. Series fans will forgive the rough spots even as newcomers mourn what might've been.—Ouroboros

PS2 GRAPHICS 4.0
SOUND 4.0
CONTROL 4.0

FUN FACTOR 3.5

Developer: Nautilus/Aruze Publisher: XSEED Games
\$39.99 Available March RPG 1 player ESRB: T

QUICK HITS

Dragon Quest VIII: Journey of the Cursed King



PS2 Instantly familiar to veterans of the Japanese RPG genre, Dragon Quest VIII is more of an ultimate refinement of this style of game than it is a groundbreaking redefinition. Yuji Horii (Dragon Quest creator and father of the classic Chrono Trigger) employs all of the timeless RPG clichés into a celebration of the old school story-driven fantasy/opera. —Strafe Maru

PS2 GRAPHICS . . . 4.0
SOUND 4.0
CONTROL . . . 4.0

FUN FACTOR 4.0

Developer: Level 5 Publisher: Square Enix
\$49.99 Available now RPG 1 player ESRB: T

MS Saga: A New Dawn



PS2 RPGs on the PlayStation 2 have gotten flashier and, in many cases, more complicated with labyrinthine upgrade systems and oodles of interweaving lore threads. MS Saga bucks this trend by retreating to a simpler time. If you've got a youngster looking to cut his or her teeth on the role-playing genre, MS Saga will fit the bloodless bill.—Ouroboros

PS2 GRAPHICS . . . 3.0
SOUND 3.0
CONTROL . . . 3.5

FUN FACTOR 3.0

Developer: BEC Publisher: Bandai \$49.99
Available now RPG 1 player ESRB: E10+

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GAMEPRO's BIG LIST

Here's a thumbnail guide to today's hottest games as reviewed by GamePro magazine. For full-length reviews, check out GamePro.com. Games highlighted in yellow represent a GamePro Editors' Choice title.

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
50 Cent: Bulletproof	PS2	VU Games	2.0	M	3/06
Aeon Flux	PS2, Xbox	Majesco	3.5	T	2/06
Age of Empires III	PC	Microsoft	4.0	T	1/06
Amped 3	Xbox 360	2K Sports	3.0	T	2/06
Animal Crossing: Wild World	DS	Nintendo	3.5	E	1/06
Ape Escape 3	PS2	Sony	4.0	E10+	3/06
Arena Football	PS2	EA Sports	2.5	E10+	3/06
Battalion Wars	GameCube	Nintendo	4.0	T	12/05
Battlefield 2: Modern Combat	PS2, Xbox	EA Games	3.5	T	12/05
Black & White II	PC	EA Games	3.5	T	12/05
Blitz: The League	PS2, Xbox	Midway	4.0	M	12/05
Brothers in Arms: Earned in Blood	PS2	Ubisoft	3.5	M	1/06
Castlevania: Curse of Darkness	PS2, Xbox	Konami	4.0	M	12/05
City of Villains	PC	NCsoft	4.0	T	2/06
College Hoops 2K6	PS2, Xbox	2K Sports	4.0	E	3/06
The Con	PSP	Sony	3.5	T	1/06
Crime Life: Gang Wars	Xbox	Konami	1.5	M	3/06
Dance Dance Revolution Extreme 2	PS2	Konami	3.0	E10+	12/05
Devil May Cry 3: Dante's Awakening (Special Edition)	PS2	Capcom	4.5	M	2/06
Donkey Kong Country 3	GBA	Nintendo	3.0	E	12/05
Dragon Ball Z: Budokai Tenkaichi	PS2	Atari	3.0	T	12/05
Dragon Quest VIII: Journey of the Cursed King	PS2	Square Enix	4.0	T	1/06
Dr. Mario and Puzzle League	GBA	Nintendo	3.5	E	1/06
Electroplankton	DS	Nintendo	4.0	E	2/06
Far Cry Instincts	Xbox	Ubisoft	4.0	M	12/05
Fatal Frame III: The Tormented	PS2	Tecmo	4.0	M	1/06
F.E.A.R.	PC	VU Games	5.0	M	1/06
FIFA 06	PS2, Xbox	EA Sports	4.0	E	12/05
FIFA Soccer 06	PSP	EA Sports	4.0	E	1/06
Final Fantasy Advance IV	GBA	Nintendo	4.5	E	3/06
Fire Emblem: Path of Radiance	GameCube	Nintendo	4.0	T	1/06

