

3 MILLION+
READERS
EACH MONTH!

PS3 ONLINE • TEST DRIVE: UNLIMITED • E3 SNEAK PEEKS

GAMEPRO

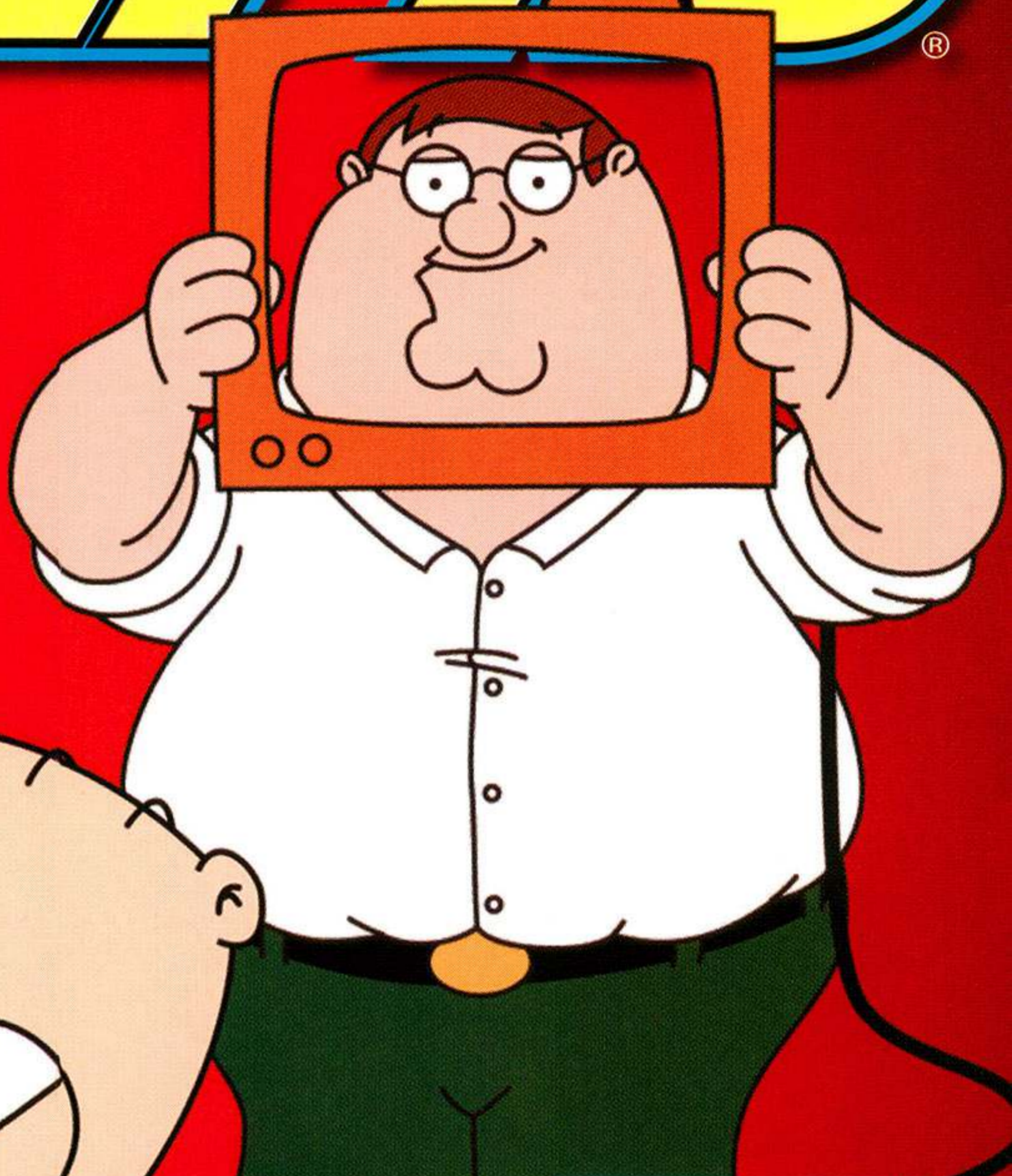
WHERE GAMERS GO FIRST www.gamepro.com

WORLD EXCLUSIVE

FAMILY GUY

FREAKIN' SWEET!

300+
GAMES & CODES
INSIDE!



- THE GODFATHER
- DEAD RISING
- TOM CLANCY'S GHOST RECON ADVANCED WARFIGHTER



KINGDOM HEARTS II

IT'S NOT JUST SOME MICKEY-MOUSE GAME

BRADYGAMES STRATEGY
THE OUTFIT XBOX 360

**THE 2005
GAMEPRO READERS'
CHOICE AWARDS**

Issue 212 \$5.99 U.S. \$7.50 CAN

An IDG Communications Publication



“WAR IS HELL.”

- GEN. WILLIAM T. SHERMAN



Available Now.




EXPERIENCE THE FREEDOM OF TOTAL DESTRUCTION - SHOOT, BLOW UP OR DEMOLISH ANYTHING IN YOUR PATH!



DESTRUCTION ON DEMAND™ - AIRDROP REINFORCEMENTS INTO THE BATTLEFIELD TO INSTANTLY INCREASE YOUR FIREPOWER.



INTENSE MULTIPLAYER ACTION - CO-OP, DEATHMATCH, STRATEGIC VICTORY AND AN ALL-NEW DESTRUCTION MODE.



**"YEAH, BUT
DESTROYING
STUFF IS DAMN FUN."**

-THE OUTFIT

The
OUTFIT™

DESTRUCTION ON DEMAND™

MATURE 17+
M
CONTENT RATED BY
ESRB

Violence
Blood and Gore
Language

XBOX 360

XBOX
LIVE

www.theoutfitgame.com

relic

THQ
www.thq.com

*Take a knee.
Bow to no one.*

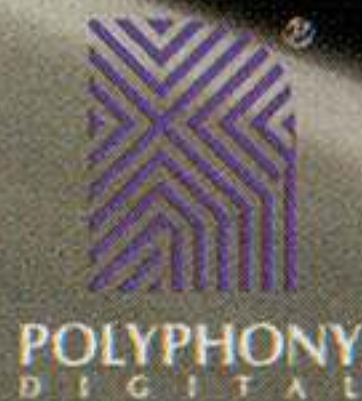

Tourist Trophy™
THE REAL RIDING SIMULATOR





From the makers of Gran Turismo® comes Tourist Trophy, the most realistic motorcycle simulator ever created. Featuring over 35 real-life and fantasy courses, customizable riding gear, and over 100 licensed sport bikes and graphics that truly capture the fluid movement of man and machine. So zip up the leathers and open up the throttle. Nothing gets you closer to the action than Tourist Trophy.

www.touristtrophy-thegame.com



PlayStation 2

LIVE IN YOUR WORLD.
PLAY IN OURS.

In this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. Any depiction or recreation of real world locations, entities, businesses or organizations is not intended to be or is a registered trademark of Sony Computer Entertainment America Inc.



MORE ACTION THAN

MATURE 17+
M
 CONTENT RATED BY
ESRB
 Blood
 Drug Reference
 Intense Violence
 Strong Language
 Suggestive Themes

Also check out *Far Cry Instincts Evolution* coming March 2006 for Xbox®

© 2006 Ubisoft Entertainment. All Rights Reserved. Far Cry, Far Cry Instincts, Far Cry Instincts Predator, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Based on Crytek's original Far Cry directed by Cevat Yerli. Powered by Crytek's technology "CryEngine." Microsoft, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.





ONE ISLAND COULD HOLD

YOU'RE JACK CARVER AND YOU'RE ON THE WRONG ISLAND. THE WARM, CRYSTAL WATER AND WHITE SAND BEACHES JUST DON'T MAKE UP FOR THE JUNGLE FULL OF MERCS, PIRATES, AND NATIVE WARRIORS THAT SEEM TO WANT YOU DEAD. IN THIS NEXT CHAPTER TO THE AWARD-WINNING FAR CRY FRANCHISE; UNLEASH EVERY VEHICLE, WEAPON, AND PREDATORY TACTIC IMAGINABLE TO KILL OFF YOUR ENEMIES BEFORE THEY KILL YOU.

FAR CRY

I N S T I N C T S

P R E D A T O R

MARCH 2006

WWW.FARCRYGAME.COM



WAGE WAR ACROSS LAND, SEA, AND AIR IN A BREATHTAKING TROPICAL WILDERNESS.



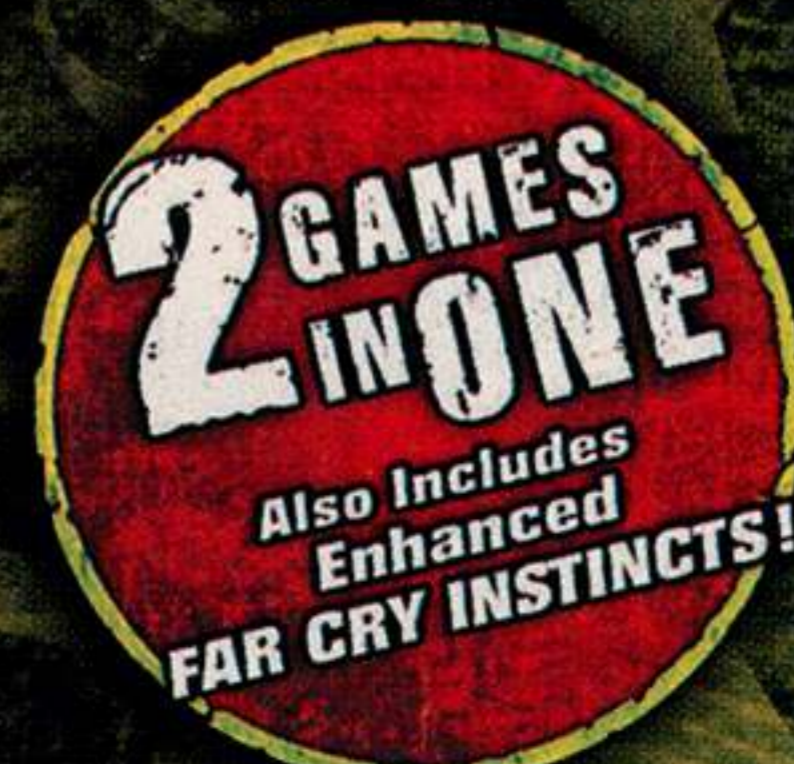
HUNT AND BE HUNTED BY UNNERVINGLY BRILLIANT AI ENEMIES.



CREATE YOUR OWN MAPS AND SHARE THEM ONLINE FOR EXPLOSIVE ISLAND WARFARE.



BATTLE FRIENDS IN 22 MULTIPLAYER MISSIONS AND 5 CUSTOMIZABLE GAME MODES.



UBISOFT

*Best Xbox First Person Shooter of the Year 2005, TeamXbox.com, Action Game of the Year 2004 — PC Gamer Magazine

ORIGINAL
VIDEO CONTENT

DON'T
READ

Behind The Screens
E-Motion with Tiger Woods

Jiggle-Vision

Trump also belongs
to the same hair club
as this guy

John Madden
NFL Broadcaster

HI FIVE

#3
Gravity Gun,
Half-Life 2

WATCH

Chris Morell

Attack
of the
Factor

games.net

presents

GAMEPRO
www.gamepro.com

Director of Editorial and Creative Services Francis Mao
 Editor Wes Nihei
 Managing Editor Mike Weigand
 Contributing Editors Lindsay Young
 Sidney Shuman
 Tim Ng
 Chris Morell
 Chris Cook
 Video Producer WenD Chan
 Copy Chief Jennifer DeGraff
 Senior Copy Editor Jessica Dryden-Cook
 Editorial Intern Derek Van Dyke

Associate Art Director Eugene Wang
 Designer George Hu
 Design Interns Jan Salazar
 Mike Medina
 Staff Photographer Michele Nelson

Production Director Shelly Reimer
 Production Manager Michele Nelson
 Production Specialist Adriana Halbac

Director of Online Product Development Craig Eastman
 Senior Web Developer Jason Klingstedt
 Web Developers Brian McKenzie
 Justin Lewis
 Associate Web Developers Sui Mak
 Lis Mitchell
 Online Editorial Interns Spenser Hall
 Patrick Shaw
 Hau Tran
 Travis Moses
 Jacob Juan

IDG
ENTERTAINMENT

Publisher, President, and CEO Daniel Orum
 Administrative Assistant Tiffany Evans

Senior Vice President Francis Mao
 Vice President, Sales Bob Huseby

Director, Operations and Finance Stacey Witchel
 Senior Accountant Susan Bell Nunes

Director, Operations David Goldberg
 Advertising Operations Coordinator Mary Atchison

Director, Human Resources Lisa M. Hess

Group Circulation Manager Stephanie Taylor
 Senior Manager of Circulation Operations Natale Russo
 Circulation Coordinator Kathryn Washburn

Marketing Director Simon Tonner
 Marketing Assistant Shane Bierwith

Information Systems Manager Chris Sipe
 PC System Specialist John DeJulio

Facilities Coordinator Ramon Banks
 Founder, GamePro magazine Patrick J. Ferrell

Entire contents copyright 2006 by IDG Communications, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions, including, but not limited to, artwork, text, photographs, and videotapes, become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO®, DVDPRO®, and NETPRO® names and logos are Registered Trademarks of International Data Group, Inc. Nintendo, Nintendo 64, Game Boy, Game Boy Color, Game Boy Advance, GameCube, Nintendo DS, Nintendo Revolution, and the 3D "N" logo are Registered Trademarks or Trademarks of Nintendo of America, Inc. PlayStation, PlayStation 2, PlayStation 3, PS one, PSP, and the PlayStation logo are Registered Trademarks of Sony Computer Entertainment Inc. Microsoft, the Microsoft Game Studios logo, Xbox, Xbox 360, Xbox Live, the Xbox logos, the Xbox 360 logos, and the Xbox Live logo are Registered Trademarks or Trademarks of Microsoft Corporation in the United States and/or other countries, and are used under license from Microsoft. Nokia and N-Gage are Trademarks or Registered Trademarks of Nokia Corporation. Sega, Dreamcast, and the Dreamcast logo are either Registered Trademarks or Trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective owners. All products and the characters contained therein are owned by the respective trademark and copyright owners. GamePro does not claim any copyright in the screen shots herein. Copyright in all screen shots contained within this publication are owned by their respective companies. All materials listed in this guide are subject to change, and the publisher assumes no responsibility for such changes. Printed in the U.S.A.

For subscription problems only, please write: P.O. Box 37579, Boone, IA 50037-0579, or call: 510/768-2767.

Member of the Audit Bureau of Circulations



Audit Bureau of Circulations

International Data Group (IDG) is the world's leading technology media, research, and event company. A privately held company, IDG publishes more than 300 magazines and newspapers, including Bio-IT World, CIO, CSO, Computerworld, GamePro, InfoWorld, Network World, Macworld, and PC World. The company features the largest network of technology-specific web sites with more than 400 around the world. IDG is also a leading producer of more than 170 computer-related events worldwide, including LinuxWorld Conference & Expo®, Macworld Conference & Expo®, DEMO®, and IDC Directions. IDC provides global market research and advice through offices in 50 countries. Company information is available at idg.com.



TO ACTIVATE YOUR MONTHLY PLAN TXT TO

75555

REAL TONES

Jamster Top 10

- | | |
|------------------------------------|----------|
| 1) I'm N Luv (Wit...) - T-Pain | real7950 |
| 2) Yo (Excuse Me Miss) - C.Brown | real7951 |
| 3) One Wish - Ray J | real7952 |
| 4) Sex Wit You - Marques Houston | real7953 |
| 5) Git It - Ying Yang Twins | real7954 |
| 6) Unpredictable - Jamie Foxx | real7955 |
| 7) Tell Me When... - E-40 ft. K... | real7956 |
| 8) Temperature - Sean Paul | real7957 |
| 9) Poppin' My... - Three 6 Mafia | real7958 |
| 10) DJ Play A Love Song - J. Foxx | real7959 |

Money Mike

Real Tones Wallpapers

Pimp In Distress	real7973	
Time Is Money	real7974	
Pimp Apparatus	real7975	
Ho On Line 1, 2, 3, 4 & 6	real7976	
Pick Up Ya Phone	real7977	
99 Problems	real7978	

GAMES

 Jonny Crash GAME1360	 MotoGP GAME1361
 DESTROY ALL... GAME1362	 WORMS GAME1363

HOT REAL TONES

- | | |
|-----------------------------------|----------|
| Back In Black - AC/DC | real7960 |
| Can't Let Go - Anthony Hamilton | real7961 |
| Check On It - Beyonce | real7962 |
| Draped Up - Bun B | real7963 |
| Enter Sandman - Metallica | real7964 |
| Fresh Azimiz - Bow Wow | real7965 |
| Get Thrown - Bun B | real7966 |
| Good Luck Charm - Jagged Edge | real7967 |
| Laffy Taffy - D4L | real7968 |
| Nasty Girl - Notorious B.I.G. | real7969 |
| Poppin' My Collar - Three 6 Mafia | real7970 |
| Ride Wit Me - T.I. | real7971 |
| Rodeo - Juvenile | real7972 |

COLOR WALLPAPERS

 pic4030		 pic4031	
pic4032	pic4033	pic4034	pic4035
pic4036	pic4037	pic4038	pic4039
pic4040	pic4041	pic4042	pic4043
pic4044	pic4045	pic4046	pic4047
pic4048	pic4049	pic4050	pic4051
pic4052	pic4053	pic4054	pic4055

SOFTWARE

 app1365	 app1366	 app1367	 app1368
SoundFX Board - Annoying Sound Generator!	Strobe Light - You'll be the life of the party with the wicked mobile strobe light!	Laser Show - Enjoy a laser-show filled with ultra-cool special effects on your mobile!	Mobile Watch - The Mobile clock with multiple fun-filled designs!

RINGTONES

- Jamster Top 10**
- | | |
|-----------------------------------|----------|
| 1) Here We Go | poly8805 |
| 2) Drop It Like It's Hot | poly8806 |
| 3) Grind With Me | poly8807 |
| 4) Sex Wit You | poly8808 |
| 5) Tubular Bells (Exorcist Theme) | poly8809 |
| 6) James Bond | poly8810 |
| 7) Bad Boys (Cops Theme) | poly8811 |
| 8) Because I Got High | poly8812 |
| 9) Candy Shop | poly8813 |
| 10) Dirty Little Secret | poly8814 |

FUN SOUNDS

- | | |
|---------------------------|---------|
| Alrighty - Lunch Time | fun6695 |
| Baby Love Is Calling | fun6696 |
| Cow | fun6697 |
| Crazy Lala | fun6698 |
| Ghost Train | fun6699 |
| Lawn Sprinkler | fun6700 |
| Money Clothes Hoes | fun6701 |
| Mamma Calling | fun6702 |
| Pick Up The Stupid Phone | fun6703 |
| Tarzan Yell | fun6704 |
| The Crazy Frog - Motor | fun6705 |
| This Is Not A Bootie Call | fun6706 |
| Too Drunk To Ring | fun6707 |

How To Order...

- Messages
- Select **Create Message** in the menu
- Type in the keyword of your favorite ringtones, e.g. for I'm N Luv (Wit...) - T-Pain txt real7950 to **75555**
- Confirm with OK

Monthly Value Plan
 credits for:
 2 Ringtones
 1 Game
 3 Graphics
\$ 5.99 per plan

Need help? Contact our Customer Service: 866-856-JAMS or info@jamster.com
Supported carriers: Cingular, Sprint, T-Mobile®, Dobson, Cellular One, Cincinnati Bell. If handset does not support content, next best supported content is delivered!

Download any ringtone, game or graphic also on [WWW.JAMSTER.COM](http://www.jamster.com)

CHECK OUT JAMSTER.COM FOR THE WIDEST SELECTION OF MOBILE DOWNLOADS

How To Download...

 1. go to inbox	 2. select link	 3. start download	 4. save & enjoy!
--------------------	--------------------	-----------------------	----------------------

For more details see manual of your mobile phone or visit www.jamster.com

HANDSETS SUPPORTED: POLYPHONIC RINGTONES: LG G4011; MOTOROLA V180; NOKIA 3100; SAMSUNG X426; SIEMENS A56; SONY ERICSSON T226; REAL TONES: LG G4015; MOTOROLA V180; NOKIA 3100; SAMSUNG X426; SIEMENS A56; SONY ERICSSON T226; SOUND FX: LG G4015; MOTOROLA V180; NOKIA 3100; SAMSUNG X426; SIEMENS A56; CF62; SONY ERICSSON T226; COLOR WALLPAPERS: LG G4015; MOTOROLA V180; NOKIA 3100; SAMSUNG X426; SIEMENS C61; SONY ERICSSON T226 - for more handset information visit www.jamster.com

SCREENSAVERS

 move2945	 move2946	 move2947	 move2948	 move2949	 move2950
--------------	--------------	--------------	--------------	--------------	--------------

All content items are part of the Jamster! Monthly Value Plan, which is subject to the Terms of Service available at www.jamster.com. Each month you will get download credits for 2 ringtones, 3 graphics and 1 game/application, all for just \$5.99/month. Redeem credits at www.jamster.com. The Value Plan automatically renews if not cancelled. You must be at least 18 years old or have your parent's permission to sign up on their behalf. Normal messaging & data charges apply. Do not resend your order if you do not receive the product. A carrier data plan is required. If handset does not support content, next best supported content is delivered. To cancel your plan send a text message "stop" to 75555. In case of questions please contact customer services at info@jamster.com or call 866-856-JAMS.



GAMEPRO

MAY 2006

ISSUE #212

GAMEPRO.COM

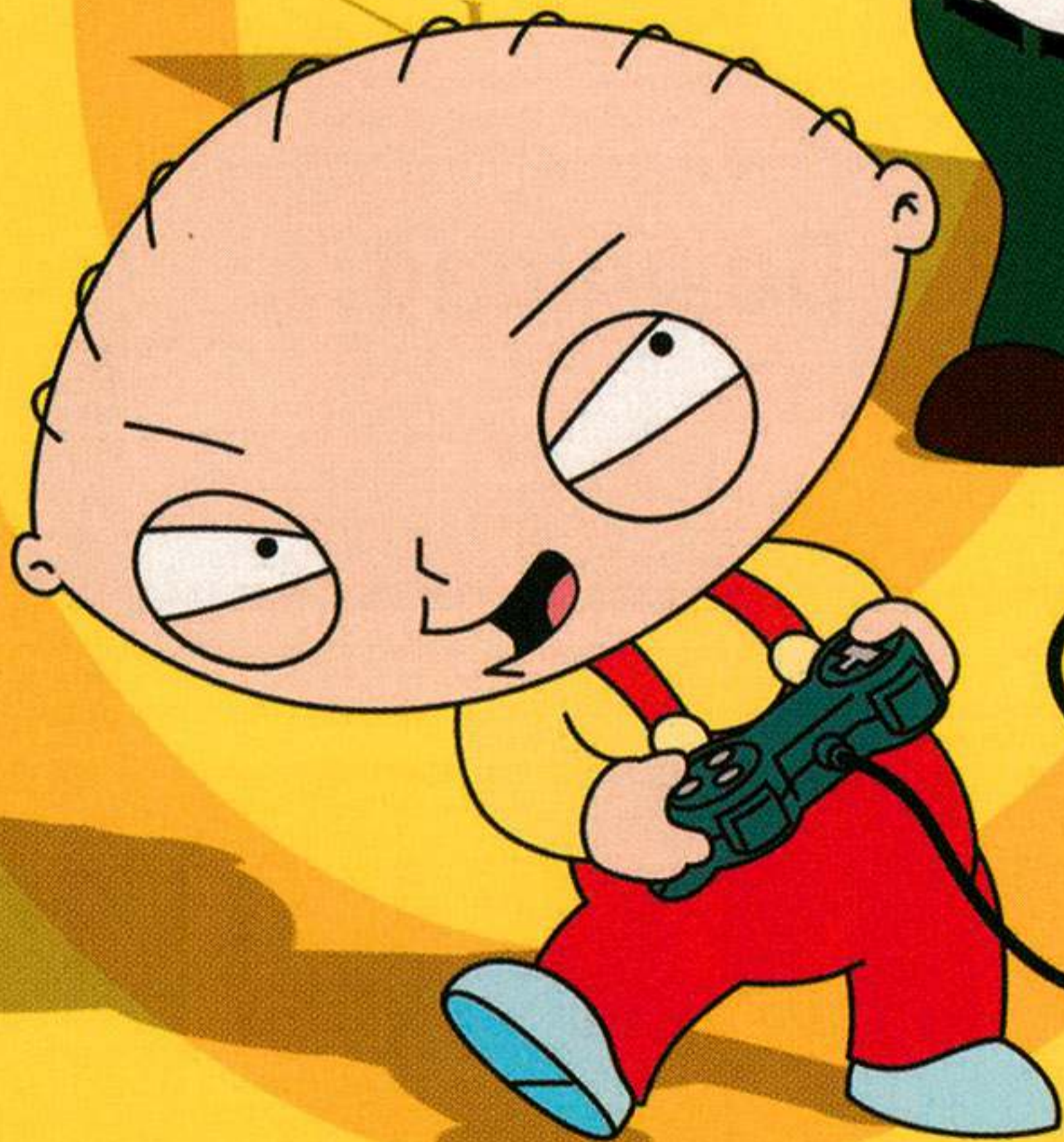
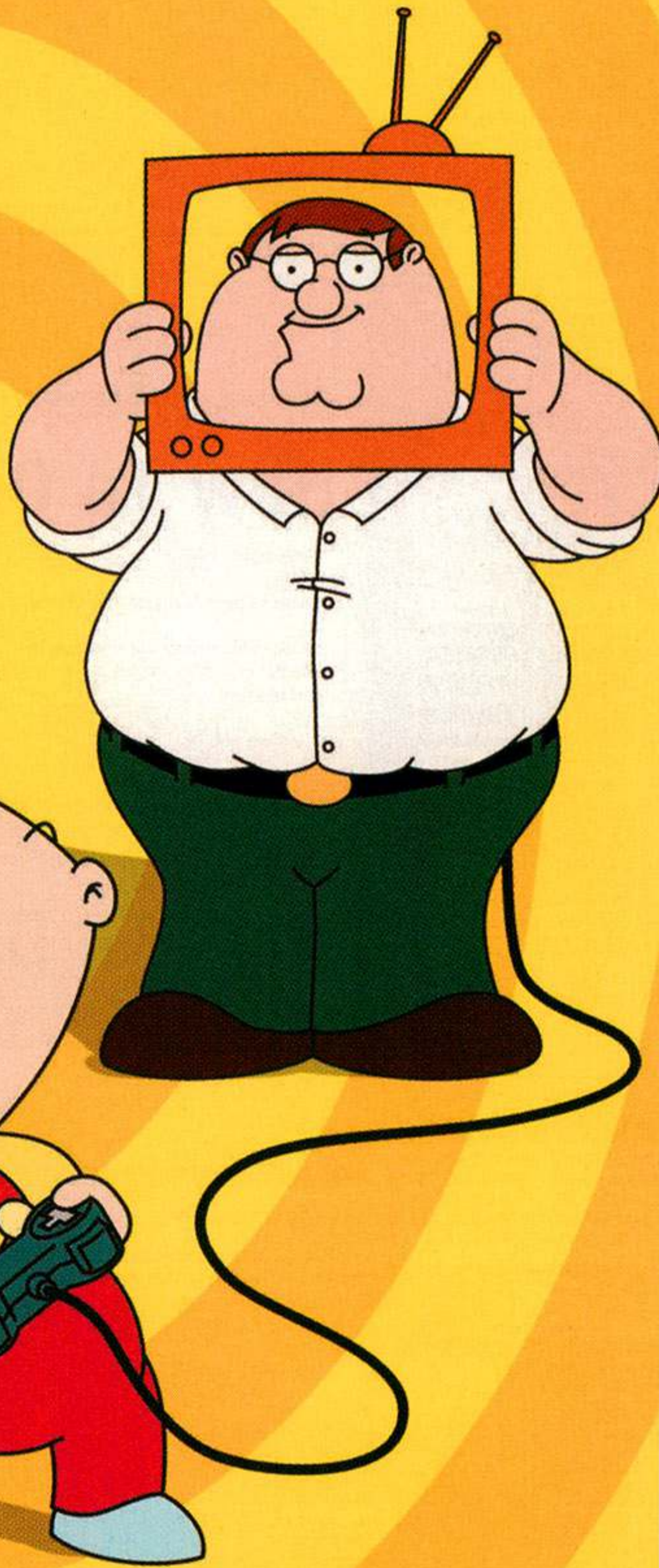
FEATURES

EXCLUSIVE!

ON THE COVER

30 | Family Guy: Freaking Sweet!

Move over, Simpsons, here come the Griffins. Here's how 2K Games is planning to turn the hottest (and funniest) show on television into a video game and why you should be tuning in to Family Guy.

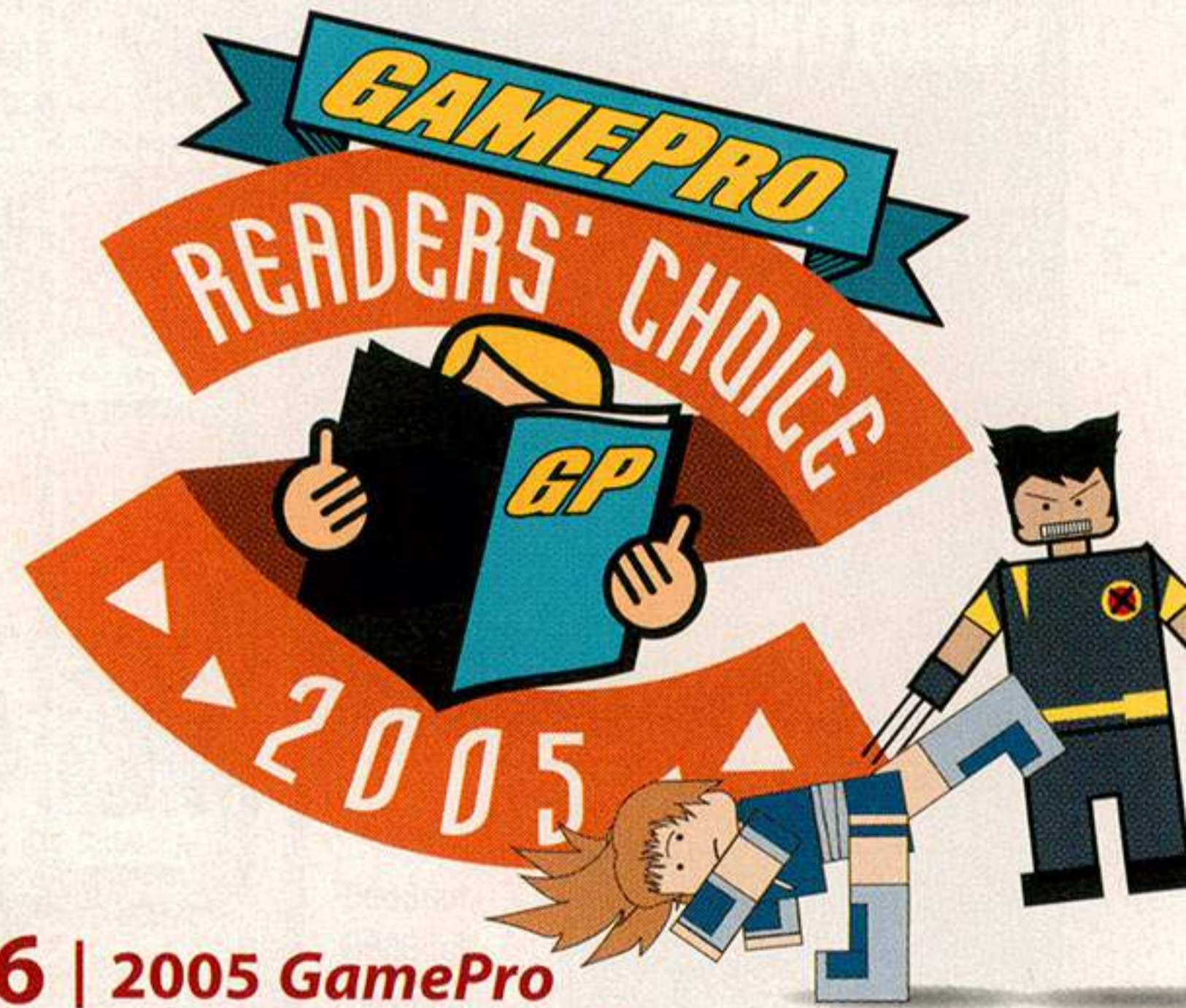


© 2006 Fox



46 | E3 Sneak Attack

Let rumor, innuendo, and wild speculation run rampant as the specter of the Electronic Entertainment Expo, the world's largest video-game show, looms.



56 | 2005 GamePro Readers' Choice Awards

2005 was another great year for games...or was it? The truth lies in the shocking revelations made by all of you, our faithful readers.

58 | Test Drive: Virtual Cruisin'

Atari's Test Drive: Unlimited plans to turn the Xbox 360 into an electronic highway for massively open online racing.



62 | ProStrategy Guide: The Outfit

Move out with BradyGames for next-generation WWII combat on the Xbox 360.

Cover art: Fox

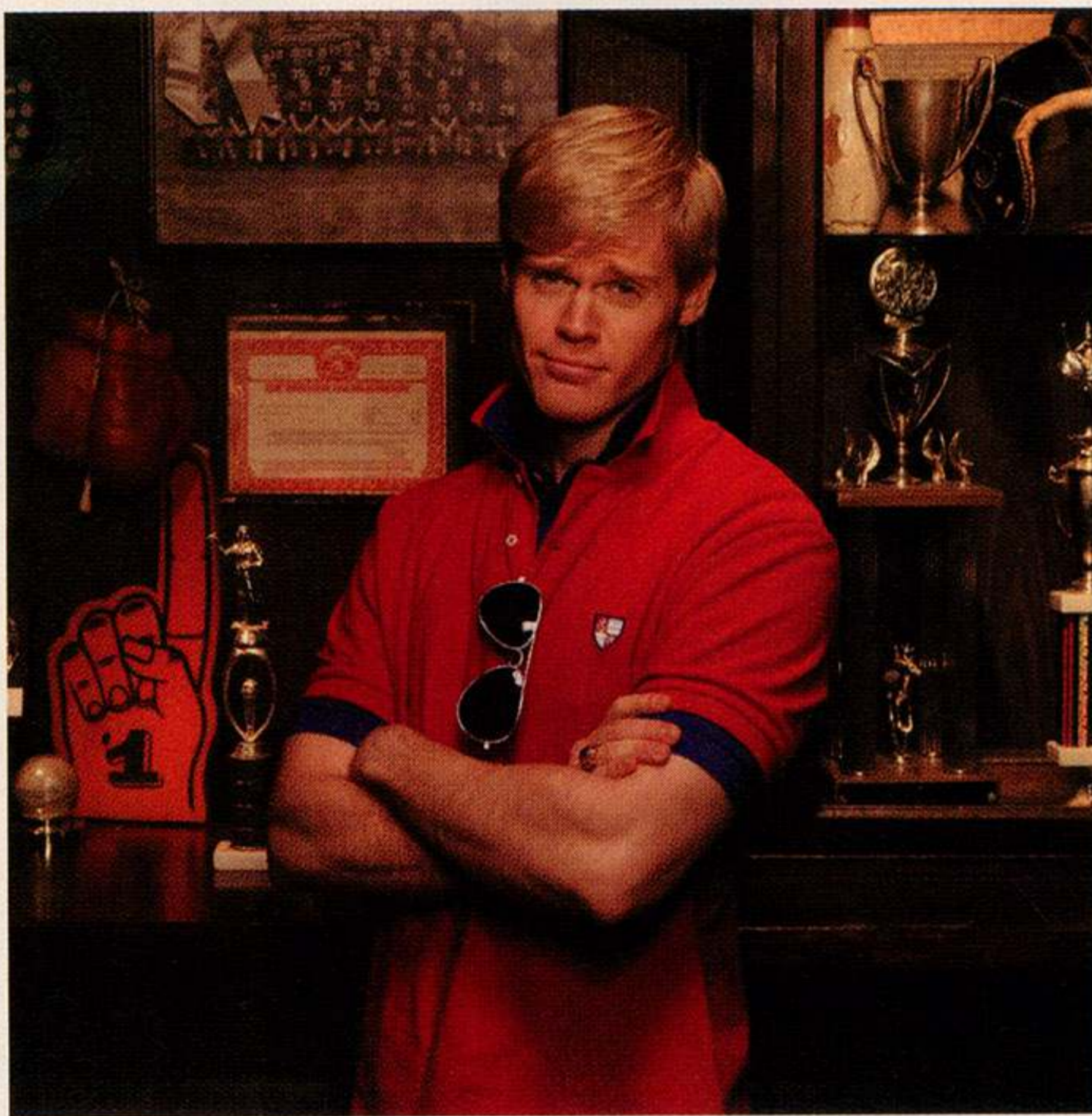


THE GAMEKILLERS

There are people out there whose sole mission in life is to cause you to blow your cool and lose the girl. They are, The Gamekillers.

THE ONE UPPER

Anything you can do, he can do better.



With his uncanny ability to take what you said and do you one better, The One Upper can kill your game faster than any other Gamekiller, or so he would lead you to believe. If you've got one, he's got two. If you ran a 10K, he just finished his third marathon. If you went mountain climbing, he's summited Everest—without a Sherpa. While his boastful tales are enough to make a man's blood boil, The Axe Dry wearer keeps his cool by letting The One Upper's arrogance talk himself out of the picture. Silence is not only golden, it also gets the girl.



Keep Your Cool. Axe Dry.

Learn more at gamekillers.com



LOADING

18 Next-Gen Console Watch

Sony plans to boldly step into the online arena with the PS3 to go toe to toe with Microsoft and the Xbox 360.

20 DVDPro

Harold and Kumar went to White Castle, and now so can you. Here are some movies you should surely check out.

...And more!



20
DVDPro



18
Next-Gen Console Watch

DEPARTMENTS

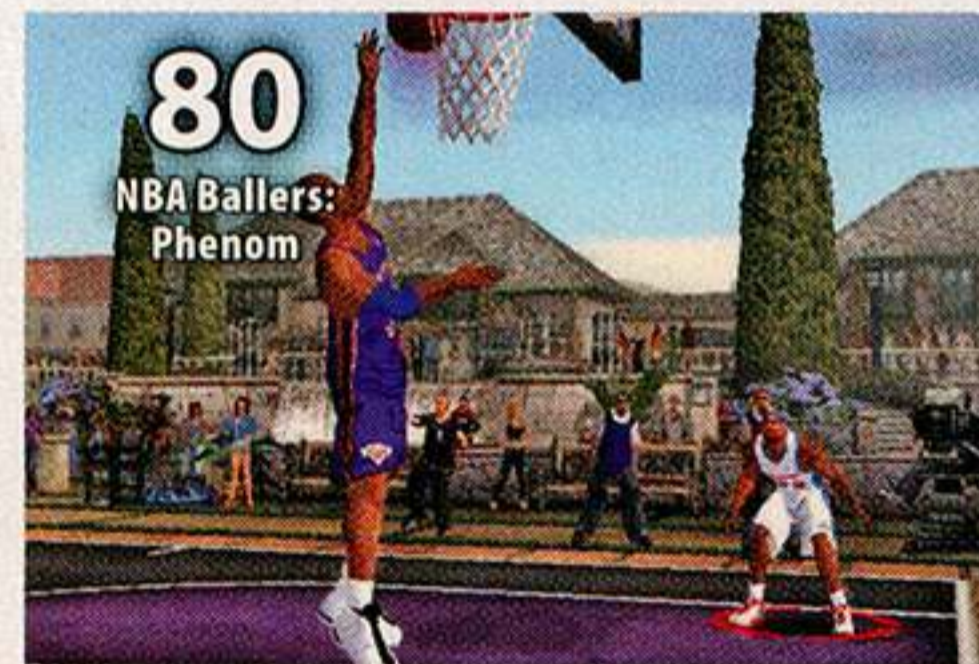
- 12 HEAD2HEAD
- 16 BUYERS BEWARE
- 18 LOADING
- 66 PREVIEWS
- 70 PROREVIEWS
- 76 GAMES TO GO
- 80 SPORTS PAGES
- 84 ROLE-PLAYER'S REALM
- 88 GAMEPRO'S BIG LIST
- 90 HYPERCRITICAL
- 92 CODE VAULT
- 96 CHARTBUSTERS



66
Sneak Previews: Dead Rising



76
Games to Go: Exit



80
NBA Ballers: Phenom



84
Role Player's Realm: Kingdom Hearts II

GAME FINDER

Previews

- Dead Rising 66
- Hitman: Blood Money 69
- Prey 67
- Tomb Raider: Legend 68
- Ultimate Ghosts 'n Goblins 79

Reviews

Multiplatform

- 50 Cent: Bulletproof 90
- Aeon Flux 88
- Black 73
- Blitz: The League 88
- Call of Duty 2: Big Red One 90
- College Hoops 2K6 88
- FIFA 06 88
- Gauntlet: Seven Sorrows 88
- The Godfather 71
- Harry Potter and the Goblet of Fire 88
- James Bond 007: From Russia with Love 88
- Marc Ecko's Getting Up: Contents Under Pressure 90
- Mega Man X Collection 88
- MVP 06 NCAA Baseball 88
- Prince of Persia: The Two Thrones 90
- Shadow the Hedgehog 90
- Star Wars: Battlefront II 89
- ToCa Race Driver 3 89
- True Crime: New York City 90
- The Warriors 89
- X-Men Legends II: Rise of Apocalypse 89

PlayStation 2

- Ape Escape 3 88, 90
- Arena Football 88
- Beatmania 75

- Brothers in Arms: Earned in Blood 88
- Call of Duty 2: Big Red One 88
- Conflict: Global Terror 73
- Dance Dance Revolution Extreme 2 88
- Devil May Cry 3: Dante's Awakening (Special Edition) 88
- Devil May Cry 3: Dante's Awakening (Special Edition) 90
- Dragon Ball Z: Budokai Tenkaichi 88
- Dragon Quest VIII: Journey of the Cursed King 88
- Drakengard 2 86
- Fatal Frame III: The Tormented 88
- Final Fight: Streetwise 74
- Grandia III 88, 90
- Guitar Hero 88
- FIFA 06 88
- Gun 88
- Karaoke Revolution Country 75
- Kingdom Hearts II 84
- The Matrix: Path of Neo 88
- Metal Gear Solid 3: Subsistence 88
- MLB 06: The Show 82
- MS Saga: A New Dawn 86, 88, 90
- NBA 06 88
- NBA Ballers: Phenom 80
- Need for Speed: Most Wanted 88
- Onimusha: Dawn of Dreams 89
- Pac-Man World 3 89
- Prince of Persia: The Two Thrones 89
- Ratchet: Deadlocked 89
- Resident Evil 4 89
- Shadow Hearts: From the New World 86, 89
- Shadow of the Colossus 89
- Shadow the Hedgehog 89
- Sly 3: Honor Among Thieves 89
- SOCOM 3: U.S. Navy SEALs 89

- Soulcalibur III 89
 - Tales of Legendia 89
 - Tony Hawk's American Wasteland 89
 - Trapt 89
 - True Crime: New York City 89
 - Warship Gunner II 72
 - World Soccer Winning Eleven 9 89
 - WWE SmackDown! vs. Raw 2006 89
- ### Xbox 360
- Amped 3 88
 - Burnout: Revenge 72
 - Call of Duty 2 90
 - College Hoops 2K6 81
 - Condemned: Criminal Origins 90
 - Dead or Alive 4 90
 - FIFA 06: Road to FIFA World Cup 90
 - Fight Night Round 3 88
 - Full Auto 72, 90
 - Gun 90
 - Kameo: Elements of Power 88, 90
 - Madden NFL 06 88, 90
 - NBA 2K6 88
 - Need for Speed: Most Wanted 90
 - NHL 2K6 89
 - The Outfit 89
 - Perfect Dark Zero 89, 90
 - Peter Jackson's King Kong 89, 90
 - Project Gotham Racing 3 89, 90
 - Quake 4 89, 90
 - Ridge Racer 6 89
 - Tom Clancy's Ghost Recon Advanced Warfighter 70
 - Tony Hawk's American Wasteland 89, 90
- ### Xbox
- Crime Life: Gang Wars 88
 - Far Cry Instincts 88

- Full Spectrum Warrior: Ten Hammers 74
 - Gauntlet: Seven Sorrows 74
 - Sniper Elite 73
 - Stubbs the Zombie in Rebel Without a Pulse 89
- ### Gamecube
- Chibi-Robo! 75
 - Fire Emblem: Path of Radiance 88
 - Mario Party 7 88
 - Naruto: Clash of Ninja 88
 - Odama 75
 - Super Mario Strikers 89
 - Viewtiful Joe: Red Hot Rumble 89
- ### PSP
- Ape Escape Academy 88
 - Exit 76
 - FIFA Soccer 06 88
 - Fight Night Round 3 76
 - Grand Theft Auto: Liberty City Stories 88, 90
 - Infected 88
 - The Lord of the Rings Tactics 88
 - Madden NFL 06 88
 - Mega Man Maverick Hunter X 88
 - NBA 06 88
 - NBA Live 06 88
 - Pursuit Force 89
 - The Sims 2 89
- ### SOCOM:
- U.S. Navy SEALs Fireteam Bravo 89, 90
 - Street Fighter Alpha 3 Max 89, 90
 - Street Supremacy 76
 - Tokobot 89
 - Untold Legends: The Warrior's Code 78
 - World Rally Championship 78
 - WWE SmackDown! vs. Raw 2006 89

DS

- Animal Crossing: Wild World 88
- Electroplankton 88, 90
- Mario & Luigi: Partners in Time 88
- Mario Kart DS 88
- Metroid Prime Pinball 88
- Pokémon Trozei 89
- Resident Evil: Deadly Silence 89, 90
- The Rub Rabbits 89
- Sonic Rush 89
- Super Princess Peach 78
- Tao's Adventure: Curse of the Demon Seal 78
- Tetris DS 76
- True Swing Golf 89
- Viewtiful Joe: Double Trouble 89

Codes and Cheats

- 50 Cent: Bulletproof 93
- Amped 3 93
- Ape Escape 3 92
- Call of Duty 2 93
- Call of Duty 2: Big Red One 92
- Guitar Hero 92
- NBA 2K6 93
- Need for Speed: Most Wanted 93
- Pac-Man World 3 92
- Prince of Persia: The Two Thrones 92
- Quake 4 93
- Star Wars: Battlefront II 92
- The Warriors 93
- True Crime: New York City 92
- Urban Reign 92



DO NOT TRY THIS AT HOME.

To those parties attempting to recreate the stunts contained in the new MX vs. ATV: On The Edge we offer this message: DON'T. While that seems fairly obvious to most, you'd be surprised how many people will contemplate emulating its dangerous intensity, vis-à-vis the realistic head-to-head racing experience. Ergo, THQ and Rainbow Studios put forth the following caveats to all parties: Do not attempt to make a golf cart do 70 mph, nor launch a sand rail over a moving plane. Moreover, do not undertake the recreation of any and all stunts from MX vs. ATV: On The Edge in order to replicate its realistic rag-doll physics. The insane stunts and fierce racing is intended for the sole intent and purpose of an intense gaming experience, not for the discovery of clever ways to inflict bodily harm. Case in point, THQ and Rainbow Studios offer this photo as reference of the projected outcome of ignoring this warning. Honestly, what was this guy thinking? Said driver wasn't anywhere close to successfully completing the jump, nor is the other side of the canyon he was attempting to reach even in the aforementioned photo. In summation, MX vs. ATV: On The Edge is not real, don't attempt to make it real.



Choose any vehicle and
unleash it in 4 player
Wireless Ad-Hoc.



New ATV models, redesigned monster
trucks and new pimped out 4x4 golf karts.



Rugged new outdoor environments.



Mild Lyrics



HEAD 2 HEAD

Family Guy, Meet GamePro.com

The Lost Graveyard of Video Games Based on Cartoons is littered with the worn and weathered skeletons of monstrous disasters like South Park, Beavis and Butt-head, Animaniacs, and an endless list that won't be missed when the video-game recycling bin is purged. But then there are franchises like The Simpsons that have the magical muscle to overcome any attempts to destroy them. Enter the most popular animated show on American TV—*Family Guy*! Check out our exclusive story to find out how television success can be turned into video-game magic.

And that's not the only magical transformation taking place this issue. GamePro.com is launching a redesigned web site this month where you can find the hottest news about video games, and reviews for every video game out there. Start here at *GamePro* magazine and then dive into the Internet with GamePro.com.

In fact, now you can Ask the Pros! *GamePro's* online editors will seek out the answers to any and all questions you have about games. This month with E3 looming, we promise to take your E3 queries with us to the show to hunt down the info you want. Drop a message on us at GamePro.com.

As always, we continually strive to be your magazine...and web site.

The GamePros
Oakland, CA
letters@gamepro.com

Not the Letter Of the Month

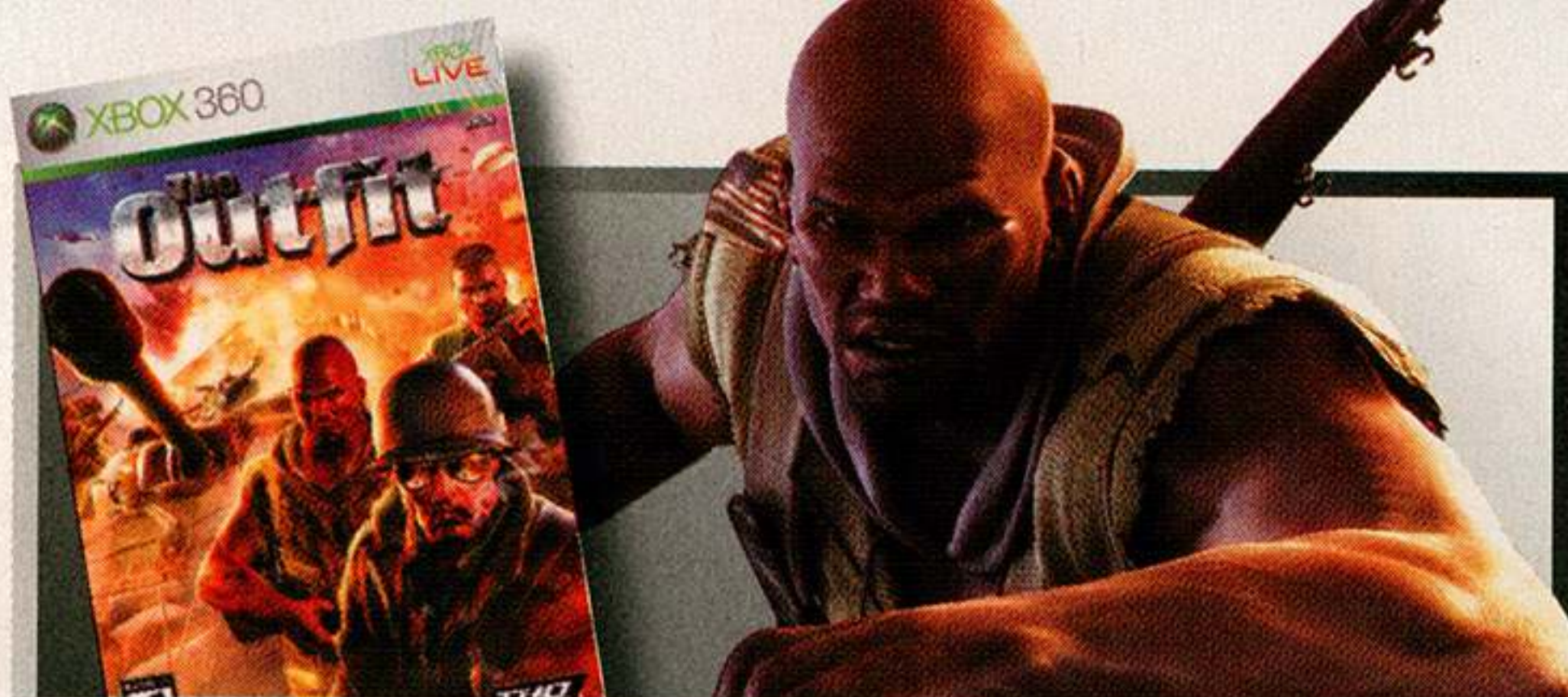
I hear people complaining about the price of the current systems, and I have to say, "Give me a break!" They think that \$399 for Xbox 360 is a lot of money? Look at what it can do! I'm a 34-year-old gamer. I've had every system known to man, including the Turbograft 16, the Turbo Duo, the Sega CD, and systems people may not have heard of like the NEC FX. I've been a *GamePro* reader since your Super Mario 2 review issue. The Turbo Duo was \$299 on release. The Turbograft system with the CD attachment was \$799. The Neo Geo was \$799 and game carts were \$200-\$300 each. 3DO...\$699, Laseractive with the Sega module...\$900, and the list goes on. The prices of gaming machines have actually come down. Oh, and to those that think the PSP price is unfair, well, the Turbo Express was \$329 when it was released, so get over it. Anyway, I just thought I'd vent to someone who understands. For all those crybabies out there: Get over it!

► Steve Chocklett
—Via Internet

Having suffered through sticker shock like you, we think you make a good, albeit bitter-sounding, point. Thanks for reminding us about the price to be paid (and the choices to be made) in order to enjoy great gaming....waaaah!

The Curse of Black

I figured I would write you because lately games have been giving me trouble. I was walking across the street on my way to go pick up my demo of Black from the local EB when a Jeep Grand Cherokee struck me. The woman who was driving was doing about 25 mph, and she says I was flung onto the hood of the car. Of course, I don't



Win a Copy of The Outfit!

July's Letter of the Month writer will not only get instant fame and notoriety for getting their name and letter printed but will also win a copy of *The Outfit* courtesy of THQ! Entice us, piss us off, make us laugh, or make us ponder—let's see what you got!

remember this because I have amnesia. I also have a concussion, a sprained right ankle, four staples in my head, and a bruised kidney. This wouldn't be too bad, except that I had just recovered from an accident that happened exactly eight days earlier. I hit a telephone pole while on my way home from renting a couple of video games from the local shop. I must say I am a little bit scared about the prospect of going out now to pick up Black. If you're interested in getting in on the pool that my friends have started, guess my tragic fate. I think it's going to be a 1967 Buick that falls out of the sky on me.

► Dave—Via Internet

Maybe one of your "friends" should just go out and pick up the games for you?

Five More Ways To Save Video Games

I've compiled my "five ways to save video games" list that is similar to yet completely different from yours [*GamePro*, February 2006]. Here goes:

1. Enough of the Retro games. I grew up in the 1980s and love the classics—but I didn't buy my Xbox just so I could play clunky 16-bit games. That's why I still have my Super Nintendo. Remakes of titles like *Spy Hunter* and *Defender* usually fall short regardless of the polish. Time could be better spent on other projects instead.
2. Enough with the sports games. If you want to talk about no originality—you can only play basketball, football and soccer so many ways. Take away the glitter, and



For generosity and spirit demonstrated by him and his family in the name of video games, Alton earns an Xbox 360!

I'm 17, and I've been playing games half my life. I started with the NES that my sister passed on to me. Then I got the N64, the PlayStation, and the PS2. When my other sister passed her Xbox on to me, I gave my classic NES to my three-year-old niece (and future hardcore gamer), and I gave the N64 to my older sister because she loves to play Mario Kart 64. I haven't put together enough cash to get the Xbox 360 or the PSP yet, but just the same, I think game systems are getting too expensive for the average gamer and that's hurting gaming. No one in my family, for instance, is likely to pass a PSP or 360 on to me now. I think I speak for all gamers of average means like my friend who is still saving up to replace his defeated PS2. I fear some of us will not be able to afford to be gamers anymore. Is this the end?

► Alton Benally—Rock Point, AZ

The end is not in sight. Times are tough, but you already know that over time, prices for game systems will drop, and used systems will be an option, too. Resourceful and generous gamers like you will always find ways to enjoy and share some video-game love.

Illustration: Francis Mao

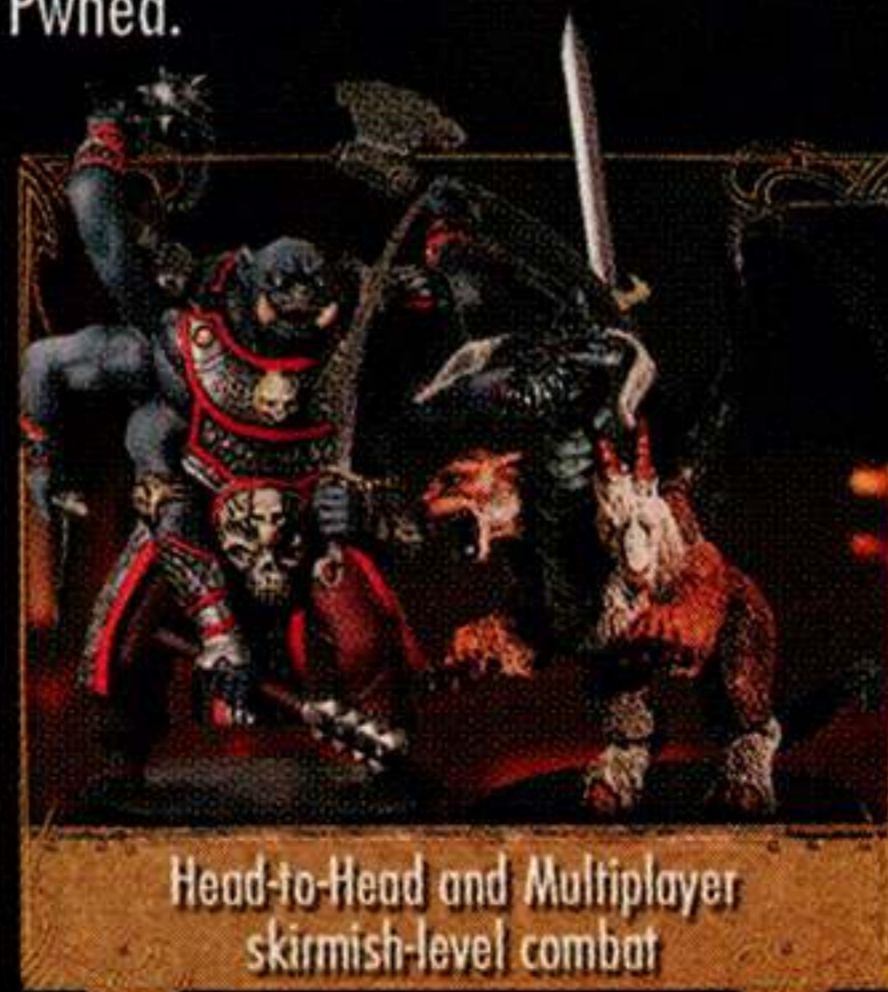


WAGE WAR ACROSS STRANGE, NEW LANDS— SUCH AS YOUR KITCHEN TABLE.

Seek out deadly monsters, bold heroes, and vengeful gods to form into a mighty army. Pit your forces against the pathetic legions assembled by your friends, crush them, and bask in the glory of their defeat. Pwned.



Real 3-D modeling and dynamic lighting effects



Head-to-Head and Multiplayer skirmish-level combat



WIZARDS.COM/MINIS



All trademarks are property of Wizards of the Coast, Inc.
©2006 Wizards.

it's still the same game title from 10 years ago. Boring.

3. More comedy-themed games. The Bard's Tale and Leisure Suit Larry: Magna Cum Loud are both excellent examples of what games should be. Mature humor is an excellent medium that can hold its own against the Halos and the Zeldas out there.
4. Enough of the insanely difficult modes in games. If you're like me, you work for a living and go to school. My time is precious. I want to see the unlockable items as much as the next person but I don't want to spend a solid week battling the baby turnip monster in Hamster's Bust-a-Puzzle just to see some crappy concept art.
5. More period-themed games. Red Dead Revolver, Dead Man's Hand, and now Gun barely scratch the surface as to where game designers can go. I would

love to see games about World War I, the American Revolution, and the Spanish Inquisition, just to name a few.

Ultimately the gaming industry will become no different from the movie and television industry—everyone will want a chunk of the profits, forcing the competition to deliver a better product than the next guy. I'm all for it because it's my money that puts food on their tables.

► Gregory J. Clements, SSgt, USAF—Via Internet

Booth Babes Begone

I think that the removal of "scantily clad" booth babes at E3 is a step forward for the video-game industry. I would argue that even more than violence, the objectification of women is the biggest problem in the video-game industry. Whereas

gamers are exposed to the negative effects of violence in video games, they are hardly ever exposed to the negative effects of objectifying of women. Games often focus on the emotions tied to pain, loss, and death but rarely deal with the emotionally damaging effect of dehumanizing another person.

In fact, there are games out there that reward gamers by objectifying women. I'm not just talking about The Guy Game or Leisure Suit Larry but games that, for example, allow players to unlock revealing outfits after completing an objective: Women and their bodies become rewards to unlock. Booth Babes (generally) propagate the problem not just by reinforcing the

attitude but also by making the situation seem more real. The effects of all this can be emotionally stunting to gamers. Males can become oppressive, disrespectful, and abusive towards women. On the other side, objectification can damage a woman's psyche and confidence in herself.

I often hear the phrase: "Girls are gamers, too!" Here's a new one: "Girls are people, too!" It's about time they are treated and portrayed as such.

