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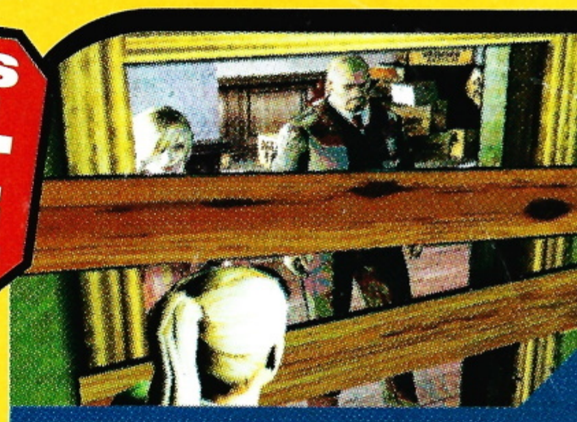
PLAYSTATION 2 MAGAZINE

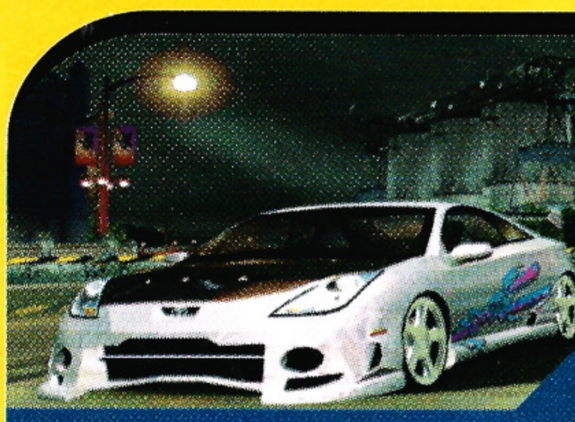
PSM2

WORLD'S BEST-SELLING PS2 MAG!

IN THIS ISSUE



RESIDENT EVIL: OUTBREAK
HORRIFYING new details and BLOOD-SOAKED screens!



NEED FOR SPEED UNDERGROUND
AMAZING graphics that blow past MIDNIGHT CLUB II!

WORLD EXCLUSIVE!

SMACK DOWN! 5

FIRST LOOK** at the new features **YOU DEMANDED!

From the creators of GRAND THEFT AUTO!

MANHUNT

FINAL JUDGEMENT: TOMB RAIDER SILENT HILL 3

*Ruthlessly **REVIEWED** and **RATED** inside!*

MADDEN 2004 VS. SEGA'S ESPN NFL
And the winner is...

PERSIA
be the hit of the nside!

PLAYSTATION PORTABLE

WHAT will it look like? We think we know—*wanna see?*

The first choice for gamers

ISSUE 75 ▶ SEPTEMBER 2003 ▶ VOL.7

GOLDENEYE II? *You've gotta read this ...*

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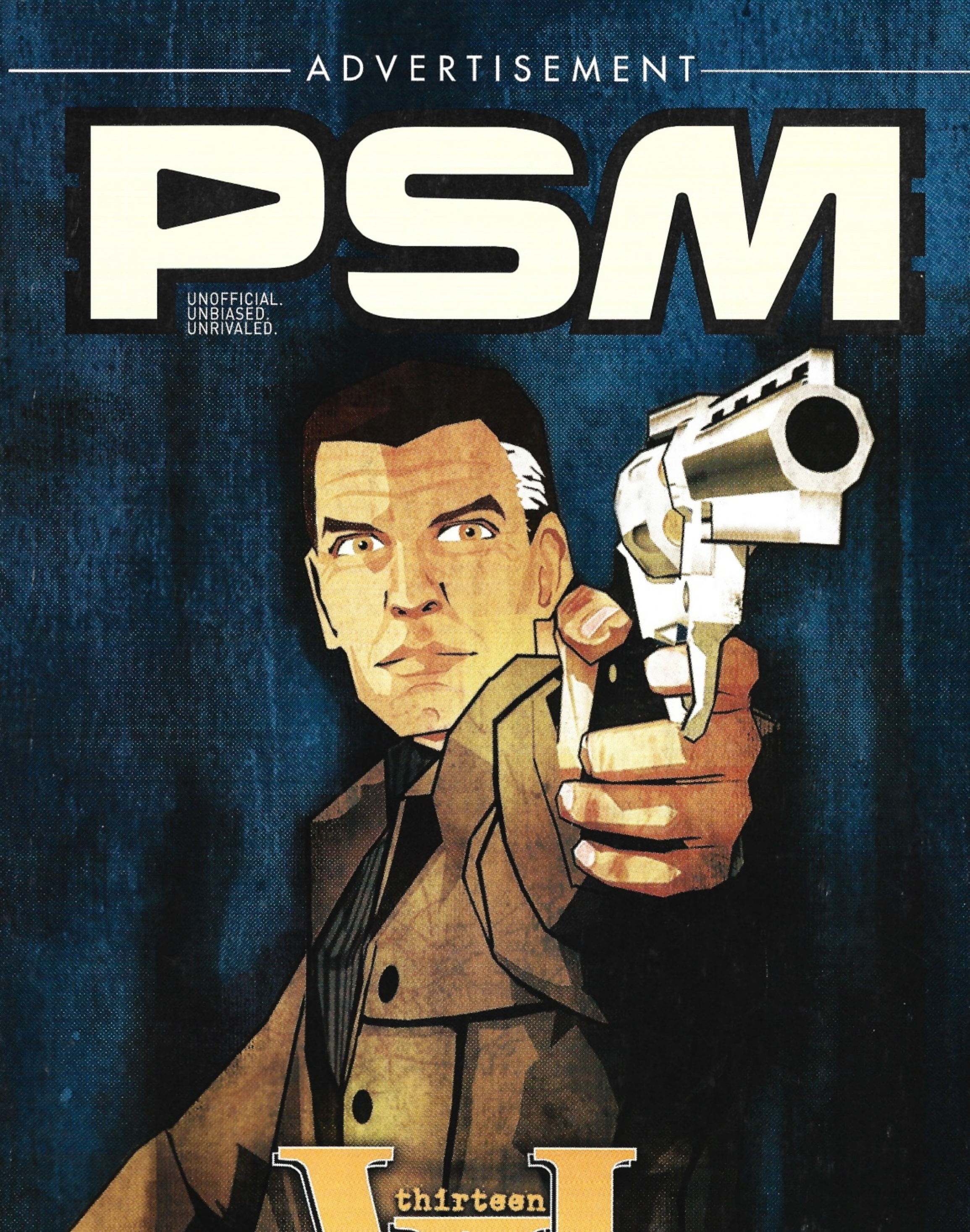

thirteen

XIII

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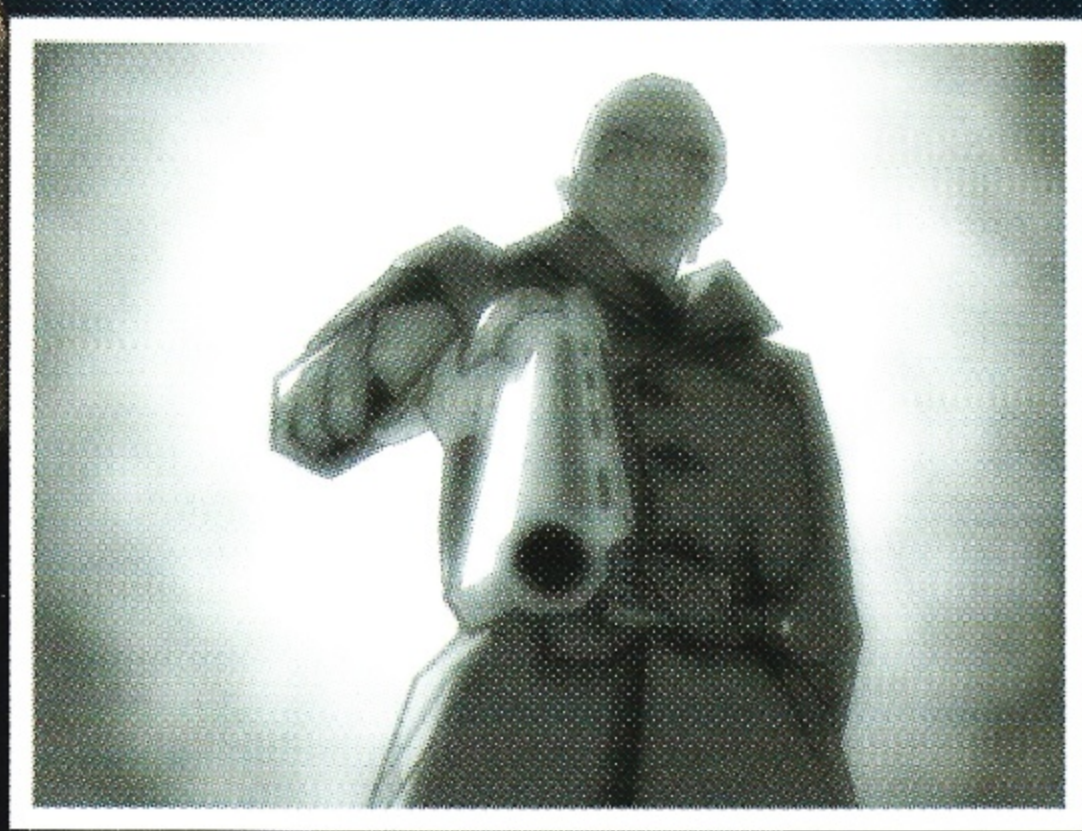
"XIII looks to have it all: a solid, gripping story, tried-and-true FPS gameplay, a super-stylish, new-noir atmosphere, and a cool graphical look."
(PSM, May 2003)

"Unique, stylish, and moves with remarkable fluidity."
(PSM, May 2003)



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DARGAUD

RATING PENDING
RP
CONTENT RATED BY ESRB
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Downhill Domination. Are you equipped for the challenge?

TEEN
T
CONTENT RATED BY ESRB

Mild Language
Violence

PlayStation.2

www.us.playstation.com

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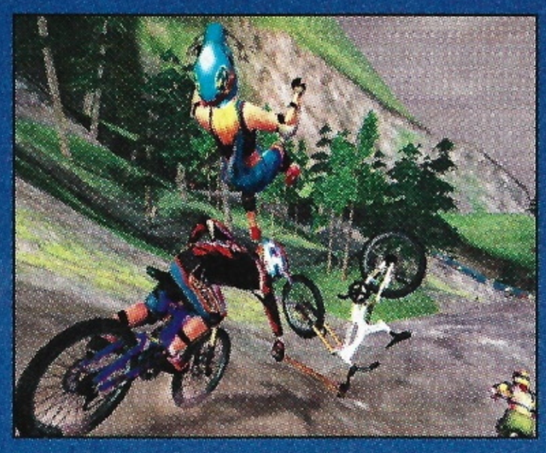
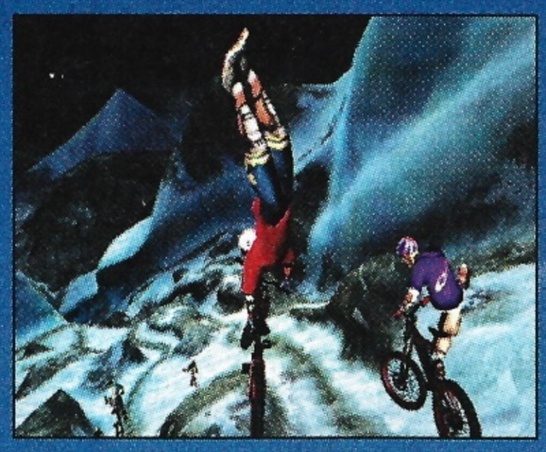
Downhill DOMINATION™





Sack up, gentlemen. The first downhill mountain bike racing game for PlayStation®2 is here. Introducing Downhill Domination,™ where to get to the top you have to get to the bottom first. That means bombing down wickedly steep mountains. Busting tricks off 100-foot cliffs. And brawling your way past opponents with a combat system that lets you punch, kick and even hurl water bottles. The prize? The latest high-tech bike parts and sponsorships from real-world manufacturers. And the most admired *cojones* on the mountain.

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PLAY IN OURS.™

MANY WILL DIE FOR THE CAUSE...

TEEN
T
CONTENT RATED BY ESRB

Violence

PC CD-ROM SOFTWARE

PlayStation 2

XBOX

NINTENDO GAMECUBE

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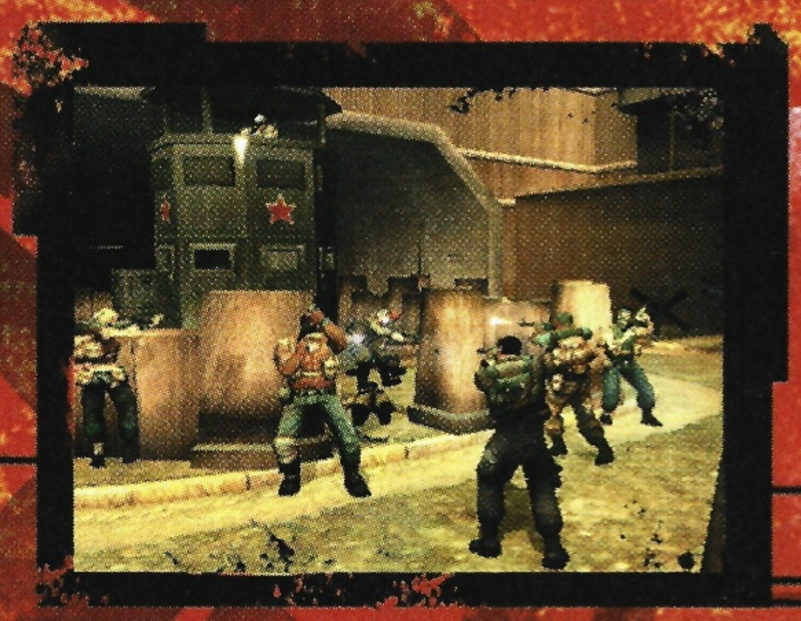

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PSM START no. 75
WELCOME TO THE WORLD'S BEST PLAYSTATION 2 MAGAZINE ▸ SEPTEMBER 2003

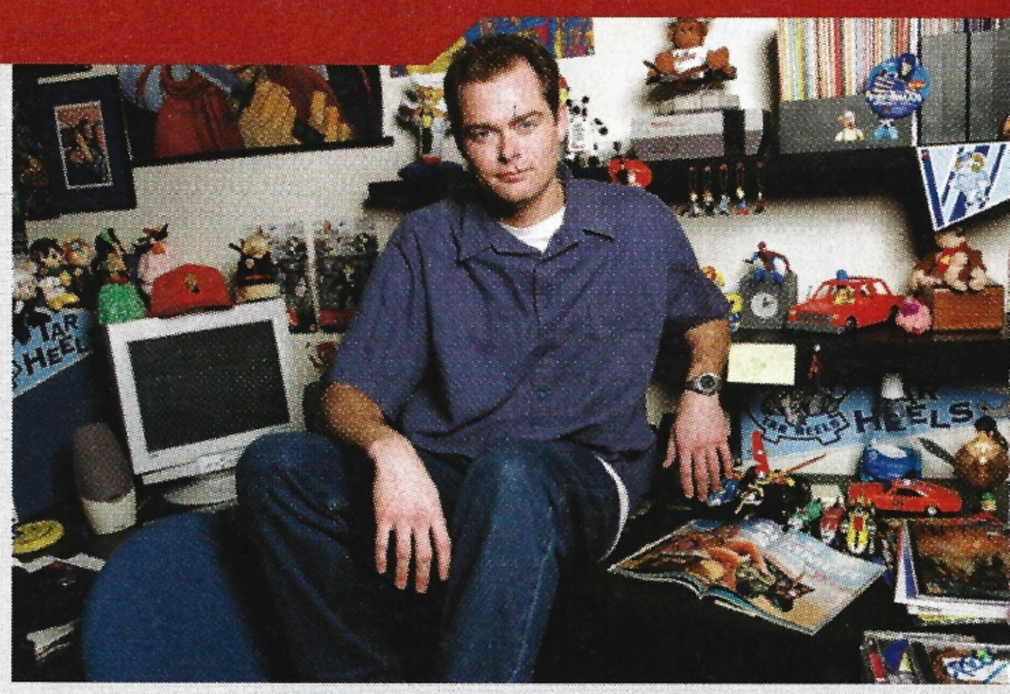
<< You won't be **embarrassed** to be seen playing on a **plane** or a **train** >>

EDITOR'S LETTER

Dreaming about a Portable PlayStation

Since Sony announced the PlayStation Portable, we're constantly daydreaming about how cool the lil' PSP will be. I've always been a big fan of GameBoy, so I'm eager to see how Sony can further evolve the handheld market. It was Sony, after all, that finally made console gaming cool after years of Nintendo enforcing the "kids only" stereotype. Sony is sure to position the PSP as a sexy, hi-tech gadget, something that you wouldn't be embarrassed to be seen playing with on a plane or train. Extra features, such as the ability to play music and movies, or use it as a PDA, should make the PSP a must-have item for just about everyone.

So, since we've got PSP on the brain, we toyed around with a few of our own designs (over on page 14). Be sure to check 'em out—this thing is going to *rock*. **CHRIS SLATE**



CHRIS SLATE Editor-In-Chief

LIKES: Adventure games, platformers and everything else

HOBBIES: Comics, hoops, DVDs, movies, anime, drawing, iPod

If you were a character in a game, you would...?
I'd try to get everyone to just settle down—y'know, put an end to the cycle of violence. Then I'd chill with the princess.

MEET the TEAM

Ever wonder what a crack team of videogame journalists looks like? ...Aw, c'mon folks, just work with us a little, here...

STEPHEN FROST
SENIOR EDITOR

LIKES: Fighters & Lovers
HOBBIES: Technology

If you were a character in a game, you would...?
Find out all the checkpoints, so that I could reset my life whenever I wanted to.

RANDY NELSON
REVIEWS EDITOR

LIKES: Platformers, racers
HOBBIES: Anime

If you were a character in a game, you would...?
Run around, butt-stomping people on their heads. Wait, that's what I do every day...

ERIC BRATCHER
ASSOCIATE EDITOR

LIKES: RPGs, Weird Imports
HOBBIES: Face painting

If you were a character in a game, you would...?
I'd be a shut in. It's a scary world, and what if my player ran out of continues?

BILL DONOHUE
MANAGING EDITOR

LIKES: polish-pope.com
HOBBIES: Selling CDs!

If you were a character in a game, you would...?
△○□×L1□L1×L2△ L1○○△L1... and then I'd have a tall, cool one!

DAN FITZPATRICK
ART DIRECTOR

LIKES: Summer weather
HOBBIES: Sweating

If you were a character in a game, you would...?
Make fun of my inept, but lovable, robotic sidekick, whose name is Hoover.

GARY LIEW
ASSOCIATE ART DIRECTOR

LIKES: To meet Supreme Goddess: Princess of Snake
HOBBIES: Bend it like Parminder
If you were a character in a game, you would...?
Say "Eep, eep!" a lot...

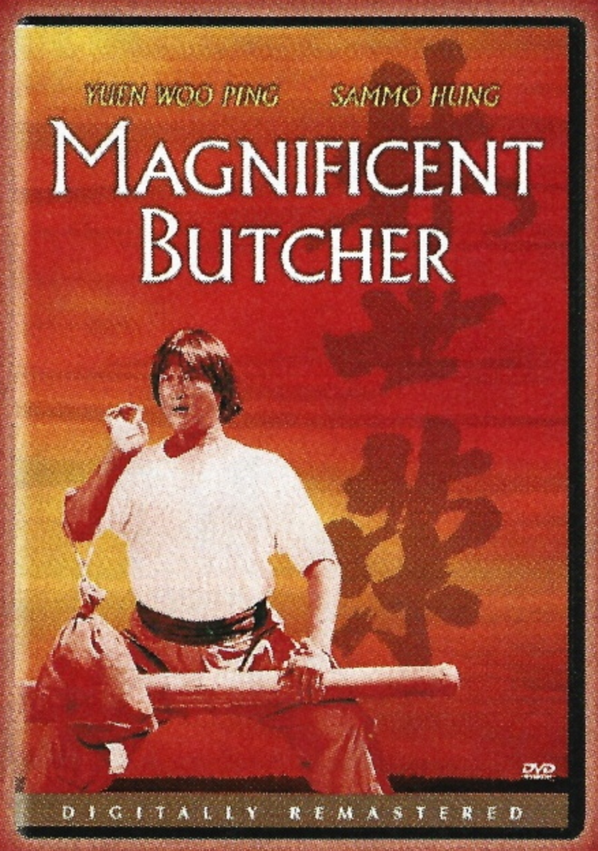
ON THE COVER | MANHUNT

When the *Grand Theft Auto* team decides to make something new, you sit up and take notice. From what we've seen, *Manhunt* is even edgier, darker, and outright nastier than *GTA*, so be warned—this game isn't for the faint of heart!

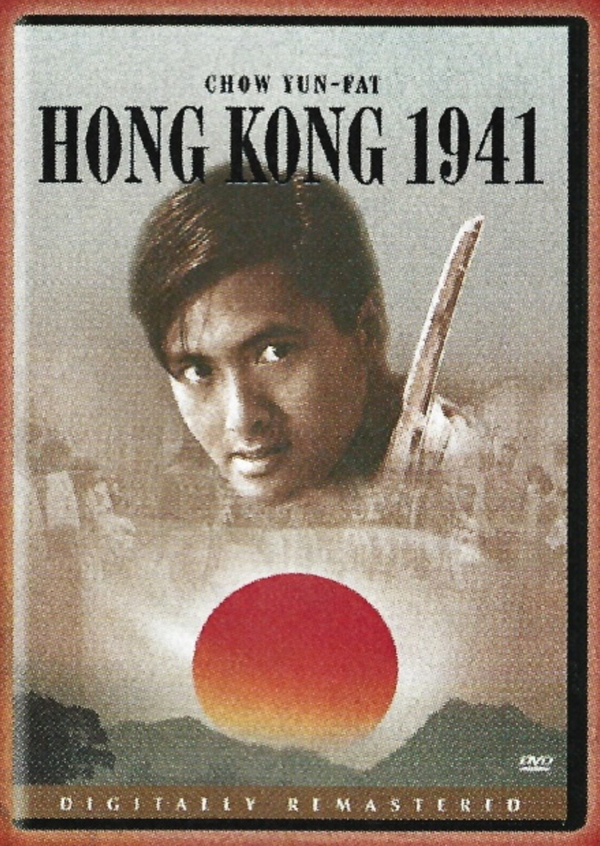
LEGENDARY HONG KONG ACTION NOW ON DVD!

PG-13

R



PG-13



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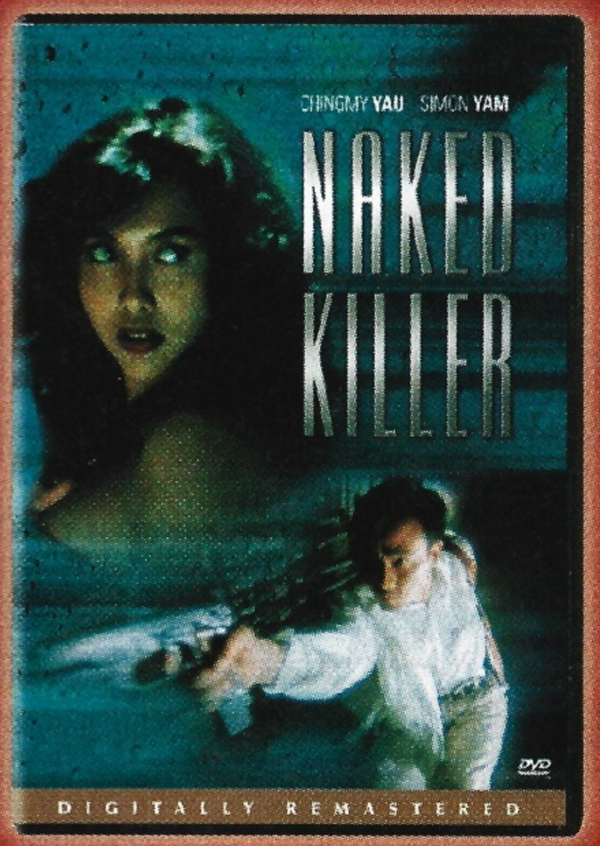

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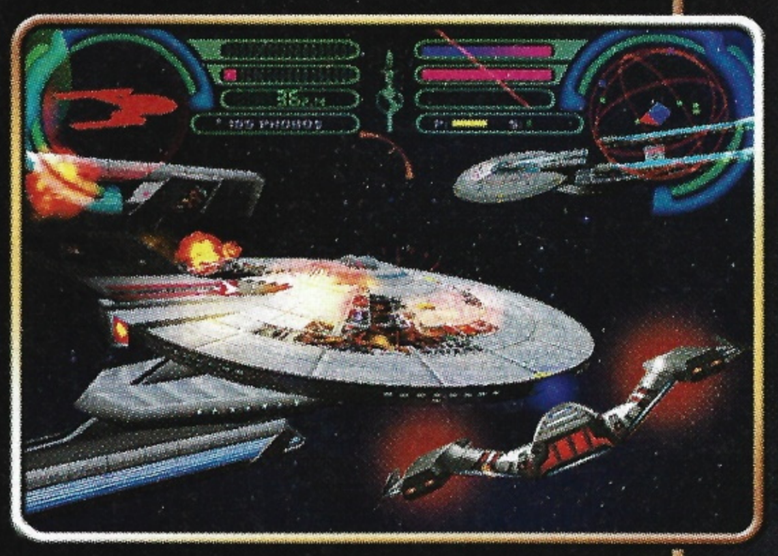

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XBOX

PlayStation.2

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STARSPHERE

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MANHUNT

Rockstar is known for its edgy games, but *Manhunt* is just about the most disturbing thing we've ever seen! Think you can handle it...?

<< IT'S A **BRUTAL** BLOOD-SPORT—EVEN A **PLASTIC BAG** CAN BE USED AS A **WEAPON** >>

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From EA's classic series comes the hottest-looking street racer yet! Check out our EXCLUSIVE SCREENS!

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MEGA GUIDES!

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Help these fine ladies out of a jam with our *Tomb Raider* and *Silent Hill 3* strategies!

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SPHINX

Adventure lovers, get ready—*Sphinx* could be one of the year's big surprise hits!

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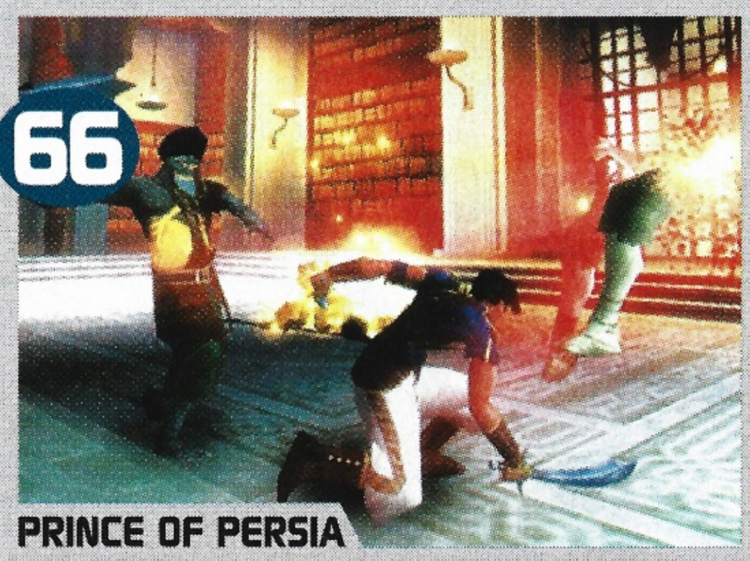
XIII

The innovative, cel-shaded, first-person-shooter keeps getting beefier!



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WOW! This game has had the entire PSM office hooked since E3—find out why!

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JAK II

See why Sony's super sequel is cooler, edgier, and more fun than the original!

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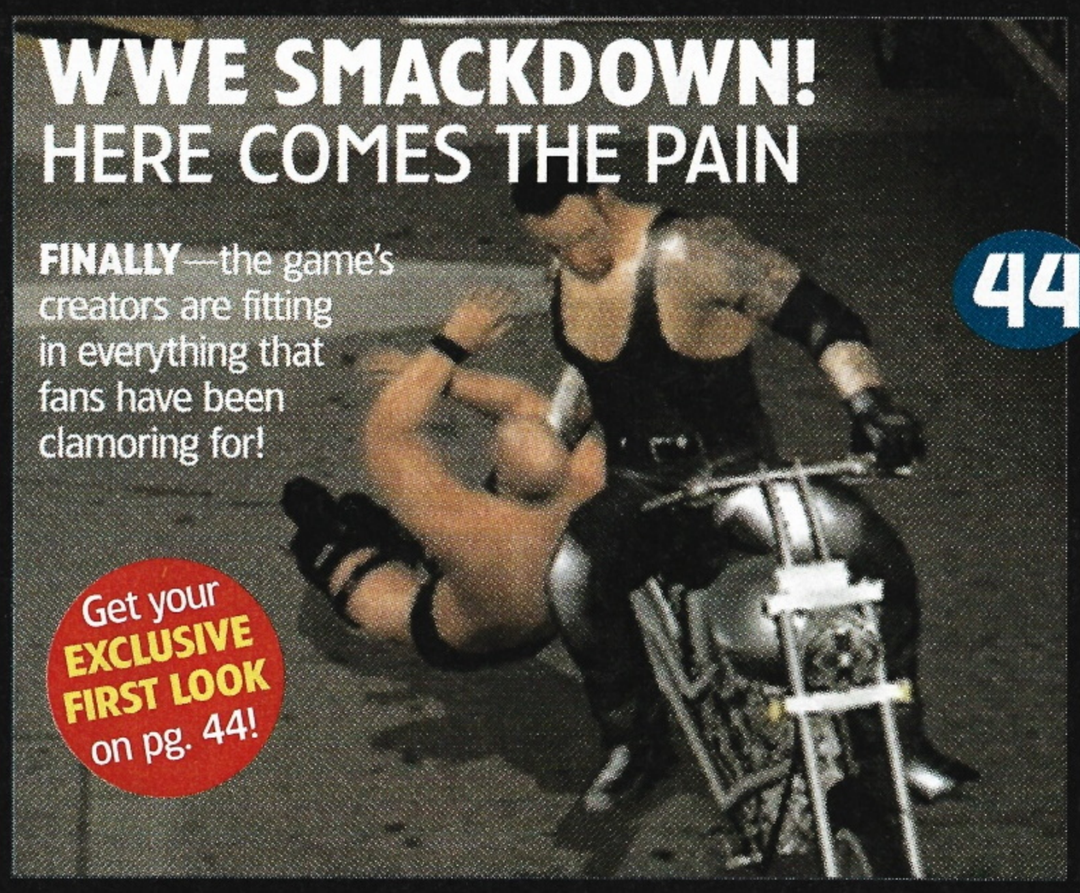

WWE SMACKDOWN! HERE COMES THE PAIN

FINALLY—the game's creators are fitting in everything that fans have been clamoring for!

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The world's most accurate, in-depth game reviews

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MADDEN NFL 2004

The gridiron king has never looked better. Really, can videogame football possibly get any better than *this?*

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First-person football! *It rocks!*

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▲ SILENT HILL 3
It's scary enough, but short...

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▲ VF4: EVOLUTION
The best keeps getting better.

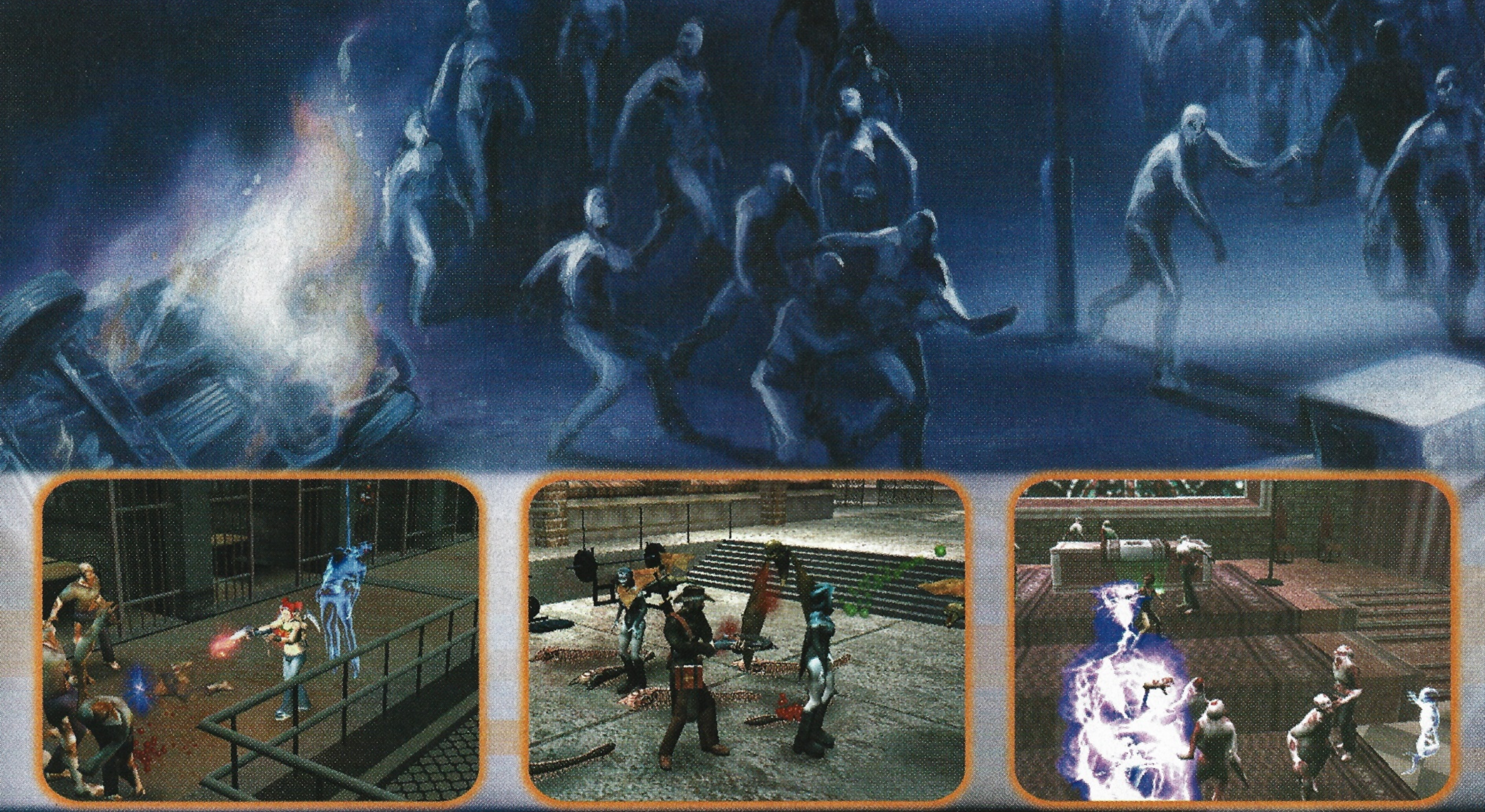
THE PSM MISSION STATEMENT

PSM is the magazine for the gaming elite—the hardcore gamers that support and drive this industry. This is *not* a "mass-market" magazine. We don't focus on "fun for the whole family," or waste space interviewing movie stars that have nothing to do with games. That's just not what we're into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be 100% our own. Our readers always come first, and we would never, *ever* betray your trust. This is our promise to you, the hardcore PlayStation 2 gamer, who deserves nothing less. Now let's get this issue going!

THERE IS NO PEACE.
NOT EVEN IN DEATH.

NOTHING LASTS FOREVER.
NOT EVEN THE UNDEAD.



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Unique hub system allows you to choose just the right Hunter and weapon to finish the job.

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MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Strong Lyrics
Violence

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PlayStation 2

SPECIAL REPORT

Predicting the PSP

What will the PlayStation Portable look like? We present some possibilities

Here's an interesting fact: as early as 1998—just three years after the launch of the original PlayStation—Sony execs set in motion a program to create a portable version of the system. In 2000, a working prototype was shown to developers, using Sony's Memory Stick format to hold games downloaded at stores. PlayStation creator Ken Kutaragi was displeased with the device, so development was halted and work began on a more ambitious portable, which Kutaragi-san unveiled (at least in tech spec form) at this year's E3.

It's a mighty machine on paper, but few, even the most elite developers, have actually seen what it looks like or what it's really capable of. Here at PSM, we're an impatient bunch when it comes to the future of PlayStation, so when Sony provided no clue as to when the PSP's design would actually be unveiled, we took it upon ourselves to create three potential versions of what it might look like, based on the actual screen size and tech specs. As for the fuzzy stuff—how many buttons there'll be, whether there'll be analog sticks—we've taken some educated guesses, while keeping the machine's portability and Sony's style in mind.

Sony Computer Entertainment Europe president Chris Deering recently said that the PSP won't be "something you'll whip out on the schoolyard," stating that it will be a high-tech device along the lines of a portable DVD player. Deering also revealed that U.K. PSP game prices will fall in the £20–£30 range, with movies and music discs costing even less. Regardless of the conversion rate, Sony typically matches dollar-to-pound between the U.S. and U.K. (if PS2 is $199 here, it's £199 in the U.K.), so there's a chance PSP games could sell for as little as $20–$30 here.

Finally this month, it's been revealed that PSP's proprietary disc, the UMD (Universal Media Disc) is actually based on Sony's new Blu-Ray DVD format. More fuel for the Blu-Ray on PS3 rumor fire?

FORM AND FUNCTION

It's actual size—well, at least the screen is. Part PSone, part portable DVD player, this design has a clamshell screen, making it the most rugged of the bunch, but also allowing players to sit the unit down and watch UMD movies. The single analog stick is recessed, as are the trademark PlayStation buttons, to allow the screen to close snugly. The top of the unit features four slim shoulder buttons. The UMB drive and Memory Stick slot are located under the "grips" on the right and left sides to protect them from dust and accidental drops. There have been rumors Sony was caught off-guard by Nintendo's Game Boy Advance SP design, so this take on the PSP may be the closest to the real deal.

ILLUSTRATIONS: JOHN SCHREINER

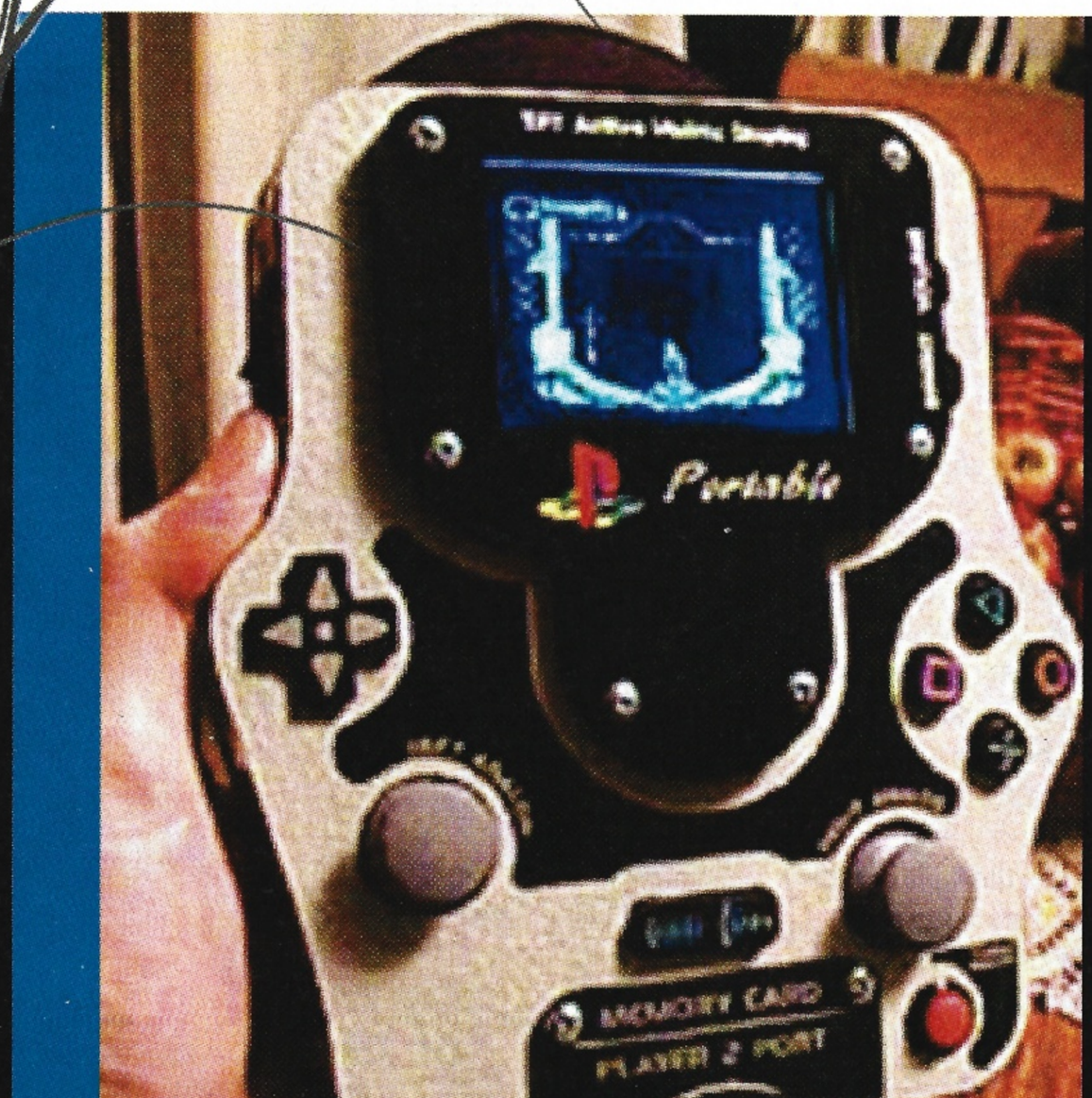
<< EVEN THE **MOST ELITE** DEVELOPERS HAVEN'T SEEN WHAT IT **LOOKS LIKE** >>

THE PLAYSTATION PDA

Even we'll admit that this one's a bit out there, but it draws its inspiration from Sony's stylish line of Clié brand PDAs (Personal Digital Assistants). Since it's hard to cram a lot of control elements onto a small, horizontally-configured device, this one uses the extra vertical space to fit all of the Dual Shock 2's input features: four buttons, select, start, a D-pad, and two analog sticks. The underside of this unit is curved to provide hand grips and accommodate four slim shoulder triggers. The translucent face cover can also be flipped around to serve as a stand for hands-free movie watching.

BACK TO BASICS

This design adopts the one used by the original Game Boy Advance and SNK's Neo-Geo Pocket—horizontal and very much a game machine in style. This variation features two shoulder buttons and a translucent flip-up cover (which can also be various colors) to protect the screen when not in use. Knowing Sony's designers, this would seem the most unlikely approach of the bunch, but certainly the most recognizable to most game players.



The Original "PSP"

You might not know it, but there already has been a fully portable PlayStation—but it wasn't made by Sony. This weird-yet-cool contraption was the creation of a dedicated PlayStation fan named Benjamin Heckendorn. Hand-made from wood and other materials, it boasted every Dual Shock 2 feature. The only downside: the disc doesn't fit inside, so it can also double as a buzzsaw (just kidding).

MOBILE MILESTONES

NEO-GEO POCKET
This was a nice, lightweight unit—the feature of it we'd most like to see in the PSP is the thumb-stick design. It was digital, but the feel was perfect for any type of game.

GAME BOY ADVANCE
The shoulder buttons on Nintendo's first stab at the GBA were a little hard to get used to, but the overall design was solid. Thankfully, Sony has realized this system's primary flaw (no lighted screen) and given the PSP a fully backlit display.

GAME BOY ADVANCE SP
The current king of handheld design. It's tiny, the flip-open style protects the screen, and the front-lit display is stunning. If Sony can come close to this, only incorporating a PlayStation button layout, at least one analog stick, and the PSP's larger screen, we'll be in heaven.

FIRST LOOK

CAPCOMICS

Dante and Maximo go really 2D

Dream Wave Productions, best known for its hot *Transformers* and *Teenage Mutant Ninja Turtles* animated series comics, is set to delve into the realm of videogames this fall with the launch of several new comics based on Capcom's most popular characters.

The rollout begins in September with *Mega Man #1,* written by *Crimson* scribe Brian Augustyn and drawn by Hong Kong artist Michael Fong. Following the blue bomber's comic debut, Dream Wave plans to introduce series based on *Devil May Cry* (the first game—don't worry), *Maximo, Darkstalkers,* and *Rival Schools* with the involvement of legendary artist Pat Lee (who drew the awesome accompanying picture of Dante). No firm launch dates are set for those first issues, but we'll keep you posted. For now, check out some of Dream Wave's hot art!

▼ Maximo

▶ Dante

▶ Mega Man

◀ Morrigan

VERSUS MODE

PRINCE OF PERSIA VS PRINCE

ROUND ONE: BACKGROUND

Prince: Persian warrior known for his heroics and fighting flair	**Prince:** Rocker known for his crazy clothes and crazier hair

Advantage: **Prince of Persia**

Prince: Starred in critically-acclaimed 1989 PC game	**Prince:** Starred in critically-panned 1984 flick *Purple Rain*

Advantage: **Prince of Persia**

ROUND TWO: IN ACTION

Prince: Swings a scimitar, performs acrobatic moves	**Prince:** Has been known to "hump the floor" on stage

Advantage: **Prince of Persia**

Prince: Runs around bare-chested in baggy pants	**Prince:** Performs bare chested in pants that show his "cheeks"

Advantage: **Prince of Persia**

ROUND THREE: DID YOU KNOW... ?

Prince: Changed name from "Wally of Persia" in 1980	**Prince:** Changed name to the symbol **O(+>** in 1993

Advantage: **Prince of Persia**

Prince: When not fighting, likes to "party like it's 1099"	**Prince:** Wrote the classic, but now outdated, song "1999"

Advantage: **Prince**

WINNER: PRINCE OF PERSIA

GAME UPDATE

NEW RE: OUTBREAK DETAILS

Eight characters, each with different skills. Which one will you choose?

Following its first playable showing at this May's E3, Capcom has revealed further details on how the teamwork element in *Resident Evil: Outbreak* works, both online and off.

Specifically, it's been confirmed that each character will play a different and crucial role in surviving the zombie-infested streets (and sewers, and woods, and...) of Raccoon City; they're not just there for visual variety.

Keven, the Raccoon City cop, for instance, starts off the game with a weapon. George, a surgeon, can mix herbs; Cindy the waitress, on the other hand, can carry lots of healing herbs. Computer expert Yoko can also carry more items than other characters. Alyssa, a Raccoon City news reporter, can pick locks, whereas David, a plumber, can fashion his own weapons out of random bits of scrap. Mark, a guard with Scutum Security Services (some name, huh?) has the best offensive moves of the bunch. The weirdest cast member of all has to be Jim, a subway conductor who can, by flipping a coin, turn situations in the players' favor.

We'll have more on *RE: Outbreak* soon!

ART: GREG HORN

HITS & MISSES

What's *hot* and what's *not* in the gaming world today

[+]

SAVE A VF4-TUNE

You'll get the full skinny in our review on page 35, but to put it simply, *Virtua Fighter 4 Evolution* rocks. Better than that, though, it's only $20! Sega's decision to introduce it as the Greatest Hits version of *VF4* is one of the best they've made in a long time.

SNK IS OK

The apparent demise of one of gaming's most beloved companies had gamers grieving a year ago, but the news—just prior to E3—that SNK was being reborn in North America as SNK Neo-Geo USA sent old-school gamers' hopes soaring. Here's to what will hopefully be a successful run and plenty of great 2D games.

A BIGGER DOGHOUSE

SCEA-owned game studio Naughty Dog has outgrown its Santa Monica, California home, but it's getting more than new digs. The *Crash Bandicoot* and *Jak and Daxter* creators are also beefing up their development staff—hopefully this means we'll see more high-profile games (maybe even for PSP?) from them in the future.

[–]

SPOT THE NEW PS2

Plenty of PS2 owners eager to "upgrade" to the new progressive-scan capable PS2 have been left scratching their heads. Sony implied that the machine would be part of the new Online Bundle, but it turns out that it's just the same old PS2, and Sony hasn't given any indication of when to expect the newer model to take its place. Some retailers even ran ads touting the new PS2 model's features, when the systems they were selling were the "original" version. Yikes.

BUG RAIDER

Given how long *Tomb Raider: The Angel of Darkness* has been in development, we were surprised by just how many bugs and seemingly unfinished elements we came across while playing—but the biggest letdown was that the game really isn't the revolution that we were promised for so long.

RUMORS

GOLDENEYE SEQUEL ON PS2

PS2 has seen its share of James Bond adventures, but if this rumor holds up, it will also be receiving—courtesy of Electronic Arts—a "direct sequel" to the best Bond game ever: *GoldenEye* for the Nintendo 64. Details are slim, but it appears that the game will not be developed internally, and may not see the light of day until next E3.

Our take: The original *GoldenEye* is still one of the best games ever in our opinion, so the prospect of a sequel on PS2 is mind-numbing. But how do you pull off a sequel without some of the original team involved? It's conceivable—though not confirmed—that Free Radical, the independent developer behind *TimeSplitters* and comprised of former *GoldenEye* designers, may be put on the job. This should get *really* interesting.... **Probability: High**

PSP, PSX... WHAT'S NEXT?

The gap between PS2 and PS3 got a little smaller in recent weeks with the unveiling of the "media monster" PSX system, which includes features such as TiVo-like recording and "trick play" of TV programming. But what about those who don't want to spend an estimated $1,000+ for the machine? Well, rumor is that Sony isn't intending to leave regular PS2 owners in the dust. In fact, plans are said to be in the works to offer similar TiVo-like capabilities to PS2 users once the PS2 HDD arrives next year, and also the ability to read/write to Sony Memory Sticks, the same high-capacity memory cards used by the PSX and portable PSP, through an adapter.

Our take: The PSP has a USB 2.0 port for sending data back and forth between it and a PS2, but the ability to manipulate saved game data, download music, etc. to the PSP's Memory Stick without needing the handheld would be great. The TiVo on PS2 rumor has been floating around for a while, but with the introduction of the PSX, we wouldn't be surprised to see some kind of announcement at next E3. **Probability: Medium**

THE U.K. EXPERIENCE

Word out of the U.K. suggests that a number of high-profile PS2 games are due to be unveiled at September's public PlayStation Experience show in London. Among the titles are the long-rumor FPS *Killzone,* along with online-ready sequels in the *Colony Wars, Wipeout,* and *G-Police* series. There has also been talk that Sony Europe will have a little more to show on the PSP at the event.

Out take: While we've known about some of these titles for a while, the promise of their "grand debut" is still exciting. We're even more eager to see more on the PSP, though. **Probability: High**

UNCOMMONTARY

FIGHTING TO STAY ALIVE?

By **STEPHEN FROST**

If there's one genre of games that I'm passionate about, it would have to be fighters. Over the years, I've followed every release on every console with a relatively unbridled enthusiasm. Unfortunately, especially these days, fans like me have dwindled down to only a bare few, and that's mainly due to the stagnation in the genre. Despite the best efforts of such companies as Capcom, Namco, and Sammy, fighters have fallen from being considered as some of the best sellers of the year to more of a niche area where profits aren't that major. Personally, I think this is due to a lacking in two main factors: innovation and motivation.

If you consider a series like *Street Fighter* or *Tekken,* it's painfully obvious that the developers have run out of major ideas and are desperately adding characters, backgrounds and longer chains in order to keep the fans hooked. The only problem with that is that you start to thin out the series too much, and lose a lot of the fan base. Radical changes are needed in order for these series to achieve even a portion of their former glory, and this involves taking a few chances. Companies are going to need to stop being afraid of alienating their fans in order to draw in new ones. Radically change the combat system if you have to, especially if it makes things easier for newcomers to understand it.

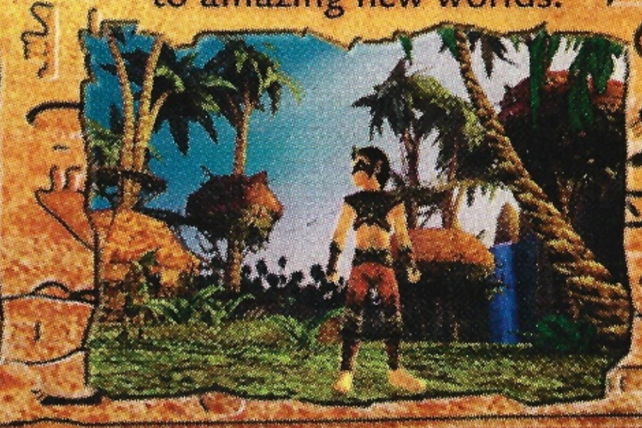
Unlike innovation, motivation is more a combination of the developer and the player. By throwing in unlockable goodies *(MK5* was a great example of this) and/or an actual single-player experience *(Soul Calibur II),* the developer gives the player "motivation" to continue playing and improve their skills. Throwing in a training mode that continuously rewards the player would be great, too. These days, it's not enough to just throw a fighting game in front of a person and say, "Go at it!" You have to constantly provide "instant gratification" in order to keep people hooked. A good example of this is *Street Fighter Alpha 3's* World Tour Mode. Yet, Capcom has failed to include a similar mode in any of its more recent *Street Fighter* offerings. Why?

