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E
CONTENT RATED BY
ESRB

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INTER
ACTIVE

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Don't be fooled by their cute and cuddly appearance, these kids are training to be Top Scarers. They're belly flop and tailspin through a series of exercises designed to test your scaring abilities. It'll be a fur-



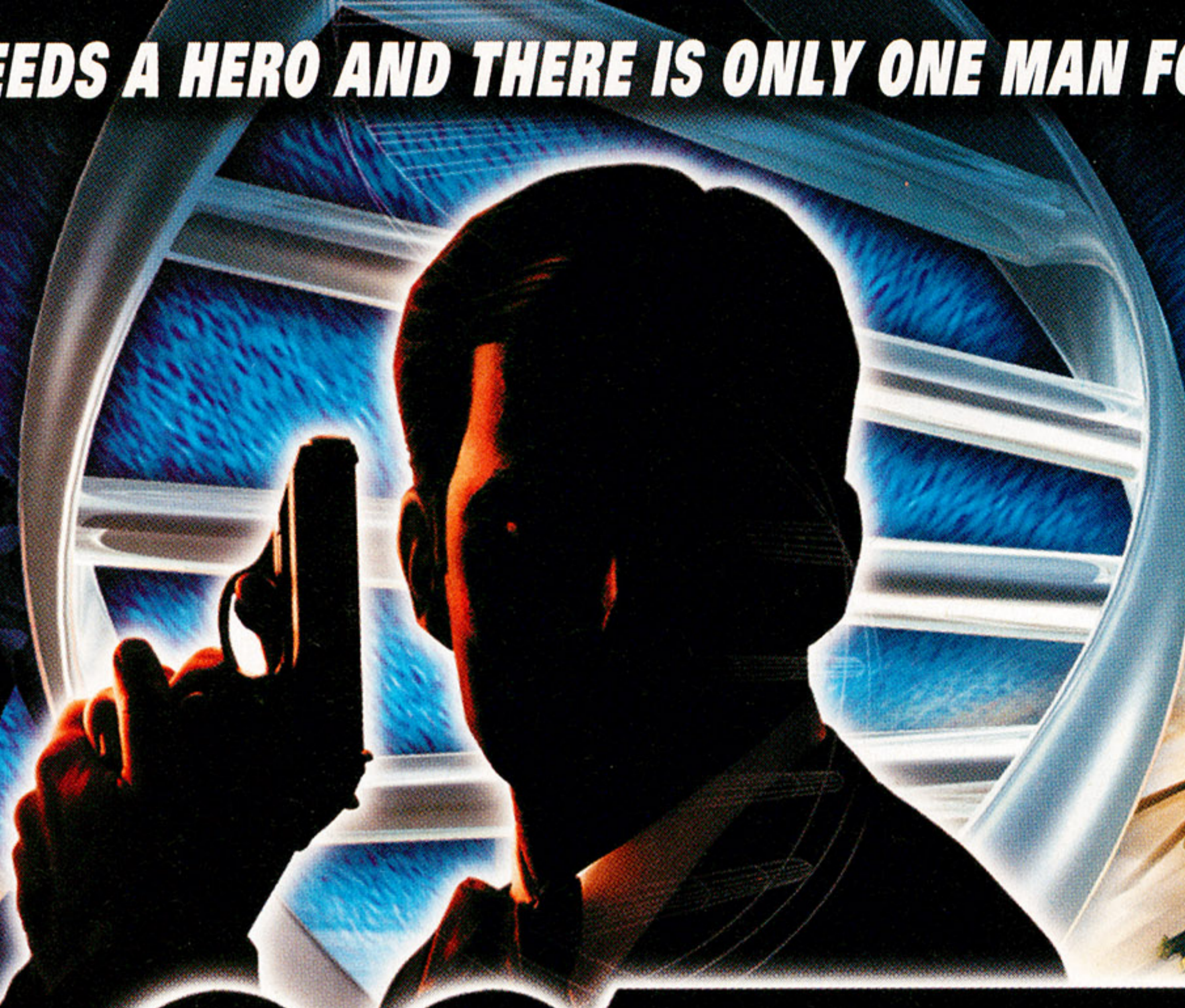
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Scream Team

Learning from the best and so can you. As Mike or Sulley, you'll bounce, raising challenge. So which is it? Are you a monster or are you a chicken?

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Agent Under Fire[™]**



Violence
Suggestive Themes

PlayStation[®] 2



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CUE THE ROCKY MUSIC PLEASE



The post-Christmas lull is finally starting to heat up as our industry trade show (E3) draws near. At E3 we'll hear the latest details on games that will make 2002 another banner year. We'll come back with a truckload of screens, gossip and game impressions to help you track what's hot for the coming season.

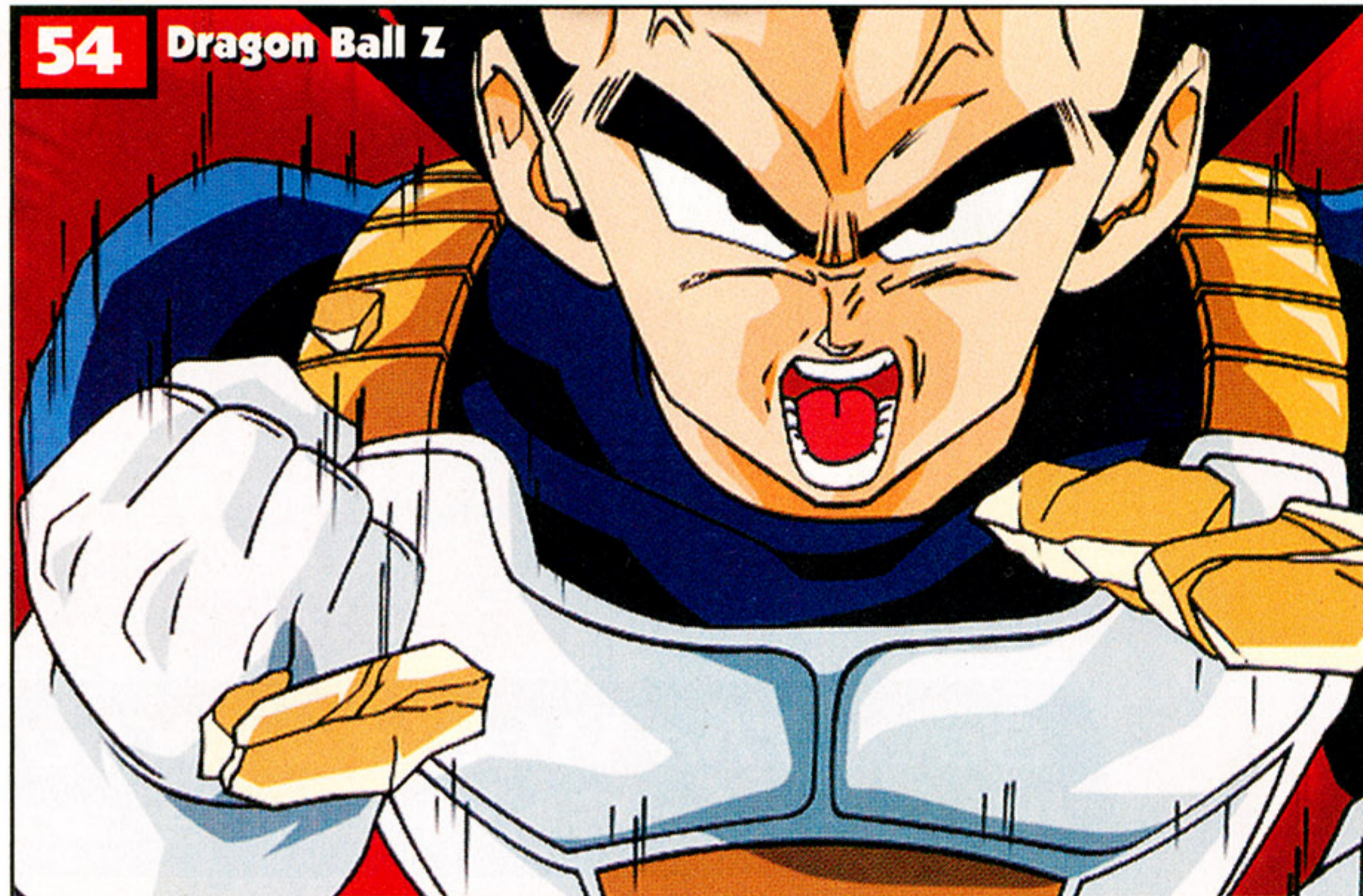
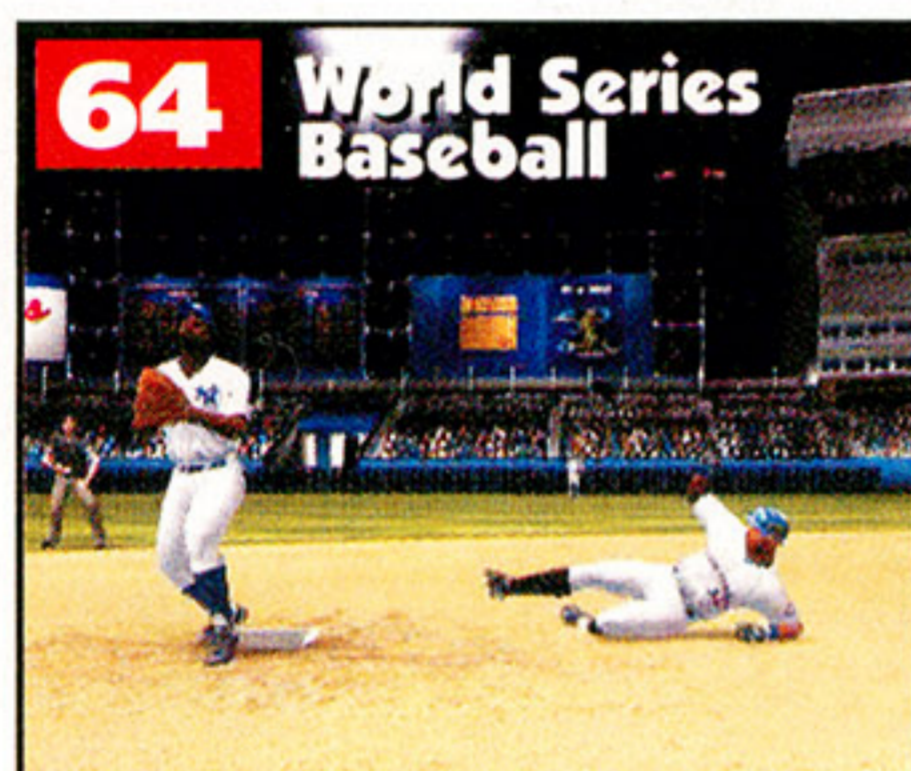
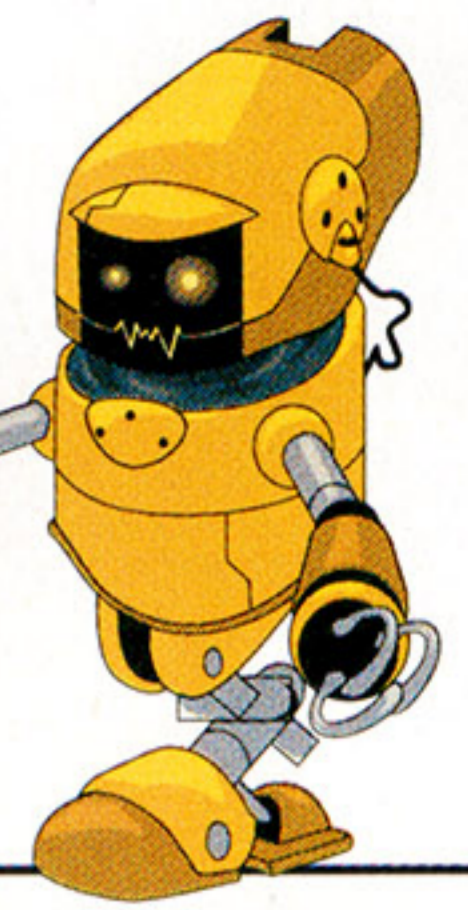
In between now and then, we ask that you take a close look at what's going on in *GameNOW*. We've already heard how much you like our letters section, and we know you dig the reviews format and other reader-friendly material (*GamerDex*). Now we're simply adding more.

You've been asking for strategy. We listened. Check our *Tactics Ogre* guide that you won't find in any other "mass-market" magazine. There's expert advice on *007: Agent Under Fire* and *Pirates: Legend of Black Kat*. Not to mention the codes and bonus sidebar strategies (*Agent Under Fire*, *Wreckless*, etc.).

In other news is, well, news. It's bigger by a long-shot. Enjoy the issue and don't be a stranger.

- Dan Leahy
Editor in Chief

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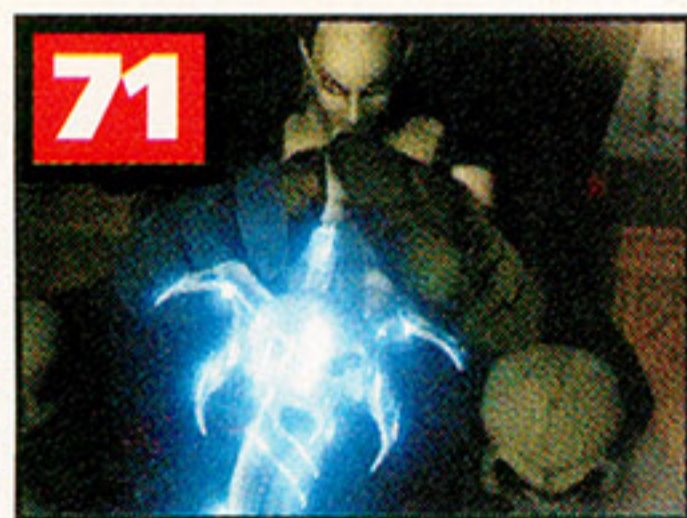
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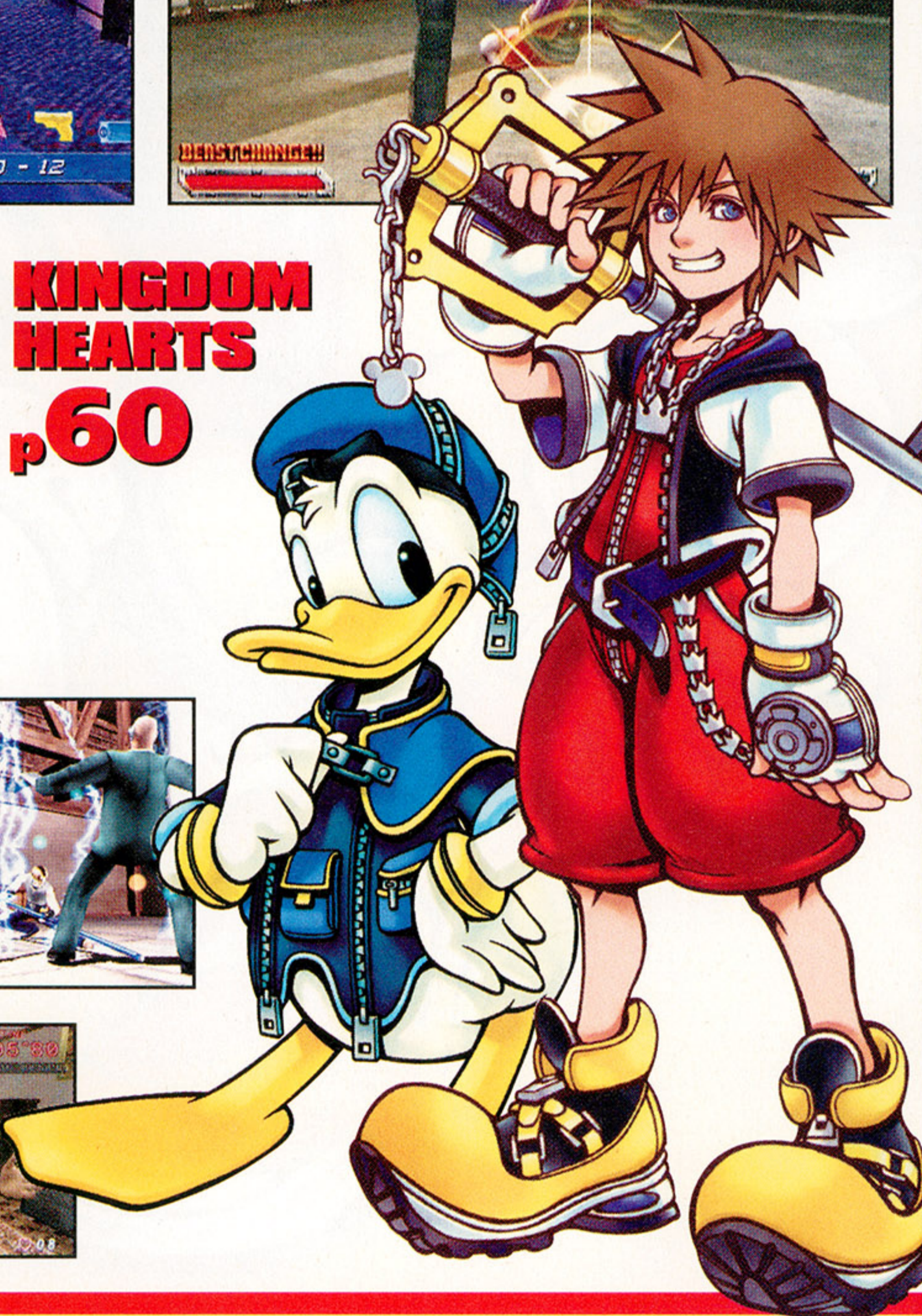


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EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up. E-Rated Games May Contain Minimal Violence Or Crude Language.



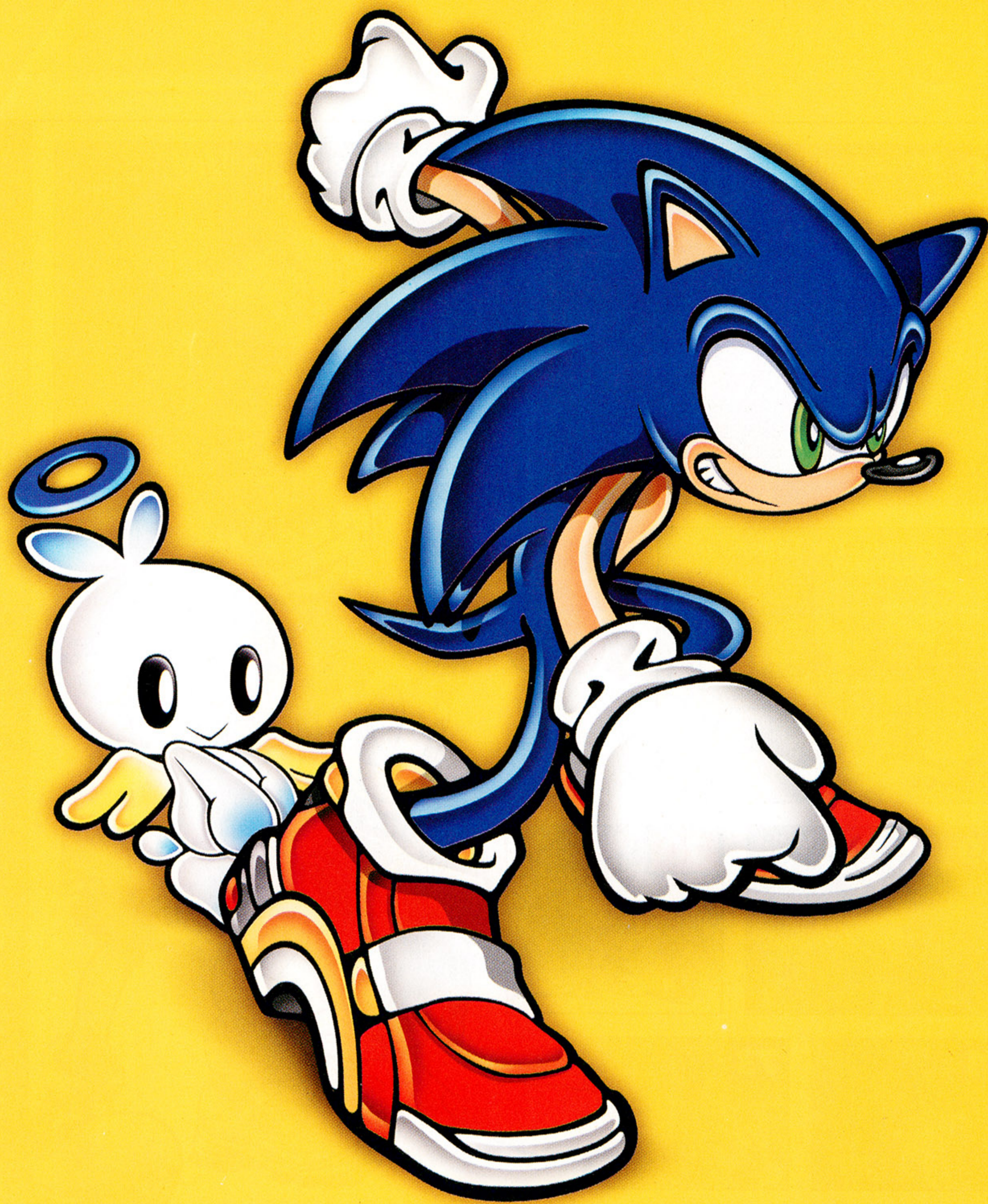
TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

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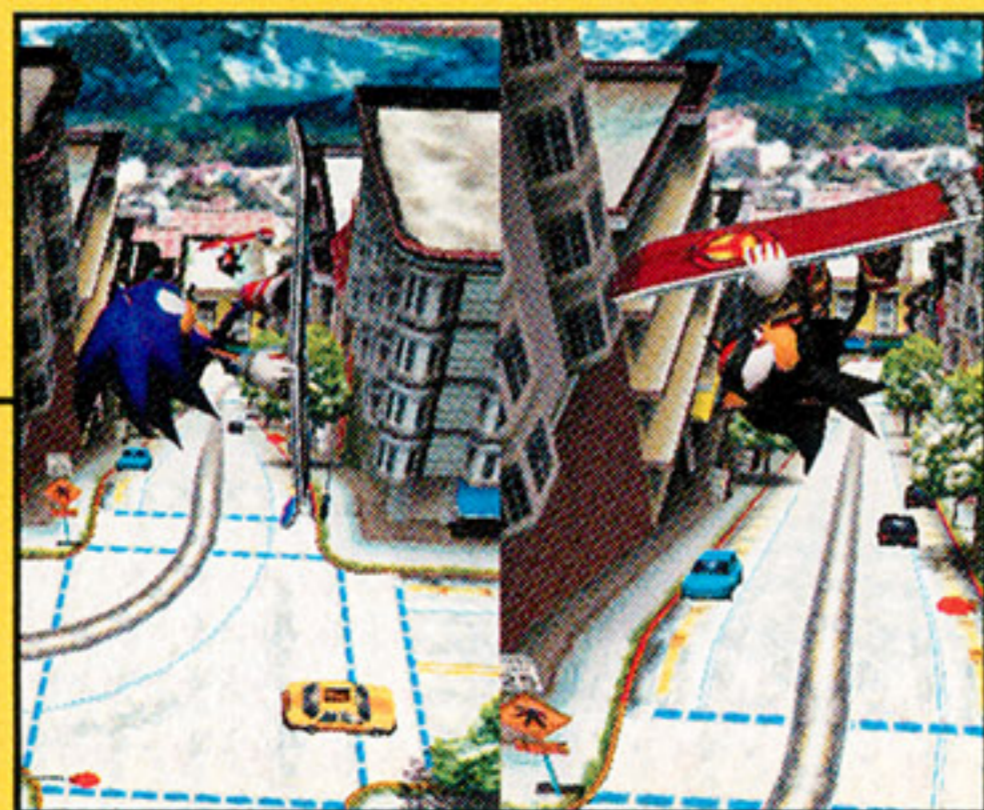
Battle it out in head to head competition.



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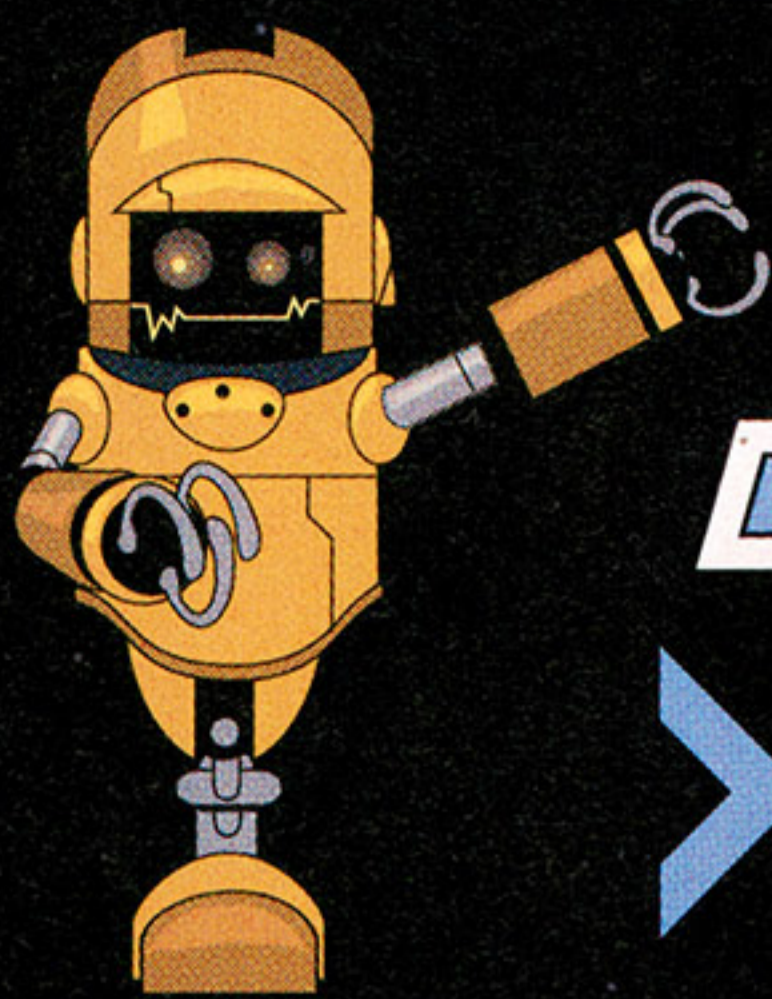
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 NINTENDO
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JUMP START



START WITH OUR LATE-BREAKING, EARTH-SHAKING LOOK AT WHAT'S NEXT



THE FIRST LOOK
This is the second look, actually, since we already covered this game as a preview a few months ago. But we just can't get enough of it!



SPIDER-MAN

We can't decide which we're more excited about: Columbia's *Spider-Man* movie, or Activision's new Spidey game. The flick looks cool, but it'll only give you a second-hand look into the life of Marvel's most popular super hero. The game, by contrast, actually lets you become Spider-Man—and what could be cooler than that?

Never has a game based around a comic book character come this close to capturing what it'd feel like to have to have super-human powers. You really can do anything a spider can: Want to get to a platform

located several stories above you? Just latch yourself onto a wall and climb up to it! Need to creep through an area without being seen by enemies? Use the ceiling and quietly crawl over their unsuspecting heads! It's easy to explore every nook and cranny of the game's environments when you can stick to absolutely everything. And due to a clever camera system (which makes walls that'd block your view become invisible), your perspective never gets confusing.

In addition to wall climbing, Spidey swings through the air on his webbing to make his way through town. The sensation of zipping between sky scrapers on a slim strand of silk is incredible,

especially when you're being pursued by an enemy. In one of the game's most impressive sequences, Mary Jane (Spidey's gal pal) is trapped on a parade float hovering hundreds of feet above New York's cramped city streets. You have to swoop in, sling her over your shoulder, and swing her over to a safe location, all while evading the Green Goblin's deadly pumpkin bombs.

Sound tricky? It is. But the action sequences never get too frustrating, due in good part to solid fighting mechanics.

Spidey's handy with this fists, but his specialty attacks are what

make the game fun to play. When Spider-Man swoops in from above, he can jump on a thug's shoulders, rabbit-punch the bully's head, and quickly render him unconscious. He can also take out enemies by firing web blasts, which look like silky baseballs and hit extremely hard. Our favorite trick is to lasso a goon, sweep him off his feet, and then slam his face into a wall...all in the name of justice!

The last time we had this much fun pretending to be Spidey, we were running around our parents' living rooms in Marvel-themed Underoos.



SPIDER-MAN

END SENSORY DEPRIVATION.



SUPER MAGNI•LIGHT



SHOCK 'N' ROCK



WORM LIGHT PLUS

SEE THE EVIL. FEEL THE EVIL. HEAR THE EVIL. THE DUAL LED LIGHTS AND 1.5X MAGNIFIER OF THE SUPER MAGNI•LIGHT MAKE GBA GAMES BIGGER AND BRIGHTER. HOOK UP THE SHOCK 'N' ROCK AND ADD STEREO SOUND AND VIBRATION FEEDBACK. OR LIGHT IT UP AND BATTLE YOUR FRIENDS WITH THE WORM LIGHT PLUS, COMPLETE WITH PASS THRU CONNECTION. END THE SUFFERING AND ENHANCE YOUR GAMING EXPERIENCE NOW.



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SPIDEY'S ROGUES GALLERY

Spidey's only real enemy in the movie is the Green Goblin. He's a powerful bad guy, but ultimately, he just isn't potent enough to sustain an entire video game by himself.

Activision's solution to this was to throw some of

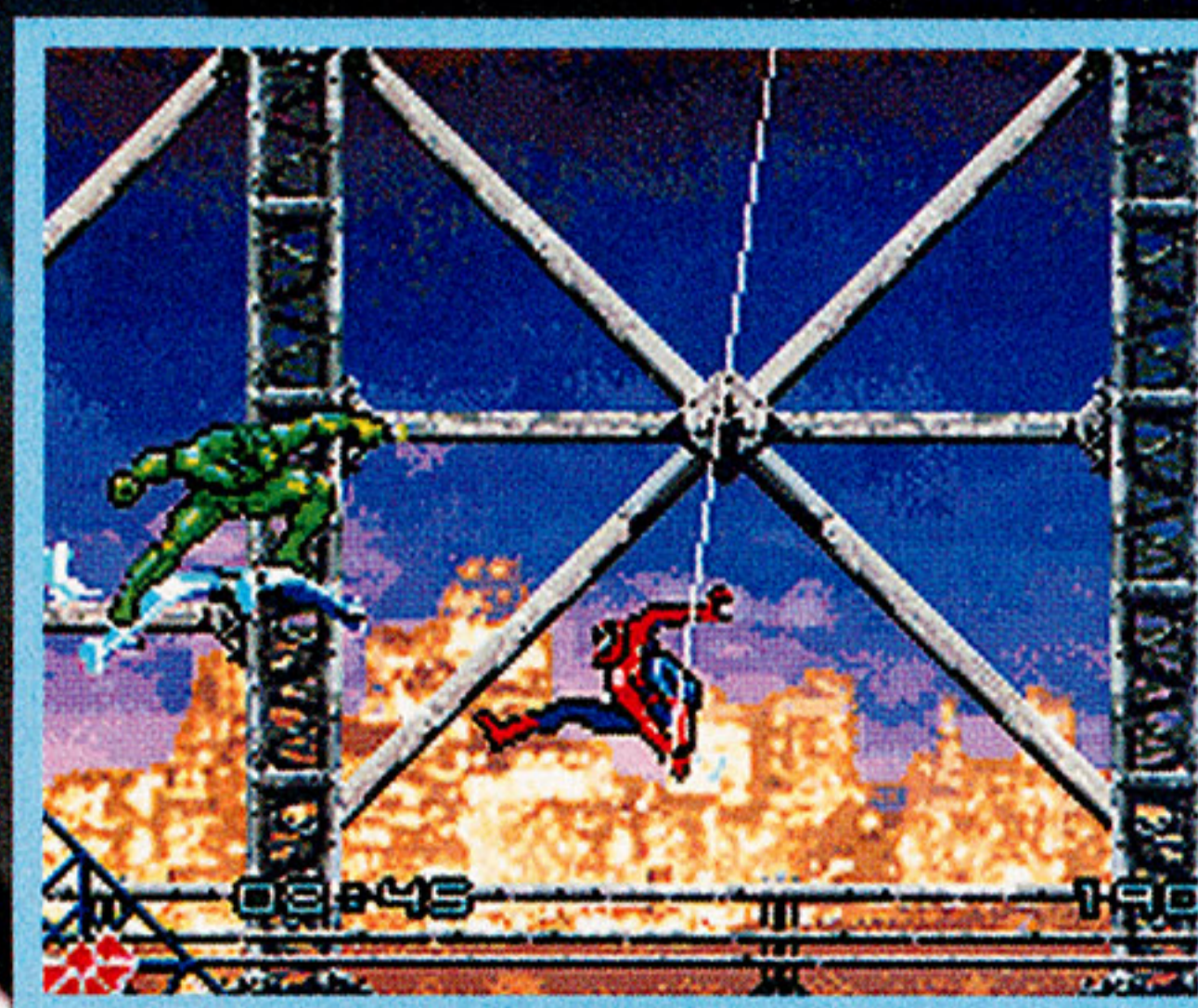
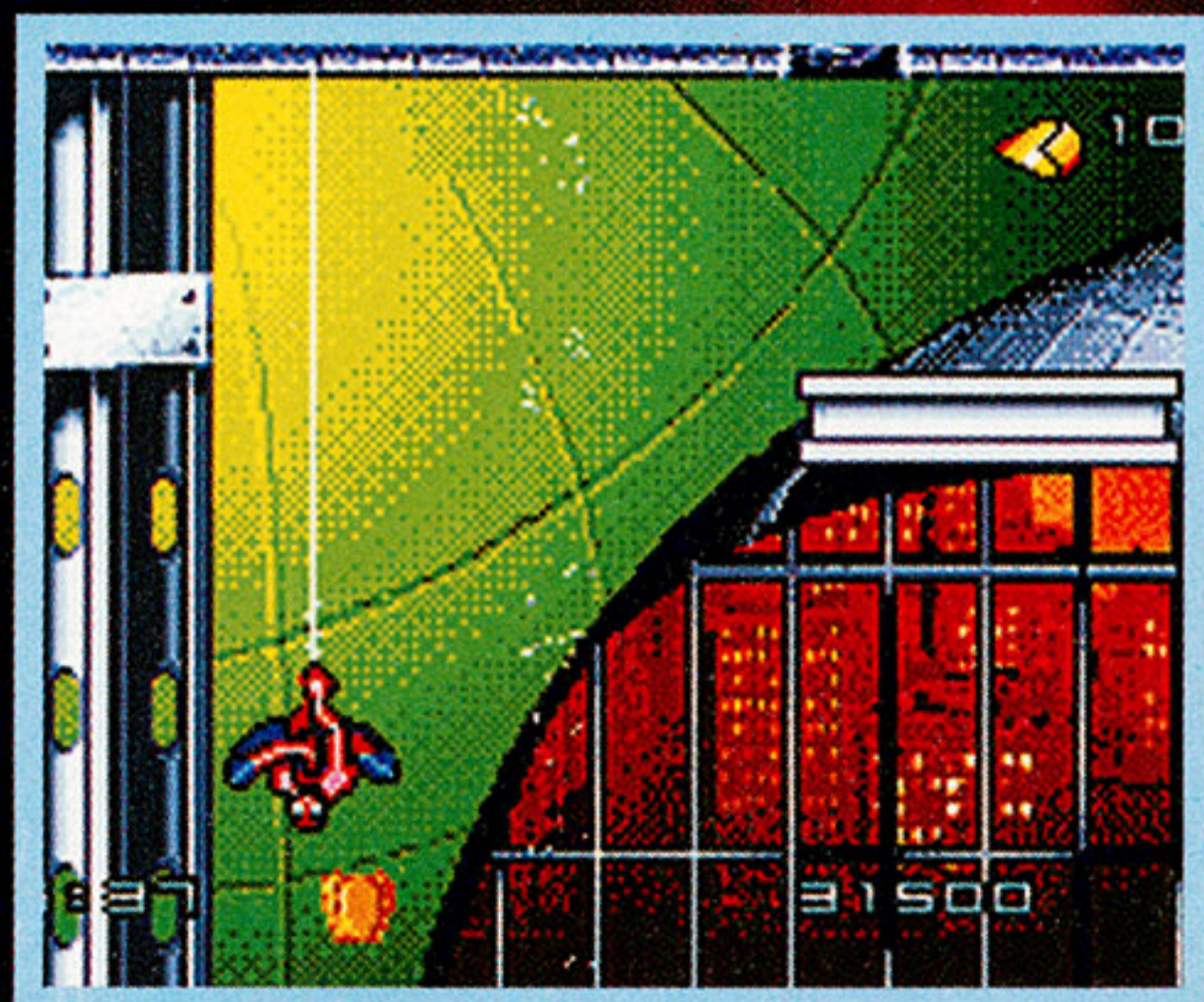
Spidey's comic book enemies into the fray, too. The Vulture, Shocker and Scorpion all make appearances, and their participation in this game adds quite a bit to the story (which frequently veers away from the events depicted in the film).

We got a chance to play through four of the five boss fights, and came away impressed. They're tough opponents to beat. Figuring out how to dodge their attacks and then discern their weak spots is pretty darn challenging.



SPIDER-MAN SPINS HIS WAY BACK TO GAME BOY ADVANCE

When you're waiting in line to buy *Spider-Man* movie tickets, the most appropriate way to pass the time will be to switch on this upcoming Game Boy Advance release. It looks to be about on par with Activision's earlier Spidey GBA game, and it features the same set of villains as its big brother does on the PS2. We haven't had a chance to try it, but when we do, you'll be the first to know.



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SPIDEY'S TOY SHOP

We hope you like Spider-Man, because there's going to be a whole lot more of him to love once the movie bearing his name hits the big screen this May. If you plan on buying something—anything—you can bet your PS2 that there will be a "collectible Spider-Man edition" of it available in some form or another. Because we're big Spider-Man fans, this isn't necessarily a problem. In fact, we've gone through the trouble of finding some of the more exciting Spider-Man merchandise that'll be coming out so you can get a head start on Spider-Man feeding frenzy that's bound to start after opening night. Enjoy!



Features the screenplay from the film!

BEHIND THE MASK OF SPIDER-MAN

THE SECRETS OF THE MOVIE

MARK COTTA VAZ
Foreword by Stan Lee



GETTING BEHIND THE SCENES

HIT THE BOOKS

Behind the Mask of Spider-Man by Mark Cotta Vaz details Spider-Man's journey to the silver screen and includes everything you'd want to know about celluloid Spidey. The book, which will retail for about \$35, will be available at book stores and speciality retailers this May.

PICK A CARD

The Spider-Man CD Cardz from Serious USA include behind the scenes photos of the movie, concept art, story boards, music samples, create your own post cards, movie trailer, action photos, and character/actor bios. The Cardz are available in a set of three and retail for about \$20.

FRIENDLY NEIGHBORHOOD SPIDEY

We first saw these super-deformed Spider-Man action figures at this year's Toy Fair, and knew instantly that they had to go in the mag. Fortunately, Activision just happened to have an awesome Spider-Man video game that we had to preview this month, so now we have more than enough reason to justify the occasion.

The Spider-Man & Friends Action Heroes line from Toy Biz will be available in stores everywhere starting in August, and will feature Spider-Man and his friends The Incredible Hulk, Captain America and Spider-Girl in a variety of different costumes, including fire fighters, rescue squad workers and police officers.

Included in the line are a variety of vehicles, among which are a Spider-Man helicopter, Spider-Man ATV and a Spider-Man Indy Car. Products in the Spider-Man & Friends Action Heroes line will range in price from \$7.99 for characters to \$19.99 for vehicles.





Play the critically acclaimed adventure that started it all...

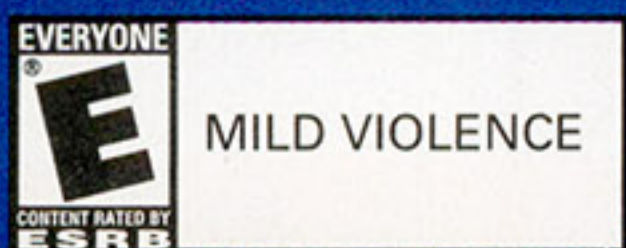


...and the next epic quest in the classic series

GAME BOY ADVANCE

- Classic RPG-style battles
- Creative puzzles keep you guessing
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- Magical Effects
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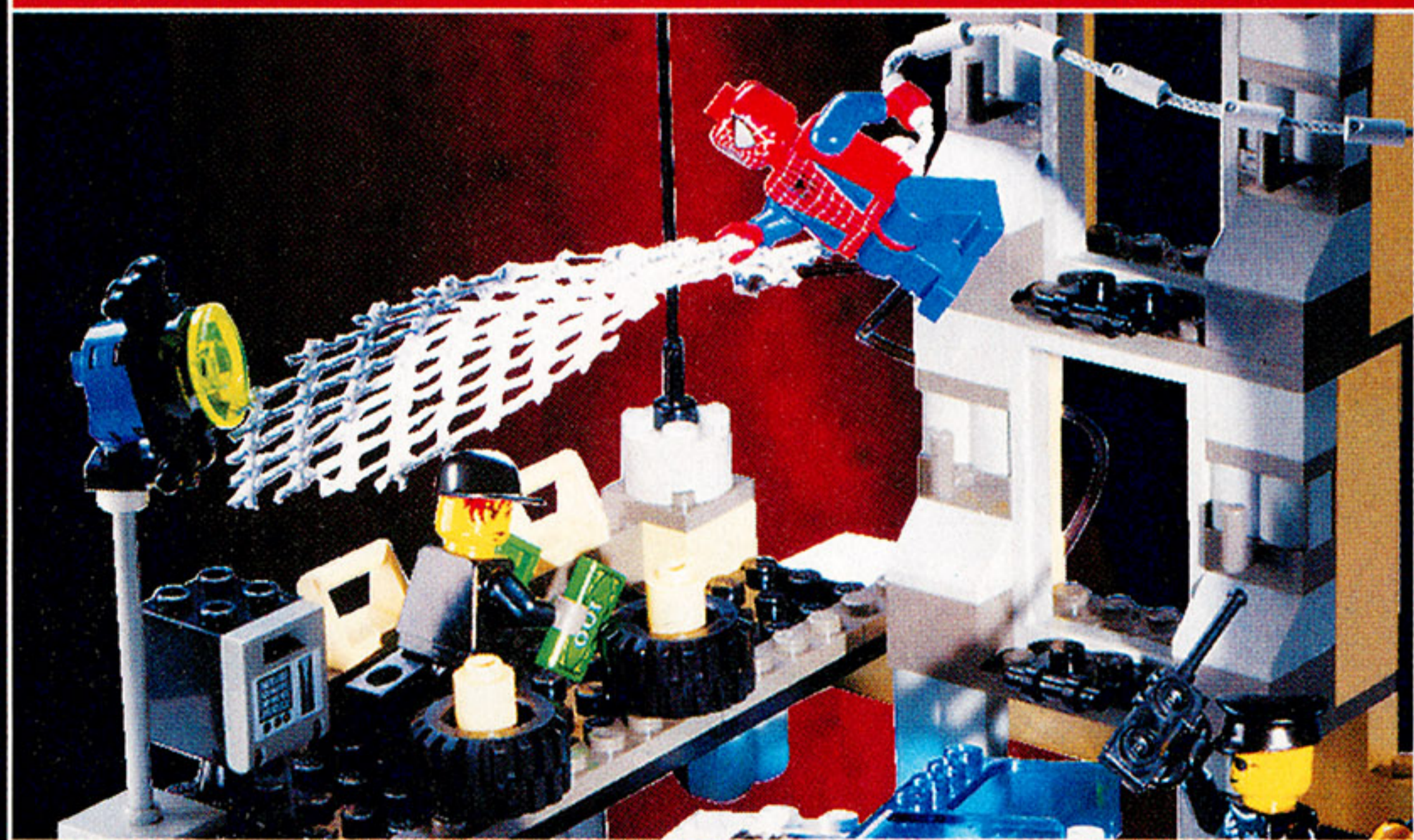
IS THIS SOME SORT OF BUST?

The comic book character bust: Trophy of true comic book fandom, or talisman to ward off the companionship of attractive females? No matter what you think of character busts in general, you have to admit that these Spider-Man busts we found are pretty cool. The two to the left, Green Goblin and Spider-Man, are part of limited edition run from Dynamic Forces (see below). Sculpted by Greg Aronowitz, these 8.5 inch busts will be available in June for about \$99. And that charming looking fellow on the far right? That's The Lizard, one of Spider-Man's more vicious foes. He's going to be the first in a whole line of Spider-Man Rogues Gallery mini-busts from Art Asylum. The Lizard stands 6 inches tall and will sell for about \$45 when he becomes available in July.



1962—although any self-respecting comic book fan will immediately recognize 1962 as the year of Spider-Man's creation, that figure should stand out for another reason. 1962—or rather 1,962—is also the number of limited-edition Spider-Man and Green Goblin busts that will be made available by Dynamic Forces. These busts depict the wall-crawler and his most famous foe as they appeared in issues 39 and 40 of *The Amazing Spider-Man* comic book, and are inspired by the artwork of the legendary John Romita Sr.

LEGO MY SPIDEY PLAYSET...



There's plenty of Spider-Man toys out there, but why settle for standard action figures when you can build your own Spidey playsets with Spider-Man Lego sets?

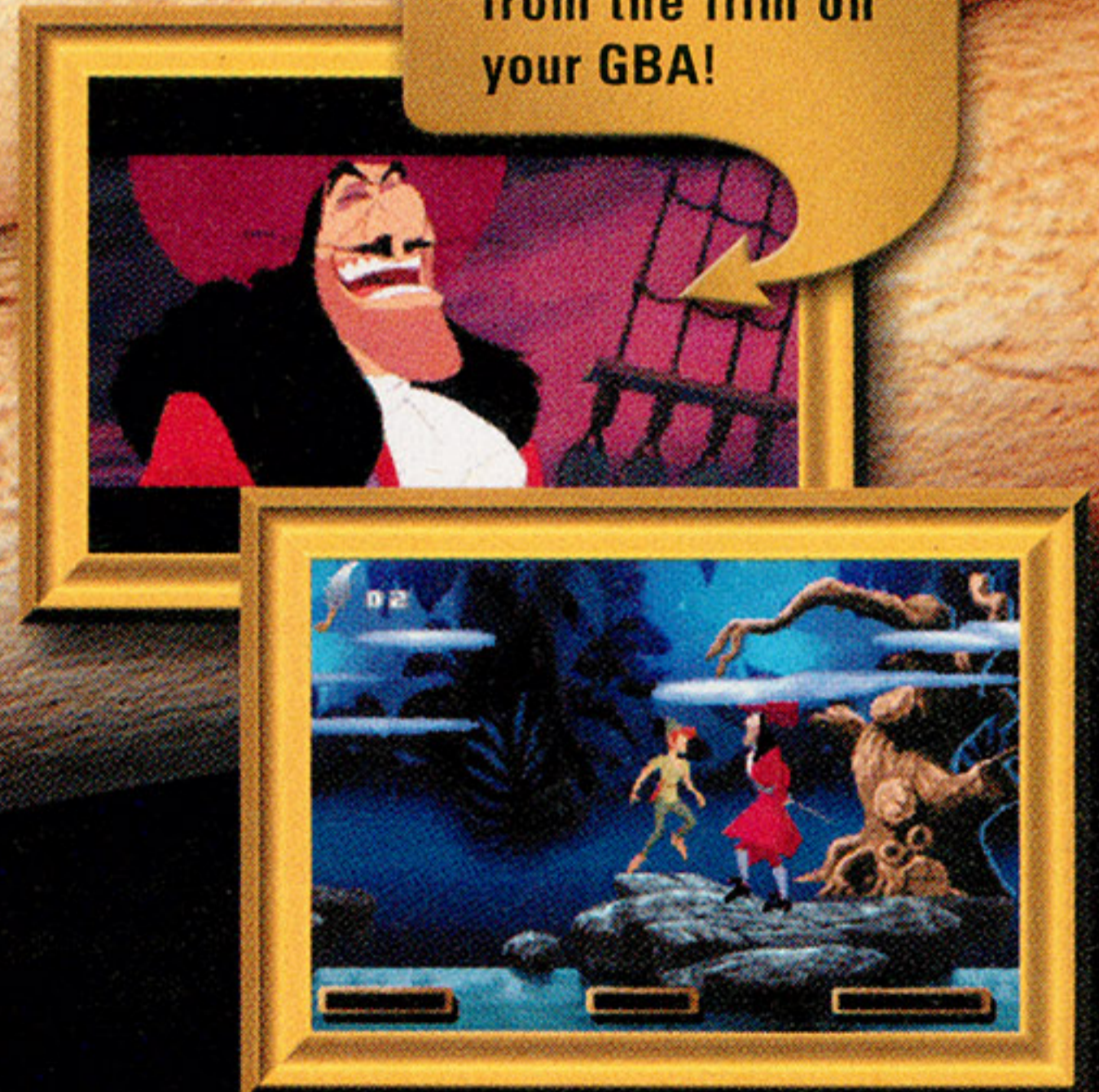
There are two playsets, and you'll want to snag them both to maximize your Spider-fun. The Spider-Man Action Studio (pictured) recreates a bank robbery for Spidey to foil. The set includes figures of the web-slinging superhero, a police officer and a bank robber. It even comes with a camera crew to capture Spider-Man's exploits on film. This set retails for \$29.99.

The second set is small, but it comes with the Green Goblin, his Goblin Glider and the evil-doer's Pumpkin Bombs. Peter Parker's saucy girlfriend, Mary Jane, is also included. All this for a mere \$6.99.

Both sets are available now through the Lego website (www.legoshop.com).

IF YOU EVER
WANT TO SEE
TINKER BELL AGAIN
YOU KNOW
WHAT TO DO.

Unlock real clips
from the film on
your GBA!



SUPER MOVIE SCENES and
AMAZING FIGHTING MOVES



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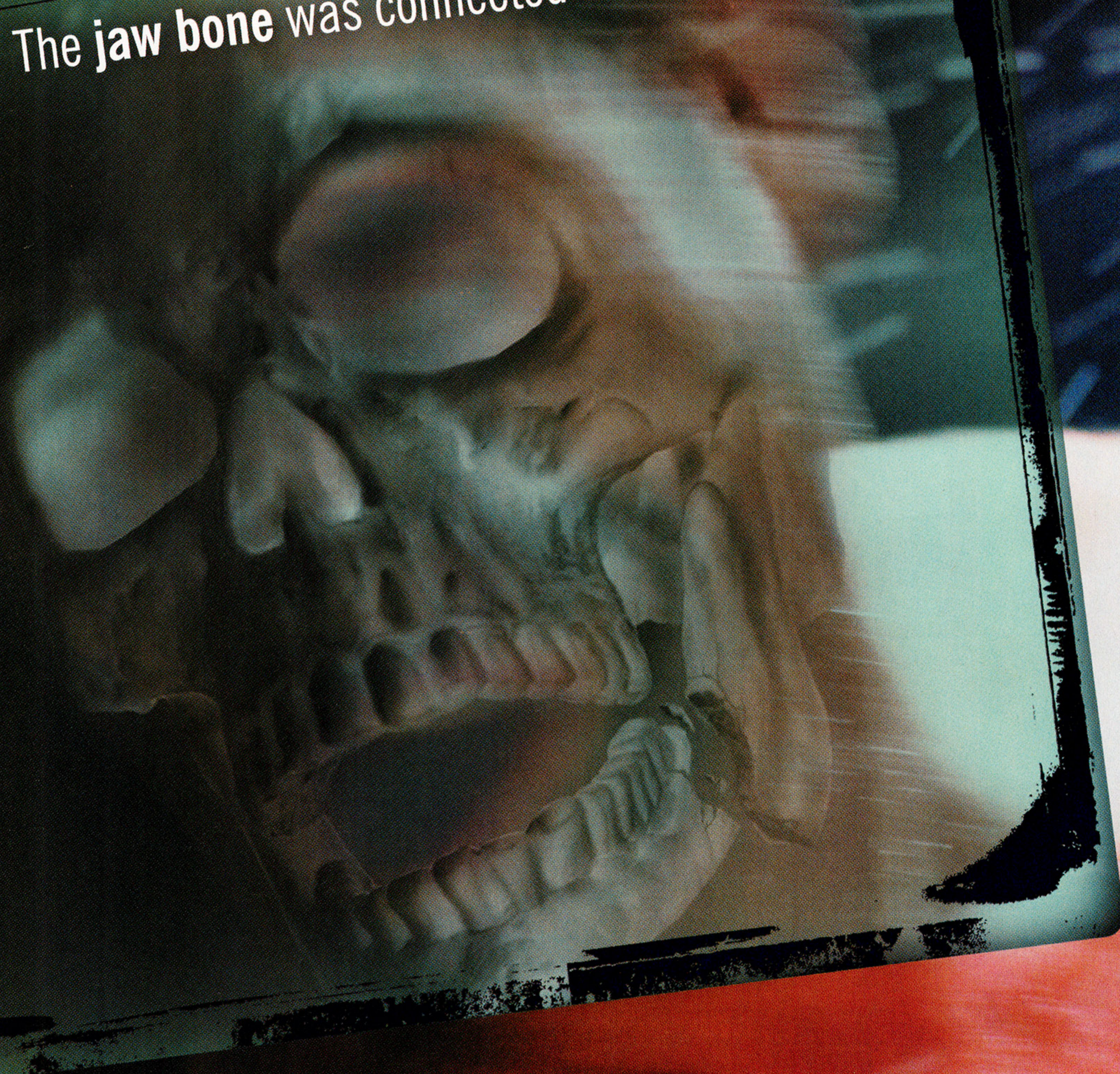
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Tinker Bell's been kidnapped and Peter Pan needs her magical powers to fly. He also needs your help with amazing flying and fighting moves to defeat Captain Hook and rescue Tink before time runs out! Combine flying techniques with fighting moves for aerial acrobatics that will kick some serious pirate booty!

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Disney's
PETER PAN
RETURN TO
NEVER LAND

The jaw bone was connected to the head bone.



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PlayStation 2





Pound 'em with over 600 power punches, illegal moves, signature blows and combos. The P&IN™ facial damage engine delivers the most brutal boxing ever.

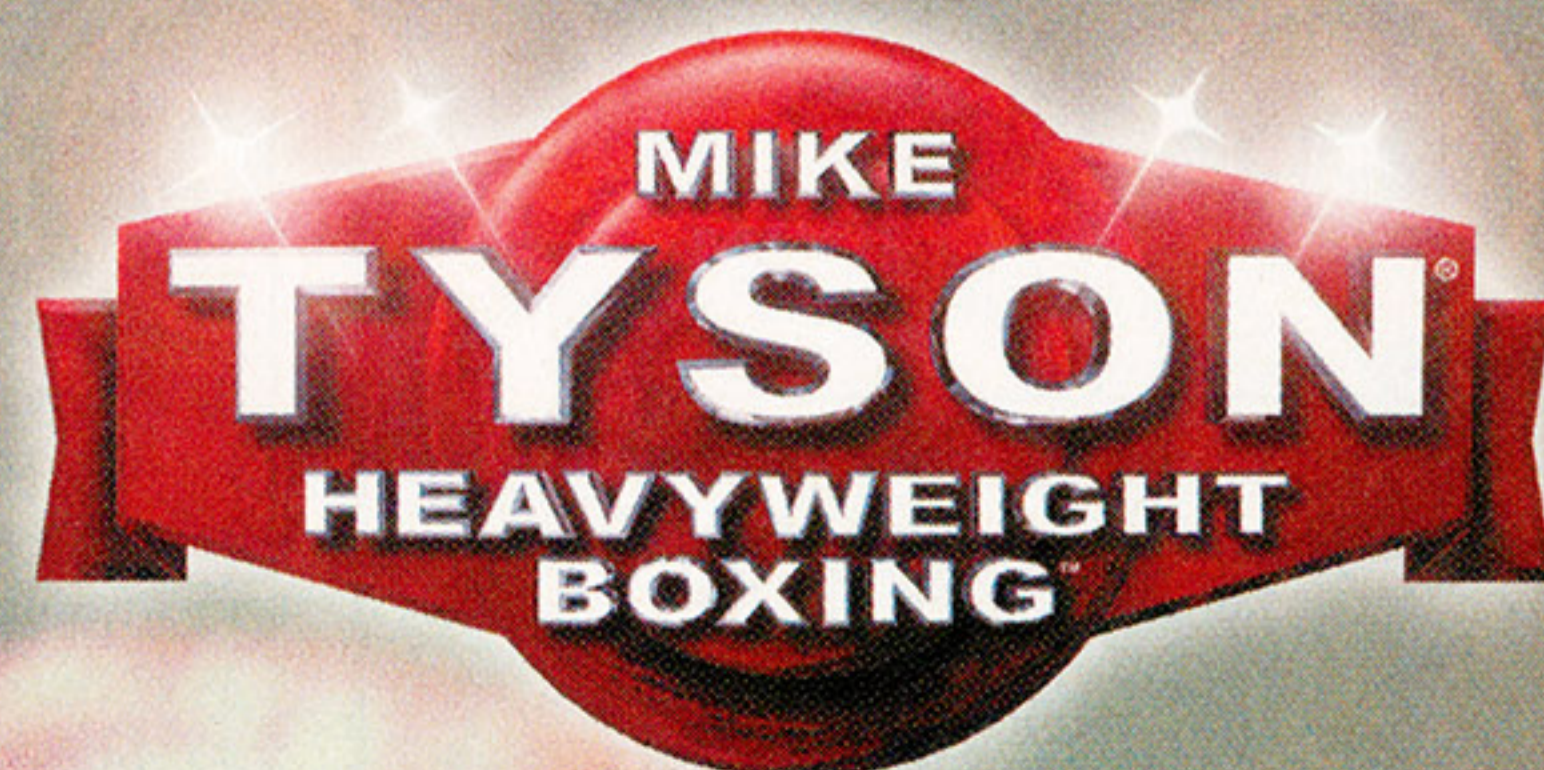


Fight as (or against) 16 top heavyweights including Larry Holmes, David Tua, Hasim Rahman, and multiple world champ Iron Mike Tyson.



Create customized, unique fighters with over 40 body parts and 185+ unlockable upgrades. Then take on all comers through 9 massive game modes.

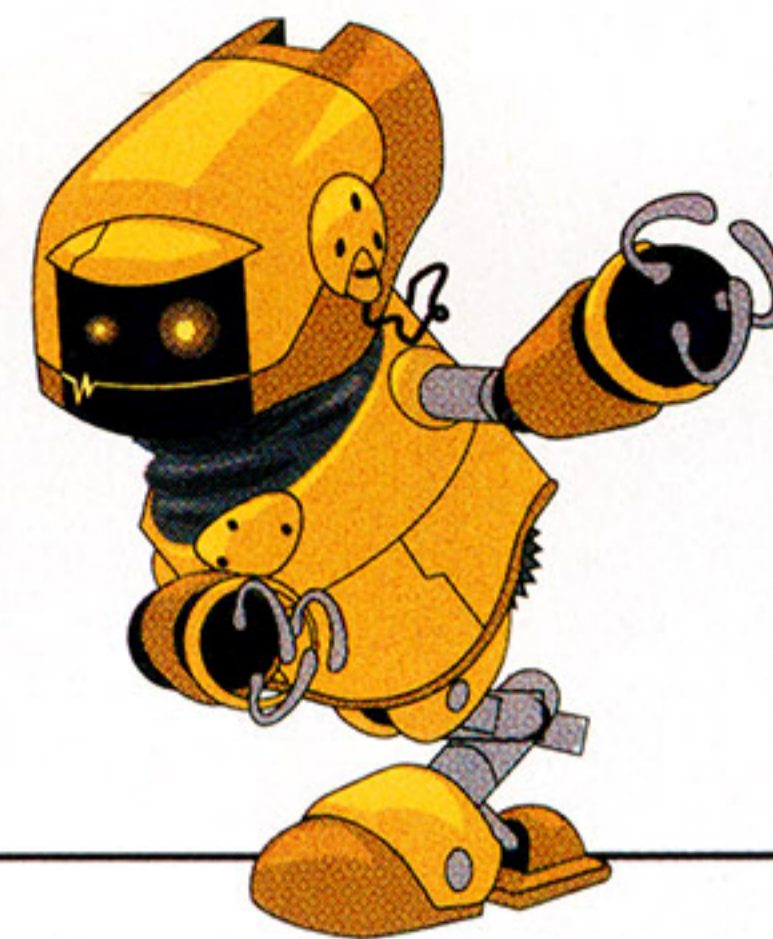
Screen shots taken from PlayStation®2 computer entertainment system game play.



Brutal Beyond Belief!

NEWS NOW

Announcements, Tidbits and Rumors



WHAT'S INSIDE!

WEB NOW

Final Fantasy websites on the internet? Who'd a-think it?



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FAN FRENZY

Sometimes, a GBA just isn't enough. Learn how to play on the go.



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GAMENOW WORLD

Who doesn't love anime? Check out some of the latest releases as well as a few choice import games.



p32

FIGHT CLUB

We check out some of the best fighting game controllers out there.



p34

Finally Not A Fantasy

Back in 1992, life was good for Super Nintendo owners. Best machine on the market? Check. Great support from third parties? Check. Ground-breaking RPGs from Square? Check. The video game landscape has changed dramatically since then, and it's been a full decade since a Square game has graced a Nintendo console. That's about to change.

Nintendo has confirmed reports that Square is once again developing for the big N. It has also confirmed that, at least in Japan, GameCube and GBA owners will see a Final Fantasy themed title before the end of the year. Now the million-dollar question is, what game is it?

While there are as many rumors as there are websites to support them, our best guess is the initial games will be based on *Final Fantasy Unlimited*, Square's anime series of

the same name. Akitoshi Kawazu, previously of *Legend of Mana* and *SaGa* (both Square titles), has reportedly been working on a *Final Fantasy*

Unlimited project for an unnamed console since last fall. This most recent announcement seems to take the mystery out of the "unnamed console" part of the equation, but we're still just speculating.

Other sources close to Square have said that as many as three GBA games will be released before the end of the year, with *Final Fantasy Tactics* leading the charge.

—Dan Leahy

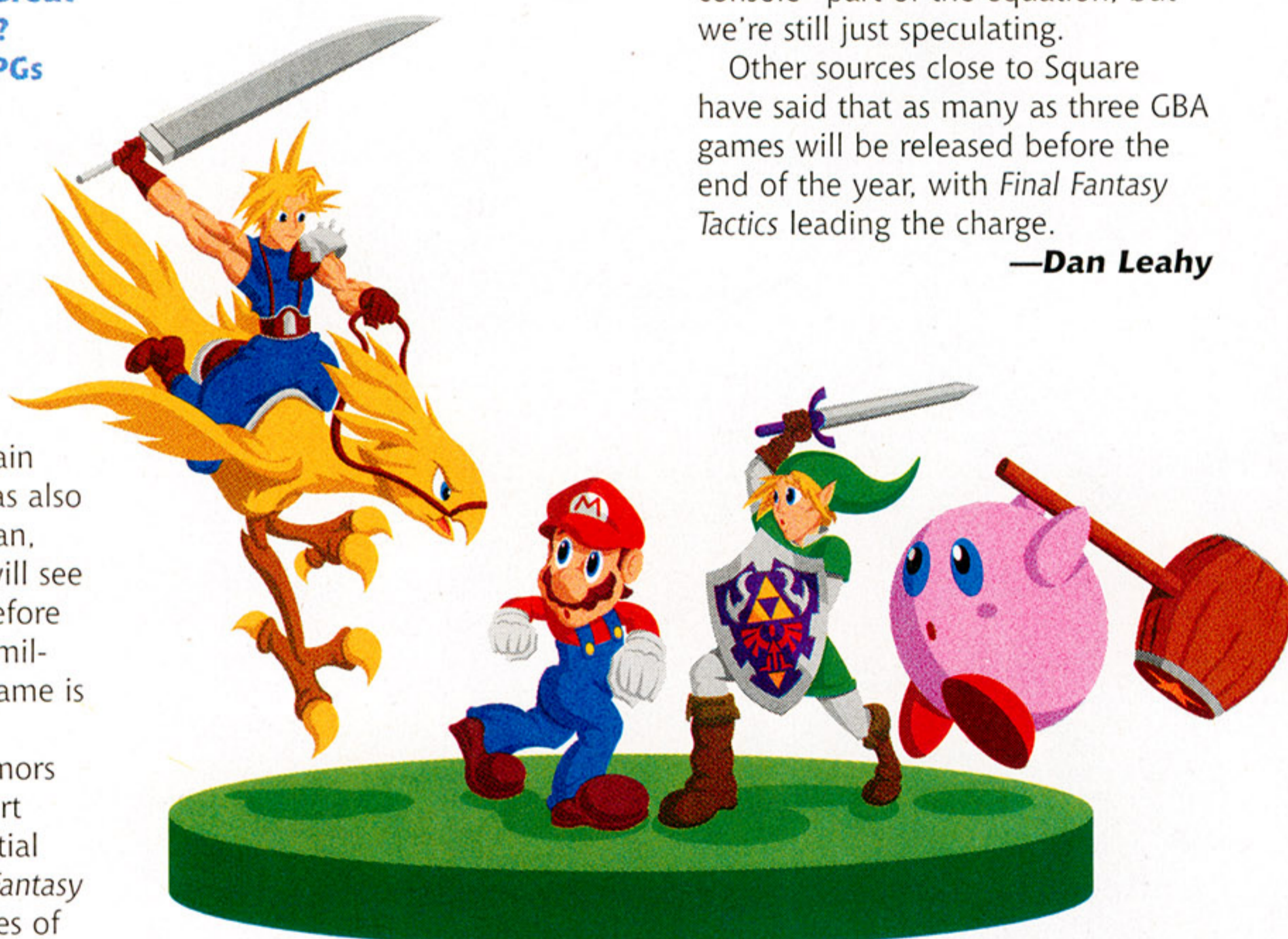


Illustration by Mike Reisel

A Timeline of Final Fantasy Titles

Official Final Fantasy Games

FINAL FANTASY
1987 Japan (Famicom)/
1990 USA (NES)
Square's first RPG.

FINAL FANTASY II
1988 (Famicom) Japan Only
Forgotten 8-bit classic.

FINAL FANTASY III
1990 (Famicom) Japan Only
Another relished classic.

FINAL FANTASY IV
1991 (Super Nintendo (as Final Fantasy II))

An extremely ambitious game that set the standard for 16-bit role playing games.

FINAL FANTASY V
1992 (Super Famicom, Japan),
1999 (PlayStation U.S.)
Square held out on U.S. gamers until its PlayStation release.

FINAL FANTASY VI

1994 (Super Nintendo (as Final Fantasy III))
Graphically impressive epic *Final Fantasy VII* 1997 (PlayStation)
Fantasy goes PlayStation.

FINAL FANTASY VIII

1999 (PlayStation)
Step forward in terms of visuals and storytelling.

FINAL FANTASY IX

2000 (PlayStation)
A return to the old-school fantasy roots, albeit with a cutesy look.

FINAL FANTASY X

2001 (PlayStation 2)
Another innovative chapter that ups the ante with spoken dialog, revamped battles and amazing graphics.

FINAL FANTASY XI

2002? (PlayStation 2)
Jury's still out on this one.

Other FF Games

FINAL FANTASY MYSTIC QUEST
1992 (Super Nintendo)
Supremely easy yet basically good RPG.

FINAL FANTASY TACTICS

1998 (PlayStation)
Classic blend of strategy and storytelling. Coming to the GBA soon?

FINAL FANTASY ANTHOLOGY

1999 (PlayStation)
Enhanced versions of *FFV*, *FFVI* and a nifty music CD.

FINAL FANTASY CHRONICLES

2001 (PlayStation)
Contains *FFIV* and *Chrono Trigger*, and although *Chrono Trigger* isn't a FF game, it's damn good.

Beware! Fake Final Fantasy Games

FINAL FANTASY LEGEND
1989 (Game Boy)
Not a FF game at all. It's actually *SaGa*, the forerunner to *SaGa Frontier*.

FINAL FANTASY LEGEND II

1990 (Game Boy)
Another imposter lurking on the old GB.

FINAL FANTASY LEGEND III

1992 (Game Boy)
All three of these fakers was re-released by Sunsoft a few years back.

FINAL FANTASY ADVENTURE

1991 (Game Boy)
This is actually the prequel to *Secret of Mana*, not a FF game.

WEB NOW

We Tell You What's "ON" for Online Play!

It's Official! PS2 to Go Online

With the announcement that Sony will be releasing its often-hyped network adapter to North American PS2 owners this August, there are plenty of reasons to get excited and plenty of reasons to wonder "why now?"

