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15TH ANNIVERSARY SPECIAL

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EXCLUSIVE! HANDS ON: MEGA MAN X7

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1 OF 2

DESIGNER SECRETS

CONTEST!
MAGIC PENGEL
THE QUEST FOR COLOR
PG 104

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PRIMAL

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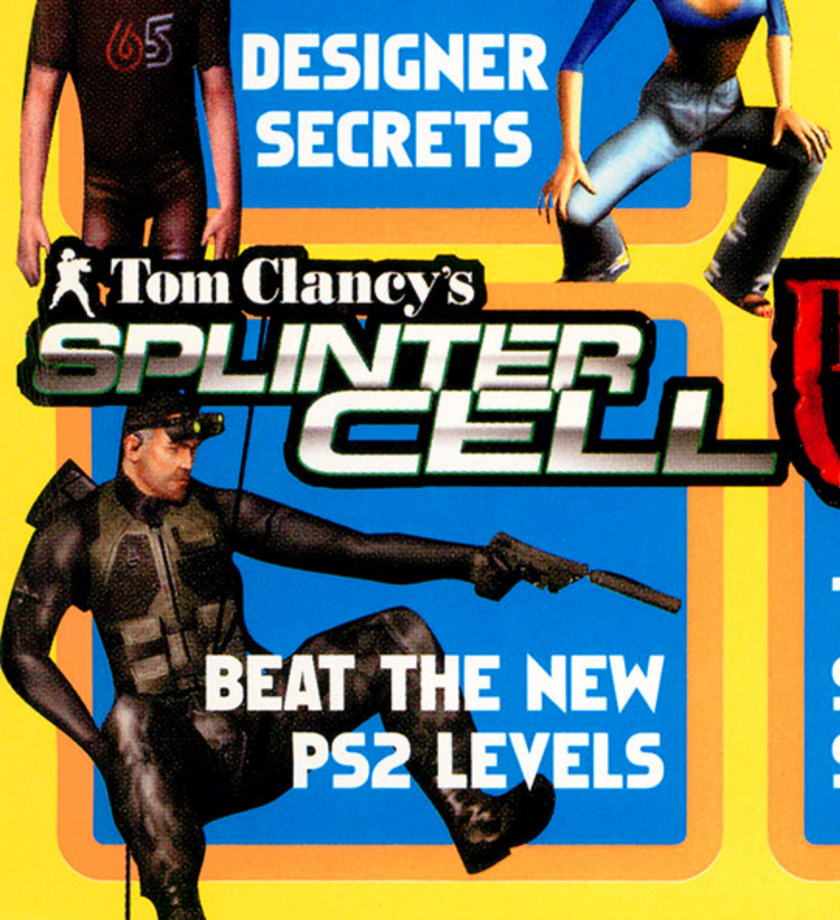
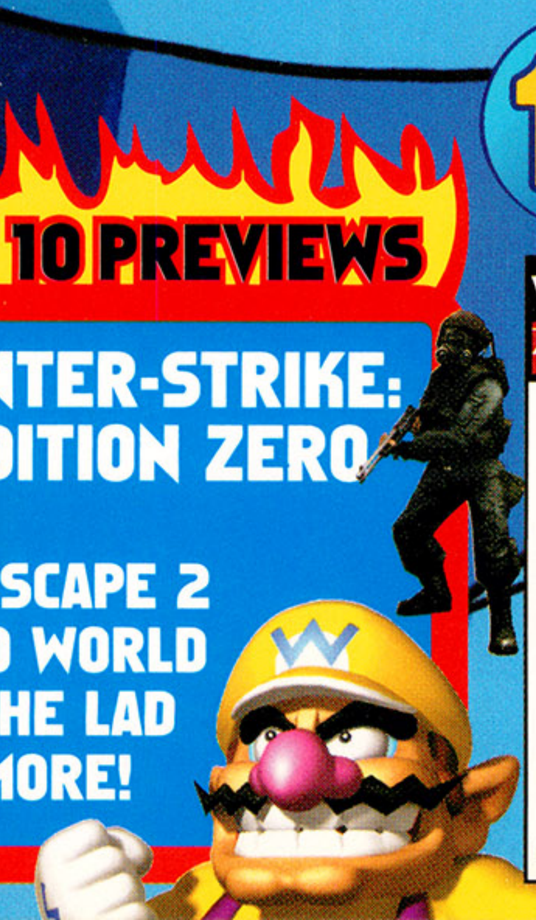




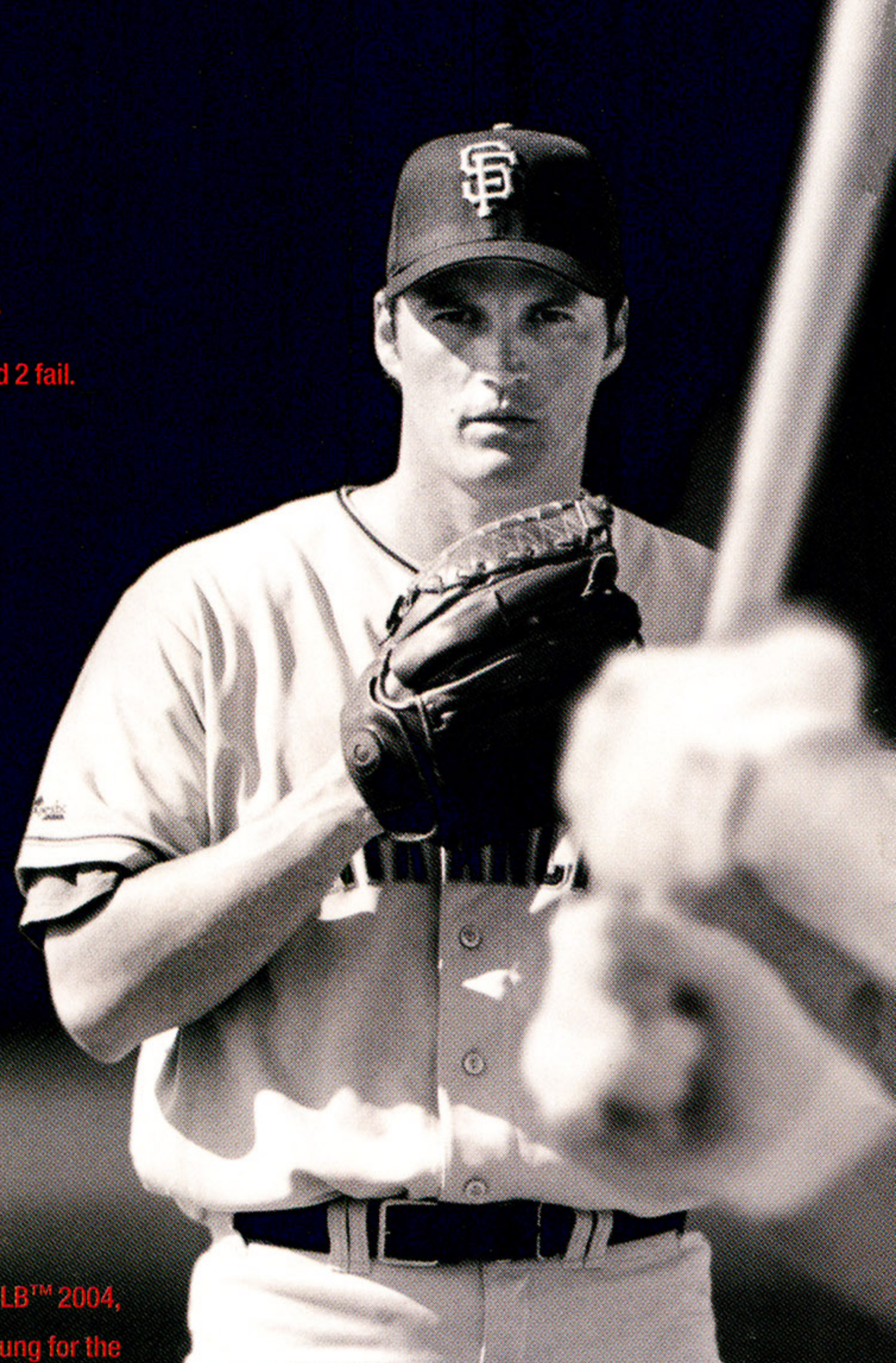
15th MEGAMAN ANNIVERSARY

VOL. 3 #20
ZIFF DAVIS MEDIA
June 2003
$4.99/$6.99 Canada
WWW.GAMENOWMAG.COM
Display Until June 16

1. Must remember to throw slider on 0-2 count.

2. Must remember to keep slider out of strike zone.

3. Must remember to get real estate license if 1 and 2 fail.



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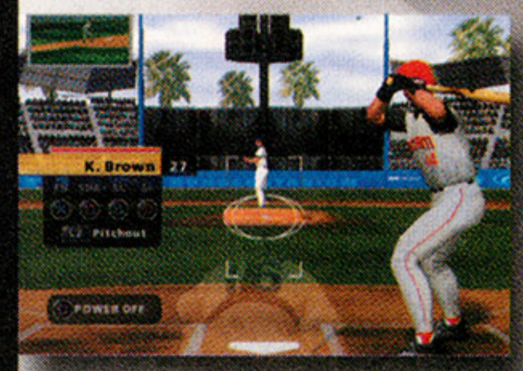
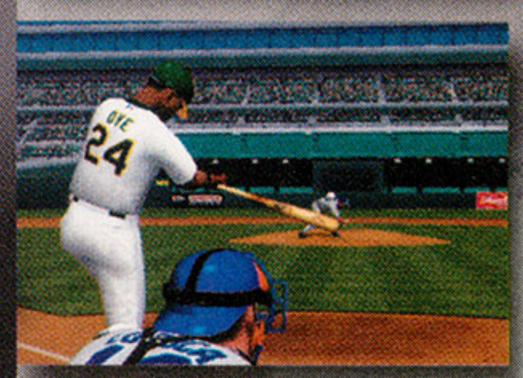
PlayStation®2

MLB 2004





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EVERYONE
E
CONTENT RATED BY ESRB

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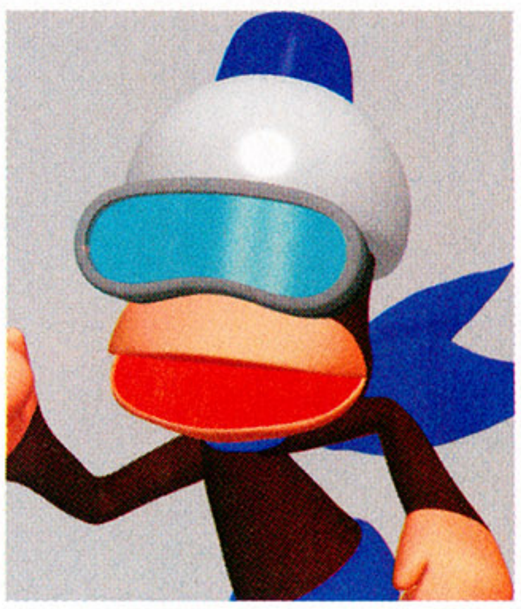
A New Class of Monkey

Pink Monkey
Most Likely to Be a Pop Star

El Toro
Most Likely to Grab the Bull by the Horns

Harley Q. Win
Most Likely to Annoy the King



Billy
Most Likely to Get a Speeding Ticket

Monko Polo
Most Likely to Find a Legendary Banana

Natalie
Most Likely to Lose Her Wits

Marshall
Most Likely to Punch the Ref

Larry
Most Likely to Step in Monkey Poo

Mr. White
Most Likely to Be an Evil Scientist

Balboa
Most Likely to Live in a Meat Locker

Norman
Most Likely to Drive a Humvee

Specter
Most Likely to Take Over the World

EVERYONE
E
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Comic Mischief
Mild Violence

Ubi Soft
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Catching Madness

Leo

Most Likely to Catch a Fever

Stephenson

Most Likely to Walk the Plank

Jimmy

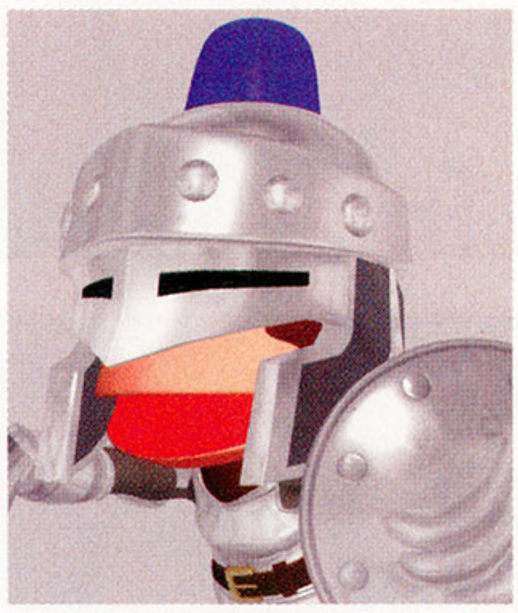
Most Likely to Save the World

George

Most Likely to Be Inquisitive

Buzz

Most Likely to Be Lost in Space



Arthur

Most Likely to Get Pierced

Parka

Most Likely to Chill

Punto

Most Likely to Sink the Gondola

Cleo

Most Likely to Walk Like an Egyptian

Yellow Monkey

Most Likely to Be a Pro Wrestler

Libby

Most Likely to Swim to Ellis Island

Spud

Most Likely to Be a Hypnotist

300 monkeys. They're smarter. They're zanier.
And they're trying to take over the world.

PlayStation®2

APE ESCAPE™ 2

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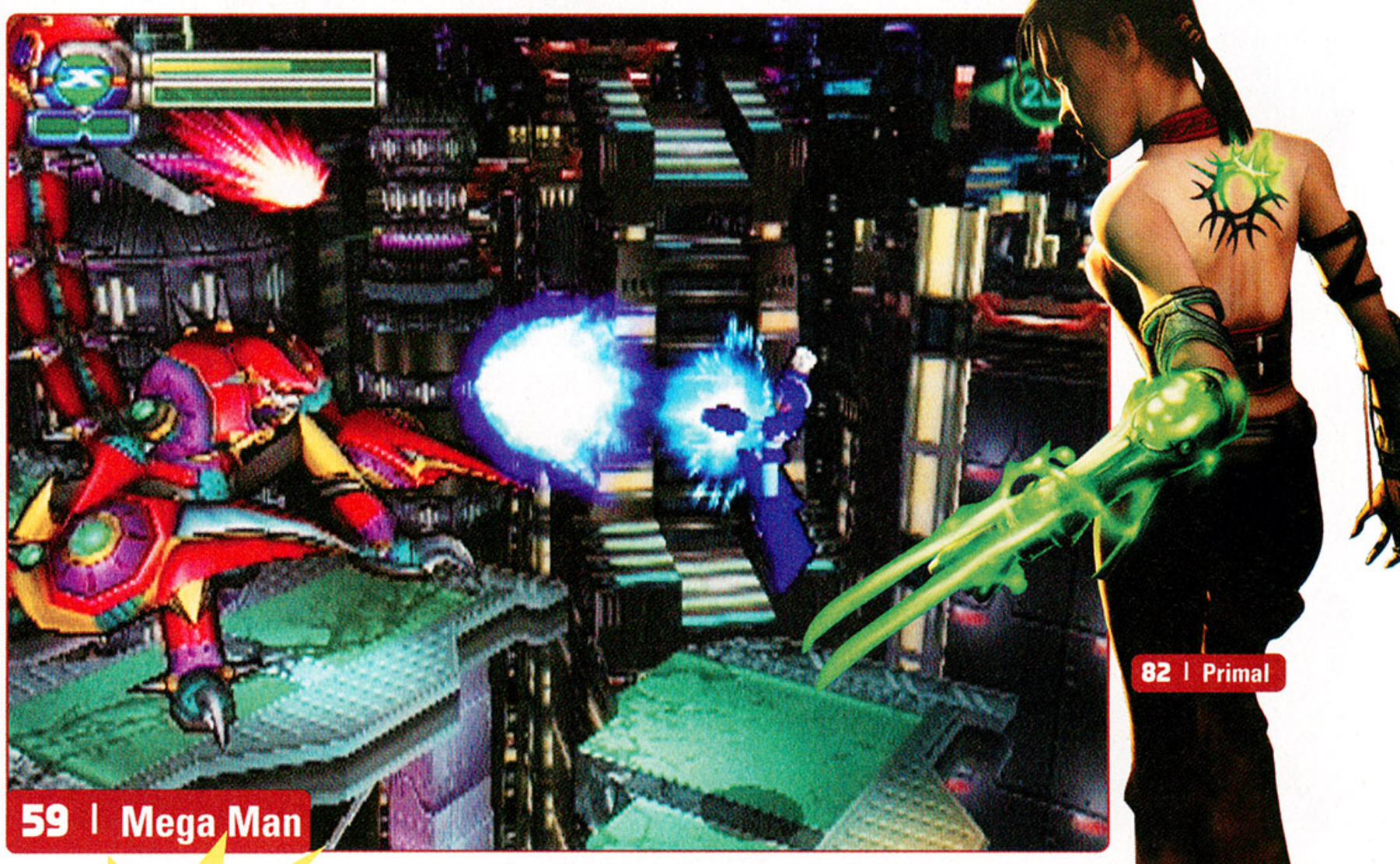
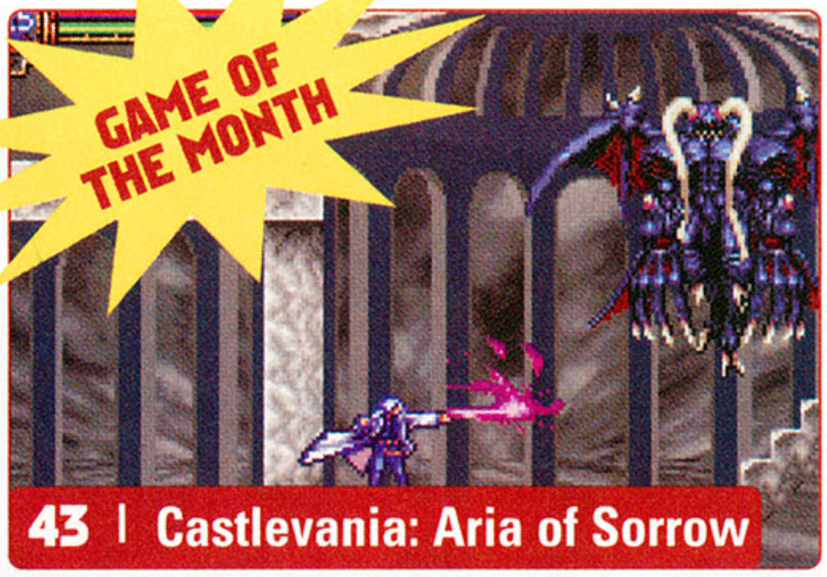
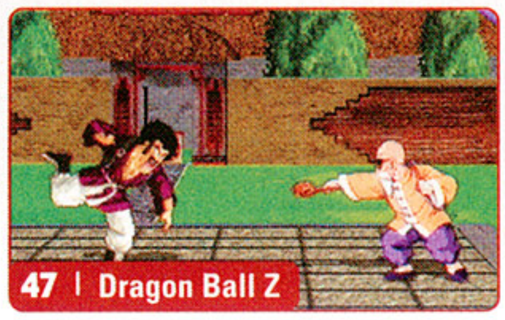


GAME OF THE MONTH





CONTEST! DETAILS PG 104

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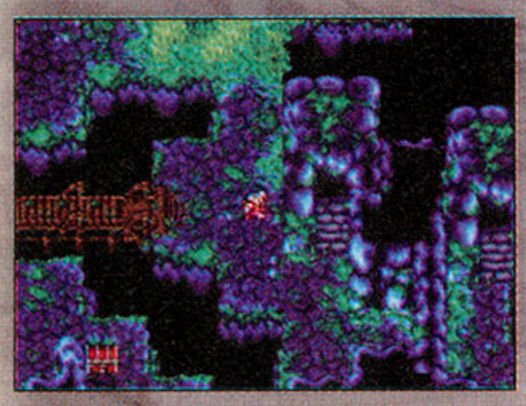

TEEN
T
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Violence

PlayStation®

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EDITOR'S NOTE

My Pokémon is staggeringly tired

The simplest explanation I've ever heard of enlightenment: You're in a dark room and you can't see a thing. Then the light comes on. Same room, but now you can see everything.

Obvious? Apparently not to Nintendo, which took its sweet time releasing a lighted GBA. But it's finally here. The GBA SP will change gaming, I tells ya. Calling it a handheld seems too degrading. As far as I'm concerned, the SP is a legit, full-fledged, bona fide platform right up there with PS2, Xbox, and GameCube.

If I seem a little taken with the SP, well, I am. And I'll also admit to a recent obsession with *Pokémon Ruby*. Go Muddy!

E3! E3!

As you read this, the *GameNOW* posse is probably in L.A. attending the annual Electronic Entertainment Expo (E3) trade show. At least, they'd better be—we don't know about Phil. He might still be "getting his car fixed."

Check out the August issue for our Big Games of Fall cover feature, where we'll highlight the hottest titles for the holidays.

ANOTHER CONTEST?!

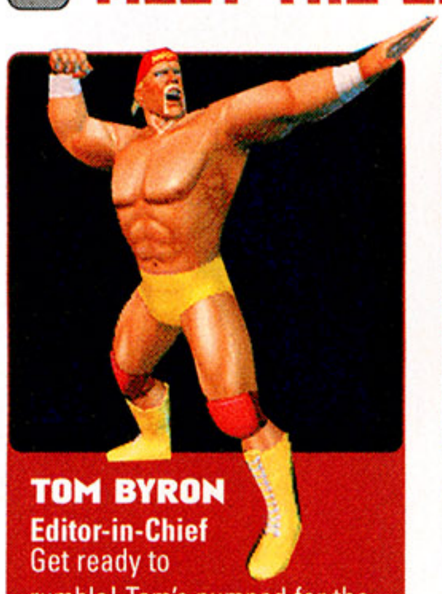
We're still reeling from the billion gajillion entries we received for the Find Sushi-X contest. We were so blown away, we're making sure there's a contest in every issue.

What's the challenge this month? Take a look at page 104. It has to do with *Magic Pengel* (previously known as *Color Quest*), which you all saw in last month's Gallery (who could forget Poo?). Good luck!

—Tom

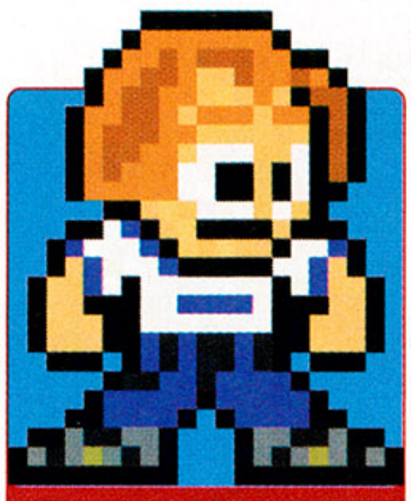
P.S. A Happy Birthday shout-out to Mega Man! Phil made ya a nice gift: 15 pages of coverage for 15 years of existence (awww). Did you notice there are two different *GameNOW* covers this month? It's you, M-ster: old school and new school. Megatastic is what I say.

MEET THE EDITORS



TOM BYRON
Editor-in-Chief
Get ready to rumble! Tom's pumped for the big July cover story. He's a Hulkamaniac from way back. Go Hulkster!

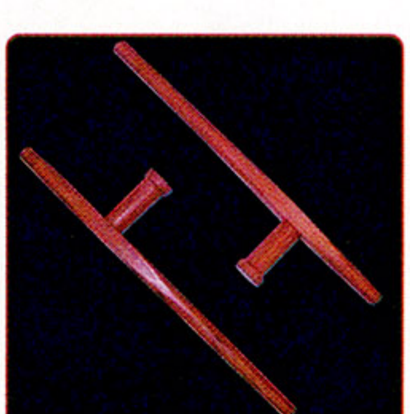
CARRIE SHEPHERD
Managing Editor
Upset at Sushi-X's diminishing productivity, Carrie went on a rampage this month. Was Sushi-X among her victims? Tune in next month to see if he makes a return to *GameNOW*—or not.



PHIL THEOBALD
Reviews Editor
Phil has finally accomplished his ultimate videogame journalism goal—he's written a big ol' article about his favorite series, Mega Man. We have noticed, however, that he seems a bit too into the games lately....

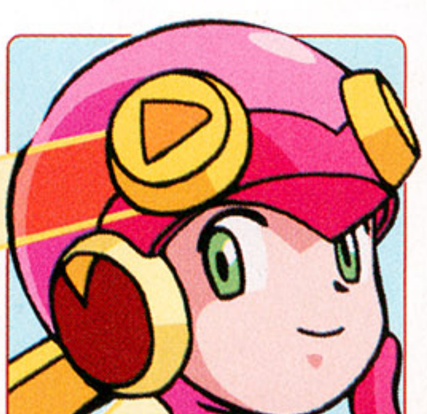
ETHAN EINHORN
Previews Editor
As of writing this bio, Ethan has officially become a PC gamer. Hearing Andrew and Miguel talk up *Anarchy Online* and *Doom III* was what got him to take the plunge. Oh, yeah...he's loving *Soul Calibur II*, too.

SUSHI-X
Editor
We haven't seen Sushi-X since he was spotted in photos in our Japan feature last month. He's sent us a couple of reviews, but where the heck is he? He's acting like a shadow, disappearing like that. Can you help us find him?



MIGUEL LOPEZ
Strategy Editor
Miguel is going nuts. *Soul Calibur II* has entered his life, and besides disrupting his work schedule, it's giving him violent urges toward his coworkers during the infrequent instances when they actually beat him.

ANDREW BURWELL
Senior Art Director
After returning from Activision to see *Call of Duty*, a new WWII game by ex–*Medal of Honor* team members, Andrew was found gripped with fear and mumbling something about Germans while he dug a foxhole in his cubicle.



NICOLE TANNER
Associate Art Director
Nicole had mega fun designing the *Mega Man* feature, even though Phil was mega picky about it. Oops. She's starting to sound like that mega lame *Mega Man* cartoon. OK. She'll stop now.

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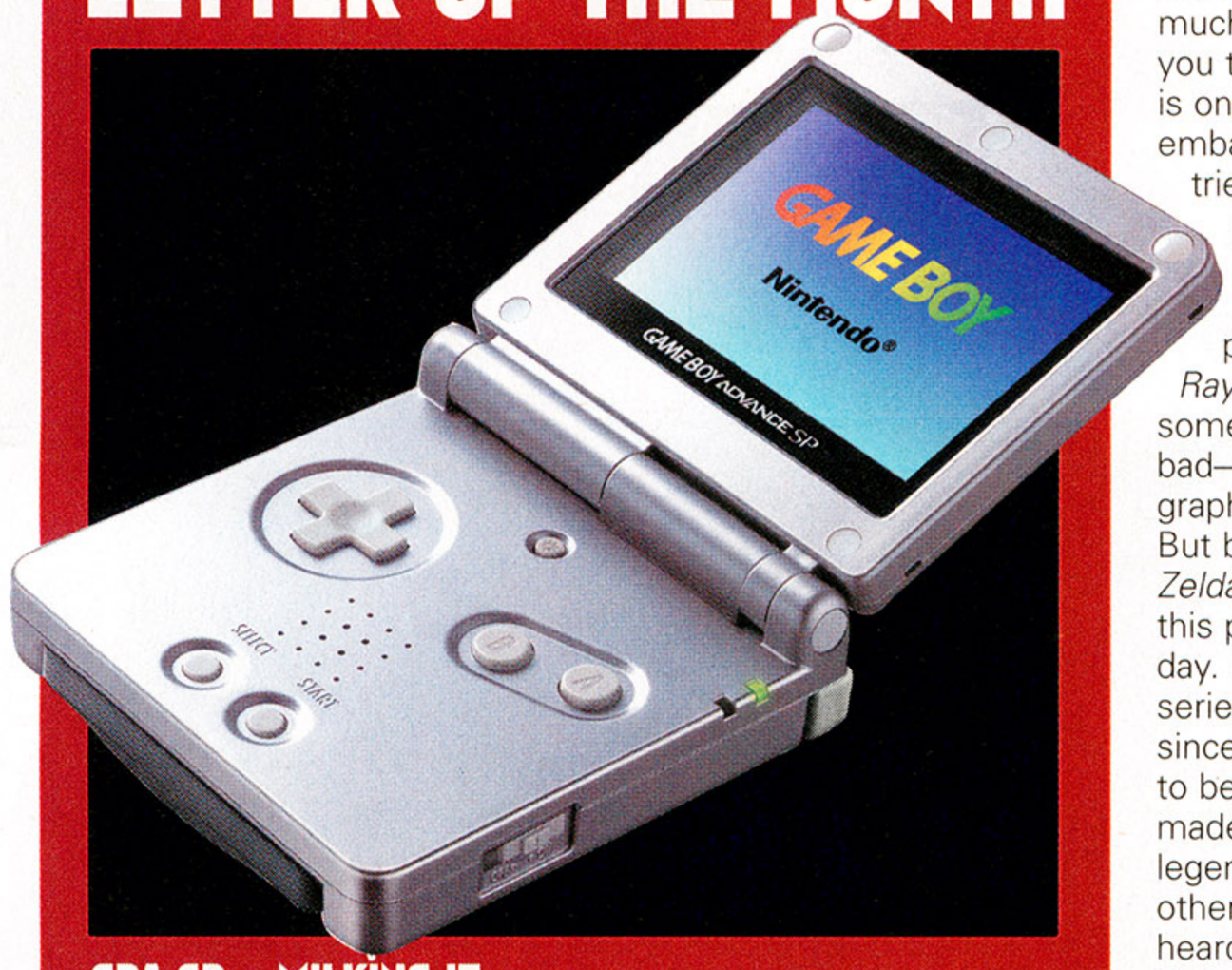
RANTS & RAVES

Lonely editors seek validation. We love mail!

GAMENOW

LETTER OF THE MONTH



GBA SP = MILKING IT

The release of the new Game Boy Advance SP is nothing more than a slap in the face of any loyal Nintendo customer. Nintendo released a product that was great. Game Boy Advance is a handheld version of its now defunct Super Nintendo Entertainment System. The only problem with this system was that you could rarely see what you were playing. This was the No. 1 complaint/concern/issue with GBA. Sure it's mobile, but try playing it where there is less than ample lighting. How does Nintendo answer this issue? It comes out with a "new system." There is practically nothing new about it. It plays the same games as the original GBA system did, only now you can see them. And what does this "improvement" cost? An additional $100-plus to be able to see the games you have already bought.

In most other industries, the lack of lighting would be addressed as a defect, and a recall would have been implemented, ensuring that the customer has purchased a quality item from a company that believes that its products should meet the customers' expectations. Nintendo simply sees this as a way to make another buck. I, for one, will never own any other item with the Nintendo stamp on it, and I would encourage anyone who feels cheated by this company to do the same.

Mike Stoll
Lexington, KY

Wow, bitter much? We agree that Nintendo should have shipped a lighted handheld earlier, but the company was probably trying to keep GBA costs down so more people would be able to afford it. Most of us at *GameNOW* are all about the SP (sometimes jokingly referred to as the "Second Purchase") despite its lack of hardware advances. It's just cool, and we have to have it!!!

YOU TELL US

What do you think of GBA SP? Cool or rip-off? Write us at Game_Now@ziffdavis.com.

ZELDA DISAPPOINTS

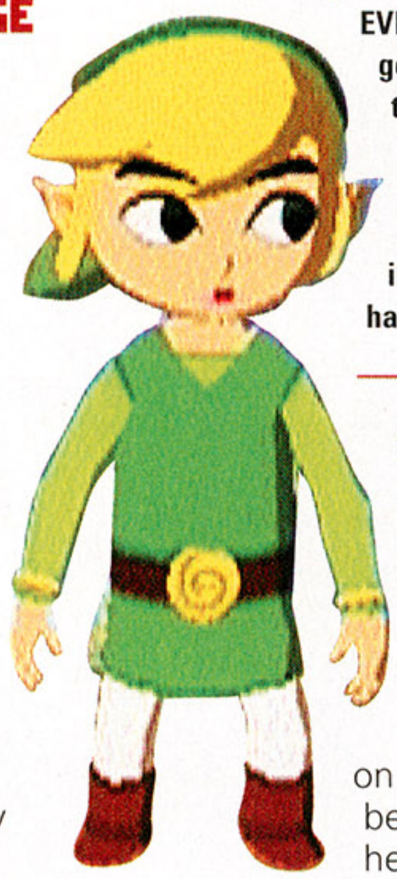
I can't believe you guys actually gave *Zelda: The Wind Waker* an A+. How much did Nintendo pay you to say that? This title is one of *Zelda*'s most embarrassing moments. I tried to force myself to like this game by believing all the good stuff you guys said about it, but when I play, it's like playing a *Rayman* imitation or something. This game is just bad—even if you look past the graphics, it's just plain boring. But because I am a hardcore *Zelda* fan, I force myself to play this piece of software every day. I really think the *Zelda* series has been going downhill since *Ocarina of Time*. It's hard to believe that the same person made these two games, one a legend (*Ocarina of Time*), the other a disgrace (to be polite). I heard there's another *Zelda* in the works. Let's hope it's not another mistake.

P.S. Your mag is the best, period—even without the uck!ngf demo.

Name withheld
ShdX3@aol.com

Sorry you don't like the game, ShdX3. Maybe you're just getting older and out of tune with what Nintendo delivers, since most other people seem to like it. These things happen as you age…don't be ashamed. By the way, are you wearing Depends yet?

ZELDA SHORTAGE



I recently preordered *The Legend of Zelda: The Wind Waker*. But on March 26, when I went to my local Zellers, the place where I had preordered it, they informed me that Nintendo of Canada had shipped them only six copies, when they had clearly asked for 18. Later, I thought, why the heck wouldn't they give the initial six copies that they did receive to the first six people to preorder it? Also, I thought, to heck with this, I'll just go buy it at a different store, and tomorrow I'll go back to Zellers and get my money for the preorder back. So I phoned up a couple of stores, and everyone I called informed me that they had either been shipped just enough for their preordering customers, or that they, like Zellers, hadn't even been shipped enough for the people who had preordered it. So, to end this e-mail, I would like to ask you, the good people at *GameNOW* (whom I can trust to give me the magazine that I subscribe to every month), do you know what's going on at Nintendo of Canada that makes it so it can't ship enough copies of *The Legend of Zelda: The Wind Waker* to the stores that they supply with Nintendo's great games?

P.S. YOUR MAG ROCKS!!!!!!!!

Henry Tye Glazebrook
Saskatoon, Saskatchewan, Canada

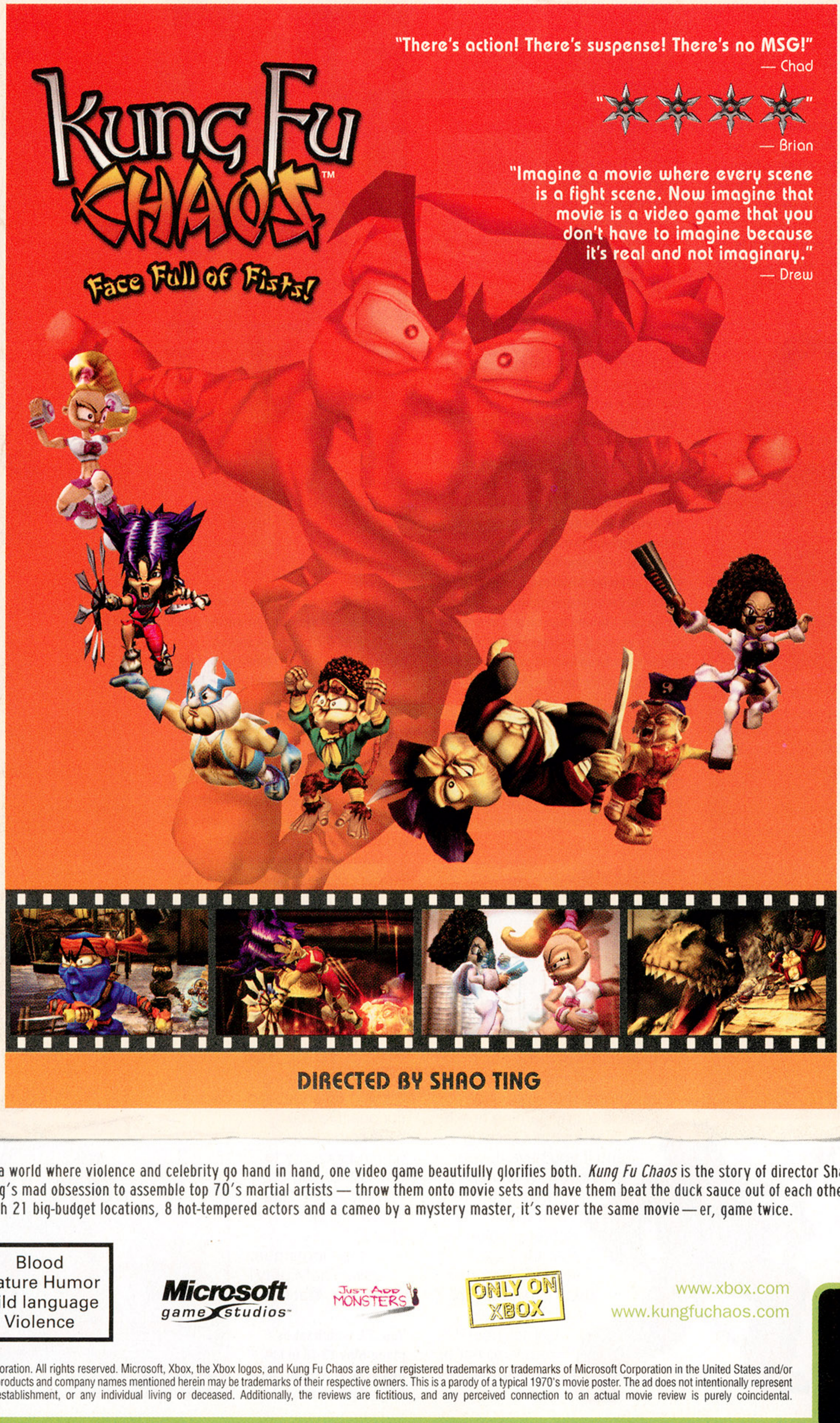
Where's Canada?

Hah! Just kiddin', eh. Alas, Nintendo of Canada was shorted copies because ingrates like ShdX3, WHO DON'T EVEN LIKE THE GAME, insisted on getting their copies first, while true fans have to wait in the cold in Saskatchewan watching Don Cherry fight with that other guy on HNIC instead of playing *Zelda*. You have our sympathy.

AC NOOBS

First off, I would like to say that you guys rule! I've been getting *GameNOW* ever since it came out. I was wondering if you guys could do a big review on *Animal Crossing*, because I need a lot of help with this game because I need a lot of money! I have a couple

LIGHTS.....CAMERA.....ATTACK!!!



In a world where violence and celebrity go hand in hand, one video game beautifully glorifies both. *Kung Fu Chaos* is the story of director Shao Ting's mad obsession to assemble top 70's martial artists — throw them onto movie sets and have them beat the duck sauce out of each other. With 21 big-budget locations, 8 hot-tempered actors and a cameo by a mystery master, it's never the same movie — er, game twice.

TEEN
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Blood
Mature Humor
Mild language
Violence

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XBOX

questions, too:

How many times does Tom Nook rebuild his shop?

Can you get a top floor for my house?

Please answer these! Thank you, *GameNOW*!

B. Doerhoefer
b.doerhoefer@insightbb.com

Holy crow! A review of *Animal Crossing* was in our October (*GN* #12) issue. Yep, eight months ago. See, we print reviews of games close to the time they'll be shipping to stores. As for your other questions, Tom Nook remodels three times, from Nook's Cranny to Nook 'n Go to Nookway to Nookington's. Get your own top floor!!! We worked too hard for our Bells to give them up.

ASK NICOLE

Nicole, could you please offer some suggestions on letter-writing in *Animal Crossing*? My townsfolk do not understand a thing I write them.

A fellow chick gamer
Address withheld

What? What did you say? We don't understand. Nicole might, since you two are the same species. – ed.

NICOLE RESPONDS: **The trick with letter writing in *Animal Crossing* is to only write to your neighbors when they ask you. While it might seem like a nice gesture, the animals will never understand a word you say if you randomly send them letters. However, when you write a letter to someone who has specifically asked for one, you'll likely get a present in return.**

SUSHI DOUBTER

I've noticed all the great things that have been going around about Sushi-X. Well, you have to admit, it is a bit hard for one to believe that he is a *real* ninja. I'm not trying to be offensive or anything. I mean, ninjas and the martial arts (which I'm in) are totally cool. But you never really believe that ninjas exist. And will he ever show a real picture of himself? I mean, all you ever see is that little cartoon-looking ninja. And what is his real name? I really doubt it's Sushi-X. I'm a 13-year-old girl who usually has a logical explanation for everything, but unless you really know something about Sushi-X, it's not that easy to believe. And hey, if you really are a ninja, I say that is pretty damn cool.

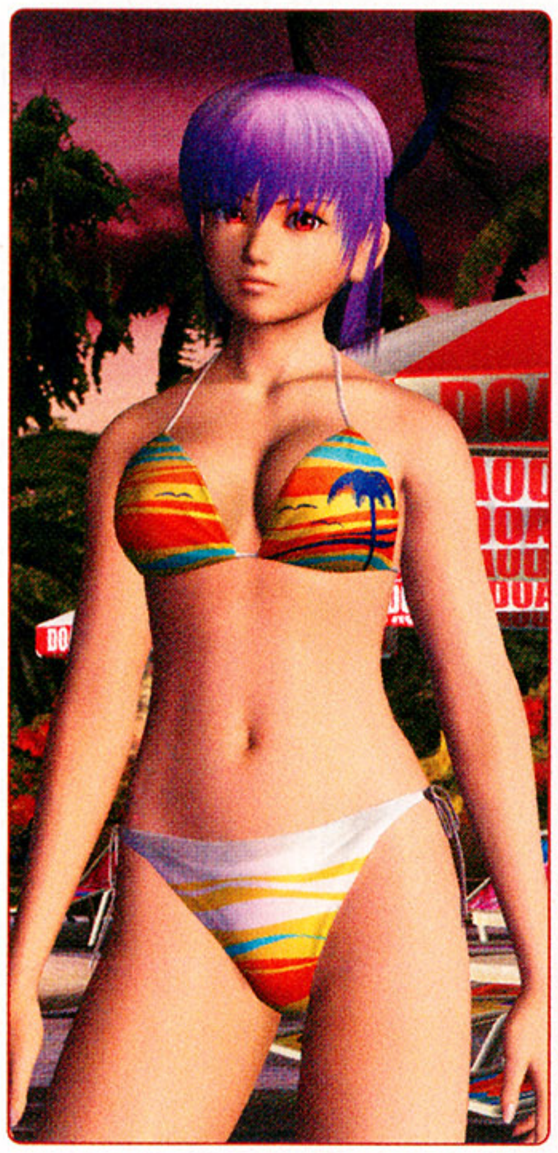
P.S. I am learning how to use samurai and was wondering, if you really are a ninja, do you know ninjitsu?

Little Dragon
SamuraiChamp@aol.com

SUSHI-X RESPONDS: **Little Dragon, of course I am a real ninja. What sort of impudence is this? And from one so young! If you were my student, you would have been duly punished. Hmm. But perhaps I am too hasty. Allow me to reconsider this. Actually, as a matter of fact, your curiosity and critical nature are excellent traits for a warrior—many of the mightiest I've known have exhibited such qualities, and they have gotten quite far down their respective paths. As for your questions regarding my nature, I would advise you to keep them to yourself. Strange and terrible things have been known to happen to those who delve too deeply in these matters. As for my lack of photos, the explanation is quite simple: Every camera that has attempted to capture my image has been immediately chopped in half, with the film incinerated 10 seconds before the idea even occurred to the photographer. It simply isn't meant to be.**

PROBLEMS

First of all, I just wanted to say that your mag rocks! To tell you the truth, I've bought only one of your magazines so far (*GN* #17, March 2003), and I can tell it's one of my top three. You guys put a lot of effort in your mag. Enough of that, I've got two problems: My parents don't like me playing videogames for over one hour. That's not even close to my gaming needs. I have *Animal Crossing*, and if you have it, you know how caught up you can get in that game. My other problem is that they don't have *DOA: Xtreme Beach Volleyball* for PS2 or GameCube!!! I refuse to eat or sleep until they have that



game for the systems I have!

P.S. My other top two magazines are *Tips & Tricks* and *EGM*. You're my fave, then *EGM*, and yeah, *Tips & Tricks*.

Steve Lamas
Corona, CA

Hey Steve—that is, if you're still alive. Instead of not sleeping or eating due to the lack of *DOA: Xtreme Beach Volleyball* on PS2 or GameCube, why not work up a scheme to get an Xbox? Since you can play videogames for only an hour a day (ha ha!!), that leaves you plenty of time for earning the green stuff that you buy game systems with. Problem No. 2: Parents. They probably have a bunch of reasons for instituting the gaming time limit: They want you to get exercise, do your homework, socialize, etc. Whatever their reasons, though, you need to prove to them that you *are* doing all the other stuff, but are so efficient that you have plenty of time left over for playing videogames. See if that works. If not, tell them you're training for a career as a videogame magazine editor.

SUCKS TO BE YOU

My question is this: E3 is coming up soon, and I was curious: Do you have to be in the gaming industry to go? Is there an entrance fee? That sort of thing. Thanks!

Rob Dominguez
JoxerTheMighty1
@aol.com

Yep, E3, which takes place May 13-16 in L.A. this year, is a trade show for professionals in the

Odd Ball Letter of the Month

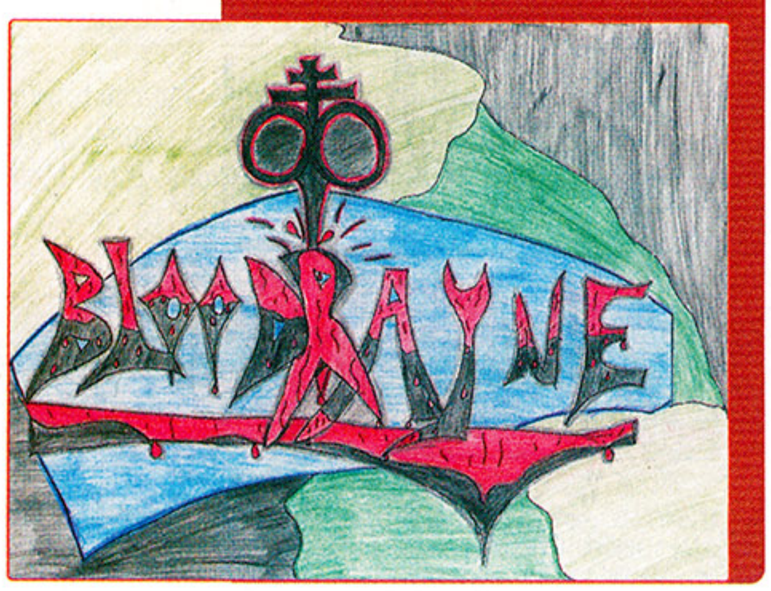
I'm really sorry that I didn't send you my drawing on the front of the envelope. Well, I didn't find a way to draw it on the front of the envelope, so I drew it on paper and put it in the envelope. I would be so thankful if you put my drawing in the Letter Art contest, and I would be more thankful if the prize for first place is money. I would love to be in first place.

You know why I'm asking you this? Because my parents need money so we can buy a house and get over all the accounts that they have. They could have perfect credit again and not have any more trouble buying things or asking for money orders. So I would be so thankful if the first-place prize is money. I would love to win first place, and if I win first place and you're giving a game system, don't give me the game system because we already have all of them. Give the game system to somebody who needs it or wants it.

Francheska Zaragoza
Mayagüez, Puerto Rico

Wow, you had us ready to ship off our paychecks to your poor, debt-ridden parents—until we got to the end of your letter. I guess the fact that you own every game system explains why your parents have poor credit!

Anyway, Francheska, thanks for your drawing. You didn't win this month, but we don't send money as prizes for any of our contests anyway.



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GAMENOW MESSAGE BOARDS

GBA SP: IT'S THE GREATEST!

MasterGD
Posted On 03/24/03
I just got one and its great, and of course, with a shiny cobalt sp u need a game so i got pokemon saphire. suprisingly the cartrage matches the system . i love the way it folds up, and the light feature is sweet. the only bad thing about it is having to watch the people with old gba's suffering with the light problem (if they havent already got it backlit) still the rechargable lithium ion battery, well that was GENIUS, just plug it in as it gets low and u can play why u recharge. just one question, does any1 know if they will sell the lithuim ion battery in stores, another battery would come in handy on a road trip or when the battery in the system goes bad. and any rants and raves on the system, i wanna kno and that includes u phil. i kno u love it

LuigiSunshineX
Posted On 03/24/03
I got mine on Thursday, and I've yet to find a fault in it. I love the light especially; in the last five days, I have put in as much time as in the last month playing my GBA due to light restrictions. My teachers also love it. I even convinced one into buying one!

dragontron
Posted On 03/25/03
all stores are sold out, i can't buy one yet, *sigh*

GN-PhilT
Posted On 03/25/03
Ha-ha! I tried telling all you people how great the SP was when I played it a while back. It's good to see that everyone is basking in its greatness now.
Of course, now I'm too busy playing with the import Game Boy Player, which lets you play GBA/GBC/GB games on your TV through your GameCube. Man, oh man, is this thing nice! I can't wait for it to come out here.

GN-EthanE
Posted On 03/25/03
I LOVE the SP. It's almost as if the old GBA seems like a broken product. The light makes a huge difference, and the fold up screen keeps you from scratching the screen if you throw it in your pocket. Now, I'll finally start playing more GBA games. Shame on Nintendo for not releasing this sooner.

squarerulesall
Posted On 03/26/03
I don't know about it... I have an advance and am considering sp. I can trade my GBA in along with sixty bucks and get one but I only get five bucks a week and will have seventy soon. The only problem is that i also want zelda nintendo power bundle for seventy bucks which comes with master quest... Both offers expire in April...What should i do!?! Help!

netwarrior006
Posted On 03/26/03
YEAH!!!!!! I GOT ONE TOOOOO!!!!!!!!!!!! IT ROX!!!!!!!!!!!! I LUV IT!!!!!!!!!!!!

Be a part of the action and voice your opinion at www.gamenowmag.com.

game industry. The general public is not invited (ha ha!), and you have to be at least 18 to get in. Not only that, the cheapest exhibits-only pass this year is a steep $275. Yep, we'd hate to be you right now. We'll let you know what happened, though, in our July issue (*GN* #21).

That said, there is a trade show coming up that peons like you can attend. The Ultimate Gamers Expo is slated for August 15-17 in L.A. And it's only $20 for adults, and $10 for those 17 and under. Head to www.ugexpo.com for details.

WRITE US!

E-mail us at:
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Or send us snail mail at:
101 Second Street, 8th Floor, San Francisco, CA 94105.
Letters should include name and address and may be edited for clarity and space.
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Changed your address?
E-mail:
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or head to:
http://service.gamenowmag.com
on the Web.
Or write to:
GameNOW, P.O. Box 55370, Boulder, CO 80322-5370.
Or call **800-895-9571**.
Got it? Good.

QUICK CASH

This is the quickest and easiest way to make a ton of cash in *Vice City*. Get the Rhino tank and do the Vigilante missions. You will have to use the "lower wanted level" cheat quite often to keeps the cops away. I was at it for roughly 1 1/2 hours and racked up just over $16 million.

Armando Campos
acampos1@nyc.rr.com

If only we could generate that kinda cash in real life. If anyone has an easy way to make $16 million in *real* cash in 1 1/2 hours, let us know.

THREE QUESTIONS

I read your magazine and I was wondering if you could answer a few questions.

1. Where do you get the info?
2. Where do you get the cheats?
3. Can you put PSX cheats in your magazines?

Tyler Eide
PeteMish4x4@AOL.com

Sure.

1. From videogame companies, from playing games, and from our giant brains.

2. See No. 1.

3. Yes. (See page 103.)

LOVE LETTER

Yo, *GameNOW*, I have been getting your magazines ever since it was called—ohhh what the heck, I can't remember—but I've been getting your magazines for the past three years and I LOVE THEM!!! I hope you guys never go out of business and last for eternity. PEACE OUT!!!

Name withheld
Linkincmd@aol.com

You said it, brother. We hope you never stop lovin'.

ALL BETS ARE OFF

Let me start this letter by asking a question. Have you ever wondered about the people who write to your magazine and say, "Please put this letter in to your magazine. I bet (insert random name or relation here followed by a random dollar amount) that I could get this message in to your magazine"? I noticed a letter like this in your recent issue, and you replied something like "Hate to contribute to your gambling problem, but looks like you just made $5." After that, it seems more and more are showing up, as there were two in your recent April issue. Do you actually post these letters because they have good questions, or because you don't want to turn the letter down? Whatever the case, I just needed to get that off my chest.

P.S. I bet my friend $5 that I could get this letter in your magazine, so please post it. :o

Kevin Zuehlk
kzuehlk@hotmail.com

Well, Kevin, we do love making money for our readers almost as much as we love making fun of them, but the truth is, we try to pick letters that are entertaining or informative (at least the answer part of it, if not the letter part). If it makes us laugh, we'll probably publish the letter. It seems "I bet my friend..." is becoming almost as ubiquitous as "*GameNOW* rox" and "Please print the *FFVIII* picture." And we bet you $5 that we'll continue to get more readers writing that they bet their friend that their letter would get published.

F THAT

I see that you guys have an A+ club full of great games, but you guys should add a chart full of crappy games so you can help others to avoid those titles. You know what I'm talking about, right? It can be like this: "Only the worst of the worst of the worst games make it on this list. Avoid these!" Does that sound like a good idea?

Tommy
tommyh2450@aol.com

Hey yeah! We could use lovable Poo as the symbol, and game companies could put it on their boxes with a quote from our review. Oh wait, that wouldn't work.... Anyhow, we'll do it. Check out the new club on page 36.

ATARI

FUNimation Productions, Ltd.

GAME BOY ADVANCE

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EVERYONE
E
Violence
CONTENT RATED BY ESRB

GALLERY

KYA

Infogrames recently visited our office with an early build of *Kya*, one of the coolest-looking games of the upcoming 2003 holiday season. It's an explosively colorful action-platformer that looks like a cross between *Rayman* and *Alice in Wonderland*. The gameplay is designed to let you do all of the wild things that gravity and/or sanity render impossible in our world, such as flying, gliding along the top of water, and bouncing off trees with the grace of a ninja. The vibrant worlds and character designs are worth showing off, so here you go: These are actual in-game models and background renders.

UP AND AWAY

When Kya comes to a ledge, she can launch off of it and glide down to the surface. This is one of the coolest effects in the game, especially since falls can last for more than a minute.

These are the Wolfen. They aren't bad guys, really; they're just under an evil spell. Guess who has to break it?

This is no ordinary barrette; it doubles as a boomerang, and it's our heroine's primary weapon.

BATTER UP

Kya's fighting engine looks like it'll be a lot of fun. In addition to your standard kicks, punches, and boomerang throws, this gal can also ride on enemies' backs, effectively using them as weapons.

NEWS NOW

Tidbits and info you need to know

MORE GAMES COMING TO A THEATER NEAR YOU

Metroid, Onimusha, DOA films in development

Nintendo has confirmed that the producers of *American Pie* have secured the film rights to *Metroid Prime*. Shannon Elizabeth as Samus? Yeah!

Meanwhile, Capcom has announced that a film adaptation of *Onimusha* is in development for an expected 2005 release. The movie will feature Asian action hero Donnie Yen (of *Blade II* fame) and begins production in 2004. Yen, who will also choreograph *Onimusha*'s action sequences, recently told movie website Monkey Peaches that the film's director is "well known." Hmmm. Roman Polanski, maybe?

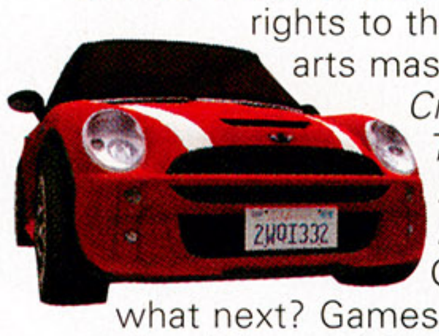
Not to be outdone, Tecmo is working with Impact Pictures to bring its fighting game *Dead or Alive* to the big screen. Impact, cofounded by director Paul W.S. Anderson (*Mortal Kombat, Resident Evil*), describes the feature as a mix between *Charlie's Angels* and *Enter the Dragon*. Impact promises some volleyball sequences with "babes in bikinis." Expect a fall 2004 release.

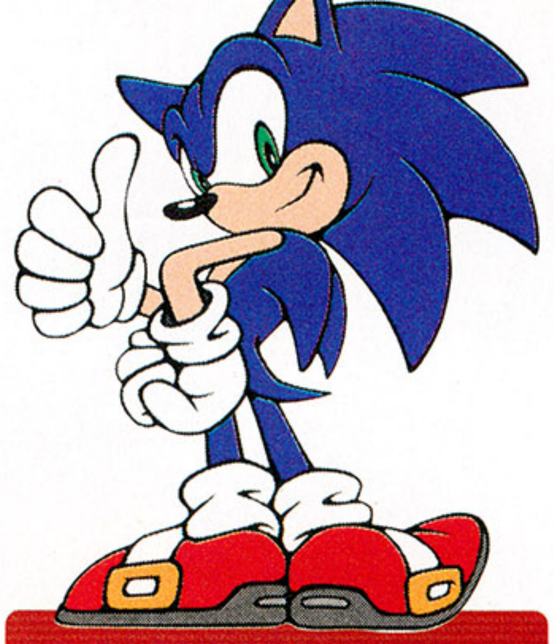
ON THE FLIP SIDE . . .

MORE MOVIES COMING TO A VIDEOGAME NEAR YOU

Empire, Rockstar, and Ubi Soft to make games based on movies

Games based on movies? Nah, it couldn't possibly work. But three companies are betting it just might. Empire Interactive recently bought up the rights to create a game based on the apparent cult favorite-to-be, *Bulletproof Monk*; Rockstar Games is developing a remake of *The Italian Job*; British firm Sci is responsible for the forthcoming *Reservoir Dogs*; and Ubi Soft has secured rights to the martial arts masterpiece *Crouching Tiger, Hidden Dragon*. Gee, what next? Games based on *Star Wars* and *Lord of the Rings*?





SONIC'S GREAT FALL

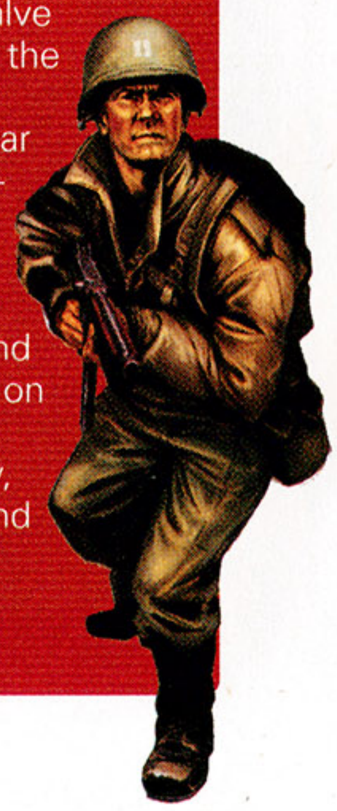
New TV show, toys, games planned

Sega has big plans for *Sonic the Hedgehog* this fall. One of gaming's most famous icons will star in *Sonic X*, a new anime series in the United States and Europe (it's currently running in Japan). With five additional games in the franchise and a fresh line of toys also due out this year, 2003 may be the Year of the Hedgehog. Let's just hope Urkel doesn't provide Sonic's voice in this new cartoon.

VALVE SIGNS WITH ACTIVISION

Day of Defeat first of multi-title deal

Venerable games developer Valve, creator of the legendary *Half-Life*, has signed a deal that will allow Activision to publish multiple future Valve titles. The first of the games—*Day of Defeat*, the popular WWII-based *Half-Life* mod—is scheduled for retail in May. Both Activision and Valve were mum on other titles in the deal, but certainly, future *Half-Life* and *Team Fortress* games will be included.



MEDABOTS™

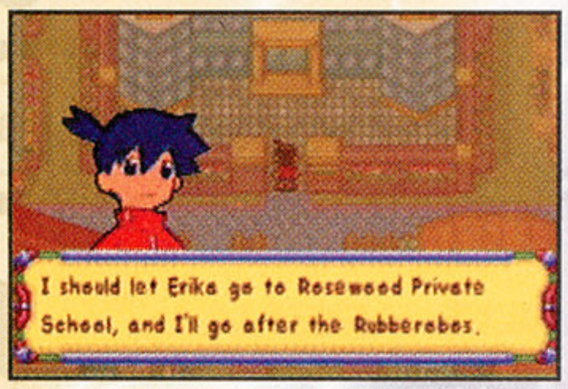
MORE MEDABOTS. MORE POWER.™

ROKUSHO

METABEE

AN RPG ADVENTURE

Kids everywhere are losing their prized Medabot Medals and Medaparts to a diabolical team of warped Medamaniacs! Join Ikki and his friends as they track down the source of the trouble and beat the Rubberobos at their own twisted game!



All your favorite Medabots characters!

A 30+ hour adventure!

Trade and Robobattle with friends!

EVERYONE
E
CONTENT RATED BY ESRB

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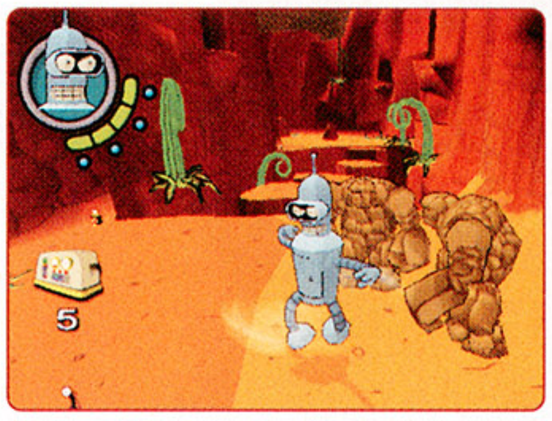
GAME BOY ADVANCE™

VIVENDI UNIVERSAL SIGNS FOX DEAL

Games based on Simpsons, Buffy, X-Files coming soon



Vivendi Universal Games has secured rights to publish and distribute at least 10 games based on Fox TV and film properties.

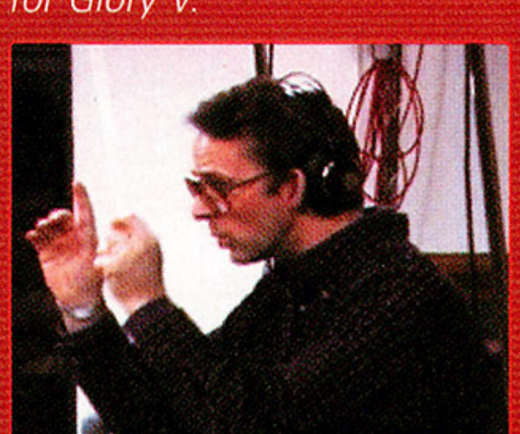
Soon to make an appearance are *X-Files: Resist or Serve*, *Buffy the Vampire Slayer 2*, and *The World's Scariest Police Chases 2*. Future titles will include *The Simpsons* and *Futurama*. Provisions of the deal also grant Vivendi Universal Games the right to take first crack at future Fox properties. Personally, we can't wait for *Married with Children: The Game*.

UNREAL COMPOSER SCORES OSCAR WIN

Chance Thomas brings new respectability to industry

Chance Thomas, composer of the *Earth & Beyond* and *Unreal II* soundtracks, recently received an Academy Award for his work on *The ChubbChubbs!*, an animated short film on Sony Pictures Imageworks' *Men in Black II* DVD (the film also played with *Ice Age*).

Check out Thomas' website (www.hugesound.com) to download music clips from *ChubbChubbs!* in MP3 format, or check out his past work on projects such as *SWAT II* and *Quest for Glory V*.



MECHWARRIOR 5 DEVELOPMENT HALTED

FASA puts the brakes on a gaming legend

MechWarrior 5 has been fragged to oblivion: FASA has removed it from its production schedule. According to the developer, the game wasn't advancing the genre enough to meet consumer expectations. On the bright side, FASA reaffirmed its commitment to keeping the franchise alive, stating simply that it hopes to revisit the option at a later date and in a way that reinvents the brand to a meaningful degree. Gosh, wouldn't it be great if more publishers thought like this? We might have been spared *Turok: Evolution*.

FRAG FRIENDS FOR CASH

UltimateArena.com lets players put their money where their mouse is

If you're wondering what erstwhile *Quake* champion Dennis "Thresh" Fong has been up to (and who isn't?), then take a gander at www.ultimatearena.com. UltimateArena.com is a Web-based tournament system that lets you set up personalized matches—complete with real cash payouts. The site will support all online-ready games and is reportedly under-18 friendly, due to the wonders of PayPal. We wager you've already spent all the money you think you're going to win.

STAR WARS GALAXIES COLLECTOR'S EDITION ANNOUNCED

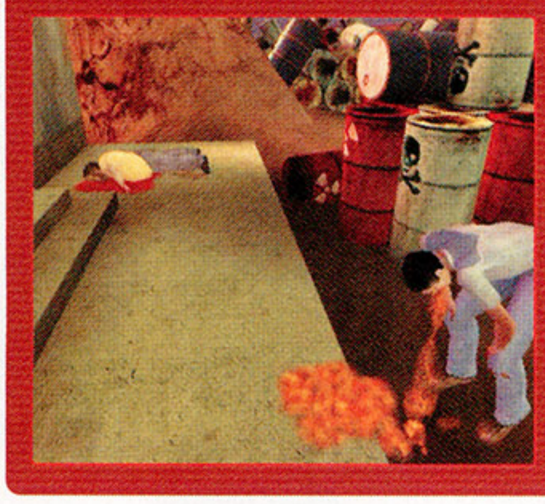
LucasArts to offer premium package for its premier MMO

Star Wars Galaxies has been a long time coming, but if you're one of the 75,000 lucky gamers who purchase the limited-print collector's edition, it'll definitely have been worth the wait.

LucasArts' limited edition package is expected to include a concept-art book, a female Zabrak pewter figurine, a *Galaxies* sew-on patch, a lapel pin with Imperial and Rebel logos, and, coolest of all, a spiral-bound manual with cover autographs from the development team. There are rumors a special surprise is also in the box, and no, we don't mean the game, which will also be included. Maybe it's an early script of *Episode III*. The *Galaxies Collector's Edition* is expected to retail for $79.99. Grab it while you can.

MOST OFFENSIVE GAME EVAR?

Postal 2 squirms its way into stores this month



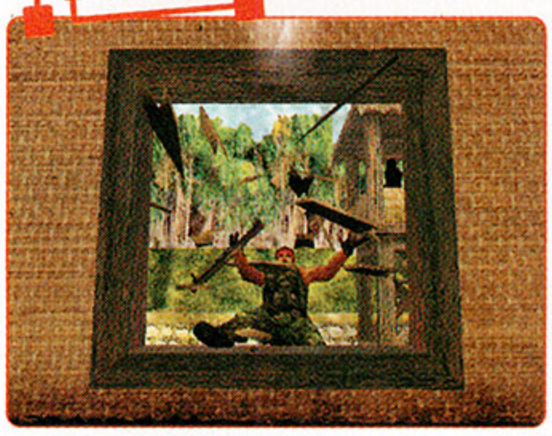
Violence, racism, exploitation...we're not talkin' George Bush's domestic policies, we're talkin' Whiptail Interactive's *Postal 2*, quite possibly the most offensive game you'll ever play (yes, we know, *Shrek Super Party* runs a close second). A PC first-person shooter, *Postal 2* is the follow-up to the wildly unpopular game that depicts wanton acts of bloodshed, casual drug use, and even run-ins with terrorists battling against gun-wielding priests. Most offensive of all are the pointless Gary Coleman cameos. Watch for *Postal 2* on store shelves—or should we say, watch out?

JUNE HOT 10

Previews of the 10 hottest games scheduled for release in June

1 COUNTER-STRIKE: CONDITION ZERO

Publisher: Sierra
Developer: Ritual Ent.
Also On: Xbox
Genre: Action



Bring it, terrorist scum! Armed with an M4A1 and a boatload of chutzpah, a counterterrorist stands guard.

WHAT'S IT ABOUT?

PC

Back in 1998, Valve Software released a game called *Half-Life*. In case you've been living in a cave, let us be the first to tell you: It was friggin' huge! After players finished the awesome single-player game, the mod fanboys got their hands on it and went crazy, giving *Half-Life* more mods than Vin Diesel's ride in *The Fast and the Furious*.

The most popular player-developed mod was the online-only (and free) *Counter-Strike*, which involved players squaring off as either terrorists or counterterrorists. Terrorists needed to secure hostages or blow up a target, while counterterrorists had to protect said hostages and targets. With all the attention that mod received, it's no shock *Half-Life*'s creators decided to get in on the action for the follow-up. The result: *Counter-Strike: Condition Zero*.

WHY'S IT COOL?

Condition Zero picks up where the original *Counter-Strike* left off, but with more maps, better weapons, bots for offline play, and a single-player mode consisting of 20 maps.

SHOULD WE WORRY?

The game was originally being developed by Gearbox Software (the same outfit that released the *Opposing Force* and *Blue Shift Half-Life* expansions and is currently working on the PC version of *Halo*) before Valve handed the project over to Ritual Entertainment. Sure, switching developers midstream can be scary, but things seem to be going well.

BOTTOM LINE

As addictive as *Counter-Strike* is, we expect *Condition Zero* to be just as habit forming. Furthermore, while the developer did create bots for *Counter-Strike*, they all sucked. *Condition Zero*'s bots, however, will use what Valve calls "a highly modified version of the *Half-Life* A.I." In other words, expect *Condition Zero*'s artificial intelligence to be...well... intelligent.

BUILDING RECON

In this mission, a potentially hostile faction is rumored to be hiding a nuclear device in a warehouse facility somewhere in Eastern Europe. Staying true to the genre, your assignment is to covertly infiltrate the facility, then find and photograph the nuke so a British SAS team can move in to help "clear the facility."

HANKAGAI

In this mission, a Japanese emissary is visiting a potentially unfriendly city. You're assigned to escort him during his visit. Of course, baddies appear, and it's up to you to keep the bastard alive.

CASUALTIES OF COUNTER-STRIKE

With headlines on Ananova.com ranging from "Man dies playing all-night computer game" to "Nine-day computer game exhausts boy," you'd think it would be only a matter of time before the authorities stepped in. However, both of these headlines serve to highlight just how addictive *Counter-Strike* can be. The first story, from 2001, is about a 22-year-old Thai man who died of heart failure while playing *Counter-Strike* at an Internet café in Thailand. The second story is about a 14-year-old Romanian boy who "suffered a breakdown" after playing *Counter-Strike* for nine days straight. These stories tell us two things: *Counter-Strike* is obviously a ton of fun, and we should be sure to take breaks while playing.

FAMAS

The FAMAS, or Le Clairon, as French soldiers call it, is a bullpup-design assault rifle that boasts a 25-round magazine. It's the French armed forces' primary weapon.

GALIL

Often mistaken for an AK-47, the Galil is anything but. It was designed to be used by the Israeli army in extreme desert scenarios, environments that proved difficult for the AK-47.

M4A1

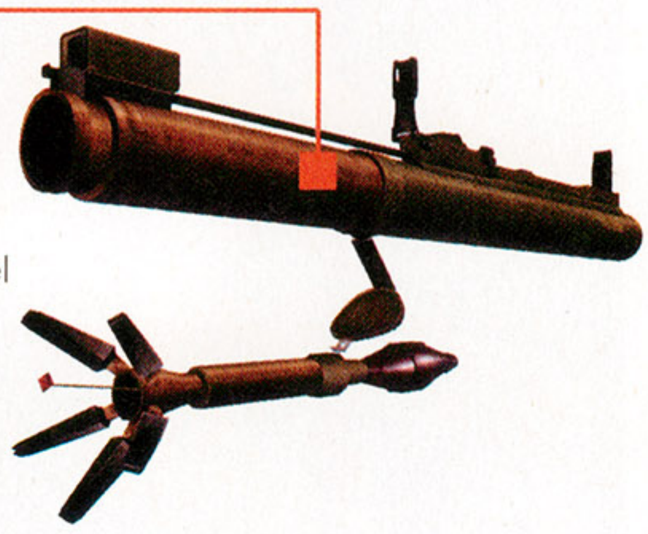
Essentially an update to the M16, the M4A1 is the American armed forces' weapon of choice.

SIG552

The Sig is a veritable jack-of-all-trades: half sniper weapon, all assault rifle. While the Sig's firing rate is slower than the M4A1's, it packs a wallop, and the scope makes it a great choice for picking off enemies at medium distances.

LAW

What self-respecting spec-ops outfit would go without a rocket launcher? The LAW (or Light Antiarmor Weapon) is used for just that, penetrating enemy armor and, as Vin Diesel so eloquently stated in *XXX*, "Blowing sh*t up."



2 APE ESCAPE 2

Publisher: Ubi Soft
Developer: SCEI
Also On: None
Genre: Monkey Catching

Monkeys will run away, blast at you with machine guns, and even try to punch your lights out. But they can all be captured with a simple net.

WHAT'S IT ABOUT?

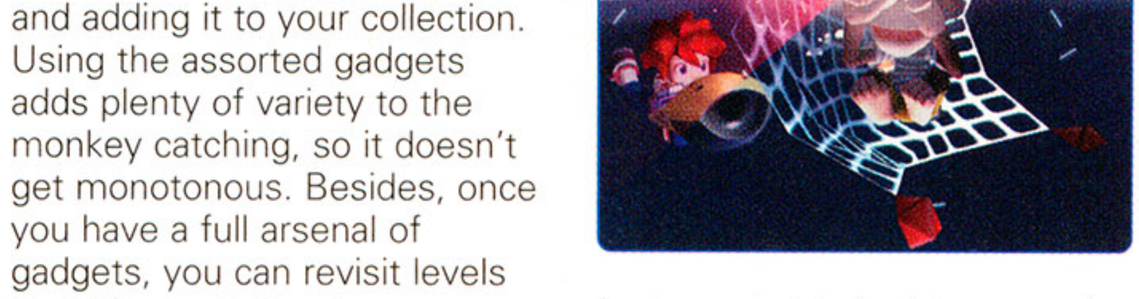
As Jimmy, a complete moron, you've mistakenly sent a batch of intelligence-boosting helmets to Monkey Island. Now you must catch those helmeted monkeys in order to prevent their leader, Specter, from harnessing the monkeys' power and using it for world domination! You've also got to battle some of Specter's special friends: boss monkeys.

WHY'S IT COOL?

Do we have to spell it out for you??! You catch monkeys with a net! There's nothing more satisfying than scooping up one of those mischievous little pranksters and adding it to your collection. Using the assorted gadgets adds plenty of variety to the monkey catching, so it doesn't get monotonous. Besides, once you have a full arsenal of gadgets, you can revisit levels to retrieve previously uncatchable monkeys. A Gotcha Box (which dispenses power-ups, stories, jokes, and other fun stuff) and minigames round out the package.

SHOULD WE WORRY?

The first thing we worried about was the new sidekick, Pipotchi, a cute baby monkey that sits on Jimmy's shoulder, tossing out hints and the occasional life-giving cookie. While this addition seems unnecessary, he turns out to be less annoying than we feared.



The main concern is that there's not enough new about the game to bring fans back and entice new players; most of the gadgets and vehicles were in the first *Ape Escape*.

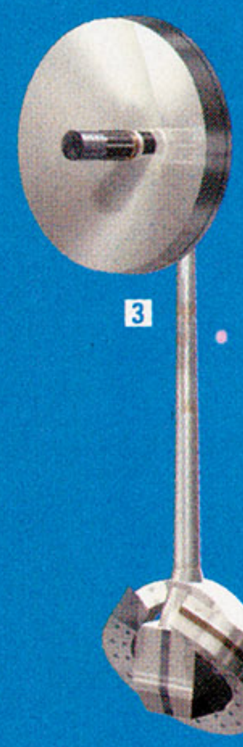
That said, *Ape Escape 2* looks a lot better, has new boss battles, and from what we've played so far, is every bit as fun as the first installment. Catching monkeys never gets old.

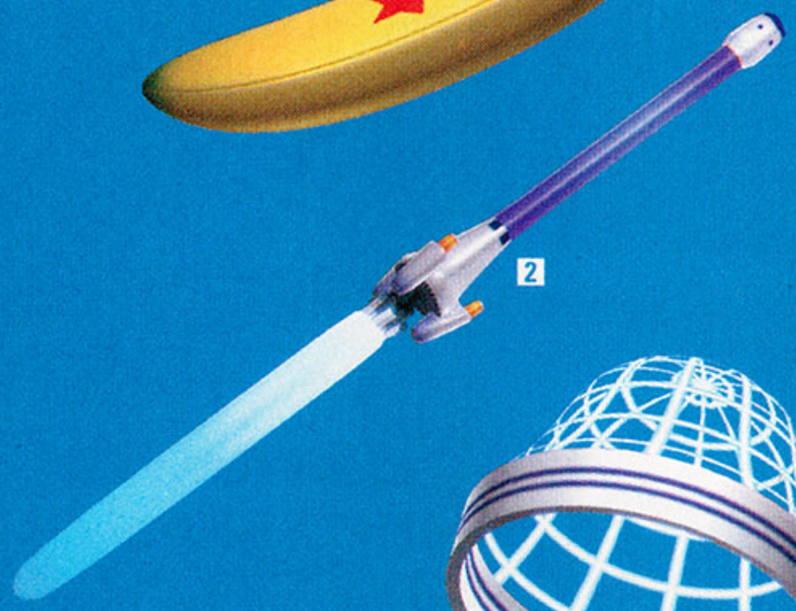
BOTTOM LINE

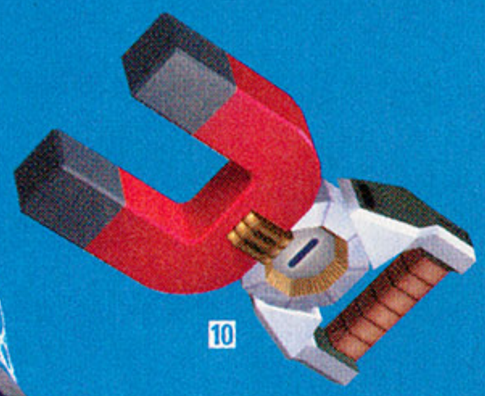
Ape Escape 2 includes some of the most imaginative platforming available and features an unparalleled library of gadgets. We defy you not to have fun with this game.