With rumors of a new *Street Fighter* title that returns to its roots, and a online *Mortal Kombat* sequel in the works, there's still plenty of reason to be excited about fighting games. Hopefully, developers will start to learn that it's not just about the number of characters and backgrounds that a game has. It's more about designing modes and features that keep the player constantly interested in the experience. If you can manage to do that, then more and more players will check it out, just in order to see what their friends are talking about. And, as more people gravitate to the game, the whole competitive aspect rears its head once again. Who knows—maybe the good old days of *Street Fighter II* can return again. **STEPHEN FROST**

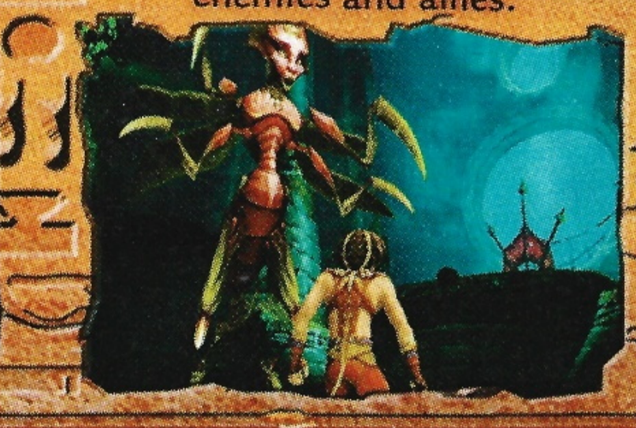
TWO HEROES.
ONE MISSION.
THEIR METHODS COULDN'T BE FARTHER APART.

Play as Sphinx, the cunning demigod.

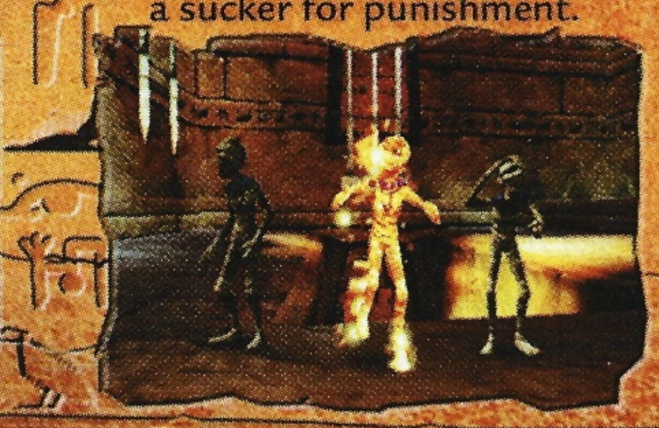
Travel beyond Egypt, to amazing new worlds.



Interact with hundreds of enemies and allies.



Play as the Mummy, he's a sucker for punishment.



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SPHINX

AND THE MISFORTUNATE MUMMY™

TEEN
T
CONTENT RATED BY ESRB

Fantasy Violence

PlayStation 2

NINTENDO GAMECUBE

EUROCOM
ENTERTAINMENT SOFTWARE

THQ

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CHECKPOINT

You've found it: your one-stop spot for all the best stuff headed your way
(Please keep in mind that release dates do change—don't blame us it they do!)

Current Releases

TITLE	GENRE	PUBLISHER
Alter Echo	Action	THQ
Backyard Wrestling	Fighting	Eidos
Batman: Rise of Sin Tsu	Action	Ubi Soft
BlowOut	Action	Majesco
Celebrity Death Match	Fighting	Take 2
DDRMAX 2	Music	Konami
Dynasty Tactics 2	Strategy	Koei
Freedom: Soldiers of Liberty	Action	Electronic Arts
Gladiator: Sword of Vengeance	Action	Acclaim
Gladius	Strategy	LucasArts
.hack//Outbreak	RPG	Bandai
The Hobbit	Adventure	Vivendi
Ice Nine	Action	Bam!
Jak II	Action	Sony CEA
Jeopardy! 2003	Misc.	Atari
Kengo 2: Legacy of the Blade	Fighting	Ubi Soft
Lethal Skies II	Action	Sammy
NFL Blitz Pro	Sports	Midway
NHL Hitz Pro	Sports	Midway
Risk	Strategy	Atari
Road Kill	Action	Midway
Robin Hood: Defender of the Crown	Action	Capcom
RPG Maker 2	RPG	Agetec
The Simpsons Hit and Run	Action	Vivendi
Splashdown: Rides Gone Wild	Racing	THQ
Starsky & Hutch	Action	Gotham Games
Star Ocean 3: Till the End of Time	RPG	Square Enix
Star Trek: Shattered Universe	Action	TDK Mediactive
True Crime: Streets of L.A.	Action	Activision
Wallace and Gromit	Action	Bam!
Wheel of Fortune 2003	Misc.	Atari
World Championship Pool	Sports	Jaleco
XIII	Action	Atari

October's Releases

TITLE	GENRE	PUBLISHER
A Sound of Thunder	Action	Bam!
Baldur's Gate: Dark Alliance II	Adventure	Vivendi
Conflict Desert Storm II	Action	Gotham Games
Crouching Tiger, Hidden Dragon	Action	Ubi Soft
Deer Hunter	Sports	Atari
ESPN NBA Basketball	Sports	Sega
Fallout: Brotherhood of Steel	Adventure	Vivendi
Fatal Frame 2	Adventure	Tecmo
kill.switch	Action	Namco
Lowrider	Misc.	Jaleco
Maximo Vs. Army of Zin	Action	Capcom
Mega Man X7	Action	Capcom
Monster Rancher 4	RPG	Tecmo
NBA Live 2004	Sports	EA Sports
NBA ShootOut 2004	Sports	Sony CEA
Pitfall Harry	Action	Activision
Prince of Persia: the Sands of Time	Adventure	Ubi Soft
Rise to Honor	Action	Sony CEA
Secret Weapons Over Normandy	Action	LucasArts
Seven Samurai 20XX	Action	Sammy
SOCOM II: U.S. Navy SEALs	Action	Sony
The Suffering	Action	Midway
SWAT: Global Strike Team	Action	Vivendi
Teenage Mutant Ninja Turtles	Action	Konami
Tiger Woods PGA Tour 2004	Sports	EA Sports
Time Crisis 3	Action	Namco
The X-Files: Resist or Serve	Action	Vivendi
Tony Hawk's Underground	Sports	Activision
Whiplash	Action	Eidos

PSM Game Tracker

Metal Gear Solid 3: Snake Eater

Publisher: Konami Type: Action Release Date: TBA 2004

He's done it again—*Metal Gear* creator Hideo Kojima has "submerged," so we've been told not to expect a lot of new info on *MGS3* for a while. Still, there's a chance that something more will be shown at this year's Tokyo Game Show, which takes place later this fall in Japan. We'll be there—let's hope the game is, too!

Four Horsemen of the Apocalypse

Publisher: 3DO Type: Action Release Date: TBA

3DO's most ambitious game to date was originally slated to ship in time for Halloween, but with the company's recent bankruptcy filing and plans to sell off its assets (read: games), that release is stuck in limbo. From what we've seen, the game (featuring art design by *Lobo* artist Simon Bisley) definitely has potential—hopefully, it'll eventually be realized.

Gran Turismo 4

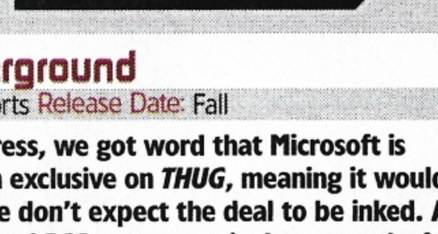
Publisher: Sony CEA Type: Racing Release Date: TBA

The latest info to come over the *GT4* newsline is that the game will definitely feature more than 500 cars—an incredible feat, given how minutely they're being modeled. Polyphony Digital has also said to expect 50 courses, though it's unclear whether that number includes variants of unique tracks.

Killzone

Publisher: Sony CEA Type: Action Release Date: TBA

The most amazing game... that no one has ever seen? Sony Computer Entertainment Europe and Lost Boys are working together on a futuristic first-person shooter (previously known as *Kin*) that's said to look better than anything else on PS2 by a wide margin. It's also said to feature a "new play mechanic" that gives it its name. Don't expect it 'til next fall.



Tony Hawk's Underground

Publisher: Activision Type: Sports Release Date: Fall

Before this issue went to press, we got word that Microsoft is trying to get a three-month exclusive on *THUG*, meaning it would launch first on Xbox, but we don't expect the deal to be inked. All it would do is make millions of PS2 owners wait three months for the game, when Activision could be making bank.

WHAT YOU SHOULD BE PLAYING

1. Madden NFL 2004

Publisher: EA Sports Developer: Tiburon Type: Sports

The king of the gridiron is better than ever. The new online ranking features and owner mode alone are enough to keep any pigskin fan glued to the PS2.

2. NCAA Football 2004

Publisher: EA Sports Developer: Tiburon Type: Sports

All the great gameplay of its "big brother" with every college team. If you're a hardcore football fan, you'll need to have both on your playlist.

3. Virtua Fighter 4: Evolution

Publisher: Sega Developer: Sega AM2 Type: Fighting

Two new characters, many refinements, and plenty of added content make this *VF4* upgrade a must-play, especially at only $20!

Cool Stuff

Here's a look at some of the hottest new gear and goodies you should keep an eye out for

AIRSTYLE WIRELESS CONTROLLER

From: Fountech
Price: $49.95
Available: Now (www.lik-sang.com, www.hyper-cafe.com)

▶ Finally, a wireless PS2 controller that looks and feels almost exactly like the official Sony pad.

There have been quite a few wireless controllers released for PS2, but so far none of them have measured up to the Dual Shock 2 in terms of feel or quality. Enter Fountech's AirStyle controller. Designed in Japan and "heavily influenced" by the DS2, this 900MHz wireless controller (it works from up to 30ft away—even through walls) may be the answer to our prayers... but there's a little hitch.

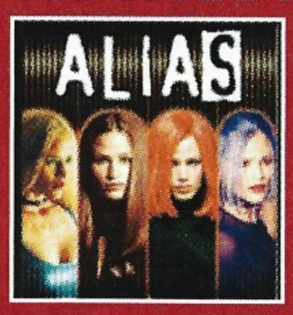
Right now, the pad is only available in Asia, but can be ordered through online importers such as www.lik-sang.com—for a hefty $50 price. If you've got the cash, though, the AirStyle is more than worth it. The overall quality of the controller is superb, with everything—buttons, analog sticks, grips—feeling almost exactly like those on a DS2.

There are some exceptions. For one, the grips are slightly rubberized for better gip, and with two AA batteries inserted, it's heavier than most pads. The AirStyle features vibration feedback, but it's on the weak side and eats battery power, so it's almost better to play with it off. Fountech claims that you can get almost 50 hours out of the batteries in the pad's "power saving" mode, which evidently reduces its response time slightly. We'll stick with normal mode, which seems to yield at least 15 hours of play.

Hopefully Fountech will get the pad on U.S. shelves soon so that more PS2 owners can get their hands (pun intended) on this hot piece of gear!

Hot In September

TOP FIVE DVD RELEASES



OUR TOP PICK:
ALIAS SEASON ONE
09/02/03
Jennifer Garner is a sexy double agent with multiple identities in this suspenseful series. Now you can still-frame and slow-mo to catch all the... er... action—yeah, that's it!

2. 24 Season Two — 09/02/03
Can Keifer Sutherland save the world *again?* If you watched it on TV, you know what happened—now you can watch it in full DVD glory.

3. Futurama Season Two — 09/02/03
Funnier than the past few seasons of *The Simpsons*, this is where Matt Groening's latest series really ups the laugh factor.

4. The Family Guy Volume Two — 09/09/03
It's tough to out-dysfunction *The Simpsons*, but this show's messed up family (complete with a baby bent on world domination) does.

5. Fargo: Special Edition — 09/30/03
Another special edition of one of our favorite films. This one features a new "making of" documentary, along with new commentary tracks, a widescreen animorphic transfer, and hidden easter eggs.

TOP FIVE NEW MOVIES

OUR TOP PICK:
DESPERADO II
09/12/03
El Mariachi (Antonio Banderas) is back for more over-the-top gunfighting. This time, he's taking on a evil drug runner played by Willem Dafoe (*Spider-Man's* Green Goblin).

2. Underworld — 09/19/03
Pearl Harbor hottie Kate Beckinsale plays a vampire warrior in this stylish action flick about a war between vampires and werewolves.

3. The Rundown — 09/26/03
The Rock's second big-screen role has him heading to "Helldorado," where he hunts for a missing kid... and The People's Gold!

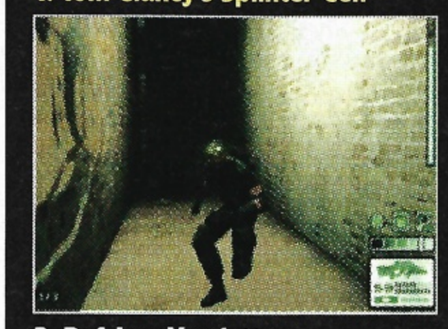
4. Cabin Fever — 09/12/03
Evil Dead for a new generation? This low-ish budget flick about a flesh-eating virus that attacks friends in a cabin has a lot of potential.

5. Dickie Roberts: Former Child Star — 09/05/03
David Spade is a former child star trying to get back on TV. The funniest thing: the movie also features cameos by famous child actors including Emmanuel Lewis, Corey Feldman, and Dustin Diamond.

NPD Funworld℠ TRSTS SALES CHARTS

TOP 10 PS2 GAMES FOR APRIL

1. Tom Clancy's Splinter Cell



2. Def Jam Vendetta
3. NBA Street Vol. 2
4. Midnight Club II
5. GTA: Vice City
6. Dynasty Warriors 4
7. MVP Baseball 2003
8. X2 Wolverine's Revenge
9. Yu-Gi-Oh! DOTR
10. NFL 2K3

TOP 10 SPORTS GAMES FOR APRIL

1. NBA Street Vol. 2

2. MVP Baseball 2003
3. NFL 2K3
4. NBA Street
5. MLB 2004
6. Tiger Woods PGA Tour 2003
7. NBA Live 2003
8. MLB Slugfest 20-04
9. Tony Hawk's Pro Skater 3
10. All-Star Baseball 2004

OVERALL TOP 10 FOR APRIL

1. Tom Clancy's Splinter Cell (PS2)

2. Pokemon Ruby (GBA)
3. Def Jam Vendetta (PS2)
4. Pokemon Sapphire (GBA)
5. NBA Street Vol. 2 (PS2)
6. Midnight Club II (PS2)
7. Zelda: The Wind Waker (GCN)
8. Yu-Gi-Oh! Worldwide (GBA)
9. DBZ: Ultimate Battle 22 (PS)
10. Golden Sun: Lost Age (GBA)

Readers' Most Wanted

1 METAL GEAR SOLID 3

Publisher: Konami
Developer: Konami KCEJ
Release Date: TBA

NEW
840 votes

Big Bos— er, Snake sneaks his way to the #1 slot in no time flat!

2 FINAL FANTASY X-2

Publisher: Square Enix
Developer: Square Enix
Release Date: Fall

820 votes

Finally toppled, *FFX-2* still has a lot of Square fan power behind it.

3 SOCOM II: U.S. NAVY SEALS

Publisher: Sony CEA
Dev: Zipper Interactive
Release Date: Fall

620 votes

Race online or shoot people online? Score another win for violence.

4 GRAN TURISMO 4

Publisher: Sony CEA **Dev:** Polyphony Digital
Release Date: TBA

410 votes

Sony's hot racer is still without a street date.

5 FINAL FANTASY XI

Publisher: Konami **Developer:** Konami
Release Date: Fall

310 votes

Still set for a spring release with the HDD.

6 CASTLEVANIA

Publisher: Konami **Developer:** Konami
Release Date: Fall

250 votes

If only it could make it out for Halloween...

7 SOUL CALIBUR II

Publisher: Namco **Developer:** Namco
Release Date: August

190 votes

Look for our full review next issue!

NEW 8 MEDAL OF HONOR: RISING SUN

Pub: Electronic Arts **Devr:** Electronic Arts
Release Date: Fall

180 votes

The most explosive game yet in the series.

NEW 9 LEGACY OF KAIN: DEFIANCE

Publisher: Eidos **Dev:** Crystal Dynamics
Release Date: Fall

160 votes

Part *Soul Reaver*, part *DMC*. All good?

NEW 10 BALDUR'S GATE: DARK ALLIANCE II

Publisher: Atari **Developer:** Reflections
Release Date: Spring 2004

140 votes

This *AD&D* sequel is looking great!

CAST YOUR VOTE!

Visit www.psmonline.com and pick your most wanted game from our list of the hottest upcoming releases. We'll tally the results, and print 'em here each issue!

EveRyTHing YoU nEver waNTed tO SeE.

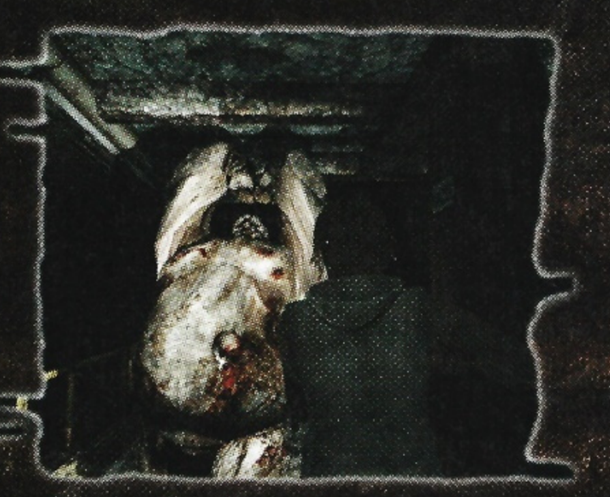
Don't bother closing your eyes.
Because what you see isn't half as disturbing as what you don't.

SILENT HILL® 3

Haunting new tale

Hideous new creatures

Disturbingly detailed graphics



Brutal new weapons

MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

PlayStation®2

Includes Soundtrack CD

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38 RTX Red Rock
34 Silent Hill 3
38 Summer Heat Volleyball
36 Tomb Raider: TAOD
37 VF4: Evolution

SCORING

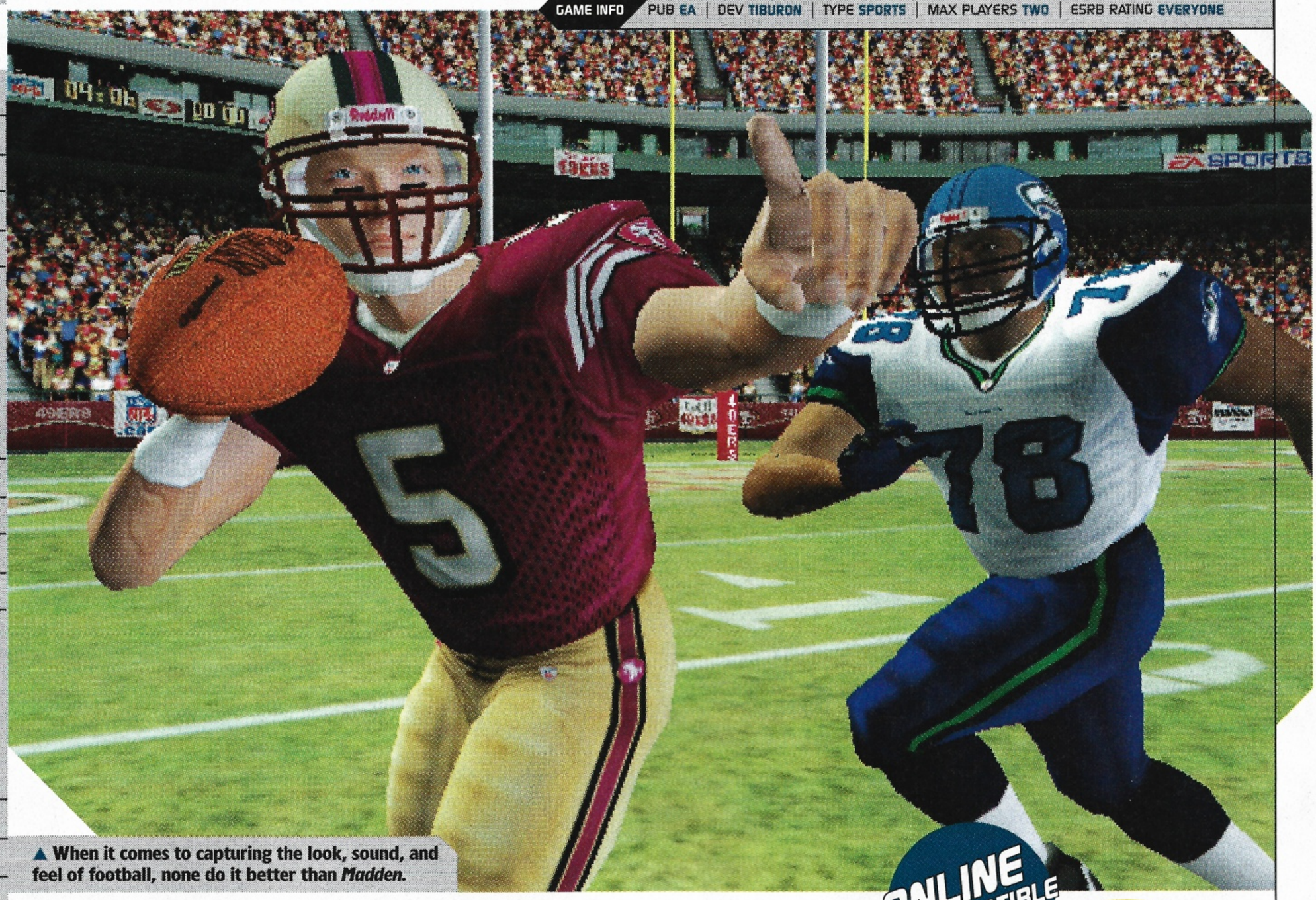
10 CLASSIC — A rare gem; Our highest recommendation
9 OUTSTANDING — One of the better games this year
8 VERY GOOD — You can't go wrong
7 GOOD — A solid game
6 OKAY — Kind of fun, but no big deal
5 SO-SO — You've got to love the subject matter
4 LACKING — Big flaws really hurt this game
3 BAD — Not fun at all
2 AWFUL — This game is an insult
1 WHY? — Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours playtesting each title so that we can give you the absolute best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold **PSM Must-Buy Award.** We don't hand these beauties out easily, so if you see one on a review, a game box or advertising, you'll want to be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.

GAME INFO | PUB EA | DEV TIBURON | TYPE SPORTS | MAX PLAYERS TWO | ESRB RATING EVERYONE



▲ When it comes to capturing the look, sound, and feel of football, none do it better than *Madden*.

MADDEN NFL 2004

PSM MUST-BUY GOLD

ONLINE COMPATIBLE

PSM GAME OF THE MONTH

Tiburon shows us how to keep a dynasty rolling

You've really got to hand it to Tiburon. Faced with the unenviable task of keeping the premiere football franchise on top for more than a decade, the developer just keeps pulling out the stops. Each year, something new is added. The upgrades just keep piling up. They have turned *Madden* into one of the deepest videogame franchises in history.

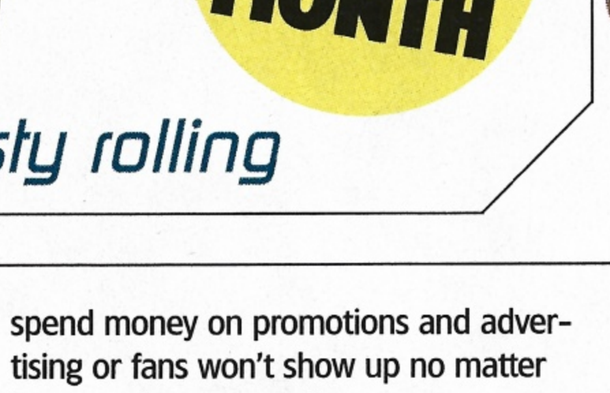
A TRUE DYNASTY

The big new gameplay mode in this version is an Owner's Mode—and it's flat out awesome. We've grown accustomed to franchise modes in football games and we know how to handle the salary cap and free agency. But just as we've learned how to handle those features, EA throws another clever new wrench into the works.

As an NFL owner, you'll be responsible for the entire operation of your football team. This starts with hiring coaches and training staff. Pick up good ones and your young players will improve quickly. Try to save money on cheap staff and you'll end up with players who don't improve as the season progresses or recover slowly from injuries. But this is just first step.

You'll also have to pay attention to your team's day to day operations. That means that you'll have to set prices for tickets, merchandise, and even refreshments. (We like selling cheap hot dogs and burgers while jacking up the price for beer. The fans will pay!) The strange thing is, these decisions actually affect your team's bottom line. You also need to spend money on promotions and advertising or fans won't show up no matter how good your team is.

If you don't like how the fans are supporting the franchise, you can pack your team's bag and move them elsewhere (L.A.'s still open). Once you're in the new location, you can build your own stadium and include as many money earning luxury boxes as your greedy heart



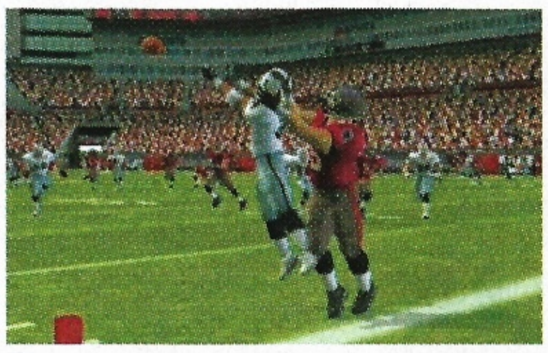
▶ **BAM! *Madden* still features the biggest, most painful looking hits in football.**

<< THE NEW OWNER MODE IS FLAT-OUT AWESOME >>

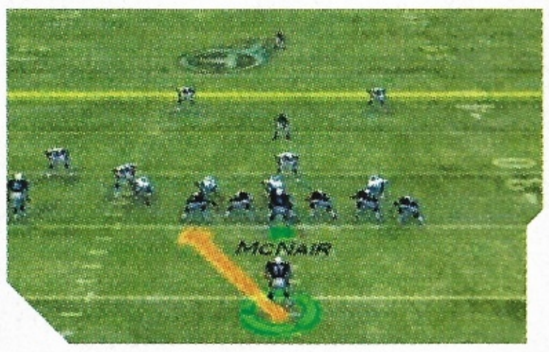
desires. It's a wicked new invention that must make Al Davis proud.

The owners' mode is part of a fully revamped franchise mode that is deep, intuitive, and worlds of fun. Although the NFL has put a salary cap and a draft in place to keep single teams from becoming a dominant force, if you have good in-game skills and GM talent, you can stay on top for a long, long time. It will be tough, but if you're ruthless and put aside all sentimental feelings for your players, you can beat the system.

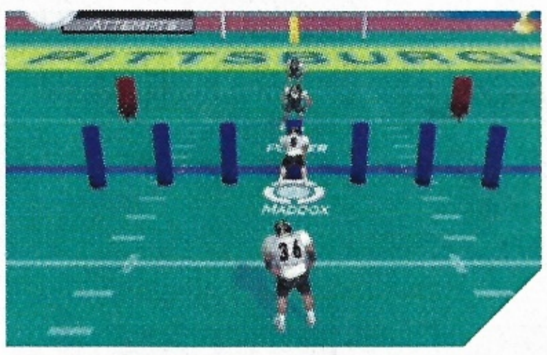
Another brilliant addition to the franchise mode is the integrated mini-camp feature. By going through the mini-camp drills with a selected player, you can add skill points to each player during the offseason. Plus, you are given the choice to risk your newly earned skill points by tackling a tougher level of the same



▲ **You can challenge close calls. Sometimes the refs get it wrong and you come out looking like a genius.**



▲ **Playmaker controls let you make quick adjustments before and after the snap. The strategic elements are almost endless.**

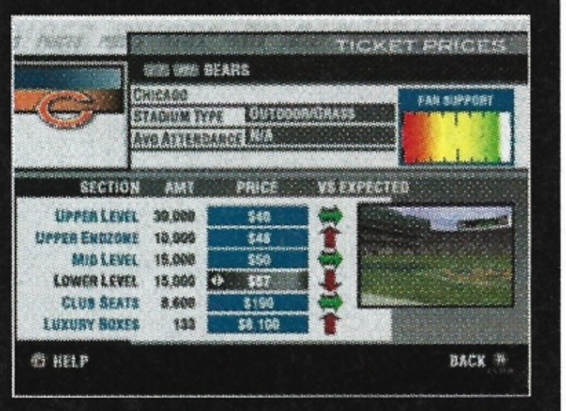


▲ **The Mini-Camp games are back! Learn them well, you'll need skills to advance in the Dynasty mode.**

Master Of Your Own Team

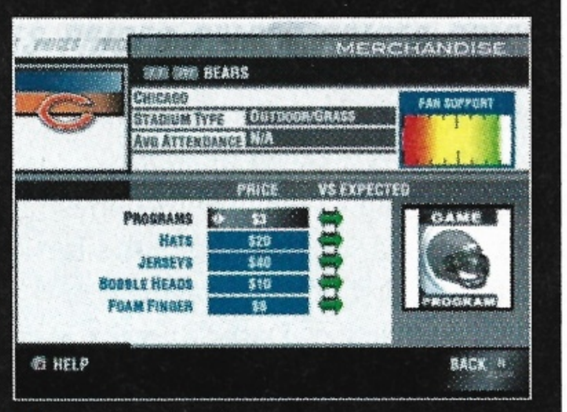
Just check out some of the in-depth pricing controls that you can alter in Owner's Mode. You just need to make sure that you have enough money to pay salaries and still hire good coaches!

▲ **Concessions—Mmm!**

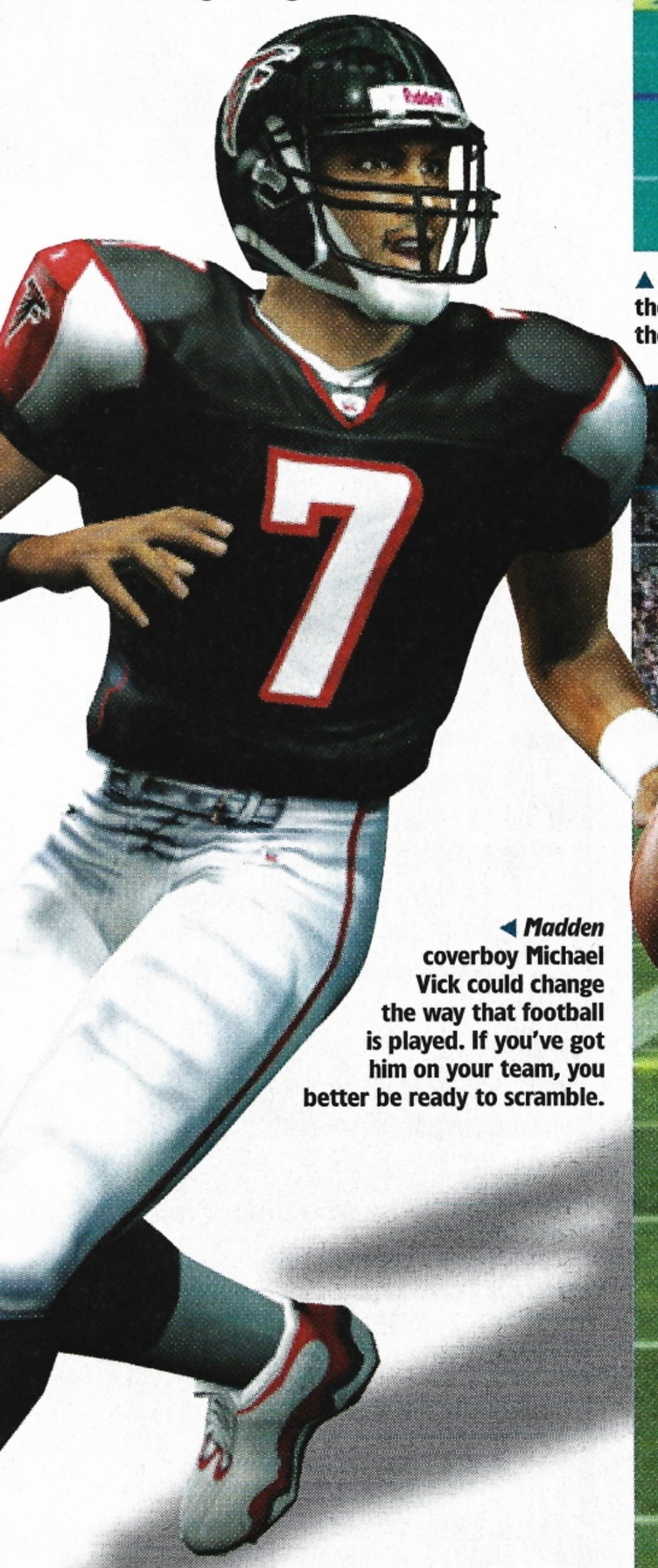


▲ **Ticket Prices**

▲ **Promotions and Advertising**

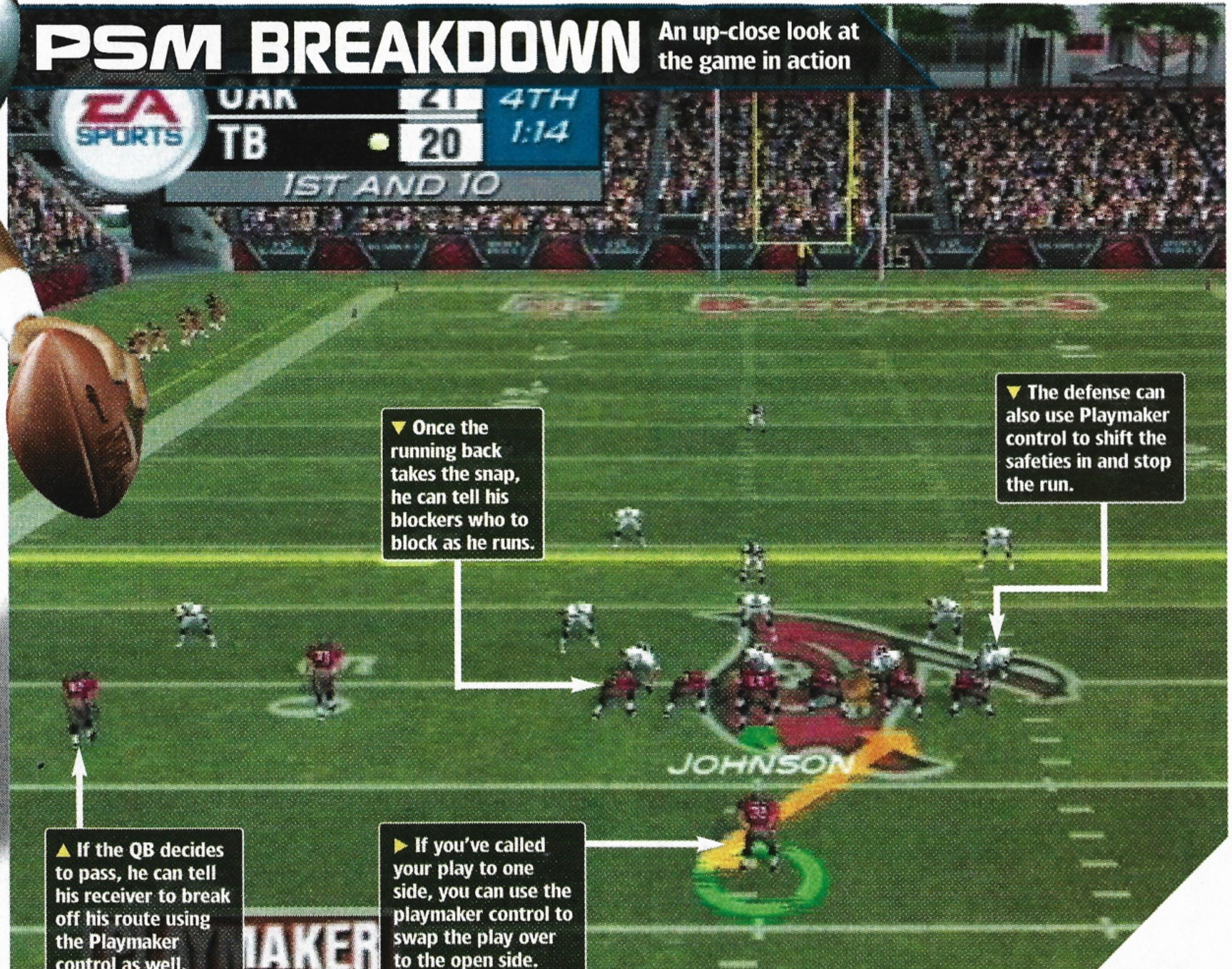


▲ **Team Merchandise**



◀ ***Madden*** **coverboy Michael Vick could change the way that football is played. If you've got him on your team, you better be ready to scramble.**

PSM BREAKDOWN An up-close look at the game in action



▼ **Once the running back takes the snap, he can tell his blockers who to block as he runs.**

▼ **The defense can also use Playmaker control to shift the safeties in and stop the run.**

▲ **If the QB decides to pass, he can tell his receiver to break off his route using the Playmaker control as well.**

▶ **If you've called your play to one side, you can use the playmaker control to swap the play over to the open side.**

mini-camp challenge. This gives you even more control of your team's destiny and it's fantastic offseason fun. It's the stuff sports nerds like us have been dreaming of.

ON THE GRIDIRON

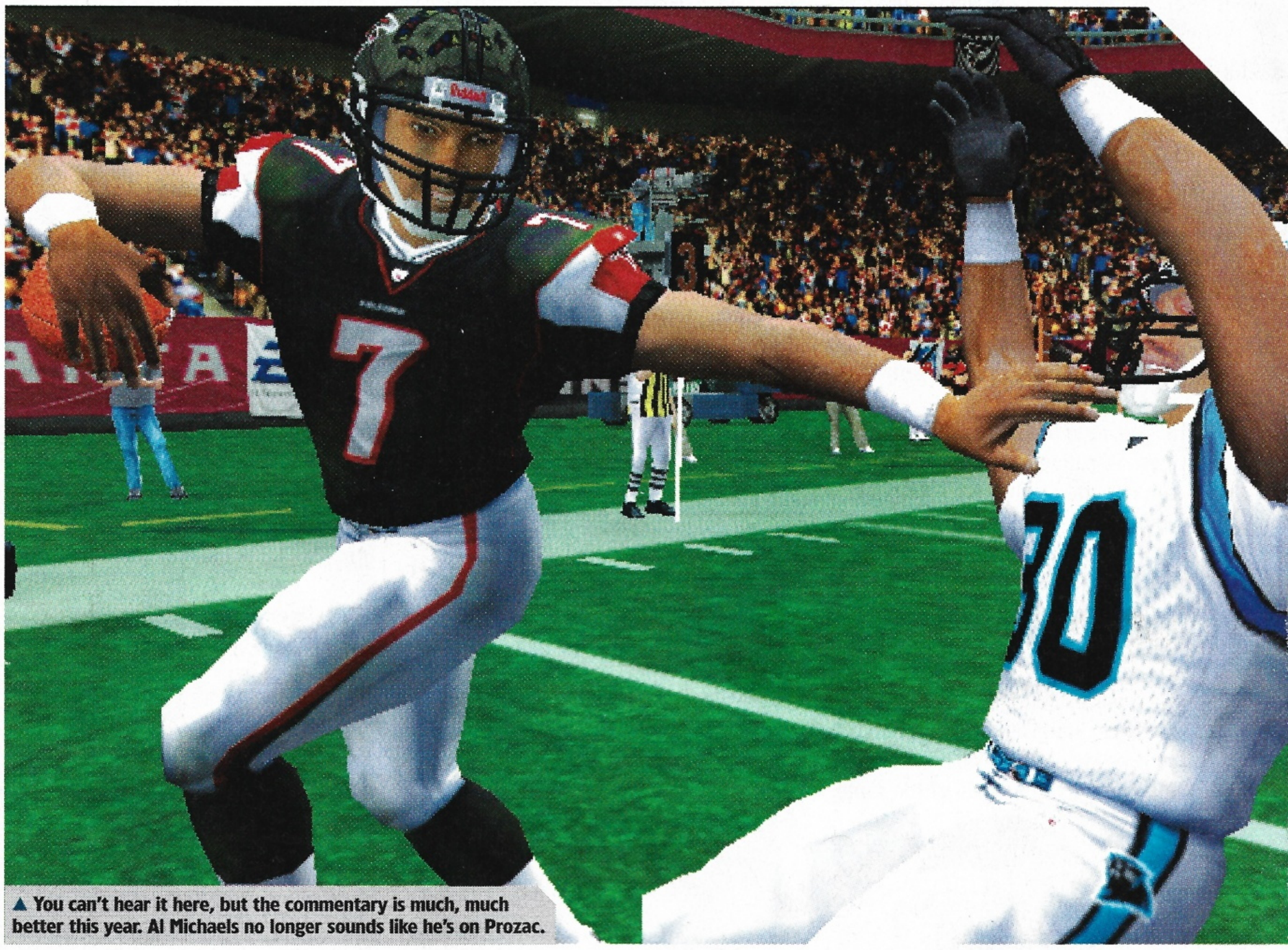
Lest we forget about the gameplay itself, we must mention that *Madden's* better than ever in that respect. A key improvement can be seen in both offensive and defensive adjustments using the right analog stick. This "Playmaker" control lets you shift your team moments before and even after a snap. On offense, you can flip plays with a toggle of the control stick. If, for instance, the defense shifts to one side of the line, you can just toggle your running play to the opposite side and take advantage of their aggressiveness.

On defense, you can move your players and still make calls after the snap. If you read that the offense is about to run, just hit your stick down, the safeties will crash to the line. If it looks like the defense is about to throw deep, quickly hit the right analog stick up to send your safeties deep. It's amazing how useful this is, and for the first time, this actually makes play-action-passes effective in a game.

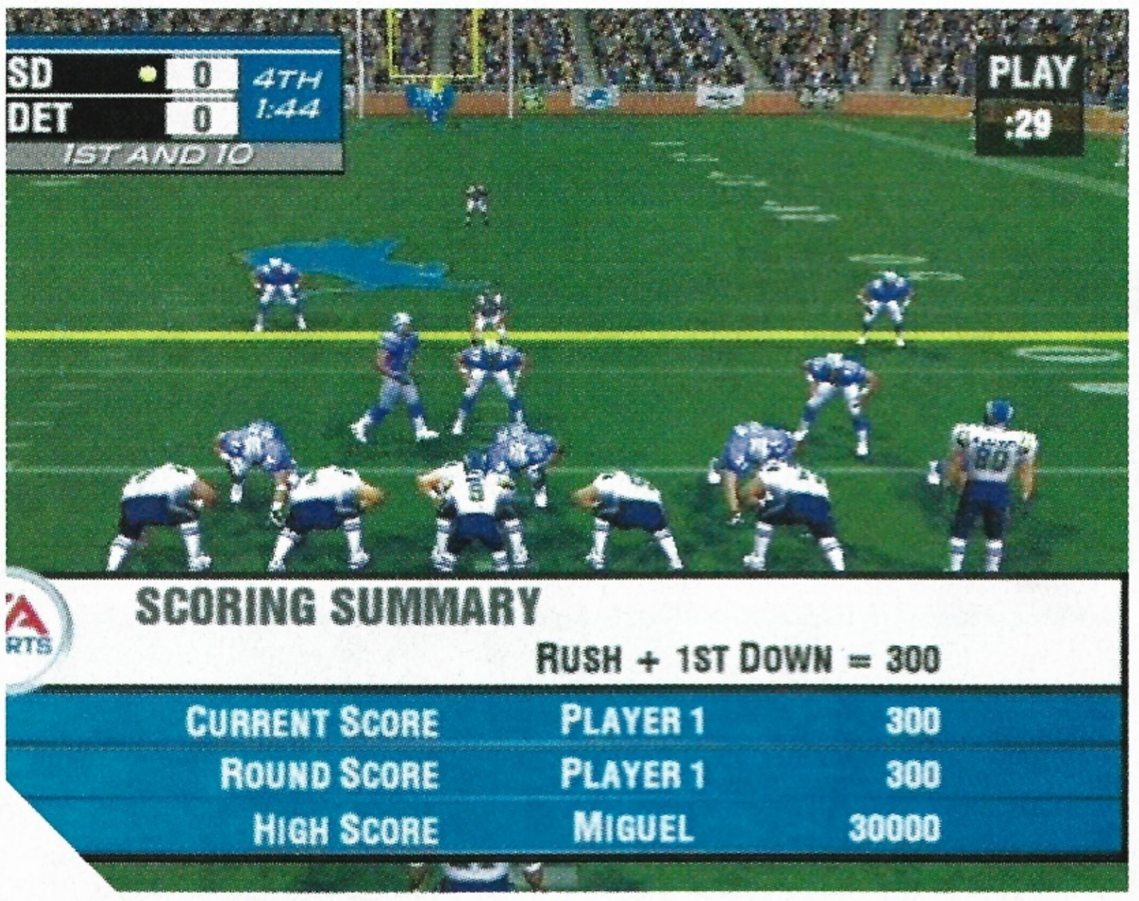
The Playmaker control also works for individual player. If, for instance, you're running the ball, you can hit the analog stick to control blockers. In the passing game, it can be used to send receivers off their routes and into the open. It's very cool and very useful. Playmaker control adds a key element of playcalling strategy that will keep you on your toes both before and after the ball is snapped. It's a great twist on familiar football gameplay and it's something that you'll wish was in every football game you play from now on.

SIGHTS AND SOUNDS

The sound and graphics have also received a much needed boost. The audio commentary which has been a major weakness for this title in recent



▲ You can't hear it here, but the commentary is much, much better this year. Al Michaels no longer sounds like he's on Prozac.

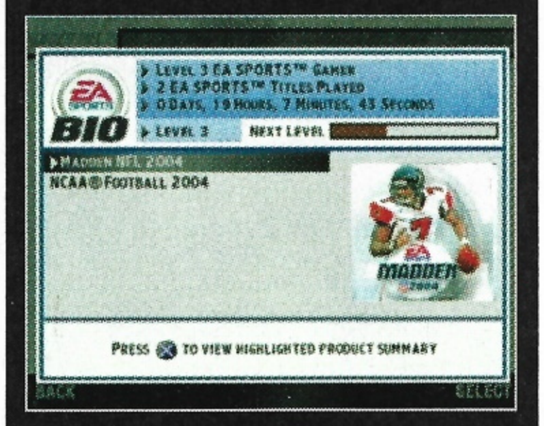


▲ The Two Minute Drill and Madden 101 are back this year with new challenges. Check them out and pick up some extra Madden Card points while you're at it!

EA SPORTS BIO

A new feature in all EA Sports games this year is the EA Sports Bio. This feature keeps track of which EA Sports games you've played and awards you experience points as you go. These experience points carry over from game to game.

We discovered how cool this was when we first plugged *Madden* in. We were immediately given several unlockable secrets simply because we'd played the heck out of *NCAA Football 2004*. After playing *Madden* for a while, we returned to *NCAA* and unlocked some secrets there. Very cool, to say the least!



▲ The more EA Sports games you play, the more points you earn. Clever!

▲ Wow, the player models look a lot more realistically proportioned.

▲ The replays are even fancier this year. Next year they'll have to coat them in 24 karat gold to make them any fancier.

years is vastly improved in *2004*. The play by play is smarter, more appropriate for game situations and far more realistic than ever before in this franchise. We really appreciated that the commentary changes dramatically in the waning minutes of the game and in overtime. It's these kind of details that make you forget that you're playing a game.

The graphics have also improved, but not as much as the sound. The best change, however, is the removal of the big-headed player models at the coin toss. Man, it was about time. Those guys were creeping us out.

THE ONLINE EXPERIENCE

Online play has also been upgraded. For starters, the game now supports voice chat online using a USB headset and a broadband connection, so you can smacktalk your rival to your heart's desire. Plus, EA is cracking down on cheaters and guys who pull the plug when you're beating them severely. If you play fair and play well, you'll climb the ranking system and make a name for yourself among the *Madden* elite.

The bottom line is that *Madden* is once again the deepest football game ever made. With all of its gameplay modes, special features, Madden Cards and franchise depth, not even hardcore football fans will have reached the depths of this game by this time next year. **DAN EGGER**

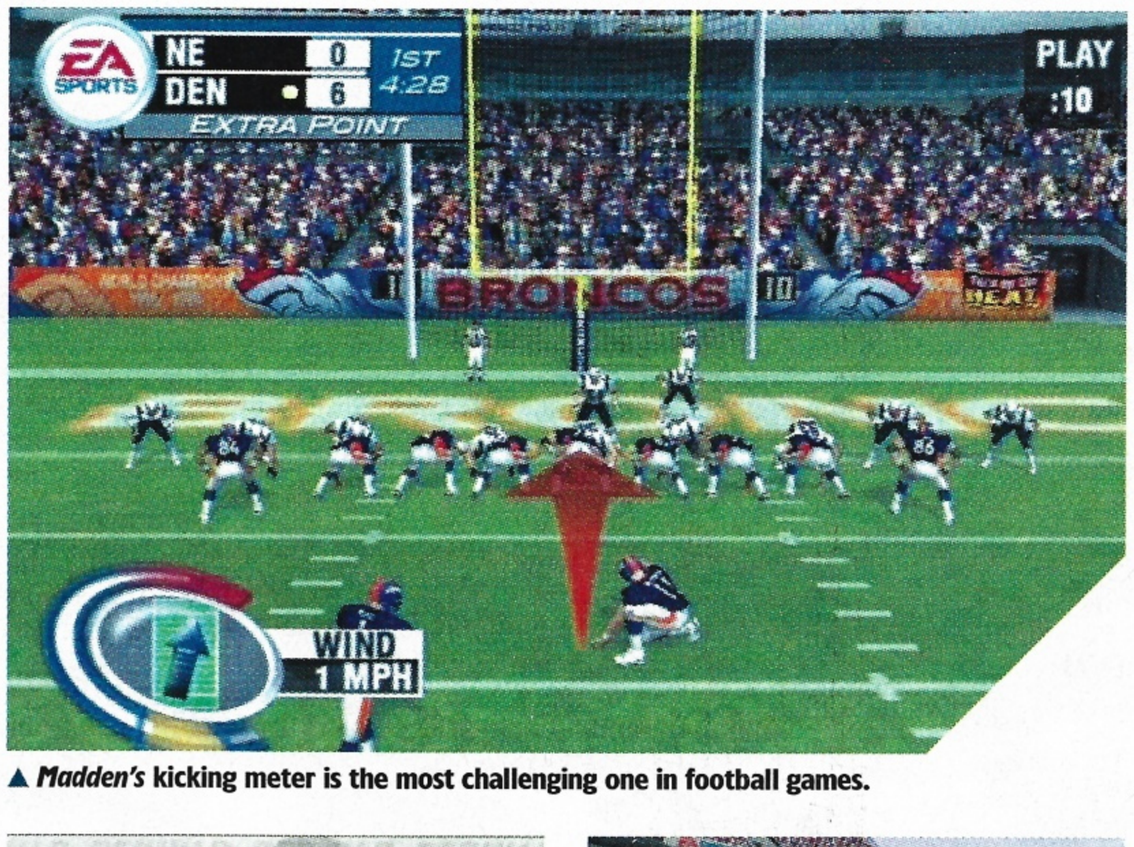
HOW IT STACKS UP

Madden NFL 2004	**10**
Madden NFL 2003	**9**
ESPN NFL Football	**9**
NFL 2K3	**9**
NFL Gameday 2003	**6**

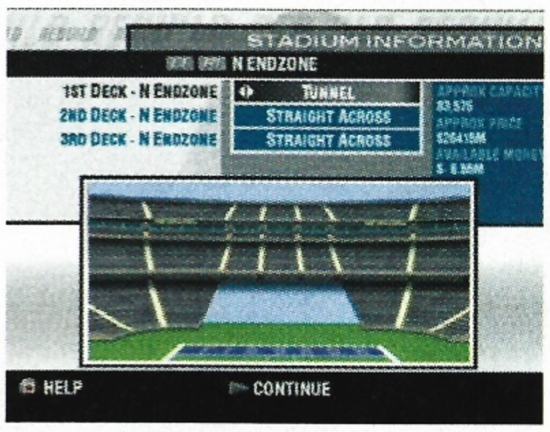
PSM FINAL SCORE 10

CLASSIC

This is simply the deepest sports game ever made. It's got almost everything a football fan could ever want in a game—and then some.

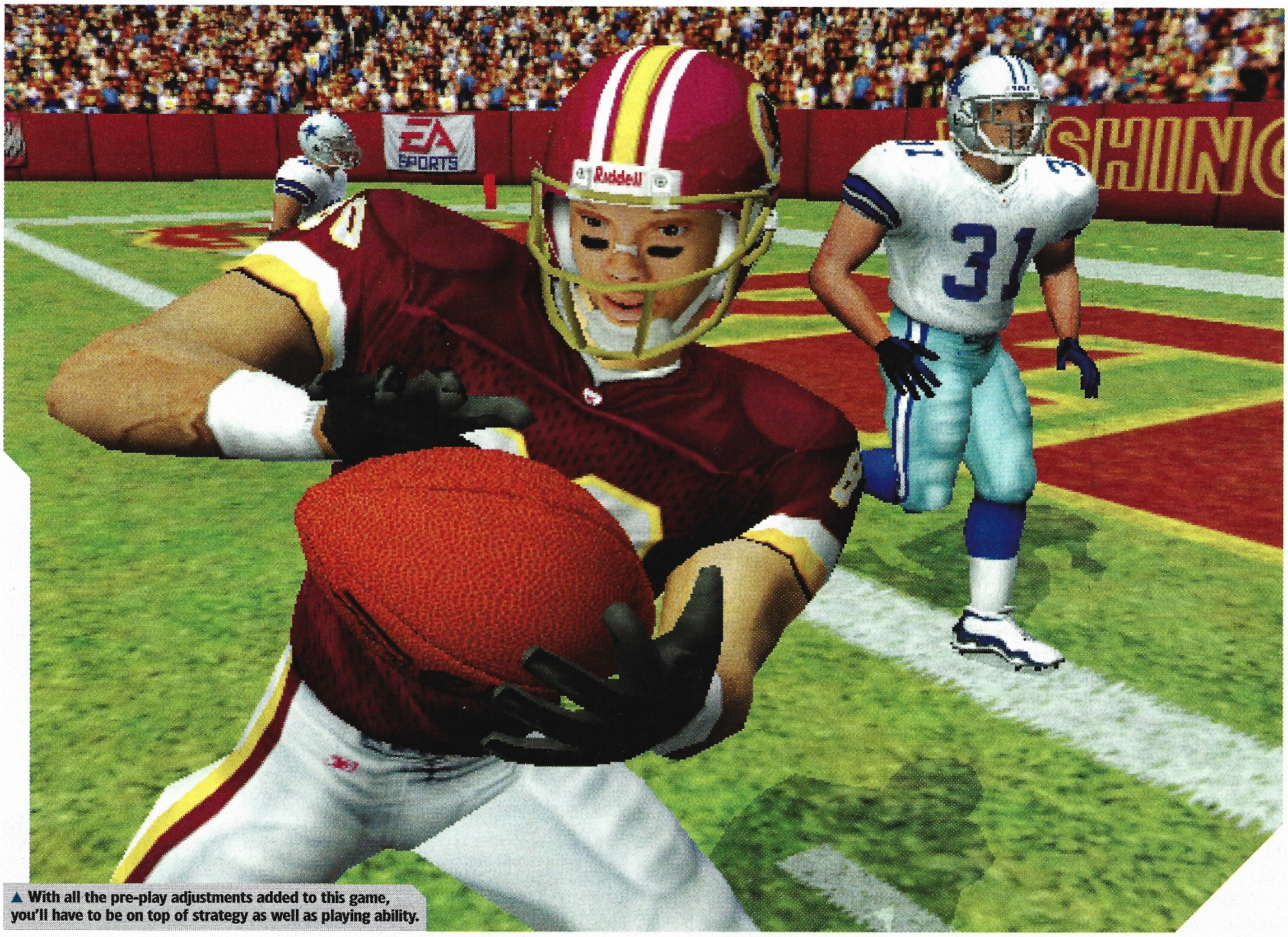


▲ *Madden's* kicking meter is the most challenging one in football games.