Priced at a reasonable \$39.99, the network adapter will feature a 10/100 Ethernet connection as well as a 56K connector in order to accommodate PS2 owners that don't have broadband access. Along with the adapter will be a CD-ROM that will facilitate the online process in order for gamers to use their individual ISPs for which they already pay on a monthly basis.

"We will release a list of compatible games in the months closer to the August launch date," said Kaz Hirai, president and chief operating officer, Sony Computer Entertainment America Inc. "We will also be expanding this offering to include

games, music and movies."

Sounds great. Music and movies as well as TiVo-like service once the PS2's optional hard drive and broadband connections reach a majority of PS2 owners. But when will that be?

"It's not something that is two to three years out," Hirai said. "It's in our immediate future. Perhaps this year, perhaps next." Now that is surely the definitive answer we are all looking for from the man who is in charge of the collective fate of millions of gamers.

However, while Sony's broadband strategy is as murky as the pool at your local Sleep 'n' Save motel, look for killer franchises like Twisted Metal, Tony Hawk, Final Fantasy and Sega Sports, to undoubtedly embrace the network adapter's 56K capabilities and, for the time being, bring back everything we loved about the Dreamcast.

Site of the Month



WWW.FFONLINE.COM This is far and away the best place to find Final Fantasy information outside of Square's own Playonline site.

We covered the basics of *Final Fantasy XI* in this issue, but if you want to know everything that's ever been said about the title in the States and in Japan, this is the place to go. The guys behind this site really know their stuff, and they keep their beautiful pages totally up to date. Our only complaint is that the exhaustive coverage does not include any information about *Final Fantasies I-V* or *Tactics*, but that, we suppose, is what gamefaqs.com is for. Keep this great site going by checking it regularly!

DROWNING POOL



ON TOUR NOW

ALBUM OUT NOW

FEATURING THE SMASH

BODIES

+ THE NEW SINGLE

TEAR AWAY

drowningpool.com

Produced and Mixed by Jay Baumgardner • Photo: Rudy Archuleta



PRICE WATCH

Get Your Games on the Cheap!

Great PlayStation 2 Games for \$25

Straight out of the good-things-happen-when-the-weather's-warm-and-the-booze-is-flowing file, Sony announced at its second annual retail and publishers conference in Bal Harbour, Florida, that it's bringing its "Greatest Hits" series of discounted games to the PlayStation 2.

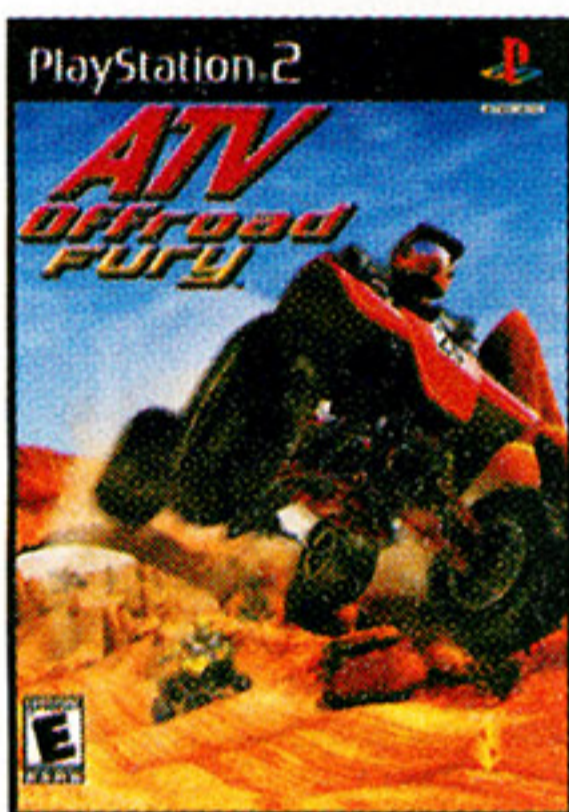
Originally a terrific idea featuring PlayStation games like *Final Fantasy VII* and *Tekken 3*, the PS2

incarnation kicked off April 1st with SCEA first-party titles such as *Twisted Metal: Black*, *ATV Offroad Fury*, *Gran Turismo 3 A-spec*, and *Dark Cloud* retailing at an insane \$24.99.

In order for a game to be included in this exclusive PS2 club, it must have sold more than 400,000 copies and been on the market for more than nine months. While there are plenty of popular games like *Tony Hawk's Pro Skater 3* that

immediately meet the sales criteria after its been on the shelf for only a few days, it's that nine month waiting period that's the killer.

However, with these and future best-selling games on the shelves at a great bargain-base-ment price, there's no reason not to pick up some of these favorites if you missed 'em the first time around.



1.

ATV Offroad Fury
ATV Offroad Fury, one the best racers offered on the PS2, is easily worth the \$25.



2.

Dark Cloud
This action/RPG was a great buy at its original price, so you'd be a fool not to pick it up as a Greatest Hit.



3.

Gran Turismo 3 A-Spec
The greatest driving game of all time for less than 25 bucks? Oh yeah! Thank you, Sony!



4.

Twisted Metal: Black
Twisted Metal: Black represents vehicular combat at its finest. It puts the greatest into greatest hit.

60 Less Than \$20

| GAME NAME | RATING | PRICE | GAME NAME | RATING | PRICE | GAME NAME | RATING | PRICE |
|---------------------------------------|----------|---------|--------------------------------|----------|---------|--|----------|---------|
| 1. A Bug's Life | Everyone | \$19.99 | 21. Gran Turismo | Everyone | \$19.99 | 43. Spyro the Dragon | Everyone | \$19.99 |
| 2. Ape Escape | Everyone | \$19.99 | 22. Gran Turismo 2 | Everyone | \$19.99 | 44. Spyro: Year of the Dragon | Everyone | \$19.99 |
| 3. Casper | Everyone | \$19.99 | 23. Grand Theft Auto | Mature | \$9.99 | 45. Syphon Filter | Teen | \$19.99 |
| 4. Castlevania: Symphony of the Night | Teen | \$19.99 | 24. Grand Theft Auto 2 | Teen | \$9.99 | 46. Syphon Filter 2 | Mature | \$19.99 |
| 5. Cool Boarders 2 | Everyone | \$19.99 | 25. Legend of Dragoon | Teen | \$19.99 | 47. Tarzan | Everyone | \$19.99 |
| 6. Cool Boarders 3 | Everyone | \$19.99 | 26. Mat Hoffman's Pro BMX | Teen | \$17.99 | 48. Tekken 2 | Teen | \$14.99 |
| 7. Cool Boarders 4 | Everyone | \$19.99 | 27. Metal Gear Solid | Mature | \$19.99 | 49. Test Drive 5 | Everyone | \$9.99 |
| 8. Crash Bandicoot | Everyone | \$19.99 | 28. Monopoly | Everyone | \$9.99 | 50. Tetris Plus | Everyone | \$19.99 |
| 9. Crash Bandicoot 2 | Everyone | \$19.99 | 29. Mortal Kombat Trilogy | Mature | \$19.99 | 51. TNN Motorsports HC 4x4 | Everyone | \$19.99 |
| 10. Crash Bandicoot Warped | Everyone | \$19.99 | 30. Namco Museum Volume 1 | Everyone | \$19.99 | 52. Tomb Raider | Teen | \$9.99 |
| 11. Crash Bash | Everyone | \$19.99 | 31. Namco Museum Volume 3 | Everyone | \$19.99 | 53. Tomb Raider 2 | Teen | \$9.99 |
| 12. Crash Team Racing | Everyone | \$19.99 | 32. Oddworld: Abe's Oddysee | Teen | \$9.99 | 54. Tony Hawk's Pro Skater 2 | Teen | \$19.99 |
| 13. Croc | Everyone | \$9.99 | 33. Parasite Eve | Mature | \$19.99 | 55. Top Shop | Everyone | \$9.99 |
| 14. Die Hard Trilogy | Mature | \$9.99 | 34. Rayman | Everyone | \$9.99 | 56. Twisted Metal 3 | Teen | \$19.99 |
| 15. Driver 2: The Wheelman Is Back | Teen | \$14.99 | 35. Reel Fishing | Everyone | \$12.99 | 57. Vigilante 8 | Teen | \$19.99 |
| 16. Duke Nukem: Time to Kill | Mature | \$9.99 | 36. Ridge Racer | Everyone | \$14.99 | 58. Who Wants to be a Millionaire: 2nd Edition | Everyone | \$19.99 |
| 17. Final Fantasy Tactics | Teen | \$19.99 | 37. Road Rash 3D | Teen | \$19.99 | 59. WWF SmackDown! | Teen | \$19.99 |
| 18. Final Fantasy VII | Teen | \$19.99 | 38. Rugrats: Search for Reptar | Everyone | \$19.99 | 60. WWF SmackDown! 2: Know Your Role! | Teen | \$14.99 |
| 19. Frogger | Everyone | \$19.99 | 39. Sammy Sosa Softball Slam | Everyone | \$9.99 | | | |
| 20. Frogger 2 | Everyone | \$9.99 | 40. Silent Hill | Mature | \$19.99 | | | |
| | | | 41. Soviet Strike | Teen | \$12.99 | | | |
| | | | 42. Spyro 2 | Everyone | \$19.99 | | | |



This is the fire that grips the
ice that grips the snow that
grips the mud that grips the
road you're about to
slide off of.

Get down and dirty in the hardcore, "wheel to wheel" action of Rallycross and Ice Racing. Soar to the clouds in a Hill Climb or slide your way to glory in traditional Rally stages. Tear up 48 tracks in four different Rally event types. Choose from 29 vehicles to drive and smash into, including outlawed Group "B" cars like the Audi Quattro S1 and the MG Metro 6R4. And humiliate up to three other players at a time in multiplayer mode.

RALLISPORT
CHALLENGE

Where the rubber leaves the road.



WWW.XBOX.COM

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FAN MONTH

A Quick Look At What's Selling This Month

MAY GAME RELEASES

BE ON THE LOOKOUT FOR THESE FINE GAMES!

XBOX

- Buffy the Vampire Slayer
- Gravity Games Bike
- Legends of Wrestling
- Tom Clancy's Ghost Recon
- Rayman Rush
- Jedi Starfighter: Special Edition

PLAYSTATION 2

- Britney's Dance Beat
- Test Drive
- RLH
- Scooby Doo
- Armada 2
- Jimmy Neutron: Boy Genius
- Gravity Games Bike
- Chris Edwards Inline Skating
- Conflict Zone
- Need for Speed: Hot Pursuit 2
- Commandos 2
- Evil Twin
- Freestyle

PLAYSTATION

- Bear in the Big Blue House
- Digimon World 3

GAMECUBE

- Resident Evil
- Legends of Wrestling
- Virtua Striker 2002

GAME BOY ADVANCE

- Resident Evil: Gaiden
- Ultimate Brain Games
- Wings Advance
- Defender of the Crown
- Mega Man Battle Network 2
- Downforce
- Dragon Ball Z - The Legend of Goku
- Little League Baseball
- Smuggler's Run
- Prize Fighter
- Smash Pack
- The Pinball of the Dead
- Bonx Racers
- Worms Blast
- Frogger Great Quest
- Dual Blades

THE HOT 3 OF MAY



Want to get your hands on every game out there but just don't have the scratch? Each month GameNOW picks the top three titles coming out we think you simply must have. So go ahead, get the best, and get 'em while they're hot! Here's our favorites for March:



Dragon Ball Z (GBA)



Commandos 2 (PS2)



Resident Evil (GameCube)

U.S. TOP TEN

THE 10 BEST-SELLING GAMES OF JANUARY

1. **Grand Theft Auto 3** (Rockstar/PS2)
2. **Final Fantasy X** (Square/PS2)
3. **NBA 2K2** (Sega/PS2)
4. **Madden NFL 2002** (EA/PS2)
5. **Max Payne** (Rockstar/PS2)
6. **Halo** (Microsoft/Xbox)
7. **Max Payne** (Rockstar/Xbox)
8. **Metal Gear Solid 2** (Konami/PS2)
9. **007: Agent Under Fire** (EA/PS2)
10. **Gran Turismo 3** (SCEA/PS2)

READER TOP TEN

- 1 **Final Fantasy X** (Square/PS2)
- 2 **Grand Theft Auto** (Rockstar/PS2)
- 3 **Super Smash Bros. Melee** (Nintendo/GC)
- 4 **Tony Hawk's Pro Skater 3** (Activision/PS2)
- 5 **Jet Set Radio Future** (Sega/Xbox)

EDITOR'S TOP TEN

WHAT THE GAMENOW STAFF IS PLAYING INSTEAD OF WORKING

- | | | | | |
|--|--|---|---|---|
| Number 1 Hot Shots Golf 3 (SCEA/PS2) | Number 2 Jet Set Radio Future (Sega/Xbox) | Number 3 007: Agent Under Fire (EA/GC & Xbox) | Number 4 Pac-Man World 2 (Namco/PS2) | Number 5 Deus Ex (Eidos/PS2) |
| Number 6 NFL Blitz 20-02 (Midway/PS2) | Number 7 Spider-Man (Activision/PS2) | Number 8 Star Wars: Jedi Starfighter (LucasArts/PS2) | Number 9 Sega Soccer Slam (Sega/GC) | Number 10 Super Mario Advance 2 (Nintendo/GBA) |

JAPAN TOP TEN

JAPAN'S 10 BEST FROM 2/25 TO 3/3

1. **Xenosaga: Episode 1** (Namco/PS2)
2. **Itadaki Street 3** (Enix/PS2)
3. **Tennis no Oji-Sama** (Konami/PSone)
4. **Kanon** (NEC/PS2)
5. **Harukanaru Jikuu no Naka de 2** (Koei/PS2)
6. **Samurai** (Spike/PS2)
7. **Dead or Alive 3** (Tecmo/Xbox)
8. **San Goku Shi Senki** (Koei/PS2)
9. **Animal Leader** (Nintendo/GC)
10. **Animal Forest +** (Nintendo/GC)

- 6 **Maximo** (Capcom/PS2)
- 7 **Hot Shots Golf 3** (SCEA/PS2)
- 8 **NFL Blitz 20-02** (Midway/PS2)
- 9 **Fatal Frame** (Tecmo/PS2)
- 10 **Halo** (Microsoft/Xbox)

To enter the Reader's Top Ten send your info to this address:

game_now@ziffdavis.com

THE KING HAS JUST BEGUN TO FIGHT.

In this all-new adventure you're the Scorpion King on a quest to retrieve the fabled Sword of Osiris. And you'll be facing your



toughest challenges yet. With cool moves like the Scimitar Toss and Ceiling Grab, you'll be kicking butt through six worlds of classic side-scrolling action. So get ready.

THE SCORPION KINGTM SWORD OF OSIRIS

scorpionkinggames.com



Violence



UNIVERSAL INTERACTIVE
www.universalinteractive.com

GAME BOY ADVANCE



Go to the-scorpion-king.com for more information on the movie.

"The Scorpion King: Sword of Osiris" interactive game © 2002 Universal Interactive, Inc. The Scorpion King and related characters are TM and © of Universal Studios. Licensed by Universal Studios Licensing, Inc. All rights reserved. Game Boy® Advance and the Game Boy® Advance Logo are trademarks of Nintendo. © 2002 Nintendo. A note to parents: Consult www.filmratings.com for information regarding movie ratings in making viewing choices for children.

FAN FRENZY

All the Latest Gadgets, Gear and Gizmos



● GAMEGO THEATER SYSTEM

Anyone who's ever assumed the non-driving role during a car ride of any length can tell you that being a passenger bites. Everyone wants to be in that drivers' seat, and if they can't be there, you can bet the farm on the fact that they'll climb all over each other for the coveted "shotgun" position prior to entering the car. It sucks, for sure, but it doesn't have to be that way...

Enter the Gamego Theater System. This portable device can be draped over the headrest in any car, van, or SUV and allows you to bring your PS2, Xbox or GameCube along for road trips of any length. You simply plug your console into the machine, which then plugs into the cigarette outlet in your car, and you're good to go. Gamego retails for about \$399, and while that may sound steep at first, it's actually represents a fraction what you'll pay for a hardwired automobile entertainment system. For more information, visit www.amtel.com.

GAMECUBE

Fo' Shilla, It's Godzilla

It's a monster-melee free-for-all brawl.

The title pretty much says it all here. Pipeworks Software will be bringing *Godzilla: Destroy All Monsters Melee* to a GameCube near you in the winter of 2002. It's the first significant American video game appearance for the most eligible lizard in Hollywood since 1993's *Super Godzilla* (SNES).

Early screens show what you'd expect: mainly, giant monsters making Hamburger Helper of anything in their path. Anything goes as the foes battle it out in Seattle, Los Angeles, San

Francisco, London, Tokyo, Osaka and even Monster Island. Each city is comprised of three stages and can be played during the day or night.

The scenery is infinitely destructible and offers some tactical cunning for the gamer to enjoy. For instance, the military forces will attack whichever monster is destroying the most stuff. Throw your opponent into a skyscraper and watch as they turn their attention to whoever hit the building. Cool.



KONAMI COMES THROUGH

The Return of Contra!

The classic series is reborn on the PS2 and Game Boy Advance

Konami of Japan recently announced that two new games in the *Contra* franchise are in the works, one for the PS2 and one for the GBA. No release date has been set, but rest assured that we'll be following this story very closely. Now's the time to start hoping that these new games will be better than the PSone Contras.

We Were Soldiers

Online gaming so close you can taste it.

Sure, *Halo* is great, but lemme be a bad-to-the-bone Navy SEAL. And let me do it online. Now we're talking. Sony's been hiding *SOCOM* away since it made a rather lackluster debut to the press last May. Since that, though, the game has gotten quite the overhaul, and looks ready to launch the PlayStation 2's online era.

You call the shots for your troops in 17 missions spread over four real-world locations. Grab some friends and mow down the enemy online. The game will ship with eight multi-player specific locations and will feature a USB headphone to support voice-activated commands. Suh-weet.

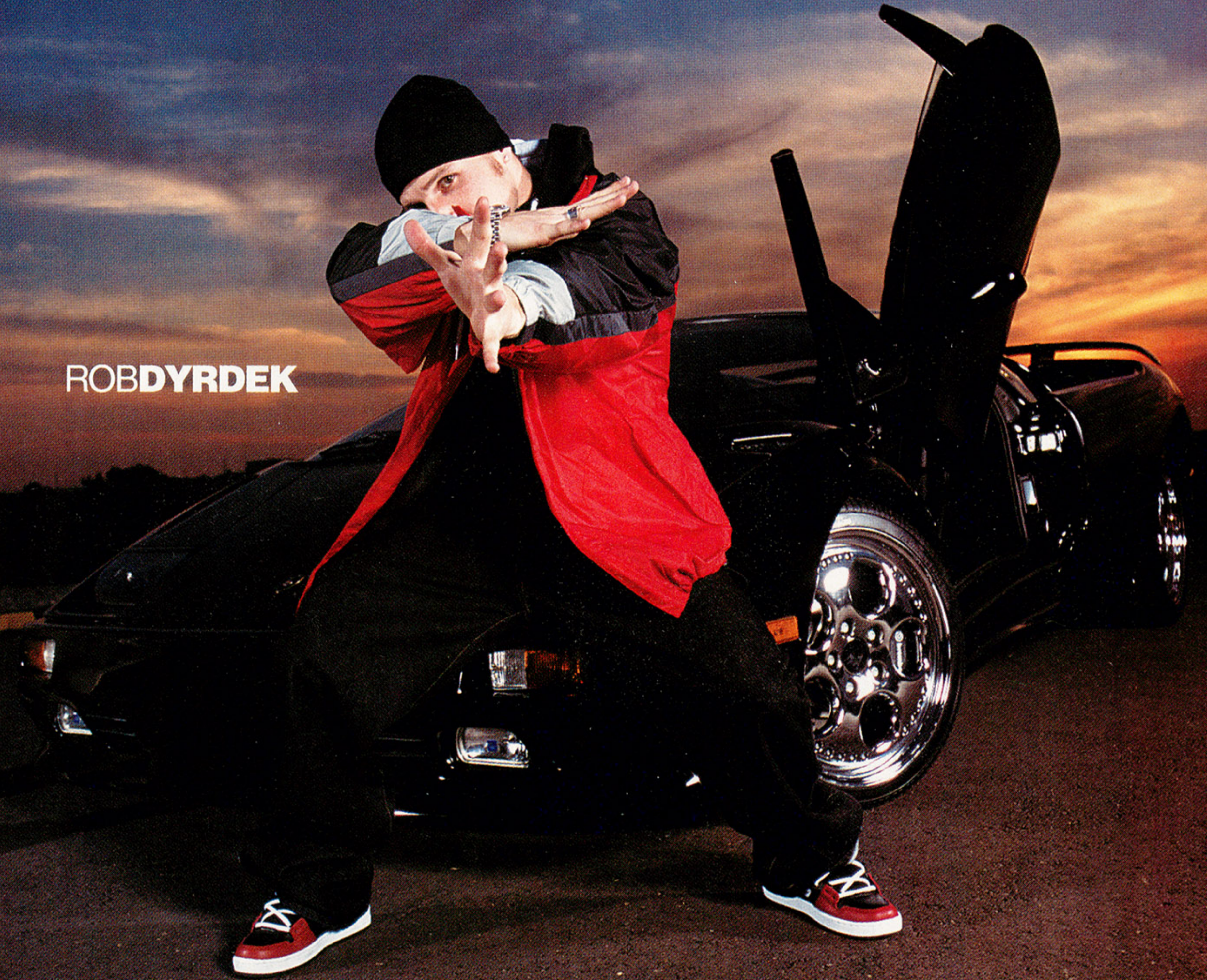


Hide among the weeds and feed some friends a lead diet.



Misty jungle locales can provide for some tense battle sequences.

ROBDYRDEK



QUALITY SKATE SHOES AND APPAREL
TO SEE THE LATEST NEWS, TEAM INFORMATION, SHOES AND APPAREL, VISIT OUR WEB SITE AT
WWW.DCSHOECOUSA.COM

BLABACPHOTO

 APPAREL



Red Card 20-03

Soccer gets the Midway treatment, sort of.

When we got *Red Card 20-03* in, we were expecting to see slide tackles that would make a grown man cry, corner kicks that put holes in the goalie's chest, and headers that resulted in decapitation. That's what Midway does, right? Well, not so much.

Red Card 20-03 has more of a sim bent on it than *Blitz* ever has. Sure, the focus is still on aggressive, contact-laden gameplay, but there's some real stuff here. You've got full-on 11-man rosters, a lineup of formations and strategies, detailed renderings of real-world stadiums and so on.

Red Card also runs deep as far as the control scheme goes. Standing in stark contrast to Midway's usual three-button layout, *RC* offers a huge variety of moves on offense and defense. Executing the moves properly takes a bit of practice, but we've found the learning curve to be pretty tolerable so far.

Check back next month as we're sure to give *Red Card* a spin in our Now Playing section.



Midway's soccer game isn't as all-out crazy as *NFL Blitz*.



METAL GEAR SOLID FIGURES

We know what kind of stress playing *Metal Gear Solid 2: Sons of Liberty* can cause, especially once you've gotten past the first two hours, but the next time you feel like telling Hideo Kojima what he can do with that sissy-boy Raiden and that travesty he calls a *Metal Gear* game, we recommend that you try calming yourself down by playing with these cool *Metal Gear* toys from Toycom and Konami.

The action figures, which include 12" versions of Meryl, Solid Snake, Sniper Wolf and Liquid Snake, are sure to help you wash those feelings of *Metal Gear* panic away as you have Solid Snake save the day again and again and again...the way it should be.

In fact, these aren't just action figures, ladies and gentlemen, these are verifiable forms of therapy that just happen to have more than 24 points of articulation. You can get yours in May for about \$30 each.



This Fox Rocks

Starfox Adventure is shaping up nicely.

Our first question has to be, what too so frickin long? Rare's finally bringing *Starfox* (absent from a Nintendo machine for five years) back to life on the GameCube, and we at *GameNOW* are anxiously awaiting a June release. This new game is set eight years after Fox McCloud vanquished those nasty Andross, and the action picks up with McCloud en route to Dinosaur Planet to survey the evil doings of General Scales. Got the idea?

Gameplay elements borrow heavily on those developed by Nintendo in the modern *Zelda* titles. Fox auto-jumps gaps, strafes, targets enemies and is allowed a freedom of movement that doesn't interfere with combat. Fox's main item is a mystical staff which has a wide-ranging menu of applications. As with a lot of Nintendo games, Fox won't be going it alone. You'll have to manage Tricky, McCloud's trusty sidekick, through a series of commands which can aid in your journey. We'll definitely have more on this title after the May E3 (our trade show) event, so don't wander too far.



Zelda-esque controls make battles a breeze for Mr. McCloud.



Fox's staff has many uses, but fighting baddies is its primary function.

GAMECUBE GOES FPS

Die Hard, Again

Yippie-ki-yay, or somthing

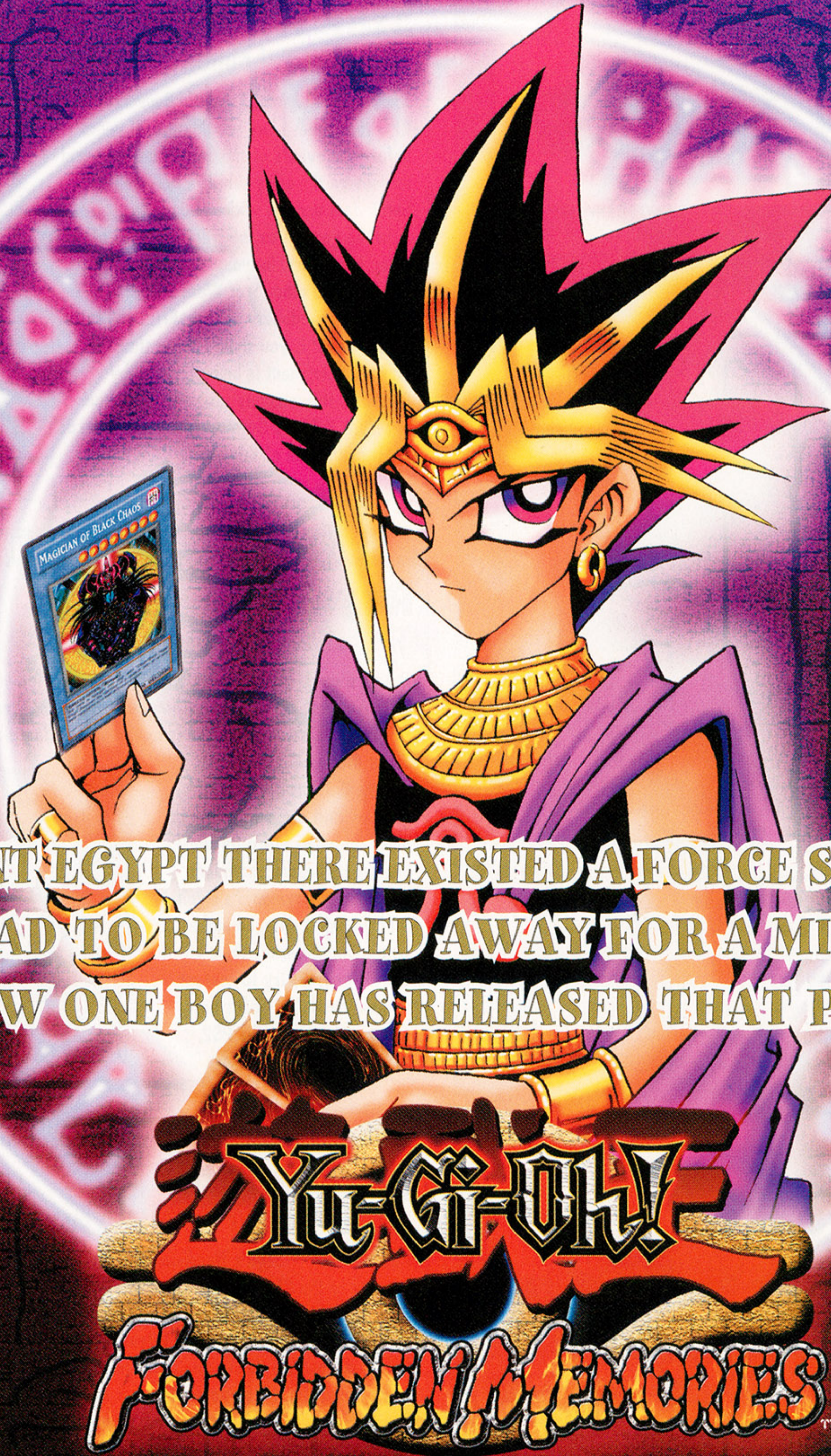
The *Die Hard* games gave us a good dose of fun on the PlayStation, and Bits Studios is looking to up the anté for GameCube owners. As you can see from the scenes, it's a first-person shooter. There's an original storyline set in Los Angeles, and some cool character interaction, but c'mon, we're in it for the gunplay.



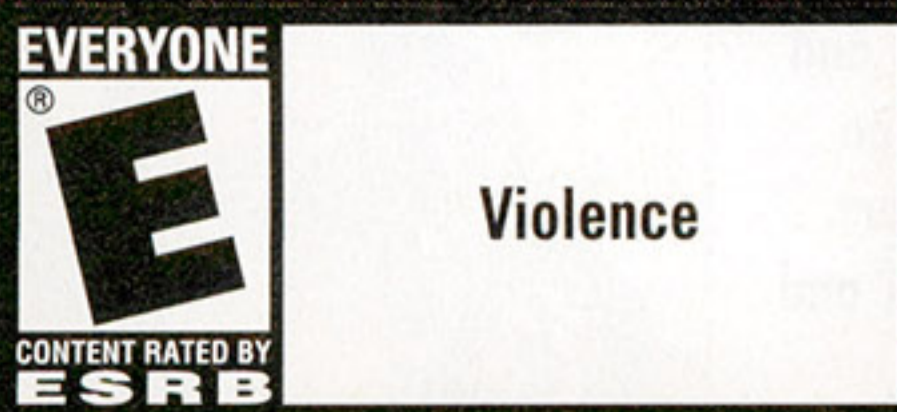
Go for the knees, it's fun!



Cross hairs over heart? Check



IN ANCIENT EGYPT THERE EXISTED A FORCE SO POWERFUL,
IT HAD TO BE LOCKED AWAY FOR A MILLENNIA.
NOW ONE BOY HAS RELEASED THAT POWER!

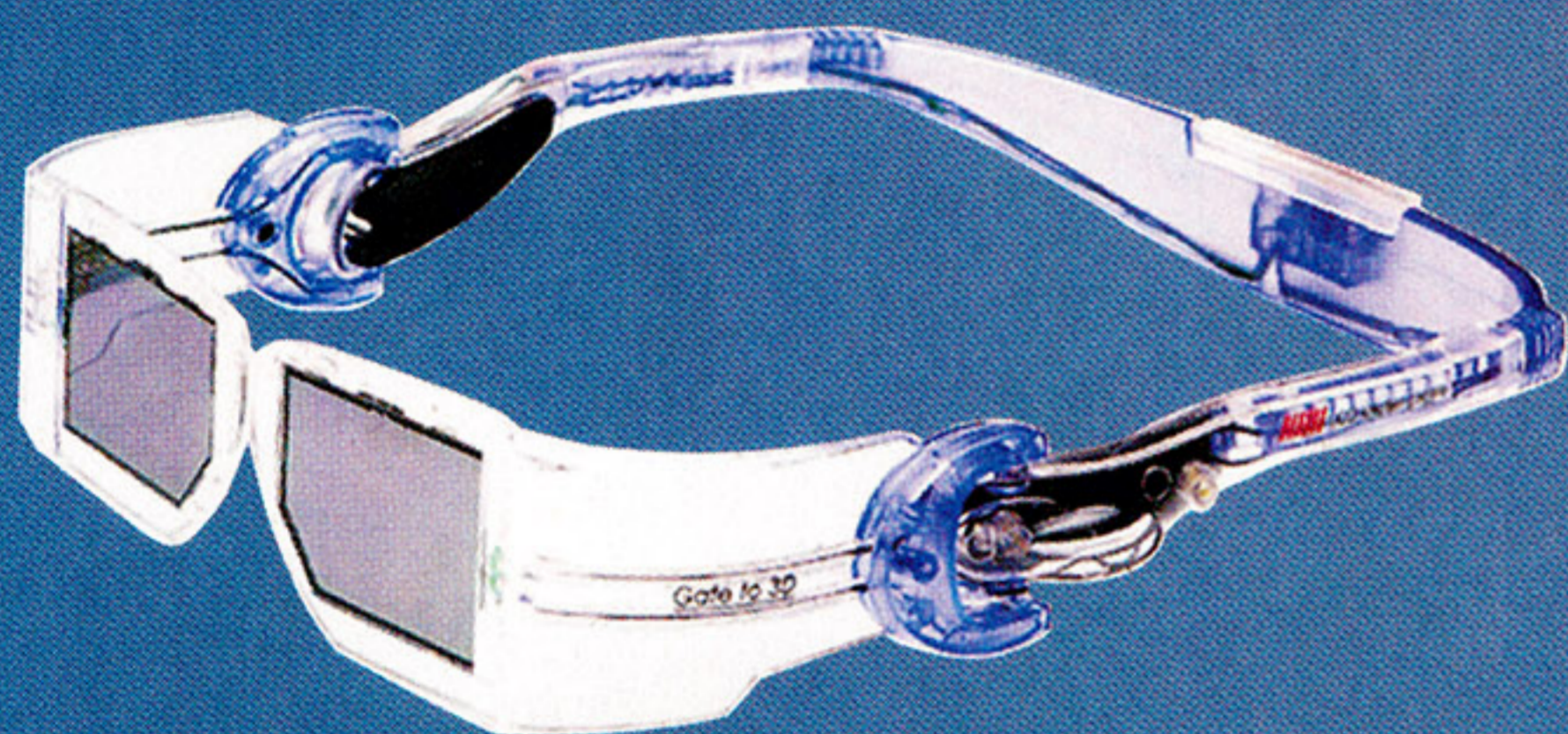


FUNKTIFIED GLASSES FOR SALE

ANOTHER EYE 2002

What you're seeing below isn't some sort of newfangled 3D movie glasses from the future; it's the latest in PC-gaming from C3D Digital, Inc., and Korea-based Another World. The Another Eye 2000 is a wired 3D-shutterglasses system that enables realistic 3D visuals on any standard CRT computer monitor (a wireless version, shown above, is also available). The device, which currently retails for about \$89 at www.3d.com, can be used with several PC games, including *Return to Castle Wolfenstein*, *Quake III: Arena* and *The Sims*.

C3D Digital is working on an Another Eye peripheral for console gamers, which it expects to be ready in the later half of 2003.



THE GREAT GRANDPAPPY OF GAMES

PEWTER SIMPSONS CHESS SET

Although we're normally very suspicious of games that cost more than a month's rent and cannot be plugged in, we're more than willing to make an exception for this absolutely stunning pewter Simpsons chess set from Rocket USA. Apart from being made of pewter and being completely awesome, the set's game pieces are represented by 32 different Simpsons characters, which not only creates some amusing casting decisions (King Homer and Queen Marge vs. King Burns and "Queen" Smithers, for instance), but ensures that no two pieces are alike. The chess set retails for about \$799 and will be offered only through www.rocketusa.com



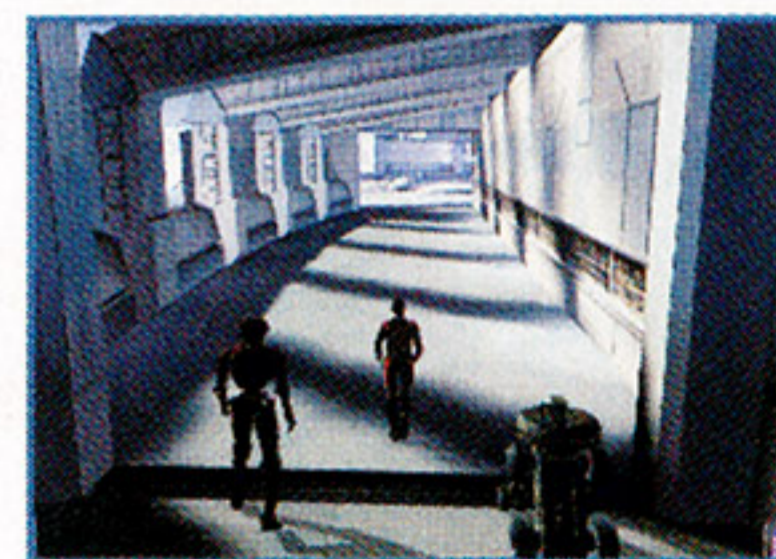
STAR WARS RPG SET FOR LATE 2002 RELEASE ON THE XBOX

Star Wars—The RPG

Hey, it was bound to happen sooner or later.

Star Wars: Knights of the Old Republic is an RPG that takes place roughly 4,000 years before the events of the Star Wars films and focuses on the early conflicts between the heroic Jedi and the wicked-bad Sith.

In the game, you can create a party of up to three characters, including humans, droids, wookies and other Star Wars mainstays. If you have any doubts of LucasArts' ability to create an RPG, you should know that the game development is being handled by BioWare, the company responsible for the excellent *Baldur's Gate* games on the PC. Look for it at the end of this year.



UBI SOFT'S ARMLESS, LEGLESS HERO RETURNS TO CONSOLES

Rayman 3

The action-platformer of choice for hardcore gamers.

Here's a quick sneak peak at what's sure to be one of 2002's biggest sleeper hits. We were all amazed by how well *Rayman 2* turned out (on PSone, N64, DC, PS2); to this day, it stands as the only action-platformer capable of giving *Super Mario 64* a run for its money. If "Part 3" is half as good as that one was, we'll be holed up in the office for weeks, beating up bosses and huntin' down lums. *Rayman 3's* significant graphical upgrade makes it a possible *Mario Sunshine* killer. Until it arrives, try to content yourself with Ubi-Soft's new *Rayman Arena* for the PS2.



Friend or foe? We won't know till we play it.

SEGA PORTS SOMETHING SPECIAL TO THE PS2

Headhunter

I'm on the hunt I'm after you...

Run for cover—Sega's *Headhunter* is making its way to the PS2 with both barrels blazing. Part *Max Payne*, part *Metal Gear*, *Headhunter* combines stealth-based action, intense fire-fights, motorcycle chases and real-time FMV to make one gritty action game. But is it cool? You bet! *Headhunter's* sure to kick some booty with its beautiful graphics, first and third-person perspective modes, and adrenaline-pumping music. Add to that the awesome story and cinematic feel, and it's no wonder why Sega decided to abandon the ill-fated DC and port this bad boy to the PS2. Get ready to lock and load, people. The hunt is on!



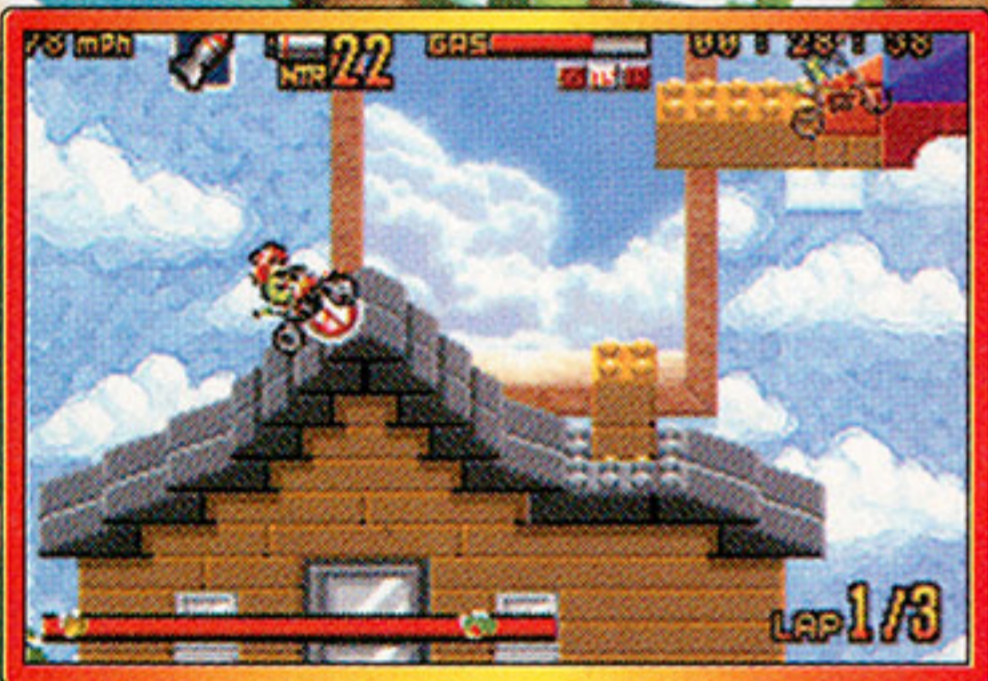
Explosive Motocross Racing!



Play as 8 unique riders



Over 10 weapons and
items to choose from



Unlock hidden tracks
and characters

Motocross Maniacs rides onto the Game Boy® Advance with cool courses, explosive weapons and furious gameplay. Race together with friends to see who is the riding champ!

Motocross Maniacs™

ADVANCE

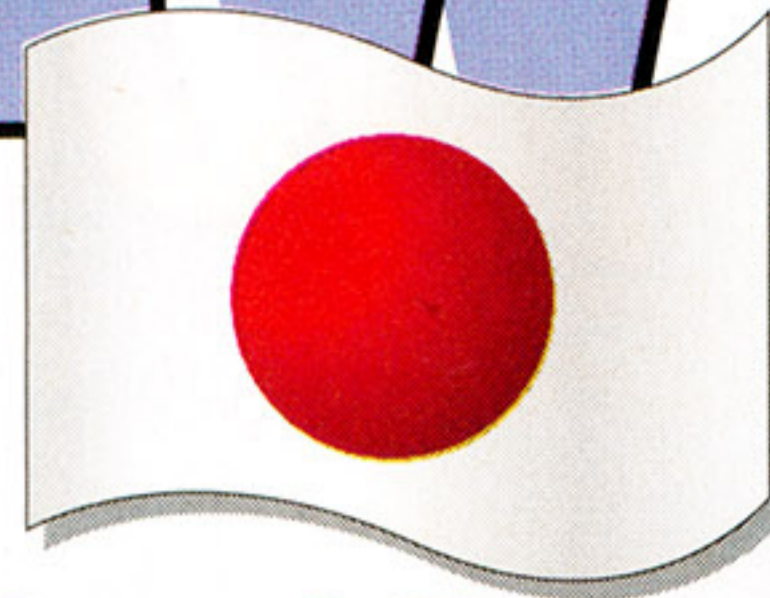
GAME BOY ADVANCE



Mild Violence



GAMENOW WORLD



What's Hot on the Other Side of Town!

Anime Jackpot

The Adventures of Mini-Goddess

The Adventures of Mini-Goddess (a super-deformed version of *Ah! My Goddess*) will be available on both VHS and DVD, with a retail price of \$24.98 and \$29.98, respectively. The VHS tapes feature only the English dub, but the DVD features both Japanese and English audio tracks. The first volume is available now, with future volumes coming on April 9, June 11 and August 13.

Sherlock Hound

Sherlock Hound is very much a kid's show, so many of you might not be too interested in it. Still, hardcore anime fans will want to check it out as many of the episodes were written and directed by Hayao Miyazaki, the anime genius behind such movies as *Kiki's Delivery Service* and *Princess Mononoke*. Volume 1 of

Sherlock Hound was released in February on DVD (with both English and Japanese language tracks) for \$29.98, and new volumes will be released every two months.

Cardcaptors: The Movie

The *Cardcaptors* TV series is one of the more popular anime shows currently running on American TV. *Cardcaptors: The Movie* is a fun

extension of the TV show, finding Sakura and her friends facing off against a greater evil than any they have ever faced. This movie is clearly aimed at girls, but it can easily be enjoyed by everyone. *Cardcaptors* was just released at the end of March on both VHS and DVD, with a retail price of \$14.98 and \$19.98, respectively.



The Adventures of Mini-Goddess



Sherlock Hound



Cardcaptors: The Movie

GOTTA HAVE IT



Xbox Controller Lite

Get A Better Grip On Your Xbox Games

The Xbox was recently released in Japan, and with it came this great new controller, which is much smaller than the giant hunk of plastic that we get with our system. The pad has the more traditional "diamond" button layout for the A, B, X and Y buttons, and the buttons also have a more circular shape than their American equivalents. This makes the buttons much easier to find during gameplay. The Black and White buttons have also been moved so you won't accidentally hit them anymore. You can purchase the pad at import shops, but it will be released in the U.S. in a matter of weeks as "Xbox Controller S" with a retail price of \$39.99.

GAMEBOY ADVANCE IMPORT

Goemon New Age

Konami's Mystical Ninja Comes to the GBA

Poor Goemon—his games never get any respect in the U.S. market. To date, only three of Konami's nearly two dozen Japanese Goemon games have been released here. Well, here's one more game to add to that list: *Goemon New Age Shutsudou!* for the GBA. If you've ever played *The Legend of the Mystical Ninja* for the SNES, you can jump right into *New Age*. Like the side-scrolling segments in that classic game, *New Age* has very detailed sprites and backgrounds, and a bizarre sense of humor. The gameplay is very similar to the *Mega Man* series, but with the town-wandering aspects that define Goemon. *New Age's* futuristic setting may turn off some Goemon fans, but if you can cope with new character designs, you'll love this game.



Goemon hits the highway



Enjoy your stay, Goemon.

PLAYSTATION IMPORT

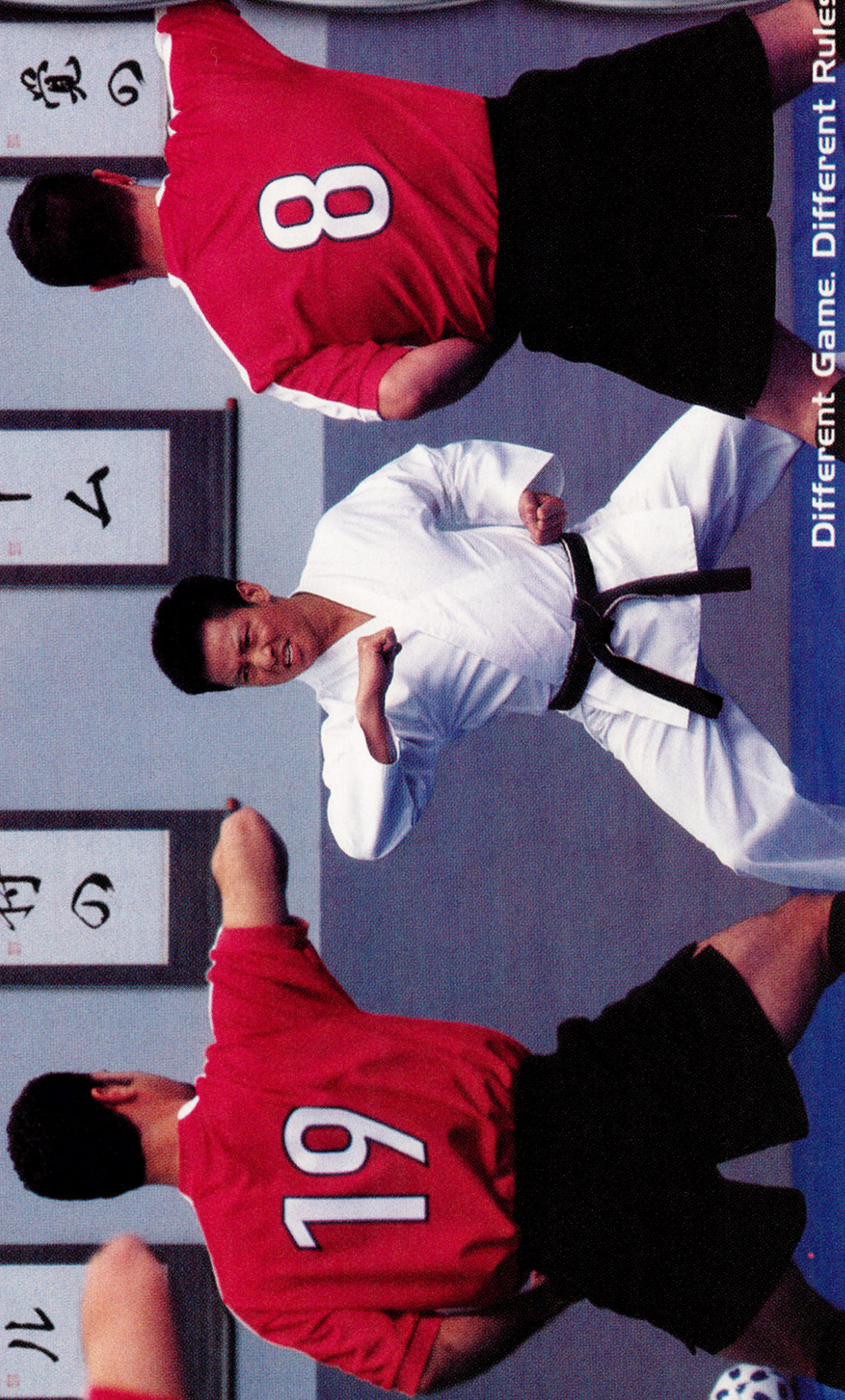
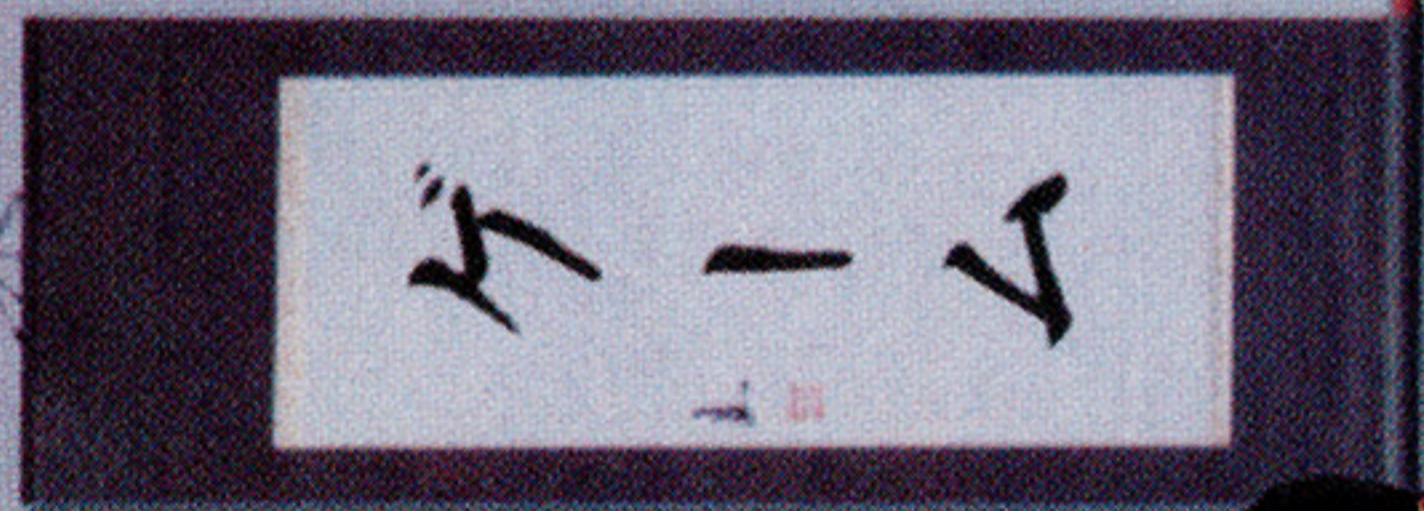
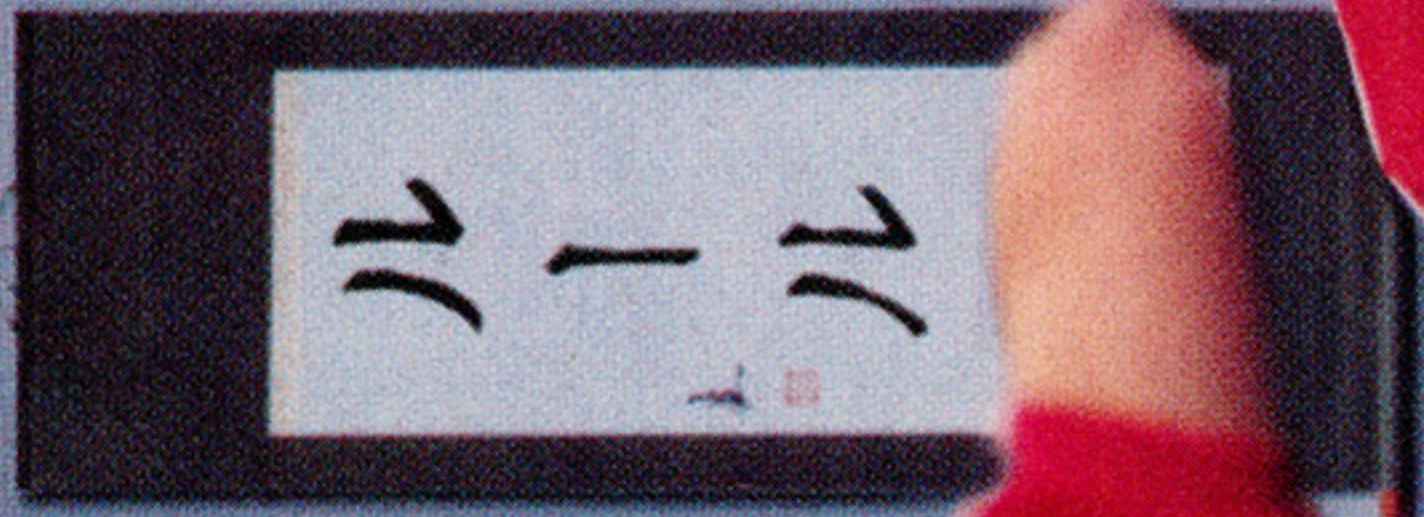
Klonoa Beach Volley

Namco Serves Up Some Crazy Sports Action

Once Namco released *Klonoa 2* for the PS2, we figured that the spunky little critter would never appear on an older system. That's why it took us by surprise when we heard that a new Klonoa game was coming for the PSone. Even more surprising is that this new game isn't a platformer like the past Klonoa titles, but a sports game. *Klonoa Beach Volley* finds Klonoa and his friends (and enemies) competing in volleyball matches. Despite the game's title, not all of the matches take place on the beach. There are various courts such as a forest and one stage that looks like it takes place in outer space. Namco has confirmed that *KBV* will not be coming to the U.S., so you should import it when it comes out on April 25.



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Different Game. Different Rules.



Calling all soccer hooligans. Finally, a videogame that understands soccer really is a contact sport! RedCard Soccer's unique adrenaline-style game play lets you kick, tackle and fight with 50 international teams all vying to be Cup Champion. Soccer Moms, cover your eyes. Different game. Different rules.

Game details at www.redcard.midway.com



PlayStation 2



Mild Violence

FIGHT CLUB

GameNOW Surveys the Best in Fighting Gear

FIGHT NIGHT With the recent release of great fighting games such as *DOA3*, *Super Smash Bros. Melee* and *Virtua Fighter 4* along with the upcoming sequel to the finest fighting game ever made, *Soul Calibur*, there's a dilemma facing gamers who prefer using arcade sticks to gamepads. What we've assembled here is a small list of available products that may help the fighting gamer with pick the right stick instead of constantly having to pick their fighter off the ground.

THE USUAL SUSPECTS



GAMECUBE

The D-pad is simply too small. While this baby is a wonder for all sorts of gaming, fighters are not one of them, unless the analog stick suits you.



XBOX

It's the low, awkward placement of the D-pad as well as the location of the X and Y buttons that make this controller a disaster for fight fans.



PS2

If there's a controller to play PS2 games with, this is one. However, getting solid eight-way movement from the D-pad is a pain.



SHADOWBLADE ARCADE STICK

This stick from Interact has, because of a total lack of competition, become the default fighting stick for the PS2. Does that make it any good? Yes, it does. With a strong, weighted base, the ability to take a beating from all directions and buttons in all the right places, this joystick is the one to get if you can't import.

STICK STATS

- NAME: ShadowBlade Arcade Stick
- PRICE: \$29.99
- RELEASE: Available Now
- SYSTEM: PlayStation 2



DC ARCADE STICK FROM ASCII

With the release of the Dreamcast in the U.S. on September 9th, 1999, there were three items that unquestionably had to go home with you once Sega's new console was in your possession. Those three were a copy of *Soul Calibur* and two of these fighting sticks—the absolute finest ever made. These days there is no doubt that the Dreamcast is still the console for fighting game fans and these controllers are a major reason why. However, securing these wonders is quite difficult as they seem to have disappeared faster than Keyser Soze. Check out eBay for the latest prices on these collector's items.

STICK STATS

- NAME: DC Arcade Stick/ASCII
- PRICE: Resale prices will vary
- RELEASE: Available Now (resale)
- SYSTEM: Dreamcast

THE ULTIMATE FIGHTING SYSTEM

CONTINUED ON PG. 36

Despite all of the hype that surrounds the PlayStation 2, the Xbox and the GameCube nowadays, Sega's poor, defunct Dreamcast is still the most dominate fighting arena around. Where else can you play such fighting game standards as *Soul Calibur*, *Capcom vs. SNK 2*, *Dead or Alive 2*, *Guilty Gear X*,

Marvel vs. Capcom 2, *The King of Fighters Evolution*, *Street Fighter Alpha 3*, *Project Justice*, and *Fatal Fury: Mark of the Wolves*?

Many of these games are essential to anyone who would like to take the best of the best fighting games out for a spin. It cannot be understated. In the

Dreamcast's short lifespan, it was responsible for providing an outlet for the best fighting game designers to do their thing like never before.

For example, it's been almost three years since the release of *Soul Calibur* and there is still not a weapons-based fighting game that even comes within an

aircraft carrier of competing with it. This is absolutely unheard of in an industry that smells a hit of this game's magnitude and does whatever it takes to capture the magic. What the development team at Namco did was create a first-generation fighting game that remains at the top of the list till this day. Insane.

ブレンダーの仲間たち!

***Get Blended!**

Bizarre mutant animals are battling for the universe!

Leap into the future as Blender, leader of the Cosmo Keepers, and use his super long ears to grab items, fight and fly. Clear multiple levels, collect Mini Bros. and defeat the evil Zooligans!



21 levels on 7 planets!



Battle 8 Zooligan bosses!



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This Spring
only on**

GAME BOY ADVANCE





▶ TRICK STICK (XBOX)

Pelican's Trick Stick for the Xbox will be coming out this May and should hopefully give you edge for all your fighting game needs. We had some quality concerns about Pelican's PS2 arcade stick, but we're hoping that the new Trick Stick (also coming out for use with the GameCube) will give Xbox's officially licensed arcade stick (made by Interact) a run for its it money.

STICK STATS

- NAME: Pelican Trick Stick
- PRICE: \$29.99
- RELEASE: May
- SYSTEM: Xbox



▶ CUBE ARCADE STICK 3

What Hip Gear has done with this stick for the GameCube is be the first out of the blocks with a joystick for those of us who are looking to heighten our the GameCube fighting experience. With the GameCube controller having a less than stellar D-pad, along comes this baby with arcade-like curved buttons and stick. Yes!

STICK STATS

- NAME: Cube Arcade Stick 3
- PRICE: \$29.99
- RELEASE: May
- SYSTEM: GameCube

KNOW WHERE YOU COME FROM, FIGHTER BOY

Neo•Geo

First to bring the arcade fighting experience home

The console that started all of the fuss about bringing the arcade fighting experience into the home was SNK's Neo•Geo. In 1990, Shin Nihon Kikaku (SNK) Corp. released a home console with the exact motherboard that was in its popular MVS arcade cabinet. This became the Neo•Geo Advanced Entertainment System.

In 1993, the Neo•Geo became the system to have for hardcore fighting game fans as long as they had, or had access to, extremely fat wallets. The console sold with one arcade-quality

joystick for \$650, and each home cart went for an astonishingly \$250 to \$400. However, this was a small price to pay for a copy of *Samurai Shodown* that played exactly as it did in the arcade.

If you played fighting games in the 1990s, you played what SNK had to offer. Whether its any game in the celebrated series of *Samurai Shodown*, *Fatal Fury*, or *King of Fighters* titles, in the arcade or your home, SNK and the Neo•Geo changed the quality of the fighting genre forever.



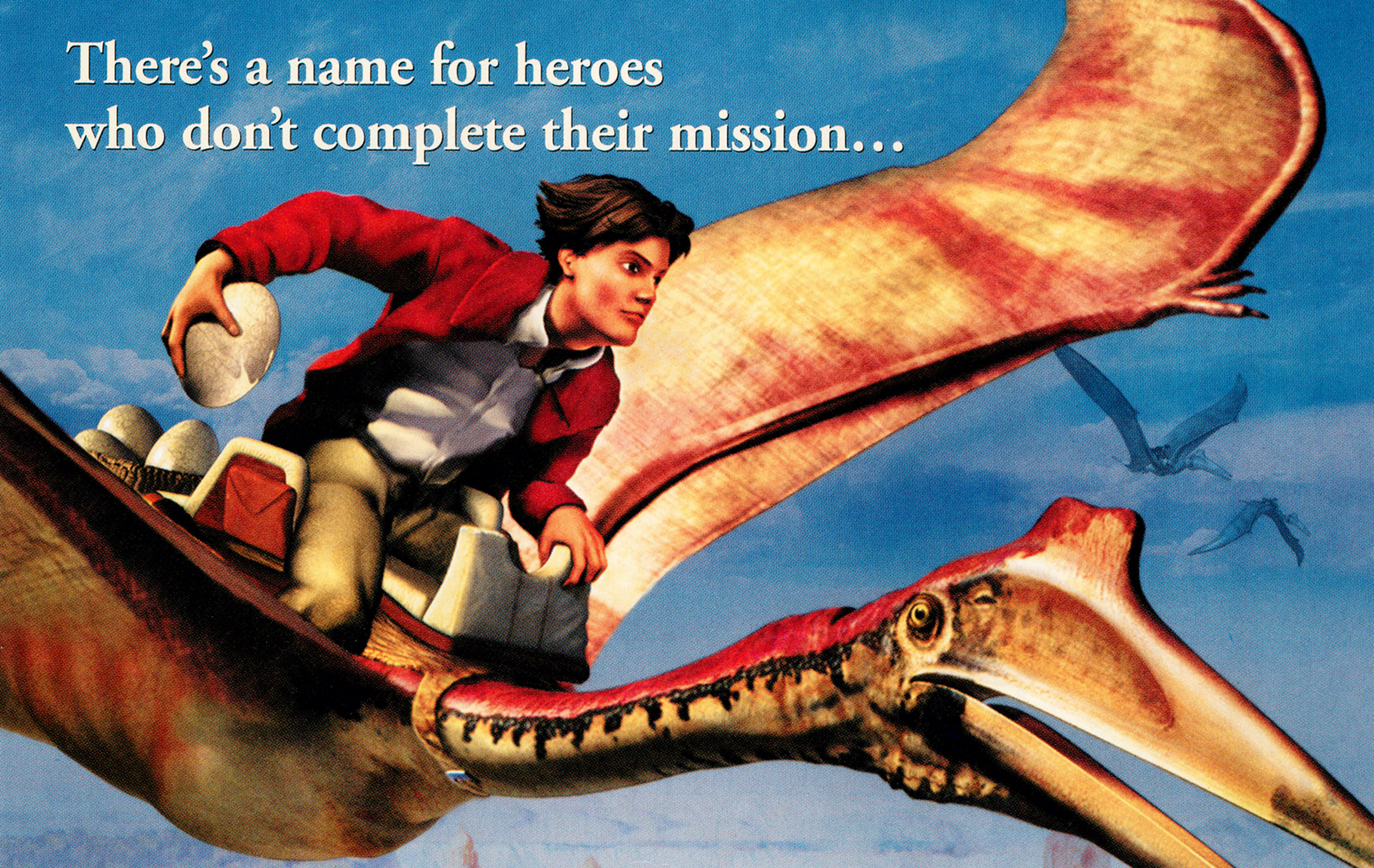
THE ULTIMATE FIGHTING SYSTEM

Any self-respecting fighting game fan must own a Dreamcast and play the incredible games that this once whipping boy and future icon has to offer. If you don't have a DC in your possession, you can easily pick one up at a resale shop for around \$60. Do it now, because those hallowed Dreamcast fighting

games will not be around at retail for much longer, and those gamers who embraced the little white box that could and the fighting games it blessed us with will be hard pressed to ever give them up.



There's a name for heroes
who don't complete their mission...



Lunch.

Danger! Angry dinosaurs are poised for invasion. Scurvy pirates are hungry for treasure. And an ancient stone of unimaginable power is about to fall into the wrong hands. Take to the skies and prepare for battle—only you can preserve the special world that is Dinotopia!



Fight pirates, massive dino bosses, a mechanical dino and other nasties!



Venture through 5 daring levels including diamond caverns and the Tyrannosaurus nest!



Fly on your own Skybox, collecting Sunstone weapons and power-ups as you go!

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THE TIMESTONE PIRATES[™]



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GAME BOY ADVANCE



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HANDS ON

Handheld Reviews and Previews



REVISIONS

The Final Word on Handheld Gaming

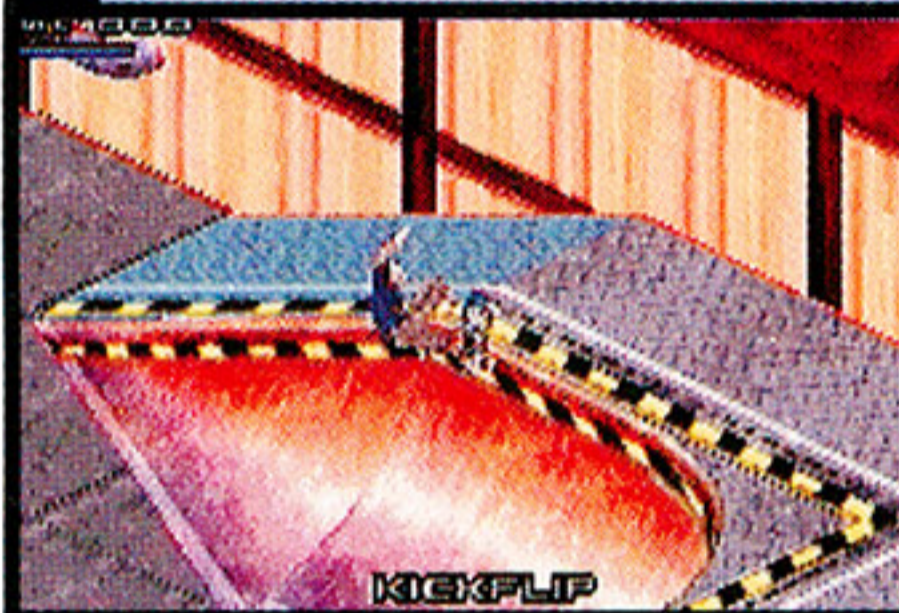
PROS and CONS



- Great control
- New revert move
- Multiplayer mode



- Disorienting, pseudo 3-D graphics



CONTROL

If you've played the console version, you'll be pulling off sick tricks and combos in no time.

IMPACT

The novelty of the game's pseudo 3-D graphics has worn off a bit, but it's still a great game.

LIFESPAN

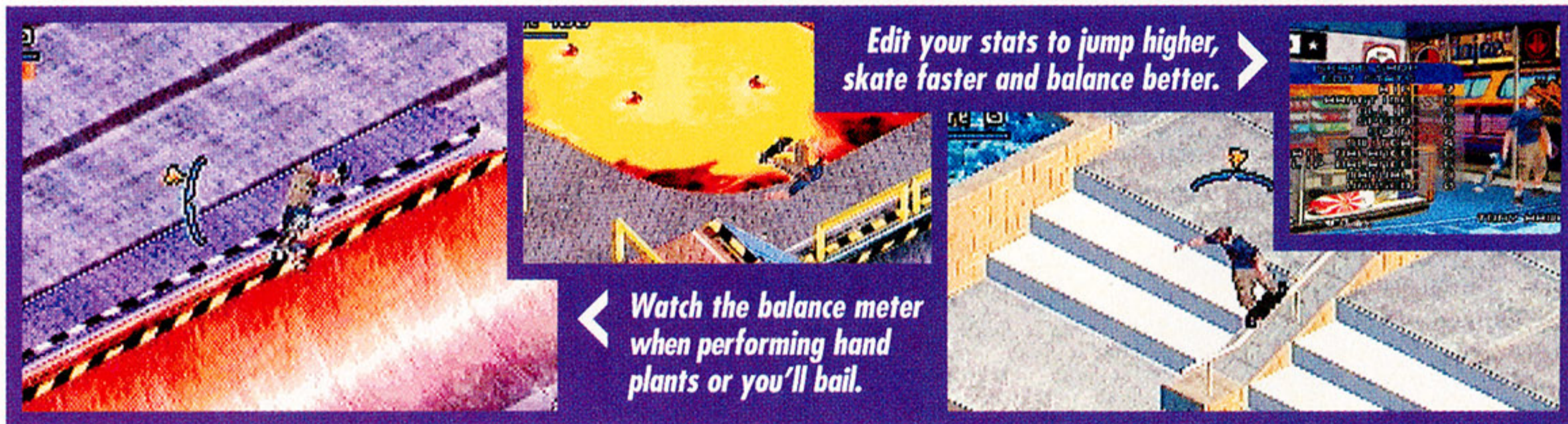
Completing every goal for all seven levels will keep you busy for weeks.