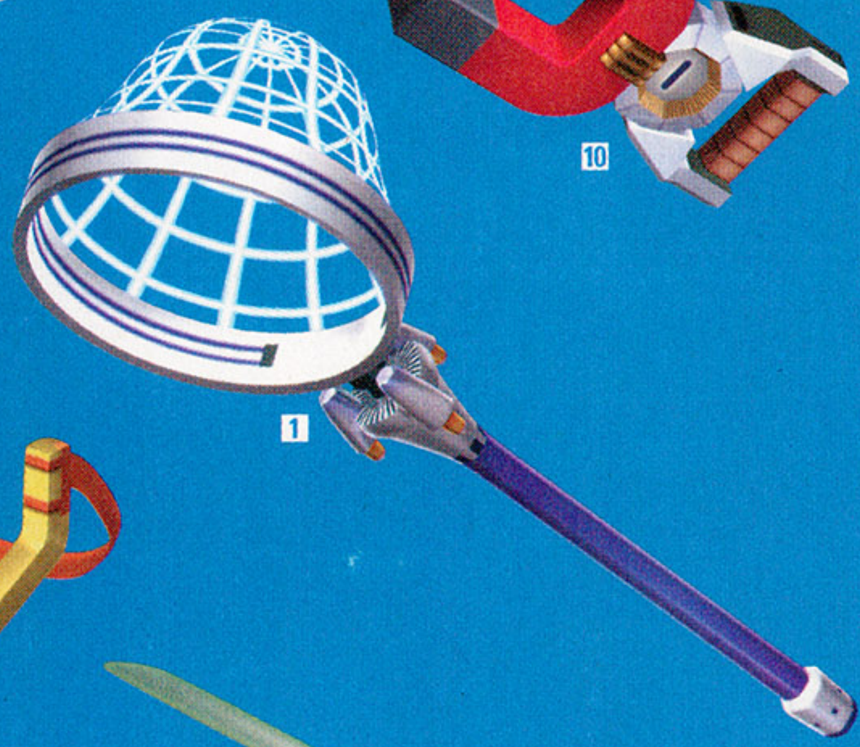
GADGETS GALORE

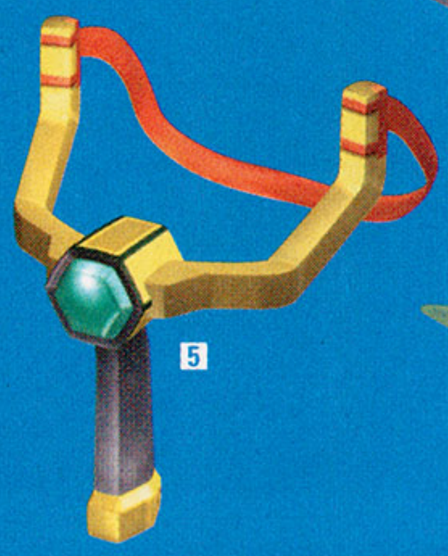
Luckily, the Professor has whipped up a slew of monkey-catching gadgets for you. You start out with a Stun Club and Monkey Net and receive the others as you complete levels.

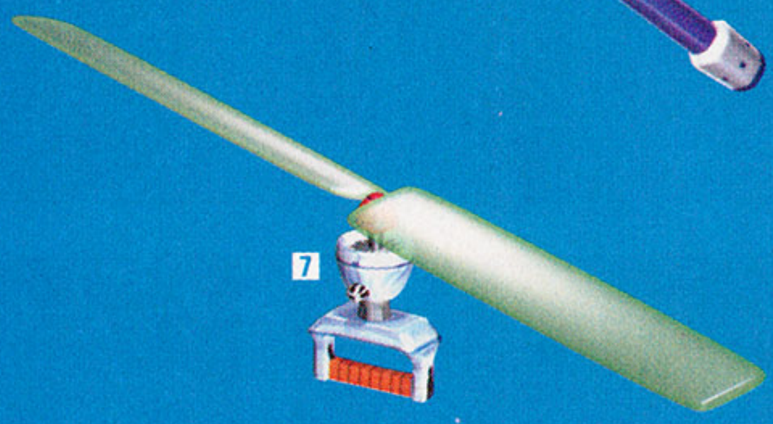












1 MONKEY NET
Available at Liberty Island (Level 1)
You'll need the net for every monkey capture. Always have it in your inventory. Always.

2 STUN CLUB
Available at Liberty Island (Level 1)
Use it to attack monkeys and enemies. Also use it to whack open boxes and hit switches.

3 MONKEY RADAR
Available at Breezy Village (Level 2)
Locates elusive monkeys and provides details on their personalities—such as their aggressiveness and weapon of choice.

WATER NET
Available at Port Calm (Level 3)
Catches underwater monkeys and helps you swim.

4 SUPER HOOP
Available at Viva Apespania (Level 4)
Provides a brief speed boost, which is necessary for climbing steep slopes. You can also ram enemies while running at lightning speed!

5 SLINGBACK SHOOTER
Available at Casino City (Level 8)
Aim and shoot to hit monkeys and switches. You have three types of pellets: Normal pellets alert monkeys, defeat basic enemies, and activate switches; explosive pellets stun monkeys and defeat tougher enemies; and guided pellets head straight for the nearest monkey.

6 R.C. CAR
Available at Ninja Hideout (Level 9)
Stuns monkeys. You can also use it to reach inaccessible areas and hit switches and such.

7 SKY FLYER
Available at Lookout Valley (Level 12)
Makes towering heights irrelevant.

8 BANANARANG
Available at The Blue Baboon (Level 13)
Lures hungry monkeys, defeats baddies.

9 WATER CANNON
Available at Pirate Isle (Level 19)
Puts out fires, stuns monkeys, defeats enemies, and spins waterwheels.

10 ELECTROMAGNET
Available at Skyscraper City (Level 23)
Use it to pull yourself to metal objects, or pull metal objects to you.

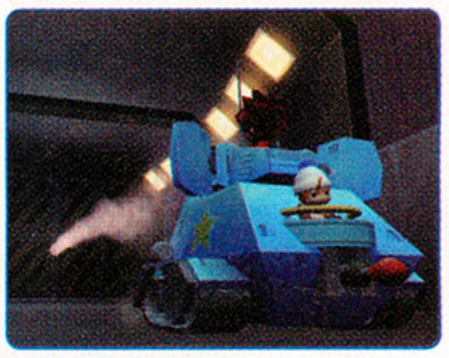
SECRET WEAPON
There's a new, ultrapowerful weapon you receive late in the game after a showdown with Specter. We've been sworn to secrecy, though.

BOAT
Use it in Lookout Valley and Skyscraper City. You can even use it in lava!

PIPO MECH
Use it in Vita-Z Factory and Moon Base.

SNOWMOBILE
Use it in Snowball Mountain and Land of the Apes.

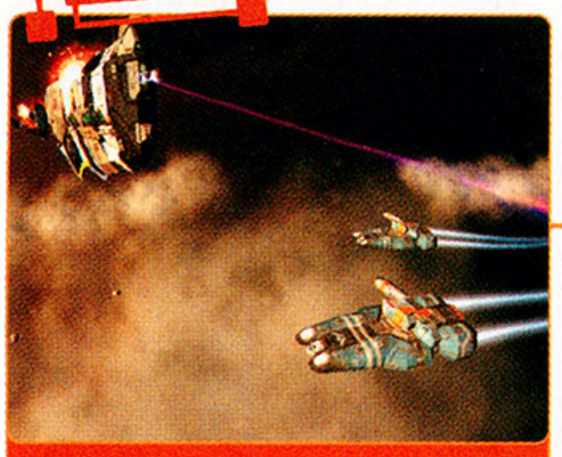
SUBMARINE
Use it in Blue Baboon and Simian Citidel.



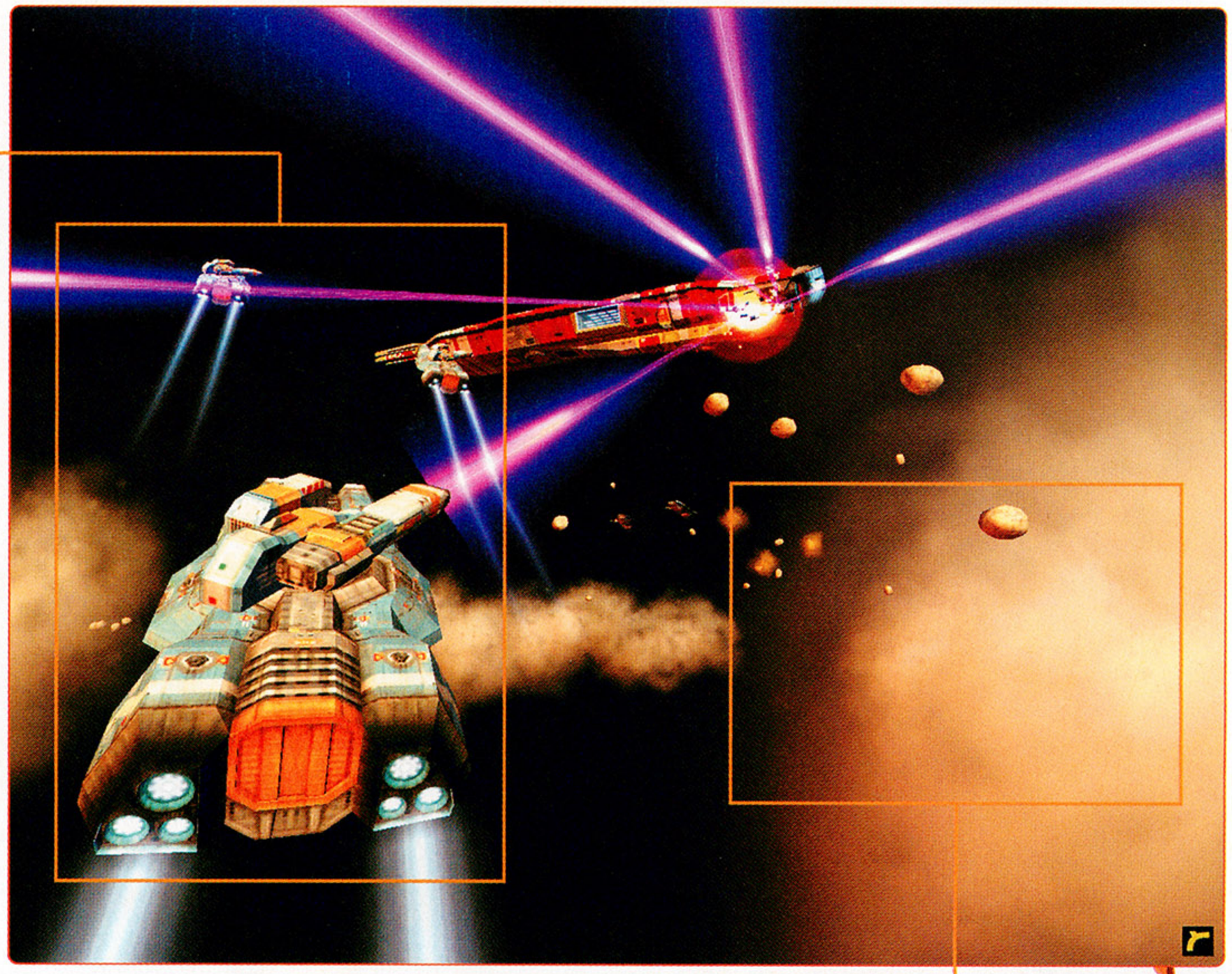
TANK
Use it in Skyscraper City and Code C.H.I.M.P.

3 HOMEWORLD 2

Publisher: Sierra Entertainment
Developer: Relic Entertainment
Also On: None
Genre: Real-Time Strategy (in space, duh)



The mouse controls have been tweaked for simplicity. As a matter of fact, everything's been so streamlined, you don't actually have to use your keyboard. Rotate your view with a right click to get a better eye on the action.



WHAT'S IT ABOUT?

Homeworld 2 picks up where the original free-form space RTS, *Homeworld*, left off. The friendly Karan S'jet are leading the Hiigarns back to their home planet, from which they were exiled. Fate has it that after the Hiigarns' triumphant return to Hiigara, a new alien race wielding some crazy-strong ancient weapons came after them to take over the universe. The Hiigarns are thrown into a galactic battle against this new race and ultimately discover the truth behind their original exile.

WHY'S IT COOL?

It sounds epic, eh? It is in every way. *Homeworld 2* builds on the original's sweeping story with dramatic music, rocking graphics, and simplistic controls everyone can get into.

Not content with the first game's success (which won several awards for its groundbreaking gameplay), Relic decided to start from scratch without *actually* starting from scratch. Confusing? Not really. The developers took everything awesome about *Homeworld* and rebuilt it from the ground up with an all-new graphics engine and control interface. They've also kept mod-makers in mind by including tools for creating missions and ships. We guarantee it won't be long before someone creates a *Star Wars* mod!

A new graphics engine treats you to stunning light shows and fireworks. Say "bye-bye mother ship!"

Use these dust clouds to hide your fleet. But watch out! If you're attacked by a capitol ship with an ion cannon (left screen), it will actually charge the particles in the cloud and turn it into a huge lightning storm that can destroy your small ships that have weak shields (right screen).

Typically, space games suffer from a few problems, one being the boring nature of space. That's not the case in *Homeworld 2*. You'll fly through asteroid fields, nebulae, dust storms, and space-debris fields. You'll also have all-new fleets that feature new ships with new abilities.

Another space-related problem is that you don't get a clear sense of scale. With no recognizable references, like trees and buildings, it's hard to tell how big something is. Relic has done an incredible job showing the scale of the ships here. One-man fighters actually fly into docking bays, and the capitol ships absolutely dwarf them. Also, the cut-scenes—generated in-game—use dynamic camera angles that really show off the sizes of all the ships.

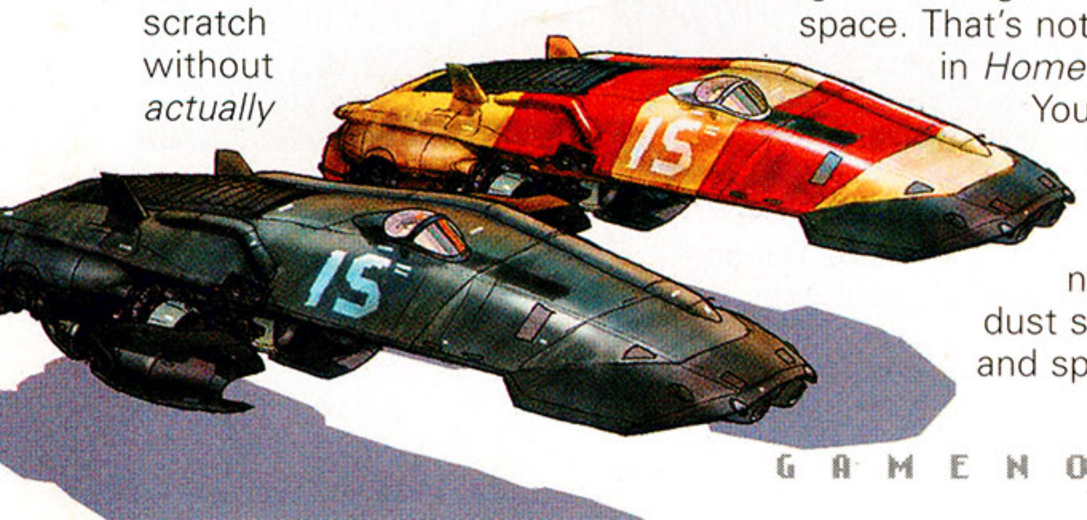
Lastly, Relic has enhanced multiplayer gameplay, so *Homeworld 2* can support up to six people at once. Can you imagine a huge space battle with six fleets of around 50 ships each? Wow!

SHOULD WE WORRY?

We don't think so. Relic has been touting this game as an evolution rather than a revolution. While it may not be groundbreaking, it does continue the original's groundbreaking trend. As a result, Relic has been able to focus on the original's problems and make everything about this sequel infinitely better.

BOTTOM LINE

Do you like *Star Wars*? Do you like space, big lasers, giant ships, and cool stuff in general? Of course you do. That's why you need to get this game when it comes out.



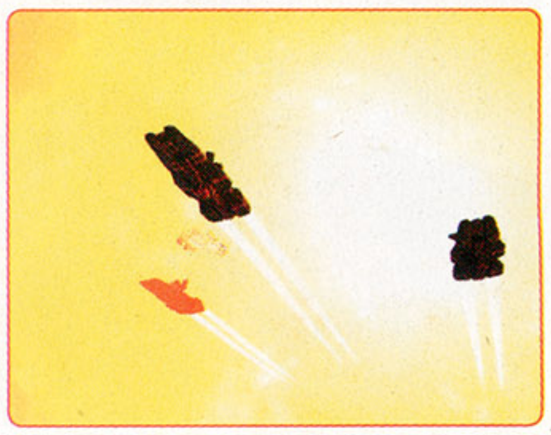
Check it out: from concept design to in-game ship.

STRIKE GROUPS

Have you ever played an RTS where you created a bunch of troops, vehicles, and other awesome units; selected them all; and then sent them off to battle—only to see all your light units reach the enemy first and get destroyed? This, in turn, would leave your heavier troops open to the enemy's attack. It sucks, and it happens in just about every RTS we play.

Relic has solved this long-standing problem by implementing strike groups, which work as follows: You select a bunch of units and assign them to a hotkey, and then you send 'em to the fight. The result? The units intelligently go into battle as one group. The fast ships slow down and provide cover for the big ships, ensuring any enemies you encounter are laid to waste. No more crazy micromanaging needed.

The *Pride of Hiigara*, your mother ship (right), is about to be turned into a debris field. Bummer.



4 WARIO WORLD

Publisher: Nintendo
Developer: Treasure
Also On: None
Genre: Action

Once you get Wario revved up, he can pull off some crazy attacks, resulting in some mad combos.

WHAT'S IT ABOUT?

GameCube

You know Wario: He's the anti-Mario. Well, not completely anti-Mario. He's short and fat like Mario...but Wario is pure evil! In this game, a mysterious black jewel has turned all of Wario's (stolen) treasure into horrible monsters. The big guy has to fight the beasts and turn them back into his rich stuff.

WHY'S IT COOL?

Remember back in our April issue when we talked about the awesome developer Treasure in the *Ikaruga* preview? Well, in addition to making great shooters, Treasure also makes incredibly good action games like *Gunstar Heroes* (Genesis) and *Guardian Heroes* (Saturn). Guess who's making *Wario World*....

SHOULD WE WORRY?

So far, Nintendo's been pretty shy about letting us play *Wario World*, which really bums us out. The demo we played at E3 last year was a fairly simplistic beat-em-up. We're hoping Treasure adds more depth.

BOTTOM LINE

Nintendo's first-party releases have pretty much rocked as of late, so we're anxiously awaiting Wario's first starring role in a console game. He's a-gonna ween!

?!#?! WTF?

So, suddenly Wario has the ability to suck coins into his massive maw—when did this happen? Has he been taking lessons from Nintendo's pink puffball, Kirby? Regardless, it's kind of bizarre.

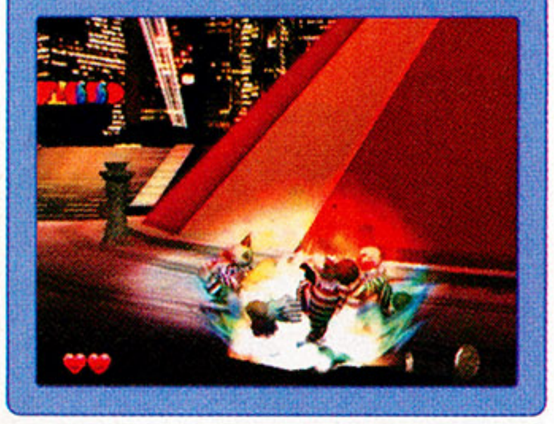
BIG BANG

Here's a step-by-step look at one of Wario's most powerful moves.

STEP 1
Wario is being attacked by a bunch of crazy clowns! Grab one of those jokers and leap into the air.

STEP 2
Once airborne, Wario spins the chump around and flies back toward the ground.

STEP 3
BOOM! Wario slams the clown's head into the ground, resulting in a massive explosion that knocks the other clowns out in a shower of coins.



the last thing you'll see.

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PlayStation 2

TEEN
T
CONTENT RATED BY ESRB

Mild Violence
Suggestive Themes

DOLBY SURROUND PRO LOGIC II

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5 WARCRAFT III: THE FROZEN THRONE

Publisher: Blizzard
Developer: Blizzard
Also On: None
Genre: RTS

The Human blood mage's Firestrike is a good first-hit weapon, since it does area damage and then keeps burning whatever it hits.

WHAT'S IT ABOUT?

PC

Surprisingly, *Warcraft III: The Frozen Throne* isn't about the Orcs and Humans who dominated the first two games. In fact, the Orcs aren't even in the main single-player story line (they're in a separate campaign, though). The story features Humans, Night Elves, and the Undead, all vying for control of the Frozen Throne. Other than that, the game is about cool strategic mayhem with Dwarves, Trolls, Ghouls, and Wisps.

WHY'S IT COOL?

Drunken pandas. OK, that's not the only reason *Frozen Throne* will be cool, but the Pandaren brewmaster is perhaps the coolest hero unit ever seen in a real-time strategy game. In addition to the awesome cut-scenes and top-secret plot, expect s'more cool units to round out your armies, including faerie dragons (killer antimagic beasts), batriders (cheap building-killers), obsidian statues (roving Undead healers), and dragonhawk riders (cheap fliers good for attacking towers). Other neat stuff includes clan support, more multiplayer types, and a vastly improved campaign editor that allows for user-made cut-scenes and voiceovers.

SHOULD WE WORRY?

Some people might feel a little cheated that Blizzard added just two new units and one new hero per side. But the developer is always tweaking the game balance, and we're sure the four sides will even out by the time the game ships. Also, fans of spellcasting units might be annoyed that almost every new unit is somehow designed to cripple spellslingers.

BOTTOM LINE

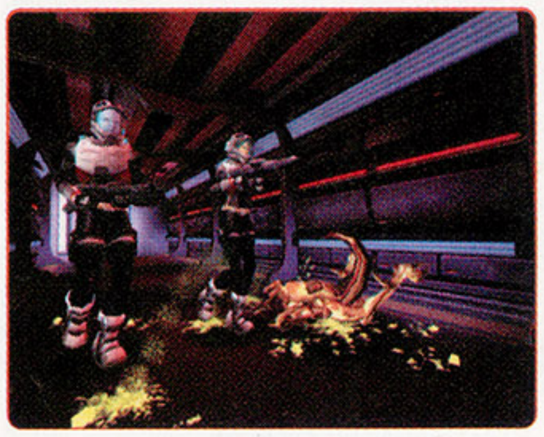
StarCraft: Brood War is pretty much the best RTS expansion pack ever made, so we know Blizzard has experience making killer add-ons. On paper, a whopping 12 new units sounds dinky, but the new campaign, exceptional play balance, and that good ol' Blizzard charm will make *Warcraft III: The Frozen Throne* a must-buy for any *Warcraft* fan.

DID YOU KNOW?

The Pandarens were originally an April Fool's joke; Blizzard announced them as a new race last year, just for laughs. But there was so much positive feedback, the team decided to include the Pandaren hero unit.

6 STAR TREK: ELITE FORCE II

Publisher: Activision
Developer: Ritual Entertainment
Also On: None
Genre: Action



"This will wake him up!"

WHAT'S IT ABOUT?

PC

When the original *Elite Force* debuted in 2000, Ripley's Believe It or Not built a special exhibit for the game: Until that time, no one had ever seen a next-generation *Star Trek* universe title that was actually *good*. *EF* overdelivered on *Star Trek* authenticity with plenty of action and violence—a refreshing difference from the various dull, dialogue-heavy television series. *Star Trek* gaming had finally arrived.

Activision is trying to go 2-0 with *Star Trek: Elite Force II*. A first-person fragger built on the *Quake III: Team Arena* engine, *EF2* once again pits you as Lt. Munro, head of the elite Hazard Team (the Federation's version of the Navy SEALs). Missions include run-ins with Klingons, Romulans, Ferengi—and some new aliens, like the freaky Atrexians.

Only the first mission features Voyager and the Borg (Janeway and crew made it back to Earth). Munro is then assigned to *Next Gen*'s Enterprise 1701-E and the fun begins. Captain Jean-Luc Picard (voiced by Patrick "Professor X" Stewart) and a slew of *Next Gen* regulars appear in the game.

WHY'S IT COOL?

EF2 is first-person action at its best. The story line offers plenty of alien fragging balanced by some serviceable puzzles, and the massive game world features 12 environments, 11 missions, and 70 levels. You can use an enhanced tricorder to scan walls for tunnel-revealing cracks and other surprises. The improved *Quake III: Team Arena* engine presents greater detail and interaction. Multiplayer matches include Holomatch, Capture the Flag, and Team Holomatch.

EF2 keeps the *Star Trek* authenticity alive, all the way down to Jefferies tubes. Yep, Jefferies tubes.

SHOULD WE WORRY?

Activision opted for a different developer from the original's excellent Raven Software (*Soldier of Fortune, Jedi Knight II*). Will Ritual Entertainment—heretofore known for such barn-burners as *SiN* and *Heavy Metal FAKK2*—be able to carry the torch? So far, so good.

Some have said the *Quake III: Team Arena* engine has seen better days. Whatever—*EF2* looks awesome, which is all you need to know.

DID YOU KNOW?

LucasArts was so impressed with Raven Software's work on the original *Elite Force*, it asked the developer to create *Jedi Knight II*, which went on to become a huge critical and commercial hit.

BOTTOM LINE

Activision says *EF2* is about a third longer than the first game. Cool, because you'll want to get as much time as you can in this *Trek* universe.

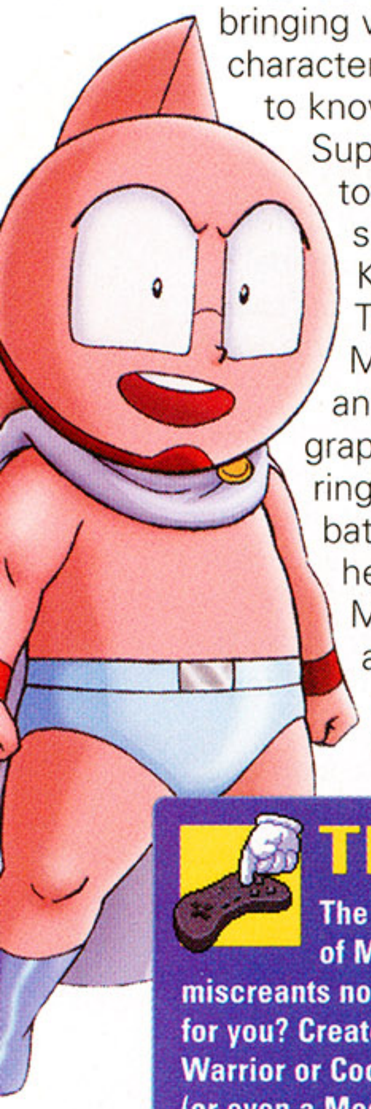
7 ULTIMATE MUSCLE: THE KINNIKUMAN LEGACY—LEGENDS VS. NEW GENERATION

Publisher: Bandai
Developer: Aki
Also On: None
Genre: Wrestling

WHOA! "To infinity and beyond!"

WHAT'S IT ABOUT?

Former rubber-toy phenomenon and current Fox Networks TV hit *Ultimate Muscle: The Kinnikuman Legacy* makes its way to Nintendo's GameCube, bringing with it all the characters kids are growing to know and love. Superpumped—and totally bizarre—superheroes like Kid Muscle, Terryman, Robin Mask, Check Mate, and Sunshine all grapple for king-of-the-ring supremacy in battles pitting the heroes of the Muscle League against the villains of the notorious dMp.



TRY THIS

The default selection of Muscle League miscreants not weird enough for you? Create your own Frog Warrior or Coconut Master (or even a Mega Man–like homebody) in *Ultimate Muscle*'s awesome Create-a-Player mode. You can mix and match head, arm, leg, and torso types, and adjust the colors of each part. We made a naughty boy named Orange Crush and customized his moves, the moves' names, and his battle cry. There's nothing better than making up your own guy and pitting him against three of your friends in multiplayer action.

WHY'S IT COOL?

The cel-shaded graphics of *Ultimate Muscle* are among the best we've ever seen; they totally suit the source material. Each character is modeled with loving care, as evidenced by their glossy costumes, bulging muscles, and dexterous animation. The over-the-top wrestling moves, which launch opponents four stories in the air and typically result into a back-breaking move of some sort (kids, don't try this at home!) look better than anything we've seen before in a wrestling game.

SHOULD WE WORRY?

If you prefer your wrestlers hairy and accompanied by the sprightly tones of Metallica, you may find yourself at odds with *Ultimate Muscle*'s bizarre, colorful, cartoony characters. One wrestler, Sunshine, looks like a big gold-brick wall, and another, Wally Tusket, looks like a giant walrus. But if you can deal with the tweaked cast of characters, it's all good.

BOTTOM LINE

With the fastest wrestling action we've ever played (even faster than *Def Jam: Vendetta*, also developed by Aki) and the most eye-melting moves, we expect big things out of *Ultimate Muscle*. Do Kid Muscle and crew have what it takes to topple The Rock?

TRY THIS

If you're missing some of the 400-plus pink rubber Muscle toys available, you can get what you need by spending your hard-earned tokens in Muscle vending machines. This brings us back to our youth, before you were born.

8 SOLDIER OF FORTUNE II

Publisher: Activision
Developer: Raven
Also On: PC
Genre: FPS

This scene will be a whole lot more red in, like, three or four seconds.

WHAT'S IT ABOUT?

It's a first-person shooter with the primary distinction of getting way gory when you shoot people. Heads explode like Roman candles, and you can carve your initials on enemies' backs with bullets. But apart from that, it's all pretty much run-of-the-mill. You play as a professional soldier whose job is to take out a bunch of terrorists.

WHY'S IT COOL?

Apart from the blindingly obvious selling points—8,000 gallons of blood and levels that look like a meat packer's floor once you beat them—*Soldier of Fortune II* has some serious multiplayer potential. We hope the game's online modes turn out well, because they played a large part in giving the PC version the longevity that it still enjoys. It has a really kick-ass mode called Infiltration, and if that makes its way to Xbox Live with its guts intact, we'll be pretty happy.

The mode is basically a Capture the Flag variant, with one team defending a spot on the map and another trying to bust in. It gets pretty intense, especially considering that you're out for the entire round if you die—none of that respawning stuff. The PC version's maps were really well designed, with lots of hiding spots and some clever and vicious choke points. Let's hope they also find their way to Xbox.

SHOULD WE WORRY?

If you're expecting something mind-blowingly deep or original, you'll probably be disappointed. But if straight-up crazy gunfights, flying pieces of brain, and online multiplayer shooting make you happy, then you should be all right.

BOTTOM LINE

You might think it's sissy to say so, but pointless gore in games is kind of silly. *SOF2* looks like it was designed by guys who love horror movies way too much, but it's also good at what it's supposed to do, so we can't dis it entirely.

DID YOU KNOW?

You know how this game is all crazy and gory? Well, the reason for this is called GHOUL, the game's high-tech rendering system. There are 36 shootable body spots, and each reacts differently. Crazy. Try not to think about this next time you're eating cereal.

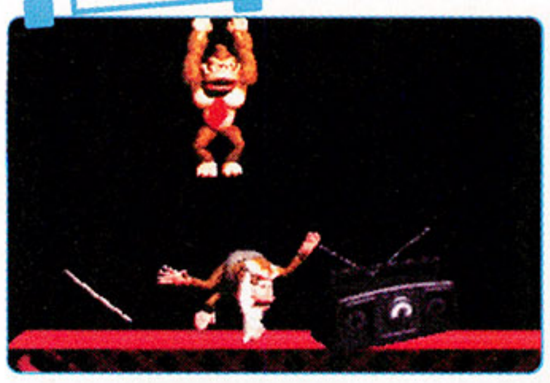
SUSHI SAYS

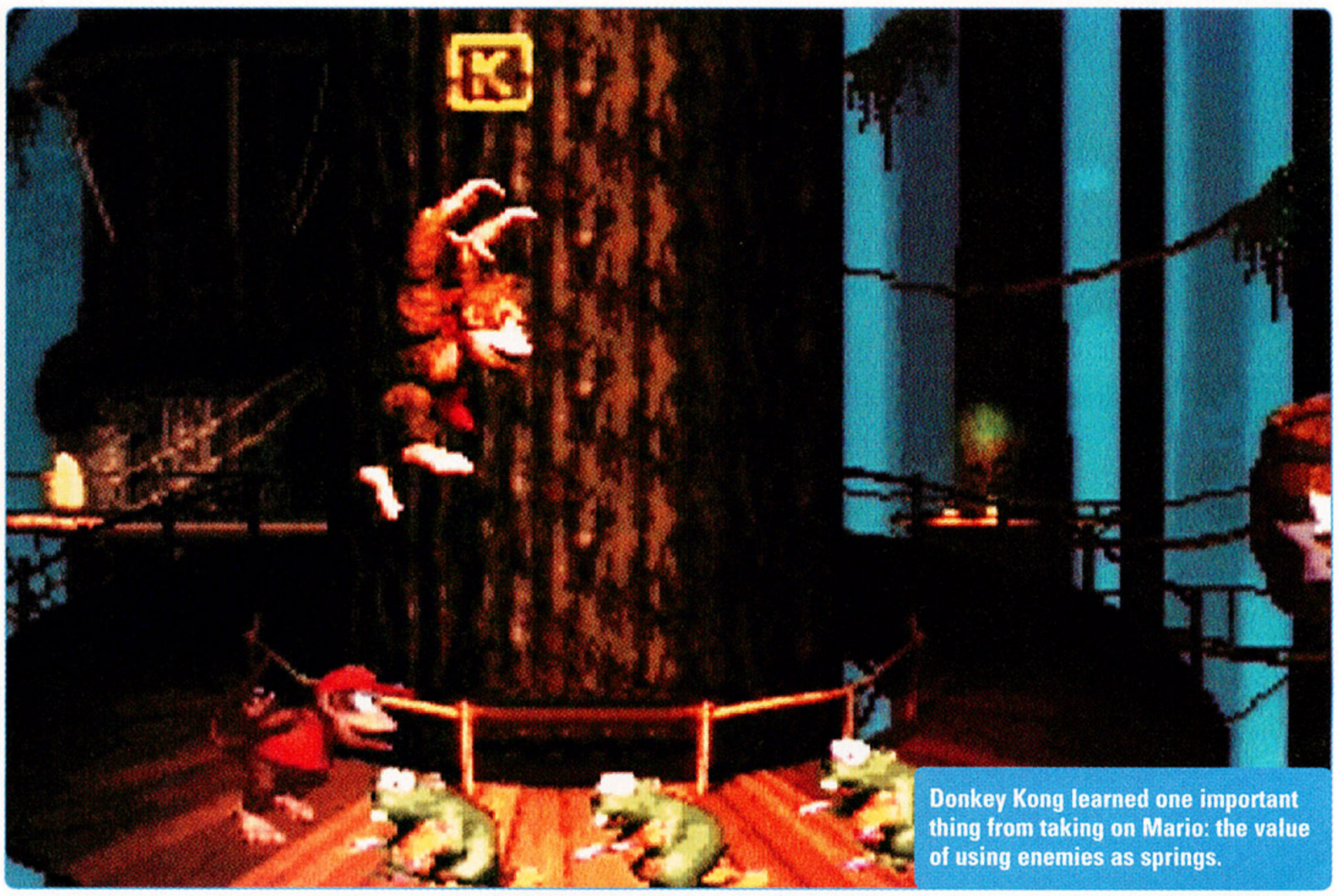
My experience with the PC version of this game proved that stealth is all but unnecessary. But if you feel so compelled, I will pass on to you a jewel of wisdom: Rather than shooting someone when they don't see you, hit them with the butt of your gun and then, ahem, dispose of them quietly. This will prevent you from being spotted and subsequently disposed of yourself.

The addition of a second gun has been scientifically proven to up a game's fun factor by 83 percent.

9 DONKEY KONG COUNTRY

Publisher: Nintendo
Developer: Rare
Also On: Super Nintendo
Genre: Action Platform





Donkey Kong learned one important thing from taking on Mario: the value of using enemies as springs.

WHAT'S IT ABOUT?

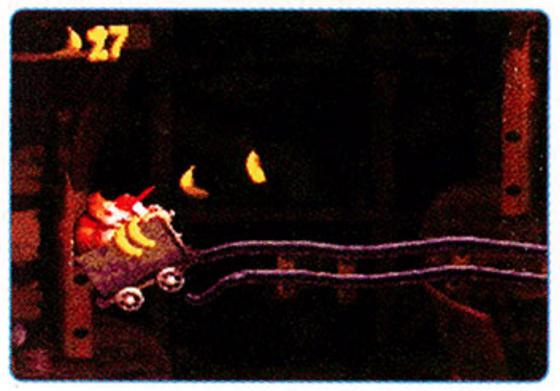
Back in 1994, just before Sony released the PlayStation, Nintendo amazed Super NES owners with *Donkey Kong Country*, a 2D action-platform game featuring 3D-modeled backgrounds and characters. Players had never seen anything like it, and nearly 10 years later, the game still looks beautiful. Rare—the development team that brought *GoldenEye*, *Banjo-Kazooie*, and *Donkey Kong 64* to Nintendo 64—is responsible for *Donkey Kong Country*, which is certainly one of its finest efforts. Expect the Game Boy Advance version to be a flawless port.

WHY'S IT COOL?

Donkey Kong Country is more than just a pretty face; it's also a fantastic platformer. You get to roll barrels at enemies (naturally), ride on the backs of wild animals, bounce on tires, chase bad guys on mine carts, and take on enormous, screen-filling end bosses. The control feels just right, and the gameplay is challenging without being too frustrating. We still like the *Mario* games best, but if you've already beaten all of the plumber's titles, *Kong's Country* should be your next major platforming adventure.

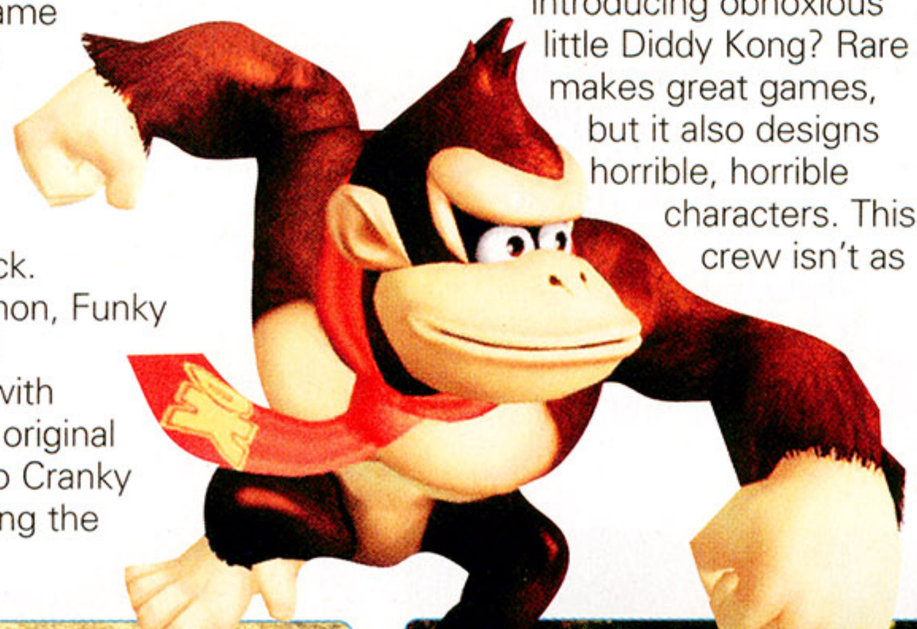
DID YOU KNOW?

Rare announced two *Donkey Kong* titles for Game Boy Advance—*Donkey Kong Coconut Crackers* (a puzzle game) and *Donkey Kong Racing*—over a year ago, but we haven't heard anything about them since. Hmm...maybe they got cancelled after the developer left Nintendo to work for Microsoft?



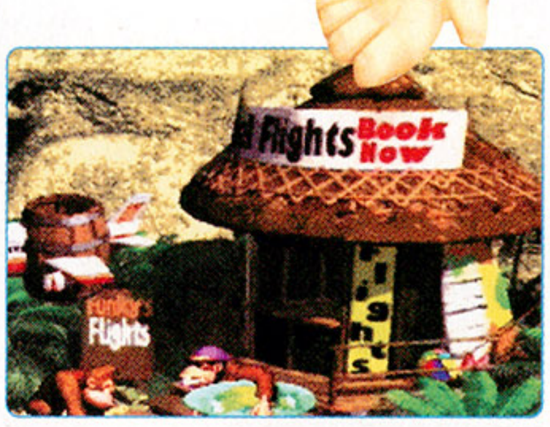
SHOULD WE WORRY?

The one big problem we had with this game back in the day is an unfixable issue: The character designs suck. I mean, c'mon, Funky Kong? And what's up with turning the original Donkey into Cranky Kong, making the original Donkey Kong Junior the new Donkey Kong, and then introducing obnoxious little Diddy Kong? Rare makes great games, but it also designs horrible, horrible characters. This crew isn't as irritating as *Banjo-Kazooie*'s, but it comes close.



BOTTOM LINE

If you have fond memories of this one, trust us...it's well worth picking up and playing again. And if you've never played the game before (shame on you!), there's never been a better time to try it. Nintendo's classics are a lot like Disney's animated features: They only get better with time.



WTF?

Nintendo already released this on Game Boy, but it was designed for the underpowered 8-bit Game Boy Color. Needless to say, this new one will be far more faithful to the original.

10 ARC THE LAD: TWILIGHT OF THE SPIRITS

Publisher: Sony CEA
Developer: Cattle Call
Also On: None
Genre: RPG

The combat system is a lot more strategy-oriented than the ones in those old PlayStation games.

WHAT'S IT ABOUT?

It's been 1,000 years since *Arc the Lad III*'s conclusion, and Arc's world has become a dark place where Humans and Deimos (monsters) live in segregation.

Darc, raised as a Deimos slave, and Kharg, raised as Human royalty, are half-breed brothers separated at birth. They're about to embark on a quest that will not only bring them together for the first time since birth, but will also decide the fate of the world. All this in an RPG... imagine that!

WHY'S IT COOL?

The *Arc* series, born on PlayStation 1, enjoyed a lot of success in Japan (although not as much in the United States), so it's cool to see it coming to Sony's next-generation hardware.

Also, the series doesn't feature a traditional RPG fighting system. You'll put together whole groups of combatants and then take to the battlefield using a mix of strategy and turn-based fighting (kind of like Sega's old *Shining Force* series on Genesis and Saturn).

SHOULD WE WORRY?

Yeah, a little bit. From what we've played so far, *Twilight of the Spirits*' story seems decent, but the gameplay has yet to astound us. It's passable, but feels the same as the previous *Arc the Lad* games, which were mediocre at best in terms of gameplay.

On top of that, developer Cattle Call's last U.S. release was *Tsugunai*, an unimpressive RPG that most people have forgotten by now.

BOTTOM LINE

While it won't be the next *Final Fantasy*, popularity-wise, this series does have a following that will be glad to get the game without having to wait a few years, as it did for the original three games. *Twilight of the Spirits* will probably be a solid, if not spectacular, RPG.

TRY THIS

As in all RPGs, *Twilight of the Spirits*' combatants can use regular attacks, healing items, special attacks, and magic. However, if you want to pack a punch without using valuable items or magic points, just fill up any character's special bar, then target an enemy another teammate has targeted and watch the fireworks. Free special attack!

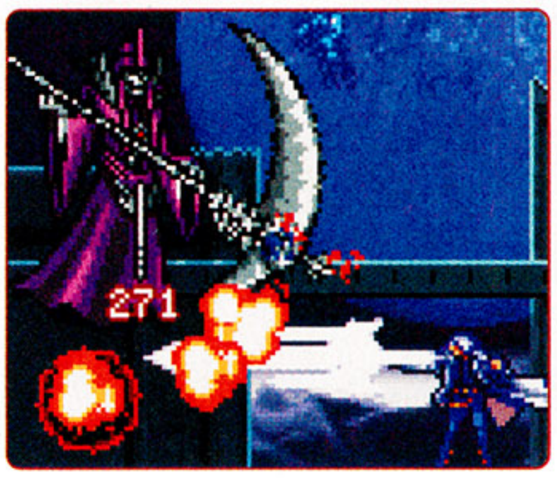
NOW PLAYING

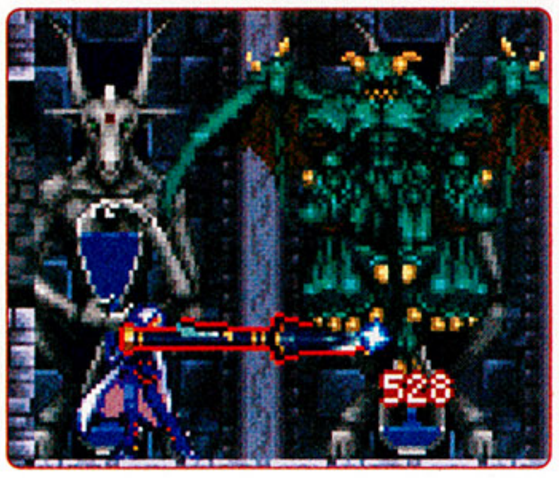
GameNOW takes on this month's top games

GAME OF THE MONTH

Castlevania: Aria of Sorrow—Page 43

Any new *Castlevania* release is a big deal, but *Aria of Sorrow* is something else entirely. Saying it's the best *Castlevania* game since *Symphony of the Night* is pretty significant, but we won't hesitate to say just that. With its crazy power-up system and awesome atmosphere, it basically punks the other GBA *Castlevania* games with ease. And given how cool those games are, you know we're serious. This is as good as it's gonna get until that mysterious PS2 *Castlevania*, so get with the program.





A+ CLUB GAMENOW

Only the best of the best of the best games make it into the A+ Club. If you see a title on this list and it's not in your personal library, you're missing out. Do yourself a favor and play it. Go rent it, go buy it, do what you need to. These games sell systems.

- **Final Fantasy X,** PS2
- **Golden Sun,** GBA
- **Halo,** Xbox
- **Madden NFL 2003,** GC
- **Madden NFL 2003,** PS2
- **Madden NFL 2003,** Xbox
- **Metal Gear Solid 2: Sons of Liberty,** PS2
- **Metroid Prime,** GC
- **Need for Speed: Hot Pursuit 2,** PS2
- **Resident Evil,** GC
- **SimCity 4,** PC
- **Star Wars Rogue Leader: Rogue Squadron II,** GC
- **Super Mario Sunshine,** GC
- **Super Mario World: Super Mario Advance 2,** GBA
- **Super Smash Bros. Melee,** GC
- **The Legend of Zelda: The Wind Waker,** GC
- **Tony Hawk 3,** PS2
- **Yoshi's Island: Super Mario Advance 3,** GBA

NOW RATED

Once we've thoroughly played a completed version of a game, we give it our final Now Rated grade. Here's our wonderful grading scale.

A games are excellent and well worth picking up.

B games may not be the best, but they're still darn good.

C is an average grade. Not a bad game, but not great either.

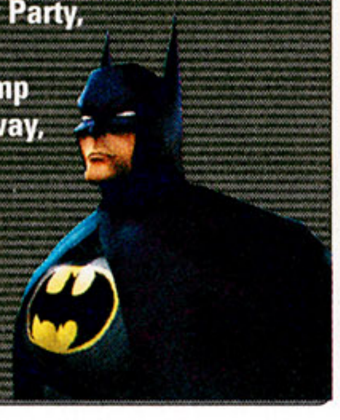
D means below average. We're getting into the stink zone.

F is...well, you know. F is a failure. Stay away—far away.

F TROUPE GAMENOW

Think of the F Troupe as the evil antithesis of the A+ Club. If you happen to stumble across these stinkers, get away quickly. And if you're unlucky enough to receive one of these as a gift, we offer our condolences.

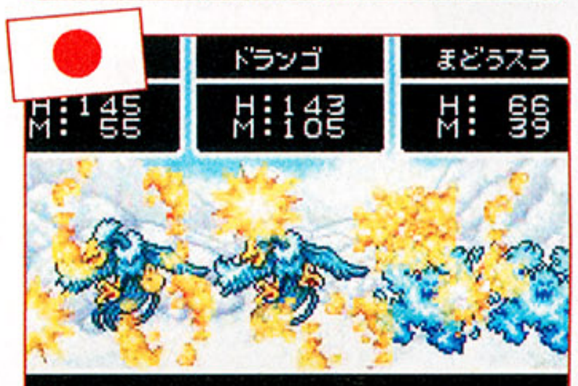
- **Batman: Dark Tomorrow,** Xbox
- **Britney's Dance Beat,** GBA
- **Crazy Taxi: Catch a Ride,** GBA
- **Men in Black: The Series,** GBA
- **NBA Jam 2002,** GBA
- **Shrek Super Party,** PS2
- **Shrek: Swamp Kart Speedway,** GBA



U.S.A. TOP 10

The 10 Best-Selling Games of February 2003

1. **The Getaway** Sony CEA/PS2
2. **Grand Theft Auto: Vice City** Rockstar/PS2
3. **The Sims** EA/PS2
4. **Yu-Gi-Oh! TDOTR** Konami/PS2
5. **Devil May Cry 2** Capcom/PS2
6. **Xenosaga Episode I: DWZM** Namco/PS2
7. **Yu-Gi-Oh! DDM** Konami/GBA
8. **.hack Part 1: Infection** Bandai/PS2
9. **ATV Offroad Fury 2** Sony CEA/PS2
10. **Dragon Ball Z: Budokai** Infogrames/PS2

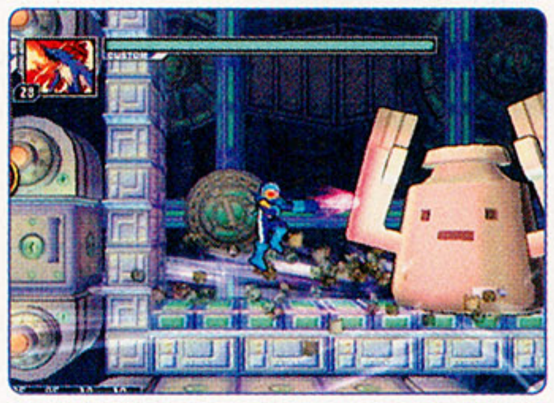


JAPAN TOP 10

The 10 Best-Selling Games for 3/31/03-4/6/03

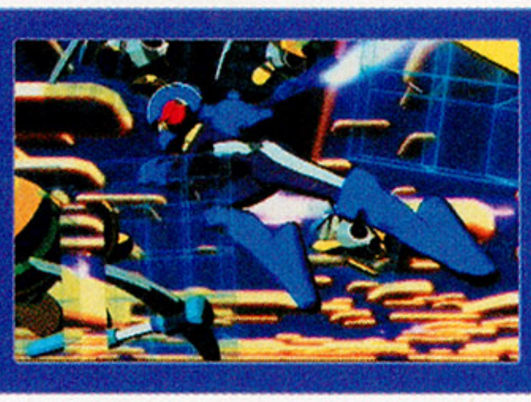
1. **Dragon Quest Monsters: CH** Enix/GBA
2. **Netsu Chu! Pro Yakyuu 2003** Namco/PS2
3. **Dai-2-Ji SRTA** Banpresto/PS2
4. **Final Fantasy X-2** Square/PS2
5. **Taiko no Tatsujin: DSDNHM** Namco/PS2
6. **Made in Wario** Nintendo/GBA
7. **Rockman EXE 3 Black** Capcom/GBA
8. **Zelda: A Link to the Past** Nintendo/GBA
9. **Shin Sangoku Musou 3** Koei/PS2
10. **Taiko no Tasujin: TDDGD** Namco/PS2

Remember this hopping, one-eyed robot from the original *Mega Man* games? *Network Transmission* is full of nostalgic moments like this.



WTF?

The Japanese version of *Transmission* has a sweet animated intro (taken straight from the *Mega Man EXE* anime). For some reason, Capcom removed it from the U.S. release, even though the anime will be airing here soon. Why?



MEGA MAN NETWORK TRANSMISSION

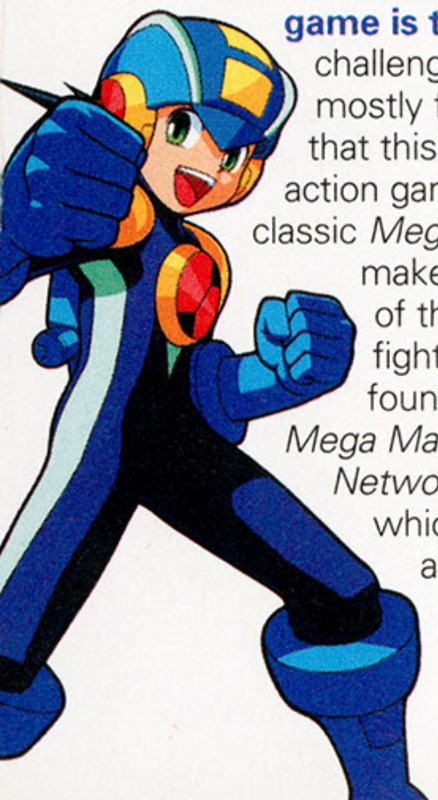
Publisher: Capcom
Players: 1
Also On: None
Genre: Action

EVERYONE
E
CONTENT RATED BY ESRB

Mega Man's first GameCube adventure is megatough

GameCube

When was the last time you got really mad at a game? I don't mean "throw your controller against the wall" mad. I'm talking "calmly set the controller down, slowly count to 10, and then go on a 12-state killing spree" mad. *Mega Man Network Transmission* will make you slightly more upset.



Seriously, folks—**this game is tough.** The challenge stems mostly from the fact that this side-scrolling action game (done in classic *Mega Man* style!) makes ample use of the Battle Chip fighting system found in the GBA *Mega Man Battle Network* titles, which are all action-RPG games.

It's an interesting concept that lends some strategy to the action, but it's awkward when you get stuck with a batch of crummy chips—especially since the default weapon, the good ol' Mega Buster, does very little damage.

Once you become accustomed to the fighting system, however, you start to notice *Transmission*'s good points. Right away, you'll see that **the cel-shaded graphics look sharp.** It's also great to see a side-scrolling *Mega Man* title that utilizes 3D graphics (with ultratight controls). Hopefully, future *Mega Man* games will continue this trend.

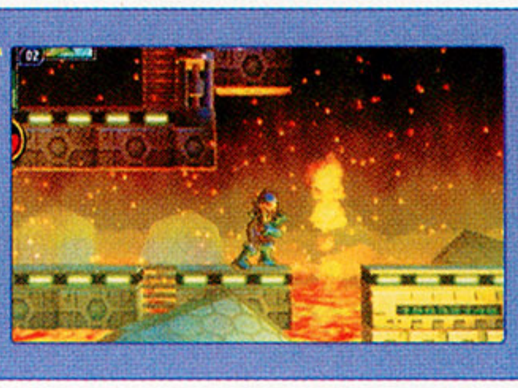
The *Battle Network* series has always rewarded old-school fans with nods to the NES *Mega Man* games. Well, there's plenty more in *Transmission*, including scores of '80s-era enemies and remixed classic tunes. Despite the 8-bit touches, you do need to be familiar with the first *Battle Network* game—*Transmission* takes place immediately after it.

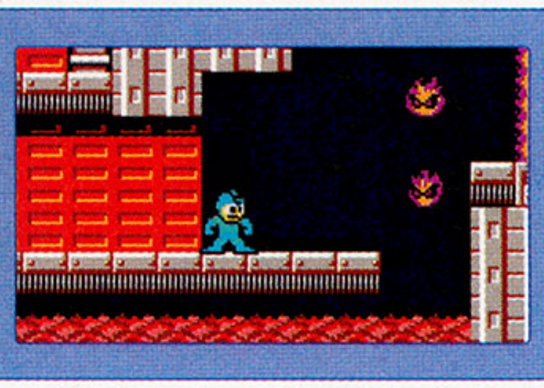
There's a lot to like about *Transmission*, but its difficulty really drags it down. If you can handle it, though, you'll have a good time.

—Phil Theobald

SWEET SPOT

If you're a hardcore *Mega Man* fan, you'll notice subtle references like this. On the left is a shot from Fire Man's stage in *Transmission*. On the right is a shot from the original *Mega Man* (1988). Pretty similar, eh?





PROS:
- Great platforming action
- Classic *MM* references

CONS:
- It's really freaking tough
- Awkward battle system

BOTTOM LINE: This is definitely for the hardcore, as lesser folk will be scared away.

B-

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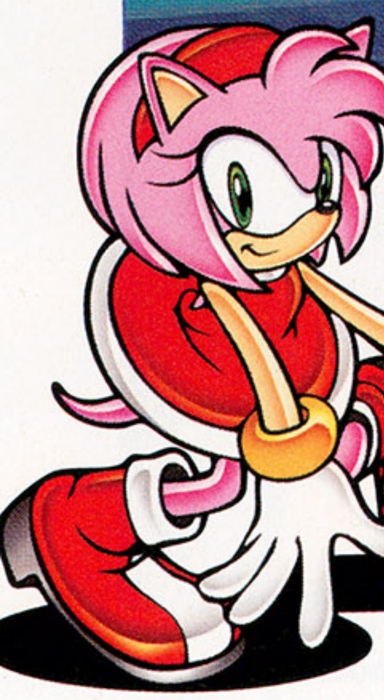
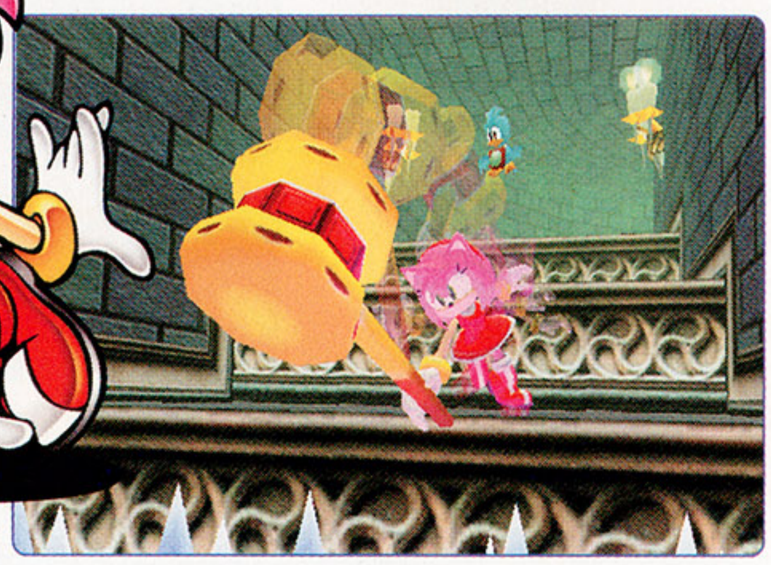




TRY THIS

In the Sonic portion of the game, a second player can pick up a gamepad and control Tails.

SONIC ADVENTURE DX DIRECTOR'S CUT

Sonic's back, but he's seen better days

Publisher: Sega
Players: 1-2
Also On: Dreamcast
Genre: Action Platform

EVERYONE E CONTENT RATED BY ESRB

GameCube

This game came as a revelation four years ago when Sega Dreamcast sat atop the technological food chain. But we've come a long way since then, and ***Sonic Adventure* fails to impress nowadays.**

Part of the problem: This version isn't as good as the original. There's a lot of choppiness going on, most of the lighting effects have been dialed down, and the soundtrack is scratchy and distracting.

As for the gameplay, Sonic's stuff remains fun, but his adventure accounts for only one-fifth of the game. When you're not controlling ol' Blue, you have to take charge of Tails (too slow), Amy (tough to control), R-108 (boring), Knuckles (frustrating), or Big the Cat (all fishing, all the time). And you're required to get through all that crap in order to unlock the Super Sonic character and see the game's real ending.

This is called a director's cut, but I fail to see what improvements have been made beyond the inclusion of unlockable Game Gear games. Those **extras stand as a cool bonus for hardcore *Sonic* fans,** but most players will tire of these 8-bit history lessons in minutes. All said, this is better than *Sonic Adventure 2 Battle*, but not by much.

—Ethan Einhorn

PROS:
- Fun Sonic stages
- Unlockable Game Gear games

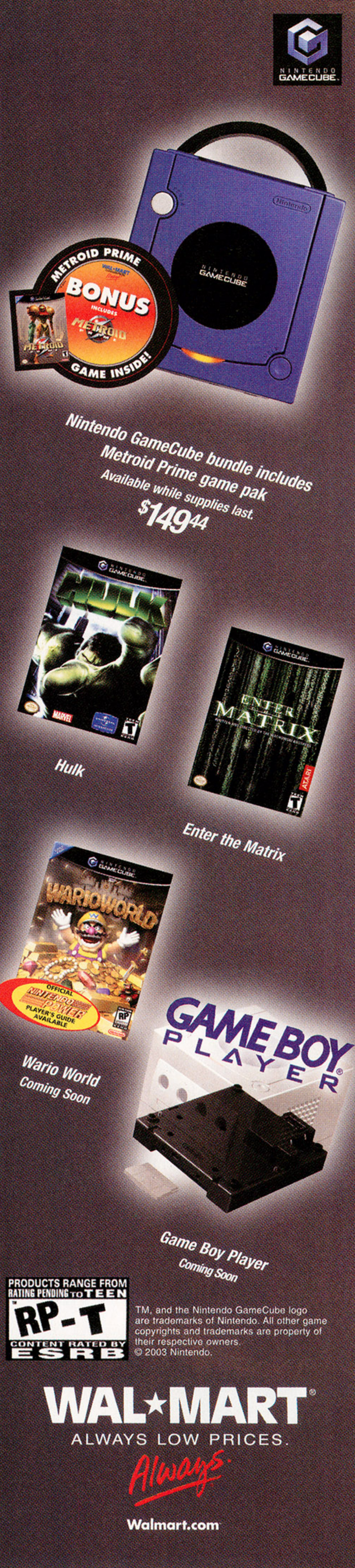
CONS:
- Lots of slowdown
- Boring overworld hub

BOTTOM LINE: Why are we still playing rehashes? Bring us a new *Sonic* game, Sega!

C-

DID YOU KNOW?

Yuji Naka, the primary creative force behind the *Sonic* series, absolutely loves Nintendo games. We asked who his favorite non-Sega game characters were, and he enthusiastically replied, "Mario and Zelda."



BURNOUT 2: POINT OF IMPACT

Publisher: Acclaim
Players: 1-2
Also On: PS2, Xbox
Genre: Racing

EVERYONE
E
CONTENT RATED BY ESRB

Crash like you mean it

GameCube

Forget *Ridge Racer*. Forget *Midnight Club*. Forget all that crap—*Burnout 2* has been the king of arcade racers since its arrival on PS2, and the GameCube version makes this even more evident. Everything about it is totally right: **The A.I. is brilliant, the graphics are hot, and the game modes are fresh and original.** You know there's something ultimately superior about it the minute you pop it in.

WTF?

I mentioned the Crash mode in the review, but I need to talk about it more. It's absolutely insane. You get points depending on how much damage you do. I swear to God, I haven't been more addicted to a racing game in my life, and it's due in part to this mode. Tom says that it's his vision of what a perfect racing game is like, and I have to agree. It's crazy!!

You won't notice it at first, but the A.I. is what makes *Burnout 2* so out of hand. You know how in most racing games, the enemy racers just follow preset paths? Well, you won't see that crap in *Burnout 2*, where enemy racers do stuff like crash into pedestrian traffic. It doesn't sound like a big deal, but it makes the game feel a whole lot more dynamic.

In fact, it's crashing that gives *Burnout 2* most of its character. While the gameplay is pretty arcadey, the crashes are anything but. **Your car will fly all over the place, smashing into everything in its path** and dropping mad chunks of itself. There's even an absolutely sick game mode centered on crashing. If you don't play *Burnout 2*, you have bad taste.

—Miguel Lopez

PROS:
- Amazing A.I.
- Amazing-er car crashes

CONS:
- Training levels are lame

BOTTOM LINE: In the world of arcade racers, *Burnout 2* is the freshest thing since sliced bread.

A

LOST KINGDOMS II

Publisher: Activision
Players: 1
Also On: None
Genre: Action RPG

TEEN
T
CONTENT RATED BY ESRB

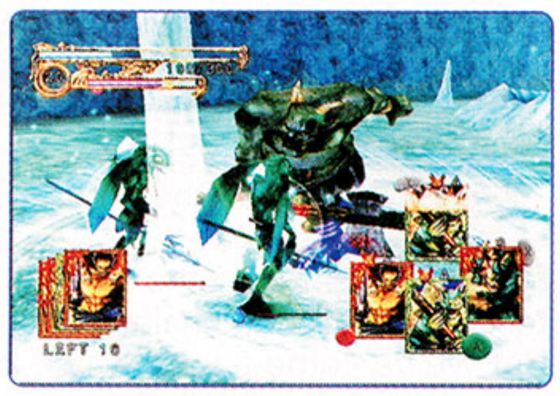
Hey, at least it's better than Yu-Gi-Oh!

GameCube

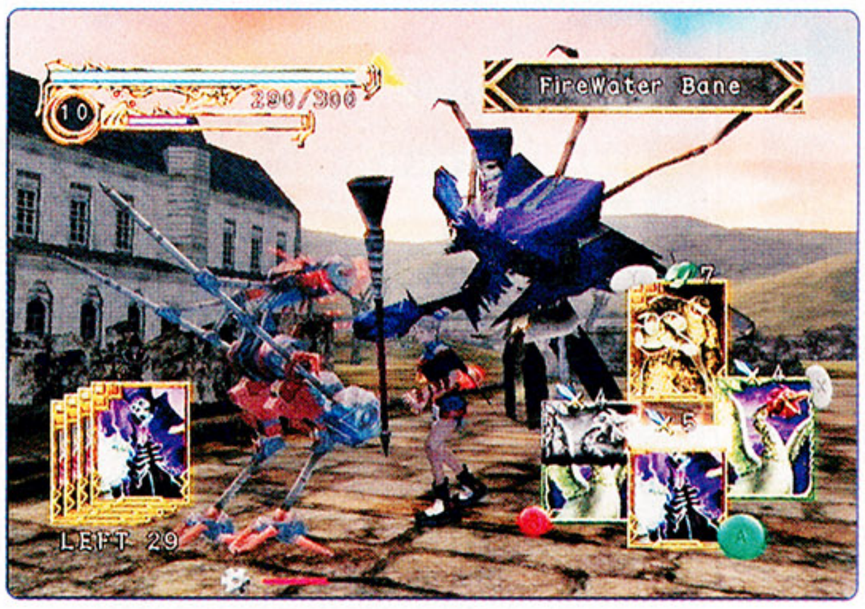
An action-adventure take on the tried-and-true *Yu-Gi-Oh!* formula, *Lost Kingdoms II* drops you into a medieval fantasy realm. You're put in charge of a woman who uses monster cards for offense, defense, and healing. The big hook is that you're not stuck sitting in front of a card table—instead, you're exploring a full 3D world, RPG-style.

This setup has distinct pros and cons. On one hand, the landscapes look great and offer **plenty of interesting puzzles to work through.** On the other, the sight of the lead character staving off hordes of enemies by throwing playing cards at the ground is really quite silly.

You can carry 30 cards at a time (and can store plenty more in your inventory), and they're sorted randomly. Some cards unleash monsters that think and move on their own; others endow your heroine with special powers. This is all fairly unique, but it creates a **passive experience that's more about luck than skill.** You spend most of your time tossing cards from a distance and then running to a corner, relying on your monsters to do in the bad guys by themselves. The experience is kind of meditative, but it's never exciting. And if you simply want to relax, you're better off buying a lava lamp.



—Ethan Einhorn



STUMPED?

How do you get the researcher out of the stone crypt? Find the bottle near the door, fill it with oil (the oil is located at the northern end of the desert), and lubricate the rusted door switch.

PROS:
- Lots of depth
- Pretty visuals

CONS:
- Complicated menu system
- Too linear

BOTTOM LINE: This game has an innovative battle system, but it's not much fun.

C+

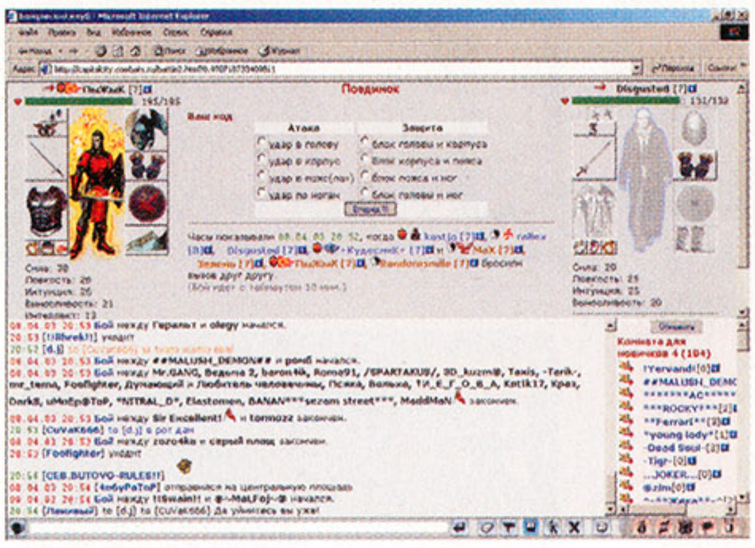
"How much can you know about yourself if you've never been in a fight?" (*Fight Club*, 1999, Twentieth Century Fox)

Four years have passed since Brad Pitt and Edward Norton were fighting it out on the streets of America in David Fincher's cult film. Fight Club was the place where young men with good white-collar jobs fought each other bare-fisted in an attempt to regain that little something missing from their comfortable - but ultimately dull - lives.

City of Angels view

Today we find ourselves once again on the brink of a new revolution, this time courtesy of a hacker-turned-game-developer from Moscow. Just like the club in the film, www.combats.ru began as a creator's vision; a vision which spread like wildfire through the Russian on-line RPG underground and set virtual hearts ablaze. Who would have imagined that just one year on, a website that was initially created for a group of friends would attract over a million hits a day from people in Russia and abroad. This virtual Fight Club has grown to become the most popular on-line entertainment project in Russia, receiving an award for 'Best Russian On-line Game'. Tyler Durden would be proud.

Perpetually renewed by its Creator, a being of infinite power; bombarded by the Dustman, a rebellious and destructive angel: the world of Fight Club is shaped by the conflict between these two great forces.



Battle Screen

Through this battle between good and evil each of us will find an answer to the question that's been eating us away from the inside: the question of who we really are.

Starting the game as an ordinary guy (or girl), fist-fighting other newbies, the game progresses as you strive towards power and dominance in the ever-evolving world. The possibilities are endless. You choose your allegiance: Be good; or be evil; or stay away from the eternal struggle between the two by embracing and attempting to uphold your belief in neutrality. Travel between different towns each with its own unique atmosphere. Employ powerful spells or unleash your strength of arms to battle your friends and foes alike. You can even become a reporter for a local newspaper or fall in love with a Fair Lady and attempt to win her heart. Can you be the one to divine the sound of church bells above the fighting? Or if you're weary of brawling, make your fortune by trading, plying a craft, or by gambling. You can socialize with your friends and antagonize your foes at any time - even during the fights - thanks to the convenient and flexible chat-system integrated into the game. Whatever your desire, there will be something for everyone in this game.

Actual combat is turn-based and simple to learn. The characters' bodies are divided into four zones - head, torso, lower body and legs. At every turn each player attacks the zone which they think is not defended, and at the same time try to anticipate the opponent's move and block two of the zones. So much like a sophisticated version of the good old 'rock, paper and scissors' game. However, there is more to it than meets the eye. Strategies differ with every opponent and you have to be unpredictable if you want to win. Success comes only from mastery and skill.

There are different types of combat - fist-fight, armed and magical - as well as group combat. With every victory your character gains more experience, which allows you to improve your abilities, 'leveling up' just like in any RPG game. As they advance, players are able to use weapons and armor as well and other items and magical spells. These can be bought and sold at the trade rooms or in the city shops.

Grave Yard view

Combat is an important aspect of the game but by no means the only one. Role-playing is another part of it. You can become a noble paladin enforcing Law and Order, protecting honest citizens from thieves and other wrong-doers, or pledge your allegiance to the powers of darkness and become a blood-thirsty vampire hunting the streets in search of prey. Clans play their intricate political games and develop their own unique powers, forge alliances and declare wars.

The popularity of the game in Russia has been nothing short of phenomenal. It appeals to all ages and both sexes alike. Here you can find a twelve year old kid beating a grown man senseless. And nothing feels as good as victory. The game provides an exciting mix of fighting and role-playing and its outward simplicity masks the depth of the emotional experience on offer. Better still, there is no subscription charge and anyone with Internet Explorer should be able to play.

At the moment the game is available in Russian language only. The good news is that the creators are working hard on translating the game into English language with the provisional launch date of the new version slotted for August 2003. Even better news is that the new version will be further enhanced, providing richer environments and gameplay. The address for the English version is www.combatsworld.com. We can't wait to give you all a slap.

For further information, please contact combats@combatsworld.com

© Tarak Udin

TOM CLANCY'S SPLINTER CELL

Publisher: Ubi Soft
Players: 1
Also On: PS2, Xbox, GBA
Genre: Adventure

MATURE M CONTENT RATED BY ESRB

Sam Fisher's back, and his adventure still rocks

GameCube

I've now played through *Splinter Cell* three times, and I still haven't gotten tired of it. In fact, I'm having more fun with it now than ever before. Knowing a level's exact layout and then trying to get through it without sounding any alarms is the key to falling in love with this tough adventure. Of course, if you're a *Splinter Cell* newbie, you'll have a blast running through these missions for the first time, but it surprises me this great game actually **gets better every time you play it.**

This GameCube port offers sharper visuals and a smoother framerate than the PS2 version, but the graphics aren't quite on par with the Xbox release. Still, this is a stunning-looking game in its own right. The levels have been streamlined, just as they were on PS2, and a handful of system-specific improvements have been made. Most significant is the ability to use your Game Boy Advance as an overhead radar, *Metal Gear*–style. You can now see how many enemies are in a room before entering, determine camera locations, etc. Cooler still, you can fire a weapon called a sticky bomb that plants itself on a wall and detonates when you hit your GBA's A button.

Put simply, *Splinter Cell* is a **genre-defining release** that you now have no excuse not to try.

—Ethan Einhorn

Sniping is one of the most important skills to master in the game.

TRY THIS

Have a friend back you up with a Game Boy Advance. On a particularly grueling level, Art Director Nicole Tanner warned me about enemies advancing behind me, which effectively saved my life (and kept me from having to restart the stage).

PROS:
- Controls feel great
- Inventive GBA connectivity

CONS:
- Tough, often frustrating game
- Xbox version looks better

BOTTOM LINE: This is a fantastic game optimized for GameCube. Buy it.

A

TOM CLANCY'S SPLINTER CELL

Publisher: Ubi Soft
Players: 1
Also On: Xbox, PS2, GC
Genre: Adventure

TEEN T CONTENT RATED BY ESRB

Honey, Ubi Soft shrunk Sam Fisher!

GBA

I have mixed feelings about this game. It's a respectful, attractive translation of a game that's impossible to faithfully re-create on Game Boy Advance. If you've played the console version, you'll be amused by all the familiar elements you'll find here: The tense music cues, the night-vision goggles, and the twisting story of a dictator gone mad with power are all in place. Sam Fisher's animation is surprisingly fluid, and the stages are sprinkled with details that will instantly evoke the console missions. This is no slap-dash port; it's a handheld adventure that'd be **worth picking up even if it weren't branded with such a recognizable license.**

In fact, the license is probably the game's biggest problem; it carries gameplay expectations that, as I stated earlier, the 2D-friendly GBA simply isn't capable of meeting. A good stealth game in the Sam Fisher mold requires plenty of 3D movement opportunities. The GBA *Splinter Cell* is a side-scroller, so the focus has been switched to running, jumping, and platforming. That's not a bad thing—actually, the gameplay is really solid. **It just doesn't feel like *Splinter Cell*,** so calling it that seems a little misleading. If you're tired of more juvenile fare like *Sonic*, *Mario*, and *Pokémon*, you'll definitely want to check this out. Just don't jump in with unrealistic expectations.

—Ethan Einhorn

WTF?