▲ Don't like your current stadium? Build yourself a new one! The Owner's mode is incredibly deep.

▲ It would be nice if blocks set up a little cleaner, but you still can use the running game to great effect.



▲ With all the pre-play adjustments added to this game, you'll have to be on top of strategy as well as playing ability.

GAME INFO | PUB SEGA | DEV VISUAL CONCEPTS | TYPE SPORTS | MAX PLAYERS TWO | ESRB RATING EVERYONE

▼ *ESPN NFL Football* is one fantastic looking game—its players are also the most realistic yet.

ESPN NFL FOOTBALL

ONLINE COMPATIBLE

PSM MUST-BUY SILVER

Ever wonder what it feels like to get sacked by Warren Sapp?

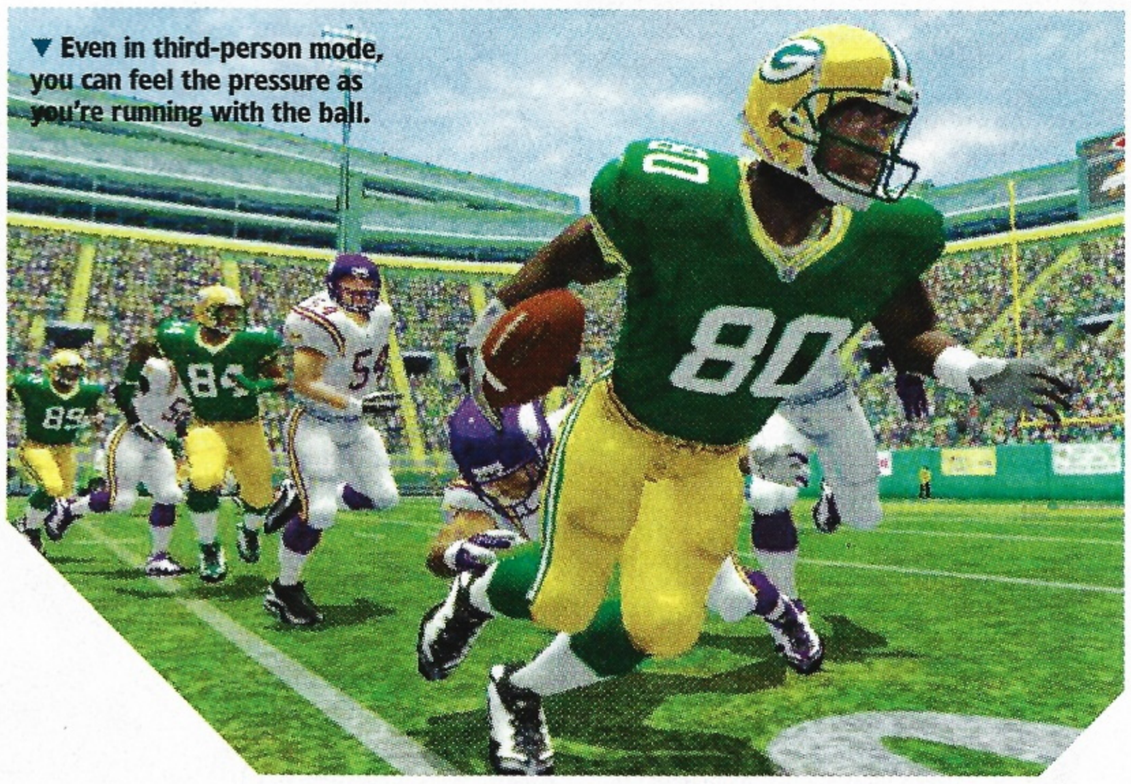
The franchise formerly known as *NFL 2K* has been chasing *Madden* for several years now. While it hasn't quite caught Tiburon's juggernaut yet, this year's version does the best job in the franchise's history of creating its own special niche in an area that *Madden* can't even touch.

What we're speaking of is First Person Football. Although football developers have dreamt of something like this for years, this is first time we've actually seen it working properly... and it's simply stunning.

You start by running out from the tunnel and hearing the crowd roar. The sound is almost deafening. There's no commentary or play by play, it's just as if you're a player on the field. Every running play, for example, is a frantic and quick burst to an open hole. If you read your blocks correctly and hit the opening quickly enough, you'll pick up some yards before you're hit. If not, you'll gain a new appreciation for the punishment that a running back takes on a daily basis.

In fact, you'll gain appreciation for every single position on the field while playing in this mode. Football is a brutal and fast paced sport, and you really understand this in first person mode. We've never experienced anything quite liked it in a sports game. In fact, no sports game has ever made us feel so much like real players. You'll know it for sure the first time your entire body flinches right before you're planted into the turf by a wicked tackle.

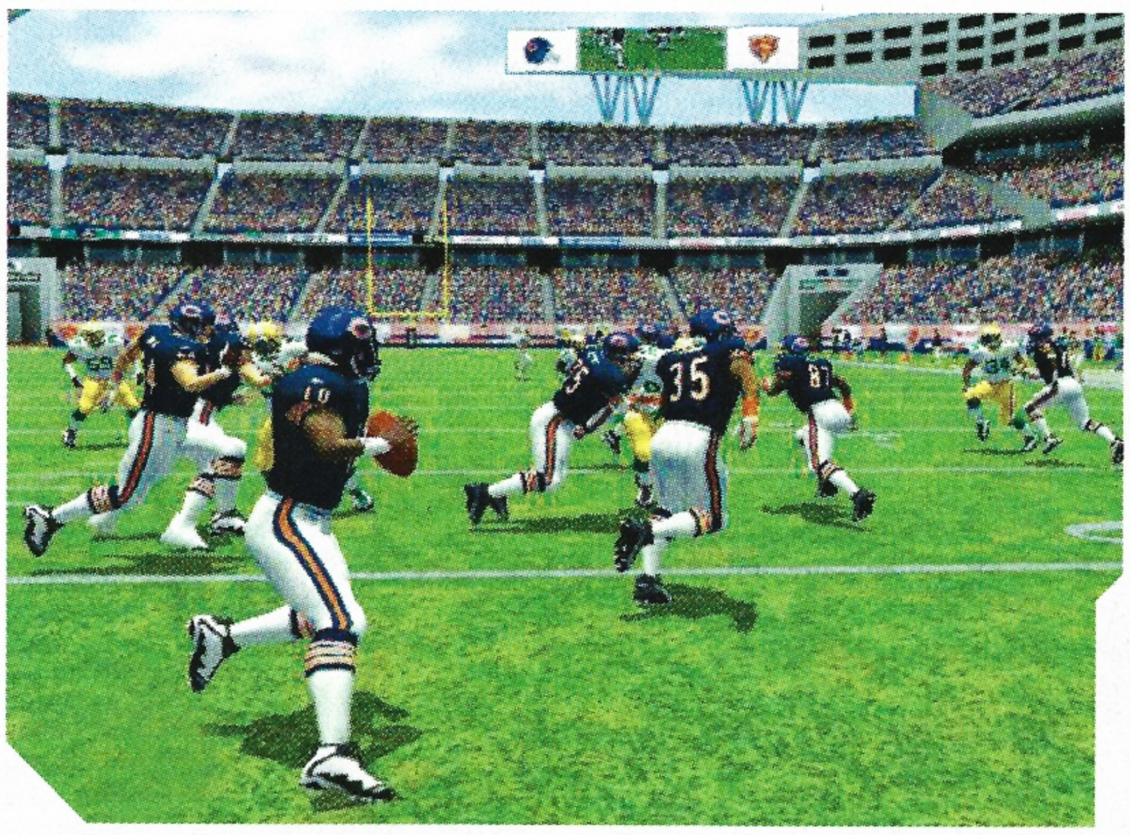
Unfortunately, the first person football mode still needs a little work. The design is solid and wisely uses time warping features for swapping players and catching the ball. However, the receiving game still needs work (with some tweaking, it



▼ Even in third-person mode, you can feel the pressure as you're running with the ball.

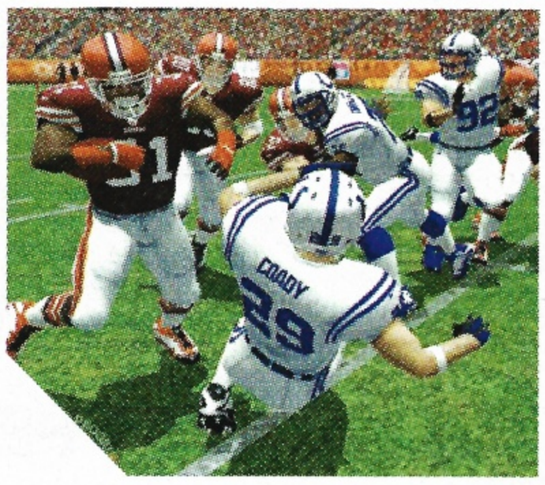
PSM FINAL SCORE **9** — **OUTSTANDING**

Madden's **depth is the only thing separating it from *ESPN Football*. Hardcore football fans will love *ESPN's* solid design, first person gameplay, and intuitive franchise mode.**



▲ Playing the game "traditionally" still feels great, but first-person mode is where the ultimate challenge is at.

▲ The receiver thinks it's coming right to him, but no! Let's hear it for attention to even the smallest detail.



▲ Player reactions, even during massive pileups, are almost eerily realistic. Someone could get hurt...

Fan Service

Visual Concepts has taken the series' presentation to a new level this year by including cut-away shots of fans cheering on their favorite team—and wearing lots of face paint, of course.

◀▲ Sega's football games look more and more like TV every year, thanks to a keen eye for presentation.

could be the coolest part of this mode) and the passing game just isn't quite right. Still, it's such an intense experience you've got to play it to appreciate it.

As far as the rest of the game goes, Sega is still on top of the simulation world and still provides a quality alternative to *Madden*. The gameplay is top notch, the AI is better than *Madden's,* the online play is seamless and the playcalling menu has been redesigned to feel more comfortable for *Madden* fans. As always, Sega's gridiron title plays great on the field.

Speaking of bells and whistles, Sega is taking on *Madden* at its own game this year by adding an innovative new mode called "The Crib." In this mode you earn points by reaching milestones in the game and those points earn you special items to upgrade your crib. When you start, it's just a bland, empty room.

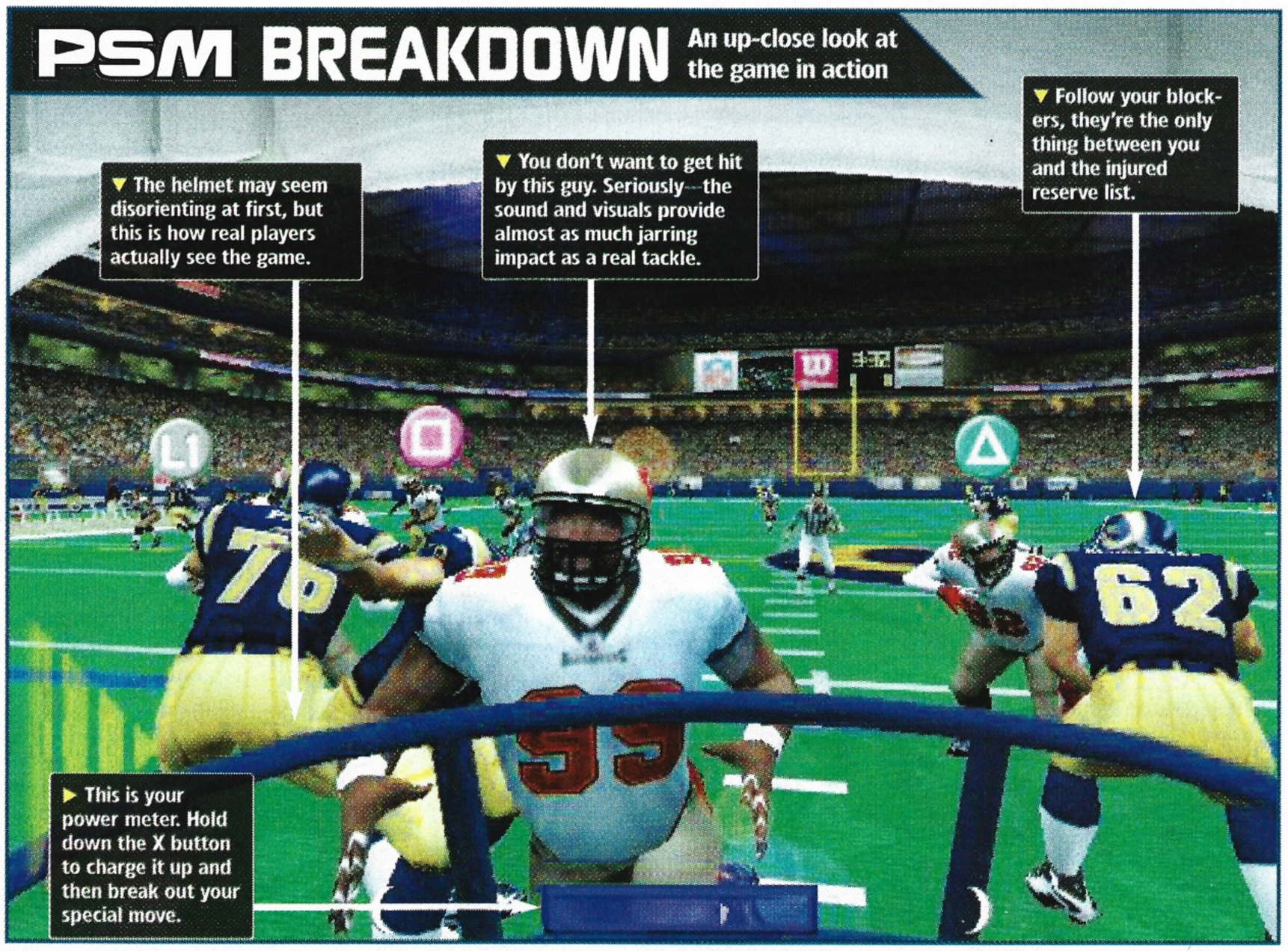
By the time you've played *ESPN NFL Football* for a serious amount of time, you'll have a pad that's decked out enough to melt even the most jaded NFL groupie. This is a fun feature that challenges you to play often and try new things.

As usual, Sega's graphics and commentary are without peer on the PS2. The player faces are scary real in some situations and the camera cutaway moments to the sideline and stands are fantastic. More ESPN content has been added into the game and the franchise is inching closer to

HOW IT STACKS UP

Madden NFL 2004	10
Madden NFL 2003	9
ESPN NFL Football	9
NFL 2K3	9
NFL Gameday 2003	6

PSM BREAKDOWN An up-close look at the game in action



the cable sports network's actual television broadcast.

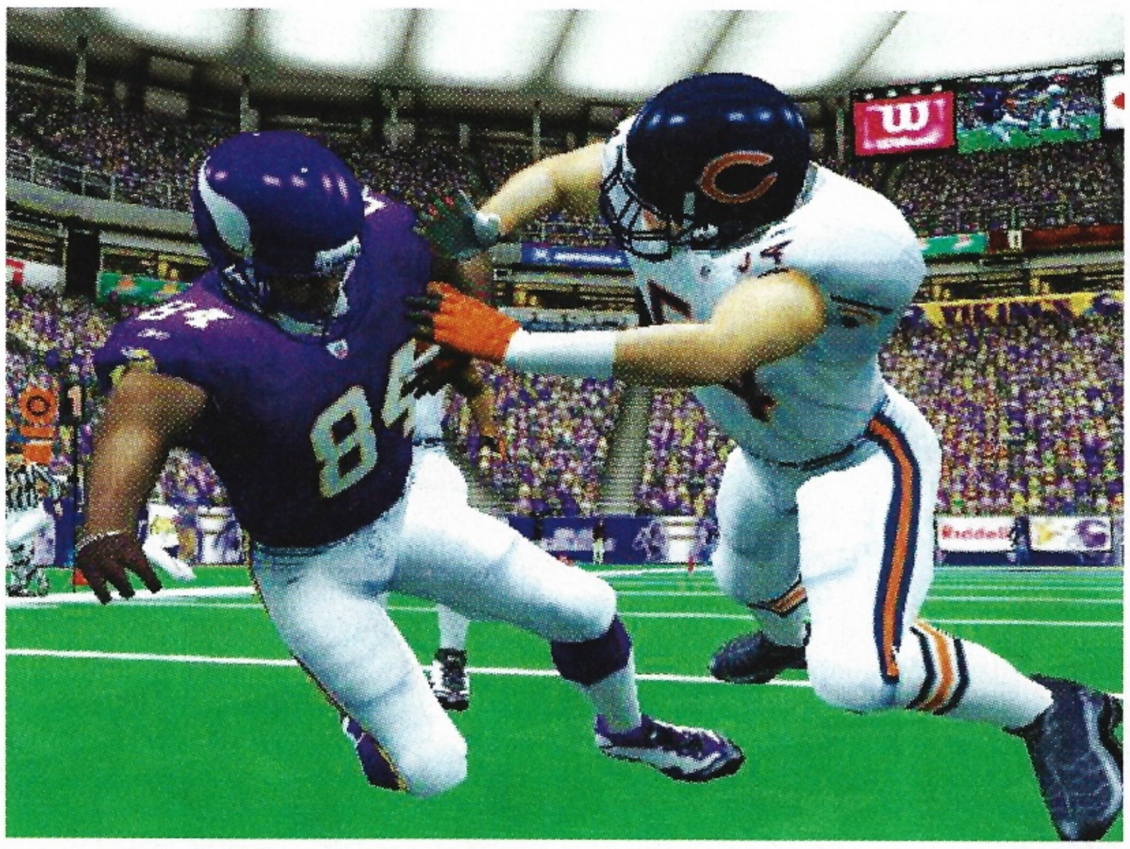
We also like the new control system that shows when you've powered up your character and you're ready to break into a special move. This is done in a realistic fashion and you have to use strategy on every play. Do you tap the speed burst button for extra quickness or do you hold it down for that one big move? It's a superb bit of strategy that makes this game shine.

ESPN's franchise mode isn't quite as detailed as *Madden's* owner mode, but it has been improved this year to be much easier to use. Weekly emails inform you of what you need to do next and go a long way towards helping you know what to do next in every situation. The scouting reports are also incredibly useful.

It's a shame that Sega is chasing the one videogame franchise that keeps dramatically improving on a yearly basis, because Sega is still right on its heels. However, if you aren't a fan of *Madden's* massive arsenal of extra modes, bells, and whistles, this game stands right beside the long-time champ in terms of quality and fun. And for hardcore fans simply looking for the most realistic representation of football, *ESPN* is the better choice. **DAN EGGER**

▲ Even more of ESPN's look and feel have been integrated into the game for a almost TV-exact presentation.

<< GETTING TACKLED IN FIRST-PERSON IS ALMOST AS JARRING AS THE REAL THING >>



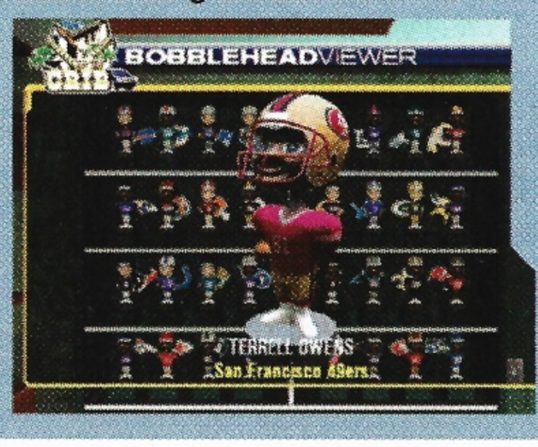
▲ Thanks to new animations, hard hits look more brutal than ever.

▶ First-person mode lets you see everything from the QB's view, even huddles and celebrations.

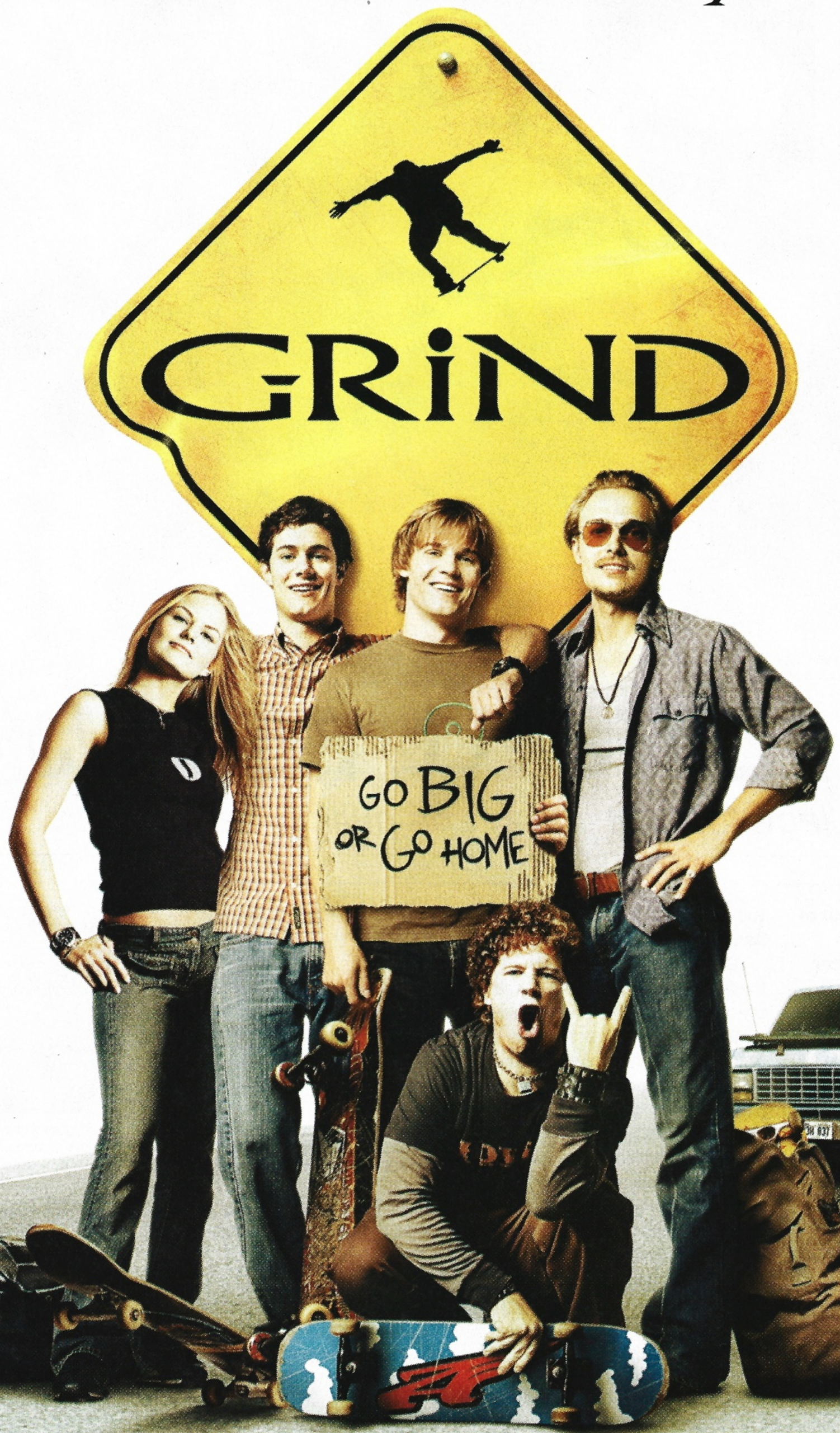
Hangin' At Your Crib

Once of the most unique features of *ESPN NFL Football* is "The Crib." It's a room you get to deck out with swag earned by playing the game. There's even a player bobblehead display case for showing off your hard-earned, pint-sized collectibles in style.

▲▼ The level of customization is awesome, from air hockey tables to jukeboxes. Plus, you just can't deny the allure of those goofy little bobbleheads—gotta love 'em!



This Summer the underdogs have their day.



PANDORA PRESENTS

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CO-PRODUCERS BETSY MACKEY LANCE SLOANE

EXECUTIVE MUSIC PRODUCER RALPH SALL

EDITED BY ERIC STRAND

PRODUCTION DESIGNER PERRY ANDELIN BLAKE

DIRECTOR OF PHOTOGRAPHY RICHARD CRUDO, A.S.C.

EXECUTIVE PRODUCERS E.K. GAYLORD II MORGAN STONE

WRITTEN BY RALPH SALL

PANDORA

PG-13 PARENTS STRONGLY CAUTIONED

Some Material May Be Inappropriate for Children Under 13

Crude Humor, Sexual Content and Language

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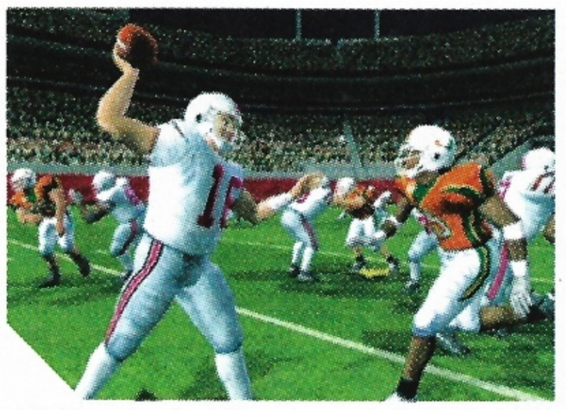
GRIND INTO THEATERS THIS SUMMER



▲ Relive classic college football moments like last year's spectacular overtime championship game.

▲ Best thing about college football? Figuring out your opponent's weaknesses and then making sure he can't stop you.

GAME INFO | PUB EA SPORTS | DEV TIBURON | TYPE SPORTS | MAX PLAYERS TWO | ESRB EVERYONE

NCAA FOOTBALL 2004

PSM MUST-BUY GOLD

The best in college football just keeps getting better

We've almost run out of adjectives for this franchise. Year after year, *NCAA Football* just keeps blowing away our expectations. *NCAA Football 2004* is no exception. Once again, Tiburon delivered a game that's not only significantly better than last year; it's superior to any other college sports game on the PlayStation2.

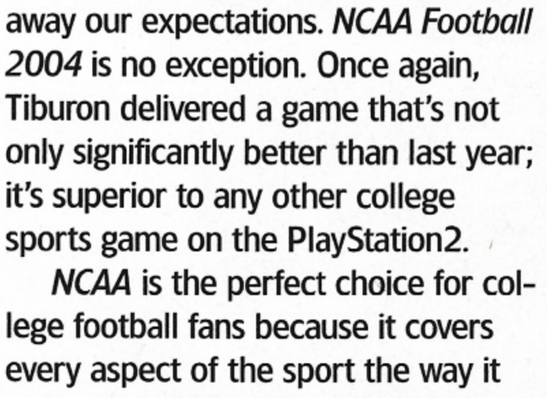
NCAA is the perfect choice for college football fans because it covers every aspect of the sport the way it should be covered. Hated rivalries are given the attention they deserve, the game's packed with classic all-time teams, there are recreations of historic football moments, college football pageantry is on full display, and now you'll find 36 more Div. I AA colleges... so there's a good chance your favorite team's in this game—even if you cheer for the mighty Northern Arizona Lumberjacks.

Our favorite enhancements are the features added to *NCAA's* already spectacular dynasty mode. College football is uniquely suited for this kind of gameplay. Unlike pro sports, there's no salary cap or draft to even the playing field. In college ball, the better your program is this year, the better it can be the next year. You just get higher prestige and more influence in recruiting players.

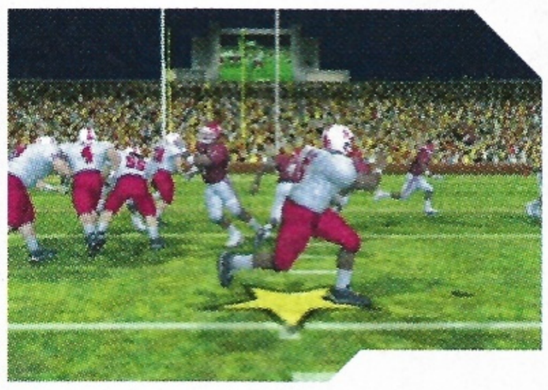
The Dynasty mode will now help you recruit better players if you pay attention carefully. The recruiting improvements are rewarding and fun and they're enjoyable even if you simulate your way through the seasons. Plus, now you can get your team on the cover of Sports Illustrated from time to time. It's a cool way to make the Dynasty Mode feel more realistic.

In terms of gameplay, the action feels faster than *Madden* and, while all of your players aren't at the same skill levels as their NFL counterparts, half the fun of this game is learning the strengths and weaknesses of the teams. Plus, the option play is just perfect for videogames. And let's not forget the commentary and presentation. The play by play is the best we've heard from EA yet and the presentation makes you feel like you're watching a real game.

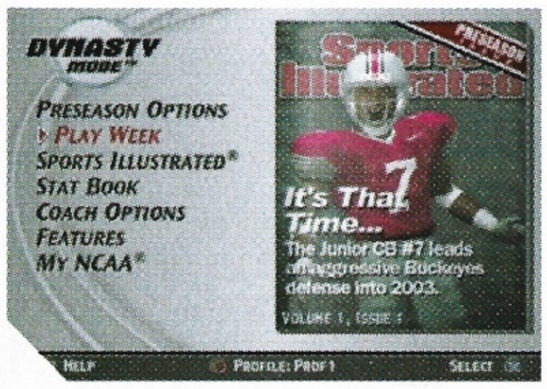
Our only disappointment was that there didn't seem to be a whole lot of sharing going on between the *Madden* franchise and the *NCAA* franchise. We would have loved an integrated mini-camp mode or PlayMaker controls. Beside that wish list, we loved *NCAA Football 2004* and we'll be playing it for hours on end again this year. **DAN EGGER**



◀ The dynasty mode is brilliant; recruiting blue chip prospects from your home state is especially satisfying.



▲ The option play is at the heart of college football. And it's perfectly executed in ***NCAA Football 2004***.



▲ Play well enough and you'll get your team's picture on the cover of Sports Illustrated magazine.

HOW IT STACKS UP

Madden NFL 2004	10
NCAA NFL 2004	10
ESPN NFL Football	9
NCAA Football 2003	9
NCAA GameBreaker 2003	6

PSM FINAL SCORE 10

CLASSIC

From its solid gameplay to its attention to detail, *NCAA Football 2004* is easily the best college sports game yet on PS2. There's no need to go anywhere else...

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GAME INFO | PUB/DEV KONAMI | TYPE HORROR | MAX PLAYERS ONE | ESRB RATING MATURE

▼ Blood, guts, creepy atmosphere—it's all here, but not in a very lengthy adventure.

SILENT HILL 3

The ultimate scare-fest is back—but some hardcore fans may fight back tears instead of screams

Let's get something out of the way first—I consider myself to be something of a *Silent Hill* obsessive in a way that might not be considered completely healthy. When Konami revealed that the third installment in the series was in development, I was elated.

All of the series' trademarks are in place: a head-trippy intro that morphs sunny Anytown, U.S.A. into a nightmarish, ghoulish landscape at the drop of a hat; characters who seem normal on the surface; and some incredibly gorgeous graphics. Players control Heather, a moody, but otherwise well-adjusted teenager who has a scary nightmare after falling asleep in a mall restaurant. After calling her dad, she has a run-in with a private eye who claims to have information on her and begs her to come with him to meet "someone." And this is where Heather's descent into *SH's* bizarre netherworld begins. To say much more of the storyline would be to give it away—especially to those who've religiously followed the series like me.

▲ Once you've beaten the game, you open up the option to unlock hidden shirts—including this one-of-a-kind PSM tank top!

The gameplay remains roughly the same as *Silent Hill 2,* with the option between 2D style and 3D style controls on top of a slightly more limited camera control system. I found the cameras to be a little nauseating at times, getting stuck at some very inopportune angles at some incredibly inopportune times, but overall it's nothing that survival horror fans haven't dealt with before. Combat, though, is slightly more complex with the addition of a "parry" button to help Heather fend off beasties, as well as the inclusion of items like Beef Jerky, that Heather can throw to distract the fleshy canine monsters.

Visually, this is the series' most lush, and refined moment on PS2—forgoing the soupy fog from its predecessors throughout most of Heather's journey (though it'll return in force at a point later in the game). There are moments when the graphics reach a sort of impressive realism—granted, if faceless, fleshy moving objects were, in fact, real. As a whole, it's gorgeous, gruesome, and intriguing... which makes it difficult to say that it's also disappointing.

Clocking in at just over four hours on my first time through, I was surprised. Four hours the first time through? The second time took only two and half hours! This doesn't leave time for much of a storyline, you'd think—and though I found myself still wanting more, it's partly true. Characters aren't given time to develop as fully as you'd expect from a *SH* game. And though most questions are answered, you certainly

PSM FINAL SCORE 7 GOOD

Though it's ultimately very disappointing for the hardcore *Silent Hill* fanatic, this is still a must play (if overly short) game in many respects.

▼ The level of visual detail on the character's faces during cutscenes are incredible—and most of it is done using the in-game engine!

Sailor Heather

We'll save explanations of this series of screens for the gamer willing to find every secret in *Silent Hill 3*.

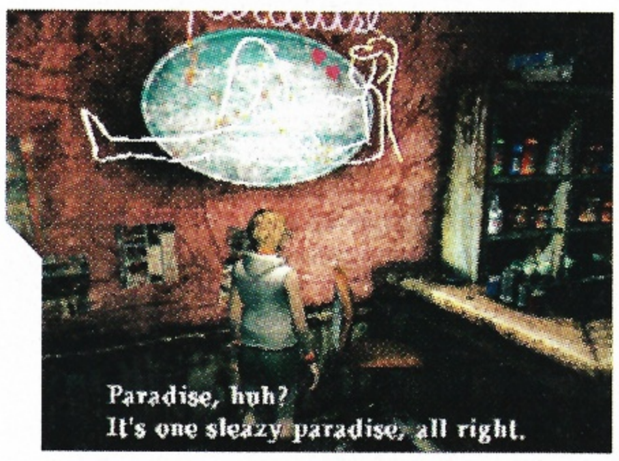
▲ Is this the equivalent of *SH1's* goofy UFO scenario?

▲ Or *SH2's* wacky dog ending? We certainly think so.

don't feel satisfied. For a series that's really knocked storytelling in videogames up a notch, *SH3's* brief jaunt through Hell falls a bit short. And for those who were enthralled with James' psychological journey in *SH2*—don't expect the exact same level of complexity in *SH3*. It's still a good story, and there's definitely some emotion to be had in the game, but I felt it was still a bit hollow in the end.

And this affects most of the scares and frights. Much of the gameplay feels like a bit of a retread from earlier *SH* games, and the scares (at least in the first section of the game) are few and far between. That there are really only a handful of monster types weakens the fright factor, as well, but the game does pick up after a certain point, and it has flashes of some of its predecessor's brilliance from time to time. Yet, even with its glaring flaws and rehashed mechanics, the third trip to *Silent Hill's* nightmare terrain is still definitely worth the trip for fans of the series and the genre; just don't expect to stay that long.

FRANCESCA REYES



▲ Fans will definitely get nostalgic during some of the different segments throughout *SH3*—don't get too misty!

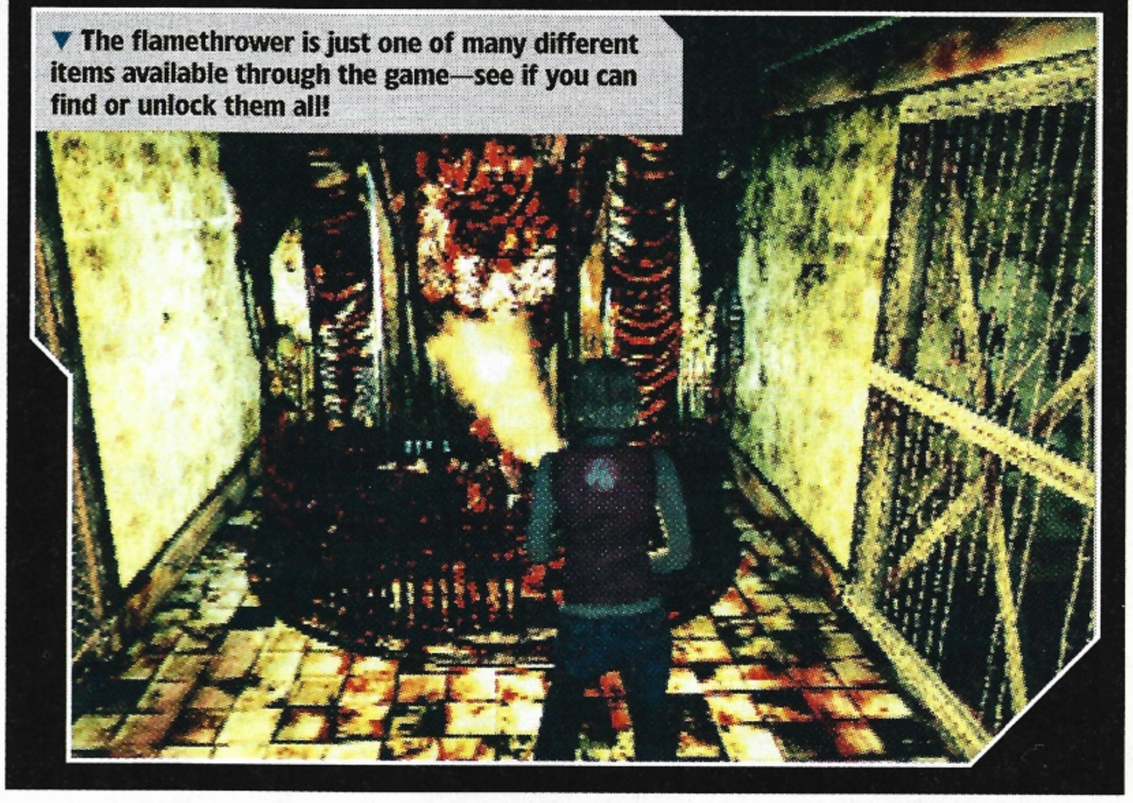
HOW IT STACKS UP

Silent Hill	9
Silent Hill 2	7
Silent Hill 3	7
Clock Tower 3	7
Resident Evil: Dead Aim	5

<< Four hours the first time through? The second time took only **two and half hours! >>**

Flame On!

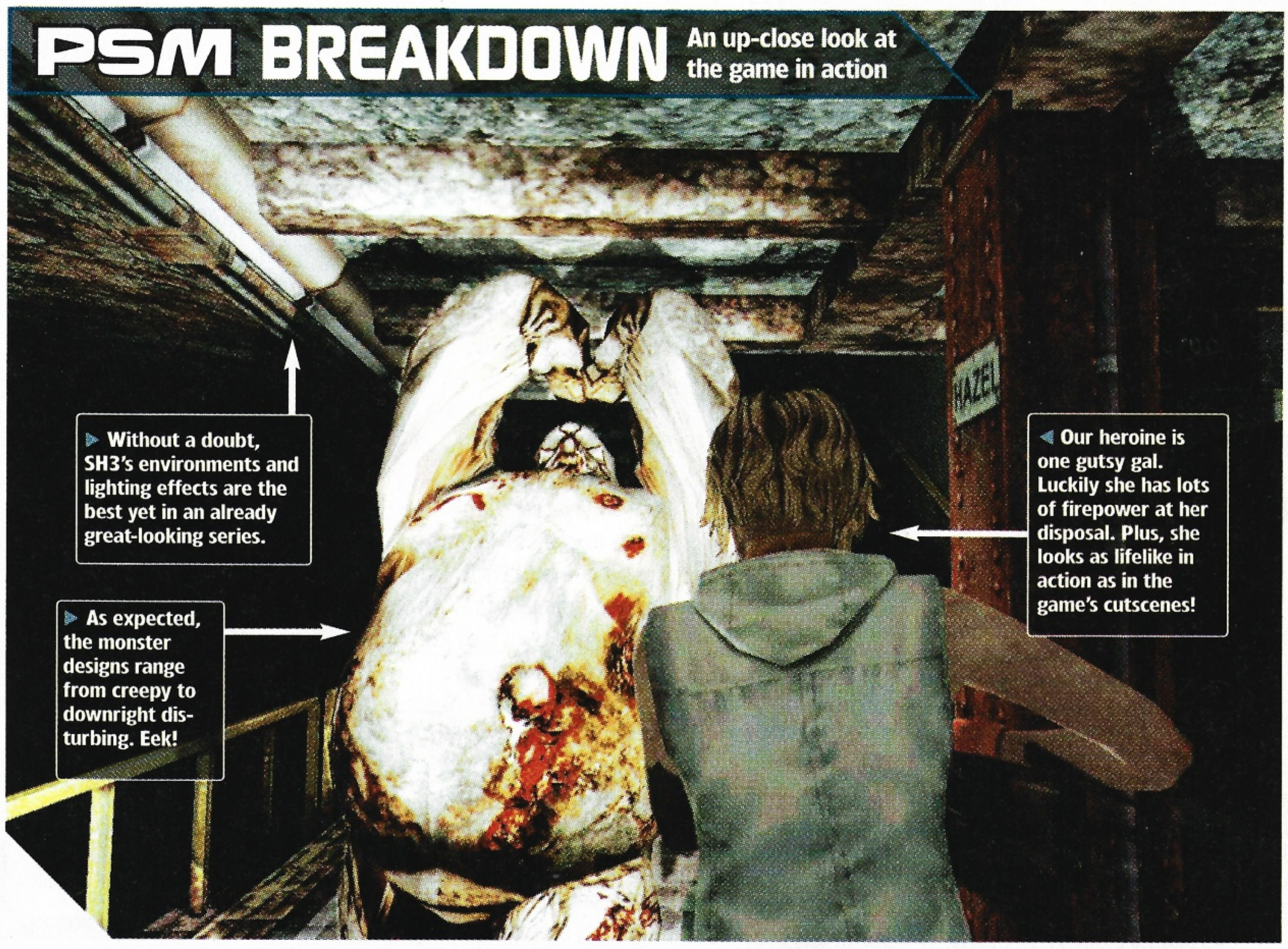
It wouldn't be a *Silent Hill* game without a goodly amount of wacky unlockables once you beat it. In fact, each time you play through the game, you'll be the lucky recipient of *something*—from additional weapons to new costumes... and beyond!



▼ The flamethrower is just one of many different items available through the game—see if you can find or unlock them all!

PSM BREAKDOWN

An up-close look at the game in action



GAME INFO | PUB EIDOS | DEV CORE | TYPE ACTION/ADVENTURE | MAX PLAYERS ONE | ESRB RATING TEEN

▲ Some of the puzzles are well-crafted... just not all of them.

▲ The intelligence of the enemies range from extremely dumb to way too smart. There's no middle ground at all.

TOMB RAIDER
THE ANGEL OF DARKNESS

A major disappointment for series fans

Despite the delays and two lackluster E3 appearances, I've always been hopeful that the *Angel of Darkness* would still manage to revitalize the *Tomb Raider* franchise and put in on a fresh new path of innovation. Unfortunately, it looks like my hope was seemingly ill-placed. Despite years of development time and a more powerful console, Core has failed to create anything more than a painfully average game.

From the start, the story does start with a bang and is definitely one of the game's high points. The dark themes and gruesome imagery, which you'll often stumble upon, kept us riveted from scene to scene. However, the gameplay fails to keep up, and quickly spirals downward into a bunch of jumping and shooting. Now, that actually might have been OK had Lara controlled like anything else but a Mack truck. Considering how agile she's portrayed in the cinemas, it boggles us to why she responds so slowly in-game. This is especially frustrating on narrow platforms when trying to line up a straight jump. Honestly, it's almost enough to cause you to pull your hair out.

Granted, patience has always been a prerequisite for playing a *Tomb Raider* title, and *AoD* is definitely no different. You'll almost surely die more times than you can count, and seldom be rewarded for exploration. At least you can save at any time, right? You'll need to, as checkpoints apparently don't exist in the *AoD* universe.

I do admit the inclusion of the Kurtis sequences nicely break up the gameplay a bit, that some of the puzzles are clever ,and that the graphics are definitely no slouch. Some environments are downright impressive. It's just that the bad points leave more of an impact than the good ones. Unless you're a very die-hard *Tomb Raider* fan, I would have to suggest holding off on this adventure. With the trail-and-error gameplay, lack of very much innovation, and the occasional annoying bugs, it might just require more patience than you have. **STEPHEN FROST**

▲ The Kurtis sequences provide a nice variety, and remind me a bit of the survival horror games out there.

HOW IT STACKS UP	
Indiana Jones	8
Primal	8
X2 Wolverine's Revenge	6
Tomb Raider: TAoD	5
Resident Evil: Dead Aim	5

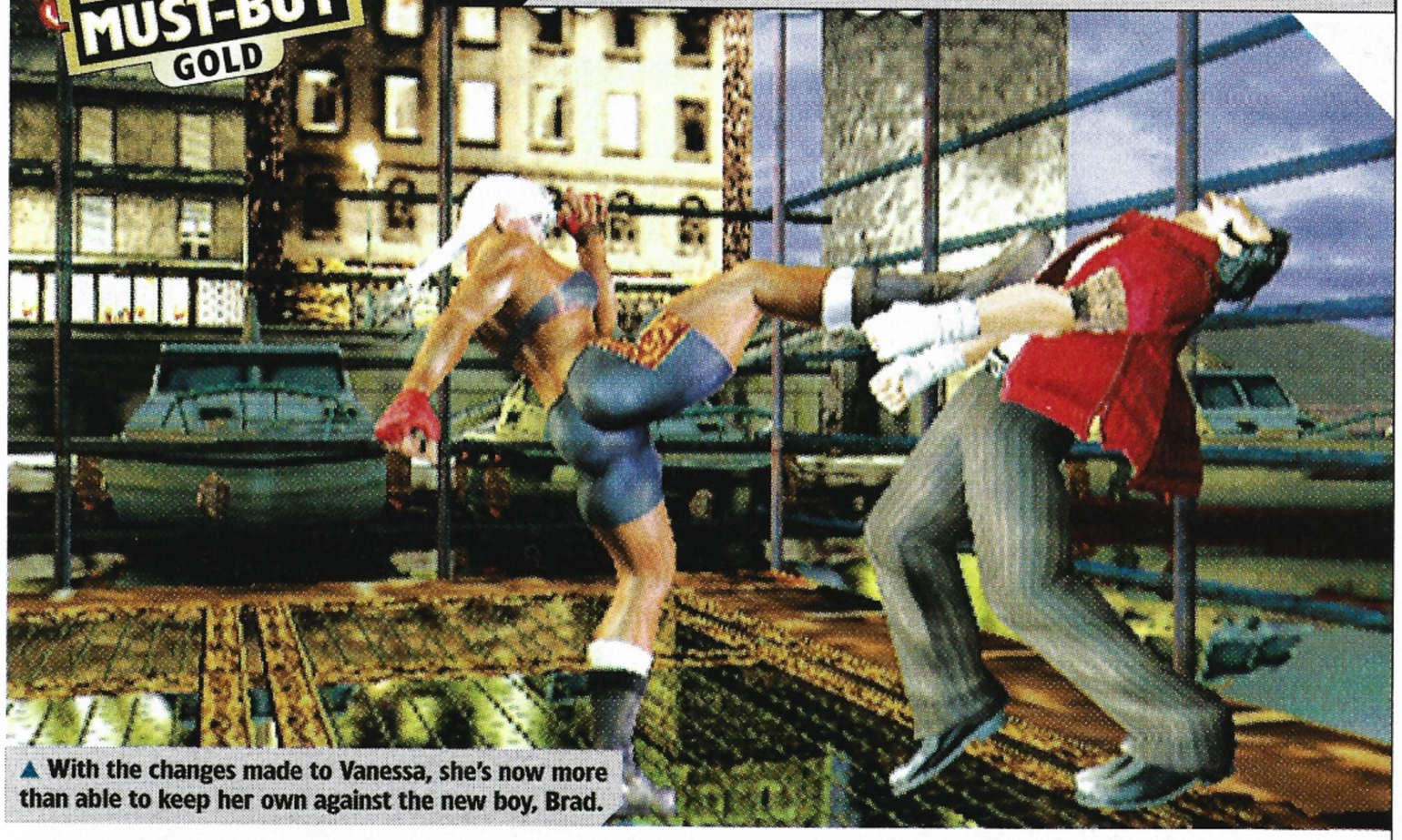
PSM FINAL SCORE 5

SO-SO

Despite a leap to a more powerful console, Core has failed to deliver any really compelling gameplay or innovation. Only the storyline keeps things interesting.

PSM MUST-BUY GOLD

GAME INFO | PUB SEGA | DEV SEGA AM2 | TYPE FIGHTING | MAX PLAYERS TWO | ESRB RATING TEEN



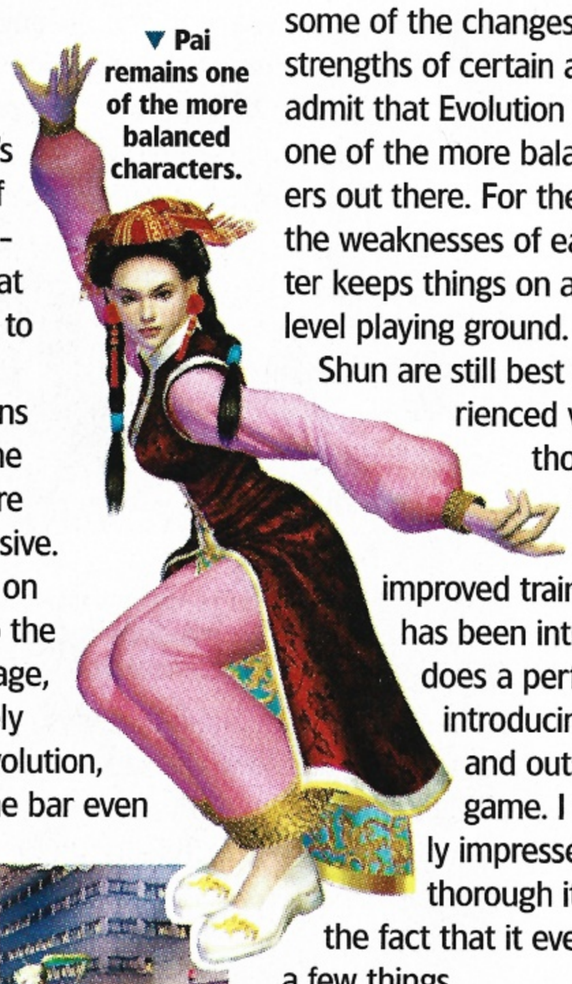
▲ With the changes made to Vanessa, she's now more than able to keep her own against the new boy, Brad.

VIRTUA FIGHTER 4 EVOLUTION

A must-have title for any fighting game fan

There's no doubt in my mind that the original *Virtua Fighter 4* was one of the best fighting games on the system. Actually, it could very well be THE best. Back when it came out, I would have dismissed anyone who said there were major areas where the game could have been improved. Funny how time changes things. With the release of *Evolution,* Sega has very well shown that there's not only plenty of room for improvement, but also that they're not afraid to fix their mistakes.

▼ Pai remains one of the more balanced characters.



While no means arcade perfect, the visuals in *VF4* were downright impressive. From the lighting on Jacky's rooftop to the snow on Lion's stage, the game definitely set a standard. Evolution, however, raises the bar even higher. Gone, now, are the majority of the graphical glitches and shimmering textures that marred the first game. Stages have received facelifts, both minor and major, improving their appearance and balance, and sometimes even changing their time of day. The changes are definitely for the better, and I give props to the artists at AM2.

While I might disagree with some of the changes made to the strengths of certain attacks, I do admit that Evolution is definitely one of the more balanced fighters out there. For the most part, the weaknesses of each character keeps things on a relatively level playing ground. Akira and Shun are still best left to experienced veterans, though. For newcomers, a further improved training mode has been introduced that does a perfect job of introducing the ins and outs of the game. I was definitely impressed with how thorough it was, and the fact that it even taught me a few things.

▲ All the stages have benefited from some improvements. The lighting in Jacky's is now more realistic.

If there weren't enough good things to say about this game, I've got one more. Rather than having to fork out $50 for this half-step in the series, you'll only have to fork over a twenty (Thank you, Sega!). That, plus the additions of the new characters, and the ultra-deep Quest Mode make Evolution a definite must-have for any one who's even remotely interested in the genre. Even at full price, you'll be hard pressed to find a better fighter on any console. **STEPHEN FROST**

▲ With all the new training modes, a complete beginner can quickly get up to speed and be competitive.

HOW IT STACKS UP

Virtua Fighter 4 Evolution	10
Virtua Fighter 4	9
Guilty Gear X2	9
War Of The Monsters	8
Dragon Ball Z: Budokai	3

PSM FINAL SCORE 10

CLASSIC

With so many improvements, *Evolution* easily surpasses the former *Virtua Fighter 4*. Fighting game fans will be impressed.

