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# TOTAL GAMER

November 2002 Free



Sega does it again

Kingdom Hearts



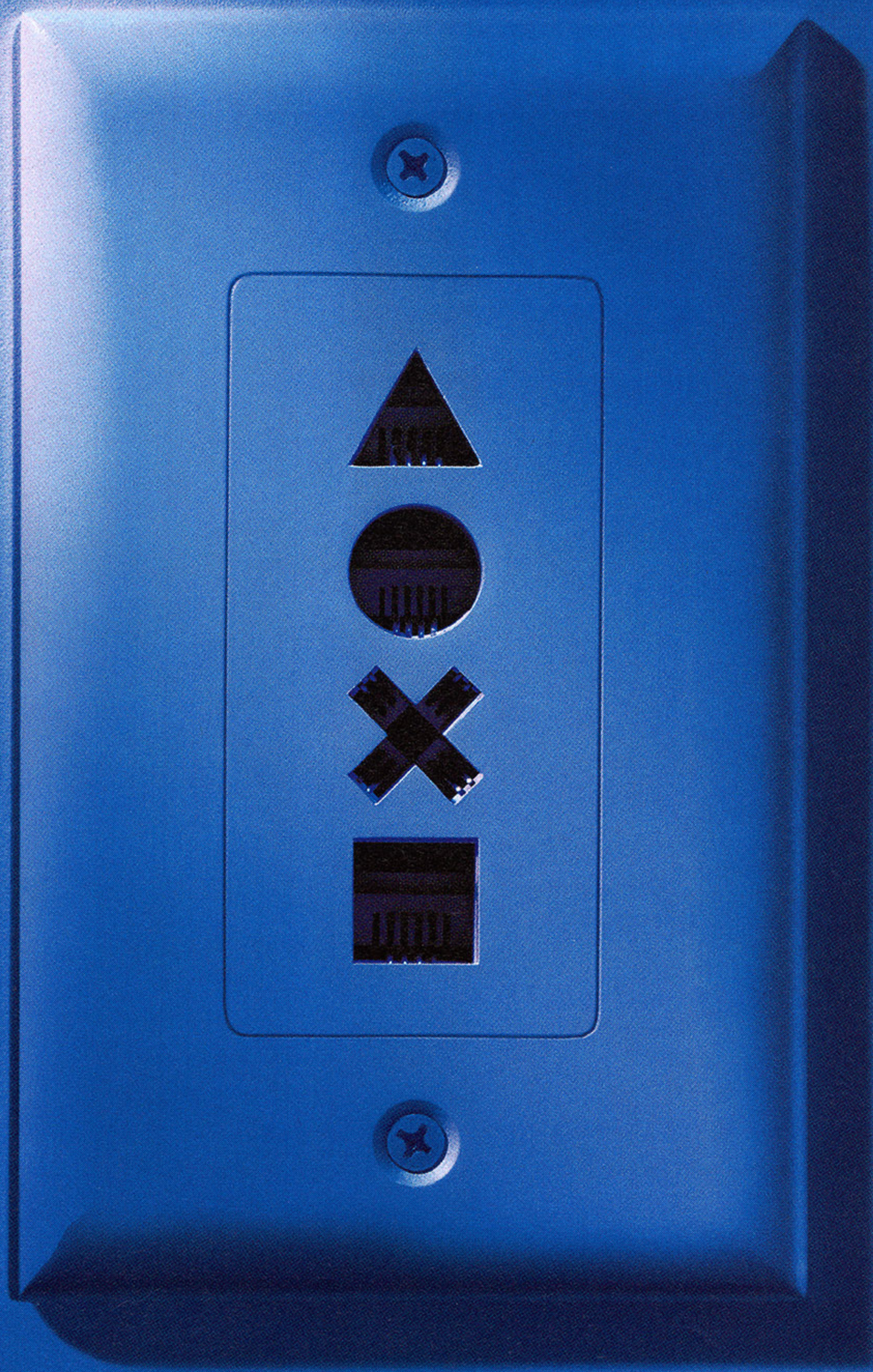
Mario Sunshine



PLUS Online games:  
What you need to play

Sly Cooper for PS2 reviewed





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november 2002

Welcome to the November issue of *Total Gamer*. As we're nearing the holiday season, we're seeing more and more games every week. There are far too many to review in each issue of *Total Gamer*, so check out [www.totalgamer.ca](http://www.totalgamer.ca) for daily news, reviews and previews.

## Online gaming

There's no more waiting. By mid-month, every console will be online with hardware and online-ready games to play. Check out our feature this month to find out what you need to know about each console's online initiative.



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## Super Monkey Ball 2

The surprise hit of last year was *Super Monkey Ball* for GameCube. Now Sega has released *Super Monkey Ball 2*, and it's bigger and better than the original. Read our full review of the game this month.



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# Online gaming: The Sum of All Fears?

Let's just say I haven't exactly been looking forward to consoles going online. To tell you the truth, I've played my share of online games on computers, and I've been less than thrilled with my experiences – not with the technology, but with the people that play on the Net.

Technologically-speaking, with a few exceptions, I've been more than happy with my online gaming experiences. However, each and every time I've loaded up *Aliens vs. Predator 2*, *Soldier of Fortune 2: Double Helix* or any other online-ready game, I've found the bane of online gaming – the power-gaming freak with the potty mouth and a bad attitude. For instance, take the time I entered the fray in *The Sum of All Fears*. The multiplayer level was a team-based capture-the-flag game. Cool, I thought. I could work with my military-minded teammates to procure the other team's flag and bring it safely back. No problem.

As soon as the game started, chaos erupted. I'd say there were communication problems within the team, but that would assume there was any communication at all. Everyone went out with guns blazing to do their own thing. Unfortunately, some of those guns that were blazing weren't aimed at the enemy, but at my very own teammates. How many of us died that day by friendly fire? Exactly why some players think it's fun to enter a game just to ruin it for others baffles me.

I've found this type of behaviour in the most innocent of places, like the Yahoo Games site. I'm a chess player, but not a very good one, so I hang out in the beginners' lounges and look for people that are at about my skill level so I can have a meaningful challenge. Tell that to the 16-year-old chess whiz from California who invited me to play a game just so she could totally annihilate me. I don't mind losing, but I do mind being taken advantage of and bad-mouthed at the same time. Be assured I turned down her offer for a rematch.

So as you can imagine, I'm not looking forward to similar experiences on consoles, especially when the trash talking is being taken to the next step with the PS2 *SOCOM* headset and the Xbox Communicator. The last thing I want in a gaming experience is some dastardly 12-year-old screaming profanities into my ear and telling me how he's "gonna own" me.

However, for those of you who enjoy that kind of thing, the last of the three online initiatives launches this month.

See you next issue,  
Chris Talbot  
Editor

P.S. There's a new name on our masthead. Rob Crawford was recently promoted to associate publisher of Canada Computer Paper, and as part of his duties, he's responsible for *Total Gamer*.



Photo by Sean Carruthers

## Your Letters

We asked visitors to the TotalGamer.ca forums whether they rent games to try them out before buying. Here's what they had to say ...

With the outrageous cost of games, I can only imagine renting, or borrowing, most games before buying them. Of course there are exceptions. I bought two games when I first picked up my Xbox and while one of them (*Morrowind*) is absolutely awesome, the other (*Outlaw Golf*) is fun, but will probably bore me after a while.

When making a decision to buy something I would need to know, either through really reliable word of mouth or by playing it for a couple of nights, that I will want to play the game for at least several weeks to a couple of months. One element that changes things slightly is buying games used. I might be more willing to take a chance on a used game.

Ask yourself this: How many movies do you buy (on VHS or DVD) without having first seen it at the theatre, on TV or through a rental? I did that once and wound up with a copy of *Wild, Wild West* that I've watched maybe twice.

### The Law

I prefer to rent games first and then buy them. Or at least that's my new way of thinking since I purchased my PS2. I decided on that ever since I

had the worst luck with choosing games for the final days of my PlayStation. I never finished *Tomb Raider 3*, *Galerians*, *Parasite Eve 2* ... and I'm playing *Final Fantasy 9* on my PS2 (though my saved games are still on my old PSone card). Yeah, so anyway, I believe renting games allows a person not only to see if it's the game they thought it was, but to make sure that it's the type of game they enjoy playing before they shell out the cash.

### Mobius

I never buy games. I just rent. I'll buy games that I'm familiar with, though. Here is my list of games for GC, PS2 and Xbox:

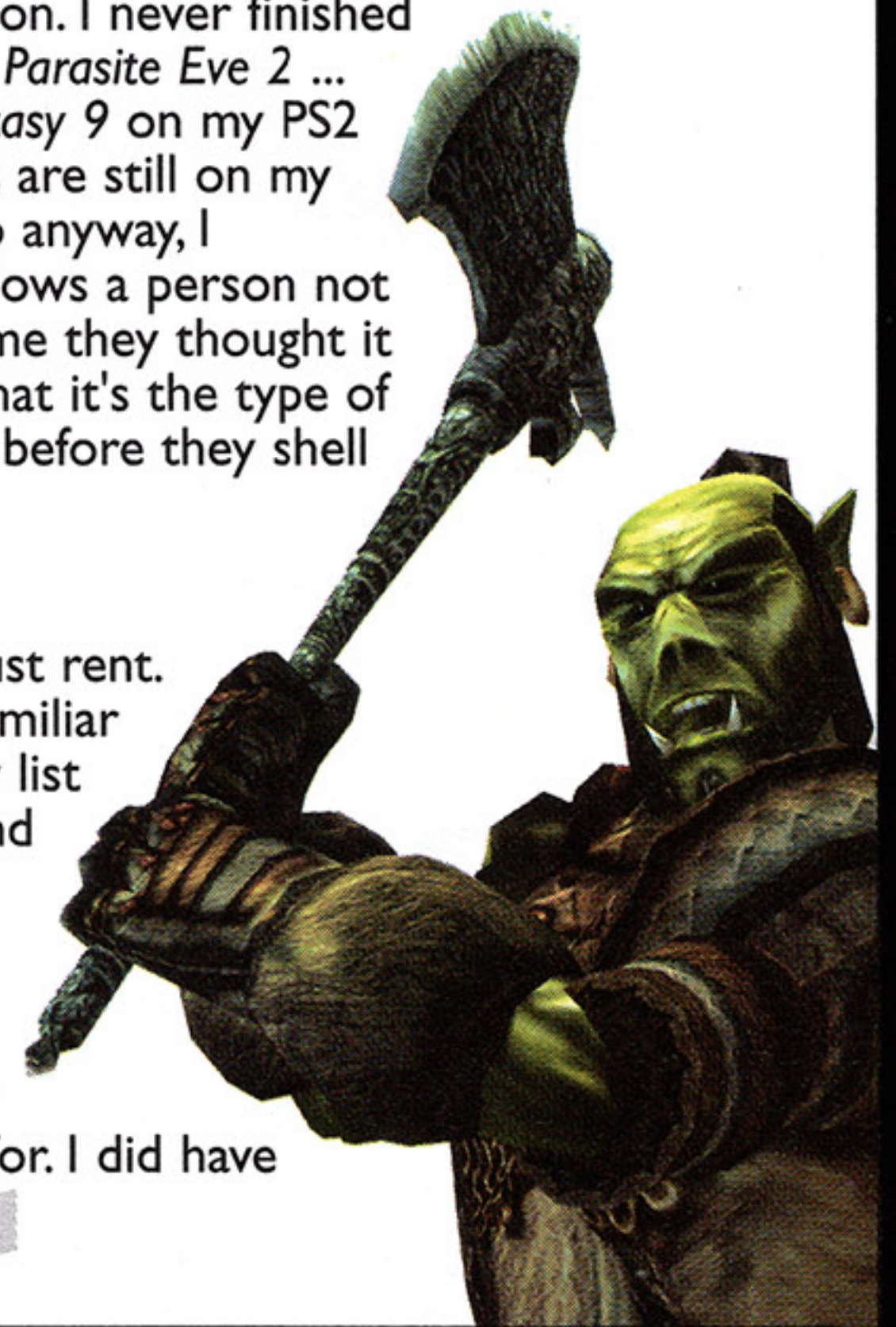
**Xbox:** None

**PS2:** None

**GC:** *Super Smash Bros.*

Nintendo 64 is the only system I bought games for. I did have a few PSone titles.