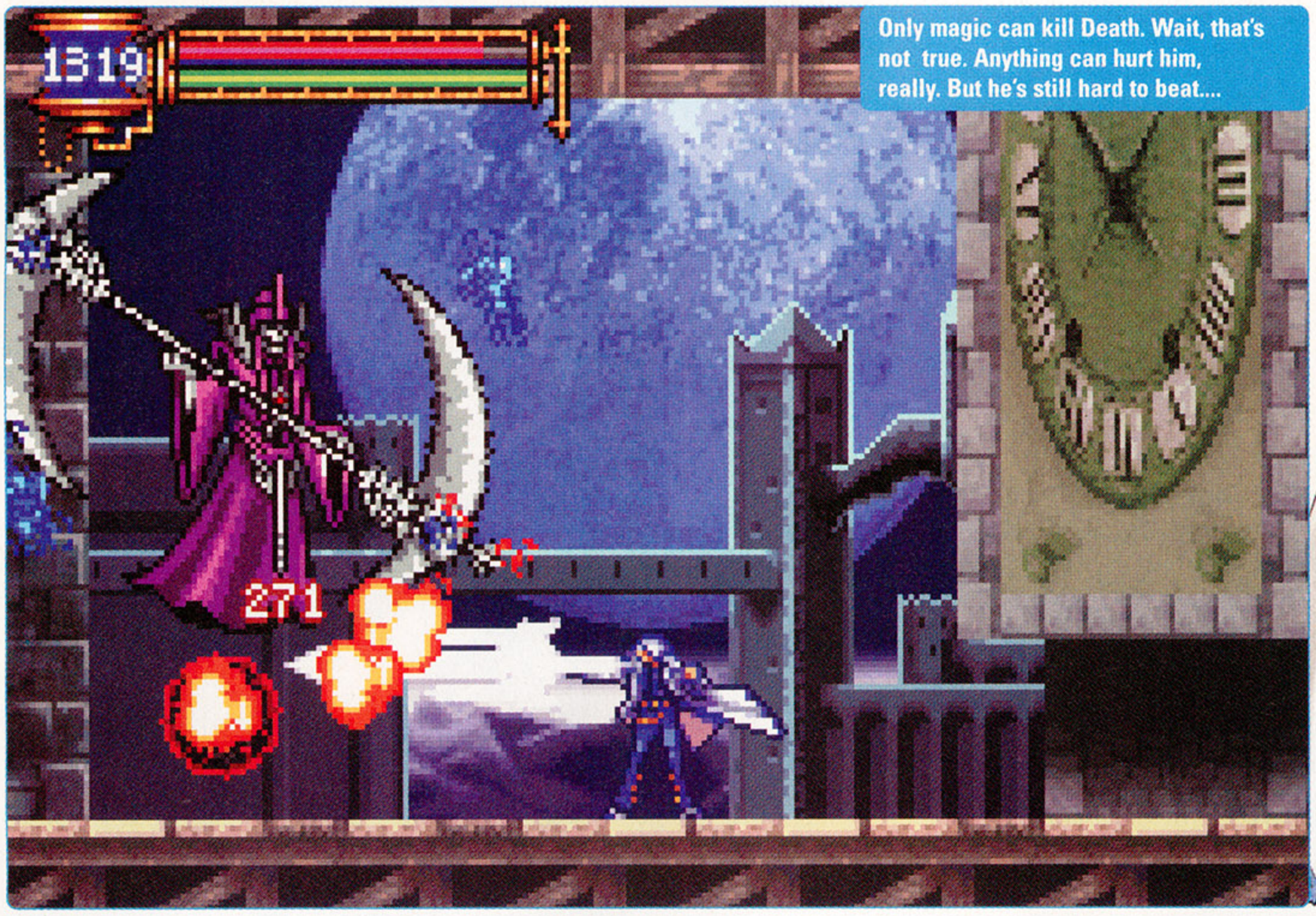
Just as cigarettes became foggers in *Metal Gear Solid* for Game Boy Color, Sam Fisher's bullets have apparently turned into tranquilizer darts. Whenever he shoots an enemy, the opponent slumps to the ground and the sleeping "zzz" icon appears over his head.

PROS:
- Graphics are beautiful
- Controls are tight

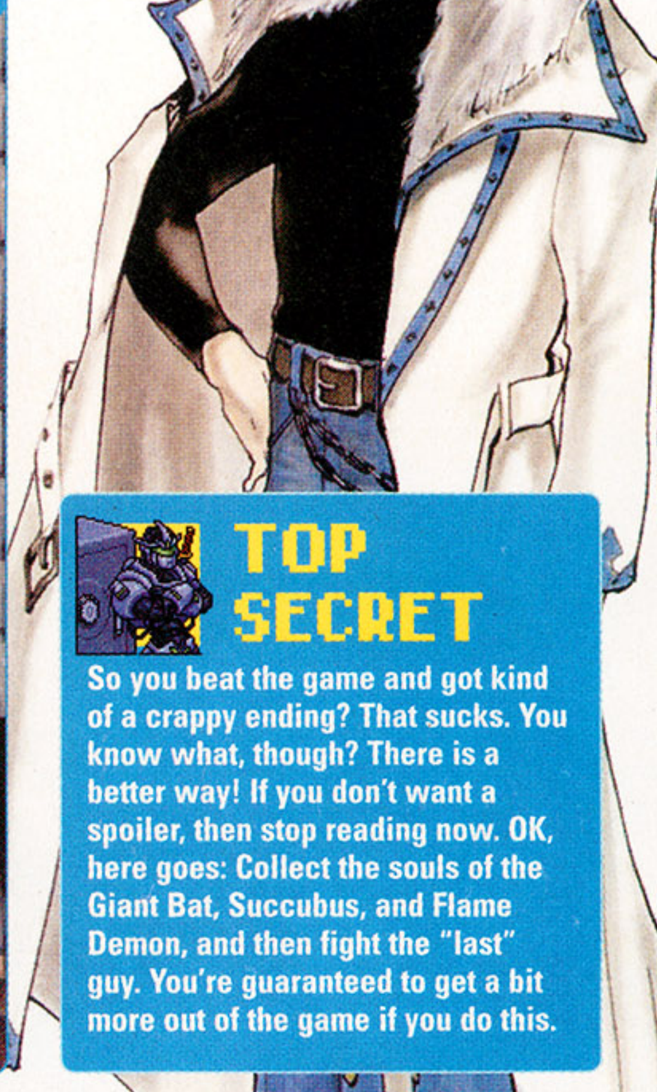
CONS:
- Doesn't feel like *Splinter Cell*
- Hard to see what's going on

BOTTOM LINE: This is a decent but fundamentally flawed action adventure game.

B

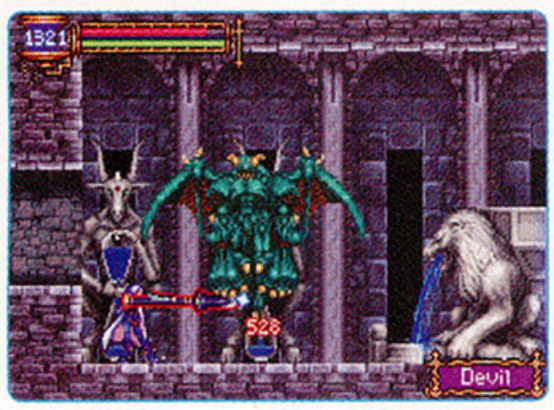


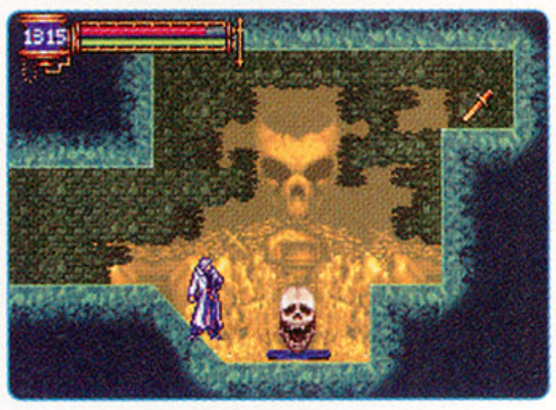
Only magic can kill Death. Wait, that's not true. Anything can hurt him, really. But he's still hard to beat....

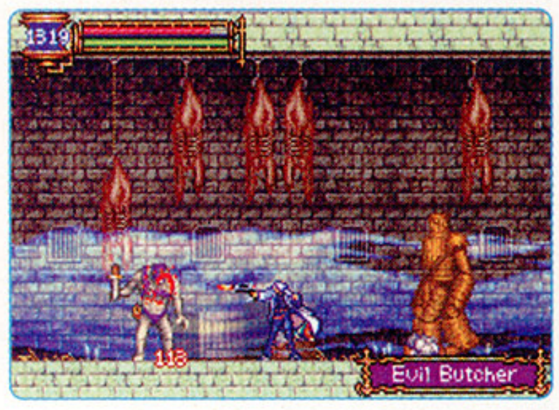


TOP SECRET

So you beat the game and got kind of a crappy ending? That sucks. You know what, though? There is a better way! If you don't want a spoiler, then stop reading now. OK, here goes: Collect the souls of the Giant Bat, Succubus, and Flame Demon, and then fight the "last" guy. You're guaranteed to get a bit more out of the game if you do this.







CASTLEVANIA: ARIA OF SORROW

Publisher: Konami
Players: 1
Also On: None
Genre: Adventure

TEEN T CONTENT RATED BY ESRB

Play this game or you'll get whipped

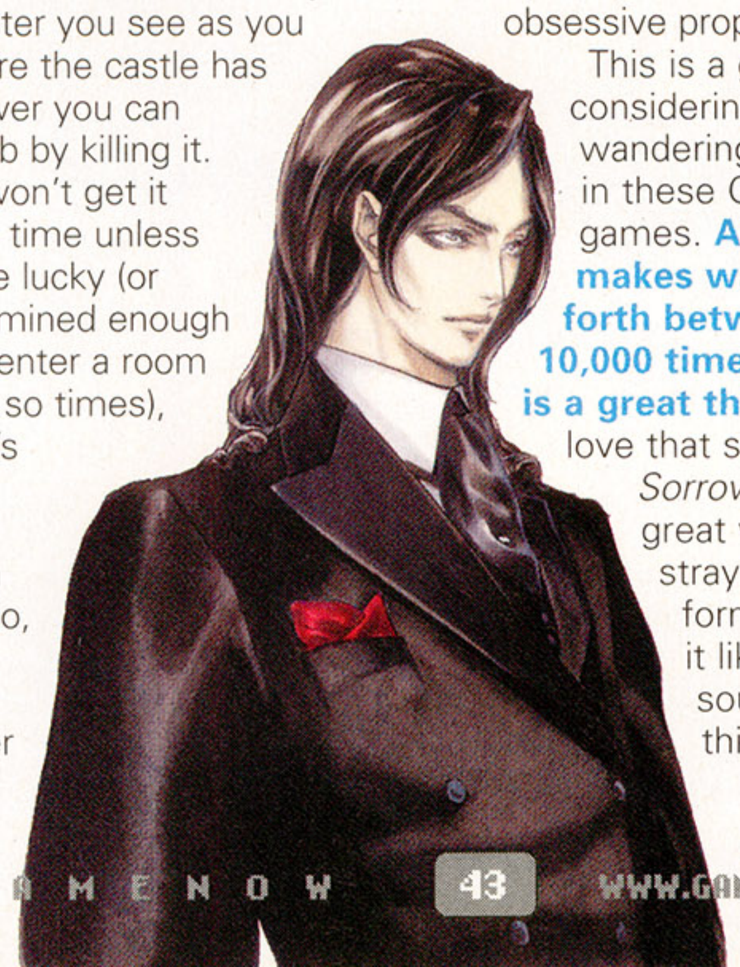
GBA

Remember *Castlevania: Symphony of the Night*? If not, go play it now—it's one of PS1's best games, and you can find it on eBay for like a thousand dollars. Well, not really, but it can get pretty expensive, which makes it a good thing GBA's *Aria of Sorrow* is such a standout game. It's the closest a GBA *Castlevania* adventure has come to achieving *Symphony*'s level of atmosphere, and it has **a crazy power-up system that makes you want to keep playing and playing and playing.**

It works like this: Every monster you see as you explore the castle has a power you can absorb by killing it. You won't get it every time unless you're lucky (or determined enough to re-enter a room 80 or so times), but it's really cool when you do, as each power is well-designed, diverse, and useful. One will let you stop time (*Castlevania* stopwatch-style), and another turns you into a giant bat, letting you fly around the castle's various nooks and crannies. Before you know it, you'll have dozens of powers at your disposal, and your need to collect more will grow to obsessive proportions.

This is a good thing, considering the amount of wandering around required in these GBA *Castlevania* games. **Anything that makes walking back and forth between rooms 10,000 times more bearable is a great thing.** I personally love that stuff, and *Aria of Sorrow* does it in a great way. It doesn't stray too far from the formula, but it refines it like crazy, so if this sounds like your thing, then go nuts.

—Miguel Lopez



SUSHI SAYS

As you wander through the frightening depths of Dracula's castle, you will sometimes notice monster engravings on the walls. They're quite mysterious, but using my keen intuition, I have managed to figure out why they're there: They act as clues to help you find some of the game's hidden items and power-ups. So, as you run into them, do your best to assume the form of the creatures they depict. You will be duly enriched.

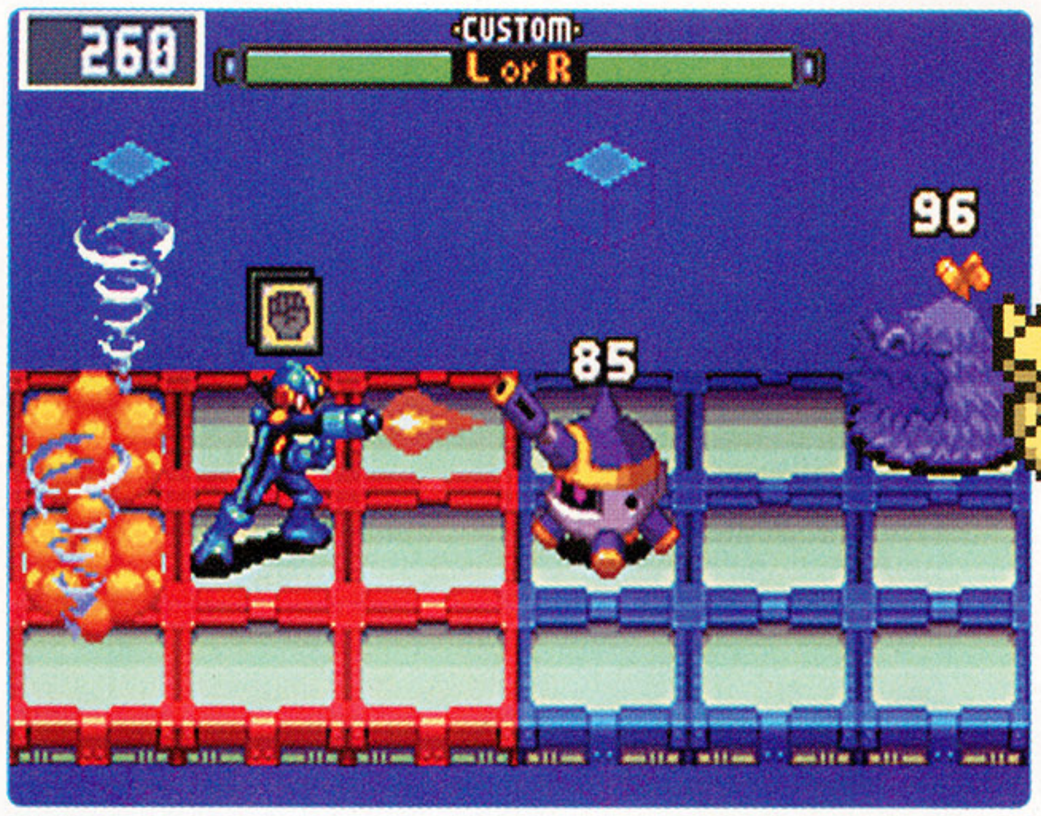
PROS:
- Fresh power-up system
- Handful of cool secrets

CONS:
- A bit on the short side
- Silly story

BOTTOM LINE: This is GBA's best *Castlevania* game. If you don't play it, you're stupid.

A

Get ready for hyper-gaming.

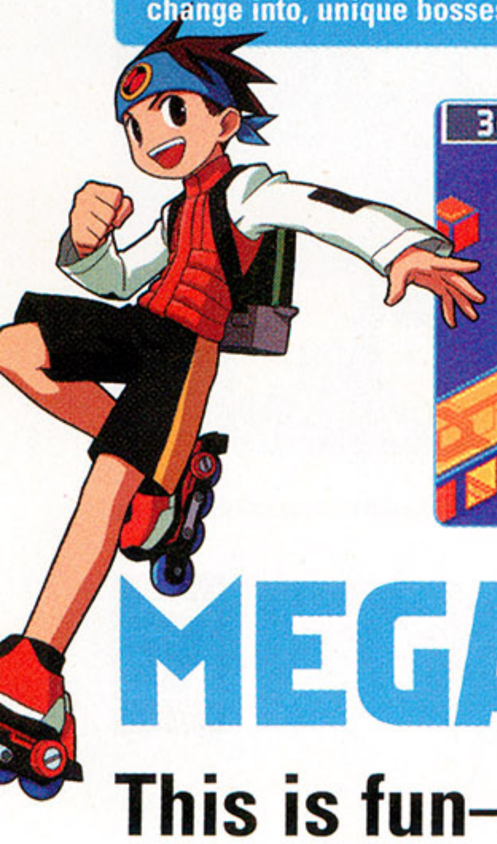


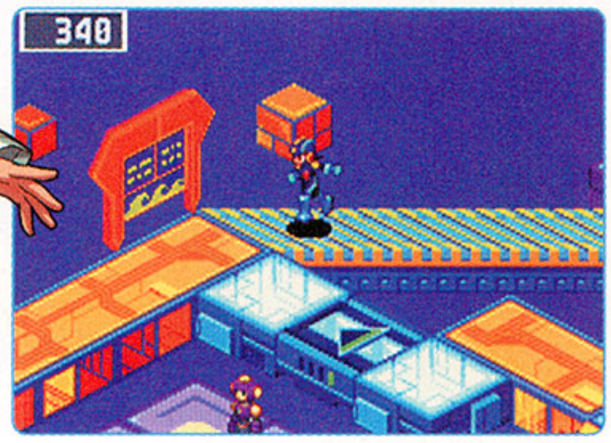
BIG BANG

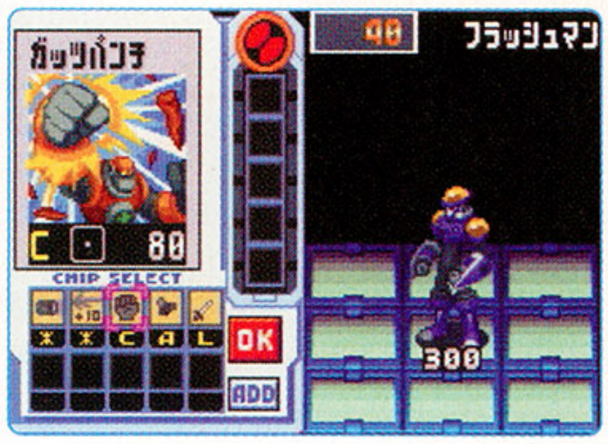
Remember Mr. Famous from *Battle Network 2*? He appears once again in *BN3 Blue* in front of the zoo in Yokayoka Village once you reach Chapter 3. You'll be able to battle his Navi, Punk. Hardcore *Mega Man* fans will remember Punk's first appearance in *Mega Man 3* for Game Boy (as seen here).

DID YOU KNOW?

Capcom is releasing two versions of *Battle Network 3*, *Pokémon*-style. The *Blue* and *White* versions of *MMBN3* will be primarily the same game, but with several minor differences. Among the unique features are exclusive powered-up forms for Mega Man to change into, unique bosses, and different enemies and battle chips.







MEGA MAN BATTLE NETWORK 3—BLUE & WHITE

This is fun—haven't I played it before?

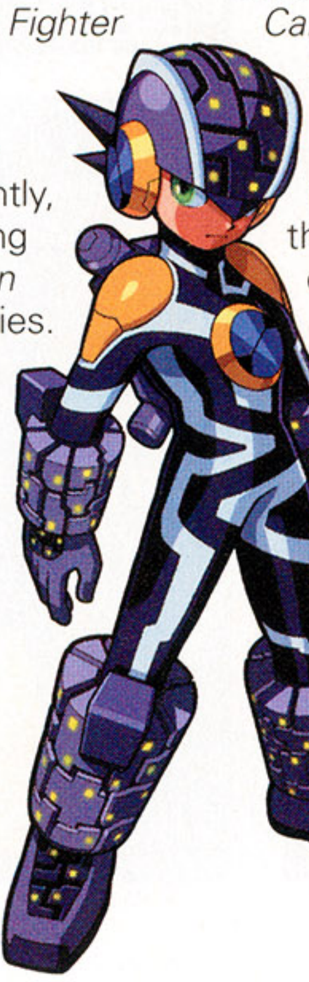
GBA

If there's one thing I've learned about Capcom over the years, it's that it finds a formula that works and sticks to it. That's what it did with the *Street Fighter* series, that's what it did with the original *Mega Man* series, and apparently, that's what it's doing with the *Mega Man Battle Network* series.

You see, ***Battle Network 3* is almost exactly like *Battle Network 2*, which is almost exactly like the original.** Still, like the *Pokémon* series, when the original game is lots of fun, some repetition isn't necessarily a bad thing.

I really enjoy the *Battle Network* series because of the **fun characters and surprisingly deep battle-chip fighting system** (it reminds me of the excellent NeoGeo Pocket Color game *Card Fighter's Clash*). So it was no surprise when the games immediately sucked me back in, despite the strong feeling of déjà vu. Actually, *BN3* expects you to have played the previous two, so don't enter the series with this game or else the plot will really confuse you.

Sure, *Battle Network 3* is somewhat redundant, but it's still a solid adventure I had a blast playing.



Publisher: Capcom
Players: 1-2
Also On: None
Genre: Adventure

EVERYONE E CONTENT RATED BY ESRB

I just hope the next game will feature something new.

—Phil Theobald

PROS:
- Great battle system
- Fun story

CONS:
- Been there, done that

BOTTOM LINE: If you can get past the fact that you've played this twice before, you'll love it.

A-

WarioWare, Inc.
MEGA MICROGAME$!

WarioWare, Inc.
Over 200 lightning-quick microgames in one serving.

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EVERYONE E CONTENT RATED BY ESRB
Comic Mischief

MEDABOTS: METABEE & ROKUSHO

Publisher: Natsume
Players: 1-2
Also On: None
Genre: RPG

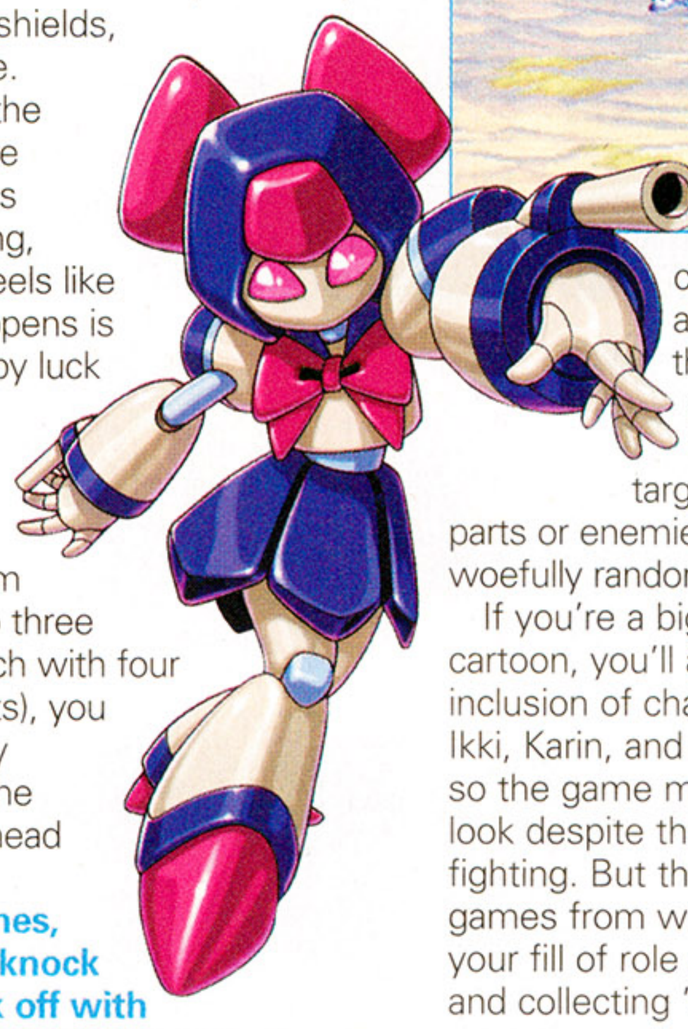
EVERYONE — CONTENT RATED BY ESRB

It's time to battle till you drop

GBA

In the world of *Medabots*, everyone loves to battle with their little robot pals. Friends battle, enemies battle—heck, even random people battle one another in their quest to acquire the latest Medabot parts.

As such, "robattling" makes up a good chunk of this RPG. What takes place before and after the battles, though, is also pretty fun. There are hundreds of Medaparts to collect, and you can **spend hours customizing your small robot army,** tricking them out with lasers, missiles, swords, shields, and more.



Sadly, the battles are much less compelling, since it feels like what happens is dictated by luck as much as skill. Even though each team has up to three 'bots (each with four body parts), you need only destroy the leader's head to win. **Sometimes, you can knock his block off with one critical hit;** other times, you can fight for round after round and then win or lose by decision. Since you usually can't target specific body parts or enemies, it seems woefully random.

If you're a big fan of the cartoon, you'll appreciate the inclusion of characters such as Ikki, Karin, and even Mr. Referee, so the game might be worth a look despite the awkward fighting. But there are other games from which you can get your fill of role playing, fighting, and collecting 'em all.

—Chris Hoffman

DID YOU KNOW?

In the *Medabots* cartoon, Metabee (short for Metal Beetle) is Ikki's Medabot, while Rokusho is a lone-wolf 'bot without a master. But in the game, depending on which version you play, either one can be Ikki's main Medabot. Each version also has exclusive medals and parts.

PROS:
- Lots of customization
- Feels like the cartoon

CONS:
- Lackluster combat system
- Pretty weak story

BOTTOM LINE: *Medabots* is all about battling, but the battling could use some improvement.

C+

WARIO WARE INC.: MEGA MICROGAME$!

Publisher: Nintendo
Players: 1-2
Also On: None
Genre: Attention Deficit

EVERYONE — CONTENT RATED BY ESRB

The game that rewards you for picking your nose

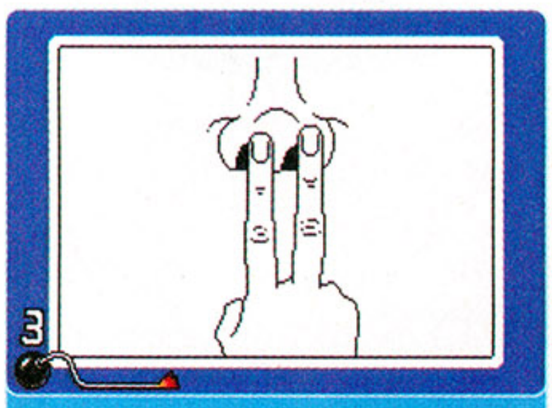
GBA

News flash! After many brave attempts, Nintendo scientists have developed the perfect portable game: *Wario Ware Inc.: Mega Microgame$!* There has never been a game more **ideal for on-the-go gaming and playing in small chunks** than this rapid-fire collection of minigame challenges. For example, in one minute of play, you might brush some nasty-lookin' teeth, count the number of frogs hopping across a pond, help Samus destroy Mother Brain, pick your nose, and hop over a hot dog on wheels.

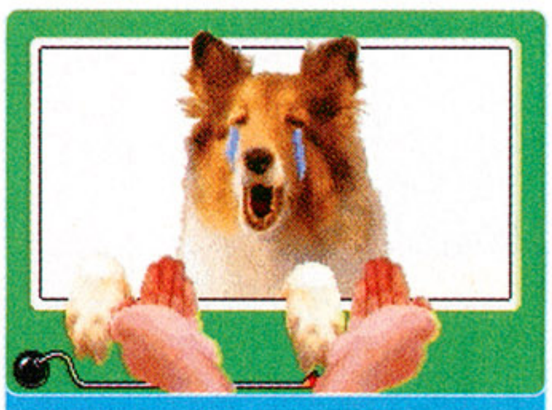
The games (more than 200 total) are **extraordinarily simple yet extremely fun.** The real challenge, since you're given no instructions and less than 10 seconds for each, is figuring out what you need to do in each one. The better you do, the faster it gets. The graphics can be just as simple as the games, ranging from mere stick figures to something more fitting of GBA's processing muscle. But it really doesn't matter, since you're never looking at one thing for long.

Wario Ware is so good, I get giddy just thinking about it. It's unbelievably fun and stuffed to the brim with humor. But there are still areas for improvement. For instance, it would have been great to see some two-player link-up action instead of just the two-players-sharing-one-GBA stuff this has. But it's still a must-own for all GBA fans.

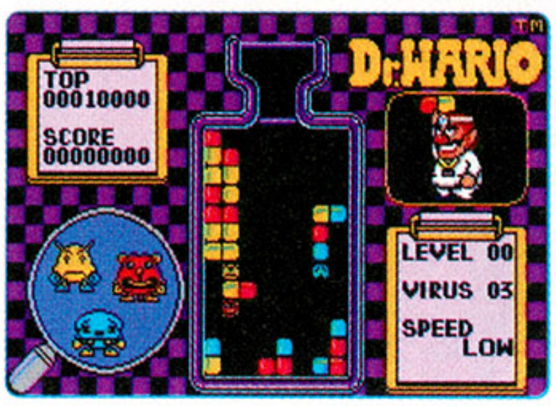
—Chris Johnston



Unlock more minigames by getting high scores (of 25 and higher) on Jimmy's challenges.



So this is what it sounds like when dogs cry.



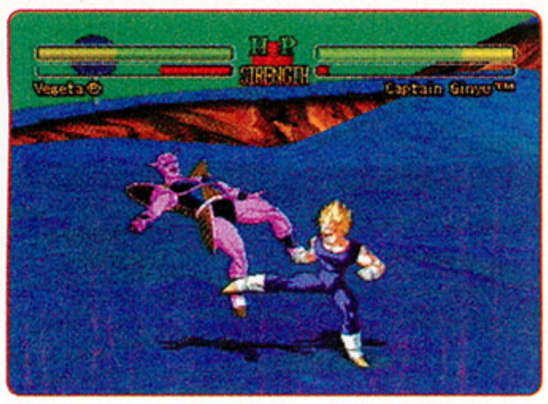
PROS:
- Insanely addictive
- Absolutely hilarious

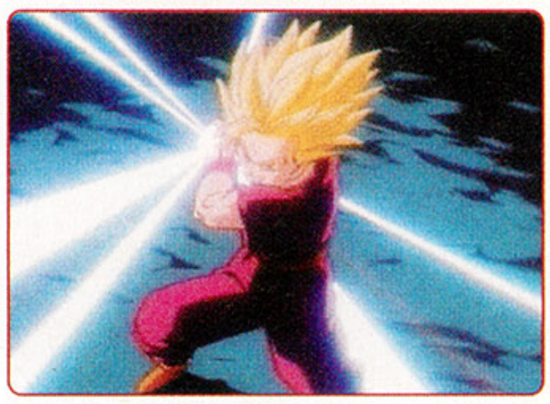
CONS:
- Only 200 minigames
- Doesn't use link cable

BOTTOM LINE: Forget how weird this game looks—if you own a GBA, you must try it.

A

If we know Master Roshi, he'd probably want to be looking at some cute girl right now instead of ugly, old Mr. Satan.

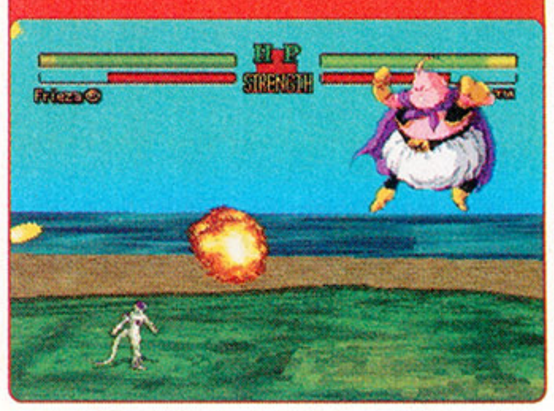




KNOW THE CODE

Not satisfied with the 22 characters you get from the start? Make it 27 by quickly entering this code at the Title screen: Up, Triangle, Down, X, Left, L1, Right, R1. A short cinema will play, the Title screen will read "Ultimate Battle 27," and you'll have access to Master Roshi, Kid Goku, Super Saiyan 3 Goku, Vegeto, and Mr. Satan.

Majin Buu is hovering in the air, making Frieza look small.



DRAGON BALL Z: ULTIMATE BATTLE 22

Kamehame-horrible

Publisher: Infogrames
Players: 1-2
Also On: None
Genre: Fighting

PS1

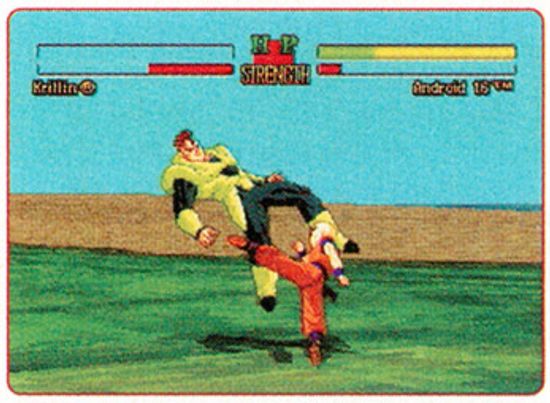
Someone must think *DBZ* fans will buy anything, because *Ultimate Battle 22* is one of the worst games in which Goku and his wily bunch of Saiyan pals have ever starred. This turd was originally dumped in Japan back in 1995, just a few short months after PS1 debuted there, and boy does it show. **The visuals alone set a new low for crapulence,** with characters that look like paper dolls brawling in arenas your 2-year-old brother could've crafted (no offense to him).

Say goodbye to the cool Story mode from PS2's *Budokai*. *UB22* is about as simplistic a fighting game as you can get, with round after round of **extremely bland, strategy-free brawling.** The action against the computer is like playing a torturous game of rock-paper-scissors with someone who only uses rock, but doesn't suspect you'll use paper on him over and over. Trap your opponent in a corner, and he'll barely try to escape as you quickly kick or punch him into submission. Against a friend this strategy works less often, but the seemingly random nature of which attacks counter which will make every match end in shouting.

After you're bored with the Vs. Com mode, you'll no doubt turn to Build-Up mode. It adds a clever leveling up scheme to the same mindless combat, but it doesn't make the game any better.

In fact, *UB22*'s only redeeming point is that it has more characters (27 total) than *Budokai*. But I'm pretty sure *DBZ* creator Akira Toriyama could sell you a bag of his feces for the same price as *UB22* and you'd get more entertainment out of it.

—Chris Johnston



PROS:
- It's $20
- All your favorite *DBZ* characters

CONS:
- Horrible gameplay
- Horrible graphics

BOTTOM LINE: If you're a *DBZ* fan, buy *Budokai* for PS2 instead, avoid this atrocity.

D-

?!#?! WTF?

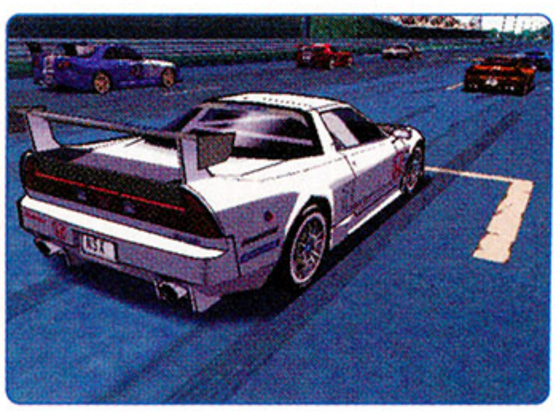
Mr. Satan is one of the unlockable characters, but who the hell is he? In the Japanese *DBZ* series, Mr. Satan is the strongest human in the world. In the U.S. series, he's known as Hercule. When the show was translated into English, the name was changed for fear the name Satan might offend. But somehow, it didn't get changed in *UB22*. Oops.

We were skeptical about a cel-shaded racing game, but it looks great.

DID YOU KNOW?

Know what's really cool? Once you're online and find some other racers you get along with, you can form your own race team (complete with a custom name and decal). Then you can hold club meetings and events. A good community is everything in an online game, and it's nice to see that Capcom understands this.

The cars look slick, and the lighting effects rock.



AUTO MODELLISTA

Publisher: Capcom
Players: 1-2, 2-8 Online
Also On: None
Genre: Racing

EVERYONE E CONTENT RATED BY ESRB

Online racing shifts into high gear

PlayStation 2

It's taken too long for PS2 online gaming to take off. Other than *ATV Offroad Fury 2*'s half-assed online options, we've yet to put pedal to metal over the information superhighway.

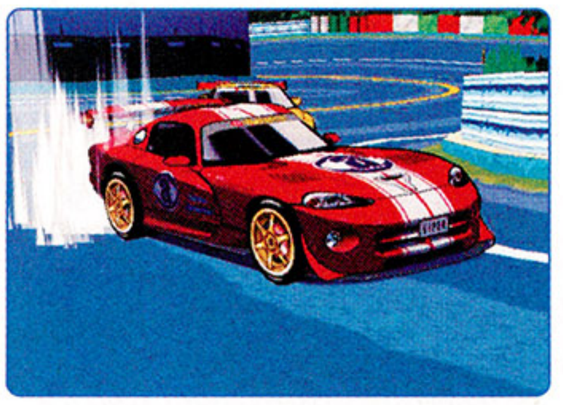
But that's precisely *Auto Modellista*'s strength. The single-player mode has its problems (mostly in the form of lame opponent A.I. and not enough track variety), but it's worth playing through to unlock the car upgrades you can use during online competition.

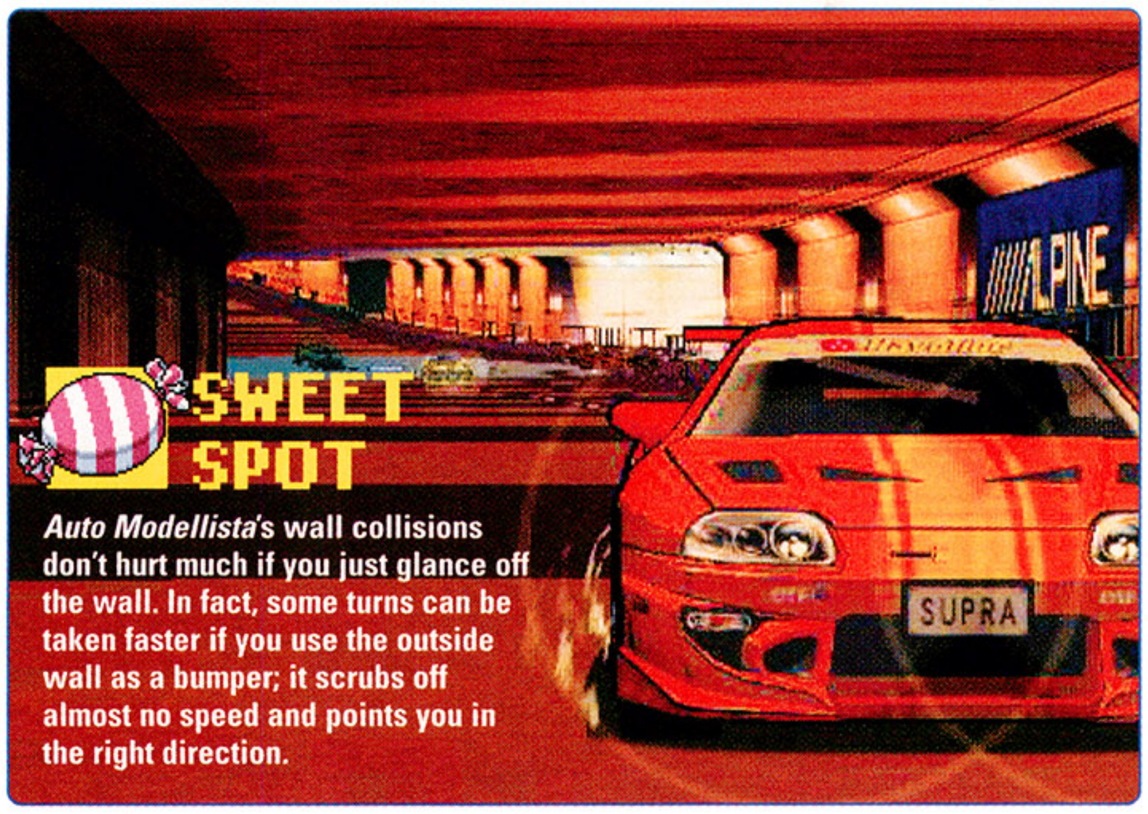
Those upgrades range from supremely useful to supremely vain. But this is a street-racing game, meaning your car's look is just as important as the way she runs. So, while you're tuning that engine, make sure to tweak the body with a collection of aero-parts that's pleasing to the eye.

Unfortunately, no matter what mode you're playing in, all is not well in *Auto Modellista*. The game's **handling is a weird mix of arcade and simulation that won't appeal to everyone.** You'll never feel like you have good traction, and every car—whether it's front-wheel, rear-wheel, or four-wheel drive—suffers from massive push (it doesn't want to turn when you crank the wheel left or right).

Still, if you're like me, you'll find yourself living with these problems just because of *Auto Modellista*'s **solid online aspects,** and right now, that's what every online racing fan needs.

—Greg Sewart





SWEET SPOT

***Auto Modellista*'s wall collisions don't hurt much if you just glance off the wall. In fact, some turns can be taken faster if you use the outside wall as a bumper; it scrubs off almost no speed and points you in the right direction.**

PROS:
- Great online racing setup
- Car customization options

CONS:
- Driving feels slippery
- Single-player mode is lame

BOTTOM LINE: *Auto Mod* is just what online racing needed.

B

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MAGIC PENGEL: THE QUEST FOR COLOR

CONTEST Page 104

Publisher: Agetec
Players: 1-2
Also On: None
Genre: Monster Raising

EVERYONE — CONTENT RATED BY ESRB

Use your artistic skills to reinvent Pikachu

PlayStation 2

Even in the finest monster-raising sims, you're hard-pressed to find a specific beast you can really relate to. The most powerful, elusive Pokémon might look like a dippy puffball; the coolest creature you nurture in *Monster Rancher* will probably croak after a few weeks; and the raddest *Yu-Gi-Oh!* card is well, just a card. *Magic Pengel: The Quest for Color* (formerly known as *Color Quest*) changes all this. Here, you design your virtual sparring-pet from the ground up. It's amazingly easy, as the game gradually teaches you how to draw your doodle-beast, opening up new parts only as you progress through the game.

The drawing system itself is brilliant—**simple sketches transform with ease into wonderfully animated creatures.** And even though you start with just an unassuming blob, by game's end, you'll be making massive beasts armed with impressive weapons. Creating monsters is so fun and rewarding that even after you've finished the game, you'll keep coming back to turn your bizarre dreams into reality.

Compared to games like *Monster Rancher 3*, *Magic Pengel*'s single-player experience is limited: All you really do is create monsters, practice fighting against townspeople, and then enter tournaments.

Luckily, a legitimately interesting story line, whimsical graphics, and catchy tunes help to offset the **somewhat repetitive action.** Plus, the tricky battle system will keep you guessing, and you can always pit your coolest doodles against your friends' artistic abominations in Versus mode.

—Shane Bettenhausen

TRY THIS

Once you've got the hang of the drawing system and you've unlocked lots of parts, colors, and brushes, take the time to make some really awesome monsters. Check out the examples above (to the right) of the kind of doodles you can make once you've unlocked the game's true potential.

PROS:
- Awesome drawing system
- Interesting story line

CONS:
- Long loading times
- Battles get repetitive

BOTTOM LINE: Budding Picassos and crayon-scribblers alike can enjoy this lovable romp.

B+

GALLOP RACER 2003: A NEW BREED

Publisher: Tecmo
Players: 1-2
Also On: None
Genre: Horse Racing

EVERYONE — CONTENT RATED BY ESRB

Slow out of the gate, this one's good down the stretch

PlayStation 2

Are you into horse racing? OK, then you'll absolutely go giddyap over *Gallop Racer 2003: A New Breed.* Are you into racing games in general? Then you ought to give *GR03* a test ride.

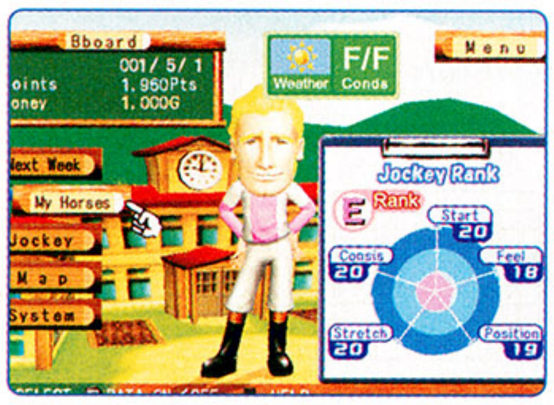
Horse-racing fans will love the attention to detail and challenge of *GR03.* The choice of horses and tracks is immense—you can **select from dozens of horses with a wide range of abilities, ages, and other factors.** Track selection is great, with weather choices that can affect the race, and it's fun to watch it snow in San Francisco.

Race time is where the hoof meets the dirt, but be warned: **You'll lose more than a few races at first.** It'll take time to get a feel for your ride, and once you do, you still aren't guaranteed wins. Keep in mind, horses are living beings—don't think that just because you make it go faster, it'll win. My first three or four races were a disaster because I pushed my horse too much down the home stretch.

For the non-horse-racing enthusiast, *GR03* is still worth a try. It starts out with a strong tutorial that teaches you everything you need to know. Don't be fooled by the childish graphics—*GR03* is no kids' game.

If horse racing is your bag of oats, *GR03* wins by a furlong. If you're not into horse racing, but like racing games in general, then gallop on over to your nearest Blockbuster and rent it. You might like it.

—Tom Byron



DID YOU KNOW?

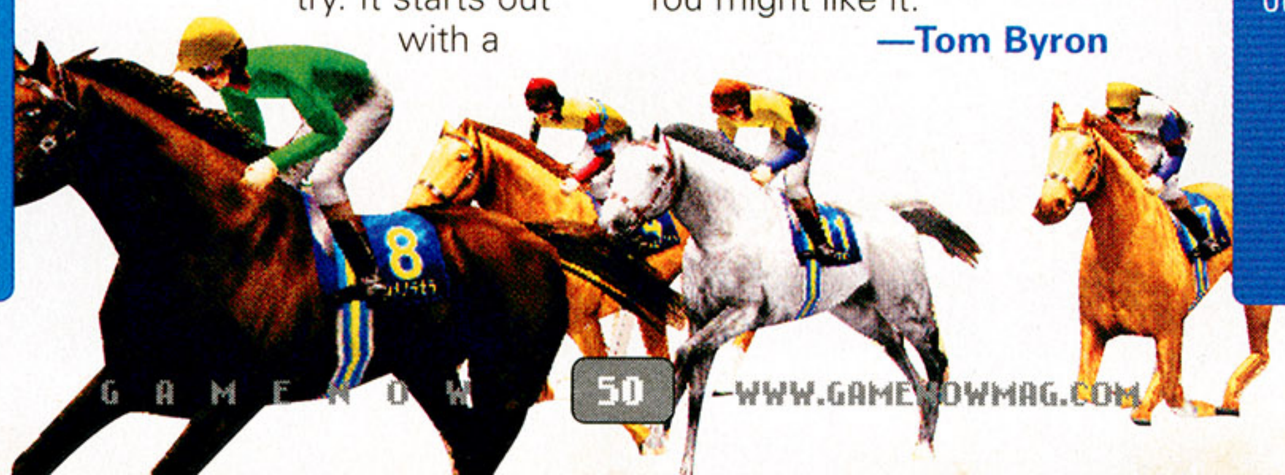
A furlong equals 220 yards. Eight furlongs equals one mile. So, the next time you run a mile, tell people—especially the chicks—you actually ran eight furlongs. They'll be impressed. (And that's as far you may go with horse-racing analogies.)

PROS:
- Excellent tutorial
- A true challenge

CONS:
- Tough to beat at first
- It's horse racing

BOTTOM LINE: Horse-racing fans will love it for sure. All others should rent it first.

B



Always chat with your pals during battles to adjust your strategies.

TOP SECRET

Every time you use Data Drain, you get closer to receiving a new Book of Ryu. Be sure to check these books often—they're the key to unlocking all kinds of extra goodies, from new desktop patterns to music and movie clips.

.HACK//MUTATION

Publisher: Bandai
Players: 1
Also On: None
Genre: RPG

TEEN T CONTENT RATED BY ESRB

Even better than the first, despite being more of the same

PlayStation 2

How can a game offer more of the same stuff you got in its prequel, but still be much better? When it's a serialized RPG like *.hack*, it's easy. After all, most of the problems we had with *Infection* (*.hack*'s first chapter, which we reviewed in our February issue) were due to the fact that it was the beginning portion of the game. But now that we're past all that tedious leveling up, all those pointless deaths on the battlefield, all the time wasted learning the details of the game, everything is **solid, addictive fun.**

I almost wish I could've begun playing the game with *Mutation*. Almost. But I don't recommend that, since you really need to play *Infection* in order to have any clue about what's going on in *Mutation*. Either way, I was hooked by the time I finished up *Infection*, and *Mutation* doesn't disappoint. The trippy story continues apace, with lots of interesting new twists and turns. And **the cliffhanger ending is mind-bendingly cool.**

As if the concept of playing a massively multiplayer online RPG that's neither multiplayer nor online isn't slick enough, *Mutation* throws in a handful of stunning boss battles. Each of these stylistic encounters will **challenge both your brains and your brawn,** forcing you to think strategically while acting quickly. The regular combat is a blast, too—now that I know what I'm doing. There's a ton of depth to the real-time battles, which will certainly keep you on your toes.

The biggest problem with *.hack*? If you get hooked like I am, you're gonna have to shell out tons of cash. With four games, along with a separate anime series (now on DVD), it's a costly proposition. But then again, it's well worth it for something this refreshingly unique.

—Gary Steinman

PROS:
- Great story
- Lots of depth to the combat

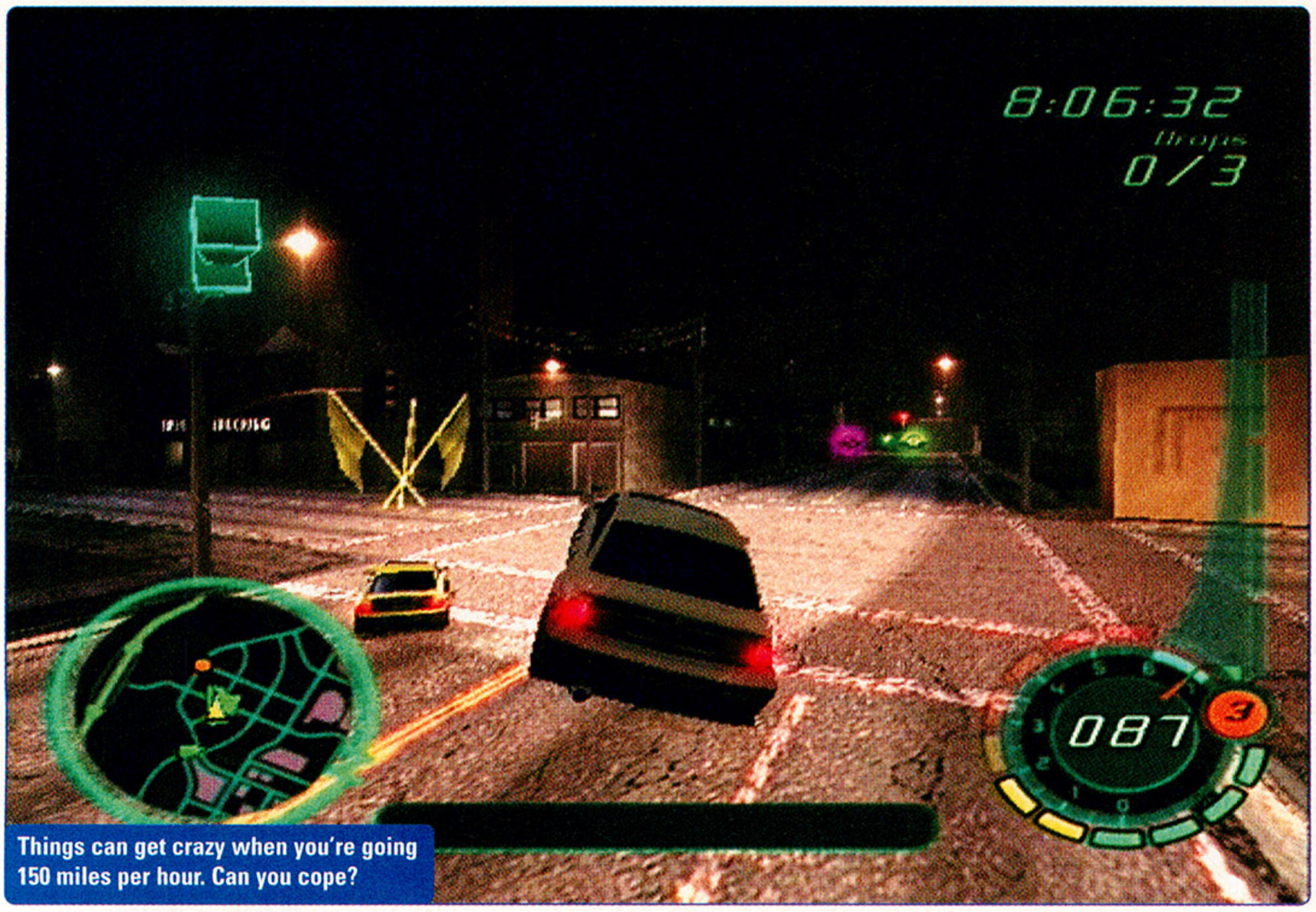
CONS:
- Not enough boss battles
- Graphics are just OK

BOTTOM LINE: A unique, addictive serialized RPG.

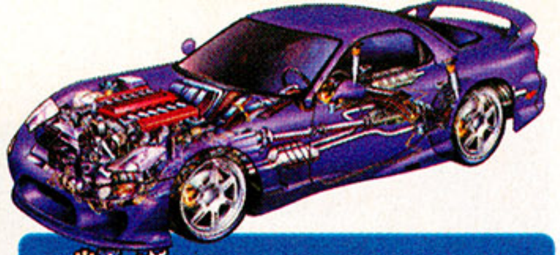
B+

SUSHI SAYS

Don't be greedy. A good ninja shares the spoils of battle with his fellow fighters. If you give your comrades lots of gifts, they'll love you even more and send you plenty of e-mails in the game.

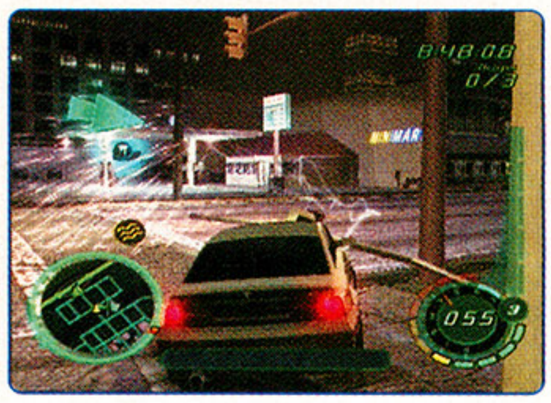


Things can get crazy when you're going 150 miles per hour. Can you cope?



DON'T DO THIS

Sometimes, you'll have an opportunity to execute a slipstream turbo at an inopportune moment. But don't be dumb; just because you can do it doesn't mean you should. I've lost a bunch of races because of doing this move at the wrong time, and that, y'all, is no fun. Instead, save your slipstreaming for when you're on straightaways or right before jumps.



MIDNIGHT CLUB 2

Publisher: Rockstar
Players: 1-16
Also On: Xbox
Genre: Racing

TEEN T CONTENT RATED BY ESRB

Nitrous oxide is bad for you. Stay clean!

PlayStation 2

Why should you play *Midnight Club 2* instead of the 50 million other racing games on PS2? There are a couple of reasons; whether they are convincing is another thing. What *Midnight Club 2* does very well is throw you into hectic, detailed racing environments and force you to cope as best you can. Races can get pretty intense with all the random factors—pedestrian traffic, cop cars, and unfriendly racers, to name a few. Usually, **the only things at your disposal are your gut instincts, the semi-useful onscreen map, and a handful of crazy racing tricks**—nitro bursts, riding on your side wheels, and stuff like that. This is a straight-up arcade-style game, and it makes no qualms about it.

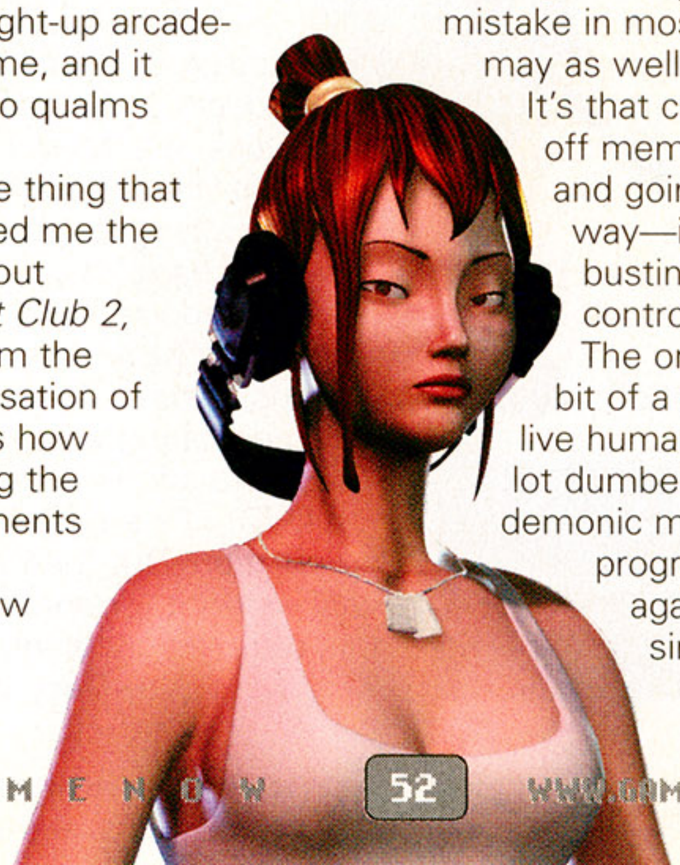
But the thing that impressed me the most about *Midnight Club 2*, apart from the mad sensation of speed, is how sprawling the environments are. You know how in some racing games, when you veer off course, you just hit a wall? The areas in *MC2* are wide open, so **if you screw up, you can drive for hours,** checking stuff out. Not that you'd really want to, but you can do it.

One thing about the game will really piss you off, though, and that's the difficulty. In plain English, **the A.I. is freaking brutal,** and if you make one mistake in most courses, you may as well restart the race. It's that crazy. You're best off memorizing the tracks and going at them that way—it'll save you from busting up your controllers in a rage. The online modes are a bit of a consolation; real-live humans are probably a lot dumber than the demonic machines programmed to race against you in the single-player mode.

—Miguel Lopez

WTF?

You like modding cars? Do you love big fat coffee-can exhaust tips, overclocked fuel injectors, and hardcore weight-reduced chassis? Well sorry, kid, you won't get to mess with that in *MC2*. Weak, huh? You gain cars by winning them from people you race against, but you can't do much with them. You can change their colors, but that's it. This game would have been much cooler if you could have worked on them, but no dice.



PROS:
- Satisfying sensation of speed
- Fresh multiplayer mode

CONS:
- Brutal A.I.
- Somewhat janky graphics

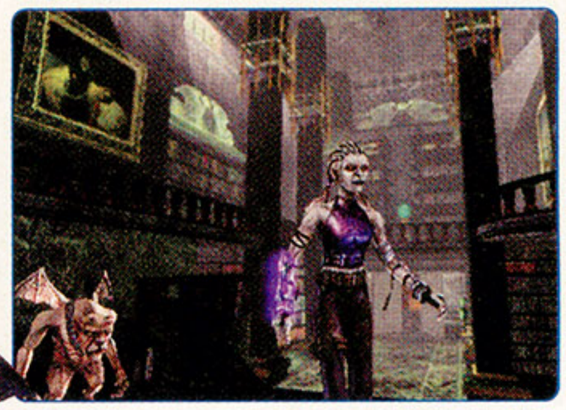
BOTTOM LINE: A solid racer, with the best online modes you'll see in this type of game.

B-

Some of the demons you'll meet are friendly. This guy isn't one of them.

SWEET SPOT

Getting pounded by hordes of enemies? That's a crappy feeling, isn't it? Well, here's a tip: When you feel like you need some air, just transform back into Jen's human form. Doing this will send a shock wave that'll push back every enemy around you for a minute. Then, just transform back and go at 'em, at your own pace.



PRIMAL

Welcome to Hell. You'll dig the scenery

Publisher: Sony
Players: 1
Also On: None
Genre: Adventure

TEEN T CONTENT RATED BY ESRB

PlayStation 2

Primal is one laid-back game, though you wouldn't expect it to be. It's all about demons, and its tone is pretty dark, so it's easy to come into it expecting something a bit more hectic. But no—it's more about **exploration, puzzle solving, and, of course, demontastic teamwork.**

You get to play as two characters—an Earth girl named Jen, who apparently has demon blood, and her gargoyle friend, Scree. You'll swap between them as you go through the game, using their abilities to solve puzzles, gain entry into new areas, and other stuff. They're good at different things: Jen can transform into various types of demons and pretty much kicks ass at fighting; Scree can possess certain objects in the game and wall-crawl like Spider-Man. It's cool in theory, and when the game is focused, it can be pretty fun. It's just that there's **quite a bit of aimless wandering involved,** and that's never fun.

Luckily, *Primal* is a really nice-looking game, and the environments feel like actual places (as opposed to game levels), so exploring them isn't always that painful. I personally don't much dig the slow pace, but I can definitely appreciate the game on a visual level. Fighting is also a little awkward, but it's not really the focus of the game most of the time.

As you can probably tell, I wasn't stoked about *Primal*. The game takes itself too seriously, and I'm not too hot on its chilled-out pace, but this might not matter to you. If you feel like exploring dark, crazy worlds, then you may want to go for it.

—Miguel Lopez

BIG BANG

Wanna kill enemies with one hit? Of course you do. Just sneak up behind them and execute a finishing move—they'll fall right down if they didn't see you coming. You can do this pretty regularly, so try it whenever you haven't been ambushed.

PROS:
- Well-designed environments
- Long-lasting play experience

CONS:
- Slow pace
- Awkward combat

BOTTOM LINE: If you're into slow-paced games, *Primal* should be up your alley.

B-

X2: WOLVERINE'S REVENGE

Publisher: Activision
Players: 1
Also On: PS2, GC, GBA
Genre: Action

TEEN T CONTENT RATED BY ESRB

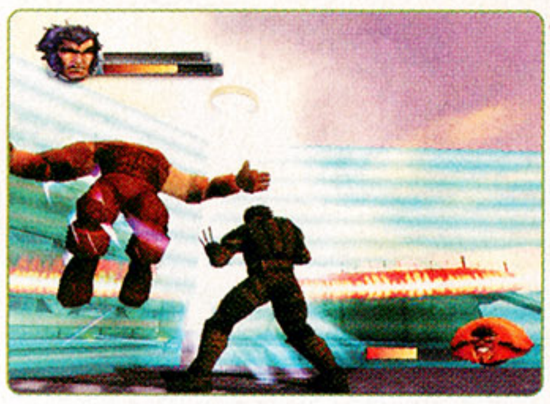
Yep…it's another crappy beat-em-up superhero game

Why is it that comic book characters are almost always treated like second-class citizens in the world of videogames? *X2: Wolverine's Revenge* isn't as bad as *Batman: Dark Tomorrow*—not by a long shot—but it's still pretty crappy, especially when compared to that other Activision comic book/movie release, *Spider-Man*. The game's first problem is that it suffers from a serious identity crisis: Is it based on the comic book *Wolverine* or the movie version of the character? The package's title would seem to indicate the latter, but the hero you're put in control of doesn't look or sound like Hugh Jackman (the actor playing Wolvie in *X2*). And the story doesn't match up with the flick, either. What gives?

That irritation could easily be forgiven if the game was fun to play, but it isn't; the **combo-heavy action sequences are tedious, the stealth controls are sloppy,** and the oddly placed save points force you to go through the same long stretches of gameplay over and over again. Blech.

It's ugly, too. Environments are exceedingly plain, and the **character models are hideous.** It's like nobody at Activision bothered to give the game a final coat of gloss before throwing it onto store shelves. The whole thing is all so frustrating: *Wolverine's Revenge* could have—nay, should have—been a great game. Let's hope we don't have to wait for *X3* to see if Activision can do right by this classic character.

—Ethan Einhorn



WTF?

So…let's get this straight. Mark Hamill wouldn't do the voice of Luke Skywalker in *Jedi Outcast*, but he was more than happy to lend his lungs to *Wolverine*? At least they got Patrick Stewart on board, so he could say things like "Logan, look for switches in this area."

PROS:
- Playing as a superhero
- Logan's mutant powers

CONS:
- Boring gameplay
- Ugly graphics

BOTTOM LINE: *Wolverine's Revenge* is badly designed and unpleasant to look at.

D

MARVEL VS. CAPCOM 2

Publisher: Capcom
Players: 1-2
Also On: PS2, Dreamcast
Genre: Fighting

TEEN T CONTENT RATED BY ESRB

Welcome to Hurtsville! Population: you

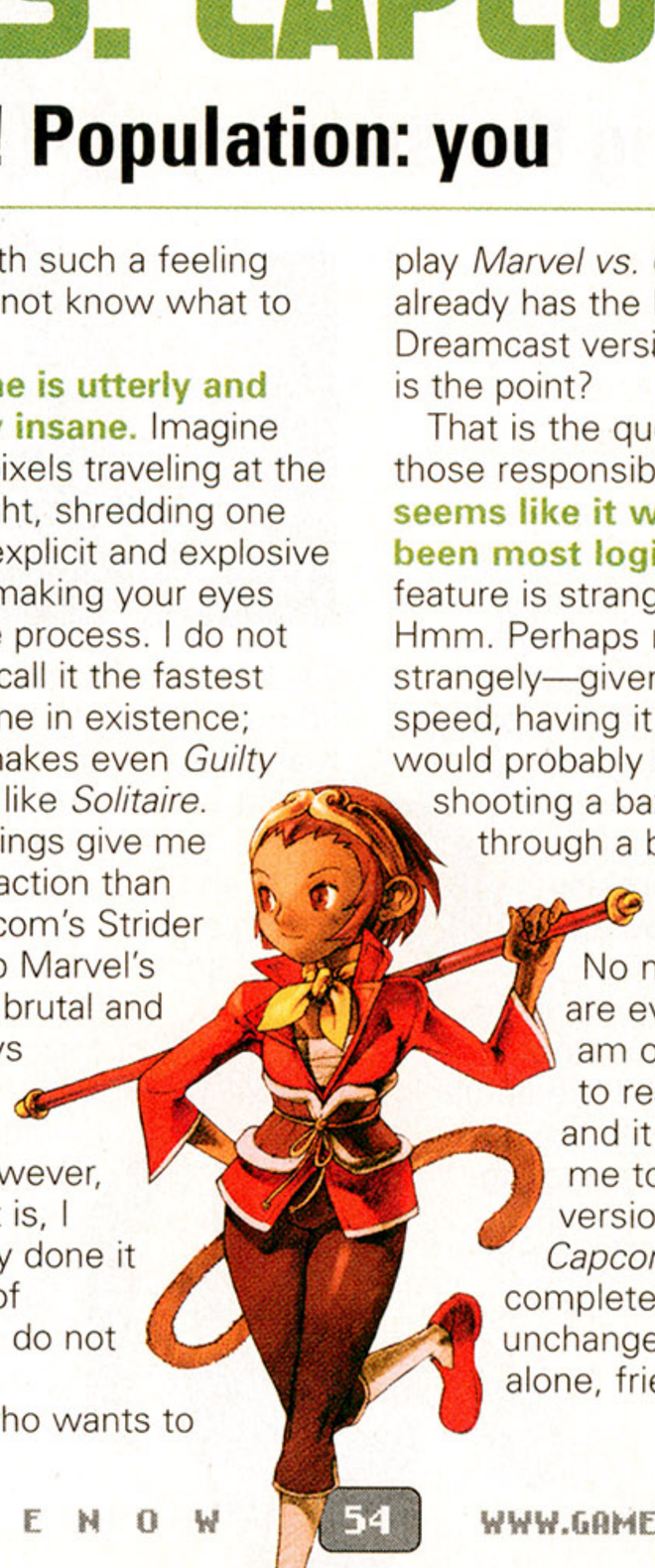
Nostalgia is a beautiful thing. It creeps up on the consciousness, bringing with it the fragrance of times past, wrapping you in the shadows of distant sensations. *Marvel vs. Capcom 2* has brought forth such a feeling in me. I do not know what to make of it.

This game is utterly and completely insane. Imagine trillions of pixels traveling at the speed of light, shredding one another in explicit and explosive ways, and making your eyes bleed in the process. I do not hesitate to call it the fastest fighting game in existence; indeed, it makes even *Guilty Gear X* feel like *Solitaire*. Very few things give me more satisfaction than having Capcom's Strider Hiryu cut up Marvel's Cable in 87 brutal and precise ways in the span of a second. However, the sad fact is, I have already done it thousands of times, and I do not doubt that everyone who wants to play *Marvel vs. Capcom 2* already has the PlayStation 2 or Dreamcast version. What, then, is the point?

That is the question I pose to those responsible. **Online play seems like it would have been most logical,** but that feature is strangely absent. Hmm. Perhaps not so strangely—given the game's speed, having it run smoothly would probably be akin to shooting a bazooka shell through a blowgun. In any case, it wasn't meant to be.

No new characters are evident, either. I am only now starting to realize the truth, and it is quite hard for me to bear: The Xbox version of *Marvel vs. Capcom 2* is completely and wholly unchanged. I need to be alone, friends.

—Sushi-X



PROS:
- Deep, satisfying combat
- Well-designed reward system

CONS:
- Lacks online play
- Occasionally feels unbalanced

BOTTOM LINE: If you're one of the few who has never played it before, you must try it.

B

DON'T DO THIS

Marvel's Cable character is an insult to everything valorous and noble. When playing as him, you can simple press the Heavy Punch button and shoot countless rounds of ammunition at distant enemies. But if you do this, rest assured, I will find you, come to your house, and chop off your hands. Don't play as Cable, and make sure your friends don't, either.

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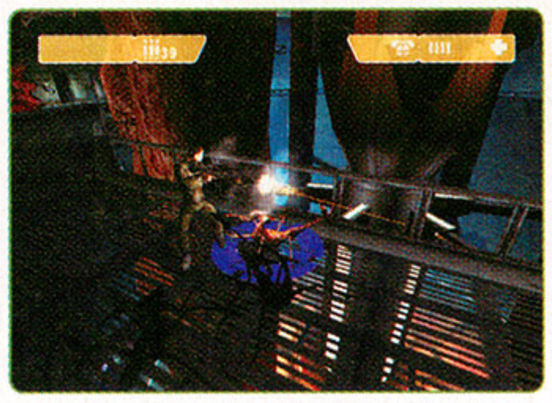
RUN LIKE HELL

Grab your Bawls and run like hell!

Publisher: Vivendi Univ.
Players: 1
Also On: PS2
Genre: Action Adventure

MATURE M CONTENT RATED BY ESRB



Xbox

I love the movie *Alien* so much that, as I'm taking my family to LV-426 for vacation, I yell "Get away from her, you b*ch!" at some guy blocking the water cooler, and underneath all this dirt is a pretty little girl—eh, er...

Anyway, when a game comes along blending space stations, Giger-inspired baddies, and Lance Henrickson, I tend to frolic through the woods. And frolic I did, until I found out the game was *Run Like Hell*. Why port a PS2 title that wasn't very good? **It's like re-releasing *Cool As Ice* in theaters—no thanks.**

Begrudgingly, I turned off the lights, cranked up the sound, and...voilà! Things were better. **Not "blow your mind" better, but better.** True, the graphics and gameplay pretty much mirror those in the PS2 version. And yes, the story and puzzles still unfold in the same manner as they did in the original. But this version has a bit more, like new rooms, minigames, skins, and creatures to spice things up, all while making full use of Xbox Live. Nice.

But is it worth it? Well, for those fiending for a new batch of Xbox sci-fi horror, this might do the trick (though I recommend *The Thing*). But for those who already own the PS2 version, I suggest saving your cash and playing mostly with your Bawls instead.

—Mark Manzo

DID YOU KNOW?

Bawls is actually the bottled energy drink found throughout the game (think Sobe in *Munch's Oddysee*). Described by its makers as a "high caffeine Guarana soft drink," Bawls (like Sobe) is available in many stores. Interested? Just check out www.bawls.com for the full skinny. And all this time, you thought we were being dirty...

PROS:
- Lance Henrickson!
- Use of Xbox Live for bonuses

CONS:
- Bland graphics
- So-so gameplay

BOTTOM LINE: Been there, done that. Looks like another bug hunt.

C+

BATMAN: DARK TOMORROW

Darkness falls

Publisher: Kemco
Players: 1
Also On: PS2, GC
Genre: Action Adventure

TEEN T CONTENT RATED BY ESRB

Xbox

Quite simply, *Batman: Dark Tomorrow* takes everything game developers have learned about graphics, control, and camera movement over the past 10 years, spits in its collective face, grabs it by the shoulders, and, shaking it furiously, screams, "I hate you! I haaaaaaate yooooouuuu!" before flushing it down the toilet along with six pounds of feces and mold. A mind-numbing combination of awkward combat, mediocre visuals, and a camera that wouldn't be out of place in a Greco-Roman torture chamber, *Dark Tomorrow* **fails on nearly every level imaginable.**

More often than not, you'll find yourself backed into a corner on the far edge of the screen, **utilizing a range of clumsy kicks and punches while trying fruitlessly to fight legions of senseless villains.** Or better yet, trying to use one of your fancy tools to grapple from one building to the next while the automated camera gives you a clear view of, well, nothing in particular. Objectives are generic, and levels feel like static backdrops rather than living, interactive environments.

It's all quite a shame, because the story, penned by *Batman* writer Scott Peterson, is compelling, if not spectacular. But the sad reality is that the game's botched mechanics render the experience tedious and, suffice it to say, not nearly worth the effort required.

—Evan Shamoon

WTF?

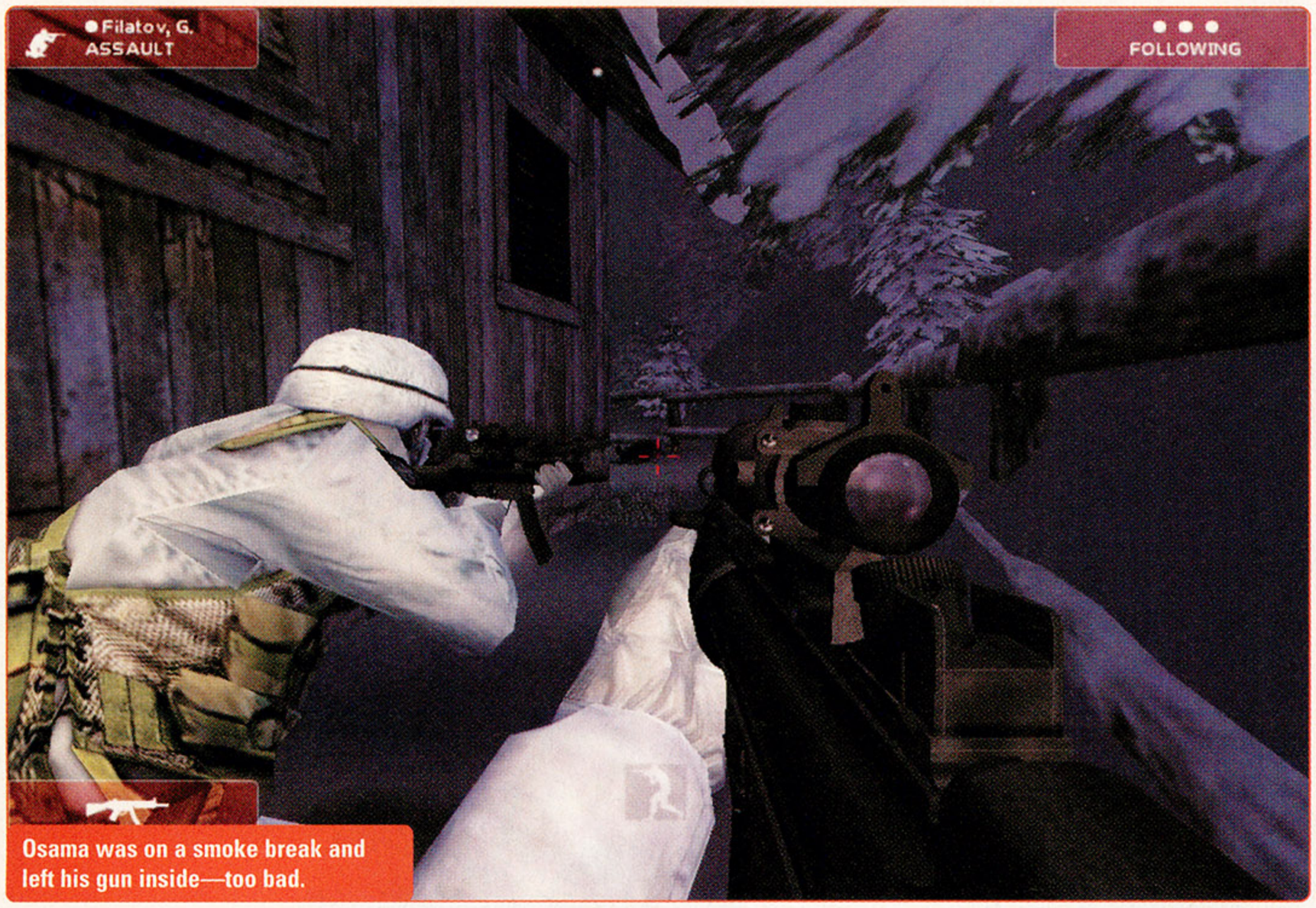
Ahh, sweet, sweet design flaws. If you're pressing forward when the camera cuts to another perspective, *Batman* will continue on in the correct direction. However, as soon as you let go of the thumbstick, control becomes relative to the camera. This makes it painfully difficult to make it from room to room. We can't even tell you how many times we dashed into a room and then instantaneously ran back to where we'd come from. Bah.