EXTRAS

The game lets you edit your rider's moves and stats. You can even unlock new boards.

NOW RATED

Once again, the wizards at Activision have done the impossible: Cram the best extreme sports game onto a tiny GBA cartridge.



Edit your stats to jump higher, skate faster and balance better.

Watch the balance meter when performing hand plants or you'll bail.

TONY HAWK'S PRO SKATER 3

PUBLISHER: Activision **PLAYERS:** 1-4 **SYSTEM:** GBA **GENRE:** Extreme Sports

Once again the wizards at Activision aim their shrink ray at the "Bird Man," with stellar results. This GBA adaptation of *THPS3* is so much like its PS2 cousin, it's almost scary.

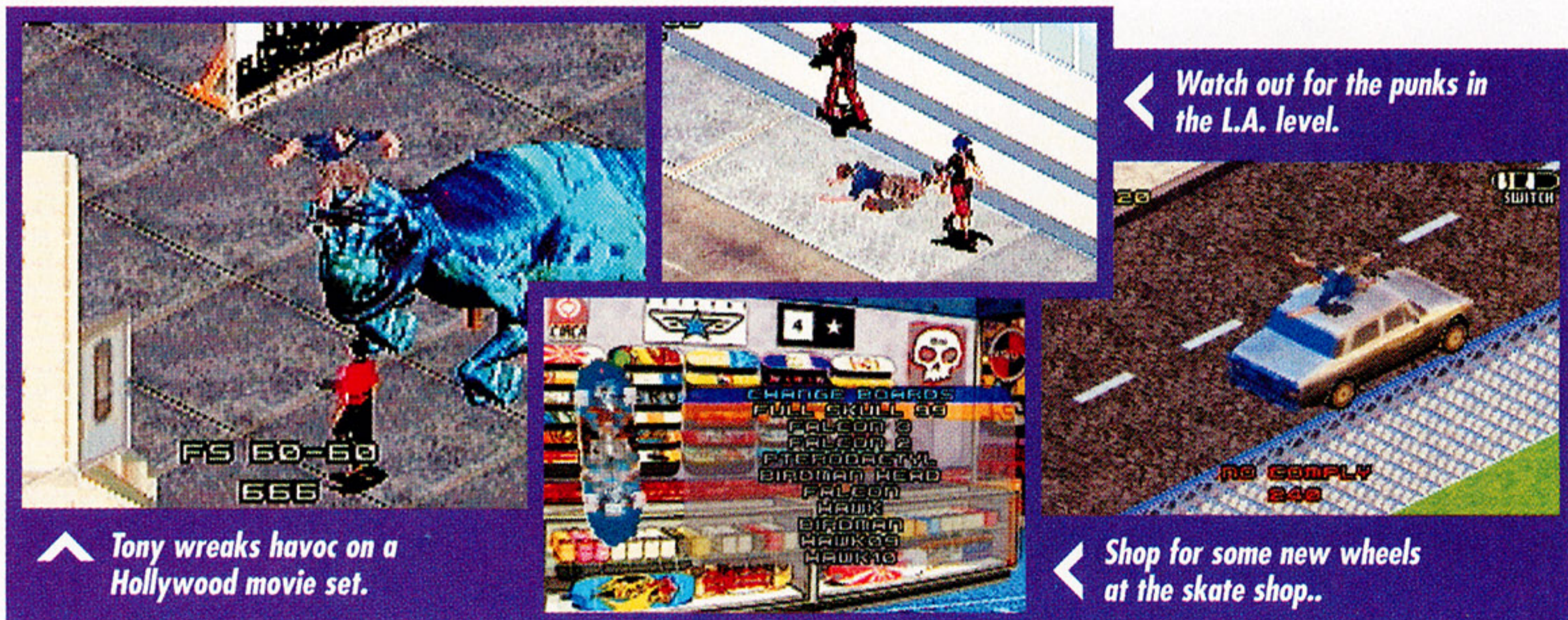
Like "Big" Tony, "Mini" Tony can pull off tons of sick tricks like Bluntsides, Heelflip Varials and Airwalks. He can also perform the brand-new Revert, which, like the Manual, lets you link tricks out of vertical tricks. Theoretically, this lets

players link an infinite number of tricks together and rack up tens of thousands of points in the process.

The game slips a bit in the graphics department. While impressive for a handheld, the game's pseudo 3-D graphics can be confusing at times, making it hard to line up tricks in some spots. The synthesized tunes are also no match for the PS2 version's CD-quality music, but again, this is mainly due to hardware limitations.

We were pleased to discover that

Activision finally added a multiplayer option, and you don't even need an extra copy of the game. And while there's only one multiplayer game, H.O.R.S.E., it's a welcome addition, nonetheless. The ability to unlock new boards and edit the tricks and stats of all 13 real-world skaters also adds great replay value. All in all, Tony Hawk's Pro Skater 3 easily retains its title of the GBA's "King of Extreme." If you like the console versions, you won't be disappointed.



Tony wreaks havoc on a Hollywood movie set.

Watch out for the punks in the L.A. level.

Shop for some new wheels at the skate shop..

NOW RATED

CONTROL

Control is nice and tight, but it's still a pain to pull off those quarter-circle keypad motions.

IMPACT

Although they're pretty sharp-looking, the tiny characters don't pack the same punch they did in the arcade.

LIFESPAN

Mastering the game's 18+ characters will take a while, and two-player battles are sure to entertain.

EXTRAS

A couple of different control schemes and expert fighting modes are the icing on the cake.

While it's no featherweight, KoF can't quite hang with GBA's best

B-

KING OF FIGHTERS EX: NEW BLOOD

PUBLISHER: Majesco **PLAYERS:** 1-2 **SYSTEM:** GBA **GENRE:** Fighting

Although it won't soon be challenging *Super Street Fighter II* or *Tekken* for top GBA fighting honors, *King of Fighters EX: New Blood* is a respectable brawler in its own right.

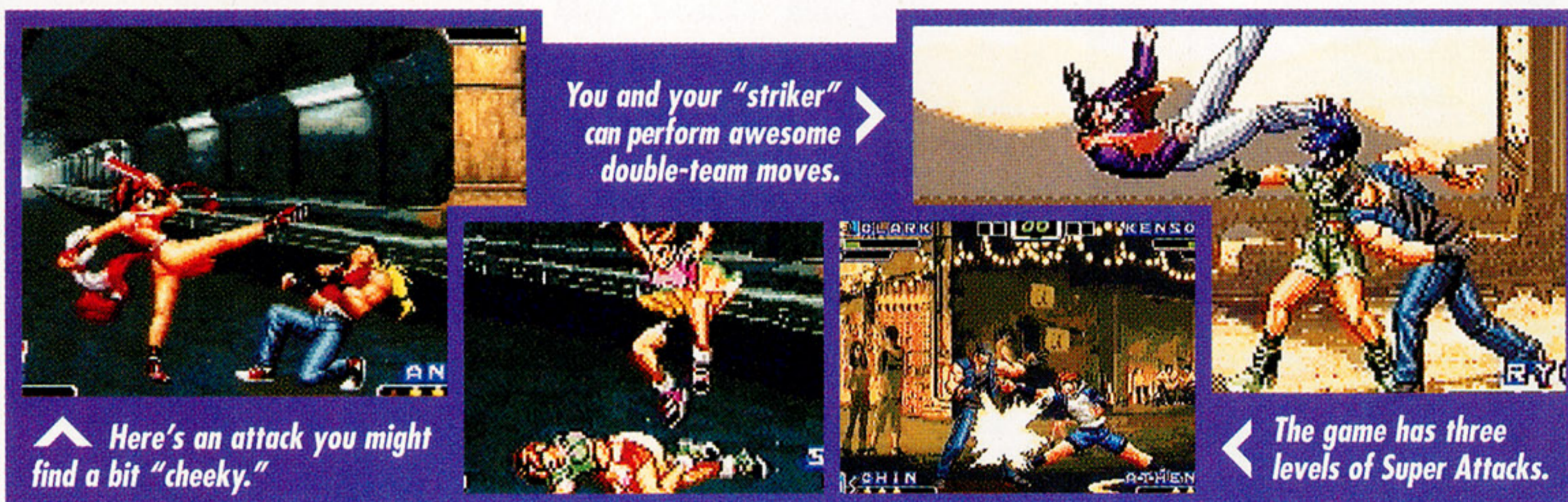
The game has a huge roster of characters who fight it out in three-on-three battles. Each team also has a special "striker" character who can

be called upon to perform double-team attacks.

Graphically, this game is a mixed bag; the characters look great, but the backgrounds look flat and are completely devoid of animation. Control is as good overall, but performing those tricky quarter circle motions is a bit haphazard with the GBA tiny directional button.

The game includes some nifty extras, including both three- and four-button control schemes and Counter and Armor Modes for expert players. And two-player, head-to-head battles are a blast.

Although it's not something casual players have to run out and buy, *King of Fighters EX: New Blood* is sure to satisfy hardcore fight fans.



Here's an attack you might find a bit "cheeky."

You and your "striker" can perform awesome double-team moves.

The game has three levels of Super Attacks.

NOW RATED

CONTROL

Frogger's actions seem to lag a second or two behind your commands, a mortal sin for platform games.

IMPACT

Another Frogger game was released a few months ago, greatly diminishing the novelty of this one.

LIFESPAN

Those persistent enough to beat the game will quickly move onto greener pastures.

EXTRAS

Aside from the thrill of collecting every coin and gem, there really aren't any extras to speak of.

It's not easy being green when you star in a lack-luster game like this.

C

FROGGER: THE GREAT QUEST

PUBLISHER: Konami **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Platform

Call us crazy, but didn't Konami release another Frogger game for the GBA a few months ago? Even worse, while that game was a clever update of the arcade classic, *Frogger: The Great Quest* is a stale platform game with sloppy control.

The object of the game is to collect loads of gold coins and diamonds on the way to finding a princess. What does a frog want with coins and diamonds? Your guess is as good as ours.

The game's graphics are nothing to write home about. Worse, Frogger's movements also seem to

lag a second or two behind your commands.

On the plus side, the "Green One" does learn a few new tricks along the way, such as double jumps and the ability to freeze enemies with magic stones, but it's nothing you haven't seen in a million other games of this type.



Freeze these flying foes with your magic stones, then use them as makeshift platforms.

Gold coins lead the easiest way, while silver lead to hidden gems.

Use your air sack to float downward slowly.

Nearly every level has underwater portions, so don't play the game right after eating.

PROS and CONS

- +**
 - Ultra-deep action
 - Head-to-head battles
 - New Emblems
- - A bit intimidating for newcomers
 - Confusing menu system



CONTROL

The game's menus are a bit confusing, and it can be hard to line up attacks on the 3-D battlefields. But stick it out—you'll be glad you did.

IMPACT

The fact that an RPG this good is portable made us want to slap ourselves silly. But then, we were pretty silly to begin with.

LIFESPAN

Beating the game takes 40 hours, but collecting all the Emblems and evolving into all the different character types will take months.

EXTRAS

Head-to-head battles, the ability to trade items with a friend, and three Save slots make this the best Ogre Battle ever.

NOW RATED

Tactics Ogre is one of the best RPGs available for any system and one of the best reasons to own a GameBoy Advance. It's a must-play for RPG fans.



▲ Terrain such as snow or swamps greatly affect speed of movement, so equip your troops accordingly.



◀ You can have up to 23 characters in your party, but can only take eight into battle.



◀ Night can fall during battles, and the weather can change, too.



TACTICS OGRE: THE KNIGHT OF LODIS

■ PUBLISHER: Atlus PLAYERS: 1-2 SYSTEM: GBA GENRE: RPG

Tactics Ogre: The Knight of Lodis is the fourth U.S. installment of the popular Ogre Battle series. It's also one of the best RPGs available—for any system.

If you're unfamiliar with the series, Tactics Ogre is a tactical RPG where the player fights battles in a multi-levelled 3-D field. If you're an Ogre Battle veteran, suffice it to say that the game has everything you loved about previous installments in addition to a bunch of extras, including a new Emblem System of character evolution and two-player, head-

to-head battles (with a Link Cable).

Gameplay is insanely deep, as terrain, weather and characters' elemental types all impact the action. Your characters can even have bad days in which they can't seem to do anything right!

Of course, all these details make the game a bit intimidating for newcomers. The complicated menus and 3-D battlefields also take some getting used to.

Still, if you're an RPG fanatic with a Game Boy Advance, you absolutely have to play this game.

- Gary Mollohan



WORLD MAP



SHE'S A SLAVE 4 U

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IT'S TIME TO DANCE WITH BRITNEY SPEARS.

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Mild Lyrics

PlayStation 2



GAME BOY ADVANCE

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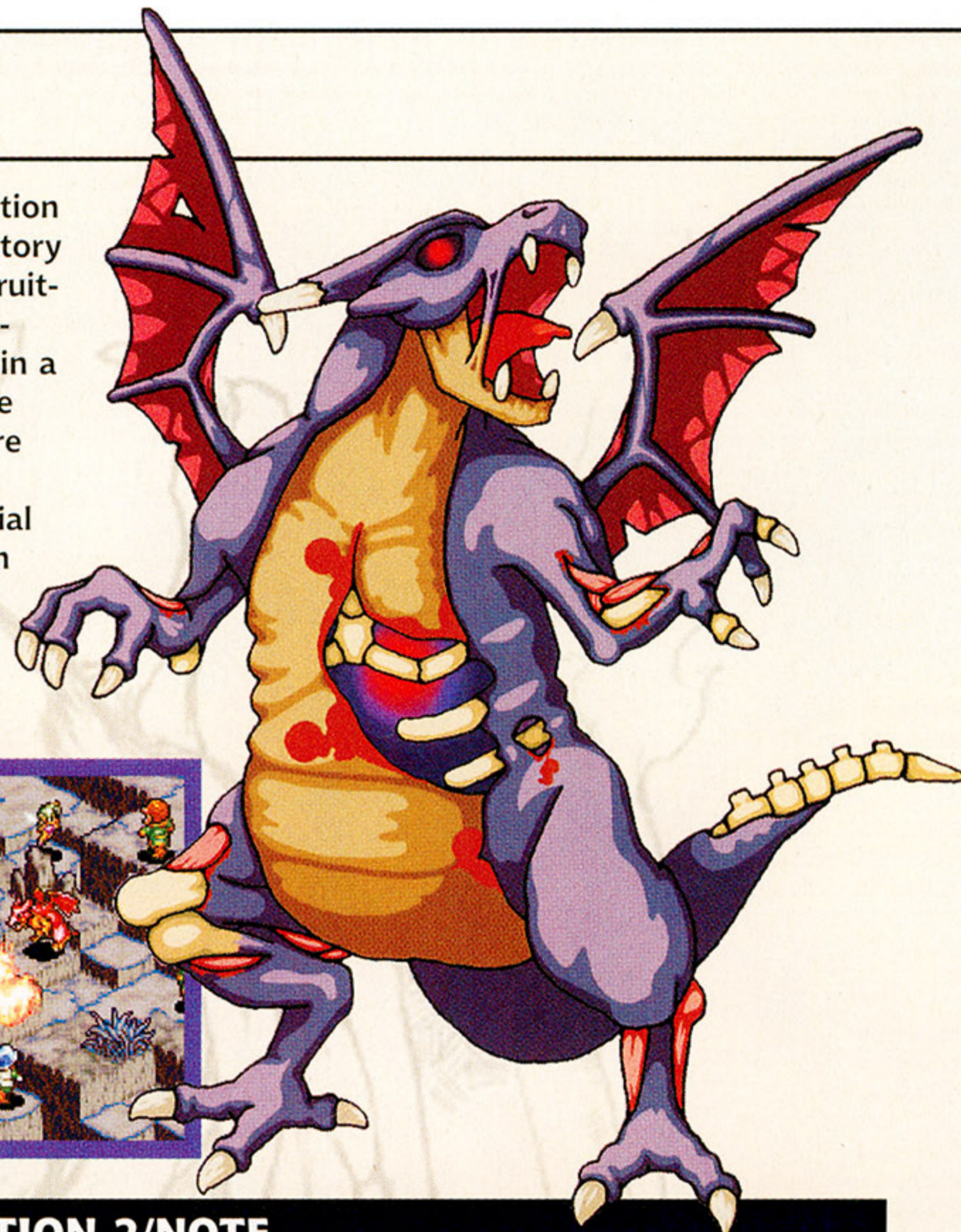
SPECIAL CHARACTERS

In *Tactics Ogre*, characters can be added to your party in several ways. The first—and least interesting—way is by simply “buying,” or hiring, them at shops. The second way is by persuading a foe to switch sides during battle. While this is a cheaper alternative to hiring them, it’s also a good way to waste a turn and get clobbered if you fail (and you thought getting rejected for the Winter Formal hurt!).

Still another way to increase the size of your party is by convincing “special” characters to join you by satisfying certain conditions. This is usually accomplished by

answering a particular way to a question when you encounter them during a story event. Take heed: Not only does recruiting these characters affect battle outcomes, but it also can spin the story in a new direction. (Remember: The game has four different endings, some more desirable than others.)

Below is a list of *Tactics Ogre*’s special characters, along with information on when and where you’ll find them, and what you have to do get them to join your cause.



▲ Random beast encounters can occur on your way between battles.

| CHARACTER NAME | CONDITION 1 | CONDITION 2/NOTE |
|----------------|--|---|
| IVANNA | Joins automatically after Stage 3 (Vespa). | Choose A: “Yes. Let’s go together.” |
| SHIVEN | Joins automatically after Stage 7a (Bison). | Chooses A: “Sorry. I said too much.” |
| ORSON | Joins if he survives the battle at Stage 7b (Sufrir). | Choose A: “Is that so...?” |
| ELEANOR | Joins automatically at the beginning of Fall Scenario. | Choose A: “I misunderstood...” |
| CYBIL | Joins automatically at the beginning of Winter Scenario (Route A). | Choose A: “I hoped you’d return.” |
| RICTOR | Joins automatically at the beginning of Winter Scenario (Route B). | Choose A: “Sure you can come.” |
| AERIEL | Joins after Stage 9a (Rana) if the mermaid Minerva survives Stage 8a/b (Arena). | Choose A: “Alright.” |
| ELRIK | From after Stage 12 (Vespa) until you enter Stage 22 (Angel’s Headstone), clear the extra stage Belleza. | Choose A: “Join us as we agreed.” (Euphaire not in party), or A: “Yes. Please join us.” (Euphaire on party). |
| EUPHAIRE | From the beginning of Fall Scenario until you enter Stage 22 (Angel’s Headstone), clear the extra stages Gryllus and Blete. | Choose A: “Alright.” (Elrik not in party), or A: “He loved her deeply.” (Elrik in party). |
| LOBELIA | From the beginning of Winter Scenario until you enter Stage 22 (Angel’s Headstone), visit Ardea. | Choose A: “Yes, there is.” If you choose B: “No, I’m OK.”, she will give you the item Seraph’s Plume instead. |
| SAIA | From the beginning of Winter Scenario until you enter Stage 22 (Angel’s Headstone), clear extra stage Rebanada twice without having Lobelia in the party. | Choose A: “I fight for myself.” |
| GLYCINIA | Joins if she survives the battle. | Depending on the progress of the game, she appears at different locations: Stage 3 (Vespa)—Stage 7a (Bison)/b (Sufrir): Vespa Stage 7a (Bison)—Stage 11 (Aquila): Bison Stage 7b (Sufrir)—Stage 11 (Aquila): Sufrir Stage 11 (Vespa)—Stage 12 (Vespa): Aquila Stage 12 (Vespa)—Stage 15a/b (Haena): Vespa Stage 15a/b (Haena)—Stage 21a/b (Charadrius): Haena Stage 21a/b (Charadrius)—Stage 22 (Angel’s Headstone): Lutra Choose A: “Alright, you can come.” |
| LUBINA | Joins after the extra stage Gracula if she survives the battle and the fairy Glycinia is in the party. | In the battle, one of the Gremlins is named Lubinnya. Move Glycinia right next to Lubinnya; at the end of the turn, Lubinnya will come out of her disguise. |
| DENEB | Hire a female Soldier with element Fire and alignment Neutral or Chaos at the shop. Name her Deneb. Then, after meeting all the requirements, change her class to Witch. | Choose A: “Alright, you can come.” With Deneb in the party, the shop at Scabellum will change. The shopowner is Pumpkinhead, and there are items you cannot purchase anywhere else. Also, after selling 5 Glass Pumpkins, the item Firecrest will become available for purchase. |

GAUNTLET DARK LEGACY™



nice rack, dude!

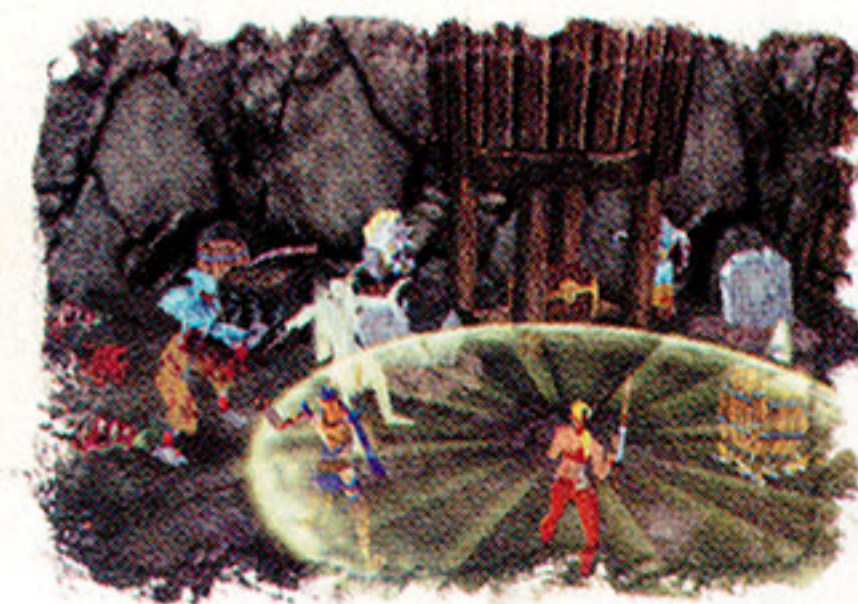


**THE GAME WHERE YOU AND 3 BUDDIES ALL GET TO BE HEROES.
ONLY THING IS, ONE OF YOU HAS TO BE THE CHICK.**



screenshots from PlayStation®2 computer entertainment system

Get your friends together for the original, all-4-one, one-4-all, hack-and-slash, free-4-all. Gauntlet Dark Legacy brings all the excitement, fun and camaraderie of this classic to Nintendo GameCube™, PlayStation®2 computer entertainment system – and now Xbox™ video game system!



COMING SOON

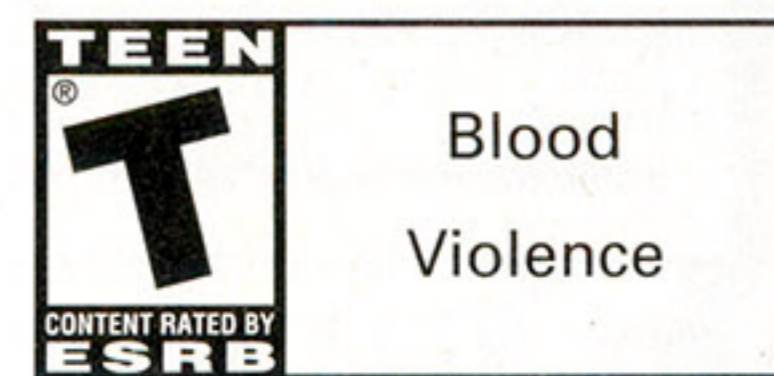


AVAILABLE NOW



AVAILABLE NOW

PlayStation®2



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EMBLEMS

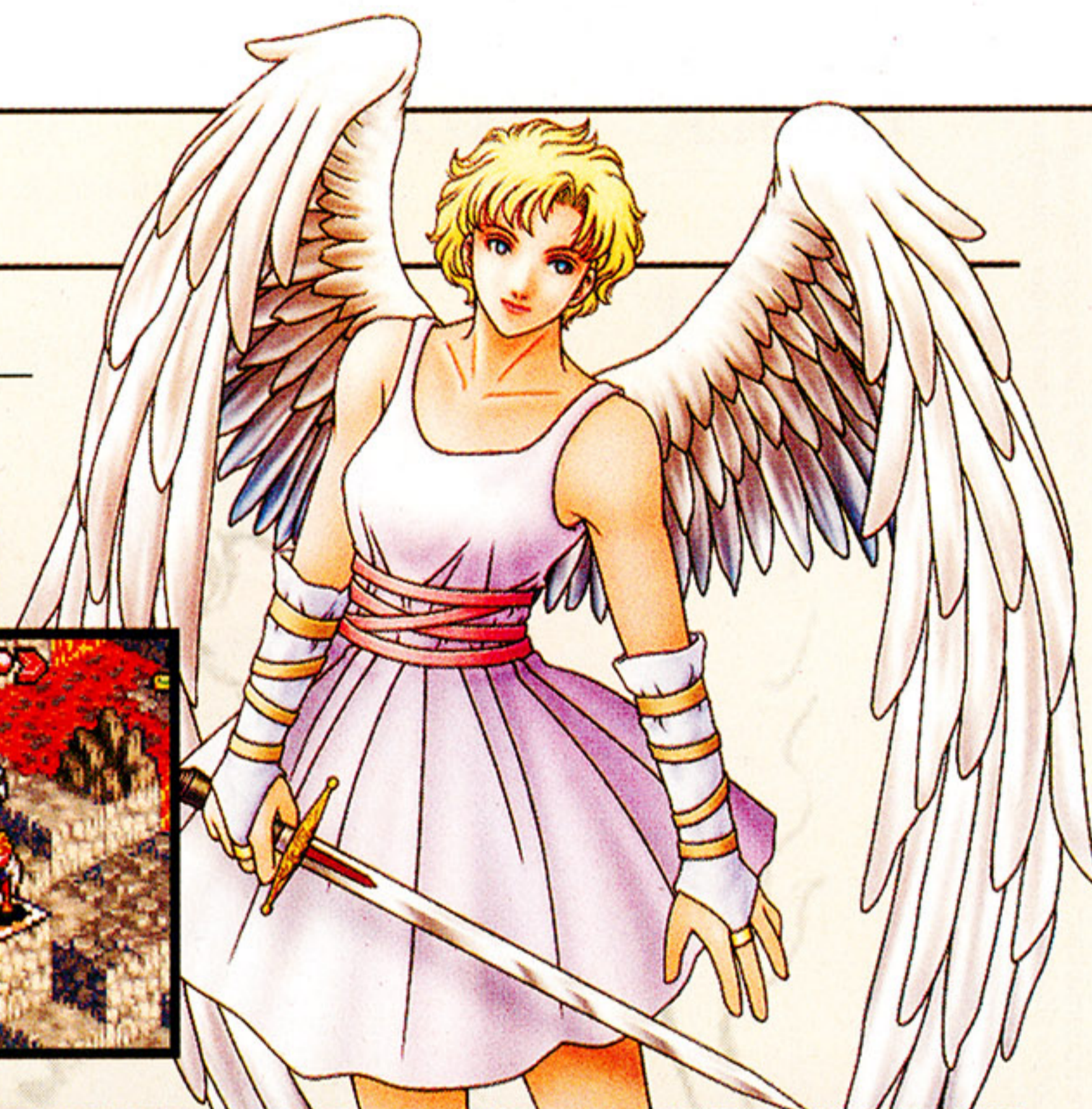
Emblems are Tactics Ogre's single most important innovation and are bound to cause some confusion. While the game's characters increase levels in battle, they can also earn Emblems for performing extraordinary actions such as dodging an opponent's attack or defeating the enemy when in critical condition. There are 32 Emblems in all. You characters can acquire new Emblems and meet the qualifications for changing class (see next section) by collecting these Emblems.

Not all Emblems are awarded for accomplishments. Some are given as warnings for "disgraceful deeds." Below is a complete Emblem list, including descriptions, effects

and how to obtain them. The last four columns—Stage, Training, Quest and VS—indicate in which modes you must be playing to earn the Emblems.

EMBLEM KEY

TTRAINING
SSTAGE
QQUEST
VVS MODE



| EMBLEM NAME | DESCRIPTION | EFFECT | HOW TO OBTAIN |
|--|---|---|--|
| BLOOD REIGN S, Q, V | Awarded for killing 25 foes. It terrifies enemies within three panels of the owner. Honors one who slays at least five dragons. | Drops the Mental Gauge by one for all enemies within three panels of the character. | Defeat 25 enemies. |
| DRAGON'S SCALE S, Q, V | Required to change to Dragoon, but the trust of dragons will be lost. | One of the prerequisites for the Dragoon class. 50% penalty when persuading dragons. | Defeat five dragons. |
| ANIMAL HUNTER S, Q, V | Honors one who slays five ferocious beasts. Trust from beasts will be lost. | 50% penalty when persuading beasts. | Defeat five beasts. |
| EXORCIST S, Q, V | Commends one who vanquishes five undead beings. It terrifies undead within three panels of the owner. | Drops the Mental Gauge by one for all undead enemies within three panels of the character.. | Banish five undead. |
| THE PEN AND THE SWORD S, Q, V | Awarded for experience in hand-to-hand combat as well as the use of destructive magic. Required to become a Warlock. | One of the prerequisites for the Warlock class. | Defeat four enemies with physical attacks and four enemies with spells/specials. |
| GIBE OF FALLEN ANGEL S, Q, V | Dishonorable Emblem for clergy members who slay numerous living beings despite their sworn duty. | Alignment leans towards chaos by one level. | Defeat three enemies with physical attacks when the class is either Cleric or Priest. |
| LANCER S, T, Q, V | Awarded for striking two enemies with one piercing attack. Required to become a Valkyrie. | One of the prerequisites for the Valkyrie class. | Damage two enemies at the same time with a piercing attack. |
| PHILOSOPHER'S STONE S, T, Q, V | Presented to spellcasters who effectively use area-effect spells and defeat many foes. Required to become a Siren. | One of the prerequisites for the Siren class. | Defeat two enemies at the same time with a spell/special. |
| SELF PRESERVATION S, T, Q, V | Awarded for using a counterattack to finish off a foe. Increases counterattack ability. | Increases counterattack damage. | Defeat an enemy with a counterattack. |
| BERSERK S, T, Q, V | Awarded in praise of ability to kill with one strike. Effects changes in luck. | Lengthens the period of biorythm. | Defeat an enemy at full HP with a single attack from a weapon. An instant kill is also applicable. |
| ARBITRATION S | Awarded for persuading enemies to have a change of heart, without resorting to fighting. Increases persuasiveness, | 30% bonus when persuading. | Succeed in persuading five times. |
| VIXEN'S WHISPER S | Awarded for using feminine persuasions to befriend enemies. Required to become a Witch. | One of the prerequisites for the Witch class. | Succeed in persuading a male enemy. Female only. |
| BROKEN HEART S | Sympathetic (and pathetic) Emblem presented to males who fail to persuade female foes. Decreases luck (even further!). | Decreases average value of biorythm. | Fail in persuading female enemies 10 times. Male only. |
| WAR GOD S, T, Q, V | Honors those who deal ferocious blows to their foes. Increases strength at the expense of intelligence. | INT -30, STR +30 | Deliver 200+ damage with a single physical attack. |

| EMBLEM NAME | DESCRIPTION | EFFECT | HOW TO OBTAIN |
|---|--|--|--|
| KNIGHT'S CERTIFICATE S, T, Q, V | Awarded to courageous warriors who attack head-on. Required to become a Knight. | One of the prerequisites for the Knight class. | Perform 15 physical attacks. Attacks from behind or from a distance do not count. |
| BOOK OF INITIATION S, T, Q, V | Awarded for skill in dodging enemies' attacks. Required to become a Swordmaster. | One of the prerequisites for the Swordmaster class. | Block or evade three physical attacks in a row. |
| MIRACLE S, T, Q, V | Praises the miraculous dodging of an attack when near death. One miracle leads to another. | Increases the probability of a critical hit. Negates the effect of the Emblem Bogus Hero. | Block or evade a physical attack when severely wounded (less than 5% of maximum HP). |
| SNIPER S, T, Q, V | Awarded for accuracy in missile attacks. Increases agility. | AGI +10 | Hit targets with bow/crossbow five times in a row. |
| FIST FIGHT S, T, Q, V | Awarded to heroes who defeat enemies with bare fists and no equipment. Their fists become even more lethal. | Increases bare hand damage. | Defeat a target in battle without having any equipment. |
| HEAVENLY SPIRIT S, T, Q, V | Awarded for healing comrades on the battlefield. Required to become a Priest. | One of the prerequisites for the Priest class. | Use healing spells/specials 20 times. |
| DON QUIXOTE S, T, Q, V | Warning for those who rush into battle hastily, suffering a brutal counterattack. | INT -10 | Receive damage (more than 2/3 of maximum HP) from the target's counterattack. |
| EMBODIMENT OF DESIRES S, T | Recognizes expert treasure-hunting ability. | Increases buried treasure's rank by one. | Pick up buried treasure five times. |
| ARCHANGEL'S FEATHER S, T | Presented by Archangel when dead are revived. Required to become an Angel Knight. | One of the prerequisites for the Angel Knight class. | Return to battle with Resurrection spell or Altar of Resurrection after being incapacitated. |
| THE CYCLE OF LIFE S, T | Designates character that has transmigrated to undead by Necromancy and is returned to human form by Reincarnation. Supports undead within 3 panels. | Raises the Mental Gauge by one for all undead comrades within three panels of the character. | Use Reincarnation when in Ghost or Dragon Zombie form. Or, for the main character only, go through the bad ending. |
| MARK OF THE ELITE S | Praises those who fulfill the Winning Condition with only a few characters. | Increases level by one. | Clear a stage with two or less characters in the Attack Team (guest character counts as one character). |
| CENTURION S, Q, V | A tribute to one who defeats all enemies on the battlefield. Increases power. | STR +20 | Defeat all enemies in a stage. In VS Battle the opposing team must consist of at least 3 characters. |
| CHARISMA S, T | Honors extraordinary heroes with remarkable strength, intelligence, or agility. | Raises the Mental Gauge by one for all comrades within three panels of the character. | Reach 350 in either STR, INT, or AGI. |
| BULLPEN ACE T | Given to those "belly-itchers" who couldn't "hit the broad side of the barn" in battle despite their MVP status in training. | Increases damage by 25% (only in training). | Defeat 20 targets in training. |
| BOGUS HERO T | All of the training in the world won't amount to much if you choke on stage! This Emblem's penalty can be negated by the Emblem Miracle. | No critical hits occur. | Go up in level 20 times in training. |
| LUCKY SOLDIER V | Awarded for returning from a battle in VS Mode unscathed, Increases luck. | Increases average value of biorythm. | Survive VS Battle without receiving any damage. |
| MARK OF VALOR V | Honors heroes who fulfill the Winning Condition in VS Mode. Stabilizes luck. | Decreases amplitude of biorythm. | Achieve the Winning Condition in VS Battle. |
| VETERAN SOLDIER V | Awarded to all characters in a victorious battle in VS Mode. Increases the basic stats. | STR +15, INT +15, AGI +15 | Defeat an enemy in VS Battle. |
| RELIX'S EMBLEM S, T | Prestigious Emblem for men who use their talents effectively and gain experience in all classes. Removes fear and fosters success in battle. | Mental Gauge becomes permanently fixed at +2. | Experience all 14 classes. Or, for the main character only, clear the game. Male only. |
| RIPPLE'S EMBLEM S, T | A tribute to women who use their talents effectively and gain experience in all classes. Removes fear and fosters success in battle. | Mental Gauge becomes permanently fixed at +2. | Experience all 14 classes. Female only. |
| GROZZ NUY'S EMBLEM S, T | Emblem bestowed upon dragons that use their talents effectively and gain experience in all classes. Removes fear and fosters success in battle. | Mental Gauge becomes permanently fixed at +2. | Experience all eight classes. Dragon only. |



CHARACTER CLASSES

Like most RPGs, *Tactics Ogre* lets players level-up their characters by earning experience points. The game goes one step further, however, by allowing characters switch to entirely new classes, dramatically

changing their abilities. Heck, you can even transform into a dragon!

Sometimes a change in character class is achieved by simply reaching a certain level. Other times, you'll need a certain Emblem

(see above) to evolve to a new class. Below is a list of the more exotic character classes—check out ultra-rare Dragon Zombie!—and descriptions of how to evolve into them.

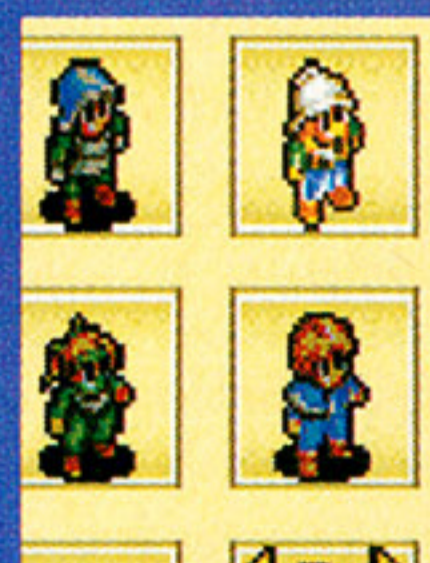
| CLASS NAME | GENDER | HP | MP | STR | INT | AGI | ALI | EMBLEM | NOTE/DESCRIPTION |
|----------------|--------|-----|-----|-----|-----|-----|-----|-----------------------|---|
| NINJA | M/F | — | — | 36 | — | 37 | — | | |
| ARCHER | M/F | — | — | — | — | 37 | — | | |
| WIZARD | M/F | — | 16 | — | 26 | — | N/C | | |
| CLERIC | M/F | — | 18 | — | 28 | — | L/N | | |
| KNIGHT | M/F | — | — | 51 | — | 53 | L/N | Knight's Certificate | |
| PRIEST | M/F | — | 76 | — | 96 | — | L/N | Heavenly Spirit | Defeated at most 10 enemies. |
| GHOST | M/F | — | — | — | — | — | — | | Transmigrates when Necromancy is cast upon an incapacitated character. |
| ANGEL KNIGHT | M/F | 215 | 66 | 89 | 81 | 88 | L | Archangel's Feather | Certain chance of transmigration when incapacitated; higher chance at high biorhythm. |
| LICH | M/F | — | 118 | — | 134 | — | C | | Becomes incapacitated 100% of the time with item Ring of the Dead equipped. |
| SWORDMASTER | M | — | — | 95 | — | 111 | — | Book of Initiation | |
| DRAGOON | M | 215 | — | 109 | — | 94 | N/C | Dragon's Scale | |
| WARLOCK | M | — | 78 | 90 | 76 | — | L/N | The Pen and the Sword | |
| BEAST TAMER | M | 142 | — | 34 | — | — | — | | Defeated at most one beast. |
| VALKYRIE | F | — | — | 48 | 41 | — | L/N | Lancer | |
| SIREN | F | — | 60 | — | 60 | — | — | Philosopher's Stone | |
| WITCH | F | — | 38 | — | 35 | — | N/C | Vixen's Whisper | |
| DRAGON TAMER | F | 140 | 12 | — | — | — | — | | Defeated at most one dragon. |
| THUNDER DRAGON | D | — | — | — | — | — | — | | Element Wind |
| RED DRAGON | D | — | — | — | — | — | — | | Element Flame |
| EARTH DRAGON | D | — | — | — | — | — | — | | Element Earth |
| BLUE DRAGON | D | — | — | — | — | — | — | | Element Water |
| MUSHUS | D | 259 | — | 130 | — | 69 | L | | |
| NAGA | D | 259 | — | 130 | — | 69 | N | | |
| VRTRA | D | 259 | — | 130 | — | 69 | C | | |
| DRAGON ZOMBIE | D | — | — | — | — | — | — | | Transmigrates when Necromancy is cast upon an incapacitated dragon. |



◀ Try to fight water monsters from dry land, or you'll be at a distinct disadvantage.



Remember: You can't cast a spell until your character has enough MP points.



▲ When positioning your troops at the begging of a battle, put the Knights up front and the Archers and Magicians in back.

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NOW RATED

CONTROL

The point-and-click interface is a simple if somewhat limited way of interacting with the game.

IMPACT

The game will have you wondering how they managed to squeeze it onto a tiny GBA cartridge.

LIFESPAN

While entertaining, Broken Sword will be relegated to the shelf quickly after beating it.

EXTRAS

Extras? What extras? You've got your one-player adventure, and that's about it.

A slow-paced yet fresh portable gaming experience.

B

BROKEN SWORD

PUBLISHER: Bam! Entertainment **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Adventure

For those of you old enough to remember, Broken Sword is a part of an old point-and-click PC game. To make the main character (a young American who becomes mixed up in a murder/mystery while vacationing in Europe) interact with his environ-

ment, you simply move a mouse-like pointer around the screen, click on certain objects, and watch the results.

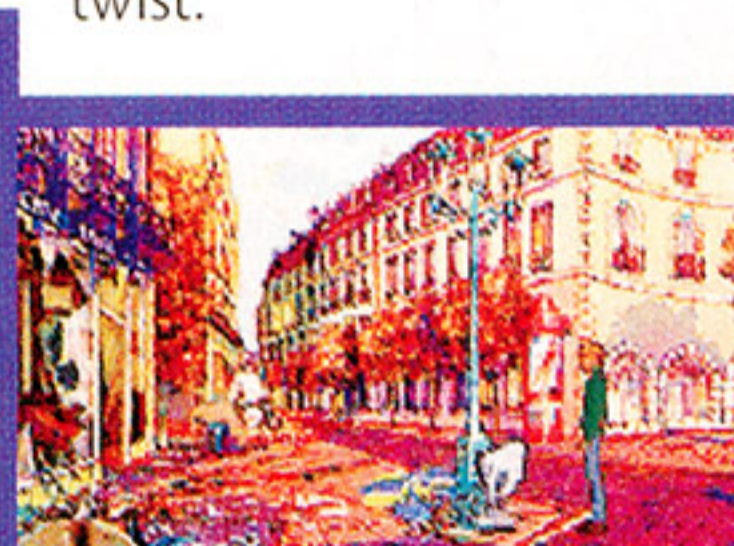
While this may sound less than enthralling, the game's witty dialogue, movie-like story and superb animation will hold your attention just long enough for the next plot twist.

Unfortunately, the game has more text than your average novella, and most of its puzzles can be solved by simply talking to enough people.

Still, if you're looking for a unique portable gaming experience with a decidedly adult sense of humor, Broken Sword is the game for you.



During the course of the game, you'll visit a number of picturesque European locations



If you get stuck, it never hurts to talk to someone.



A trip down into the sewers of Paris should yield some interesting clues.

NOW RATED

CONTROL

The game's shoddy control is made worse by the horribly stiff player animations.

IMPACT

Even if this were a perfect port of the old arcade favorite, the game would still be a few years past its prime.

LIFESPAN

You'll spend more time trying to return or trade this one than actually playing it.

EXTRAS

Lousy one-player game + no two-player head-to-head mode = a major thumbs down.

As far as sports games go, this one's a definite brick.

F

NBA JAM 2002

PUBLISHER: Acclaim **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Sports

Acclaim's sorry NBA Jam 2002 is a prime example of the heinous garbage that almost sunk the company a few years ago.

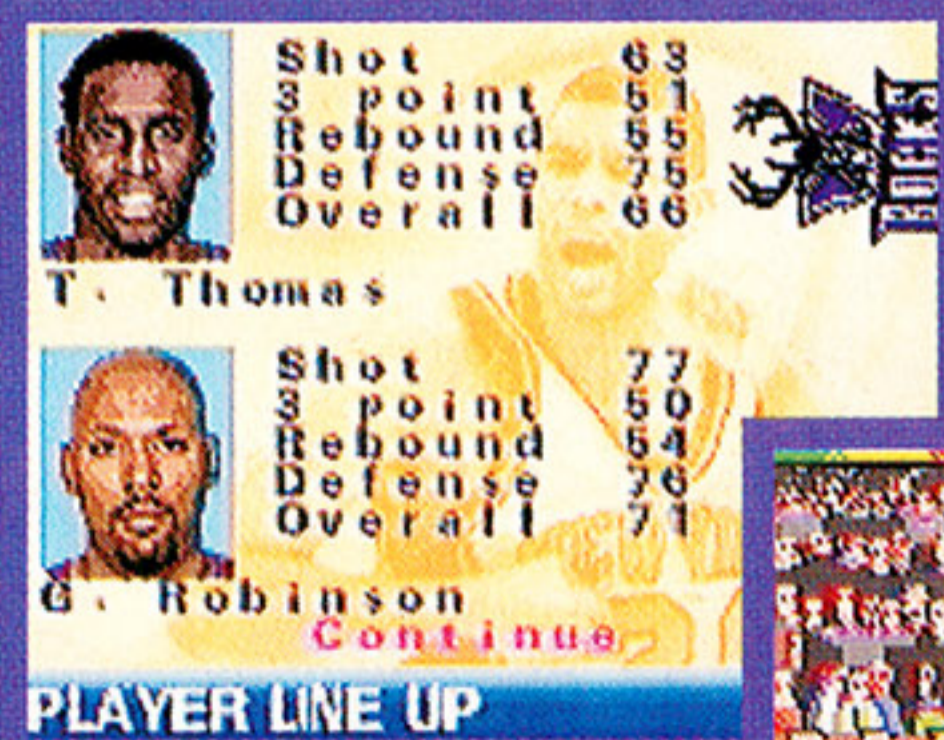
A partial list of the game's mortal sins—and remind you, this is only a partial list—includes 8-bit caliber

graphics; repetitive, shallow gameplay; horribly stiff animation and an announcer who repeats the same stale catch phrases over and over.

Even worse, there's no two-player head-to-head mode! (Everybody knows the best part of any sports game is being able to spank a friend and talk trash.) The game does include a H.O.R.S.E.

mini-game that has you repeat button sequences to sink baskets, but it's a complete throw-away.

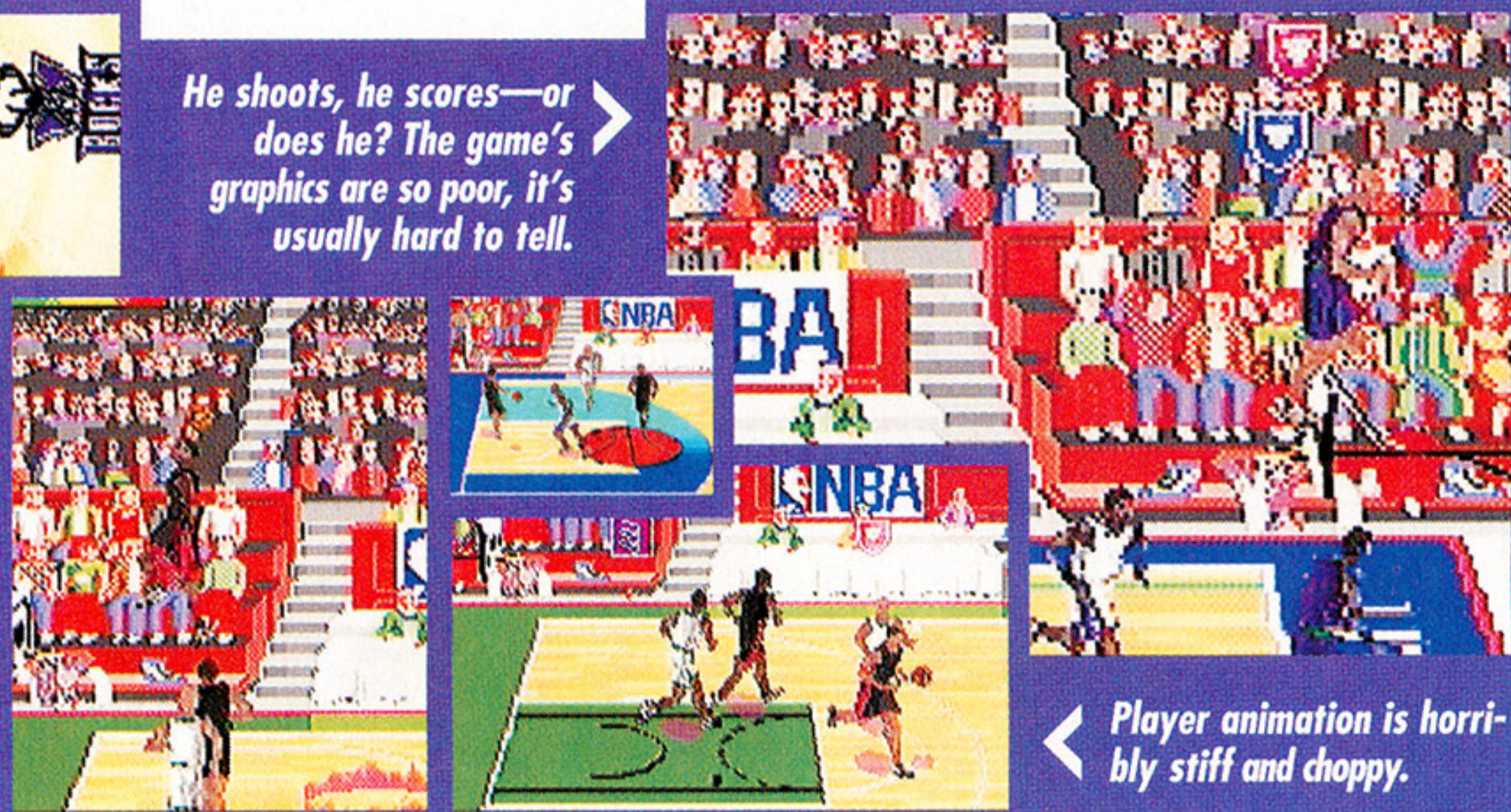
Even if you're dying for a decent GBA sports game—or remotely enjoyed previous NBA Jam games—please resist the urge to buy this game. The only thing you'll be jamming is your head into a wall.



The game lets you pick your own two-man roster, not that it will matter much.

Towering dunks are the game's only highlight.

He shoots, he scores—or does he? The game's graphics are so poor, it's usually hard to tell.



Player animation is horribly stiff and choppy.

Enemies have a lock on your tail,
you barrel roll at mach 2 and let 'em have it...

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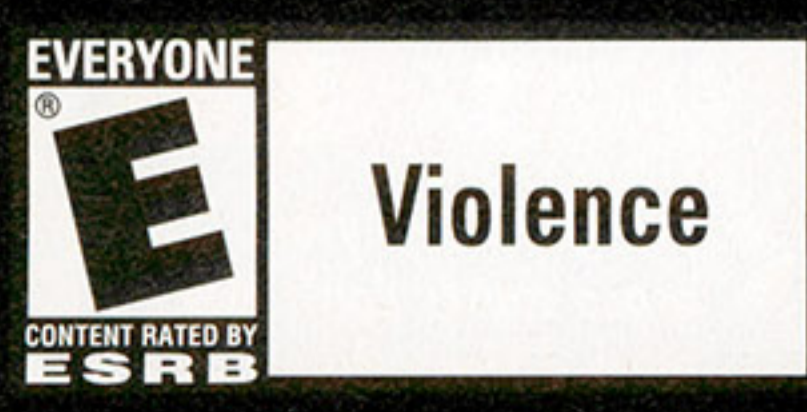


Rating Pending

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NOW RATED

CONTROL

The old-school, turn-based combat will fill some with nostalgia while boring others to tears.

IMPACT

While it's a solid RPG, *Breath of Fire II* can't hold a candle to newer games created just for GBA.

LIFESPAN

RPGs generally have longer than usual lifespans; however, you may tire of this one before beating it.

EXTRAS

The good news: You can swap items with a friend. The bad: It's gonna be hard to find a friend with the game.

A few cosmetic tweaks can't save this outdated role-playing game.



BREATH OF FIRE II

PUBLISHER: Capcom **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Role-Playing Game

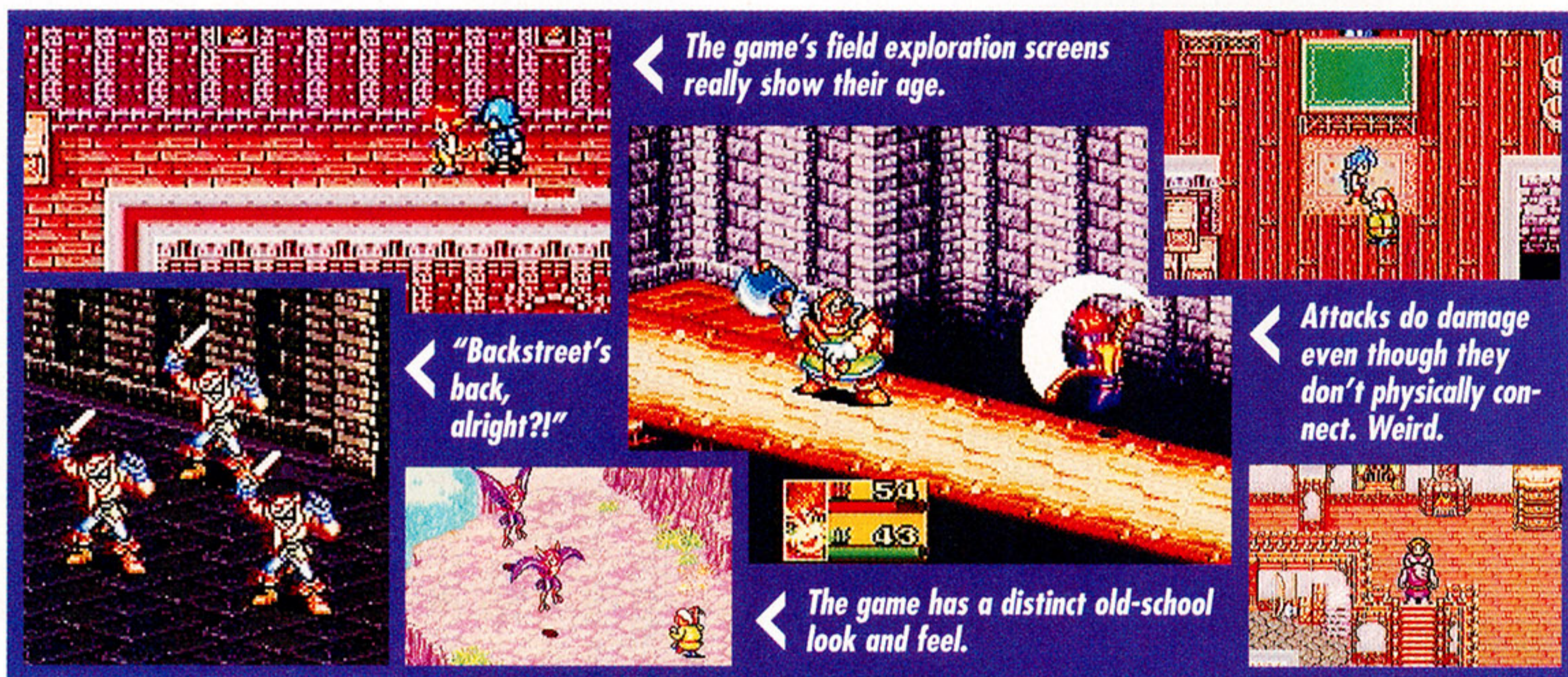
In response to player criticism of the last *Breath of Fire* game, Capcom has added a slew of improvements to this sequel, including a save-anywhere feature, a new town building feature, and more balanced gameplay, among others; however, these tweaks can't disguise

the fact that it's a seven-year-old game originally developed for another system.

While the game isn't terrible, it does look extremely outdated when compared with newer RPGs developed especially for GBA, such as the excellent *Golden Sun* and *Tactics Ogre* (reviewed this issue).

The graphics and gameplay are extremely old-school, as is the turn-based combat system. (You know the drill—attack, get hit, repeat until somebody dies.)

While the new features are appreciated, Capcom should create a brand-new RPG for GBA instead of reheating its tired, old leftovers.



NOW RATED

CONTROL

The controls are simple and intuitive; however, you can't adjust the difficulty.

IMPACT

Four-player doubles matches are about as entertaining as GBA sports games get.

LIFESPAN

Once you master the basics, you'll want to play until you're the top seed on the tour.

EXTRAS

With over 20 real-life players, four-player action and a WTA license, the game doesn't skimp on extras.

Finally, a net short enough for the entire GameNow staff to jump!



WTA TOUR TENNIS

PUBLISHER: Konami **PLAYERS:** 1-4 **SYSTEM:** GBA **GENRE:** Sports

Finally—a GBA sports title for girls to cheer about! Actually, all sports fans should love *WTA Tour Tennis*. Its simple control scheme is a breeze to learn, and the gameplay is intuitive, speedy and surprisingly realistic.

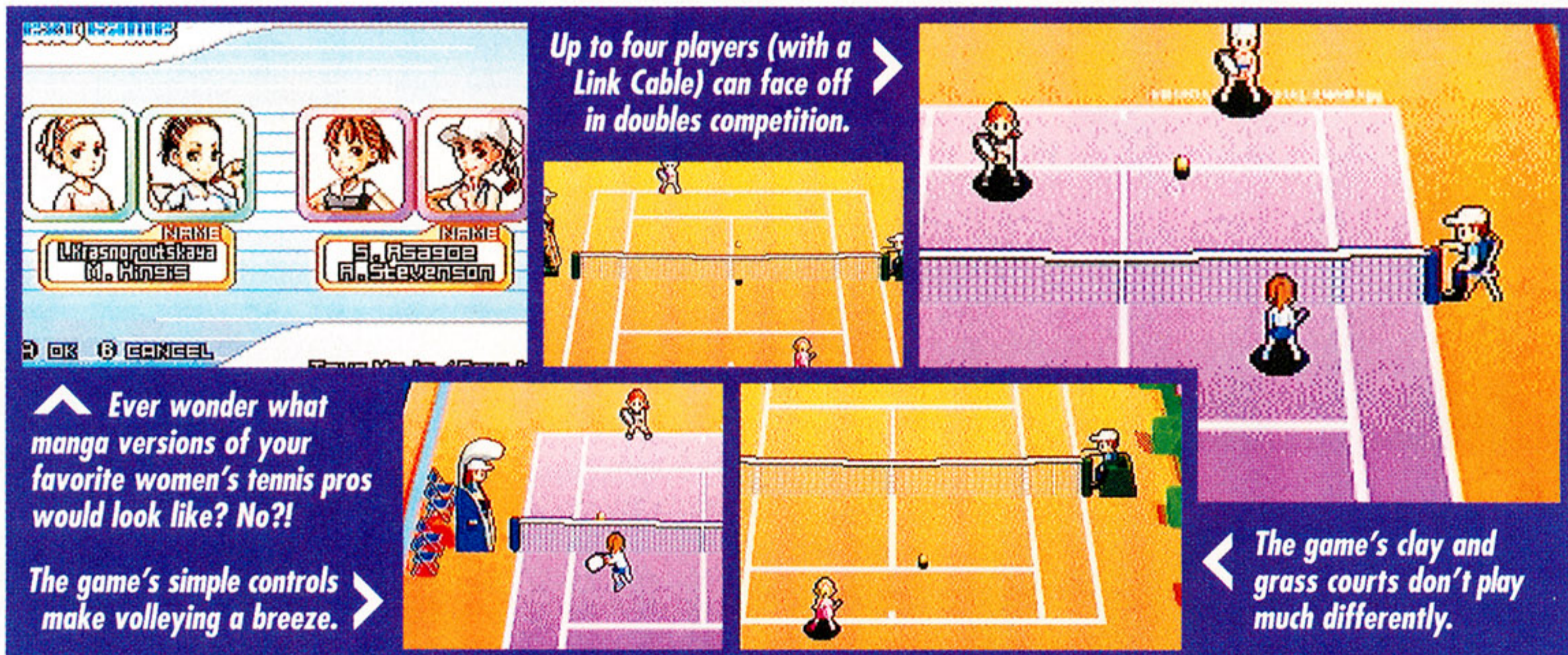
The crisp, colorful graphics perfectly

suit the whimsical tone of the game, and the shrunken versions of top stars Martina Hingis, Jennifer Capriati, Lindsay Davenport and others are downright cute.

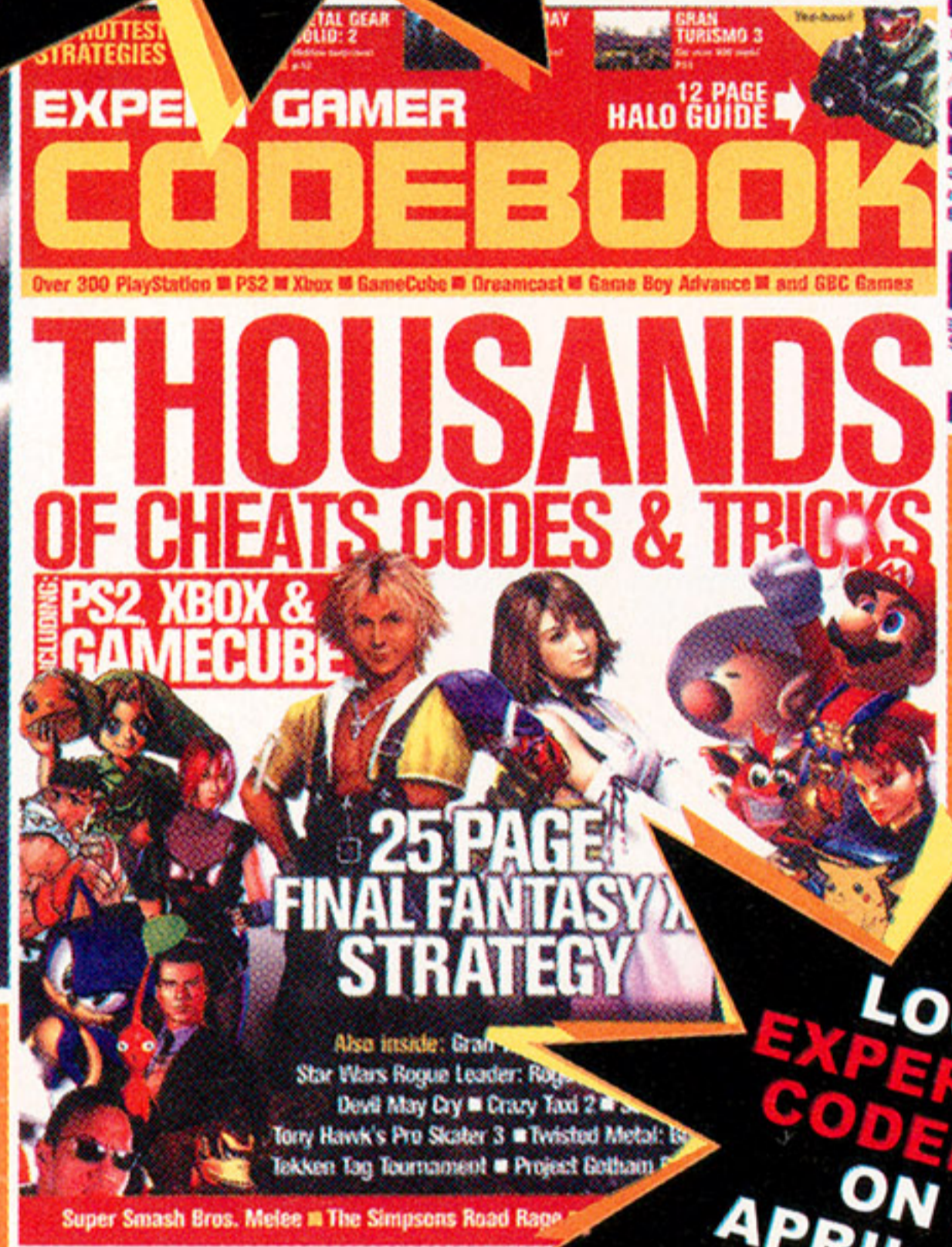
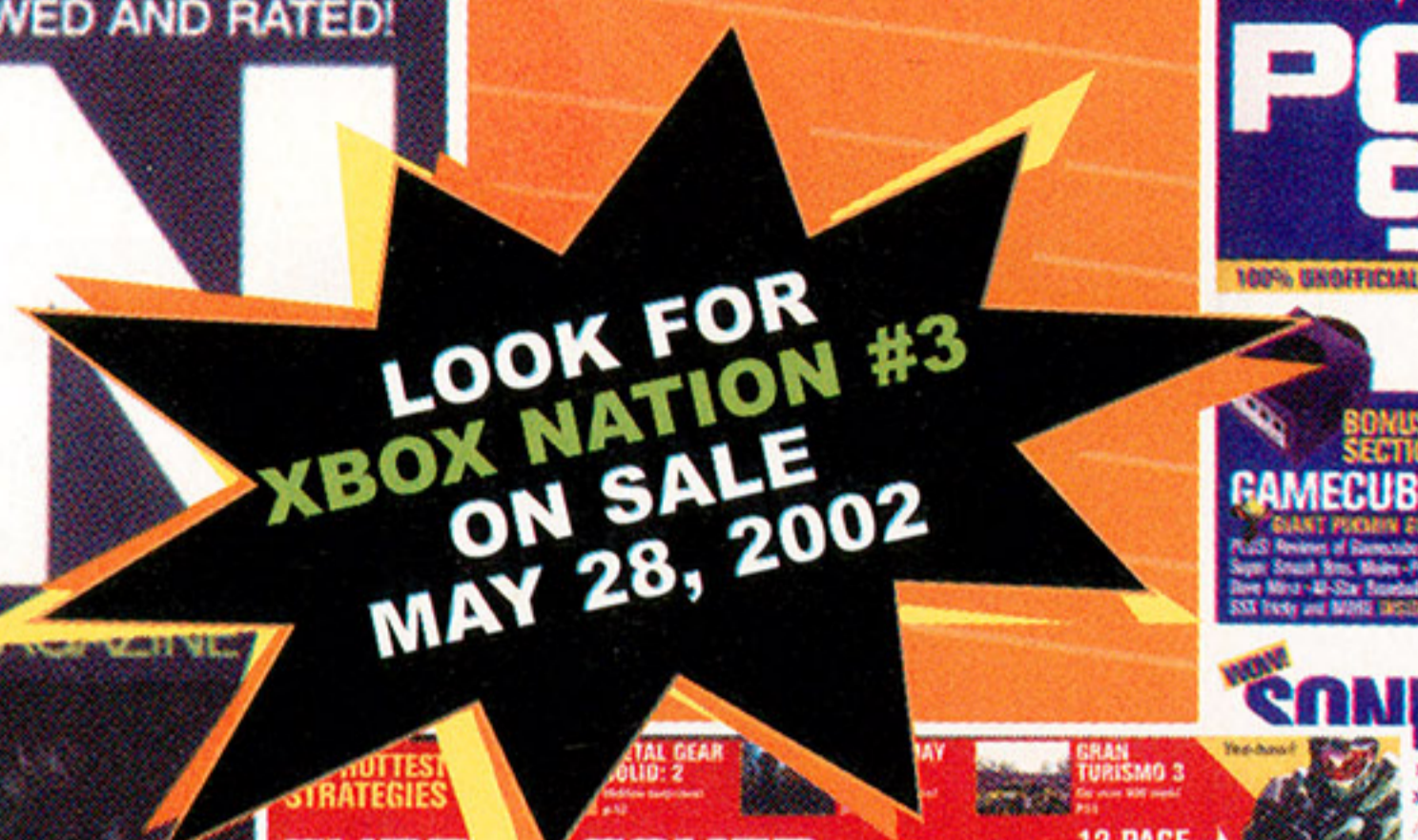
The best part about the game is up to four players (with a Link Cable) can compete in fast and furious Doubles competition.

The game is not without its problems, however; beginning players can't adjust the difficulty, and the different court types (grass, clay and hard) all pretty much play the same.

Whether you're a tennis fan or not, *WTA Tour Tennis* easily qualifies as one of Game Boy Advance's top sports titles.



