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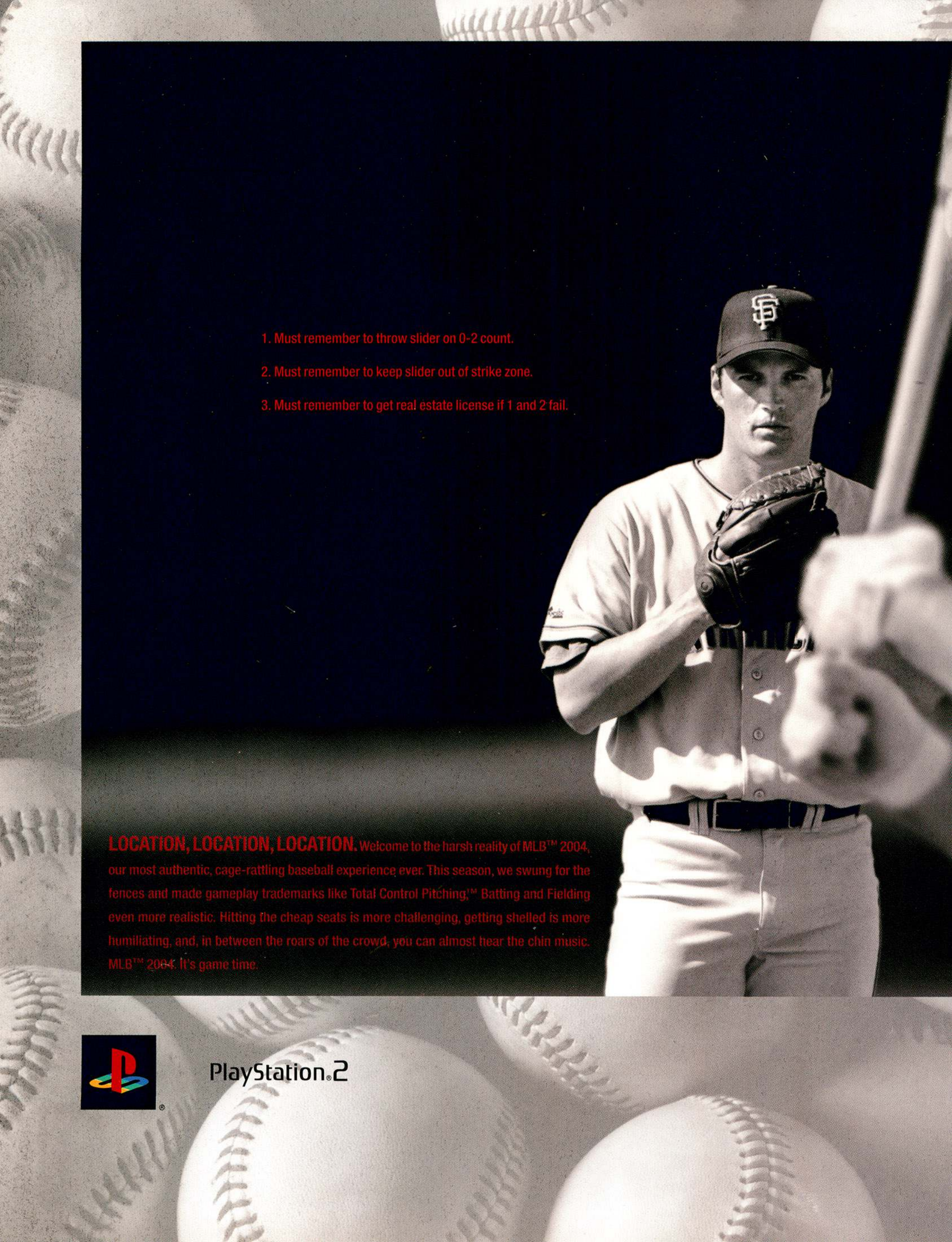
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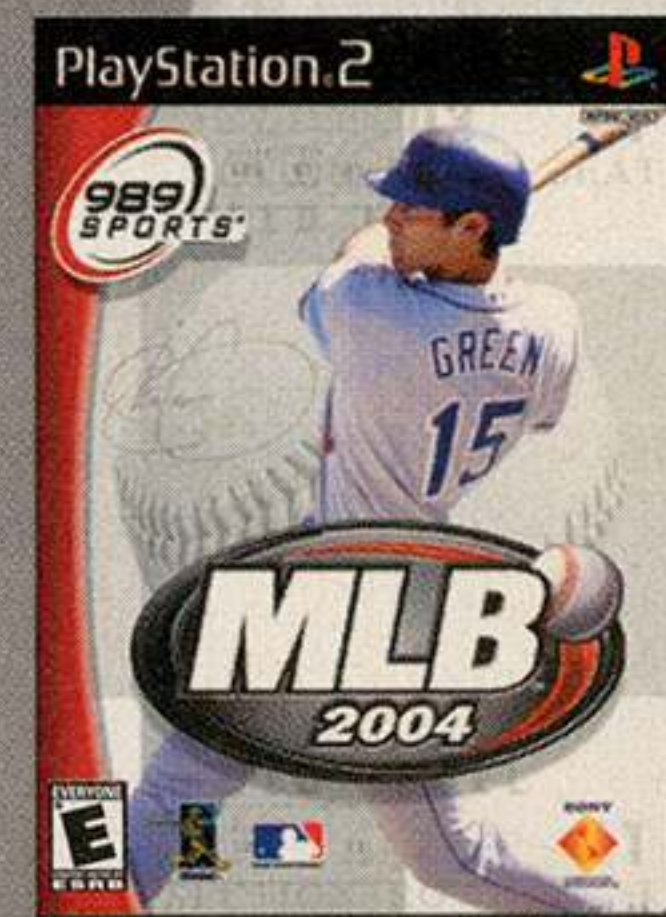
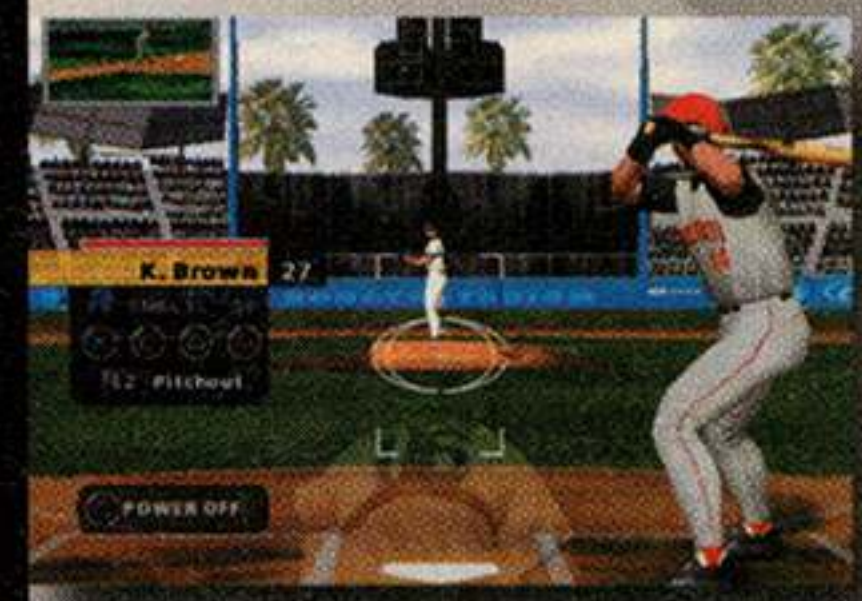
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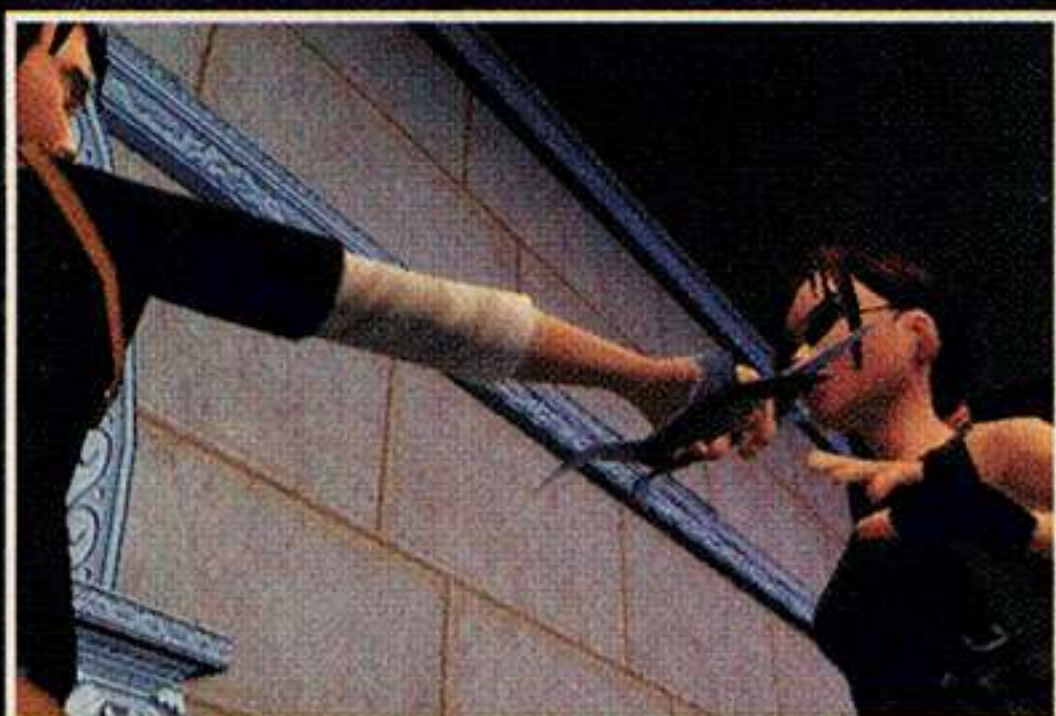
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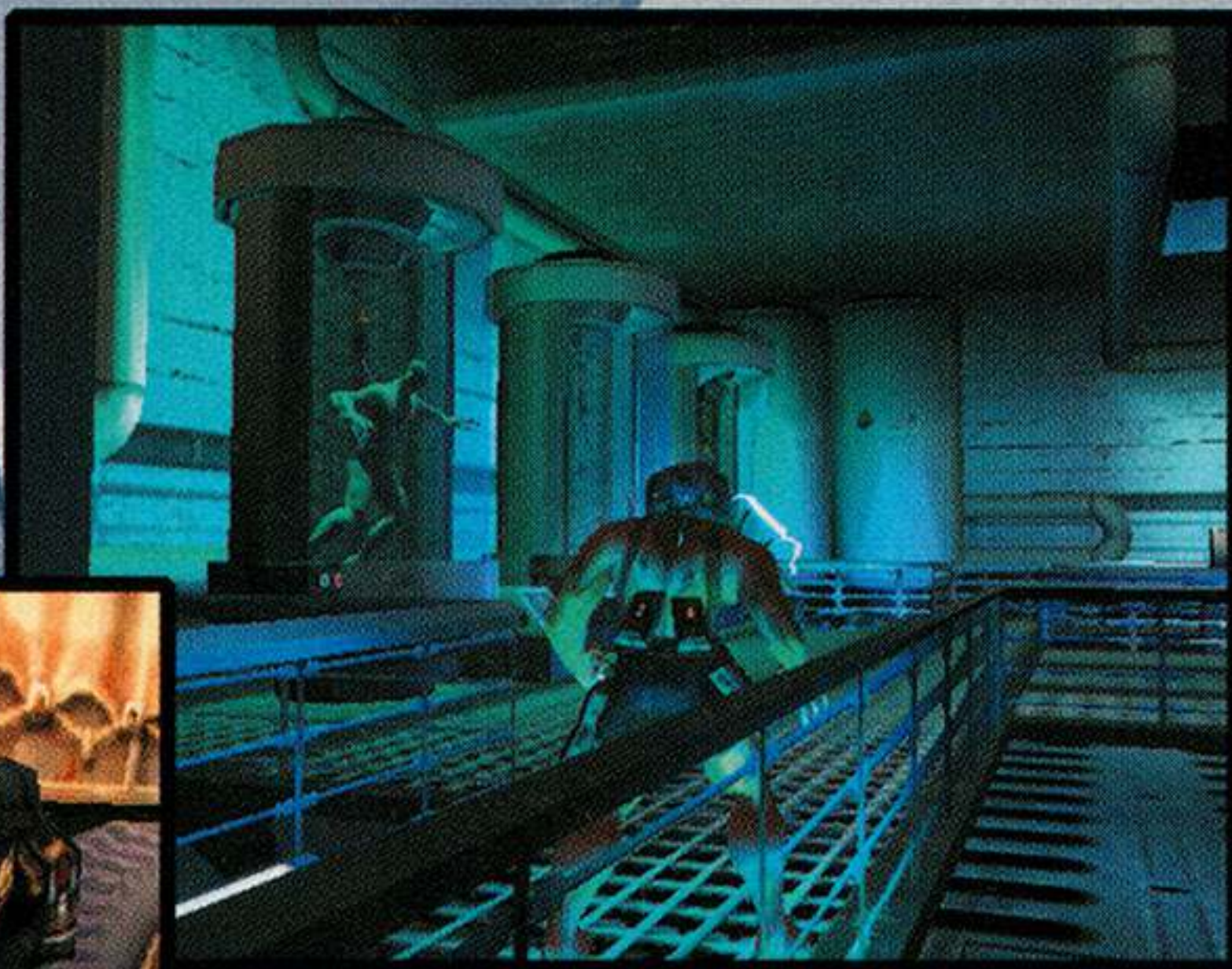
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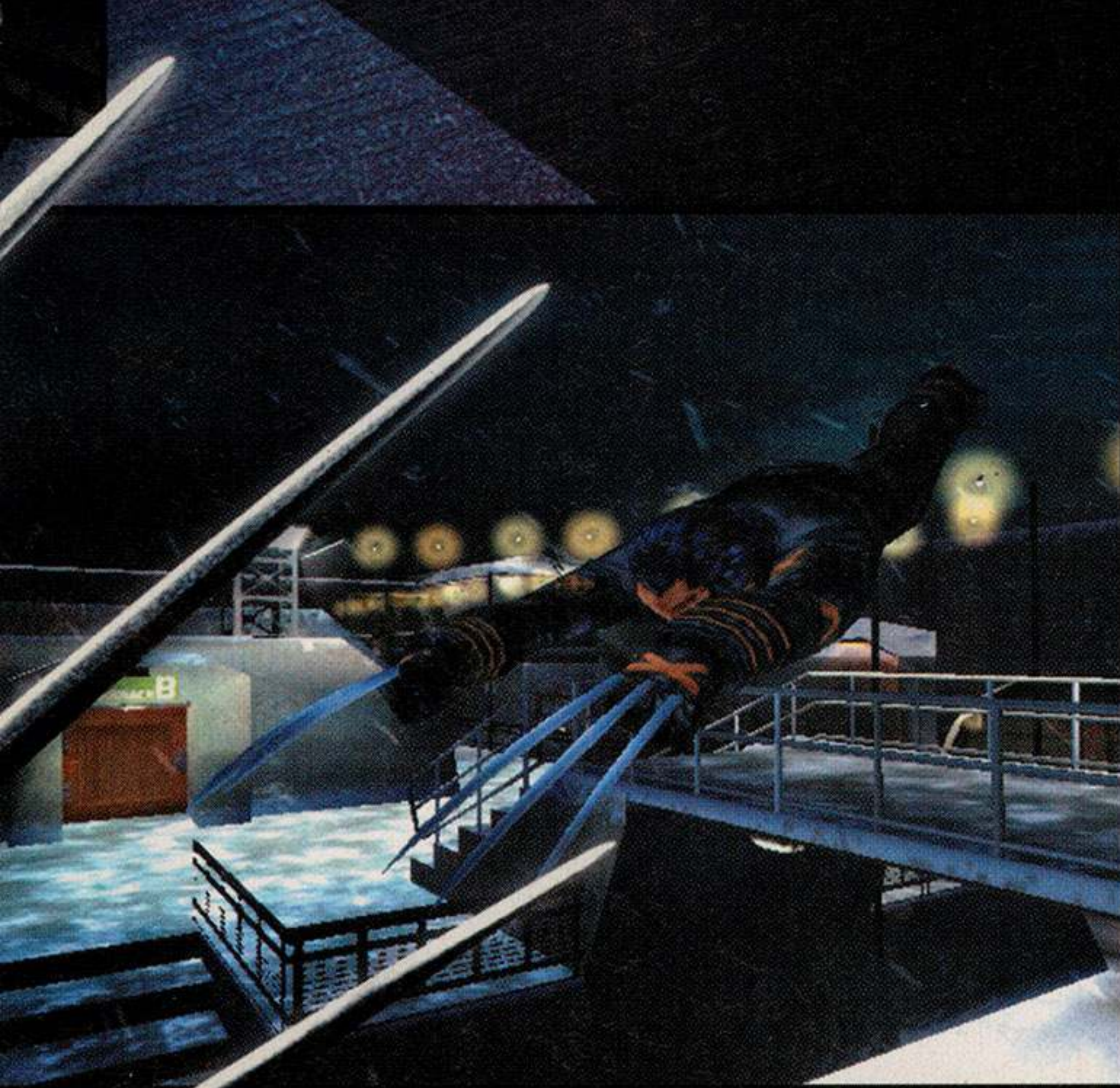
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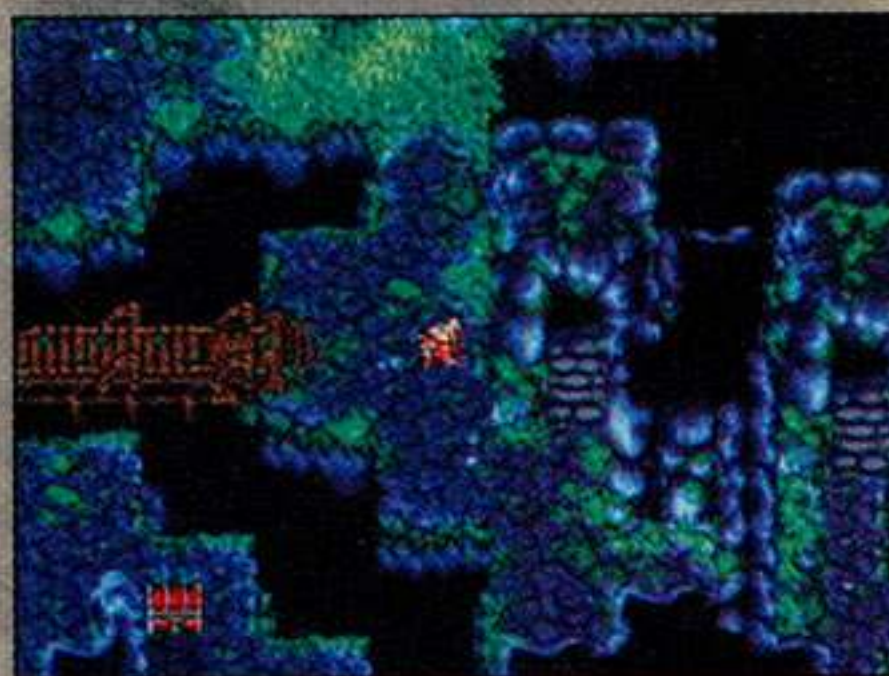
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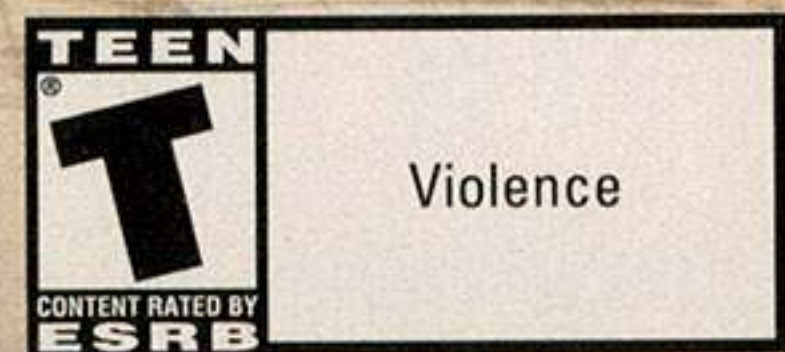
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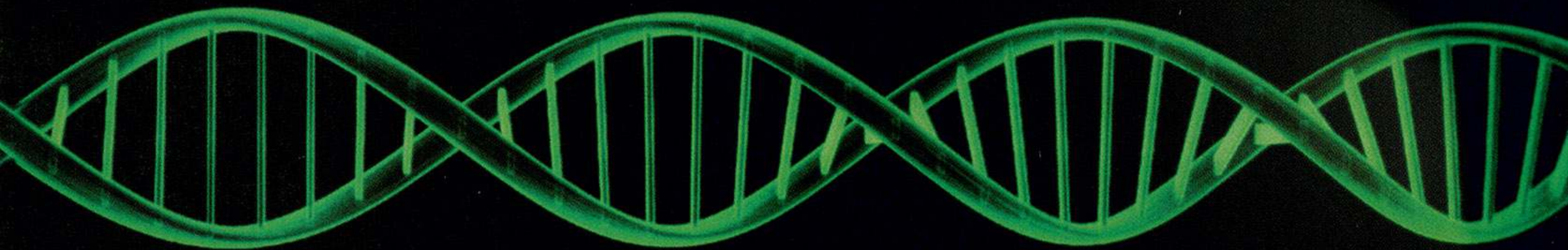


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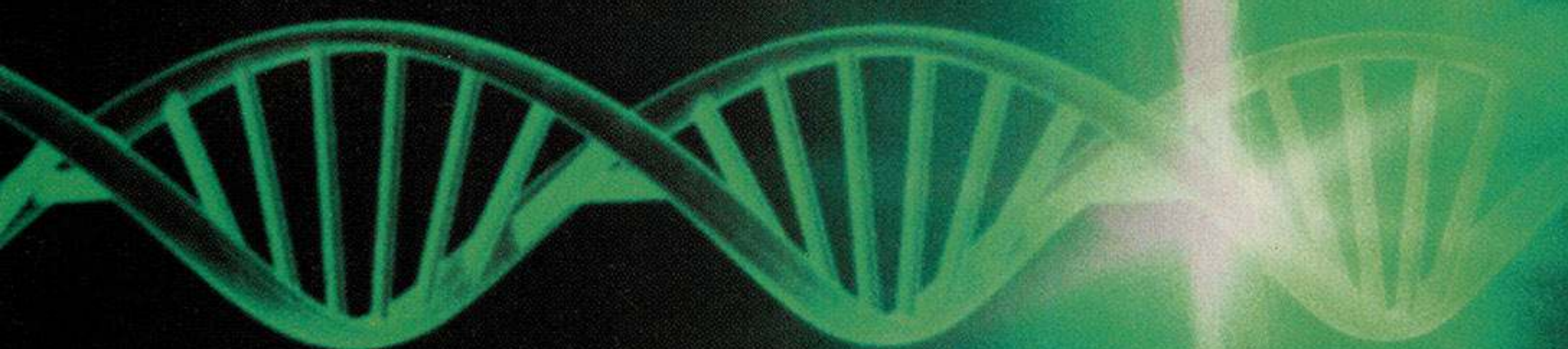


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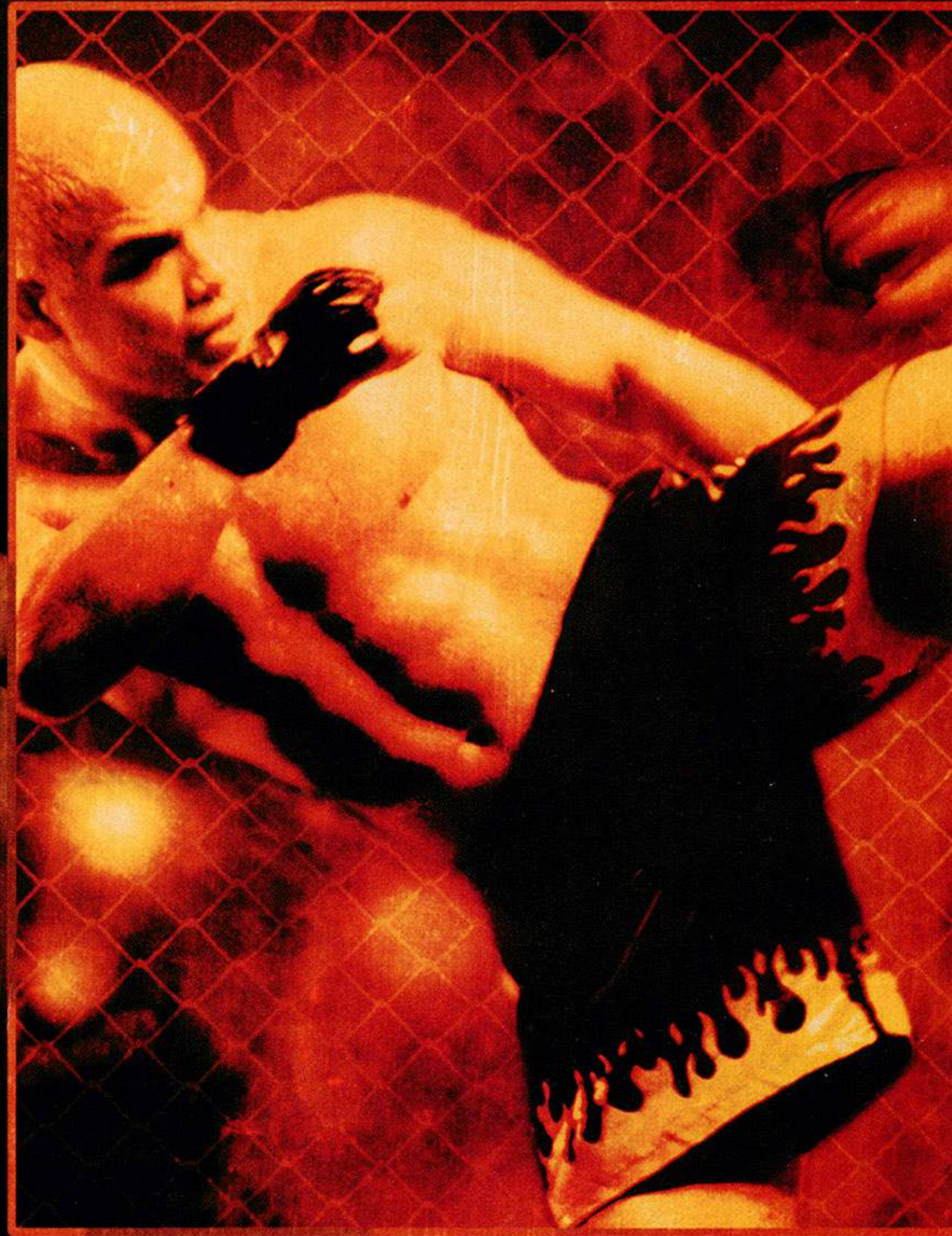
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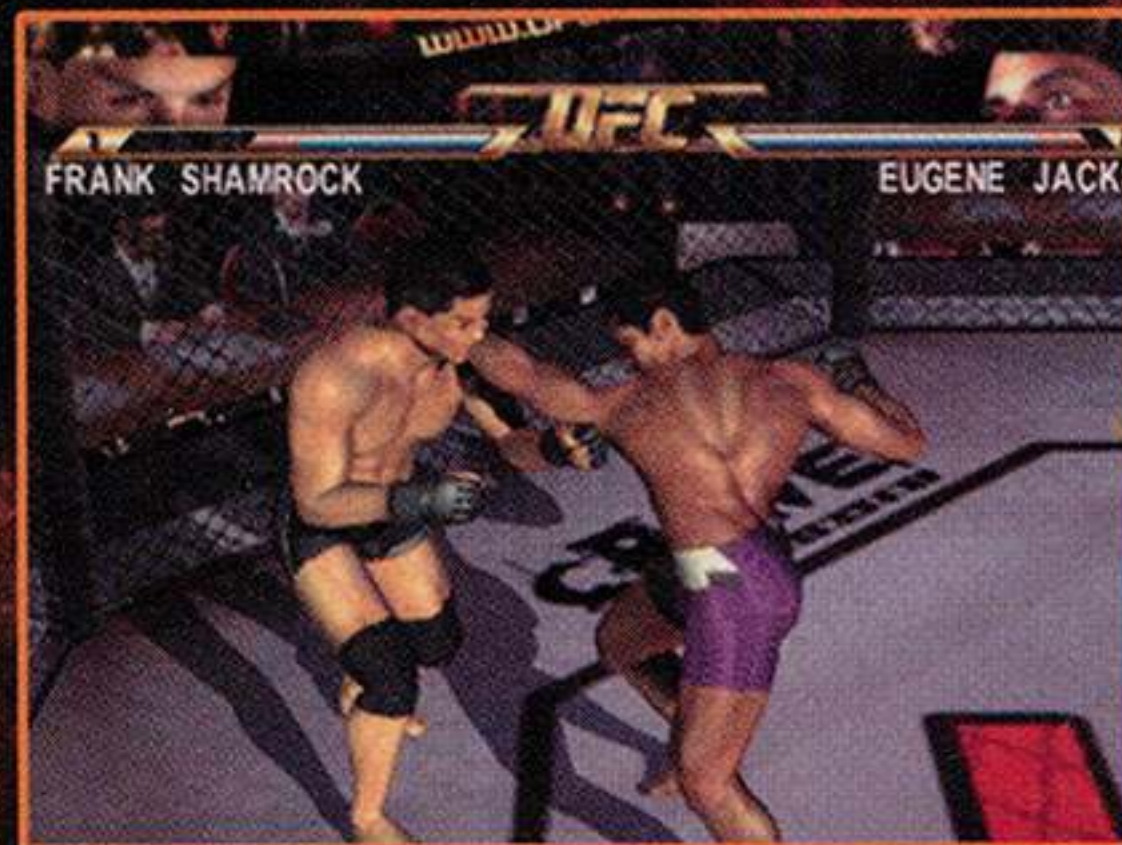
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FEATURES

36 Reinventing Lara



Lara Croft returns to work her magic as the Tomb Raider. This hands-on preview sheds some light on The Angel of Darkness. Find out if Lara still has the moves to carry the PlayStation 2.



42 STRAY ANIMALS

Eidos is pushing the envelope again with a wacky title that's part action/adventure game and part cartoon.



GAMEPRO EXCLUSIVE

48 E³xtroavaganza

An astounding crop of topnotch games is coming your way this year! The Electronic Entertainment Expo is the place to see 'em all, so here's your very own first look at the most-wanted games of the show.



Cover art courtesy of Core and Eidos

E³ Game Finder

PLAYSTATION 2

Enter the Matrix	.48
Fatal Frame 2	.56
Freedom: Battle for Liberty Island	.55
Goblin Commander: Unleash the Horde	.50
Jak II	.49
Kya: Fury of Brazil	.58
The Lord of the Rings: The Return of the King	.54
Maximo vs. The Army of Zin	.58
Medal of Honor Rising Sun	.50
Onimusha 3	.52
Onimusha Buraiden	.52
Ratchet & Clank 2	.51
Rise to Honor	.49
Secret Weapons Over Normandy	.51
Silent Hill 3	.56
Syphon Filter: The Omega Strain	.57
Virtua Fighter 4: Evolution	.54
Virtual On Marz	.56
XIII	.54
X-Files: Resist or Serve	.56

GAMECUBE

Four Horsemen of the Apocalypse	.62
Hulk	.60
P.N.03	.62
SpyHunter 2	.63
Tak & The Power of Juju	.62
Viewtiful Joe	.63
WWE WrestleMania XIX	.61

XBOX

Aliens V. Predator: Extinction	.65
Black9	.67
Dino Crisis 3	.65
Hunter: The Reckoning—Redeemer	.67
Midtown Madness 3	.66
Planet Moon game (untitled)	.68
Soldier of Fortune II: Double Helix	.68
Soul Calibur II	.64
Speed Kings	.66
SWAT: Global Strike Team	.64
WWE Raw 2: Ruthless Aggression	.68

SPORTS

FIFA 2004	.73
Madden NFL 2004	.70
NASCAR Thunder 2004	.71
NBA 2K4	.70
NBA Ballers	.72
NBA Live 2004	.71
NCAA Football 2004	.72
NFL 2K4	.70
NFL Blitz: Pro	.72
NHL 2K4	.71
NHL Hitz: Pro	.73
Summer Heat Beach Volleyball	.73
Urban Freestyle Soccer	.73

ROLE-PLAYER'S REALM

Arc the Lad: Twilight of the Spirits	.75
Disgaea: Hour of Darkness	.76
Dynasty Tactics 2	.76
Final Fantasy X-2	.74
Final Fantasy Crystal Chronicles	.74
Gladius	.75
Romance of the Three Kingdoms VIII	.76

GAME BOY ADVANCE

Dragon Ball Z: The Legacy of Goku II	.81
The Incredible Hulk	.81
The Lord of the Rings: The Return of the King	.81
Sonic Pinball Party	.80
Wario Ware, Inc.: Mega Microgame\$.80

PC

Black & White 2	.84
Counter-Strike: Condition Zero	.84
EverQuest II	.86
Full Throttle: Hell on Wheels	.86
Halo	.88
Horizons	.88
Lords of EverQuest	.82
Pirates of the Caribbean	.88
Sam & Max II	.88
Star Trek Elite Force II	.86
Star Wars Jedi Knight: Jedi Academy	.82
World of WarCraft	.86

OTHER FEATURED GAMES

Amplitude	.103
Army Men: Sarge's War	.106
ATV: Quad Power Racing 2 (PS2, GameCube, Xbox)	.120
Batman: Dark Tomorrow	.109
Burnout 2: Point of Impact	.104
Chain Gang	.42
Colin McRae Rally 3	.102
Conflict: Desert Storm	.106
Daredevil	.117
Delta Force: Black Hawk Down	.94
Dynasty Warriors 4	.102
Fisherman's Challenge	.117
Furious Karting	.109

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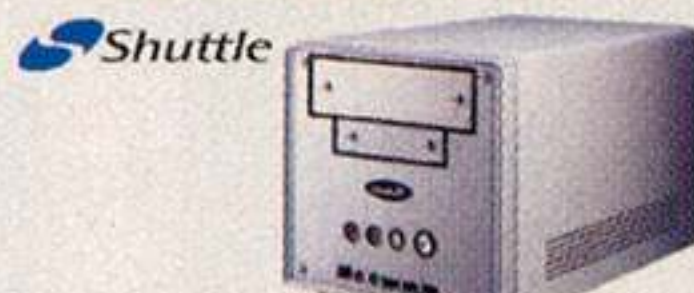
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48 Sneak Previews

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100



PlayStation 2
ProReviews

104



GameCube
ProReviews

108



Xbox
ProReviews

PC GAMEPRO

94

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Black Hawk Down! Page 94

GAME BOY ADVANCES

96

Now that you've scored your GBA SP, you need some games like Tom Clancy's Splinter Cell, Jet Grind Radio, Mega Man Battle Network 3: White and Blue, Iridion II, and Mega Man & Bass.

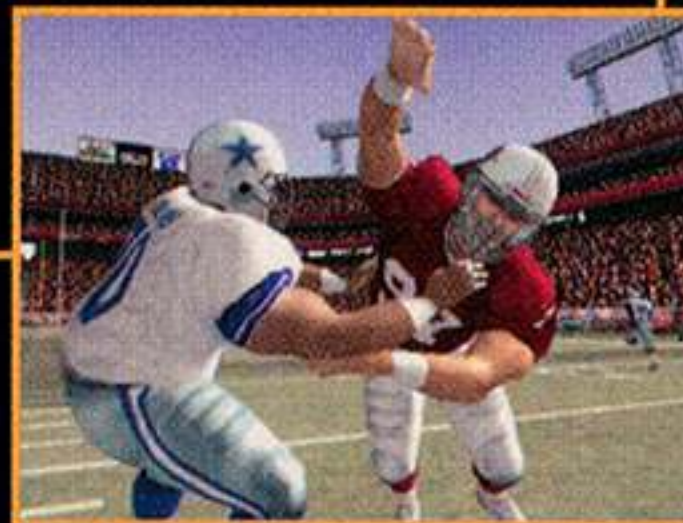


Tom Clancy's Splinter Cell! Page 96

SPORTS PAGES

70

E³ is where the sports action's at this issue. You're sure to break a sweat with Madden NFL 2004, NFL 2K4, NBA 2K4, NASCAR Thunder 2004, and a whole lot more!



Madden NFL 2004! Page 70

ROLE-PLAYER'S REALM

112

.hack Part 2: Mutation (PS2) returns you to The World for more adventures in the game within the game. Then check out Lost Kingdoms II (GameCube) and Magic Pengel: The Quest for Color (PS2).



.hack Part 2: Mutation Page 112

CODE VAULT

114

You'll see things you never knew existed with these codes for Tenchu: Wrath of Heaven (PS2), Red Faction II (PS2), MVP Baseball 2003 (PS2, Xbox), High Heat Major League Baseball 2004 (PS2), Yu-Gi-Oh! The Duelists of the Roses (PS2), and more!

Game Finder (continued)

Godzilla: Destroy All Monsters Melee	108
.hack Part 2: Mutation	112
Halo 2	26
High Heat Major League Baseball 2004	116
Ikaruga	107 (104D)
Iridion II	99
Jet Grind Radio	96
The King of Route 66	103
Lara Croft Tomb Raider: The Angel of Darkness	36
Lost Kingdoms II	112
Magic Pengel: The Quest for Color	113
Marvel vs. Capcom 2	109
Mega Man & Bass	99
Mega Man Battle Network 3: White and Blue	96
Mega Man Network Transmission	107 (104D)
Midnight Club II	100
MLB SlugFest 20-04	120
MVP Baseball 2003 (PS2, Xbox)	116
NASCAR: Dirt to Daytona	116
NFL Blitz 20-03 (GameCube, Xbox)	118
NHL 2003 (PS2, GameCube, Xbox)	121
Pro Race Driver	110
Rayman 3: Hoodlum Havoc	106
Red Faction II	114
Run Like Hell	110
The Simpsons Pinball Party	32
The Sims	108
Sonic Adventure DX: Director's Cut	107 (104D)
Star Wars: The Clone Wars	118
State of Emergency	110
Superman: The Man of Steel	116
Tenchu: Wrath of Heaven	114
Tom Clancy's Splinter Cell (GameCube)	104
Tom Clancy's Splinter Cell (GBA)	96
Tony Hawk's Pro Skater 4 (PS2, GameCube, Xbox)	119
V-Rally 3	120
World Tour Soccer 2003	119
WWE Crush Hour	106
Yu-Gi-Oh! The Duelists of the Roses	103, 117

What's On

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- Star Wars: Knights of the Old Republic (Xbox)
- Donkey Kong Country (GBA)
- Counter-Strike: Condition Zero (PC)

Entertainment

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

This Month

- Movies—*The Matrix Reloaded*
- Anime—*The Animatrix*
- Movies—X2

DEPARTMENTS

20 Editor's Letter

It's show or no-show time!

20 HEAD2HEAD

Move Mario to the PlayStation?

22 ART ATTACKS

The things we call "art"

24 BUYERS BEWARE

Kakuto Chojin recalled

26 PRONews

Hardware price cuts considered

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(s03)

TEEN T	Mild Language
	Suggestive Themes Violence
CONTENT RATED BY ESRB	

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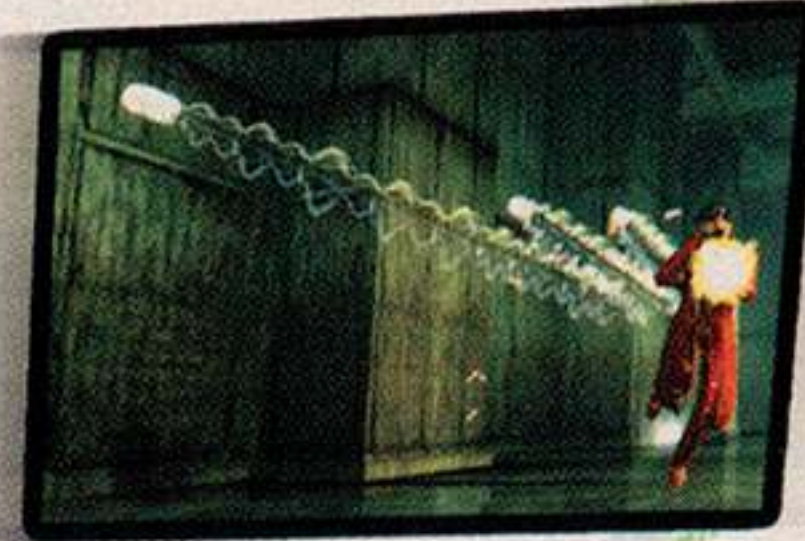
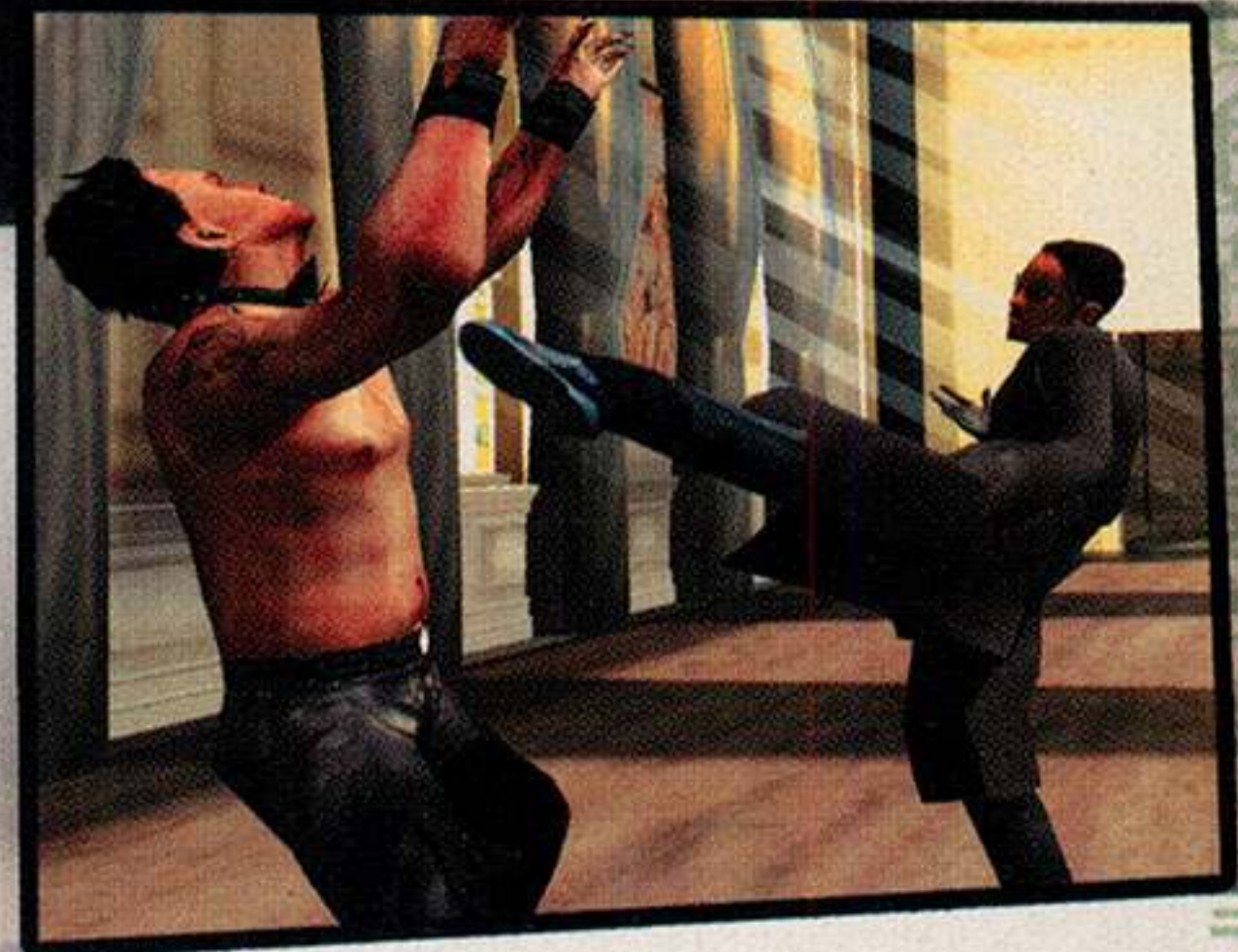
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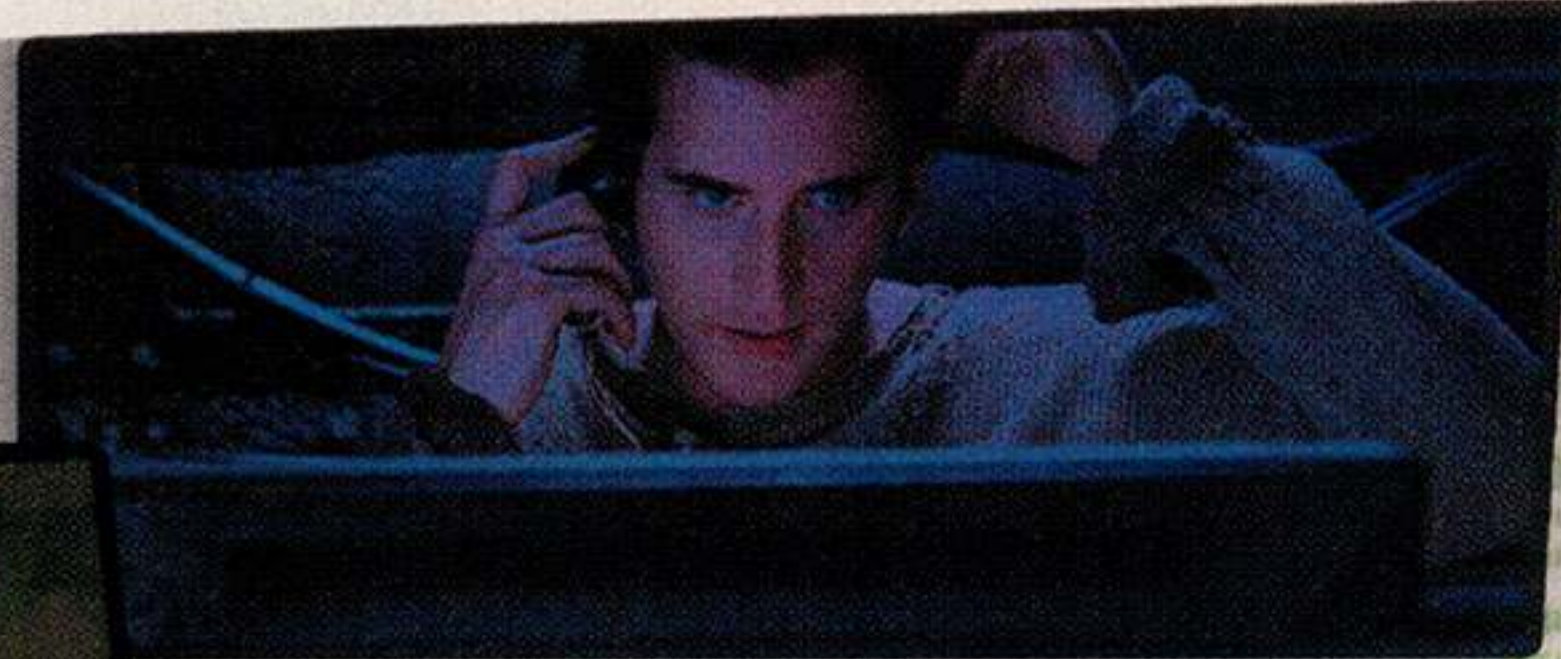
The Wachowski Brothers wrote the game script and directed original *Matrix*™ footage exclusively for the game.



In-game fight sequences were choreographed by Master Yuen Wo Ping (*The Matrix*™; *Crouching Tiger, Hidden Dragon*; *Iron Monkey*) and his expert wire team.

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PlayStation 2



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TUESDAY 10

*Just touched down in L.A.
Picked up headers and
an intake.
Gotta find a dyno.*

WEDNESDAY 11

*I love rich kids.
They race for pinks and
can't even shift.
Fools giving away their
girlfriends and their cash by
making me race.
It's like delivery.*

THURSDAY 12

*Back seats? Gone.
Rims? Tucked.
Body kit next week.
Turbocharger on my mind...
To Boost or not to Boost?
THAT is the Question...*



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PlayStation®2



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FRIDAY 13

3 strikes. 2 cops. 6 gears.

One more ticket and I trade in my license for a bus pass.

Need nitrous.

SATURDAY 14

Hooked up nitrous. 100 shot.

Had to squeeze on a V8... again. Just sad.

Now where did I put Sasha's number?

SUNDAY 15

Last night, took Sasha on the inside curve.

Tonight, she's taking me...



EDITOR'S LETTER

E³ 2003: Nothing but Games

Most game editors, business analysts, and other deep thinkers are predicting that new game systems won't show up until 2005 or 2006. That means that the Electronic Entertainment Expo 2003 could be the best show yet. In fact, the only things certain NOT to be at E³ are the PS3, the GameCube 2, and the neXtBOX. The Big 3 are clearly focused on games.

Sony's winning the numbers game—and for this generation of hardware, it's just a question of by how much. A successful E³ for the PS2 may be as simple as 1-2-3...oh yes, and 4. "1" as in first-party games: Will Sony follow up its impressive first-party rush from 2002 with yet more quality, homegrown titles? "2" as in SOCOM, Ratchet & Clank, and Jak & Daxter (see "1"). "3" as in Onimusha...okay, and ATV Offroad Fury. And "4" as in Gran Turismo, of course.

Still the new guy on the block, the Xbox will be pressing hard to launch titles. Microsoft's one bonafide blockbuster, Halo 2, is slip sliding into 2004. That means it's E³ gut check time for long-promised works like Crimson Skies, Fable, Ninja Gaiden, Counter-Strike, and the first Rare titles including Kameo and Perfect Dark.

The GameCube is either sinking or swimming depending on the latest news reports. Much will be revealed by the way Electronic Arts follows up on its pledge to the 'Cube. Nintendo must have cards waiting to be dealt, too, because Donkey Kong, Pikmin 2, Star Fox 2, and the promise of Metroid Prime 2 (probably for 2004) are no match for 2002's great first-party games. At least Square is somewhat back in the fold with Final Fantasy Crystal Chronicles.

Of course, this could be the year that the Game Boy Advance, Nintendo's de facto secret weapon, rightfully takes its place as the company's star player. Everybody in the place will be packing an SP, anyway.

The GamePros
Oakland, CA
letters@gamepro.com

Loading...

Head 2Head	20
Buyers Beware	24
ProNews	26
GamePro Labs	32
Hot at the Arcades	32
Static	32
Hidden Characters	32

One issue only!

Common questions answered with Powerful haiku.

The Mascot Question

Hey I was wondering, why don't they move Mario from Nintendo to Sony? My friend has a PlayStation, and his Crash Bandicoot game wasn't on the N64—but now that the GameCube is out, Crash came out on that. So why don't they do the same with Mario on the PlayStation?

► Emilio Hernandez—Montreal, Canada

*Plumber, imprisoned
By his own success? Indeed—
Corporate icon.*

The Kiddie Question

My name's Rob. I am a big gamer and a huge fan of your magazine. Something bothers me, though. I bought a GameCube because I am a fan of Nintendo and I thought the system had great qualities that I didn't see in the PS2 or the Xbox. I also bought it because everyone else was buying the other two systems and I wanted to be different. Now, I get all that "GameCube is for little kids" and "the games stink" stuff from my friends, but I don't listen to it—it isn't true. In your magazine, people have sent letters regarding this and you've defended the 'Cube, but in your December 2002 issue, Infogrames' Peter Armstrong said, "The PS2 matches up really well with the [Dragon Ball Z] demographics. The PS2 audience is slightly older than GameCube fans...." How could he say that? I am 15, and I love the GameCube. I know lots of people older than me who love it as well and who would love to see DBZ Budokai come out for the 'Cube. I just want to know why they think gamers with the GameCube are like infants because we aren't. Why do people assume only little kids play the GameCube?

► Rob Bartlett—Steger, IL

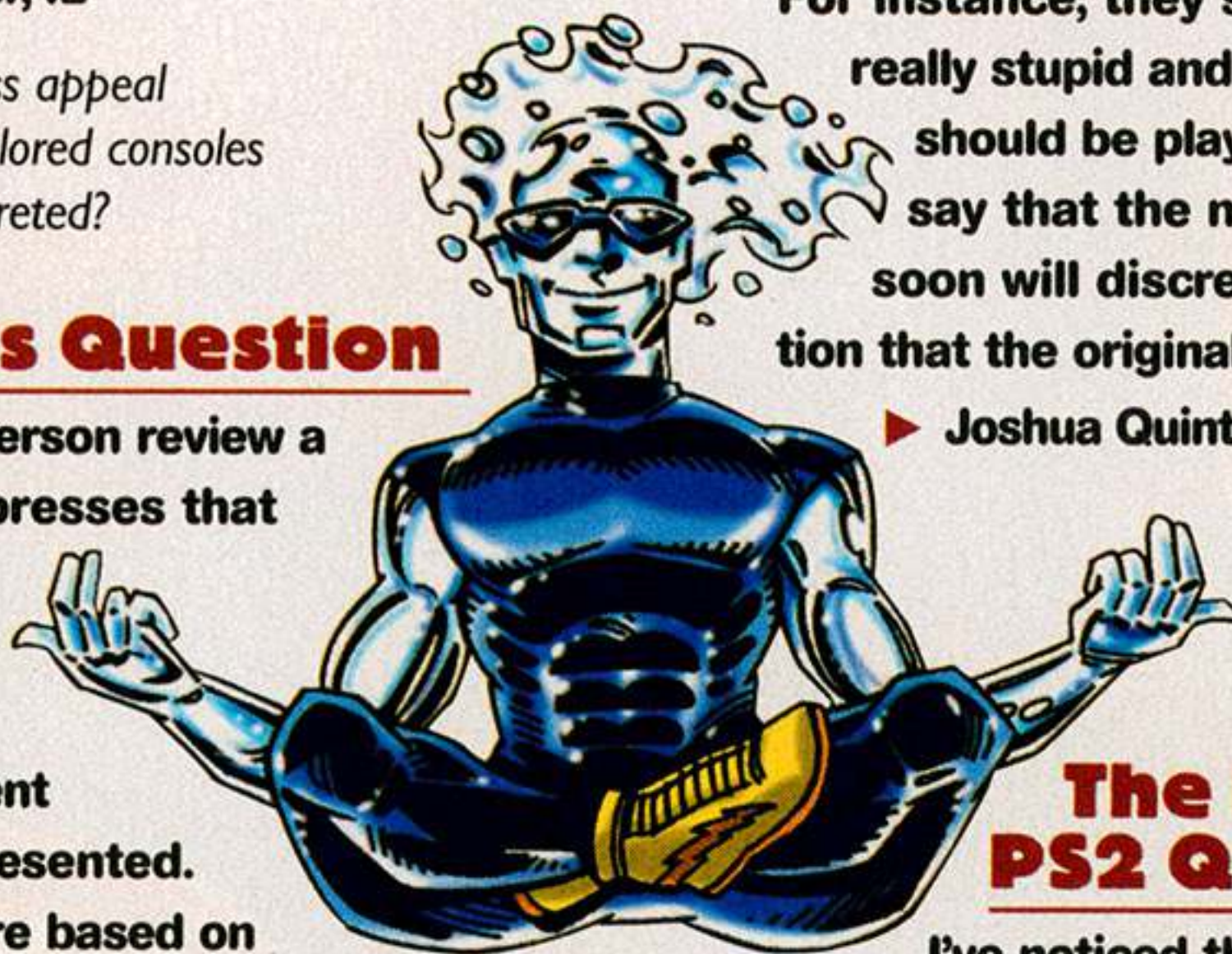
*Broad, ageless appeal
Combined with colored consoles
Misinterpreted?*

The Reviews Question

Why does only one person review a game? This only expresses that person's opinion. You should have three or four people review each game so different tastes would be represented. Many games I buy are based on reviews from magazines, but I consider some of the reviews in GamePro to be unreliable.

► Derek Chacon—Westminster, CO

*One voice—deep, focused.
But each game's score is weighed by
Multiple GamePros.*



The Job Question

How do I get a job at GamePro? I mean, you guys have the coolest job in the world! Also, if I have an idea for a game, who can I contact?

► Tim Walker—Tahlequah, OK

*"So You Want To Work
At GamePro"—free article
At GamePro dot com.*

*For your game ideas,
Better to forge your own path.
Create some shareware.*

The Mistake Question

I've got a problem. I got a GameCube, and recently... well, you guys know, there have been some weak games. People say how good the PS2 is, and then you look at the facts and you're like, "I wasted my money on something that people say is cruddy." So do you think I made a big mistake or not?

► Codename: EXE—Baltimore, MD

*If you have chosen
With your heart and mind combined,
There is no wrong choice.*

The Zelda Question

Why did Nintendo change the look of The Legend of Zelda? When I first saw a little clip of the game, I was so hyped about it that I couldn't wait for it to be released. Now I feel that it's missing that old-school look that was on the Nintendo 64.

► Jon Reynolds—Bakersfield, CA

*Miyamoto says:
"This look was my true intent."
The missing Link, found.*

The Sequel Question

I would like to know what the deal is with the saying that sequels are never as good as the originals. For instance, they say that the new Zelda looks really stupid and cartoony. I think that a game should be played first! Some of my friends say that the new Halo game coming out soon will discredit and besmirch the reputation that the original Halo started.

► Joshua Quintana—East Hartford, CT

*It is often said:
What is seen first is loved best.
So it is with games.*

The Resident Evil PS2 Question

I've noticed that over the past year four Resident Evil games have come out for the GameCube, while two more are coming out later, and none have come out for the PS2 (besides Code: Veronica X). I know that Resident Evil Online is expected, but will

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Resident Evil ϕ ever come out for the PS2, and if so, when? And what about RE4 on the PS2?

► Derek Wohl—Brooklyn, NY

*Capcom's new deal puts
The Resident's residence
Only on GameCube.*

The Free Stuff Question

I made a New Year's Resolution for 2003, and I will do anything to make it come true. I can tell that this year is gonna be fresh with bad-ass fun, especially when there's already console gaming around and hot new games for the PS2, Xbox, and GameCube. Since I've never had any real fun before, I resolved that I'm going to have some ultimate fun this year, and that goal will not be met without the help from you guys...the Pros.

Anyway, ladies and gentlemen, here's the story cut short: Every friend of mine gets to have all the fun in the world. Now, why I can't I have some of that fun, too? See, just like me, all my friends are video game freaks, and every video gamer I know—like you people—owns a PS2, GameCube, or Xbox. See, the frickin' bad thing is that I don't own any one of these consoles, and that sucks big time. See, like I said, I resolved to have fun and I'm willing to do anything for it to happen, which is why I kill my legs all the time walking to a whole bunch of other places just to play some Halo, SOCOM, Metroid, Vice City, Final Fantasy, and many other games I wanna play so frickin' badly. And now I'm pissed because I'm frickin' tired of torturing my feet and legs and losing another 4.5 pounds. I'm just fed up with this hell—I mean, I can't bear this anymore, and I'm so hopeless. And then I thought of you people...the GamePros...so I wrote to you for help.

So guys, can you give me some of your professional help by please giving a poor fellow video gamer any spare, crappy, old, smelly, second-hand PS2, Xbox, or GameCube console that you don't use anymore (and that's still running)? Pretty please? With sugar or whatever you like on top? I mean, my mom won't get me a new console unless I pay for it... and I only have enough cash for three or four more of your magazines.

At any rate, people, it's just that it's already well into 2003, and I still don't have a console. I want to take my video gaming to the next generation and be just like you—a Pro.

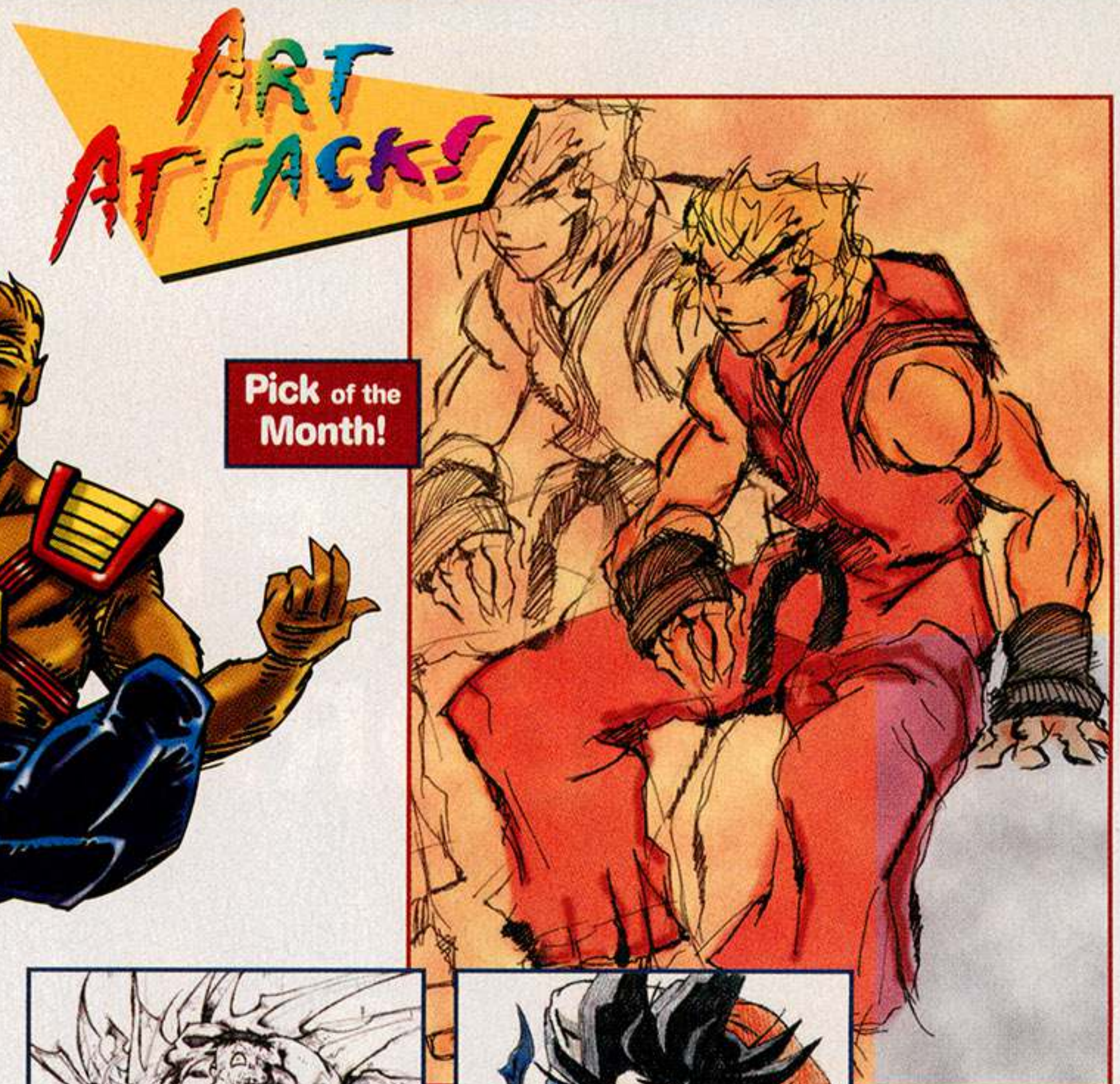
► Luigi Fiel—Hemet, CA

*Your tragic story
Turns our hearts—but not enough.
Ha ha ha ha. No.*

For more letters,
go to GamePro.com!

The GamePro Enigma—Solved!

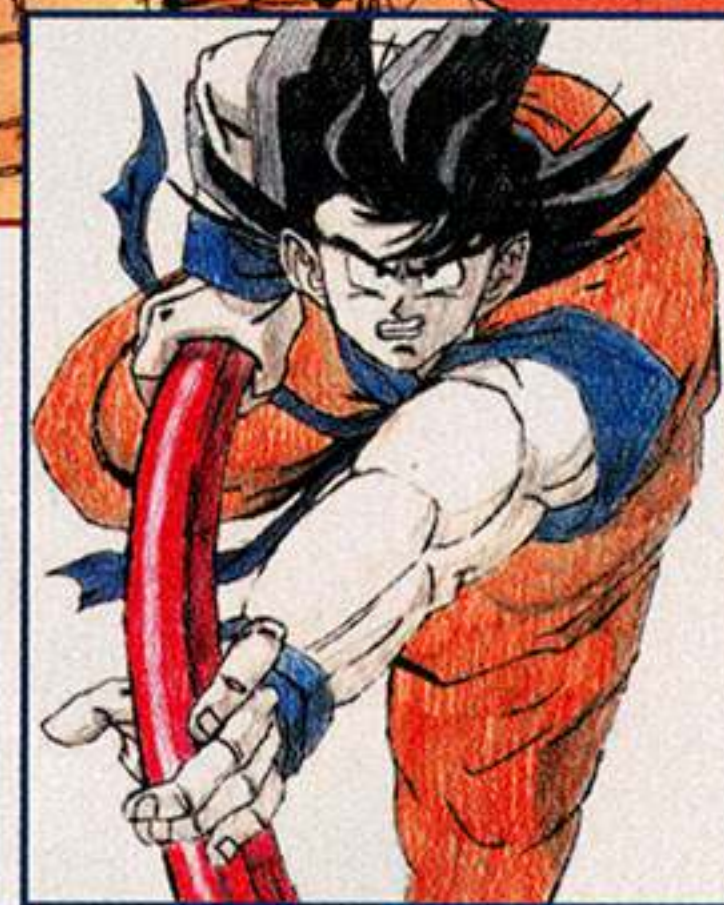
If you're one of the thousands of people who tried to figure out the GamePro Enigma in the March 2003 issue, your search is over—the deadline has passed, and the answer can now be revealed. It's SYZYGY, which was the first proposed name of Atari. (It's well documented—look it up!) There were actually 19 different clues hidden throughout the issue, plus two more (which you didn't really need) located on GamePro.com and the GamePro Gear store. There were multiple ways to find that answer, and you didn't need to decode all (or even most) of the clues to get it. The winner is 16-year-old Greg Speer of Hoover, Alabama—better known to GamePro.com forum members as WolfMonk. Congratulations! A detailed solution to the Enigma—explaining every clue, its location, and its relevance to the answer—is available now on GamePro.com. Thanks for all the great feedback; if you'd like to see another GamePro Enigma in a future issue, let us know.



Pick of the Month!



Andre Adams—Detroit, MI



Alicia Miksic—Cheswick, PA

Twon Smith
—Via Internet

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

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<code>brobuzz</code>	<code>jen_x</code>	<code>star_dingo</code>
<code>danelektro</code>	<code>major_mike</code>	<code>tokyo_drifter</code>
<code>dpad_destroyer</code>	<code>miss_spell</code>	<code>the_vixen</code>
<code>dr.zombie</code>		
<code>dunjin_master</code>		
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PlayStation 2



BY THE WATCH DOG



Microsoft's Kakuto Chojin gets recalled, Capcom denies webheads Marvel vs. Capcom 2 online play, and the pros and cons of refurbished systems in this month's Buyers Beware.

Q I went to Electronics Boutique to purchase Kakuto Chojin, and the clerk told me that the game was recalled because of graphic violence. I can't find it anywhere and was wondering if this is true. If so, is Microsoft going to re-release it with the violence taken out?

NATHAN SKALANSKI—GEORGETOWN, KY

A What the clerk told you was half-true. Kakuto Chojin was recalled by Microsoft from retail stores in America, Europe, and Japan, but not because of violent content. Though details are scant, the 3D fighter features a stage where passages from the Koran could be heard being chanted in the background. Apparently, Microsoft was afraid the use of a revered religious practice in a game would be offensive and asked retailers to remove the game from their shelves.

According to Microsoft: "Several months ago, Microsoft became aware that a product from our Xbox division called Kakuto Chojin included a calling for prayers that members of the Muslim faith use. Microsoft immediately took steps to retain and destroy all affected product that was in our possession and provided an updated version of the product without the prayer. We believe that some of the original product has gotten into the market, so we have recently taken the extra precaution of asking retailers to return any remaining product from store shelves. Additionally, the game is no longer shipping. We deeply regret this error and apologize to anyone who may have been offended by the material in this game.

Microsoft is a company that values and promotes diversity, and we remain very sensitive to cultural issues—including a deep respect of all religious practices. As a global company, Microsoft is proud of its diverse community of employees as well as our ability to create software that delivers value to users of all backgrounds. Microsoft and the Xbox division apologize for the mistake and have taken all appropriate actions."

Q I want to know about refurbished systems. For example, the GameCube: What is the difference between a normal system and a refurbished system? Does it affect any gameplay? And is there a way to change the black GameCube logo on the top?

ALIENBIKER99—VIA INTERNET

A A refurbished GameCube is one that's been returned to Nintendo because it was broken, and Nintendo fixed it. Maybe it's just the power switch, or maybe a spring came loose and needed to be replaced. Maybe the drive lens was out of alignment. Maybe the person who sent it back dropped it and it had a cracked case. You never really know. They are

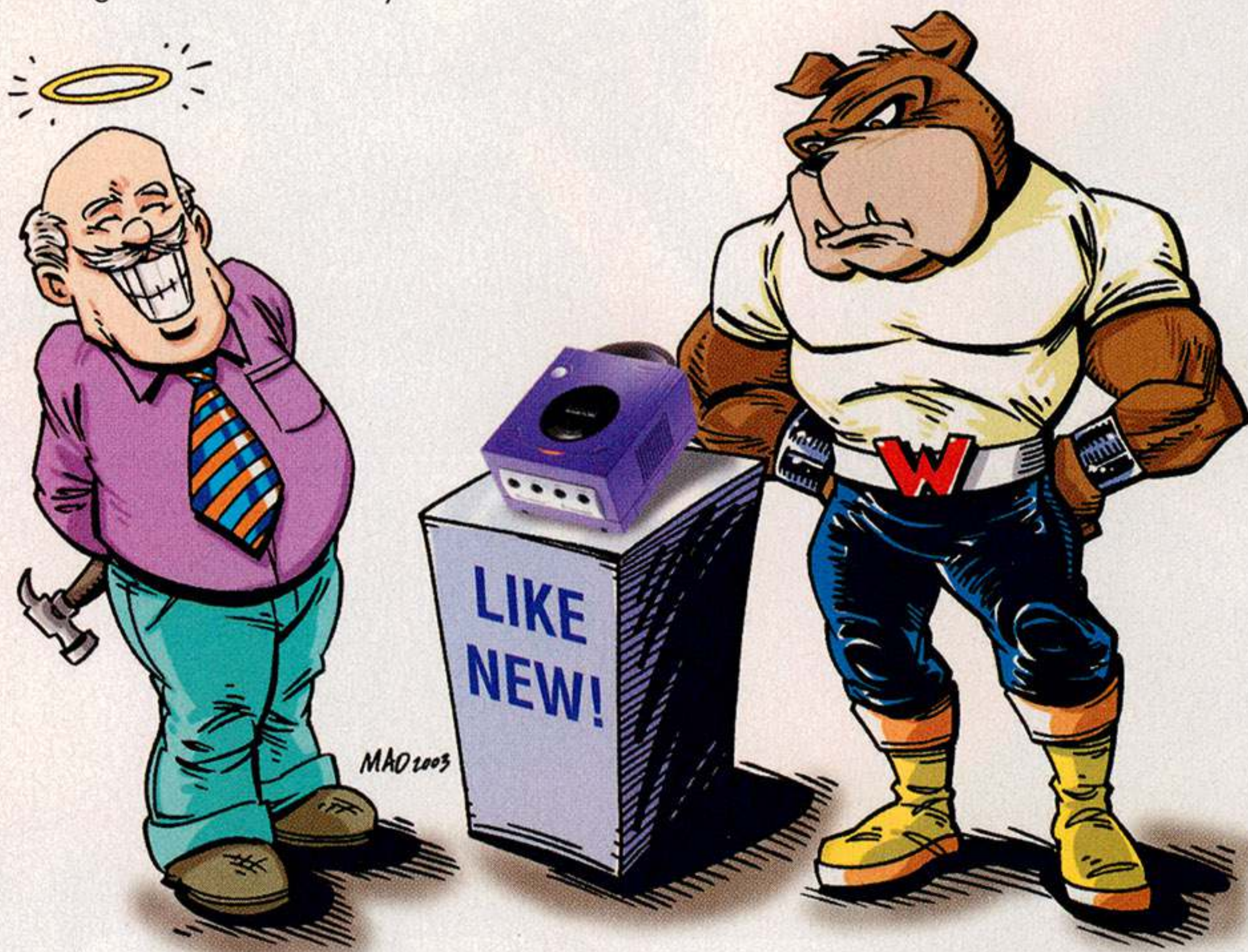
supposed to be as good as new, but they're sold at a slight discount since they have been repaired. This is a common practice, and it's always a risk buying one because you have to wonder if the problem *really* got fixed, or if it's just going to reappear again, and this time it's your headache. Usually the price difference is not major, so if you can pay the extra \$20 or \$30 bucks for it new, you might want to just for the peace of mind.

And nope, you can't change the logo, outside of a sticker to cover it up!

Q I can't believe it. On February 27, they canceled Marvel vs. Capcom 2 for Xbox Live. Many people were talking about this in the arcades, and no one knows why or who to blame: Capcom or Microsoft. What I and many other diehard fans want to know is why was this feature of our favorite game canceled? That game is the best of the series, so could you please get someone to answer why it was canceled?

D. YARON—VIA INTERNET

A When we spoke to Capcom of America about this, the only response we received was: "It was Capcom of Japan's decision not to include the online component with Marvel vs. Capcom 2." While this doesn't really explain the situation fully, the nature of game developing unfortunately dictates that sometimes gameplay features can change during production. Sometimes levels are taken out, content is removed, and occasionally an entire game will be scrapped. In this case, Capcom of Japan, for reasons it saw fit, decided to cancel the online component to the game, although the Japanese PS2 version of Marvel vs. Capcom 2 will allow players to fight online.



