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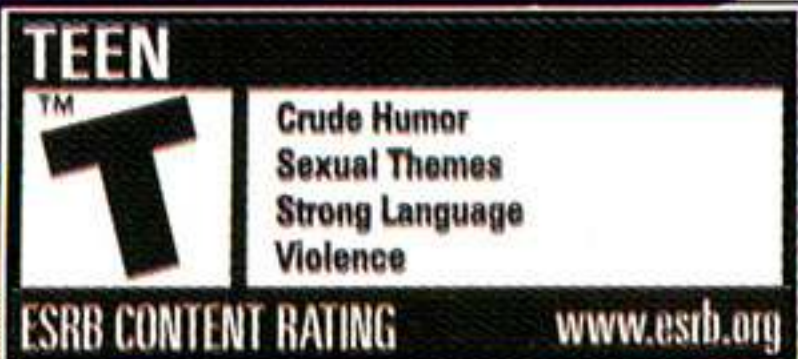


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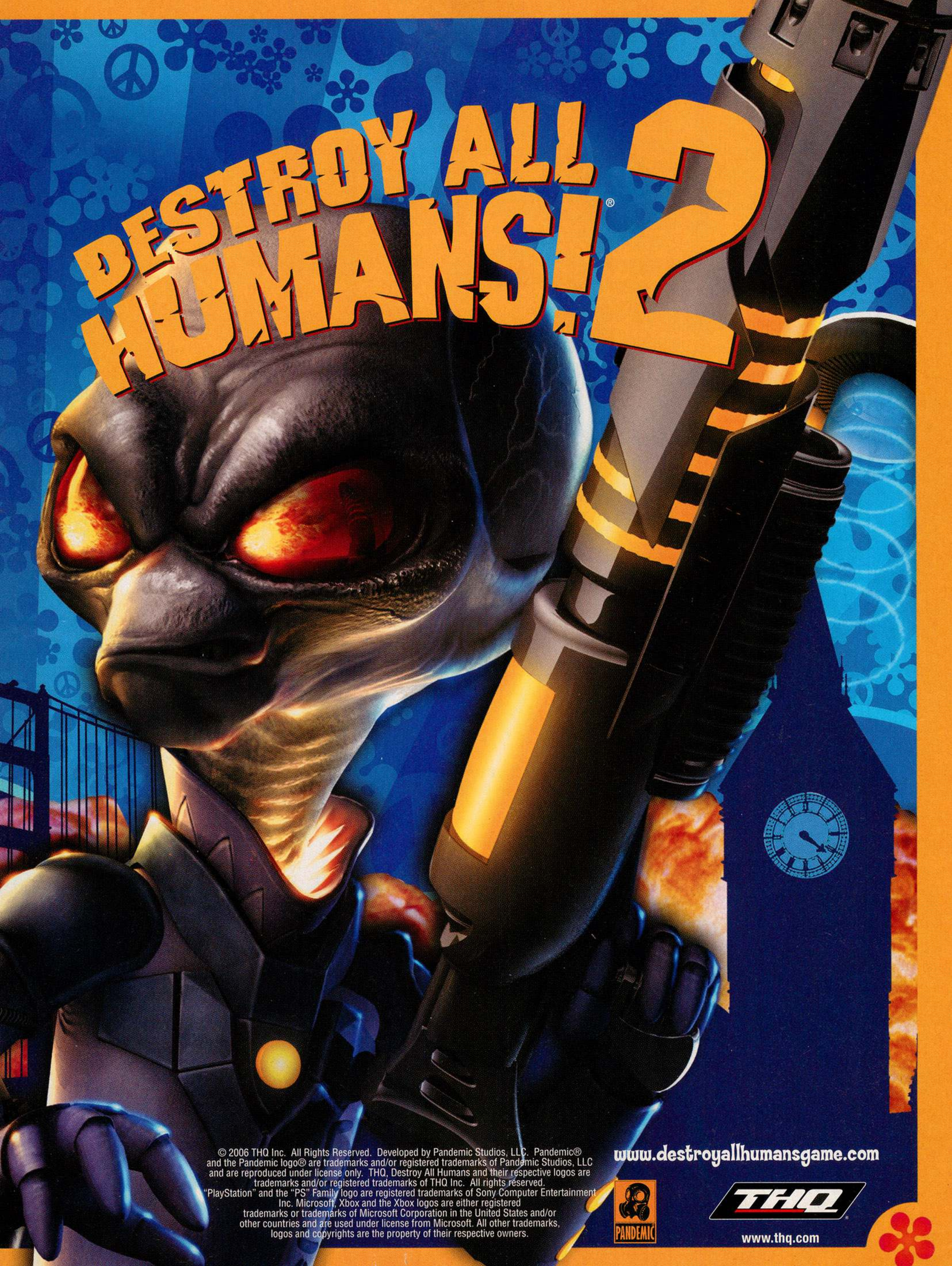
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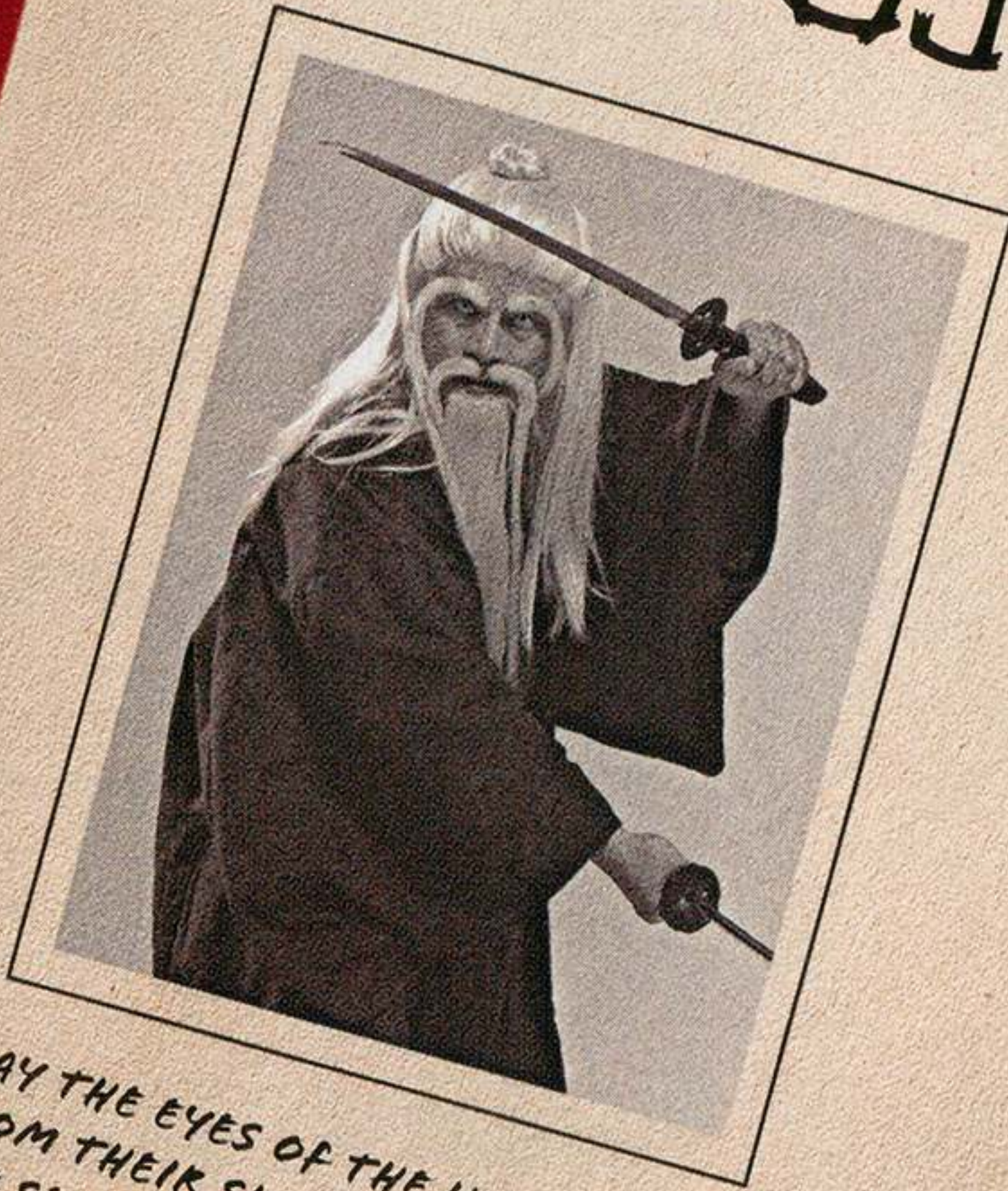
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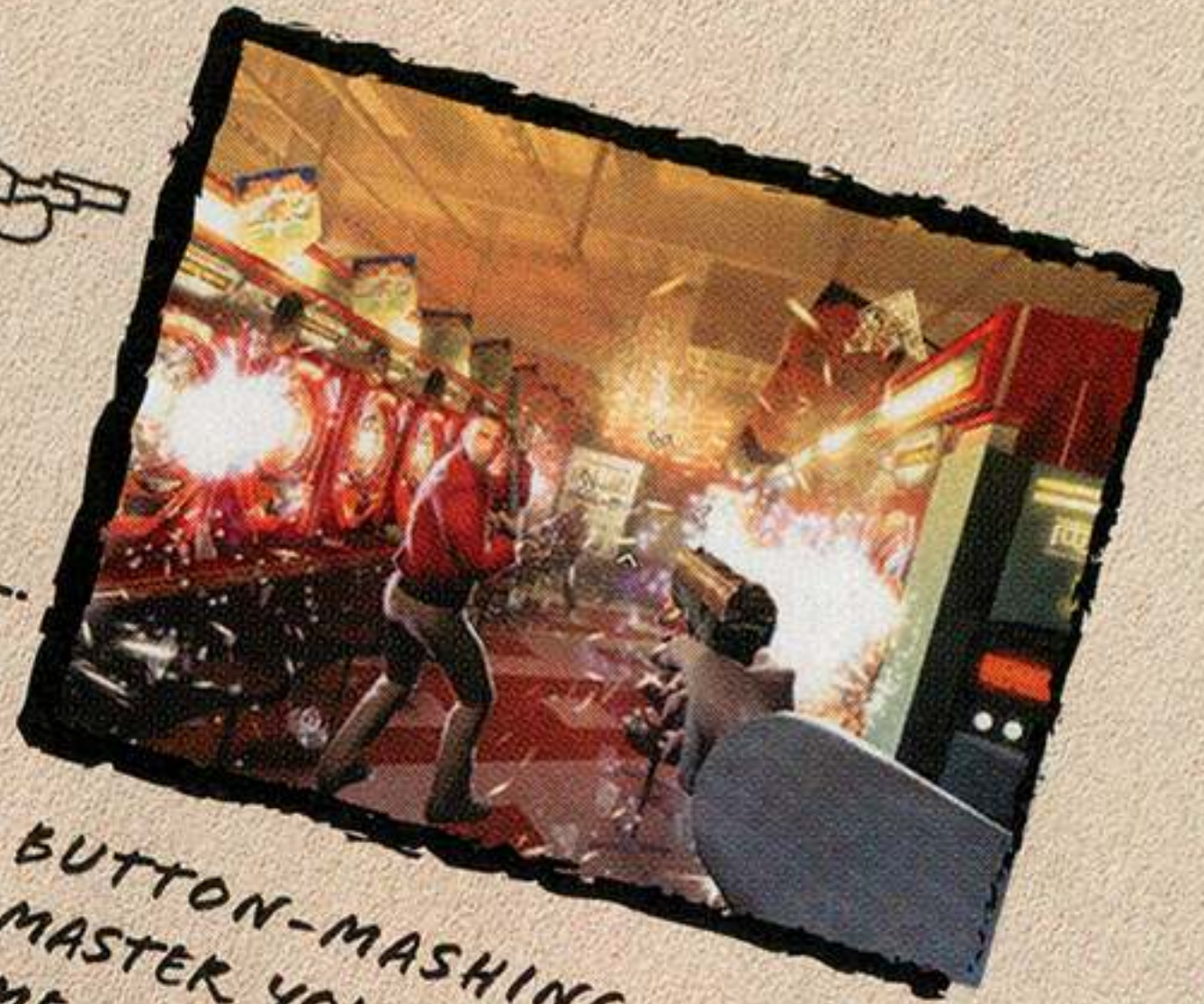
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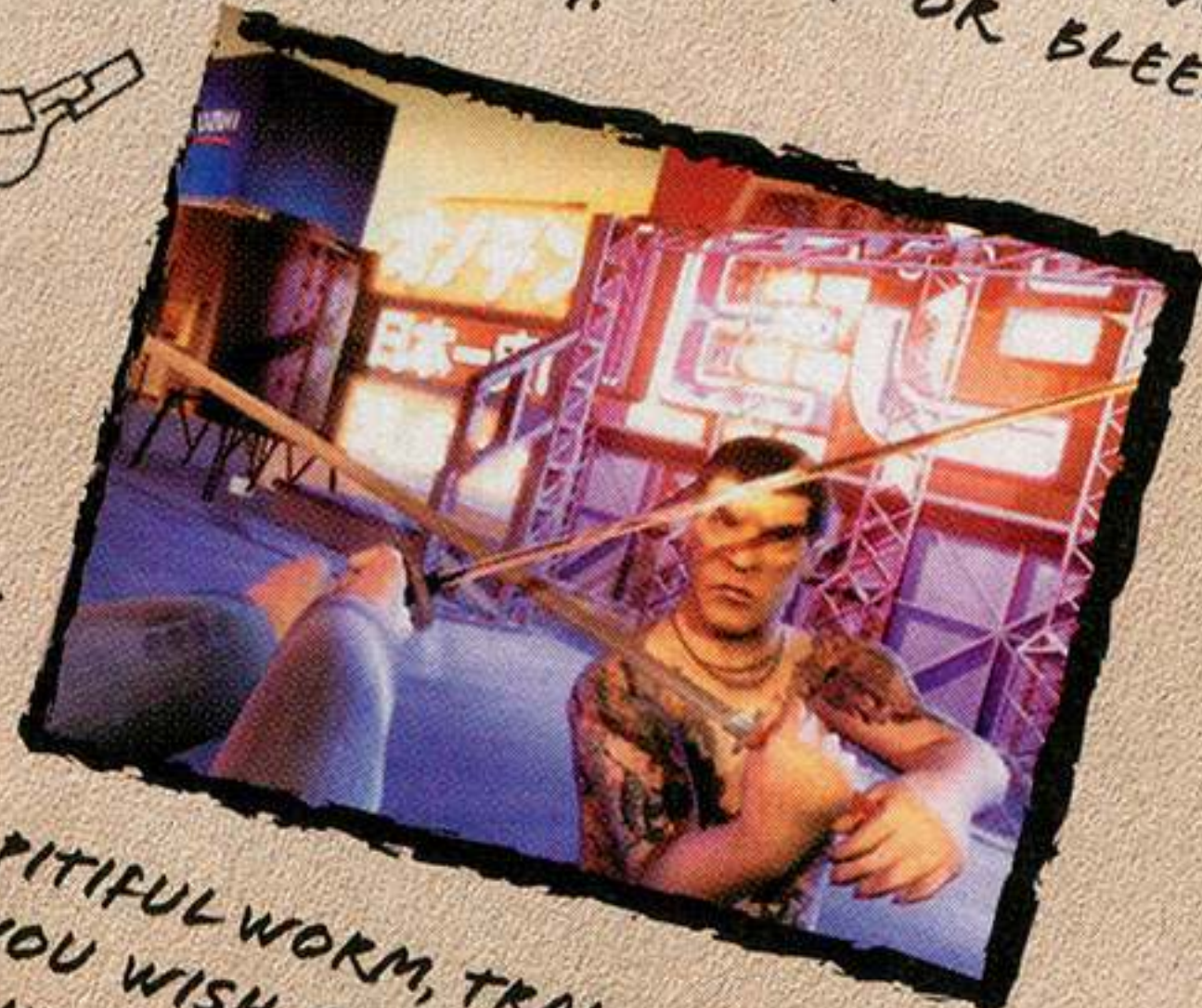
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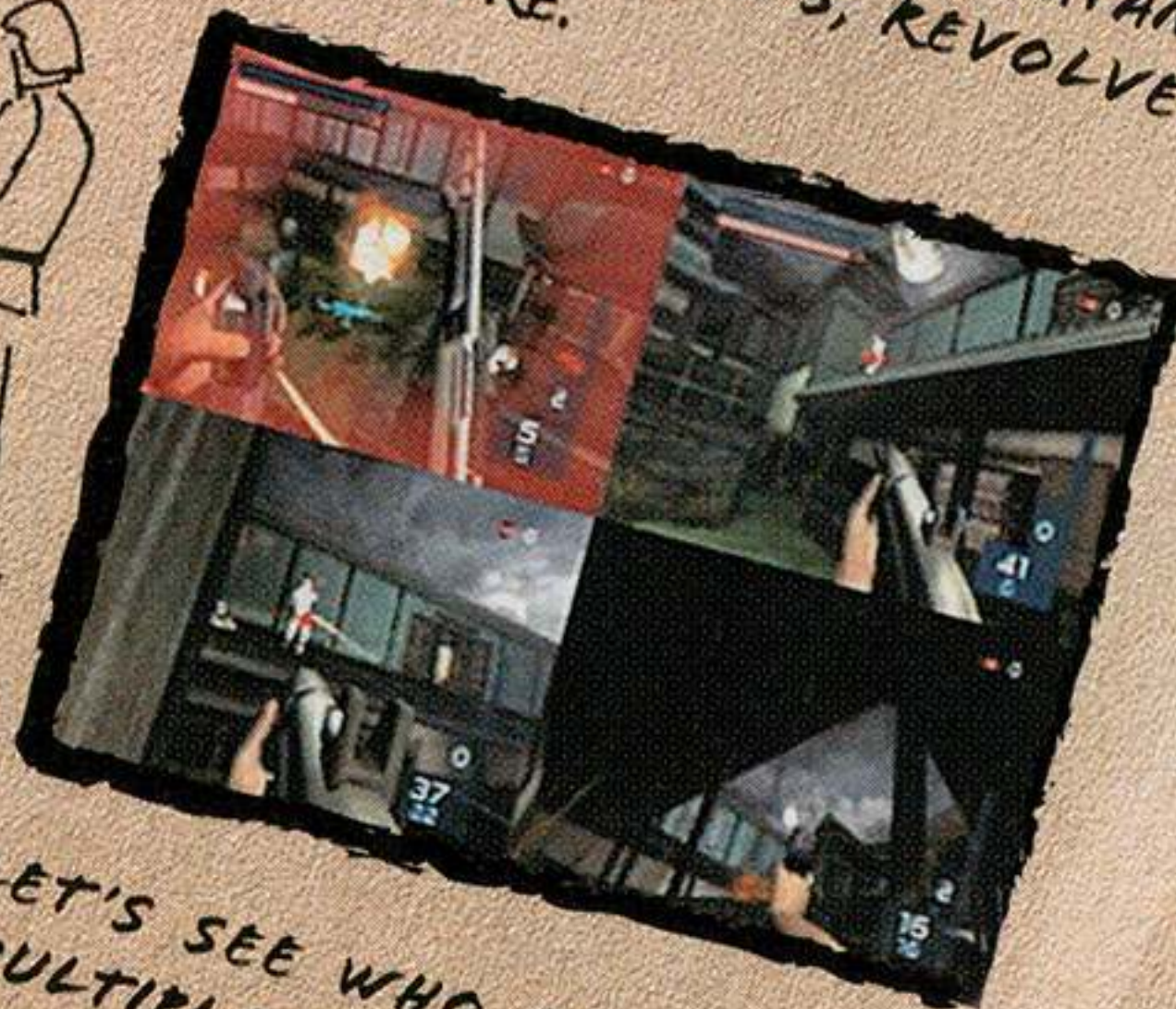
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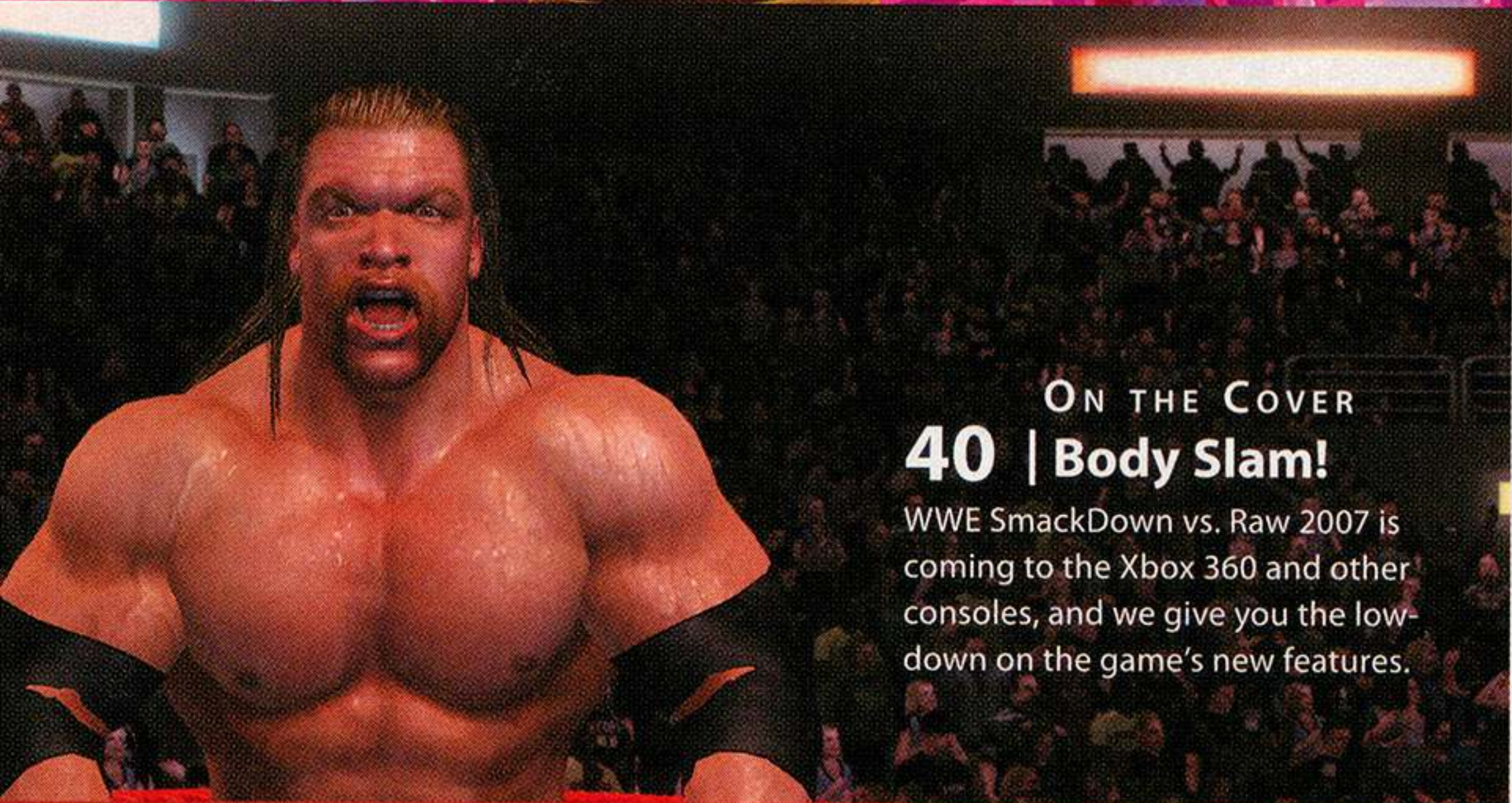
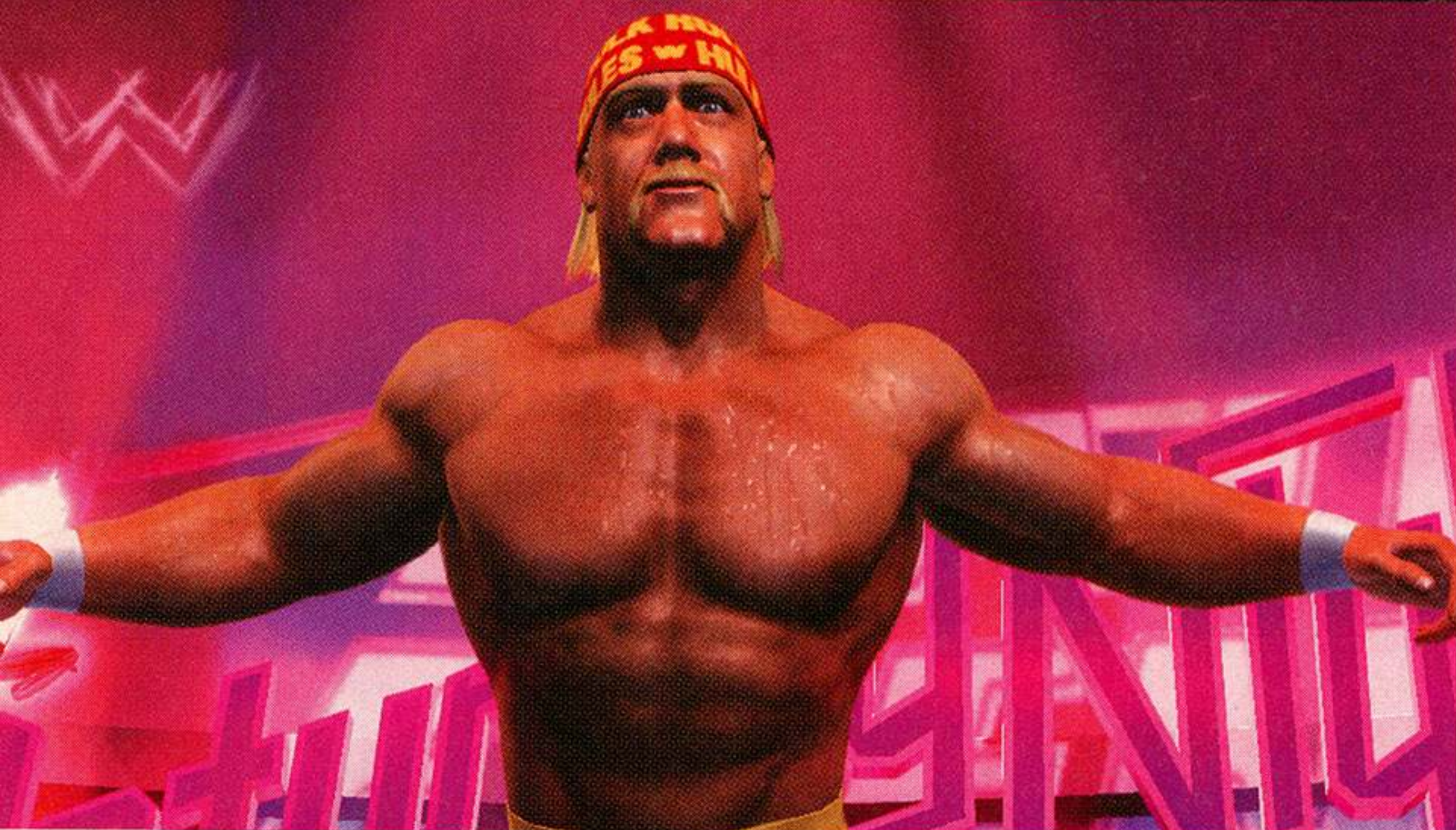
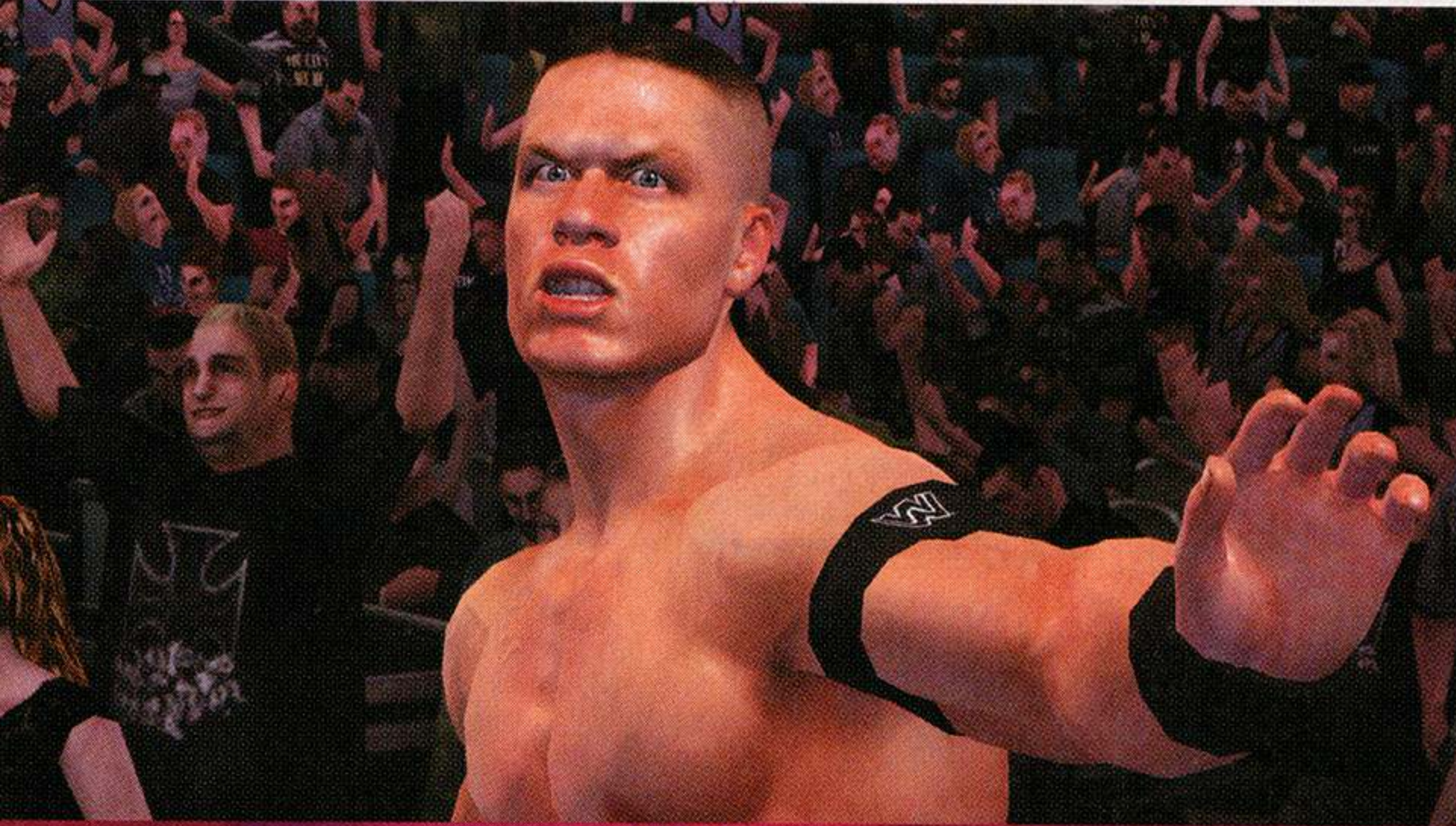


LET'S SEE WHO IS WORSE IN MULTIPLAYER BATTLE: YOU OR YOUR LOSER FRIENDS?



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FEATURES



ON THE COVER

40 | Body Slam!

WWE SmackDown vs. Raw 2007 is coming to the Xbox 360 and other consoles, and we give you the low-down on the game's new features.

grand theft auto

Liberty City Stories

50 | 20 Missions to Love in Grand Theft Auto: Liberty City Stories

Like other GTA titles, Liberty City Stories is loaded with mandatory and optional missions. Here's a blow-by-blow analysis of the top 20.

56 | PlayStation 3: How Much Will You Pay?

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64 | Gaming's Most Memorable Moments

Every gamer has video game moments they'll never forget—and the GamePro editors have theirs, too.

72 | Namco Bandai Games Roundup

Namco Bandai Games has a diverse and impressive lineup for 2006 for the PlayStation 3 and PlayStation 2. Here are some of their key titles.

74 | 20 Oblivion Quests

The Elder Scrolls IV: Oblivion continues to be an obsession with RPG gamers, and here are 20 quests that you must play.

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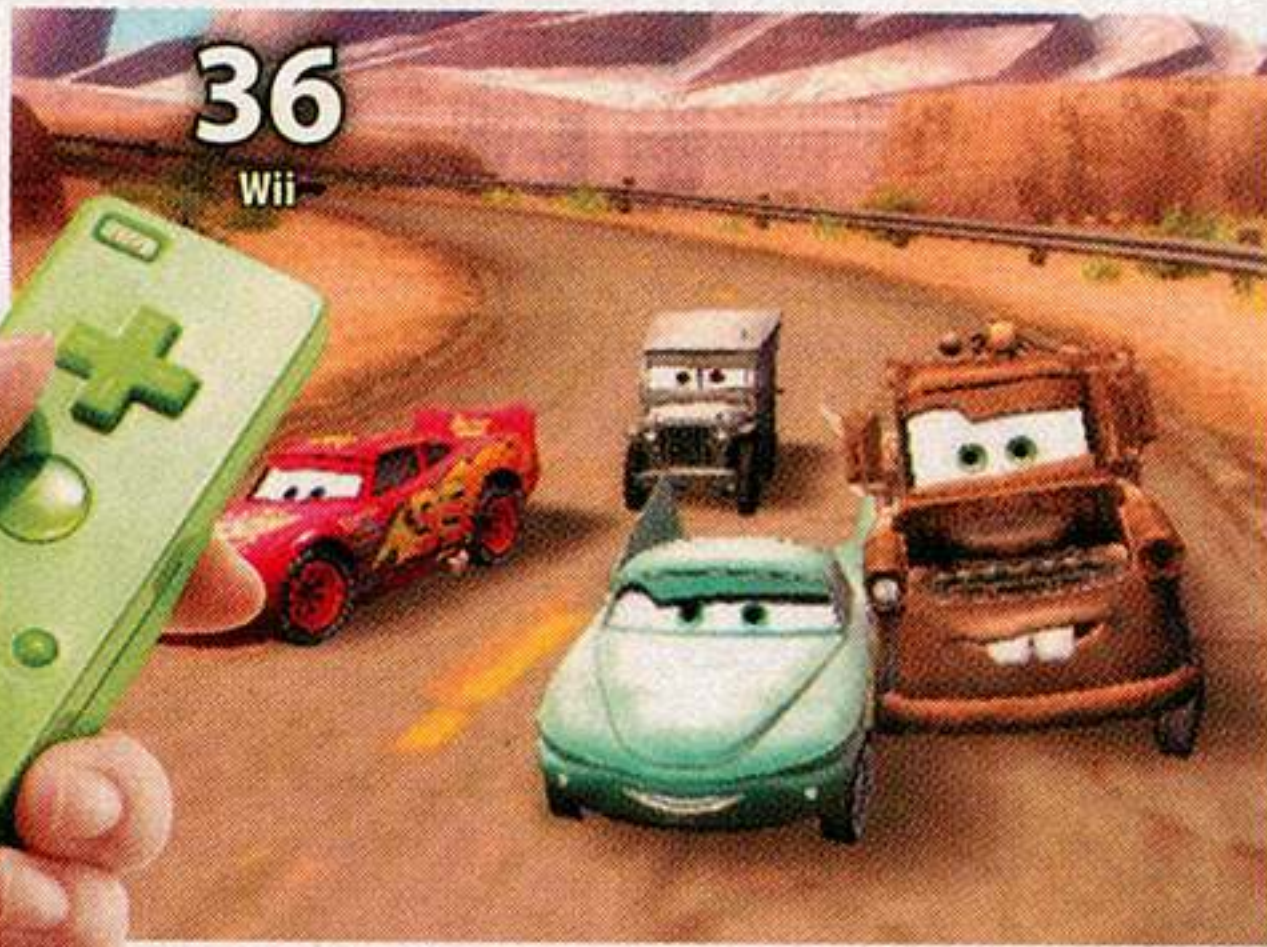
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28 The Legend of Zelda

The last great game for the GameCube and launch title for the Wii has been shrouded in secrecy. We scoured the Earth for information on Twilight Princess, and here's what we found.

30 Microsoft on HD DVD

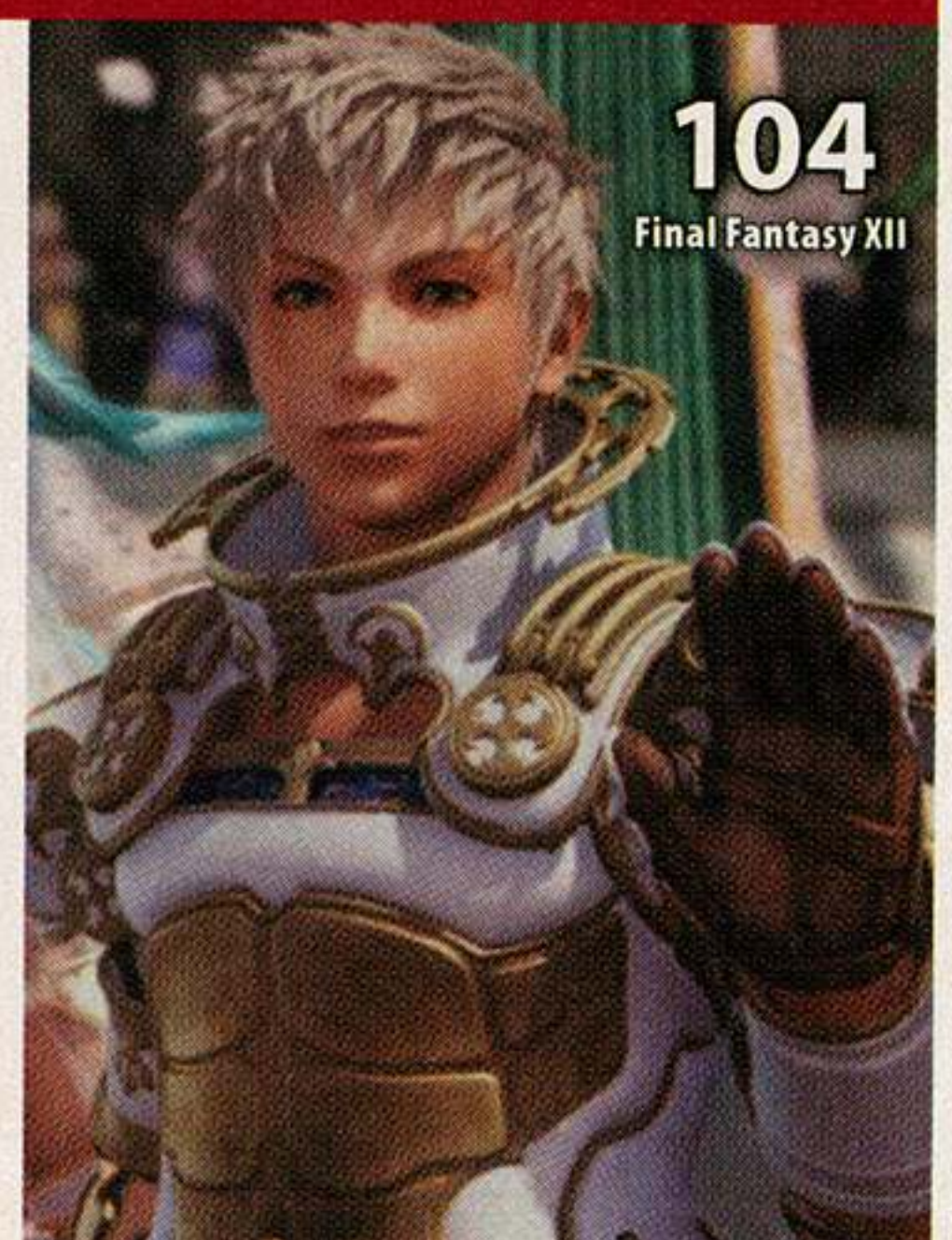
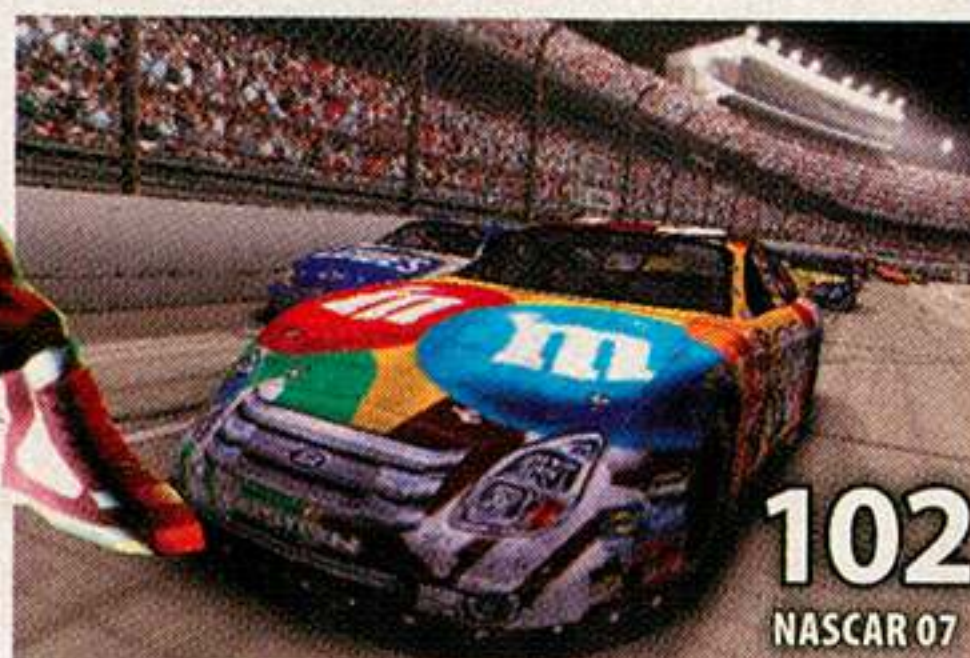
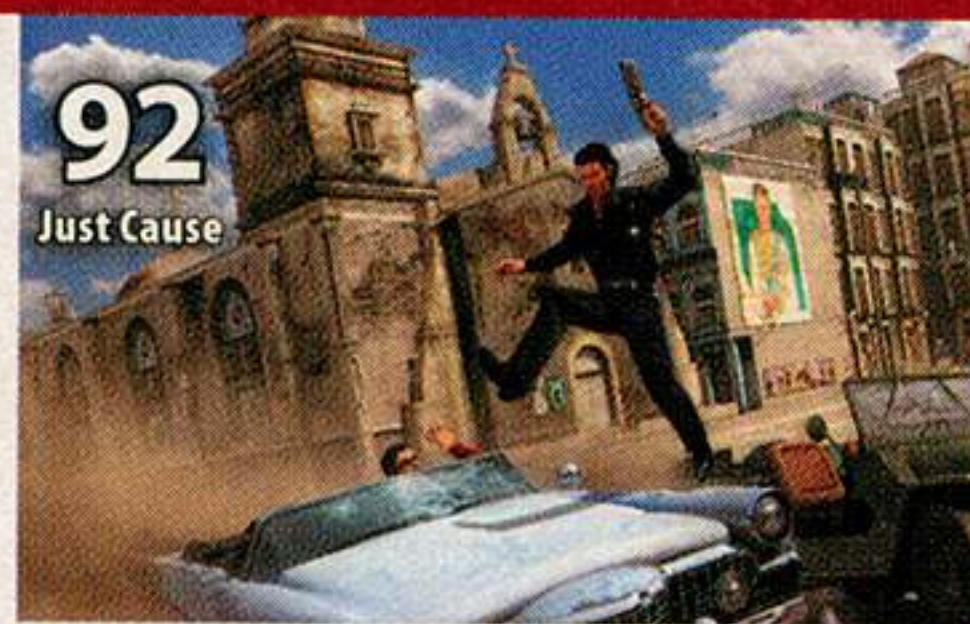
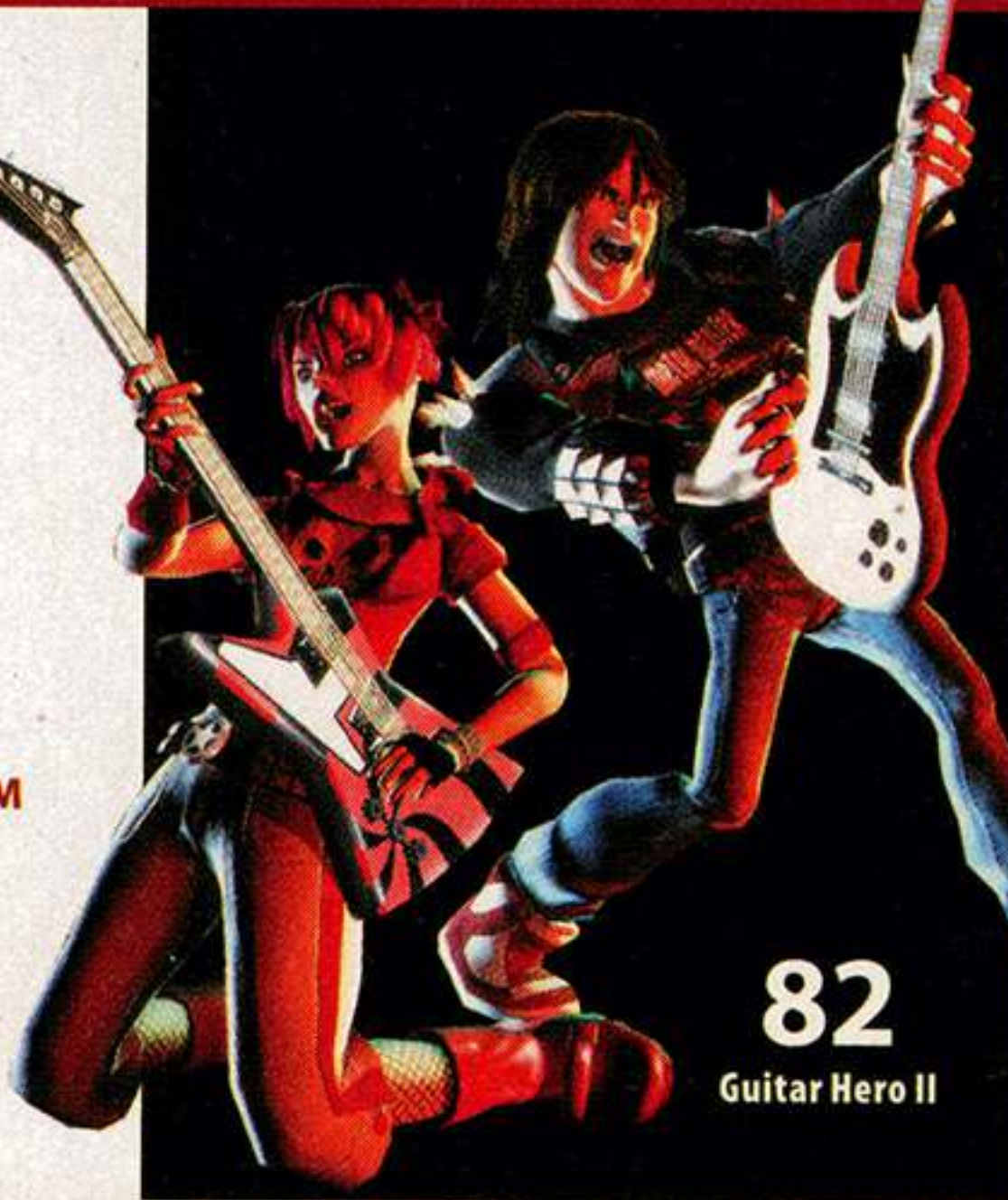
The Xbox 360 will have an HD DVD add-on player, but it won't be used for game software. We spoke to Microsoft and found out why.



...And more!

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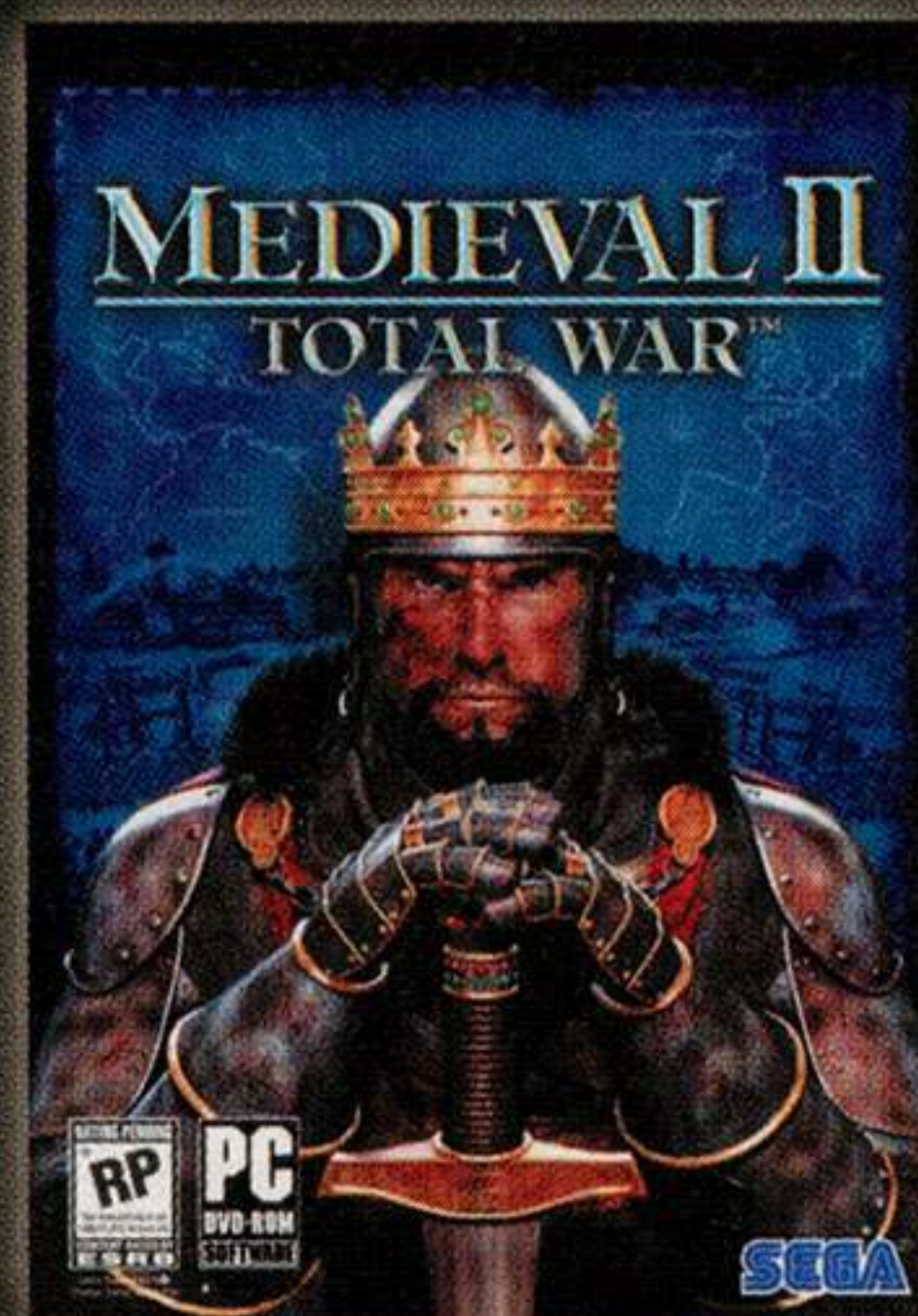


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A Battle Royal

This month we couldn't resist the opportunity to bring you WWE SmackDown vs. Raw 2007. Pro wrestling may mainline man's basest instincts, but damn if it ain't fun to play! We do our best to gouge out the details in a hands-on beating with the Xbox 360, PS2, and PSP versions of the nastiest fighting game of the year.

And speaking of humongous, face-stomping, bloody slugfests, the launch of the PS3 and the Wii is only one month away. The natives are getting restless, and Readers (and GamePros) are beginning to vociferously champion the console system of their choice. Debate about which system is best is becoming red hot. In fact the next time you pick up an issue of *GamePro*, we're going to be in serious Wii/PS3 mode ourselves. However, it's easy for us to straddle the next-gen fence; we get to play games for all the systems no matter what. What are you going to do? We'd like to hear your plan of attack for the big system war, so drop us a message at letters@gamepro.com or at the GamePro.com forums.

At this point one thing is certain: even if you pre-order both a PS3 and a Wii, your chances of scoring a next generation systems at all in 2006 are still 50-50. Remember, both Sony and Nintendo are predicting world wide console shipments of 6 million each. In the overall scheme of things, that ain't much, so pre-order early and often. Maybe that Xbox 360 is looking better and better, but before you pull the trigger, check-out our feature story "How Much Could You Pay for a PS3."

There's been plenty of chatter about the changes the PS3, the Wii, and the Xbox 360 will make in videogames, and now it's getting real.

The GamePros
Oakland, CA
Letters@gamepro.com

PS3 Price Makes Sense

I don't understand the hype regarding the PS3's price tag. The PS3 is a much better bargain than the Xbox 360. All claims of potentially better graphics aside, just consider this: the only fair comparison is between the 360's high-end model (\$400), and the PS3's low-end model (\$500). The low-end 360 is missing both a hard drive and wireless controllers; the high-end PS3 has gizmos that neither 360 model can touch (Wi-Fi, HDMI, media card readers). So ultimately you're only looking at a \$100 difference. OK, now how long do you plan to own your system? Assuming you'll only use it for five years, you'd be paying Microsoft an extra \$250 for the privilege of playing online—another plus for the PS3 and its free online service. So not only is PS3 much cheaper in the long run, but you get more advanced technology including a Blu-ray player, which will be nice once I get my big-ass HDTV.

► **Bash**—Via Internet

That's some creative accounting! But the number that counts immediately

will be the number of PS3s available at launch, so it's going to be a while before there will be enough PS3s in play to prove your theory. In the mean time, bet that Microsoft and Nintendo will do all that they can to make 360 and Wii seem like the bargain of the century.

PS4? Oh no!

What's up with Sony? The world is anxiously anticipating the PS3 launch, but they're already talking about PS4. Sony's global president, Phil Harrison has said, "I'd be amazed if the PS4 has a physical hard drive." The statement inspires two intriguing questions. First of all, we all know that Sony is using the PS3 to promote the Blu-ray disc format. Is Sony confident enough in Blu-ray that they don't think they'll need the PS4 to help them or have they already given up? Also, what would a no-disc console mean for backward compatibility, which the PlayStation brand is so famous for? It will be fun to link back to this story four years from now when we get details about Sony's PS4.

► **TSK**—Via Internet

Developers Will Rule

I've been thinking about the current console power struggle for some time. It's not the hardware that makes good games; it's the developers. Sure, hardware is a big factor when it comes to things like graphics, A.I., and physics; but how the developers use that power determines the fate of the game. Hardware can only do as much as the developers program it to do. Just because the system supports HDR doesn't mean it will be in the game. If the developers don't use it then it won't be there. So what if a system has three processors, that doesn't mean the game will use all three. The more time and effort put into the game by developers, the better the game will be (most of the time). Why has Splinter Cell been so successful? Why is it so beautiful? It is because the team at Ubisoft has put years into each game. They don't rush it, and they try to use all of the power at their disposal. To make a long

story short, the leading console of the next generation of gaming will be decided not by sheer processing power but rather by the quality of the developers creating for the system.

► **Tyler Beyett**—Saginaw, MI

Memories of a Lifetime

I was cleaning up my room and as I was stacking up my extensive video game collection in a pile, they fell down. I had to pick them up one by one. I looked at each game and began to remember what hooked me into buying it in the first place and what I loved about it. After taking most of my games for granted and not playing them once I beat them, I realized that I had a truly fantastic collection of games, with great stories to go along with them! I then knew that I had to write to *GamePro* to convey an important message: Thanks to all the developers who have spent many sleepless nights

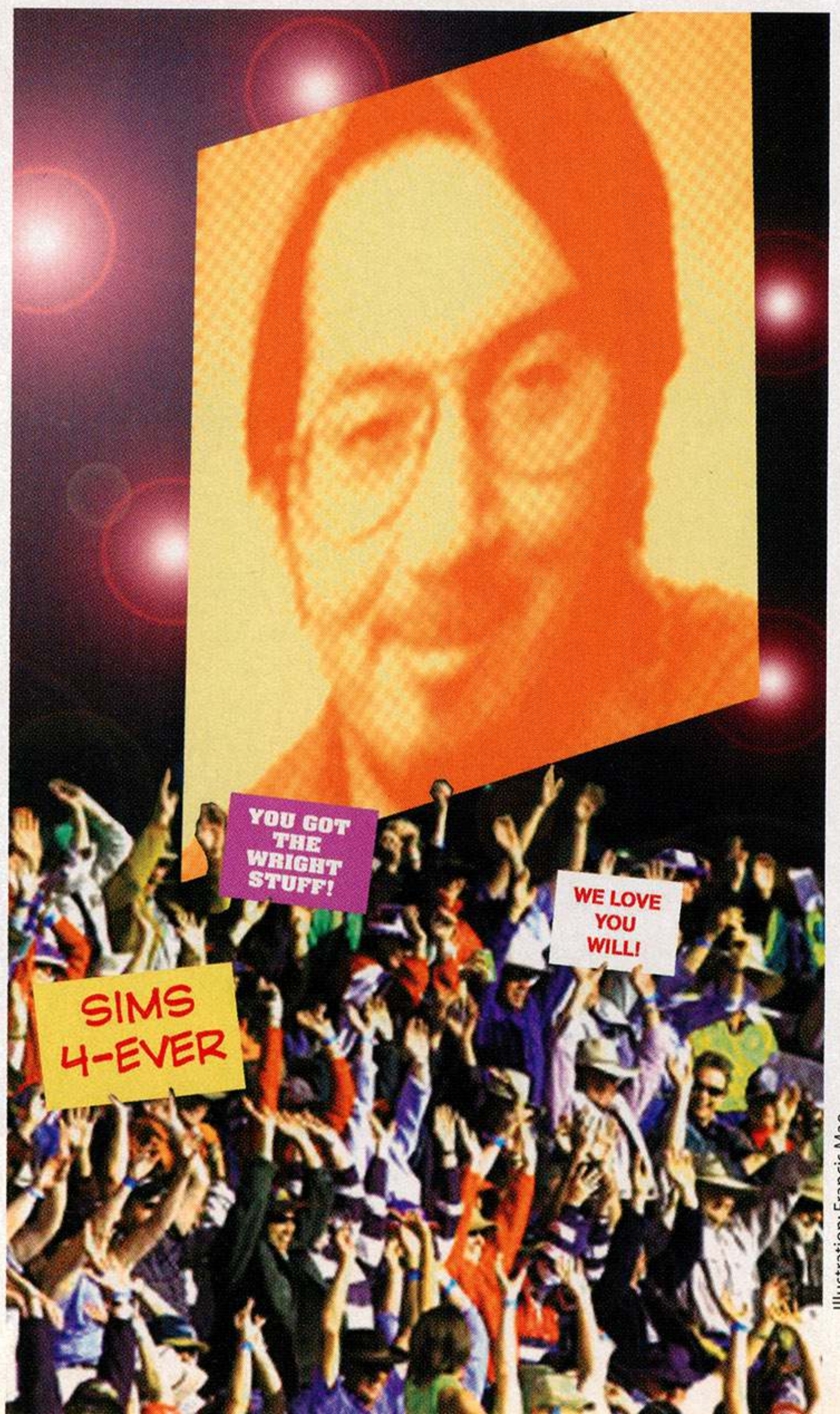


Illustration: Francis Mao



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HEAD 2 HEAD

designing the games we all know and love and the companies that financially support them to make their creative visions into reality. Regardless of whether or not we are fan-boys for any particular system, one thing is for sure, we ALL love games on some level. So let's all remember that particular game or game system that got us into video games, and let's fall in love with them all over again.

► Danny Fernandez
—West Palm Beach, FL

High Prices? Ha, Ha!

I have to laugh at people who complain about the possible \$60 price tag of next-generation games. Where were you guys when SNES games cost that much, if not more? The standard price for an SNES game was usually \$59.99. Then there were games like Donkey Kong Country, Super Street Fighter 2 Turbo, and Chrono

Donkey Kong Is Missing

I've loved the Donkey Kong series since the first one came out. I'd like to know if Nintendo is going to make any more of them—maybe one for the Wii, or is Donkey Kong a game of the past? I know I'm not the only Donkey Kong fan out there. There should be another DK game like the one for the N64—that was great!

► Dhaman Singh—Via Internet

You're not alone. Plenty of Donkey Kong fans have been busting at the seams with curiosity about next-gen Donkey Kong. Nintendo moves in predictable patterns. Zelda, Mario, Metroid, Pokemon—these franchises always bat first in the order. Look for Donkey Kong Wii in the fall of 2007.

Trigger that cost anywhere from \$69.99, \$79.99, and all the way past \$100 when released! Look how well the SNES did.

► Mike—Via Internet

Hermit Power

My name is Ohklock. My species is known scientifically as *Casperaspus Nevagetoutathehousus*. We are Hermits. We have our own organization where we play video games all day and eat Red Baron pizzas and Lean Cuisines. We are known secretly as the U.H.S which stands for the "Underground Hermit Society." We are the video game industry's biggest group of customers, and yet nobody gives a sloth's ass about us. Please show some respect to your fellow Hermits, and maybe, one day, Normal Humans and Hermit Humans will be one.

► Ohklock, Hermit Level 20
—Via Internet

Who you calling a "hermit?"