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
Gauntlet: Seven Sorrows	PS2, Xbox	Midway	3.5	T	3/06
Grandia III	PS2	Square Enix	4.0	T	3/06
Grand Theft Auto: Liberty City Stories	PSP	Rockstar Games	5.0	M	1/06
Guitar Hero	PS2	RedOctane	4.5	T	1/06
Gun	PS2	Activision	3.5	M	1/06
Half-Life 2	Xbox	EA Games	4.5	M	12/05
Harry Potter And the Goblet of Fire	PS2, Xbox, GameCube	EA Games	3.0	E10+	1/06
Infected	PSP	Majesco	3.5	M	2/06
Jak X: Combat Racing	PS2	Sony	3.5	T	12/05
James Bond 007: From Russia with Love	PS2, Xbox, GameCube	EA Games	4.0	T	1/06
Kameo: Elements of Power	Xbox 360	Microsoft	3.0	T	2/06
L.A. Rush	PS2, Xbox	Midway	3.5	T	12/05
The Lord of the Rings Tactics	PSP	EA Games	3.5	T	2/06
Madden NFL 06	PSP	EA Sports	1.5	E	12/05
Madden NFL 06	Xbox 360	EA Sports	4.0	E	2/06
Mario Kart DS	DS	Nintendo	4.5	E	1/06
Mario & Luigi: Partners in Time	DS	Nintendo	4.0	E	1/06
Mario Party 7	GameCube	Nintendo	4.0	E	1/06
The Matrix: Path of Neo	PS2	Atari	4.0	T	1/06
Mega Man X Collection	PS2, GameCube	Capcom	4.0	E	2/06
Metroid Prime Pinball	DS	Nintendo	3.5	E	12/05
The Movies	PC	Activision	4.0	T	1/06
MVP 06 NCAA Baseball	PS2, Xbox	EA Sports	3.5	E	2/06
NBA 06	PS2	SCEA Sports Studio	4.0	E	1/06
NBA 06	PSP	SCEA Sports Studio	4.0	E	1/06
NBA 2K6	PS2, Xbox	2K Sports	4.0	E	12/05



NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
NBA 2K6	Xbox 360	2K Sports	4.0	E	2/06
NBA Live 06	PSP	EA Sports	4.5	E	1/06
NCAA March Madness 06	PS2	EA Sports	4.0	E	12/05
Need for Speed: Most Wanted	PS2	EA Games	4.5	T	1/06
NHL 2K6	Xbox 360	2K Sports	4.0	E10+	2/06
Perfect Dark Zero	Xbox 360	Microsoft	4.0	M	2/06
Peter Jackson's King Kong	Xbox 360	Ubisoft	4.0	T	2/06
Prince of Persia: The Two Thrones	PS2	Ubisoft	4.5	M	2/06
Project Gotham Racing 3	Xbox 360	Microsoft	4.0	E10+	2/06
Quake 4	Xbox 360	Activision	4.0	M	2/06
Quake 4	PC	Activision	4.0	M	12/05
Ratchet: Deadlocked	PS2	Sony	4.5	T	12/05
Resident Evil 4	PS2	Capcom	4.5	M	12/05
Ridge Racer 6	Xbox 360	Namco	3.0	E	2/06
The Rub Rabbits	DS	Sega	4.5	T	3/06
Serious Sam II	Xbox	2K Games	4.0	M	12/05
Shadow of the Colossus	PS2	Sony	4.5	T	12/05
Shadow the Hedgehog	PS2	Sega	2.0	E10+	3/06
Sid Meier's Civilization IV	PC	2K Games	4.5	E10+	2/06
The Sims 2	PS2, Xbox, GameCube	EA Games	4.5	T	12/05
Sly 3: Honor Among Thieves	PS2	Sony	4.5	E10+	12/05
SOCOM 3: U.S. Navy SEALs	PS2	Sony	4.0	M	12/05
SOCOM: U.S. Navy SEALs Fireteam Bravo	PSP	Sony	4.0	M	2/06