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PUB EA | DEV ZONO, INC | MAX PLAYERS ONE | RATED TEEN

ALIEN VS. PREDATOR: EXTINCTION

Real-time strategy games have always been difficult to pull off on consoles. With the limited resolution of television screens and the less than responsive input of controllers, fans have had little reason to ditch the PC for their RTS fix. But with Zono, Inc. and Electronic Arts' new attempt at the category for set-top units, there may be hope yet.

▲ Tiny soldiers aren't eye-popping, but the missions are great.

AvP still has its problems: with somewhat drab animations and textures that bleed into each other, it's not a pretty game. Nor does it have the epic multi-unit battles that like-minded PC software does. What it does offer, however, is a multitude of depth and variety for a console game of this type, with distinct mission types and techniques for the three selectable races. The majority of these missions flat-out rock.

JEREMY DUNHAM

PSM FINAL SCORE **7** **GOOD** It's a bit on the ugly side, but its single player missions are solid and the races are vastly different.

PUB MIDWAY | DEV DEIBUS | MAX PLAYERS TWO | RATED TEEN

FREESTYLE METALX

Midway's take on the MX genre of biking games feels like one part *Superfly* and one part *Blitz*. It isn't as polished as some of the competition, but it has heart.

Boasting a fairly deep trick system, *FreeStyle MetalX* requires the player to execute a variety of tricks in order to score well. The only flaw in the trick system has to do with the manuals. You can manual indefinitely, which lowers the challenge considerably.

▲ Running down thieves is a dirty job, but someone's got to do it!

Where the game suffers is in the lighting department. A lack of accurate shadows makes it very difficult to determine depth in the game. This can lead to missed jumps or failed tricks often. Another problem is the lack of destructible levels.

Despite its rough edges, *FreeStyle MetalX* is a great way to waste an evening. Level design is a blast, with plenty of ramps and rails everywhere and crazy challenges galore. It may not be perfect, but it is fun. **ADAM PAVLACKA**

PSM FINAL SCORE **7** **GOOD** Arcade style action and plenty of outrageous stunts equal hours of mindless fun.

PUB/DEV LUCAS ARTS | MAX PLAYERS ONE | RATED TEEN

RTX REDROCK

Set on the Red Planet of Mars, *RTX Red Rock* is an ambitious, yet ultimately flawed game that fails to realize its potential. An over-reliance on gadgetry and a cumbersome interface make playing the game more of a chore than anything else.

▲ When all else fails, pull out your trusty blaster.

Key to survival is your eye implant. It allows you to view four different spectrums in order to identify items and enemies. At first, the implant is a wonderful novelty, but as you progress through the game, it rapidly becomes an annoyance.

Level design is open-ended, allowing players to explore the environment. Nice, if the core gameplay elements didn't consist of item fetching. The developers tried to break up the monotonous pace with a mini-game, but a fun two minutes doesn't make up for an hour of boredom.

RTX has its moments; sadly, there aren't enough of them. There is a decent story here, but most gamers won't bother. **ADAM PAVLACKA**

PSM FINAL SCORE **5** **SO-SO** If you're a hardcore sci-fi geek, rent it. If not, go rent the *Total Recall* DVD instead. It's more fun.

PUB/DEV NATSUME | MAX PLAYERS ONE | RATING EVERYONE

REEL FISHING III

***Reel Fishing III* is a leisurely-paced fishing simulation. It's a good one, too, but there's one big problem. Once you've** hooked a fish, the actions you're required to take are often counterintuitive to real fishing. Plus, if you point your rod the "wrong" way or reel at the wrong time too much, the fish simply spits the hook out. Sure, once you've learned the game's version of proper angling, you're fine, but the process can be incredibly frustrating, especially for those with real-world fishing experience.

▲ Hooking a fish is easy, but getting him in the boat is another story.

The tech specs are weak, too. The above-water environments are beautiful, but the water and fish animations have framerate problems. On the plus side, an interesting story involving you, a childhood buddy, and a love triangle unfolds as you progress. You can catch a fish, raise it in an aquarium, then release it—a compelling touch. **ERIC BRATCHER**

PSM FINAL SCORE **6** **OKAY** The slower pace, low tech-specs and oddly non-intuitive angling make this title tough to love.

PUB/DEV ACCLAIM | MAX PLAYERS FOUR | RATED TEEN

SUMMER HEAT BEACH VOLLEYBALL

If something simple like Xbox's *DOA Extreme Beach Volleyball* can sell through the roof, wouldn't a similar product do just as well for Sony? This argument isn't supported by Acclaim's latest: *Summer Heat Beach Volleyball*.

▲ Don't let the babes fool you—there isn't any fun in the sun.

Plagued with underdeveloped AI and repetitive, clunky gameplay, *SHBV* is one of the least appealing games of 2003. Our matches rarely evolved past ping-pong-like mashing of the buttons, bad camera angles, and slow response times. There are plenty of different characters to choose from, but what does it matter when they don't listen to you in the first place?

Regardless of the fact that its packed rather heartily with a myriad of play modes, bonus options, and the benefits of Dolby Pro Logic II, *Summer Heat Beach Volleyball* is nothing less than an exercise in repetition. **JEREMY DUNHAM**

PSM FINAL SCORE **3** **BAD** The play mechanics are poor and there is ultimately a complete lack of fun.

PUB EIDOS INTERACTIVE | DEV CLIMAX | MAX PLAYERS ONE | RATED TEEN

THE ITALIAN JOB

There's a theory in the videogame industry that the majority of licensed material is sub par. While there are plenty of titles out there that can prove this statement to be quite the contrary, Eidos' rendition of *The Italian Job* definitely falls victim to the stereotype.

▲ Is it a Mini Cooper ad or a game? You decide.

It's not that the Climax-developed racer is bad, really—it's just uninspired. The game doesn't skimp on options or play modes: just on the racing itself. Broken up into short two-minute *Stuntman*-like sequences, the objective is to race towards several checkpoints around the city of Los Angeles. Once the checkpoint has been reached, the process repeats, and a new checkpoint is to be conquered. That's pretty much all there is to it.

The Italian Job had the potential to be something a little more interesting, but as things turned out, it didn't. **JEREMY DUNHAM**

PSM FINAL SCORE **5** **SO-SO** There are plenty of game modes, but the track design and pace sell this one extremely short.

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PUB LUCASARTS | DEV THE COLLECTIVE | MAX PLAYERS ONE | RATED TEEN

▲ Just like in the big budget movies, Indy loves nothing better than a good brawl.

INDIANA JONES AND THE EMPEROR'S TOMB

Fans have been clamoring for years for a new Indiana Jones movie, and while Spielberg and Lucas have yet to grant that particular wish, the latest PS2 game from LucasArts is the next best thing.

Set in 1935, the game has everything an Indy fan could want—evil Nazis, beautiful women and globe trotting adventure. The game begins with a short training level deep in the jungle and then unfolds from there taking Indy to places such as Hong Kong and Istanbul.

Based on an updated version of the Collective's *Slayer* engine, the game allows for quite a bit of freedom of movement, while at the same time correcting for the "little things" that might otherwise become nuisances. As a result you can focus on the action and not fret over the exact location of your whip.

Another strong point is the sheer level of characterization put into the game. The developers have captured every physical nuance that Harrison Ford lent to the character. Little things, such as Indy's look of confusion when the canteen is empty give the game a bit of an interactive movie feel.

Level design is fiendishly done, with hidden booby traps everywhere. The Collective managed to ride the fine line between challenging and frustrating without crossing it.

Environmental interactivity is a strong point, as Indy has the ability to pick up or tear apart anything that isn't tied down. Short on bullets in a fight? Pick up a spare wine bottle and use it to bash someone's face in. Indy was always big on improvisation, so you should feel free to experiment.

If the game has a weak point, it is only in comparison to the other versions. Gameplay is identical, but both the PC and Xbox versions offer enhanced visuals. **ADAM PAVLACKA**

PSM FINAL SCORE 8 **VERY GOOD** Solid gameplay, spot-on voice acting, and a classic Indy story make this a must have title.

PUB/DEV MIDWAY | MAX PLAYERS TWO | RATED TEEN

▲ Sadly, the game looks a lot better in pictures than it does in motion. We hate that!

FREAKY FLYERS

Originally planned for release sometime last year, *Freaky Flyers* is a game that has been sent back to the drawing board more than once. Unfortunately when a game has been retooled as much as this one has, the magic is often lost and what you're left with is a hodgepodge of ideas rather than a coherent title.

Described by the developer as a kart racing game in the skies, *Freaky Flyers* also incorporates combat, multiple paths, large open levels, mini-games, multiplayer modes, over an hour of cutscenes, and more. The kitchen sink is in here somewhere; we just haven't found it yet.

The problem with all these features is lack of focus. Playing through the game, it is sometimes hard to tell if you should be worrying about taking out an opponent or simply racing as fast as you can to reach the goal. Of course, in *Freaky Flyers,* fast is completely relative as the game has zero sense of speed. You might be at full throttle, but grandma could still out-race you.

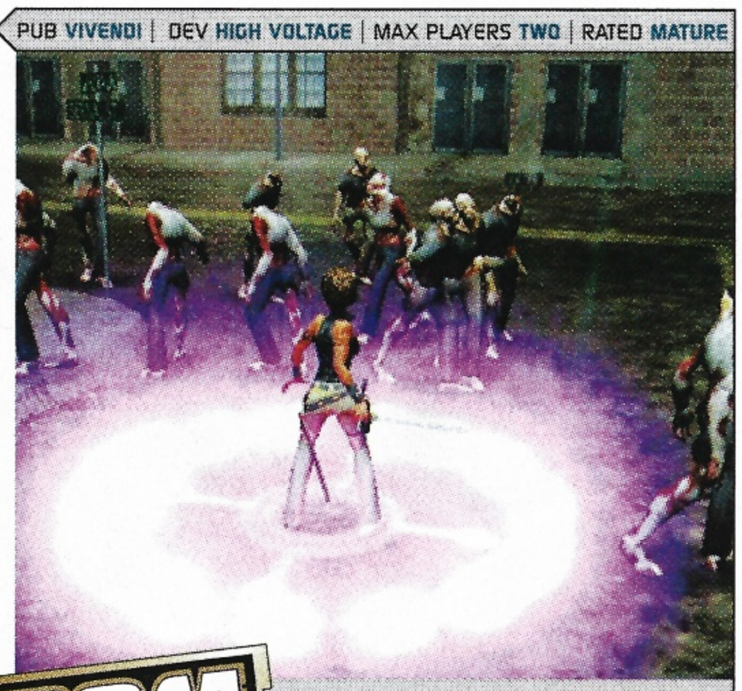
Compounding the problem is the game's low framerate. *Freaky Flyers* will often drop below 30 frames per second, resulting in a chop-tastic display. This is completely unacceptable in a racing game as a poor framerate makes that game more difficult to control. Fine control adjustments are nearly impossible when the game is chugging.

Each level has a number of secondary objectives for the player to meet, but these are not always well defined. Many times I found myself wondering what to do next. For example, in one level you are told to return the Chief to headquarters. Okay... where's headquarters? Keep in mind you are still in the middle of a race.

Ultimately flawed, *Freaky Flyers* feels like a game that was pushed out the door simply because nobody wanted to deal with it any more. Don't bother unless you find it on the cheap. **ADAM PAVLACKA**

PSM FINAL SCORE 5 **SO-SO** Proof that good ideas and lots of development time don't always make for a good game.

PUB VIVENDI | DEV HIGH VOLTAGE | MAX PLAYERS TWO | RATED MATURE



▲ Great effects, ghastly enemies, two-stick shooting—it's all good.

HUNTER: THE RECKONING WAYWARD

Fans of games like *Dynasty Warriors* and the classic coin-op *Total Carnage* are about to fall in love. Developed by High Voltage software, this high-intensity supernatural sequel—not just update—to last year's Xbox horror shooter, *Hunter: The Reckoning* is jam-packed with zombie-blasting action based on the popular *White Wolf* pencil-and-paper role-playing game.

Borrowing elements from several different genres, *Hunter: The Reckoning Wayward* successfully mixes RPG level-building, adventure-type exploration, *Smash TV*-style dual-stick shooting, and melee combat into one gory package. From the destructible environments to the horde of selectable projectile weapons, few games in 2003 have captured our trigger fingers as eloquently as this one. It really is a solid multiplayer action-fest, something that the PS2 library has been in need of for a while.

It's also a very good-looking game. From the gore effects to the well-animated creatures and lead characters, the visuals are spot-on. And while the main characters aren't going to win any design awards, they still all have unique looks—and abilities. The monsters are definitely creepy, and the atmosphere is great, too. Sound is also a strong suit, from the solid "fwoom!" of a shotgun blast to the labored moans of decaying enemies.

The somewhat unusual control scheme may take a little getting used to and the insane challenge of the later levels may put off some, but for those learn the system, *Hunter* is extremely rewarding. We wish High Voltage had added the four-player support that its Xbox and GameCube predecessors had—but luckily we got an extra character class, not found in those games. All things considered, though, *Hunter: The Reckoning Wayward* is a winner. **JEREMY DUNHAM**

PSM FINAL SCORE 8 **VERY GOOD** High Voltage retooled everything in response to fan requests, and it shows. This game rocks.

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SCOREBOARD

Don't buy a game until you check here first!

SCORE ARCHIVE

Iss.	Month	Game Name	Score	Genre	Publisher
74	Aug-03	Ape Escape 2	8	Action	Ubi Soft
74	Aug-03	Return to Castle Wolfenstein	6	Action	Activision
74	Aug-03	Downhill Domination	9	Racing	Sony CEA
74	Aug-03	Enter The Matrix	6	Action	Atari
74	Aug-03	The Hulk	8	Action	Vivendi Unv.
74	Aug-03	K1 World Grand Prix	8	Fighting	Konami
74	Aug-03	Mace Griffin Bounty Hunter	7	Action	Vivendi Unv.
74	Aug-03	Naval Ops: Warship Gunner	8	Sim	Koei
74	Aug-03	Lilent Line-Armored Core	8	Action	Agetec
74	Aug-03	Smash Cars	7	Racing	Metro 3D
74	Aug-03	Speed Kings	5	Racing	Acclaim
73	July-03	Arc The Lad: Twilight Of The Spirits	7	RPG	SCEA
73	July-03	Chaos Legion	7	Action	Capcom
73	July-03	Evil Dead: A Fistful Of Boomstick	7	Action	THQ
73	July-03	G1 Jockey 3	7	Racing	Koei
73	July-03	Resident Evil: Dead Aim	5	Shooter	Capcom
73	July-03	Wakeboarding Unleashed	8	Xtreme Sports	Activision
73	July-03	X2 Wolverine's Revenge	6	Action	Activision
72	June-03	Auto Modellista	4	Racing	Capcom
72	June-03	Colin McRae Rally	8	Racing	Codemasters
72	June-03	.hack//MUTATION	8	Online RPG	Bandai
72	June-03	Indycar Series	8	Racing	Codemasters
72	June-03	Magic Pengel: Quest For Color	6	Fighting	Agetec
72	June-03	Midnight Club II	10	Racing	Rockstar
71	May-03	Amplitude	8	Music	SCEA
71	May-03	Clock Tower 3	7	Horror	Capcom
71	May-03	Dynasty Warriors 4	8	Fighting	Koei
71	May-03	Gallop Racer 2003	8	Racing	Tecmo
71	May-03	Grand Prix Challenge	6	Racing	Infogrames
71	May-03	Jurassic Park: Operation Genesis	6	Action	Universal
71	May-03	NBA Street Vol. 2	9	Sports	EA
71	May-03	Splinter Cell	9	Action	Ubi Soft
71	May-03	World Series Baseball 2003	8	Sports	Sega Sports
71	May-03	WWE Crush Hour	7	Racing	THQ
71	May-03	Zone Of The Enders: The 2nd Runner	9	Action	Konami
70	Apr-03	Aero Elite Combat Academy	8	Air Combat	Sega
70	Apr-03	Breath Of Fire: Dragon Quarter	7	RPG	Capcom
70	Apr-03	Def Jam VENDETTA	9	Fighting	EA Big
70	Apr-03	Everquest Online Adventures	7	RPG	Sony Online
70	Apr-03	High Heat 2004	7	Sports	3DO
70	Apr-03	HSX	5	Racing	Majesco
70	Apr-03	The King Of Route 66	5	Racing	Sega
70	Apr-03	MGS2: Substance	9	Action	Konami
70	Apr-03	MLB 2004	7	Sports	Sony CEA
70	Apr-03	MLB Slugfest 20-04	8	Sports	Midway
70	Apr-03	MotoGP 3	7	Racing	Namco
70	Apr-03	MVP Baseball 2003	8	Sports	EA Sports
70	Apr-03	Rayman 3: Hoodlum Havoc	8	Platform	Ubi Soft
70	Apr-03	Tenchu: Wrath Of Heaven	7	Fighting	Activision
70	Apr-03	Vexx	7	Platform	Acclaim.
70	Apr-03	World Soccer Winning Eleven 6 Int.	9	Sports	Konami
69	Mar-03	ATV Quad Power Racing 2	7	Racing	Acclaim
69	Mar-03	Black & Bruised	3	Fighting	Majesco
69	Mar-03	Dark Cloud 2	8	RPG	Sony CEA
69	Mar-03	Devil May Cry 2	7	Action	Capcom
69	Mar-03	Galerians: ASH	7	Adventure	Sammy
69	Mar-03	The Getaway	7	Action	Sony CEA
69	Mar-03	Guilty Gear X2	9	Fighting	Sammy
69	Mar-03	P.T.O. IV	6	Sim	Koei
69	Mar-03	Primal	8	Adventure	Sony CEA
69	Mar-03	Xenosaga	7	RPG	Namco
68	Feb-03	Activision Anthology	7	Old School	Activision
68	Feb-03	Battle Engine Aquila	8	Shooter	Inforgrames
68	Feb-03	Evolution Snowboarding	3	Action	Konami
68	Feb-03	Legends Of Wrestling II	6	Wrestling	Acclaim
68	Feb-03	Pride FC	8	Fighting	THQ
68	Feb-03	Star Wars: The Clone Wars	7	Adventure	LucasArts
68	Feb-03	War Of The Monsters	8	Fighting	Sony
68	Feb-03	Whiteout	7	Racing	Konami
68	Feb-03	World Tour Soccer 2003	8	Sports	Sony CEA
67	Jan-03	ATV Offroad Fury 2	8	Racing	Sony CEA
67	Jan-03	BMX XXX	6	Action	Acclaim
67	Jan-03	Conflict Zone	5	Strategy	Ubi Soft
67	Jan-03	Dark Angel	6	Action	Sierra
67	Jan-03	Disaster Report	7	Action	Agetec
67	Jan-03	Disney's PK	7	Platform	Ubi Soft
67	Jan-03	Dragon Ball Z: Budokai	3	Fighting	Infogrames
67	Jan-03	Dynasty Warriors 3	6	Action	Koei
67	Jan-03	Final Four 2003	6	Sports	989 Sports
67	Jan-03	Fighter Maker 2	7	Fighting	Agetec
67	Jan-03	Ghost Recon	5	Action	Ubi Soft
67	Jan-03	Harry Potter/Chamber of Secrets	6	Action	EA Games
67	Jan-03	Haven	5	Action	Midway
67	Jan-03	March Madness 2003	7	Sports	EA Sports
67	Jan-03	Minority Report	6	Action	Activision
67	Jan-03	Mystic Heroes	7	Fighting	Koei
67	Jan-03	NCAA College Basketball 2K3	9	Sports	Sega Sports
67	Jan-03	Pro Race Driver	8	Racing	CodeMasters
67	Jan-03	Rally Fusion	7	Racing	Activision
67	Jan-03	Spyro: Year of the Dragonfly	6	Platform	Universal
67	Jan-03	Star Wars: Bounty Hunter	7	Action	LucasArts
67	Jan-03	The Sims	8	Simulation	EA
67	Jan-03	Treasure Planet	8	Platform	Sony CEA
67	Jan-03	Zapper	4	Action	Infogrames
66	Hol-03	Contra: Shattered Soldier	9	Shooter	Konami
66	Hol-03	Dead To Rights	8	Action	Namco
66	Hol-03	Dr. Muto	7	Platformer	Midway
66	Hol-03	FIFA 2003	8	Sports	EA Sports
66	Hol-03	Grand Theft Auto: Vice City	9	Action	Rockstar
66	Hol-03	James Bond 007: NightFire	7	Action	EA
66	Hol-03	Jet X2O	6	Racing	Sony CEA
66	Hol-03	LOTR: The Fellowship Of The Ring	6	Adventure	Black Label
66	Hol-03	LOTR: The Two Towers	7	Adventure	EA
66	Hol-03	Marvel Vs. Capcom 2	7	Fighting	Capcom

HIGH SCORES

These are the games that you've GOT to get your hands on!

Iss.	Month	Game name	Score	Genre	Publisher
72	June-03	Midnight Club II	10	Racing	Rockstar
54	Jan-01	Final Fantasy X	10	RPG	Square
52	Dec-01	MGS 2: Sons Of Liberty	10	Action	Konami
52	Dec-01	Tony Hawk's Pro Skater 3 (PS2)	10	Sports	Activision
51	Nov-01	Devil May Cry	10	Action	Capcom
50	Oct-01	Madden NFL 2002 (PS2)	10	Sports	EA Sports
47	July-01	Gran Turismo 3	10	Racing	Sony CEA
39	Nov-00	SSX (PS2)	10	Snowboard/Race	Electronic Arts
74	Aug-03	Downhill Domination	9	Racing	Sony CEA
71	May-03	NBA Street Vol. 2	9	Sports	EA
71	May-03	Splinter Cell	9	Action	Ubi Soft
71	May-03	Zone Of The Enders 2nd Runner	9	Action	Konami
70	Apr-03	Def Jam VENDETTA	9	Fighting	EA Big
70	Apr-03	MGS2: Substance	9	Action	Konami
70	Apr-03	World Soccer Winning 11	9	Sports	Konami
69	Mar-03	Guilty Gear X2	9	Fighting	Sammy
67	Jan-03	NCAA College Basketball 2K3	9	Sports	Sega Sports
66	Hol-03	Contra: Shattered Soldier	9	Shooter	Konami
66	Hol-03	Grand Theft Auto: Vice City	9	Action	Rockstar
66	Hol-03	Suikoden III	9	RPG	Konami
66	Hol-03	Tony Hawk's Pro Skater 4	9	Sports	Activision
65	Dec-02	Burnout 2: Point Of Impact	9	Racing	Acclaim
65	Dec-02	DDR Max	9	Dancing	Konami
65	Dec-02	NBA 2K3	9	Sports	Sega Sports
65	Dec-02	NBA Live 2003	9	Sports	EA Sports
65	Dec-02	Ratchet & Clank	9	Platform	Sony
64	Nov-02	TimeSplitters 2	9	FPS	Eidos
63	Oct-02	Need For Speed: Hot Pursuit 2	9	Racing	EA
62	Sep-02	Madden NFL 2003	9	Sports	EA Sports
62	Sep-02	NCAA Football 2003	9	Sports	EA Sports

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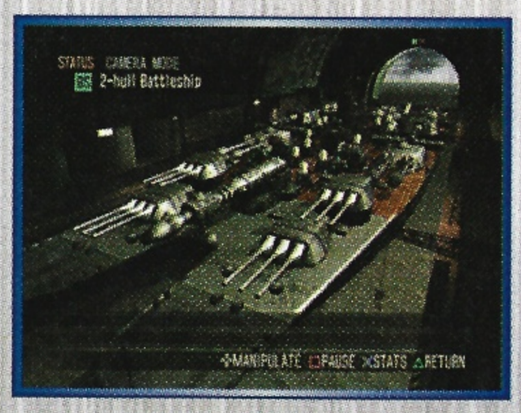

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ONLY IN PSM FIRST LOOK

HE TI

▲ **WHO'S NEXT?** WCW's Bill Goldberg is just one of the new roster additions for *SmackDown! Here Comes the Pain.*

HERE COMES THE PAIN

WWE SmackDown! *Returns with a vengeance—bringing the better graphics, harder-hitting presentation, and deeper gameplay you've been asking for!*

BLOOD!

PAIN!

BRAS & PANTIES!

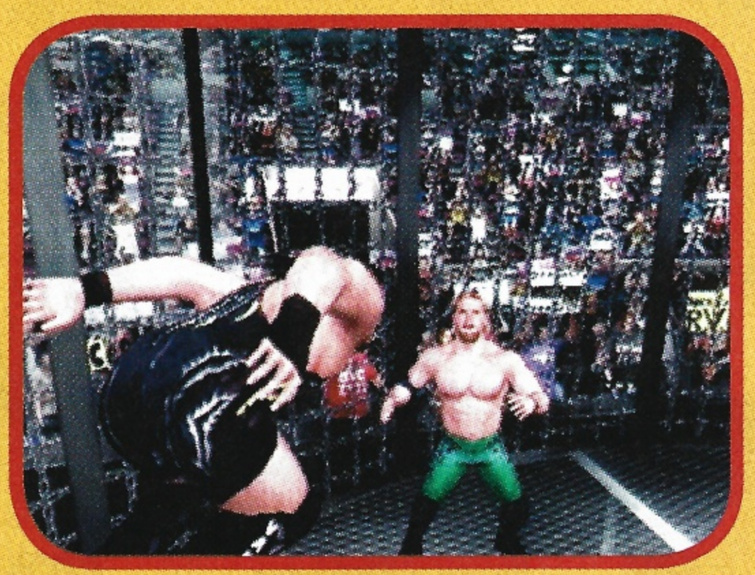
You might think you know what to expect from the next *WWE SmackDown!* on PS2. More modes, more wrestlers, outdated-by-launch storylines—right? Wrong. THQ is out to change the way wrestling fans look at the series. The goal: to make a deeper, more realistic, and ultimately more fun game. Can we have a "hell yeah!"?

GRAPPLING WITH GAMEPLAY

There's no denying that the previous *SmackDown!* games were fun, but in terms of hardcore-pleasing wrestling gameplay, they were definitely lightweights. Series developer Yuke's, working with a fresh new design team at THQ, has "fix the gameplay" at the top of their list.

While it still has a similar overall feel to the prior games, the grappling, counter, and submission systems have all been changed. For instance, each wrestler has their own unique grapples, and separate counters for strikes and grapples (there's a unique grapple/counter for every wrestler and move). Weight classes are also taken into consideration, so if you're playing as Rey Mysterio, you won't be picking up Big Show. In fact, each wrestler will have their own unique stats across the board, drawing on their real-life strengths as high-flyers or flat-out powerhouses.

Location-based damage is another big change. There's now an on-screen representation of each wrestler's body at the top of the screen, broken down by head, body, arms, and legs (right and left, respectively). This works into the new submission system; wear down an opponent's leg to the point it's flashing red and they will have a harder time resisting the pain of a leg submission. A new submission meter also pops up, requiring both players to act out a button-mashing "tug of war" to turn the tide in their favor.



ELIMINATION CHAMBER

Eric Bischoff's monstrous creation, the Elimination Chamber, time-releases Superstars into the melee—and there's no way out.

The end result: *SmackDown! Here Comes The Pain* is still a faster-paced game than other wrestling titles, but with better play balance and deeper play mechanics, it's already a much more strategic game; thankfully gone are wrestlers popping up after receiving six Stone Cold Stunners!

BECOME A LEGEND

Another big focus in this sequel is the career mode. Whether you choose an existing superstar (there will be 50+ total) or create your own, you'll need to truly work your way up the ranks. The better you wrestle, the more you get over with the crowd, the more high-card matches you're booked in. You character will also have upgradeable stats (a la *Def Jam Vendetta*) and learn new moves as they work towards becoming the world champ. THQ is also promising a much clearer indication of which belt you're working towards winning.

BE A LEGEND

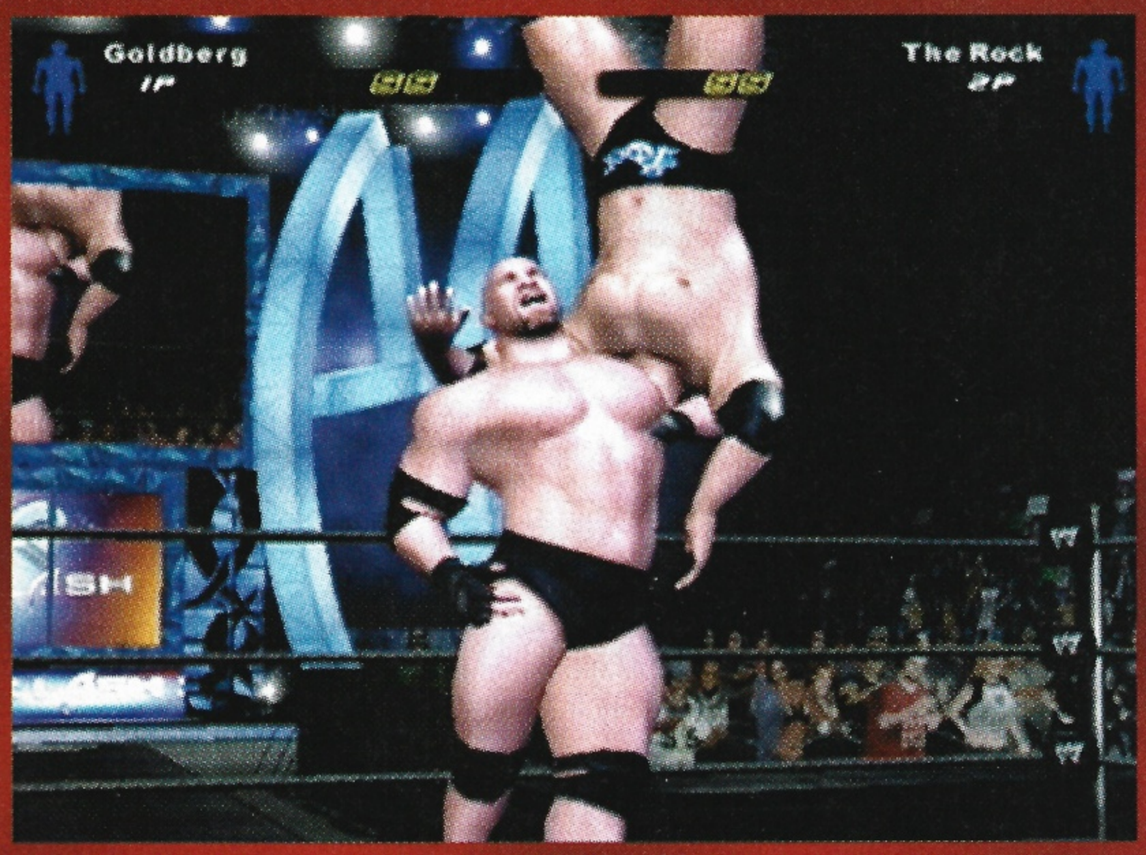
There are a lot of talented grapplers on WWE TV today, but THQ wanted to grant old-school wrestling marks their wish in this game. You won't need to use the Create-A-Superstar mode to resurrect your old time favorites. As it stands, *SD5's* roster of unlockable legends includes Rowdy Roddy Piper, The Legion of Doom, The Iron Sheik, Nikolai Volkof, Sgt. Slaughter, Hillbilly Jim, Jimmy "Superfly" Snuka, old-school Hulk Hogan (isn't that just his current gimmick?), George "The Animal" Steele, the Million Dollar Man, and, much to our delight, old-school creepy Undertaker. Yes!

NOT SEEN ON TV

While there'll be some memorable storylines from the past year of WWE television, THQ has brought in WWE writers to create exclusive storylines just for the game. This should hopefully go a long way towards eliminating the "stale" feeling most licensed wrestling games have once they reach shelves. There will also be less of an emphasis on cutscenes this time around, and those that do appear with have more significance.

HARD-HITTING PRESENTATION

On the A/V side, THQ is also playing with several new additions to the series. For one, the wrestler models and animations are hugely improved from the last game, capturing the most subtle actions as Brok Lesner's intense flexing. Its faces are also the most accurate yet, and the extra polygons are matched with realistic cloth and specular "sweat" effects.



▲ Goldberg's back, and in the WWE, no less. Jackhammers for everyone!

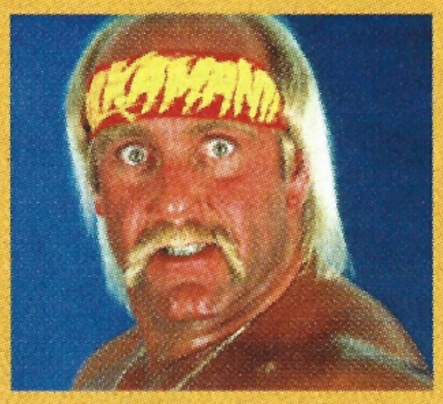
▲ The backstage areas aren't just bigger—they also have drivable vehicles.

▲ Taker drags Austin by the neck while riding his motorcycle.

OLD-SCHOOL!

SmackDown! Here Comes The Pain is the first game in the series to feature unlockable classic Superstars. Here are a few you can expect to see.

(Also confirmed: Rowdy Roddy Piper, Superfly Snuka, Legion of Doom, Nikolai Volkof, Hillbilly Jim, and George "The Animal" Steele)

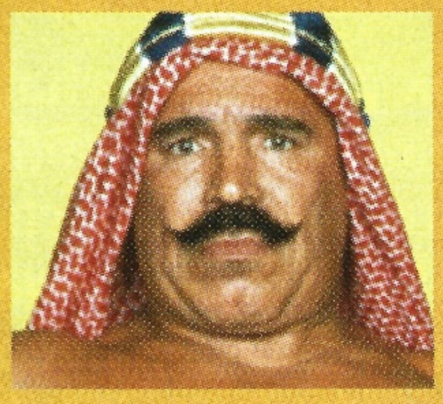


OLD-SCHOOL HOGAN

Just like new-school Hogan, only without the dyed beared and current (rediculous) "Mr. America" gimmick.

OLD-SCHOOL UNDERTAKER

Aww yeah! Travel back to when Taker dressed creepy, didn't speak, and ran with Paul Bearer.



THE IRON SHEIK

Master of the Camel Clutch and long-time adversary of Sgt. Slaughter. Also a wearer of pointy-toed boots.

SGT. SLAUGHTER

Sarge is one of the most memorable old-timers, thanks to his legendary heel turn and appearance on GI Joe.

SEASON MODE

The game's career path will mix memorable TV moments (such as Bischoff's lottery wheel from Raw) with original storylines exclusive to the game.

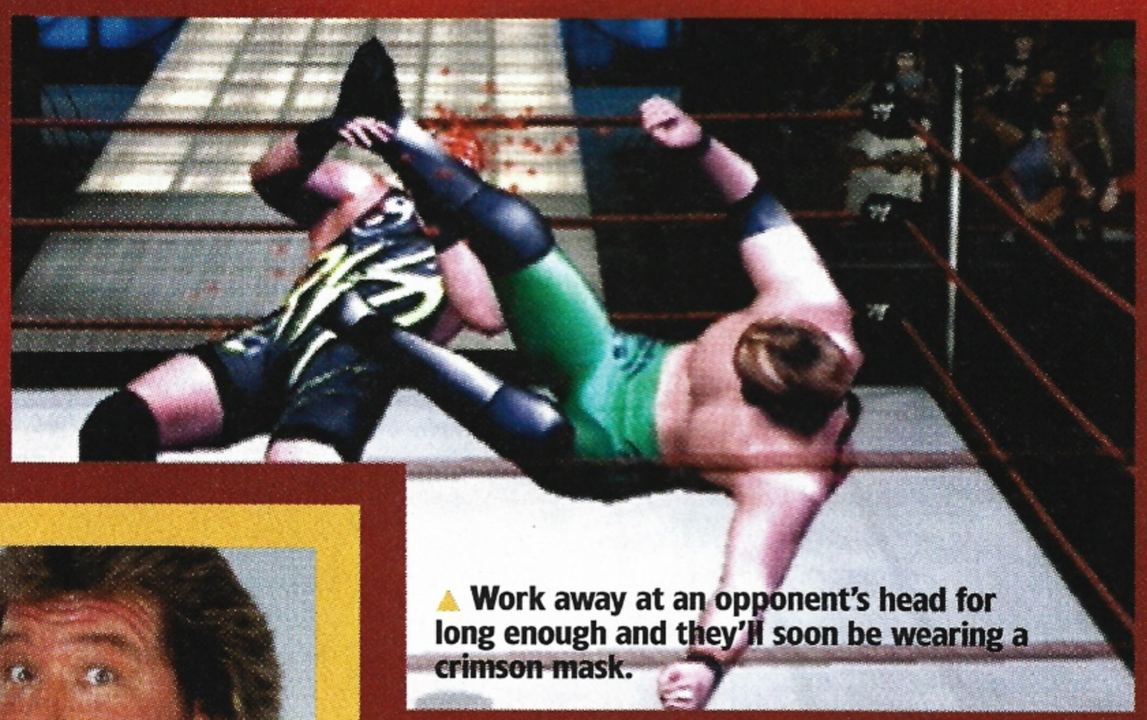
MEET YOUR MATCH

THQ is taking each wrestler's grappling style and weight class into account for *SmackDown! Here Comes The Pain*. The result is matches that not only look more convincing, but also rely a lot more on using your character's strengths in certain areas.

▲ **Every character has their own unique grappling style and grapple counters.**

▲ **You won't see smaller characters like Rey Mysterio tossing around the big guys anymore.**

Check out the, er, cloth physics in this shot of the Bra and Panties match. This screen also shows just how much more accurate the characters' faces are.



▲ **Work away at an opponent's head for long enough and they'll soon be wearing a crimson mask.**

▲ **Selling the pain like never before is one of the biggest goals for the development team.**

The camera work is being totally reworked to be more "epic." There will be most TV style angles, especially when The Superstars pull off their finishers. Other highlights included fully polygonal crowds in the first few rows, "harder-hitting" in-ring sounds, wrestler-specific crowd chants, less frequent, but more strategic commentary, and lots of original voiceover by all of the major WWE players.

BLOOD, SWEAT, AND REARS

SD5 will also be the first game in the series to feature blood, though not in massive quantities. This, of course, introduces the first-blood match. The pain potential increases with the inclusion of the Elimination Chamber, first debuted on WWE pay-per-view earlier this year.

Beyond the blood and grueling matches, THQ actually had the hardest time getting the WWE to relinquish and allow the inclusion of many viewers' favorite match type: the bra and panties match. In this mode, which relies on the game's new submission system, the first female wrestler to lose her top and bottoms is the loser—but we'd say every player will be the winner in this case.

The backstage areas will also be far more elaborate, featuring ladders, lots of smashable objects, and even moving cars that players can (finally) smash their opponents into—all while a hovering news helicopter looks on.

So that's where the next *SmackDown! is at*—and from playing it, even at an early stage, we can tell you that it's come a long way from *Shut Your Mouth*. Being huge wrestling marks themselves, the new team at THQ are still brainstorming ideas to take this sequel to the next level—and with the core elements receiving much-needed attention, we can't wait to see what the trimmings are!

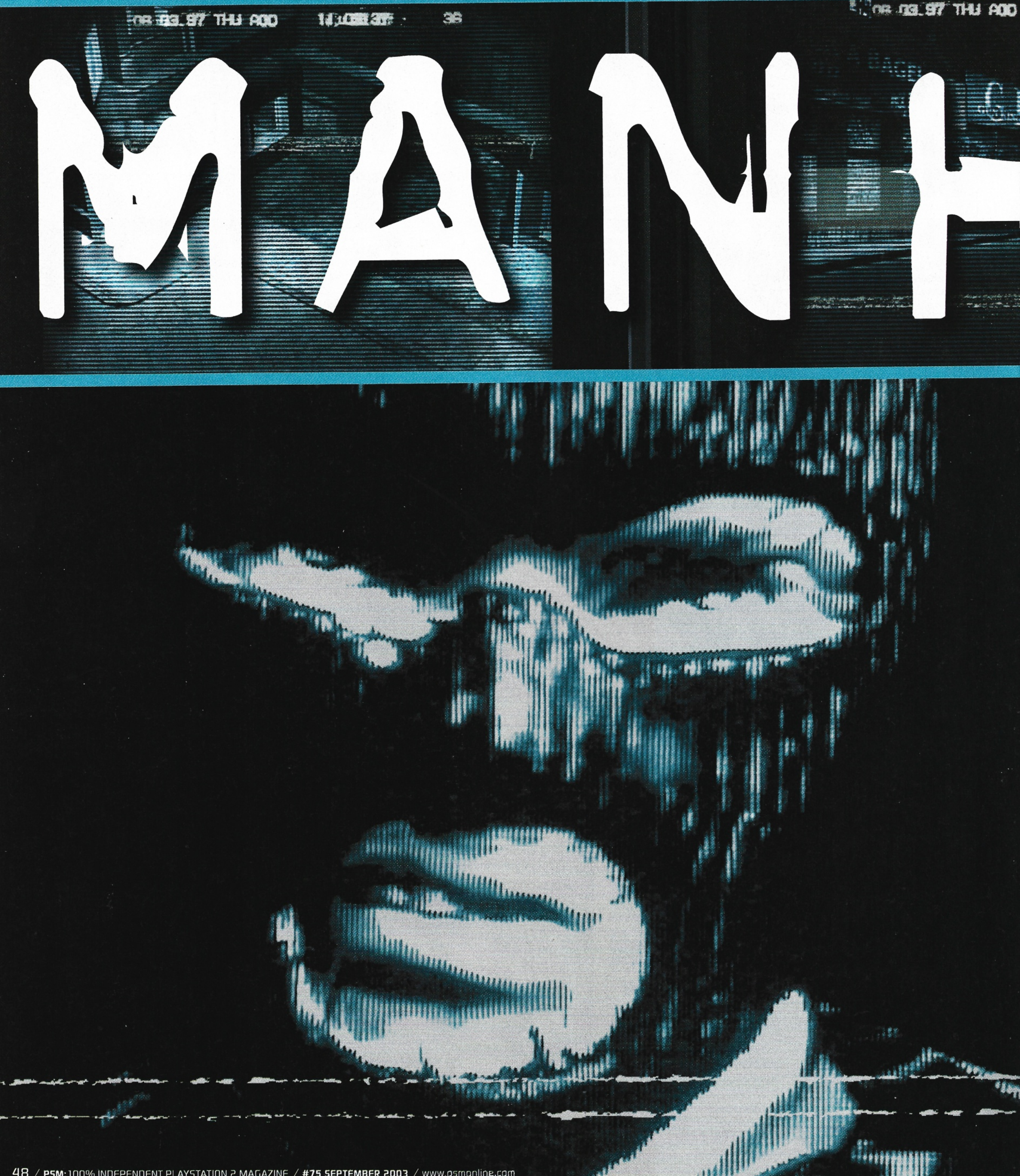
THE ULTIMATE WARRIOR

This "tribal" version of Hogan might not have had the best fashion sense, but he was definitely intense.

THE MILLION DOLLAR MAN

A.K.A. Ted DiBiase, he hung out with Donald Trump and paid people to humiliate themselves. What a life!

Lights... Camera...



Execution!

Rockstar North gets darker, more brutal, and more twisted than ever. Tommy Vercetti wouldn't last ten minutes in this game.

Carcer City. Once, it might have been a gleaming, industrial metropolis. Now, it's a cesspool. A soul-less, rotting, shell of a city, deep in the heart of the middle of nowhere. It's also the perfect place to die.

Unfortunately, that's exactly what you're about to do. As death-row inmate James Earl Cash, you've got a date with a needle, and she has one hell of a goodnight kiss. What crimes did you commit? It makes no difference. Are you even guilty? Doesn't matter. You soon will be.

Because this town has a deep, dark secret that you're about to learn the hard way. Carcer City is ruled from the shadows by an immensely powerful, incredibly rich, impossibly sick man. So powerful is he that he can even fake a man's death, arranging it so that a death row inmate appears to have been executed, but has actually been secretly kidnapped instead. But this man, known only as "The Director", has no intention of setting you free.

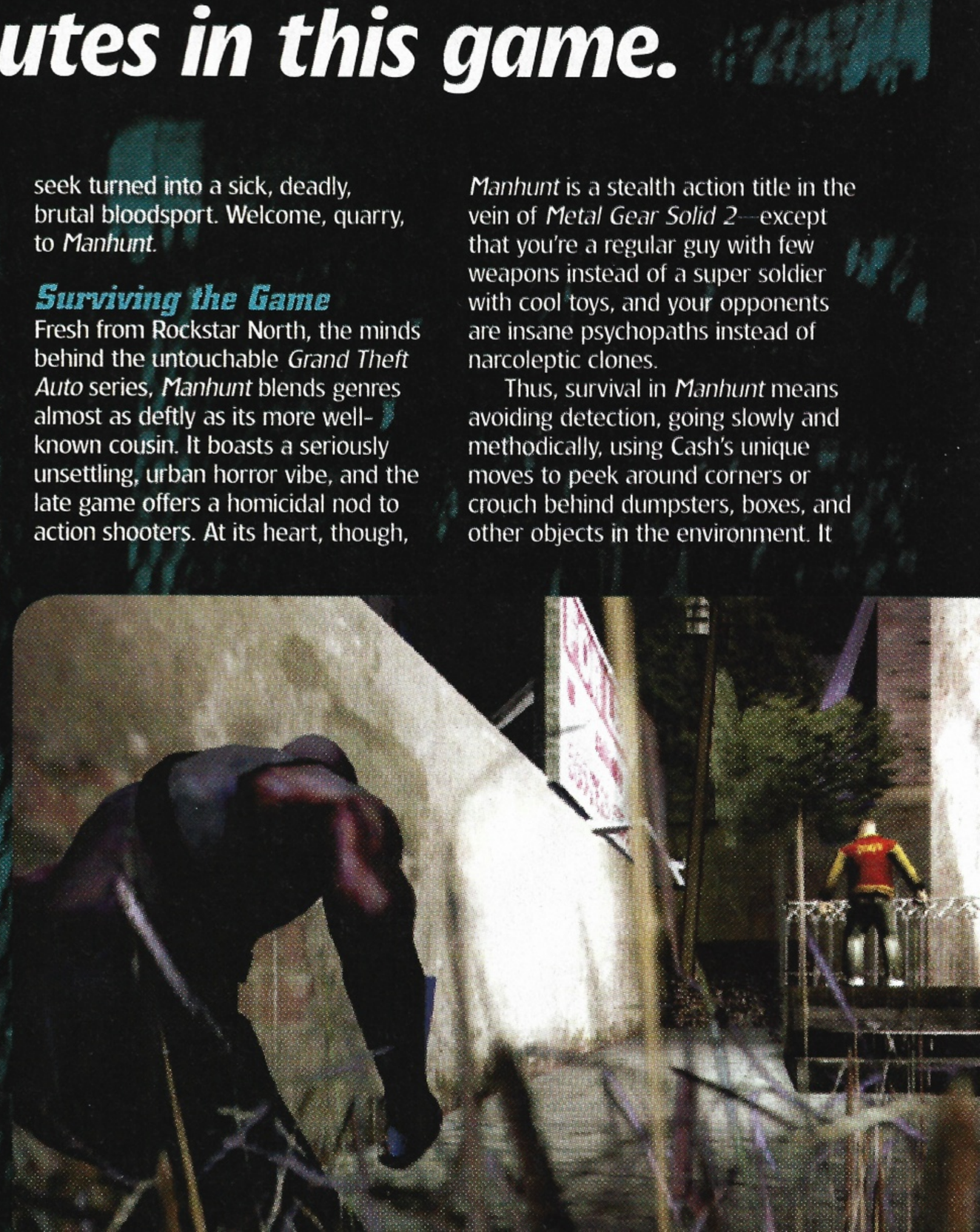
Instead, you've just become the captive star of The Director's own, personal snuff film, dropped unarmed into broken cityscapes specifically made for his twisted purpose. And you're not the only rat in this maze. The Director has also hired bloodthirsty gangs of masked, deranged killers to hunt you down. They know you're coming, and they're waiting to slaughter you as viciously as possible, all for The Director's viewing pleasure. The very minute the cameras start rolling, you have only two choices: kill or be killed.

Welcome, Alice, to the world as viewed through a broken looking glass. Welcome, player, to the most dangerous game: hide and seek turned into a sick, deadly, brutal bloodsport. Welcome, quarry, to *Manhunt*.

Surviving the Game

Fresh from Rockstar North, the minds behind the untouchable *Grand Theft Auto* series, *Manhunt* blends genres almost as deftly as its more well-known cousin. It boasts a seriously unsettling, urban horror vibe, and the late game offers a homicidal nod to action shooters. At its heart, though, *Manhunt* is a stealth action title in the vein of *Metal Gear Solid 2*—except that you're a regular guy with few weapons instead of a super soldier with cool toys, and your opponents are insane psychopaths instead of narcoleptic clones.

Thus, survival in *Manhunt* means avoiding detection, going slowly and methodically, using Cash's unique moves to peek around corners or crouch behind dumpsters, boxes, and other objects in the environment. It



▶ **In most games, the player is the one doing the hunting. Not here. Now, you're the hunted—welcome to the "game".**

MANHUNT

Books that Kill

While many readers will immediately compare *Manhunt* to films like *The Running Man* and *Surviving the Game*, there's an older, more literate correlation as well: Richard Connell's 1924 short story *"The Most Dangerous Game."* It's a pretty good story, and you can read it for yourself at www.classicreader.com/read.php/sid.6/bookid.1317

also means living in the shadows.

Lighting is important in any game, but in *Manhunt*, it's a life-or-death matter. If your enemies are alive, the shadows can conceal you, enabling you to move past them in secret. Just be careful. The game also models your enemies' line of sight, and if an enemy sees you go into the shadows, he knows you're there and can still see you. If your enemies are already dead, you can move their bodies to the shadows to keep them from being discovered.

The Silent Scream

As crucial as shadows are to *Manhunt*, even their significance pales when compared to the ground-breaking impact that sound has on the game. Enemies are attracted to every noise you make. This ranges from your footsteps, which are quiet when you're creeping, slightly louder when you walk, and very loud when you run, to noises made by various weapons.

So important is sound in *Manhunt* that there's a radar screen in the lower left of the screen that will show a circular blip emanating from you, indicating just how much noise you're making at any given time. If an enemy is within your blip, he hears you, and things get nasty.

Fortunately, sound can also work in your favor. Your enemies make noise as well, and these sounds—particularly their footsteps and frequent dialogue—enable you to track them through the level. If an enemy is silent and stationary, he's invisible to you (unless you're literally looking at him). But the minute he takes a step, a yellow arrow appears on your radar, showing his location and orientation. If he's on alert and actively seeking you, the arrow turns orange.

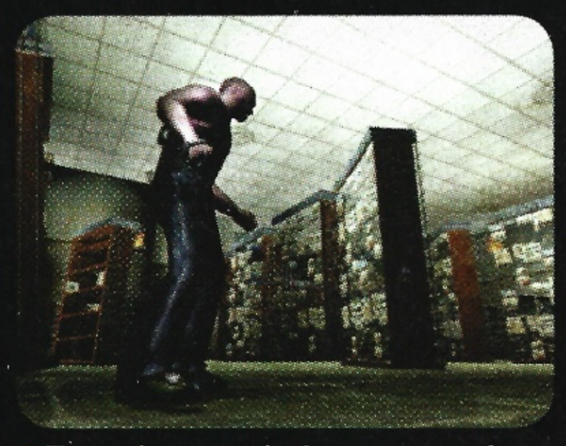
You can also create audio miscues to deceive your hunters. Throwing bottles, bricks, or cans produces a sound that can lead a nearby hunter away from your path. Similarly, punching a wall will draw a hunter closer to your waiting ambush.

There's one additional sonic element in *Manhunt*. Cash wears a radio headset, which The Director himself uses to communicate directly with you, assigning level goals, goading you to violence, and commenting upon your progress like some kind of demented Otacon. He can't necessarily be trusted—he really just wants to see as many gruesome deaths as possible—but he functions very well as the murder-minded devil on your shoulder, and serves as a frequent reminder to how twisted these proceedings are.

The Right Snuff

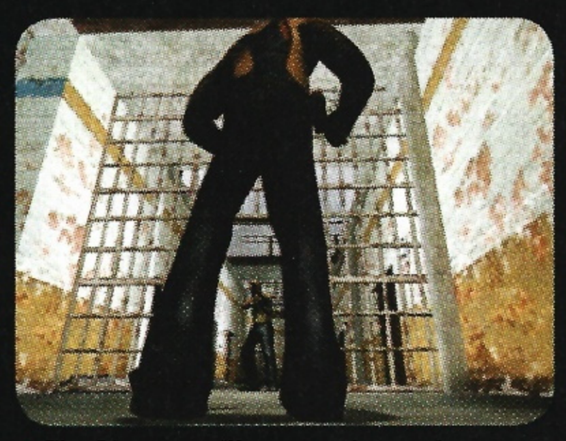
Of course, the best way to keep a hunter from hanging your own head on the wall is to take him out of the picture—permanently. The best way to do this is to sneak up behind your enemy and execute one of the game's stealth kills. There are over 20 total, one for each weapon, but all of them have two things in common: they're executed with a single button press once you're in position, and they're wickedly brutal. For instance, if you're holding a hunting knife, you'll put your enemy in a headlock and drive the blade into his neck, triggering a fountain-like arterial spray. A crowbar results in a chokehold that ends in a broken neck. Even the lowly plastic bag can be used as a lethal weapon—Cash simply throws it over

▲ Many objects in the environment are interactive. You can hide behind dumpsters, and break windows to get glass shards.