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*In the malevolent dusk
of a solar eclipse,
Dracula's evil becomes
imprisoned in shadow.*

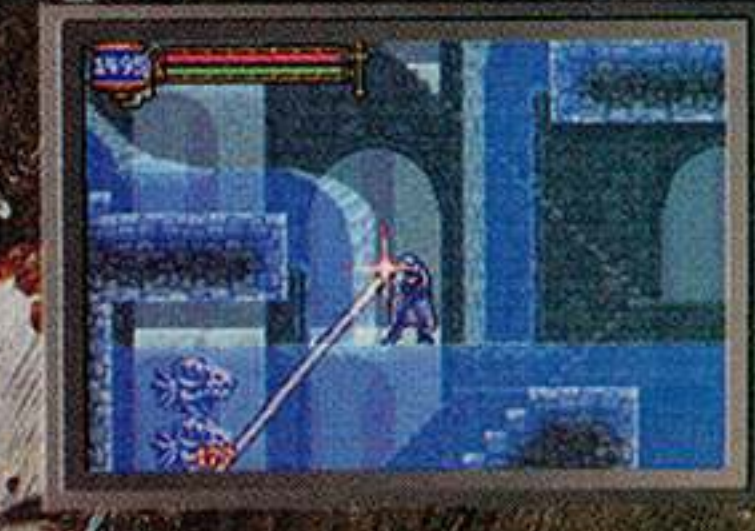
*The prophecies of old
foretell of its return,
with the destined dawn
of a future alignment.*

*Upon its release from
the embrace of time,
darkness stirs and shifts
to resurrect the master.*

*Born into a soul
of innocent blood,
Dracula rages in wrath
to consume the light.*

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ANOTHER PRICE CUT?

Industry thinks E³ could bring lower prices on all three major consoles

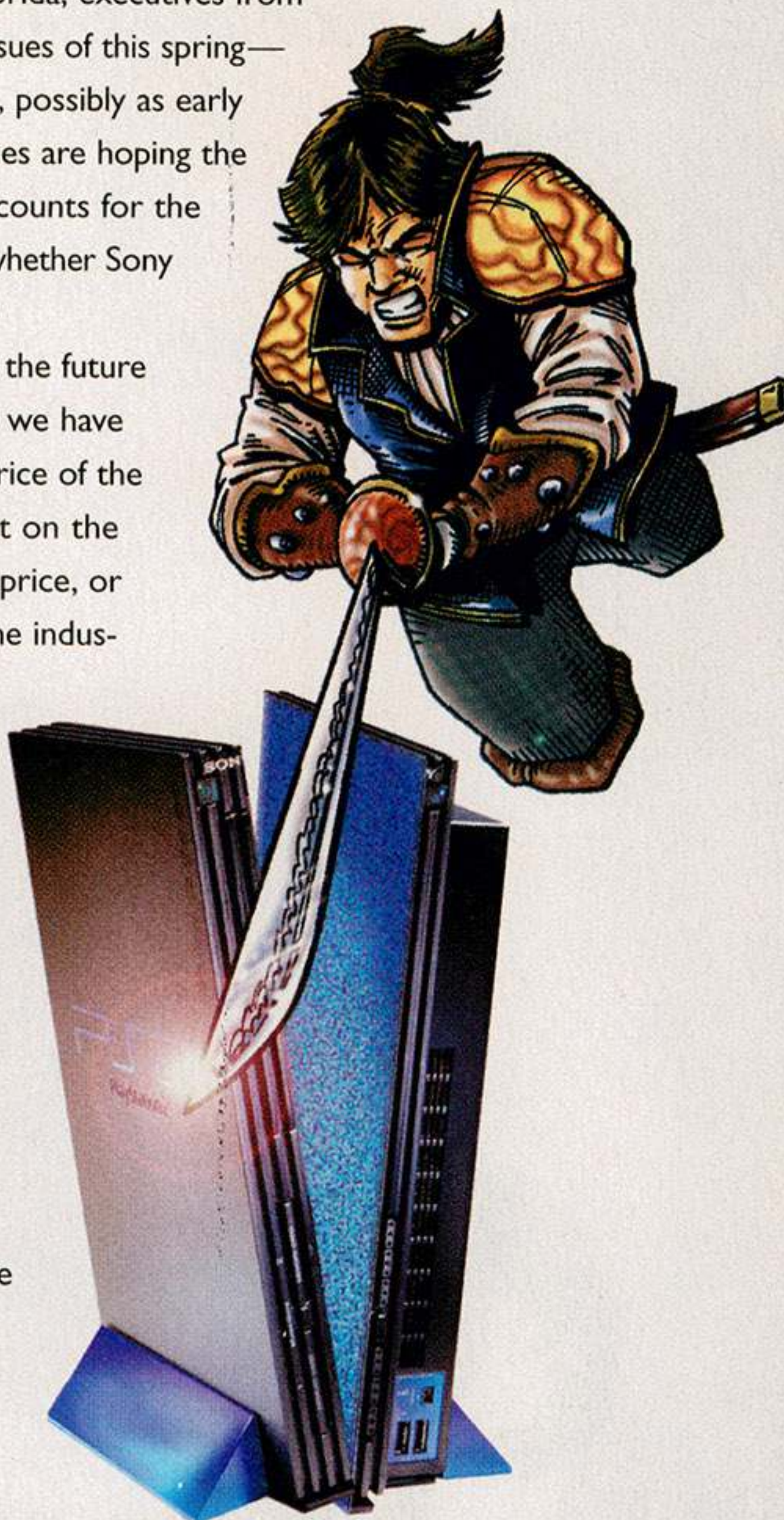
In separate presentations at a Bear Stearns financial conference in Florida, executives from Electronic Arts and Activision touched on one of the more pressing issues of this spring—whether or not Sony will decide to cut the price of the PlayStation 2, possibly as early as the Electronic Entertainment Expo in May. Although both companies are hoping the expected \$49 cut (which will probably be reciprocated by equal discounts for the Xbox and GameCube) will happen sooner than later, they disagree on whether Sony will bite the bullet quite yet.

On the fence is Robert Kotick, CEO of Activision, who discussed the future direction of his company at the conference. "All the indications that we have from the folks at Sony are that they don't feel the need [to cut the price of the PS2]," Kotick said. "I think that probably will have a negative impact on the market." Kotick also said that if Sony decides not to go for the \$149 price, or instead opts for a more ambivalent \$169 or \$179 price point, then the industry could have trouble meeting its own growth forecasts for 2003.

Electronic Arts Chief Financial Officer Warren Jenson, however, is more enthusiastic, saying he was expecting Sony to drop to the \$149 point. If that happens, he said, then the Xbox would likely go to \$149, while Nintendo's GameCube may be forced to hit the \$99 point to compete.

All this comes as the next generation of consoles is expected to come out in a scant few years. "Today, we're already in discussion with Sony, with Microsoft, with Nintendo on the next generation of consoles," Jenson said. "When do we think the transition would occur? Sometime around 2005, 2006—that's really Sony's call to make."

If any price adjustments are announced at the E³ show, they will be reported at GamePro.com as part of GamePro's live coverage. Check the site for frequent updates, and watch this space for a full post-show report in a future issue.



Reservoir Dogs Game

SCi Games Limited, producers of Carmageddon and The Italian Job, has picked up the interactive-game rights to 1992 cult classic *Reservoir Dogs* from Artisan Entertainment, the movie's distributor. The publisher plans to release a game based on the film for the PlayStation 2 and Xbox with other ports possible in the future. No date was announced. "SCi has considerable experience in developing successful computer games based on strong movie plots, such as *The Italian Job* and *The Great Escape*," SCi head Jane Cavanagh commented in a release. "*Reservoir Dogs* has a remarkable following within the gaming community. The whole company relishes this exciting opportunity." Although details are still a bit scant, the *Reservoir Dogs* game will give gamers a chance to pull off the diamond-store robbery that formed the crux of the movie's plot. You'll get to play as all of the movie's key characters (no word on whether you'll be able to torture cops as Mr. Blonde), and large-scale multiplayer games will allow players to pit cops against criminals in all-out firearm combat.



Seven Samurai Come to Gaming

Games based on movies often wind up disappointing, so Sammy's taking a different approach: pick a film that's ultra-high-quality to begin with and maintain that standard. That's the plan, anyway, with the game version of Akira Kurosawa's immortal *Seven Samurai*.

The company is stacking the deck with talent: Moebius (*Alien*, *Tron*, *The Fifth Element*) is working on character design, while Academy-Award winning composer Ryuichi Sakamoto (*The Last Emperor*) is on board for the music. And Hisao Kurosawa, the director's son, will be approving everything on behalf of the Kurosawa estate. Unfortunately, Sammy won't reveal more details until E³, and it's not clear whether the game will be a direct translation of the film or a modern update of its plot. Gamers will know soon enough; the game is slated for a fall release.

Here's one samurai. Six more will follow.



HALO 2 NOT COMING UNTIL 2004

Halo 2, the most hyped-up game in Microsoft's Xbox lineup (and arguably the entire console industry) right now, will not come out before the end of 2003—but then again, Microsoft and developer Bungie never stated that it would. According to an announcement posted by the developers on Bungie.net, an official release date has yet to be decided, but getting the game out before 2003 will be impossible.

"This game is a vast undertaking, considerably more complex than any of our previous efforts, and there is just no way to squeeze all of the necessary work into this calendar year," the announcement read. "We know many of you were hoping to get your hands on Halo 2 during the holiday season, and we're sorry to disappoint you—but making this game as good as we possibly can is our paramount concern. Microsoft understands and supports our decision, and we hope you will, too."

Bungie was quick to point out that Halo 2 will still be shown in playable form at the E³ show. The Windows and Macintosh versions of Halo will also make their debuts at E³; they're still on track to be shipped within 2003.



2004

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GAMECUBE TROUBLE IN U.K.?

Dixons, a large video game retailer in Britain, announced that it was drastically slashing the price of the GameCube in its stores, a tactic that's widely seen as the final chance for Nintendo's console before the seller drops the product entirely. The discount, which took effect in March, brought the 'Cube system down to 99 pounds (about \$159) in Dixons, PC World, and Currys stores across Britain, three chains which together account for 20 percent of current Nintendo console sales in the region. This is a 25 percent discount over the 130 pounds it normally costs, which is just a smidge below the MSRP of the PlayStation 2 and Xbox in the U.K. Dixons spokesman Hamish Thompson told the Reuters news service that sales of the GameCube, which comes with one free game in the U.K., will likely determine whether the retailer continues stocking it in the future. "It really depends on customer demand," he said. The store will continue carrying the Game Boy Advance no matter what happens. Nintendo of Europe claims it has sold 1.5 million GameCube consoles since the system launched across the continent last May. This puts it slightly behind the Xbox and way, way behind the PS2, which dominates 80 percent of European console sales.



Best-Selling Video Game Titles: February 2003

TITLE	PLATFORM	PUBLISHER
1 The Getaway	PlayStation 2	Sony
2 Grand Theft Auto: Vice City	PlayStation 2	Rockstar
3 The Sims	PlayStation 2	EA Games
4 Yu-Gi-Oh! The Duelists of the Roses	PlayStation 2	Konami
5 Devil May Cry 2	PlayStation 2	Capcom
6 Xenosaga Episode I: Der Wille zur Macht	PlayStation 2	Namco
7 .hack: Infection	PlayStation 2	Bandai
8 Dragon Ball Z Budokai	PlayStation 2	Infogrames
9 Madden NFL 2003	PlayStation 2	EA Sports
10 SOCOM: U.S. Navy SEALs	PlayStation 2	Sony

Source: The NPD Group/NPD Funworld

MARIO CARDY

Mario Party is addictive, but it's not portable—those little GameCube LCD screens aren't comfortable for four people to use at once. Enter Mario Party -e, a card game that retains the spirit of the digital game in paper form—and incorporates the GBA as an option, too.

The goal's fairly simple: collect Mario's hat, shoes, and clothes, and play a Superstar card to win, while one to three other players try to do the same thing. Trouble is, other people can steal your stuff right off the table in front of you, block your cunning strategic moves, or, in true Mario Party fashion, challenge you to mini-games. Some cards have e-Reader data on them; scan them into your GBA, and you'll go head-to-head with another player in a skill or reflex contest. You can play the game without the GBA—it's really no less fun and works great as a stand-alone card game without the e-Reader—but using a handheld system is a neat gimmick, and it's cool to see Nintendo come up with ways to integrate electronic gaming with traditional tabletop games.

The box promises "fast frenzied fun," but honestly, two out of three ain't bad. It's definitely fun, and stealing cards from opponents will certainly make them frenzied, but the pace is a little pokey, at least for the first few times you play; expect each game to contain lots of twists and turns but ultimately last at least 30 minutes. Mario Party -e is a great way to get your Nintendo fix during a summer vacation, and it's nice to be able to use the woefully underutilized e-Reader for something other than NES throwbacks. Check this issue for an exclusive card that you won't find anywhere else.

Price: \$9.99. Contact: Nintendo, 800/255-3700, nintendo.com

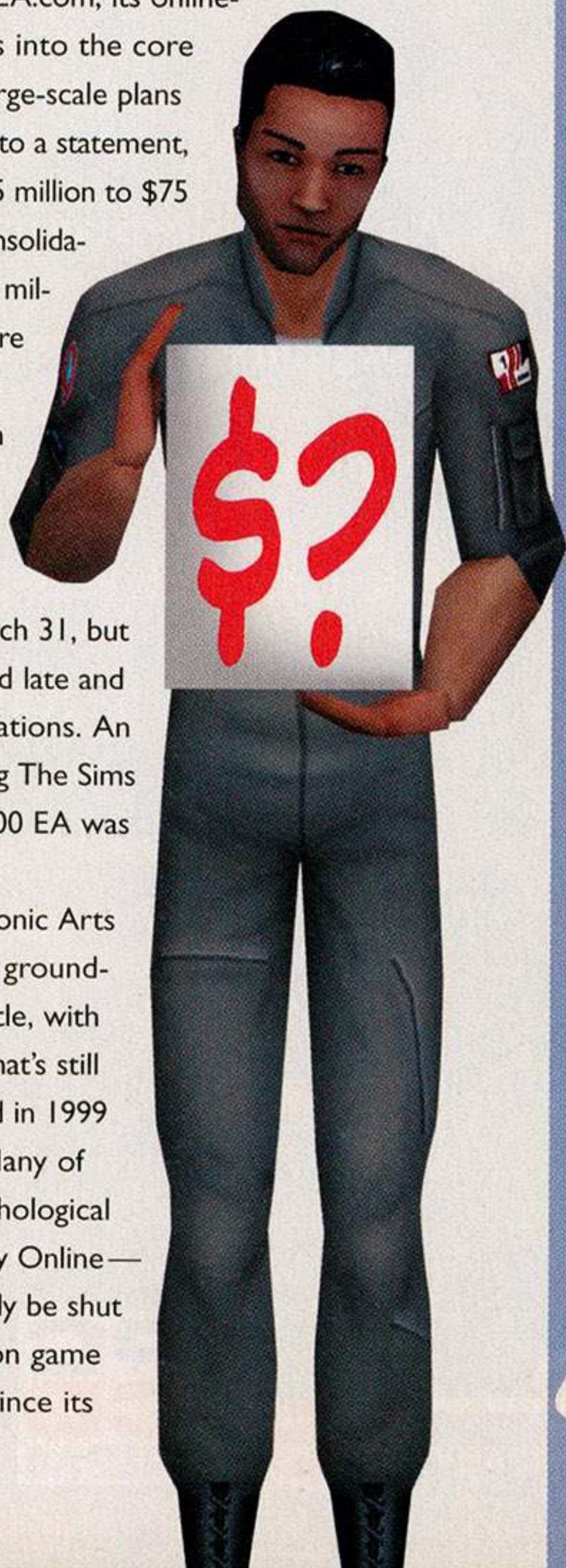


EA'S ONLINE WOES

Electronic Arts announced that it will dissolve EA.com, its online-games division, and consolidate its operations into the core outfit, in what amounts to a retreat from its large-scale plans for the PC online games marketplace. According to a statement, the company will take a one-time charge of \$55 million to \$75 million to cover the costs associated with the consolidation. That comes five months after EA spent \$14 million to lay off 240 EA.com workers and restructure the struggling division.

EA.com lost \$3.5 million in the three-month period ending December 2002, an improvement over the \$6.7 million they lost during the same quarter in 2001. The division was planning to turn a profit in the financial quarter ending March 31, but gave up this goal after The Sims Online launched late and didn't sell up to the parent company's expectations. An estimated 85,000 paying customers were playing The Sims Online as of February, a far cry from the 200,000 EA was expecting to storm the servers by April.

The heavily vaunted online division of Electronic Arts began business in 1997 with Ultima Online, a groundbreaking MMORPG and still its most popular title, with approximately 230,000 subscribers. However, that's still fewer than for Sony's EverQuest, which launched in 1999 and currently supports over 400,000 users. Many of EA's other projects—including ambitious psychological thriller Majestic and multiplayer racer Motor City Online—were sales flops (Motor City Online will officially be shut down in August). EA's online space exploration game Earth & Beyond has sold only 53,000 copies since its launch last September.



2 more months of summer

Coca-Cola
Real



THE GAMEPRO INTERVIEW: PVP'S SCOTT KURTZ

There are two kinds of comic strips in the world: funny and not. *PvP*, which documents the geeky goings-on at a video game magazine, is funny. It's also full of extremely likeable, extremely recognizable characters—Cole, the harried Editor-in-Chief who longs for gaming's younger days; Jade, the mag's lead writer who lives in EverQuest as much as the real world; Brent Sienna, the sarcastic creative director who has fallen for her; Francis, boy genius/overclocker/FPS master; Robbie and Jase, two ex-jock sports gamers who don't leave the couch until the season's fully simulated (unless it's to get more beer); and Skull, the gentle blue troll with a heart of gold and a brain of sawdust. Instantly accessible to anyone who's ever used a joystick, *PvP* lacks the mean streak seen in many web comics, especially those about the game industry.

It's also successful. Over the last six years, writer/artist Scott Kurtz has seen his work evolve from well-respected web comic to a full-fledged funnybook. After a few issues with indie publisher Dork Storm Comics, *PvP* made the jump to Image Comics (*Spawn*, *Witchblade*), which picked up *PvP* this year and released a new first issue to strong reader feedback and sales. Before you run to the comic store or log on to pvponline.com to see for yourself, meet the man who draws the doodles that make the country—nay, the world—laugh.

GamePro: How did *PvP* start?

Scott Kurtz: *PvP* was a comic strip I created because MPOG.com wanted some humor content for their site and they were willing to actually pay for it. It was my first regular paying cartooning gig. I took an old comic about elementary school teachers and converted the characters into the staff of a video game magazine.

GP: You've been doing *PvP* full-time for a while now. What dreadful job did you manage to escape?

SK: It wasn't so dreadful, actually. I was a webmaster for KLTU radio in Dallas, Texas. It was a Christian Rock station. Rock on, Jesus!

GP: Did you approach Image or vice versa?

SK: I think we ended up meeting each other half way. I was planning on testing the waters with them, and they were planning on approaching me. We both ended up talking to the same Image artist [Frank Cho, creator of *Liberty Meadows*—Ed.] about it, and he matched us up—like a blind date where the woman turned out to be really hot.

GP: How did you choose the game magazine setting? Have you worked at one?

SK: No, but working at the radio station was very similar. You had content, sales, marketing, and creative people. It was work, but it was a lot of fun. It was that second family environment. Pretty laid back, and some of us got away with doing a lot of nothing from time to time.

GP: A lot of other gaming comics take a harder, satirical look at the games industry, like *Penny Arcade* and *GameMarks*. In *PvP*, gaming is the setting, but it's not the target. How did you come to that more character-oriented approach?

SK: I've always written character-oriented comics, so I can't help it. Plus, the older I get, the less time I have to play video games...and it's only going to get worse. If I rely on the games themselves for material, I'll run out eventually or lose touch with what the kids are playing. This way, I can write a whole series on how when you get older, you lose touch with what the younger kids are playing. I can draw my ideas from life, not the market.

GP: How do you manage to avoid swinging into sweeping generalizations and judgements, which are usually mined for humor? Jade isn't the "typical female gamer who only plays Tetris," for instance, and Francis is a tech geek but still very much a functioning member of society. How do you avoid writing gamer stereotypes?

SK: Because people aren't stereotypes, and I get my ideas from observing real people, friends, and family. Now at times, my characters act stereotypically of the hardcore gamer or fall into those stereotypical situations. But that's the humor, and sometimes it's to illustrate a point of how it's wrong to be that way. I think this is where I benefit from making sure it's not always about games.

GP: Which character is you?

SK: They're all me. Even the girl.

GP: What, if anything, will change about *PvP* for the print comic?

SK: The print comic is going to be presented in landscape format and consist of a collection of comic strips rather than long-form stories. It will still contain half new stuff and half old stuff, but it'll be 100 percent funny.

GP: It's a superhero world out there. Can a book like *PvP* compete? Or does it even have to? How is Image going to position the book?

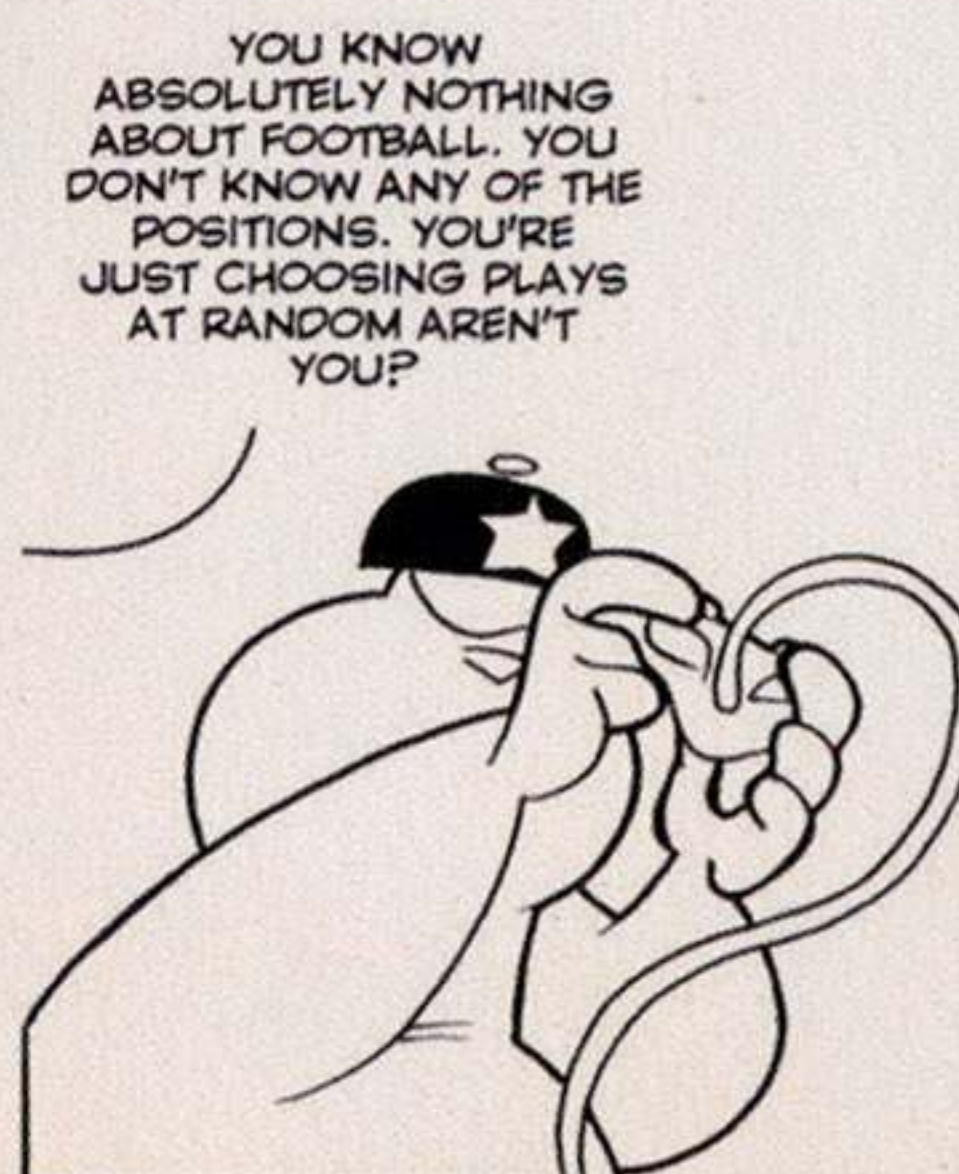
SK: I think *PvP* has a good word of mouth, and the first issue sold remarkably well for a black-and-white humor title. If we can keep it going like this, we'll be very happy. The comics landscape is changing, and readers are open to new genres outside of superheroes. Plus, who doesn't like reading comic strips?

GP: You've been self-publishing for a long time. What's your advice for newbies?

SK: Self-publishing is starting a business, and you shouldn't enter into it lightly. You should do your research, take it seriously, keep a schedule, records, track of your income and expenditures, everything. Don't go into it half way.

GP: Last and oh so crucial: GameCube, Xbox, or PS2?

SK: I bought a GameCube because I love the staple Nintendo characters. But I think the Xbox is the superior console. As soon as I'm done with *Zelda*, I have no more use for the GameCube and I'll be heading to Best Buy to pick up a big black and green machine!



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GAMEPRO Labs

Nintendo Game Boy Advance SP

Rating: 4.5

GBA light problems—solved at last! The GBA SP's screen size is exactly the same as that of the standard GBA, but for whatever reason, it seems larger to most users. The quality of the backlight is impressive, casting an even glow around every part of the screen. You can't adjust the brightness, but every game tested so far (over 40 of 'em) looked fine. A small button with a sun icon allows you to view the screen without lighting for when you're outdoors or if you just want to conserve power. As advertised, the rechargeable lithium-ion battery does last close to its advertised 10-hour playtime with the light on, although there were a few instances when an extra half hour or so was able to be squeezed out.

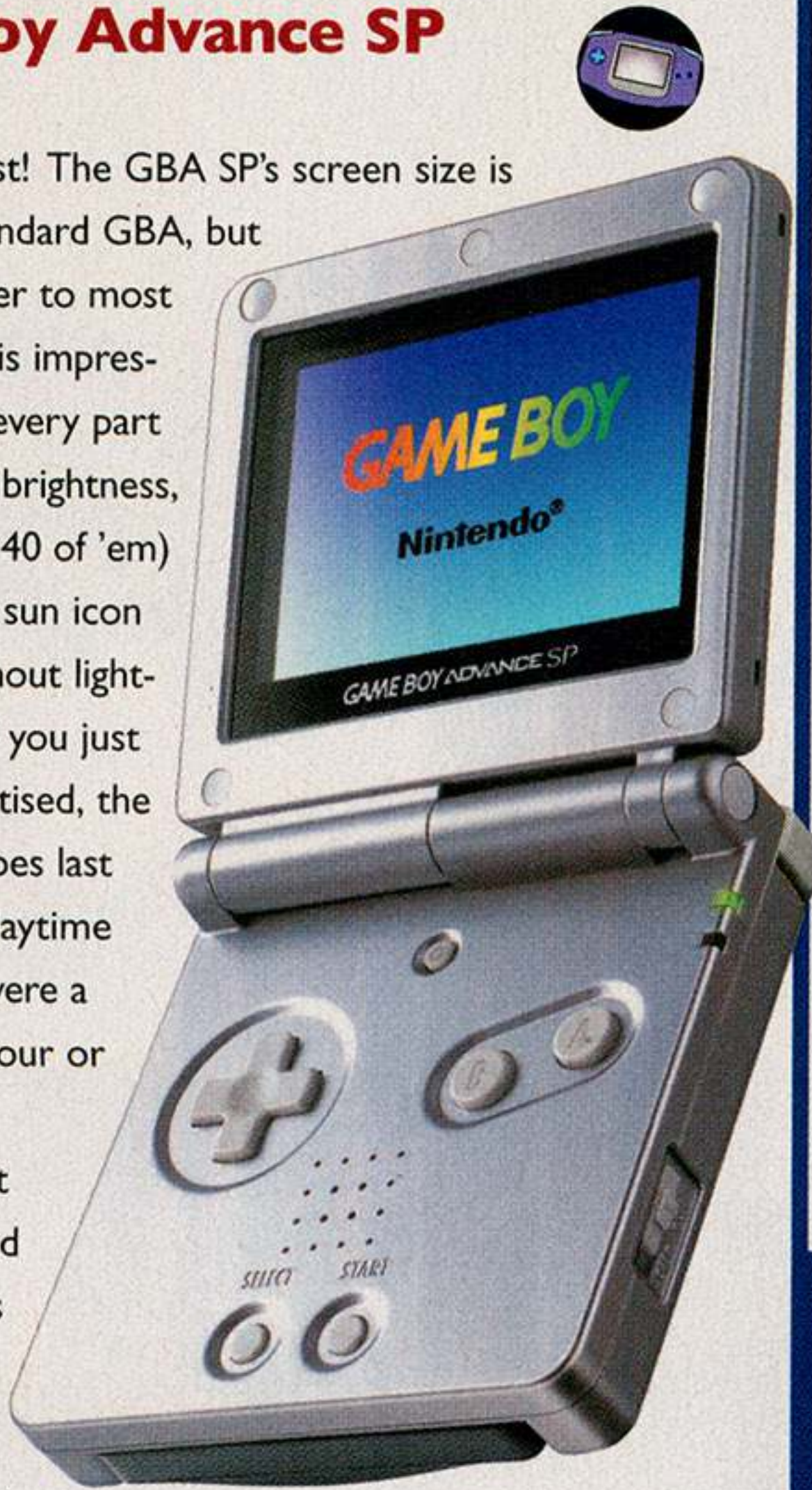
There were initial concerns that the directional pad was too flat, and the small L and R shoulder buttons felt awkward. The results varied from game to game, but no game greatly suffered from either change.

In fact, some games, like Street Fighter Alpha 3, were much easier to play on the SP than on the standard GBA. Extended use of an hour might make your hands a bit sore due to the SP's slim profile, but this was also a problem for some gamers with the standard GBA, too.

The clamshell design makes the SP easy to place in your pocket and carry anywhere you like without too much fear of damaging it. Still, minor scuffs will appear on the outer shell of your SP (especially the Platinum one) if you don't place it in some sort of protective case. Hopefully, some third parties will release classy looking covers that are more in line with cell-phone casings than the bulky, padded protectors currently available for the GBA.

The only big downsides are the lack of a built-in headphone jack (you'll need a special additional adapter) and the fact that you can't swap out the battery if it goes dead on a road trip, but the rest of the SP's charms make up for it. It's not perfect, but it's damn cool.—Tokyo Drifter

Price: \$99.99. Contact: Nintendo, 800/255-3700, nintendo.com

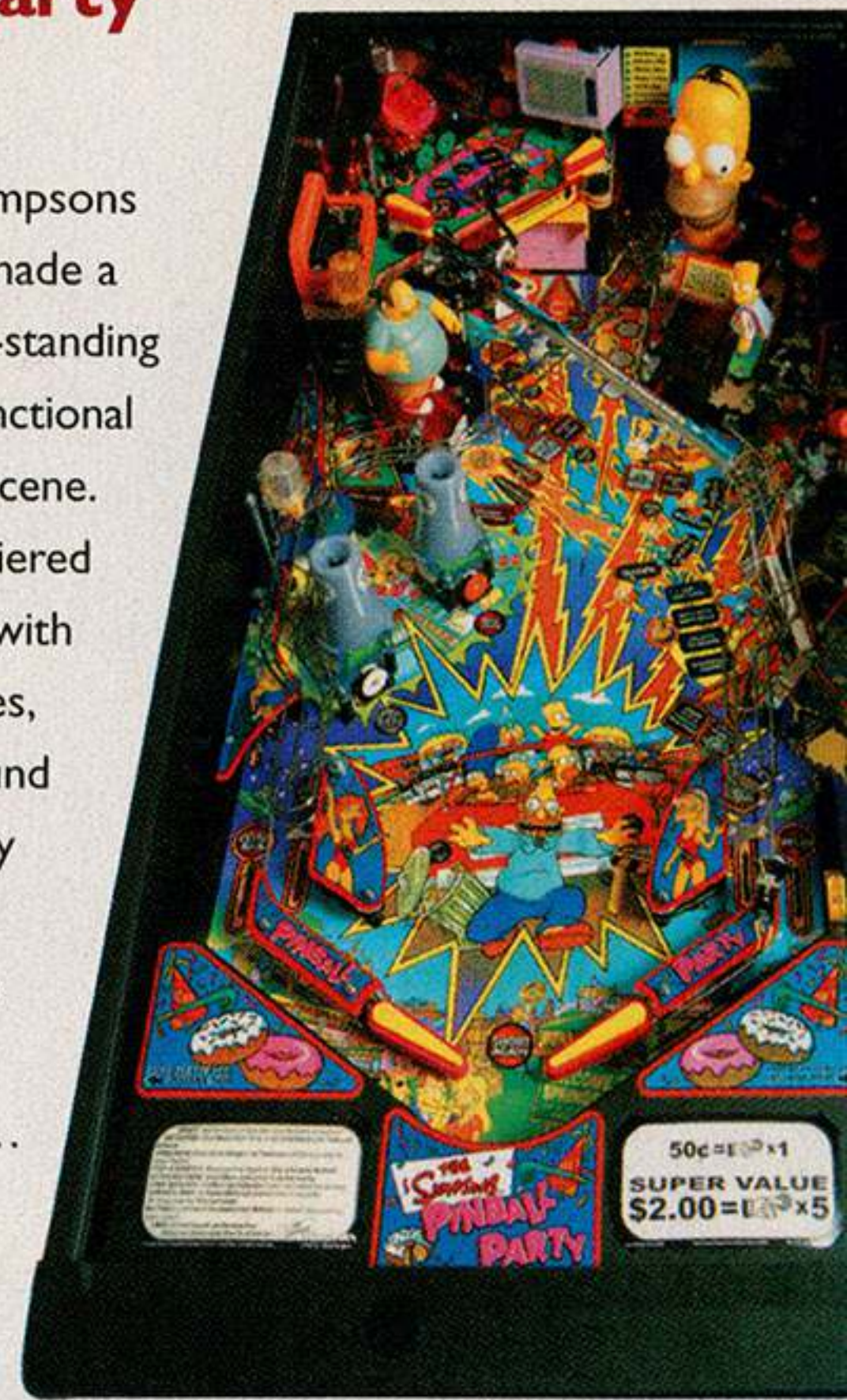


HOT AT THE ARCADES

The Simpsons Pinball Party

Developed and published by Stern
Available now

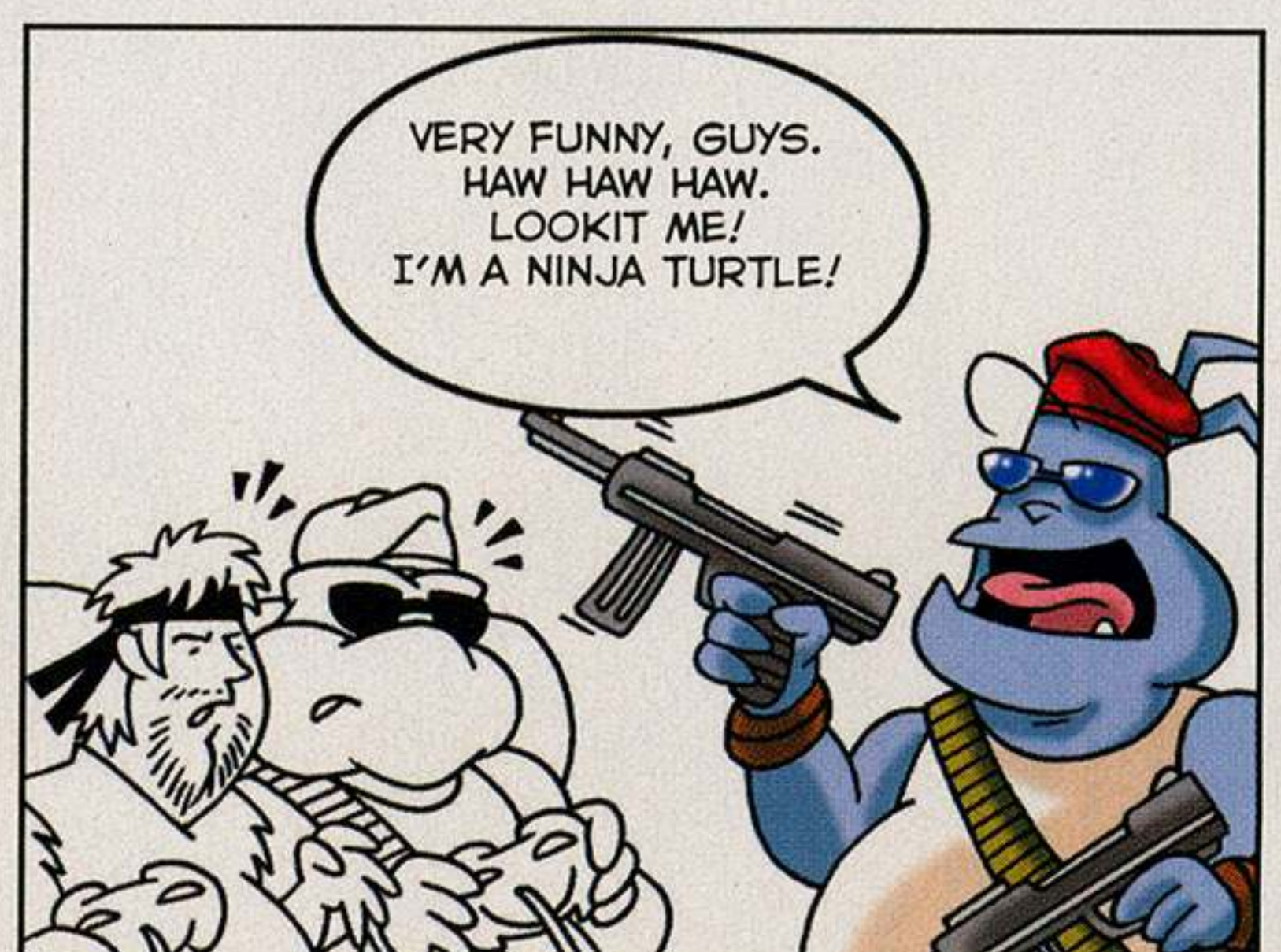
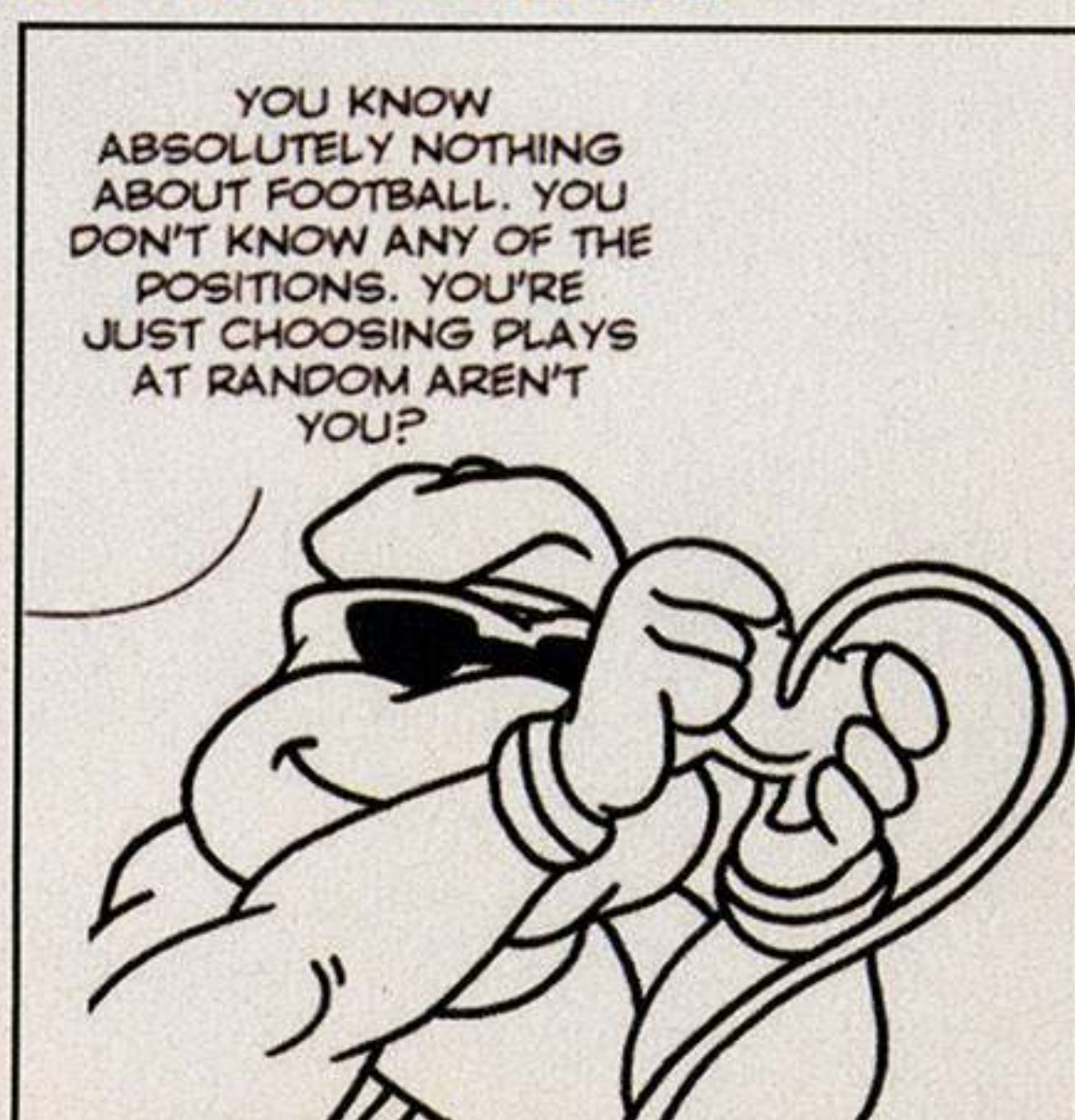
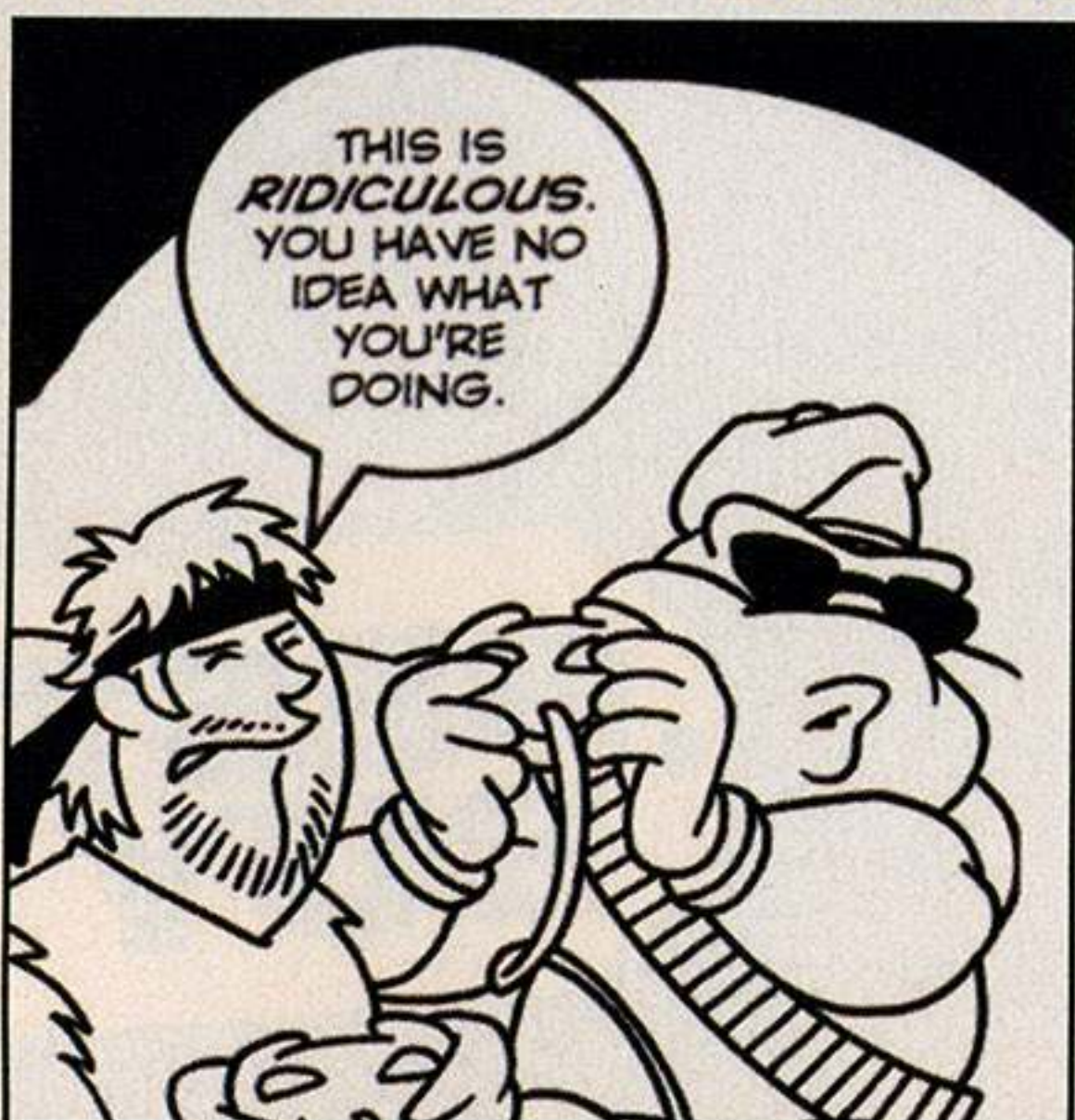
It's been more than 10 years since The Simpsons graced arcades in pinball form (Data East made a table in 1990), but last-pinball-manufacturer-standing Stern has brought everyone's favorite dysfunctional animated family back to the quarter-based scene. The Simpsons Pinball Party features a two-tiered split playfield that's packed to the bumpers with episode-themed artwork and plastic figures, while the audio track turns out random sound bytes recorded specifically for the game by Hank Azaria, Dan Castellaneta, and other series' stars. And yes, there's an actual goal to this game: help the citizens of Springfield—ahem—have the greatest party of all time.... The Simpsons Pinball Party was released in mid-February, so look for it at your local arcade.—Major Mike



static

...about 2 Xbox...Burnout 2 Xbox...Hey, didn't Nintendo say the Game Boy Advance could not be made with a light inside due to engineering reasons? Looks like companies change their tune when college students prove them wrong. If you buy a GBA SP and you like it, thank Afterburner inventor Adam Curtis—he deserves some of the credit for its appearance. • Looking for a Tomb Raider review in this issue? Us, too. • How do you spell success? P-S-2. Or maybe N-P-D. Check out the February results for the best-selling games in the Top 10 listing, and you'll find it's an interesting landmark: the first time that PlayStation 2 software filled all 10 slots. Crazy. • More and more GamePro staffers are being bitten by the Magical Drop bug. Miss Spell, Space Queen, Dan Elektro, The Vixen, Dom Ex Machina, and Sandy Beach are all fairly addicted to the old-school Neo-Geo puzzlers. That, and a certain editor has been enjoying his afternoon table tennis battles so much, maybe he should change his name to Ping Pong Sifu. • By the time you read this, the E³-bound GamePro staff will either be anticipating or enduring really, really tired feet. • If all goes according to plan, the Major Mike action figure should be available about now. Check your local auction site—they're going to be hard to find. • If you think that GamePro Enigma was hard to solve, wait until you see the next one...but we promise to give you a break for a few months before taxing your brain again. • Maybe it's different in the world of rock-n-roll, but in the video game biz, if someone travels across the country to interview you and you know they're coming and everything, it's generally accepted that you, you know, say something. Tell them you're awake, say you think they're straight out of line, whatever. Just don't be faceless and sulk in the corner. • Secret Weapons Over Normandy...Secret Weapons Over Normandy.

HIDDEN CHARACTERS



Skull and PVP dialogue © Scott Kurtz. Don't sue us—it's an homage!

Babble: Auch 'n Amrich Doodles: Mao

Join the Anniversary
BASH



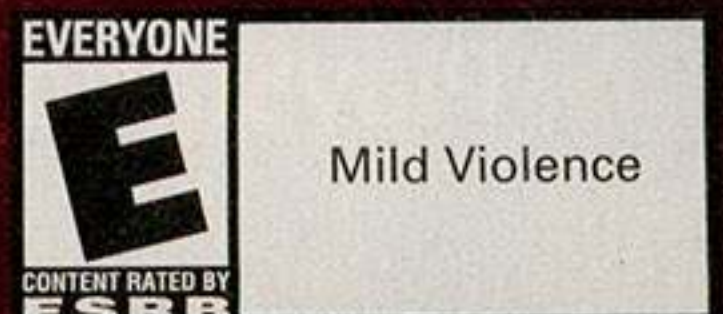
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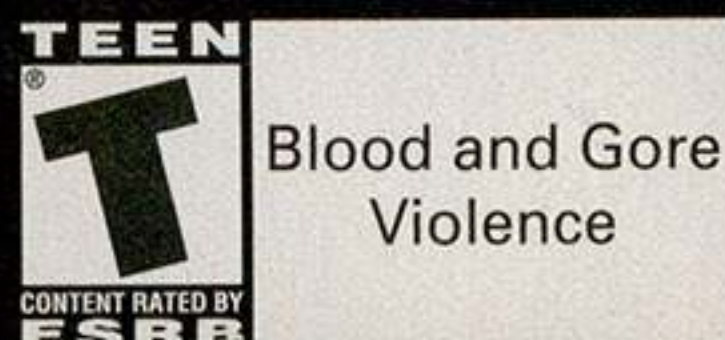
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Reinventing Lara

Core Design has crafted a comeback for Croft...but can an old dog like Lara really learn new tricks? *By Star Dingo*



THERE WAS A time when Lara Croft was the icon for the growing gaming industry—she stood for everything un-Mario, all that was anti-Sonic, a spokesmodel for that which was un-cute and non-bulbous (well, at least not in the usual ways) about the biz. Then, times changed and tastes shifted...but Lara, alas, stayed the same. Now, with titles like DOAX and Grand Theft Auto stealing the gaming spotlight, how much chance does a lass like Lara have at making a comeback?

The Laradox

In deciding how to orchestrate Lara's grand return, Eidos had a bit of a predicament on its hands. Critics of the Tomb Raider series have been scorning its lack of innovation since pretty much the second iteration; tomb after tomb of the same jump puzzles and switch-pulling, block-pushing errands simply became far too much to bear. But fans of the series never really cared. They bought it because they knew exactly what to expect—big, smartly crafted Indiana Jones-style puzzle temples, and a digital babe with two blazing pistols. And there lay the core of Core's problem—how do you make strides in gameplay without alienating the Lara-lovers? Is it possible to innovate while hanging onto a legacy? Can you really be a Tomb Raider without having any tombs to raid?



As she moves through Paris, Lara interacts with characters via dialog trees, trying to use her verbal magic (or verbal abuse) to get the information she needs.

Back when Tomb Raider: The Angel of Darkness was just being whispered about as "the new PS2 Lara Croft game," Core Design spoke of some radical prospects for Lara's first next-gen adventure, calling it "much darker," citing nonlinear masterworks like Deus Ex and Shenmue as inspiration, even dropping hints that the game would be so different that it wouldn't be called "Tomb Raider." But that was then...and this is now. And the game is called Tomb Raider. So what, exactly, is this Angel shaping up to be?

The first third of the game focuses on jaunts into the European criminal underground as Lara works with the scum of Paris to clear her name, gets involved with some shady art dealers, and figures out who, exactly, is responsible for her predicament. It's here that most of the "new stuff" you've been hearing about comes into play. Since Lara is gun-less, stealth plays a big role in getting around; she spends a lot of time peeking around corners and taking down pesky cops by sneaking up behind them, or engaging in hand-to-hand combat when necessary. No, it's not as deep as Deus Ex or as complex as Metal Gear Solid, but then again, it's not the whole game, either.



Lara's auto-targeting is still forgiving, eliminating the need for lining up shots.

Eventually (once Lara gets her guns), The Angel of Darkness turns into a more traditional Tomb Raider adventure. Even though she may be crawling through sewers or infiltrating the Louvre like Sly Cooper, she's still jumping, shimmying, and switch-flipping to get the job done, two guns blazing all the while. The arsenal of moves you've come to expect is entirely intact as Lara jumps, hangs from ledges, and swims just as she always has. Moving around is accomplished using either the analog stick or the directional pad; holding down L1 still puts Lara into her "walk" mode so that she can't accidentally fall off ledges when lining up the game's notoriously tricky jumps.

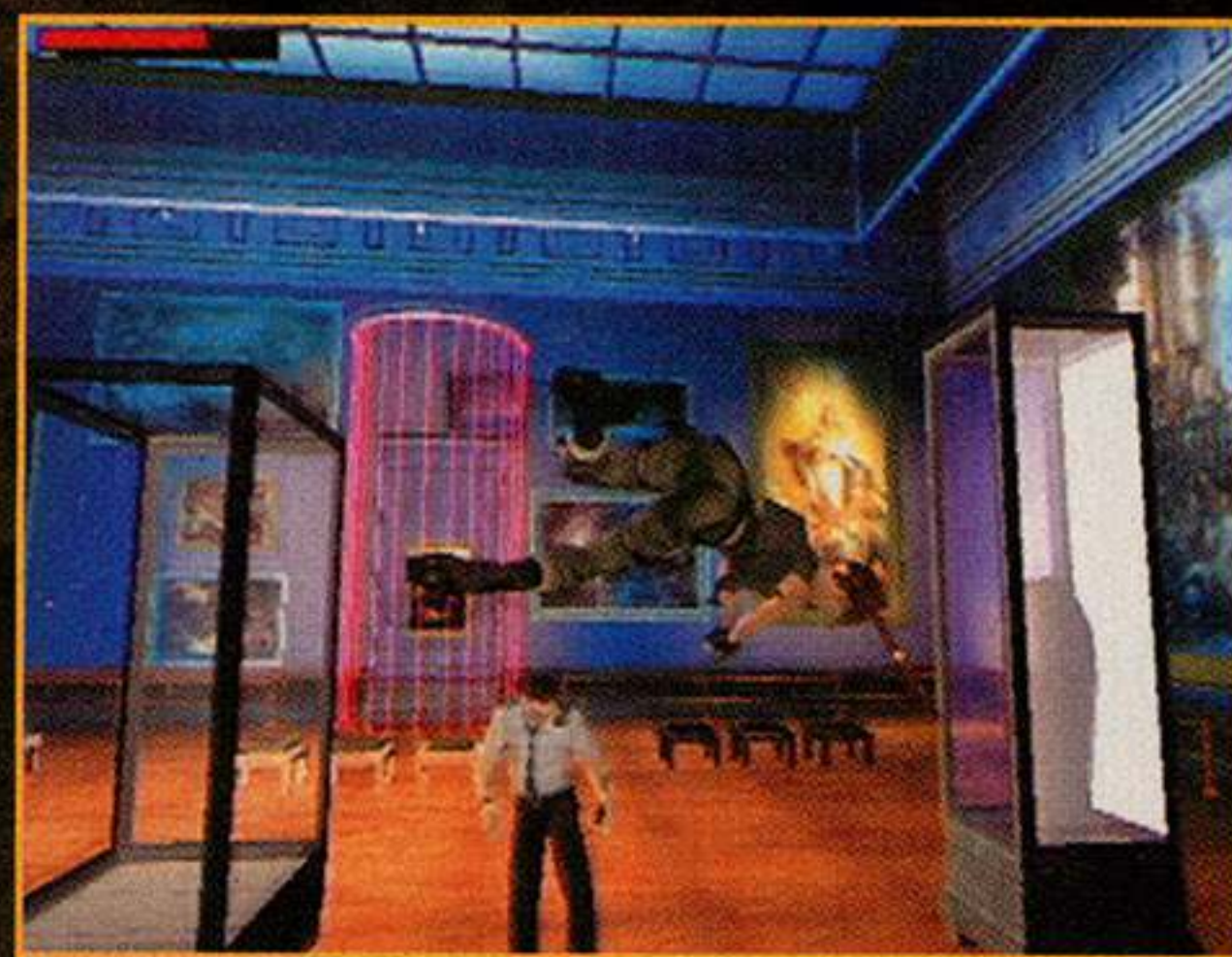
A pseudo RPG-ish "body upgrade" system lets Lara jump higher, swim longer, and shimmy further after she accomplishes certain tasks.



Ah, Paris, a city of questions. Like who is the mysterious Bouchard? And what—if anything—does he have to do with The Monstrum?



'Twas a time when the game wasn't even going to be called Tomb Raider...could a new movie franchise possibly have changed that?



Can a Lara divided against herself stand? Much less backflip, dive, and shimmy across ledges?



The traditional "tutorial" that usually takes place at Croft Manor instead takes place in a dingy, rainy alleyway patrolled by police.



After working with Kurtis throughout the game to thwart a common enemy, you get to play through one vaguely Silent Hill-y (or Resident Evil-ish) level as him later in the game.



CONTINUED ►

Later on, the gameplay takes yet another turn—best exemplified by the level in which you control Kurtis, the other, non-Lara playable character. His mission plays out as a creepy survival/horror action romp as he takes on a mental hospital full of whacked-out zombie-like patients bearing razor-sharp claws. Kurtis has psychokinetic powers and a Krull-like razor disc at his side...but then again, who doesn't?

Film noir criminal activity involving art dealers, ancient ruins under Prague harboring long-dead warriors, and zombie sanitariums...it's obvious that in figuring out what direction to take Tomb Raider, Core decided to take it in every direction. How it will all tie together in the final game is still a mystery—but no doubt Core will use gamers' reactions to the wild tone shifts as a yardstick for what to do next.

Relics and Prophecies

No matter what the finished result, Core already gets major kudos for the graphics in *The Angel of Darkness*—the developer has been working on the environments in the game since day one, and it shows. The levels look awesome with supremely detailed textures, tons of variety, and none of the cookie-cutter level design that plagued the original.

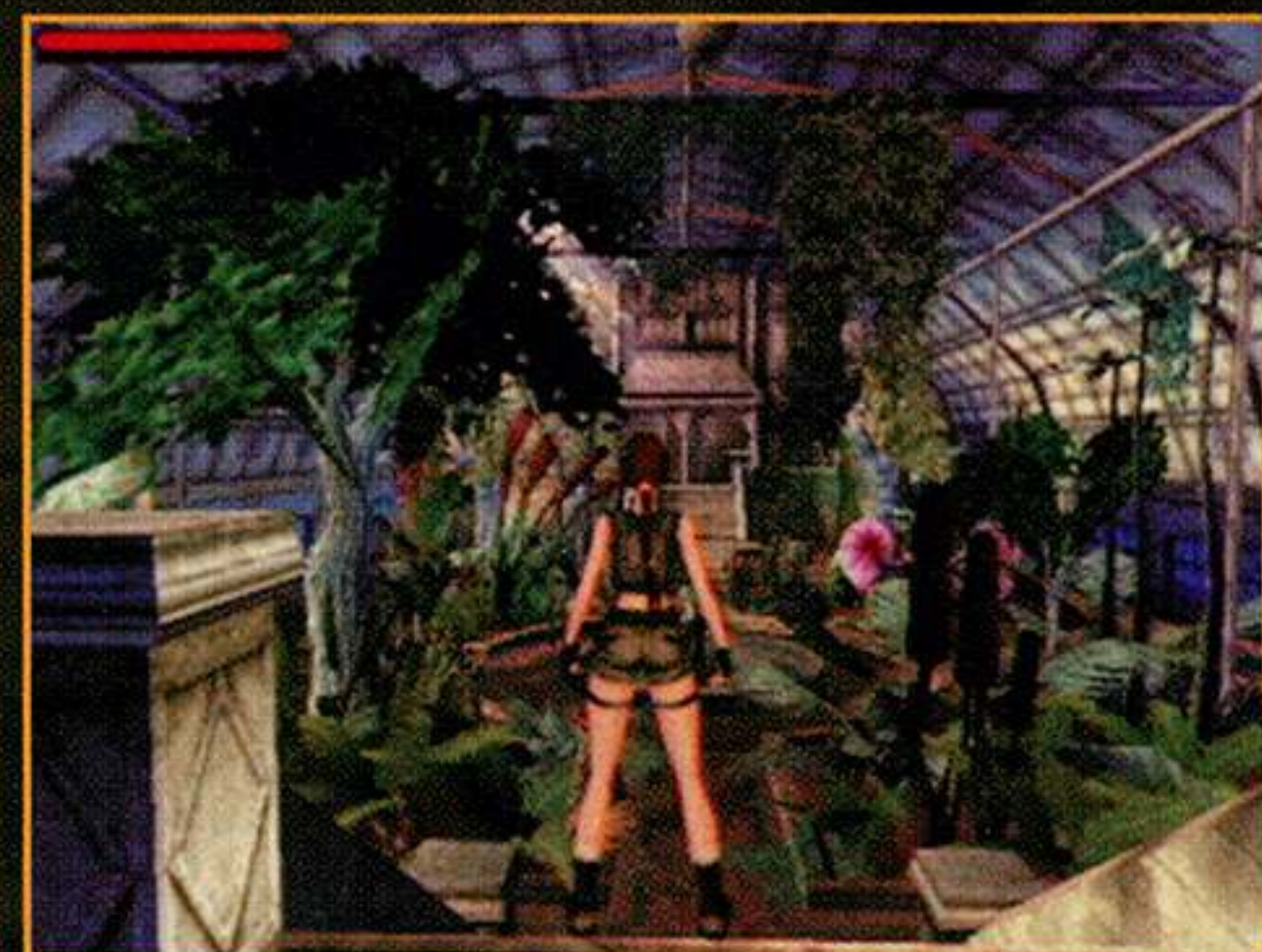
As things stand now, *The Angel of Darkness* looks like it may slip further from its last projected ship date of mid-April since Core is still in the process of tweaking the controls and weaving together all the pieces of the game. But Eidos knows that if Lara's got any chance of making a comeback, a rush-job isn't the right way to make it happen. It takes a lot of time, effort, and sheer cosmic energy to reignite a superstar.



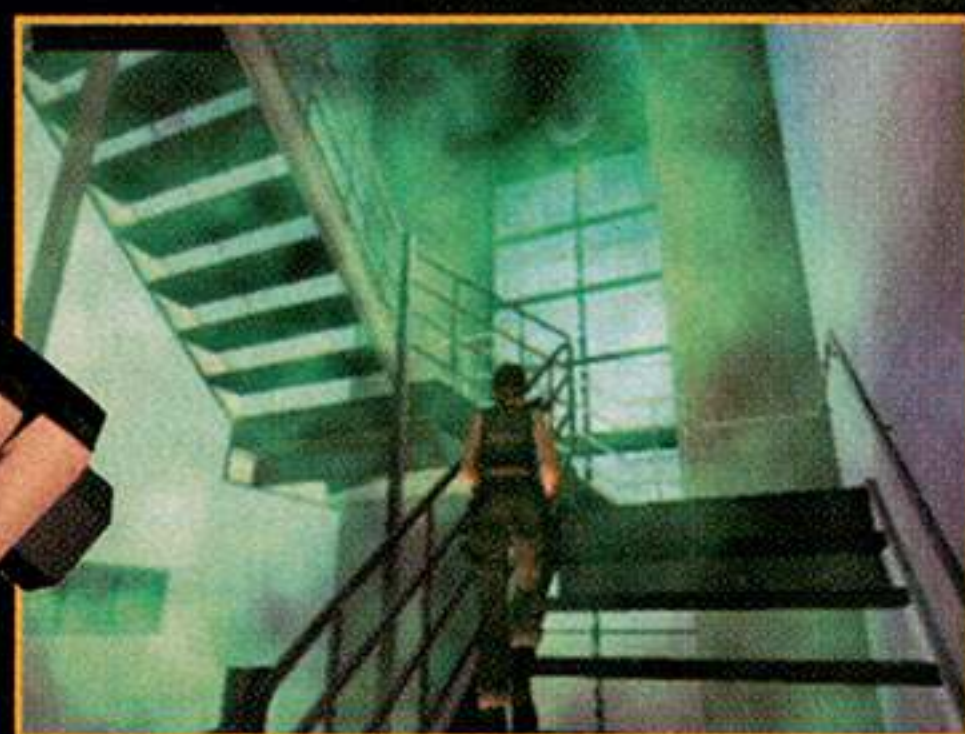
Laser security systems and glass cases containing modern art replace the swinging sword traps and ancient stones Lara's used to.



Okay, so maybe there are still a few supernatural-warrior-infested tombs to raid here and there. Hey, Europe is a very old continent.



See if you can spot Lara in this heart-stoppingly gorgeous environment. It's tough—her beauty blends right in!



The new Lara's standard animations retain a lot of their old flavor, but new routines like climbing stairs look particularly great.



Angel of Darkness's plot is much more story and character driven. Here, Lara gets tangled up in an underground fight club of sorts.



Lara's arsenal includes her trademark pistols, a shotgun, a Desert Eagle, and a speargun for when she's underwater... but she also can use her fists if need be.

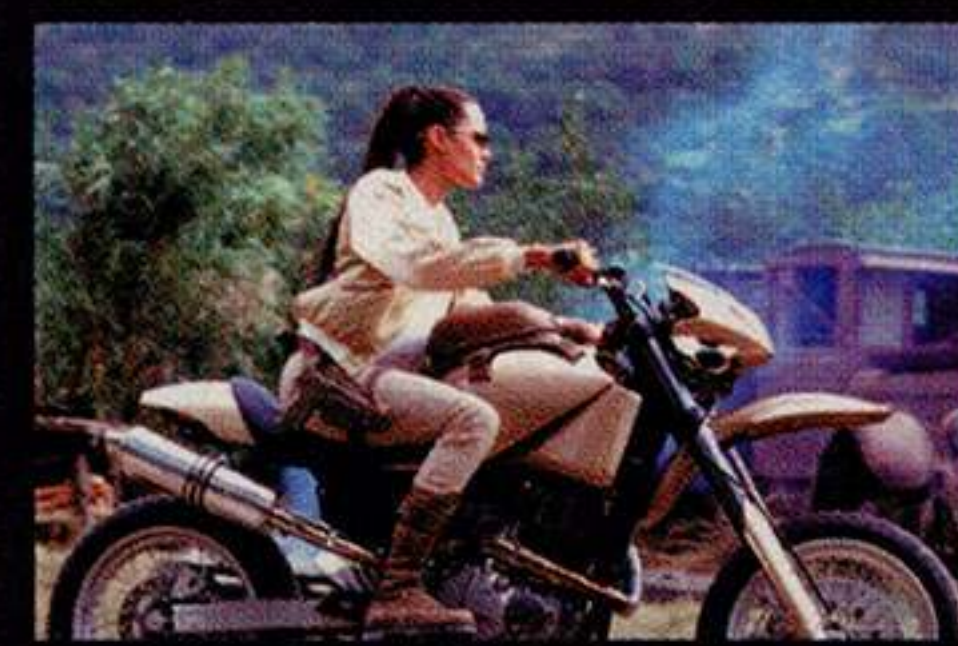


A Moment with the Analog Lara

The PS2 isn't the only place Lara's trying to make a comeback—this summer, she returns to the big screen in *Lara Croft Tomb Raider: The Cradle of Life*, opening nationwide on July 25. In the movie, the analog Lara goes on a hunt through Hong Kong, Kenya, Greece, and even a live volcano in Tanzania to find Pandora's Box and The Cradle of Life, the mythical spot where all life on Earth began.

Angelina again does her own stunts in the film, and had to learn a ton of new tricks: "I learned Kendo. We rappelled upside-down for a scene. I learned to ride a stand-up jet ski in Greece. We incorporated a rifle drill, trick horse riding, even spinning a shot gun," she says. There's even a big, expensive underwater action sequence near the movie's climax.

So what does the future hold for Angelina? She'll be providing the voice of "a bad fish" in the upcoming animated underwater mob comedy *Sharkslayer*, and says that she'd love to play pioneering aviatrix Beryl Markham one day. But will there be a *Tomb Raider 3*? "If the audience wants it," says Angelina, "and we're sure we could do something original with it." A good philosophy to have for any series, really.



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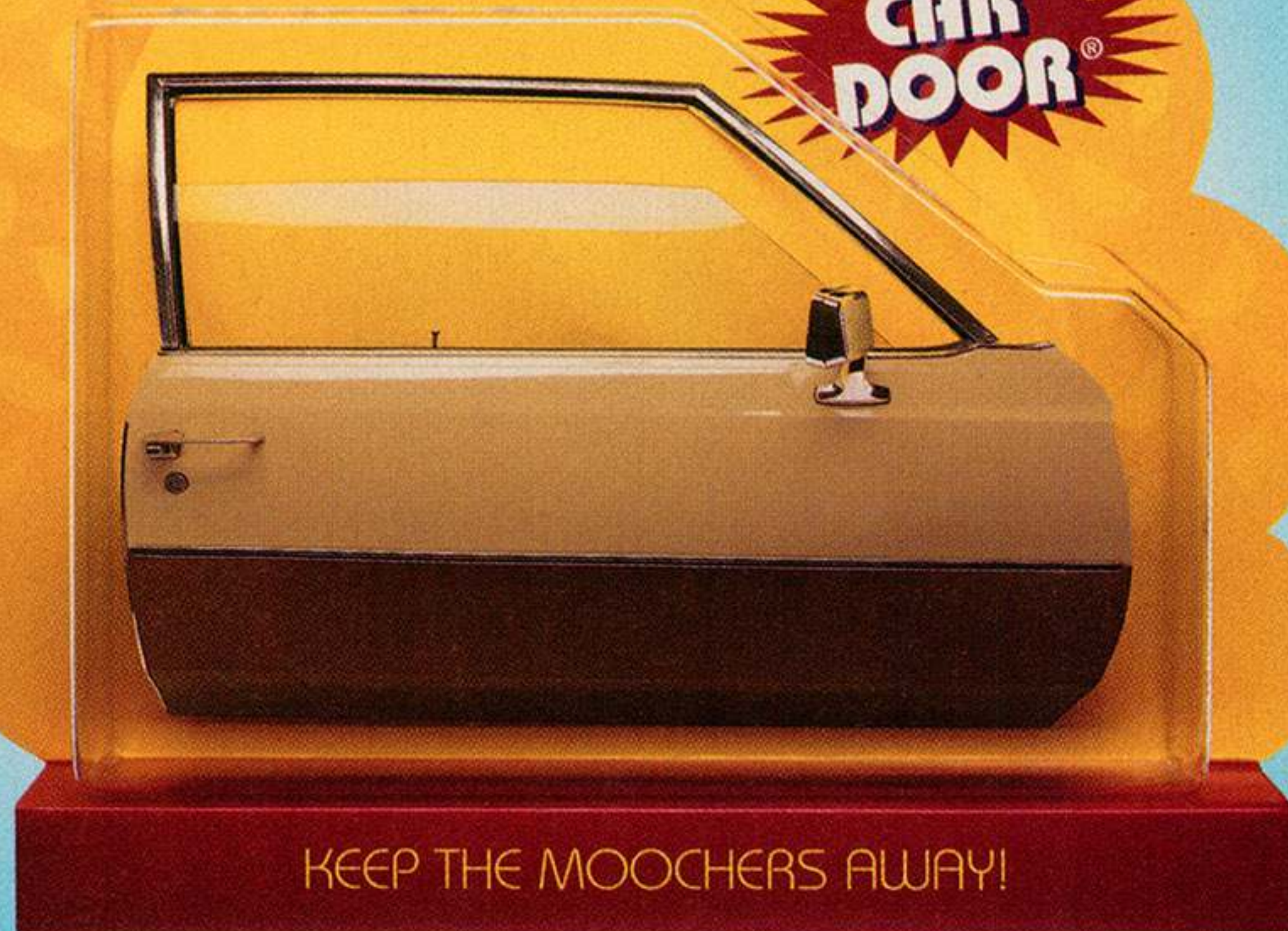
3. Roll up window.



4. Keep Juicy Fruit!

NEW!
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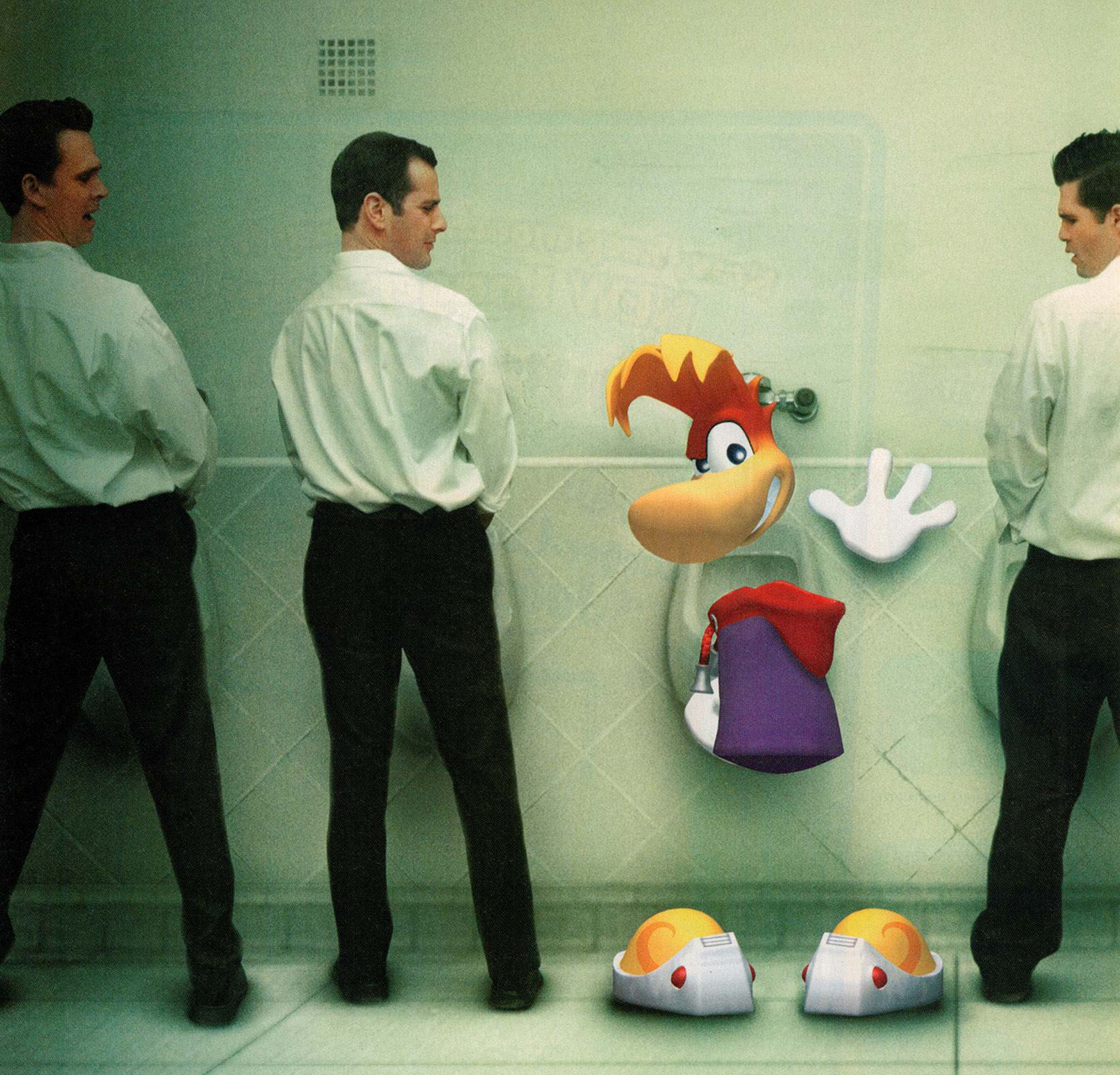
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DOOR**



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Gotta Have
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Sweet?





no arms. no legs. huge features.