### T A Z



### Rating system

**0 Star:** Coaster/doorstop material.

**1 Star:** Played it for awhile before setting our coffees on it.

**2 Star:** Playable, but lacking.

**3 Star:** Try before you buy.

**4 Star:** Excellent, but not worth an award.

**5 Star:** If you can afford one game, this is the one.





# MADE IN



# CANADA

## New light guns for the masses

PlayStation 2 fans already have a few light guns at their disposal for the various shooting games out there (*Endgame*, *Vampire Nights*, *Dino Stalker*, to name but a few). Xbox

fans have been left out in the cold since the console's release a year ago. However, that's all about to change. Toronto-based MadCatz, manufacturer of video game peripherals, was scheduled to release the Blaster light gun for both PS2 and Xbox in October. That's perfect timing for Xbox owners who picked up Sega's *House of the Dead III*.



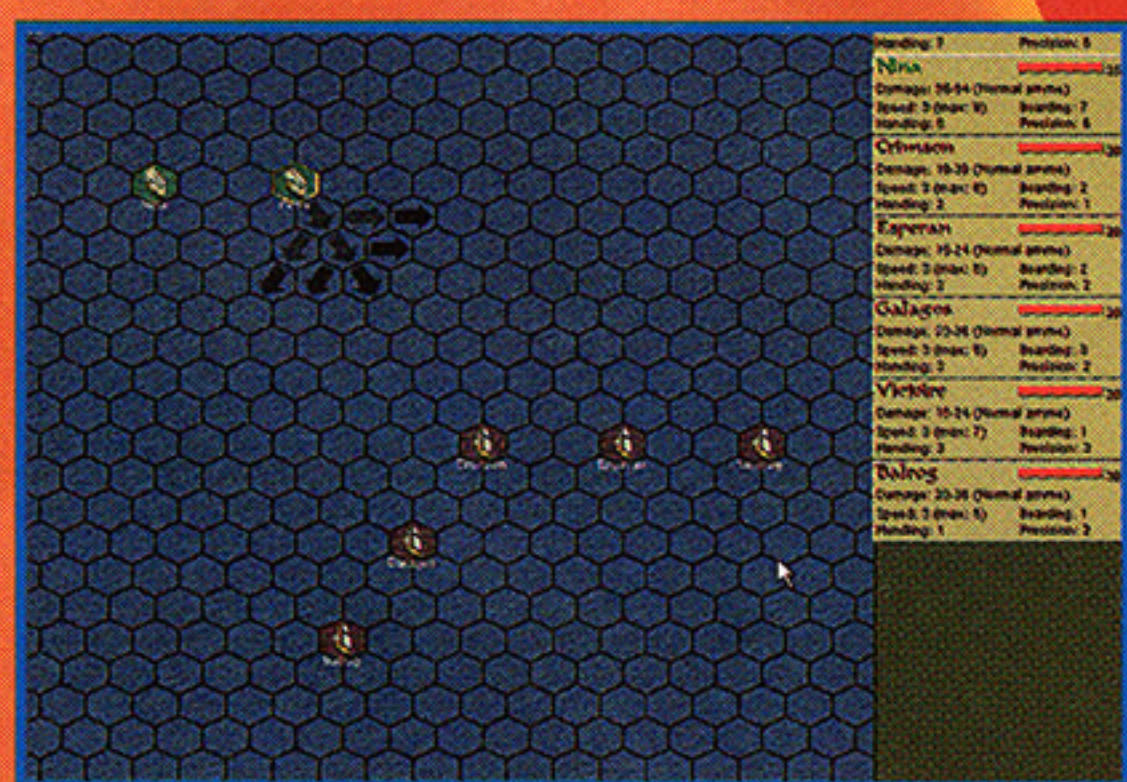
## Get Unreal

London, Ontario-based Digital Extremes has been hard at work on the next generation of *Unreal*, the popular PC first-person shooter game. *Unreal Championship* will be an Xbox exclusive, and will launch with Xbox Live this month. We had a chance to check out a beta version of the game a couple of months ago, in fact. Some technical glitches created some severe lag and a lot of frame dropping, but it had to do with running too many people on a DSL Internet connection (not on Xbox Live or *Unreal Championship*). From what we saw, *Unreal Championship* should be a good FPS when it ships.



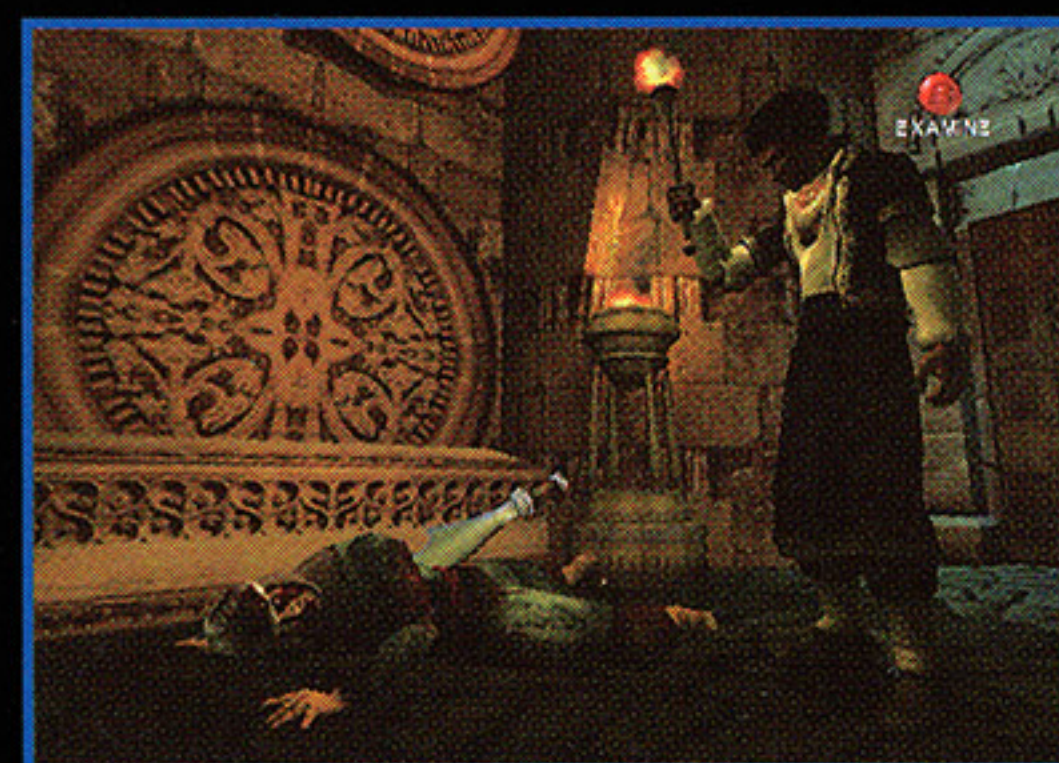
## Ride the Scarlet Waves

Quebec City-based PaGTech, an independent computer game developer, released its first product in August. While our review of *Scarlet Waves* on the *TotalGamer.ca* Web site was unfavourable because of the game's board game-like playability and relatively high price, it's refreshing to see small development studios releasing new games (even if only via Internet distribution). Details are non-existent about PaGTech's next release, so it'll be some time before we find out if PaGTech has what it takes to make a great game.



## Eternal Darkness heading overseas

There hasn't been much word out of St. Catharines, Ontario-based Silicon Knights lately. With the summer release of *Eternal Darkness: Sanity's Requiem* for GameCube under its belt, Silicon Knights has been working hard preparing for the launch of the European and Japanese versions of the game. The horror game was one of the first games to truly appeal to an older audience on Nintendo's console. Silicon Knights is supposedly working on its next project, but details about the new title have yet to be released.







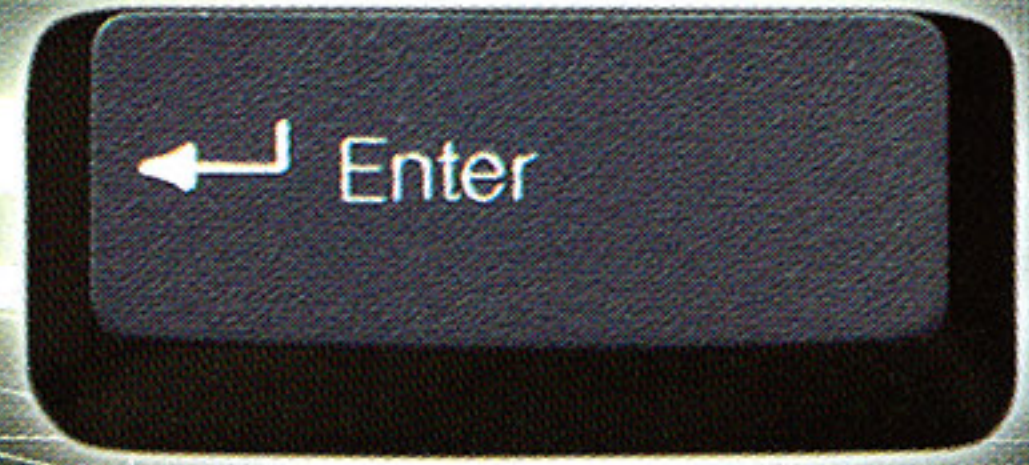
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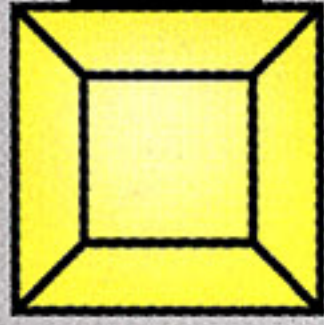
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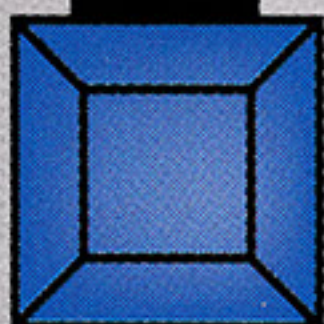
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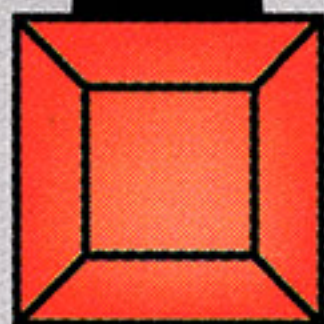
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YOUR MISSION

# ONLINE GAMING

ANDREW MOORE-CRISPIN

The time is nigh for console gamers to go where only PC gamers and a few dedicated Dreamcast owners have gone before; in to the world of online gaming.

However, there are a few things to keep in mind before shelling out for an adapter or start-up kit.

For many gamers, the decision of which online service to buy into will be dictated by which console they have, but for holdouts or the lucky few with multiple systems, the decision becomes more difficult.