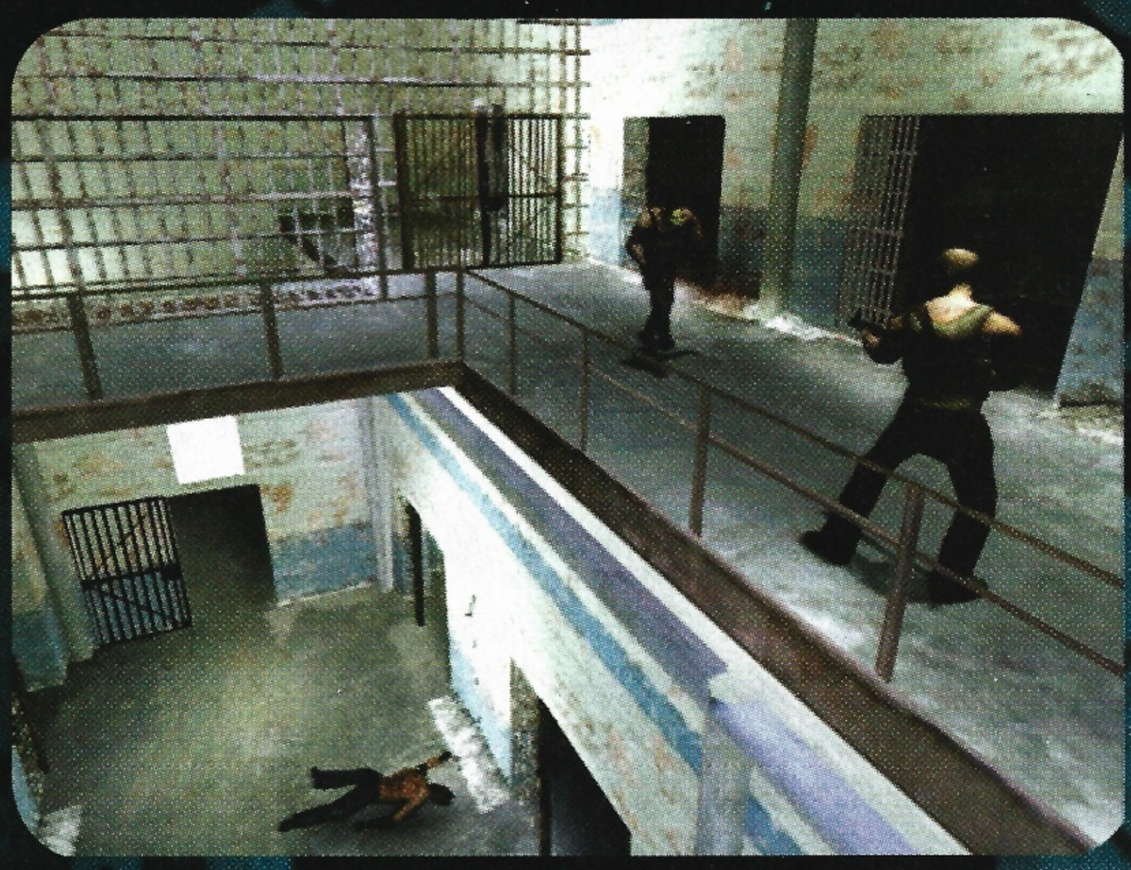


▲ The environments in the game range from run-down city streets to a deserted prison, a decrepit shopping mall, and beyond.

▲ You can raise your forearm to fend off an enemy's blows, but it's better to just dispatch him as quickly as possible.

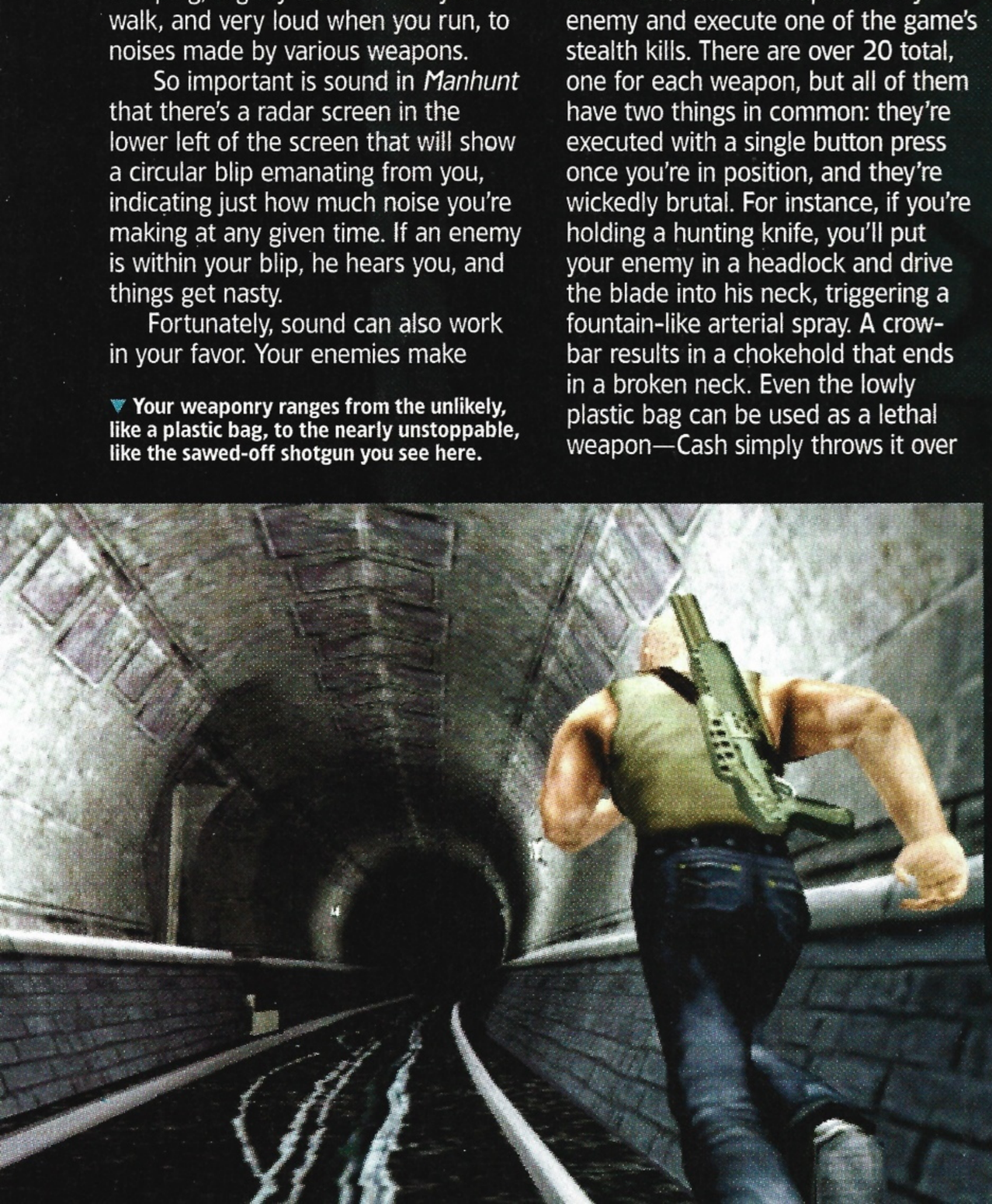


▲ The Director will constantly speak to you, either pointing out pertinent details or just encouraging you to cave in someone's skull.



▲ Most levels are stealthy, but there are also times when running and gunning can actually serve you well—as long as your ammunition holds out.

▼ Your weaponry ranges from the unlikely, like a plastic bag, to the nearly unstoppable, like the sawed-off shotgun you see here.



▲ Guns are effective weapons, but they're way too noisy. It's often better to resort to low-tech weaponry like this meat cleaver. It's messier, but much more quiet.

his quarry's head and cinches it tight until they suffocate.

Regardless of which weapon you wield, each stealth kill is presented as the bloodthirsty Director would see it: up-close, through the grainy lens of one of the countless cameras secretly mounted throughout every level.

Then there are the times when a stealth kill is impossible—when you encounter one of the game's frequent boss characters, for example (plus, let's face it: a sawed-off double barrel isn't exactly designed for stealth). When this happens, the game locks the camera over your shoulder and adopts a more action-oriented, *Zelda*-style control scheme that enables you to lock onto an enemy and strafe from side to side.

This non-stealthy melee fighting is actually one of the few elements of the game still be heavily tweaked. Right now, it's a bit rudimentary, but it's already deeper than the combat in *MGS2*.

As for the weapons themselves, there are several distinct classes. First are one-shot weapons, like plastic

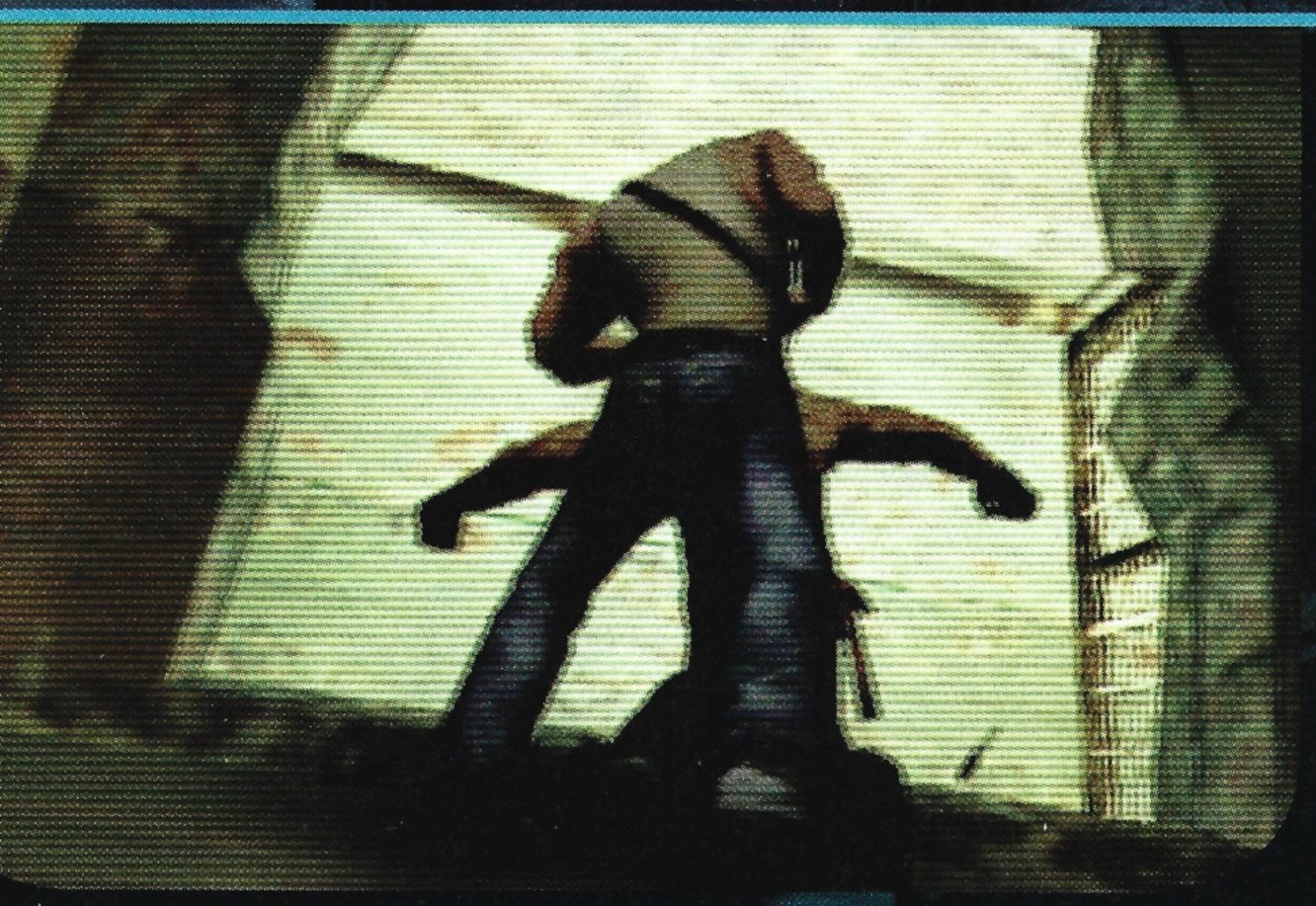
▼ Enemies tend to be better equipped than you, and can easily overpower you if encountered in numbers.

Solid Snuff

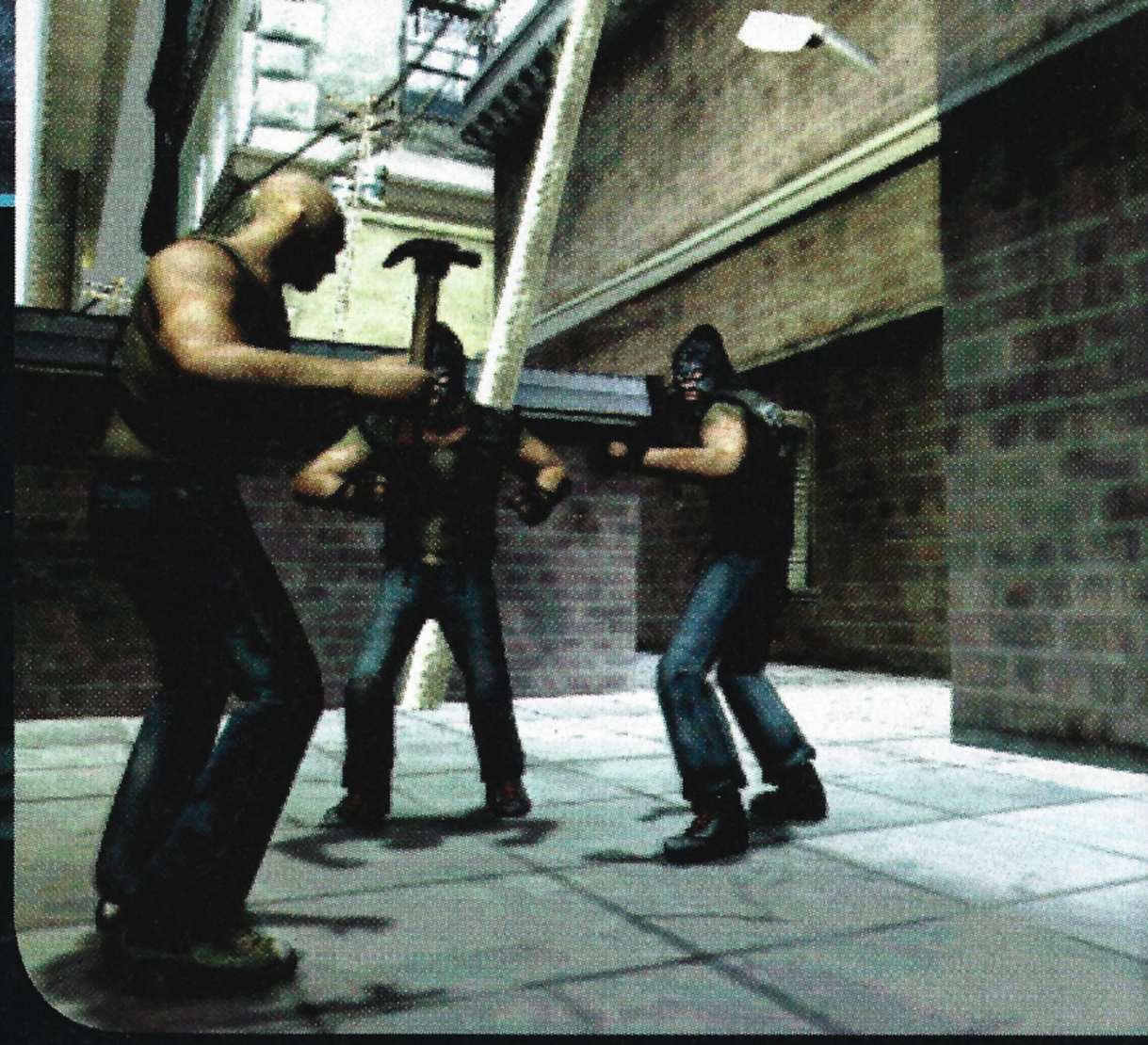
As in *Metal Gear Solid 2*, the quickest way to die in *Manhunt* is to charge blindly through each level like a bull in a china shop. For one thing, your stamina gauge drains rapidly when you're sprinting. When it wears out, you're done running for awhile. Secondly, running will quickly attract the attention of the manhunters. Thus, your little jog ends with you run down, surrounded, and snuffed out like a candle. Unless you've got a shotgun—but that's another thing entirely...

▼ There are even some weather effects in the game, although they do little to lower the body count.

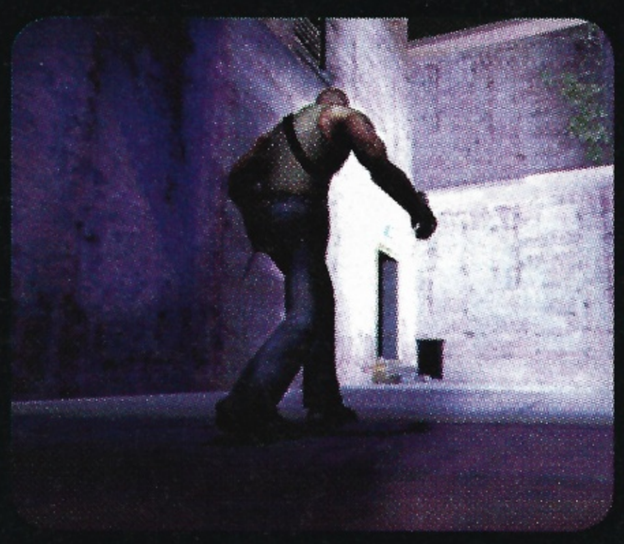
MANHUNT



▲ Your stealth kills are viewed through the eyes of the surveillance cameras hidden all around you. This way, you see exactly what The Director sees.

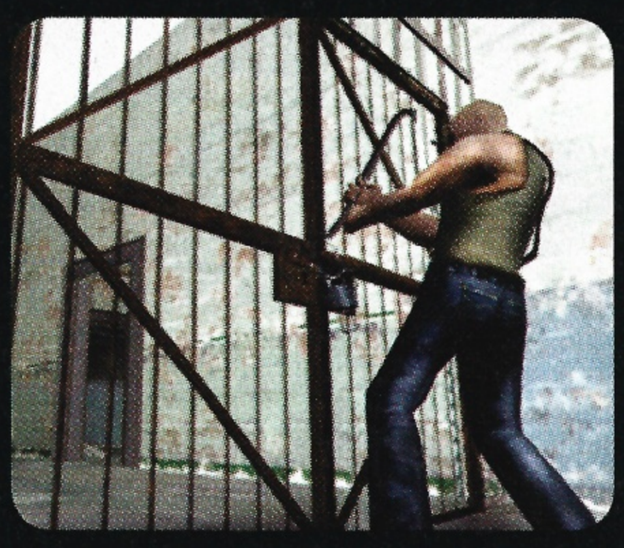


▲ Cash chuckled to himself as he remembered those innocent days when he thought the only thing you were supposed to hit with a claw hammer were nails.



▲ Shadows are crucial. They conceal you as you sneak up on an enemy, and can also hide his dead body to keep it from being discovered.

▲ Why is the sky green? Hey Mr. Perspective, everyone here wants to kill you—don't you think that green sky is the least of your worries?



▲ The flow of the game is fairly linear. After all, The Director is scripting everything that happens to you—he even placed this locked gate.

bags, garroting wire, and glass shards, which are carried in your pocket. These are all single-use items, but some are easily replenishable: for example, you can break certain windows to get more glass shards. Just realize that the noise may attract hunters.

Next come the melee weapons: the crowbar, baseball bat, machete, meat cleaver, hunting knife, blackjack, and even an everyday hammer. They're effective, though you'll want to deliver a couple extra strokes to downed enemies to ensure they don't get up again.

Finally, there are the serious death-dealers, the firearms: .38 revolver, 9MM pistol, and pump action shotgun, in both regular and sawed-off, double-barreled flavors. Fire sticks are noisy, sure, but also very effective, especially because the camera adopts a zoomed-in, over-the-shoulder perspective when you're using one. Interestingly, guns require ammo just as they would in real life, and must be reloaded in real time.

As with *GTA: Vice City,* you can have only one weapon from each class at any given time. Also, these are just the weapons we know about, and Rockstar assures us there are still plenty of surprising tools of the killing trade yet to be revealed. Finally, if you're a total purist, you can fight with only your fists, though there is no bare-handed stealth kill. After all, Cash may be brutal, but he's not a ninja.

The Running Man

Despite your formidable arsenal, don't expect The Director's bloodthirsty goons to go down easily. Don't expect them all to act the same way, either. According to Rockstar, each of the game's gangs will not only speak and dress differently, they'll also favor different weapons and will utilize different tactics to hunt you down.

For example, we first encountered "The Hoods." These low-rent thugs all wear some sort of hood, be it stocking cap or fetish mask, and tend to be disorganized and vocally whiny (we heard one of them complaining about his boots). Later, we fought through a prison run by "The Smileys." These psychos all wear blood-splattered smiley-face masks and have a penchant for using the shadows themselves to sneak up behind you. Big difference, there. Rockstar is keeping mum about the other gangs, but the names we know—"The Innocents" and "The Skins"—are enough to have us interested.

There are also a few non-hunter characters, some of whom lead to a bit of variety in your mission assignments. In one late-game level called Pool of Tears, we were introduced to a fellow named The White Rabbit—complete with a dingy rabbit suit. The Director then assigned us to track down and kill the Rabbit. This gave the game a different feel, because not only were we hunting down the Rabbit, but everyone else in the level was still hunting us. Having a shotgun helped, but this was definitely a messy mission.

Most Dangerous Game

To be honest, chasing the Rabbit down also made us feel a little icky. And spooked. *Manhunt* is among the scariest games we've ever played, despite the fact that there are no zombies, no ghosts, no randomly fleshcrafted groups of animated body parts.

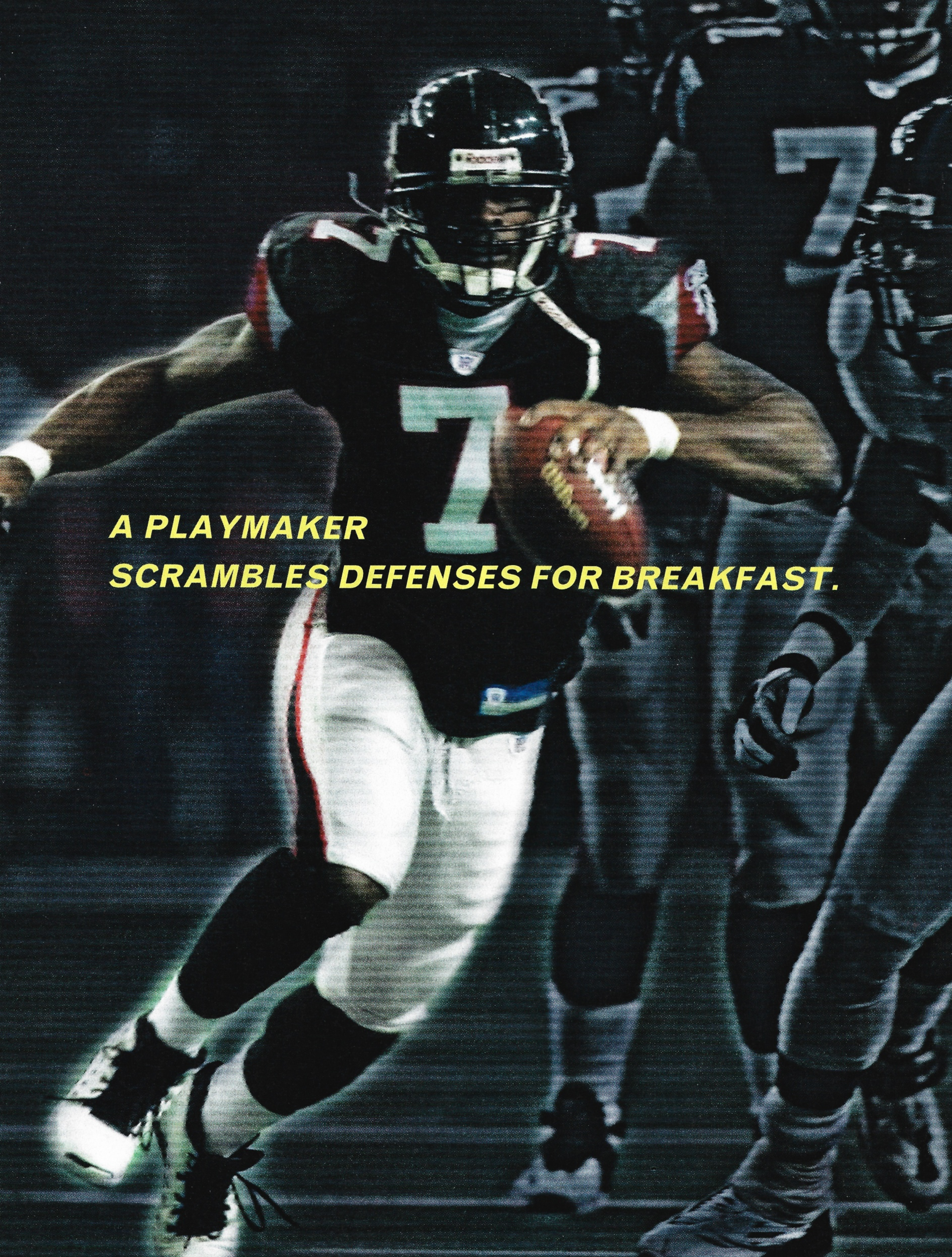
In fact, this lack of supernatural elements is what makes the game so freaky. *Manhunt* is not scary because you encounter something unreal. It's just the opposite. *Manhunt* is scary because it lives at the very edge of the feasible. These enemies are real people, except they're crazed by bloodlust and unhindered by the laws of morality. They could be any one of us, and that's downright chilling. This is a fact not lost on Rockstar's Terry Donovan.

"We feel pretty confident that this is going to be uncomfortable for some people," he relates, "however, other than make great games, the one thing Rockstar has always done year-in, year-out is take chances." And indeed, truer words were never spoken. Despite being developed by the creators of *GTA, Manhunt* is a gamble. It's almost unfathomably dark and mature, it seems quite linear, and Rockstar North's last non-*GTA* offering was *Wild Metal* for the Dreamcast—not exactly a AAA title.

When all is said and done, *Manhunt* is compelling enough, and atmospheric enough to have us captivated, even in the short time we spent with it. It may be all about staying quiet, but we're guessing that *Manhunt* is going to make plenty of noise on the sales charts this fall. P

Beyond Thunderdome

Manhunt uses the Renderware engine, but boasts a much darker visual style and much greater graphical detail than either *GTA* game. As for the environments themselves, they range from a run-down city block, littered with abandoned cars and crumbling tenements, to a hellish prison, where the mutilated bodies of former competitors hang from the ceiling, and on to other decaying staples of city life: a junkyard, a shopping mall, a factory, and more.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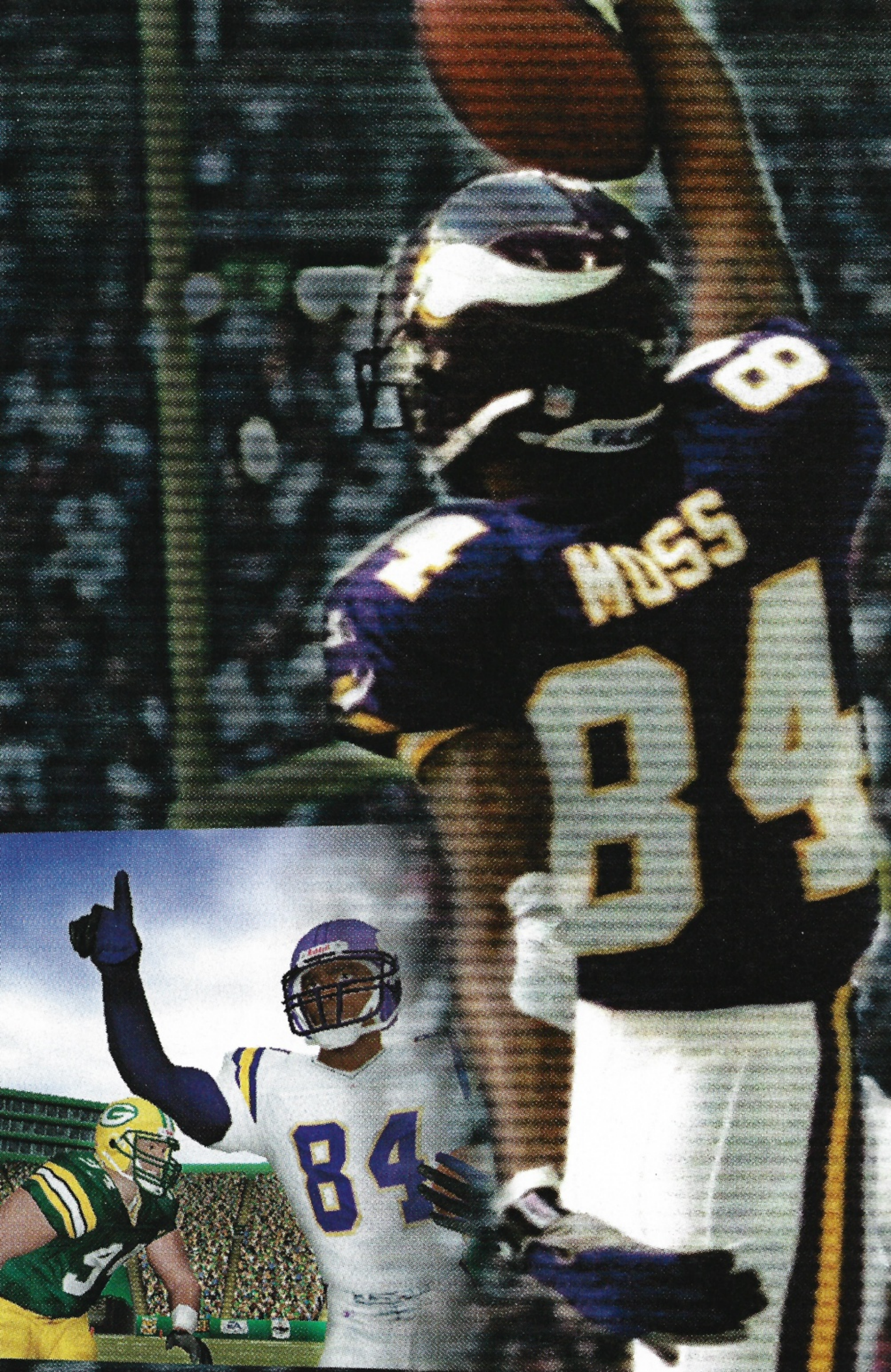

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EA's racing series takes the genre deeper and faster than ever

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<< AFTER SEEING **THE GAME IN ACTION**, WE WERE **QUICKLY CONVINCED** THAT THE GENRE WOULD **NEVER BE THE SAME** >>

NEED FOR SPEED UNDERGROUND

GAME INFO / PUB **EA** | DEV **EA BLACK BOX** | REL DATE **NOVEMBER** | TYPE **RACING** | MAX PLAYERS **FOUR (ONLINE)** | ESRB RATING **PENDING**

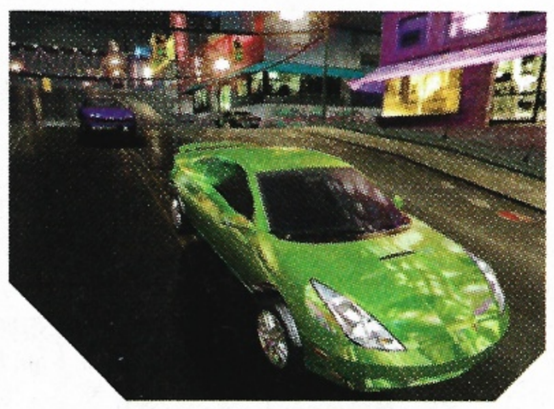
Since the release of *Ridge Racer* on the original PlayStation, racing games have considerably evolved in both depth and graphics. They've also headed in various directions, with some venturing into sim territory and others remaining close to their arcade roots. Still others, such as the *Need For Speed* series, have ridden the line between the two extremes in order to create a unique experience that's both realistic and easy to get into. That path, along with a constantly changing selection of exotic sports cars and well-designed courses, is what helped to propel *Need For Speed* to the front of the racing pack. In fact, the last game in the series, *Hot Pursuit 2,* received a 9/10 in PSM and is still considered one of our favorite racing games on the PlayStation 2.

That's why we eagerly jumped at the chance to chat with the folks at Blackbox about their latest, and somewhat different, racing project, *Need For Speed Underground.* And, after seeing the game in action, we were quickly convinced that the genre would never be the same. The bar, as they say, has definitely been raised.

THE STARTING LINE

At a first glance, *Underground* might be compared to Rockstar's *Midnight Club* series, as both put a spotlight on the culture of illegal street racing scene and the current craze of car tuning and modification. However, that shared focus is where the similarities end. *Underground* takes the concept and fully runs with it, creating an atmosphere where every aspect of the culture is a star.

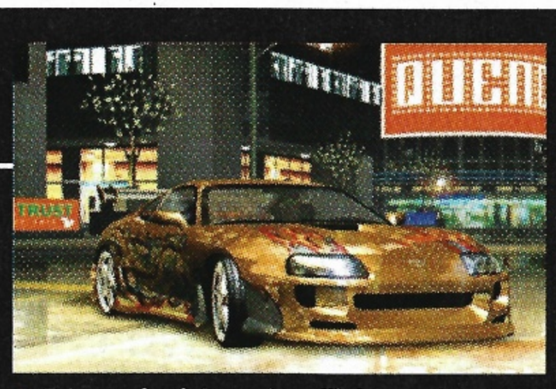
As far as the actual racing goes, the game is split up into four distinct modes: Circuit, Sprint,



▶ **From the Eclipse to the Celica, you can bet that there will be a car for every player. Personally, I'll be racing in the Lancer. It rules!**

More Parts Than Auto Zone

With hundreds of available upgrades, you'll be able to design your car exactly like you want to and make it completely different from everyone else's. Tuner fans are going to fall in love with this game.



▲ From paint jobs to headlights and neon to tires, players will be able to spend hours on just tricking out their favorite vehicles. Then, they can race them against others online.

Drags and Drift. Circuit is your basic lap-based race through the city streets, whereas sprints are your point-to-point races. Drags are what the developers like to call "burst" experiences. "Instead of racing 3-5 minutes over multiple laps, drags take place over 20-40 seconds and one mile. It's all about reaction times. The final mode, Drift, is based on a popular form of Japanese racing which challenges you in "drifting" the back end of your car as you make a series of turns.

All the racing will take place at night in a fictional city which has been developed specifically to "take advantage of the strengths of the cars." Unfortunately, the exact number of tracks hasn't been set yet, but we've been told that there should be at least 30. Hey, that's good enough for us, that's for sure.

UPGRADE HEAVEN

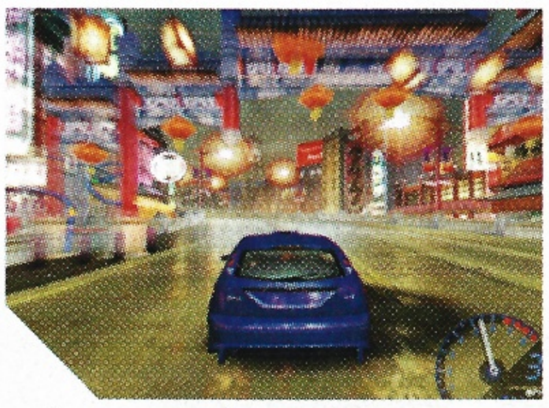
As you would expect, car customization is going to be one of the most important aspects of *Underground*. However, the team didn't just want to throw in a few dozen parts and call it a day. A lot of time and energy was spent on just figuring out how upgrades would work within the context of the game. "Finding the sweet spot between what's really cool to customize (and has an impact on the overall look and feel) and what just becomes tedious for the player (i.e. swapping out spark plugs)" was very important. After all, not everyone is a "gear head."

The first thing the developers did was "go out and sign up every single after market parts company that was significant to the tuner culture." Currently, there are already well over 50 manufacturers signed up and discussions are being made with the actual car makers in order to increase that number. In the end, if everything works out, there should be "literally hundreds of upgrades available for each car. As the player earns more money, they will open up additional upgrades, allowing them to further enhance the look and performance of their car." Basically, the more money you win, the better your car will look and drive.

The team took great care in making sure that everything that should be customizable, is. To add even further depth, each area of upgrade will be split up into three different levels. "There will be 15 areas that can be visually customized; from the paint and vinyl to installing neon on the car." Performance enhancements will be just as robust, with nine areas available for enhancements. These will be available as "kits" which contain a collection of licensed aftermarket parts "that can be applied to the car simultaneously" in order to improve the total overall performance. The performance upgrades don't always just change the way your car drives, though. They can also effect how it looks. For example, if you swap out your suspension, you'll see your car's clearance lower as the body of the car is "slammed". Building upon things even more, *Underground* will also include "special" visual and performance upgrades that can only be won in certain events.

AT A GLANCE

- Cars: 20+
- Upgrades: 200+ (per car)
- Tracks: 30+
- DTS Interactive: No



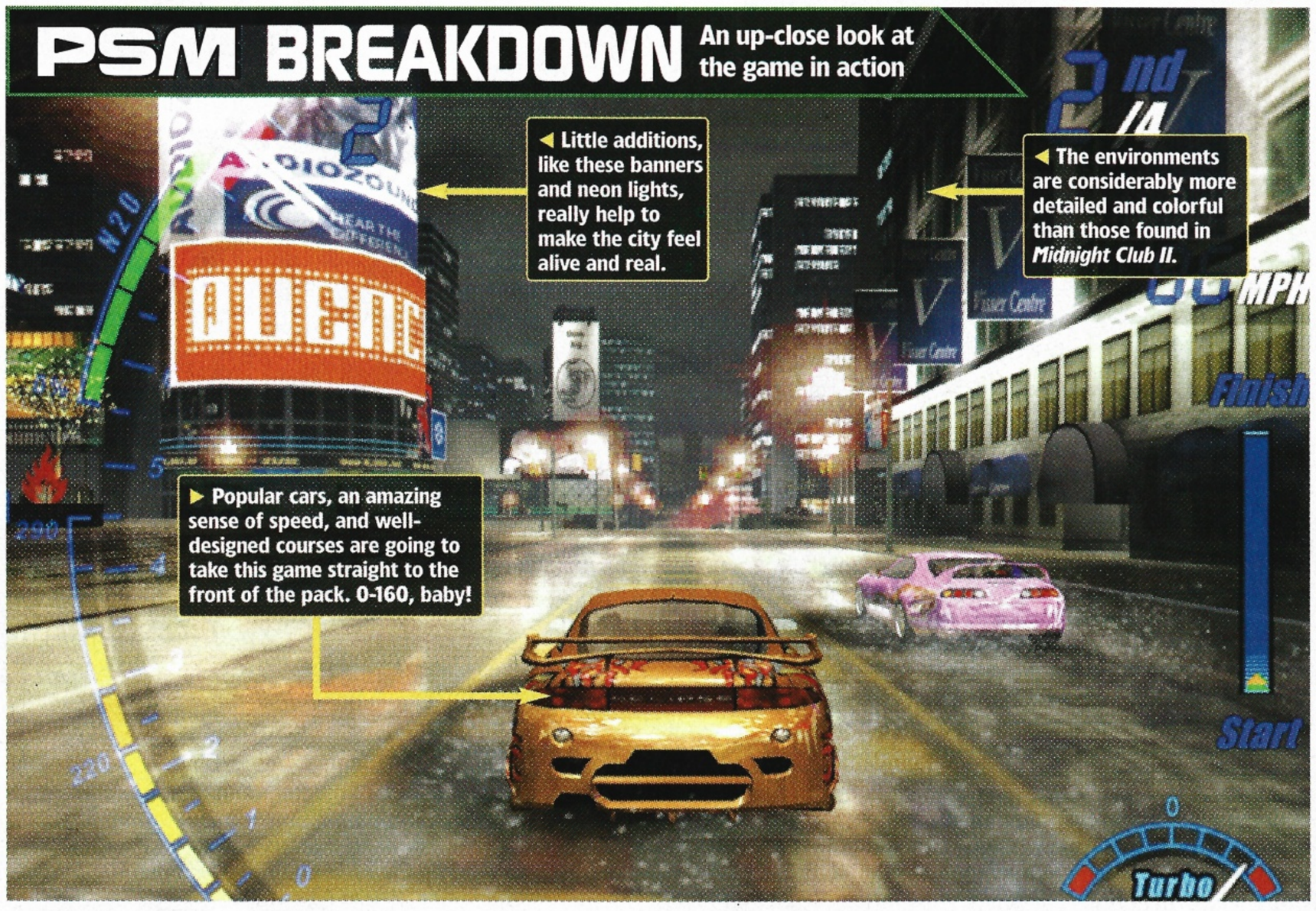
▲ Since the tracks were built first, and then the city around them, you can expect to see some cool-looking races.

▲ Nice particle effects, such as these water splashes, can be found throughout the game. The lighting is also rather impressive.

▲ The more races you win in Career Mode, the more cars and parts you'll be able to unlock for use in the Quick Race mode.

PSM BREAKDOWN

An up-close look at the game in action



BREATHTAKING SPEED

There's probably only one thing in *Underground* that could impress more than its ultra-deep customization system, and that would have to be its ability to create such a realistic sense of speed. In even the best racing titles out there, the number you read on the speedometer never really matches what you feel as a player. Most times, 100mph feels just like 50. That's not the case in *Underground*. With a collaborative effort between the game's programmers, artists and audio creators, the team was able to figure out "how lights should react when you're driving fast, what

THE BUZZ

This is one title that will leave a definite impact on all future racing games.

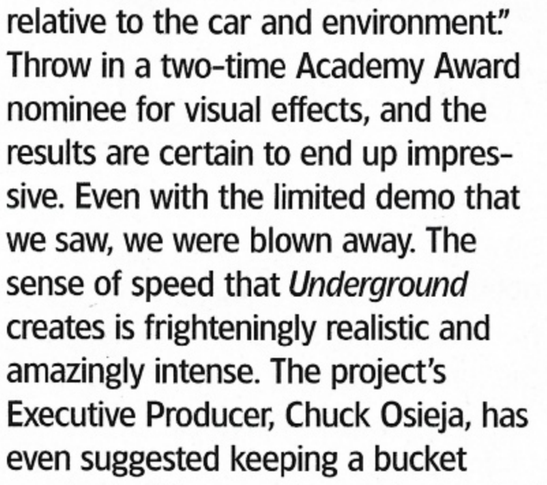
▲ The highly detailed cars and environments, combined with the amazing sense of speed, should help to make *Underground* one impressive racing game.

happens to the textures in a world, and how the camera should move relative to the car and environment." Throw in a two-time Academy Award nominee for visual effects, and the results are certain to end up impressive. Even with the limited demo that we saw, we were blown away. The sense of speed that *Underground* creates is frighteningly realistic and amazingly intense. The project's Executive Producer, Chuck Osieja, has even suggested keeping a bucket nearby just in case players start to feel sick. Now, while obviously a humorous comment, his words may actually not be so far from the truth. At least in this one area, no other current racer even comes close.

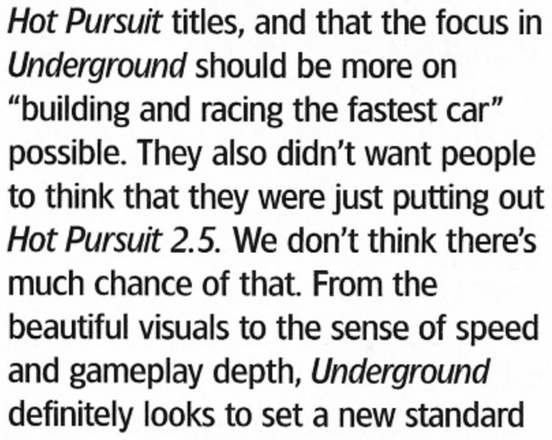
NO MORE COPS?

While cops seem to be showing up in more and more racing games, they actually won't be making an appearance in *Underground*. The team feels that the police have their place in the *Hot Pursuit* titles, and that the focus in *Underground* should be more on "building and racing the fastest car" possible. They also didn't want people to think that they were just putting out *Hot Pursuit 2.5*. We don't think there's much chance of that. From the beautiful visuals to the sense of speed and gameplay depth, *Underground* definitely looks to set a new standard for the series. The PS2-exclusive online mode, which will allow up to four people to race each other (over modem or broadband), is also a first for the franchise and something we're definitely looking forward to.

Fortunately, with a November release date, we won't have to wait much longer before we take the title for another test drive. So, grab your racing gloves and check out these exclusive screens. It's time to head underground. **STEPHEN FROST**



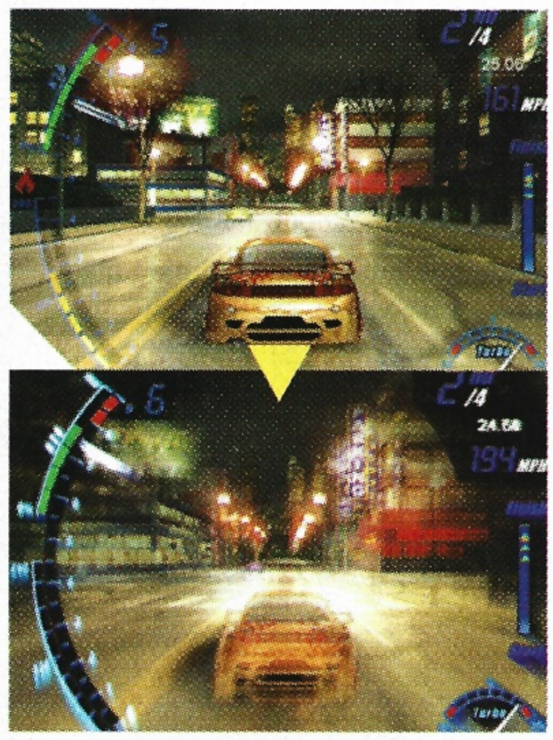
▲ No, it's not your eyes. The game looks like this when you reach high enough speeds.



▲ Just like in the *2 Fast 2 Furious* movie, you'll be able to take some serious leaps over a few drawbridges. Better have plenty of nitrous, or you'll end up in the water.

Speed Lines

As your car reaches higher and higher speeds, the screen starts to distort, blur and vibrate. The sense of speed this creates is quite impressive and, sometimes, even a bit nauseating.

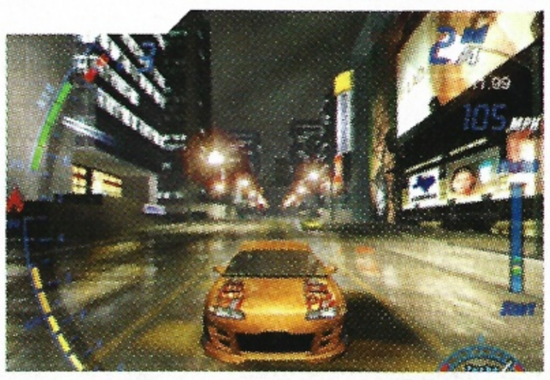


▲ As you hit the Turbo and start to speed up, be sure that you have solid control of the car. You might crash, otherwise.

Start Your Engines...

The developers of *Underground* have tried to include a broad variety of cars that should appeal to a large number of gamers. In all, there will be at least twenty cars, spread over a timespan of twelve years. The list is still being refined, but here are some of the current roster. You can see a few of the unlisted cars in the screenshots on these pages.

NISSAN 1992 240 SX 1999 Skyline R34 GTR	**MITSUBISHI** 1999 Eclipse GSX 2003 Lancer	**ACURA** 2001 Integra Type R 2003 RSX	**MAZDA** 1995 RX7
HONDA 2002 Civic	**SUBARU** 2003 Impreza	**HYUNDAI** 2003 Tiburon GT	**DODGE** 1999 Neon
TOYOTA 1998 Supra	**FORD** 2003 Focus ZX3	**VOLKSWAGON** 2003 Golf GTI 2.0	



▲ We love how clean the interface is. You can tell everything from your speed to how much nitrous you have in just a quick glance.

▲ It seems the car models have had a nice boost in the polygon and detail departments. Check out those great reflections.

Tuners' Delight

The number of manufacturers that EA has signed on is certainly impressive. They cover everything from nitrous add-ons to alloy wheels, and practically everything else in-between. Here are just some of the brand names you'll see in the game:

- AEM
- Brembo
- DC Sports
- Eibach Springs Inc.
- Greddy
- HKS
- Konig
- Nitrous Express
- NOS
- O.Z Wheels
- Skunk2
- Sparco
- 5Zigen
- Apexi
- Enkei
- Injen
- Kenwood
- Neuspeed
- Plasmaglow
- Toyo Tires

ONLY IN PSM NEW SCREENS

GAME INFO | PUB THQ | DEV EUROCOM | TYPE ACTION/ADV. | REL DATE SEPTEMBER | MAX PLAYERS ONE | ESRB RATING TEEN

▲ We originally thought that *Sphinx* was going to be more of a platformer, but the adventure elements have now become the main focus.

▶ Sphinx is one of the main characters in the game. You can also play as a Mummy!

SPHINX AND THE SHADOW OF SET

THQ's Egyptian adventure is coming along nicely

Despite the preconceived notion that Eurocom's upcoming fall release, *Sphinx and the Shadow of Set*, was a platformer, you can only imagine our surprise when we discovered that it is, in fact, a more traditional adventure game. More similar to games like *Tomb Raider* instead of *Ratchet and Clank*, *Sphinx* surprised us not only in how differently it played from our expectations, but how smoothly it played as well.

Placing gamers in the role of a young demigod, they're able to attack foes with a sword and first-person blowpipe in addition to being able to block with a shield. Sphinx can also learn bone-breaking combinations as he travels throughout his adventure, and will have to perform such maneuvers as climbing, jumping, and occasional puzzle solving. In an even more interesting twist, players can also fool around as an entirely separate mummy character. Emphasizing stealth over action and incorporating far more puzzles when compared to Sphinx, the Mummy creature almost convinced us that we were playing an entirely separate game!

The stages themselves are just as separate, with different and distinct environments for each: jungles, swamps, deserts, and even the netherworld of Uruk are just a sampling of the seven huge stages that were at our disposal. Also impressive were the compelling beast-bosses that we faced from the opening stage on. Ranging from a massive talking scorpion creature to the lord Set himself, these enemies are ruthless and engaging.

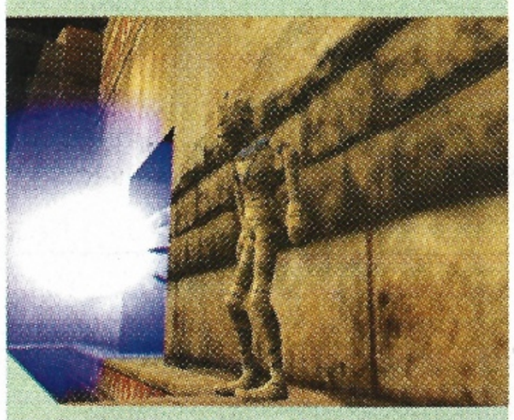
Scheduled for a September release, THQ and Eurocom are just now putting the finishing touches on its ultra-big project. If all goes according to plan, don't be surprised to see us back again soon with our full review.

JEREMY DUNHAM/STEPHEN FROST

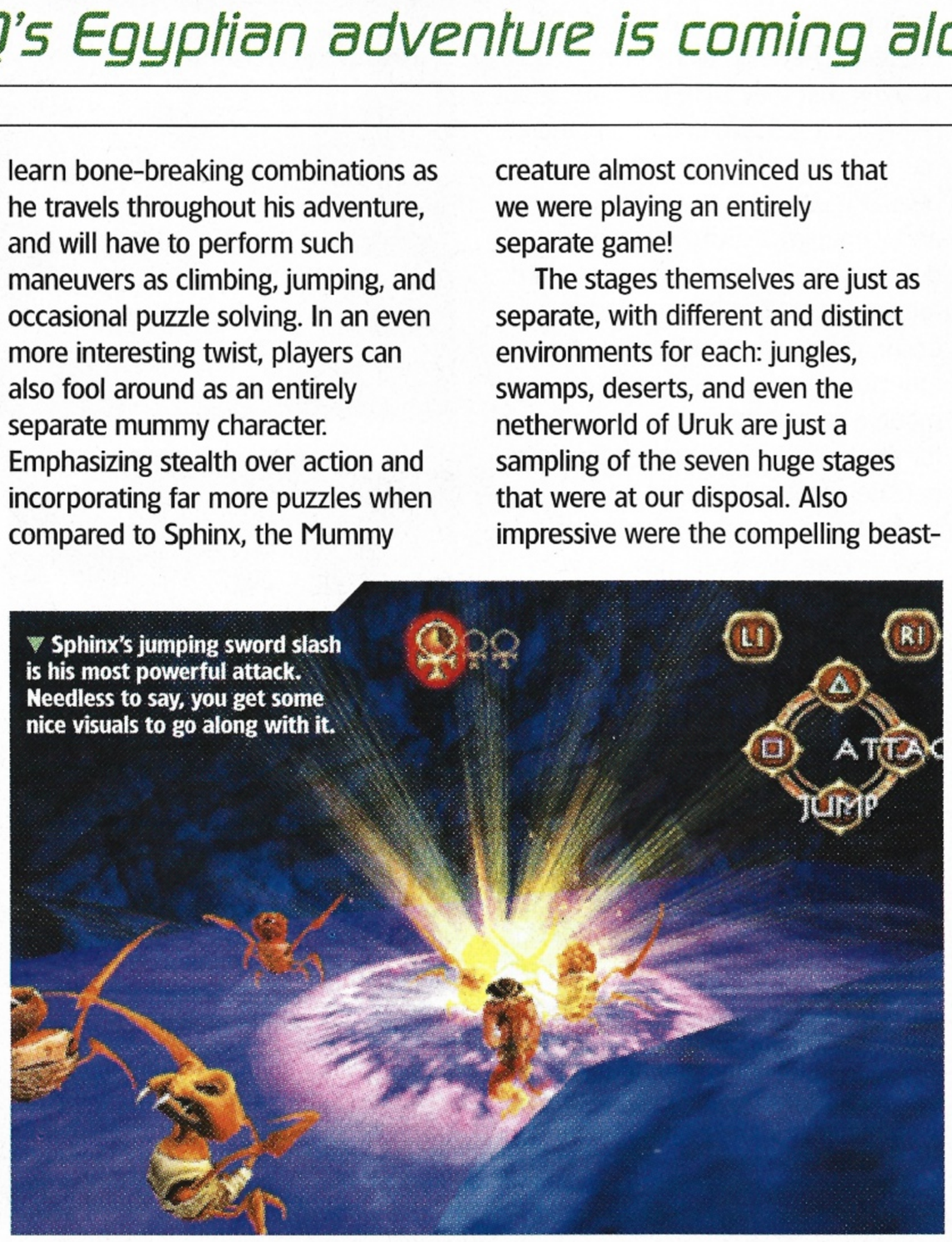
From Man To Mummy

Along with Sphinx and the Mummy, you'll also get to play as the young Tutankhamen. The situation behind Tut becoming the Mummy is unclear, but certainly sinister.