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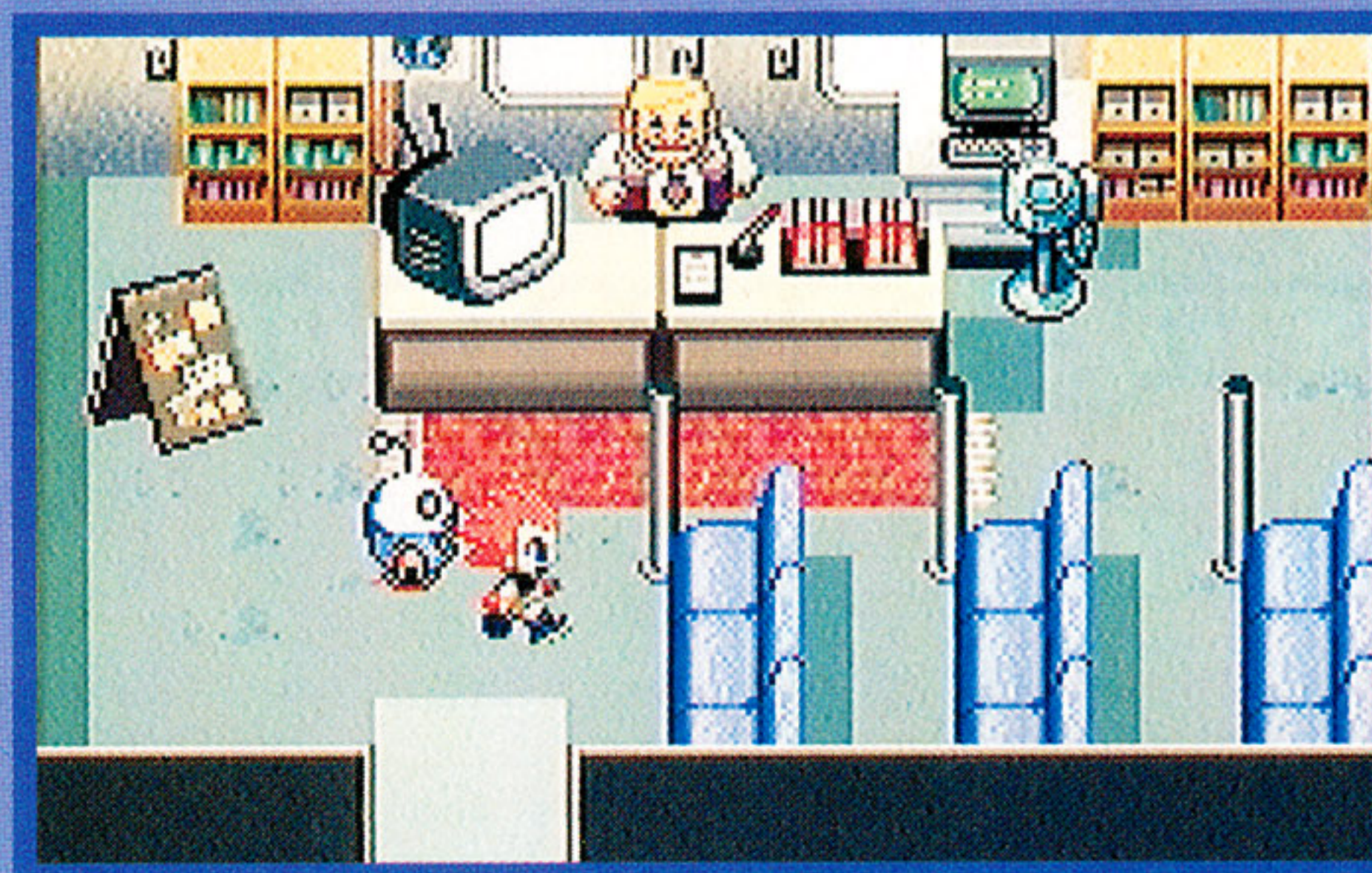
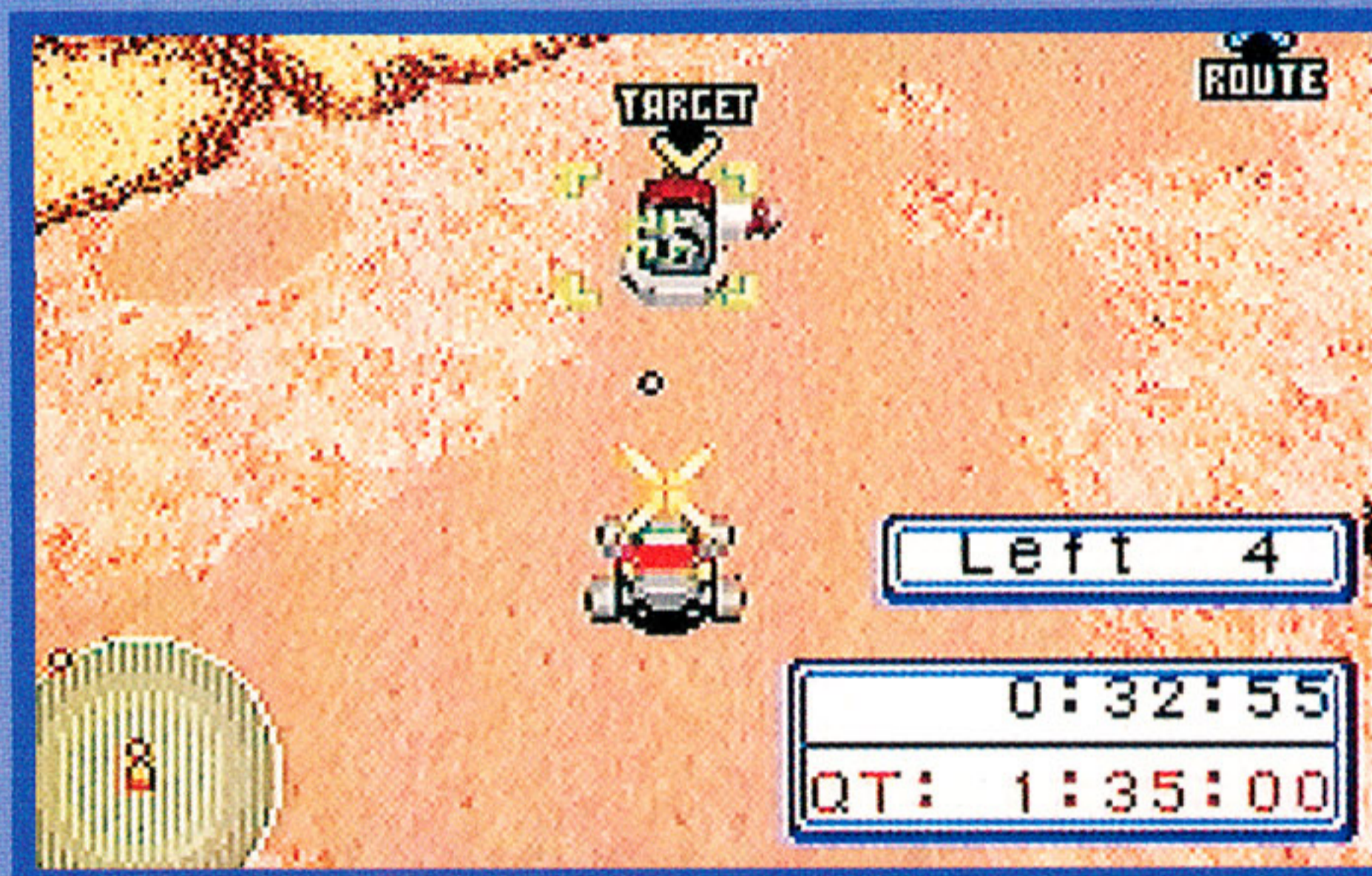
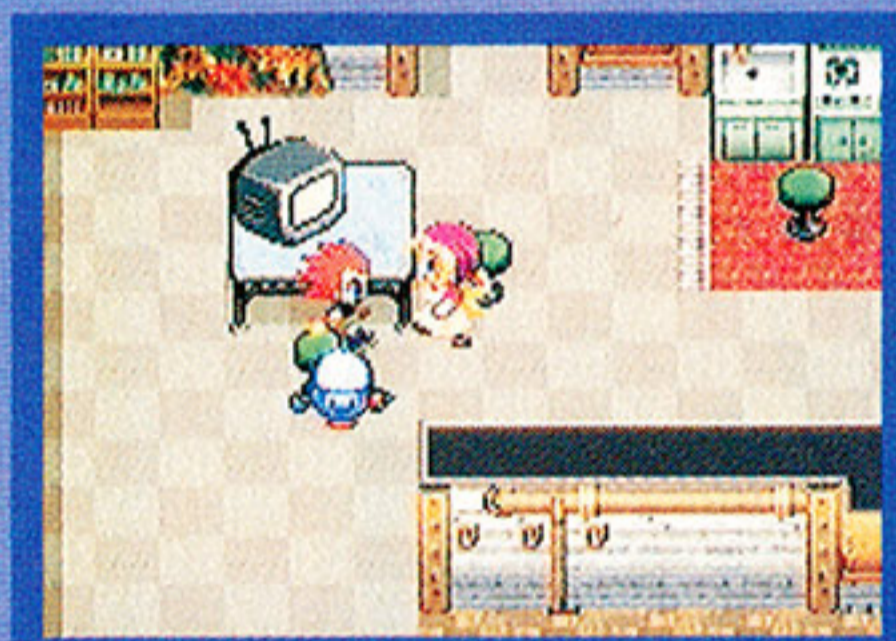
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PREVIEWS *Upcoming Handheld Titles...*

CAR BATTLE JOE

PUBLISHER: Natsume **PLAYERS:** 1-4 **RELEASE:** Spring

Looking for a unique gameplay experience for GBA? How about a game that combines two hot genres—role-playing games and vehicle combat—into one seamless experience? Sound weird? Well, it is! The game has a distinct Japanese look and feel that makes it both corny and instantly endearing. You play as Joe, a young man trying to sharpen his driving skills and create an invincible Gun Vehicle in the hope of becoming a car battler. More than 3 million parts combinations and four-player car combat are the highlights of this offbeat title.

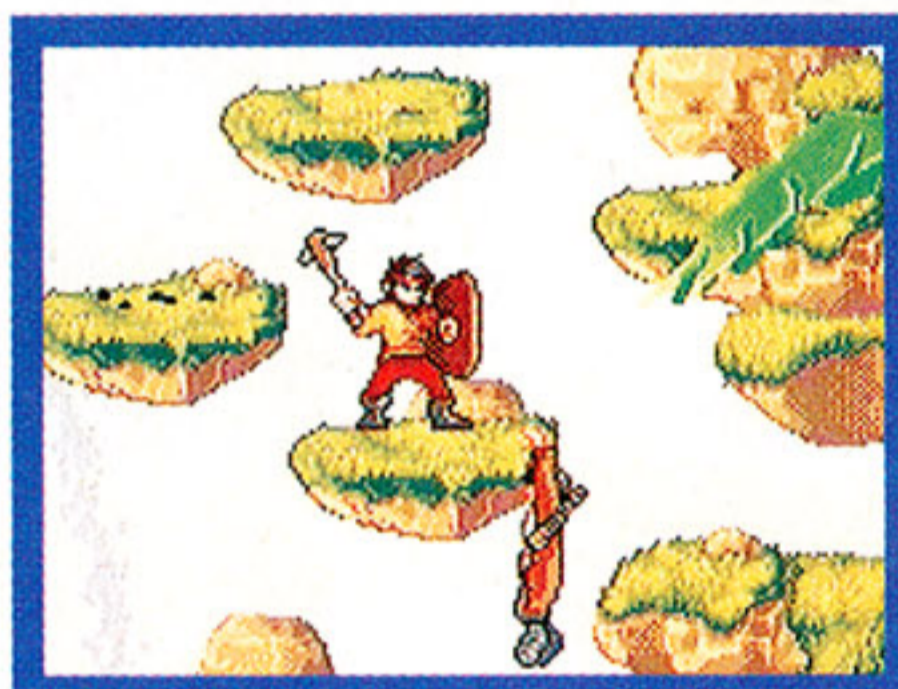


DINOTOPIA

PUBLISHER: TDK Media **PLAYERS:** 1 **RELEASE:** July

Dinotopia might be a new to you (it was new to us), but this is a franchise that's been around for more than 10 years. What started as a book series recently mutated into a fairly popular six-hour television miniseries, and now it's been turned into an ambitious run of video games. TDK's GBA cart is looking pretty good; think *Pitfall: The Mayan Adventure* with bright, colorful backgrounds and more interesting play mechanics.

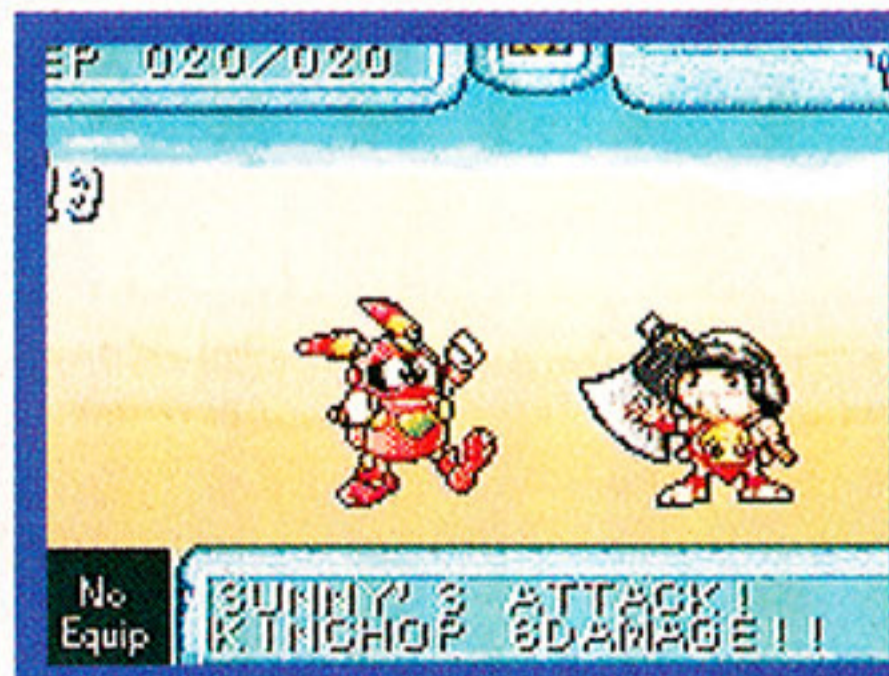
We'll be getting a review copy of the game soon, so look for a full report next month as to whether or not it's worth adding to your collection. If it is, we may just throw in some strategy tips and maps for ya.



ROBOPON 2

PUBLISHER: Atlus **PLAYERS:** 1-4 **RELEASE:** Spring

Robopon 2 is bigger and badder than the original game in every way—too bad the whole monster collecting/training/battling thing has seen better days. This time around, you play as a young robot wrangler named Cody who must travel into the past to defeat the evil Maskman and his cronies. In addition to a world that's three times larger, the game has 180 new Robopon—can you name one old Robopon?—to collect. You now have the ability to customize each Robopon's colors, parts and attacks, and you can take an entire party of robots into battle. Of course, you can also link up with up to three friends to swap robots or battle.





That was then



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DRAGON BALL Z

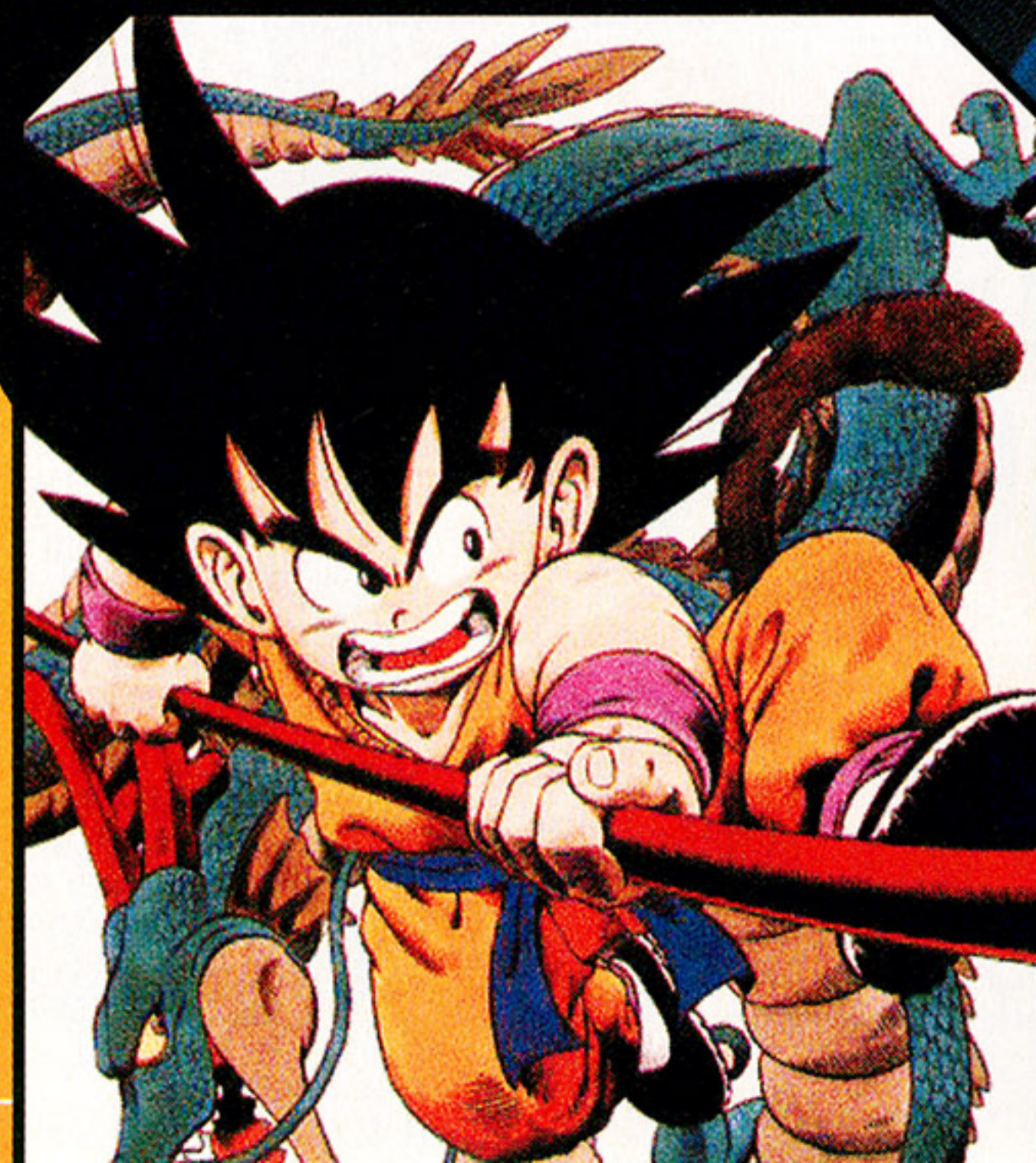
You would not believe the number of e-mails that we've gotten asking us when any new *Dragon Ball Z* games would be coming out. Well, we have some good news for all you Saiyan-loving readers—they're here. Infogrames has acquired the DBZ license and has developed two new GBA games starring Goku, his friends and his most powerful enemies. There's also a PS2 game in the works, so begin drooling now. To celebrate, we've put together this *DBZ* feature complete with reviews of the games and a whole mess of DBZ info. Enjoy!

Dragon Ball— The Beginning

Before there was *Dragon Ball Z*, there was *Dragon Ball*, the manga/anime series that introduced the world to Goku, Krillin, Bulma, Master Roshi and many of the other stars of *DBZ*. This series chronicled the adventures of Goku when he was a small child as he travelled the world looking for the Dragon Balls.

Although there's plenty of fighting in *Dragon Ball*, it's not nearly as combat-oriented as *Dragon Ball Z*. It almost plays out like an RPG, with Goku and his party travelling from town to town, completing tasks to earn the fabled Balls.

The *Dragon Ball* series hit American television a few years before anime became popular, so it went off the air pretty quickly. If you want to catch up on Goku's past, though, there are plenty of episodes available on VHS and DVD. Viz comics has also been releasing the manga, so check your local comic shop or visit www.viz.com for more details.



DBZ Hits the Big Screen

If you've ever wondered what Goku and Vegeta look like in real life, you'll soon find out. 20th Century Fox has recently acquired the rights to develop a series of live-action *Dragon Ball Z* feature films. Fox is so excited about this project that it sent Fox Filmed Entertainment chairman, Jim

Gianopulos, out to Japan to meet with *Dragon Ball* creator, Akira Toriyama, to finalize the deal. No writer or director has been attached to the movie yet, but rumors

abound that Fox may be shooting multiple *DBZ* movies back-to-back ala *Lord of the Rings*.

Hopefully, these *DBZ* movies will be better than the unofficial *Dragon Ball* movie that we discuss on the next page.



Dragon Ball Games

As you can probably imagine, *Dragon Ball* and *Dragon Ball Z* were even more popular in Japan than they are in the U.S. Because of this, there have been a plethora of *Dragon Ball* games released over there. If you're a purist, use this list to complete your collection of *Dragon Ball* merchandise.

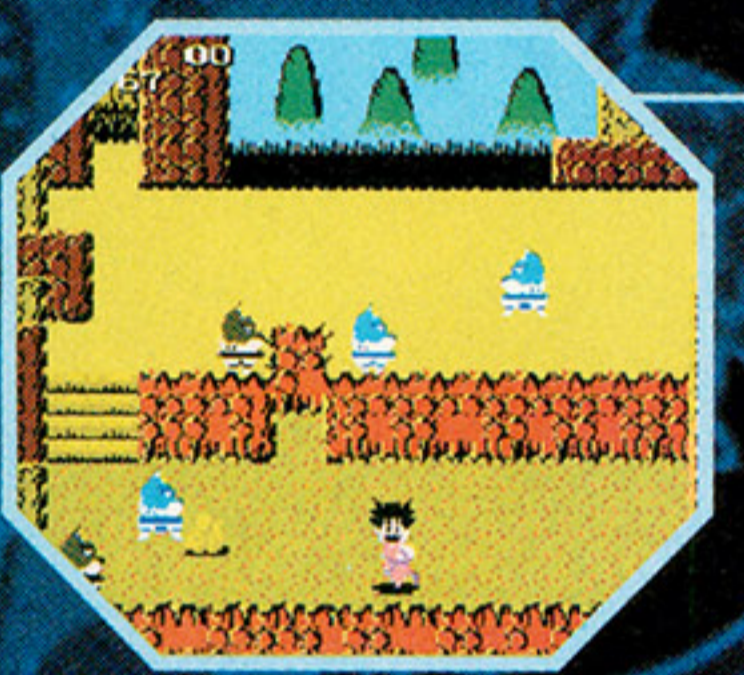
Arcade

- Dragon Ball Z
- Dragon Ball Z V.R. V.S.
- Dragon Ball Z 2



Famicom (NES)

- Dragon Ball: Shenron no Nazo
- Dragon Ball 2: Daimaou Fukkatsu
- Dragon Ball 3: Gokuden
- Dragon Ball Z: Attack of the Saiyans
- Dragon Ball Z 2: Frieza, the Planet Destroyer
- Dragon Ball Z 3: Hot Battle! The Androids
- Dragon Ball Z Side Story: The Plan to Destroy Saiyans
- Dragon Ball Z: World Fighting Tournament



Playdia

- Dragon Ball Z: Shin Saiyan Zetsu Metsu Keikaku
- Dragon Ball Z: Shin Saiyan Zetsu Metsu Keikaku Part 2



Saturn

- Dragon Ball Z: Shin Butouden
- Dragon Ball Z: Idianaru •Dragon Ball Densetsu



Game Boy Advance

- Dragon Ball Z: Collectible Card Game
- Dragon Ball Z: The Legacy of Goku



Super Famicom (Super Nintendo)

- Dragon Ball Z: Super Saiyan Densetsu
- Dragon Ball Z: Super Butouden
- Dragon Ball Z Super Butouden 2
- Dragon Ball Z Super Butouden 3
- Dragon Ball Z Super Gokuden: Totsugeki-Hen
- Dragon Ball Z Super Gokuden: Kakusei-Hen
- Dragon Ball Z Hyper Dimension



PlayStation

- Dragon Ball Z: Ultimate Battle 22
- Dragon Ball Z: Idainaru Dragon Ball Densetsu
- Dragon Ball Final Bout

Mega Drive (Genesis)

- Dragon Ball Z: Buyu Retsuden

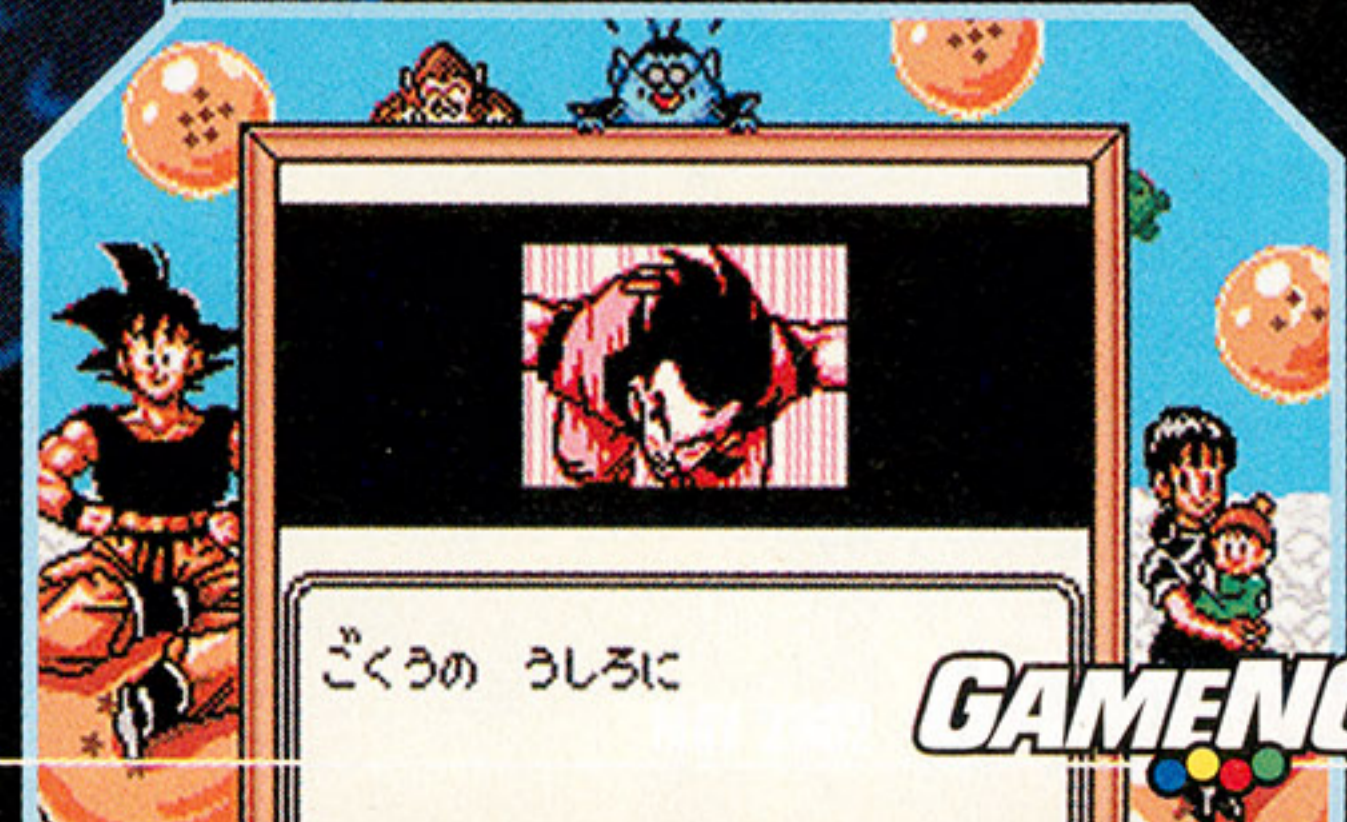


Game Boy

- Dragon Ball Z: Goku Gekitouden
- Dragon Ball Z: Goku Hishouden

PC Engine CD (TurboGrafx-16 CD)

- Dragon Ball Z: Legend of the Great Son Goku

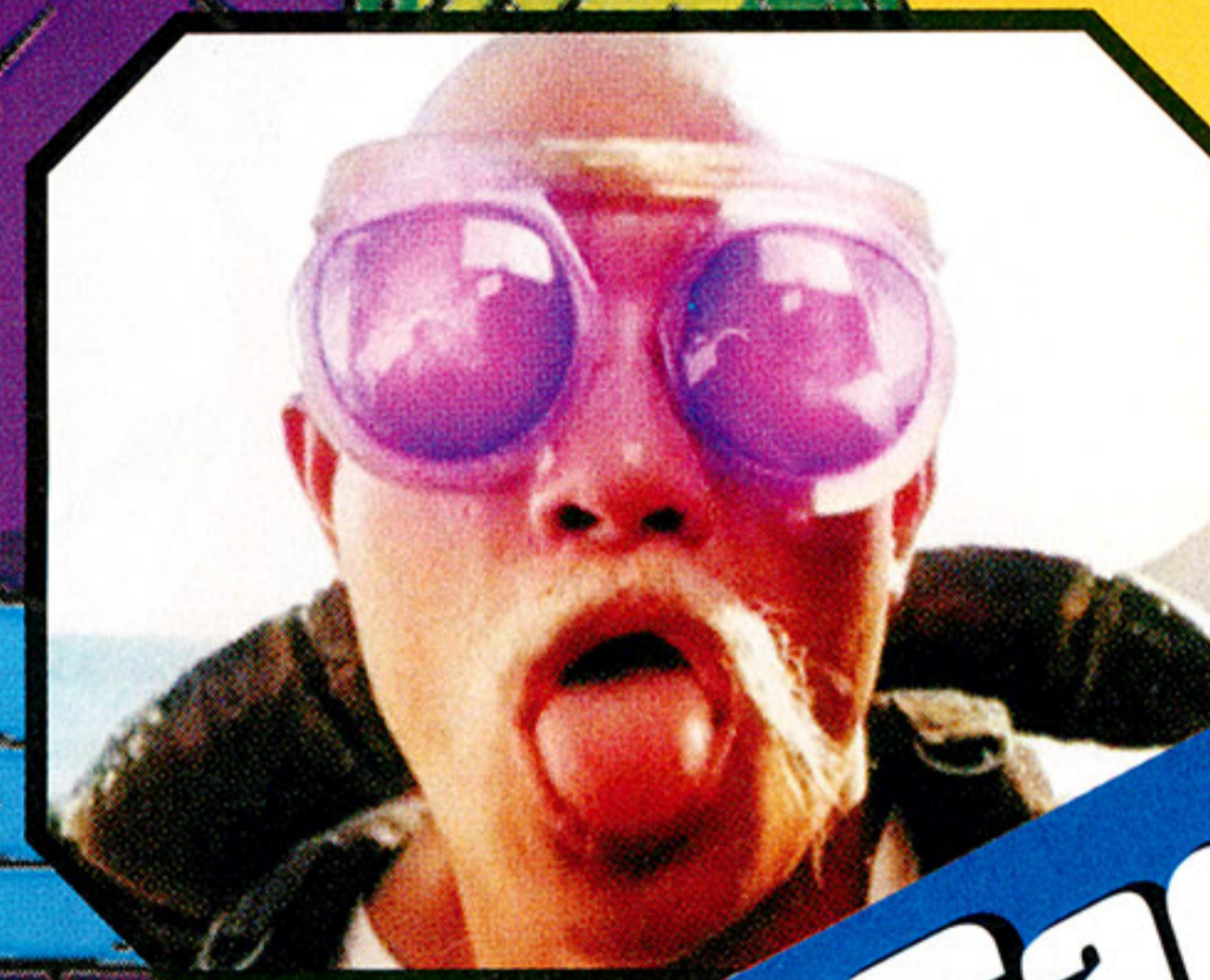


Dragon Ball's Secret Shame

Not that anyone asked for it, but in 1993, there was a live-action Dragon Ball movie made in Hong Kong. Entitled *Dragon Ball: The Magic Begins*, this very unauthorized (and very bad) movie is loosely based on the Dragon Ball movie, *Dragon Ball: Curse of the Blood Rubies*.

Since it's not an official DB movie, the characters' names have all been changed. Goku is now Monkey Boy, Master Roshi is Turtle Man—you get the idea.

With horrible dubbing and some of the cheesiest special effects out there, *Dragon Ball: The Magic Begins* is great if you're looking for a few good laughs. Check out www.taiseng.com if you're interested in seeing this perversion of your favorite anime series.



The Sagas of Dragon Ball Z

THE LEGACY OF GOKU

The Dragon Ball Z storyline is broken up into several "sagas," each of which have Goku and company ultimately facing off against a powerful foe. The new GBA game, *The Legacy of Goku*, encompasses the first four DBZ sagas. Here's a brief synopsis of those sagas so that you'll know what you're up against.



Saiyan Saga

Young Goku from *Dragon Ball* is now a man with a son of his own named Gohan.

During a reunion with his old friends, Goku is surprised when his brother, Raditz, arrives on the scene and informs Goku that he is really a Saiyan, an alien who was sent as a child to destroy Earth. Raditz then kidnaps Gohan, so Goku and friends rush to the rescue. During the massive battle, Goku sacrifices himself so that Goku's arch-rival, Piccolo, can destroy Raditz. After that grueling battle, the dying Raditz informs the good guys that two more Saiyan warriors, named Nappa and Vegeta, are on their way to Earth. Goku's friends must collect the seven Dragon Balls, use the Balls to wish Goku back to life, and defeat the Saiyans.

fill their wish for immortality with the Balls. Eventually, Goku arrives and our heroes must battle against Vegeta, Frieza and Frieza's henchmen, the Ginyu Force for the Dragon Balls.

Captain Ginyu Saga

This brief saga bridges the Namek and Frieza Sagas. Frieza has collected the Namekian Dragon Balls, but cannot figure out how to activate them in order to summon the dragon and get his wish. As Frieza tries to discover the Ball's secret, Goku battles against Captain Ginyu, the leader of the Ginyu Force (naturally). As he's about to lose to Goku, Ginyu magically switches bodies with our hero. Goku must now find a way back into his body as well as warn his friends about the dangerous foe who resides in it.

into larger, more powerful forms. Goku is able to build up enough strength so that he becomes a legendary Super Saiyan. Knowing that he's no match for Goku, Frieza starts a chain reaction that will destroy Namek. After wiping the floor with Frieza, Goku shows mercy on his dying foe, giving the ungrateful jerk one last chance to attack our hero before Namek explodes.

Namek Saga

Gohan, Krillin and Bulma rush off to the planet Namek (Piccolo's home world) to collect the original set of Dragon Balls after the set on Earth is rendered powerless. Meanwhile, both Vegeta and his former boss, Frieza head to Namek looking to ful-

Frieza Saga

Spanning nearly 30 episodes, the Frieza Saga is basically one huge fight sequence. Frieza gets seriously ticked when he is denied the power of the Dragon Balls, and begins transforming





The Legendary Dragon Ball GT

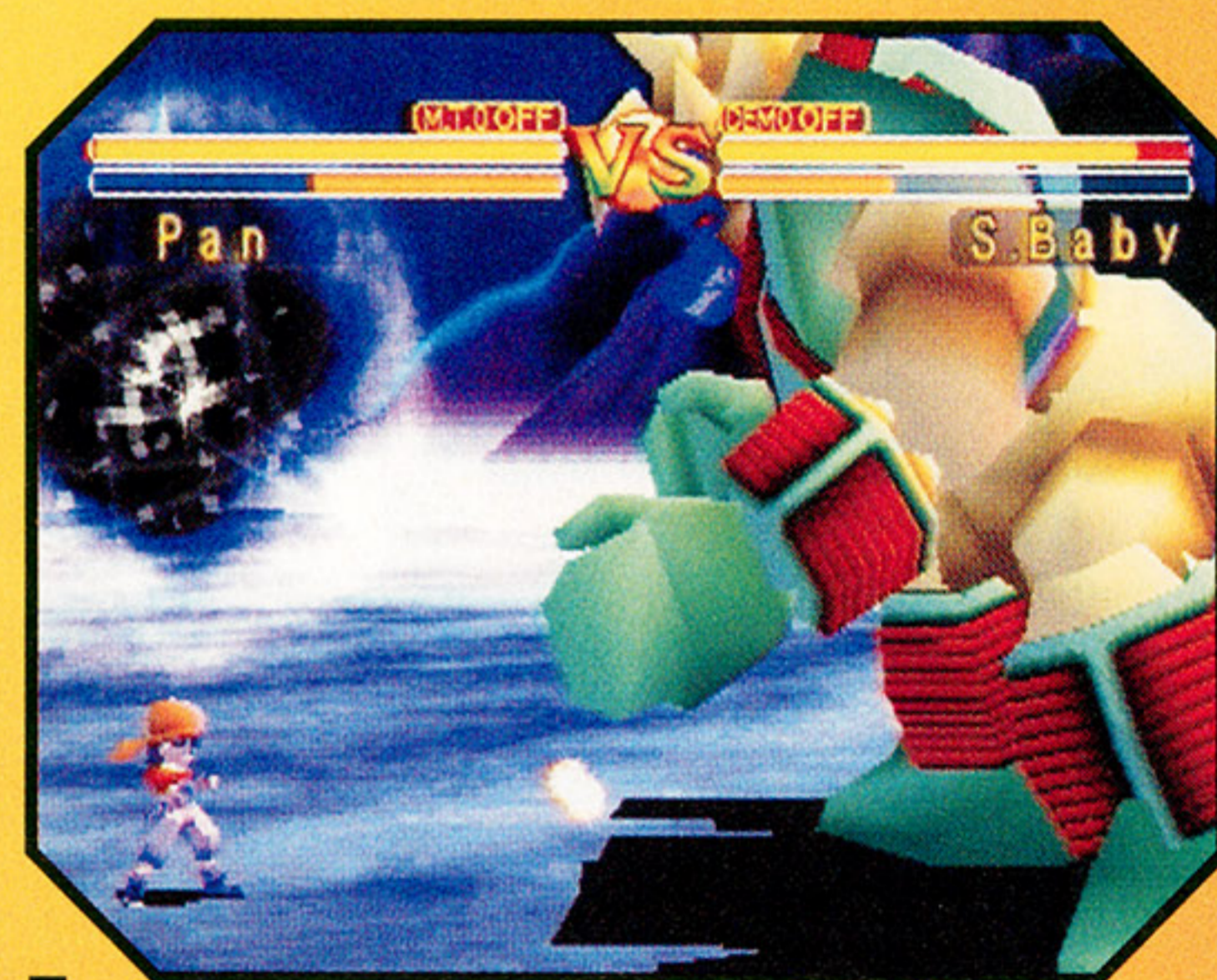
You've heard about it. You've seen screen shots of it. You've seen it going for well over \$100 on eBay. What you probably haven't done is play it. It's the first Dragon Ball game to ever come out in the U.S., *Dragon Ball GT: Final Bout* for PlayStation.

When Bandai released this game, the Dragon Ball name was virtually unknown in the U.S. Only a few thousand copies of the game were made, and it sold very poorly. You could actually pick up a used copy of the game for around \$10.

When the *Dragon Ball Z* anime became such a big hit in this country, demand for this rare game went through the roof, despite the fact that not many people had ever played it.

If they had played it, however, they would know the sad truth—the game sucks. Ugly graphics, poor control and a horrible fighting system completely cancel out the coolness of controlling Super Saiyan Goku in a 3D battle against Frieza.

Only the most hardcore of *DBZ* fans should consider soiling their collection with this "game." All others should stay far, far away.



The Lost Dragon Ball Game

Sure, *Dragon Ball GT: Final Bout* was the first Dragon Ball game released in the U.S., but did you know that there was another pseudo-DB game released on the NES all the way back in 1986?

Dragon Power, by Bandai, is a translation of the first Dragon Ball (not Dragon Ball Z) game to come out for the Famicom (the Japanese version of the NES), *Dragon Ball: Shenlong no Nazo*.

Since the American public was roughly 10 years away from knowing what Dragon Ball was, Bandai took the liberty of altering the game's graphics, character names and story line. Despite the changes, those of you familiar with the Dragon Ball universe should have no trouble figuring out who's who.

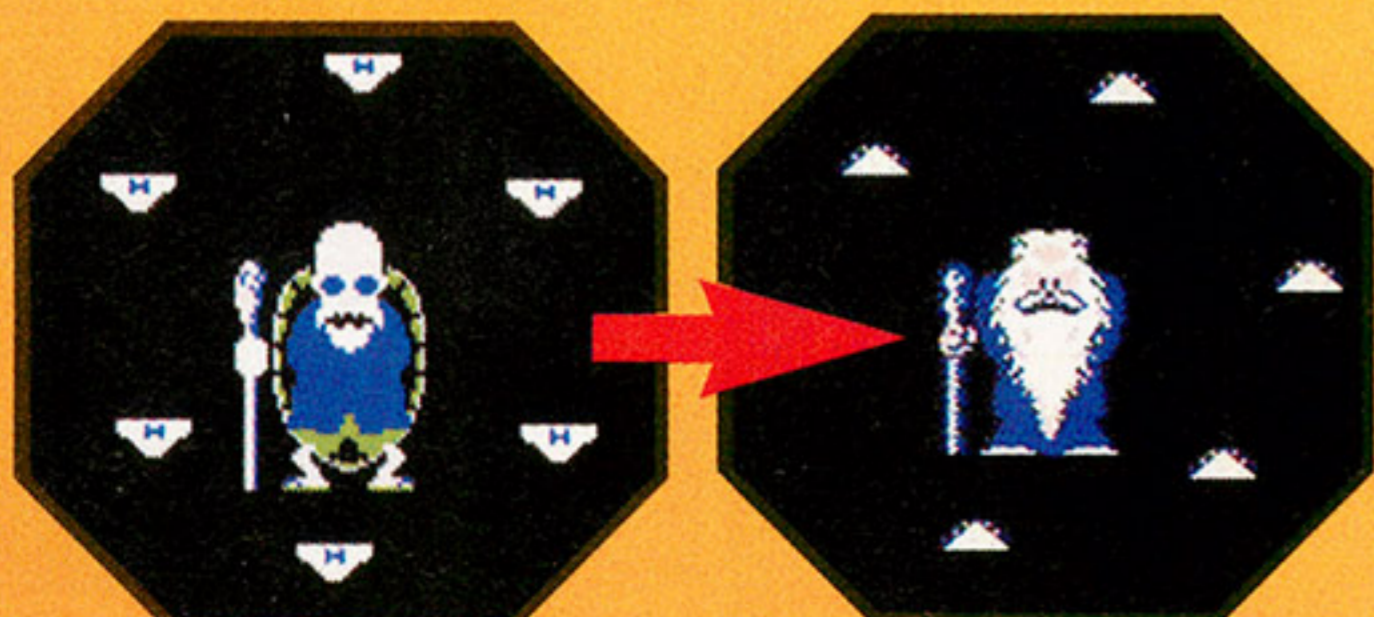
It's certainly not the best game on the NES (it's actually pretty bad), but it's an interesting piece of Dragon Ball history.



Poor little Goku has lost his trademark Dragon Ball-style spikey hair in Dragon Power.



Below we see Master Roshi enjoying a sneak peek at Bulma's underwear and his American counterpart enjoying some, er...sandwiches.



NOW RATED

CONTROL

Control is generally pretty good, although Goku's movements can be a bit stiff.

IMPACT

This game looks fantastic. It's a lot of fun seeing tiny little versions of all the DBZ characters.

LIFESPAN

It's an adventure game that spans four sagas of the Dragon Ball Z story. That's fairly long.

EXTRAS

There's not a whole lot in the way of extras, but what adventure game has a lot of bonus stuff?

Fans of the show will get a kick out of this.

B

DRAGON BALL Z: THE LEGACY OF GOKU

Why are we even bothering reviewing this game? It's going to sell countless copies just because it's a DBZ game. Luckily, it's actually pretty good.

Since *The Legacy of Goku* is an adventure game (think *Zelda*), it does a great job of following the plot of the show. Fans will thrill at seeing their favorite characters and locations on the GBA's tiny screen.

The puzzles in the game are fairly simple, usually involving

fetching an item for another character, so don't expect it to tax your brain too much.

The biggest problem with *DBZ: LoG* is that it's tougher than *Vegeta*. Early in the game, Goku is pretty weak, and he can be take out fairly quickly by his enemies.

Obviously, *DBZ* nuts will love this, but adventure-loving non-fans might want to check it out, too.

- Phil Theobald



King Yema sends Goku on this journey down Snake Way.

Goku's gonna need all his strength to defeat Frieza.

FACT FILE

DRAGON BALL Z: THE LEGACY OF GOKU

Publisher: Infogrames
Players: 1
Release: May
Genre: Adventure
Website:
www.us.infogrames.com

GAME BOY ADVANCE

GBA

EVERYONE
E
CONTENT RATED BY
ESRB

NOW RATED

CONTROL

It's kinda hard to screw up the control in a game where you're constantly clicking on menus.

IMPACT

It's great to have the DBZ card game in video game form. The pictures of the cards look fantastic.

LIFESPAN

Even when your real DBZ cards wrinkle and tear, the virtual cards in this game will last forever.

EXTRAS

There's plenty of secret characters that you can unlock and take into your card battles.

This gets the job done, but not much else.

C

DRAGON BALL Z: COLLECTIBLE CARD GAME

Playing a video game version of a trading card game may seem like an odd idea, but it's already proven a lot of fun in games like *Pokémon Trading Card Game* for GBC and *Card Fighter's Clash* for the NeoGeo Pocket Color.

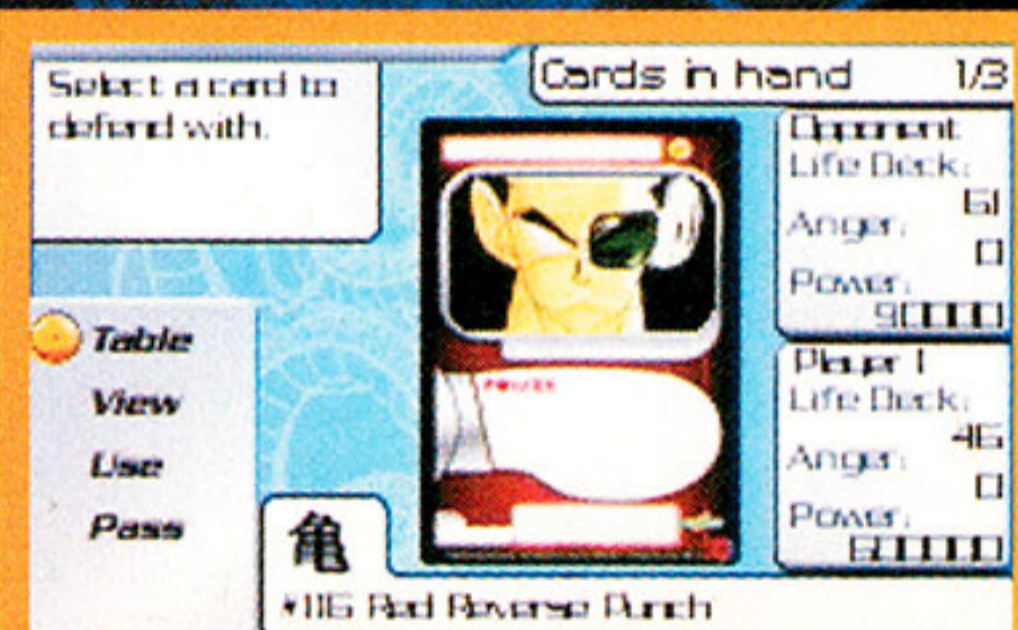
DBZ: Collectible Card Game follows the formula of those games by translating the rules and cards of the real-life CCG into a video

game, but that's where it stops.

Most other CCG video games feature an RPG-style set-up where you journey around battling against other card players. This game simply features match after match against the computer (under the guise of a DBZ character). This minimalist approach makes the game feel a bit rushed.

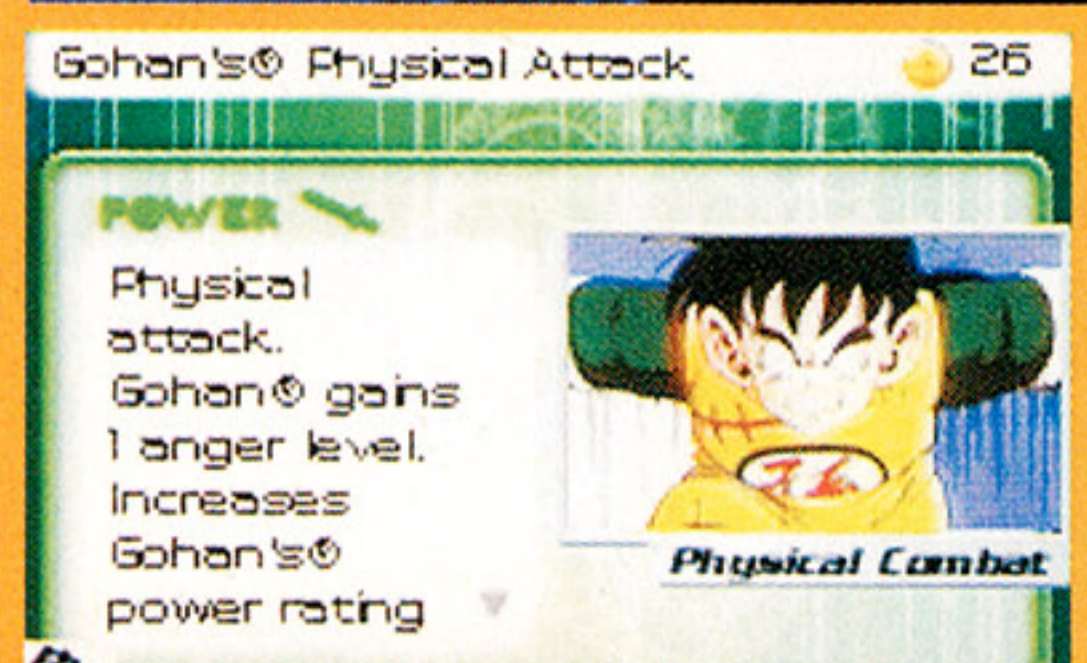
If all you want is to be able to play the popular *DBZ* card game without the actual cards, this game won't disappoint. If you're looking for something more, you won't find it here.

- Phil Theobald



The main game screen is neatly laid out, so you shouldn't get confused.

Before using your cards, check this info screen to see their powers.



FACT FILE

DBZ: COLLECTIBLE CARD GAME

Publisher: Infogrames
Players: 1-2
Release: June
Genre: Card Fighting
Website:
www.us.infogrames.com

GAME BOY ADVANCE

GBA

EVERYONE
E
CONTENT RATED BY
ESRB

DRAGONBALL Z

Register to Win \$500 in DBZ Products!

WIN Four
Autographed
DBZ Posters!



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"Dragon Ball Z Contest"
Infogrames, Inc.
P.O. Box 47890,
Plymouth, MN 55447

Name: _____
Address: _____
City: _____ State: _____ Zip Code: _____
Home Phone: _____
Birth Date: _____

INCLUDED!



DBZ for your GBA!

OFFICIAL RULES

No purchase necessary.

1. To enter, complete the official entry blank with your hand-printed name, complete address, telephone number and birth date. You may also enter by printing this information on a 3" x 5" postcard. Mail your entry to "Dragon Ball Z Contest" at Infogrames, Inc., P.O. Box 47890, Plymouth, MN 55447. All entries must be received by June 15, 2002. One entry per person. No responsibility is assumed for incomplete, lost, late, damaged, illegible, misdirected entries or entries not received in time for the drawing. Mechanically reproduced entries are void.

2. **Eligibility:** Open to people 18 years of age or older at time of entry, who are residents of the United States. Employees of Infogrames, Inc. and Game Now Magazine, and their subsidiaries, affiliates, agents and members of immediate families are not eligible.

3. Winners will be selected in a random drawing from among all eligible entries received. Grand Prize winning entries will be ineligible for the Runner Up drawings. Odds of winning depend on the number of eligible entries received.

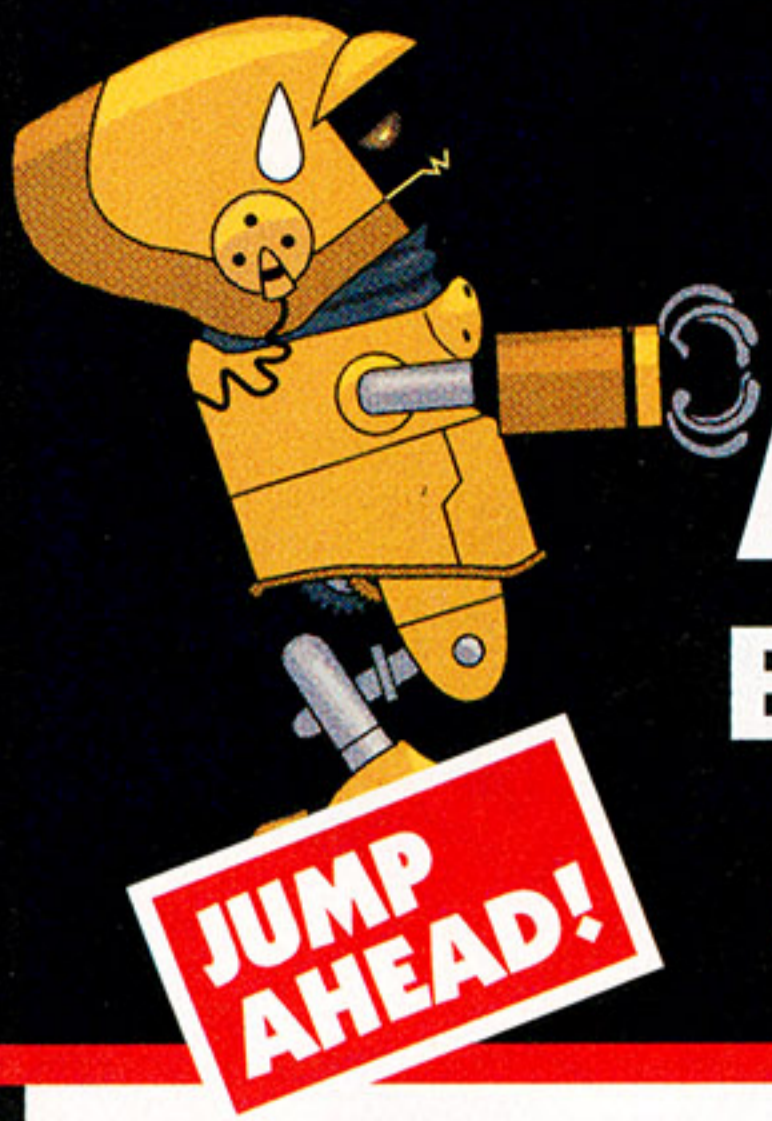
4. **Prizes:** Video library of the Freiza and Cell sagas (approximate value \$250.00); Dragon Ball Z: The Legacy of Goku for GameBoy Advance (approximate value \$30.00); Dragon Ball Z: Collectible Card Game for GameBoy Advance (approximate value \$30.00); Four posters signed by DBZ voice characters (approximate value \$150.00each); Dragon Ball Z figurines or other collectible merchandise (approximate value \$100.00);

Dragon Ball Z Collectible Card Game Heroes Starter Kit (approximate value \$15.00).

5. **Conditions:** Prize winners will be selected on or about June 15, 2002 by representatives of Infogrames, Inc., whose decisions shall be final. Winners will be notified by mail no later than June 30, 2002. All winners will be required to execute an affidavit of Eligibility, Publicity Release and Release of Liability that must be returned within 10 days of notification date, or an alternate winner may be selected. No substitution or transfer of prizes or cash equivalents permitted by winner. Sponsor reserves the right to substitute prize of equal or greater value if prize is unavailable. Taxes, licensing and any other costs, if any, will be the responsibility of the winners. By accepting prize, winners agree to the use of his or her name, likeness, picture and biography for advertising and promotional purposes without further compensation, unless prohibited by law.

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7. For a list of the winner, available after August 15, 2002, send a self-addressed, stamped envelope to: "Dragon Ball Z Contest Winners List," Infogrames, Inc., P.O. Box 47890, Plymouth, MN 55447. All entries become the property of the sponsor and will not be returned.



INCOMING

Big Games, Big Previews...Just for You



LORD OF THE RINGS p.63



WORLD SERIES BASEBALL p.64

BACK TO SQUARE ONE



The RPG masters are taking some bold new steps in video game design.

Last year's *Final Fantasy X* was arguably the greatest adventure title ever made. As gamers, we should raise our hands in the air and praise the mighty wizards at Square for dropping such an amazing treasure into our hands.

If you're as hardcore as we are, you've beaten this masterpiece months ago, and you're waiting impatiently to find out what the RPG masters are bringing to the table next.

Let's shed some light on that mystery by answering two of our readers' most-frequently-asked questions:

Q: Will we see *Final Fantasy XI* before the end of the year?

A: Probably. It's an online game, and Sony's internet servers will be set up by August (see our news section for more info on that). Our gaming brothers in the East will be getting their copies on May 16, and the U.S. is always the first county in

line for Japanese ports. Expect to see a November release.

Q: What should I play till then?

A: *Kingdom Hearts*.

Yeah, it's a Disney title, and no, it's not a kiddie game. It's made for you, not your little brother. Square makes Donald and Goofy cool.

Interested? Read on...

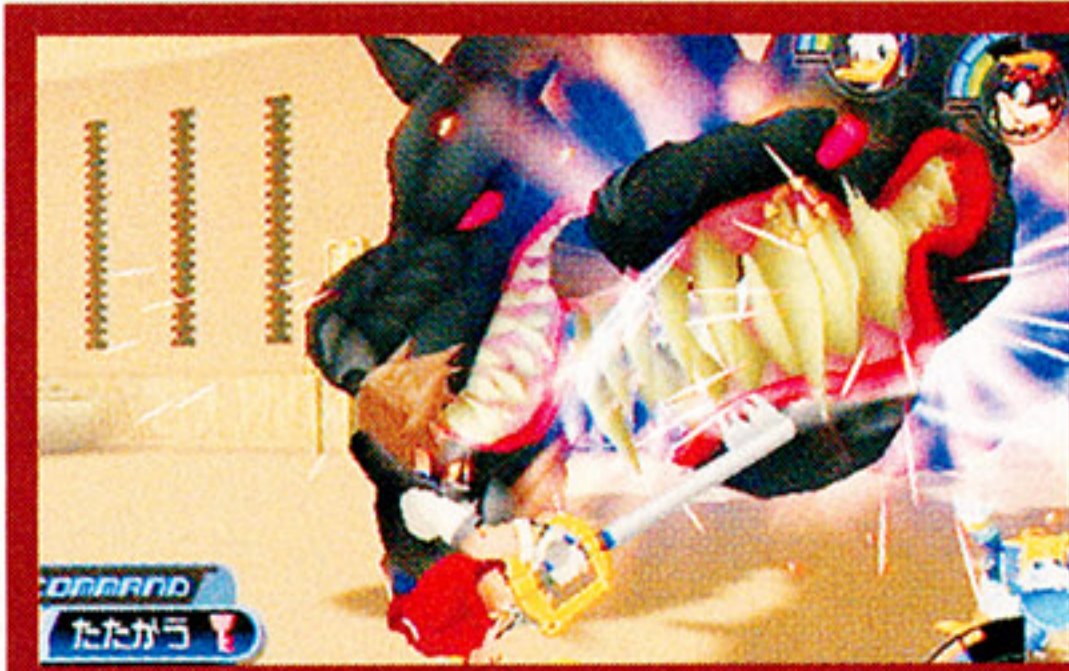
KINGDOM HEARTS

キングダムハーツが

See the dude at the right wearing red shorts and yellow sneakers? His name's Sora, and he's the hero of *Kingdom Hearts*. Like Dorothy in *The Wizard of Oz*, a violent storm hits his home, and he's swept into a magical world populated by short guys. These townsfolk aren't Munchkins, though; they're famous Disney characters.

Sora needs the Disney gang's help in getting home, and they need Sora's help in rescuing their king (Mickey Mouse, of course), who has been kidnapped by a bunch of black-cloaked goons.

Thus begins the weirdest video game adventure of all time. Mixing Disney and Square characters (including guys from *FFVIII* and *FFX*) shouldn't work, but it does...marvelously.



Pluto might not be able to talk, but he's definitely a dedicated and helpful ally.

Remember this monster from Hercules? He's all set to rip Sora a new one.



BREAKIN' IT DOWN **キングダムハーツが**

Initially, we thought that *Kingdom Hearts* was gonna be a standard turn-based RPG, but as it turns out, it is more like *The Legend of Zelda* than anything else. There are a bunch of *Final Fantasy*-

esque elements thrown in for good measure, though: you get to use magic spells, conjure summons, and fight bad guys with a team of heroes. The adventure plays out as a bunch of

linked missions, each based around the world of a specific Disney character (the underwater level is centered on the *Little Mermaid*, the jungle stage focuses on *Tarzan*, etc). Viva variety!



MASSIVE ATTACKS

▲ Elemental magic is a given in a Square game; depicted here are spells based upon fire (top), ice (bottom left), and lightning (bottom right). When fighting with standard weaponry, you can lock onto opponents (center).



SUPER SUMMONS

▲ The summons in *Kingdom Hearts* are easily as impressive as the ones in *Final Fantasy X*. Ifrit and the gang are replaced by a slew of familiar Disney characters, including *Simba*, *Mushu*, *Dumbo*, and *Bambi*.



ALL NEW WORLDS

▲ This is Sora's island home; it's also the place where you'll bump into most of Square's *Final Fantasy* characters. Below, you can see a few of the many Disney locations in the game, too.



CHARACTER BLOWOUT



ALICE
(*Alice in Wonderland*)



SELPHIE
(*Final Fantasy VIII*)



HADES
(*Disney's Hercules*)



WAKKA
(*Final Fantasy X*)



TARZAN
(*Disney's Tarzan*)



SQUALL
(*Final Fantasy VIII*)



PHIL
(*Disney's Hercules*)

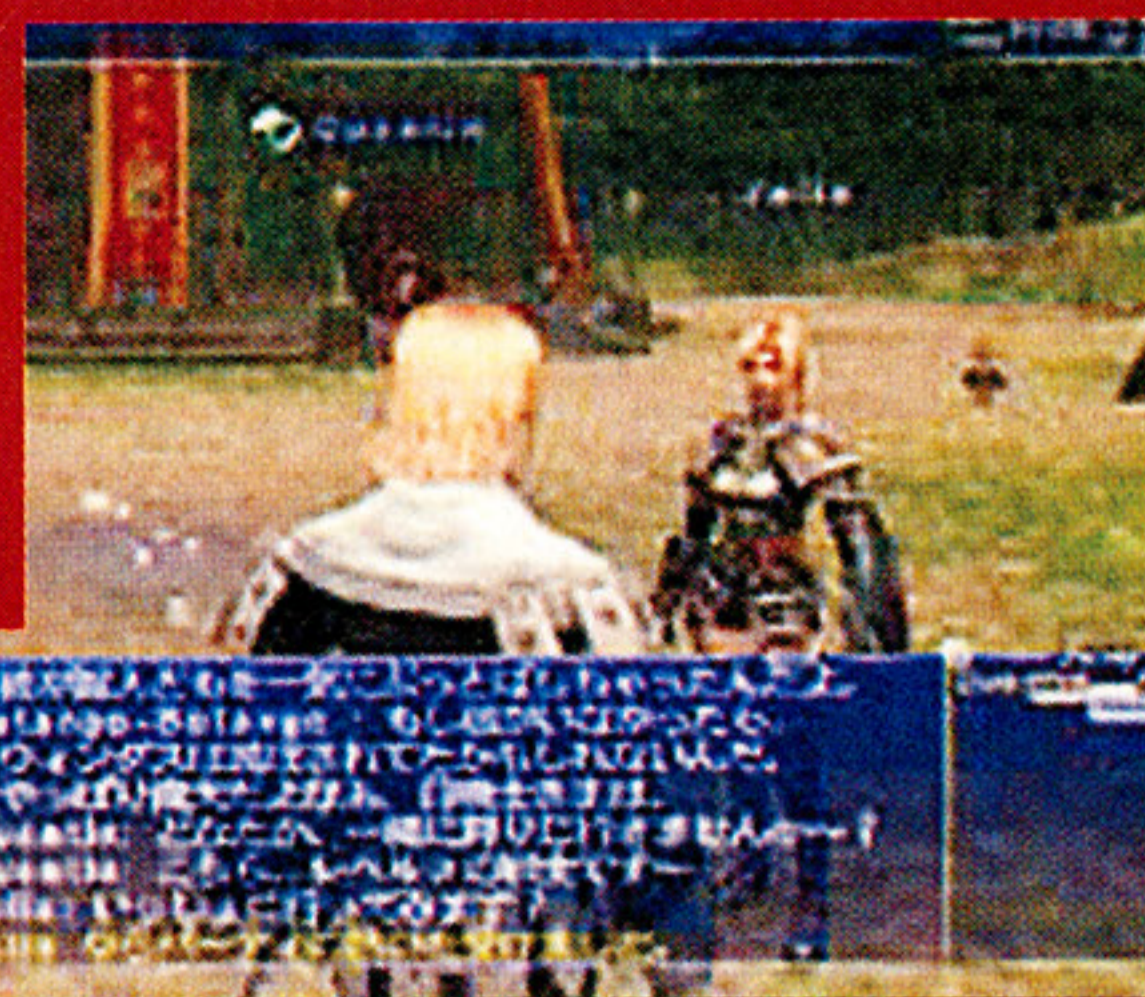


TIDUS
(*Final Fantasy X*)



MINNIE
(*Disney Classics*)

...and that's just the tip of the iceberg! Watch out for Ariel, King Triton, The Queen of Hearts, Daisy Duck, Yuffie, Cid and...(gasp)...Aeris!



Looks like battles will be in real time, not turn based.

Those who passed on Phantasy Star will now be able to experience the joy of online communication.

FINAL FANTASY XI

ファイナルファンタジー XI



There's been a lot of debate as to whether the PlayStation 2 online service has any potential for success. The big question is if people are willing to buy both a \$40 modem and a \$100 hard drive just to access Sony's servers? With cool enough software available, we're willing to bet that the answer is yes. And what package could be more tantalizing than a massively-multiplayer version of *Final Fantasy*?

Those smart enough to have picked up a Dreamcast and a copy of *Phantasy Star Online* know how fun it can be to hook up to a phone line (or a broadband cable) and slay some monsters with your buddies. Well, Square has officially topped Sega by announcing the details of *FFXI*, the first online game set to launch simultaneously for the PlayStation 2 and the PC. This sucker's gonna be huge—it's guaranteed to swallow

hundreds of hours of your life. Every player gets to bust through a primary quest (the details of which are presently being kept secret), and—in classic *Final Fantasy* style—a series of optional side quests will also be available. These are doled out by NPCs (non-player characters) who live right alongside real players in Square's many bustling towns.

Supposedly, the character graphics are supremely detailed, and each figure is capable of delivering a wide array of expressions. At the press of a button, you'll be able to make your warrior smile, glare, or laugh. This eliminates the need for emoticons (you know, where " :) " means "happy face"), and makes the whole experience more personal. We'll give you more info on this killer title as soon as we get it.



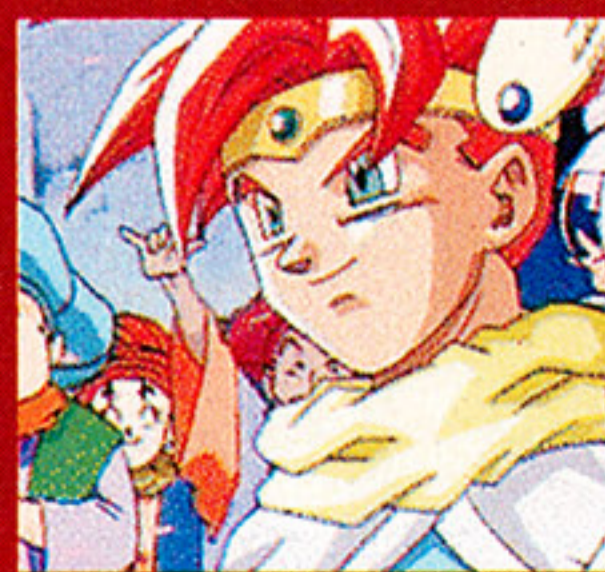
The chocobos make excellent rides in *FFXI*. What *FF* game would be complete without them?

These characters look like a group of Dark Mages; how they fit into the story of *Final Fantasy XI* is still a mystery....

MOOGLE GOSSIP: RUMOR MILL



GBA Remakes of either *FF Tactics* or the *FF NES Trilogy* are more likely than stripped-down versions of VII, VIII, or IX.



Word has it that *Unlimited Saga* is being designed specifically for the PS2.

Chrono Break is rumored to be the name of the new *Chrono* game, set for PS2 and (maybe) Xbox.



Q & A

■ IS THIS GAME COMING OUT ON ANY OTHER SYSTEM?

There will be a PC and a Game Boy Advance version of the game, but that's about it. Worry not, GameCube owners; you'll be getting your very own exclusive title in the form of *The Hobbit*, which should release shortly after this Xbox game. And PS2 owners will have EA's movie-licensed *LOTR* to look forward to.