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
Sonic Rush	DS	Sega	3.5	E	2/06
Soulcalibur III	PS2	Namco	4.0	T	1/06
SSX On Tour	PS2, Xbox	EA Sports	4.0	E	12/05
Star Wars Battlefront II	PS2, Xbox	LucasArts	4.5	T	12/05
Stubbs the Zombie In Rebel Without a Pulse	Xbox	Aspyr	3.5	M	1/06
Super Mario Strikers	GameCube	Nintendo	5.0	E	1/06
Tales of Legendia	PS2	Namco	3.5	RP	3/06
ToCA Race Driver 3	PS2, Xbox	Codemasters	4.5	E10+	3/06
Tokobot	PSP	Tecmo	4.5	E	2/06
Tony Hawk's American Wasteland	PS2	Activision	4.0	T	12/05
Tony Hawk's American Wasteland	Xbox 360	Activision	4.5	T	12/05
Trapt	PS2	Tecmo	2.5	M	1/06
True Crime: New York City	PS2	Activision	2.5	M	2/06
True Swing Golf	DS	Nintendo	3.5	E	3/06
Ultimate Spider-Man	PS2, Xbox	Activision	4.0	T	12/05
Viewtiful Joe: Double Trouble	DS	Capcom	4.0	E	1/06
Viewtiful Joe: Red Hot Rumble	GameCube	Capcom	3.5	T	1/06
Wallace & Gromit: The Curse of the Were-Rabbit	Xbox	Konami	2.5	E	12/05
The Warriors	PS2, Xbox	Rockstar Games	4.5	M	1/06
World Soccer Winning Eleven 9	PS2	Konami	4.5	E	3/06
WWE SmackDown! Vs. Raw 2006	PS2	THQ	2.5	T	1/06
X-Men Legends II: Rise of Apocalypse	PS2, Xbox	Activision	4.5	T	12/05

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BURNOUT REVENGE

EA and Criterion's action-packed racer crashes onto the Xbox 360. See our full review online.

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Now that you've read the best, check out all the rest. Here's how the "other guys" rated your favorite games

	GamePro	EGM	Game Informer	GameSpot	IGN	Official PlayStation Magazine	Official Xbox Magazine	PlayStation Magazine	Average
50 Cent: Bulletproof (PS2/Xbox) Vivendi Universal Games	2/5	3.33/10	6/10	4.8/10	6.5/10	1.5/5	5/10	4/10	4.6
Aeon Flux (PS2/Xbox) Majesco	3.5/5	N/A	7.25/10	7.2/10	7.8/10	3/5	7/10	6.5/10	7.0
Amped 3 (Xbox 360) 2K Sports	3/5	8/10	8.5/10	7.6/10	6.9/10	N/A	8/10	N/A	7.5
Call of Duty 2 (Xbox 360) Activision	5/5	8.83/10	9.75/10	8.8/10	9/10	N/A	9/10	N/A	9.2
Condemned: Criminal Origins (Xbox 360) Sega	3.5/5	7.17/10	8.75/10	8/10	8.7/10	N/A	8.5/10	N/A	8.0
Dead or Alive 4 (Xbox 360) Tecmo	5/5	N/A	N/A	8.8/10	9/10	N/A	N/A	N/A	9.3
FIFA 06: Road to FIFA World Cup (Xbox 360) EA Sports	3/5	N/A	8.25/10	6/10	6.9/10	N/A	6.5/10	N/A	6.7
Grand Theft Auto: Liberty City Stories (PSP) Rockstar Games	5/5	9.17/10	9.25/10	8.6/10	9/10	4.5/5	N/A	9/10	9.1
Gun (Xbox 360) Activision	4.5/5	N/A	8.75/10	6.4/10	7.9/10	N/A	7.5/10	N/A	7.9
Infected (PSP) Majesco	3.5/5	N/A	8.25/10	7.2/10	7.6/10	4/5	N/A	8.5/10	7.8
Kameo: Elements of Power (Xbox 360) Microsoft	3/5	6.33/10	7.5/10	8.7/10	8.4/10	N/A	8.5/10	N/A	7.6
Madden NFL 06 (Xbox 360) EA Sports	4/5	N/A	N/A	7.4/10	8/10	N/A	N/A	N/A	7.8
Mega Man X Collection (PS2/GameCube) Capcom	4/5	N/A	8/10	7.2/10	7/10	2.5/5	N/A	N/A	7.0
NBA 2K6 (Xbox 360) 2K Sports	4/5	6/10	8.5/10	8.3/10	7.8/10	N/A	8/10	N/A	7.8
NBA Live 06 (Xbox 360) EA Sports	4/5	7.5/10	6.75/10	6.4/10	5.9/10	N/A	7/10	N/A	6.9
Need for Speed: Most Wanted (Xbox 360) EA Games	4.5/5	7.33/10	9/10	8.4/10	8/10	N/A	9/10	N/A	8.5
NHL 2K6 (Xbox 360) 2K Sports	4/5	N/A	8.5/10	7.5/10	7.5/10	N/A	8/10	N/A	7.9
Perfect Dark Zero (Xbox 360) Microsoft	4/5	7.83/10	7/10	9/10	8.4/10	N/A	8/10	N/A	8.3
Peter Jackson's King Kong (Xbox 360) Ubisoft	4/5	N/A	8.5/10	8.2/10	8/10	N/A	9/10	N/A	8.3
Prince of Persia: The Two Thrones (PS2/Xbox) Ubisoft	4.5/5	8.5/10	9.25/10	8.6/10	8.8/10	5/5	9/10	9/10	9.0
Project Gotham Racing 3 (Xbox 360) Microsoft	4/5	9/10	8.5/10	8.8/10	8.8/10	N/A	9/10	N/A	8.7
Quake 4 (Xbox 360) Microsoft	4/5	6.33/10	7.75/10	6.6/10	8.1/10	N/A	7/10	N/A	7.3
Ridge Racer 6 (Xbox 360) Namco	3/5	6.5/10	7.5/10	8.1/10	7/10	N/A	6.5/10	N/A	6.9
SOCOM: U.S. Navy SEALs Fireteam Bravo (PSP) Sony	4/5	7.5/10	7/10	8.7/10	8.3/10	4.5/5	N/A	8/10	8.1
Sonic Rush (DS) Sega	3.5/5	8/10	7/10	8.2/10	9/10	N/A	N/A	N/A	7.8
Soulcalibur III (PS2) Namco	4/5	9/10	9/10	8.2/10	8.5/10	5/5	N/A	10/10	9.0
Tokobot (PSP) Tecmo	4.5/5	5.17/10	8.25/10	8.2/10	7.5/10	N/A	N/A	7/10	7.5
Tony Hawk's American Wasteland (Xbox 360) Activision	4.5/5	N/A	N/A	6.6/10	8.3/10	N/A	7.5/10	N/A	7.9
True Crime: New York City (PS2/Xbox) Activision	2.5/5	5/10	8.75/10	4.3/10	7.8/10	N/A	6.5/10	8/10	6.5