► Ruser A. Saldana—Chicago, IL

READER REVIEWS

Marc Ecko's Getting Up: Contents Under Pressure (PS2)

Marc Ecko's Getting Up is a triumph, a true homage to the art of writing. All of Trane's adventures tie into the real-life adventures of true writers of the day and the obstacles and chances they took to make their marks seen.—BxBoogieDown

FUN FACTOR
4.5/5

WWE SmackDown! vs. RAW 2006 (PSP)

This is going to be and will be the best WWE game in gaming history. From the World Heavyweight Champion Batista to the dead man himself, The Undertaker, all of the WWE superstars will go right into your pocket. I think Mr. McMahon will be pleased.—sk8rpunk04

FUN FACTOR
5.0/5

Harry Potter and the Chamber of Secrets (GameCube)

I was so disappointed that I cried! I'd even give up my all time favorite sport—punching pickles—to curse this game. It makes my pants look good.—foo0

FUN FACTOR
1.0/5

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

J. Day—Harvey, IL

Communicate

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



brobuzz
brobuzz.com



mrmarbles
kickthepuppy.com



dr.zombie
drzombie.com



riceburner
bikinigamer.com



four-eyed_dragon
gamedrool.com



the_vixen
foxygamer.com



johnnyk
bloggathehutt.com



vicious_sid
blogcore.com



Send us your art!
Winners receive a free
Guitar Hero Game Bundle!

Strap on the Guitar Hero SG Controller, Rock out, and feel what it means to be a real Guitar Hero.

GamePro magazine • Art Attack
P. O. Box 22210 • Oakland, CA 94623-2210
artattack@gamepro.com

All art becomes the property of GamePro magazine. Sorry, we cannot return artwork. We will accept color photocopies or digital scans.

RAMPAGE

TOTAL DESTRUCTION™



\$19.99
U.S. MSRP

MONSTERS ON THE LOOSE!

Get ready to roam, rage and rampage your way through cities of the world destroying all in your path. George, Lizzie and Ralph are back along with 27 new monsters that you can collect and play as. Wander through 3D neighborhoods trashing everything in sight as you uncover hidden monsters and power-ups.



PlayStation 2



Rampage: Total Destruction © 2006 Midway Amusement Games, LLC. All rights reserved. RAMPAGE, TOTAL DESTRUCTION, MIDWAY, the Midway logo and all character names are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. "PlayStation" and the "PS" Family Logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and Nintendo GameCube are trademarks of Nintendo. © 2001, Nintendo.

BUYERS BEWARE

High definition is one of the new buzzwords in the video-game industry with both Microsoft and Sony playing up their respective pixel-pushing powerhouses as the harbinger of the hi-def revolution. So this month, **The Watch Dog** untangles issues regarding the PS2's playability on HDTVs and offers a lesson in high-definition lingo.



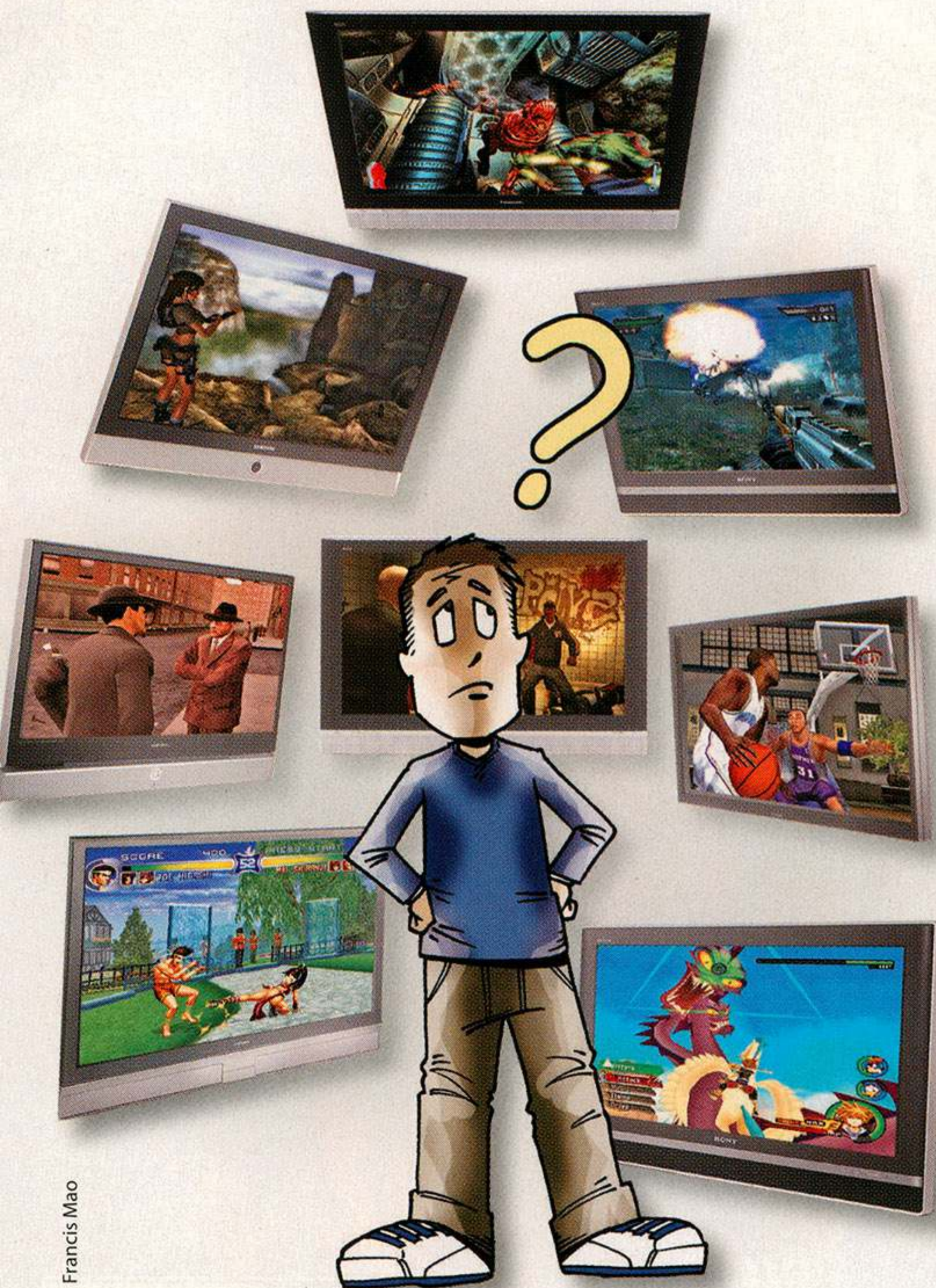
Hi-Def's Low Point

I've been a loyal reader for many years now, but this is my first time writing to you guys. I recently broke the piggy bank and splurged on a 32-inch Proview LCD HDTV. It has very good picture quality, but when I plugged my PS2 into the TV using the standard yellow, red, and white cables, boy, was I disappointed. I expected clean, crisp graphics, but

the games look more pixelated than on a regular TV. Is there something I can do to improve the picture quality or at least match what I would see on a regular TV?

► Anonymous—Via Internet

Good to hear from a long time reader, Anonymous. Discussion surrounding HDTVs can become a complicated affair; Plasma vs. LCD, 720p vs. 1080i, HDMI vs. DVI, etc. etc. But in your case,






the problem is a bit more straightforward. Because high definition television signals display at higher resolutions than standard definition (analog) signals, they're required to adjust the image to fit the resolution of the screen. To help visualize the idea, think of a small painting stretched to fit a larger canvas; the picture would become distorted and lose clarity. Just as with standard definition cable, PS2 games don't produce true high-definition output. Some games, such as *Gran Turismo 4*, can; but the majority of titles running at their native resolution of 480i or 480p (See sidebar) won't look nearly as nice on a television with a native resolution of 720p or higher, which is what most HDTVs, plasma or LCD, display.

Many manufacturers have been trying to improve standard definition image quality on some of their HDTVs, but such improvements vary from manufacturer to manufacturer. Some tend to forgo features like these in order to provide the HD experience at a much lower price.

The only thing that might actually make a difference image-wise would be to change the AV cable used with your PS2. Component cables (blue, green, and red) display images at a better resolution than the standard red, yellow, and white RCA cable that came with your PS2, but not all games may take advantage of it. But given how inexpensive they are relative to the potential improvement in image quality you might receive, it may certainly be worth it!

YOU MAKE THE CALL


Having problems with hardware or software from Sony, Nintendo, or Microsoft? Here are the customer service numbers to call:

-  **Sony: 800/345-7669**
-  **Nintendo: 800/255-3700**
-  **Microsoft: 800/469-9269**


SUBMISSIONS

When you have a problem with a product or feel you've been ripped off, we want to know.

Write to:

 **GamePro's
Buyers Beware
P.O. Box 22210
Oakland, CA 94623-2210**

Or e-mail us at:

 **buyers_beware.
gamepro@gamepro.com**

Tech Terminology

High definition technology is confusing enough without all the acronyms and cryptic words floating around. Here's a list of important vocabulary useful when discussing the HD world:

► **Plasma:** One of the two most common types of HD displays. Plasma sets tend to be brighter and have better viewing angles than their LCD brethren, but they also have a lower resolution than some LCDs.

► **LCD:** The other half of the HD world, LCD TVs use the same technology found in flat-panel computer monitors. They can offer resolutions higher than most plasmas, come in a wider array of sizes, and tend to be better for home-theaters.

► **Progressive Scan:** All lines on-screen are displayed in sequence instead of in odds and evens like interlaced, therefore providing a crisper image than interlaced.

► **Interlaced:** Odd and even lines on the screen are displayed in alternation.

► **480i/480p:** The 480 indicates the number of vertical lines on the screen, while the *i* stands for interlaced and the *p* stands for progressive. Neither is considered high-definition.

► **720p:** 720 vertical lines shown and, like 480p, displays in progressive scan. However, unlike 480p, 720p is considered "wide-screen" or in a 16:9 aspect ratio and is considered to be high-definition.

► **1080i/1080p:** The video mode that boasts the highest resolution, with a display of 1080 vertical lines, 1080i and 1080p are also considered high definition and have a 16:9 aspect ratio. Very few televisions, and even fewer content sources, are available in 1080p.

► **Component:** The standard for high definition, component offers the best overall quality without going completely digital.

► **HDMI/DVI:** Acronyms for high definition multimedia interface and digital visual interface, respectively. Both are considered an all digital connector, which is a good thing when it comes to high definition. Both are interchangeable with the other, so if you have one, you can use the other as long as you buy an adaptor.

SO IF YOU LET OTHER PEOPLE, PIECE BY PIECE,
MAKE YOU INTO WHAT THEY WANT, EVEN IF IT'S
STUPID, WHAT HAPPENS TO YOU?



LOADING



NEXT-GEN
CONSOLE WATCH

PLAYSTATION 3 GETS CONNECTED

Meet you in September—online.

Last month, Next Generation online reported that Sony is planning to launch the PlayStation 3 in September in both Japan and the U.S. But even as it begins to pick up the pace of its shield-beating as it finally prepares to face off with Microsoft and the Xbox 360 on store shelves, there's another battle plan being set into motion online. Sony's been quietly working on an online service to rival Xbox Live called PlayStation HUB.

PS3 to PSP

According to industry sources, Sony's gunning hard, too. It wants to have more than mere match-making services—it wants a service that will tie together all the PlayStation-branded devices, especially the PSP and the PS3. The company is reportedly already working with developers to ensure network compatibility in all upcoming PS3 games. This doesn't come as a huge surprise as it's pretty well known that Sony has already sent surveys to online media outlets that referred to, among other topics, a Sony-managed online gaming service.

HUB-ba Hubba

One thing is certain: Sony wants the PS3 to compete with the Xbox 360's media center functionality and online multiplayer dominance. So PS3 HUB needs to hit the ground running...fast.

And Sony's going to have its work cut out for it. Microsoft is...well, Microsoft with plenty of

experience at managing and operating online services. Xbox Live has already amassed a formidable lead time in which to work out the kinks and bugs in its online plan. Additionally, Microsoft recently announced that 54 percent of all Xbox 360 owners subscribe to Xbox Live compared to 10 percent for the Xbox. Moreover, Live Arcade is boasting 2 million content downloads.

Movies, Music, and More

This would seem to make downloadable content for consoles a very attractive proposition, something that is not at all lost on Sony. Among other fascinating features rumored for the PS3 are digital video recording (DVR) capabilities, the ability to connect to the PSP for show transfers, and an iTunes-like media download service for hi-definition movies and music.

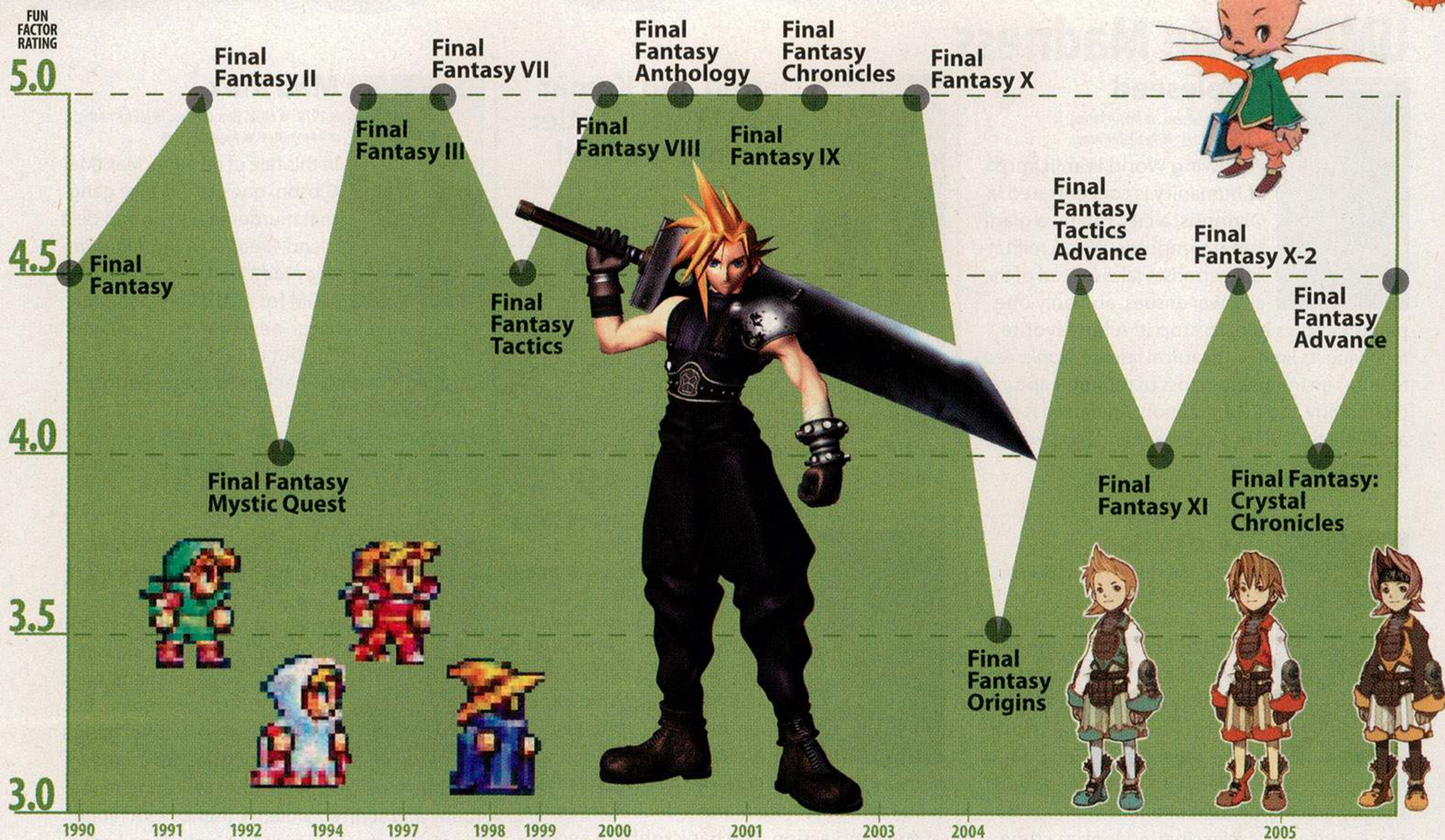
Of course, while an online PS3 service like PlayStation HUB sounds great churning through the Internet rumor mill, Sony's going to have to prove itself as an online player. For now, most gamers would be satisfied if it just avoided the delays and hiccups that Microsoft experienced with the Xbox 360 launch and aftermath. They want their PS3s, and then they just want to play.



GAMEPRO.COM AND GO TO
PRONWS FOR MORE PS3 INSIDE INFO.

The Final Fantasy Series

Vital Signs examines influential franchises. Where have they been? Where are they going? Time for a checkup!



Final Fantasy

NES
July 12, 1990

Before Final Fantasy ruled the world, RPGs had ultra-lame stories, such as "good boy beats bad man to save girl." Showcasing a class system, where you could select from characters like the Red Mage and the Black Belt, turn-based battles, and cool NES MIDI music, the ambitious first Fantasy game was intended to be the last game (hence the name "Final") from Square, which was on the verge of bankruptcy.

Fun Factor: 4.5

Final Fantasy II

SNES
November 23, 1991

Known as Final Fantasy IV in Japan, Final Fantasy II had you playing as the evil emperor's ex-top elite dark knight, Cecil. FFII was the first time gamers used the active-time battle system, and those delightful overgrown chickens called Chocobos made their first appearance.

Fun Factor: 5.0

Final Fantasy Mystic Quest

SNES
October 5, 1992

As the two Final Fantasy games released in America prior to Final Fantasy III weren't wildly successful, the straightforward Final Fantasy Mystic Quest—"RPG for stupid Americans"—was released.

Fun Factor: 4.0

Final Fantasy III

SNES
November 2, 1994

If you even consider yourself a casual role-playing gamer and you haven't played this game, for shame! Along with having a much darker aura, the epic FFIII featured excellent graphics, a story that dealt with mature subjects, and an entrancing score by super composer Nobuo Uematsu.

Fun Factor: 5.0

Final Fantasy VII

PlayStation
September 4, 1997

Arguably the greatest RPG of all time—wait, if you want to debate that, you're flat-out wrong. Spanning across three CDs, this *Citizen Kane* of RPGs took the PlayStation to its limits with its unheard-of cut-scene movies and complex characters, such as Cloud and Tifa Lockheart with those mondo lady udders.

Fun Factor: 5.0

Final Fantasy Tactics

PlayStation
January 20, 1998

Tactics was evidence that "Final Fantasy" is not just a name that's slapped onto any coaster material to ruse people into buying it. This first FF strategy/RPG was damn hard but brilliant nonetheless.

Fun Factor: 4.5

Final Fantasy VIII

PlayStation
September 9, 1999

The eighth Final Fantasy was all about Gunblades (the futureman's bayonet rifle), eyeball-melting FMVs, summoning mythological beasts, and an art style that put Tetsuya Nomura on the map.

Fun Factor: 5.0

Final Fantasy Anthology

PlayStation
September 30, 1999

Containing both Final Fantasy V, which never came out in the U.S., and Final Fantasy VI (FFIII in the U.S.), Anthology offered some cool extras, such as bestiaries, art galleries, and FMV intros and endings.

Fun Factor: 5.0

Final Fantasy IX

PlayStation
November 14, 2000

A return to its roots, the last Final Fantasy game to grace the PlayStation featured misshapen characters from maestro Hiro-nobu Sakaguchi.

Fun Factor: 5.0

Final Fantasy Chronicles

PlayStation
June 29, 2001

Even though Final Fantasy Chronicles included only one Final Fantasy game—Final Fantasy IV (FFII in the U.S.)—Square threw in its other remarkable RPG, Chrono Trigger, so who cared?

Fun Factor: 5.0

Final Fantasy X

PlayStation 2
December 20, 2001

Final Fantasy X told the tale of the effeminate Joe Montana of Blitzball, Tidus. The game also had voice acting, a first in the series.

Fun Factor: 5.0

Final Fantasy Origins

PlayStation
March 14, 2003

Origins included enhanced remakes of Final Fantasy I and II, and made them look like SNES games and not Nintendo/Famicom games.

Fun Factor: 3.5

Final Fantasy Tactics Advance

Game Boy Advance
September 8, 2003

Neither a sequel nor a port, Tactics Advance shared many of the same characteristics of its big PlayStation bro, including a 4.5 Fun Factor score!

Fun Factor: 4.5

Final Fantasy XI

PlayStation 2
October 28, 2003

On April 1, 2003, the two lords of the role-playing game—Enix, the creator of Final Fantasy's impotent enemy, Dragon Quest, and Square—joined forces and made the first online Final Fantasy game.

Fun Factor: 4.0

Final Fantasy X-2

PlayStation 2
November 18, 2003

The ending of X lacked closure, so Final Fantasy X-2, the first game to not have an entirely new story, was made. In it, you played as the sex kittens from Final Fantasy X.

Fun Factor: 4.5

Final Fantasy: Crystal Chronicles

GameCube
February 9, 2004

This somewhat-disappointing game was the first Square RPG on a Nintendo console since Super Mario RPG.

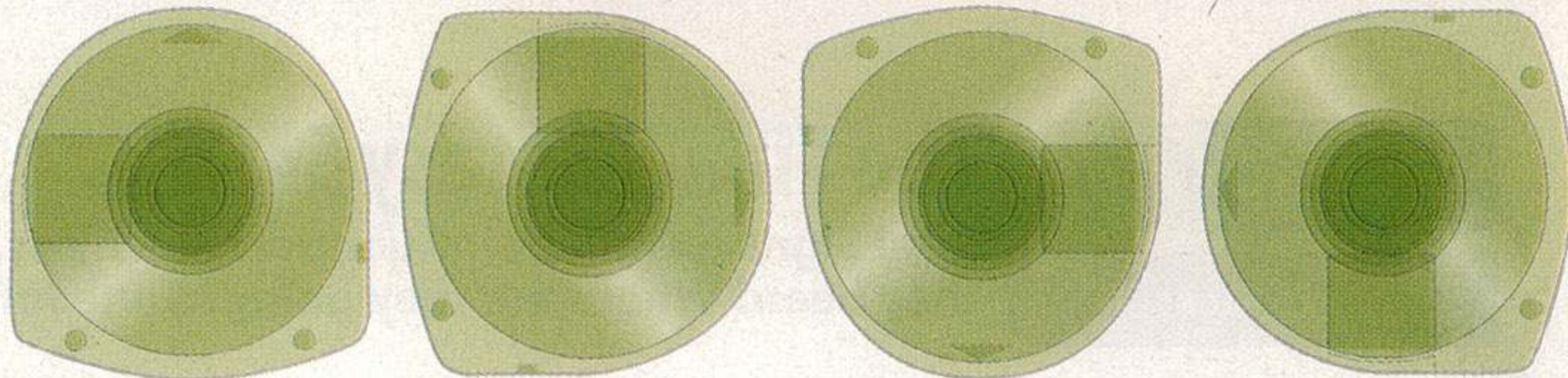
Fun Factor: 4.0

Final Fantasy Advance

Game Boy Advance
December 12, 2005

The magnificent Final Fantasy IV was recently brought to the Game Boy Advance.

Fun Factor: 4.5



UMD Movie Madness



Appleseed

■ 2004 ■ Genon ■ MPA rating: R
■ 105 minutes ■ Available now

Following World War III, most of humanity is concentrated in Olympus, a city run by a giant supercomputer. When militaristic terrorists take control of the city, war ensues, and only one person knows how to stop it. A fan favorite following its limited theatrical release, *Appleseed* features an innovative cross of motion-capture technology and CG animation. *Appleseed* is also available on DVD in a standard and Limited Collector's Edition.



Harold and Kumar go to White Castle: Extreme Unrated

■ 2004 ■ New Line Home Video ■ MPA rating: Not rated ■ 90 minutes ■ Available now

Told in one night, *Harold and Kumar* is the raunchy tale of roommates who get a bad case of the munchies and search for a White Castle to appease their drug-induced appetites. Their journey is rife with mishaps, and it includes a clever self-parody by Neil Patrick Harris (*Doogie Howser*), among other comic adventures. Hard to believe this is from the same person who gave us *Dude, Where's My Car*.



Mad Max

■ 1979 ■ MGM Home Video ■ MPA rating: R
■ 94 minutes ■ Available now

In this tale of revenge, Max (Mel Gibson) goes after a bike gang that murdered his son and best friend. Prequel to *The Road Warrior*, *Mad Max* was restored by MGM for its DVD release a few years, and it's a near-new film. Not only was the color corrected, but the original Australian language was put back in (previous prints were dubbed into "American" English that also drowned out all ambient sounds), so if you were turned off by previous versions, give this one a try.



GoodFellas

■ 1990 ■ Warner Home Video ■ MPA rating: R
■ 146 minutes ■ Available May

Martin Scorsese's brutal look at organized crime through the eyes of three thugs played by Robert De Niro, Joe Pesci, and Ray Liotta was a critical smash and is regarded as *The Godfather* of its time. Filled with witty dialogue, snappy editing, and excellent tunes from its era, *GoodFellas* is a fascinating look at crime rings and the risks involved in running them. Scorsese, De Niro, and Pesci reunited five years later for *Casino*.



Heat

■ 1995 ■ Warner Home Video ■ MPA rating: R
■ 172 minutes ■ Available May

Writer-director Michael Mann's explosive cops-and-robbers drama stars Robert De Niro and Al Pacino as determined men on opposite sides of the law. At almost three hours, *Heat* is exhausting, but rewarding—especially for those who can appreciate Mann's deliberate sense of style and action. The bank robbery and ensuing shoot-out sequence in downtown Los Angeles is a doozy. Val Kilmer, Jon Voight, Tom Sizemore, Amy Brenneman, and Natalie Portman also star.



The Warriors: Ultimate Director's Cut

■ 1979 ■ Paramount Home Video
■ MPA rating: R ■ 93 minutes ■ Available now

The Warriors is a cult classic, and it was the source material for Rockstar's video game. Essentially a tale of a street gang's long journey back to their own turf, the movie was a trendsetter in cinematography and stylized violence (hence its R rating). This Ultimate Director's Cut includes a brand-new transfer of the film with tighter editing and other cosmetic touches (such as comic-book transitions between scenes).

DVD PICK OF THE MONTH

Hayao Miyazaki

Howl's Moving Castle: Walt Disney Home Entertainment ■ 2004 ■ MPA rating: PG
■ 119 minutes ■ Available now

My Neighbor Totoro: Walt Disney Home Entertainment ■ 1988 ■ MPA rating: G
■ 86 minutes ■ Available now

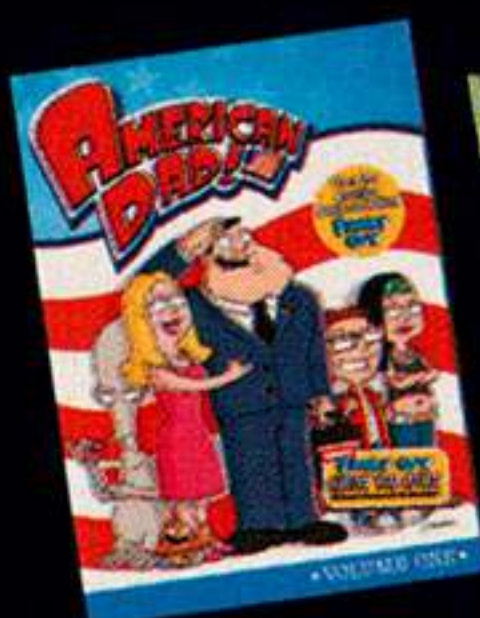
Whisper of the Heart: Walt Disney Home Entertainment ■ 1995 ■ MPA rating: G
■ 111 minutes ■ Available now

Considered the master of Japanese animation and storytelling, Hayao Miyazaki hit U.S. shores with movies like *Princess Mononoke* and the Oscar-winning *Spirited Away*, and this March saw the U.S. debut of three more of his features. *Howl's Moving Castle* tells the story of a teenage girl who is swept away by a wizard; *My Neighbor Totoro* follows a family that moves next door to a spiritual being who can only be seen by children; and a cat figurine teaches a schoolgirl to listen to her inner voice in *Whisper of the Heart*. Each movie is a two-disc set featuring the original Japanese and star-studded English language dialogue tracks, in addition to behind-the-scenes footage, trailers, storyboards, and more.

More UMD DVD Movies



Title	Studio	MPAA Rating
Alien	Fox Home Entertainment	R
Barbershop	MGM Home Video	PG-13
Dark Water	Touchstone Home Video	PG-13
Donnie Darko	Fox Home Entertainment	R
Doom	Universal Home Video	Not rated
The Fog	Sony	PG-13
The Goonies	Warner Home Video	PG
Kung Fu Hustle	Sony	R
The Matrix	Warner Home Video	R
Saw II	Lion's Gate Home Entertainment	R
Speed	Fox Home Entertainment	R
Underworld	Sony	R



Win 1 (of 5) Copies of American Dad, Volume 1

Go to gamepro.com/americanad/

Complete rules online

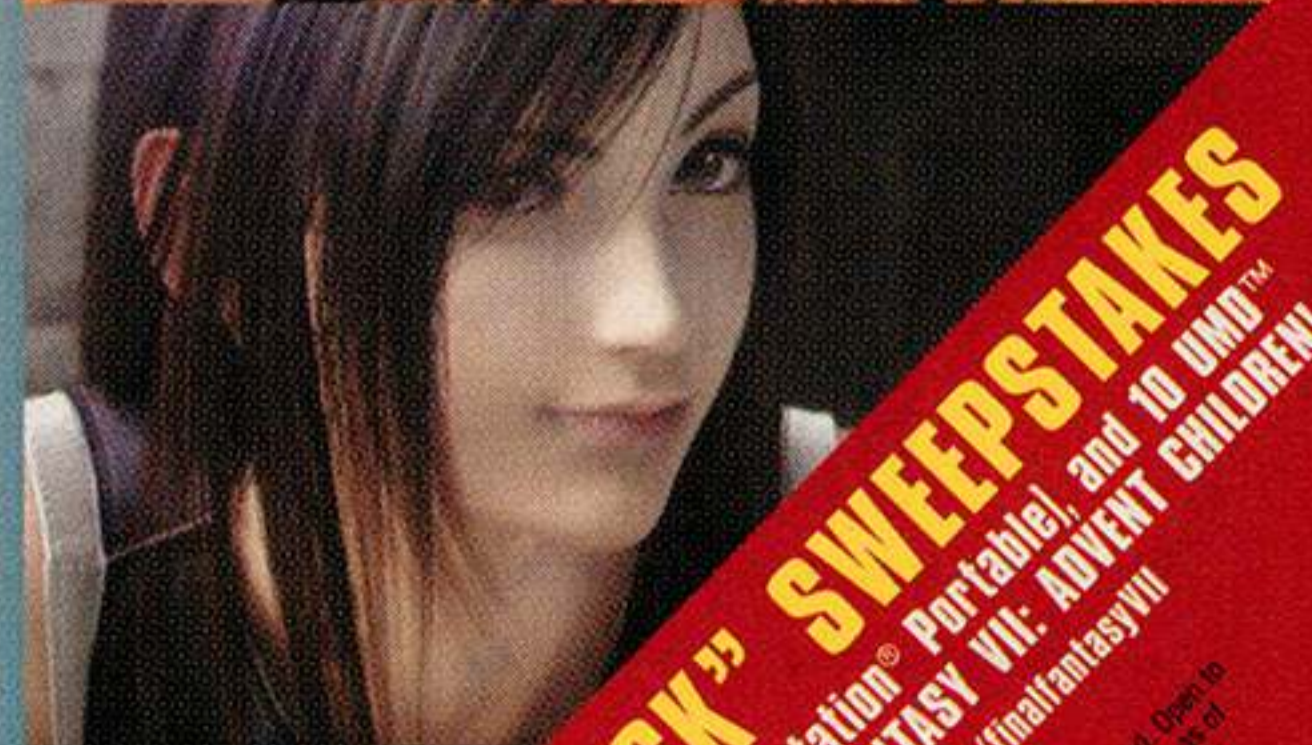
THE WAIT IS OVER

FINAL FANTASY VII

ADVENT CHILDREN

AVAILABLE FOR THE FIRST TIME ON
2-DISC SPECIAL EDITION DVD AND FOR PSP™

4.25.06



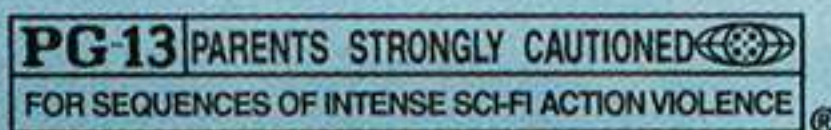
DVD SPECIAL FEATURES

- Feature Film including original Japanese language with English subtitles and an English dub
- Reminiscence of FINAL FANTASY VII Story Digest
- The Distance: Making of Featurette
- **FINAL FANTASY VII: Advent Children** Venice Film Festival Footage
- Sneak Peek of upcoming FINAL FANTASY VII games
- **FINAL FANTASY VII: Advent Children** trailers
- Deleted Scenes

Special Features Not Rated



SQUARE ENIX™



© 1997, 2005 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMURA. FINAL FANTASY is a registered trademark of Square Enix Co., Ltd. ADVENT CHILDREN is a trademark of Square Enix Co., Ltd. "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. PSP is a trademark and "PlayStation" is a registered trademark of Sony Computer Entertainment Inc. All Rights Reserved. *UMD not available at Best Buy locations.

© 2006 Layout and Design Sony Pictures Home Entertainment Inc. All Rights Reserved.

"FANTASY PACK" SWEEPSTAKES
You could win a PSP™ (PlayStation® Portable) and 10 UMD™ video titles, including FINAL FANTASY VII: ADVENT CHILDREN!
Visit www.sonypictures.com/fantasy06 to enter today!

NO PURCHASE NECESSARY. Void where prohibited. Open to legal residents of the 50 U.S. and D.C. 18 or older as of official sweepstakes end date. Final restrictions apply. For official rules visit www.sony.com or send a SASE to: UMD Fantasy Pack Sweepstakes, Official Rules, Sony Pictures Home Entertainment, 14301 Via Arroyo, Culver City, CA 90230.



VACANT

01



02



03



OCCUPIED

04

LOADING

PRO NEWS

DS Lite as Mighty Mite

More and more, the DS Lite is looking like the go-anywhere-do-anything portable game system that everyone thought the Sony PSP was going to be. And soon, the DS Lite may have the scoreboard going for it, too.

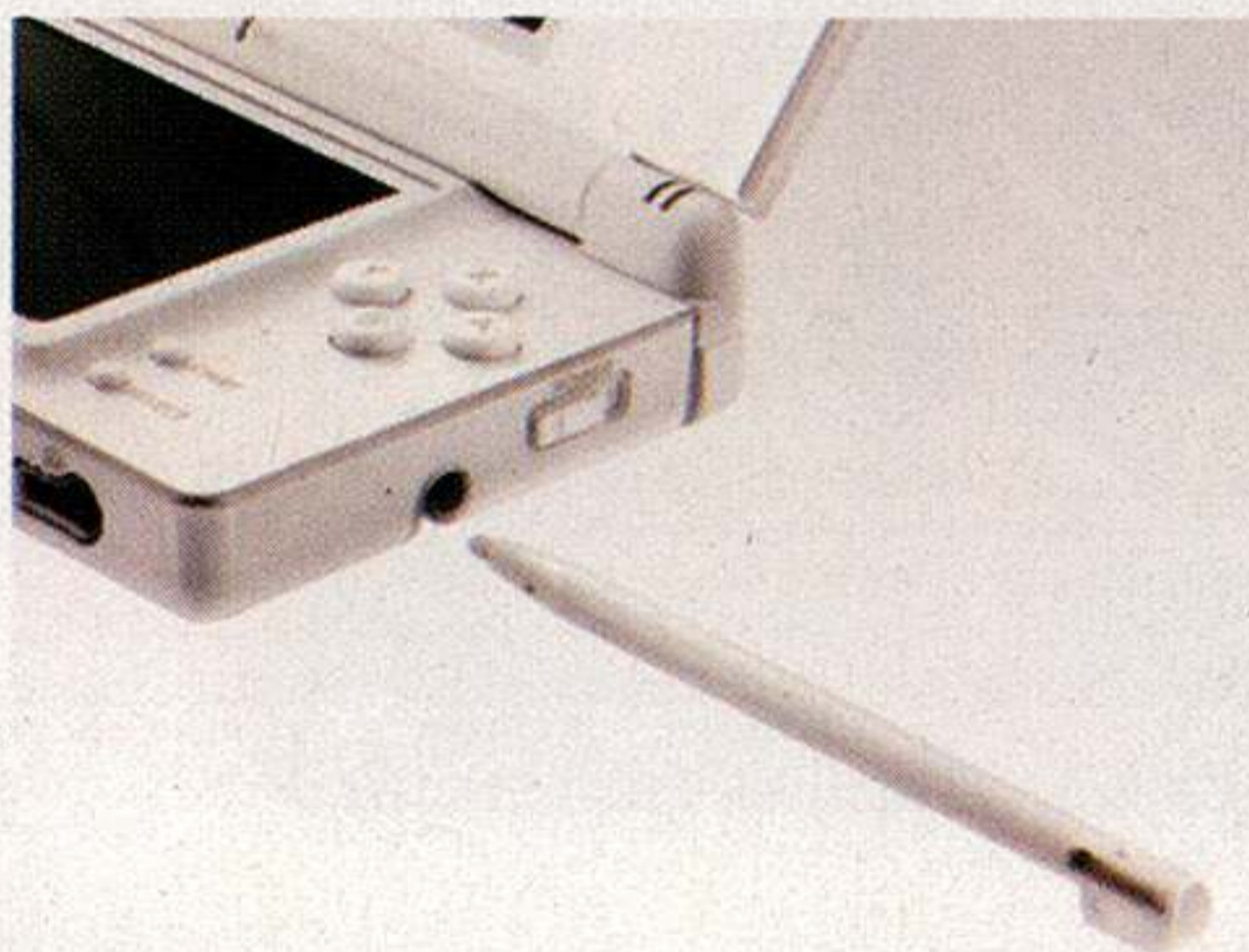
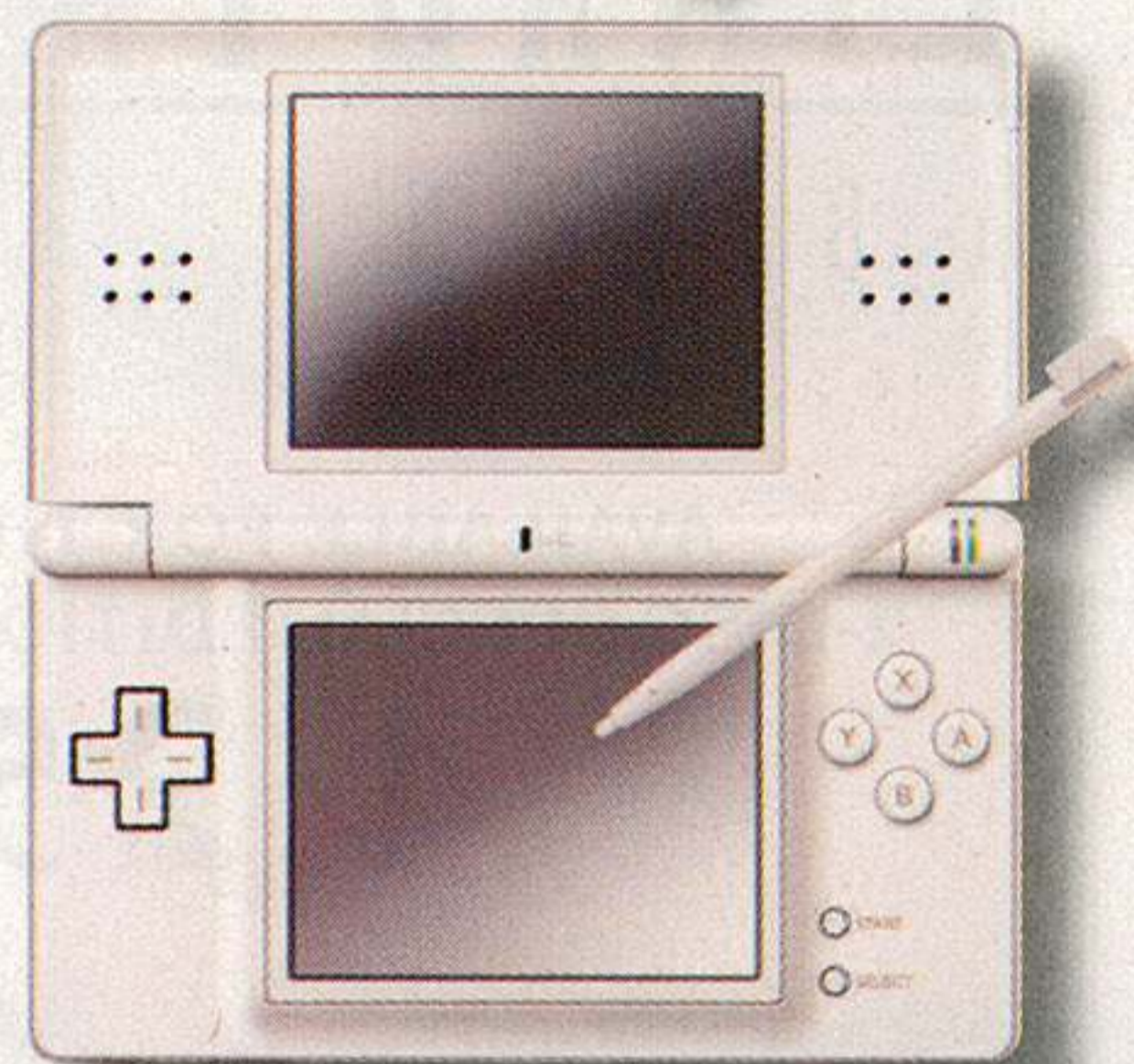
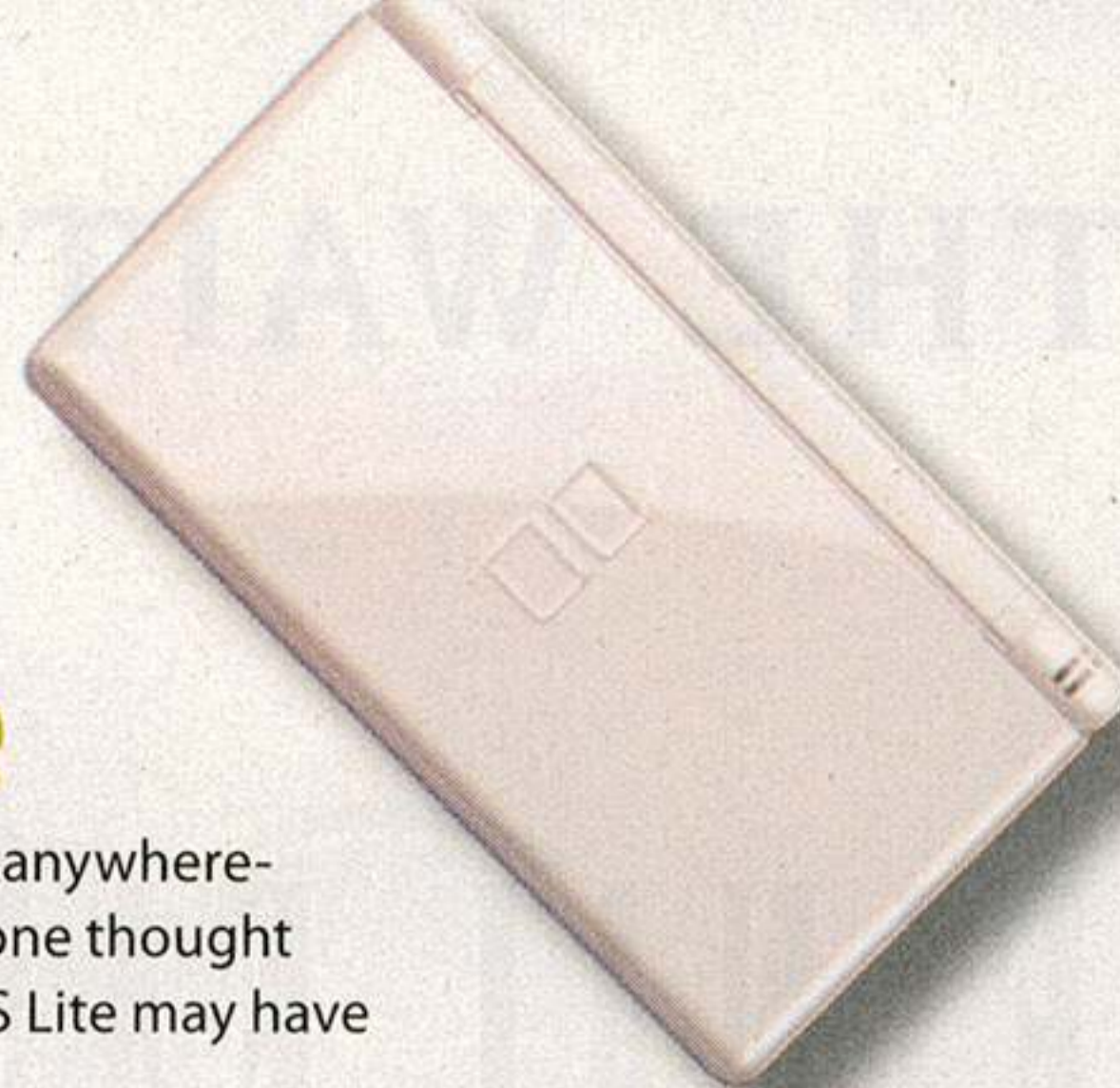
Nintendo has touted 15 million DS owners worldwide, and the dual-screen mini-unit just went on sale in Japan in March. And although no U.S. release date had been identified at press time, the DS Heavy and Bulky is already set for phase out come September. It's likely E3 will see proclamation of a "Lite" Christmas with the old DS featured in some hearty bundle deals.

From Wi-Fi to Web

Nintendo's piling on functionality beyond gaming, too. Of course, the DS is wi-fi capable, and McDonald's patrons around the country are already easing their digestion with heaping helpings of gameplay. With Nintendo thus setting up nationwide wi-fi networks here and in Japan and fortifying the Nintendo Wi-Fi connection site (nintendowifi.com), the web is the obvious next step for the Lite.

A web-browsing cartridge using the Opera browsing standard is about to allow Japanese DS owners to use the wi-fi connection to search the Internet. You use both screens, naturally, with the touchscreen displaying a tiny keyboard with stylus activated mouse commands.

Opera Software, based in Oslo, Norway, is no stranger to web browsers for desktop and portable devices. Its mobile version, called Opera for Devices, offers several DS-friendly features. Proprietary rendering reformats Internet pages on the fly to fit screens of any size. Spatial navigation support makes it work for devices that do not have a mouse, such as remote controls or gamepads. It also integrates IBM ViaVoice, which enables it to interact with Opera using voice commands, something that could easily take advantage of the built-in DS mic.



The DS Lite stylus will be thicker to make it more comfortable to use for touchscreen input.

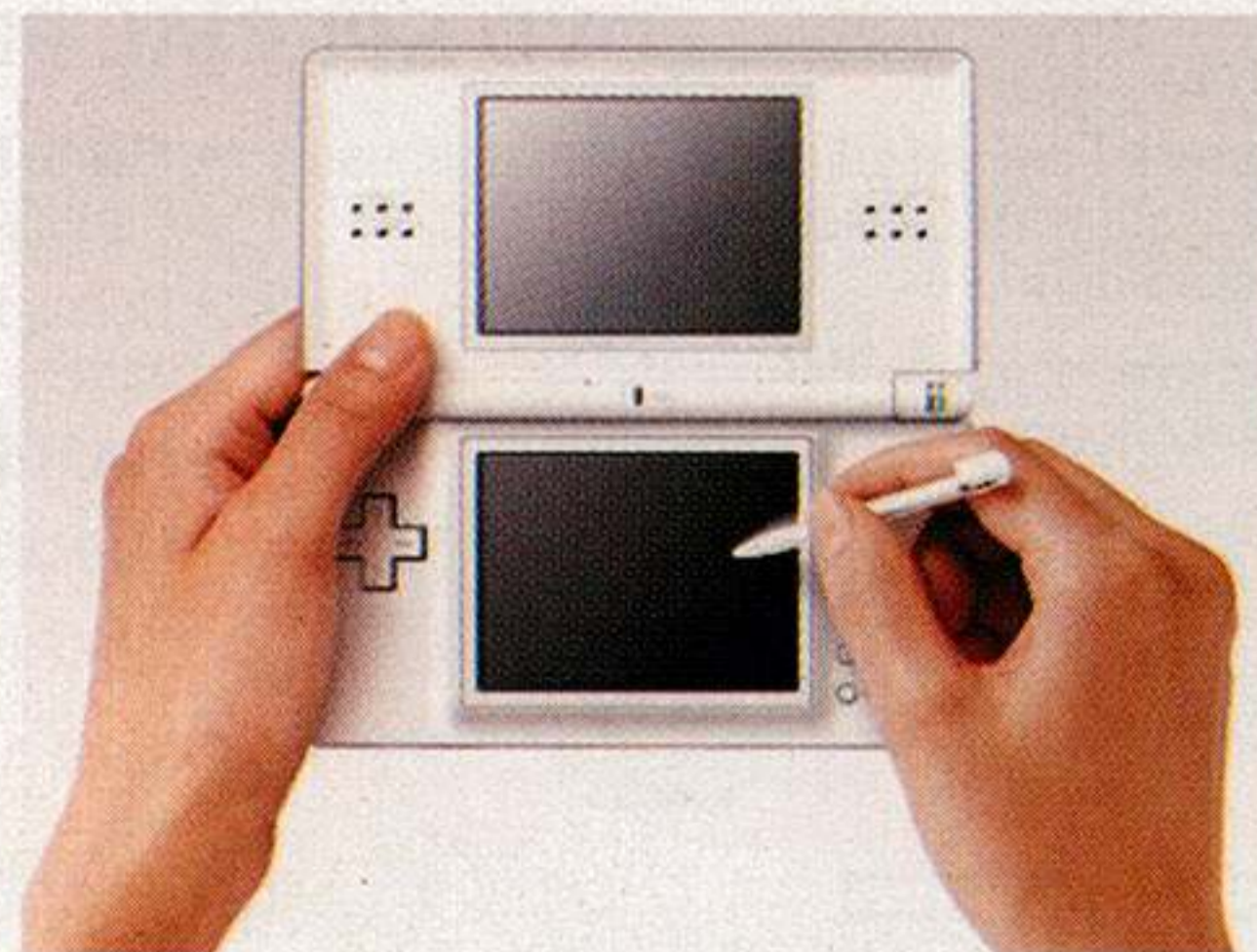
Lite Makes Right

Additionally, TV tuner support has been announced in Japan. Even though the digital television broadcast standard exists in Japan only, it's yet another example of DS built-in functionality to be tapped.

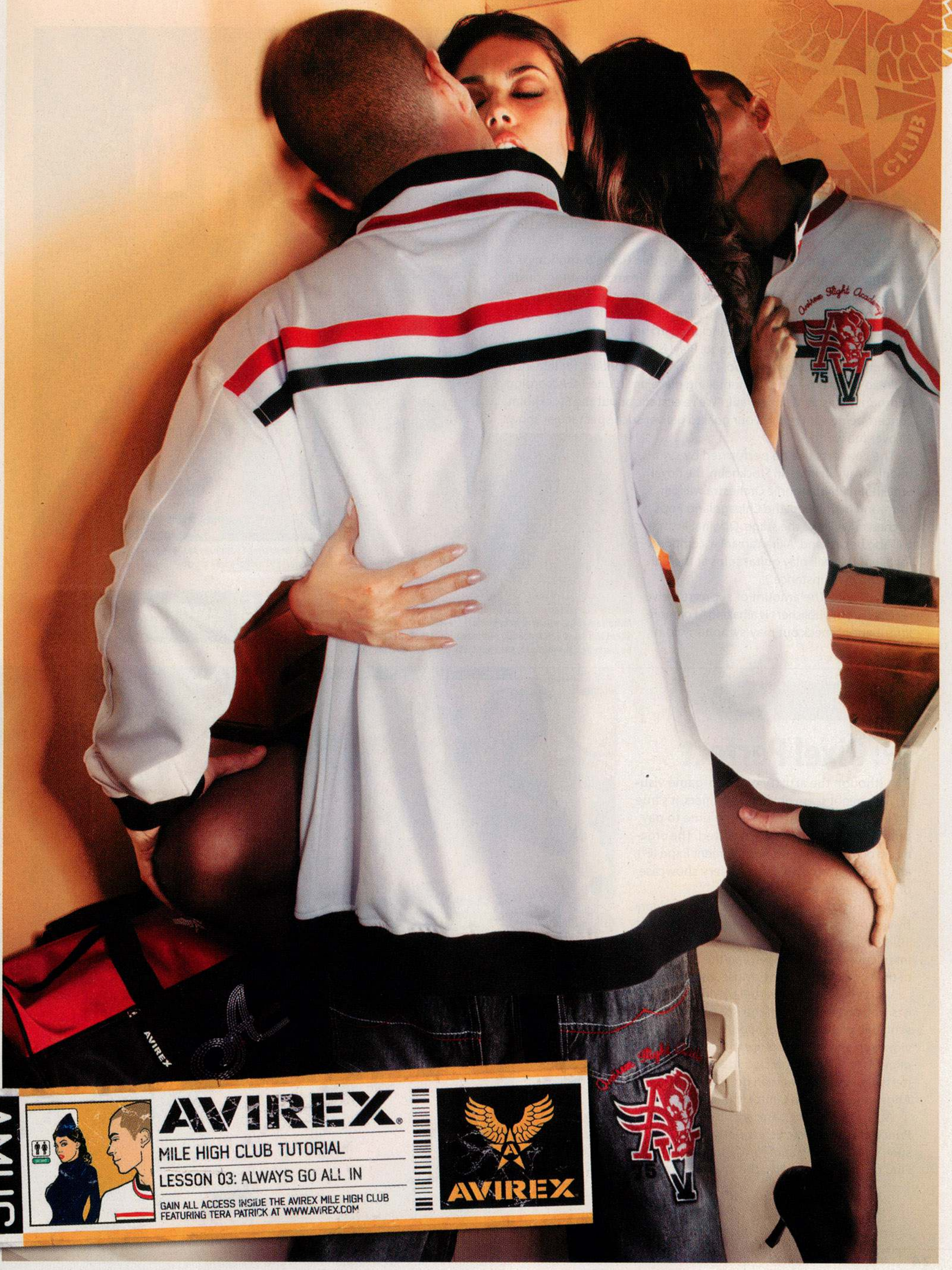
There's little doubt that Sony is preparing to launch an all-out assault in the handheld arena with the PSP this year, but the DS Lite is already dug in deeper than most people could have imagined.



The DS Lite is on its way to becoming a formidable multipurpose pocket-sized system.



A smaller form factor will make the DS a more convenient portable web-access device.



JHWA
AMHJ



AVIREX

MILE HIGH CLUB TUTORIAL

LESSON 03: ALWAYS GO ALL IN

GAIN ALL ACCESS INSIDE THE AVIREX MILE HIGH CLUB
FEATURING TERA PATRICK AT WWW.AVIREX.COM



Music Takes Center Stage

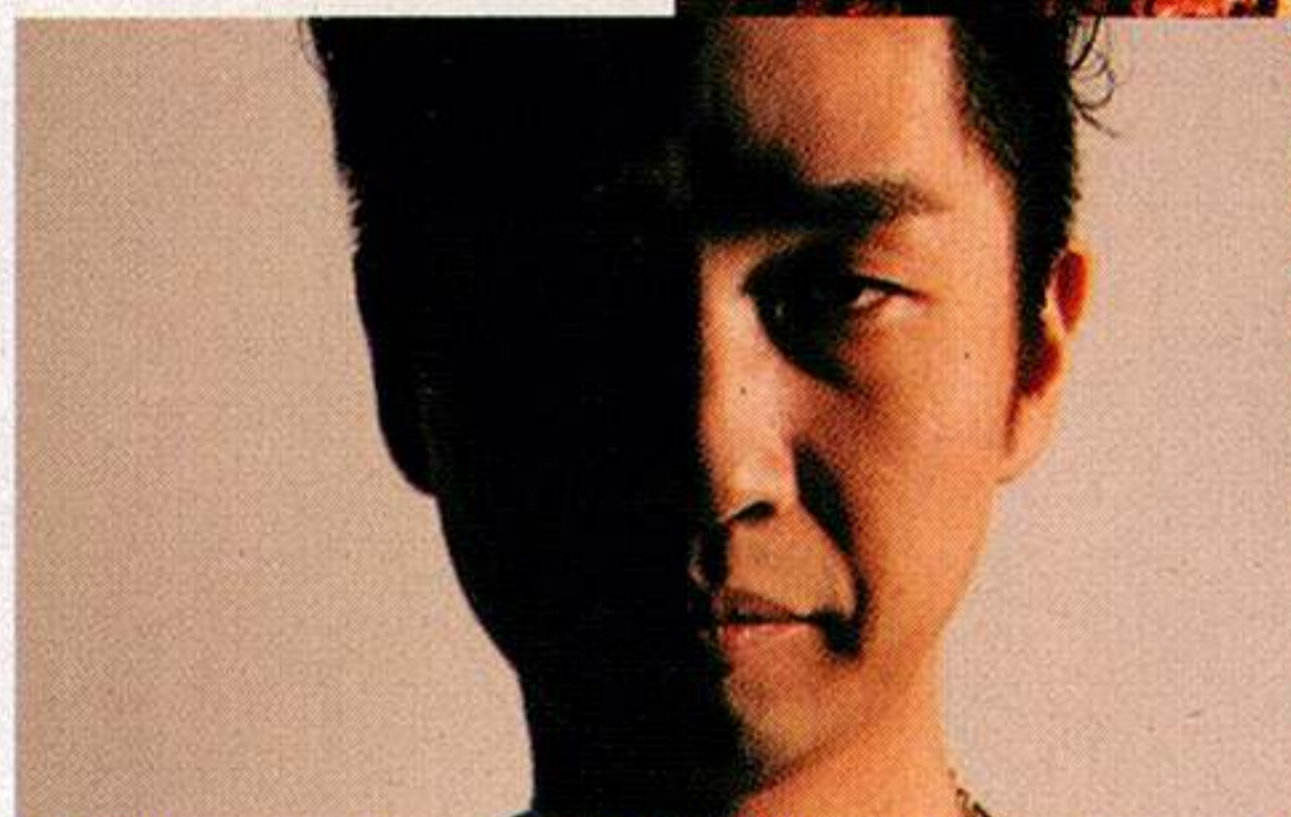
Although fans of the music in video games have been singing its praises for years, the pure artistry involved in creating some of the most revered soundtracks has largely gone unrecognized in the United States.

That may be about to change. Play! A Video Game Symphony is a symphony world tour that will feature music from some blockbuster video-game hits. Metal Gear Solid, Halo, Sonic the Hedgehog, Shenmue, World of Warcraft, Battlefield 1942, The Elder Scrolls III: Morrowind, and, of course, Final Fantasy are included in the 20 featured titles.

Kicking off on May 27 in Chicago, Play! is set for international venues from Canada to Europe, too. The Stockholm concert, for instance, is already sold out—and it's not taking place until June 14! According to producer Jason Michael Paul, "We're ecstatic about the Stockholm concert being sold out. It's our goal to deliver such spectacular shows all over the world."

The concerts will be performed by symphonic heavyweights. In Stockholm, the Royal Stockholm Philharmonic Orchestra will perform, and in Chicago, the Chicagoland Pops Orchestra will take the stage. Original artists will also be on hand. Akira Yamaoka, composer for Silent Hill, will play guitar solos at the Chicago show, for instance.

Says Paul, "The amount of support we've received from publishers is amazing." For more information, check out play-symphony.com.



Akira Yamaoka, who will help kick off Play!, is the producer of Silent Hill 3 and 4. He recently released his first solo album, and he worked on the music for the Silent Hill movie due out this year.



Play! A Video Game Symphony seeks to promote the beauty and majesty of video-game music.



ONLINE

GAMEPRO.COM
FOR PLAY! CONCERT UPDATES.

E3: Pixel Perfect

Although the artistry of video-game visuals might seem obvious to gamers, it's true that few among us take the time to pay serious attention to the skill involved. The organizers of the Electronic Entertainment Expo (E3) are offering Into the Pixel, a gallery showcase of video-game art.

Now in its third year, the event will place works by video-game artists on display during E3, May 10–12 in Los Angeles and is sponsored by E3, the Academy of Interactive Arts & Sciences, and the Prints & Drawings Council of the Los Angeles County Museum of Art.

Works of art are submitted by video-game and computer artists who are members of the Academy, and they must be representative of published or soon-to-be published computer and video games. The pieces are then judged by a panel composed of peers in the digital art world as well as renowned fine art experts. Selected works then go on display at a gallery at the Los Angeles Convention Center (the site of E3).