PROS:
- Decent cut-scenes
- Decent voice acting

CONS:
- Horrible controls
- Sloppy graphics

BOTTOM LINE: Yet another botched superhero videogame.

F



Osama was on a smoke break and left his gun inside—too bad.

DON'T DO THIS

Letting off tear gas grenades or flash-bangs near yourself is probably not the smartest thing you could do. Don't get me wrong—they're great devices to use against the enemy. Just don't try them on your teammates unless you like to hear yourself choke and go blind. Of course, if you're in multiplayer and you've got a real jerk on your side, flash-bang away!

RAINBOW SIX 3: RAVEN SHIELD

Publisher: Ubi Soft
Players: 1-16
Also On: None
Genre: Tactical FPS

MATURE M CONTENT RATED BY ESRB

Ready to kick ass and take names...terrorist ass, that is

PC

Although *Rainbow Six* has been around for years, it's not as well known as *Counter-Strike*, and it hasn't been as widely accepted as *Splinter Cell*. To me, those facts just blow. *Rainbow Six* happens to be one of the best tactical shooters ever created.

Imagine that *Rainbow Six* is *Splinter Cell* injected full of steroids...you get the same stealthy action, but it's **pumped up on reality.** There are no life meters, and one bullet can kill. This can be frustrating for a beginner, but you'll get used to the gameplay, and it actually **becomes rewarding when you accomplish missions.**

A few things can curb the difficulty. On pretty much every mission, you're outfitted with four operatives (including yourself). If you die, you switch to the next operative, so you essentially have four lives. Good mission planning also helps. Before every mission, you're presented with a set of objectives and planning tools. Select operatives that best fit the situation, outfit them with the proper weapons, and then plan your tactics on an overhead map of the mission by picking breach points for each operative. This can be kind of tedious unless tactics are your thing. If they're not, you're free to skip the planning and go with a default load-out.

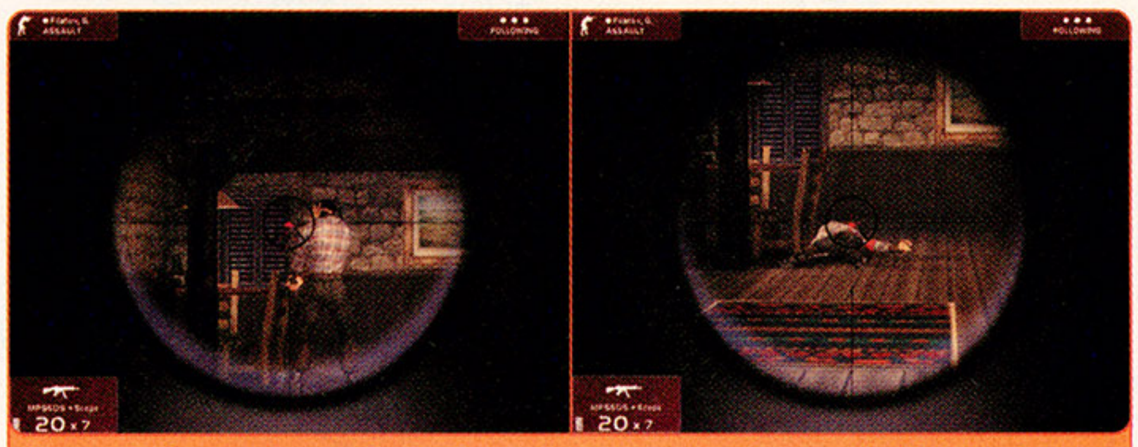
The locales are pretty diverse—they include just about anywhere terrorists like to hang out. The **levels don't get boring or repetitive,** and they're all great for online play.

If you liked *Splinter Cell* and want something that's more challenging, look no further.

—Andrew Burwell

TRY THIS

A great way to avoid being killed instantly when going through a door is to open it from the side (or toward you, so you're using the door as a shield), with your squad standing directly in the doorway. Your teammates have instantaneous reflexes and will shoot the first target that appears...thus saving your life and theirs.


Use a window or the crack of a door to get an eye on the terrorist. Bye-bye!

PROS:
- You get to kill terrorists
- Flash-bang grenades

CONS:
- Realistic one- or two-hit kills are a bit much for beginners

BOTTOM LINE: Stealthy tactics and super realism combine to make a great FPS.

A-

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MEGAMAN

THEN & NOW

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BY PHIL THEOBALD

100% Mega-Awesome!

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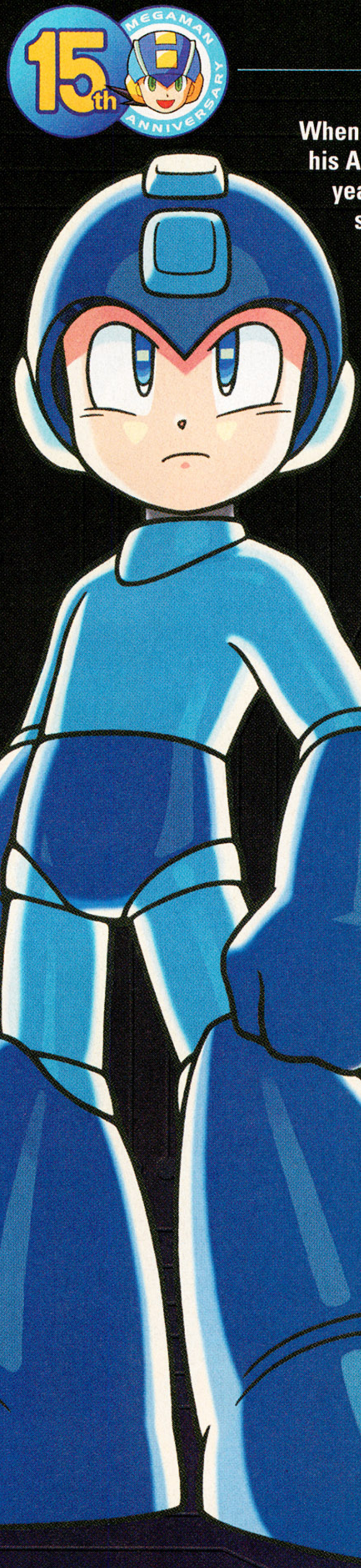


When Mega Man made his American debut 15 years ago, no one suspected he would last as long as he has (after all, have you seen the box art for the original?). Yet here we are, 15 years and 50-plus (wow!) games later, and the Blue Bomber is showing no signs of slowing down.

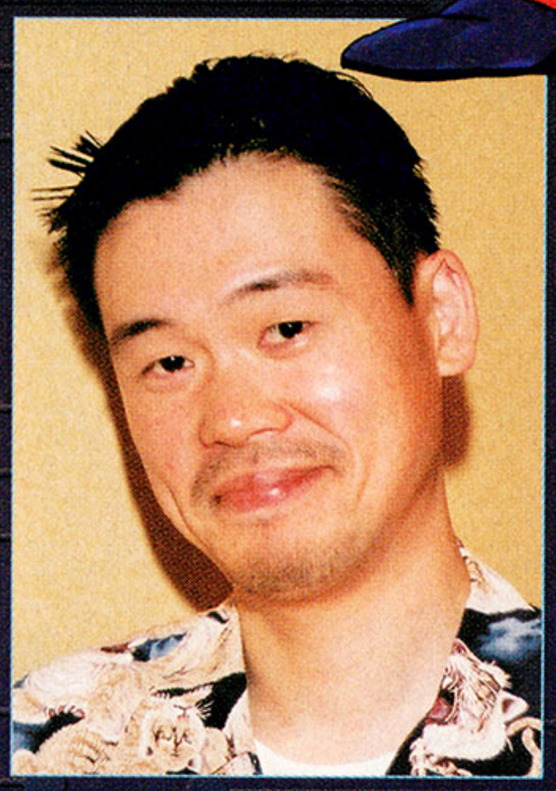
Case in point: This year alone, to celebrate the anniversary of its beloved mascot, Capcom is releasing a whopping six new *Mega Man* titles on three platforms. And with a new anime series coming to U.S. television in a matter of weeks, don't be surprised to see the little guy everywhere.

Here at *GameNOW,* we're megahyped that one of our favorite characters is getting so much attention. That's why we put together this comprehensive look at Mega Man's life. So come on—join the celebration!

THE MAN WHO MADE MEGA MAN

As the story goes, Mega Man was created by robotics expert Dr. Light. In reality, however, the little blue guy is the brainchild of Keiji Inafune, who created the character shortly after being hired by Capcom of Japan. Back in the days of the NES, Inafune also worked on such fondly remembered Capcom games as *DuckTales* and *Chip 'n Dale Rescue Rangers,* in addition to subsequent entries in the *Mega Man* series.

Of course, as time passed, Inafune would work on other series as well. He went on to do character design for the *Breath of Fire* games and create the popular *Onimusha* series. Still, even with all these other projects, he finds time to work on new games starring his original creation, Mega Man. Currently, Inafune is working on the upcoming PlayStation 2 title *Resident Evil Online.* Who knows? Maybe Mega Man will show up as a secret character (well, maybe not).



MEGA MILESTONES

Mega Man (NES)—1988

- First game in the series
- Only game in the series that keeps track of points

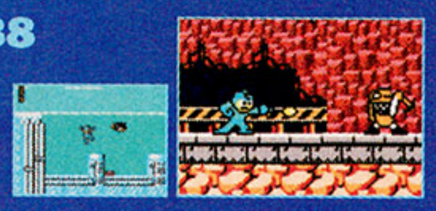
MEGA MILESTONES

Mega Man 2 (NES)—1989

- First game to use passwords

MEGA MAN TIMELINE

1988
Mega Man (NES)



1989
Mega Man 2 (NES)

Special Note: In this feature, we'll be talking about a few Japanese systems. So you don't get confused, here's a handy guide to what these systems are.

Japanese Name	U.S. Name
Famicom	Nintendo Entertainment System (NES)
Super Famicom	Super NES
Mega Drive	Sega Genesis
WonderSwan	This handheld system by Bandai was never released in the U.S.

MEGA CAMEOS

Of course, when you're a big star like Mega Man, you're not gonna just hang out in your own game. Check out these other titles for some special appearances by the Blue Bomber.

Marvel vs. Capcom—Arcade, Dreamcast, PS2, Xbox
Mega Man and Roll return, with Tron Bonne and a Servbot joining the fight.

Pocket Fighter
Arcade, PS1, Saturn (import), WonderSwan (import)
Mega Man may not be a playable character here, but he makes plenty of cameos in the background. We love when Felicia (from *DarkStalkers*) slips into a Mega Man costume during a special attack.

Cannon Spike
Arcade, Dreamcast
This arcade-style shooter features Mega Man as a hidden playable character.

Marvel vs. Capcom—Arcade, Dreamcast, PS1
Mega Man (with faithful robo-dog Rush) makes his fighting-game debut in the original *MVC*. Look for Roll as a hidden character.

MEGA MAN SAYS

Don't let anyone tell you I'm a cyborg. I am not a cyborg! Cyborgs are living creatures enhanced by computer implants (RoboCop is a good example). I am an android, which is a robot built to resemble a human being. And I'll tell you something—it's cool to be a robot.

SNK vs. Capcom: Cardfighter's 2 Expand Edition
NeoGeo Pocket Color (import)
It comes as no surprise that there are even more Mega Man–themed cards in this sequel.

SNK vs. Capcom: Cardfighter's Clash
NeoGeo Pocket Color
Cardfighter's Clash is the best card battle game ever. It's made even better by the fact that several cards feature Mega Man and his pals.

MEGA MILESTONES

Mega Man 3 (NES)—1990
- Introduction of Rush
- Introduction of Protoman
- Mega Man gains slide ability

MEGA MAN ZERO 2

Later this year, Capcom is releasing the sequel to the hit GBA game, *Mega Man Zero*. As in the first adventure, you play as Zero, who uses anthropomorphic computer programs known as Cyber Elves to grant him new abilities. Capcom isn't saying too much about this game right now, but we did get our hands on these cool screens. Check 'em out.

MEGA MILESTONES

Mega Man 4 (NES)—1991
- Mega Man can now charge up his Mega Buster
- Introduction of Eddie

1990
- Mega Man (PC)
- Mega Man 2 (Tiger LCD Handheld Game)

- Mega Man 3 (NES)

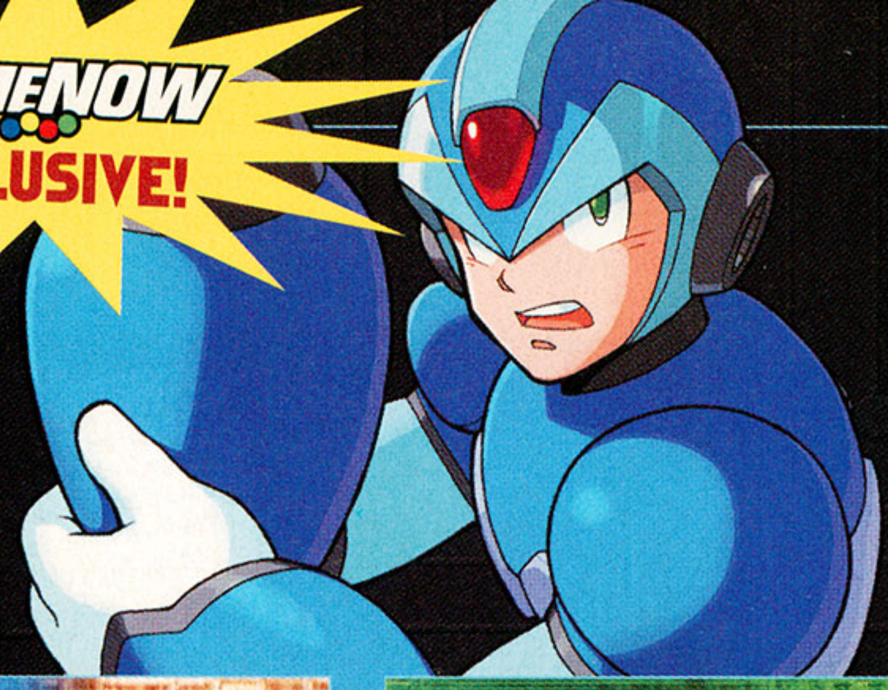
1991
- Mega Man 3 (Tiger LCD Handheld Game)
- Mega Man 4 (NES)

- Mega Man: Dr. Wily's Revenge (GB)

15th MEGAMAN ANNIVERSARY

MEGAMAN X7

GAMENOW EXCLUSIVE!

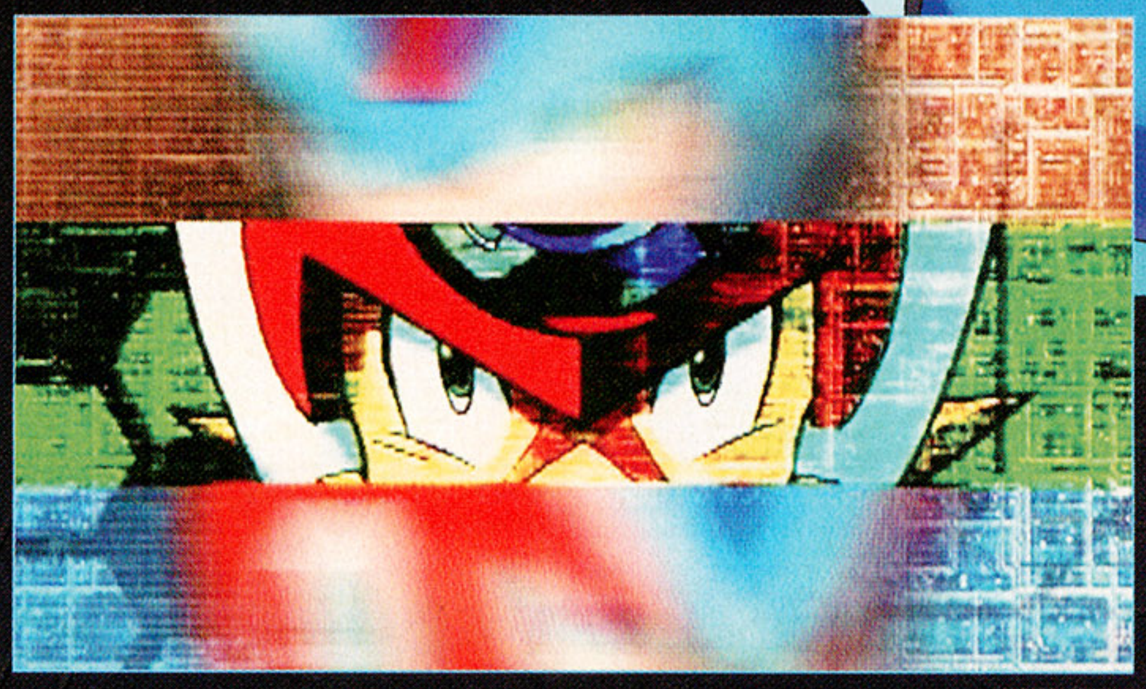


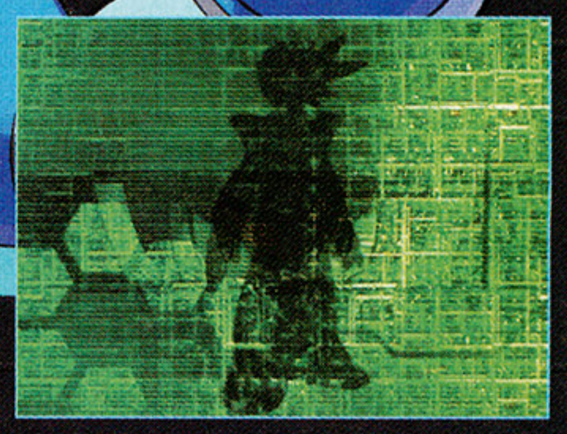
Fans really enjoy the more mature look (and convoluted plotline) of the *Mega Man X* series, and this fall, Capcom is bringing X and his partner Zero to PS2. We've gotten an exclusive, hands-on look at three stages of this new title, which updates the 2D gameplay of the previous entries in the series with 3D graphics.

In addition to being 3D, *Mega Man X7* features a new technique called Scramble Change, which allows you to switch playable characters at any time. By doing so, you can use each character's unique abilities to get through difficult sections of the game or pull off a combo attack.

Of course, X is the star of this game, but like the more recent *Mega Man X* games, you can also play as Zero. Capcom has revealed that there's also a mysterious new character to play as—one with a "unique ability unlike any other." Although Capcom wouldn't give us specific details about this character, we did get a glimpse of him (her?) in the game's animated intro (check out the pics!).

Now, take a peek at the three stages we got to play (these stage names are most likely not final). *X7* is definitely unlike any *Mega Man* game before it.





MEGA MILESTONES

Mega Man 5 (NES)—1992

■ Introduction of Beat

HIGHWAY

CHARGING THE X BUSTER

As always, you can charge X's weapon for up to three different shots, each more powerful than the last. Check out the sweet effects on these lasers.

Like most *Mega Man X* games, this one starts with an intro stage that takes place on a destroyed highway. The action begins in classic side-scrolling style, with plenty of familiar enemies, like the walkers and robot bees.

About halfway through the level, things take a turn for the unusual when the camera moves behind X, giving him full 3D movement. At the end of the stage, the camera switches to an isometric viewpoint for the battle against the boss—a giant robotic scorpion. This segment auto-scrolls as well, so you'll have to fight this guy on the run. Be careful not to fall into any gaps in the road!

MEGA MILESTONES

Mega Man X—1993

■ Introduction of Zero

MEGA MAN TIMELINE

1992

Mega Man 3 (PC)

Mega Man 5 (NES)

Mega Man II (GB)

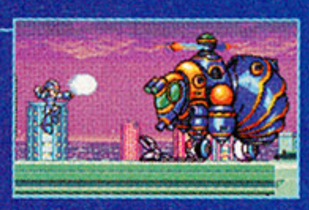
Mega Man III (GB)

1993

Mega Man 6 (NES)

Mega Man IV (GB)

Mega Man X (SNES)



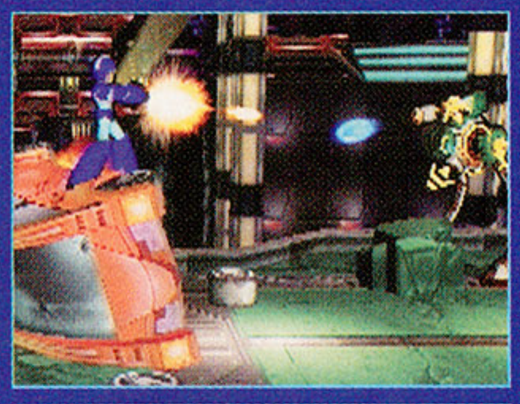
TANK FARM

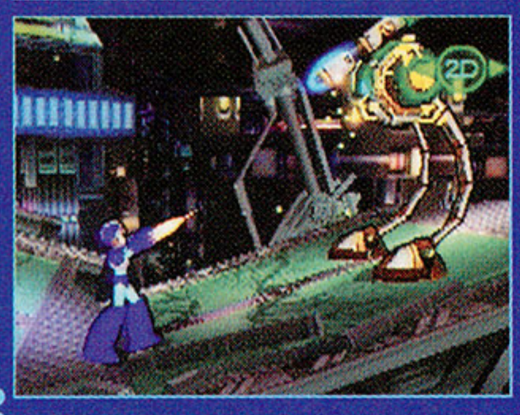
This level is different from your standard *Mega Man* stage because it's timed. You have five minutes to run around a mazelike structure and destroy 30 target enemies. Since the structure is surrounded by lava (which destroys you on contact), you have to be extremely careful. Of course, the targets won't just stand there—they'll shoot back or fly around to evade your attacks.

Other enemies on this level, like pudgy flame-throwing robots and giant, robotic snakes, are also trying to stop you. These annoying baddies don't count toward your goal of 30 destroyed enemies, but you'll want to eliminate them anyway. They can be real pains when you're trying to hunt down your targets.

AUTO-AIMING

To add to the game's 3D-ness, enemies attack from every direction. To make things easier, X will auto-target enemies out of range. By pressing R2, you can switch between targets. Check out X blasting into the screen to take out that enemy walker. Sweet!





MEGA MILESTONES

Mega Man's Soccer—1994

- Most ridiculous premise for a *Mega Man* game

MEGA MILESTONES

Mega Man V (GB)—1994

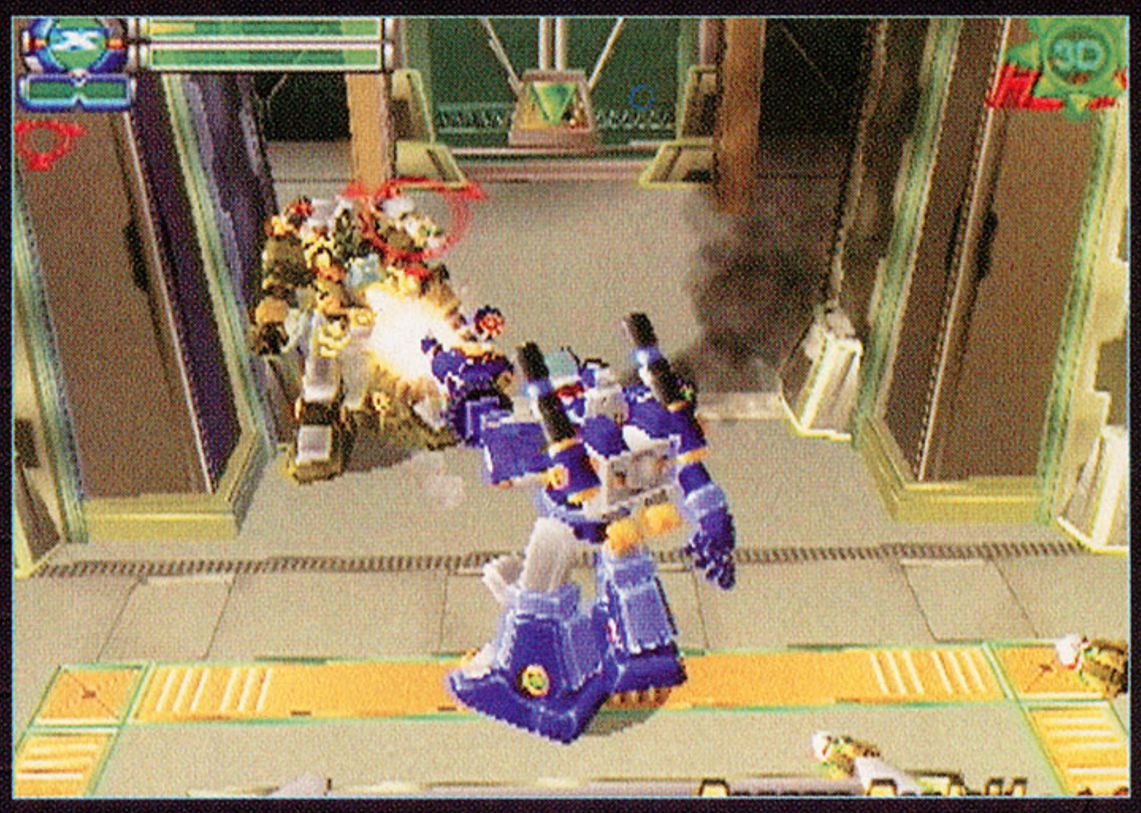
- Only *Mega Man* game with Super Game Boy support
- Introduction of Tango the cat

MEGA MILESTONES

Mega Man 7—1995

- Introduction of Bass & Treble

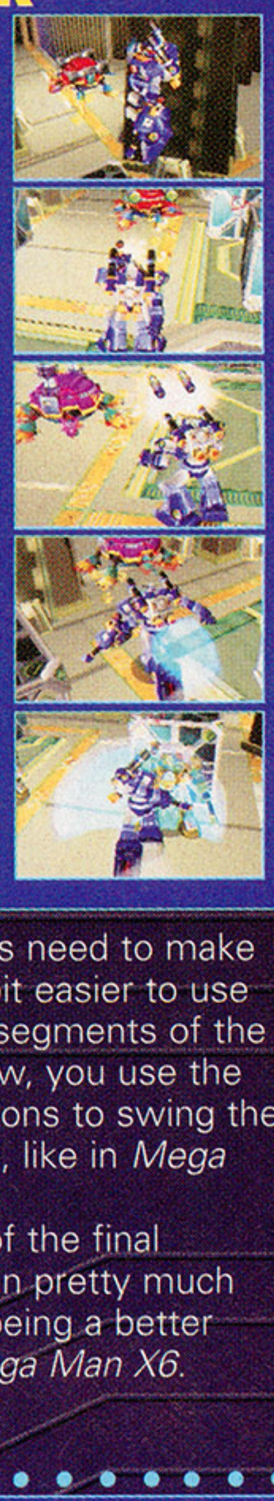
RIDE ARMOR



The final stage places X in one of the Ride Armors that pop up throughout the *X* series. The goal of this level is to rescue 16 captive Reploids (they're hidden inside giant crates). Even if the Ride Armor is destroyed, X can still run around on his own. He'll certainly have a much harder time of it, though, since there are plenty of missile-launching robot turtles and enemy Ride Armors roaming around.

HANDLING YOUR RIDE ARMOR

You can do a lot with your Ride Armor. Check out these killer moves.



JUMPING

The Ride Armor may be heavy, but its booster rockets mean it can make some pretty impressive leaps.

SHOOTING

Don't expect much power from these standard shots, but they sure fire quickly.

MISSILES

Missiles pack a punch, but you might take some damage while waiting for them to fire.

DASH

The Dash move will blast you out of harm's way in a hurry.

TACKLE

With the touch of a button, you can turn your Dash into a powerful Tackle attack that'll plow through your enemies.

Overall, *X7* seems promising. Hopefully, the few problems that we had with the game will be ironed out before its release later this year.

It's certainly a slick-looking game (although the cel-shading in the GameCube's *Mega Man Network Transmission* looks better), and the control is fairly tight—definitely a good thing.

Capcom does need to make the camera a bit easier to use during the 3D segments of the game (right now, you use the L1 and R1 buttons to swing the camera around, like in *Mega Man Legends*).

Regardless of the final product, we can pretty much count on this being a better game than *Mega Man X6*.

1994
Mega Man (Game Gear)
Mega Man V (GB, Super Game Boy support)
Mega Man: The Wily Wars (Genesis, Sega Channel exclusive)
Mega Man's Soccer (SNES)

1995
Mega Man: The Power Battle (Arcade)

Mega Man X (PC)
Mega Man 7 (SNES)
Mega Man X2 (SNES)

THE LOST MEGA MAN GAMES

Although Mega Man is popular in the United States, he's even more popular in Japan. Whenever a new *Rockman* game debuts there, you can count on it becoming a best-selling game. But several *Rockman* titles were never released in the United States. If you want to collect all of Mega Man's games, use this guide to help you out. Before you buy, keep in mind that you'll need to be able to play import games on your system.

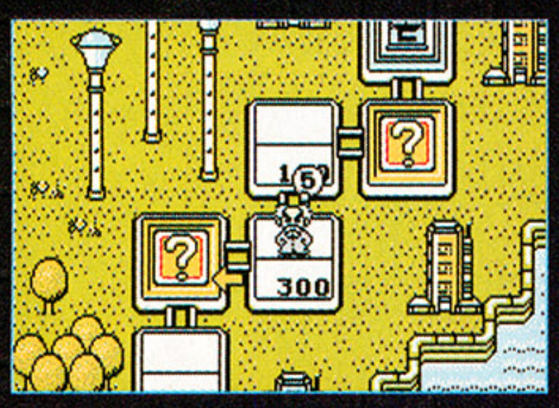
MEGA MILESTONES

Mega Man X3—1996

- First time Zero is a playable character

Wily and Light's Rock Board: That's Paradise

Famicom (1993)



Since very few people imported videogames back during the NES days, *Rock Board* isn't often seen in the United States. That's OK, though, since it's not all that exciting. It's a *Monopoly*-style board game with Dr. Light, Roll, Dr. Wily, Dr. Cossack (from *Mega Man 4*), and Kalinka (Dr. Cossack's daughter). Mega Man plays the host of this game. It's definitely odd, but it's valuable because it's so rare.

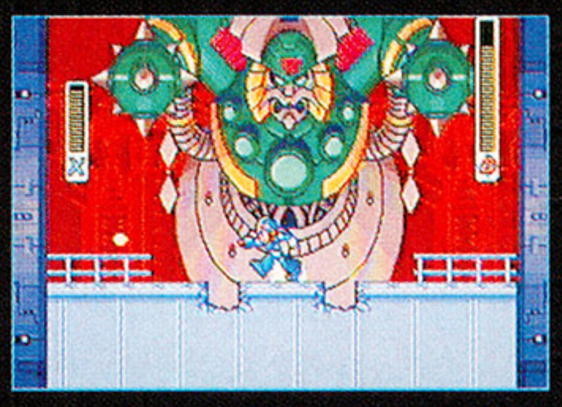
Rockman Mega World

Mega Drive (1994)

Mega Man 1-3 in one cartridge, with improved graphics and sound. Pretty sweet package, no? Yeah, too bad the only way to play it in the United States was to subscribe to the ill-fated Sega Channel. Lucky gamers in Japan (and Europe) were able to buy the cartridge.

Rockman X3

PS1, Saturn (1996)



Essentially the SNES game *Mega Man X3* ported to 32-bit systems. Aside from a few anime sequences and some mildly annoying borders on the sides of the screen, there's not much new here.

Rockman Battle & Chase

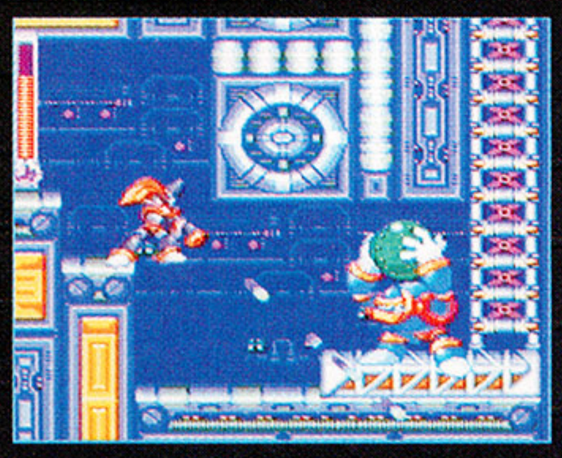
PS1 (1997)

If it weren't for Sony's meddling, you could be playing this kart-racing game right now. Capcom was geared up to release *B&C* in the States (it even ran ads for the game), but Sony nixed it at the last minute. Why, we still wonder? It's not the prettiest game around, but it's surprisingly fun. The ability to steal parts from your defeated opponent's cars adds a bit of strategy, too.

Rockman & Forte

Super Famicom (1998)

Wanna know more about this game? Go buy *Mega Man & Bass* for your GBA. It's a near-exact port of this title, which was never released here because Super NES was pretty much dead at the time.



MEGA MAN SAYS

You've fought this guy before, haven't you? He (or one of his numerous forms) has appeared in many of my adventures. Although he hasn't been named in the U.S. versions of my games (he's commonly referred to as the Rock Monster or Cyclops), in Japan, he's called the Yellow Devil. In *Mega Man & Bass*, we learn that his green, gelatinous form is called the Green Devil. Are you sensing a pattern here?

Super Adventure Rockman

PS1, Saturn (1998)

More of an interactive movie than a game, the bulk of *Super Adventure Rockman* is spent determining the path of an anime movie by choosing options from a menu or hitting buttons, similar to *Dragon's Lair*. Fights with bosses and lesser enemies are handled through a first-person shooting-gallery mode.

MEGA MAN TIMELINE

1996

Mega Man 2: The Power Fighters (Arcade)

Mega Man X3 (SNES)

1997

Mega Man 8 (PS1)
Mega Man 8 (Saturn)

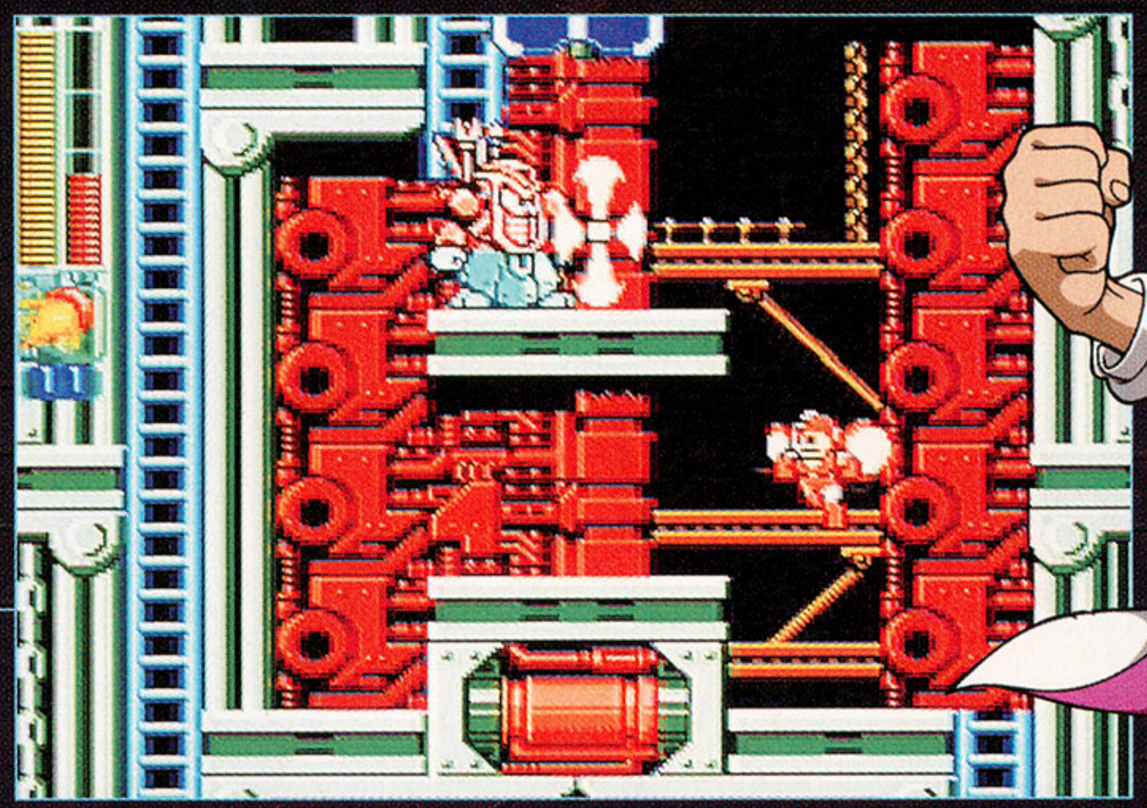
Mega Man X4 (PS1)
Mega Man X4 (Saturn)

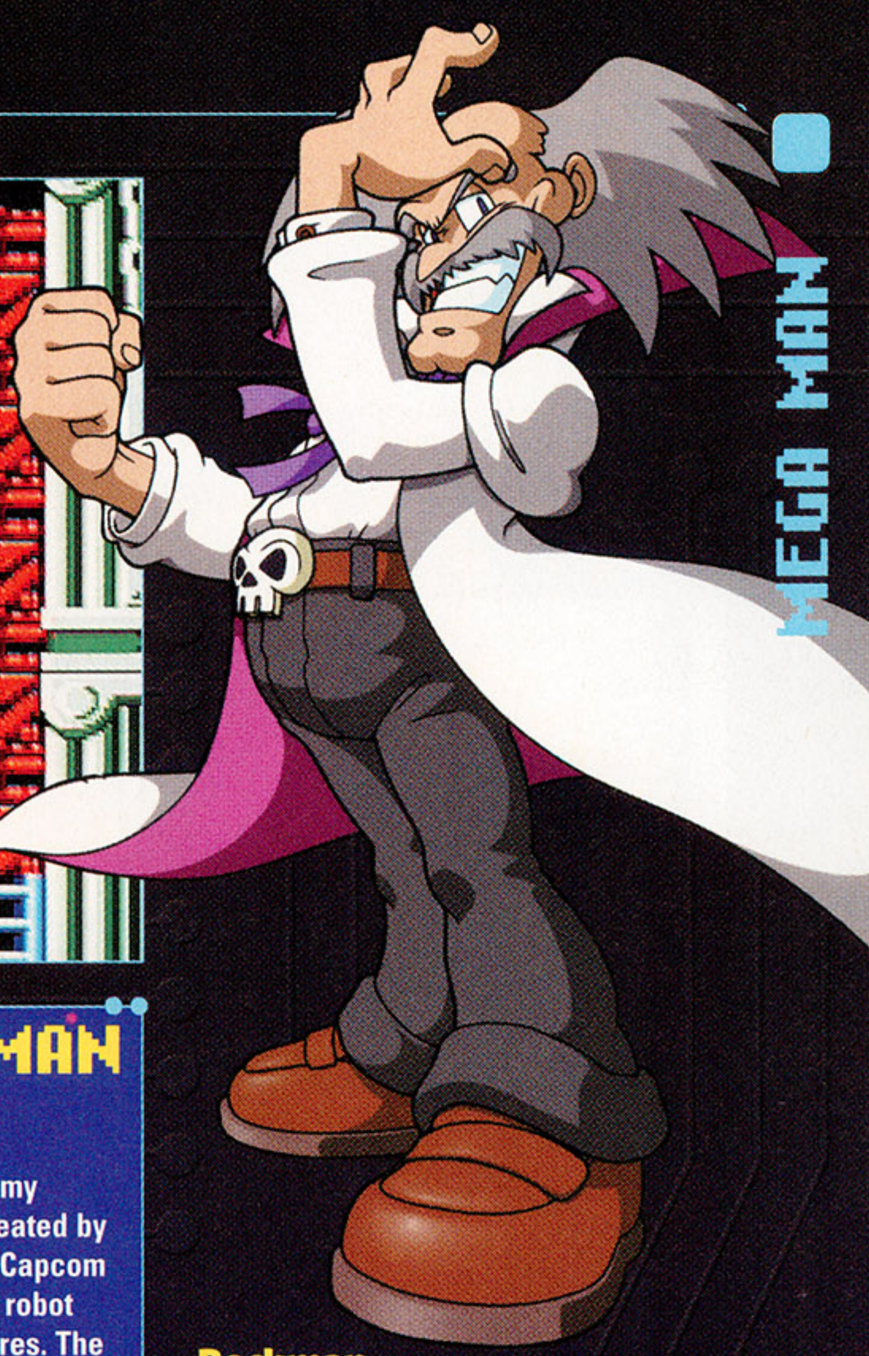
Rockman & Forte
WonderSwan (1999)
Imagine *Mega Man & Bass* with lame graphics and horrible sound on a portable system with an awful controller and an even worse screen. Yuck.

Rockman Complete Works
PS1 (1999)

How cool is this? Capcom rereleased all of the Famicom *Rockman* titles (well, except *Rock Board*) on PS1. Each includes a slightly enhanced mode with onscreen hints, improved life bars, and, occasionally, remixed music. Plus, there's lots of unlockable character artwork and some minigames that can be played on the PocketStation (Sony's import-only memory card that was an awful lot like Sega's Dreamcast VMU). The six games that were released (as well as their subtitles, which the English versions didn't have) are:

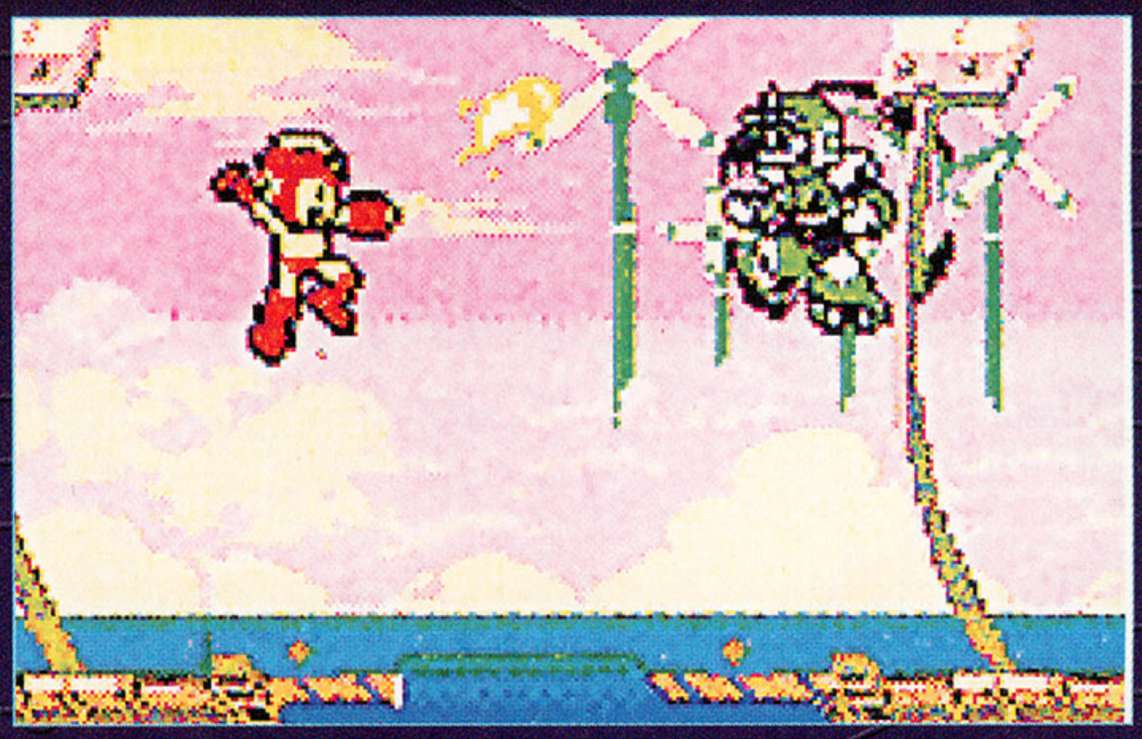
- *Rockman*
- *Rockman 2: The Enigma of Dr. Wily*
- *Rockman 3: Dr. Wily's Time to Die!?*
- *Rockman 4: A New Evil Ambition!!*
- *Rockman 5: Blues' Trap!?*
- *Rockman 6: The Biggest Battle in History!!*





Rockman EXE WS
WonderSwan (2003)
Like *Mega Man Network Transmission* for GameCube, this side-scrolling platform game is set in the *Battle Network* universe. It's not the best *Mega Man* title ever, but it's a lot better than *Rockman & Forte* for WonderSwan.

Rockman: Battle & Fighters
NeoGeo Pocket Color (2000)
The NeoGeo Pocket Color rocked, and *Battle & Fighters* ain't too shabby, either. You'll find scaled-down versions of both *Mega Man* arcade games on this tiny cartridge. They may not look as pretty as their coin-operated counterparts, but they're still fun.



MEGA MAN SAYS

Did you know that some of my deadliest enemies were created by *Mega Man* fans? In Japan, Capcom held contests to design the robot bosses in my early adventures. The winning designs got put into the games. If you have the Saturn version of *Mega Man 8*, you can look at some of the early designs.

MEGA MILESTONES

Mega Man Legends—1998
- First 3D *Mega Man* game
- Introduction of Tron Bonne and the Servbots

EAST MEETS WEST

You probably know that in Japan, Mega Man is known as Rockman. But the name changes don't stop there. If you wanna be a hardcore *Mega Man* fan, study this chart and learn the Japanese names of your favorite characters and game titles.

English Name	Japanese Name
Mega Man	Rockman
Protoman	Blues
Bass	Forte
Treble	Gospel
Auto	Lightott
Vile	Vava
Servbot	Kobun
Mega Man: Dr. Wily's Revenge (GB)	Rockman World (GB)
Mega Man Xtreme (GBC)	Rockman X: Cyber Mission (GBC)
Mega Man Xtreme 2 (GBC)	Rockman X: Soul Eraser (GBC)
Mega Man: The Wily Wars (Genesis)	Rockman Mega World (Mega Drive)
Mega Man Battle Network (GBA)	Battle Network Rockman EXE (GBA)
Mega Man Legends (PS1)	Rockman Dash (PS1)
Mega Man 64 (N64)	Rockman Dash (N64)
The Misadventures of Tron Bonne (PS1)	Tron Ni Kobun (PS1)

1998
Mega Man X3 (PC)
Mega Man X4 (PC)

Mega Man Legends (PS1)

1999
The year without a Mega Man!

2000
Mega Man Legends (PC)
Mega Man Legends 2 (PS1)

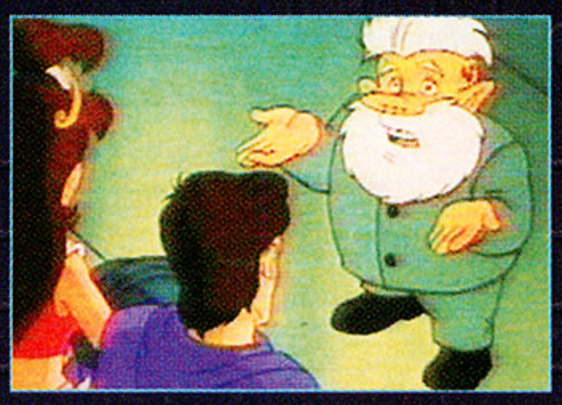
15th MEGAMAN ANNIVERSARY

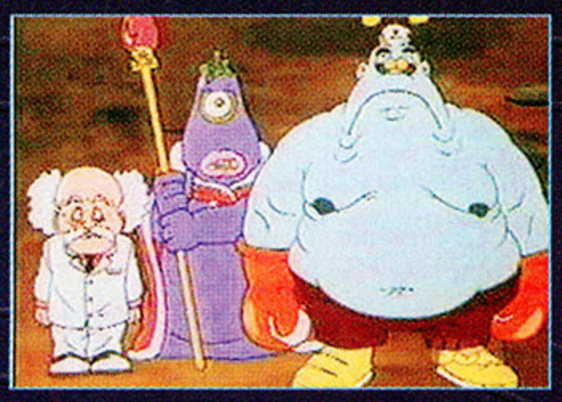
MEGA MAN ON TV

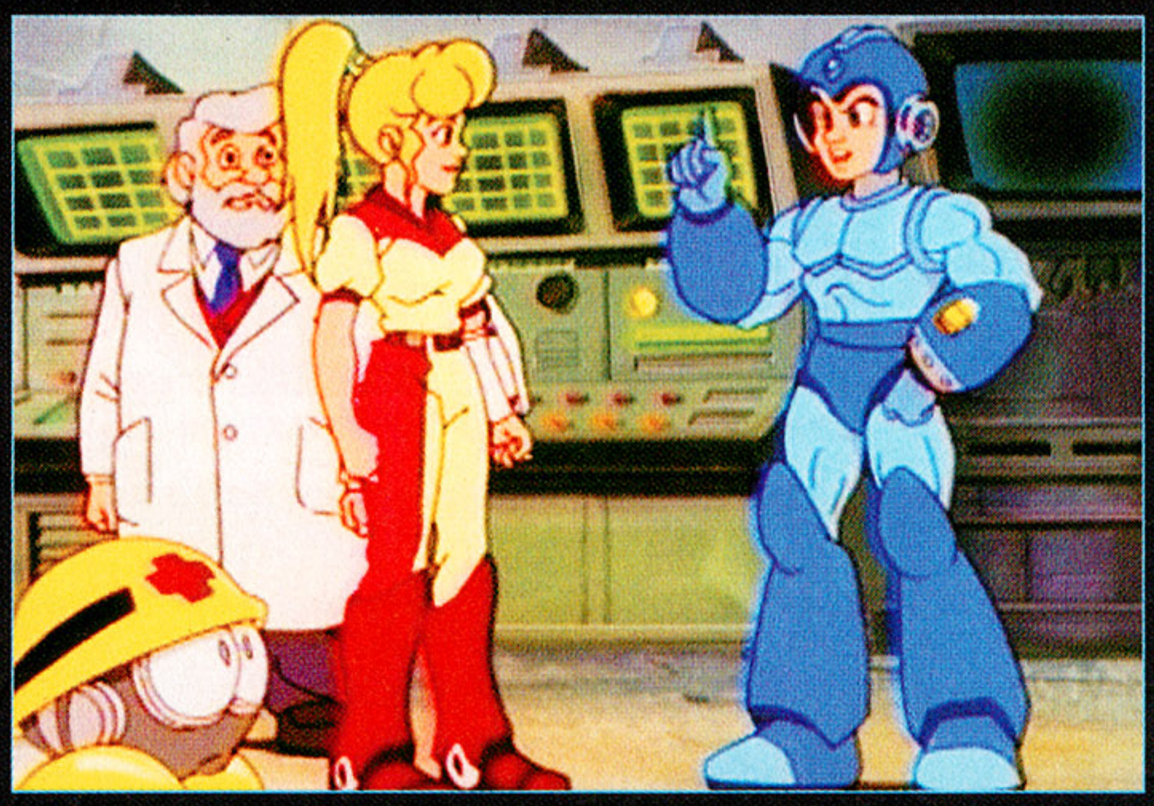
Captain N: The Game Master (1989)

The Saturday morning cartoon *Captain N* was a gamer's dream. Heroes like Mega Man, Simon Belmont (*Castlevania*), and Pit (*Kid Icarus*) teamed up to fight against Mother Brain (*Metroid*), Dr. Wily (*Mega Man*, duh), and King Hippo (*Punch-Out!!*).

Sadly, this is not the Mega Man we know and love. He would often use the word "mega" as an adverb, which made his speech sound mega-lame. And instead of a svelte kid in blue armor, he looked like Bobby Hill in green (yes, green) spandex. Of course, Dr. Light and Dr. Wily were equally as freakish.







Mega Man (1994)

This American *Mega Man* cartoon came awfully close to being good, but missed the mark. The setup is promising and fairly true to the games: Dr. Wily and Dr. Light are partners until Wily goes nuts and steals the construction robots the two are designing. To combat Wily, Light refashions his robot creation, Rock, into the "super fighting robot, Mega Man" (as the show's theme repeatedly describes our hero).

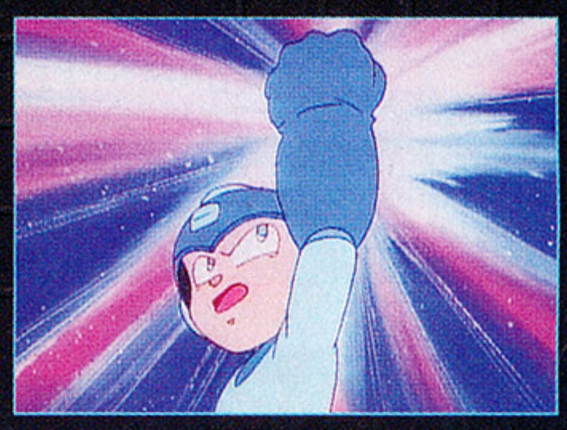
Unfortunately, that's about all the show gets right. You get used to the older-looking, buffer Mega Man, but Roll as a generic cartoon hottie is pretty bizarre. Even worse is Rush, who talks like Scooby-Doo and gets into all sorts of annoying, Jar Jar Binks–ish mischief. And why, oh why, is Protoman Dr. Wily's right-hand man? Protoman is a good guy, for crying out loud!

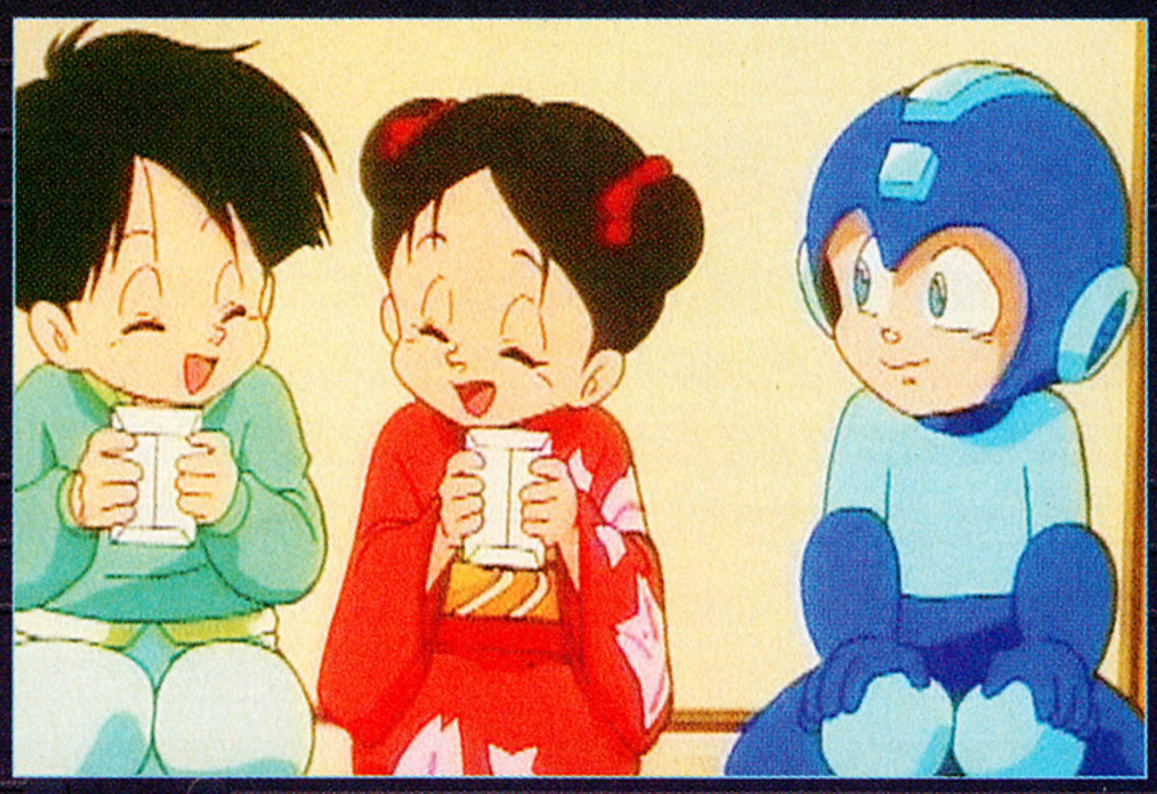
Combine the slightly askew characters with lame, clichéd plots like "Mega Pinocchio" and "The Incredible Shrinking Mega Man," and you have just another crappy cartoon. If you're interested, though, the complete series is currently available on two DVD box sets.

Rockman: Wishing Upon A Star (1995)
Rockman: Appearance in Japan (1995)
Rockman: Future Beware (1995)

These three shorts (each about half an hour long) are the result of a combined effort between Capcom and the Japan Center for Intercultural Communications. All three involve Mega Man and Dr. Wily being zapped out of a videogame (*Rockman 5*, to be precise) into modern-day Japan. Wily, of course, sets out to take over Japan, while Mega Man teams up with two young kids who teach him about Japanese holidays and culture before allowing him to blast Dr. Wily and his robots.

That's right—these shows were designed to inform





MEGA MILESTONES

The Misadventures of Tron Bonne—2000

- First game set in the *Mega Man* universe that doesn't star Mega Man

MEGA MILESTONES

Mega Man X5—2001

- Mega Man can duck for the first time

MEGA MAN TIMELINE

2000
The Misadventures of Tron Bonne (PS1)

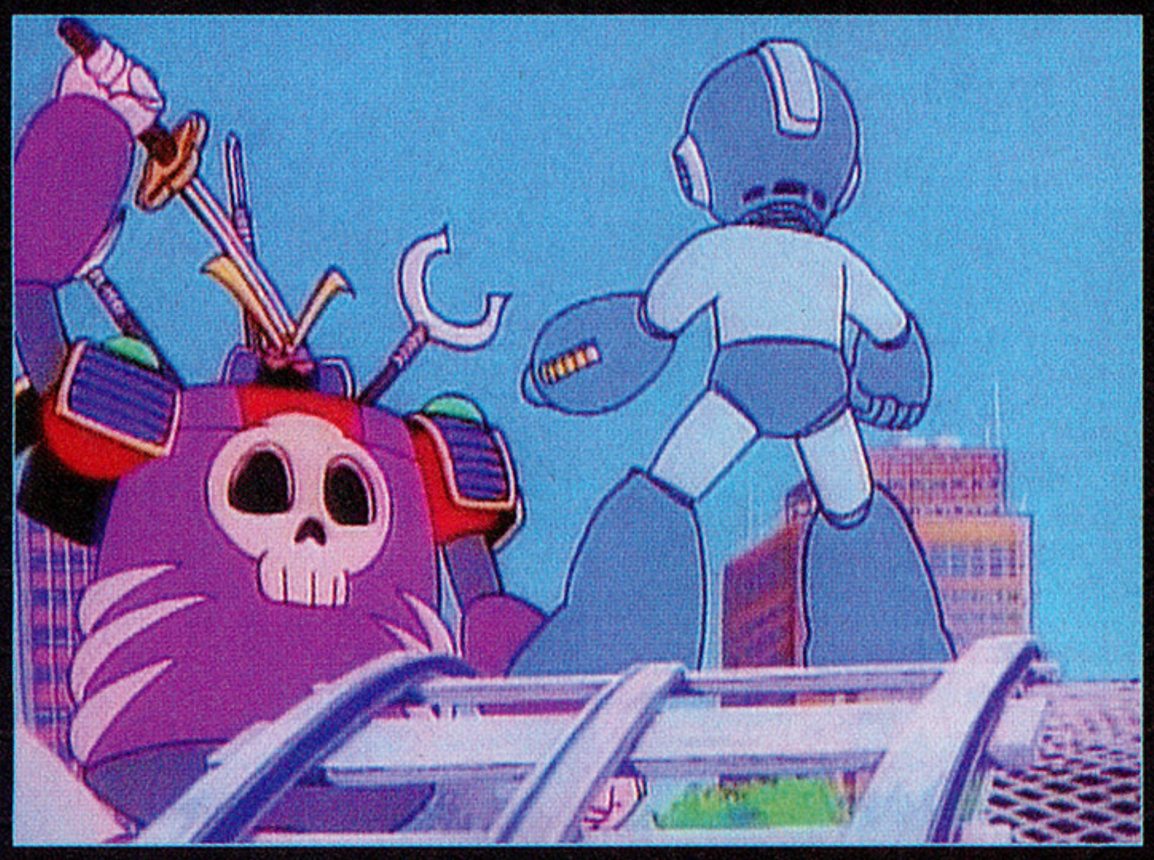
2001
Mega Man 64 (N64)
Mega Man Battle Network (GBA)

Mega Man X5 (PS1)
Mega Man X6 (PS1)

Mega Man Xtreme (GBC)
Mega Man Xtreme 2 (GBC)

MEGA MAN SAYS

Ian James Corlett is the voice actor who provided my voice in the 1994 animated series. In an ironic twist, five years prior, he voiced my arch-nemesis, Dr. Wily, in *Captain N: The Game Master*. Just which side does this Corlett fellow work for?



children (both in Japan and in English-speaking countries) about life in Japan. Despite the educational value, they are actually lots of fun. The animation is fantastic, the characters look the way they should, and you get to watch Mega Man blast a bunch of robots.

You might have trouble seeing these shows, however. As of right now, the only way to get them is to purchase them on DVD from Capcom's Japanese website. Of course, the website only ships items within Japan, and you'd need a DVD player capable of playing Japanese DVDs (Region 2). Still, if you can get your hands on it, you'll find that the DVD features a shockingly good English dub—a welcome sight, as there are no subtitles.

Mega Man: NT Warrior (2003)

The latest (and arguably best) *Mega Man* cartoon is based on the *Battle Network* games. This anime series has been running in Japan since March 2002, but you'll be able to see it on Kids' WB! this June.

Like the games, the show centers on Lan and his cyber buddy, Mega Man.EXE. Lan, Mega Man, and their friends have wild adventures on the Internet, battling deadly viruses.

In addition seeing *NT Warrior* on television, don't be surprised if you eventually see the series released on DVD.

MEGA MAN SAYS

In case you haven't noticed, many of Dr. Light and Dr. Wily's robots have music-themed names. Blues is a good example, but there's also Forte and Gospel (known in the United States as Bass and Treble). The only characters left out of the music game are me (Rockman) and Roll. Wait a minute…Rock and Roll. I just got that!

SIDEKICK SHOWCASE

Rush

Debuted in: Mega Man 3

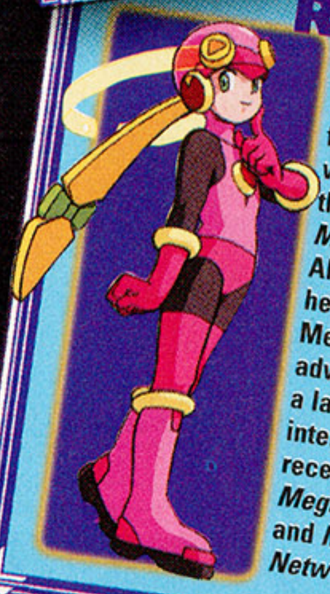
Perhaps no one has been as loyal to Mega Man as trusty ol' Rush. This robotic pooch has been around since *Mega Man 3*, transforming into all sorts of handy devices (springs, jets, submarines, battle armor, etc.) our hero can use.

Beat

Debuted in: Mega Man 5

Dr. Light created the robot bird Beat to save Mega Man's little blue butt if he falls into one of the countless bottomless pits with which Dr. Wily likes to decorate his hideouts. Beat may be tiny, but he can easily lift Mega Man out of danger.

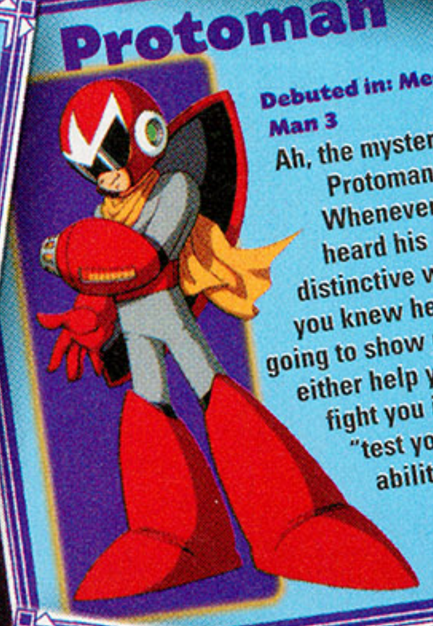
Roll



Debuted in: Mega Man

Mega Man's sister was first seen hanging out with Dr. Light during the end of the very first *Mega Man* adventure. Although she never helped out too much in Mega's early adventures, she plays a large role (pun kinda intended) in more recent games like *Mega Man Legends* and *Mega Man Battle Network*.

Protoman



Debuted in: Mega Man 3

Ah, the mysterious Protoman. Whenever you heard his distinctive whistle, you knew he was going to show up and either help you out or fight you in order to "test your abilities."

Data

Debuted in: Mega Man Legends

Man, oh man, do we love Data. Look at him! He's a monkey! A robot monkey! As if that wasn't enough to make him supercool, the little guy can't stop dancing! Just try to watch Data do his little monkey dance without imitating it. It's impossible.

Servbots

Debuted in: Mega Man Legends

The Servbots are extremely popular in Japan, and it's not hard to understand why. They're adorable, and they're fiercely loyal to sassy pirate Tron Bonne. If there were more games featuring these hilarious little Lego-looking dudes, the world would be a better place.

Mets

Debuted in: Mega Man

These hard-hat-wearing enemies are probably Mega Man's most recognizable foe. The Mets have been around since Mega Man's first adventure, and while they may be easy to defeat, there's a ton of 'em. They've evolved over the years, learning such new skills as swimming and driving giant machines.

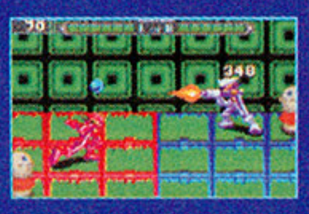
Zero

Debuted in: Mega Man X

Fan-favorite Zero may look…well…less than manly, but he's one tough Reploid hunter. His badass attitude and sword slinging skills have made him arguably more popular than his partner, X. The full details of Zero's mysterious past have yet to be revealed, but we do know he was created by the villainous Dr. Wily.

2002

Mega Man Battle Network 2 (GBA)



Mega Man X5 (PC)

Mega Man Zero (GBA)

2003

Mega Man & Bass (GBA)

Mega Man Battle Network 3 Blue (GBA)

Mega Man Battle Network 3 White (GBA)

Mega Man Network Transmission (GC)

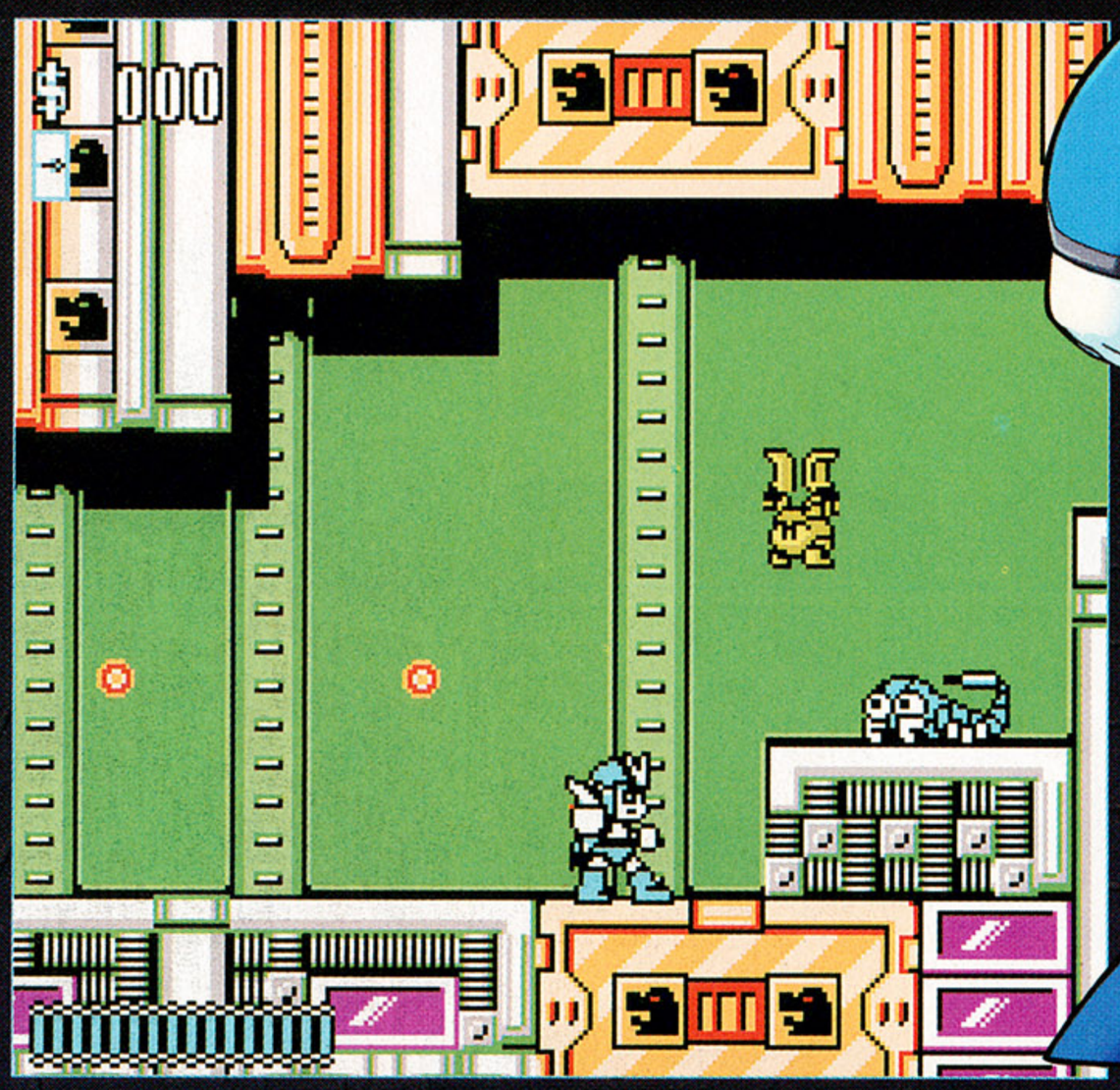
Mega Man X7 (PS2)

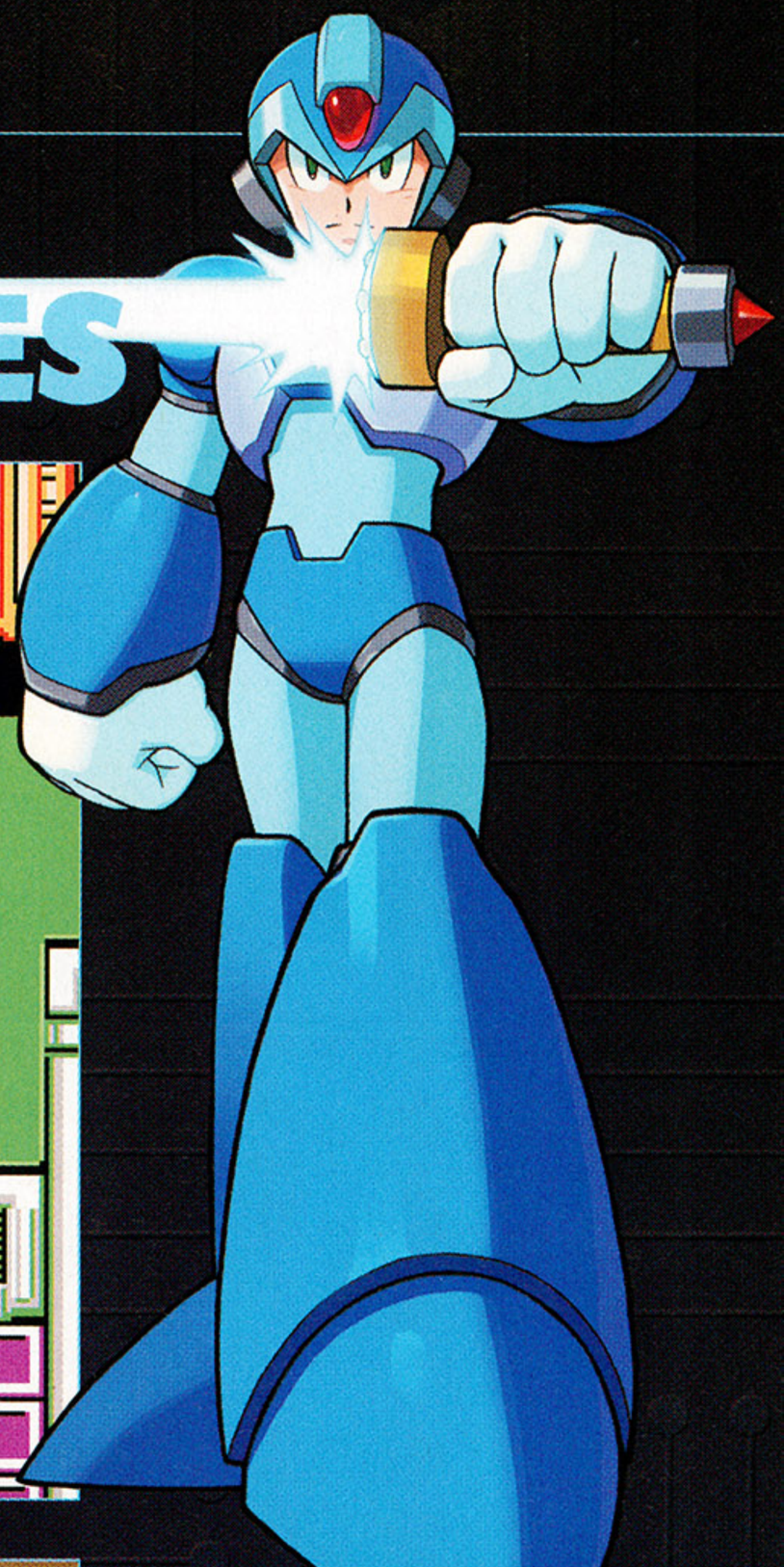
Mega Man Zero 2 (GBA)

MEGA MAN ODDITIES

Rocman X

What's this? Some lost *Mega Man* game? An ultrarare early version of *Mega Man X* for NES? 'Fraid not, folks—this is simply another unlicensed, copyright-infringing Hong Kong bootleg from a company called Sachen. Although certainly not the worst bootlegged game out there, it's still pretty darn bad. The only reason you'd want this is if you're a hardcore *Mega Man* collector. In that case, your best bet would be to check eBay.





MEGA MAN SAYS

Over in Japan, there are plenty of CD soundtracks featuring music from my games. If you want to score some for yourself, visit www.gamemusic.com or (if you aren't scared of expensive shipping charges and wading through some Japanese text) Amazon of Japan at www.amazon.co.jp.

Cosplay

You're familiar with cosplay, right? Short for "costume play," cosplay is when people dress up as their favorite videogame or anime characters. It's pretty popular at conventions and similar events. Given his popularity, it's no surprise there's a sizeable *Mega Man* cosplay community. But that's where things go wrong.

Here's the deal. Mega Man is a boy robot. He may be called Mega Man, but he's still a boy robot. Ergo, if you are not a young boy, you should not be dressing up as Mega Man. Now, we know Mega Man looks pretty cool with that slick helmet and blue outfit, but what looks cool on a videogame character doesn't necessarily look cool on a person. Especially when that person is in his late teens/early 20s. In that case, it just looks creepy.

MEGA MAN SAYS

Do you like comic books? If so, you'd love the Japanese *Mega Man* manga that runs in the monthly comic anthology *Comic Bom Bom* (it's kind of like *Shonen Jump*) or in *Bom Bom*'s graphic-novel collections. If you're lucky enough to have an import bookstore near you, you might be able to get your hands on my comics (they'd be in Japanese, but they're still nice). There's also an online petition to bring the comics to the United States. If you'd like, visit www.petitiononline.com/MegaRock/petition.html and sign the form.

RETRO MEGA MAN STRATEGY

Anyone who has ever played a *Mega Man* game knows that the main strategy lies in deciding the proper order in which to take on the robot masters. To help you obtain a full-on *Mega Man* groove, we've gone back and played all the classic titles in the series in order to bring you all sorts of passwords and cheats. So dig out those dusty old systems and take a blast to the past with the Blue Bomber.

MEGA MAN (NES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Cutman	Super Arm	Rolling Cutter
Elecman	Rolling Cutter	Thunder Beam
Iceman	Thunder Beam	Ice Slasher
Fireman	Ice Slasher	Fire Storm
Bombman	Fire Storm	Hyper Bomb
Gutsman	Hyper Bomb	Super Arm

CHEATS

Destroy Bosses With One Shot

To score multiple hits with one shot of the Rolling Cutter or Thunder Beam, shoot the enemy, then begin tapping the Select button (which pauses the game without bringing up the Weapon Select screen) as soon as the weapon connects. Each time you pause and unpause the game, the weapon will advance one frame of animation—and each time, the enemy will take the normal amount of damage that weapon would normally cause. Use this technique to defeat even the most difficult bosses.

MEGA MAN 2 (NES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Air Man	Leaf Shield	Air Shooter
Crash Man	Air Shooter	Crash Bombs
Flash Man	Crash Bombs	Time Stopper
Quick Man	Time Stopper	Quick Boomerang
Metal Man	Quick Boomerang	Metal Blade
Bubble Man	Metal Blade	Bubble Lead
Heat Man	Bubble Lead	Atomic Fire
Wood Man	Atomic Fire	Leaf Shield

CHEATS

Bird Frenzy!