GAMEPRO Letter of the Month

By now everyone realizes that you're going to war, you'd better put some thought into what you're doing. Dan Lazarus puts a historical perspective onto the imminent battle among next generation console systems for which he wins an Old Spice Care Package and a copy of NCAA 07 Football. Congratulations!

War Is Swell

Frankly, I'm getting tired of hearing about the upcoming console war. If previous generations have taught us anything it is how unpredictable this war can be. For instance, some people claim the PS3 will win because it's technologically superior. That claim has been made regarding the Dreamcast, the 3DO, and the NeoGeo; all failed miserably in the end. Others say the early release of the 360 gives Microsoft a commanding foothold on the market. Well, the Sega Saturn and Nintendo 64 had similar early releases; neither of them won their wars. Then some say Nintendo is going to win due to innovative ways to play games. The Dreamcast again tried to go down this path before with its Visual Memory Units and other odd control devices.

We can speculate all we want but the truth is that we really won't know who'll win until at least a year after the launch of the PS3. How Sony's new console performs will definitely have a major impact on the success or failure of Nintendo and Microsoft. Sony has to lose market share for them to gain.

Of course, as has almost always been the case in the past, it will be the games, not the hardware, that determine the success of the systems. Let's hope for our sakes that all three companies put up the fight of their lives. The bigger and badder the war is the bigger and badder our games will get! Now that is what I am talking about, hope to see you on the front lines soldiers!

► Dan Lazarus—Philadelphia, PA

Shout Out and Win a copy of Rocket Slime!

The DECEMBER issue's Letter of the Month writer will win a copy of Square Enix's Rocket Slime for the Nintendo DS. Rescue kidnapped slimes, collect a bajillion items and monsters, and destroy your friends in explosive pvp tank battles in this action-packed adventure set in the Dragon Quest™ world.



MISSING

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HEIGHT: 12'

WEIGHT: 500 LBS

WEARING:
RED TIE

AFFILIATION:
NINTENDO

RELATIONS:
DIDDY KONG

...CUBE IN A SERIES
...TED GAMES.



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READER REVIEW

Dirge of Cerberus: Final Fantasy VII (PS2)

Dirge of Cerberus was a huge disappointment especially for FFVII die-hards, but it is better than the critics say. It's a decent game to kill some time with and it was also enjoyable to at least get some continuation the FFVII story, even if it is a little ridiculous and poorly written. The graphics are sub-par, but it's still nice to see your favorite characters in this form. The biggest complaint is with the A.I.—it's just too easy. So if you're a big fan then get it, but don't empty your wallet. Rent it or wait for the price to go down. Dirge of Cerberus can fill the time until we all get what we want...a remake of the original FFVII.—*breakneck1230*

FUN FACTOR
3.5₅

Daxter (PSP)

The PSP hasn't come up with any mind blowing games yet, but this one sure comes close. You take on the role of Daxter to rescue your friend, Jak. The controls are perfect, considering the system this game resides on. The graphics aren't bad either. It looks like a great PSone game and an alright PS2 game. For a PSP game, this is a must have.—*skyguy86*

FUN FACTOR
4.5₅

Madden NFL 07 (Xbox)

Finally Madden 07 has arrived and I'm frustrated—but that is a good thing. This year's Madden actually has smart A.I., and I have been having a hard time beating the game with a usual 80-7 score as in previous Maddens. I actually get some realistic scores at the end of the game like 20-13. Most impressive is that the A.I. actually beat me for the first time in five years and made me sweat it out in the final minutes for a close win a couple of other times.—*tbmes11*

FUN FACTOR
4.5₅

New Super Mario Bros. (DS)

This game is awesome! If you don't have it, get it! Oh, and if you get tired of the main game, try competing against someone in Mario vs. Luigi mode or playing the minigames. I would've rated this game 4.9, but that's not one of the options on the ratings list here.—*evilwiiman*

FUN FACTOR
4.75₅

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

Communicate!



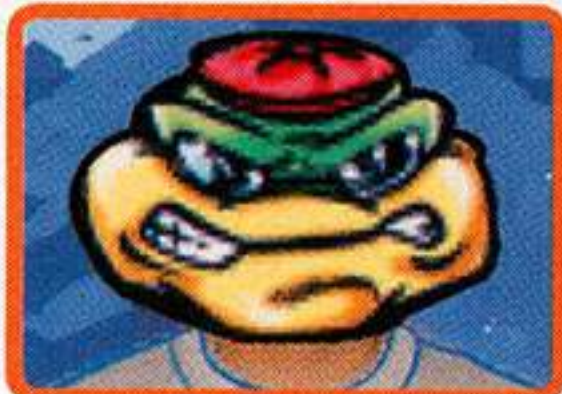
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E-mail the *GamePro* editors at "editor's name"@gamepro.com or check out their blogs!

OopsPro

Our friends at Tecmo have asked that we make it abundantly clear that although beach volleyball is one of the featured events, their game will be called *Dead or Alive: Xtreme 2* and not *Dead or Alive Xtreme Beach Volleyball 2*. The game was erroneously labeled in several key areas of the September issue of *GamePro*. We apologize to anyone who may have noticed that error.

► The GamePros



ART ATTACK!

PICK of the Month!

Louie Hidalgo
San Francisco, CA

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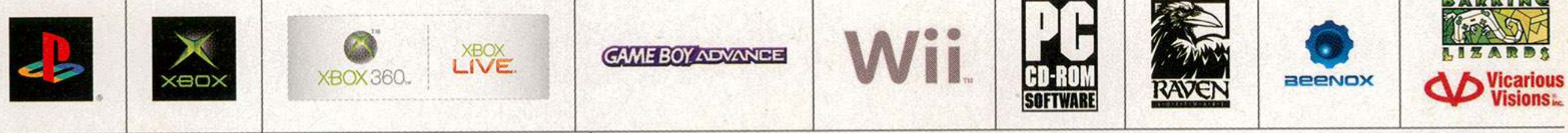


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You ask, we answer. Here are some key questions on everybody's mind about the Xbox 360, the PS3, and the Wii.



Mr. Marbles
Sony



Ahoy_and_Avast
Microsoft



Rice Burner
Nintendo



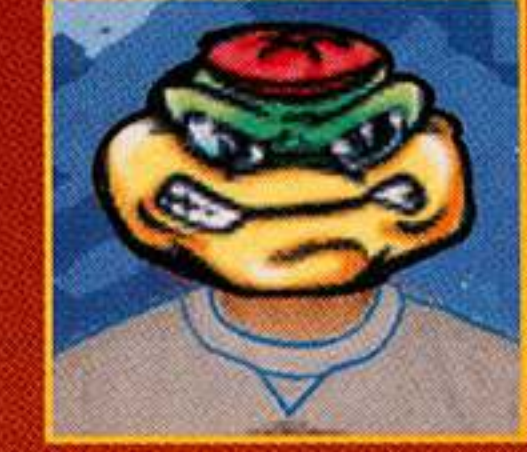
Vicious Sid
PC



Bro Buzz
Sports



The Watch Dog
Buyers Beware



Major Mike
Retro

Question of the Month

Control Freaks

Q: Which controller do you prefer—the one for the PlayStation 3 or Xbox 360?—catacombzone

A: We were impressed by the prototype PS3 controllers, but still wary of the tilt function (which hasn't been implemented yet), and the lack of rumble support is disappointing; however, the controller itself was great (especially the redesigned L2 and R2 buttons). We can't pass final judgment until retail units are available.

From Microsoft, there's the sweet little chunk of plastic that is the Xbox 360 controller, which we're completely sold on. It's just a great controller: well-designed, light, easy to hold and manipulate, wireless, and the cross compatibility with the PC should net Microsoft some dividends down the road.

Picking a favorite is like choosing between cake and pie: they're both great and have their relative merits. Let's just say both controllers are awesome and we should all be thanking our lucky stars that we're not stuck in the days of the Atari 2600 when we had one button and one joystick.

So let's stop worrying about which is better. They're both awesome.—Ahoy_and_Avast



Force-Feeding Blu-ray?

Q: Does gaming REALLY need Blu-ray, or is Sony just going to cram it down our throats and tell us to love it?—ETito

A: Most of us don't need Blu-ray, but Sony definitely thinks we do. The reason everyone is so upset over Blu-ray is because it is skyrocketing the price of the PS3 to over \$600.

For Sony, there are two reasons the company is convinced that integrated Blu-ray is the right way to go. First, the success of the PS2 as a DVD player was extraordinary. Considering the high prices of stand-alone DVD players at the time, at \$300, the PS2 as a gaming console and DVD player was a deal...and it sold through the roof. Second, Sony sees the PS3 as the most effective way to infiltrate consumers, gamers in particular, with its next-generation disc format and win the grueling war against Toshiba and HD DVD.

Sony is hoping to see the same results that the PS2 brought when it launches the PS3 this November, but it is highly unlikely that the same chain reaction will occur. DVD as a format is fairly new and still flourishing, and most would agree the majority of the world isn't ready for a format change. 1080p TVs are sparse in consumer homes,

and the majority of DVD owners don't even bother to watch most extra features in movie discs. So what do we need the extra space for? The jump to digital video disc was a big one and a necessity for the consumer. But the transition to Blu-ray/HD DVD is too soon, and it's really only a war between two consumer electronic giants.—Mr. Marbles

Resolution Confusion

Q: How do I can tell which resolution my Xbox 360 is using? For instance, when I play Tomb Raider Legends, am I playing in 720p resolution or 1080i resolution?—andrewrny

A: To find out what resolution your Xbox 360 is using, simply navigate to the Systems menu in your Dashboard, hit Console Settings, and then Display. That should tell you what resolution your console is set to. Also, according to Microsoft's website, the Xbox 360's high definition setting will automatically adjust to provide the best results. Of course, the first step you should take for proper HD enjoyment is to make sure you have a HD capable television and that you're using the proper connections, but you already knew that, right?—Ahoy_and_Avast

Tired Arms?

Q: Will the Wii remote be a strain on your arm? I know it sounds strange, but ever since I used a light gun to play straight through Time Crisis my arm hurts a lot. Will it be a small struggle that Wii players have to endure?—sonic66

A: We've actually started to play a lot of the Wii recently, especially since developers and publishers are now actively previewing their games, and we have to say all those Nintendo press screen shots are rather deceptive.

Most games won't have you waving the Wii remote around like a mad man. A lot of what we've played has you sitting down on your couch, with your elbows resting on your knees. Another thing to keep in mind is that most games have multiple control schemes. While certain actions require rigorous actions with the Wii remote and Nunchuk, the entire game isn't just one motion, repeat, and serve. From what we've seen and played, the Wii-mote offers a plethora of control options.—Rice Burner

BUYERS BEWARE

Online gaming is supposed to be the future, but what happens to older games that lose support from their publishers? With that question in mind, the Watch Dog discusses EA's decision to close down servers for many of its games, as well as burgeoning issue of DS Lite cracks.

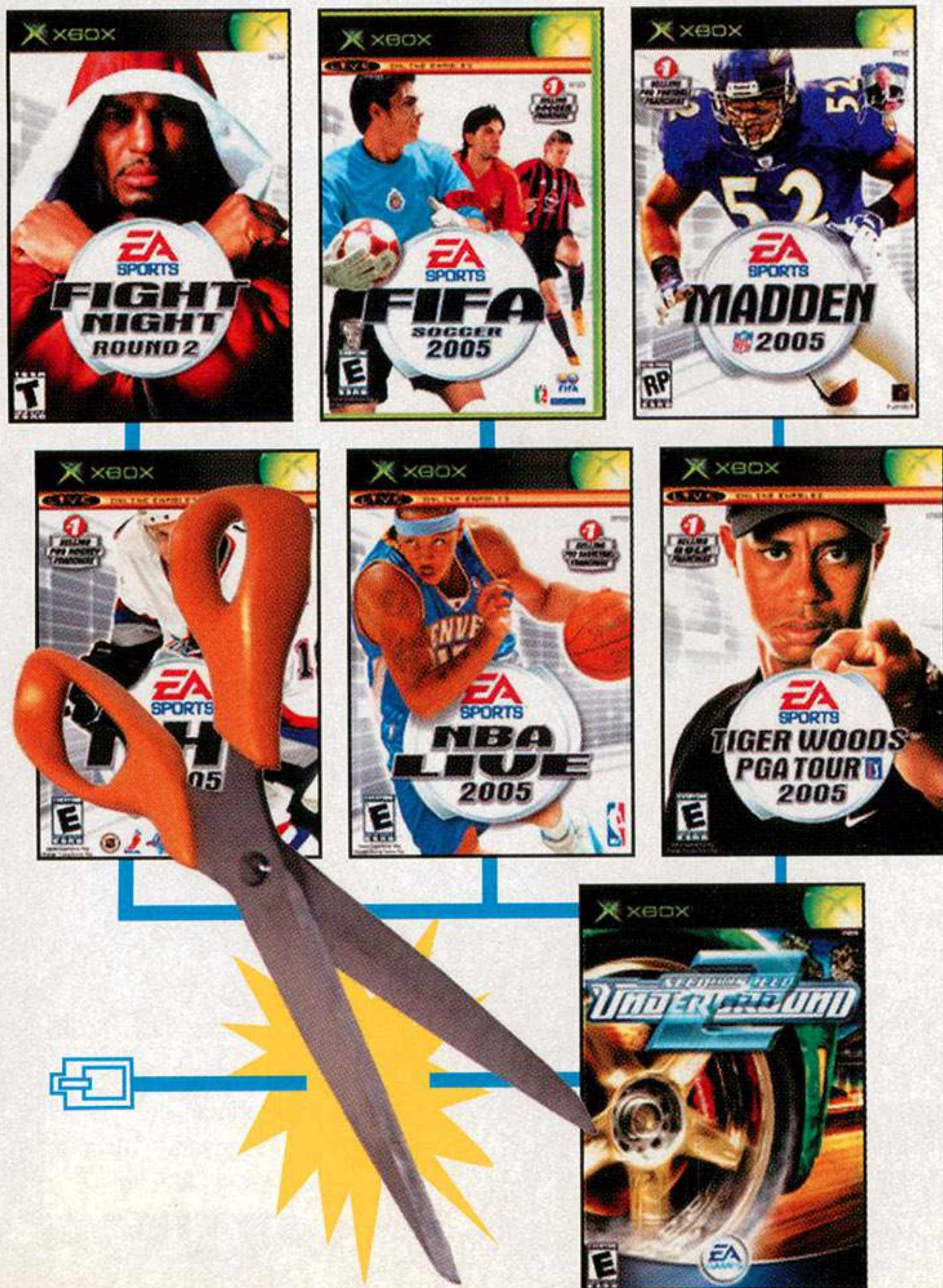


EA Cleans House

What's this I hear about Electronic Arts no longer supporting a ton of their online enabled games? I own both NBA Street Volume 3 and Fight Night Round 2 for the Xbox, and now both of them won't be playable online anymore? I can still play StarCraft on Battle.net any day of the week, but these much newer games won't support online gameplay, what gives?

► Drew—Via Internet

When EA released the list of games that were losing online support, it wasn't made exactly clear why they were closing the servers in the first place. Certainly, it's a big list—that includes Madden, NHL, FIFA, NBA, and Tiger Woods titles from 2005 as well as Need for Speed Underground 2 and Fight Night Round 2. But many of the titles are at least two years old, which for EA may indicate a lack of players to warrant paying for servers and bandwidth. That has certainly been the case with other games in the past—Earth & Beyond, another EA published game, comes to mind. Also, it may be driven by a business decision, in that it compels gamers to purchase newer versions of the same games (a ploy EA has been accused of using before). Either way it is unfortunate for those fans whose games are being pulled, and revealing about how gamers are compelled, often by the publishers themselves, to toss aside "old" games in favor of new ones.



Under Pressure

I'm one of those who rushed out to buy a DS Lite on day one, excited to have the first truly attractive handheld designed by Nintendo. Everything was fine up until recently, when suddenly I noticed a small crack on the left hinge. So far it doesn't seem like my screen is damaged or loose, but I'm worried this could become a bigger problem. Should I be worried, and is this something Nintendo will cover under warranty?

► Rich—Via Internet


You aren't alone, Rich. This crack has been reported by numerous individuals and reported on by the media over the past few months. It's taken many forms, from a purely cosmetic flaw to rendering the DS completely unplayable. But it's also, according to Nintendo, a very small portion of DS Lites that are afflicted with the problem. Originally, Nintendo stated that the cracks were purely aesthetic blemishes that would not affect gameplay for the unfortunate few who had to deal with the damaged hinges. However, perhaps because of the explosive coverage, the company has recently been accepting the damaged DS Lites for repairs free of charge, even returning them with a renewed one-year warranty.

But is the damage avoidable? It doesn't seem to stem from usage, but rather from some sort of production issue, perhaps excessive tightening of the hinge, resulting in excess pressure on the plastic and eventually, cracking. Whatever the cause, it's rare for a Nintendo product to suffer from hardware flaws such as these, with so few units affected as the company claims. Living up to its enviable reputation, Nintendo seems to have quickly made amends and resolved the issue through tactful customer service.

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-PSM: Independent PlayStation Magazine, August 2006



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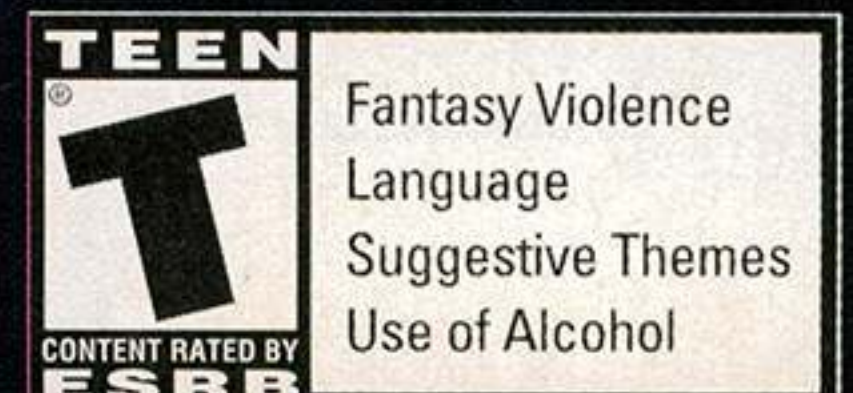
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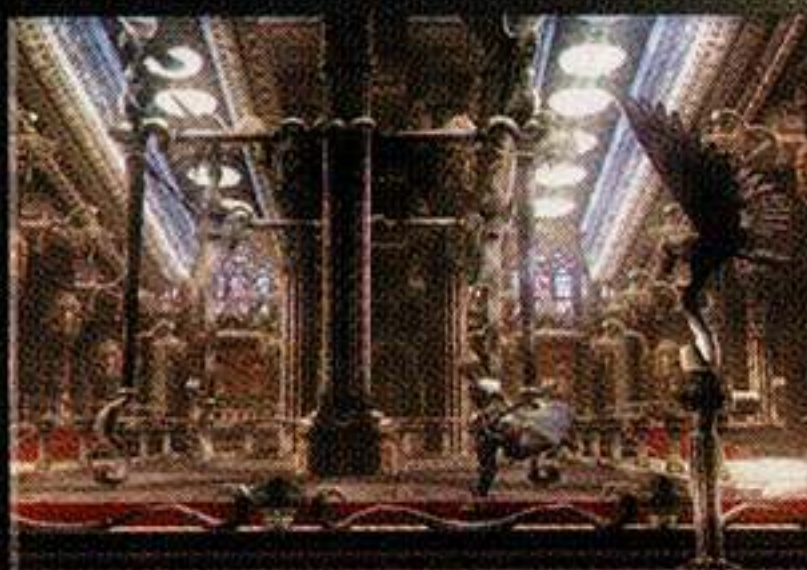
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Alcohol Reference
Fantasy Violence
Mild Language
Suggestive Themes

THE LEGEND OF THE LEGEND OF ZELDA

Twilight Princess is on the move, so here's everything you need to know before you make your call.

Even with the PlayStation 3 and the Wii dominating headlines and online discussion groups, Link represents a formidable presence as he waits in the shadows. Now that the launch of the two systems is imminent, the green-suited legend, too, prepares to emerge. That means it's time to pull together every shred of information available for an updated look at The Legend of Zelda: Twilight Princess.

A Link to the Past

Twilight Princess is being hailed as the showcase title for the Wii launch, but it's also slated for GameCube duty as well. Oddly, the two versions will reportedly be offered on separate discs, and gamers will have to decide to purchase one or the other.

Once they make that decision, they should generally find themselves in familiar territory. The story line will follow in classic Zelda tradition, a tale about yet another unknown hero named Link. This time he's a teenager who resides in a small village just outside Hyrule, where he helps raise goats.

The goat herd setup actually serves as way to get players familiar with the initial gameplay mechanics for basic character movement and riding horseback, which will figure prominently in the game.



The visual style will be radically different from any other Zelda game, especially the anime-influenced WindWaker. The tone will be darker and mature, in keeping with the new aged-up Link character.

Dark Passage

The unassuming wrangler is thrust into climactic events as Hyrule is threatened by an eerie twilight which is consuming the land. Entire sections of countryside are being transformed into dead, grey areas by the creeping unknown force. Strange, porcine boar riders appear and begin to terrorize the area.

When Link's friend, a little girl, is kidnapped by the evil marauders, he takes action. This is where the familiar green-suited heroics begin to take shape.

The dark riders disappear into the gloom, which actually represents a gateway into another world. Much like The Legend of Zelda: A Link to the Past, worlds of light and dark are colliding and now Link has to find out why.

However, when he enters the gloom he suddenly becomes a wolf. This lycanthropic transformation causes the gameplay take on new dimensions. Since he has no hands or speech, you have to figure new ways to get things done. Luckily, you have heightened animal senses such as speed, vision, and smell.

In the dark world you hook up with a mysterious ally named

Midna. She appears to help you, but you become quickly aware that she's working her own agenda, too.

Wii Moves

As for the Wii version of Twilight Princess, Nintendo's demos at E3 actually revealed much about the functionality of the Nunchuk controller. The shield block and strike mechanic will be very cool. You actually raise the Nunchuk in your left hand to make your onscreen shield raise to block and literally swing the remote with your right hand to slash with your sword.

To work your bow and arrow, you literally draw back the remote like you would a bowstring and then release your arrow by pressing the trigger. The sound of the arrow flying from bow to target comes across as an audio effect from a tiny mic housed in the Wii remote.

Other Wii functions revealed so far involve the Wii remote. These include flinging Link's boomerang by flicking the handheld unit, and guiding a tiny fairy, Navi, to act as an onscreen living cursor by pointing it at the TV screen.

A Zelda for the Ages

Twilight Princess is a bona fide hit just waiting to happen. For Nintendo fans, it's not a question of when you're going to buy this game, but whether you are waiting on a Wii or going straight for the GameCube version. It doesn't appear you'll be disappointed either way.

—Undercover Lover



Retro Corner

10 Years ago
(November 1996).....in *GamePro*



- **Turok: Dinosaur Hunter** (Acclaim/Nintendo 64) was the main image of our 210-page November 1996 issue. The Iguana-developed game was part of a four-page, "Nintendo 64: What's Next?" feature that also included **Star Wars: Shadows of the Empire** (Nintendo), **Kl Gold** (Nintendo), **Wave Race 64** (Nintendo), and **Robotech: Crystal Dreams**—the last game, however, was never released.
- Acclaim stopped by GamePro's offices with WWF superstars Owen Hart and the British Bulldog for demos of the company's holiday game lineup, including **WWF: In Your House** (PlayStation, Saturn).
- **Virtua Fighter 3** (Sega) was Hot at the Arcades.
- Two games received perfect scores, with 5.0 ratings in every category: The anti-gravity racer **Wipeout XL** (Psygnosis/PlayStation), and the first-person shooter **Powerslave** (Playmates Interactive Entertainment/Saturn). Other titles that got high scores were **Alien Trilogy** (Acclaim/Saturn), **Andretti Racing** (EA Sports/PlayStation), **Final Doom** (Williams Entertainment/PlayStation), **Grid Runner** (Virgin/PlayStation), **Kirby Superstar** (Nintendo/SNES), **Madden NFL '97** (EA Sports/PlayStation, Saturn, Genesis), **NHL '97** (EA Sports/Genesis), **PGA Tour '97** (EA Sports/PlayStation), **Quake** (id Software/PC), **Star Gladiator** (Capcom/PlayStation), **Street Fighter Alpha 2** (Capcom/PlayStation, Saturn), and **Tetris Attack** (Nintendo/SNES). The big loser was **Whizz** (Titus/SNES), with a 2.5 Fun Factor score.

...in Gaming

- The prototype of the 64 Disc Drive (64DD) for the Nintendo 64 was showcased at Shoshinkai in Japan. This Nintendo 64 add-on would have increased the console's storage capacity by eight times and allow players to customize the characters and gameplay of their titles. The peripheral, however, never materialized.
- The Nintendo 64 sold 750,000 units in the U.S. before Thanksgiving, making it the fastest-selling system of all time at that time.
- Once slated for a March 1997 release, Capcom announced that **Resident Evil 2** (PlayStation) would be delayed until September of the same year. The game was almost completely overhauled, and early screens from the product wouldn't reflect the final retail version.
- Acclaim delayed **Turok: Dinosaur Hunter** (Nintendo 64) yet again, from January 1997 to spring of the same year.
- Nintendo ceased marketing the Virtual Boy console in the U.S. The system sold fewer than 500,000 units in North America since its launch in the summer of 1995. With almost no third-party support, only 14 Virtual Boy games (barely one a month) made it to store shelves.

...in Sales

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

1. Super Mario 64 (Nintendo/Nintendo 64)
2. Wave Race 64 (Nintendo/Nintendo 64)
3. Donkey Kong Country 3: Dixie Kong's Double Trouble (Nintendo/SNES)
4. Mortal Kombat Trilogy (Midway/Nintendo 64)
5. Twisted Metal 2 (Sony/PlayStation)

Source: The NPD Group/Point-of-Sale



Super Mario 64



MICROSOFT SPEAKS ON XBOX 360, HD DVD FORMAT

In an exclusive interview with GamePro, Microsoft's group marketing manager for hardware, Albert Penello, explained the advantages of the company's strategy with the Xbox 360 and HD DVD Player, as well as Sony's weaknesses with the PlayStation 3.

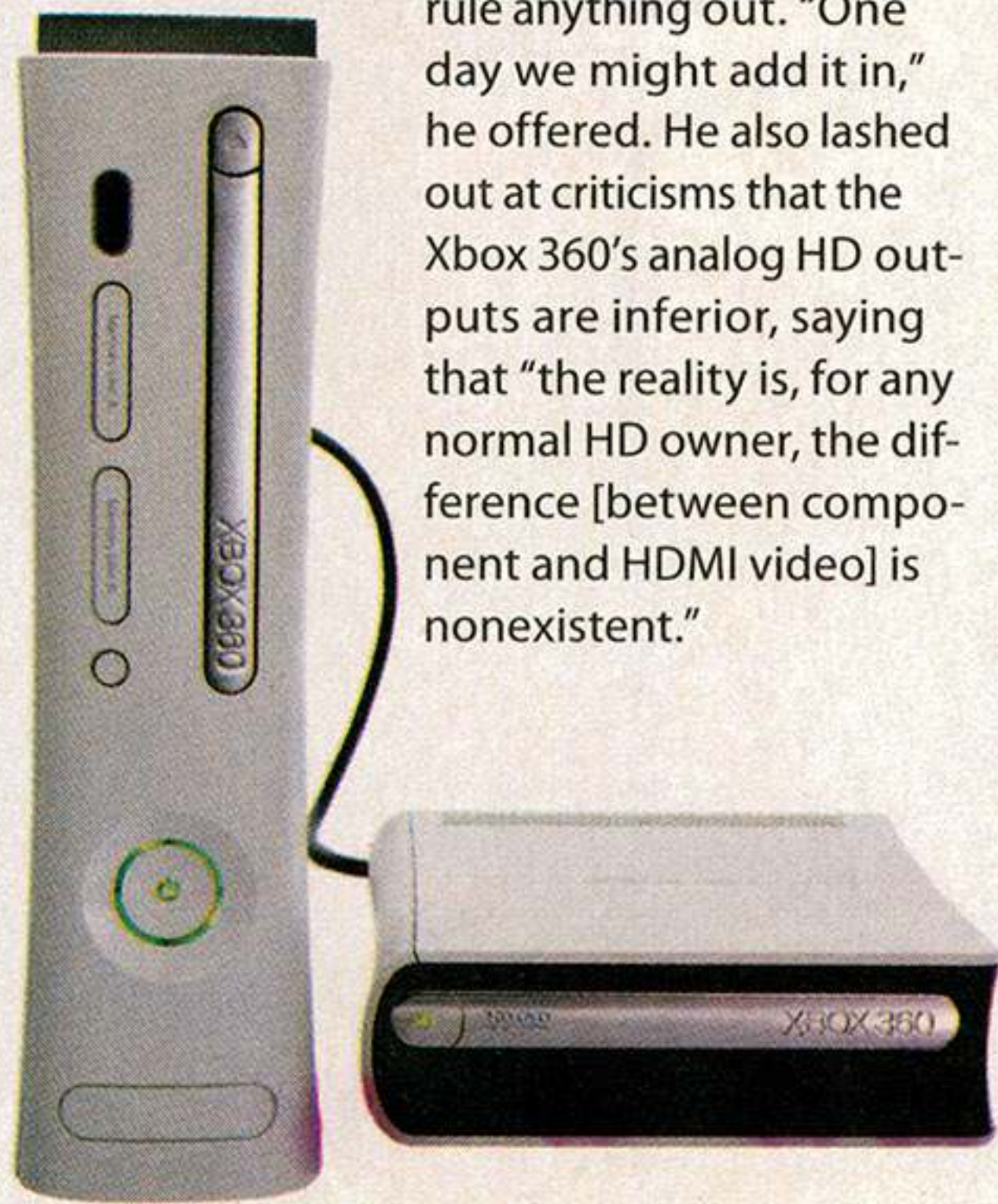
On the Xbox 360 HD DVD Player

At the time of this writing, Microsoft was still not ready to announce the final price point of the Xbox 360 HD DVD Player—check GamePro.com for the latest updates. But Penello did confide that the Xbox 360 HD DVD Player will be “far and away the cheapest [next-gen DVD player]” when it launches some time in late 2006. Or, in his words, “in plenty of time for the holidays.”

On DVI and HDMI Output

The HD DVD Player won't add DVI or HDMI video output, and Penello confirmed that there are “currently” no plans for the Xbox 360 to add support for these digital video signals. “There's nothing about the Xbox 360 that says it can't support HDMI,” Penello told us, “We just didn't design it that way.” But Penello didn't

rule anything out. “One day we might add it in,” he offered. He also lashed out at criticisms that the Xbox 360's analog HD outputs are inferior, saying that “the reality is, for any normal HD owner, the difference [between component and HDMI video] is nonexistent.”



Xbox 360 and HD DVD: two great flavors, together at last.



On Possible Xbox 360 Hardware Upgrades

Would Microsoft ever release a redesigned Xbox 360 that included an integrated HD DVD drive? Penello spoke carefully: “Anything's possible... maybe if HD DVD takes off,” he offered. “Is [integrating an HD DVD drive] technically feasible? Yeah, sure,” Penello said. But he wouldn't speculate on anything regarding timing for such an upgrade—certainly not “until a [format] winner has been determined,” he said. “And besides,” he added, “we want to be able to give people a choice.”

Penello pointed to the lower-cost Xbox 360 Core System as a way for Microsoft to quickly reach mass-market prices. “I don't see how the PS3 could ever get to \$199 or \$149 dollars,” Penello argued, “Hard drives don't cost reduce, and these new [Blu-ray and HD DVD] drives are expensive.”



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Bungie: Halo 3 Bigger, More Like Halo 1

Bungie has been slowly spreading murky details about its plans for Halo 3, with the latest update concerning the game's single-player Campaign mode. “I have been playing through Campaign mode purely for kicks,” Bungie.net Content Manager Frank O'Connor wrote on the site, and “there's lots of the feel of the original Halo.”

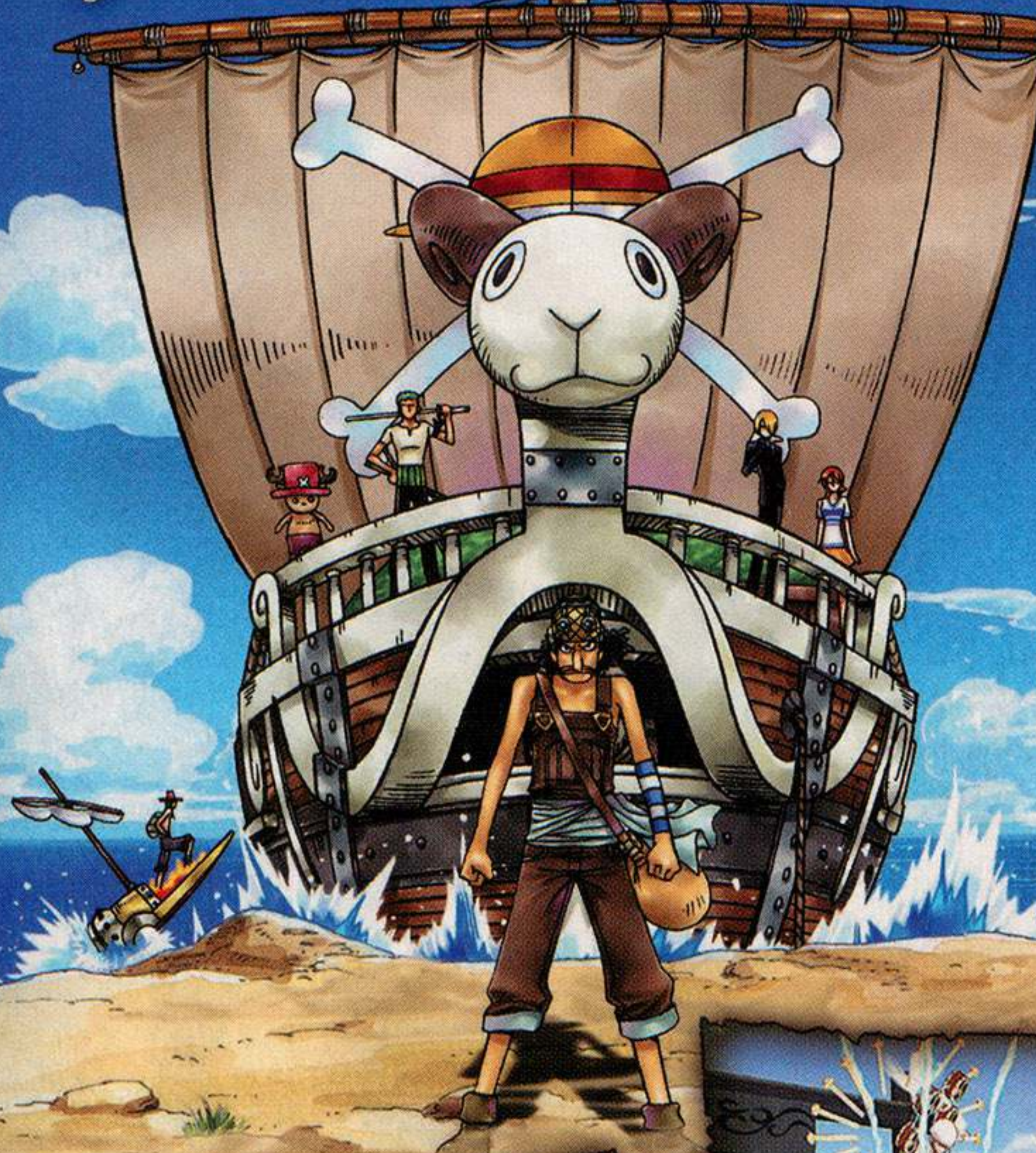
O'Connor mentioned that some of Halo 3's combat scenes are “on a significantly bigger scale than in Halo 2.” But Halo 3 also focuses on “exploratory reflection,” O'Connor wrote, meaning that “you'll find yourself in a huge and intrinsically fascinating environment and just want to check things out.” “It's not GTA,” he cautioned, but “there's a bigger scope to some of these levels that has me reminiscing about the original game.”



The Chief goes retro in Halo 3?

Pirates! Band Together for Battle!

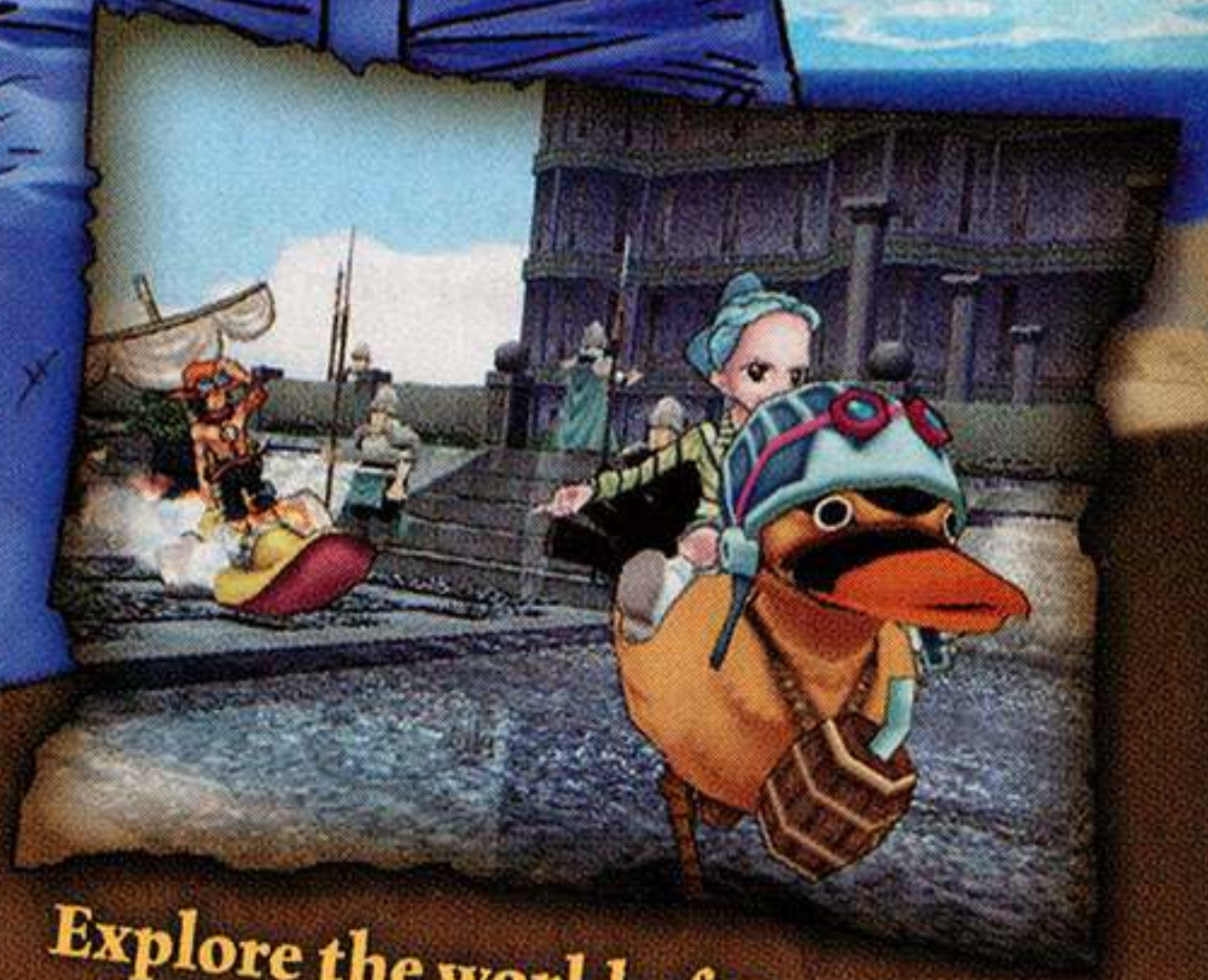
SHONEN JUMP'S **ONE PIECE** GRAND ADVENTURE



Create your own band of pirates in Adventure mode!



Build the ultimate pirate for the ultimate free-moving 3D battle ever!



Explore the world of One Piece™ full of new gameplay modes!

PARTY WITH THE PIRATES!
ONE PIECE™: PIRATES' CARNIVAL
IN STORES SOON.



PlayStation 2





STATIC

...Looks like PC horror shoot-a-thon F.E.A.R. is heading to the PS3 this fall. Hopefully the graphics turn out better than they look in the first batch of blurry-licious early screens. ...EA exec David Gardner has helpfully explained the DS Lite's explosive popularity: "consumers have proven that what they actually want is fun." That's some fine detective work, Lou. ...At GameFest, Robert S. Walker hinted that Microsoft was working on an "advanced" new controller that would make the Xbox 360 better suited for first-person shooters. Hey Bob—ever hear of a mouse? ...Atari's new game lineup is showing a distinct improvement over past years, with *Bullet Witch* and *Test Drive Unlimited* looking like sleeper hits. One question: where's *Alone in the Dark*? ...E3 is dead. Long live GDC! ...NYT editor Seth Schiesel thinks video games have an image problem because "playing video games just isn't normal." Feh, we say—every gamer knows that normality is way overrated. ...We're confused: could somebody remind us exactly what games are in the PS3's launch lineup again? ...Get this: The Xbox 360 HD DVD Player is much smaller and lighter than you'd expect. If it's dirt cheap, count us in. ...Boy, those news comments sure are blowing up on GamePro.com, aren't they? Whaddya waiting for? Join the foul-mouthed, smack-talking fun! ...Mr. Marbles needs to stop trolling around the office with those cursed dark chocolate M&Ms. So delicious! ...Resistance: Fall of Man... Resistance: Fall of Man... Resistance: Fall of Man... Resistance: Fall of Man... MCV

Next-Gen Console Watch

Here are the top five next-gen news stories that blew our minds this summer. Check out GamePro.com for updated stories!

P 1

Resistance: Fall of Man Takes Up 22 GB on Blu-ray

The WWII-meets-aliens theme is cool enough, but what has us most interested is the game's sheer volume of data: 22 gigabytes of high resolution art, music, and game code, which is roughly as much as 5 single-layer DVDs. As with all PS3 games, *Resistance* will ship on one of Sony's new Blu-ray discs, which hold up to 25 gigabytes per layer. In contrast, the Xbox 360 can only hold up to 8 gigabytes per game disc.

The Verdict: This could be a defense against complaints that Sony's Blu-ray format has no benefit for gamers. Judging by *Resistance*, it most certainly does. Now whether massive storage space translates into better games is a whole other question.

X 2

Microsoft on 1080p: "Meaningless"

On his blog, Microsoft's director of technical strategy, Andre Vrignaud, recently addressed Sony's claim of 1080 progressive scan display resolution as "meaningless" and predicted "that you won't see any 1080x games for the PS3 this year." Vrignaud claims that the current "sweet spot" for game development is 720p because it's a "common attainable ground" supported by both the PS3 and Xbox 360.

The Verdict: If you ask us, 720p (that's 1280 by 720 pixels) looks just fab as it is, and a little anti-aliasing can help clean up any stray jaggies. Vrignaud definitely has a point: 1080p is a nice perk, but hardly a magic bullet.

W 3

Nintendo Reworks Wii Zelda Controls

In a last-minute tweak, Nintendo has revised the control scheme for the massively anticipated Wii launch title *The Legend of Zelda: Twilight Princess*. The new control system will allow players to control Link's sword attacks by swinging the Wii controller; this is a change from the E3 showing, which used face buttons for slashing and saved the Wii controller for bow and arrow marksmanship.

The Verdict: Probably good news, but the question remains: will action-packed Wii games tire you out in mere minutes?

X 4

Microsoft Says "No" to HD DVD 360 Games

Wonder no more—Microsoft has now repeatedly, emphatically, and very seriously denied any and all speculation that it will release Xbox 360 games on the HD DVD format in conjunction with the Xbox 360's upcoming HD DVD add-on player. Microsoft communication manager John Porcaro stated, "We've been clear that [the drive] is designed exclusively for playing HD DVD movies. It will not play games on HD DVD."

The Verdict: Stick a fork in this one, folks—the Xbox 360 is "only" a DVD system. Just think: only five years ago, DVD-based PS2 and Xbox games were considered state-of-the-art. Now we're rushing to abandon the format altogether. Let's hear it for technology!

P 5

John Carmack on the PlayStation 3

John Carmack, the legendary technical director of Doom developer id Software, recently presented his insights into next-gen game design at QuakeCon 2006. Carmack explained that, compared to the developer-friendly Xbox 360, the PlayStation 3 will present a programming challenge. Why? Existing game code must be modified to take advantage of the PS3's unusual Cell processor—another step for already busy programmers. Carmack offered a possible solution to the problems of multi-core programming: something called "pipeline level parallelism," which breaks larger complex tasks into smaller, manageable chunks for each individual core.

The Verdict: It's all Greek to us. Carmack is a certifiable genius—and, get this, an amateur rocket scientist—but dumbing down high-level concepts is not his style. Close as we can figure, the Xbox 360 is easier to work with, but the PS3 may have a computational edge.

Sources: MTV News, Nintendo Dream, and Gamerscore blog



THE DEATH OF ONE AWAKENS A PATH TO THE END.

THE LONG-ANTICIPATED CONCLUSION TO AN EPIC TRILOGY.

Over 8 hours of movies including voiced cut scenes.



An easily accessible in-game "Xeno Bible" includes every detail from the entire Xenosaga® series.

Money and shops are back! Buy, barter, and sell any items or equipment.

An updated battle system combines the best aspects of the first two games, while introducing the new Break system.

Customize your characters with a branching skill set. You'll be highly rewarded for strategic party management.

60-premade mini-game levels and a mini-game level editor for sharing custom maps with friends.



Xenosaga® EPISODE III

Also sprach Zarathustra



Language
Mild Suggestive Themes
Violence



PlayStation®2



The 10 Most Important Modern Shooters

Quake, Doom, and Duke Nukem 3D are all senior citizens! It's time to make room for new blood, and these are the first-person shooters to do it. Here are the ten most innovative, influential, and downright important ones of the modern era.

10) Far Cry (PC)

Because Far Cry's enormous tropical environment is open and unrestricted, you're free to approach the game using any strategy you like: trigger-happy, stealth, and sniping techniques are all equally viable. And the game's sprawling jungle island is a vast departure from the tightly controlled corridor trudges of contemporary shooters like Doom 3 (and even Half-Life 2 at times).

9) Prey (Xbox 360, PC)

The baby of the group, Prey has good reason for being included on this list. Its mind-bending portal tricks and wall-walking gameplay are only half the equation; Prey's gripping tale of alien abduction and bloody revenge are satisfying thanks to unusually vivid storytelling and characterization.

8) System Shock 2 (PC)

About 15 people have played this immensely influential survival-horror shooter, but its design elements are infused in countless other games. The chilling sci-fi tale is told almost entirely through scattered audio clips and live-action cinemas. And get this: the writing and voice acting are actually good.

7) Deus Ex (PS2, PC)

Where System Shock 2 innovates through its deep and intricate role-playing gameplay, Deus Ex pushes the boundaries of storytelling and player morality. Deus Ex's thoughtful story line subtly responds to your moral choices. The end result is an endlessly replayable, socially relevant game that's as close to art as any video game has ever come.

6) Thief (PC)

Thief pioneered its own genre: in this case, the stealth-action title. Thief's core gameplay elements (minimize noise, strike from the shadows, avoid combat) have made their way into literally dozens of smash-hit sneakers from Splinter Cell and Tenchu to Assassin's Creed and Hitman. Without Garret, Sam Fisher just wouldn't exist.

5) Battlefield 1942 (PC)

Battlefield 1942 re-defined huge...and we're talking huge: huge maps, huge numbers of players (64 per server!), and huge WWII-era vehicles. The team-oriented gameplay was a departure from shooters, too; you couldn't simply paste your finger on the fire button and hope to be victorious. Instead, you had to carefully coordinate assaults with fellow teammates laying down suppressive fire and heavy vehicle support.



4) Halo 2 (Xbox)

For its part, the first Halo introduced two oft-mimicked gameplay conventions: rechargeable shields for a streamlined health system, as well as a strategic dual-slot weapon load out. But Halo 2 takes the win with its unbeatable online match making system, which blurs the line between console and PC gaming. Both games are groundbreaking, but Halo 2 single-handedly brought console shooters into the next generation.

3) Unreal Tournament (PS2, PC)

Widely regarded as one of the most well-realized game experiences of all time, Epic's ground-breaking online shooter soared past its chief competitor, id Software's ho-hum Quake III: Arena, because it didn't limit itself to being "just" a deathmatch game. Other games—even Epic's own follow-up, Unreal Tournament 2003—just couldn't match.

2) Half-Life (PS2, PC)

This one's just obvious. No discussion of first-person shooter innovation is complete without Half-Life, one of the most effortlessly groundbreaking games of all time. The pacing is sublime; the arsenal is wickedly inventive; the story line warped and off-kilter enough to spark endless debate about its meaning. In short, Half-Life is one of the most inventive, well-produced games ever made.

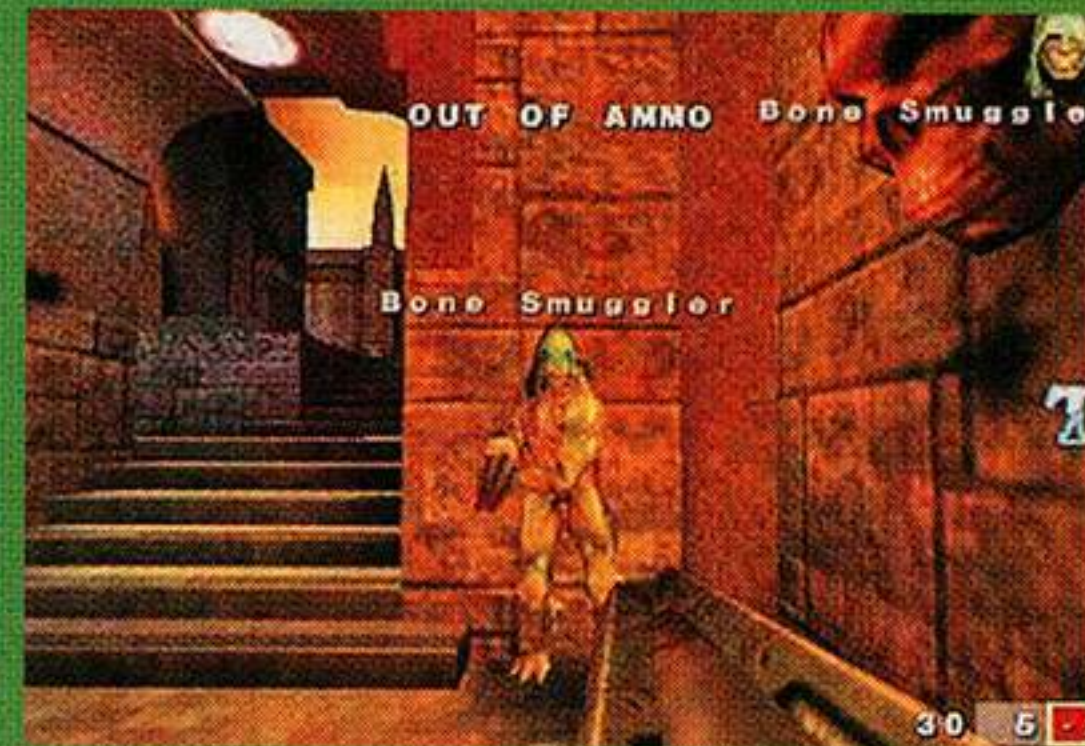
1) Counter-Strike (Xbox, PC)

The gameplay itself is influential, but Counter-Strike is legendary for another reason: it single-handedly sparked the phenomenon of gamers making games for other gamers. Counter-Strike's humble beginnings belied its enormous rise to popularity. Within several months, the game had grown into one of the most-played games on the Internet, proving once and for all that gamers make the best game developers.



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

We posted the question, "What is the most important modern shooter?" to the online community in our forums at Games.net and GamePro.com. Keep checking the forums for more online polls and posts!



"No Quake III: Arena? You guys are crazy!"
—Christmas

"GoldenEye 007 was a true trend-setter, how could it not make the list?"
—Luke Huelskamp

"Duke Nukem 3D was da bomb."—bomboy

"Blood was one of the best shooters ever."
—Madman2

"Anyone remember Shadow Warrior? Hilarious!"—retrogamer



LOADING

GAMEPRO GEAR

Back to School

Summer's over and school's back in session, which means students all over are making a list of supplies they'll need for their next year of classes. And while binders, paper, and No. 2 pencils have their place, gamers need a little more in order to make the grade. Here's a back-to-school list of goods that will help you get through whatever challenges—whether academic or virtual—lie ahead.

Alienware Aurora m9700

Want to blend business with pleasure? Then you'll need the Alienware Aurora m9700 laptop. Take notes in class, browse the net, and play your favorite games, even all at once, thanks to the multitasking power of AMD's 64-bit processor. With nVidia's SLI technology, and 512MB of video memory, even the latest games will bow before your pixel-pushing supremacy. Moreover, with every port you could think of packed into a discrete and sleek package, you'll wonder why you'd ever own a desktop PC again. (www.alienware.com)
Price: \$1899



Soundmatters MAINstageHD

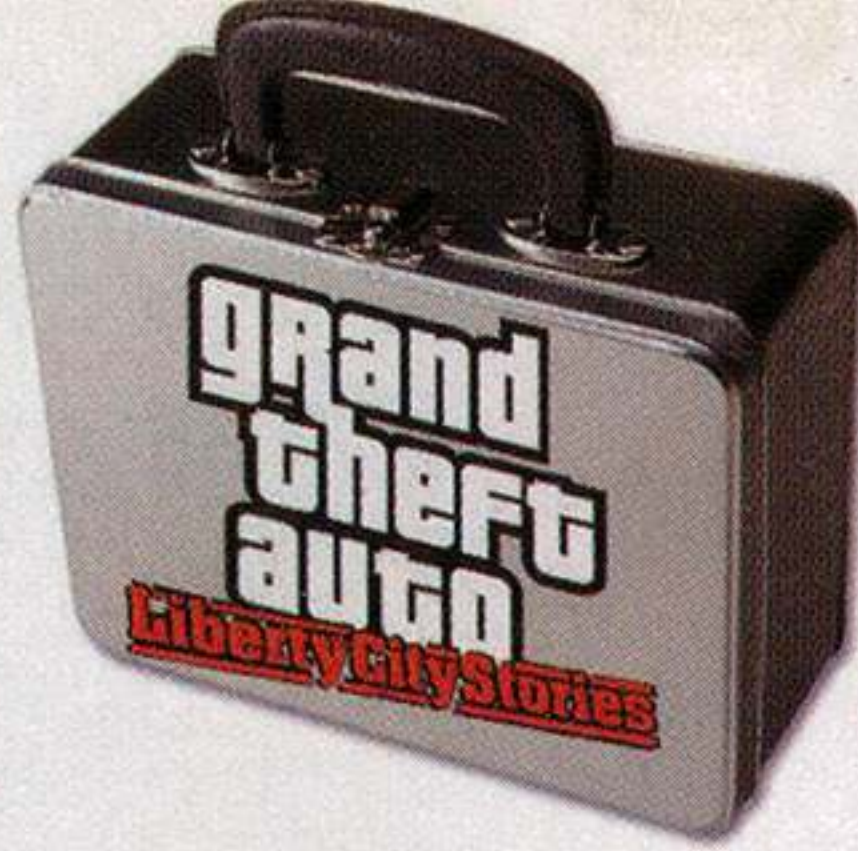
We'd all like surround sound to accompany our games, but we're not all blessed with the room or the know-how to have a 5.1 setup. Enter the MAINstageHD, this svelte and compact system may look simple enough, but inside it houses everything you need for a powerful surround sound experience. Six speakers aligned within the unit generate a field of sound perfect for any small or medium-sized room; all without the hassle of setting up a complicated and messy wired surround sound system.