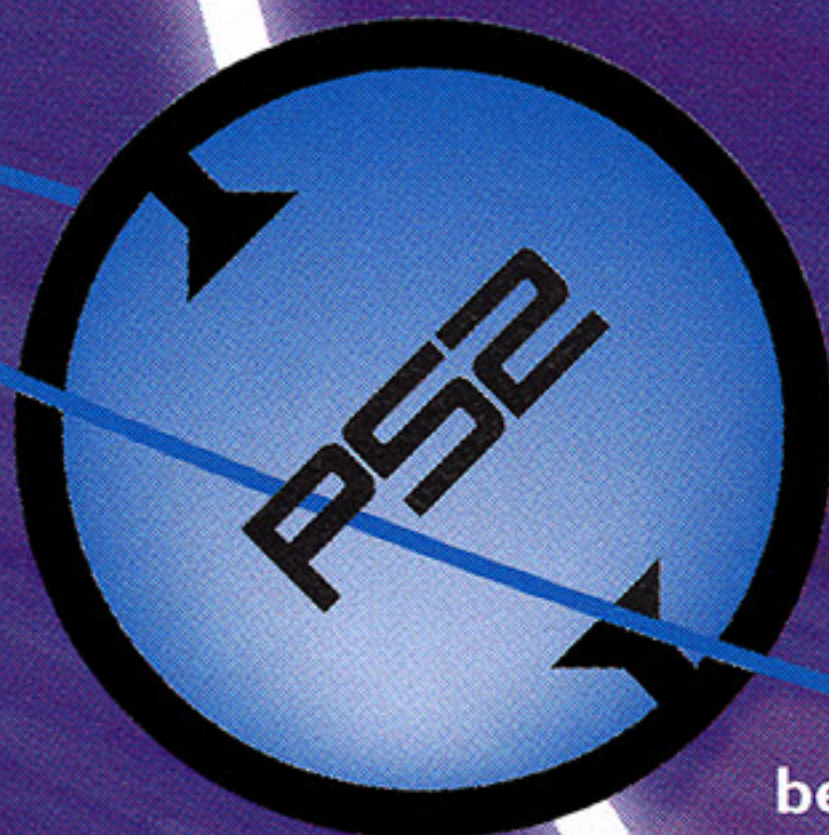
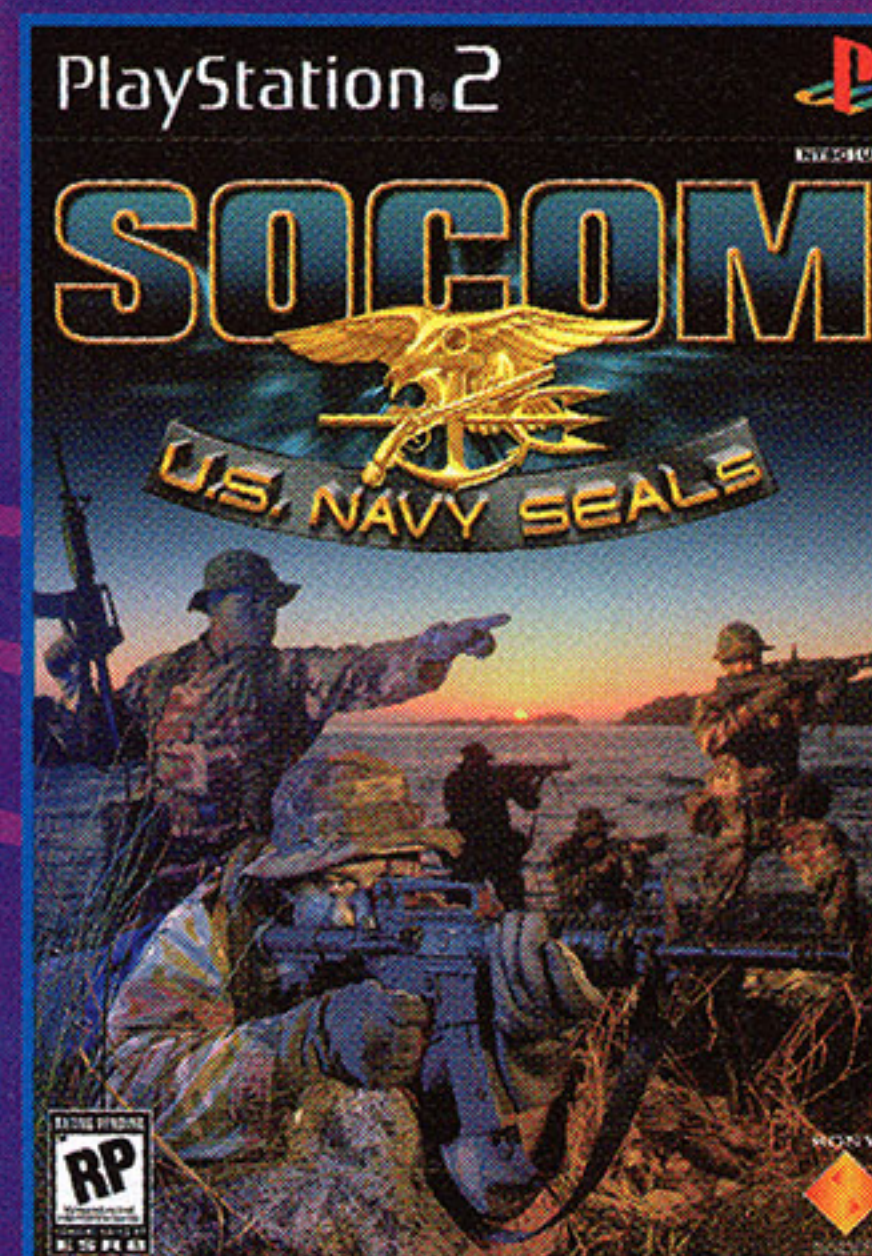
Sony released the PS2 Network Adapter on August 27 with online-ready titles available at launch.

Notable among them is the flagship online PS2 title *SOCOM: US Navy SEALs*. *SOCOM* comes with a voice communicator, which plugs in to a PS2 USB port and pipes instructions and voice communications through the ear-piece and lets gamers communicate with and issue commands to their team.

Sony has also promised another 14 online titles by the end of the year.

The PS2 network adapter supports both broadband and dialup on the same device, and retails for \$59.99. The adapter also comes with a mail in coupon for a free copy of *Twisted Metal: Black Online*.

Instead of charging a fee to get online, Sony is leaving server setup and maintenance up to the publishers. Most games will be able to go online for free, but this approach leaves the door open for publishers to charge server access fees on a per-game basis a la PC online gaming. In fact, Sony is already talking about *EverQuest* on the PS2; the PC version charges US\$12.95 a month for online play.



The PS2 Network Adapter plugs in to the back of the console, and has connections for both broadband and dialup. Hidden behind the adapter is an expansion bay, which will house the PS2 hard disk drive when it is released.







Nintendo will launch its online initiative October 28, with the release of its broadband and dialup adapters. Dreamcast favourites *Phantasy Star Online I & II* will launch a day later on October 29.

Nintendo will follow a similar methodology as PS2 in that publishers will be responsible for taking gamers online, which again leaves the question of "how much per month" up in the air.

No word yet on whether Sega will charge gamers to take *PSO* online.

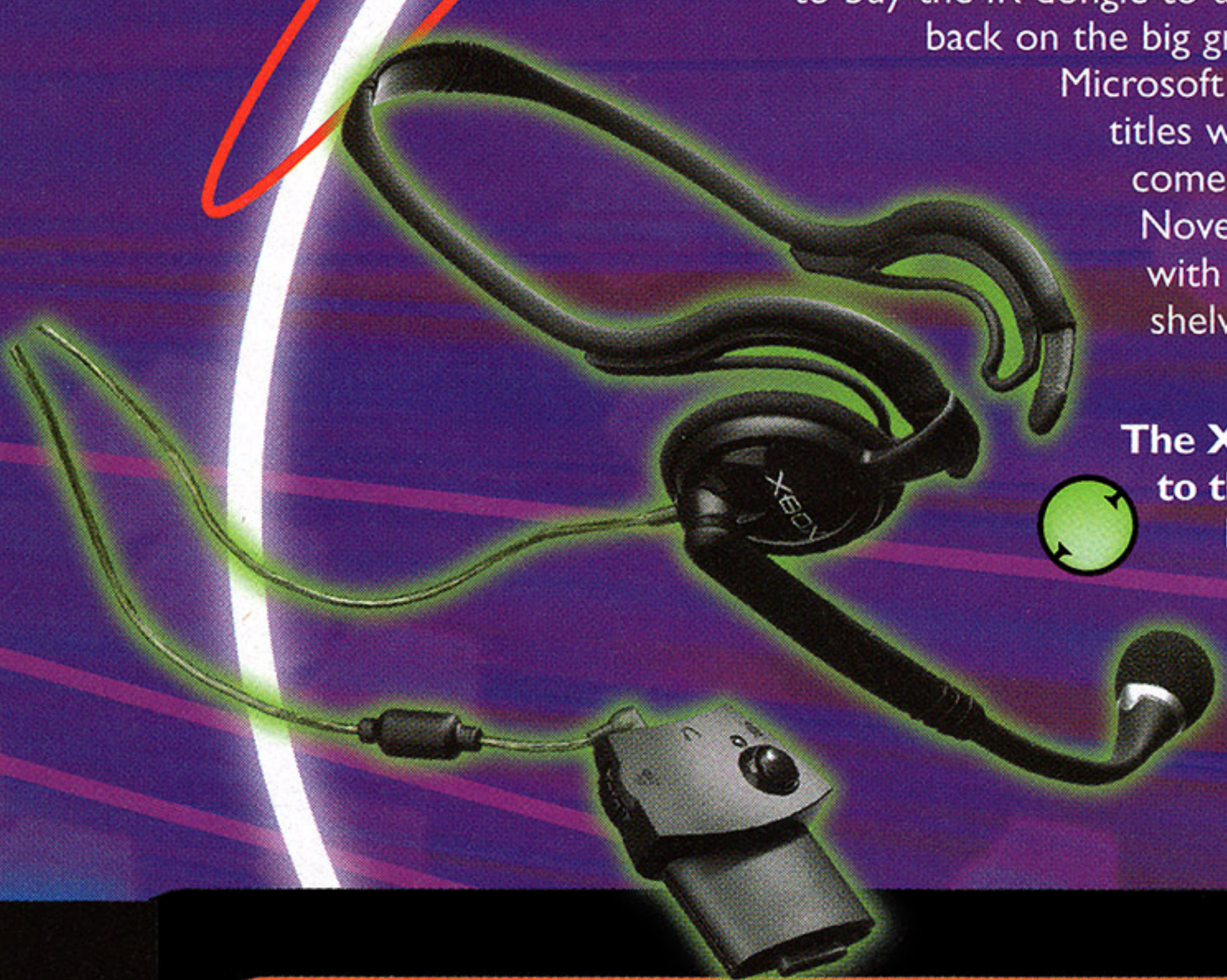


Xbox is the only console charging gamers a monthly fee for taking it online. Finalized figures have yet to be revealed, but Canadian gamers should expect to pay around \$15 per month for Xbox Live.

This fee covers all server access and is flat, meaning that publishers can't charge online fees, as all servers will be hosted by Live.

While the Xbox is the only console with Internet connectivity built in, gamers have to buy the Xbox Live Starter Kit for about \$80 to unlock the console's online potential, similar to having to buy the IR dongle to unlock DVD playback on the big green box.