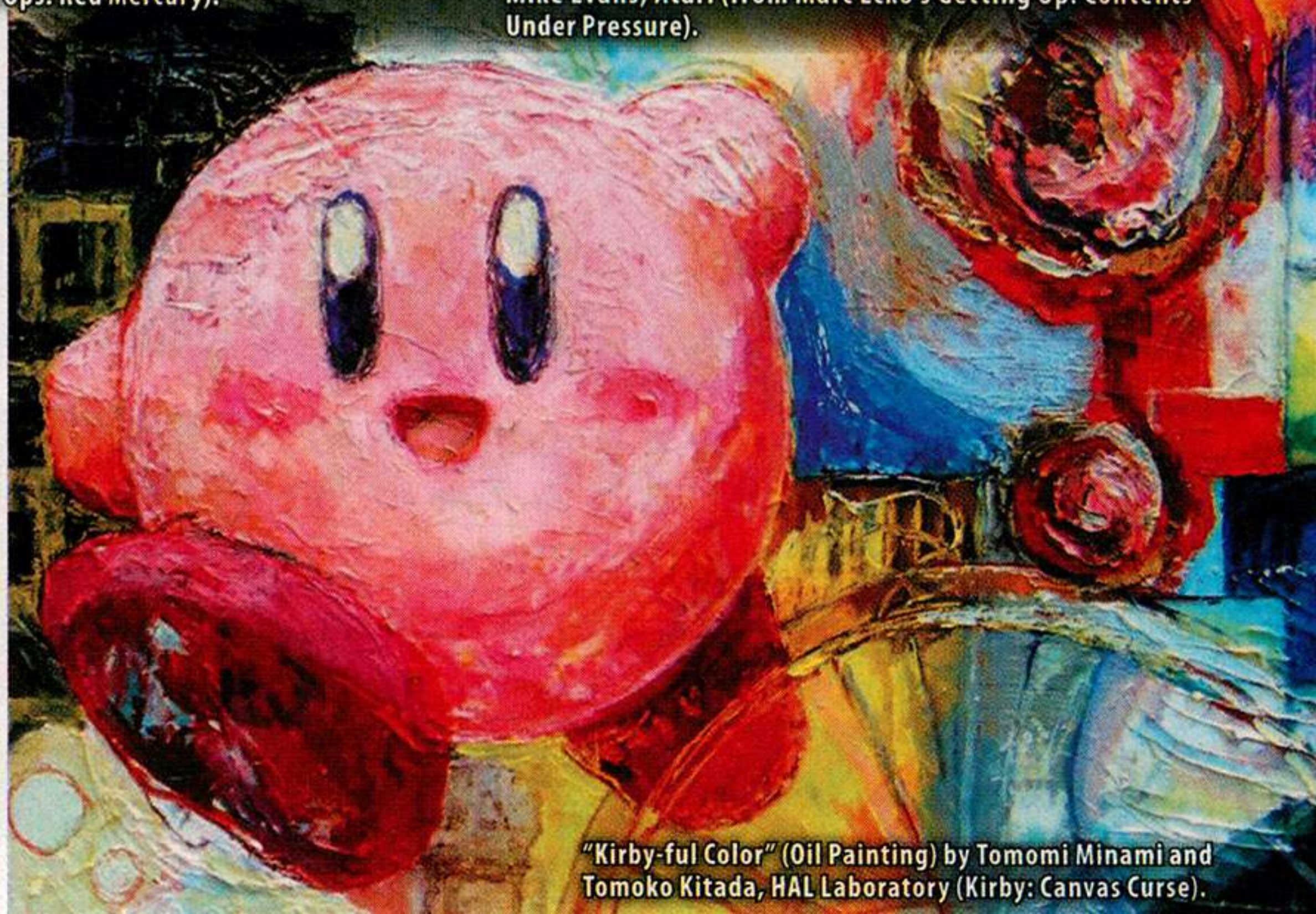
At last year's showcase, artists representing games such as Prince of Persia, Marc Ecko's Getting Up: Contents Under Pressure, The Matrix: Path of Neo, and others had works on display. Find out more about Into the Pixel at intothepixel.com.



"Soldier" by Clarence Lansing and Alan Hunter, Petrol Advertising (from Shadow Ops: Red Mercury).



"CCK Tower" by Danny Tamez, Marc Ecko, Brian Horton, and Mike Evans, Atari (from Marc Ecko's Getting Up: Contents Under Pressure).



"Kirby-ful Color" (Oil Painting) by Tomomi Minami and Tomoko Kitada, HAL Laboratory (Kirby: Canvas Curse).

All work shown here was on display at Into the Pixel at last year's E3.

Winner, Best RPG of E3

– Game Critics Award, GameSpot, IGN, GameSpy,
Xbox Evolved, Console Gold, Daily Game, Games Domain

“One look at Oblivion will shatter your
conceptions about what is possible in a
video game.”

– GameInformer

“The biggest title for the
Xbox 360™, and the one I’m
most looking forward to.”

– GamePro Magazine

“Oblivion is, at this time, the best-looking
game I have ever seen in my life.”

– Xbox.com

“To call the graphics ‘amazing’ is
an extraordinary understatement.”

– GameSpy

The Elder Scrolls IV® OBLIVION

The RPG for the Next Generation



Visit www.esrb.org
for updated rating
information.



Retro Corner

10 Years ago
(May 1996)...

...in GamePro

- **Killer Instinct 2** once again was our main cover image, this time gracing the 130-page May 1996 issue of *GamePro*. We took 14 pages for *The Fighter's Edge* on the game (and even showed some of the endings).
- **War Gods**, **Street Fighter Alpha 2**, **NBA Hang Time**, and **Sky Target** were Hot at the Arcades.
- The uneasy alliance of Bowser and Mario was the highest-rated game in the issue as **Super Mario RPG: The Legend of the Seven Stars** got 5.0 ratings in every category—a perfect score. **Alien Trilogy** (PlayStation), **The Need for Speed** (PlayStation), **Night Warriors: Darkstalkers' Revenge** (Saturn), **Magic Carpet** (Saturn), **Return Fire: Maps O' Death** (3DO), and **Tetris Blast** (Game Boy) also got high scores. **Waterworld** (Game Boy), **College Slam** (Game Boy), **Winning Post** (Saturn), and **Nester's Funky Bowling** (Virtual Boy) were big losers, but the biggest bust of the bunch was **Doom** (3DO), which could only present



optimum visuals by shrinking the screen to postage-stamp size.

- We sat down with Howard Lincoln, chairman of Nintendo of America, and chatted about the then-upcoming Nintendo 64 system.

...in Gaming

E3 Again

The second Electronic Entertainment Expo took place in Los Angeles, and the City of

Angels was besieged with industry personnel and rabid fanboys hoping to get a glimpse of upcoming hardware and software.

Hardware Happenings

Sega and Sony both cut the price of their Saturn and PlayStation systems to \$199, but Nintendo held firm with their \$249 price tag for the Nintendo 64. The big N touted another new piece of hardware: a sleek new version of the Game Boy—the Game Boy Pocket.

Adios

Adding another nail to its coffin, Atari was not present at the show, demonstrating that the end of their Jaguar console was soon at hand. Another industry veteran company, Spectrum Holobyte, also went away when it was acquired by MicroProse.

Software Parade

Notable games at the show included **Super Mario 64** (Nintendo 64), **Doom 64** (Nintendo 64), **Crash Bandicoot** (PlayStation), **WipeOut XL** (PlayStation), **Virtua Cop 2** (Saturn), **Disruptor** (PlayStation), **Donkey Kong Country 3: Dixie's Double Trouble** (SNES), and others.

...in Sales

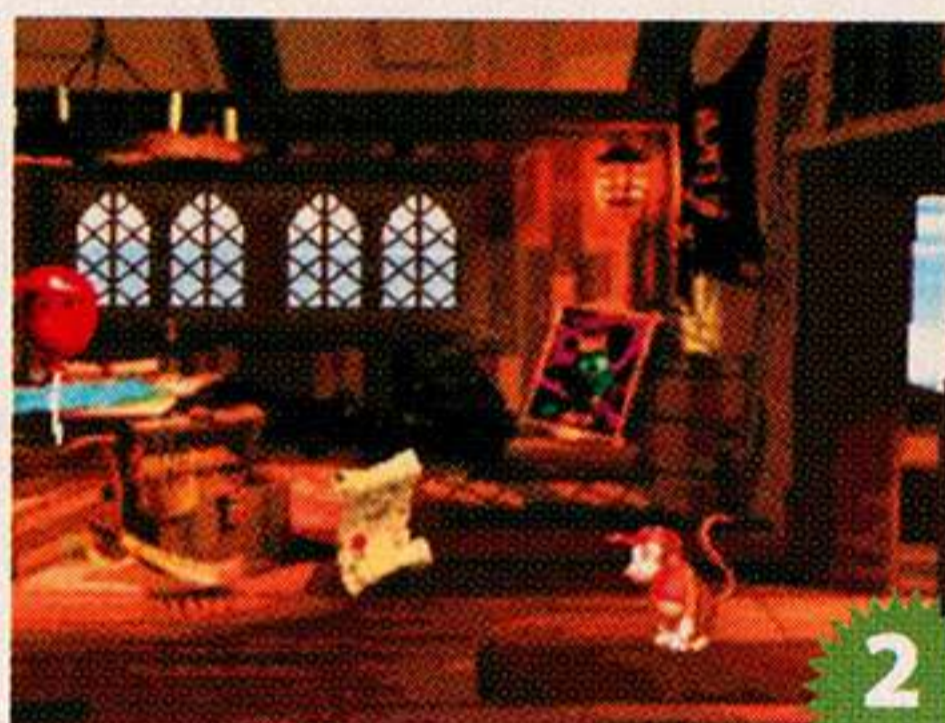
Here are the top five-selling games of May 1996:

1. Super Mario RPG: The Legend of the Seven Stars (Nintendo/SNES)
2. Donkey Kong Country 2: Diddy's Kong-Quest (Nintendo/SNES)
3. Resident Evil (Capcom/PlayStation)
4. Battle Arena Toshinden 2 (Sony/PlayStation)
5. HardBall 5 (Sport Accolade/PlayStation)

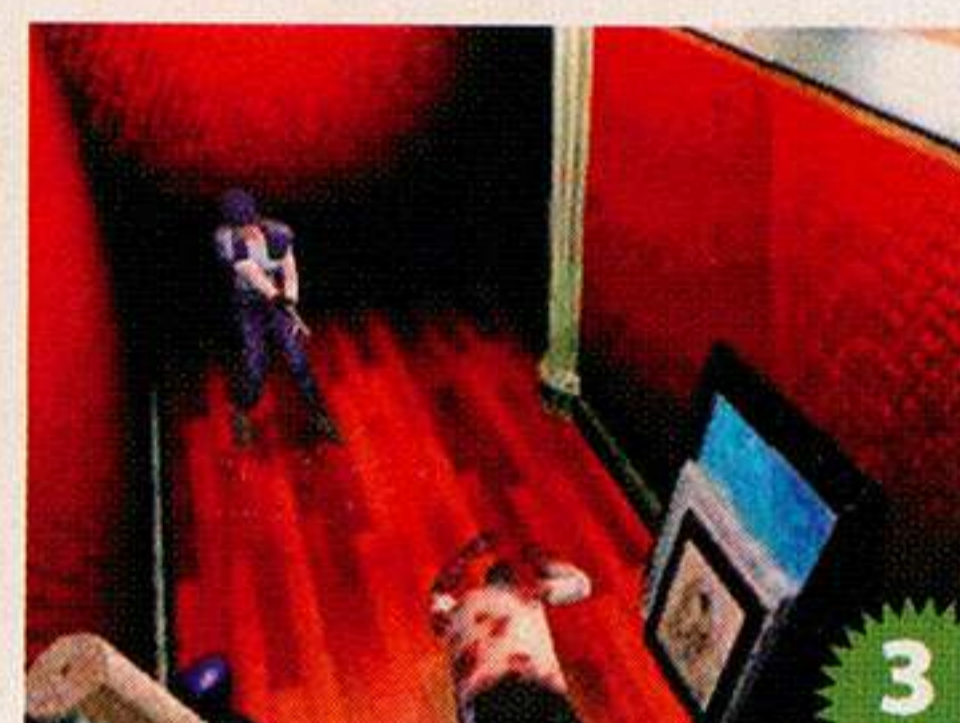
Source: The NPD Group/NPD Funworld/Point-of-Sale



1 Super Mario RPG: The Legend of the Seven Stars



2 Donkey Kong Country 2: Diddy's Kong-Quest



3 Resident Evil

HOT AT THE ARCADES

Tekken 5: Dark Resurrection
Tekken 5 gets an expansion

Just as Mortal Kombat 3 received an upgrade with Ultimate Mortal Kombat 3, Tekken 5 is going the same route with Dark Resurrection. An expansion to currently existing Tekken 5 hardware, Dark Resurrection will add four new characters to the lineup along with revamped and new fighting arenas—35 in all. New costumes have also been added to the play options, and all fighters now have four default colors. But bells and whistles aren't the only new wrinkle: The visuals have been drastically overhauled, and the play engine has been tweaked to near-perfection. Dark Resurrection should be creeping into arcades this month.—Major Mike



PRO NEWS

Capcom's Mobile Forces

Like other video-game companies, Capcom is bringing their titles to a different mobile gaming front: Cell phones. The company has plans to establish a new Mobile and Interactive division in Los Angeles, and they plan to release more than 10 games in the U.S. Some of the titles converted to mobile will be Resident Evil, Ghosts 'n Goblins, Phoenix Wright, Super Puzzle Fighter II, Mega Man, 1942, and other games from the classic Capcom archive.



Ghosts 'n Goblins



Mega Man



Super Puzzle Fighter II

ALL THE ACTION. ALL THE FUN. ALL THE TIME.



Get hooked up with EA™ Air Hockey
fun on your phone - text keyword
AIR to 22123

Play the demo at ea-mobile.com



AIR HOCKEY



DO YOU HAVE WHAT IT TAKES?



COMMAND A WIDE RANGE OF SQUADS

US Light Infantry, US Special Forces,
Multi-National Coalition Forces



UTILIZE REAL-WORLD COMBAT TACTICS

Outthink, Outmaneuver, Outgun Enemies Through
Over 12 Levels of Intense Combat



8 UNIQUE MULTIPLAYER LEVELS/MODES

Co-op and Coalition Vs. Opposition Forces

WWW.FULLSPECTRUMWARRIOR.COM



Blood and Gore
Strong Language
Violence



PlayStation 2



© 2006 Pandemic Studios, LLC. All Rights Reserved. Pandemic®, the Pandemic logo® and Full Spectrum Warrior™ are trademarks and/or registered trademarks of Pandemic Studios, LLC and are reproduced under license only. Exclusively licensed by THQ Inc. countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Memory Card (8MB) (for PlayStation 2) (each sold separately). trademarks, logos and copyrights are the property of their respective owners. NVIDIA, the NVIDIA Logo, GeForce and "The Way It's Meant to be Played" Logo are registered trademarks and/or trademarks of NVIDIA Corporation in the United States and other countries.

FULL SPECTRUM WARRIOR

TEN HAMMERS



STRIKE FROM ANY POSITION

Position sniper teams or split squads into buddy teams



CALL IN THE CAVALRY

Control mechanized units like Bradley Tanks and armored Humvees, or call in air-strikes on enemy positions



ZERO IN WITH PRECISION FIRE

Take control of specialized soldiers to snipe enemies, lay down suppressive fire, or laser sight targets for air-strikes

AVAILABLE NOW.



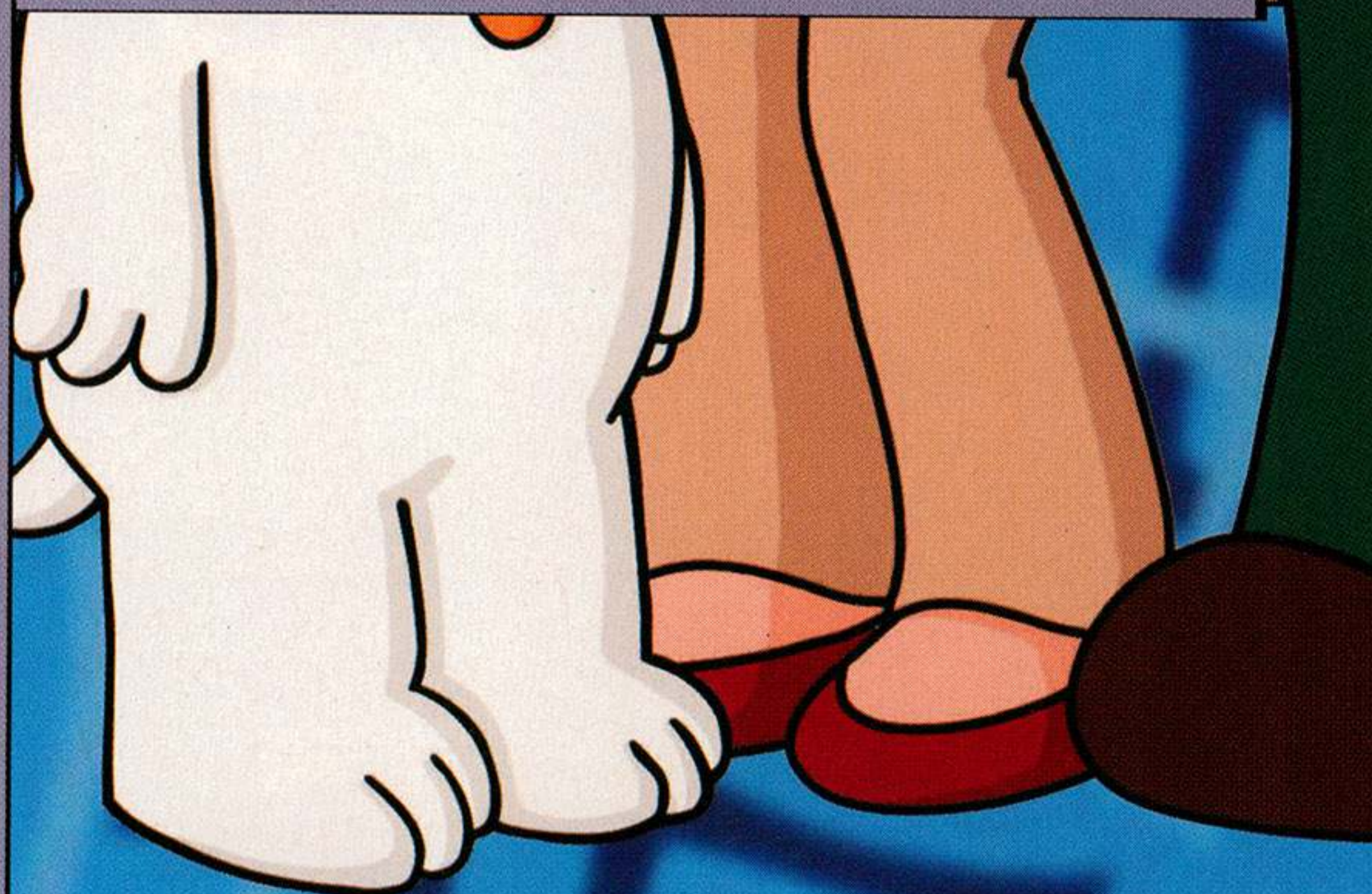
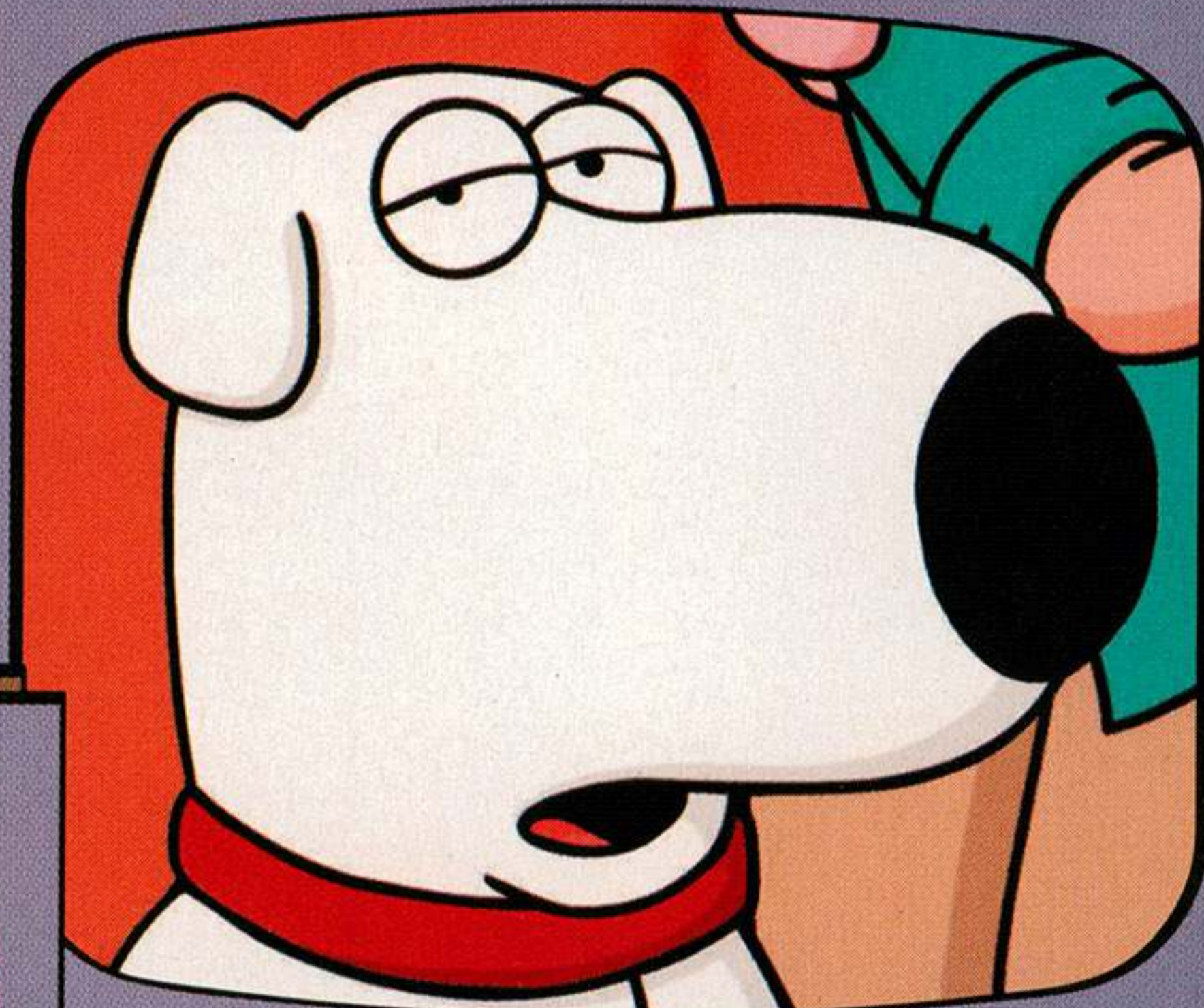
THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. Microsoft, Xbox, Xbox Live, the Live logos and the Xbox logo are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. The Online icon is a trademark of Sony Computer Entertainment America Inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

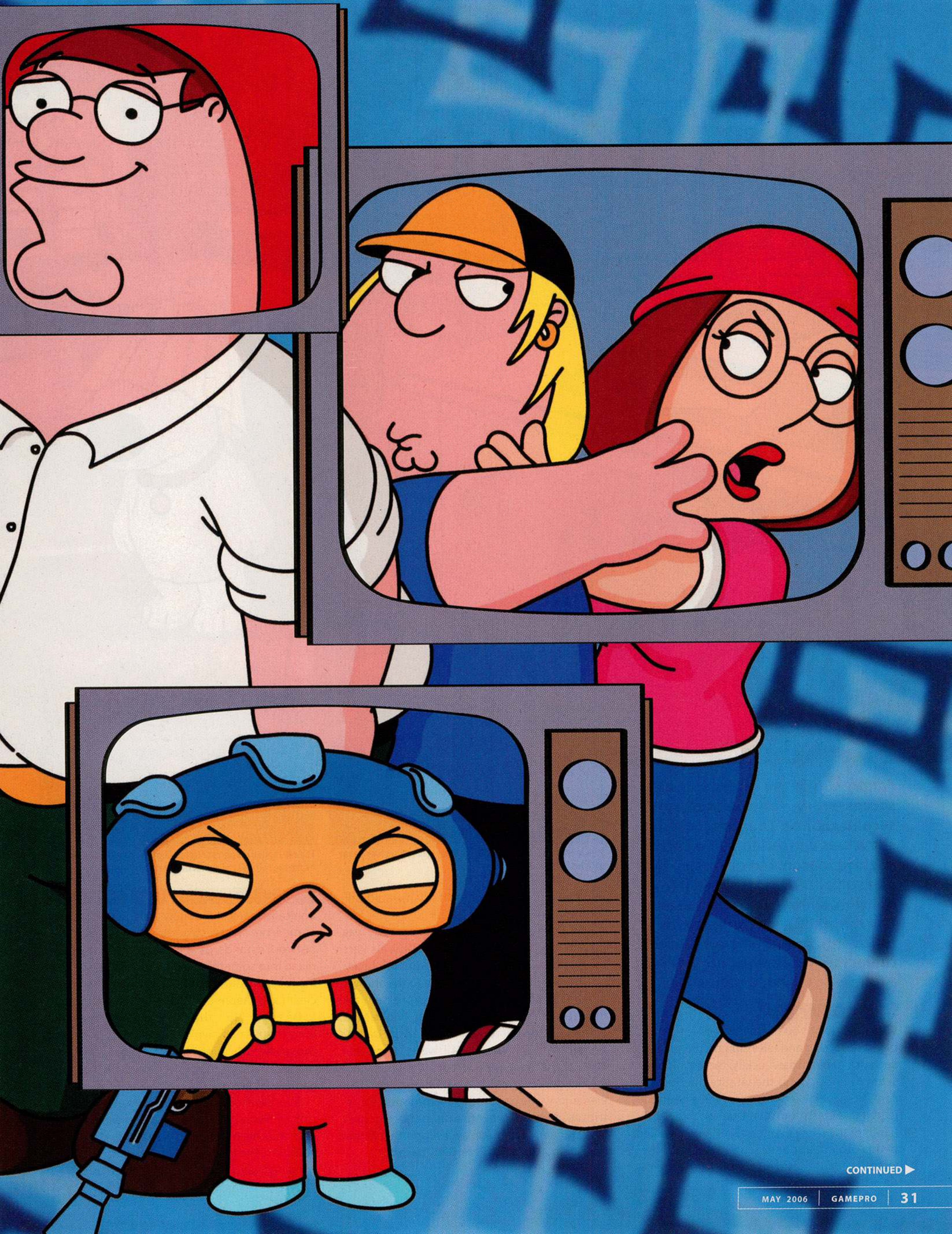
COVER FEATURE

FAMILY GUY™

FREAKING SWEET!

THIS FALL, GAMERS ARE RHODE ISLAND BOUND WHEN FAMILY GUY COMES TO THE XBOX AND OTHER MAJOR CONSOLES AND HANDHELD GAMING SYSTEMS. WE TAKE AN EXCLUSIVE LOOK AT THE GAME AND ITS PRIME-TIME SOURCE MATERIAL.





CONTINUED ►

GOOD OLD-FASHIONED VALUES?

HERE'S AN EARLY LOOK AT THE FIRST GAME TO FEATURE THE GRIFFINS OF SPOONER STREET. *By Ouroboros*

WORLD EXCLUSIVE!

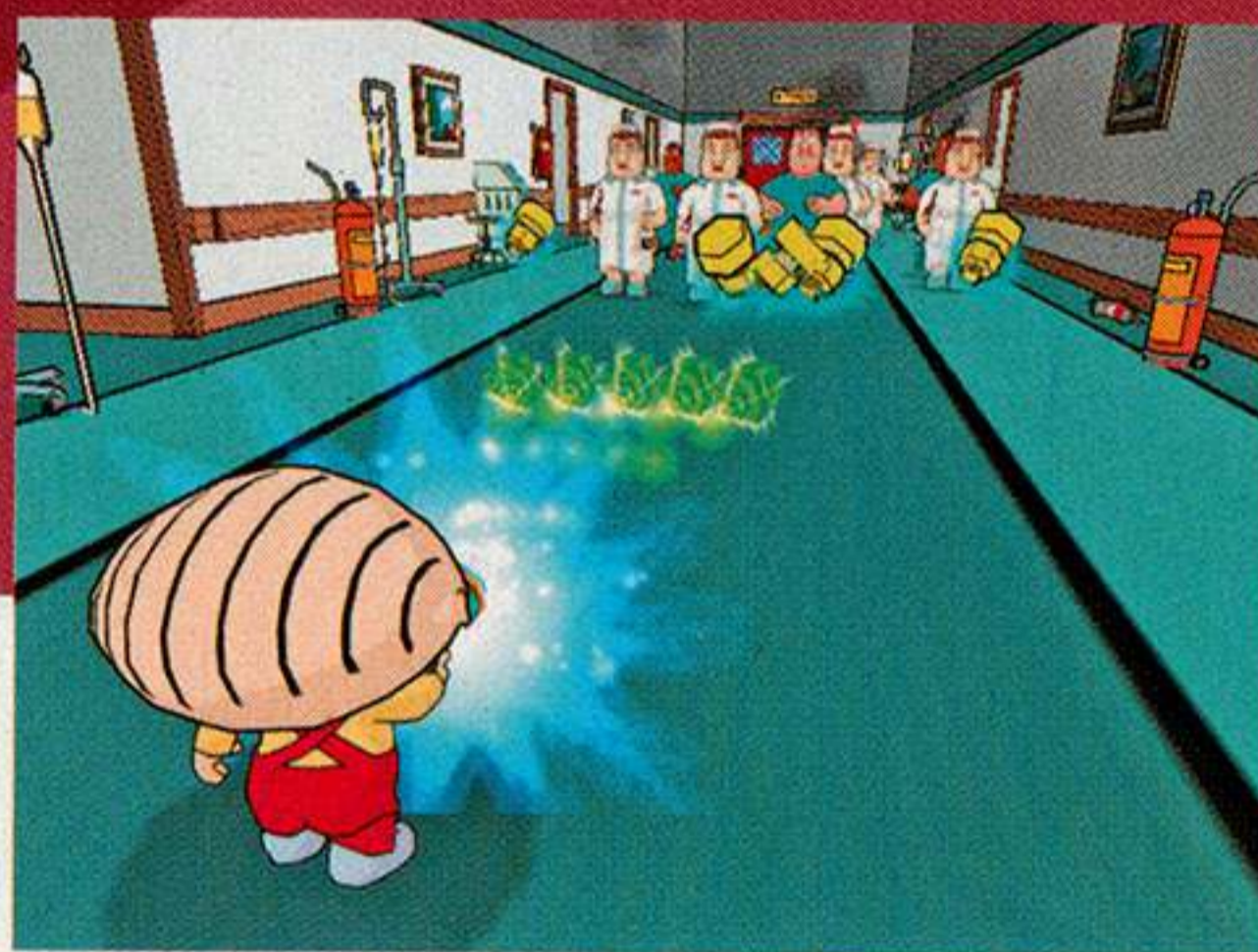


Brian's "disguises" are purposely simple at best—but then, so are the Rhode Island police.

Family Guy is the rarest sort of success story—one defined by a second chance. The controversial show was cancelled by Fox after its third season, but obsessive fans and stellar DVD sales saved it from oblivion, landing it a fourth season. The tchotchke machine is now in full swing, fashioning our favorite characters into, among other things, a full-fledged video game.

THE IDIOT BOX

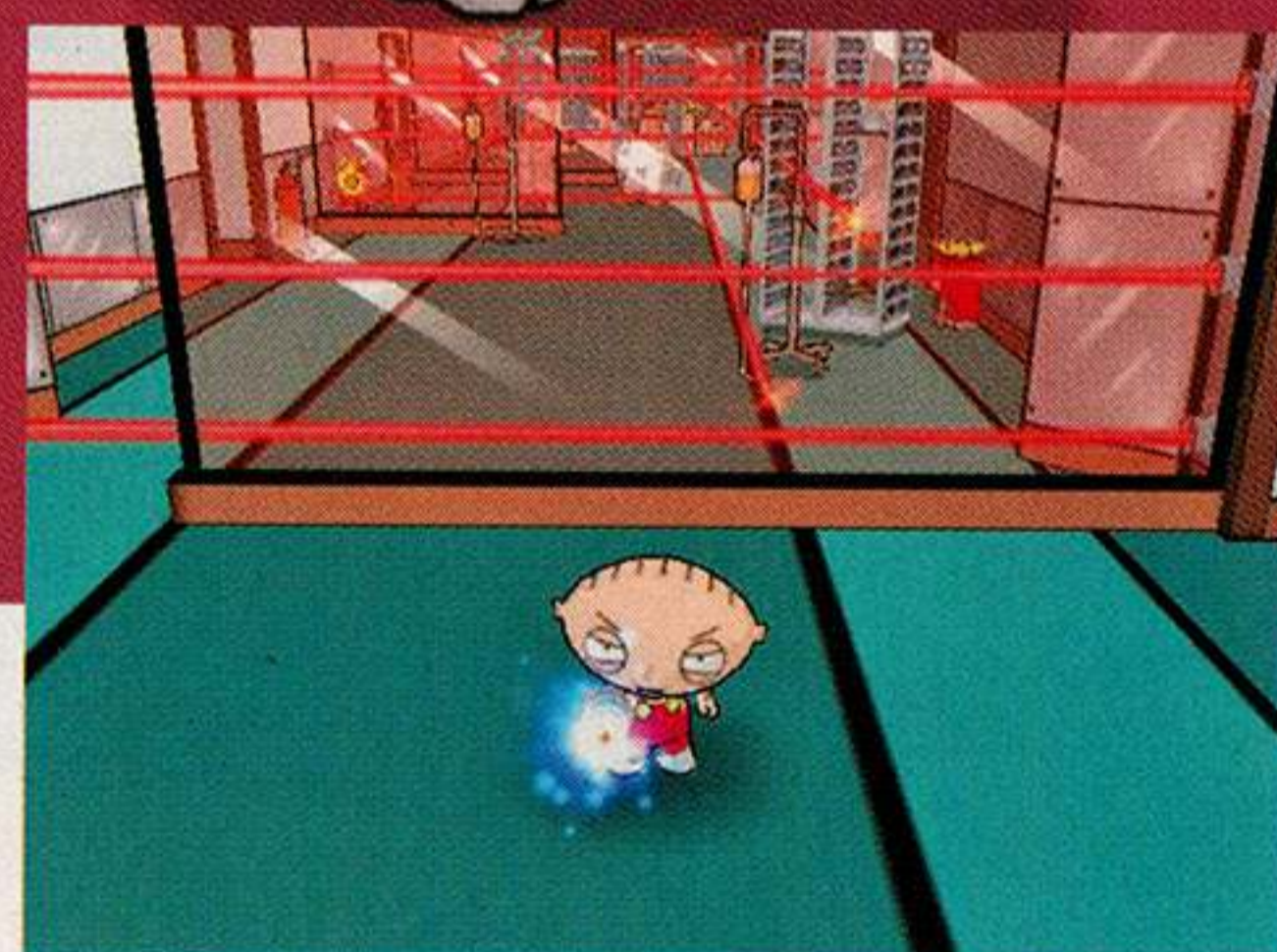
We know what you're thinking. Most games based on movies and television programs suck, and suck hard at that. Luckily, the developers seem to understand the vitality that lurks in *Family Guy's* cracked heart and have been subjected to a crash course in Quahog logic at the hands of the show's writers. Everyone involved in this project appears acutely aware of the legions of fans they'd disappoint if their baby



Stewie is a baby, after all, so he's better off keeping foes at bay with his trusty ray gun.

joined the usual crop of what Brian would call "unmitigated crap."

Most cartoon conversions take the easy way out and generate a gaming-by-numbers kart-racing title where you'd count yourself lucky to find any genuine connection to the show itself; but *Family Guy* is, perhaps surprisingly, taking the high road by developing an original and eclectic action game. Kevin Sheller, the game's producer at High Voltage Software, claims that "fans of shooters, platformers, brawlers, and stealth games should be very happy with the elements we've borrowed," and promises some tributes to other great games in those genres. Unfortunately, no multiplayer support is planned, out gun battle from "Petarded" dashed.



The cel-shaded graphics aren't incredibly detailed, but they do evoke the spirit of the characters pretty convincingly.

SIDE-STEPPING THE CENSORS

Ironically, many of the show's sharpest moments come from slyly restructuring a joke that the network's standards and practices department nixed into something even more offensive, yet inexplicably permissible. The developers made clear to us that not only do they want the game to be piles of fun, they also want it to be genuinely funny in its own right, giving us hope that those jaw-dropping "I can't believe they just did that!" moments of the show will have in-game analogues.

Every episode of the show has at least two story threads going at a time, and each character has his or her own wants, needs, and neuroses. The game mimics these conceits by jumping to and from each of the three playable



Quagmire + nurses = sexual harassment lawsuits aplenty

characters at opportune moments with the adventures of Peter and Stewie splitting 80 percent of the gameplay and Brian's exploits filling in the remainder. Each character boasts a different set of strengths, and the style of play varies accordingly. Hopefully, variety will prove to be the spice of this animated life.

PSYCHO PETER, QU'EST QUE C'EST

For instance, Peter takes a hard knock to the head and becomes convinced that Mr. Belvedere (yes, *that* Mr. Belvedere) has kidnapped his family as part of a sinister bid to take over the world with the innocent citizenry of Quahog serving as his loyal minions. Peter's not one for quiet negotiation, or anything resembling thought, so he straps on his ass-whopping boots and gets ready to brawl with screens full of enemies. Peter can string punches and kicks together for simple combos, or pick up and throw baddies. Further bumps to the noggin allow Peter to affect alternate personas, each of whom will boast distinct or improved fighting maneuvers.

STEWIE PULLS THE STRINGS

Meanwhile, Stewie gets the idea to marry his mind control device with Peter's new PTV satellite but is opposed by his unborn sperm-brother Bertram from the "Emission Impossible" episode. Stewie, being the cerebral type—not to mention a fragile one-year-old infant—is more adept at picking off foes from afar with his ray gun, so Peter's more lumbering close-quarters scuffles are exchanged for agility and ranged combat. With his mind control device, the little puppetmaster can occasionally take control of a Quahog resident's mind to dismantle obstacles and solve puzzles. Stewie can also explore Rhode Island's hidden nooks and crannies by way of his grapple gun and balloons.

SEED OF BRIAN

Brian's in trouble again, accused of impregnating the Pewterschmidt greyhound Sea Breeze, à la the "Screwed the Pooch" episode, resulting in his incarceration. Brian must sneak out of the pokey and clear his name. The family dog is, it turns out, something of a master of disguise, allowing him to move unnoticed among hostile

CONTINUED ►

"THE [SHOW'S] WRITERS HAVE BEEN INVOLVED SINCE EARLY ON. WE WANTED TO GET IN ON THE GROUND FLOOR SO WE COULD FOLLOW THE DEVELOPMENT OF THE GAME AND MAKE SURE IT FELT LIKE THE SHOW." —STEVE CALLAGHAN, KIRKER BUTLER, AND PATRICK NEIGHAN, FAMILY GUY WRITERS

QUAGMIRE'S CORNER

Glenn Quagmire is Peter's next-door neighbor—a pilot and sex-obsessed goofball. Here are just a few memorable scenes from the life of the Q-man. It's no wonder he's built up an immunity to pepper spray over the years.

"Here's to the Drunken Clam, boys... where they don't ask for proof of age, and neither do I."

"Hello, 911? It's Quagmire. Yeah, it's caught in the window this time."

Auctioneer: Welcome. We open today's bidding with this pair of panties confiscated from a prostitute.

Quagmire: Fifty bucks!

Auctioneer: She had nine STDs.

Quagmire: Forty-five bucks.

Auctioneer: And when we caught her she wet herself.

Quagmire: Fifty bucks!

[Upon finding a tied-up cheerleader:] "Dear diary: jackpot!" "Fat chicks need love too. But they gotta pay."

Peter: What about you, Quagmire?

Quagmire: Taylor Hanson.

Joe: Taylor Hanson's a guy.

Quagmire: You guys are yanking me. "Hey, let's put one over on old Quagmire."

Peter: No, he's actually a guy, Quagmire.

Quagmire: Well, this is insane! That's impossible! Oh my god! Oh my god! Oh god, I've got all these magazines! Oh god! Oh god!

"I felt guilty once, but she woke up halfway through."

Quagmire: Hey there, sweetie, how old are you?

Girl: 16.

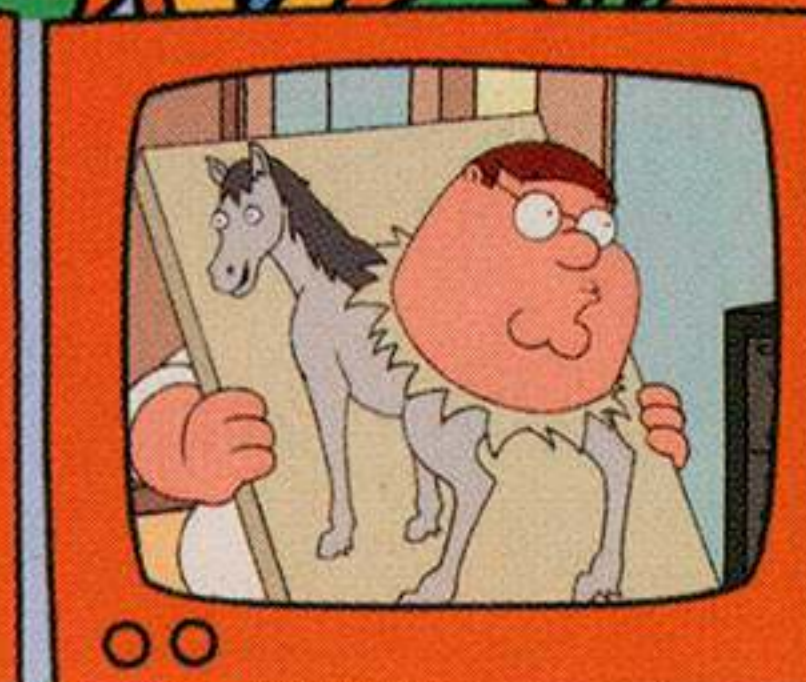
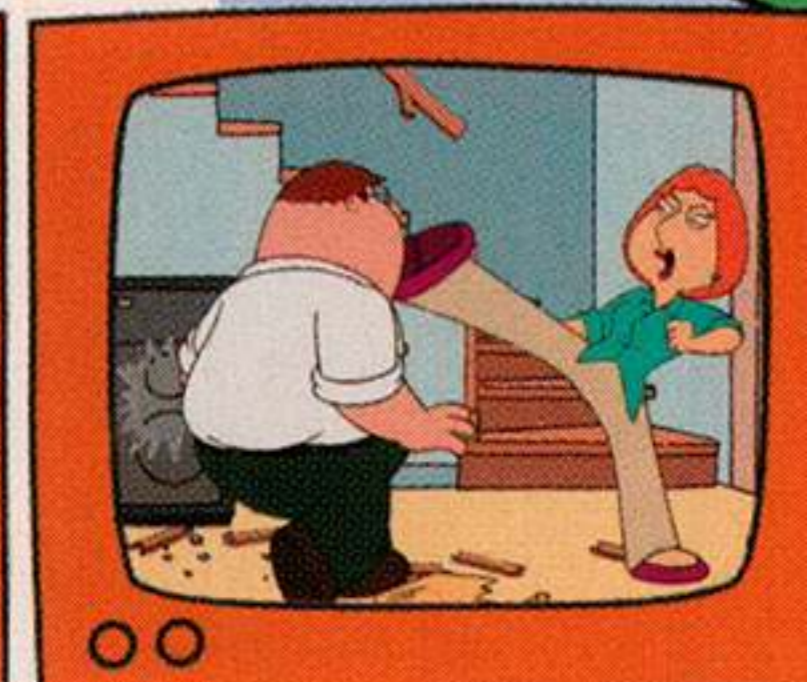
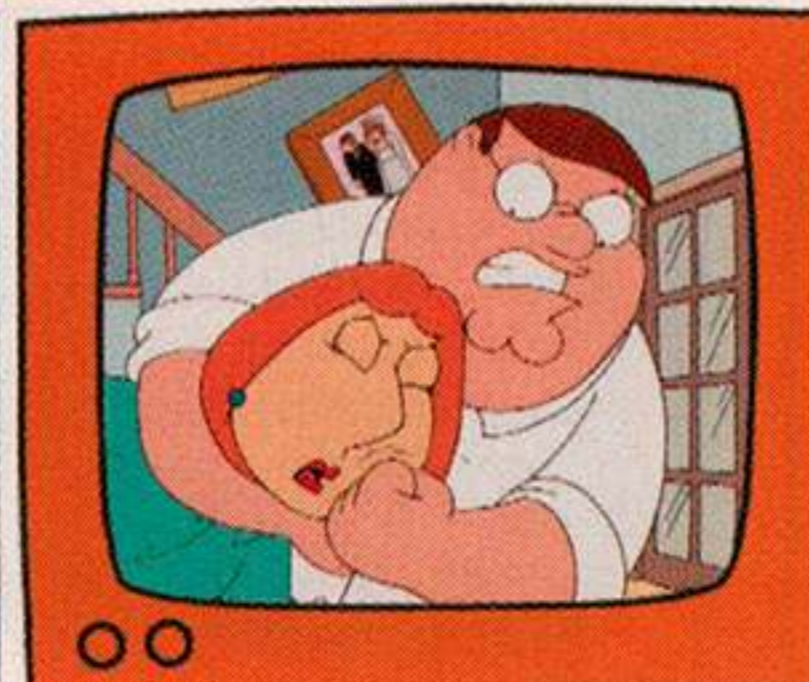
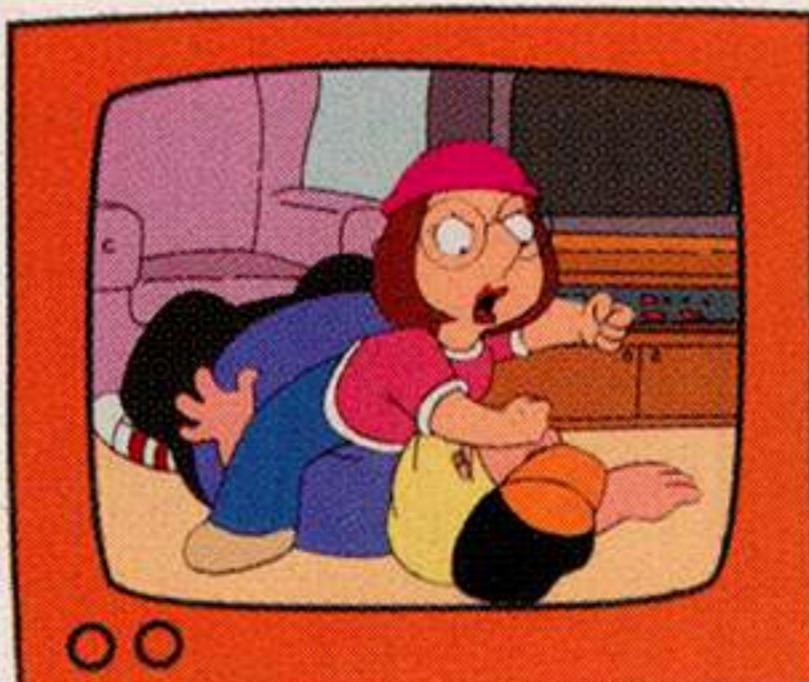
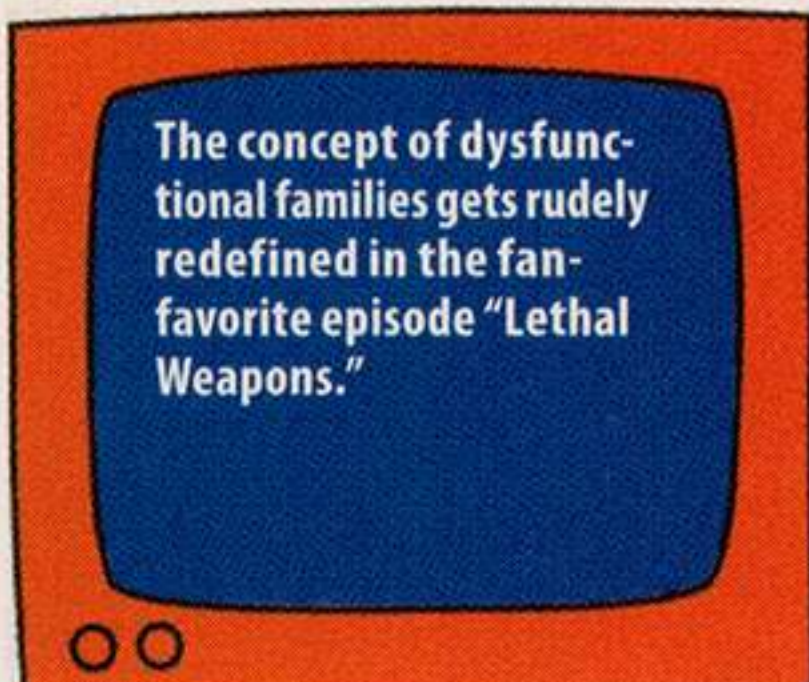
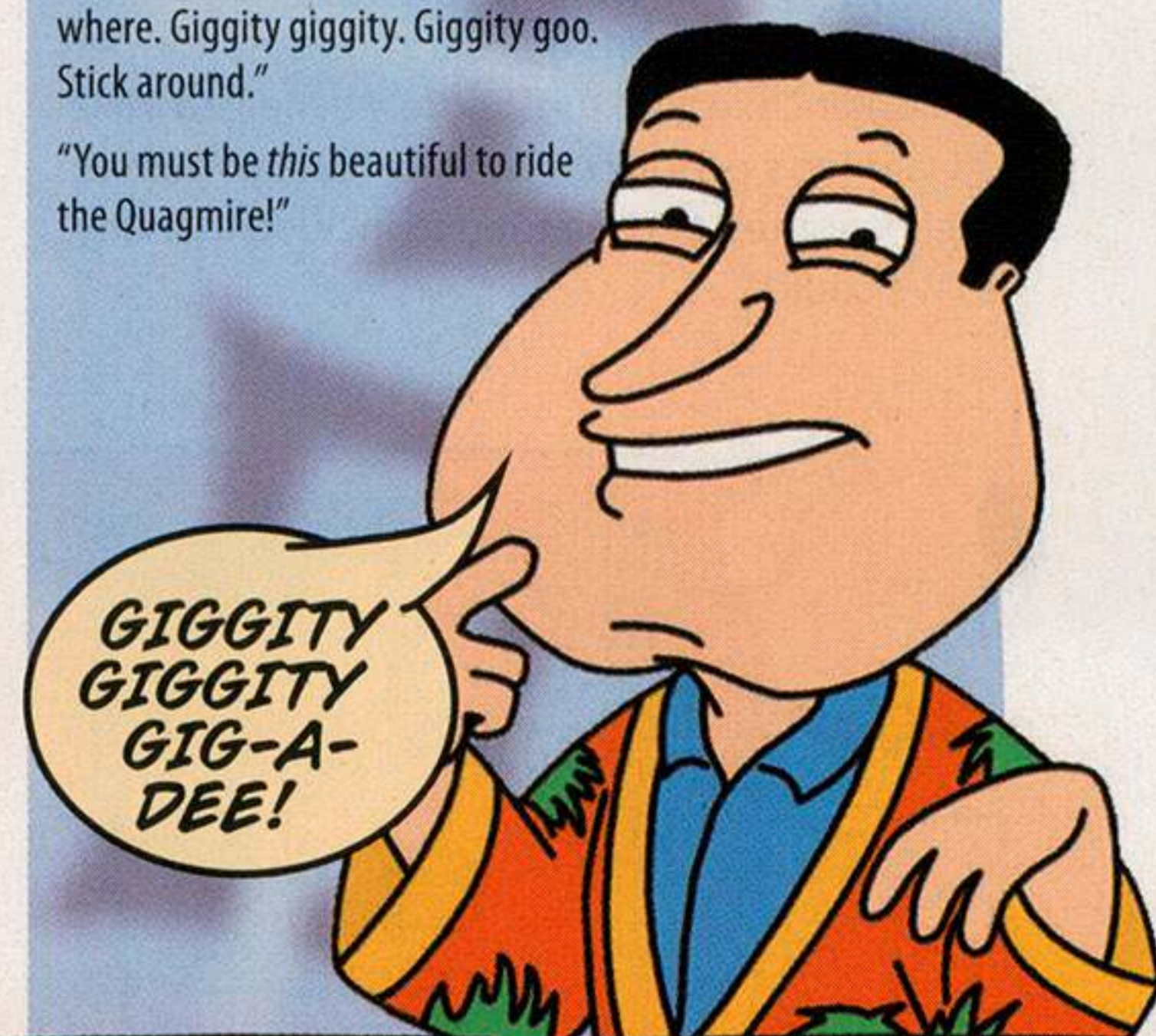
Quagmire: 18? You're first.

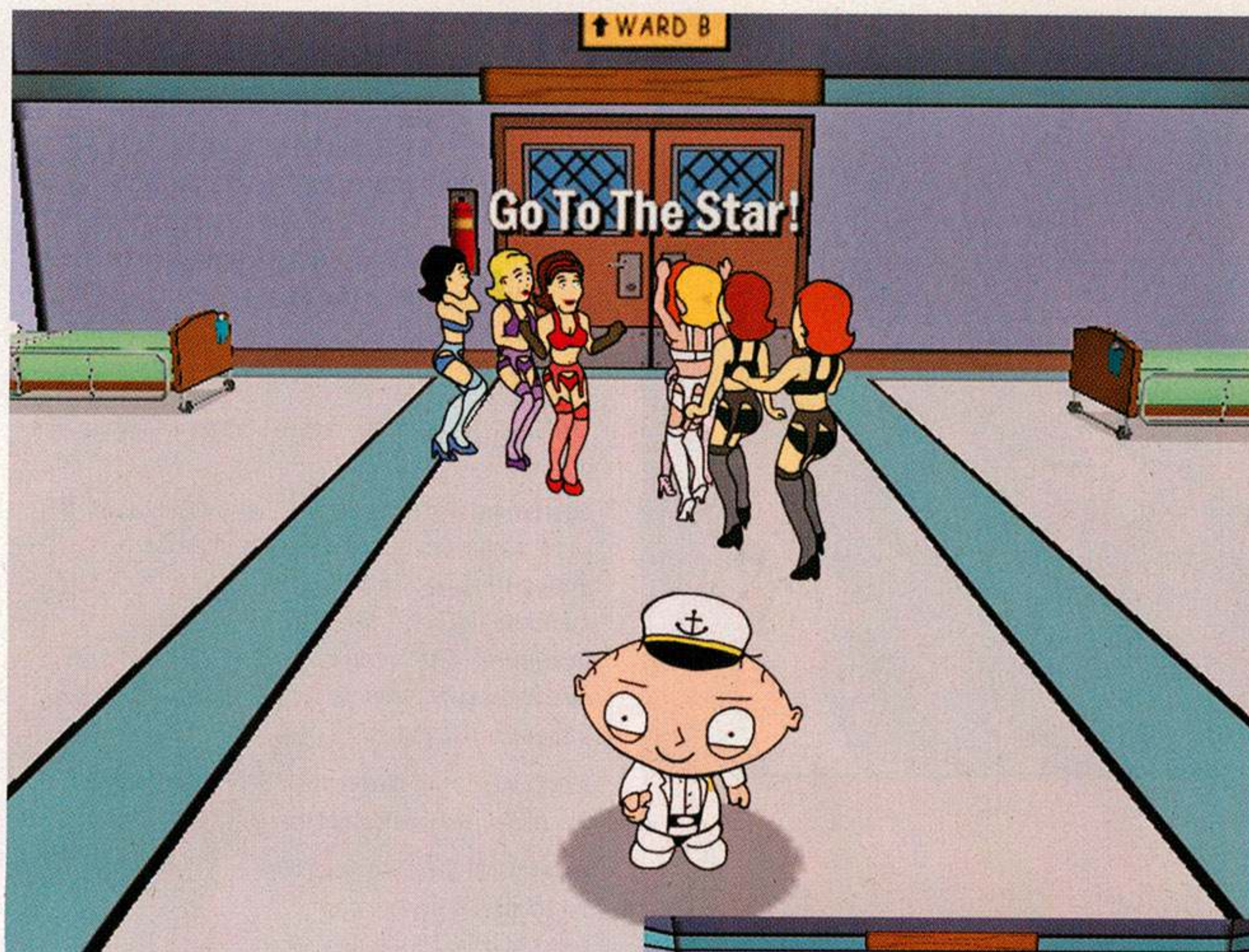
Girl: Mom!

Quagmire: I like where this is going. Giggity giggity gig-a-dee.

"Welcome to *Midnight Q*. Tonight we're going to enjoy the smooth jazz of Charles Mingus. Norman Mailer's here to read an excerpt from his latest book. And we also have a girl from Omaha who's hiding a banana. We'll find out where. Giggity giggity. Giggity goo. Stick around."

"You must be *this* beautiful to ride the Quagmire!"





Stewie's having another one of his Benny Hill-style "sexy parties," and you're invited.

elements, though his inescapable doggy impulses can get the better of him if he comes too close to particular sights, sounds, or smells.

THE REST OF THE RABBLE

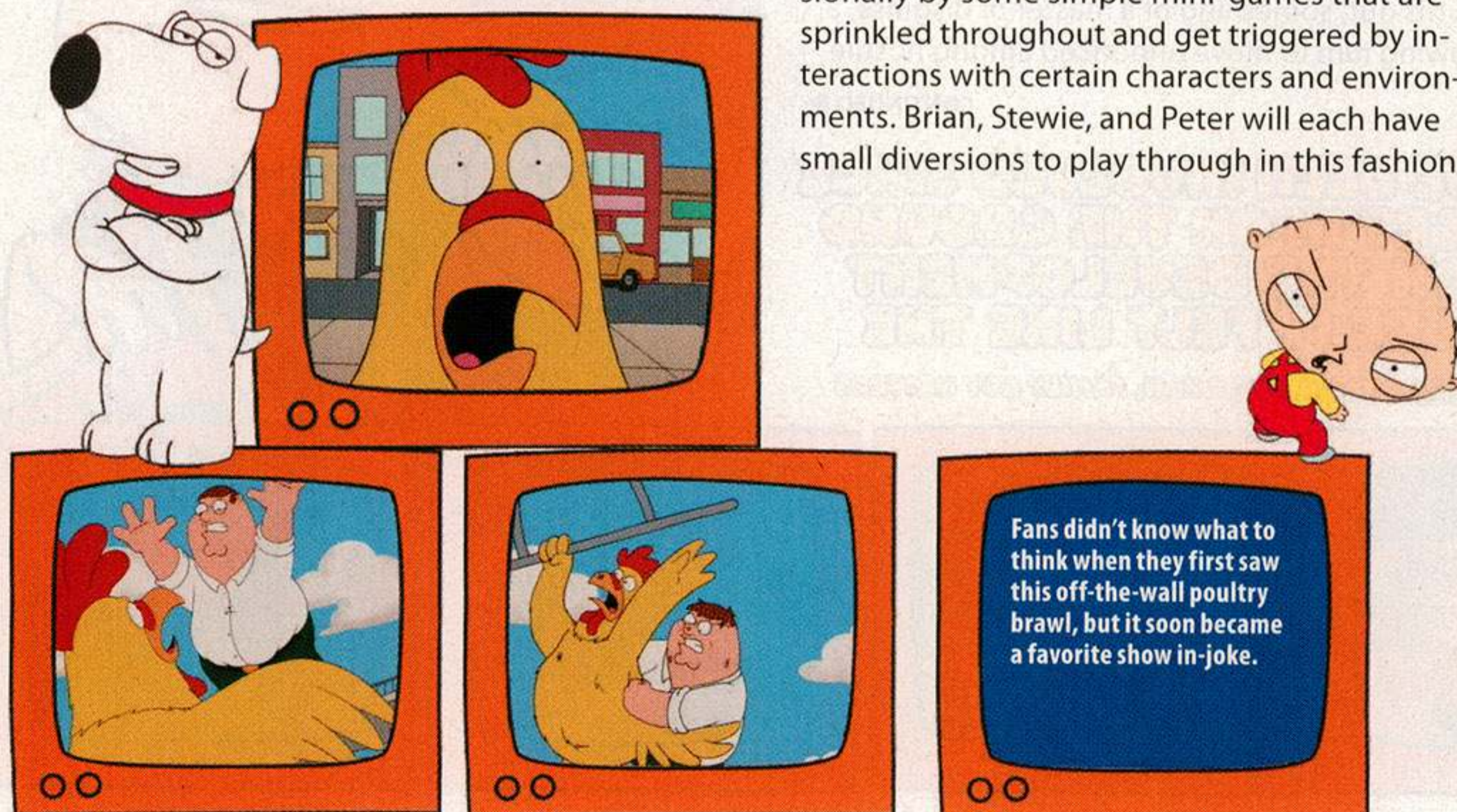
Don't go thinking that these three are the only memorable characters from Rhode Island that you'll run into. Innumerable odd figures have invaded the *Family Guy* universe over the years, and we're pleased to confirm that many of them will make cameo appearances here. Not just the big guns like Quagmire, Joe, and Cleveland, either: You can expect to see the greased-up deaf guy, the strongmen, Herbert the creepy elderly pedophile, the evil monkey that lives in Chris's closet, Peter's marble-mouthed former coworker Opie, and tons more. As Melissa Miller, 2K Games's producer, puts it, "Everyone has their favorites, and we tried to include as many as we could."



We know Stewie can take control of various NPCs; can he take control of Death himself?