(www.soundmatters.com) **Price: \$399**



DS Lite Cyclone Charger Stand

Thanks to its recent redesign, the DS is something worthy to be put on display. And now you can with the Cyclone charger stand. Show off your DS Lite like the technological work of art it is, all while being charged at the same time. With the push of a button, the DS is ejected from its cradle and ready to be used, and when your done, return it to the stand to be bathed in a gentle neon glow. (www.allproducts.com)
Price: \$9

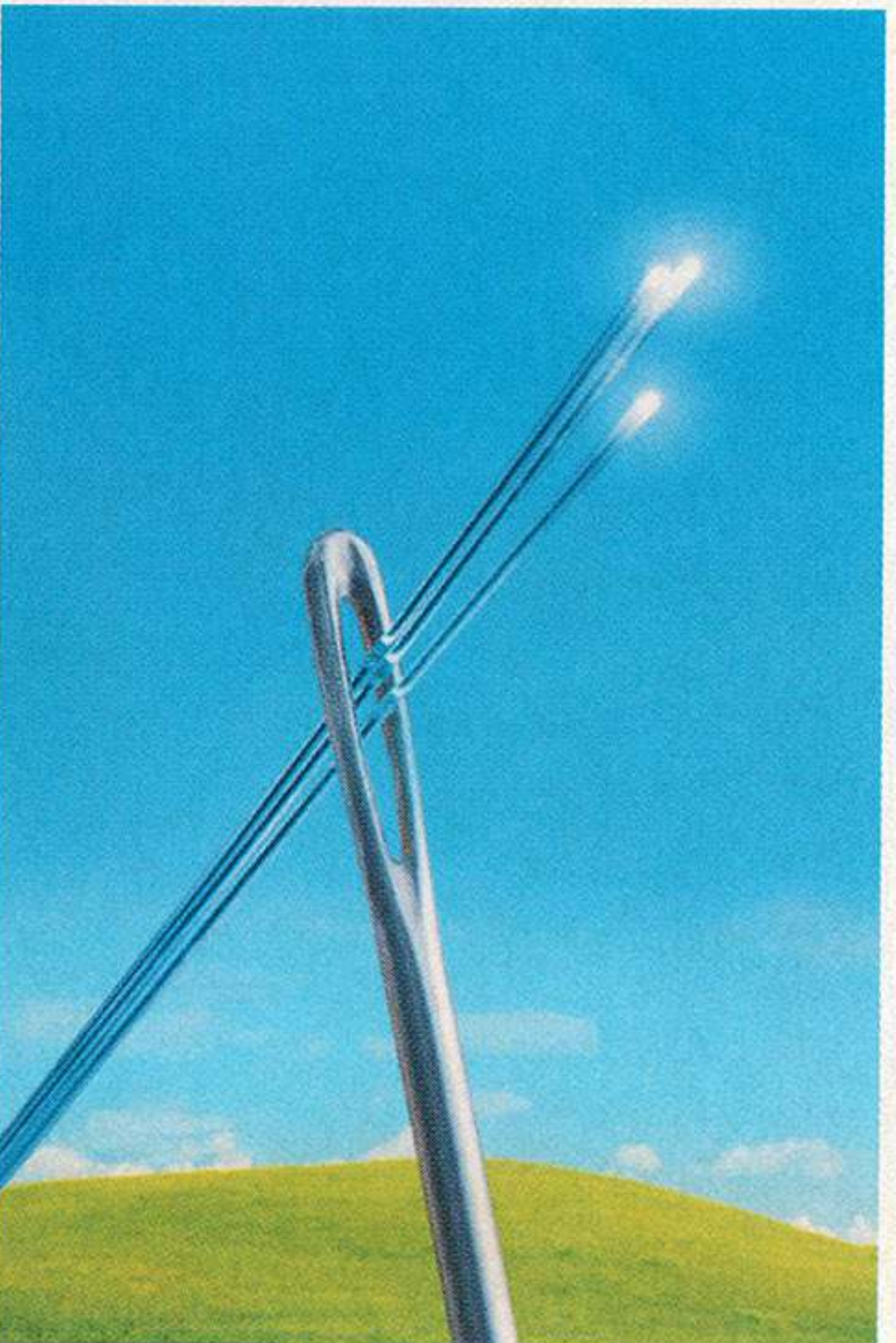
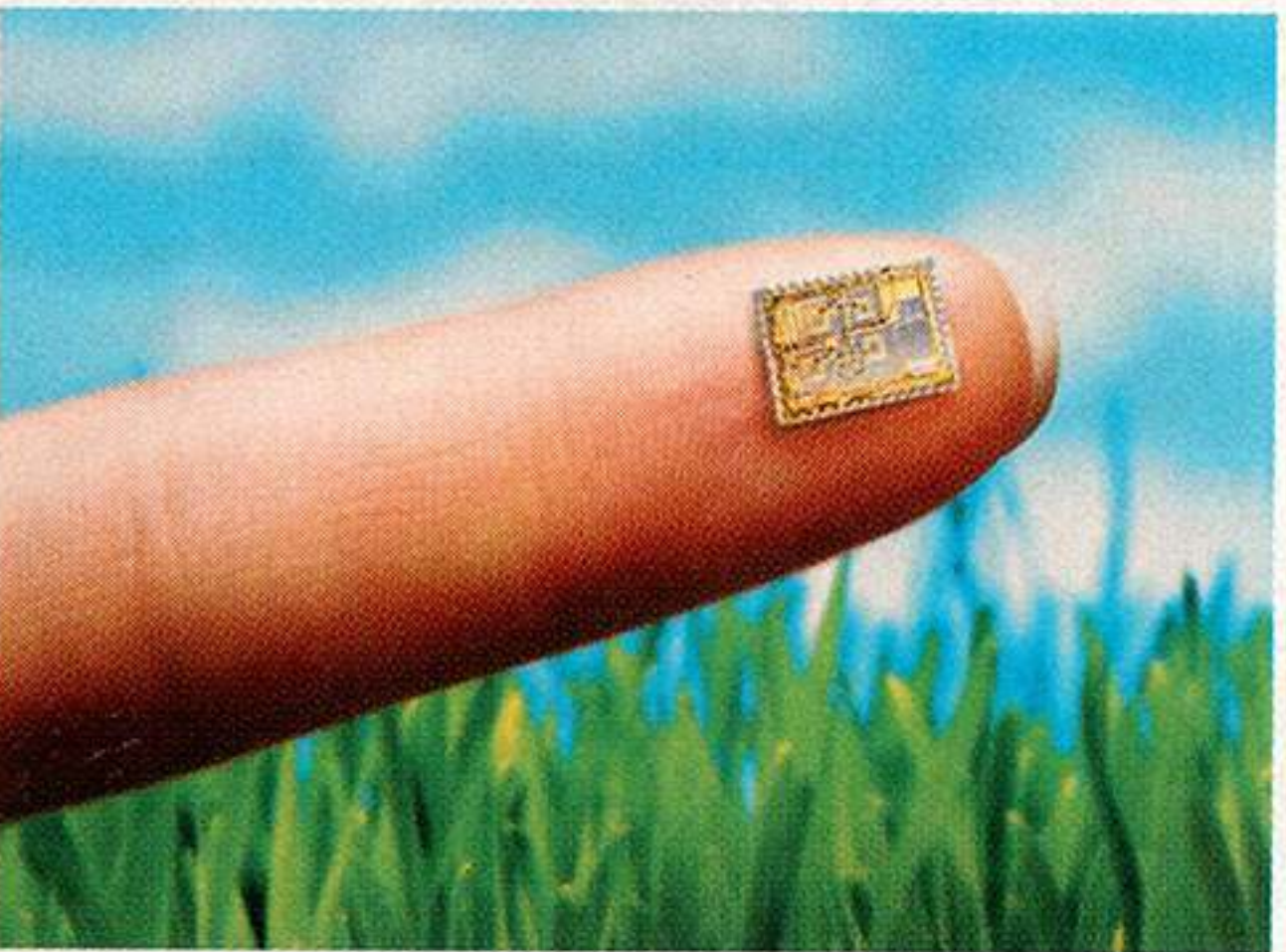


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Big Technology

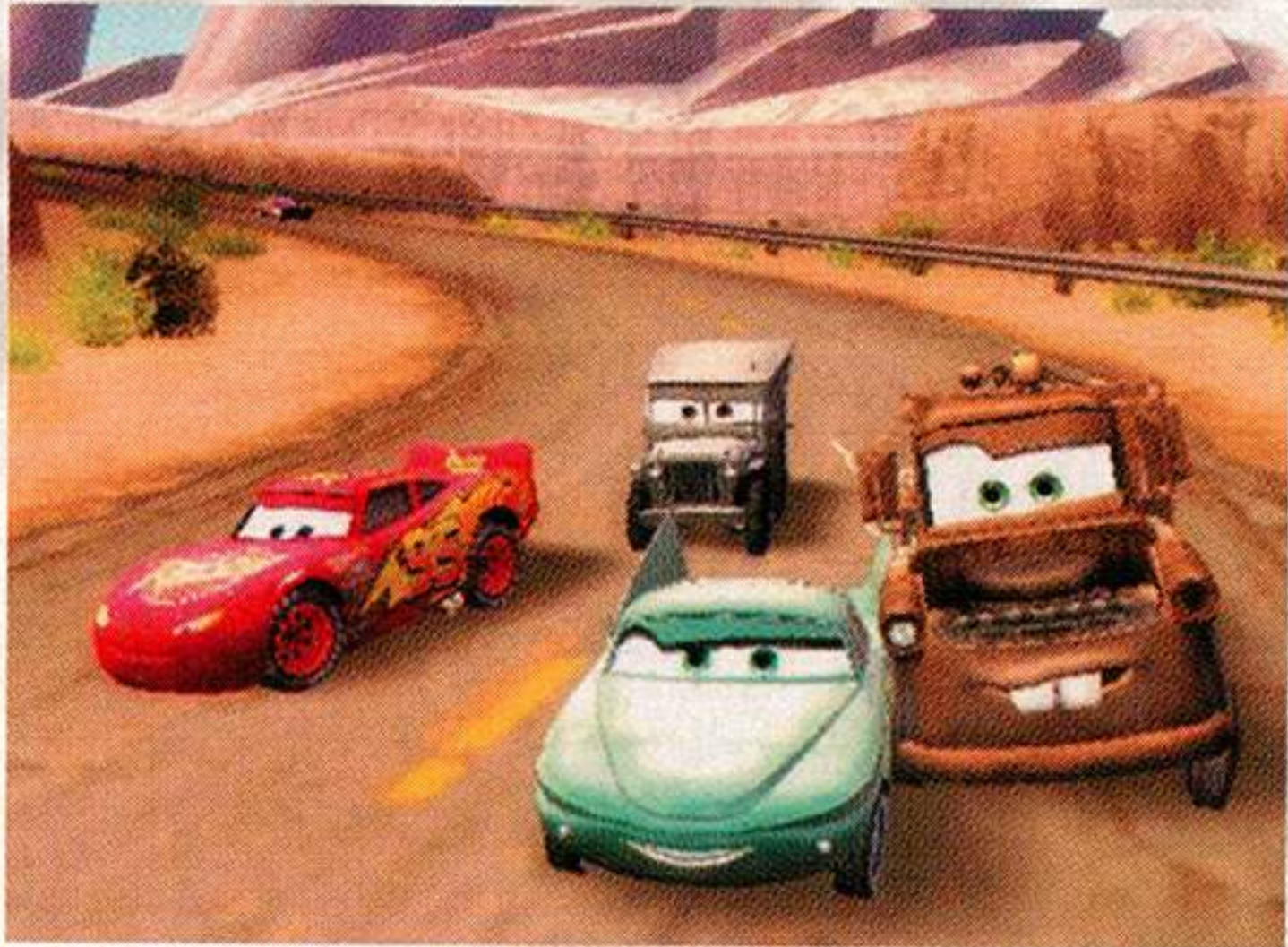


LOADING

WII WATCH

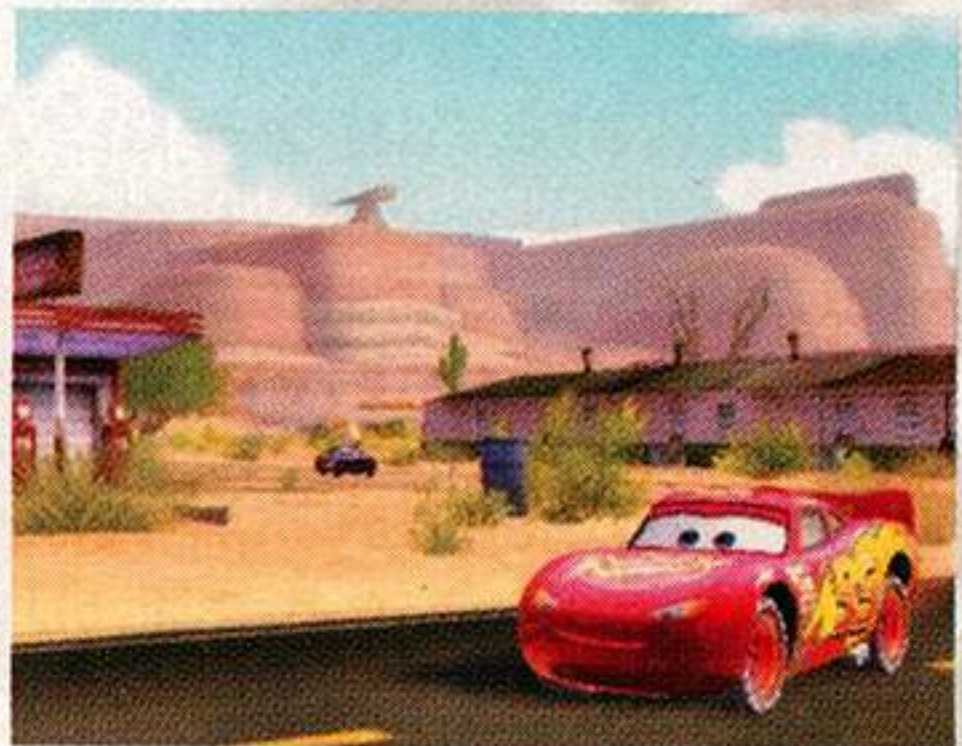
THQ on Wii

THQ recently unveiled two of their Wii offerings—both are licensed properties of popular franchises.



Cars

This racing game tie-in for Pixar's latest feature film has been out for more than half a dozen different platforms for a few months now, but the control system is getting a complete tune-up for Nintendo's motion-sensing Wii console launch this fall.



The events of the game take place after the film's story, but flashbacks give players a chance to race through some of the more memorable moments of the film. More than 10 personalities from Radiator Springs are playable, including Sally's smooth and sleek love interest and Mater's rusted-out bucket-of-bolts tow truck.

So, how does it feel to steer a car with the Wii-mote? Pretty damn good is the short answer. The rectangular controller is held with one end in each hand, and tilted in space like a steering wheel to turn your on-screen cartoon tires from

side to side. In this preview build, one needed to practically upend the controller to get full access to the turning radius, but we have to suspect that there'll be some sensitivity adjustment players can make.

Only time will tell how quickly this new control scheme becomes second nature, but Cars' cheerful take on racing is as natural a place to test the waters as any, and could prove to be a good choice to pick up on launch day.

—Ouroboros

- Hands-On ■ Developer: Rainbow Studios ■ Publisher: THQ
- Target release date: November

SpongeBob SquarePants: Creature from the Krusty Krab

Something's causing the residents of Bikini Bottom to have peculiar dreams, and only by thoroughly exploring each of the nine surreal levels can you get to the bottom of the mystery.

Each character has a different control set. For instance, with Plankton, the analog stick controls movement, while the Wii-mote is waved about to change the camera angle, and lay waste to anything in your path. Wiggling horizontally delivers a barrage of punches to anything in front of you, while hitting an imaginary drum makes the enormous troublemaker deliver an earth-shaking stomp to the ground, shaking anything in range. Sometimes power-ups are left amid the debris, giving you the opportunity to twirl the analog stick in a circular motion until Plankton unleashes a whirlwind attack. Though the basic gameplay here, as in the rest of the game's scenarios, is relatively simplistic, the added physical dimension breathes more life into it than you might expect.—Ouroboros



- Hands-On
- Developer: Blitz
- Publisher: THQ
- Target release date: October



Versa 36 mpg*
(next generation sub-compact)



Big Technology_2.0



Bluetooth® hands-free calling and Intelligent Key technology.** Big breakthroughs in the fight against claustrophobia. Available now in the all-new Nissan Versa. The next generation sub-compact. Learn more at NissanUSA.com.

The All-New Nissan Versa



SHIFT_2.0

*EPA-estimated 36-mpg highway mileage for Versa with CVT. Actual mileage may vary. **Bluetooth® requires compatible cellular phone. Nissan, the Nissan Brand Symbol, "SHIFT_" tagline and Nissan model names are Nissan trademarks. Always wear your seat belt, and please don't drink and drive. ©2006 Nissan North America, Inc.

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PLATFORM SPECIFICATIONS

RATING PENDING
RP
CONTENT RATED BY
ESRB
Visit www.esrb.org
for updated rating
information.

mountain air, tire smoke and nitrous

With cities cracking down on street racing and the once-underground drift scene sliding toward sanctioned respectability, the core of the core are heading for the hills. Or, more accurately, the canyons, where it all began decades ago in the Japanese touge.

A perfectly executed drift is a marvel of physics and a thing of beauty on a track, but on a plummeting mountain turn, the stakes – and the adrenaline levels – are higher: In street racing, a bad night ends with the police impounding your ride and crushing it. In the canyons, a bad night ends with a 200-foot drop into a ravine – and your ride crushing you.

THERE ARE
TWO WAYS
TO GET

crews

Raw skill wins races. Recruiting a rock-solid crew paves the road to world domination.

drafter

Purist. Team player. Creates the aerodynamic draft that slingshots you to the front of the pack.



scout

Knows the map – and what's not on the map. Sees around corners. Finds shortcuts.



blocker

Rough. Aggro. Makes life hell for your opponent. Opens the road wide for you.



fabricator

Master of mods – adds body panels, roof scoops, tall wheels, exhaust kits, wings.



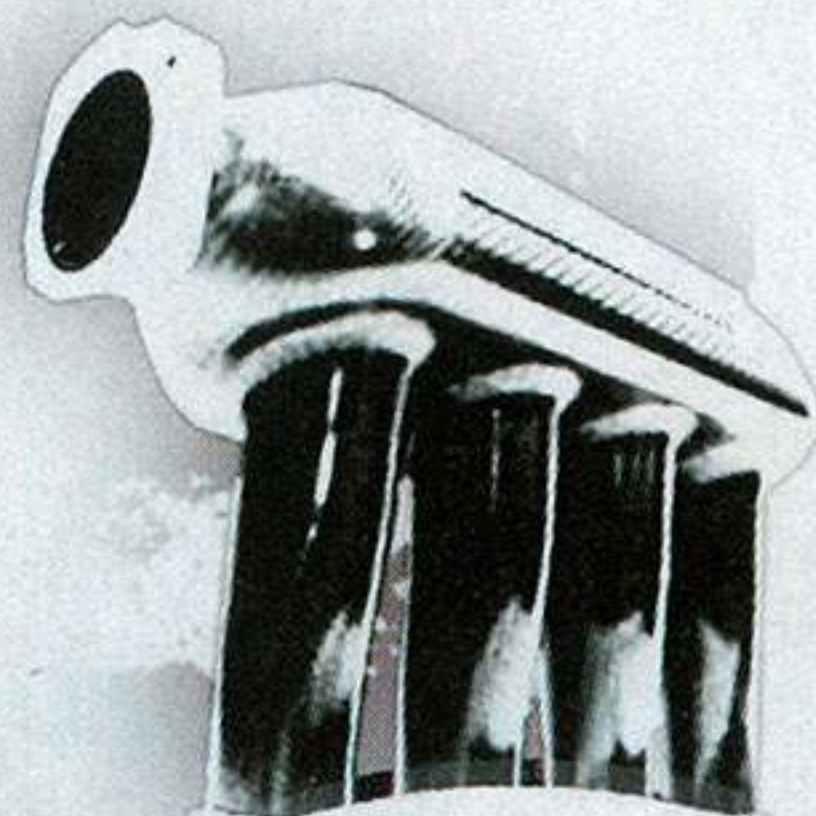
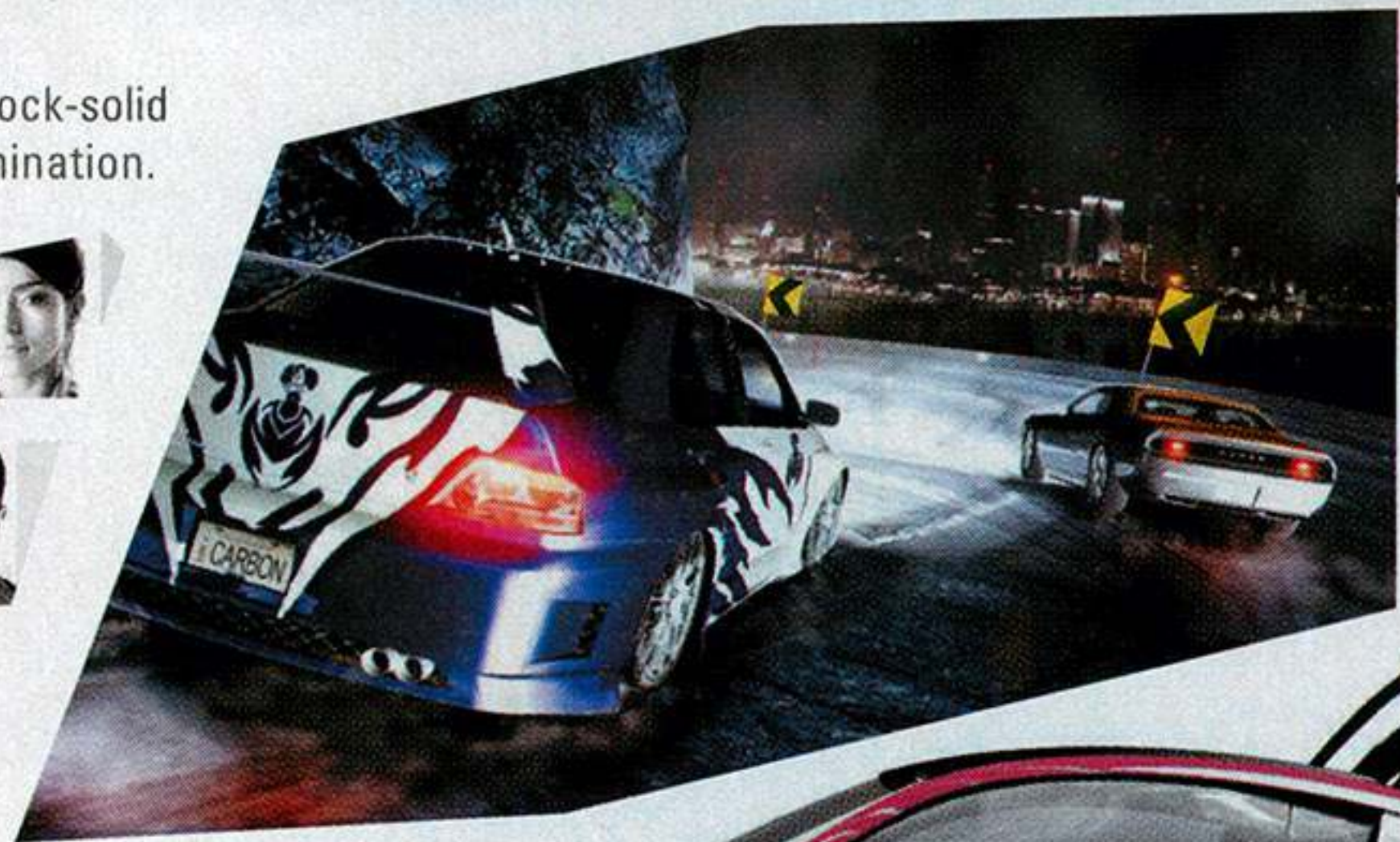
mechanic

Has skills to boost your ride's juice and connections to get discounts on cars and parts.



fixer

Keeps the heat off your back – and gets you extra money when you win races.



TITLE

NEED FOR SPEED CARBON

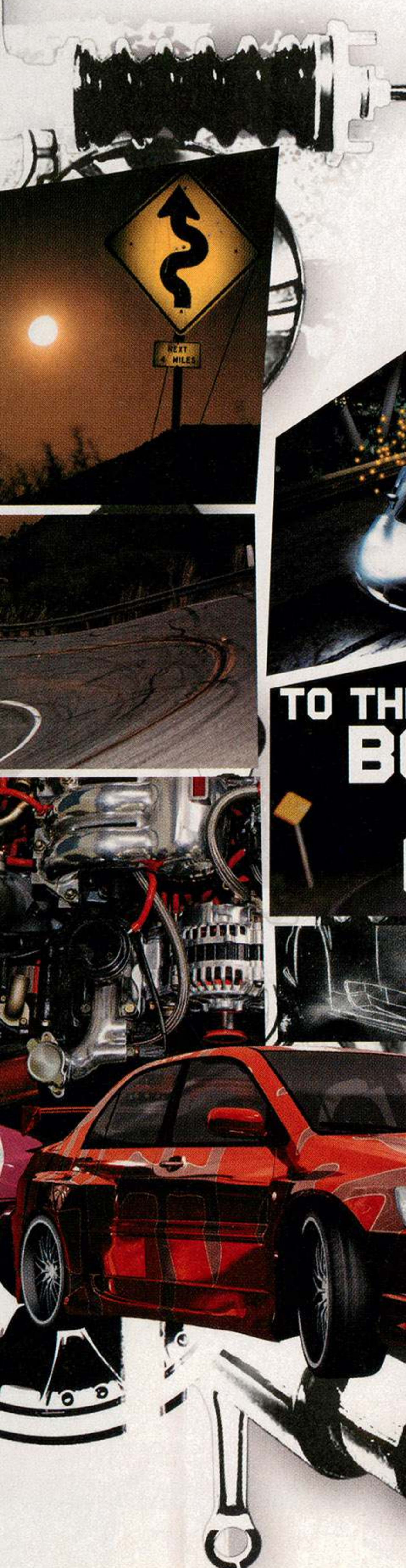


FACTOID: 91,000 car paints in game

INFORMATION
www.nfscarbon.com

DEVELOPMENT START
01 | 03 | 05

DATE OF RELEASE
11 | 01 | 06



primer, bolts and welding burns

Like a lot of us, Andy Blackmore draws cars – except he does it really, really well. Blackmore, a designer at the EA Black Box studio in Vancouver who once worked for McLaren, spends his days putting down incredibly detailed visions of American muscle, tuner imports and exotics – freehand, no less. In *Need For Speed Carbon*, Blackmore has added 200 new works of art to the game's lineup.

In the *Need For Speed Carbon* shop, players who love to get their hands dirty can use the revolutionary new Autosculpt™ toolkit to tweak body shapes, hoods, intakes, vents and every other detail of the masterpieces created by Blackmore and fellow designer Mike Hayes. Or they can build eye-popping whips of their own. The best part of working in the digital realm, as Blackmore puts it: "In the real world, you have to worry about legality."

TO THE BOTTOM OF THE CANYON. ONE HURTS.





Slam! **Body**

Wrestling Grapples With the Next Generation

THQ's **WWE SmackDown vs. Raw 2007** may be prettier than ever before, but it's also got the depth to match—especially on the Xbox 360. *By Ouroboros*

Whether you watch wrestling for the larger-than-life personalities, the smoking hot divas, or the brutally inventive acrobatics, pay attention: this Fall, the WWE takes its first next-generation step with the biggest and best update the world of sports entertainment has ever seen. Here are some impressions from extensive hands-on time with the Xbox 360 and PlayStation 2 versions.

Celebrity Skin

WWE SmackDown vs. Raw 2007's most obvious change is its drastic visual improvement. Each of the over 60 superstars and legends you can control looks like an earthbound Greek god, from the high-energy motion-captured entrances to facial expressions that change with the ebb and

flow of a match. Sweat shines and accumulates in rivulets that move across convincing skin, environments pulse with smoke effects and real-time JumboTrons, and limbs interlock with nary a trace of unnatural overlap. Wrestlers start out fresh from the showers, and end up looking like they've been through a war. Even the old cardboard crowd has traded up, with members that actually look ready to participate. There'll always be room for improvement, but this 2007 edition easily blows away past entries.

All in the Wrist

We can all appreciate a pretty picture, but any gamer will agree that eye-candy can't save a game that isn't fun to play. Luckily, the developers have some interesting tricks up their sleeves to make sweaty men in tights more fun to con-

trol than ever before. Rather than making you memorize awkward button combinations to execute moves, this brawler takes a page out of *Fight Night Round 3*'s book, binding most of the action to the right analog stick. The result is a much more manageable learning curve for newcomers, and a wonderfully immersive sense of control for all, and without removing a single thing.

Stroll up to your opponent and flick a direction to initiate quick grapples. The moves change when you're behind your victim, so there are eight quick grapples available to each wrestler in any match. These fast-paced moves are the bread and butter of every fight's early moments, since they shave the window of opportunity for reversals down to a minimum, giving you the best prospects of whittling the opposition down.

CONTINUED ►

BODY SLAM!

Bust a Move

What's more, hold down the top right trigger and you'll set up for the more powerful strong grapples. These always involve a head-on approach, so there are only four available at a time—when initiated from behind, you'll simply get into position first—and their slower speed leaves more time for reversals, but they also help any muscle-head inflict more damage. Flicking down initiates a submission grapple, while flicking up yields a clean or dirty grapple, depending on the disposition you choose at the start of the match. The remaining two are customizable, drawing from seven available categories of move sets, like slams and suplexes.

Once a grapple is established, your options branch, with each deadly move again assigned a cardinal direction; for instance, flick down to do a submission grapple, then move left, right, up, or down to select any of four different submission moves. Strong grapples alone pave the way for 16 different fully-customizable moves in the ring, and we're just scratching the surface. "Ultimate Control" interactive moves involve clicking the right stick and then twiddling it in different ways to affect how the move plays out, offering incredible control over individual attacks, and yet without reducing the affair to painful micro-management. You've also always got access to the usual variety of Irish whips, kicks, punches, turnbuckle jumps, and more.

This analog stick flicking business might sound gimmicky at first, but in practice it makes a surprising difference to the way each and every fight feels. Between the improved

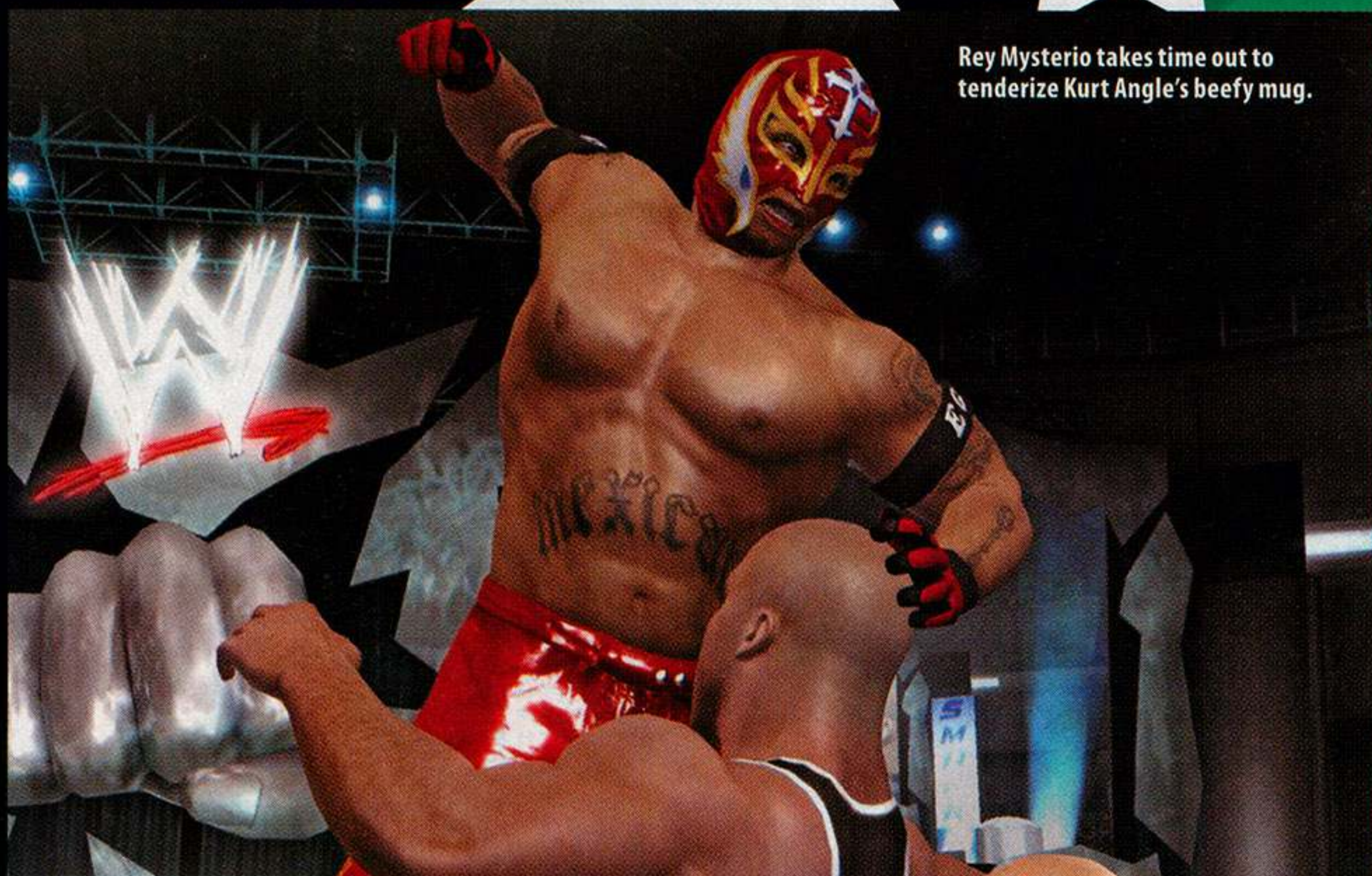


Kurt Angle

Kurt Angle brought home a gold medal for Men's Freestyle Wrestling in Atlanta at the 1996 Summer Olympics, and went on to a bright career in the WWE. Though he hasn't wrestled since being released from his WWE contract in August, his legions of fans can still enjoy his signature Angle Slam in virtual form.



When big kids play this rough, you just know somebody's going to go home crying.



Rey Mysterio takes time out to tenderize Kurt Angle's beefy mug.

animation system and this new control setup, simulated wrestling has never felt so fluid and natural. Whether you're playing as an established legend, or creating your own custom contender, the moves associated with every twitch may be altered to suit your preferred style, and you can always go back to the old control scheme if you find this new approach doesn't suit your tastes.

World as Weapon

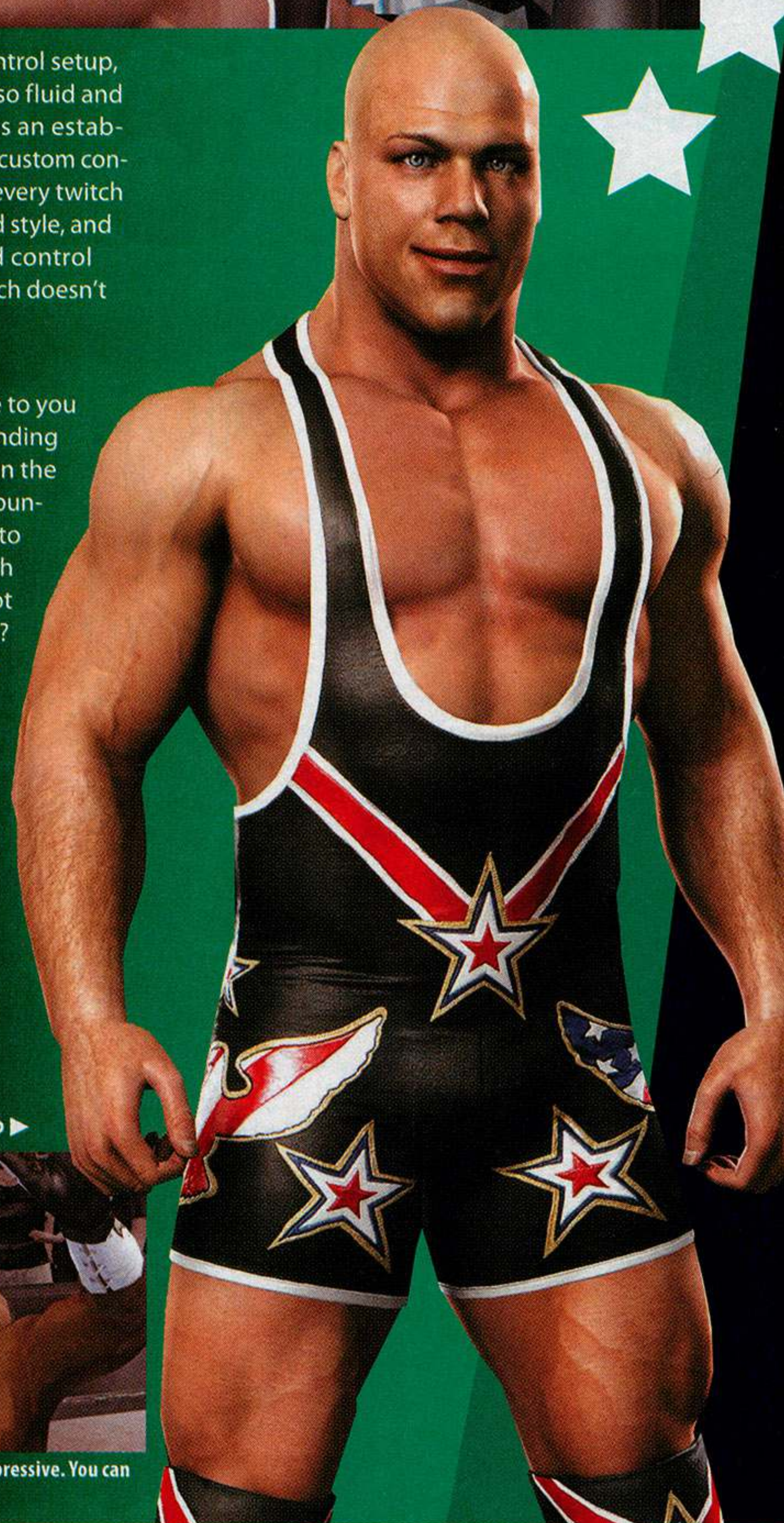
The myriad of maneuvers available to you have a way of changing, too, depending on what kind of match it is, where in the ring you are, and so on. There's an abundance of environmental hot-spots to exploit inside the ring and out, each activating a mini-game of sorts. Got your foe writhing in pain on the mat? Click the right analog stick to grab him, put his neck over the bottom rope with the left, then step on the back of his head for an all new episode of Oxygen Deprivation Playhouse.

There are loads of these things: count punches when you mount your enemy against a turnbuckle, wrench his arm or leg against a ring post, grate faces against steel cages, drop a barricade on a mid-section, or strangle the sap with electrical cord at the announcers'

CONTINUED ►



The facial detail on every wrestler is pretty impressive. You can practically hear Booker T gasping for breath.





"The latest addition to the popular *Budokai* series can be summed up in three words: bigger, better, badder!"

-Tips & Tricks

THE MOST EXPLOSIVE FIGHTING GAME EVER

DRAGONBALL Z BUDOKAI TENKAICHI 2



Tag battles and in-game transformations



Over 100 playable DBZ[®] heroes and villains — the largest character roster of any fighting game

THE ULTIMATE POWER VS THE ULTIMATE EVIL

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TEEN



Cartoon Violence

ESRB CONTENT RATING

www.esrb.org



PlayStation 2

Wii™

ATARI



Johnny Nitro

Now on Raw, the current Intercontinental Champion was one of the winners of 2003's Tough Enough III reality show. He began his WWE career in earnest after a successful stint in the Ohio Valley Wrestling training ground. His signature move, in keeping with his glam image, is The Snapshot.

table. Depending on what you choose to do, the right stick applies pressure, delivers individual punches, slams limbs, and otherwise provides cause for immediate hospitalization. Crowd participation takes on a whole new meaning when you can toss your foe's carcass into the crowd, and "borrow" something to beat him about the head with. You can even crawl around under the squared circle, where you're bound to find loads of detritus to use in a manner inconsistent with its labeling. The result of all of this insanity is the thrilling sense that you can recreate just about any of the outlandish shenanigans of a real-world match-up in the confines of this gorgeous digital sandbox.

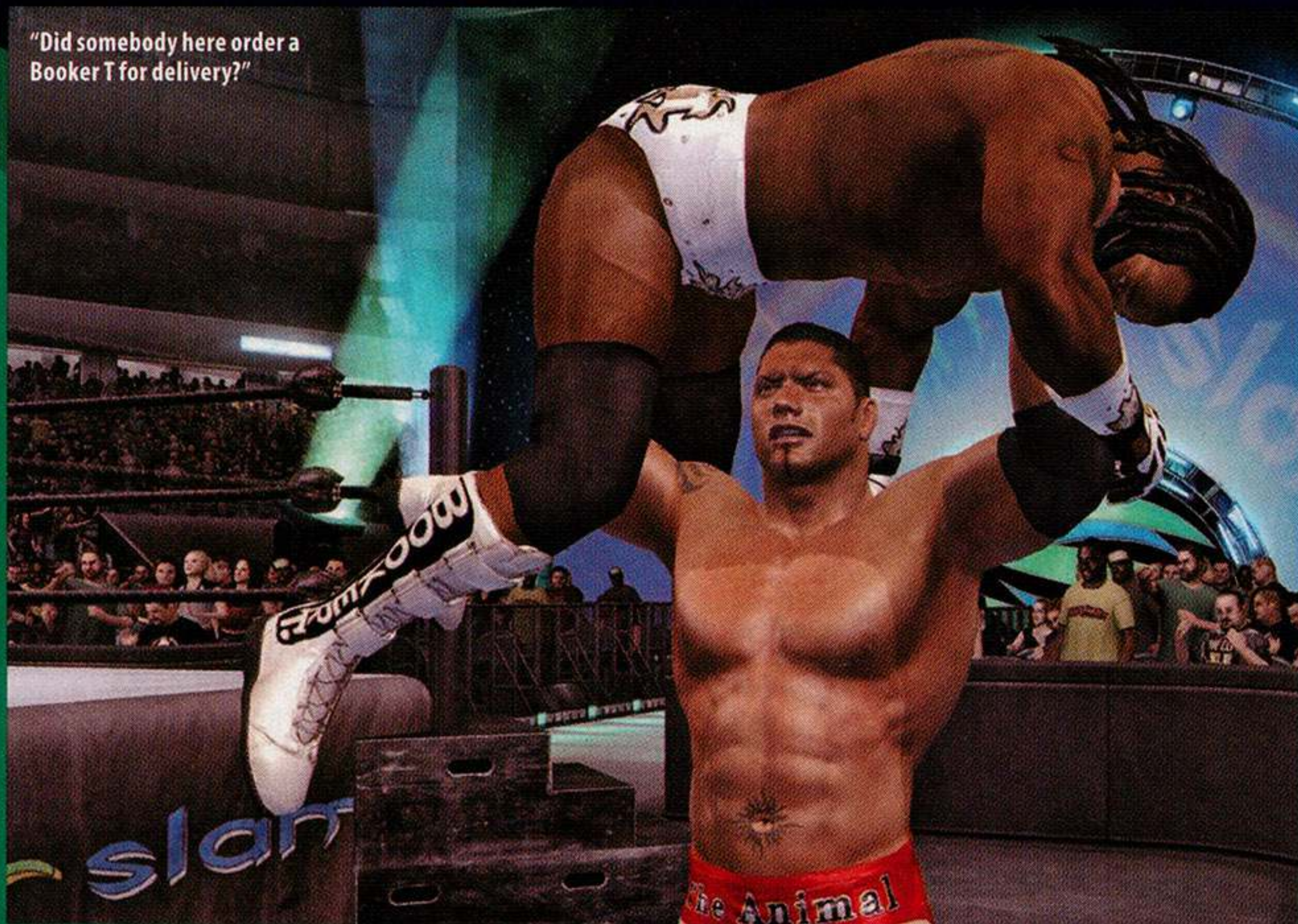
A Sound Investment

SmackDown and Raw might be competing brands, but when they stand united in a video game the result has always been tons of variety, and even that legacy is extended here. WWE SmackDown vs. Raw 2007 offers players the first opportunity ever to play their own Money in the Bank match, a multiplayer-only variation on the classic Ladder bout that debuted at WrestleMania 21, where six goons go toe-to-toe in an attempt to capture the briefcase suspended above the ring. Inside lies a contract shot at the title, to be exercised at a time of the possessor's choosing. Getting your meat hooks on that luggage won't be easy, though. Just remember



John Cena

Another graduate of the WWE's Ohio Valley Wrestling farm system, John Cena's attitude and antics have simultaneously won him the support and enmity of different Raw fans. A former champion, Cena's sights are currently set on regaining the title belt, whatever it takes.



Rey Mysterio works his magic with the crowd on the PSP.



John Cena prepares to cause a little ring-side collateral damage



Rey Mysterio

The SmackDown wrestler with the mask and the "Mexican" tattoo is most famous for his aerial stunt work. His signature move is the 619, a difficult tiger feint kick between the top two ropes, followed by one of a number of spectacular, well, smackdowns.

CONTINUED ▶





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BODY SLAM!



It's a long way down from the top of that ladder. Somebody's going to land in traction.

how hard it is to get up a ladder with one opponent, let alone five breathing down your thick neck.

Sweat Opera

Just like the new control system, the reworked season mode offers unprecedented freedom. General, contender, and champion story lines unfold around the chosen avatar as you take on rivals, and careers can span any number of seasons. Anyone and everyone, including the player, can move back and forth between the Raw and SmackDown worlds, giving you a chance to dominate in both.

Behind-the-scenes drama unfolds in cut-scenes, and in the locker room via e-mail and voice mail systems. A simulated WWE.com website lets you read up on the competition and story line events, or purchase goodies like championship belts, alternate costumes, and playable legends. The General Manager and Online modes are seeing improvements as well, though details are still under wraps at press time.

The Dangle Angle

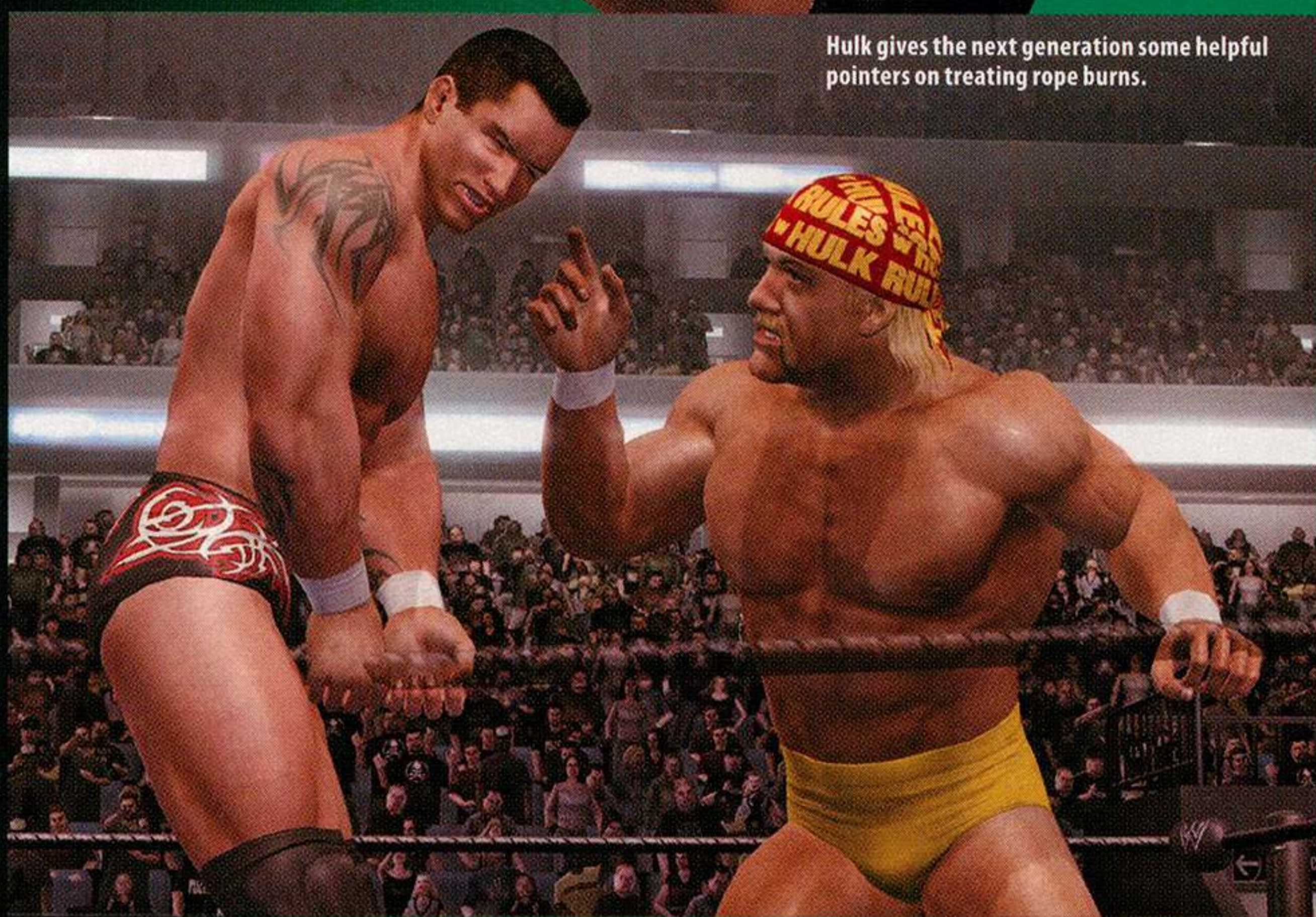
The developers aren't just focusing on adding content; they know some existing match types are due for tweaking. The Ladder match has traditionally been more limited in video games than on television, and table matches have been too easily abbreviated. While it's always been fun to have them as options, great moments like Shelton Benjamin's patently insane charge up a leaning ladder to clothesline Chris Jericho have felt out of the reach of a gamer until now.

The Ladder match, with its history of incredible stunts and unpredictability, is perhaps the marquee update in this respect. Grabbing the

CONTINUED ►



Hulk's second career as a portrait artist might've been ill-conceived.



Hulk gives the next generation some helpful pointers on treating rope burns.



Shelton Benjamin

A childhood fan of The Undertaker himself, Shelton is now a pro wrestler himself on Raw, and winner of the 2005 African-American Wrestler of the Year award, not to mention four-time winner of THQ's annual charity gaming tournament. His athleticism and T-Bone finisher have helped him grow quickly in popularity.



Triple H

The cover-boy of WWE SmackDown vs. Raw 2007. The Triple H moniker actually refers to his previous alias, Hunter Hearst Helmsley. Though popular, controversy seems to follow Triple H wherever he goes, both in the ring and out, not least for knocking up Vince McMahon's daughter.

A SWEEPING SAGA
AN ANCIENT BETRAYAL
A BATTLE TO END ALL BATTLES



99

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IMMERSIVE BATTLES



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BODY SLAM!

championship belt is no longer just a thoughtless exercise in button pounding; once you make it to the top of a ladder, you'll need to reach out an arm using an analog stick, and find the sweet spot that'll release the prize to your slippery grasp. You can reach with both hands using both sticks, depleting the "ladder gauge" much faster, but you're more prone to an abrupt and painful descent if you can't find the sweet spot quickly. Getting up those steps is hard enough, but trying for the belt uses up a lot of stamina, so you better be damn sure you're ready to win before making the trip.

Better still, in this match type's new incarnation you'll be able to lean one ladder against another, position them against turnbuckles both vertically and horizontally, Irish whip some poor fool into them, or scissor an unfortunate casualty inside one until he begs for mercy. Who hasn't wanted to use that handy steel apparatus to do inventive bodily harm? Hell, one doesn't suit up to hurt someone's feelings.

Full Contact Carpentry

The Table match also gets a makeover this time around, making it much more exciting and long-lasting. Previously, Table matches tended to be over before they really began, and the impact of smashing another human being through furniture felt a bit underwhelming. Now you've got to have a finishing move icon stored, and your momentum meter filled, before you think about going for the big crunch.

Once you've managed both prerequisites, you can set up the table, whip your opponent into it, and execute your finishing move. Every wrestler gets his own special finishers for Table matches, and the developers (Yuke's) are determined to bring home the brutality of this match type in the most visceral way possible. To this end, daring players will now also be able to set



You can always count on The Undertaker to take out the garbage without complaining.



Batista

Batista spent much of his early life getting into trouble in the DC area, and this tattooed monster is no small force to be reckoned with in the ring on SmackDown, either. Sporting a giant Chinese dragon tattoo on his back, his favorite finishing moves are the aptly-named Batista Bomb and the Spinebuster.

up a second table on top of the first, then climb a turnbuckle and superplex a foe through both.

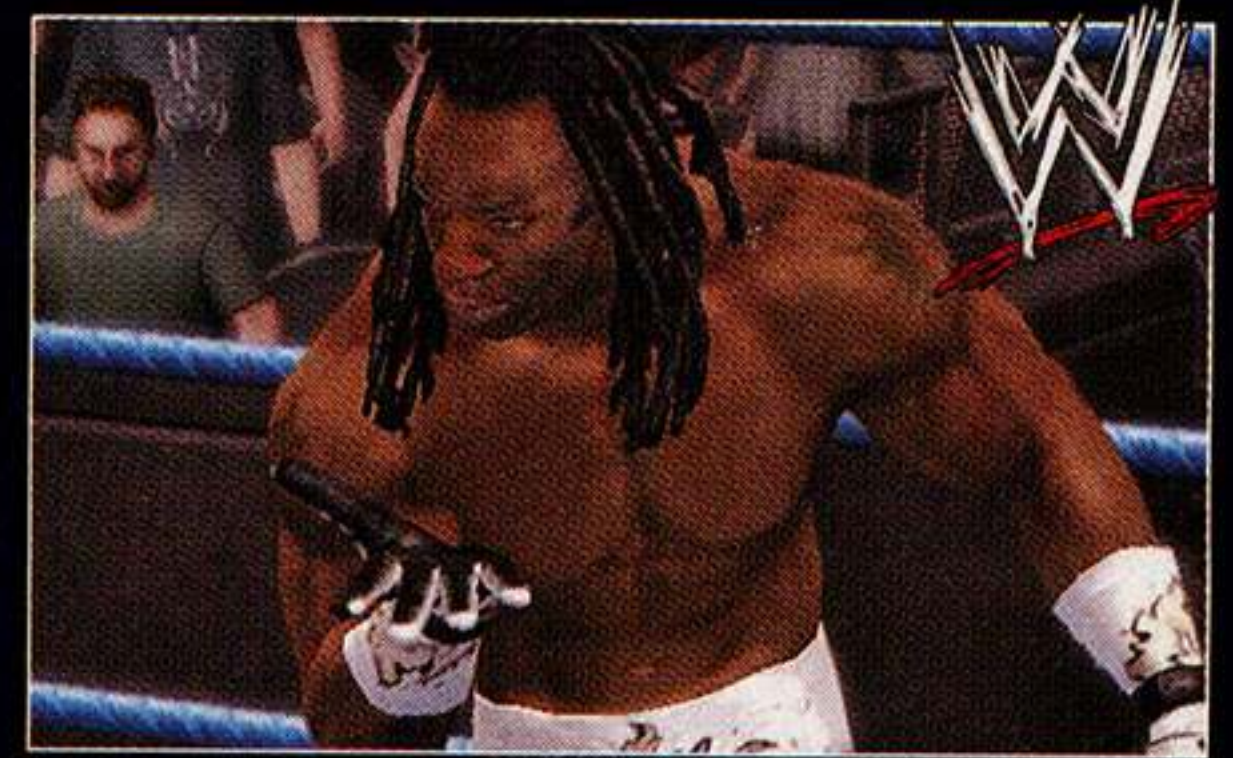
Throw Down Anywhere

While the Xbox 360 features the nicest graphics, the PlayStation 2 version also looks better than the 2006 edition. It might not have the horsepower to support real-time sweat or as detailed a crowd, but the gameplay is nearly identical. The PSP, on the other hand, features an exclusive tournament-style "Road to WrestleMania" mode. Everything is customizable, from the venues to the match types, and you can choose to watch every card in real-time if you like. Iron Man Mode even takes limb damage sustained in the early rounds all the way to end for the ultimate endurance challenge. No word yet on whether the 2007 edition will correct the heinous load time issues that plagued 2006's UMD on the PSP, but we've got our fingers crossed. The PlayStation 3 version won't be ready until late next year (see sidebar, "SmackDown on PS3").

WWE SmackDown vs. Raw has been the dominant wrestling game on any platform, but it sure doesn't seem to be resting on any laurels. Whether you're lucky enough to go for next-generation beauty, or have to content yourself with current-generation gameplay improvements, wrestling fanatics seem to have a wealth of variety and freedom to look forward to this November.

PS3 Smackdown?

Bad news for you lucky PlayStation 3 owners—THQ recently canceled the PS3 version of WWE SmackDown vs. Raw 2007. A THQ representative told us the company did so in order to "deliver the highest quality content across all next-gen platforms," suggesting that the company didn't want to compromise the quality by banging out a sub-par port. There's a silver lining to this cloud of gloom, however, as the PS3 and Xbox 360 versions of SmackDown vs. Raw 2008 is due in "holiday 2007."



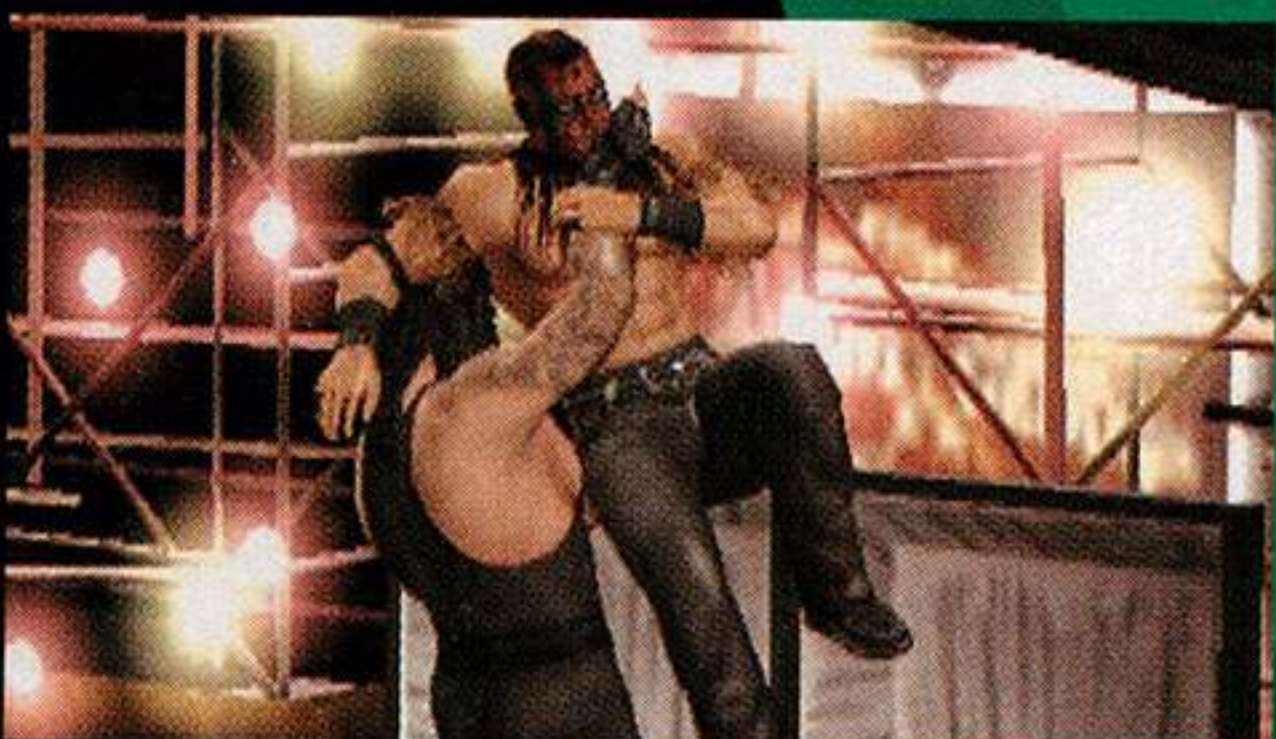
Booker T

Also now known as "King Booker," SmackDown's imposing "Man from 110th Street" and current World Heavyweight Champion has been wrestling professionally since the late 80s, but made his WWE debut in June of 2001. Favorite finishers include the Scissors Kick and the Royal Book End.



The Undertaker

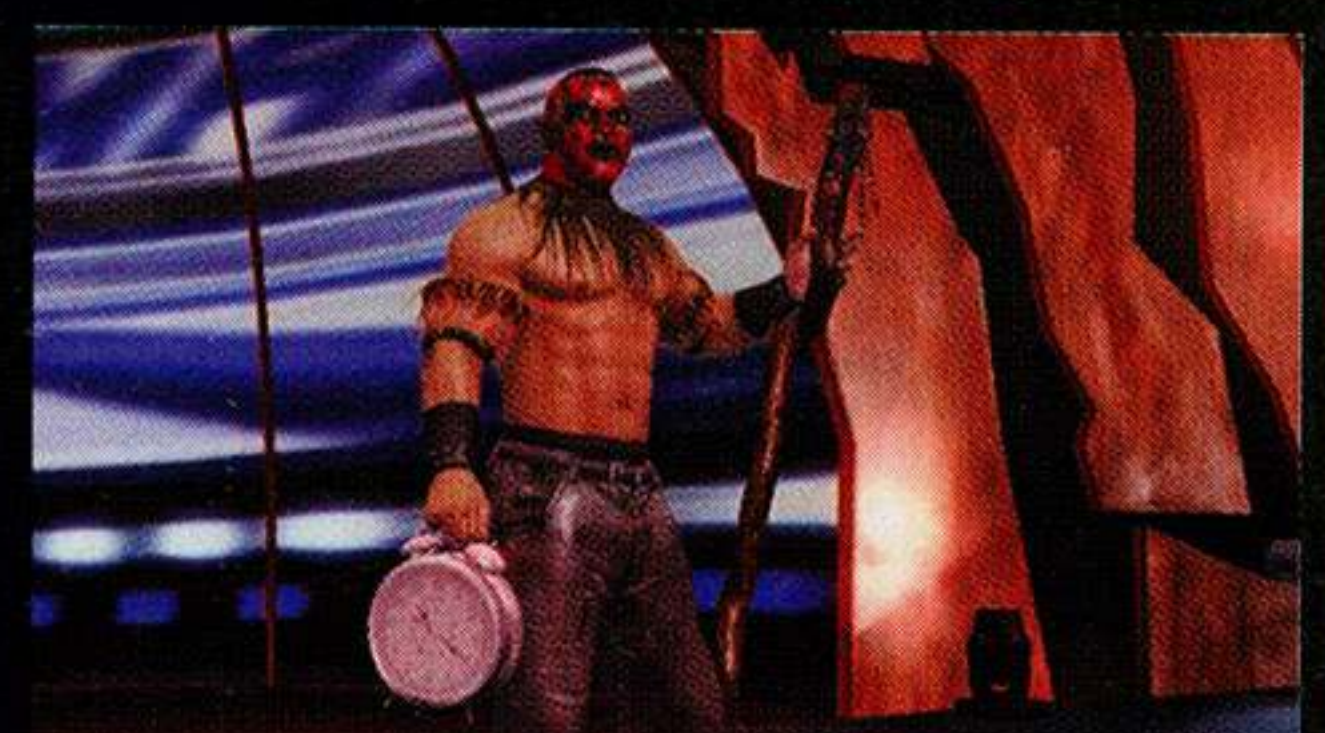
The Deadman from Death Valley's grim dark-side theatrics and imposing 6' 10", 305-pound frame have been a long-time staple in the WWE, and remains undefeated at WrestleMania. Favorite signature moves on SmackDown include the Chokeslam and the Last Ride. The Casket Match can be credited to him without complaint.



It may not be quite as easy on the eyes, but the PlayStation 2 version boasts all the same match types and gameplay features.



All the...er, physical artistry, the...uh, athletic creativity, and the...ah, crowd-pleasing showmanship that is the hallmark of WWE wrestling is on display.



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TOP 20

missions to love in

Grand Theft Auto

Liberty City Stories

TRUE TO ITS HISTORY, GRAND THEFT AUTO: LIBERTY CITY STORIES FOR THE PS2 HAS GIVEN US THIS "CARNIVAL OF CARNAGE" AND WE'VE BOUGHT EXTRA TICKETS TO ALL THE RIDES. *By CandiedSkull*

Being asked to pick your favorite 20 missions in a Grand Theft Auto game is very much like being asked to pick your favorite 20 things to do at your local state fair. Of course, that's not entirely true—unless your local state fair has high-powered weapons, fast expensive cars you can destroy at will, blind police officials, and more debauchery than you can find on any given shelf at an adult bookstore. Listed below are the top 20 "rides" Liberty City has to offer in this latest installment of the GTA series.

20 night of the livid dreads

You're tasked with getting this small trapped group and its injured leader out to the sidewalk where they can get their bleeding friend into an ambulance. Whip out the AK and make your way through the waves of Sindacco family members who want to stop your progress and your heart. Your newfound friends help as much as they can, but it's your own sure aim that eventually gets you out to the sidewalk and the ambulance. You receive financial gains for completing the mission, but more likely you'll notice you're left standing alone, without a vehicle in a bad neighborhood.



19 the whole 9 yardies

Go to the southern end of Staunton Island, walk into a pack of gun-wielding Forcelli family members, and steal one of their motorcycles. By the way, you must do this without killing any of them. If you're successful in stealing those wheels, drive that to the north end of the island, while avoiding the pursuing angry mob, and draw them into a trap set by the Yardies. Make it, and you can help the Yardies put these guys to rest; fail, and you wake up standing in front of the hospital with no weapons (just like in real life).



18 Friggin' the Rigg'in'

Despite Donald's odd eye for cuisine, he still wants to be the mayor of Liberty City, and he wants you to grab a flamethrower and do away with the ballots and the machines that make them, as well as anyone that dares to stand in your way. He even pays for the flamethrower! All you have to do is go visit your favorite psychopath-skinhead-redneck from Vice City, Phil Cassidy, and he'll hook you up with the goods to get the job done. Complete the job successfully, and Donald still doesn't get to be the Mayor.



17 the shoreside redemption

Salvatore Leone is being released from jail and taken to the courthouse. Of course, it would be beneficial to many families if he stayed in jail or died, so you're charged with protecting Sal during transport from the jail in Shoreside Vale to the courthouse in Staunton Island. You're going to protect Sal's armored vehicle while driving a Liberty City patrol car. You'll face roadblocks of Stingers and machine gun-wielding goons in merciless pursuit.



INSTRUCTIONS

1. Cut out game on dotted line.
2. Fold on the solid line.
3. Grab a friend and face off.
4. Both players place 1 M&M'S® MINIS® candy of each color (6) into a hiding spot on their Psychic Hide-N-Seek.