Microsoft says seven online titles will be available come the Xbox Live November 15 launch, with another 10 to hit shelves in time for Christmas.



The Xbox Live Communicator Headset plugs in to the top slot of the Xbox controller and lets gamers talk to each other online.

Some online games make use of voice masks, which can distort your voice to sound like a robot, a clown or even a cheerleader, for those who are so inclined.



Xbox is the only broadband exclusive console on the market, leaving dialup users out in the cold, while the GameCube and PS2 approach includes everyone in the mix.

However, it should be noted that *SOCOM* is broadband-only, as voice communication and character mapping would choke dialup users and bring down overall performance. Gamers can expect to see more games that are broadband-only on PS2 and likely on GameCube when Nintendo's online plan starts rolling out.

Most important in the decision of which online service to buy in to is the software support for online.

The online launches coincide with football game releases; this means as many as three of the titles manufacturers are touting as online will be football titles. Good news for football fans perhaps, not such good news for gamers as a whole.

## THE BOTTOM LINE





While *Super Mario Sunshine* may be one of the best family-friendly single-player diversions for the GameCube platform, Sega's *Super Monkey Ball 2* happens to be the finest multiplayer diversion suitable for players of all ages.

That is, while there is a deep solo mode in this addictive puzzle game, the real fun in *Super Monkey Ball 2* is to team up with up to four players on the same TV to compete in a number of "party games."



The premise of the game is as follows: The player controls one of four different monkeys who live inside a clear ball. The goal of the main game is to roll the ball through obstacles within the shortest amount of time possible – and without falling off the playing field, which hovers high above the ground.

*Super Monkey Ball 2* features a new story mode and 12 party games (six revamped from last year's version, six all-new ones). In total, there are about 150 new game stages to complete.

Revamped party games include Monkey Race, where players race along various tracks and pick up power-ups; Monkey Target, where players roll down a huge ramp and must land on tiny targets in the ocean; and the popular Monkey Fight, where players are armed with expanding punching gloves – the goal is to knock opponents off the platform. Other overhauled party games include Monkey Billiards, Monkey Bowling and Monkey Golf.

Some of the best all-new party game modes are sports diversions such as Monkey Tennis, Monkey Soccer and Monkey Baseball.

Easily the game's greatest strength is its simplicity – there's no need to monkey around with complicated controls or even crack open the manual for that matter.

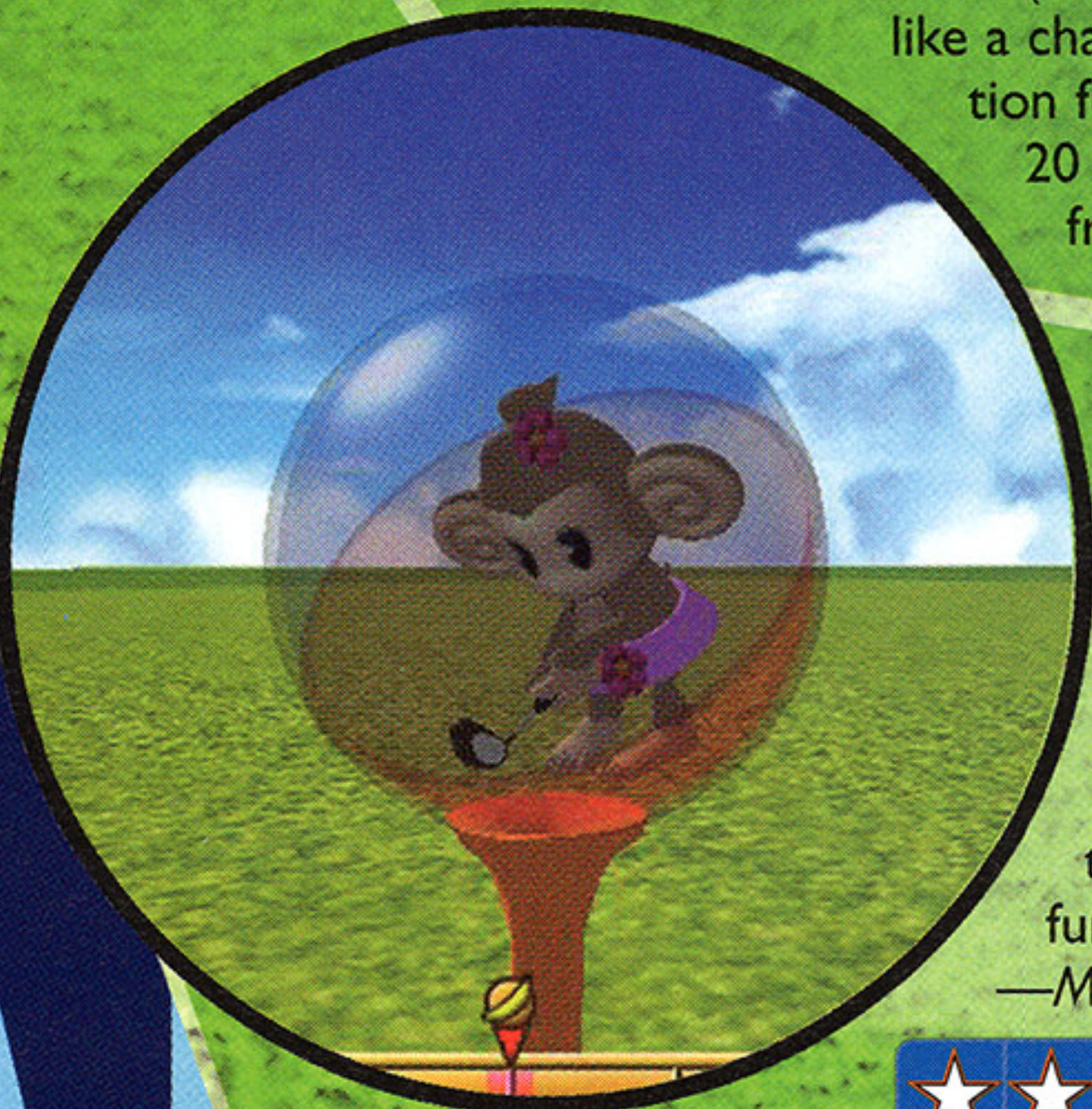
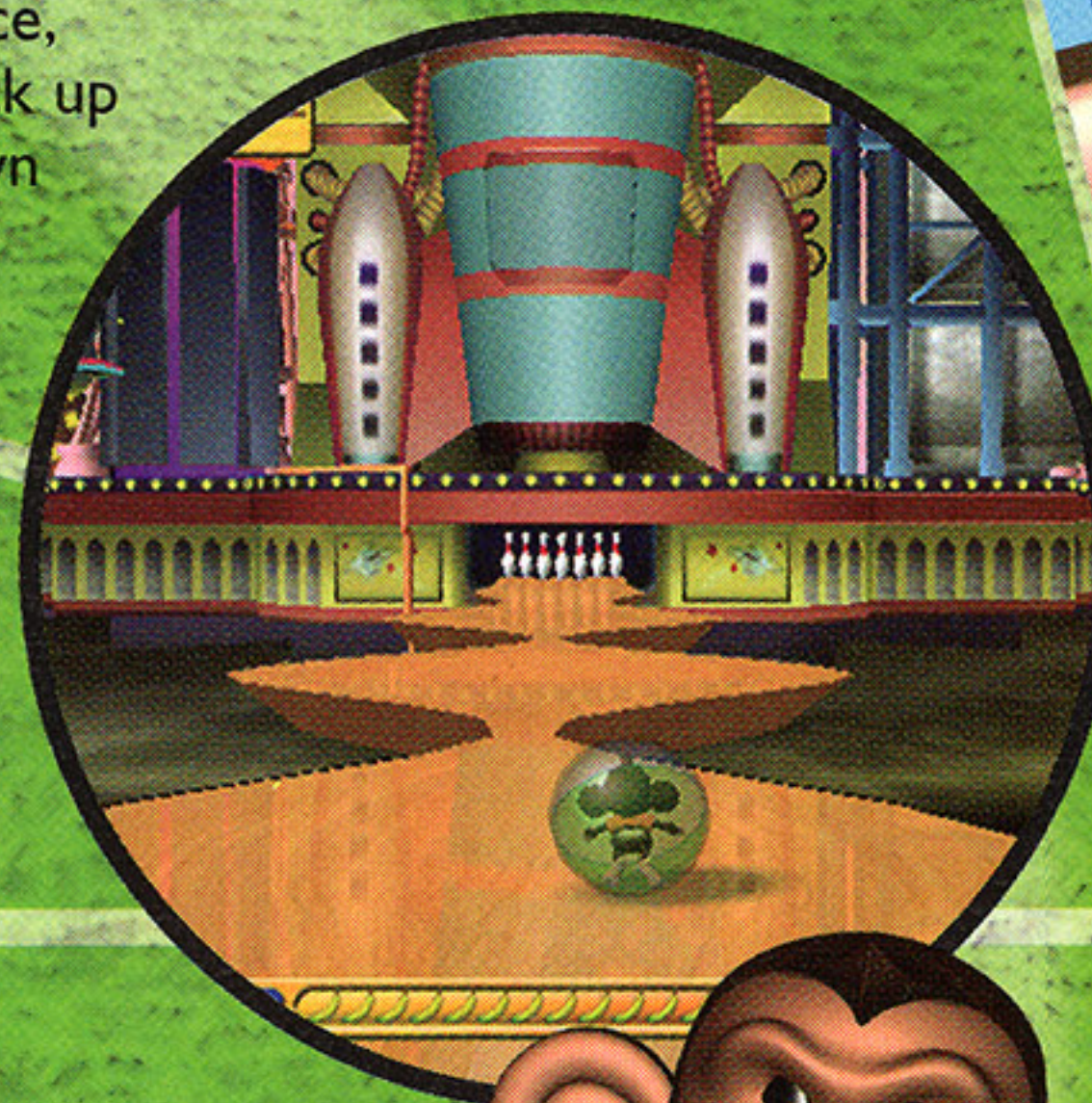
As a side note, the new wireless Nintendo WaveBird controller (\$50) for the GameCube works like a charm. While it lacks a vibration function, the lightweight device works up to 20 feet away from the TV set and uses radio-frequency (RF) technology so players need not be always facing the receiver – a limitation with infrared-based products.

Perfect for kids or kids at heart, *Super Monkey Ball 2* is an ideal activity for when a group of friends or family get together. Great fun indeed.

—Marc Saltzman



POCKET



# S U P E R M O N K E Y B A L L 2

Publisher: Sega Developer: Amusement Vision



# SUPER MARIO SUNSHINE



Mario's first starring role on the GameCube takes place on Dolphic Island, where he and the princess are taking a vacation. The fact that Princess Peach is along for the ride offers up some foregone conclusions that she will be kidnapped and it will be up to Mario save her.

The story is as such: Mario's plane lands on Dolphic Island to find it has been polluted by someone bearing a striking resemblance to Metal Head Mario from Mario's N64 adventure, though instead of being made of metal, this doppelganger is made up of water.

All the action takes place in worlds off the central hub of the island, and are all tied to the island, making for precious little possibility for level design, it would seem. Most levels take place in an island setting, which means (as the title suggests) all Sunshine, all the time. A few missions take place in mansions or castles, but most part are outside under the island sun.

The usual evil villain Bowser-centric storyline comes out like something from a soap opera, as Mario now has to face Bowser's son. It would seem that Bowser has a thing for Peach, and told baby Bowser that she is his mother (disturbing on many levels).