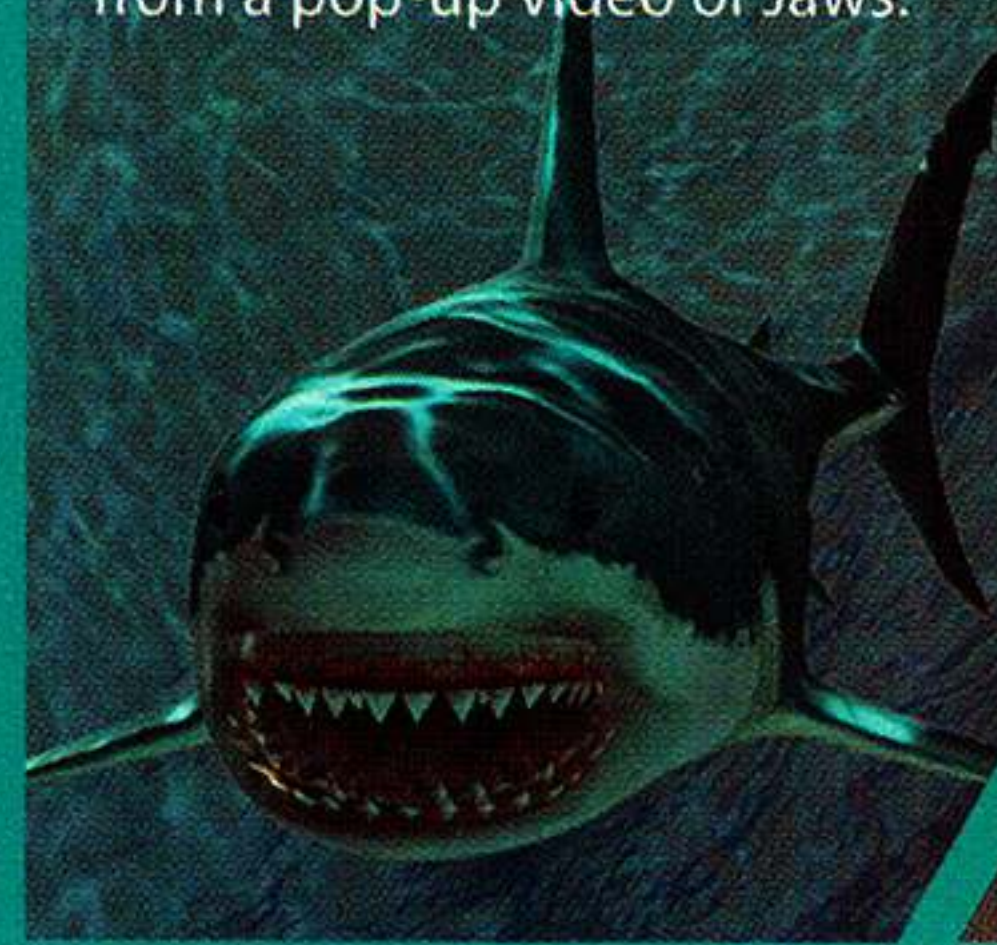
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PlayStation 2



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Submit your hottest **Code Vault** tips! In June's issue, the reader with the winning tip will receive **MX vs. ATV: On the Edge** for the PSP courtesy of THQ.