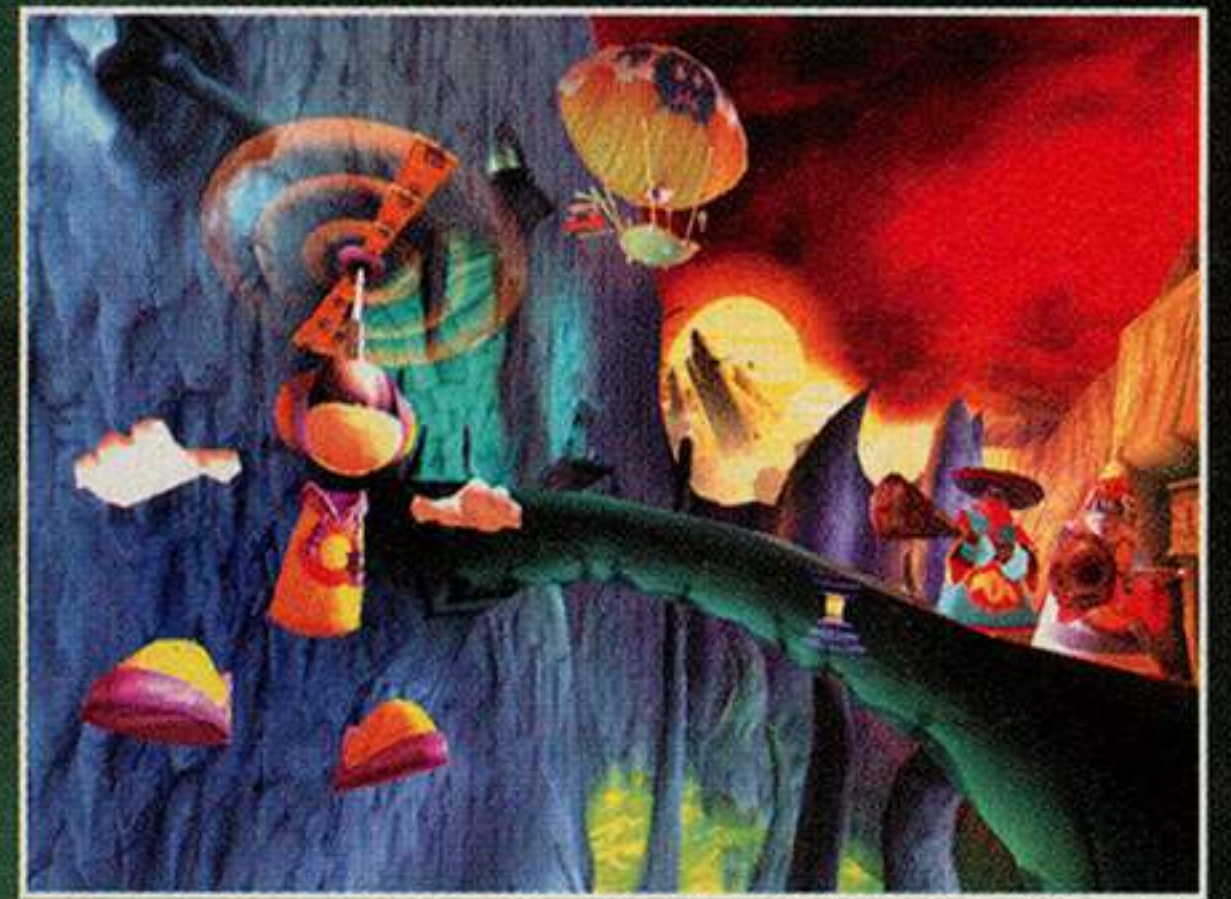


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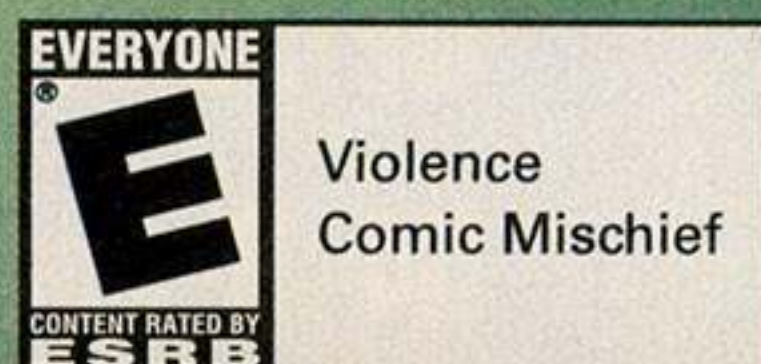
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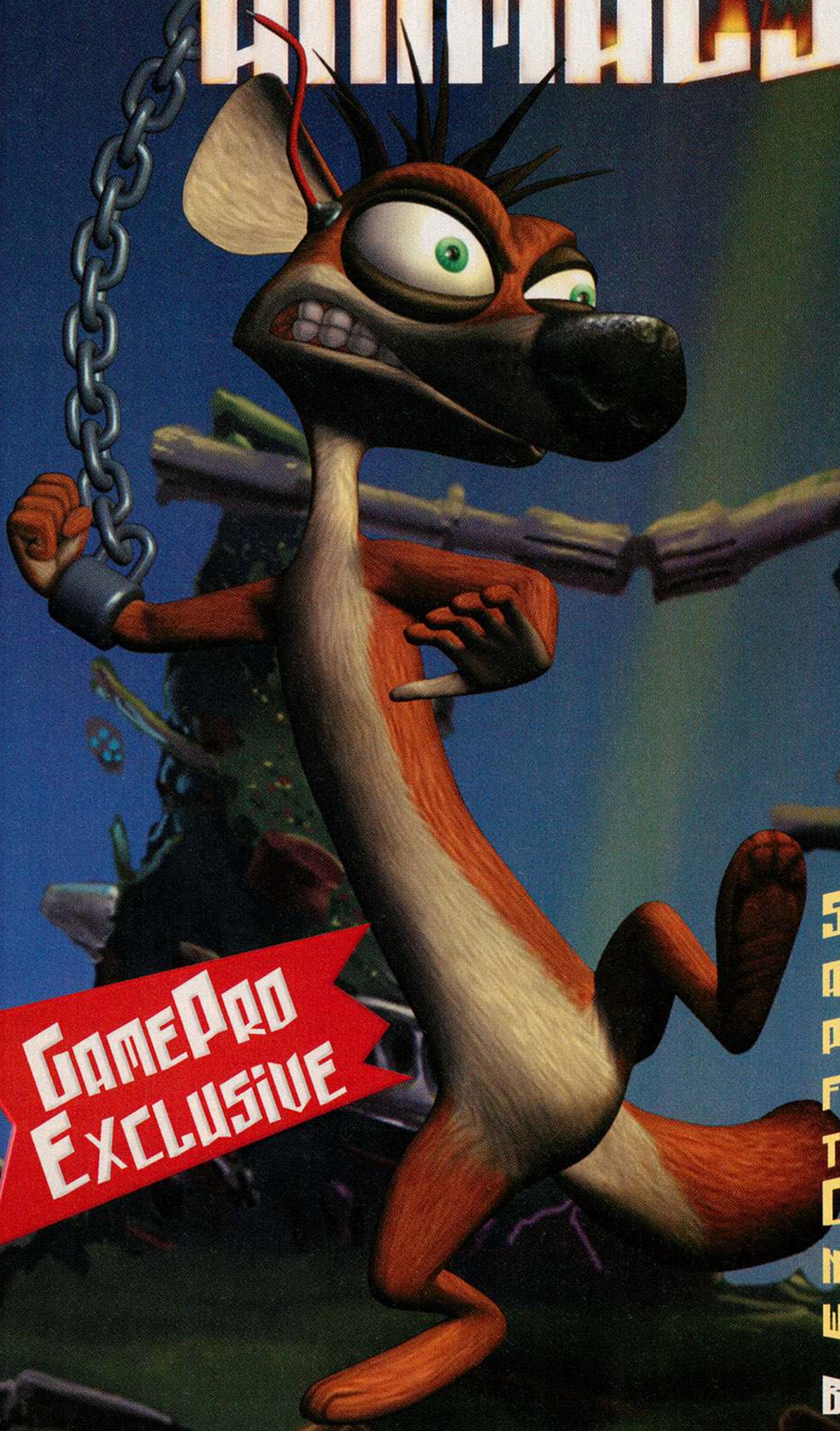


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By D-Pad DESTROYER

CRYSTAL DYNAMICS KNOWS a thing or two about action and adventure. Having wrapped up the latest titles in its Legacy of Kain saga, the developer is setting out to claim new territory with its cartoon action/adventure, tentatively called Chain Gang.

ROLL WITH THE NEW

Before you roll your eyes and say, "Great, another cute platformer," the developers want to alleviate your fears. "As a team, we were tired of how unoriginal and played-out most games within the genre have become," says Lead Designer Noah Hughes. "We have striven to not blindly follow others' lead, while still

learning from their mistakes." According to Level Designer Cory Stockton, "This is a very, very crowded genre, and most of it is filled with cookie-cutter copies of the same games that come out year after year. We knew right off the bat that we would fail if we did that."

But who are Spanx and Redmond, and what makes them different? Spanx (a crazy weasel who debuted in Mad Dash Racing) and Redmond (an uptight rabbit) are imprisoned in an animal-testing facility. They're chained together in a cage and are on their way to certain doom in the Genetic Recombinator when chaos erupts and they manage to escape. "So begins an adventure," says

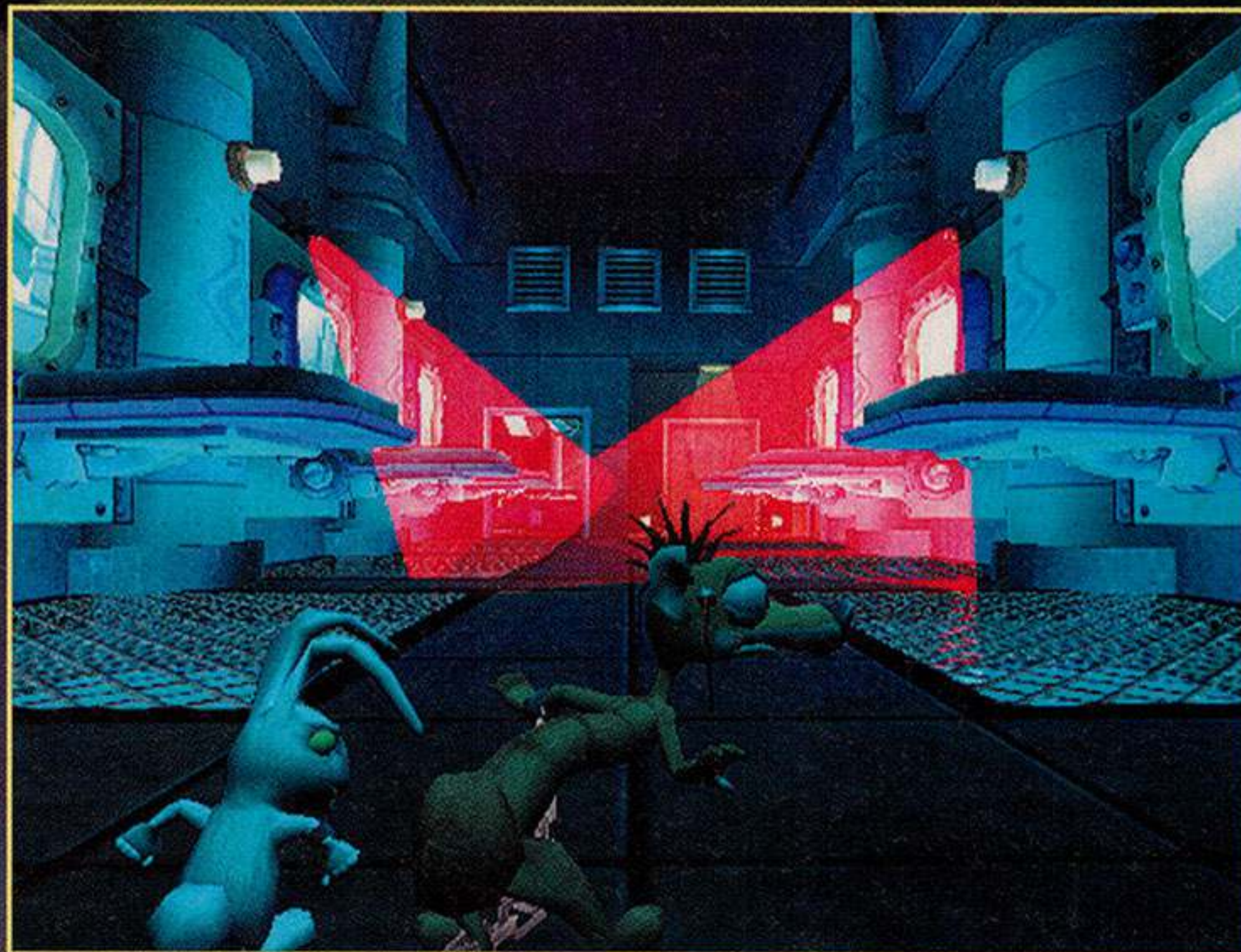
Hughes, "where the pair will

make lots of enemies and several allies while trashing a whole lot of stuff along the way, and eventually sticking it to the greedy corporation behind their imprisonment."

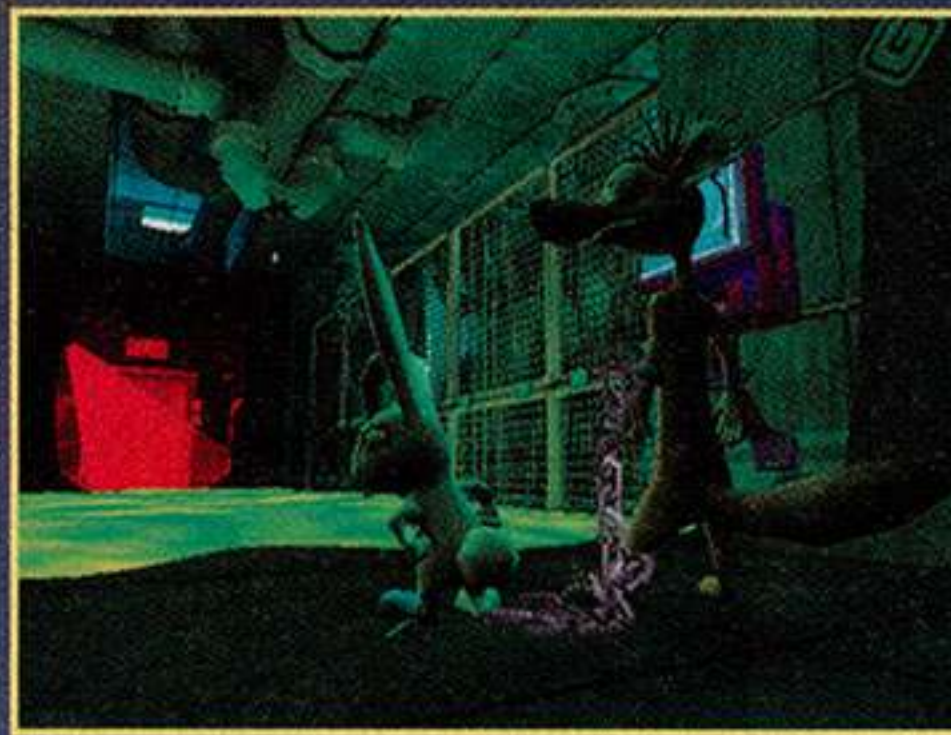
CHAOS THEORY

Hughes continues, "Picture if you will, a flaming rabbit on the end of a chain hitting a rent-a-cop, who combusts and runs into a lab-geek, who lights and runs too close to a pressurized tank, which explodes sending him through a window releasing two test-monkeys, who chase the containment specialists that just arrived since the first guard slapped an emergency button and triggered a security alert, as chairs fly about the room smashing into expensive equipment, which end their existence in a flash of shorting circuitry much to the delight of a mad little weasel."

A lot of what makes the game so interesting is its approach to humor and chaos. Whereas most platformers feature snide remarks and wisecracking characters, Spanx and Redmond go a bit farther with the kind of madcap craziness you'd expect from a crazy weasel dragging a rabbit on a chain. Producer Alex Jones describes the insanity: "The environments we present to the player are like dry leaves and tinder, and then we put them in charge of these two comically mismatched characters, who together are like a match and lighter fluid. The result of this mix is like a carnival of chaos and destruction that I think players of all ages are going to love."



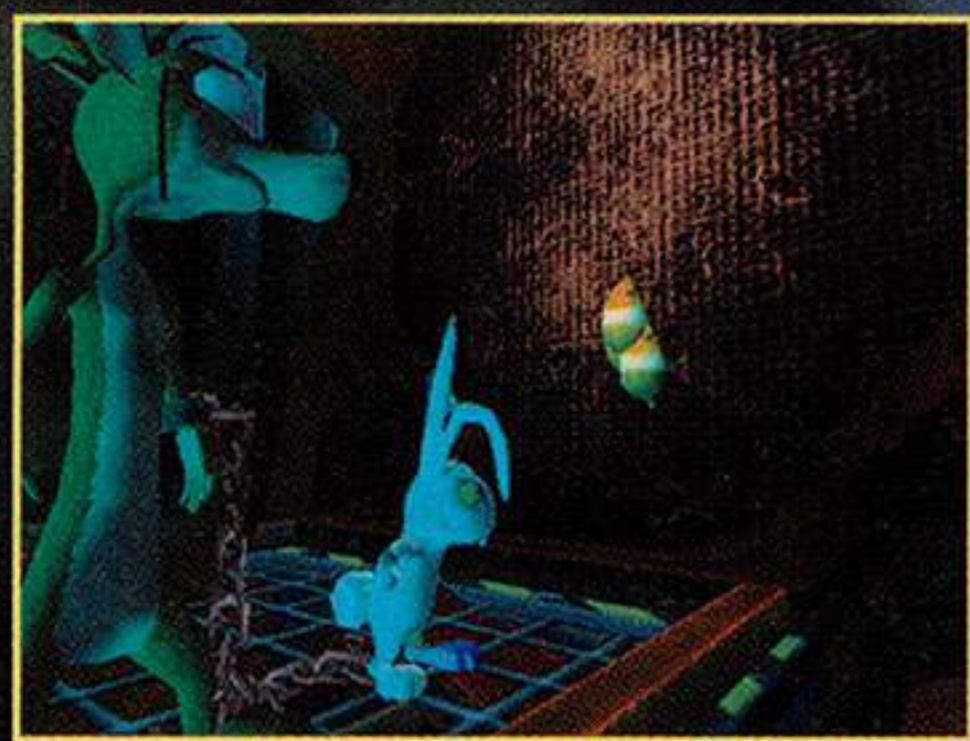
The game features stealth, but not the way you think. "We came up with the concept of Stealth-lite, where we do have stealth setups where avoidance is the goal, but the pacing is fast and urgent," says Level Designer Cory Stockton.



Ack! Green goo! "One of the pitfalls visually in our genre as far as I'm concerned is poor lighting," says Art Director Scott Anderson. Crystal's hoping to fix that with this game.



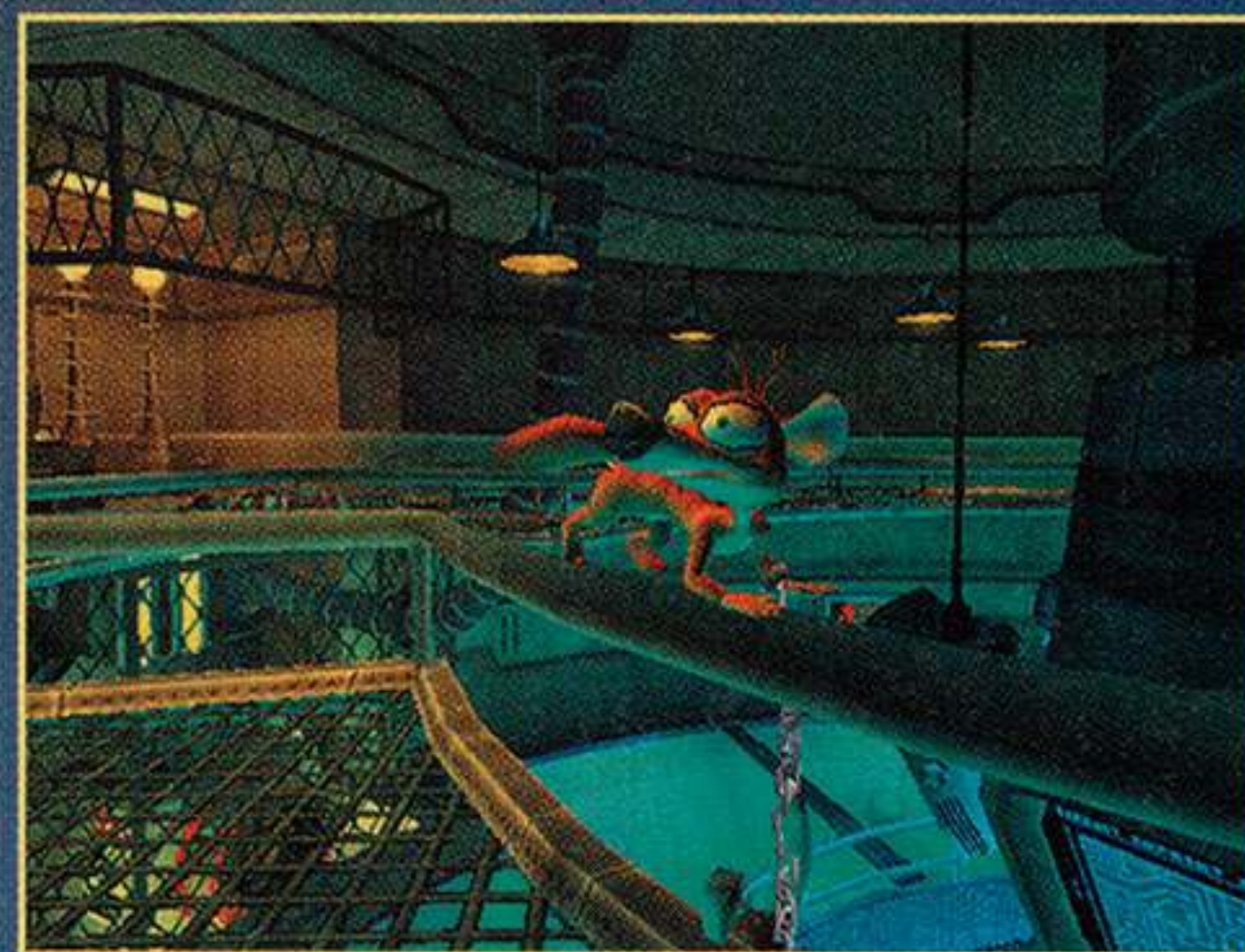
The enemies are cartoony, but they're mostly human. This Hazmat guy is there to mop up chemical spills and kick some weasel ass.



Instead of fire jets randomly shooting out of the wall, you might see, say, hamsters being fired at giant Velcro patches as environmental hazards.



Redmond is by far the smarter of the two, but since Spanx is bigger, he gets to drag the bunny around—much to Redmond's chagrin.



Being a weasel, Spanx can scurry through areas no one else can reach. Look closely, and you can see Redmond dangling from the chain below him.



You can put Redmond in various machines to make him into a more powerful weapon. A fire machine turns him into a flaming flail, while a helium machine might make him into a hot-air balloon so you can reach high-up areas.

CONTINUED ►

WEASEL RAMPAGE

Almost every game in the genre features certain cliches, from collecting tons of random items to silly objectives that have no impact on the game's story. Here, rather than searching for "orbs," you're charged with destroying corporate property and freeing imprisoned animals—and you don't really have to do any of it to win. Any animals you free will help you in certain places by distracting enemies or even lending a hand against a boss.

Combat also features more in this game than in other games of the type. "Way too



Swinging a rabbit on the end of a chain as a weapon is, to say the least, creative. Don't worry, Redmond's okay; he's been rendered invulnerable by all the hairspray testing he underwent in the lab.



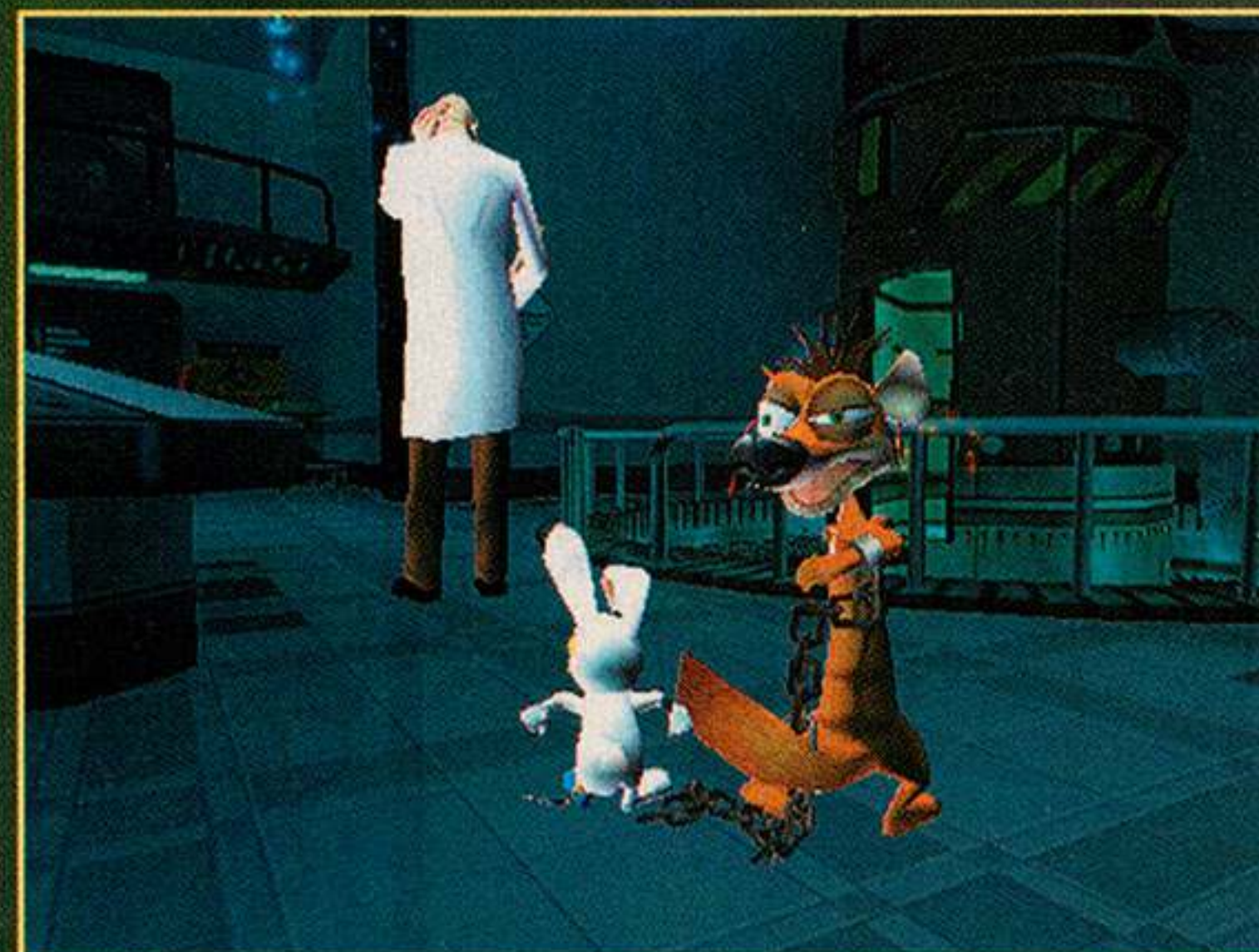
The levels in the game range from the startlingly normal to the insanely bizarre. This screen shot comes from one of the latter.

"WE ARE NOT MAKING OUR VERSION OF SOMEONE ELSE'S GAME BY SUBBING IN A WEASEL."

many platform games feature one-hit-kill enemies with no skill," says Stockton. "We wanted to make the combat work on a couple of different levels: We wanted you to be able to take on one powerful enemy and use combos and auto-targeting, and we also wanted you to be able to take on 10 guys at a time and wreak havoc!"

CRYSTAL CLEAR VISION

Tossing innovation into a tried and true genre is always tough, but it looks like Crystal Dynamics and Eidos might be on to something here. "This is a game that is true to itself," says Hughes. "We are not making our version of someone else's game by subbing in a weasel. Our goal is to provide a humorous, action-filled experience that takes the player on an adventure with heart and soul. If in the process we encourage other developers to stop walking so closely in each other's footsteps, then that would be great, too."



Alex Jones, producer: "Most of the other games that we will be compared to have smart-aleck, one-liner type humor, which is fine—but what we are doing will hopefully play on multiple levels, not unlike *The Simpsons* or *Ren & Stimpy*."

BUILDING CHARACTER

"Spanx is a crazed weasel, and Redmond is an uptight rabbit. Oh yeah, and they're chained together," says Lead Designer Noah Hughes. "Based on their size differential, Spanx is the one running the show. This is not a comfortable position for Redmond, whose usefulness generally boils down to being a weight on the end of a swinging chain." Sounds interesting, but how do you design a game around that?

"The challenge I set for myself in designing the look of the characters," says Lead Character Designer Ben Harrison, "was to try to nail a style that bridged the gap between 'cartoony' and realistic. More and more it seems, the games that do well—with a few exceptions—have art styles that are more grounded in realism. So what we are hoping to achieve with the characters and the art style in general is for the game to give the player a level of believability and detail that you associate with a more reality-based look but then tweak it, exaggerate it, and stylize it to make it fun."

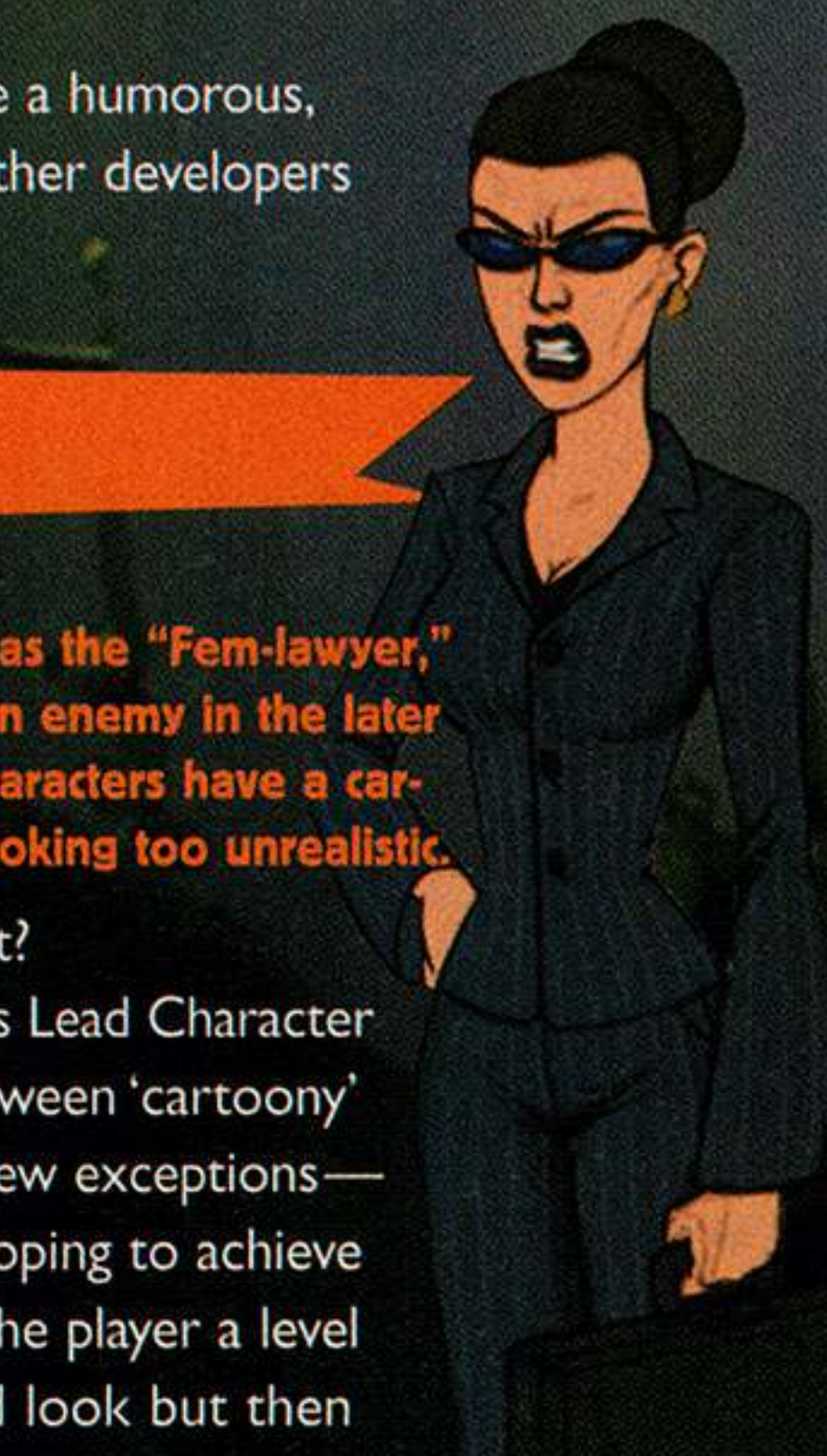
Spanx and Redmond run around in a huge facility in a surreal version of our world with security guards, janitors, and other "realistic" enemies instead of your typical wacky cartoon enemies. For the facility itself, the designers are taking a similar approach. You'll find everything from sewers to a lavish executive office and a rocket assembly area, all filled with breakable objects. "Everything from computers to soda machines," promises Art Director Scott Anderson. "We want some of our environments to feel practical and normal, and then others to be just way huge or filled with bizarre machines."



Here's the concept art for the Hazmat guy. Concept art changes in the transition from artwork to in-game character but usually not a whole lot.



This trash pile certainly leans toward the surreal. This is a piece of concept art the designers will turn into an actual level in the game.



Affectionately known as the "Fem-lawyer," this femme fatale is an enemy in the later stages. The human characters have a cartoony look without looking too unrealistic.



Another surreal location. Every level in the game takes place in one gigantic facility, but the variety in the levels is still incredible.

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Comic Mischief



PlayStation 2



GAME BOY ADVANCE

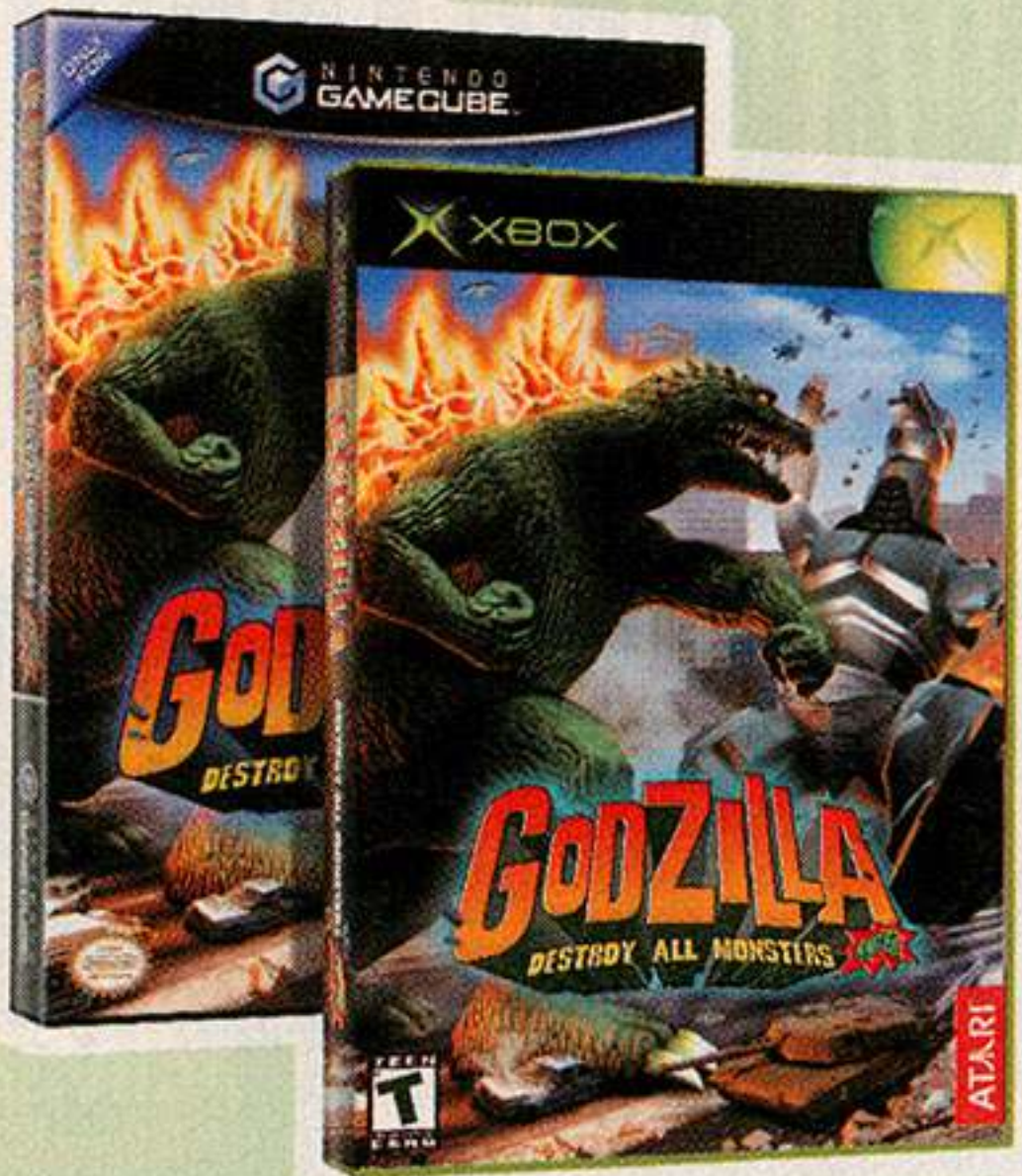
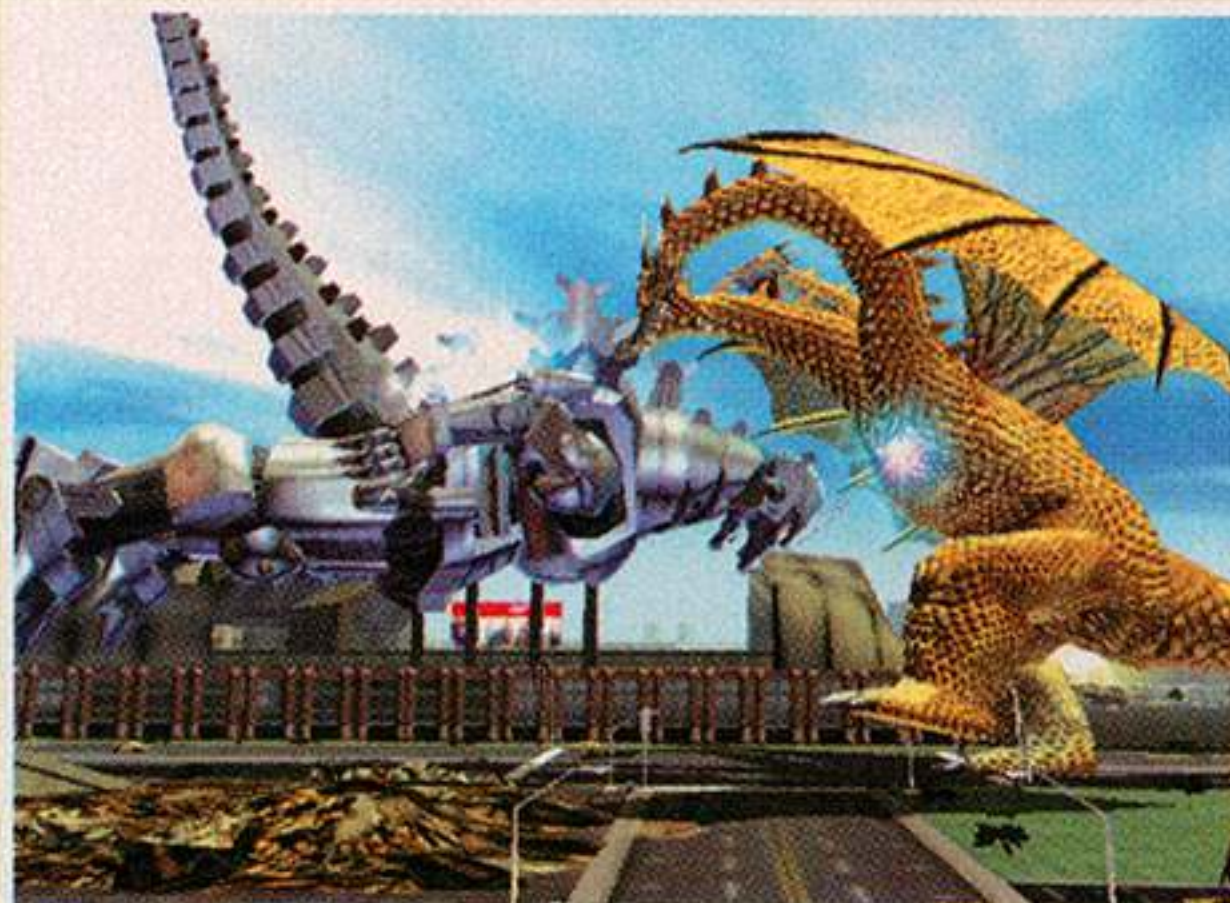
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メカゴジラ

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TWIN LASER CANNONS HOUSED IN THE MOUTH, SHOULDER MOUNTED ROCKET LAUNCHERS, MISSILES MOUNTED ON THE BACK AND THE "ABSOLUTE ZERO" CANNON.

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E3 Extravaganza

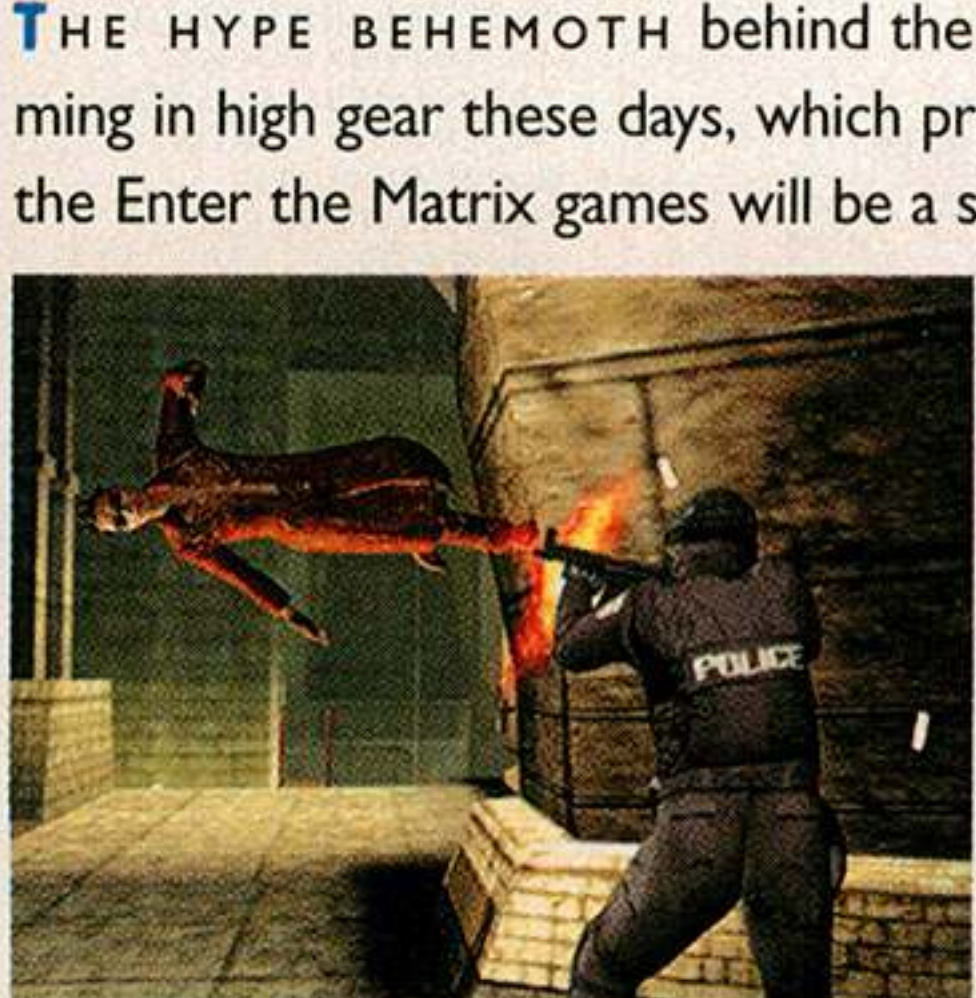
The hardware is stable. The industry is successful. No more messing around! This year, the Electronic Entertainment Expo will be all about the software. Take a peek at what's in store for the coming year.

For more information on these games and expanded E3 coverage, check out GamePro.com

PLAYSTATION 2



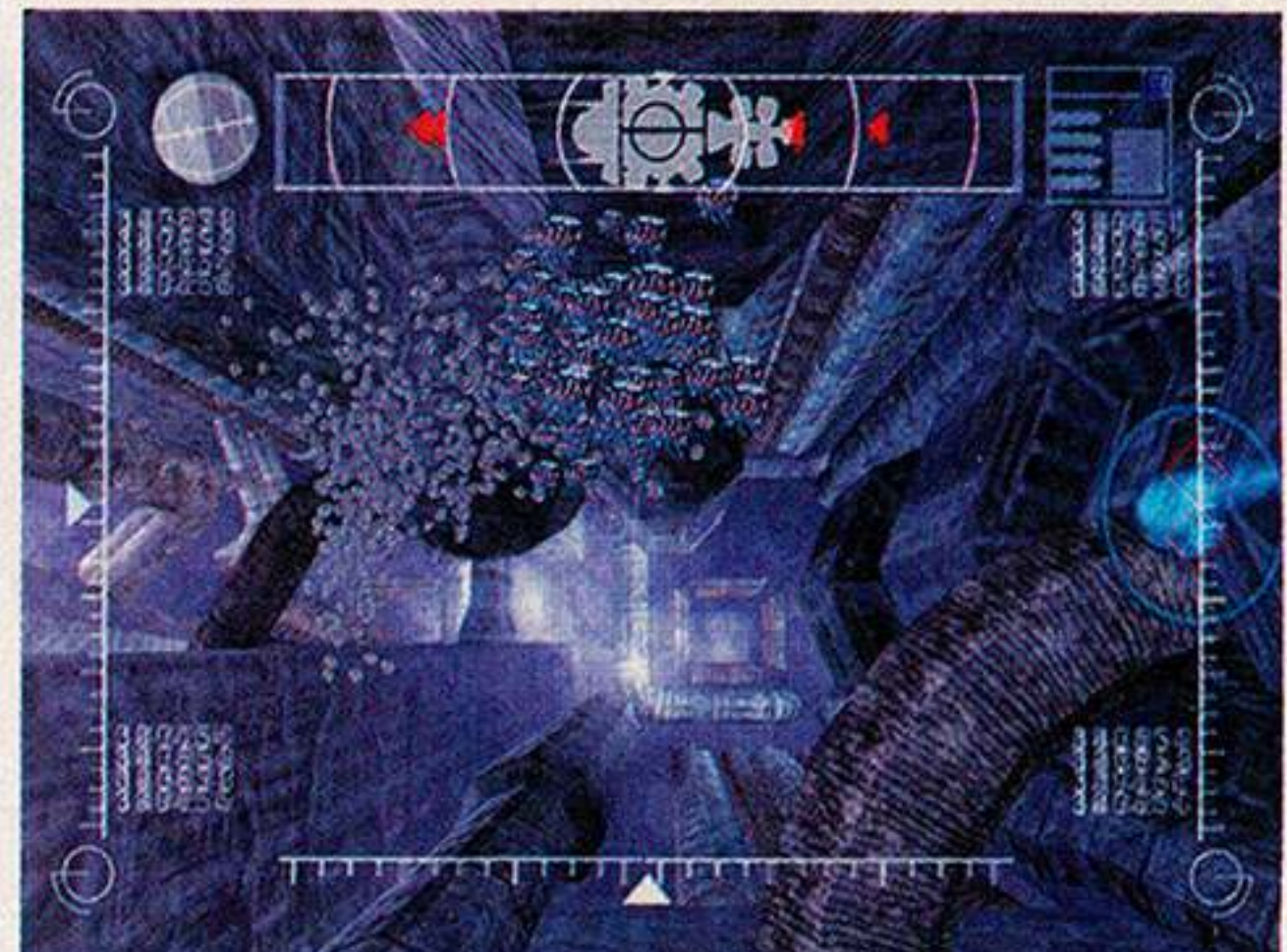
Enter the Matrix



THE HYPE BEHEMOTH behind the Matrix franchise is humming in high gear these days, which pretty much guarantees that the Enter the Matrix games will be a smash hit. After playing an unfinished preview copy of the PS2 version, it seems safe to bet that—if measured solely as an action game—Enter the Matrix will be the sort of average game that badly needs a spectacular story to make it worth playing. Fortunately, it has just that, packing in an hour of FMV shot by the directors and actors from the movie, along with a second hour of in-game cinematics scripted by the directors. With that in tow, the game should easily be worth playing through.



And the action element does shine brightly—it's easily the best part of the preview version. All the brawling has that slightly unreal feel that's typical of the Matrix, and it's easy to quickly unleash torrents of kung fu badness. It's beautifully appropriate that the game has the best use of bullet time ever in video games, and all the crazy moves you can pull off will have players cackling in glee. Even the little touches will be a treat for Matrix fans as they face such moments as squaring off against agents, fleeing sentinels in the real world, or trying the ingenious hacking mini-game.



The downsides are threefold: Overall, the action feels repetitive and simplistic, the controls feel troublesome at first, and the average graphics and animations don't sizzle like they should. Hopefully, Shiny will be able to whip those elements into shape before the game's released, but even if it doesn't, Enter the Matrix looks solid and exciting enough to deserve the attention it's destined to get.—*Air Hendrix*



■ Developed by Shiny ■ Published by Atari ■ Target release date: May



Jak II

TWO YEARS CAN change a person; for Jak, two years locked up in a jail cell has given him a new priority—revenge. This September,



you'll witness a darker side of one of Sony's legendary heroes as Jak and his furry sidekick, Daxter, perform vindictive reciprocity against minions in a futuristic world.

Jak and Daxter's story starts immediately after the first J&D game. The duo travels to the future, where Jak is captured and sent to incarceration. Jak's two-year stay in isolation involves countless tests with Dark Ico, an element that turns his body into an abnormality. Daxter eventually frees Jak, and their adventure begins. Much of Jak II's gameplay (3D platform hopping)



remains the same as that of the first adventure but with additional moves for a now-mature Jak. He now uses an upgradable gun and hover board, but still possesses a vast array of jumps, punches, and kicks—along with a brand-new set of moves when he's fully powered up with Dark Ico. Revenge can be sweet.—*Four-Eyed Dragon*



■ Developed by Naughty Dog ■ Published by Sony ■ Target release date: September

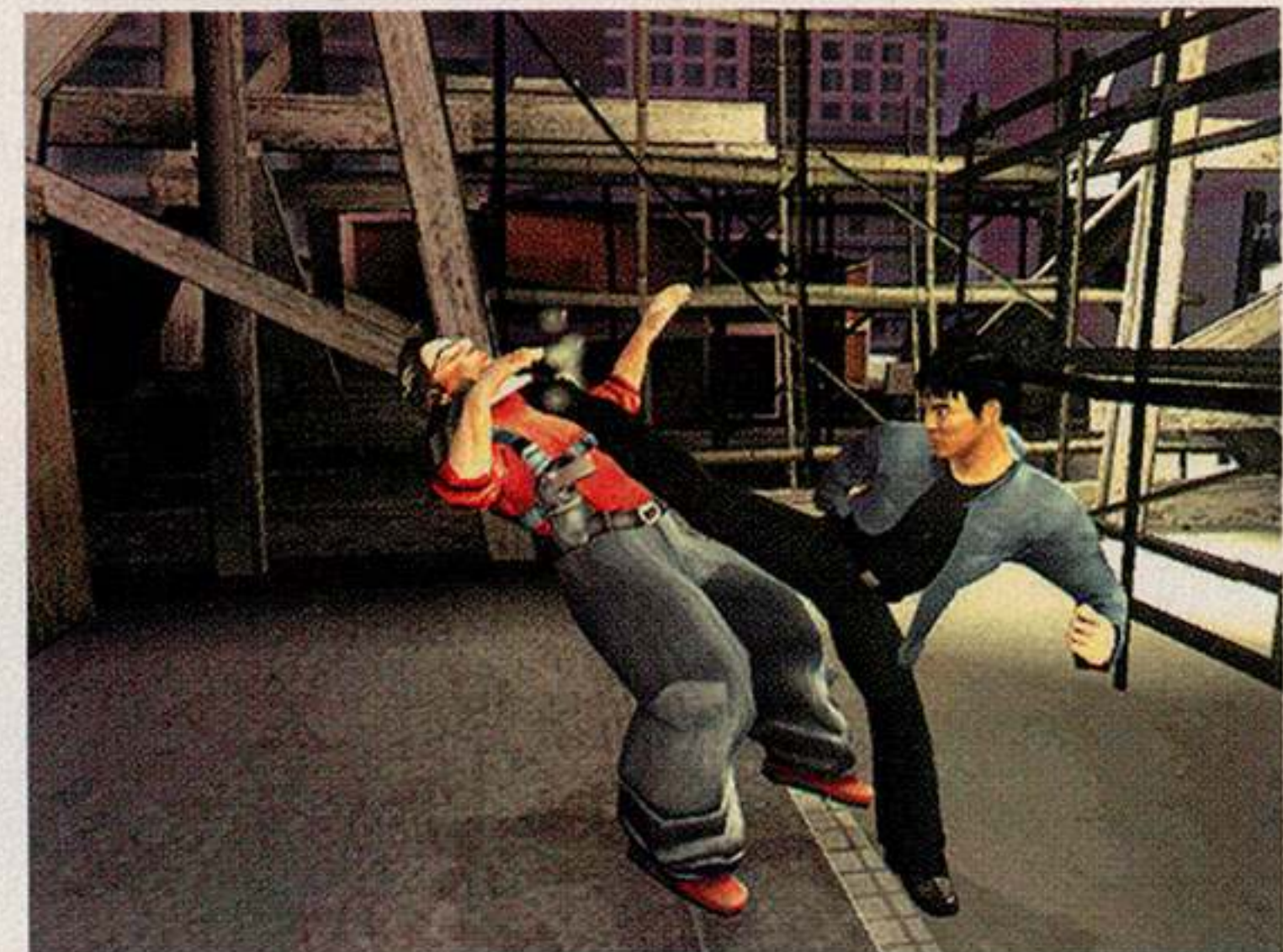
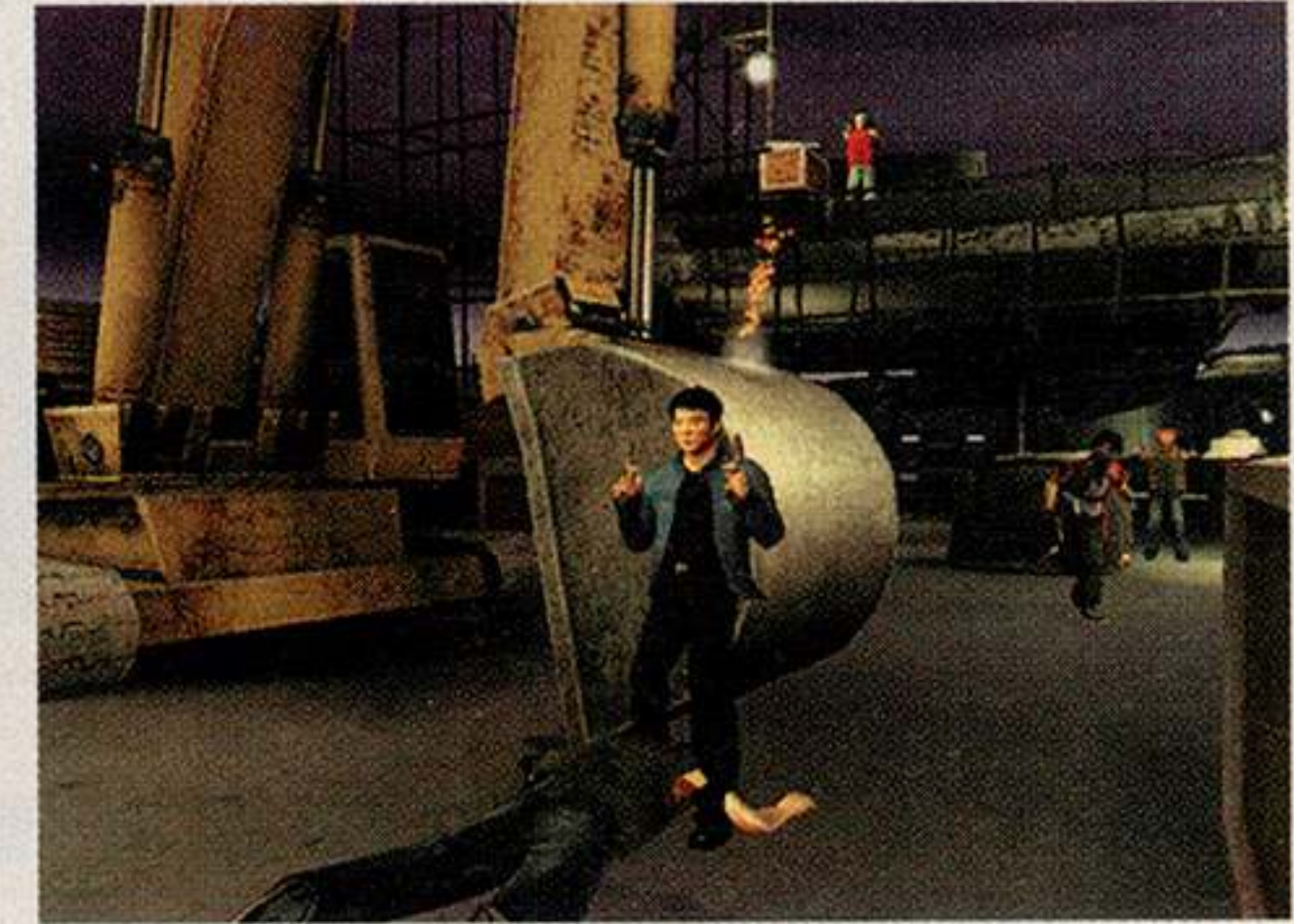


Rise to Honor

JET LI HAS made a name for himself in martial arts cinema; now, he's about to get even more interactive in Sony's Rise to Honor. In the game, you play as Kit Yun, a trusted bodyguard for a powerful crime boss. But as the boss dies from an assassin's attack, he whispers a message to Yun that must be conveyed to his estranged daughter. To fulfill his boss's dying wish, Yun becomes the hunted in a twisted web of hidden agendas, honor, and duty.

Li has been completely motion-captured for this all-out action game that shows off some of his signature moves. You can take on enemies using a unique 360-degree martial arts system that includes combos, counters, and super strikes. To make this game feel even more like a thrilling cinematic movie, legendary action director Cory Yuen is choreographing the fight scenes.—*Four-Eyed Dragon*

■ Developed and published by Sony ■ Target release date: Fall 2003



Resident Evil: Dead Aim
Target release date: June



Resident Evil Online
Target release date: Fall 2003



Pitfall Harry
Target release date: Fall 2003



MTV's Celebrity Death Match
Target release date: Fall 2003

Dragon Ball Z Budokai 2
Target release date: December

Castlevania
Target release date: Fall 2003

SSX 3
Target release date: October

Viet Cong
Target release date: Fall 2003

Medal of Honor Rising Sun

THE WAR'S NOT over yet for the Medal of Honor franchise, and starting this year, the action shifts from the battlegrounds of Europe to the jungles and islands of the Pacific theater, beginning with Medal of Honor Rising Sun. You play as one of the many thousands caught in the surprise attack on Pearl Harbor, and you must escape from a sinking battleship, manning a mounted machine gun to take out dive-bombing Japanese Zeros. You then ship out to the Pacific and are drafted into the OSS to help prevent a nefarious Japanese plot. Other levels are set in Guadalcanal, Burma, Singapore, and the Philippines, where you often fight alongside (but won't control) squad members. Levels always have



multiple paths and routes as well as secret areas, which EA hopes will create a less linear feel. Excellent multiplayer options mean two players can go through all 10 single-player levels in cooperative split-screen play, while four players can dive into split-screen deathmatches and team play.

Visually, an early preview version looks on par with Frontline, though the characters' faces seem much more detailed. The new approach of multiple paths seems promising, while the change in scenery is also most welcome. If you're a MOH fan at all, Rising Sun looks like another mission worth volunteering for.—Air Hendrix

■ Developed by EA LA ■ Published by EA Games ■ Target release date: December



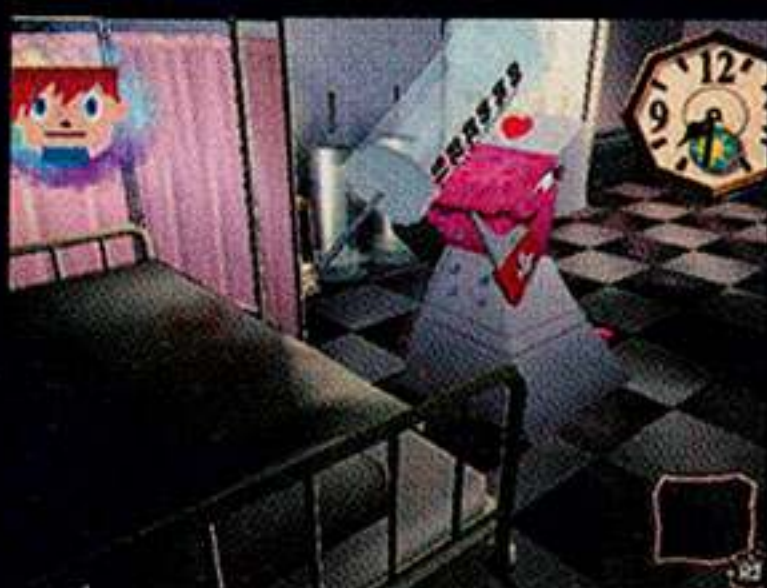
Goblin Commander: Unleash the Horde

SPECIFICALLY CRAFTED JUST for console systems by a team of former Blizzard RTS design gurus, Goblin Commander is a quirky marriage of the strategy of WarCraft and the playability of Pikmin with some wacky Dungeon Keeper genes thrown into the mix. The interface is already hyper-intuitive—direct unit possession supplants traditional pointing and clicking, and groups of units are guided using a single button (□ for Skull-Krusher Clan, × for Hellfire, etc.). The Land of RTS Games and



The Realm of Console Systems have never really seen eye-to-eye... maybe Goblin Commander can finally bring things into focus.—Star Dingo

■ Developed and published by Jaleco
■ Target release date: October



Gregory Horror Show
Target release date: First Quarter 2004



Mega Man X7
Target release date: October



McFarlane Monsters
Target release date: Fall 2003



Teenage Mutant Ninja Turtles
Target release date: Fall 2003

Altered Beast
Target release date: Fall 2003

Gran Turismo 4
Target release date: Fall 2003

WWE SmackDown! 5
Target release date: Fall 2003

Prince of Persia
Target release date: Fourth Quarter 2003

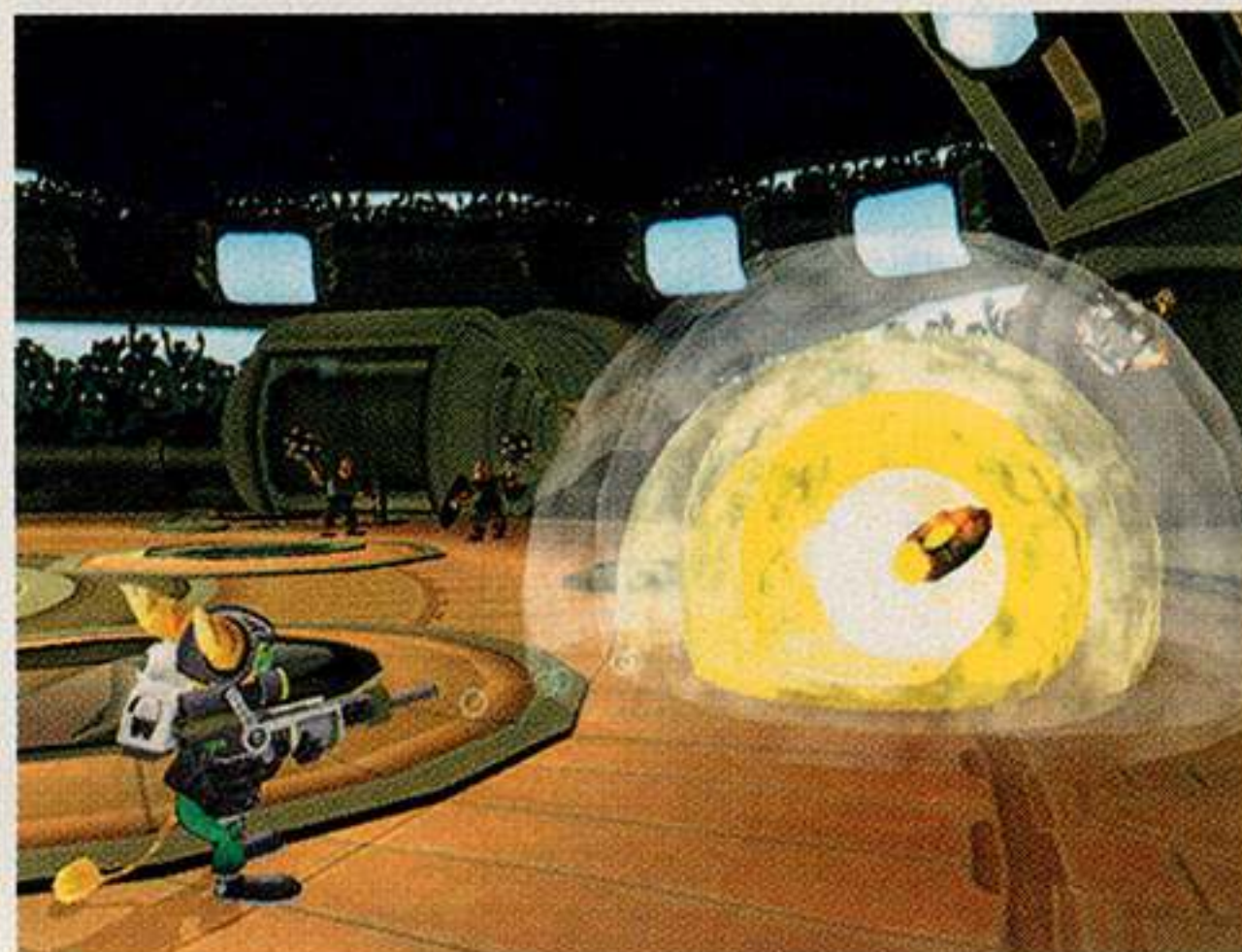
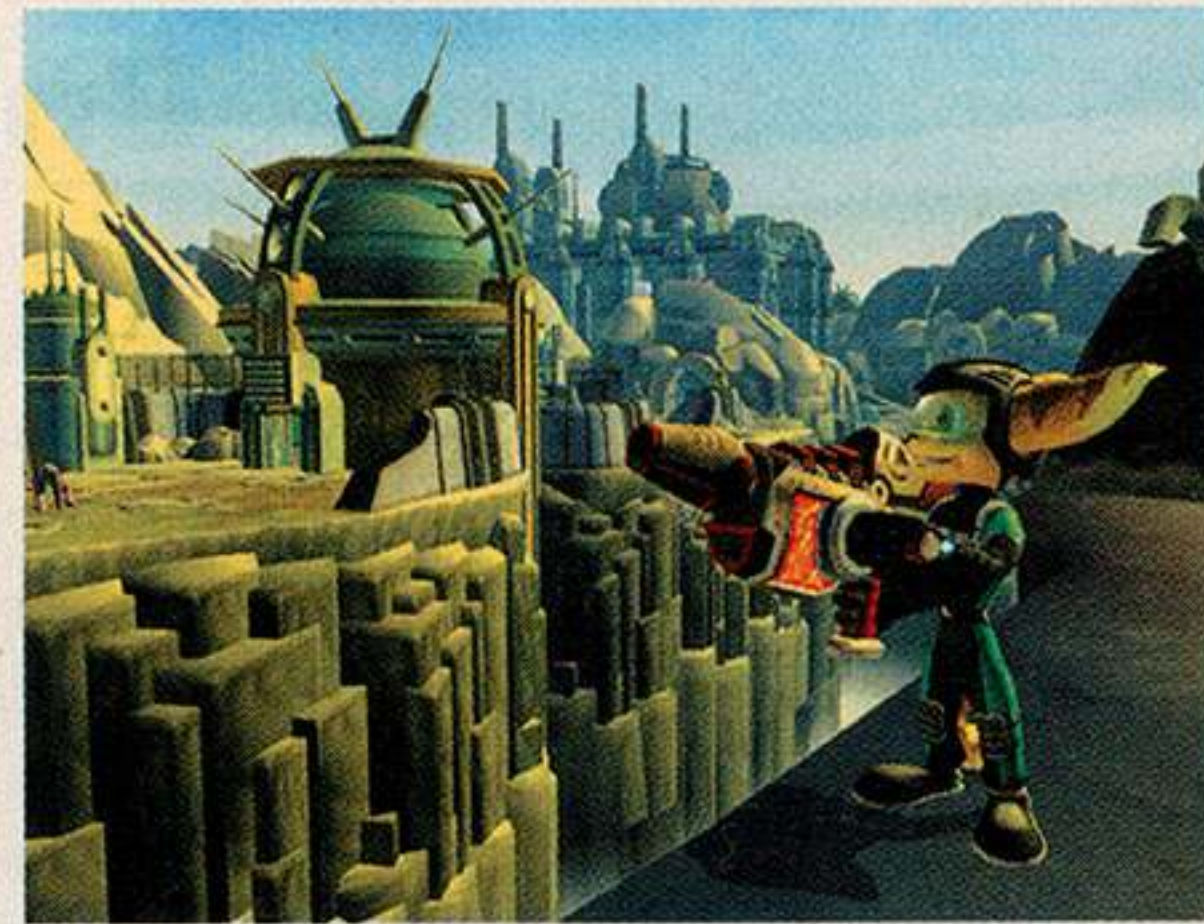


Ratchet & Clank 2

LAST YEAR, INSOMNIAC GAMES shocked many a jaded gamer by releasing a "platform action/adventure game where you collect stuff" that actually lived up to its promise of being more than just another "platform action/adventure game where you collect stuff." The game was called Ratchet & Clank, and it played more like an outer-space cartoon Bond mission than it did a Mario clone with tons of weird gadgets that worked in perfect harmony through some serious Insomniac play-balance magic.

Ratchet & Clank 2 promises to build on that successful blueprint with more gorgeous levels, more weapons and gadgets, and more complexity in the way they interact. Insomniac's also making sure to address some of the criticisms levied against the game (such as how lots-o'-attitude-havin' hero Ratchet was way less likeable than his sidekick Clank) by coming up with new character designs, an enhanced health damage system to best the last game's basic "blue orbs" methodology, and an overhauled weapons upgrade system to build on the original game's subtle nuts 'n bolts theme.—*Star Dingo*

■ Developed by Insomniac Games ■ Published by Sony ■ Target release date: November



Secret Weapons Over Normandy

SECRET WEAPONS OVER NORMANDY has the potential to raise the bar for aerial combat with the same impact that the Medal of Honor series had on first-person shooters. With the creator of LucasArts' brilliant X-Wing series and one of the original Medal of Honor designers on the development team, SWON's pedigree is pretty impeccable, and its setup sounds just as enticing. Playing as

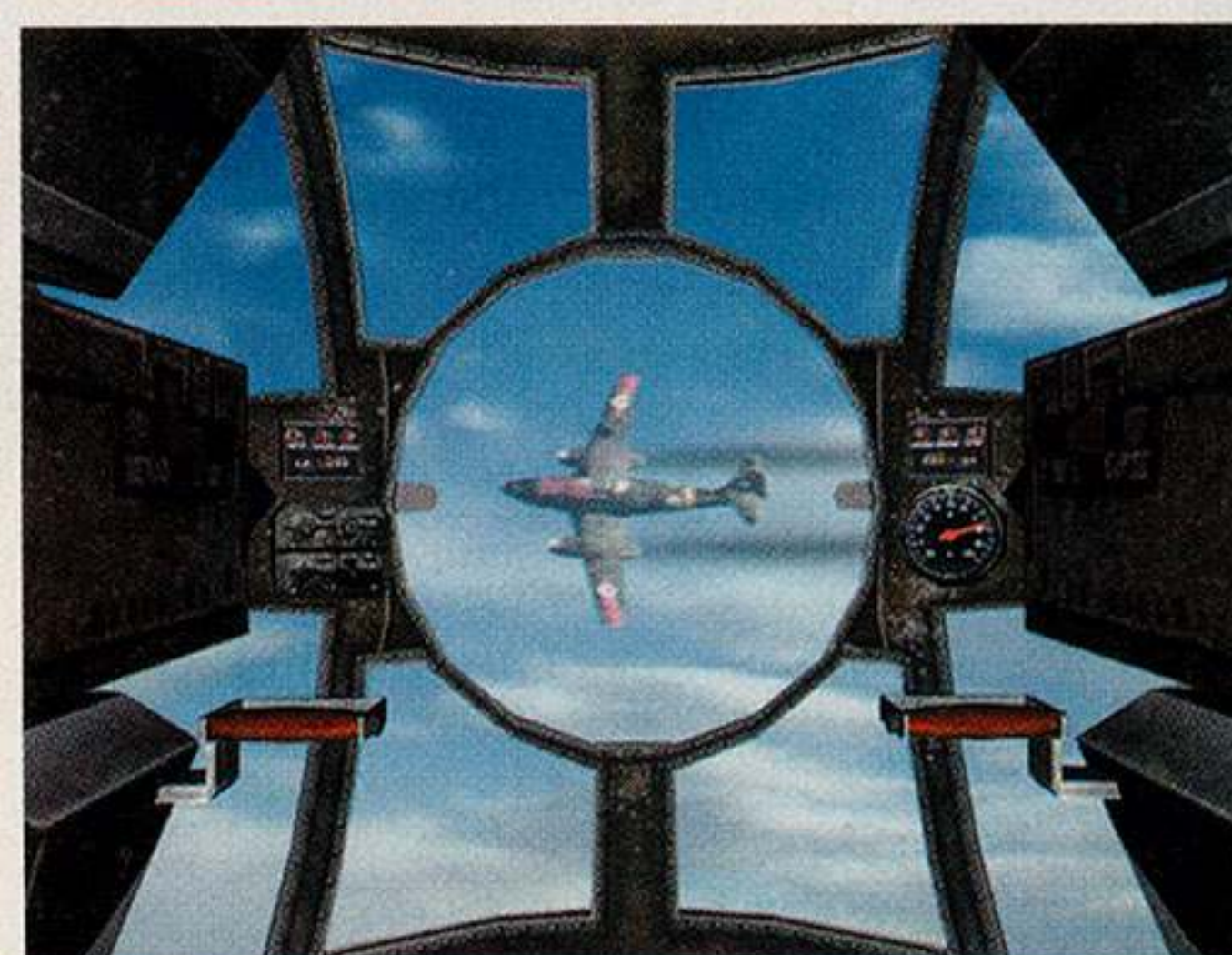


American pilot James Chase, you join a secret RAF squadron operating out of London, following Chase's exploits from 1940 until the Normandy invasion in 1944. Missions will involve everything from chasing U-boats to preventing the launch of V2 rockets to massive dogfights. You'll start out flying Spitfires and will graduate into P-38s and P-51s as you face Germany's best aircraft, including Me 262s and Me 163 Komets.