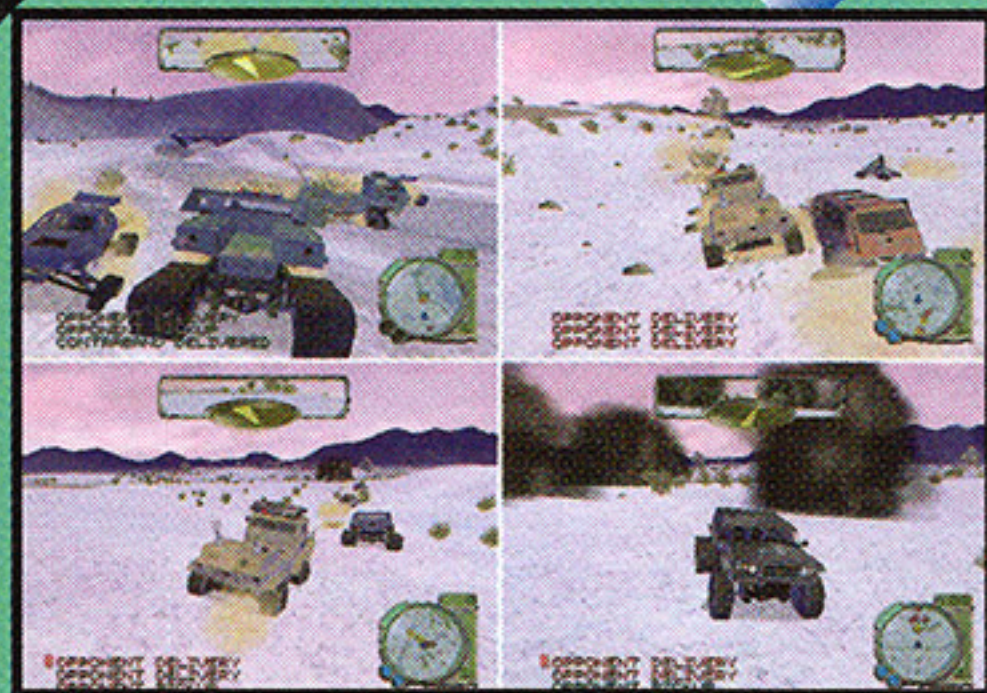
Mario's FLUDD (Flash Liquidizer Ultra Dousing Device) backpack is the biggest single deviation from the Mario formula, and somewhat makes up for the lack of variation in levels, as using different attachments like the Rocket Nozzle or Turbo Nozzle opens up new areas in the levels which are impossible to reach before said nozzles become available.

—Andrew Moore-Crispin

Publisher: Nintendo Developer: Nintendo



**200 km/hr**



Checkpoint races, car crashes and a shady underworld make up *Smuggler's Run: Warzones*.

Players take on the role of a rookie in a smuggling operation and run missions picking up contraband items and dropping them off in locations ranging from Russia to Vietnam.

*Warzones* is backed by good graphics and fast action as players face off against police, the military and rival smuggling gangs on rough land and coastal terrain.

After spending some time with *Warzones*, it's clear the shelf life of the game is short. Missions get repetitive far too quickly and my interest started waning after two hours of playing. For the average gamer, there's not much here. Fans of the series will find more of the same thing found in other *Smuggler's Run* games.

—Chris Talbot



## SMUGGLER'S RUN WARZONES

Publisher: Rockstar Games Developer: Angel Studios



# Kid's Games

By Suzanne Ashe



PS2

XBOX

GAMECUBE™

An evil force has invaded the out-back and captured

Ty's family in this single player adventure. As Ty, players are challenged with the task of returning five mystical talismans to their canyon home and rescuing his family from a demonic alien invader. To do this Ty travels through 15 levels.

Players spend most of their time collecting, herding, rescuing, seeking and fighting. Ty is an accomplished boomerang whiz with a half-dozen 'rangs at his pawtips, including flamerang, frostrang, zappyrang, zoomerang and infrarang. Part of the challenge in defeating enemies with the boomerangs is deciding which one to toss in. The boomerangs are more than mere weapons; they also assist

Ty in manipulating objects and using them to hoist himself onto platforms.

Despite his humble beginnings – based on a "real," but unfortunately extinct, mammal in Australia – Ty's got personality to spare. The free-roaming levels in this game are massive. The story is a bit stale, but the action and collector elements

are well-balanced. Overall it's just a fun-filled ride.



## the Tasmanian Tiger

Publisher: EA

Developer: Krome



## Cubix Robots for Everyone: Showdown

Publisher: The 3DO Company Developer: Blitz Games

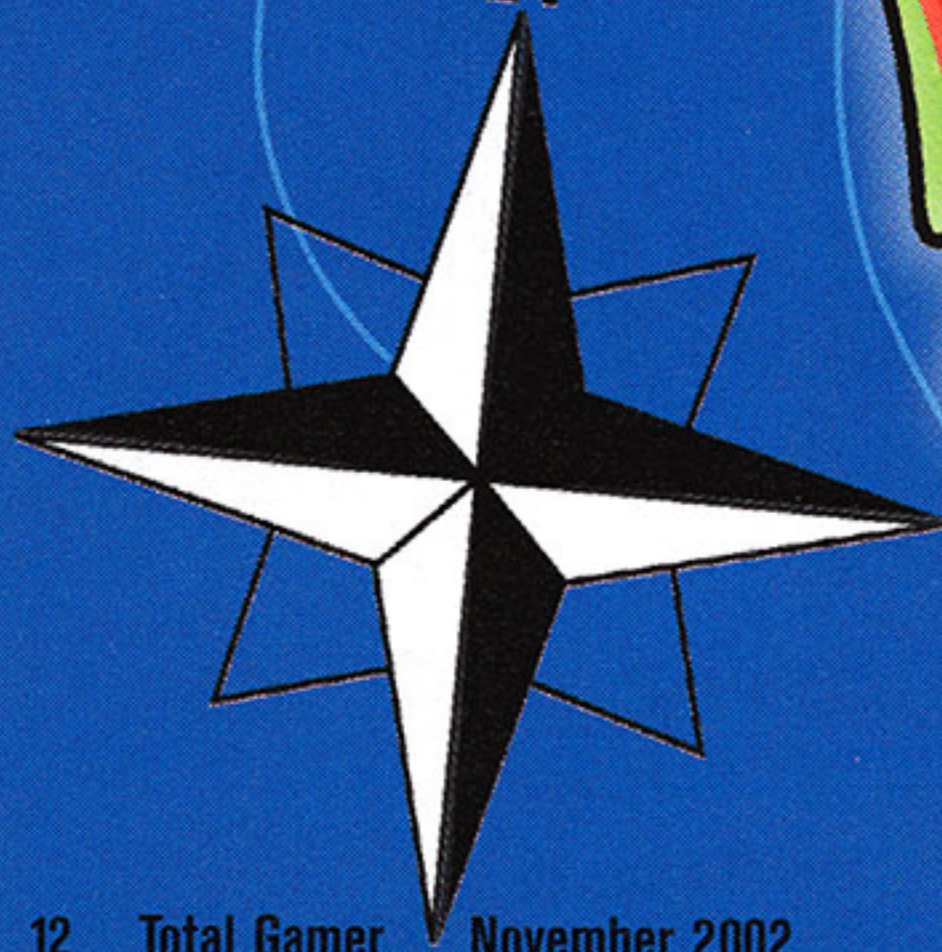


All the robots in Bubble Town have gone haywire and it's up to players to stop them.

In story mode, players take on the role of Abby or Connor. As players explore the neighbourhood, they solve puzzles, gobble up donuts (power ups) and collect batteries (to re-energize the bots). Along the way they'll battle a long list of evil bots. In addition to the story there are five mini-games that let up to four players battle it out on games like a mouse wheel race. Unless players are fans of the Cubix show, this game is a better rental than purchase.



GAMECUBE™  
N



## Yoshi's Island Super Mario Advance 3

Publisher: Nintendo Developer: Nintendo



The Mushroom Kingdom's newest set of twins has been torn from the stork's delivery bundle. One twin ends up in the clutches of the evil magikoopa, Kamek; the other lands safely on Yoshi's back. Players find themselves in the baby-rescue business as they guide Yoshi and his pals through each level.

As Yoshi travels over flower-covered hills, around waterfalls and through villages, there are hazards at every corner. The crayon-scribbled graphics and cutesy animations make this a great game.



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# Kingdom Hearts

Publisher: Square Developer: Square

Imagine Donald Duck and Goofy duking it out side-by-side with Tarzan and a kid who looks like a *Final Fantasy* reject and you'll have a good idea of what to expect in *Kingdom Hearts*.

The story centres on Sora, a kid on a quest to search for his friends Kairi and Riku, who have been kidnapped by the Heartless. While on his quest across the worlds, he encounters Donald and Goofy, who are searching for their lost King Mickey. Their fates are intertwined and they begin their search for their missing friends, all the while journeying to various Disney worlds.

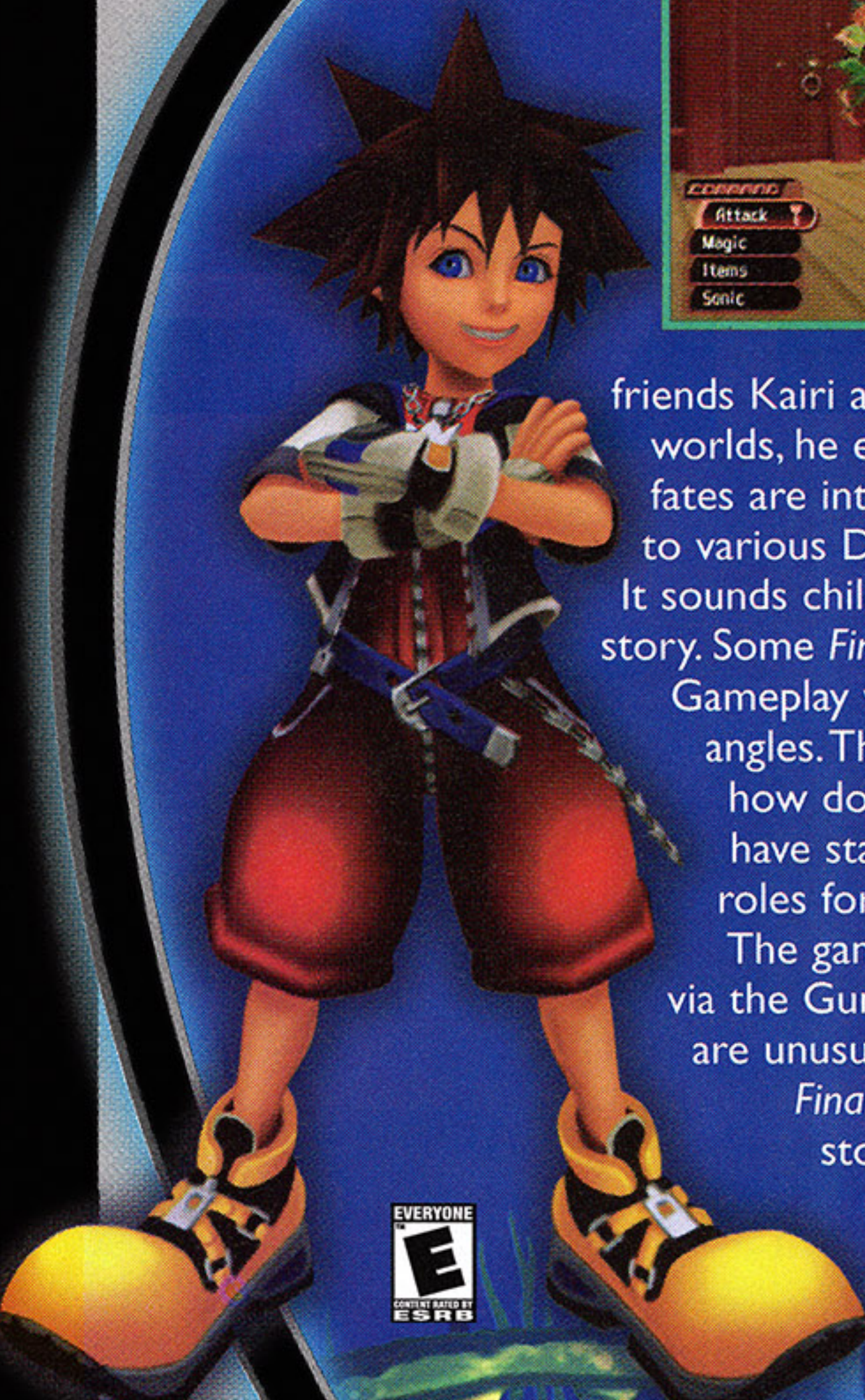
It sounds childish, but I assure you this is a serious game with difficult challenges and an intriguing story. Some *Final Fantasy* and more than 100 Disney characters make cameo appearances.