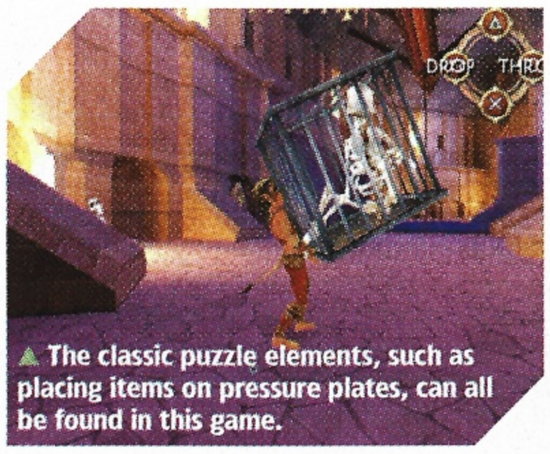
▲ As a human, Tut has several more abilities than the Mummy. However, he can be killed.



▲ As the Mummy, you don't have any real attacks, but you actually can't die.



▼ Sphinx's jumping sword slash is his most powerful attack. Needless to say, you get some nice visuals to go along with it.



▲ The classic puzzle elements, such as placing items on pressure plates, can all be found in this game.

▲ The on-screen display is context-based, so you always know what you can do at given point.

THE BUZZ

The more we see of this title, the more this game impresses us.

GAME INFO | PUB/DEV UBI SOFT | TYPE FPS | REL DATE OCTOBER | MAX PLAYERS SIX (ONLINE) | ESRB RATING PENDING

▲ A button press, along with one quick glance at the bottom of the screen, will reveal all the various weapons that you're carrying at that time.

XIII

ONLINE COMPATIBLE

Ubi Soft takes its cel-shaded FPS online

▶ He may look old, but our hero is still capable of kicking some ass.

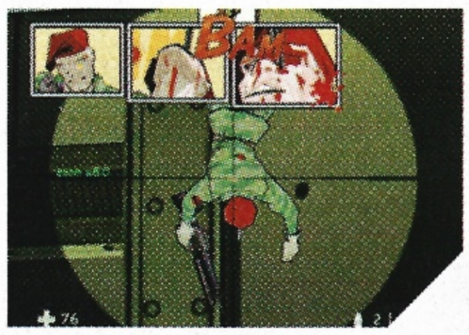
It comes as no surprise to us that Ubisoft's cel-shaded shooter, *XIII*, is shaping up quite nicely, but what is surprising is that the developers have recently confirmed that the game will have both offline and online multiplayer modes. For players who aren't connected to the net, *XIII* will have a two-player splitscreen mode complete with cel-shaded bots.

The game will support Deathmatch, Team Deathmatch, Capture the Flag and a PS2 exclusive multiplayer mode where the developers have somewhat spoofed their creation. *XIII's* traditional weapons will be replaced with ones bearing names like "Frag Instant Death", that allows players to kill opponents with a single shot, and "SuperGnome" which results in a deformed character. To even things out between elite players and those of us who don't know which is the dangerous end of a rifle, the PS2 exclusive mode will manipulate what weapons players can obtain. For instance, a player who is far outscoring his friends might suddenly find himself armed with only a knife, while the runt of the litter will encounter tons of rocket ammo. Multiplayer will feature eight maps for rampant killing, while Capture the Flag will have five.

Online gamers will be able to link up to six players via their PS2s, though Ubisoft is currently shooting for eight in the final version. *XIII* is also the first cel-shaded shooter to appear online, and because first-person shooters live and die by their framerates, lag is a major concern. Capcom's *Auto Modellista* was the first cel-shaded online racer for the PS2, and there have been problems with cars jerking around the racetrack. But Ubisoft still has until October to polish their title. We have faith.

DOUG TRUEMAN/STEPHEN FROST

▲ It actually helps you out to see the sounds as they occur.



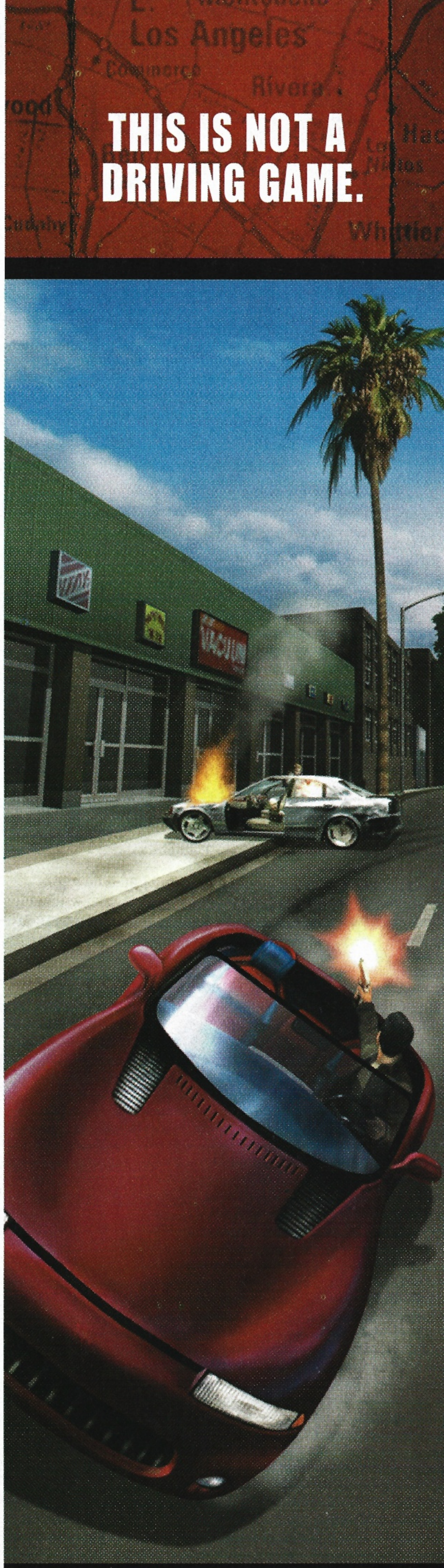
▲ The death sequences are quite innovative and will probably easily earn this game a Mature rating.

▲ In keeping with a comic book feel, the cutscenes don't break the game's visual style.

THE BUZZ

A cool-looking FPS and you can play it online? Hey, we're there!

THIS IS NOT A DRIVING GAME.



"...an immense landscape covering hundreds of miles of LA streets..."
–IGN.com

MAXIMO VS. ARMY OF ZIN

The master of the double jump returns

GAME INFO | PUB/DEV CAPCOM | TYPE ACTION | REL DATE FALL | MAX PLAYERS ONE | ESRB RATING TEEN

▲ With all his news moves and attacks, Maximo should have little problem taking on multiple assailants.

***Maximo* was a popular title when it was released last year, but quickly fell under fire for being too difficult** and repetitive. Capcom has gone back to the drawing board and overhauled their underwear-baring hero, giving him new enemies, new animations, and even new boxer shorts.

Eight months have passed since the tale of the original, and the search for Sophia continues. As his journey continues, Maximo fights ghouls, ghosts, and has more briefs than a Calvin Klein catalog, many of which will grant him new abilities, such as "treasure seeking" and "burning vigor." [Yes, the latest evolution in the industry is a hero with a burning sensation in his underwear. It's a new genre!] Over thirty fighting techniques and combos, as well as new weaponry and armor, will all play a part in defeating the Army of Zin. A deep gameplay system will grant players special rewards for those who fight with speed and precision, as well as bonuses for saving innocents caught in the medieval crossfire.

Will gamers finally learn who scarred Maximo's face? The answers are coming this fall.

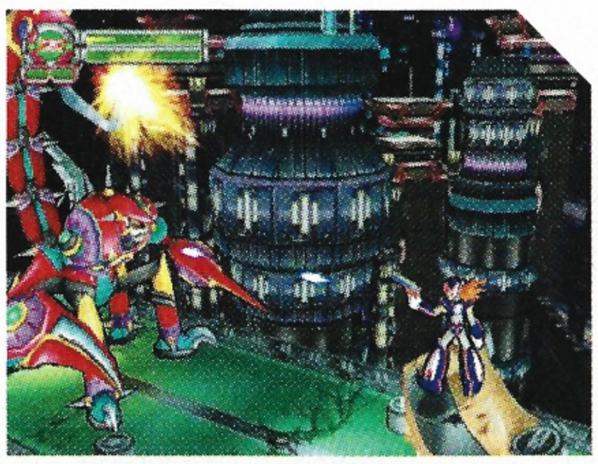
DOUG TRUEMAN/STEPHEN FROST

◀ We loved the variety of enemies in the original game. The sequel should showcase even more.

THE BUZZ

More attacks, NPC interaction, and smarter enemies are just some of the new things.

▲ This is a rather strange creature... he apparently resembles a simple house, until someone tries to open his door.



▲ With his gun, Axl has quite a range. It's better to use him to attack enemies from a distance.

▲ Unlike previous 2D *Mega Man* titles, you can expect to see many different camera angles.

▲ Mega Man has all his classic attacks, so veterans of the series will have no problems quickly jumping into this game.

MEGA MAN X7

Giving Arnold Schwarzenegger a run for his money

GAME INFO | PUB/DEV CAPCOM | TYPE ACTION | REL DATE WINTER | MAX PLAYERS ONE | ESRB PENDING

2003 marks the fifteenth anniversary of Mega Man, a popular character who, despite selling over seventeen million copies worldwide, never quite managed to break into the massive mainstream success as did his Capcom cohorts Ken and Ryu; but the Blue Bomber's time has come.

Mega Man X7 features the classic 2D gameplay of the original series with the 3D styling of the popular *Mega Man Legends* series. It will also use an isometric perspective (think real-time strategy, or the *Final Fantasy* world map). All three styles will be seamlessly combined into an action title that again has Mega Man absorbing the abilities of defeated enemies, racing into battle with his trusted ally, Zero, and whistling for his pet robopooch, Rush. Aiding Mega Man in his quest is a mysterious new character known only as Axl, who will possess a skill unlike any the series has ever seen. Even more promising is that Mega Man's 3D target lock, crucial to gameplay, will now let him target specific weak spots on an enemy.

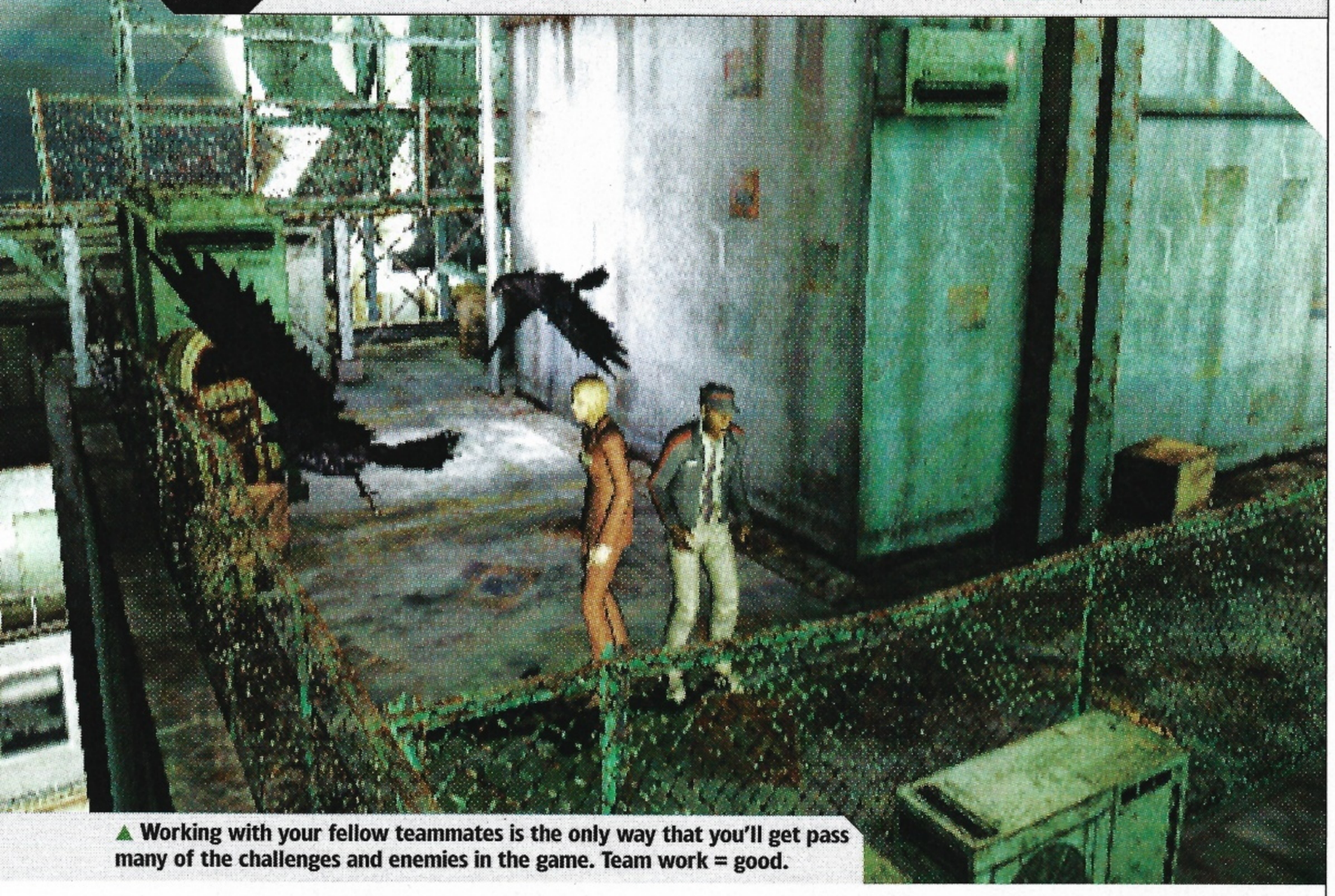
DOUG TRUEMAN/STEPHEN FROST

▲ You'll be able to jump into this cool mech suit for some added firepower.

THE BUZZ

Capcom promises that Mega Man's PS2 debut will be what fans are wanting.

GAME INFO | PUB/DEV CAPCOM | TYPE ACTION/HORROR | REL DATE SPRING 2004 | MAX PLAYERS 4 (ONLINE) | ESRB RATING PENDING



▲ Working with your fellow teammates is the only way that you'll get pass many of the challenges and enemies in the game. Team work = good.

RESIDENT EVIL OUTBREAK

ONLINE COMPATIBLE

Just try to hide from these screens!

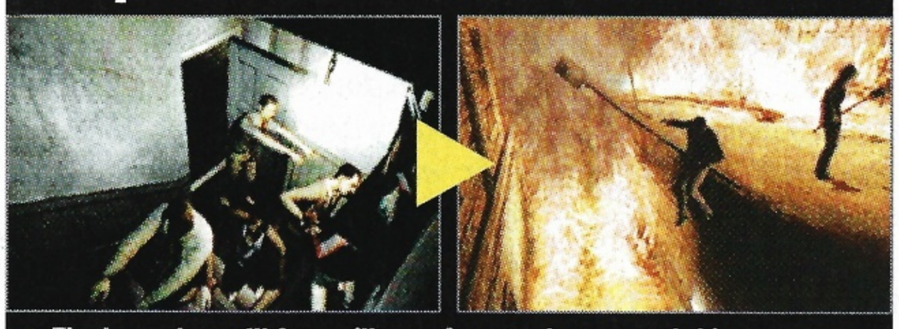
Coming out of E3, there were tons of titles that we we're excited about. However, on a personal level, the game that really grabbed my attention was *Outbreak*. It really seemed to take the series to a new level, and showed the potential of where online gaming is going. Yet, all the traditional *RE* scares, gameplay mechanics and graphics have still been retained. We've got some hot new info about the title in this month's Monitor section, and some cool screens for you to check out here. Hopefully, in the near future, we'll be able to take more of the game for a spin and reveal even juicier info in the months to come. **STEPHEN FROST**

▲ Exploring your environment is still a major necessity.

◀ Hiding under the bed is a good tactic.

▲ Try not to get separated from your team.

Super/Natural Disasters



▲ The hazards you'll face will vary from such expected things as zombies to more "natural" obstacles, including a fair number of fires.

THE BUZZ

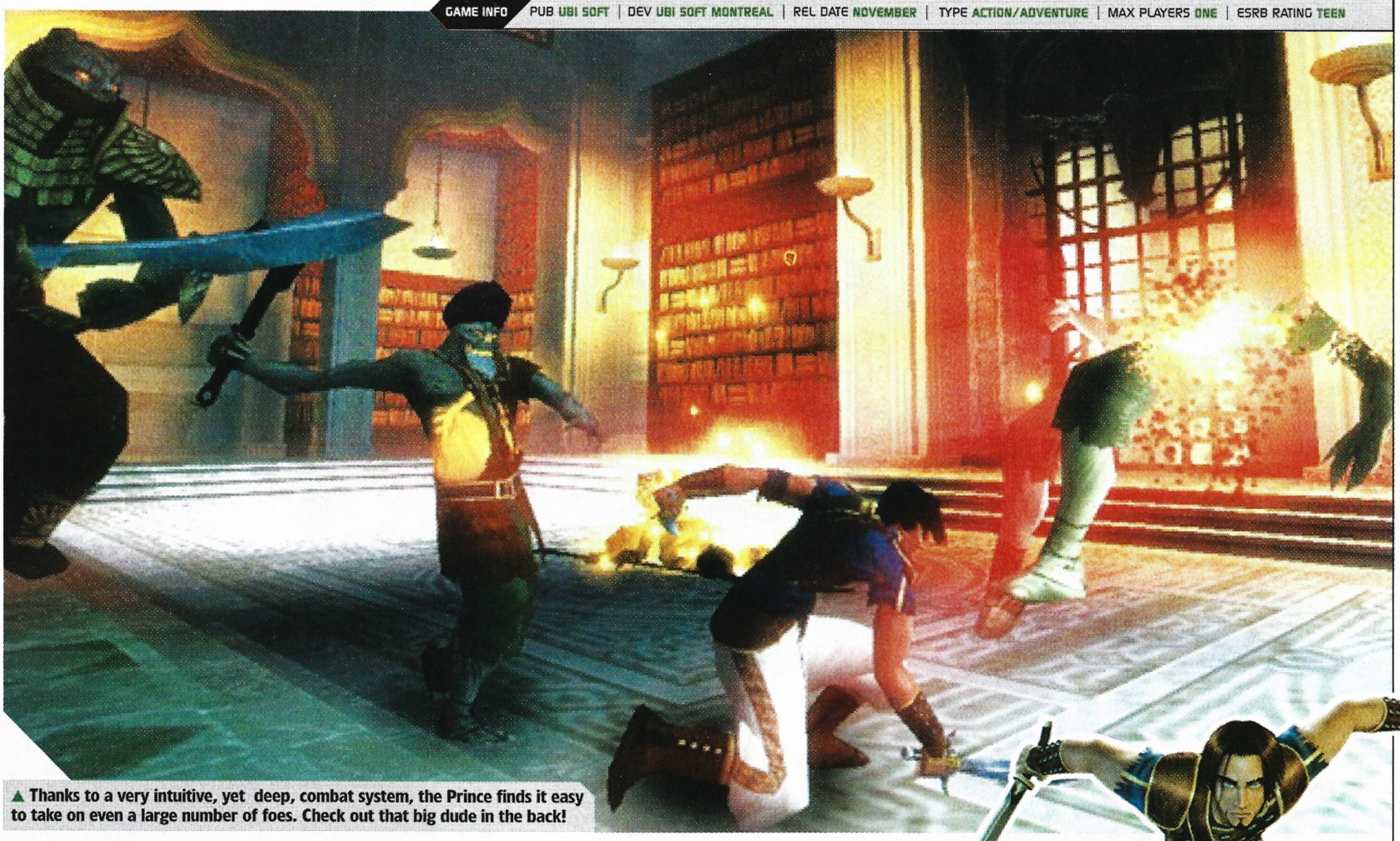
There's nothing cooler, or scarier, then playing an *RE* title with other people... online.

THIS IS NOT A FIGHTING GAME.

"The fighting in *True Crime* looks just as good, if not better, than many of the fighting games out there."

–*Electronic Gaming Monthly, Jan. 2003*

GAME INFO | PUB UBI SOFT | DEV UBI SOFT MONTREAL | REL DATE NOVEMBER | TYPE ACTION/ADVENTURE | MAX PLAYERS ONE | ESRB RATING TEEN



▲ Thanks to a very intuitive, yet deep, combat system, the Prince finds it easy to take on even a large number of foes. Check out that big dude in the back!

PRINCE OF PERSIA
THE SANDS OF TIME

Could this turn out to be the best game of the year?

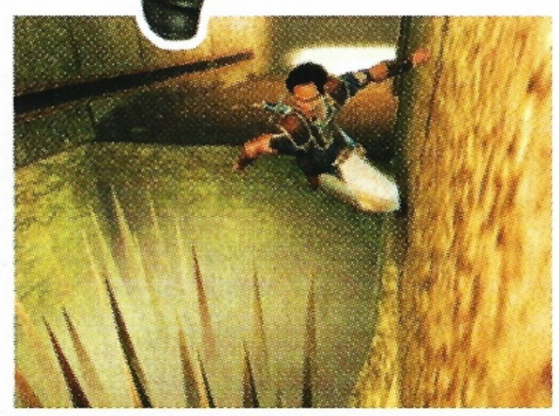
In case you haven't heard, Ubi Soft Montreal's next sequel to the legendary *Prince of Persia* series has been getting some serious buzz. Resting at the top of nearly every E3 attendee's "best of show 2003" list, the ambitious action/platformer is gaining unstoppable momentum. After sitting down to give *The Sands of Time* demo a thorough play-through, we're in complete agreement: this one has definite promise.

One of its most noticeable aspects is the incredible graphical quality and animation. From the movement of characters and windblown-objects to the flicker of a solitary torchlight, the visuals are among the best seen on PlayStation 2. There are over 700 sets of animations in all, with realistic character reactions for bumps, falls, and other haphazard disturbances. Hell, even the menu screen looks beautiful and the development team hasn't even optimized the code yet!

But that's just scratching the surface; fighting elements are far more important than in any other Prince of Persia before it. Setup almost like a fighting title, various combinations and attacks can be performed (and even chained into spectacular slow-motion *Matrix*-like fisticuffs) before finally putting an enemy away with well-placed dagger strikes.

In the moments that we didn't have to fight, however, our arsenal of trap-evasion moves was just as impressive. Running on walls, jumping onto poles for gymnastic-like spins, and even rewinding time itself can be accomplished with just the push of a button. Some of these athletic requirements are strung together in succession, too, which makes for some pretty difficult adventuring.

So while one section of a level may have you zipping across a balcony to avoid falling into a pit, the very next segment could force you into a jumping puzzle or revolving spike problem. The road is an unpre-



▲ It may not be new now, but the ability to run along walls is handled in a much more intuitive and cool way in this game.

The Prince Returns

We've always been a fan of updated sequels or remakes to older games, but they often tend to end up a bit disappointing. That's why we were so surprised with *The Sands of Time*. Not only does it look to surpass the past games, it might just end up as one of the best games of this year.

▲ He may look like an average character, but this Prince has got more moves and attacks than you can shake a royal scepter at. He's come a long way over the years.

▲ With the automatic lock-on feature, you'll always face and attack your nearest opponent. This is especially useful when taking on multiple enemies.

▲ Despite still being in need of some optimization, our Prince moves quite fluidly and jumps over obstacles with the grace of a dancer. Don't call him a girl, though.

dictable one and sometimes it'll catch up with you; which is exactly the reason using the rewind time feature is so important.

The real trick will be whether or not Ubi Soft can keep up this kind of excitement going in the finished version. But if the first few levels were any indication of the final product, that shouldn't be a problem. Mark your calendars now, folks, this is one to watch!

JEREMY DUNHAM/STEPHEN FROST

THE BUZZ

We're not kidding here! This was one of the best games of E3, bar none!

Seeing The Light

After getting a couple hits on your opponent, they'll split apart and the Sands of Time will be released. If you don't perform a finishing move at that time, your opponent will come back to life and attack you again.

▲ It's easy to tell when you need to perform a finishing move because a bright yellow light will emanate from the fallen enemy. Finish them off quickly, or you're going to regret it a little later on.

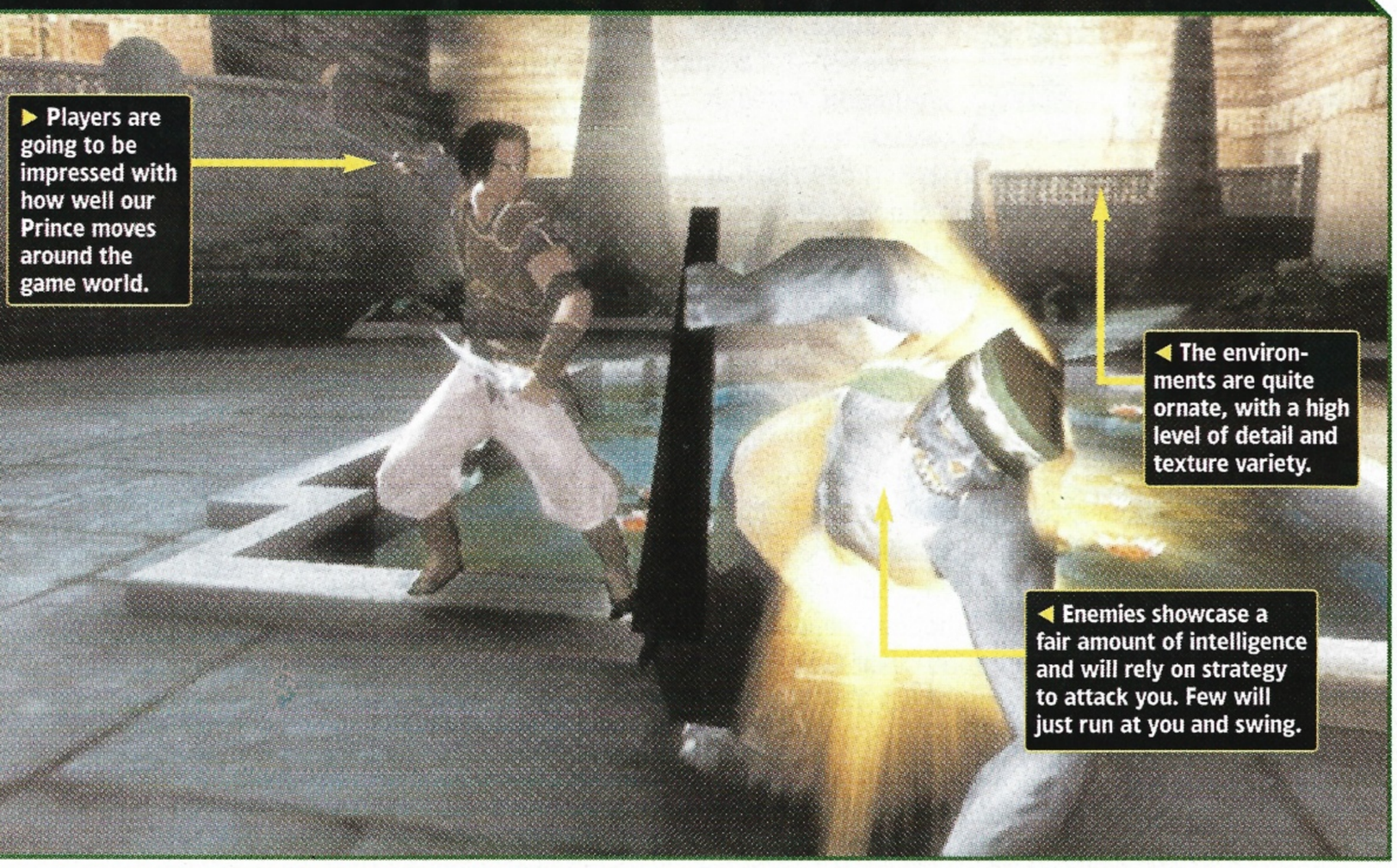
From Pencils To Prince

The development team went through a lot of designs before they finally came up with the one you see in these screenshots. Some of them had the Prince wearing large, flowing robes, while others had him in a Legionnaire-style uniform. We think the final design does a good job of blending the two directions well.

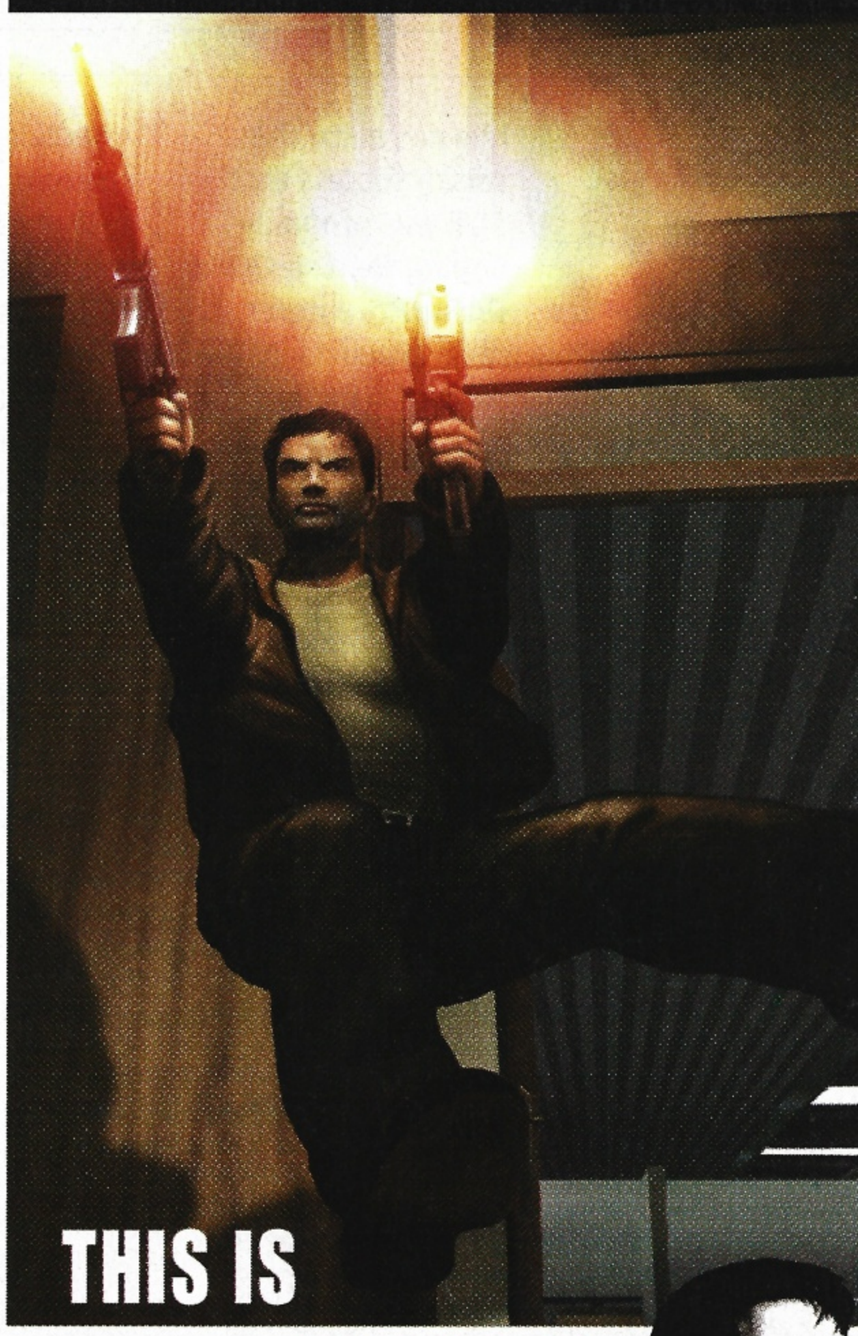
▲ This Prince design is a lot better than some of the older ones.

PSM BREAKDOWN

An up-close look at the game in action



THIS IS NOT A SHOOTING GAME.



THIS IS TRUE CRIME™
STREETS OF LA™

"On track to rival the best games in each particular genre..."
–PSM

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XBOX
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EVERQUEST ONLINE ADVENTURES: FRONTIERS

The EverQuest world just got a whole lot bigger

ONLY IN PSM NEW SCREENS

ONLINE COMPATIBLE

GAME INFO | PUB/DEV SONY ONLINE | TYPE MMORPG | REL DATE OCTOBER | MAX PLAYERS NA | ESRB RATING TEEN

▲ With all the additional races and classes, most players will want to start up a new character just to check them out. We certainly will.

While not quite the smash success that SOE was probably hoping for, *EverQuest Online Adventures* has definitely grown in popularity, albeit slowly. However, as more and more Network Adaptors are sold, we can only think that the title will continue to grow in strength. Hoping to accelerate that idea, SOE is readying its first major "upgrade" to *EOA* in the form of *Frontiers*.

Almost doubling the size of the game world and increasing the number of selectable character races to 10 (you can now be Ogres), this is by no means a simple expansion pack. *Frontiers* will radically increase the depth of the series and provide a more friendly atmosphere for newcomers: an in-game tutorial is now included. For the experienced players, you'll now be able to take your characters up to level 60 and explore 3 new cities and 24 gigantic dungeons.

◀ We've always loved dragons and there's just something appropriate to seeing them appear in a game like *SOE*.

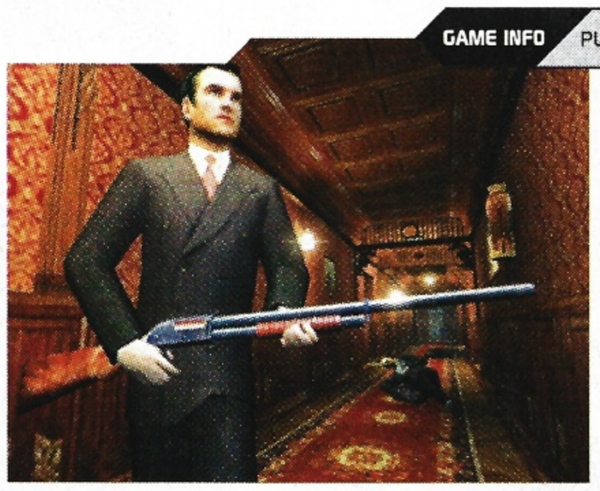
There will also be several hundred new items to discover. All in all, the experience of *EverQuest* looks to greatly improve and we can't wait to logon and check out all the new quests. See you online! **STEPHEN FROST**

THE BUZZ

Improvements in every area should help to booster the success of *EQOA*.

▲ Gargoyles always seem to be very nasty. We don't like coming across them... they tend to freak us out.

▲ Fortunately, taking aim is much easier in *Mafia* than it ever was in *The Getaway*.

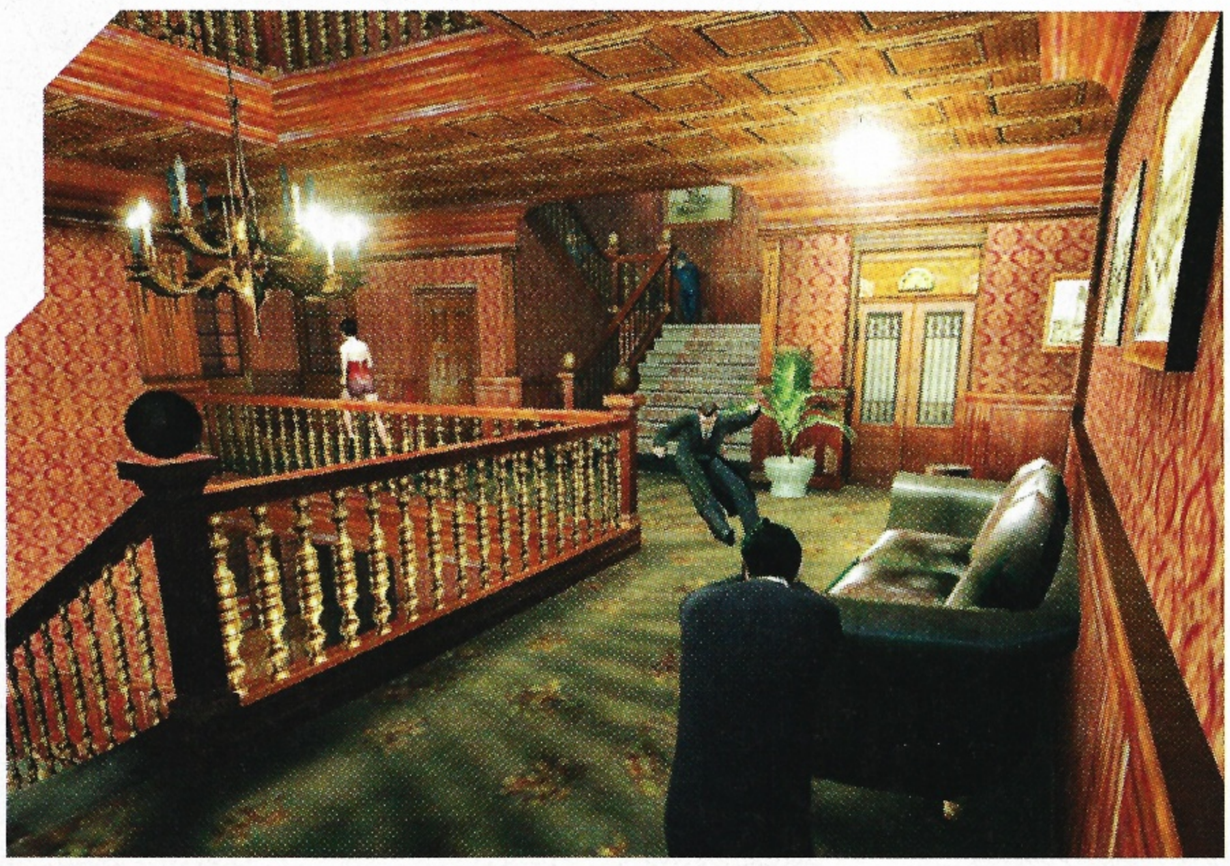


▲ More traditional weaponswill make sure that players are armed with just enough fire power.

GAME INFO | PUB GATHERING | DEV ILLUSION SOFTWORKS | TYPE ACTION | REL DATE JANUARY | MAX PLAYERS ONE | ESRB MATURE

MAFIA

The critically acclaimed action hit is on its way to consoles!



▲ All the classic architecture of the the Roaring Twenties, otherwise known as the Mafia Age, has been lovingly recreated for this game. The artists went all-out.

An incredible hit for the PC in 2002, Illusion Softworks' stellar mob simulation, *Mafia*, is coming to the PlayStation 2. Best described as a third-person shooter with stealth elements, the extensive underworld adventure will be a direct port of the Windows version. Totaling 20 missions in all, gamers will be asked to relive the life of a confessing mobster as he tells his life story to a federal agent.

Interestingly enough, one strong aspect of the game is the driving element. Surpassing the standards set by *GTA*, player's automobiles can have their tires shot out, headlights shattered, and their tank run completely out of gas. Talk about your realism!

Scheduled for release early next year, *Mafia* could prove to be one of the biggest hits of 2003. An already established award-winner on one platform, we can't wait to get our hands on our version. Keep your eyes peeled (and your big mouth shut, ya hear?) for more in the coming months.

JEREMY DUNHAM/STEPHEN FROST

▲ For some reason, this reminds me of a scene from *Reservoir Dogs*. Go figure.

THE BUZZ

It's like *GTA*, but with a larger emphasis on action... and we want a piece of the action...

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SOULCALIBUR®II

TEEN
T
CONTENT RATED BY ESRB

Violence

Suggestive Themes

PlayStation®2

REFLECTIONS OF TRADITION. Exclusively on the PlayStation®2 computer entertainment system, Tekken legend Heihachi jumps into the Soulcalibur®II arena. The battle will be hard fought with old Soul Calibur favorites and new masters ready to battle anyone with the guts. And the fighting continues with over 10 modes of play, including the new Weapon Master Mode, giving you the chance to unlock hundreds of weapons, costumes, arenas and hidden characters.

GAME INFO | PUB SONY CEA | DEV NAUGHTY DOG | TYPE ACTION/ADVENTURE | REL DATE SEPTEMBER | MAX PLAYERS ONE | ESRB RATING TEEN

▲ We're not quite sure what it is, but this sarcophagus-looking thing is one of the game's bosses. He doesn't look that tough, though, huh?

▲ The city seems very much alive, with events occurring even if you're not in the area. You'll want to explore everywhere just so you don't miss anything.

▲ Thank goodness you have guns! A lot of the tougher enemies will be harder to beat with just your normal attacks.

JAK II

Naughty Dog nears completion of its second PS2 adventure

Over the last few issues, we've given you some great coverage on the sequel to *Jak and Daxter*. The game has definitely come together and certainly shows off the talent of the former *Crash Bandicoot* developers. We especially like the fact that the game has been "matured" a bit and involves storylines and sequences that will appeal to older gamers, as well.

The addition of the hover-board and weapons, while not completely innovative, should do a lot to break up the gameplay and provide a nice level of variety. Throw in the "Dark Jak" ability, too, and you've got an experience that should easily be able to better its predecessor in all areas. And that's not just press release talk, either. Next month, we should have the full review for you, so try to hold on for just a bit longer. Hopefully, these exclusive new screens will tide you over until then.

STEPHEN FROST

THE BUZZ

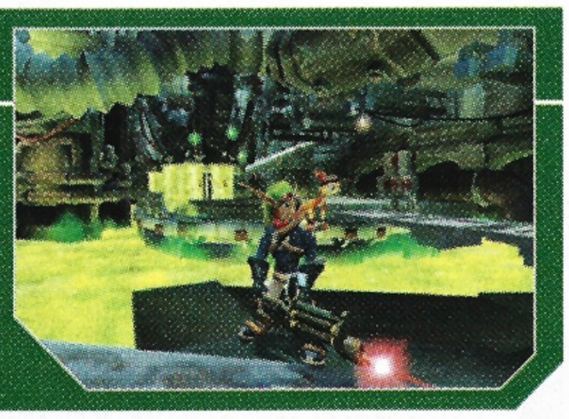
Naughty Dog always delivers and this title certainly is no exception

▲ Thanks to an enhanced version of the original game engine, the characters now sport a ton more polygons than before.

▲ Sentry guns are but one of the many challenges you will come across in your adventure. Expect many enemies, as well.

Evolutionary

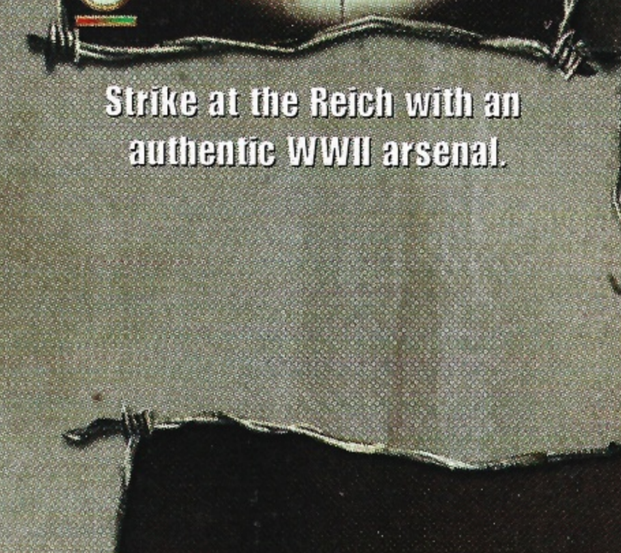
From its humble beginnings as a more cartoon-like platformer, *Jak and Daxter* has definitely evolved into something we didn't initially expect. The maturing of the storylines and the additions of weapons has taken the series into a new direction—a direction that we're sure a majority of gamers are going to appreciate.



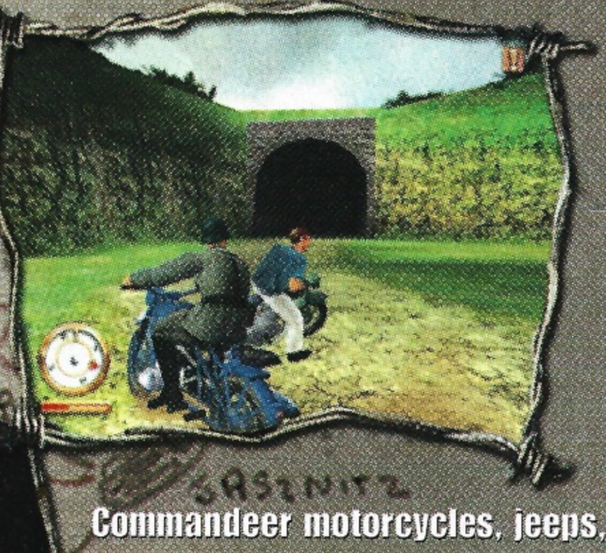
▶ This screenshot epitomizes the changes in the series, which include the darker, more industrial environments to the ability to use guns.

THE GREAT ESCAPE™

**Shot down behind enemy lines.
A prisoner of the Nazi war machine.
You must guide your band of heroes in the
greatest escape in history.**



Strike at the Reich with an authentic WWII arsenal.



Commandeer motorcycles, jeeps, and other military vehicles as you speed to freedom!

Attack from the shadows as you sneak past Nazi guards and the Gestapo.

PlayStation 2 XBOX PC

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PlayStation®2 XBOX

Available Now **September 2003**

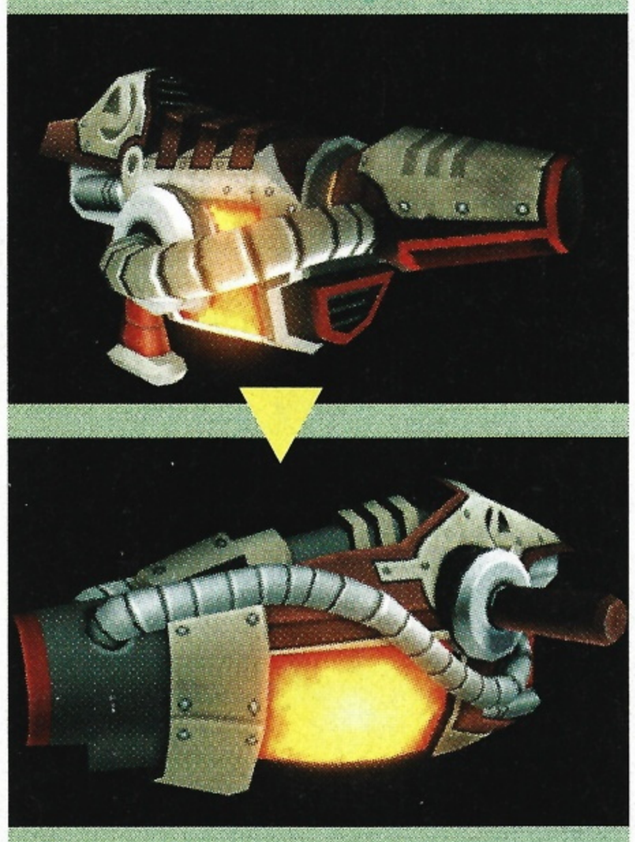
GAME INFO | PUB SONY CEA | DEV INSOMNIAC | TYPE ACTION | REL DATE NOVEMBER | MAX PLAYERS ONE | ESRB RATING EVERYONE

▲ With the new upgrade system, Ratchet will be able to grow in strength and power. By the end of the game, he'll have access to more than 40 weapons and gadgets!

ONLY IN PSM NEW SCREENS

Hardware Wars

Each of the game's 20 brand-new weapons can be upgraded as the player gains more skill and experience.



▲ One of the cooler weapons, the Lava Gun, becomes extremely powerful and further reaching once it's upgraded.

RATCHET & CLANK: GOING COMMANDO

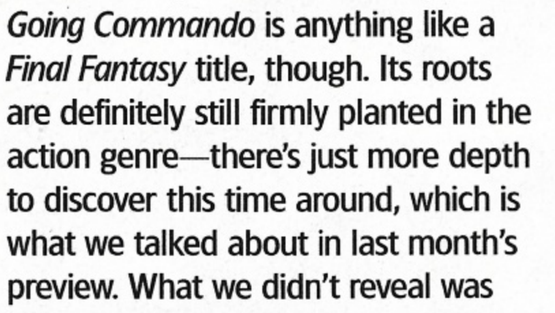
The story behind Ratchet and Clank's new adventure...

It's impressive, to say the least, that Insomniac has been able to not only develop a sequel to the smash hit, *Ratchet & Clank,* but also throw in several features that move the series "deeper into RPG territory." That's not to say that *Going Commando* is anything like a *Final Fantasy* title, though. Its roots are definitely still firmly planted in the action genre—there's just more depth to discover this time around, which is what we talked about in last month's preview. What we didn't reveal was the game's storyline, which is what we're going to focus on right now.

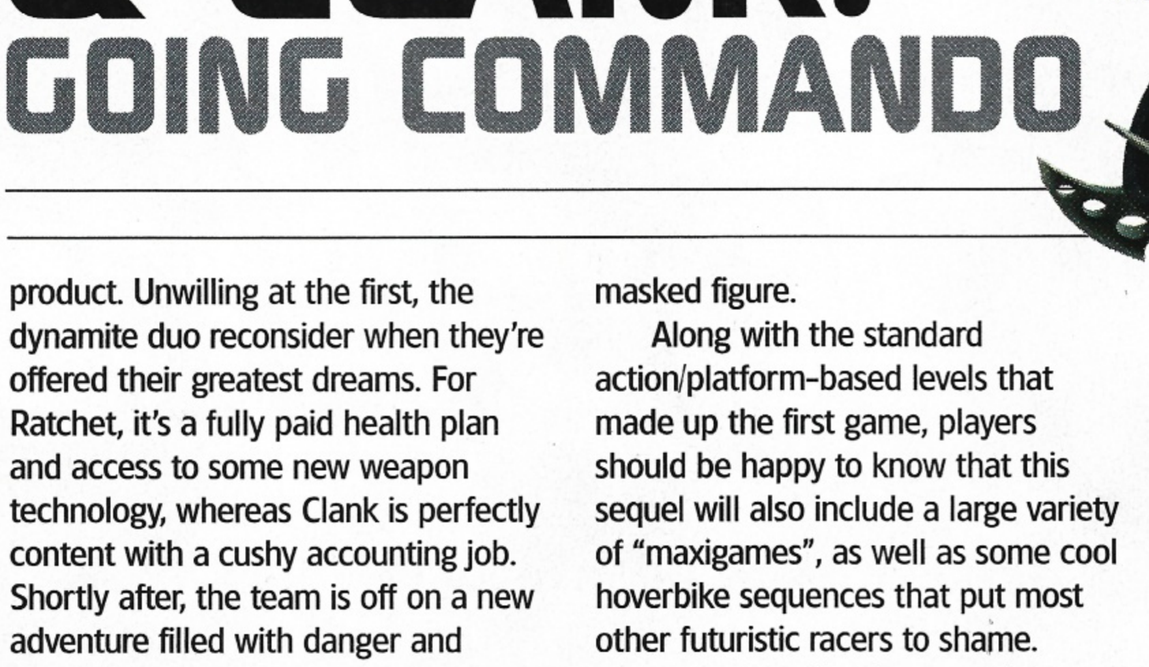
Having defeated Chairman Drek in the last game, Ratchet and Clank start to return to their normal lives, only to be kidnapped and taken far off to the Borgon Galaxy. When they arrive, they're asked by CEO Abercrombie Fizzwidget to investigate the whereabouts of a stolen experimental product. Unwilling at the first, the dynamite duo reconsider when they're offered their greatest dreams. For Ratchet, it's a fully paid health plan and access to some new weapon technology, whereas Clank is perfectly content with a cushy accounting job. Shortly after, the team is off on a new adventure filled with danger and intrigue, encountering a whole slew of new enemies and one mysterious masked figure.

Along with the standard action/platform-based levels that made up the first game, players should be happy to know that this sequel will also include a large variety of "maxigames", as well as some cool hoverbike sequences that put most other futuristic racers to shame. November is only a few months away, so grab that spacesuit and check out these exclusive screens. There's still plenty of galaxy to blow up.

STEPHEN FROST



▲ The choppers are one of our favorite weapons, as they can bounce off nearby walls and objects.



▼ The level of environmental variety is even greater in this game, if that's even possible. The development team really pushed themselves.

▲ The racing sequences are quite challenging, but can earn you some serious money and exciting prizes.

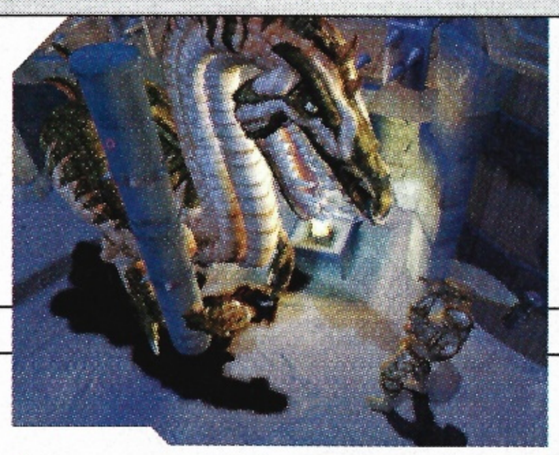
THE BUZZ

Action fans will love the new RPG elements and deeper gameplay!

CHAMPIONS OF NORRATH

A classic adventure is reborn

GAME INFO | PUB SONY ONLINE | DEV WHITE WOLF | TYPE RPG | REL DATE NOVEMBER | MAX PLAYERS FOUR | ESRB RATING PENDING



▲ Sure, you could take on a dragon single-handedly, but your odds are better if you bring along some buddies.

▲ There's no monthly charge for online play, and luckily, there's no friendly fire, so you won't take damage if your partner fries you.