Runners-up receive a **GamePro T-shirt!**



READER TIP OF THE MONTH

XBOX 360

CALL OF DUTY 2



Unlock All Missions: At the main menu, select Single Player, then select Mission Select, then simultaneously press and hold the Left Bumper and Right Bumper, and then press Left, Left, Right, Right, Y, Y. If you entered the code correctly, the cheat will take effect immediately.

Mick Kenney—Austin, TX

PRINCE OF PERSIA: THE TWO THRONES



During gameplay, pause the game and then enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the cheat will take effect immediately.

Baby Toy Hammer: Press Left, Left, Right, Right, O, □, □, O, Up, Down.

Chainsaw: Press Up, Up, Down, Down, Left, Right, Left, Right, O, □, O, □.

Swordfish: Press Up, Down, Up, Down, Left, Right, Left, Right, O, □, O, □.

Telephone: Press Right, Left, Right, Left, Down, Down, Up, Up, O, □, O, O, □, □.

SUZUKI TT SUPERBIKES



At the Main Menu, press R1, R2, L1, L2, R1, R2, L1, L2 to enter the game's password-input screen and then enter the following passwords to unlock the corresponding cheats. You'll have to repeat the code for each time that you want to enter a new password. A " " designates a blank space.

All Bikes: **ROCKETS**
Collection Books: **COUCH _ POTATO**
Events: **BORN _ FREE**
Helmets: **SKID _ LIDS**



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Leathers: **COLORED _ HIDE**
Red Bull Events: **SUNDAYSUNDAY**
Wheels: **TIRE _ CITY**

TRUE CRIME: NEW YORK CITY

During gameplay, pause the game and then press Right to enter the City Map screen. Simultaneously press and hold L1 and R1, and then enter the following codes to unlock the corresponding cheats. If you entered a code correctly, you'll see a confirming message onscreen.

1 Million Dollars: Press □, □, △, □, △, □.

Double Damage: Press ×, ×, □, ×, ×, ×.

Super Cop: Press △, ×, △, ×, △, △.

Ultra Easy Mode: Press O, □, ×, ×, △, O.

Unlimited Ammo: Press O, □, ×, □, □, △.

Unlimited Endurance: Press O, □, ×, □, ×, O.

Unlock Redman Gone Wild Mini-Game: Press △, ×, ×, O, △, □.

X-MEN LEGENDS II: RISE OF APOCALYPSE

Pause the game, select Team Management, then enter the following codes to unlock the corresponding cheats. If done correctly, the cheat will take effect immediately.

99 XP: Press Up, Down, Up, Down, Left, Up, Left, Right, Start.

All Skills Unlocked: Press Left, Right, Left, Right, Down, Up, Start.

Super Speed: Press Up, Up, Up, Down, Up, Down, Start.

Unlimited Xtreme Tokens: Press Left, Down, Right, Down, Up, Up, Down, Up, Start.

XBOX 360

AMPED 3

At the main menu, select Options, select Cheat Codes, and then enter the following codes to unlock the corresponding cheats. If done correctly, you'll see a confirming message onscreen.

PLAYSTATION 2

CALL OF DUTY 2: BIG RED ONE



Unlock All Missions: At the main menu, select Single Player, then select Chapter Select, then simultaneously press and hold L1 and R1, and then press Up, Up, Down, Down, Left, Left, Right, Right, □, Right, □, Right, □. If you entered the code correctly, the cheat will take effect immediately.

L.A. RUSH



During gameplay and not while the game is paused, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the cheat will take effect immediately.

Disable Police: Press Up, Down, Left, Right, R2, □, Right, R1, Left.

Super Fast Traffic: Press Up, Down, Left, Right, □, Right, O, Left.

Unlimited Nitro: Press Up, Down, Left, Right, □, Up, Down, O, Up.



Awesomeness: Press Right Bumper, Right Bumper, Down, Left, Up, Right Trigger, X, Right Bumper, X, X.

Awesomeness Always On: Press Up, Right Trigger, X, Y, Left Bumper, X, Down, Left Bumper, Right Trigger, Right Bumper.

Build Licenses: Press Left, Right Trigger, Left Bumper, Right Trigger, X, X, Y, Down, Up, X.

Build Objects: Press Left Trigger, Right Trigger, Up, Up, Right Bumper, Left, Right, X, Y, Left Bumper.

Challenges: Press Right, Left Bumper, Left Trigger, X, Left, Right Bumper, Right Trigger, Y, Left Trigger, X.