Gameplay works quite well, despite some bad camera angles. The Heartless come on in droves, but it somehow doesn't feel too repetitive. Many voice actors who have starred in Disney movies have taken on their roles for this game, so the voice acting is top notch.

The game's worst feature is traveling between worlds via the Gummi Ship (sorry, no Gummi Bears). The "levels" are unusually easy and the graphics are mediocre.

*Final Fantasy* and Disney fans alike will find the story and gameplay of *Kingdom Hearts* to be quite satisfying.

—Chris Talbot



# Onimusha 2

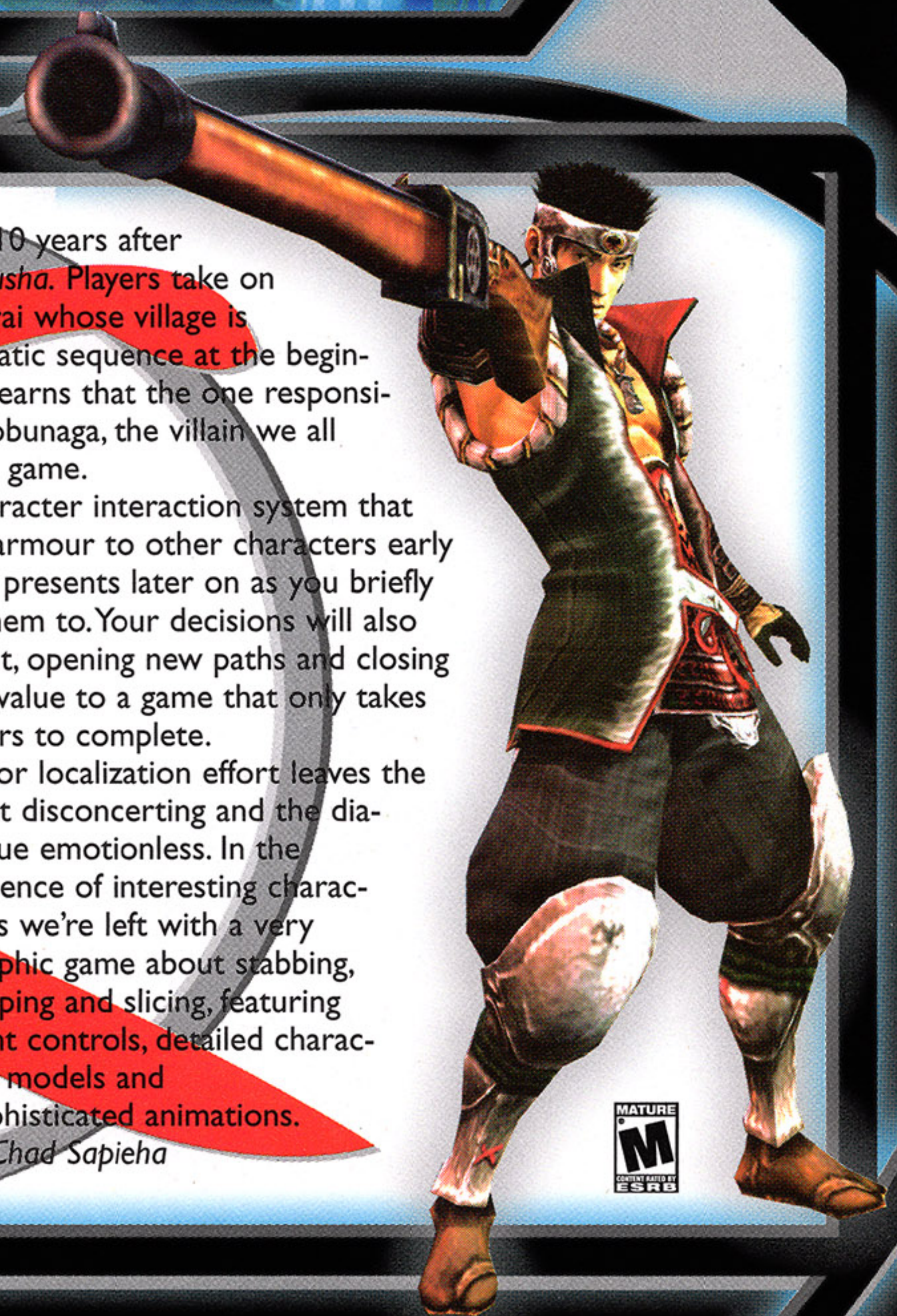
Publisher: Capcom Developer: Capcom

*Samurai's Destiny* takes place 10 years after the events of the original *Onimusha*. Players take on the role of Jubei, a young samurai whose village is destroyed in a gruesome cinematic sequence at the beginning of the game. Jubei quickly learns that the one responsible for the carnage is none other than Nobunaga, the villain we all thought vanquished at the end of the first game.

New to the *Onimusha* franchise is a character interaction system that allows you to give gifts like weapons and armour to other characters early in the game, then take advantage of these presents later on as you briefly take control of the characters you gave them to. Your decisions will also have an impact on how the story plays out, opening new paths and closing others, adding some much needed replay value to a game that only takes about 10 hours to complete.

Sadly, a poor localization effort leaves the text disconcerting and the dialogue emotionless. In the absence of interesting characters we're left with a very graphic game about stabbing, lopping and slicing, featuring tight controls, detailed character models and sophisticated animations.

—Chad Sapieha







# SLY COOPER and the Thievius Raccoonus

Publisher: SCEA Developer: : Sucker Punch

Sly Cooper as a franchise character to rival Mario and Link fails, but that doesn't mean that *Sly Cooper and the Thievius Raccoonus* isn't a good platformer.

Gamers lead Sly through his quest to recover the family heirloom and the game's namesake. The Thievius Raccoonus is a book on thieving tricks that ironically enough was stolen. Sly's exploits are beautifully cel-shaded, and in keeping with this feel, cutscenes look like a Saturday morning cartoon.

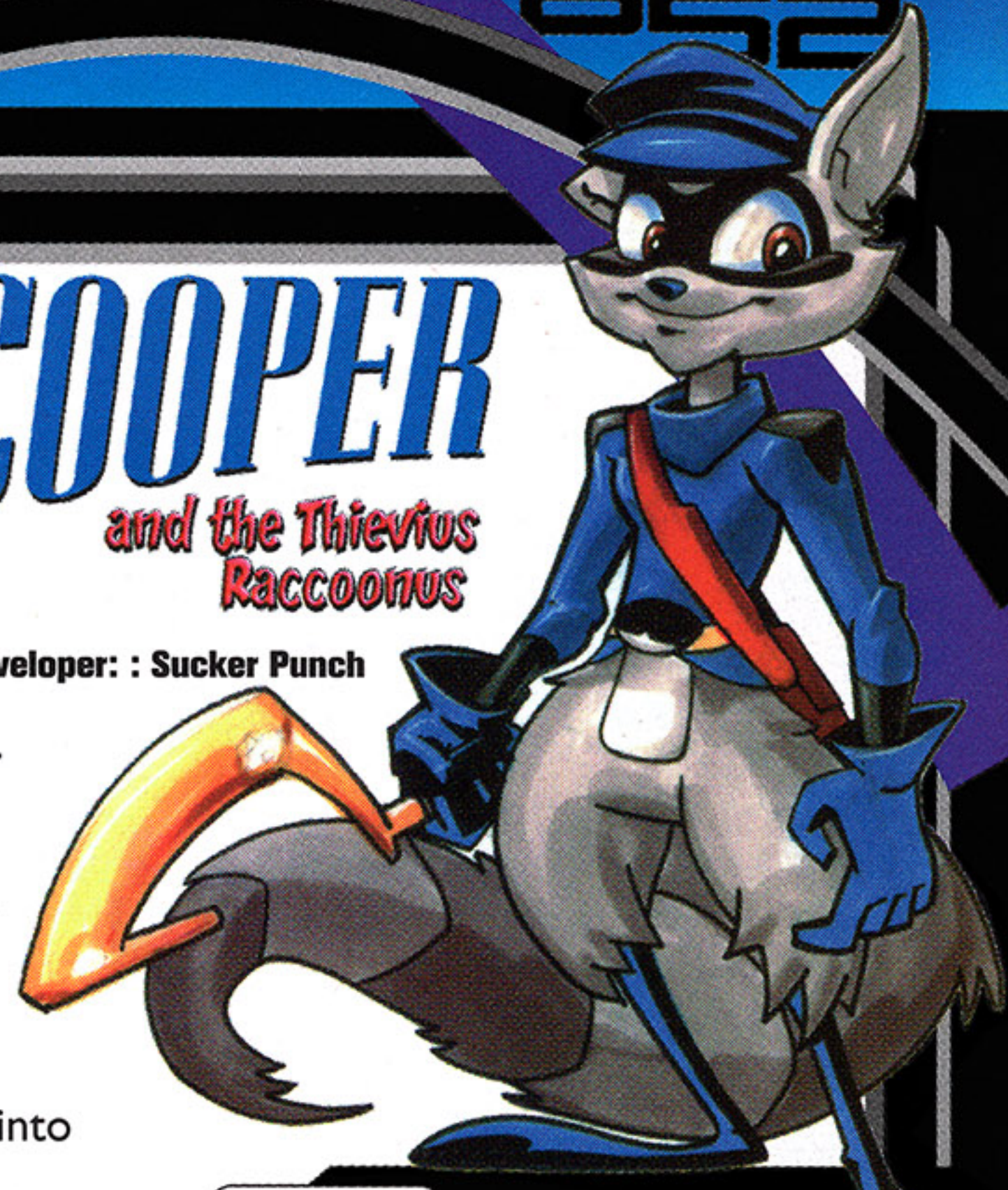
Sly enlists the help of a few friends to reclaim the Thievius Raccoonus, which has been torn into five pieces, each piece being held by a member of the Fiendish Five. Chief among his helpers is his sidekick Bentley.

Levels begin with and are broken by cutscenes, where Bentley explains how to accomplish the level goals. More often than not, goals have gamers collecting a number of keys to open locks to progress through and do it again.

While collecting keys, Sly also collects clues in the form of pieces of paper stuffed in glass bottles. With enough clues, Sly can unlock safes to learn new skills.

Overall, *Sly Cooper and the Thievius Raccoonus* is a good 3D platformer with a fun storyline and some mini-games that help to drive the action along.