NON SEQUITUR THEATER

The show's nutty cast is certainly an important part of the project, but one of the most identifiable of *Family Guy*'s quirks is its frequent use of nonsensical non sequitur flashbacks—flights of fancy that presumably never actually occurred. (Unless you think Peter really did sleep with a rhinoceros or spends Sunday nights naked at an Internet cafe.) In that same spirit, the main thread of the game will be interrupted occasionally by some simple mini-games that are sprinkled throughout and get triggered by interactions with certain characters and environments. Brian, Stewie, and Peter will each have small diversions to play through in this fashion.



THE FIVE MOST CONTROVERSIAL FAMILY GUY EPISODES

Family Guy consistently pushes the envelope of what's acceptable on network television, and that sense of "crossing the line" is part of what fans love. It has, however—despite being an equal opportunity offender—raised the ire of more than a few seemingly humor-impaired groups over the years. Here's a rundown of some of the more infamous moments.

#1. When You Wish Upon a Weinstein (Originally Aired: 12/10/04)

Peter tries to get Chris to convert to Judaism in the misguided belief that this will guarantee his son's financial success. Fox executives originally declared the episode unfit for broadcast, fearing it would be insulting to Jews. This decision created some amount of controversy itself as it seemed to suggest that this particular ethnic group was protected while every other remained fair game for decidedly more pointed skewering. It is often incorrectly reported that this episode never aired.

#2. The Cleveland-Loretta Quagmire (Originally Aired: 6/12/05)

Someone must break to Cleveland that his wife is having an affair, and Peter volunteers for the task, claiming a talent for delivering bad news. Cut to a flashback where Peter and a barbershop quartet accompaniment announce to a hospital patient, in song, that he has AIDS. AIDS relief groups were less than amused, and demanded (in vain) an apology from Fox.

#3. Road to Rhode Island (Originally Aired: 5/29/00)

As originally aired, Stewie gets past airport security by performing "On the Good Ship Lollipop" and then expresses a hope that Osama bin Laden doesn't know any show tunes. Osama himself is then shown performing a song from *A Chorus Line* to similar effect. Predictably, this sequence was trimmed out after September 11, 2001, and the uncut episode is only currently available on the *The Freakin' Sweet Collection* DVD.

#4. Death Has a Shadow (Originally Aired: 1/31/99)

Originally aired immediately following the 1999 Super Bowl, more conservative members of the audience were left aghast at the notion of a matricidal one-year-old with a mind-control device who showed utter disdain for his moronic father. Given the rest of the show's catalogue, this first foray into Quahog comes off now as relatively harmless, but it didn't seem that way to many at the time who decried a supposed lowering of television's decency standards.

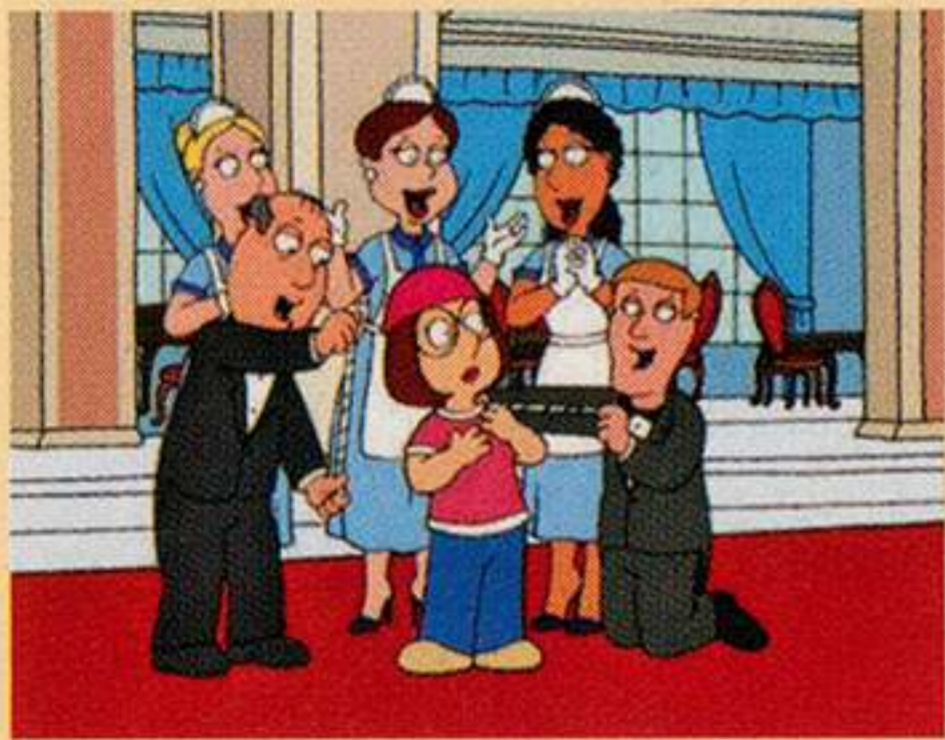
#5. PTV (Originally Aired: 11/6/05)

After David Hyde Pierce has a "wardrobe malfunction" on live television, stations start defacing programs that had previously aired without incident. In frustration, Peter creates his own pirate channel featuring shows like *Dogs Humping and Cheeky Bastard*. Though no particular group got up in arms about this one, it was the only network television program to hit the FCC's vacuous knee-jerk double standards head-on, and it engendered more discussion about the issue than any news broadcast.

THE MUSIC OF FAMILY GUY

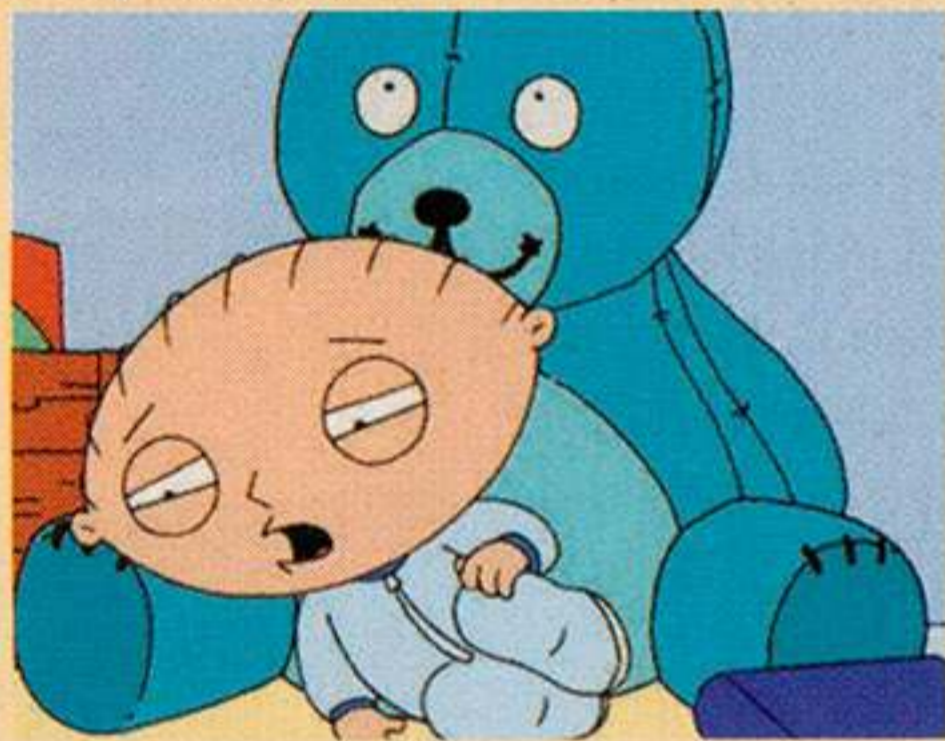
Seth MacFarlane's love of show tunes seems to yield interludes for *Family Guy* on a pretty regular schedule, by turns both sweet and sour. Here's a sampling of some of the more memorable musical numbers performed over the years.

"We Only Live to Kiss Your Ass"
(from "Peter, Peter, Caviar Eater")
(Originally Aired: 9/23/99)



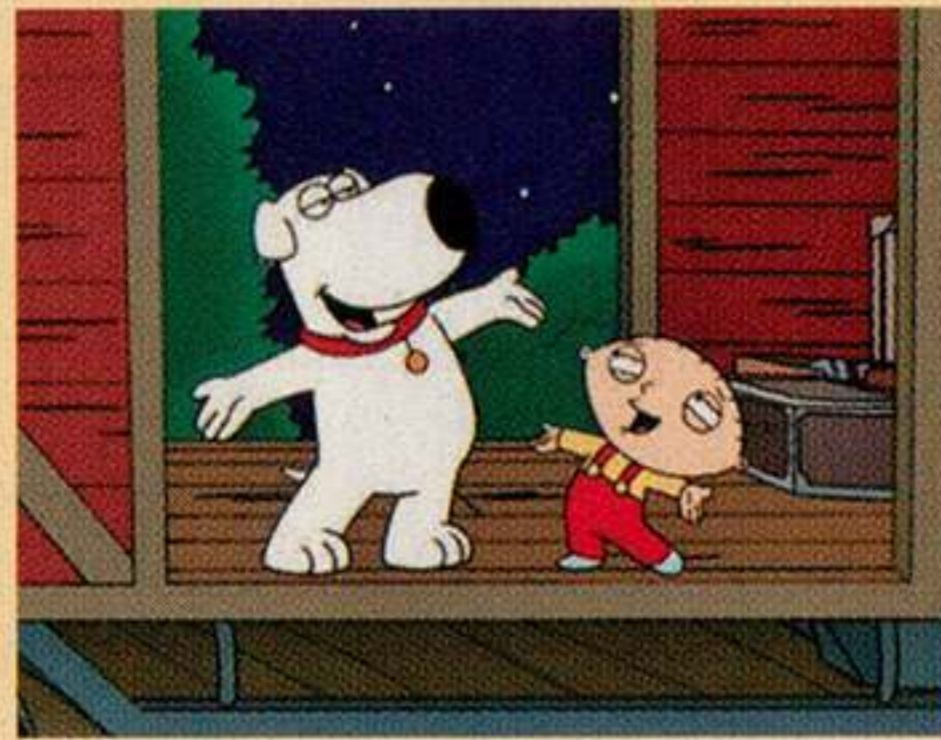
Lois inherits a mansion from a wealthy aunt that comes complete, at least initially, with a wide array of dedicated servants, all of whom are apparently given to song-and-dance numbers. With music by Ron Jones and lyrics by staff writer Chris Sheridan, this clever poke at the American upper class was nominated for an Emmy Award for Outstanding Music & Lyrics.

"I've Grown Accustomed to Her Face"
(from "Running Mates")
(Originally Aired: 4/11/00)



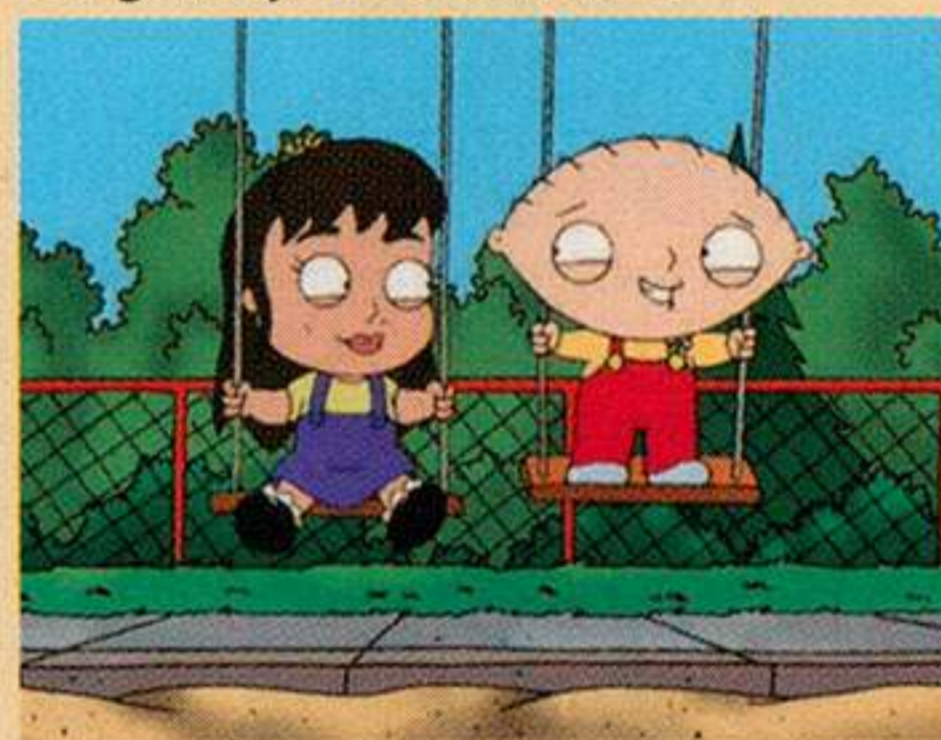
While Peter and Lois battle it out for a school board seat, Stewie discovers that he actually misses "that ogress" and breaks into a short cover of a Rex Harrison classic. Rarely does Stewie show any tenderness toward his mother, and when the sudden audience soundtrack coos a predictable "awww," he breaks the fourth wall with a laser blast.

"Off on the Road to Rhode Island"
(from "Road to Rhode Island")
(Originally Aired: 5/29/00)



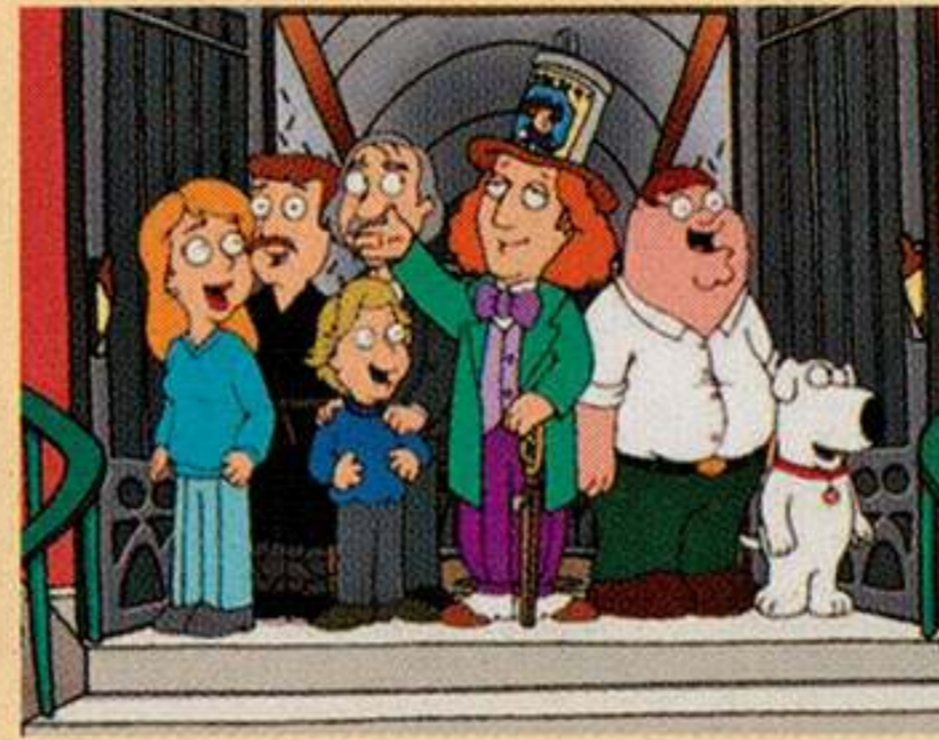
After losing their luggage and plane tickets, Brian and Stewie find themselves returning to Quahog on the rails, and they poke light-hearted fun at each other to the strains of Bob Hope's "Off on the Road to Morocco." The most memorable line: "like a masochist in Newport, we're Rhode Island-bound."

"You Make Me Feel So Young"
(from "Dammit Janet")
(Originally Aired: 6/13/00)



While Lois is off pursuing a despised new career as a flight attendant, Stewie finds love on the playground in the young cookie-obsessed Janet and serenades her with a reworded old Frank Sinatra staple. That Stewie is, in fact, very young, is lost on both of them.

"Pure Inebriation"
(from "Wasted Talent")
(Originally Aired: 7/25/00)



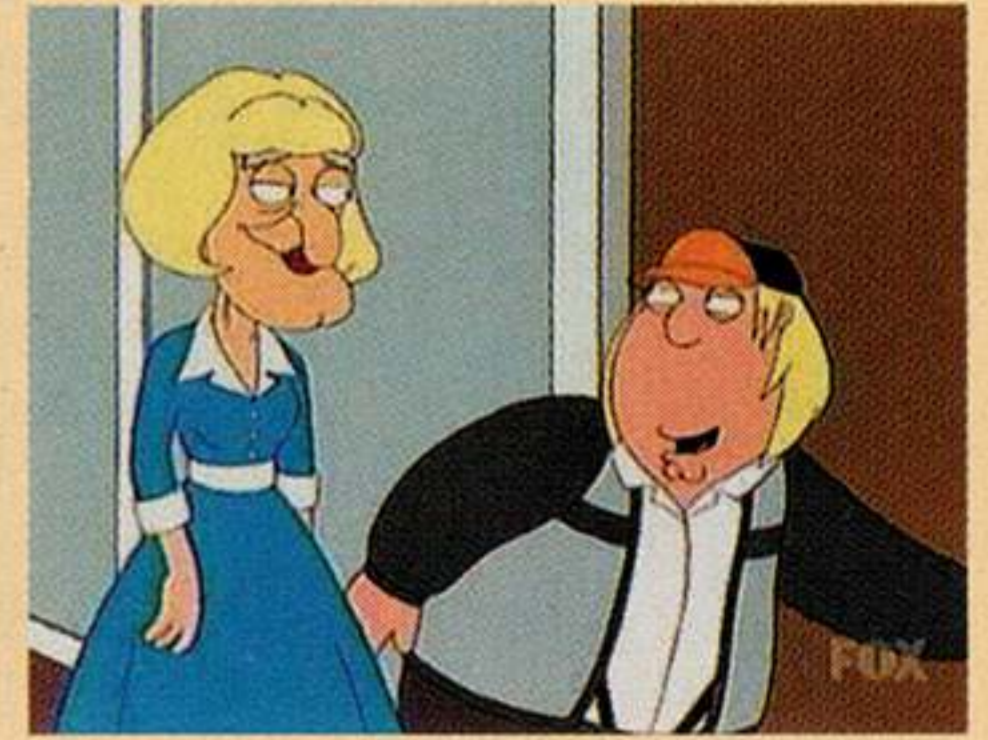
Most of this episode is a play on the *Willy Wonka & the Chocolate Factory* film, except that the chocolate factory is replaced with the Pawtucket Patriot brewery. Similarly, the song "Pure Imagination" is replaced with an ode to intoxication, featuring rented rivers of beer and promising that those who partake will be "tanked, like the whole Irish nation."

"You've Got a Lot to See" (from "Brian Wallows & Peter's Swallows")
(Originally Aired: 1/17/02)



Brian gets clipped for driving drunk and meets the elderly 30-year shut-in Pearl as part of his community service sentence. Walter Murphy composed the music, while Seth MacFarlane wrote and performed the lyrics, which encourage Pearl to explore a world that's changed immeasurably. This sweet and sarcastic little number won an Emmy Award for Outstanding Music & Lyrics.

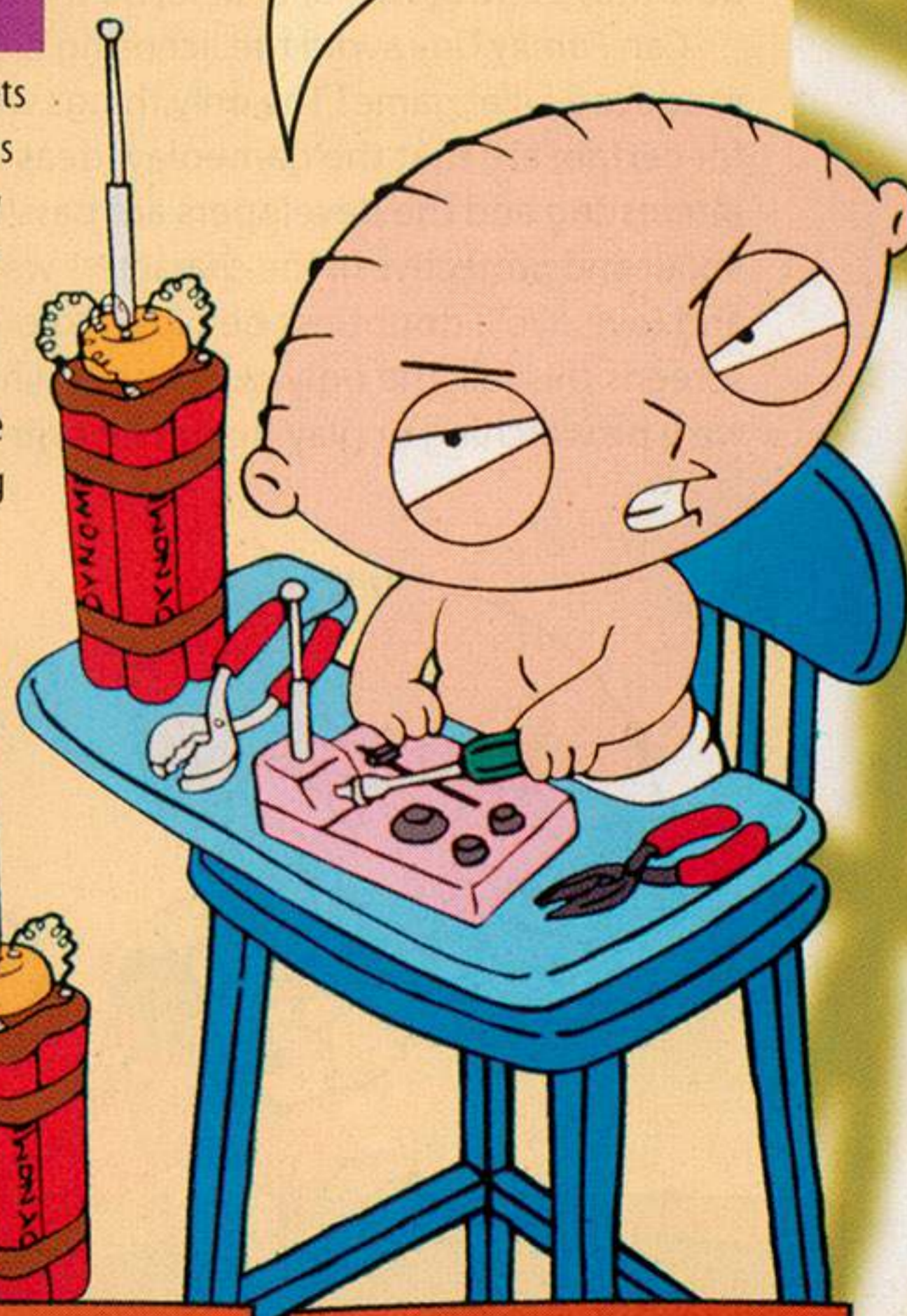
"Somewhere That's Green" (from "The Courtship of Stewie's Father")
(Originally Aired: 11/20/05)



After Chris smacks a baseball through the window of his creepy elderly admirer, Herbert, he must pay off the cost of repairs with odd jobs. This most eerie musical number of the series features the ugliest offspring ever spawned and sees Herbert dressed up as Donna Reed expressing his desire for Chris via "Somewhere That's Green" from *Little Shop of Horrors*.

CONTINUED ►

BLAST!
NOW I'VE GOT ALL OF THOSE TUNES STUCK IN MY HEAD! HOW AM I SUPPOSED TO CONCENTRATE ON MAKING THIS DAMNED INCENDIARY DEVICE?



Series creator Seth MacFarlane is a big fan of flamboyant Broadway show tunes, so it's no surprise that lavish musical numbers are a *Family Guy* staple.

Family Guy regularly skewers sacred pop culture cows, from MC Hammer to *Schoolhouse Rock* to, of all things, Raisin Bran commercials.



Most dogs don't go to human jails when they get in trouble, but then again, Brian's no ordinary mutt.

SETTING THE GEL-SHADED STAGE

Classic locations in and around Quahog serve as the backdrop for all the appropriately cartoonish 3D antics, and in-engine cinematics that mimic the style of the show will play out as you progress through the story. As you can see from these screen shots, the character models seem to capture the essence of each protagonist's personality, though how they look in motion and how they control will, of course, be the true test.

Can *Family Guy* avoid the licensing curse and produce a killer game? The only things we know for certain are that the gameplay ideas sound interesting and the developers are passionate about and protective of the characters we know and love. We'll doubtless be glued to our TV screens this fall; the only question is whether we'll be watching or playing our favorite show.



Brian's been known to get properly sauced now and then, and he sure looks a little bit blinkered here.



Brian tip-toes his way past a fellow inmate's oddly upbeat cell.



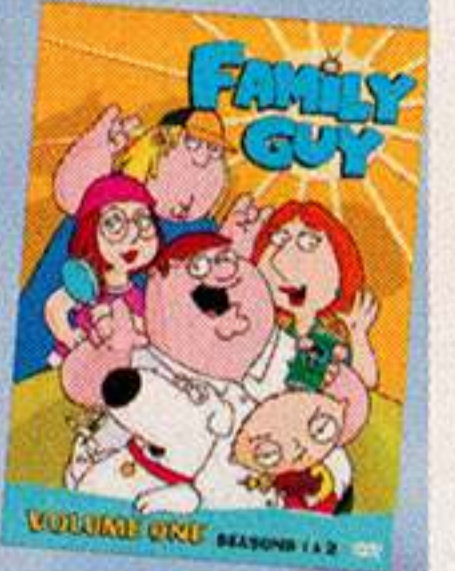
We think that's Joe in the background, rolling around on the job. Who knew the local PD had such high ceilings?

FAMILY GUY ON DVD

Missed an episode, want the insanity handy at all times, or just a collector? Snag some classic *Family Guy* with these DVD collections, some of which are available on the PSP UMD.

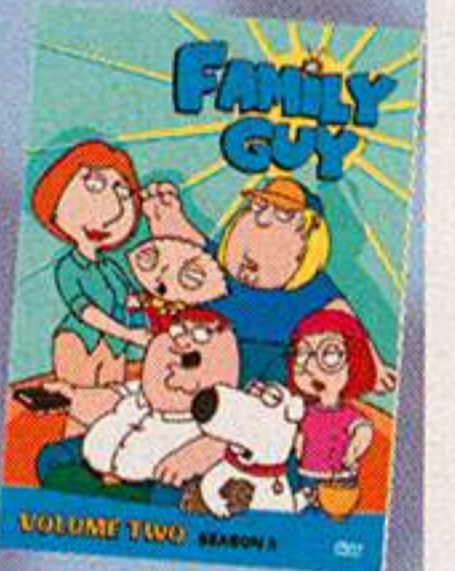
Family Guy, Vol. 1: Seasons 1 & 2 (Fox Home Video/2003)

Twenty-eight episodes from the first two seasons are split among four discs, and eight episodes pony up enjoyable commentary tracks featuring Seth MacFarlane and various members of the gang. Some Internet promos and a behind-the-scenes featurette are also included. It's worth noting that the "Road to Rhode Island" episode is the edited version.



Family Guy, Vol. 2: Season 3 (Fox Home Video/2003)

Here you'll find all 22 episodes from season three as well as commentary for six of them. Notably, this three-DVD set contains the originally banned episode "When You Wish Upon a Weinstein." Two featurettes, the original series pitch, and 28 deleted-scene animatics round out the special features.



Family Guy, Vol. 3 (Fox Home Video/2005)

Volume 3 is a bit of an oddity as it doesn't encapsulate an entire season in one package. Only 13 episodes from season four are included on the three DVDs along with some deleted scene animatics, a 5.1 mix of the "Petarded" song, and other goodies.



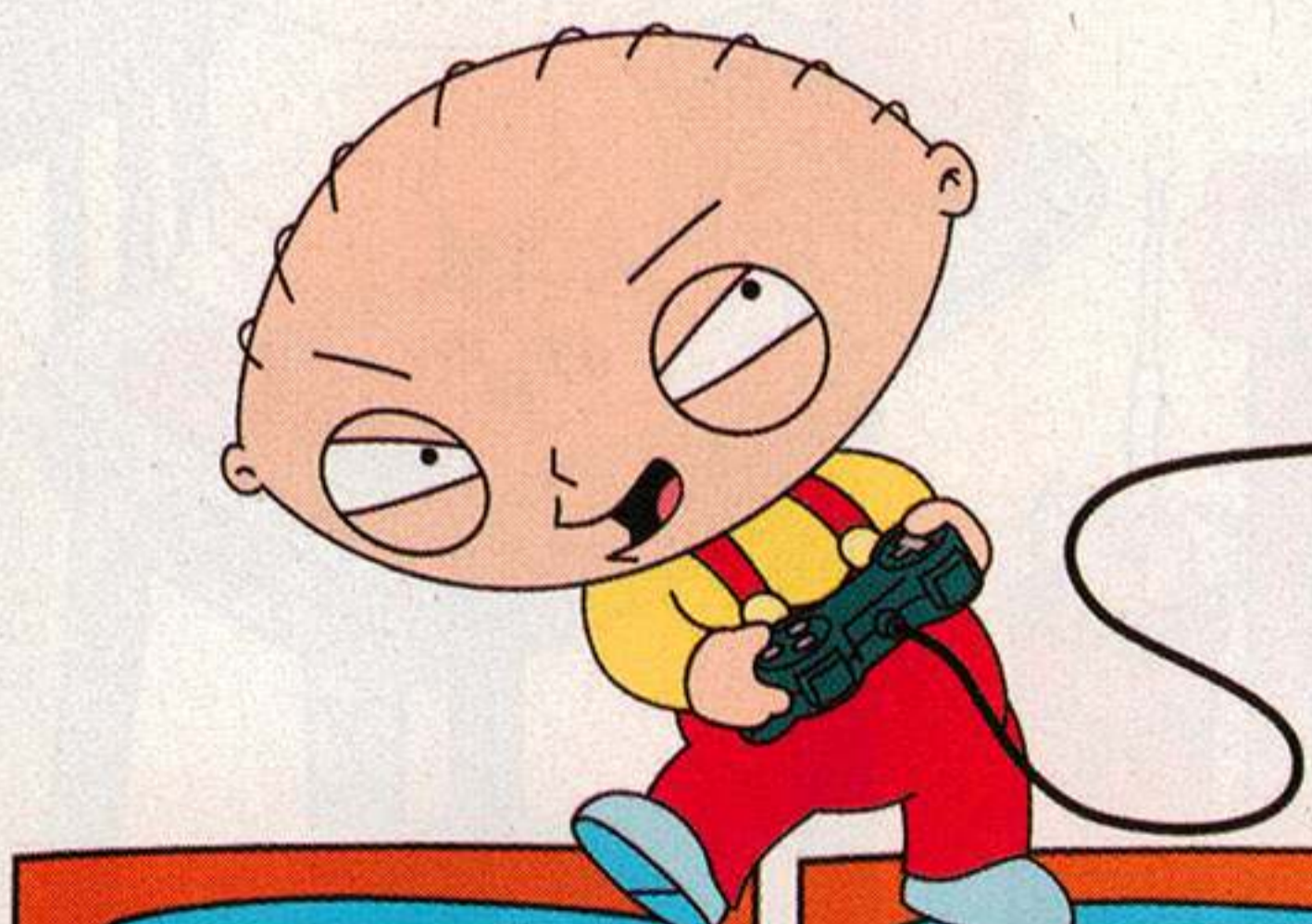
Family Guy: The Freakin' Sweet Collection (Fox Home Video/2004)

A sampler for the less hardcore fan, this single disc might also appeal to collectors for including the unexpurgated version of "Road to Rhode Island." Commentary is provided on four of the five episodes, each of which is purported to be one of Seth MacFarlane's favorites.



Family Guy Presents Stewie Griffin: The Untold Story (Fox Home Video/2005)

Stewie sees a man on TV that he's convinced is his true biological father and sets out to find him. This "movie" is really a series of three new episodes dovetailed together with some additional footage and bookended by a pair of most assuredly untelevisable shorts. Just seeing *Entertainment Weekly* get its comeuppance is worth the price of admission.



No target is too low for *Family Guy*—not even flabby film fighter Steven Seagal.

COMEDY SAMPLER

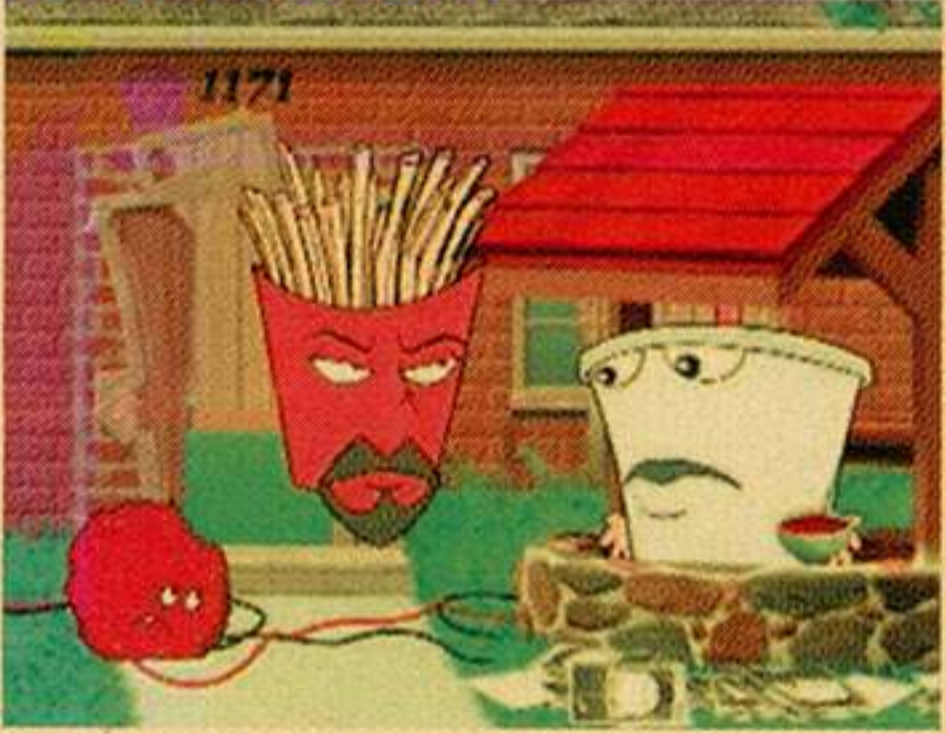
Like *Family Guy*? Here are some other shows you might want to check out. Most of them don't push the envelope quite as hard, but they're still pretty damn funny.

American Dad (Fox)



Also created by Seth MacFarlane, *American Dad's* titular chiseled-jaw Republican works for the CIA and barely tolerates his liberal daughter's hippie rantings. The cast is rounded out with his wife, son, an alien saved from Area 51, and a fish with the brain of a German skier. Given the MacFarlane pedigree, the appeal of this show should be plain to see.

Aqua Teen Hunger Force (Cartoon Network)



Relating the adventures of sentient fast food products, *Aqua Teen Hunger Force* is perhaps the most inaccurately named show on the planet, but that doesn't stop its quarter-hour appearances on the Adult Swim lineup from being ruthlessly hysterical and absurd.

The Boondocks (Cartoon Network)



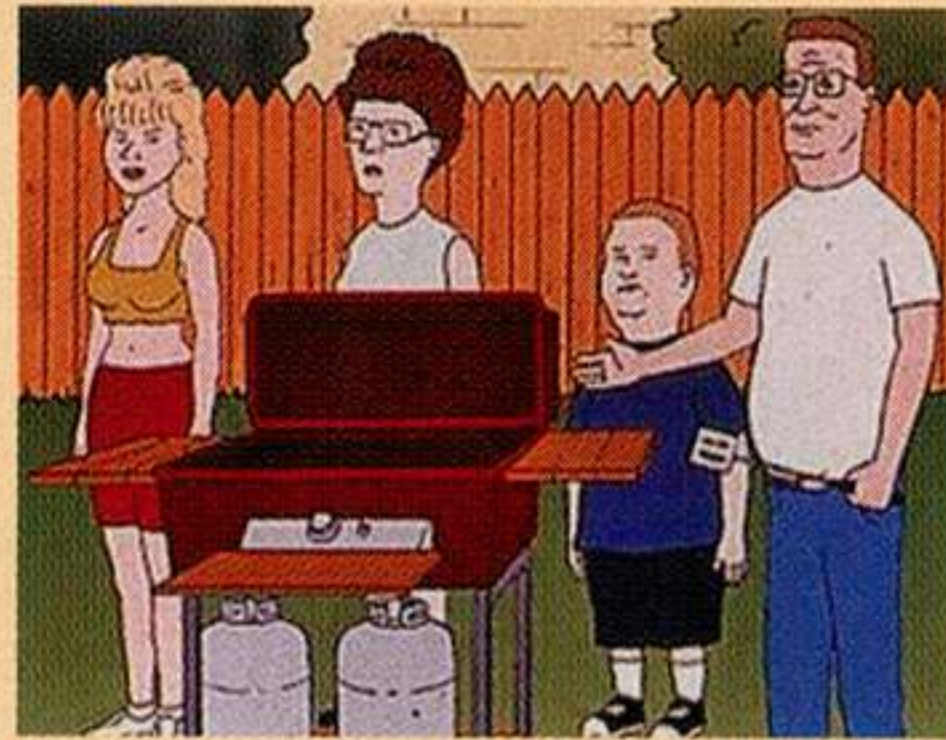
Robert Freeman is given legal custody of his two grandkids from the inner city of Chicago and moves them to the homogenized suburbs. Based on the popular comic strip, *The Boondocks* is stylishly drawn, unapologetic in its Bush-bashing liberal politics, and just plain old laugh-out-loud funny.

Harvey Birdman: Attorney at Law (Cartoon Network)



Harvey Birdman is a transformation of the harmless Hanna-Barbera original into an inspired send-up of squeaky-clean animation conventions and too-familiar slapstick. The suit-clad attorney now fights for the rights of cartoon characters everywhere, spouting sometimes-incomprehensible legalese at every available opportunity.

King of the Hill (Fox)



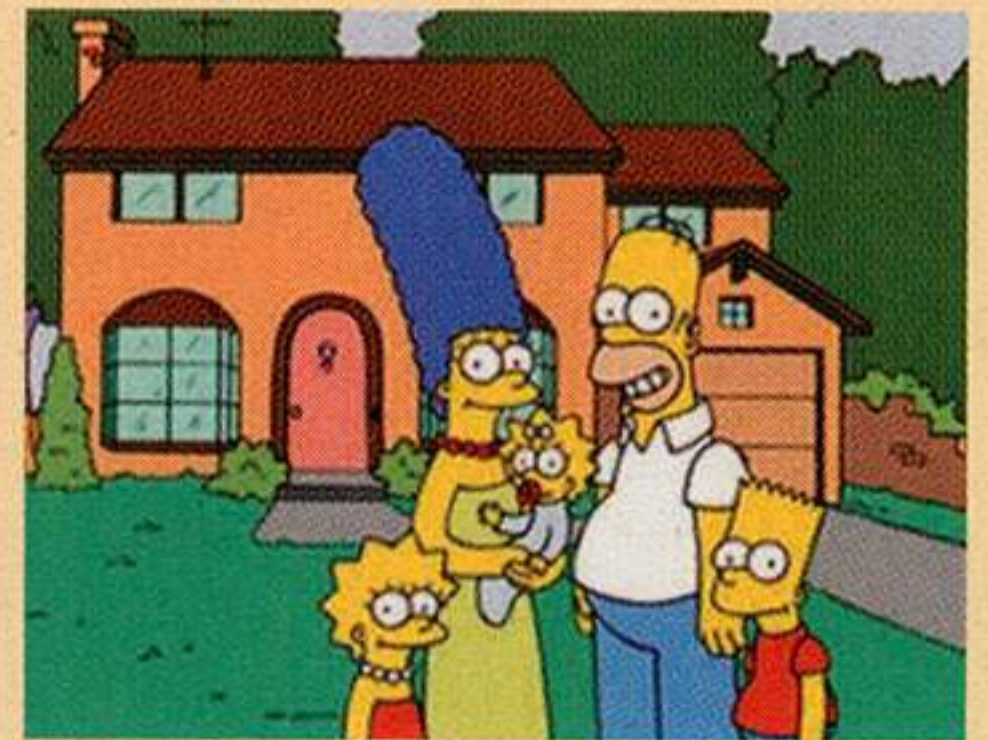
Hank Hill is a Texas propane salesman just trying to make a living to support his wife Peggy and son Bobby. The family and their friends may be plainspoken, but that doesn't mean *King of the Hill* isn't loaded with wit and heart. Now in its tenth season, the *King* has lasted far longer than many expected, and still manages to entertain pretty consistently.

Robot Chicken (Cartoon Network)



Co-created by *Family Guy* alum Seth Green, *Robot Chicken* is stop-motion animation sketch comedy in easily digestible, if certifiably insane, bite-size bits. The first episode, for instance, put Jesus in a yellow jumpsuit for a spoof of *Kill Bill*. You can catch episodes, which run only 15 minutes a pop, on the Cartoon Network's late-night Adult Swim programming.

The Simpsons (Fox)



Given that *The Simpsons* has arguably been on a downward slide for quite some time and takes occasional pot shots at Peter Griffin, it may seem only obligatory that it would be recommended here. While it's ceased really pushing the envelope, or even being funny often enough, it nevertheless had quite an impact on the face of animation, and its "golden age" episodes are worth picking up.

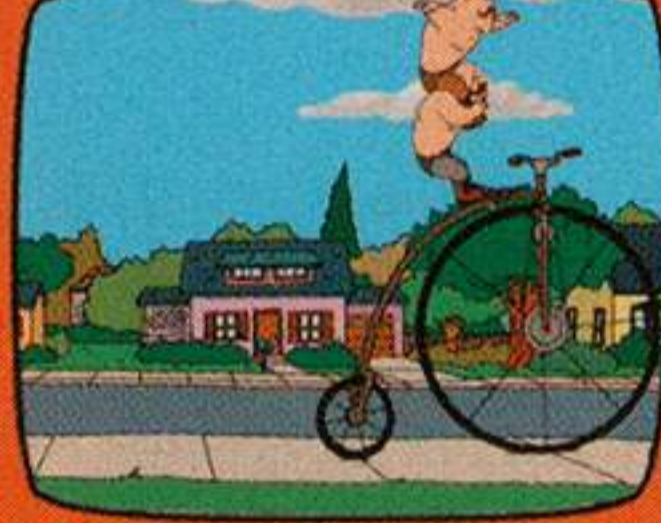
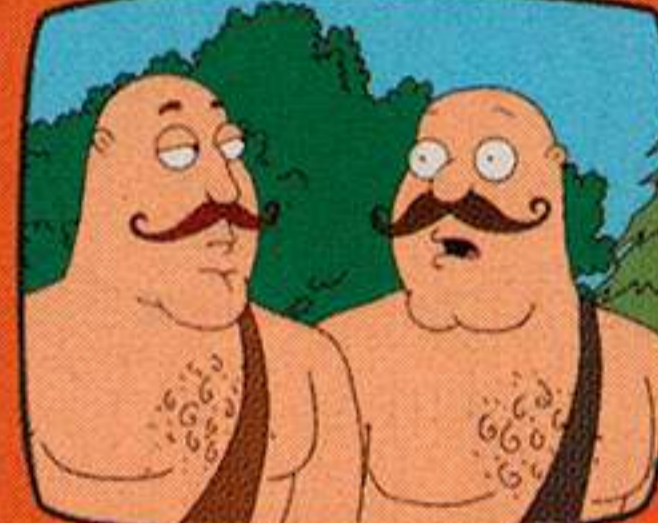
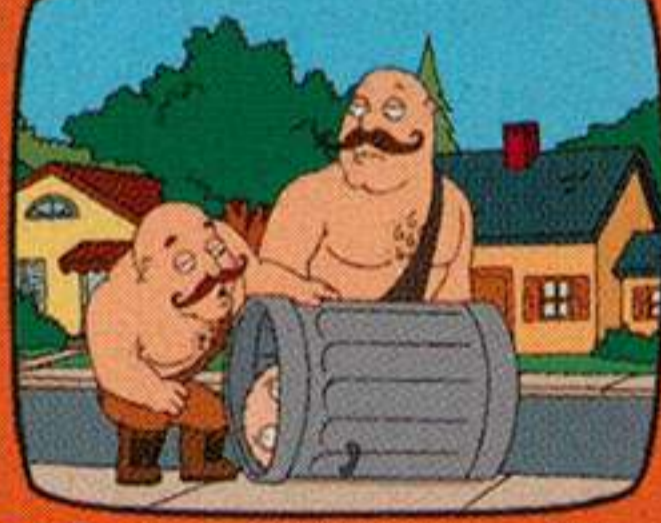
South Park (Comedy Central)



Stan, Kyle, Kenny, and Cartman are the four foul-mouthed fourth-graders that make up the heart and soul of this smart but shocking, funny yet sensitive, animated mountain town. If you haven't heard of it, you really need to pick up the remote once in a while because though creators Matt Stone and Trey Parker have consistently expressed disgust toward *Family Guy*, *South Park's* lowbrow sensibilities are definitely on a nearby wavelength.

CONTINUED ►

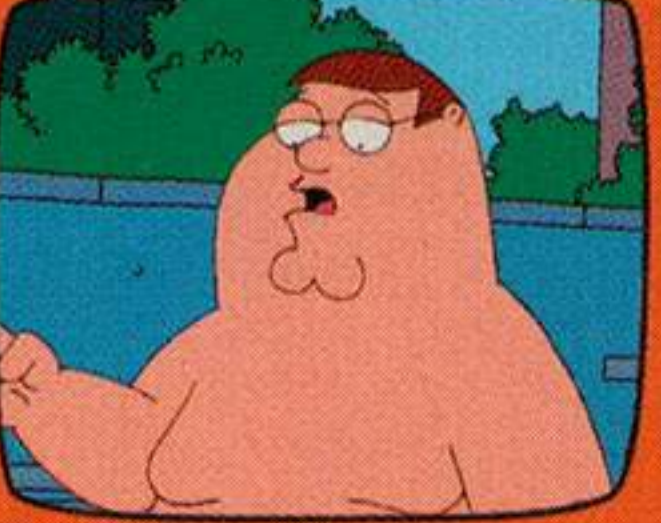
Phineas and Barnaby, the old-time strongmen, are noted for doing squat thrusts and lifting their "huge triangular iron weights." Um, yeah.



Can you spot the pop culture references?



Peter finds out about the gag reflex the hard way in "He's Too Sexy for His Fat."



MEET THE FAMILY

NEW TO QUAHOG (PRONOUNCED "CO-HOG"), RHODE ISLAND? NO PROBLEM—HERE'S A RUNDOWN OF THE SHOW'S MAIN CHARACTERS. BY OUROBOROS

PETER

(voiced by Seth MacFarlane)

Peter is the lovable, if profoundly stupid, head of the household. Completely lacking any sense of occasion or consequence, Peter expresses what pass for his thoughts whenever the urge strikes, and pursues any fun-sounding absurdity that occurs to him, from setting up an indoor waterslide on a staircase, to starting a religion that worships Arthur J. Fonzearelli. Considerable flaws aside, Peter does care deeply for his family, in his own feckless way, and would do anything to make them happy.

LOIS

(voiced by Alex Borstein)

Lois serves as the crazy glue that holds the Griffins together, and is often the sole voice of conscience and reason to be heard above the clamoring din of insanity. Born to the wealthy Pewterschmidts of Newport, Lois fell in love with Peter when he was the family's lowly towel boy, and shares with him a penchant for lowbrow toilet humor. Lois loves and supports her man no matter what, and even brings in a little extra bacon by giving the occasional piano lesson.

CHRIS

(voiced by Seth Green)

Easily the most awkward and dim-witted member of the family, Chris is a 13-year-old budding artist who spends much of his time staring blankly at nothing in particular, and inexplicably yelling every infantile thing he has to say. The twisted, evil monkey that lives in his closet, forever threatening him with a pointing furry finger and a toothy grimace, may explain his twitchy demeanor.

BRIAN

(voiced by Seth MacFarlane)

Brian is the upright-walking family dog, and the martini-drinking, Sinatra-loving best friend of Peter. How a dog rescued from a life on the streets could be the most well read of the lot remains a mystery, but it lends his signature sarcasm an uncanny bite. Like the rest of the bunch, Brian can't completely escape his nature, and will occasionally drag his ass across the carpet or lick Peter's face against his better judgment.

MEG

(voiced by Mila Kunis)

16-year-old Meg lives a life of noisy, melodramatic desperation, punctuated by constant humiliation at home and school. Blamed by her father for damn near everything that goes wrong, and ostracized by her classmates and stuffed animals alike, Meg constantly tries to reinvent herself for the finicky approval of others, though this seldom involves removing her ever-present red cap. She is relentlessly pursued romantically by the school nerd, whose every advance she spurns.

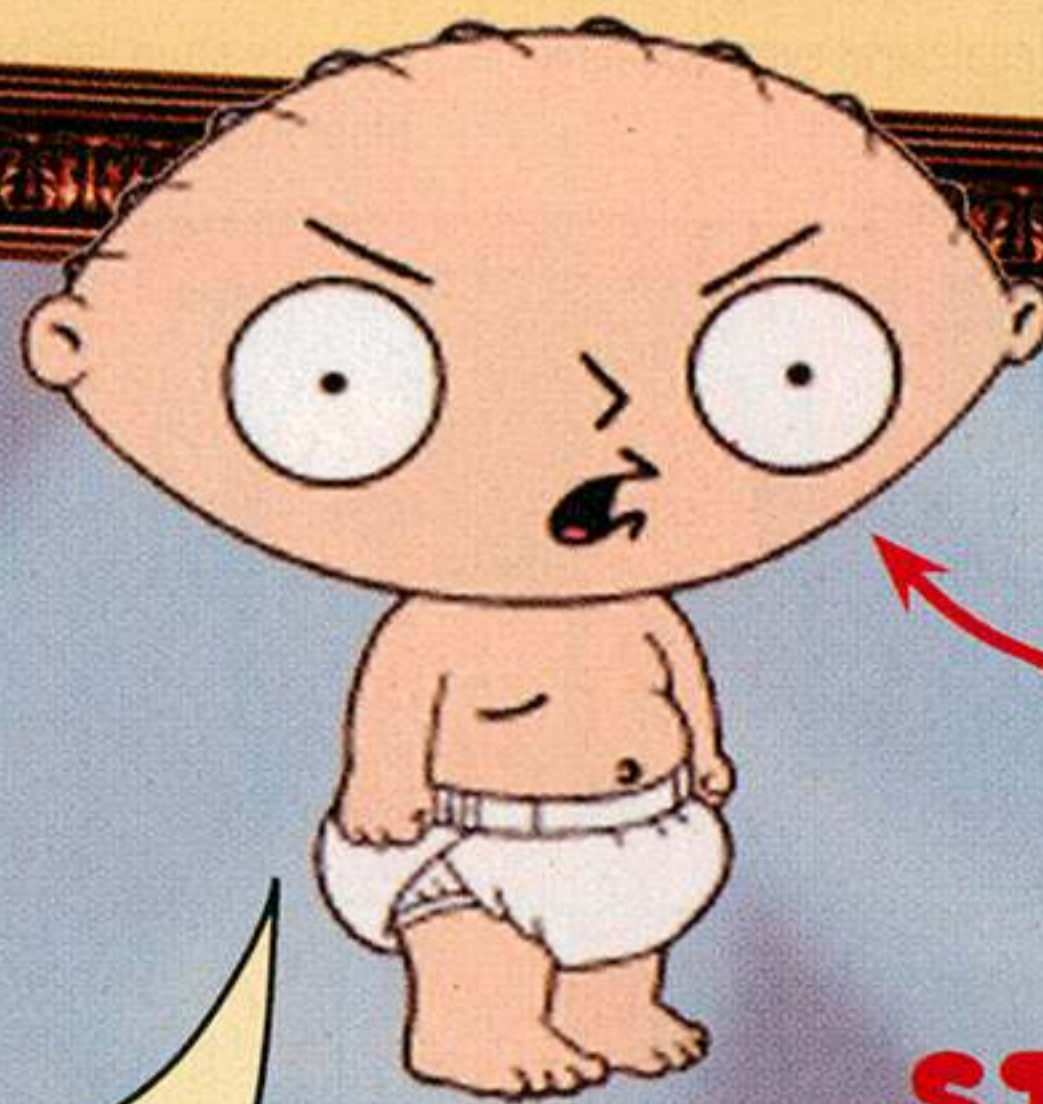
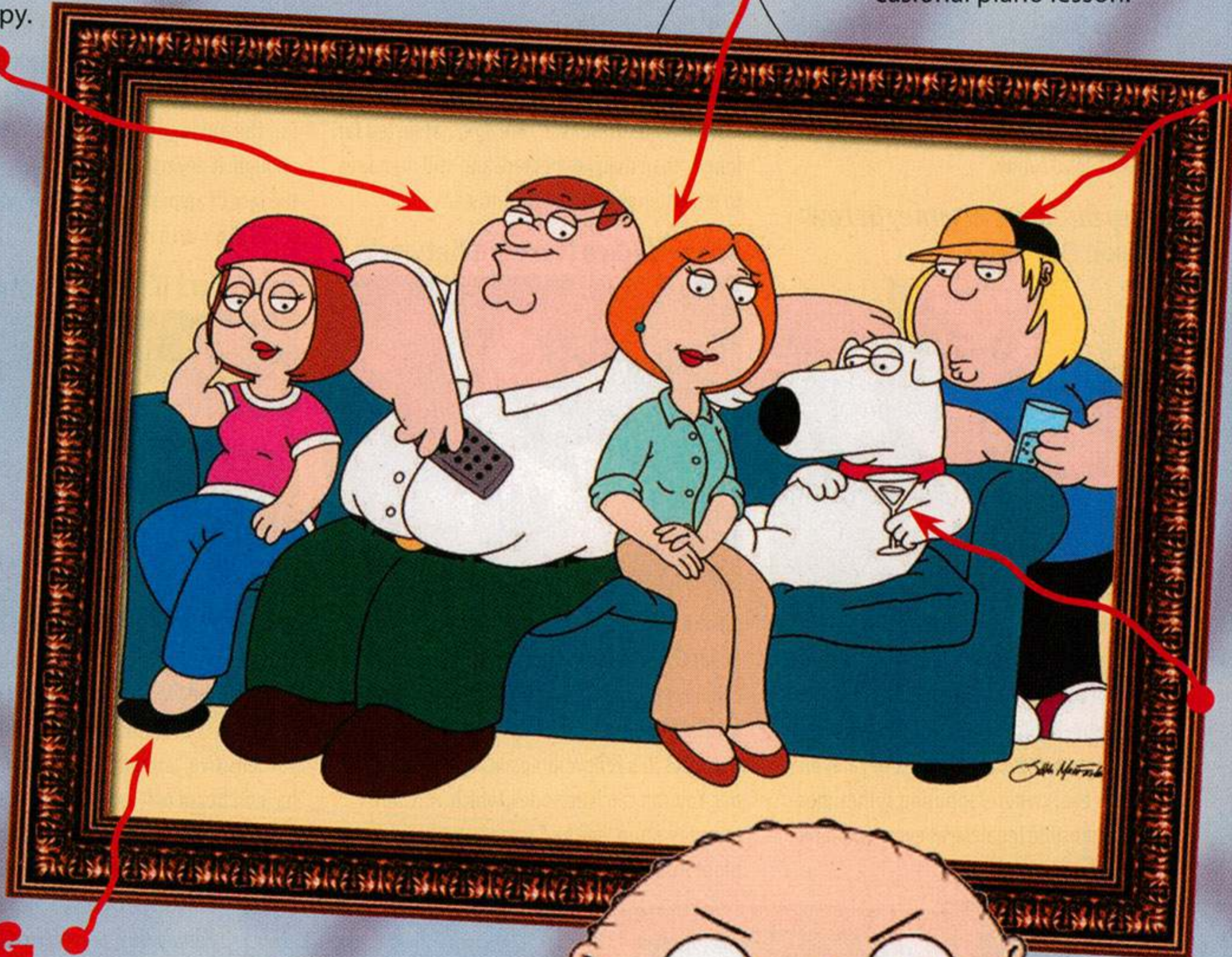
**WHAT THE DEUCE?!
I THOUGHT WE WERE TAKING
THE FAMILY PICTURE AFTER I
WAS CHANGED! I'VE ONLY BEEN
SITTING IN MY OWN WASTE FOR
HALF THE DAY!**

STEWIE

(voiced by Seth MacFarlane)

This youngest football-headed hellspawn is, at one year old, the most intelligent member of the family, and has but two goals in life: to take over the world, and to kill the vile woman that birthed him, not necessarily in that order. As enamored as he is with his own intellect, Stevie is still susceptible to the charms of childish television programming. Though he'll only admit it under duress, he shares an inexplicable bond with Brian, one that is perhaps cemented by their shared love of show tunes.

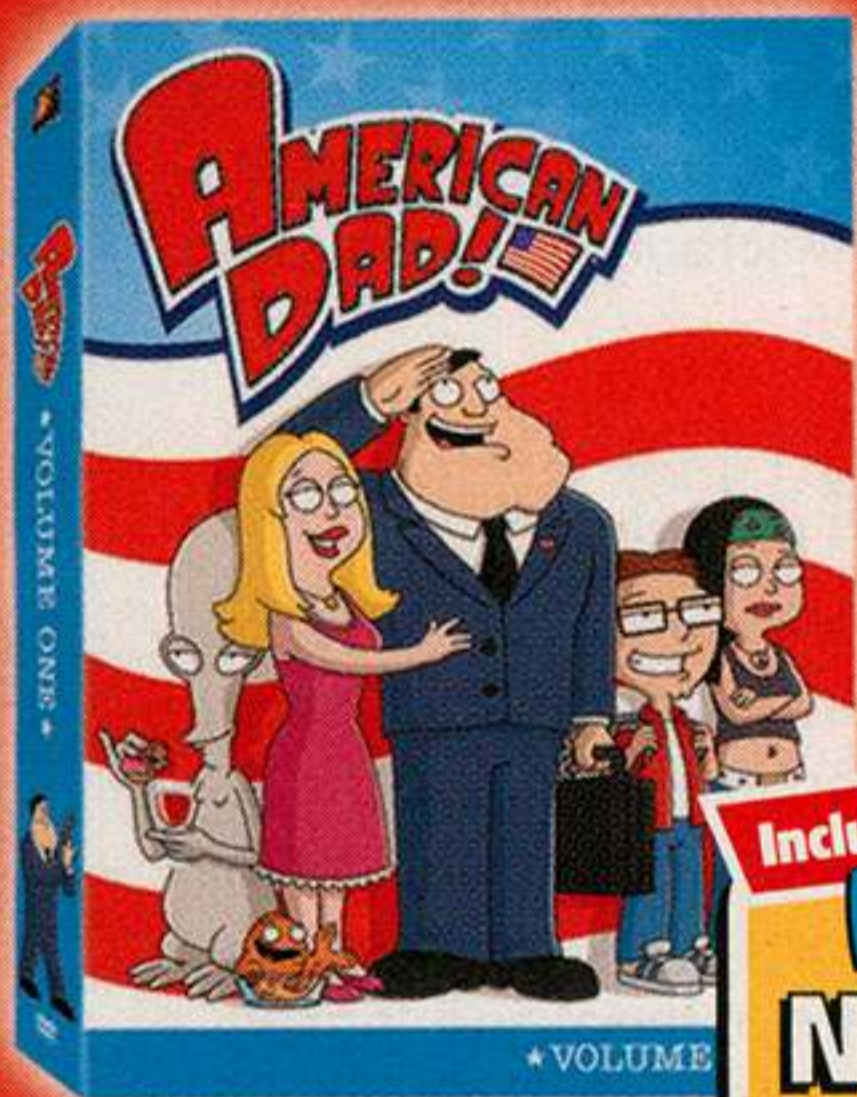
CONTINUED ►



AMERICAN DAD!

★ VOLUME ONE ★

From the Creative Geniuses Behind **FAMILY GUY**



ON DVD
April 25th!

Includes bonus disc!

FAMILY GUY
NEW TO DVD
Deleted Scenes & Featurettes!

DON'T MAKE HIM WHIP OUT THE BIG GUN!



Buy *American Dad!* Vol. One at
and **SAVE \$15** on any
season of *Family Guy*



Offer valid 4/25-5/1. While supplies last. Offer valid in store and online. Not valid with any other offers. Markdowns taken from regular price. See store for details. *Limited time, while supplies last.



©2006 Twentieth Century Fox Home Entertainment LLC. All Rights Reserved. Twentieth Century Fox, Fox, and their associated logos are the property of Twentieth Century Fox Film Corporation.

www.foxhome.com

WHAT MAKES FAMILY GUY SO FREAKIN' SWEET?

HERE'S HOW FANSITES AND FANS EXPLAIN THEIR LOVE FOR THE MADNESS AND GENERALLY BAD BEHAVIOR THAT IS FAMILY GUY.