LucasArts is striving to make the game accessible and easy to control for all styles of gamer, and a strong multiplayer side should beef up the game's appeal as SWON will feature two-player split-screen cooperative and head-to-head action. For gaming scholars, SWON is set in the universe of Secret Weapons of the Luftwaffe (a classic PC series from the DOS days) but isn't specifically a sequel.—*Air Hendrix*

■ Developed and published by LucasArts
■ Target release date: November



Down Hill Domination

Target release date: Summer 2003



Spy Hunter 2

Target release date: Fourth Quarter 2003



SWAT: Global Strike Team

Target release date: October



Driver 3

Target release date: 2004

Seven Samurai

Target release date: To be determined

SOCOM: U.S. Navy SEALs 2

Target release date: Fall 2003

The Next Sims Game

Target release date: To be determined

Dance Dance Revolution Max 2

Target release date: Fourth Quarter 2003



Onimusha 3

ACCORDING TO CAPCOM Producer Keiji Inafune, Onimusha 3 will be the last game in the acclaimed samurai series. To close Onimusha's ongoing narrative, part three features an East-meets-French plot as you play as two different characters in the game: Samanosuke, the samurai warrior from the first game, and newcomer Jacques Blanc. Blanc is modeled after French actor Jean Reno (you know, that dude from *The Professional*, *Ronin*, and, um, *Rollerball*), and you can switch between him and Samanosuke at various points during the game. As was gleaned from brief gameplay footage, Samanosuke uses traditional samurai cutlery, while Jacques fights with a sword that can change into a whip (similar to Ivy's weapon in *Soul Calibur*). One of Onimusha 3's most notable features is its full three-dimensional graphics engine that replaces the prerendered environments of past titles. The game is slated for a March 2004 release in Japan with the U.S. version to follow shortly thereafter.—Major Mike



Developed and published by Capcom ■ Target release date: First Quarter 2004



Onimusha Buraiden

CAPCOM HAS ALREADY shown that it can churn out multiplayer fighting games (see the Power Stone series for the Dreamcast), so taking characters from the Onimusha saga to the battle arena seems like a natural evolutionary step. Buraiden's (working title) lineup of warriors features over 12 characters from the Onimusha universe—including demons and heroes alike—for one-to-four-player free-for-all contests. Battles take place in a variety of locales, including grassy fields, bamboo forests, and small villages. There's plenty of interaction with the environments, too, as you can jump on various background structures in order to avoid enemy attacks; plus, diverse weather conditions affect gameplay. Buraiden also features a strong one-player game, where you can develop distinctive skills by engaging in combat and defeating enemies.—Major Mike



Developed and published by Capcom ■ Target release date: November



Gradius V
Target release date: Fall 2003



Sphinx
Target release date: Fall 2003



Monster Rancher 4
Target release date: September



K1 World Grand Prix
Target release date: July

Crimson Sea
Target release date: March 2004

Fallout: Brotherhood Of Steel
Target release date: Fall 2003

Daredevil
Target release date: Fall 2003

Mafia
Target release date: Fall 2003

**PARTIAL LIST OF COMPOUNDS IN CIGARETTE SMOKE
ALSO IDENTIFIED AS CARCINOGENS**

Arsenic	Dibenz(a, h)acridine +
Benzo(a)pyrene ++++	Dibenzo(a, h)pyrene ++
Benzo(e)pyrene +	9, 10-Dimethylbenzo(a)anthracene ++++
Benzo(c)pyrene +	Diethylene glycol
Benz(o)anthracene +	a-Dimethylchrysene
Benzo(k)fluoranthene +	Dibenzo(a, i)pyrene
Benzo(b)fluoranthene ++	Dibenzo(a, i)pyrene
Benzene	Ethyl alcohol
p-Benzoquinone	Fructose
n-Butyric acid	Glucose
Benzo(g, h, i)perylene +	Lactic acid
Chrysene +	3-Methyl-1, 2-benzanthracene +
Chromium	2-Methyl-3, 4-benzphenanthrene
Cobalt	Nickel
5, 6-Cyclopenteno- 1, 2-benzanthracene	2-Naphthol
6, 7-Cyclopenteno- 1, 2-benzanthracene	Oleic acid
Dibenz(a, h)anthracene +++	1-Proline
Dibenz(a, j)acridine ++	Pyrrole
7H-Dibenzo(c, g)carbazole ++	Xylene
	Indeno [1, 2, 3-cd]pyrene
	3-Methylpyrene

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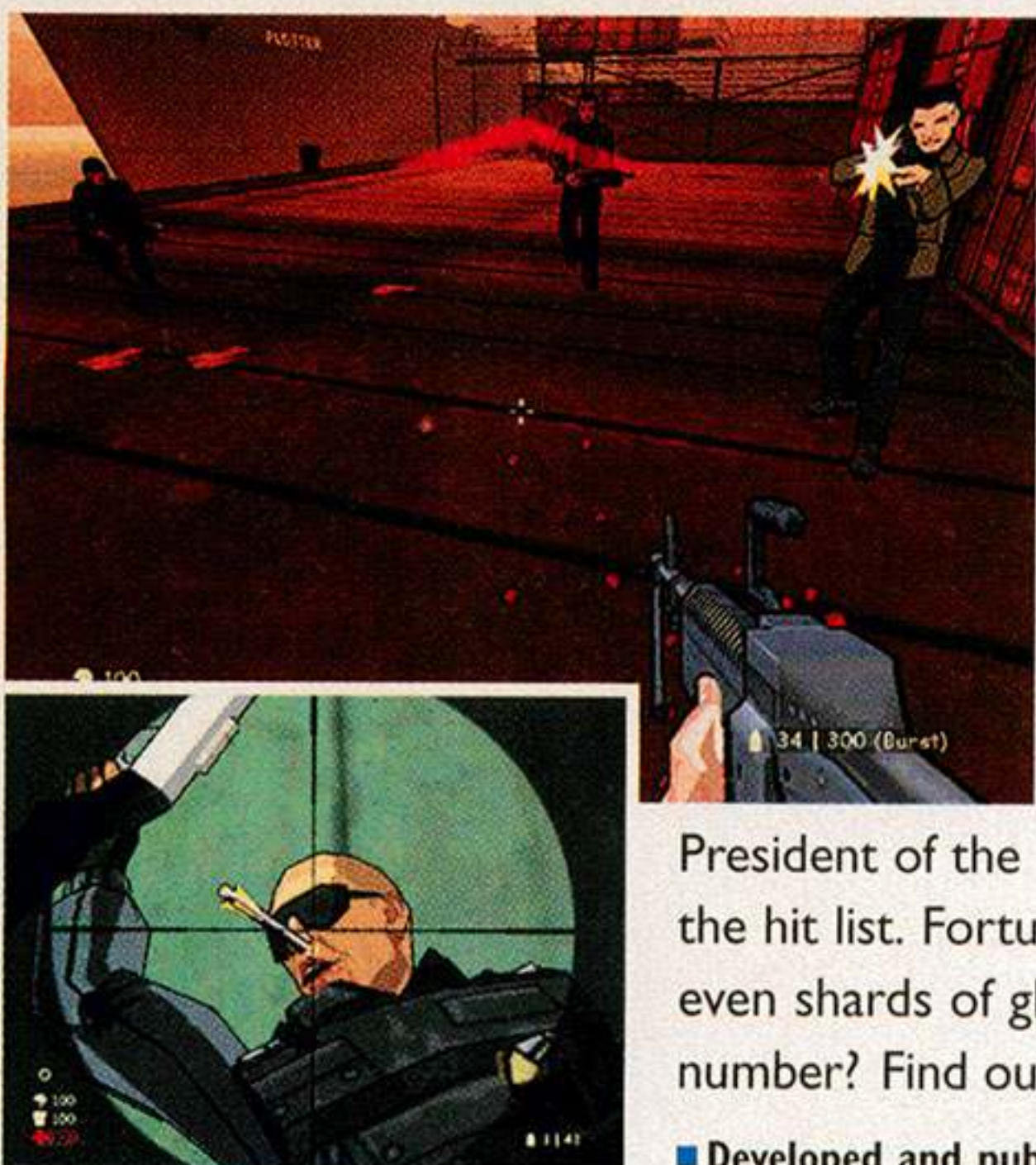
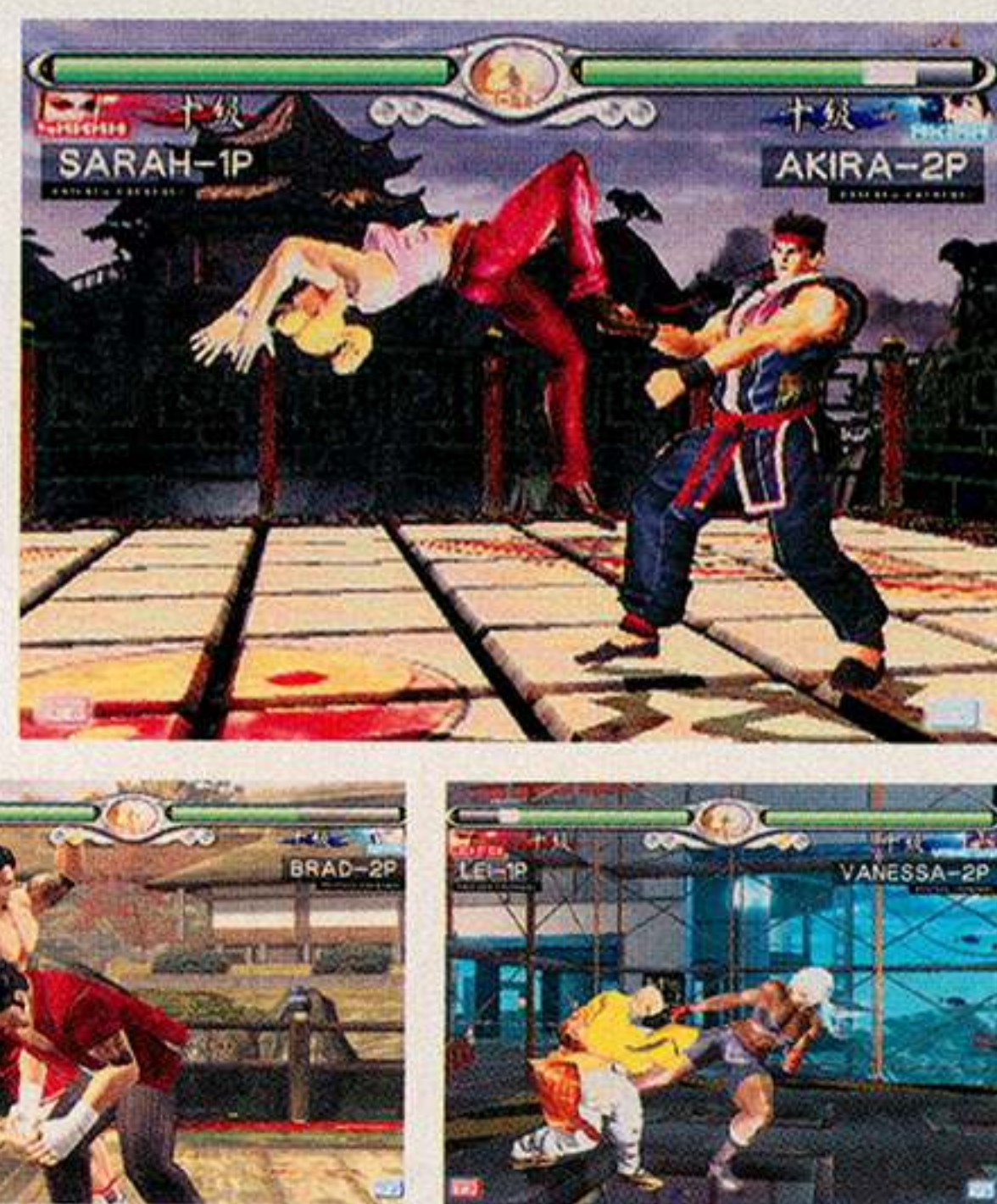


Virtua Fighter 4: Evolution

VIRTUA FIGHTER 4: EVOLUTION builds on the success of its predecessor by tweaking what worked and adding a handful of new features. The graphics are smoother, load times are quicker, and a new Quest mode simulates the arcade tournament experience. The Quest mode also lets players unlock hundreds of items and accessories.

The 14 characters from the previous game all return and have various upgrades to their arsenal in order to take on the two new challengers, Brad Burns and Goh Hinogami. Brad is a kickboxer looking for a tougher challenge, and Goh uses Judo to destroy opponents on behalf of the evil organization J6. The evolution will be televised and in stores this fall.—*Tokyo Drifter*

■ Developed by AM2 ■ Published by Sega ■ Target release date: Fall 2003



XIII

XIII IS A unique first-person shooter that wants you to forget the kiddy connotations that cel-shaded games have.

The story unfolds in a gritty, noir-style manner that stays true to the popular French graphic novel series the game is based on. You play a character that wakes up with amnesia due to a near-fatal bullet wound and discover a mysterious "XIII" tattooed on your chest. The President of the United States has been assassinated, and it looks like you're next on the hit list. Fortunately, you can use crossbows, sniper rifles, automatic weapons, and even shards of glass with the skill of a born professional. Could XIII be your lucky number? Find out this September.—*Tokyo Drifter*

■ Developed and published by Ubi Soft ■ Target release date: September



The Lord of the Rings: The Return of the King

TWO TOWERS WAS one of last year's most popular action games, but players had two big gripes: They wanted to play as Gandalf, and they wanted two-player simultaneous action. Those wishes will be granted as Return of the King follows Peter Jackson's stellar film trilogy into its final

chapter. The beat-em-up gameplay hasn't changed dramatically, but the now-interactive scenery enables you to swing from ropes, use catapults, and more. Players follow three paths, playing as Gandalf at Minas Tirith; Sam and Frodo at Mount Doom; and Aragorn, Legolas, and Gimli along the Paths of the Dead. Other levels (12 total) include Pelennor Fields and the Black Gate, along with bosses like Shelob, the Witch King, and Sauron himself.—*Air Hendrix*

■ Developed and published by EA Games ■ Target release date: November



Hunter: The Reckoning—Wayward
Target release date: Summer 2003



Star Trek: Shattered Universe
Target release date: September



Armored Core: Silent Line
Target release date: July



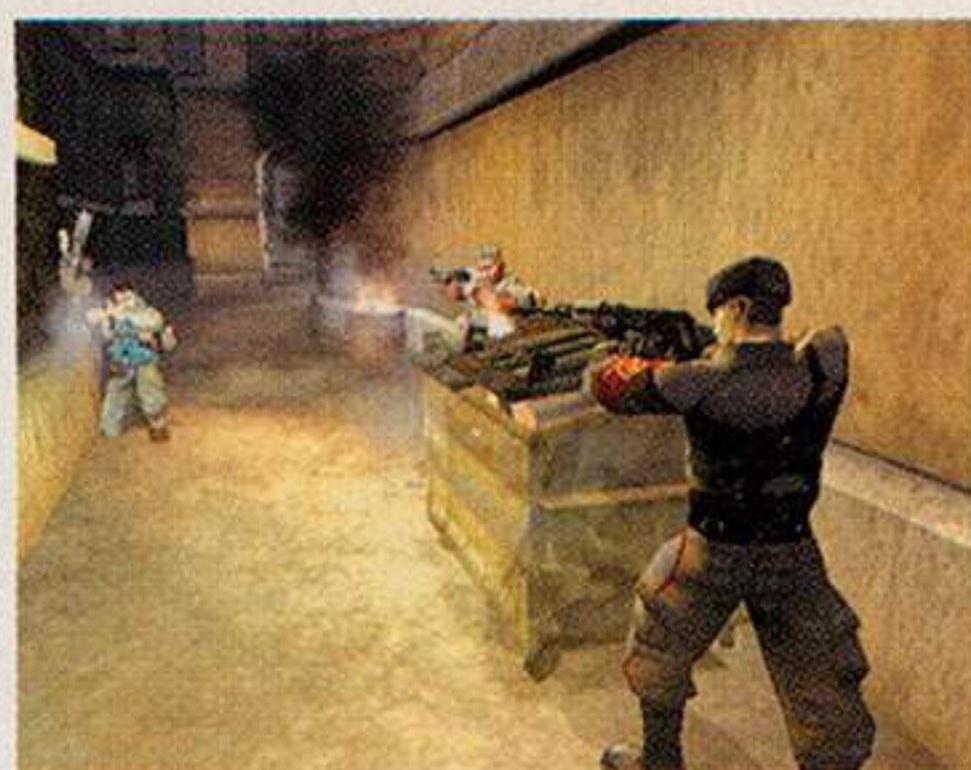
Street Racing Syndicate
Target release date: Summer 2003

StarCraft: Ghost
Target release date: Fall 2003

Harry Potter Quidditch World Cup
Target release date: Fourth Quarter 2003

Wrath
Target release date: Fourth Quarter 2003

Aliens V. Predator: Extinction
Target release date: Summer 2003



Freedom: Battle for Liberty Island

WHAT IF THE Soviets won the Cold War? That's the scenario of Freedom: In an alternate universe New York, you must take charge and lead an ever-growing band of freedom fighters against the oppressive Soviet regime. Io Interactive has put a lot of work into making the game more playable, and the simple squad-based action makes controlling your followers a snap. The game has a hub-based layout as things you do in one section will influence the game in another: If you destroy a gas station in one level, for example, troops in another area of the city might not be able to refuel their vehicles.

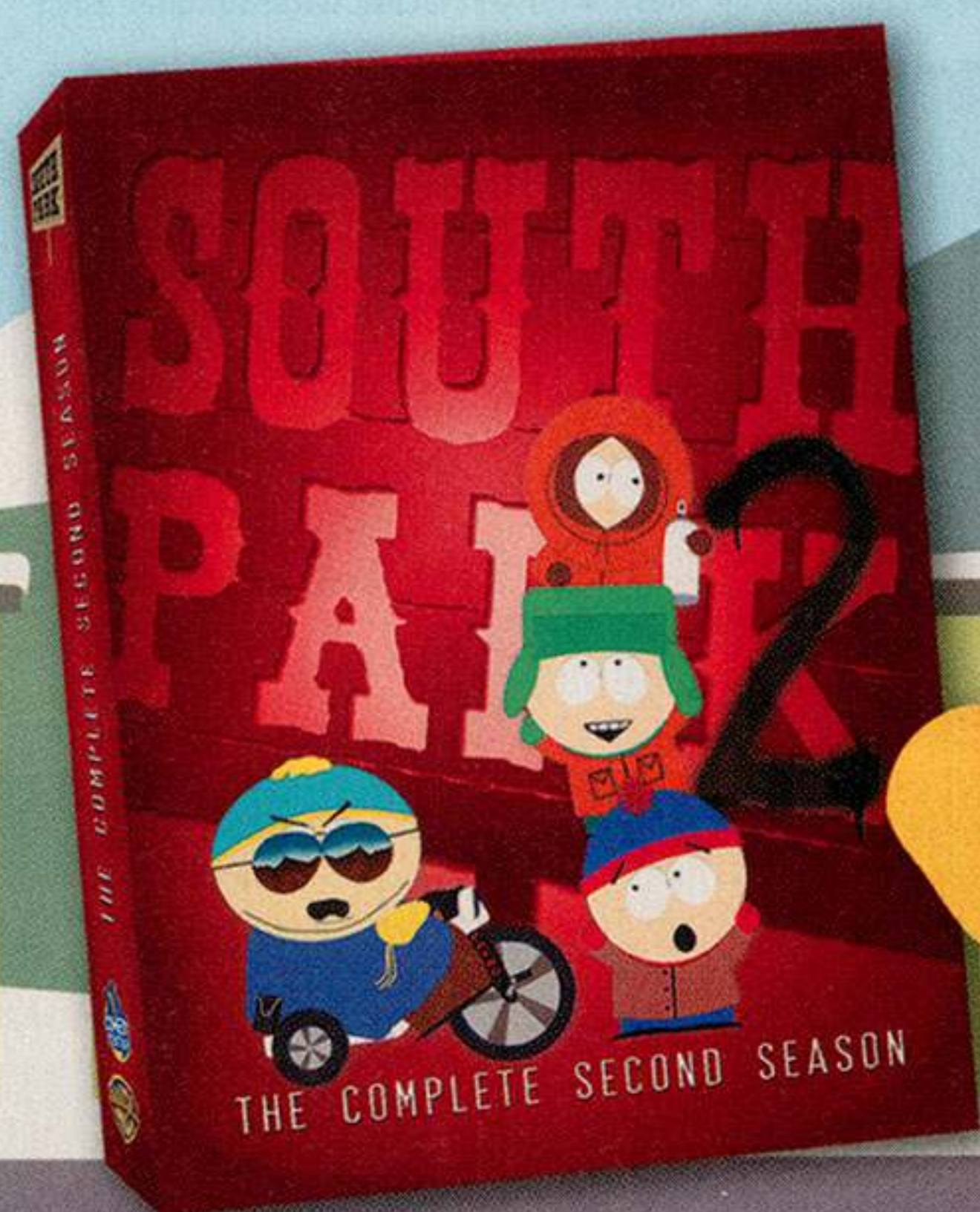
After complaints about the playability of a previous preview version, Io stepped up to bat and made a lot of improvements to the title. You control your squad with simple, one-button commands, and there's no squad micro-management—each soldier does what they're told until they die fighting for freedom. The squad-based gameplay lends itself well to tactical games, but Io and EA are out to show that it works just as well with all-out action.—*D-Pad Destroyer*

- Developed by Io Interactive ■ Published by EA Games
- Target release date: June



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Virtual On Marz

SEGA'S ARENA-BASED MECH fighting series is finally making its PS2 debut in Virtual On Marz. The game will take you through the galaxy to embark on missions such as attacking enemy convoys, defending allied bases, and partaking in dizzying battle royales against multiple enemy mech units.

The analog stick controls mimic the control scheme of the Virtual On arcade game, while tons of unlockable characters, concept art, and Virtuaroid design schemes will be available for intrepid players.—Pong Sifu

- Developed by Hitmaker
- Published by Sega
- Target release date: October



Silent Hill 3

A PLAYABLE VERSION of Silent Hill 3, the newest installment of what is possibly the scariest survival/horror series, offered a fiendish taste of what to expect this summer. Already, the third game's visuals and droning score are just as terrifyingly surreal as the last one's, although the camera, while showing cinematic flair, still gets in the way of the gameplay—something that will hopefully be addressed before this anticipated sequel ships.—Pong Sifu

- Developed and published by Konami
- Target release date: August



Fatal Frame 2

REGARDLESS OF HOW you felt about its battle camera concept and derivative gameplay, you have to admit that Fatal Frame oozed genuine creepiness and disturbing imagery. Tecmo has released scant information about the chiller's sequel, slated for release this year. From what can be glommed from



these screen shots, it seems that the game will feature two female protagonists, a camera combat system similar to the original's, and art direction even more twisted than the first's.—Pong Sifu

- Developed and published by Tecmo
- Target release date: To be determined



X-Files: Resist or Serve

IN X-FILES: RESIST OR SERVE, you assume the role of either FBI agent Mulder or Scully and investigate a string of supernatural murders in a survival/horror jaunt that takes you from the Rocky Mountain region of America to the frozen wastelands of Siberia. The game's story spans over three TV-style episodes, penned by the show's executive producers, and features appearances by characters like the Cigarette Smoking Man, Skinner, and the Lone Gunmen.—Pong Sifu

- Developed by Black Ops ■ Published by Sierra ■ Target release date: Summer 2003



Backyard Wrestling
Target release date: Summer 2003



Starsky & Hutch
Target release date: To be determined



G1 Jockey 3
Target release date: June



XGRA
Target release date: August

Alias
Target release date: Fall 2003

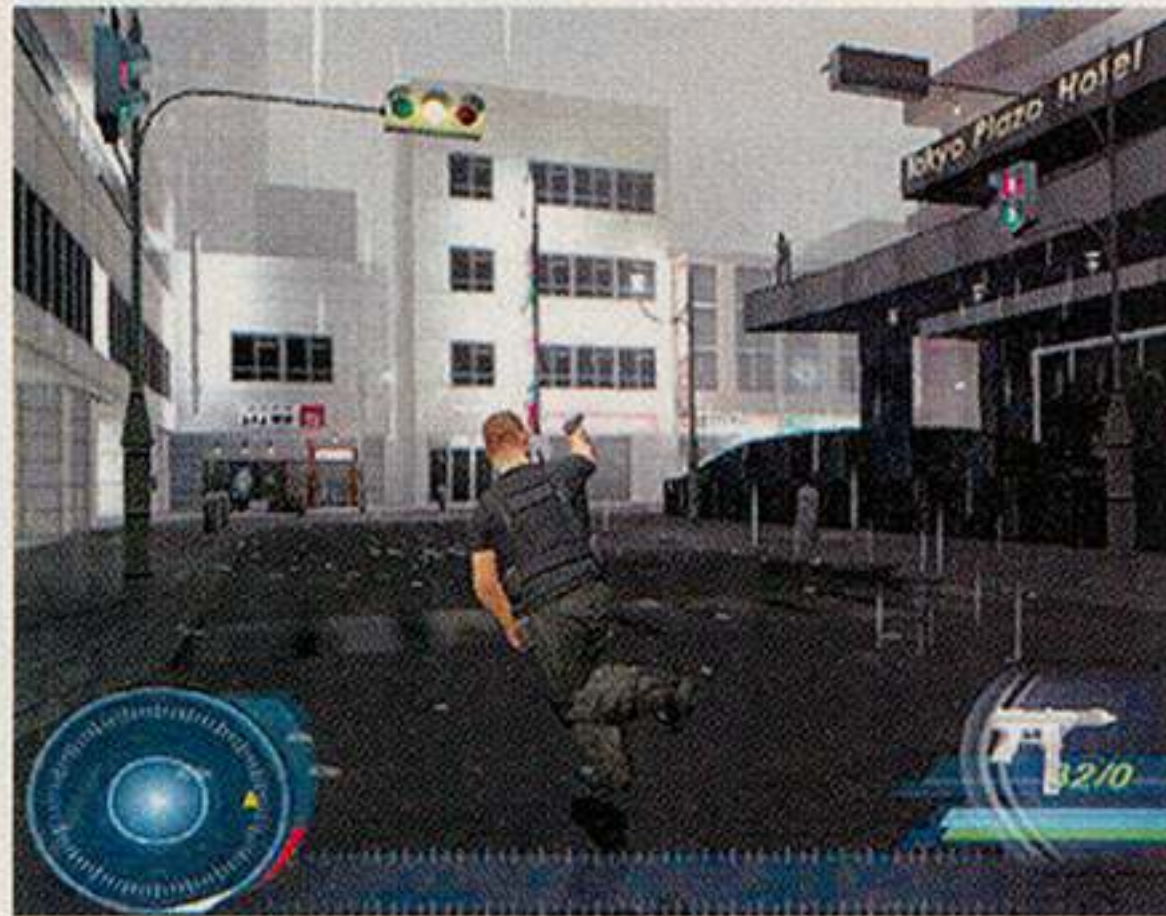
Bullet Proof Monk
Target release date: Fourth Quarter 2003

Tak & The Power of Juju
Target release date: Fall 2003

Spy vs. Spy
Target release date: First Quarter 2004

Syphon Filter: The Omega Strain

IT'S BEEN A few years since Gabe Logan battled terrorists in his popular PlayStation games, but his PlayStation 2 debut packs the kind of serious firepower that will get gamers stoked about the return of this third-person-combat series. The whiz-bang new



feature in Syphon Filter: The Omega Strain is online play. Following the SOCOM: U.S. Navy SEALs model, gamers can form four-man squads to cooperatively tackle the game's

17 missions. SOCOM's headset (or any other USB headset) can also be used for voice communications with teammates.

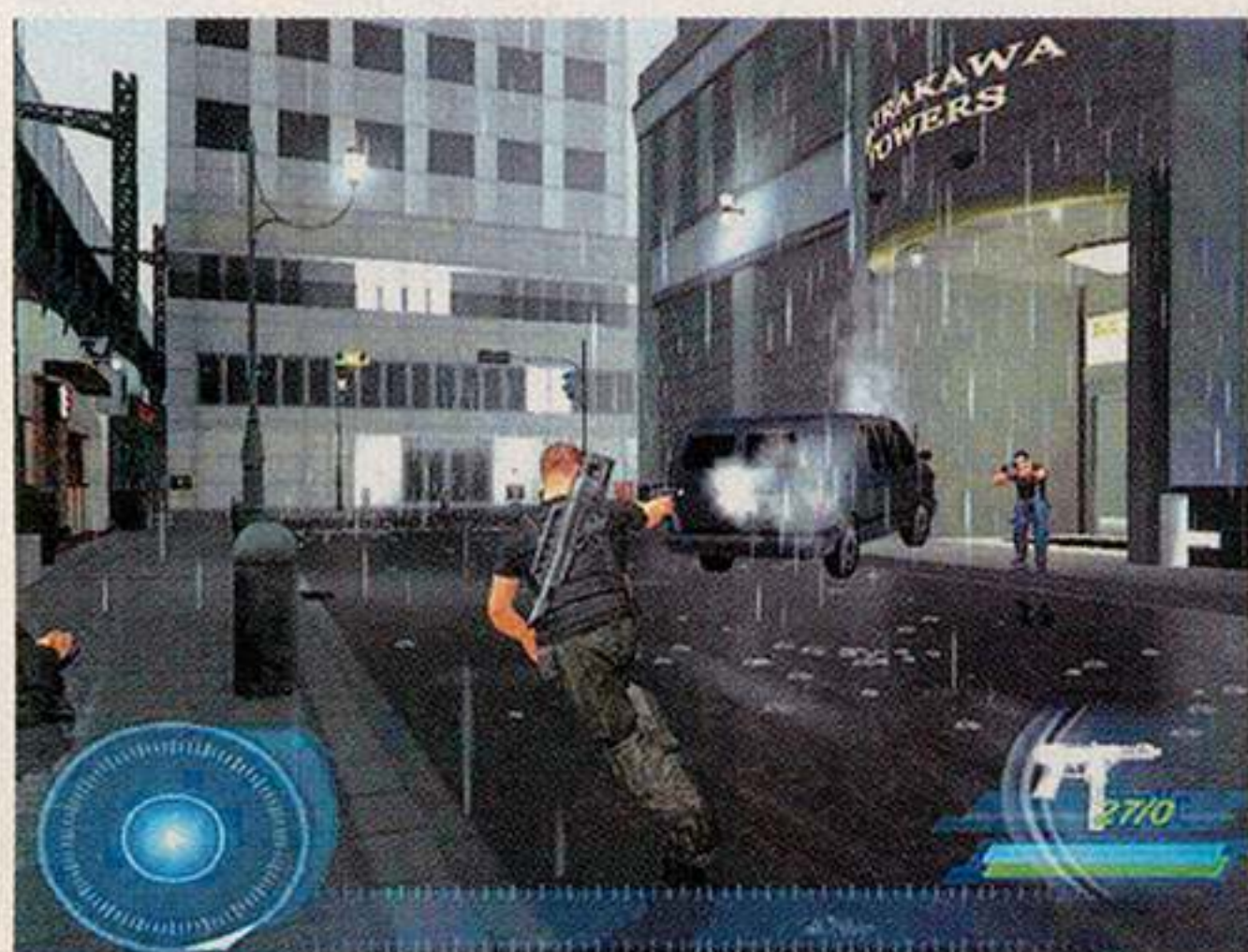
Sony has a few other tricks up its sleeve, too. It seems that Gabe has been promoted to head up the Agency, and he's tasked with guiding the effort to track down the latest outbreak of the Syphon Filter virus. Mara Aramov naturally lurks in the shadows of this latest conspiracy, which involves the sales of the virus to terrorist groups and an attempt to start a world war with a viral attack on Moscow. With Gabe calling the shots, players take on the role of one of his elite assassins, customizing their physical appearance, uniform, and arsenal of gear. Over the course of the game, players get access to more than 100 weapons, but they can only carry four at a time, plus a knife for hand-to-hand combat. The series' intuitive target-lock



system is returning to action with an added layer of depth: You can lock on to specific body parts, which will come in handy for enemies in flak vests or armor.

Sony reports that it's also beefing up the enemy A.I., while the levels, which range from Tokyo to Yemen, have multiple, nonlinear paths, which should really open up the feel of the gameplay. With all that in its favor, Syphon's starting to look like another sure-fire hit for the PS2.—*Air Hendrix*

■ Developed and published by Sony ■ Target release date: Winter 2004



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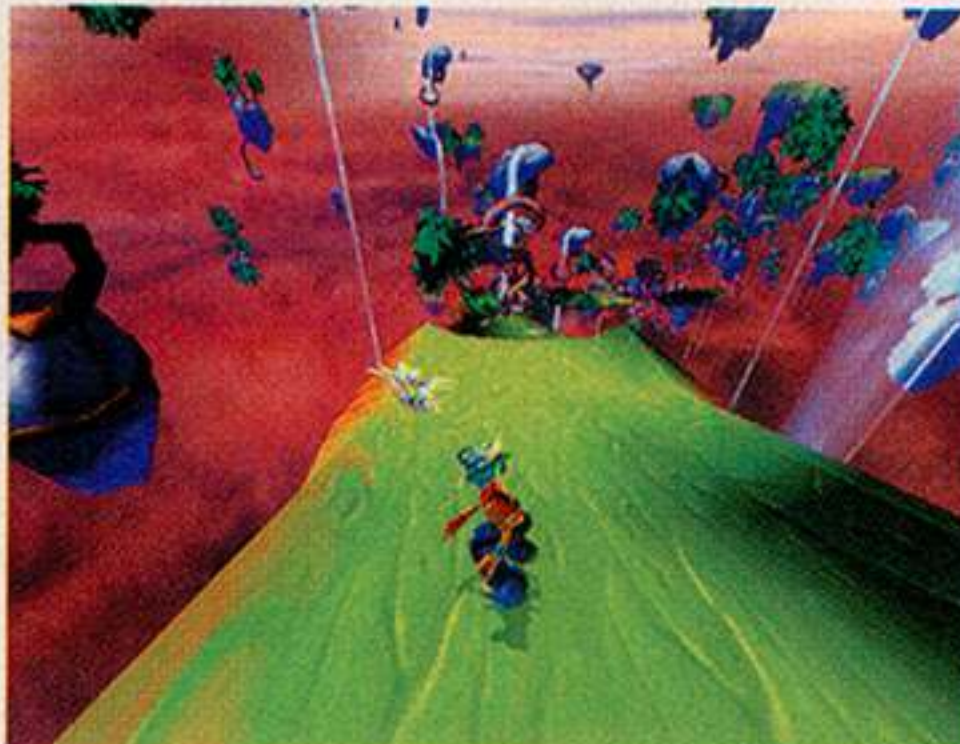
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Kya: Fury of Brazil

INNOVATION IN PLATFORM games is a rare thing, and while Kya: Fury of Brazil is hardly shattering the genre's



boundaries, it is nudging at them in interesting ways.

The standard set-up involves rescuing one type of critter from another, more evil critter, but the game seems like it could soar in the visual and gameplay departments. The levels take place in huge, lush worlds with impressive colors and details, and you rocket around them by riding wind currents up and down dizzying chasms. Other highlights include flashing past vast landscapes in snowboarding-like scenes and battling enemies with Tekken-esque moves and combos, rather than just hopping up and bopping their heads. Kya also packs a nifty boomerang with a sniper function. If Atari can pull it all together, Kya might give that punk Jak a run for his money.—*Air Hendrix*

■ Developed by Eden Studios ■ Published by Atari
■ Target release date: November



E3 EXTRAVAGANZA

Tombstone "Ultimate Summer Job" Game

OFFICIAL RULES NO PURCHASE NECESSARY. 1. HOW TO OBTAIN A GAME MESSAGE: Beginning on or about May 6, 2003, game messages will be available inside specially-marked packages of Tombstone 12" pizzas. To receive a game message by mail, send a self-addressed, stamped #10 envelope to: Tombstone "Ultimate Summer Job" Game, P.O. Box 5190, Ellenton, FL 34222-5001. Requests must be received by October 10, 2003. Residents of VT only need not affix postage to self-addressed envelope. Limit one request per outer envelope, mailed separately. **2. HOW TO PLAY:** Open packaging and look on the back of the pizza label for game message. If your game message says, "Congratulations" and the name of a prize, you're a winner of that prize, subject to verification. **3. PRIZE CLAIMS:** To claim a prize, sign your initials in ink across the face of your original game message. Mail original game message (entire pizza label) in a stamped envelope, together with a piece of 3" x 5" paper on which you have printed your complete name, address (including zip code), daytime and evening telephone numbers and age to: Tombstone "Ultimate Summer Job" Game Claim, P.O. Box 5443, Ellenton, FL 34222-5004. Grand Prize claims must be sent via Registered Mail, return receipt requested. First Prize claims may be sent via First Class mail. First Prize claims must also indicate winner's preferred gaming system AND a ranking (from 1 - 4) of available games on the form provided with the winning message. If winner's 1st-choice game selection is not available, the 2nd choice game selection will be awarded, and so forth. All games are subject to availability. If no game choice/ranking is indicated in the game claim, the game awarded is at Sponsor's discretion. All claims must be received by October 31, 2003. All prize claims are subject to verification. 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ARV: \$15,800/ODDS: 1:10,559,146. (1,000) First Prizes - Activision Prize Pack including one Activision game, a tech deck, a t-shirt (adult large), a hat, and a coupon good for one free Tombstone Original pizza (up to \$4.69). ARV: \$100/ODDS: 1:10,559. Total approximate retail value of all prizes: \$115,800. Travel is subject to availability. Winner and guest must be available to travel on same itinerary, and travel must be completed by October 31, 2004 or prize will be forfeited. Trip dates are subject to approval by Sponsor and Activision Studios. Prizes consists of only those items specifically listed as part of the prizes. Unclaimed prizes will not be awarded. 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Maximo vs. The Army of Zin

ONE OF 2002's pleasant surprises was Maximo, a next-gen revival of the classic Ghosts 'N Goblins game. The sequel, The Army of Zin, features familiar platform



hopping and hack-n-slash action as Maximo travels through six brand-new environments populated by 20 different enemies. Keeping in line with the first game, each area in Army

has a tough end boss that must be vanquished. And, of course, if Maximo takes too many hits, he'll lose his armor and be forced to run around in his briefs....—*Major Mike*

■ Developed and published by Capcom ■ Target release date: Fall 2003



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What Do YOU Want on Your **TOMBSTONE?**



Hulk

MARVEL'S BIG GREEN machine is warming up for his big-screen debut, and Universal will be ready with video game versions of Hulk on the Game-Cube, PS2, and Xbox (from which these screens were taken—sorry, Game-Cube visuals were not available). While the game features the voice of film star Eric Bana, its plot takes place a year later and features comic villains including Leader, Half-Life, Madman, and Flux. However, some of the game's environments and the Hulk's look do come from the film. In fact, high-tech wizards Industrial Light & Magic gave developer Radical some of their CGI data so the game's lead character would match the one from the movie.



Hulk Goes Hollywood

Based on the early Game-Cube playable, most of the game is just what comic fans want—lots of smashing and wanton destruction from the gamma-irradiated superhero. About 20 percent of the gameplay features the Hulk's alter-ego, Bruce Banner, in stealth and cerebral segments intended to offer a break from the tedium of throwing tanks and punching rockets back to their launchers of origin. One unexpected physics perk: When things explode, objects in the blast radius will shift position or break. Very cool.

Gamma Gamma Hey

Players can move through most levels at their own pace; if you've got a groove on while battling bad guys, you can hang around and take them out, collecting health power-ups as you go. When you're ready to, say, punch through the next iron door or leap to a different rooftop, you're free to go. Controls feel intuitive—and it's just plain fun to grab a soldier and toss him off a building. The game's semi-cel-shaded look definitely stands out, and the animation looks smooth so far. Hulk smashes into retail stores in late May, a few weeks before the movie opens.—Dan Elektro

- Developed by Radical Entertainment
- Published by Universal Interactive ■ Target release date: May



Hulk smash! You Hulk! You, therefore, smash!



WWE WrestleMania XIX



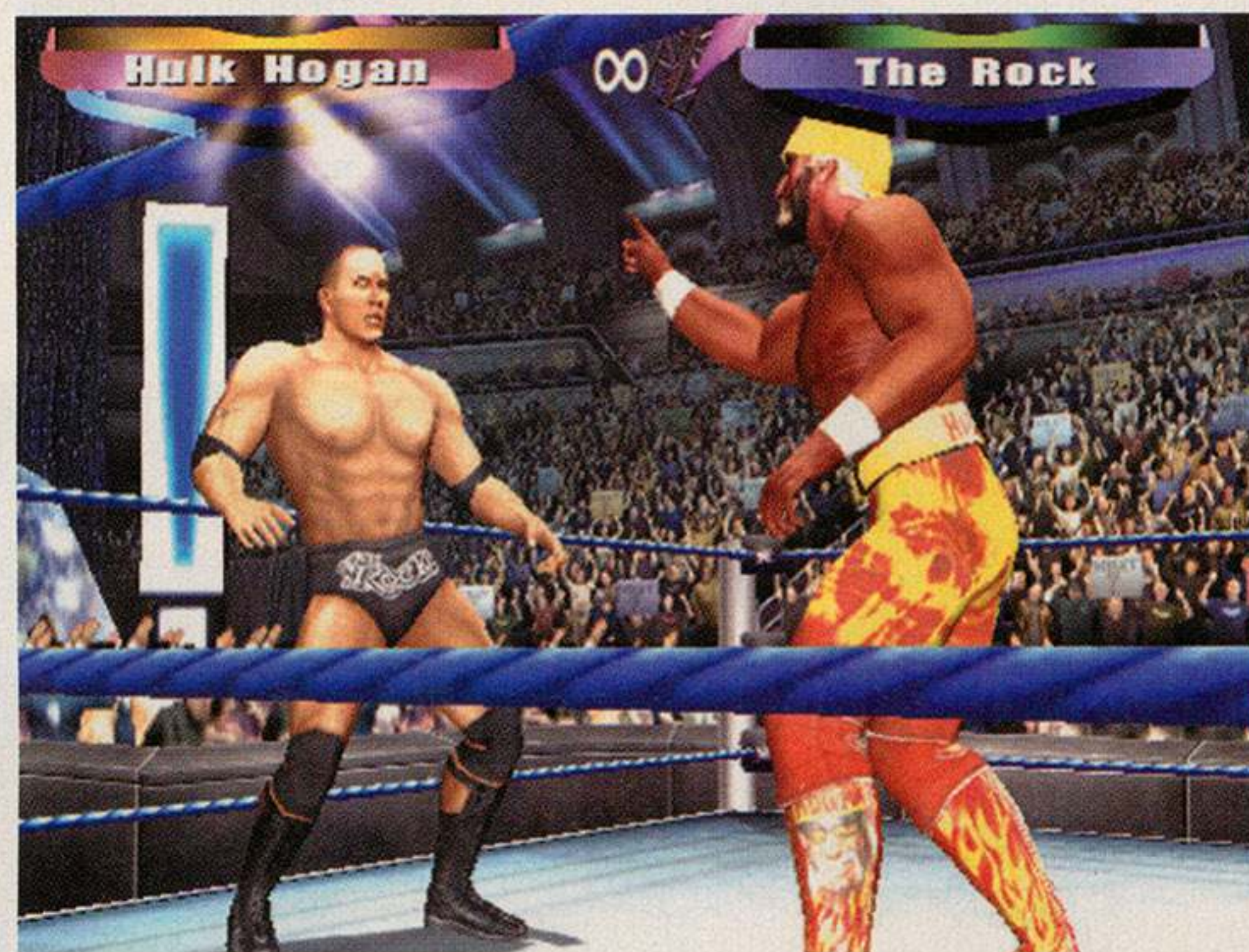
EVEN AFTER ALL these years, WrestleMania remains the premier large-scale event where grappling grudges play out and new champions arise. WWE WrestleMania XIX for the GameCube hopes to capture all the intrigue, action, and glamour that keeps fans addicted year after year.

The wrestlers are infamous for their dramatic story lines, so XIX has an updated story mode that's fleshed out through scripted cut-scenes. A new tutorial mode helps get you ready to participate in competitions like Sweet Revenge, Challenge, and ShopZone. After choosing a mode, you can select from the complete

2003 roster, which includes stars like Hulk Hogan, Stone Cold Steve Austin, and The Rock. The wrestlers are re-modeled for greater physical detail, and they can now receive damage in specific body regions, allowing players to mimic real-life tactics. If you're not happy with the 40 superstars selectable for competition, the game lets you create one from scratch.

Technical improvements round out the remainder of the features, addressing less-than-stellar points in previous versions. The presentation, in particular, gets a huge make-over to simulate the camera angles, special effects, and booming audio fans have become accustomed to from watching WrestleMania in person and on television.—KiloWatt

Developed by Yuke's ■ Published by THQ ■ Target release date: Spring 2003



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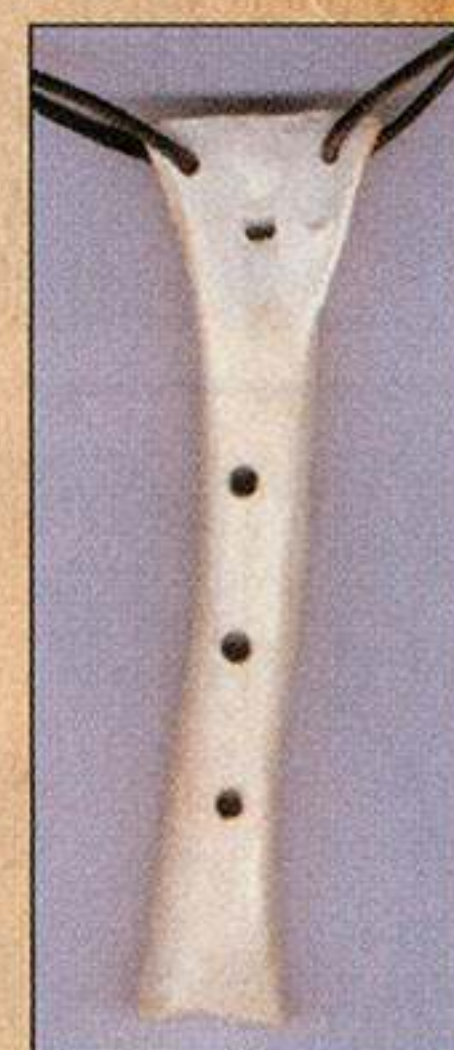
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Four Horsemen of the Apocalypse

FOUR HORSEMEN OF THE APOCALYPSE casts you as the archangel Abaddon, charged with protecting the world from War, Famine, Pestilence, and Death. You must find and protect three humans known as The Chosen and combine their abilities with your own to save the world.

The most interesting thing about the game is the seemingly new direction for 3DO. You'll see exit wounds, blood splatters, and insane amounts of gore in Four Horsemen's 18 environments as you fight evil with combat moves choreographed by the Smashcut Action Team of *Fight Club*, *The Matrix*, and *The Crow* fame.—*D-Pad Destroyer*

- Developed and published by 3DO
- Target release date: Fall 2003

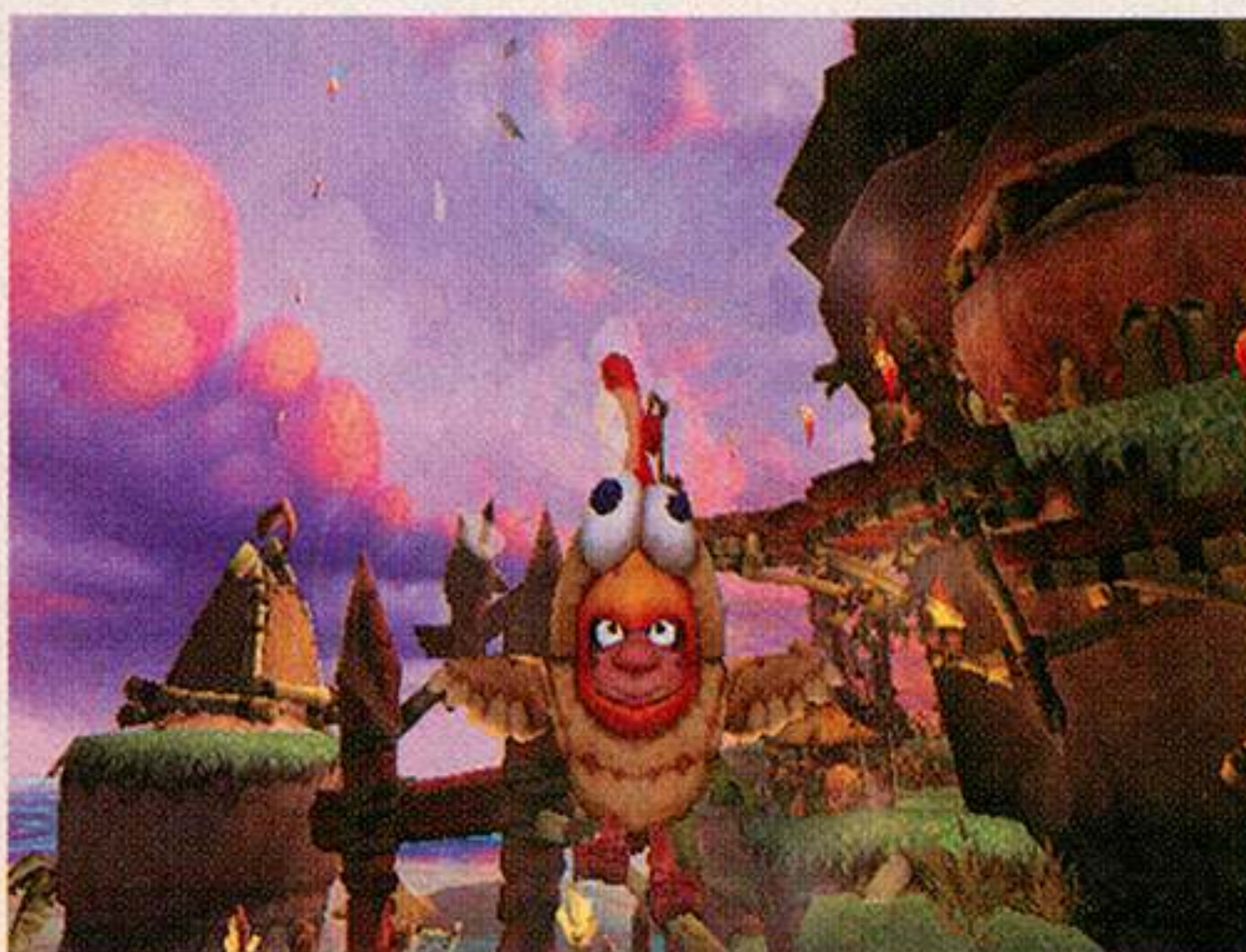


Tak & The Power of Juju

IT SEEMS THAT every 3D platformer coming out in the next year is trying to separate itself from the rest of the crowd, and THQ's *Tak & The Power of Juju*

(also coming for the PS2) is no exception. The star of the show has absolutely no attitude nor one iota of badass eXtremeness—he's actually kind of a clumsy doof. Switches, catapults, and other obvious platform clichés are replaced by animals—watching their behavior and learning how to manipulate them plays an integral part in the puzzle-solving. There definitely seems to be a 3D platform renaissance in the air; *Tak* may play a key role in the movement.—*Star Dingo*

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



P.N.03

P.N.03 (Product Number 03) will be the first of the vaunted "Capcom 5" Game-Cube titles to hit stores, and—at first glance—it appears to be the most basic of the bunch. As a freelance robot-killer named Vanessa Z. Schneider, you're charged with infiltrating the malfunctioning CAMS (Computer Arms Management System) of a barren planet. Vanessa is no regular mercenary, though, as she attacks enemies with dancelike moves and various weapons (sometimes she has a gun, sometimes she fires energy from her fingertips), and has an uncanny resemblance to Ulala from *Space Channel 5*.—*Major Mike*

- Developed and published by Capcom ■ Target release date: Summer 2003



Goblin Commander: Unleash the Horde
Target release date: October



The Hobbit
Target release date: September



Killer 7
Target release date: 2004



Soul Calibur II
Target release date: August

Dragon Ball Z Budokai
Target release date: September

Harry Potter Quidditch World Cup
Target release date: Fourth Quarter 2003

Resident Evil 4
Target release date: 2004

StarCraft: Ghost
Target release date: November



SpyHunter 2

AS WITH EVERY successful game, there is the inevitable sequel, and SpyHunter is no exception. This year's model



has been upgraded as the G-8155 Interceptor can change into a snowmobile and an off-road vehicle (among other models), and you can now decide where weapons should be placed on your car. The missions will also be longer, and



multiplayer deathmatches will be added to the "what's new" list.—Major Mike

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

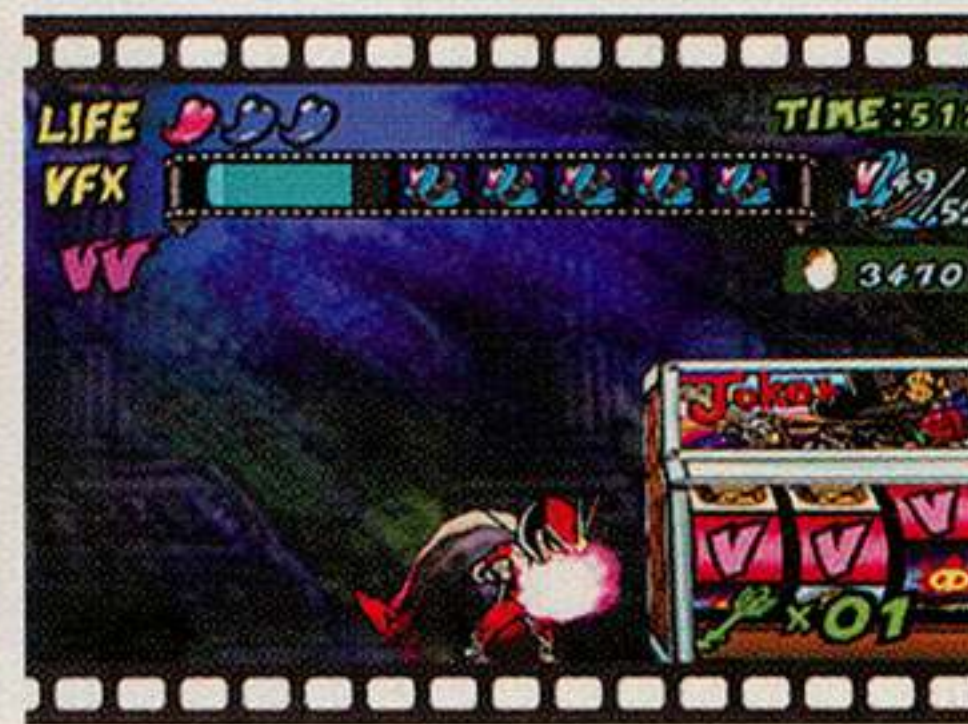
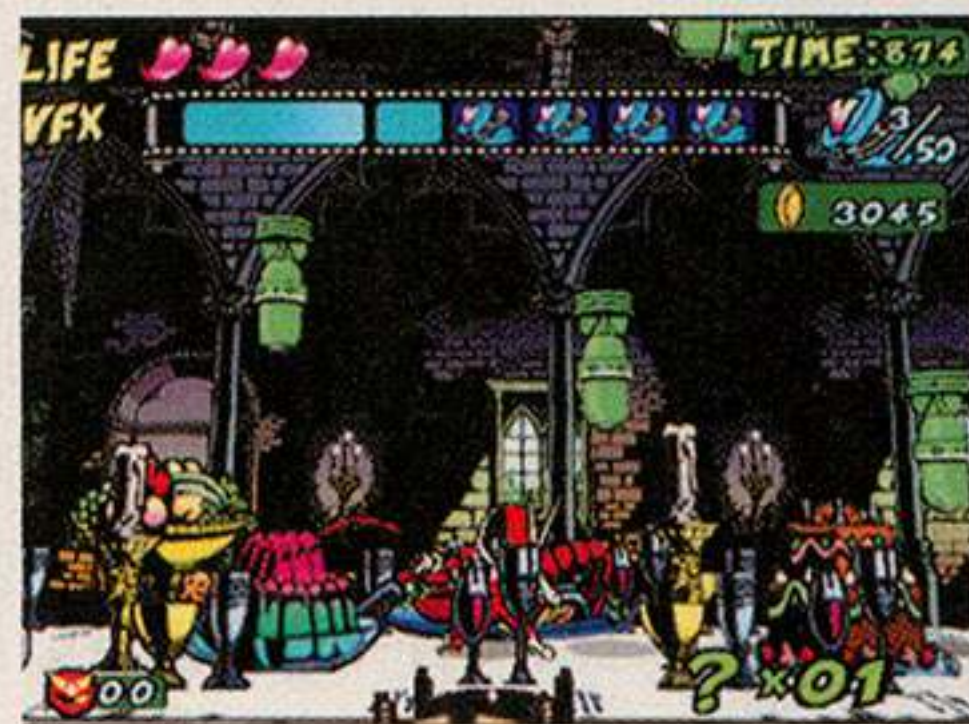
- Developed and published by Midway
- Target release date: Fourth Quarter 2003

Viewtiful Joe

A TRUE HERO never merely kicks ass when he can do so *beautifully*. Viewtiful Joe is a wacked-out beat-em-up featuring a variety of superpowers—super speed, slow motion (i.e. bullet time), and so forth. These powers come in handy both on the battlefield and off—you can use Mach Speed to jump faraway gaps, or Slow to slow down the reels on a slot machine, stretching the odds in your favor a bit.—Fennec Fox



- Developed and published by Capcom
- Target release date: Fall 2003



Nintendo Roundup

NINTENDO, OF COURSE, will have a selection of its triple-A titles on display at E³. Some games to watch for could be F-Zero (the first GameCube version of the popular antigravity racer) and a new incarnation of Mario Kart. Other franchise titles may include Donkey Kong, Kirby's Air Ride, Wario World, and 1080° Avalanche. You can expect to see



F-Zero

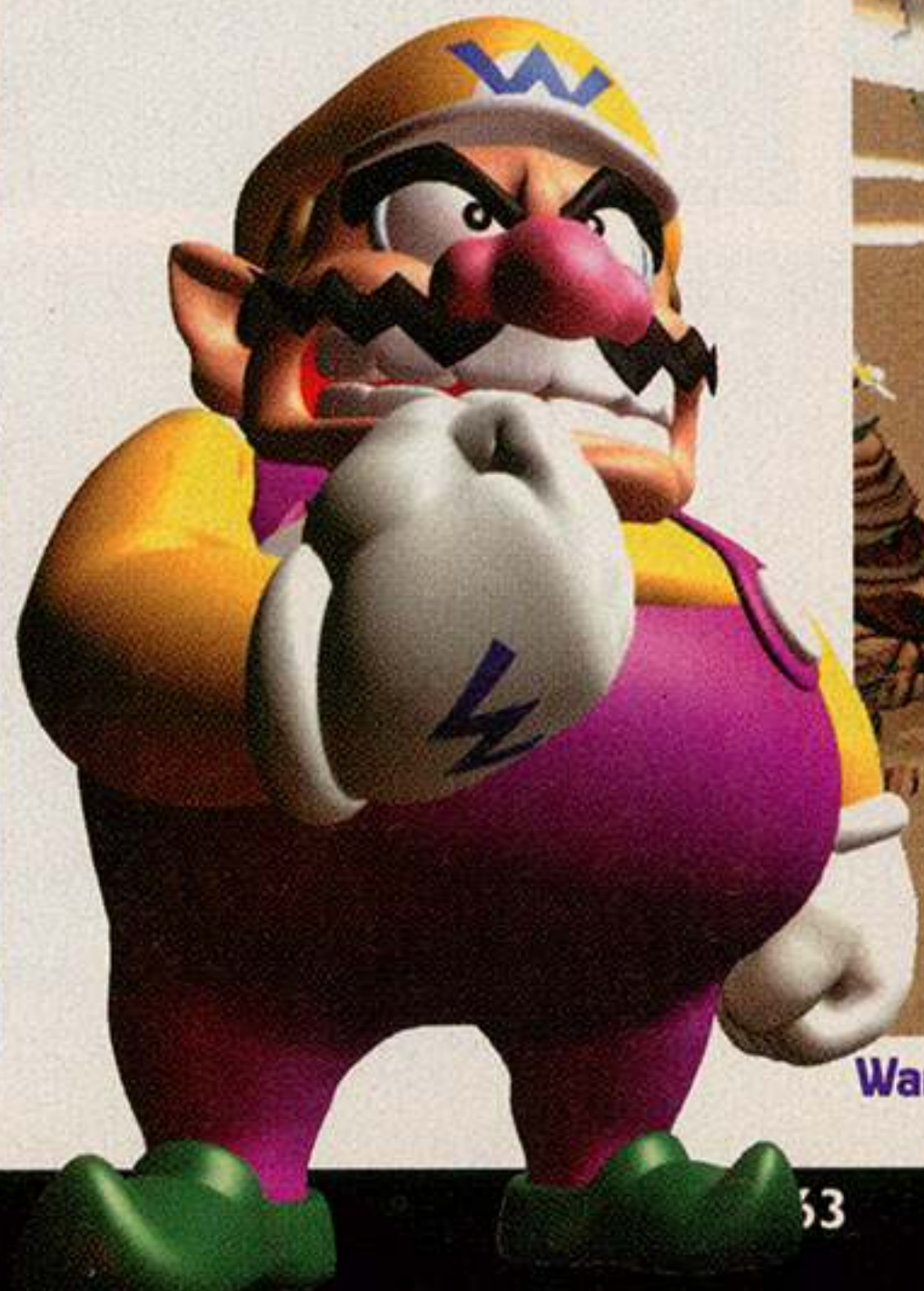


Pikmin 2



1080° Avalanche

Pikmin 2 (with two-player support), Star Fox 2 (which, once upon a time, was developed for the Super NES but never released), Pokémon Coliseum (the first Pokémon GameCube title), and Metroid Prime 2. Some new franchise titles could also be unveiled—such as Fear and Ground Zero—and don't be surprised if a sequel to Eternal Darkness surfaces at the show....



Kirby's Air Ride



Wario World



Soul Calibur II

THE LONG-AWAITED THIRD installment of what's considered to be the crème de la crème of weapons-based fighting games will finally arrive stateside this August.



While series veterans like Xiangchua and Taki are back for more, Soul Calibur II also showcases three new brawlers—one exclusive to each console. Xbox acolytes can don the mask and battle axe of Todd McFarlane's anti-hero Spawn; PS2 owners can play as the bare-fisted Heihachi from the Tekken series; and GameCube fans can fight as a sword-wielding Link.



A brand-new character designed by Todd McFarlane Productions called Necrid will also debut to take on all comers. Along with the de facto Versus, Time Attack, Team Battle, and Survival modes, Soul Calibur II also offers an all-new RPG-influenced Weapon Master mode in which characters can collect and equip up to 200 strange, deadly, or just plain weird weapons by completing various missions.—Pong Sifu

■ Developed and published by Namco ■ Target release date: August

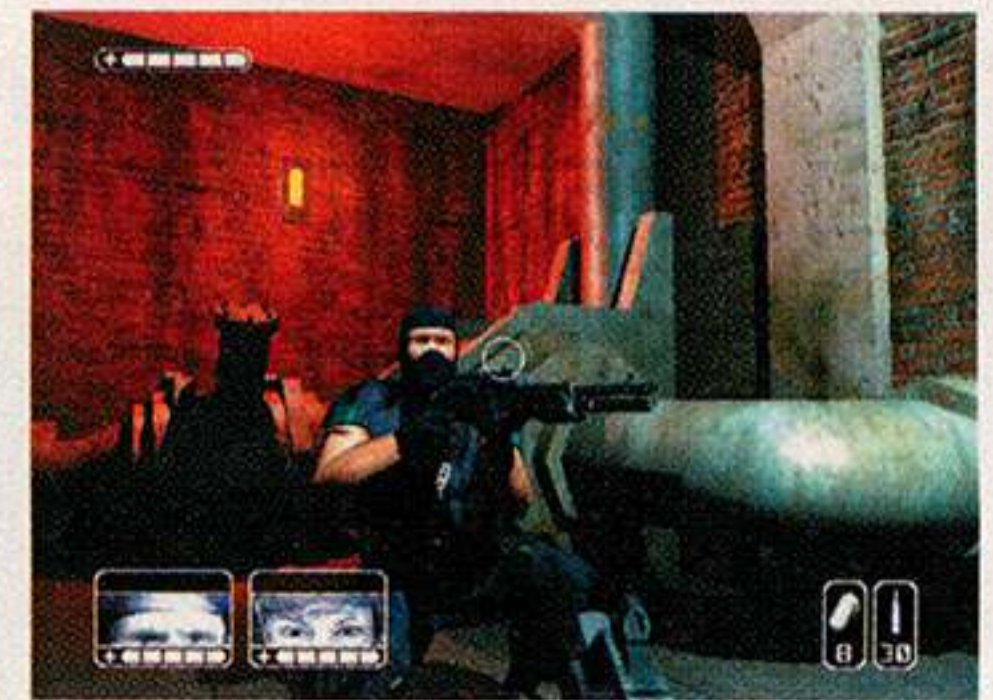
SWAT: Global Strike Team

SQUAD-BASED SHOOTERS ARE hot lately, but sometimes it's hard to really appreciate their depth unless you're already in boot camp or a police academy. Enter SWAT: Global Strike Team, a game that aims to take the life-or-death situations of tactical combat and make them more accessible to the average gamer.



GST uses a simplified interface—look at an object in the world to see your options for interaction with it—as well as voice recognition on both the Xbox (using the Live headset) and PS2 (using the SOCOM microphone). Simply say, "Enter and breach," for example, and your team takes the room. The 21 single-player missions are augmented by 10 co-op and 10 deathmatch levels; players can look forward to destructible environments, clever A.I., lots of weapons, and the ability to play the game with either guns blazing or as a true peace officer, cuffing perps instead of popping caps in them. If Argonaut achieves its goal of creating the "simplest tactical game possible," it might open the door for other games to utilize headset microphones as something more than a novelty accessory.—Dan Elektro

■ Developed by Argonaut Software ■ Published by Sierra ■ Target release date: October



Wakeboarding Unleashed Featuring Shaun Murray
Target release date: June



Group S Challenge
Target release date: Spring 2003



Operation Flashpoint: Cold War Crisis
Target release date: Fall 2003



Deus Ex: Invisible War
Target release date: June

Advent
Target release date: First Quarter 2004

Sega GT Online
Target release date: Fall 2003

Strident
Target release date: To be determined

Beyond Good & Evil
Target release date: To be determined

Aliens V. Predator: Extinction

THE FIRST GAME of the franchise to be developed specifically for next-generation consoles, Aliens V. Predator: Extinction is a real-time strategy game in which you can control one of three races in single-player missions throughout 21 unique maps, including jungle, desert, and high-tech environments. Each species uses different methods of attack—Aliens impregnate enemies to create stronger warriors, Predators use stealthy hunting techniques, and Colonial Marines use state-of-the-art weaponry to mow down foes. Up to 10 combat units are also unique to each race. Aliens can bring facehuggers to the front lines, while Predators can dispatch heavily armored troops and Marines can pilot hydraulic-powered Exo-Suits.—Pong Sifu

■ Developed by Zono ■ Published by Fox Interactive/Electronic Arts
 ■ Target release date: Summer 2003

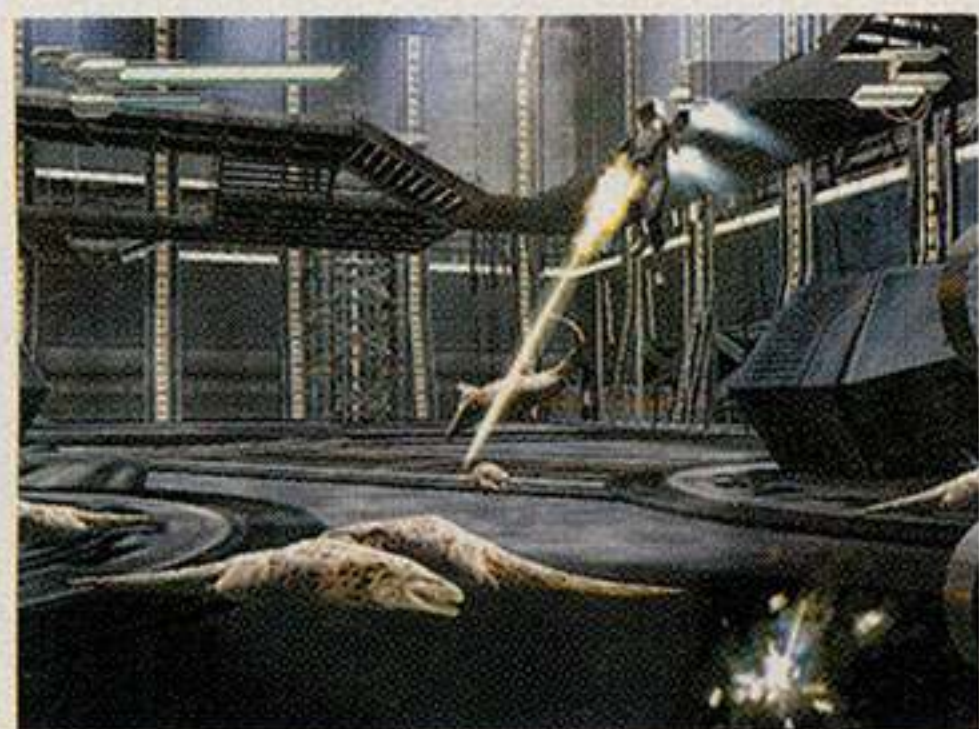
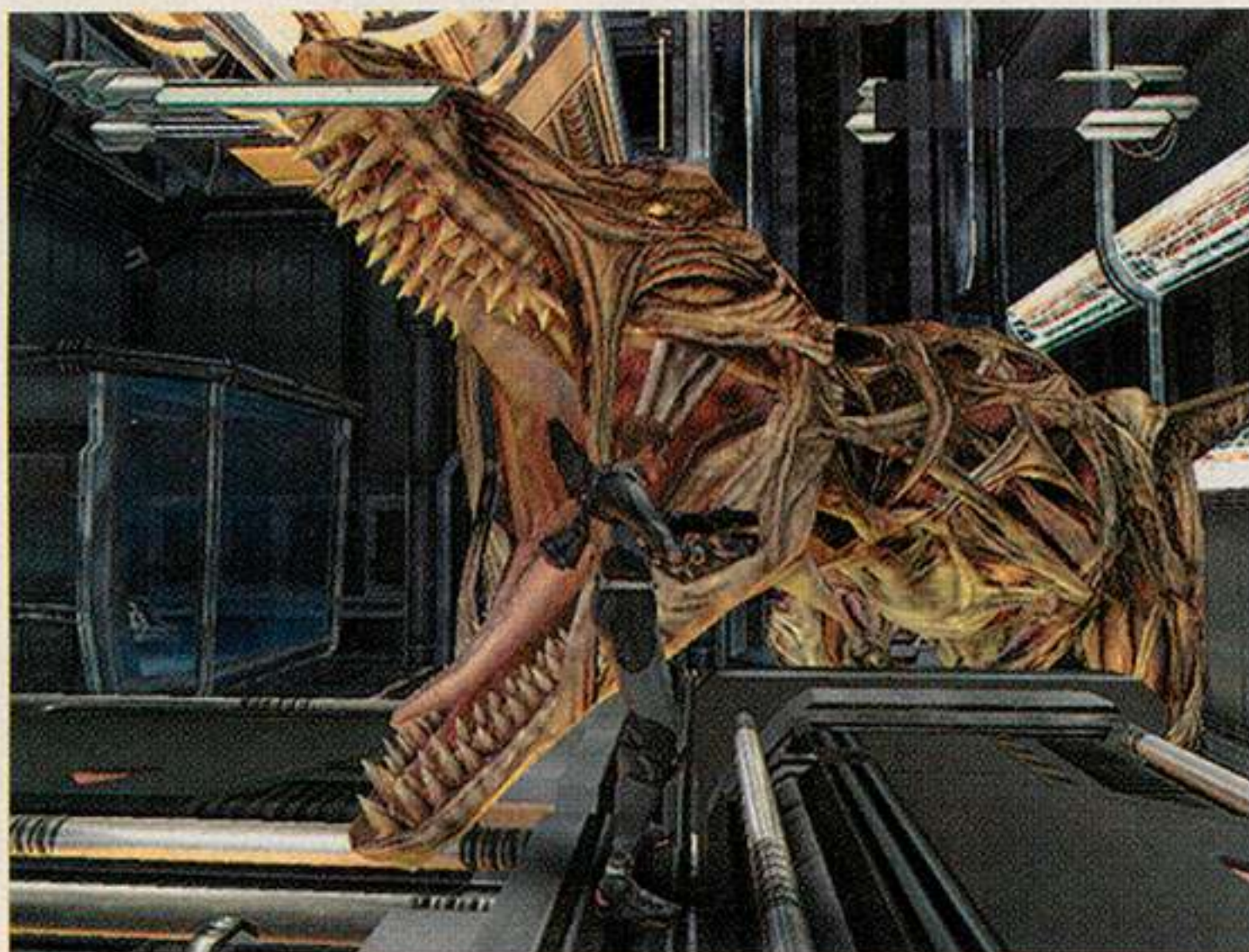


Dino Crisis 3

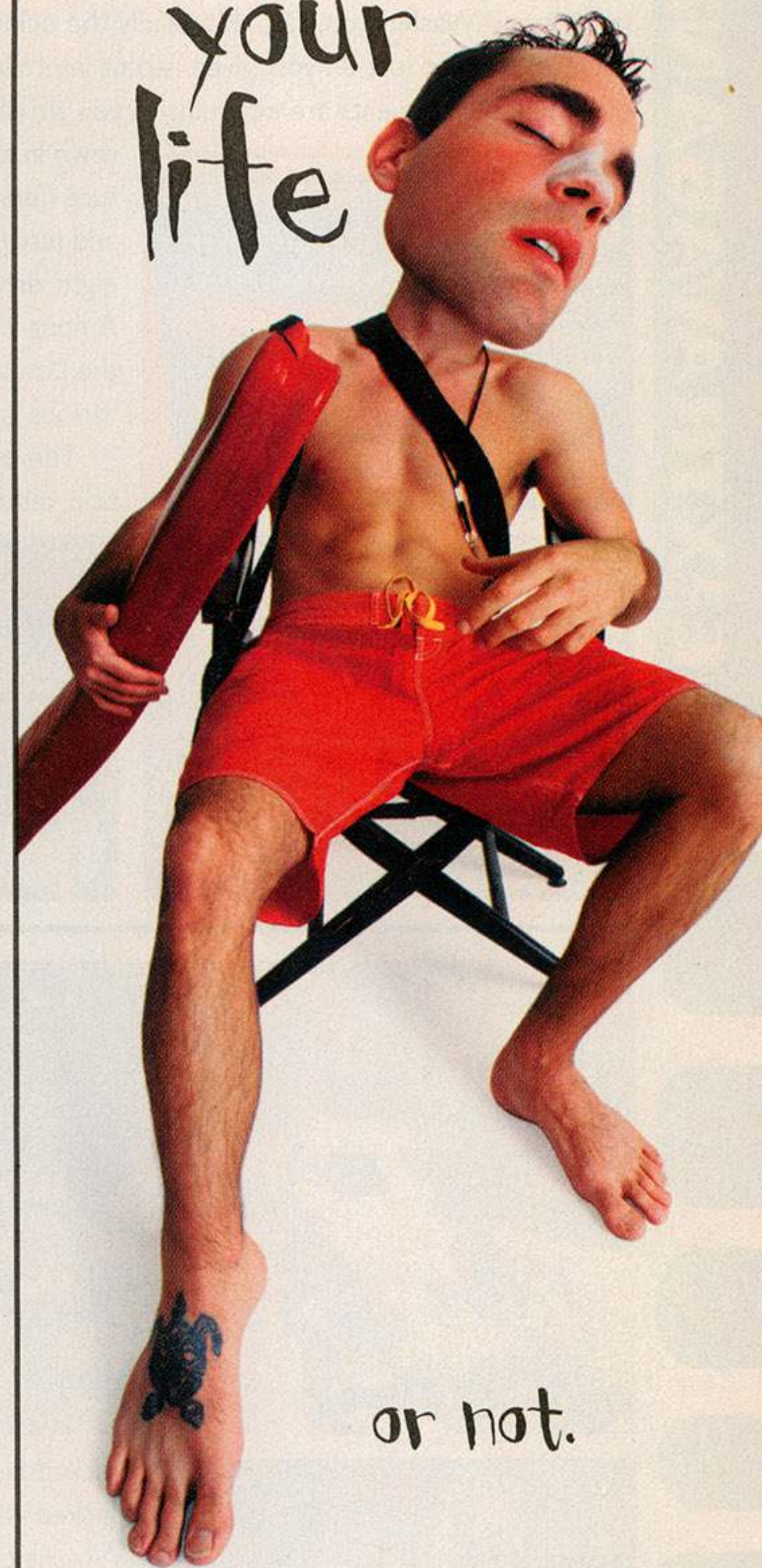
AS IF THE Muppets and Jason Voorhees weren't enough, the far reaches of space will now have man-eating dinosaurs to worry about this summer when Dino Crisis 3 invades the homes of decent Xbox owners around the country. Set in the year 2548, Dino Crisis 3 puts you in control of Patrick, a member of a team of special operatives who find more than they bargained for when they run afoul hordes of pissed-off and hungry thunder lizards aboard a derelict spaceship.