MILK Chocolate
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GAME LAB #523



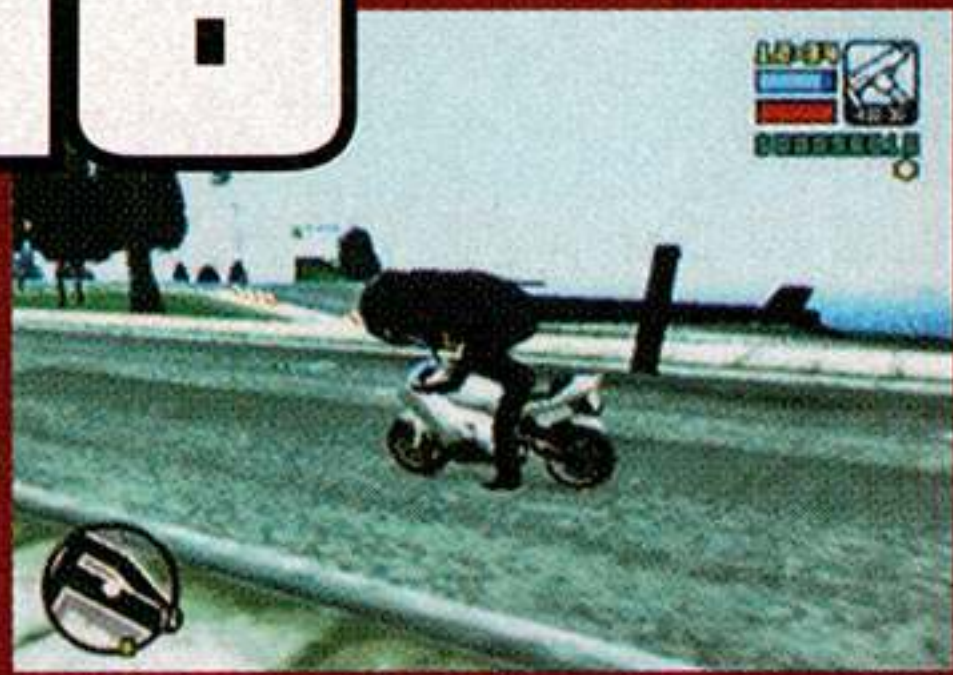
HOW TO PLAY

1. Laugh fiendishly.
2. Use your psychic powers to guess the location of your opponent's MINIS®. (For example: "Bryan, is your red MINIS® candy in the green jungle?")
3. Guess correctly and you GET the MINIS®.
4. Oh yeah, take turns.
5. Win by discovering all your opponent's MINIS® first.



16

DEAD RECKONING



Paulie Sindacco is the target and he's going to be on his boat; you must be creative and take him out without leaving dry land. It's nothing you can't handle with a PCJ 600 and a rocket launcher. Sure, there are a couple of guys that stay on land and want to stop you, but swat them off like flies and stick to your task. Sink Paulie and his boat and you'll be treated to one of those great clichés only Rockstar can provide.

15

LOVE MEDIA GARAGE



The goal here is to collect all the cars on the list and bring them to the garage in Staunton Island. As has been the case with the import/export garages of GTA games past, half the cars will appear on the street right in front of the garage, and the other half are earned by completing various missions or waiting until Shoreside Vale is opened. In a couple of cases, you must look for the sole place the car spawns. The cash and rewards for completing the list are huge, and doing so makes your Staunton Island safe house your favorite place to save.

14

SEE THE SIGHTS BEFORE YOUR FLIGHT



Here's a 12-level side mission that's available once you open Shoreside Vale. It's pretty simple: pick up a tourist at the airport, take them to whatever locale they want in Liberty City, take three pictures of him or her at that place, and then take them back to the airport before their flight departs. The stops are spread out all over Liberty City, and they can be as close to the airport as Cochrane Dam or as remote as the lighthouse on the east side of Portland. Grab a PCJ 600, your tourist, and knowledge of shortcuts, and make the visitor smile!

13

LOVE & BULLETS



This brief but intense mission has you protecting Donald Love with a sniper rifle he thoughtfully placed in the trunk of his limo. After a short drive from Love's office, you are trapped by snipers who are shooting from a bridge and a roof. Hop out of the car, grab that sniper rifle, and use your mad sniper skills. Finish with the upper hand so you can get behind the wheel and return Donald to his office.

11

FALSE IDOLS



Three movie stars are coming to town and you need to kill all three of them. One is coming by boat, another by limo, and the last by helicopter. The one coming by boat is going to change to a bulletproof Patriot for the last half of his trip. A rocket launcher, a motorcycle, and a steady hand are all it takes to complete this mission. The two in ground-based vehicles even come down the same street so you don't have to move! Nothing is more fun, however, than watching a helicopter spin in flames to the ground.

10

KARMAGEDDON



The concept couldn't be any more basic—grab a fire truck and destroy stuff. Run down pedestrians, flip over cars, shove other cars into the water, and make cars flip and spin as you speed up and down the road hitting anything and everything. Cause enough mayhem and you'll only have one thing left to do—destroy the fire truck! This mission is great stress relief, particularly after you've finished the cumbersome fireman missions.

12

MORGUE PARTY RESURRECTION



Necrophilia and cannibalism aside, you've done some killing for Donald and now he wants the bodies. One is inside of a hearse in Staunton, and the other is in an ambulance on Shoreside Vale. If you retrieve the corpses and take them to the specified hangar at the airport, Donald will be very pleased.

9

TAKING THE PEACE



You won't find this type of mission anywhere else in the GTA series. While you sit safely in a van at the hospital, you control a car driven by Paulie Sindacco via satellite. At the right moment, press the button and control his car. Paulie sits helplessly behind the wheel as you use his car to kill a large group of his friends. However, the satellite relay causes a delay in steering the vehicle, so be prepared.

8



IC CONFIDENTIAL

A reporter has the goods on you, and he's going to tell the FBI all about it. You're going to steal an FBI car and get to the reporter first. Bust in on a crime scene (with lots of money lying around), grab an FBI car, and drive away. However, you'll get a wanted level and the feds will give chase. Escape successfully, meet with the informant, take him out, and take the information. Elude pursuers and your secrets will once again be safe.

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7 the guns of leone



Armed with a free sniper rifle, you're perched on a nice cozy roof with an adrenaline pill to snack on while you guard your boss. Eventually you must come down off the roof and shoot face to face, but not before you've picked off many a clueless Sindacco goons. Try not to shoot your boss or his friends, and try for head shots.

6 snappy dresser



You've got to prove to your mom that her boyfriend is a complete pervert. Head to the safe house, grab your camera, and take off in search of Casa the Sausage guy. Follow him around town and watch as he picks up a few hookers and sneaks off to a quiet spot in the woods under the Callahan Bridge. Creep up in the bushes, and when Casa hops out of the van wearing a diaper and sucking on a pacifier, snap a few good pictures. Caught in all his twisted glory, Casa runs away, so take your evidence back to Ma Cipriani.

5 the sicilian gambit



As the final storyline mission in the game, this has something for everyone. It starts with you and Salvatore involved in a car chase, moves to another island where it becomes a gunfight, and then you get behind the wheel of a boat where you must stave off pursuing crafts. It all wraps up with more gun fights. Complete this final mission and then check your stats: If the storyline is all you have been following since you started the game, you'll only be around 40 percent complete.

4 bringing the house down



It's time to get serious, and what better way than to blow up a whole section of Staunton Island? Meet your old friend 8-Ball, load a van up with explosives, and drive into the tunnels beneath Staunton Island. After you evade some bad guys, set your charges, get out of there, and then sit back for one of the best explosion cut scenes in GTA history.

3 more deadly than the male



This is the first mission given to you by Toshiko Kasen, sister of Asuko Kasen from GTAIII, who's also wife of Kazuki Kasen—head of the Yakuza family. She wants you to head down to the docks and steal a large arms shipment from her husband. Go down to the docks, wipe out a bunch of Yakuza by any means necessary, and steal the boat with the arms shipment. Now you must get past a couple of pursuing boats, so eliminate this threat and meet your old buddy Phil Cassidy at the north end of Staunton Island to unload this new booty.

2 panlantic land grab



Avery Carrington of Vice City fame surfaces! He's got some plans to build in the city, and Donald Love wants them. When Avery arrives in Liberty City at the airport, you must find, chase, and kill him to steal the plans. Avery's hired some Colombians for protection, so you must get rid of them first. Bringing the plans to Donald pulls him out of his "slump."



1 the made man

Grand Theft Auto has always in its very spirit been nothing more than a "mafia free-for-all," and what could be more fitting for the number-one mission than the one that is virtually a scene ripped right out of *The Godfather*? Pick up J.D. O'Toole under the false pretense that he is moving up in the business, drive him to the location, where the guy in the back seat promptly puts a bullet in his head. Then take the car and dump it in the river.

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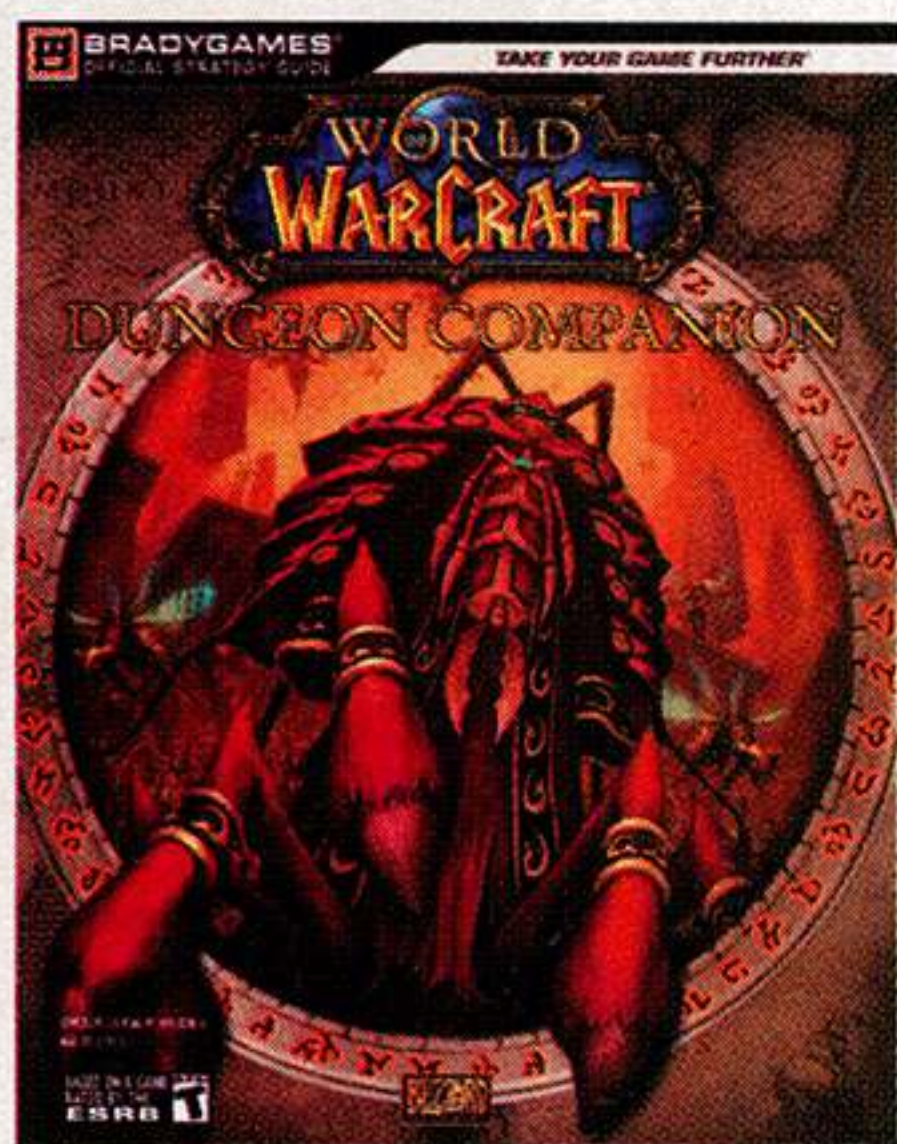
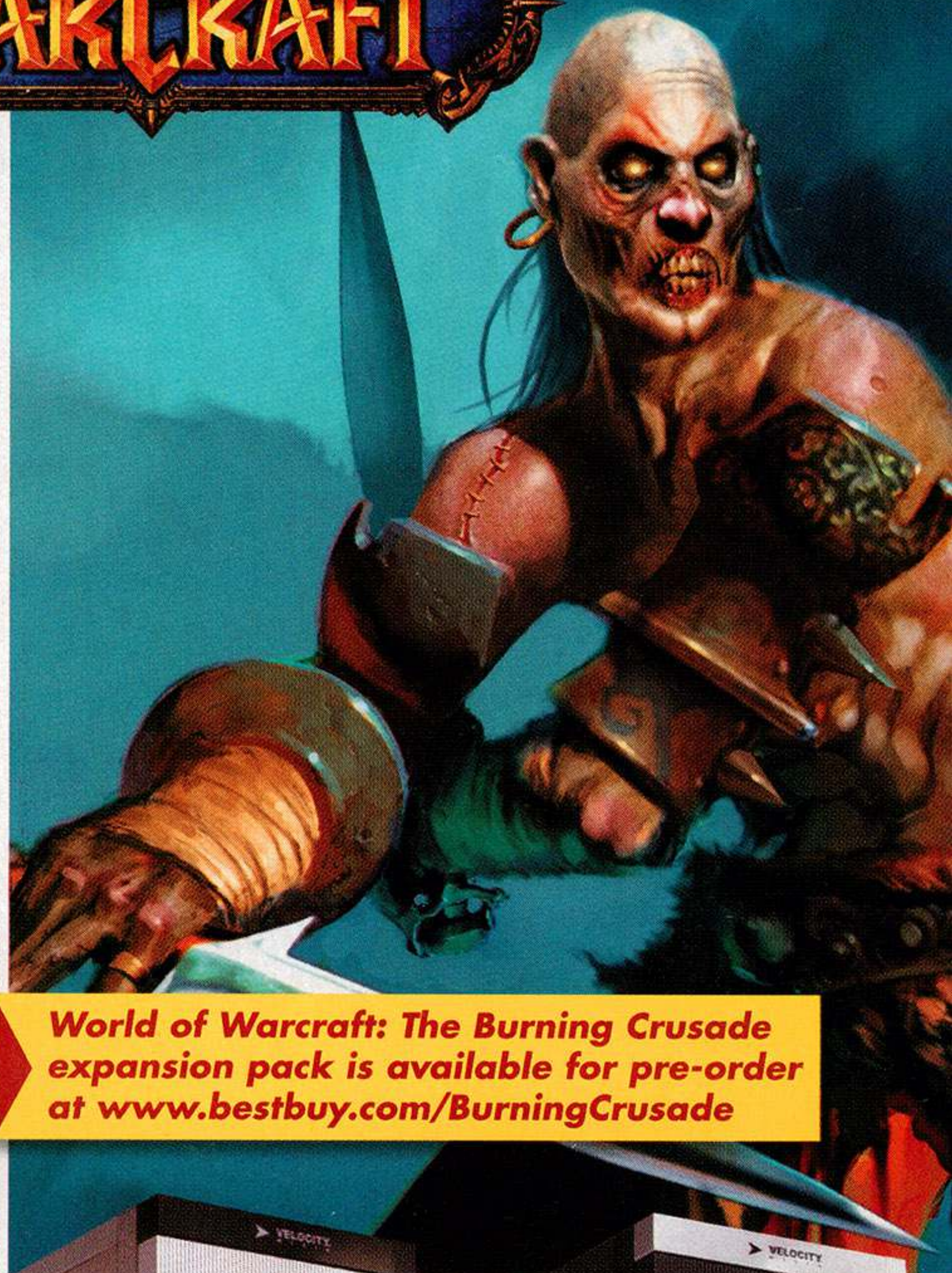
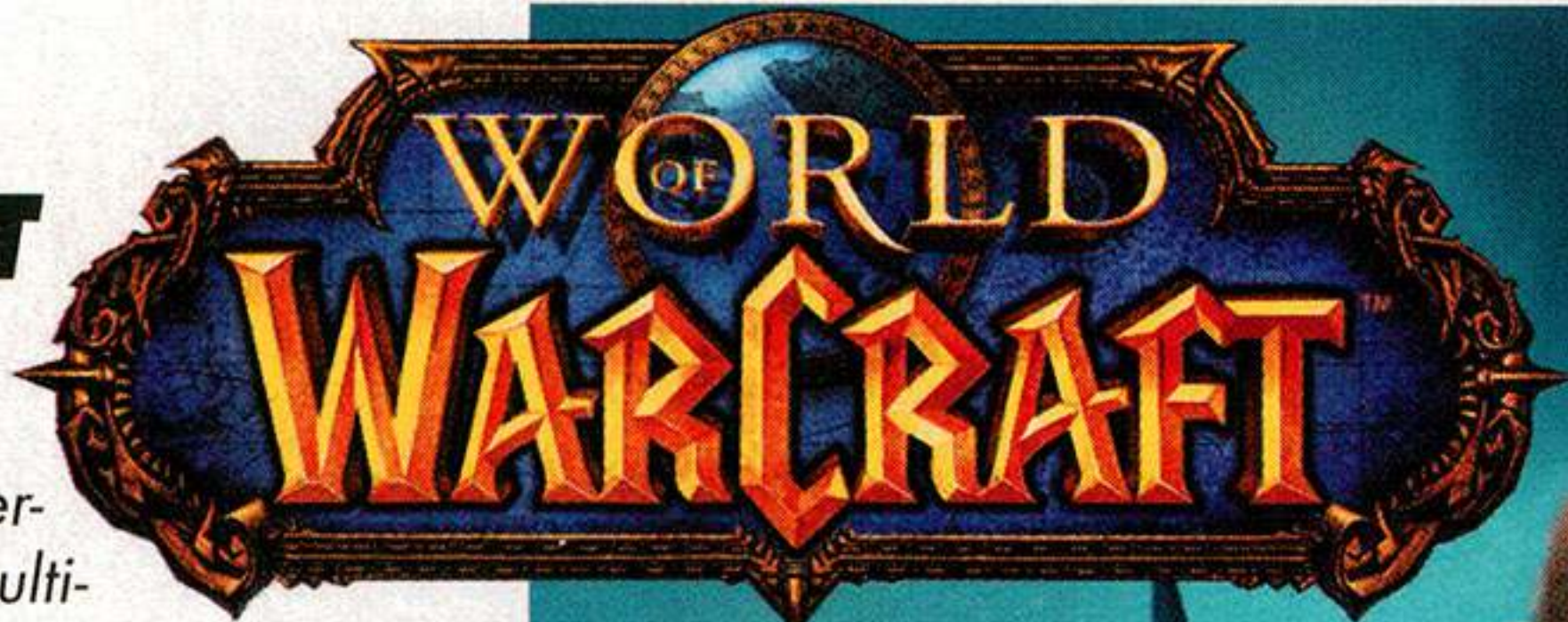
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Wii and Game Cube

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THE LEGEND OF
ZELDA
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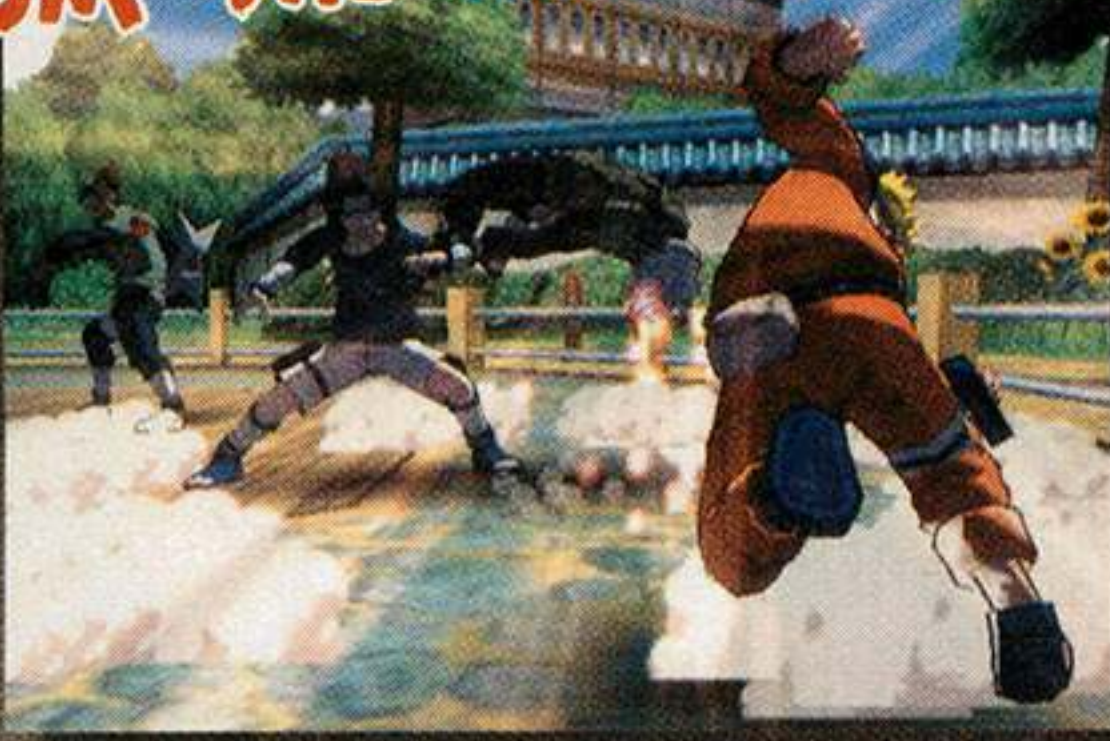
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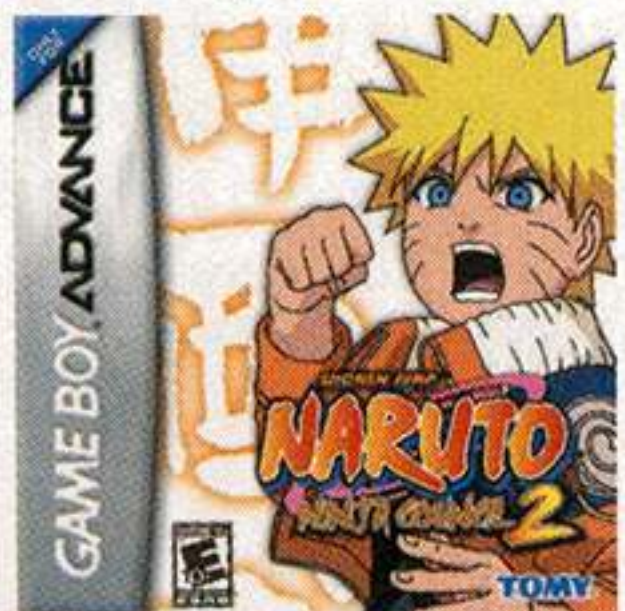
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The



50 Most Memorable Moments in Video Games



Laughing, crying, or screaming in exhilaration are all moments we've experienced while playing video games. For several weeks, the *GamePro* editors brawled over the most memorable story twists, boss battles, and game endings in history. Now we bring you the 50 greatest moments in gaming. Take a walk down memory lane—let's get on with the countdown, but first we need to say the following: spoiler alert! *By the GamePros*

50 Dead or Alive Xtreme Beach Volleyball (Xbox)



That very first game with the DOA girls changed your appreciation for game visuals. It's rumored that the release of DOAX coincided with an...er, spike in the demand for computer-animation courses in high schools and universities as gamers across the country sought to better understand the exquisite mystery that is "jiggle" physics.

49 Final Fantasy III (SNES)



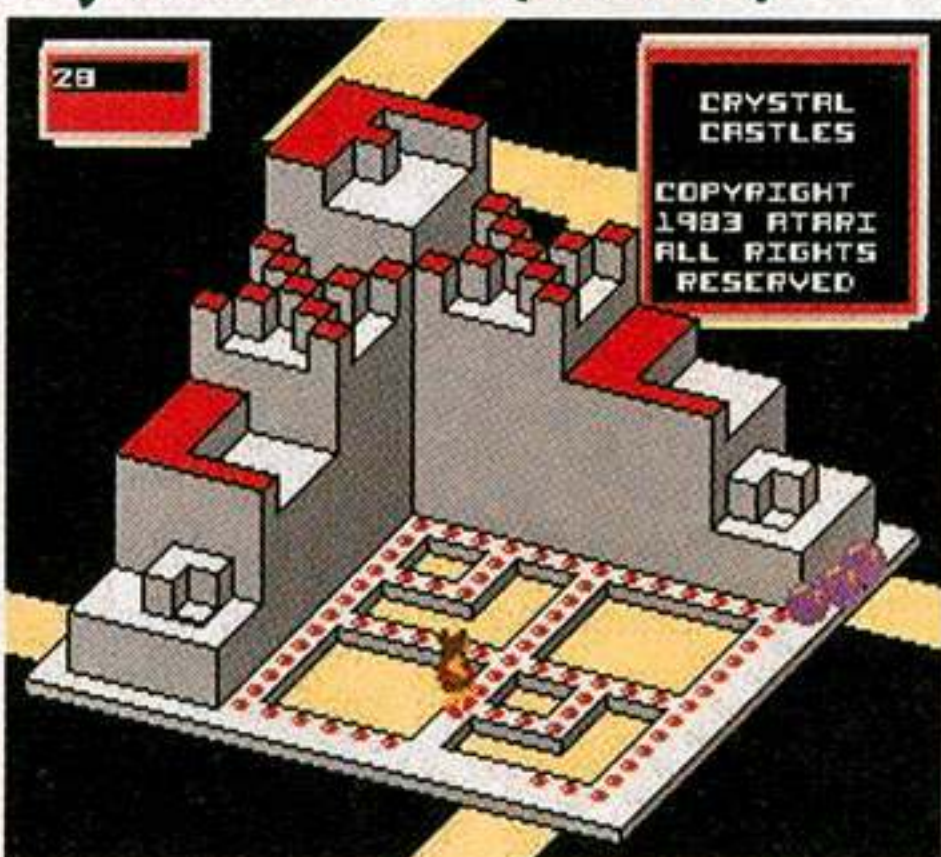
The opera house sequence with Celes and Locke was a standout moment in a game that was packed with them.

48 Metal Gear Solid 2: Sons of Liberty (PS2)



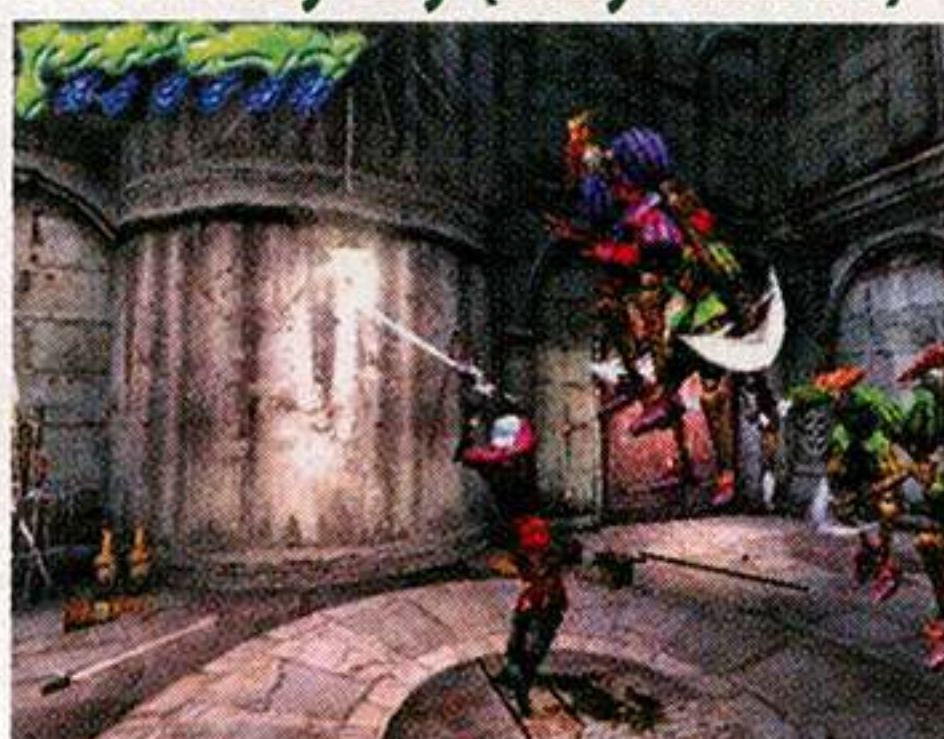
After the Solid Snake's prologue stage on a tanker, the stealthy one stepped aside and let rookie Raiden take center stage for the rest of the game. Putting Solid Snake on ice was a huge gamble that divided Solid fans into "love" and "hate" camps for Sons.

47 Crystal Castles (Arcade)



This was the first arcade game to have an ending instead of simply repeating forever, and it also enabled players to warp ahead in the game under precise conditions.

46 Devil May Cry (PlayStation)



Realizing that you had the ability to swat an enemy into the air, and keep them airborne with a steady onslaught of bullets from Dante's twin pistols.

45 Leisure Suit Larry in the Land of the Lounge Lizards (PC)



Walking out of the bathroom with toilet paper on your shoe in this masterpiece of crude humor and soft-core debauchery, from the days when there was no ESRB ratings system and 16-color EGA graphics were state-of-the-art.

44 Devil's Crush (TurboGrafx)



Feeling the hair on the back of your neck stand up the moment the hard-rock music score kicked-in.

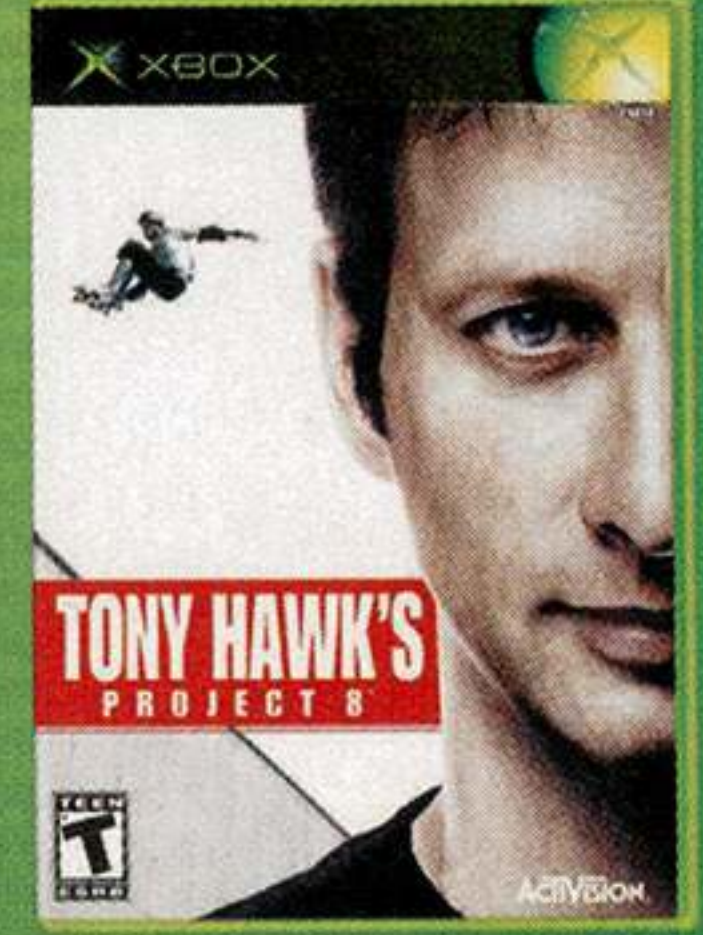
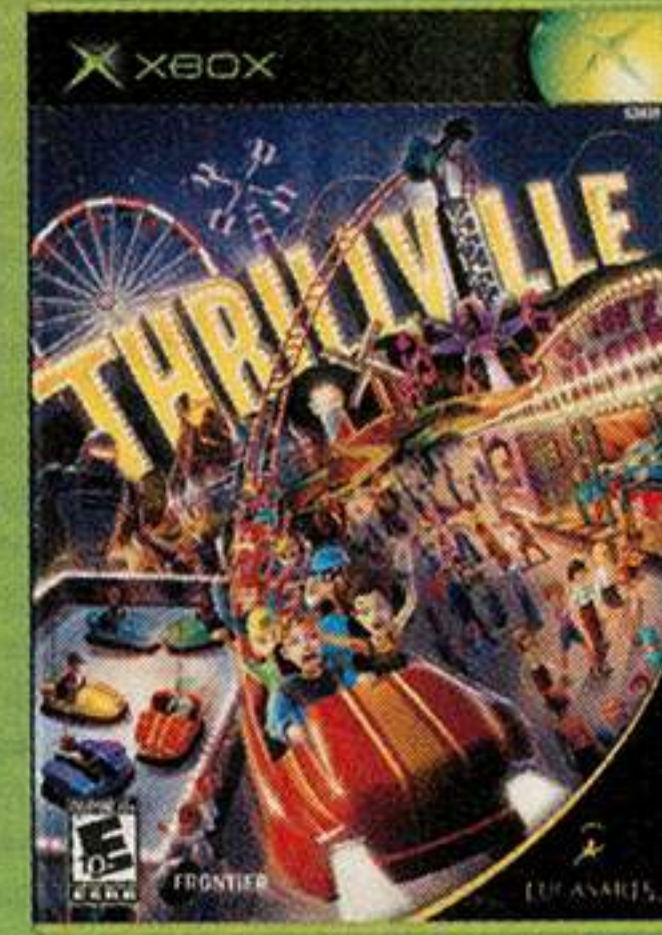
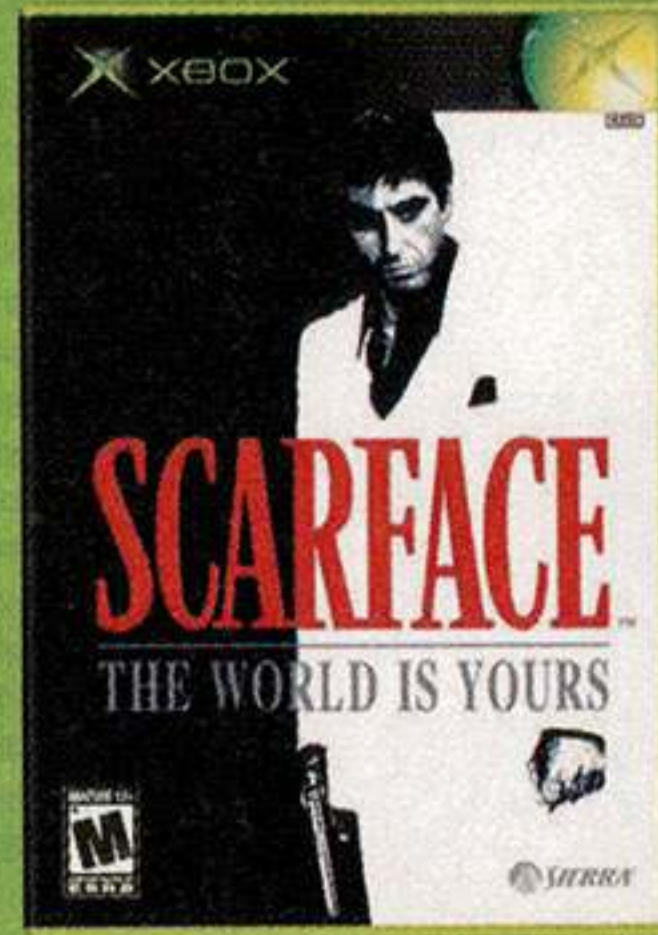
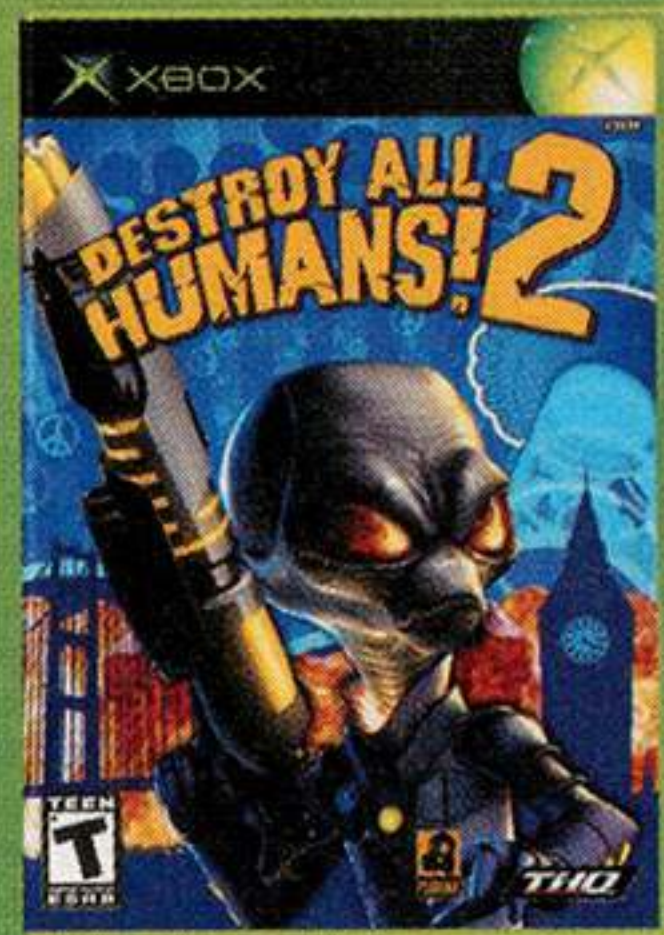
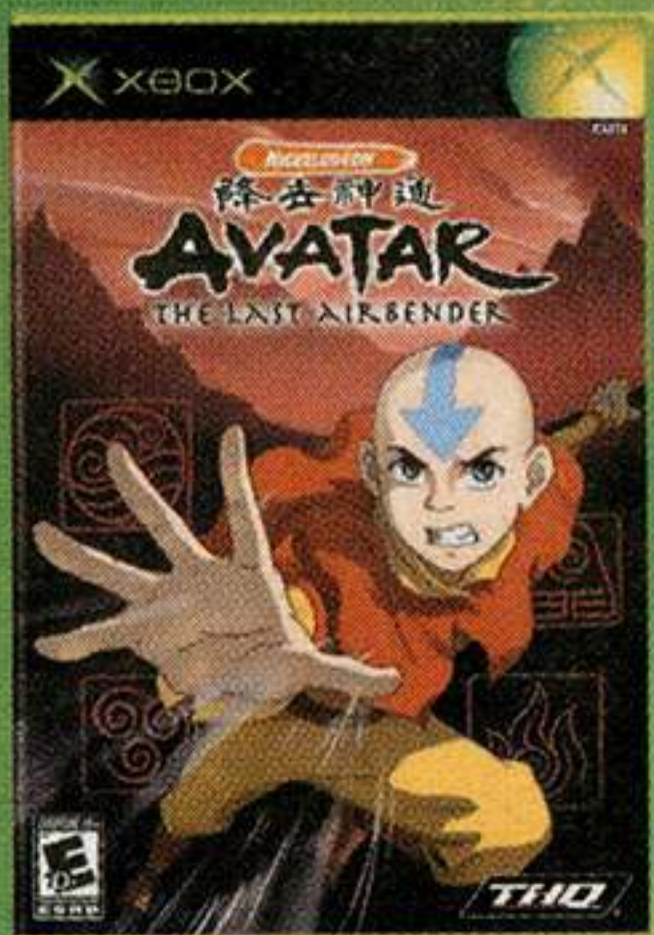
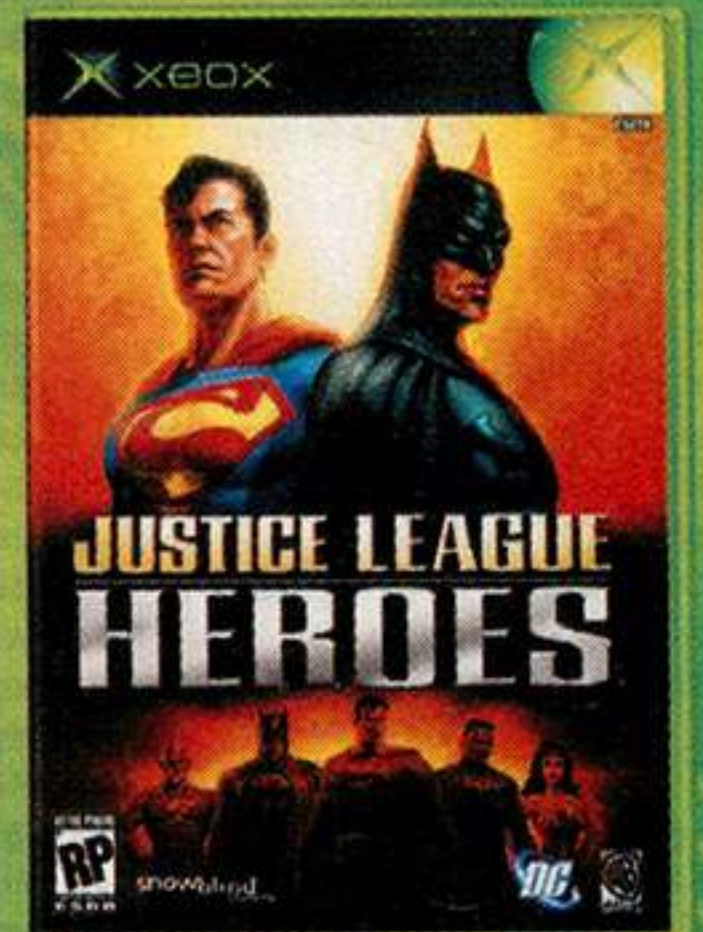
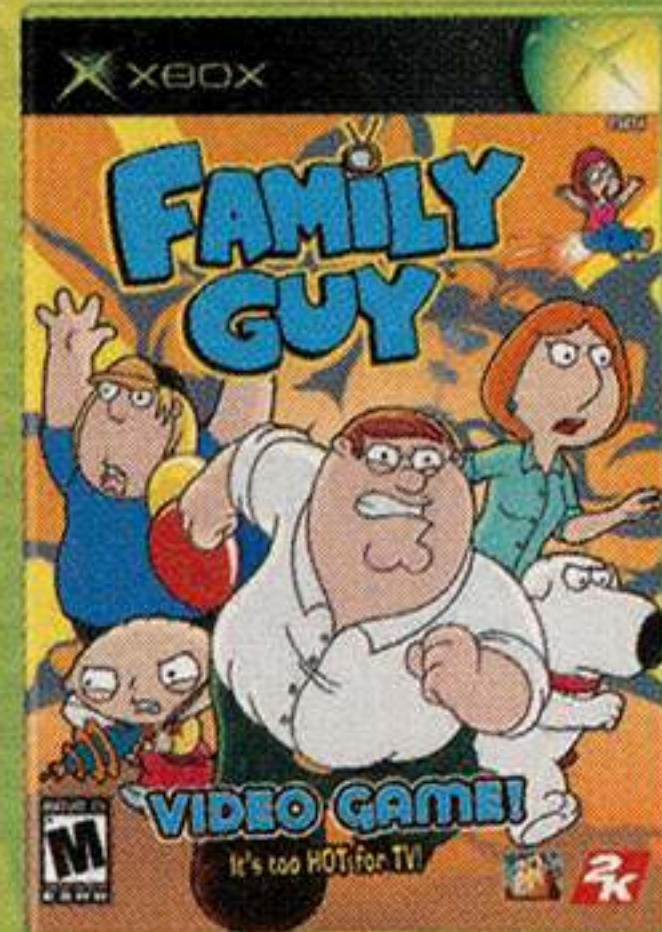
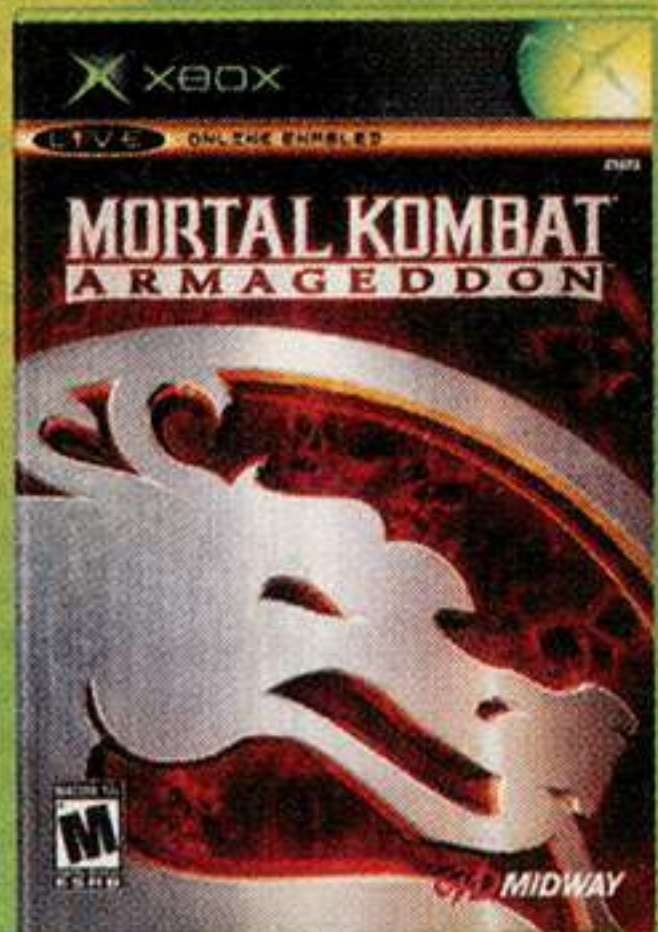
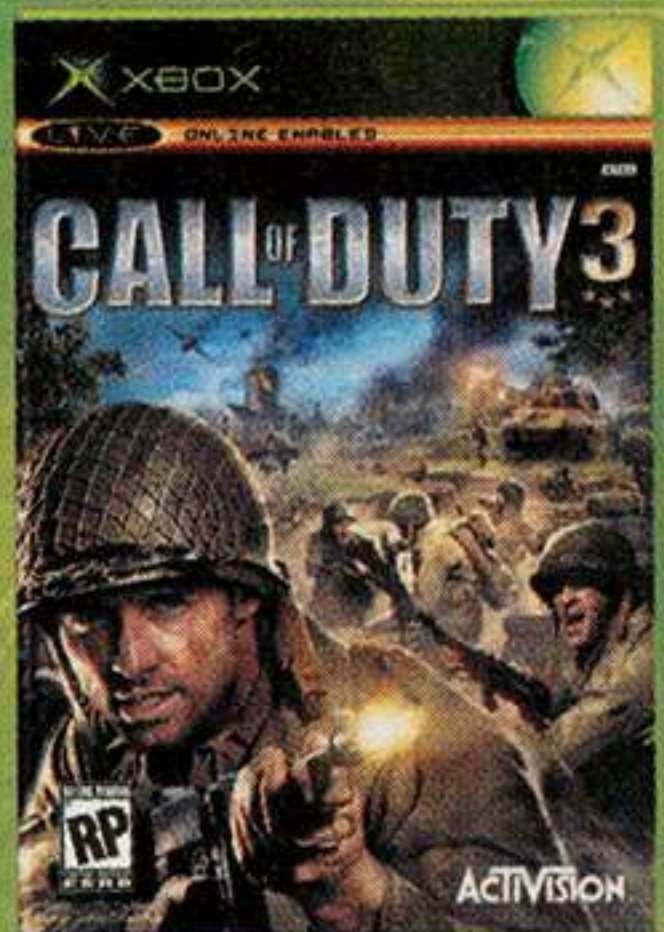
43 Super Ghouls 'N Ghosts (SNES)



Reaching the last stage of the game for the first time, only to be told that you had to go all the way back to the beginning and find a magic bracelet. This was a sickening sucker-punch back in the day.

CONTINUED ►

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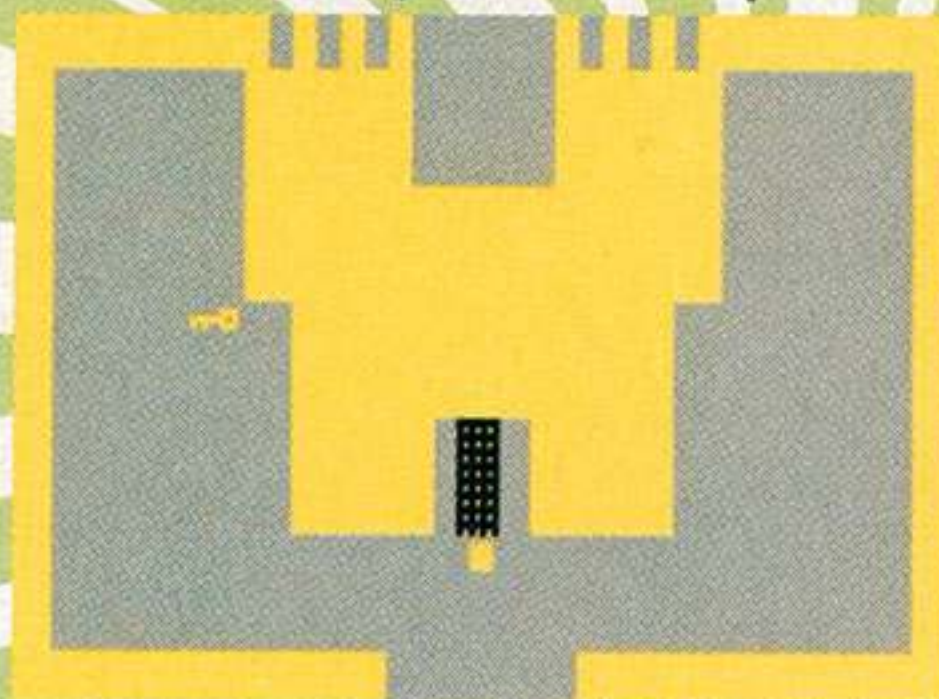
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42 Adventure (Atari 2600)



Finding the magic dot and hidden credits room was so unbelievably cool. It was the first step towards creating secrets in games like Mortal Kombat and the now-mandatory secret codes and unlockables.

41 Far Cry (PC)



Crytek's innovative FPS is maddeningly difficult (but insanely fun), thanks to a small segment of the last level. Consider this: you're holed up in an amazingly well-stocked armory with hoards of uber-destructive super mutants outside barring your path to the game's final boss. The armory houses all the firepower you need, but you can only hold a few weapons at a time and once you exit, the doors lock. What to do?

40 Smash TV (Arcade)



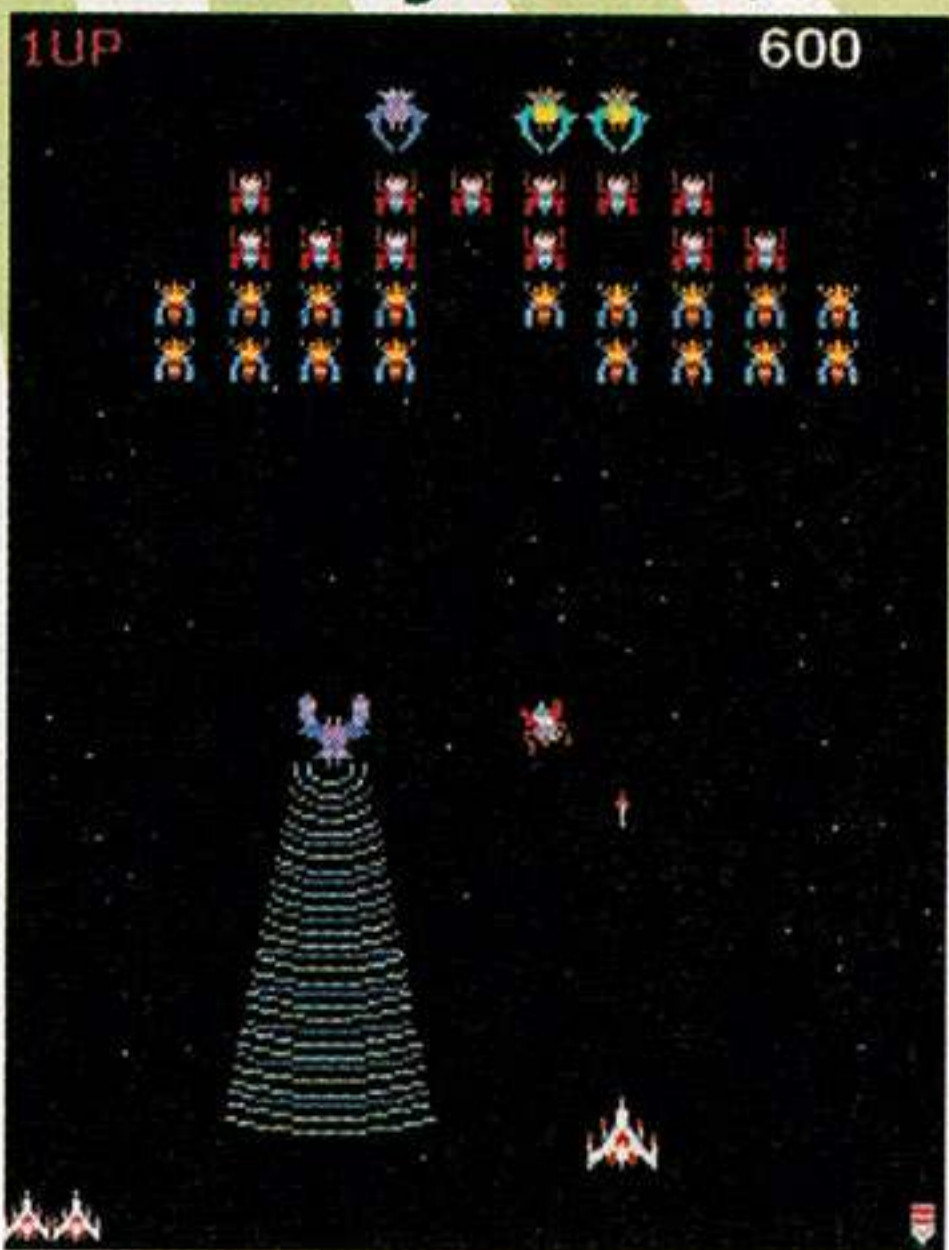
Laying waste to countless foes, collecting 10 keys, progressing to the correct part of the map, and making it into the elusive (and babe-filled) Pleasure Dome.

39 Raiders of the Lost Ark (Atari 2600)



While most of today's gamers will sneer at the ancient graphics, they were part of the game's abstract charm. Finding the Ark of the Covenant in the pixilated dunes took place more in the imagination of the player than it did onscreen, making the experience of winning all the more potent and memorable.

38 Galaga (Arcade)



Figuring out that if you let an alien tractor-beam your ship away, you could set it free with your next life and fire two shots at once. This was the first game to have a real shooter power up—everything from Gradius to Ikaruga can trace its origins back to it.

37 NARC (Arcade)



There's nothing quite like running over drug addicts, dealers, and thugs in a cherry red Porsche 911, and then exploding in a fiery wreck when you slam into a dumpster.

36 Halo 2 (Xbox)



Halo 2 is still the most-played game over Xbox Live. There's nothing cooler than covering a buddy for a flag run and racking up 20 frags in the process. Berserker!

35 F.E.A.R. (PC)



As if taking out a mob of 12 well-armed cronies wasn't cool enough, F.E.A.R. puts all that exhilarating action into slow motion for you.

34 The Elder Scrolls IV: Oblivion (Xbox 360)



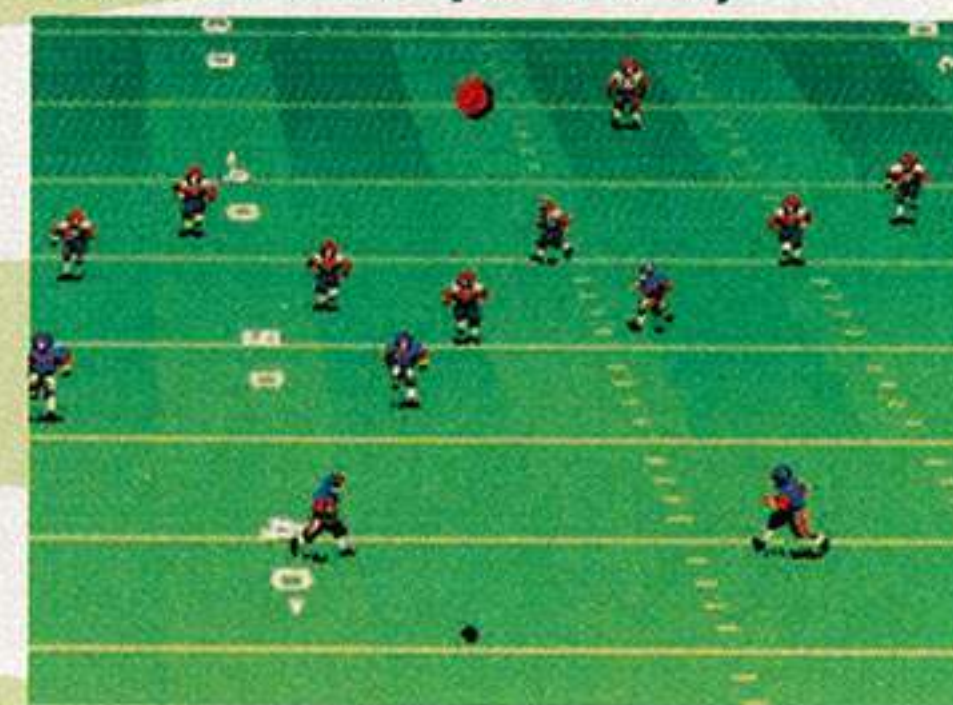
Yeah, it may be a hefty RPG and really slow at times, but the first 30 seconds of playing Oblivion is the best tasting eye candy you've ever had.

33 Street Fighter II (Arcade)



Some people collect quarters with fancy embroidered images on the back, others fill Street Fighter II arcade machines to the brim with them to pit Ryu versus Ken in an epic and emotional brawl to the finish.

32 John Madden Football '92 (Genesis)



Playing a strong pro football simulation was a kick in the pants, but the life altering moment was the first time you discovered a money play in Madden. With that came the realization that at long last your long-suffering Bungles...er, Bengals (or whoever your favorite NFL doormat was) might finally reach the Super Bowl.

31 Burnout: Revenge (Xbox)



The Burnout series just keep getting more explosive and dynamic and the most recent addition to the franchise is no exception. The pinnacle of destruction begins in the crash mode where you strategically cause the largest traffic jam possible.

30 Star Wars: Shadows of the Empire (N64)



This game served notice that the quality of Star Wars games was going up a notch. You definitely felt the Force when you piloted your snowspeeder into the cinematic battle on the ice planet Hoth and discovered you could take down an AT-AT just like in the movie: fire a spike with a cable and fly around the legs until it trips, falls, and explodes. Awesome!

29 Shinobi III: Return of the Ninja Master (Genesis)



The Shinobi series is packed with cool moments such as when you first learn the rainbow shuriken toss. But true insanity runs rampant when Joe Musashi fights the evil flying jet-ski ninjas while he rides a surfboard.

28 Pitfall (Atari 2600)



Realizing that the above-ground and subterranean routes lead to different screens separated the casual player from the extreme gamer. Some just played, others worked out elaborate maps.

27 Fable (Xbox)



Running across a demon door that wants you to fatten up before he'll open up for you, demanding that you consume pies, snacks, and all manner of goodies before you can gain entry.



26 Castlevania: Symphony of the Night (PlayStation)



You think you've finished the game, only to discover that a second castle awaits you... and it's upside down!

25 Breath of Fire II (SNES)



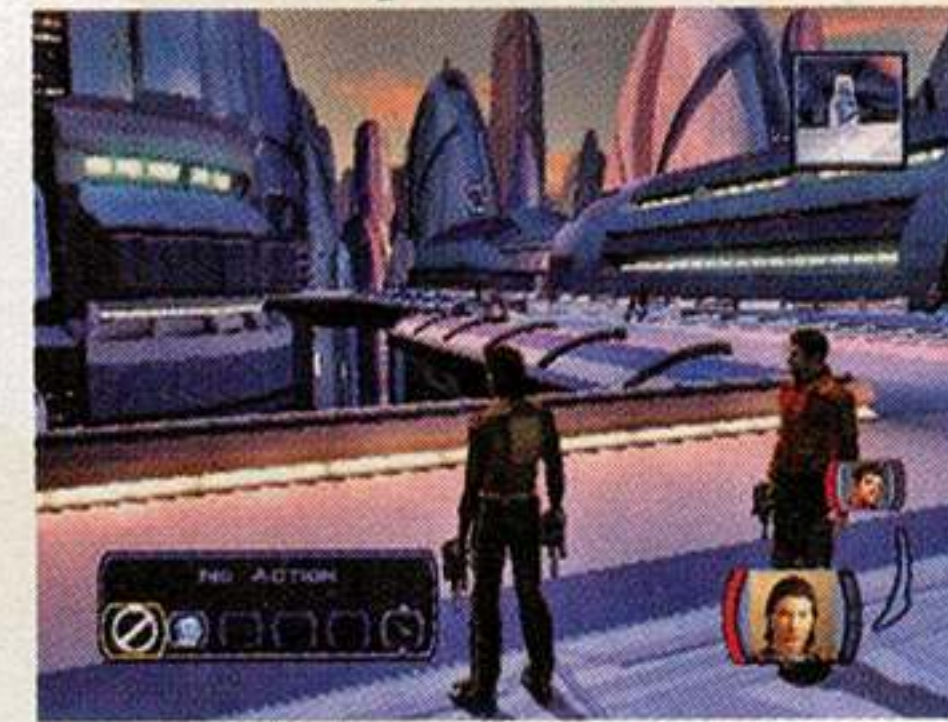
Mina sacrifices herself to become Nina's "wings." Tragic, but sacrificial game progression earns Breath of Fire II bonus style points.