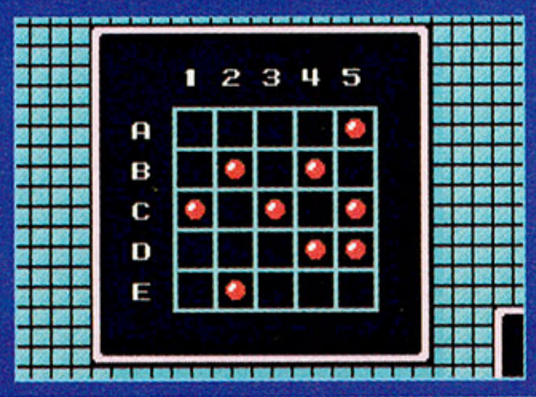
After selecting a boss at the Stage Select screen, hold down the A button. The stars in the background will turn into a flock of birds.

Quick Kill for Metal Man

When fighting all the bosses inside Dr. Wily's castle, simply use the Metal Blade on Metal Man; his own weapon will destroy him with one shot. So, here's a robot named Metal Man who's made of metal *and* extremely vulnerable to metal. Way to design a robot, Wily.

PASSWORDS

Wily's castle with all weapons, items, and Energy Tanks



MEGA MAN 3 (NES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Top Man	Hard Knuckle	Top Spin
Shadow Man	Top Spin	Shadow Blade
Spark Man	Shadow Blade	Spark Shock
Magnet Man	Spark Shock	Magnet Missile
Hard Man	Magnet Missile	Hard Knuckle
Snake Man	Needle Cannon	Search Snake
Gemini Man	Search Snake	Gemini Laser
Needle Man	Gemini Laser	Needle Cannon

DOC ROBOT WEAKNESSES

Stage	Boss Name	Weakness
Shadow Man	Wood Man	Search Snake
Shadow Man	Heat Man	Top Spin
Needle Man	Air Man	Spark Shock
Needle Man	Crash Man	Hard Knuckle
Gemini Man	Flash Man	Needle Cannon
Gemini Man	Bubble Man	Shadow Blade
Spark Man	Metal Man	Magnet Missile
Spark Man	Quick Man	Gemini Laser

CHEATS

Super Jump

Hold Right on controller two to make Mega Man jump extremely high.

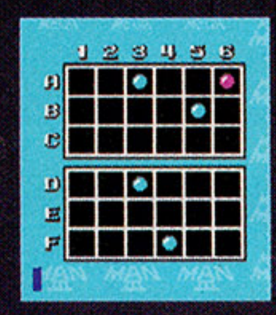
Invincibility

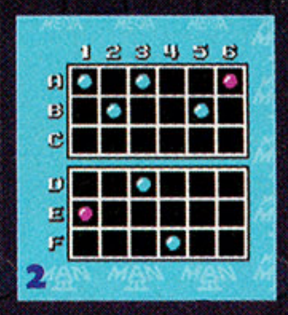
Hold Right on controller two and jump into a pit. Mega Man's energy will go down. Once all the energy is drained, jump out of the pit (you didn't stop pressing Right on controller two, did you?). Mega Man will now be invincible as long as you don't collect any energy capsules. Unfortunately, while you are invincible, the Mega Buster doesn't work, so you'll have to use the special weapons you earned from the bosses.

PASSWORDS

1. Challenging the Doc Robots, all weapons, items, and Energy Tanks

2. Wily's castle with all weapons, items, and Energy Tanks





MEGA MAN 4 (NES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Toad Man	Drill Bomb	Rain Flush
Bright Man	Rain Flush	Flash Stopper
Pharaoh Man	Flash Stopper	Pharaoh Shot
Ring Man	Pharaoh Shot	Ring Boomerang
Dust Man	Ring Boomerang	Dust Crusher
Skull Man	Dust Crusher	Skull Barrier
Dive Man	Skull Barrier	Dive Missile
Drill Man	Dive Missile	Drill Bomb

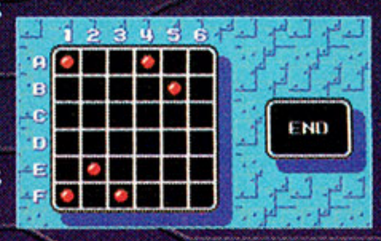
CHEATS

Infinite Pharaoh Shot

Pause the game and highlight the Pharaoh Shot weapon. Hold down the B button and resume play. The Pharaoh Shot will begin charging over Mega Man's head. Once it's fully charged, don't release the B button. Instead, hit an enemy with the charged shot hovering above Mega Man. The enemy will take damage, but the weapon will lose no energy.

PASSWORDS

Cossack's castle with all weapons and items



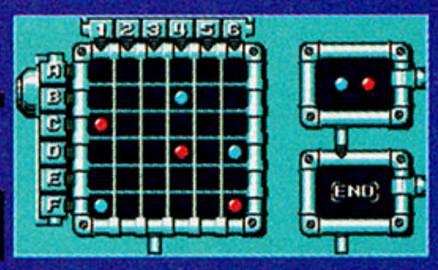
MEGA MAN 5 (NES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Star Man	Water Wave	Star Crash
Gravity Man	Star Crash	Gravity Hold
Gyro Man	Gravity Hold	Gyro Attack
Crystal Man	Gyro Attack	Crystal Eye
Napalm Man	Crystal Eye	Napalm Bomb
Stone Man	Napalm Bomb	Power Stone
Charge Man	Power Stone	Charge Kick
Wave Man	Charge Kick	Water Wave

PASSWORDS

Protoman's castle with all weapons and items



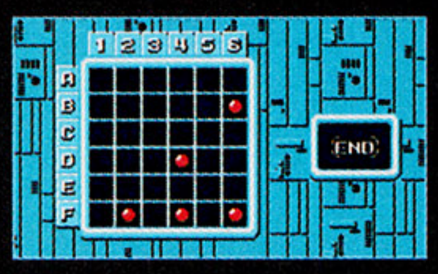
MEGA MAN 6 (NES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Flame Man	Wind Storm	Fire Blast
Blizzard Man	Fire Blast	Blizzard Attack
Plant Man	Blizzard Attack	Plant Barrier
Tomahawk Man	Plant Barrier	Silver Tomahawk
Yamato Man	Silver Tomahawk	Yamato Spear
Knight Man	Yamato Spear	Knight Chain
Centaur Man	Knight Chain	Centaur Flash
Wind Man	Centaur Flash	Wind Storm

PASSWORDS

Mr. X's castle with all weapons and items



MEGA MAN 7 (NES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Burst Man	Freeze Cracker	Danger Wrap
Cloud Man	Danger Wrap	Thunder Bolt
Junk Man	Thunder Bolt	Junk Shield
Freeze Man	Junk Shield	Freeze Cracker
Slash Man	Scorch Wheel (or Freeze Cracker)	Slash Claw
Spring Man	Slash Claw	Wild Coil
Shade Man	Wild Coil	Noise Crush
Turbo Man	Noise Crush	Scorch Wheel

CHEATS

Versus Mode

Enter the password shown, then hold down the L and R buttons and press Start to enter the secret Versus mode. This mode allows two players to fight each other as either Mega Man or Bass.

PASSWORDS

Wily's castle with all weapons and items

MEGA MAN 8 (PS1, SATURN)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Frost Man	Flash Bomb	Ice Wave
Tengu Man	Ice Wave	Tornado Hold
Clown Man	Tornado Hold	Thunder Claw
Grenade Man	Thunder Claw	Flash Bomb
Aqua Man	Astro Crush	Water Balloon
Sword Man	Water Balloon	Flame Sword
Search Man	Flame Sword	Homing Sniper
Astro Man	Homing Sniper	Astro Crush

MEGA MAN & BASS (GBA)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Cold Man	Lightning Bolt	Ice Wall
Burner Man	Ice Wall	Wave Burner
Pirate Man	Wave Burner	Remote Mine
Ground Man	Remote Mine	Spread Drill
Tengu Man	Spread Drill	Tengu Blade
Magic Man	Tengu Blade	Magic Card
Astro Man	Magic Card	Copy Vision
Dynamo Man	Copy Vision	Lightning Bolt

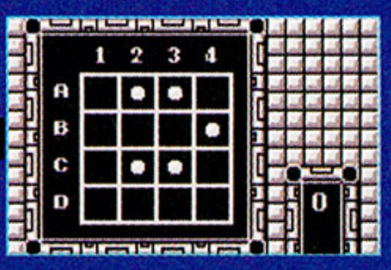
MEGA MAN: DR. WILY'S REVENGE (GB)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Elecman	Rolling Cutter	Thunder Beam
Iceman	Thunder Beam	Ice Slasher
Fireman	Ice Slasher	Fire Storm
Cutman	Fire Storm	Rolling Cutter
Flash Man	Atomic Fire	Time Stopper
Quick Man	Time Stopper	Quick Boomerang
Bubble Man	Quick Boomerang	Bubble Lead
Heat Man	Bubble Lead	Atomic Fire

PASSWORDS

Wily's castle with all weapons and items

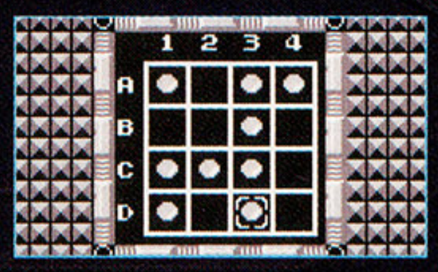


MEGA MAN II (GB)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Air Man	Leaf Shield	Air Shooter
Crash Man	Air Shooter	Crash Bombs
Metal Man	Crash Bombs	Metal Blade
Wood Man	Metal Blade	Leaf Shield
Needle Man	Top Spin (or Air Shooter)	Needle Cannon
Magnet Man	Needle Cannon	Magnet Missile
Hard Man	Magnet Missile	Hard Punch
Top Man	Hard Punch	Top Spin

PASSWORDS
Quint battle with all weapons and items

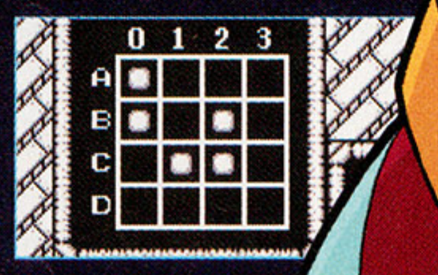


MEGA MAN III (GB)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Snake Man	Spark Shot	Search Snake
Gemini Man	Search Snake	Gemini Laser
Shadow Man	Gemini Laser	Shadow Blade
Spark Man	Shadow Blade	Spark Shot
Dust Man	Drill Bomb (or Shadow Blade)	Dust Crusher
Skull Man	Dust Crusher	Skull Barrier
Dive Man	Skull Barrier	Dive Missile
Drill Man	Dive Missile	Drill Bomb

PASSWORDS
Punk battle with all weapons and items



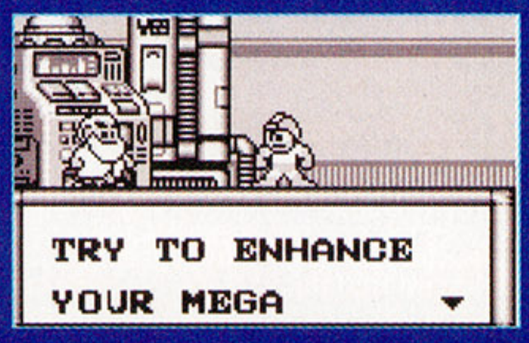
MEGA MAN IV (GB)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Toad Man	Ring Boomerang	Rain Flush
Bright Man	Rain Flush	Flash Stopper
Pharaoh Man	Flash Stopper	Pharaoh Shot
Ring Man	Pharaoh Shot	Ring Boomerang
Crystal Man	Charge Kick	Crystal Eye
Napalm Man	Crystal Eye	Napalm Bomb
Stone Man	Napalm Bomb	Power Stone
Charge Man	Power Stone	Charge Kick

CHEATS

Upgraded Mega Buster
Enter a stage and lose all your lives (it's easy to do this by falling into the pit at the beginning of Bright Man's stage). Once you've lost all your lives, press the B button at the Game Over screen to continue on the same stage. Repeat this process. After your fourth Continue, Dr. Light will call Mega Man back to his lab and upgrade the Mega Buster. Be careful, though—you lose your upgrade if you turn off the Game Boy.



PASSWORDS

Ballade battle with all weapons and items

MEGA MAN V (GB)

BOSS WEAKNESSES

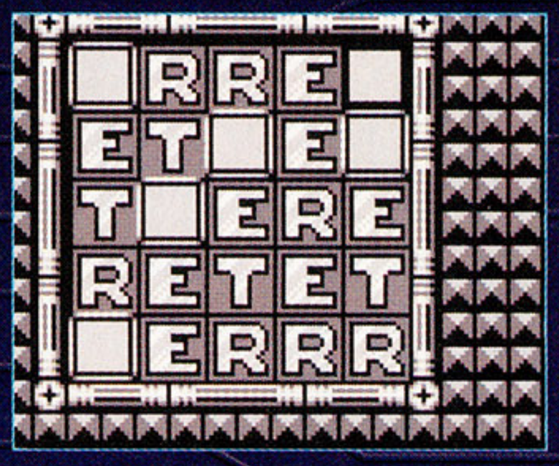
Boss Name	Weakness	Weapon Earned
Mercury	Black Hole	Grab Buster
Neptune	Deep Digger	Salt Water
Mars	Salt Water	Photon Missile
Venus	Photon Missile	Bubble Bomb
Pluto	Grab Buster	Break Dash
Uranus	Break Dash	Deep Digger
Jupiter	Bubble Bomb	Electric Shock
Saturn	Electric Shock	Black Hole

CHEATS

Upgraded Mega Arm
Dr. Light will upgrade Mega Man's Mega Arm weapon if you follow the same procedure needed to get the upgraded Mega Buster in *Mega Man IV* (go to Mercury's stage to do the old kill-off-Mega-Man-by-falling-into-a-pit trick). Continue four times and that upgrade is yours. As an extra bonus, after getting the enhanced weapon, continue four more times to earn a second upgrade.

PASSWORDS

Terra battle with all weapons and items



MEGA MAN X (SNES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Chill Penguin	Flame Wave	Shotgun Ice
Spark Mandrill	Shotgun Ice	Electric Spark
Armored Armadillo	Electric Spark	Rolling Shield
Launch Octopus	Rolling Shield	Homing Torpedo
Boomer Kuwanger	Homing Torpedo	Boomerang Cutter
Sting Chameleon	Boomerang Cutter	Chameleon Sting
Storm Eagle	Chameleon Sting	Storm Tornado
Flame Mammoth	Storm Tornado	Flame Wave

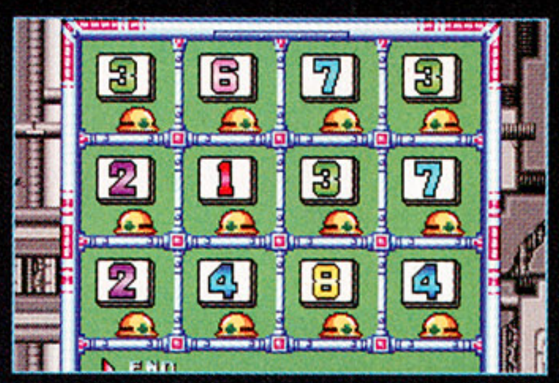
CHEATS

Hadoken!

Wanna see X do an impression of Ryu and Ken from *Street Fighter*? First, you'll need all the weapons, special armor, Heart Tanks, and Sub-Tanks, as well as full energy. Now, head to Armored Armadillo's stage and ride the mine cart near the end of the stage. When the cart hits the wall, grab onto the wall and climb it. Pick up the energy capsule at the top of the wall. Head back down and enter the room where you would normally fight Armored Armadillo; instead, X will warp out of the stage. Repeat this process four more times and the energy capsule will be replaced by a capsule containing a hologram of Dr. Light. Climb into the capsule and you'll get the Hadoken power-up. Throw this fireball just like you would in *Street Fighter*—press Down, Down-Forward, Forward, Y. Anything you hit with the fireball will be instantly destroyed.

PASSWORDS

Sigma's fortress with all weapons and items



MEGA MAN X2 (SNES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Wheel Gator	Strike Chain	Spin Wheel
Bubble Crab	Spin Wheel	Bubble Splash
Flame Stag	Bubble Splash	Speed Burner
Morph Moth	Speed Burner	Silk Shot
Magna Centipede	Silk Shot	Magnet Mines
Crystal Snail	Magnet Mines	Crystal Hunter
Overdrive Ostrich	Crystal Hunter	Sonic Slicer
Wire Sponge	Sonic Slicer	Strike Chain

CHEATS

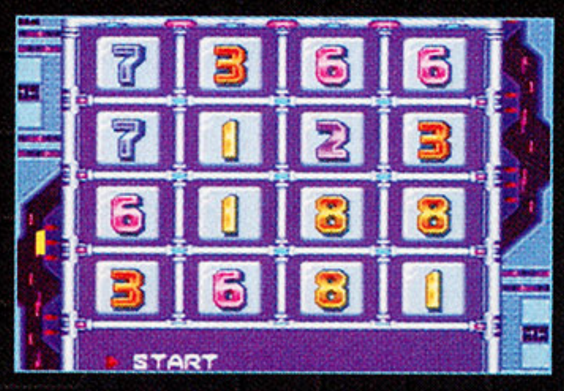
Shoryuken!

X must be a Shoto master. In *Mega Man X2*, our hero can learn to do Ryu and Ken's dragon punch move from *Street Fighter*. First, you'll need all the power-up items. When you reach the third X-Hunter stage (Agile's stage), you'll find a section of the level with one ladder going down and another ladder near the top of the screen. Use the Crystal Hunter weapon to freeze one of the bat robots in the area. Use the frozen bat as a step to reach the ladder on the ceiling.

When you reach the top, begin charging up your Speed Burner. Use a combination of the Speed Burner and the Air Dash technique to maneuver your way through the spikes. There will be a wall on the left that you can slide down. Do so, and you'll find a hidden capsule containing a hologram of Dr. Light. Enter the capsule and you'll get the Shoryuken power-up. Perform this move by pressing Forward, Down, Down-Forward, Y.

PASSWORDS

1. X-Hunter Stage 1 with all weapons and items
2. X-Hunter Stage 3 with all weapons and items



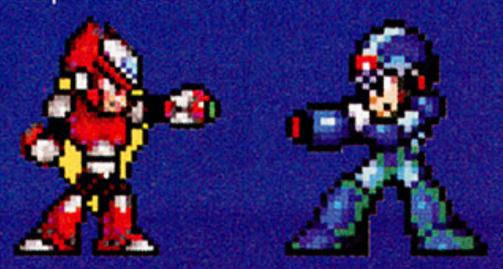
MEGA MAN X3 (SNES)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Toxic Seahorse	Frost Shield	Acid Burst
Tunnel Rhino	Acid Burst	Tornado Fang
Volt Catfish	Tornado Fang	Triad Thunder
Crush Crawfish	Triad Thunder	Spinning Blade
Neon Tiger	Spinning Blade	Ray Splasher
Gravity Beetle	Ray Splasher	Gravity Well
Blast Hornet	Gravity Well	Parasitic Bomb
Blizzard Buffalo	Parasitic Bomb	Frost Shield

PASSWORDS

Dr. Doppler's fortress with all weapons and items



MEGA MAN X4 (PS1, SATURN)

BOSS WEAKNESSES (AS MEGA MAN X)

Boss Name	Weakness	Weapon Earned
Web Spider	Twin Slasher	Lightning Web
Split Mushroom	Lightning Web	Soul Body
Cyber Peacock	Soul Body	Aiming Laser
Storm Owl	Aiming Laser	Double Cyclone
Magma Dragoon	Double Cyclone	Rising Fire
Frost Walrus	Rising Fire	Frost Tower
Jet Stingray	Frost Tower	Ground Hunter
Slash Beast	Ground Hunter	Twin Slasher

BOSS WEAKNESSES (AS ZERO)

Boss Name	Weakness	Weapon Earned
Web Spider	Kuuenbu	Raijingeki
Split Mushroom	Raijingeki	Kuuenbu
Cyber Peacock	Raijingeki	Ryuenjin
Storm Owl	Ryuenjin	Rakuhouha
Magma Dragoon	Rakuhouha	Tenkuuha
Frost Walrus	Ryuenjin	Hyouretsuzan
Jet Stingray	Hyouretsuzan	Hienkyaku
Slash Beast	Raijingeki	Shippuuga

CHEATS

Ultimate Armor X
Highlight X on the Character Select screen. Press O, O, and then Left six times. Then hold down L1 and press R2 until you enter the first stage. Complete the first stage (Sky Lagoon) and enter the Jungle stage (where Web Spider is located). Find the capsule that would normally give you the Leg Enhancement. Instead of getting that item, you'll receive the Ultimate Armor.

Black Armor Zero
Highlight Zero on the Character Select screen. Hold down R1 while pressing Right six times. Release R1, hold down O, and press Start. Zero will now be clad in black armor.

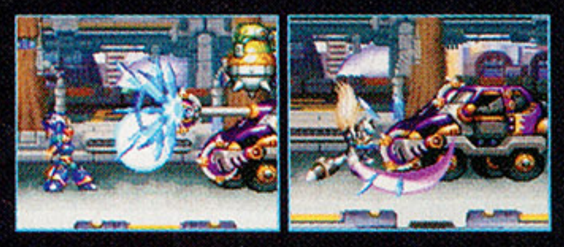
MEGA MAN X5 (PS1)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Grazzly Slash	Spike Ball/Twin Dream	C-Shot/C-Sword
Duff McWhalen	C-Shot/C-Sword	Goo Shaver/F-Splasher
Squid Adler	Goo Shaver/F-Splasher	Tri-Thunder/E-Blade
Izzy Glow	Tri-Thunder/E-Blade	F-Laser/C-Flasher
The Skiver	Dark Hold	Wing Spiral/W-Shredder
Mattrex	Wing Spiral/W-Shredder	Ground Fire/Quake Blazer
Axel the Red	Ground Fire/Quake Blazer	Spike Ball/Twin Dream
Dark Dizzy	F-Laser/C-Flasher	Dark Hold

CHEATS

Ultimate Armor X
Highlight X on the Character Select screen, Press Up twice, then press Down nine times.



Black Armor Zero
Highlight Zero on the Character Select screen. Press Down twice, then press Up nine times.

MEGA MAN X6 (PS1)

BOSS WEAKNESSES

Boss Name	Weakness	Weapon Earned
Commander Yammark	Ray Arrow	Yammar Option
Ground Scaravich	Yammar Option	Ground Dash
Blaze Heatnix	Ground Dash	Magma Blade
Blizzard Wolfgang	Magma Blade	Ice Burst
Rainy Turtloid	Ice Burst	Meteor Rain
Metal Shark Player	Meteor Rain	Metal Anchor
Shield Sheldon	Metal Anchor	Guard Shell
Infinity Mijinion	Guard Shell	Ray Arrow

CHEATS

Dark Revived Hunter
At the Title screen, press Start to bring up the Game Start/Continue/Option menu. Then, press L1, L1, L1, R2. A tone will tell you that you've input the code correctly. Now, when you find the Revived Hunter, it will be a dark version of him.

Ultimate Armor X
At the Title screen, press Start to bring up the Game Start/Continue/Option menu. Then, press Left, Left, Left, Right. A tone will tell you that you've input the code correctly. When you start the game, X will be wearing his Ultimate Armor.

Tom Clancy's SPLINTER CELL™

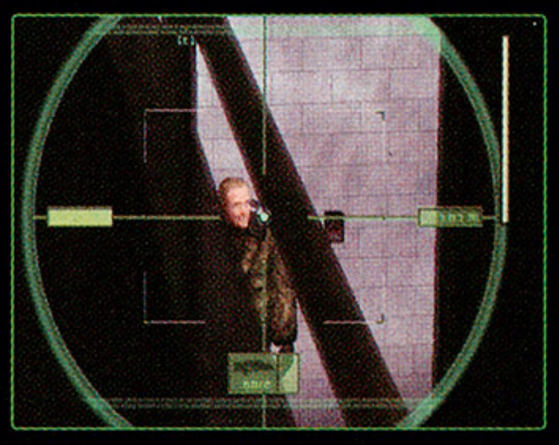
STUMPED?

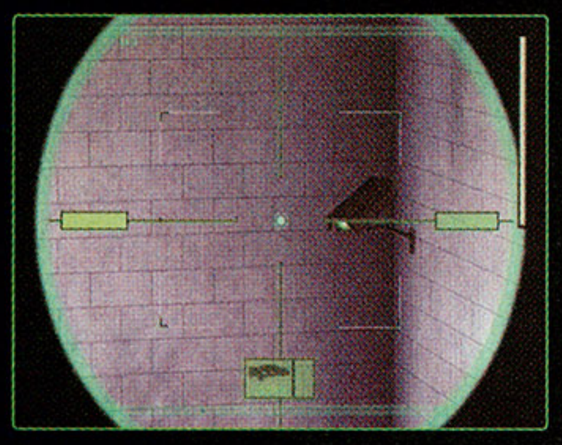
Yeah, *Splinter Cell* is awesome, but a lot of trial-and-error gameplay means it's easy to get stuck. Here, we take you through the hardest parts of the second half of the game, including the PS2-exclusive Nuclear Plant mission. Just be warned: Only the best players will get to the end, even with this handy guide in hand. Are you tough enough?

PLAYSTATION 2 EXCLUSIVE!

NUCLEAR PLANT MISSION WALKTHROUGH

1 First, get into a crouched position and creep slowly toward the stairwell. Get to a point where you can just barely see the head of the building's only guard. Then, use your scope and snipe him. Shoot out the camera above the guard and then hide the guard's body under the stairs.





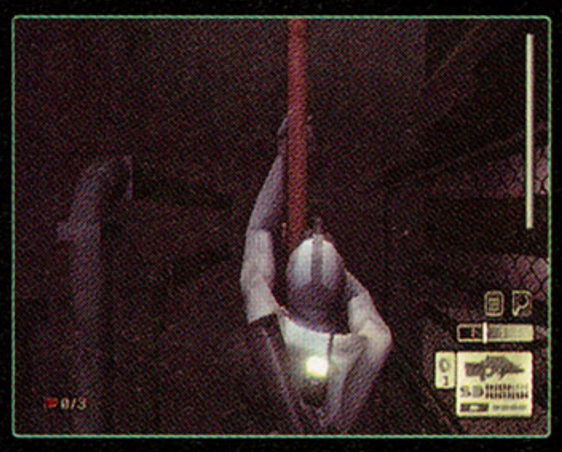
2 Now, sneak around to the window. Be careful of the guard who walks past the window; aim for his head and shoot him through the glass.

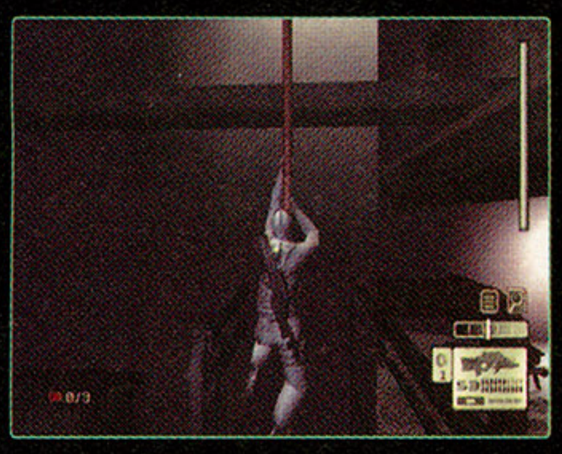
3 Climb out the window, round the corner, and look into your scope. Carefully line up your crosshairs with the guard's head and then fire away. You're gonna want to hide that body.

4 Enter the next building from the front. You'll find yourself in a hallway guarded by one soldier. We suggest using a sticky shocker to wipe him out.

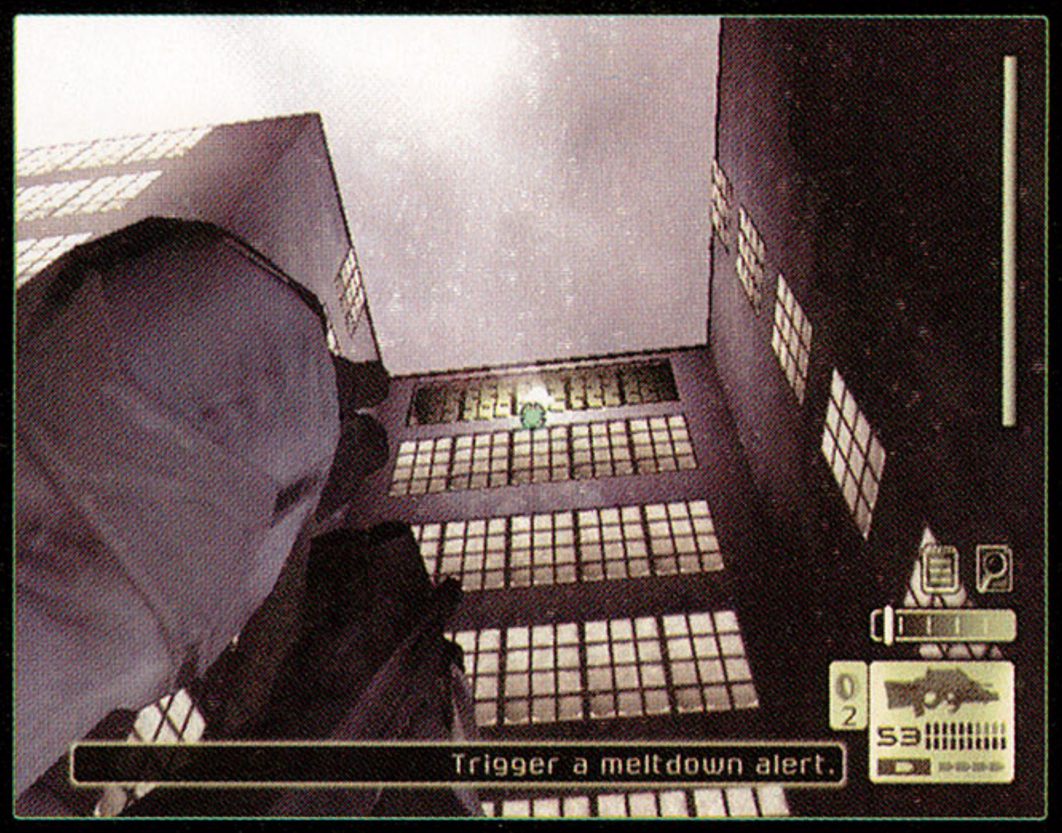
5 Hide the body, then exit the building through the far door.

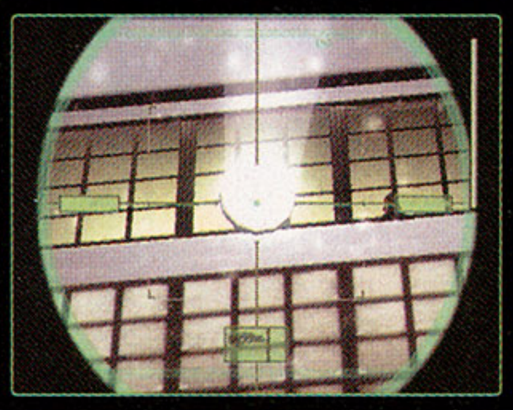
6 Climb over the fence and head to the red pipe next to the door. Climb it.





7 Your next obstacle will be a spotlight with two guards standing next to it. Snipe out the spotlight, then do the same to the soldiers.





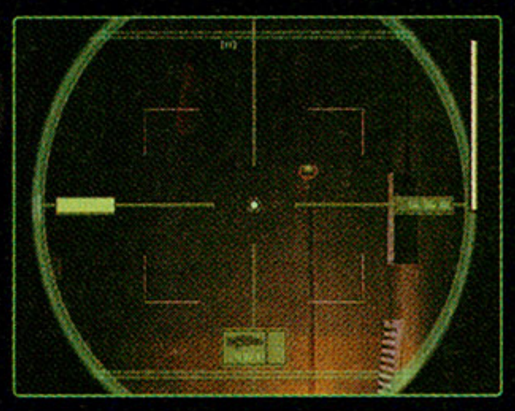
8 The rest of your trip to the elevator is pretty straightforward.

9 After the soldiers finish talking in the elevator, drop down the elevator's side and make your way to the open grating. Stay on the left side of the wall to avoid being seen.

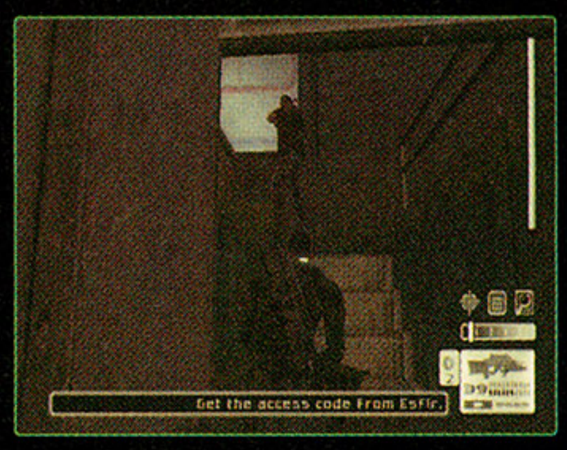
10 Look up (don't stand up) and knock out the camera above you. Do the same to the soldier guarding this area.

11 There will be two orange-clad scientists walking around this part of the compound. Knock them out (don't kill them) and hide them in the room with the single light bulb hanging from the ceiling. Shoot out the light and continue on.

12 Watch out for two more cameras: one at the end of the hallway and one along the left side of the hallway.

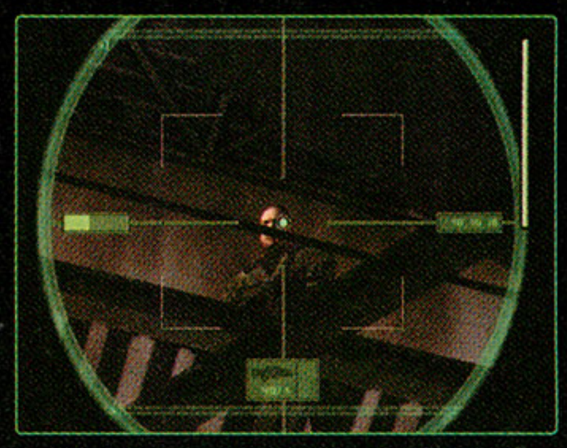


13 When you reach the scientist you have to interrogate, wait in the dark for him to stand next to the stairway. Creep up to him, grab him, and pull him into the darkness for your chat.

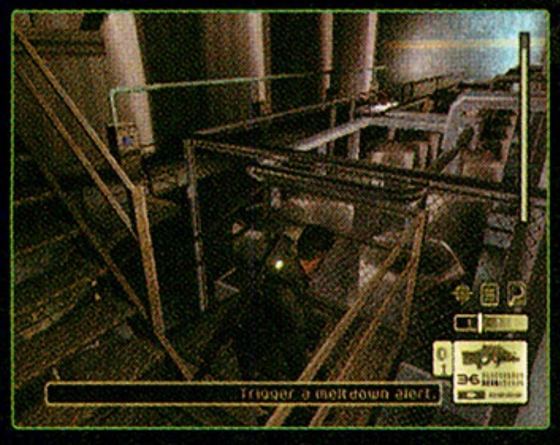


14 Leave this room; ignore the room to your left. Continue down the hallway and remain on the lookout for cameras and guards. Hide all of the bodies you leave behind under the stairwell where you interrogated and knocked out that scientist.

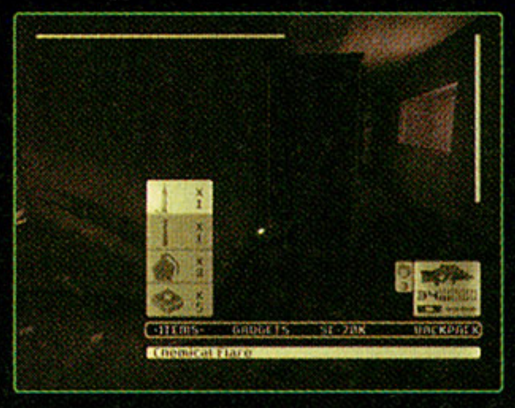
Use your sniper rifle to get rid of the guard overhead.



15 When you reach the reactors, be on the lookout for two cameras. Stay on the lower floor and shoot them out.



16 When you get to your first turret, light a chemical flare and throw it down the hallway. The turret will fire at the light and you'll be able to cross to the next room without getting shot.



17 Be careful of the soldier guarding the next room. Shoot him and then approach the employee cowering in the corner. Hit him over the head and take his satchel.

18 There's a crawlspace on the left side of the room. Use it to exit.

19 You'll find yourself behind the turret; get to the control box and disable the IFF option. This will allow the turret to kill bad guys...which is exactly what happens moments after you disable the system.

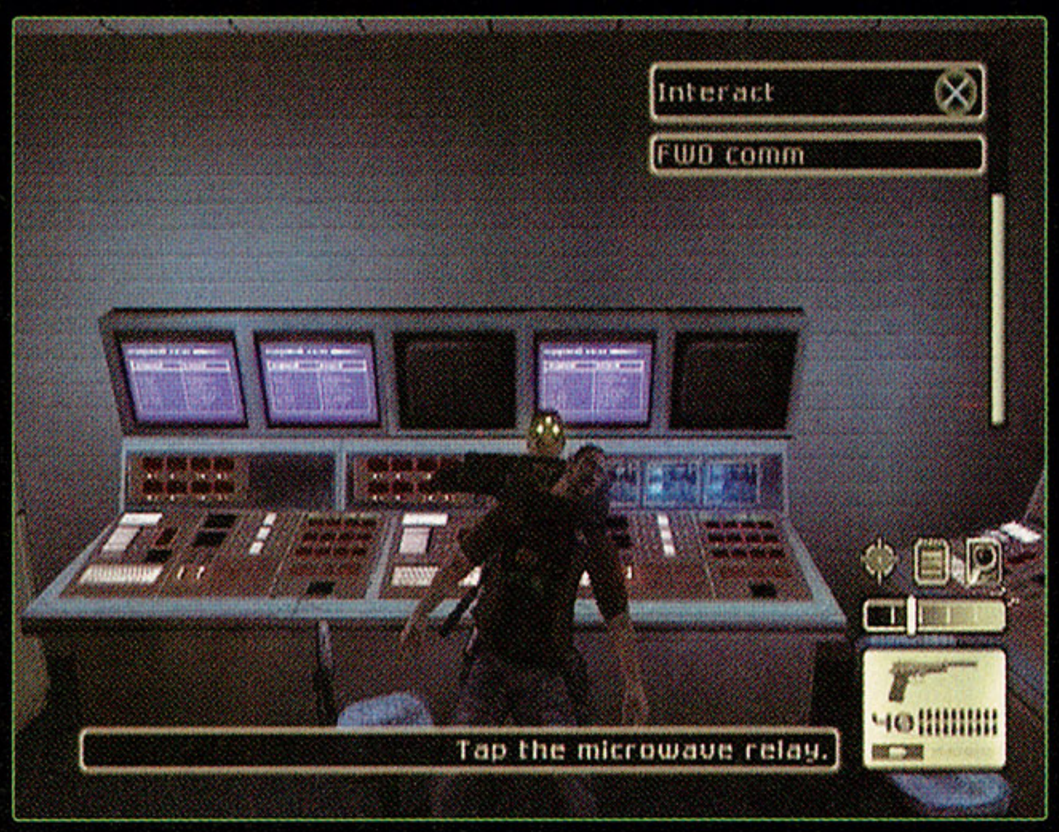
20 After the turret shoots the two guards, disable it and collect the chemical flare you threw earlier.

In the shattered-glass room, use the chemical flare to distract another turret and then exit the room (the exit is on your left).

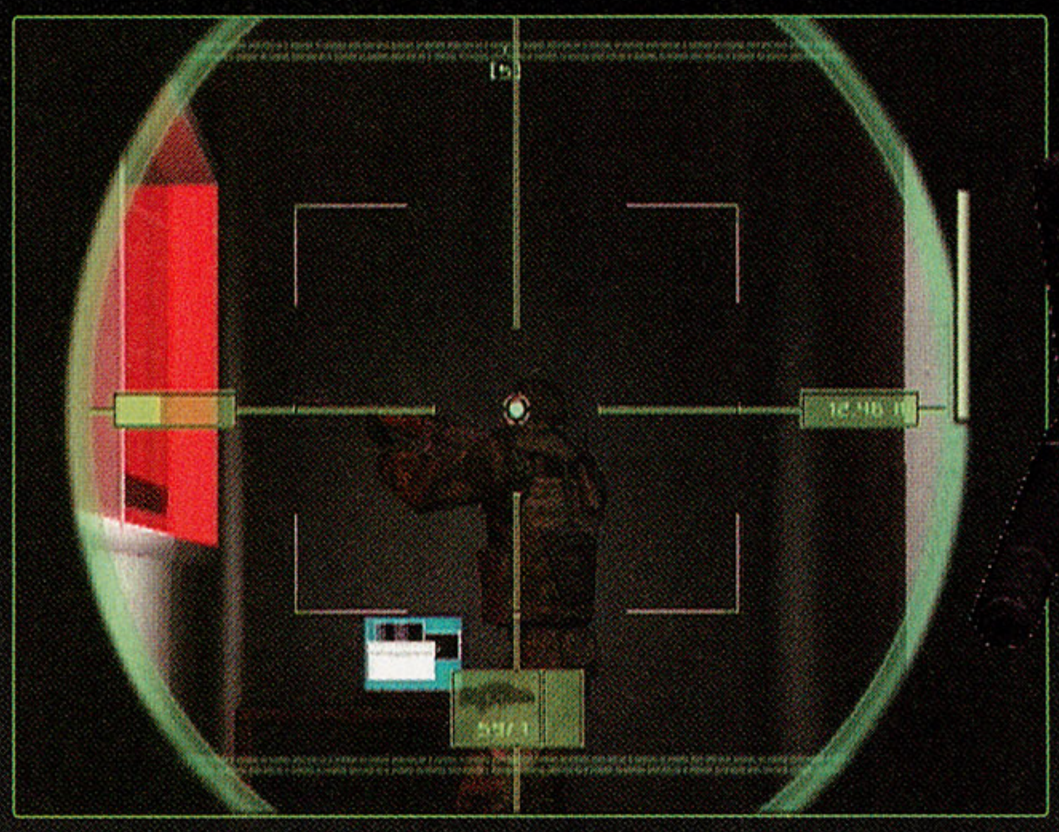
When you get to this open door,

keep your distance and fire a diversion camera into the next room. Hit the Noise button to distract the guards, and when they get close enough to the camera, press the Gas button to eliminate them.

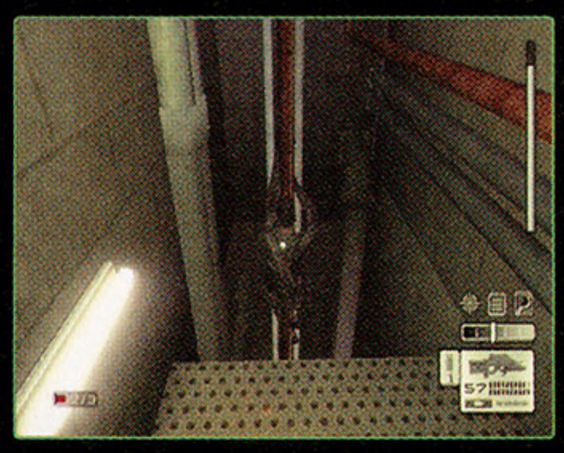
21 After gathering the necessary data from the computer,



extraction is rather simple. Get rid of the guard shown here,



22 slide down to the last area,



take out the guards with your rifle, and get the hell outta there.

CHINESE EMBASSY

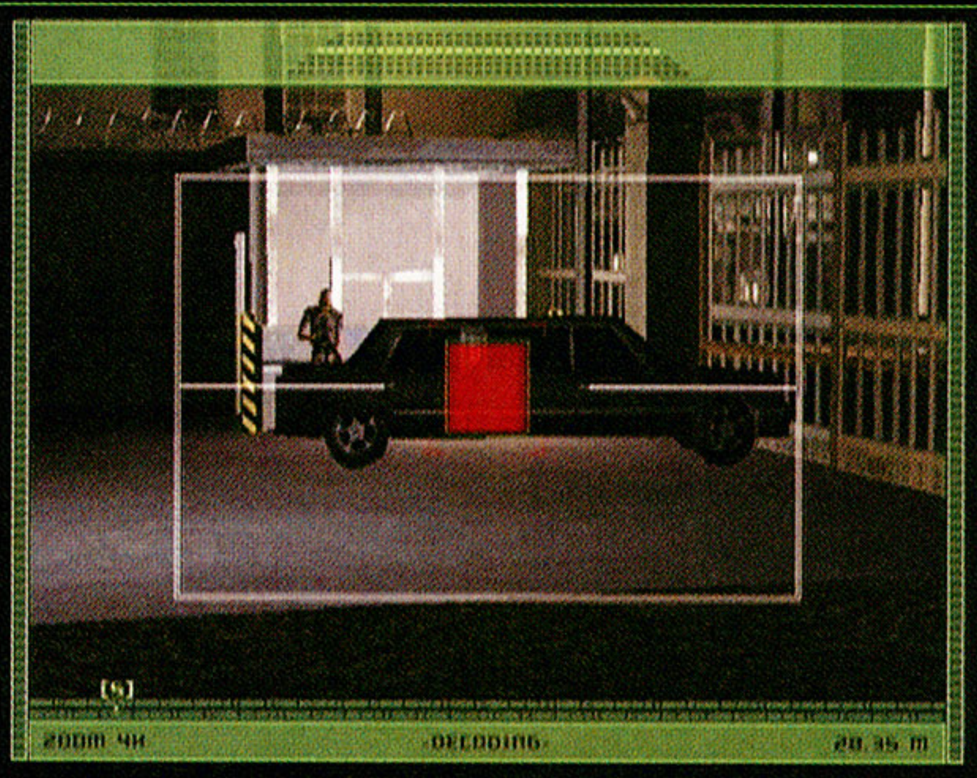
HOW DO I KEEP FROM GETTING CAUGHT AS I WALK THROUGH THE TRUCK GATE?

1 This area stumped us for a while. Keep to the shadows and don't move away from the walls unless you absolutely have to.

2 Just past the gate, stay to the right and creep under the truck that's in front of you. There's a guard on post there; you can either knock him out with a sticky shocker (which is the easy way to handle things) or sneak past him when he turns his back.

3 Either way, stay to the right and in the shadows. Follow the wall until you reach a courtyard.

4 Turn on your mike and aim it at the window the camera panned to in the cut-scene. When that chat ends, get ready to aim the mike at the limo that pulls up.



5 When the car drives away, creep around the building's entrance to get to the far side of the courtyard. Climb over the wall breach to end the mission.

ABATTOIR

THE GUARDS HEAR ME WHEN I'M ON THE ROOF. IS IT POSSIBLE TO GET PAST THIS PART WITHOUT MAKING ANY NOISE?

1 Yes. Start by following the rafter in front of you.

2 When you get to the wall, jump up and grab the wooden post. Shimmy along it to the left.

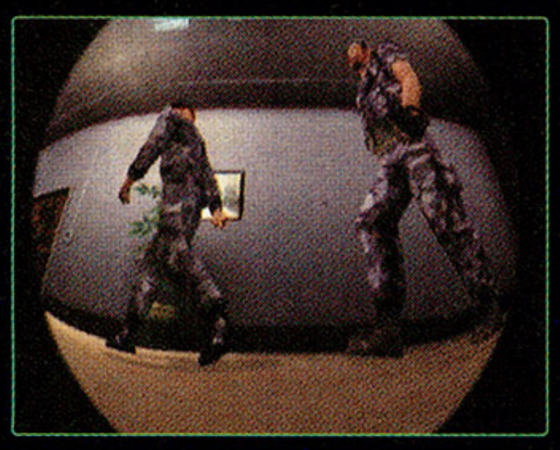
3 Drop down when you reach another rafter. Cling to the wire and make your way across it.

4 Drop down once more and move toward the chain-link fence. Climb it and turn off the satellite.

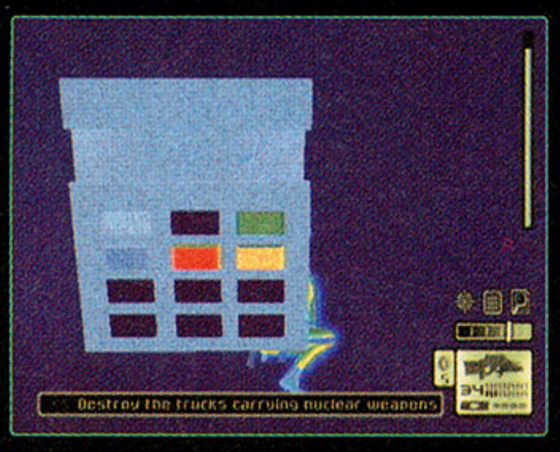
CHINESE EMBASSY II

HOW DO I GET THROUGH THAT BIG ROOM WITH THE THREE TURRETS?

1 After you exit the room with the sleeping soldiers, put an optic cable under the door in front of you. Do not enter the next hallway until it is clear.



2 Go up to the keypad and put on your goggles. The orange key represents your finger. Press the keys in the following order: light blue, dark blue, green, yellow.



3 The door will open. Fire a diversion camera at the bottom of the stairwell. Press the Noise button to get the attention of the guard in the room. When he's close enough to the camera, release the gas to incapacitate him.

4 Turn off the turret in the corner. When the turret is facing away from you, run to the box.

5 Hide the soldier's body and then shoot out as many lights in the room as possible.

6 Do not go up the stairs; instead, look to the near wall for a bookshelf. Pull yourself onto it and get onto the second floor from there. You will wind up behind a second turret.

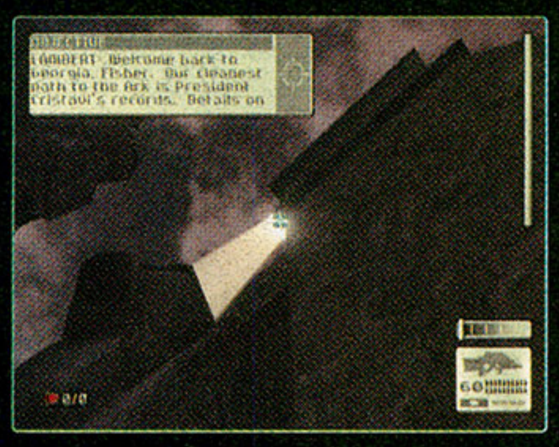
7 After dispatching an approaching guard with your gun, grab onto the flag rail and shimmy toward the other platform. Stop when you're behind the last flag. A guard and a colonel will pass; the colonel will stay behind as the guard exits the area. When the colonel's back is turned, shimmy up behind him, perform a silent drop (hit Crouch while dropping), then sneak up and grab him. Force him to use the retinal scanner, then knock him out.

8 One guard remains in the next room. Kill him, then slide open the window to get outside.

PRESIDENTIAL PALACE

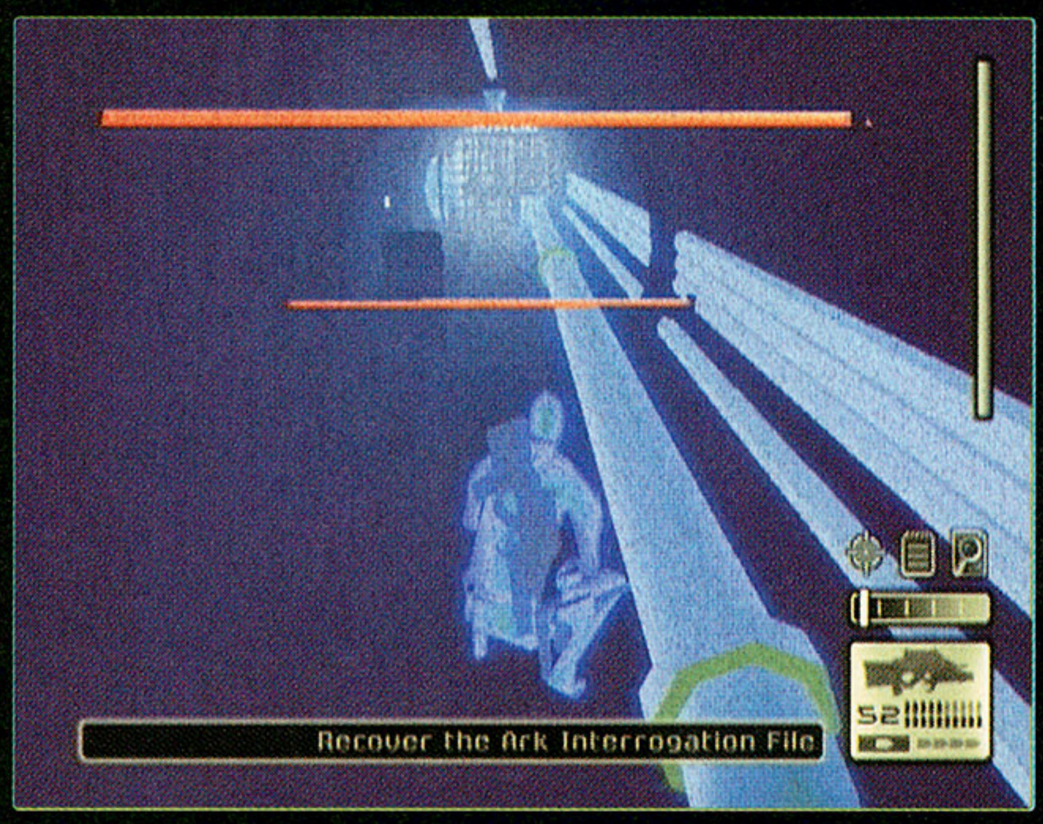
ALARMS KEEP GOING OFF AT THE START OF THIS STAGE AND I DON'T KNOW WHY!

1 You are tripping invisible lasers. After blowing out the spotlight closest to you,



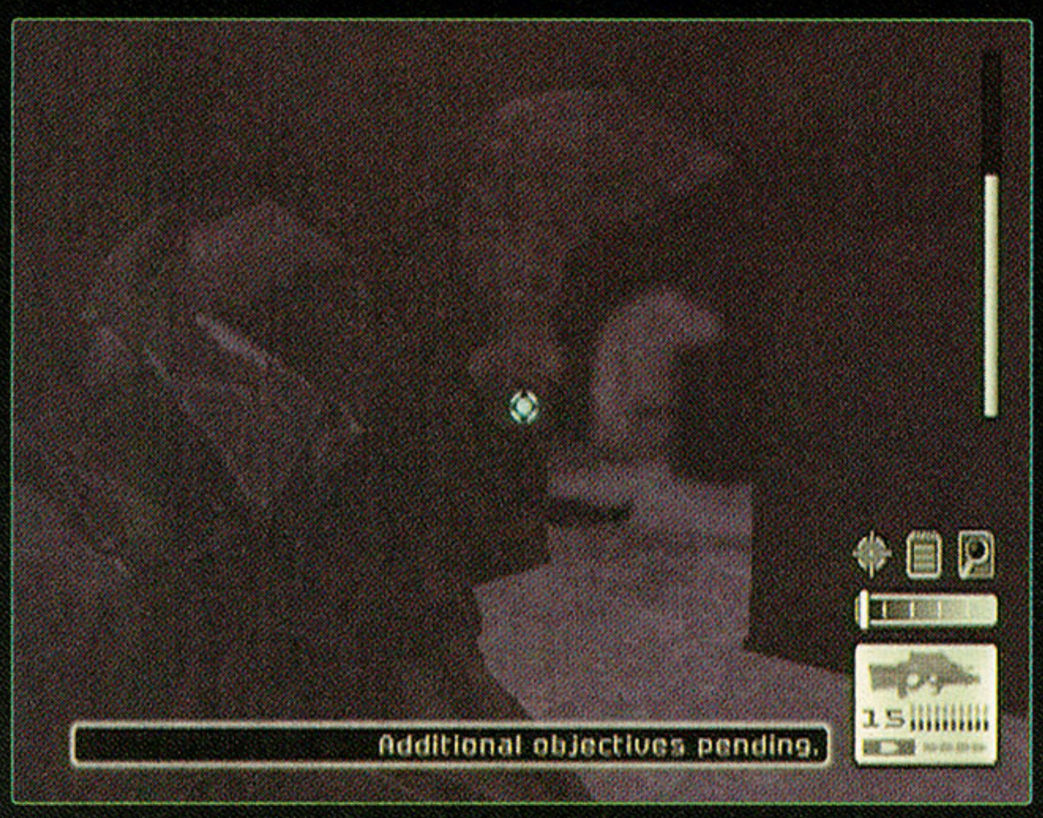
rappel down to a sewage entry.

2 Turn on your heat goggles in order to see the lasers. (Note: This area is not in the Xbox version of the game).



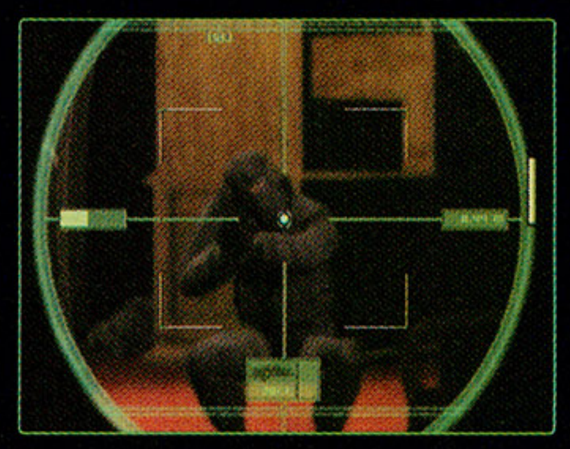
WHEN THE LIGHTS GO OUT IN THE CELLAR, SHOULD I FIGHT OR RUN?

1 Fight. When the soldier starts counting down, flip on your night-vision goggles. After the lights go out, shoot him, then crouch and move swiftly to the left.

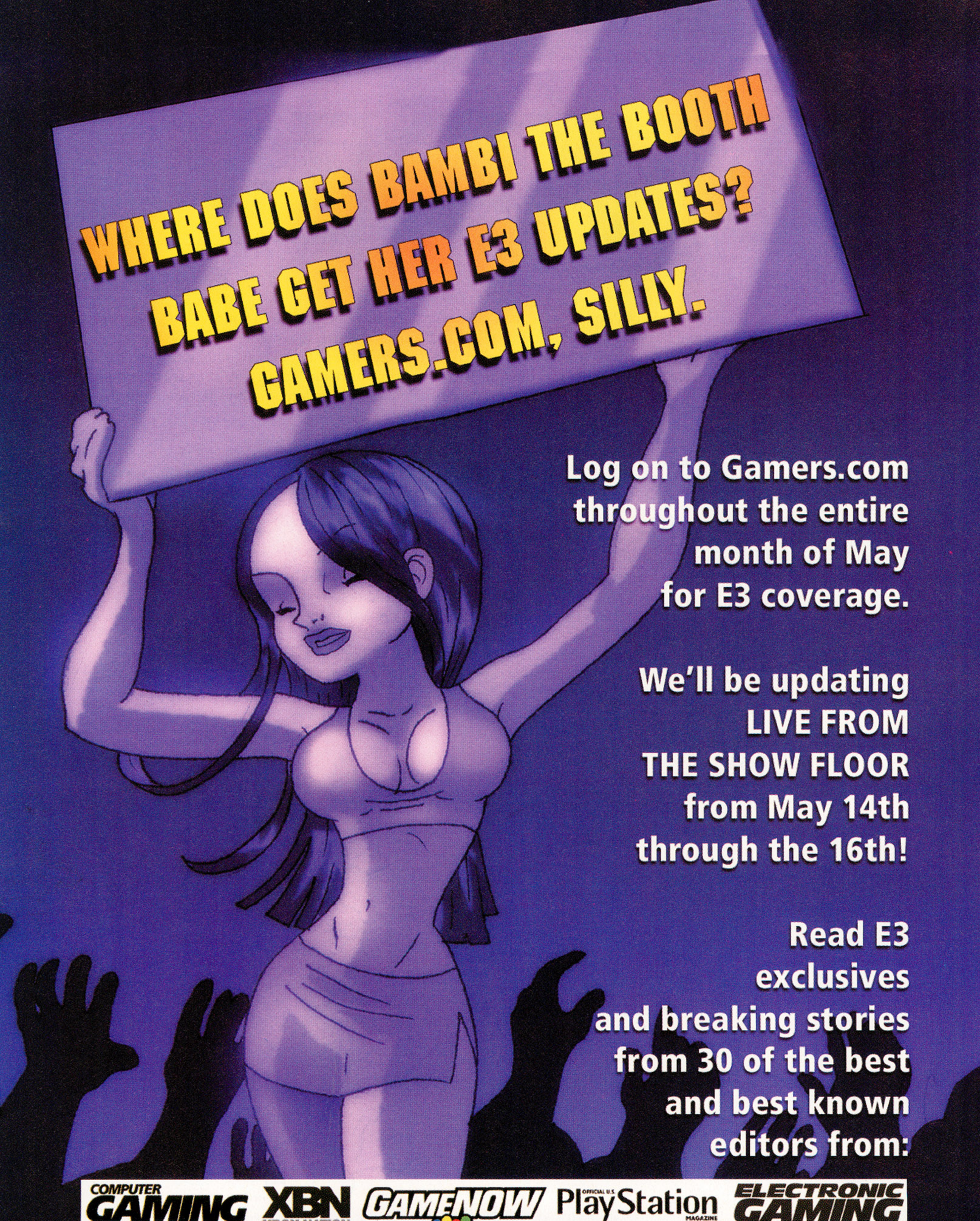


WHERE'S THE BEST PLACE TO GO IN THE LIBRARY WHEN YOU GET CHARGED BY FOUR SOLDIERS AT ONCE?

1 Go to the lower-right area of the room, crouch, and put half your body behind a bookshelf. Quickly switch your weapon to Snipe mode and pick off the bad guys one by one.



2 Scan the darkness with your sniping scope to wipe out the other guards. A smoke grenade can be helpful here if you have an idea of where your enemies are camping.



Log on to Gamers.com throughout the entire month of May for E3 coverage.

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Artist Spotlight: Artwork by Shaun Pendergast. See more of Shaun's work at www.MonkeySpin.com

PRIMAL

PRIMA GAMES

The following strategies and tips were excerpted from *Primal: Prima's Official Strategy Guide*. The full guide is on sale now. Check www.primagames.com for availability.

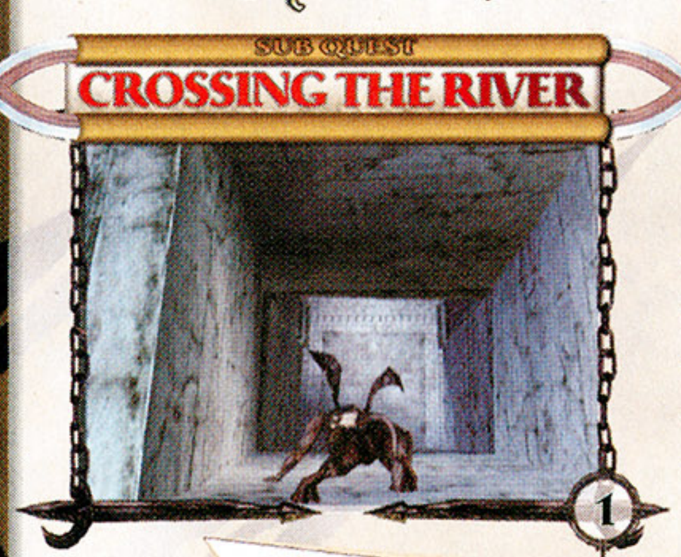
STUMPED?

The world of Primal is a big, bad place. We sincerely hope you've got your walking shoes on, 'cause you'll be doing a whole lot of that. It'll feel aimless at times, too, but it's also good for you—the average American gets very little exercise, and every bit counts. Anyway, since we played the heck out of Primal, we've decided to make it a little easier on you. Our friends at Prima were nice enough to let us see their huge guide before it hits the press, and we've picked out the choicest bits for your benefit. So if you're feeling stumped, look no further than this here guide.

World: OBLIVION Realm: SOLUM

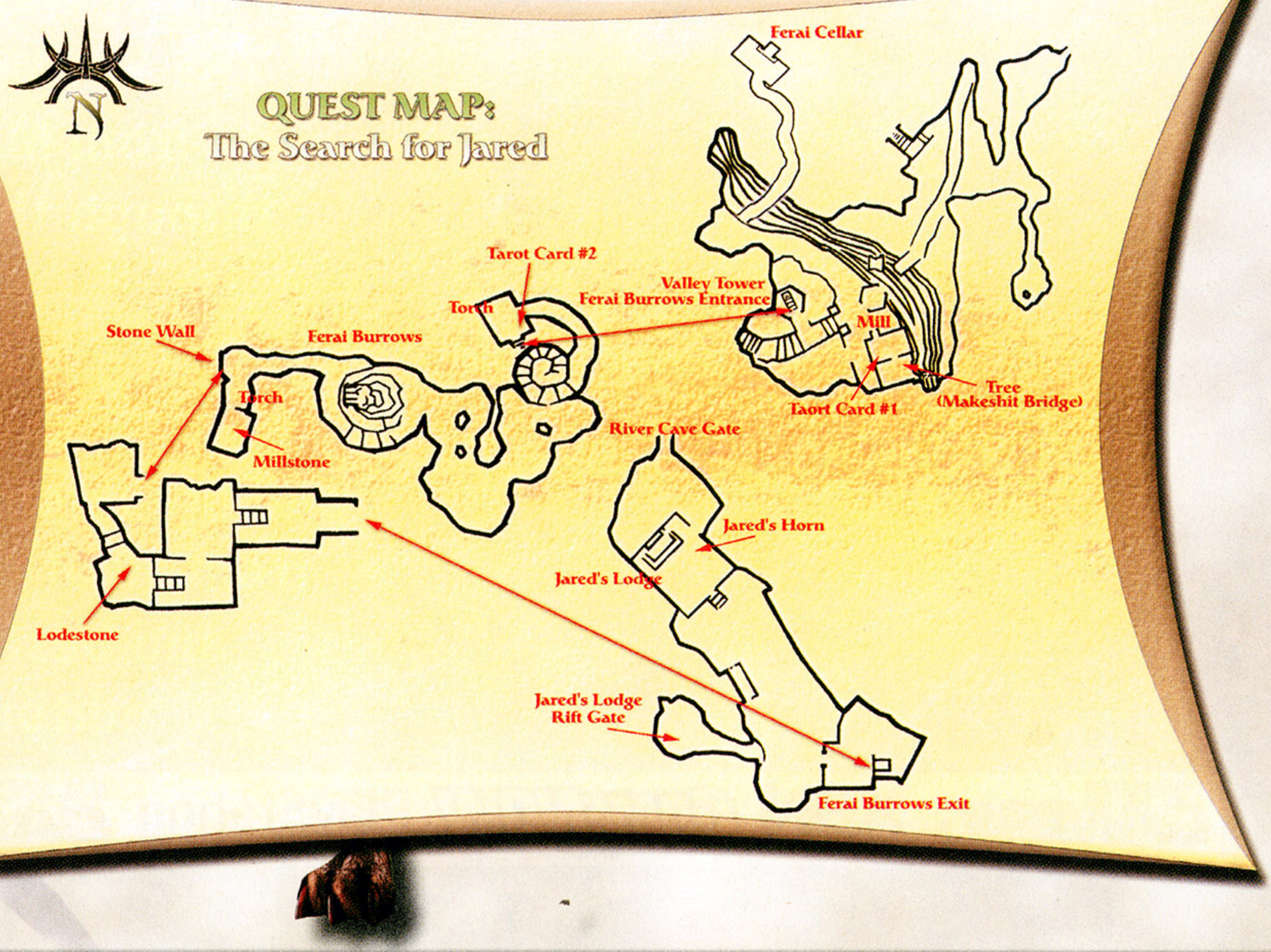
Lost in the Ferai villa? It's easy to get that way... Follow these directions, and you'll get moving in no time flat.

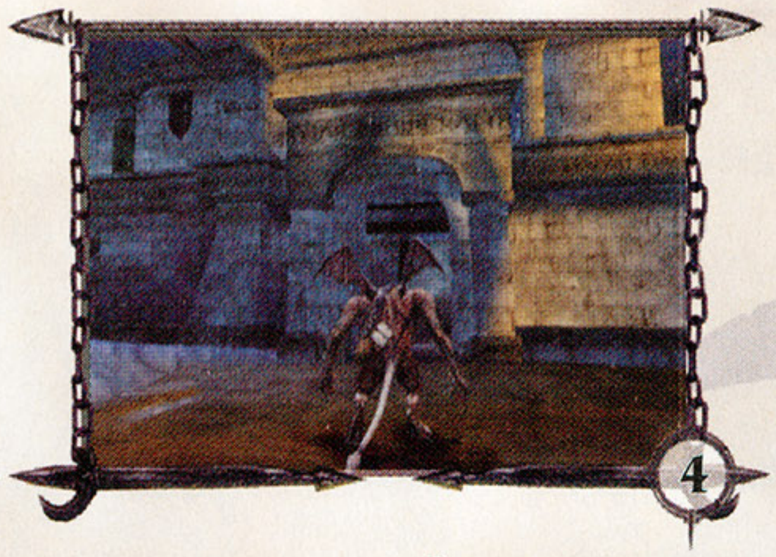
SUB QUEST
CROSSING THE RIVER


1

The only way out of the villa is through a vertical shaft. It's too deep for Jen to drop down safely, but the walls are made of stone, and Scree can easily climb down. Leave Jen behind for the time being and descend into the shaft [1]. Exit through the hole in the wall in the villa cellar below [2]. Ignore the earthquakes and continue through the underground passageway. It leads to a wooden bridge across the river [3].

2





Now that Scree is on the other side of the river, you've got to find a way to get Jen across as well. Follow the riverbank to the east and into the ruins, past the other side of the broken stone bridge. A doorway ahead leads into a mill [4]. Walk through to the other side, and Scree will notice an unstable tree on the side of the river. Press the ⊗ (Action) button while standing in front of the tree to give it a good shove. The dead tree will fall straight across the river in front of the waterfall [5].

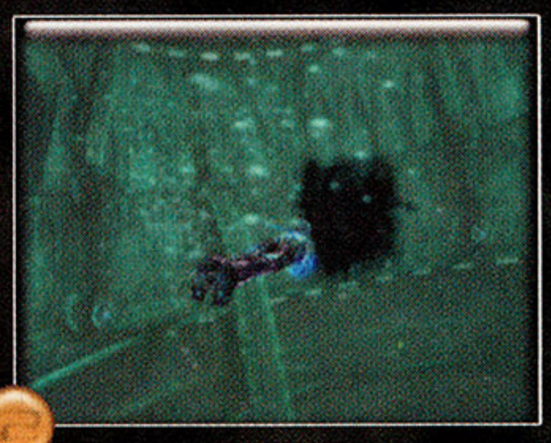
Switch control to Jen and leave the Ferai villa. As she makes her way toward the river, she'll be attacked by a pair of Malkai. It's time to learn to fight with the dagger that King Herne gave her [6].

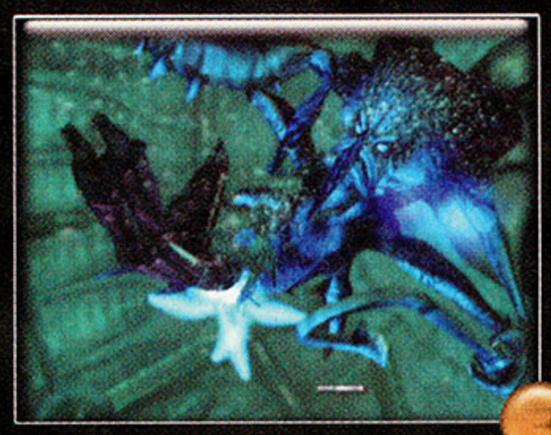
World: OBLIVION Realm: AQUIS

King Adaro sure is a pain in the dorsal fin. Here's how to fillet his ass good.

King Adaro

Before Jen and Scree can figure out how to operate the purification system, King Adaro appears. He's a fierce enemy who shoots toxic ink clouds at his enemies and swipes at them with his razor-sharp claws and staff. The polluted water supplies Adaro with limitless energy, making him all but impossible to defeat through normal hand-to-hand combat. To make matters worse, Scree needs help operating a switch, which will get the purification system back online and clear the waters of pollution.





King Adaro is a fierce, relentless opponent who is just about invincible within the confines of the polluted water. As long as Jen is out of fighting range, he will shoot a steady stream of toxic ink.

Get in close so he can't shoot his toxic ink, and use quick successions of left and right jabs to deplete his energy bar.

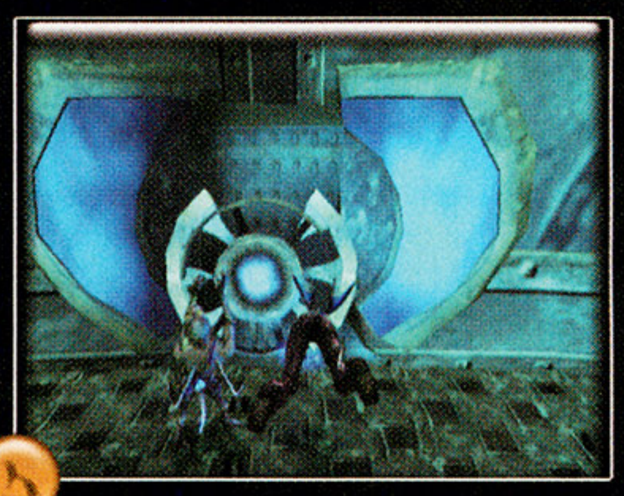
Alternate between attacking and defending yourself as normal until you deplete his life bar. It's possible to counter his blows with well-timed blocks. However, even when you deplete his energy meter, the King will regain his strength from the polluted water. He stops fighting and draws the water toward him.

As soon as the King draws in the polluted water's energy, swim toward Scree. He is on a ledge below, where there is a series of six wheel switches that need to be turned. Use Jen's boost and travel along the ledge until you locate Scree.

BATTLE King Adaro

Jen jointly operates the wheel switch Scree is standing in front of. There are six such switches on this level. Jen and Scree might be able to turn two of them before the King revives, if you hurry. Swim right up to the one Scree is at and press ⊗. They will do the rest.

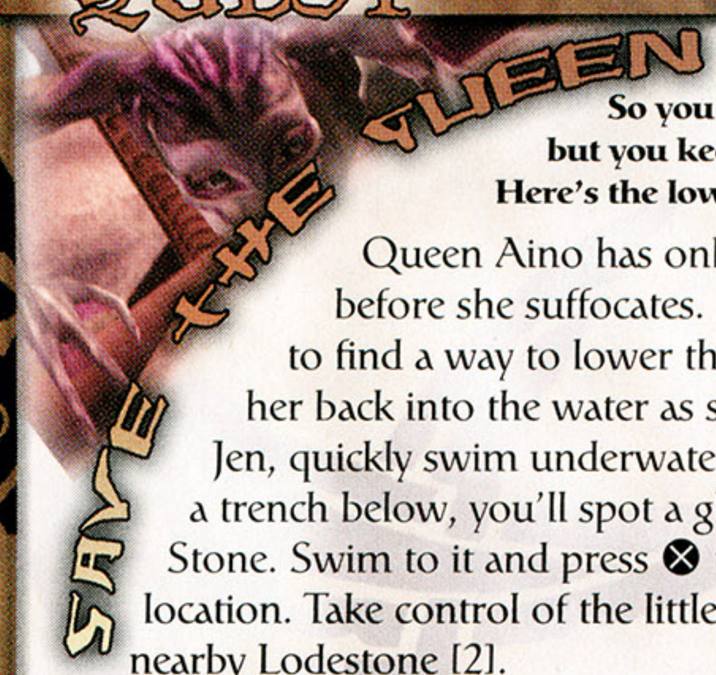
If you are quick enough, you should be able to follow Scree to a second switch and activate it as well. If not, at least try to remember the direction and switch he is waiting at.



As soon as you hear the music crescendo or the sound of an ink cloud being fired in Jen's direction, swim away from the switch and back into battle.

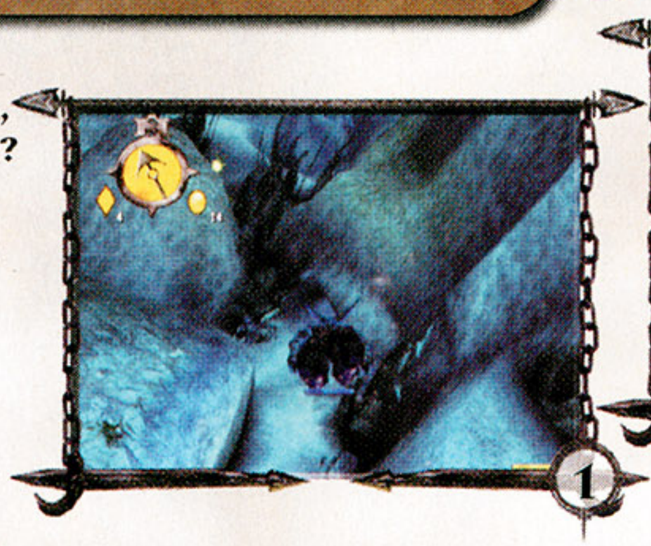
Repeat the process of incapacitating the King and then rejoining Scree at the wheel switches until you activate all six switches. When you battle the King after that, he will be unable to revive. Make sure to execute a finishing move to take him out permanently.