Capcom is promising hyper-paced gameplay and an amazing degree of maneuverability as you jet around the ship with a high-speed booster unit and blast away at anything that moves. These screens look killer and it sounds intriguing—will Capcom's conceptual gamble pay off?—Pong Sifu

■ Developed and published by Capcom
 ■ Target release date: Summer 2003



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Midtown Madness 3

THE MADNESS CONTINUES! Midtown Madness is still pursuing its relentless run from the PC to the Xbox. In wicked, fender-crumpling road racing, you literally beat a path through unsuspecting urban traffic in Paris and Washington, D.C. Hopefully the unintended irony of selecting these two locales for Midtown Madness 3 is not lost on you, given recent international conflict and tensions. The opportunities for vicarious political statements are intriguing as you smash into famous buildings and crash into other cars around



town in a wide range of gameplay modes, including a kidnap adventure (featuring 14 careers), kamikaze races, multiplayer matchups, and just plain cruisin'. The Xbox Live mode will support up to eight drivers, too, and feature its own multiplayer challenges. Among your 30 automobiles of choice are the BMW Mini Cooper, the Lotus Esprit Turbo, the Hummer, the Volkswagen Beetle, and various generic vehicles including a taxi and even a garbage truck.



The preview build was packed with plenty of high-speed action, although the graphics revealed noticeable draw-in and the



steering was a might too sensitive. Still, in the dense pack of driving games, Midtown Madness 3 appears headed for the fast lane.—*The Man in Black*

■ Developed by Digital Illusions ■ Published by Microsoft ■ Target release date: June



Speed Kings

NO BONES ABOUT it—Speed Kings is the Road Rash sequel that EA has inexplicably failed to make. Instead, Acclaim is melding bits of its successful Burnout series with EA's classic formula for blurringly fast bike races spiced with combat, crazy jumps, and cartwheeling collisions. You'll weave through the traffic-snarled streets of 18 tracks on 22 bikes in the standard selection of single- and multiplayer modes. Your rider can pop wheelies, throw punches and kicks, and even lay down his bike to skid under obstacles.



After checking out a preview version, Speed Kings sports a wicked-fast sense of speed, comfortable handling, and energetic track designs packed with obstacles, jumps, and fellow racers that just beg to be clobbered.

Wrecks come at a frantic pace, and the game zooms in on the destruction with Burnout-like glee. The only downside was a distracting, soft-focus haziness of the graphics and lighting that



hopefully Climax will touch up before the game's released. Speed Kings will also be available on the PlayStation 2 and GameCube.

—*Air Hendrix*
 ■ Developed by Climax ■ Published by Acclaim ■ Target release date: May



Fallout: Brotherhood of Steel
 Target release date: Fourth Quarter 2003



StarCraft: Ghost
 Target release date: Fall 2003



True Crime: Streets of L.A.
 Target release date: Fall 2003



Moto GP 2
 Target release date: Summer 2003

The Next Splinter Cell Game
 Target release date: To be determined

Dynasty Warriors 4
 Target release date: August

Bloody Roar Extreme
 Target release date: Summer 2003

Medal of Honor Rising Sun
 Target release date: December

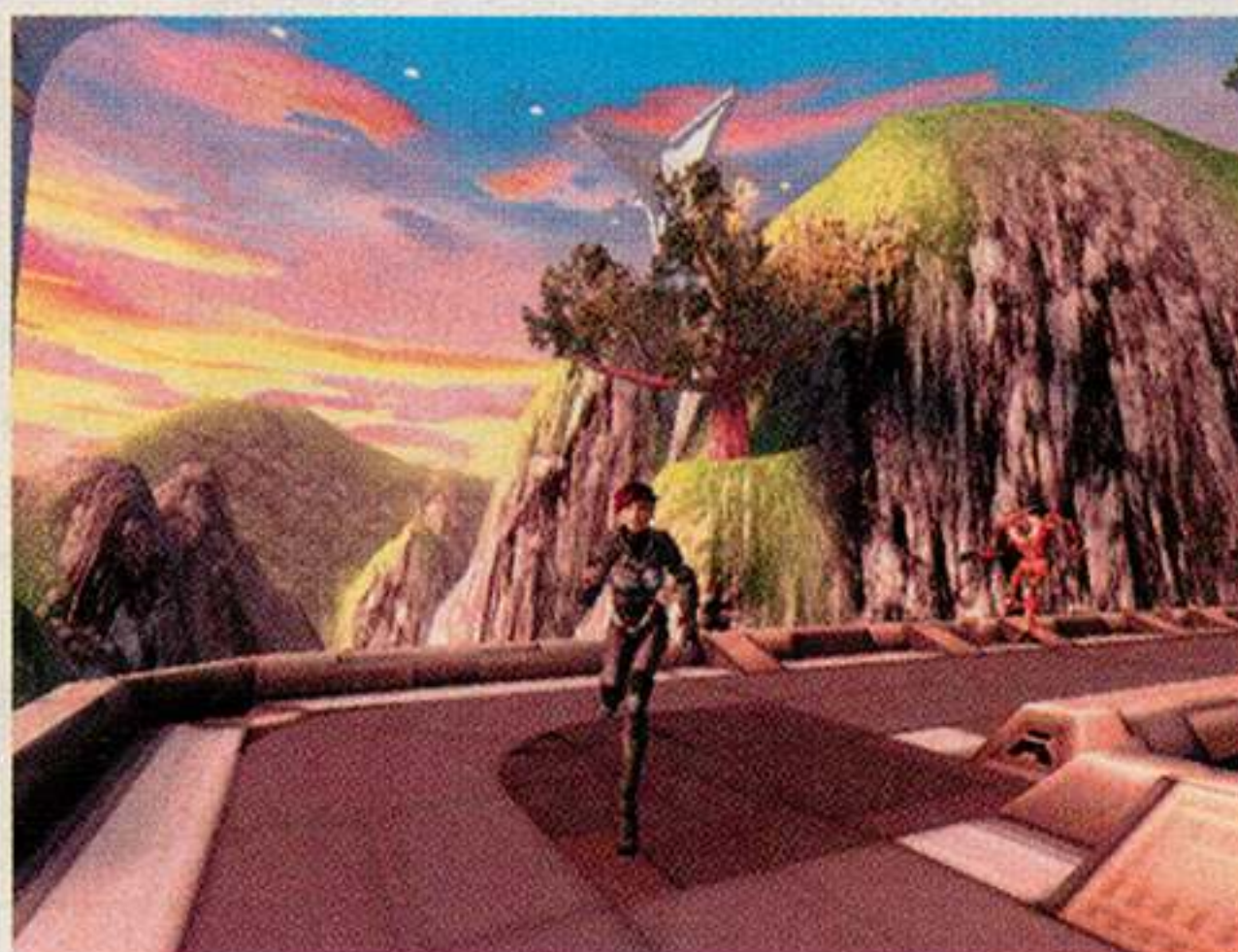
Black9

THERE ARE JUST some things that will always be true—when ever there's human manipulation on a mass global scale, you know the Illuminati's behind it. In *Black9* (coming for the Xbox, PS2, and PC), you play a mercenary in the not-too-distant future (2080 A.D.), taking on missions of questionable morality for nine of the Illuminati's furtive would-be despots. While *Black9* may look a lot like your standard, stealthy, third-person tactical action game at first glance, there's a heavy RPG layer, too, with customizable



characters, D&D-like skill points to assign, and a nanotech/body augmentation system not too far flung from what you found in *Deus Ex*.—*Star Dingo*

■ Developed by Traldren
 ■ Published by Majesco ■ Target release date: Third Quarter 2003



Hunter: The Reckoning—Redeemer

ZOMBIES JUST DON'T know when to die. Coming just a few weeks after *Wayward* (its PlayStation 2 counterpart), *Hunter: The Reckoning—Redeemer* is a new Gauntlet-like shooter in the series that made



Gauntlet-like shooters seem cool all over again. Choosing from one of five Hunters, each with his or her own unique set of weapons, you must once again make your way through Ashcroft and beat the stuffing out of the undead hordes that inhabit it. This time around, you have 40 weapons (ranged and melee) to play around with; Interplay also promises some extra Xbox Live-only content after the game's released.—*Fennec Fox*

■ Developed by High Voltage Software ■ Published by Interplay
 ■ Target release date: Fourth Quarter 2003



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Soldier of Fortune II: Double Helix

HALO 2 WON'T be coming out this year, so Soldier of Fortune II: Double Helix could be the game to scratch your itchy trigger finger. A port from the PC, Double Helix puts gamers in the well-traveled combat boots of John Mullins, a "consultant" who goes to foreign lands, meets interesting people, and...eliminates problems. This time, you'll use



20 authentic weapons to take down an international crime syndicate bent on biological warfare. The chase spans over 50 missions around the globe, while the Random Mission Generator creates fresh fights on the fly—a very cool addition. Plus, look for 20 death-match scenarios and five downloadable Xbox Live levels, which support 10-player System Link and online play (sorry, no split-screen).



Even in pre-beta, the game plays smoothly with instantly comfortable Halo-like controls. The Soldier of Fortune series is known for serious gore (expect lots of blood and plenty of dismemberment, unless you choose to turn it off) but the per-pixel hit detection makes for satisfyingly accurate takedowns unseen in other games. Among other trick shots, you can target specific limbs and shoot the guns out of an enemy's hands. Find your own fortune in June.—Dan Elektro

■ Developed by Gratuitous Games ■ Published by Activision
■ Target release date: June

Untitled Planet Moon Game

THE DEVELOPERS OF Giants: Citizen Kabuto have aimed their talent for humorous action at the Xbox, and although they haven't arrived at a game name yet, they do have a combat-heavy third-person shooter in the works. A band of four crooks teams up to pull off a heist but somehow ends up becoming the heroes of a revolution. The game focuses on large-scale action, striving for the feel of one man against an army as your team takes on battalions with turrets, explosives, and other high-octane firepower.—Air Hendrix

■ Developed by Planet Moon ■ Published by LucasArts ■ Target release date: Fall 2003



WWE Raw 2: Ruthless Aggression

THQ IS COOKING up more wrestling action with WWE Raw 2. The updated 45-man and -woman roster includes the likes of Hollywood Hulk Hogan, Ric Flair, DDP, and more, but the real attraction should be a four-player season mode where everyone tries to take their star to the championship. Other modes include Fatal 4 Way, Triple Threat, Tables, Ladders & Chairs, and a retooled



Create-a-Superstar option. Wrestler entrances are also a big focus, highlighted by the option to use your own tunes by ripping them to the Xbox hard drive.—Air Hendrix

■ Developed by Anchor
■ Published by THQ
■ Target release date: Fall 2003



The Great Escape
Target release date: June



Amped 2
Target release date: Fall 2003



Otogi: Myth Of Demons
Target release date: Fall 2003



Tom Clancy's Rainbow Six 3: Raven Shield
Target release date: Fall 2003

Last Ninja
Target release date: August

Crimson Skies
Target release date: Fall 2003

Kameo
Target release date: Winter 2003

Enter the Matrix
Target release date: May

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Madden NFL 2004

IN ITS 14TH season, Madden NFL 2004 for the PS2, GameCube, and Xbox marches onto the football field as the game to beat. Last year, football fans were scratching their heads to figure out how the game could be improved, and EA Sports responded by accelerating gameplay speed and juicing the ever-mysterious A.I. This year, the team's taking another shot at improving gameplay by introducing Playmaker Control, a system that enables you to make adjustments to the flow of play after the snap of the ball. Online gameplay is also getting some serious attention. Quick Match mode lets you speedily set up tournaments, but even better, Madden finally enables you to express some true attitude with voice chat for real-time smack talk. Oh yeah, the A.I. gets turned up a notch again, too.—Atomic Dawg

■ Developed by Tiburon ■ Published by EA Sports ■ Target release date: August



NFL 2K4

SEGA SPORTS MAKES no bones about the fact that it has long-term plans to defeat Madden, and improving gameplay is one of the major goals this season. NFL 2K4's innovations include streamlining the stick-based play-calling system. Playbooks will be easier to navigate, and more efficient menus will enable faster input. Additionally, the game continues its quest for realistic-looking football by beefing up player faces, already one of the series' strong points. To help fortify the gameplay, 2K4 will also add 1000 new animations on the field, including sideline catches, gang tackles, and stop-n-go moves. Also,



gamers will be able to attend training camp where they can master all the football basics. NFL 2K4 for the PS2 and Xbox is looking like a football force to be reckoned with.—Atomic Dawg

■ Developed by Visual Concepts ■ Published by Sega Sports
■ Target release date: August

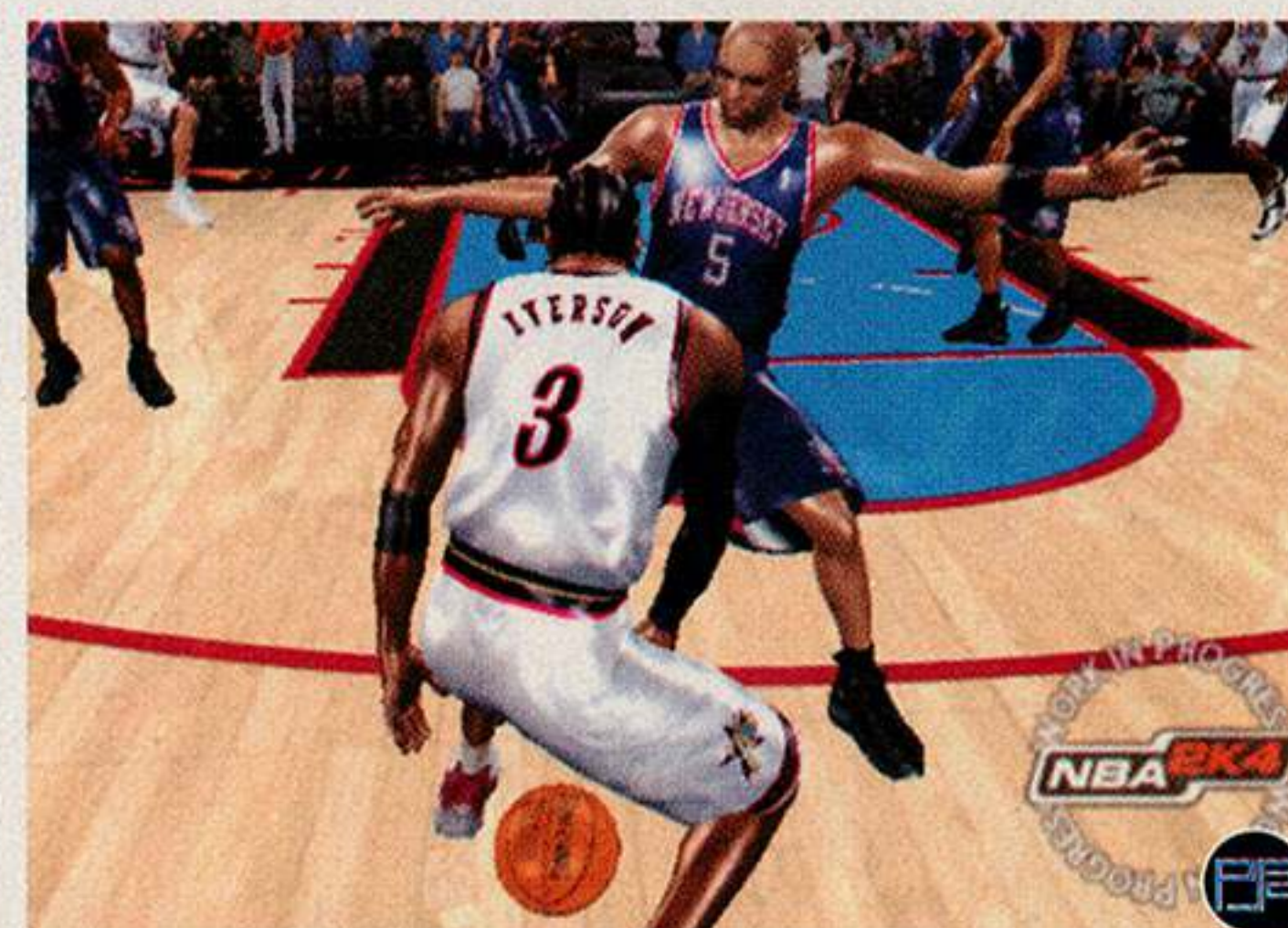


NBA 2K4

NBA 2K3 WAS something of a disappointment for Sega—the game got rave reviews but didn't sell nearly as well as NBA Live—so the publisher is hoping that the tweaks it's making this year will help NBA 2K4 better compete with Live at the cash register. The Franchise mode is being overhauled to include smarter trading, easier team management, and multiplayer season options. You can also play streetball of some sort or another—details were vague at press time—while the ESPN presence will have a bigger role in the visuals, especially the menus and scoring. Another big change for all of Sega's sports titles this year is that there will be no GameCube versions; they're

PS2 and Xbox only.—Air Hendrix

■ Developed by Visual Concepts ■ Published by Sega
■ Target release date: Fall 2003





NBA Live 2004

LAST YEAR'S "FREESTYLE" moves helped NBA Live return to dominating the hardwood, and NBA Live 2004 for the PS2, GameCube, and Xbox is aiming to turn that success into a streak by blowing out the Dynasty mode. You can import your graduating players from NCAA March Madness 2004 and also create custom players, building up their skills over time. EA's also adding new jukes and other moves, fine-tuning the control, and souping up the passing game. Naturally, all 29 NBA arenas showcase your hoops dreams, and EA says it's focusing on beefing up details like championship banners and retired jerseys.—*Air Hendrix*

■ Developed and published by EA Sports ■ Target release date: November

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

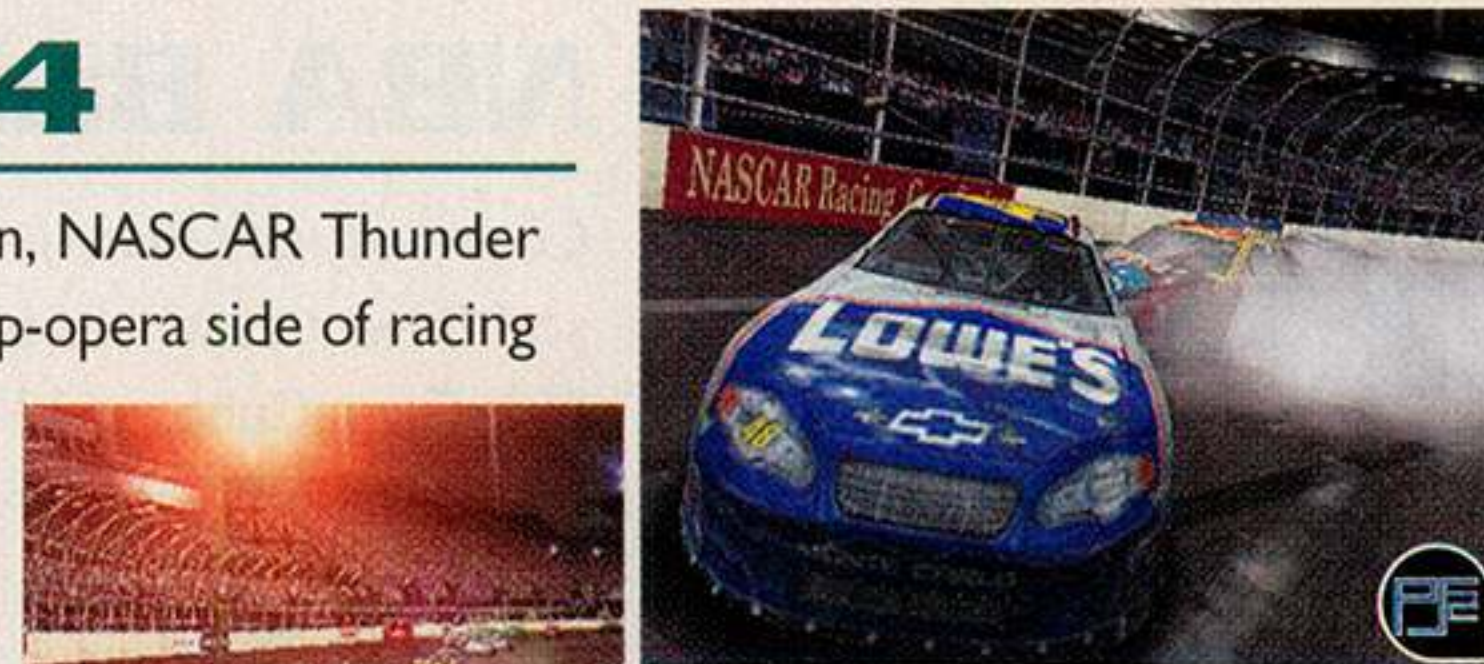


NASCAR Thunder 2004

AFTER SCORING WITH an exhaustive Career mode last season, NASCAR Thunder 2004 for the PS2, GameCube, and Xbox is looking to inject the soap-opera side of racing into games. Grudges and alliances between competing drivers and teams will be pivotal in your success as you race against 42 opponents who have individual behaviors and take notes when you do something worthy of vengeance...or even a favor. As far as tracks go, you can expect 23 NASCAR circuits and 11 fantasy courses. Over the span of a 20-year career, you'll manage sponsors, team and garage staffing, and those now-vital alliances. But the best news comes last: Thunder 2004 supports online racing!—*Air Hendrix*

■ Developed by Tiburon ■ Published by EA Sports

■ Target release date: Fall 2003



NHL 2K4

SEGA'S HOCKEY SERIES finally put in a superstar performance last season, and NHL 2K4 for the PS2 and Xbox is getting off to another strong start by adding support for PS2 online play alongside the Xbox Live support that debuted last winter. The sights and sounds

are also getting a spiffy overhaul as the new graphics engine means that player faces, lighting, and effects like sprays of ice should be far more snazzy. The commentary is also being re-recorded to more closely resemble a broadcast and to offer more variety.—*Air Hendrix*

■ Developed by Visual Concepts ■ Published by Sega ■ Target release date: Fall 2003



NFL GameDay 2004

PS2
Target release date: August



NBA Jam

PS2, Xbox
Target release date: October



NHL 2004

PS2, GameCube, Xbox
Target release date: October



Inside Pitch

Xbox
Target release date: May

NCAA College Football 2K4 PS2, Xbox
Target release date: Fall 2003

NCAA College Hoops 2K4 PS2, Xbox
Target release date: Fall 2003

Mario Golf GameCube
Target release date: June

Mario Tennis GameCube
Target release date: To be determined



NCAA Football 2004

ALREADY THE MOST popular college-football game out there—and for good reason—NCAA College Football 2004 for the PS2, GameCube, and Xbox delves even deeper into this national pastime. The historical angle is the focus of this year's season as the game offers a roster of classic teams like Notre Dame's 1924 Fightin' Irish. You can also tackle what EA is billing as the 20 greatest college matchups from the past 20 years. The PS2 version also offers in-game voice chat, but all versions now allow you to rip down the goalposts after a big victory. But you still get fined by the university.—Air Hendrix



■ Developed by Tiburon ■ Published by EA Sports ■ Target release date: July

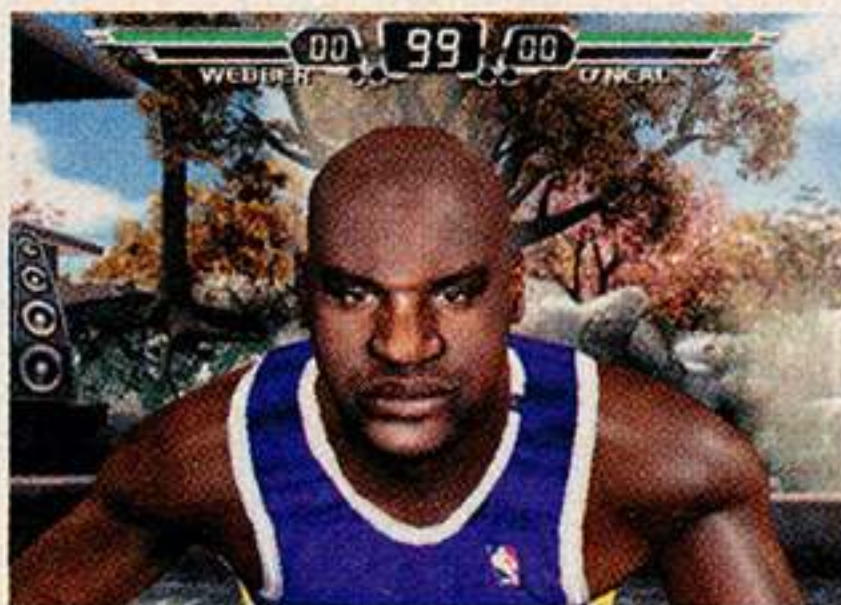


NBA Ballers

COMING UP WITH new concepts for hoops games ain't easy, so Midway deserves props for that alone. NBA Ballers for the PS2, GameCube, and Xbox is a one-on-one basketball game that focuses on the lifestyle of NBA stars along the lines of MTV's *Cribs*. Instead of arenas, you'll throw down in mansions, yachts, penthouses, and other luxurious locales modeled after the shacks that NBA stars call home. You'll play as one of 60 current players ranging from Kobe to Carter, or 24 legends like Magic and Dr. J. A detailed create-a-player mode lets you focus on what really matters to NBA players: hairstyle, jewelry, shoes, planes, cars...even ladies.—Air Hendrix

■ Developed and published by Midway ■ Target release date: Fourth Quarter 2003

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



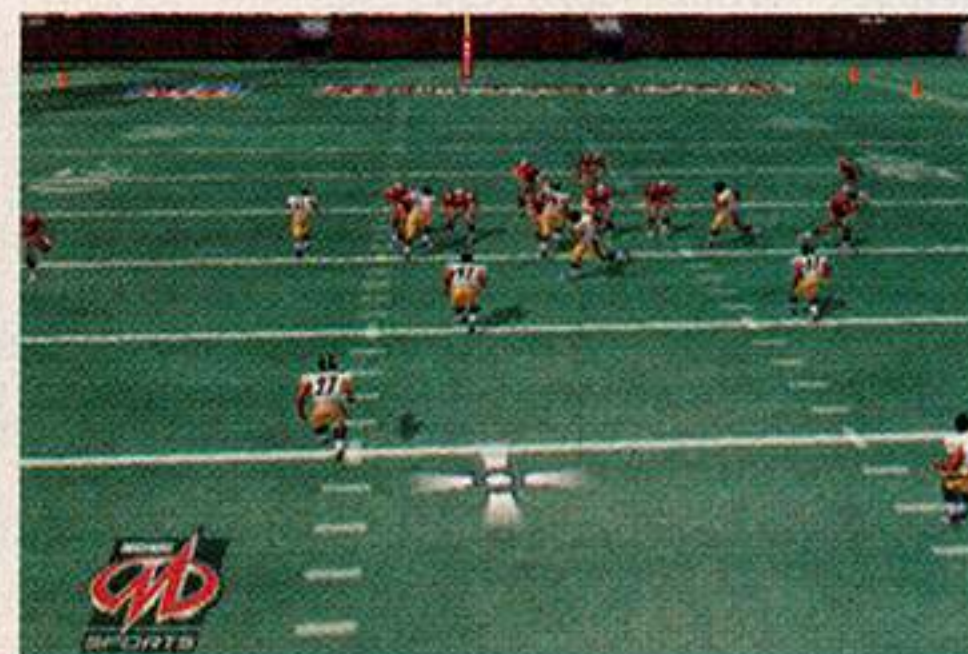
NFL Blitz: Pro

MAYBE IT WAS that hubbub over violence in the NFL, but don't look a gift horse in the mouth as NFL Blitz is finally getting the overhaul it deserves. NFL Blitz: Pro for the PS2, GameCube, and Xbox goes for full 11-on-11 play with a deep Franchise mode and new A.I. that Midway claims will eliminate the series' trademark catching up. Ever better, head-to-head online gaming is hitting the gridiron alongside tunes by bands

like Staind and Ludacris. NFL Blitz: Pro isn't becoming Madden, though, as the arcade-heavy action is still packed with over-the-top jukes, dives, stiff arms, tackles, and more.—Air Hendrix

■ Developed and published by Midway ■ Target release date: Third Quarter 2003

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



NCAA March Madness 2004

PS2, GameCube, Xbox
Target release date: Winter 2003



NCAA Final Four 2004

PS2
Target release date: November



NCAA GameBreaker 2004

PS2
Target release date: August



Tiger Woods PGA Tour 2004

PS2, GameCube, Xbox
Target release date: Fall 2003

NFL Fever 2004 Xbox
Target release date: September

NBA Inside Drive 2004

Xbox
Target release date: October

NHL Stanley Cup Champ. 2004

Xbox
Target release date: Fall 2003

NBA ShootOut 2004

PS2
Target release date: October

NHL Hitz: Pro

NHL HITZ HAS been a rising star at the rink for the past couple seasons, and this year's game should keep fans flocking. Like NFL Blitz, NHL Hitz: Pro for the PlayStation 2, GameCube, and Xbox will go for its sports' regulation team size with five-on-five action.

Head-to-head online play should make for some excellent competition, while a more exhaustive Franchise mode and a hockey school headed by the legendary Scotty Bowman should appeal to novice and expert hockey gamers alike.

—Air Hendrix

- Developed by Next Level
- Published by Midway
- Target release date: September

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



Urban Freestyle Soccer

URBAN FREESTYLE SOCCER for the PS2, GameCube, and Xbox applies the no-rules streetball vibe of NBA Street to the soccer pitch with four-on-four arcade-style soccer. Squaring off in the asphalt jungle, you'll join one of 10 teams for games packed with tricks, combos, and a points system for charging it all up. Modes include Home Turf, Versus, Freestyle, Street Challenge, Training, and Mini-Game.

—Air Hendrix

- Developed by Silicon Dreams
- Published by Acclaim
- Target release date: May



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

Summer Heat Beach Volleyball

THE LADIES OF DOA are getting some competition on the PS2 with Summer Heat Beach Volleyball's two-on-two matches. You'll choose from 14 characters and play ball in 12 trendy locales ranging from Venice Beach to Emerald Marina to Flamingo Pier. Tons of secrets can be unlocked in Arcade, Exhibition, Spring Break (strange, that, since the name says it's summer), Tournament, and Mini-Game modes.—Air Hendrix

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



FIFA 2004

ONE OF THE leading names in soccer games for years now, FIFA 2004 for the PlayStation 2, GameCube, and Xbox returns to field in something of a quiet year as the next World Cup is still several years away. You can start building your team now, though, in a new Career mode. Borrowing a concept launched in the World Tour Soccer series, you can start a team out in the lower divisions, signing new players and earning your way to prominence with your track record.—Air Hendrix

- Developed and published by EA Sports
- Target release date: Fall 2003

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



Final Fantasy X-2

THE NEWEST FINAL FANTASY is out in Japan, and the debate's already starting to rage: FFX-2 is the most horrible thing to happen to PS2 RPGs—ever! No, wait, it's the funniest Final Fantasy ever made! No, wait, but it actually gets serious and stuff sometimes! No, wait...

X-2 is the first Final Fantasy where the world doesn't need saving, really—Yuna's dropped the summoning racket and is currently searching for her old blitzball-playing flame, Tidus. As a result, the plot's less RPG-like and more like Yuna and Rikku going *Thelma and Louise* across the land of Spira. After all, how many other RPGs have 70s-style character freeze-frames and backrub mini-games?

Not to say the game's nothing but fan service—FFX-2's battle system is in real time, making some fights extremely hectic, and the graphics are every bit as gorgeous as they were in the predecessor game. It's still Final Fantasy, of course...just try to approach it with an open mind.—Fennec Fox

■ Developed by Square Soft ■ Published by Square Enix U.S.A.
 ■ Target release date: Fourth Quarter 2003



Final Fantasy Crystal Chronicles

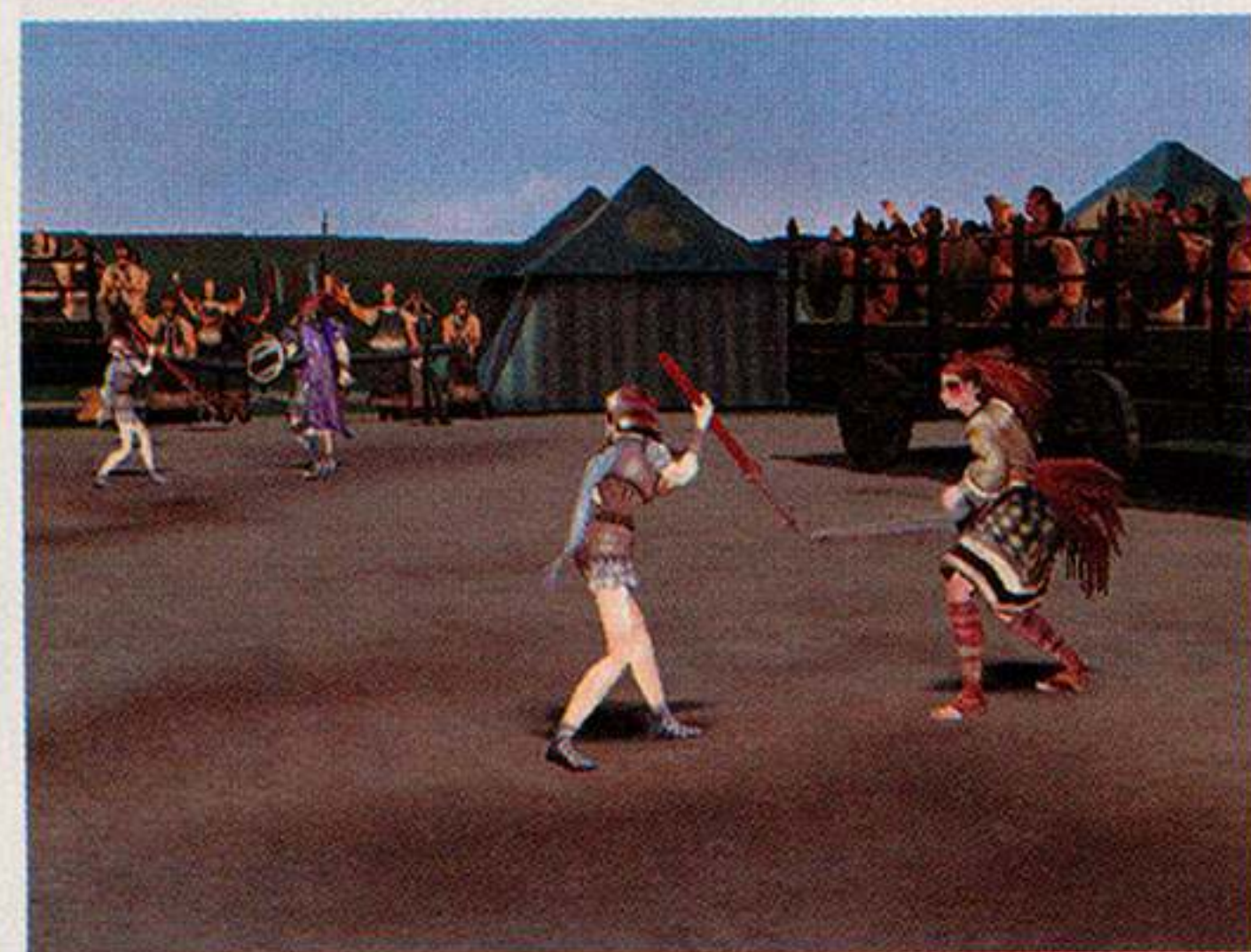
ALTHOUGH FINAL FANTASY CRYSTAL CHRONICLES is the first Square-developed GameCube title, it really isn't the Fantasy-sized epic you'd expect. The emphasis is on multiplayer and Game Boy Advance connectivity, and as a result, it plays more like *Secret of Mana* than a traditional RPG.

The gameplay is standard hack-n-slash with a few *Zelda*-style puzzles for good measure. Magic is a bit more complicated: You need magic jewels, picked up by defeating enemies, to cast anything. These jewels are divided into "attack" and "support" types, and some can be combined to build new magic (for example, joining a "blizzard" jewel with a "follow" jewel creates freezing guided missiles).

While a Game Boy Advance isn't required to play FFCC, having one will greatly enhance the experience—you can use it to organize jewels and exchange mail with other characters. Up to four players can join in at once, potentially making FFCC a great party game for RPG geeks. The only problem: Can they deal with the new graphical style?—Fennec Fox

■ Developed by Game Designers Studio
 ■ Published by Nintendo
 ■ Target release date: To be determined



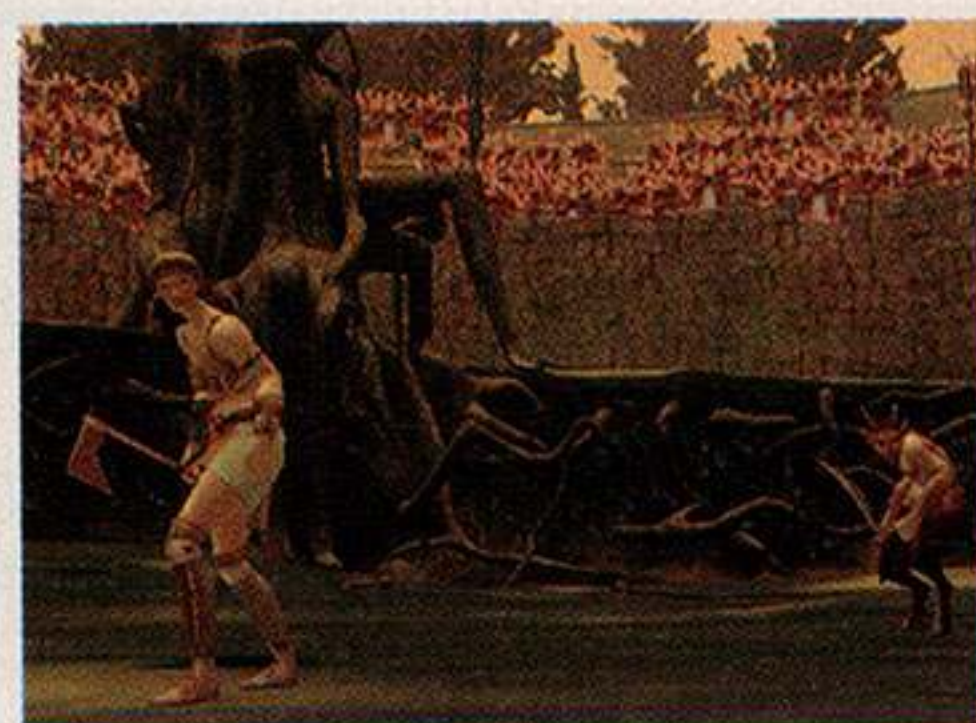


Gladius

GAMEPRO GOT A chance to spend some time with a playable demo of LucasArts' turn-based arena-combat RPG *Gladius*, which is slated for release on all major consoles this summer. Following a period of bloody wars that rocked the land of Gladius, a tenuous peace prevails and all disputes are settled within the confines of Imperial gladiator arenas. Hither come two warriors—Ursula from the North and Valens—each on a quest to keep the world from plunging into another age of darkness and bloodshed.

The game's turn-based combat showcases some cool strategy elements—where you position your character in relation to an opponent can yield tactical advantages as can certain environmental factors. A swing meter determines the strength of an attack, and by hitting different buttons at the right times you can execute combos that can inflict heavy damage. Keep an eye out for more information in upcoming issues of *GamePro*.—Pong Sifu

■ Developed and published by LucasArts ■ Target release date: August



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

Arc the Lad: Twilight of the Spirits

ARC THE LAD COLLECTION apparently did so well for Working Designs that Sony decided to take back the license. Due out in May on the PlayStation 2, *Twilight of the Spirits* is the first Arc game SCEA is localizing themselves, and it's a sequel by title that shares very little with the last three games. It's 1000 years after the PlayStation trilogy, and the world's been divided up between humans and Deimos, a race of demonic warriors. As human hero-wannabe Kharg and Deimos halfling Darc, you're charged with uniting both sides against the advances of a sinister (and very Arc-like) evil empire.

Sony's opted for a much more epic look with the new Arc—the graphics are full-on expertly detailed 3D, and there are even a few

Final Fantasy-style voiced cut-scenes. The fighting system, too, is less like Arc's and more like *Breath of Fire: Dragon Quarter's* as the square grid's been eliminated—thus giving you a bit more strategic freedom during larger battles.—Fennec Fox

■ Developed by Cattle Call ■ Published by Sony ■ Target release date: May



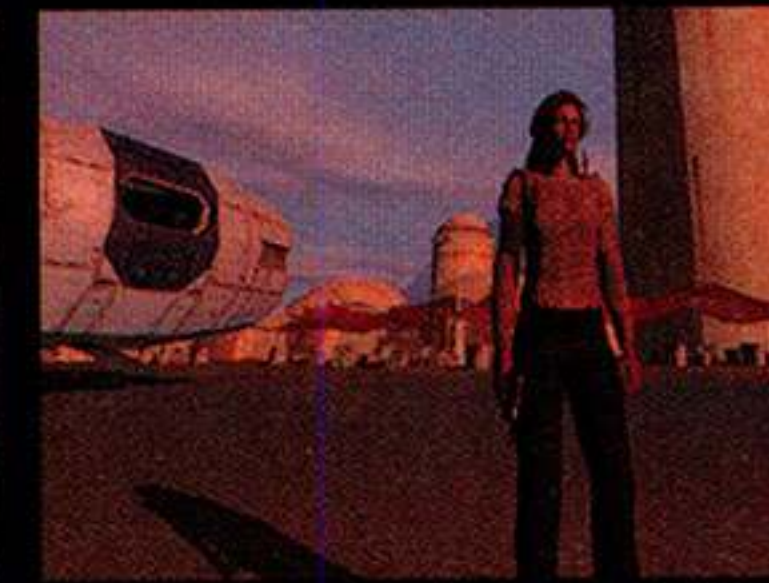
D&D Heroes
PS2, GameCube, Xbox
Target release date: September



Fable
Xbox
Target release date: Winter 2003



RPG Maker 2
PS2
Target release date: July



Star Wars Galaxies
Console to be determined
Target release date: To be determined



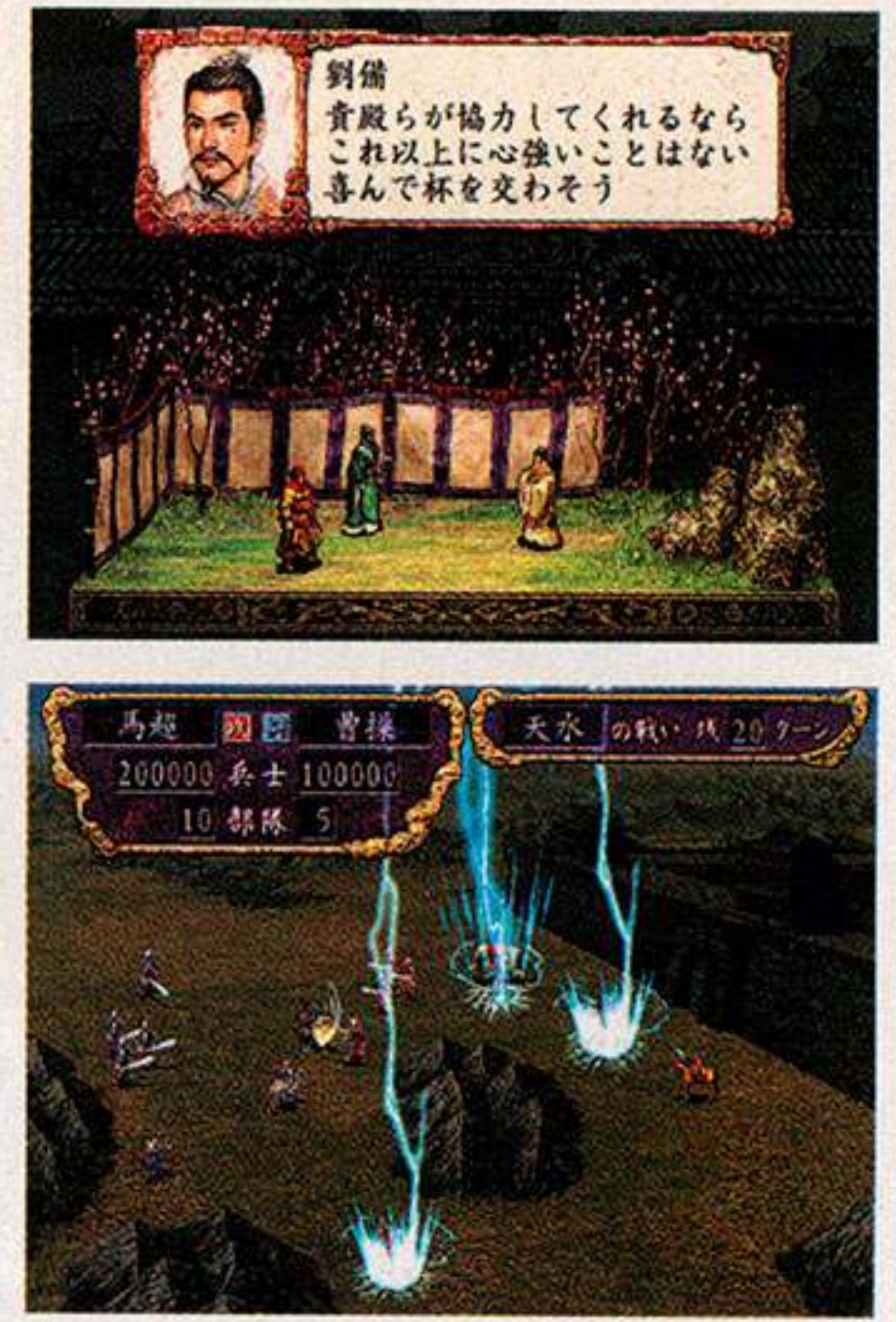
Star Wars: Knights of the Old Republic
Xbox
Target release date: June

Romance of the Three Kingdoms VIII



SET DURING THE time when Wu, Wei, and Shu forces clashed for control of China, Romance of the Three Kingdoms VIII (coming to the PS2 in July) incorporates a bevy of brand-new features. For the first time in the series, characters get to engage in personal relationships as players participate in the time of the Yellow Turban Rebellion and the death of legendary military commander, Huge Liang (184-234 A.D). In previous games, only four forces could take part in battles at one time, but now all forces can leap into the fray regardless of where their bases are. RTKVIII also introduces 15 new Officer skills, which can be upgraded to affect the outcome of battles.—Pong Sifu

■ Developed and published by Koei ■ Target release date: July



Dynasty Tactics 2



HIDE THE LADIES—Lu Bu's coming! The original Dynasty Tactics (also a PS2 exclusive) was considered a "lite" version of Romance of the Three Kingdoms. This sequel has three times as many units to control, as well as combo attacks that require only a single unit to unleash. All three basic scenarios (Liu Bei, Cao Cao, and Sun Ce)



have been completely rewritten, and a fourth scenario (starring Lu Bu, he of strong body and festive headdress) has been added. Your generals also have compatibility levels now; use friendly ones together, and they'll do better on the battlefield. How sweet!—Fennec Fox

■ Developed and published by Koei ■ Target release date: September



Disgaea: Hour of Darkness

TAKE FINAL FANTASY TACTICS, give it a *Nightmare Before Christmas* look, throw in a lot of silly dialogue and anime cut-scenes, and you've got the gist of what makes Disgaea for the PS2 look so interesting. This is more than a straight FFT clone, however—for one, your army can work at tandem using a formation attack system, allowing for chains, combo attacks, and even strange throwing moves. You can switch characters in and out of battle, Final Fantasy X-style, and there's a set of themed battlefields where you can fight monsters to raise your equipment...not to mention the penguins that occupy your army. Don't ask.—Fennec Fox



...not to mention the penguins that occupy your army. Don't ask.—Fennec Fox

■ Developed by Nippon-ichi Software ■ Published by Atlus ■ Target release date: Fall 2003



Drag on Dragon
PS2
Target release date: First Quarter 2004



Morrowind: Game of the Year Edition
Xbox
Target release date: Fall 2003



Baldur's Gate: Dark Alliance II
PS2, Xbox
Target release date: Fourth Quarter 2003



Star Ocean: Till the End of Time
PS2
Target release date: First Quarter 2004



Final Fantasy XI
PS2
Target release date: Fourth Quarter 2003

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Most Likely to Be a Pop Star



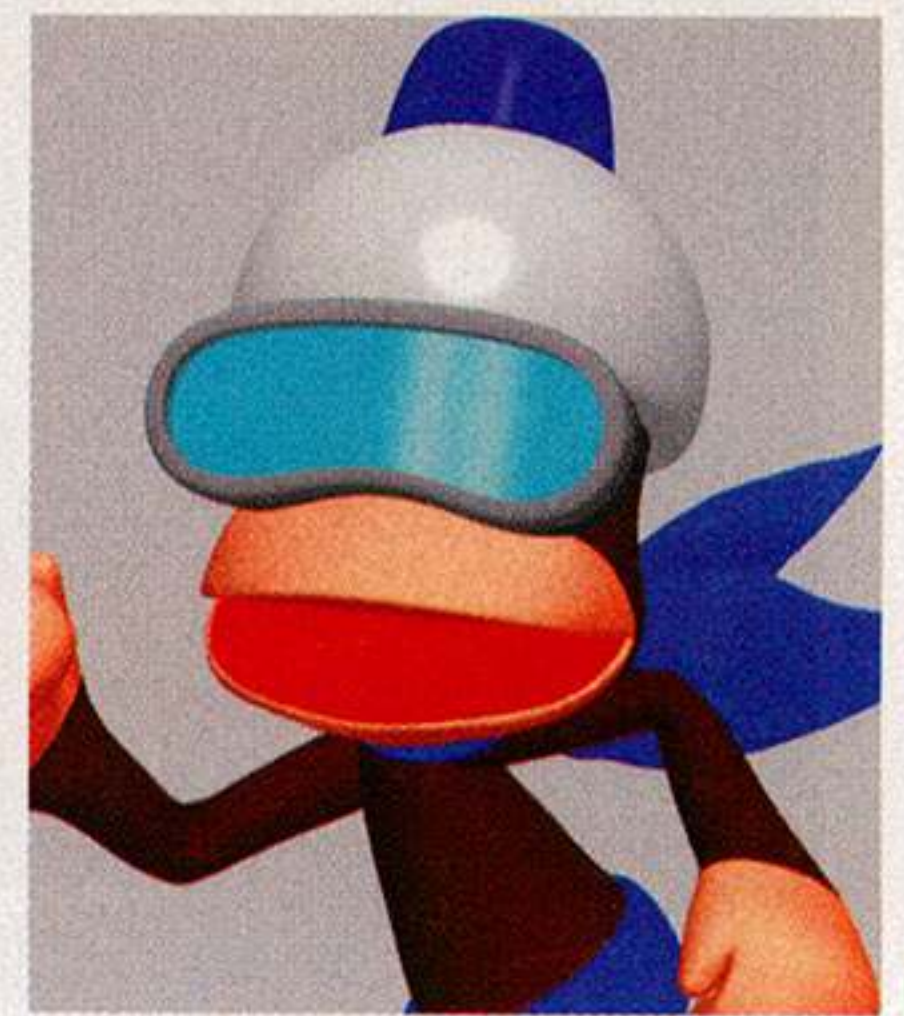
El Toro

Most Likely to Grab the Bull by the Horns



Harley Q. Win

Most Likely to Annoy the King



Billy

Most Likely to Get a Speeding Ticket



Monko Polo

Most Likely to Find a Legendary Banana



Natalie

Most Likely to Lose Her Wits



Marshall

Most Likely to Punch the Ref



Larry

Most Likely to Step in Monkey Poo



Mr. White

Most Likely to Be an Evil Scientist



Balboa

Most Likely to Live in a Meat Locker



Norman

Most Likely to Drive a Humvee



Specter

Most Likely to Take Over the World



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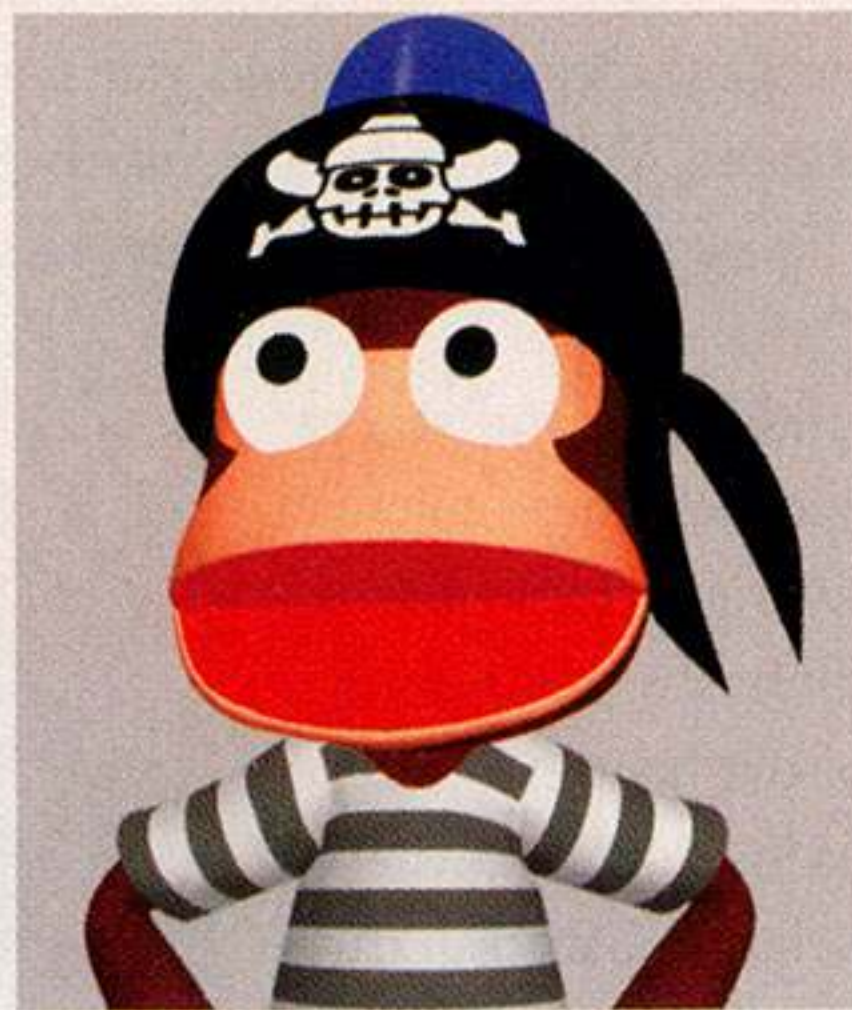


Catching Madness



Leo

Most Likely to Catch a Fever



Stephenson

Most Likely to Walk the Plank



Jimmy

Most Likely to Save the World



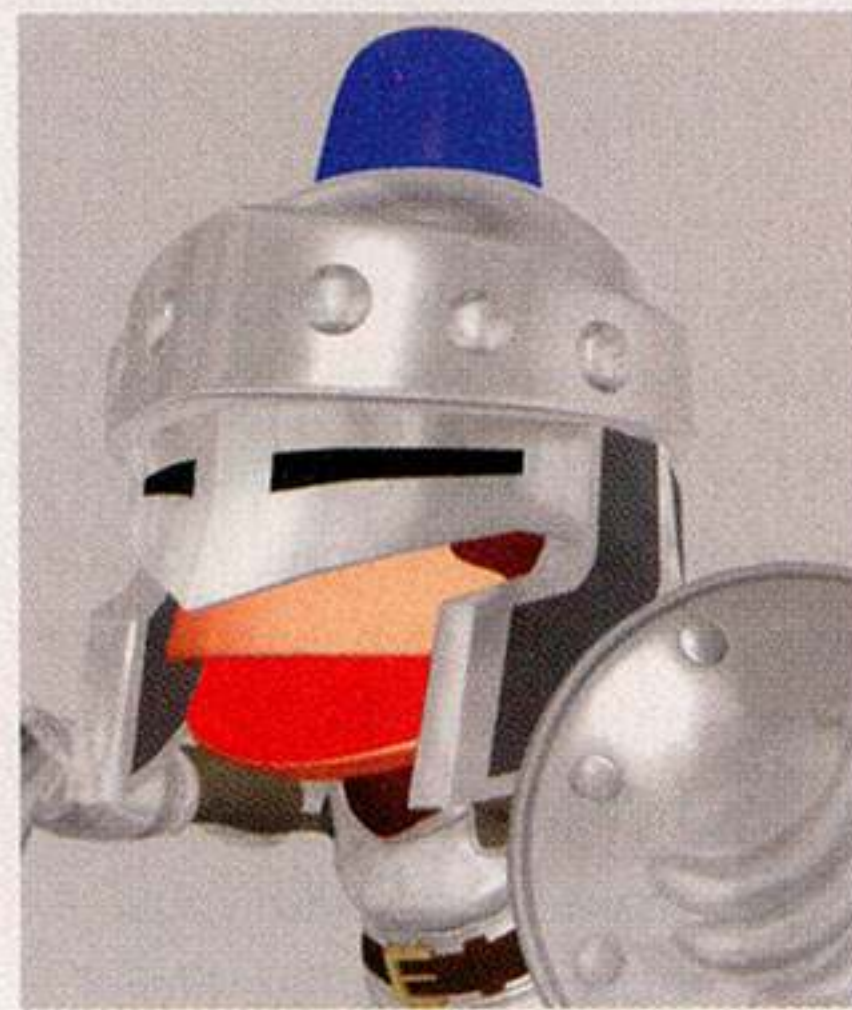
George

Most Likely to Be Inquisitive



Buzz

Most Likely to Be Lost in Space



Arthur

Most Likely to Get Pierced



Parka

Most Likely to Chill



Punto

Most Likely to Sink the Gondola



Cleo

Most Likely to Walk Like an Egyptian



Yellow Monkey

Most Likely to Be a Pro Wrestler



Libby

Most Likely to Swim to Ellis Island

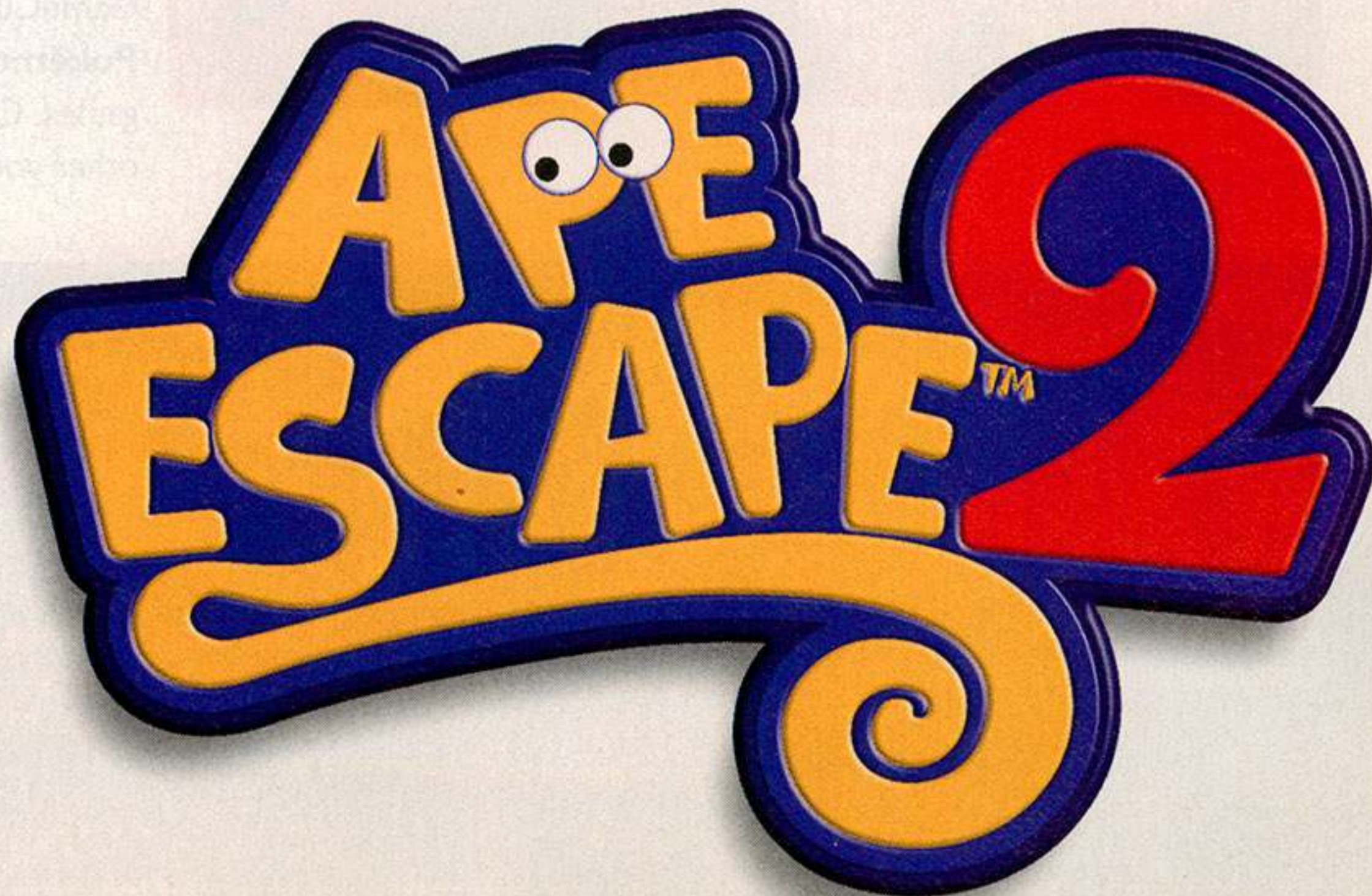


Spud

Most Likely to Be a Hypnotist

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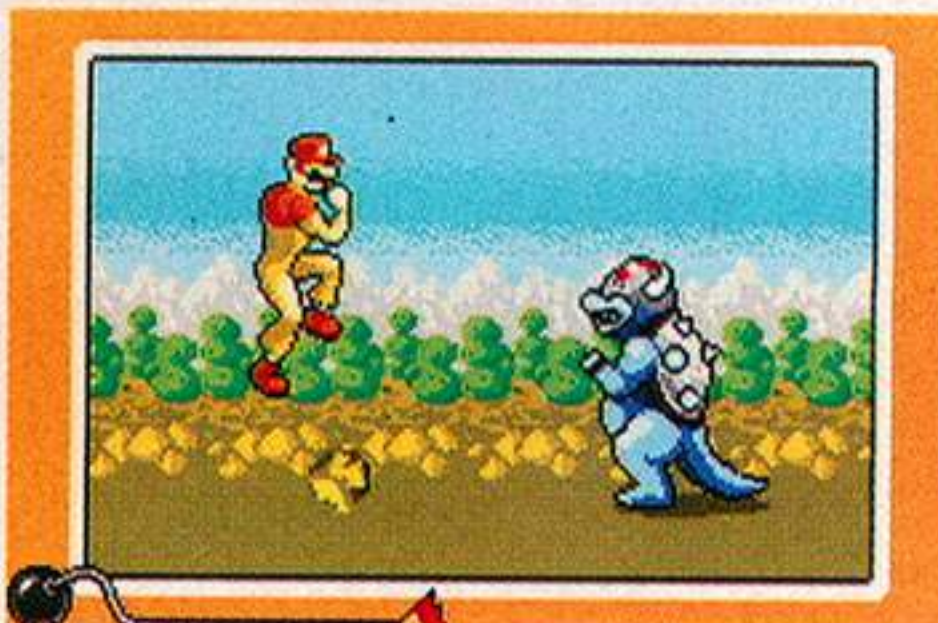
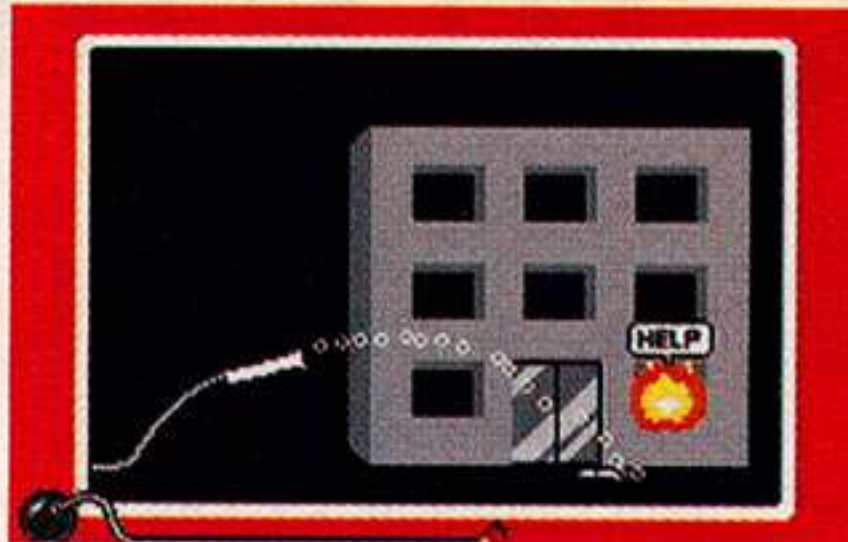
E3 EXTRAVAGANZA

Wario Ware, Inc.: Mega Microgame\$

THERE'S NO POINT in mincing words—Wario Ware is either one of the strangest ideas for a video game ever conceived or one of the most brilliant commentaries on the game industry ever created. Wario, not unlike many console game publishers, has flooded the market—he and his developer team have coded up over 200 games, and now he's challenging you to the daunting task of mastering all of them.

Nintendo calls Wario's productions "microgames;" they're all about five seconds long, and you're challenged to beat handfuls of them at once as you take on Wario's programming crew. These microgames range from the simply silly to the downright disturbed—you'll be asked to put out fires, fry eggs, pick noses, win boxing matches, and even complete tiny versions of old Nintendo titles. There are some unlockable two-player games in here somewhere, too, along with a plot straight out of a nonsensical Canadian cartoon. Pure insanity...or pure genius?—Fennec Fox

■ Developed and published by Nintendo ■ Target release date: May



Sonic Pinball Party

IF YOU LIKE pinball but were too creeped out by the zombies in Pinball of the Dead to dare play, then you're obviously far too easily frightened—but that's okay since Sega's Sonic Pinball Party features cute, decay-free characters from the Sonic games, Nights, and Samba De Amigo! While this Party features all the usual sub-tables and hidden bonus mini-games, it's more than just another handheld flipper slapper—the game links with Sonic Adventure DX: Director's Cut to access the ol' Chao Garden, there's a plethora of casino-themed mini-games to trigger,



and, as the "Party" in the title implies, you can even make merry with multi-player games like Hot Potato and Air Hockey. —Evil Star Dingo

■ Developed by Sonic Team
 ■ Published by Sega
 ■ Target release date: June



It's still not known whether Nintendo or Square will be publishing **Final Fantasy Tactics Advance** in the U.S. Hopefully, E³ will shed some light on the subject.

Nintendo's Portable Plans

WHAT WOULD THE Game Boy Advance be without Nintendo games? Not much, really, which is why Nintendo's first-party GBA lineup at E³ will contain at least nine titles—some new and several you've already seen in some way, shape, or form. You can expect to see ports of Rare's SNES classic **Donkey Kong Country** as well as **Super Mario Advance 4**, a conversion of Yoshi's Story (the N64 follow-up to Yoshi's Island). Brand-new sequels will also be out in full force with **Advance Wars 2: Black Sun Rising**, a new **Mario Kart** title, and a second Metroid game called **Metroid Zero Mission** all expected to show up on the show floor. Also in the mix: **Donkey Kong +** (which links up with the GameCube to let you craft your own Donkey Kong levels), **Firesword**, and **Pokémon Pinball**, the GBA update to one of the Game Boy Color's finest games. Of course, every year Nintendo is full of surprises, so who knows what other goodness it will have up its sleeve.



Project CIMA
 Target release date: Third Quarter 2003



River King
 Target release date: Third Quarter 2003



Teenage Mutant Ninja Turtles
 Target release date: Fourth Quarter 2003



Space Channel 5
 Target release date: May

The Hobbit
 Target release date: September

Spyro: Season of Wind
 Target release date: October

Blackthorne
 Target release date: September

Finding Nemo
 Target release date: June



Dragon Ball Z: The Legacy of Goku II

THE FIRST *Dragon Ball Z: The Legacy of Goku* was strictly one for the fans, a short action/RPG with play-balance issues, annoying little control quirks, and a bit too much repetition for even the most devout *Dragon Ball Z* fans. The game definitely felt like a bit of a rush job. But the Legacy continues, and now Goku has another chance to redeem himself...and if he can't do alone, he at least has four other friends to give it a try.