24 Doom 3 (PC)



All that future technology at their disposal, and nobody ever thinks to duct-tape a flashlight to their gun? At least the game is pretty—what you can see of it, anyway.

23 Star Wars: Knights of the Old Republic (Xbox)



The story twist here is the *Sixth Sense* of the video game world. It's a reversal so brilliant that you realize you've known it all along but couldn't uncloud it in your mind. If you haven't played this game, run—don't walk—to the game store and start immediately.

22 Dragon's Lair (Arcade)



Although the genre never quite caught on, Dragon's Lair was unlike anything ever seen before it. As much a landmark in the now-extinct arcades as any other game in history, Dragon's Lair caused the collective jaw of an entire generation to drop.

21 Super Mario 64 (N64)



The one-two punch in the polygonal revolution changed video games forever—moveable cameras and true three-dimensional gameplay put this game a full step ahead of everything that had come before it.

CONTINUED ►

4 CHARACTERS



20 Doom (PC)



When you reached the Tower of Babel level and heard the thundering hoof-steps of the Cyberdemon—one of the greatest bosses ever created.

19 StarCraft (PC)



"Nuclear Launch Detected..." You have to admit, one of the greatest game moments ever is during the first time playing StarCraft when you nuke the hell out of an entire Zerg base. Radioactive giddiness sets in the first time as your units calmly inform you atomic missiles are ready. KaBoom!

18 Sonic the Hedgehog 2 (Genesis)



The first time you reached the Special Stage and activated Super Sonic to scorch the sky like a beam of light.

17 Resident Evil (PlayStation)



The dog that jumps through the window early in the game provided one of gaming's scariest moments. Keep the screams coming, RE.

16 Contra III: The Alien Wars (SNES)



One of the first games to use Mode 7, you knew you were in for a trip when early in the first stage, a vengeful enemy ship flew right at you and launched two missiles that set the ground ablaze.

15 Mortal Kombat (Arcade)



Experiencing your first Mortal Kombat Fatality is an anatomical epiphany. When Sub-Zero rips out an opponent's spine, or Kano snatches a pulsating heart from someone's chest, or Sonya burns a defeated enemy with a kiss, time stands still. Every kung fu exploitation movie you've ever seen comes to life... and then some.

14 The Legend of Zelda: A Link to the Past (SNES)



This game sent the message that there was a grand vision taking place at Nintendo under the direction of Shigeru Miyamoto. The brain synapses explode when after hours of gameplay: you think you're about to beat the game, only to discover that there are two worlds, Light and Dark, and you must now travel between the two...plus, you're only half way done.

13 Pac-Man (Arcade)



Finding that nook, just up and to the right of the starting point, where the ghosts never, ever find our bright yellow hero.

12 Golden Axe (Arcade)



Screen-filling magic attacks? Check. Epic mounts? Check. Kicking the crap out of thieving elves? Check.

11 Prey (PC)



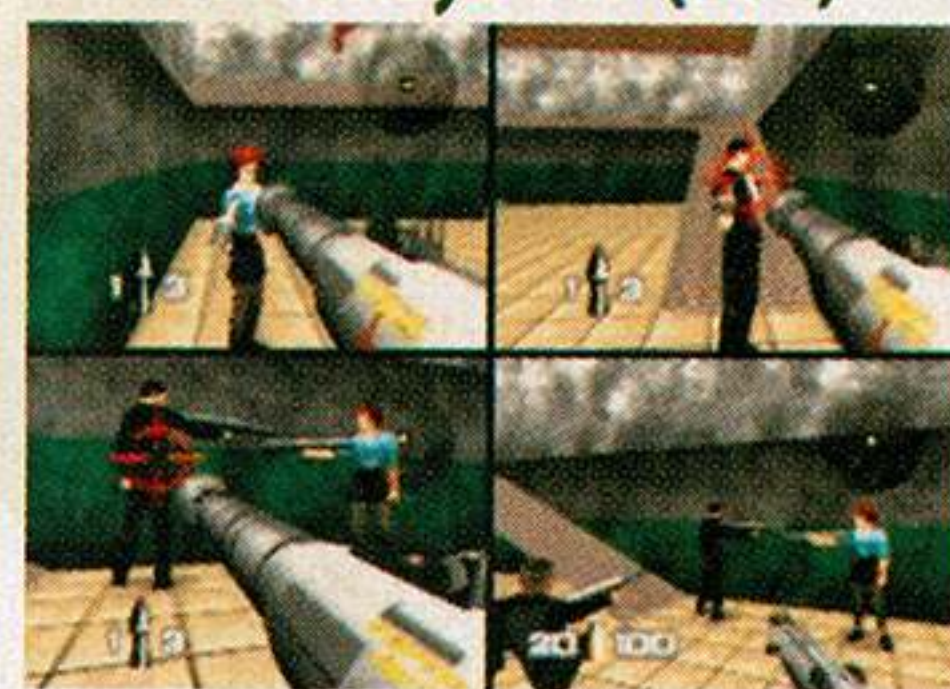
The big reunion with your abducted girlfriend isn't quite what you were expecting.

10 Guitar Hero (PS2)



There's no feeling quite like ripping through a shred-fest of metal riffs while waving your axe in the air like a glorified tool of rock—but it could use a little more cowbell.

9 GoldenEye 007 (N64)



GoldenEye multiplayer mode let the world know that first-person shooters for consoles were here to stay. But the crowning moment was when playing as James Bond you turned the corner to face... mini-Odd Job!

8 Seaman (Dreamcast)



Here was one of the most unique experiences in video gaming. Your thought processes had to be a little wacky from the get-go just to make the decision to purchase this game, setting into motion a chain reaction of bizarre moments that culminated in you being verbally dissed by a grotesque, hybrid man-fish freak of nature. Sweet.

7 Medal of Honor Frontline (PS2, Xbox)



Hitting Omaha Beach on D-Day was terrifyingly real. With the experience of watching the harrowing opening scenes of *Saving Private Ryan* still fresh in most people's minds, this version was inspired, amazing, insane, and pure video gaming gold.

6 Super Mario Bros. (NES)



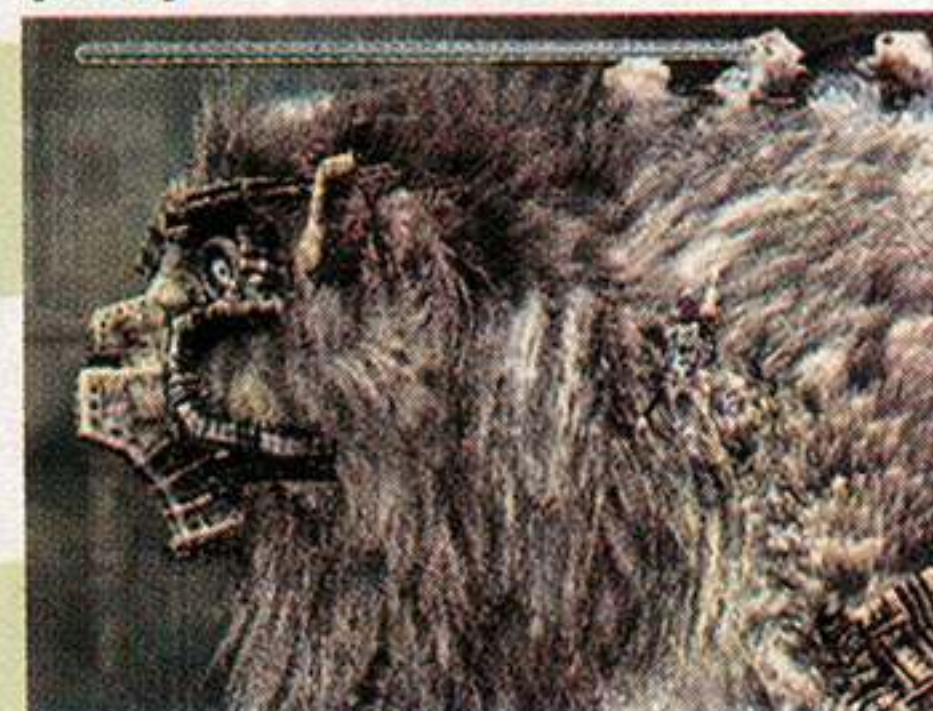
Finding the -1 Level was an urban legend whispered about during tetherball games or while patiently waiting to get back into the fray of dodge ball. "Dude, there is totally a -1 Level in Super Mario Bros., my brother's friend can totally get there whenever he wants." Bouncy-duck-turn-slide-jump and you'll make it. The reward is an inescapable strange swimming level. Rumor has it there's a -2 level if you grabbed the correct sequence of coins, too.

5 World of Warcraft (PC)



Getting any epic item in WoW is a major feat, but after countless hours of playing as a priest, and dreaming from the character creation screen of one day being worthy of obtaining Benediction (the epic Priest staff) when you finally actually equip it, your own personal life soundtrack shifts theme songs into a high gear victory march. Your friends, family, and wife won't care, but it will truly be one of the greatest achievements in your life.

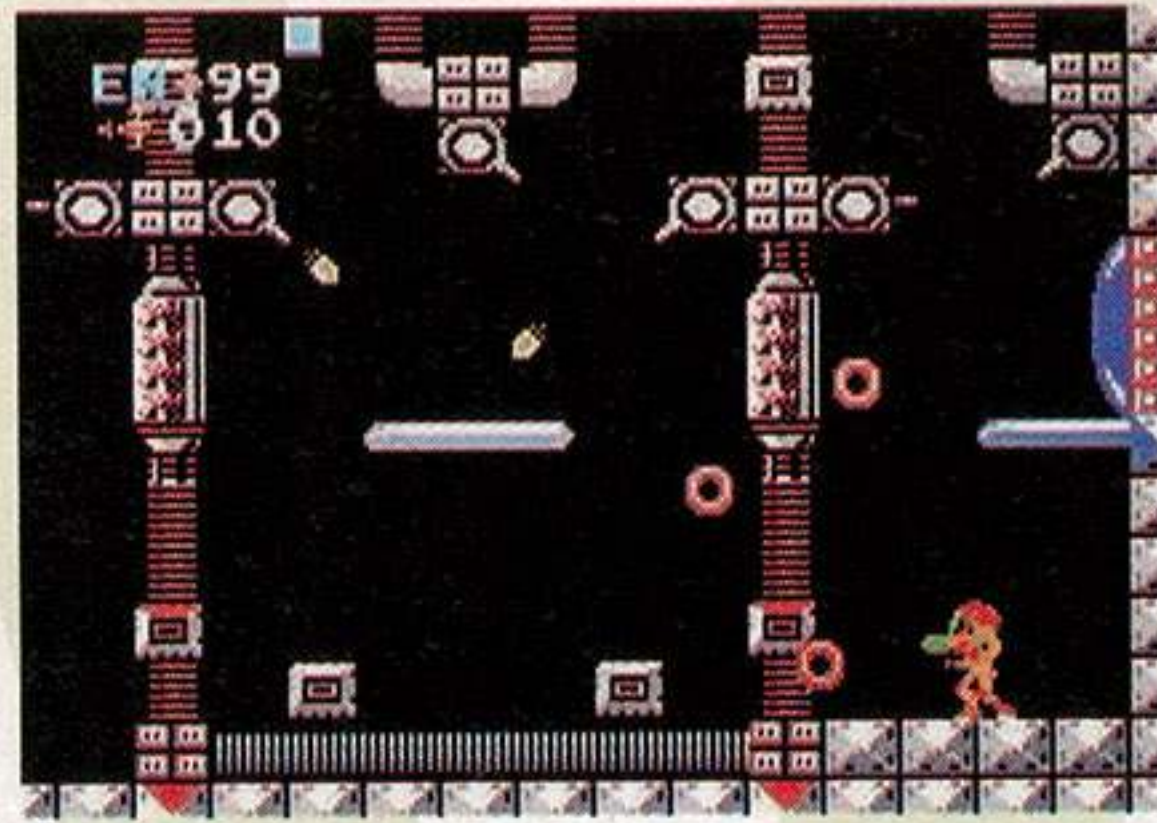
4 Shadow of the Colossus (PS2)



Epic in design and flawless in execution, Shadow of the Colossus is a rare gem amongst pebbles. If slaying 16 giants wasn't cool enough for you, the ending was quite a surprise as the colossal deity takes control of your body and transforms you into a devastating behemoth of destruction.

3 Metroid (NES)

You beat the Mother Brain, race through the tunnels, and when you reach the surface of the planet...blammo! You discover that your hero Samus Aran is a woman. The sneaky game manual referred to Samus as a "he" making the revelation all the more surprising. Cool feature: you could replay the game with Samus sans spacesuit.



2 Halo (Xbox)

Surviving the last level of Halo— aptly titled The Maw. After single-handedly destroying Halo, Master Chief must man the wheel of a warthog and escape before he becomes a part of the rubble. The best part: as the Chief's rescue ship is taken out, Cortana says the jump to the platform ahead is a piece of cake, but instead the Chief and his warthog go veering down into an underground tunnel. Oh, and hundreds of pissed off Covenant soldiers don't help out the situation, either.



But the number-one moment you'll never forget is...

1 Final Fantasy VII (PlayStation)

Aeris is killed by Sephiroth in one of the most heart-breaking scenes ever in a video game. Those big, cute eyes will never blink again, and you'd only be lying if you said you didn't cry.



23 JOBS



279,

POSSIBLE PARTY



FOUR SOULS SHALL BE BLESSED WITH LIGHT, AND SO IT SHALL BEGIN...



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CONFIGURATIONS



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NAMCO BANDAI FALL ANIME ROUNDUP

Japanese anime and manga are surging through the American mainstream for TV, comics, video, and games. Check out Namco Bandai's upcoming video game offerings for this holiday season. *By Rice Burner*



MOBILE SUIT GUNDAM

PlayStation 3

Twenty-seven years after the original Gundam world was conceived, the anime mecha war classic is preparing to hit the PS3 launch window.

In this latest Gundam title, you'll assume the role of either a Federation or a Zeon Mobile Suit pilot during the One-Year War on Earth, and command an elite squad of Mobile Suits. You'll be able to alter orders on the fly to accommodate the rapidly changing combat conditions on the battlefield.

MS Gundam will also sport a location specific damage physics engine, and various customization features for your Mobile Suits, which will enable you to purchase armor enhancements, upgrade weapons, and trick out your mech. With over 30 Mobile Suits to pilot and the awesome graphics power of the PS3, Mobile Suit Gundam is just how a Gundam game should be presented, in high definition with a horde of options.

Developer: BEC

Target release date: November



TALES OF THE ABYSS

PlayStation 2

Namco's latest Tales saga is set to serve up another delicious RPG experience. Tales of the Abyss kicks off in typical fashion with you assuming the role of a sheltered, kidnapped, amnesiac aristocrat who is thrust into the outside world to fend for himself. You must navigate an unfamiliar environment, separate friends from foes, and ultimately save the universe.

This latest edition to the Tales franchise will sport real-time battles with a full six-character party and four-player simultaneous gameplay via Multitap. You'll also be able to customize the A.I. for the CPU-controlled characters in your party, which includes setting the frequency of attacks, item usage, enemy targeting, and Over Limit Mode attacks.

With anime cut-scenes produced by Production I.G. (*Evangelion: Death and Rebirth*, *FLCL*, *Ghost in the Shell*), Tales of the Abyss will definitely be a RPG to check out on the PS2.

Developer: Namco Tales Studio

Target release date: October





.hack//G.U. VOL.1: REBIRTH

PlayStation 2

Prepare to return to the fictional MMO dubbed "The World." In this sequel to the previous four-part series, you'll be thrust into yet another series of events which threaten to shatter reality as you know it.

.hack//G.U. Vol. 1: Rebirth takes place several years after the original games. You'll assume the role of a new player who's saved from PK (Player Killer) characters on his first day of gameplay by another mysterious player. You decide to dedicate your game time to hunting down PK's and searching for your enigmatic savior.

While most of the gameplay mechanics will stay the same, .hack//G.U. will sport a new attack option called Awakening. When the Awakening Gauge fills up, you'll be able to activate this attack option which enables you to enter either Beast Mode or a devastating Demon Mode. .hack//G.U. looks to be on track to deliver another round of suspense and intrigue.

Developer: CyberConnect 2

Target release date: October



NARUTO UZUMAKI CHRONICLES

PlayStation 2

Naruto Uzumaki Chronicles is an off shoot from the original anime and manga story arc. In Uzumaki Chronicles, all the higher class ninja's of the Hidden Leaf Village have been sent out on missions, and it's left up to Naruto and his Genin class cohorts to take on increasingly difficult missions for Hidden Leaf.

You'll play Naruto in a third-person action adventure beat-em-up, but you won't have to fight alone because you can bring a single ally along to help you on your missions. Contrary to many action-adventure games which employ A.I. controlled cohorts, Uzumaki Chronicles only allows one party character onscreen at a time. However, you'll be able to switch characters on the fly and play as your alternate for a limited time.

Available sidekicks have been culled from a wide range of favorites from the Naruto universe, including Sasuke, Kakashi, Choji, Neji, and Shikamaru. Selecting partners also enables you to access alternate paths during missions with their secondary abilities to add variety to an already intriguing-sounding game.

Developer: Cavia

Target release date: November



The Elder Scrolls IV: Oblivion Top 20 Quests

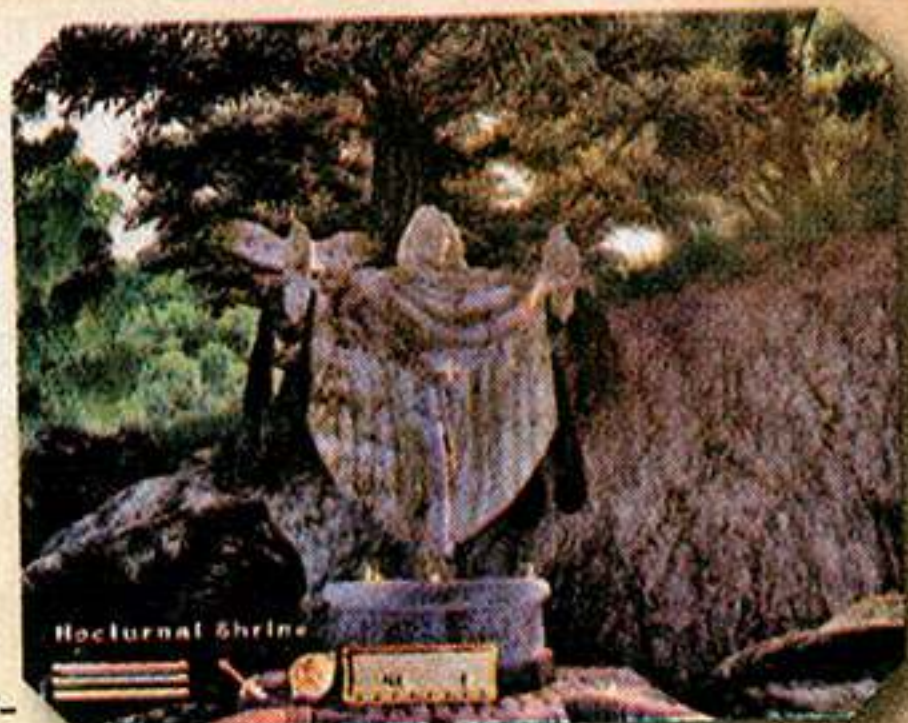
To put it mildly The Elder Scrolls IV: Oblivion is freaking huge! Be you warrior, warlock, or rogue through some combination of creativity, challenge, and reward, the following 20 quests will define Cyrodiil as you know it.

By NeoTerran

One: Nocturnal's Shrine

WHY: No better quest for treasure hunters

PRIZE: Nocturnal Blessing (Security +40), Skeleton Key (unbreakable lock pick)



For all would-be thieves and treasure hunters, there's no better quest. The shrine's located along the road northeast of Leyawiin. You'll need to be at least level 10 to accept this Daedric Lord's request. Two clever Argonians took her Eye, and now this goddess is pissed. Find the Eye and return it in exchange for Nocturnal's blessing (Security +40) and one of the most useful items in the game, her unbreakable lock pick, the Skeleton Key.

Two: Azura's Shrine

WHY: Ideal for enchanting

PRIZE: Azura's Star (reusable Grand Soul Gem)



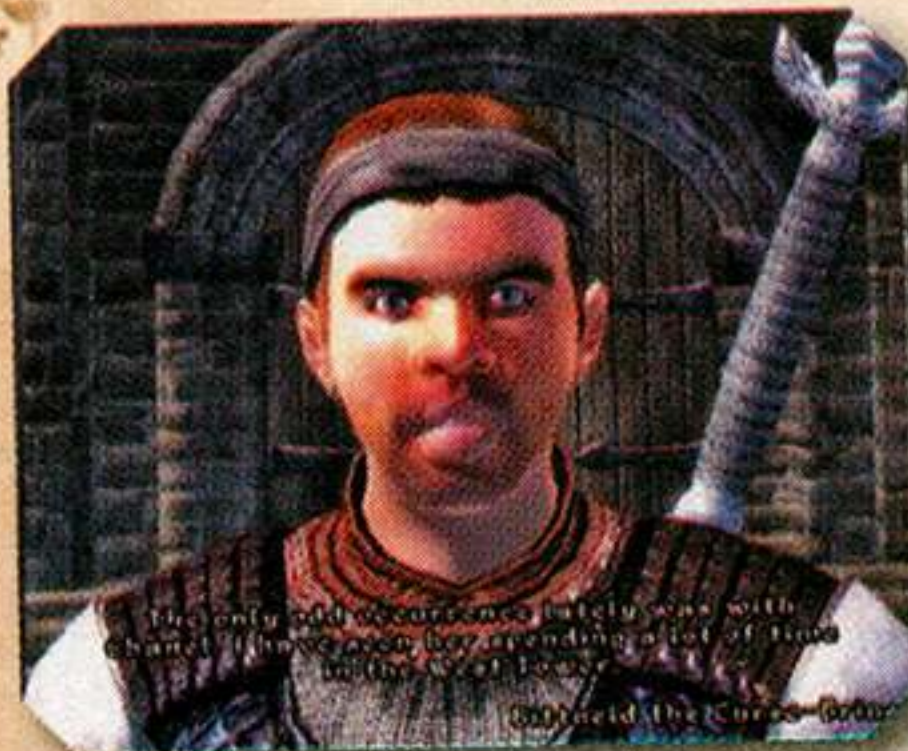
Here's another Daedric quest that's ideal for anyone and everyone who even thinks enchanting their armor and weapons sounds like fun. Take a long walk due east of Bruma or a shorter walk north-northwest of Cheydinhal. With a little fast talking and a pinch of glow dust, a.k.a. leftover Will-o-Wisp, you and Azura will be chatting as

the sun hits the horizon, granted you're at least level 2. She needs you to kill her followers to grant them the permanent cure for Vampirism. Then visit a chapel to keep from following in the footsteps of the recently departed. Your reward will be Azura's Star, a reusable Grand Soul Gem. This enables you to save any Grand Soul Gems you happen to find to cure your Vampirism if you waited too long before visiting the local clergy.

Three: Canvass The Castle

WHY: CSI, Oblivion style

PRIZE: Gold and Gems or Gold, Gems, and a Master Painting



This quest strays from the beaten path, but what makes it worthy of the Top 20 is that it doesn't have to play out the way that at first seems obvious. Offered to you by the Countess of Chorrol, this is a full-fledged investigation to discover who stole a prized painting. You take witness statements and gather physical evidence in the attempt to solve the crime. Yes someone is obviously guilty, and yes, that's technically what the quest requires you to uncover, but can you really blame a person who did it all for "love?"



Four: Through A Nightmare, Darkly

WHY: It's a smorgasbord of action

PRIZE: Six Leveled Scrolls

Retrieval, puzzle, and arena matchup all rolled into one, this quest is actually quite difficult if you're careless. In Bravil, Kud-El of the Mages Guild needs your help to pull her friend out of a jam. This guy trapped himself in...well, himself—more specifically, his dreams. There are four challenges, and you will need to recognize and avoid traps before they are sprung, fight to the death against some mythic beasts, and swim like you've never swum before. Did we mention that you lose all your items and spells? This is a challenge of skills not enchantments.

Five: Lifting The Veil

WHY: Because scavenger hunts rock!

PRIZE: Enchanted Rings



It's cool enough that you are essentially making Cyrodiil history in this game, but this quest enables you to discover it as well. The Countess of Bruma has some ancient documents that lead to a legendary outpost said to contain equally legendary treasure. You must find the landmarks, battle past Ogres galore, and retrieve the loot. What makes this quest really unique is that it's impossible to get to this fort any other way—single entrance, single exit. As a side note, once you make it into Pale Pass, keep an eye out for some Rusty, Old, Forgotten Keys; they lead to the real treasure of Pale Pass, adding extra incentive to take on this quest.



Six: Lost Histories

WHY: Secret Passages 101
PRIZE: 400 Gold and Gray Fox Lore

The sixth quest along the Thieves

guild line starts in Bravil and plays out in Skingrad. You're hunting a book by finding the thief who took it. Clearly not the best of thieves, he's imprisoned in the castle dungeon, where you will learn that Castle Skingrad has secrets—secrets with teeth. This is also a testament to the creativity of the game designers, who transform a six-foot diameter wine barrel into a secret passageway. Just be wary of the Pale Lady.



Seven: Necromancer's Moon

WHY: Humans have Grand souls
PRIZE: The ability to soul trap humans, obviously

Either the 11th or the fourth Mages' Guild quest, depending on where you start counting, Necromancer's Moon is probably your second introduction to Black Soul Gems,

which are on par with Grand Soul Gems but can trap human souls. The mission can be a simple observation mission, but why stop there? Steal the black gem from the altar and soul trap the man who summoned it—ah sweet, sweet, justice. Then, depending on your inclination, you can make a run through the cave and mop up his friends. Another bonus is that this mission spawns four other quasi-missions, should you choose to try them. Remember: Dark Fissure wasn't the only name on that "Hastily Scrawled Note" of Falcar's.



Eight: Unexpected Voyage

WHY: Earning your sea legs the hard way
PRIZE: Gold, maybe an Enchanted Sword

Here's a fun little quest that you stumble across after taking a nap on the Bloated Float in the Waterfront of the Imperial City. You'll wake up and find yourself out at sea. As if that isn't cool enough, you can either kill off the four idiot thieves or con information out of them for an added bonus and a little extra fun. I'm still trying to figure out how the boat made it out to sea in the first place.



Nine: Information Gathering

WHY: Going Jack Bauer on someone
PRIZE: Amulet of Interrogation

Quest number 17 in the Fighters' Guild line, breaks the normal routine of smash and grab...well, kind of. You still get to bust up the infamous Blackwood Company, but instead of grabbing some jewel, you're grabbing a high-ranking company officer. When you get him back to Oreyn, the fun really begins. It's good cop/bad cop time. Will you pummel your captive into spilling his guts or sweet talk him? Oddly, after the interrogation, Oreyn gives you an Amulet of Interrogation, something that could've been helpful 10 minutes ago and that you'll probably never use again.

Ten: The Hist

WHY: Flaming Tree, Maglir finally dies
PRIZE: Head of Fighter's Guild, Helm of Oreyn Bearclaw



Sure, it's kind of cheap to name a final guild quest in the Top 20, but this one actually deserves it. In this quest received from Oreyn once again, you get to dismantle the Blackwood Company and destroy a very important piece of their property, and really, who can pass up wanton destruction of property? As an encore to the flaming tree, you get to kill Maglir, who's essentially the Fargoth of Cyrodiil. Wow, that brings back memories!

CONTINUED ►



Eleven: The Arena

WHY: Best melee challenge

PRIZE: Fame, money, and a weird little boy who follows you

Essentially one giant quest with multiple little parts, the Arena is perfect if you're seeking a little challenge and some extra dough. All you have to do is wander down into the blood works and talk to the man in charge, and you're good to go. The only downside is that other than after the final match versus the Grey Prince, you can't loot your opponents, which is sad because most of them are running with some excellent equipment. There are two ways to finish this, but it really only feels worth it if you opt out of the Grey Prince's side quest. If you're going to be champion of the Arena, you should take it in a fair fight. Granted, I'm speaking almost purely from a sheer challenge perspective.



Twelve: Vampire Cure

WHY: Vampires, like drugs, aren't nearly as cool as they sound

PRIZE: Cure for Vampirism

So you got pissed at Count Hassildor and tried to kill him. Now you're infected with Vampirism, and no chapel will touch you. Lucky for you there's a cure; unluckily,

it takes for-freaking-ever. If you're in the Dark Brotherhood and haven't killed the poor fool, talk to Vicente—he knows a guy who knows a guy. Otherwise, talk to a chapel priest. Three contacts later, you finally find the person who knows how to get things done. In exchange for what are easily the most difficult and annoying retrieval quests in the game, she'll hook you up with a cure, which is arguably the greatest quest reward in the game.



Thirteen: Whodunit

WHY: Scary Movie 17.5

PRIZE: Sweet House, Night Mother's Blessing

This is the seventh official Dark Brotherhood quest, given to you by Ocheeva. You know those movies where people are supposed to spend the night in the house and get tons of money if they survive? Your job here is to make sure no one survives. Lots of different techniques are available to make it through this one, from a straight-up slaughterfest to a tactful divide-and-conquer maneuver. If you're really good, you can even get the other party guests to help with the killing. The reward is twofold: You'll get a blessing that increases skills, and you'll get the house, only fitting as you did survive the night there.



Fourteen: The Purification

WHY: Murderers are traitors

PRIZE: Black Invincible Horse (Shadowmare)

Ninth in the Dark Brotherhood line and the first official quest from Lucien, this quest demonstrates the efficiency of the Dark Brotherhood and helps explain how they manage to stay so secret. Hopefully you haven't grown too fond of your fellow murderers because you need to kill them. One is a traitor, but we don't know who, so in the grand tradition of covering your ass, you're just going to wipe them all out. Don't worry, though—in exchange, you get a really sweet-looking horse, the Shadowmare.



Fifteen: A Brush With Death

WHY: Turpentine kills more than just brain cells

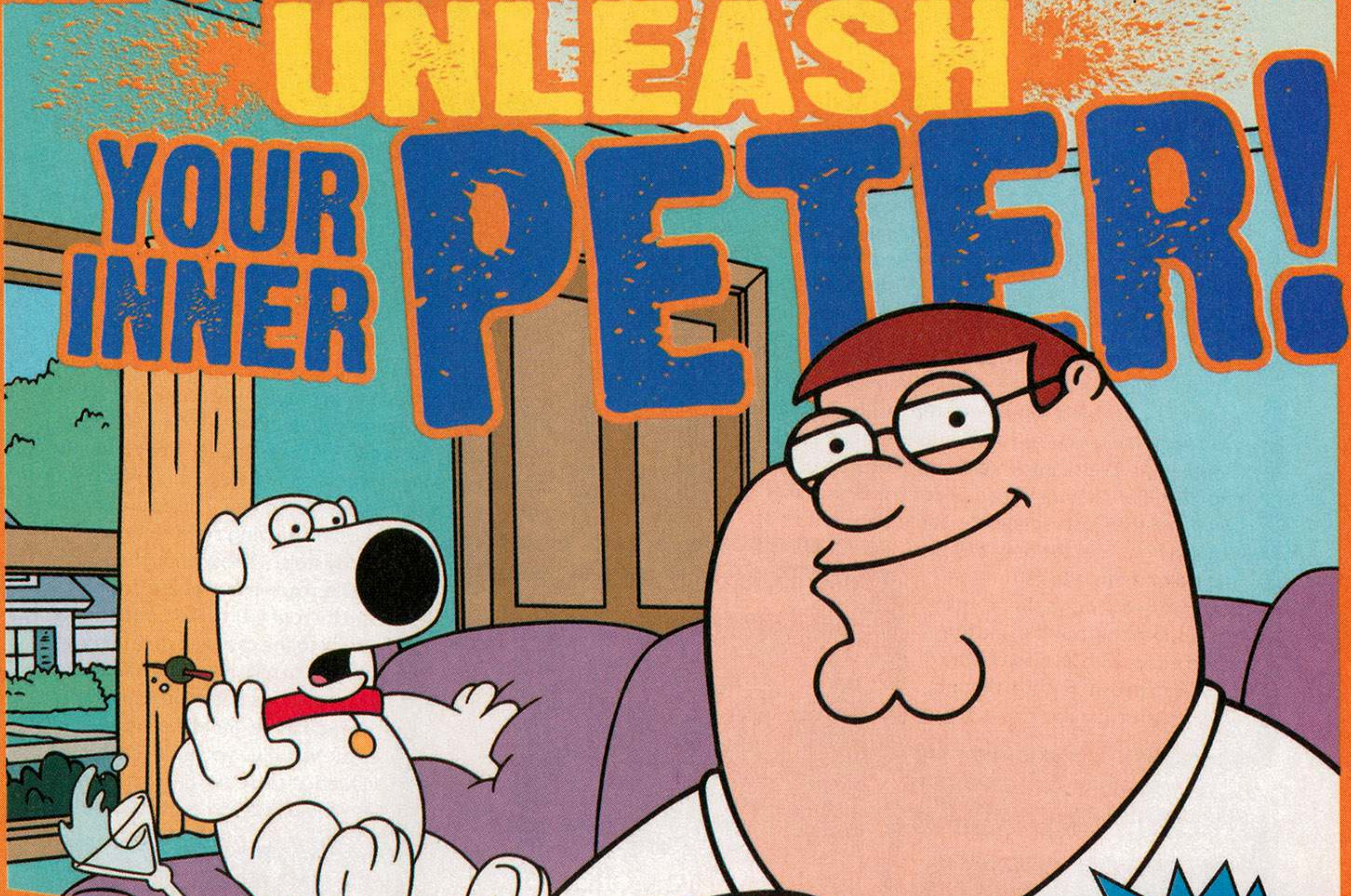
PRIZE: Enchanted Smock (Apron of Adroitness)

Time for another stroll into the bizarre. In Cheydinhal, a great painter has disappeared from inside his locked studio, but to where? Well, into his artwork of course. Jump on in there and experience perhaps the strangest landscape you can discover in a game, along with some very resilient and deadly trolls. While magic, blunt, and blade don't have great effect, turpentine does. You'll get six bottles of it from the painter. Be sure to loot the corpses for the ultra-rare painted troll fat.

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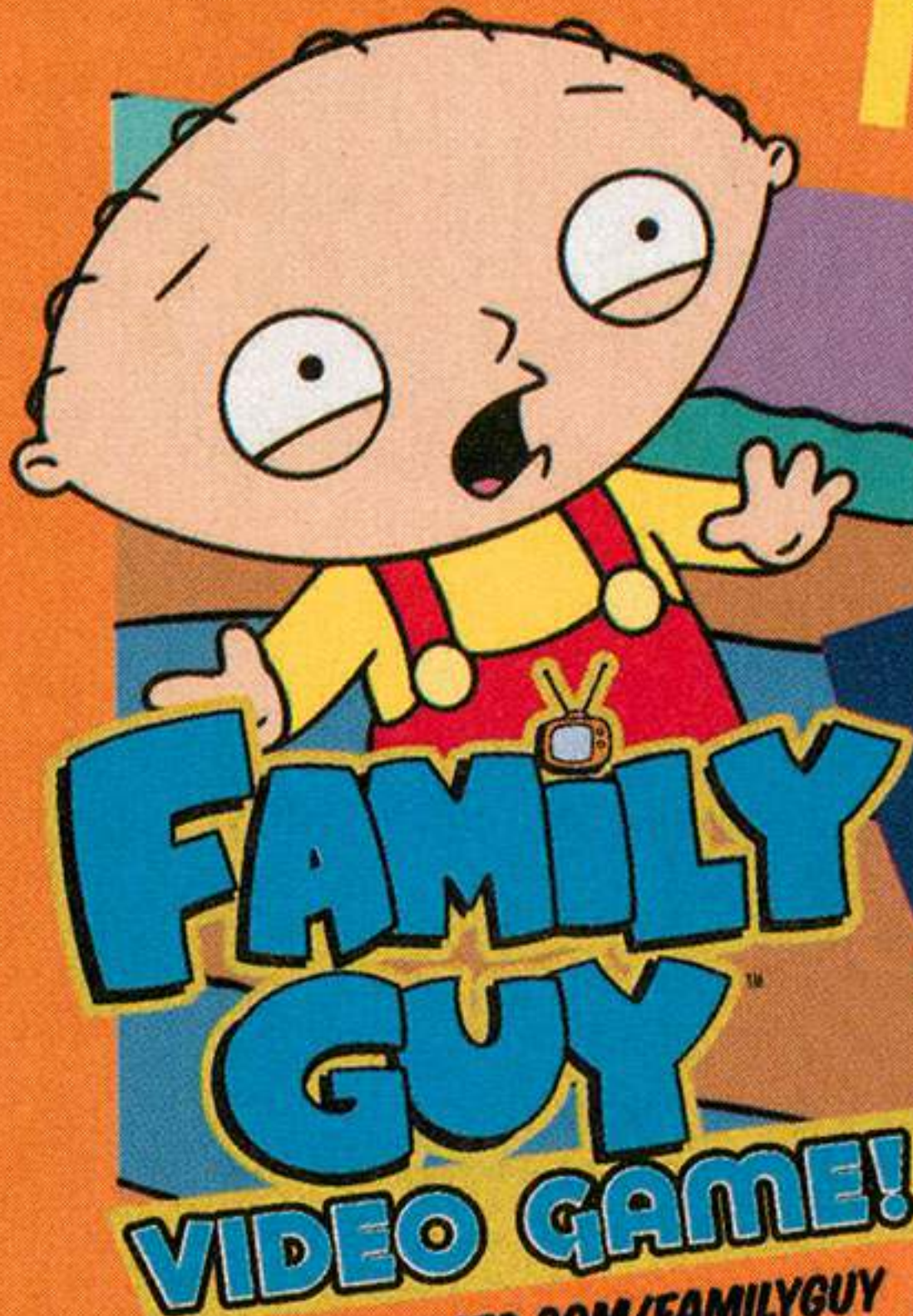
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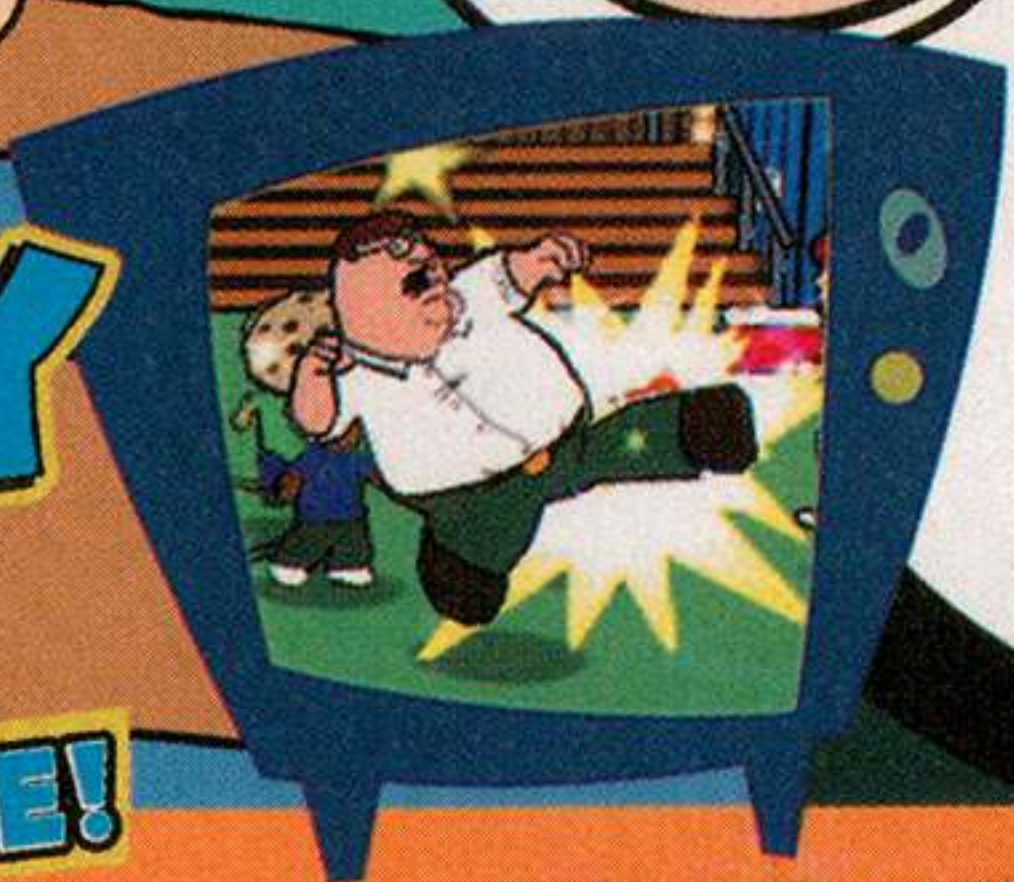
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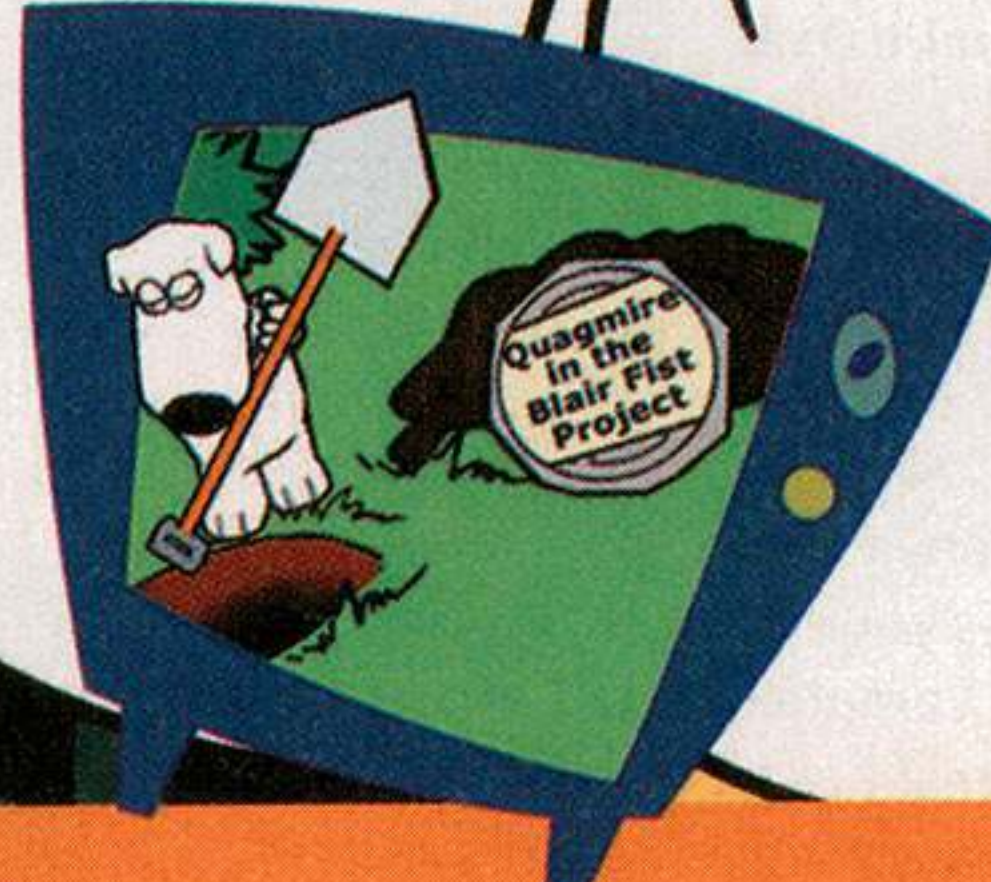


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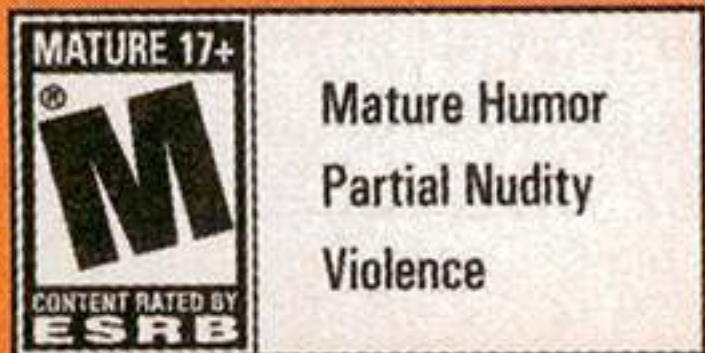
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Sixteen: Whom Gods Annoy

WHY: Run your own Everscamp quartet

PRIZE: Ring of Eidolon's Edge

Not particularly difficult, but really, really funny. You'll pick this quest up in Leyawiin as a rumor. Someone has a stinky house, and when you step inside, you find a woman holding a cursed staff and surrounded by four Everscamps. Everscamps are exactly like scamps with the exception that they are more or less immortal: kill them and they just regenerate. Sadly, they don't help out in a fight, and the only way to get rid of them is to return the staff to Sheogorath's shrine, not the normal one, but the one buried in a cave with leveled Daedra. You get a decent reward, though, and some memorable screen shots.



Seventeen: Separated At Birth—Sins Of The Father

WHY: Karma demands a good deed

PRIZE: Enchanted Shield (Escutcheon of Chorrol)

Okay, so this is actually a string of three quests, but, whatever: Consider it all as one. In Chorrol, a notorious drunk has stopped being notoriously drunk, and it has a few people concerned. Enter identical twin. As the title suggests, these two were separated at birth; reunite them and clear out their daddy's old home. Enter good part of quest. A few days later, you'll be approached

about retrieving something their daddy stole. It's easy enough to track the item down but where do you return it? Your journal tells you to give it back to the castle, common sense tells you to give it to Fathis. Trust the journal, at his peak Fathis will only give you three grand meanwhile the castle will give you a sweet shield valued at close to 18k. Now if only you could find somewhere to sell it.



Eighteen: The Collector

WHY: It's a moneymaker

PRIZE: 10K Gold

An ideal quest early in the game where gaining Gold is an issue. You get it from Umbacano in the Imperial City's Talos Plaza, but before he'll notice you enough to grant you the quest, you need to find and sell a unique Ayleid statue. You'll probably get about 150 Gold when you sell it, but after that, the U-man will give you 500 Gold for each of the next 10 and a 5000 Gold bonus once you complete the set. That's roughly 10,000 Gold before taxes. The hardest part of this quest is just finding the first statue, mainly because you don't even know you're supposed to. You'll get more direction as you go along, though, so fear not.



Nineteen: Order Of The Virtuous Blood

WHY: Cash Corpses

PRIZE: 250 Gold per Vampire Dust, Ring of Sunfire

Another fine quest for gaining Gold, but this one has no upper limit that I'm aware of. Once you become mildly famous, you'll be approached by a woman in the Imperial City who passes you on to the Order. They hunt Vampires, and they want your help. Obviously, this quest has all the dangers of getting bludgeoned to death with the added risk of becoming what you're killing. But when you finish, you'll be paid 250 Gold for every portion of vampire dust you bring them. Combine this with the enchanted chest you get when you finish the Mages Guild and that's 2500 Gold a week. Not a ton in the late game, but it's enough to help you upgrade your weapons, armor, and houses.



Twenty: Light The Dragon Fires

WHY: It's the Final Quest for crying out loud!

PRIZE: Sense of accomplishment, Dragon Armor

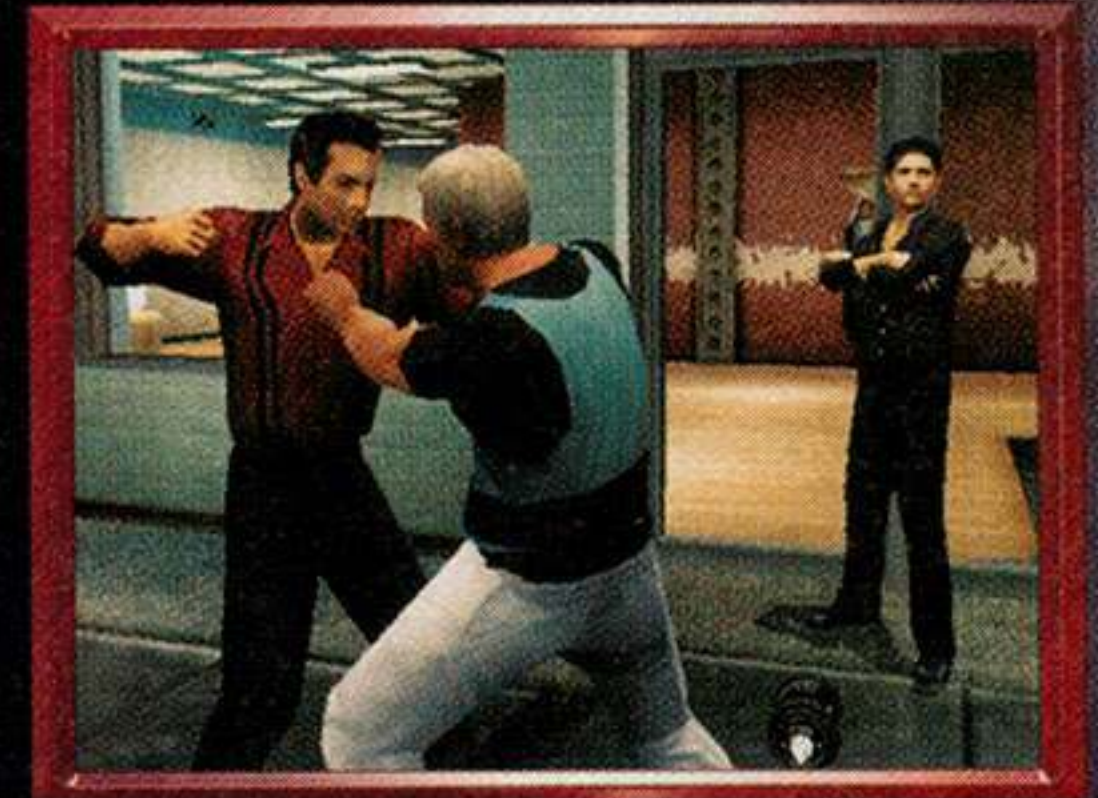
It goes without saying that this quest is the most visually stunning, chaotic, lore-extending quest in the game. As the final leg of the main quest line, this is what it all comes down to. It literally reshapes how the Imperial City is viewed as well as the future of Cyrodiil. This quest will pit the long lost son versus the Elder Scrolls' very own Prince of Darkness. You'll be playing escort, but at least you get front-row seats to the battle of the century. This is perhaps the best quest in the game. The reward is certainly on par as well—a suit of heavy armor that previously only Kings and Emperors wore. You will need to wait a week to get it, but that's okay.

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Guitar Hero II's pumped-up two-player mode and various difficulty settings add excellent diversity to the game.

PS2

Guitar Hero II vastly improves on the original, and it's still the best way to live out shattered rock star dreams without the obvious risk of public humiliation. Plus, you don't come away smelling like cigarettes and shirtless fat-guy sweat. Superb. We recently got our itchy fret-burning fingers on a playable demo of GHII, which had eight tracks, all of which were playable in either single-player or multiplayer co-op mode.

While My Guitar Gently Weeps

For the experienced grinder, the biggest difference in GHII is multiplayer mode; it has really been given a little gas. Now, not only can you play lead, rhythm, and bass parts, but each player can select a different difficulty level. So, if you want to jam out with that special friend who can barely clap their hands to a beat, you won't have to suffer along with the remedial licks. We virtually exhausted the demo version of the game, and here are some of the highlights from eight of the tracks.

—Mr. Marbles

■ **Hands-On** ■ Developer: Harmonix ■ Publisher: Activision
 ■ Target release date: November

Title: "You Really Got Me"

Artist: Van Halen

Breakdown: This one is one of the easier tracks. The expert level of "You Really Got Me" isn't insanely difficult, but it will put your index, ring, and pinky fingers to the test. And, this song ends with the first three-note chord in Guitar Hero. Wicked.

Bass Part: Co-op songs on the demo have either bass or rhythm guitar parts for the second player, while player one whales on lead. This bass part gets the player accustomed to switching gears and laying more of a rhythmic foundation. There is a bit of walking on the bass, which may take some players a little time to get used to.

Title: "Strutter"

Artist: Kiss

Breakdown: Strutter is certainly more difficult than "You Really Got Me," as there are plenty of 16th note triplets and lots of three-note chords. At the chorus, you'll have to shift from a one-three-four finger three-note chord to a one-two-four three-note chord down a fret. It's hard, but made easier with practice.

Rhythm Guitar Part: As the first appearance of the rhythm guitar part, you quickly get the feel of accompanying the lead...and oh how your fingers will burst with pain! Basically you're in for



a crapload of strumming, so we suggest alternate picking.

Title: "War Pigs"

Artist: Black Sabbath

Breakdown: Now things are really heating up! Sabbath's eight-minute-plus epic is not quite as trying as Guns N' Roses never-ending "November Rain" would be, but it may feel just as long. "War Pigs" is tough; it has lots of one to five stretching and some ridiculously fast soloing.

Title: "YYZ"

Artist: Rush

Breakdown: Very hard. Although Rush is no doubt known for the classic drumming of Neil Peart, Alex Lifeson's guitar parts are no walk in the park. Think speed—you'll need plenty of Star Power if you want to get through the solos, especially the last one.



Title: "John the Fisherman"

Artist: Primus

Breakdown: You no doubt think of Les Claypool's iconic slap bass and annoyingly piercing vocals when you hear the name Primus, but they do have a guitar, too! Fortunately, the lead guitar part isn't nearly as hard as the bass line, but is still tough. The hardest part is a one to two-three to three-four chord progression that is peppered throughout the track.

Bass Part: On expert, Claypool's bass will blow your mind. Think odd time, ridiculous finger jumping, and three-note chords. 'Nuff said.

Title: "Psychobilly Freakout"

Artist: Reverend Horton Heat

Breakdown: Good luck getting past the first 10 seconds...seriously.

Title: "Who Was in My Room Last Night?"

Artist: The Butthole Surfers

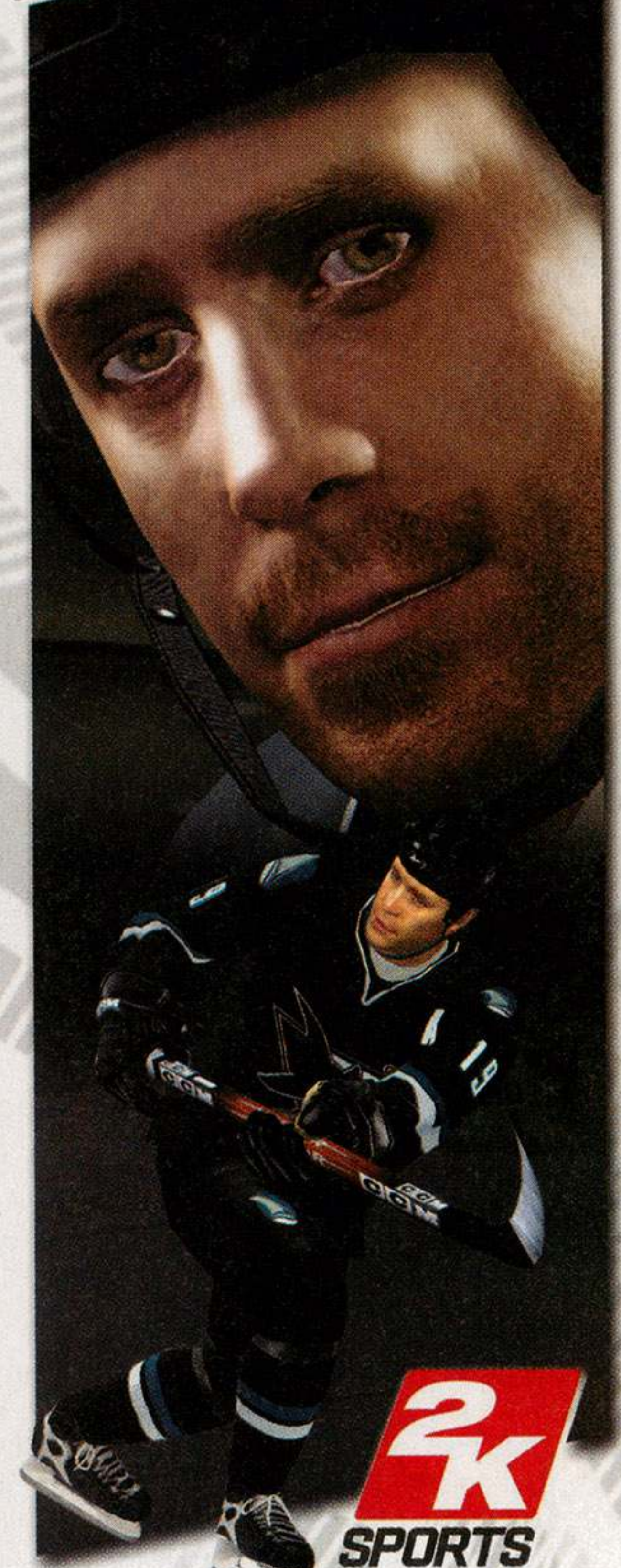
Breakdown: Tons of strumming. You'll need to alternate strumming lest you lose feeling in your left hand. Oh, and there are plenty of insanely spaced-out solos, too—not to mention the dreaded one-three to two-four chord progression that appears like wildflowers throughout the whole song.

Title: "Arterial Black"

Artist: Drist

Breakdown: You'll think this track is surprisingly easy until you get to the solo. Couple bits of advice: save your Star Power—you'll need it about three-fourths of the way through the song.

2K SPORTS
NHL 2K7



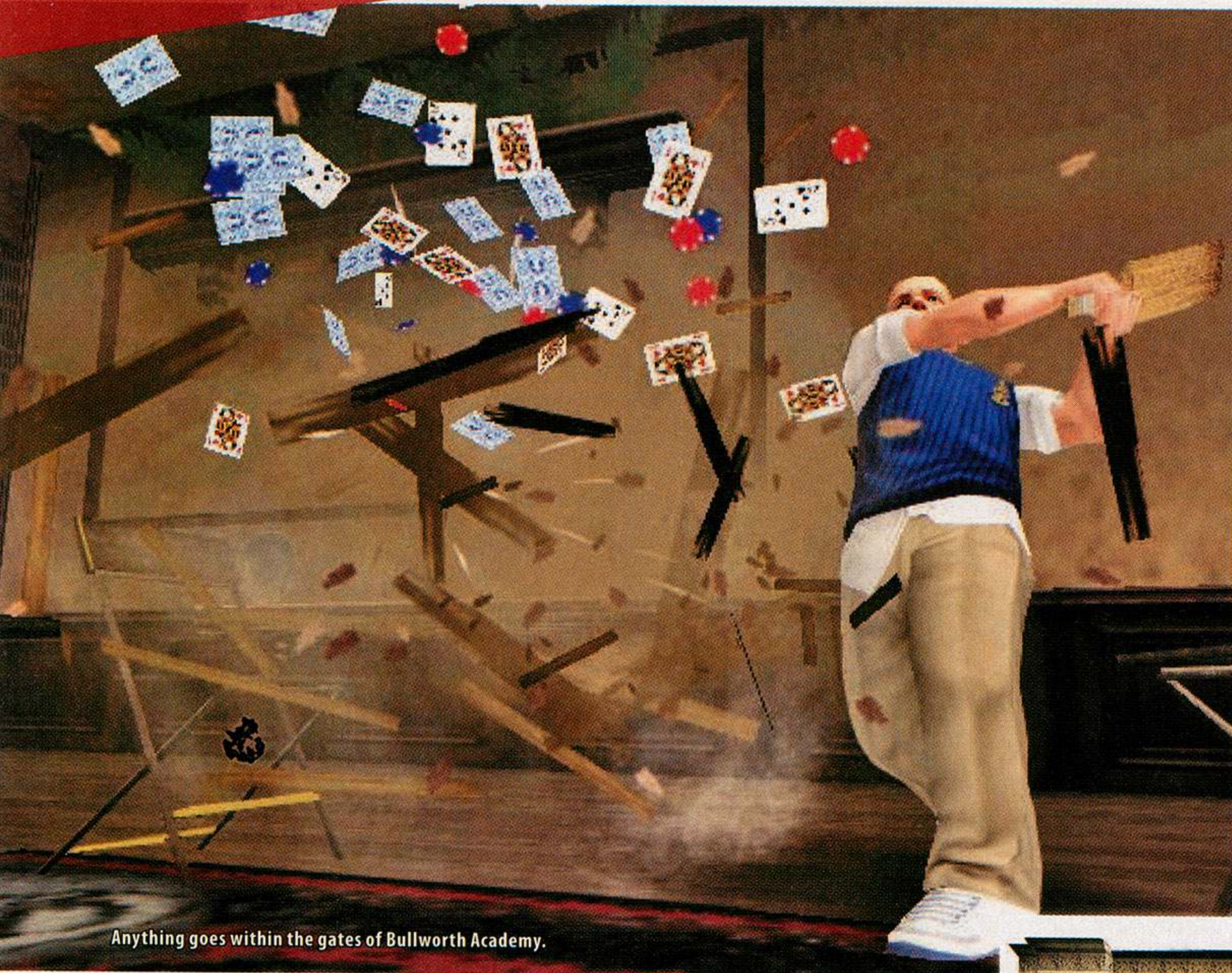
2K
SPORTS

**NEXT-GEN
LOOKS**

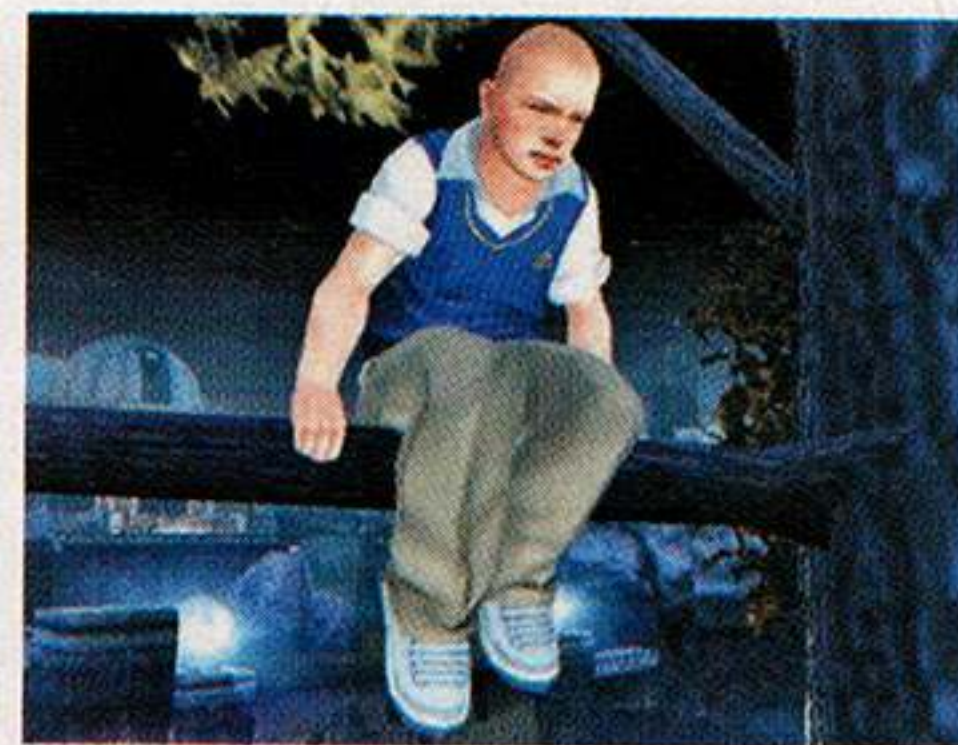
Next-Gen *Cinematic* graphics and presentation are hot enough to melt ice. No game brings you inside the hard-hitting, lightning fast world of pro hockey like NHL 2K7.