▲ He may look dead, but you'd best steer clear, just to be safe...



▶ Here's an environment that also played a key role in the movie. Which direction, Frodo?



LORD OF THE RINGS: FELLOWSHIP OF THE RING

A fellowship that does J.R.R. proud.

Details on the recently announced Xbox *Rings* title are pretty scarce, but Universal Interactive is insisting that its fall release will come closer to capturing the essence of J.R.R. Tolkien's books than any game, film or television program that's come before it. This is great news for fantasy buffs who were disappointed by Peter Jackson's liberal interpretation of Tolkien's sacred words in the *Rings* movie.

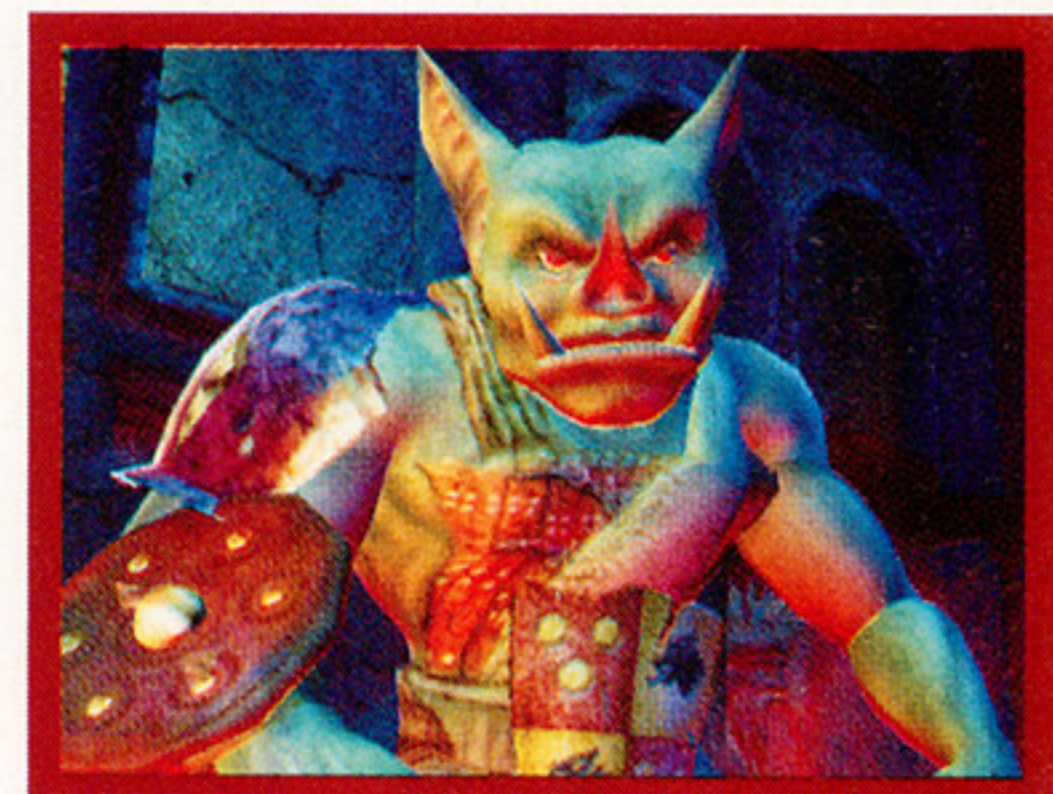
Keep in mind that this game has nothing to do with that flick. It's a totally separate deal. All the life forms and environments of Middle-Earth have been completely reimagined. If you want to crawl around as a virtual Elijah Wood, you're gonna need a PlayStation 2, because that's the only console getting a *Rings* game based directly upon the movie (Electronic Arts is producing it). Universal's version looks to take on the stately pace of the book, allowing you to fully explore Tolkien's vast and colorful world.

Naturally, Frodo remains the hero, but reliable word has it that you'll also be able to play through certain portions of the game as Gandalf and as Aragorn. These characters are sure to have vastly different strengths

and weaknesses, and that should add a healthy dose of variety to the gameplay.

We also hope that this release fills in some of the gaps that the movie was forced to leave due to the time constraints of a theatrical film. Will we finally get some quality time with Tom Bombadil, the eccentric old man with a penchant for leaping around and singing? Is Universal planning to play out Frodo's encounter with the magical Wights? Will every member of the fellowship look into Galadriel's magic mirror to see their "true fates"? Only time—and a reviewable copy—will tell.

If these theoretical situations mean nothing to you, you're probably not gonna be first in line to pick this game up. But then, you never know—the graphics are undeniably pretty, and that alone will be a major draw for Xbox owners. If this one sells, expect Universal to pump out adaptations of *The Twin Towers* and *The Return of the King*, too.



Bilbo may have called them "goblins," but an orc is an orc is an orc.



Nice doggie. That's a good doggie. Now I'm just going to slowly walk away...



▲ Step carefully, or you could wind up being one of the many skeletons scattered in the mines.

◀ Sometimes the ugliest of inhabitants can actually turn out to be friendly. Remember, Gandalf and Frodo aren't exactly making the cover of *GQ*.

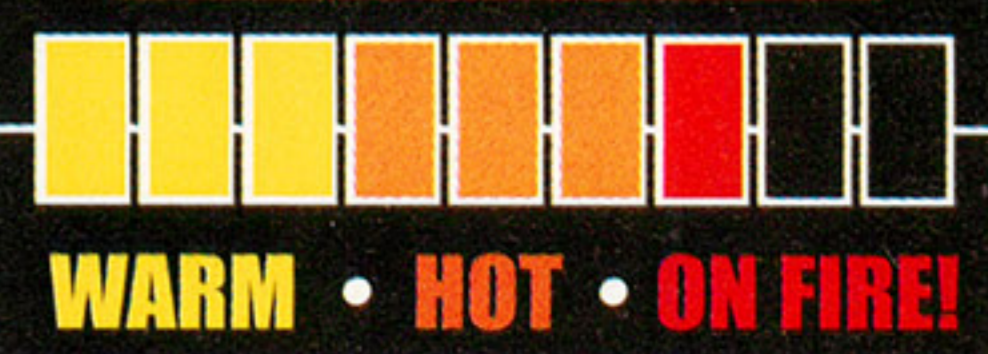
FACT FILE

LORD OF THE RINGS: FELLOWSHIP OF THE RING

- **Players:** 1
- **Release:** TBD
- **Genre:** Action-Adventure
- **Website:**
www.lotr.com
www.xbox.com



POWER METER



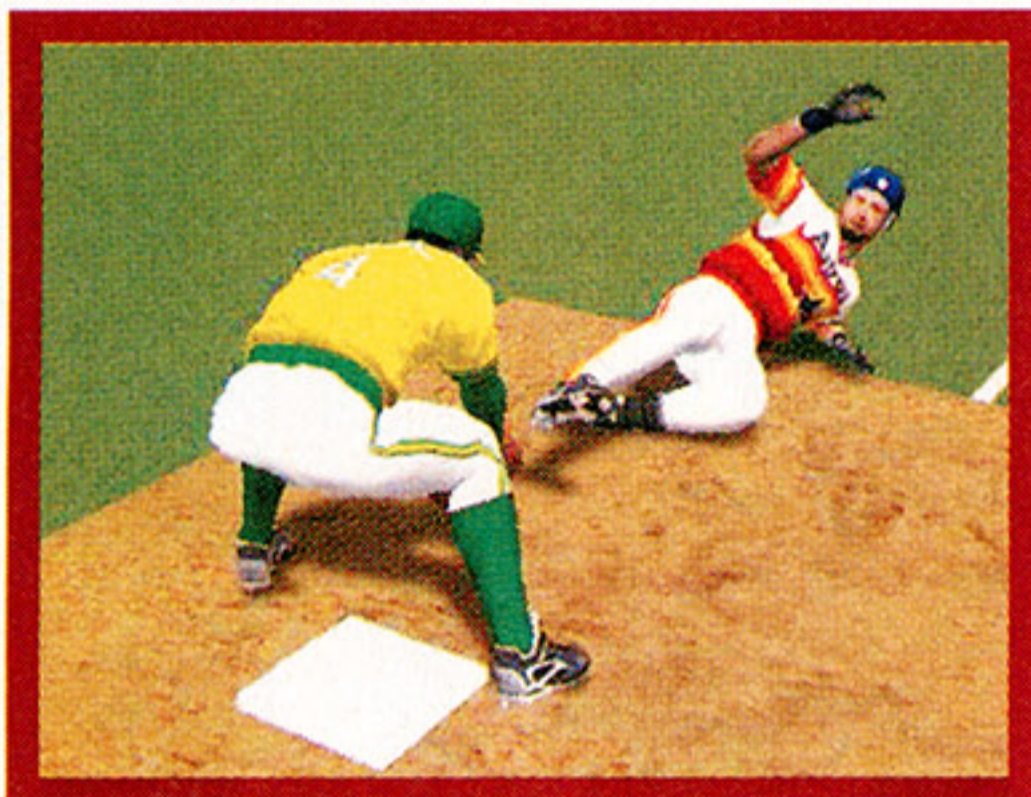
Q & A

■ IS THE WSB 2K2 TEAM ON WSB AS WELL?

Both games are being developed by Visual Concepts, but this year's title will be lead by Blue Shift, a smaller development house that helped finish off the Dreamcast version of WSB 2K2.

■ IS IT ONLINE?

It will almost 100-percent NOT be online this year.



Old time uni's don't look as cool as we remembered them.



Some of the animations, like this scoop, are simply amazing.

FACT FILE

WORLD SERIES BASEBALL

■ Publisher: Sega Sports

■ Players: 1-2

■ Release: May

■ Genre: Sports

■ Website:

www.sega.com



XBOX

POWER METER



WARM • HOT • ON FIRE!



Check out the detail on the uniforms and stadium.



Baseball under the lights has never looked this good.



WORLD SERIES BASEBALL

It's an X-box exclusive. But is it a home run?

The World Series franchise has had its ups and downs. Give it an "up" on Genesis and Saturn. Give it some serious "down" on the Dreamcast. Now slated for a spring Xbox debut, we're wondering if this has the makings of a fall classic.

The fact that Microsoft's X-barge isn't quite ready for online may bode well for WSB. Last year's Dreamcast effort was a mixed bag, and seemed to suffer from the rushed inclusion of online play.

While online play would be cool, let's face it, most of us play baseball games as a single-player experience. Pick a team, set a season length, and work at fattening up those stats against the CPU.

Well, the team at Visual Concepts seems intent on making that experience as fun as possible. The Franchise Mode is getting entirely revamped, and it already sounds like it has some truly next-gen features. *World Series Baseball* will allow you to hire coaches, select scouts to help stock your farm system, negotiate

contracts, and play over multiple seasons.

On the gameplay front, we're expecting a much tighter and refined engine over the Dreamcast version. The gameplay of 2K2 was a nice blend of realism and sim. The batter/pitcher interface was a cursor-driven system (classic WSB) and, save for some awkward looking pitches, worked well enough.

Visual Concepts assured us that a host of new animations will aid in the gameplay, with fielders showing much greater awareness in tracking the ball. The game will also use a "smart-cam," which rotates to give you the best angle on any given play.

The game's cover athlete, Jason Giambi, will be attempting to bring the title back to the Bronx this year. *World Series Baseball*, meanwhile, will be trying to restore the luster to a once-great franchise. Play ball on the Xbox beginning this May.



Kenny Lofton playing for the White Sox? He only looks right in a Tribe uniform.

Geoff Jenkins has put up some big numbers in Milwaukee. Has anybody noticed?

NOW PLAYING



GameNOW Takes on the Month's Top Games

Having already used up all of our A.I., pirate and *Silence of the Lambs* jokes below, we have no idea what to write about here. Who cares, really? Nobody reads this paragraph anyway. Still, those mini-reviews in our new Game Glance section are pretty cool, huh? They mean even more reviews for our beloved readers.

MEET THE CRITICS



Dan Leahy

Leahy's quest to lead the *Hot Shots* national tourney board isn't going so, well, "hot." We'll let him keep trying, even if the contest is void in Illinois...shhhhh.

Favorites: *Hot Shots Golf 3*, *High Heat Baseball 2003*



Mark Manzo

Manzo's spent all month trying to convince Phil that the "PT" in Mark's "PT Cruiser" does not stand for "Phil Theobald's." Mark's bookie, "Phat Tony" strongly agrees.

Favorites: *007: Agent Under Fire*, *Jet Set Radio Future*



Phil Theobald

We think Phil spent too much time with *Dragon Ball Z* this month—the poor dope has been trying to "raise his power level" by sticking forks into electrical sockets.

Favorites: *Jet Set Radio Future*, *Goemon New Age*



Ethan Einhorn

Ethan hasn't had much time to play games this month. He has been captured by the infamous Buffalo Bill, and has been trapped in a pit in Bill's basement ever since.

Favorites: Putting the lotion in the basket.



THE LUCKY & THE OVERPAID: GAMENOW'S FREELANCE CONTRIBUTORS

Shane Bettenhausen

Shane's love is real, but he is not. This month, we hired the precocious robot boy to help us review *Blood Omen 2*. Sadly, shortly after writing his review, Shane broke while trying to eat some spinach. Hopefully he'll be back online by next month.

Favorites: *Blood Omen 2*, his mother, the Blue Fairy, *Virtua Fighter 4*

Lee Stabler

Ahoy, matey! In order to review and write a strategy for *Pirates: The Legend of Black Kat*, we tracked down Lee, the scurviest, swash-buckling-est pirate to ever sail the Seven Seas. Arrrrrr!

Favorites: Swabbing the poop deck, pillaging, plundering, battering down the hatches, burying his treasured booty, feeding his parrot

Joe Rybicki

He's big, he's bald, he's the leader of the band that Mark Manzo drums for. He's also the sucker who we tricked into playing *Army Men RTS* for us. How were we supposed to know that this was the one *Army Men* game that was actually pretty good?

Favorites: *Army Men RTS*, *Tiger Woods PGA Tour 2002*, *Sled Storm*



Jedi Starfighter

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THE SCORE SHEET

Plain and simple, this is how we break it down to come up with a final grade. Keep in mind that a C is average, B is good and A is great. Games receiving a D or F are poor and don't deserve your time. The + and - are used to add a little spin up or down. Enjoy!

CONTROL

We consider whether the control feels "on" for its given genre. Also, we like to see customizable controller configs and other options to put players in charge.

IMPACT

This is where we look at the game as a whole. Graphics and sound are a large part of impact, and originality is considered here as well.

LIFESPAN

Replay value, depth and long-term fun factor are keys to a game's lifespan. Basically, this tells you what kind of bang you get for your buck.

EXTRAS

Extra game modes, online play, special cheats/levels and more make up our extras category. The more the better, right? We thought you'd agree.

NOW RATED: Once we've thoroughly played a 100-percent version of the game, we'll give it our final "Now Rated" grade.

PROS and CONS



- Great interaction with environment
- Branching paths
- Killer dialogue



- Loads in the middle of levels
- Frame rate is a bit choppy



CONTROL

The run and jump action is pretty easy to get a handle on, and the analog aiming is comfortable; weapon switching is a pain, though.

IMPACT

This is the best stealth shooter to hit consoles since GoldenEye. It's truly a thinking man's alternative to Red Faction and Half-Life.

LIFESPAN

This is the first title in a long time that I've wanted to play through more than once. Customization is king in Deus Ex.

EXTRAS

In an unusual move, Eidos elected to release this game without any multiplayer support. A shame, but the solo game is fine on its own.

NOW RATED

A totally involving first-person-shooter that's unlike any other game on the market for the PS2. Branching paths and a great story make this an instant classic.



▲ Enemy A.I. responds convincingly to being fired upon. Some of the more cautious foot soldiers will try to run away from you.

▲ You can pick up just about anything—even dead bodies. It's never a bad idea to clean up your mess.

DEUS EX

“...Offers more to do and see than any other PS2 game of its type ever has.”

Now here's an unexpected gem. *Deus Ex* is far and away the best stealth-oriented first-person-shooter to hit consoles since *GoldenEye*.

High praise, eh? This game more than deserves it. From the quality dialogue (every colleague and enemy has something interesting to say) to the branching paths to the detailed customization options, *Deus Ex* offers more to do and see than any other PS2 game of its type ever has.

The main character is a cybernetic cross between James Bond and

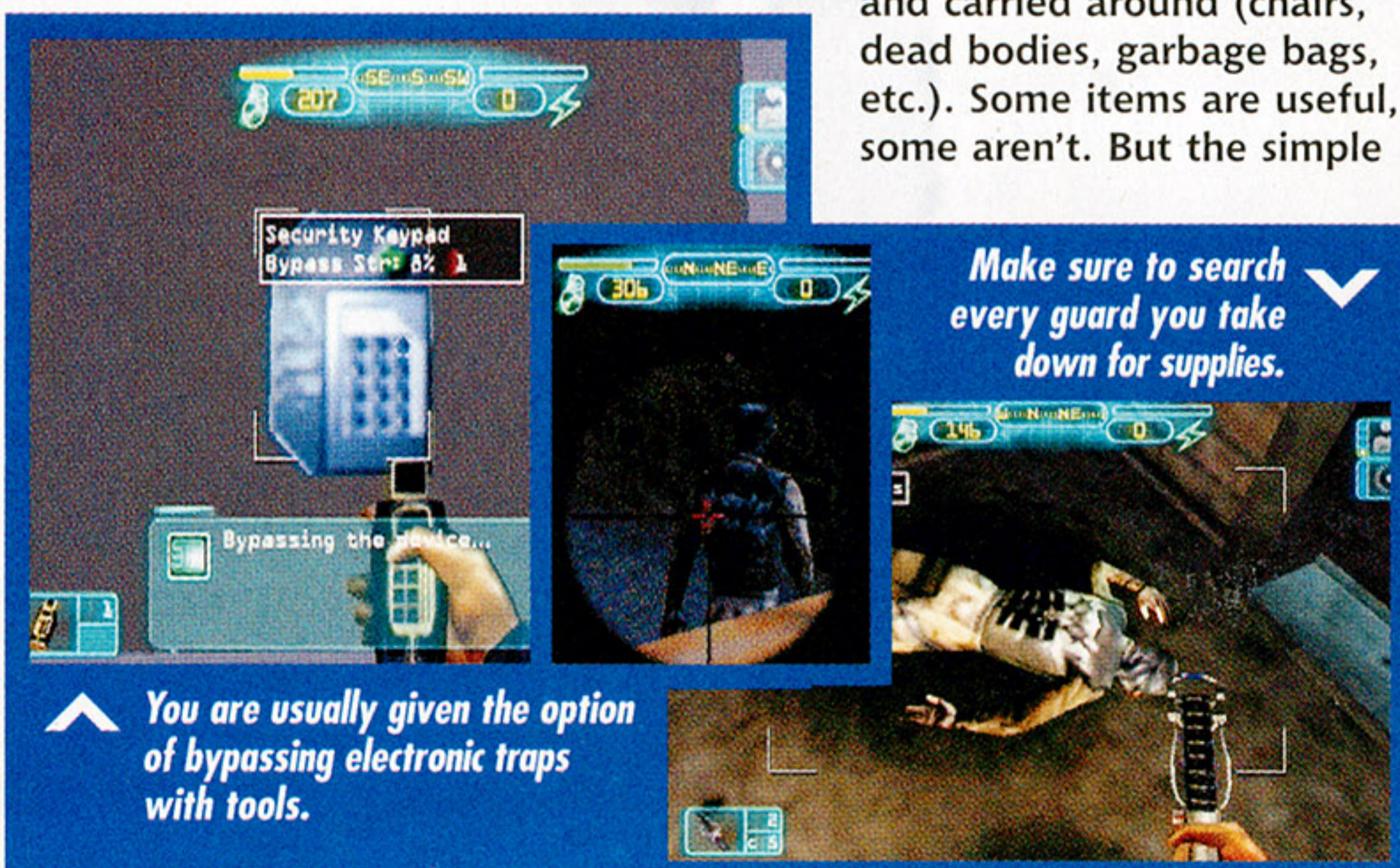
Solid Snake, and like those heroes, he prefers to take care of his enemies secretly and silently. You always have the option to plow through the missions using run 'n' gun tactics, but that method forces a direct confrontation with tough-as-nails soldiers, and in a situation like that, you're not likely to stay alive for very long. It's always smarter (and more fun) to take the baddies out one by one, using cattle prods, sniper rifles and gas grenades as your weapons of choice.

Everything—and I mean everything—can be lifted off the ground and carried around (chairs, dead bodies, garbage bags, etc.). Some items are useful, some aren't. But the simple

fact that you can interact with the environment to that degree makes for a tremendously immersive experience.

The load times can be aggravating, and the frame rate stutters a bit, but beyond that, this is a near perfect game. It's shooter heaven.

—Ethan Einhorn



▲ You are usually given the option of bypassing electronic traps with tools.

Make sure to search every guard you take down for supplies.

FACT FILE

DEUS EX

- Publisher: Eidos
- Players: 1
- Release: Available Now
- Genre: FPS
- Website: www.eidos.com

PS2 PLAYSTATION 2



PROS and CONS



- Innovative play mechanics
- Gorgeous character designs



- Animation is way too choppy
- Boring gameplay
- Lots of restarting



CONTROL

Herding Doops is more frustrating than fun because you're forced to fight with a maddeningly imprecise control scheme.

IMPACT

The graphics look beautiful and fluid till you get to the larger areas of the game—then everything suddenly chops up big time.

LIFESPAN

You can get plenty of play time, provided you have a high threshold for frustration. Expect to do a lot of restarting.

EXTRAS

You unlock extras by finding all 100 bells for each level. Working for these makes them more exciting to look at.

NOW RATED

This is a game that reaches high, but misses its mark. Its highly stylized graphics are really choppy and its inventive controls are way too tough.



◀ Watch where you catch your Gromps (they love eating Doops, and will fish for 'em if they're close to a pen).

▲ 100 Golden bells are scattered throughout every area. If you find of them all, you'll unlock a neat prize.

HERDY GERDY

“It's clear that Core didn't spare any expense in the style department.”

First, the good news: *Herdy Gerdy* looks and feels just like an interactive Disney cartoon. The game's characters have been hand drawn, frame by frame, and the voice acting is movie-quality good. It's clear that Core (the title's developers) didn't spare any expense in the style department.

Better still, there's plenty of substance under all that gloss. The screen shots on this page may paint the picture of an action-platformer, but *Herdy Gerdy* is much more than that. It takes the shepherding aspects of *Pikmin* and

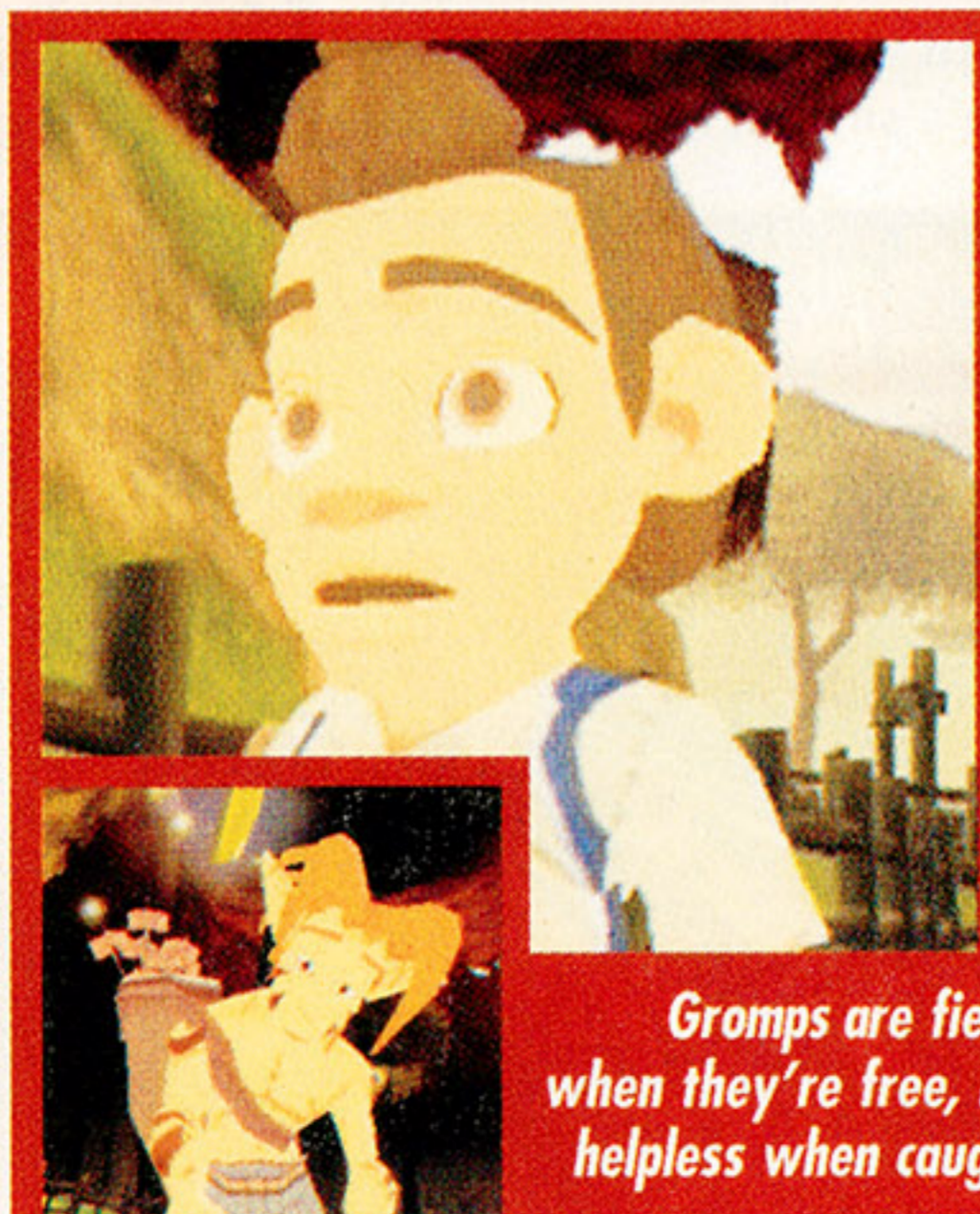
mixes 'em into a gaming brew that emphasizes puzzle-solving over running and jumping. Sounds cool, eh? Well, hold on there...

Let's get to the bad news before you run out to pick this title up. The biggest turn-off in the game is a hardware issue—all of the beautiful visual flourishes you're treated to turn out to be too intense for the PlayStation 2 to handle. *Herdy Gerdy's* frame rate chops up so bad that you're liable to get sea sick if you play it for too long. And the gameplay, while innovative, is straddled to a control scheme that's awkward and clumsy. You have little real control over the animals you're herding from place to place, which is irritating when

you're under the pressure of intense time limits.

The whole package feels incomplete; one can't help wondering if a longer production period would have yielded a better game. As it stands, *Herdy Gerdy's* flaws are too great for me to recommend it.

- Ethan Einhorn



◀ The quality of the character animation is astounding—very Disney-esque.

Gromps are fierce when they're free, but helpless when caught. ▶

FACT FILE

HERDY GERDY

- Publisher: Eidos
- Players: 1
- Release: Available Now
- Genre: Platform/Herding
- Website: www.eidos.com

PS2 PLAYSTATION 2



PROS and CONS



- Excellent controls
- Easy to get into
- Loads of missions
- Great concept



- A bit too easy
- RTS veterans will miss some features
- Simplistic graphics



CONTROL

This is the game's strongest point. RTS games are usually really complex, but the control scheme here makes it so easy to get into.

IMPACT

Lots of folks will catch the RTS bug from this game. If you've never tried one out before, this is the perfect chance to do so.

LIFESPAN

You'll play through the campaign, then you'll go back to earn gold medals to open up the 16 other missions. Plenty of replay.

EXTRAS

While the campaign missions give you specific goals, the extra missions are more standard RTS fare, so they're worth the effort.

NOW RATED

Although the game is missing a lot of the standard real-time strategy features, anyone who appreciates strategy games should find plenty to like here.

B+



You can zoom WAY in for a close-up view of the action, but it's hard to play that way.

ARMY MEN RTS

“It may be an ‘RTS lite,’ but in this case, that’s a good thing.”

How refreshing it is to finally have an Army Men game to get excited about. Army Men RTS (which stands for real-time strategy) takes the standard RTS formula—seen most often on the PC—and distills it down to a surprisingly simple, addictive game that’s perfect for newcomers to the genre.

In Army Men RTS, you create an army from scratch, constructing buildings that pump out units, from low-level grunts to tanks and even helicopters. Then, with a few simple button-presses, you can divide your troops into specialized

groups and send them out separately to take out the enemy. But it’s a little more complex than build-and-dash; you’ll also need to keep track of your resources of plastic and electricity, and hunt down new sources once the ones closest to your base run out.

It may sound like a lot to manage (and in most RTS games, it is), but the controls are so simplified and streamlined that it takes very little time to get the hang of it. The game also walks you through the process slowly, starting with tutorial missions and slowly ramping up the difficulty from there. Before long, you’ll be sending your troops out to die like a pro.

This simplicity means the game’s

going to be too easy for RTS fans, but the huge number of missions and the medal-based rating system (which opens up new missions) should keep even the veterans busy. It may be an “RTS lite,” but in this case, that’s a good thing.

- Joe Rybicki



You’re not just fighting the Tan Army; you’re fighting its minions, as well.

Some missions give you specific objectives, like saving Lego people.



FACT FILE

ARMY MEN RTS

- Publisher: 3DO
- Players: 1
- Release: Available Now
- Genre: Strategy
- Website: www.3do.com

PS2 PLAYSTATION 2



TEEN
T
CONTENT RATED BY
ESRB

PROS and CONS



- Fun and challenging missions
- Cool plot
- The alien that sounds like Mojo Jojo



- Not enough Mace Windu
- It's kinda short



CONTROL

There's a lot of buttons to keep track of, but the training missions help you through the learning curve and show you the ropes.

IMPACT

The quality of Star Wars games may vary, but one thing is always consistent—they always look and sound fantastic.

LIFESPAN

Despite the number of missions, it won't take you too long to beat this game. You'll still probably want to replay it.

EXTRAS

Tons of great unlockables here. Extra ships, secret missions, behind-the-scenes footage and some incredibly goofy surprises.

NOW RATED

The first *Starfighter* was good, but not great. *Jedi Starfighter* improves on the original in every way, making it a lot more fun to play. Try it out, young padawan.



You want a cool unlockable? How's about getting to fly the Slave I, feared ship of one Mr. Jango Fett?

You'll have to master all of the available ships' weapons if you hope to complete the missions successfully.

STAR WARS: JEDI STARFIGHTER

“Easily the best Star Wars game on the PS2.”

To answer the question that's on everybody's mind, no, *Jedi Starfighter* isn't better than the GameCube's *Rogue Leader*. It is, however, incredibly fun, and it's easily the best Star Wars game on the PS2.

Of course, comparing the two games may be a little unfair. *Rogue Leader* is a straight-up arcade-style shooter while *Jedi Starfighter* is more story-driven and plays almost like a flight sim (if you've played the first *Starfighter*, you'll be familiar with this game's play mechanics).

Perhaps the coolest aspect of *Jedi Starfighter* is the constant radio chatter between your character and his wingmen. Their conversations not only clue you in to

different mission objectives, but they also draw you further into the story. In fact, I found myself going into a full-blown panic when one of my buddies began yelling that Jango Fett had been looking for him and that the bounty hunter had just arrived.

Because you're controlling a Jedi master through most of the game, you can use different Force powers to fight your foes. At first this came off as a cheap gimmick, but since you must properly time these attacks, it adds a lot of strategy to the dogfighting.

My favorite part of the game, though, was in the first stage when I encountered one of those Trade Federation aliens that sounded exactly like *The Powerpuff Girl's* Mojo Jojo (it turns out that it's the same voice actor). Too weird!

- Phil Theobald

FACT FILE

STAR WARS: JEDI STARFIGHTER

- Publisher: LucasArts
- Players: 1-2
- Release: March
- Genre: Shooter
- Website: www.lucasarts.com

PS2 PLAYSTATION 2



Force Lighting can zap multiple enemies out of the sky at once.

This unlockable two-player dogfight pits an X-wing against a TIE fighter.

PROS and CONS



■ Nice graphics



■ Awful camera

■ Frustrating control

■ Repetitive game-play



CONTROL

Some of the worst ever. Between the elaborate jumping and awful "trace the legacy" feature, E.O.E.'s control is the pits.

IMPACT

My heart goes out to the artists who worked on E.O.E.; they did a beautiful job. If only the rest of it were built with so much love...

LIFESPAN

Sadly, Eve of Extinction will out-live most insects out there. That's a shame, because at least when mosquitoes suck, it's for a purpose.

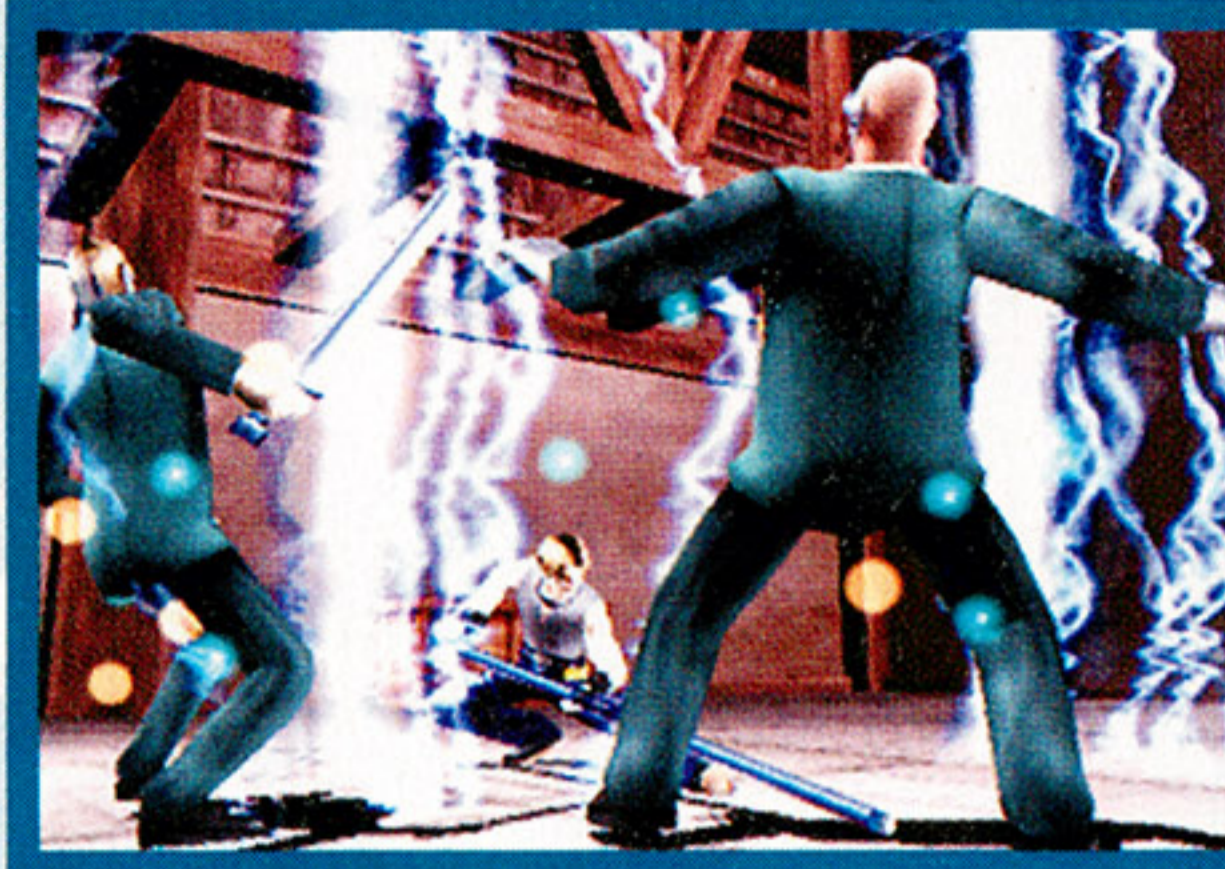
EXTRAS

E.O.E.'s full of them: It's extra frustrating, extra repetitive and extra time-wasting. Mostly, it's an extra blow to gamers.

NOW RATED

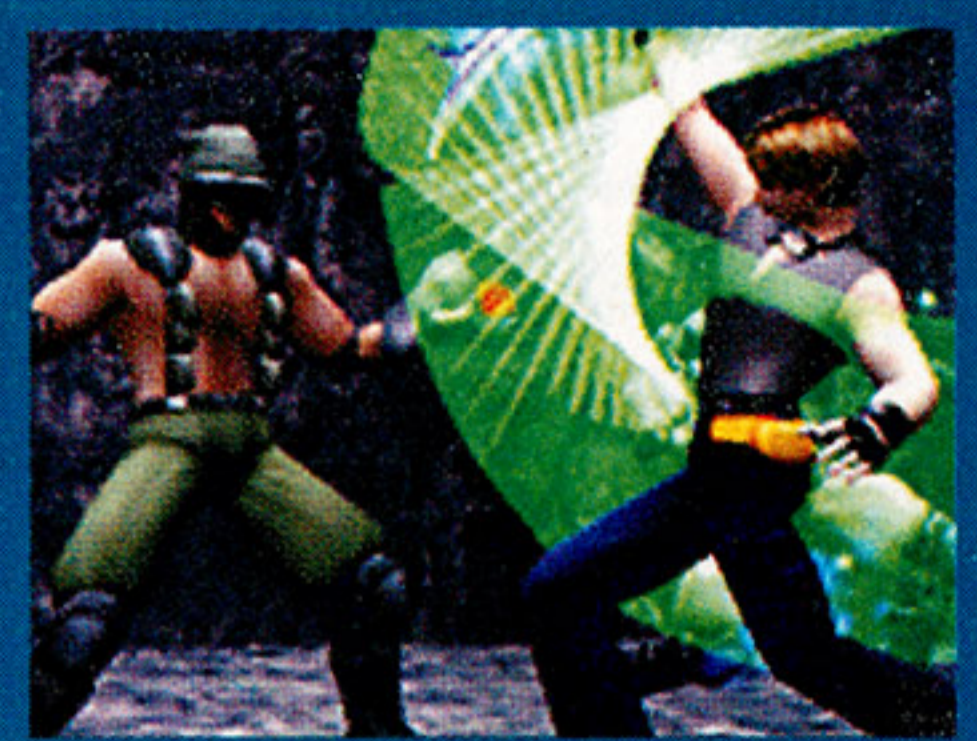
If you like painful experiences, we suggest licking a cheese grater, jumping through a windshield or punching yourself in the gut... Save E.O.E. for the last resort.

D-



A game with graphics this nice can't be so bad, right? Wrong.

◀ Nope. It's not the shower room at your local Bally's. Just another level with the same guys with the same suits. Whee.



EVE OF EXTINCTION

“ This game puts the ‘stinc’ in extinction. ”

When I heard that Eidos was releasing *Eve of Extinction*, I quickly thought of *Eve of Destruction*, the cheesy sci-fi flick with Gregory Hines. Originally, I shuddered at playing a game with female cyborgs, bad mustaches and tap dancing, but after playing *E.O.E.*, I realized what a treat that would've been.

Because my mom always said if I didn't have something nice to say, to not say anything at all, I'll spend the rest of this review actually thanking *E.O.E.* for all the warm and fuzzy memories we recently shared together...

First, thank you, *E.O.E.*, for naming the game's hero "Josh Calloway." With someone who sounds so tough-as-nails taking on a corporation named "Wisdom," I've never felt so valiant in a video game, or my life for that matter.

Thanks for letting Josh's girlfriend tag along in the game and

for programming her to frequently nag and criticize me whenever I messed up. Art imitates life and *E.O.E.* took that to the max!

Also, thank you for letting me battle the same five enemies over and over (variety would've just spoiled the whole thing for me), and for limiting me to weapons like tonfas, even when I'm taking on military helicopters. Karate chopping a legion of tanks would've only made the game better...but maybe next time.

You're too sweet. Thanks for making me reset the camera in *E.O.E.* more than I got to play the game itself. Oh, and I adore the fact that I cannot look up or down when I have to jump. Plummeting to my doom 80 times in a row sure builds character and has made me a better person!

And speaking of jumping, thanks for making the action so incredibly difficult. Switching to the Rod, hitting the ground with it to propel Josh in the air, circling through my

inventory and then selecting my bare hands to "land" with is good times. Normally I'd like control similar to the awesome *Devil May Cry*, but you showed me the error of my ways. Thanks so much.

Sorry, Mom. I tried to be nice, but I can't do it any more. Folks, if you see this game coming toward you, avoid eye contact, walk away slowly, and get your PS2 to safety. Plain and simple, this game puts the "stinc" in extinction.

- Mark Manzo



See these five guys? Get used to them. You're going to be fighting them over and over for hours. ▼



FACT FILE

EVE OF EXTINCTION

■ Publisher: Eidos

■ Players: 1

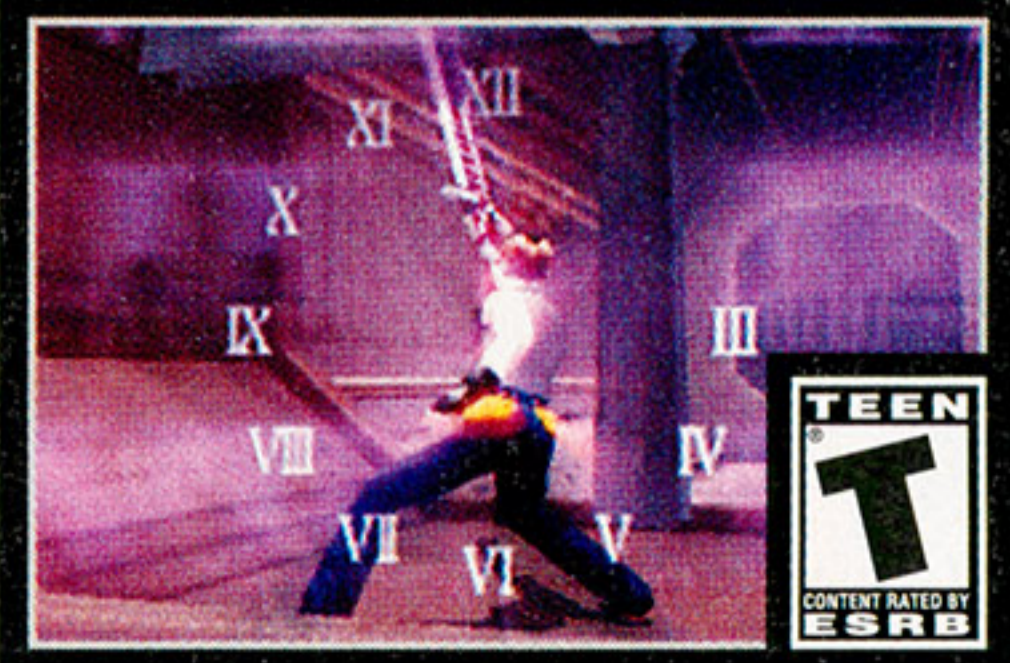
■ Release: Available Now

■ Genre: Action

■ Website:

www.eoegame.com

PS2 PLAYSTATION 2



PROS and CONS



- Massive, spooky environments
- Classy acting
- Cool power-ups



- Annoying slow-down problems
- Early levels might lull you to sleep



CONTROL

Sometimes it feels like you're in charge of moving the screen instead of Kain. Even so, fighting and jumping controls are passable.

IMPACT

These graphics are superb until jaw-dropping slowdown slices the screen into a choppy mess. At least the acting is top-notch.

LIFESPAN

10 stages might seem short, but some of these levels will take several hours to complete. Overall, the quest length is satisfying.

EXTRAS

Players looking to max out Kain's attributes will enjoy combing the levels for hidden chests, new weapons and hapless victims.

NOW RATED

Blood Omen 2 might be a little rough around the edges, but players seeking a gory good time will find it here. Go for the superior Xbox version if you can.

B-

✓ Kain totally sucks. His insane powers of suckage point to incredible lung power. Secretly, we bet he's a killer tuba player.



Enemy vampire bosses pose a major threat to Kain. Scope this creep's massive life meter!



BLOOD OMEN 2

“...Should quench your thirst for a gruesome gothic adventure...”

The Legacy of Kain series wasn't always about endless cinemas and that sky blue do-gooder, Raziel. Nope, the original title cast you in the role of Kain, a bloodthirsty vampire laying waste in action/RPG style. Crystal Dynamics made a wise decision in bringing Kain back for a second round of crimson vengeance, but a few quirks taint Blood Omen 2's blood supply.

It's impossible to speak of this game without first mentioning its graphics. These immense cities look better than just about any-

thing else on the PS2. The wow factor of these grimy, dingy streets will floor you, but the beauty has a dark side—whenever the game loads, the screen slows down to a choppy, jarring mess. When this happens while fighting, the on-screen action will stop even though Kain is still getting hit. (this frustrating problem does not plague the Xbox version).

Thankfully, the gameplay has no fatal flaw. It's much like that of the Soul Reaver games, except that Kain sports some grisly vampiric attacks and spells. Each of the game's 10 levels strikes a pleasing balance of combat, exploration and puzzle-solving, although the initial few

stages seem dull and easy compared with the later challenges. The fighting system offers only a small number of moves and a blocks, but it gets the job done. Choppiness aside, Blood Omen 2 should quench your thirst for a gruesome gothic adventure.

- Shane Bettenhausen



^ Sure, you suck some blood in BO2, but you also flip a lot of light switches.

Kain charms an enemy to do his evil bidding. Evil is fun! Mwahahaha!

FACT FILE

BLOOD OMEN 2

- Publisher: Eidos
- Players: 1
- Release: March
- Genre: Adventure
- Website: www.legacyofkain.com

PS2 PLAYSTATION 2



MATURE
M
CONTENT RATED BY
ESRB

PROS and CONS



- Great music
- Makes great use of the Dual Shock's analog buttons
- Cool mini-games



- Can get repetitive
- Steep learning curve



CONTROL

The pressure-sensitive nature of the controls makes things very tough at first, but give it time and you'll get used to it.

IMPACT

The music is what makes MM! stand out. Successfully conduct Beethoven's Ninth, and you'll wish all games used classical music.

LIFESPAN

If you're a music game veteran, you shouldn't have too much trouble beating this game once you get the controls down.

EXTRAS

Medley Mode doubles the number of pieces to conduct, and there's 10 simple-but-fun mini-games to unlock.

NOW RATED

Mad Maestro!'s control scheme is simultaneously innovative, fun and endlessly frustrating. It's the fantastic music, however, that will keep you coming back for more.

B-



Perform well enough in the Medley Mode, and you can unlock a variety of fun mini-games.

The game's biggest challenge comes from hitting the buttons with the proper pressure. Watch those colored circles!

MAD MAESTRO!

“...You'll screw up more than one piece before getting the hang of it.”

At no point during this game does the maestro become overly angry or go insane. That being said, I don't know why Eidos choose to call this game *Mad Maestro!* as opposed to its original Japanese name, *Bravo Music*.

Regardless, it's just nice to see this game released in the States considering that video game players aren't necessarily the biggest fans of classical music. That's right—*Mad Maestro!* features full-on classical music. This alone makes the it stand out in the

music game genre, which is usually dominated by hip-hop or pounding techno beats.

Also, instead of pressing specific buttons like in other music games, *Mad Maestro!* takes advantage of the Dual Shock's analog buttons by making you hit them with a certain amount of pressure to successfully conduct the music.

Getting used to this control scheme is not easy, and you'll screw up more than one piece before getting the hang of it. There's quite a few stages, but after a while, merely pressing a button with varying degrees of pressure gets a bit tiresome. Still, I found myself continuing so I could master the game's Medley Mode

(which features new music and is akin to *PaRappa's Rappin' Cool Mode*) and unlock the multiple oddly-addictive mini-games.

Sure, it's not the best music game out there, but the unique controls and great music make it well worth playing.

- Phil Theobald



There's no indicator of how well you're doing during the final concert.



If you have mad conducting skillz, you can freestyle in Medley Mode.



FACT FILE

MAD MAESTRO!

■ Publisher: Eidos

■ Players: 1

■ Release: March

■ Genre: Music

■ Website:

www.eidos.com



PLAYSTATION 2



EVERYONE
E
CONTENT RATED BY ESRB

PROS and CONS



- Great premise
- Bizarre humor
- Sucking blood is always fun



- Poor hit detection
- Small environments
- Dated graphics



CONTROL

Although the control itself isn't bad, the hit detection is horrible. You'll find yourself ramming into walls that you're far away from.

IMPACT

Mr. Mosquito looks dated, but you really won't notice once you start flying around the room waiting for the perfect moment to strike.

LIFESPAN

Mister Mosquito is neither long nor terribly difficult. The "second quest" adds some longevity, but not much.

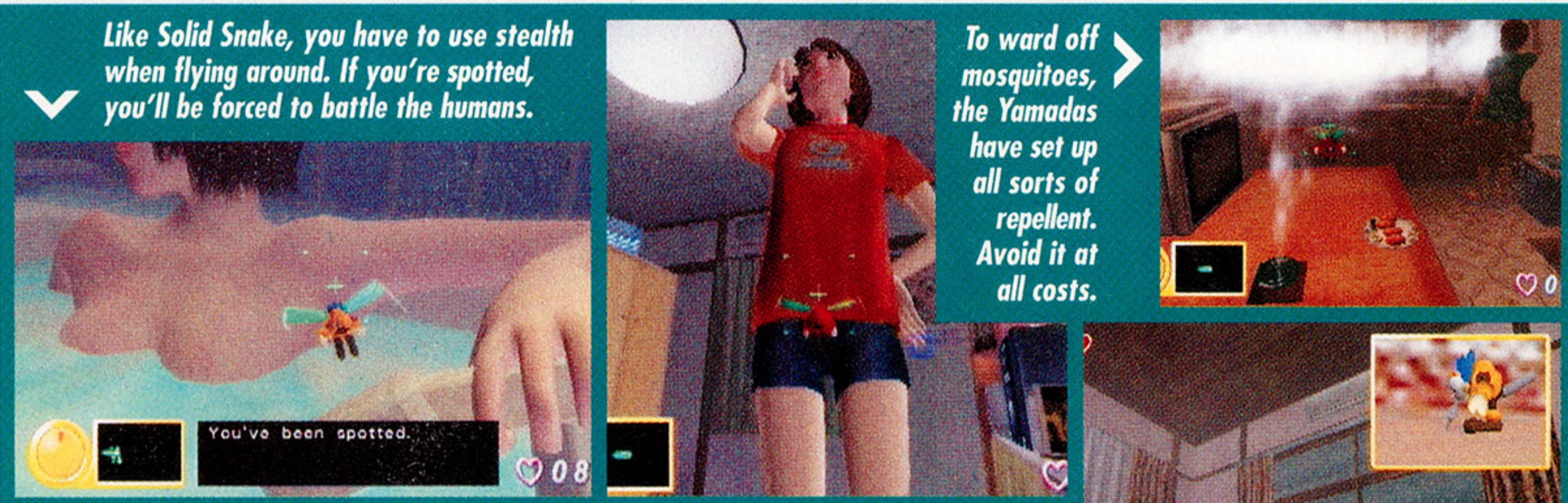
EXTRAS

There's hidden blood storage tanks to find and extra mosquito colors to unlock, so you're rewarded for exploring.

NOW RATED

Mister Mosquito isn't overly complicated, but it's innovative and has personality to spare. If you don't mind a little wackiness in your gaming, give it a try.

B



Like Solid Snake, you have to use stealth when flying around. If you're spotted, you'll be forced to battle the humans.

To ward off mosquitoes, the Yamadas have set up all sorts of repellent. Avoid it at all costs.

MISTER MOSQUITO

“...Now Americans can play this excessively original mosquito simulator.”

When *Mister Mosquito* was released in Japan about a year ago, everyone assumed that such a bizarre game would never be released in the U.S. Luckily, Eidos' Fresh Games label has proven everyone wrong, and now Americans can play this excessively original mosquito simulator. If the game's premise—sucking blood from people without being noticed—isn't a set-up for fun, we don't know what is, and that alone is enough to score some major points with us. Also adding to the

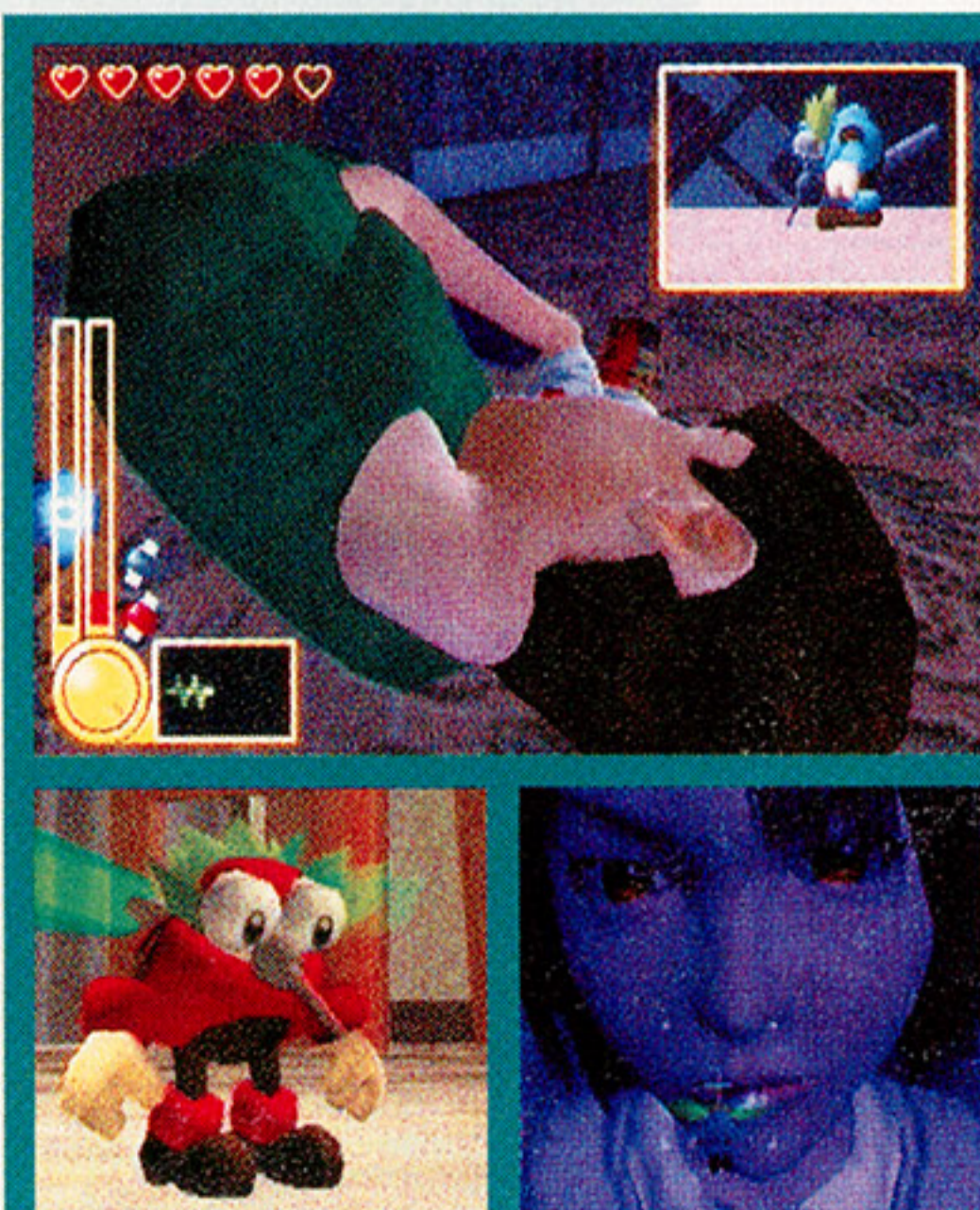
fun is the game's dark sense of humor, as evidenced by the crazy lifestyle of the family you torment, and the announcer's overly-enthusiastic narration.

Unfortunately, *Mister Mosquito* does have some problems. For starters, the graphics are obviously dated. Take one look at the game and you'll know that the it came out a year ago. Another gripe is the small size of the various stages, which are bound to cause claustrophobia in some people. Granted, there are several nooks and crannies to explore, but you'll still see everything pretty quickly. The biggest concern I have, though, is about the hit detection. It's bad. You'll notice Mister

Mosquito bumping into walls and floors when it looks like he's nowhere near them, and that can put a damper on the experience.

That said, *Mister Mosquito* may not be perfect, but it's still loads of fun to play. Give it a try if you dig originality.

- Phil Theobald



Be careful when you're sucking blood. You don't want to get smacked.

Attacking the glowing red spots will relax angry Yamadas during battles.

FACT FILE

MISTER MOSQUITO

- Publisher: Eidos
- Players: 1
- Release: March
- Genre: Mosquito Sim.
- Website: www.eidos.com

PS2 PLAYSTATION 2

This game contains scenes of explicit itchiness.



Despite avoiding public restrooms, Kat dealt with a case of nasty crabs.



I don't want to start any rumors, but what sort of pirate carries around a lime-green sword?

Any hot-blooded male will appreciate a nice pair of... err... polygons.



PIRATES: THE LEGEND OF BLACK KAT



“...Black Kat will have you shouting, ‘Avast, ye mates!’ before too long...”

Since the release of Sid Meier's *Pirates* on the Commodore 64 in 1987, gamers have been treated to precious little swashbuckling adventure and seafaring action. In *Pirates: The Legend of Black Kat*, EA and Westwood deliver two almost complete games of each—half your time will be spent firing cannonballs on the high seas, and the other half will be spent slicing scallywag pirates into sushi.

Hitting the high seas (*ed note, Lee likes the gratuitous use of high seas) on a galleon has never been this fun. Battles between multiple ships are a good mix of strategy and action.

Visually, the game's a mixed

bag. Dated graphics are offset by nice damage models, complete with tattered sails and splintering hulls. Upgradeable ships and somewhat interesting locales also help the atmosphere.

The landlubbing adventures aren't as enjoyable as time spent at sea. Most of the action consists of repetitive slash n' parry battles.

Camera control is done via the right analog stick and does a good job of keeping the enemies on-screen. Various swords, items,

and mojo goodness give a diverse way to sack and pillage your friendly neighborhood bad guy paradise.

Once you get past its somewhat iffy graphics, *Black Kat* provides many a good hour of game-play glory. Between the sailing the high seas and digging for buried treasure, *Black Kat* will have you shouting “Avast, ye mates!” before too long... just don't do it at 2 a.m. from your bedroom window.

- Lee Stabler

FACT FILE

PIRATES: THE LEGEND OF BLACK KAT

■ **Publisher:** Electronic Arts

■ **Players:** 1

■ **Release:** Out now

■ **Genre:** Adventure

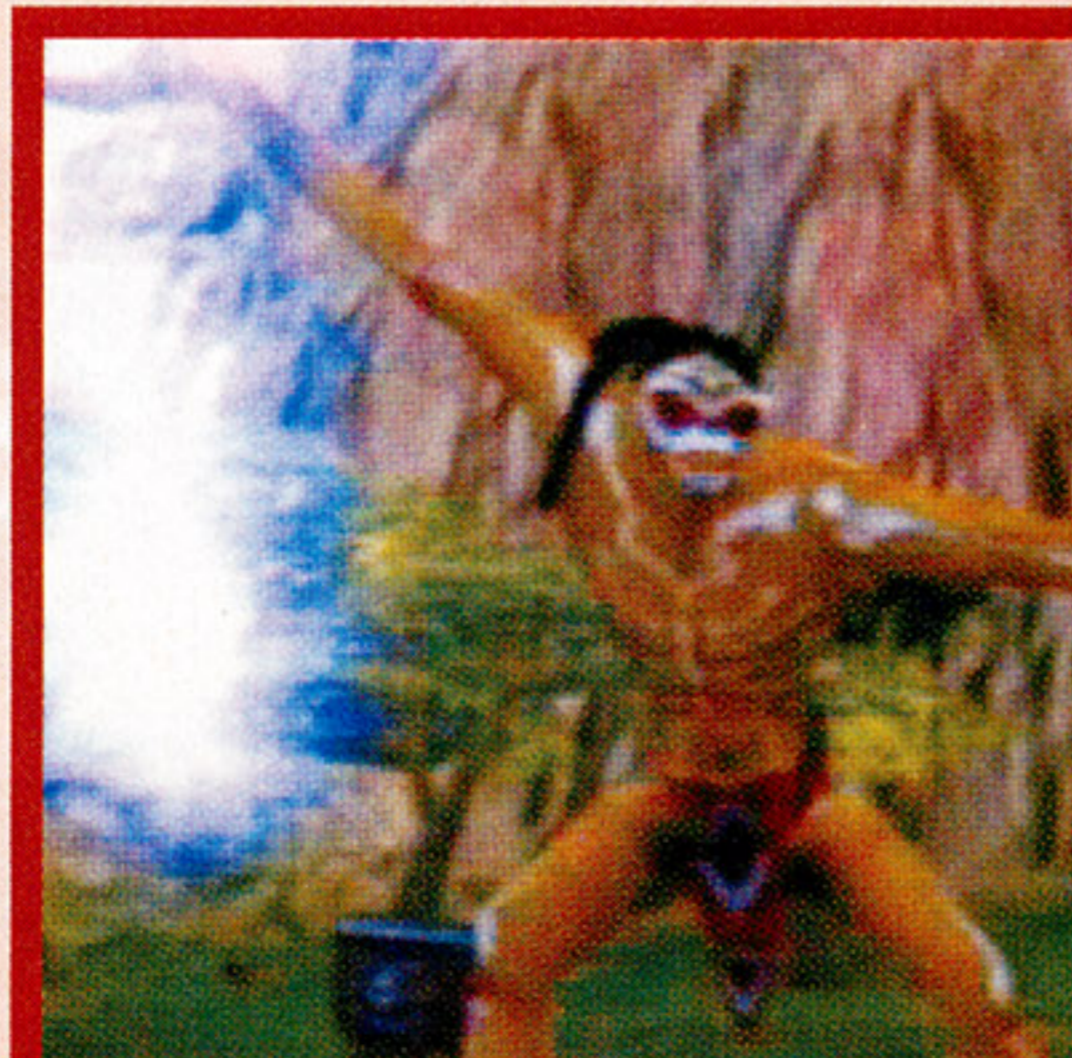
■ **Website:**

www.ea.com

PS2 PLAYSTATION 2



What's a pirate game without a lil' bondage?



One stiff breeze and we're looking at a disaster of indecent proportions.



BUCCANEERS' BOUNTY

Here are a few buried treasures that'll turn you from a knock-kneed deck swabber to the Dread Pirate Roberts in no time.



LAND STRATEGIES



BLOCK!

The PS2 controller has an L1 button for a reason, so use it! Early enemies can be beaten easily by jamming on the X button, but after the first hour of play, that will not be the case. The key to success is the tried and true method of blocking, then counter attacking. It might take a little longer, but it will keep you alive.

POWER ATTACK

Save your power attacks till you need them. While they look pretty and are complemented by EA's typical "dramatic camera angles," they are most effective against the big bosses when you won't be left exposed to other opponents.



JUMPING

Jumping isn't just for getting over obstacles. In battle, jumping can be just the tactic you need to get behind a formidable foe. Double jumping also has a few extra surprises, including my favorite—the ability to get really high and throw a powder keg straight down at a group of surrounding enemies. Blowing up gorillas really shouldn't feel this good.



EVEN UP THE ODDS

When you see clusters of enemies at a distance, feel free to take one out from far away with knives and/or powder kegs. By the time you get hand-to-hand, you'll be dealing with a much more manageable melee.



SAVE OFTEN

The save parrots are normally located on every port of an island, and also around areas where you're likely to die MANY times.



CHEATER'S COVE

No one ever said that pirates played by the rules. Here's a few codes to help you be a real pirate:

All of the following codes must be entered during regular gameplay. To pull off the cheat, first, hold down the R1 and R2 buttons, then press the sequence of buttons listed below.

Take No Damage on Land

X, Circle, L3, Triangle, R3, SELECT, R3, L1, L2, and Square.

Take No Damage on Sea

SELECT, Triangle, L1, X, R3, L2, Square, R3, Circle, and L3.

Unlimited Items

Triangle, L1, SELECT, L2, R3, L3, Square, X, R3, and Circle.

Unlimited Wind Boost

SELECT, L1, R3, Circle, L2, Triangle, X, and L3.

Advance to Next Sword

R3, SELECT, L2, L3, Square, X, L1, Circle, L3, and Triangle.

Get All Treasure Chest Keys

Circle, SELECT, X, Square, R3, L1, L3, L2, Triangle, and L3.

Reveal All Treasure Chests

R3, X, Triangle, L3, Circle, L1, Select, L3, Square, and L2.

Reveal Buried Treasure Locations

Circle, X, Square, Triangle, L1, SELECT, L3, L2, L3, and R3.

Extra Gold

Triangle, R3, L3, X, Square, R3, SELECT, L1, and Circle.



SEA STRATEGIES

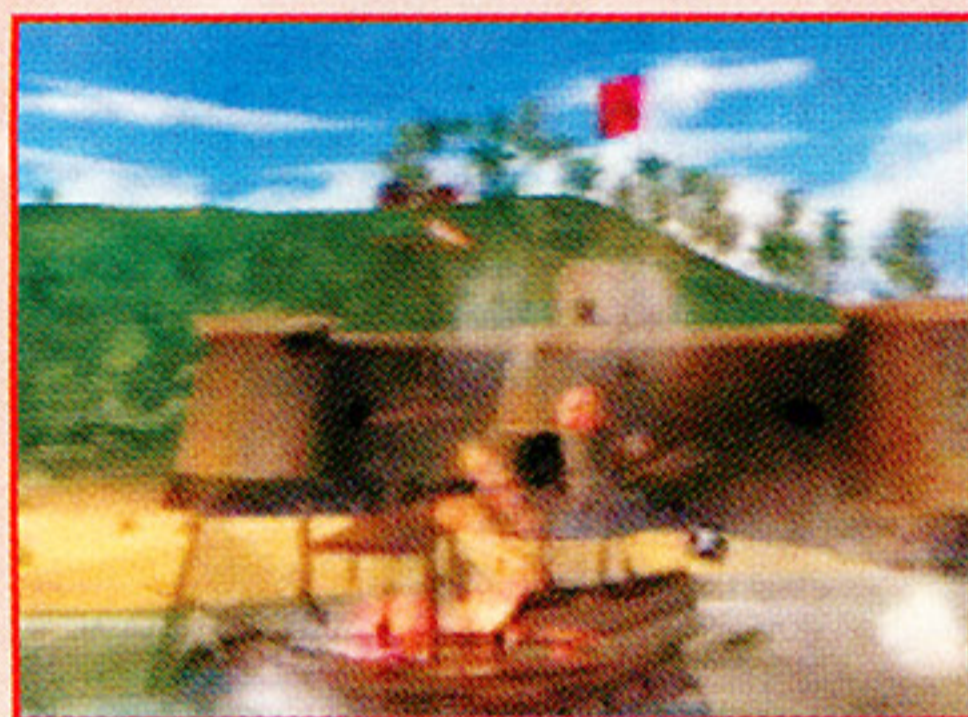


SPENDING YOUR BOUNTY

Spend your bounty wisely. The most important thing you can do is upgrade your ship. After you improve your ship (you can only improve your ship once per "area"), fill those cannon slots. I found the bigger ships to be the best, due to the extra cannon slots available. For the most part, I skip the sail and lumber purchases, since you'll often find these items in the wreckage of battle.

SHIP PLACEMENT

Ship placement in battle is key. Keep the enemy's rear (or front) lined up alongside your boat in order to dominate battles. Feel free to use wind boost to keep this alignment while pounding away with your cannons. Most ships (although not all) do not have cannons fore or aft. Also keep in mind that a wise captain will do whatever possible to avoid being rammed on his or her broadside.



USE ITEMS

Items can sway the balance of almost any fight. As in most vehicle combat games, it's all about finding a weakness. Items help achieve that goal. Stinkpots work well to blind a ship with a gun advantage. Chain shots serve to shred the sails on speedier vessels. Flame pots can deliver chaotic flames across bigger hulled enemies..



STICK AND MOVE

If you are fighting bigger ships, or a Crimson Fortress, wind boost your way past them, firing as many cannon shots as possible. These strafing runs may take a while, they allow you to do some damage with limited risk to your vessel.



KNOW YOUR FOE

Ships come in different sizes, strengths and, most importantly, cannon positions. Make sure you know where you should be to avoid damage, if you can outrun the enemy, and how some of the many enemy ship captains think. Most ships have a blind spot where they can't hit you at all. Once you gain a feel for combat on the high seas, you'll be dishing out more punishment than Tanya Harding in a celebrity boxing match.