The Legacy of Goku II follows the *Dragon Ball Z* plot line from the Trunks Saga to the Cell Games story arc, and lets players take control of Trunks, Vegeta, Piccolo, and Gohan at various parts of the game. Since the

base game engine was already established, development time for *Goku II* has been spent mostly on crafting new quests—WebFoot promises the game will be three to four times longer than the way-too-short original. Hopefully, it has used some of the time to address the criticisms of the first game, too, making this GBA series' legacy a memorable one for all the right reasons.—*Star Dingo*

- Developed by WebFoot Technologies ■ Published by Atari
- Target release date: June



The Lord of the Rings: The Return of the King



TRICKSY EA, IT'S gone made us another Lord of the Ringses game! If you are unfamiliar with last year's surprisingly good (but kinda repetitive) Game Boy Advance Two Towers title, think mini-Diablo with Legolas instead of some random archer, and you've got a pretty clear picture of the game... so if it's not broke, and it's already cool, why fix it? The Lord of the Rings: Return of the King follows in those same isometric action/adventure footsteps, letting you choose from heroes like Frodo, Gandalf, Aragorn, and Eowyn to guide them on their quests to aid in the destruction of the One Ring.—*Star Dingo*

- Developed by Amaze Entertainment
- Published by EA Games
- Target release date: Fall 2003



The Incredible Hulk

SO CUTE AND tiny...yet so dangerous and gigantic...hmm, maybe they should call this The Ironic Hulk. While moviegoers and console owners fawn over the new-fangled CGI Ang Lee-ified version of his big green badness, GBA owners get to experience The Hulk as he was in the Silver Age of comics. Those who dare take control of the mini-Hulk can pick up pretty much anything in the game's 3D isometric environments to use against the enemy hordes. The game also supports a four-player link, so Hulks of many colors can smash, hurl, and be generally incredible with one another.—*Evil Star Dingo*

- Developed by Pocket Studios
- Published by Universal Interactive
- Target release date: June



Perfect destruction.
Ultimate Muscle
Target release date: June



Harvest Moon: Friends of Mineral Town
Target release date: Third Quarter 2003



Onimusha Tactics
Target release date: September



Sega Arcade Gallery
Target release date: Summer 2003

Crouching Tiger, Hidden Dragon
Target release date: August

Pitfall Harry
Target release date: August

Dragon Ball Z: Z-Warriors
Target release date: November

Top Gear Rally
Target release date: Third Quarter 2003

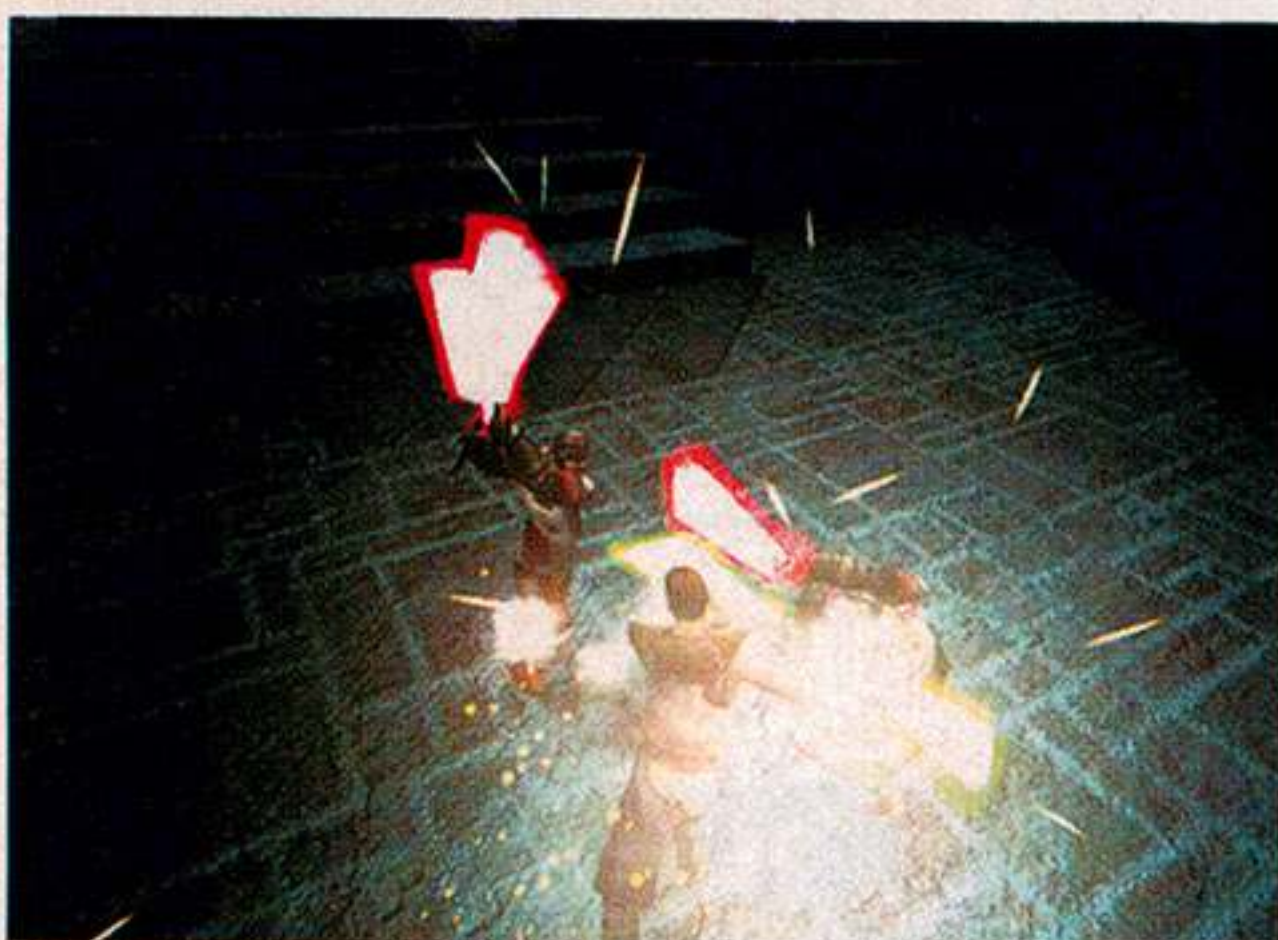
Star Wars Jedi Knight: Jedi Academy



A JEDI KNIGHT sequel could be fairly described as inevitable... except that LucasArts' latest Jedi Knight game isn't a sequel. Instead of continuing the adventures of Kyle Katarn, Star Wars Jedi Knight: Jedi Academy



(which will also be released on the Xbox) shifts gears and focuses on developing young Jedis from their first days as an apprentice. Players can create their own Jedi, choosing their gender, appearance, race, clothing, saber type, and stance from a slew of options. Aliens like the Rodians (Greedo's folk) are among the



options, and a definite RPG streak means that you'll have a hand in building your character and developing their skills.

Katarn and Luke Skywalker make cameos as guides on your missions, which are each oriented around a different Force Power. Other familiar characters ranging from Chewbacca to Boba Fett to the Tuskan Raiders also show up. Although LucasArts couldn't yet get into specifics, it's promising a robust new multiplayer angle that began life when the development team spent time lurking in the fan forums and listening to what its players wanted. Always a wise move...—*Air Hendrix*

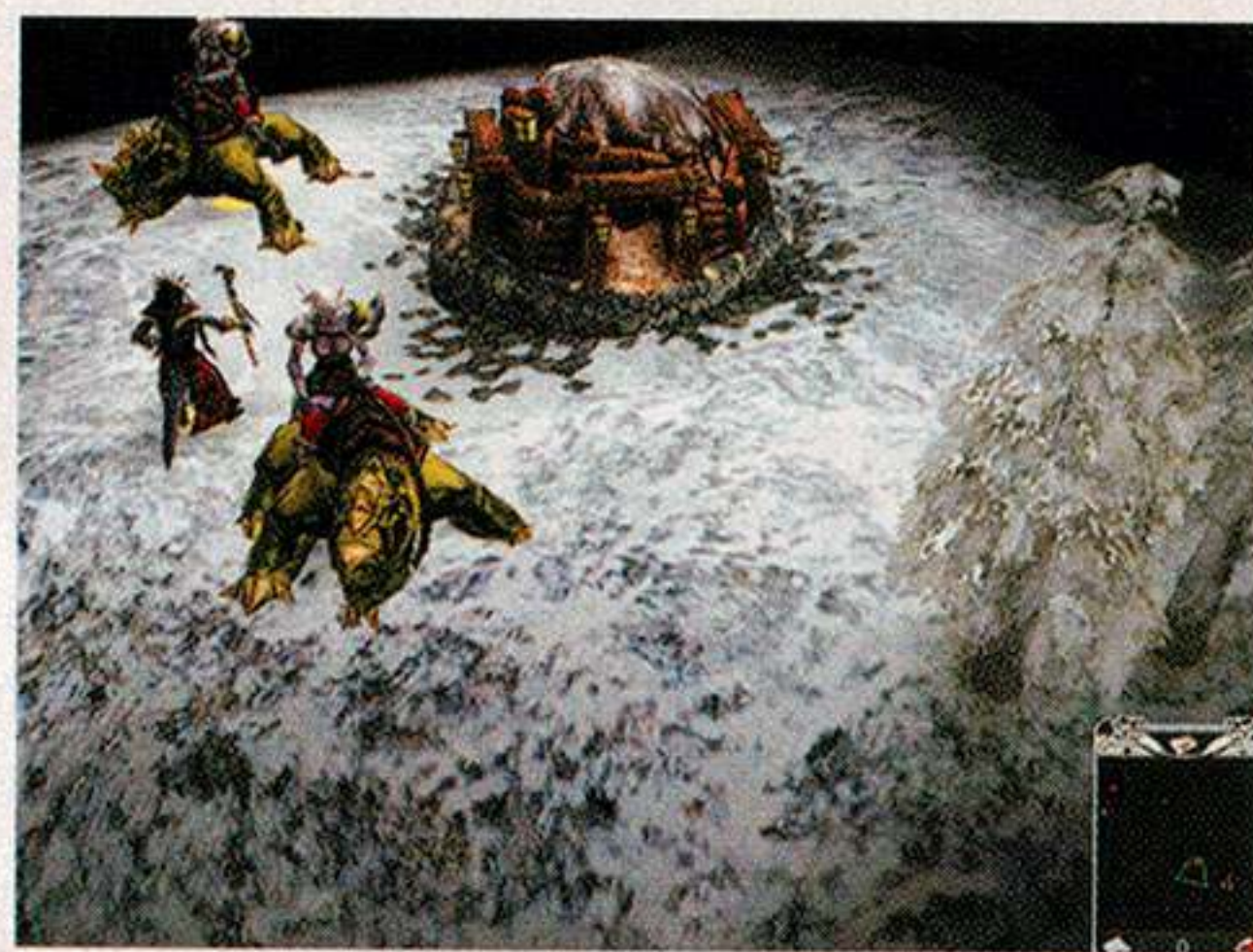


■ Developed by Raven ■ Published by LucasArts ■ Target release date: Fall 2003

Lords of EverQuest



WITH BLIZZARD making the jump to the massively multiplayer world, it only makes sense that the masters of the MMORPG would try to go the other way. Enter Lords of EverQuest, Sony Online's answer to WarCraft III.



In Lords of EQ, you take control of one of 16 customizable lords and battle for territory. Three factions are fighting over the land of Norrath, and you throw in with one of them, using units and heroes you might recognize from EQ as your soldiers. Your lord and units gain experience, making all of your minions stronger as you play. Lords features over 5000 items, 15 character classes, and 15 races, all ready to assist you in taking over the world. According to Sony Online, the game



also features an epic story line with over 90 hours of single-player gameplay as well as multiplayer modes for up to 12 people at once.

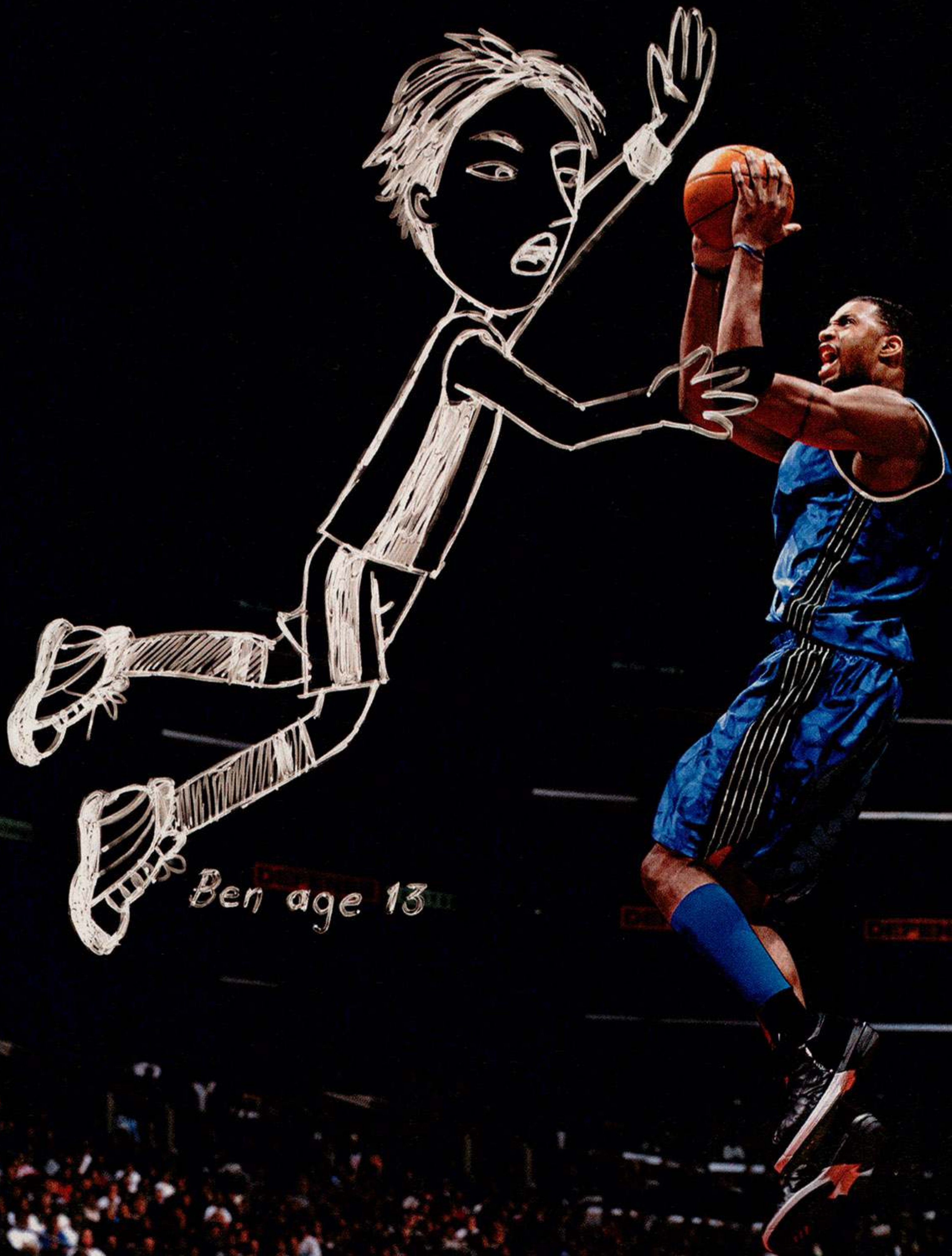
As if all that's not enough, Lords of EQ also features a "state-of-the-art" graphics engine that should give you terrain deformation and units with more than 1200 polygons. If Lords turns out to be half as cool as it sounds, Sony Online could have another time-killer on its hands.—*Dunjin Master*



■ Developed by Rapid Eye Entertainment ■ Published by Sony Online Entertainment
■ Target release date: Fall 2003

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Black & White 2

THE SEQUEL TO one of the most controversial games ever made (masterful or masterfully crap? Who knows!), Black & White 2 takes the good/evil relationship you built with your creature in the original and makes it a bit more meaningful. The land of Eden, site of the first Black & White, is in the middle of an all-encompassing war, and now your moral choice is more bipolar than ever—will you create a benevolent empire or take command of vast armies and tromp around Godzilla-style instead?



This being a Lionhead game, the scale of Black & White 2 is the usual mind-boggling hugeness. Weather plays a major part in landscape building this time, and you'll have to make industrious use of natural resources and local manpower

to get anywhere. The creature A.I. has been enhanced as well, to the point where your surrogate has the ability to command entire armies—if you're patient enough to teach him, that is.—Fennec Fox

■ Developed by Lionhead Studios ■ Published by Electronic Arts ■ Target release date: To be determined



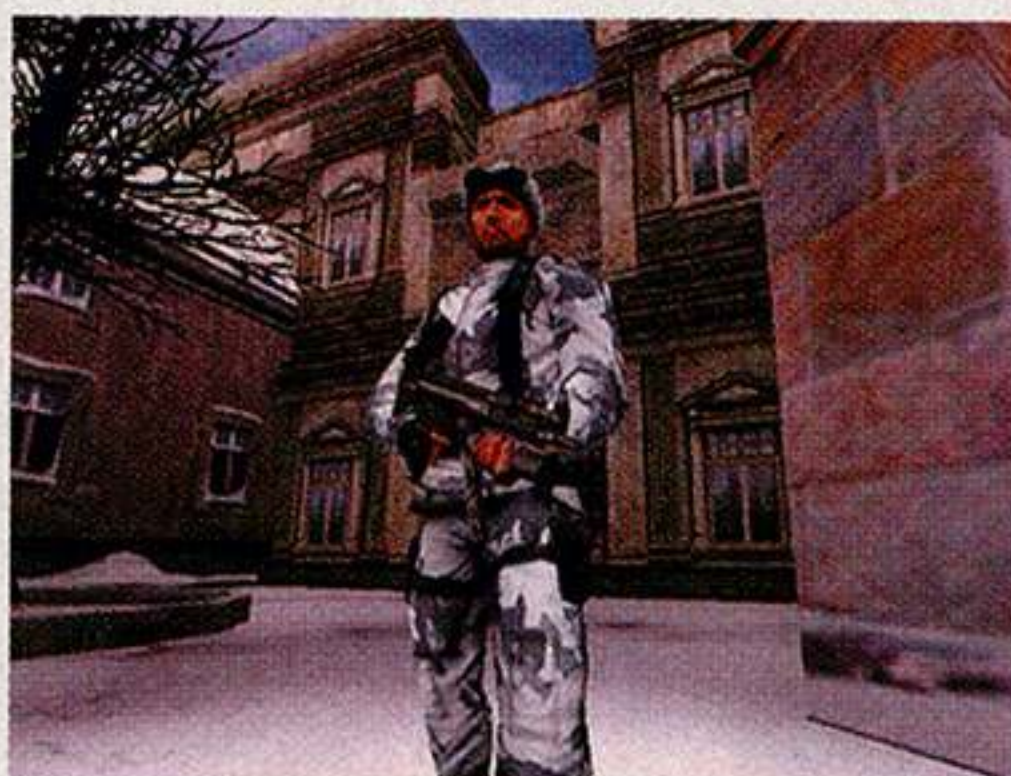
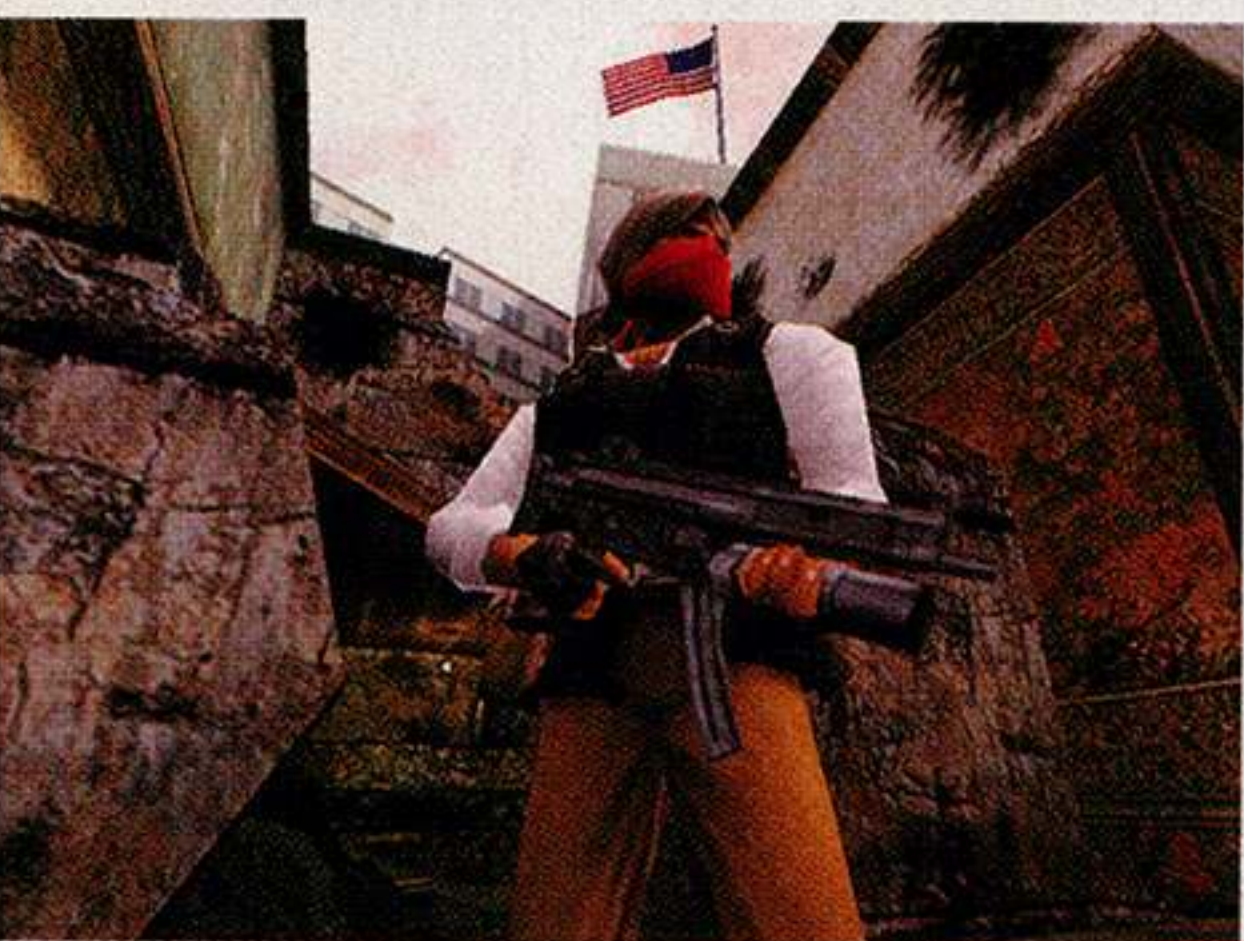
Counter-Strike: Condition Zero



ONCE AGAIN IT'S your turn to make sure the terrorists don't win. Counter-Strike was one of the most popular PC games ever created, and Condition Zero brings you more of what you've come to crave but this time with an updated Half-Life engine and new levels, weapons, and player skins.

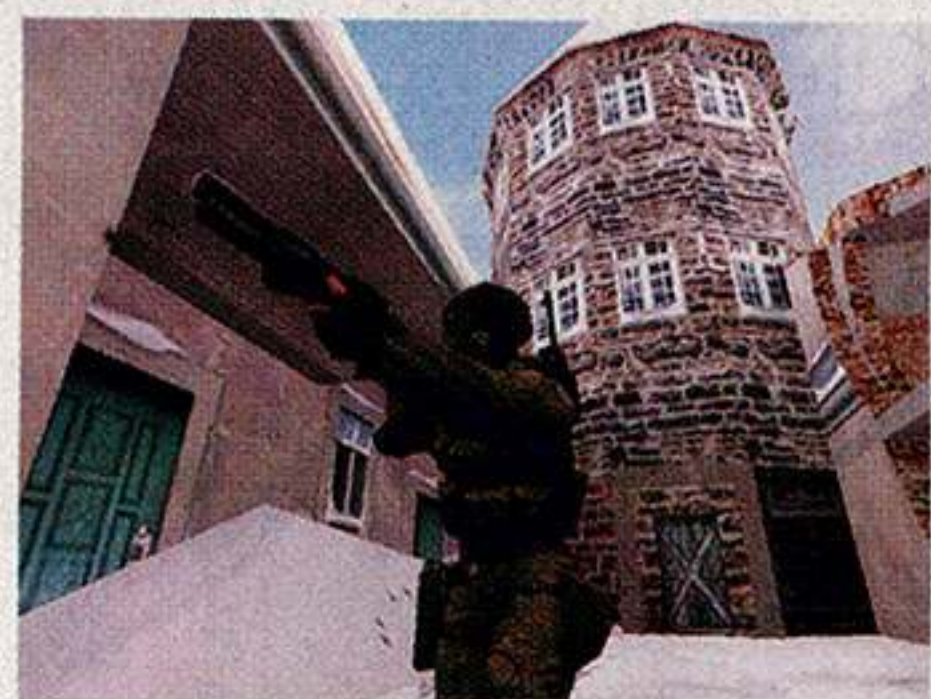
CZ's most significant change is the new single-player campaign—20 missions' worth—which pits you against terrorists in areas like arctic tundra, desert wastelands, and urban sprawl. The game also features new equipment, like a bulletproof riot shield and upgraded weapons, and the new engine pumps out special effects like snow, rain, and gunfire with the best of 'em.

Since GamePro's last preview, Condition Zero has changed developers and is now being co-developed by Valve and Ritual, two serious FPS veterans. Time will tell how everything turns out, but it looks like CS:CZ's new team is pushing things in the right direction.—D-Pad Destroyer



Time will tell how everything turns out, but it looks like CS:CZ's new team is pushing things in the right direction.—D-Pad Destroyer

■ Developed by Valve/Ritual
 ■ Published by Sierra
 ■ Target release date: Fall 2003



Doom III
 Target release date: Fall 2003



Deus Ex: Invisible War
 Target release date: Fall 2003



Star Wars Galaxies: An Empire Divided
 Target release date: To be determined



PlanetSide
 Target release date: May



WarCraft III: Frozen Throne
 Target release date: June

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EverQuest II

WITH EVERQUEST STILL ruling the MMORPG roost, Sony Online will show EverQuest II at E3, and judging from the early screens, it looks like it might take the crown from its papa. The list of new features is vast, but it includes things like a completely new graphical engine, a tradesman class for those who don't want to spend all day fighting, and a branching class structure that will give players more choice in advancing their characters.

—Dunjin Master



- Developed and published by Sony Online Entertainment
- Target release date: Fourth Quarter 2003



World of Warcraft

FROM ALL ACCOUNTS, Blizzard's first foray into the MMORPG market is coming along nicely. A live development team will provide monthly content updates to help keep the world fresh and alive, and the Warcraft name should bring interesting players from around the globe. Reports say the folks at Blizzard are dying to play more of WOW, which is a good thing. The rest of the world will have to wait for a beta.—Dunjin Master

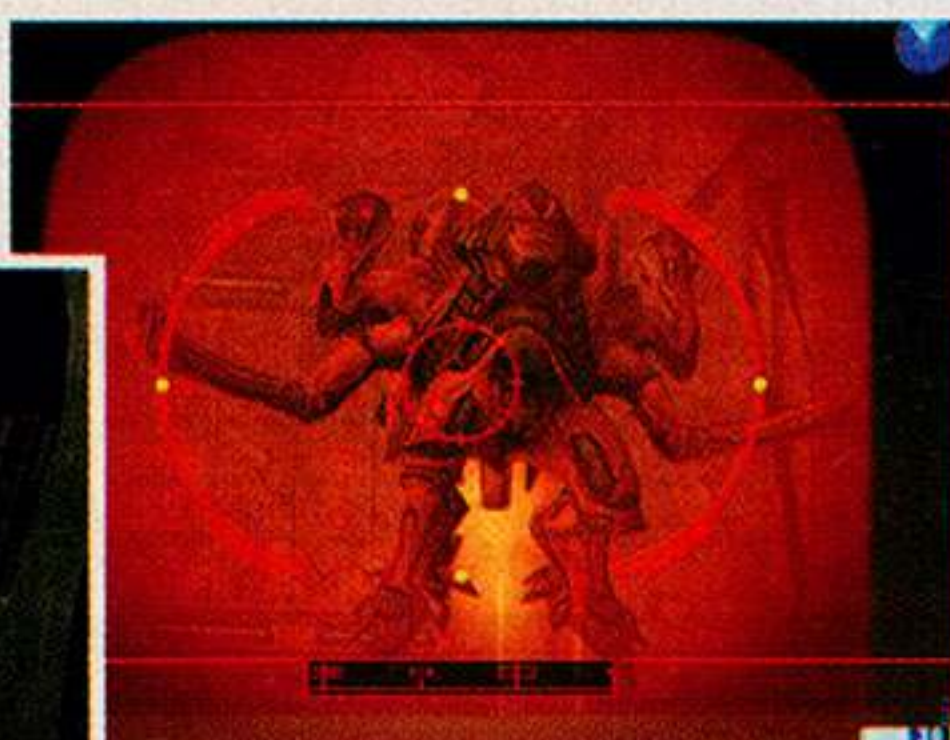
- Developed and published by Blizzard Entertainment
- Target release date: First Quarter 2004



Star Trek Elite Force II

ELITE FORCE WAS a landmark in *Star Trek* games, and now here comes Elite Force II, ready to do the original one better. You start as a member of the Voyager's crew, but before long you'll be hanging out with the Borg, the Romulans, and even Captain Picard himself. An early version looked promising, so fans of the show should keep their eyes open for Elite Force II.

—D-Pad Destroyer



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



Full Throttle: Hell on Wheels

BACK IN THE day, LucasArts was known more for its old-school adventure games than its various *Star Wars* titles, and Full Throttle was the leader of the pack. In Hell on Wheels, you reprise your role as Ben, the leader of a biker gang with a personal code of honor. This time, though, it's not all adventure—you can expect crazy action with some wild bike-to-bike combat thrown in among the dialog puzzles.—D-Pad Destroyer

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



Far Cry
Target release date: Winter 2003



Four Horsemen of The Apocalypse
Target release date: Fall 2003



Freedom: The Battle for Liberty Island
Target release date: June



Neverwinter Nights: Shadows Of Undrentide
Target release date: May



Star Wars: Knights Of the Old Republic
Target release date: June

ATARI

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Halo

HALO'S HISTORY IS interesting: It was originally a PC title before Microsoft bought developer Bungie and turned it into the reason you buy an Xbox. Now Halo is returning to the PC, but it's not Bungie's project this time. New developer Gearbox plans to add the kinds of real multiplayer action PC users have come to expect, including new maps and vehicles. Here's hoping it can even improve on the sacred Halo.—*D-Pad Destroyer*

- Developed by Gearbox Software
- Published by Microsoft ■ Target release date: July

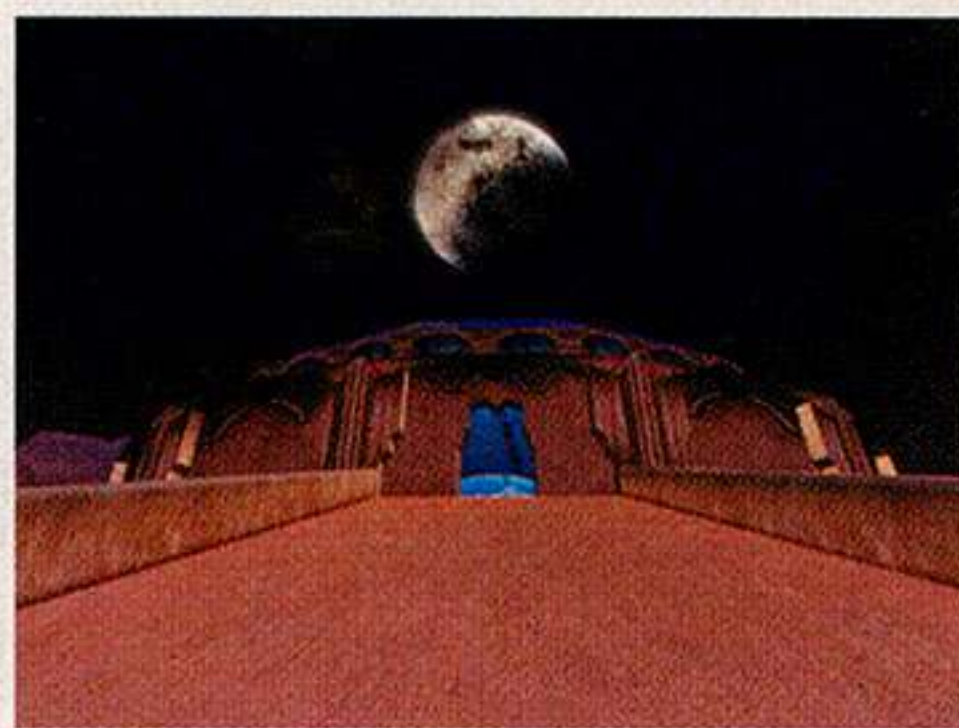


Horizons

NEXT-GENERATION MMORPGs ARE popping up like crazy these days, and they all need a little something to distinguish them from the pack. Atari's Horizons relies on the scope and amount of options it presents to you from the get-go; you're able to play as dragons and fiends as well as the more traditional dwarves, elves, and men. Players who don't feel like fighting all the time can create thriving communities or simply explore the ever-growing world of Istaria.

—*Dunjin Master*

- Developed by Artifact
- Published by Atari
- Target release date: Summer 2003



Sam & Max II

FEW IDEAS TURN old-school PC gamers into squealing balls of pure happiness like the idea of a sequel to LucasArts' fantastic adventure title, Sam & Max Hit the Road. Based on the comic book *Sam & Max: Freelance Police* by Steve Purcell, Sam & Max II marks a return to the kind of fast-paced wackiness the PC adventure-game genre has been missing for years. Yeah, yeah, it sounds ridiculous now, but just wait until you see what's really going on.—*D-Pad Destroyer*



- Developed and published by LucasArts
- Target release date: Winter 2004

Pirates of the Caribbean

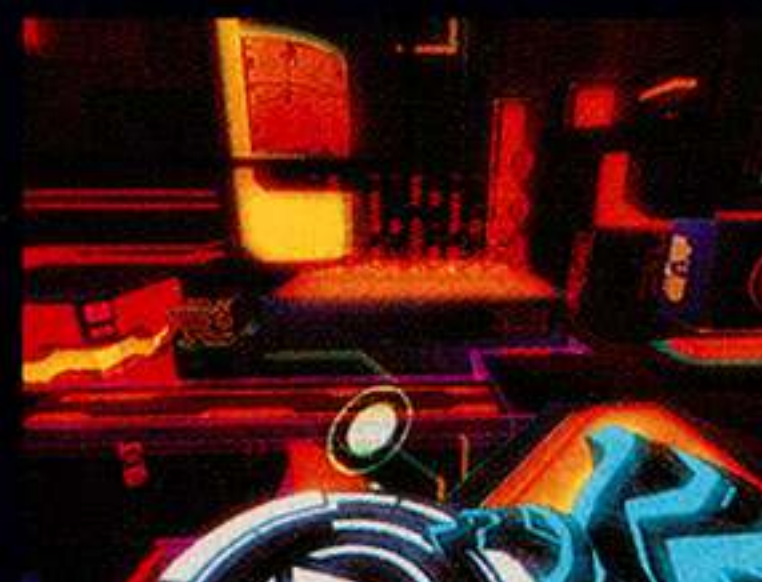
YOU'VE SEEN THIS game in these pages under the title *Sea Dogs II*, but Bethesda and Disney have made a deal to make this little pirate game the official game of *Pirates of the Caribbean*, Disney's blockbuster film of the summer. It still packs all the gorgeous sea battles and landlubbin' quests as

before, but now there's a bit of a twist from the Disney film. Will Johnny Depp make an appearance in this new game by the makers of *Morrowind*?—*Dunjin Master*

- Developed by Akella
- Published by Bethesda Softworks
- Target release date: June



Lionheart: Legacy of the Crusader
Target release date: Fall 2003



TRON 2.0
Target release date: Summer 2003



Warlords IV: Heroes of Etheria
Target release date: Winter 2003



Republic: The Revolution
Target release date: June

Terminator 3
Target release date: July

Greyhawk: The Temple of Elemental Evil
Target release date: Fall 2003

Homeworld 2
Target release date: Summer 2003

The Next Sims Game
Target release date: To be determined



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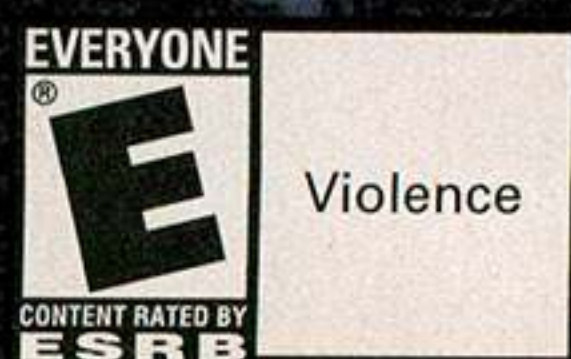


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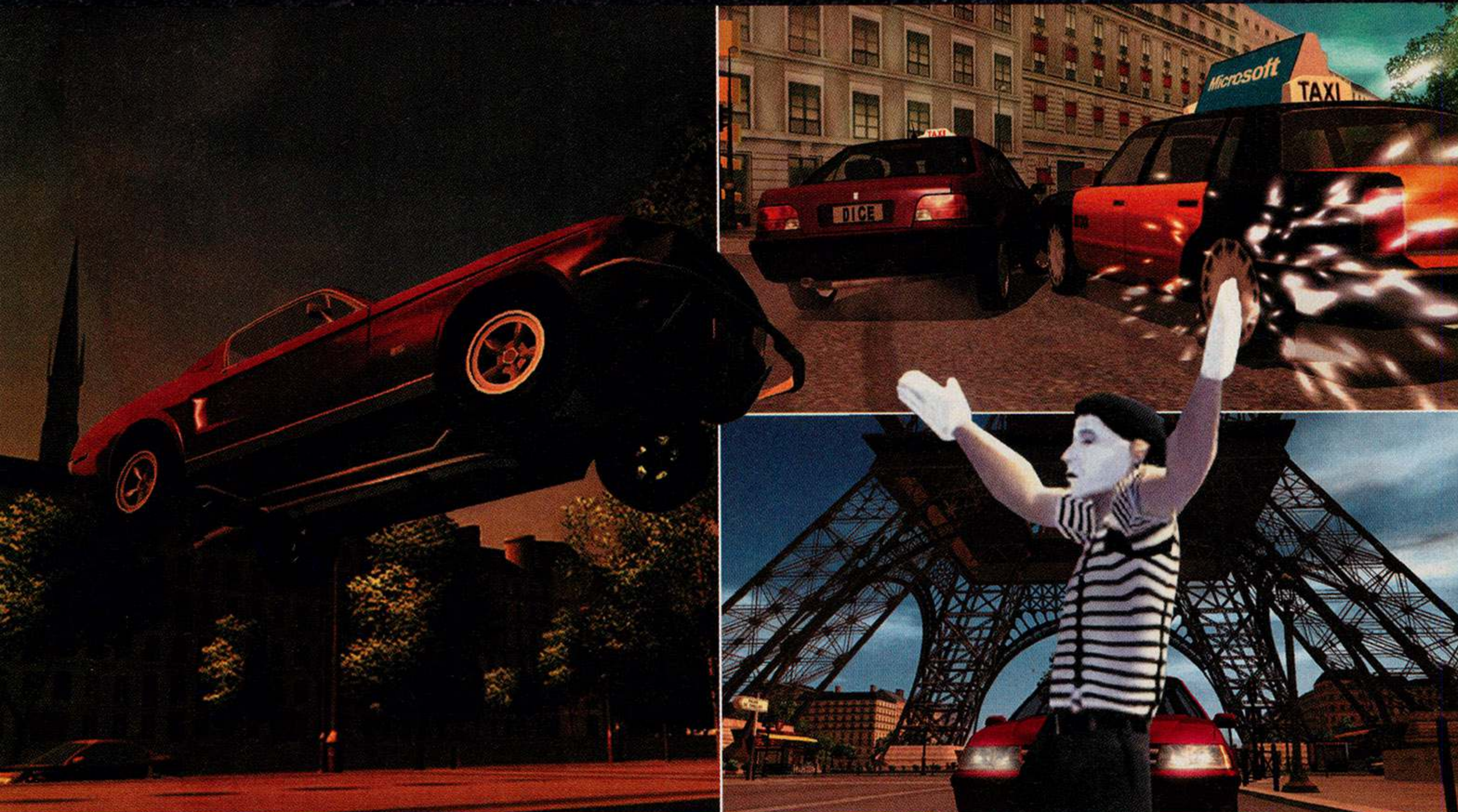


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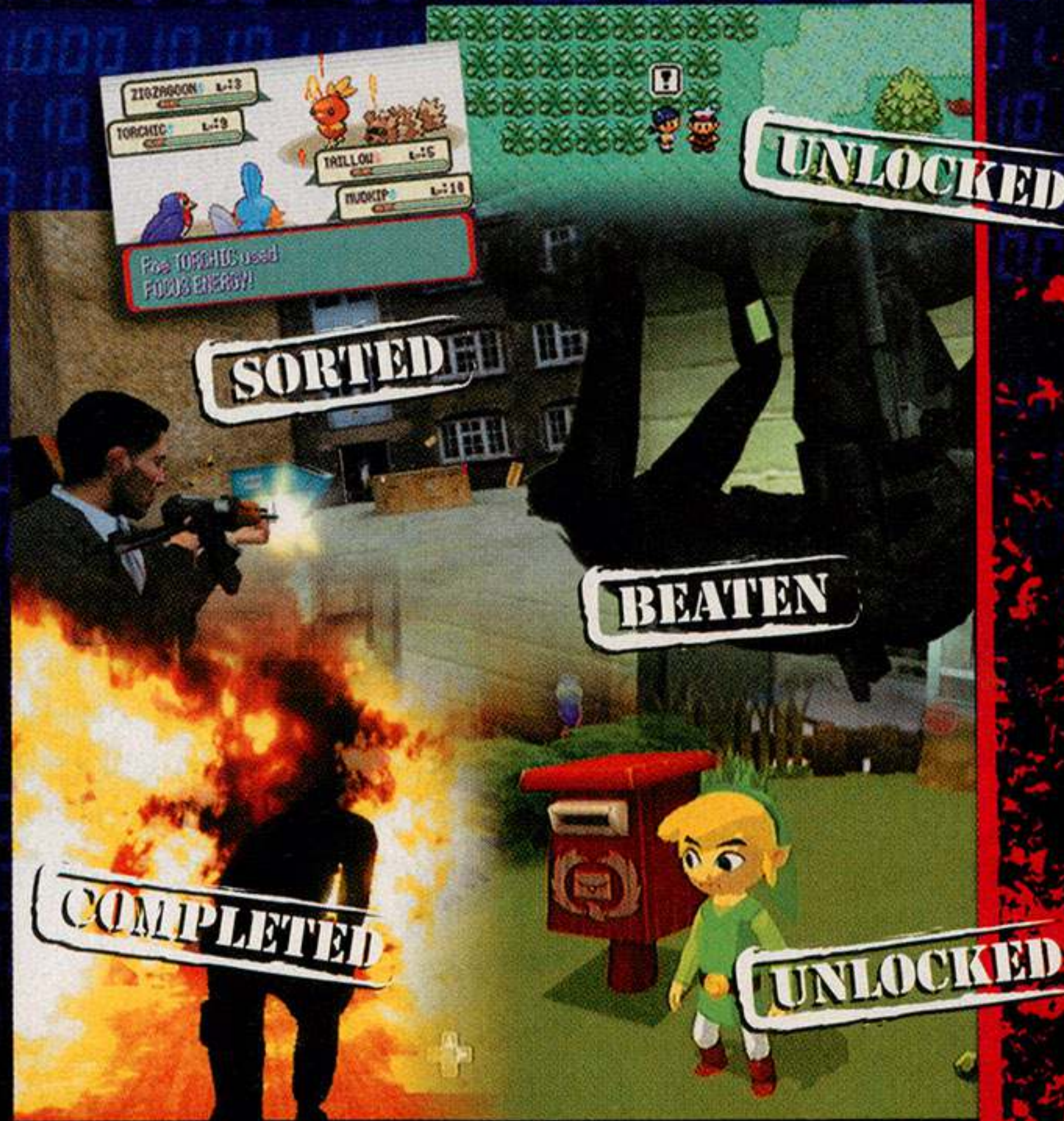
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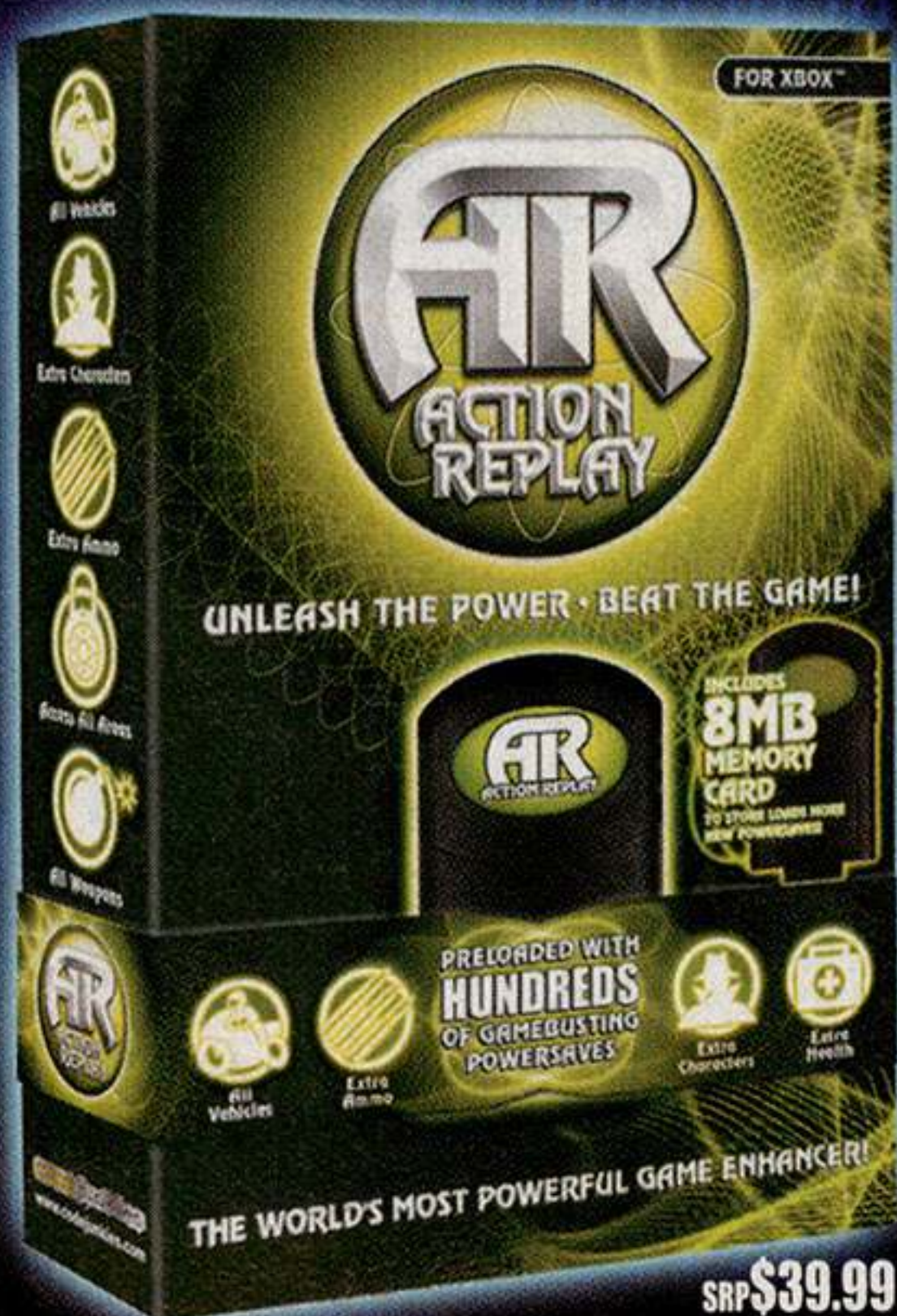
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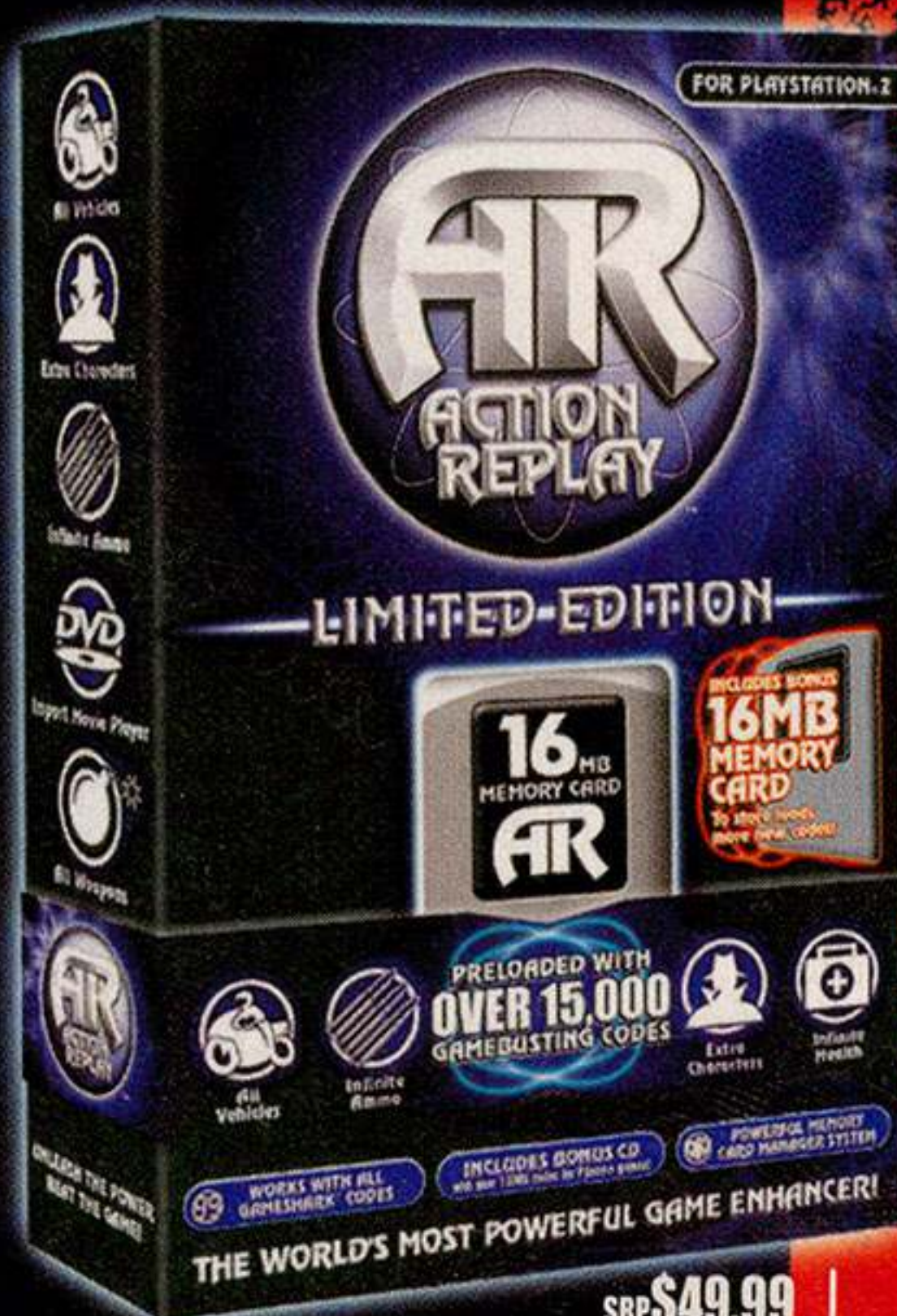
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DELTA FORCE BLACK HAWK DOWN

Recommended
System Specs

Windows 98/ME/2000/XP

Pentium III 1.2 GHz

384 MB RAM

3 GB on HD

64 MB video card



PRO TIP: Be sure to take cover when you're reloading.



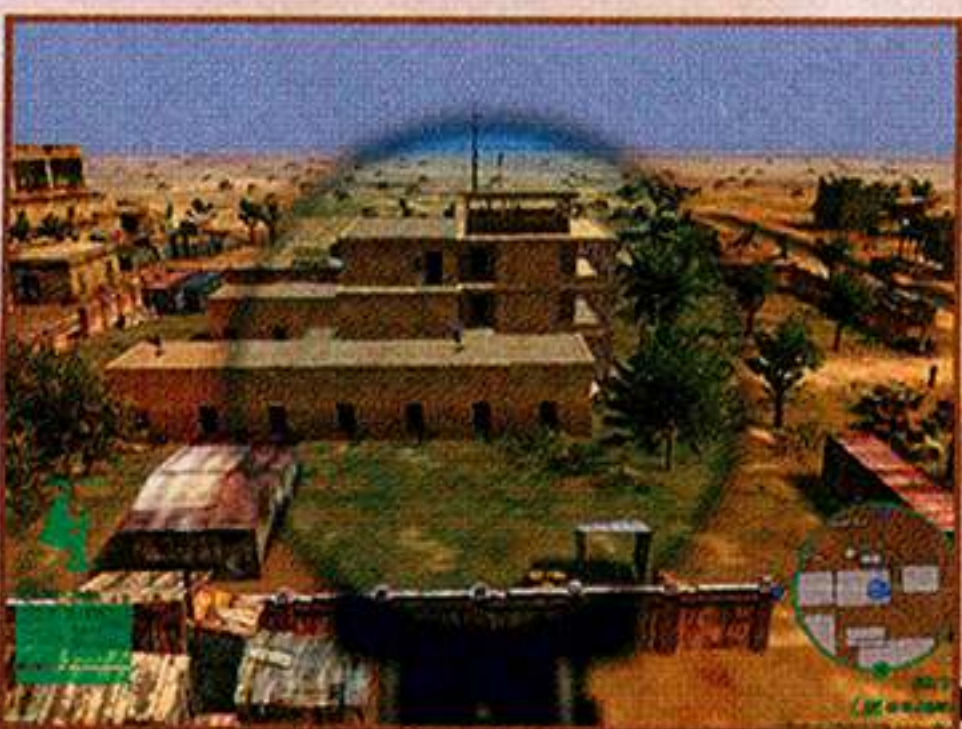
This is war-torn Somalia through the eyes of a D-boy.



PRO TIP: Crouch when bullets start to fly, then fill your sight with the shooter.



PRO TIP: In the minefield, stay in between the blank posts.



PRO TIP: Take out RPGs first when you're riding to the LZ.

Rapid Aim Fire

In all honesty, Novalogic's track record for its Delta Force series hasn't been stellar. Its latest addition to the series, however, definitely doesn't fall short of being authentic or engaging. Based on actual missions during America's 1993 humanitarian operations in Somalia, the game has you playing as a trooper from Army units of the Special Forces Operational Detachment—Delta (Delta Force), 75th Ranger group, and 10th Mountain Division. The specialties of each unit are finely exploited through the different weaponry you use and the types of missions you must fulfill. You'll find yourself manning a .50 caliber gun on top of a Humvee, performing close-quarter battles to rescue UN hostages inside a building, or sinking a ship full of illegal arms on a heavily fortified dock. Mission variety is what defines Black Hawk Down's exceptional gameplay.

An upgrade in the Delta Force series' visual department strengthens Black Hawk Down's realistic feel. Whether you're observing air support from above or engaged in a gun battle on the narrow streets, the visual effects help capture all of the tense action going on around you. Plus, traversing through Somalia's countryside, which is dotted with makeshift armored vehicles, and tiptoeing through the claustrophobic alleyways populated with armed militiamen make it seem like you're watching the actual movie in all its ferocity. Movie-like audio also contributes to the realism of the game. The noise of distant rifles going off, friendly chatter over the radio, and the music provide just the right military mood for the entire game.

The Fog of War

Despite its illustrious list of features, Black Hawk Down does have some setbacks. The A.I. throughout the game is just plain stupid. Your team of crack commandos, for example, needs an entire clip to take out one single incoming hostile. Enemies, too, aren't very sharp (although the Somali militia wasn't known for its sharpshooting)—periodically they'll run directly up to you and not even shoot.

An Army of One

Wonky A.I. aside, Black Hawk Down still deserves recognition as an exciting first-person shooter. You'll get an unforgettable experience of different military tactics, plus you'll have a better idea of what the Army went through in Somalia. **G**



PRO TIP: When you're sniping in Lost Convoy, don't forget to shoot baddies heading toward the crash site, even if your priority is to take out RPGs.



PRO TIP: Clear out every corner you pass, even if it's not part of your path to the next waypoint.

GRAPHICS 4.5

The Delta Force series has gone through a major facelift. There's no more choppi-ness or bland graphics. Instead, you'll engage in sharply detailed frenetic firefights in war-torn Somalia. Riding in a helicopter on your way to your LZ is exhilarating, too.

SOUND 5.0

Who *doesn't* enjoy the sweet sounds of weapon fire? Explosions, flying bullets, radio chatter, and easy-listening music top off a great soundtrack.

CONTROL 4.0

Point-and-shoot tactics are the extent of the controls. When you do need to issue an order to your teammates, they may be a little slow to execute your command. Still, taking control of miniguns, .50 caliber mounted guns, and a rocket launcher is a cinch.

FUN FACTOR 4.5

Read the book. Watch the movie. Then play this fantastic shooter that's based on the events of *Black Hawk Down*. By the end of the game, you'll appreciate the skills of the Army and have a better idea of what war can do to a person.

- Developed and published by Novalogic
- \$39.99
- Available now
- First-person shooter
- 16 players



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— Chad



— Brian

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— Drew



DIRECTED BY SHAO TING

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



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Tom Clancy's Splinter Cell

SPLINTER CELL SERVES up just the right dose of pocket-sized stealth and action. In the game, you take control of now-famous NSA agent Sam Fisher and infiltrate secured compounds around the world. The gameplay is based on stealth, a core element of the Splinter Cell franchise; there's a lot of sneaking through the shadows, tiptoeing on outside ledges, and using nifty goggles to avoid tons of cameras and armed sentries. Surprisingly, performing all of these clandestine moves is relatively easy. Even unholstering your gun or throwing a smoke grenade at just the right moment is simple to do.

Even though the Tom Clancy universe has been reduced to a 2D, left-to-right side-scrolling platformer, it's still full of bright, dazzling detail—the world pops out with sharp colors, and there's a good variety of level designs to keep the eyes busy. The audio, though, is kept to a minimum. Monotone music maintains the game's sneaky and sly pace, and the sound effects are feeble.



PRO TIP: Outside the CIA building, shimmy the ledges to stay concealed instead of creeping by the windows.

All told, Splinter Cell's appearance on the GBA shouldn't go unnoticed. It's a platformer with more than just jumping and crawling around, though it can get tiring for those looking for a more fast-paced adventure. If you haven't experienced Splinter Cell on the other systems, this version is a great place to start. Plus, additional bonuses open up if you connect the game to the GameCube version.

BY FOUR-EYED DRAGON



PRO TIP: If enemies at the oil rig notice you, keep close to them. Their fire-bomb attack will arc over you, and you won't get hit.

	■ Developed and published by Ubi Soft											
	■ \$29.99											
■ Available now	■ Stealth/action	<table border="1"> <tr> <td>TEEN</td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> <td>FUN FACTOR</td> </tr> <tr> <td>T</td> <td>4.0</td> <td>3.0</td> <td>4.0</td> <td>4.0</td> </tr> </table>	TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR	T	4.0	3.0	4.0	4.0
TEEN	GRAPHICS		SOUND	CONTROL	FUN FACTOR							
T	4.0	3.0	4.0	4.0								
	■ 1 player											



PRO TIP: If you can string together directional-pad combinations while tagging without making a mistake, you'll rack up mucho points.

Jet Grind Radio

VICARIOUS VISIONS ONCE again does the unthinkable with its impressive miniaturized version of Jet Grind Radio, which retains much of the visual style and gameplay of the Dreamcast cult classic—right down to the custom graffiti editor that lets you create and use your own tags. Controlling various members of a street gang, you zip through the streets of a futuristic Tokyo on rocket-powered inline skates while waging graffiti wars with gangs from other turfs and avoiding oppressive police forces.

Though obviously simplified, the beautifully detailed environments are ripped right from the original, but the isometric presentation can skew perspective, and you may find yourself having a hard time figuring out where and how high certain targets and paths are. The cel-shaded, three-dimensional graphics look cool (if a bit pixilated), and the animations are nice and fluid. Jet Grind Radio also boasts some of the most amazing sound design on the Game Boy Advance to date with music and sound effects so similar to the Dreamcast version that you won't believe you're hearing a GBA game.

Be warned, though—while Jet Grind Radio's control scheme will feel familiar to anyone who's played the Tony Hawk Pro Skater games, others may find the learning curve to be steep at best and table-poundingly frustrating at worst. Practice and persevere, though, and you'll find yourself jumping, grinding, and using the directional-pad-based tagging feature with ease. More than a decent scaling down of a seminal game, Jet Grind Radio is an accomplished and guaranteed time-killer.



PRO TIP: The police cannot shoot you if you are dashing or grinding.

	■ Developed by Vicarious Visions											
	■ Published by THQ											
■ \$19.99	■ Action	<table border="1"> <tr> <td>EVERYONE</td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> <td>FUN FACTOR</td> </tr> <tr> <td>E</td> <td>4.0</td> <td>5.0</td> <td>4.0</td> <td>4.0</td> </tr> </table>	EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR	E	4.0	5.0	4.0	4.0
EVERYONE	GRAPHICS		SOUND	CONTROL	FUN FACTOR							
E	4.0	5.0	4.0	4.0								
■ Available June	■ 4 players											

Mega Man Battle Network 3: White and Blue

IN THE "REAL WORLD," you are an elementary school boy named Len. But when Len jacks into cyberspace, you become Mega Man, Len's Navi (basically a Net Avatar). As Len, you eat dinner, go to bed, and hurry to school to turn in your homework. As Mega Man, you fight viruses and other Navis in card-based battles that test your reflexes as well as your tactics. But Len and Mega Man both end up engaged in hours of pointless errand-running that make your mind as numb as your thumbs. During Len's trip to the zoo, for example, you must look at every single poorly rendered animal before you can progress, noting such mundane details as "The elephant has poop on its tail." Most of the gameplay consists of similarly aimless filler material that tries in vain to hide the fact that Mega Man's card battles are really



PRO TIP: These guys launch bombs at the spot where you're standing, so wait for them to fire before you dodge.

the only thing Mega Man Battle Network 3 has to offer. But even the card battles—played out on a tiny 3x6 grid—quickly become tiresome, despite the new cards and fighting styles introduced in the game's third edition.

Those who've played previous installments of this title will immediately notice that the plain isometric graphics and dull audio are unchanged. Eventually, you can make customizations to your Mega Man.exe, giving him attack bonuses, extra Hit Points, and new Abilities. These customizations require you to arrange power-up programs on a grid according to a set of compatibility rules. When combined with the slow-moving plot, it's an awful lot of effort for a few new cards and features. If you're not a Mega Maniac, there's no point in bothering with this game.

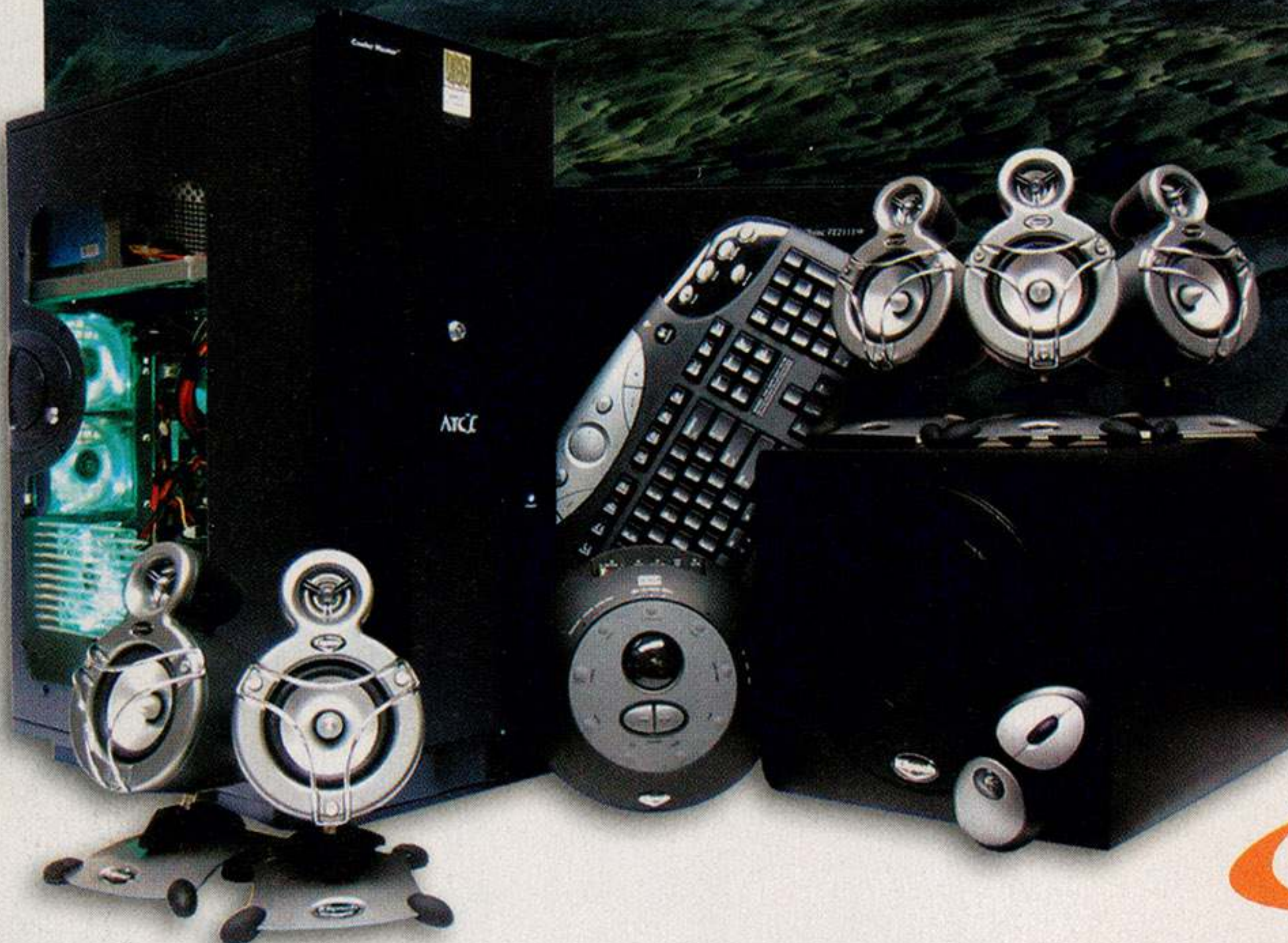


PRO TIP: Use the RockCube to block projectiles and give yourself some cover.

	■ Developed and published by Capcom											
	■ \$29.99											
■ Available June	■ Action	<table border="1"> <tr> <td>EVERYONE</td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> <td>FUN FACTOR</td> </tr> <tr> <td>E</td> <td>3.0</td> <td>2.5</td> <td>2.5</td> <td>3.0</td> </tr> </table>	EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR	E	3.0	2.5	2.5	3.0
EVERYONE	GRAPHICS		SOUND	CONTROL	FUN FACTOR							
E	3.0	2.5	2.5	3.0								
	■ 2 players											



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Iridion II

IRIDION 3D, THE prettiest of the GBA launch library (really more of a graphics demo than a game), has returned—and without the 3D, even. The original featured a Space Harrier-style behind-the-ship view that looked pretty but made it impossible to accurately gauge shots; fortunately, the developers at Shin'en have realized their faults and replaced it with a 2D semi-overhead perspective that makes Iridion II play far more like your typical shooter.

Indeed, the new Iridion's feature list is filled almost entirely with items that should have been in Iridion 3D. There are more weapon types, and you now have a pair of dual satellite options that double as shields—perfect for bosses who unleash Japanese shooter-like bullet showers at you. The difficulty's a little more reasonable, too—anyone can get far in the easiest mode, but the hardest one will drive you bonkers (although the GBA screen's mostly at fault for that).



PRO TIP: Your satellites can be used as shields against most normal attacks. Press B to change their alignment.



PRO TIP: Take your time against bosses. A fully charged beam is usually more effective than a fully powered-up weapon.

While all the aforementioned features make Iridion incredibly unoriginal, they also make the game finally worth playing for more than the visuals. The music is boppy if a little unmemorable, and the graphics are very impressive—the rendered backgrounds have returned, but the game itself takes place on a pseudo-3D layer above them, creating an impressive sense of depth. Its gameplay has nothing on Gradius—bullets have a distressing habit of blending into the backdrops—but Iridion II is still far more competent than the original. If you're a genre fan, it's worth at least a shot. **G**



BY FENNEC FOX

- Developed by Shin'en
- Published by Majesco
- \$14.99
- Shooting
- Available May
- 1 player



GRAPHICS 4.0

SOUND 3.5

CONTROL 3.0

FUN FACTOR 3.5



Mega Man & Bass

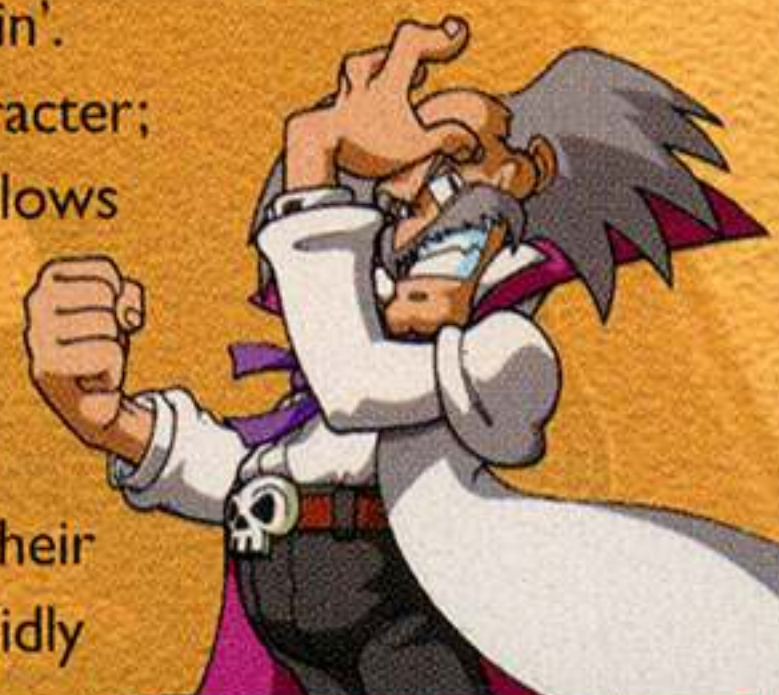
EVEN THOUGH THIS GBA release of Mega Man & Bass represents the first American incarnation of the Japanese SNES game Roman & Forte, it wasn't quality that kept the game away from these shores. This older entry in the series is actually better than any of the other Mega Man GBA titles.

The game has a fairly polished presentation. The 16-bit 2D graphics in Mega Man & Bass hold up well, but slowdown is apparent when several enemies are on the screen. The sound effects and music haven't really changed all that much since Mega Man was born (would you have it any other way?), but aside from a few rather overly happy and out-of-place melodies, the music is pretty rockin'.

The game's longevity is enhanced by the addition of a second playable character; Bass's moves don't differ too drastically from Mega Man's, but using him allows access to a surprising number of new paths and different collectible CDs (virtual trading cards of Mega Man characters) for the completist.

But the real reason Mega Man & Bass works is simple: It represents Mega Man doing what he does best—beating bosses with cool themes, collecting their weapons, and overcoming well-designed levels that are difficult...but not stupidly super-frustratingly difficult.

The game isn't diluted by the weird chip-swapping power-ups introduced in the Battle Network series, or the weapon-element upgrade system from Mega Man Zero...these methods simply can't hold a candle to the old-fashioned rock-paper-scissors-fireball-dinosaur-broccoli way of doing things. Dumb traditions need to die; good ones (like this) should be kept alive. **G**



PRO TIP: Part of the challenge in any Mega Man game is figuring out which stage to beat next. Start off by going to Cold Man's stage...



...then go to Burner Man's stage and use Cold Man's Ice Wall to defeat him.



BY STAR DINGO

- Developed and published by Capcom
- \$29.99
- Available now
- Action
- 1 player



GRAPHICS 4.0

SOUND 3.5

CONTROL 4.5

FUN FACTOR 4.0



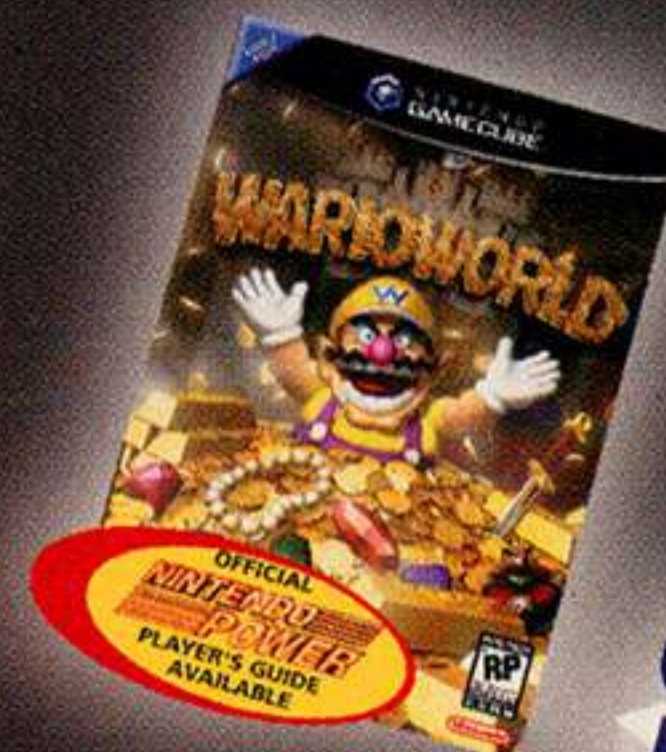
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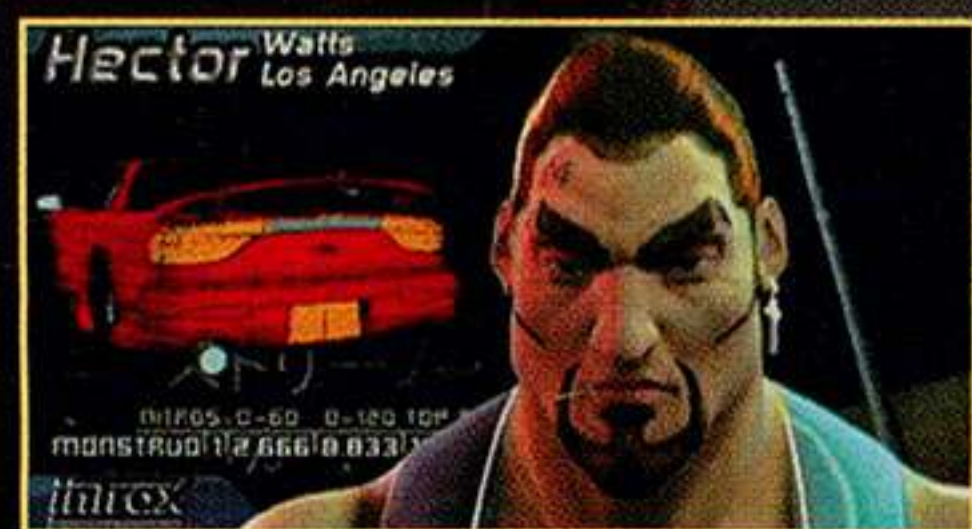
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MIDNIGHT CLUB GOT a lot of attention when it was first released in 2000—primarily because it was one of the first racing games for the PlayStation 2. The tire-squealing sequel, *Midnight Club II*, retains the fast and furious feel of the original but adds steeper competition and a sharper, street-wise attitude.

湾岸 MIDNIGHT CLUB II *The Fast and The Furious*



Midnight Club II's three main cities—Los Angeles, Tokyo, and Paris—are packed with colorful opponents.



PRO TIP: Don't worry about hitting the checkpoints dead-on—just get close to them.



PRO TIP: During a race, keep your eyes open for any "suspicious" roadside structures that could conceal ramps or other shortcuts.



PRO TIP: Avoid performing fancy wheelies while driving the 1971 Bestia, or you'll lose your steering ability.