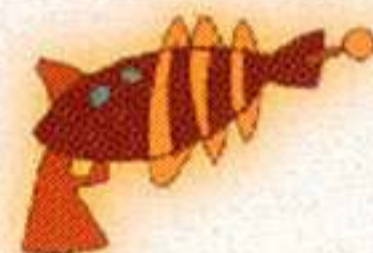
THE DRUNKEN CLAM (THEDRUNKENCLAM.COM)

Family Guy is a show for the guy who wants something different. None of that boring, mundane crap continually fed to us by certain other animated shows that fill similar time-slots. Pushing the boundaries of prime-time acceptance without resorting to over-the-top gross-out humor (most of the time). This isn't a show for whiny little kids who need every joke explained to them, it digs deeper than they can comprehend, a world of depth most men dare not dream!—*Shea Hogan*



PLANET-FAMILY GUY (PLANET-FAMILYGUY.COM)

Be it the rapid-fire jokes, the references to 1980s and 1990s pop-culture or the overly offensive nature of some of its characters, *Family Guy* offers something to laugh at for anyone who has even the slightest shred of a sense of humor. Since it premiered in 1999, was cancelled three times, and returned for good last year, the show has provided episode after episode of quality comedy writing that is hard to find on television today. *Family Guy* goes where other shows can't or won't in a creative and unpredictable way, pushing the bounds of comedy to its limits.—*Pat Baumann*



FAMILY GUY UK (FAMILY-GUY.CO.UK)

Family Guy's wacky, random and never fails to make you laugh. Just imagine *South Park* combined with *The Simpsons*—that's pretty much what *Family Guy* is! You will fall off your seat laughing at the crazy stuff that goes on, whether it's a giant chicken giving out expired coupons or Stewie's attempts to murder his mother. Everything in this show is genius.—*Scott Kihlberg*



GAMEPRO.COM (GAMEPRO.COM)

Family Guy picked up where *The Simpsons* left off in the glory days of the mid-1990s, satisfying our desire for smart, yet endlessly silly animated humor. The show is a beacon for 1980s and 1990s pop culture, and uses animation to its advantage, bringing back bizarre, likeable characters, big cartoony eyes, and hysterical quick falls that never, ever get old.—*Mr. Marbles*



GAMES.NET (GAMES.NET)

Family Guy is frequently in bad taste, but as Roger Ebert might say, it's actually *about* bad taste. *Family Guy* is, if anything, even more esoteric, quirky, and intellectual than my beloved *Simpsons*. The best thing about *Family Guy* is not that it pushes boundaries: it's that it makes jokes about Dorian Gray, Oscar Wilde, and "a young Johnny Weissmuller!"



and actually *gets away with it*. How many shows can you say that about? And I should know: like many of you, I've watched each episode upwards of 20 or 30 times. I can recite entire scenes in my head. And I even have my very own, albeit absolutely awful, Stewie impression. I don't watch *Family Guy*, I live it. But I do have one request for Seth MacFarlane: Can you sign my butt?—*Vicious Sid*

FAMILY GUY FILES (FAMILYGUYFILES.COM)

Like Warner Bros.' *Looney Tunes*, *Family Guy* operates on multiple levels of comedic humor. It is ageless. There's great physical "slapstick" humor that appeals to young and old. For the highly desired 16–25 year old demographics, the show has its share of racial and "potty mouth" humor. Finally, for middle-aged folks like myself, it's packed with pop culture references from the 1970s and 1980s; some of which are layers and layers deep. Based on the numbers of references we've had submitted to familyguyfiles.com, we figure that there is an average of one reference every 45 seconds! Some are blatantly obvious; others require a good long session on Google to figure out (aka the "shortage of chairs in Heaven" line). It's a recipe for success that few shows can duplicate.—*Shane R. Monroe*



ONLINE GAMEPRO.COM JOIN THE FAMILY GUY LOVE-FEST HAPPENING AT GAMEPRO.COM NOW!

CONTINUED ►

A gun safety video introduces kids to Petey the Pistol. "If you squeeze me, I make bad people go away!" Out-rageous.

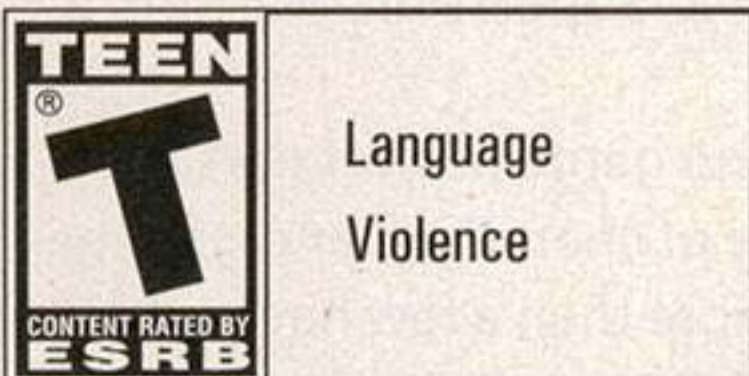
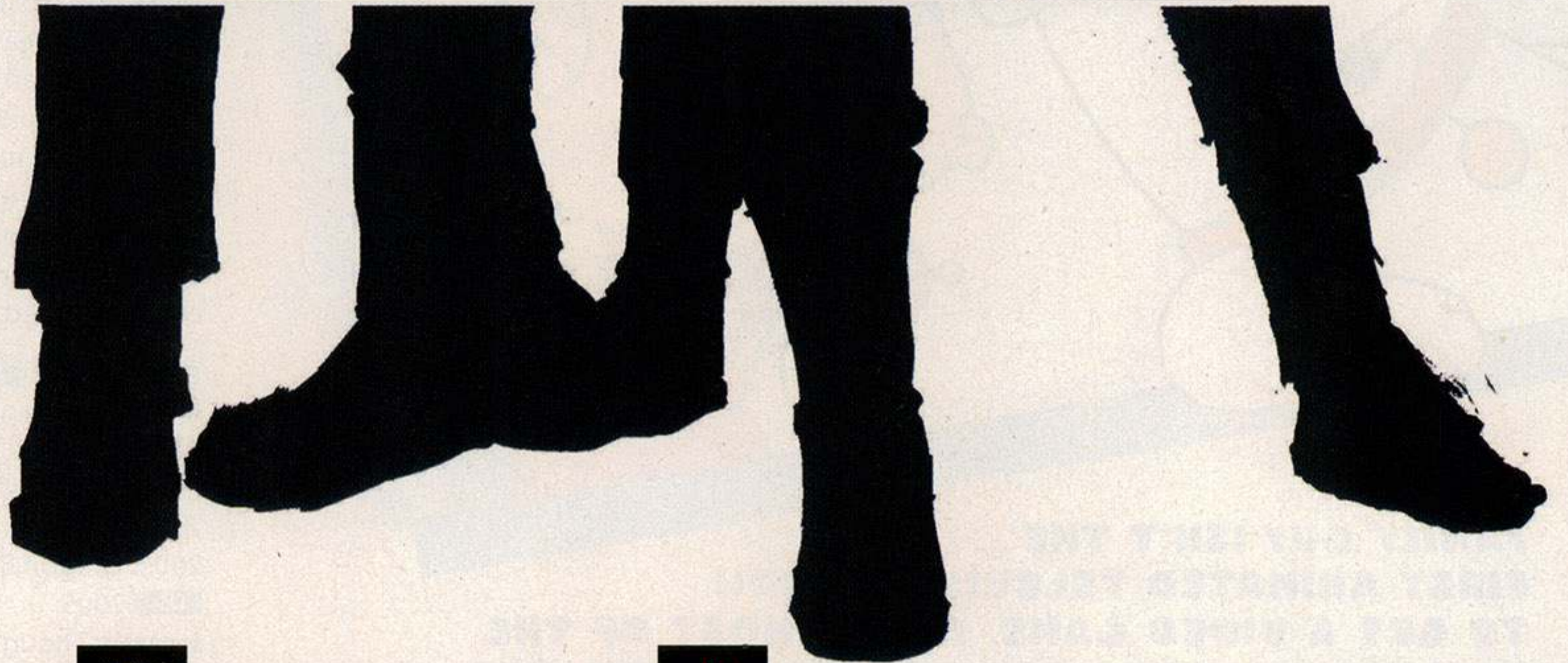
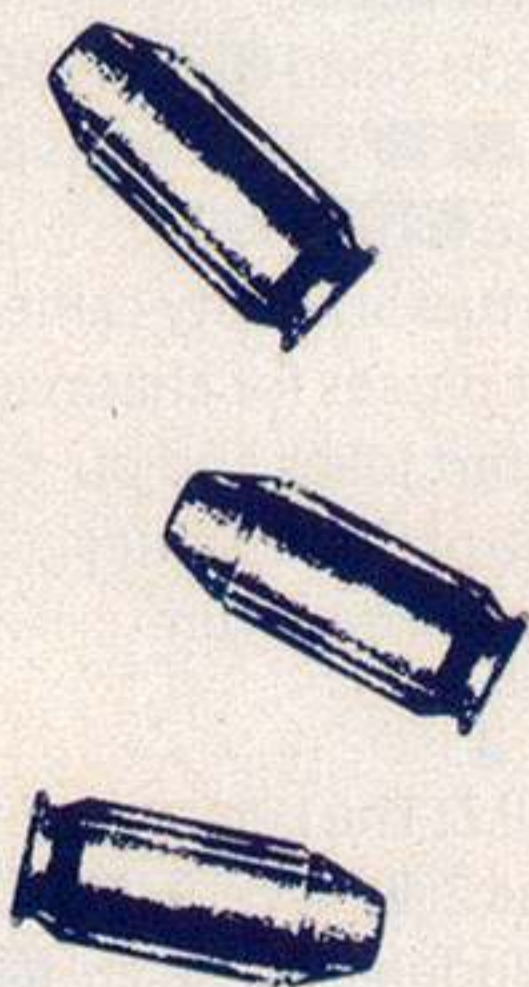
Gun Safety And You

Family Guy is known for being, well, a little over the top. As if you couldn't already tell.

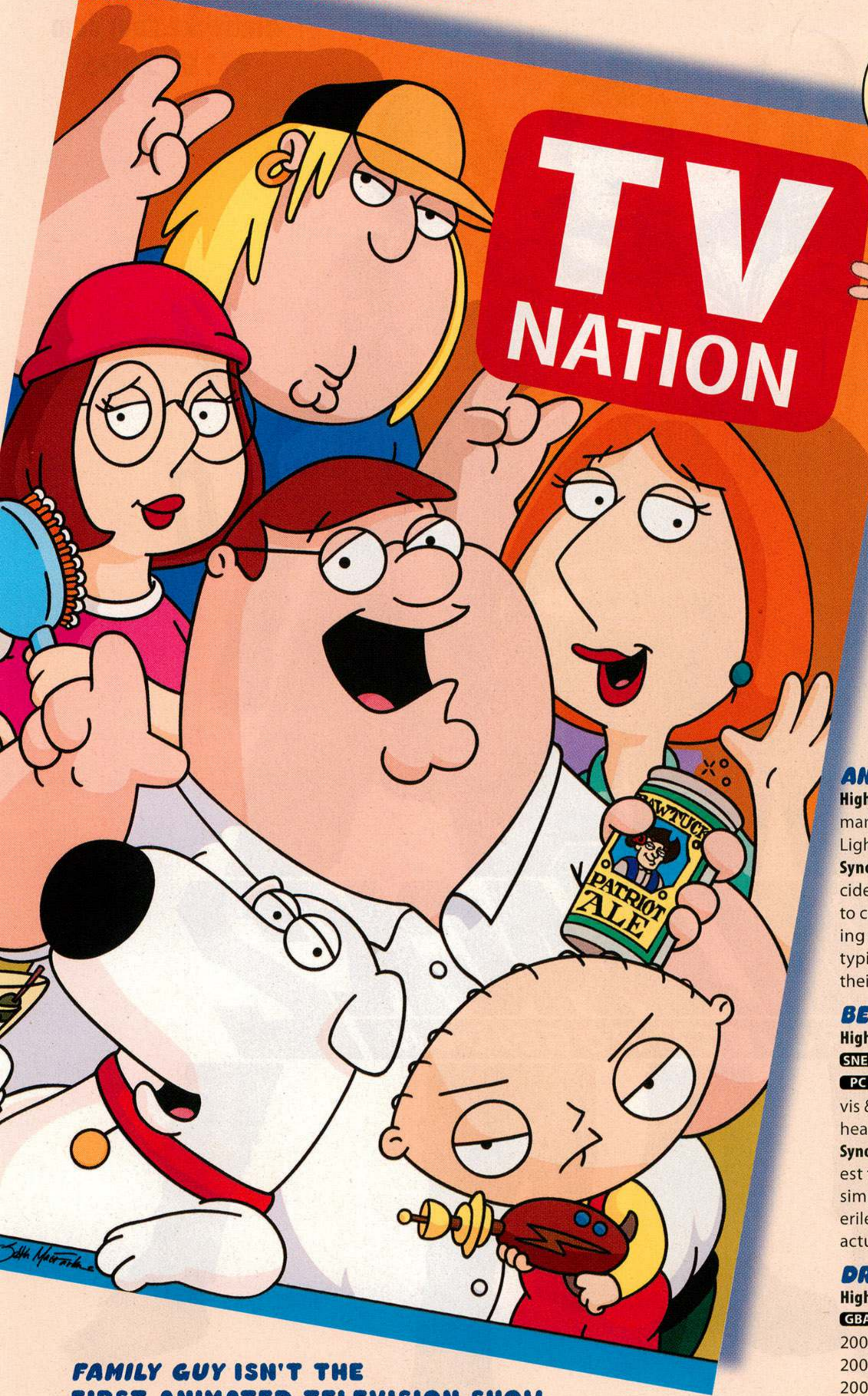


WINBACK[®] 2

PROJECT POSEIDON



PlayStation[®] 2




FREAKIN' SWEET!
WHO CARES ABOUT BEING ON THIS MONTH'S COVER OF GAMEPRO? THE ENTIRE FAMILY IS ON THE COVER OF TV NATION!



FAMILY GUY ISN'T THE FIRST ANIMATED TELEVISION SHOW TO GET A VIDEO GAME, AND IF MOST OF THE FOLLOWING GAMES ARE ANY INDICATION, THE ODDS AGAINST IT BEING ANY GOOD ARE HUMBLING. LET'S HOPE THE DEVELOPERS CAN PULL IT OFF. BY OUROBOROS


ANIMANIACS

Highlights: Animaniacs **GEN SNES** 1994, Animaniacs: Ten Pin Alley **PSX** 1998, Animaniacs: Lights, Camera, Action! **DS GBA** 2005

Synopsis: Games based on the frenetic and decidedly Looney animated series have long failed to capture the sweet animation and goofy writing of the source material, and have typically provided only middling fun in their own right. 


BEAVIS & BUTT-HEAD

Highlights: MTV's Beavis & Butt-head **GG GEN SNES** 1994, Beavis & Butt-head in Virtual Stupidity **PC** 1995, Beavis & Butt-head **GB** 1998, Beavis & Butt-head Do U. **PC** 1998, Beavis & Butt-head: Bung hole in One **PC** 1999

Synopsis: Although Virtual Stupidity came closest to capturing what passes for charm in this simpleton's world of fart jokes and puerile sexuality, not one of these games actually turned out to be much fun. 


DRAGON BALL Z

Highlights: Dragon Ball Z: The Legacy of Goku **GBA** 2000, Dragon Ball Z: Budokai **PS2 GC** 2003, Dragon Ball Z: Budokai Tenkaichi **PS2** 2005, Dragon Ball Z: Sagas **GC PS2 XB** 2005, Dragon Ball Z: Supersonic Warriors 2 **DS** 2005

Synopsis: Though no game has yet mastered the huge universe of characters and gravity-defying battles, more than a few have bottled enough of the lightning to be worth playing. Developers seem to have been learning from past mistakes as well, so the future looks bright. 


THE FLINTSTONES

Highlights: The Flintstones (GEN) 1993, The Flintstones: Treasure of the Sierra Madrock (SNES) 1994, The Flintstones (SNES) 1995, The Flintstones: Bedrock Bowling (PSX) 2000, The Flintstones: Burger Time in Bedrock (GB) 2001

Synopsis: The Burger Time crossover was an amusing arcade throwback, and Sierra Madrock was tolerable for its time, but the tame prehistoric Flintstones world has never translated into anything worth seeking out. 


FUTURAMA

Highlights: Futurama (PS2, XB) 2003

Synopsis: Despite conjuring a fair amount of the show's spirit with an episode's worth of cinematic and colorful character models, the generic platformer action itself just wasn't much fun to play. 


LOONEY TUNES

Highlights: Bugs Bunny Crazy Castle (NES) 1989, Road Runner's Death Valley Rally (SNES) 1992, Daffy Duck: The Marvin Missions (SNES) 1993, Bugs Bunny & Taz: Time Busters (PSX) 2000, Looney Tunes: Duck Dodgers Starring Daffy Duck (N64) 2000

Synopsis: Though riddled with mediocre crap over the years, sinking the series' overall outlook as a gaming franchise, a few gems shine out from the vault like the underrated, cel-shaded Space Race and the portable Carrot Crazy. 


LUPIN THE 3RD

Highlights: Lupin the 3rd: Treasure of the Sorcerer King (PS2) 2004

Synopsis: Lupin's proved to be as lucky in gaming as he is in his long-running series, delivering a clever title and some engaging stealth gameplay. Though not a new classic by any stretch, it still proves that games based on TV shows don't have to suck eggs. 


MTV CELEBRITY DEATHMATCH

Highlights: MTV Celebrity Deathmatch (PS2, XB) 2003

Synopsis: While the television show at least provided a vicarious thrill as B-listers were reduced to strips of crimson clay, the video game seemed more concerned with torturing the player with an abysmal fighting system, criminally poor A.I., and not even a token attempt to replicate the claymation look of the show. 

NARUTO


Highlights: Naruto: Clash of Ninja (GC) 2006, Naruto: Ninja Council (GBA) 2006

Synopsis: Based on the popular anime, Naruto is a successful melding of the comic franchise with a fighting game (see Dragon Ball Z). It remains to be seen how Naruto does in the long run. 

PINKY & THE BRAIN


Highlights: Pinky & the Brain: World Conquest (PC) 1998

Synopsis: A simple but fun maze game that also included the ability to create your own maze and let you play against three friends over the

'net. Hardly revolutionary, but the narrow focus seemed to help the developers put out something worth playing. 


THE POWERPUFF GIRLS

Highlights: The Powerpuff Girls: Bad Mojo Jojo (GB) 2000, The Powerpuff Girls: Relish Rampage (PS2) 2002, The Powerpuff Girls: Relish Rampage (Pickled Edition) (GC) 2003

Synopsis: Powerpuff Girls games have utterly failed to save the day thus far, churning out nothing more than disappointingly lackluster 3D translations of their vibrant 2D world. The evil monkey Mojo Jojo must be in charge of development. 


THE SIMPSONS

Highlights: The Simpsons: Bart's Nightmare (SNES) 1992, The Simpsons: Road Rage (PS2, XB, GC) 2001, The Simpsons Wrestling (PSX) 2001, The Simpsons Skateboarding (PS2) 2002, The Simpsons: Hit & Run (PS2, XB, GC) 2003

Synopsis: Though the relatively recent Hit & Run was actually quite fun, the long-running TV family has coughed up gaming loogies—witness the mind-bogglingly atrocious Skateboarding title, for instance—too consistently to chalk up a long-term win. 


SCOOBY-DOO

Highlights: Scooby-Doo Mystery (GEN, SNES) 1995, Scooby-Doo!: Night of 100 Frights (PS2, GC) 2002, Scooby-Doo! Unmasked (PS2, XB, GC, DS, GBA) 2005

Synopsis: None of Scooby's games have been terribly memorable, but most have been fun in their own transient kid-oriented way. Now if only adults could get a memorable retro Scooby snack, we'd find some real enthusiasm. 


SOUTH PARK

Highlights: South Park (N64) 1998, South Park: Chef's Luv Shack (PSX, DC, N64) 1999, South Park Rally (PSX) 1999

Synopsis: The always hilarious South Park show has never produced anything worth playing. One wonders if the creators haven't permanently put the kibosh on future gaming projects after such an awful initial track record. 


SPONGEBOB SQUAREPANTS

Highlights: SpongeBob SquarePants: SuperSponge (PSX, GBA) 2001, SpongeBob SquarePants: Revenge of the Flying Dutchman (PS2, GC) 2002, SpongeBob SquarePants: Battle for Bikini Bottom (PS2, XB, GC, GBA) 2003, SpongeBob SquarePants: Lights, Camera, Pants! (PS2, XB, GC, GBA) 2005, SpongeBob SquarePants: The Yellow Avenger (PSP) 2006

Synopsis: SpongeBob's games have never been anything approaching stellar, but they haven't been awful either. They at least seem to keep their target audience firmly in mind, staying true to the inexplicable silliness of the cartoon original. 


TINY TOONS

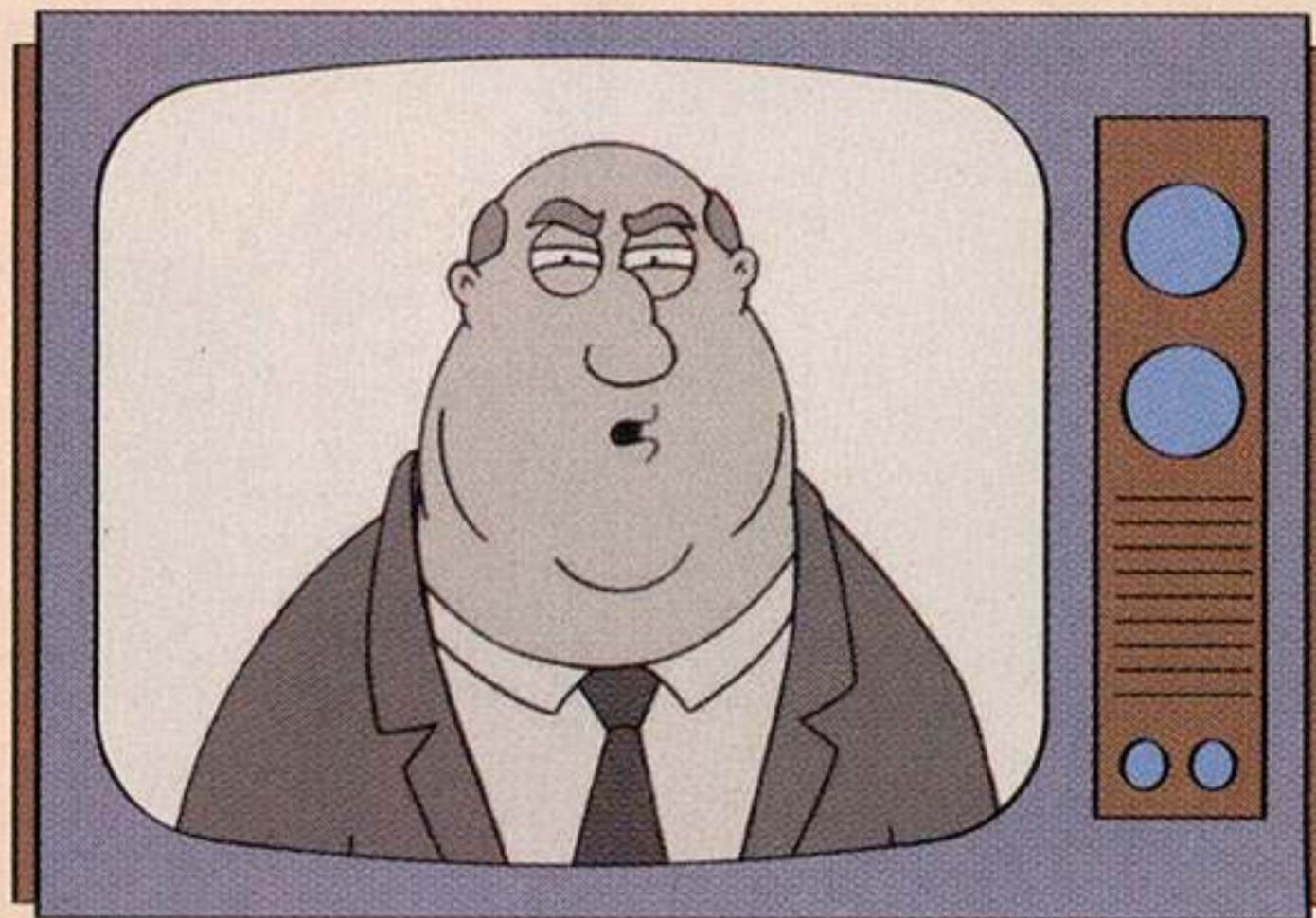
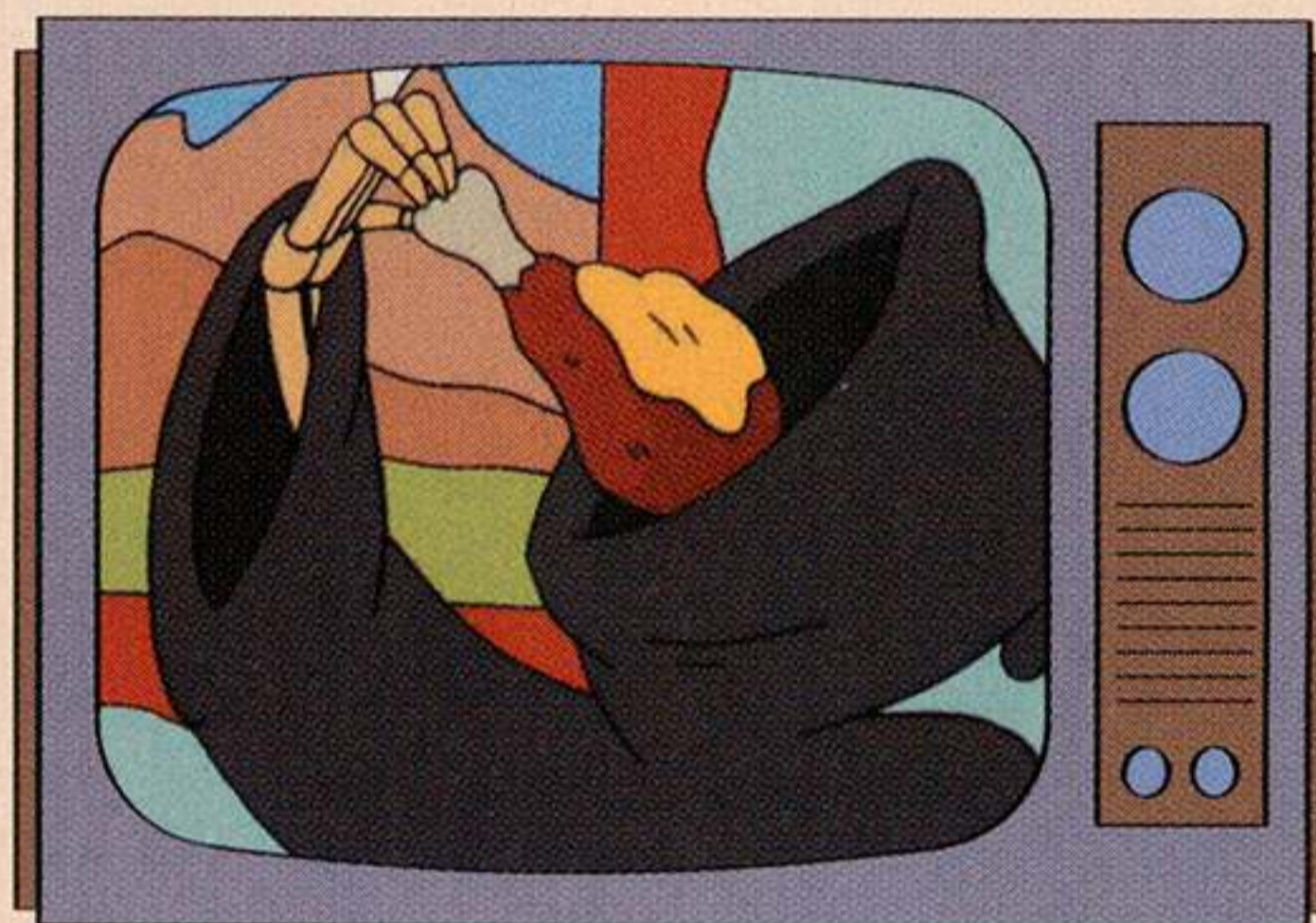
Highlights: Tiny Toon Adventures (NES) 1991, Tiny Toon Adventures: Buster Busts Loose (SNES) 1993, Tiny Toon Adventures: Buster's Hidden Treasure (GEN) 1993, Tiny Toon Adventures: Acme All-Stars (GEN) 1994, Tiny Toon Adventures: Plucky's Big Adventure (PSX) 2001

Synopsis: Though Buster's Hidden Treasure and Buster Busts Loose are fondly remembered, most of these games are just nothing special and serve as little more than exercises in missed potential. Plucky's Big Adventure, for instance, offered all of three hours worth of ugly, barely controllable pain. 

TOM & JERRY

Highlights: Tom & Jerry (SNES) 1992, Tom & Jerry in Fists of Furry (N64) 2000, Tom & Jerry in House Trap (PSX) 2000, Tom & Jerry in War of the Whiskers (PS2) 2002

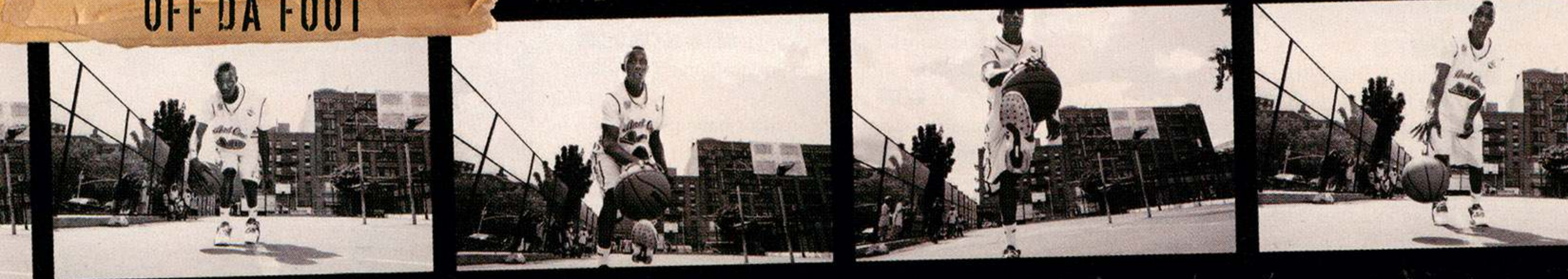
Synopsis: Tom & Jerry is another example of barely middling success, thanks largely to remembering the age of its target players. Though pitiful when compared to the likes of Tekken and Soulcalibur, Fists of Furry and War of the Whiskers are still light-hearted fun for the younger folks. 



(top to bottom): Death does drumsticks, SMOKE!, and the Quahog 5 news desk on deadline.



AND 1'S
OFF DA FOOT



www.and1streetballgame.com



© 2006 Ubisoft Entertainment. All Rights Reserved. AND 1, Mix Tape, and I BALL™ are trademarks of AND 1. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Developed by Black Ops Entertainment, LLC. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox, Xbox Live, the Live logo and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or in other countries and are used under license from Microsoft.



"Score one for realism."
—1up.com

"The true spirit of streetball."
—IGN

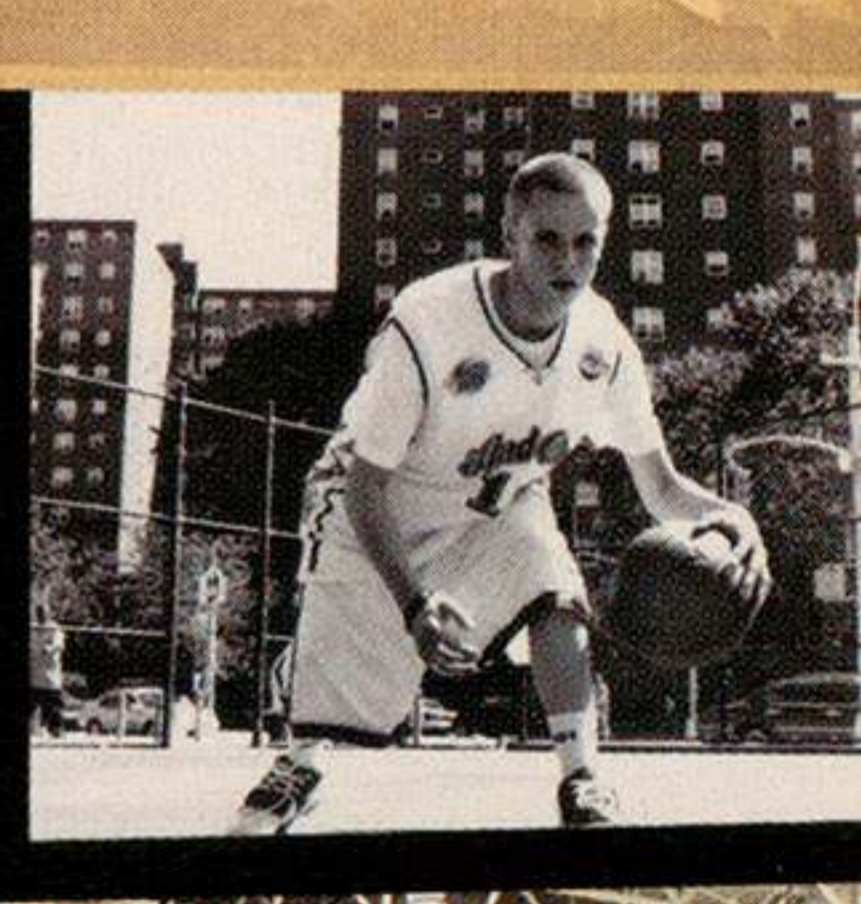
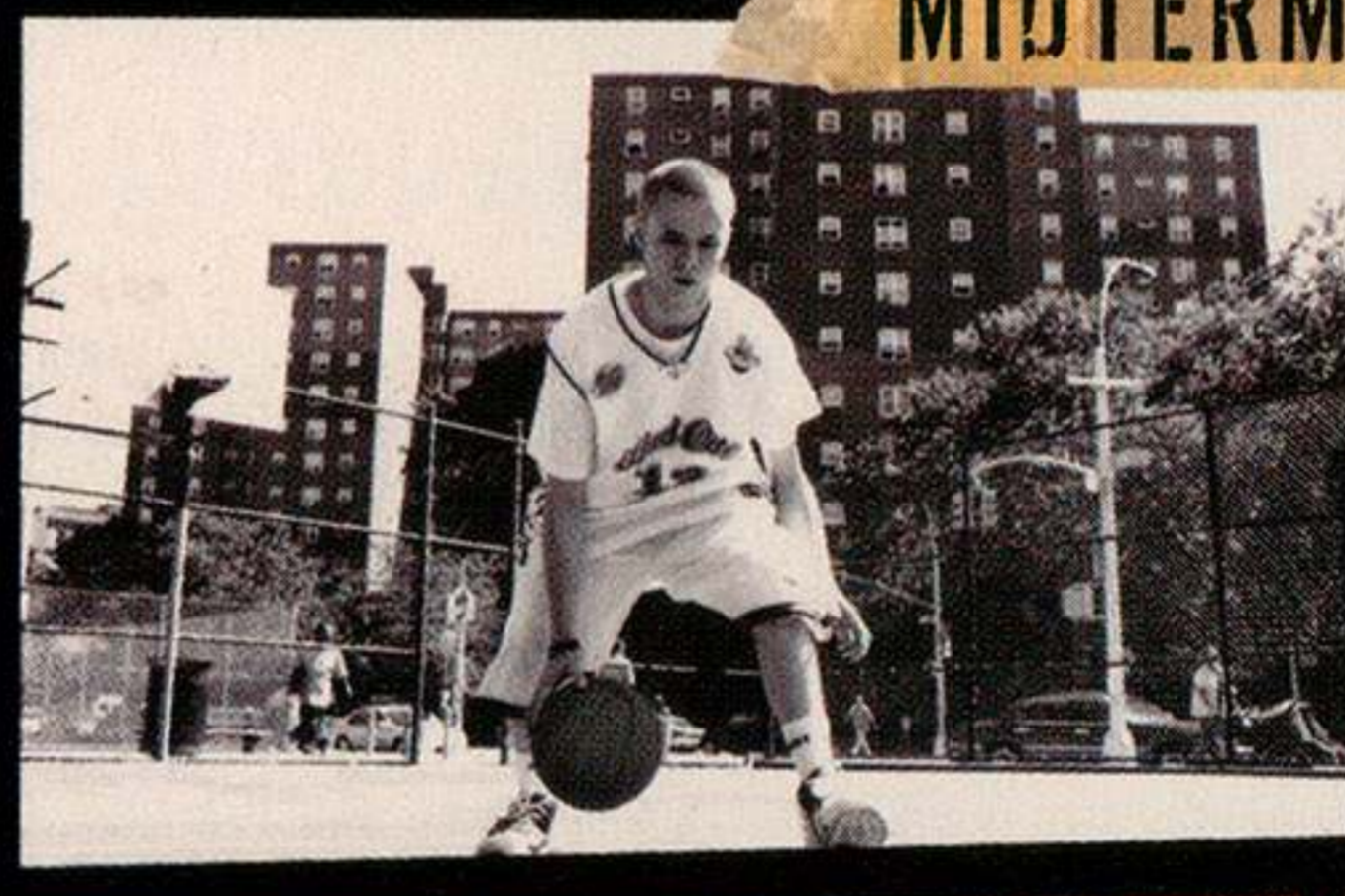
IT'S ALL ABOUT THE MOVES.
WHAT YOU GONNA CALL YOURS?

AND1[®]

STREETBALL

AVAILABLE MARCH 2006

THE PROFESSOR'S
MIDTERM



Create your own player and original moves with the revolutionary Create-a-Move editor.

School the competition online and off with 130 moves and the intuitive new I BALL™ Control system.

Earn yourself an AND1[®] contract by bringing the moves that bring crowds to their feet in Story mode.



PlayStation[®]2



UBISOFT[®]

E3 2006

Sneak Attack

With the Electronic Entertainment Expo looming, rumors are beginning to fly...and E³ is bringing more to the show than hardware! Here's what we know about some of the big E³ titles that will be on your minds in May.

By GamePro Rumor Control

Chromehounds

Xbox 360

Still in its infancy, the Xbox 360 lacks a good multiplayer mech game, and Chromehounds hopes to fill that void. Perhaps the most arresting features will be playing on a six-machine team and working with your colleagues in order to win. A single-player game will also be included, along with a variety of training modes, so you can master the mayhem.

Developed by From Software

Published by Sega



Heavenly Sword

PS3

Last year, Sony blew everyone's mind with the unveiling of the PlayStation 3. Aside from the usual first-party games in development for the system were a few promising unknowns—such as Heavenly Sword. The game looks like a cross between Dynasty Warriors and Devil May Cry as a lone female warrior mows down wave after wave of attacking armies with a variety of weapons. If looks could kill....

Developed by Ninja Theory

Published by Sony



God of War II

PS2

Before you cry foul, this screen is from the first God of War. A gaming blog claimed that God of War II is under development and then pulled the story "under legal threat from Sony." No matter, we'd all love to see a sequel to one of the best games of 2005, and E³ seems like the ideal place for an official announcement.

Developed by Sony Santa Monica

Published by Sony





Devil May Cry 4

PS3

Another prized Capcom franchise has been announced for the PlayStation 3. Devil-hunter Dante returns, but very little is known about his fourth adventure. However, a trailer from the game revealed that the white-haired slayer hasn't lost any panache, as he set-up a video camera and then gave it one of his 20-gazillion-hit combos. If anything, DMC4 should fare better than the dismal DMC2 (at least we can hope).
Developed and published by Capcom



Gears of War

Xbox 360

Another highly hyped combat shooter, Gears of War is from the same team that brought us Unreal. As a disgraced soldier, you and your squad take on the Locus Horde, a clan of subterranean invaders. Fully destructible environments are one of the game's many key features, as are the hi-def graphics. We're tired of seeing the same screen shots from this game...and you are, too.

*Developed by Epic
Published by Microsoft*

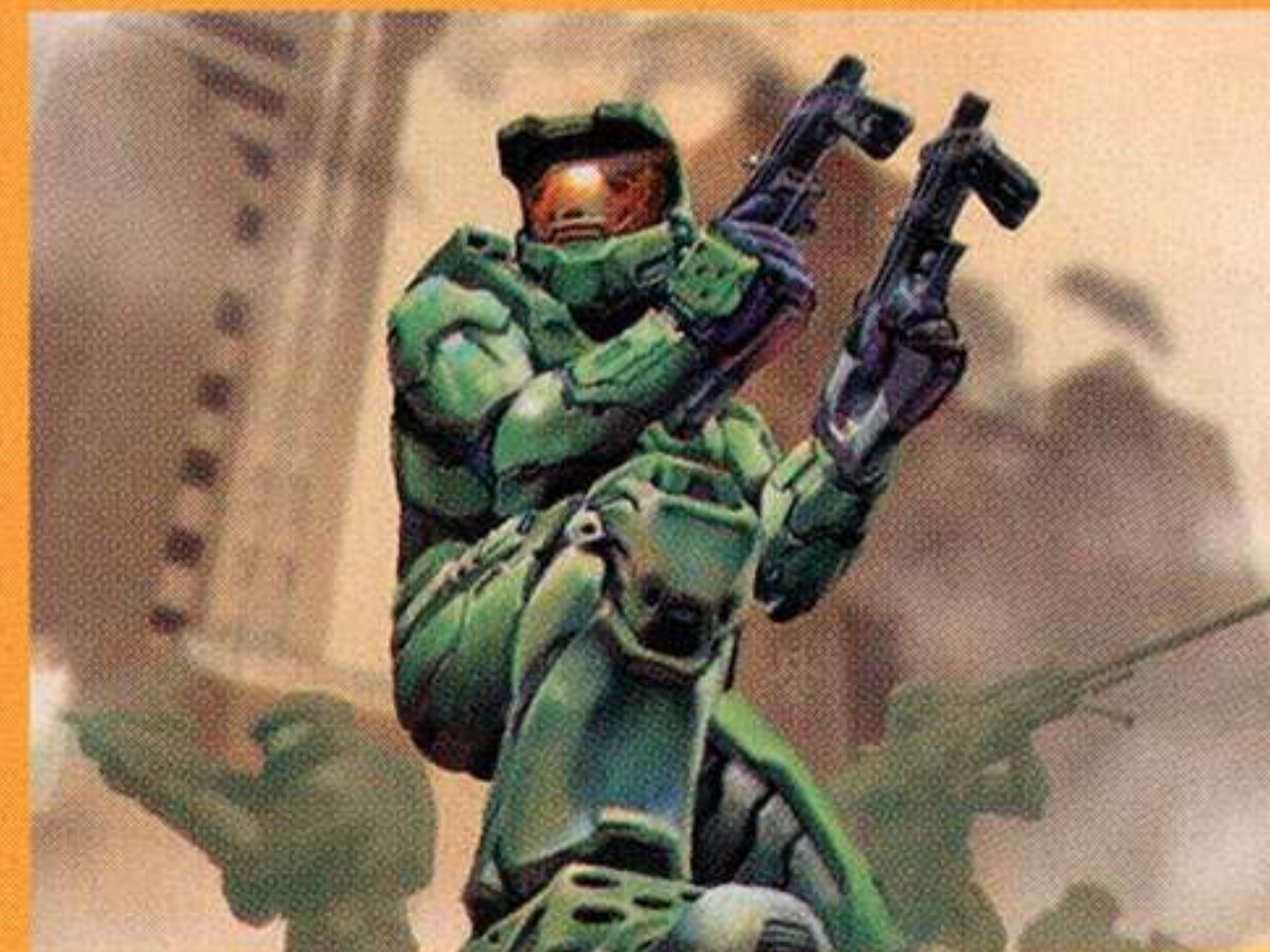


Halo 3

Xbox 360

You know it's coming. Bungie has been its usual tight-lipped self, and with no Halo 3 available for the Xbox 360 launch, hopefully Master Chief will grace that system sometime this year, or at the latest 2007. Releasing Halo 3 against the launch of the PlayStation 3 may also be inviting for Microsoft. The plan will probably be revealed on May 9th.

*Developed by Bungie
Published by Microsoft*



CONTINUED ►

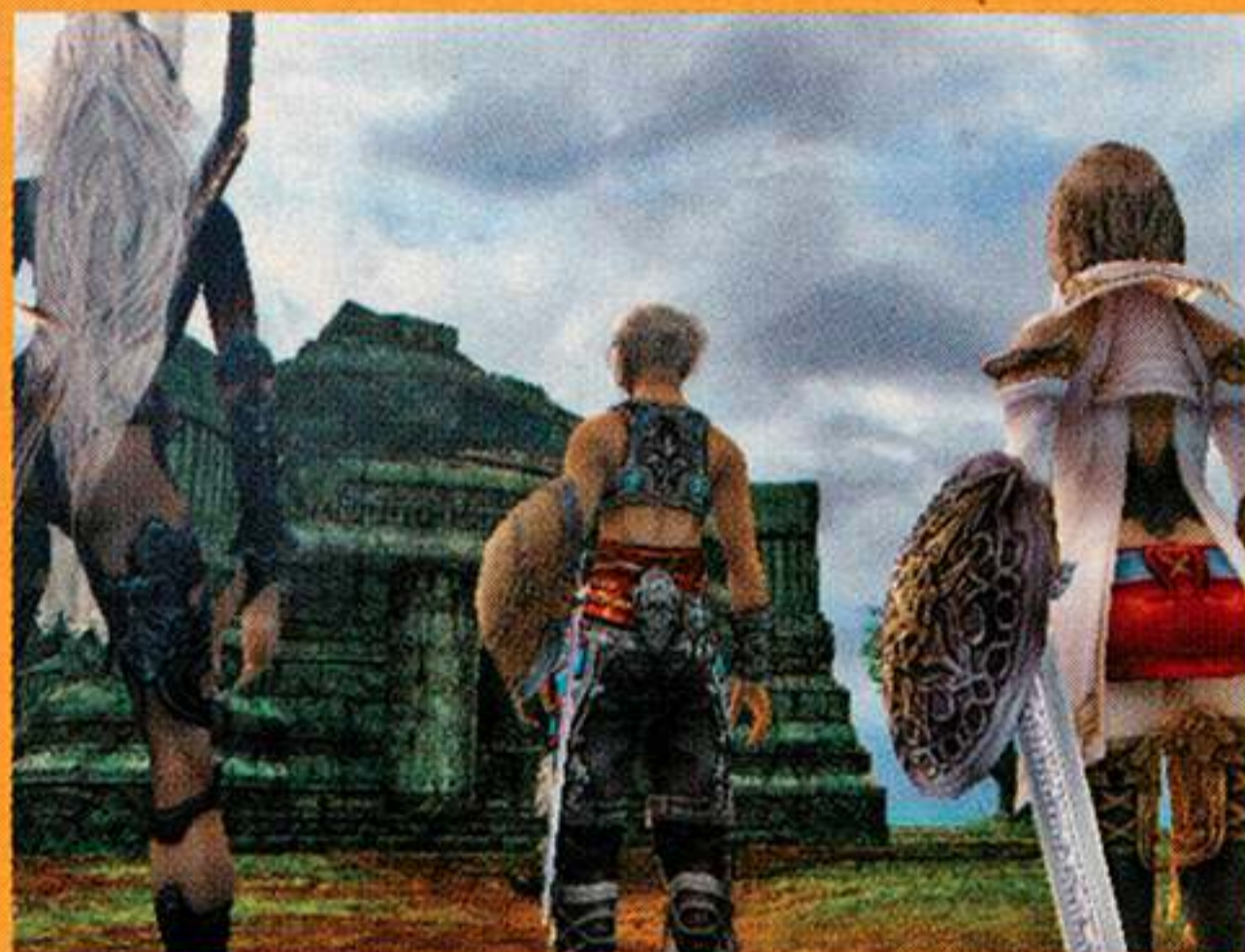


Final Fantasy XIII

PS2

The last "real" Final Fantasy game was released in 2001 (X-2 was a sequel spin-off and doesn't really count), and since then, fans had to endure Final Fantasy XI and its umpteen expansions. However, the series remains a fan fave because of the immersive and epic one-player narratives—not multiplayer online adventures. Thankfully, positive early buzz on the game signals another memorable quest.

Developed and published by Square Enix

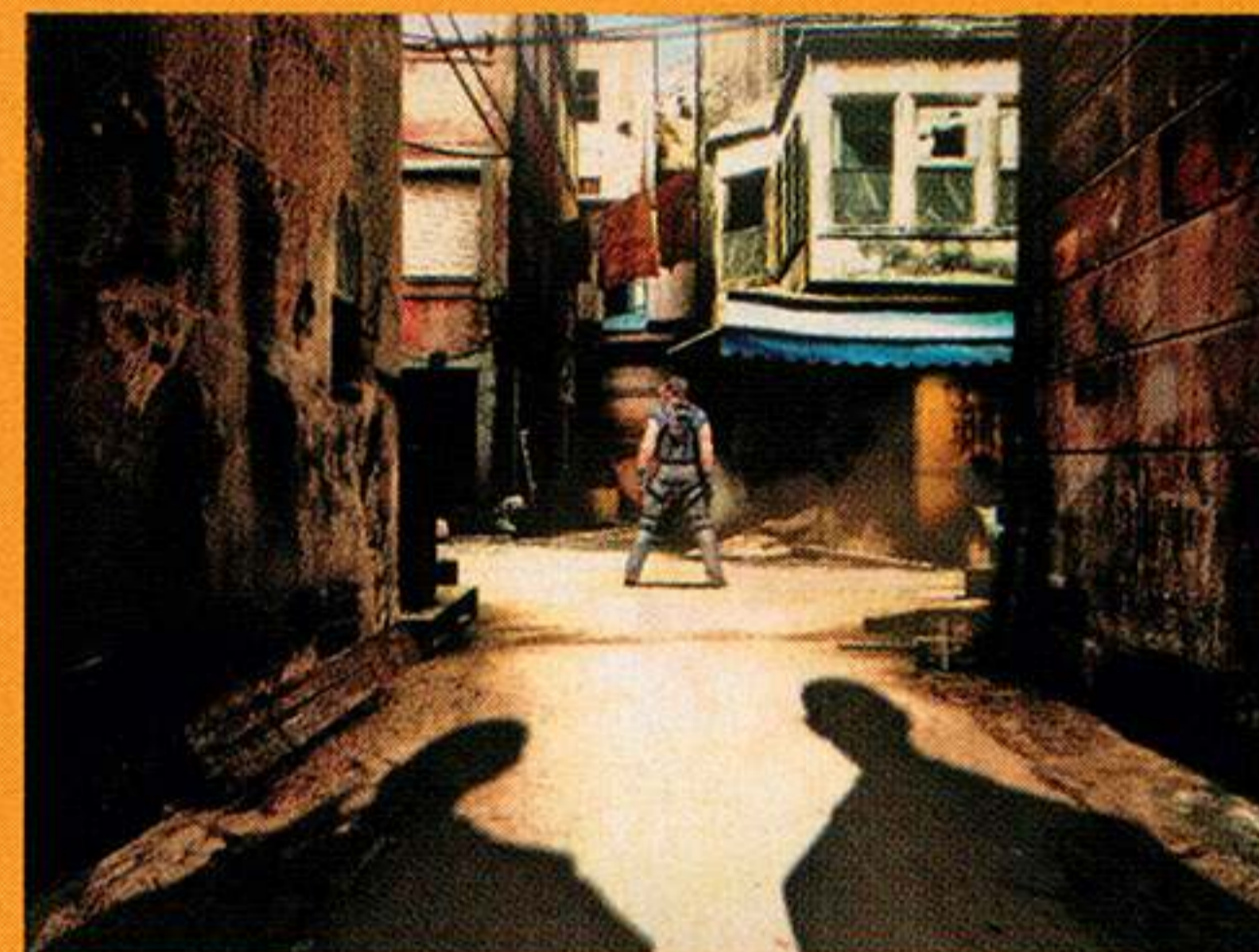


Resident Evil 5

PS3, Xbox 360

Resident Evil 5 is another game that seems to exist in trailer-only format. Just as Resident Evil 4 completely re-invented the series, RE5 looks like it could be a throwback to the early games—especially with the re-introduction of zombies (and fast-moving ones at that). Shinji Mikami is notoriously tight-lipped about his RE titles, but hopefully E³ will reveal a little more about the game.

Developed and published by Capcom



Metal Gear Solid 3: Guns Of The Patriots

PS3

At E³ you can usually expect two things: lots of people and an exhilarating trailer for an upcoming Metal Gear Solid game. Guns of the Patriots is Solid Snake's next adventure, but what's more exciting than the game itself is the fact that it is in development for Sony's PlayStation 3 system. With Hideo Kojima at the helm, how can Guns fail?

*Developed by Kojima Productions
Published by Konami*

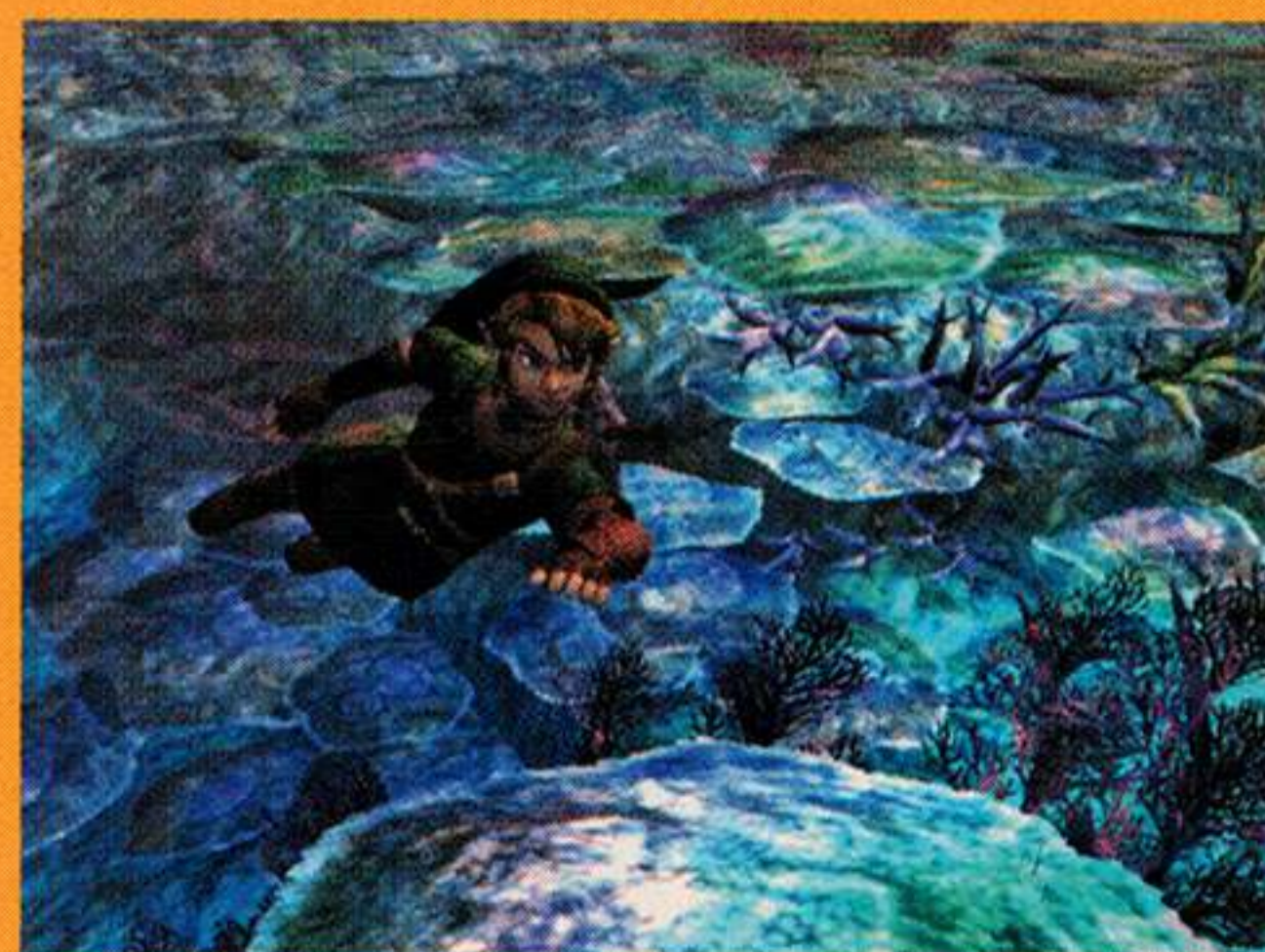


The Legend Of Zelda: Twilight Princess

GAMECUBE

Ever since it was announced at E³ two years ago (by maestro Miyamoto himself holding a sword and shield), Twilight Princess has been an E³ annual title. Now that the release date is more or less set in stone for a Fall 2006 release, gamers will probably have their first hands-on opportunity with Link's latest adventure. Could Twilight be the first backward-compatible launch title for the Revolution?

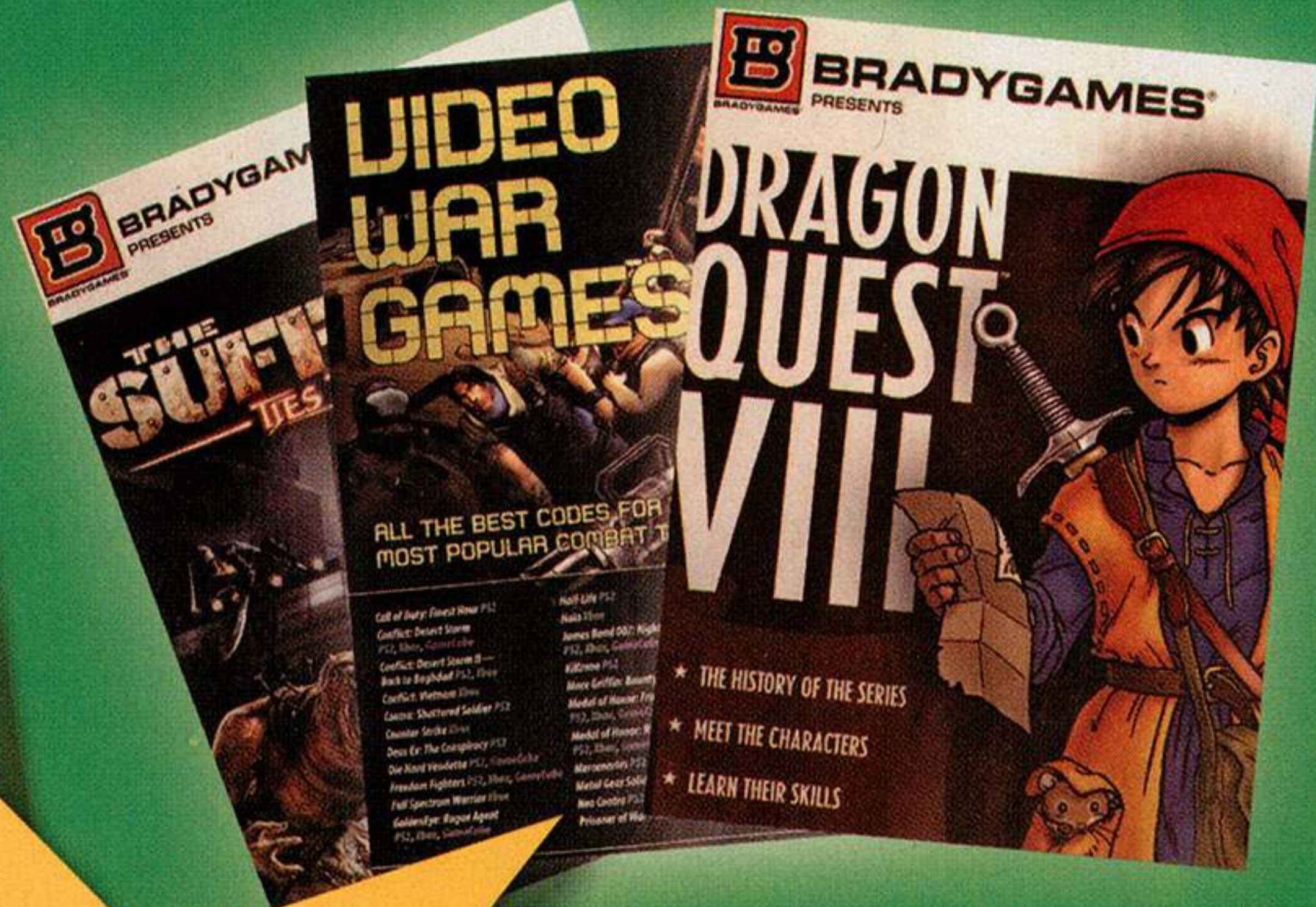
Developed and published by Nintendo



CONTINUED ►

demo discs!

strategy guides!



GET IT ALL!



comics!

other great stuff!

Previous GamePro EX extras shown

Get 12 issues of

GAMEPRO EX

for just \$29.97.

SUBSCRIBE TODAY!

A subscription to GamePro EX includes exciting extras like demo discs, strategy guides, and comics with each issue!

- Fill out and mail a card from this magazine.
- Call us at 800/678-9097 and ask for extension 701.
- Or order online at GamePro.com.

Medal of Honor: Airborne

PS3, Xbox 360

With Call of Duty and Brothers in Arms waging engaging battles of their own, EA's Medal of Honor series has lost its luster—especially with such bland offerings as the forgettable Rising Sun (oh...that). Can this story of a soldier in the 82nd Airborne put the franchise on top? Note to developers: please spare us yet another Normandy invasion sequence.