Configs: Press Down, X, Right, Left Bumper, Right, Right Bumper, X, Right Trigger, Left Trigger, Y.

Gear: Press Y, Down, Up, Left, Right, Left Bumper, Right, Right Trigger, Right Trigger, Right Bumper.

Levels Unlocked: Press X, Y, Up, Left, Left Bumper, Left Bumper, Right Trigger, X, Y, Left Trigger.

Loud Speakers: Press Y, Right Trigger, Right Trigger, Left Bumper, Down, Down, Left, Left, Right, Left Bumper.

Low Gravity Boarder: Press Right Trigger, Down, Down, Up, X, Left Bumper, Y, Right Trigger, Y, Down.

Music: Press Up, Left, Right Trigger, Right Bumper, Right Trigger, Up, Down, Left, Y, Left Trigger.

No A.I.: Press X, X, Left Bumper, Down, Right, Right, Up, Y, Y, Left Trigger.

Sleds: Press Right Trigger, X, Left Trigger, Down, Right, Left, Left Trigger, Right Trigger, Y, X.

Super Spins: Press X, X, X, X, Y, Y, Y, X.

Tricks: Press Left Bumper, Right Trigger, Y, Up, Down, X, Left Trigger, Left, Right Bumper, Right Trigger.

QUAKE 4

All Weapons, Full Health, and Full Armor:

During gameplay and not while the game is paused, press Back to enter the objectives menu and then press Up, Up, Down, Down, Left, Right, Left, Right, B, A extremely fast. If you entered to code correctly and quickly enough, the cheat will take effect immediately.

XBOX

LAND OF THE DEAD: ROAD TO FIDDLER'S GREEN

During gameplay and not while the game is paused, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the cheat will take effect immediately.

All Weapons: Press Up, Down, Left, Right, A, B.

God Mode: Press Up, Down, Left, Right, Up, Down, Left, Right.

Kill All Enemies Onscreen: Press A, B, Y, X, A, B, Y, X.

Kung Fu Fists: Press Right, Down, Left, A.

Minigun: Press Up, Up, Down, Down, A, B, A, B.

PETER JACKSON'S KING KONG

You can enter the following codes at either the main menu or the pause menu during gameplay. Simultaneously press and hold L and R, and then press Down, X, Up, Y, Down, Down, Up, Up to unlock the Cheat menu. Select Cheat and then enter the following passwords to unlock the corresponding cheats. If you entered the password correctly, the cheat will take effect immediately.

Passwords are case-sensitive, and a "_" designates a blank space.

999 Ammo:	KK_999_mun
All Extras:	KKmuseum
All Levels Unlocked:	KKst0ry
God Mode:	8wonder
Machine Gun:	KKcapone
One-Hit Kills:	GrosBras
Revolver:	KKtgun
Sniper Rifle:	KKsnlper
Unlimited Spears:	lance_inf

MULTIPLATFORM



MADDEN NFL 06

Card Passwords: At the main menu, select My Madden and then select Madden Cards. At the Madden Cards menu, select the Madden Codes option. Enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you'll see a confirming message onscreen.

Passwords are case-sensitive.

Alge Crumpler:	8X2Y9G
Al Wilson:	7K5C8V
Anquan Boldin:	7T3V5K
Anthony McFarland:	7S4C4D
Ashley Lelie:	7J8F4J
Bertrand Berry:	7U4M9B
Brian Simmons:	7D5W8J
Brian Urlacher:	6Y5Z6H
Carson Palmer:	7C6U4H
Chad Johnson:	7D1B2H
Champ Bailey:	7L8C2W
Derrick Brooks:	7Q6X4L
D.J. Williams:	7O1J3F
Eric Moulds:	7F5B2Y
Jake Plummer:	7J3Y7F
John Lynch:	1A2D9F
J.P. Losman:	7D8S6J
LaDainian Tomlinson:	7U6B3L
Larry Fitzgerald:	7T6B5N
Lawyer Milloy:	7H9E8L
Lee Suggs:	7P5G3N
Michael Clayton:	7T1G2Y
Olin Kreutz:	6Z9X5Y
Rex Grossman:	6W5J6Z
Ronde Barber:	7R7V2E
Rudi Johnson:	7D1X8K
Simeon Rice:	7Q6F4G
Takeo Spikes:	7H3B2Y
Thomas Jones:	6X7W2O
Tommie Harris:	7A7Z2G
Willis McGahee:	7E3G7Y

PSP



PINBALL HALL OF FAME

At the main menu, select Free Play to enter the password-input screen and then enter the following passwords to unlock the corresponding cheats. If you entered the password correctly, the cheat will take effect immediately.