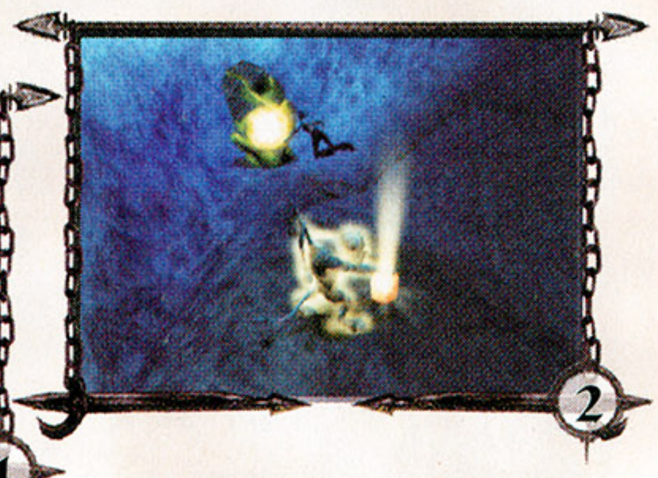
QUEST Save the Queen

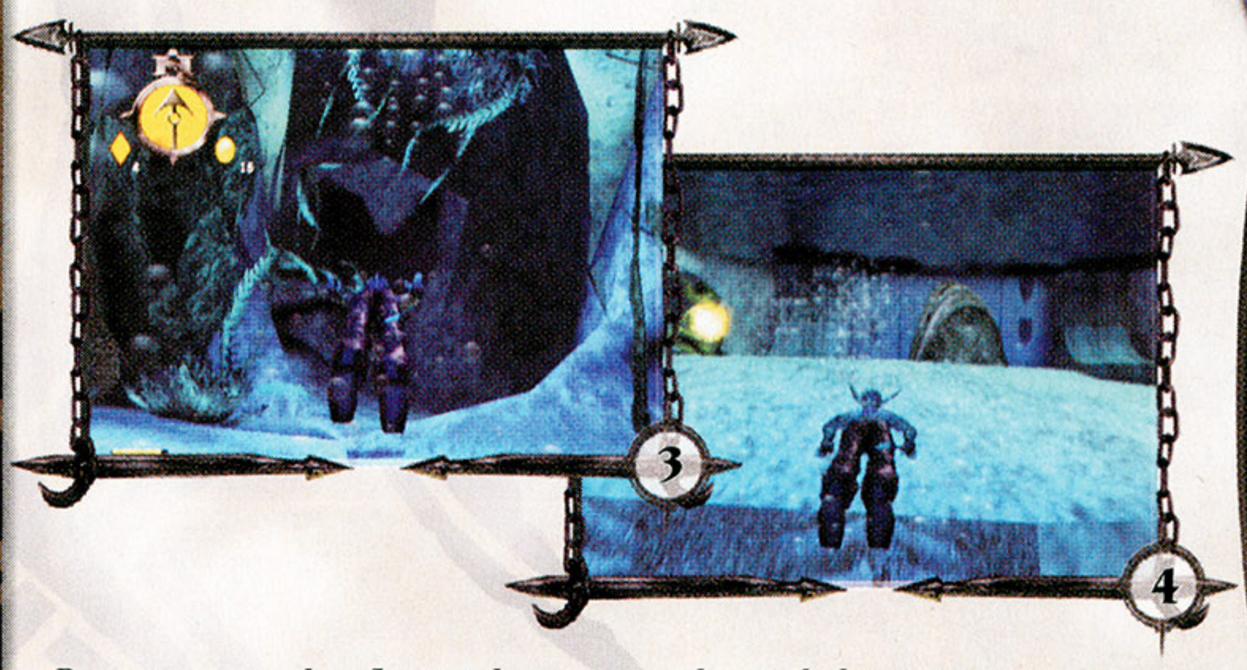


So you wanna save the queen, but you keep running out of time? Here's the lowdown.

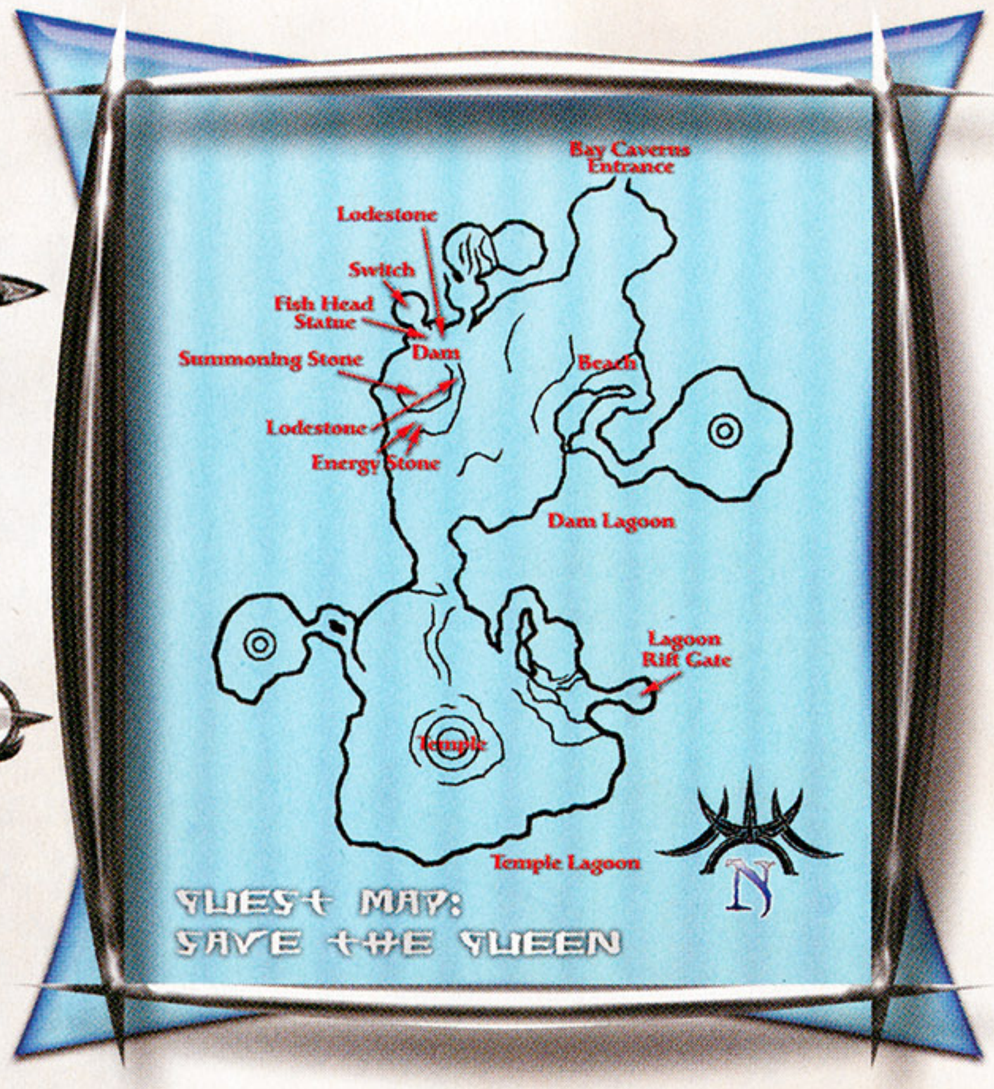
Queen Aino has only minutes to survive before she suffocates. Scree and Jen have to find a way to lower the platform and get her back into the water as soon as possible. As Jen, quickly swim underwater to the north [1]. In a trench below, you'll spot a glowing Summoning Stone. Swim to it and press ⊗ to pull Scree to her location. Take control of the little guy and grab the nearby Lodestone [2].





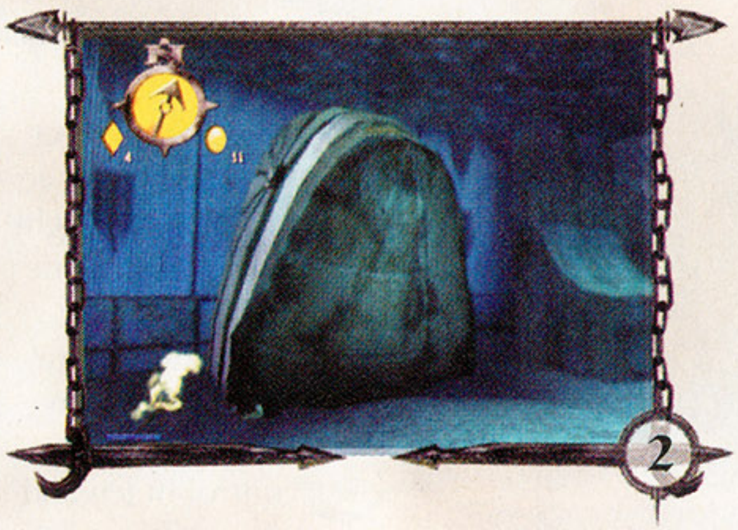


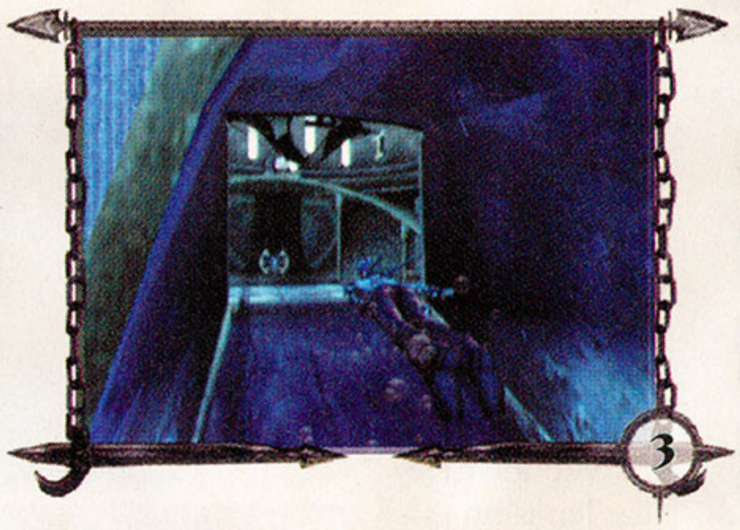
Return control to Jen and swim north until she comes to an opening that connects to Dam Lagoon [3]. Continue through the opening and look for another glowing Summoning Stone in the distance. It is located above, toward the surface and near the dam to the north. Swim to it and press ⊗ to grab Scree [4].

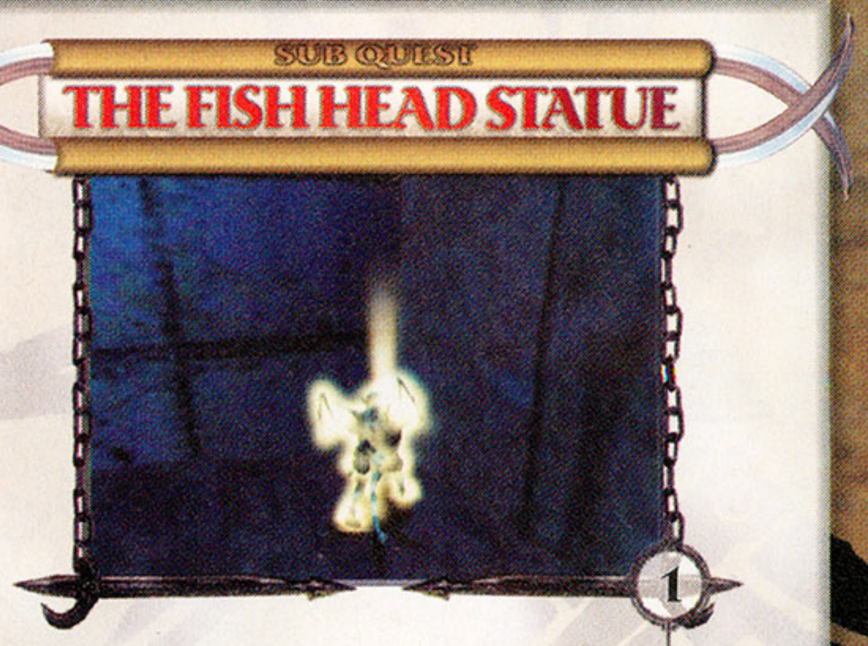


Take control of Scree and retrieve the Lodestone to the right side of the dam [1]. He should have enough Lodestone energy to possess the statue of a fish head at the base of the dam. Walk to the west side of it and press ⊗ to possess it, then rotate the left analog stick clockwise to open the statue's mouth [2].

Scree starts to glow with energy when he is near a statue that can be possessed.



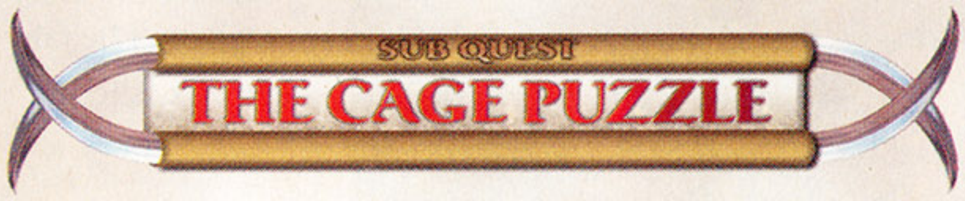


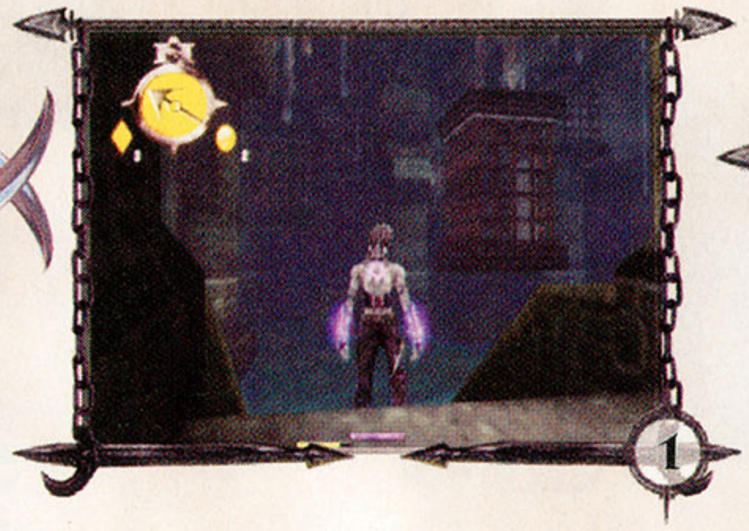


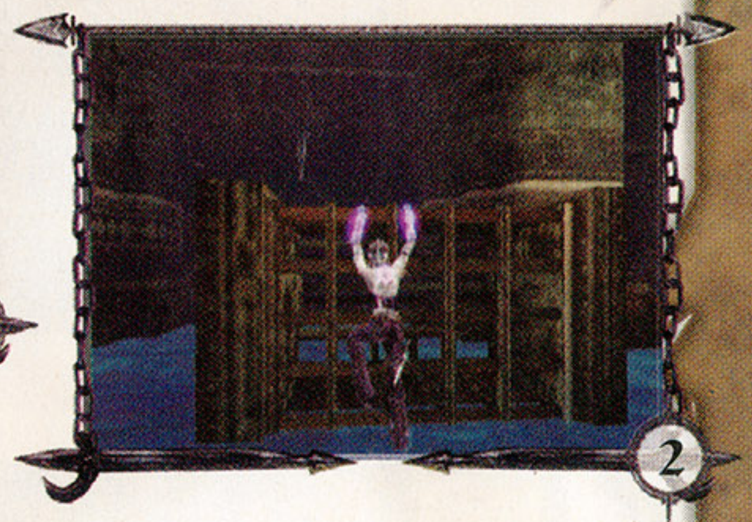
Take control of Jen and swim through. Inside, you'll find a wheel switch. Press ⊗ and repeatedly push the left analog stick to the right to lower the mechanism where Queen Aino was lying [3].

World: OBLIVION Realm: AETHA

That cage puzzle sure is a pain. Here's how to make heads and tails of it.



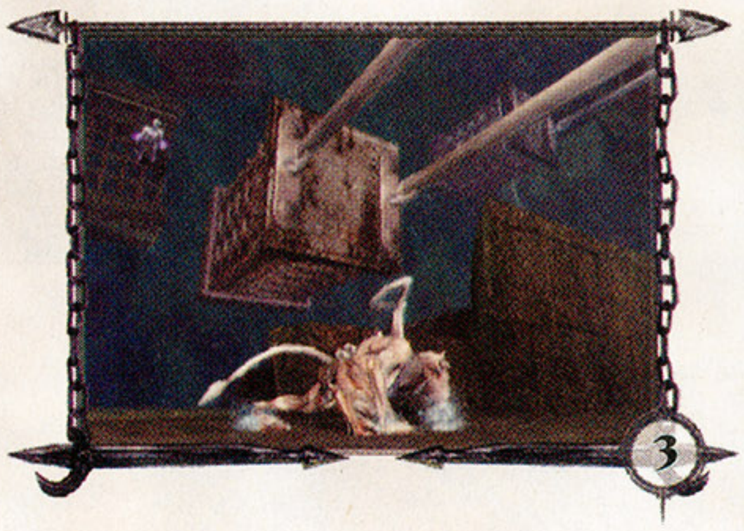


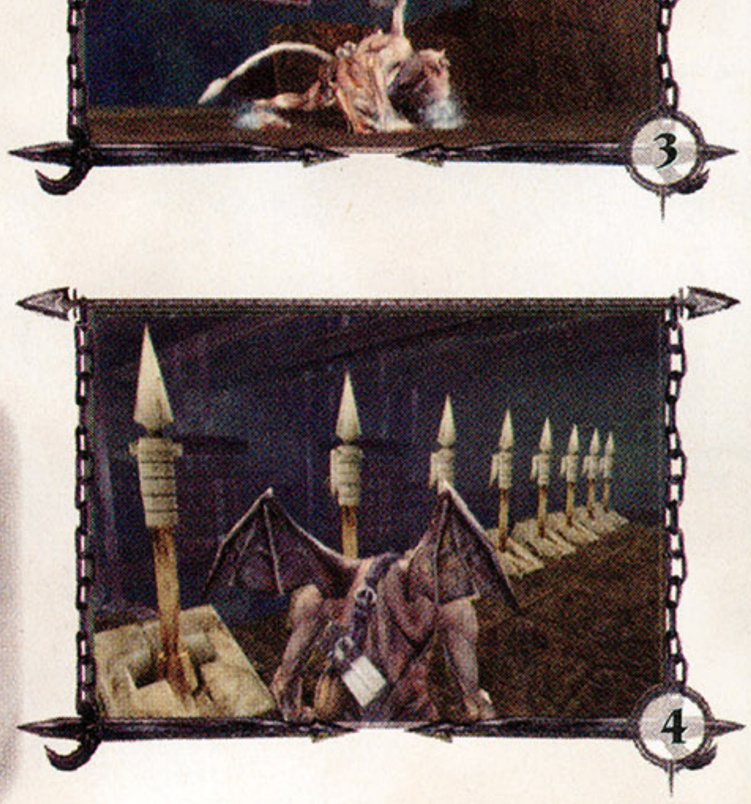


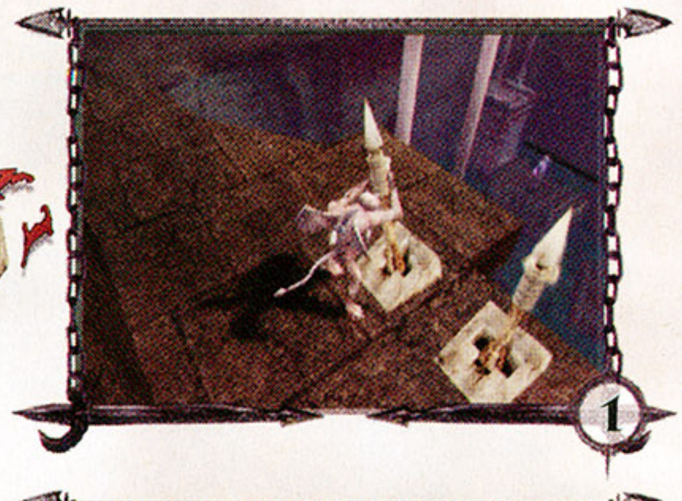
INFORMATION

PUSHING LEFT ON THE LEFT ANALOG STICK WHEN HOLDING A LEVER WILL LOWER A CAGE, WHILE PUSHING RIGHT WILL RAISE IT. PUSHING FORWARD WILL MOVE A CAGE AWAY FROM SCREE, WHILE PULLING TOWARD YOU WILL MOVE THE CAGE IN SCREE'S DIRECTION. NOTE THAT SOME CAGES ARE NOT ABLE TO MOVE IN CERTAIN DIRECTIONS. YOU CAN ALSO USE THE RIGHT ANALOG STICK TO MANIPULATE THE CAMERA TO GET A BETTER VIEW OF THE ACTION.

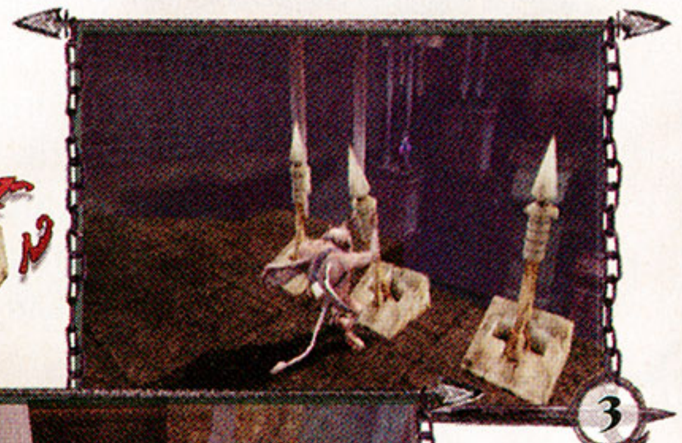
Head to the west into the room with hanging cages. There does not appear to be an exit out of this cage chamber, but Jen and Scree should be able to find a way out [1]. As Jen, climb onto the top of the fallen cage straight ahead [2]. As Scree, walk to the southwest and look for a wall near the very same fallen cage. This wall is climbable. Head on up and through the hole in the ledge, then get off on the ledge to your left [3]. Follow this ledge around the chamber perimeter until Scree comes to a series of eight levers. These levers control the cages in the room [4].







Starting at the leftmost lever (lever #1), push it forward until the cage lines up with Jen below, then push it to the left several times until the cage is low enough for her to climb up onto [1]. If Jen does not climb up automatically, you'll have to take control of her and do it yourself [2]. Next, before detaching Scree from lever #1, press it to the right twice to raise the cage Jen is now on to its highest position.

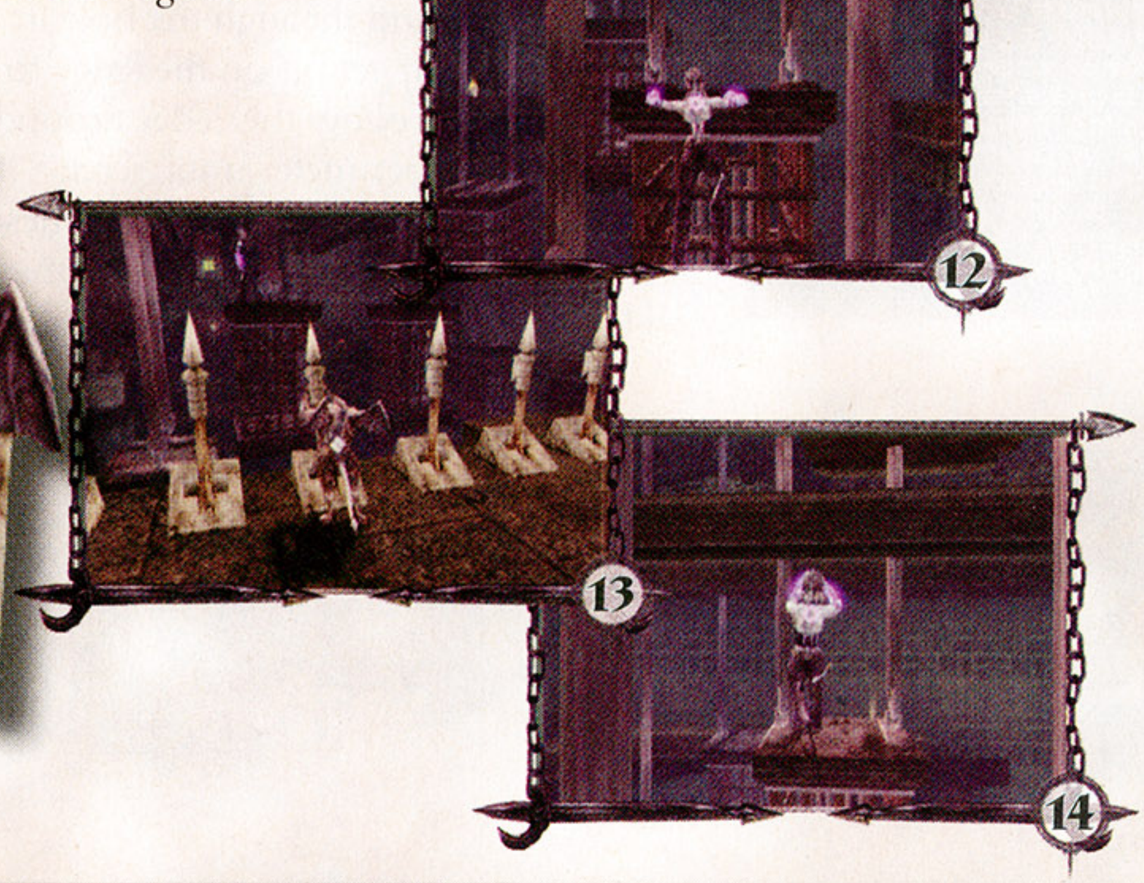


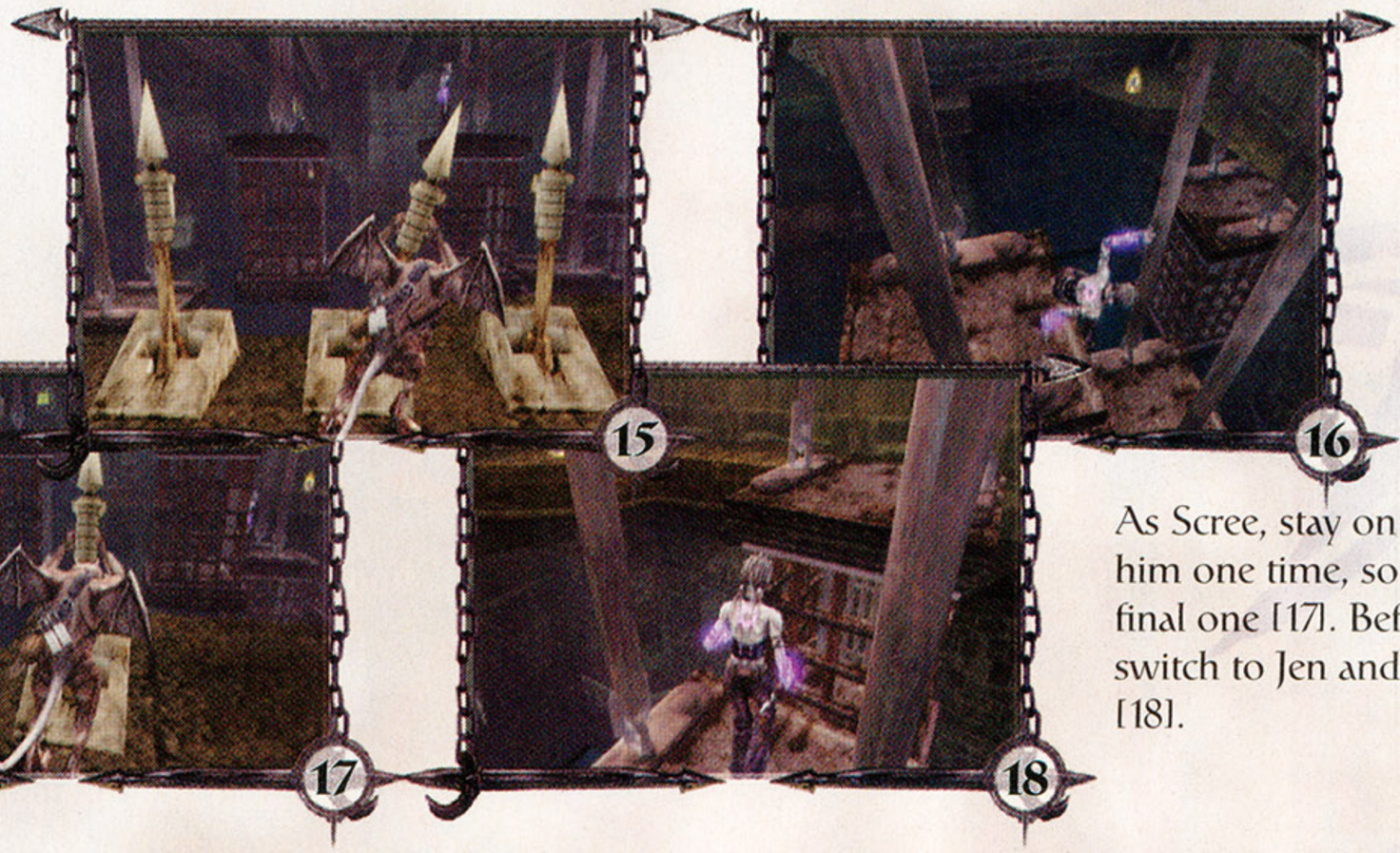
Next, detach Scree from the first lever and move him to lever #2. You can't lower this cage, but you can pull it toward Scree to line up with the cage that Jen is on [3]. Take control of her and climb on top of the second cage after you line it up evenly with the first one [4]. Return control to Scree and pull lever #2 toward you until the cage comes as close to Scree as possible [5].

Move on to lever #3. Raise this cage to the same height as the second one and move it forward, away from Scree [6]. When it is aligned, take control of Jen and move to the top of the third cage [7]. Switch back to Scree and remain on lever #3. He has to lower the cage Jen is on (twice) because the fourth cage can't be raised that high [8].

Walk over to lever #4. Move the cage toward Scree twice, then position it up as high as it will go [9]. Take control of Jen, back up, and leap to the fourth cage [10].

Move Scree to lever #5 and pull the cage toward him until it is lined up with the one Jen is on, then lower it as far as it will go. It is still higher than the cage Jen is on, but she can pull herself up [11]. Switch to her and move her onto it [12]. After Jen reaches the top of the fifth cage, Scree needs to raise it higher (one pull) and push it away from him (one pull). It should now be aligned with the sixth cage [13]. Once again, switch control to Jen and jump the gap to the sixth cage [14].

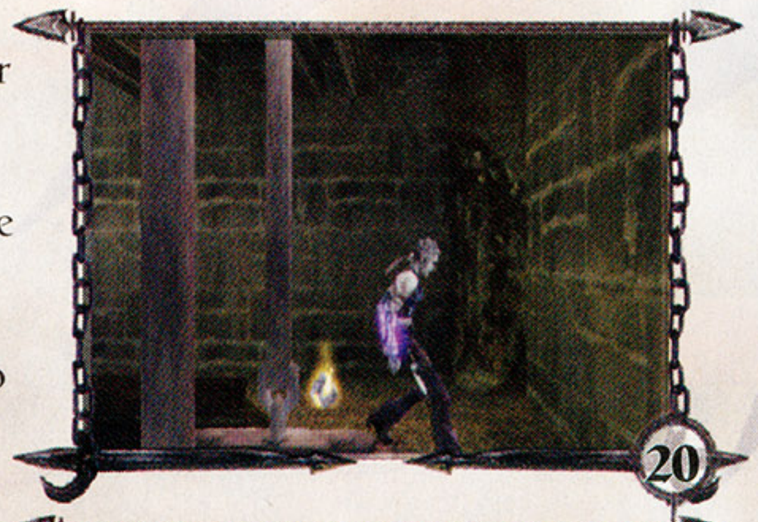




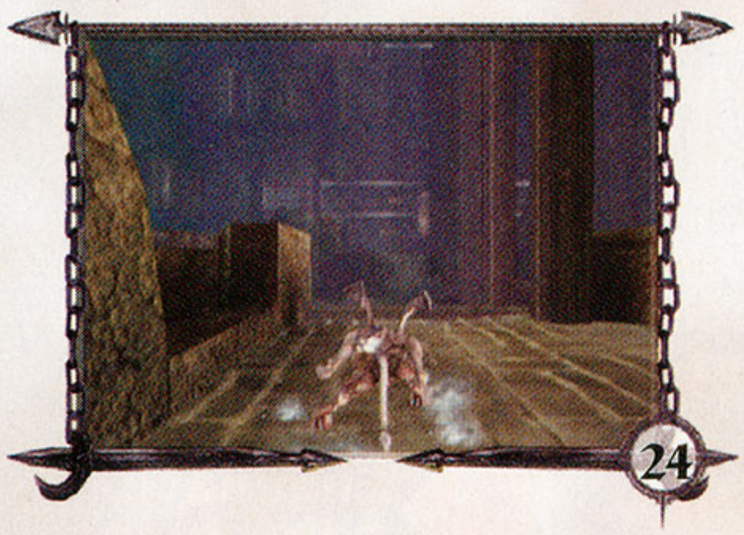
Lever #6 is broken and does not do anything, so move on to lever #7. Pull that cage toward him twice, then up as high as it will go. It ends up adjacent to the cage Jen is on, but lower [15]. Take control of Jen and hop down to the top of the seventh cage [16].

As Scree, stay on lever #7 and push it away from him one time, so that this cage lines up with the final one [17]. Before detaching from lever #7, switch to Jen and move her onto the final cage [18].

Almost there. Now push lever #8 away from Scree just one time [19]. Take control of Jen and step off the top of the cage onto the stone platform [20]. Shimmy along the narrow ledge before hopping down to the exit on the west wall [21].



As Scree, climb down the wall to the lower level and walk across the flooded floor to the northeast side of the room [22]. Climb up that wall and turn to the left [23]. Scree will find a Lodestone located up here. Jump the gap and continue along the ledge.



When Scree comes to the narrow ledge that Jen shimmied along, climb along the wall over it, grab the Energy Stone if needed, and hop down to be reunited with Jen [24].

Beat The SIMS

If you're new to this whole beating-the-game thing in *The Sims*, not to worry. *GameNOW*'s hooking you up with tips straight from the game's associate producer, Fred Dieckmann. (He says 10 tips just aren't good enough and pumped it up all the way to 11, *Spinal Tap*–style.) Here's the easiest way to give your Sim the ultimate life, complete with a monkey butler.

Sell Mom's stuff

In the first level, one goal is to borrow money from Mom; nobody said how you have to do it. Just sell her grandfather clock, for instance…she'll dock your pay later.

Build your skills at Mom's

Before you move out of Mom's house (i.e., beat the first level), build up your skills. You'll sacrifice the unlockable obtained by finishing quickly, but you'll be able to get through the rest of the game easier. Just sell some of her stuff and buy various skill objects instead.

Get roommates promoted

Remember, your roommates also bring home the bacon! Just make sure they don't miss their carpools or it's game over.

Out with the old, in with the new

When beginning a level, sell what you can and buy better items. They're much more efficient (a better sofa will raise your Comfort score more quickly, for example) and will give you more time for other tasks. You can also go ahead and knock those walls down and build your own pleasure palace.

Install a burglar alarm

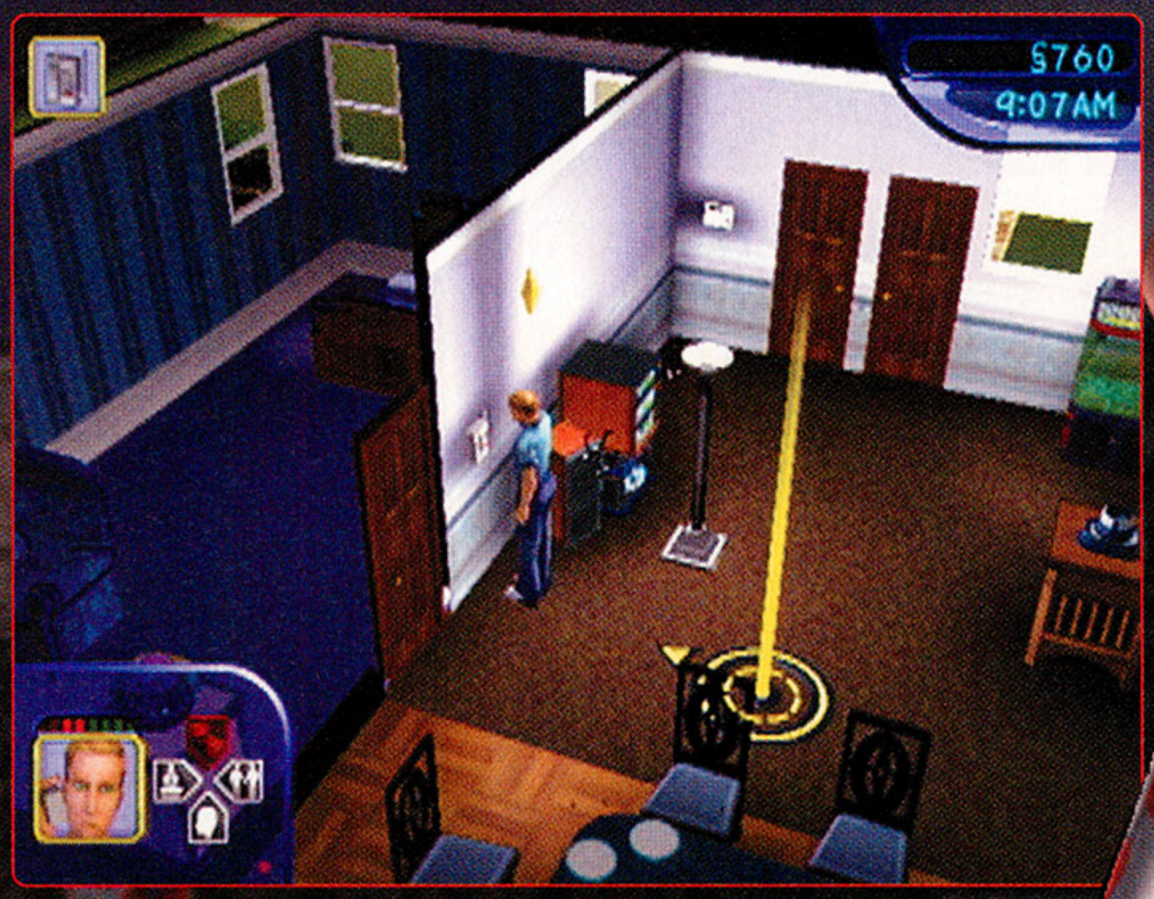
Nothing is worse than finally getting that plasma television and having it stolen in the night. Install an alarm to catch the burglar and get a nice reward! Put one on the outside of the house to nab him the second he steps onto your property.

Eliminate baby blues

Have your spouse raise the baby until it's a child. Once the baby has become a child, make it take care of your second baby. *The Sims* has no child-labor laws.

Always answer the phone

The phone is a great way to get advice from Mom to help you finish a level. Also, every once in a while, you'll get that lucky call that leads to some always-welcome money!



Make Mom a friend

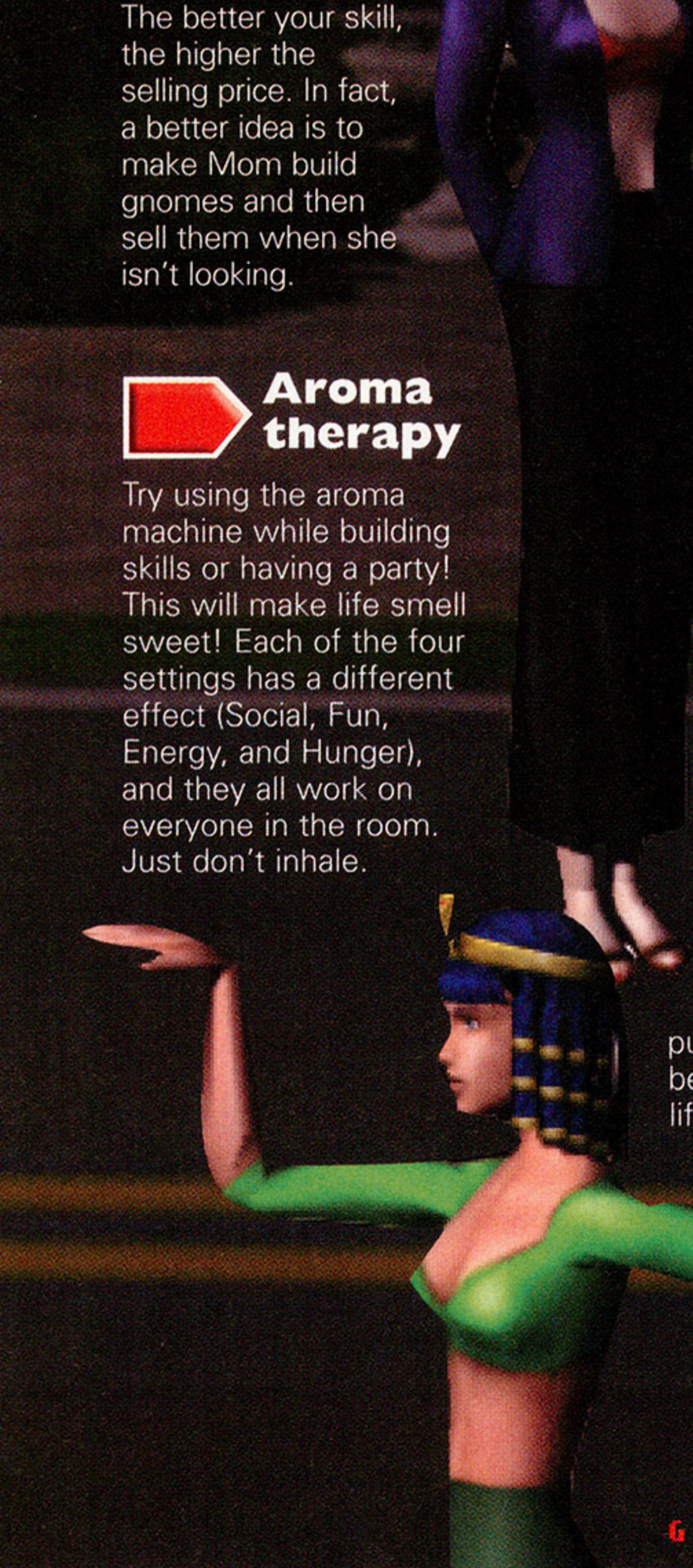
It's OK to be friends with your mother in *The Sims,* even if you think it's uncool in real life. Make sure you talk to Mom and raise your Relationship level with her—she'll be a free friend to help you earn that job promotion.

Make money on the side

Try buying money-making objects, such as the easel, workbench, or sculpting block. Not only do you earn skills from them, but you can sell what you make! The better your skill, the higher the selling price. In fact, a better idea is to make Mom build gnomes and then sell them when she isn't looking.

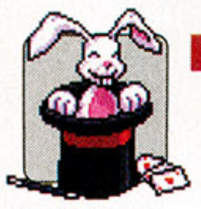
Aroma therapy

Try using the aroma machine while building skills or having a party! This will make life smell sweet! Each of the four settings has a different effect (Social, Fun, Energy, and Hunger), and they all work on everyone in the room. Just don't inhale.



Clean up the yard

Make sure you have lots of trees and flowers to make the yard nice—and clean up that mess from last night's party. Nothing puts a Sim in a bad mood before work like a messy, lifeless yard. And a bad mood means no job promotion.



TRICKS NOW

We lose at games so you don't have to

GAMECUBE

BLACK AND BRUISED

Unlockism

To activate these cheats, just enter the listed name when prompted to name your fighter.
Big-head mode: DAVID TUA
Dumb fighters: AIJESSICA MELTON
Fart mode: ADAM GARDNER
Fat mode: RICH OBERDICK
Invincibility: MUHAMMAD ALI
Unlock all arenas: LENNOX LEWIS
Unlock all boxers: MIKE TYSON

BLOODY ROAR: PRIMAL FURY

Secrets

To unlock the following characters, play any mode the listed number of times. You can easily do this by starting a game and then quitting it over and over again.

Ganesha
50 times
Cronos
100 times
Kohryu
150 times
Uranus
200 times

Cheats

Clear Arcade mode the listed number of times. You can use any character you wish and may continue as often as needed.

Movie Player
One time
COM Battle
Two times
Kids Mode
Three times
Big Heads
Four times
Big Arms
Five times
No Wall
Six times
Min Wall
Seven times
Final Round
Eight times
Low Speed
Nine times
High Speed
10 times
No Blocking
11 times
Max Difficulty
12 times
Knock Down Battle
13 times
Human Only
14 times
Beast Only
15 times
Hyper Only
16 times

BEACH SPIKERS

Hot Uniforms!

Unlock these delightful bikinis by slogging through the sometimes tedious Tutorial mode (including the noninteractive parts).

Fighting Vipers Style
Enter your name as FVIPERS for *Fighting Vipers* Uniforms 109-110, Hair 75, and Face 51.
Daytona USA Style
DAYTONA for *Daytona USA* Uniforms 107-108
Phantasy Star Style
PHANTA2 gets you *Phantasy Star Online* Uniforms 114-115, Hair 77, and Face 53.
Space Channel 5 Style
Ooh! La la! Get into the *Space Channel 5* spirit with ARAKATA; it gets you Uniforms 111-113, Hair 76, and Face 52.
Virtua Cop Style
Tap in JUSTICE for *Virtua Cop* bikinis 105-106, and cop shades with Sunglasses 94.
Sega Style
OHTORII (Uniforms 116-117) gets you Sega logos up the wazoo—literally.

CEL DAMAGE

Cool Cheats

From the Main Menu screen, choose the Play option and press A to join the game. Next, choose the Create/Load option and then choose Create New. Save the game to either slot A or B and then choose New Name. In the Name Entry screen, enter any of these passwords for the results shown here. When you enter one of the codes correctly, you will hear a sound to confirm it's the correct code.

Brian the Brain and Space World
BRAINSALAD
Count Earl and Transylvania World
EARLSPLACE
T. Wrecks and Jungle World
TWRECKSPAD
Whack Angus and Desert World
WHACKLAND
Melee Weapons Open
MELEEDEATH
Hazard Weapons
HAZARDOUS
Unique Weapons
UNIQUEWPNS
Plastic Mode
FANPLASTIC (At the Event Select screen, go to Smack Attack and press Down to highlight Event Settings. Choose Event Settings and then move down and select Options. On the Options screen, move down and select Rendering Modes. Now you can choose the Render Plastic option and your characters will look different than the original cel-shaded ones.)
All FMV Sequences
MULTIPLEX!
Unlocks All Cars, Tracks, and Modes
PITA

EXTREME G III

Cool Tricks

You can enter the following tricks from the Press Start screen or from the Main menu.
Win next race: L + R + Z, L + R, Z, L + R + Z
Infinite ammo: L, R, L, R, L + R, Z
Infinite shield: L + R, Z, L + R, Z
Open all tracks: L, L, R, R, Z, Z, L + R + Z
Extreme track challenge: L, R, L, R, L, R, Z, L + R
Prize money: X2: L, R, Z, L, R, Z, L + R

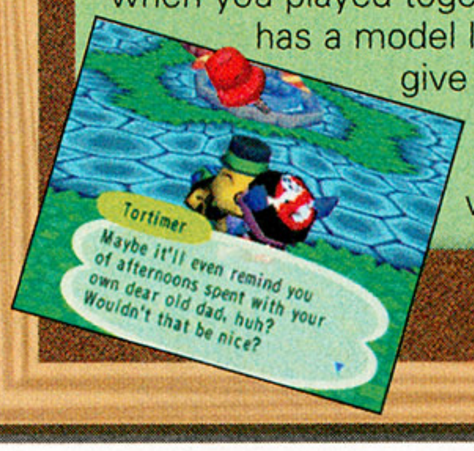
Welcome to Animal Crossing™ Bulletin Board

Second Friday - Graduation Day

Sure, there's no school in *Animal Crossing*, but who says we can't celebrate graduation anyway? Stop by the wishing well and visit Mayor Tortimer to receive a commemorative gift.

Third Sunday - Father's Day

Honor your dad today by picking up a gift that reminds you of the time when you played together. Tortimer has a model locomotive to give you if you chat with him by the wishing well.



Design Your Own Patterns

Mega Man's 15th Anniversary—Palette 1

On our very first *Animal Crossing* Bulletin Board, we showed you how to create a pattern of Mega Man in all his 8-bit glory. Now that Mega Man's 15th birthday is upon us, celebrate in style with this re-creation of Capcom's official 15th anniversary logo.

Every Sunday - Summer Fishing Tourney

Wanna win some great prizes? Grab your fishing rod and visit Chip, who will tell you how to enter the fishing tourney, which is held every Sunday this month. During the tourney, be on the lookout for Tortimer, who will reward you for competing.

Find Rare Items!

Are you sick of trying in vain to find rare items like the highly sought-after NES game *Punch-Out!!*? Well, look no further, citizens, we've discovered an easy way to get that and other rare items. It's called the Action Replay. This device, made by Datel, allows you to "enhance" your town with infinite Bells, completed catalogs, and yes, rare items aplenty. Be on the lookout for supersecret NES games like *Super Mario Bros.* and *The Legend of Zelda*. If you don't mind a little cheating, pick up the Action Replay, in stores now for $39.99.

JAMES BOND 007: NIGHTFIRE

Secret Codes

The following codes must be entered in the Passcode screen.

Open Game Modes

Unlock all multiplayer scenarios: GAMEROOM
Demolition mode: TNT
GoldenEye Strike mode: ORBIT
Protect mode: GUARDIAN
Team King of the Hill mode: TEAMWORK
Uplink mode: TRANSMIT
Assassination mode: SCOPE

Unlock Multiplayer Characters

Jaws: DENTAL
Oddjob: BOWLER
Xenia: JANUS
Pussy Galore: CIRCUS
Scaramanga: ASSASSIN
Baron Samedi: VOODOO
Christmas Jones: NUCLEAR
Goldfinger: MIDAS
Tuxedo Bond: BLACKTIE
Unlock all: PARTY

Unlock Stages

Alpine Escape: POWDER
Enemies Vanquished: TRACTION
Double Cross: BONSAI
Night Shift: HIGHRISE
Chain Reaction: MELTDOWN
Phoenix Fire: FLAME
Deep Descent: AQUA
Island Infiltration: PARADISE
Countdown: BLASTOFF
Equinox: VACUUM

Extra Unlockables

Get all upgrades: Q LAB
Laser upgrade: PHOTON
Upgrade missiles: LAUNCH
Extra sniper ammo: MAGAZINE
Explosive scenery: BOOM

Driving Mode Stuff

Unlock SUV in Enemies Vanquished Level

Start the level, pause the game, and hold down L. Then hit B, X, Y, B, and Y. Release L. You'll restart the level with the SUV from the Island Infiltration level.

Full Armor in Driving/On-Rails Levels

Pause the game and hold L as level starts. Then hit X, Y, B, X, X, X, and X. Release L. You'll have full armor when you unpause. This code can be used repeatedly throughout a level.

Open Street Race 1 Stage:

In Enemies Vanquished level, pause the game and hold down L. Then hit X, X, B, and Y. Release L. The race will begin.

Speed Up Driving Stages:

In a driving level, pause the game and hold down L. Then hit B, Y, X, B, Y, and X. The speed will increase significantly.

Infinite Missiles in Driving Stages:

In a driving stage, pause the game and hold L. Then hit B, Y, Y, B, Y, and X in sequence. You'll get infinite missiles.

Upgrade Bullets in Racing Stages:

Pause the game; hold down L; hit X, X, X, and X; then release L.

KELLY SLATER'S PRO SURFER

Tubular Codes

On the Main menu, highlight Extras and press A. On the next screen, highlight Cheats, then press A. Enter the following codes in this screen.

Mega Cheat

(all hidden surfers, levels, tricks, boards, and "Bails" video): 7145558092

Character Codes

Freak: 3105556217
Tony Hawk: 3235559787
Tiki God: 8885554506
Pastrana: 8005556292
All surfers: 9495556799

Stats and Tricks

Better balance: 2135555721
High jump: 2175550217
Even higher jump: 3175554007
All tricks: 6265556043
Max stats: 2125551776

Other Codes

First-person perspective: 8775553825
Unlock all suits: 7025552918
Unlock all levels: 3285554497

LEGENDS OF WRESTLING

Unlock All Wrestlers

Enter the following code at the Main menu: Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. If you did it right, you'll get text confirming so.

NBA 2K3

Special Stuff

Unlock Special Teams

Select Gameplay from the Options menu. Hold Left on the D-pad and Right on the left analog stick and hit Start. The Codes selection will now be available from the Options menu. Enter MEGASTARS (all caps) in the Codes menu to unlock the Sega Sports, Visual Concepts, and Team 2K3 teams in Exhibition and Street modes.

STAR WARS BOUNTY HUNTER

Mad Codes

You must enter the following codes at the Code Setup screen.

Unlock All Concept Art:

R ARTISTS ROCK

Unlock All TGC Cards:

GO FISH

Unlock Chapters:

Chapter 1: SEEHOWTHEYRUN
Chapter 2: CITYPLANET
Chapter 3: LOCKDOWN
Chapter 4: DUGSOPLENTY
Chapter 5: BANTHAPOODOO
Chapter 6: MANDALORIANWAY

Unlock Missions:

1: BEAST PIT
2: GIMMEMYJETPACK
3: CONVEYORAMA
4: BIGCITYNIGHTS
5: IEATNERFMEAT
6: VOTE4TRELL
7: LOCKUP
8: WHAT A RIOT
9: SHAFTED
10: BIGMOSQUITOS
11: ONEDEADDUG
12: WISHIHADMYSHIP
13: MOSGAMOS
14: TUSKENS R US
15: BIG BAD DRAGON
16: MONTROSSISBAD
17: VOSAISBADDER
18: JANGOISBADDEST

THE SIMPSONS: ROAD RAGE

Button Codes

While in the Options menu, hold the L and R shoulder buttons and then press the following button combinations.

Red Soapbox Car

B, B, Y, X

Smithers in Mr. Burns' Car

B, B, Y, Y

Nuclear Bus

B, B, Y, A

Extra Money

Y, Y, Y, Y

Stop Time

X, B, Y, A (Press R to start, stop, and reset the timer.)

Nighttime Mode

A, A, A, A

Slow-Motion Mode

A, X, B, Y

Flat Characters

X, X, X, X

Time Codes

Change your Cube's internal date to the following in order to unlock these secret characters:

New Year's Krusty

1/1/02

Thanksgiving Marge

11/22/01

Halloween Bart

10/31/02

Christmas Apu

12/25/01

SUPER SMASH BROS. MELEE

Secret Characters

There are 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you follow any of the methods listed below, the secret character will appear and challenge you. Once you defeat him, he will be unlocked.

Dr. Mario
Play 100 Vs. matches OR beat Classic or Adventure mode as Mario without continuing.

Falco Lombardi
Play 300 Vs. matches OR defeat the 100-Man Melee mode.

Ganondorf
Beat Event Match #29 (Triforce Gathering).

Jigglypuff
Beat Classic or Adventure mode with any character.

Luigi
Beat Stage 1 of Adventure mode (Mushroom Kingdom) when the timer shows a "2" in the last seconds place (the fourth digit from the left). When you go to the next section of this stage (the fight against Mario and Peach), Luigi will jump into the battle and replace Mario. Defeat the pair within a minute and Luigi will challenge you again once you beat the Adventure mode.

Marth
Play 70 Vs. matches or play Classic, Adventure, or Vs. mode with each of the 14 normal characters.

Mewtwo
Play 700 Vs. matches or play Vs. mode for 20 hours.

Mr. Game & Watch
You must first unlock all of the other characters. Then beat Classic, Adventure, or Target Test mode with them all.

Pichu
Play 200 Vs. matches or beat Event Match #37 (Legendary Pokémon).

Roy
Beat Classic or Adventure mode as Marth without continuing.

Young Link
Play 500 Vs. matches or beat Classic mode with 10 different characters (two must be Link and Zelda).

RESIDENT EVIL

Infinite Grenades

Want infinite grenades of normal, flame, and acid? The alchemy involved is tricky, works only in Once Again, and ruins the balance of the game. Cool.

Step 1: Take Acid and Flame rounds and the Launcher to an Item Box.

Step 2: Place the launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher.

Step 3: Leave the Item Box, equip the launcher so it's your weapon, and then open the Item Box and scroll to an empty space. Put grenades in that space. Flick the cursor over the grenades and press A, and the cursor moves over your launcher. Press A again and the Item Box grenades are loaded into your weapon and multiplied to 456! Swap them and repeat for more!

Secret Modes

We purposely left out an explanation for the Once Again mode because it replaces the regular game on your second playthrough. In addition to changing the name of the regular game to Once Again, you'll get a new Title screen.

Real Survivor

How Do I Unlock It?
Complete the game once with either character. The game must be on the Normal difficulty setting.

What Is It?
This is the regular game on an insanely hard difficulty level. The enemies are tougher, there is less ammo, and there are fewer health items. Your weapon targeting no longer autotracks, and the Item Boxes are no longer magically interconnected.

Invisible Enemy

How Do I Unlock It?
Complete the game on Normal twice with the same character.

What Is It?
Just like it sounds, all of the enemies are now invisible. The sounds are still in place, so you can do at least a little bit of audible tracking. You really need to master all enemy locations to have a shot at completing this mode. The trick is finding out which ones you actually need to kill.

One Dangerous Zombie

How Do I Unlock It?
Complete the game on Normal with Chris and Jill.

What Is It?
This mode will overwrite the regular game mode. So if you go to the Once Again option, you'll automatically be entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often and can't be killed.

SEGA SOCCER SLAM

Assorted Codes

Unlock Stadiums
Open Oasis stadium: Up, Up, Down, Down, X, X
Open Pacific Atoll stadium: Up, Up, Left, Left, Y, Y
Open Jungle stadium: Up, Down, Left, Right, X, Y
Open Alpen Castle stadium: Up, Up, Up, Down, X, X
Open Riviera Ruins stadium: Up, Down, Down, Y, X
Open Reactor Core stadium: Up, Left, Left, Right, X, Y
Open all stadiums: Up, Up, Up, Up, X, X

Alternate Teams
Alternate El Fuego: X, X, Down, Down, Left, Right
Alternate Spirit: Y, Y, Down, Down, Left, Right
Alternate Subzero: Y, Y, Down, Right, Left, Up
Alternate Toxic: Y, X, Down, Down, Up, Up
Alternate Tsunami: X, Y, Down, Up, Right, Left
Alternate Volta: Y, X, Down, Up, Down, Up
All alternate teams: X, Y, Down, Down, Down, Down

Gameplay Cheats
Maximum power: L, R, Left, Right, Y, Y
Infinite turbo: L, R, Right, Up, X, X
Big hits: L, R, Up, Up, X, Y
Infinite spotlights: L, R, Down, Right, Y, X

Fun Balls
Beach ball: R, Right, Right, Down, Y, X
Black box: R, Left, Left, Down, X, X
Box ball: R, Left, Right, Right, Y, Y
Classic soccer ball: R, Right, Left, Left, Y, X
Crate: R, Left, Down, Right, Y, X
Earth: R, Right, Right, Left, X, X
Eyeball: R, Right, Down, Up, X, X
Magic 8-ball: R, Right, Up, Up, Y, Y
Remy's head: R, Left, Right
Rob's head: R, Left, Up, Left, Y, X
Rusty can: R, Left, Up, Up, Y, Y

Items
Angus' items: Left, X, Right, X, Up
Arsenault's items: Left, Y, Up, Y, Down
Boomer's items: Left, Y, Left, X, Up
Dante's items: Left, X, Right, Y, Left
Djimon's items: Left, Y, Down, Y, Up
Duke's items: Left, Y, Up, X, Right
El Diablo's items: Left, X, Right, X, Down
Half Pint's items: Left, Y, Up, X, Up
Kahuna's items: Left, Y, Right, Y, Right
Kaimani's items: Left, X, Down, X, Down
Kiril's items: Left, Y, Up, X, Left
Lola's items: Left, X, Left, Y, Down
Madeira's items: Left, Y, Down, X, Up
Nova It's items: Left, Y, Down, Y, Right
Raine's items: Left, X, Up, X, Up
Rico's items: Left, X, Right, X, Right
Rumiko's items: Left, Y, Left, Y, Up
Zari's items: Left, Y, Left, Y, Right

Random Stuff
Pleasantville mode: Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left
Citizen Kane mode: X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right

SONIC MEGA COLLECTION

Heck of Codes

Sonic the Hedgehog

Level Select
At the Title screen, press Up, Down, Left, Right. You'll hear a chime if you've entered the code correctly. Next, hold B and press Start to enter the Level Select and Sound Text screen.

Control Mode
At the Title screen, push Up, X, Down, X, Left, X, Right. You'll hear a chime if you've entered the code correctly. Begin your game as usual, and press Start to pause it. While paused, press B to reset the game, hold down A to play in slow motion (pressing X will let you jump while in slo-mo) and press X to advance the game one frame at a time.

Debug Mode
Before entering the Debug mode, enter the code for Control mode. Once that code has been entered, quickly press Up, X, Down, X, Left, X, Right, X. Then hold down B and press Start to begin the game. During gameplay, press A to enter Debug mode. If Sonic changes into a ring, you'll know you correctly entered the code. Use the D-pad to move Sonic around and even through walls. Press B to change Sonic into a different item and press X to place the current item on the screen. You can use this to place a ton of rings or enemies on the screen. Press A to change Sonic back to normal, but beware of any obstacles you may have placed on the screen. You'll also notice that the score and time (and various other graphics) are distorted while you're in Debug mode. Don't worry about that—it doesn't affect the gameplay.

Sonic the Hedgehog 2

Level Select
From the Title screen, enter the Options screen. Go to the Sound Test option and play the following songs in this order: 19, 65, 09, 17. When all four sounds have been played, hold down the X button and press Start to return to the Title screen. When Sonic and Tails appear on the screen, hold down B and press Start to enter the Stage Select screen.

Debug Mode
After entering the Level Select code, go to the Sound Test option on the Stage Select screen and play the following songs in this order: 01, 09, 09, 02, 01, 01, 02, 04. When you begin playing song 04, a chime will tell you that the code has been entered correctly. Highlight the stage you wish to go to, hold down B, and press Start to enter it. Now that you're in Debug mode, press A to change Sonic into a ring. The B button changes him into different objects, and the X button places the object on the screen. When you're done messing around, press A to change back into Sonic. Like the Debug mode in the original Sonic, the score and time will be messed up, but it won't affect the gameplay. During the Debug mode, press Start to pause the game. Holding down A while paused causes the game to run in slow motion, X makes everything move frame by frame, and B resets the game.

Become Super Sonic
First, enter the Level Select code and go to the Level Select screen. Go to the Sound Test option and play the following songs: 04, 01, 02, 06. You'll hear a brief tune when you finish playing all the songs. Then highlight the stage you want to start on and press Start to begin. Now, simply collect 50 rings. When you jump while holding 50 rings, you'll transform into Super Sonic.

Sonic the Hedgehog 3

Level Select and Sound Test
Press Up, Up, Down, Down, Up, Up, Up, Up after you hear the word "Sega" and the screen fades to black but before the Title screen appears (you must enter this code very quickly—it may take a few tries to get it right). A ringing sound will let you know that you've entered the code quickly enough. At the Title screen, press Up, and a hidden option will appear that will take you to the Level Select and Sound Test screen.

Debug Mode
Enter the Level Select code and highlight the stage you wish to play. Hold the B button and press Start to begin the level. You will now be in the Debug mode. Pressing A again changes Sonic into a ring. B changes which item Sonic is, and X places an object onscreen. Pressing A again changes Sonic back to normal. If you pause the game, holding down the A button makes the game run in slow motion, X moves everything one frame at a time, and B takes you back to the Level Select screen. As with all of Sonic's Debug modes, just ignore the screwed-up score and time displays.

Become Super Sonic
Enter the Debug mode code. Enter any stage and press A to change Sonic into a ring. Then press B once, and Sonic will change into a monitor. Hit the X button to place a monitor on the screen, and then press A again to change back into Sonic. Simply jump on the monitor, and you'll change into Super Sonic.

Hidden Special Stage
Enter the Level Select code and go to the Sound Test option. Play the following songs in this order: 01, 03, 05, 07. Then highlight Special Stage 2, hold down B, and press Start. You'll be taken to a hidden bonus round.

SPIDER-MAN

Assorted Codes

Enter these codes in the Cheats field in the Specials section from the Main menu:
K O A L A: Opens all combat controls
I M I A R M A S: Opens all stages
H E A D E X P L O D Y: Opens Pinhead Bowling mode
A R A C H N I D: Unlocks all above options, plus Gallery extras
G I R L N E X T D O O R: Opens Mary Jane as a playable character
H E R M A N S C H U L T Z: Opens Shockers as a playable character
S E R U M: Opens a scientist as a playable character
K N U C K L E S: Opens a thug as a playable character
S T I C K Y R I C E: Opens another thug as a playable character
T H U G S R U S: Opens yet another thug as a playable character
F R E A K O U T: Opens still a fourth thug as a playable character
C A P T A I N S T A C E Y: Opens a helicopter pilot as a playable character
R E A L H E R O: Opens a security guard as a playable character
O R G A N I C W E B B I N G: Gives you unlimited web fluid
C H I L L O U T: When playing as Green Goblin, your glider will never overheat.
R O M I T A S: Allows you to skip levels from the Pause menu
D O D G E T H I S: Unlocks *Matrix* mode
S P I D E R B Y T E: Shrinks Spider-Man by a considerable degree
G O E S T O Y O U R H E A D: Big Head mode
J O E L S P E A N U T S: Big Head mode for enemies
U N D E R T H E M A S K: Unlocks First-person View mode

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

Codes From Space

From the Main menu, go to the Options screen, and then move down and access the Passcodes option. Put in the passcodes as follows. (Note: You have to enter both passcodes for each cheat before they will work.)

Stage Select

Put in !??QWTTJ for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in CLASSIC for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Unlockable Ships

Black Cadillac
Put in !ZUVIEL! for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in !BENZIN! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

TIE Fighter
Put in ZT?!RGBA for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in DISPSBLE for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

TIE (Advanced) Fighter
Put in NYM!UUOK for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in BLKHLMT! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

Naboo Fighter
Put in CDYXF!?Q for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in ASEPONE! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

Slave 1
Put in PZ?APBSY for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in IRONSHIP for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Millennium Falcon
Put in MVPQIU?A for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in OH!BUDDY for your passcode. Move to Enter

Code and press A. R2D2 will beep to confirm correct code entry.

Hidden Options
Unlock the audio commentaries for each individual stage type in the name BLAHBLAH. Head to the Special Features option and turn on Audio Commentary. Now, select a stage and either play through with the speech or pause to hear them talk about the different aspects of the stage.

Documentary
After finishing all 10 main missions, you can get it under the Special Features menu option.

Unlock the Art Gallery
Enter EXHIBIT! as a passcode.

Unlock the Concert Hall
Enter Composer as a passcode.

Ace Mode
Complete all the Tatooine Training objectives and finish the game with 15 gold medals to unlock Ace mode.

Black and White Mode
Type in LIONHEAD at the Passcodes screen to play the game in a "classic" color mode.

Unlockable Ships
Slave 1 Ship
Finish all missions with a silver medal or better.
Millennium Falcon
Finish all missions with a bronze medal or better.
Naboo Starfighter
Finish the Tatooine Training in all four time settings. You must get all discovery items and objects, and get two hidden bonus items in each zone. Times: 6 a.m., 2 p.m., 6 p.m., 11 p.m.
TIE Fighter
You must steal a TIE Fighter and complete the mission in level 7 during both daytime and nighttime hours.
Darth Vader's TIE
Acquire 15 gold medals.

TONY HAWK'S PRO SKATER 3

Passwords
Choose the Cheats selection from the Options menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.
Open Cheat Menu
MARKEDCARDS: Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options.
Super Stats
MAXMEOUT
Unlock All Characters
FREAKSHOW
Unlock Every Single Movie
From the Main menu, select Options and then Cheats. Enter POPCORN.
Pirate Skating
Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it. One of the garage doors will open and the pirates will come out.
Unlocking Secrets
Complete all 54 goals and get a gold medal at every compound.

Unlockable Modes
Beat the game the prescribed number of times.
Snowboard Mode
Beat the game 11 times.
Always Special Mode
Beat the game 12 times.
Perfect Rail Balance Mode
Beat the game 13 times.
Maxed-Out Stats Mode
Beat the game 14 times.
Giant Mode
Beat the game 15 times.
Slow-Mo Mode
Beat the game 16 times.
Perfect Manual Balance Mode
Beat the game 17 times.
Tiny Mode
Beat the game 18 times.
Moon Mode
Beat the game 19 times.
Expert Mode
Beat the game 20 times.
First-Person Mode
Beat the game 22 times.

Unlock Darth Maul
Complete all 54 goals and earn golds at each competition with one skater.

Get Neversoft Eye
Similar to unlocking Darth Maul but do it with 21 skaters.

Get Skater From Hell
Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skaters.

Unlock Wolverine
Complete all 54 goals and get all golds at each competition with two different skaters.

Unlock the Bum
Complete all 54 goals and get a gold medal at each competition with seven skaters.

Unlock Officer Dick
Complete the 54 goals and get a gold at each competition with four different skaters.

Unlock Private Carrera
Do the same thing you did to unlock Officer Dick, but do it with one more skater.

WAVERACE: BLUE STORM

Passwords
In order to get the Password option, perform the following on the Main menu: Z + X, Start. Select the Password option that appears and enter any of the following codes:
D L P H M O D: Dolphin-back free-roam
K T U P W N P D: Normal difficulty Dolphin Park stunt mode
W C X 5 W P 5 A: Expert difficulty Southern Island Stunt mode
M J V 8 L K L 6: Hard difficulty La Razza Canal time attack
J 7 8 4 W M H F: Normal difficulty Lost Temple Lagoon time attack
L Q 3 T R K T E: Hard difficulty Lost Temple Lagoon time attack

XBOX

AMPED

Assorted Cheats
Enter the following codes into the Cheats field from the Options mode.
R i d i n w R a v e n: Unlocks Raven as a playable character
C h i l l i n w S t e e z y: Unlocks Steezy
G i m m e G i m m e: Opens all courses
S t i c k i T: Makes landing jumps easier
Z i P s t e r: Increases speed
b u z z s a W: Makes you run through trees
M e g a L e g: Makes you jump higher
W h i r l y G i g: Increases spin rate
M e g a b O U n c e: You'll bounce like a ball.

BATTLE ENGINE AQUILA

Godly Cheats
Enter the following cheats when prompted for your name. Just enter the listed name and begin the game.
God mode: B4K42 (activate from the Pause menu)
Unlock all stages: !EVAH!
All gallery items: 105770Y2

BMX XXX

Cheat Overload
You enter these in the Cheats menu. *GameNOW* is not responsible for the content of the unlockables.
Rudimentary Cheats
Level select: XXX RATED CHEAT
Stage select: MASS HYSTERIA
Play as Amish Boy: ELECTRICITYBAD
Free Bikes
65 SWEET RIDES
Amish Boy's bikes: AMISHBOY1699
Hellkitty's bikes: HELLKITTY487
Itchi's bikes: ITCHI594
Joyride's bikes: JOYRIDE18
Karma's bikes: KARMA311
La'tey's bikes: LATEY411
Manuel's bikes: MANUEL415
Mika's bikes: MIKA362436
Nutter's bikes: NUTTER290
Rave's bikes: RAVE10
Skeeter's bikes: SKEETER666
Tripledub's bikes: TRIPLEDUB922
Twan's bikes: TWAN18
Unlock Levels
Launch Pad 69 level: SHOWMETHEMONKEY
Rampage Skatepark level: IOWARULES
The Dam level: THATDAMLEVEL
Las Vegas level: SHOWMETHEMONEY
Roots level: UNDERGROUND
Sheep Hills level: BAABAA
Syracuse level: BOYBANDSSUCK
Randomness
Night-vision mode: 3RD SOG
Happy bunny mode: FLUFFYBUNNY
Ghost control mode: GHOSTCONTROL
Super crash mode: HEAVYPETTING
Green skin mode: MAKEMEANGRY
Visible gap mode: PARABOLIC
Naughty Flicks
All FMV sequences: CHAMPAGNE ROOM
Bonus Movie 1 FMV sequence: THISISBMXX
Bonus Movie 2 FMV sequence: KEEPITDIRTY
Dam 1 FMV sequence: BOING
Final Movie FMV sequence: DDUULRRLDRSquare
Las Vegas 1 FMV sequence: HIGHBEAMS
Las Vegas 2 FMV sequence: TASSLE
Launch Pad 69 1 FMV sequence: IFLINGPOO
Launch Pad 69 2 FMV sequence: PEACH
Rampage Skatepark 2 FMV sequence: BURLESQUE
Sheep Hills 1 FMV sequence: ONEDOLLAR
Sheep Hills 2 FMV sequence: 69
Syracuse 1 FMV sequence: FUZZYKITTY
Syracuse 2 FMV sequence: MICHAELHUNT
The Bronx, NYC 1 FMV sequence: LAPDANCE
The Bronx, NYC 2 FMV sequence: STRIPTEASE
UGP Roots Jam 2 FMV sequence: BOOTYCALL
Park editor: BULLETPOINT

BUFFY THE VAMPIRE SLAYER

Holy Unlockables
Play as Dark Buffy in Arena
Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, Black, White, White. A scream will confirm correct entry.
Unlimited Health
Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y. A scream will confirm correct entry.
Unlock New Arenas
Y, Y, White, Black, Black, Y, Y, Y, Y, Y, White, Black. A scream will confirm correct entry.

CEL DAMAGE

Invincibility
Put in CODY for a name.

Various Cheats
Put in ENCHILADA! for a name.

DEAD OR ALIVE: XTREME BEACH VOLLEYBALL

Random Dirtiness
Wanna see *DOAXBV*'s ending without having to actually play it? Too bad. To do so, you'll have to beat it at least once. When that happens, you'll be able to choose a Leave Tomorrow option at the hotel when you retire at night. Doing so will let you see the ending sequence immediately.

Hidden Songs
You can find these two hidden music tracks in the game after you beat it once:
"How Crazy Are You" by Meja
"Is This Love" by Bob Marley
Use the save file you beat the game with and you'll be able to select the songs from the Radio menu.

DEAD TO RIGHTS

Unlock All Chapters
Press Up, Down, Up, Down, Left, Right, Right, Y, X, X at the Main menu. All chapters will then be open.

DEATHROW

Get More Credits
In the Manage Team screen, hold the White button for 60 seconds. The number of credits depends on the difficulty level. You'll have to reboot the Xbox to perform the trick more than once.

Unlock All Arenas
Enter the name MOREROOM for the fourth player.

Unlock All Teams and Players
Enter the name ALL150 for the fourth player.

Unlock Everything
Enter the name SouthEnd (case sensitive) for the first player.

Unlock Extreme Difficulty
Enter the name NOFEAR for the fourth player.

Unlock Multidisc
Enter the name CONFUSED for the fourth player.

ELDER SCROLLS III: MORROWIND

Various Cheats
These codes must be entered through the Stats menu, with the appropriate statistics highlighted.
Restore health: Highlight "Health" in the Stats menu, and press Black, White, Black, Black, Black. Then hit A to restore health.
Restore Magicka: Highlight "Magicka" in the Stats menu, and press Black, White, White, Black, White. Then hit A to restore health.
Restore fatigue: Highlight "Fatigue" in the Stats menu, and press Black, Black, White, White, Black. Then hit A to restore fatigue.

FUZION FRENZY

Various Cheats
Enter the following codes from the Pause screen.
First-person mode: Hold the left trigger and enter Y, B, Y, B.
Scroll through Mutant modes: Hold left trigger and enter Y, B, X, X.
Welsh on: Hold left trigger and enter Y, Y, Y, Y.
Squeaky voices: Hold left trigger and enter Y, X, Y, Y.
Hardcore cartoons: Hold left trigger and enter Y, Y, Y, X.

HITMAN 2: THE SILENT ASSASSIN

Murderous Codes
Note: If you use these codes, you won't be able to complete missions. In other words, they're just for the heck of it.
The following codes must be entered during gameplay:
God mode: R, L, Up, Down, A, R, L, Black, White
All weapons: R, L, Up, Down, A, Up, X, A
Slow motion: R, L, Up, Down, A, Up, L
Full heal: R, L, Up, Down, A, Up, Down
Punch mode: R, L, Up, Down, A, Up, Up
Gravity: R, L, Up, Down, A, L, L
Lethal charge: R, L ,Up, Down, A, Black, Black
Bomb mode: R, L, Up, Down, A, Up, White
Megaforce: R, L, Up, Down, A, R, R
Nailgun mode: R, L, Up, Down, A, White, White
Enter this one from the Title menu:
Level select: R, L, Up, Down, X, Y, B

HUNTER THE RECKONING

Extra Weapons
In the middle of your game, make sure there are no enemies close to you and quickly press B, Up, Left, Down, Right, B, B. Cycle through your weapons with the B button and you will have the flame thrower, a better machine gun, a bazooka and more. (Note: You can put this code in only once per game.)

JAMES BOND 007: NIGHTFIRE

Secret Codes
The following codes must be entered at the Passcode screen.
Open Game Modes:
Unlock all multiplayer scenarios: GAMEROOM
Demolition mode: TNT
GoldenEye Strike mode: ORBIT
Protect mode: GUARDIAN
Team King of the Hill mode: TEAMWORK
Uplink mode: TRANSMIT
Assassination mode: SCOPE
Unlock Multiplayer Characters:
Jaws: DENTAL
Oddjob: BOWLER
Xenia: JANUS
Pussy Galore: CIRCUS
Scaramanga: ASSASSIN
Baron Samedi: VOODOO
Christmas Jones: NUCLEAR
Goldfinger: MIDAS
Tuxedo Bond: BLACKTIE
Unlock all: PARTY
Unlock Stages:
Alpine Escape: POWDER
Enemies Vanquished: TRACTION
Double Cross: BONSAI
Night Shift: HIGHRISE
Chain Reaction: MELTDOWN
Phoenix Fire: FLAME
Deep Descent: AQUA
Island Infiltration: PARADISE
Countdown: BLASTOFF
Equinox: VACUUM
Extra Unlockables:
Get all upgrades: Q LAB
Laser upgrade: PHOTON
Upgrade missiles: LAUNCH
Extra sniper ammo: MAGAZINE
Explosive scenery: BOOM

LEGENDS OF WRESTLING

Unlock all wrestlers
In the Main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X

LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

Codes of Power

The following codes must be entered during regular gameplay.
Infinite ammo: X, B, Y, A, X, B
Infinite magic (Gandalf): X, Y, A, X, B, X
Infinite ring power (Frodo): Y, B, A, B, Y, X
Unlimited health: Y, A, X, B, A, Y

MEDAL OF HONOR FRONTLINE

USA Power Codes

Enter these codes into the Enigma Machine (the typewriter thing). Do it right, and you'll see a green light.
Bullet Shield: NOHITSFORU
Unlock Mission 2: BASS
Unlock Mission 3: STURGEON
Unlock Mission 4: PIKE
Unlock Mission 5: TROUT
Unlock Mission 6: CATFISH
Earn Gold Star: SALMON
Paintball FMV: COTOBREATH
Animation Reel: FLIPBOOK

NASCAR THUNDER 2002

Driver Codes

Enter any of the following Fantasy Driver names at the Create a Driver screen.