Developed by EA LA

Published by EA Games



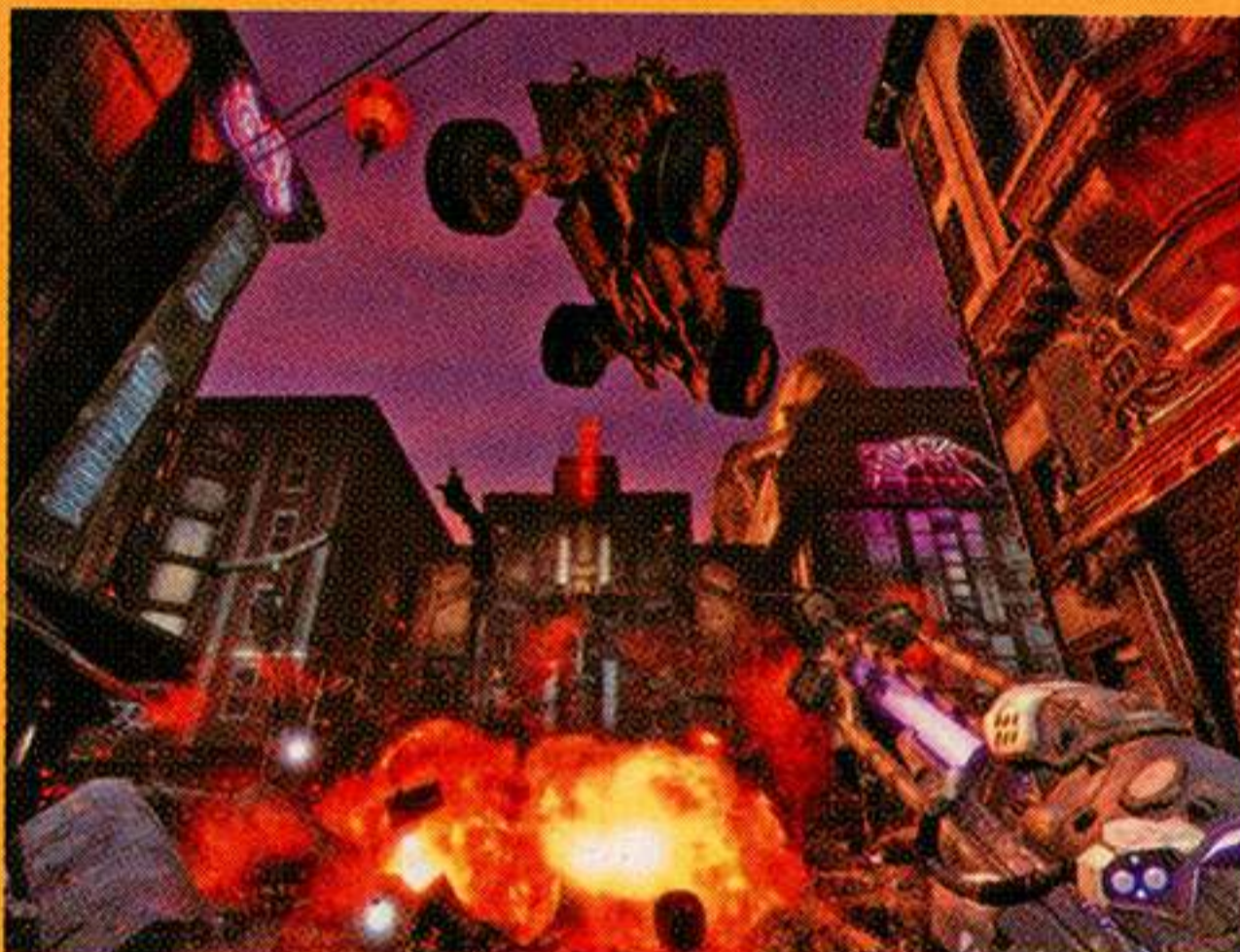
Unreal Tournament 2007

PS3, Xbox 360

Unreal Tournament 2007 was a behind-closed-doors gem at last year's show, but with pressure mounting from a suspected Halo 3 and Killzone, the game could get lost in what would be a very intense shuffle. Based on the Unreal Engine 3 Technology, UT 2007 promises to blast past previous Unreals with eye-popping graphics and key game play enhancements.

Developed by Epic

Published by Midway



Killzone

PS3

Another surprise from last year, Killzone blew everyone away—especially with its photo-realistic graphics of brutal trench warfare. But the first Killzone on the PlayStation 2 fizzled—especially against Halo and other entrenched first-person shooters. But Guerilla was acquired by Sony late last year, a move that will probably give the Amsterdam-based developer the resources it needs to make Killzone a must-have title.

Developed by Guerilla

Published by Sony



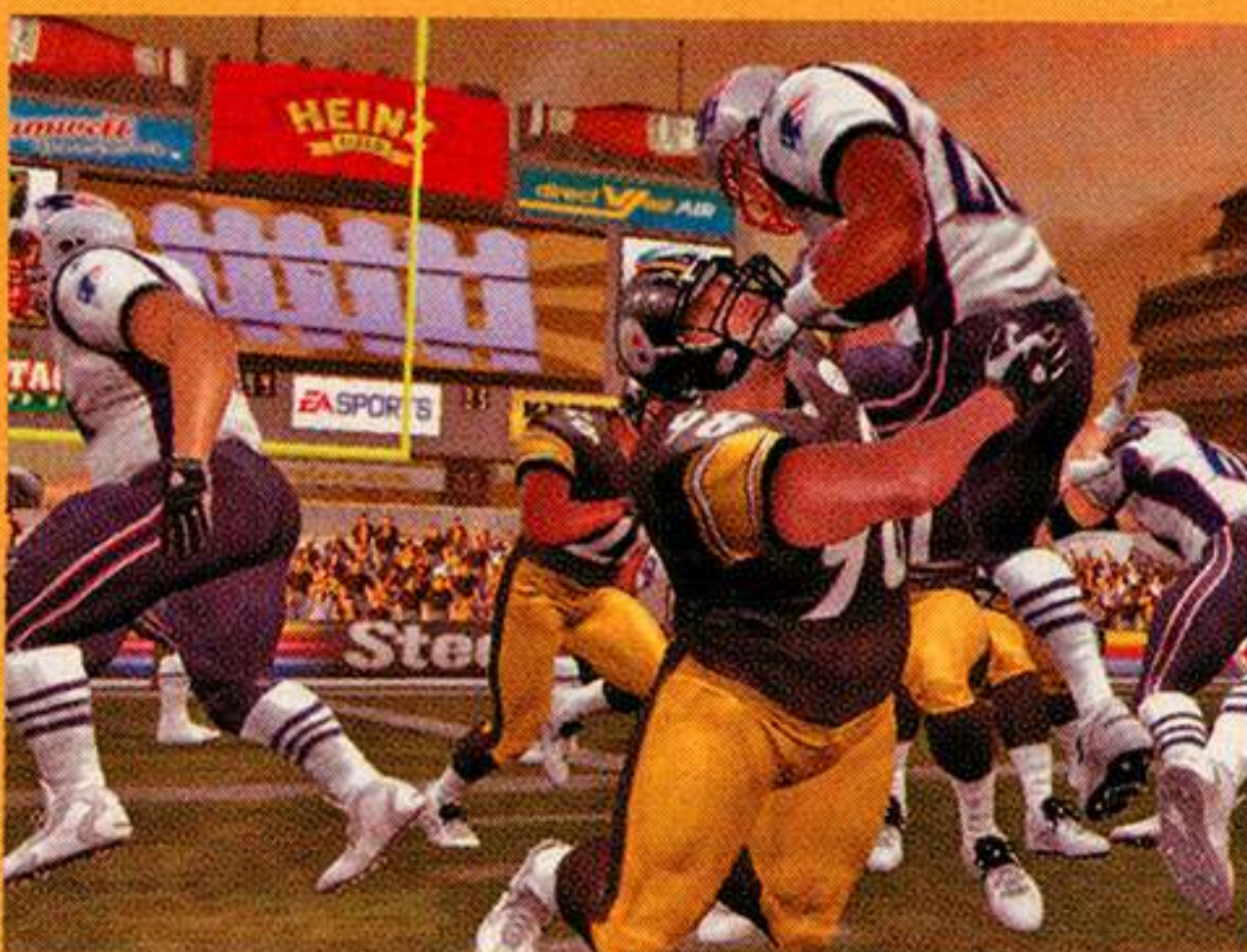
Madden Football 2007

PS3, Xbox 360

The only certainties in life are death and taxes, and gamers can add a new Madden game every year to that list. Aside from being the only NFL-licensed football game on the market (prompting one competitor to dub it the "No Fun League"), Madden is renowned for its topnotch game play. What will be different with the 2007 model besides updated rosters and stadiums? Only EA knows for sure.

Developed by EA Tiburon

Published by EA Sports



Sonic The Hedgehog

PS3, Xbox 360

Sega's mascot is ready to make a huge splash on next-gen systems. As gamers have been forced to endure one lukewarm Sonic release after another on a seemingly monthly basis, the blazing blue hedgehog's first next-gen adventures promise to take the series back to its roots and recapture that spine-raising sense of speed that awed us in the first place (check out the March 2006 issue for more info).

Developed by Sonic Team

Published by Sega



UNLOCK THE **NEXT** LEVEL
OF GAMING...



THE WINNING
COMBINATION...



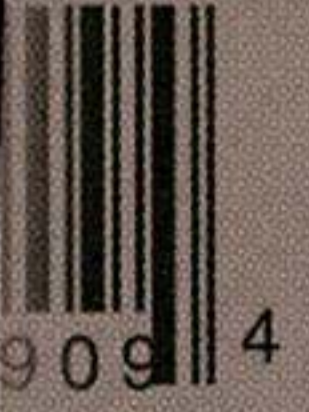
GAMEPRO

For more information, visit www.LVL-2.com

Offers!

12-Month Xbox
Live Starter Kit
or Renewal C

coupons or offers. Limit 1 per customer. Good
from regular prices. Not valid on prior purchases
or prepaid service cards. Excludes special order
items by store. No rainchecks. No dealers p
Cash value is 1/100th of 1 cent.



9 0 9 4
Scan qualifying product UPC(s). Scan all other product
in the register coupon media file.

D-Link
Gaming Rou

coupons or offers. Limit 1 per customer. Good
from regular prices. Not valid on prior purchases
or prepaid service cards. Excludes special order
items by store. No rainchecks. No dealers p
Cash value is 1/100th of 1 cent.



9

Major League
Baseball 2
for Xbox 360

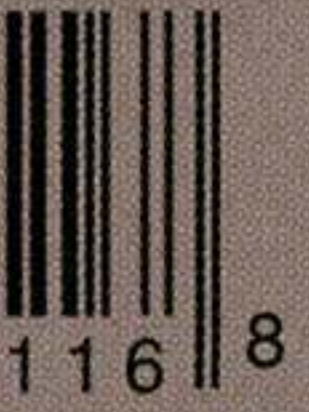
offers. Limit 1 per customer. Good
from regular prices. Not valid on prior purchases
or prepaid service cards. Excludes special order
items by store. No rainchecks. No dealers p
Cash value is 1/100th of 1 cent.



8 1 4 5
Scan qualifying product UPC(s). Scan all other product
in the register coupon media file.

World of War
Timecard

other coupons or offers. Limit 1 per customer. Good
from regular prices. Not valid on prior purchases
or prepaid service cards. Excludes special order
items by store. No rainchecks. No dealers p
No copies. Cash value is 1/100th of 1 cent.



7 1 1 6 8
Scan qualifying product UPC(s). Scan all other product
in the register coupon media file.

BEST BUY

Presents

LEVEL-2™ powered by the reward zone program**MAY 2006 HOT PICKS**

Exclusively for GamePro readers!

Find out more! Visit www.LVL-2.com**ONLINE TOURNAMENTS CALLING ALL PLAYERS!**

Best Buy presents the ultimate multiplayer online gaming challenge. Compete against the best players in the world for your chance to win serious prizes as well as the priceless bragging rights as the top online gamer!

Check www.bestbuy.com/gamingtournaments regularly for full details and updated tournament schedule.

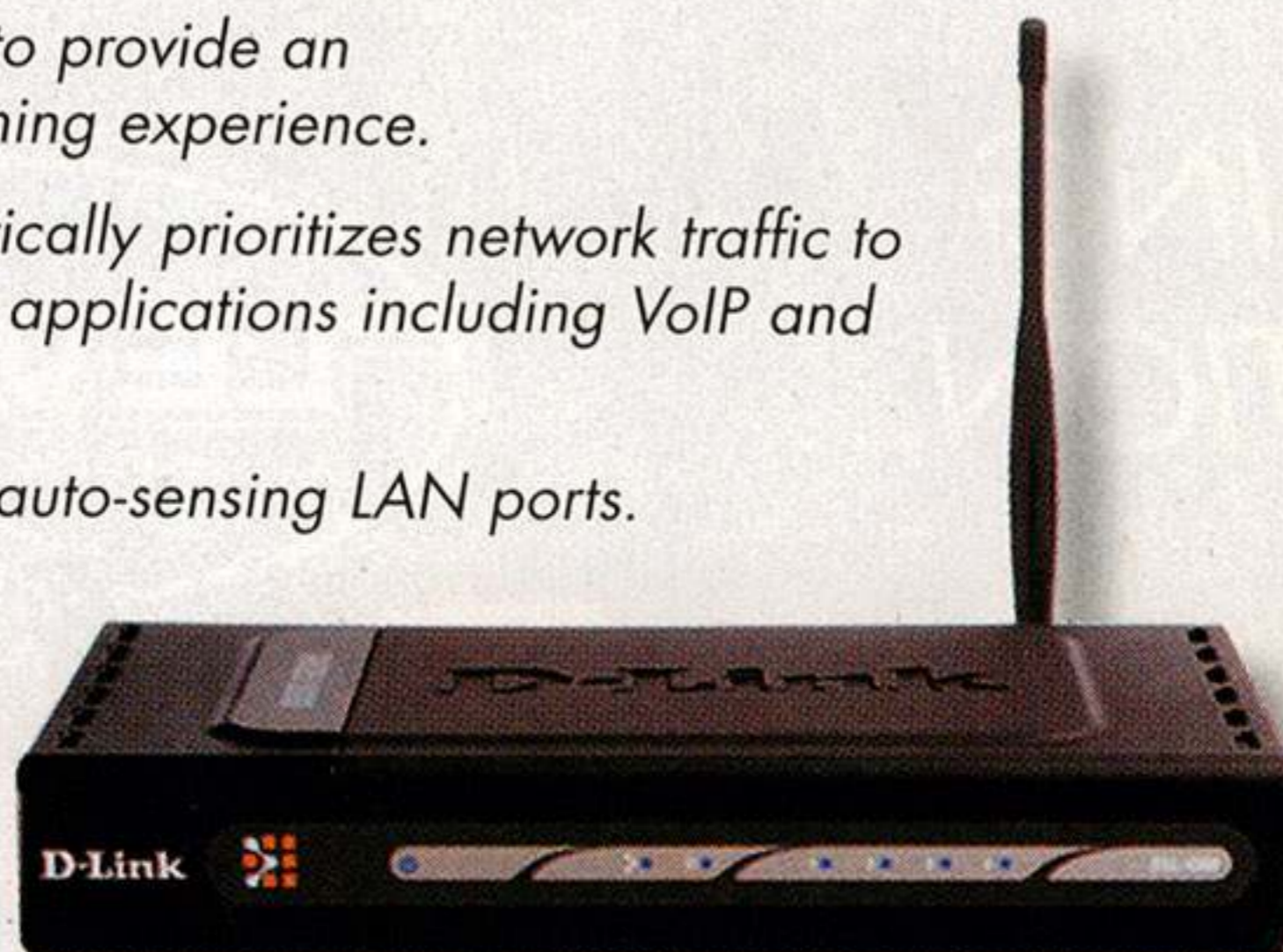
FEATURED ONLINE GAME BATTLEFIELD 2: MODERN COMBAT**Xbox 360**

EA's mammoth warzone first-person shooter looks incredible on the Xbox 360. Warfare has never looked more realistic or dynamic. Different from other versions of this game, there are four new vehicles, including a van with a mounted mini-gun and a snowmobile. Emphasis on multiplayer fun is key with three Xbox Live maps (previously available only via download) which are included in the game, and up to 24 players on Xbox Live!

WIRELESS ROUTER D-LINK WIRELESS GAMING ROUTER

Push the limits of basic networking technology and experience the evolution in networking. Wirelessly share broadband Internet, boost network performance, and stay competitive in your online games with D-Link's new cutting-edge GamerLounge Wireless 108G Gaming Router, powered by Ubicom's StreamEngine technology.

- Designed for the gamers network to provide an uninterrupted and latency-free gaming experience.
- Intelligently manages and automatically prioritizes network traffic to better execute bandwidth-sensitive applications including VoIP and multimedia applications.
- 4 Gigabit Ethernet 10/100/1000 auto-sensing LAN ports.
- Ethernet 10/100 WAN port supports virtually all broadband Internet connections.

**XBOX LIVE****GET MORE WHEN YOU PURCHASE XBOX LIVE AT BEST BUY:****12-MONTH XBOX LIVE PREMIUM GOLD PACK**

- Includes Xbox 360 Headset

PLUS:

- Xbox Live Arcade Game: Bankshot Billiards
- \$20 Xbox 360 Game Rebate Coupon
- 200 Live Marketplace Points

3-MONTH XBOX LIVE PREMIUM GOLD PACK

- Includes Xbox 360 Headset

PLUS:

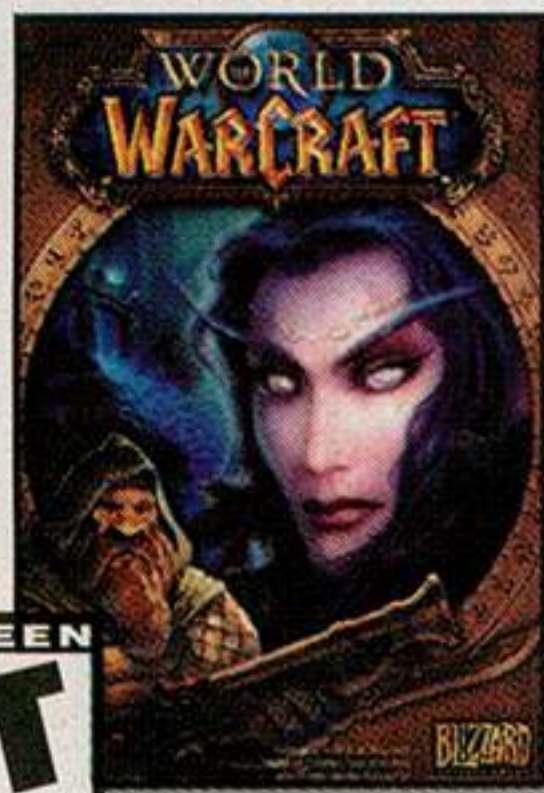
- Xbox Live Arcade Game: Joust
- \$10 Xbox 360 Game Rebate Coupon
- 100 Live Marketplace Points

XBOX LIVE is your one-stop shop for downloadable content, trailers, casual arcade games, card/board games, demos, and more for Xbox 360.

VISIT YOUR LOCAL BEST BUY FOR YOUR MARKETPLACE POINTS!

ONLINE PC GAMES

WORLD OF WARCRAFT



PC

World of Warcraft is the 10-ton MMORPG (Massively Multi-player Online Role Playing Game) gorilla that boasts over 4 million subscribers worldwide. Gameplay is fast paced, and its streamlined quest system means you're never lost, confused, or strapped for something to do. An immense variety of worlds, characters, and adventures ensure continued gaming adventures that can't be beat.



GUILD WARS: FACTIONS

COMING SOON



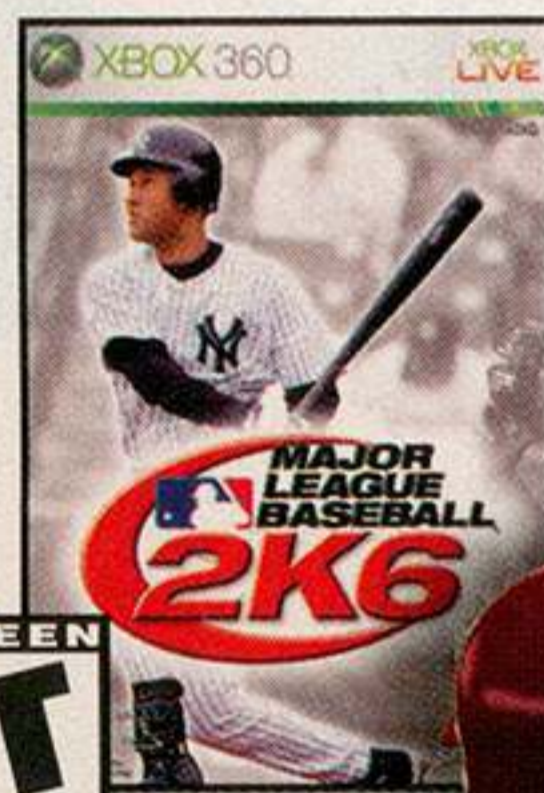
PC

Experience the thrill of the hunt in *Guild Wars: Factions*, the first expansion for the award-winning online adventure *Guild Wars*. Apart from a wealth of new items and treasures, there's an entirely new continent to explore in the beautiful, mysterious realm of Cantha. And there are two new professions to choose from: Strike at foes from the shadows as the deadly new Assassin class, or summon help from the spirit world as the Ritualist.



VIDEO GAMES

MAJOR LEAGUE BASEBALL 2K6

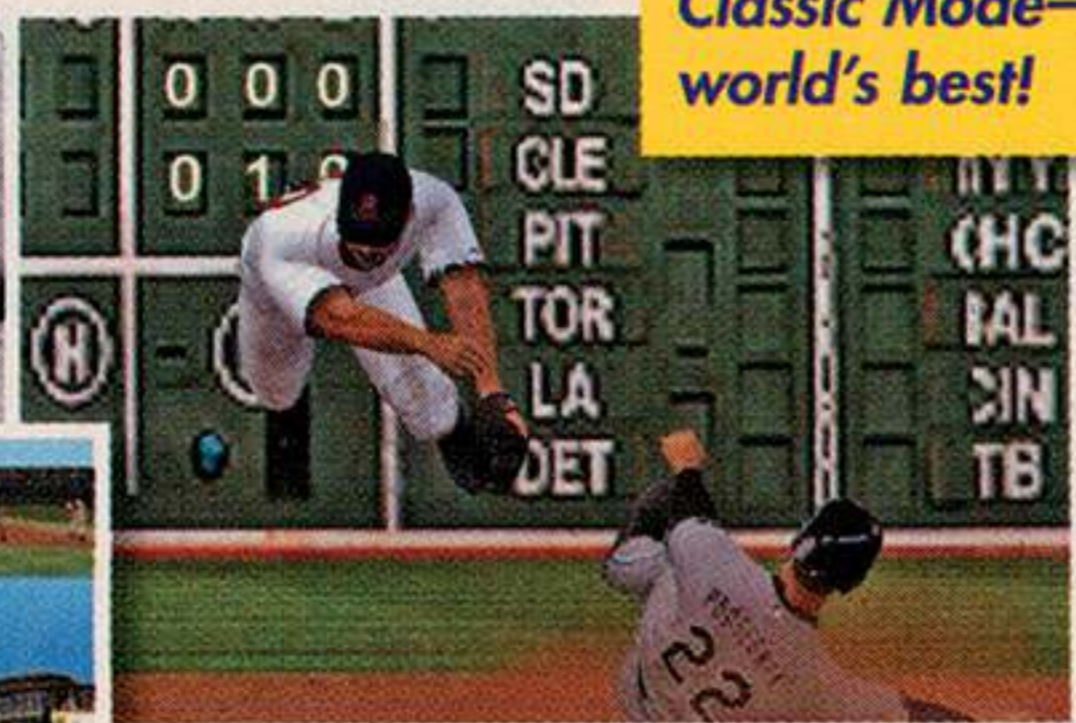


Xbox 360 (Also available for Xbox, PS2, PSP & GameCube)

Major League Baseball 2K6 from 2K Sports is looking to take you out to the ball game unlike any baseball game before. As the only third-party game licensed by the MLB and the MLBPA, 2K6's bringing extreme detail to all the on-field action. In the batter's box, your analog stick is transformed into a "bat" via the new Swing Stick control. On the mound, brand new pitching control enables you to control your throws right down to the spin on the ball. You also get to "call" the game as the catcher, just like they do in the Big Leagues. If you want to be in the thick of the pennant chase this year, take the field with Major League Baseball 2K6 and score!



>> Includes World Baseball Classic Mode—take on the world's best!



For the latest gaming products, pre-orders, and special offers, please visit www.bestbuy.com/videogames



This Month's Exclusive Best Buy Offers!

\$10 OFF

12-Month Xbox Live Starter Kit or Renewal Card

Offer not valid in combination with any other coupons or offers. Limit 1 per customer. Good at Best Buy stores in the USA only. Markdowns taken from regular prices. Not valid on prior purchases. Valid on in-stock items only. Does not include service or prepaid service cards. Excludes special order, clearance, demos, and open-box merchandise. Selection varies by store. No rainchecks. No dealers please. Coupon must be presented at time of purchase. No copies. Cash value is 1/100th of 1 cent. Coupon valid 4/2/06-5/31/06.



Cashier Instructions: Scan coupon UPC. Scan qualifying product UPC(s). Scan all other product(s) being sold. Press "Total." Write "VOID" on the coupon and place in the register coupon media file.

\$50 OFF

D-Link Gaming Router

Offer not valid in combination with any other coupons or offers. Limit 1 per customer. Good at Best Buy stores in the USA only. Markdowns taken from regular prices. Not valid on prior purchases. Valid on in-stock items only. Does not include service or prepaid service cards. Excludes special order, clearance, demos, and open-box merchandise. Selection varies by store. No rainchecks. No dealers please. Coupon must be presented at time of purchase. No copies. Cash value is 1/100th of 1 cent. Coupon valid 4/2/06-5/31/06.



Cashier Instructions: Scan coupon UPC. Scan qualifying product UPC(s). Scan all other product(s) being sold. Press "Total." Write "VOID" on the coupon and place in the register coupon media file.

\$10 OFF

Major League Baseball 2K6 for Xbox 360

Offer not valid in combination with any other coupons or offers. Limit 1 per customer. Good at Best Buy stores in the USA only. Markdowns taken from regular prices. Not valid on prior purchases. Valid on in-stock items only. Does not include service or prepaid service cards. Excludes special order, clearance, demos, and open-box merchandise. Selection varies by store. No rainchecks. No dealers please. Coupon must be presented at time of purchase. No copies. Cash value is 1/100th of 1 cent. Coupon valid 4/2/06-5/31/06.



Cashier Instructions: Scan coupon UPC. Scan qualifying product UPC(s). Scan all other product(s) being sold. Press "Total." Write "VOID" on the coupon and place in the register coupon media file.

\$10 OFF

World of Warcraft Timecard

Offer not valid in combination with any other coupons or offers. Limit 1 per customer. Good at Best Buy stores in the USA only. Markdowns taken from regular prices. Not valid on prior purchases. Valid on in-stock items only. Does not include service or prepaid service cards. Excludes special order, clearance, demos, and open-box merchandise. Selection varies by store. No rainchecks. No dealers please. Coupon must be presented at time of purchase. No copies. Cash value is 1/100th of 1 cent. Coupon valid 4/2/06-5/31/06.



Cashier Instructions: Scan coupon UPC. Scan qualifying product UPC(s). Scan all other product(s) being sold. Press "Total." Write "VOID" on the coupon and place in the register coupon media file.



And That's Not All!

Here are more games for our ultimate E³ wish list.

- Bully (PS2, Xbox)
- Call of Duty (PS3, Xbox 360)
- Castlevania (PS3, Xbox 360)
- Crisis Core: Final Fantasy VII (PSP)
- The Da Vinci Code (PS2, Xbox)
- DOA Xtreme Beach Volleyball 2 (Xbox 360)
- Family Guy (PS2, Xbox, GameCube)
- Fear & Respect (PS2, Xbox)
- The Godfather (Xbox 360)
- Grand Theft Auto (PS3, Xbox 360)
- Grand Theft Auto: Liberty City Stories (PS2)
- Gran Turismo (PSP)
- Hellgate: London (PC)
- Left Behind: External Forces (PC)
- Lego Star Wars II: The Original Trilogy (Xbox)
- Lost Planet (Xbox 360)
- Mortal Kombat: Armageddon (PS2, Xbox)
- Ninja Gaiden 2 (Xbox 360)
- Okami (PS2)
- Phantasy Star Universe (PS2)
- Saint's Row (Xbox 360)
- StarCraft: Ghost (PS2, Xbox)
- Stranglehold (PS3, Xbox 360)
- Super Mario (DS)
- Tom Clancy's Splinter Cell: Double Agent (PS2, Xbox 360, Xbox)
- World of Warcraft: The Burning Crusade (PC)



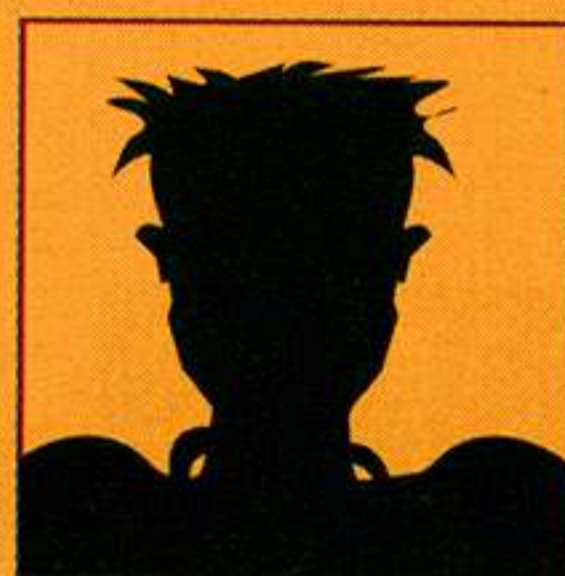
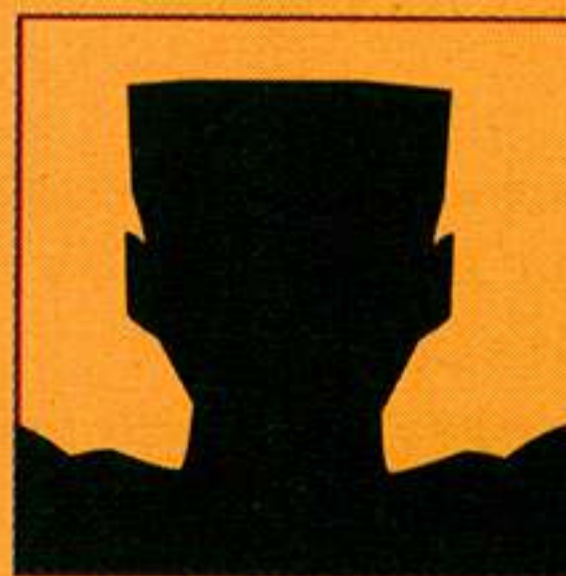
Ask the Pros!

We shared our E³ wish list with you—now it's your turn!

We know you have a million questions about games, so we're going to track down the answers for you. The editors of *GamePro* will field any question you have concerning hardware, games, or whatever at the Electronic Entertainment Expo at the Los Angeles Convention Center.

Just log onto gamepro.com/askthepros/ and post your question. An editor will track down the information you're looking for, and we'll either post a response on the website during E³ or in the July 2006 issue of *GamePro*.

You can even direct your query to a specific editor from either *GamePro* magazine or gamepro.com. In the future you'll be able to ask the GamePros any question (about games) you want.



G ONLINE **GAMEPRO.COM** FOR MORE INFORMATION ON THESE AND OTHER POSSIBLE E³ TITLES.



Will YOU be the next King of Games?



Enter the official 2006
Yu-Gi-Oh! World Tournament
www.konami.com/gs/worldchampionship2006



Includes 3
Limited Edition
Yu-Gi-Oh!
Trading Cards



SHONEN JUMP'S Yu-Gi-Oh!

ULTIMATE MASTERS

World Championship Tournament 2006

GAME BOY ADVANCE

KONAMI

www.konami.com/gs

©1996 Kazuki Takahashi ©2004 NAS-TV TOKYO. Developed by KONAMI CORPORATION. "KONAMI" is a registered trademark of KONAMI CORPORATION. "Yu-Gi-Oh! ULTIMATE MASTERS World Championship Tournament 2006" is a trademark of KONAMI CORPORATION. TM, © and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a trademark of the Entertainment Software Association.

EVERYONE
E
Visit www.esrb.org
for updated rating
information
ESRB CONTENT RATING www.esrb.org

2005 GAMEPRO READERS' CHOICE AWARDS



Did you remember to vote? Here are the results for the 2005 *GamePro* Reader's Choice Awards—did your favorite win?



BEST ACTION/ADVENTURE



- 1. Resident Evil 4 (18%)**
Capcom • PS2, GameCube
- 2. God of War (14%)**
Sony • PS2
- 3. Grand Theft Auto: Liberty City Stories (8%)**
Rockstar Games • PSP

Even if it didn't also hit the PlayStation 2, Resident Evil 4 would have probably still won Best Action/Adventure game as it was 500 votes ahead of its closest competitor, God of War. For a handheld-only title, Grand Theft Auto had a strong showing at number three.

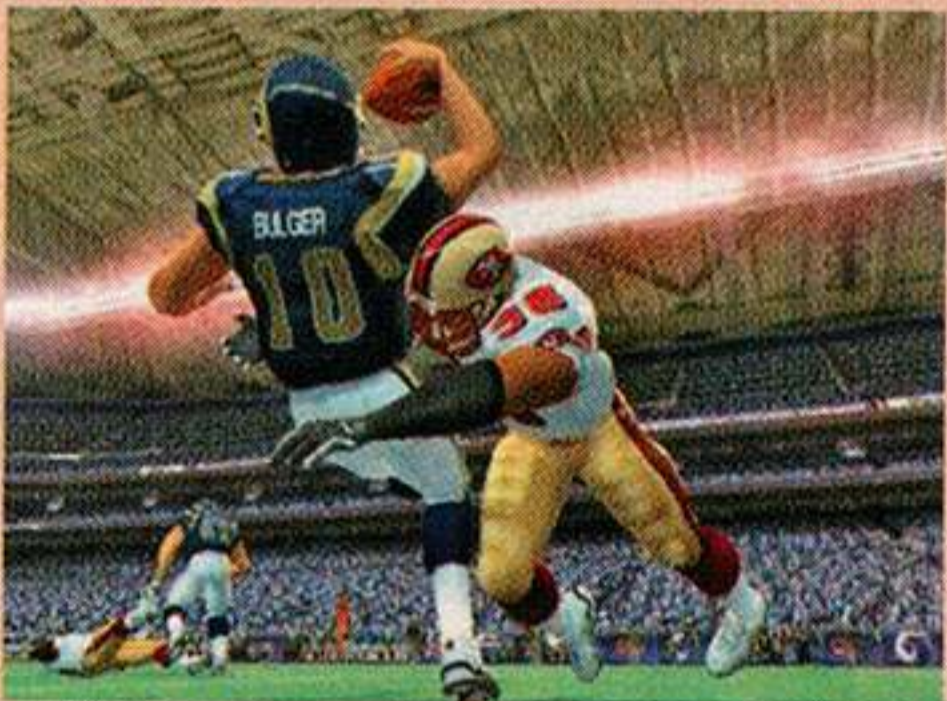
BEST RPG



- 1. X-Men Legends II: Rise of Apocalypse (20%)**
Activision
PS2, Xbox, GameCube
- 2. Dragon Quest VII: Journey of the Cursed King (19%)**
Square Enix • PS2
- 3. Fable: The Lost Chapters (17%)**
Microsoft • Xbox, PC

Without a "true" Final Fantasy game in the running, the faithful backups battled it out until X-Men stood triumphant. Dragon Quest put up a good fight, though, but lost the number-one spot by a meager 18 votes. Hanging chads, anyone?

BEST SPORTS



- 1. Madden NFL 06 (27%)**
EA Sports
PS2, Xbox 360, Xbox, GameCube
- 2. Blitz: The League (11%)**
Midway • PS2, Xbox
- 3. Super Mario Strikers (9%)**
Nintendo • GameCube



Surprise: Madden wins—and by more than 1000 votes. Even without the NFL license, Blitz beat the odds and ranked in at number two, and the shamefully neglected Super Mario Strikers pulled off an upset over the NBA and NHL by ranking third.

BEST FIGHTING



- 1. Dead or Alive 4 (32%)**
Tecmo • Xbox 360
- 2. Soulcalibur III (21%)**
Namco • PS2
- 3. Tekken 5 (16%)**
Namco • PS2

The battling beauties of Dead or Alive took on Namco's tag-team franchises Soulcalibur III and Tekken 5, and won handily by almost 1000 votes. Not bad for the first fighting game on the Xbox 360 console.

BEST EXTREME SPORTS



- 1. Tony Hawk's American Wasteland (55%)**
Activision
PS2, Xbox 360, Xbox, GameCube
- 2. SSX On Tour (17%)**
EA Sports Big • PS2, Xbox
- 3. Amped 3 (16%)**
2K Sports • Xbox 360



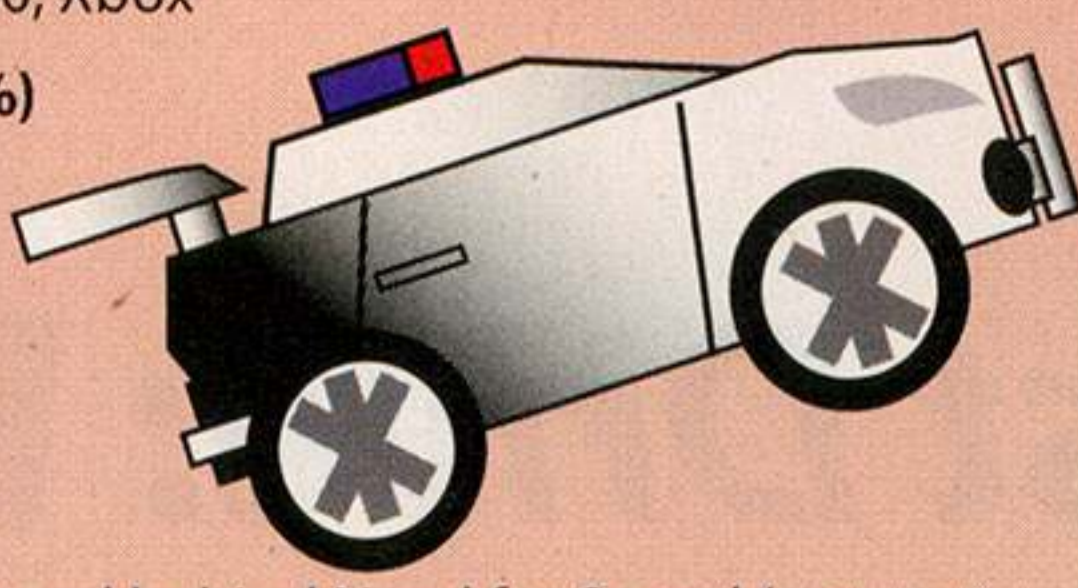
Of the four choices in this category, American Wasteland won by the biggest margin—3000 votes over the runner-up, SSX. Snowboarding was big on gamers' minds, though, as Amped was less than 100 votes behind the EA Sports Big shredfest.



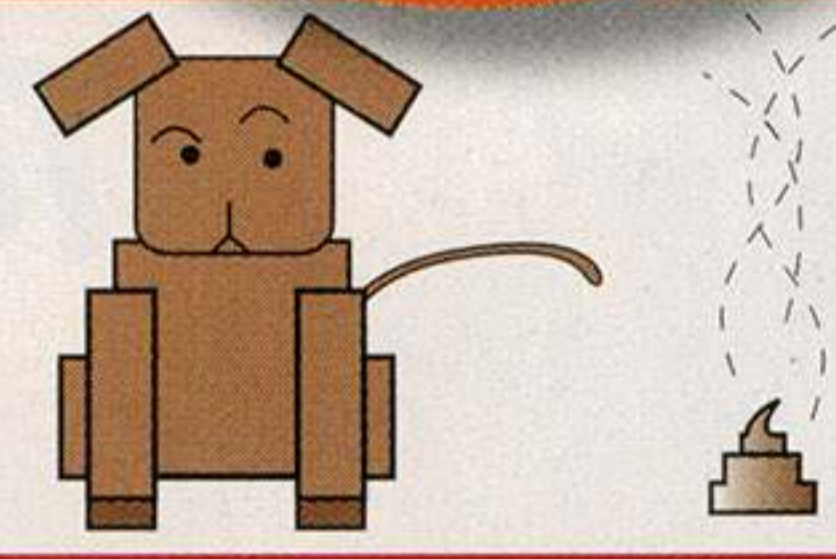
BEST RACING



- 1. Need for Speed: Most Wanted (19%)**
EA Games • PS2, Xbox 360, Xbox
- 2. Burnout: Revenge (18%)**
EA Games • PS2, Xbox
- 3. Gran Turismo 4 (13%)**
Sony • PS2



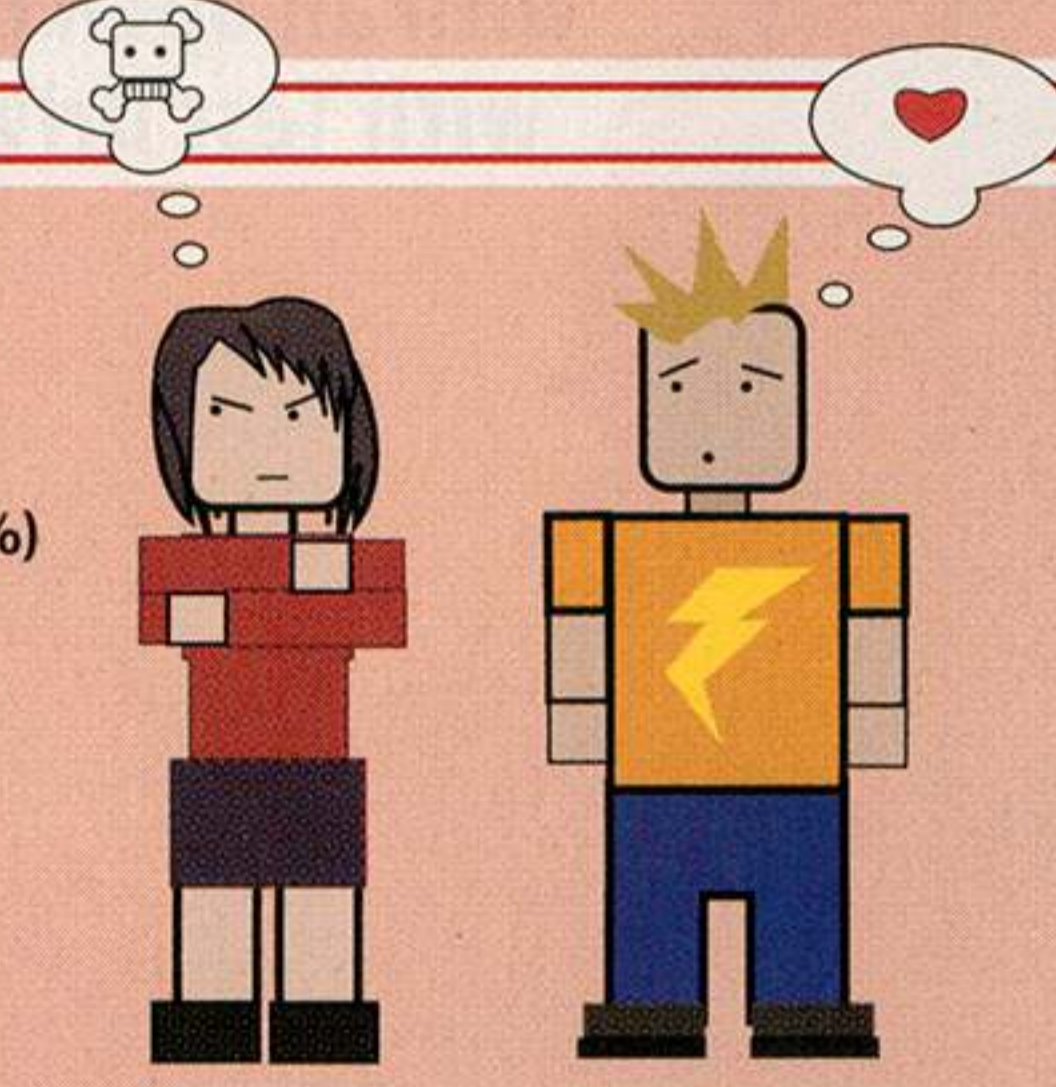
Despite being a favorite of the *GamePro* staff, *Burnout* ranked second behind *Need for Speed* (a repeat of last year), by a little more than 100 votes. Sony's eagerly anticipated *Gran Turismo 4* ranked third, something fans may attribute to the game's lack of online play.



BEST BRAIN/REFLEX



- 1. The Sims 2 (25%)**
EA Games • PS2, Xbox
- 2. Donkey Konga 2 (13.5%)**
Nintendo • GameCube
- 3. Lumines (13.1%)**
Ubisoft • PSP



The Sims 2 plowed to victory by drawing almost 1000 votes over the play-until-you're-drop-dead-tired bongofest *Donkey Konga 2*. Underground favorite *Lumines* barely came in third.

WORST GAME OF THE YEAR



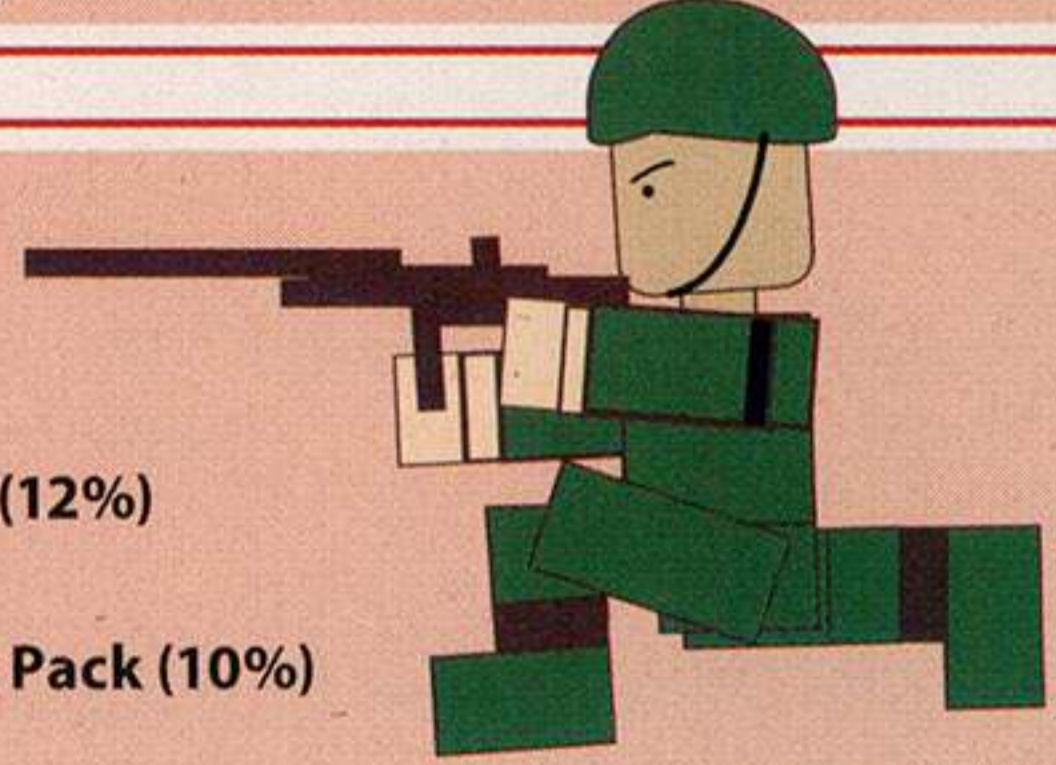
- 1. Nintendogs**
Nintendo • DS
- 2. Tekken 5**
Namco • PS2
- 3. 50 Cent: Bulletproof**
Vivendi Universal • PS2, Xbox

For shame. Apparently, there's no love for cute, cuddly puppies as Nintendo's dog simulation, *Nintendogs*, was voted the most-hated game of 2005 via write-in—and by nine measly votes over the second most-hated game. *Nintendogs*, it seems, is one of those titles for gamers that falls into two camps—they either love it or hate it—and the latter camp spoke. Gamers (or rabid *Dead* or *Alive* fans) also ganged up on *Tekken 5*, proving that too much of a winning formula isn't necessarily a good thing, but the universally hated *Bulletproof* seemed to be right at home at third place.

BEST COMBAT/SHOOTING

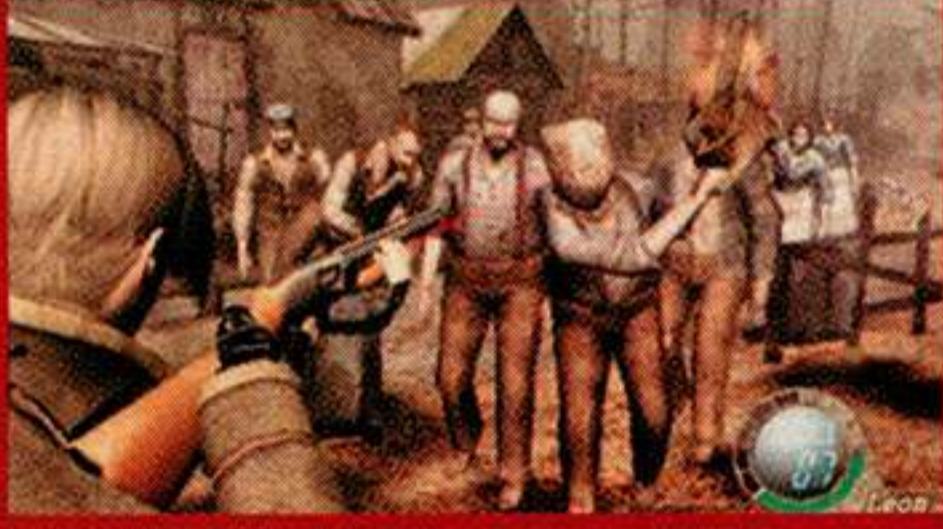


- 1. Call of Duty 2 (17%)**
Activision • Xbox 360, PC
- 2. Star Wars Battlefront II (12%)**
LucasArts • PS2, Xbox
- 3. Halo 2 Multiplayer Map Pack (10%)**
Microsoft • Xbox

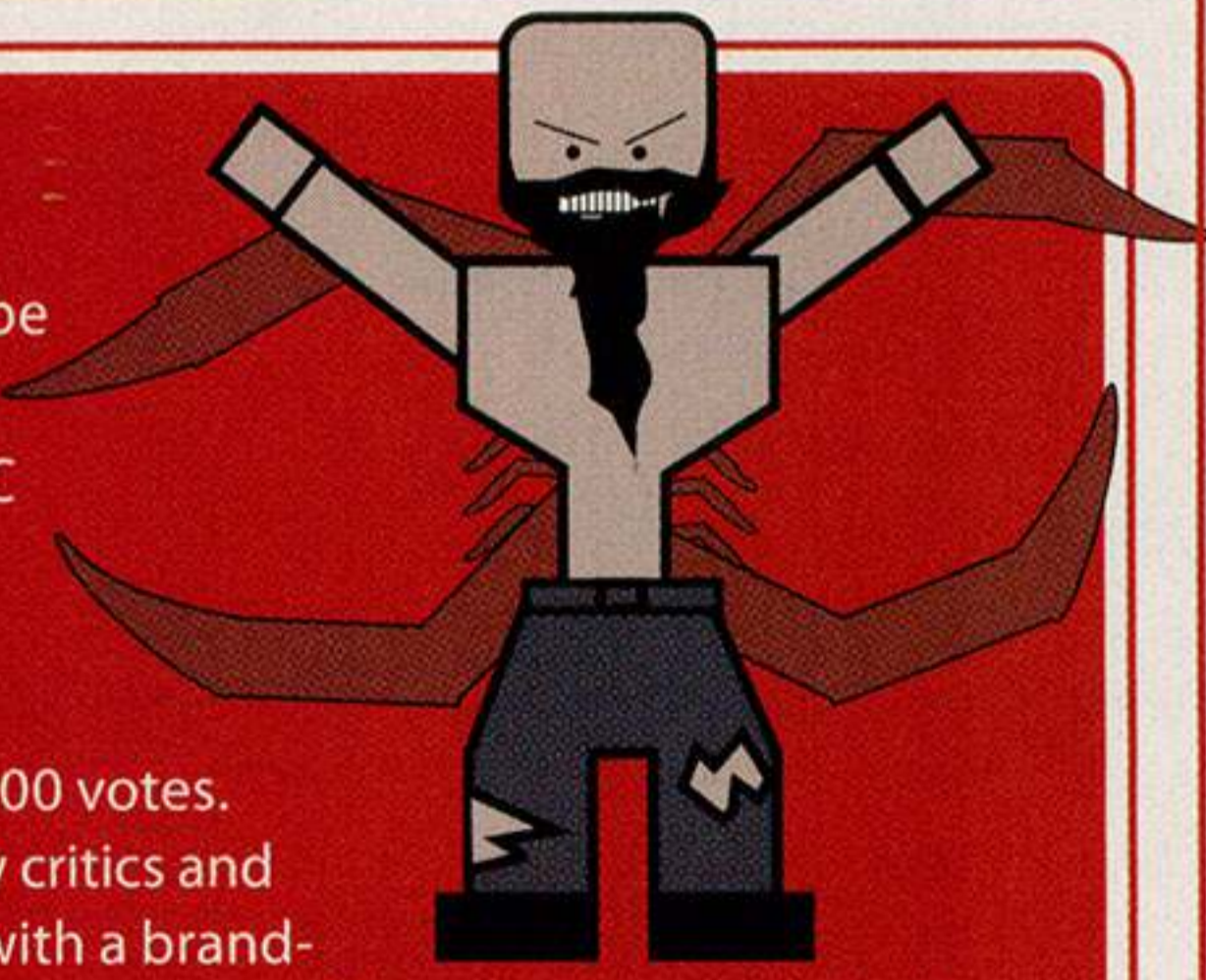


As a launch title for a next-gen platform, *Call of Duty 2* enjoyed strong sales, and it quickly became a fan favorite; something that was reflected by winning this battle. The Force was strong with *Battlefront II*, and *Multiplayer Map Pack* showed there's still much interest in the *Halo* franchise.

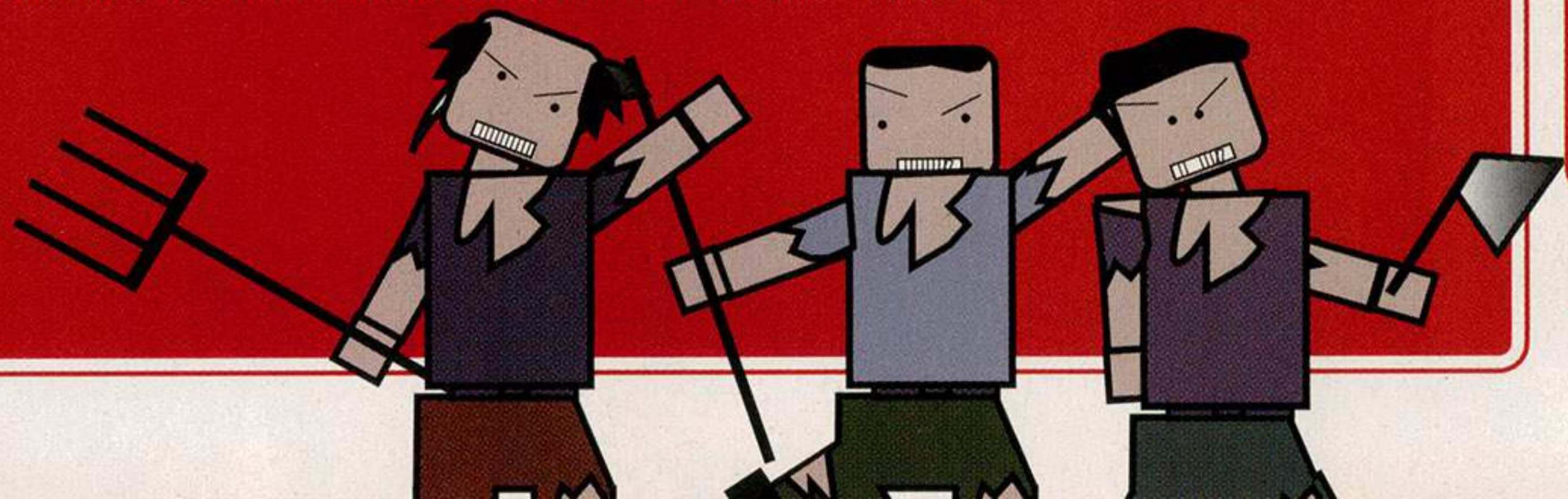
GAME OF THE YEAR



- 1. Resident Evil 4 (21%)**
Capcom • PS2, GameCube
- 2. Call of Duty 2 (15%)**
Activision • Xbox 360, PC
- 3. God of War (11%)**
Capcom • PS2



In the end, *Resident Evil 4* won Game of the Year by more than 400 votes. The latest chapter in Capcom's popular franchise, *RE4* was loved by critics and gamers alike, but it did something more: It reinvented the series with a brand-new play engine, and it even slaughtered sacred cows by featuring no zombies or other series trademarks. *Call of Duty 2* already showed its popularity by winning the Best Combat/Shooter category, and the redoubtable *God of War* achieved near-immortality by placing third.



Test Drive: Virtual Cruis'n

You won't have to fly 3000 miles to find an island paradise with an open road, just take your Xbox 360 for a spin with *Test Drive: Unlimited*. *By Undercover Lover*

I'm not going to lie. Where I'd rather be than right here right now is on the island of Oahu cruising down good 'ol H1 behind the wheel of my Ferrari Testarossa—convertible of course—top down...cool breeze blowing...ocean view...amazing beaches...yeah! Might even settle for Hawaii Interstate H2 and a Shelby Cobra Concept...might. But I—and about 10,000 of you other video-game motorheads out there—would freak to be in that position, right? Soon, thanks to Atari's *Test Drive: Unlimited*, we all can!

Drive Hawaii Style

Test Drive: Unlimited for the Xbox 360 (and other next-gen systems-to-be-identified) is the latest revival of that storied driving franchise by Atari. But at the hands of developer Eden Games in Lyon, France, the only things that connect this game with its past are the first two words in the title.

Eden seeks to take *Test Drive* out onto fresh open roads with a brand new type of game-play it's calling massively open online racing (or MOOR). By embracing the 360 and Xbox Live, the game will open up a unique "Unlimited" free-roaming driving environment.

"Imagine you're driving on Oahu with 1000 miles of actual Hawaiian road that's yours to explore any way you like," says Eden's Ahmed

Boukhelifa, producer. "Not only that but thousands of other drivers are also there, and you can challenge them to races or hook up with them to form clubs."

In fact, Eden mapped out every inch of Oahu's highway system and recreated all the luscious tropical scenery and beaches to scale. The goal is to enable online *Test Drivers* to visit all the actual locales on the island. "Offline mode is great, of course," Boukhelifa says, "but all this game's features have been designed with online in mind first and foremost."

Cars, Bikes, and MOOR

Naturally, you'll ride in style. There will be 125 licensed vehicles from top-flight international manufacturers including Lamborghini, Ducati, Aston Martin, Mercedes, Saleen, Shelby, and Jaguar. And at press time, Atari was still in negotiation with Japanese automakers. However, all your car choices will be decidedly high end with the Audi A4 as the least expensive car you can own! Ninety will be selectable at the start of your journey. As in other driving games, you can purchase new cars with cash you earn by winning races.

Test Drive: Unlimited isn't going to overlook motorcycle aficionados either. Six bike manufacturers will also be onboard by the time the

game launches. And, yes, bikes and cars will be able to race each other, too.

In *Unlimited's* MOOR world, online drivers will be able to find dealerships and body shops where they can purchase new rides or customize their existing ones with either actual factory add-ons or name brand parts. Atari also plans to post new downloadable cars and parts to Xbox Live over time. Even more fun, you can trade cars with other online players and race for pink slips, too. If you really need an edge to get ahead, you'll also be able to rent hot cars. Earn enough *dinero* with a rental and you can purchase your own dream machine.

Unlimited Challenges

Whether you prefer to be a lone road wolf or the member of a pack, *Test Drive* will accommodate you. Any time you encounter another vehicle you'd like to race, just honk your horn. If they flash their headlights in return—it's on!

You can both display an overhead view map of Oahu, then select the waypoints to create a route for your race. Once you agree, all you need to do is say, "Go!" Up to eight cars can race at a time. The Oahu terrain is so extensively detailed that you can even drive off-road to find shortcuts.

If you and your pals form a club, you can notify each other of races and establish a meeting



Up to eight drivers at a time can get into serious fender banging, but no vehicle damage allowed.



Test Drive rolls out the classics, too, like this sweet Mercedes-Benz 300SL Gullwing.



Shopping for a new car at the local Mercedes dealership is no big deal—not!

Aloha Test Drive Hawaii

Oahu: postcard perfect and where we want to be!



CONTINUED ►

World Exclusive!

Bikes

Online free-roaming motorcycle races against cars will be a first.