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*According to GameRankings.com average scores of 2003 - 2006 hockey video games.



Anything goes within the gates of Bullworth Academy.



Bully

Can Rockstar capture teenage lightning in a video-game bottle?

PS2

While originally announced for both the PlayStation 2 and Xbox in 2005, it appears that Bully is now destined to be exclusive to the PS2.

Crumbling Ivory Towers

As Jimmy Hopkins, you've been kicked out of too many schools to remember, and you're on your own for a full year at this upper crust homage to prison architecture while your mom enjoys her fifth honeymoon. With his shaved head stubble, untucked shirt, and wise-ass demeanor, it seems safe to assume young Jimmy's not going after a spot on the honor roll.

You won't find any gunplay in Bully as far as we can tell, but the young malcontent is armed with a nasty slingshot, and his hands and feet aren't just for decoration. Jimmy isn't accustomed

to taking injustice lying down, and his hands-on approach to problem-solving could leave more than a few wannabe teen thugs and sanctimonious authority figures on the ground. When not delivering swirlies, smacking people around, and making the odd ally, you'll have occasion to kick around a hacky sack or whip a dodge ball.

Bad Education

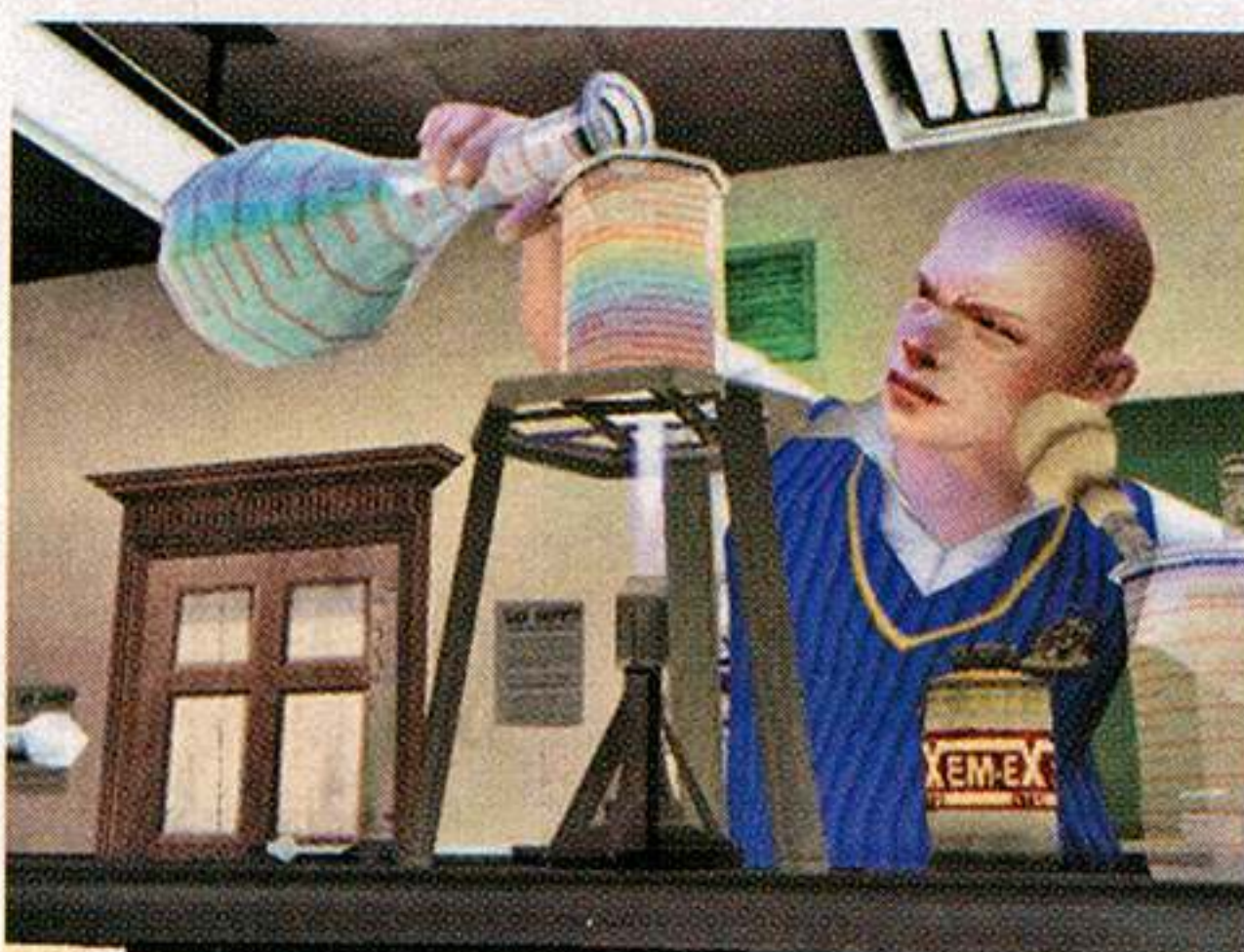
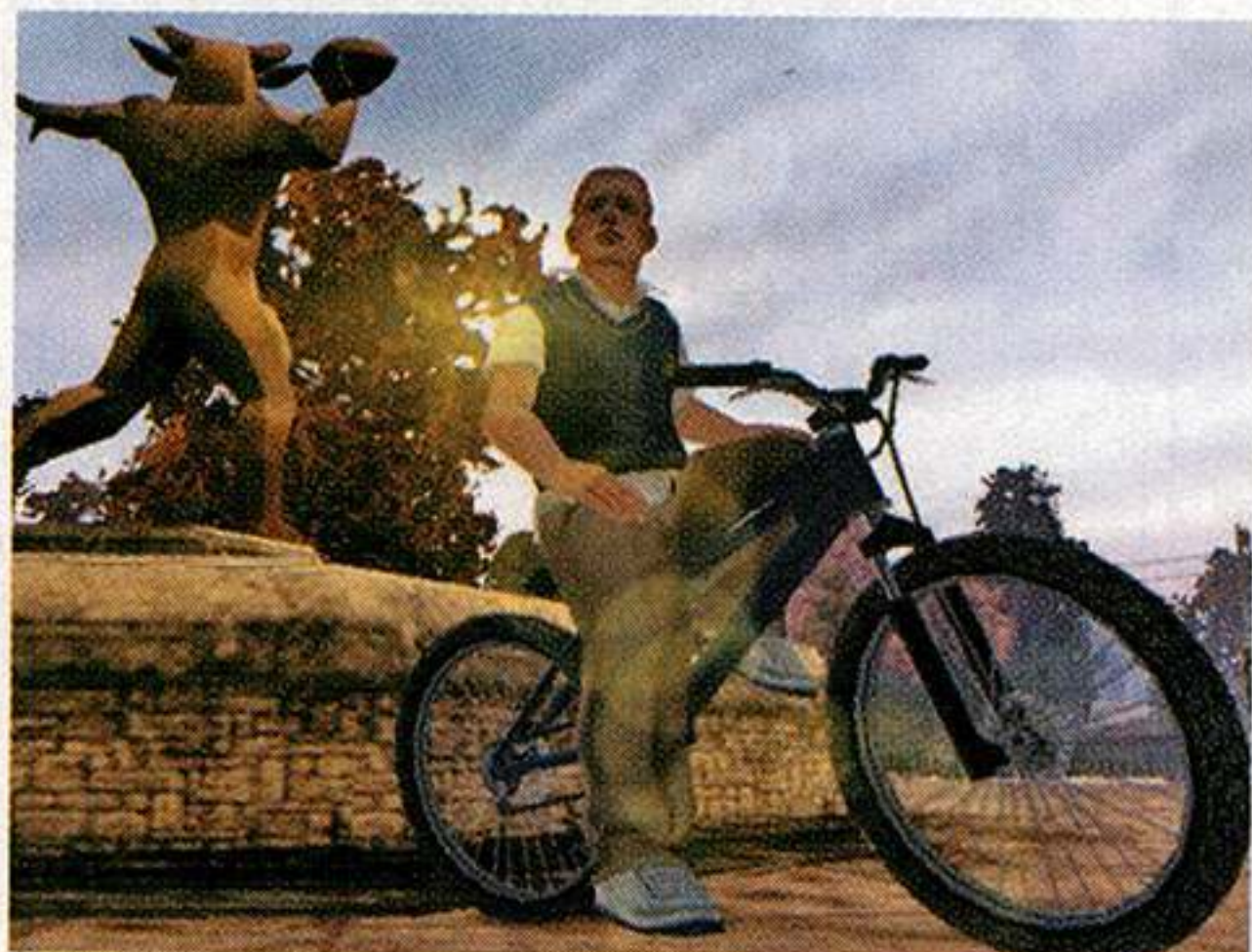
The schoolyard setting means you won't have an entire city at your free-roaming disposal, but all manner of personalities around the school will give you missions to get you on their good side, from grabbing property to administering all manners of physical punishment. Who hasn't



wanted to sneak around their school after dark, getting into all the places you're not supposed to? And it looks like little Jimmy's going to carve out his own gray area depending on your actions, and he might well turn out to be more bully himself than underdog champion.

Early glimpses suggest that most shenanigans come about as retaliation rather than senseless mischief—stolen property is stolen back for friends, and brutal wedgies avenged in kind—so maybe Jimmy's not the bad seed that self-appointed media watchdogs would have you believe. As Jimmy himself says in the trailer, "This place is full of bullies and maniacs!" Still, Jimmy's more prankster than gangsta, and no hookers are getting run over by drive-by-mobiles, so one wonders if this game might not turn out to be a bit tame for some.—*Ouroboros*

■ **Update** ■ Developer: Rockstar Vancouver
 ■ Publisher: Rockstar Games ■ Target release date: October



Thrillville

It's Roller Coaster Tycoon for the rest of us.

If you're a theme park enthusiast, who just can't get enough roller coaster time, you might like to spin the turnstile to Thrillville. This light-hearted romp challenges you to use your imagination to first improve theme parks and then eventually build your own.

Killjoys Not Allowed

The game's designed by Frontier, the same folks who developed Roller Coaster Tycoon 3. Just like that classic set up, Thrillville is all about managing and maintaining your own happy little kingdoms.

A simple story kicks off the challenge. Your nutty uncle recruits you to help him manage five amusement parks that are in various stages of disrepair. Improving the parks gets progressively more challenging, and each one will have 30 missions that run the gamut from cleaning up spilled soda to building a mind-blowing roller coast ride.

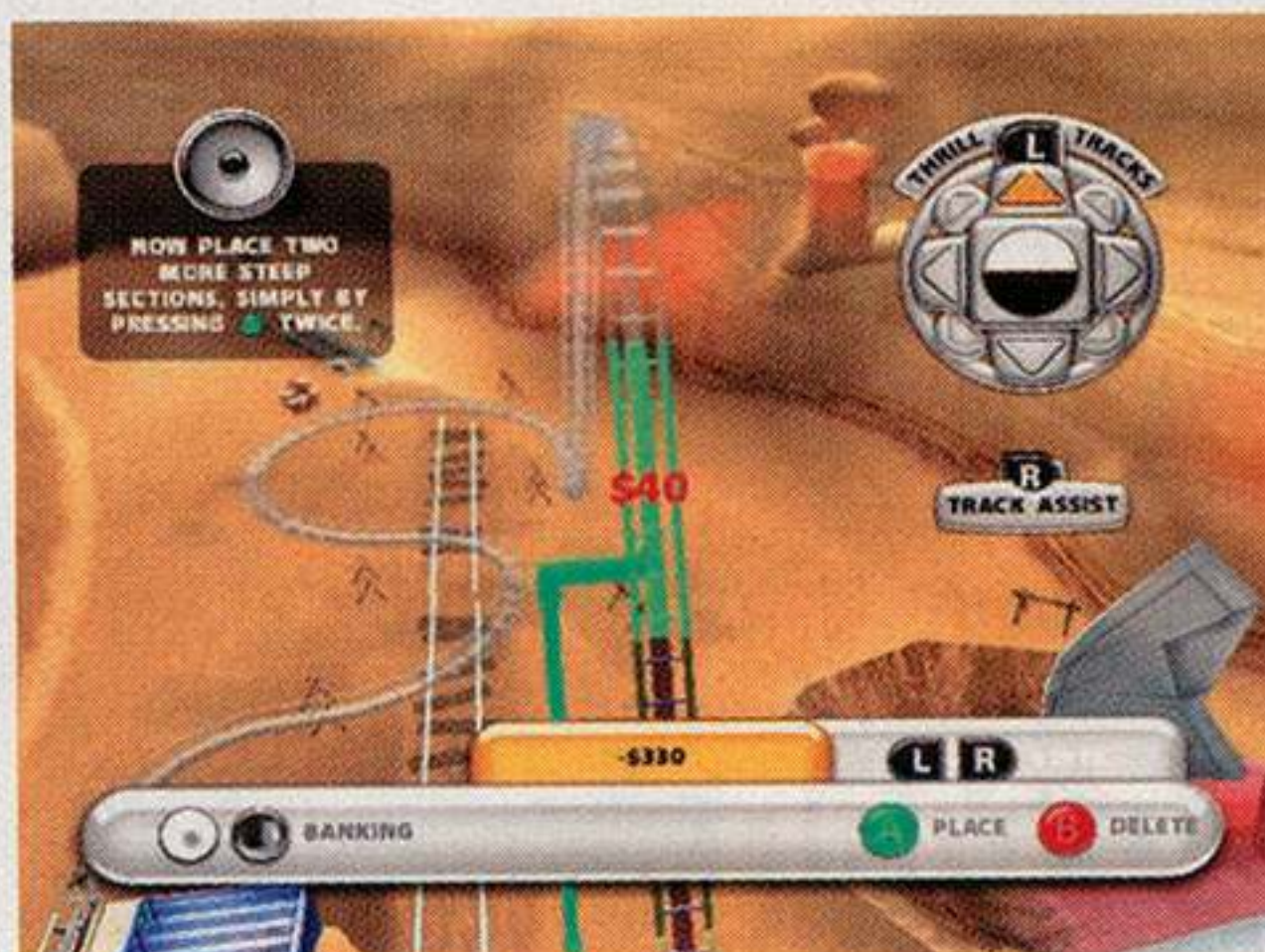
The key to improving your park is talking to customers. You'll start the game by trekking around your property looking for fun seekers to chat up. Sometimes patrons just give you helpful ideas for park improvements; other times they present key missions for the game.

Roller Coaster

Building games and adding rides is where all the fun is. You can create a ton of classic rides like Ferris wheels, tilt-a-whirls, and merry-go-rounds. Moreover, many of the park games channel classic video games from the past including platform challenges, first-person shooters, and overhead racing games.

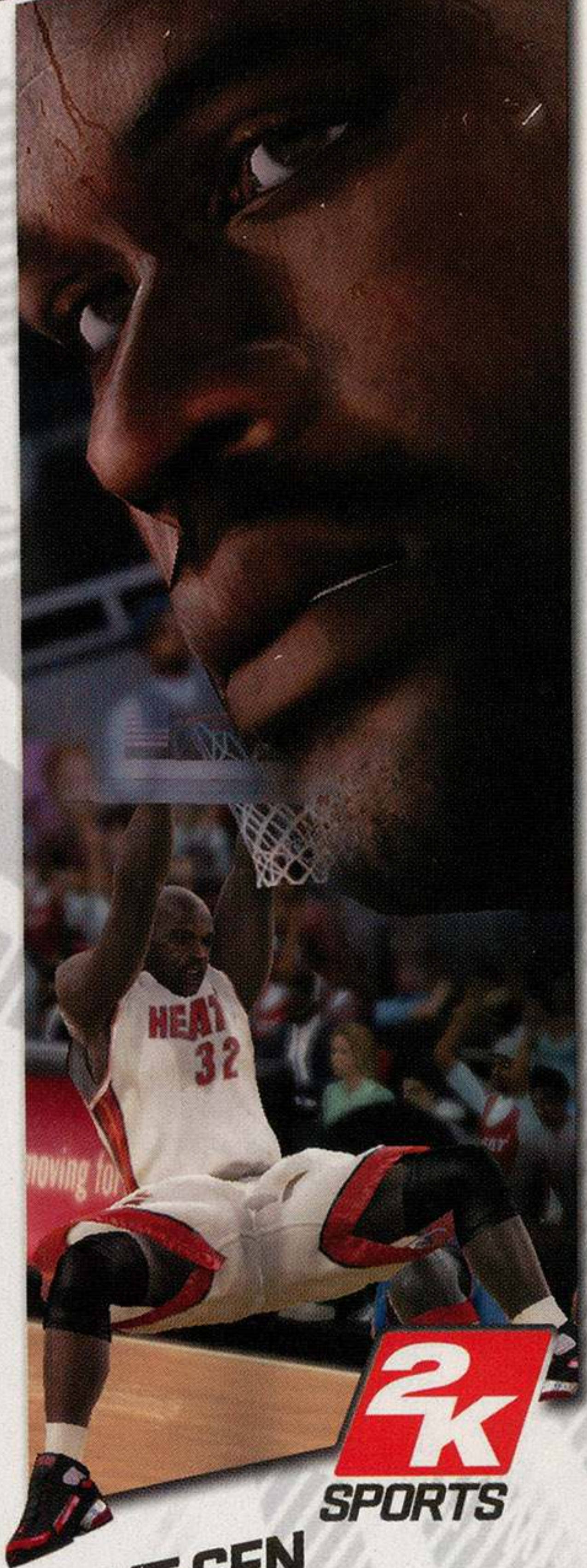
Of course, the roller coaster is the star attraction, and building yours is the ticket to success. The coaster construction tool looks slick and easy to use. Imaginative gamers should have heart stopping, stomach churners up and running in no time. You're also going to get the opportunity to ride on your creation via several selectable views. First-person view (as you can imagine) is the most fun; but be careful; Thrillville's animation and graphics don't ease up on the "urp" factor. But at least you should be pretty good at cleaning up a mess, if you have to.—*Undercover Lover*

- Hands-On ■ Developer: Frontier ■ Publisher: LucasArts
- Target release date: November



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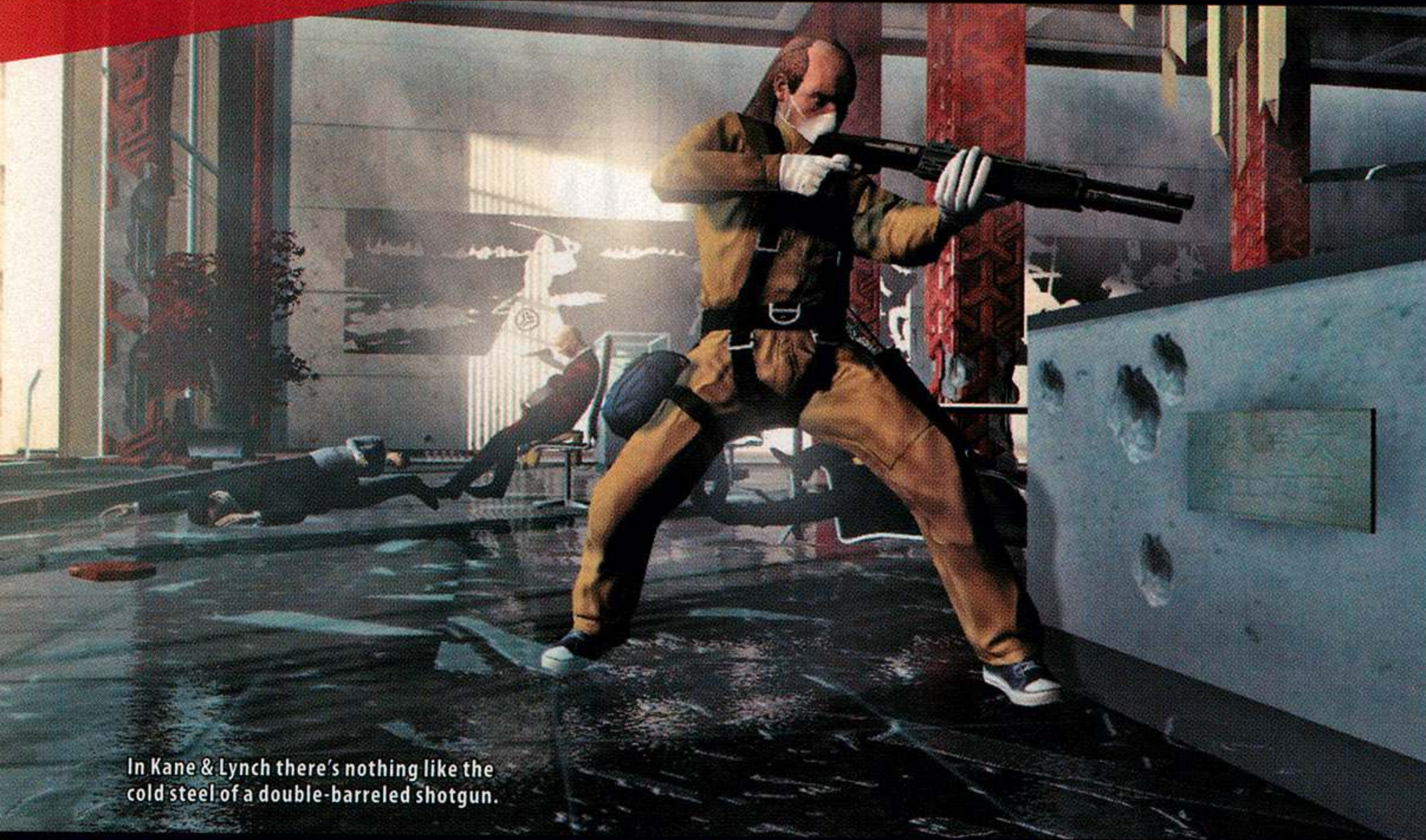
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In Kane & Lynch there's nothing like the cold steel of a double-barreled shotgun.

Kane & Lynch: Dead Men

Eidos and IO flip the script on the cop-buddy storyline.

Xbox 360

Ex-soldier Kane was living the American Dream...until his son accidentally shot himself with Kane's own service revolver. Unable to cope with the tragedy, Kane became a gun-for-hire, a career decision that lands him on death row. That's where he meets his future partner: Lynch. Unlike Kane, Lynch was never a soldier, just a straight-laced office drudge. That is, until an ill-timed schizophrenic break turned his life upside down. After waking up one morning to find his wife murdered, Lynch is sentenced to death row.

Kane, Meet Lynch; Lynch, Meet Kane

Fate intervenes during a prison transfer when their transport is intercepted by a shadowy outfit known as "The Seven." Their leader makes a proposition: Either Kane helps them recover a massive stash of diamonds, or the bad(der) guys execute his wife and daughter. This unlikely pairing—cold-blooded mercenary meets schizoid whack-job—is the premise for Kane & Lynch. But unlike other games, the protagonists interact in a way that *matters*. In one scene, Kane and Lynch



exchanged witticisms while being frisked by security guards; later, the duo were all business as they mapped out a plan of kidnapping their target. All these interactions occurred in real-time.

Up in the Club

Given the antisocial tendencies of Kane and Lynch, it's no surprise that where they go, trouble follows. As we played, the two traversed a crowded club past a dance floor packed with literally hundreds of writhing dancers. After we nabbed our target, we plotted an escape... amidst a stampeding crowd of fleeing club goers. We engaged in a massive shootout with machine guns and grenades in the middle of the dance floor. As we blasted away, we noticed next-gen visual embellishments like shattering windows and destructible environments.

In later missions, you'll be able to control A.I.-driven characters by pointing to a specific location and ordering your soldier to attack or defend. Multiplayer modes will also be a key component of the final game. Split-screen cooperative modes will allow two friends to play as either character, but the online modes are shrouded in secrecy. All in all, Kane & Lynch definitely made an impression—more details soon.—Lunchbox

■ **Hands-On** ■ Developer: IO Interactive
 ■ Publisher: Eidos Interactive ■ Target release date: 2007





So many superheroes, so little time

Marvel: Ultimate Alliance

A smorgasbord of superheroes

PS3

Xbox 360

Wii

Perching on the cusp of greatness, Marvel: Ultimate Alliance has loomed in comic fans' minds all year as a potential benchmark in superhero video games.

Authentic Representation

Our hands-on preview with this game absolutely solidified this title as a contender for the best superhero game yet. Played from a 3/4 angle just like X-Men: Legends, Marvel: Ultimate Alliance allows you to assemble a team of four superheroes to take on sprawling levels with twist, turns, stairs, doors, and secrets everywhere. Each character is accurately represented with their powers—flying characters can even fly—and, in RPG style, you'll level up your characters and unlock new abilities as the game unfolds.

Alliance's visuals, combined with its stunning level design, promise an absolutely gorgeous game that truly ascends the X-Men: Legends scenario into the stratosphere. Atlantis levels deliver shockingly realistic water distortion effects, while gorgeous lighting and textures highlight the Mandarin Oriental-inspired lair. The fantastic character effects reach their pinnacle when the Human Torch flames on and blisters the air with incredibly organic fire.



As you're battling your way across buildings and skyways set high in the sky, you'll see Galactus in the background treating Skrull buildings the way Godzilla treats Tokyo. Then, a few levels later, you'll desperately race left to right as Galactus destroys the elevated skyway behind you, even reaching out and grabbing your characters and pulling them toward his mouth.

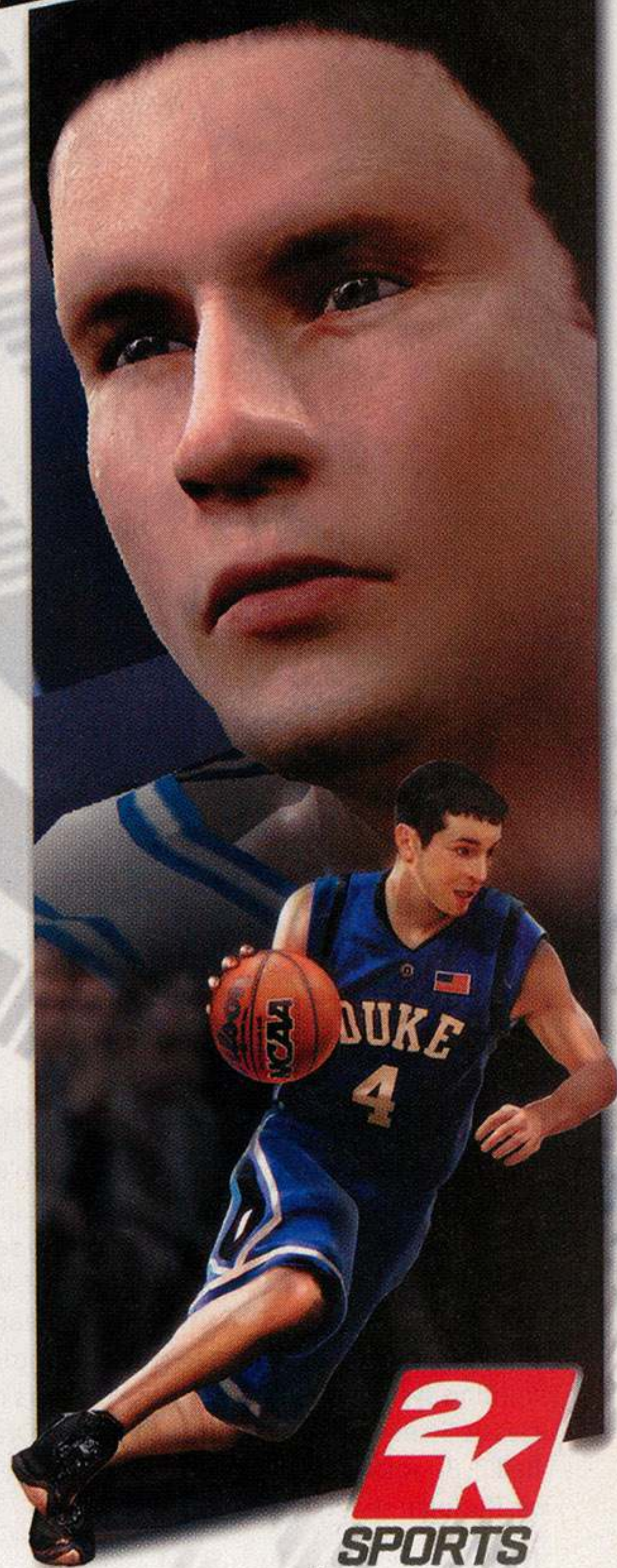
The Choice is Yours

The story has a multitude of branching points, and choices you make early on will affect situations later in the game, allowing new characters or levels to appear. All told, there will be over 20 possible endings—and the entire thing can be played in cooperative mode online, or in competitive mode where you'll compete with your friends for the most kills.

We played the PlayStation 3 and Xbox 360 versions, both of which looked and felt phenomenal, before moving onto the Wii edition and its unique controls. Whichever version you choose, Marvel: Ultimate Alliance is shaping up to be a mandatory purchase for comic fans this fall. Look for continued coverage on this title as we get closer to its highly-anticipated launch!—*Boba Fett*

- Hands-On
- Developer: Vicarious Visions
- Publisher: Activision
- Target release date: November

2K SPORTS
COLLEGE HOOPS
NCAA
2K7



2K
SPORTS

NEXT-GEN
SKILLS

Coaches preach it, champions exhibit it—*Team Unity*. If you want to taste The Tournament, you'll have to master team chemistry. Without it, your bubble bursts.

#1
RATED COLLEGE
BASKETBALL FRANCHISE

RATING PENDING
RP
CONTENT RATED BY
ESRB

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Budokai Tenkaichi 2 will offer a plethora of playable characters including the huge life form Hildegarn.

Dragon Ball Z: Budokai Tenkaichi 2

Finally, a Dragon Ball Z game encompassing the entire saga

PS2

Relive nearly 20 years of the Dragon Ball saga in its entirety with this latest installment of the Dragon Ball Z fighting series, Dragon Ball Z: Budokai Tenkaichi 2. While the previous DBZ title released earlier this year sported a completely new and intricate fighting system (developed by the creators of the classic Street Fighter II fighting engine) Dragon Ball Z: Budokai Tenkaichi 2 is a return to the classic Budokai styled fighter we all love.

If I Win...

This latest installment features a bevy of tweaks and additions guaranteed to bring a tear to any Dragon Ball fanatic's eye. Firstly, you'll be glad

to see that transformable characters can now power-up to their alternate, more powerful forms during gameplay by simultaneously holding the left analog stick in an indicated direction and clicking the right analog stick. While powering up does deplete a miniscule amount of energy from your Ki bar, the act brings with it an unlimited number of tactical options during a match by providing new moves, strengths, and special attacks. Additionally, you'll be able to revert to your former self at anytime by clicking the right analog stick, again. Fusion-able characters can also combine during a tag match to transform into their more devastating combined forms.

Budokai Tenkaichi 2 also hosts a horde of expanded content from its progenitor title, including a Dragon Adventure story mode that covers the DBZ saga from beginning to end, over 120 playable characters, and a newly enhanced combat engine that will make mid-air to ground juggles a cinch to initiate and complete.

Will You Ask Your Wife To Go On A Date With Me?

Our hands-on build featured the same control scheme as the previous DBZ Tenkaichi title, with the

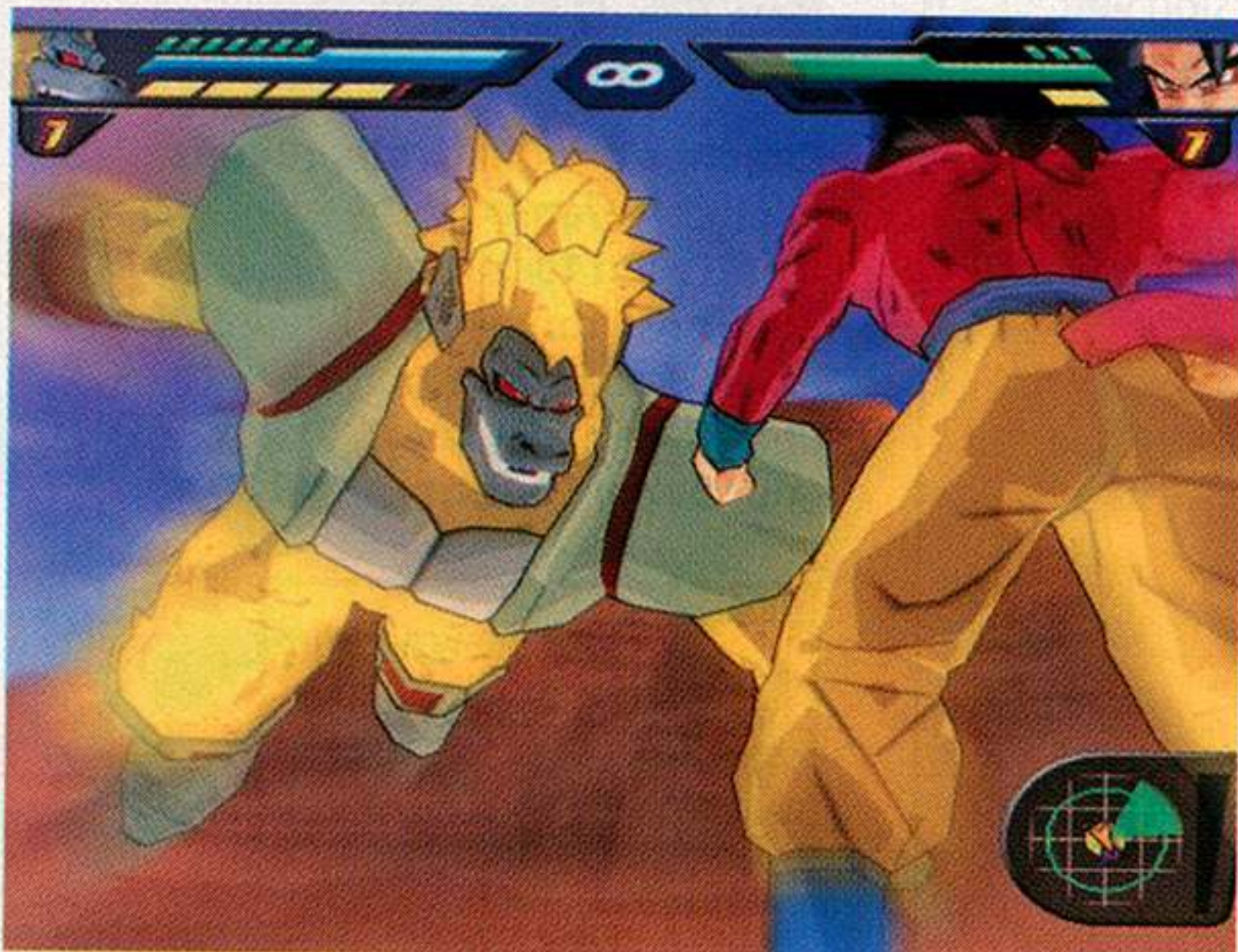


exception of the newly added transformation controls. The Ki meter seems to have been enhanced to give deeper gameplay. For instance, Gokū, with the help of Z-Evolution items, now has seven levels to his Ki meter, which enables him to execute many more special moves.

Dragon Ball Z: Budokai Tenkaichi 2 seems to have the best long term playability out of all the DBZ games. Let's just hope the Wii version will be just as good as this PlayStation 2 one.

—Rice Burner

■ Hands-On ■ Developer: Spike ■ Publisher: Atari
■ Target release date: Available Now



WHO'S GOT NEXT?

2KSPORTS

COLLEGE HOOPS



2K7

NHL 2K7

NBA 2K7



2K SPORTS

FOR NEXT-GEN SPORTS GAMERS, IT'S A WHOLE NEW BALLGAME— and 2K Sports is playing to win. Shockingly realistic graphics, silky smooth gameplay and loads of cutting-edge features make this new generation of 2K7 games unbeatable. 2KSPORTS.COM



PLAYSTATION 3



XBOX LIVE



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Bullet Witch

Can Atari's hot new heroine find love among action gamers?

Xbox 360

Bullet Witch isn't just a mindless blast fest. It puts players in the role of black-clad Alicia, who harnesses the arcane powers of witchcraft. Alicia is imbued with an entity called "Darkness," who serves as a sort of spirit guide as she negotiates the demon-clogged streets of what appears to be a post-modern, bomb-blasted New York City. Alicia herself is a bit of a mystery: she looks like a goth runway model crossed with vampire vigilante BloodRayne, with the contortionist tricks of Lara Croft.

Alicia's primary weapon is a massive, broom-shaped rifle called the "Gun Rod," and it can be upgraded to a fire canon, shotgun, Gatling gun, or standard machine gun ammunition. The Gun Rod also serves as a flashy close-quarters

weapon, though not necessarily a very effective one: in the demo, it took multiple whacks to incapacitate nearby enemies. Alicia moves with slinky, cat-like grace. One memorable encounter pitted Alicia against a titanic hovering brain that hurled cars in a lethal display of telekinetic power.

And the spells are even sexier. Calling down a lightning storm in the demo eliminated dozens of enemies and shattered a roadblock (other spells fall into the fire and wind schools) and future spells will trigger massive tornadoes and meteor strikes.

Atari may have a cult hit on their hands with Bullet Witch; Devil May Cry fans will intuitively grasp the blend of melee combat and shooting action.

—Vicious Sid



■ **Hands-On** ■ Developer: Cavia
 ■ Publisher: Atari
 ■ Target release date: Winter 2007



Sega Genesis Collection

The 16-bit era lives, with this collection of 28 classics

PS2

The upcoming Nintendo Wii may have the goods with its Virtual Console feature that allows owners to play classic 16-bit titles, but Sega will share some of their 16-bit love with this collection of games emulated for the PlayStation 2. The Sega Genesis Collection will feature 28 classic first-party titles from the "golden age" of gaming that originally appeared on the Genesis. The Collection will feature a decent variety of different gaming genres, from RPGs (Phantasy Star), action (Sonic 2, Shinobi III: Return of the Ninja Master), and puzzlers (Columns).

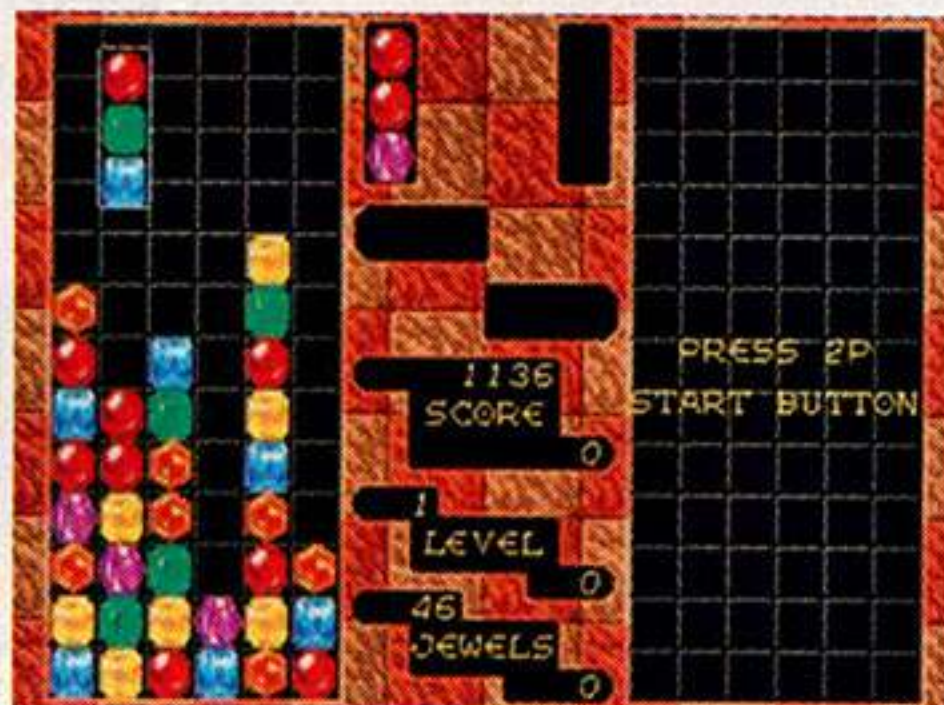
Each game has been faithfully reproduced—from the vibrant colors to tinny sound effects of the original source materials—and those who were addicted to these games in their initial releases will be glad to know that slowdown (at least based on a quick play of the Sonic titles) has been corrected here. The games also benefit from the PlayStation 2 controller. These games were originally played on the Genesis three- and six-button controllers with three buttons next to each other horizontally (making A to C presses cumbersome).

Taking a cue from other retro collections is a lengthy list of extra features for select titles. Bonuses will include interviews with the



original developers, trailers, cheats and codes, and additional unlockable content such as classic arcade games (like Zaxxon). The Collection will also make its way to the PSP, complete with multiplayer-enabled games via Wi-Fi.—Major Mike

■ **Hands-On** ■ Developer: Backbone Entertainment
 ■ Publisher: Sega ■ Target release date: Fall 2006



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charge cable

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and skin kit



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Breathtaking moments in Just Cause are not out of the ordinary.



PRO TIP: Find yourself in a bottomless situation? Just pop your chute and coast to safety.



Never test Rico and his ironclad grip.



PRO TIP: You'll have enough firepower to take down those pesky police copters.

Just Cause

Just Cause might tide GTA junkies over until Rockstar gets it together



Xbox 360

Few developers have been able to fully replicate the do-as-you-please style of gameplay that propelled Grand Theft Auto to the top of the charts. But if you think Just Cause is another me-too title that's hitched a ride on the GTA train, get ready to eat a delicious sandwich made of your own words.

Simple Synopsis

The plot behind Just Cause is pretty cheesy: the fictitious South American city of San Esperito is suspected of hoarding weapons of mass destruction, and the CIA has decided to take action. You step into the role of Rico Rodriguez, sly CIA operative cum try-anything-once stuntman, and take on a variety of story missions in an attempt to bring the shady rulers of San Esperito down. Thankfully, you can easily write off the

hokey story and concentrate on the unrealistic yet fun blend of gameplay tricks that makes Just Cause shine. In fact, the regime-smashing story quickly takes a back seat and leaves the game's continuous action firmly in control of the wheel.

So Much to Do, So Little Time

Much like the fictional cityscapes that the Grand Theft Auto series was known for, Just Cause's San Esperito is massive in scope. There are mountains galore and a ton of acreage to traverse. Thankfully, there is no shortage of vehicles for Rico to use. Cars, bikes, buggies, trucks, helicopters, planes, and boats—it's all there for the taking. He also has a parachute and a grapple hook at his disposal and these two tools allow him to pull off some sick maneuvers, such as grapple onto a passing helicopter, flying high into the air, then parachuting back down to the ground.

The missions themselves fall into the generic "kill this person" or "drive from point A to B" range but they offer enough variety to keep you entertained.

Shiny Things

We were also impressed by the game's visuals, which look phenomenal, especially on a large, hi-def display. The environments are lush, the water effects are awesome, and the sprawling island landscape never ceases to impress. If there's one knock on the engine, it's that the lighting and shadow casting is almost too realistic, causing either blinding reflections or an incredibly dark display. Also, the game is plastered with what seems like an unnecessary coat of shine, which at times can seem like overkill. Still, gamers with a proper HDTV set up will be rewarded with an eye-popping experience.

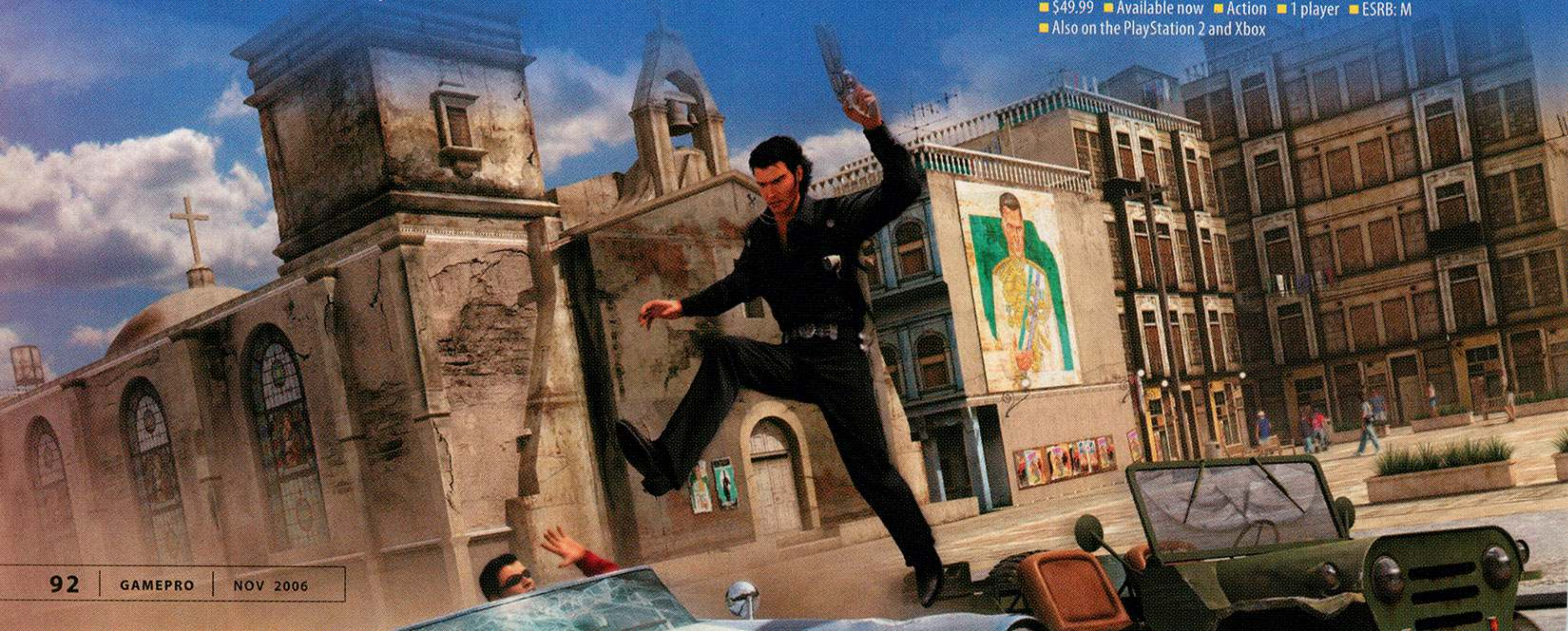
As a whole, Just Cause is an enjoyable game that delivers plenty of thrills. Until GTA makes an appearance on the Xbox 360, Just Cause has a legitimate claim on the throne of the sandbox genre.—*Mr. Marbles*



GRAPHICS 4.5
SOUND 4.0
CONTROL 3.5

FUN FACTOR
4.25

■ Developer: Avalanche ■ Publisher: Eidos Interactive
■ \$49.99 ■ Available now ■ Action ■ 1 player ■ ESRB: M
■ Also on the PlayStation 2 and Xbox



God Hand

A decent brawler with plenty of laughs

PS2



Mix purple Chihuahuas, outrageous bosses, absurd dialogue, oodles of beat-em-up action, and one of the most incoherent stories ever put into a video game and normally you'd get a mess. But when Capcom gets involved, you get a deliciously over-the-top brawler called God Hand.



PROTIP: Bludgeon enemies with every object you come across.

Real Men Wear Skirts

The story in God Hand is almost intentionally stupid, but instead of taking away from the game, it actually adds an unexpected dimension of humor. Much like a "so bad it's good" B-movie, you will find yourself laughing out loud at the insanity. You'd have to be missing a pulse not to

chuckle at one-liners such as "You can 'wax-on, wax-off' all you like big guy, but I'm still kicking your ass!"

The beat-em-up gameplay in God Hand is also surprisingly entertaining, with an off-beat flavor and moves guaranteed to tickle your funny bone. You can stomp your opponents into the ground, spank them with an E. Honda like quickness and baseball bat them into the stratosphere. It all works well within the confines of the game's demented world.

The Back Of Me Hand

Unfortunately, once the novelty of the game's wacky premise wears off, there isn't much substance left to keep you hooked. And the graphics in God Hand don't quite live up to the standard set by other Capcom games such as Devil May Cry. The music will also drive you crazy, with a blatant rip-off of the *Hawaii Five-O* theme that loops endlessly. Also, if you didn't have carpal tunnel prior to playing God Hand, you certainly will afterwards: turbo-button mashing is the norm in this game.

We had fun romping through God Hand's quirky post-apocalyptic world and it certainly has enough going for it to scratch your itch for some mindless action. But it's more suited as a light snack and won't satisfy your hunger for a gourmet feast of beat-em-up goodness.—*Long-Haired Offender*



PROTIP: A key strategy is to knock your opponents over every chance you get and furiously stomp the life out of them.

PS2 GRAPHICS 3.25
SOUND 3.0
CONTROL 3.5

FUN FACTOR
3.5

Developer: Clover Studio Publisher: Capcom \$29.99
Available October Action 1 player ESRB: M

EXCLUSIVE INTERVIEW WITH

CRYPTO

Star of the sequel smash hit *Destroy All Humans!® 2*



Q: What hardware are you packing this time?

Crypto: Oh man, I got it where it counts, baby!

Q: Seriously, what new weapons do you have?

Crypto: Heh heh heh. Well if you must peek into my locker...let see, I got the Dislocator, I just fire this thing into something, be it monkey or machine, and away they go! Spinning around faster than Frankie and Sammy on a Saturday night. I also got the Burrow Beast, I just pop this little hormone ball on the ground and pretty soon a giant beast comes a-callin'. Loves eatin' humans, they taste just like chicken. We also managed to rescue Gastro from the destruction of the mothership, and put his holographic butt to good use with a gun. He's not too smart, but he understands which direction to point the plasma rifle. Last up is the Meteor Strike. If you need to know what it does, go stand over there and I'll show you.

Q: Where do your travels take you in this game?

Crypto: I've been racking up frequent flyer miles, let me tell you. Bay City, love that town. No qualms about serving an alien, they just assume you are part of the hallucination. I love hanging out on Hashbury street and watching the hippie chicks stroll by. Also toured Albion in the UK as well. Kinda stuck up town if you ask me, must be the food that gets everyone down. And with food that bad you'd think they'd been keen to brush their teeth, but think again. Then there was Takoshima Japan, wow what a beautiful town. You gotta be careful with the women there too, 'cause if she says she's 18 you can't just call her a liar, you dig? Then there's Tunguska, where the ground never thaws and neither do the women. Brrrr!

Q: I hear you get a little help this time?

Crypto: Yeah, Pox is relaxing his grip on the cloning machine and occasionally lets another Crypto out for a little multiplayer action. Apparently the universe won't end if we see each other, that's only gonna happen if we use the time machine. Anyway, kickin' the snot outta humans is so much more fun with a buddy, especially when you can do a mission at the same time.

www.destroyallhumansgame.com



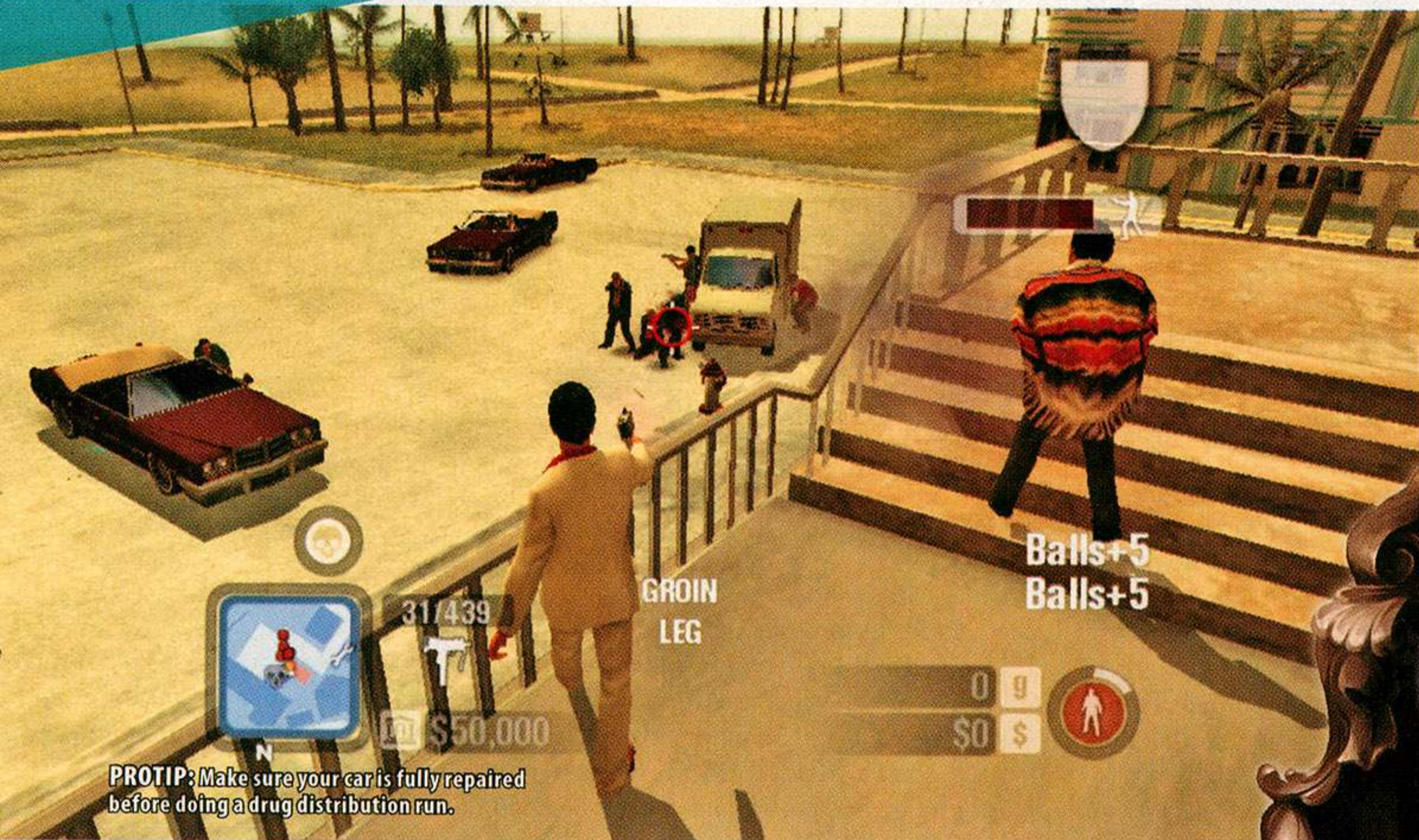
PlayStation®2

TEEN
T
ESRB CONTENT RATING
Crude Humor
Sexual Themes
Strong Language
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PROTIP: Always have a stash of money on hand to buy your next front.

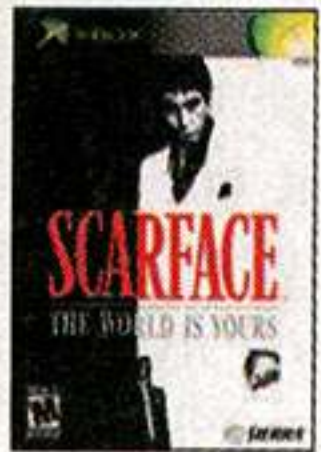
PROTIP: Make sure your car is fully repaired before doing a drug distribution run.



Scarface: The World Is Yours

The best GTA game Rockstar didn't make

Xbox



Although it's an entertaining and deep game in its own right, a feeling of Grand Theft Auto déjà-vu dogs Scarface: The World Is Yours at every turn. It's an ironic twist, considering the obvious influence that the movie had on Rockstar's star franchise, but it's this feeling of "been there, done that" that takes a few bullets out of Tony Montana's fully loaded clip.

Bigger, Better, Badder

Scarface continues where the film left off and, instead of meeting his end in the infamous mansion shootout, Tony Montana lives to fight another day. The player is then charged with the task of taking Tony from the bottom of the heap back to the top of the mountain, an ascent which is really spiced up by the superb dialog and voice acting featured in the game. A talented roster of Hollywood actors brings the game to life, and although Al Pacino isn't featured, his hand-picked replacement is a dead-on ringer. Pacino's physical likeness is also uncanny, and the animations are spot-on.



Tony blows away the competition.

Like Tony Montana, Scarface is crafty where it counts. It fixes some of the problems inherent in the GTA formula with obvious improvement such as the ability to hop on your satellite phone and have a car and supplies delivered to you in seconds. You can also save the game simply by visiting one of the many banks throughout the city, which means no more cross-town drives to a distant hideout.

Power Outage

However, much like its complicated anti-hero, the game has some glaring flaws. The control scheme, for example, has some quirks that left us screaming with rage. For instance, the "bail out of your car" button is situated directly next to the E-brake button which resulted in us accidentally leaping out of our car more than a few times. And all of the driving controls are mapped to the face buttons, which made vehicle manipulation a complicated chore. Worst of all, the game won't allow you to remap the buttons.

Some of the crime aspects are strange and convoluted as



PROTIP: Don't screw up the negotiation mini-game or the buy will turn ugly.

well. Buying drugs results in a mini-game where exact button presses are needed to avoid a violent shootout. Also, raising the ire of the police carries too little consequence: simply hiding out in an alley way or running far enough away is enough to take the heat off of you.

Movie Star Looks

In the end, the cinema-worthy production alone makes Scarface a compelling addition to the genre that it undoubtedly inspired but it is by no means the best at what it does. Unlike the movies, Tony Montana just doesn't have enough ammunition to claim the throne for himself.—T-Mac



PROTIP: When in doubt, break out the big guns.

	GRAPHICS	4.0	FUN FACTOR 3.75
	SOUND	5.0	
	CONTROL	3.5	

Developer: Radical Entertainment Publisher: Vivendi Universal Games
 \$49.99 Available now Action 1 player ESRB: M
 Also on the PlayStation 2

Bomberman Act: Zero

Hudson's attempt to contemporize a classic blows up into pieces

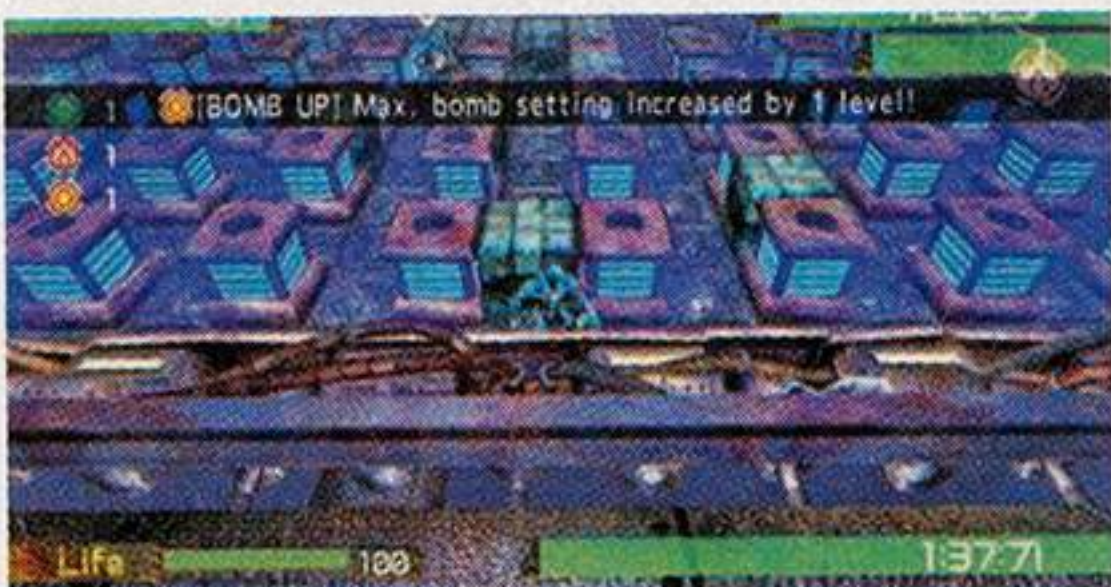
Xbox 360



Act: Zero scraps the classic Bomberman formula in favor of a darker tale of worldwide war and an immoral quest for ultimate power. But is a next-gen facelift and gritty storyline enough to save Act: Zero from being a dud? The answer is an explosive "No!"