Love Machine:	HOT
Playboy Table:	HEF
Tee'd Off:	PGA
Xolten:	BIG



FULL SPECTRUM WARRIOR TEN HAMMERS

SWEEPSTAKES

GRAND PRIZE

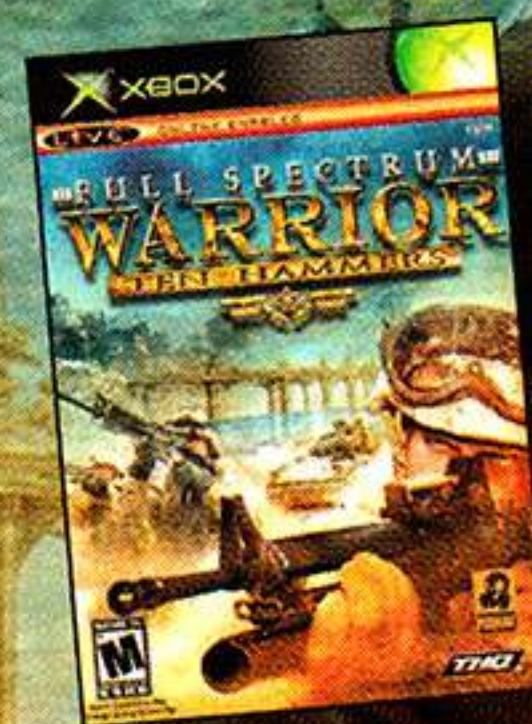
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- ☆ Poster signed by the Pandemic Dev Team
- ☆ GamePro subscription
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- ☆ Official BradyGames Strategy Guide

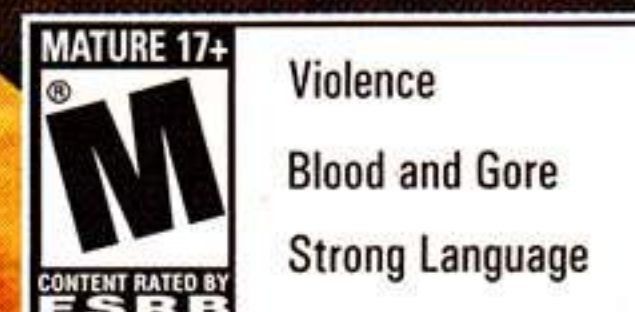
RUNNER-UP

{4 winners}

- ☆ Copy of Full Spectrum Warrior:™ Ten Hammers game
- ☆ Official BradyGames Strategy Guide



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GAMEPRO

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The Electronic Entertainment Expo is coming, and we'll take an early look at some show-floor prospects.

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Another animated TV sitcom becomes a video game, and we've got the inside scoop!

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Ten Hammers PS2, Xbox
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CMT Presents Karaoke
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WARSHIP GUNNER 2

MARCH 2006



PlayStation 2

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CHARTBUSTERS

Number crunching was never our strong suit, but then that's why we partnered with the most reputable data company around. The NPD Group provides us with innumerable video-game tidbits, giving you insight into the trends of the gaming industry.

Best-Selling Xbox 360 Titles

1. Call of Duty 2 (Activision)
2. Madden NFL 06 (EA Sports)
3. Perfect Dark Zero (Microsoft)
4. Need for Speed: Most Wanted (EA Games)
5. Project Gotham Racing 3 (Microsoft)
6. Peter Jackson's King Kong (Ubisoft)
7. Condemned: Criminal Origins (Ubisoft)
8. Quake 4 (Activision)
9. Kameo: Elements of Power (Microsoft)
10. NBA 2K6 (2K Sports)

Source: The NPD Group/NPD Funworld/Point-of-Sale

Top 10 Best-Selling Console Video-Game Titles December 2005

TITLE	PLATFORM	LAST MONTH
1. Madden NFL 06 EA Sports	PS2	4 ▲
2. Star Wars: Battlefront II LucasArts	PS2	2
3. Need for Speed: Most Wanted EA Games	PS2	NEW
4. WWE: SmackDown! vs. Raw 2006 THQ	PS2	6 ▲
5. Call of Duty 2: Big Red One Activision	PS2	11 ▲
6. Mario Kart DS Nintendo	DS	5 ▼
7. Tony Hawk's American Wasteland Activision	PS2	9 ▲
8. Peter Jackson's King Kong Ubisoft	PS2	NEW
9. Grand Theft Auto: Liberty City Stories Rockstar Games	PSP	7 ▼
10. 50 Cent: Bulletproof THQ	PS2	12 ▲

Source: The NPD Group/NPD Funworld/Point of Sale

Madden NFL 06



Madness: Madden reclaimed the top spot during this high-sales month. When you're the only player in the game, all you have to compete with yourself. So even though EA locked up the NFL license for video games this season and beyond, the Madden football franchise isn't just standing on the sidelines. Developer EA Tiburon opened up the hood of its game engine to significantly modify gameplay and even career mode. Rookies will have to pay their dues, but veterans get treated to a brand-new challenge. And if you're somewhere in between you should just enjoy the game.