Interstate H1 across the Hawaiian island of Oahu never looked so good or so real.

place via Live's standard interface. Club activities can be posted to appear as soon as they enter the Live lobby. Unlimited will feature a frequently updated News feature as well where individuals can issue island-wide challenges, and Atari will announce periodic public races, too. For person-to-person communication you'll be able to find certain spots on the island where you can communicate via headsets.

Lifestyles of the Rich and Road Savvy

As a complete virtual world, Test Drive isn't going to restrict your Unlimited lifestyle to automobile interiors. The first thing you'll do in the game is create an avatar from 20 basic characters. Atari is lining up branded clothing and driving gear so you can dress your driver in style, too.

With your race winnings, you'll purchase spectacular homes all over the island. These cribs are key to your long-term goals as driver and collector because the garages are where you'll store your stable of cars. Depending on which car or motorcycles you want to use, you'll then drive to that house to pick them up. The larger the house, the more vehicles you can park there.

The lifestyle purchases extend to music and art. Test Drive will feature actual Hawaiian radio stations airing on car radios, and you'll be able to download certain songs and playlists that Atari will offer via Xbox Live. To decorate your pad, you can take snapshots of key race encounters or scenic views you experience, which you can frame and hang on the walls.

Drive Off into the Sunset

Whether you get into it for the racing, for the cruising, or just for the lifestyle, it sounds like you can find a way to get your kicks with Test Drive Unlimited. And what do the Eden engineers say is the best thing the game will have going for it when it appears this summer? "Just being behind the wheel," says Boukhelifa. "This is the most difficult feeling to convey about TDU until you actually play it, but driving in this island paradise's huge network of open roads with your friends is still as amazing to us now as it was on the first day we tried it."

G ONLINE **GAMEPRO.COM** CRUISE OVER FOR MORE ABOUT TEST DRIVE UNLIMITED AND EDEN GAMES.



Set up dream homes all over the island. Try to remember: It's the garages you're interested in!



Create a driver and dress him any way you like with branded clothing. You can choose from 20 body types.



Mercedes, Ferrari, Ducati, and Lamborghini are among the high-end automobile manufacturers represented.



The satellite view of Oahu will enable you to see every car currently active on the island, and you can zoom down on



Dawn Of A New R.P.G.

The Evolution Of Breeding.



MONSTER RANCHER

evo



Balance monster breeding with role-playing exploration.



A fantasy world with circus elements creates a unique stage for monster breeding.



Partake in real-time three-on-three battles requiring careful strategizing to create an unstoppable team of monsters.

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

PlayStation 2



PRO STRATEGY

The Outfit

Buy *The Outfit Official Strategy Guide* at bradygames.com/gamepro



Let the BradyGames team introduce you to an entirely new level of destruction! Check out the sneak preview from the official strategy guide that offers some great tips for multiplayer action and a few of the game's secrets.

Captain Deuce Williams



SPEED	AVERAGE
HEALTH	MEDIUM
STAMINA	LOW
PURCHASING	HIGH

As the leader of The Outfit, Deuce has earned the admiration of his men the hard way—on the field of battle. He's repeatedly turned down promotions in order to remain in the field where he can do the most damage. Deuce's Bazooka is an absolutely essential part of many of the early missions since access to tanks often does not come until late in a mission.

DEUCE'S SQUAD COMMAND

Deuce's Squad Command (press Pad Right) makes the squad go into melee combat mode. This is effective when you're unexpectedly face-to-face with the Germans.

Primary Weapon: Bazooka



TYPE	ARMOR PIERCING
FIRING RATE	SLOW
EFFECTIVE AGAINST	ARMOR AND EMPLACEMENTS
RANGE	MEDIUM/LONG

The Bazooka is best used against enemy armor, vehicles, and stationary emplacements like MG Nests and AT Guns. The Bazooka fires a rocket-propelled grenade that fires in a subtle arc. This is important to note when firing over long distances because one must aim at a high trajectory in order to hit the intended, long-range target.

Secondary Weapon: .45 Revolver



TYPE	STANDARD HANDGUN FIREARM
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY
RANGE	SHORT/MEDIUM

The .45 Revolver is a custom gun with a 7.5 inch barrel. As with any handgun, the .45 Revolver is effective at short range but anything farther than about 20 feet becomes a crapshoot.

Tertiary Weapon: Fragmentation Grenade



TYPE	EXPLODING GRENADE
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	INFANTRY, EMPLACEMENTS, ARMOR
RANGE	SHORT

The Fragmentation Grenade is a powerful weapon that can be effective against both infantry and armored targets. The challenge with the Fragmentation Grenade is to toss it at just the right location. Obviously, if the enemy sees a Grenade come to them, they tend to run. Fragmentation Grenades are most effective when tossed behind enemy fortifications like sandbagged areas. If the enemy stays behind the sandbags, they die, if they run out, they also die because your squad can shoot them down cleanly.

Bonus Weapon: Heavy Bazooka



TYPE	ROCKET PROPELLED GRENADE (ARMOR PIERCING)
FIRING RATE	MEDIUM
EFFECTIVE AGAINST	ARMOR, EMPLACEMENTS
RANGE	MEDIUM/LONG

The Heavy Bazooka is unlocked for Deuce once two single-player medals have been achieved. In the multiplayer game, the Great Score Medal must be achieved in order for Deuce to have access to this weapon. As one might expect, the Heavy Bazooka is a bigger and badder version of the standard Bazooka that Deuce carries. It's an excellent portable anti-tank weapon to have at your disposal.

MULTIPLAYER MAPS

This section offers a few of the multiplayer maps from *The Outfit* and some of the more important callouts and objectives. Each map offers key locations of Axis and Allied controlled objectives and buildings so you know exactly where you're headed as soon as you jump into a game.

	ALLIED OCCUPIED ARMORY
	GERMAN OCCUPIED ARMORY
	ALLIED OCCUPIED MOTOR POOL
	GERMAN OCCUPIED MOTOR POOL
	ALLIED OCCUPIED RADIO TOWER
	GERMAN OCCUPIED RADIO TOWER

	ALLIED OCCUPIED STRATEGIC OBJECTIVE
	GERMAN OCCUPIED STRATEGIC OBJECTIVE
	UNOCCUPIED STRATEGIC OBJECTIVE
	UNOCCUPIED ARMORY
	UNOCCUPIED MOTOR POOL
	UNOCCUPIED RADIO TOWER

BLOOD VALLEY

Blood Valley is aptly named. Crops grow very well in the confines of the valley. Some say that it's because soldiers have been fighting and dying in this canyon for millennia. The key locations in this map are shared between the two sides, making the dash to capture the Motor Pool particularly harrowing.



CITY IN RUINS

With the city leveled by heavy artillery, the civilians that were once here are long gone. Now it's time to see if it's the Allied or the Axis who have the guts to capture this area and take hold of the spoils of war. Each side has an Armory and a Motor Pool near their starting point on this map. The Radio Tower is the objective that the two sides must fight over, and owning it could shift the tide to one side or the other.



CONTINUED ►

INDUSTRIAL SECTOR

Located on the Ruhr valley, this last reserve of German manufacturing power is in danger of being destroyed. The Motor Pool favors the Germans in this mission, but if the Allies are quick they can take both the Radio Tower and the Armory while the Germans tie themselves up securing the Motor Pool. Still,

with the Motor Pool being of such importance, it's easy to predict that the area around it is likely to be hotly



NORMANDY FARMLAND

Where once existed a beautiful harvest, despair has been sown. The Germans attempt to control the area as do the Allies in the farmland of Normandy. Both sides start this map with a Motor Pool, making the Radio



Tower and the Armory the key locations. The Armory is considerably closer to the German side, making it possible for them to create a defensive 'Maginot' type line of artillery.



MEDALS, UNLOCKABLES & CHEATS

This small sample shows just a few of the secrets in *The Outfit*. Throughout the game, you'll unlock medals for completing certain hidden objectives. The medals are then used to unlock cheats and character-specific weapons. The official strategy guide has all the medals, cheats, and unlockables for all 12 missions as well as the multiplayer mode.

MEDALS—SINGLE-PLAYER

Medals are earned when some preset criteria has been met during gameplay. This lists all of the Medal opportunities, but they are also mentioned individually in the walkthrough portion of this book.

Mission	Medal	Requirement
MISSION 1	AIR DEFENSE	SHOOT DOWN AT LEAST 5 NAZI STUKAS
	COMBAT AID	PROTECT AT LEAST 5 OF THE ALLIED PARATROOPERS
MISSION 2	TROOP CAR DESTROYED	DESTROY THE AXIS TROOP CAR
	SEARCHLIGHTS DESTROYED	DESTROY ALL NAZI SPOTLIGHTS IN THE MISSION

UNLOCKABLES: DESTRUCTION ON DEMAND (SINGLE-PLAYER)

Mission	Unlockables
MISSION 1: BEYOND THE BEACHHEAD	37MM ANTI-TANK GUN, .30 CAL MACHINE GUN NEST, 4X4, HALFTRACK, TANK, AIR STRIKES (ALL UNLOCKED DURING MISSION)
MISSION 2: INTO THE FRAY	37MM ANTI-TANK GUN, .30 CAL MACHINE GUN NEST, .50 CAL MACHINE GUN NEST, 4X4, HALFTRACK, CROCODILE TANK (UNLOCKED DURING MISSION)

Written by Bart Farkas

© 2006 THQ Inc. All rights reserved. Developed by Relic Entertainment. THQ, Relic Entertainment, The Outfit, Destruction on Demand and their respective logos are trademarks and/or registered trademarks of THQ Inc. All other trademarks, logos and copyrights are property of their respective owners.

Check out bradygames.com/gamepro for an exclusive offer!

**BRING THE
EXCITEMENT OF
KING KONG
TO YOUR MOBILE**



KING KONG

THE OFFICIAL MOBILE GAME OF THE MOVIE

KEYWORD: KONG



TEXT THE GAME'S KEYWORD TO 82174 TO GET THE GAME TODAY!
Standard SMS and data charges apply

PRINCE OF PERSIA
THE TWO THRONES



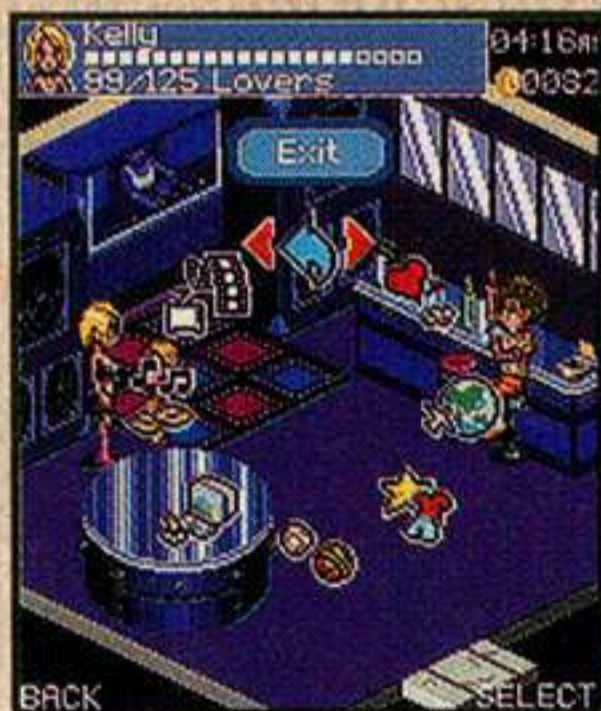
KEYWORD: PRINCE

MIDNIGHT POOL



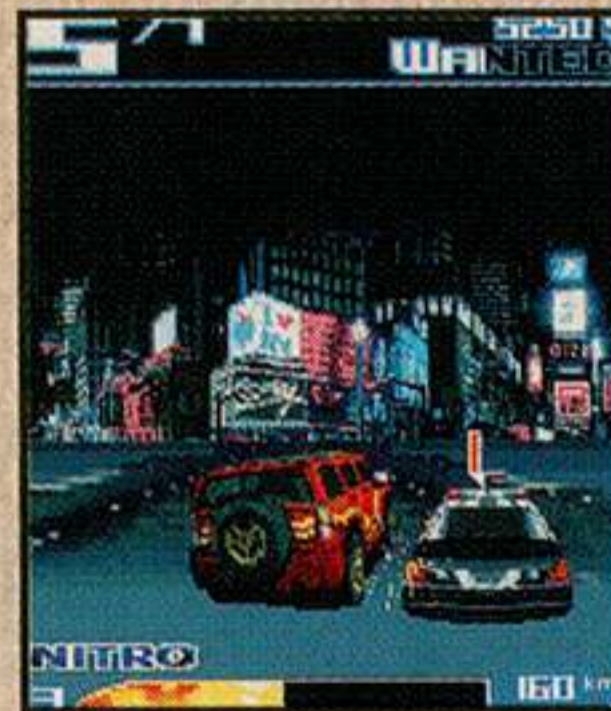
KEYWORD: POOL

NEW YORK NIGHTS
SUCCESS IN THE CITY™



KEYWORD: NEW

ASPHALT 2
NITRO



KEYWORD: AUGT2

A Tom Clancy's
SPLINTER CELL
CHAOS THEORY



KEYWORD: CHAOS

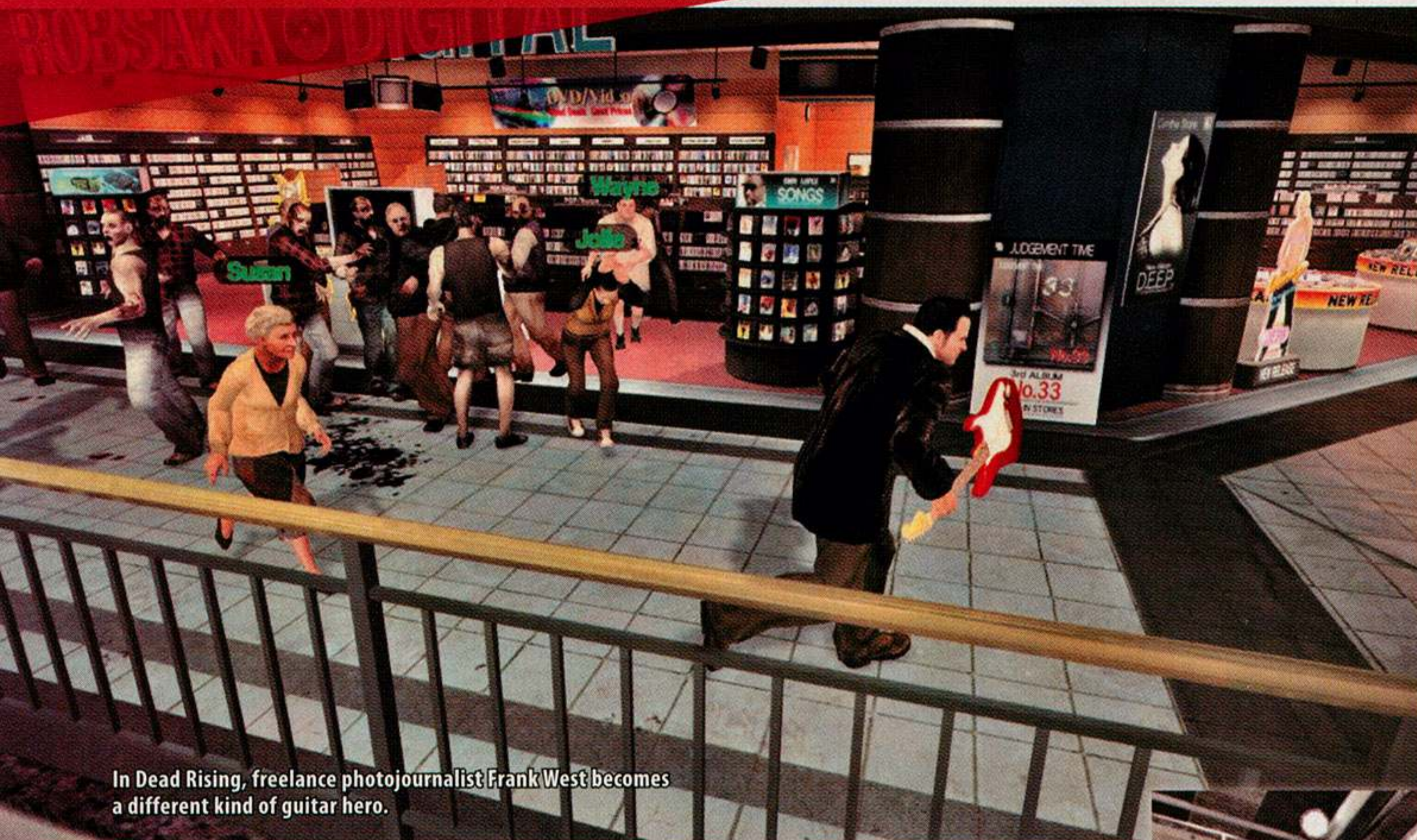


SEE THE MOVIE



gameloft
www.gameloft.com

© 2006 Gameloft. All Rights Reserved. Gameloft, the Gameloft logo, Asphalt: Urban GT, Midnight Pool and New York Nights: Success in the City are trademarks of Gameloft in the US and/or other countries. Splinter Cell, Splinter Cell Chaos Theory, Sam Fisher, [the Soldier Icon], and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. All manufacturers, cars, motorbikes, names, brands and associated imagery featured in Asphalt: Urban GT mobile game are trademarks and/or copyrighted materials of their respective owners. © 1989 Jordan Mechner. All Rights Reserved. Based on Prince of Persia® created by Jordan Mechner. Prince of Persia and Prince of Persia The Two Thrones are trademarks of Jordan Mechner used under license by Gameloft. Studios' King Kong movie © Universal Studios. Licensed by Universal Studios Licensing LLLP. All other trademarks and registered trademarks are property of their respective owners.



In *Dead Rising*, freelance photojournalist Frank West becomes a different kind of guitar hero.



Dead Rising

You have 72 hours until the chopper arrives....

Capcom unveiled more information, including a playable build, of its upcoming monster romp, *Dead Rising*. Ominous buzz has surrounded the game since its unveiling at last year's Electronic Entertainment Expo, and what was once considered a mindless gorefest has evolved into a deep action game that will require multiple playthroughs.

Dead Man's Party

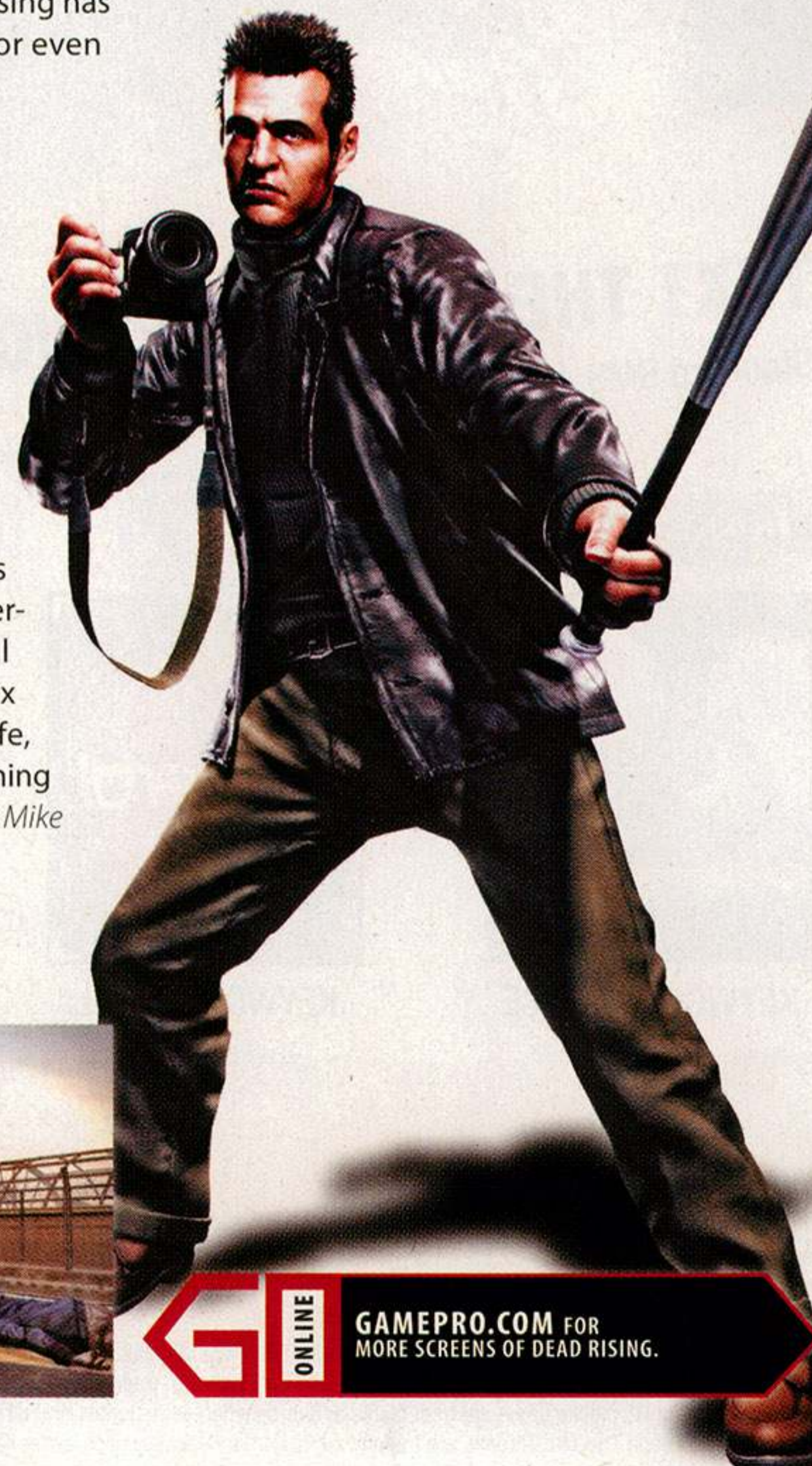
In *Dead Rising*, you play as Frank, a photojournalist who awakens one day to find that zombies have overrun society. Frank sees this as the scoop of a lifetime but finds himself in similar circumstances to those characters in George Romero's *Dawn of the Dead*: holed up in a large, well-stocked shopping mall. But rather than utilize the tried-and-true horror/survival linear narrative of just trying to survive, *Dead Rising* takes an extra step and offers a completely open-ended structure. Frank has 72 hours until a rescue chopper arrives, but in the meantime, he has a host of ways to pass the time. He can pursue his story of a lifetime by taking dynamic photographs and being in key locations for certain events; bash zombies with almost any object in the mall; rescue other humans trapped in the mall; save his own hide; or engage in a combination of the aforementioned activities. He can even sit it out and simply wait for the

chopper to arrive (which would, of course, be the game's worst-possible ending). The choice is yours. With all the activities taking place simultaneously, however, it will be impossible to see all that *Dead Rising* has to offer during a single playthrough...or even several successive ones.

"When There Is No More Room in Hell..."

One of the amazing aspects of *Dead Rising* is its use of zombies. Sure, they're menacing and dangerous, but the marauding ghouls are secondary to humans, who are much more dangerous. Some nonzombie characters are deranged, selfish, and intent on saving their own lives. For instance, a local prison break introduces unwanted convicts into Frank's world, and various shop owners are determined to protect their merchandise at all costs. Take this theme, add in stellar Xbox 360 graphics that bring the carnage to life, and *Dead Rising* looks like Capcom's stunning debut for the next-gen console. —Major Mike

■ **Update** ■ Developer and publisher: Capcom
 ■ Target release date: Second Quarter 2006



ONLINE GAMEPRO.COM FOR MORE SCREENS OF DEAD RISING.



Once feared dead, Prey is alive and well, and poised to take the FPS genre by storm.



Prey

Predator and prey in an unconventional showdown

Id-school PC devotees might remember Prey, a quirky first-person shooter by 3D Realms that began production in 1997 following the company's smash hit, Duke Nukem 3D. In its original form, Prey had quite a bit going for it: an ambitious plot, mind-bending architecture, and a throbbing industrial soundtrack by KMFDM. But in a bizarre twist, the developers never finished that game. Prey ceased production in 1999 after several high-profile delays and well-documented difficulties. But 3D Realms never gave up hope that Prey might one day live again.

Prey Back

Enter Human Head Studios, a developer perhaps best known for the Viking-themed slasher game Rune. Human Head and 2K Games have

given life to Prey, tuning it into a slick sci-fi blaster with brains.

Tommy, who is of Native American descent, is Prey's protagonist, and the action takes place on a massive alien mothership poised for an invasion of Earth.

But Prey is an unconventional shooter built upon traditional FPS fundamentals. For instance, you can't actually die; instead, when your health hits zero, you'll "Death Walk" to a phantom world, where you must slay squidlike apparitions before re-entering your body. Another key concept in the game is "Spirit Walking." By casting your spirit out of your body, you can scout ahead into dangerous territory, ambush enemies with a deadly spiritual bow and arrow, pass through impenetrable barriers, and access hidden areas.



Unconventional Weaponry

Prey has an impressive albeit unconventional arsenal. The Hunter Rifle, for instance, is a cross between a chaingun and a sniper rifle, while the Leech Gun sucks energy from nearby power sources and spits it out in a variety of ways. Then there's the Acid Sprayer, which melts foes with a projectile vial of acid.

Running on a heavily modified Doom 3 engine, Prey has technology that enables for more than just mind-bending camera tricks. In some levels, the gravity will shift to the ceiling or the wall. It's not as disorienting as it might sound, and running up the walls and onto the ceiling often proves to provide a distinct tactical advantage in tough firefights. Prey looks surprisingly slick and polished, and we haven't even described the enemies yet. Look for more on this FPS in an upcoming issue. —Vicious Sid

Update ■ Developer: Human Head Studios
 Publisher: 2K Games ■ Target release date: June



GAMEPRO.COM TO READ MORE ABOUT PREY, INCLUDING ENEMIES AND OTHER WEAPONS.

METAL SAGA

WIN A COPY OF METAL SAGA™

CRY HAVOC AND LET SLIP THE DOGS OF WAR!



ENTER ONLINE AT: Gamepro.com/metalsaga/

ATLUS
WWW.ATLUS.COM



RATING PENDING
RP
Visit www.esrb.org for updated rating information.

© 2005 Success/Crea-Tech Licensed to and published by Atlus USA. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

PREVIEWS

Tomb Raider: Legend

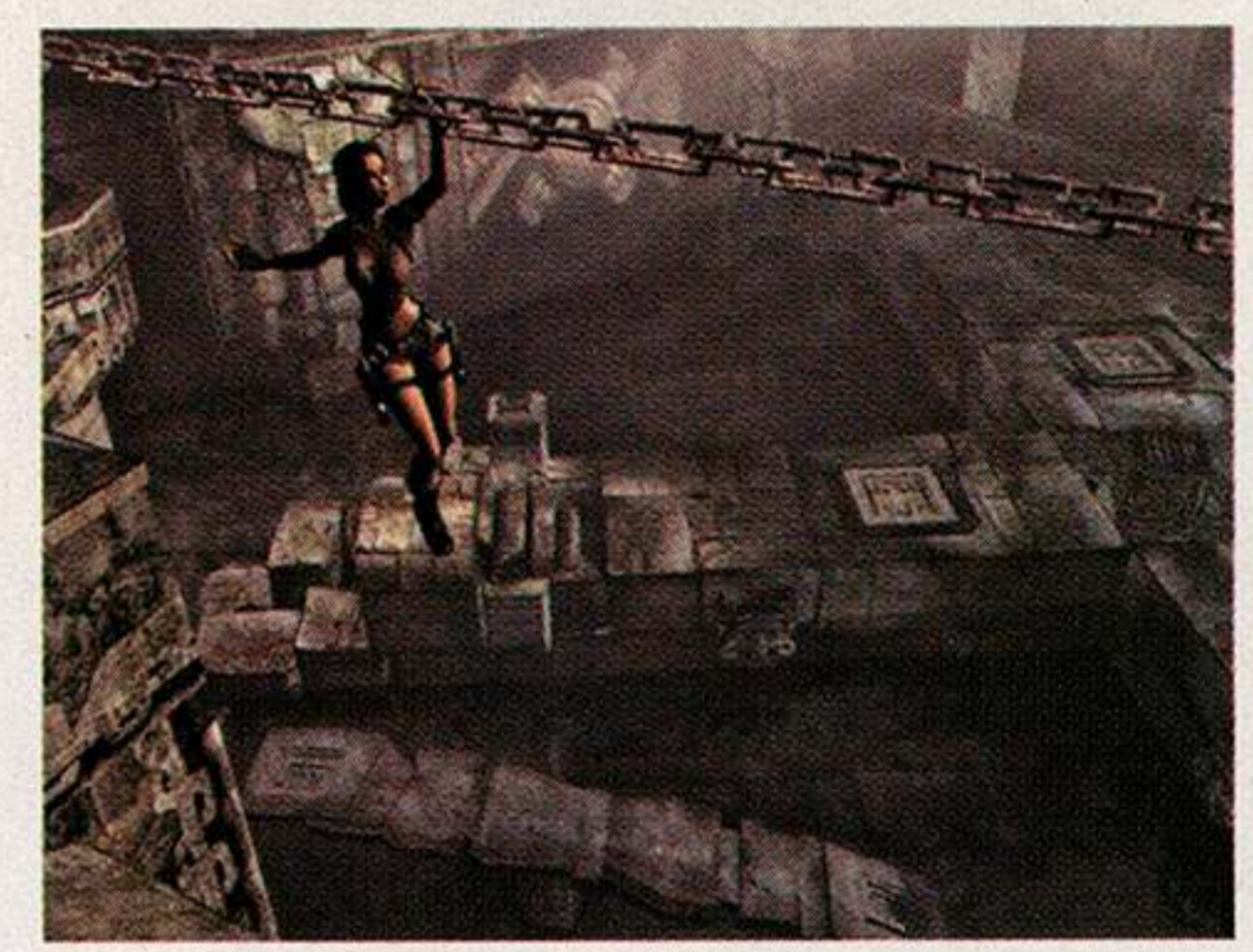
A makeover of epic proportions

PS2
Xbox 360
Xbox

You can be forgiven if you haven't played the last Tomb Raider game. In a word, it sucked—badly. But you would be remiss if that experience caused you to bypass Tomb Raider: Legend, which is shaping up to be one of the most impressive turnarounds in gaming. After the poor showing of Tomb Raider: Angel of Darkness, the franchise went through a quiet and long-overdue renovation. With the fresh ideas of a new developer, Crystal Dynamics, Legend shows a return to form with beautiful new landscapes and locations, impressive gymnastics, and, perhaps most important of all, a new Lara.

From DD to AAA

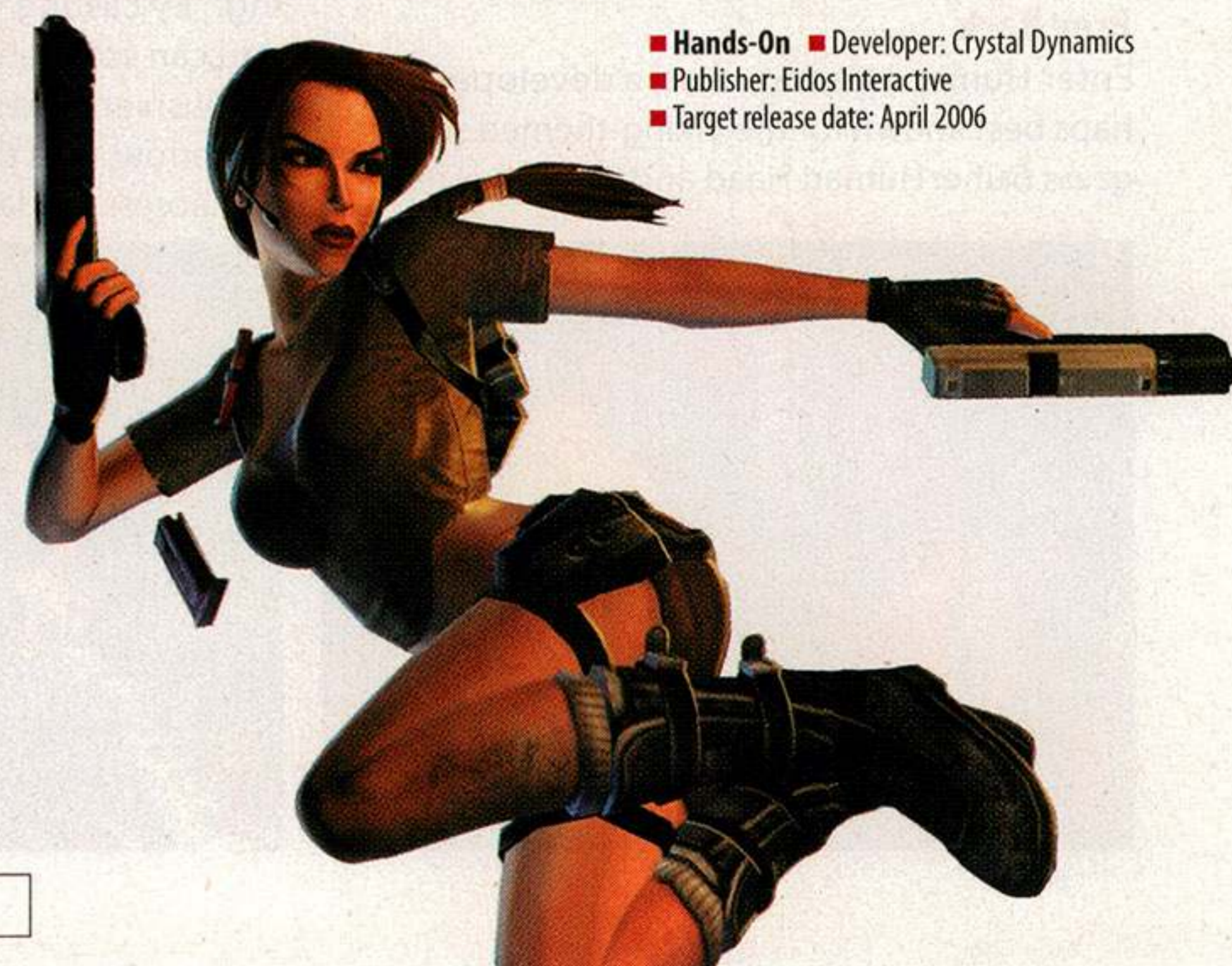
Gone is the buxom Brit from previous adventures, and in her place is a redesigned Ms. Croft; a bit more brains and a little less bosom. And it's a change for the better, too, especially with all the moves she'll be pulling off this time. Just as the original Tomb Raider was likened to the old Prince of Persia, Legend lends itself well to a comparison with the newly updated Prince of Persia franchise. You'll find yourself flipping, swinging, climbing, and crawling through beautiful and exotic locales, all with more fluid moves and more responsive control than in any Tomb Raider before it.



Take a Look At Those...Graphics

Speaking of locations, Legend pulls off some incredible visuals for current-gen systems, proving the PS2 and Xbox still have life left in them. From the tropics of Bolivia and the snow-capped mountains of the Himalayas, to the dark skyline of Tokyo, this is one nice looking game. Add the solid combat mechanics, the acrobatic exploration, and all of Lara's...assets, and Tomb Raider: Legend already looks to be an impressive reinvention of this iconic video-game series.—*The Watcher*

- Hands-On ■ Developer: Crystal Dynamics
- Publisher: Eidos Interactive
- Target release date: April 2006



Hitman: Blood Money

Ready for even more blood on your hands?

PS2

Xbox

Killing is a dangerous and expensive business. Or at least it is in the high-profile world of Hitman, where a well-timed kill is just another dollar. In the upcoming fourth installment of the Hitman series, the titular Agent 47 takes his assignments to the U.S. when he finds out that his contract agency, including those who work for it, are being hunted by an unknown enemy.

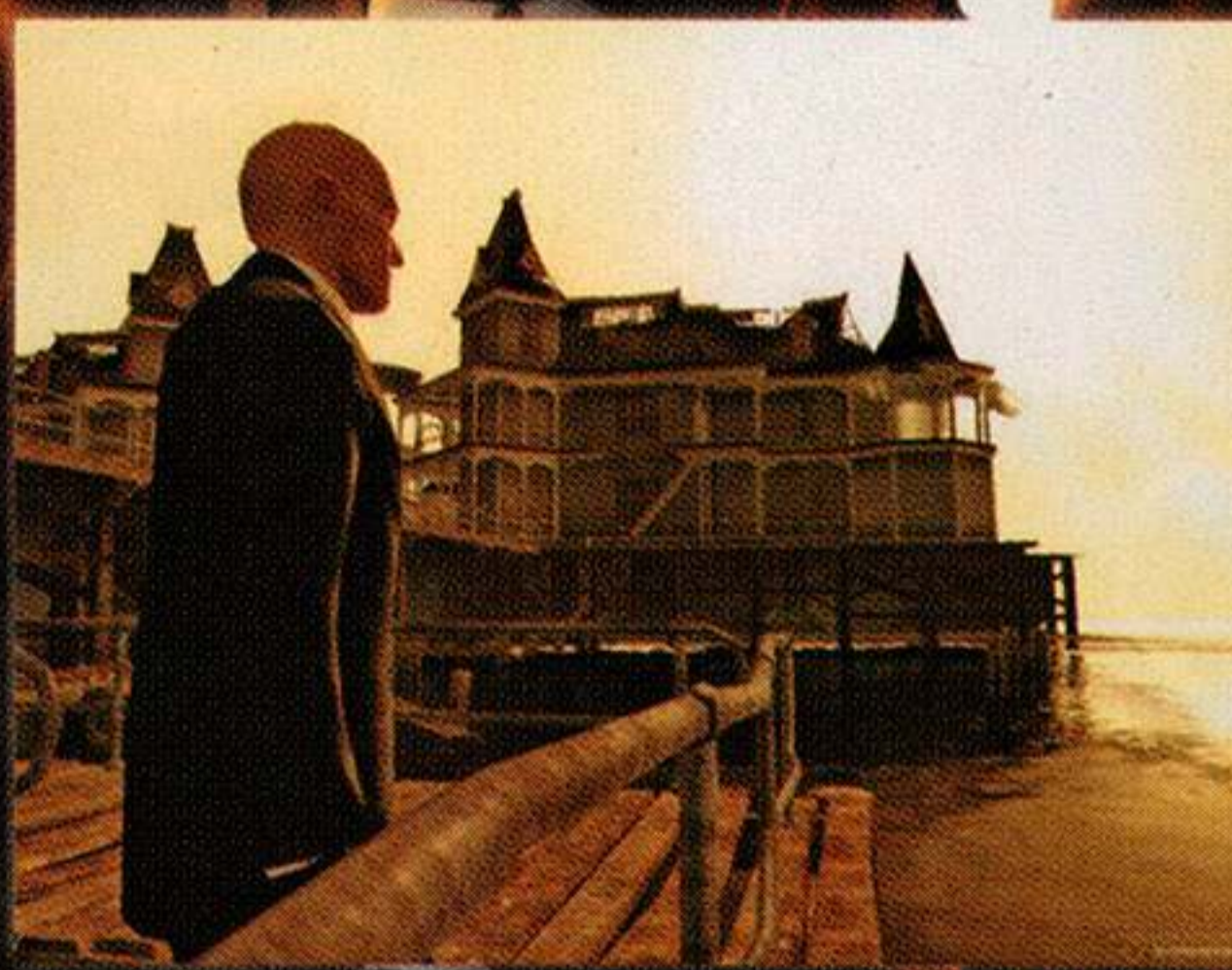
Like any good hitman, Agent 47 is always honing his skills, and this time, he has plenty of new sneaky and brutal ways to take out his "marks" and anyone else who stands in his way. It's probably never wise to attack a professional assassin, but now those who do can have their weapons stolen and used against them, and 47 can also take human shields when discretion is no longer an option.

One impressive new feature is the weapon customizability that offers countless different accessories to purchase. Pistols and rifles can be outfitted with the usual silencer, but they can also have an extended clip or armor piercing rounds for those unanticipated shoot-outs with local law enforcement. This is just a simple example; laser sights, scopes, and countless other add-ons are also available throughout the game.

Perhaps even more exciting is the new notoriety system. As Agent 47 accomplishes missions, the media will be following the mysterious or blatant murders he commits, even writing stories you can read afterward. Kill innocent civilians or bystanders, and you'll be labeled a psychopath, while inconspicuously slaughtering only your target will result in the newspaper stating no firm leads or evidence. If you make 0mistakes, you can always opt to pay off individuals or destroy evidence to avoid too much unwanted attention, but at a serious price. With all these promising features, Blood Money should prove to be a "hit" when comes out next month.—*The Watcher*

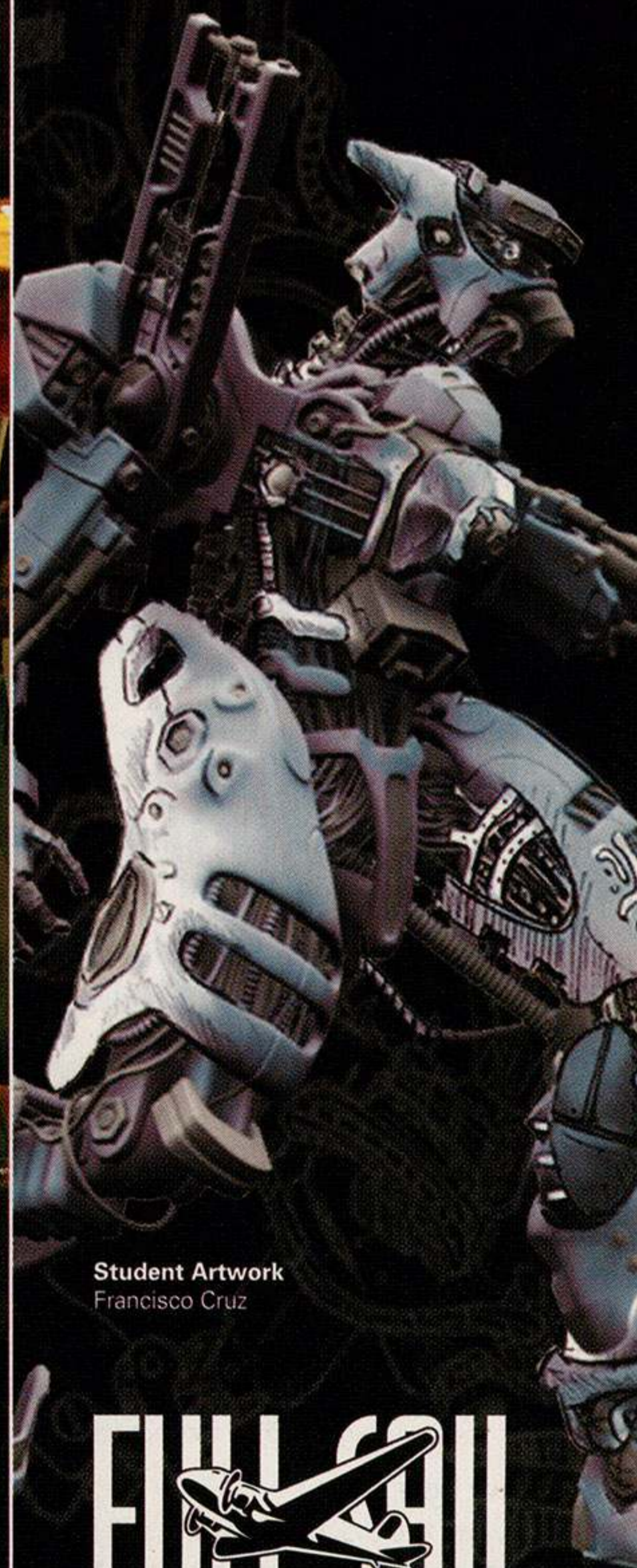
■ Hands-On

- Developer: IO Interactive
- Publisher: Eidos Interactive
- Target release date: May



TOP FIVE GAME-DEGREE

—*Electronic Gaming Monthly*



Student Artwork
Francisco Cruz

FULL SAIL
Real World Education

School of
Game Development
School of
Computer Animation

800.226.7625
fullsail.com

GET STARTED

3300 University Boulevard
Winter Park, FL 32792

Financial aid available to those who qualify
Career development assistance
Accredited College, ACCSCT



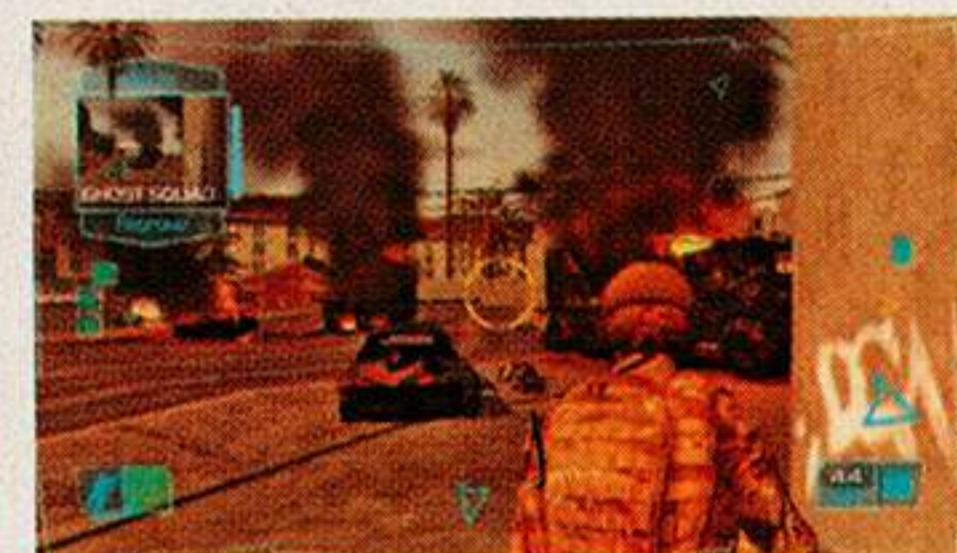
PRO TIP: Make sure you're behind substantial cover if you're facing armored personnel.



PRO TIP: Remember to concentrate everyone's firepower to destroy a vehicle.



PRO TIP: When you're protecting the president, pick a spot near him where you have a full view of the entire battlefield.



PRO TIP: Though destroyed, dilapidated armor still provides sufficient cover

Tom Clancy's Ghost Recon Advanced Warfighter

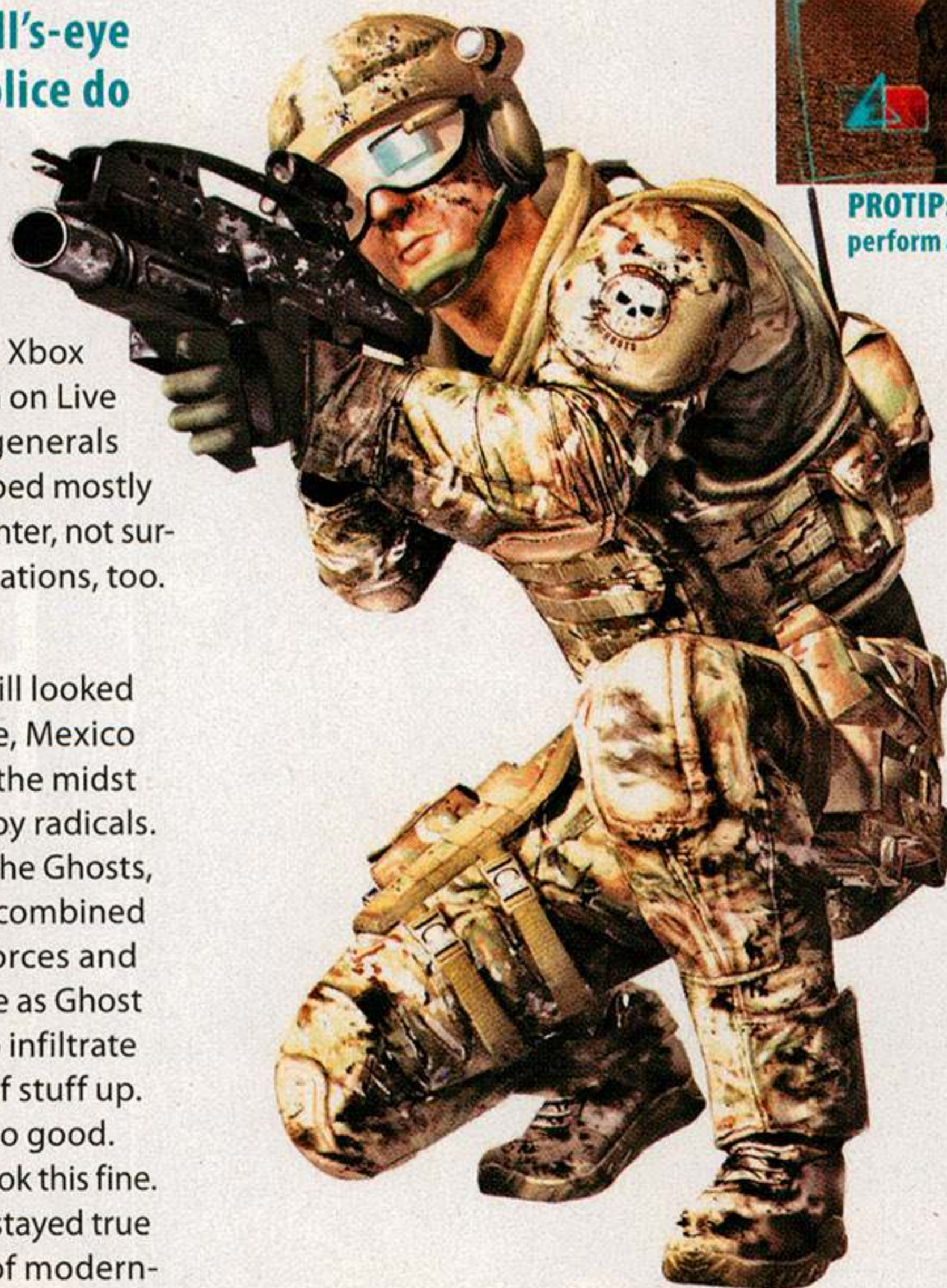
Tom Clancy scores a near bull's-eye as the Ghost Recon world police do battle on the Xbox 360.

Although it misfires in some instances, Ghost Recon Advanced Warfighter explodes on the Xbox 360 with enough action on Live to keep even armchair generals busy for hours on end. Sure, it's hyped mostly for its visual presentation, but Warfighter, not surprisingly, meets fun gameplay expectations, too.

War is Not Ugly

It's 2013, and the U.S. (as always) is still looked upon as the world's police. This time, Mexico calls in help as the government is in the midst of being overthrown by trigger-happy radicals. Answering the call, the U.S. sends in the Ghosts, a special operations group with the combined characteristics of today's Special Forces and Rangers units. In short, your objective as Ghost commander is to guide your team to infiltrate high-risk areas and then blow tons of stuff up. And blowing stuff up never looked so good.

Military incursions should always look this fine. The Tom Clancy franchise has always stayed true to its goal of realistic presentation of modern-day combat, and Warfighter is no exception. Visuals are the centerpiece and a direct and effective invitation for all Xbox 360 owners to see why their system currently reigns as champion in having a powerful graphics engine. You actually feel like you're in a gunned-down urban sprawl of Mexico City complete with towering office buildings, hillside shantytowns, and unwelcoming resident neighborhoods. Other



graphical eye-pleasers shine, including slick effects like gunfire and exploding armored vehicles to your team's detailed fatigues. Truly, Warfighter's visual presentation is a force to be reckoned with.

Control Yourself, Man!

The visuals may be on target, but Warfighter's controls in the single-player campaign bite the



PRO TIP: Don't be discouraged if your entire team is hurting. They'll still perform adequately during a firefight.

bullet. It's been an unfortunate and ongoing theme in the Ghost Recon series, yet the wonky control scheme still hasn't been fixed. Your teammates walk in front of you while you're busy firing off rounds, and for some reason, your comrades neglect to automatically find cover once fired upon; they even sporadically move directly into a hot zone on their own without your command.

The Buddy System

Online play is what saves this otherwise trying experience. A plethora of game modes—from the usual capture-the-flag and deathmatch to team co-op campaigns—offer hours of Xbox Live action. The multiplayer maps are large enough (and fully detailed) to accommodate 16 trigger-happy players at once without any sign of slow-down or loss of frame rate. Working together as a team with awesome firepower at your fingertips never gets boring.

Truly, if not for the multiplayer mode, Warfighter would have been a marginal soldier with only the visuals to back him up. If you're not on Xbox Live yet, then Warfighter is a good reason to sign up and get connected. Don't get left behind in this war.—*Four-Eyed Dragon*

	GRAPHICS 4.5	FUN FACTOR 4.0
	SOUND 4.0	
	CONTROL 3.0	

■ Developer and publisher: Ubisoft ■ \$59.99
■ Available now ■ Action ■ 1 player; 16 online ■ ESRB: T



PROTIP: If the police are giving you trouble, bribe an official to lessen the pressure



PROTIP: Listen to Luca Brasi; he has plenty of helpful tips to give you



PROTIP: Signature executions give you major respect points, so go for them!



PROTIP: Be sure to experiment with all the weapons—some can really give you the edge.

The Godfather

Dare we say it? It's an offer you can't refuse.



EA hasn't had exactly the best luck when adapting licensed properties. *Catwoman* was a flop of legendary proportions, and *Marvel Nemesis: Rise of the Imperfects* was marred by lackluster gameplay and uninspired character design. So what does EA do in light of its past shortcomings? That's right, it acquires the video-game rights to one of the most beloved feature films of all time: 1972's best picture Oscar-winner *The Godfather*. The results are much better than you'd expect.

"I'm a Businessman; Blood Is a Big Expense"

When you start off the game, you're little more than a punk with a mean streak and a troubled past. Under the guidance of Luca Brasi (as ordered by Don Corleone), you learn the delicate art forms of beating people to death, shaking down shop owners for extortion money, taking over rival mob rackets, and honing your various skills and upgradable attributes.

The world of *The Godfather* is an immense re-creation of 1940s New York City with the five boroughs controlled by a mob family. It's your job to try to wrestle control back to the Corleones. The world is scattered with almost countless different missions and optional side

quests. As you take over the city and earn more and more respect points, you gain rank in the Corleone family. The open-endedness of the missions and the freedom in progression is probably one of the most enjoyable aspects of *The Godfather*, and should have any fan of sandbox gaming enthralled for hours.



And What About the Story?

The game takes a back alley route to fit the movie's story into the game. When Luca Brasi is killed, your character is actually peeking through a window when the hit goes down. When Michael Corleone takes part in the famous restaurant hit on Sollozzo and McCluskey, you plant the gun in the locale's bathroom and provide the getaway ride. These story-driven missions cleverly make you the guy in the shadows doing the dirty work without trampling on sacred movie events. Mario Puzo would have been proud.



PROTIP: Be careful during extortions as too much pressure can kill your target

"You Can Act Like a Man!"

While fanboys will likely decry *The Godfather*'s strong resemblance to *Grand Theft Auto*, the game offers up unique and enjoyable moments, especially if you're fan of the movie. *The Godfather* does something licensed video games have tried and failed to accomplish in the past: give gamers a good time and an experience worthy of the prized material it emulates.—JohnnyK



PS2	GRAPHICS 4.0	EDITORS' CHOICE	FUN FACTOR 4.5/5
	SOUND 4.0		
Xbox	GRAPHICS 4.0	EDITORS' CHOICE	FUN FACTOR 4.5/5
	SOUND 4.0		
	CONTROL 4.0		

Developer and publisher: EA Games ■ \$39.99; \$49.99 (Limited Edition) ■ Available now ■ Action ■ 1 player ■ ESRB: M





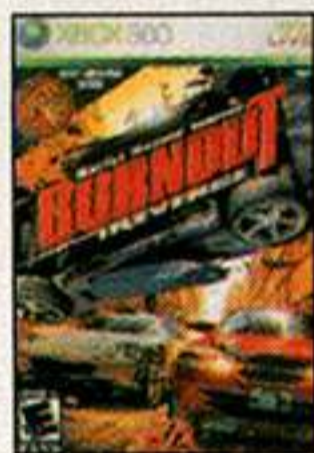
PRO TIP: Be sure to take out Rivals to get a significant Boost increase.

Burnout: Revenge



Revenge is a dish best served on the Xbox 360.

Xbox 360



While the current-gen versions of Burnout: Revenge have been out for a while, the Xbox 360 iteration will blow your mind thanks to its stunning graphics and enhanced online experience. But are those qualities enough to warrant a purchase, particularly if you've already got your Revenge on the PS2 and Xbox?

Rivals Going Online

The object of Burnout is simple: take part in various races while attempting to demolish the competition by ramming opponents into roadside objects and structures. If you tire of that, you can take part in some addictive Crash mode games where the object is to barrel your car into a glut of traffic and watch the resulting damage pile up. As you win events, new ones open up, and the difficulty increases at a steady rate.

Where the Xbox 360 version sets itself apart is its visuals. Car models are infinitely more detailed than they were on the PS2 and Xbox, as are the jaw-dropping particle and debris effects when cars crash. Perhaps the most impressive new direction for the Xbox 360 version of Revenge is the new online features. Up to eight players can race against (or with) each other online across almost every single mode available in the single-player experience. The single-player modes, however, remain unchanged.

Get Your Revenge

If you're a die-hard fan looking for some deeper online gameplay, Burnout: Revenge on the Xbox 360 should fit the bill nicely.—JohnnyK



PRO TIP: Learn where shortcuts are to get the edge on the competition in a race.



PRO TIP: In Crash Mode, be sure to maximize your damage by targeting multiple lanes of traffic.