The minute you start up Act: Zero, you will notice that the cartoonish Bomberman world that we all know and love is no more. The titular hero has been mutated into a menacing cyborg with razor-sharp claws and hardened armor and the environments resemble a Tron movie set on acid. The core game elements are still intact—you run around in a maze and blow things up—but the game lost its charm and adorable appeal when it leapt into the next-gen.

We're all in favor of progress but in the case of Bomberman Act: Zero, we wish that the powers that be had left well enough alone. As a popular Simpsons character would say, "Worst...Bomberman...game...ever."—LongHairedOffender



PROTIP: Use the earlier levels to stock up on power ups.



Don't get caught in your own blasts.

	GRAPHICS	3.0	FUN FACTOR 2.0
	SOUND	3.0	
	CONTROL	3.0	

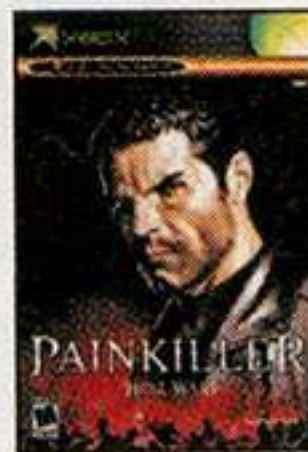
Developer: Hudson Soft Publisher: Konami \$49.99
Available now Action 1 player; 8 online ESRB: T



Painkiller: Hell Wars

The original PC blood-fest Painkiller returns to dish out more punishment on the Xbox

Xbox



Even though it's essentially recycled material, Painkiller: Hell Wars still manages to deliver the thrills with its unique cache of weapons and fast-paced action. As Daniel Gardner, resurrected agent of God, you're charged with dispatching a veritable legion of demonic enemies in some truly hellish locales. Fallen enemies also leave behind collectible souls that transform you into an uber-demon powerful enough to scare the pants off of El Diablo himself.



PROTIP: When facing off with bosses, stick to the big guns and keep moving; they'll fall eventually.



PROTIP: The stake gun can be devastating but keep its painfully long reload time in mind.

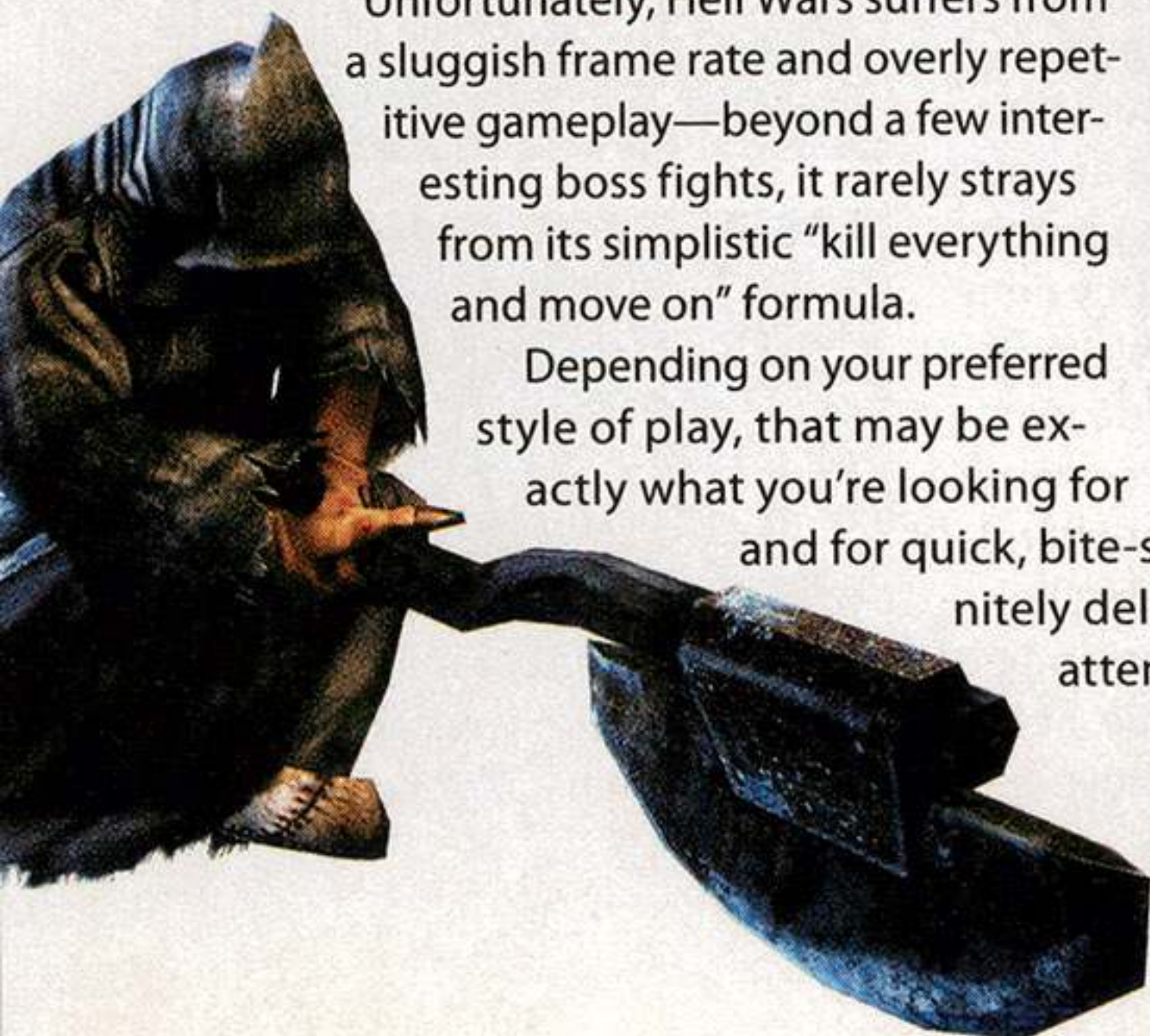
Unfortunately, Hell Wars suffers from a sluggish frame rate and overly repetitive gameplay—beyond a few interesting boss fights, it rarely strays from its simplistic "kill everything and move on" formula.

Depending on your preferred style of play, that may be exactly what you're looking for

and for quick, bite-sized sessions of run-and-gun fun, Painkiller definitely delivers the goods. Just don't expect it to hold your attention for long stretches.—Tenacious Moses

	GRAPHICS	3.75	FUN FACTOR 3.75
	SOUND	4.25	
	CONTROL	4.0	

Developer: People Can Fly Publisher: DreamCatcher Interactive
Available now Action 1 player; 8 online ESRB: M



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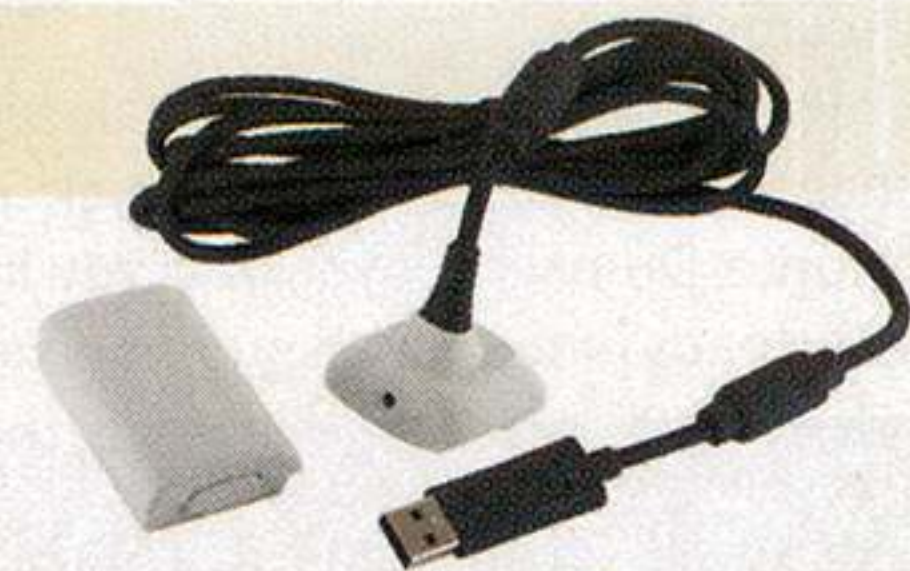
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powerkit 360

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Killzone: Liberation

The Helghast go handheld

PSP

Under the tyrannical command of General Metrac, the nefarious army of the Helghast is still standing, and that means that there is more killing to be done. Your mission is to liberate Southern Vekta, rescue the ISA hostages, and terminate the lives of all who stand in your way.

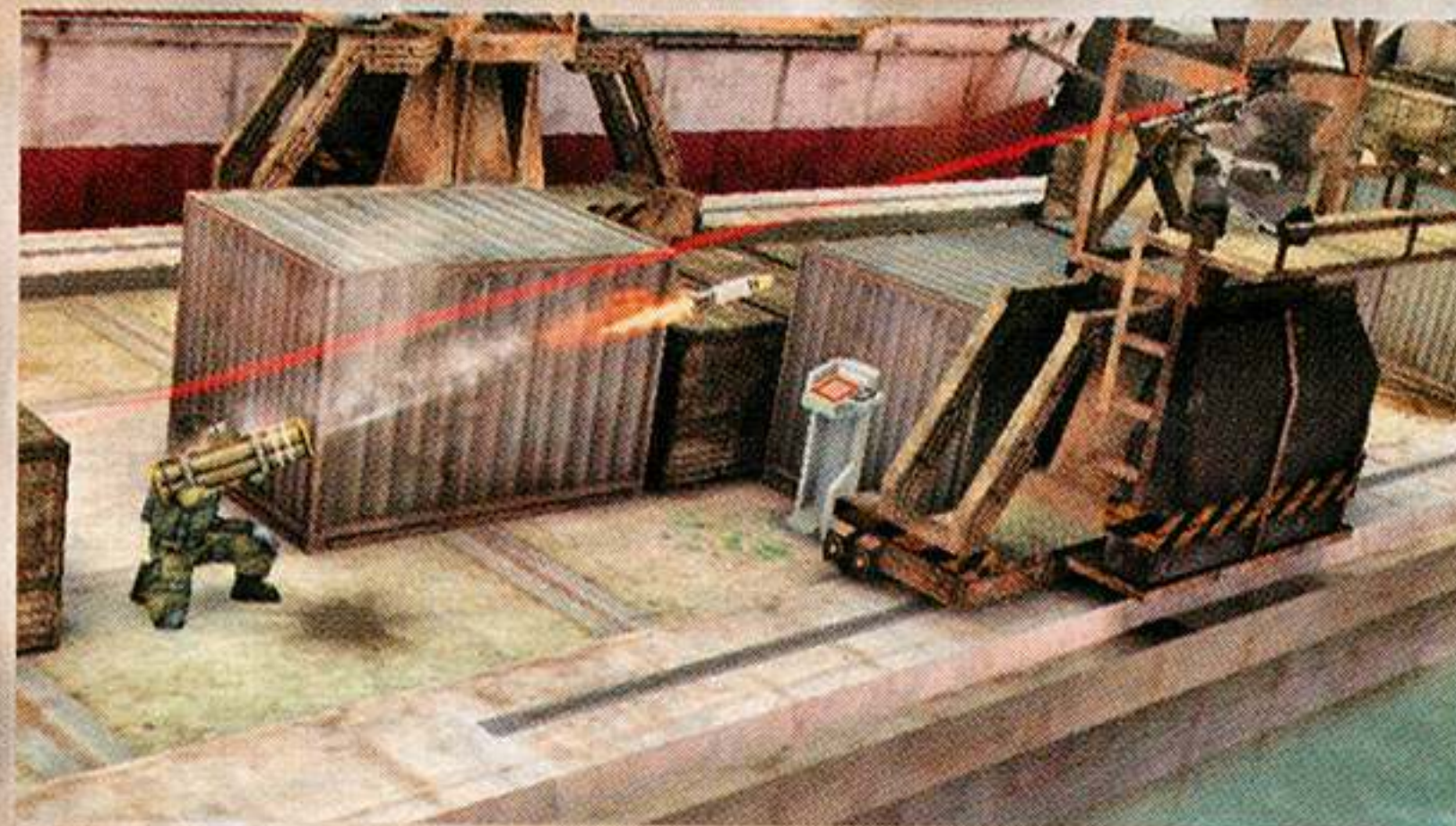
Taking place two months after the events of the original Killzone, players will once again face the Helghast as ISA squad leader Jan Templar, this time around in an all-new third-person perspective. The new camera in Killzone: Liberation makes it possible to implement more strategy in field of death. This includes both character movements like the dodge-roll, and the tactical command system where you can give specific orders to AI soldiers such as placing C4 explosives or attacking a particular target. Improvising your own line of attack will also be important, my personal favorite being the melee and point-blank lead sandwich combo.

Weapons new to the Killzone series include a VC1 flame thrower, smoke grenades, and a crossbow that shoots explosive-tipped arrows. You'll even be able to pilot vehicles for the first time, such as tanks and hovercrafts.

In addition to the 16 single player campaign missions, Killzone: Liberation will also feature a number of extra modes. Multiplayer support in the game includes a 2-player co-op campaign mode, and up to six players in the combat zone.

Expect all of the post-apocalyptic chaos of the first Killzone and more when this one hits the PSP on Halloween of this year.—*Long-Haired Offender*

■ **Hands-On** ■ Developer: Guerilla Games ■ Publisher: Sony ■ Target release date: October



WTF: Work Time Fun

You'll scream "WTF!" all the livelong day.

PSP

With a name like WTF, you expect a little quirkiness, and that's exactly what Work Time Fun is all about. You could easily call this Wario Ware PSP. WTF looks to provide Sony handheld gamers with a similar pick up and play experience. And like Wario Ware, it's very bizarre—in a good way.

WTF is a localized version of the Japanese game, Baito Hell 2000, that reached super trendy status overseas. It's essentially a collection of 40 quirky mini-games that challenge you to perform different job tasks with often hilarious circumstances.

For example, one game makes you a security guard at a rock concert where you fend off crazed fans that charge the stage. Another, Chick Sorting, has you sort baby chickens as male, female, or just plain dead. Our favorite, Drunken Mayor, puts you in the sauced-up shoes of a tipsy mayor at a ribbon cutting ceremony—each level loads him up with more booze and balancing those scissors gets progressively more difficult.

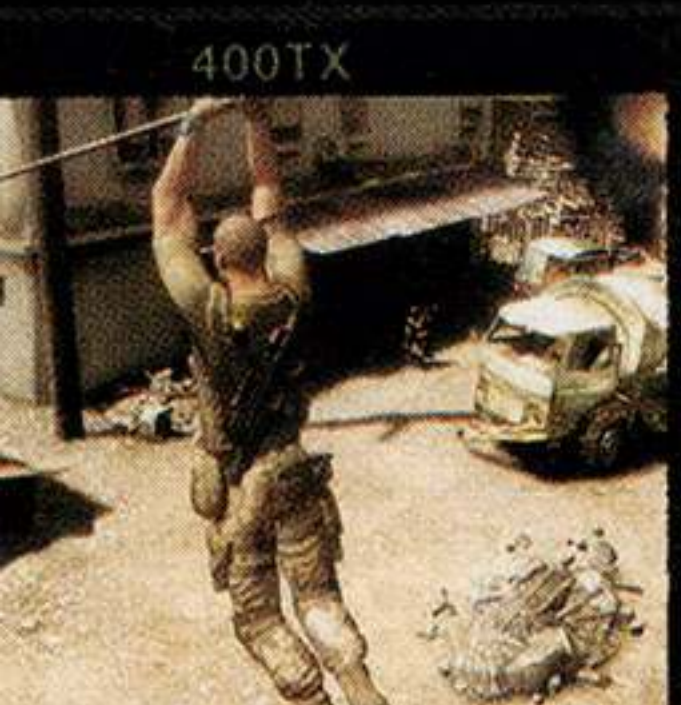


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■ **First Look** ■ Developer: SCEI ■ Publisher: D3 Publisher of America
■ Target release date: Available now



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Mario Hoops 3-on-3

Nintendo scores another slam-dunk as Mario and his pals hit the court



With an interesting control scheme and a whimsical presentation, Mario Hoops 3-on-3 offers a delightful twist on the sport of basketball. So warm up your stylus and lace up your shoes: it's game time!

Mama Mia!

The one thing that immediately makes Mario Hoops stand out is its controls. A combination of the stylus and directional pad lets players trod the courts with deft precision. There is a bit of a learning curve but once you get used to it, you'll be making plays like your last name was Jordan. Items will also randomly appear to help you light up the scoreboard: there are mushrooms that slow you down or speed you up, various colored shells to throw at opponents and banana peels to give them the slip.

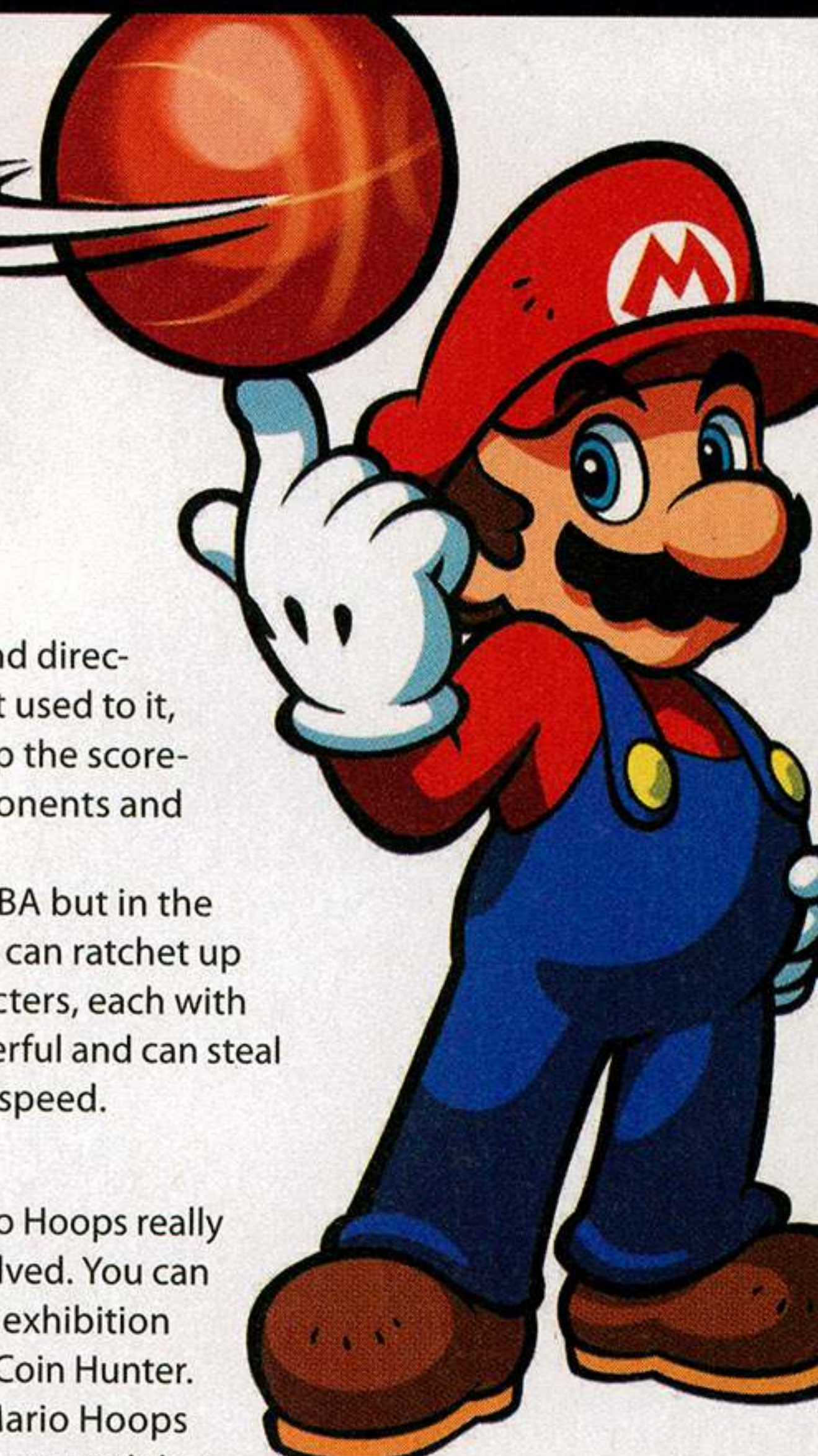
The game also features a quirky scoring system. Two-point buckets might be fine and dandy for the NBA but in the world of Mario, each shot nets you 20 points. And depending on how many coins you've accumulated, that can ratchet up to a record breaking 100 points or more! Causing all this on-court mayhem is a classic roster of Mario characters, each with their own specialty. For example, Wario is incredibly powerful and can steal the ball with ease while Diddy Kong displays impressive speed.



PROTIP: Stroke your stylus repeatedly when performing a slam-dunk to score more coins.



Someone tell Peach that she isn't playing soccer!



Ball Hog

And like previous titles in the Mario sports franchise, Mario Hoops really shines when more than one human participant gets involved. You can take on your friends and foes alike in tournament mode, exhibition games and a variety of mini-games like Dribble Race and Coin Hunter.

With its light-hearted gameplay and silly graphics, Mario Hoops probably won't win over a diehard basketball fan but it's entertaining enough to keep most gamers glued to the on-court action. Nintendo definitely shoots and scores with this one.—*Her Misnomer*

DS	GRAPHICS	4.0	FUN FACTOR	4.0 ₅
	SOUND	3.75		
	CONTROL	4.0		

■ Developer: Square Enix ■ Publisher: Nintendo ■ \$34.99
 ■ Available now ■ Basketball ■ 4 players ■ ESRB: E

Star Fox Command

Fox McCloud returns and redeems himself on the DS



The classic Star Fox franchise finally makes an appearance on the DS and blends old-school elements with newer features unique to the handheld, resulting in a splendid addition to the Star Fox legacy.

Back In (Mostly) Action

At first, we weren't convinced that the DS could handle the complex controls needed to navigate a spaceship in 3D. Thankfully, we were wrong—the DS proves worthy of the challenge. Ship movement is controlled by the stylus in an intuitive manner: slide the stylus toward the bottom-right side of the screen and your ship will pitch down while sharply turning right, while moving the stylus in a circular motion will put you in a barrel roll. More complex commands, like looping over enemies, require a tap of a button on your main radar screen, but are still easily positioned and simple to execute when needed. In all, the controls never feel overly forced or unnatural, a testament to the flexibility of the dual-screens.

Graphically, the game stays true to its heritage when it comes to on-screen action, but the game also introduces a new RTS strategy element that you control in between combat. Thankfully it's well implemented and rather unobtrusive—simply drag your fighters where you want them to go or attack. Multiplayer, either through Nintendo's Wi-Fi connection, or through a single cartridge, is also available and a blast to play.

A Little Turbulence

Unfortunately, there are some minor issues that keep Star Fox Command from becoming a truly spectacular title. The maps are small and cramped and the game is just too short. The main story only takes 5 hours to complete, and though there are some replayable parts, the additional content isn't enough to keep you coming back.

However, the fast-paced Star Fox action, easy controls, and the fun multiplayer portions definitely outweigh the bad. Gamers of all shapes and sizes should let Star Fox Command seize control of their DS.—*The Watcher*



PROTIP: A well-placed bomb can wipe out an entire group of enemies with ease.

DS	GRAPHICS	4.25	FUN FACTOR	4.25 ₅
	SOUND	4.0		
	CONTROL	4.25		

■ Developer: Q-Entertainment ■ Publisher: Nintendo ■ \$34.99
 ■ Available now ■ Action ■ 8 players ■ ESRB: E10+





Mario vs. Donkey Kong 2: March of the Minis

Mario and Donkey Kong return for more miniature mayhem.

DS



Thanks to the might of the Nintendo DS' touch screen, Mario vs. Donkey Kong 2: March of the Minis is a huge step up from its Game Boy Advance predecessor. The controls take full advantage of the stylus and are intuitively laid out, which makes the oft-difficult task of keeping your characters alive that much easier.

The puzzle elements in March of the Minis call to mind old-school titles such as Lemmings. You have to control and navigate wind-up Marios through a variety of enemies and environmental pitfalls towards a gateway; at least one Mini must survive for you to progress but more points are awarded if every Mini escapes safely. There are nine worlds for you to puzzle through and each culminates in a boss battle. All told, there is nothing miniature about the amount of puzzles in the game and the well thought-out pace keeps the game fresh and hip until the end.

—Tenacious Moses



PRO TIP: The hammer is useful for clearing a path. It's clobbering time!

DS	GRAPHICS 4.0	FUN FACTOR 4.25
	SOUND 4.25	
	CONTROL 3.75	

Developer and publisher: Nintendo ■ \$34.99 ■ Available now
Puzzle ■ 1 player ■ ESRB: E

Pokémon Mystery Dungeon: Blue Rescue Team

What looks like Pokémon, smells like Pokémon, but isn't Pokémon?

DS



Pokémon Mystery Dungeon: Blue Rescue Team is a spin-off title that looks like a Pokémon game, but doesn't quite contain the same sense of magic that was so evident in the originals. Thanks to gameplay quirks, this title is sure to raise the ire of longtime fans. For example, the maximum number of Pokémon at your disposal has been cut from the normal six to four. You're also allowed to only add defeated Pokémon that are listed on the restrictive Recruitment Search menu. Often you're forced to pass on a powerful Pokémon simply because they're not on the list.

Like most spin-off titles, Mystery Dungeon fails to capture the spirit and replay incentives that made the core products so irresistible to gamers of all ages. If endless dungeon crawling is your thing, then you should give this title a whirl. However, if monotonous gaming and skimpy Pokémon action aren't your thing, then this is one mystery that's best left unsolved.

—PokéMax



PRO TIP: Old-school Pokémon strategies and attacks are still viable here.

DS	GRAPHICS 3.5	FUN FACTOR 2.5
	SOUND 3.5	
	CONTROL 3.0	

Developer: Chun Soft ■ Publisher: Nintendo ■ \$34.99 ■ Available now
Action/RPG ■ 1 player ■ ESRB: E ■ Also on the Game Boy Advance

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NBA 2K7

2K dresses up for its role as basketball's top dog.

Last year, NBA 2K6 pretty much dominated basketball with its outstanding gameplay. This year it's trying hard to just look pretty.

How about 250 unique jumpshot animations? That's 2-5-0. It means some players like Kobe Bryant have more than one animation for their jumpers because they own a veritable treasure trove of shots from all angles.

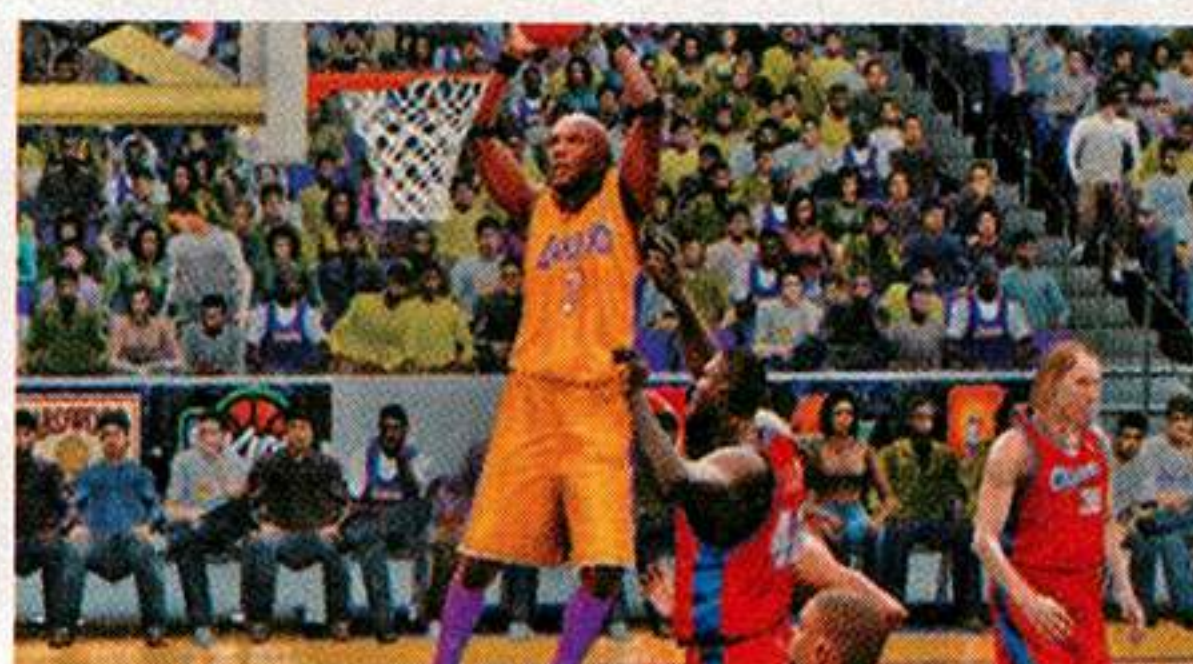
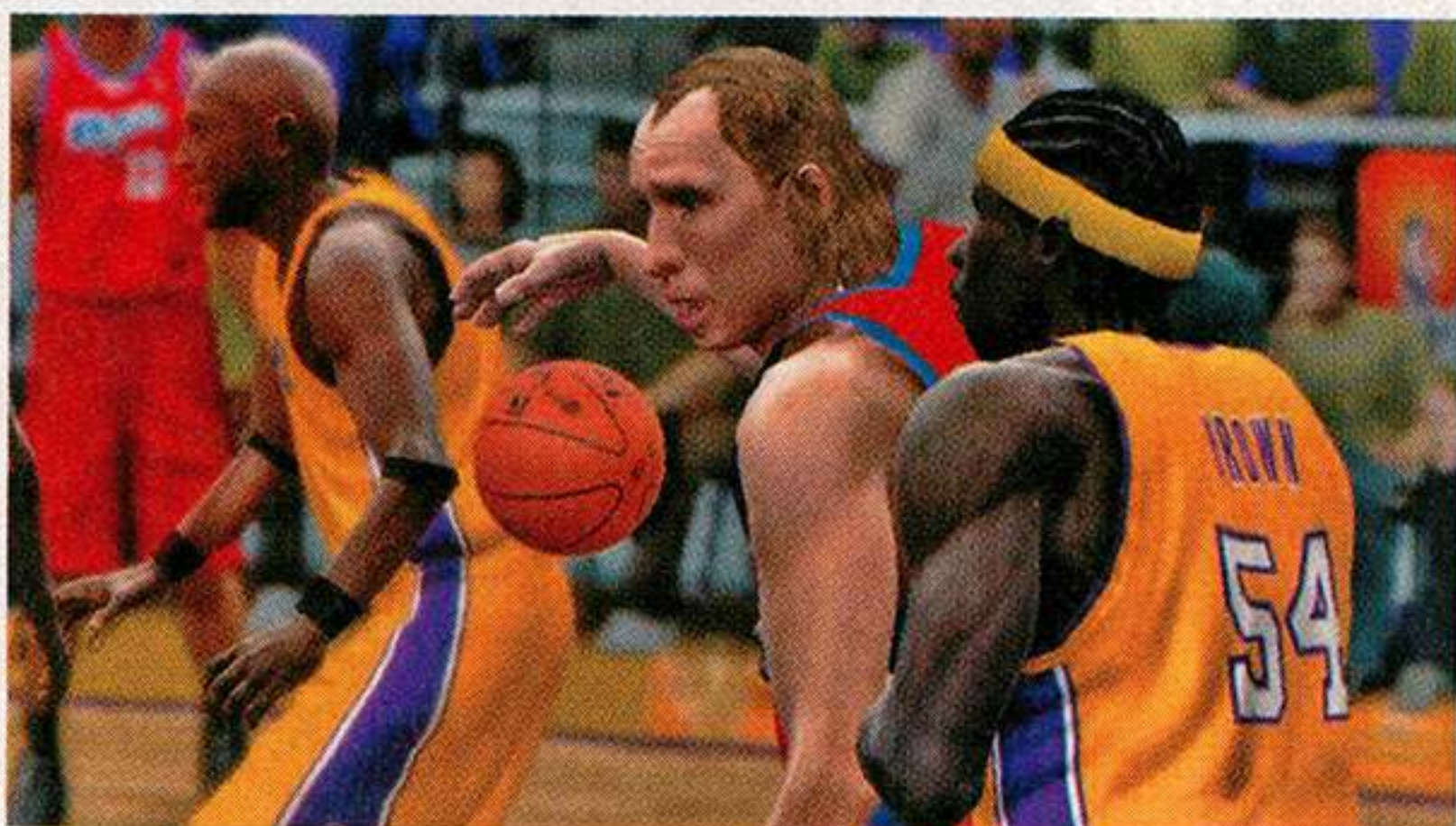
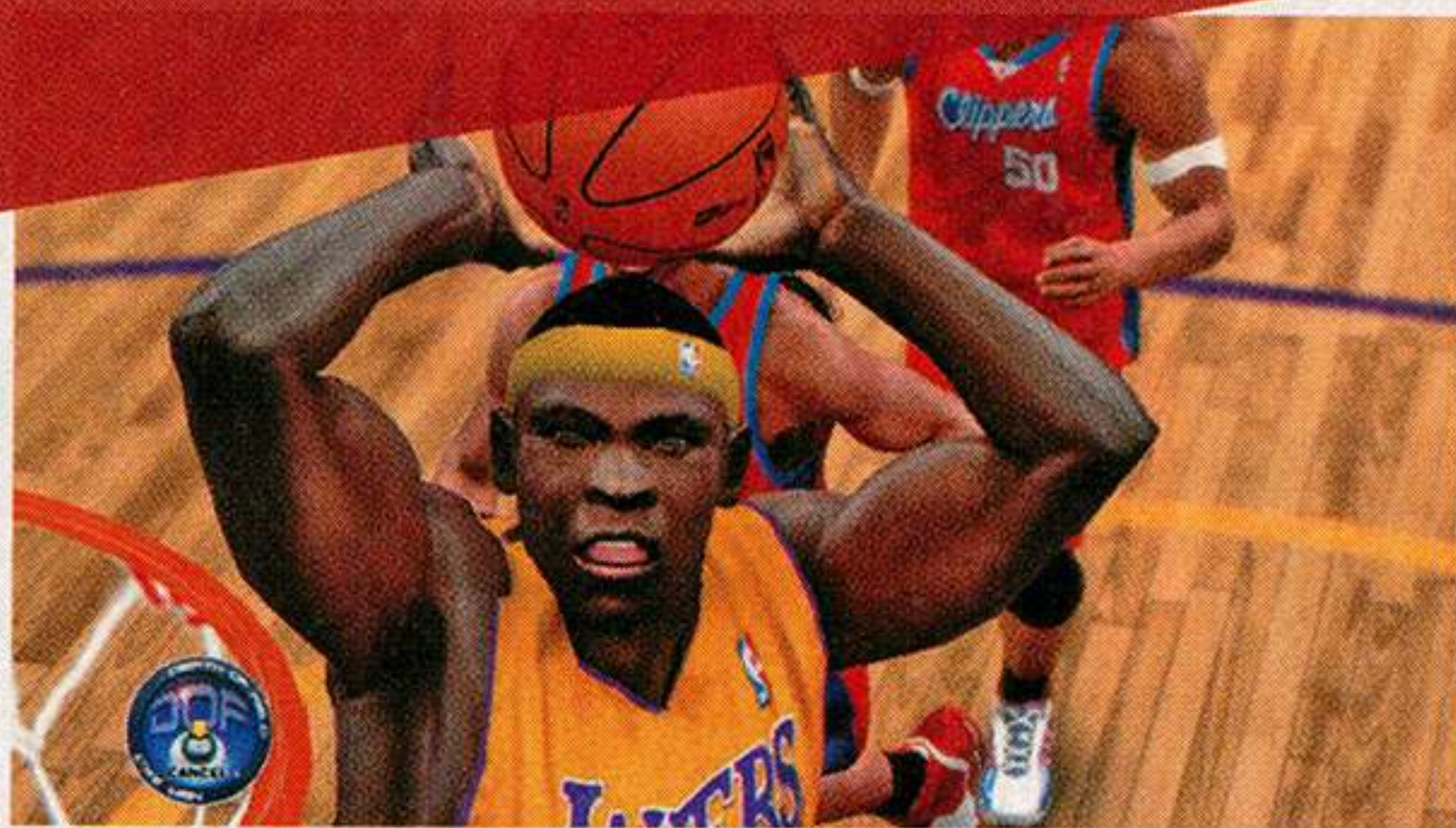
The defense also benefits from a new barrage of animations. Players make more realistic-looking steals, for instance. You use the IsoMotion stick to actually make your defenders poke the ball out of an offensive player's hands. Moreover, you'll have to scramble for loose balls, so even after you knock the ball away you still have to retrieve it. Defensive purists will also appreciate the ability to cut off the dribbling lanes by stepping into them from the left or the right—a great new move.

2K7 has also completely overhauled its arena designs and spiffed up other game time extras including the antics of team mascots. Additionally there are 35 new camera angles (up from 12 last year) which fortifies one of the game's many strong points.

Also new this season is a three-character story mode. This is a mission-based mode, complete with an up-from-the-streets storyline. The create-a-player feature here has amazing facial design intricacies rivaling those you find in *The Elder Scrolls IV: Oblivion*. Also, you can choose to channel 150 basketball styles of actual NBA players in your newly cast avatar.

And all these cosmetics are just scratching the surface on the improvements to this game. When it comes time for head-to-head matchups, NBA 2K7 is going to be tough to beat.—*Atomic Dawg*

■ **First Look** ■ Developer: Visual Concepts ■ Publisher: 2K Sports
■ Target release date: Available now



NBA Live 07

It's not just all about good looks.

You need to build up a good head of steam to bust a rim-rattling slam dunk, so consider last year's NBA Live 06 for Xbox 360 just that...a gaseous precursor. So far NBA Live 07 looks like its going pick up where 06 left off and bring to the party that which 06 for 360 left behind and more.

Right from the jump ball you can see that Live 07 is going to build on its strong suit—outstanding visuals. For example, last year the animation system was ported to 360 from the current-gen Xbox version of the game. This year it's been totally rewritten. You'll notice amazing footwork on the court that produces eerily real-looking movement. Players shuffle their feet on defense and step around defenders in the pivot.

The game is also building up the personalities and style that runs rampant in the NBA. There are 150-plus signature jump shots in the game and 150 more signature free-throw motions. Player rating categories have also been jacked up from 25 last year to 73 this season, so your favorite stars are going to perform just like you expect them to.

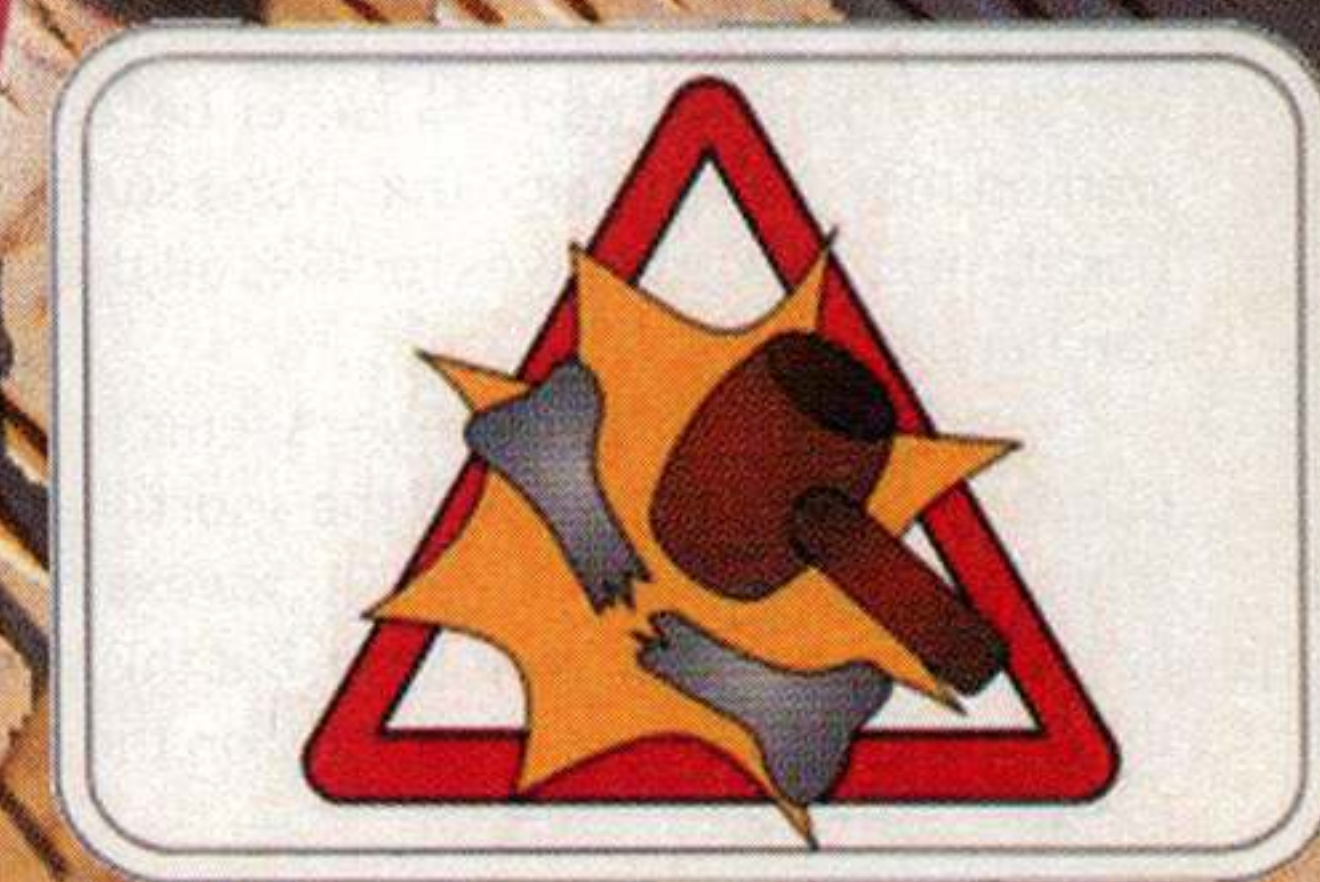
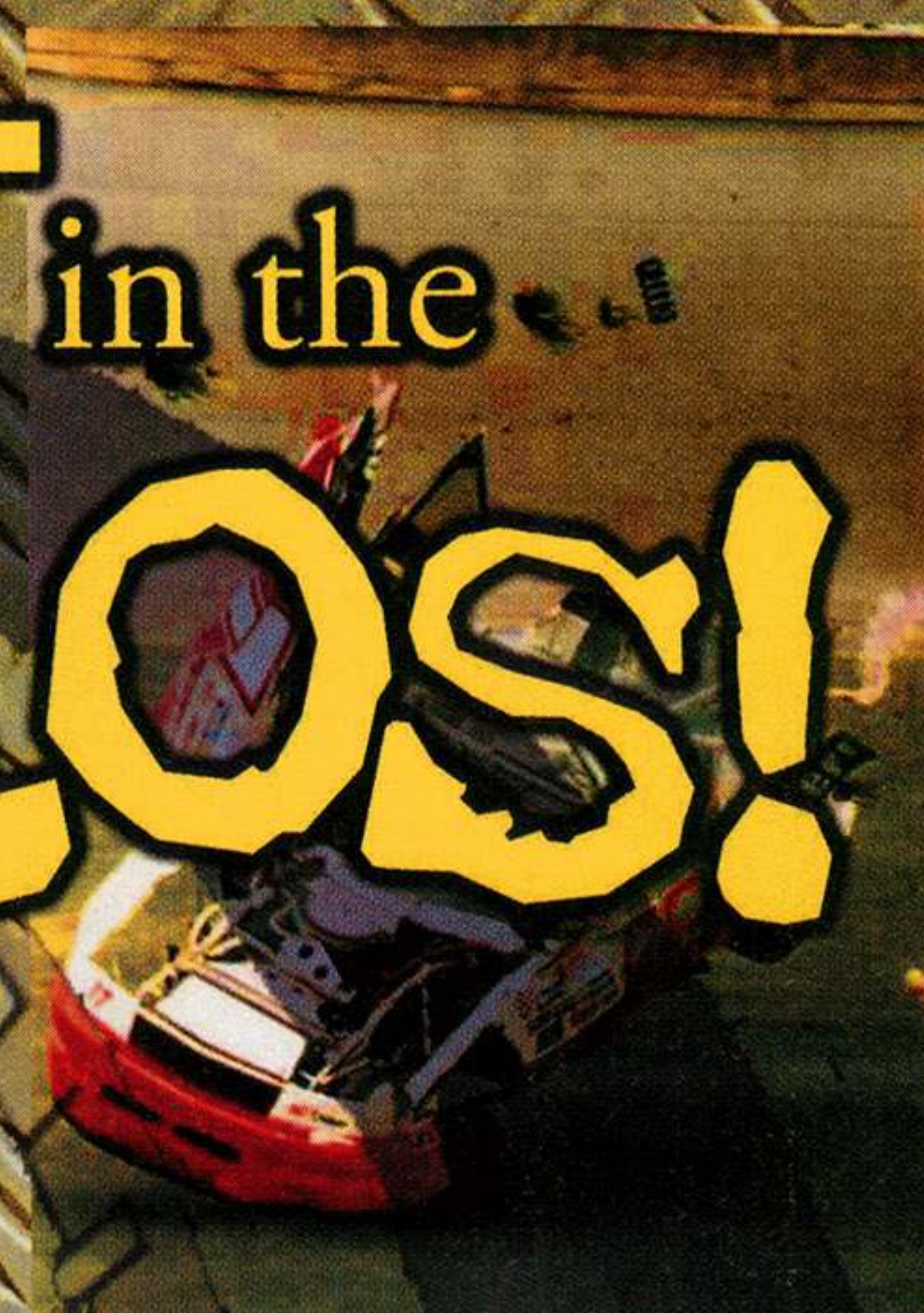
But one of the biggest improvements is in the further refinement of Superstar mode. Last season's superstar categories—shooters, high flyer, and playmaker—are now enhanced with five levels of skill including a sort of X-factor for big game moments. Your players will build up their superstar abilities by making signature moves and plays, and the more they achieve the more great moves they unlock.

Live 07 is in some kind of furious showdown with NBA 2K7, but it's making some moves that are going to create a tough match up.—*Atomic Dawg*

■ **First Look** ■ Developer: EA Canada ■ Publisher: EA Sports ■ Target release date: Available now



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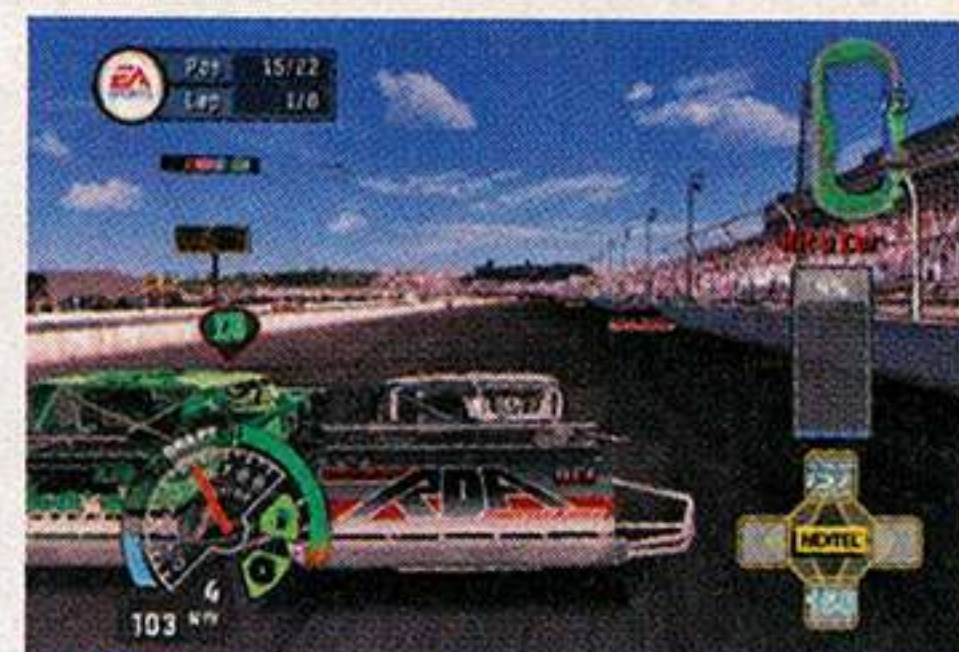
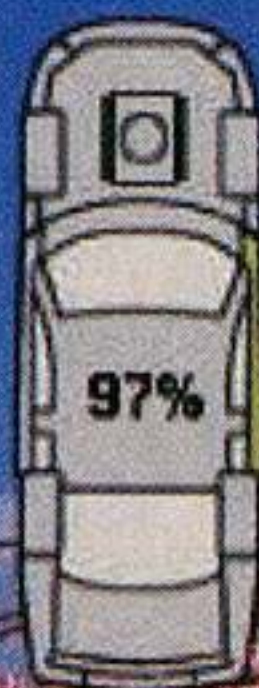
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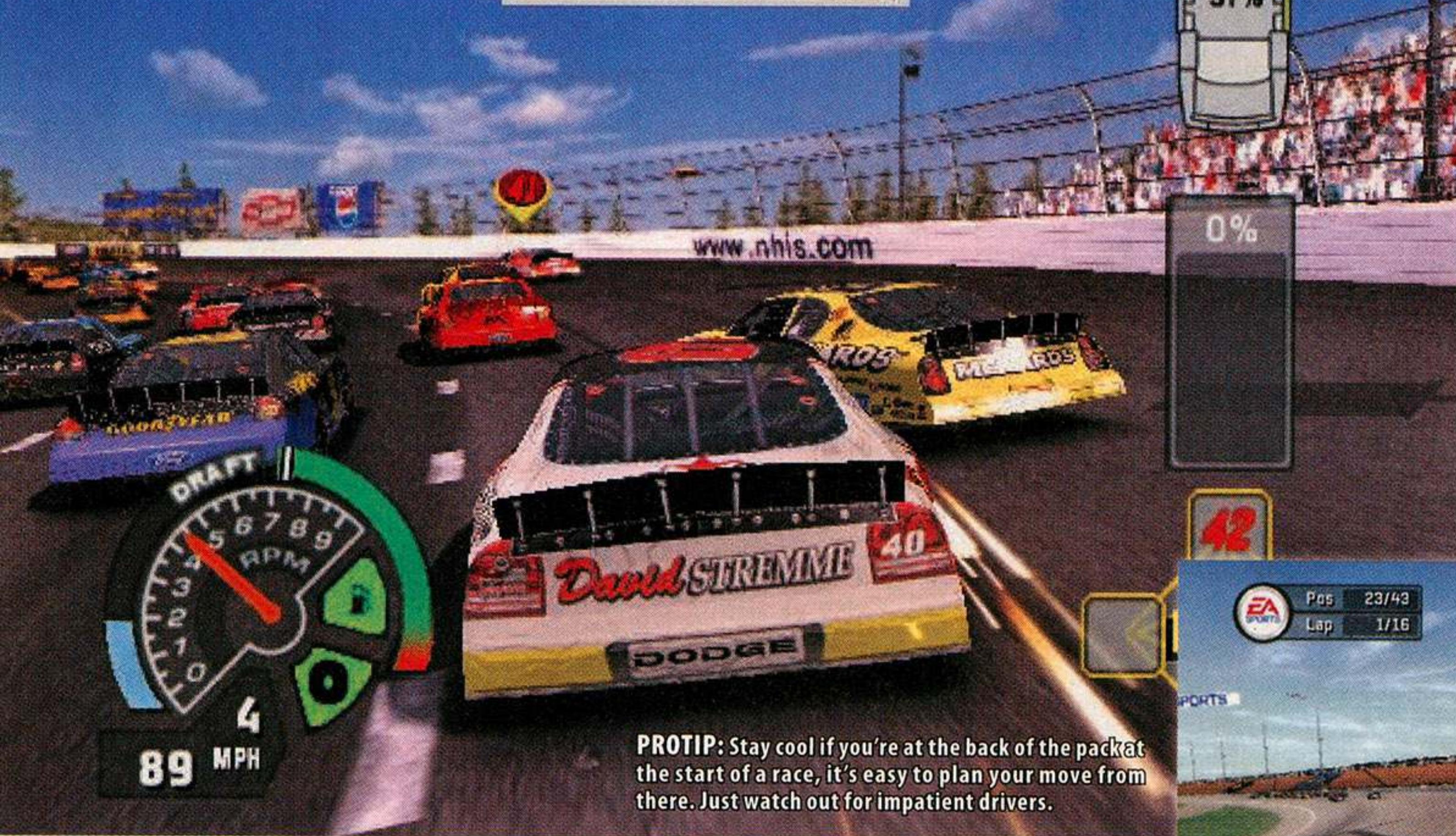
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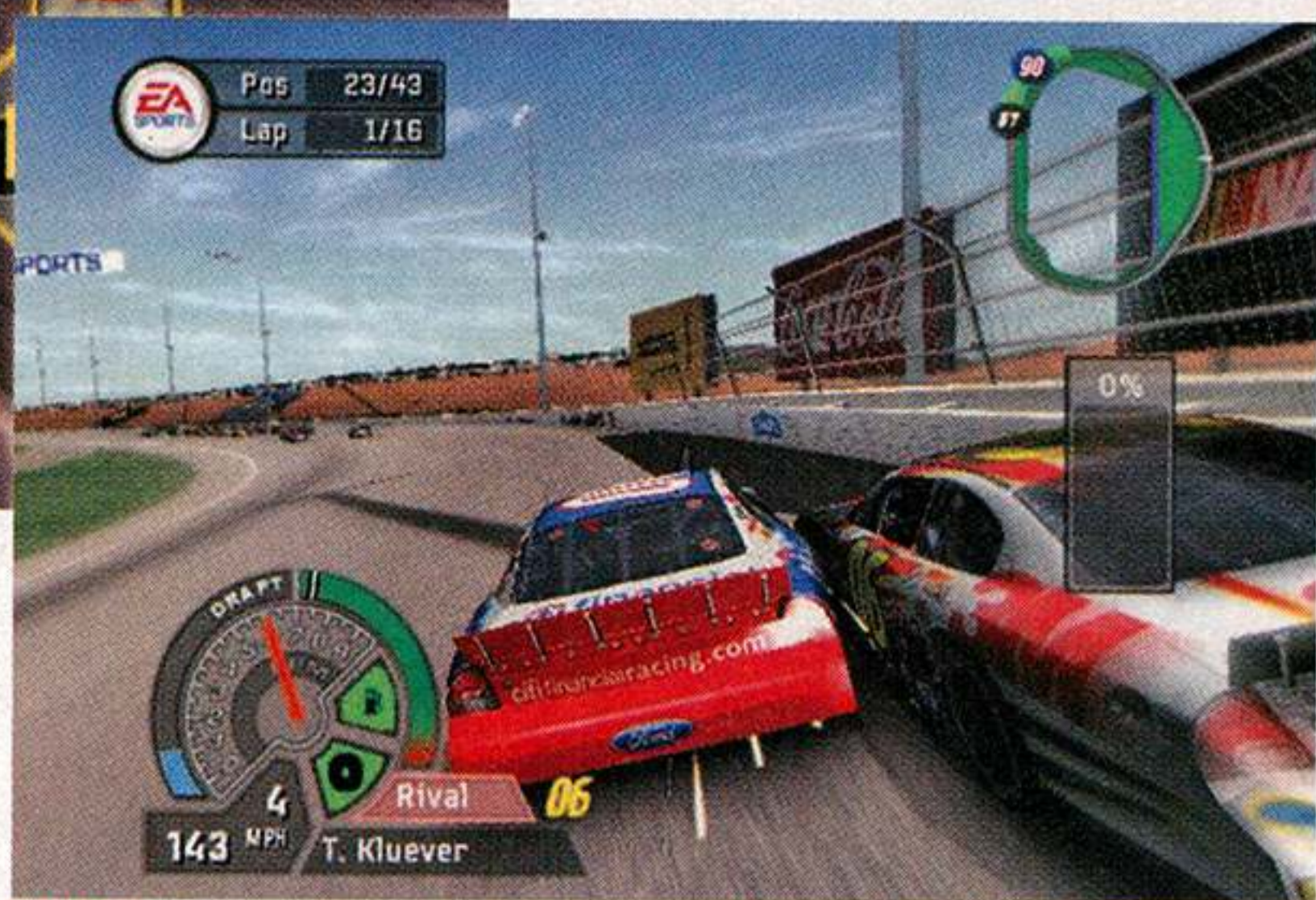
PRO TIP: Mind the body slams in the Whelen Modified Series. Your tires are vulnerable during this open wheel run.



PRO TIP: A top-flight pit crew means the difference between winning and losing a race, especially at the end of a season.



PRO TIP: Stay cool if you're at the back of the pack at the start of a race, it's easy to plan your move from there. Just watch out for impatient drivers.



PRO TIP: Cutting off your rivals is a key move, but use it wisely—they're going to come back for revenge, often at the most critical stage of a race.

NASCAR 07

Just drive, baby!

PS2

Xbox



Your willingness to acknowledge the fact that NASCAR auto racing has the second highest sports television ratings behind the NFL in America will go a long ways towards your appreciation of NASCAR 07 from EA Sports. However, be forewarned that this is a game that won't suffer part-timers and that gives rookies all they can handle.

Every year the NASCAR series seems to emphasize a different aspect of the sport. Team driving and the Chase for the Cup, for example, have been previously promoted. But this year, the focus is back where it belongs: on the driving and on-track competition.

NASCAR Gets Nasty

Just like in the NASCAR world, you won't get anywhere in NASCAR 07 if you aren't prepared to work on your car as you drive. Right from the start you'll notice that body damage, fuel consumption, and pitting are switched on as defaults. As if driving against 42 competitors at 190 MPH wasn't enough of a challenge, you also have to develop some race time strategy if you want to win.

This year's version also features a lean and clean HUD that makes drifting and tire management a breeze. Now a drafting meter helps you better target cars to get that extra "pull," that helps you conserve fuel. Additionally, the tire wear meter shows you exactly how long you can go before you have to make that critical pit stop. The HUD is easy to read, and you won't

have to take your eyes off the traffic to make your decisions.

And that traffic can get pretty mean. You're going to find that A.I.-controlled drivers display a diverse range of skill and personality which definitely keeps you on the alert when you're in a pack. Every driver has been rated and given attributes based on their real-world driving records and styles. Moreover, these attributes will change with each successive race according to the outcomes and every driver reacts differently in different situations. This adds a nice bit of unpredictability to every race that sometimes forces you to change your tactics as the laps add up.

Of course, you won't have to tackle the competition alone. You can still lead a team during the race, and the simple, easy-to-use Communicator commands enable you to direct your teammates to pull such maneuvers as blocking or holding position. For 07 you can change commands on the fly during a race, too.

Feels Like Racing

Overall car handling for both the Xbox and PS2 versions has the same basic feel as last year's games. That is to say that the Xbox controller is a smidge tighter than the PS2 during competition. You can, however, make adjustments to your car's handling and tune it to your preferences.

NASCAR 07 even looks fast, and the graphics and animations are juiced in keeping with the behind-the-wheel emphasis of this year's game. There are a couple of new viewing angles

including an adrenaline-charging ground-level look. Also, passing cars show off a slick blur effect that enhances the feeling of speed.

NASCAR Rules

There's plenty of mileage in the carryovers, too. Career and Season drivers will find that all the modes from last year's game are present here. That includes the Nextel Cup, Bush Series, Craftsman Truck Series, and Whelen Modified Series. Fight to the Top mode enables you to lead your team to victory.

There's little doubt NASCAR racing games have a certain complexity and style that at once snags fans and puts off the uninitiated. NASCAR 07 does little to dispel that notion, even as the best game in the series so far. But that's just fine. NASCAR fans wouldn't have it any other way.

—Atomic Dawg

G ONLINE GAMEPRO.COM TO MOVE UP THROUGH THE PACK WITH NASCAR 07.

PS2	GRAPHICS 4.0	FUN FACTOR 4.0 ₅
	SOUND 3.75	
Xbox	CONTROL 4.0	FUN FACTOR 4.0 ₅
	GRAPHICS 4.0	
	SOUND 3.75	
	CONTROL 4.25	

Developer: EA Tiburon Publisher: EA Sports \$39.99
Available now Racing 2 players; 4 online ESRB: E



Tiger Woods PGA Tour 07

Tiger Woods can still swing it but his game is getting a little stale

PS2

Xbox



Though it's a bit lacking in new features, Tiger Woods PGA Tour 07 still has enough flair and fun to attract new fans onto the course. But while the 07 edition features some minor improvements on the already solid formula, the bland visuals and too familiar gameplay may not be enough to keep series vets satisfied.