PROS and CONS



- You get two games in one
- Good game design
- Tight control



- The graphics are really dated
- Weak-sauce sword-fighting



CONTROL

Intuitive and clean. Does its job and doesn't get in your way in land or sea battles. Land combat could be deeper, though.

IMPACT

The graphics are from the early PS2 era. Water is pretty when on the horizon, but doesn't compare with Splashdown when in motion.

LIFESPAN

Adventure Mode is deep and should keep you busy for quite some time. Multiplayer will have you playing this game even longer.

EXTRAS

Hundreds of artwork extras are littered around the islands. The Sea Battle Mode also provides a deep mini-game experience.

NOW RATED

Black Kat is a surprisingly fun adventure game. If you're looking for something to keep you sane until the next Konami/Capcom release, give it a spin.

B

PROS and CONS



- Detailed graphics
- Tons of extras



- Pitching speeds are off
- Batting timing feels delayed
- Fielding/throwing a little delayed



CONTROL

The most important part of a baseball game is the batter/pitcher interface. ASB is very advanced, but mired in timing problems.

IMPACT

Beautiful graphics. The animation and collision detection get a seeing-eye single from last year's outing.

LIFESPAN

With a GM-style Franchise and Expansion Modes, this title has a nice long lifespan. Franchise Mode could use a better trading system.

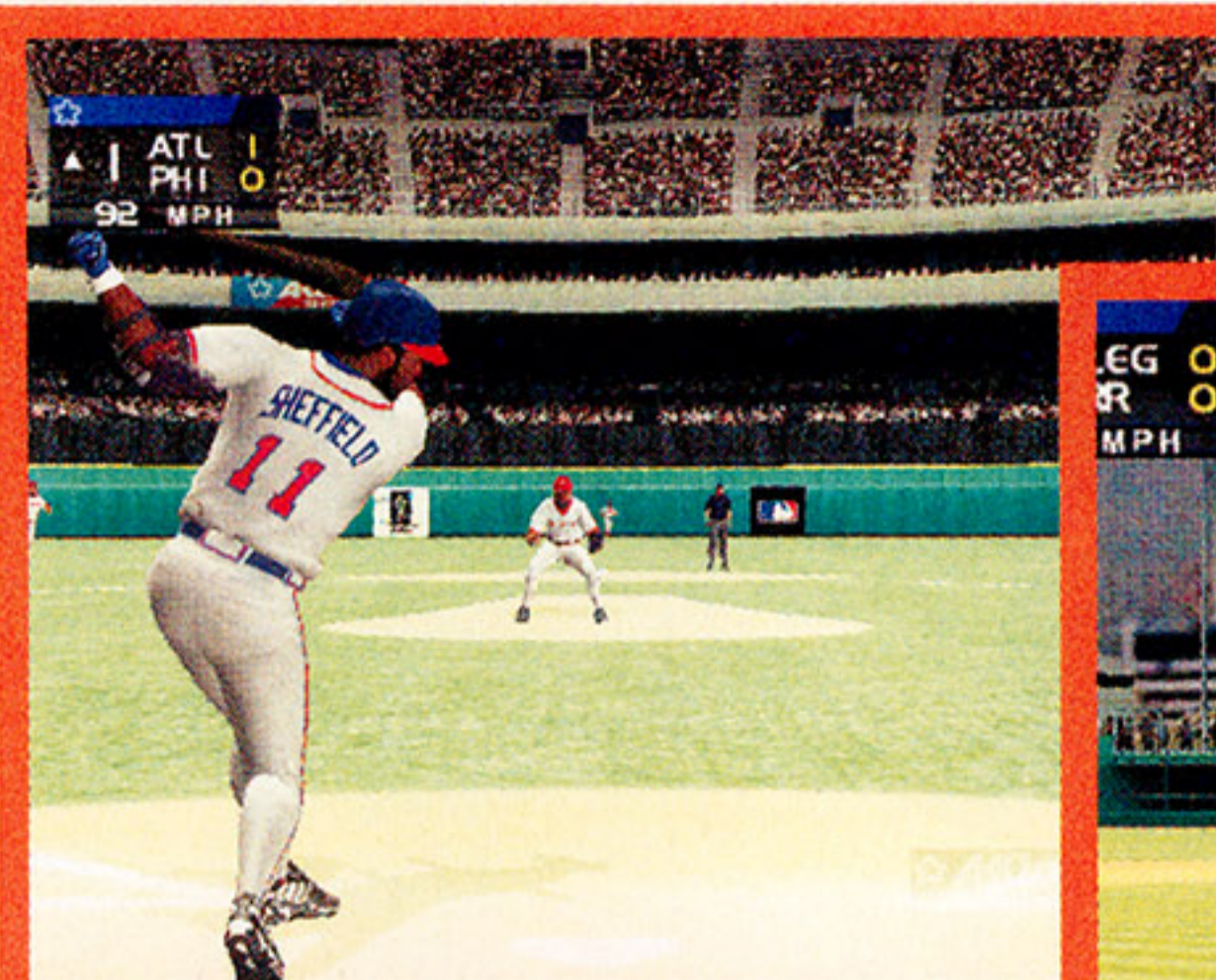
EXTRAS

From trivia games to create-a-player to homerun derby to batting practice, All-Star Baseball 2003 has extras to spare.

NOW RATED

All Star Baseball 2003 is the best baseball game to date on the Xbox, but given the competition, that's not exactly a ringing endorsement.

B-



Sheffield lets the bat fly, dramatically showing that this ASB has included the players' signature moves.

TV-style camera angles add a certain charm to the game.



ALL STAR BASEBALL 2003

“Acclaim takes a few steps forward, but stumbles at the finish line.”

All Star Baseball was, for a period of time, the Toronto Blue Jays: a proud franchise with a few World Series rings to its credit. Like Toronto, however, it quickly vanished out of the playoff picture. While ASB 2003 is an improvement, it's still not playoff-worthy.

The series has always been about the revolutionary batter interface. Angling your bat to compensate for different pitches, using a power swing and other nuances made this a hitter's game.

Now, however, the learning curve is dreadfully steep. Fastballs can be nearly unhittable. Striking out 10+ times a game becomes commonplace, as does the amount of time you want to break the controller.

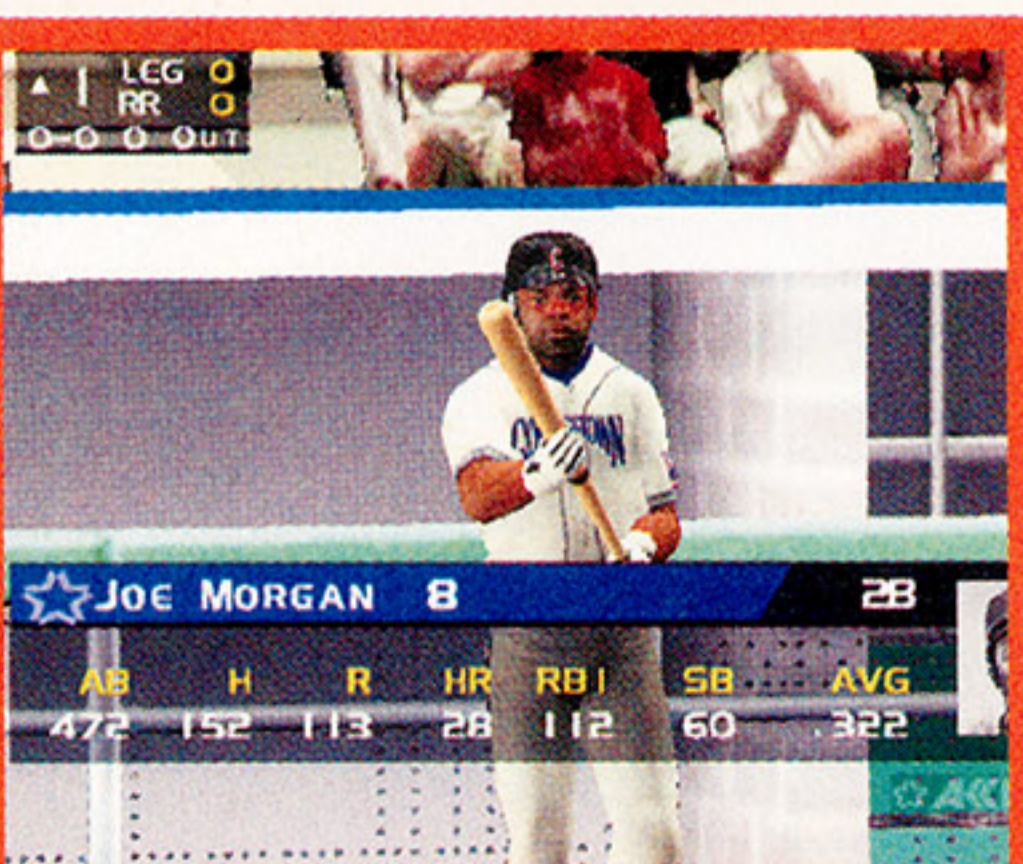
ASB thrives on the graphical front. Players, complete with real-

istic faces, are very proportional. The animation and collision detection problems of last year's title have been cleaned up and allow the novice player to make dazzling catches with ease.

Franchise Mode is deeper than any console game before it. Complete with a farm system, the “normal” Franchise Mode captures much of the GM/coach aspect of the game. The “Expansion” franchise mode is a valued addition as well, allowing you to draft a team from the “fringes” of each team's 40-man roster and take your custom team to the pennant.

Even with all the extras and the fantastic graphics, the batting and pitching problems serve up a difficult dish to enjoy. If you can get past the odd feel in the batter's box, you'll absolutely love the game.

- Lee Stabler



Joe Morgan is double-dipping. He's also an announcer in Triple Play.

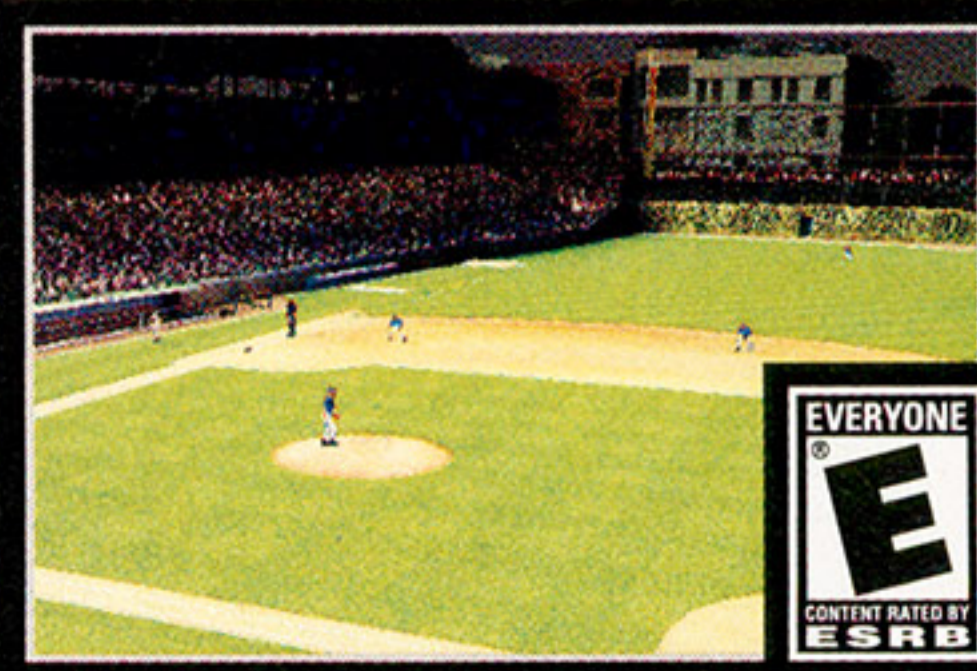
Gotta sneak a look up at the jumbotron during a homerun trot.



FACT FILE

ALL-STAR BASEBALL 2003

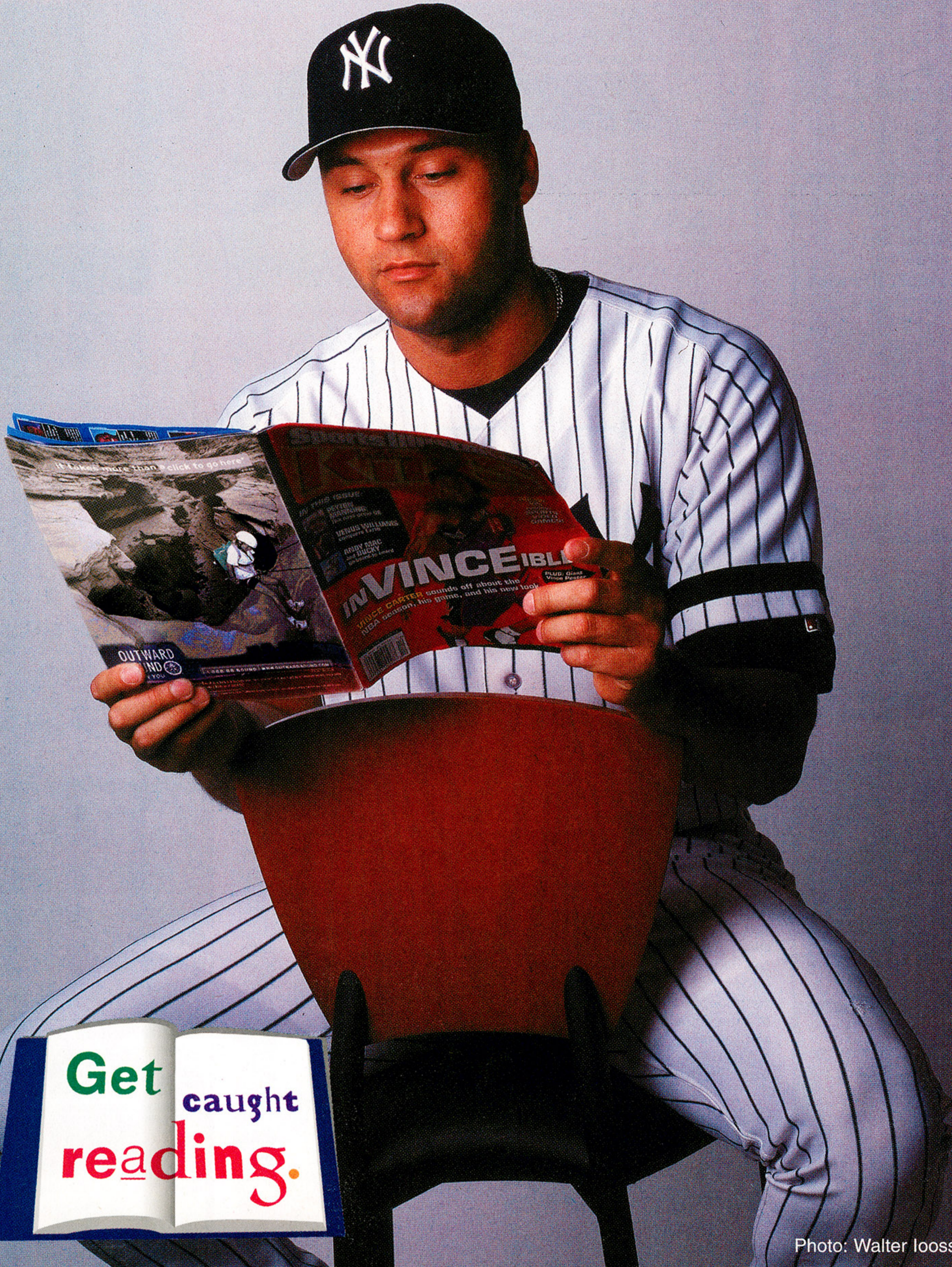
- Publisher: Acclaim
- Players: 1-4
- Release: Out now
- Genre: Sports
- Website: www.acclaim.com



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Photo: Walter looss Jr.

Derek Jeter caught reading.

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PROS and CONS



- Great graphics
- Easy to get into
- Cool monster transformations



- D-pad is a pain
- Limited play fields
- End boss is unbelievably cheap



CONTROL

This is the one area where PS2's *Bloody Roar 3* excels over this title; the Cube controller was not meant for fighting games.

IMPACT

Ever wonder how your GameCube compares graphically with the Xbox and the PS2? This game will convince you of the machine's power.

LIFESPAN

The fighting system is not particularly deep, but this will always be a fun game to pull out when you have a bunch of buddies over.

EXTRAS

There aren't many extras to speak of, but I was impressed with the anime cut-scenes that are scattered liberally throughout.

NOW RATED

The Cube's first major one-on-one fighter is a real winner. If you're a fan of Hudson's were-beast series, this is a must-have—it's the best *Bloody Roar* yet.

B



That bright purple flash means that a beast change is coming on. As an animal, you have incredible powers.

There's something creepy about giant rabbits that fight like human beings. Maybe it's the blood red eyes that do it...

BLOODY ROAR: PRIMAL FURY

“...A release that towers over the PS2 version, particularly in the presentation area.”

Aside from the occasional great-looking first-party release, Nintendo's GameCube has become a veritable video game wasteland. All we've seen for months are sloppy ports of PS2 titles that have little regard for the power of Nintendo's cool new system.

To that end, Activision could simply have brought the PS2's *Bloody Roar 3* to the GameCube and called it a day. Thankfully, it actually decided to go the extra mile and rebuild the game from scratch. The result is a release that towers over the PS2 version, particularly in the presentation area.

So what's new? Totally fresh character models, for starters. *Primal Fury*'s beasts look almost as good as the figures in Tecmo's

standard-setting *Dead or Alive 3*. Kick-ass anime sequences are also welcome additions; they pop up at the end of every one-player game, and really help to flesh out the characters and their conflicts.

Gameplay is the same as it's always been—fast, engaging, and fun for both experts and newbies. This is a wonderful introductory 3D fighter for players who are intimidated by the depth and complexity of *Virtua Fighter 4* or *Soul Calibur*. It doesn't have the long-

lasting appeal of these games, but it can't be beat at parties, and it is as capable of turning heads as *Rogue Leader*.

As a first-generation game, *Primal Fury* is shockingly solid and well worth trying out.

- Ethan Einhorn

FACT FILE

BLOODY ROAR: PRIMAL FURY

- Publisher: Activision
- Players: 1-2
- Release: Available Now
- Genre: 3D Fighting
- Website: www.activision.com



GAMECUBE



← Lions and tigers and moles? Oh my! Stick with the tough animals.



TEEN
T
CONTENT RATED BY
ESRB



← Saving the world, one babe at a time...



← Bond gives a whole new meaning to "silent but deadly."



007: AGENT UNDER FIRE

007 SECRETS STRATEGY GUIDE



Move over *Halo*, there's a new guy in town: His name is Bond, James Bond. That's right. The suave one's finally making his way to the Xbox (and GameCube) with enough weapons, fast cars, cool gadgets and finesse to make a certain Master Chief green with envy. We've blown out all the single and multiplayer secrets you'll need to get your Bond on and leave your buddies "shaken, not stirred," so if you want to save the world and get the girl, read on.



ALL THE RIGHT MOVES

Want to unlock all the secret goodies? You'll need to pull off moves "the Bond way." Here's all the special moves you'll need to perform to earn major points in each mission. Accumulate enough points, and you'll unlock something special. Good luck!

FACT FILE

007: AGENT UNDER FIRE

■ Publisher: Electronic Arts

■ Players: 1-4

■ Release: Available Now

■ Genre: FPS

■ Website:

www.007ea.com



XBOX



1. TROUBLE IN PARADISE

- Use the Q-Claw to get to the top entrance. 2,000 pts.
- Use the Q-Decryptor on door 1. 3,000 pts.
- Use the Q-Decryptor on door 2. 2,000 pts.
- Open the armory door. 5,000 pts.
- Use the Q-Laser to break the walkway gate. 2,000 pts.
- Destroy the forklift. 4,000 pts.
- Drop the crate on the soldiers. 2,000 pts.

Total moves: 7

Total possible points: 20,000

2. PRECIOUS CARGO

- Destroy the fuel station. 2,000 pts.
- Eliminate the plaza soldiers with gas barrels. 1,500 pts.
- Eliminate the factory generator soldiers with gas barrels. 1,500 pts.
- Make the gunner fall from helicopter 1. 1,000 pts.
- Make the gunner fall from helicopter 2. 2,000 pts.
- Shoot out the tires of all six pursuing cars. 1,500 pts.
- Knock out factory corridor soldiers with rockets. 1,500 pts.
- Knock out gantry soldiers with the bombs between them. 1,500 pts.

Total moves: 8

Total possible points: 12,500



3. DANGEROUS PURSUIT

- Use Q-Smoke on a pursuing car. 4,000 pts.
- Hit armored van with Q-Pulse. 4,000 pts.
- Destroy roadblock with barrels. 4,000 pts.
- Knock out dock soldiers barrel. 4,000 pts.
- Blow up fuel station and soldiers. 4,000 pts.

Total moves: 5

Total possible points: 20,000

4. BAD DIPLOMACY

- Destroy first sentry laser. 3,000 pts.
- Destroy second sentry laser. 3,000 pts.
- Access second floor secret room. 2,000 pts.
- Use Q-Claw to second floor. 2,000 pts.
- Acquire keycard. 3,000 pts.
- Acquire Griffin's passcard. 4,000 pts.
- Destroy third sentry laser. 3,000 pts.



Total moves: 7

Total possible points: 20,000

5. COLD RECEPTION

- Acquire computer card. 3,000 pts.
- Enter first duct. 2,000 pts.
- Take photos of the oil rig. 3,000 pts.
- Shut off alarms with computer card. 4,000 pts.
- In the caves, Q-Claw to duct. 2,000 pts.
- Knock out an enemy with a steam cistern. 2,000 pts.
- Acquire Q-Remote program #1. 2,000 pts.
- Open Q-Remote door #1. 2,000 pts.

Total moves: 8

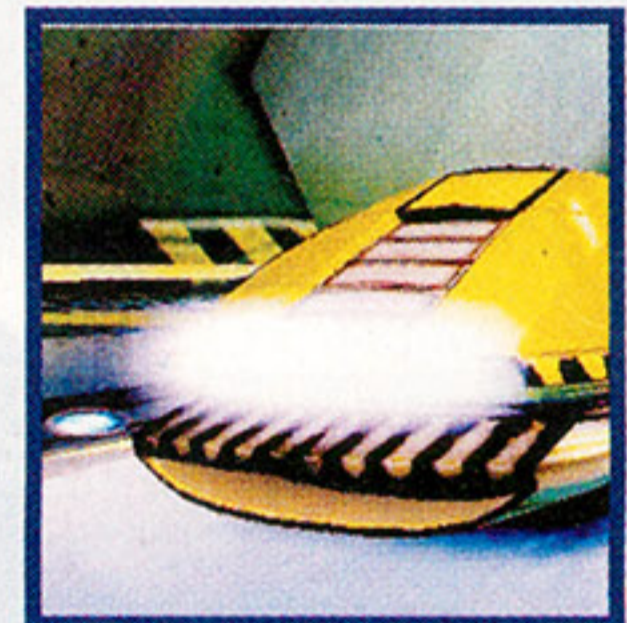
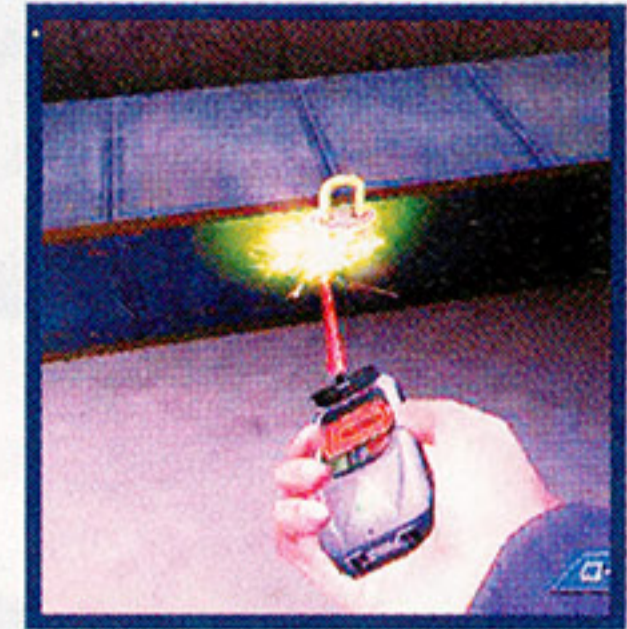
Total possible points: 20,000

6. NIGHT OF THE JACKAL

- Acquire balcony sniper rifle. 2,000 pts.
- Q-Claw to MI6 safehouse. 2,000 pts.
- Q-Claw to Embassy. 2,000 pts.
- Liberate captives. 4,000 pts.
- Open secret flag door. 2,000 pts.
- Save Damescu. 2,000 pts.
- Push Carla into fan. 2,000 pts.
- Destroy helicopter with sniper rifle. 4,000 pts.

Total moves: 8

Total possible points: 20,000



7. STREETS OF BUCHAREST

- Use Q-Slick on enemy car. 2,000 pts.
- After the Data Chip, pull off a two-wheel maneuver. 2,000 pts.
- Jump the bridge. 2,000 pts.
- Shortcut jump to the first rooftop. 2,000 pts.
- Destroy both train station helicopters. 2,000 pts.
- Cause a gas barrel chain reaction in courtyard. 2,500 pts.
- Destroy the helicopter after the courtyard. 2,500 pts.
- (Q-Vision portion) Blow up barrels near limo. 2,500 pts.
- Destroy the last helicopter over the bridge. 2,500 pts.

Total moves: 8

Total possible points: 20,000



8. FIRE AND WATER

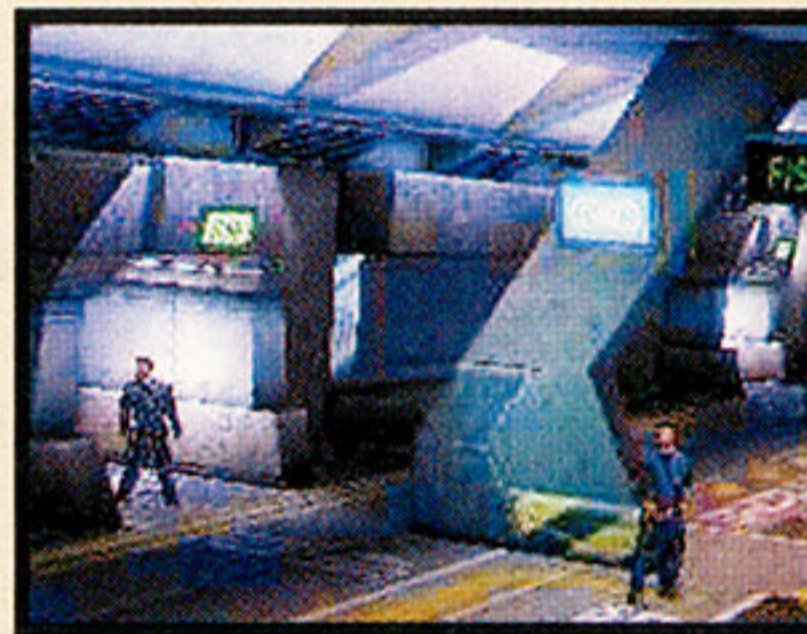
- Acquire Q-Remote Crane Program. 1,000 pts.
- On the first helipad, Q-Remote the crane. 2,000 pts.
- Q-Laser the door lock. 1,000 pts.
- Q-Laser duct #1. 2,000 pts.
- Q-Laser duct #2. 2,000 pts.
- Q-Remote lower crane #1. 1,000 pts.
- Q-Remote lower crane #2. 1,000 pts.
- Destroy helicopter #1 with the sniper rifle. 2,000 pts.
- Q-Claw to the suspended walk in the pump room. 1,000 pts.
- Q-Claw to the second cistern. 1,000 pts.
- On the tower deck, Q-Remote the crane. 2,000 pts.
- Destroy helicopter #2 with the sniper rifle. 2,000 pts.
- Q-Claw to the cage on the top tower. 1,000 pts.

Total moves: 13

Total possible points: 19,000

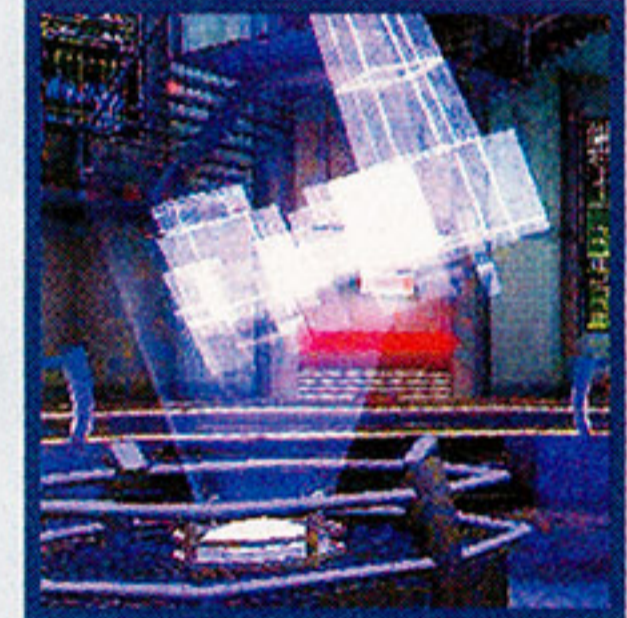
9. FORBIDDEN DEPTHS

- At the first station, shoot the red switch. 3,000 pts.
- Deactivate both steam valves. 6,000 pts.
- Disable the three vertical fans. 6,000 pts.
- In the warehouse, destroy the red barrel. 5,000 pts.



Total moves: 4

Total possible points: 20,000



10. POSEIDON

- Q-Laser hatch #1. 2,000 pts.
- Acquire Q-Remote program #1. 2,000 pts.
- Acquire Q-Remote program #2. 2,000 pts.
- Acquire Q-Remote program #3. 2,000 pts.
- (Lab 2) Hit lasers before alert. 2,000 pts.
- Q-Remote first target. 2,000 pts.
- Q-Remote second target. 2,000 pts.
- Q-Remote third target. 2,000 pts.
- Lower sub-bay bridge. 2,000 pts.



Total moves: 8

Total possible points: 16,000

11. MEDITERRANEAN CRISIS

- Q-Claw the keys. 500 pts.
- From Zoe's cell, enter vent. 1,000 pts.
- Q-Laser gate open. 1,000 pts.
- Q-Claw first stealth route. 1,000 pts.
- Q-Claw second stealth route. 1,000 pts.
- Acquire Harrier program. 1,000 pts.
- Q-Remote Harrier program. 2,000 pts.
- Q-Claw to conference room. 1,000 pts.
- Use sniper rifle on helicopter. 3,000 pts.
- Q-Laser Missile bonds. 2,000 pts.
- Acquire Missile program. 1,000 pts.
- Perform Q-Slide. 1,000 pts.
- Before ZOE is free, activate crane. 2,000 pts.
- Finally, Q-Remote the missile. 2,000 pts.

Total moves: 14

Total possible points: 19,500



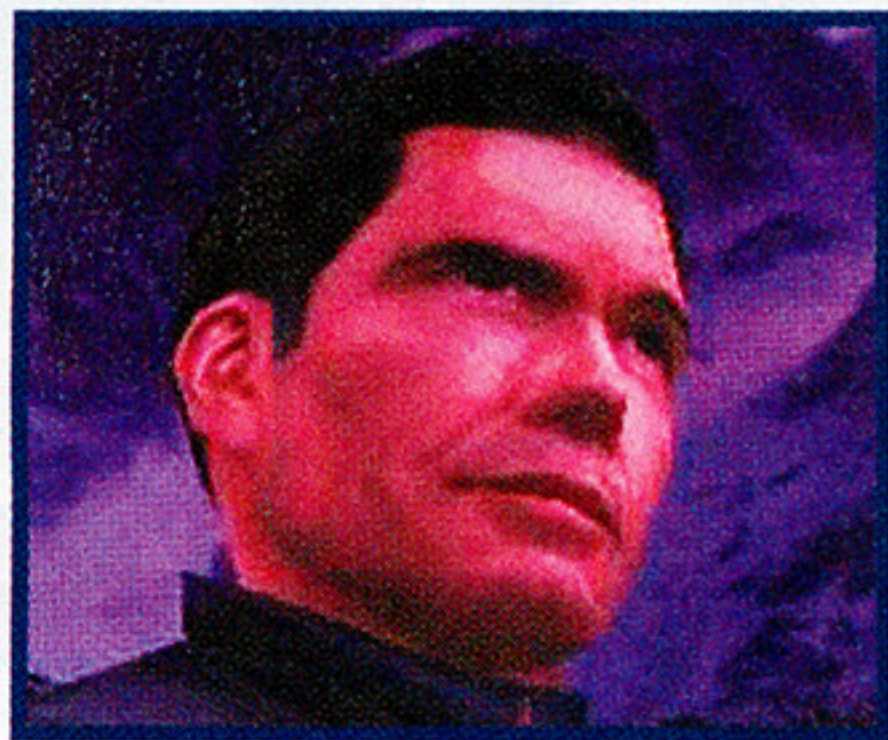
12. EVIL SUMMIT

- Q-Laser the case filled with weapons. 2,000 pts.
- In the tower, acquire the Q-Remote program. 2,000 pts.
- In the walkway, Q-Remote the door. 1,000 pts.
- Q-Slide from the second tower to the first. 2,000 pts.
- Q-Slide from the first tower to the control room. 2,000 pts.
- Shoot cable. 4,000 pts.
- Save Silo 1 hostage. 2,000 pts.
- Save Silo 2 hostage. 2,000 pts.
- Save Silo 3 hostage. 2,000 pts.
- Save Silo 4 hostage. 2,000 pts.



Total moves: 10

Total possible points: 21,000



GETTING THE GOLD

Finished pulling off all those Bond moves? If so, congratulations! You've just earned enough points to receive a Gold Medal at the end of each mission. Who cares about medals? You will when you see the secrets each medal unlocks for single player mode.

| LEVEL NAME | GOLD MEDAL SECRET |
|--------------------------|--|
| 01. Trouble in Paradise | Golden Gun (More powerful version of Wolfram P2K) |
| 02. Precious Cargo | Golden CH-6 (Rocket Launcher with full ammo) |
| 03. Dangerous Pursuit | Missiles (For driving missions) |
| 04. Bad Diplomacy | Golden Accuracy (Increases the efficiency of the Golden Gun) |
| 05. Cold Reception | Golden Clip (Increases the bullet count for the Golden Gun) |
| 06. Night of the Jackal | Golden Bullets (Increases the power of the Golden Gun) |
| 07. Streets of Bucharest | Lotus Esprit (Take the "Moonraker special" for a spin in the driving missions) |
| 08. Fire and Water | Increased Fire Rate (Increases the speed of the Golden Gun) |
| 09. Forbidden Depths | Golden Armor (Doubles body armor) |
| 10. Poseidon | Golden Grenades (Makes grenades twice as powerful) |
| 11. Mediterranean Crisis | Regenerative Armor (Armor recharges when depleted) |
| 12. Evil Summit | Ammo (Infinite ammo for the Golden Gun) |



PLATINUM EDITION

What more could you want after unlocking all that great single-player mission stuff? How 'bout some multiplayer goodness? Just earn those Gold Medals first, then play through each mission again and find all the floating 007 logos for each level. Here's what you'll earn:

| LEVEL NAME | PLATINUM MEDAL SECRET |
|------------------------------------|--|
| 01. Trouble in Paradise (4 logos) | Rocket Manor (Multiplayer map) |
| 02. Precious Cargo (6 logos) | Golden Gun (Multiplayer mode and firearm) |
| 03. Dangerous Pursuit (5 logos) | Stealth Bond (Multiplayer character) |
| 04. Bad Diplomacy (4 logos) | Gravity Boots (Special item power-up) |
| 05. Cold Reception (7 logos) | New Thug (Multiplayer character) |
| 06. Night of the Jackal (4 logos) | Viper (Multiplayer weapon) |
| 07. Streets of Bucharest (6 logos) | Alpine Guard (Multiplayer Character) |
| 08. Fire and Water (8 logos) | Calypso (Multiplayer Weapon—Sorry Twisted Metal fans!) |
| 09. Forbidden Depths (4 logos) | Full Arsenal (Multiplayer modifier) |
| 10. Poseidon (5 logos) | Cyclops Oil Guard (Multiplayer Character) |
| 11. Mediterranean Crisis (9 logos) | Poseidon Guard (Multiplayer Character) |
| 12. Evil Summit (6 logos) | Carrier Guard (Multiplayer Character) |





MULTIPLAYER MASTER

To be king of the multiplayer arena, you'll need to know the lay of the land. We've uncovered all the secret arena hot spots where you can find the best power-ups, sniping spots and even traps to become the multiplayer master!

DUNGEON (Haverrock Ruins)

- **Chamber 1:** On the second level, look for the broken bricks along one of the walls. Shoot the barrels behind the broken bricks and enter the now-exposed chamber to grab a heavy suit of armor.
- **Chamber 2:** On the lowest level, shoot the stone switch and the iron gate will raise. Run into the chamber to find a second power-up.

Total Secrets: 2

Hidden Chambers

TOWN (Blackshaw Merse)

- **Sniping Spot 1:** Behind the stack of crates near the motorway signs is a very dark alcove. Sneak into it and use it as a prime sniping position.
- **Sniping Spot 2:** Near the town's sloping road is a path next to some boxes. The boxes lead to a ladder. Take the ladder to the rooftop and use it to snipe. In addition, you'll find some armor there!

Total Secrets: 2

Sniping Spots

WINE CELLAR (Haverrock Ruins)

- **Trap 1:** In the middle arena is a large wooden cask. Deep inside is a grenade launcher and armor, but this is really a trap. Activate the cask's mechanism to crush anyone trying to grab the weapons.
- **Trap 2:** Beware of the two passages leading from the pillared courtyard! One leads to a power-up, the other dead-ends into a spike trap.

Total Secrets: 2

Arena Traps

ORANGE SECTOR (MIG Training)

Use the Q-Claw at these specific positions to avoid using ramps, jump over enemies, or even hang from the ceiling to lob grenades.

- **Q-Claw Position 1:** The conveyor belt.
- **Q-Claw Position 2:** The balcony.
- **Q-Claw Position 3:** The ledge above the middle archway.

Total Secrets: 3

Q-Claw Positions

CASTLE (Haverrock Ruins)

- **Hiding Spot 1:** Sneak into the small corridor leading to the castle's gate. It dead-ends, but you can face out for a surprise.
- **Hiding Spot 2:** Instead of jetpacking to the balcony like your opponents, use the vacant balcony steps as a prime hiding spot.
- **Hiding Spot 3:** In the alcove ruins are some steps. Take them as high as they go to find some armor and the best sniping spot in the level.

Total Secrets: 3

Hiding Places

COOLING STATION (Campbell Park)

- **The Elevator:** The cooling station is divided into three chambers. Leave the middle chamber at once and explore the two side chambers. In one of the chambers you'll find an elevator leading to the balcony. As a bonus, inside is armor and a power-up!

Total Secrets: 1

Elevator

ABBEY (Haverrock Ruins)

- **Arena Route:** There is an alternate route leading from the main arena to the corridor complex: On the exterior wall in the initial arena is an exit leading up and around a corner. Take it to avoid common attacks and to set up a basement ambush.

Total Secrets: 1

Arena Route

ARSENAL (Campbell Park)

- **Pipe Secret:** Approach the top of the middle section with the blue tunnels and shoot the pipes at the end. Steam blows from the pipes. Whenever you aren't in the pipe area but can hear the steam, an enemy has entered the area—this gives away their position!

Total Secrets: 1

Pipes Secret

HARBOR (Blackshaw Merse)

- **Hidden Armor:** In the third building with the two balconies (and FSU-4) is a sniper rifle. Head for the rifle and then up the back of the exterior ramp and you'll find a dark alcove. Inside the small alcove is some armor. Grab it and run!

Total Secrets: 1

Hidden Armor

BLUE SECTOR (MIG Training)

- **Sniping Position:** Want the best sniping position in the level? Head toward the central arena. Once there, look straight up and Q-Claw your way up to the lights on top of the arena. Hang there and blow away all of your unsuspecting opponents below.

Total Secrets: 1

Sniping Position

STATION (Blackshaw Merse)

- **The Train:** The train sitting idle in the station will eventually pull away. When it does, run down the stairs (located diagonally from the entrance) to the tracks and grab the ammo. Run back up the opposite stairs as fast as possible, or be hit by the train!

Total Secrets: 1

The Train



PROS and CONS



- Very cool visuals
- Intense action
- Multiplayer bots
- Fast, furious fun



- On-rails sequences get kinda repetitive
- In-game "spoilers"
- Bond-move music



CONTROL

Halo proved the Xbox controller is great for First Person Shooters, and 007: Agent Under Fire nails it even more. Plays like a dream.

IMPACT

Awesome! Killer shootouts, massive car chases, cinematic music and great multiplayer modes make this one amazing FPS.

LIFESPAN

Just like a great romance, the game is short but sweet. That is, until you go back and unlock all the gold and platinum medals.

EXTRAS

Secrets upon secrets help pack this game with tons of extras, not to mention all the fun to be had with the multiplayer modes.

NOW RATED

Forget those nay-sayers out there. Why watch a butt-kickin' action film when you can play one? Grab your P2K and tux, 'cause Bond is back, baby, and he's better than ever!



GAME GLANCE

No-frills Approach to Ports and Smaller Titles

If you like a game in here, don't take offense that we didn't give it the "full treatment," so to speak. It just means that the game was ripe for a quickie review. It may have been a port, it may be a simple concept re-done, it may just be a case of not being able to squeeze it in. So, rather than leave it out, we decided to do more, more, more... Here's hoping you find it useful, and if not, well, blame Phil.



SPY HUNTER

System: Xbox

Those who haven't played this on the PS2 are in for a big surprise: *Spy Hunter* is the best update of a classic arcade game we've ever seen. Fast action and rock solid play mechanics make this a must-have. Our only complaint is that it wasn't optimized for the Xbox.

PROS

You get more cut-scenes, a handful of music videos, a making-of documentary and the arcade game.

CONS

No graphical upgrade for this one, and where's the arcade *Spy Hunter II*?



BUY IT



SMASHING DRIVE

System: Xbox

This odd mix between *Crazy Taxi* and *Cruis'n Exotica* is too simple and repetitive to find its way into your permanent collection, but its not bad as a weekend rental. The graphics are sharp, the stages are cool, and the multiplayer stuff is fun.

PROS

This is really easy to get into, making it perfect for video game newbies.

CONS

The cars move very slowly, and the one-player mode gets old quick. The extras are lousy, too.



RENT IT



JEREMY MCGRATH SUPERCROSS

System: GameCube

This gives *Universal Studios Theme Park* a run for its money as the worst GameCube title on store shelves. The control is unresponsive, the graphics are N64 quality, and the tracks are uninteresting. It's a mess.

PROS

The only thing *Supercross* has going for it is a hardcore soundtrack.

CONS

Beginners will find the difficulty level of this game nightmarish, and will run away in fear, screaming.



RUN AWAY



GAUNTLET: DARK LEGACY

System: GameCube

Gauntlet is, and always will be, a love-it or hate-it kind of thing. Some people totally get into leveling up and bashing monster brains, but we thought the *Dark Legacy* experience was kinda boring and repetitive. It's not bad to rent for a party, though.

PROS

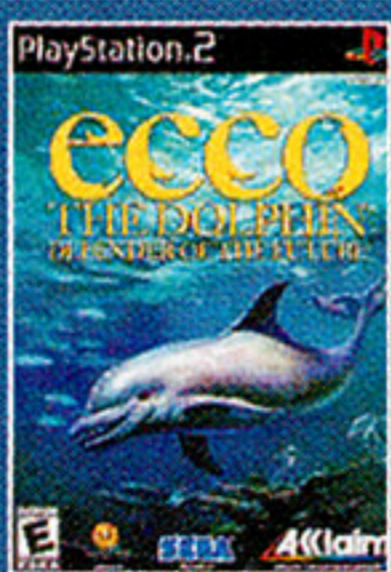
This is one of the deepest, longest multiplayer titles out there; it's a good way to blow off a weekend with your buds.

CONS

Ugly graphics and gameplay that always feels the same.



RENT IT



ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

System: PlayStation 2

If you've played the Dreamcast version of *Ecco*, then you know that it's a darn good-looking game. It's also a lot of fun, but man, oh man, is it ever difficult. You'll find yourself getting frustrated after a while.

PROS

It sure is one right pretty game, and there's plenty of clever puzzles to figure out.

CONS

Unless you're some sort of masochist, you'll probably never beat this game—it's far too tough.



RENT IT



18 WHEELER AMERICAN PRO TRUCKER

System: GameCube

When *18 Wheeler* was released on Dreamcast, it didn't exactly set the world on fire. Nearly a year later, it's even less impressive. Still, arcade lovers will enjoy taking an evening to play through the game.

PROS

The graphics and gameplay are exactly like the arcade (and the DC) version.

CONS

As an arcade game, it's incredibly short. You can bust this wide open in a couple of hours.



RENT IT



PAC-MAN WORLD 2

System: GameCube

■ PROS

Sure, it's a conversion of a PS2 game, but it looks great, it's terribly fun to play and it loads faster than the PS2 could ever hope to. What more could you ask for?

■ CONS

The camera can be a bit tricky at times, so you'll have to manually adjust it a lot. It's also a tad short.

Luigi's Mansion was OK, but it certainly wasn't the 3D action game that we were expecting. *PMW2* fills that void on the GameCube with some of the best platform gaming on the market. Sure, the camera can be a bit annoying at times, but you'll be having so much fun you'll hardly notice. This is one of the best GC games out there.



There's a lot of fun "Pac-ed" into this game. HA!



BUY IT



ARC THE LAD COLLECTION

System: PlayStation

■ PROS

Finally, hardcore RPG fans will have legit English translations of some of the most requested Japanese video games of all time.

■ CONS

80 dollars is too steep for casual gamers, and *Arc the Lad I and II's* graphics haven't exactly aged gracefully. This is for hardcore players only.

This is one of the last major titles coming out for the PlayStation, and even at a suggested retail price of around 80 bucks, it's a must-have for any RPG fanatic. In classic Working Designs fashion, the set is packed to the brim with goodies (a watch, a leather instruction book, etc.), and offers up four complete games.



The grid system will remind you of *Shining Force*.



BUY IT



SAVAGE SKIES

System: PlayStation 2

■ PROS

The whacked out fantasy world presented here is unlike any other; solid visuals and smooth controls make *Savage Skies* easy to digest.

■ CONS

If this is no longer an *Ozzy* game, what's with the flying eyeballs? And the soundtrack would have been much cooler if it used *Ozzy*'s tunes.

Originally planned as an *Ozzy Osbourne* game, *Savage Skies* is an interesting but flawed cross breed of *Jedi Starfighter* and *Panzer Dragoon*. The free range movement is handled well, with an easy to understand map/compass system in place, and the graphics are surprisingly beautiful, but with all the other great stuff out on the market, this one isn't quite a keeper.



Don't mess with dragons.



RENT IT



NBA STREET

System: GameCube

■ PROS

This game is slick. From the killer combos to the animation work to the sounds, *Street* is well-done. Also a great game for smack-talking your crew.

■ CONS

Street is perfectly suited to take advantage of the GameCube's four controller ports. So why doesn't it? Dumb move there.

Nearly a year old but still buckets of fun, *NBA Street* should quench any quasi-sports gamer's thirst. Has upgraded visuals and a new court or two for the Cube. It also features a new 3-turbo set-up that tweaks the gameplay ever so slightly. This is fun, arcade-style, basketball. There's plenty of sick dunks, impossible crossovers and room for trash talk.



Spaulding-burgers for sale.



BUY IT



HOME RUN KING

System: GameCube

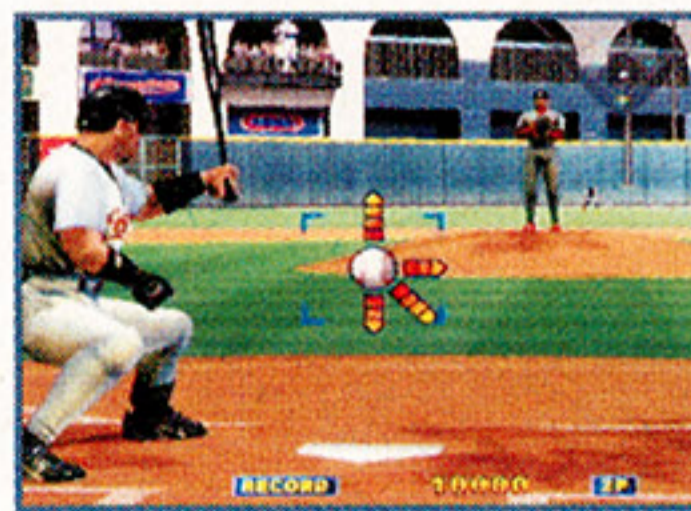
■ PROS

All the real teams, players and ballparks are delivered with stunning detail. Pitching and batting, the essence of baseball, is captured nicely.

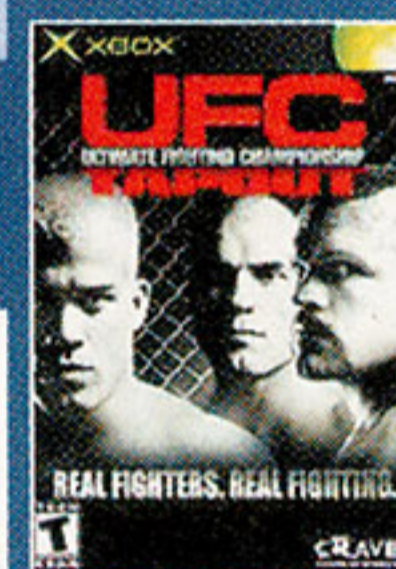
■ CONS

Fielding can be a lesson in frustration. The fun is hampered by a plodding game. We like it, but we had trouble stringing the action together.

Sega's *Home Run King* is an arcade take on our national pastime, and a pretty good one at that. A crisp look and killer batting/pitcher interface make for some good fun. The problem is, the pace of play just doesn't keep up with its arcadey premise. Keep it movin' please. There also could have been some extra play modes. Other than that, and some frustrating camera work, *HRK* is cool.



RENT IT



UFC: TAPOUT

System: Xbox

■ PROS

Although the gameplay itself has lost some of its luster, this is still the only forum for *Ultimate Fighting-style* combat, which we're sure must be a plus for *UFC's* 20 or so fans.

■ CONS

For an Xbox game, *UFC: Tapout's* graphics are really rather inexcusable.

Somehow this version pales in comparison to the Dreamcast release, which came out in August of 2000. The graphics look about the same—ugly blood droplets and all. The grappling/clawing fighting system seems a bit stale, and they've added no extra modes to the mix. If you are the hardest of the hardcore *UFC* fans, or just need to see some fisticuffs, rent it. Otherwise, you're better off avoiding this one.



RUN AWAY

REVIEW ARCHIVE Missed our past issues? Here's how we ranked the best and the worst releases of the past six months.

PLAYSTATION 2

| GAME | ISSUE | GRADE |
|---------------------------------------|-------|-------|
| 007: Agent Under Fire | 04 | B |
| Air Blade | 05 | C+ |
| Baldur's Gate: Dark Alliance | 03 | A ★ |
| Batman: Vengeance | 02 | B- |
| Casper: Spirit Dimensions | 02 | D- |
| Crash Bandicoot: Wrath of Cortex | 02 | C- |
| Dave Mirra 2 Freestyle BMX | 01 | B |
| Devil May Cry | 02 | A ★ |
| Dynasty Warriors III | 03 | B- |
| ESPN International Winter Sports 2002 | 05 | B- |
| ESPN NFL Prime Time | 04 | C- |
| Fatal Frame | 06 | B |
| FIFA 2002 | 02 | A- ★ |
| Final Fantasy X | 03 | A+ ★ |
| Giants Citizen Kabuto | 04 | C- |
| Gitaroo Man | 05 | B+ |
| Half-Life | 02 | B- |
| High Heat MLB 2003 | 06 | A- ★ |
| Hot Shots 3 | 06 | A ★ |
| Ico | 01 | B |
| Jak & Daxter | 04 | A- ★ |
| Lego Racers 2 | 02 | C+ |
| Maximo | 06 | A- ★ |
| Metal Gear Solid 2: Sons of Liberty | 04 | A+ ★ |
| Mobile Suit Gundam: Zeonic Front | 05 | C- |
| Monsters, Inc. | 06 | B- |
| Monster Rancher 3 | 01 | A- ★ |
| NASCAR Thunder 2002 | 02 | A ★ |
| NBA Live 2002 | 02 | C- |
| NFL 2K2 | 03 | B+ |
| NFL GameDay 2002 | 04 | D |
| NHL 2002 | 01 | A ★ |
| NHL Hitz 20-02 | 02 | B |
| No One Lives Forever | 06 | C- |
| Okage Shadow King | 02 | C+ |
| Pac-Man World 2 | 05 | A- ★ |
| Parappa the Rapper 2 | 04 | A- ★ |
| Portal Runner | 01 | D |
| Rez | 04 | B |
| Shadow Hearts | 05 | B |
| Smuggler's Run 2: Hostile Territory | 03 | B+ |
| Soul Reaver II | 03 | B |
| Splashdown | 03 | B |
| Spy Hunter | 01 | A- ★ |
| SSX Tricky | 03 | A ★ |
| Star Trek Voyager: Elite Force | 05 | D |
| Star Wars: Racer Revenge | 06 | B- |
| State of Emergency | 06 | C- |
| The Simpson's: Road Rage | 03 | B |
| Tony Hawk's Pro Skater 3 | 02 | A+ ★ |
| Top Gun: Combat Zones | 02 | C- |
| Virtua Fighter 4 | 06 | B |
| WWF Smackdown! Just Bring It | 03 | B |

XBOX

| GAME | ISSUE | GRADE |
|--------------------------------|-------|-------|
| Azurik: Rise of Perathia | 04 | D- |
| Blood Wake | 05 | C |
| Cel Damage | 03 | B |
| Dark Summit | 03 | B |
| Dead or Alive 3 | 03 | A- ★ |
| Fusion Frenzy | 03 | B |
| Genma Onimusha | 05 | B- |
| Halo | 03 | A+ ★ |
| Jet Set Radio Future | 06 | B+ |
| Knockout Kings 2002 | 06 | B |
| Mad Dash Racing | 03 | C- |
| Madden NFL 2002 | 02 | A- ★ |
| NBA Inside Drive 2002 | 06 | B |
| NFL Fever 2002 | 03 | B |
| Oddworld: Munch's Oddysee | 03 | A ★ |
| Project Gotham Racing | 03 | A ★ |
| Shrek | 03 | D |
| Star Wars: Obi-Wan | 04 | C- |
| Tony Hawk's Pro Skater 2X | 02 | B+ |
| Triple Play 2002 | 06 | C |
| Wreckless: the Yakuza Missions | 06 | C+ |
| WWF Raw | 06 | C |

GAMECUBE

| GAME | ISSUE | GRADE |
|---|-------|-------|
| Crazy Taxi | 04 | B |
| Luigi's Mansion | 02 | B- |
| Pikmin | 03 | C- |
| Sega Soccer Slam | 06 | B+ |
| Smashing Drive | 06 | D+ |
| Sonic Adventure 2 Battle | 05 | C- |
| Star Wars Rogue Leader: Rogue Squadron II | 03 | A+ ★ |
| Super Monkey Ball | 02 | A ★ |
| Super Smash Bros. Melee | 04 | A+ ★ |
| Universal Studios Theme Park Adventure | 05 | D- |
| Wave Race: Blue Storm | 03 | B+ |

GAME BOY COLOR

| GAME | ISSUE | GRADE |
|---------------------------------------|-------|-------|
| Harry Potter and the Sorcerer's Stone | 03 | A ★ |
| Tetris Worlds | 03 | ? |

DREAMCAST

| GAME | ISSUE | GRADE |
|-----------------------------|-------|-------|
| Bomberman Online | 02 | A ★ |
| Mat Hoffman's Pro BMX | 02 | C- |
| NBA 2K2 | 02 | A ★ |
| NFL 2K2 | 01 | B+ |
| Phantasy Star Online Ver. 2 | 01 | B |
| Tennis 2K2 | 02 | B+ |

GAME BOY ADVANCE

| GAME | ISSUE | GRADE |
|---|-------|-------|
| Alienators: Evolution Continues | 04 | B- |
| Column's Crown | 02 | C+ |
| Crash Bandicoot: The Huge Adventure | 06 | B |
| Dark Arena | 06 | C- |
| Doom GBA | 03 | A ★ |
| Eck's vs. Sever | 02 | A ★ |
| F-14 Tomcat | 01 | B+ |
| Fortress | 01 | C- |
| Frogger's Adventures | 02 | B+ |
| Golden Sun | 03 | A+ ★ |
| Gradius Galaxies | 02 | A ★ |
| Harry Potter and the Sorcerer's Stone | 03 | B- |
| High Heat MLB 2003 | 06 | B |
| Hot Wheels Burnin' Rubber | 02 | D+ |
| Inspector Gadget | 06 | C+ |
| Jackie Chan Adventures: Legend of the Dark Hand | 03 | C |
| Jedi Power Battles | 03 | D- |
| Jurassic Park III: Island Attack | 02 | C |
| Jurassic Park III: Park Builder | 02 | B |
| Kao the Kangaroo | 01 | D |
| Men In Black: The Series | 02 | F |
| Mortal Kombat Advance | 05 | D |
| Motocross Maniacs | 06 | B+ |
| Planet of the Apes | 04 | C+ |
| Planet Monsters | 01 | C |
| Prehistoric Man | 01 | B+ |
| Puyo Pop | 05 | B |
| Road to Wrestlemania | 03 | C |
| Robocop | 04 | C- |
| Salt Lake 2002 | 04 | C |
| Shaun Palmer's Pro Snowboarder | 04 | C |
| Sheep | 06 | C+ |
| Shrek: Swamp Kart Speedway | 06 | F |
| Sonic Advance | 05 | A- ★ |
| Spyro: Season of Ice | 02 | B- |
| Super Bust-A-Move | 04 | C |
| Super Mario World | 05 | A+ ★ |
| Tekken Advance | 05 | B |
| Wario Land 4 | 03 | A ★ |
| X-Men: Reign of Apocalypse | 01 | D+ |
| Zone of the Enders: The Fist of Mars | 05 | C- |

PLAYSTATION

| GAME | ISSUE | GRADE |
|---------------------------------------|-------|-------|
| Digimon Rumble Arena | 06 | C- |
| Dragon Warrior VII | 03 | A ★ |
| Harry Potter and the Sorcerer's Stone | 03 | C+ |
| Mega Man X6 | 04 | D+ |
| Monsters, Inc. | 02 | B- |
| Spider-Man Enter: Electro | 01 | C+ |
| Syphon Filter 3 | 02 | B+ |
| Twisted Metal: Small Brawl | 03 | B+ |
| X-Men: Mutant Academy 2 | 01 | C- |

TRICKS NOW



Brand New Tricks for Your Favorite Games!



Trick of the Month! Virtual Fighter 4

The following tricks can only be done with a "created character." To create a character, choose "Data Files" from the main menu and pick "New Player." From the New Player menu, create an "AI" file and then save.

VF1 Models

In order to get character models styled after the first Virtua Fighter game, have a created fighter reach at least the first "Dan" ranking. Next, select that fighter, then hold Punch and Kick until the match begins.

Classic Victory Poses

Have a created fighter reach the second "Dan" rank. Hold Punch, Kick and Guard during the replay after winning to see the classic pose from the first

Virtua Fighter game.

Classic Victory Poses, Part 2

Have a created fighter reach third Dan rank. Hold Punch + Kick during the replay after

winning to see another classic victory pose.

Bonus Stages for VS. Mode

Unlock the following bonus stages by reaching the corresponding rank level with a created character.

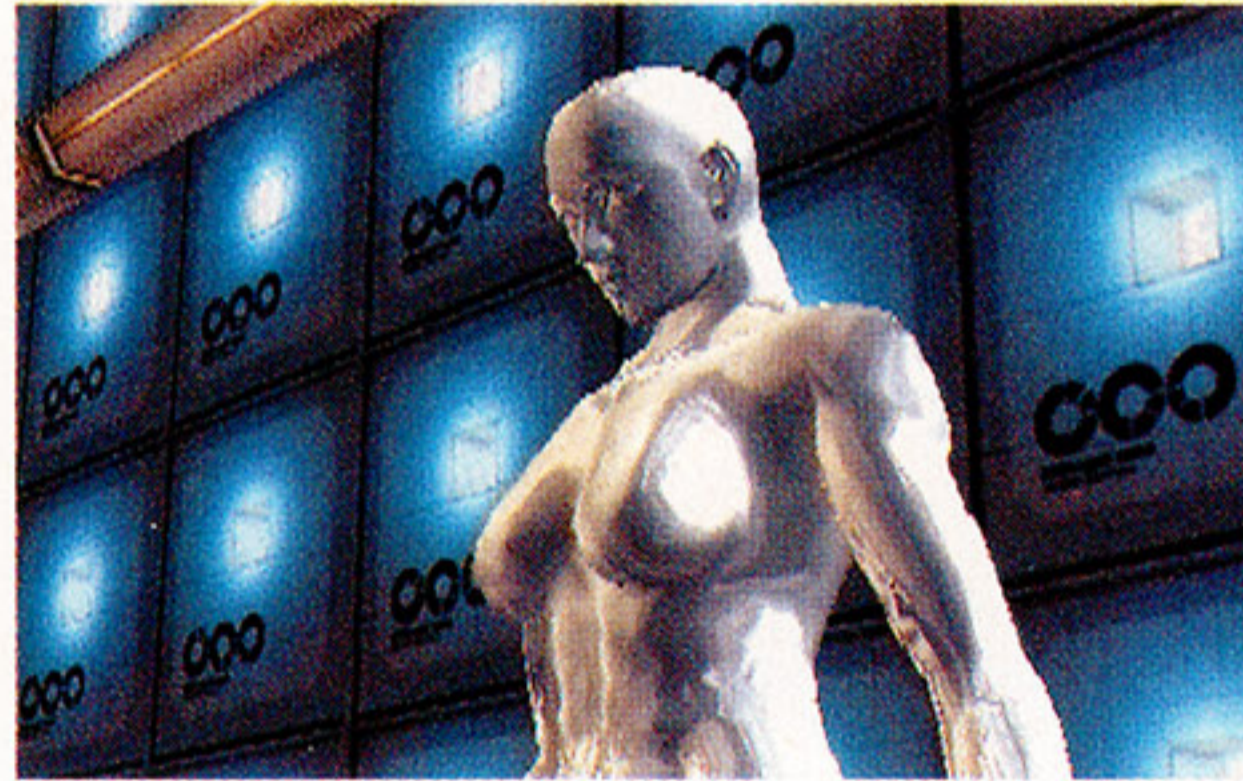
Training Stage 1

First Dan ranking

Training Stage 2

Fifth Dan rank

Training Stage 3



Monarch rank Play as Dural in VS. Mode

Defeat Dural in Kumite mode with a created fighter.



PS2 Driven

At the main menu enter the following combinations. The sound of an engine will confirm proper entry.

Open All Racers in Story Mode

Down, Left, Up, Right, Right, Up, Down, Left.

All Cars

Up, Down, Right, Right, left, Up, Up, Down.

All Tracks

Up, up, left, Down, Left, Right, Right, Up.



GBA Peter Pan: Return to Neverland

Level Passwords

| | |
|--------|--------|
| Jungle | Forest |
| RGCKYD | CNCGKG |
| Beach | Ship |
| PGCMMD | ZGWYCR |

GG Gauntlet: Dark Legacy

Enter any of the following passwords as your player name.

Invincibility

INVULN

Permanent Super Shot

SSHOTS

Permanent Triple Shot

MENAGE

Permanent Reflect Shot

REFLEX

Permanent Pojo

EGG911

Permanent Anti-Death

1ANGEL

Permanent Invisibility

000000

Permanent X-ray Vision

PEEKIN

Infinite Turbo

PURPLE

Growth and Shrink

Enemy

DELTA1

Nine potions and Keys on Each Level

ALLFUL

Extra Speed

XSPEED

Rapid Fire

QCKSHT

10,000 Gold Per Level

10000K

General

ICE600

S&M Dwarf

NUD069

Smiley Face

STX222

Chainsaw Guy

KJH105

Punkrocker

PNK666

Battle General

BAT900

Ninja

TAK118

Stig

STG333

Waitress

KAO292

Chris

CSS222

Guy with Mace

ARV984

Mike

DIB626

Quarterback

RIZ721

Karate Guy

SJB964

Black Outfit and Cape

DARTHCH

Town General

TWN300

Japanese School Girl

AYA555

Cheerleader

CEL721

Castle General

CAS400

Mountain General

MTN200

Rat Head Warrior

RAT333

Garm

GARM99

Undead Garm

GARM00

Desert General

DES700

Sky General

SKY100

Sumner

SUM224

GG Bloody Roar Fury

Secrets

To unlock the following characters play any mode the listed amount of times. This can easily be done by starting a game and then quitting it over and over again.

Ganesha

50 times

Cronos

100 times

Kohryu

150 times

Uranus

200 times

Cheats

Clear Arcade Mode the listed amount of times. You can use any character you wish and may continue as often as needed. To open these cheat options.

Movie Player

Once

COM BATTLE

Twice

KIDS MODE

Three times

BIG HEADS

Four times

BIG ARMS

Five times

NO WALL

Six times

MIN WALL

Seven times

FINAL ROUND

Eight times

LOW SPEED

Nine times

HIGH SPEED

10 times

NO BLOCKING

11 times

MAX DIFFICULTY

12 times

KNOCK DOWN BATTLE

13 times

HUMAN ONLY

14 times

BEAST ONLY

15 times

HYPER ONLY

16 times

PS2 Tiger Woods PGA Tour 2002

Unlock the Pros

Beat the following golfers in Tiger Challenge to unlock each of them.

Justin Leonard

Solita Lopez

Colin Montgomery

Kellie Newman

Jesper Parnevik

Vijay Singh

Moa "Big Mo" Ta'a Vatu

Melvin "Yosh" Tanigawa

Erika "Ice" von Severin

Super Tiger Woods

Cedric "Ace" Andrews

Stuart Appleby

Notah Begay III

Brad Faxon

Jim Furyk

Lee Janzen

Trophies and Cash

Long Distance Drive and \$1000

350+ yard drive

Long Putt Plus and

\$1000

Sink a 55+ foot putt

Fairway Challenge and

\$2500

Hit all fairways in a round

GIR Challenge and

\$2500

Hit all greens in regulation

Pin Seeker and \$5000

Hit the Pin

Aces Wild and \$25,000

A hole in one

One Time and \$2,500

Reach a par 5 green in one

Low Round and

\$10,000

Shoot under 60 in a round

Birdie Streak and

\$10,000

6 birdies in a row

Birdie Buster and

\$25,000

12+ birdies in a row

Back-to-Back and

\$50,000

2 Eagles in a row

Top of the Tournaments

and \$150,000

1st Place in all tournaments

Eagle Extravaganza and

\$50,000

4 eagles in a round

Scenario Challenge and

\$150,000

Complete all scenarios

Tiger Challenge

Completion and

\$250,000

Complete The Tiger

Challenge

Eagle Hunt and

\$1,000,000

Eagle every par 5 in the

game

GAMECUBE

THE SIMPSONS: ROAD RAGE

Button Codes

While in the options menu, hold the L- and R-Shoulder buttons, then press the following button combinations.

Red Soapbox Car

B, B, Y, X

Smithers in Mr. Burn's Car

B, B, Y, Y

Nuclear Bus

B, B, Y, A

Extra Money

Y, Y, Y, Y

Stop Time

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

Extra Camera Views

B, B, B, B

Overhead View

X, X, X, Y

Nighttime Mode

A, A, A, A

Slow-motion Mode

A, X, B, Y

Flat Characters

X, X, X, X

Show Collision Lines

B, B, A, A

Time Codes

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

New Year's Krusty

1/1/02

Thanksgiving Marge

11/22/01

Halloween Bart

10/31/02

Christmas Apu

12/25/01

STAR WARS ROGUE LEADER: ROGUE SQUADRON 2

Hidden Options

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

Documentary

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

Unlock the Art Gallery

Enter EXHIBIT! as a passcode

Unlock the Concert Hall

Enter Composer as a passcode.

Ace Mode

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

Black and White Mode

Type in LIONHEAD at the passcodes screen to play the game in a "classic" color mode.

Unlockable Ships

Slave 1 Ship

Finish all missions with a silver medal or better.

Millenium Falcon

Finish all missions with a bronze medal or better.

Naboo Starfighter

Finish the Tatooine Training in all 4 time settings. You must get all discovery items, all objects and get two

hidden bonus items in each zone. Times: 6am, 2pm, 6pm, 11pm.

TIE Fighter

You must steal a Tie Fighter and complete the mission in Level 7 during the daytime and nighttime hours to unlock it as a bonus ship.