—Andrew Moore-Crispin



# SEGA SPORTS TENNIS

Publisher: Sega Developer: Hitmaker

*Sega Sports Tennis* is somewhat unique in that gamers who don't have any particular interest in the sport can still enjoy the game.

The gameplay dynamic and ball physics are truly addictive. Multiplayer really makes this title shine, though the single player mode is good too.

In the single player world tour mode, gamers create one male and one female character, and take them through the ranks, playing training games to build character stats and give them a fighting chance in competition.

The game's roster features many recognizable faces like Venus and Serena Williams, Tommy Haas and Carlos Moya. When playing with a computer player in a competitive sport, good artificial intelligence is very important, and despite a few setbacks, *Sega Tennis AI* doesn't disappoint.

—Andrew Moore-Crispin



# The Thing

Publisher: Black Label/Vivendi Developer: Konami

For those too young (or too scared) to have watched *John Carpenter's The Thing*, it goes like something like this: Researchers at an Antarctica outpost discover a recently thawed out alien who is mighty ticked off. The Thing is a creature with the ability to assume the form of its devoured prey. This naturally leads to a lot of fear, a lot of mistrust and a lot of blood and gore.

The game continues where the film ended. As team leader Captain Blake you lead your men to Antarctica to piece together what actually transpired at the outpost.

One of the key elements to this game is the interaction between you and your NPC teammates. The game operates on a fear/trust meter.

The icon-based weapons and inventory menus take a bit of getting used to. In the heat of the battle, juggling weapons and other items will often result in you dying. A lot.

Overall, while not perfect, *The Thing* is a neat little game with a cool mix of puzzles, adventure and action-heavy gameplay to contend for game of the year.

—Ryan B. Patrick





# Warcraft III: Reign of Chaos

Publisher: Blizzard Entertainment Developer: Blizzard Entertainment

If absence makes the heart grow fonder, then this eagerly-anticipated sequel – which has been in development for more than four agonizingly-long years – may very well be the most beloved PC game of the year. And for those who don't cherish sleep much, then *Warcraft III: Reign of Chaos* is for you.



The game (the first 3D *Warcraft*) includes four distinct races (compared to the two in 1995's *Warcraft II*) – the Human Alliance, the Orcish Horde, the Undead Scourge and the Night Elf Sentinels.

It is these "heroes" who form the focus of the single-player game as they lead followers through four linked campaigns. In a RPG-like twist, these heroes can gain new attributes over time to make them more powerful.

The gameplay involves creating dozens of units and buildings, gathering resources to support these initiatives (such as harvesting lumber or mining gold), researching new technologies and exploring the map to accomplish the varied tasks.



Hands down, *Warcraft III: Reign of Chaos* is worthy of your time and money – especially for fantasy fanatics with a penchant for magic and mystery.

—Marc Saltzman



# Icwind Dale II

Publisher: Interplay Developer: Black Isle Studios

With the release of *Icwind Dale II*, the Infinity Engine (aka the *Baldur's Gate* engine) is starting to look dated. That shouldn't come as a surprise, since the original *Baldur's Gate* epic is four years old this month.

Fans of isometric point of view RPGs will probably enjoy the sequel to *Icwind Dale*, though.

Black Isle Studios has switched from *Dungeons & Dragons* 2nd Edition rules to 3rd Edition rules for this new game, but the basic elements that made the original game popular are still here – group combat, role-playing and multiplayer support.

As a party of up to six adventurers just newly arrived in the Ten Towns region, the heroes of *Icwind Dale II* find a band of goblins are attacking. The action begins almost immediately, and players must race to rescue the Ten Towns from the invading hordes.

The biggest problem with the game is the Infinity Engine. While it was a great RPG engine, it's looking worn around the edges. It's time for Infinity developers to move on.

—Chris Talbot





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- The Sum of All Fears
- Men With Brooms
- Mr. Deeds
- Insomnia
- Windtalkers
- Scooby Doo The Movie
- Enough
- Jason X
- The Scorpion King

# DVD DESTINATION

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- Attack of The Clones
- The Dead Zone
- Men in Black 2
- Undisputed
- Ice Age
- Austin Powers In  
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- K19-The Widowmaker
- Minority Report
- The Adventures of  
Pluto Nash
- XXX

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## SPIDER-MAN AVAILABLE November 1st, 2002

**Cast: Tobey Maguire,  
Willem Dafoe, Kirsten  
Dunst**

Peter Parker an orphaned young student in New York, is bitten by a genetically altered spider on a school trip. Soon after he discovers that he has the strength and agility of a spider as well as a keen, ESP like "spider sense" Spider-Man's arch enemy the Green Goblin will put Peter Parker's vow to fight crime and help innocent people to the ultimate test. DVD features: Wide Screen or full screen presentation, HBO making of Spider-Man, historical documentary, DVD-ROM, music videos and much more.

**Rating: PG**

WIDESCREEN SPECIAL EDITION

**SPIDER-MAN**



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DVD  
VIDEO



# DVDS & GAMES

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## GAME RENTALS

### PS2

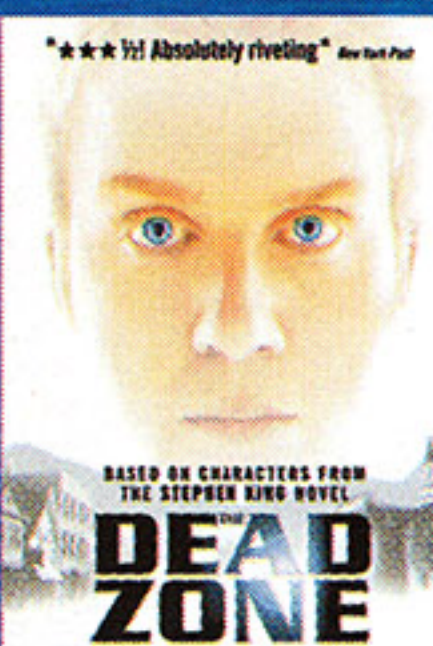
- 1) Socom Navy Seals
- 2) NHL 2003
- 3) Lord of the Rings  
The Two Towers
- 4) Grand Theft Auto  
Vice City
- 5) Harry Potter  
The Chamber of Secrets
- 6) Shinobi
- 7) Sega Sports NHL 2K3
- 8) Tony Hawk 4
- 9) Kingdom Hearts
- 10) Hitman 2

### XBOX

- 1) Splinter Cell
- 2) Need for Speed  
Hot Pursuit
- 3) Medal of Honor
- 4) Shenmue 2
- 5) NHL 2003
- 6) Unreal Championship
- 7) Sega Sports NHL 2K3
- 8) Lord of the Rings  
The fellowship of the Ring
- 9) Hitman 2
- 10) Xmen Next Dimension

### GAMECUBE

- 1) Metroid Prime
- 2) Super Mario Sunshine
- 3) Star Fox Adventures
- 4) Animal Crossings
- 5) Harry Potter and the  
Chamber of Secrets
- 6) Tony Hawk 4
- 7) Need for Speed  
Hot Pursuit
- 8) Super Smash Bros.
- 9) Eternal Darkness
- 10) Super Monkey Ball 2



#### DEAD ZONE AVAILABLE NOVEMBER 5TH, 2002

**Cast:** Anthony Michael Hall, Nicole De Boer, David Ogden Stiers

Johnny Smith's life is interrupted by a near fatal car crash that leaves him in a deep coma for six years. When he regains consciousness he discovers that he now possesses amazing psychic powers that allow him to see into the lives of anyone he touches. As he reacquaints himself with life, he begins to come to terms with his new abilities – abilities that turn out to be both a blessing and a curse.

**Rated: 18A**

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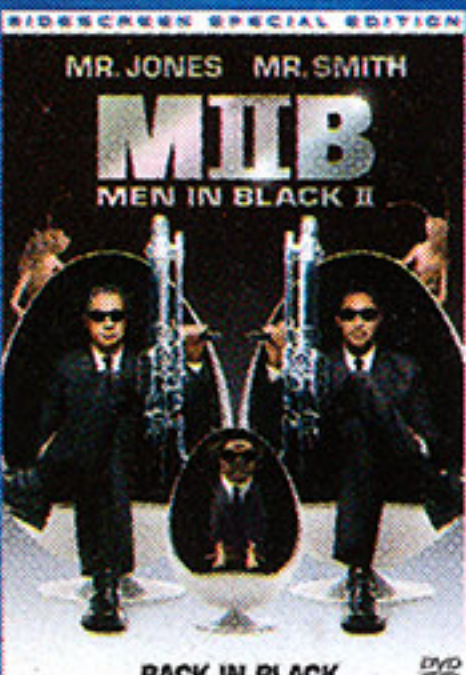


#### STAR WARS EPISODE II: ATTACK OF THE CLONES AVAILABLE NOVEMBER 12TH, 2002

**Cast:** Ewan McGregor, Hayden Christensen, Natalie Portman, Samuel L. Jackson

Ten years after the events of The Phantom Menace and the galaxy has undergone significant change, as have Anakin Skywalker, Obi-Wan Kenobi and Padme Amidala. Anakin has grown into the accomplished Jedi apprentice of Obi-Wan, who himself has transitioned from student to teacher, while Padme is a distinguished Senator. Anakin and Obi-Wan are assigned to protect Padme, whose life is threatened. As powerful forces begin to collide in epic battle Anakin and Padme find themselves between duty and honor and a love that is forbidden...DVD features: An Episode II visual effects breakdown montage from Industrial Light & Magic, Eight deleted scenes, Three behind-the-scenes featurettes, All 12 parts of "Making Episode II," Audio commentary by Writer-Director George Lucas and much more. **Rated: PG**

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#### MEN IN BLACK II AVAILABLE NOVEMBER 26TH, 2002

**Cast:** Will Smith, Tommy Lee Jones, Lara Flynn Boyle, Rosario Dawson, Tony Shalhoub

It's been five years, Kay has since returned to the comforts of civilian life while Jay continues to work for the Men in Black, the highly funded yet unofficial government agency that regulates all things alien on Earth. While investigating a seemingly routine crime, Jay uncovers a plot masterminded by Serleena, an evil Klythian monster who disguises herself as a sexy lingerie model. It's a race against the clock as Jay must convince Kay—who not only has no memory of his time spent with the Men in Black, but is also the only person alive who has the expertise to save the galaxy—to reunite with the MIB before Earth submits to ultimate destruction. DVD features: 14 featurettes, alternate ending, Will Smith music video, blooper reel and much more. **Rated: PG**

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#### ICE AGE AVAILABLE NOVEMBER 26TH, 2002

**Featuring the voices of:** Ray Romano, John Leguizamo, Denis Leary

They came they thawed they conquered the hearts of audiences everywhere in the coolest animated adventure of all time! Heading south to avoid a bad case of global frostbite, a group of migrating misfit creatures embark on a hilarious quest to reunite a human baby with his tribe. Featuring an all-star voice cast, including Ray Romano, John Leguizamo and Denis Leary, ICE AGE is "a pure delight" ("New York Daily News") for all ages! DVD Features: 2 Disc Special Edition DVD featuring a 5 minute never seen before animated short: "Scrats Missing Adventure", 2 DVD ROM games, 3 Set Top Games, "Bunny" short, 6 deleted scenes with commentary, "Making of Ice Age" and "Sid on Sid" featurettes and much more.