With *Fallout: Brotherhood of Steel*, *Hunter the Reckoning: Wayward*, and *Baldur's Gate: Dark Alliance 2* all on the way, it's clear that action RPGs are hotter than ever. However, the game that takes the genre to the next level may prove to be *Champions of Norrath*. It's set in the mega-popular *EverQuest* universe and developed by White Wolf, the same folks who rocked us with the original *Baldur's Gate: Dark Alliance*.

It's also massive. There are five character classes, hundreds of customizable weapons and armor pieces, and a whopping fifty levels, each of which is actually randomly generated, *Diablo*-style, when you enter it.

Best of all, *Champions of Norrath* takes publisher Sony Online's name to heart. It's not only PS2-exclusive, but also supports the PS2 network adaptor, enabling up to four players to vanquish *Norrath's* evil denizens together online (or offline). With a feature set this deep, this may indeed be the new champion of action RPGs.

ERIC BRATCHER

◀ The individual characters are heavily customizable, from weaponry and armor down to hairstyles.

▲ Enemies have randomly generated equipment too, so they might wield a certain weapon or wear certain armor, or they might not.

THE BUZZ

A bigger, prettier, multiplayer take on the *Baldur's Gate: Dark Alliance* formula.

◀ Rail grinding: everyone is doing it, even ninja. What's next, wall running? Oh...

▲ I-Ninja fights against this giant mech boss... from inside his very own mech!

▶ Don't laugh! He may look cute, but he'll take your head clean off!

◀ Aww, he's so cute—wait a second, did he just split that enemy's head open?!

GAME INFO | PUB NAMCO | DEV ARGONAUT | TYPE ACTION | REL DATE PENDING | MAX PLAYERS ONE | ESRB EVERYONE

I-NINJA

Tiny warrior, big-time action

Developed by Argonaut, creators of the PSone platformer *Croc*, *I-Ninja* might look pretty basic, but with its mix of cool ninja moves, inventive level design, and gameplay variety, it promises to be anything but.

Small in stature, but jumbo-sized when it comes to moves, I-Ninja is out to save his world from robotic marauders called the Ranx and their unfortunately named master, O-Dor. Along the way, he'll need to recover four powerful relics called the Rage Stones, and earn new belts that upgrade his abilities.

Those abilities are impressive: in addition to basic hacking and slashing, the little guy can throw ninja stars, grind on rails, run up/along walls, and hover by spinning his katana after jumps. Other cool tricks: making hairpin wall turns using a grappling hook and snipe bad guys using a blowgun.

I-Ninja will also take to the skies for *ZOE*-style, mid-air boss battles, roll through half-pipe courses, and more. It just goes to show, you can't judge a ninja by his stature. **RANDY NELSON**

▲ Does this technically constitute "giving us the finger?"

THE BUZZ

The game came out of nowhere, but the play mechanics show a lot of cleverness.

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EVERYONE
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CONTENT RATED BY ESRB

Mild Lyrics
Mild Language

PlayStation.2

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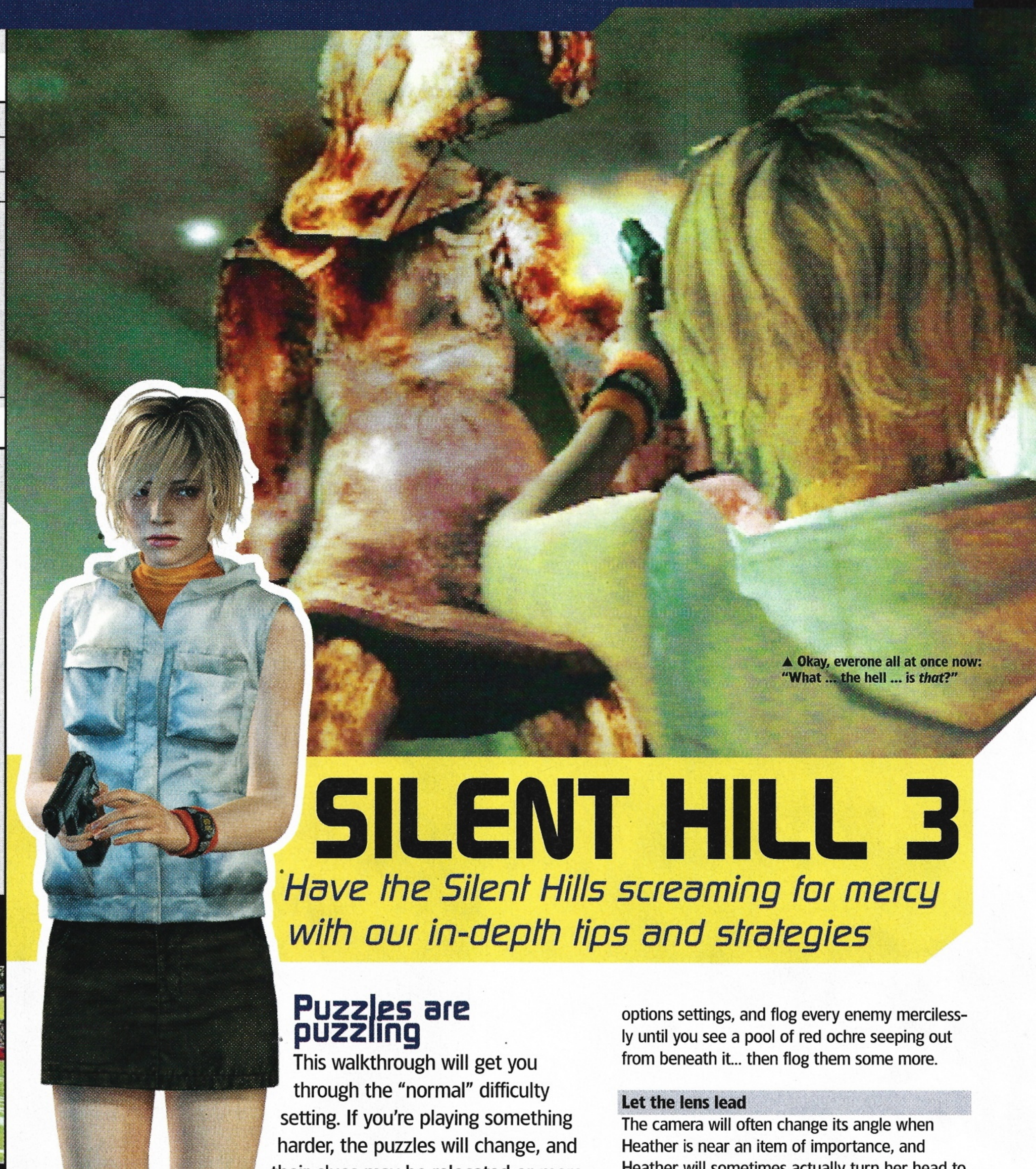


▲ Okay, everone all at once now: "What ... the hell ... is *that*?"

SILENT HILL 3

Have the Silent Hills screaming for mercy with our in-depth tips and strategies

Puzzles are puzzling

This walkthrough will get you through the "normal" difficulty setting. If you're playing something harder, the puzzles will change, and their clues may be relocated or more cryptically phrased.

Know the ledge

Always remember the three basic rules of survival horror: thoroughly explore everywhere, take anything that isn't nailed down, and kill anything that walks, shambles, slithers, or even twitches... especially if it looks like it's made of raw meat.

Till the juice runs

Similarly, "dead" is a relative term in *Silent Hill*. Make sure you have blood turned up in the options settings, and flog every enemy mercilessly until you see a pool of red ochre seeping out from beneath it... then flog them some more.

Let the lens lead

The camera will often change its angle when Heather is near an item of importance, and Heather will sometimes actually turn her head to look at them. Anytime this happens, look for goodies.

Silent Hill 2 Redux

Before playing *Silent Hill 3*, try to have a completed *Silent Hill 2* save on your memory card. If you do, you will automatically unlock extra story sequences during the main game.

Flight, not Fight

If you can, run away from beasties. Health and ammo are extremely valuable and you do not want to waste them on trivial opponents. Save them for the boss fights.

<< FLOG EVERY ENEMY MERCILESSLY, UNTIL YOU SEE A POOL OF RED... >>

Walkthrough

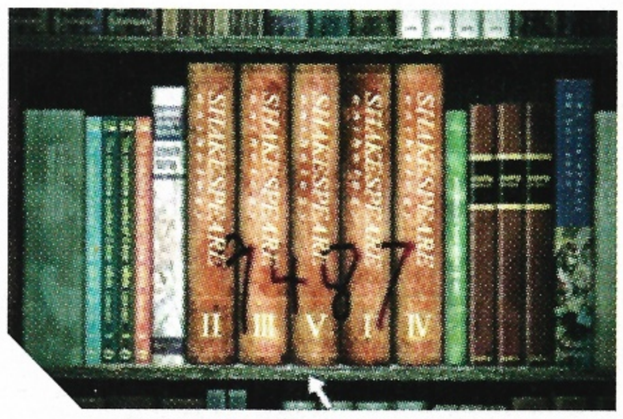
The Amusement Park

Die. No, seriously. We mean it.

The Mall

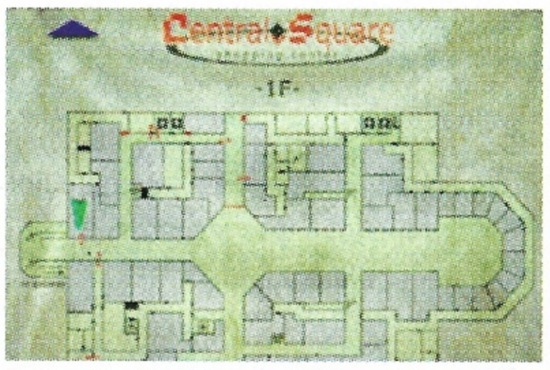
Save your game and then exit through the ladies' room window. Go down the alley and reenter the mall. Once inside, track down the map, cooking tongs, and key (under the pallet—use the tongs).

The key will open the door to "NT Booksellers." On the floor is a pile of Shakespeare books, which need to be placed on the shelf in the proper order. On the spine of each book is part of a number. Match the fragments until a series of four numbers are formed. That is the door code to open the rear door. Go through the door and meet the crazy lady.



▲ **Luckily, you needn't know how to read in order to solve this puzzle.**

Locate the flashlight, bleach, bullet-proof vest, and metal hanger. The flashlight is in the room before the bathrooms, but you have to turn off the light to see it. To get the vest and hanger, you'll have to reenter the mall. Then, backtrack to the double white doors, enter, and use the hanger to pull down the ladder in the center of the room.



▲ **Head to the ill-named "Happy Burger" to find the ladder.**

Find the walnut and the key (examine the—ahem—cooked dog). Use the key at the cafe door and get the steel pipe—good for meat tenderizing, even if the meat's alive. Then go through the double doors, find the brown door, grab the detergent and head through the blue door to shut off the fan.

Mix the bleach and detergent in a bucket to fumigate the flies. Now, turn the fan on again to vent the hallway and reenter, exiting through the brown door. Use the vice inside the sports shop to crack the walnut and reveal the moonstone. Use the moonstone on the door with the moon on it, then open it and take the ladder down.

Boss 1 — Split Worm

This purple people eater may not inspire much fear in your heart once you realize he has a pattern as repetitive as the PBS late night test signal. The worm will cut back and forth across the floor, always appearing from one of the six holes. Use your "look" and "target" buttons to get a bead on it and only fire when it exposes its face—that's when it's vulnerable.

▲ **Where's a big, giant, demonic bird when you need one?**

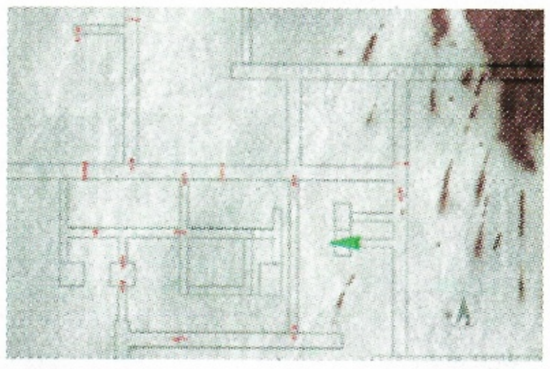
After the boss battle, save at the Happy Burger, then exit through the glass doors.

The Way Home

Look at the wall map to learn Heather's destination. Grab the other map near the turnstile, and find the nutcracker on the levels below Platforms 1 and 2. Use it to open the chained gate on the second floor and head to the train.

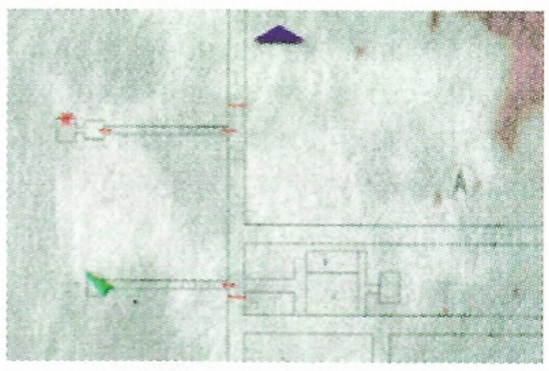
▲ **Time to test out that shotgun. Eat lead, freaky thing from hell!**

Get the shotgun. Head to Platform 3 and attempt to open the red door. Then, get out of the way and board the arriving train. When it stops, exit and find the map, the maul, and the empty wine bottle. Now, go to the position marked by the green arrow on the following screen



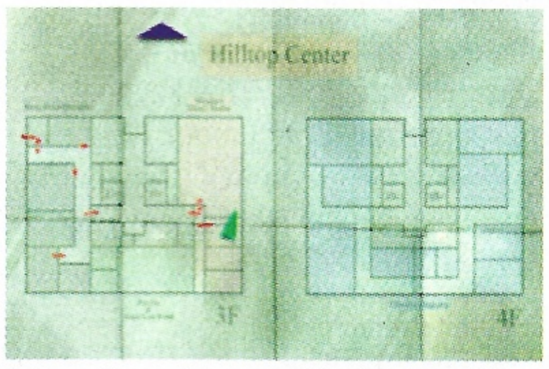
▲ **Never mind the blood on the map. It's actually just ketchup.**

Use the wine bottle on the kerosene heater to fill it with oil. Now, go to the room directly north of this one, pour the oil into the engine, and start it up. Use the ladder, and go to the room where we are in this screen.



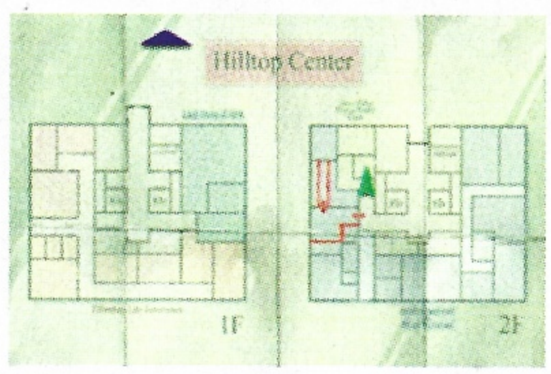
▲ **As a rule, we dislike long hallways with no escape route, but if can't always be helped.**

Take the dryer. Follow the tunnel back to the drain channel and continue through the door on the other side. Save, use the dryer on the outlet, then cross and continue. Once through the green door, beat on the patched wall to get a silencer. Drop the mattress down the hole and then jump down yourself. Look for the hole in the wall (near a red light) and climb through, making your way to this room.



▲ **A *really* good map would also show the monsters you have to pass to get around.**

Now let's break into that desk. Take the stairs to the 5th floor and locate the screwdriver, the katana (best melee weapon in the game), and the jack. Return to the office on the 3rd floor. Use the screwdriver to pry open the drawer and collect the rope. Go to the elevator and use the jack to pry open its doors. Throw the rope down, and head to the 2nd floor. Enter the door marked Echo, then a wooden door and a green door. Examine the tub, then go to the door marked in this last map.



▲ **Save here, and grab the oxydol. It's not just for pimples anymore.**

Save, collect the oxydol and power-ups, and take the elevator to the 5th floor. Grab the matches in the room to the southwest, then get the pork liver from the Last Drop Café on the first floor. In the hall next to the elevator is a book—read it. Now, return to the 5th floor art gallery. Mix the oxydol, matches and liver in the bucket in front of the painting to reveal a hidden door.

Read the second part of the fairy tale book and then go through the door. Search out the wooden door on northwest side of the map. Go in, take a coin, and use it on the vending machine to get a key. Return to the first floor, go to Elberton Life Insurance and follow the hallway to find the final part of the fairy tale book. Read it and leave the office building. Make a left, follow the alley, and go Heather's apartment. Go inside room 102.

Boss 2: Missionary

This bladed beastie has two fatal flaws—he's slow and he's stupid. Wait for him to charge up to Heather. As he prepares to take a swipe, swing around his backside and unload a handgun clip into his head. He'll be down for the count in no time.

▲ **It's not really honorable, but shooting an enemy in the back is sure effective. At least, we think that's its back...**

After the boss fight, search Heather's room for the stun gun, then leave. Next stop: Silent Hill.

SILENT HILL

Go to Brookhaven Hospital—it's on the in-game map. Enter room C4 and examine the wall—there's a key stuck to it. Head to the second floor

women's locker room to find nail polish remover and perfume—but be warned that the perfume attracts monsters if you use it. Use the nail polish remover to get the key in C4 off the wall and unlock the stairs. Go to the basement and get the submachine gun. Now go to the roof to get the ammo. Go into the third-floor storeroom to save, power-up and read the note.

There are locked double doors on the second floor. Enter 8634 and proceed to examination room 3 to read the medical records. Go to room M4. The alarm clock will ring. Shut it off and look at the time. Now, go to the briefcase and open it, entering the time as the combination to the lock. You will get the instant camera. Head to the basement.

In the basement storeroom, there is a shelf blocking your view. Use the camera to take a picture and get the code written on the wall. Use the code to unlock the third floor doors and enter room S12. Answer the phone when it rings.

Go through the new door on the second floor. Use the save point to reveal a hidden door. Use it, and save your game in room S3. Then, go to the storeroom and examine the sink. Move to basement level 3.

Examine the door to the cremation furnace, noting the position of the Roman numerals I-IV which are scratched into the metal. Now, look at the gurneys in that order and write down the bloody numbers. Enter the four numbers in order to unlock the furnace door and retrieve the key. Go to the second floor.

In the women's locker room, grab the plastic bag. Return to examination room 4 on the third floor. Fill the bag with blood, go to room C4 and pour the blood onto the altar. Save and then take the ladder down.

Boss 3: Mr. L

This odd, mummy-ish fellow tends to swim in the murky water and jump up right beside you before launching into an attack. Your best bet is to avoid this ancient aquanaut with some deft footwork and take him down from a distance. A few bursts from the submachine gun will lay him to rest. Alternatively, you can always rely on your Katana.

▲ **Can you imagine how badly this thing must smell when it's wet? Thank goodness Smell-O-Vision fizzled.**

After the fight, return to the hotel to trigger a cinema, then walk toward the amusement park.

LAKESIDE AMUSEMENT PARK

We've been here before. Go through the gold doors and stop in the souvenir shop to find the key to the roller coaster control room. Make your way there—do NOT step on the tracks—open the control room and shut off the ride.

Walk on the tracks to the haunted mansion, then run from the cheesy, red death cloud. Because of the game's shifting camera perspectives, you will likely die a few times before you escape it. Once outside the mansion, pass through the spaceship ride to a sort of theater. Look on the stage for a red shoe and search the stands for a chain, then reenter the spaceship ride. Find the rusted gate. Attach one end of the chain to it, and the other end to the center column of the ride. Enter the control booth and turn on the ride. Presto—one open gate.

If you want the best ending, talk to Douglas again when the cinema is done. If you want "bittersweet", don't. Now, go through the gate to the fortune teller's room. Take the doll head. Exit to the right. Place the doll head in Snow White's hand and the red shoe next to Cinderella's foot. Exit through the green door at the end of the tracks, grab the stun batteries off the ice cream counter, and head through the gate. Walk onto the carousel and use your Katana to "kill" all of the horses.

Boss 4: The Memory

Cats have nine lives, but ghosts evidently have four. Each life has an equal amount of hit points, but she'll wield progressively more powerful weaponry. Use the katana on at least the first two, and switch to guns only if your health is waning. As long as you stay close, she will use melee attacks instead of gunfire.

▲ **Heather vs. the evil ghost of another character whom we don't want to reveal. It's a serious catfight.**

THE CURSED CHURCH

When the cinema ends, grab the "Eye of Night" tarot card and save your game. Exit to the right of the altar. Enter the confession booth to hear a confession. You can choose to forgive or be silent, but forgiving gives you a better shot at getting the "bittersweet" ending.

Leave the booth and enter the door next to a gate. Go through the meeting room and then go right to find a room with ammo and a cassette tape. Now backtrack and head through the other door. Examine the ghostly painting to reveal a hidden door—but follow the hallway to a save point before returning and going through it. Kill the critter and follow the ledge around to the library. Get the "Moon" card, then backtrack to the elevator. Take it, go through the north door, then search the corpse-filled room to the west to find ammo and the "Hanged Man" tarot card.

Return to the elevator area and follow the ledge around to another door leading to some nasty monsters. Open it, and run along the edge to the child's room. Collect the brass key from the wall and save your game. Remember this room. Exit and run back down the hall. About two-thirds of the way down, you will find a door that leads to a monster filled room. Run through it to find another hallway with ghost steps. Follow the steps to a hidden door.

Go down this hall to find the hospital room, where you'll find ammo and the "Fool" tarot card. Return to the locked door between the meeting room and the confessional and use the key from the child's room. Down this hallway, there are four rooms. One is a story-focused Sunday School room, and a second has a tape player and first aid in it. One (the eastern-most) is a trap containing endless monsters—avoid it. The last is Claudia's room, which contains the "High Priestess" card. Collect it and return to the child's room for the final showdown.

To open the final door, you must place the tarot cards in a certain order. Alyssa's sketch book has the clues necessary to solve the puzzle:

Row 1: Eye of Night - no card - Moon
Row 2: High Priestess - no card - Fool
Row 3: no card - Hanged Man - no card

The Neverending Gory

There are three official endings to the U.S. version of *Silent Hill 3*. Most players will get the "happy" ending. However, if you kill a ton of enemies (say, 300), forgive the confessor, and absorb lots of damage, you can also get a more ominous ending we'll call "bittersweet". Finally, there's also a riotous, "alien" ending that must be seen to be believed. To get it, don the Transform costume (unlocked by completing "Extra New Game"), unlock the Heather Beam and use it to kill 30 enemies. Then, enter Heather's Apartment with it equipped. It's a lot of trouble, but totally worth it.

▼ Heather reads PSM. Yeah, she knows her shizzle.

Bonus booty

After you've beaten the game the first time, there are a ton of reasons to start right over again: bigger, better toys! Track down the following goodies:

Beam Saber
Play the game twice and kill more enemies with the guns than the melee weapons. Then, start and "Extra New Game" and try the door in the north hall of the 2nd floor of the mall. The knob should come off in your hand.

Flamethrower
Play the game twice, but kill more enemies by melee means. Start an "Extra New Game", and look in the bakery.

Unlimited Ammo Submachine Gun
Kill the final boss with a melee weapon. Start "Extra New Game" and search the alley after climbing out the bathroom window.

Heather Beam
When your kill total for all playthroughs totals 333, this weapon will become selectable at the "Extra New Game" start screen. However, you may need the "Transform" costume for full effect.

Costumes
There are a couple dozen hidden costumes as well, most of which are unlocked by completing the game multiple times or in unique ways: for example, unlocking 100%, beating it on Action Extreme Level X (a serious challenge!), or beating the game on all three riddle modes. At press time, Konami is still deciding which to include, how they'll be unlocked, and what they'll be called. However, we recommend typing in "BADICAL" after beating the game once. Now that's stylish!

▲ The Tarot card puzzle is different at each difficulty level, but this is the "normal" solution.

This will unlock the door. Before going through, be sure to save your game. It's "go" time.
You can actually see one of the game's unofficial endings here by simply killing the first being you encounter upon stepping through the door. But don't blame us for what happens next.

To do things right, use the pendant Heather's father gave her, then jump into the pit and take care of business.

Boss 5: Evil God
You really, really, really want to have ranged weapons for this enemy. Really. The submachine gun is faster, but the handgun will do, too. If you must fight melee, use the Katana. Evil God will slash away if you get close, but its primary attack is a slow fire circle that engulfs the room. It's hard to avoid, so stay nimble and don't worry about absorbing a little damage here and there. Just keep shooting.

When this is done, watch the entire credits sequence—your unlocked goodies will be revealed at its end. You should get the "good" ending, but there are others—check out our sidebar "The Neverending Gory" for more details. Now, start the game over and don't worry about staying up too late. After all, it's not like you'll ever sleep again after this.

TAKE THE PSM CHALLENGE!

RULES You can't send an entry for each challenge. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on September 1st. If there are multiple winners, the final winner will be decided by the best paragraph that explains why you're the winner. Send a picture or a videotape (non-returnable) and a short paragraph explaining why you're the winner. Sorry, no e-mail entries! This contest is open only to readers living in the United States, age 18 years or older. PSM reserves the right to substitute prizes of equal or greater monetary value, if necessary.

SEND YOUR ENTRIES TO:
PSM August Challenge # (the challenge you're entering)
c/o Future Network USA, 150 North Hill Drive, Brisbane, CA 94005.

THE CHALLENGES

Challenge #1: Silent Hill 3
Beat the game on Normal difficulty with a clear time of 1:30 or better. Photograph or videotape the screen showing this.

Challenge #2: Wakeboarding Unleashed
Think you rule the waves? Prove it. Pull off the highest-scoring combo you can, ending with you landing in the boat. Photograph or videotape it, and show us what you've got.

Challenge #3: NCAA Football 2004
Lead the lowly, yet studious, Northern Arizona Lumberjacks to the national championship—two years running. Photograph or videotape the screens showing your amazing achievement.

THIS MONTH'S PRIZE PACKAGE

Freaky Flyers game
Splashdown: Rides Gone Wild
Madden NFL 2004 game

MAY WINNERS

Dynasty Warriors 4
Jeff Cliff, Moscow, OH
Z.O.E. 2
Andrew Mayer, Basalt, CO
Dragonball Z: Budokai
Russ Lombardo, Brooklyn, NY

▶ Crawling on your belly is a great way to avoid certain enemy attacks—even late in the game.

TOMB RAIDER: TAOD

How to score with the lovely Ms. Croft!

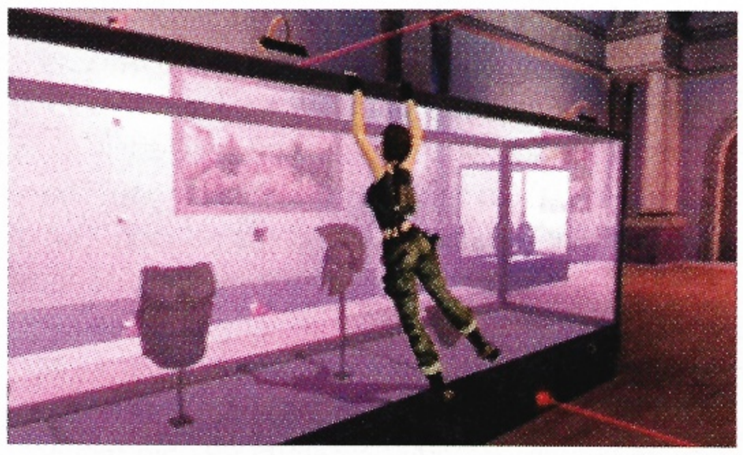
GENERAL TIPS

Words Are Weapons, Sharper Than Knives...
Don't forget to save before you speak to any of the game's colorful cast of characters. This way, you don't have to replay too much if that pretty mouth of yours gets you killed.

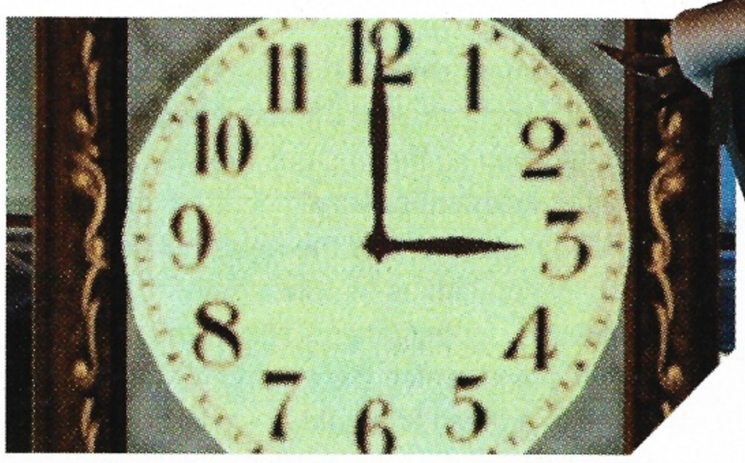
▲ Bouchard: Not the friendliest Frenchman around.

To Key Or Not To Key?
You can only choose to help out one of Bouchard's previous employees: Pierre or Bernard. We recommend going with Bernard's Garage Key—it lets you upgrade Lara's hanging strength sooner.

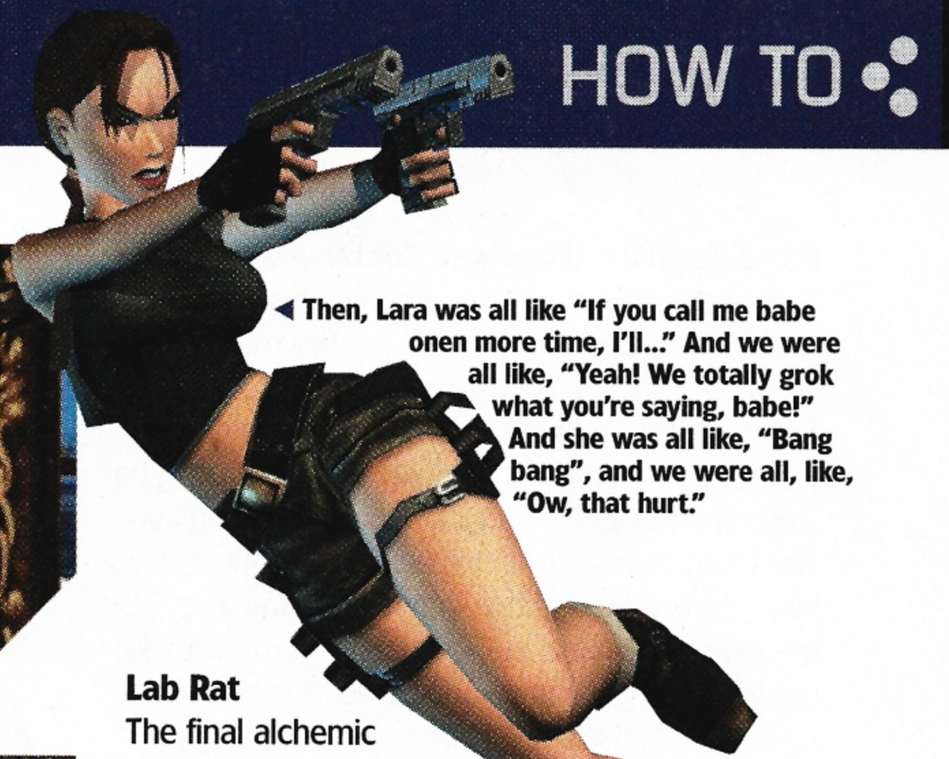
▲ Hide behind the short wall to avoid this wandering guard.



▲ Take special care to avoid trip wires in The Louvre.



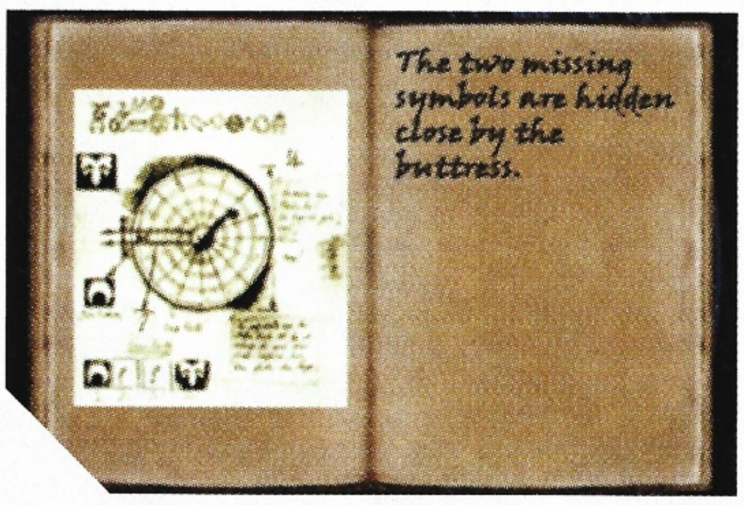
▲ Schools out! Yay!



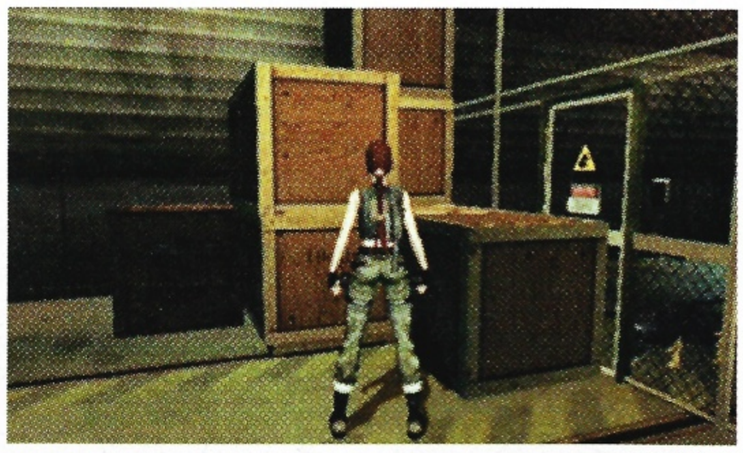
◀ Then, Lara was all like "If you call me babe onen more time, I'll..." And we were all like, "Yeah! We totally grok what you're saying, babe!" And she was all like, "Bang bang", and we were all, like, "Ow, that hurt."

Can You Dig It?

Stuck at the Archeological dig site? One symbol can be found by using the X-Ray Machine (after turning on the power) and the other can be found in the far trailer on the desk. The other two symbols for activating the wheel puzzle can be found in your Notebook as entered by Werner Von Croy.



▲ Your handy, dandy journal holds more hints than you might expect. Read it often.



▲ If you do it correctly, the crates in Strahov Fortress will look like this when finished.

Mutation Station

The beasties are relentless inside the incubation room at The Bio-Research Facility. Once the flyby cinema ends, head to the center of the chamber and take out the abominations. Jump past the rolling insects to avoid their devastating attacks. Then, head up to the raised area on the left and look for a purple pipe attached to an arch. Leap to the pipe and climb to the pump system on the roof. Turn both valves and head through the hole in the incubation pod below to the next area.

▲ Boiling lava, or the world's only orange juice-filled swimming grotto? Better to live wondering than die knowing.

Square Peg, Round Hole

To escape The Hall of Seasons, insert the Glyphs into their respective spots near the entrance to the Hall. Then, purposefully head into the trapped area beneath the hall and pass through the wooden door on the inner circle.

I've Fallen and I Can't Get Up!

The Undead Knights throughout *AOD* are indestructible, yes, but not unconquerable. Most locations that these guards roam contain some type of pit or hole. The Knights are pretty dumb, so simply position yourself so that they're between you and one of the pits and unload on them with a powerful gun to knock them in.

Timely Puzzle

To access Vasiley's secret chamber in The Monstrum Crimescene level, pull one of the chains in his upstairs library to open a downstairs clock. Then set the clock to 3 o'clock and hit △. The floor will open up, leading to a secret study.

▲ Use Target ◎ to switch between multiple enemies.

To Air Is Human

Once inside the Vault of Trophies, take out the wall above the large mural by pressing ⊗. Inside is an air pocket that will prove a nice place to rest. See the V and L on the mural? These initials correspond to two statues on the chamber floor. Activate the statues to escape the chamber.

Shut Your Trap

To deactivate the vicious blade trap in The Lost Domain, head to the laddered area on the left. Jump the gap, then slide down the ramp and leap to the small wooden ledge (you may need to nudge Lara to the right a tad). Pull yourself up and flip the switch.

Lab Rat

The final alchemic vial in Eckhardt's Lab is inside an alcove in the acid pit. After grabbing the vial inside the cage, snake the shard in the pit, and then roll out onto the downed cage. Climb the wall with the hand holds on it, then do a backflip to safety once you reach the top. Head to the top of the wooden altar to place the shard you found on the desk into the slot. Jump to the wooden ledge against the wall to grab a secret Large Medipack.

WHO'S THE BOSS?

OUR KEY STRATEGIES FOR THROWING DOWN WITH THE BIG BOYS.

Brother Obscura (Hall of Seasons)

Obscura is invincible and can only be stunned momentarily. Brandish your V-Packer shotgun for maximum effect and unload relentlessly. Side Jump (◎ + → or ←) to avoid Obscura's devastating charge attacks.

Once the ghost is stunned by your blasts, rush over to the glowing blue painting and hit ⊗. If your timing is off, the painting will teleport to another statue and you'll have to repeat the process. Once you have the painting, quickly run through the exit in the far wall and leave Obscura to his quiet eternity.

"The Cleaner" (Von Croy's Apartment)

"The Cleaner" appears once you've snagged all of the important items from the apartment—listen for his theme music. Quickly duck behind the large pillar or couch to avoid his machine gun bursts. Leap out and lay a blanket of lead on him while strafing back and forth. Follow him as he retreats into the apartment next door. Once you pick up the ammo on the floor, he'll shoot a hole through the thin wall. Once again, duck behind the love seat to the left and leap out while he's reloading to send him packing.

Step into the bathroom, take his machine gun and crawl underneath his tripwire explosives to the right. Leap down the stairs, avoiding the flames, to grab a Large Medipack and some clips. Head back up to the second story and navigate the trip wire hall, using the alcoves for cover. Leap out one last time to unleash a spray of gunfire and send him to the cleaners once and for all.

Proto-Nephilim (Maximum Containment Area)
Luckily, this half-pig, half-baboon, half-who-knows-what—yeah, we know that's three halves, but you should see this freak—looks tougher than he is. Stay near the front of the chamber with a clear view of the over hanging catwalk. Keep backing up while unloading Kurtis' Boran X as fast as you can. The Proto-Nephilim will try to snoggle your legs, so keep strafing around him to minimize damage. Grab the health or ammo in the opposite corners if you need it. Down the beast four times and then run up to it to deal the final killing blow.

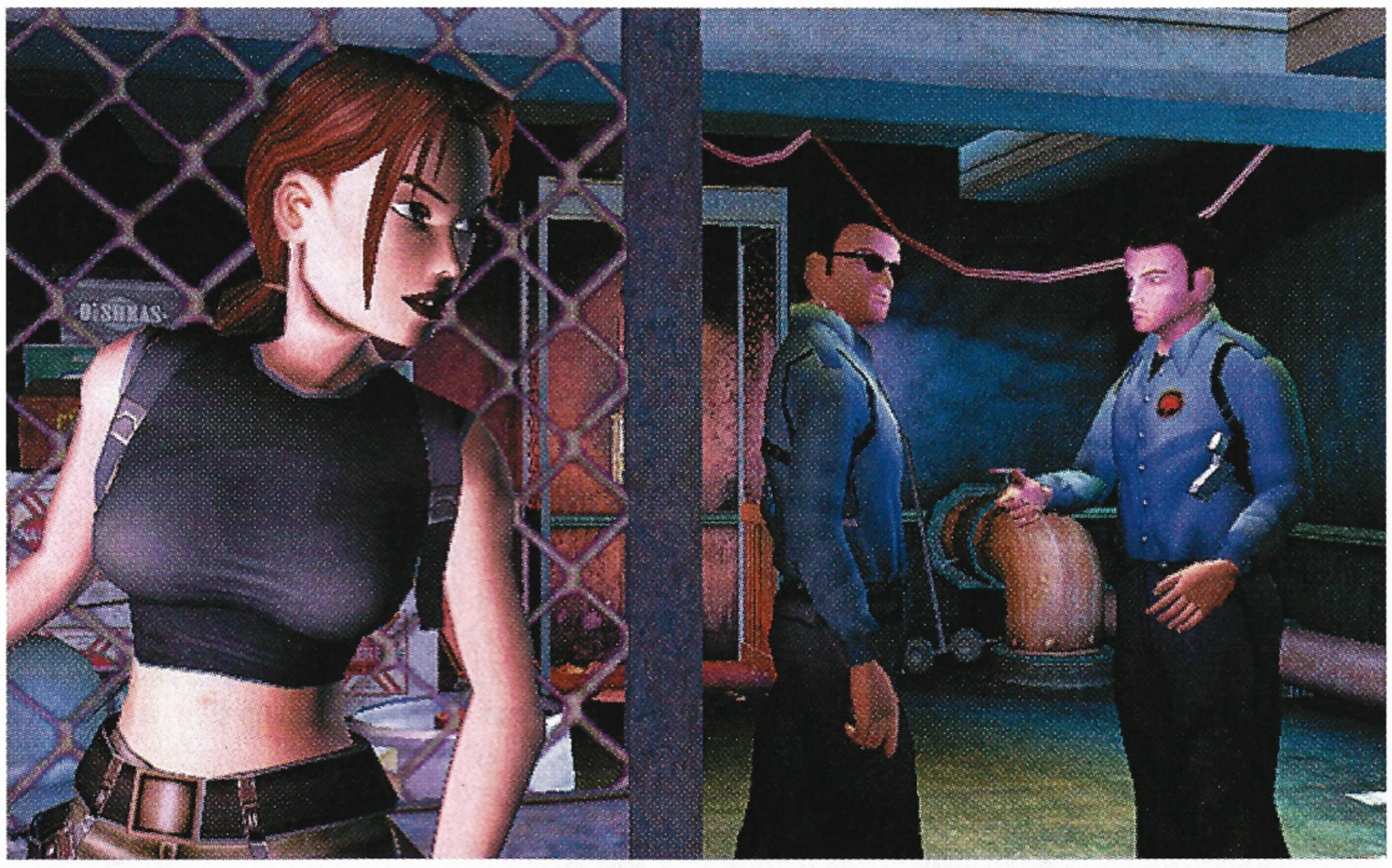
Boaz (Boaz Returns)
First off: eeew. Now, make liberal use of the Target feature here (◎ while firing) to aim at any orifice from which green slime shoots out at you. Side jump when Boaz attacks to get around her quickly, and target the side sores while strafing to avoid the slime. Once an opening stops shooting goo, move on to the next target.

To eliminate Boaz in her second form, circle strafe around her while rapid firing at her head—in a matter of seconds she'll crumple to the ground.

▲ Boaz is big, but she's not too tough.

Eckhardt (Eckhardt's Lab)
After the primary cinema is over, Eckhardt will fire a spray of lightning straight off. Jump quickly to avoid this threat, then go into a crawl (△+L2). You'll avoid all of Eckhardt's elemental attacks from the safety of the ground. Use the right thumbstick to keep an eye on him as he runs around the arena. As Eckhardt's doppelgangers run to the center of the room, stand, watch the ground for their attacks' shadows to appear, and hold down Walk (L1) to carefully move out of the shadows, thus avoiding the attacks. Then, when Eckhardt falls to his knees in exhaustion, move up to him and kick him in the face. Repeat three times for victory.

Joachim Karel (Eckhardt's Lab)
Because Karel is immortal, he can't be defeated simply by the power of bullets—you're going to need a serious "wrath of the heavens"-style can of whup-ass to win this battle. Luckily for you, The Sleeper happens to be just such a weapon. Out of the starting gate, head over to the crumpled form of Eckhardt and snatch his power glove. Then, Sprint (R2) to the back of the first counter-clockwise pillar. There, you'll need to hit a button to drop some ladders. If Karel's green attacks are miffing you, leap constantly to avoid. Follow the ladders up to the highest level, then leap off the jutting platform towards The Sleeper, and voila! Lara Croft: 1. Bad Guys: 0.



▲ "No really, I heard Lara wears a water br—Hey! Did you hear something? It sounded like ... sloshing."

Rock your body

Lara's always been easy on the eyes, and her most recent outing is no different. Here are some moves missing from the manual that we think come in handy—or at least make us feel kinda dirty.

Headstand
When hanging on a ledge, hold down the walk button (L1), then press up to watch Lara do a handstand and bend oh-so-deliciously.

▲ Go ahead and zoom in. You know you want to.

Backflip Edge Grab
Hold down walk (L1) and back-up flush against an edge. While holding Back and Walk, hit ⊗ to see Lara do an acrobatic backflip into a hang.

Prone Crawl
Very useful for getting underneath laser trip wires and boss attacks. Hold down the Crawl button (△), then hit Stealth (L2) to have Lara crawl on her belly, soldier style.

Swan Dive
You've got to pass the Louvre Under Siege level and attain the Sprint Skill before attempting this move. While standing, hold down Sprint (R2), then press forward on the Left Thumbstick + ◎. Lara will leap into the air and perform a swan dive. This works best above a body of water, of course. Otherwise, Lara might be changing her name to "Old Broken Neck".

Select Target
Works well when you're facing multiple enemies or when you need to deal out some location specific damage (i.e. Boaz's side sores). Face your target while firing, hit the Roll Button (R) and your targeting space will shift.

BUGALICIOUS!

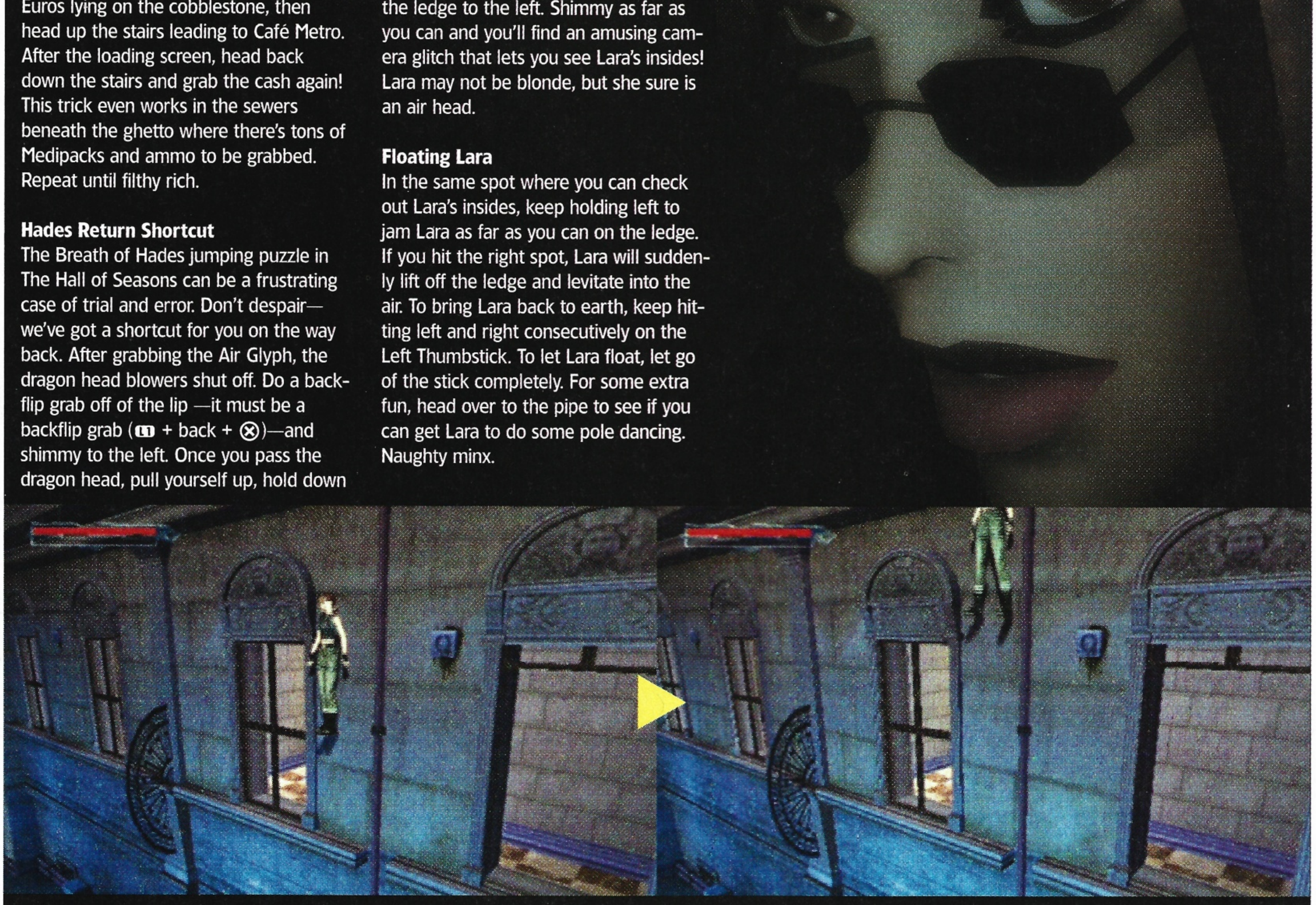
Lara's latest adventure is full of all kinds of creatures: dogs, rats, bats, and especially bugs. Here are some of our favorite six-legged friends.

Unlimited Items
There's a ton of booty all around the Parisian Ghetto, and we're not talking about a clone army of J-Lo's ... unfortunately. It's a bug that allows items previously collected to respawn and be grabbed again. Exploit this trick across the street from the front doors of Le Serpent Rouge and Janice. Grab the 160 Euros lying on the cobblestone, then head up the stairs leading to Café Metro. After the loading screen, head back down the stairs and grab the cash again! This trick even works in the sewers beneath the ghetto where there's tons of Medipacks and ammo to be grabbed. Repeat until filthy rich.

Hades Return Shortcut
The Breath of Hades jumping puzzle in The Hall of Seasons can be a frustrating case of trial and error. Don't despair—we've got a shortcut for you on the way back. After grabbing the Air Glyph, the dragon head blowers shut off. Do a backflip grab off of the lip —it must be a backflip grab (L1 + back + ⊗)—and shimmy to the left. Once you pass the dragon head, pull yourself up, hold down walk (L1) and sidestep as far as you can to the left, flush against the pillar. Turn around, and take a running jump THROUGH the dragon head in front of you. You may need to veer a little right in the air to keep from falling into the abyss. If you pull it off, you'll land on a recessed edge with a Medipack, some ammo, and three fewer leaps to the exit!

Inside-out Lara
While on the thin ledge overlooking the Louvre Rooftop, head down the climbable pipe in the gap and step onto the ledge to the left. Shimmy as far as you can and you'll find an amusing camera glitch that lets you see Lara's insides! Lara may not be blonde, but she sure is an air head.

Floating Lara
In the same spot where you can check out Lara's insides, keep holding left to jam Lara as far as you can on the ledge. If you hit the right spot, Lara will suddenly lift off the ledge and levitate into the air. To bring Lara back to earth, keep hitting left and right consecutively on the Left Thumbstick. To let Lara float, let go of the stick completely. For some extra fun, head over to the pipe to see if you can get Lara to do some pole dancing. Naughty minx.



▲ Up, up...

▲ ...and away!

CODES

Wakeboarding Unleashed featuring Shaun Murray
All gaps (gap kings):
R1 L1 L2 R2 R1 L1 L2 R2 R1 L1 L2 R2 R1 L1 L2 R2
Message: WAKEBOARDING ROYALTY

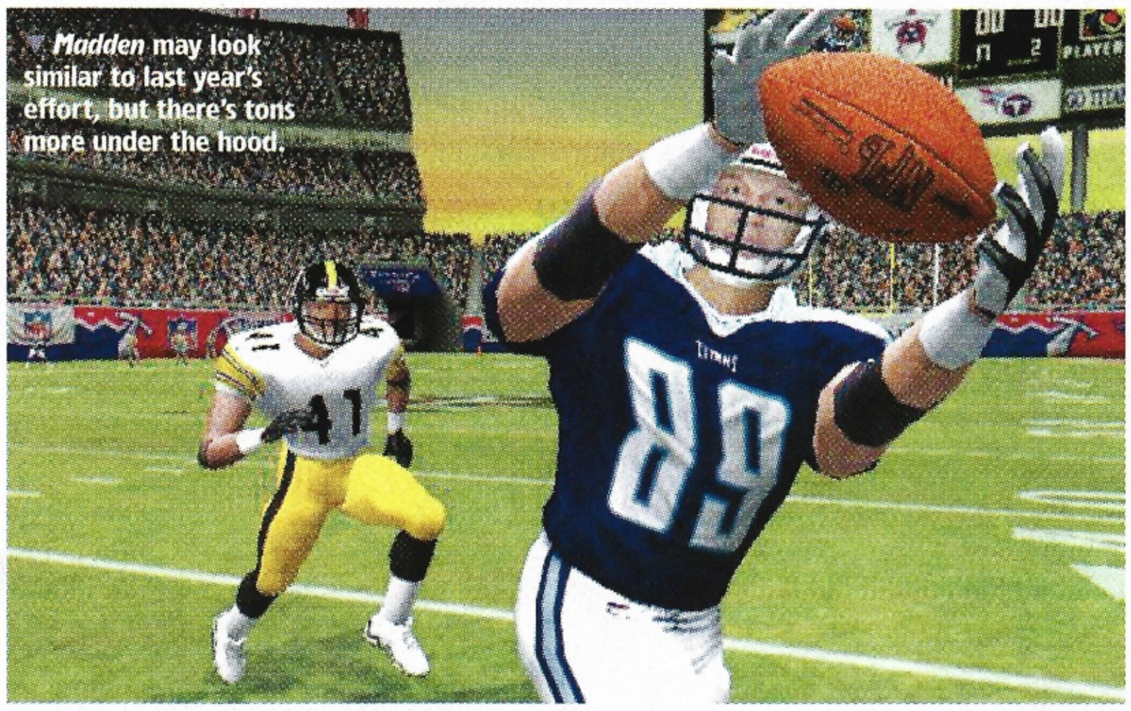
Boards 2 and 3, not jet board:
↑↑←←→→↓↓↑←→↓↑←→↓
Message: YOU GOT ALL THE BOARDS ...OR DID YOU

Unlock all players:
15 counter-clockwise circles on the right analog.
Message:
HOT MAMA! ALL BOARDERS UNLOCKED

The Hulk
Full Rage Meter: ANGMNGT
Wicked Punch: FSTOFRY
Puzzle Solved: BRCESTN

RTX Red Rock
Set Difficult Mode:
↓↑↑↑↑↑↑↑↑↓
Set Easy Mode:
↑↓↓↓↓↓↓↓↓↑
Set Normal Mode:
↑↓↑↓↑↓↑↓↑↓
Add Items (health kits, O2, junk, food, etc...):
→→→→→←←←↑↑

Madden 2004



▼ *Madden* may look similar to last year's effort, but there's tons more under the hood.