Tour de Course

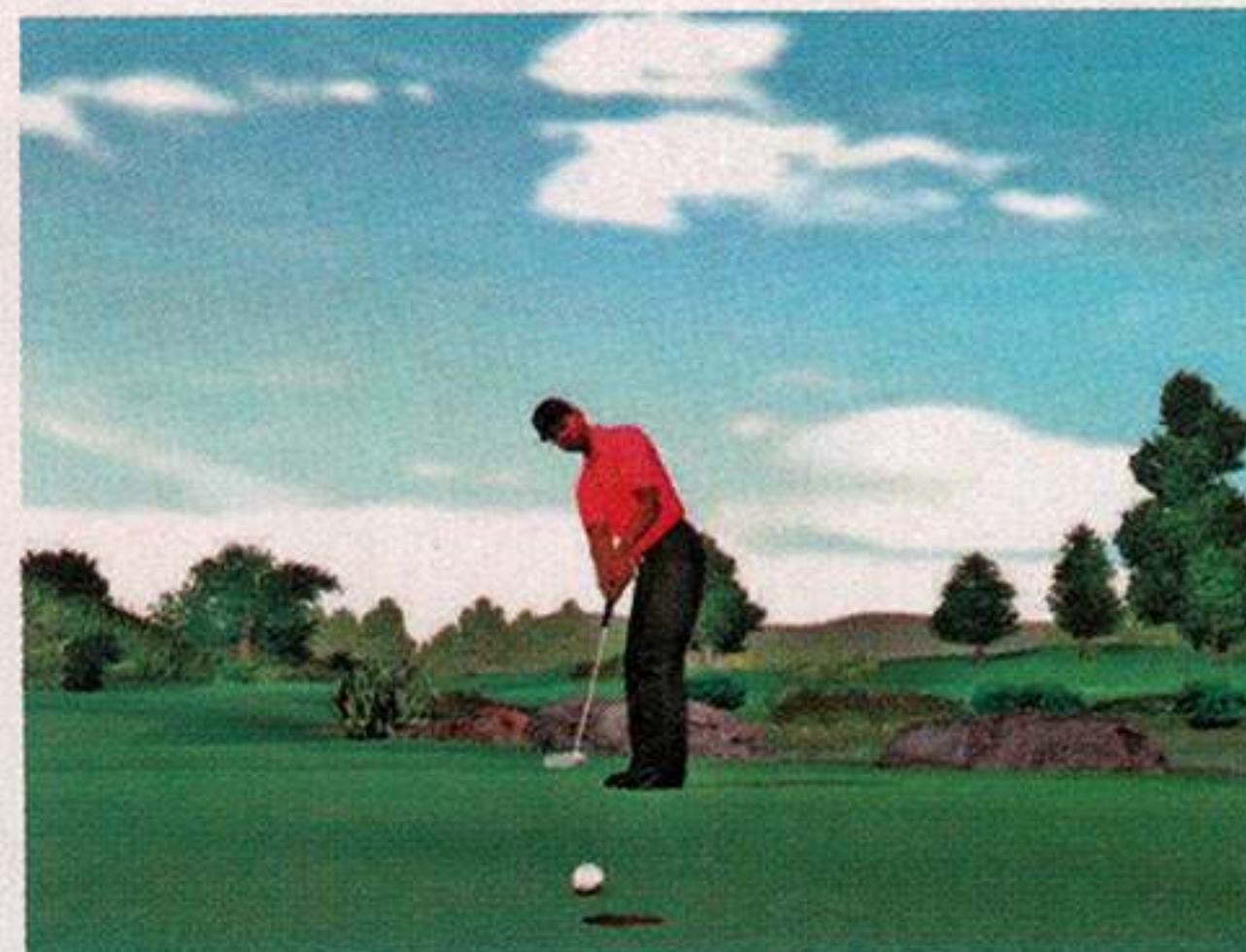
But it isn't for a lack of trying: Tiger Woods features some interesting new content, such as the Team Tour mode which lets you develop a team of golfers with the ultimate goal of knocking off Tiger and his team of championship golfers from the golfing mountain. A slew of online

multiplayer modes are also present, and follows the example set by other EA Sports franchises like Madden. Online tournaments and rankings, complete with a rolling ESPN sports ticker, gives the game a realistic feel even though it can sometimes come off as a little gimmicky. We also appreciated the new mini-games such as Elimination, Battle Golf, and One-Ball modes.

New Year, Same Game

We were less impressed by how Tiger Woods performed in the graphics department. This installment looks too much like its predecessors which went against our expectations for an EA Sports franchise. Blame the already high standard set by previous entries in the series but we expected some sort of improvement, no matter how marginal. The game's presentation could have also used another layer of the polish and shine.

In the end, Tiger Woods PGA Tour 07 is a solid golf game that should keep you interested for hours. But longtime fans of the series looking for

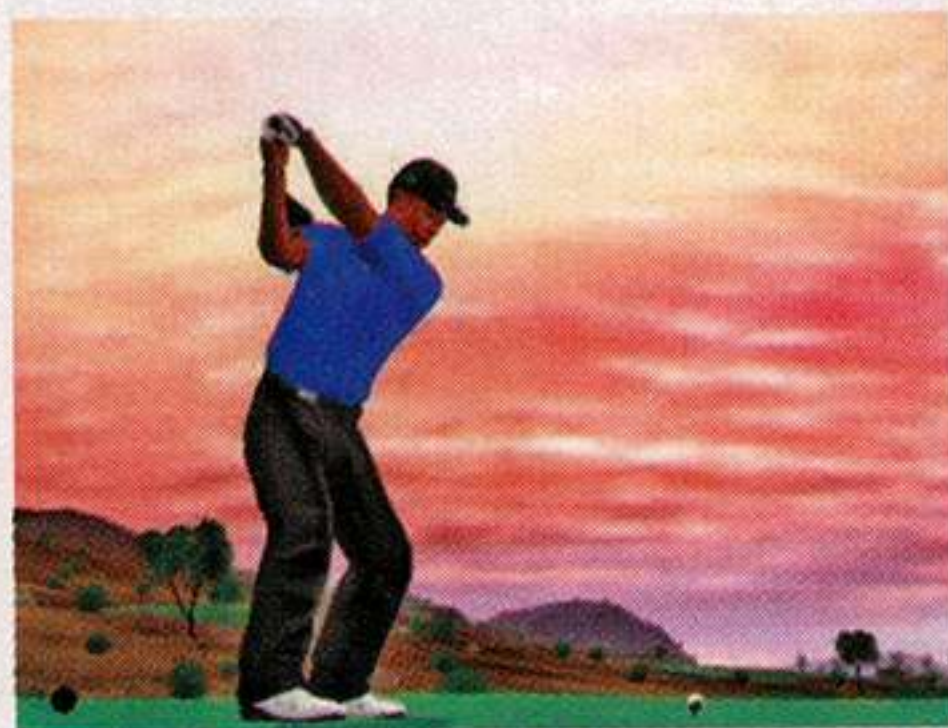


PROTIP: Always adjust your aim on each shot—the computer almost never lines up a perfect shot for you.

a substantial upgrade from past titles might find themselves less than satisfied. New fans should at least give this game a try, but unsatisfied series veterans may want to hold onto their greenbacks until the next-gen Xbox 360 version is put through its paces before making their decision.—*Bones*



The character models are pretty spot-on.



PROTIP: You can usually defeat a strong head on wind by hitting the top of the ball and using a slightly lower number iron.

PS2	GRAPHICS	3.0	FUN FACTOR	3.5 ₅
	SOUND	4.0		
	CONTROL	4.5		
Xbox	GRAPHICS	3.5	FUN FACTOR	3.5 ₅
	SOUND	4.0		
	CONTROL	4.0		

Developer: EA Redwood Shores Publisher: EA Sports \$39.99
Available October Golf 4 players ESRB: E Also on the Xbox 360





Like other games in the series, Final Fantasy XII sure doesn't phone in the graphics.



Final Fantasy XII

Years of painful waiting are about to pay off

PS2

Final Fantasy XII has been the victim of more delays and whispered speculation than most fans care to realize. But unlike most games, where strings of delays are typically indicative of muddled production schedules and botched game design, the artistic masters at Square Enix have dispelled any lingering doubts about the quality of this soon-to-be classic with the latest playable build of Final Fantasy XII.

Combat Evolution

The series' standard turn-based combat system has remained relatively unchanged for roughly a decade. Now, dubbed the "Active Dimension Battle System", the new combat mechanics in Final Fantasy XII are a strong departure from the all-too-familiar fighting system of other FF games. Bearing a definite resemblance to the

open, real-time combat of Final Fantasy XI, the new ADB system allows you to see your enemies approaching as you explore environments and judge whether or not you'll charge into the fight or turn and flee.

We especially love the freedom this new system offers by allowing players to avoid unnecessary random encounters and remain immersed in the game, without the distracting punctuation of load times and gameplay transitions.

License to Level-Up

In addition to the new combat system, FFXII also boasts a creative new character development system. Much like the sphere-grid from FFX, the new licensing system lets you select which



attributes you want to develop, in whatever order you please, provided you have enough earned license points to purchase the new ability. The licensing points (which you earn in battle) allow you to customize the growth and development of your party members by choosing the skills and items they'll become proficient with. Moving across the licensing board menu and unlocking skills also reveals new abilities, thereby encouraging development of advanced capabilities.

Fantasy Fulfillment

Put simply, this game has the potential to capture the crown for the best title in the series when it hits stores on Halloween. Die-hards will also be pleased to know that a special collector's edition—containing a series of features, interviews, trailers and art galleries—will also be available in a cool metal case.—Bones

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

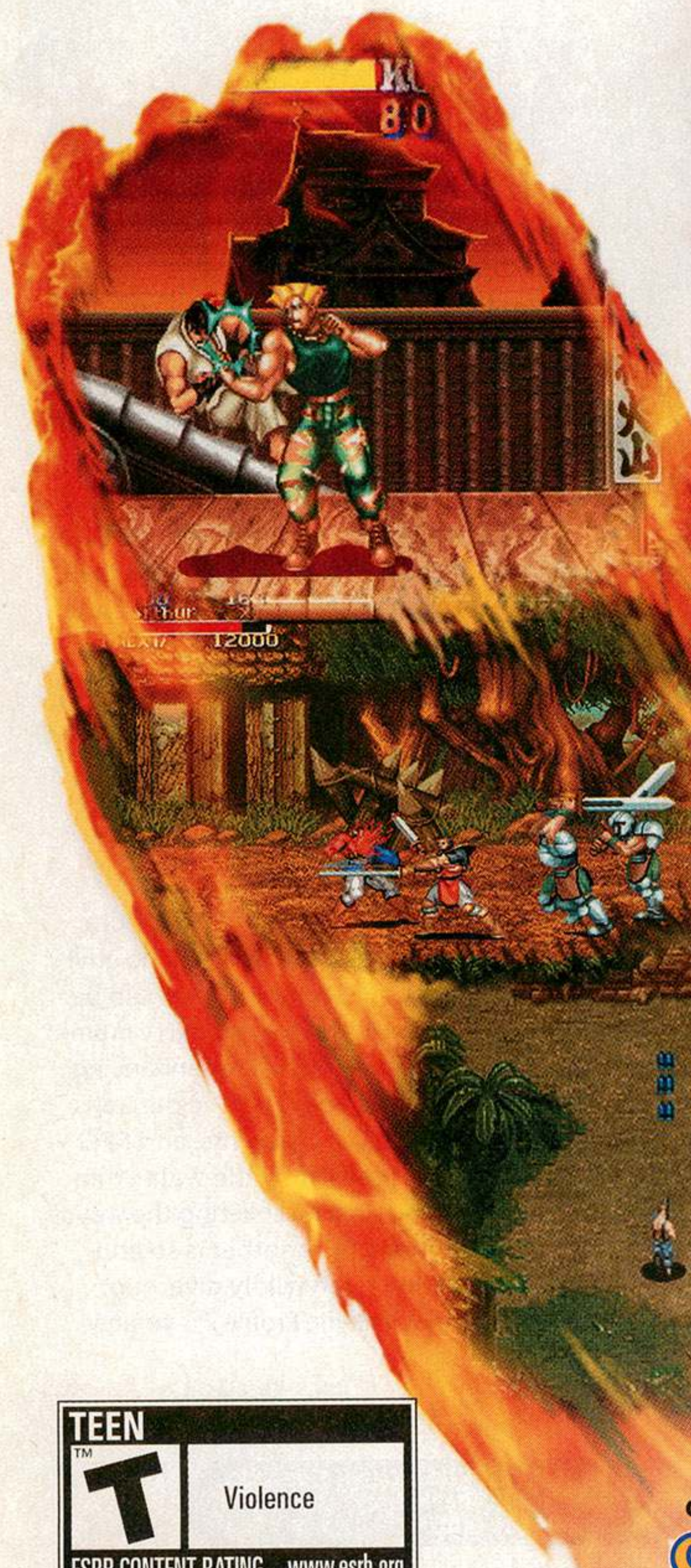


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PROTIP: Don't let the stunning vistas distract you from finding hidden goodies.

Valkyrie Profile 2: Silmeria



An interesting mix of deep RPG customization and side-scrolling 2D puzzlement lifts this Valkyrie above the crowd.

PS2



The PlayStation 2 has always been a haven for RPG lovers, and though the release of the system's successor is imminent, new entries like Valkyrie Profile 2 remind you that you won't need to pawn your internal organs to get a good role-playing experience.

Norse of a Different Color

Like the other titles in the franchise, Valkyrie Profile 2 is steeped heavily in Norse mythology. The titular character Silmeria is imprisoned in the body of Princess Alicia, but the rebellious Valkyrie refuses to remain dormant, and Odin sends Hrist to retrieve her. The story is littered with secrets and betrayals and will easily hold your attention.

Unfortunately, the game's innumerable cut-scenes, though admittedly nice to look at, are

long-winded and filled with awkward dialogue sequences, a likely by-product of the translation process. The frequency and duration of the cinematic interludes can also sidetrack players from the action. Thankfully, the actual gameplay makes up for the story-telling deficiencies.

Fight Club

The basic mechanics of fighting are simple, with only one attack button for each character, but interesting additions lend a considerable degree of depth to what could have otherwise been a mindless button-mashing exercise. Every group of baddies has a leader, indicated on the overhead radar, and killing him automatically wins the conflict. Walls and other bits of scenery can crumble, revealing enemy reinforcements at inopportune moments. Your squad of four can be broken up into flanking groups to distract and destroy stronger opponents, and some weapons possess devastating special attacks.

Even just preparing for battle can take some thought, since equipment is assigned a color type and rune,

and linking pieces together enhances performance and unlocks new skills. Most of the challenging fights are against bosses, but working to get the most from your available goodies is surprisingly alluring, given that there is a ton of potential to unlock hidden power. Even merchants get friendlier the more work you throw their way, eventually crafting otherwise useless items into powerful gear.

Team Spirits

There's plenty more for you to discover, from sealstones that hold sway over parties and environments alike, to powerful spirits that can be leveled and equipped like normal party members, or "freed" to leave behind stat-enhancing crystals. Not everyone's going to love the transplanted platform puzzler elements, and RPG purists might be turned off by the wafer-thin town exploration, but just discovering the way your different options fit together is so endlessly absorbing that even wildly divergent tastes will agree that Valkyrie Profile 2 is yummy indeed.—Ouroboros



PROTIP: Don't just mash attack buttons; time your strikes to yield the highest possible hit combo.



PROTIP: Special attacks aren't strictly necessary, but they can do crazy amounts of damage in a single strike.

PS2 GRAPHICS 5.0
SOUND 3.5
CONTROL 4.0



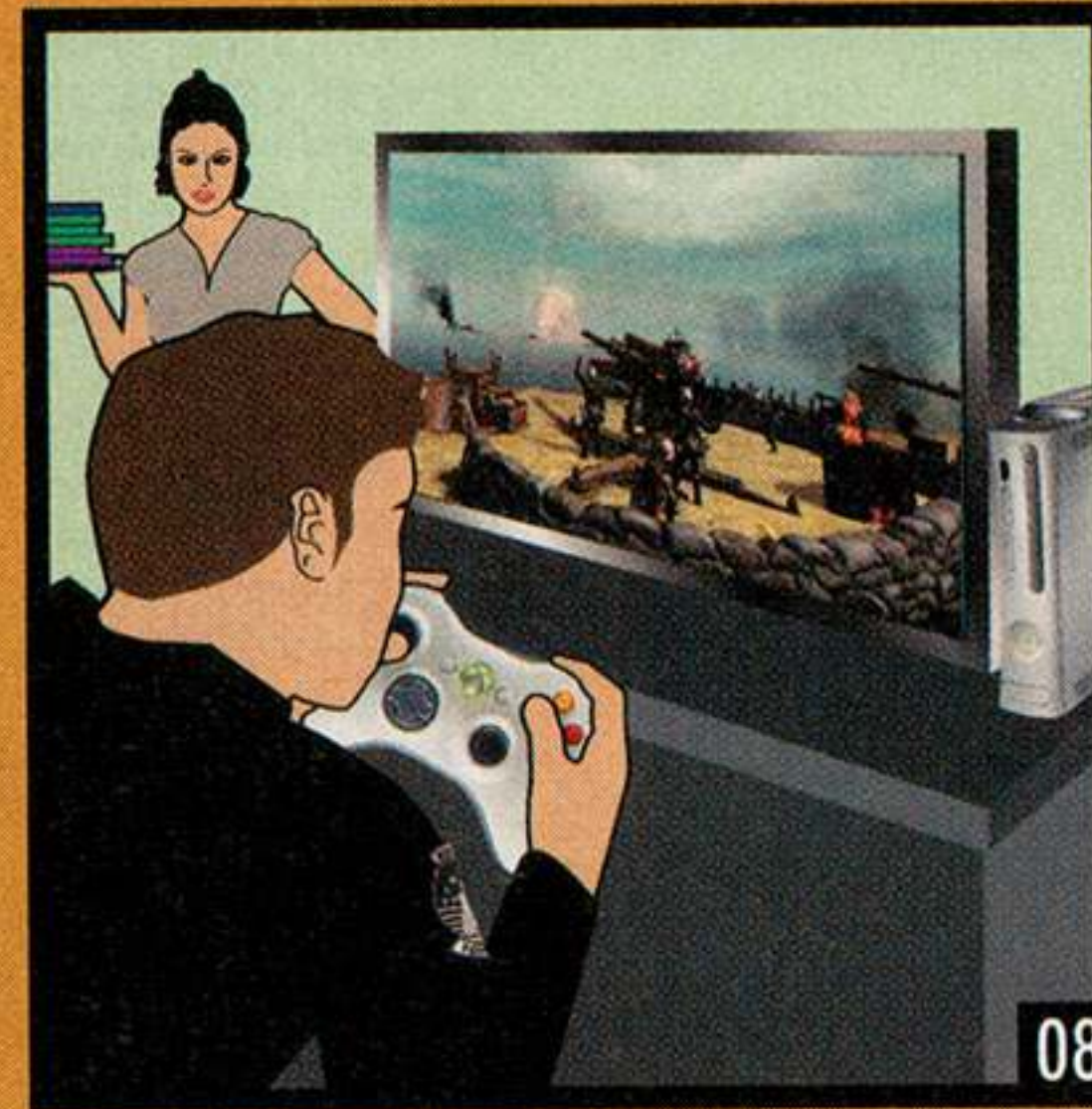
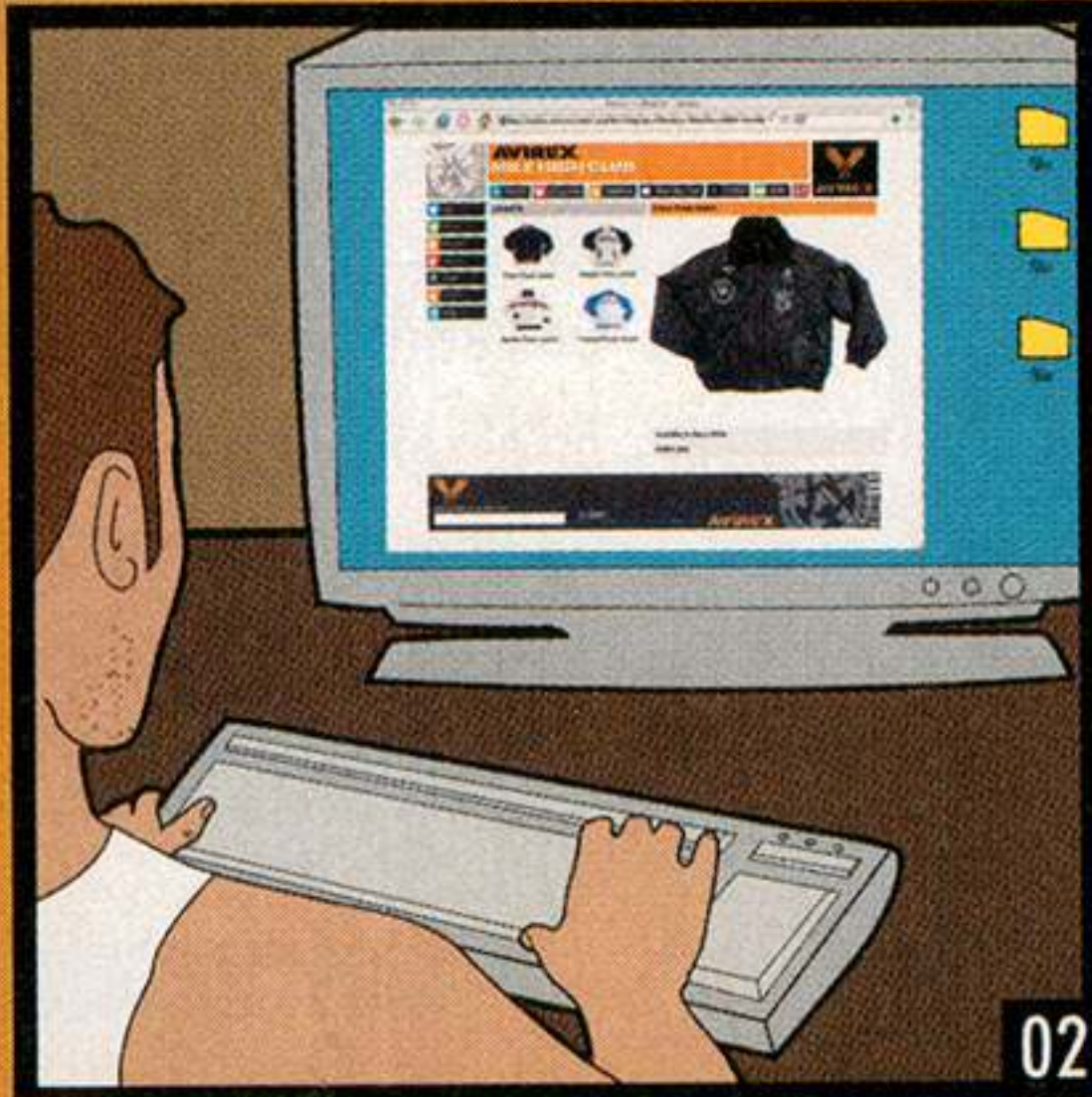
FUN FACTOR
4.5

Developer: tri-Ace Publisher: Square Enix
\$49.99 Available now RPG 2 players ESRB: T

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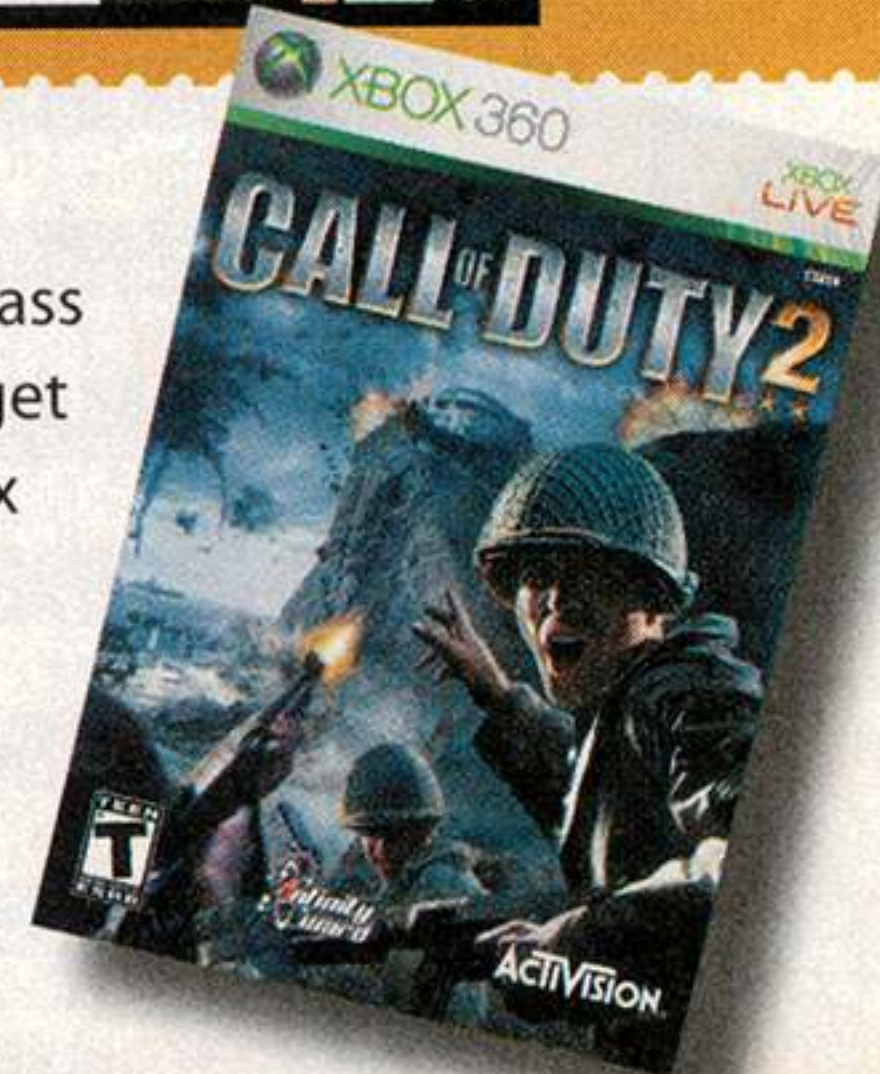
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Round-trip airfare and hotel accommodations for two to Los Angeles, California, to get an all-access pass into the world of video games. Once there, you'll meet the game creators, developers, and testers to get a first-hand look at how your favorite battle game is created. You'll be flying in style with a \$500 Avirex wardrobe along with a *GamePro* game pack.

(100) Runner-ups:

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The only way to enter is to log on to www.avirex.com/flylifecontest



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CODE VAULT

Submit your hottest **Code Vault** tips! In January's issue, the reader with the winning tip will receive a **Halo 2** Action Figure courtesy of JoyRide Studios.

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



READER OF THE MONTH TIP

MULTIPLATFORM



NCAA FOOTBALL 07



Passwords: At the main menu, select My NCAA, select Pennant Collection to enter the password input screen, and then enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, you'll see a confirming message onscreen.

Passwords are case-sensitive. A " " designates a blank space.

1st and 15 Pennant:	thanks
2004 All-Americans #273:	fumble
Alabama All-Time Team:	roll_tide
Arizona Mascot Team:	bear_down
Arkansas All-Time Team:	woopigsooie
Auburn All-Time Team:	war_eagle
Blink Pennant:	for
Boing Pennant:	registering
Butter Fingers:	with_ea
Clemson All-Time Team:	death_valley
Colorado All-Time Team:	glory
Cuffed #207:	ea_sports
Florida State All-Time Team:	uprising
Florida All-Time Team:	great_to_be
Georgia All-Time Team:	hunker_down
Georgia Tech Mascot Team:	ramblinwreck
Hurricane:	turnover
Instant Freeplay:	impact
Iowa All-Time Team:	on_iowa
Iowa State Mascot Team:	red_and_gold
Jambalaya #211:	heisman
Kansas Mascot Team:	rockchalk
Kansas State All-Time Team:	victory
Kentucky Mascot Team:	on_on_uk
LSU All-Time Team:	geaux_tigers
Miami All-Time Team:	raising_cane
Michigan All-Time Team:	go_blue
Michigan State Mascot Team:	go_green
Minnesota Mascot Team:	rah_rah_rah
Mississippi State All-Time Team:	hail_state

WIN!



Send tips to:
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Code Vault
P.O. Box 22210
Oakland, CA 94623-2210



or e-mail them to:
codevault@gamepro.com

Please include your name, address, and phone number so we can award you your prize.



Missouri All-Time Team:	mizzou_rah
Molasses:	game_time
Nebraska All-Time Team:	go_big_red
Nike Free #213:	break_free
North Carolina All-Time Team:	rah_rah
North Carolina State Mascot Team:	go_pack
Notre Dame All-Time Team:	golden_domer
Northwestern Mascot Team:	go_cats
Ohio State All-Time Team:	killer_nuts
Oklahoma State All-Time Team:	go_pokes
Oklahoma All-Time Team:	boomer
Oregon All-Time Team:	quack_attack
Penn State All-Time Team:	we_are
Pittsburgh All-Time Team:	lets_go_pitt
Purdue All-Time Team:	boiler_up
Stiffed #222:	ncaa
Syracuse All-Time Team:	orange_crush
Take Your Time #224:	football
Tennessee All-Time Team:	big_orange
Texas A&M All-Time Team:	gig_em
Texas All-Time Team:	hook_em
Texas Tech #160:	fight
UCLA All-Time Team:	mighty
USC All-Time Team:	fight_on
Virginia All-Time Team:	wahoos
Virginia Mascot Team:	hail_wv
Virginia Tech All-Time Team:	tech_triumph
Wake Forest Mascot Team:	go_deacs_go
Washington All-Time Team:	bow_down
Washington State Mascot Team:	all_hail
Wisconsin All-Time Team:	u_rah_rah

Nate Williams - Chickasaw, AL

PLAYSTATION 2



GRAND THEFT AUTO: LIBERTY CITY STORIES



During gameplay and not while the game is paused, enter the following

codes to unlock the corresponding cheats. If you entered the code correctly, you'll see a confirming message onscreen.

\$250,000: Press L1, R1, Δ, L1, R1, ○, L1, R1.

Aggressive Drivers: Press □, □, R1, ×, ×, L1, ○, ○.

All Lights Are Green: Press Δ, Δ, R1, □, □, L1, ×, ×.

Black Cars: Press ○, ○, R1, Δ, Δ, L1, □, □.

Bobble Head World: Press Down, Down, ○, ○, ×, L1, R1.

Change Bike Tire Size: Press, O, Right, X, Up, Right, X, L1, □.

Chrome Vehicles: Press Δ, R1, L1, Down, Down, R1, R1, Δ.

Clear Weather: Press Up, Down, O, Up, Down, □, L1, R1.

Commit Suicide: Press L1, Down, Left, R1, X, O, Up, Δ.

Destroy All Cars: Press L1, L1, Left, L1, L1, Right, X, □.

Display Credits: Press L1, R1, L1, R1, Up, Down, L1, R1.

Faster Gameplay: Press R1, R1, L1, R1, R1, L1, Down, X.

Full Armor: Press L1, R1, O, L1, R1, X, L1, R1.

Full Health: Press L1, R1, X, L1, R1, □, L1, R1.

Foggy Weather: Press Up, Down, Δ, Up, Down, X, L1, R1.

Faster Clock: Press L1, L1, Left, L1, L1, Right, O, X.

Never Wanted: Press L1, L1, Δ, R1, R1, X, □, O.

Overcast Weather: Press Up, Down, X, Up, Down, Δ, L1, R1.

Pedestrians Attack You: Press L1, L1, R1, L1, L1, R1, Up, Δ.

Perfect Traction: Press L1, Up, Left, R1, Δ, O, Down, X.

Posse: Press Down, Down, Down, Δ, Δ, O, L1, R1.

Rainy Weather: Press Up, Down, □, Up, Down, O, L1, R1.

Raise Media Attention: Press L1, Up, Right, R1, Δ, □, Down, X.

Raise Wanted Level: Press L1, R1, □, L1, R1, Δ, L1, R1.

Rioting Pedestrians: Press L1, L1, R1, L1, L1, R1, Left, □.

Slower Gameplay: Press R1, Δ, X, R1, □, O, Left, Right.

Spawn a Rhino: Press L1, L1, Left, L1, L1, Right, Δ, O.

Spawn a Trashmaster: Press Δ, O, Down, Δ, O, Up, L1, L1.

Sunny Weather: Press L1, L1, O, R1, R1, □, Δ, X.

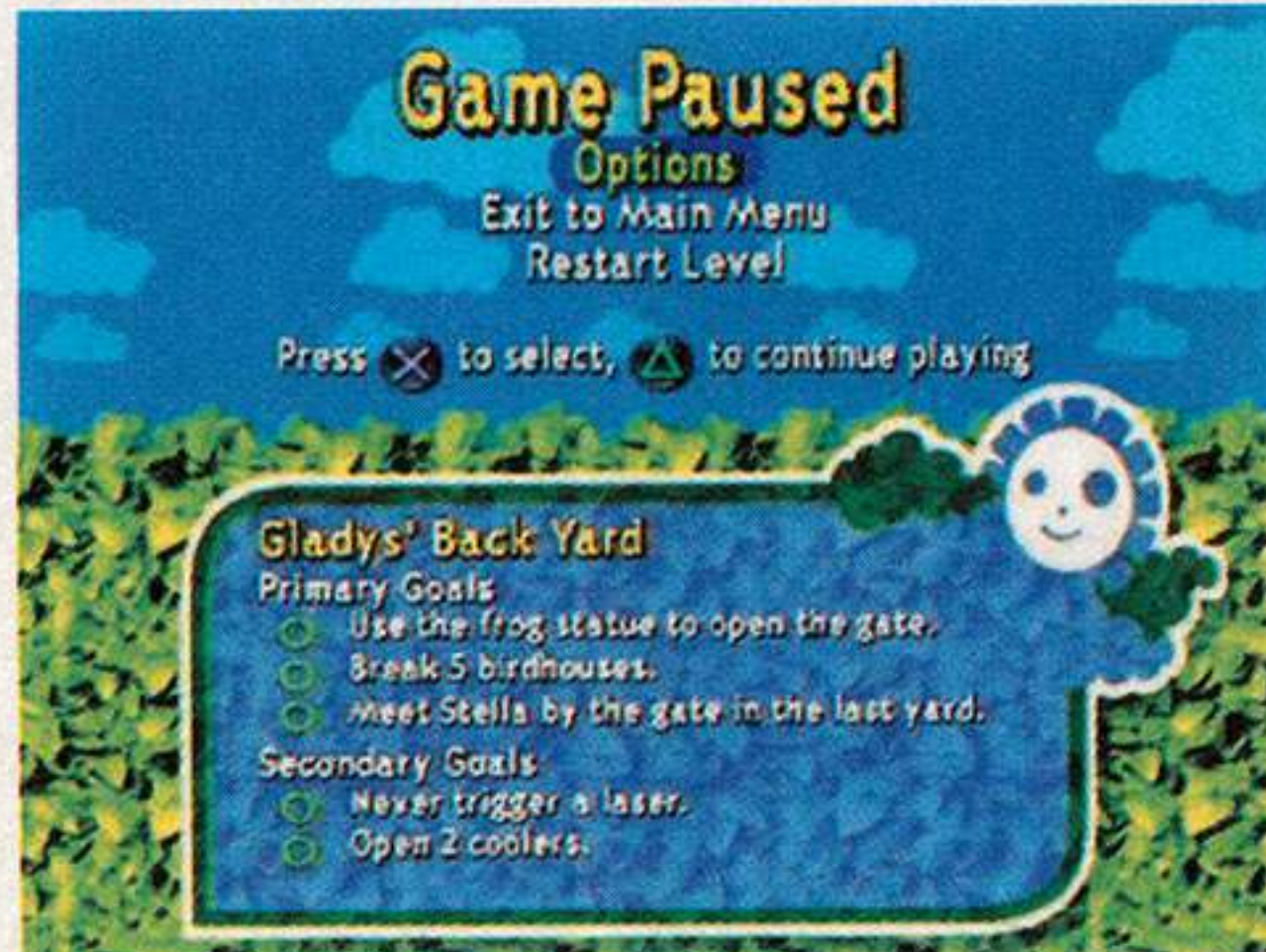
Weapon Set 1: Press Up, □, □, Down, Left, □, □, Right.

Weapon Set 2: Press Up, O, O, Down, Left, O, O, Right.

Weapon Set 3: Press Up, X, X, Down, Left, X, X, Right.

White Cars: Press X, X, R1, O, O, L1, Δ, Δ.

OVER THE HEDGE



Pause the game, simultaneously press and hold L1 and R1, and then enter the following codes to unlock the corresponding cheats. If you entered a code correctly, you'll see a confirming message onscreen.

All Levels: Press Δ, O, Δ, O, O, □.

All Mini Games: Press Δ, O, Δ, Δ, □, □.

Bonus Comic 1: Press Δ, O, □, □, O, Δ.

Bonus Comic 2: Press Δ, Δ, □, O, □, O.

Extra Damage: Press Δ, O, Δ, O, Δ, □.

Increased Food HP: Press Δ, O, Δ, O, □, Δ.

Power Golf: Press Δ, O, Δ, O, □, O.

Unlock Moves: Press Δ, O, Δ, □, □, O.

XBOX

DRIVER: PARALLEL LINES

Passwords: During gameplay, pause the game, and then select Cheats from the menu to enter the password input screen. Enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, the cheat will take immediate effect.

Passwords are not case-sensitive.

All Vehicles:	CARSHOW
Free Upgrades:	TOOLEDUP
Infinite Ammo:	GUNBELT
Infinite Nitrous:	ZOOMZOOM
Invincibility:	IRONMAN
Invincible Cars:	ROLLBAR
Weaker Cops:	KEYSTONE
Weapons:	GUNRANGE

MULTIPLATFORM



CARS

Passwords: At the Main Menu, select Options, select Cheat Codes to enter the password input screen, and then enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, you'll hear a confirming sound.

Passwords are not case-sensitive.

All Cars:	YAYCARS
All Modes:	IF900HP
Art:	CONC3PT
Fast Start:	IMSPEED
Infinite Boost:	VROOOOM
Unlock All Tracks:	MATTL66
Unlock Master's Speedy Circuit:	TRGTEXC
Videos:	WATCHIT

FLATOUT 2



Passwords: At the main menu, select Extras, select Enter Code to enter the password input screen, and then enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, the cheat will take effect immediately.

Passwords are not case-sensitive.

Cash:	givecash
Flatmobile:	wotkins
Pimpster:	rutto
Rocket Car:	kaljakoppa
School Bus:	gievcarplz



(pwned)




(pwner)

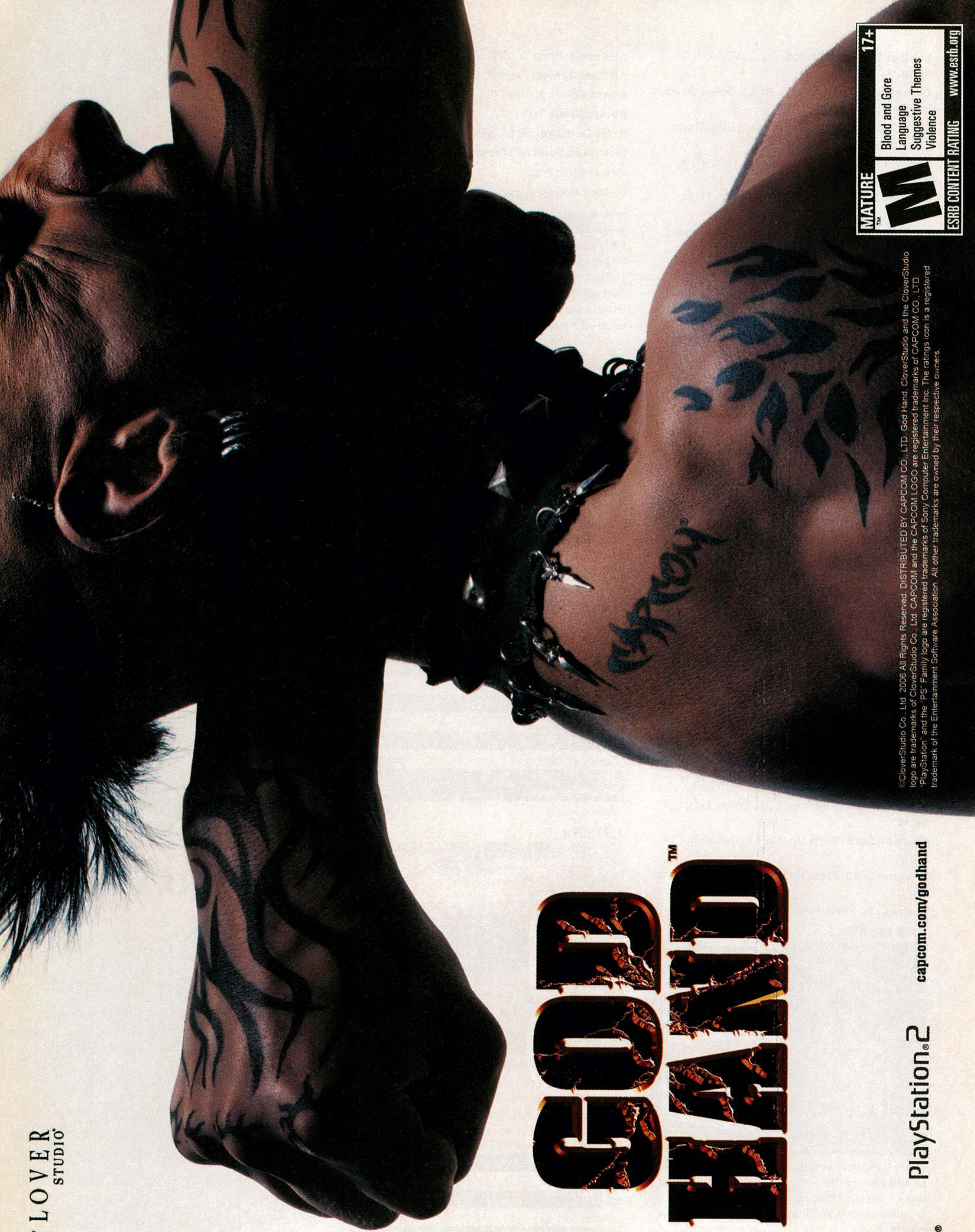


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Language
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Violence

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GAMEPRO's BIG LIST

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

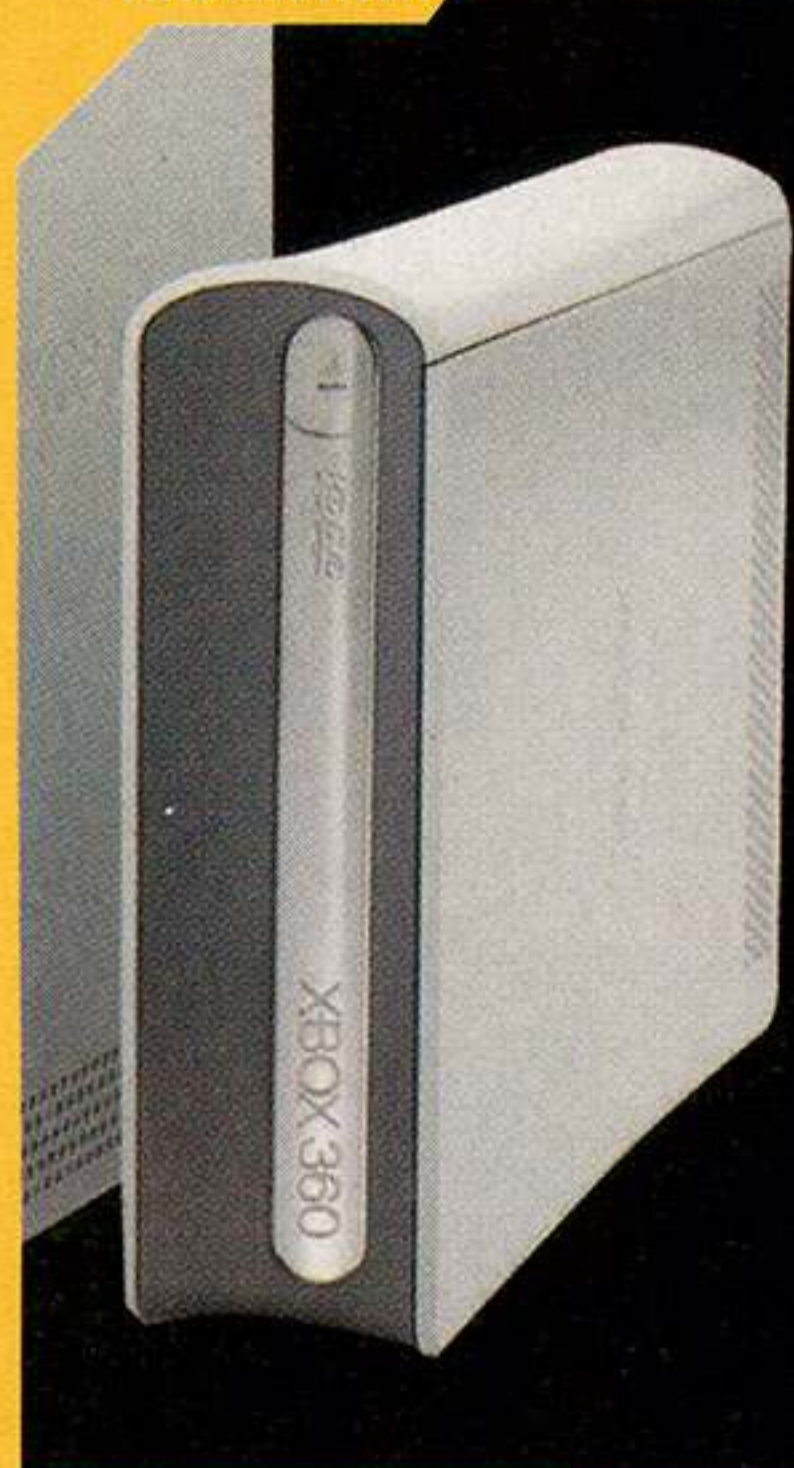
NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
Big Brain Academy	DS	Nintendo	4.25	E	8/06
Capcom Classics Collection Remixed	PSP	Capcom	4.0	T	6/06
The Da Vinci Code	PS2, Xbox	2K Games	2.5	T	8/06
Dead Rising	Xbox 360	Capcom	4.0	M	10/06
Dirge of Cerberus: Final Fantasy VII	PS2	Square Enix	2.5	T	10/06
Disgaea 2: Cursed Memories	PS2	NIS America	4.0	T	10/06
The Elder Scrolls IV: Oblivion	Xbox 360	2K Games/Bethesda Softworks	4.5	T	6/06
Field Commander	PSP	Sony	3.5	T	7/06
FIFA World Cup: Germany 2006	PS2, Xbox 360	EA Sports	4.5	E	6/06
Gradius Collection	PSP	Konami	4.0	E	7/06
Grand Theft Auto: Liberty City Stories	PS2	Rockstar Games	4.25	M	8/06
Hitman: Blood Money	Xbox	Eidos Interactive	4.25	M	7/06
Jaws: Unleashed	PS2, Xbox	Majesco	2.75	M	8/06
Lara Croft Tomb Raider: Legend	Xbox 360, Xbox	Eidos Interactive	4.0	T	6/06
LEGO Star Wars II: The Original Trilogy	PS2, Xbox	LucasArts	4.5	E10+	10/06
The Lord of the Rings: The Battle for Middle-Earth II	Xbox 360	EA Games	3.5	T	10/06
Lost Magic	PS2	Ubisoft	3.5	E	6/06
Madden NFL 07	PS2, Xbox	EA Sports	4.5	E	10/06
Madden NFL 07	Xbox 360	EA Sports	5.0	E	10/06
Major League Baseball 2K6	Xbox 360	2K Sports	3.5	E	7/06
Me and My Katamari	PSP	Namco Bandai Games	3.5	E	8/06
Metroid Prime Hunters	DS	Nintendo	4.5	T	6/06

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
NCAA Football 07	PS2	EA Sports	4.5	E	8/06
NCAA Football 07	Xbox 360	EA Sports	5.0	E	9/06
NFL Head Coach	PS2	EA Sports	4.0	E	8/06
NHL 07	Xbox 360	EA Sports	4.5	E10+	10/06
Ninety-Nine Nights	Xbox 360	Microsoft	3.5	M	10/06
Okami	PS2	Capcom	5.0	T	10/06
Outrun 2006: Coast 2 Coast	Xbox	Sega	3.75	E	7/06
Pirates of the Caribbean: The Legend of Jack Sparrow	PS2	Bethesda Softworks	3.25	T	9/06
Prey	Xbox 360	2K Games	4.75	M	10/06
Rumble Roses XX	Xbox 360	Konami	4.0	M	6/06
Saint's Row	Xbox 360	THQ	4.75	M	10/06
Samurai Warriors: State of War	PSP	Koei	3.5	T	6/06
Street Fighter Anthology	PS2	Capcom	4.0	T	8/06
Super Dragon Ball Z	PS2	Atari	4.5	T	9/06
Super Monkey Ball Adventure	PS2, GameCube	Sega	2.5	E	10/06
Table Tennis	Xbox 360	Rockstar Games	4.25	E	8/06
Tom Clancy's Splinter Cell: Essentials	PSP	Ubisoft	3.0	M	8/06
Top Spin 2	Xbox 360	2K Sports	3.0	E	6/06
Tourist Trophy	PS2	Sony	4.0	E	6/06
Ultimate Ghosts 'n Goblins	PSP	Capcom	4.0	T	10/06
Urban Chaos: Riot Response	PS2, Xbox	Eidos Interactive	2.5	M	7/06
Winback 2: Project Poseidon	PS2, Xbox	Koei	3.0	T	7/06
X-Men: The Official Game	PS2, Xbox 360, Xbox	Activision	2.25	T	8/06
Yakuza	PS2	Sega	4.5	M	10/06

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THIS MONTH:



XBOX 360 HD DVD

Find out Microsoft's stance on incorporating HD DVD technology into software development.

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Check-out our take on the Five Worst Games-to-Horror Films Adaptations

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HyperCritical

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

	GamePro	EGM	Game Informer	GameSpot	IGN	Official PlayStation Magazine	Official Xbox Magazine	PlayStation Magazine	Average
Big Brain Academy (DS) Nintendo	4.25/5		8.33/10	N/A	7/10	8.1/10	N/A	N/A	7.9
Capcom Classics Collection Remixed (PSP) Capcom	4/5		8.67/10	8.5/10	7.8/10	7.4/10	4.5/5	N/A	8.2
Chromehounds (Xbox 360) Sega	3/5		6.33/10	7/10	7.9/10	6.9/10	N/A	6.5/10	6.7
Dead Rising (Xbox 360) Capcom	4/5		7.5/10	9.25/10	8.4/10	8.3/10	N/A	8.5/10	8.5
Dirge of Cerberus: Final Fantasy VII (PS2) Square Enix	2.5/5		4.67/10	6.75/10	6/10	7/10	6/10	N/A	5.5/10
Disgaea 2: Cursed Memories (PS2) NIS America	4/5		7.17/10	8.75/10	N/A	N/A	6.5/10	N/A	8/10
The Elder Scrolls IV: Oblivion (Xbox 360) 2K Games	4.5/5		9.17/10	9.5/10	9.6/10	9.3/10	N/A	9.5/10	9.1
Grand Theft Auto: Liberty City Stories (PS2) Rockstar Games	4.25/5		N/A	8.75/10	7.1/10	8/10	4.5/5	N/A	8/10
Lara Croft Tomb Raider: Legends (PS2, Xbox) Eidos Interactive	4/5		8.33/10	8.75/10	7.8/10	8/10	4.5/5	8/10	8.5/10
The Lord of the Rings: The Battle for Middle-earth II (Xbox 360) EA Games	3.5/5		7.5/10	8/10	8.3/10	8.2/10	N/A	8.5/10	7.9
Madden NFL 07 (PS2, Xbox) EA Sports	4.5/5		N/A	N/A	8.1/10	8.3/10	9/10	7/10	8.2
Madden NFL 07 (Xbox 360) EA Sports	5/5		N/A	N/A	7.9/10	8.5/10	N/A	8/10	8.6
NCAA Football 07 (Xbox 360) EA Sports	5/5		7.17/10	7.75/10	8.2/10	7.5/10	N/A	7.5/10	8.0
Ninety-Nine Nights (Xbox 360) Microsoft	3.5/5		5/10	7.5/10	5.9/10	5.6/10	N/A	7.5/10	6.4
Okami (PS2) Capcom	5/5		9.17/10	N/A	N/A	N/A	9/10	N/A	9.5/10
Pirates of the Caribbean: The Legend of Jack Sparrow (PS2) Bethesda Softworks	3.25/5		5.67/10	5.75/10	6.2/10	5.5/10	5/10	N/A	5/10
Prey (Xbox 360) 2K Games	4.75/5		7.17/10	9.5/10	7.5/10	9/10	N/A	9/10	8.6
Rampage: Total Destruction (PS2) Midway	1.5/5		N/A	6.5/10	5.7/10	5/10	2/5	N/A	6.5/10
Saints Row (Xbox 360) THQ	4.75/5		N/A	8.75/10	N/A	N/A	N/A	8/10	8.7
Samurai Warriors: State of War (PSP) Koei	3.5/5		N/A	7/10	6.5/10	5.8/10	4/5	N/A	6/10
Steambot Chronicles (PS2) Atlus	3.5/5		N/A	5.5/10	7.1/10	N/A	4.5/5	N/A	7/10
Street Fighter Anthology (PS2) Capcom	4.25/5		N/A	7.5/10	7.9/10	8/10	4/5	N/A	8/10
Super Dragon Ball Z (PS2) Atari	4.5/5		N/A	6/10	7.3/10	7.4/10	8/10	N/A	8.5/10
Super Monkey Ball Adventure (PS2, GameCube) Sega	2.5/5		4.33/10	4.75/10	5.7/10	4.8/10	N/A	N/A	4.5/10
Table Tennis (Xbox 360) Rockstar Games	4.25/5		7.67/10	8/10	8.5/10	7.8/10	N/A	8/10	8.0
Tekken: Dark Resurrection (PSP) Namco Bandai Games	4.5/5		8.17/10	8.25/10	9.2/10	9.2/10	9/10	N/A	9/10
Tom Clancy's Ghost Recon Advanced Warfighter (Xbox 360) Ubisoft	4/5		9.5/10	9.5/10	9.2/10	9.2/10	N/A	9/10	9.1
Ultimate Ghosts 'n Goblins (PSP) Capcom	4/5		6/10	N/A	N/A	8.6/10	4/10	N/A	8.5/10
X-Men: The Official Game (PS2, Xbox) Activision	2.25/5		3.83/10	4/10	5.6/10	5.9/10	3/5	7.5/10	5/10
Yakuza (PS2) Sega	4.5/5		N/A	6/10	N/A	N/A	N/A	N/A	8.5/10

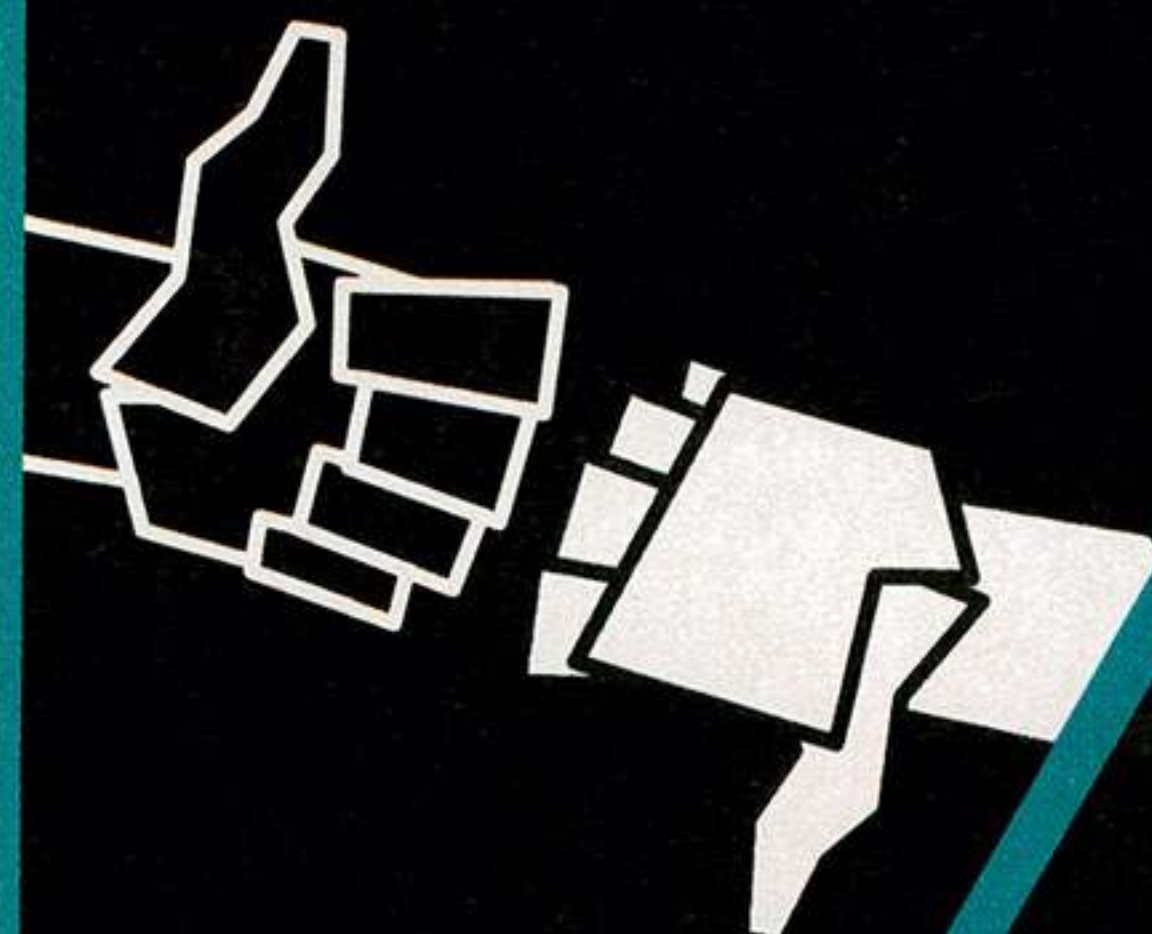
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NET TEN

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CHARTBUSTERS

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

Top 10 Best-Selling Games for the GameCube

1. Cars (THQ)
2. Paper Mario: The Thousand-Year Door (Nintendo)
3. Naruto: Clash of Ninja (D3 Publisher)
4. Super Smash Bros. Melee (Nintendo)
5. Mario Kart: Double Dash!! (Nintendo)
6. LEGO Star Wars (Eidos Interactive)
7. Super Mario Sunshine (Nintendo)
8. Teen Titans (THQ)
9. Dance Dance Revolution Mario Mix (Nintendo)
10. Need for Speed Underground 2 (EA Games)

Source: The NPD Group/Point-of-Sale

Top 10 Best-Selling Console Video-Game Titles July 2006

TITLE	PLATFORM	LAST MONTH
1. NCAA Football 07 EA Sports	PS2	NEW
2. NCAA Football 07 EA Sports	Xbox 360	NEW
3. New Super Mario Bros. Nintendo	DS	1 ▼
4. Grand Theft Auto: Liberty City Stories Rockstar Games	PS2	2 ▼
5. NCAA Football 07 EA Sports	Xbox	NEW
6. Cars THQ	PS2	4 ▼
7. Brain Age: Train Your Brain in Minutes a Day Nintendo	DS	3 ▼
8. Big Brain Academy Nintendo	DS	8
9. Cars THQ	GBA	6 ▼
10. Chromehounds Sega	Xbox 360	NEW

1/2/5

Source: The NPD Group/Point-of-Sale

NCAA Football 07



In keeping with the EA tradition of college football excellence, this latest entry in the stellar NCAA Football franchise trumps its lauded predecessors with the best presentation and game-play and most enjoyable game modes to date. With a host of new must-have features and some of the best school spirit in any sports game, NCAA 2007 is every bit the college champ fans have come to expect. NCAA 2007 is a no-brainer buy for college football fans, and well worth a look from even the most casual of sports gamers.

3



How the mighty have fallen (to number three, anyway). In terms of gameplay, New Super Mario Bros. is more reminiscent of Mario 3 than Super Mario World, sans the Tanooki suit. There are no Yoshis, but plenty of Fire Flowers and a slew of other fun new power-ups. While we don't think it is the best 2D Mario, it certainly ranks as one of the most fun.

10



Apart from the Lost Planet demo, Xbox 360 owners craving giant robot action have been left out in the cold. Chromehounds may not be the best the genre has to offer, but it might be good enough to tide you over till something better comes along. However, aside from NCAA Football 07, Chromehounds is the only other Xbox 360 game in the top ten for this month.

Top 10 Best-Selling Games for the Xbox 360

1. NCAA Football 07 (EA Sports)
2. Chromehounds (Sega)
3. The Lord of the Rings: Battle for Middle-earth II (EA Games)
4. Prey (2K Games)
5. The Elder Scrolls IV: Oblivion* (2K Games/Bethesda Softworks)
6. FIFA World Cup 2006 (EA Sports)
7. Tom Clancy's Ghost Recon Advanced Warfighter (Ubisoft)
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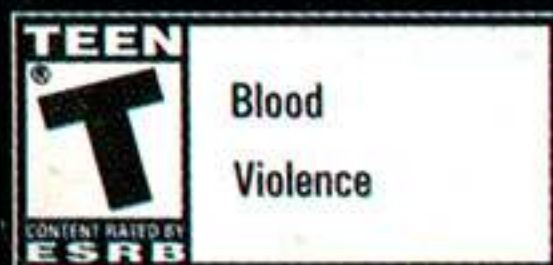
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