**Rated: G**

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#### UNDISPUTED AVAILABLE NOVEMBER 26TH, 2002

**Cast:** Wesley Snipes, Ving Rhames, Peter Falk

A rising boxing star commits a crime that leads to a life sentence at Sweetwater Prison. While doing time he continues boxing in the Inter-prison boxing program where he becomes his fellow inmates' hero and champion with a record 67 wins...and no losses. Now the toughest guy on the inside, gets the chance to fight the World Heavyweight Champion, as he is sentenced to Sweetwater on a charge of rape. When challenged to a match they both need to win only one champion can emerge UNDISPUTED. DVD features: Interview with Wesley Snipes and Ving Rhames, theatrical trailer, scene access and more. **Rated: 14A**

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Release dates subject to change without notice.



# XBOX

# Brute Force

Publisher: Microsoft Developer: Digital Anvil



*Brute Force*, now under development at Digital Anvil in Austin, Texas, lets you control a team of four well-chosen specialists.

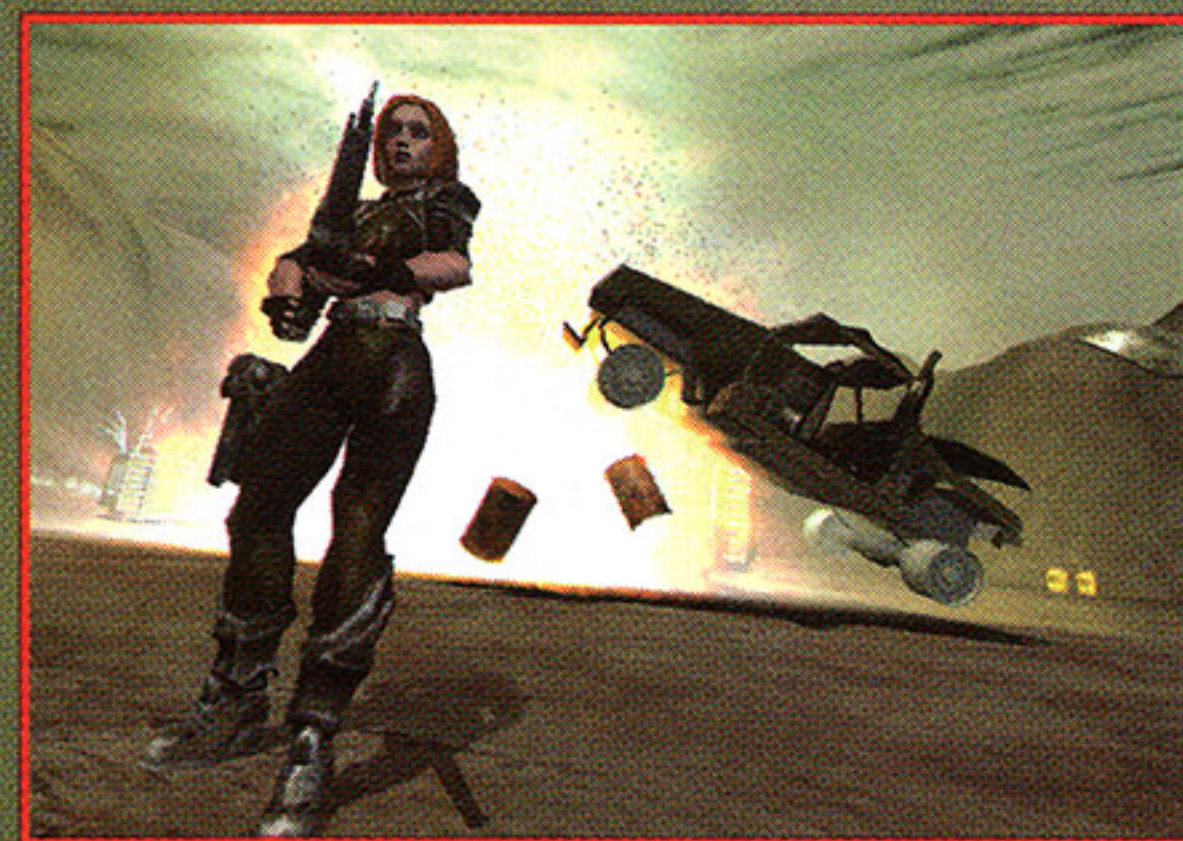
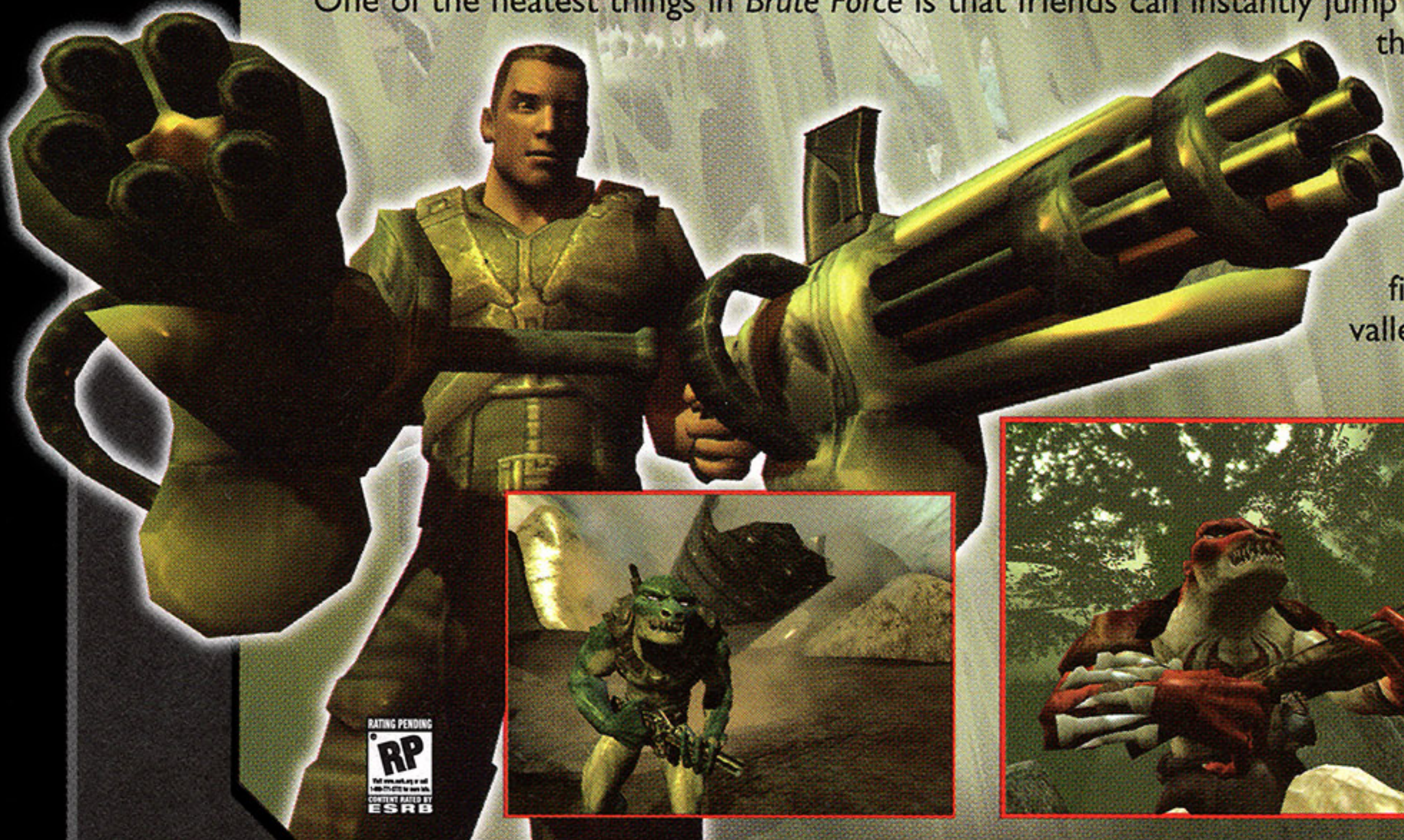
Tex is your basic commando, armed to the teeth and with the ability to shift to two-gun "berserker" mode. Hawk, a red-haired lady, is the scout – more lightly armed, but with a Predator-like stealth mode that shows only a transparent refraction effect on the background.

Brutus is a big lizard, with the peculiar Spirit of Vengar special ability, which among other things gives him infrared vision – great for spotting warm-blooded human targets. Flint, another woman (unfortunately, not in the early build we tested) is a part-cyborg sniper.

You can control any of these characters directly and switch between them by pressing one button, but you can also command the three you're not directly controlling.

The game includes 29 different weapons, plus four types of grenades and eight different gadgets or other types of equipment. One of the neatest things in *Brute Force* is that friends can instantly jump into the game – just pick up a second controller, or a third, or fourth, and take over one of your team members from the AI.

The *Brute Force* campaign spans six worlds, though it's unclear just how many missions or scenarios this includes. The one level we've been able to try was an assault on an enemy hilltop base, involving sniping, fire-fights around a helipad and intense fighting up a little valley. —Frank Lenk



## Dead to Rights

Publisher: Namco Developer: Namco

Kung fu film fanatics seeking the same kind of super-charged action in a video game need not look any further than the gritty *Dead to Rights*.

Jack Slate is a cop-turned-fugitive seeking revenge for his father's murder. As a result, this relentless renegade finds himself a target on both sides of the law.

Slate, joined by his trusty dog Shadow, takes on countless enemies at one time, be it with guns, punches or kicks. The player has a seemingly-endless amount of control over how the enemies can be taken down. For example, Slate can sneak up to a bad guy, disarm him and finish him off with his own weapon.



*Dead to Rights* looks and sounds like a Hollywood movie. Alas, the game's controls can be overwhelming, to say the least. Close to 20 small tutorials are littered throughout the first two levels.

Even so, *Dead to Rights* is a highly enjoyable diversion for Xbox owners.

—Marc Saltzman







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2. Age of Respondent:

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PC games  \$30-\$59  \$60-\$99  \$100 or more

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# DISPOSE

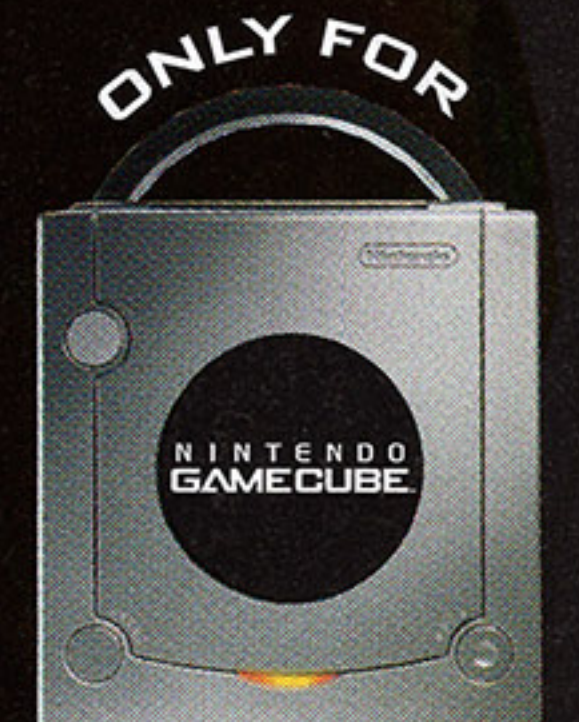
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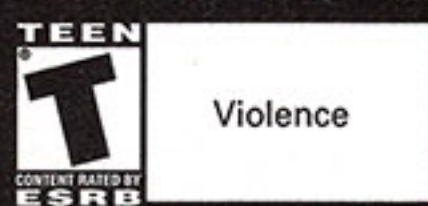
The four-mode visor. The morph ball. The freeze beam. The wave beam.



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