Releasing your inner Dan Snyder

So, you think you have what it takes to be an NFL Owner. Well, it isn't quite as easy as it looks. You'll have to be smart, ruthless and occasionally lucky to do the job well. You'll also need a little help. Here's some walk-through tips to start you on your way.

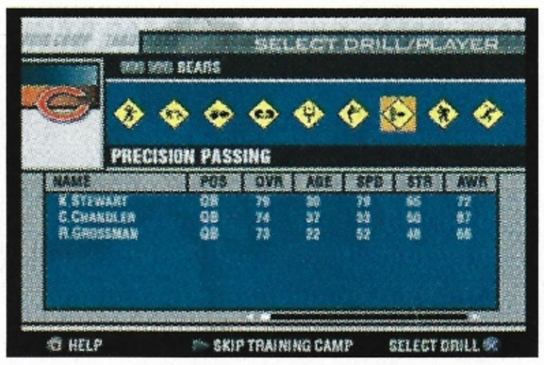
Fantasy Draft

If you really want to test your skills as an owner, don't start with a current NFL squad. Take part in the fantasy draft and build your own team. Start with a QB or Running Back and then build your offense around him. Make sure to save a couple top 10 draft picks for defenders. You want to have a strong draft on that side of the ball as well.

Focus your efforts on your first string players. Even though you'll take a hit when injuries occur, you'll still do better if you don't waste top picks on backups. Keep salary in mind as well. If two players have similar ratings always pick the one with the lower salary. You can upgrade later.

Training Camp

Before you even start your owner's mode, you should be very familiar with the minicamp mode. Here you can really build up your players with your own skills. Don't always waste the training on your best players, try building up young players and guys who are signed to long contracts. This will insure that you have a well rounded team that doesn't get shut down by injuries.



▲ Minicamp can give you mad skillz.

Setting Prices

Setting prices is a key part of being an owner. The key is not to let things get out of hand one way or another. Don't raise prices through the roof or drop them so low that you have no income. Keep the prices near the point where they switch from "expected price" to the point where they are rated as either too high or too low. It's okay to step over into the higher or lower than expected zones, but don't do it too often.

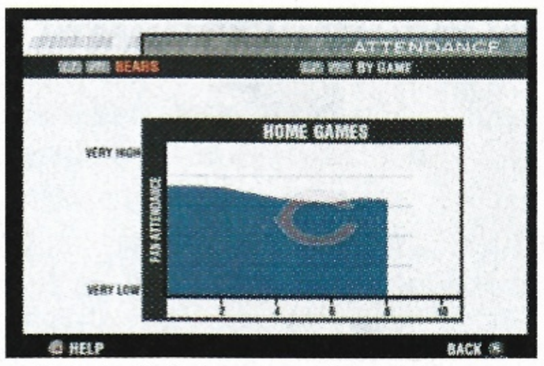
▲ Polish *and* Bratwurst? Only in Chi-town.

Advertising and Promotions

One of the most important factors in the owner's mode is advertising and promotion. If your team is doing poorly during the season, make sure to run extra promotions and advertise heavily. You'll usually make up the cost in extra attendance.

Keeping Up During the Season

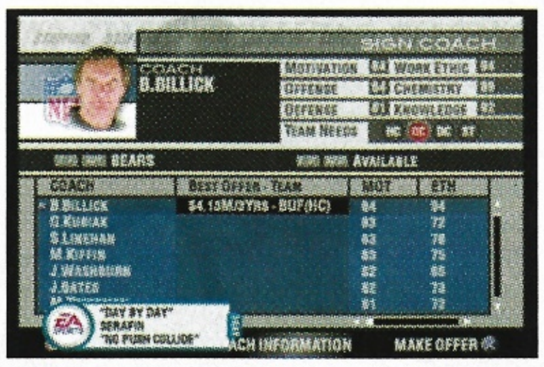
You need to check the Owner's Box each and every week. Pay attention to the attendance and money charts. If you notice problems early, you can head them off with a timely price cut or advertising blitz.



▲ Urlacher's defense puts 'em in the seats.

Keep Good Coaches

A good coach can influence your entire team, so you need to be sure to keep the good ones and dump the bad ones. As your success increases, so will your coach's value on the free market. He's even more important than star players, so keep him happy.



▲ Get a good coach and keep him happy.

Use Trainers Wisely

If you have a team without much depth, it's wise to spend a lot of money on a top training staff. They'll improve injury turnaround time and reduce injuries overall. If your team has depth, you can skimp here.

Move if Necessary

No one likes an owner who moves a team... except for the people who live where the team is moved to. This is a fun, but risky, move that you should only try if you're having trouble getting attendance even though your team is winning. Stick to big markets like LA unless you have a perennial Super Bowl winner on your hands.

Build for the Rich

When building a new stadium, remember that the real money is in Luxury boxes. Although you'll need lots of cheap seats for the rank and file fan, add Luxury boxes whenever possible. They bring in the most money for their size and the cash they'll draw in will power your team through many seasons to come.

▲ Hmm. Where should we put the arcade?

Toss Aside the Sentiment

The only way that you can be an effective owner in this game is to lose all sentimental attachments to your players. It doesn't matter how many Super Bowls a veteran player has taken your team through, all that matters is his salary and current stats. If the stats don't warrant the salary, cut him loose and start over with fresh new talent. You'll be back to the Super Bowl in no time flat.

CODES *Continued*

Unlock all Levels:
↓←←↓←↓→↓←↓
Set Old Soul Super Weapons:
→↑↓↓↑→→↑↓↓
Unlock all Special Features:
←↓↑←→↑↓←→↓

Vexx

Invincibility: XXEVREWOP
Level Select: XXEVPRAW
Super Jumps: XXEVNOOM

IndyCar Series

Note: codes are case-sensitive.
aLLcARDS — to unlock all the trading cards
pOLE — qualify in the pole position for Indy

Finding Nemo

These gigantic codes are entered on the opening screen, where it says "New Game", "Load Game", and "Play Trailer". Enter them, and the word "Cheat" will flash. Start your game, and on the next screen, press (t). The pause menu will appear, including an option where the newly unlocked cheats can be toggled on and off.

Unlock all levels:
△△△□□○□△○□△□△□△○△△
Invincible:
△□□○○○△△□□□○○○○□⛔
△○○○□○△○○□○○△⛔
◎□◎◎◎△
Unlock credits:
△□○△△□○△□○△□⛔
□○△□○△□○○△□○
Unlock reward:
△□○○□△△□○○□△△○□⛔
△□○○□△

ESPN Football

Mastering First Person Football

Playing in first person mode may be disorienting at first, but once you get the hang of it, you might want to make this your primary mode of play. Here are ten quick tips for getting the most out of your players in first person mode.

Offense

Scan the field before the snap

Reading the defense is even more crucial in first person mode than in regular play. Once the ball is snapped, you won't be able to see what's going on across the entire field. Before the snap, hit the L1 button to see the play call and scan the entire field. It's crucial to find the open man or the open slot in the line to get the most out of each play. It's difficult to finesse your way out of trouble in first person mode.

Choose speed over special moves

Although special moves are very useful, speed is a bigger advantage in first person mode. When you become the ball carrier, start tapping on the ⊗ button to pick up some speed. This is more advantageous than holding down the button to charge a move, because in first person mode you don't know whether or not someone is right behind you. You should always assume that someone's on your tail and preparing to stomp you flat.

▲ The first person view rocks once you get used to it.

Remember that there is no spoon

If you push down on the right analog joystick, you can slow down time a la *The Matrix* and you'll be better able to judge where to go. This power recharges slowly so you can't continually use it, but it should be used at least once on each play.

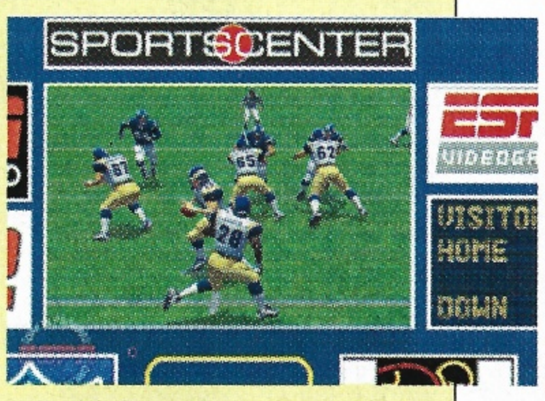
In the passing game, you should hit this before you throw the ball to spot the open man and find a passing lane. In the running game, you should hit the button quickly after receiving the handoff. Take the short moments given to you to find the best open hole.

Keep your eye on the ball

Receiving can be very difficult in first person mode, but the best advice that we can give is to keep a close eye on the ball as it comes toward you. The CPU will assist you in the direction, but it's up to you to find the ball. Get your hands out for the catch and haul it down.

Watch the replay

As soon as the play is over, press your right analog stick quickly to see the replay on the Jumbotron. This is useful when trying to figure out what you did wrong (or right) in the previous play. By doing this, you'll often spot mistakes that you made in first person mode and you'll be able to tweak your playing style.



▲ Replays reveal your weaknesses.

Defense

Know your role

Before the play, hit the L1 trigger and you'll see your defensive assignment. Make sure that you are playing in the right spot. If you freelance too much, your opponent will pick up on it and hit the area that you left uncovered.

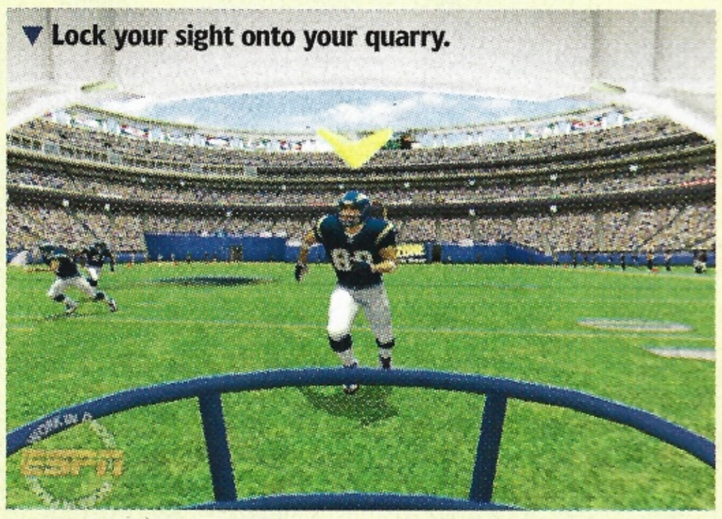
Play to your strengths

Find and stick to a position on defense that fits your skills. If you like to rush the QB only, play a lineman or a blitzing LB. If you like covering receivers, stick to a cornerback or safety. This way, you'll be using the players with the best strengths and attributes for your style.

Achieve Lock-on

If you are covering a receiver, hit the L2 button before the play and you'll lock your view onto that receiver as long as the button is held down. This will help greatly in one on one situations against a speedy foe.

▼ Lock your sight onto your quarry.



Play against the pass

It's easier to stop the run in first person mode, so try playing pass-oriented defenses. If you call dime or nickel defenses, you'll have extra defensive backs on the field who can help if you miss a coverage assignment.

Read the play

Perhaps the most important thing you can learn on defense is to quickly read the offensive play. Although many times it will be difficult to see what's happening behind the line of scrimmage, you can also keep an eye on the other offensive players. If the receivers stop to block, or the offensive linemen pull to one side, it's going to be a run. If the QB drops back and the RB steps in front of him to block or sprints out for a pass, it's usually time to drop back in coverage. Learning these tip-offs will make you a better defender.

▲ Grinding a running back into the ground is actually easier in first person than in the default third person mode.

GAMESHARK CODES

EXCLUSIVE CODES

We gots these hookups directly from GameShark, and you'll see them here before any other mag.

Resident Evil Dead Aim
Bruce McGivern Codes:
Have All File Documents
44519428 7034D3D8
Bruce McGivern Codes:
Have All File Documents
3942D7E1 9BABB1E0
Fong Ling Codes:
Have All File Documents
44519528 70B4D3E8
Fong Ling Codes:
Have All File Documents
3942D7E1 9BABB1E0

Midnight Club 2
No Pedestrians
0410B069 34F0F73C
No Traffic
0490B068 34F0F73C

NON-EXCLUSIVE CODES
Tomb Raider Angel of Darkness
[M]Must Be On
F443B62E B77C4516
Infinite Health
2490B728 367455DC
2490B728 367455FC
2490B428 36F455FC
24D09568 347451FC
24D09668 34F4514C
24D09568 34F4516C
24D09568 34F451FC
24D0B168 34F4471C
24D0B168 34F4478C
Infinite Grab Bar
2490B268 34F445BC

GAMESHARK CODES *Continued*

Infinite Oxygen
24D0B368 3474471C

Hulk
[M] Must Be On
F455B60A FE3CC51E
Max Score
25035DC6 DEE1DA0E
Infinite Health (Hulk)
24D8B6A8 8674C502
24D8B6A8 4664C52A
24C5BE22 976EC412
24DBBE9C 065DC539
24911068 123641CC
Infinite Rage
248106BA 3436826D
24991EBE B41EC35D
249816A8 A53483CE
24901428 34B4518C
Infinite Continues
2510156A 16F0D30C
Unlock Challenge Modes: Endurance Mode 1 (play a game and quit for mode unlock)
25D0B068 16345198
Unlock Challenge Modes: Endurance Mode 2 (play a game and quit for mode unlock)
25D0B168 16345108
Unlock Challenge Modes: Time Attack Mode 1 (play a game and quit for mode unlock)
25D0B268 16B45118
Unlock Challenge Modes: Time Attack Mode 2 (play a game and quit for mode unlock)
25D0B068 16B45188
Unlock Challenge Modes: Hulk Smash! Mode (play a game and quit for mode unlock)
25D0B368 16B45198
Ingame Cheats Activated: Invulnerability
2590B268 16345108
2510B268 16345128
Ingame Cheats Activated: Regenerator
2590B068 16345118
2510B068 16345138
Ingame Cheats Activated: Full Rage Meter
2590B368 16345188
2510B368 163451A8
Ingame Cheats Activated: Infinite Continues
2590B168 16345198
2510B168 163451B8
Ingame Cheats Activated: Double Hulk's HP
2590B068 16B45108
2510B068 16B45128
Ingame Cheats Activated: Double All Enemies HP
2590B368 16B45118
2510B368 16B45138
Ingame Cheats Activated: Half All Enemies HP
2590B168 16B45188
2510B168 16B451A8
Ingame Cheats Activated: Wicked Punch
25D09268 16345198
25509268 163451B8
Ingame Cheats Activated: Reset High Score
25D09168 16345118
25509168 16345138
Ingame Cheats Activated: Unlock All Levels
25D09168 16B45108
25509168 16B45128

Midnight Club 2
[M] Must Be On
F457B620 FA640516
No Damage
0450B668 3470D17C
Infinite Nitro
0450B668 3470F17C
Infinite Machine Gun & Rockets
04109668 34F0C35C
Unlock: All Races
0450B168 34F0D71C
Unlock: All Cities
0450B168 34F0F71C
Unlock: All Vehicles
0450B169 34F0D71C
Unlock: Customization
0450B169 34F0F71C
Unlock: Abilities
0450B168 34F0D73C
Unlock: Insanity
0450B168 34F0F73C

Primal
[M] Must Be On
F457BE24 F36C4516
Invincible
248A0426 00D29FDA
One Hit Kill
24881F1E D9D0DFCB
Have All Tarot Cards
2499472C DDC19672
Unlock: All Scenes
2490541E 84DA9EFA
240F0F8C 19D2D743
248A173C 54EBDF68
24995722 9CFA965B
Unlock: Actors Featurette
241E0F82 0CEAD6D9
Unlock: Making Off Featurette
248C17A8 5CFB9EF2
Unlock: 16Volt Interview
248D0DAE 55C39748
Unlock: Trailer Video
24064D88 9DE99762
Unlock: Coming Soon Video
2490152E 14F89652

Resident Evil Dead Aim
[M] Must Be On
F450B620 F7740416
Infinite Health Both Characters
24901128 34B4C51C
Bruce McGivern Codes:
Have All Guns
04403B6E 9E34C19A
Bruce McGivern Codes:
Megga C.P. Rifle (Move Gun Off Screen To Stop Firing)
24403876 9FBC8892
Bruce McGivern Codes:
Infinite Health
24D03368 1634C1A8
Bruce McGivern Codes:
Infinite Ammo (Press L3 To Stop C.P. Rifle Firing Or Aim Offscreen)
24901028 34B4C53C
D4401976 BF3C0EC4
24903068 1634C138
Bruce McGivern Codes:
Full Ammo Clip For Handgun
0450326A 96B4C1BA
Bruce McGivern Codes:
Full Ammo Clip For Silencer Handgun
04D0306A 16B4C118
Bruce McGivern Codes:
Full Ammo Clip For Shotgun
04503068 96B4C10A
Bruce McGivern Codes:
Full Ammo Clip For Semi Auto Handgun
04D0306C 16B4C12A
Bruce McGivern Codes:
Full Ammo Clip For Magnum
04503068 96B4C13A
Bruce McGivern Codes: Full Ammo Clip For Grenade Launcher
04D03068 96B4C18A
Bruce McGivern Codes: Full Ammo Clip For Assault Rifle
04C03068 9EB4C1A8
Fong Ling Codes:
Have All Guns
04403B6E 9EB4C13A
Fong Ling Codes: Megga C.P. Rifle (Move Gun Off Screen To Stop Firing)
24003876 9F3C8832
Fong Ling Codes: Infinite Health
24D03368 16B4C118
Fong Ling Codes:
Infinite Ammo (Press L3 To Stop C.P. Rifle Firing Or Aim Offscreen)
24901028 34B4C53C
D4401976 BF3C0EC4
24903068 1634C138
Fong Ling Codes:
Full Ammo Clip For Handgun
0410326A 9634C18A
Fong Ling Codes:
Full Ammo Clip For Silencer Handgun
0490326A 1634C1B8
Fong Ling Codes:
Full Ammo Clip For Shotgun
04103268 9634C1AA
Fong Ling Codes:
Full Ammo Clip For Semi Auto Handgun
0490326C 1634C19A
Fong Ling Codes:
Full Ammo Clip For Magnum
04103068 9634C10A
Fong Ling Codes:
Full Ammo Clip For Grenade Launcher
04903068 9634C12A
Fong Ling Codes:
Full Ammo Clip For Assault Rifle
04803068 9E34C118

Wakeboarding Unleashed featuring Shaun Murray
[M]Must Be On
F447BE3C B6744D16
Start Level with 999,999
24C2FC54 6E260768
Infinite Groove
25FC3348 0631D128
Shaun Murray: Infinite Stat Points
25603728 3CB0434A
Shaun Murray: Max Jump Height
25B0142A 34B0415A
Shaun Murray: Max Hang Time
25B0142A 34B0417A
Shaun Murray: Max Turning
25B0142A 34B041CA
Shaun Murray: Max Air Control
25B0142A 34B041EA
Shaun Murray: Max Rail Balance
25B0142A 34B041DA
Shaun Murray: Max Curve Balance
25B0142A 34B041FA
Shaun Murray: Max Switch
25B0172A 34B0414A
Cobe Mikacich: Infinite Stat Points
25603728 3CB0436A
Cobe Mikacich: Max Jump Height
25B0172A 34B0416A
Cobe Mikacich: Max Hang Time
25B0172A 34B0415A
Cobe Mikacich: Max Turning
25B0172A 34B0417A
Cobe Mikacich: Max Air Control
25B0172A 34B041CA
Cobe Mikacich: Max Rail Balance
25B0172A 34B041EA
Cobe Mikacich: Max Curve Balance
25B0172A 34B041DA
Cobe Mikacich: Max Switch
25B0172A 34B041FA
Collin Wright: Infinite Stat Points
25603728 3CB0435A
Collin Wright: Max Jump Height
25B0152A 34B0414A
Collin Wright: Max Hang Time
25B0152A 34B0416A
Collin Wright: Max Turning
25B0152A 34B0415A
Collin Wright: Max Air Control
25B0152A 34B0417A
Collin Wright: Max Rail Balance
25B0152A 34B041CA
Collin Wright: Max Curve Balance
25B0152A 34B041EA
Collin Wright: Max Switch
25B0152A 34B041DA
Dallas Friday: Infinite Stat Points
25603729 3CB0435A
Dallas Friday: Max Jump Height
25B0152A 34B041FA
Dallas Friday: Max Hang Time
25F0362A 3430434A

Savage by nature.

Play as young knight, Seig Warheit, who must face off against an old friend in this gothic action adventure. To fight, summon and command seven different warrior legions each with their own signature weaponry. Chaos Legion…a graphic masterpiece and savage gothic opera played out over 13 levels of real time, cut-throat action!

"If you loved Devil May Cry, you'll love Chaos Legion!" – *PSM*

CHAOS LEGION

PlayStation®2

CAPCOM
capcom.com

TEEN
T
CONTENT RATED BY ESRB

Blood
Violence

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PSM LETTERS no. 75

THE ANSWER TO YOUR QUESTION IS JUST A LETTER OR E-MAIL AWAY ▸ SEPTEMBER 2003

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LETTER OF THE MONTH

▲ Before they hit the Big Time, these *Resident Evil* zombies used to hang out in cheesy Italian horror movies.

I don't know about the rest of you, but I've noticed what appears to me to be a disturbing trend in the modern day videogame industry, at least for the PS2. Whenever I scan the PS2 section at my local Blockbuster, it seems to me that the new games that come out fall into these categories: Sports games, Racing games, Movie tie-ins, and Fighting games.

I have nothing against these genres, but to see the same thing over and over again... well, it begins to get tiring. No matter how flashy the graphics or big the development budget, there is a limited amount you can do with Sports, Racing, Movie tie-ins, and fighting games.

Do you have any idea why those genres have taken prominence lately?

Nick McCavitt, radinov@hotmail.com

CHRIS **Well, Nick, it's simple: people tend to buy more of those types of games than anything else, so publishers notice this and, in turn, put out more of the same. I'd personally love to see more innovation, but the way the business is set up, doing something new can be very risky. Of course, the *Resident Evils* and *Metal Gears* all got their start somewhere, so trying something new can be very worthwhile if done right. The best thing we can do to encourage publishers to take chances is to support them when they do.**

RANDY'S TIP OF THE MONTH:

"I've found that it helps to keep a large carboard box folded up in one's backpack. That way, if you're ever trying to avoid people or being chased by someone, you can just whip it out and hide under it. A big cardboard box sitting around in places you wouldn't normally expect to see one might seem worthy of investigation, but the truth is most people will simply just walk right past you! Just remember to sit still."

▲ Horrified, the PSM team realizes that the evil Master of the Flying Guillotine has struck again!

Wrong Way

Recently, I picked up a British import mag and saw a new game coming out from Capcom called *P.N.03*. How come you guys haven't let us in on anything about this game? I have seen some pics, but I'm hungry for more on anything Capcom makes.

Randy King, randykaneeek@hotmail.net

STEVE **Well, the reason we aren't covering it is because *P.N.03* is strictly a GameCube game. If a PS2 version ever appears, which is doubtful, you can expect to see us covering it.**

Turn-Based Turn-Around

Maybe I'm asking a question about a forgotten genre, but what happened to turn-based strategy games? I know they don't come close to the thrill of seat of your pants racing games like *Midnight Club II*, but to unwind at the end of a long day, turn-based strategy has its place. Does Square have any plans to make *Final Fantasy Tactics II?* Are there any other good turn-based titles on the way?

Curtis Scroggins, scrogsc@madisontelco.com

ERIC **There are a few, but you kind of have**

TalkBACK

EACH MONTH we post a new question on our website at **psmonline.com**, and print the best answers here in our Letters section. Give PSM a piece of your mind!

This Month's Question Was:
"What is your least favorite PS2 game and why?"

My least favorite PS2 games are the *Resident Evil* titles. I dislike them because of the camera views.

Jonathan Miska, Plymouth, MN

Maximo. This game was the biggest letdown ever, just a waste of time and 20 bucks.

Kevin Saddler, Cambridge, ON

I don't like *Mortal Kombat* games, because I only rent them. I can never figure out all the freaking moves before its time to take them back.

Lindsey Sieber, Skiatook, OK

Parappa The Rapper. One simple reason: rap sucks.

Richard Coburn, Texarkana, AR

My least favorite PlayStation2 game is definitely *The Bouncer.* Probably because Square promised so much and delivered so little. What a disappointment. The funny thing is, I own it.

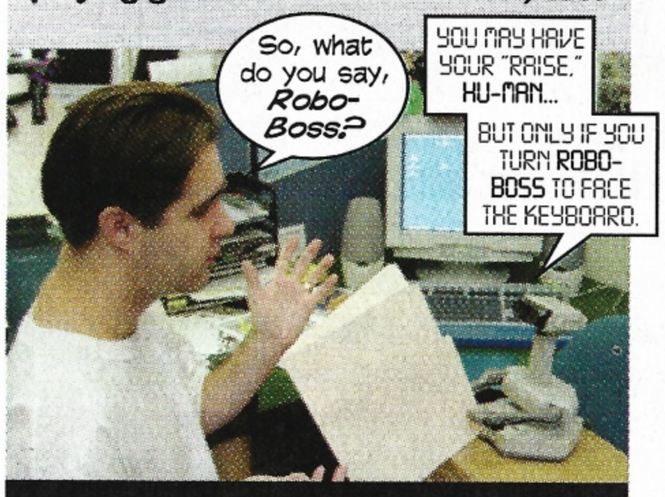
Damien Adams, West Valley, UT

The Bouncer. Lousy control.

Clifford Reed, Allston, MA

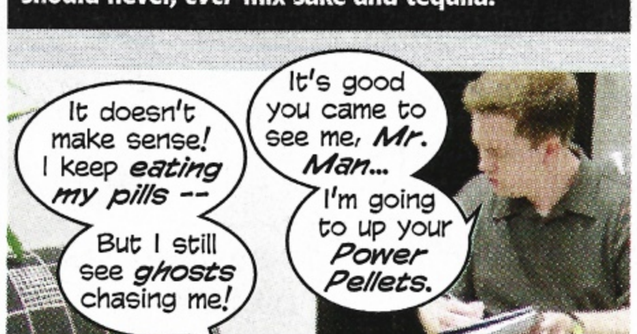
DOWNTIME

Hey, only 99% of our time is spent on playing games! We do other stuff, too!



▲ When Chris got back from vacation, he found his hard drive filled with *Bots Gone Wild* videos.

▲ And that, folks, is how Bill found out that you should never, *ever* mix sake and tequila.



▲ Randy has taken up "amateur psychiatry" in his downtime, but we think *he* should see a pro.

▲ PSM's local deli may not offer the most appetizing fare, but, hey, it beats the fast food joints.

to ferret them out. For example, *Final Fantasy Tactics II* is probably not happening (at least for PS2), but Atlus' *Disgaea* looks to be a solid strategy RPG, and the new *Arc the Lad* has a fairly strategic, turn-based battle system. Moving away from RPGs, Koei is working on the eighth *Romance of the Three Kingdoms* and the second *Dynasty Tactics* games, and there's also a nice version of the classic board game *Risk* coming from Atari. Oh, and Ubi Soft just shipped *Chessmaster*. It just doesn't get any more turn-based than that.

Picky, Picky!

I'm not here to praise the so-called "Hot Picks" for movies and DVDs that you chose. I was actually wondering which one of you ate the urinal cake before pondering up this list? *Spy Kids 3D?* Are you serious? *Tomb Raider?* Did you not see the first one? You can argue it's Angelina... big whoop. You go watch your blue-balled, bad acting, horrible plot movie, and I'll be over here watching her nude in one of her other dozen movies. Did you forget *The Hulk?* I know about the stigma with the comic to movie cross-over, but they did quite well with *X-men, Spider-Man,* and *Daredevil.* What about *Finding Nemo?* Too kiddie for you? Maybe not; you've got *Suck Kids 3D* on your list. Do you have something against Pixar?

John Healey, jhealey@froys-bucket.com

RANDY Have you seen the first two *Spy Kid* movies? They're actually pretty good. As for *Tomb Raider:* yes, it was lame, but we're willing to give the sequel its day in court, though the jury will be biased. Those two movies ranked #4 and #5 for a month where they were truly the 4th and 5th most notable movies debuting—unless you want us to recommend stuff like *Sinbad and The Legend of The Seven Seas. Bad Boys II* wasn't nailed down for July at the time, otherwise it would have bumped *TR* off the list. Oh, and FYI: *Hulk* was our top "in theaters" pick for June, in case you missed it. And no, Pixar still rocks (hard) in our book.

Dynasty Warriors 4 Real

I was reading your review of *Dynasty Warriors 4,* and at the beginning of the review, it said the characters actually existed. I was amazed when I read that and I will no doubt read up on the Three Kingdoms because I find it very interesting.

Tyler Watt, slyfox35@hotmail.com

STEVE Well, since you are reading up on the Three Kingdoms, maybe you should let us know how accurate the game truly is. From our perspective, the game certainly is inspired by historic events, but there is definitely a bit of creative freedom thrown in, as well. After all, reality isn't always that much fun.

▲ We're not too sure that anyone actually dressed like this back in ancient China.

Growing Pains

Am I the only one who thinks all these plotless, non-thinking games like *GTA* are getting annoying? I used to like *GTA* and those type of games, but after a while they are just so pointless. I think a game that should be earning more credit and respect is *Suikoden III.* That game maintains a mature plot without pointless violence. However, I am not one of those fed up people that always blames videogames for people's problems. I am just ticked at how dumb all of us Americans look right now, sitting here killing cops in *GTA* and cracking up about it.

Paul Florence, pflorence1@triad.rr.com

ERIC My love for *Suikoden III* is well known, so I'm with you there. As far as being tired of those games with a less structured, more morally loose narrative, I think it's just a matter of taste. Just as some people think gangsta rap (for example) is socially irresponsible and others don't, some folks are more tolerant than others for playing as the bad guy. Personally, the quality of the game design is much more important to me than my character's moral standpoint, and I definitely get tired of games that attempt to compensate for bland, uninventive, or poorly-crafted gameplay by adding in extra sex, violence, or criminal behavior.

GAMES WE WANT TO SEE

TAX ATTACK

The ultimate in time-based challenges, *Tax Attack* sees players attempting to fill out state and federal income tax forms before an on-screen timer runs out, speeding up as the difficulty increases. Other modes include *Receipt Hunter* (players go from room to room collecting proof of deductible expenses) and *Post Office Panic,* a *GTA3*-like mode where you have to reach the post office by midnight by any means necessary. Like a sports title, *Tax Attack* will return each season—*Tax Attack 2004, 2005,* etc. editions—featuring updated tax laws.

My least favorite PS2 game is *Kingdom Hearts.* All of its color craziness gives me a headache! It's the perfect example of a videogame on crack!

Trevor G., Orlando, FL

Spec Ops. I mean, come on! That's the hardest game with clunky controls.

Rokas G, Chicago, IL

Hmm... how bout that one where you do that thing for that person... then he does that thing, but without the thing... yeah, you know which one, right?

Javier Diaz, El Monte, CA

ALL SPORTS GAMES!!!! Do I have to give a reason?

Luis Rodriguez, New York City, NY

I hate *Crash Bandicoot: The Wrath of Cortex* because of how long the loading takes and how crappy the gameplay is.

Jen Orr, Canyon Lake, CA

Simpsons Skateboarding. It hurts to see such a great idea turned into a piece of crap.

Jen Orr, Canyon Lake, CA

Vice City. Rockstar still fed us quite a bit of crap in our anticipation and then released a rushed game! It just makes me mad because I'm the sucker who bought it!

Jeremy Costa, Montreal, QC

Metal Gear Solid 2: SoL because it was a movie, not a game!

Scratchy, Porcupine, CA

HARDCORE

Xs And Os

Alright, I've got a question I've been wanting to ask for a while. Some games have the X button as the select button (ex. *Final Fantasy X, Kingdom Hearts, GTA Vice City).* Others make you push the O button (ex. *Metal Gear Solid 2 Sons of Liberty, Xenosaga)*. Why can't these guys come to some kind of an agreement and decide which button it'll be? Even I don't find it natural to press O instead of X on some games. Usually I can fly through menus and battles, but now here I am pressing a completely different button. I know, I'm making a big deal out of nothing, but make up your minds!

Solid, blitzaceXI@aol.com

STEVE Well, the problem is that the Circle button is used in Japan to select menu options and to move ahead. In the U.S., though, games use the X button to do this. When a game gets localized, the buttons generally get changed to the "correct" one. However, some companies, like Konami and Namco, prefer not to change it. Hopefully, that explains it all.

Bebop-Alula!

Being a huge fan of the anime series *Cowboy Bebop,* I keep wondering: will there ever be a game for it? I've seen a picture of a *Cowboy Bebop* game by some odd coincidence while I was surfing the web one day, but the game was Japanese. Have you guys seen or heard anything on a Bebop game?

Also, my friends and I keep getting news about *Bloody Roar: Extreme* on Xbox and Gamecube. Is it ever going to come to the PS2, considering that the game series started out on the Playstation? If not, is there going to be another *Bloody Roar* for the PS2? I favor *Bloody Roar* over other fighting game titles, like *Virtua Fighter* and *Tekken*. Any news would be greatly appreciated.

SilverDragon Grrl, silverdragongrrl@hotmail.com

RANDY There actually was a *Cowboy Bebop* game released several years ago in Japan, but it never made it to the States (which made sense, since practically no one here had heard about the anime back then). With the huge popularity of the show on these shores, one would hope a new *Bebop* game is in the works, but there's no word yet on that front unfortunately. Regarding *Bloody Roar,* GameCube and Xbox have gotten / are getting ports of older *BR* titles, while PS2 will be getting *Bloody Roar 4* from Konami in the not-too-distant future.

Generation Gap

Regarding the 'Great Firsts in Gaming' sidebar in the 'Breakthrough Games' feature: *Bushido Blade* was not the first game ever with instant kills. 'Back in the day' (the late '80's), our dorm stayed up late for hours playing a medieval-themed fighting game for the Commodore Amiga. In this 2D fighter, you had to hack away at the opposing knight with a sword. However, it was completely possible to decapitate your opponent in one swoop. The lopping off of the opponent's head came complete with a satisfying blood gush from the body cavity. Although I forgot the name of this game, *Mortal Kombat* and *Bushido Blade* can simply call it 'Daddy'.

One question while I have your attention. I know you guys are privy to a lot of information, and frequently sign NDAs. (non-disclosure agreements) What was the hardest industry secret you ever had to keep—one that you were oh-so-tempted to blab on, but couldn't.

Bottle, BOTTLE12am@aol.com

STEVE Well, the hardest thing I've ever had to keep secret is that Randy is, in fact, actually a cyborg from another dimension who has come to the present in order to protect me from a future Fat Burger mishap. Oh, crap... I just broke my NDA. Wait, no... what are you doing? NOOOOOOOOOOO!!!!!

RANDY The Amiga game you mentioned is called *Barbarian,* by the way.

ERIC I had *Barbarian* for the C-64—loved it. Incidentally, if you want to get technical about it, didn't pretty much every arcade game ever made feature instant kills, from *Space Invaders* to *Kung Fu Master?*

It Bought The Farm

When I was searching some sites about

ASK THE 800-LB. GORILLA

Well, I was thinking that if everyone is so worried about "A" rated games and nudity, why can't they sell them at the adult toy store? Then you would have to be 18 or older to buy them.

Aaron Powers, universalwrestlingleague@yahoo.com

BILL You know, Aaron, when I first read your letter, I thought "That's not a bad idea... ," but after some serious thought, I've decided against it. Here are the reasons why.

First of all, what if you're not old enough to get in to buy the game? That immediately limits you to just one parent: Dad. I don't think Mom is gonna put up with waiting in line with a bunch of drooling, raincoat-wearing pervs just so you can play a game. And who knows how long you'll have to wait while Dad wanders around in the store, "looking for the game?" He could be hours in there!

Finally, just imagine your embarrassment if he gets the wrong game! There you are, opening presents at your birthday party, and you finally get to the gift your Dad bought you. You can't wait to play *Grand Theft Auto 57: Wheel Chair Massacre,* so you quickly rip the paper off, only to discover—to your unending shame and horror—that instead of *GTA57:WCM,* you got Bouncy Betty Bimbo, The Vibrating Inflatable Date! Now what are you and your friends gonna do?

Have a question that requires a thoughtful, adult answer? Send an e-mail to bdonohue@futurenetworkusa.com, with "800-LB. Gorilla" in the Subject Line.

WHERE ARE THEY NOW?

POLYGON MAN

After appearing in only a handful of magazine ads, Sony's initial PlayStation "spokesperson" got the proverbial axe. Following several failed attempts to land roles in avante garde plays and films, he eventually ended up working as a Wal-Mart greeter. "Sony said I was 'just too spooky' for kids," PM recalls. "But the little tykes love me here... except when my hair accidentally pops their balloons." In that case, PM just stares at them. "It shuts them up pretty fast."

I never really buy crappy games, but I got *Star Wars: Clone Wars* one year for Christmas. That game is a load of crap.

Ryan Smith, Columbia, SC

ICO, of course! It has a weak story and the action could put a baby to sleep! WEAK, WEAK GAME!

Matt Kowalenko, Vancover, BC

Resident Evil: CV, because the Dreamcast game was great and they ruined it when they moved it to PS2

Kevin Millikin, Red Bluff, CA

I would have to say *Smackdown! Just Bring It!* The gameplay was okay, but the season mode totally sucked.

Kook Munga, Holland, WI

NFL 2K3. I never questioned my sexuality until I played this game, but every replay, I stared at the QB's buns, which were conveniently zoomed up on each time.

Travis Autrey, Highlands Ranch, CO

Galarians: Ash. That game is just so plain BORING!

Mickey Carrino, Winona, OH

SOCOM. My wife thinks I'm crazy for scheduling time with her between clan matches! Damn you, *SOCOM*, for being so much fun!

Brae Hulery, Reno, NV

Telebtubbies United: Uncensored Director's Cut. You can only guess why.

Jeff Larish, Sacramento, CA

smart bomb

WATCH WHAT YOU EAT

videogames, there was one called *Medal of Honor: Fighter Command*. I looked at another site for more information about it, they said the game was canceled. I was just wondering if the game was actually canceled or if it is going to be made. If it is going to be made, do you have any information about it?

John Paul S., HighVoltageZ12@aol.com

STEVE At this point in time, *Fighter Command* is no more. It's deceased and gone the way of the Dodo. EA hasn't even really given a reason for the game's demise except that the company wanted to stick to the FPS roots that have made the series so popular. I guess they didn't want to split the fanbase. Who knows? If we find out more, we'll let you know.

Score Sore

I just read your review of *Dynasty Warriors 4* in issue #71, and I'm a little confused. You spent half the article ragging on the games lack of variety, awful camera position, and other bad points. You finish it by saying "...we really hoped for more refinement and evolution." Then, I see that you've given the game a final score of 8 and call it a Must Buy. After reading that article, I would have expected the final score to be at least a 7. What am I missing?

Quicksilver, Quicksilverwi369@aol.com

ERIC Maybe the number of words devoted to describing the game's flaws made them sound to you like bigger problems than they are. The real point is that the first half of the article was all praise, and the first part of the very sentence you've quoted is "The game still rocks...". *DW4* is still definitely an 8 and a PSM Must Buy, despite its flaws. It's just that it had the potential to be even better.

The One

I was flipping through your magazine, when I got the scoreboard section. I noticed very few 10's, quite a bit of 9's, and a whole mess load of 8's. This got me wondering "Have they ever given a game a 1?" I've never even seen lower than a 4. So, what is the lowest score a game has gotten in your mag? Also, I like the fact that there are few 10's. It shows that the games aren't always perfect like some mags show them to be. It also shows that you guys are tough on the games, and that gives them a good challenge, which is good for making new games.

Neonizer, Neonizer21@fuse.net

RANDY A game has to be very special to earn a 10—and it's not a "perfect 10," since no game is "perfect"—from our mag. There hasn't been a 1 handed out since we adopted our new 10-point scoring system, but some games have come close. Back in the day, we scored *Fantastic Four* for the PSone a 1/2 star rating on our old scale. We were considering a 1/4 star, but our art director didn't think it was worth the effort. Years ago, before PSM, *Cosmic Race* for the PSone was rated "0" by *Game Players* mag!

TECH TALK

A Tale Of Two PlayStations

Okay... now I'm confused and worried. What is this new PS2 or whatever its supposed to be? Although there are a number of new features, the look of the console is the same. Now I've seen the PSX. This system is supposed to merge the PS2 and home theater to create an ultimate system. What's going on?

Howard Tibbs, Traesta@aol.com

STEVE Ok, you seem a little confused, so let me explain everything as best as I can. The new version of the PS2 does have several new features, including progressive scan DVD playback and a built-in IR sensor for the DVD remote. It also weighs a bit less, but looks almost exactly the same as the previous PS2 model. The I.Link port is gone, though. Now, moving on to the PSX. That isn't really a games machine, per se, but actually more of a high-end home entertainment system that just happens to play PS2 titles. It uses the same core components as the PS2, but will be used more frequently for burning DVDs and recording your favorite television shows. Now, I hope that clears things up a bit.

Online On The Mind

I am not an online gamer. I know that this feature is the latest trend among videogames. Does the presence of an online feature help determine the actual rating of the game? If a game is just okay, does the inclusion of an online mode make it better?

Nick De Luna, Ndl626@aol.com

RANDY Not generally, but you might have a case where a game is very good as a single-player experience, but has an incredible online component, in which case we'd usually debate for a few hours over how that should impact the score.

Spider-Man. It was as bad as the movie.

Dan Edgerton, Littleton, MA

Max Payne is my least favorite game for the PS2. It is so much better on the PC because of higher frame rates and better resolution. Also the bullet time is designed better.

John Hebert, Marshfield, MA

The worst game ever would have to be *Tribes Aerial Assault*. After 15 minutes of online gameplay, I broke the disk.

Andrew Gallardo, Tucson, AZ

Bloody sports games! They all suck. I rather be shot in the legs, dragged on the street, beaten and left to bleed to death.

Li Thompson, Tampa, FL

Dark Angel: Vampire Apocalypse. The game's controls were horrendous and I often had to fight them to make the character do what I wanted. Also, the game didn't really tell you what you needed to do to progress. You would get a warning that a town is under attack, but that was about it.

Michael Wildman, Flinstone, GA

FFX. All you do is run around, acting stupid and asking stupid questions and getting stupid answers. You all line up in a "Straight" line and take turns attacking, just like *Pokemon*.

Bob Hollister, St. Charles, IL

Herdy Gerdy. Herding animals is crap!!!!!!!

Mitch Boudreau, Ennismore, OH

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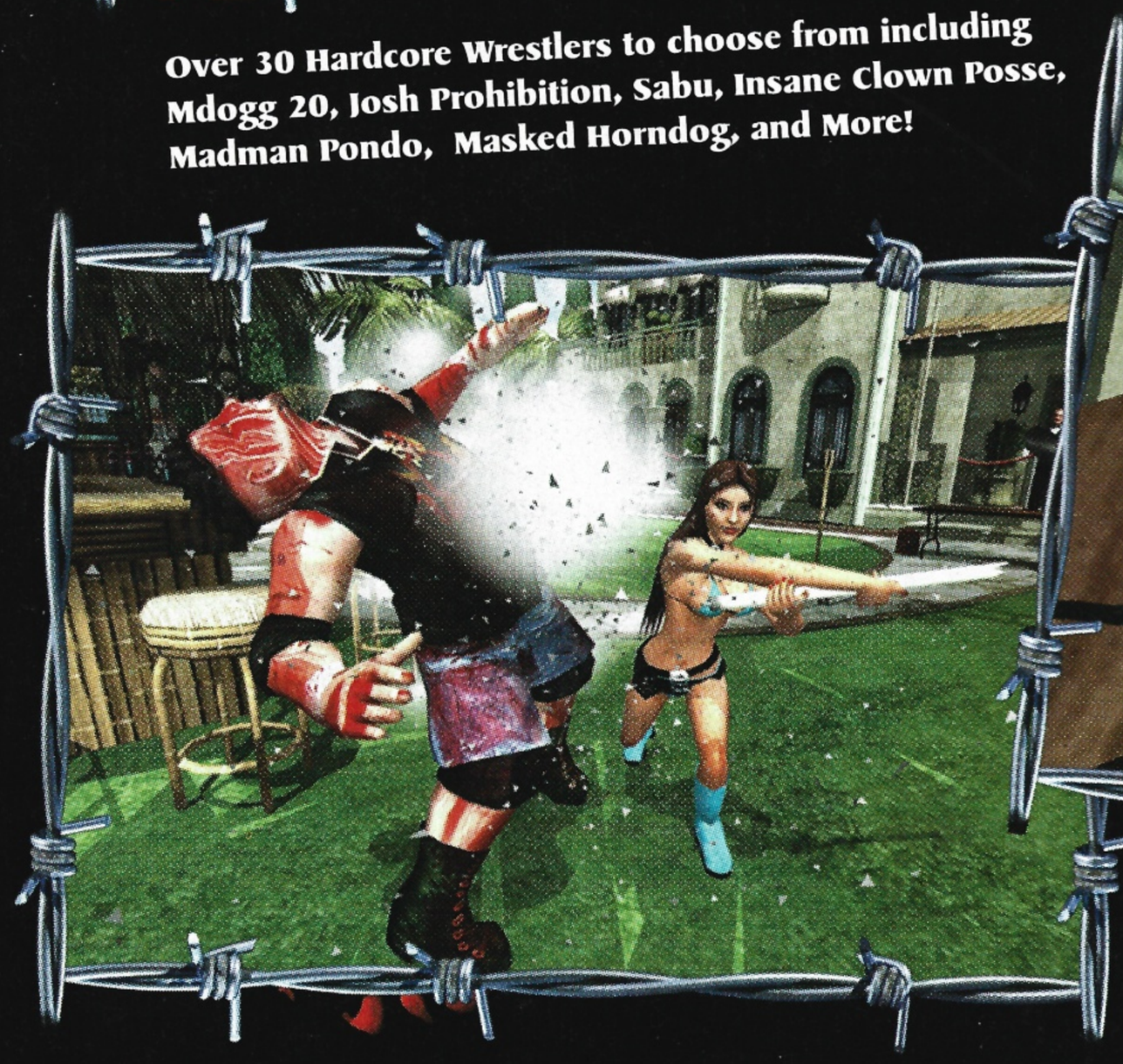

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PSM RESET no. 75

THIS ISSUE'S OVER, BUT ANOTHER ONE IS ALREADY ON THE WAY ▸ SEPTEMBER 2003

NEXT MONTH

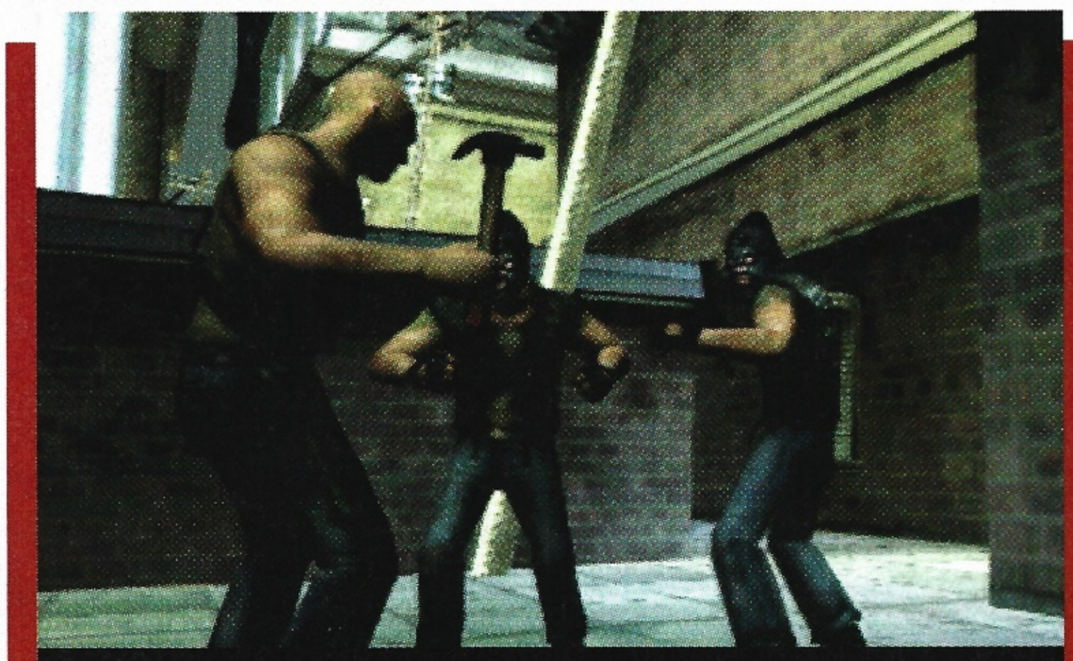
FOOTBALL SPECIAL: SECOND HALF

The scores are in for *Madden, ESPN* and *NCAA*—next month, the second half kicks off with *GameDay 2004* and *Blitz Pro.*

GRAN TURISMO 4

Sony's massive racing sequel was unveiled at E3, but very few screens were shown and very little was revealed about the game's secret new features. Well, buckle up, 'cause next issue we're going to blow your racing-lovin' brain with the first *full* wave of *GT4* goodness! You CAN NOT miss this!

WRITE THIS CAPTION!



▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

Jot down a funny caption for the above screen, and if we like yours the best, we'll send you a PSM Prize Pack filled with cool PlayStation 2 goodies! Just send an e-mail with your entry to **psm@futurenetworkusa.com**, with the subject header "**PSM Caption #75**" (or send your entry to **PSM Caption #75, c/o Future Network USA, Brisbane, CA 94005**). Be sure to include your full name and address so we can contact you if you win!

AND THE WINNER IS...

CARL FLOYD of Gardner, KS is the winner of our April Caption Contest (you can check out his winning caption below). Carl, your PSM Prize Pack is on the way!

▲ "The school fire drills got progressively more and more difficult."

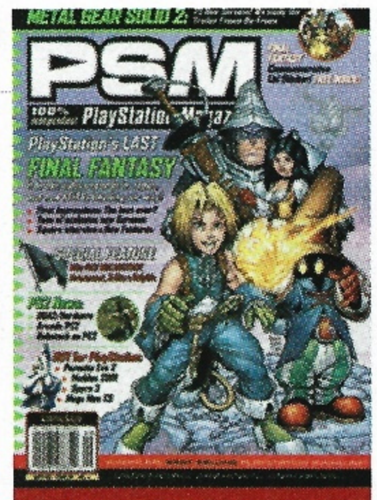
3 YEARS AGO IN PSM...

September, 2000

PSone's Final, Final Fantasy

A new *Final Fantasy* game is always cause for celebration, so we were celebrating pretty heavily when this issue came out. *FFIX* was the last of the famed RPG series released for the PSone, which was, if you think about it, a pretty huge thing. *FF's* legendary run on PlayStation produced three of the best RPGs of all time, and catapulted the series—hell, the whole damn genre—to incredible new heights.

Our September 2000 issue also featured our frame-by-frame analysis of the *Metal Gear Solid 2* trailer, and a feature explaining why we believed PS2 would destroy its competition in the years ahead. And, hey, we even put in a *Final Fantasy* lid sticker—how cool was that?



▲ The rockin' cover art was done by one of our all-time favorite comic book artists, the amazing Arthur Adams.

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September 2003 • Vol 7, No. 9 • Issue 75

ISSN: 1095-4163

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PSM: 100% Independent PlayStation 2 Magazine is published 13 times a year by The Future Network USA, 150 North Hill Drive, Brisbane, CA 94005, USA. Periodicals postage paid in Brisbane, CA and at additional mailing offices. Newsstand distribution is handled by Curtis Circulation Co. Ride-along enclosure in version "B". Basic subscription rates: one year (13 issues) $20 U.S., Canada $34 U.S. (Canadian price includes GST (GST #128220688), foreign $44 U.S. Prepaid in U.S. funds only. POSTMASTER send changes of address to PSM—100% Independent PS2 & PlayStation Magazine, P.O. Box 5154, Harlan, Ia 51593-0654. Copyright 2002, The Future Network USA. All rights reserved. Reproduction in whole or part is prohibited. The Future Network USA is not affiliated with the companies or products covered in PSM. PRODUCED IN THE UNITED STATES OF AMERICA. CPC Int'l Pub Mail # 1195484.

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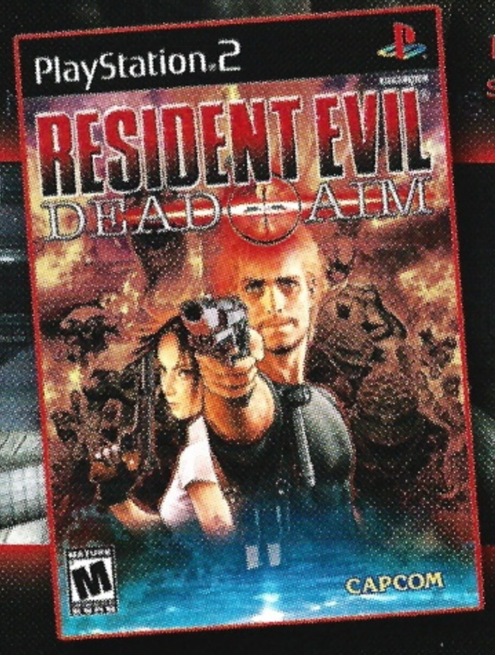

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