Of *Midnight Club II*'s modes of play, Career is the most arresting as you take to the streets of three major cities—Los Angeles, Paris, and Tokyo—and win better cars with each victorious race. Not only are there other racers to worry about, but—this being illegal street racing and all—police also join the fray and pursue you in cruisers and helicopters. New wheels aren't the only rewards here: You can also unlock new maneuvers and driving tricks to help you through the tougher contests—all of which provide decent replay value. You can even race motorcycles against automobiles.

Rounding out the options are several multiplayer contests, including capture-the-flag and head-to-head online play for up to eight drivers via broadband. For solo drivers, the tuned computer A.I. keeps races exciting and fair most of the time, but some tracks require multiple races in order to learn various traffic patterns and the fastest route to the finish line. The challenge also gets steep quickly and the drivers more tenacious, and one wrong turn or fender-bender during a race is a fatal setback.

The Driver

Midnight Club II's play elements match the game's ambition. The visuals move at an unflinching pace, and the tracks are loaded with atmospheric touches, such as pedestrians running for cover and interactive objects like streetlights that spit sparks when hit at high speeds.

The ambient sound effects also shine with an aesthetic array of screeching tires, crumpling fenders, and shattering glass. But motor-mouth competitors are an annoying distraction as they repeat the same digs, slights, and insults far too often.

Gone in 60 Seconds

Racing games seem to be a dime a dozen these days, but *Midnight Club II* nicely holds its own against even the staunchest competitor. If you're looking for some down-and-dirty, high-octane, fender-bending racing, join the Club. **G**



PRO TIP: Listen for competing cars—when you hear one of them use Nitrous, look for their approach in the rear-view mirror and try to cut them off.



PRO TIP: Before a race, press and hold Handbrake, and then press and hold Gas. Release Handbrake right before the word "Go" appears to get off to a fast start.



PRO TIP: When you're neck-and-neck with a competitor, bump them into a stationary object—such as a building.

GRAPHICS 4.0

Midnight II's visuals create an effective sensation of speed. There are traces of slowdown, however, and some of the tracks look muddy, depending on the time of day.

SOUND 4.0

The techno-rap music hodgepodge fits the game's street attitude, and the striking sound effects are a perfect match. The character voices and repetitive, incessant trash talk are annoying distractions, though.

CONTROL 4.5

Each car in *MCII* has its own unique handling, and the sturdy controls keep each ride firmly in line. The lack of a custom-controller configuration, however, is a real downer.

FUN FACTOR 4.5

Midnight Club II is a unique combination of street attitude and hi-octane racing. Although it lacks the ultra polish of *Need for Speed* or the outrageous wrecks of *Burnout*, its high challenge and huge tracks will keep your hands glued to the controller.



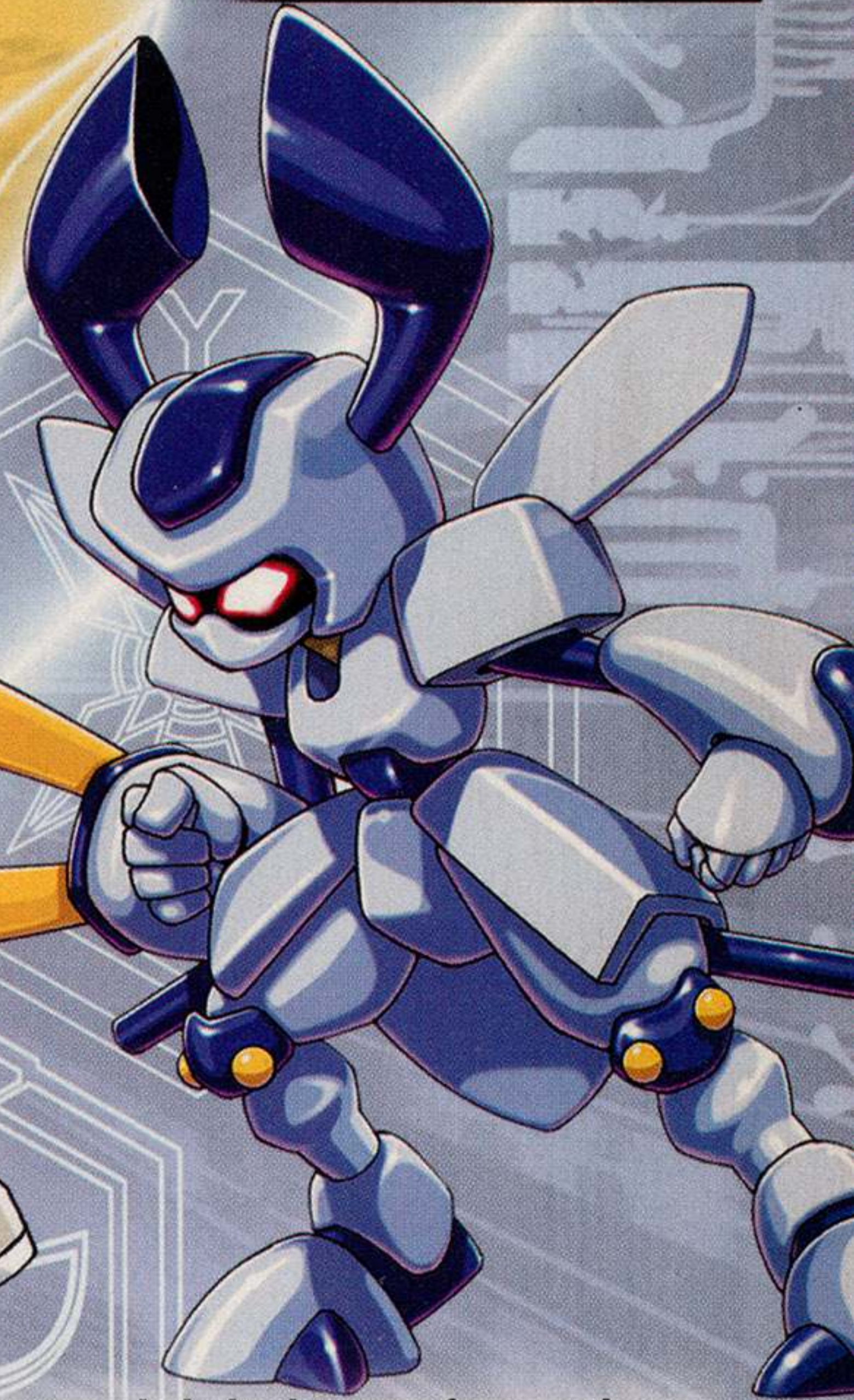
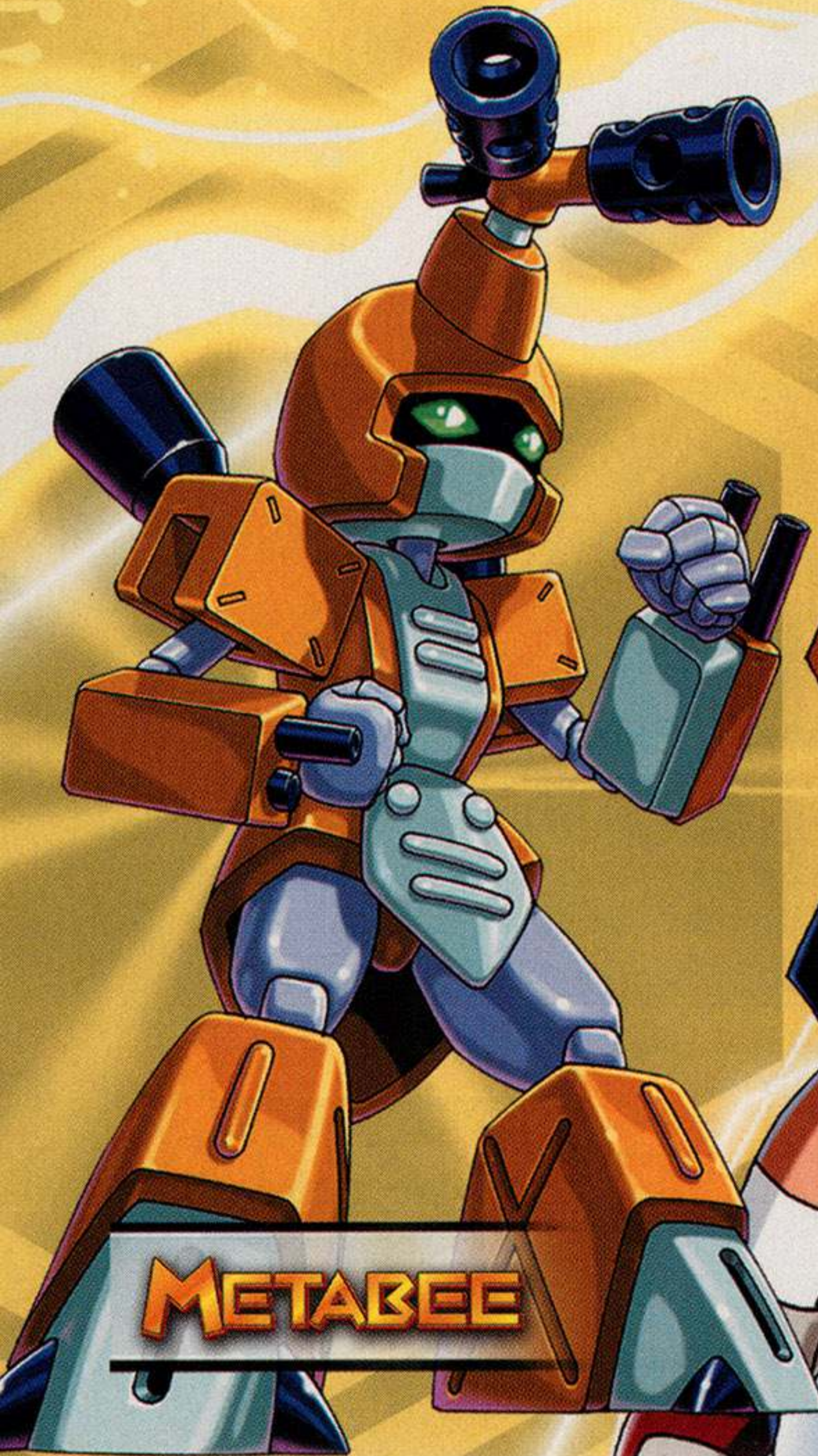
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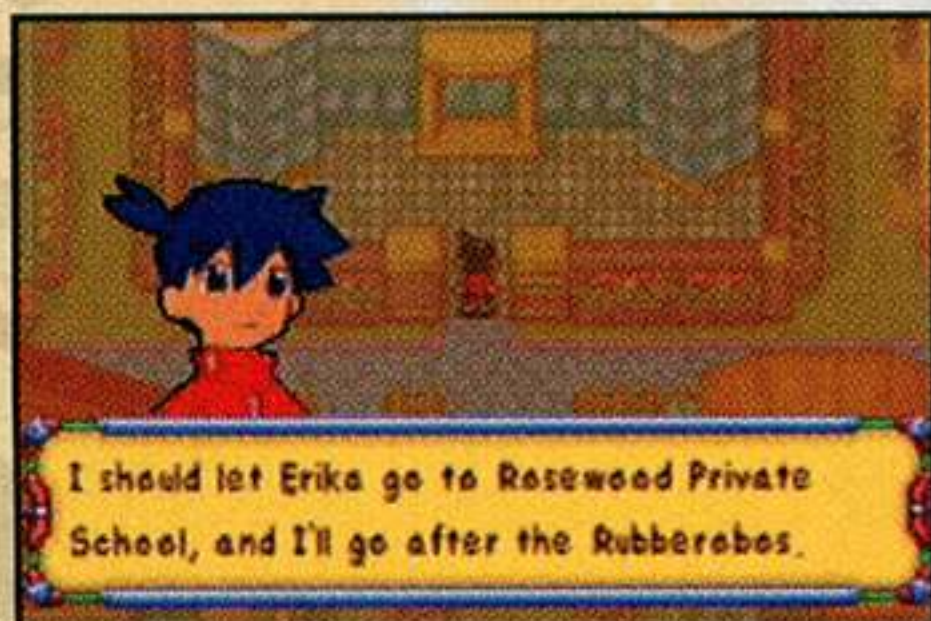
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DYNASTY WARRIORS 4

YOU KNOW WHAT Dynasty Warriors is? It's the KISS of video games. It has a dedicated legion of fans and a far greater expanse of people scratching their heads and wondering what the big deal is. The fourth trip around the yin-yang ball attempts to bridge the gap between the hardcore and the deathly bored with several flashy new features...that, by some divine miracle, somehow make the game even more engaging than before.

SPRING ROLLS FROM MARS

For the uninitiated, Dynasty Warriors is an endearingly modern take on the Three Kingdoms era—as a general in ancient China, you must hack-n-slash and power-break your way through 15 stages of chaotic warfare. The story mode's been completely revamped: Instead of choosing one general, you choose one side of the conflict (Wei, Wu, Shu, or "independent") and switch generals between battles, making character-building much easier than before. There's also an Edit mode, which lets you build the perfect warrior out of a basket of weapons, armor, and facial expressions. As a result, the game's much more story-driven and RPG-like than DW3—a ball of jade-laced fortune for gamers sick of DW3's incessant fighting.

The biggest difference, however, lies in the flow of the battles. Koei's obviously performed emergency surgery on the A.I. routines because everyone's a thousand times smarter now—allied generals actually put up fights against the enemy, rank-and-file soldiers actively attack you—and everything is more challenging than before. The siege hardware adds a little spice, too—foiling enemy conquests by destroying their battering rams is a great change of pace from the usual stabbing and thrusting (hur hur hur).



PROTIP: Need a quick life boost? Try defeating Gate Captains, Elite Guards, or other high-rank soldiers because they usually drop food when slain.



PROTIP: Duels are handy when you don't want soldiers getting in your way, but there's no way to escape once they've begun.



PROTIP: Most generals have an aerial attack that's unleashed by hitting Δ during a jump—this tactic is perfect for offing groups of archers.




PROTIP: The $\square, \square, \Delta, \Delta$ combo is the most effective one to use against generals—as your level raises, it allows you to chain up to nine attacks in one go.



PROTIP: Your Musou meter automatically refills and your Musou attack becomes intensely powerful when your energy dips into the red zone.

DIM SUM OF DOOM

Dynasty Warriors 4 still isn't flawless—the graphics look better but now feature occasional slowdown, and the voice acting's as unintentionally amusing as ever—but the series has never made it closer to nirvana. Even if you aren't a fan, it's worth giving DW4 a shot—the new features make the game about as accessible as it will ever get to non-hardcore folk. **G**



- Developed by Omega-Force
- Published by Koei
- \$49.99
- Available now
- Action
- 2 players

TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR
T	4.0	5.0	4.5	4.0

Colin McRae Rally 3

CODEMASTERS' GENRE-DEFINING RALLY-RACING game is debuting on the PlayStation 2, and as a port of the fine Xbox original, Colin McRae Rally 3 delivers another outstanding racing experience.

The feel of the driving is what earned the McRae series its reputation, and the controls remain impeccable in this PlayStation 2 edition. When cars handle with such crisp responsiveness, you don't have to be a rally fan in the slightest to appreciate why this is such an exciting ride. The graphics and sounds transition smoothly from the Xbox, which still has the overall edge in the looks department. But these PlayStation 2 visuals are still plenty impressive, particularly the awesome damage modeling, lighting, and particle effects. The audio continues to be a bit on the quiet side as the action is paced only by the whine of engines and your co-driver's helpful but dry navigation advice.




PROTIP: If you can tell you're about to collide with a tree or obstacle, just stand on the brakes rather than trying to fight your way out of it.

The tracks themselves offer plenty of variety and challenge—ranging from the snowy vistas of Sweden to the parched outback of Australia. A Championship mode lets you race multiple seasons as Colin McRae himself, but unfortunately, it's pretty limited. You can race *only* as McRae, and when you complete a season, next year's calendar is identical to the last, so it's a little hard to be motivated to stick with the game after that.

However, powersliding through at least one season is still an awesome experience for race fans. And if even that's too much for you, this game's at least worth renting for a weekend to experience its tight handling. **G**



PROTIP: If your tires won't stop spinning, briefly lay off the gas to get some traction back.



- Developed and published by Codemasters
- \$49.99
- Available now
- Racing
- 2 players

EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR
E	4.5	4.0	5.0	4.5

The King of Route 66

WHEN ACCLAIM RELEASED 18 Wheeler on the PlayStation 2, the game developed a small but fervent fan base that adored every minute of gameplay—all 20 or so of them. The King of Route 66 is the exact same thing—race a giant truck all around the country and beat your rivals to the ground—but extends the concept to its barely sustainable limits, adding more stuff to do but making the game's limitations even more obvious.

You can't say that the game ends too quickly this time around—King has four game modes and a far heftier number of roads to raze with your rig. The best mode by far is The Queen of Route 66—it proceeds like a mini-RPG with




PRO TIP: Stick behind your rival to take advantage of his slip stream, then try to break ahead of him on a straightaway.

your trucker of choice racing across the backroads of America, saving innocent girls from redneck vagrants and using the prize money to buy new parts for his nitro ride. This mode gets genuinely interesting in spots, and the overacted cut-scenes perfectly mesh with the “down-home” theme.

Unfortunately, cut-scenes alone do not make a game. The gameplay itself is unchanged from 18 Wheeler's with your lumbering truck falling out of control at the drop of a feather and the graphics looking just a shade above Dreamcast quality. Add to this brew the game's rage-inducing difficulty—as in 18 Wheeler, the A.I. takes advantage of every tiny mistake on your part to win, requiring multiple replays of nearly every leg in your tour and ensuring that most of the game's fun fades very quickly. It's fine if you can get into the atmosphere, but otherwise it's about as fun as driver's school. **G**



PRO TIP: Every stage is packed with shortcuts. If you see a Route 66 icon in a weird place, there's probably a secret path right there.

 <p>BY FENNEC FOX</p>	<ul style="list-style-type: none"> Developed by Sega AM2 Published by Sega \$49.99 Available now 	<ul style="list-style-type: none"> Driving 2 players 	<table border="1"> <tr> <th>TEEN</th> <th>GRAPHICS</th> <th>SOUND</th> <th>CONTROL</th> <th>FUN FACTOR</th> </tr> <tr> <td>T</td> <td>3.0</td> <td>3.5</td> <td>2.5</td> <td>2.5</td> </tr> </table>	TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR	T	3.0	3.5	2.5	2.5
	TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR								
	T	3.0	3.5	2.5	2.5								



PRO TIP: Position cards in Defensive Position to temporarily halt a strong attacking card so that you can plan a countermove or an escape.

Yu-Gi-Oh! The Duelists of the Roses

WHEN YOU'RE INTO a popular battle card game like Yu-Gi-Oh, there's really no substitute for the thrills of putting together a primo deck, dealing a head-to-head match with a worthy opponent, and then watching said adversary break into a cold sweat as you play your game-breaking card. Having said that, Yu-Gi-Oh! The Duelists of the Roses is a fine way to stay in shape in between real-life monster-wrangling matches.

All the basic elements of the game are intact. You can align yourself with either the White Rose or the Red Rose factions in order to play duels and build up the power of your deck over time. The painstaking onscreen gameplay will feel excruciatingly pokey to non-believers, but Yu-Gi-Oh stalwarts should feel right at home. The controls are simple and easy to master, which properly places the focus of the game on the board strategy.


The graphics and sounds hold up their end, too. Fans should appreciate the on-target representations of their favorite creatures, and they'll get a major rush from all the slick fighting animations. The sounds essentially rely on a hip, jazz-fusion soundtrack. It sounds very cool but feels out of step for the young Yu-Gi-Oh fanbase.

The Duelists of the Roses is probably best appreciated by newcomers to the Yu-Gi-Oh game who want to learn how to play. Vets will get a good workout from the A.I. player, and at least there are three unique cards bundled with the game. As a decent Yu-Gi-Oh workout, The Duelists of the Roses comes out smelling like a rose. **G**



PRO TIP: Attack your opponent's unrevealed cards with your less powerful cards in order to uncover their strength.



 <p>BY BROTHER BUZZ</p>	<ul style="list-style-type: none"> Developed and published by Konami \$49.99 Available now 	<ul style="list-style-type: none"> Card game 1 player 	<table border="1"> <tr> <th>EVERYONE</th> <th>GRAPHICS</th> <th>SOUND</th> <th>CONTROL</th> <th>FUN FACTOR</th> </tr> <tr> <td>E</td> <td>3.5</td> <td>3.0</td> <td>3.0</td> <td>3.0</td> </tr> </table>	EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR	E	3.5	3.0	3.0	3.0
	EVERYONE	GRAPHICS	SOUND	CONTROL	FUN FACTOR								
	E	3.5	3.0	3.0	3.0								

Amplitude

AMPLITUDE TAKES THE rhythm-matching philosophy of Frequency and refines it to near perfection—both in concept and execution. The game works like this: Using the directional pad, you select a track (vocals, bass, drums, etc., represented literally as a track) and try to keep up with the notes using the L1, R1, and R2 buttons; get two consecutive bars perfectly matched, and the track starts to play automatically, leaving you free (for a while) to work on another. In essence, you're “constructing” a song; the better you do, the more layers of the song you hear. It's supremely addictive, fun, and entrancing, and not just because of the flashing psychedelic tunnels of light. Plus, the feeling that you're actually in control of a drum set or a base line is about as good as it gets.



PRO TIP: If you get an Autoblaster power-up, use it on the vocal (green) track—it's often the most irregular and difficult track.

Rather than just limiting the music selections to electronica, the two dozen or so songs cover every gap, looping from Run-D.M.C. to Weezer then back through David Bowie and BT; you're bound to find just as many artists on the soundtrack to love as to hate. The game's Remix mode multiplies the replay factor by a hundred—a simple five-minute tutorial is all it takes before you're creating your own versions of the songs as a sort of Zen meditation—and as a bonus, you can use them to challenge yourself, your friends, and the Sony online community at large. Still, truth be told, there's only so many ways to remix “Dope Nose.” Amplitude is a purveyor of positive energy, a game that rewards you for acts of creation instead of destruction...the world would be a happier place with more games like it. **G**



PRO TIP: Start off a song by laying down a drum (red) track—it will help you get a handle on the rest of the rhythm for the other tracks.

 <p>BY STAR DINGO</p>	<ul style="list-style-type: none"> Developed by Harmonix Published by Sony \$39.99 Available now 	<ul style="list-style-type: none"> Music 4 players 	<table border="1"> <tr> <th>TEEN</th> <th>GRAPHICS</th> <th>SOUND</th> <th>CONTROL</th> <th>FUN FACTOR</th> </tr> <tr> <td>T</td> <td>4.0</td> <td>5.0</td> <td>4.5</td> <td>4.5</td> </tr> </table>	TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR	T	4.0	5.0	4.5	4.5
	TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR								
	T	4.0	5.0	4.5	4.5								

Tom Clancy's
SPLINTER CELL



PROTIP: Use your thermal goggles to detect patrols through the tall hedges outside the Presidential Palace.



PROTIP: Toss a grenade in this area on the Kalinatek rooftop—it will set off the wall mines, which will instantly dispose of all three patrolmen.

Despite these disappointing setbacks, Splinter Cell is still the best game of its kind in the stealth/action genre (and the only one on the GameCube). If you're strictly a GameCube player, see what all the buzz is about.

PERHAPS THERE'S A lack of funding for the National Security Agency this time around. Or perhaps Ubi Soft's top covert agent is just slacking off after all the high-profile publicity on the other consoles. Whatever it is, this version of Splinter Cell doesn't measure up to the superior versions on the Xbox, PS2, and PC, but it's still a decent mission for the GameCube.

Do You Have the Intelligence?

Officially, it's called intelligence gathering. Unofficially, it's you, armed with the latest military weaponry and gadgetry, infiltrating highly secured structures and, occasionally, beating your foe with a strategically planned shot. You're Sam Fisher, an agent for the NSA who performs risky covert operations aimed at stopping terrorists.

This cloak-and-dagger world of espionage seems real throughout the game. Well-designed levels, convincingly animated characters, and the nice usage of lighting are all impressive, while the raspy voice of actor Michael Ironside perfectly matches the game's setting.

Control Yourself, Man!

But like most real-life missions, things never go as planned. While all of Fisher's fancy acrobatic moves have been safely ported to the 'Cube, executing the moves can be troublesome. The C Stick is unresponsive when you need to access the binoculars or the scope at a moment's notice. Furthermore, the right trigger button, which is used to aim and throw objects, is too sensitive—you'll often inadvertently throw something before you can aim. There's also a noticeable drop in frame rate when there's a lot going on at once.

Despite these disappointing setbacks, Splinter Cell is still the best



PROTIP: Have a weapon ready as you enter the sleeping quarters inside the Chinese Embassy. The two guards will wake up at even the slightest noise.



PROTIP: In the minefield, you'll sound off an alarm if you take out the guard at the other end of the area. Just avoid his spotlight, and you'll be safe.

 BY FOUR-EYED DRAGON	Developed by Ubi Soft Shanghai	Published by Ubi Soft	TEEN ESRB	GRAPHICS 3.5	SOUND 5.0	CONTROL 3.5	FUN FACTOR 4.0
	\$49.99	Stealth/action					

BURNOUT 2 MADE its debut on the PS2, but a game this good can't be contained on just one platform. The GameCube version cranks up the fun and adds some neat perks that Nintendo race fans won't want to be without.

RECKLESS AND WILD

The old racing rules don't apply to Burnout 2. You've got to drive dangerously—speed against the flow of traffic, barely miss other cars on the road, catch air whenever possible, and pull dangerous powerslides around corners. All those things build your boost meter, which reduces the game to a frantic blur. Link those boosts together, and you get a terrifying Burnout chain that will leave you white-knuckled and short of breath.

There's two-player racing and a new cop chase mode, but the most fun in Burnout 2 is the crash mode. It's simple: Pick a car, drive into one of 30 traffic situations (twice as many as in the PS2 version), and figure out how to create a pileup for maximum damage. It's like Tetris with scrap metal—and indescribably addictive.

Visually, the game's a stunner—cars look great thanks to a high polygon count, and when they crash, parts fly absolutely everywhere. The specular reflections look wonderful, and the game supports hi-res progressive scan output. Not only do the traffic sounds and honking horns add to the tension, but the Satriani-like guitar music also increases in volume and intensity when you unleash your boost. Control is super-sharp, enabling powerslides and pinpoint steering with very little learning curve.



PROTIP: On the third crash zone, boost past the two blue trucks and ram the left lane to get airborne. The goal is to create a bus pileup at the on-ramp.

SMASHING!

Burnout 2 on the GameCube outshines the first game and the PS2 sequel in several ways; if you missed any of the other editions, this is the perfect way to catch up.

BURNOUT 2
POINT OF IMPACT



PROTIP: Interstate 88 and Palm Bay Heights are two of the best tracks for driving against traffic.



PROTIP: Earning all Gold medals in Offensive Driving 101 unlocks the secret Student Driver car—looks dorky, handles great.



PROTIP: Building Burnout chains is the key to first-place finishes. When chaining, small drifts can be just as effective as big air.

 BY DAN ELEKTRO	Developed by Criterion Studios	Published by Acclaim	EVERYONE ESRB	GRAPHICS 4.5	SOUND 4.5	CONTROL 4.5	FUN FACTOR 4.5
	\$39.99	Racing					



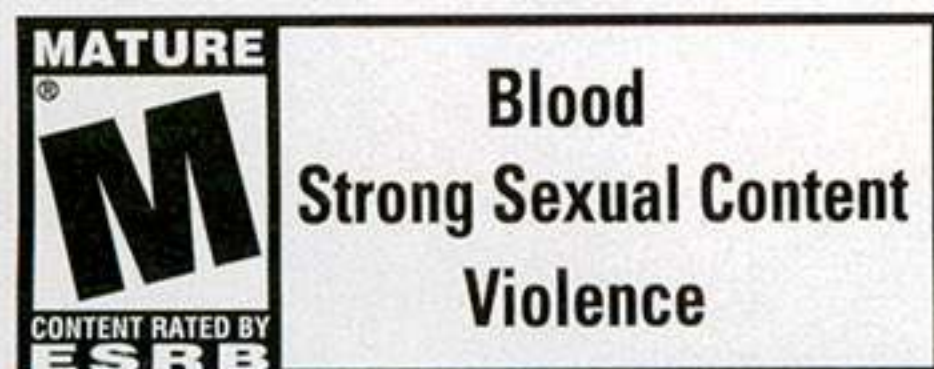
Hunting Season Begins...



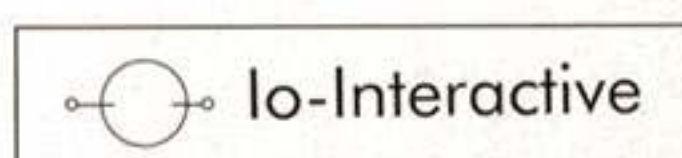
HITMAN 2

SILENT ASSASSIN

May 2003



EIDOS INTERACTIVE
hitman2.com



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MATURE
M
CONTENT RATED BY
ESRB

Blood and Gore
Violence



OVERTHROW HITLER'S EVIL EMPIRE.

You are B.J. Blazkowicz, a US Army Ranger recruited by the OSA and the Allies' top specialist in covert operations, heavy weapons and assassination. Hitler's head of the SS, Heinrich Himmler, is twisting science and the occult into an army capable of annihilating the Allies. The balance of victory is in your hands.

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Traverse vast forests, war-torn cities, Egyptian villages and ancient crypts.



Unleash a brutal arsenal of authentic and experimental weapons.



Engage in an epic, story-driven single-player campaign across over 30 levels.



Face squad-based multiplayer battles against up to 15 others via Xbox Live™ and intense split-screen co-op action.



Complete unique objectives, including silently assassinating Nazi officers.



PlayStation 2



nerve

RASTER
PRODUCTIONS



idsoftware.com

ACTIVISION

activision.com

Screenshots taken from Xbox™ video game system and PlayStation®2 computer entertainment system gameplay.

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Sonic Adventure DX: Director's Cut

SONIC ADVENTURE DX: DIRECTOR'S CUT is, conceptually, a great idea. The game is among the blue hedgehog's finest, and the list of extra features is a Sonic fan's dream come true. Unfortunately, the execution looks and feels rushed, resulting in an unbalanced end product.

As advertised, Sonic Adventure DX contains a slew of extras, like every Sonic game ever released on the Game Gear handheld, a brand-new Mission mode with 60 objectives, and Game Boy Advance connectivity options that let you raise Chao and unlock links for other GameCube Sonic games. Those are all cool features, but it's a different story when you get to the main portion of the game. The graphics have been polished with



The pinball machine in the casino is the closest you'll get to a next-generation Nights game for now.


detailed textures, but the already problematic camera angles have gotten worse. The visuals also break up and have serious collision detection issues. These collision hiccups also adversely affect the controls, which otherwise feel good. The audio has been spiced up with a Dolby Pro Logic II option, which sounds great albeit a tad too loud. The dialogue is the same as in the Dreamcast version and is not intended to be as goofy as it sounds, but it's certainly not irritating.

Sonic Adventure DX is a deeper, more interesting game than its sequel, but the camera and collision problems hurt the overall experience.

This Director's Cut is only recommended for serious Sonic enthusiasts and completists. **G**



PRO TIP: The glowing light located in several stages always has some useful advice, so consult it often when you get stuck.

 BY TOKYO DRIFTER	<ul style="list-style-type: none"> Developed by Sonic Team Published by Sega \$39.99 Available June 	<ul style="list-style-type: none"> Adventure 1 player 	<table border="1"> <tr> <td>EVERYONE CONTENT RATED BY ESRB</td> <td>GRAPHICS 3.5</td> <td>SOUND 4.0</td> <td>CONTROL 3.5</td> <td>FUN FACTOR 3.0</td> </tr> </table>	EVERYONE CONTENT RATED BY ESRB	GRAPHICS 3.5	SOUND 4.0	CONTROL 3.5	FUN FACTOR 3.0
	EVERYONE CONTENT RATED BY ESRB	GRAPHICS 3.5	SOUND 4.0	CONTROL 3.5	FUN FACTOR 3.0			



PRO TIP: Network Transmission's boss battles are super-tough. If you have no retries left, jack out and save before fighting a boss; you can't jack out in the middle of a boss fight.

Mega Man Network Transmission


AS CAPCOM RELEASES what seems like one hundred eleventy new Mega Man games in celebration of the kneeless one's 15th anniversary, there are bound to be a few misses in with the hits. Count Mega Man Network Transmission in among the "misses"—it's an interesting idea that's unfortunately not very well executed.

Mega Man Network Transmission tries to combine the RPG universe of the Mega Man Battle Network GBA games with the traditional 2D side-scrolling stuff that made the Man what he is today. If you're not familiar with the GBA titles, the star of the show is Mega Man.EXE, an anthropomorphic algorithm dwelling within the Internet; his liaison in the "real world" is a kid named Lan, who goes to school, does homework, visits the zoo, and occasionally tries to rid the world of malicious computer viruses.

The grafting of the two game styles could have made for a really cool game, but repetition ultimately causes Network Transmission to crash. While the game world is really huge (all the 2D areas are linked, in essence creating one giant Metroid-style map) and there are tons of items and chip upgrades to collect, there's a lot of repetition in the stage layouts and backgrounds...it's almost as if the game was generated by a Mega Man Level Construction Kit. That leaves little room for personality, not many instances of clever level design, and not a whole lot of time before the game gets dull. **G**



PRO TIP: Don't be afraid to use your chips liberally—they completely replenish every time you jack out.

 BY STAR DINGO	<ul style="list-style-type: none"> Developed by Arika Published by Capcom \$49.99 Available June 	<ul style="list-style-type: none"> Action/adventure 1 player 	<table border="1"> <tr> <td>EVERYONE CONTENT RATED BY ESRB</td> <td>GRAPHICS 3.5</td> <td>SOUND 3.5</td> <td>CONTROL 4.0</td> <td>FUN FACTOR 3.5</td> </tr> </table>	EVERYONE CONTENT RATED BY ESRB	GRAPHICS 3.5	SOUND 3.5	CONTROL 4.0	FUN FACTOR 3.5
	EVERYONE CONTENT RATED BY ESRB	GRAPHICS 3.5	SOUND 3.5	CONTROL 4.0	FUN FACTOR 3.5			

Ikaruga

IKARUGA IS NOT for everyone. There's no point in being unrealistic here. It's for that rare breed of gamer who isn't afraid of inhuman challenge, who spends days practicing their routines, who will do anything to beat his last high score. If that describes you...well, chances are you've already imported the Dreamcast version. But no matter.

Treasure's latest separates itself from other shooters with its odd color system—your ship can flip between black and white hues, and all enemies and bullets are similarly monochrome. If a bullet is the same color as your ship, you can absorb it and use the energy to fire homing lasers; if it's not, then you die on contact. Simple, really. The trick is in the chains—the only way to reach massive scores in Ikaruga is to shoot enemies of like color in groups of three, nimbly switching shades to keep the chain going in crowded warfare.



PRO TIP: Ikaruga is very generous with the collision detection—unless a bullet hits your ship dead center, you won't take any damage.

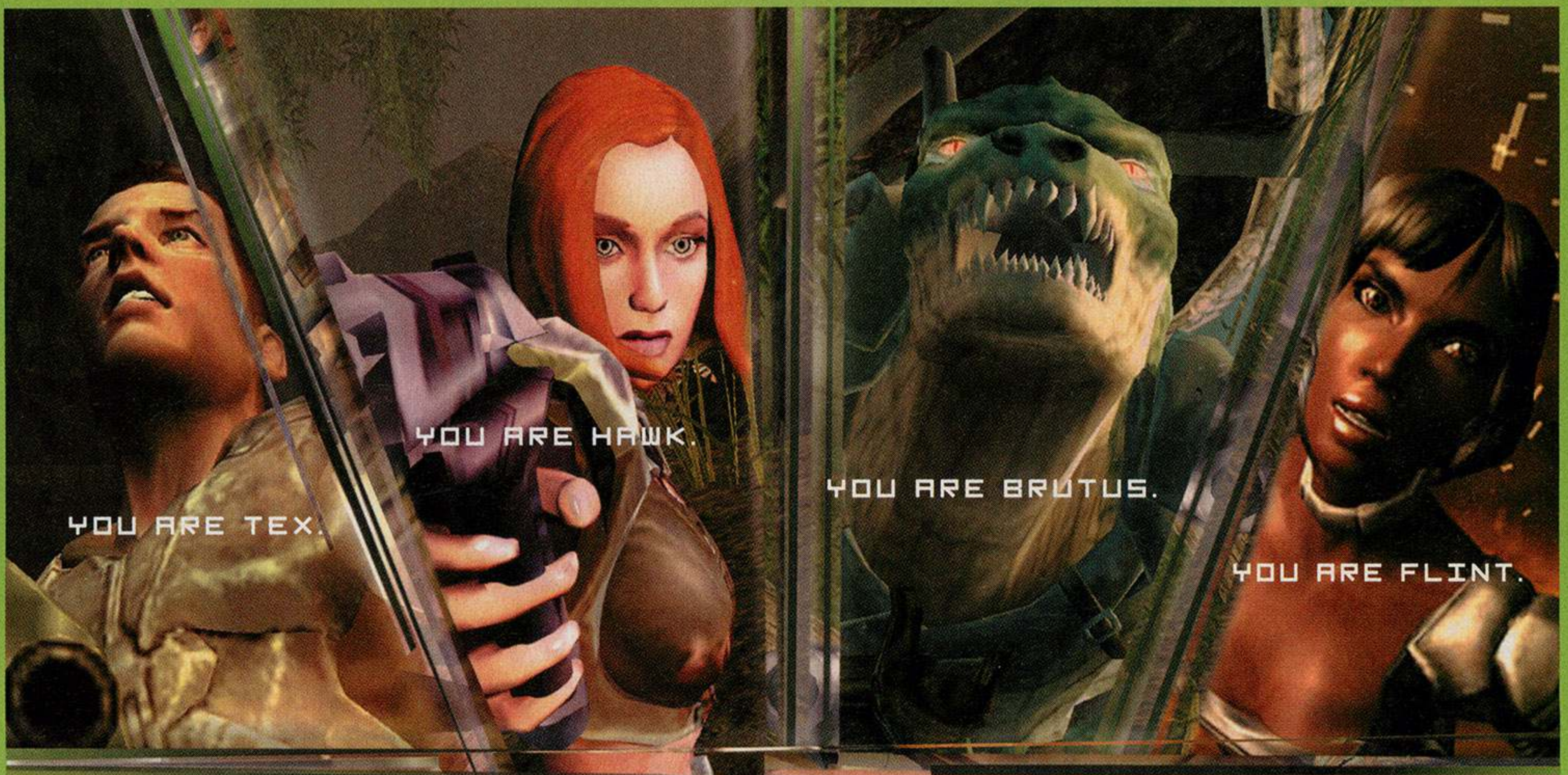
Even if you're not into this sort of thing, you can't deny that Ikaruga is an audiovisual work of art. The 3D backdrops are beautifully rendered, the enemies animate seamlessly as they run their hypnotic patterns, and the music is a majestic tribute to 20 years of shooter soundtracks. Despite this, everything runs at 60 frames per second, and the graphics never clash with each other—if you get shot, you have no one to blame but yourself. It's tough, but it's never unfairly tough, and that's why it's perfect for hardcore gamers. If you can afford the time needed to master this, your efforts will be generously rewarded. **G**



PRO TIP: Hitting a white enemy with black bullets (and vice versa) does twice the damage as the opposite case.

 BY FENNEC FOX	<ul style="list-style-type: none"> Developed by Treasure Published by Atari \$39.99 Available now 	<ul style="list-style-type: none"> Shooting 2 players 	<table border="1"> <tr> <td>EVERYONE CONTENT RATED BY ESRB</td> <td>GRAPHICS 5.0</td> <td>SOUND 4.5</td> <td>CONTROL 4.5</td> <td>FUN FACTOR 4.0</td> </tr> </table>	EVERYONE CONTENT RATED BY ESRB	GRAPHICS 5.0	SOUND 4.5	CONTROL 4.5	FUN FACTOR 4.0
	EVERYONE CONTENT RATED BY ESRB	GRAPHICS 5.0	SOUND 4.5	CONTROL 4.5	FUN FACTOR 4.0			





YOU ARE TEX.

YOU ARE HAWK.

YOU ARE BRUTUS.

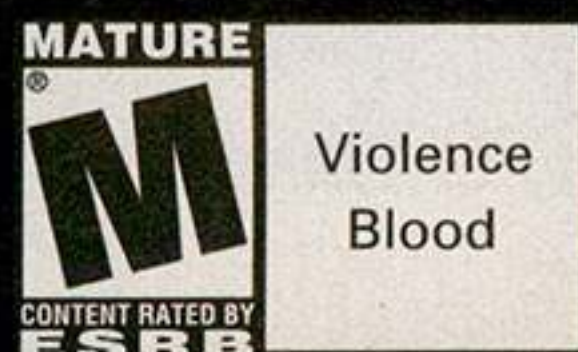
YOU ARE FLINT.



YOU ARE BRUTE FORCE.

www.bruteforcegame.com

The year is 2340 and more than fifty star systems are populated with colonies. But when an alien invasion threatens to put every living organism on the endangered species list, the Confederation of worlds must dispatch its elite special forces unit, code-named Brute Force. That's you. As Brute Force, you command four separate intergalactic mercenaries. The trigger-happy assault trooper, cyborg sniper, stealthy assassin and feral alien are all played by you. As you guide these shooters through 20+ missions and 6 exotic worlds, your knowledge of squad based combat will be severely tested. Depending on the danger at hand, you'll need to utilize the right Brute Force member for the job. Whether you play alone or in co-op mode, the battles escalate, the plot thickens and the violence gets addictive. It's an experience of such epic proportion that it could only exist on Xbox. Good luck. To all four of you.



BRUTE FORCE
DANGEROUS ALONE DEADLY TOGETHER



www.xbox.com



Army Men: Sarge's War

ALMOST EVERYONE HAS fond childhood memories of playing with small, green plastic army men—be it storming a sandbox or leading an assault on your little sister's dollhouse. *Army Men: Sarge's War*—the umpteenth entry in a seemingly weekly offering of games—is one of the best in the series with exciting gameplay and clever mission objectives.

In essentially a scaled-down *Medal of Honor*, you'll take control of Sarge, commander of the Green Army. Following a massacre of his men at the hands of the Tan Army, Sarge must complete several missions via third-person view. You'll collect a variety of weapons and explosives, and blow enemies into small plastic pieces while keeping a sharp eye open for hidden extraneous objectives. The carnage is as violent as it can be with plastic, and



PRO TIP: Before jumping into a hole, throw a grenade in it to clear out any Tan soldiers that may be lying in wait.


the visuals pull their weight—most of the time. Although the frame rate occasionally lags and clumsy camera angles abound, Sarge's special effects frequently go above and beyond the call of duty. Ample audio effects follow Sarge's crusade every step of the way, and competent controls keep the mean green machine under tight command.

Sarge's most notable flaw is the steep difficulty of its later missions. It becomes increasingly easy to walk into an ambush near the end of long campaigns—which forces you back to square one—and the final battle is more of a war of attrition than a test of learned skills.

Despite Sarge's frustrations, though, this *War* is worth fighting. *Army Men* fans will love it; action fans should take a long look. **G**



PRO TIP: Red-shaded barrels will explode when fired at, and the ensuing blast will take out any nearby soldiers.

 BY MAJOR MIKE	■ Developed and published by 3DO	■ Action/adventure	TEEN CONTENT RATED BY ESRB	GRAPHICS 4.0	SOUND 4.0	CONTROL 4.0	FUN FACTOR 4.0
	■ \$49.99						



PRO TIP: Your squad team gains more experience as the missions wear on. Try not to leave any veterans behind in battle.

Conflict: Desert Storm

AT A TIME when the GameCube's tiny end of the port-stick is growing shorter and shorter, you have to appreciate Pivotal Games for giving 'Cube fans a favor for a change. The Nintendo version of *Conflict: Desert Storm* is irrefutably ahead of the PS2 and Xbox ports—the enemies are smarter, the animation's noticeably smoother throughout, and the massive frame drops seen elsewhere are mostly a thing of the past (even in four-player co-op mode). The question, then, comes down to whether you want to play the game in the first place—and that, unfortunately, is where things get dicier.


The basic concept should be right up your alley if you're a *SOCOM* fan. It's the Gulf War, and you control a four-man Delta Force or SAS crew as they infiltrate Iraqi territory and kick some squad-based tactical ass. As team leader,

you can bark orders to your squad, exchange weapons, and execute complicated attacks once you've sussed out the controls. Unfortunately, many won't manage this: The order system uses the Z button far more than it deserves, and doing anything more complicated than the Gulf equivalent of a *Braveheart* berzerker rush takes godlike dexterity.

Conflict is not without its merits—the atmosphere is excellent, and the GameCube version lets you restart a mission easily if you're in an impossible situation—and a sufficiently tactical-minded person will get mounds of fun out of this with a little perseverance. If you played *SOCOM* for the chat, however, then you'll probably abandon this game early on. **G**



PRO TIP: Lying prone on the ground reduces your mobility, but it also gives you better aim and makes you a smaller target.

 BY FENNEC FOX	■ Developed by Pivotal Games	■ Action	TEEN CONTENT RATED BY ESRB	GRAPHICS 3.5	SOUND 2.5	CONTROL 3.0	FUN FACTOR 3.0
	■ Published by Gotham Games						


Rayman 3: Hoodlum Havoc

RAYMAN 3 IS a typical platform adventure full of coin collecting and switch throwing. Its twist is that the levels are filled with temporary power-ups, which Rayman must strategically use to progress into the next part of



PRO TIP: Splash the witch with the stew, then run around the cauldron opposite of the way she runs. You can hit her only while she's a frog.

the level or to beat the boss. It's kinda clever, but once you get the formula it isn't challenging. The controls are easy to learn but sometimes suffer from poor maneuverability. Surprisingly good music accompanies the colorfully detailed levels and creatively designed bosses. If you've been grappling with the meaninglessness of your own existence, *Rayman 3: Hoodlum Havoc* might distract you for a while. **G**

 BY DJ DINOBOT	■ Developed and published by Ubi Soft	■ Platform	EVERYONE CONTENT RATED BY ESRB	GRAPHICS 4.0	SOUND 4.0	CONTROL 3.5	FUN FACTOR 3.5
	■ \$39.99						


WWE Crush Hour

WWE CRUSH HOUR is, essentially, "WWE Does Twisted Metal." Your favorite superstars strap into automotive death machines and blow each other up. A Season mode takes you through all the match types, which range from the fun (*SmackDown*) to the irritating (*Run the Gauntlet*). WWE's Jim Ross gives commentary, and WWE superstars such as Triple H and The Big Show lend their voices.

Crush Hour is a mediocre game at its heart with above average presentation and intuitive controls, but the budget price rubs some grime off its surface. If you need *Twisted Metal* and you have only 20 bucks, try *Crush Hour* instead. **G**

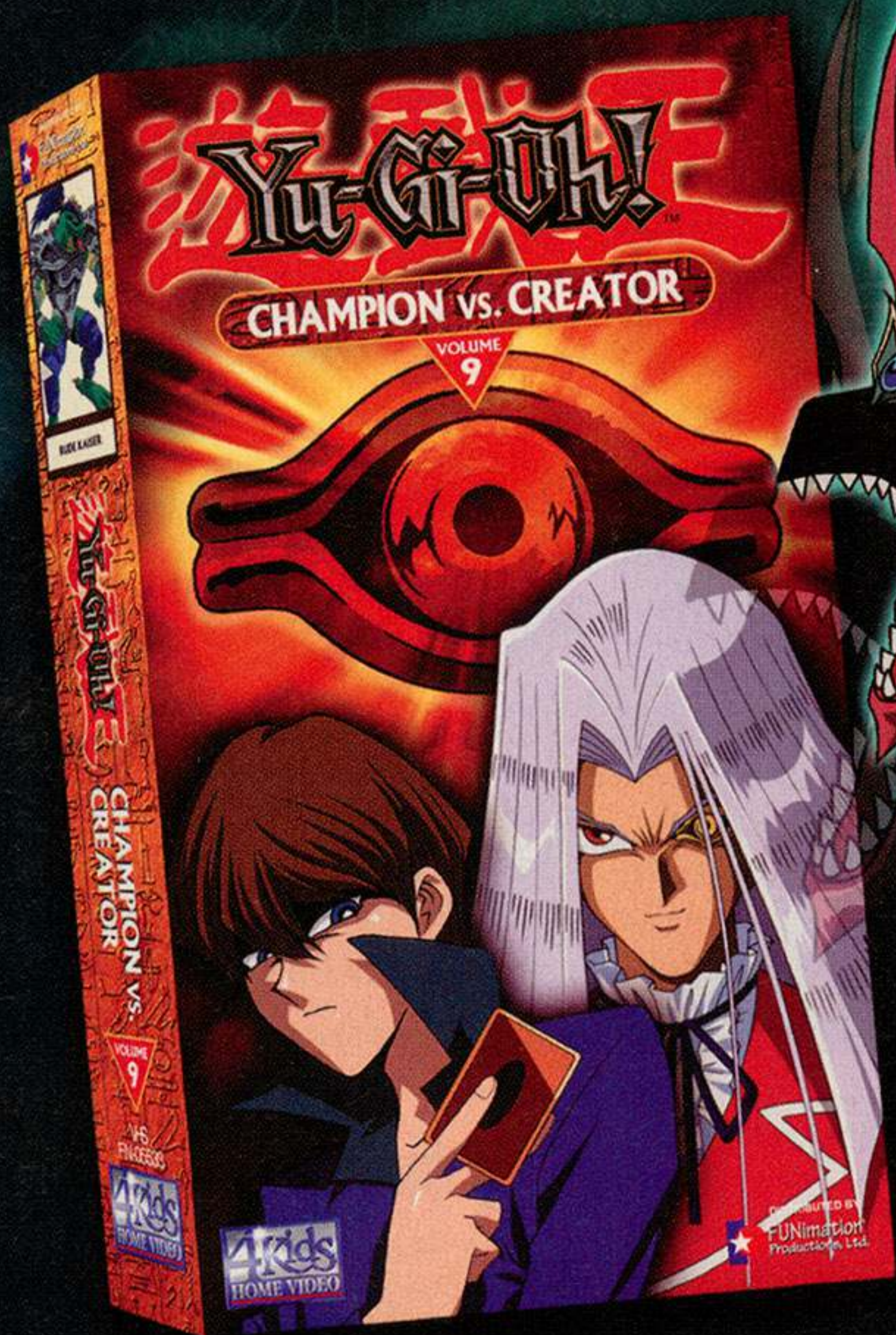


PRO TIP: Always go after the foe with the least health—you only get a point for getting the killing blow.

 BY D-PAD DESTROYER	■ Developed by Pacific Coast Power & Light	■ Action	TEEN CONTENT RATED BY ESRB	GRAPHICS 3.5	SOUND 3.0	CONTROL 4.0	FUN FACTOR 3.5
	■ Published by THQ						



A BATTLE OF CHAMPIONS. A STRUGGLE BETWEEN FRIENDS.
PLAYTIME'S OVER!



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THERE'S SOMETHING STRANGELY cathartic about playing the role of a Saturday-afternoon-movie monster, pulling a skyscraper from its concrete roots, and hurling it at a giant-sized foe. In a similar way, there's something immensely satisfying about seeing Godzilla done justice in a video game—and that's just what Atari has done with *Godzilla: Destroy All Monsters Melee*.

GODZILLA DESTROY ALL MONSTERS MELEE



PRO TIP: In Destruction mode, you can score points by throwing objects at buildings that are beyond the green barrier.



PRO TIP: Whenever you knock down an opponent, fire a quick blast to score an extra hit.

HOT DAMM!

DAMM puts you in the giant-sized feet of over 10 monsters from the *Godzilla* film universe for rumbles in cities from Tokyo to Los Angeles. You can fight monster a monster, enter a four-player free-for-all, or just smash a city to rubble as fast as possible, among other things. DAMM benefits immensely from its license as the monsters from the Toho zoo are done perfect justice graphically and sonically—albeit not without a few snags. Some slowdown is present when mass destruction fills the frame, and despite the dead-on sound effects, the audio track inexplicably lacks the trademark music of the classic movies.



PRO TIP: Take shelter behind tall buildings when facing an opponent that repeatedly uses projectile attacks.








PRO TIP: When fighting Megalon, keep moving when he tunnels underground so he can't catch you.

GLEEFUL MELEE

Some may be put off by the somewhat sluggish controls, which make you feel as if you're actually manipulating a towering behemoth, but the rumble adds a nice effect whenever you're struck or take a nasty spill. DAMM is more of a fighting game in the vein of *Power Stone* with combat taking place in giant arenas filled with interactive objects, hazards, and power-ups. The various monster moves and special abilities are easy to learn, too, so novices have a decent chance of keeping pace with the pros.

DAMM may not be the deepest monster-fighter available, but it's nevertheless a redoubtable brawler that delivers hours of fun. For casual gamers, it definitely merits a rental; *Godzilla* fans will find it to be a solid purchase. **G**

 BY MAJOR MIKE	■ Developed by Pipeworks Software	<table border="1"> <tr> <th colspan="4">FUN FACTOR</th> </tr> <tr> <td></td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> </tr> <tr> <td>4.0</td> <td>4.0</td> <td>4.0</td> <td>4.0</td> </tr> </table>	FUN FACTOR					GRAPHICS	SOUND	CONTROL	4.0	4.0	4.0	4.0
	FUN FACTOR													
	GRAPHICS	SOUND	CONTROL											
4.0	4.0	4.0	4.0											
■ Published by Atari	■ Fighting													
■ \$49.99	■ 4 players													
■ Available now														

The Sims



PRO TIP: Buy a computer as soon as you can. Between the PC and the newspaper, you'll be offered six jobs a day.

WELCOME TO A world where the workday whizzes by in seconds, you can take every other day off if you want, and the ladies come over just to hang out in the Jacuzzi. No, it's not the GamePro offices. This is *The Sims*.

Work and Bathe, My Minions

When Maxis announced that its multi-bajillion-selling PC game was headed to consoles, gamers doubted whether or not it would work. After all, *The Sims* was designed with a mouse in mind, and the building and human interaction just might not jive on a console. After playing *The Sims* on the Xbox, the official answer to that is, "Ha ha! Told you it would work!"

The Xbox version of *The Sims* trades the PC version's precise control for much improved presentation and more directed gameplay. An easily controlled cursor replaces the mouse and does so swimmingly; the building and buying interface suffers a bit for the lack of a mouse but not badly enough to hinder construction.

The Sims' jump to consoles also brought them from 2D to 3D; the facelift looks great, even if a wider range of zoom levels would have helped. The Sims' silly language also sounds superb, and the music reinforces the "wacky suburbs" atmosphere. The console versions of the game also feature a new objective-based Get a Life mode, which gives goal-oriented gamers a list of problems to solve and hidden objects to unlock, which players can then buy in the freeform Play the Sims mode.

Voyeur in Charge

If getting a job, making friends, and learning to cook or repair stuff doesn't sound like fun to you, well, that's too bad. You'll miss out on a great time and a game unlike any other on the Xbox. **G**








PRO TIP: Watching TV with a friend on a comfy couch improves Comfort, Fun, and Social scores simultaneously.



PRO TIP: The vanity table enables you to change your appearance. This is a good thing, especially if you look like this guy.



PRO TIP: A maid is a lifesaver. Never again worry about heaps of garbage in your house. Your Sim can be as messy as it wants.

 BY D-PAD DESTROYER	■ Developed by Edge of Reality/Maxis	<table border="1"> <tr> <th colspan="4">FUN FACTOR</th> </tr> <tr> <td></td> <td>GRAPHICS</td> <td>SOUND</td> <td>CONTROL</td> </tr> <tr> <td>4.5</td> <td>4.5</td> <td>4.5</td> <td>4.5</td> </tr> </table>	FUN FACTOR					GRAPHICS	SOUND	CONTROL	4.5	4.5	4.5	4.5
	FUN FACTOR													
	GRAPHICS	SOUND	CONTROL											
4.5	4.5	4.5	4.5											
■ Published by EA Games	■ Simulation													
■ \$49.99	■ 2 players													
■ Available now														

ONE REALLY CAN'T penalize a fighting game engine that works—even if it's been seemingly used a million times. Despite *Marvel vs. Capcom 2*'s redundant play engine, it's still engaging for fighting-game and comic-book fans alike.



PRO TIP: When playing as Jill Valentine, motion ↓ ↙ ← LK to perform Emergency Dodge A. When the zombie grabs an opponent, immediately get in close and execute a super move or combo.



PRO TIP: When fighting Abyss in his first form, jump over him before he starts an attack and then execute a super move.

Old-School and New Fools

Marvel vs. Capcom 2 is the biggest and flashiest of the franchise fighters. More than 50 characters fill the roster, which sounds like a "who's who" of the fighting game universe. Aside from the regular *Street Fighter* and *Darkstalker* crowd are several newcomers to the brawling scene, such as *Resident Evil*'s Jill Valentine and *Mega Man*'s Tron Bonne.

The game's biggest strength is the three-on-three tag-team battles, where you can switch between brawlers during a fight or call all three onscreen at once for a fantastic beatdown. Fights are fast and furious, and there's no shortage of splashy, flashy graphics. Among the various console incarnations of MVC2, the Xbox version looks the best. There's no shortage of special effects, which frequently pack the screen and never suffer from slowdown or other eyesores. The sprite 2D graphics do perfect justice to the characters—especially the Marvel fighters, who look as if they just jumped off the pulp page. Although the audio effects shine throughout, what's up with the smoky jazz-music soundtrack?




PRO TIP: To get the maximum 9999 points without exerting too much effort, start a game in Training mode and let the game run. After several hours, you'll amass the maximum number of points, which you can use as currency in the Secret Factor option.

Although the audio effects shine throughout, what's up with the smoky jazz-music soundtrack?

Heroic Fighter

Marvel vs. Capcom 2's flash overshadows its substance as the play engine is looser and less precise than that of titles in, say, the *Capcom vs. SNK* series. Balance is another sticking point since some characters are lopsided: Some teams are incredibly powerful (you can pretty much demolish any adversaries with Cyclops, Iceman, and Cable), and gang-up combos frequently cause triple-digit damage. Just do yourself a huge favor and play this one with the Controller S.

Fighting fans seeking an engaging 2D brawler will probably find no finer contest than MVC2. However, if you played the other versions to death, you'll find little new content here. **G**

 BY MAJOR MIKE	■ Developed and published by Capcom	■ Fighting	TEEN CONTENT RATED BY ESRB	GRAPHICS 4.5	SOUND 4.0	CONTROL 4.5	FUN FACTOR 4.5
	■ \$39.99	■ Available now					

Furious Karting

FURIOUS KARTING REVS up a worthy attempt to turn go-kart racing into an entertaining extreme video game sport. The eight drivers display varying degrees of attitude and style, and the tunes offer a catchy mix of rock, funk, and hip-hop rhythms. But the gameplay sometimes feels like it's in low gear. The tracks are short and predictable, and although stunts are encouraged, the repertoire and controls are limited. Also, the small number of power-ups and benign kart-crashing weapons don't bring too much to the party, except an aluminum bat and a very cool tossable chicken. The main thing *Furious Karting* has going for it is a good supply of "zip," which the controls manage very well as your low-slung sled whips around the curvy courses. Although both indoor and outdoor tracks are compact, I-can-race-with-anything drivers are sure to feel the competitive juices flowing. *Furious Karting* is worth a spin, but the total package stops just short of the finish line. **G**



PRO TIP: Toss the chicken. It's goofy, but it's also a very effective way to slow down the guy in front of you.



PRO TIP: The rocket burst is the best way to make up for lost ground, but launch yourself for major air time. The landings are always rough and nearly uncontrollable.

Also, the small number of power-ups and benign kart-crashing weapons don't bring too much to the party, except an aluminum bat and a very cool tossable chicken. The main thing *Furious Karting* has going for it is a good supply of "zip," which the controls manage very well as your low-slung sled whips around the curvy courses. Although both indoor and outdoor tracks are compact, I-can-race-with-anything drivers are sure to feel the competitive juices flowing. *Furious Karting* is worth a spin, but the total package stops just short of the finish line. **G**

 BY ATOMIC DAWG	■ Developed by Babylon Software	■ Racing	TEEN CONTENT RATED BY ESRB	GRAPHICS 3.0	SOUND 3.5	CONTROL 3.5	FUN FACTOR 3.5
	■ Published by Atari	■ Available now					

Batman: Dark Tomorrow

BATMAN: DARK TOMORROW is, without a doubt, the worst Batman game ever. The level design, controls, and overall polish are all greatly lacking in the great detective's latest video game caper.

The problems start with the very bland visuals, which are further plagued by confusing camera angles. Character animation looks stiff and isn't helped by the sloppy collision detection, which results in countless cheap deaths.

The orchestral score, performed by the Royal Philharmonic (yes, the Royal Philharmonic), sounds amazing and is the sole bright spot. The voice acting is competent but held back by awkwardly written dialogue—that's especially odd since comic scribe Scott Peterson and Kenji Terada of *Final Fantasy* fame were behind the story.


The title of *Batman*'s new game is ironic since it may not only be a dark tomorrow for future games featuring the Caped Crusader, but also for anyone who buys this one. **G**



PRO TIP: The upper-right-hand map will show you where you've already been in the level.



PRO TIP: Hand cuff bad guys right after knocking them down so they can't continue fighting.

 BY TOKYO DRIFTER	■ Developed and published by Kemco	■ Action	TEEN CONTENT RATED BY ESRB	GRAPHICS 2.5	SOUND 4.0	CONTROL 2.0	FUN FACTOR 1.5
	■ \$49.99	■ Available now					



PRO TIP: On sharp turns, you're often better off braking or powersliding than cutting across grass or sand.

less than thrilling and, worst of all, the car handling feels flaky. You'll go from sluggish to skidding in the blink of an eye; every turn is a gamble. It may be "accurate" and "realistic," but it's not "enjoyable."


You'll smash into walls and slide across berms in real cars from Chevy, Toyota, Dodge, and more, racing on familiar tracks like Silverstone, Fuji, and Sears Point; driver A.I. can be adjusted, so the game grows in challenge apace with your skills. However, the whole game feels bloated, like it's trying to do too many things at once, and the new character-oriented career mode is uninspired. This game is only for serious TOCA fans who like to skip cinematics; everyone else can skip it entirely. **G**

Pro Race Driver

PRO RACE DRIVER wants to be all games to all race fans—but ambition doesn't always lead to success. The game carries on the TOCA series (it's called TOCA Race Driver in Europe), mixing simulation-style touring and stock-car racing, then wrapping it all up in a formulaic Hollywood-style plot. Ryan McKane, the son of a dead racing legend and brother of a spotlight-stealing pro driver, carries on the family legacy by sneering and insulting his way up the ranks of professional road racing. He's arrogant, unlikable, and not all that wonderfully rendered besides. The actual racing looks better—sharp graphics, fast frame rate, cars with reflective windows, and a detailed damage model make the cars look pretty, even when the bumper's fallen off and the muffler's swaying in the breeze. Unfortunately, the sound effects are



PRO TIP: On courses like Monza with long straightaways, take a peek at the traffic behind for a cue on when to start braking for the next turn.

 BY DAN ELEKTRO	■ Developed and published by Codemasters	■ Racing	TEEN CONTENT RATED BY ESRB	GRAPHICS 4.0	SOUND 3.5	CONTROL 3.0	FUN FACTOR 3.0
	■ \$49.99	■ Available now					

State of Emergency

STATE OF EMERGENCY is a less-than-serious throwback to good ol' arcade beat-em-ups. If you just wanna run around and bust heads, this mindless, Mature-rated game is for you!

There's a story line somewhere about rebelling against an oppressive corporate state that's soon unmasked as a means to connect an ever-intense series of street fights. Your fists and feet fire off fast-paced two-button combos, but you also acquire an impressive variety of weapons—everything from pipes and hatchets to chainguns and flamethrowers. Additionally, the workmanlike controls enable you to pick up objects like trash cans or park benches and toss them for effect.

State of Emergency's cartoony brand of beat-em-up anarchy kicks down the doors from the PlayStation 2 into the Xbox, and it enters the fray relatively unchanged. The most notable improvements are more refined 3D graphics and a few four-person multiplayer games that are basically variations on the general bash-n-dash gameplay.




PRO TIP: When a gang of goons is chasing you, take the escalator, then pick them off a few at a time.

The visuals actually put on an impressive display of urban chaos as you pick your way through motion-packed mobs of people who are running amuck throughout four environments. Unfortunately, a wonky game cam bogs down the frenetic action. You run around corners blindly and smack dab into trouble, or you find yourself running circles around enemies trying to hit them. Aiming weapons is often an adventure, too.

You might dig the sounds, which draw plenty of pop from tunes with a fat, funky bass line. The effects rock, too, and even though you catch repeating vocals, the game sounds like a riot. State of Emergency may not be state of the art, but it's a sure-fire way to let out your aggression. **G**



PRO TIP: Use projectiles to fend off the mad bombers. You can just punch as a last resort, but the resulting blast erases half your health.

 BY BROTHER BUZZ	■ Developed by VIS Entertainment	■ Published by Rockstar Games	MATURE CONTENT RATED BY ESRB	GRAPHICS 4.0	SOUND 4.0	CONTROL 3.5	FUN FACTOR 3.5
	■ \$19.99	■ Available now					



PRO TIP: When dealing with groups of enemies, repeatedly press the L trigger to dodge sudden attacks. It's easier than actually gauging when to dodge.

Run Like Hell

A GAME THAT attracted almost no attention on the PS2 last year, Run Like Hell has made a hasty reappearance on the Xbox, complete with new monsters, an extra sector or two, and a 40-percent price discount. Is it worth it? Perhaps—but only if you've never played a survival/horror game before in your life. A big "if," admittedly.


As rugged space captain Nick Connor (aptly voiced by Lance "Mr. Mumbles" Hendriksen), you're charged with exploring an intricately designed space station overrun by fang-ridden aliens with a thing for dismemberment. Although the puzzley bits are mostly "borrowed" from Resident Evil, Connor's quest is far more action-oriented in its heart—your weapons mostly have infinite ammo, and each sector is crawling with dozens of aliens, leading to gun battles that would undoubtedly make Sigourney Weaver proud.

This would be well and good if Run Like Hell was smoothly executed. Regrettably it's not—the characters look nice enough, but the station itself is uniformly drab, making it easy to get lost. This situation isn't helped by a control system that seems designed to give you carpal-tunnel syndrome—the inventory menus use both triggers and both thumbsticks for no good reason, and the shoot-n-dodge battle system will cramp your index fingers after even short sessions.

Add to this a hackneyed story and a goofy soundtrack that can't decide whether to copy Silent Hill or Rob Zombie, and you have a survival/horror game that's tolerably playable but hardly a must-own. It could've been a better game with more polish, but...well...at least the price is appropriate. **G**



PRO TIP: Most of Run Like Hell's bosses secretly want to be killed. Why else would they leave corpses with health packs right nearby?

 BY FENNEC FOX	■ Developed by Digital Mayhem	■ Published by Interplay	MATURE CONTENT RATED BY ESRB	GRAPHICS 3.5	SOUND 2.5	CONTROL 2.5	FUN FACTOR 2.5
	■ \$29.99	■ Available now					

The Human Anatomy

as deconstructed by Tao Feng



FIG. 1. – Considerable Pain

The process of deconstructing the anatomy begins with bruising at the point of contact, leading to bloody contusions and cerebral hemorrhage.



FIG. 2. – Physical Disability

The deconstruction nears completion as limbs weaken and break from continuous physical abuse, finally rendering the enemy useless.

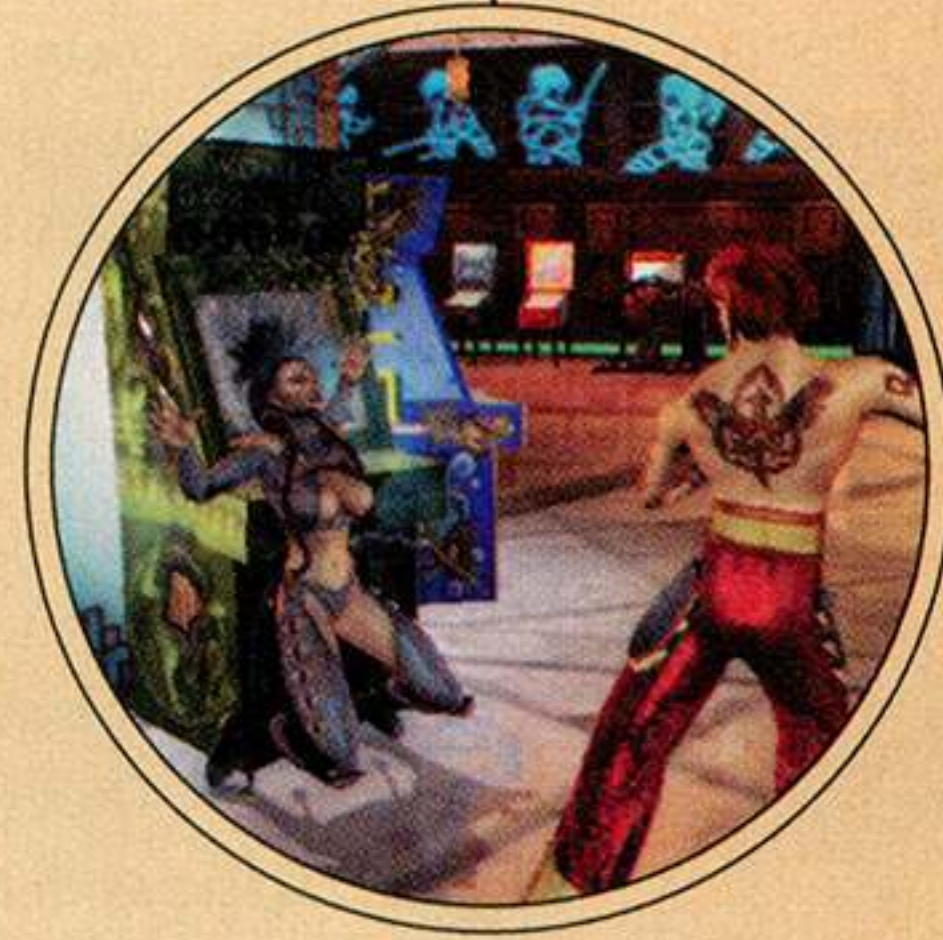
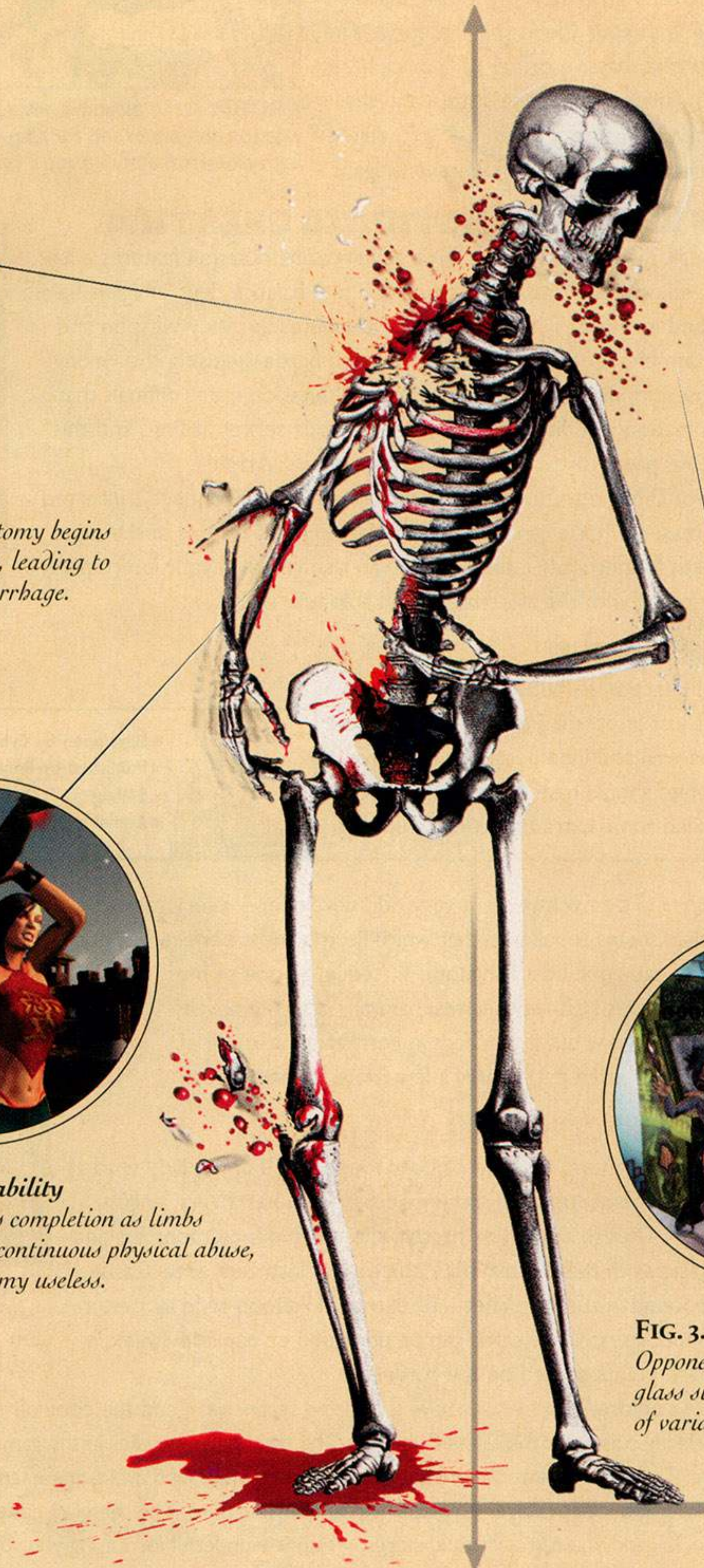


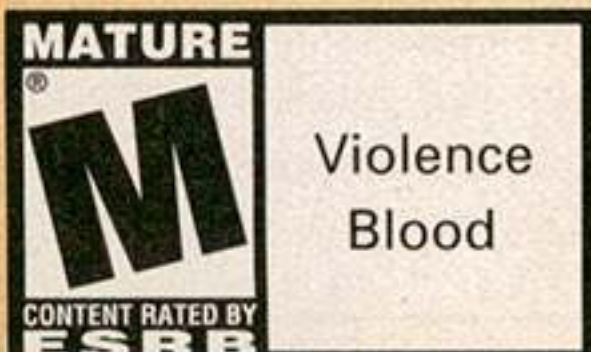
FIG. 3. – Environmental Destruction

Opponents are often hurled into walls and glass situated nearby, resulting in injuries of variable depth and size.