3



Need for Speed has its game down to a science at this point. The graphics include a mild form of damage modeling, the audio is above average, and car handling is a perfect mix of realism and arcade twitch. The best elements of Underground 2 are back with mild adjustments ranging from the interface to pimping options to crash physics.

8



Even with a list of gaming grievances, Peter Jackson's King Kong is still an excellent way to burn away a few hours while swinging through the secret jungles of death and the streets of Manhattan. Flawed though it may be, the chance to fight as a giant ape is something gamers have dreamed of since the 2D days of Rampage.

Top 10 Handheld Titles

1. Mario Kart DS (DS)
2. Grand Theft Auto: Liberty City Stories (PSP)
3. Madden NFL 06 (PSP)
4. Mario & Luigi: Partners in Time (DS)
5. Animal Crossing: Wild World (DS)
6. Nintendogs: Dachshund & Friends (DS)
7. SOCOM: U.S. Navy SEALs (PSP)
8. Need for Speed: Most Wanted (PSP)
9. Star Wars: Battlefront II (PSP)
10. Nintendogs: Labrador & Friends (DS)

Source: The NPD Group/NPD Funworld/Point-of-Sale



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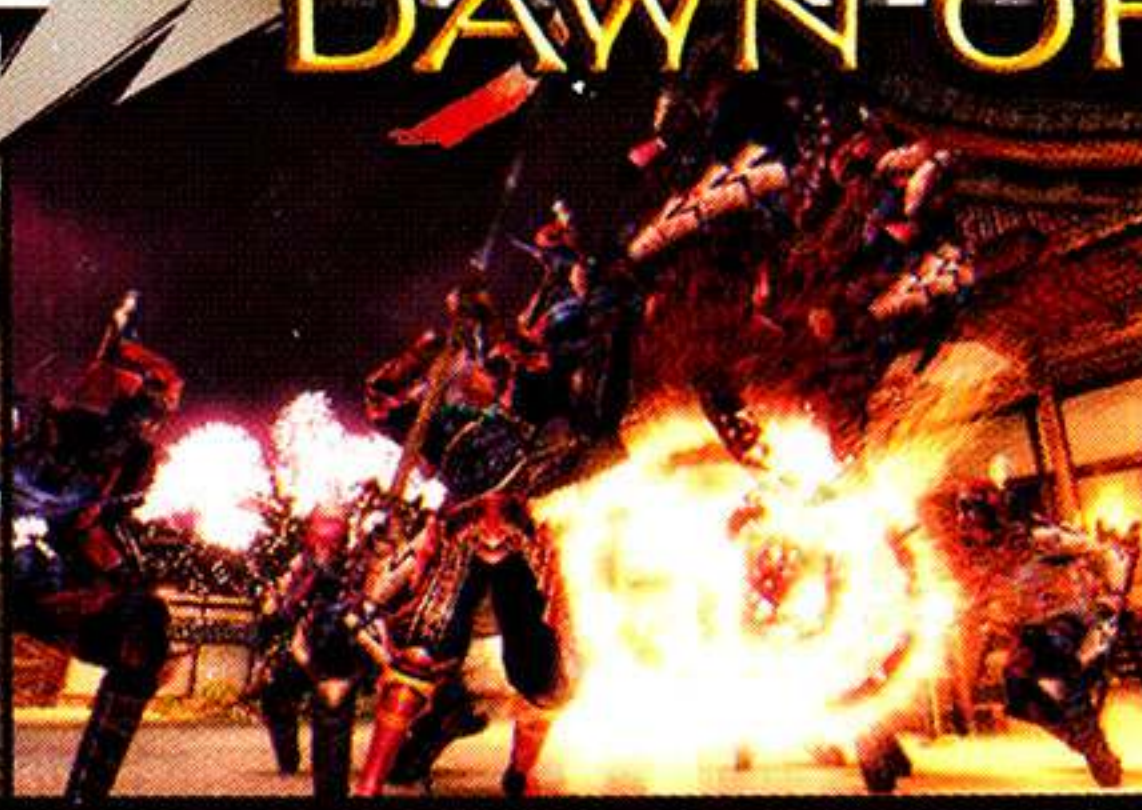


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