Joey Joulwan
Michelle Emser
Audrey Clark
Dave Alpern
Benny Persons
Troi Hayes
Buster Auton
Chuck Spicer
Crissy Hillworth
Daryl Wolfe
Dave Nichols
Diane Grubb
Jim Hannigan
Dick Paysor
Josh Neelon
Katrina Goode
Kristi Jones
Mandy Misiak
Rick Edwards
Rick Humphrey
Sasha Soares
Scott Brewer
Cheryl King
Tom Renedo
Traci Hultzapple
Ken Patterson

Extra Tracks

Boca Chica
Finish first in points in the Road Course Challenge.
Devil's Canyon
Finish first in points in the Short Track Challenge.
Cocoa Beach
Finish first in points in the Superspeedway Shootout.
Albuquerque
Finish first in points in the Full Season.

Bonus Drivers

Every time you successfully complete Season mode, two bonus drivers are unlocked. Complete Season mode eight times to unlock all drivers.

Championship FMV

Successfully complete Season mode from one to eight times to unlock a championship-win video that corresponds to your number of wins.

NBA 2K2

Unlock Special Teams

Chose the Game Play entry in the Options mode and hold Left on the D-pad and Right + Right on the analog stick and hit Start. Go back to the Options and you'll see a new Codes entry. Enter MEGASTARS at the Codes screen and you'll unlock the NBA 2K2, Sega Sports, and VC teams.

OUTLAW GOLF

Dirty Codes

Unlock all golfers, courses, clubs, and events: Create a new file under the name Golf_Gone_Wild
Bonus costumes: At the Character Select screen, hold L and hit Y, Y, White, Y, Black, Y

PRISONER OF WAR

L33t C0d3z

All Levels Unlocked
ger1eng5
All Daily Events Unlocked
alltimes
First-Person Viewpoint
Boston (or "A" rank in Camp 5)
Top-Down Viewpoint
Foxy (or "A" rank in Camp 4)
Unlimited "Goodies"
Dino (or "A" rank in Camp 4)
Giant Germans
Muffin (or "A" rank in Camp 2)
Guard Awareness
Quincy (or "A" rank in Camp 1)
Impervious to Bullets
Fatty (or "A" rank in Camp 3)

QUANTUM REDSHIFT

Freaking Codes

To access the following cheats, create a new character and name it CHEAT. You'll be taken to a Cheat menu, where you can enter the individual codes. Note: The following codes are case sensitive.
Infinite Shields:
ThinkBat
Unlimited Turbo:
FishFace
Unlock All Characters:
Nematode
Unlock All Speeds:
zoomZOOM
Unlock All Easter Eggs:
CHOCchoc
Upgrade All Ships:
RICEitup

RALLISPORT CHALLENGE

Various Cheats

Bonus Cars
To get the bonus cars and some extra tracks without earning them, follow this method. On the Main menu, choose Start Game and then choose Create a New Profile. On this screen, enter your name as one of the following to unlock the bonus cars you can use in Career mode.
Classic
Put in your profile name as "TheGoodStuff" and then choose OK. This will give you the Metro ER4, Peugeot 205 TI6, Audi Quattro SI, and Lancia Delta S4 in Career mode.
Expert
Put in your profile name as "WheelToWheel" and then choose OK. This will give you the Saab 9-3 T16 4x4, Opel Astra T16 4x4, Ford Focus Rallycross, Citroen Xsara Rallycross, Mitsubishi Lancer EVO 65, Subaru Impreza Hill Climb, Lancia Delta Integrale, and Nissan Skyline in Career mode.
Endurance
Put in your profile name as "TheLongHaul" and then choose OK. This will give you the Peugeot 405 HC, Audi Quattro S1 HC, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC, and it will open the endurance tracks in Career mode.
Unlimited
Put in your profile name as "Geronimo" and then choose "OK." This will give you the Peugeot 405 TI6 Hill Climb, Audi Quattro SI Hill Climb, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC in Career Mode.

RED FACTION 2

Codes For The People

Enter these codes in the Cheats menu.
Extra health: X, Y, White, Y, White, Black
Unlimited ammo: Y, White, X, Black, Y, Black, X, White
Unlimited grenades: Black, X, Black, Y, X, White, X, Black
Wacky deaths: White, White, White, White, White, White, White, White
Director's cut: Y, X, Black, White, Black, X, Y, White
Bouncing grenades: Black, Black, Black, Black, Black, Black, Black, Black
Zombie walk: X, X, X, X, X, X, X, X
Fire bullets: Y, Y, Y, Y, Y, Y, Y, Y
Rapid rails: Black, Y, Black, Y, X, X, White, White
Instant gib (bullets): X, X, X, X, Y, Black, X, X
Explosives instantly gib: White, Black, X,Y, White, Black, X, Y
Bullet gibs: Black, Black, Black, Black, White, X, Black, Black
Unlock everything: White, White, X, X, Y, Black, Y, Black

THE SIMPSONS ROAD RAGE

Bonus Goodies

Enter the following button combinations at the Options menu. If you enter a code correctly, you will hear a beep. (Note: Codes must be reentered if you quit your current game and start over.)
Extra Cams
Hold L + R and press B, B, B, B
2D Characters
Hold L + R and press X, X, X, X
Night Time
Hold L + R and press A, A, A, A
Debug Mode
Hold L+R and press B, B, A, A. While playing, the level will be filled with all sorts of red, green, and blue shapes (collision lines).
Slow-Motion Cars
Hold L + R and press Y, Y, Y, Y. All the cars, except for the buses, will be moving slower than normal.
Stopwatch Mode
Hold L + R and press A, B, Y, X. In this mode, there are no cars or objectives. Press L to start and stop the timer. You cannot pause and exit if the stopwatch reads zero.
Unlock Red Box Car
Hold L + R and press B, B, Y, X
Unlock Nuclear Bus
Hold L + R and press B, B, Y, A
Unlock Smithers
Hold L + R and press A, B, Y, X

Unlockable Characters

You can unlock the holiday characters one of two ways. Either enter a button code at the Options menu like you did for the other cheats, or change your Xbox's system clock to the appropriate date.
New Year's Krusty
Hold L + R and press B, B, X, Y
01/01/02
Christmas Apu
Hold L + R and press B, B, X, B
12/25/02
Thanksgiving Marge
Hold L + R and press B, B, X, X
11/22/02
Halloween Bart
Hold L + R and press B, B, X, A
10/31/02

SPIDER-MAN

Assorted Codes

Enter these codes in the Cheats field in the Specials section from the Main menu:
K O A L A: Opens all combat controls
I M I A R M A S: Opens all stages
H E A D E X P L O D Y: Opens Pinhead Bowling mode
A R A C H N I D: Unlocks all above options, plus Gallery extras
G I R L N E X T D O O R: Opens Mary Jane as a playable character
H E R M A N S C H U L T Z: Opens Shockers as a playable character
S E R U M: Opens a scientist as a playable character
K N U C K L E S: Opens a thug as a playable character
S T I C K Y R I C E: Opens another thug as a playable character
T H U G S R U S: Opens yet another thug as a playable character
F R E A K O U T: Opens still a fourth thug as a playable character
C A P T A I N S T A C E Y: Opens a helicopter pilot as a playable character
R E A L H E R O: Opens a security guard as a playable character
O R G A N I C W E B B I N G: Gives you unlimited web fluid
C H I L L O U T: When playing as Green Goblin, your glider will never overheat
R O M I T A S: Allows you to skip levels from the Pause menu
D O D G E T H I S: Unlocks *Matrix* mode
S P I D E R B Y T E: Shrinks Spider-Man by a considerable degree
G O E S T O Y O U R H E A D: Big Head mode
J O E L S P E A N U T S: Big Head mode for enemies
U N D E R T H E M A S K: Unlocks First-person View mode

SPLASHDOWN

Cheats Screen

On the Main Menu screen, highlight and choose Options. On the Options menu, hold the Right Trigger button and press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B. The Cheats screen will appear. Now, you can enter any one of the case-sensitive codes shown here.
Every Course Open
Passport
Every Character Available
AllChar
Every Wetsuit Available
LaPinata
Stay on Your SeaDoo
TopBird
Maxed-Out Performance Meter
PMeterGo
Difficult Courses
Hobble
Increased A.I. Difficulty
AllOutAI
Every FMV Available
Festival
Time Trials with UFO
IBelieve
Time Trials with Small F-18
F18

STAR WARS: JEDI STARFIGHTER

Everything Unlocked

In the beginning, choose a name for your saved game, then at the Main Menu screen, access Options. On the Options screen, choose the Code option. Now, put in your name as LONGO and press the Y button to confirm. You will see the words "Everything Unlocked" appear on the screen. Now all of the bonus features and acts in Story mode will be unlocked and ready to play.

TONY HAWK'S PRO SKATER 3

All Goals and Medals

From the Main menu, access Career mode and then access Choose Skater. Pick the skater of your choice and go back to the Main menu. Next, access Options. From the Options screen, access the Cheats option. Now, put in your code as "stiffcomp" and choose the Accept Changes option. You will hear a cash-register sound if the code is entered correctly. This will unlock all the levels and give you all the goals and medals for the skater you chose. Do this method for each and every skater in the game to unlock all the hidden cheats in the game.

Every FMV Open

At the Main menu, access Options. From the Options screen, access the Cheats option. Now, put in your code as ROLLIT, then choose the Accept Changes option. You will hear a cash register sound when the code is entered correctly. This will unlock all of the hidden FMV sequences in the game.

100% Stats

At the Main menu, access Options. From the Options screen, access the Cheats option. Now put in your code as "juice4me" and then choose the Accept Changes option. You will hear a cash-register sound when the code is entered correctly. This will unlock full stats for your skater.

All Decks

At the Main menu, access the Options. From the Options screen, access the Cheats option. Now, put in your code as "neverboard" and then choose the Accept Changes option. You will hear a cash-register sound when the code is entered correctly. This will unlock all of your skater's decks.

TRANSWORLD SNOWBOARDING

Cool Codes

Enter these codes as your name to unlock the following tracks.
Unlock all boards: JORMA
Unlock all reward videos: ELOKUVAT
Unlock all levels (minus After Dark): AAKASE
Unlock After Dark level: WE COME FROM KOCMOC
Unlock second outfits: PUKEA

TRANSWORLD SURF

Various Cheats

Input during the game (Code Unlock first). Warning: These are hard to get working.
Temporary Code Unlock
Back, Up, Up, Down, Down, Left, Left, Right, Right, Up, Left, Down, Right, Up, Up, Left
Green Surf
Back, Up, Down, Left, Right, Up, Left
Easy Floating
Back, Up, Down, Left, Right, Right, Left
Full Special Bar
Back, Up, Down, Left, Right, Down, Up
Disco Light Show
Back, Up, Down, Left, Right, Down, Right
Different Colors
Back, Up, Down, Left, Right, Up, Right
Disable Heads-Up Display

Back, Up, Down, Left, Right, Up, Right
Paddle Faster
Back, Up, Down, Left, Right, Down, Down
Invisible Board
Back, Up, Down, Left, Right, Left, Up
Shark Surfing
Back, Up, Down, Left, Right, Right, Down
Back (4) disables codes.

UFC TAPOUT

Unlockable Characters

Bruce Buffer
Win UFC mode with all characters.
John McCarthy
Win UFC mode with Bruce Buffer.
Mario Yamasaki
Win UFC mode with John McCarthy.
The Cat
Win four consecutive matches in Arcade mode.
Femme Fatale
Win eight consecutive matches in Arcade mode.
Ice-T
Win 16 consecutive matches in Arcade mode.
Mask
Win 27 consecutive matches in Arcade mode.

WWF SMACKDOWN!: JUST BRING IT

Play as Fred Durst

Choose Slobberknock Match. Then pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself. Who would have thought that he could wrestle?!

Unlock Everything

Go to the Main menu, and enter the following code while holding down the L trigger: Right, Right, Left, Left, Down, Up, B. This will open every hidden feature in the game.

PLAYSTATION 2

AGENT UNDER FIRE

Secret Codes

Unlock Assassination mode: SCOPE
Explosive geometry: BOOM
Unlock all levels: PASSPORT
Protect mode: GUARDIAN
Unlock team King of the Hill: TEAMWORK.
Uplink mode: TRANSMIT

ATV OFFROAD FURY 2

Unlock Everything

Enter "igiveup" into the Cheat menu.

BALDUR'S GATE: DARK ALLIANCE

Assorted Codes

Unlock Drizzt Do'Urden: At the Character Selection screen, hold down L1 + R1 and hit Triangle and X. There will be no indication that the trick was entered correctly; you'll have to wait till your game starts to find out. Level skip and invincibility: During normal gameplay, hold down L1 + R2 + Left + Triangle and hit Start. Select the appropriate cheats from the menu that pops up. Ultimate cheat: During regular gameplay, hold down L1 + R2 + Left + Triangle and press in the right analog stick (R3). Your character will jump to the 20th experience level, plus you'll gain 75,000 gold pieces and all level-one feats.

BLOODRAYNE

Bloody Cheats

You'll have to access the Cheat menu from the Options screen. To execute a cheat, combine the columns of words to form a single long word. You'll receive a confirmation if you've entered it correctly. When in the game, you'll have to activate the cheat from the Pause menu.
Dismemberment: INSANEGIBSMODEGOOD
Fill bloodlust: ANGRYXXXINSANEHOOKER
Freeze enemies: DONTFARTONOSCAR
God mode: TRIASSASSINDONTDIE
Juggy mode: JUGGYDANCESQUAD
Regain health: LAMEYANKEEDONTFEED
Show weapons: SHOWMEMYWEAPONS
Time factor: NAKEDNASTYDISHWASHERDANCE

CONTRA: SHATTERED SOLDIER

30 Lives

At the Title screen, enter Up, Up, Down, Down, L1, R1, L2, R2, L3, R3 on the second controller. This will give you 30 lives. A DualShock controller is required for this code to work.

DAVE MIRRA FREESTYLE BMX 2

Enter the following codes on the Main Menu screen.

Alternate Outfits

Dave Mirra
Up, Down, Up, Down, Right, Left, Up, Up, Square
Ryan Nyquist
Up, Down, Down, Left, Down, Up, Up, Down, Square
Troy McMurray
Up, Down, Left, Down, Right, Left, Up, Left, Square
Mike Laird
Up, Down, Right, Left, Right, Up, Up, Right, Square
Tim Mirra
Up, Down, Right, Left, Left, Up, Down, Up, Square
Leigh Ramsdell
Up, Down, Down, Left, Down, Down, Down, Left, Square
Joey Garcia
Up, Down, Up, Left, Down, Right, Down, Right, Square
Rick Moliterno
Up, Down, Up, Up, Up, Up, Left, Up, Square
Todd Lyons
Up, Down, Down, Right, Up, Left, Left, Down, Square
John "Luc-E" Englebert
Up, Down, Left, Down, Left, Right, Left, Left, Square
Scott Wirch
Up, Down, Right, Up, Down, Right, Left, Right, Square
Colin Mackay
Up, Down, Right, Down, Up, Right, Right, Up, Square
Zach Shaw
Up, Down, Left, Right, Down, Down, Right, Down, Square

All Bikes Unlocked

Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square

Hidden Riders

Mike Diaz
Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square
Amish Boy
Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square

Cool FMVs

Ryan Nyquist Movie
Left, Left, Down, Right, Down, Right, Up, Down, Square
Tim Mirra Movie
Left, Left, Right, Up, Down, Left, Down, Up, Square
Troy McMurray Movie
Left, Left, Left, Down, Up, Right, Up, Left, Square
Dave Mirra Movie
Left, Left, Up, Right, Up, Left, Up, Up, Square
Zach Shaw Movie
Left, Left, Left, Right, Left, Down, Right, Down, Square
Rick Moliterno Movie
Left, Left, Up, Down, Right, Left, Left, Up, Square
Leigh Ramsdell Movie
Left, Left, Down, Down, Left, Right, Down, Left, Square
Scott Wirch Movie
Left, Left, Right, Up, Up, Up, Left, Right, Square
Colin Mackay Movie
Left, Left, Right, Right, Down, Down, Right, Up, Square
Todd Lyons Movie
Left, Left, Down, Up, Up, Right, Left, Down, Square
Kenan Harkin Movie
Left, Left, Left, Left, Right, Right, Down, Down, Square
Mike Laird Movie
Left, Left, Right, Up, Up, Right, Up, Right, Square

DEAD TO RIGHTS

Hard-Boiled Mode

At the New Game screen, hold down L1, L2, R1, and R2. Then press Triangle, Square, Left, Left, Circle.

Precursor Mode

At the New Game screen, hold down L1, L2, R1, and R2. Then press Up, Up, Down, Down, Up.

Manual Disarms

Turn off random disarms in the Options screen to be able to perform these. You can then specify which disarms you perform by entering these commands:
Circle (shotgun usable)
Up and Circle (shotgun usable)
Left and Circle
Down and Circle
Right and Circle

DEF JAM VENDETTA

Unlock All Fighters

On the Select-a-fighter screen, hold down L1, L2, R1, and R2, and enter one of the following codes:
Arii: X, Square, Triangle, O, Square
Briggs: (alternate costume) X, Triangle, O, Square, O
Briggs: (alternate costume) X, Triangle, Square, X, O
Carla: X, Square, X, X, X
Cruz: O, Triangle, X, X, O
D-Mob: Square, Square, Triangle, Square, Square
Deebo: O, O, X, X, Triangle
Deja: O, Square, O, O, X
DMX: O, X, O, Triangle, Square
Iceberg: Square, Triangle, O, Square, O
Ludacris: O, O, O, Square, Triangle
Masa: X, O, Triangle, Square, Square
Moses: Triangle, Triangle, Square, Square, X
N.O.R.E.: O, Square, Triangle, X, O
Nyne: Square, O, X, X, Triangle
Omar: O, O, Square, Triangle, Triangle
Opal: O, O, Square, Square, Triangle
Penny: X, X, X, Triangle, O
Proof: (alternate costume) X, Square, Triangle, Square, O
Razor: Triangle, Square, Triangle, O, X
Razor: (alternate costume) Square, O, X, Triangle, Triangle
Scarface: O, Square, X, Triangle, Square
Sketch: Triangle, Triangle, O, Square, X
Snowman: Triangle, Triangle, X, X, O
Steel: X, Triangle, O, O, Triangle
T'ai: O, O, Square, X, O
Zaheer: Triangle, Triangle, Square, X, X

DYNASTY WARRIORS 4

Unlock All Generals

To unlock all the generals for every clan, enter this code at the Main menu: R1, R2, L1, L2, Square, Square, Triangle, Triangle.

EXTREME G III

Cool Tricks

You can enter the following tricks from the Game Modes menu. You'll get a special message if you've entered it right.
Win next race: L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2
Infinite ammo: L2, R2, L1, R1, L2 + R2, L1 + R1
Infinite shield: L1 + R1, L2 + R2, L1 + L2, R1 + R2
Open all tracks: L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2
Start game with 500,000 credits: L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2
Prize money x2: L1, L2, R2, R1, R1, R2, L2, L1

FINAL FANTASY X

Air Ship Passwords

Enter the following passwords at the airship.
Find Rikku's Legendary Weapon
GODHAND
Find Rikku's Victorious Armor
VICTORIOUS
Find the Mursame
MURASAME

Secret Place Coordinates

The following coordinates are places you would not ordinarily find your first time through the game. Once you have the airship, talk to Cid, and choose the second option (Search) in the Map menu.
Omega Ruins
X: 74 Y: 36
Sanubia Sand Dune
X: 15 Y: 41
Besaid Rainbow Waterfall
X: 31 Y: 73
Yevon Temple
X: 16 Y: 57
Battle Site
X: 42 Y: 57
Mi'ihen Abovewater Ruins
X: 34 Y: 58

Al Bhed Primer Locations

If you haven't found all the primers, here are their locations. Each one represents one letter of the alphabet to be translated.
Al Bhed Primer I
On the deck of the Al Bhed salvage ship
Al Bhed Primer II
Beside village Crusaders headquarters
Al Bhed Primer III
Transport ship from Besaid to Kilika in the power room
Al Bhed Primer IV
Kilika bar
Al Bhed Primer V
Transport ship from Kilika to Luca in the control room
Al Bhed Primer VI
Luca stadium underground floor B
Al Bhed Primer VII
Luca viewing room, on the counter
Al Bhed Primer VIII
Mi'ihen road, a gift from Rin
Al Bhed Primer IX
Mi'ihen road at the new road north
Al Bhed Primer X
Mushroom Rock road, Cliff area
Al Bhed Primer XI
Djose Road
Al Bhed Primer XII
Moonflow, North shore
Al Bhed Primer XIII
Guadosalam found in a room on the far left
Al Bhed Primer XIV
Thunder plains as a gift from Rin
Al Bhed Primer XV
Macalania Forest on the road to the lake
Al Bhed Primer XVI
Macalania Lake in front of the inn
Al Bhed Primer XVII
Sanubia Desert central portion left side
Al Bhed Primer XVIII
Sanubia Desert central portion right side
Al Bhed Primer XIX
Al Bhed city of Home
Al Bhed Primer XX
Al Bhed city of Home, residential area
Al Bhed Primer XXI
Al Bhed city of Home, road area
Al Bhed Primer XXII
Bevelle Temple
Al Bhed Primer XXIII
Calm Lands, Northwest area
Al Bhed Primer XXIV
Remiem Temple
Al Bhed Primer XXV
Cave under the mountain
Al Bhed Primer XVI
Omega ruins

Cactuar Locations

You can find nine Cactuar.
First Cactuar
Oasis: Near the first save point
Second Cactuar
Sanubia Desert (East): In the alcove to the east, north of the tent with the save point
Third Cactuar
Sanubia Desert (West): Search the sign near the Cactuar rock that says “20% off&#8221
Fourth Cactuar
Sanubia Desert (Central): Near the ruins to the west, look for two Cactuars running around the desert
Fifth Cactuar
Sanubia Desert (East): Near the Save point under the tent
Sixth Cactuar
Sanubia Desert (West): Trapped in the treasure chest in the far west
Seventh Cactuar
Sanubia Desert (Central): Inside one of the sand whirlpools. You must exit and reenter the area
Eighth Cactuar
Oasis: Teleport back to the airship and go on the outside deck
Ninth Cactuar
Sanubia Desert: Return to the Cactuar statue and the last one automatically appears behind you

THE GETAWAY

Scammin' Codes

Double Health:
Enter Up, Up, Left, Left, Right, Right, Circle, Circle, and Down during the intro video. You'll hear a female groan if you did it right.
Infinite Ammo:
Enter Up, Down, Left, Right, Triangle, Up, Down, Left, Right, and Square during the intro video. You'll hear a female groan if you did it right.

GRAND THEFT AUTO 3

Button Codes

Enter these codes at any time while playing your game.

Clear Weather
L1, L2, R1, R2, R2, R1, L2, Triangle

Foggy Weather
L1, L2, R1, R2, R2, R1, L2, X

Cloudy Weather
L1, L2, R1, R2, R2, R1, L2, Square

Rainy Weather
L1, L2, R1, R2, R2, R1, L2, Circle

Faster Clock
Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle

Tank Unlocked
Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle

Lower Wanted Level
R2, R2, L1, R2, Up, Down, Up, Down, Up, Down

Higher Wanted Level
R2, R2, L1, R2, Left, Right, Left, Right, Left, Right

Great Handling Car
R1, L1, R2, L1, Left, R1, R1, Triangle

Pedestrians Fight Each Other
Down, Up, Left, Up, X, R1, R2, L2, L1

Pedestrians All Hate You
Down, Up, Left, Up, X, R1, R2, L1, L2

Crazy Pedestrians
R2, R1, Triangle, X, L2, L1, Up, Down

Wear Different Outfits
Right, Down, Left, Up, L1, L2, Up, Left, Down, Right

GRAND THEFT AUTO: VICE CITY

Feloniously Cool Codes

Enter these codes at any point during regular gameplay:

Cheat!
Get weapons (set 1): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up
Get weapons (set 2): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left
Get weapons (set 3): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down
Get full armor: R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up
Get full health: R1, R2, L1, O, Left, Down, Right, Up, Left, Down, Right, Up
Raise wanted level: R1, R1, O, R2, Left, Right, Left, Right, Left, Right
Lower wanted level: R1, R1, O, R2, Up, Down, Up, Down, Up, Down

Weirdness
Die instantly: Right, L2, Down, R1, Left, Left, R1, L1, L2, L1
Attract women: O, X, L1, L1, R2, X, X, O, Triangle
All cars are pink: O, L1, Down, L2, Left, X, R1, L1, Right, X
All cars are black: O, L2, Up, R1, Left, X, R1, L1, Left, O
Time goes faster: O, O, L1, Square L1, Square, Square, Square, L1, Triangle O, Triangle
Time goes slower: Triangle Up, Right, Down, Square R2, R1
Drive on water: Right, R2, Circle, R1, L2, Square, R1, R2
Alter wheel size: R1, X, Triangle, Right, R2, Square, Up, Down, Square
Flying cars: Right, R2, O, R1, L2, Down, L1, R1

Chaos
Blow up all cars: R2, L2, R1, L1, L2, R2, Square, Triangle, O, Triangle L2, L1
Insane drivers: R2, O, R1, L2, Left, R1, L1, R2, L2
Murderous pedestrians: Down, Left, Up, Left, X, R2, R1, L2, L1
Pedestrians want to kill you: Down, Up, Up, Up, X, R2, R1, L2, L2

Character Shift
Change getup: Right, Right, Left, Up, L1, L2, Left, Up, Down, Right
Play as Ricardo Diaz: L1, L2, R1, R2, Down, L1, R2, L2
Play as Lance Vance: O, L2, Left, X, R1, L1, X, L1
Play as Candy Suxxx: O, R2, Down, R1, Left, Right, R1, L1, X, L2
Play as Ken Rosenberg: Right, L1, Up, L2, L1, Right, R1, L1, X, R1
Play as Hilary King: R1, O, R2, L1, Right, R1, L1, X, R2
Play as Love Fist member: Down, L1, Down, L2, Left, X, R1, L1, X, X
Play as another Love Fist member: R1, L2, R2, L1, Right, R2, Left, X, Square, L1
Play as Phil Cassady: Right, R1, Up, R2, L1, Right, R1, L1, Right, O
Play as Sonny Forelli: O, L1, O, L2, Left, X, R1, L1, X, X
Play as Mercedes: R2, L1, Up, L1, Right, R1, Right, Up, O, Triangle

Car Get!
Summon Bloodring Racer: Down, R1, O, L2, L2, X, R1, L1, Left, Left
Summon Bloodring Banger: Up, Right, Right, L1, Right, Up, Square, L2
Summon Caddie: O, L1, Up, R1, L2, X, R1, L1, O, X
Summon Hotring Racer: R1, O, R2, Right, L1, L2, X, X, Square, R1
Summon another Hotring Racer: R2, L1, O, Right, L1, R1, Right, Up, O, R2
Summon Love Fist Limo: R2, Up, L2, Left, Left, R1, L1, O, Right
Summon Rhino: O, O, L1, O, O, O, L1, L2, R1, Triangle O, Triangle
Summon Romero's Hearse: Down, R2, Down, R1, L2, Left, R1, L1, Left, Right
Summon Sabre Turbo: Right, L2, Down, L2, L2, X, R1, L1, O, Left
Summon Trashmaster: O, R1, O, R1, Left, Left, R1, L1, O, Right

Weather Control
Sunny weather: R2, X, L1, L1, L2, L2, L2, Down
Cloudy weather: R2, X, L1, L1, L2, L2, L2, Triangle
Cloudier weather: R2, X, L1, L1, L2, L2, L2, Square
Tropical storm: R2, X, L1, L1, L2, L2, L2, O
Foggy weather: R2, X, L1, L1, L2, L2, L2, X

HIGH HEAT BASEBALL 2002

Automatic Grand Slams

In the Create-A-Player screen, make a guy called SLUGGER. If the bases are loaded when he's up, he'll always hit a homer.

Infinite Creation Points

Make a guy called Ichiro.

HITMAN 2: THE SILENT ASSASSIN

Murderous Codes

Note: If you use these codes, you won't be able to complete missions. In other words, they're just for the heck of it. They must be entered during gameplay:
Slow-motion: R2, L2, Up, Down, X, Up, L2
Full heal: R2, L2, Up, Down, X, Up, Down
Punch mode: R2, L2, Up, Down, X, Up, Up
Gravity: R2, L2, Up, Down, X, L2, L2
Lethal Charge: R2, L2, Up, Down, X, R1, R1
Bomb mode: R2, L2, Up, Down, X, Up, L1
Megaforce: R2, L2, Up, Down, X, R2, R2
Nailgun mode: R2, L2, Up, Down, X, L1, L1

This last one must be entered from the Title screen:
Level Menu: R2, L2, Up, Down, Square, Triangle, Circle

JAMES BOND 007: NIGHTFIRE

Secret Codes

The following codes must be entered in the Passcode screen:

Open Game Modes
Unlock all multiplayer scenarios: GAMEROOM
Demolition mode: TNT
GoldenEye Strike mode: ORBIT
Protect mode: GUARDIAN
Team King of the Hill mode: TEAMWORK
Uplink mode: TRANSMIT
Assassination mode: SCOPE

Unlock Multiplayer Characters
Jaws: DENTAL
Oddjob: BOWLER
Xenia: JANUS
Pussy Galore: CIRCUS
Scaramanga: ASSASSIN
Baron Samedi: VOODOO
Christmas Jones: NUCLEAR
Goldfinger: MIDAS
Tuxedo Bond: BLACKTIE
Unlock all: PARTY

Unlock Stages
Alpine Escape: POWDER
Enemies Vanquished: TRACTION
Double Cross: BONSAI
Night Shift: HIGHRISE
Chain Reaction: MELTDOWN
Phoenix Fire: FLAME
Deep Descent: AQUA
Island Infiltration: PARADISE
Countdown: BLASTOFF
Equinox: VACUUM

Extra Unlockables
Get all upgrades: Q LAB
Laser upgrade: PHOTON
Upgrade missiles: LAUNCH
Extra sniper ammo: MAGAZINE
Explosive scenery: BOOM

LORD OF THE RINGS: THE TWO TOWERS

Killer Codes

These codes must be entered at the Pause menu.
Get 1,000 experience: Hold down L1, R2, L2, and R2, and press X, Down, Down, Down.
Replenish arrows/axes: Hold down L1, R2, L2, and R2, and press X, Down, Triangle.
Get all level 8 attacks: Hold down L1, R2, L2, and R2, and press X, X, Down, Down.
Fully replenish health: Hold down L1, R2, L2, and R2, and press Triangle, Down, X, Up.

THE MARK OF KRI

Opponent Strength

Enter the following codes at the Title screen.

Opponents Are Weaker
X, Circle, Circle, Square, X, Square, Square, Circle

Opponents Are Stronger
X, Circle, Square, Square, X, Square, Circle, Circle, X, Circle, Circle, X

MAT HOFFMAN'S BMX 2

You're Special!

Try these Specials when your meter turns green:

Mat Hoffman
Back Flip Tail Whip: Right, Down, Circle
Barhop: Right, Left, Circle
Peacock: Left, Up, Circle

Kevin Robinson
Pendulum: Left, Right, Square
Rocket One-Foot C-bar: Right, Left, Circle
No-hand Backflip: Down, Right, Square

Mike Escamilla
No-foot Backflip: Left, Right, Circle
Body Varial: Right, Up, Square
Decade Air: Right, Left, Square

Nate Wessel
No-foot Backflip: Right, Left, Circle
Pendulum: Left, Right, Square
S-man Doub Seat: Down, Left, Square

Rick Thorne
No-hand Backflip: Down, Right, Square
One-Hand Swing Leg: Right, Left, Circle
Rocket One-Foot C-bar: Right, Left, Circle

Ruben Alcantara
Decade Air: Left, Right, Circle
Double Tailwhip: Down, Left, Circle
S-man One-Hand: Right, Left, Square

Joe Kowalski
Half Barspin Whip: Up, Left, Circle
One-Hand C-bar: Right, Left, Square
S-man One-H: Left, Right, Circle

MAX PAYNE

Button Codes

Pause the game at any point and enter these codes.
Invulnerability:
L1, L1, L2, L2, R1, R1, R2, R2 (Note: Invulnerability doesn't always stay on. Watch your health after an autosave).
All weapons, full ammo, and eight painkillers:
L1, L2, R1, R2, Triangle, Circle, X, Square

Unlock Every Level
To unlock all levels, play through subway A1, then return to the Main menu via soft reset (hold Start and hit Select). Enter the following button combination: Up, Down, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose any one of them in the Load Levels selection. Choose Continue and load away.

MDK2: ARMAGEDDON

Invincibility

In the middle of the game, press Start to pause, then press and hold L2 + R2. While holding these, press Up, Up, Down, Down, Left, Left, Right, Right, Square, Triangle, Square, Triangle, Select.

Matrix Camera

In the middle of the game, press Start to pause, then press and hold L1 + R1 to remove the Pause menu and give you a better look at the rotating view while you're paused.

Stationary Camera

In the middle of the game, press Start to pause, then press and hold L2 + R2. While holding these, press Circle, X, Circle, Triangle.

Racecar Camera

In the middle of the game, press Start to pause, then press and hold L2 + R2. While holding these, press Circle, X, Circle, X.

MEDAL OF HONOR: FRONTLINE

Assorted Cheats

Enter the following cheats from the Pause menu:
Invincibility: Square, L1, Circle, R1, Triangle, L2, Select, R2
Inifinite ammo: Circle, L2, Square, L1, Select, R2, Triangle, Select

Passwords

Enter the following passwords in the Password screen that you access from the Options menu:
T P D O M O H T O N: MOHton torpedo
W H A T Y O U G E T: One-hit kills
U R T H E M A N: Bullets kill YOU with one hit
B U L L E T Z A P: Immunity to bullets
W H E R E R U: Invisible enemies
G L A S S J A W: Only headshots harm enemies
B O I N G: Bouncing grenades
L O N G S H O T: Sniper zoom for all weapons
M O N K E Y: Automatic gold star for current level
T I M E W A R P: Earn a gold star for previous level
O R A N G U T A N G: Open second mission
B A B O O N: Open third mission
C H I M P A N Z E E: Open fourth mission
L E M U R: Open fifth mission
G O R I L L A: Open sixth mission
B A C K S T A G E D: Unlock gallery item "Making of D-Day"
B A C K S T A G E T: Unlock gallery item "Making of a Storm in the Port"
B A C K S T A G E R: Unlock gallery item "Making of A Needle in a Haystack"
B A C K S T A G E F: Unlock gallery item "Making of Several Bridges Too Far"
B A C K S T A G E I: Unlock gallery item "Making of Rolling Thunder"
B A C K S T A G E S: Unlock gallery item "Making of The Hornet's Nest"
A N I M R E E L: Unlock gallery item "From the Animator's Desk"
M A G G O T A H O Y: Unlock gallery item "A Good Day to Dye"
D A W O I K S: Unlock everything listed here

METAL GEAR SOLID: SUBSTANCE

Free Unlocks

If you have a completed Document of *Metal Gear Solid 2* saved on your memory card, you'll start *Substance* with a bunch of stuff already unlocked.

MIKE TYSON'S BOXING

Code Assault

Put these codes in at the Press Start title screen. You'll see a confirmation if you've done it correctly.

Unlock the Works!
Press Square, Circle, L2, R2

More Custom Boxer Parts
Press L1, R1, X, X, Triangle, X

Big-Head Mode
Press Square, Circle, Up, Down

Small-Head Mode
Press Square, Circle, Down, Up

2D Mode
Press Down, Up, Circle, Square

Mutant Mode
Press Square, Left, Up, Triangle

MINORITY REPORT

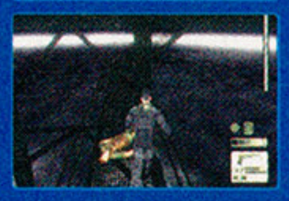
Everyone Cheats

All combos: NINJA
All FMV sequences: DIRECTOR
All weapons: STRAPPED
Armor: STEELUP
Baseball bat: SLUGGER
Bouncy men: BOUNZMEN
Cluttered locations: CLUTZ
Concept art: SKETCHPAD
Do not select: DONOTSEL
Dramatic finish: STYLIN
Ending sequence: WIMP
Extra health: BUTTERUP
Free aim: FPSSTYLE
Invincibility: LRGARMS
Level select: PASSKEY
Level skip: QUITER
Maximum ammo: MRJUAREZ
Maximum damage: SPINACH
Pain arenas: MAXIMUMHURT
Play as Clown: SCARYCLOWN
Play as Convict: JAILBREAK
Play as G.I.: GNRLINFANTRY
Play as Lizard: HISSSS
Play as Moseley: BIGLIPS
Play as Nara: WEIGHTGAIN
Play as Nikki: HAIRLOSS

STUMPED?
Splinter Cell

Splinter Cell definitely isn't an easy game. Duh. That's why we did a big-ass guide for it this month. But we know you just can't get enough, so we've included some more stuff here. Aren't you glad you joined the *GameNOW* team?

Stage: OIL REFINERY



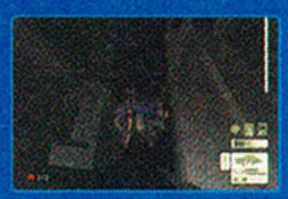
Q: How do I get to the platform the guarded programmer is on?
A: First, climb the ladder to the top platform and aim at the last guard in the line. When he's the only guy onscreen, shoot him. Go back down to the lower level. Go to the left side of the lower platform and grab the ledge shown here. Pull yourself up, turn on your night-vision goggles, and navigate your way to the standing platform. Climb the stairs and follow your prey.

Q: The guys I'm trailing have gone into a computer room, and I can't follow them! Where do I go?
A: Look for a pipe that can take you through an upper window.

Stage: CIA HQ

Q: How do I keep the office workers from hitting the alarms?
A: This is a two-step process. First, knock out the pacing guard with a sticky shocker (remember, you can't shoot anybody).

Next, run into the cubicles and elbow the office employees. Hide all of the bodies, then move into the archive room.



Q: How do I kidnap Dougherty?
A: Make sure to always keep a safe distance from him. After tapping his computer, start trailing him. When you get to the hallway with the seated guard, take a detour into the presentation room located on the left side of the hallway. Duck under the slideshow light and wait behind the flag for the guard to walk away.

Walk around the banister and exit the room. Now, you'll have to sit still and wait for Dougherty to finish his conversation. Don't move until Dougherty's chat has ended and the hallway is clear.

Stay crouched when passing these windows or you'll alert a guard to your presence.

Finally, creep up on Dougherty and knock him out.

Now, you're going to want to move forward, drop Dougherty, incapacitate some guards, pick up Dougherty, and repeat several times.

The toughest obstacle in this cycle takes place near a stairwell. Drop Dougherty at the top of the walkway and hide in the dark under the stairs.

A guard will see Dougherty's body and freak out. After he runs up the stairs, follow him and knock him out. Hide his body under the stairs, take out the camera on the far wall, pick up Dougherty, and carry on.

Play as Robot: MRROBOTO
Play as Superhero: SUPERJOHN
Play as Zombie: IAMSODEAD
Rag-doll demo: CLUMSY
Slow-motion button: SLIZOMIZO

MLB 2004
Assorted Codes

Giant ball: L1, L2, L1, L2, Up, Right, Down, Left
Giant bodies: Up, Down, Left, Right, L1, L2, R2, R1
Giant heads: Up, Left, Down, Right, Up, Right, Down, Left
Developer names: R1, R2, Right, Right, Left, Left, L2, L1
Superfast players: Left, Right, Right, Left, L1, R1, R1, L1
No bodies: R1, R2, R1, R2, Up, Down, Left, Right
Slow players: Left, Left, Right, Right, R2, R2, L2, L2
Small heads: Up, Down, Up, Down, R1, R1, L1, L1

MLB SLUGFEST 20-03
Various Cheats

At the Today's Match-Up screen, press Square, X, and Circle the number of times shown to switch the symbols in the three boxes on the screen. Then press the direction indicated on the D-pad. For example, if the code is 3,2,1, Down, you will press Square three times, X two times, Circle once, and then Down on the D-pad.

Tournament Mode
1, 1, 1, Down
Unlimited Turbo
4, 4, 4, Down
Max Speed
0, 0, 3, Left
Max Power
0, 3, 0, Left
Rocket Park Stadium
3, 2, 1, Up
Roman Coliseum Stadium
3, 3, 3, Up
Eagle Team
2, 1, 2, Right
Horse Team
2, 1, 1, Right
Lion Team
2, 2, 0, Right
Pinto Team
2, 1, 0, Right
Team Todd McFarlane
2, 2, 2, Right
Team Terry Fitzgerald
3, 3, 3 Right
Extra Time After Plays
1, 2, 3, Up
No Fatigue
3, 4, 3, Up
Log Bat
0, 0, 4, Up
Whiffle Bat
0,0,4, Right
Mace Bat
0, 0, 4 Left
Rubber Ball
2, 4, 2 Up
16-inch Softball
2, 4, 2 Down
Big Head
2, 0, 0 Right

MORTAL KOMBAT: DEADLY ALLIANCE
Fatalities List

When you beat someone up, entering the following commands will show you something totally graphic and probably gratuitous.

Bo' Rai Cho
Belly Flop: Back, Back, Back, Down, Attack 4
Johnny Cage
Brain Ripper: Back, Forward, Forward, Down, Attack 2
Cyrax
Claw Smasher: Forward, Forward, Up, Attack 2
Drahmin
Iron Bash: Back, Forward, Forward, Down, Attack 3
Frost
Freeze Shatter: Forward, Back, Up, Down, Attack 1
Hsu Hao
Laser Slicer: Forward, Back, Down, Down, Attack 2
Jax
Head Stomp: Down, Forward, Forward, Down, Attack 2
Kano
Open-Heart Surgery: Forward, Up, Up, Down, Attack 1
Kenshi
Telekinetic Crush: Forward, Back, Forward, Down, Attack 3
Kitana
Kiss of Doom: Down, Up, Forward, Forward, Attack 2
Kung Lao
Splitting Headache: Down, Up, Back, Attack 3
Li Mei
Super Crush Kick: Forward, Forward, Down, Forward, Attack 4
Mavado
Kick Thrust: Back, Back, Up, Up, Attack 1
Nitara
Blood Thirst: Up, Up, Forward, Attack 1
Quan Chi
Neck Stretcher: Back, Back, Forward, Back, Attack 3
Raiden
Electrocution: Back, Forward, Forward, Forward, Attack 3
Reptile
Acid Shower: Up, Up, Up, Forward, Attack 3
Scorpio
Spear Head: Back, Back, Down, Back, Attack 4
Shang Tsung
Soul Steal: Up, Down, Up, Down, Attack 2
Sonya
Kiss of Death: Back, Forward, Forward, Down, Attack 2
Sub-Zero
Skeleton Rip: Back, Forward, Forward, Down, Attack 3

MYSTIC HEROES
Unlock Characters

Captain Dax: Beat Survival mode on Beginner
Raja: Beat Survival mode on Intermediate
Mariah: Beat Survival mode on Advanced

Unlock Runes

These are the requirements for unlocking the various runes in the game.
M1: Complete Story mode on Easy.
M2: Complete Vs. mode with four characters (Human).
M3: Complete Story mode on Normal.
M4: Complete 10 co-op multiplayer matches.
M5: Complete 20 non-Vs. competitive matches.
M6: Complete 20 co-op multiplayer matches.
M7: Complete 50 Vs. mode matches.
M8: Complete Story mode on Hard.
M9: Complete the game with all characters (any difficulty).
S1: Complete the first four levels in Survival mode.
S2: Complete the first eight levels in Survival mode.
S3: Complete the first 12 levels in Survival mode.
S4: Complete the first four levels in Expert Survival mode.
S5: Complete the first eight levels in Expert Survival mode.
S6: Complete the first 12 levels in Expert Survival mode.

NEED FOR SPEED: HOT PURSUIT 2
Unlock Cars

McLaren F1: Triangle, L1, Triangle, L1, R1, Left, R1, Left
(NFS edition): Left, Triangle, Triangle, Triangle, L2, Square, Square, Triangle
McLaren F1 LM: Square, L1, Square, L1, Triangle, Right, Triangle, Right
(NFS edition): R1, Square, Square, Square, R2, Left, Left, Square
Mercedes CLK-GTR: R2, R1, R2, R1, Left, Triangle, Left, Triangle
(NFS edition): Triangle, Left, Left, Left, L1, L2, L2, Left
Chevrolet Corvette Z06: Left, R2, Left, R2, L1, R1, L1, R1
(NFS edition): Square, Right, Right, Right, R2, R1, R1, Right
Dodge Viper GTS (NFS edition): L1, L2, L2, L2, Right, Triangle, Triangle, L2
Ferrari F50: L1, Triangle, L1, Triangle, Right, L2, Right, L2
(NFS edition): Triangle, L1, L1, L1, Left, Right, Right, L1
Lamborghini Diablo VT 6.0: Right, R2, Right, R2, R1, L1, R1, L1
(NFS edition): Square, R2, R2, R2, Triangle, R1, R1, R2
Lamborghini Murcielago: R1, L2, R1, L2, L1, Right, L1, Right
(NFS edition): L1, R2, R2, R2, Left, Square, Square, R2
Porsche 911 Turbo (NFS edition): Right, Left, Left, Left, Triangle, R1, R1, Left
Porsche Carrera GT: Left, Right, Left, Right, R1, R2, R1, R2
(NFS edition): R2, Triangle, Triangle, Triangle, R1, Square, Square, Triangle
Aston Martin V12 Vanquish: R2, Right, R2, Right, Triangle, Left, Triangle, Left
(NFS edition): Square, Left, Left, Left, R1, R2, R2, Left
BMW Z8: Square, Right, Square, Right, R2, Triangle, R2, Triangle
Ferrari 360 Modena Challenge (NFS edition): Left, Square, Square, Square, R1, L2, L2, Square
Ferrari 360 Spider: R2, Square, R2, Square, Triangle, L2, Triangle, L2
Ferrari 550 Barchetta: L1, Square, L1, Square, Right, R1, Right, R1
(NFS edition): Square, R1, R1, R1, R2, Left, Left, R1
Ford SVT Mustang Cobra R (NFS edition): R1, Right, Right, Right, Left, R2, R2, Right
HSV Coupe GTS: L1, L2, L1, L2, R1, Triangle, R1, Triangle
(NFS edition): Right, L2, L2, L2, L1, Left, Left, L2
Jaguar XKR (NFS edition): L1, Right, Right, Right, L2, R1, R1, Right
Ford TS50: Right, Left, Right, Left, R2, Square, R2, Square
(NFS edition): Right, L1, L1, L1, R1, Left, Left, L1
Lotus Elise: Triangle, R2, Triangle, R2, Left, Square, Left, Square
(NFS edition): Square, L1, L1, L1, R2, L2, L2, L1
Mercedes CL55 AMG: L1, Right, L1, Right, L2, Square, L2, Square
(NFS edition): Triangle, R2, R2, R2, R1, L1, L1, R2
Opel Speedster (NFS edition): L2, R2, R2, R2, Square, Left, Left, L2
Vauxhall VX-220 (NFS edition): L1, R1, R1, R1, Left, Right, Right, L1

Unlock Tracks

Coastal Parklands (reverse): R2, R2, Left, Left, Left, R2, R1, L1
National Forest: Square, Square, L2, L2, R1, R1, Left, Left
(reverse): Left, Left, L1, L1, L1, Left, Right, Square
Scenic Drive (reverse): L2, L2, L1, L1, L1, L2, Triangle; Square
Desert Heat (reverse): R1, R1, R2, R2, R2, R1, L1, Left
Outback: Triangle, Triangle, Right, Right, L1, L1, R1, R1
(reverse): L1, L1, Triangle, Triangle, Triangle, L1, Square, Right

Rocky Canyons: R1, R1, Left, Left, Square, Square, Right, Right
(reverse): Square, Square, Triangle, Triangle, Triangle, Square, L1, Left
Ancient Ruins (reverse): Right, Right, Left, Left, Left, Right, L1, Square
Calypso Coast: R2, R2, R1, R1, L1, L1, Triangle, Triangle
(reverse): Triangle, Triangle, Right, Right, Right, Triangle, Square, L1
Mediterranean Paradise (reverse): Square, Square, Right, Right, Right, Square, Left, L2
Fall Winds (reverse): R2, R2, Square, Square, Square, R2, Left, R1
Alpine Trail: Square, Square, Triangle, Triangle, Left, Left, L2, L2
(reverse): Left, Left, R2, R2, R2, Left, R1, Square
Autumn Crossing: Right, Right, Triangle, Triangle, R1, R1, Left, Left
(reverse): R1, R1, Right, Right, Right, R1, R2, Triangle
Island Outskirts: L2, L2, R1, R1, R1, L2, Left, R2
Palm City Island: Left, Left, R1, R1, Right, Right, Square, Square
(reverse): Right, Right, R2, R2, R2, Right, R1, Left
Tropical Circuit: R2, R2, Triangle, Triangle, Right, Right, R1, R1
(reverse): L1, L1, Right, Right, Right, L1, Square, R2

Stop Being Such a Cop

Pursuit Corvette: (you're the cop): R2, L1, L1, R2, R1, Right, Right, R1
(Challenge): L2, R2, R2, L2, Triangle, Right, Triangle, Right
Pursuit Murcielago (you're the cop): Right, L2, L2, Right, Square, Left, Left, Square
(Challenge): R1, L1, L1, R1, Right, R2, Right, R2
Pursuit Mustang (you're the cop): Left, Triangle, Triangle, Left, R1, R2, R2, R1
(Challenge): Left, Square, Left, Square, R2, R1, R2, R1
Pursuit M5 (you're the cop): Triangle, Square, Square, Triangle, L1, R1, R1, L1
(Challenge): Square, Triangle, Triangle, Square, Left, R1, Left, R1
Pursuit Crown Victoria (Challenge): Right, Left, Left, Right, Square, Triangle, Square, Triangle

Random unlockables

Motion blur: L2, L1, R1, Square, R1, R1, R1, L1
Black-and-White mode: R1, L1, Left, Triangle, Left, Left, Left, L1
Video mode: L1, R1, Right, Square, Right, Right, Right, R1
Chrome cars: L2, R2, Left, Square, Left, Left, Left, R2
Cool fog: Triangle, Square, Right, R2, Right, Right, Right, Square
R/C car: Right, Triangle, L1, R1, L1, L1, L1, Triangle
Championship event 31: L1, Square, R2, R2, R2, R1, L1, Square
Ultimate Racer event 31: Right, Square, Left, Left, Left, R2, Right, Square

NO ONE LIVES FOREVER

Level Select

On the Main Menu screen, highlight the Load Game option. Now, press and hold L3 and R3 simultaneously (press both analog stick buttons and hold them). With these held, press X. This will give you access to the Select Mission screen, where you can choose your starting point in any mission of the game.

PARAPPA THE RAPPER 2

Ninja Star Mode

At the Stage Selection screen, hold R1 + R2 and then select a stage.

Skip Opening Stage Cinematics

At the Stage Selection screen, hold L1 + L2 and then select a stage.

Earn the Blue Hat

Successfully complete the game.

Earn the Pink Hat

Successfully complete the game with the blue hat.

Earn the Yellow Hat

Successfully complete the game with the pink hat.

Song Test

Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in the levels you finished with a Cool rating.

Bonus Stage

To unlock a bonus stage after any regular stage, finish the stage with a good score (near 1,000 points). You will be brought to Chop Chop Master Onion Head, who gives you a little bonus game before returning to the stage selection map.

Secret Rap About PaRappa

Go though the opening FMV sequence to the part where PaRappa is writing his name and all the characters appear. Wait until a demo of the game appears. Go through the demo and the opening FMV sequence will appear again. Go through it to the part where PaRappa writes his name. Wait again. Instead of a demo, the colorful noodles will appear on the sides of the screen and the song will start playing.

Sunny's Music Video

Successfully complete the game with the yellow hat, then do the Secret Rap trick. Go through the whole song. A music video with Sunny singing her intro music will begin.

Control Time of Day

The game shows PaRappa's neighborhood at the same time of day indicated by the PlayStation 2's time setting. For example, if you set the time to 11:30 a.m., it will be bright and sunny in the game. If it is 7 p.m., it will be sunset. If you set the time to 11 p.m., it will be dark outside.

PIRATES: THE LEGEND OF BLACK KAT

Random Codes

The following codes can be entered at any time during gameplay.
Invincible Wind Dancer: Hold R1 + R2, and then hit Select, Triangle, L1, X, R3, L2, Square, R3, Circle, L3.
Infinite Wind Boost with Wind Dancer: Hold R1 + R2, and then hit Select, L1, R3, Square, L3, Circle, L2, Triangle, X, L3.
Upgrade Wind Dancer to Galleon: Hold R1 + R2, and then hit L2, Triangle, R3, L3, X, Square, R3, Select, L1, Circle.
Invincible Katarina: Hold R1 + R2, and then hit X, Circle, L3, Triangle, R3, Select, R3, L2, Triangle, L3.
Get All Chest Keys: Hold R1 + R2, and then hit Circle, Select, X, Square, R3, L1, L3, L2, Triangle, L3.
Get Next Sword: Hold R1 + R2, and then hit R3, Select, L2, L3, Square, X, L1, Circle, L3, Triangle.
Get 1,000,000 Gold Doubloons: Hold R1 + R2, and then hit Triangle, R3, L1, Square, X, R3, Select, L3, Circle, L2.
All Items Infinite: Hold R1 + R2, and then hit Triangle, L1, Select, L2, R3, L3, Square, X, R3, Circle.
Reveal Hidden Treasure on Map: Hold R1 + R2, and then hit Circle, X, Square, Triangle, L1, Select, L3, L2, L3, R3.
Reveal All Treasures on Map: Hold R1 + R2, and then hit R3, X, Triangle, L3, Circle, L1, Select, L3, Square, L2.

RATCHET & CLANK

Various Cheats

These codes are activated after you defeat Drek. Enter them by accessing the Goodies menu and performing the series of moves listed.

Big-Head Mode (Clank)
Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch

Big-Head Mode (Ratchet)
Flip Back, Flip Back, Flip Back, Full Second Crouch, Stretch Jump, Full Second Glide

Big-Head Mode (Enemies)
Stretch Jump, Flip Back, Flip Back, Flip Back, Stretch Jump, Flip Back, Flip Back, Flip Back, Stretch Jump, Flip Back, Flip Back, Flip Back, Full Second Crouch

Big-Head Mode (NPCs)
Flip Left, Flip Right, Flip Back, Flip Back, Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike

Full Health Invincibility
Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4)

Mirrored Levels
Flip Left, Flip Left, Flip Left, Flip Left, 3-Hit Wrench Combo, Hyper Strike, Double Flip Right, Flip Right, Flip Right, Double Jump, Full Second Crouch

Trail Filter
Wall Jump (x10), Double Jump, Hyper-Strike

RYGAR: THE LEGENDARY ADVENTURE

Holdover Stats

If you beat the game on any difficulty setting, then any subsequent games you start on the same memory card will hold over your attack and defense stats, as well as any mystic stones you've acquired.

Pizza Diskarmer

Beat the game on any difficulty. Hold L1 on the Tecmo screen until it fades out. Then start the game.

One World Mode

Simply beat the game on any difficulty to access One World mode.

SILENT HILL 2

Extra Options

Select Option from the Main menu, and then press L1 + R1 to open the Extra Options menu.

SILPHEED: THE LOST PLANET

Every Weapon Available

As soon as you get to the Title screen, press Start. When you get to the Name Entry screen, enter GLOIRE as your codename. After you have done this, go to the Select Weapon screen—you will see all the weapons available for each side of your ship!

SMUGGLER'S RUN 2

Button Codes

Pause your game, then enter any of the following codes.

More Time Warp
R1, L1, L2, R2, Right, Right, Right

Less Time Warp
R2, L2, L1, R1, Left, Left, Left

Get Invisibility
R1, L1, L1, R2, L1, L1, L2

Get Rid of Gravity
R1, R2, R1, R2, Up, Up, Up

Get Light Cars
L1, R1, R1, L2, R2, R2

SPIDER-MAN

Assorted Codes

These codes should be entered in the Cheats field in the Specials section of the Main menu:
K O A L A: Opens all combat controls
I M I A R M A S: Opens all stages
H E A D E X P L O D Y: Opens Pinhead Bowling mode
A R A C H N I D: Unlocks all above options, plus Gallery extras
G I R L N E X T D O O R: Opens Mary Jane as a playable character
H E R M A N S C H U L T Z: Opens Shockers as a playable character
S E R U M: Opens a scientist as a playable character
K N U C K L E S: Opens a thug as a playable character
S T I C K Y R I C E: Opens another thug as a playable character
T H U G S R U S: Opens yet another thug as a playable character
F R E A K O U T: Opens still a fourth thug as a playable character
C A P T A I N S T A C E Y: Opens a helicopter pilot as a playable character
R E A L H E R O: Opens a security guard as a playable character
O R G A N I C W E B B I N G: Gives you unlimited web fluid
C H I L L O U T: When playing as Green Goblin, your glider will never overheat
R O M I T A S: Allows you to skip levels from the Pause menu
D O D G E T H I S: Unlocks *Matrix* mode
S P I D E R B Y T E: Shrinks Spider-Man by a considerable degree
G O E S T O Y O U R H E A D: Big-Head mode
J O E L S P E A N U T S: Big-Head mode for enemies
U N D E R T H E M A S K: Unlocks First-Person View mode

SPYHUNTER

Random Secrets

Enter these codes as if you were creating a new player profile. After you enter them, you'll bounce back to the Main menu without having created an actual profile. You can view the movies you unlock by going into System Options from the Main menu and selecting Movie Player from the Options menu.
W W S 4 1 3: Opens *Early Test Animatic* movie
S C W 8 2 3: *Open Spy Hunter Concept Art* movie
M A K I N G: Opens *Making of Spy Hunter* movie
S A L I V A: Opens *Saliva: Your Disease* movie
G U N N: Opens *Saliva: The Spy Hunter Theme* movie

SOCOM U.S. NAVY SEALS

Headset Codes

You actually have to say these commands into the headset included within the game. Specific instructions are below.
"Bravo defuse bomb": Point your crosshairs on a bomb and this will automatically defuse it.
"Bravo open door": Point your crosshairs at a door and this will unlock it.
"Breech, bang, clear": Point your crosshairs at an open room and all your squad members will throw grenades inside.
"Team low profile": Your squad will go into Stealth mode.

SSX

Button Codes

On the Rider Select screen, press Square to access the options. Next, press and hold L1 + L2 + R1 + R2, and then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything
Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards, and courses in the game.

All Attribute Points
Circle, Circle, Circle, Circle, Circle, X, Triangle, Square

Crazy Runners
Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider's board will be on his back and you will have to run the course on foot in order to win.

Unlimited Hints
Circle, X, Circle, X, Circle, X, Circle, X. On the Loading screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop; you will have to press the Reset button on your PS2 to get out of it.

STAR WARS BOUNTY HUNTER

Mad Unlocks

The following codes must be entered from the Code Setup screen.
Unlock All Concept Art: R ARTISTS ROCK.
Get All TGC Cards: GO FISH

Unlock Chapters
Chapter 1: SEEHOWTHEYRUN
Chapter 2: CITYPLANET
Chapter 3: LOCKDown
Chapter 4: DUGSOPLENTY
Chapter 5: BANTHAPOODOO
Chapter 6: MANDALORIANWAY

Unlock Missions
1: BEAST PIT
2: GIMMEMYJETPACK
3: CONVEYORAMA
4: BIGCITYNIGHTS
5: IEATNERFMEAT
6: VOTE4TRELL
7: LOCKUP
8: WHAT A RIOT
9: SHAFTED
10: BIGMOSQUITOS
11: ONEDEADDUG
12: WISHIHADMYSHIP
13: MOSGAMOS
14: TUSKENS R US
15: BIG BAD DRAGON
16: MONTROSSISBAD
17: VOSAISBADDER
18: JANGOISBADDEST

STAR WARS STARFIGHTER

Password Codes

On the Main menu, access the options and then go to Code Setup. Then enter the following passwords to unlock each cheat as shown.

Unlock All Levels
OVERSEER (This will give you everything except the bonus multiplayer missions.)

Bonus Multiplayer Missions
ANDREW

Secret Ship for Bonus Missions
BLUESNF

Disable Cockpit Display
NOHUD

Ship and Cast Pics
HEROES

Pre-production Art
PLANETS

Pictures of Simon
SIMON

Development Team Pics
TEAM

View Credits
CREDITS

Invincible Mode
MINIME

Jar Jar Mode
JARJAR (This will reverse your ship's controls.)

Director Mode
DIRECTOR (This will give you alternate camera angles. Press

Select for the views and R1 for zoom.)

Christmas FMV
WOZ (This opens a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

STATE OF EMERGENCY

Unlock Characters
Unlock Spanky: Right, Right, Right, Right, Triangle
Unlock Freak: Right, Right, Right, Right, Circle
Unlock Bull: Right, Right, Right, Right, X

Unlock Weapons
AK47: Left, Right, Down, R2, Triangle
Flame Thrower: Left, Right, Down, R1, Circle
Grenade: Left, Right, Down, R2, Square
Grenade Launcher: Left, Right, Down, R1, Square
M16: Left, Right, Down, R2, Circle
Minigun: Left, Right, Down, R1, Triangle
Molotov Cocktail: Left, Right, Down, R2, X
Pepper Spray: Left, Right, Down, L1, Square
Pistol: Left, Right, Down, L1, Triangle
Rocker Launcher: Left, Right, Down, R1, X
Shotgun: Left, Right, Down, L2, Triangle
Tazer: Left, Right, Down, L1, Circle
Tear Gas: Left, Right, Down, L1, X

Random Stuff
Big player: R1, R2, L1, L2, Triangle
Little player: R1, R2, L1, L2, X
Regular-sized player: R1, R2, L1, L2, Circle
Infinite ammo: L1 ,L2, R1, R2, Triangle
Infinite time: L1, L2, R1, R2, O
Complete current mission: Left, Left, Left, Left, Triangle
Invulnerability: L1, L2, R1, R2, Square
Looting on the Rise: R1, L1, R2, L2, Triangle
Punches Decapitate: L1, L2, R1, R2, X

STREET HOOPS

Ill Codes
Enter all these codes in the fancy Cheat Menu boxes.

Block Party
R1, Circle, L2, R2
Power Game
Tap R2, Circle, L2
Black Ball
R2, R2, Circle, L2
Red, White, and Blue Ball
Circle, R2, Square, R2
Clown Outfits
Square, L1, Square, Circle
Tuxedo
L2, L2, Circle, Square
Pimp Costumes
R1, Square, Circle, L2
Cowboy Clothes
Circle, R2, R2, R1
Kung-Fu Outfits
Circle, Circle, Square, L1
Santa Claus
R2, L2, R2, L2

STUNTMAN

Unlock Stuff
From the Main Menu screen, choose the Stuntman Career option. Next, choose the New Game option and, on the Password screen, enter any one of these codes. (Note: All the codes are case-sensitive, so be sure to enter the upper and lowercase letters exactly as shown.)

Access All Cars
Enter spiDER to unlock every car in Training modes and Stunt Constructor.
Access All Toys
Enter MeFf to unlock all the toys in the Stunt Constructor.

SUPERMAN: SHADOW OF APOKOLIPS

Assorted Codes
Codes must be entered from the Cheats section in the Options menu.
J O R E L: Infinite superpower
S M A L L V I L L E: Infinite health
L A N A L A N G: Opens all movies
L A R A: Opens all biographies

TENCHU 3: WRATH OF HEAVEN

My Ninja Style
These codes must be entered at different spots throughout the game. Look at each code's listing for info.

Increase Items
To increase the number of items in your inventory, go to the Items screen, hold down R2 and L2, and then press Square, Square, Square, Up, Left, Down, Right.
Regain Health
To fully heal yourself, hit Pause, and then press Up, Down, Right, Left, Square, Square, Square.
Unlock All Characters
To unlock all the playable characters, go to the Title screen and press L1, R2, L2, R1, Right, Left, L3, R3.
Unlock All Items
To make all the items available, go to the Items screen, hold down R1 and L1, and then press Up, Square, Square, Left, Square, Square, Down, Square, Square, Right, Square, Square.
Unlock All Layouts
To unlock all mission layouts, go to the Mission Select screen and press R3, L3, R2, L2, R1, L1.
Unlock All Missions
To unlock all the missions in the game, go to the Mission Select screen and hit L1, R1, L2, R2, Right, Square, L3, and R3.
Unlock Bonus Stage
To unlock the bonus stage, go to the Title screen and press L1, Up, R1, Down, L2, Right, R2, Left.

THE SIMS

Get Free Stuff
You'll have to open the Cheats menu before entering these tricks. Do this by holding down all four shoulder buttons from the Main menu. Enter the following codes in the new menu:
MIDAS: Unlocks all two-player games, all locked objects, and all locked skins
FREEALL: Makes all items cost 0 simoleans
PARTY M: Unlocks the Party Motel two-player game
SIMS: Unlocks the Play The Sims mode

TIME CRISIS II

Arcade Mode Secrets
Extra Credits
Play through Story mode and use all three of your credits to earn a fourth credit at the start of your next game. You can keep doing this until you get nine credits.
Free Play
If you've earned nine credits in Story mode and still use up all your continues, you'll activate Free Play, where you have infinite continues.
Extra Life
When you unlock Free Play, you can go to the Game Options screen and change the number of health boxes you have during the game. Instead of the standard three lives, you can have up to nine.
New One-Stage Trial Stages
Get to Stages 2 and 3 in Story mode.
Auto Bullets
If you finish Story mode twice, players 1 and 2 can select Auto Bullets. Auto Bullets act like the game's machine gun (unfortunately, though, you will have to keep reloading when you use this feature).
Infinite Bullets
Finish Story mode with Auto Bullets and both players can select Infinite Bullets, so they never have to reload.
Wide Bullets
Finish Story mode with Infinite Bullets and both players can select Wide Bullets. These bullets act like a shotgun blast, giving the player a huge shot radius.
Mirror Mode
Finish Story mode without continuing and you'll open Mirror mode, a flip-flopped version of the game.
Crisis Mission Tricks
To unlock the hidden Crisis Mission extra game, simply finish Story mode. In this bonus game, you must clear missions, such as scoring so many points in a round or killing a certain number of enemies. The game consists of five "days," with each day containing five missions and one EX mission.
Days 2-5
Complete most of the missions in the current day to open the next day.
EX Missions
Complete all the missions in a day to open the EX mission.
Final Mission 2
Complete all the hidden missions and the final mission to unlock this true final mission.
Music Player
Complete Crisis Mission and you'll unlock this Sound Test mode.
Quick & Crash Trick Extra Modes
Earn a score that places in the top five to unlock three new modes of play: Chain Hit, One Shot, and 10 Seconds.
Shoot Away II Trick Extra Mode
Earn the high score in the Retro mode to unlock an updated version of the classic game *Shoot Away II*.

TONY HAWK'S PRO SKATER 3

Backdoor Codes
Go to the Main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear a sound indicating you've entered it correctly. Now, start a new game. Once gameplay has started, pause the game. There will be a new option available called Cheats. Select it to open a Cheat menu, which allows you to toggle on or off a bunch of cool cheats. To turn a code on or off, hit the X button.

Random Codes
Y O H O M I E S: Opens all secret skaters
P U M P M E U P: Maxes the stats of current skater
P E E P S H O W: Opens all movies
R O A D T R I P: Automatically completes all career goals for current skater, plus opens all levels
M A G I C M I S S I L E: Performs the effects of all above codes.

TONY HAWK'S PRO SKATER 4

Crazy Physics
Enter "superfly" at the Cheat menu to make the physics crazy.

TWISTED METAL: BLACK

Button Codes
In the middle of the game, press and hold L1 + L2 + R1 + R2. Keep holding down this button combination and enter one of the following codes. Make sure you have the control settings on Classic before entering these tricks. Each trick will immediately appear on the screen if it's been entered.

Invulnerability
Up, Down, Left, Right, Right, Left, Down, Up
God Mode
Up, X, Left, Circle
Killer Weapons
X, X, Up
Mega Guns
X, X, Triangle
Weapons for Health
Triangle, X, Square, Circle
New View for Weapons
In the game, press Right+Select to get a different look for your weapon icons.

VIRTUA FIGHTER 4

Created Character Tricks
The following tricks can only be done with a created character. To create a character, choose Data Files from the main menu and pick New Player. From the New Player menu, create an A.I. file, and then save

VF1 Models
In order to get character models styled after the first *Virtua Fighter* game, have a created fighter reach at least the first Dan ranking. Next, select that fighter, then hold Punch and Kick until the match begins.
Classic Victory Poses
Have a created fighter reach the second Dan rank. Hold Punch, Kick, and Guard during the replay after winning to see the classic pose from the first *Virtua Fighter* game.
Classic Victory Poses, Part 2
Have a created fighter reach third Dan rank. Hold Punch + Kick during the replay after winning to see another classic victory pose.
Bonus Stages for VS. Mode
Unlock the following bonus stages by reaching the corresponding rank level with a created character.
Training Stage 1
First Dan ranking
Training Stage 2
Fifth Dan rank
Training Stage 3
Monarch rank
Play as Dural in VS. Mode
Defeat Dural in Kumite mode with a created fighter.

WIPEOUT FUSION

Random Codes
From the Main Menu screen, choose the Extras option, and then choose the Cheats option. On the Password screen, enter the following button configurations.

Super Fast Ship
Square, X, X, X, Triangle
Retro Planes
X, Circle, Triangle, Square, X
Infinite Weapons
Triangle, Circle, X, Circle, Square
Animal Ships
Triangle, Circle, Circle, Triangle, X
Features Unlocked
X, Triangle, Circle, Triangle, Circle
Mini Ships
Circle, Square, Square, X, Circle

WORMS BLAST

Various Unlockables
Unlock All Tournament Modes
At the Start screen, hold L2 and press Up, Up, Down, Down, Down, Down, Down, Down, Up, Up, Up.
Unlock New Characters
At the Start screen, hold L1 and press Up, Up, Up, Up, Down, Down, Down, Up, Up, Up, Up, Up. This will unlock Fletcher, Rocky, and Superfrog.

WRECKLESS: THE YAKUZA MISSIONS

Unlock all missions
Unlocked the unlimited time cheat, and then press L2, R1, Right, and Circle simultaneously. This will unlock all missions with a gold rating.

YU-GI-OH! THE DUELISTS OF THE ROSES

Map Edit Mode
In order to unlock the Map Edit mode in Custom Battle mode, you have beat the White Rose and Red Rose Story modes.

ZONE OF THE ENDERS

Versus Mode
To open Versus mode, enter the following code at the Title screen: Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. If you've entered the code correctly, a special sound effect will play. You can then select Versus mode from the Main menu.

Trade Level for Health/Ammo
You can trade an experience level for a refill of health and ammo at any point during the game. Simply pause the game and enter the following code: L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Note that this code will not work if you are already at Level One.

GAME BOY ADVANCE

ADVANCE WARS

Increased Difficulty
On the Select Mode screen, choose VS. mode and pick a new game. Press and hold the Select button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the Main Menu screen, choose Data Select. Begin a new game and, on the Name Entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode
Beat the game once. Enter FIREBALL as your name to give your character magician stats. During the game, press Start to bring up your statistics. Choose DSS and you will see that you have all the cards. Magician will replace Vampirekiller in the upper left-hand corner.

Fighter Mode
Beat the game twice. Enter GRADIUS as your name to give your character fighter stats. During the game, press Start to bring up your statistics. Fighter will replace Vampirekiller in the upper left-hand corner.

Shooter Mode
Beat the game three times. Enter CROSSBOW as your name to give your character shooter stats. During the game, press Start to bring up your statistics. Shooter will replace Vampirekiller in the upper left-hand corner.

Thief Mode
Beat the game four times. Enter

DAGGER as your name to give your character thief stats. During the game, press Start to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper left-hand corner.

DOOM GBA

Button Codes

To get any of the following cheats, you have to pause the game. Hold down the left and right shoulder buttons simultaneously, then (while still holding down L + R) enter the button code as shown.

Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level.)
All Weapons, Items, and Keys
A, B, B, A, A, A, A, A
Radiation Suit
B, B, A, A, A, A, A, A
Invincibility
B, B, B, A, A, A, A, A
God Mode
A, A, B, A, A, A, A, A
Computer Map
B, A, A, A, A, A, A, A
Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level.)
Berserk Mode
B, A, B, A, A, A, A, A

ECKS VS. SEVER

Ecks Level Passwords

Level 2
EXTREME
Level 3
EXCITE
Level 4
EXCAVATE
Level 5
EXCALIBUR
Level 6
EXTORT
Level 7
EXPIRE
Level 8
EXACT
Level 9
EXHALE
Level 10
EXHUME
Level 11
EXONERATE
Level 12
EXPEL

Sever Level Passwords

Level 2
SEVERE
Level 3
SURVIVE
Level 4
SAVANT
Level 5
SUFFER
Level 6
SULPHER
Level 7
SERVE
Level 8
SEETHE
Level 9
SEVERAL
Level 10
SEVERANCE
Level 11
SAVAGE
Level 12
SACROSANCT

FINAL FIGHT ONE

Unlocking Secrets

On the Mode Select screen, highlight and access the Options screen. Move down, highlight Exit, and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret.

50
Alpha Guy
200
Nine Lives
500
Alpha Cody
800
Stage Select
1,300
Color Change
2,000
Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen. Either highlight Guy and press Left, or highlight Haggar and press Right. To initiate nine lives, Stage Select, etc., you must go to the Options screen, highlight Next, and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

GT ADVANCE: CHAMPIONSHIP RACING

Button Codes

On the Title screen, press and hold the L-Shift + R-Shift buttons, then enter one of the codes below. You'll hear a sound if you entered the trick correctly.

Extra 1
Hold Right and press B
Extra 2
Hold Left and press B
Ending Credits
Hold Up and press B

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

Konami Code Cheats

You can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play, and at that game's Title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Below are the results for each game.

Frogger
To get advanced graphics, on the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A.
Scramble
To get advanced graphics, with three ships to choose from, on the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A.
Time Pilot
To get a bonus level in *Time Pilot*, on the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A.
Gyruss
To enter Stage X in the Black Hole for *Gyruss*, on the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A.
Yie Ar Kung-Fu
To get bonus fighters immediately in a two-player game, or after a one-player game in *Yie Ar Kung Fu*, on the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A.
Rush'n Attack
To get six lives in *Rush'n Attack*, on the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A.

MARIO KART: SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an extra cup that contains the tracks from that cup in the original *Mario Kart* on SNES. These tracks aren't available from the start; you have to unlock them. To access the extra cups, you must first play through the entire GP mode and acquire gold on each cup. Then replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the extra tracks in Time Trial, just open the extra cups on the 150cc level.

NFL BLITZ 20-02

Unlimited Turbo

From the Main Menu screen, choose Exhibition. Pick your team and choose the opposing team. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, B, A, A, R-Shift. You will hear a sound to confirm correct code entry. Now, your players will have infinite turbo throughout the game.

SONIC ADVANCE

Classic Mode Sonic

Use this code to have Tails follow you during the game, like he did in *Sonic 2* and *3*. Highlight Sonic and press Up. Move over to highlight Tails, and press down. Next, highlight Knuckles and press the L-trigger. Then, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you'll hear a chime. Now, during gameplay, Tails will follow your every move!

SPIDER-MAN: MYSTERIO'S MENACE

W7HV1
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open
W7HZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor
W70ZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open
080ZG
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container
Z787K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open
ZV87K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container
ZV7Z2
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit
ZV3Z0
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit
HV37K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open
JV37H
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt
JV310
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit
JV31
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit, Mysterio Defeated

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the Main Menu screen. You will hear a sound and the wheel will spin around when you enter the codes correctly.

Cheats Opened
Hold the R-Shift button and press B, A, Down, A, Start, Start, B, A, Right, B, Right, A, Up, Left. Now, access Options, and the Cheats option will be available.
Smiley Face Blood
Hold the R-Shift button and press Start, A, Down, B, A, Left, Left, A, Down.
No Blood
Hold the R-Shift button and press B, Left, Up, Down, Left, Start, Start.
Constant Zoom In and Out
Hold the R-Shift button and press Left, A, Start, A, Right, Start, Right, Up, Start.
Unlock Spider-Man
Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes.
Level Select
Hold the R-Shift button and press A, Start, A, Right, Up, Up, Down, Down, Up, Up, Down.
Level Select and Lotsa Money
Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

URBAN YETI

Secret Menu

Are you ready to Yeti? If you're addicted to this bizarre game but are having trouble servin' up burgers at the soup kitchen or herding all those chickens, then we have a code for you. At the Title screen, select Continue and enter the password TONYGOLD (one of the main madmen behind this game). If you enter the code correctly, you'll have access to a secret menu where you can select your level and the difficulty, and even listen to the game's music and sound effects.