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悪性変異
hack Part 2
MUTATION



"My weight is none of your business, madame. Besides, why do you think I'm playing an online RPG?"

enemy now reacts differently against certain elements. This adds strategy to battles—using the wrong elemental equipment can make your offense pitifully weak—but also makes Mutation more difficult than Infection. Even a powered-up Kite from Infection will die horribly on the Lambda server at first, and this problem is only exacerbated by the puny EXP payouts you get from most monsters. Arrgh!

Once the pummeling stops, however, you'll begin to notice the nicer things Cyber Connect 2 inserted into Mutation. The biggest step forward: Treasure chests can now hold real equipment instead of the same old status-ailment cures. (Now they're worth looting again...finally!) You can also re-equip your entire party (not just Kite) this time, which is vital for dealing with the aforementioned attribute issues.

THE BOXIEST RPG IN THE WORLD

Overall, Mutation is simply an extension of Infection—muddy graphics, questionable control, and a story concept that's just interesting enough to keep you going. If you finished Infection, you might as well continue because the story's finally (just slightly) starting to pick up. Newbies should have no problem starting with Part 2, either—just be prepared to spend some extra time leveling up.

THE STORY OF Kite and BlackRose is so big that Bandai apparently needs four volumes to tell it. Part 2 takes over right where Part 1: Infection left off with your friend still in a coma, The World (the massive online RPG .hack is set within) falling apart at the seams, and the system administrator threatening to delete your character for all his goofy shenanigans.



PROTIP: Try to assemble several good weapon and armor sets for Kite—one for each elemental attribute you'll be facing.



PROTIP: The keys you get via data draining are required to hack into certain dungeons; A, B, and C keys are acquired from smaller monsters.

OFFICIALLY SANCTIONED CHEATING

Although the basic idea's the same as Infection, Mutation features a few subtle adjustments that send the game's play balance deep into left field.

First and foremost is the addition of attributes as every weapon and enemy now reacts differently against certain elements. This adds strategy to battles—using the wrong elemental equipment can make your offense pitifully weak—but also makes Mutation more difficult than Infection. Even a powered-up Kite from Infection will die horribly on the Lambda server at first, and this problem is only exacerbated by the puny EXP payouts you get from most monsters. Arrgh!



PROTIP: Don't have time for leveling? Buy tons of healing items and then enter a dungeon seven or eight levels higher than your current level. That way, you'll get 400 EXP per monster.



- Developed by Cyber Connect 2
- Published by Bandai
- \$49.99
- Available May
- RPG
- 1 player

FUN FACTOR

TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR
T	3.0	4.0	3.0	3.5



LOST KINGDOMS II



Tara makes friends with a baby dragon... hopefully it won't mind spending the rest of its life as a piece of laminated paper.



PROTIP: Transform cards allow you to jump on (or fly over) obstacles—helpful 'cause a mound of treasure requires their use to access.

FROM SOFTWARE is a very odd developer—every game it makes seems to fall into that weird little “almost perfect, but not quite” category. Lost Kingdoms II (sequel to one of the GameCube's best-kept secrets) naturally lacks the novelty of the original, but it succeeds in correcting nearly all of its faults...even if it creates a few more in the process.



TRADING CARDS AND PIXIE DUST

The lovely Tara, heroine of Lost Kingdoms II and a lady who makes shawls look like fashion accessories, has a very singular ability: Though powerless herself, she can summon monsters and attacks with the 30-card deck she carries into each area. Cards are found in treasure chests or earned Pokémon-style by capturing monsters; these cards can be upgraded or copied with experience points earned on the battlefield.

As before, LKII's visuals have a pleasing serenity, and the controls are perfectly suited for the GameCube pad. The main difference lies in the game system: There aren't any random battles, and you can see (and avoid) the enemies lurking about each stage—a great help in dire situations. The camera's easier to control, and you can revisit old stages, which is wonderful for raising your deck.



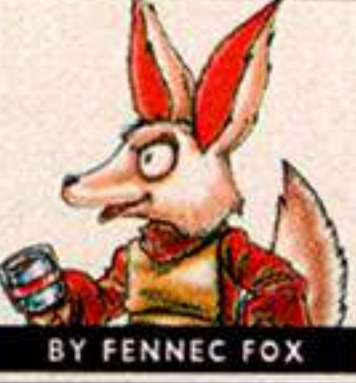
PROTIP: If you want battles to go smoothly, you absolutely must pay attention to elemental attributes. Before you enter a stage, make sure your deck's suitably adjusted for that stage's monsters.

THE WEIRDEST TAROT SESSION EVER

If you didn't like the first Lost Kingdoms, prepare to continue disliking the sequel: The camera still requires undue amounts of babysitting as it easily distracts you in close-quarter battles, and the challenge level makes upping Tara's HP a mid-game must. If you can accept the flaws, though, Lost Kingdoms II is a short but sweet RPG experiment that's every bit the cute change of pace that the original was. Just don't expect a full-fledged Japanese RPG—Skies of Arcadia is still the clear winner for 'Cube owners there.



PROTIP: Helper cards are useful for more than just auxiliary attacks—they're needed as a paperweight in some of the game's switch puzzles.



- Developed by From Software
- Published by Activision
- \$49.99
- Available May
- RPG
- 2 players

FUN FACTOR

TEEN	GRAPHICS	SOUND	CONTROL	FUN FACTOR
T	4.0	3.5	4.0	4.0



OF ALL THE cool video game ideas ever conceived, the concept at the center of Magic Pengel: The Quest for Color easily ranks among the coolest. So what if the game built around that idea doesn't quite do it justice?

CRAYOLA INVENTION

Magic Pengel is a Monster Rancher-style arena-battling game with an excellent twist: Rather than culling your brood from a predetermined group of catchable creatures, you actually get to draw your own 3D monsters (called Doodles) from scratch. As you progress through the ranks, you're granted more freedom in your drawings—more ink to use in your Doodles (which translates directly into HP) and more body parts to play with (which translates into different types of moves, depending on what you draw). Almost all of the time, the game's animation A.I. brings your little Cthulu scribbles to life brilliantly, and the simple act of creation is scarily addictive.

Unfortunately, the rest of Magic Pengel doesn't live up to the monster-creating part. The entire game takes place in an awkward-to-navigate town shaped like a giant outdoor hallway, and all you really do is duel, duel, and duel some more—which would be fine, except that the rock/paper/scissors battle system is repetitive and shallow, and your Doodles' unique attributes don't really come into play as much as they should.



PRO TIP: Undo old Doodles to get back your color gems; trade those gems for gold in the marketplace.

COLOR/FADE

So can inspired ideas beat out uninspired execution? In Magic Pengel's case, the answer is yes but just barely. It's a flawed-but-fascinating curiosity and addictive despite itself thanks entirely to the truly awesome monster generation. Maybe someday there will be a sequel made up of more colors, sharper angles, and better lines—the Doodles certainly deserve it.



PRO TIP: If your enemy uses Attack, Block on your next turn. If your enemy uses Block, use Magic. If your enemy uses Magic, Attack. If your enemy uses Charge, Charge.



PRO TIP: Draw a Doodle with a giant head. Add lots of protrusions and wiggles to get mystical projectile attacks like Shooting Star.

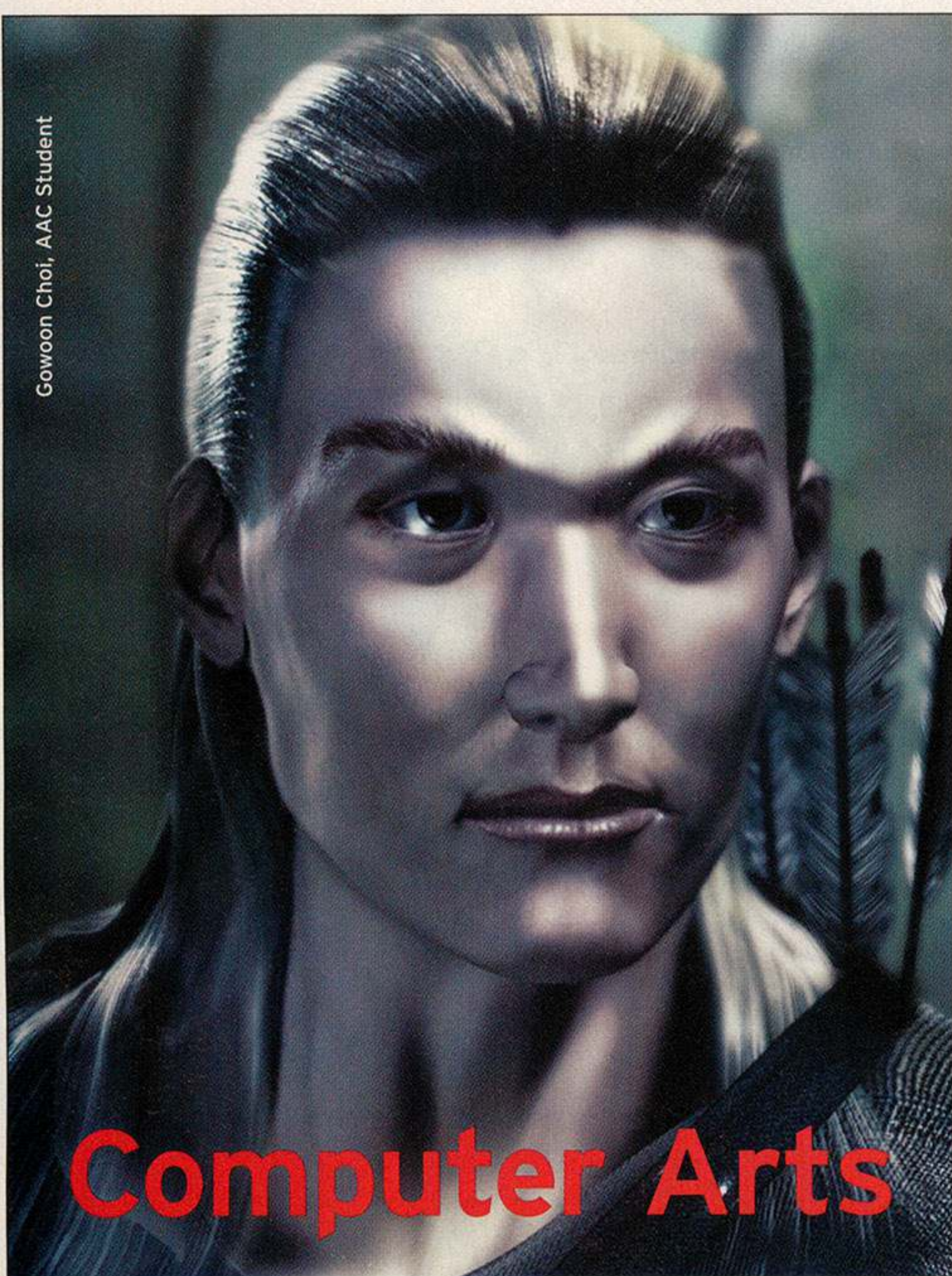


PRO TIP: Add new parts to your existing Doodles whenever your Pengel levels up after an official tourney. Good drawing is worth far more than battle experience.



- Developed by Garakuta Studio
- Published by Agetec
- \$29.99
- Available May
- RPG
- 1 player

EVERYONE E CONTENT RATED BY ESRB	GRAPHICS 4.0	SOUND 3.5	CONTROL 3.5	FUN FACTOR 3.5
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Gowoon Choi, AAC Student

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READER TIP OF THE MONTH

TENCHU: WRATH OF HEAVEN



All Missions, Through the Portal Level, and More



All Characters: At the title screen, press **L1, R2, L2, R1, Right, Left, L3, R3**. If you entered the code correctly, you'll hear a sound and all characters will be available.

All Items: At the Items screen, **simultaneously press and hold R1 and L1, and then press Up, □, □, Left, □, □, Down, □, □, Right, □, □**. If you entered the code correctly, all items will appear onscreen.

All Mission Layouts: At the Mission Select screen, **press R3, L3, R2, L2, R1, L1**. If you entered the code correctly, all layouts will be unlocked for each available mission.

All Missions: At the Mission Select screen, **press L1, R1, L2, R2, Right, □, L3, R3**. If you entered the code correctly, red arrows will appear on the map and all missions will be available.

Hidden Level: At the title screen, **press Up, Down, Right, Left, ×, ×, ×**. If you entered the code correctly, you will automatically begin that level.

More Health: Pause the game and then **press Up, Down, Right, Left, □, □, □**. If done correctly, the game will resume and your health meter will refill.

Replenish All Items: At the Items screen, **simultaneously press and hold R2 and L2, and then press □, □, □, Up, Left, Down, Right**. If you entered the code correctly, the stock of items will be replenished.

Through the Portal Level: At the title screen, **press L1, Up, R1, Down, L2, Right, R2, Left**. If you entered the code correctly, you'll hear a sword being drawn.

George Nirschell—Trenton, NJ



RED FACTION II



Unlock Everything, Walking Dead, and More



At the main menu, select Extras, and at the Extras screen, choose Cheats. At the Cheats menu, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Director's Cut: Press **□, ×, ○, △, ○, ×, □, △**.

Explosive Personality: Press **×**.

Extra Chunky: Press **○, ○, ○, ○, △, ×, ○, ○**.

Gibby Ammo: Press **×, ×, ×, ×, □, ○, ×, ×**.

Gibby Explosions: Press **△, ○, ×, □, △, ○, ×, □**.

Infinite Ammo: Press **□, △, ×, ○, □, ○, ×, △**.

Infinite Grenades: Press **○, ×, ○, □, ×, ○, ×, ○**.

Joke Win Game Message: Press **□, ×, □, ×**.

Rain of Fire: Press **□, □, □, □, □, □, □, □**.

Rapid Rails: Press **○, □, ○, □, ×, ×, △, △**.

Super Health: Press **×, ×, □, △, □, △, ○**.

Unlock All Cheats: Press **□, ○, △, ○, □, ×, △, ×**.

Unlock All Levels: Press **○, □, ×, △, □, ○, ×, ×**.

Unlock Everything: Press **△, △, ×, ×, □, ○, □, ○**.

Wacky Deaths: Press **△, △, △, △, △, △, △, △**.

Walking Dead: Press **×, ×, ×, ×, ×, ×, ×, ×**.



RED FACTION II

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(s03)

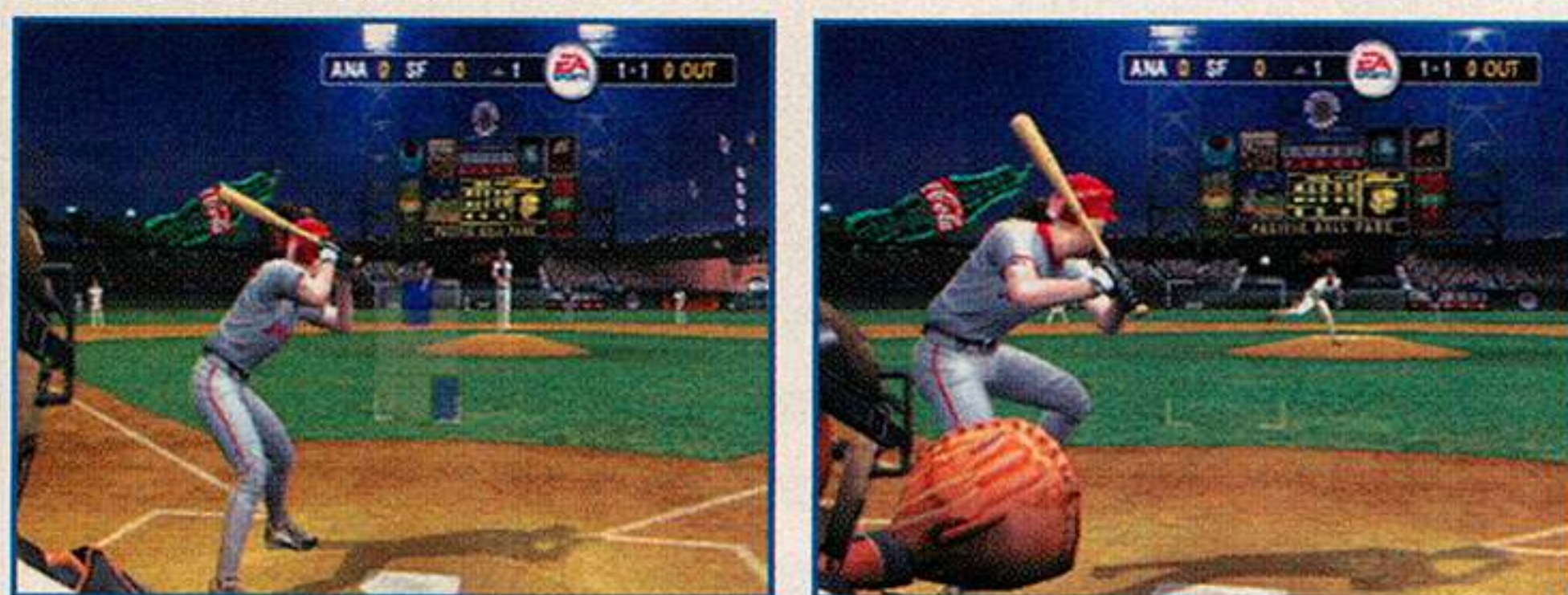


Mild Language, Suggestive Themes, Violence.

MVP BASEBALL 2003



16:9 Anamorphic View, Broken Bats Cheat, and Home Run Cheat



16:9 Anamorphic View: During a game, simultaneously press and hold L2 and R2 for three seconds. Keep the buttons held and press Left to switch to a 16:9 anamorphic view. Press Right to switch back.

Broken Bats Cheat: At the main menu, select Roster Management, and at the Roster Management screen, choose Create Player. Create a player with the following first and last names. If the names are entered correctly, the player's bat will break anytime he hits a ball.

First Name	Last Name
JACOB	PATERSN
KEEGN	PATERSN
ZIGGY	PATERSN

Home Run Cheat: At the main menu, select Roster Management, and at the Roster Management screen, choose Create Player. Enter ERIK as the player's first name and KISS as the player's last name. If you entered the codes correctly, the player will always hit home runs.

HIGH HEAT MAJOR LEAGUE BASEBALL 2004



Unlock Ball Cannon and Game State Modes



Pause the game, press □, □, ○, ○, LI, RI, and then simultaneously press and hold LI, L2, RI, and R2. If you entered the code correctly, a submenu will appear that allows you to access the Ball Cannon and Game State modes.

SUPERMAN: THE MAN OF STEEL



Render in X-Ray, Unlock Everything, and More



Pause the game and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear an explosion.

Render in Freeze: Press R, L, Black, White, L, Y, Y, Black, R, White.

Render in X-Ray: Press L, L, R, L, Y, X, White, Black, Black, White.

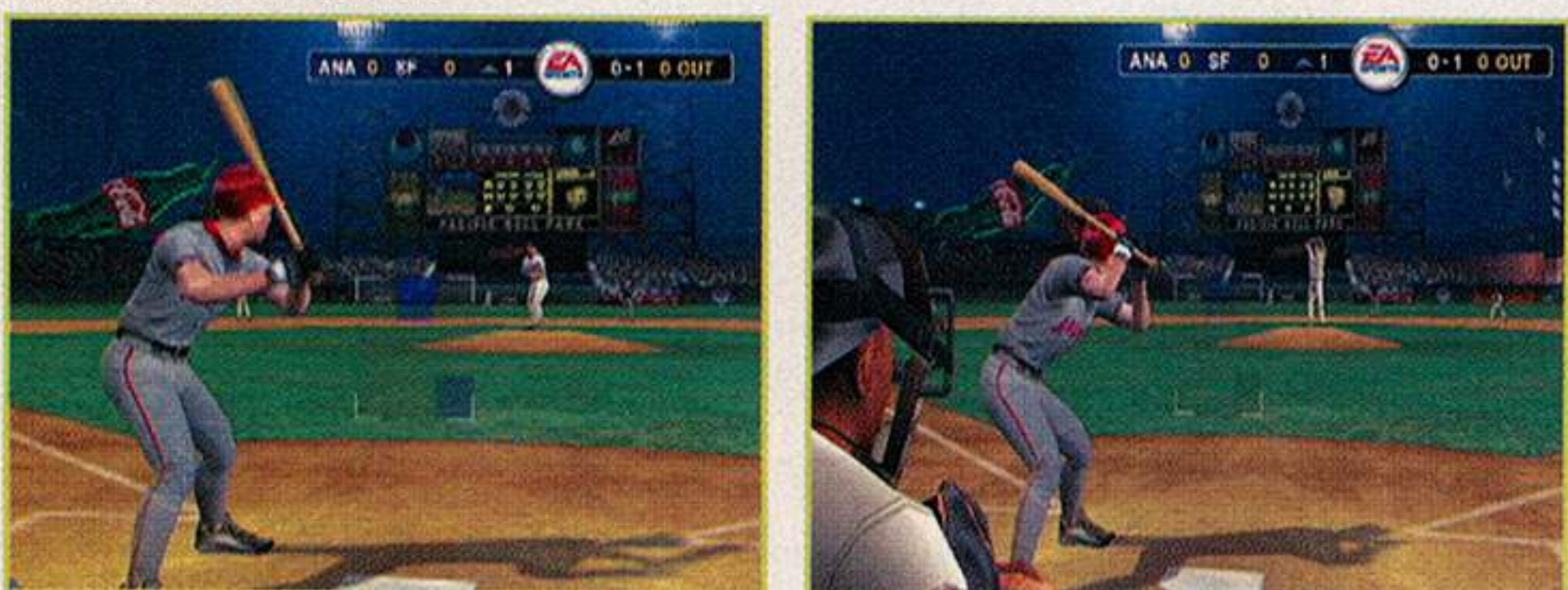
Unlimited Health: Press Black, White, L, X, L, White.

Unlock Everything: Press R, Black, Y, Black, L, White.

MVP BASEBALL 2003



16:9 Anamorphic View, Broken Bats Cheat, and Home Run Cheat



16:9 Anamorphic View: During a game, simultaneously press and hold L and R for three seconds. Keep the buttons held and press Left to switch to a 16:9 anamorphic view. Press Right to switch back.

Broken Bats Cheat: At the main menu, select Roster Management, and at the Roster Management screen, choose Create Player. Create a player with the following first and last names. If the names are entered correctly, the player's bat will break anytime he hits a ball.

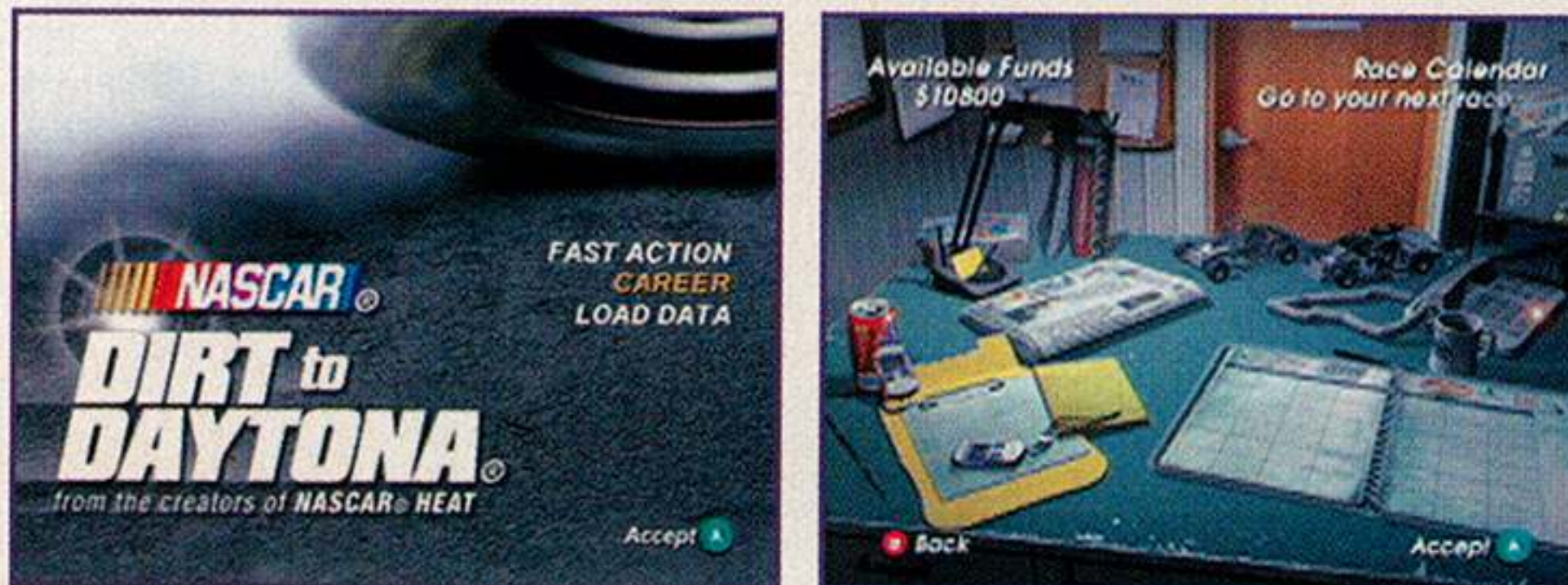
First Name	Last Name
JACOB	PATERSN
KEEGN	PATERSN
ZIGGY	PATERSN

Home Run Cheat: At the main menu, select Roster Management, and at the Roster Management screen, choose Create Player. Enter ERIK as the player's first name and KISS as the player's last name. If you entered the codes correctly, the player will always hit home runs.

NASCAR: DIRT TO DAYTONA



Start with an Extra \$10,000 in Career Mode



At the main menu, press Up, Down, Left, Right, Z, Left, Left. If you entered the code correctly, you'll have an additional \$10,000 when you begin Career mode.

YU-GI-OH! THE DUELISTS OF THE ROSES



Card Passwords



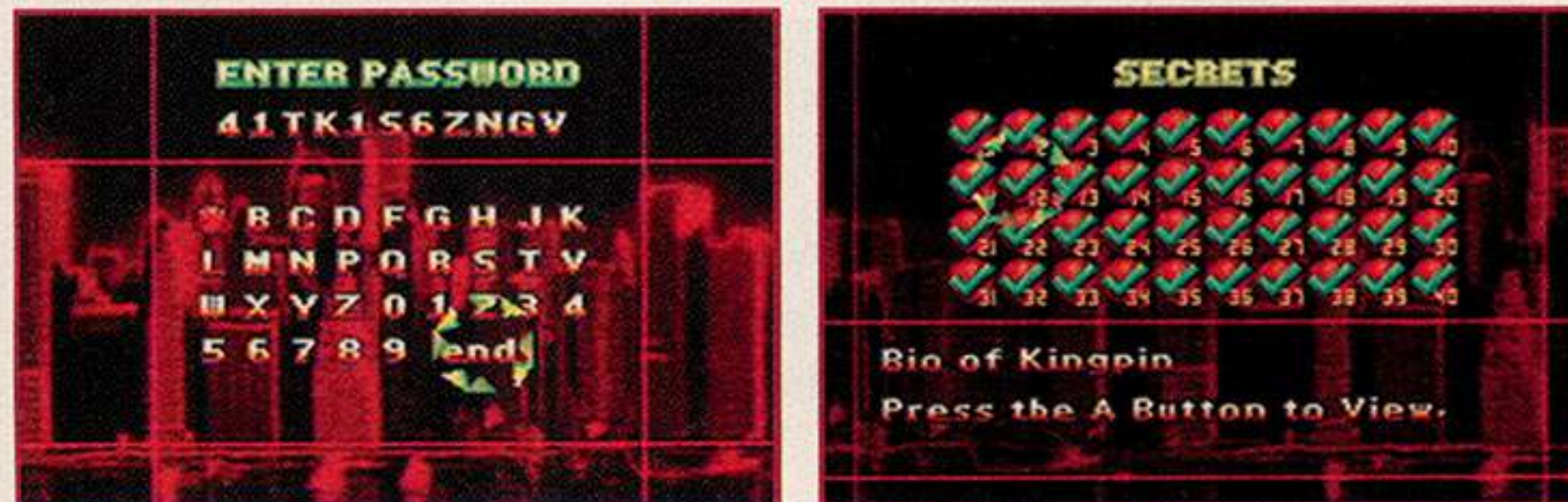
At the Build Deck screen, **press R3** to bring up the password menu. Enter the following passwords to unlock the corresponding cards. If you entered the code correctly, the card will appear onscreen.

Ancient Tree of Enlightenment:	EKJHQ109
Aqua Dragon:	JXCB6FU7
Barrel Dragon:	GTJXSBJ7
Beast King of the Swamp:	QXNTQPAX
Birdface:	N54T4TY5
Blast Sphere:	CZN5GD2X
Change of Heart:	SBYDQM8B
Crush Card:	SRA7L5YR
Dark Hole:	UMJ10MQB
Dragonseeker:	81EZCH8B
Earthshaker:	Y34PN1SV
Elf's Light:	E5G3NRAD
Fairy King Trusdale:	YF07QVEZ
Fairy's Gift:	NVE7A3EZ
Gravity Bind:	0HNF99WX
Greenkappa:	YBJMCD6Z
Harpy's Feather Duster:	8HJHQPNP
Horn of the Unicorn:	S14FGKQ1
Left Arm of the Forbidden One:	A5CF6HSH
Magician of Faith:	GME1S3UM
Mimicat Doppelganger:	69YDQM85
Mystical Capture Chains:	N1NDJMQ3
Robotic Knight:	S5S7NKNH
Royal Decree:	8TETQHE1
Seiyaryu:	2H4D85J7
Serpentine Princess:	UMQ3WZUZ
Swordsman from a Foreign Land:	CZ81UVGR
Swordstalker:	AH0PSHEB
Tactical Warrior:	054TC727

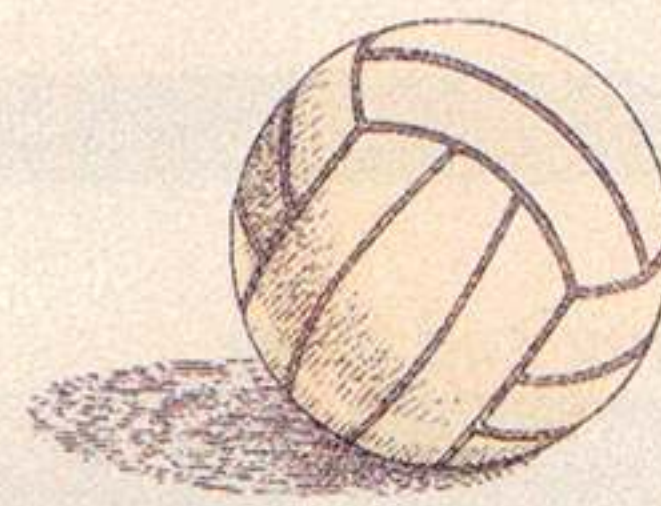
DAREDEVIL



Unlock All Secrets



At the main menu, choose Password, and at the Enter Password screen, enter 41TK1S6ZNGV as a password. If you entered the password correctly, you'll automatically return to the main menu. Select Secrets and all of the Secrets will be unlocked.



What do you see?

- (a) An afternoon of fun for you and your pals.
- (b) A reason to go outside and play.
- (c) Great potential for a terrible headache.

If you answered C, you might be ready to rule My Street.

FISHERMAN'S CHALLENGE



Free Fish at Night, Higher Tournament Difficulty, and More



Analog Line Reel: While reeling in a line, **press Up, Up, Down, Down, Left, Right, Left, Right, LI, RI**. If you entered the code correctly, you'll hear a sound.

Free Fish at Night: At the Main Menu, select Free Fishing, and when prompted to select time at the Stage Select screen, **press Up, Up, Down, Down, Left, Right, Left, Right, LI, RI**. If you entered the code correctly, you'll hear a sound.

Hide Fish Mood Lens: While casting your line, **press Up, Up, Down, Down, Left, Right, Left, Right, LI, RI**. If you entered the code correctly, you'll hear a sound.

Higher Tournament Difficulty: At the Main Menu, choose Tournament, and at the Home Menu, **press Up, Up, Down, Down, Left, Right, Left, Right, LI, RI**. If you entered the code correctly, you'll hear a sound.

Toggle Underwater View: While using the trolling motor, **press Up, Up, Down, Down, Left, Right, Left, Right, LI, RI**. If you entered the code correctly, you'll hear a sound.

NFL BLITZ 20-03



**No Interceptions,
Smart CPU Teammates, and More**



Cheats: Start a game in Quickplay, Exhibition, Season, or Tournament. After you select your team, enter the following codes at the Today's Matchup screen. If you enter the code correctly, the name of the cheat will appear underneath your team's logo.

- Allow Stepping Out of Bounds:** Press L, L, R, A, Left.
- Always QB:** Press L, L, R, R, A, A, Left.
- Always Receiver:** Press L, L, R, R, A, A, Right.
- Big Feetz:** Press R, R, A, A, A, A, A, Left.
- Big Head:** Press L, L, Right.
- Big Head Teams:** Press L, L, A, A, A, Right.
- Big Shoulders:** Press R, R, A, A, A, A, A, Right.
- Chimp Mode:** Press R, R, A, A, A, A, A, Up.
- Classic NFL Blitz Ball:** Press R, R, R, Left.
- Clear Weather:** Press L, R, R, A, A, A, Right.
- Extra Offense Plays:** Press L, L, L, R, R, R, A, A, A, Down.
- Fast Running Speed:** Press R, R, R, A, A, Left.
- Fast Passes:** Press L, L, R, R, R, R, Left.
- Fog:** Press L, L, R, R, R, A, A, Down.
- Giant Head:** Press L, R, R, R, R, A, A, A, A, A, Right.
- More Code Entry Time:** Press L, L, R, A, A, Right.
- More Fumbles:** Press L, L, L, R, R, R, R, A, A, A, A, A, Up.
- More Time After Plays:** Press A, Right.
- No CPU Assistance:** Press R, A, A, Down.
- No First Downs:** Press L, L, R, Up.
- Noftle Mode:** Press L, L, R, R, R, A, A, A, A, A, Up.
- No Interceptions:** Press L, L, L, R, R, R, R, R, A, A, A, A, A, Up.
- No Punting:** Press L, R, R, R, R, A, Up.
- No Random Fumbles:** Press L, L, L, L, L, R, R, A, A, A, Down.
- No Receiver Highlight:** Press L, L, L, R, R, A, Down.
- No Replays:** Press L, L, L, L, L, R, R, R, R, R, A, A, A, A, Right.
- Power-Up Defense:** Press L, L, L, L, R, R, A, Up.
- Power-Up Linemen:** Press L, L, L, L, L, R, R, A, Up.
- Power-Up Offense:** Press L, L, L, L, R, A, A, Up.
- Rain:** Press L, L, L, L, L, R, R, R, R, R, A, A, A, A, A, Right.
- See More Field:** Press R, R, A, Right.
- Smart CPU Teammates:** Press L, L, L, R, A, A, A, A, Down.
- Snow:** Press L, L, L, L, L, R, R, R, R, R, A, A, A, A, A, Left.

- Super Blitz:** Press R, R, R, R, R, A, A, A, A, Up.
- Super Field Goals:** Press L, R, R, A, A, A, Left.
- Team-Armageddon:** Press L, L, L, L, L, R, R, R, R, A, A, A, Right.
- Team-Bilders:** Press L, L, L, R, Up.
- Team-Brew Dawgs:** Press L, L, L, L, R, R, R, A, A, Down.
- Team-Cowboys:** Press L, R, R, R, A, A, A, A, A, Left.
- Team-Crunch Mode:** Press L, L, L, L, A, A, A, Right.
- Team-Gsmers:** Press L, L, L, L, L, A, Up.
- Team-Midway:** Press L, L, R, R, R, R, R, A, A, A, Right.
- Team-Neo Tokyo:** Press L, L, L, R, R, R, R, A, A, A, A, Down.
- Team-Rollos:** Press L, L, R, R, R, R, R, A, A, A, A, Up.
- Tourney Mode:** Press L, R, A, Down.
- Unlimited Turbo:** Press L, L, L, L, R, A, A, A, A, A, Up.

Hidden Players: At the Main Menu, start an Exhibition game. When asked if you want to "Enter Name and PIN for Record Keeping?" select Yes. At the Enter Name screen, input the following names and PIN numbers to unlock these characters. If you enter the player names and PIN numbers correctly, you'll hear a sound.

Player	Name	PIN
Bear	BEAR	1985
Clown	CLOWN	1974
Clown	MADISON	1220
Cowboy	COWBOY	1996
Deer	DEER	1997
Dolphin	DOLPHIN	1972
Eagle	EAGLE	1981
Fat Player	RBL-DBN	9669
Horse	HORSE	1999
Lion	LION	1963
Pinto	PINTO	1966
Pirate	PIRATE	2001
Ram	RAM	2000
Red Robot	ROBOTR	1974
Silver Robot	ROBOTS	1970
Tiger	TIGER	1977
Viking	VIKING	1977

STAR WARS: THE CLONE WARS



Ewok Celebration Music and Unlock Clone Trooper and Super Battle Droid in Academy Mode

Note: A "_" designates a blank space.

Ewok Celebration Music: At the main menu, select Options, and at the Options screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start**. If you entered the code correctly, the Ewok celebration music will play.

Unlock Clone Trooper in Academy Mode: At the main menu, select Options, at the Options screen, choose Bonuses, and at the Bonuses screen, pick Codes. Enter **FAKE_FETT** as a code, and if done correctly, the Clone Trooper will be available in Academy mode.

Unlock Super Battle Droid in Academy Mode: At the main menu, select Options, at the Options screen, choose Bonuses, and at the Bonuses screen, pick Codes. Enter **WAT_TAMBOR** as a code, and if done correctly, the Super Battle Droid will be available in Academy mode.

TONY HAWK'S PRO SKATER 4



Unlock Everything and Secret Skaters

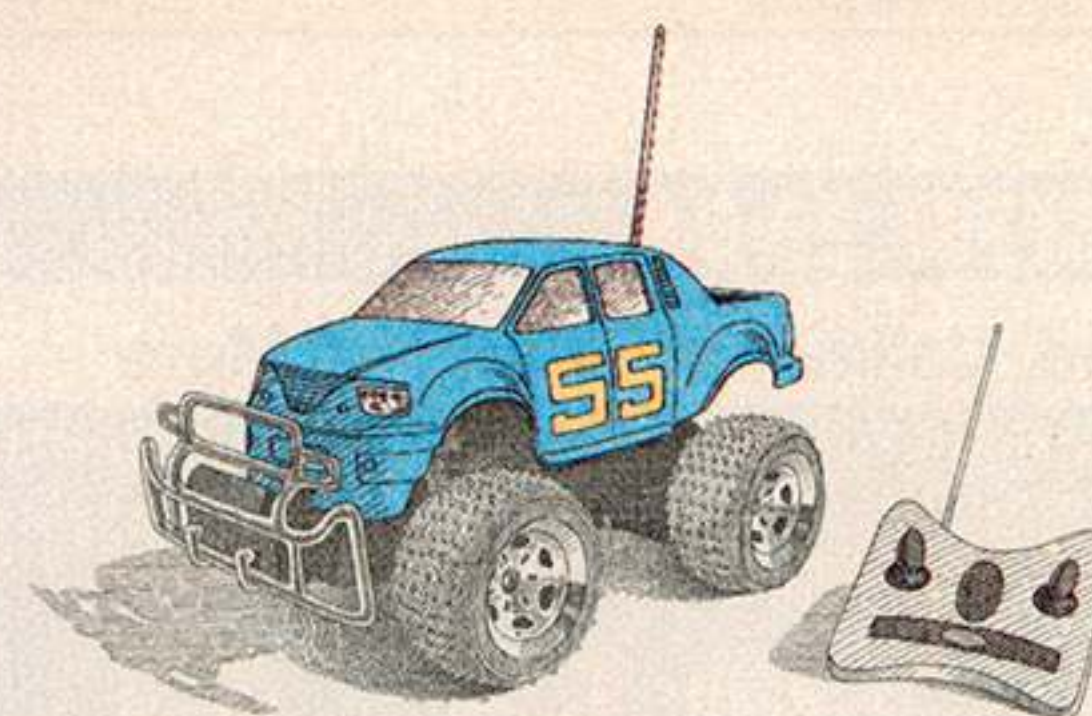


Unlock Everything: At the main menu, choose Options, and at the Options screen, select Cheat Codes. Enter `Watch_Me_Xplode` (a “_” designates a blank space) as a code. If you entered the code correctly, you’ll hear a sound. During gameplay, pause the game, and at the pause menu, select Options and then Cheats, where you can activate the unlocked cheats.

Unlock Secret Skaters: At the main menu, select Create-A-Skater. At the Creation Options screen, select Create New and then enter any of the following names to unlock these hidden skaters. If you entered the code correctly, the unlocked skater will appear when you select Accept Changes.

Note: Passwords are case-sensitive, and a “_” designates a blank space.

- | | |
|-----------------|-----------------|
| #%&!@ | Jim_Jagger |
| Aaron_Skillman | Joe_Favazza |
| Andrew_Skates | John_Rosser |
| Andy_Marchal | Jow |
| Angus | Kenzo |
| Atiba_Jefferson | Kevin_Mulhall |
| Ben_Scott_Pye | Kraken |
| Big_Tex | Lindsey_Hayes |
| Brian_Jennings | Lisa_G_Davies |
| Captain_Liberty | Little_Man |
| Chauwa_Steel | Marilena_Rixfor |
| Chris_Peacock | Mat_Hoffman |
| ConMan | Matt_Mcpherson |
| Danaconda | Maya's_Daddy |
| Dave_Stohl | Meek_West |
| DDT | Mike_Day |
| DeadEndRoad | Mike_Lashever |
| Fritz | Mike_Ward |
| Gary_Jesdanun | Mr._Brad |
| grjost | Nolan_Nelson |
| Henry_Ji | Parking_Guy |
| Jason_Uyeda | Peasus |



What is this?

- (a) A battery-operated monster truck.
- (b) Hell on wheels.
- (c) A toy for kids not old enough to drive.

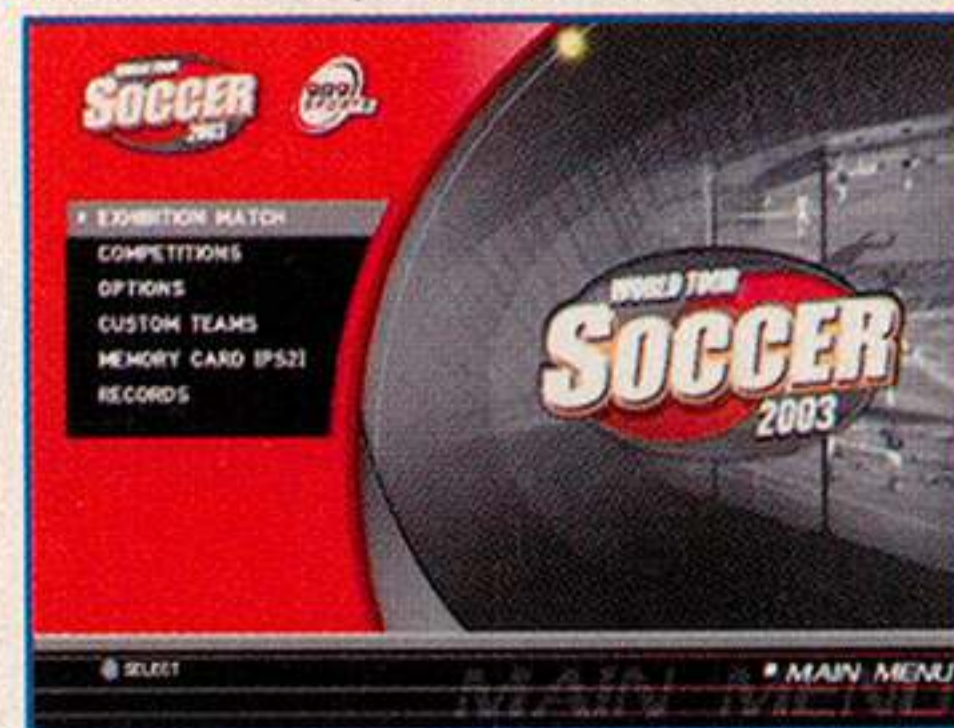
If you answered B, you might be ready to rule *My Street*™.

- | | |
|----------------|---------------|
| Pete_Day | Team_Chicken |
| Pooper | Ted_Barber |
| Rick_Thorne | Todd_Wahoske |
| Sik | Top_Bloke |
| Stacey_D | Wardcore |
| Stacey_Ytuarte | Zac_ZiG_Drake |

WORLD TOUR SOCCER 2003



All Movies, School Teams and Credits, and More



At the Main Menu, enter the following codes to unlock these cheats. If you entered the code correctly, you’ll hear cheering.

All Movies: Press L2, L1, L1, L1, L2, L2.

Farm Sounds: Press L1, L1, R2, Up, Down, Right.

Fast-Talking Announcers: Press L2, R2, R1, R2, L2, R2.

Max Skill for Custom Teams: Press Up, Up, R1, L2, Up, L1.

School Teams and Credits: Press L2, L1, L1, L2, L2, L2.

Unlimited Money for Every Season: Press Right, Right, Left, Up, Up, Up.

Unlimited Money for One Season: Press Up, Up, Down, Left, Right, L1.

MLB SLUGFEST 20-04



Little League, Unlimited Turbo, and More



Start a game, and at the Today's Match-Up screen, enter the following codes to change the Midway icons located at the bottom of the screen and unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

- 16" Softball:** Press □, □, ×, ×, ×, ×, ○, ○, Down.
- Big Head:** Press □, □, Right.
- Blade Bat:** Press ○, ○, Up.
- Bone Bat:** Press ○, Up.
- Disable Cheats:** Press □, ×, ○, Down.
- Ice Bat:** Press ○, ○, ○, Up.
- Little League:** Press □, ○, Down.
- Log Bat:** Press ○, ○, ○, ○, Up.
- Mace Bat:** Press ○, ○, ○, ○, Left.
- Maximum Batting:** Press □, □, □, Left.
- Maximum Power:** Press ×, ×, ×, Left.
- Maximum Speed:** Press ○, ○, ○, Left.
- More Time for Codes:** Press □, □, □, ○, ○, ○, Up.
- Rubber Ball:** Press □, □, ×, ×, ×, ×, ○, ○, Up.
- Spike Bat:** Press ○, ○, ○, ○, ○, Up.
- Stadium-Atlantis:** Press □, □, □, ×, ×, ○, Left.
- Stadium-Coliseum:** Press □, □, □, ×, ×, ×, ○, ○, ○, Up.
- Stadium-Empire Park:** Press □, □, □, ×, ×, ○, Right.
- Stadium-Forbidden City:** Press □, □, □, ×, ×, ×, ○, ○, ○, Left.
- Stadium-Midway Park:** Press □, □, □, ×, ×, ○, Down.
- Stadium-Monument:** Press □, □, □, ×, ×, ×, ○, ○, ○, Down.
- Stadium-Rocket Park:** Press □, □, ×, ×, ○, Up.
- Team-Alien:** Press □, □, ×, ×, ×, ○, Down.
- Team-Bobble Head:** Press □, ×, ×, ×, ○, ○, ○, Down.
- Team-Casey:** Press □, □, ×, ×, ×, ○, ○, ○, Down.
- Team-Dolphin:** Press □, ○, ○, Down.
- Team-Dwarf:** Press □, ○, ○, ○, Down.
- Team-Eagle:** Press □, □, ×, ○, ○, Right.
- Team-Evil Clown:** Press □, □, ×, ○, Down.
- Team-Gladiator:** Press □, ×, ○, ○, ○, Down.
- Team-Horse:** Press □, □, ×, ○, Right.
- Team-Lion:** Press □, □, ×, ×, Right.
- Team-Minotaur:** Press □, ×, Down.
- Team-Napolitano:** Press □, □, ×, ×, ×, ○, ○, Down.
- Team-Olshan:** Press □, □, ×, ×, ○, ○, Down.

- Team-Pinto:** Press □, □, ×, Right.
- Team-Rivera:** Press □, □, ×, ×, ○, ○, Up.
- Team-Rodeo Clown:** Press □, ×, ×, ×, ○, ○, Down.
- Team-Scorpion:** Press □, ×, ○, ○, Down.
- Team-Subzero:** Press □, ×, ×, ○, ○, Down.
- Team-Terry Fitzgerald:** Press □, □, □, ×, ×, ×, ○, ○, ○, Right.
- Team-Todd McFarlane:** Press □, □, ×, ×, ○, ○, Right.
- Tiny Head:** Press □, □, Left.
- Unlimited Turbo:** Press □, □, □, □, ×, ×, ×, ×, ○, ○, ○, ○, Down.
- Whiffle Bat:** Press ○, ○, ○, ○, Right.

V-RALLY 3



Flat 2D Cars, Pancake Cars, and More



At the main menu, highlight "Drivers" and then select Create. At the Create Driver screen, enter the following first and last names to unlock the corresponding cheats. If you entered the name correctly, the cheat will take effect when you start a race. To deactivate the cheat, you must erase the driver from your memory card.

Note: For Wiener Commentary, leave the first name blank.

Cheat	First Name	Last Name
Flat 2D Cars:	25121975	PILOU
Jelly Cars:	07121974	FERGUS
Pancake Cars:	21051975	PTITDAV
Small Cars:	01041977	BIGJIM
Stretched Cars:	GONZALES	SPEEDY
Wiener Commentary:		PALACH

ATV: QUAD POWER RACING 2



All Riders, All Tracks, and More



Create a profile, and at the Name Your Rider screen, enter the following as names to unlock the corresponding cheats. If you entered the name correctly, the name of the cheat will appear onscreen.

All Riders:	BUBBA
All Tracks:	ROADKILL
All Vehicles:	GENERALLEE
Get Challenges:	DOUBLEBARREL
Get Champs:	REDROOSTER
Max Out Skill Level:	FIDDLERSELBOW
Max Out Stats:	GINGHAM

NHL 2003

Unlock Players



At the main menu, select Options, and at the Options menu, choose Create Player. At the Create Player screen, enter the following first and last names to unlock these players. If you entered the names correctly, the unlocked player will be available.

First Name	Last Name	First Name	Last Name
ADAM	HALL	JASON	ZENT
ALFIE	MICHAUD	JOHAN	WITEHALL
BARRY	RICHTER	KAY	WHITMORE
BEN	SIMON	LARRY	MURPHY
BLAKE	BELLEFEUILLE	MARK	FITZPATRICK
BRAD	MORAN	MARQUIS	MATHIEU
BRIAN	SUTHERBY	MARTIN	BROCHU
CHRIS	FERRARO	MATT	HERR
COREY	HIRSCH	MATT	HIGGINS
DAVE	MORISSET	RAFFI	TORRES
DAVID	NEMIROVSKY	RENE	CORBET
DEREK	MACKENZIE	RICH	PARENT
ERIC	FICHAUD	RICK	TABARACCI
GREG	CROZIER	SASCHA	GOC
GREG	PANKEWICZ	SCOTT	FANKHOUSER
GUY	HEBERT	TY	JONES
IVAN	HUML	XAVIER	DELISLE
JAKUB	CUTTA		



Seven games. One street.

Respect is earned the old-fashioned way around here. By winning, and having lots of attitude. Not necessarily in that order. Play all seven games, forget that little thing called sportsmanship, and *My Street* could be your 'hood to rule.



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Volleyball



RC Racing



Dodgeball



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GRAND THEFT AUTO: VICE CITY



Armor Cheat, Slow Motion Mode, and More



Enter the following codes during gameplay and not while the game is paused. When a code is entered correctly, "Cheat Activated" will appear in the upper-left corner of the screen.

All Cars Explode: Press R2, L2, R1, L1, L2, R2, □, △, ○, △, L2, L1.

Armor Cheat: Press R1, R2, L1, ×, Left, Down, Right, Up, Left, Down, Right, Up.

Blooding Banger (I): Press Up, Right, Right, L1, Right, Up, □, L2.

Blooding Banger (II): Press Down, R1, ○, L2, L2, ×, R1, L1, Left, Left.

Caddy: Press ○, L1, Up, R1, L2, ×, R1, L1, ○, ×.

Crazy Pedestrians: Press Down, Up, Up, Up, ×, R2, R1, L2, L2.

Faster Play Time: Press ○, ○, L1, □, L1, □, □, □, L1, △, ○, △.

Flying Cars: Press Right, R2, ○, R1, L2, Down, L1, R1.

Note: While accelerating, press and hold Down on the left analog stick to fly.

Girls Follow You: Press ○, ×, L1, L1, R2, ×, ×, ○, △.

Health Cheat: Press R1, R2, L1, ○, Left, Down, Right, Up, Left, Down, Right, Up.

Hotring Racer (I): Press R1, ○, R2, Right, L1, L2, ×, ×, □, R1.

Hotring Racer (II): Press R2, L1, ○, Right, L1, R1, Right, Up, ○, R2.

Play as Candy Suxxx: Press ○, R2, Down, R1, Left, Right, R1, L1, ×, L2.

Play as Hilary: Press R1, ○, R2, L1, Right, R1, L1, ×, R2.

Play as Ken Rosenberg: Press Right, L1, Up, L2, L1, Right, R1, L1, ×, R1.

Play as Lance Vance: Press ○, L2, Left, ×, R1, L1, ×, L1.

Play as Love Fist Band Member (I): Press Down, L1, Down, L2, Left, ×, R1, L1, ×, ×.

Play as Love Fist Band Member (II): Press R1, L2, R2, L1, Right, R2, Left, ×, □, L1.

Play as Mercedes: Press R2, L1, Up, L1, Right, R1, Right, Up, ○, △.

Play as Phil Cassidy: Press Right, R1, Up, R2, L1, Right, R1, L1, Right, ○.

Play as Ricardo Diaz: Press L1, L2, R1, R2, Down, L1, R2, L2.

Play as Sonny Forelli: Press ○, L1, ○, L2, Left, ×, R1, L1, ×, ×.

Rhino Tank: Press ○, ○, L1, ○, ○, ○, L1, L2, R1, △, ○, △.

Romero's Hearse: Press Down, R2, Down, R1, L2, Left, R1, L1, Left, Right.

Sabre Turbo: Press Right, L2, Down, L2, L2, ×, R1, L1, ○, Left.

Slow Motion Mode: Press △, Up, Right, Down, □, R2, R1.

Suicide: Press Right, L2, Down, R1, Left, Left, R1, L1, L2, L1.

Suit-and-Tie Attire: Press Right, Right, Left, Up, L1, L2, Left, Up, Down, Right.

Trashmaster: Press ○, R1, ○, R1, Left, Left, R1, L1, ○, Right.

Wanted Level Down One Star: Press R1, R1, ○, R2, Up, Down, Up, Down, Up, Down.

Wanted Level Up One Star: Press R1, R1, ○, R2, Left, Right, Left, Right, Left, Right.

Weapon Cheat (I): Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right.

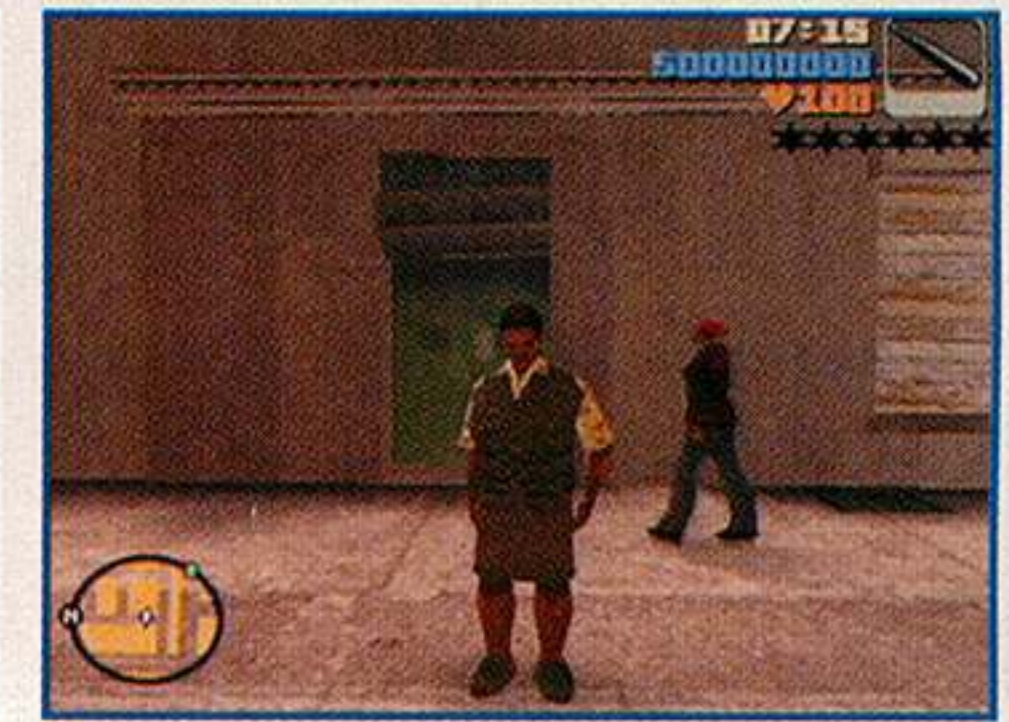
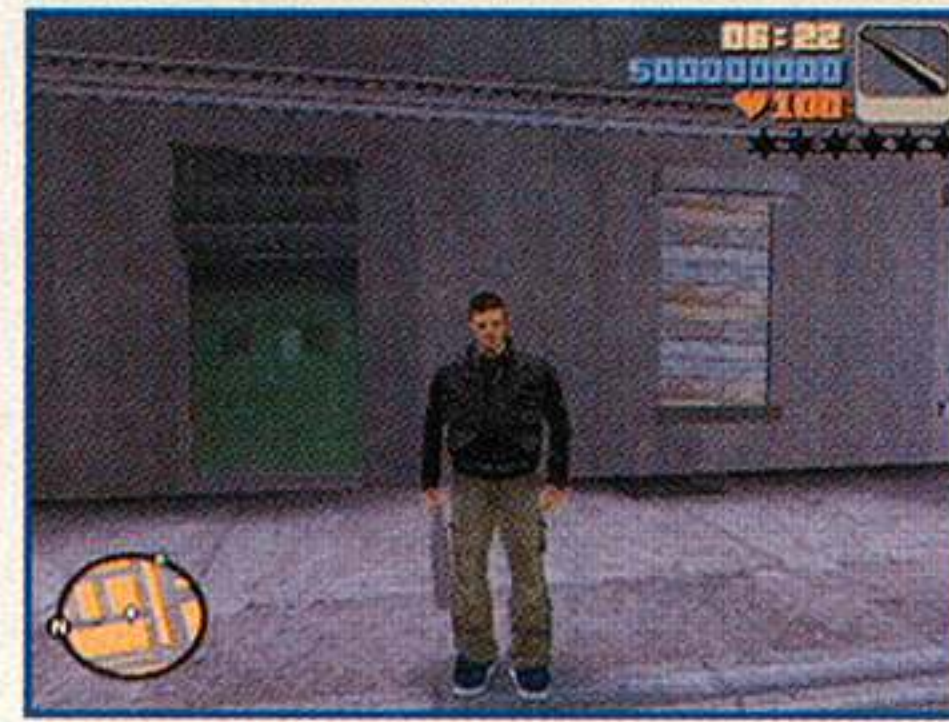
Weapon Cheat (II): Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left.

Weapon Cheat (III): Press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down.

GRAND THEFT AUTO III



All Weapons, Extra Money, and More



During a game, enter the following codes to unlock these cheats. If you entered it correctly, you'll hear a sound and the name of the cheat will appear onscreen.

All Weapons: Press R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

Alternate Costumes: Press Right, Down, Left, Up, L1, L2, Up, Left, Down, Right.

Clear Weather: Press L1, L2, R1, R2, R2, R1, L2, △.

Cloudy Weather: Press L1, L2, R1, R2, R2, R1, L2, □.

Crazy Pedestrians: Press R2, R1, △, ×, L2, L1, Up, Down.

Destroy All Cars: Press L2, R2, L1, R1, L2, R2, △, □, ○, △, L2, L1.

Extra Money: Press R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up.

Fog: Press L1, L2, R1, R2, R2, R1, L2, ×.

Full Armor: Press R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

Full Health: Press R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up.

Higher Wanted Level: Press R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.

Improved Car Handling: Press R1, L1, R2, L1, Left, R1, R1, △.

Note: To activate the Improved Car Handling cheat, press R3 or L3 to jump while driving.

Lower Wanted Level: Press R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Pedestrians Attack: Press Down, Up, Left, Up, ×, R1, R2, L1, L2.

Pedestrians Fight Each Other: Press Right, R2, ○, R1, L2, Down, L1, R1.

Pedestrians Riot: Press Down, Up, Left, Up, ×, R1, R2, L2, L1.

Rain: Press L1, L2, R1, R2, R2, R1, L2, ○.

Speed Up Time: Press ○, ○, ○, □, □, □, □, □, L1, △, ○, △.

Tank: Press ○, ○, ○, ○, ○, ○, R1, L2, L1, △, ○, △.



JOHN AND KAREN WERE STONED AND HOOKED UP. AFTER THEY CAME DOWN, THEY REALIZED THAT IF THEY HADN'T

FATHER

SMOKED, THINGS NEVER WOULD HAVE GONE AS FAR AS THEY DID. THE CONSEQUENCES WILL LAST A LIFETIME.



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 Thanks!

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PC GamePro	All / Some / None	1	2	3	4	5
Game Boy Advances	All / Some / None	1	2	3	4	5
PlayStation 2 ProReviews.....	All / Some / None	1	2	3	4	5
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2. How would you rate the new Loading... section?
 Favorably Unfavorably I liked it the old way

How would you rate the E³xtravaganza preview format?
 Favorably Unfavorably

3. What game system do you plan to buy in the next 12 months? (Pick only one.)
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 Game Boy Advance SP Nintendo 64 Xbox
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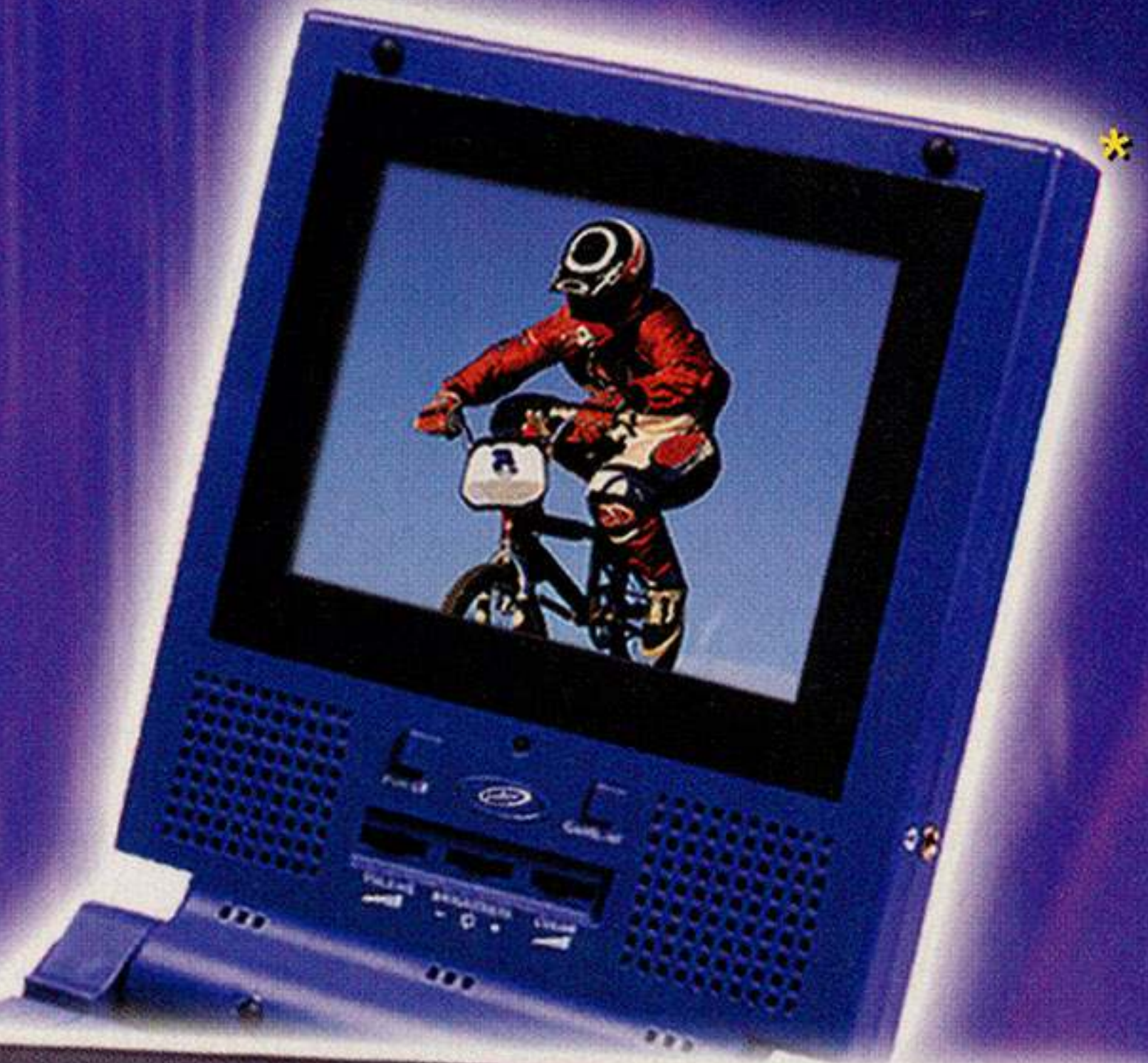
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PLAYSTATION 2 TENCHU 3: WRATH OF HEAVEN

Master Code - Must be on

	0E3C7DF2 1853E59E
	EE8D94E2 BCBA0572
Blow Gun	D177D142 BC0C9BB1
Enable Portal Mission	C177CF56 BCA99B83
Enable Tesshu	C177C9E6 BCA99A82
Inventory Menu Codes	
Extra Cash	0177FD78 BCA99A81
<i>Note: Press Select during gameplay for extra cash</i>	
Infinite Binding Spell	D177D1D2 BC0C9BB1
Infinite Caltrops	D177D14E BC0C9BB1
Infinite Chameleon Spell	D177D17E BC0C9BB1
Infinite Decoy Whistle	D177D1DE BC0C9B8C
Infinite Exploding Arrows	D177D176 BC0C9BB1
Infinite Fire Spell	D177D162 BC0C9BB1
Infinite Fireworks	D177D1D6 BC0C9BB1
Infinite Fugaku	D177D13E BCAB9B32
Infinite Grenades	D177D14A BC0C9BB1
Infinite Healing Potion	D177D1B2 BC0C9BB1
Infinite Invis. Spell	D177D16A BC0C9BB1
Infinite Items Remaining	0E57E772 BCA99B84 CE57E772 BCA99B8D
Infinite Mines	D177D156 BC0C9BB1
Infinite Muramasa	D177D132 BCAB9B32
Infinite Ninja Armor	D177D17A BC0C9BB1
Infinite Ninja Rebirth	D177D106 BC0C9CB1
Infinite Poison Antidote	D177D1BE BC0C9BB1
Infinite Poison Rice	D177D15E BC0C9BB1
Infinite Shuriken	D177D1BA BC0C9BB1
Infinite Smoke Bombs	D177D152 BC0C9BB1
Infinite Sticky Bombs	D177D126 BC0C9BB1
Infinite Stone of Power	D177D1DA BC0C9BB2
Infinite Strength Potion	D177D166 BC0C9BB1
Infinite Super Shuriken	D177D102 BC0C9BB1
Infinite Tetsubishi	D177D1B6 BC0C9BB1

Player One has 1 LP	CEAD87C0 BCA99B84
Player One has 99 wins	CE95584C BCA99BE6
Player One has 9999 LP	CEAD87C0 BCA9C292
Player Two has 0 LP	CEAD7B90 BCA99B83
Player Two has 1 LP	CEAD7B90 BCA99B84
Player Two has 9999 LP	CEAD7B90 BCA9C292



GAMECUBE THE LEGEND OF ZELDA: THE WIND WAKER

Master Code - Must be on

	1 6BUE-CTGY-M9VB5
	2 RUVW-AT9M-05YVU
Maxium Health	1 60J3-MQEH-4T513
	2 C6T4-3D09-HRCW5
Infinite Health	1 U4VE-XDNG-E6NM5
	2 Q6R9-2GKA-WYJE4
ONLY USE THE FOLLOWING CODES AFTER MEETING THE DRAGON BOAT	
Infinite Magic	1 5MGY-Z62B-7HHHB
	2 007F-A07M-MRRRH
Always Have 5000 Rupies	1 BR78-RKM7-QQGJF
	2 EZ66-ZR1U-H898B
Link Can Swim Forever	1 AZUC-GMCB-WCU6V
	2 6FZ3-CQDA-G7VF3
Have All Songs	1 HYU3-APMX-W6VZR
	2 YVAC-D6JG-CDWKP
Have Master Sword	1 J3F8-4W3K-WKDTR
	2 15BD-VQQ6-D15BM
	3 VDHR-ERBH-32XBD
Have Mirror Shield	1 1QXP-F466-GGF1M
	2 6Q9G-6K1N-GUEDX
	3 8MEX-XF7C-2MDJ8

USE ONLY A FEW CODES WHEN USING JUMP CODES:

Press R to Jump	1 7JDQ-V8NJ-BX9JT
	2 HA95-5EFJ-P9K3B
	3 E0WD-R6Y3-6H61H



PLAYSTATION 2 YU-GI-OH! THE DUELISTS OF THE ROSES

Master Code - Must Be on

	0E3C7DF2 1853E59E
	EE85CB0A BCC2C61A
99 Rounds	0EACA538 BCA99082 CEAD7DD8 BCA99C83
<i>Note: Simultaneously press R1 and R2 during gameplay for 99 rounds.</i>	
Deck Cost 1	CEAB0174 BCA99B84
Go to the Last Round	0EACA538 BCA99582 CEAD7DD8 BCA9FE83
<i>Note: Simultaneously press L1 and L2 during gameplay to go to the last round.</i>	
Player One has 0 losses	CE95584E BCA99B83
Player One has 0 LP	CEAD87C0 BCA99B83



GBA MEGAMAN X ZERO

Master Code- Must be on

	d38c9e08 822f433b
	77743d09 ccbf4cf4
All Elves	9cf4c3fb fe74884d
	248d848d 4d5b8468
	0dfd1fec 862d7cd3
	bf4eaf91 9998ddea
	f7270dc6 25fbdee4
Infinite Credits	7abbda60 02f02f4c
Infinite Health	4a7ae8fe 3ba2061e



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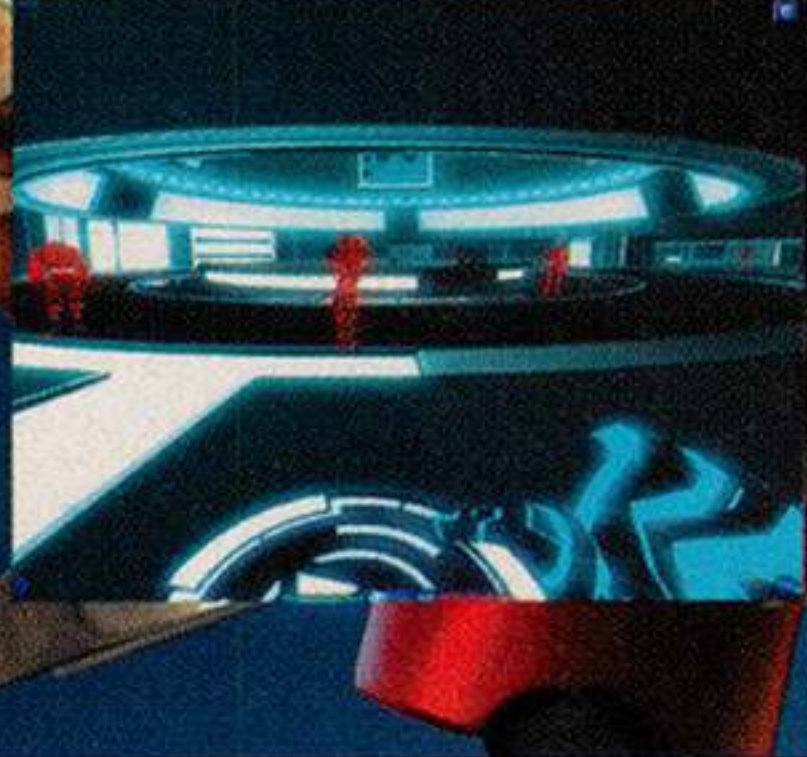
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3DO	18, 19
3DO.COM	
ABS Computer Technologies, Inc.	97
ABSPC.COM	
Academy of Art College	113
ACADEMYART.EDU	
Activision, Inc.	4, 5, 45, 104B, 104C
ACTIVISION.COM	
American Legacy Foundation	53
INFECT-TRUTH.COM	
Best Buy	31
BESTBUY.COM	
Bethesda Softworks	27
BETHSOFT.COM	
Capcom	33
CAPCOM.COM	
Coca-Cola Company	29
COCA-COLA.COM	
Datel	92, 93
CODEJUNKIES.COM	
Eidos Interactive	2, 3, 104A
EIDOS.COM	
Electro Source, LLC	128, 3rd Cover
ESIGAMES.COM	
Full Sail Real World Education	67
FULLSAIL.COM	
Gillette	21
GILLETTE.COM	
Infogrames	16, 17, 46, 47, 87, 115
INFOGRAMS.COM	
Intec, Inc.	III, 125
KOEI	89
KOEIGAMES.COM	
Konami	25
KONAMI.COM	
Kraft Foods/Activision	58, 59
TOMBSTONE.COM	
Lorillard Tobacco Company Inc.	15
LORILLARD.NET	
Microsoft Xbox	69, 77, 90, 91, 95, 105, 111
MICROSOFT.COM	
Midway Games	23
MIDWAY.COM	
Natsume	101
NATSUME.COM	
Newegg.com	13
NEWEGG.COM	
Now Playing 24/7	57
NP247.COM	
ONDCP	105, 123
WHITEHOUSEDRUGPOLICY.GOV	
Sega of America	4th Cover
SEGA.COM	
Songbird Ocarina	61
SONGBIRDOCARINA.COM	
Sony Computer Entertainment America, Inc.	2nd Cover, I, 117, 119, 121
SONY.COM	
Square Enix U.S.A., Inc.	85
SQUARE-ENIX-USA.COM	
SquareSoft	7
SQUARESOFT.COM	
TDK Mediactive, Inc.	10, 11
TDK-MEDIACTIVE.COM	
Trendmasters, Inc.	107
TRENDMASTERS.COM	
Ubi Soft Entertainment	34, 35, 40, 41, 78, 79
UBISOFT.COM	
University of Advancing Technology	65
UAT.EDU	
VERB	83
VERBNOW.COM	
Vivendi Universal Games	8, 9
VUGAMES.COM	
Wal-Mart	98, 99
WALMART.COM	
Warner Home Video	55
STORE.WARNERVIDEO.COM	
WM. Wrigley Jr., Co.	39
WRIGLEY.COM	

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