Darth Vader's TIE

Aquire fifteen gold medals to unlock Darth Vader's TIE Advanced.

TONY HAWK'S PRO SKATER 3

Passwords

Choose the "Cheats" selection from the "Options" menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.

Open Cheat Menu

MARKEDCARDS (Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options).

Super Stats

MAXMEOUT

Unlock All Characters

FREAKSHOW

Unlock Every Single Movie

From the main menu, select Options, then Cheats. Enter POPCORN.

Pirate Skating

Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it, then one of the garage doors will open, and the pirates will come out.

Unlocking Secrets

Complete all 54 goals and get a gold medal at every compound.

Unlockable Modes

To unlock these modes, beat the game the prescribed number of times.

Snowboard Mode

Beat the game 11 times.

Always Special Mode

Beat the 12 game times.

Perfect Rail Balance Mode

Beat the game 13 times.

Maxed-Out Stats Mode

Beat the game 14 times.

Giant Mode

Beat the game 15 times.

Slow-Mo Mode

Beat the game 16 times.

Perfect Manual Balance Mode

Beat the game 17 times.

Tiny Mode

Beat the game 18 times.

Moon Mode

Beat the game 19 times.

Expert Mode

Beat the game 20 times.

First-Person Mode

Beat the game 22 times.

Unlock Darth Maul

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

Get Neversoft Eye

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

Get Skater From Hell

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

Unlock Wolverine

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

Unlock the Bum

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

Unlock Officer Dick

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

Unlock Private Carrera

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

XBOX

4X4 EVOLUTION 2

Button Codes

Enter the following button combinations from the "Press Start" screen.

Earn More Money

Y, X White, Y, X, White, X, X, Y, White, X, Y

Higher Reputation

Y, Y, White, X, X, White, Y, Y, Y, X, X, X

Unlock All Missions

X, X, White, White, Y, Y, White, X, Y, Y, X, White

ARTIC THUNDER

Button Codes

These tricks will be present in the Race mode only. They will not work in Arcade or any other mode of play.

Catchup mode

Y, X, Y, Y, X, START.

Grappling Hooks Mode

Y, Y, L, Y, Y, White, START.

Rooster Tails Mode

Black, R, L, White, X, START.

No Drones Mode

X, X, Y, Y, White, Black, START.

All Randoms

Black, R, X, Y, Black, R, START.

Atomic Snowball (all Missile mode)

X, X, X, White, Y, START.

Clone Mode

L, L, Y, White, Y, START.

All Invisible Mode

X, Y, X, R, Y, Y, START.

All Boost Mode

Y, Black, Black, Y, R, START.

Super Boost Wheelie

Y, White, X, R, X, L, START.

All Snow Bombs & Random Mode

Y, Y, Black, R, START.

NASCAR Heat 2002

Enter these codes at the main menu screen. When entered properly the options on the screen will scroll off to the left and then back in to view.

Hardcore Realism Mode

Up, Down, Left, Right, White, Up, Down.

High Suspension

Up, Down, Left, Right, White, Left, Right.

Mini Cars

Up, Down, Left, Right, White, Down, Up.

Wire Frame Cars

Up, Down, Left, Right, White, Right, Left.

View Credits

Up, Down, Left, Right, White, Left(2).

Race as Richard Petty

Successfully complete all heat challenges with a bronze or higher rating to unlock Richard Petty.

NASCAR THUNDER 2002

Driver codes

Enter any of the following Fantasy Driver names at

the create a driver screen to unlock them in Career Mode.

Joey Joulwan

Michelle Emser

Audrey Clark

Dave Alpern

Benny Persons

Troi Hayes

Buster Auton

Chuck Spicer

Crissy Hillworth

Daryl Wolfe

Dave Nichols

Diane Grubb

Jim Hannigan

Dick Paysor

Josh Neelon

Katrina Goode

Kristi Jones

Mandy Misiak

Rick Edwards

Rick Humphrey

Sasha Soares

Scott Brewer

Cheryl King

Tom Renedo

Traci Hultzapfle

Ken Patterson

Extra Tracks

Boca Chica

Finish first in the points in the Road Course Challenge.

Devil's Canyon

Finish first in the points in the Short Track Challenge.

Cocoa Beach

Finish first in the points in the Superspeedway Shootout.

Albuquerque

Finish first in the points in the Full Season.

Bonus Drivers

Every time you successfully complete season mode two bonus drivers are unlocked. Complete season mode eight times to unlock all drivers.

Championship FMV

Successfully complete season mode 1 thru 8 times to unlock a championship win video that corresponds to that number of wins.

UFC TAPOUT

Unlockable Characters

Bruce Buffer

Win UFC mode with all characters.

John McCarthy

Win UFC mode with Bruce Buffer.

Mario Yamasaki

Win UFC mode with John McCarthy.

The Cat

Win four consecutive matches in Arcade mode.

Femme Fatale

Win eight consecutive matches in Arcade mode.

Ice-T

Win 16 consecutive matches in Arcade mode.

Mask

Win 27 consecutive matches in Arcade mode.

WWF SMACKDOWN!:

JUST BRING IT

Play As Fred Durst

Choose Slobberknock Match. Then pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself. Who would have thought that he could wrestle?!

PLAYSTATION 2

AIR BLADE

Oscar

Get an "A" ranking in all levels.

JJ Sawyer

Get an "S" ranking in all levels.

Naomi

Get an "B" ranking in all levels.

The Insider

Storage level with a "B" ranking in all levels.

New Kat Outfit

Score Attack mode with high scores in all levels.

New Ethan Outfit

Finish Stunt Attack mode.

ALL-STAR BASEBALL 2002

Hidden Teams

From the main menu screen, choose MLB Play, and then choose Exhibition. On the team select screen, press L2+R2 simultaneously. You will hear a sound to confirm correct code entry. Now scroll through the teams until you reach the the Islanders and the Dingers.

Austin Dingers in Batting Practice

From the main menu screen, choose "Batting Practice." Next, move down, highlight Derek Jeter and press X. On the player select screen, press L1+R1+L2+R2 simultaneously. Once you do this, the Austin Dingers team will appear. You can choose any player from this team to try out for batting practice.

ARTIC THUNDER

Race Mode Codes

These tricks will be present in the Race mode only. They will not work in Arcade or other modes of play.

Random Power-Ups

On the mode select screen, press R1, R2, Square, Circle, R1, R2, START.

Catchup Code

On the mode select screen, press Circle, Square, Circle, Circle, Square, START.

Snowball Power-ups

On the mode select screen, press Square, Square, Square, L1, Circle, START.

Rooster Power-ups

On the mode select screen, press R1, R2, L2, L1, Square, START.

Snow Bomb Power-ups

On the mode select screen, press Circle, Circle, R1, R2, START.

Grappling Hook Power-ups

On the mode select screen, press Circle, Circle, L2, Circle, Circle, L1, Start.

Boost Power-ups

On the mode select screen, press Circle, R1, R1, Circle, R2, START.

No Drones

On the mode select screen, press Square, Square, Circle, Circle, L1, R1, START.

BALDER'S GATE:

DARK ALLIANCE

Unlock Gauntlet Mode

Finish the game using any difficulty setting.

Unlock Extreme Mode

Finish the game using Gauntlet mode.

Level Up

Press and hold R3, triangle, R2, L1, and then press Left on the D-pad. This cheat automatically takes you to level 20, gives you access to all the feats (depending on the current number of slots available). It also gives

you level one feats on all of your character's class-dependant feats and an additional 75,000 gold pieces.

Invulnerability and Warp

Use anytime during game. Press and hold R2, L1, Left d-pad, triangle and press the START button. This cheat when entered it will bring up a menu. You can choose invincibility and/or level warp.

BATMAN: VENGEANCE

Button Codes

Enter these codes at the main menu. If entered properly, a sound plays.

Cheat Mode

L2, R2, L2, R2, Square, Square, Circle, Circle.

Infinite Handcuffs

Square, Circle, Square, Circle, L2, R2, R2, L2.

Infinite Batlauncher

Circle, Square, Circle, Square, L1, R1, L2, R2.

Infinite Batarangs and Electric Batarangs

L1, R1, L2, R2.

BLOODY ROAR 3

Sudden Death Survival

Win nine fights in Survival Mode (Survival Mode only).

No Guard Battle

Earn first place in Arcade Mode (Survival and VS. Mode only).

Highest Difficulty

Finish Arcade Mode without continuing (Survival Mode only).

Knockdown Battle

Earn first place in Survival Mode after unlocking Sudden Death Survival (Survival and VS. Mode only).

High Speed Battle

Fight 100 battles in Survival mode with one character and get a place in the rankings.

Low Speed Battle

Fight once with each character and get a place in the rankings.

Hyper Beast Battle

Fight 10 battles in Arcade mode with one character and getting a place in the rankings.

Sumo Wrestling Battle

Fighting 20 battles in Survival mode with one character and get a place in the rankings.

Unlock Kohryu

In Arcade Mode, beat the fourth stage without losing a round and Kohryu will appear as your opponent on the fifth stage.

Unlock Uranus

In Arcade Mode, beat the last stage of the game without continuing. You will then fight Uranus on a special stage. You must defeat him to be able to play as him.

CART FURY:

CHAMPIONSHIP RACING

Button Codes

Enter these tricks from the select drivers screen.

More Cars

Press L1 to access alternate cars. The new cars you open while playing the game will also be present on this screen.

More Drivers

Press R1 to access alternate characters. In case you're not used to reading game manuals (check page 22 of your instructions), here are codes to enter on the Cheats screen.

Fog

R2, R1, X, Square, Square, Circle.

Big Head

Triangle, Square, Square, L2, L1, R2.

CRAZY TAXI

On the mode selection screen, choose Arcade or Original. Then enter these tricks as shown.

No Arrows

After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold R1+START until the driver selection screen appears. You will see "No Arrows" on the bottom-left side of the screen.

No Destination Mark

After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+START until the driver selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

Expert

After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+R1+START until the driver selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark.

Taxi Bike

On the driver select screen, quickly press L1+R1, L1+R1, L1+R1 and then choose your driver. You will hear a bike bell if you entered the code correctly. Now you will be picking up passengers on a bike instead of driving a taxi.

Another Day

On the driver select screen, press R1, then press and hold R1 while choosing a driver. You will see "Another Day" on the bottom-left side of the screen. The passengers and destinations will change.

View Changes

(Note: You must have a second controller plugged into port 2 of your PlayStation 2 for this trick to work.) In the middle of an Arcade or Original game, take controller 2 and hold L1+R1. While holding these buttons, press the one of the following buttons to see these new views.

First Person = Circle (Press Circle again for Rear View)

MPH = Square

Third Person = Triangle

Normal View = X

DAVE MIRRA FREESTYLE BMX 2

Enter the following codes on the main menu screen.

Alternate Outfits

Dave Mirra

Up, Down, Up, Down, Right, Left, Up, Up, Square.

Ryan Nyquist

Up, Down, Down, Left, Down, Up, Up, Down, Square.

Troy McMurray

Up, Down, Left, Down, Right, Left, Up, Left, Square.

Mike Laird

Up, Down, Right, Left, Right, Up, Up, Right, Square.

Tim Mirra

Up, Down, Right, Left, Left, Up, Down, Up, Square.

Leigh Ramsdell

Up, Down, Down, Left, Down, Down, Down, Left, Square.

Joey Garcia

Up, Down, Up, Left, Down, Right, Down, Right, Square.

Rick Moliterno

Up, Down, Up, Up, Up, Up, Left, Up, Square.

Todd Lyons

Up, Down, Down, Right, Up, Left, Left, Down, Square.

John "Luc-E" Englebert

Up, Down, Left, Down, Left, Right, Left, Left, Square.

Scott Wirch

Up, Down, Right, Up, Down, Right, Left, Right, Square.

Colin Mackay

Up, Down, Right, Down, Up, Right, Right, Up, Square.

Zach Shaw

Up, Down, Left, Right, Down, Down, Right, Down, Square.

All Bikes Unlocked

Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square.

Hidden Riders

Mike Diaz

Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square.

Amish Boy

Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square.

Cool FMVs

Ryan Nyquist Movie

Left, Left, Down, Right, Down, Right, Up, Down, Square.

Tim Mirra Movie

Left, Left, Right, Up, Down, Left, Down, Up, Square.

Troy McMurray Movie

Left, Left, Left, Down, Up, Right, Up, Left, Square.

Dave Mirra Movie

Left, Left, Up, Right, Up, Left, Up, Up, Square.

Zach Shaw Movie

Left, Left, Left, Right, Left, Down, Right, Down, Square.

Rick Moliterno Movie

Left, Left, Up, Down, Right, Left, Left, Up, Square.

Leigh Ramsdell Movie

Left, Left, Down, Down, Left, Right, Down, Left, Square.

Scott Wirch Movie

Left, Left, Right, Up, Up, Up, Left, Right, Square.

Colin Mackey Movie

Left, Left, Right, Right, Down, Down, Right, Up, Square.

Todd Lyons Movie

Left, Left, Down, Up, Up, Right, Left, Down, Square.

Kenan Harkin Movie

Left, Left, Left, Right, Right, Down, Down, Square.

Mike Laird Movie

Left, Left, Right, Up, Up, Right, Up, Right, Square.

DYNASTY WARRIORS 2

Button Codes

Enter these codes at the title screen. You will hear cheering if the code was entered correctly.

All Hidden Characters Revealed

Square, R1, Square, R2, Square, R2, Square, R1. 19 hidden characters will be unlocked in Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

Edit Opening Cinema

R2, R2, R2, L2, L2, L2, R1, L1. "Opening Edit" will appear in the options. This new mode will allow you to edit the opening cinema scene with the characters of your choice.

Every Wu General

Square, Square, R2, R2, R1, R1, Square, Square.

Every Shu General

Square, Square, R1, R1, Square, Square, R2, R2.

Every Wei General

Square, Square, Square, Square, R2, R2, R1, R1.

Side Select in Free Mode

Press and hold Triangle. While holding it, press R1, L1, L2, R2, R1, L1, L2, R2.

BGM Test

L1, L1, L1, R1, R1, R1, L2, R2. Go to the options, choose Sound and access the "BGM Test" option. Now you can listen to the game's background music.

FINAL FANTASY X

Air Ship Passwords

Enter the following case-sensitive passwords at the airship.

Find Rikku's Legendary Weapon

GODHAND

Find Rikku's Victorious Armor

VICTORIOUS

Find the Mursame

MURASAME

Secret Place Coordinates

The following coordinates are places you would not ordinarily find your first time through the game. Once you have the Air Ship, talk to Cid, and choose the second option search in the map menu.

Omega Ruins

X: 74 Y: 36

Sanubia Sand Dune

X: 15 Y: 41

Besaid Rainbow Waterfall

X: 31 Y: 73

Yevon Temple

X: 16 Y: 57

Battle Site

X: 42 Y: 57

Mi'ihen Abovewater Ruins

X: 34 Y: 58

Al Bhed Primer Locations

If you haven't found all the primers, here are all of the locations. Each one represents one letter of the alphabet to be translated.

Al Bhed Primer I

On the deck of the Al Bhed salvage ship.

Al Bhed Primer II

Besaid village Crusaders headquarters.

Al Bhed Primer III

Transport ship from Besaid to Kilika in the power room.

Al Bhed Primer IV

Kilika bar.

Al Bhed Primer V

Transport ship from Kilika to Luca in the control room.

Al Bhed Primer VI

Luca stadium underground floor B.

Al Bhed Primer VII

Luca viewing room, on the counter.

Al Bhed Primer VIII

Mi'ihen road, a gift from Rin.

Al Bhed Primer IX

Mi'ihen road at the new road north.

Al Bhed Primer X

Mushroom Rock road, Cliff area.

Al Bhed Primer XI

Djose Road.

Al Bhed Primer XII

Moonflow, North shore.

Al Bhed Primer XIII

Guadosalam found in a room on the far left.

Al Bhed Primer XIV

Thunder plains as a gift from Rin.

Al Bhed Primer XV

Macalania Forest on the road to the lake.

Al Bhed Primer XVI

Macalania Lake in front of the inn.

Al Bhed Primer XVII

Sanubia Desert central portion left side.

Al Bhed Primer XVIII

Sanubia Desert central portion right side.

Al Bhed Primer XIX

Al Bhed city of Home.

Al Bhed Primer XX

Al Bhed city of Home, residential area.

Al Bhed Primer XXI

Al Bhed city of Home, road area.

Al Bhed Primer XXII

Bevelle Temple.

Al Bhed Primer XXIII

Calm Lands, Northwest area.

Al Bhed Primer XXIV

Remiem Temple.

Al Bhed Primer XXV

Cave under the mountain.

Al Bhed Primer XVI

Omega ruins.

Cactuar Locations

There are total 9 Cactuar that can be found all around the world.

First Cactuar

Oasis Near the first Save point.

Second Cactuar

Sanubia Desert (East) In the alcove to the east, north of the tent with the save point.

Third Cactuar

Sanubia Desert (West). Search the sign near the Cactuar rock that says “20% off”.

Fourth Cactuar

Sanubia Desert (Central). Near the ruins to the west, look for two Cactuars running around the desert.

Fifth Cactuar

Sanubia Desert (East). Near the save point under the tent.

Sixth Cactuar

Sanubia Desert (West). Trapped in the treasure chest in the far west.

Seventh Cactuar

Sanubia Desert (Central). Inside one of the sand whirlpools. You must exit and re-enter the area.

Eighth Cactuar

Oasis Teleport back to the airship and go on the outside deck.

Ninth Cactuar

Sanubia Desert Return to the Cactuar statue and the last one automatically appears behind you.

GRAND THEFT AUTO 3

Button Codes

Enter these codes at any time while playing your game.

Clear Weather

L1, L2, R1, R2, R2, R1, L2, Triangle.

Foggy Weather

L1, L2, R1, R2, R2, R1, L2, X.

Cloudy Weather

L1, L2, R1, R2, R2, R1, L2, Square.

Rainy Weather

L1, L2, R1, R2, R2, R1, L2, Circle.

Faster Clock

Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle.

Tank Unlocked

Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle.

Lower Wanted Level

R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Higher Wanted Level

R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.

Great Handling Car

R1, L1, R2, L1, Left, R1, R1, Triangle.

Pedestrians Fight Each Other

Down, Up, Left, Up, X, R1, R2, L2, L1.

Pedestrians All Hate You

Down, Up, Left, Up, X, R1, R2, L1, L2.

Crazy Pedestrians

R2, R1, Triangle, X, L2, L1, Up, Down.

Wear Different Outfits

Right, Down, Left, Up, L1, L2, Up, Left, Down, Right.

QUANTLET: DARK LEGACY

Password Codes

When you are asked to enter your name on the character select screen, put in any of these cheat passwords for the results shown.

Invulnerability

INVULN

Infinite Supershot

SSHOTS

Nine Potions and Keys in Each Level

ALLFUL

Full Turbo

PURPLE

Pojo the Chicken

EGG911

Reflective Shot

REFLEX

Growth and Shrink Enemy

DELTA1

\$10,000 Gold in Each Level

10000K

Invisibility

000000

Extra Speed

XSPEED

Rapid Fire

QCKSHT

X-Ray Glasses

PEEKIN

3-Way Shot

MENAGE

Waitress

KA0292

Karate Guy

SJB964

Cheerleader:

CEL721

Ratface Knight

RAT333

Smiley Face

STX222

Garm

GARM99

Summer

SUM224

General

ICE600

S&M Dwarf

NUD069

Chainsaw Guy

KJH105

Sky General

SKY100

Castle General

CAS400

Punkrocker

PNK666

Battle General

BAT900

Ninja

TAK118

Desert General

DES700

Chris

CSS222

Football Player

RIZ721

School Girl

AYA555

Mike:

DIB626

Guy with Mace

ARV984

SILENT HILL 2

Need a reason to scare yourself stupid? If you can muster up the courage, try playing through Silent Hill 2 again to unlock the following goodies:

HIDDEN ITEMS

• THE CHAINSAW

Play through the second time to find this bad boy on the trail leading to Silent Hill. It's located on a pile of wood sitting across from the ranch.

• HYPERSPRAY

Available only after viewing a specific ending twice. Located in the Saul Street camper, it will vary in power depending on your performance from the previous games. Green spray kills everything!

• BOOK OF CRIMSON CEREMONY

Located on the second floor reading room in the alternate hotel, the book explains how to use the White Chrism and Obsidian Goblet.

• WHITE CHRISM

A vial of white oil with mystic powers, you'll find it on the kitchen counter in room 105 of the Blue Creek Apartments.

• OBSIDIAN GOBLET

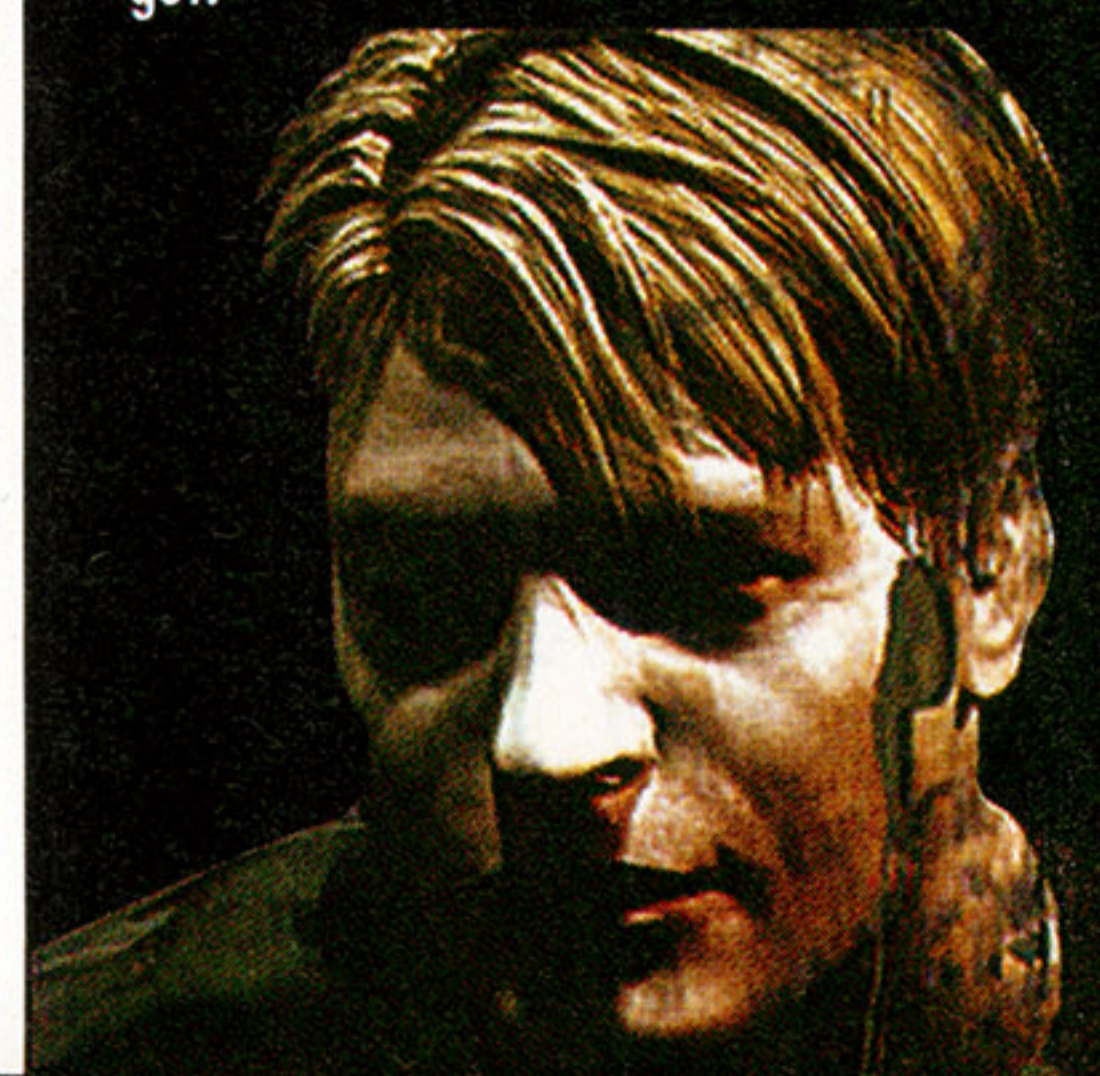
Gobble this up at the Silent Hill Historical Society from one of the broken display cases.

• DOG KEY

This will only appear after the "Rebirth" ending or three other endings (not including "Dog"). It's located in the Nathan Avenue dog house next to Jack's Inn.

• BOOK OF LOST MEMORIES

Located at the newspaper stand on the corners of Nathan Avenue and Carroll Street. If you found the Texxon Gas Station, you're there. We'd tell you what the book does, but um, we forgot.



Town General

TWN300

Mountain General

MTN200

Sick Garm

GARM00

Stig

STG333

HALF LIFE

Button Codes

Enter any of the following button codes on the Cheats menu.

Slow Motion

Right, Square, Up, Triangle, Right, Square, Up, Triangle.

Maxed Ammo

Down, X, Left, Circle, Down, X, Left, Circle.

Alternate Gravity

Up, Triangle, Down, X, Up, Triangle, Down, X.

Invincible

Left, Square, Up, Triangle, Right, Circle, Down, X.

Invisible

Left, Square, Right, Circle, Left, Square, Right, Circle.

Alien Mode

Up, Triangle, Up, Triangle, Up, Triangle, Up, Triangle.

KNOCKOUT KINGS 2001

Password Codes

From the main menu, choose Modes. On the next menu, choose Career and then pick "New." On the "Name Boxer" screen, put in any of these names to unlock these hidden boxers.

Play as Joe Mesi

BAILEY

Play as Owen Nolan

OWNOLAN

Play as John Botti

JBOTTI

Play as David Defiagbon

DEFIAGBN

Play as Junior Seau

JRSEAU

Play as Ray Austin

AUSTIN

Play as Steve Francis

STEVEF

Play as Trevor Nelson

NELSON

Play as Ashy Knucks

MECCA

Play as Barry Sanders

MRBARRY

Play as Bernando Osuna

OSUNA

Play as David DeMartini

DEMART

Play as Jason Giambi

JGIAMBI

Play as Charles Hatcher

HATCHER

Play as Chuck Zito

ZITO

Play as David Bostice

BOSTICE

MAX PAYNE

Button Codes

Pause the game at any point and enter these codes.

Invulnerability

L1, L1, L2, L2, R1, R1, R2, R2 (NOTE: invulnerability doesn't always stay on. Watch your health after an auto save).

All Weapons, Full Ammo and 8 Painkillers

L1, L2, R1, R2, Triangle, Circle, X, Square.

Unlock Every Level

To unlock all levels, play through subway A1 then return to the main menu via soft reset (hold START and hit SELECT). Enter the following button combination Up, Down, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose any one of them in the load levels selection. choose continue and load away.

NASCAR HEAT 2002

Throw Tires

On the main screen, choose the Single Race and then choose your driver and track. When the Race Day screen appears, press Up, Down, Left, Right, R1, Up, Up. You will automatically be taken to the race. During the race, press Up on the D-pad to launch a tire at the cars in front of you. There's no telling what kind of havoc you'll cause once you have this code enabled!

Clean Replay Screen

On the main menu, press Up, Down, Left, Right, R1, Down, Up. When you are watching a replay of your laps, press the Circle button for a clean screen, with no boxes or text.

Hardcore Realism

On the main screen, press Up, Down, Left, Right, R1, Up, Down. Choose the Single Race and then choose your driver and track. When the Race Day screen appears, access the Setup option. Go to the Realism setting and scroll over until you see "Hardcore."

NBA HOOPZ

Button Codes

On the "Tonight's Matchup" screen, enter the codes shown below with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Show Shot Percentage

0-1-1 Down

Beach Court

0-2-3 Left

Show Hotspot

1-1-0 Down

No Fouls (Player Two Must Agree)

2-2-2 Right

Away Uniform

0-2-4 Right

No Hotspots (Player Two Must Agree)

3-0-1 Up

Big Heads

3-0-0 Right

Tiny Heads

3-3-0 Left

Infinite Turbo

3-1-2 Up

Street Court

3-2-0 Left

Home Uniform

0-1-4 Right

ABA Ball

1-1-1 Right

Tiny Players

5-4-3 Left

Granny Shots

1-2-1 Left

No Goaltending

4-4-4 Left

NBA INSIDE DRIVE 2002

Various Cheats

Enter the following codes at the options menu.

Red, White and Blue Basketball

OLDSCHOOL

WNBA Ball Activated

GOTGAME

Chicago Skyline Court

WINDYCITY

Soccer Ball

HOOLIGAN

Infinite Turbo

CARDIOMAN

NBA STREET

Button Codes

On the "Enter Cheats" screen, change the four basketballs into other symbols by pressing the buttons the number of times shown, and then press Down on the D-pad. For example, 4,1,3,2, Down would be Square four times, Triangle one time, Circle three times, X two times and then Down on the D-pad.

Summertime Joe "The Show"

1,0,0,1, Down.

Athletic Joe "The Show"

1,2,0,1, Down.

Springtime Joe "The Show"

1,1,0,1, Down.

Player Names

0,1,2,3, Down.

Less Gamebreakers

1,3,4,2, Down.

More Gamebreakers

1,4,3,2, Down.

No Gamebreakers

1,4,4,2, Down.

No Dunks

3,0,1,2, Down.

Mega Dunking

3,0,1,0, Down.

Explosive Rims

1,2,4,0, Down.

No HUD Display

1,4,1,2, Down.

Casual Uniforms

1,1,0,0, Down.

Authentic Uniforms

0,0,1,1, Down.

Unlimited Turbo

2,0,3,0, Down.

Harder Distance Shots

2,2,3,0, Down.

No Juice

1,4,4,3, Down.

No Auto Replays

1,2,1,1, Down.

Captain Quicks

3,0,2,1, Down.

NuFX Ball

0,1,3,0, Down.

Beach Ball

0,1,1,2, Down.

Volleyball

0,1,1,4, Down.

EA Big Ball

0,1,4,0, Down.

ABA Ball

0,1,1,0, Down.

Medicine Ball

0,1,1,3, Down.

WNBA Ball

0,1,2,0, Down.

Soccer Ball

0,2,1,0, Down.

No Cheats

1,1,1,1, Down.

NFL BLITZ 20-02

Passwords

Earn new skins for your team by entering the following character names and pin numbers in the exhibition mode.

Cowboys

COWBOY 1996

Indians

INDIAN 1992

Silver Robots

ROBOTS 1970

Red Robots

RobotR 1974

Clowns

CLOWN 1974

Dolphins

DOLPHIN 1972

Fat Players

RBL-DBN 9669

Vikings

VIKING 1977

Bears

BEAR 1985

Eagles

EAGLE 1981

Horses

HORSE 1999

Lions

LION 1963

Pinto

PINTO 1966

Pirates

PIRATE 2001

Rams

RAM 2000

Tigers

TIGER 1977

Clown

MADISON 1220

Deer

DEER 1997

Versus Screen Codes

See Further

0, 2, 1, Right.

Big Heads

2, 0, 0, Right.

Huge Heads

1, 4, 5, Left.

Team Big Heads

2, 0, 3, Right.

Always Receiver

2, 2, 2, Right.

Rain

5, 5, 5, Right.

Clear

1, 2, 3, Right.

Hidden Audibles

3, 4, 0, Right.

Team Midway

2, 5, 3, Right.

Crunch Mode

4, 0, 3, Right.

Armageddon

5, 4, 3, Right.

Rollos

2, 5, 4, Up.

No Fumbles (both players have to agree)

5, 2, 3, Down.

bring up the "Password" option. On the "Password" screen, enter your name as one of the codes shown below to unlock these cars.

High Roller

HGIROLREL

Buckshot

UBTCKSTOH

Sporticus

OPSRISUC

Van Itty

VTYANIYTT

Gamecus

BSUIGASUM

Pro Cup 2

P1PROC1PU

Pro Cup 3

Q2PROC2YT

Elite Cup 1

AEPPROPUC

Elite Cup 2

ILETEC1MB

Elite Cup 3

ILCTEC2VB

Elite Cup 4

ILQTEC3PU

EA Elite Cup

LEAITEPUC

EA Stunt Cup

YEAMPLOWW

Circus Minimus Track

ZEAGTLUKE

XXS Tomcat Vehicle

NALDSHSD

Vortex Vehicle

1AREXTIAR

Thor Vehicle

THTORHROT

Stinger Vehicle

AMHBRAAMH

Revolution Vehicle

PTOATRTOI

Road Trip Vehicle

ABOGOBOGA

Interceptor Vehicle

CDAAPTNTIA

SILENT HILL 2

Extra Options Screen

On the title screen, access the options. On the "Options" screen, press L1+R1 simultaneously. An "Extra Options" screen will appear where you can change the zoom of your map, weapon control, blood color, view control and more.

SILENT SCOPE 2: DARK SILHOUTTE

Extra 5 Seconds

In the middle of the game, press START to pause. Then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Once you have entered the code, the clock will gain 5 seconds, but one of your lives will go down by half.

Extra Half Life

In the middle of the game, press START to pause. Then press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. Once you enter the code, one of your lives will increase by half, but your time will go down by 5 seconds.

SMUGGLER'S RUN

Button Codes

In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You

will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again.

Speed Increase

R1, L1, L2, R2, Right, Right, Right. You can do this code up to three times to get even faster speeds.

Speed Decrease

R2, L2, L1, R1, Left, Left, Left. You can do this code up to three times to get even slower speeds.

Half Gravity

L1, R1, R1, L2, R2, R2. Your car will float after going over any jump.

Zero Gravity Traffic

R1, R2, R1, R2, Up, Up, Up. Bump into any "traffic vehicle" on the ground and it will float away into the distance.

Invisible Off-Road Vehicles

R1, L1, L1, R2, L1, L1, L2. (Strangely enough, the cops will still know where you are.)

SMUGGLER'S RUN 2

Button Codes

First pause your game, then enter any of the following codes.

More Time Warp

R1, L1, L2, R2, Right, Right, Right

Less Time Warp

R2, L2, L1, R1, Left, Left, Left

Get Invisibility

R1, L1, L1, R2, L1, L1, L2

Get Rid of Gravity

R1, R2, R1, R2, Up, Up, Up

Get Light Cars

L1, R1, R1, L2, R2, R2

SOLDIER OF FORTUNE

Button Codes

Hit the SELECT button during gameplay to bring up the "Objective" screen, then enter the following button combinations. If entered correctly, the text describing the cheat will appear in the top-left corner of the screen. To disable the trick, just re-enter the code. Note: These codes do not work on Unfair or Hard difficulties.

Unlimited Ammo

Hold R1 + Square and press Left on the D-pad.

Invincibility

Hold R1 + L1 + L2 + R2 + Square and press Left on the D-pad.

Super Weapons

Hold R2 + L2 + Square and press Left on the D-pad.

No Target

Hold L2 + R2 + Square and press Left on the D-Pad.

Melee Weapons

Hold L1 + R1 + Square and press Left.

No Clipping

Hold L1 + L2 + R1 + Square and press Left.

SSX

Button Codes

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything

Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)

All Attribute Points

Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.

Crazy Runners

Square, Triangle, Circle, X, Square, Triangle, Circle, X.

Your rider will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints

Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

STAR WARS: STARFIGHTER

Password Codes

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown.

Unlock All Levels

OVERSEER (not including bonus multiplayer missions).

Bonus Multiplayer Missions

ANDREW

Secret Ship for Bonus Missions

BLUESNF

Disable Cockpit Display

NOHUD

Ship and Cast Pics

HEROES

Pre-production Art

PLANETS

Pictures of Simon

SIMON

Development Team Pics

TEAM

View Credits

CREDITS

Invincible Mode

MINIME

Jar Jar Mode

JARJAR (This will reverse your ship's controls.)

Director Mode

DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)

Christmas FMV

WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

STAR WARS:

SUPER BOMBAD RACING

Button Codes

Enter the following codes on the main menu screen.

Boba Fett

Square, Circle, Triangle, Circle, Square. Boba Fett's ship will replace any ship you choose on the racer selection screen.

AAT Battle Tank

Circle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the racer selection screen.

Speed Start: Press and hold X+R2 immediately before the final race light appears.

Super Speedy Mode

L1, L1, L1, L1, R2, Square.

Super Arena Mode

Up, Up, Down, Down, Left, Right, Left.

Grrl Power Enabled: Down, SELECT, Up, SELECT, Left, Right, SELECT.

Jawa Language

SELECT, SELECT, SELECT, Square.

Battle Droid Language

SELECT, SELECT, SELECT, Up.

German Language

SELECT, SELECT, SELECT, L1.

Spanish Language

SELECT, SELECT, SELECT, R1.

French Language

SELECT, SELECT, SELECT, R2.

Italian Language

SELECT, SELECT, SELECT, L2.

English Language

SELECT, SELECT, SELECT, Circle.

Slip 'N Slide Mode

Left, Right, Square, Circle, L1, L2.

Backward Racers

L2, L2, L2, L2, Circle, SELECT.

Super Spinning Mode

Up, Left, Down, Right, Left, Up, Down.

Super Honk

Circle, Circle, Circle, Circle, L2, SELECT.

Death Star Power-up

R1, R1, R1, R1, Up, Left.

Infinite Boost

L1, R2, L2, R2.

Unlock Space Freighter Arena

L1, R1, SELECT, Circle.

All Racers Are Shaak

Up, Right, Down, Left, SELECT.

All Racers Are Kaadu

L1, R1, L2, R2.

STAR TREK VOYAGER:

ELITE FORCE

Button Codes

To enable any of these codes, pause the game and then press and hold the following combination of buttons. You will hear a voice confirming the code has been entered properly. It takes a little bit of timing, so be patient.

Invulnerable

R1 + L1 + R2 + L2 + R3 + SELECT.

Refill Ammo

R1 + R2 + SELECT. (This only refills the currently selected weapon. If you wish to refill the others, switch weapons and enter the code for each corresponding weapon.)

Heal to 999

L1 + L2 + R1 + R2 + SELECT.

Armor 100+

L1 + R1 + SELECT.

SUPER BUST-A-MOVE

Secret Characters

On the title screen (where "Press Start Button" is flashing), press Triangle, Right, Left, Triangle. A sound will play and an icon will appear in the upper-left corner of the screen to indicate that the trick worked. Choose a mode at the Game Menu screen. Now Fungila and Katze will now be available as playable characters.

Another World

On the title screen (where "Press Start Button" is flashing), press Triangle, Left, Right, Triangle. A sound will play and an icon will appear in the upper-right corner of the screen to indicate that the trick worked. Choose the 1P Puzzle mode and all of the stages will be changed to new puzzles.

TEKKEN TAG TOURNAMENT

Begin with Tag Partner

If you want to start your match with your second player, just hold the Tag button on the loading screen until the match begins.

New Armor King Costume

Beat Arcade mode with Armor King, then at the character select screen, highlight Armor King and press START.

Tekken Bowl

Use Ogre to unlock True Ogre. (While bowling, you can

see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

Jukebox

Get a score of 200 or more in Tekken Bowl. The jukebox will allow you to choose the background music that plays as you bowl.

TIME CRISIS II

Arcade Mode Secrets

Extra Credits

Play through Story Mode and use all three of your credits to earn a fourth credit at the start of your next game. You can keep doing this until you get nine credits.

Free Play

If you've earned nine credits in Story Mode and still use up all your continues, you'll activate Free Play, where you have an infinite amount of Continues to get you through the hard spots.

Extra Life

When you unlock Free Play, you can go to the "Game Options" screen and change the number of health boxes that you have during the game. Instead of the standard three lives, you can have up to nine.

New One Stage Trial Stages

Get to Stages 2 and 3 in Story Mode.

Auto Bullets

If you finish Story Mode twice, players 1 and 2 can select Auto Bullets. Auto Bullets act like the game's machine gun (unfortunately, though, you will have to keep reloading when you use this feature).

Infinite Bullets

Finish Story Mode with Auto Bullets and both players can select Infinite Bullets so they never have to reload.

Wide Bullets

Finish Story Mode with Infinite Bullets and both players can select Wide Bullets. These bullets are like a shotgun blast, giving the player a huge shot radius.

Mirror Mode

Finish the Story Mode without continuing and you open up Mirror Mode, a flip-flopped version of the game.

Crisis Mission Tricks

To unlock the hidden Crisis Mission extra game, simply finish Story Mode. In this bonus game, you must clear missions such as scoring so many points in a round or killing a certain number of enemies. The game consists of five "Days," with each Day containing five missions and one EX mission.

Days 2-5

Complete most of the missions in the current Day to open up the next Day.

EX Missions

Complete all the missions in a day to open up the EX mission.

Final Mission 2

Complete all of the hidden missions and the final mission to unlock this true final mission.

Music Player

Complete Crisis Mission and you'll unlock this sound test mode.

Quick & Crash Trick Extra Modes

Earn a score that places in the top five to unlock three new modes of play: Chain Hit, One Shot and 10 Seconds.

Shoot Away II Trick Extra Mode

Earn the high score in the Retro Mode to unlock an updated version of the classic game, Shoot Away II.

TONY HAWK'S PRO SKATER 3

Backdoor Codes

Go to the main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear sound indicating if you've entered it correctly. Now start a new game and pause once gameplay has started. There will be a new option between called Cheats available. Select it to open a cheat menu which allows you to toggle on or off a bunch of cool cheats. To turn a code on or off, hit the X Button.

TWISTED METAL: BLACK

Button Codes

In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on "Classic" before entering these tricks. The trick you just entered will appear on the screen if done correctly.

Invulnerability

Up, Down, Left, Right, Right, Left, Down, Up.

God Mode

Up, X, Left, Circle.

Killer Weapons

X, X, Up.

Mega Guns

X, X, Triangle.

Weapons for Health

Triangle, X, Square, Circle.

New View for Weapons

In the game, press Right+SELECT to get a different look for your weapon icons.

UNREAL TOURNAMENT

Button Codes

In the middle of the game, press START to pause, then key in the button sequences.

Invincibility

Square, Circle, Left, Right, Circle, Square.

Level Skip

Up, Down, Left, Right, Right, Left, Circle.

999 Ammo

Left, Right, Circle, Circle, Circle, Right, Left.

Level Select

In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.

Stealth Mutator

From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.

Fatboy Mutator

From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.

WINBACK: COVERT

OPERATIONS

Button Codes

On the title screen where it says, "Press Start," enter any of the following codes to get the corresponding result. You must enter each code before the game goes into demo mode.

Max Power

Press L1, R2, L2, R2, L2, Triangle, Circle, Triangle, Circle, then press and hold L1. While holding L1, press START. This option will appear on the main menu and will give you all weapons and unlimited ammunition.

Trial

Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Triangle. While holding Triangle, press START. This option will appear on the main menu, and will allow you to begin from any level in the game.

All Characters

Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Circle. While holding Circle, press START. Go into Versus mode and access the "Character" option. You will see that all the characters will be unlocked and playable in this mode.

Sudden Death

Press L2, R2, L2, R2, Circle, Triangle, Circle, Triangle, then press and hold L1. While holding L1, press START. This option will appear on the main menu, and will make your character and opponents vulnerable to one-hit kills.

X SQUAD

Button Codes

On the main menu screen, enter these codes to start your game with more weapons, ammo and items. You will hear a gunshot if the codes were entered correctly.

Michael's 9mmS+99 Ammo

Square, Circle, Triangle.

Michaels 9mmS+99 Ammo. Taylor

M82+99 Ammo and No Limit on

Weight

Triangle, Circle, Square.

Michaels 9mmS+99 Ammo. Taylor

M82+99 Ammo, No Limit on Weight,

Radar

Circle, R1, Circle, L1, Triangle, R2.

Michaels 9mmS+99 Ammo. Taylor

M82+99 Ammo, No Limit on Weight,

Radar, Level 3 Shield, SiriusP

L2, Square, R2, Triangle, L1, Circle, R1.

All Weapons (Beginner)+99 Ammo,

No Limit on Weight, Radar, Level 3

Shield, SiriusP

Triangle, Square, Circle, Square, Triangle, Circle.

All Weapons (Intermediate)+99

Ammo, No Limit on Weight, Radar,

Level 3 Shield, SiriusP

L1, L1, L2, L2, R1, R1, R2, R2.

All Weapons (Advanced)+99 Ammo,

No Limit on Weight, Radar, Level 3

Shield, SiriusP

Circle, Circle, Circle, Triangle, Square, Square, Square, Square.

ZONE OF THE ENDERS

Health and Ammo

In the middle of the game, press START to pause. Then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammunition will be refilled. The consequence of this trick is that your level will decrease each time you enter the code.

Versus

On the title screen (where it says, "Press Start Button"), press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. You will hear a sound to confirm that the code was entered correctly. Now press START and scroll through the main menu options until you reach "Versus." Choose this option to fight a one-on-one battle with the computer or a second player.



NBA STREET

Have some friends who like to talk trash playing NBA Street? Well, get street-worthy with these handy tips.

GAMEBREAKER TIPS

GUARANTEED GAMEBREAKER

When you've built up enough juice to get that Gamebreaker off, the last thing you need is some chump blocking your shot. Once you get the meter full, get the ball in the hands of your best shooter. The CPU defenders will automatically swarm to you when you're on the verge of a Gamebreaker, so don't panic. The key is to create just enough space for a comfortable shot. Here's where we can't stress it enough—pump fake, pump fake, and pump fake! Eventually the D will bite, leaving you wide open for the big shot. One other technique to practice is the fadeaway, which is much harder for the D to block.

POINTS BONANZA

STEP 1

Select a team with a big-time shot blocker and an excellent guard. The Lakers, Sixers, Mavs, Spurs, Kings and Wolves all fit the bill.

STEP 2

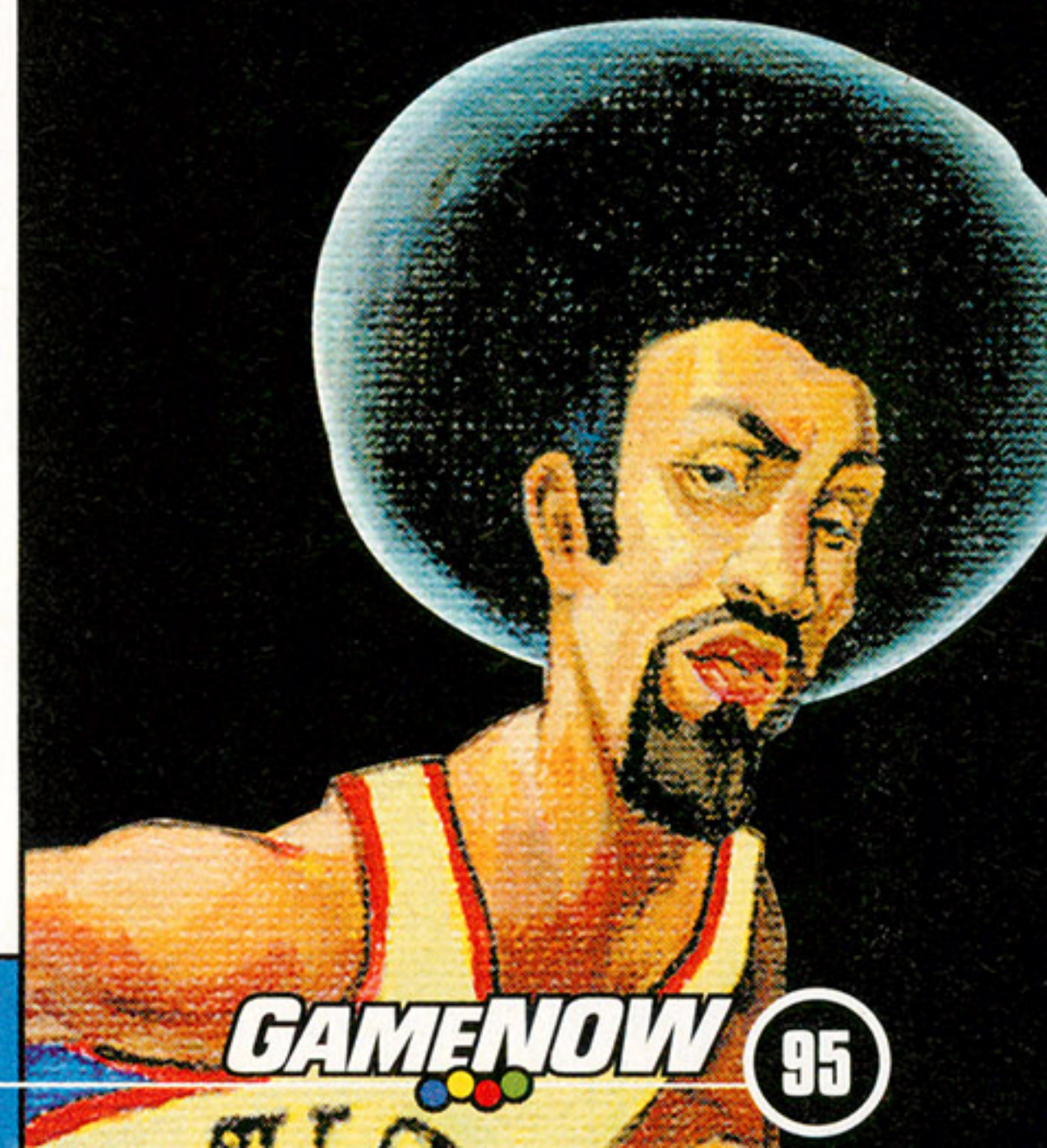
Tricks baby, lots of 'em. Go off on the dribble and vary your moves.

STEP 3

Dunk it up. Two pointers are nice, but the longer it takes you to get to 21, the more time you'll have for dunk combos and other mad sequences for big points.

STEP 4

Once you get the Gamebreaker loaded up, dunk it home. A two-pointer is worth 25,000 on your trick list while a Gamebreaking dunk is worth 50,000.



GAME BOY COLOR

BUST-A-MOVE 4

Extra Puzzles

On the title screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

CASTLEVANIA II

Password Codes

These codes are entered from the "Password" option. There will be four boxes and you can scroll through various icons. Insert the icons in the patterns shown below.

Extra Lives

Put a Candle in the first two boxes and a Heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select

Put a Heart in all four boxes. You will see a box that says, "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password

Put a Heart in the first box, an Eyeball in the second, a Candle in the third and leave the fourth empty. Now press START and you will be put in the beginning of Dracula's castle. Put in an Eyeball, a Heart, a Candle and a Gear in the boxes and you will be in the room with the final boss, Dracula!

CONTRA: THE ALIEN WARS

Level Four on Easy Mode

Now you can go to Level Four on Easy Mode (you normally end the game at Level Three). After the cinema, you will reach the title screen. Move the cursor down to "Password" and press START. On the password screen, enter the code 21LN.

DONKEY KONG LAND 3

Bonus Stage

Go to the Cape Cadswallop's level, Total Recoil. When you begin the stage, jump toward the left to enter a bonus stage.

GHOSTS 'N GOBLINS

From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.

Final Boss

N8C(Heart Icon)K40N

JAMES BOND 007

Password Codes

Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game.

Blackjack

BJACK

Baccarat

BACCR

Red Dog

REDOG

KIRBY'S DREAM LAND

Special Config. Mode

At the title screen, press and hold Down+B+SELECT. Using the D-Pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.

Secret Bonus Game

On the title screen, hold Up+A+SELECT at the same time. The word "Extra" will appear. Press START to play the Bonus Game.

KIRBY'S PINBALL LAND

Fight Only Bosses

At the title screen, press Right+SELECT+A+B at the same time. Now you'll see a black cat run across the high score screen. Press START to begin your game and you will end up at a screen with the names of all the bosses. Move Kirby to the star by the name of the boss against which you want him to begin. Defeating three bosses will let you face King Dedede!

Play Bonus Games

At the title screen, press Left+B+SELECT. Start a new game. Go to any stage and you'll be at the bonus game of that stage!

THE LEGEND OF ZELDA:

ORACLE OF SEASONS

Hidden Game Boy Advance Area

Using a Game Boy Advance to play this game will gain you access to a new area. In Horon Village, go to the house of the "Know-it-all birds" and the door to the right will be open. Go inside the door and you will enter the 100 Rupee Advance Shop. Everything inside costs 100 rupees. The items include a Gasha Seed, Advance Ring and a Magical Ring.

Chicken Attack

The old chicken attack trick works with this game. Start slashing a chicken with your sword. Continue doing this and you will get a barrage of chickens attacking you! Remove yourself from the area to stop the chickens.

MARIO GOLF

Golf Left-Handed

Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Wario, Luigi or Club Champs, that golfer will be a left-handed player.

Infinite Retries

Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

MEGA MAN 5

Power-up Arm Weapon

After you die on a stage, the "Game Over" screen will appear. Press B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!

PAC-MAN: SPECIAL COLOR EDITION

Pac-Attack Level Codes

Press START on the title screen. Now move down and choose Pac-Attack. On the Pac-Attack title screen, move down and access Puzzle Mode. On the Puzzle Mode main menu screen, choose Password. Now you can enter any of these level codes.

Level 2

HNM

Level 3

KST

Level 4

TRT

Level 5

MYX

Level 6

KHL

Level 7

RTS

Level 8

SKB

Level 9

HNT

Level 10

SRY

POCKET BOMBERMAN

All Power-Ups

5656

Area Passwords

FOREST WORLD

Area 1 7693

Area 2 3905

Area 3 2438

Area 4 8261

Area 5 Boss 1893

OCEAN WORLD

Area 1 2805

Area 2 9271

Area 3 1354

Area 4 4915

Area 5 Boss 8649

WIND WORLD

Area 1 0238

Area 2 5943

Area 3 6045

Area 4 2850

Area 5 Boss 8146

CLOUD WORLD

Area 1 9156

Area 2 2715

Area 3 4707

Area 4 7046

Area 5 Boss 0687

EVIL WORLD

Area 1 3725

Area 2 0157

Area 3 5826

Area 4 9587

Area 5 Boss 3752

POKÉMON

Easy Level Gain

To easily gain experience, simply switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, the Pokémon will pop out. You can then switch to another Pokémon. Once you win the battle, both the beginning Pokémon and the fighting Pokémon will both gain experience points.

Fight Safari Zone Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

Infinite Items (Red and Blue only)

First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon that you encounter here. Repeat: Do not catch any of them! It will ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your saved game.

POKÉMON GOLD/SILVER

Duplicate Pokémon and Items

WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION!

First, you must decide on the Pokémon and item you want to clone. At any time during the game, press START and access the "Pokémon" option. Choose the Pokémon you want to clone and make it hold and item that you also want to clone (such as a Master Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press START. Move down the menu and access the "Save" option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! You can clone up to 5 Pokémon and items at one time by doing this trick.

POKÉMON PUZZLE CHALLENGE

New Options

On the options screen, hold SELECT and press the A button. Seven new options will appear beneath the Gallery option.

Super-Hard Difficulty

Go to the 1 Player mode and choose Challenge. Highlight the Hard difficulty level and hold the SELECT button. While holding it, press A. S-Hard will appear beneath the Easy option.

Intense Difficulty

Go to the 1 Player mode and choose Challenge. While highlighting the S-Hard difficulty level, hold SELECT and press the A button. Intense will appear underneath the Normal option.

RAYMAN

Button Codes

Pause in the middle of the game and then enter one of the following codes.

99 Lives

Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.

World Map

A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.

All Powers Available

Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.

Gain Back Energy

B, Right, A, Up, B, Left, A, Down, B, Right.

SNOOPY TENNIS

Unlock Everything

Go to the password option and put in FFJ as your code to unlock all characters and courts in the game.

SPACE INVADERS

Password Codes

Classic Space Invaders

CLSS1281999DBM

Mars Level 46

?WZ4VCLN4W81V?

Jupiter Level 61

RSSN3QJ78?GJMC

Saturn Level 76

WSPZMSO8N?H8NF

Uranus Level 91

CV1?QWKGJ3X8RS

Neptune Level 106

HV27RW1GN3YOR7

Pluto Level 121

MV7HRCLHS3ZSR9

SPIDER-MAN 2: THE SINISTER 6

Password Codes

From the main menu, access the Continue option to get the Password screen. Enter these codes below to advance to higher levels in the game.

Mysterio Defeated

MP163C

Sandman Defeated

PL851D

Vulture Defeated

MM947F

Scorpion Defeated

TS6!9G

Kraven Defeated

LR6!9G

STAR WARS EPISODE 1: RACER

Boost Start

First, start a race. As the countdown begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold A. If your timing is correct, you will get a boost ahead of the other racer. The timing is tricky, so keep trying.

STAR WARS EPISODE 1: OBI WAN'S ADVENTURES

Level Passwords

On the main menu screen, access the Password option. On the password screen, enter any of the codes listed to go to that level.

The Trade Federation Landing Craft

BQVQK

The Naboo Swamp

WNLRM

Naboo Swamp & Sacred Place

SDGNK

Coruscant

CNLM

The Catacombs of Theed

BXGTG

The Streets of Theed

QSRVJ

Queen Amidala's Palace

TKGJZ

The Final Battle

LPZCP

STAR WARS: YODA STORIES

Stage Passwords

Stage 2

XKJ

Stage 3

GJP

Stage 4

TDM

Stage 5

WTM

Stage 6

ZBV

Stage 7

QTC

Stage 8

TGR

Stage 9

VDP

Stage 10

BFG

Stage 11

FNP

Stage 12

STJ

Stage 13

FTG

Stage 14

BLP

Stage 15

YSF

SUPER MARIO BROS. DELUXE

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone

Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

Max Out Lives

Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels

Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000

points). Then on the title screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.

You vs. Boo

You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.

Five Extra Lives

Note: This works only on a new game. Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

Play as Luigi

Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

SUPER MARIO LAND 2: SIX GOLDEN COINS

Easy Mode

On the title screen, press START to enter the pipe room. In this room, press SELECT to get into "Easy Mode." You can then begin any saved file you wish.

Play the Demo

When the title screen appears, hold Up, SELECT and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

TEENAGE MUTANT NINJA TURTLES: FALL OF THE FOOT CLAN

Life Power-Up

When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and START.

Practice Bonus Games

On the title screen, simultaneously press and hold A, B and SELECT, then press START. A question mark will appear to the right of the "5" on the stage select screen. Select this question mark to practice the bonus games.

TETRIS

Rockets

Score 100,000 points in the A-type game and you'll get to watch a small rocket launching off into the stars. Score 200,000 or more and you get a large one.

Russian Dancers

Complete Level 9 in the B-type game and Russian dancers will fill the screen.

Space Shuttle

Complete Level 9 in the B-type game with the High at "5" and you get to see the space shuttle take off!

TETRIS BLAST

Fight 2 Mode

On the title screen, press B five times, then press START.

TUROK: RAGE WARS

Level Passwords for All Difficulties

On the main menu, choose Options. From the "Options" screen, choose Password. Now enter the password for the following levels, on any difficulty as shown.

Stage 2 Easy Level

K14QF4

Stage 2 Medium

3MQTL1

Stage 2 Hard

DT5JV1

Stage 3 Easy

3T5L31

Stage 3 Medium

Z1KMQ1

Stage 3 Hard

2F5QZM

Stage 4 Easy

SMJ54M

Stage 4 Medium

2TQCMR

Stage 4 Hard

MQ5LRS

TUROK 2:

SEEDS OF EVIL

Password Codes

From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.

Skip Levels

DLVTRKBLVL

All Weapons

DLVTRKBWPS

Infinite Energy

DLVTRKBNRG

Infinite Lives

DLVTRKBLVS

Bird Mode

DLVTRKBBD

TUROK 3: SHADOW OF OBLIVION

Password Codes

On the title screen, highlight and enter the options. Access the "Password" option and enter any of these codes for the results shown.

Level Skip

XCSDDFS (Pause the game and press Left or Right to change levels. Press the SELECT button to go to that level.)

Infinite Lives

FJVHDC

WARIO LAND:

SUPER MARIO LAND 3

Max Out Lives, Hearts, Coins, Etc

Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold A+B, and keep them held for the entire trick. Next, press Left and then press Up. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!

YOSHI'S COOKIE

Extra Levels

First, set the music to "Off," the speed to "High" and the round to "10." Hold Up and press the SELECT button. The round should now say "11." Now you can advance to even higher levels by pressing the SELECT button.

ZELDA: LINK'S AWAKENING DX

Alternate Music

To change the background music at the file selection screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.

GAME BOY ADVANCE

ADVANCE WARS

Increased Difficulty

On the select mode screen, choose VS. Mode and pick a New game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

ALIENATORS: EVOLUTION CONTINUES

Level Passwords

Enter these level passwords to jump ahead in the game.

Level 2

MDKMZKCC

Level 3

BHSZSKTC

Level 4

ZKTSHKMC

Level 5

JLPFDKHB

Level 6

HMDBRKCB

Level 7

GLDKLKZB

Level 8

GLPKLKR

Level 9

GLDJBKFF

Level 10

GLPJBKFF

Level 11

GLDKBKZF

Level 12

GLPKBKRF

CASTLEVANIA:

CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode

Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode

Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode

Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

DOOM GBA

Button Codes

To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

Advance Levels

A, B, A, A, B, B, A, A (You will advance about five levels), depending on the current level.

All Weapons, Items, Keys

A, B, B, A, A, A, A, A.

Radiation Suit

B, B, A, A, A, A, A, A.

Invincibility

B, B, B, A, A, A, A, A.

God Mode

A, A, B, A, A, A, A, A.

Computer Map

B, A, A, A, A, A, A, A.

Advance Levels

A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level).

Berserk Mode

B, A, B, A, A, A, A, A.

ECKS VS. SEVER

Ecks Level Passwords

Level 2

EXTREM

Level 3

EXCITE

Level 4

EXCAVATE

Level 5

EXCALIBUR

Level 6

EXTORT

Level 7

EXPIRE

Level 8

EXACT

Level 9

EXHALE

Level 10

EXHUME

Level 11

EXONERATE

Level 12

EXPEL

Sever Level Passwords

Level 2

SEVERE

Level 3

SURVIVE

Level 4

SAVANT

Level 5

SUFFER

Level 6

SULPHUR

Level 7

SERVE

Level 8

SEETHE

Level 9

SEVERAL

Level 10

SEVERANCE

Level 11

SAVAGE

Level 12

SACROSANCT

FINAL FIGHT ONE

Unlocking Secrets

On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit" and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret.

50

Alpha Guy

200

9 Lives

500

Alpha Cody

800

Stage Select

1,300

Color Change

2,000

Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next" and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

FIRE PRO WRESTLING

All Wrestlers Available

From the main menu, choose Edit. On the next screen, choose Edit Wrestler. On the Wrestler Edit Menu, access the "Name Entry" screen. Now put in the word ALL for the nickname, the first name as STYLE and the last name as CLEAR. Make sure you use all capital letters. Now press the START button. Press B continuously to move backwards through the screens until you reach the main menu once more. Choose Exhibition from the main menu screen and begin a one player match. Now when you scroll through the list of wrestlers in each league, you will notice that more have been added to the list. Here is a list of the new wrestlers found in each league:

APW

OMEGA — The Lastman

KLEEBO — The Runner

MUSCI — Godfather

AWG

KILLA — Darkman

MANN — Slim Jim

OHASHI — Dragon Soldier

ECLIPSE

SAEBA — The Fight King

H-CLASS

HIGAKI — The Clone

DOCKEN — The Killer

GRAPPLE

NICK — Mr. Perfect

ALEVIN — The Titan

FAGG — The Stylist

FREE

NOGAWA — Judo Master

KAGURA — Kabukiman

DANGER — The Arab

TIGER — The Untamed

LEGEND

RIKIOZAN — Zeus the Moose

KLAUSER — Commandant

FAZE — The Champ

KHAN — The Mongolian

BULL — The Brain

ROZMOV — The Mountain

ROCHE — The Lost Boy

BRIGHT — The Inventor

MAVERICK — Mad Dog

McLand — Shamrock

VJP

MUSASHI — The Legend

RIKIMARU — The Patriot

MASA — Dr. Voodoo

YAMAMOTO — The Master

WAKAMOTO — Drill Sgt.

PANTHER — Fantastic Hero

KID — Mad Bomber

IGARASHI — Dark Hunter

OJP

SHIBA — Super Giant

TOMMY — The A-Bomb

YAJIMA — The 49er

BOGGY — Dr. Nuke

PEACE — The Peacemaker

HARRY — The Lone Star

IW

HAICHI — White Thunder

KISHITA — Mad Bull

YUKIGUNI

CONDOR — The Condor

EAGLE — The Eagle

DRAGON

AZTECA — Shining Dragon

MARIO KART:

SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

MEN IN BLACK: THE SERIES

Level Passwords

On the title screen, choose the Start Game option. On the Enter Password screen, put in any of these codes to advance further in the game.

Episode 3: Alien Technology Lab

HSDSHSBS

Episode 4: Rocket Silo

MXNMSNNG

Episode 5: MIB Safe House

THXBXSCK

Episode 6: Halloween in Manhattan

NNTNDWNY

MONSTERS INC.

Level Passwords

Level 2

SJBOGS

Level 3

MKB2Z7

Level 4

VPB971

Level 5

LLCOBK

Level 6

8PW2DY



HIGH HEAT MLB 2003

A baseball game that actually forces you to play real baseball? What gives? Well, use these tips to dominate the diamond.

BATTING STRATEGIES

• HAVE A CAREFUL EYE

High Heat requires you to be observant. Take a lot of pitches early in the game and try to see what patters the pitcher falls into. Seeing Maddux strike you out on an outside fastball for three straight innings might suck, but hitting that same pitch for a 400-ft. bomb in the fifth inning is great.

• GUESS YOUR PITCH

This is especially effective for pitchers who have only two or three pitches to choose from. If, for instance, a guy has a slider, sinker, fastball set-up, you stand a 33-percent chance of guessing right. Doing so will significantly enhance your hitter's chance of knocking the bejeezus out of the ball. To guess a pitch, hold L2 and tap the button that corresponds to the pitch. So, if fastball is X for the pitcher, go L2 + X. replays.

• GO OFF THE FASTBALL

Look fastball first. It's an easy pitch to spot, but a tough one to time. Still, once you're prepared for the heater, you can relax and hit any of the soft stuff.

MINI STRATEGIES

• GIVE IT UP

We know it's cool to hit for power and all that, but in close games you've gotta play team ball. Get a guy on first with none or one out, and you better think bunt. Take a modest lead off of first base and tap triangle to get that batter into a bunting stance. Then your guy can score from second on just about any hit.

• BE AGGRESSIVE ON THE BASEPATHS

High Heat is overly generous with the amount of doubles and triples that can be had. Flares into left-field can usually be turned into doubles. The CPU fielders take a pretty good amount of time to gather the ball and set themselves, so take advantage.

- Level 7
NQWOJF
- Level 8
WRC9SQ
- Level 9
3RC194
- Level 10
XRDZB1
- Level 11
YRX2DQ
- Level 12
3NX2JX
- Level 13
LTDISK
- Level 14
ZTFZD8
- Level 15
BYY2NL
- Level 16
M2F9S7
- Level 17
LYGOBO
- Level 18
1FZ2CJ
- Level 19
F2Z2FM
- Level 20
F2Z2KR
- Level 21
PNG!TL
- Level 22
WRG!!C

PAC-MAN COLLECTION

On the Pac-Attack main menu, choose Puzzle Mode. Move to the Password option and then enter any of the following codes to advance to that level in the game.

Level Passwords

- Level 82
GSN
- Level 83
MMT
- Level 84
DNK
- Level 85
HPN
- Level 86
DCR
- Level 87
BNS
- Level 88
SDC
- Level 89
MRH
- Level 90
BTF
- Level 91
NSM
- Level 92
QYZ
- Level 93
KTT
- Level 94
FGS
- Level 95
RRC
- Level 96
YLW
- Level 97
PNN
- Level 98
SPR
- Level 99

- CHB
- Level 100
LST

Appendix Puzzle Mode

First, you must choose the Pac-Attack game. Then high-light Puzzle Mode and hold Right on the D-pad. While holding it, press A. The word, "Appendix" will appear in the upper-left corner of the screen. Start a new game and you will see that the falling pieces will stay the same from level to level; making the game a little easier to play.

PITFALL: THE MAYAN ADVENTURE

Level Select

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. The "Level Select" will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose.

Debug

To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while.

Infinite Continues

Use up all three of your lives in the first level. When the "Continue" screen appears, press B, B, B. The counter will change to "9" and stop counting down. This will give you an unlimited amount of continues.

99 Weapons

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, Select. The Level Select will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose. While playing, hold SELECT and press B. You will get 99 boomerangs and sling stones.

SPIDER-MAN: MYSTERIO'S MENACE

Amazing Passwords

Below are the passwords (in bold) and what they open up when you use them.

W7HV1

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.

W7HZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.

W7OZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.

080ZG

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container.

Z787K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.

ZV87K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.

ZV7Z2

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact,

Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.

ZV3Z0

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.

HV37K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.

JV37H

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.

JV310

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit.

JV31

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit. Mysterio Defeated.

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened

Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.