YU-GI-OH! THE ETERNAL DUELIST SOUL

All Monster Codes

Because we love you.
7 Colored Fish: 23771716
7 Completed: 86198326
Acid Crawler: 77568553
Acid Trap Hole: 41356845
Air Eater: 08353769
Air Marmot of Nefariousness: 75889523
Akakieisu: 38035986
Akihiron: 36904469
Alligator's Sword: 64428736
Alligator's Sword Dragon: 03366982
Alpha The Magnet Warrior: 99785935
Amazon of the Seas: 17968114
Amoeba: 95174353
Amphibious Bugroth: 40173854
Ancient Brain: 42431843
Ancient Elf: 93221206
Ancient Jar: 81492226
Ancient Lizard Warrior: 43230671
Ancient One of the Deep Forest: 14015067
Ancient Telescope: 17092736
Ancient Tool: 49587396
Ansatsu: 48365709
Anthrosaurus: 89904598
Anti Raigeki: 42364257
Anti-Magic Fragrance: 58921041
Appropriate: 48539234
Aqua Chorus: 95132338
Aqua Dragon: 86164529
Aqua Madoor: 85639257
Arlownay: 14708569
Arma Knight: 36151751
Armaill: 53153481
Armed Ninja: 09076207
Armored Glass: 36868108
Armored Lizard: 15480588
Armored Rat: 16246527
Armored Starfish: 17535588
Armored Zombie: 20277860
Axe of Despair: 40619825
Axe Raider: 48305365
Baby Dragon: 88819587
Backup Soldier: 36280194
Banisher of the Light: 61528025
Barox: 06840573
Barrel Dragon: 81480460
Barrel Lily: 67841515
Barrel Rock: 10476868
Basic Insect: 89091579
Battle Ox: 05053103
Battle Steer: 18246479
Battle Warrior: 55550921
Bean Soldier: 84990171
Beastking of the Swamps: 99426834
Beautiful Headhuntress: 16899564
Beaver Warrior: 32452818
Behegon: 94022093
Bell of Destruction: 83555666
Beta The Magnet Warrior: 39256679
Bickuribox: 25655502
Big Eye: 16768387
Big Insect: 53606874
Big Shield Gardna: 65240384
Binding Chain: 08058240
Bio Plant: 07670542
Black Dragon Jungle King: 89832901
Black Illusion Ritual: 41426869
Black Pendant: 65169794
Blackland Fire Dragon: 87564352
Bladefly: 28470714
Blast Juggler: 70138455
Blast Sphere: 26302522
Block Attack: 25880422
Blue Medicine: 20871001
Blue-Eyed Silver Zombie: 35282433
Blue-Eyes Toon Dragon: 53183600
Blue-Eyes White Dragon: 89631139
Blue-Eyes White Dragon: 80906030
Blue-Winged Crown: 41396436

Boar Soldier: 21340051
Bolt Escargot: 12146024
Book of Secret Arts: 91595718
Bottom Dweller: 81386177
Bracchio-Raidus: 16507828
Breath of Light: 20101223
Bright Castle: 82878489
Burglar: 06297941
Burning Spear: 18937875
Buster Blader: 78193831
Call of the Dark: 78637313
Call of the Grave: 16970158
Call of the Haunted: 97077563
Candle of Fate: 47695416
Cannon Soldier: 11384280
Castle of Dark Illusions: 00062121
Castle Walls: 44209392
Catapult Turtle: 95727991
Ceasefire: 36468556
Celtic Guardian: 91152256
Ceremonial Bell: 20228463
Chain Destruction: 01248895
Chain Energy: 79323590
Change of Heart: 04031928
Charubin the Fire Knight: 37421579
Chorus of Sanctuary: 81380218
Claw Reacher: 41218256
Clown Zombie: 92667214
Cockroach Knight: 33413638
Confiscation: 17375316
Crass Clown: 93889755
Crawling Dragon: 67494157
Crawling Dragon #2: 38289717
Crazy Fish: 53713014
Crimson Sunbird: 46696593
Crow Goblin: 77998771
Crush Card: 57728570
Curse of Dragon: 28279543
Curse of Fiend: 12470447
Curtain of the Dark Ones: 22026707
Cyber Commander: 06400512
Cyber Falcon: 30655537
Cyber Jar: 34124316
Cyber Saurus: 89112729
Cyber Shield: 63224564
Cyber Soldier: 44865098
Cyber-Stein: 69015963
Cyber-Tech Alligator: 48766543
Dancing Elf: 59983499
Dark Artist: 72520073
Dark Assailant: 41949033
Dark Chimera: 32344688
Dark Elf: 21417692
Dark Energy: 04614116
Dark Gray: 09159938
Dark Hole: 53129443
Dark Human: 81057959
Dark King of the Abyss: 53375573
Dark Magician: 46986414
Dark Rabbit: 99261403
Dark Sage: 92377303
Dark Shade: 40196604
Dark Witch: 35565537
Dark Zebra: 59784896
Dark-Eyes Illusionist: 38247752
Darkfire Dragon: 17881964
Darkfire Soldier #1: 05388481
Darkfire Soldier #2: 78861134
Darkness Approaches: 80168720
Dark-Piercing Light: 45895206
Darkworld Thorns: 43500484
Deepsea Shark: 28593363
Delinquent Duo: 44763025
De-Spell: 19159413
Destroyer Golem: 73481154
Dice Armadillo: 69893315
Dimensional Warrior: 37043180
Disk Magician: 76446915
Dissolverock: 40826495
DNA Surgery: 74701381
Dokuroizo the Grim Reaper: 25882881
Doma the Angel of Silence: 16972957
Doron: 00756652
Dorover: 24194033
Dragon Capture Jar: 50045299
Dragon Piper: 55763552
Dragon Seeker: 28563545
Dragon Treasure: 01435851
Dragon Zombie: 66672569
Dragoness the Wicked Knight: 70681994
Driving Snow: 00473469
Drooling Lizard: 16353197
Dryad: 84916669
Dunames Dark Witch: 12493482
Dungeon Worm: 51228280
Dust Tornado: 60082869
Earthshaker: 60866277
Eatgaboon: 42578427
Eldeen: 06367785
Electric Lizard: 55875323
Electric Snake: 11324436
Electro-Whip: 37820550
Elegant Egotist: 90219263
Elf's Light: 39897277
Empress Judge: 15237615
Enchanted Javelin: 96355986
Enchanting Mermaid: 75376965
Eradicating Aerosol: 94716515
Eternal Draught: 56606928
Eternal Rest: 95051344
Exchange: 05556668
Exile of the Wicked: 26725158
Exodia the Forbidden One: 33396948
Eyearmor: 64511793
Fairy Dragon: 20315854
Fairy's Hand Mirror: 17653779
Fairywitch: 37160778
Faith Bird: 75582395
Fake Trap: 03027001
Feral Imp: 41392891
Fiend Kraken: 77456781
Fiend Reflection #1: 68870276
Fiend Reflection #2: 02863439
Fiend Sword: 22855882
Fiend's Hand: 52800428
Final Flame: 73134081
Fire Kraken: 46534755
Fire Reaper: 53581214
Firegrass: 53293545
Fireyarou: 71407486
Fissure: 66788016
Flame Cerebrus: 60862676
Flame Champion: 42599677
Flame Ghost: 58528964
Flame Manipulator: 34460851
Flame Swordsman: 45231177
Flame Viper: 02830619
Flash Assailant: 96890582
Flower Wolf: 95952802
Flying Kamakiri #1: 84834865
Flying Kamakiri #2: 03134241
Follow Wind: 98252586
Forced Requisition: 74923978
Forest: 87430998
Frenzied Panda: 98818516
Fusion Sage: 26902560
Fusionist: 01641882
Gaia Power: 56594520
Gaia the Dragon Champion: 66889139
Gaia The Fierce Knight: 06368038
Gale Dogra: 16229315
Gamma The Magnet Warrior: 11549357
Ganigumo: 34536276
Garma Sword: 90844184
Garma Sword Oath: 78577570
Garnecia Elefantis: 49888191
Garoozis: 14977074
Garvas: 69780745
Gatekeeper: 19737320
Gazelle the King of Mythical Beasts: 05818798
Gemini Elf: 69140098
Genin: 49370026
Germ Infection: 24668830
Ghoul with an Appetite: 95265975
Giant Flea: 41762634
Giant Germ: 95178994
Giant Mech-Soldier: 72299832
Giant Rat: 97017120
Giant Red Seasnake: 58831685
Giant Scorpion of the Tundra: 41403766
Giant Soldier of Stone: 13039848
Giant Trunade: 42703248
Giant Turtle Who Feeds on Flames: 96981563
Gift of the Mystical Elf: 98299011
Giganto: 33621868
Giga-tech Wolf: 08471389
Giltia the D. Knight: 51828629
Goblin Fan: 04149689
Goblin's Secret Remedy: 11868825
Goddess of Whim: 67959180
Goddess with the Third Eye: 53493204
Gokibore: 15367030
Graceful Charity: 79571449
Graceful Dice: 74137509
Grappler: 02906250
Gravedigger Ghoul: 82542267
Gravekeeper's Servant: 16762927
Graverobber: 61705417
Graveyard and the Hand of Invitation: 27094595
Great Bill: 55691901
Great Mammoth of Goldfine: 54622031
Great White: 13429800
Green Phantom King: 22910685
Greenkappa: 61831093
Griffore: 53829412
Griggle: 95744531
Ground Attacker Bugroth: 58314394
Gruesome Goo: 65623423
Gryphon Wing: 55608151
Guardian of the Labyrinth: 89272878
Guardian of the Sea: 85448931
Guardian of the Throne Room: 47879985
Gust: 73079365
Gust Fan: 55321970
Gyakutenno Megami: 31122090
Hane-Hane: 07089711
Haniwa: 84285623
Happy Lover: 99030164
Hard Armor: 20060230
Harpie Lady: 76812113
Harpie Lady Sisters: 12206212
Harpie's Brother: 30532390
Harpie's Feather Duster: 18144506
Harpie's Pet Dragon: 52040216
Heavy Storm: 19613556
Hercules Beetle: 52584282
Hero of the East: 89987208
Hibikime: 64501875
High Tide Gyojin: 54579801
Hinotama: 46130346
Hinotama Soul: 96851799
Hiro's Shadow Scout: 81863068
Hitodenchak: 46718686
Hitotsu-Me Giant: 76184692
Holograh: 10859908
Horn Imp: 69669405
Horn of Heaven: 98069388
Horn of Light: 38552107
Horn of the Unicorn: 64047146
Hoshiningen: 67629977
Hourglass of Courage: 43530283
Hourglass of Life: 08783685
House of Adhesive Tape: 15083728
Hunter Spider: 80141480
Hyo: 38982356
Hyosube: 02118022
Hyozanryu: 62397231
Ice Water: 20848593
Ill Witch: 81686058
Illusionist Faceless Mage: 28546905
Imperial Order: 61740673
Insect Armor with Laser Cannon: 03492538
Insect Queen: 91512835
Insect Soldiers of the Sky: 07019529
Inspection: 16227556
Invader from Another Dimension: 28450915
Invader of the Throne: 03056267
Invigoration: 98374133
Jellyfish: 14851496
Jigen Bakudan: 90020065
Jinzo: 77585513
Jinzo #7: 32809211
Jirai Gumo: 94773007
Judge Man: 30113682
Just Desserts: 24068492
Kagemusha of the Blue Flame: 15401633
Kageningen: 80600490
Kairyu-Shin: 76634149
Kaiser Dragon: 94566432
Kamakiriman: 68928540
Kaminari Attack: 09653271
Kaminarikozou: 15510988
Kamionwizard: 41544074
Kanikabuto: 84103702
Karate Man: 23289281
Karbonala Warrior: 54541900
Kattapillar: 81179446
Key Mace #2: 20541432
Killer Needle: 88979991
King Fog: 84686841
King of Yamimakai: 69455834
Kiseitai: 04266839
Kojikocy: 01184620
Kotodama: 19406822
Koumori Dragon: 67724379
Krokodilus: 76512652
Kumootoko: 56283725
Kunai with Chain: 37390589
Kurama: 85705804
Kuriboh: 40640057
Kwagar Hercules: 95144193
La Jinn the Mystical Genie of the Lamp: 97590747
Labyrinth Tank: 99551425
Lady of Faith: 17358176
LaLa Li-oon: 09430387
Larvae: 94675535
Laser Cannon Armor: 77007920
Last Day of Witch: 90330453
Last Will: 85602018
Laughing Flower: 42591472
Launcher Spider: 87322377
Lava Battleguard: 20394040
Left Arm of the Forbidden One: 07902349
Left Leg of the Forbidden One: 44519536
Legendary Sword: 61854111
Leghul: 12472242
Leogun: 10538007
Lesser Dragon: 55444629
Light of Intervention: 62867251
Lightforce Sword: 49587034
Liquid Beast: 93108297
Little Chimera: 68658728
Little D: 42625254
Lord of D: 17985575
Lord of the Lamp: 99510761
Lord of Zemia: 81618817
Luminous Spark: 81777047
Lunar Queen Elzaim: 62210247
Mabarrel: 98795934
Machine Conversion Factory: 25769732
Machine King: 46700124
Magic Jammer: 77414722
Magic Thorn: 53119267
Magical Ghost: 46474915
Magical Hats: 81210420
Magical Labyrinth: 64389297
Magic-Arm Shield: 96008713
Magician of Faith: 31560081
Maha Vailo: 93013676
Maiden of the Moonlight: 79629370
Major Riot: 09074847
Malevolent Nuzzler: 99597615
Mammoth Graveyard: 40374923
Man Eater: 93553943
Man-Eater Bug: 54652250
Man-Eating Black Shark: 80727036
Man-Eating Plant: 49127943
Man-Eating Treasure Chest: 13723605
Manga Ryu-Ran: 38369349
Marine Beast: 29929832
Masaki the Legendary Swordsman: 44287299
Mask of Darkness: 28933734
Masked Sorcerer: 10189126
Master & Expert: 75499502
Mavelus: 59036972
Mechanical Snail: 34442949
Mechanical Spider: 45688586
Mechanical Chaser: 07359741
Meda Bat: 76211194
Mega Thunderball: 21817254
Megamorph: 22046459
Megazowler: 75390004
Meotoko: 53832650
Mesmeric Control: 48642904
Messenger of Peace: 44656491
Metal Detector: 75646520
Metal Dragon: 09293977
Metal Fish: 55998462
Metal Guardian: 68339286
Metalmorph: 68540058
Metalzoa: 50705071
Millennium Golem: 47986555
Millennium Shield: 32012841
Milus Radiant: 07489323
Minar: 32539892
Minomushi Warrior: 46864967
Mirror Force: 44095762
Mirror Wall: 22359980
Misairuzame: 33178416
Molten Destruction: 19384334
Monster Egg: 36121917
Monster Eye: 84133008
Monster Reborn: 83764718
Monster Tamer: 97612389
Monstrous Bird: 35712107
Moon Envoy: 45909477
Mooyan Curry: 58074572
Morinphen: 55784832
Morphing Jar: 33508719
Morphing Jar #2: 79106360
Mother Grizzly: 57839750
Mountain: 50913601
Mountain Warrior: 04931562
Mr. Volcano: 31477025
Muka Muka: 46657337
Mushroom Man: 14181608
Mushroom Man #2: 93900406
Musician King: 56907389
M-Warrior #1: 56342351
M-Warrior #2: 92731455
Mysterious Puppeteer: 54098121
Mystic Horseman: 68516705
Mystic Lamp: 98049915
Mystic Plasma Zone: 18161786
Mystic Probe: 49251811
Mystic Tomato: 83011277
Mystical Capture Chain: 63515678
Mystical Elf: 15025844
Mystical Moon: 36607978
Mystical Sand: 32751480
Mystical Sheep #1: 30451366
Mystical Sheep #2: 83464209
Mystical Space Typhoon: 05318639
Needle Ball: 94230224
Needle Worm: 81843628
Negate Attack: 14315573
Nekogal #1: 01761063
Nekogal #2: 43352213
Nemuriko: 90963488
Neo the Magic Swordsman: 50930991
Nimble Momonga: 22567609
Niwatori: 07805359
Nobleman of Crossout: 71044499
Nobleman of Extermination: 17449108
Numinous Healer: 02130625
Octoberser: 74637266
Ocubeam: 86088138
Ogre of the Black Shadow: 45121025
One-Eyed Shield Dragon: 33064647
Ooguchi: 58861941
Ookazi: 19523799
Orion the Battle King: 02971090
Oscillo Hero: 82065276
Oscillo Hero #2: 27324313
Painful Choice: 74191942
Pale Beast: 21263083
Panther Warrior: 42035044
Paralyzing Potion: 50152549
Parasite Paracide: 27911549
Parrot Dragon: 62762898
Patrol Robo: 76775123
Peacock: 20624263
Pendulum Machine: 24433920
Penguin Knight: 36039163
Penguin Soldier: 93920745
Petit Angel: 38142739
Petit Dragon: 75356564
Petit Moth: 58192742
Polymerization: 24094653
Pot of Greed: 55144522
Power of Kaishin: 77027445
Pragtical: 33691040
Premature Burial: 70828912
Prevent Rat: 00549481
Princess of Tsurugi: 51371017
Prisman: 80234301
Prohibition: 43711255
Protector of the Throne: 10071456
Psychic Kappa: 07892180
Pumpking the King of Ghosts: 29155212
Punished Eagle: 74703140
Queen Bird: 73081602
Queen of Autumn Leaves: 04179849
Queen's Double: 05901497
Raigeki: 12580477
Raimei: 56260110
Rainbow Flower: 21347810
Raise Body Heat: 51267887
Rare Fish: 80516007
Ray & Temperature: 85309439
Reaper of the Cards: 33066139
Red Archery Girl: 65570596
Red Medicine: 38199696
Red-Eyes Black Dragon: 74677422
Red-Eyes Black Metal Dragon: 64335804
Reinforcements: 17814387
Relinquished: 64631466
Remove Trap: 51482758
Respect Play 08951260
Restructer Revolution: 99518961
Reverse Trap: 77622396
Rhaimundos of the Red Sword: 62403074
Right Arm of the Forbidden One: 70903634
Right Leg of the Forbidden One:

08124921
Ring of Magnetism: 20436034
Riryoku: 34016756
Rising Air Current: 45778932
Roaring Ocean Snake: 19066538
Robbin' Goblin: 88279736
Rock Ogre Grotto #1: 68846917
Rogue Doll: 91939608
Root Water: 39004808
Rose Spectre of Dunn: 32485271
Royal Decree: 51452091
Royal Guard: 39239728
Rude Kaiser: 26378150
Rush Recklessly: 70046172
Ryu-Kishin: 15303296
Ryu-Kishin Powered: 24611934
Ryu-Ran: 02964201
Saber Slasher: 73911410
Saggi the Dark Clown: 66602787
Salamandra: 32268901
Sand Stone: 73051941
Sangan: 26202165
Sea Kamen: 71746462
Sea King Dragon: 23659124
Seal of the Ancients: 97809599
Sebek's Blessing: 22537443
Sectarian of Secrets: 15507080
Senju of the Thousand Hands: 23401839
Seven Tools of the Bandit: 03819470
Shadow Specter: 40575313
Share the Pain: 56830749
Shield & Sword: 52097679
Shining Fairy: 95956346
Shovel Crusher: 71950093
Silver Bow and Arrow: 01557499
Silver Fang: 90357090
Sinister Serpent: 08131171
Skelengel: 60694662
Skelgon: 32355828
Skull Dice: 00126218
Skull Red Bird: 10202894
Skull Servant: 32274490
Skull Stalker: 54844990
Skullbird: 08327462
Sleeping Lion: 40200834
Slot Machine: 03797883
Snake Fang: 00596051
Snakeyashi: 29802344
Snatch Steal: 45986603
Sogen: 86318356
Solemn Judgment: 41420027
Solitude: 84794011
Solomon's Lawbook: 23471572
Sonic Bird: 57617178
Sonic Maid: 38942059
Soul Hunter: 72869010
Soul of the Pure: 47852924
Soul Release: 05758500
Sparks: 76103675
Spear Cretin: 58551308
Spellbinding Circle: 18807108
Spike Seadra: 85326399
Spirit of the Books: 14037717
Spirit of the Harp: 80770678
Stain Storm: 21323861
Star Boy: 08201910
Steel Ogre Grotto #1: 29172562
Steel Ogre Grotto #2: 90908427
Steel Scorpion: 13599884
Steel Shell: 02370081
Stim-Pack: 83225447
Stone Armadiller: 63432835
Stone Ogre Grotto: 15023985
Stop Defense: 63102017
Stuffed Animal: 71068263
Succubus Knight: 55291359
Summoned Skull: 70781052
Supporter in the Shadows: 41422426
Swamp Battleguard: 40453765
Sword Arm of Dragon: 13069066
Sword of Dark Destruction: 37120512
Sword of Deep-Seated: 98495314
Sword of Dragon's Soul: 61405855
Swords of Revealing Light: 72302403
Swordsman from a Foreign Land: 85255550
Swordstalker: 50005633
Tailor of the Fickle: 43641473
Tainted Wisdom: 28725004
Takriminos: 44073668
Takuhee: 03170832
Tao the Chanter: 46247516
Temple of Skulls: 00732302
Tenderness: 57935140
Terra the Terrible: 63308047
The 13th Grave: 00032864
The Bewitching Phantom Thief: 24348204
The Bistro Butcher: 71107816
The Cheerful Coffin: 41142615
The Drdek: 08944575
The Eye of Truth: 34694160
The Flute of Summoning Dragon: 43973174
The Forceful Sentry: 42829885
The Furious Sea King: 18710707
The Immortal of Thunder: 84926738
The Inexperienced Spy: 81820689
The Little Swordsman of Aile: 25109950
The Regulation of Tribe: 00296499
The Reliable Guardian: 16430187
The Shallow Grave: 43434803
The Snake Hair: 29491031
The Stern Mystic: 87557188
The Thing That Hides in the Mud: 18180762
The Unhappy Maiden: 51275027
The Wandering Doomed: 93788854
The Wicked Worm Beast: 06285791
Three-Headed Geedo: 78423643
Three-Legged Zombies: 33734439
Thunder Dragon: 31786629
Tiger Axe: 49791927
Time Machine: 80987696
Time Seal: 35316708
Time Wizard: 71625222
Toad Master: 62671448
Togex: 33878931
Toll: 82003859
Tomozaurus: 46457856
Tongyo: 69572024
Toon Alligator: 59383041
Toon Mermaid: 65458948
Toon Summoned Skull: 91842653
Toon World: 15259703
Torike: 80813021
Total Defense Shogun: 75372290
Trakadon: 42348802
Trap Hole: 04206964
Trap Master: 46461247
Trent: 78780140
Trial of Nightmare: 77827521
Tribute to The Doomed: 79759861
Tripwire Beast: 45042329
Turtle Tiger: 37313348
Twin Long Rods #2: 29692206
Twin-Headed Fire Dragon: 78984772
Twin-Headed Thunder Dragon: 54752875
Two-Headed King Rex: 94119974
Two-Mouth Darkruler: 57305373
Two-Pronged Attack: 83887306
Tyhone: 72842870
Tyhone #2: 56789759
UFO Turtle: 60806437
Ultimate Offering: 80604091
Umi: 22702055
Umiiruka: 82999629
Unknown Warrior of Fiend: 97360116
Upstart Goblin: 70368879
Uraby: 01784619
Ushi Oni: 48649353
Valkyrion the Magna Warrior: 75347539
Vermillion Sparrow: 35752363
Versago the Destroyer: 50259460
Vile Germs: 39774685
Violent Rain: 94042337
Violet Crystal: 15052462
Vishwar Randi: 78556320
Vorse Raider: 14898066
Waboku: 12607053
Wall of Illusion: 13945283
Warrior Elimination: 90873992
Warrior of Tradition: 56413937
Wasteland: 23424603
Water Element: 03732747
Water Girl: 55014050
Water Magician: 93343894
Water Omotics: 02483611
Waterdragon Fairy: 66836598
Weather Control: 37243151
Weather Report: 72053645
Whiptail Crow: 91996584
White Hole: 43487744
White Magical Hat: 15150365
Wicked Mirror: 15150371
Widespread Ruin: 77754944
Windstorm of Etaqua: 59744639
Wing Egg Elf: 98582704
Winged Cleaver: 39175982
Winged Dragon, Guardian of the Fortress #1: 87796900
Wings of Wicked Flame: 92944626
Witch of the Black Forest: 78010363
Witch's Apprentice: 80741828
Witty Phantom: 36304921
Wodan the Resident of the Forest: 42883273
Wood Remains: 17733394
World Suppression: 12253117
Wow Warrior: 69750536
Wretched Ghost of the Attic: 17238333
Yado Karu: 29380133
Yaiba Robo: 10315429
Yamatano Dragon Scroll: 76704943
Yami: 59197169
Yaranzo: 71280811
Zanki: 30090452
Zoa: 24311372
Zombie Warrior: 31339260
Zone Eater: 86100785

PC

AGE OF MYTHOLOGY

Codes of Legend

Press Enter and type the following codes in the field:
ATM OF EREBUS: Get 1,000 gold
BAWK BAWK BOOM: Get a chicken-meteor god power
CHANNEL SURFING: Advance to next scenario in the campaign
CONSIDER THE INTERNET: Slows down units
DIVINE INTERVENTION: Refreshes a previously used god power
FEAR THE FORAGE: Gives you the power of a walking berry bush
GOATUNHEIM: Grants you god power that turns all units to goats
I WANT TEH MONKEYS!!!1!: Summons a gang of monkeys
IN DARKEST NIGHT: Changes time of day to night
ISIS HEAR MY PLEA: Summon heroes
JUNK FOOD NIGHT: Get 1,000 food
LAY OF THE LAND: Reveal Map
L33T SUPA H4X0R: Fast build
MOUNT OLYMPUS: Full favor
O CANADA: Summon a laser bear
PANDORAS BOX: Get random god powers
RED TIDE: Makes the water red
SET ASCENDANT: Shows all the animals on the map
THRILL OF VICTORY: Win game
TINES OF POWER: Summon a forkboy
TROJAN HORSE FOR SALE: Get 1,000 wood
UNCERTAINTY AND DOUBT: Hide map
WRATH OF THE GODS: Grants you Lightning Storm, Earthquake, Meteor, and Tornado god powers
WUV WOO: Summon a flying purple hippo

HITMAN 2: THE SILENT ASSASSIN

Murderous Codes

Enter the following into the Hitman2.ini file: EnableCheats 1. Then from gameplay, type in the following lines:
IOISLO: Slow-motion mode On/Off
IOIER: Bomb mode On/Off
IOIHITLEIF: Full health
IOIHITALI: Ali mode On/Off
IOILEPOW: Lethal Charge mode On/Off
IOIGRV: Gravity On/Off
IOINGUN: Nailgun mode On/Off
IOIPOWER: Megaforce
IOIGIVES: All weapons and items
IOIRULEZ: God mode On/Off

NEVERWINTER NIGHTS

Codes of Honor

To enter these codes, you need to open the nwn.ini file in the game's directory and add the following line to Game Options: Debug Mode=1. Once you do this, you can access the command console from within the game by hitting the Tilde (~) key. In the console field, type in DebugMode1 to enable cheats. You can now access the console by pressing the Tilde key and typing in DebugMode1 to enable cheats.

Up Your Stats

Up Strength: SetSTR NUMBER (example: SetSTR 18)
Up Dexterity: SetDEX NUMBER
Up Constitution: SetCON NUMBER
Up Intelligence: SetINT NUMBER
Up Wisdom: SetWIS NUMBER
Up Charisma: SetCHA NUMBER
God mode: dm_god
Tiny horse: dm_mylittlepony
Get gold: dm_givegold NUMBER
Get XP: GiveXP NUMBER
Up level: GetLevel NUMBER

NO ONE LIVE FOREVER 2: A SPY IN H.A.R.M.'S WAY

Menu Cheats

Hit T to access the cheats console during gameplay, then enter the following codes:
Full armor: armor
God mode: god
Full health: health
Full ammo: ammo
Get Skillpoints: skillz
All weapons: guns
Invisibility: poltergeist
Level skip: maphole
View position: pos
View version number: build
Scope and zoom mode: mods
Spawn snowmobile: rosebud
Bigger blasts: baddaboom

RETURN TO CASTLE WOLFENSTEIN

Get Your Codes on

To access these codes, you have to create a special shortcut of the game's executable on your desktop. Right-click it and select Properties,

SWEET SPOT
Freelancer

Space is vast and full of surprises. Luckily for all you would-be space invaders, we've got details on some of the surprises you'll find in *Freelancer*'s take on outer space. Peep it out.

Surprise Name	Type	System	Co-ords	Equipment Found	Cargo
The Aggressor - bounty hunter	equipment	New York - badlands	6D	Gunslinger Mk I Bounty Hunter Laser Cannon	
Patrol 27 - Liberty navy	equipment	New York - badlands	6E	Justice Liberty Laser Cannon Mk III	
The Balboa - Outcast freighter	cargo, equipment	California - Tahoe ice cloud	5C	Pyros Type 1 Outcast Particle Turret	cardamine
The Vanguard - Molly fighter	cargo, equipment	New London - Cumbria gas pocket	5C	Dublin Duster Neutron Blaster Mk I	gold
Edward Kane - Bowex armored transport	cargo	Cortez - Roatan cloud	5C		gold
The Caraz - Corsair freighter	cargo, equipment	Bertonia 03 - Grasmere ice cloud	6E	Angelito Turret MK I	artifacts
The Shoki - Blood Dragons	equipment	Kyushu- Ohka dust field	4B	Blood Dragon Wakizashi Laser Cannon	
The Fugaku - Blood Dragons	equipment	Honshu - Hiyo cloud	3C	Blood Dragon Tanto Laser Turret	
Kayo cloud battlefield	equipment	Hokkaido - Kayo cloud	3C	Sunfury 2 Kusari Photon Blaster	
Ruhr radiation pocket	equipment	New Berlin - Ruhr radiation zone	3C	Red Hessian Natter Zwei Laser Cannon	
The Freespirit - Rogue fighter	cargo, equipment	Iw06 - Reppu cloud	5D	Liberty Rogue Vassago	artifacts
Lonestar - Xeno fighter	equipment	Bering - Western asteroid field	6C	Xeno Advanced Tarantula Particle Cannon	
Omega-5 battlefield	equipment	Omega-5 - Hammen hole	5E	Corsair Salamanca Neutron Blaster Mk I	
The Von Rohe Belt area	cargo, equipment	Omega-11 - Von Rohe Belt	5D	Winchester Mk II Bounty Hunter Laser Cannon	diamonds
The Yanagi battlefield	equipment	Sigma-13 - Oxygen pocket	4C	Weapon Codename: JADE	
The Perez - Outcast freighter	cargo, equipment	Sigma-19 - Hiryu cloud	D3	Wyrm Type 1 Outcast Tachyon Cannon	cardamine
The Mongoose - Bounty hunter	equipment	Border World 06 - Kunashir cloud	6E	Weapon Codename: BLUE BLAZE	
The Valiant - Gaian fighter	equipment	Border World 10 - Northern asteroid field	3D	Gaia's Savior Type B	
The Rebel - Bounty hunter	equipment	Edge World 04 - Napo cloud	6E	Weapon Codename: THOR'S HAMMER	
Corsair raiding party	equipment	Border World 03 - Gubenfeld	5C	Corsair Salamanca Neutron Blaster Mk I	

then add the following to the target line: + set sv_cheats 1. Click OK, then start the game using the desktop shortcut.
While playing, hit the Tilde (~) key, and enter the following cheats:
Commit suicide: /kill
Enemies won't attack: /notarget
God mode: /god
Get all weapons: /give all
Get full armor: /give armor
Get full health: /give health
Get full stamina: /give stamina
Get unlimited stamina: /nofatigue
Old-school *Wolfenstein* interface: /cg_uselessnostalgia 1
Walk through wall: /noclip

Level Skipping
Start the game with the alternate shortcut and hit the Tilde (~) key. In the cheat console, enter the following line: /spdevmap MAPNAME. Here is the list of maps:

escape1
escape2
tram
village1
village2
crypt1
crypt2
church
boss1
forest
rocket
dam
chateau
dark
dig
castle
end
beach
village
boss2
rocket
baseout
assault
factory
trainyard
norway
xlabs
wine
wine2
wine3

WARCRAFT III
Tricks of the Gods
Press Enter and type the following codes into the field. If you've done so correctly, "Cheat Enabled" will appear onscreen:
Fast build: warpten
Die faster: iocainepowder
Get gold: keysersoze AMOUNT (example: keysersoze 10000)
Get lumber: leafittome AMOUNT (example: leafittome 10000)
Cannot win: itvexesme
Change to day: riseandshine
Change to night: lightsout
Upgrade all gear one level: sharpandshiny
Disable tech tree: synergy
Level select: motherland RACE LEVEL (example: orc 03)
Remove food limit: pointbreak
Can't lose: strengthandhonor
Get all research: whoisjohngalt
Unlimited mana: thereisnospoon
Reveal map: Iseedeadpeople
Invincible one-hit killing units: whosyourdaddy

PS1

BUST A GROOVE
Dance Preview
Finish the game under the Normal difficulty setting with any character and you'll open the Dance View on the Main Menu screen. You will be able to view dance moves, mess with camera angles, and do other stuff with any of the characters who completed the game. Make sure you save!

Alternate Costumes
Highlight a character from the Player Select screen, hold Select, and press X. You'll get that character's alternate costume.

Play as Capoeira
Finish the game under the Normal difficulty level with any character. Now you can choose Capoeira.

Play as Robo-Z
Finish the game under the Normal difficulty level with any character after you acquire Capoeira.

Play as Burger Dog
Finish the game under the Normal difficulty level with Hamm after acquiring Robo-Z.

Play as Columbo (The Mouse)
Finish the game under the Normal difficulty setting with Shorty after acquiring Robo-Z. Now, you will be able to access all the hidden characters in single- or two-player mode!

BUST-A-MOVE 4
Button Codes
Enter these codes quickly at the Title screen while the words "Press Start Button" flash.

More Puzzles
At the Title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the Game menu, choose Puzzle and then pick Arcade. Choose your difficulty level and you'll then be able to play a plethora of new stages!

All Characters
Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading
Up, Triangle, Down, Triangle, Up (this opens in the Option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration
Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must first put in the All Characters and Tarot Reading codes for this to work. You will hear a cheering sound as confirmation.

CASTLEVANIA CHRONICLES
Extra Option
On the Title screen (with Original and Arrange mode), press Up, Up, Down, Down, Left, Right, Left, Right, Circle, X. This will bring you to the Extra Option screen, where you will be able to choose a Trim or Normal screen. The Trim option will put your life bar, score, etc., in a black bar on the top of the screen instead of overlaying it into the background.

CRASH TEAM RACING
Button Codes
On the Main Menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when they've been entered correctly.

Unlock Komodo Joe
Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu
Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe
Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks
Right, Right, Left, Triangle, Right, Down, Down

Invisible Racer (only wheels)
Up, Up, Down, Right, Right, Up

Super Turbo Pads
Triangle, Right, Right, Circle, Left

Scrapbook Option
Up, Up, Down, Right, Right, Left, Right, Triangle, Right

Unlimited Tricks
After entering one of these next tricks, you will have to reset the game to get a different unlimited object.

Unlimited Wumpa Fruit
Down, Right, Right, Down, Down

Unlimited Bombs
Triangle, Right, Down, Right, Up, Triangle, Left

Unlimited Masks
Left, Triangle, Right, Left, Circle, Right, Down, Down

Unlock a New Racer
On the Main Menu screen, press and hold L1 + R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now, choose Time Trial, Arcade, VS., or Battle. On the Player Selection screen, you will see a new character at the bottom called Penta Penguin. This character is now ready to race in any of the modes except Adventure.

Button Codes
At the Main Menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo
Right, Circle, Circle, Down, Up, Down, Right

N. Trophy
Down, Left, Right, Up, Down, Right, Right

DANCE DANCE REVOLUTION
Hidden Characters
On the Character Select screen, press Up or Down on the dance pad (or control pad). This will give you a new row of characters to choose from, such as Disco, Disk: A, and Dread Snake. Press Left or Right to scroll through the new choices.

DRAGON BALL GT
These tricks work only in the two-player and Training modes.

Wire Frame
Have both players decide on the characters they want. To choose them, hold Select and then press X. When you go into the battle, both characters will be wire-framed!

Alternative Outfits
Have both players decide on the characters they want. To choose them, press Square + X + Circle simultaneously. You will begin your battle with new clothes.

EINHÄNDER
Default Gunpod Weapons
Here is a method for you to begin the game with Gunpod weapons. First, get to a point in the game where you can get some gunpod weapons. Next, you must intentionally die and use up all of your lives. On Continue Screen 2, let the counter go to zero, causing the Game Over screen to appear. When the Title screen appears, select Game Start. After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons—even if you die!

FEAR EFFECT
Button Codes
Press Start on the Title screen, then go to the Options screen. From there, access the Credits option. On the Credits screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.

999 Ammunition
L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle

Unlimited Health
L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square

One-Hit Kills with Firearms
L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1

Suicide Mode (NPCs are stronger)
Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right

FEAR EFFECT 2: RETRO HELIX
Number Codes
To do these tricks, you must beat the game at least once. Then begin a new game and wait until the cinema ends. After Rain goes into the next room, move Hana forward until the view changes. You will see a control panel on the left side of the screen. Move up to the panel until you see the Use command appear. Press Triangle to access the panel. Once you do this, enter one of the following number codes to initiate these tricks.

Huge Head
10397

Every Weapon
11692

Infinite Ammo
61166

FINAL FANTASY TACTICS
Get Cloud in Your Party
This trick starts in Chapter 4, which is fairly far into the game. In Machinery City, you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it. After getting the robot, go to the Royal Capital and enter the bar. Ask for some information; you should learn about the Saint Dragon, and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Take the stone back to Machinery City and use it on the robot. Once it becomes functional, leave. On your way out, you should find another machine. You can't do anything with it just yet, but make sure to hold onto it. Leave the city and head for Nerubes Temple. After fighting Worker No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future and he will join you. Now, find Aeris in one of the nearby towns and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

GRAND THEFT AUTO: DIRECTOR'S CUT
Ultimate Cheat
Go to the Player Selection screen and press Square to rename your character. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now, you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates, and 99 lives!

GRAND THEFT AUTO 2
Player Name Codes
From the Main menu, access Play and then Player Name. Enter the name of your player as one of these codes for the results shown.

No Police
LOSEFEDS

10,000,000 Points
BIGSCORE

Multiplier x5
HIGHFIVE

All Weapons
NAVARONE

Unlimited Energy
LIVELONG

Most Wanted
DESIRES
(Your Wanted level is maxed out. Everyone will be after you.)

Level Select
When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

LEGACY OF KAIN: SOUL REAVER
Button Codes

Refill Health
Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health
Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health
Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic
Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic
Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers
Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

Wall Climbing
Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziel
Hold L1 and press Left, Circle, Up, Up, Down.

Force
Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict
Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.

Force Glyph
Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph
Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.

Sound Glyph
Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.

Water Glyph
Hold L1 and press Down, Circle, Up, Down, Right.

Fire Glyph
Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.

Sunlight Glyph
Hold L1 and press Left, Circle, Left,

Right, Right, Up, Up, Left.

Shift at Any Time
Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

MEDAL OF HONOR

Machine Codes

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode
Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups
Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game!

American Movie Mode
Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie mode. With this code, the Germans will speak to you in English (much like a terrible American movie).

Unlock Col Müller
Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Müller in Multiplayer mode.

Machine Codes

From the options, choose Password and enter any of these codes into the Enigma machine.

Unlimited Ammo
BADCOPSHOW

4x Firing Rate
ICOSIDODEC

Reflecting Shots
GOBLUE

Unlock William Shakespeare in Multiplayer
PAYBACK

Unlock Winston Churchill in Multiplayer
FINESTHOUR

Unlock the Raptor in Multiplayer
SSPIELBERG

Machine Codes

From the Options screen, choose Password, then enter any of these codes into the Enigma machine. These codes work in Multiplayer mode.

Unlock Wolfgang
HOODUP

Unlock Bismarck
WOOFWOOF

Unlock Otto
HERRZOMBIE

Unlock Noah
BEACHBALL

Unlock Von Braun
ROCKETMAN

Codes Unlocked on the Gallery Screen

Unlock the Making of Level 1 (History)
INVASION

Unlock the Making of Level 2 (History)
BIGGRETA

Unlock the Making of Level 3 (History)
DASBOOT

Unlock the Making of Level 4 (History)
STUKA

Unlock the Making of Level 5 (History)
KOMET

Unlock the Making of Level 6 and 7 (History)
TWOSIXTWO

Unlock the Making of Level 8 (History)
VICTORYDAY

Pictures of the Development Team
DWIMOHTEAM

Secret Photo Gallery of Staff
DWIGALLERY

L. Henson Picture
COOLCHICK

A. Jones Picture
AJRULES

Mission Log Codes

For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the Secret Codes screen.

Audie Murphy Mode (Invincibility)
MOSTMEDALS

Wire Frames
TRACERON

MEDAL OF HONOR UNDERGROUND

Password Codes

At the Main Menu screen, choose Options. Access the Passwords screen and put in these codes for the results shown. Once these passwords are in, choose Secret Codes from the Options screen to activate them. The codes will work in levels you've already completed.

Invincibility
PUISSANCE

Quadruple Firing Rate
BALLESVITE

Bouncing Bullets
RICOCHET

Podoski Mode (One-hit kills for enemies and you)
LATIREUSE

Wacky Taxi (one minute to kill each enemy you come across)
AUTODINGUO

Ultimate Cheat
First, put in ENTREZVOUS and press the Send key. Enter the Password screen again, enter PORTECLEFS as your code, and press Send. Everything will now be opened on the Secret Codes screen.

Cartoon Sketch Pictures
MOHDESSINS

Dreamworks Pictures
DWIECRANS

Team Pictures
MOHUEQUIPE

Panzerknacker Unleashed Mission
At the Main Menu screen, choose Options. Access the Passwords screen, put in ENTREZVOUS, and press Send. Enter the Password screen again, put in LEMONSTRE for the code, and press Send. Now, go to the Save, Load, and Records screen and access the Mission Log. You will see the Panzerknacker Unleashed mission available on the bottom of the screen.

MEDIEVIL II

Cheats Menu

Press Start to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. Cheats will appear at the bottom of the Pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open, and Head Size. You'll also open options that add health, money, and weapons!

R-TYPE DELTA

Button Codes

To maximize your weapons at any time during the game, press Start to pause and then hold L2. Now, enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any of the power-up codes.

All Force Power
Left, Right, Up, Down, Right, Left, Up, Down, Triangle

Red Power-Up
Left, Right, Up, Down, Right, Left, Up, Down, Square

Blue Power-Up
Left, Right, Up, Down, Right, Left, Up, Down, X

Yellow Power-Up
Left, Right, Up, Down, Right, Left, Up, Down, Circle

Level Select
Use the bombs more than 10,000 times.

Nine Credits
Gain more than three hours of gameplay.

Free Play Mode
Gain more than six hours of gameplay.

Power Armor
Beat the game on Human or a higher difficulty setting, or play the game more than 100 times.

TENCHU: STEALTH ASSASSINS

Debug Menu

While playing the game, press the Start button to pause. While the game is paused, hold L1 + R2. While holding L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 and R2, and then press L1, R1, L2, and R2. Now, press Start and immediately press L2 + R2 at the same time. If you do this correctly, a blue screen will appear and options such as Stage Select, Charged Items, Layout Enemy, etc., will become available.

TENCHU 2: BIRTH OF THE STEALTH ASSASSINS

Unlock Every Stage

From the Stage Select screen, hold Square + Circle + Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

Unlock All Items
On the Items screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1
On the Items screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy
Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru
From the Stage Select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, Select.

CONTEST!

MAGIC PENGEL™ THE QUEST FOR COLOR

WIN YOUR OWN MAGIC PENGEL DOODLE!

In Agetec's new PlayStation 2 game, *Magic Pengel: The Quest for Color*, you draw your own monsters (Doodles) to battle with. Now, we're giving you a chance to win your very own Doodle.

Just draw us a wild and crazy (and original) monster that you would like to battle with and send it to us. Make it look however you want—be creative. Color it in, too—after all, the game is subtitled *The Quest for Color*.

We'll pick our favorite monster, and you'll win a stuffed Shawnimal version of it as well as a copy of *Magic Pengel* for PS2 (courtesy of Agetec). What's a Shawnimal? Check 'em out below.

Four runners-up will also win copies of *Magic Pengel*, so get drawing and send your Doodles to the address below.

Magic Pengel: The Quest for Color—Draw A Doodle Contest
c/o GameNOW
101 Second St., 8th Floor
San Francisco, CA 94105

What's A Shawnimal?
Shawnimals are original creations of artist and former *EGM* editor, Shawn Smith. They're half art, half stuffed animal, and all awesome. The grand prize winner will get his or her Doodle brought to life in the form of a Shawnimal by the man himself. To find out more about Shawnimals, check out the official website at www.shawnimals.com.

MAGIC PENGEL—DRAW A DOODLE RULES
NO PURCHASE NECESSARY. Create a crazy-looking monster, and you can win. To enter our contest, send a drawing of your original monster (on 8 1/2" x 11" paper) to Magic Pengel—Draw A Doodle Contest, c/o GameNOW, 101 Second St., 8th Floor, San Francisco, CA 94105. Be sure to include your name, address, age, and e-mail address (if you have one). Sweepstakes begins on May 1, 2003. Entries must be received by 11:59 p.m. (Eastern Standard Time) on June 6, 2003. Ziff Davis Media, Inc. ("Sponsor") assumes no responsibility for lost, misdirected, or late entries, or entries containing incorrect or incomplete information. Sponsor shall select the prize winners on or about June 8, 2003, from among all eligible entries received. Only those entries that feature original creations will be considered eligible entries. The prizes are as follows: One (1) Shawnimal of your creation, retail value $50; Five (5) copies of *Magic Pengel: The Quest for Color* for PlayStation 2, retail value $149.95. The sweepstakes is open to legal residents of the 50 United States and the District of Columbia who are thirteen (13) years or older at the time of entry. Only one entry per person. If a person submits more than one entry, all entries submitted by the person may be ignored. Employees of Sponsor and its affiliates, and their immediate family members, are not eligible to enter. This sweepstakes is subject to all applicable laws and is void where prohibited. All submissions become the sole property of Sponsor and will not be acknowledged or returned. No substitution or transfer of prize permitted except as provided herein. Sponsor reserves the right to substitute prizes of equal or greater value if any prize (or any portion thereof) is unavailable. By entering the sweepstakes, each prize winner grants Sponsor permission to use his or her name, city, state/province, e-mail address, photograph or likeness, voice, and entry for advertising, publicity, or other purposes without additional compensation except where prohibited by law. All federal, state, local, and other applicable taxes are the sole responsibility of the prize winner. Each prize winner will be notified by mail sent to the address indicated on his/her submission. Each prize winner (or, if the prize winner is under eighteen (18) years of age, a parent or legal guardian with due authority) will be required to submit a signed affidavit of eligibility and a liability/publicity release and confirmation that the prize winner has followed the rules of the sweepstakes, each in the form provided by Sponsor. The affidavit must be signed and returned within five (5) days of notification. In the event of non-compliance within this period, an alternate winner will be selected for such prize. Any prize notification or prize returned to the Sponsor as undeliverable will result in the awarding of that prize to an alternate winner (who will be required to comply with similar procedures). By entering the sweepstakes, each entrant releases Sponsor, its subsidiaries and affiliates, and the employees, directors, officers, agents, attorneys, successors, and assigns of any of the foregoing, from any and all claims or liability, including but not limited to damages, losses, or injuries suffered by the entrant or any third parties in connection with participation in this sweepstakes or acceptance or use of any prize awarded. By entering, entrants acknowledge compliance with these sweepstakes rules (including without limitation all eligibility requirements). All matters relating to the interpretation and application of these rules shall be decided by Sponsor in its sole discretion. By participating, entrants consent to receive notification of future promotions, advertisements, or solicitations by or from Sponsor via e-mail, direct mail, or other means of communication. For names of prizewinners, after June 20, 2003, send a separate, stamped, self-addressed No.10 envelope to Magic Pengel—Draw A Doodle Winners List, GameNOW, Ziff Davis Media, Inc., 101 Second Street, 8th Floor, San Francisco, CA 94105.

In the event of any dispute, entries made by Internet will be deemed made by the authorized account holder of the e-mail address submitted at the time of entry. Authorized account holder is deemed as the natural person who is assigned to an e-mail address by an Internet access provider, service provider, or other online organization that is responsible for assigning e-mail addresses for the domain associated with the submitted e-mail address. If the potentially winning entry is an Internet or other computer entry, potential winner may be requested to provide Sponsor with proof that the potential winner is the authorized account holder of the e-mail address associated with the potentially winning entry. If for any reason the sweepstakes is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes beyond the control of Sponsor that corrupt or affect the administration, security, fairness, integrity, or proper conduct of this sweepstakes, Sponsor reserves the right at its sole discretion, to disqualify any individual who tampers with the entry process, and to cancel, terminate, modify, or suspend the sweepstakes. Sponsor assumes no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to, or alteration of, entries. Sponsor is not responsible for any problems or technical malfunction of any telephone network or lines, computer online systems, servers, or providers, computer equipment, software, failure of any e-mail or entry to be received by Sponsor on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, including any injury or damage to participant's or any other person's computer related to or resulting from participation or downloading any materials in this sweepstakes.

BY ENTERING, YOU AGREE THAT YOU HAVE READ AND ACCEPTED ALL OF THESE SWEEPSTAKES RULES.

FAN CLUB

Creative endeavors! Blatherings! Other fun stuff!

Top 10 Annoying Videogame Sidekicks

Forget evildoers, these obnoxious tagalongs are the real enemy

1 GLOBOX—RAYMAN 3
After spending 30 seconds with *Rayman 3,* you'll wish for Globox's slow, brutal death. Sadly, you're trying to save this gimp's life in the game. Horrible.

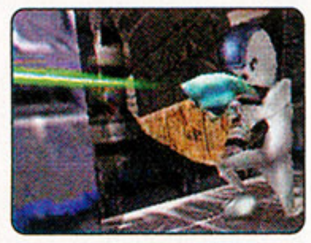
2 NAVI—THE LEGEND OF ZELDA: OOT
"Hey! Listen! Hey! Listen! Hey! Listen! Hey! Listen! Hey! Listen! Hey! Listen! Hey! Listen! Hey! Listen! Hey! Listen! Hey! Listen! Hey! Listen!"

3 KAZOOIE—BANJO-KAZOOIE
Rare has perfected lame characters. Sure, just about everyone in the *Banjo-Kazooie* series is annoying, but this bird is the worst of the bunch.

4 DIDDY KONG—DKC
Diddy Kong is the poor man's Donkey Kong Jr. We don't buy Rare's "DK Jr. is now Donkey Kong, and the original DK is now Cranky Kong" nonsense.

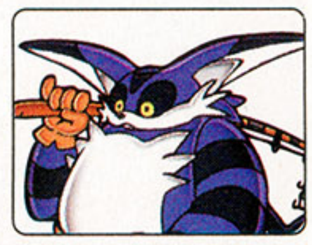
5 RAIDEN—METAL GEAR SOLID 2
We were all expecting more Solid Snake in *MGS2,* and instead, we get this whiny wimp. Go argue with your girlfriend in some other game, dude!

6 ELVIS—PERFECT DARK
Perfect Dark is cool, but Rare had to muck it up with another lame character. Tell us you never capped this alien in his big, gray noggin.



7 TINGLE—THE LEGEND OF ZELDA: WW
Just look at him! Everything about him screams, "I'm a freak! Hate me!" Tingle actually looks more annoying than Navi, but at least he's quieter.

8 BIG—SONIC ADVENTURE
Just in case you liked *Sonic Adventure* too much, Sega makes you play as a fat, dopey cat who spent his "adventure" fishing and looking for his lost frog.



9 RATCHET—RATCHET & CLANK
Sure, Ratchet may be the game's star, but Clank is far cooler. That's why we're knocking the Rare-esque Ratchet down to annoying-sidekick status.

10 AERIS—FINAL FANTASY VII
"I'm a sweet, innocent flower girl. Very sweet and innocent. I hope no one stabs me with a sw—URK!" Give us Tifa any day.

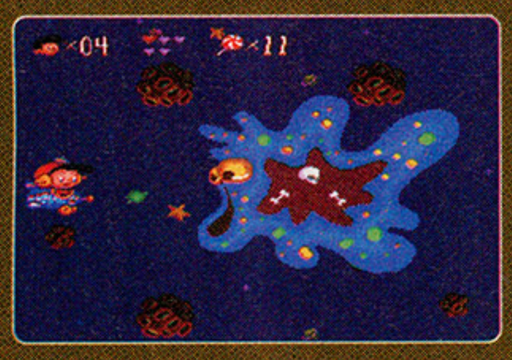
CRAP FROM THE PAST

Old games that stink it up!

BOBBY'S WORLD (SNES)—1994

Does anything that comes from Howie Mandel's mind deserve to be turned into a videogame? You know Howie Mandel, don't you? He's that stand-up comic from the '80s whose shtick mostly involved inflating a rubber glove that he placed over his head. Well, Howie also created a cartoon called *Bobby's World,* and Hi Tech Expressions thought it would make a fantastic game.

How wrong they were. You control the precocious youngster Bobby, who uses the power of imagination to enter a series of fantasy worlds as he's cleaning his room. Poor control, awful collision detection, and some of the most generic (hey, that's a joke—Bobby's last name is Generic) platforming action around ensure you'd be missing nothing by skipping *Bobby's World.*



HOT or NOT

GameNOW tells you what to like

HOT

■ GAME BOY PLAYER
And we thought GBA SP was awesome. Now that we can play GBA games on our television, we don't need to worry about lights or batteries. This thing is amazing!

■ HORI GC CONTROLLER
This SNES-style controller is the only pad to use with your GB Player.

■ MXP—MOST XTREME PRIMATE
First, there was a movie with a hockey-playing monkey. Then came a movie with a skateboarding monkey. Now, the monkey's going snowboarding! What a cool concept for a movie!

■ L33T SPEAK TRANSLATOR
Wanna talk like some annoying punk on a message board? Head to http://ssshotaru.homestead.com/files/aolertranslator.html, and your words will be transformed into obnoxious l337 sp34k.

NOT

■ THE FACT THAT EVERY NEW GAME DOESN'T INCLUDE A BONUS DISC WITH OLD GAMES ON IT
Sorry, but Nintendo really spoiled us with that *Legend of Zelda: Ocarina of Time* disc. We want more old games!

■ CHEESY METAL MUSIC IN GAMES
We thought we were past the point when bad hair-metal would show up in games, but we've been hearing more of it lately. Specifically, in *Primal.* Blech!

■ WAR
I mean, come on. What's up with war? It's like the movie *WarGames* taught us—the only way to win is not to play.

GAMERDEX

We've discovered many types of gamers out in the wild. Which one are you?

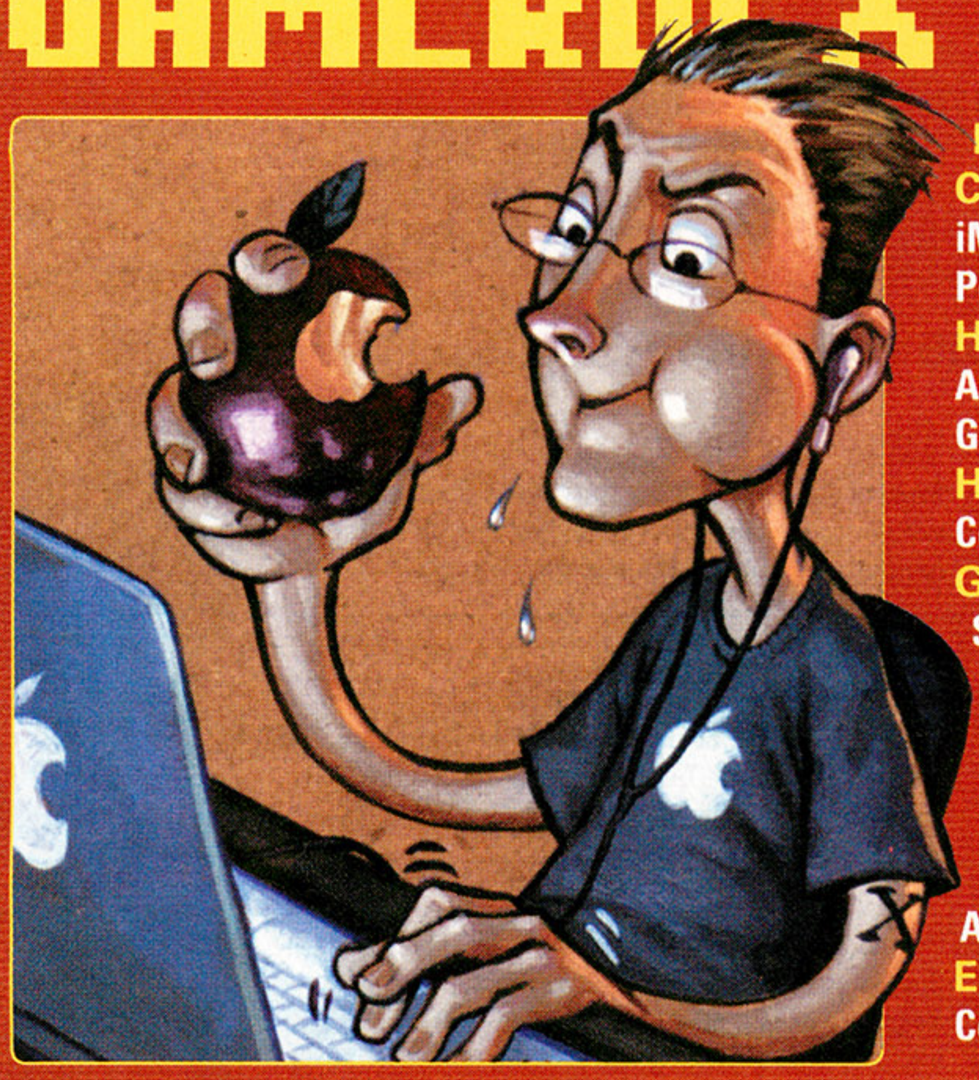


Illustration by Colin Adams

Mac Gamer

Mainstream Systems of Choice:
iMac, PowerMac, iBook, PowerBook
Hardcore Systems of Choice:
Apple II, Macintosh SE, Newton, G4 Cube
Habitat:
CompUSA
Greatest Ally:
Steve Jobs
Fiercest Enemy:
PC Gamer
Mating Call:
Welcome to Macintosh!
Diet:
Apples
Evolves Into:
Computer Nerd
Dreaming of:
Apple's dominance in the PC market
Rarity:
Extremely rare

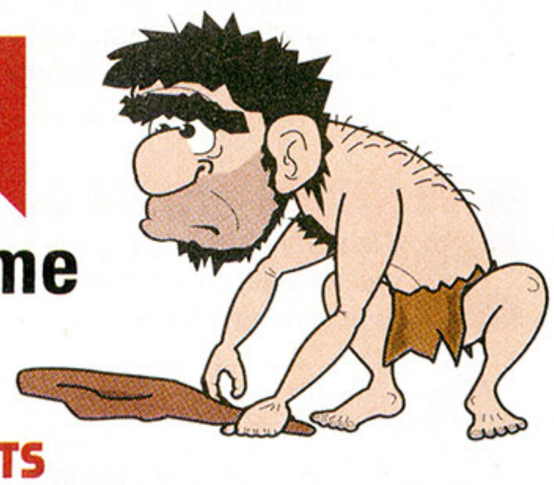
The Mac Gamer was found by David. Yep, just David. His email address is dachesney@mac.com. Hey! David, are YOU a Mac Gamer? One of our favorite Mac games is *Bumbler Bee-Luxe* by Dadgum Games. Check it out. You shoot stingers out your bee butt! How cool is that?

FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to Game_Now@ziffdavis.com with the subject line, "Gamerdex."

GAMING EVOLUTION

Games and characters that have endured through time

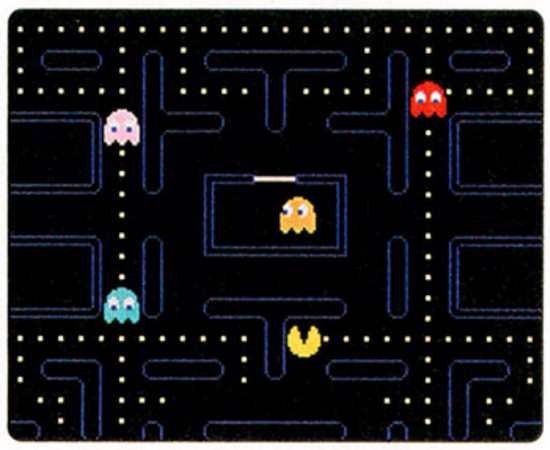


PAC-MAN (1981-PRESENT)

IN THE BEGINNING

Pac-Man (1981)—Arcade

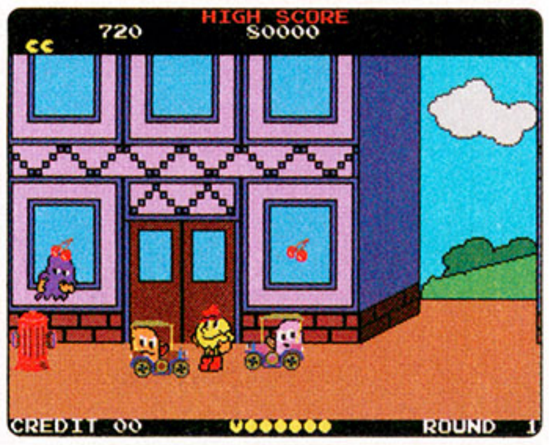
Pac-Man was THE game to play back in the early '80s. The unassuming little yellow guy became the very first videogame superstar. This simple maze game would spawn a cartoon, a hit song, and an incredible amount of merchandise.



GROWING PAINS

Pac-Land (1984)—Arcade

Namco attempted to introduce *Pac-Man* into the world of side-scrolling action games with *Pac-Land*, a game based on Pac's Saturday morning cartoon. Unfortunately, the odd control scheme (it used no joystick, only three buttons to move left and right and jump) hindered gameplay.



CURRENT SUCCESS

Pac-Man World 2 (2002)—PS2, GC, Xbox

It took a few years, but Pac-Man finally got a pretty good action game. This game and the original *Pac-Man World* (released on PS1 in 1999) took the maze-running, dot-munching gameplay of the original and turned it into a solid platformer.

MOST EMBARRASSING MOMENTS

Pac-Man (1981)—Atari 2600 and 7-Up Commercial (1982)

We're used to playing arcade-perfect games at home nowadays, but back in 1981, we had to settle for the awful Atari 2600 version of *Pac-Man*. Much funnier than the Atari game is the old 7-Up commercial that features a red Pac-Man (like the dot in the 7-Up logo) chugging the Uncola with his ghostly enemies. If you find this commercial online, you can hear the mutated version of the song "Bette Davis Eyes" that plays in the background.

FAN LETTER ART

Where a little creativity and a stamp can make you famous!

Send your letter art submission to: GameNOW Letter Art, 101 Second St., 8th Floor, San Francisco, CA 94105. (Please use a #10 envelope—that's the long kind.) All entries become the property of ZD Inc. and will not be returned.

FIRST PLACE

Dan Arnett
Greensboro, NC

2ND PLACE

Don Juan Guillen
Chicago, IL

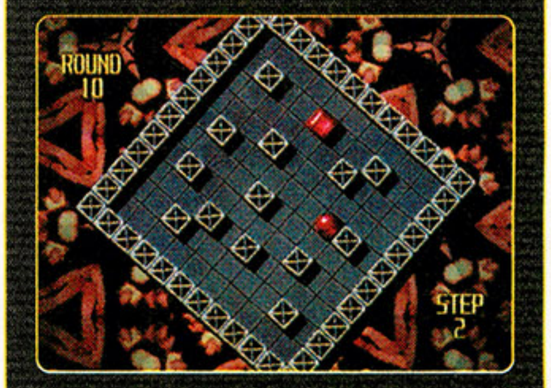
3RD PLACE

Tyler Weir
Augusta, ME

OPINION POLL What's your favorite type of sports game?

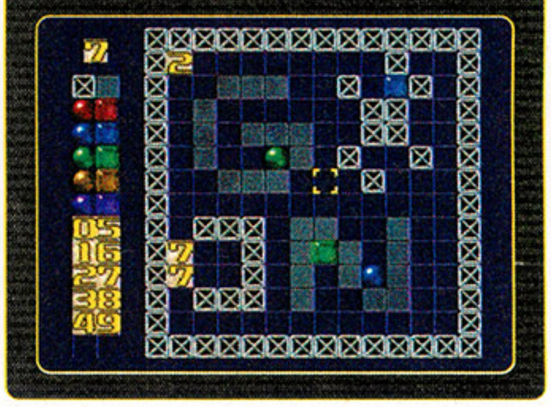
Be sure to log on to the GameNOW message boards at Gamers.com to cast your vote in the next poll!

$10 TREASURES



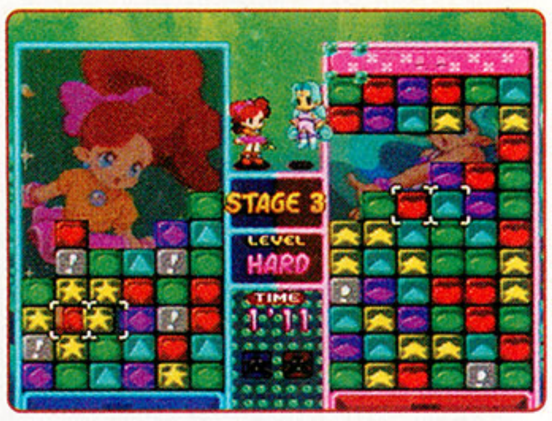
TURNABOUT—PS1

If this sudden glut of bargain-priced PS1 titles means anything, we may now see the release of countless bizarre Japanese games that may have never seen the light of day in the United States. One such game is *Turnabout* from Natsume. Sure, there's not a whole lot to this game, but it's surprisingly addictive. To play, you simply rotate the board, causing multicolored balls to roll around inside a maze. Once all the balls hit the like-colored blocks, you clear the round. Trust us, it's more fun than it sounds. There's even an Edit mode that allows you to create your own puzzles and save them to a memory card. So, even after you finish the game's 150-plus puzzles, you can create your own challenges. Not too shabby for 10 bones.



SUPER LUCKY IMPORTS Nintendo Puzzle Collection—GameCube

As of this writing, Nintendo has yet to announce this game for a U.S. release. Why? *Nintendo Puzzle Collection* is only one of the coolest GameCube titles ever. If you love puzzle games, then you'll go nuts over this one—it contains updated versions of three classic Nintendo puzzlers.



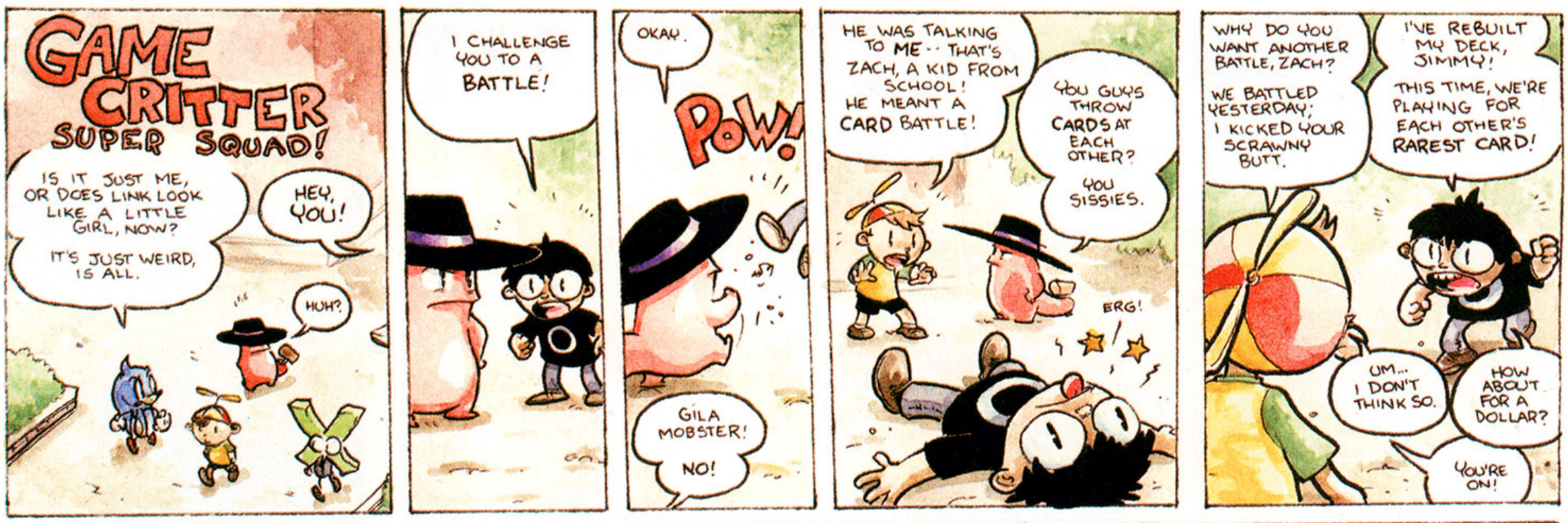
First of all, there's *Yoshi's Cookie* (definitely the weakest game of the bunch). Help Yoshi line up a variety of cookies by rotating rows and columns of the baked goods. The gameplay's not as sweet as the name implies, but it's certainly not horrible.

Next up, *Dr. Mario*. This is the same version that came out on N64, and it's still way fun and addictive. Mario is playing doctor, and he wipes out diseases by lining up pills with like-colored viruses. Here's a little trivia: *Dr. Mario 64* (the N64 version, of course) never came out in Japan, so this game is new to Japanese players.

The final game is definitely the star of the show—*Panel de Pon*. You know this game as either *Tetris Attack* or *Pokémon Puzzle League*. That's right! One of the best puzzle games ever made is now available for GameCube, except with the game's original stars, a bunch of fairies, replacing the Yoshi and Pokémon characters featured in the U.S. versions of the game.

Besides getting these three terrific games, each one has a four-player mode. We love wasting our friends in *Panel de Pon*. As an extra bonus, the GC-GBA cable allows you to use a GBA as a controller. You can even download versions of each of the games to your GBA to play on the go.

That's a lot of value for your import dollar. Now, we're off to play more *Panel de Pon*.



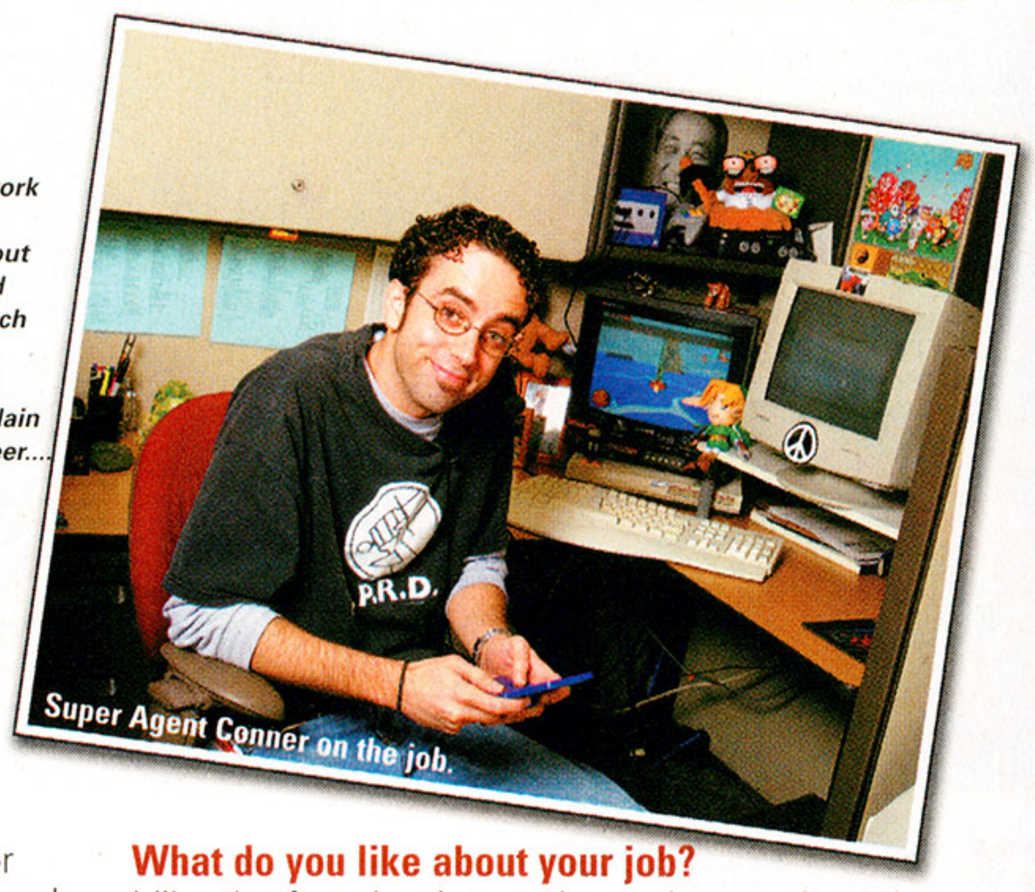
MORE COMICS AT http://www.ape-law.com/evilmonkey

COOL JOB!

The videogame industry has got to be the coolest place to work in, like, all of workdom. Most people have heard about programmers, designers, artists, and jobs like that. What about game testers, marketing managers, public relations reps, and (gasp!) even magazine editors? These jobs can be just as much fun—you just don't hear about them.

Which is why we present this new featurette called "Cool Job!" Here, we'll highlight gaming-world jobs that are just plain fun. Who knows? Maybe it will lead you to a whole new career....

NAME: Cory Conner
JOB: Super Agent (Call Center Representative)
COMPANY: Nintendo of America
AGE: 30
LENGTH OF TIME AT JOB: 4 1/2 years



Super Agent Conner on the job.

What do you do?

I work in Nintendo's call center where I help people with questions about all the games for all the Nintendo systems. Because I've achieved Super Agent status, I get to work on projects with other departments at Nintendo, such as conducting game demos with marketing and testing games with quality assurance.

How did you get your job?

A high-school friend was working here and told me about a temporary opening for a game tester. I was living in Northern California at the time, and at first, Nintendo said no because it's located in Washington (near Seattle). I was such a big gamer and I wanted this job so much that I moved to Washington on my own and got the job. It was to playtest *Rogue Squadron* for N64. It was very cool.

While I was doing that, an opening came up in the call center, and I applied.

What do you like about your job?

I like the fact that I can take such an active role in games, which I really love. I also like the shared experience of talking to and helping gamers just like me.

What advice would you give to someone wanting to do what you do?

If you really want to be involved with the call center, be prepared to spend a lot of time playing games. Even the ones you don't like. Also, good typing skills and the ability to get along with a lot of different kinds of people are very important. Above all, you have to have great communication skills.

HAVE A QUESTION FOR CORY?
Send a note to Game_Now@ziffdavis.com with subject header "Cory.""

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NEXT MONTH IN GAMENOW

July 2003, on sale June 17

HULK

Vivendi Universal Sets Its Sights to Smash!

Everyone sing along with us:

"Dr. Banner
Belted by gamma rays
Turns into the Hulk
Ain't he unglamorous?"

If you know this little ditty from the 1960s *Hulk* cartoon, you're either a really hardcore Hulk fan, or you're really old.

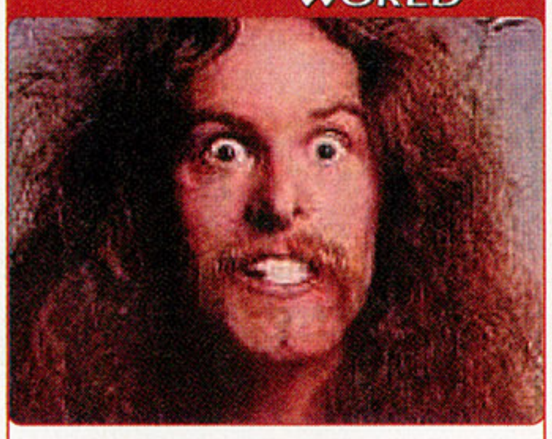
For the rest of us, there's the Ang Lee–directed *Hulk* blockbuster set for a June 20 release. *GameNOW* will be there with a full walkthrough of the Vivendi-Universal game for PS2, Xbox, GameCube, PC, and GBA. Plus, we'll have some other fun surprises. Be there, or *GameNOW* will SMASH!

Scheduled Strategies (subject to change)
- *Golden Sun: The Lost Age* for GBA
- *Star Trek: Elite Force II* for PC
- *Ape Escape 2* for PS2
- *Warcraft III: The Frozen Throne* for PC

Plus...
- Cool July Hot 10 Previews
- A new installment of Game Critter Super Squad (check out the previous page)

A look at upcoming Ziff Davis publications

COMPUTER GAMING WORLD



ON SALE JUNE 3

Cat Scratch Fever

Finally! A game based on the classic Ted Nugent album from the '70s! Just kidding. Actually, *CGW* has once again scored an exclusive world premiere, and this time it's for the sequel to one of the biggest titles in gaming history. We can't say what it is here, but we promise, it's simply incredible.

Also Featured:
- *XIII*
- *Railroad Tycoon 3*
- *Lords of EverQuest*

ELECTRONIC GAMING MONTHLY

ON SALE JUNE 3

Castlevania Hits PS2!

EGM returns from Konami's crypts to open a casket full of exclusive coverage with never-before-seen screens, inside interviews, and hands-on experience.

Also Featured:
- *The Incredible Hulk*
- *Tomb Raider: Angel of Darkness* (PS2)
- *Brute Force* (Xbox)
- *Wario World* (GC)
- *Return to Castle Wolfenstein* (Xbox)
- *Fable* (Xbox)

OFFICIAL U.S. PlayStation MAGAZINE

ON SALE JUNE 10

Hulk Smash!

"SMASH," says Hulk. "SMASH!" Also in the issue: *Enter the Matrix, Arc the Lad,* and *Tomb Raider: Angel of Darkness* reviewed. Plus, plenty of smashing previews and a smashful of strategy on all the top-selling games.

Also Featured:
- *Playable NBA Street Vol. 2*
- Life lessons learned from games
- Smasharooni previews!

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