Smiley Face Blood

Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.

No Blood

Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.

Constant Zoom In and Out

Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.

Unlock Spider-Man

Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

Level Select

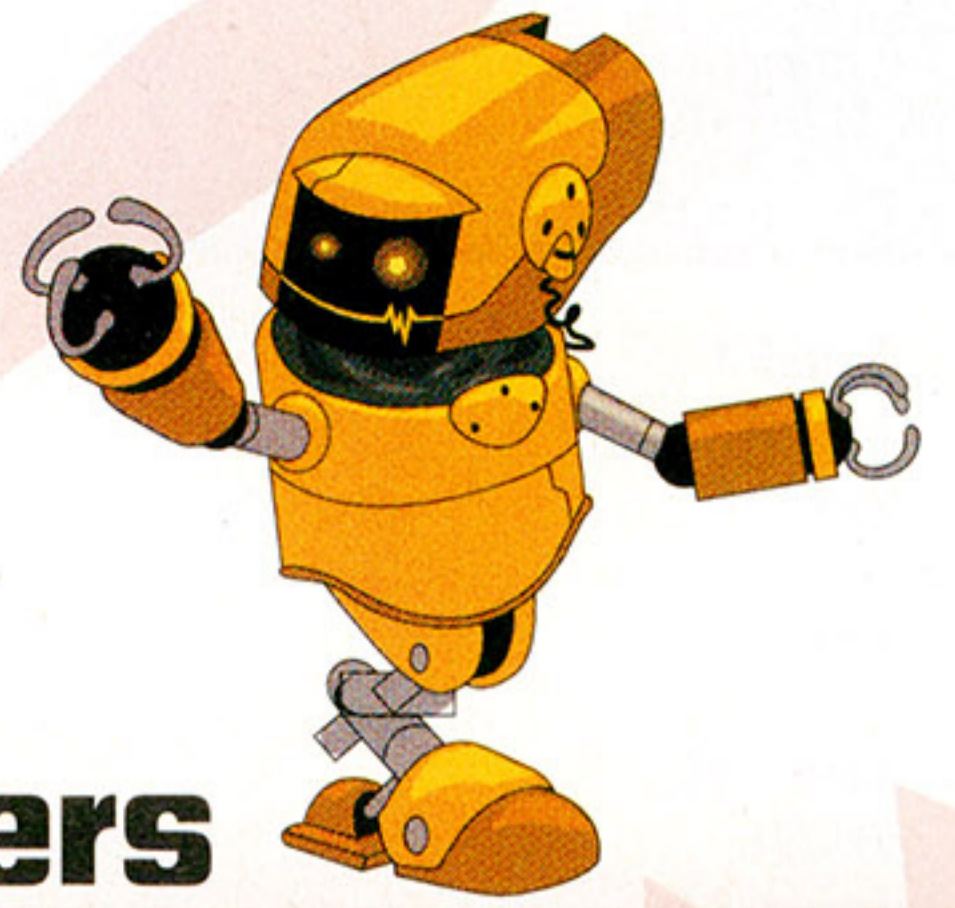
Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.

Level Select and Lotsa Money

Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

FAN CLUB

Rants and Raves, Opinion Polls, Fan Letters



WELCOME TO THE CLUB!

The response we've received to our March issue's Gamerdex has been so overwhelming that we decided to make it an ongoing part of the magazine. Of course, we couldn't leave it all by its lonesome, we added a whole new page. Enjoy!

Rants n' Raves p.102 **Hot or Not** p.104 **Gamerdex** p.105

JET SET JUNKIE

Dear GameNOW,
Hey, will Jet Grind Radio or Jet Set Radio Future ever be on the GameCube? Please god of the games let it be!



Justin O.
Address Withheld

Sega isn't really saying much in this department. All we can currently get out of them is that Jet Set Radio Future is "debuting" on Xbox. This means, of course, that there's still a chance that JSRF will show up on either the GameCube or the PS2. As for Jet Grind Radio, however, you'll most likely have to pick up a Dreamcast to play that great game.

THE "FUTURE" OF JET SET RADIO Given Sega's track record lately, you're bound to see Jet Set Radio Future on multiple systems.



SCIENTIFIC METHOD

Dear GameNOW,
I'm a fan of the Zelda series and up until a few months ago, I'd never played *Zelda II: The Adventure of Link*. Although I had only heard bad things about it, I have to say that after I played it, I found it to be one of the best Zelda games ever.

After this, I realized that reviews are mostly based on opinion and one person can like a game that someone else hates (unless your dealing with a game like *Superman 64*, of course). For example, I like *Pikmin* and I think *Rogue Leader* is a terrible game. I would have given them opposite scores if it were my magazine. From now on I am going to completely ignore your review section and I advise others to do the same.



LETTER OF THE MONTH

"FANBOYISM" RUINS IT FOR EVERYONE

I am glad to be a part of a selective few, an unbiased gamer. Being an unbiased gamer allows me the joy of playing games on all systems, and it prevents me from suffering the stress that fanboys have to go through. As an employee of a video game store, I have had many entertaining encounters with emotional fanboys, as I'm sure you can imagine. *Resident Evil* on GameCube only? Unlike the PS2 fanboys, I don't find this to be a problem.

Lately, I have noticed that a lot of fanboys are whining about "such and such is not going to be on PS2," and it's really getting old. When people base their buys on name and product association, game reviews, which are based on how fun the game actually may be, have less meaning, and that's a shame.

I think that exclusive deals among game developers and console manufacturers add to this "fanboyism," and in my opinion, it's ruining the whole artistic point of making games.

I just want people to understand that the point gaming is to have fun and that arguing over which company is better and what system is faster takes away from the whole experience. You should play to have fun. Lets put fanboyism to rest and enjoy games, no matter what the name or the system.



Sean Vermillion
seanjax007@aol.com

Hey, not everyone has more than one system like you do, pal. What if all those "fanboys" you mention with such contempt happen to own only one system? What if that one system is a shiny new PlayStation 2 without a Resident Evil game to keep it company? Why don't you just worry about Sean, and leave all the poor fanboys alone? And besides, given the crazy state of the industry right now, who isn't susceptible to an emotional outburst? Square's back in bed with Nintendo, Sega's running hot and cold on the "exclusivity" of its titles, Xbox is tanking overseas, and there still isn't a great first-party GameCube game. Give the fanboys a break.



A FINAL FANTASY HOEDOWN Selphie is just one of the Final Fantasy characters that'll appear in Square and Disney's Kingdom Hearts game. Also making appearances are Tidus, Squall, Wakka and your momma.

@ Name Withheld
SWRPMonster@aol.com

Wait, are you telling us that we just write whatever we "think" about a game? You've got it all wrong. Reviews are based upon a highly scientific formula that tests games based on several factors, including, but not limited to: thermal viscosity; number of weight-bearing ball joints; and the dreaded cheese test, which determines whether a game could have been better with more cheese.

Once you apply these simple factors, we think you'll agree that Pikmin was a waste of time, and that Rogue Leader rocks the house.

FAMILY REUNION

Dear GameNOW,
Do you think Square will ever make a game that has all the stars in it together such as Cloud and Tidus?

@ Mike
Wolfforce05@aol.com

It looks like Kingdom Hearts is going to come close to a Square family reunion. If you don't mind the Disney family barging in, the game will more than suit your needs.

Q QUANDARY

Dear GameNOW,
I've been very impressed with my GameCube's performance, but what's with this new DVD-playing Cube? Does it provide better graph-

ics, or is it just another DVD playing system? I just hope my regular Cube isn't obsolete already.

@ Lee Odell
JRaider55@aol.com

No better graphics, no faster processor, just a Panasonic DVD player mixed with a GameCube. You needn't worry about your Cube being obsolete—the Panasonic Q (as that system is called) is simply two electronic toys combined. It is only available in Japan, though, so if you're looking to buy an import GameCube, you might want to consider it.

GRAY GAMER

Dear GameNOW,
RE: How many gamers out there are girls? Well, I'm not exactly a "girl." I'm a 54-year-old woman and a mother of three. I love video games and have since Atari first came out.

@ GameNOW Message Board

Wow. A 54-year-old game-loving mom? Wow. Maybe we should reconsider Phil's idea of making a magazine called "Gray Gamer"...

MAN OVERBOARD

Dear GameNOW,
I would like to add my two cents to Travis Taft's "Oddball Letter of the Month" from the March issue. In the spring of 1999, my wife and I came across an imported Dreamcast at a local game store. Guess what? I couldn't even play the thing because

Then you just stand there and laugh. Have fun!

@ eric alexander
dellkid4@yahoo.com

So let's get this straight... The codes that we supply for Grand Theft Auto 3 are awesome. Check. You can "create" people that you don't happen to like. Check. The best way to kill a person is to type in the "Everyone Hates You" code, because doing so will cause them to beat you, which allows you to take out your hand gun and point it at them (which we can only assume means you're about to shoot them). Check. Once you do, in fact, shoot some one, you stand there and laugh. Check. Well, that settles it—you're sick.

INSTANT MESSAGE

MLOM999 WRITES:

I thought it (Gamerdex) was very well done except you left out one category of gamers. "The Super Bad Ass Well Rounded Gamer." Their greatest ally is the Elitist gamer, and their system of choice is all the "cool" ones (SNES, Genesis, Neo Geo, the Cube, DC, GBA, PS1, and the PS2.). Their diet consists of Pocky, Wasabi Peas and Mountain Dew Code Red.

SEND

We left a lot of categories out, apparently, but readers have been cracking us up with their own submissions. We'll be featuring some reader Gamerdex entries in the months to come. Thanks.

TIDESX WRITES:

Dan, I know you're the sports guy. How in the love of all things holy can High Heat not have end-of-season awards? To me it ruins a great game.

SEND

I wouldn't go THAT far, but it does suck. I guess 3DO figured that listing company president Trip Hawkins as home plate umpire in box scores would be fun enough for all the gamers out there. When the batter argues with the ump I smile and secretly imagine that it's me yelling at him about the Army Men games.

SEAHAWKSFAN3237 WRITES:

Do you guys get to play the games that you talk about?

SEND

Um...yes... You see, playing the games is what gives us the ability to review them.

Odd Ball Letter of the Month

Have any of you guys played Grand Theft Auto III for the PlayStation 2? It's the best. The codes that you guys supply are awesome, but I have better ones. I can create people like anybody I don't like. The best way to kill a person is type in the "Everyone Hates You" code, then they will start coming toward you and beating you. Then you take out the hand gun and point it at them and if they keep beating you, then shoot them once (so you don't get "Wanted").

Rants n' RAVES

WHAT YOU LIKE AND WHAT YOU DON'T

Dear GameNOW,

It makes me mad that Square is going to make Final Fantasy games for GameCube. It's a great system, but I think that Square should stick with Sony. Moving Final Fantasy to other consoles is a stupid idea.

Andy Geisler
Address Withheld



Dear GameNOW,

Your mag ROCKS! Your Ten Best of FF thing was so true. Finally a mag agrees that Steiner is the best character ever! I love how you guys put VII below VIII. Too bad you guys could only rank U.S. releases, because III for the NES was better than FF1. How could you guys put FF1 on the list, anyway? It's good and all, but it's a SAGA game. It's so awesome that you did this piece out.

Name Withheld
Kajskj@aol.com



Dear GameNOW,

How in the world can you say that Final Fantasy and Legend of Dragoon play the same? Sure, their storylines may be made in the same fashion and their traveling/map layout may be similar, but their battle systems are nothing alike.

Do you guys actually play the games that you review, or did the person that played them for you leave out how the battle system works? Don't get me wrong; I love both Final Fantasy and Legend of Dragoon, but their battle systems are nothing alike.

Shane Stevens
Address Withheld



horrible lock up problems, and the controller left lots to be desired.

Needless to say, I purchased a PlayStation soon after and I now have more than 100 games in my library. I know I made the right choice for myself because I was one of the 32X faithful that got screwed back in the day. Now don't forget to put me down with your usual cocky replies that you give to most of your other readers.

✉ Brett Ray Pavlov
Address Withheld

Let's see, you bought and kept the 32x and you took back the Dreamcast. Yep, you're pretty much a couple waves short of a shipwreck. But we've got a question for you. How many "Pavlov's Dog" jokes have you heard?

SURE YOU ARE

Dear GameNOW, Being that the computer allows pornographic material, and the Xbox is darn near close to the same thing as a computer gaming system, do you think that the Xbox will begin allowing pornographic games, or even games with extreme nudity to be made for the system? I hope not.

I am asking this question for all the concerned parents that have



FUTURE GAME DESIGNER Instead of moaning about what you don't like about video games, make like Louis here and do something about it.

doubts about new gaming systems and their ratings.

✉ Sincerely,
Shane Stevens

Shane, we're sure concerned parents everywhere are thankful that you've chosen GameNOW as the authority on such sensitive parenting issues. We know that you're one of, at the very least, two parents that actually read our magazine. We think you meant "I've got an Xbox and I hear it's gonna be smut city, baby!" If that's your deal, forget it, because no com-

pany in its right mind would risk Adults-Only titles on its console. Better stick to the PC, ace.

CAPTAIN IMPULSE

Dear GameNOW, I would like to thank Derek Collins for the news article about the Art Institutes International at San Francisco. After reading the article I was eager to see the website of the school. After researching the website I found out that AI International was having a open house on February 23, 2002, so I purchased airline tickets to go to San Francisco. Now,

FAN CHALLENGE

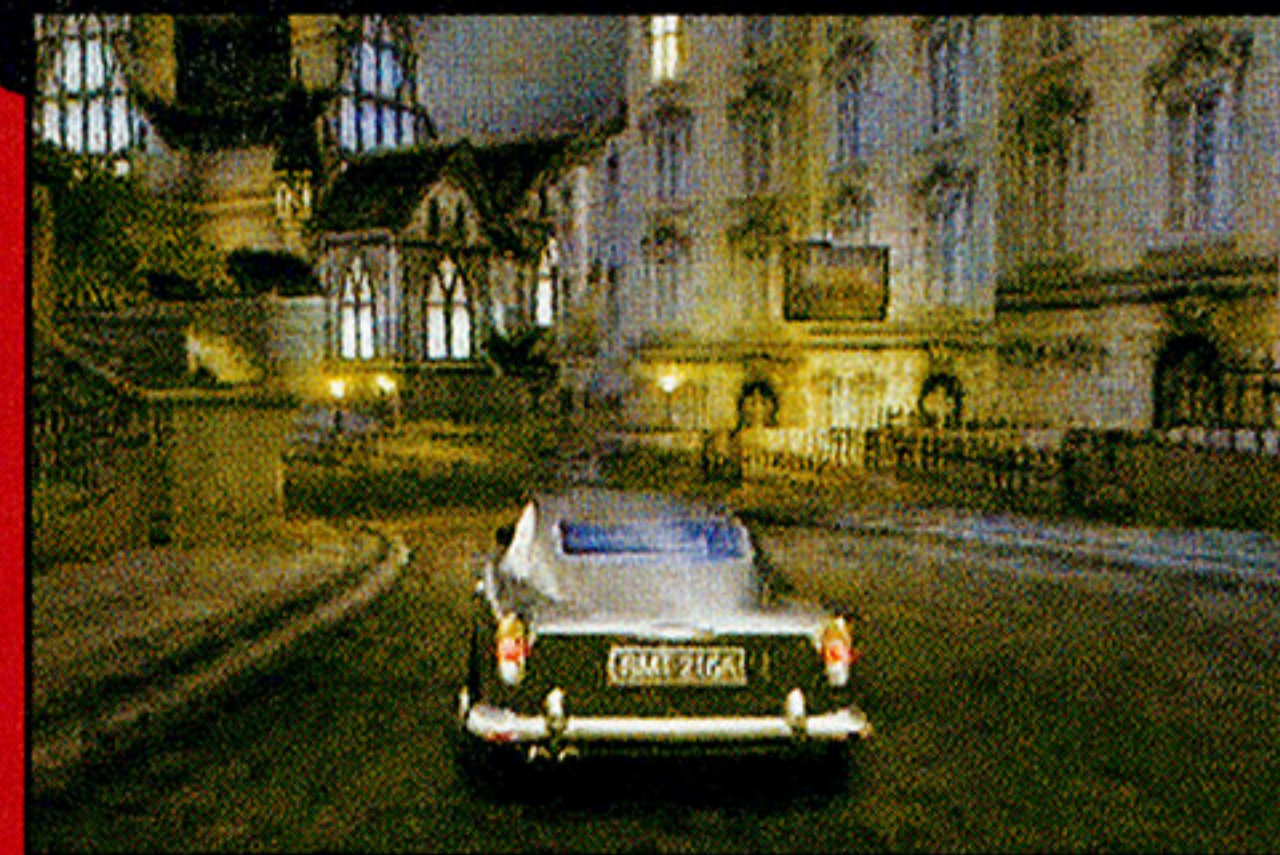
We set the task, you waste time trying to do it. Sweet.

Your mission, should you choose to accept it—wait, wrong show—Her Majesty requires your services again, 007. Earning Gold Medals in all 12 levels of *007: Agent Under Fire* is no easy task, even for a secret agent as smug as you.

CHALLENGE Get the Gold Medals



Earn enough points in the Trouble in Paradise level, and you'll get the Golden Gun.



A sweeter ride than this can be yours if you play through the Streets of Bucharest the right way.

after visiting the school and the dormitory, I look forward to attending the AI International in the fall.

@ Luis Bonilla
louemon@hotmail.com

Congratulations! Just promise us that you'll use your powers for good and won't make any crappy games.

TWO HITS

Dear GameNOW,

When I came to my category in your Gamerdex article, the RPG gamer, I was fairly steamed to have been categorized as surrounded in notes. Then I looked around me. I found materia combos, secrets listings and a list I had recently made describing the Einherjar requirements that Freya gives you at the end of every chapter in Valkyrie Profile. I guess what I mean to say is that you guys are the greatest, and the Gamerdex article is a genuinely great idea. Keep up the hilarious work.

✉ Chris White
Bluffton, IN

This is how we wish all arguments with readers would turn out: Over before they start.

ONE'S BORN EVERY MINUTE...

Dear GameNOW,

I was just wondering if you can get Sonic and Tails in *Super Smash Bros. Melee*? If so, can you tell me how?

@ Name Withheld
Snokom@aol.com

You get them in very much the same way that you can play as Snake in Metal Gear Solid X.

FIRST TIMER

Dear GameNOW,

Hi, I totally love your mag. Can you maybe find out cheats and codes for Mario 64 for N64 on how to get a lot of stars? Thank you for listening to me, this is the first time I've written to a magazine.

✉ Gretchen Rodden
Address Withheld

First time, huh? Well, OK. But just this once.

Red Slide Trick

Enter Door #1 on the upper level of the castle, then jump into the right window with the Princess on it. You will enter the Red Slide Level.

Slide down through the tunnel. When you come to the yellow barrier, jump and dive over it on the left side. You should land on the lower part of the slide and continue on sliding to the end. This will save you time in trying for the Secret Star!

No Obstacles on Course 14

There is a grandfather clock right before you enter Course 14. Wait until the hands are at 1:00 and enter the level. If the trick was done correctly, all the obstacles throughout the course will be turned off.

MISLEADING LINK

Dear GameNOW,

Your mag is awesome! With you guys, I don't need to think! You tell me what to like and what not to like! I'm not worthy! Anyway, I'm a huge fan of all the Zelda games and I wanna know why the GameCube showed a demo movie of the new Zelda game with absolutely awesome graphics, but now the Zelda coming out is a cartoon? Now don't get me wrong, I'll buy Zelda no matter what it looks like because I love the story but were they just showing the potential of the the GameCube with that demo?

@ KyleVictor
kyledx@hotmail.com

You pretty much hit the nail on the head. That demo of Zelda was shown to build hype for the GameCube and show off the system's graphical abilities. The actual Zelda game for the Cube wasn't even being worked on at the time, so when Nintendo was creating that demo, it used the most current character designs for adult Link and Ganon (as seen in Ocarina of Time for the N64).

Of course, now we know that Shigeru Miyamoto (Zelda's creator) would opt to create an entirely new character design for Link's GameCube debut. Is everyone thrilled about the new look? Of course not, but as you said, the game will most likely rock. Besides, didn't Nintendo drastically change Link's appearance when he appeared on the SNES and N64?

MISLEADING LINK

Dear GameNOW,

Is the the MGSX preview for real? Those screens look so real. Are you guys telling the truth?

@ Name Withheld
juniorfan2k1@aol.com

Um. No.

APRIL FOOLS



Last month, the joke was on you...



What represents a labor of love for GameNOW contributor Mike Vallas has made appearances on video game message boards across the country and around the world. In fact, one website in the U.K. actually reported our MGSX story as real news and reminded its readers that they "heard it here first." To those of you who bought our April Fools joke, we offer a hearty, Nelson-style "haw-haw!"

- GameNOW

INSTANT MESSAGE FROM HELL

This time it's personal...

JAYRUSTY10 WRITES:

Could I have your private AOL name? Usually the only person on under GameNOWmag is Justyn, and he gets boring.

JUSTYN'S PRIVATE REPLY:

That's cold, man.

JAYRUSTY10 WRITES:

Who's this?

JUSTYN'S PRIVATE REPLY:

Justyn.

JAYRUSTY10 WRITES:

Phil is my favorite editor guy, though. And you're just always on.

JUSTYN'S PRIVATE REPLY:

Uh huh....

JAYRUSTY10 WRITES:

And plus Phil is a GameCube fan and I like GameCube, and I think you like Xbox better, so...

JUSTYN'S PRIVATE REPLY:

And that equals boring?

JAYRUSTY10 WRITES:

No, well, whenever I try talking to you on GameNOWmag, you never answer me.

JUSTYN'S PRIVATE REPLY:

So that would make me boring, right?

JAYRUSTY10 WRITES:

Stop it.

TEN WORST MASCOT CHARACTERS

GameNOW celebrates gamedom's washed-up has-beens and their clones.

1

BUBSY

This obnoxious Sonic wanna-be starred in some of the worst action platforms ever. But that didn't stop him from getting his own holiday TV special. Oh no.



2

CROC

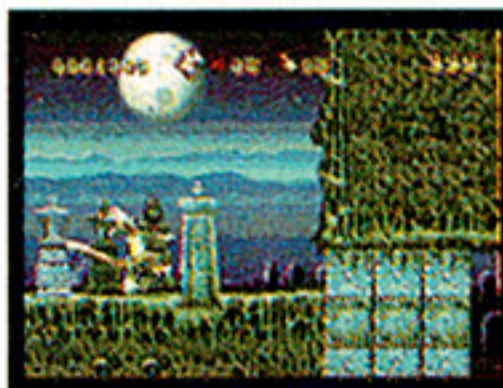
In a time when players had gotten tired of furry dudes with 'tudes, Fox offered something different: a scaly wuss with absolutely no personality.



3

GEX

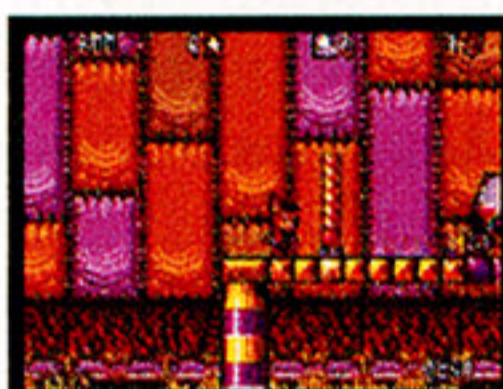
Hey, Crystal Dynamics: Talking gekkos aren't funny. Especially not when they're getting hot 'n' heavy with beautiful human girls. Gross.



4

AERO THE ACROBAT

Get it? His name's Aero the Acro"bat"! Why's that funny? Because he's a bat! The title is the best thing about this sticky little mess of a game.



5

CRASH BANDICOOT

Yeah, we know, some of you like this guy, but we don't. His games are OK, but as a character, he's as lame as Uncle Joey from *Full House*.



6

MR. NUTZ

There's a joke somewhere in this character's name, but spelling that out would be too easy. Want to play as a cool squirrel? Stick with Conker.



7

GLOVER

This monstrous creation seems to be hated by kids around the country—many of you have voiced your dislike for both the character and the game.



8

BOOGER-MAN

Gross does not equal funny. It's not fun to play as some middle-aged dude who looks like your Dad's accountant, even if he does eat snot.



9

IMPOSSAMOLE

NEC had a good thing going on the TG-16 with Bonk, so why'd it feel it was necessary to devote an entire game to this cape-wearing fool?



10

PUNKY SKUNK

Long after we thought that the whole "lame 2D mascot character" trend was over, along comes Punky Skunk for the PlayStation.



CRAP FROM THE PAST

ATTACK OF THE KILLER TOMATOES (NES)—1991

It's a bad video game based on a bad cartoon based on a bad movie. Seriously, what was THQ thinking when it got the license to make this awful game?

Not only was this game a rotten idea, but it was also poorly made. Sure, the graphics are OK and the music won't make your ears bleed, but everything else is just plain bad.

Imagine trying to outrun a horde of bouncing tomatoes that can bounce slightly faster than you can run. Then imagine trying to squish said tomatoes when some of them die when you jump on them and some of them hurt you if you touch them.

Sure, it may sound like a funny idea, but in practice, *Killer Tomatoes* just doesn't work.



HOT or NOT

GameNOW tells you what to like

THE OSBOURNES

It's a reality show starring Ozzy Osbourne and his hilarious, pudgy son. We can't wait to see either of them bite the head off of a bat.

RESIDENT EVIL

Between the movie and the GameCube and Game Boy Color games, everything's comin' up zombies!

CELEBRITY BOXING

We originally thought that this was a bad idea, but after seeing it in practice, we can't wait for future rounds.

FINAL FANTASY ON GAMECUBE

Need we say more?

THE NEW XBOX CONTROLLER

Let's face it—trying to play video games with what is essentially a plastic side of beef is awkward at best. This tiny pad works great!

QUEEN OF THE DAMNED

Remember how cool *Interview with the Vampire* was? This half-sequel isn't anywhere near as good.

RESIDENT EVIL: THE MOVIE

This mess was based on the game?

TERMINATOR 3

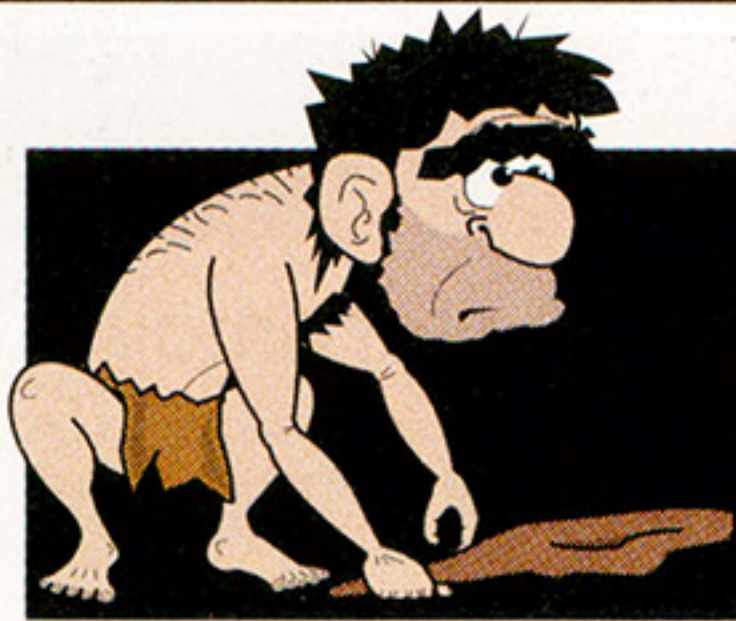
T3 could have been something worth looking forward to, but with James Cameron out of the director's chair, this release will almost certainly suck.

DAVID ARQUETTE

We stopped watching television just to avoid seeing AT&T commercials that star Patricia's ugly brother.

QUICKIE PORTS

Attention game companies: Stop porting old PS2 games over to the GameCube and Xbox. We bought those systems to play new games!



GAMING EVOLUTION

Ken Masters (1987-Present)

IN THE BEGINNING

Street Fighter (1987)
Along with Ryu, Ken was introduced to the world in this one-on-one fighting game. The two shotsos were the only playable characters.



RISE TO FAME

Street Fighter 2 (1991)
Sure, Ken debuted in Street Fighter, but let's face it—nobody played that game. It wasn't until Street Fighter 2 that the world came to know Ken and his super-powerful Sho Ryu Ken move.



CURRENT SUCCESS

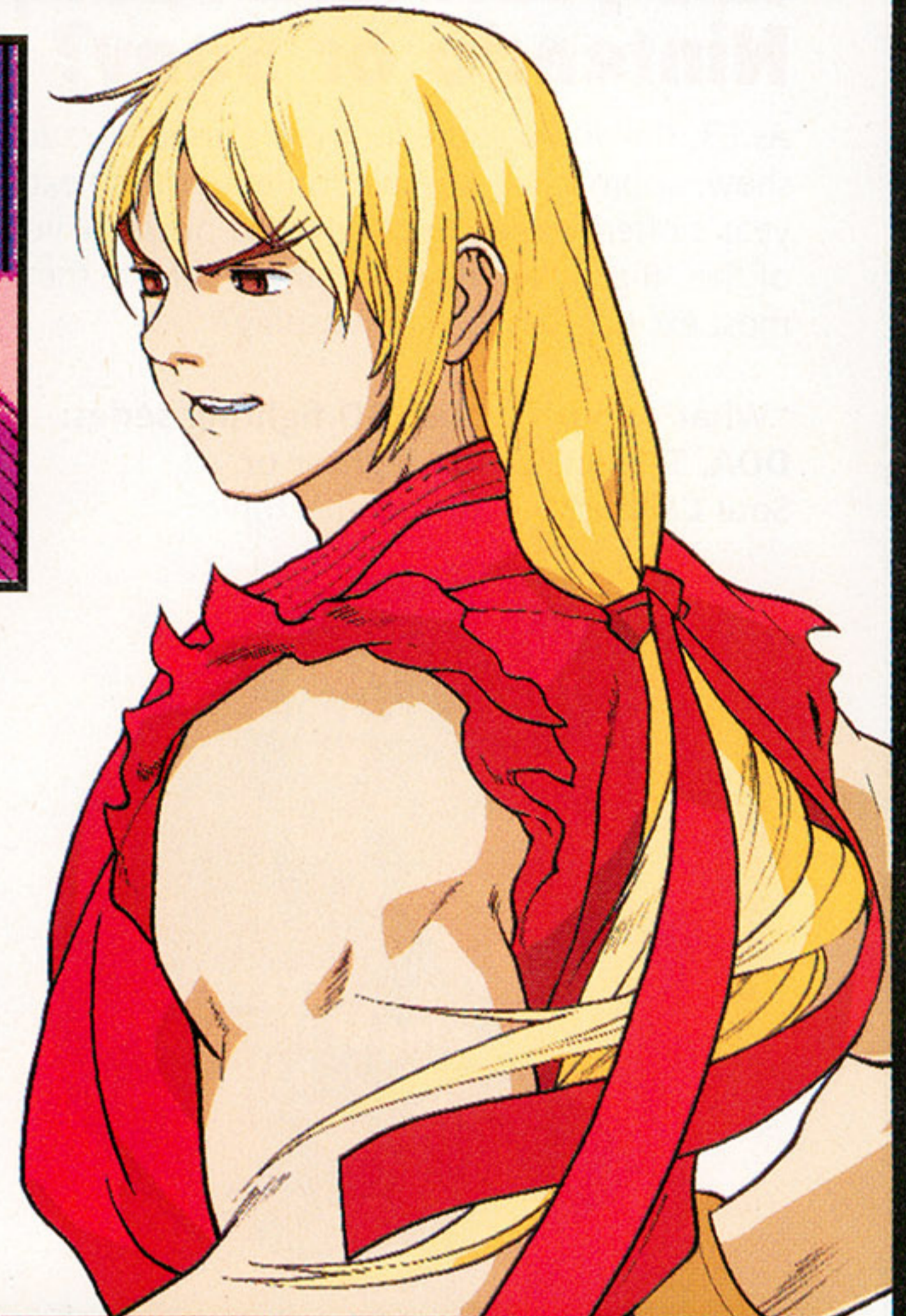
Capcom vs. SNK 2 (2001)
Nowadays, Ken is still fighting alongside his rival, Ryu. The two of them are taking on the members of the SNK universe in the ultimate fight.



MOST EMBARRASSING MOMENTS

Street Fighter 2010: The Final Fight (1990) and Street Fighter: The Movie (1994)

We may never know why Capcom decided to cast Ken in the horrible NES game, Street Fighter 2010. According to the game's story, Ken gave up street fighting, became a scientist and turned himself into a cyborg. What?! Let's also not forget the lame Street Fighter movie, where Ken is forced to play second-fiddle to Jean-Claude Van Damme's Guile.



GAMERDEX

We discovered many types of gamers out in the wild. Which one are you?



NINTENDO FANBOY

Mainstream System(s) of Choice

GameCube, Game Boy Advance, N64

Hardcore System(s) of Choice

SNES, NES, Game Boy, Virtual Boy

Habitat

On eBay bidding for old NES games

Greatest Ally

Pocket Gamer

Fiercest Enemy

Sega Fanboy

Mating Call

"It's-a me, Mario!"

Diet

Nintendo Cereal, Pokémon Mac & Cheese

Fondest Memory

Competing in the Nintendo Tournament of Power; seeing *The Wizard and Super Mario Bros.* in the theater.

Evolves Into

Social Gamer

Dreaming of

Playing GBA games on their TV

Rarity

Uncommon



The Nintendo Fanboy is a fairly docile creature. A game by Shigeru Miyamoto is all you need to tame them.

FIND 'EM ALL!!

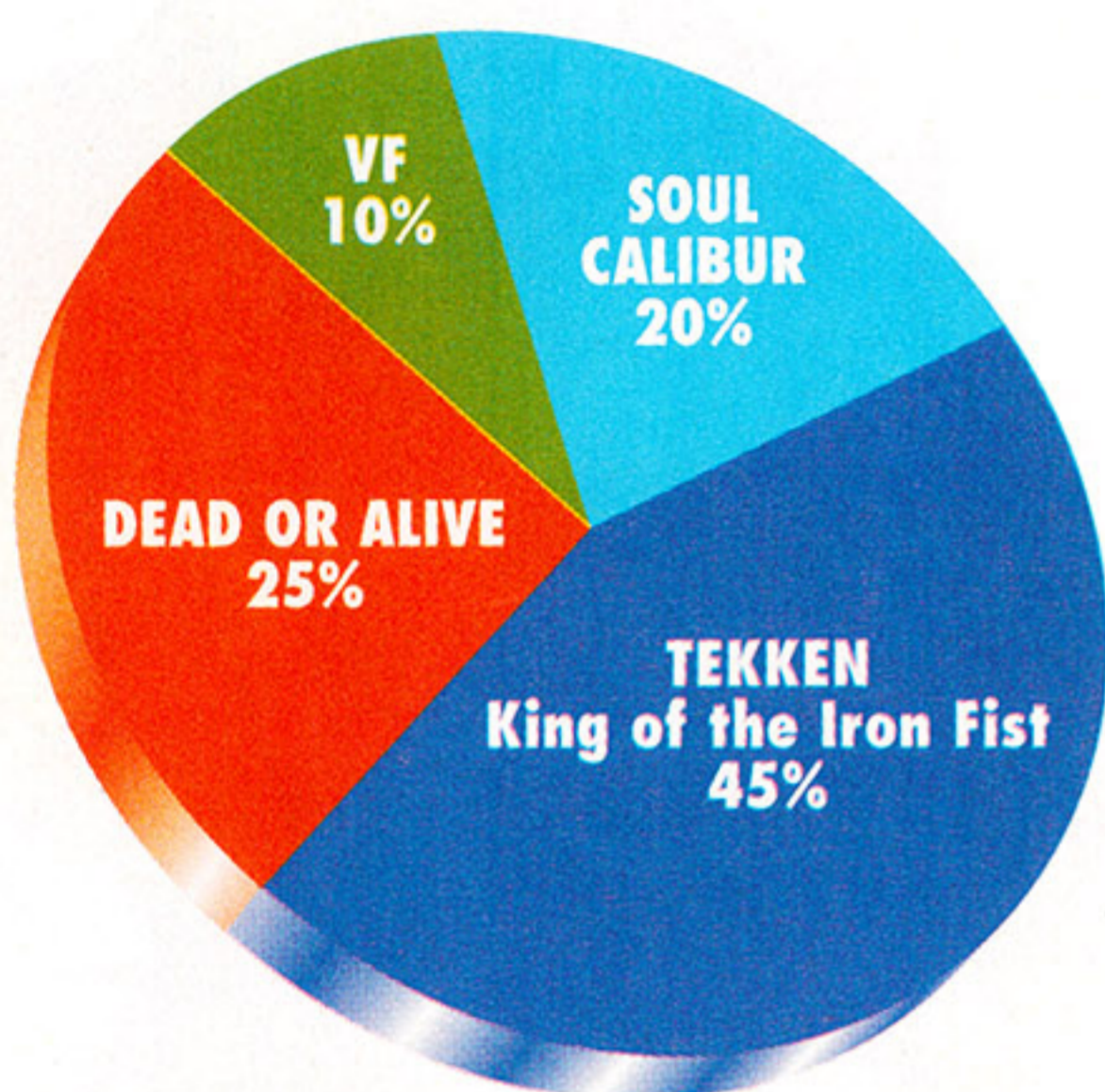
Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll draw your likeness into our Gamerdex for posterity. Send all entries to game_now@ziffdavis.com with the subject line, "Gamerdex."

OPINION POLL

Who will have the best lineup at E3 this year: Microsoft, Nintendo or Sony?

As E3, the video game industry's annual trade show, approaches, speculation about the next year's offerings reaches a feverish pitch. Which of the "Big Three" do you think will have the most exciting products on display?

"What's your favorite 3D fighting series: DOA, Tekken, Virtua Fighter or Soul Calibur?" - last month's topic

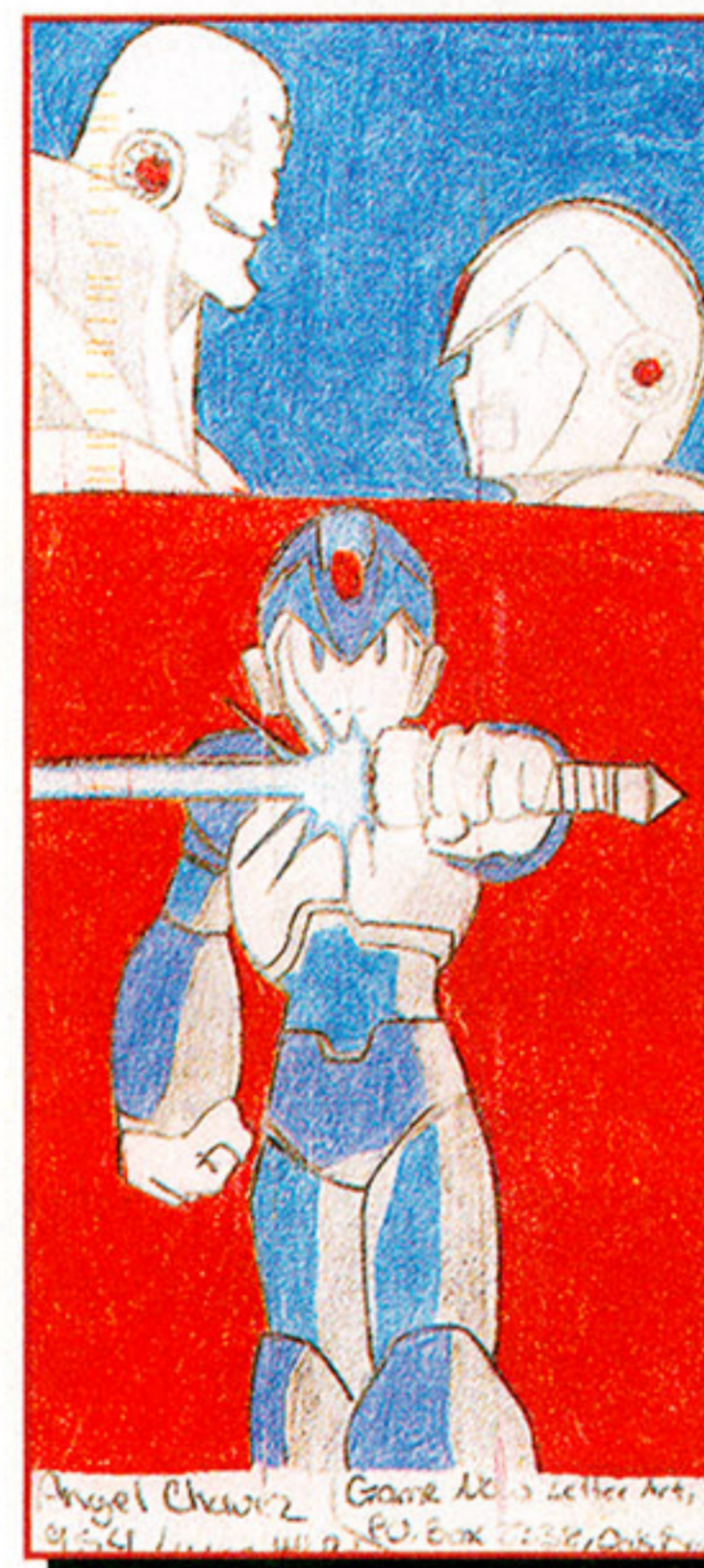
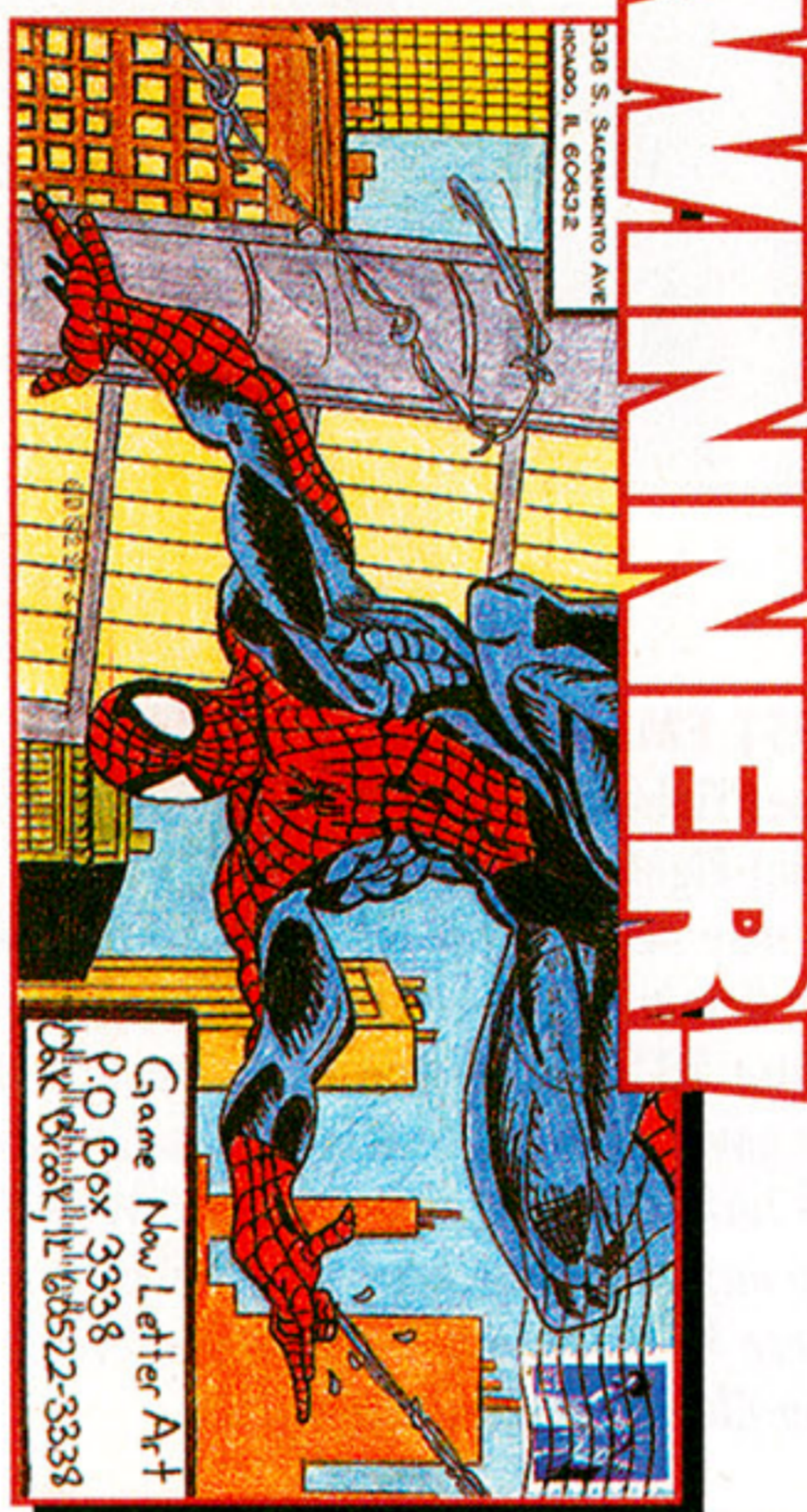


FAN LETTER ART

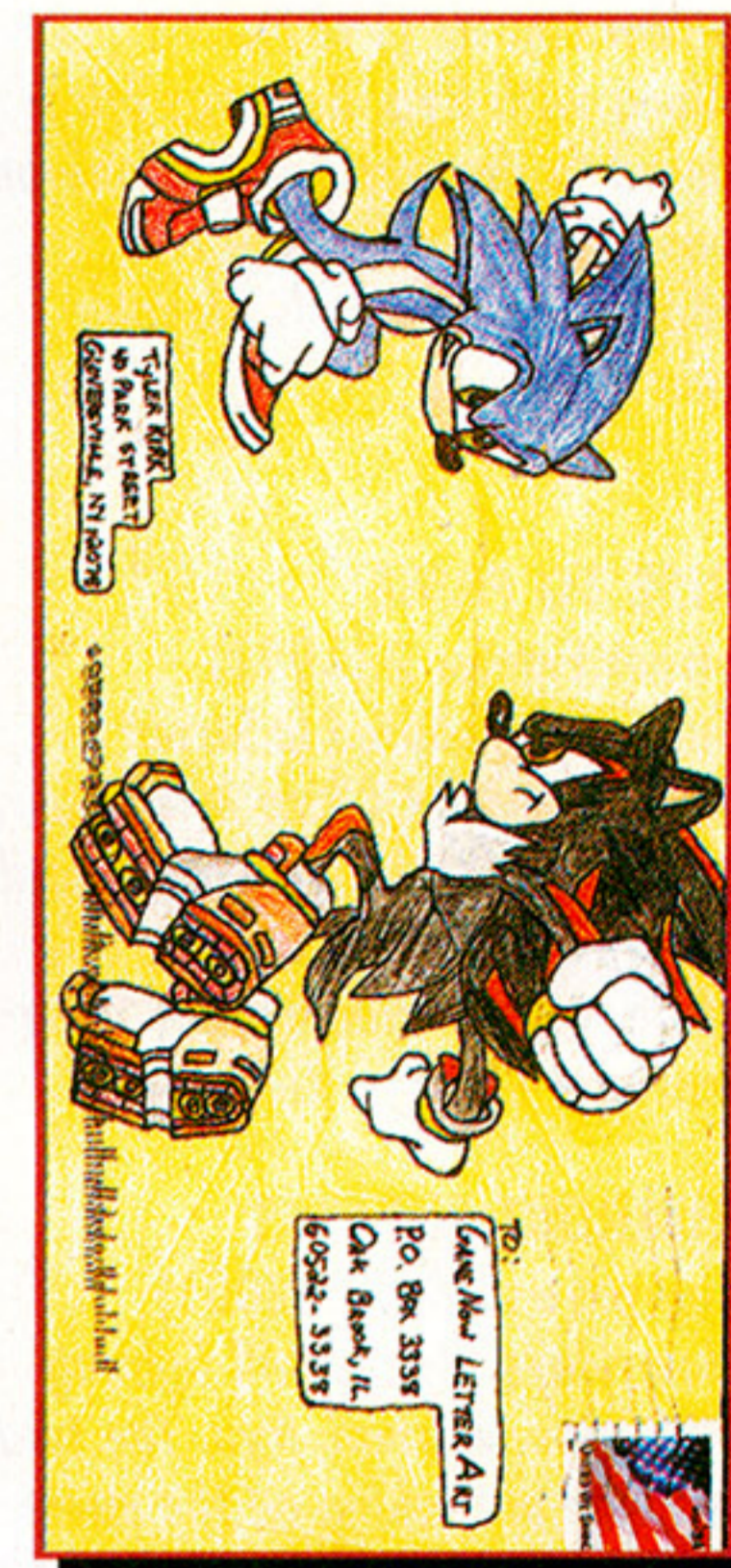
Where A Little Creativity and a Stamp Can Make You Famous!

Send your letter art submission to: GameNOW Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) All entries become the property of ZD Inc. and will not be returned.

1ST PLACE
Richard Fuentes
Chicago, IL



2ND PLACE
Angel Chavez
Las Cruces, NM



3RD PLACE
Tyler Kirk
Gloversville, NY

GAMENOW CREW



DAN LEAHY
EDITOR IN CHIEF
Deadline always brings a slew of bad food through the office. This month, Dan would like to thank Pizza Hut's P'Zones (the pizza that eats like a shoe) for making him ill.



JUSTYN HARKIN
MANAGING EDITOR
Justyn considers allegiance to Final Fantasy VII over the vastly superior FF8 to be an indicator of substandard intelligence, an opinion that's proven right time and again on the GN message boards.



PHIL THEOBALD
REVIEWS EDITOR
Phil, Ethan and Manzo recently visited a few junior high schools for Career Day. At first, Phil was annoyed by the snotty class clowns until he remembered that's what he acted like in junior high.



ETHAN EINHORN
PREVIEWS EDITOR
A top-loading NES is not easy to find. The manager of Ethan's favorite game store got one of 'em in stock, and kindly set it aside for him. Who said that the French are rude to Americans?



CAREY WISE
SENIOR ART DIRECTOR
To all the angry people on the GN message boards, here's a special website just for you: <http://www.reddkross.com/jeffart/media/whydopeople-havetofight.mov>
Peace Out!



DAVE MALEC
ASSOC. ART DIRECTOR
Dave's head has still been reeling from a disappointing performance from Cuba Gooding Jr. in Snow Dogs. Fortunately for Dave, Mr. Connery's heavenly kiwi smoothies ease the pain.



MARK MANZO
ASSOC. ART DIRECTOR
Manzo turns 84 this month. To celebrate, he's been wearing Bermuda shorts with black socks, eating mounds of butterscotch, and warning people to "stay off his lawn." Best wishes, wrinkly friend.*

*Number represented in dog years. Actual age may vary.

AOL

GameNowEdit
GameNowMag

Use AOL Instant Messenger to catch us while we're at work. If you got questions, we've got answers.

Snail Mail

GameNOW
FanClub
P.O. Box 3338
Oak Brook, IL 60522-3338

Send your Letter Art and other contest entries here.

Email

Game_Now@ziffdavis.com

You can also contact your favorite editor by filling his name into this simple e-mail address:
[first name]_[last name]@ziff-davis.com

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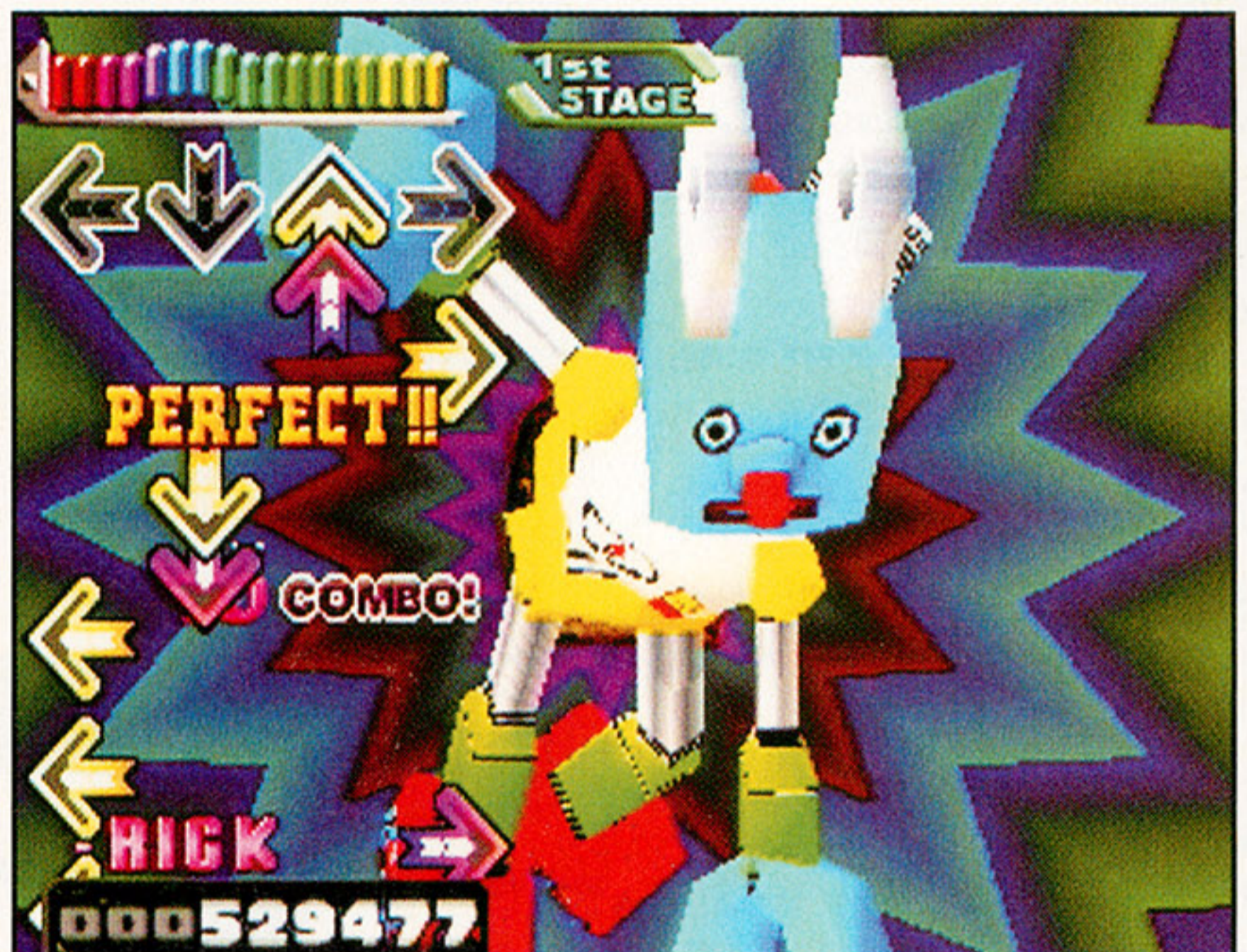
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GAMENOW'S LAST-MINUTE LOOK

The best thing about working at GameNOW is being able to play all the video games you can handle—the worst thing, of course, is doing work. Here's a look at the game that's currently ruining our productivity.

DANCE DANCE REVOLUTION KONAMIX

Considering that our jobs at GameNOW mostly involve sitting in front of a TV or computer, you can imagine that we don't get much exercise. Luckily, Konami recently sent us the latest installment in its incredibly fun dancing series, *Dance Dance Revolution*. *DDR Konamix* contains a whopping 52 songs (20 of which are hidden), so we'll be moving our feet for quite some time.



Sure, you can play *DDR* with the standard Dual Shock, but that's for dancing game scrubs. Here at *GameNOW*, we always use a dance pad.



Dance Dance Revolution is always much more fun with two players. Here we see Phil teaching Ethan how to properly play the game.

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Trick of the Month:

1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by May 20, 2002. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue.

2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive one (1) GameShark. Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about June 1, 2002. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law.

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5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2002 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

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2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received.

Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338.

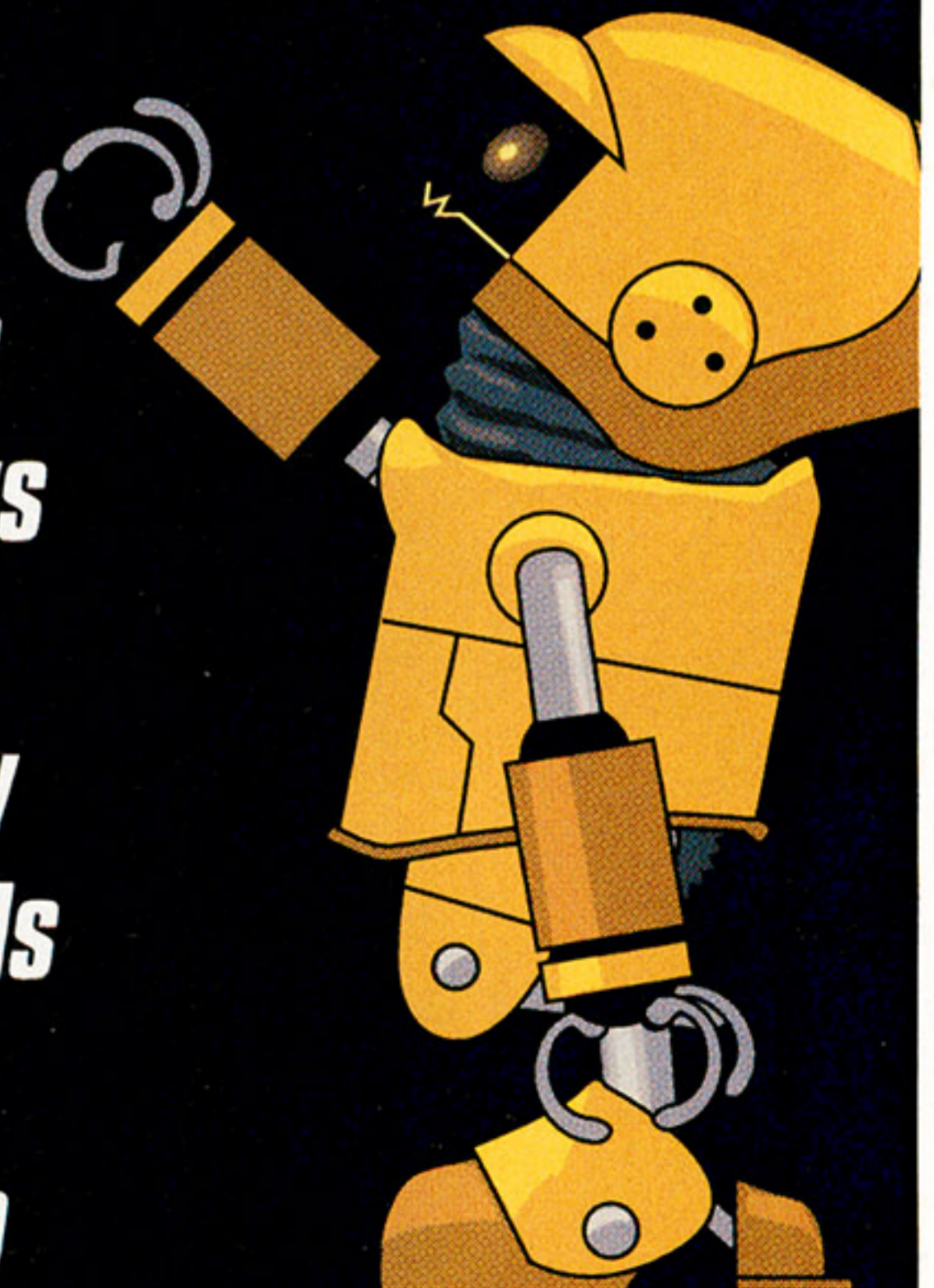
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NEXT MONTH

A LOOK AT UPCOMING ZIFF DAVIS PUBLICATIONS

GAMENOW

JUNE 2002

On Sale May 21



Morrowind: Elder Scrolls is shaping up quite nicely on the Xbox. Check here for our updated impressions on the console's first RPG.



Spider-Man will be a hit, sure, but is it a must-buy? We'll cast a wide net over Spidey's PS2 debut and report back with a verdict.

PLUS!

- **Rayman Arena**
- **Resident Evil**
- **Savage Skies**
- **Strategy updates**
- **Codes to go**

We're blowing the doors off of Sega next month. It doesn't matter what console you own, or which genre you might prefer—we'll have something for you. Sega is publishing killer titles in every genre next year and we'll have exclusive access to two of them: *NFL 2K3* and *Crazy Taxi Next*. See the first shots, hear from the teams making the games, and look for gameplay impressions that won't be found in any other magazines.

COMPUTER GAMING WORLD

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ALSO FEATURED:

- **Fredome Force**
- **Warlords Battlecry II**

ELECTRONIC GAMING MONTHLY

On Sale May 7



RESIDENT EVIL

If you're a GameCube owner looking for a good scare, you'll definitely find it on the Resident Evil remake. We cover the game in detail.

ALSO FEATURED:

- **GBA 2002 forecast**
- **Robotech Xbox blowout**

OFFICIAL U.S. PlayStation MAGAZINE

On Sale May 14



BOUNTY HUNTER

Next month we'll not only feature the latest and greatest game in the Star Wars series, we tell all about the most terrifically badass bounty hunter ever born.

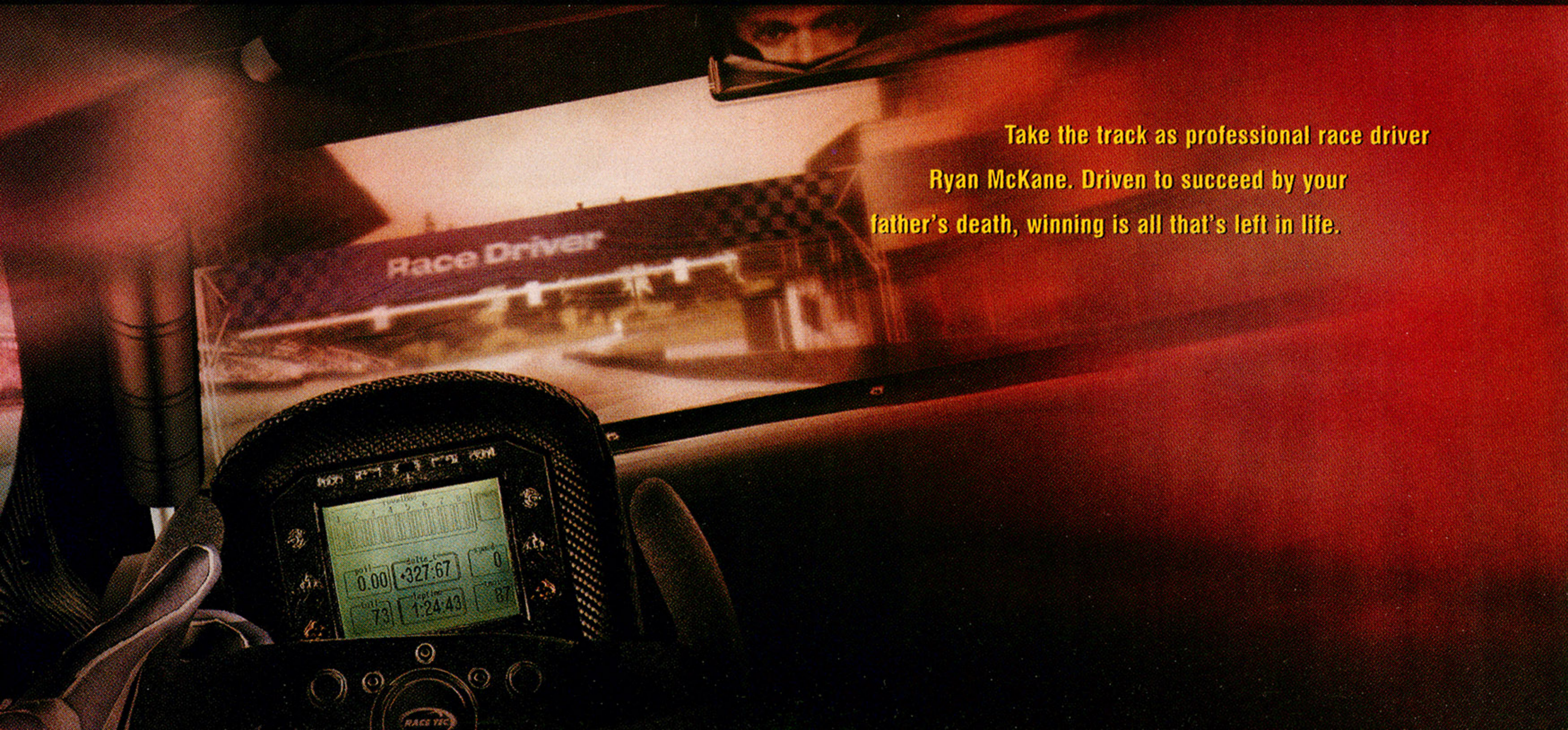
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- **Spider-Man**
- **Medal of Honor**

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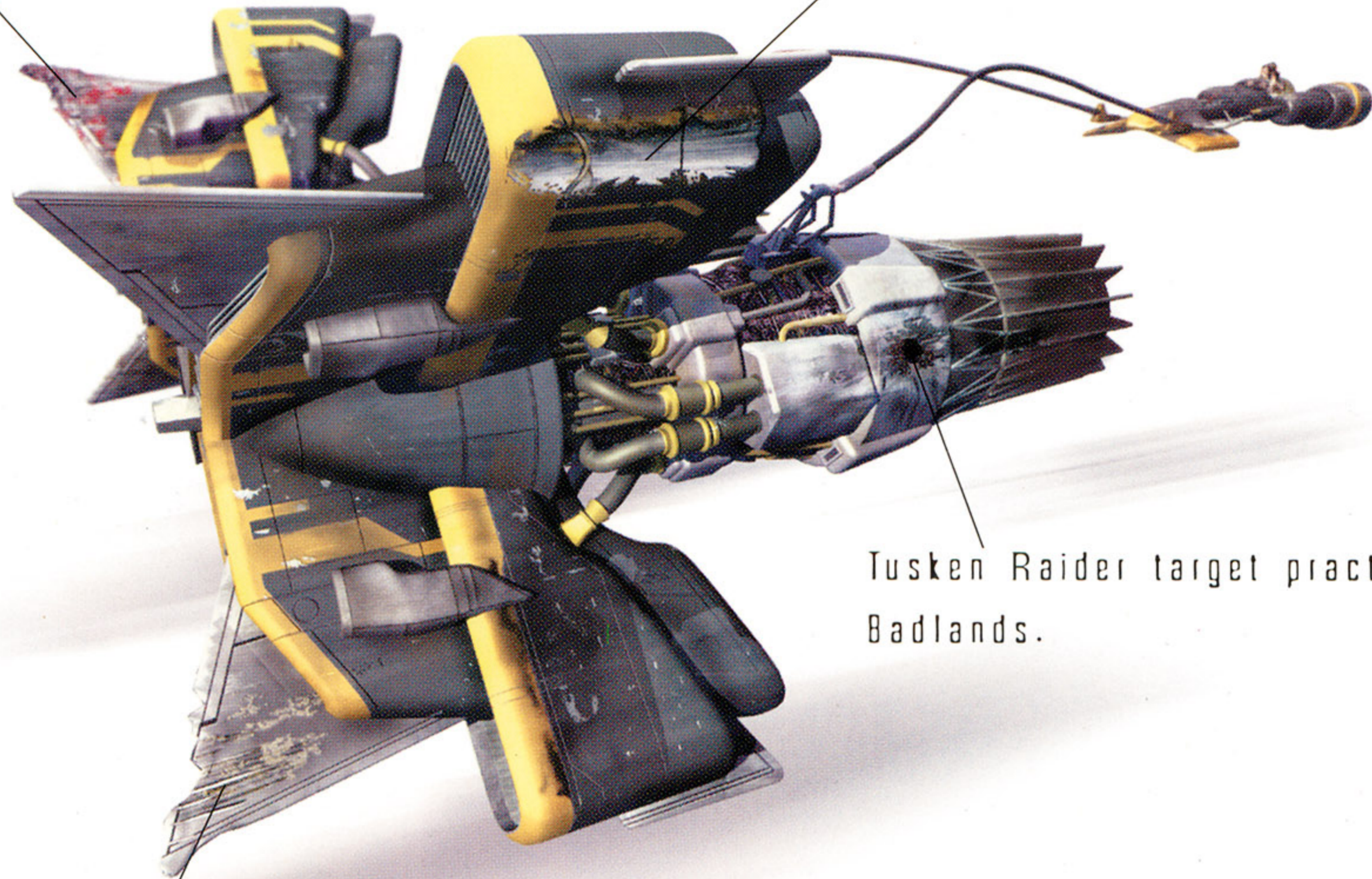
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Tatooine.



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PlayStation 2

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PlayStation 2

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GENIUS AT PLAY

Screen shots taken from PlayStation 2 computer entertainment system game play.

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