G ONLINE **GAMEPRO.COM** FOR PROREVIEWS OF BURNOUT: REVENGE FOR THE PLAYSTATION 2 AND XBOX

X GRAPHICS 4.5
SOUND 4.0
CONTROL 4.5 **EDITORS' CHOICE** **FUN FACTOR 4.5**

■ Developer: Criterion Games ■ Publisher: EA Games ■ \$59.99
■ Available now ■ Racing ■ 2 players; 6 online ■ ESRB: E10+

QUICK HITS

Full Auto

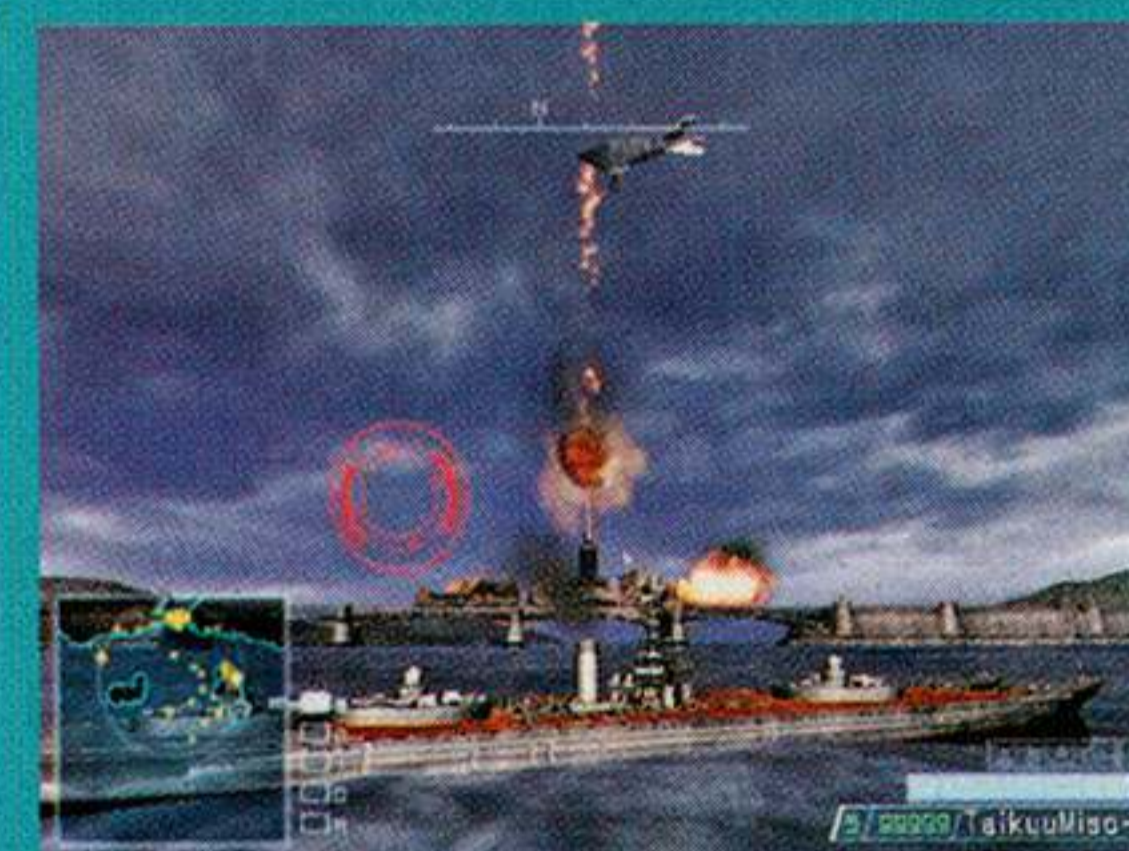


Xbox 360 Full Auto does an admirable job of carving out a place among the glut of forgettable destruction-racing titles with outstanding visuals and an ingenious Unwreck feature where you basically rewind time. But while the presentation and gameplay shine, the game feels like an all-too-familiar fast-driving frag-fest worthy of only a few laps around the bullet-blasted block.—Bones

X GRAPHICS . . . 5.0
SOUND 4.0
CONTROL . . . 4.5 **FUN FACTOR 3.5**

■ Developer: Pseudo Interactive ■ Publisher: Sega ■ \$59.99
■ Available now ■ Driving ■ 2 players; 8 online ■ ESRB: Teen

Warship Gunner 2

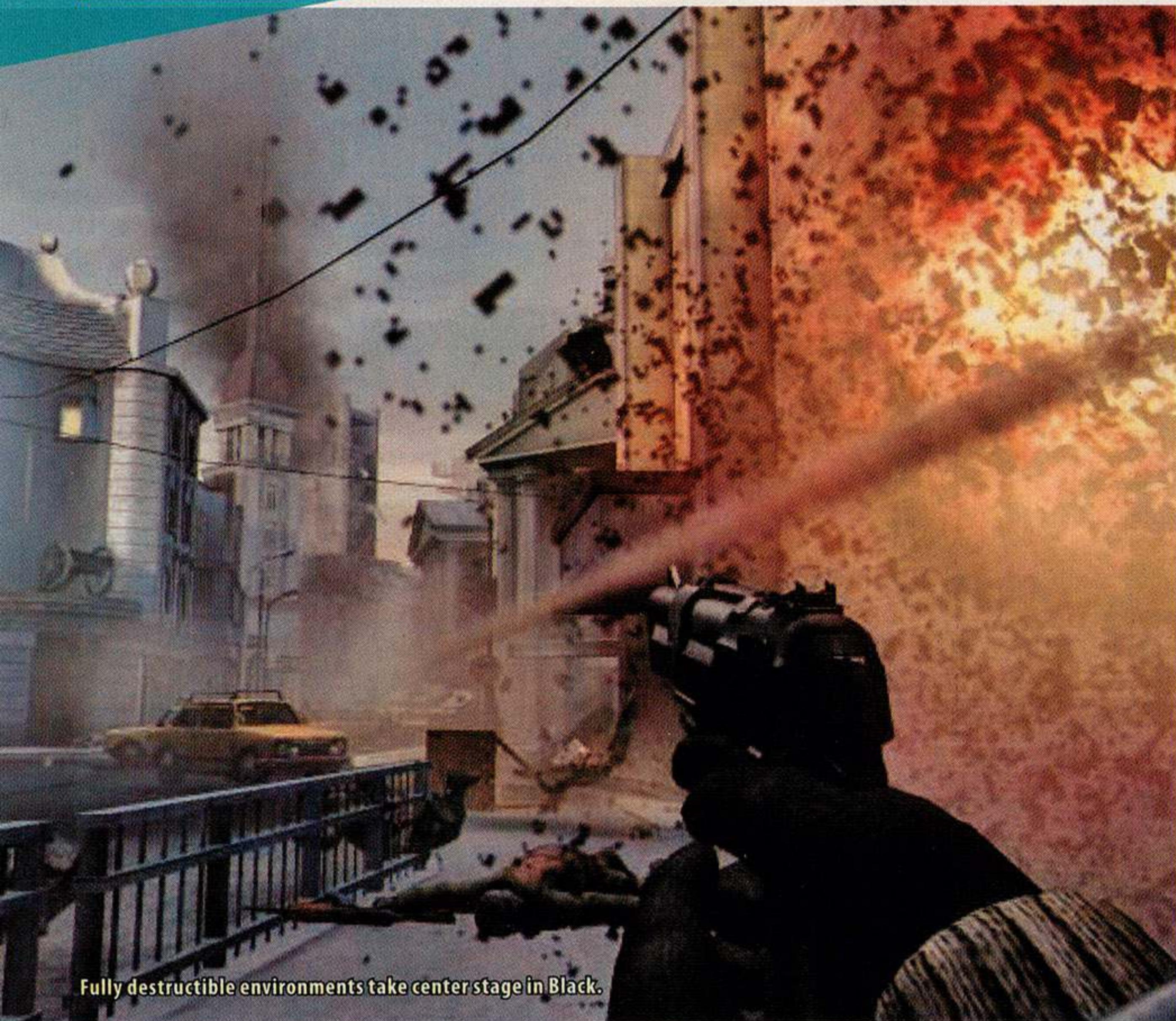


PS2 Set in a fictional present-day world, Warship Gunner 2 pits you against an extremist military organization set on world domination. If you can get past the lengthy tutorials and awkward cut scenes, Warship Gunner 2 is actually fun. Vets of the original and fans of military simulation games should give this one a rental look.—Long-Haired Offender

PS2 GRAPHICS . . . 3.0
SOUND 3.5
CONTROL . . . 3.5 **FUN FACTOR 3.0**

■ Developer: Micro Cabin ■ Publisher: Koei ■ \$39.99
■ Available now ■ Simulation ■ 1 player ■ ESRB: T

GET IT ALL @ GAMEPRO.COM



Fully destructible environments take center stage in Black.

Black

Black will have you seeing plenty of red.

PS2

Xbox



Black does pretty much everything outstanding—for a single-player first-person shooter. When it comes to multiplayer options, however, Black is, well, in the dark.

Guns Are a Man's Best Friend

Black's story line dribbles the normal military cover-up, but the game's presentation is much more exciting. The objectives for each mission are simple: Shoot anything that moves, shoot anything that doesn't move, and make it to the next objective with ammo to spare. Guns are Black's stars. Just about every single object, vehicle, and nonbreathing obstacle can be blown to bits. Add countless masked men shooting back, and you're in for a highly destructible account of an embellished modern-day battle-zone experience.

The gun effects play a huge part of the action. Each real-world firearm distinctly pierces the ears with a booming rat-tat-tat that roars best in a fully turned-up surround sound system. The visuals are pure ecstasy—let loose on the trigger and you'll be rewarded with an orgasmic display of mayhem. The run-and-gun tactics consume your eyes with a breadth of destruction never before seen in any type of shooter. You'll marvel at the intense explosions and the effects of explosions on anyone standing next to them; you're an unwilling witness to the perfection of rag doll physics.



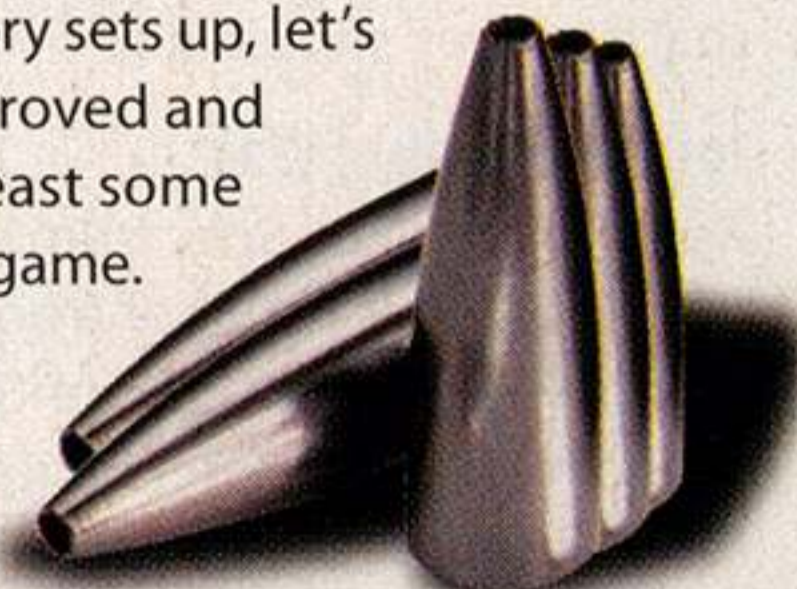
PRO TIP: Always reload your weapons whenever you have the opportunity to do so.

A Gun of One

Black misfires at certain points. Enemy A.I. is a mixed bag of sharpshooting mercenaries and idiot-thinking drones. But the true low point is lack of any multiplayer options, including split screen.

If Black was created simply to produce an adrenaline-induced euphoria of maddening guns going wild, then it is a total success. In the sequel, as the end of the story sets up, let's hope the A.I. is improved and that it includes at least some type of multiplayer game.

—Four-Eyed Dragon



PS2	GRAPHICS 4.0	FUN FACTOR 4.0
	SOUND 4.5	
	CONTROL 4.5	

Xbox	GRAPHICS 4.5	FUN FACTOR 4.0
	SOUND 4.5	
	CONTROL 4.5	

■ Developer: Criterion Studios ■ Publisher: EA Games ■ \$39.99
■ Available now ■ Shooting ■ 1 player ■ ESRB: M

QUICK HITS

Conflict: Global Terror



PS2 There's some fun to be had in Conflict: Global Terror, but it's hard-won, and with so many more graceful examples of the genre to choose from, this title is hard to recommend. Dedicated fans of the series will find a challenge, but the cumbersome controls and questionable A.I. remain most effective killjoys.—Ouroboros

PS2	GRAPHICS 4.0	FUN FACTOR 3.0
	SOUND 4.0	
	CONTROL 2.5	

■ Developer: Pivotal Games ■ Publisher: 2K Games
■ \$39.99 ■ Available now ■ Action ■ 4 players ■ ESRB: M

Sniper Elite



Xbox Playing as an Allied sniper, you must sneak into war-torn Berlin and stop the Soviets from acquiring hi-tech German weaponry. If you're prepared for the deliberate nature of its gameplay, Elite is a rewarding way to fight WWII from the comfort of your couch. Just keep in mind the required degree of patience.—Major Mike

Xbox	GRAPHICS 4.0	FUN FACTOR 4.0
	SOUND 4.0	
	CONTROL 4.0	

■ Developer: Rebellion ■ Publisher: Namco ■ \$39.99
■ Available now ■ Action ■ 2 players ■ ESRB: Mature

GET IT ALL @ GAMEPRO.COM



PROTIP: Remember to provide cover as your injured teammate is carried off to safety.

Full Spectrum Warrior: Ten Hammers

Slow-paced warfare; peaceniks need not apply

Xbox



While it faithfully re-creates what it may feel like in an urban war zone, this sequel to the much-heralded original Full Spectrum Warrior doesn't completely win the battle.

Meet Your New Friend, Charlie

In this third-person, team-tactical action/shooter, the objective is to maneuver two groups of four-man teams through a fictitious Middle Eastern urban sprawl that is populated with AK-47-toting baddies, slyly hidden snipers, and gun-mounted trucks. To reach your objectives, which range from rescuing allies and destroying weapon caches to clearing out a city block, you must direct each team as an entire group, using the same cover-and-fire formations used in today's U.S. military. Flanking, suppressing fire, and overall team tactics are the keys to winning each mission. Ten Hammers has a few key differences over its predecessor, including the ability to target an enemy using one soldier, and the ability to control a third party—a tank, Hum-vee, or lone sniper—adding a deeper breadth of gameplay.

I Order You To Think

But problems arise. The A.I. could have used a bit more brainpower as enemy shooters feel like they're on a scripted track and frequently exhibit bizarre behavior. Visually, Ten Hammers



PROTIP: Enemy armor is just as strong as yours, which means shoot first and ask questions later.

seems out of date. The original Full Spectrum Warrior helped elevate the Xbox with innovative graphics and weapon effects—but that was two years ago. Here, the environments, character animations, and even cut-scenes aren't as sharp as they should be.

Join the Global War

As in the first Full Spectrum Warrior, Ten Hammers illustrates how our troops fight in today's urban war zone, where fighting as a team is essential to win the war. Military strategists will certainly enjoy the up-close-and-personal tactics, but for action/shooters, this mission might be a bit too slow-paced.—*Four-Eyed Dragon*



GRAPHICS 3.5
SOUND 3.5
CONTROL 4.0

FUN FACTOR
3.5

Developer: Pandemic Studios Publisher: THQ \$49.99 Available now
Combat 1 player; 8 online ESRB: M Also on the PlayStation 2

QUICK HITS

Final Fight: Streetwise



PS2 Final Fight: Streetwise is technically a sequel to the old-school arcade franchise, but it takes the predictable jump from 2- to 3D. However, Streetwise's implementation and presentation are sorely lacking. The game is plagued with schizophrenic A.I., camera issues, and boss battles that are overly time intensive. This could have benefited from a bit more polish.—*Rice Burner*

PS2

GRAPHICS . . . 3.5
SOUND 3.5
CONTROL 4.0

FUN FACTOR
3.5

Developer and publisher: Capcom \$39.99 Available now
Action 2 players ESRB: M Also on the Xbox

Gauntlet: Seven Sorrows



Xbox

The mere mention of Gauntlet floods brains with memories of funneling quarters into arcade machines. No game has truly captured the magic of the original, but Seven Sorrows comes the closest, even if it's ultimately less than legendary. While Sorrows doesn't deliver fully on the promise and longevity of its progenitor, it does provide a fleeting good time.—*Ouroboros*



GRAPHICS . . . 4.0
SOUND 4.0
CONTROL 3.5

FUN FACTOR
3.5

Developer and publisher: Midway \$49.99 Available now
Action 4 players ESRB: T Also on the PlayStation 2

GET IT ALL @ GAMEPRO.COM

Chibi-Robo!

Never send a human to do a machine's job.



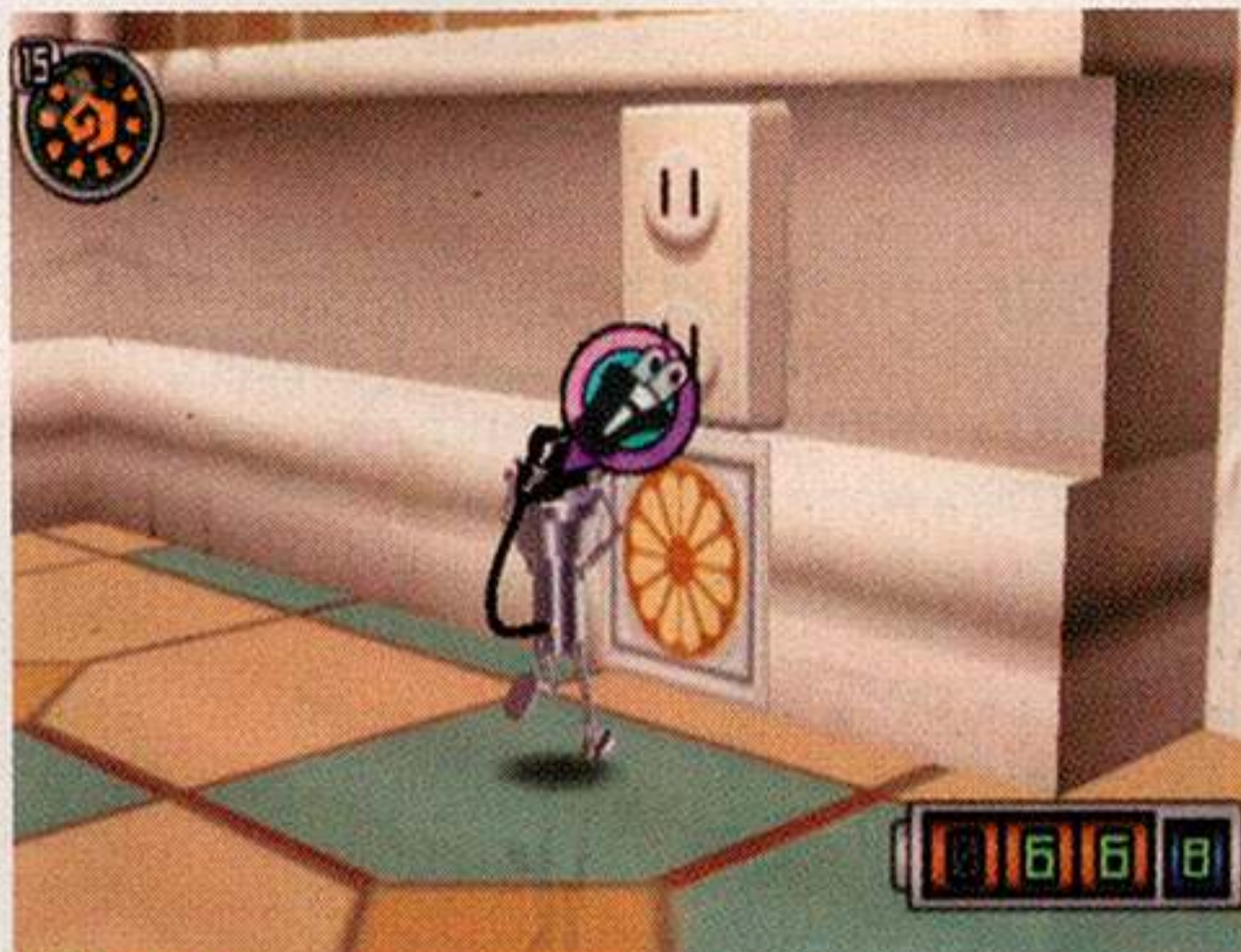
Chibi-Robo! belongs to the small but exclusive fraternity of quirky free-roaming nonlinear Japanese games that are so far out of the traditional box, they separate gamers into "love it" or "hate it" camps.

You take control of the titular character as it is brought into a modern home. It's your job to make others happy by cleaning, finding lost objects, and solving the personal problems of your adopted patriarchs. Keeping the family content yields Happy Points that can be used to level-up Chibi.

The game engine is solid, but there doesn't seem to be any overall point. You just go around acquiring tools to clean, collecting points, and

solving problems for the sake of being a slave to dirty and dysfunctional masters. It's a drag to pick up trash in real life, so why volunteer to be a fictional family's maid for hours on end?

Very young gamers may find Chibi-Robo! appealing, but for the rest of us, the entire premise is pointless and nauseating.—*Rice Burner*



PROTIP: Pay attention to power socket locations so you know where to take Robo when his energy is low.



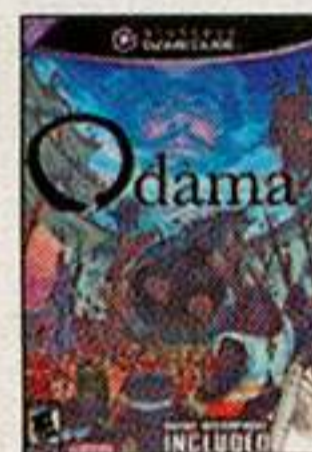
PROTIP: Once you acquire the toothbrush, you can remove stains and acquire additional Happy Points.

	GRAPHICS 4.0	2.5
	SOUND 3.0	
	CONTROL 3.0	

■ Developer: Skip ■ Publisher: Nintendo ■ \$49.99
 ■ Available now ■ Action ■ 1 player ■ ESRB: E10+

Odama

Pinball and the art of war



Pinball, samurais, and shouting—that's the nucleus of Odama. If there's one thing that can be said about Yoot Saito's strange video-game constructions (such as Seaman for the Dreamcast), it's that they aren't just weird, they're also awesome to play. Odama's a real-time strategy of sorts in which you bark out military orders with a microphone and use flippers to guide the titular cannonball/pinball to squish everything on the screen.

Odama isn't a game that you can rent, play, and master in an hour. It's grueling, and some battles take double-digit attempts before you can emerge victorious. The levels lack variety, and some of them are crammed so full of activity that it's easy to lose your sphere in the chaos. Humorous dialogue occasionally creeps into the audio track, bringing a smile to your face as you flatten hundreds of enemy soldiers. Odama is an imaginative title that joins the ranks of Katamari

Damacy: a wacky success.
 —*Long-Haired Offender*



PROTIP: Use structures on the pinball—er, battlefield, to your advantage.



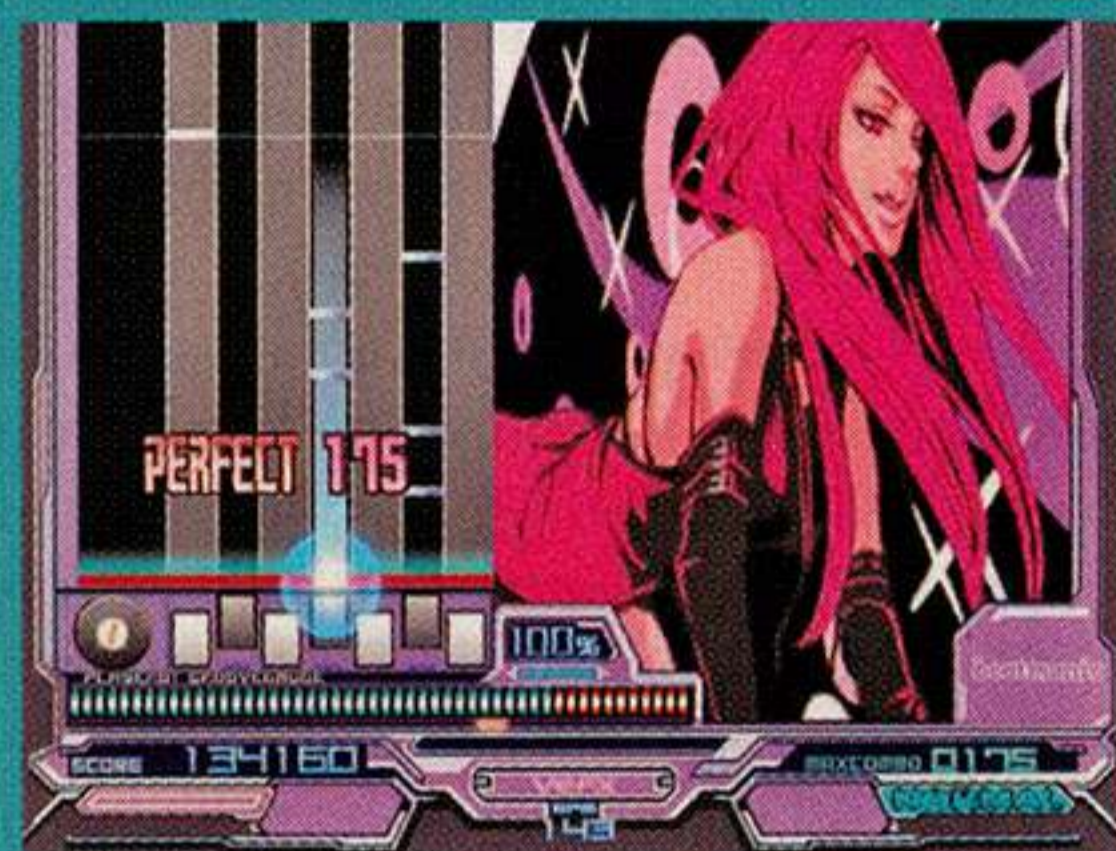
Odama's combination of real-time strategy and pinball mechanics work together in surprising ways.

	GRAPHICS 3.5	4.0
	SOUND 4.0	
	CONTROL 3.5	

■ Developer: Vivarium ■ Publisher: Nintendo ■ \$49.99
 ■ Available now ■ Puzzle/strategy ■ 1 player ■ ESRB: E10+

QUICK HITS

Beatmania



PS2 Similar to its cousin, Dance Dance Revolution, Beatmania requires you to follow onscreen prompts and match them here on a turntable peripheral. With more than 50 club tracks, the game is a must for wannabe DJs and one of those rare titles that tests skill and allows you to make some beautiful music. Taking Beatmania from the arcade and bringing it home was a wise move.—*Her Misnomer*

	GRAPHICS . . . 4.0		4.5
	SOUND 5.0		
	CONTROL . . . 4.5		

■ Developer and publisher: Konami ■ \$59.99
 ■ Available now ■ Music ■ 2 players ■ ESRB: E10+

Karaoke Revolution Country



PS2 CMT Presents: Karaoke Revolution Country has the same features as Karaoke Revolution Party, but it suits characters up with cowboy hats, cowboy boots, spurs, and 35 country hits. It's another solid Konami karaoke package and one more chance to make a fool of yourself in your own home, especially if you're a country music fan.—*Mr. Marbles*

	GRAPHICS . . . 3.0	3.5
	SOUND 3.5	
	CONTROL . . . 3.5	

■ Developer: Harmonix ■ Publisher: Konami
 ■ \$39.99; \$54.99 (bundle with microphone)
 ■ Available now ■ Music ■ 8 players ■ ESRB: E10+

GET IT ALL @ GAMEPRO.COM

Exit

Slick wannabe superhero and quasi-stick figure silhouettes



PSP



Like Lumines, Exit is an atypical title that blends simple gameplay and slick, minimalist visuals with addictive results. You're a wannabe superhero rescuing innocents from dangerous situations. This deceptively simple premise has a low learning curve, but once you dive deeper, it proves to be far from simple.

Exit challenges you to find creative solutions to problems. Early maps involve little more than rescuing civilians from burning buildings, climbing over ledges, moving boxes, and opening locked doors with easy-to-find keys. Later maps are labyrinths filled with underwater passages, pitch-black rooms, and other obstacles. As difficult as some of the later levels may be, Exit never becomes overly frustrating, merely challenging. And once you tough your way through the game's initial levels, additional maps that add even more longevity can be downloaded.

Exit is a pleasing and unique mixture of visual splendor and challenging gameplay that puts it in the sleeper-hit category. It's good to finally see another winner for the PSP.—*The Watcher*



PROTIP: Be sure to search everywhere for people in need of rescue.



Unique and slick visuals are one of Exit's best assets.

PSP	GRAPHICS	4.5	EDITORS' CHOICE	FUN FACTOR	4.5
	SOUND	4.0			
	CONTROL	4.0			

Developer: Taito Publisher: Ubisoft \$39.99 Available now Action/puzzle 1 player ESRB: E

Tetris DS

An excellent spin on the timeless classic puzzler

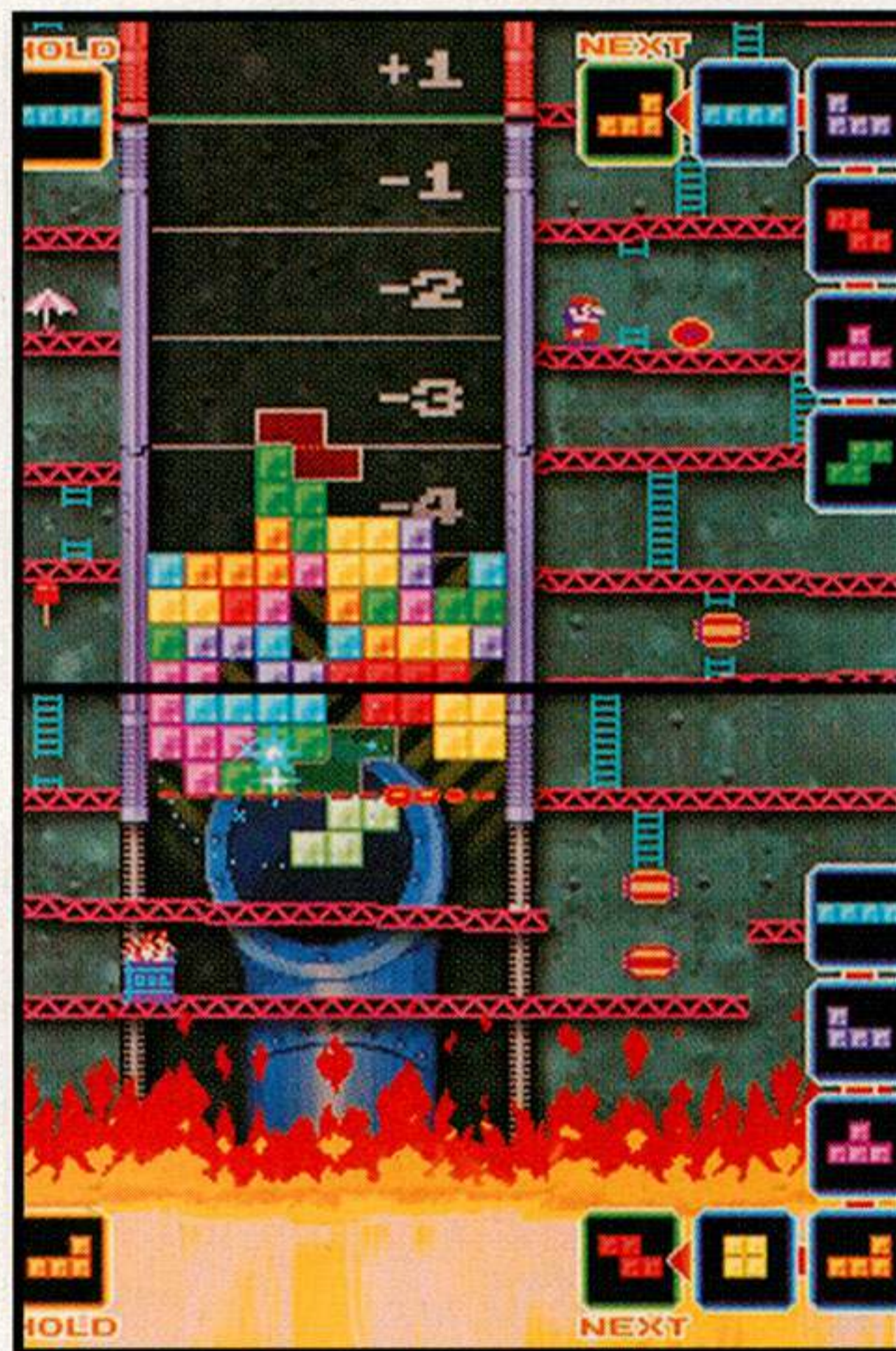


DS



Tetris is back and better than ever. In the first version since the Game Boy days, Tetris DS is chock full of anything and everything you could ever want in the classic portable puzzler. It has six unique modes based on original Nintendo themes of Mario, Donkey Kong, Zelda, and Metroid. The three multiplayer modes are downright addictive, and Wi-Fi play is the icing on the cake.

The DS is the perfect medium for Tetris to make its comeback. Most of the game modes utilize the top screen to extend the falling distance of the puzzle pieces, and a touchscreen mode makes use of the stylus to slide and rotate pieces. Puzzle junkies rejoice; Tetris DS is dynamite. Aside from an unresponsive touchscreen issue every now and then, Tetris DS is an amazing puzzle package and is easily one of the best DS games to date—a perfect partner for the upcoming DS Lite.—*Mr. Marbles*



In-game items and other wacky new Tetris twists will continuously keep you on your toes.

DS	GRAPHICS	4.0	EDITORS' CHOICE	FUN FACTOR	5.0
	SOUND	4.0			
	CONTROL	4.5			

Developer and publisher: Nintendo \$34.99 Available now Puzzle 10 players ESRB: E



QUICK HITS

Fight Night Round 3



PSP Fight Night Round 3 is obviously appealing to PSP owners. It offers fast, immediate action as you can hop straight into a match against some of boxing's elite. But the game loses points with poor presentation, and the PSP's limited number and close proximity of buttons don't do this boxer justice. Round 3 thrives in short spurts, but if you decide to make it a career, your fingers will be aching more than your fists.—*Four-Eyed Dragon*

PSP	GRAPHICS	4.0	FUN FACTOR	3.5
	SOUND	4.0		
	CONTROL	2.0		

Developer: EA Chicago Publisher: EA Sports \$39.99 Available now Boxing 2 players ESRB: T

Street Supremacy



PSP Based on the long running Tokyo Highway Battle series by developer Genki, Street Supremacy offers up a unique mix of arcade style racing and tactical simulation gameplay as you attempt to dominate the street racing scene in Japan. However, there are too many unbalanced and distracting play issues to make the game a worthy handheld gaming experience. Street Supremacy is definitely better than its Tokyo Highway Battle progenitor, but not by that much.—*Rice Burner*

PSP	GRAPHICS	4.5	FUN FACTOR	3.5
	SOUND	4.0		
	CONTROL	3.5		

Developer: Genki Publisher: Konami \$39.99 Available now Racing 2 players ESRB: E

GET IT ALL @ GAMEPRO.COM

LET THE ULTIMATE BATTLE BEGIN!

Ready to get schooled? Control your chakra and unleash powerful jutsu in knock-down-drag-out brawls. Believe it!



NARUTO: NINJA COUNCIL ALSO AVAILABLE FOR THE GAME BOY ADVANCE



SHONEN JUMP'S NARUTO CLASH OF NINJA



TOMY



SHONEN JUMP

VIZ media



NARUTO © 2002 MASASHI KISHIMOTO Game and Software © 2002 TOMY. NINJA COUNCIL™ and © 2002 TOMY. CLASH OF NINJA™ and © 2002 TOMY. All Rights reserved. TOMY and its logo are trademarks of TOMY. VIZ Media and its logo are trademarks of VIZ Media, LLC. SHONEN JUMP™ and its logo are trademarks of SHUEISHA, Inc. D3Publisher and its logo are trademarks of D3Publisher of America, Inc.™. © Game Boy Advance and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. CARTOON NETWORK and logo are trademarks of and © 2005 Cartoon Network. The ratings icon is a registered trademark of the Entertainment Software Association.

www.Naruto.com

AVAILABLE NOW

Super Princess Peach

Mario's princess in shining pink



PROTIP: Although replenishing crystals are abundant, if you can't find one, simply pick up and swallow an enemy to fill up your Vibe gauge.

DS GRAPHICS 4.0
SOUND 4.0
CONTROL 4.5

FUN FACTOR
4.0

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

Nintendo fans have probably been wondering if Mario's heroine in pink is self-sufficient without her knights in shining armor. Super Princess Peach gives the answer: Yes, she's very capable of kicking butt without her plumber pals around.

In this side-scrolling action game, Bowser finally realizes life would be easier if he kidnapped Mario and Luigi. However, he doesn't count on Princess Peach coming to the rescue, and she battles through several colorful stages in order to rescue the duo and some Toads along the way. With the aid of her talking yellow parasol, Peach is "Super" because of her ability to control Vibes and the different powers each one gives her. Vibes are smoothly accessed via the touchscreen. It's a clever scheme that works perfectly with the handheld and doesn't feel like a tacked-on gimmick.

The only drawback to the game is its lack of difficulty, and seasoned platform veterans should be able to polish it off without too much trouble. But if you're looking for an entertaining, good-hearted spin on the Mario universe, Peach is your girl.—*Her Misnomer*

Untold Legends: The Warrior's Code

The devil is indeed in the details.



Untold Legends: Brotherhood of the Blade delivered hack-n-slash action that RPG fans craved, albeit with some nasty flaws. The sequel, Warriors Code, fixes those mistakes, and it should appeal heavily to PSP gamers itching for some dungeon crawling.

Warrior's Code features an impressive plot where the fate of the entire kingdom pretty much comes down to you single-handedly wiping out an evil emperor and his forces. To aid you in your quest are some new attacks to



PROTIP: A charged attack usually has double the strength of a normal quick attack.



PROTIP: After you knock an enemy to the ground, you can get in a few cheap hits while they recover.

help you even the odds against the hordes of enemies. These include charged attacks and the all-devastating Attack of Opportunity. The character visuals have taken a leap forward, but larger level designs makes for frequently boring exploration, and the vague mission objectives don't help either as you frequently get stuck in a rut wondering what to do next. If you're down for some multiplayer action, the game features a variety of ways to explore the game with friends (or strangers).

Warrior's Code is solid overall, but the little things prevent the game from being a true success. The online and LAN multiplayer options are a treat, but this adventure just can't seem to find a way out of its own dungeon.—*JohnnyK*

PSP GRAPHICS 4.0
SOUND 3.5
CONTROL 3.5

FUN FACTOR
3.5

Developer and publisher: Sony Online Entertainment
\$39.99 ■ Available now ■ RPG ■ 4 players ■ ESRB: T

QUICK HITS

Tao's Adventure: Curse of the Demon Seal



DS If you've ever played any pre-SNES RPGs, you've played Tao's Adventure. The characters and enemies are uninspired; the dialogue's little flat; and the 20-level tower is agonizingly mind-numbing. Tao is relatively simple for a role-playing novice, and the game is enjoyable for about two hours, but whether or not it's worth purchasing is debatable.—*Long-Haired Offender*

DS GRAPHICS . . . 2.5
SOUND 2.0
CONTROL 3.0

FUN FACTOR
3.0

Developer and publisher: Konami ■ \$29.99
Available now ■ RPG ■ 2 players ■ ESRB: E10+

WRC: FIA World Rally Championship



PSP Only the most devoted racing fan will have a clue of how exciting a rally race can be—thus, World Rally Championship is only for the selected few. But driving games don't generally handle well on the PSP, and this race is no exception as it's plagued with poor analog and fair directional-pad controls. Overall, WRC is a solid racer, but take it out for a spin only if you're familiar with rally racing; otherwise, this niche sport is worth passing up.—*Four-Eyed Dragon*

PSP GRAPHICS . . . 4.0
SOUND 3.0
CONTROL 3.5

FUN FACTOR
3.0

Developer: Traveller's Tales ■ Publisher: Namco Bandai Games
\$39.99 ■ Available April ■ Racing ■ 8 players ■ ESRB: E

GET IT ALL @ GAMEPRO.COM



Ultimate Ghosts 'n Goblins

Do I have to find the Magic Bracelet again?

PSP

Gamers who were active during the 16-bit era probably have "fond" memories of Super Ghouls 'n Ghosts—one of the first games for the Super NES. In the notorious side-scroller that featured plush sprite visuals, you were a noble knight on a quest to rescue your kidnapped sweetheart. Aside from being rather difficult (the game was loaded with cheap hits galore and less-than-generous respawn points), the game had a notorious "twist ending," where you had to go through the entire adventure a second time before confronting the final boss. Did we mention there was no way to save your game?

The fourth installment in the series, Ultimate Ghosts 'n Goblins retains the 2D play mechanics of its progenitor but adds collectable items, more weapons, and sharp 3D graphics. Other notable features include Arthur's ability to fire weapons vertically,



level-up his powers, learn magic, grab on to ledges, and dash, and the game will allow him to revisit any of the game's five stages that are riddled with shortcuts and hidden treasures. But most important could be respawning exactly where you died last and the save-game features. In an early preview build, the game looked gorgeous, but stiff controls and steep difficulty hindered the fun with cheap hits making play a near console-throwing experience. Hopefully successive builds will fare better.

—Major Mike

■ **First Look** ■ Developer and publisher: Capcom
■ Target release date: Third Quarter 2006



ONLINE

GAMEPRO.COM FOR MORE SCREENS OF ULTIMATE GHOSTS 'N GOBLINS FOR THE PSP.

Take your game & ego to the next level!

Schick®
QUATTRO
THE POWER OF 4®

GAMEPRO
GET MORE ONLINE .COM

Enter to win your very own pimped-out GamePro experience. Schick® QUATTRO® is making one winner the MAN for a day:

- ▶ Win an all-expenses-paid trip to GamePro and Games.net HQ in California
- ▶ Demo pre-release games, write an online review, and boss people around
- ▶ Enjoy an intimate lunch date with the video-game hottie of your choice

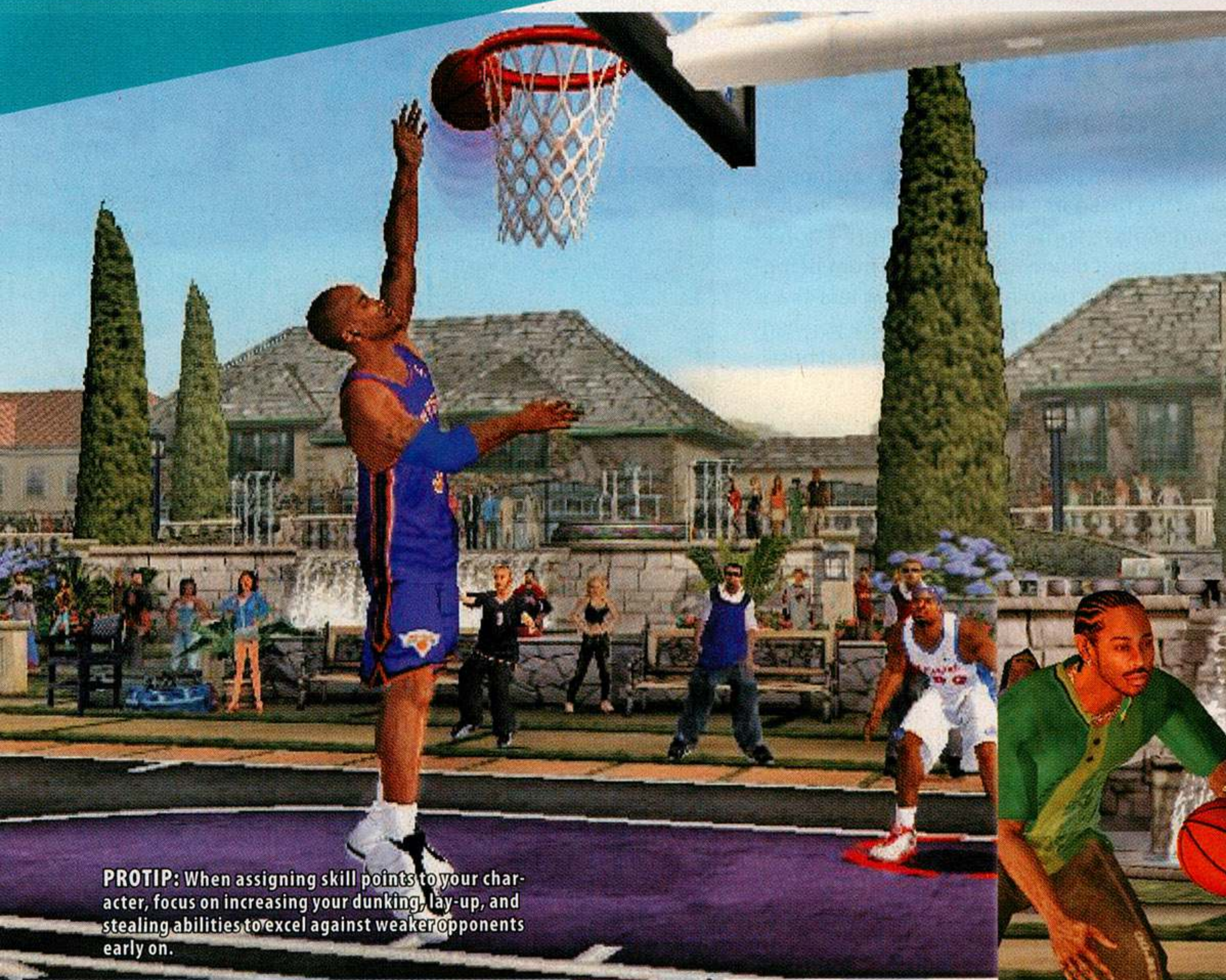
Enter by April 30th, 2006 at: gamepro.com/schick/

No purchase necessary. Void where prohibited by law. Contest is open to U.S. residents 16 years or older.



What is The Power of 4®?

Go from scoring points to scoring good stuff. That's life as a player with The Power of 4®. It's the force that comes from using a Schick® QUATTRO® razor, and it's the unfair advantage you can use every morning. Find out for yourself, visit SchickQuattro.com.



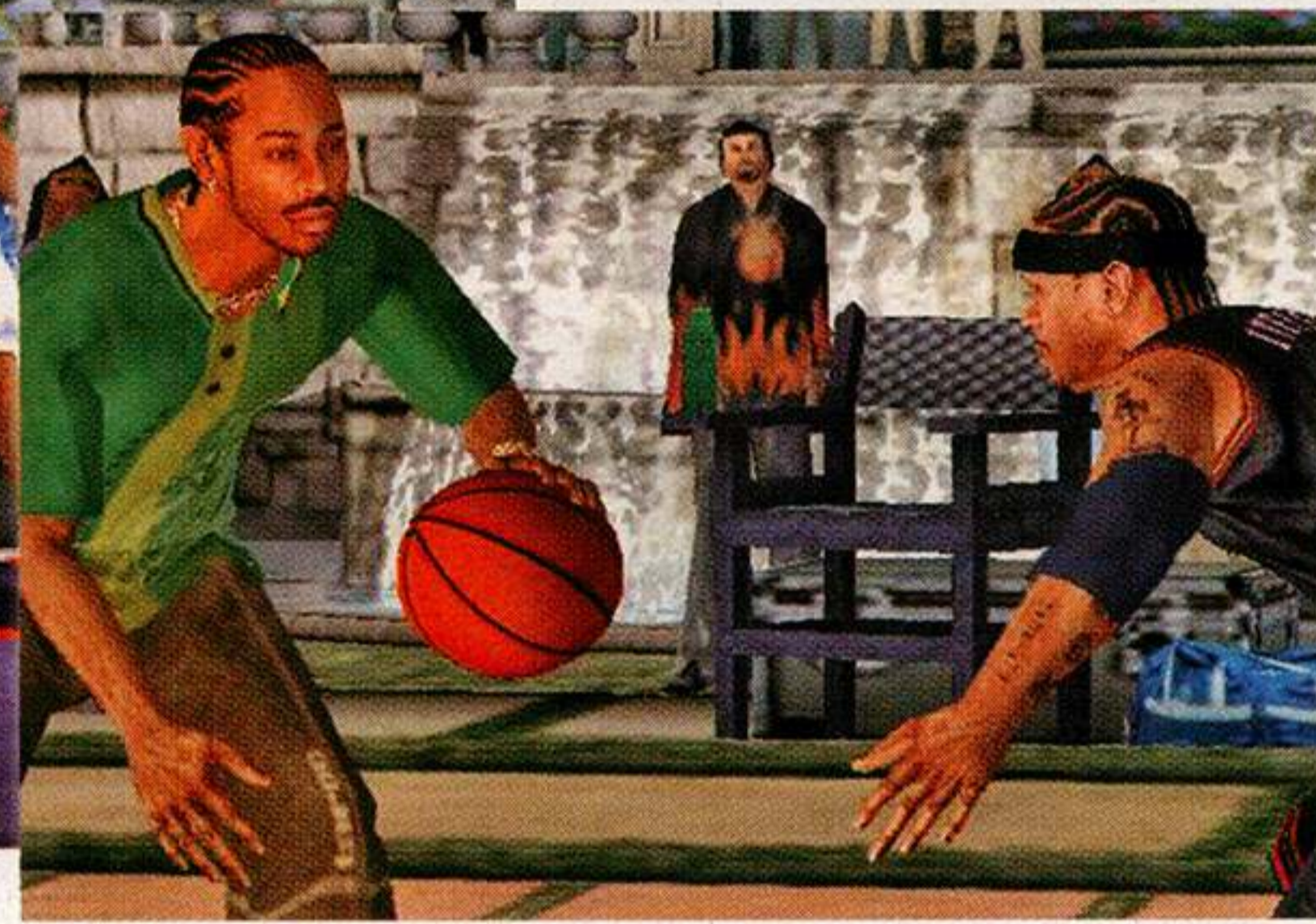
PROTIP: When assigning skill points to your character, focus on increasing your dunking, lay-up, and stealing abilities to excel against weaker opponents early on.



PROTIP: Repeating the same moves over and over will net you fewer points each time, so mix things up and keep your opponents guessing.



PROTIP: When exploring areas on foot, watch for your basketball to flash, alerting you to a hidden diamond in the area.

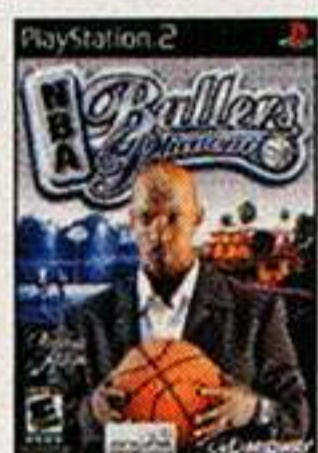


PROTIP: When your opponent passes to a homie out of bounds, maneuver in front of him for an easy interception.

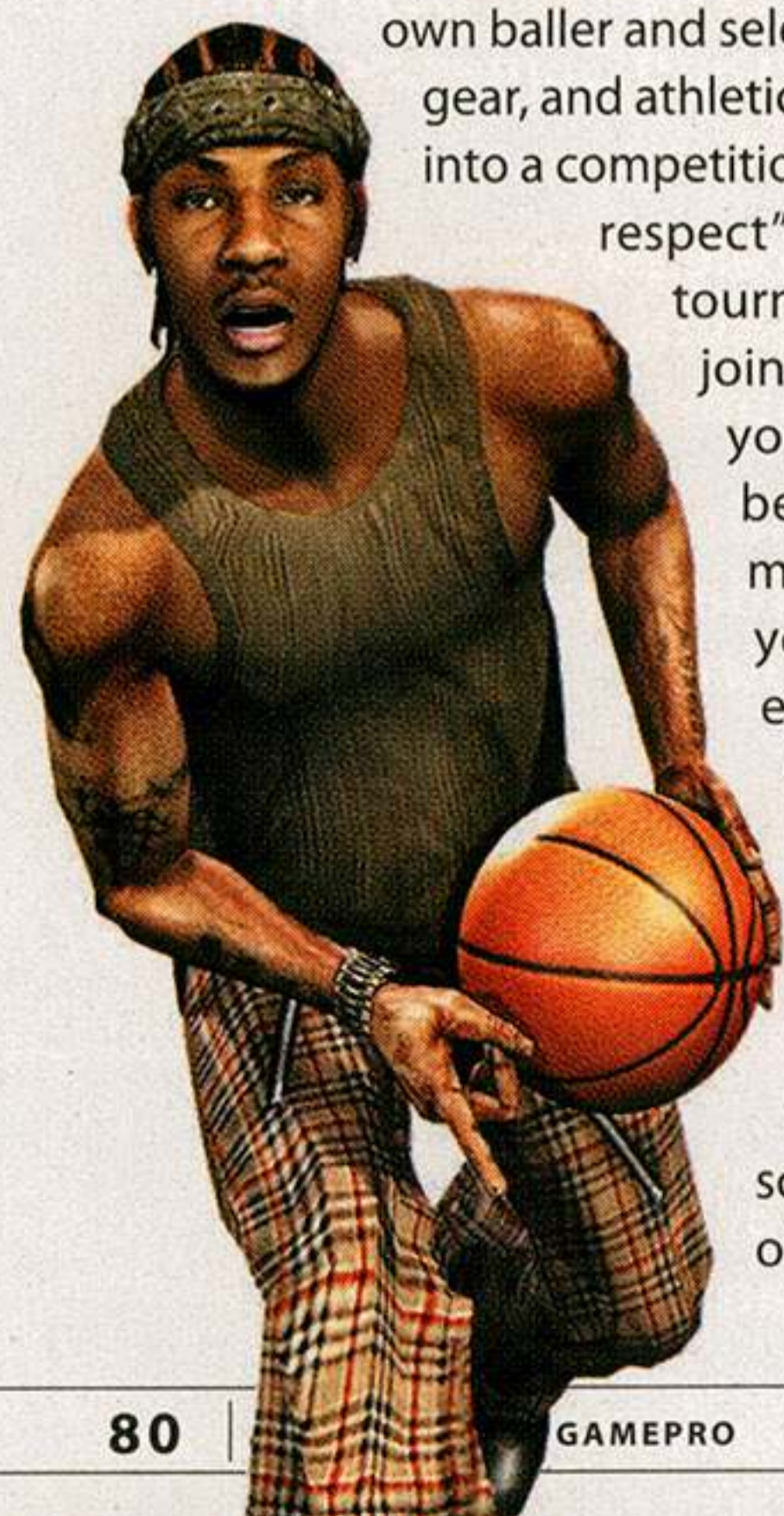
NBA Ballers: Phenom

You just got shook!

PS2



NBA Ballers: Phenom is Midway's latest addition to the obnoxious and ever-growing action/sports genre, combining over-the-top arcade action with an awkward story line and bizarre Tony Hawk-style levels (complete with trite mini-games and poorly hidden secrets). By creating your own baller and selecting his crib, flossy gear, and athletic attributes, you enter into a competition to gain "props and respect" in street basketball



tourneys and a chance to join the NBA. Amazingly you can also elect to become an entertainment mogul based on your on-court presence and rapping/DJing abilities (yes, you read that right). Understandably, Phenom runs a rocky road in boldly trying to tie together so many different types of gameplay, and the

final product feels expectedly half-baked. Even so, the actual streetball games are fairly enjoyable with easy scoring and simple arcade moves that make for fast, high-scoring matches. Don't expect any NBA action here, though, as the arcade approach abandons realistic gameplay in favor of wild moves and some amazing dunks.

Stick to the Court

Unfortunately, Ballers suffers from several shortcomings that keep it from being the ultimate hip-hop/hoops hybrid that it hoped to be. Graphically, it's well below current PS2 standards with chunky characters, so-so animations, and bland cinematics that look decidedly Dreamcastish. Audio commentary and character voices are well done (with a few celebs like Ludacris), but the monotonous gangsta rap tracks and repetitious play-by-play quickly lose their appeal after a just a few matches.

The biggest problems come from the sloppy combination of disparate gameplay modes. Phenom mixes mediocre half-court basketball with unnecessary (and, at times, embarrassingly outdated) exploration segments that force you to roam the streets looking for matches and collecting ridiculous hidden items (a melon-sized diamond in a popcorn machine?). The extraneous exploration and T-Mobile 3-Way messaging nonsense act as a boring buffer between the hoops, while the superfluous story acts as a weak adhesive loosely holding everything together. The atrocious load times are inexcusably long and offer plenty of time to ponder

what exactly Midway was aiming for with this unwieldy amalgamation of gaming styles.

Can I Get a "What, What?"

But while the game might seem schizophrenic, that doesn't mean it isn't fun to play. The streetball games are short and sweet, and can be great for two-player matches. But with so many better looking and better playing basketball games available, it's tough to recommend NBA Ballers: Phenom for anything beyond a kitschy weekend rental or a late night study break. Try it if you're curious, but players looking for a more serious streetballer or a true urban exploration game might not appreciate Phenom's odd approach.—*Bones*



ONLINE GAMEPRO.COM FOR MORE NBA BALLERS: PHENOM ACTION.

PS2 GRAPHICS 2.0
SOUND 3.5
CONTROL 4.0

FUN FACTOR
3.0

Developer: Midway Studios Publisher: Midway \$39.99
Available April Basketball 2 players ESRB: E Also on the Xbox



College Hoops 2K6

Nearly identical in all aspects to its enjoyable Xbox and PS2 counterparts

Xbox 360



Despite being an enjoyable college basketball game with all the expected trimmings, College Hoops 2K6 for the Xbox 360 suffers one major flaw: It looks almost exactly like the Xbox and PS2 versions...

but it will cost gamers an extra \$20 to enjoy those mild cosmetic upgrades. Besides adding slightly improved character skins and lighting, the graphics are a direct port of the last generation's versions, which had problems of their own. The subpar visuals are the only truly negative element in College Hoops 2K6, which still manages to be a fun and well-rounded title.

High Hoops

The gameplay follows the same control scheme as 2K Sports' NBA title, right down to the inclusion of the new Shot Stick and dual player control features. The Shot Stick allows you to make more precise touch shots and accurate free throws by pulling back on the right



PROTIP: Don't be a ball hog! Smart defenses will key in on you and limit your offensive options if you don't pass the ball around.

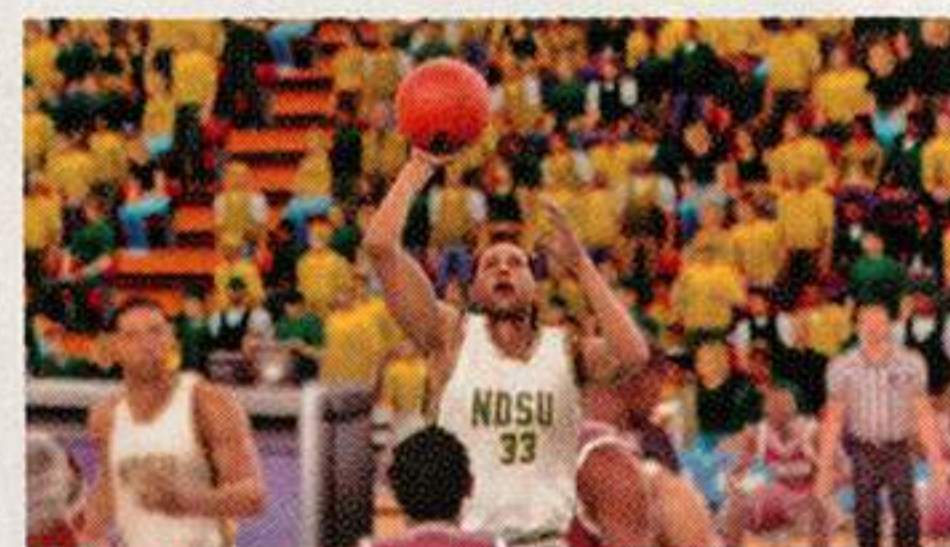
analog stick to release a pressure sensitive shot—a cool addition to be sure but also one that will require a little practice for button mashing players. The dual player control also brings a new element of control to the game, allowing you to maneuver players into position around the key and set up plays with ease. However, these NCAA players seem to move a tad slower than the pros, and defensive maneuvers like blocking and rebounding, require anticipation and careful timing to be successful. Fortunately, there aren't any shortages of play modes with full seasons, rival games, Midnight Madness, competitive Xbox Live play, and a variety of mini-contests like practice modes. College Hoops also packs in a fair share of extras and unlockables like NCAA champion pennants, school mascots, and even the oddly addicting air hockey game found in the college store.

Money Matters

While it's clear College Hoops 2K6 is capable of satisfying most sports gamers' thirst for an NCAA licensed basketball game, there isn't a single reason why anyone should pony up the extra cash for the same game they could own on their recently abandoned PS2s and Xboxes. Stick with playing this game



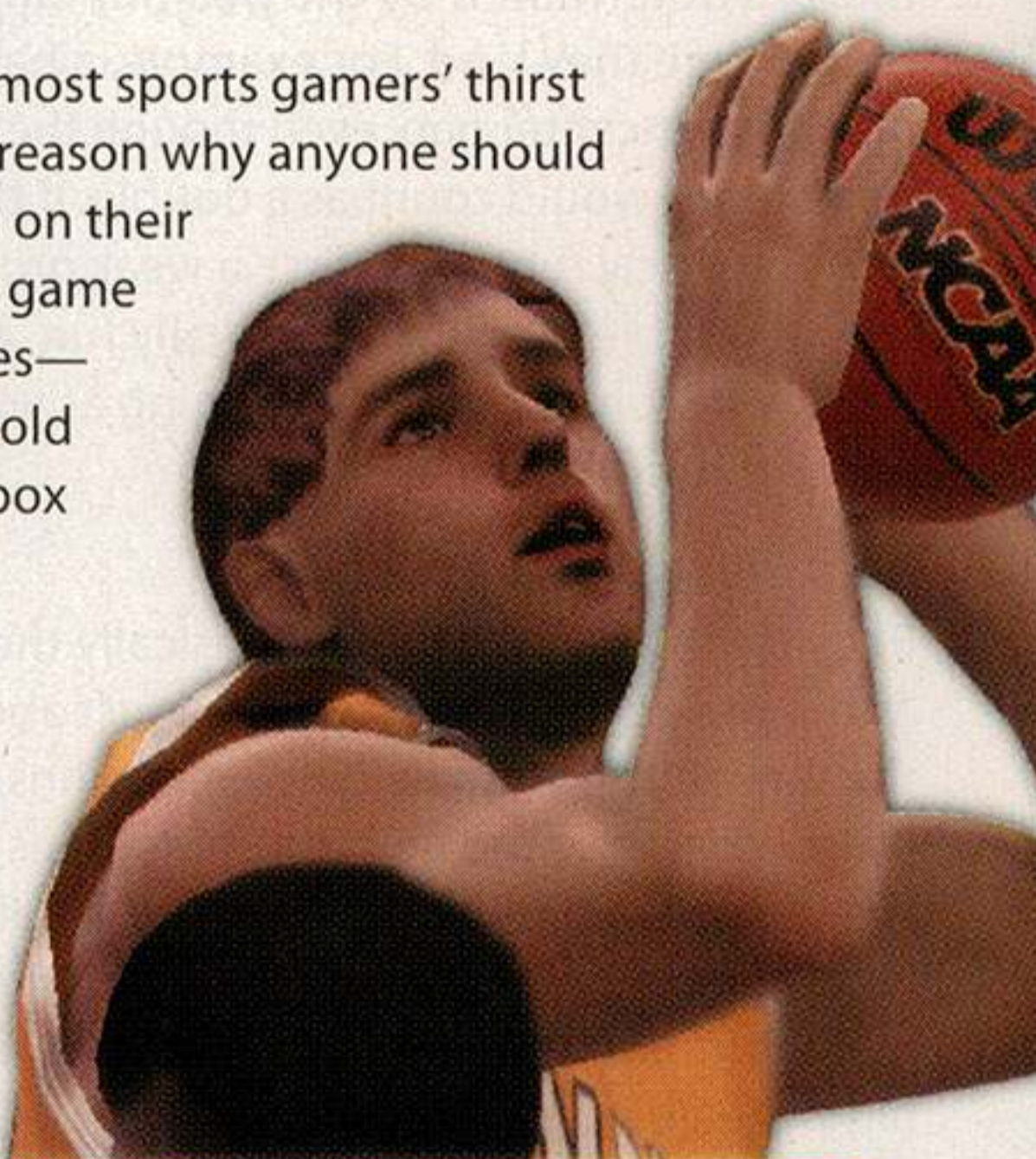
PROTIP: Make good use of the Coach's Clipboard feature to give specific direction to your team members so their A.I. will act accordingly when not directly under your control.



PROTIP: Use the practice mode to perfect your free throws and touch shots as the unique Shot Stick control takes a little getting used to.



Sadly, the graphics in College Hoops 2K6 on the Xbox 360 vary slightly between the Xbox and PS2 versions.



G ONLINE **GAMEPRO.COM** FOR REVIEWS OF COLLEGE HOOPS 2K6 FOR THE PS2 AND XBOX.

X GRAPHICS 3.0
SOUND 3.5
CONTROL 4.0 **FUN FACTOR 3.0/5**

- Developer: Visual Concepts ■ Publisher: 2K Sports
- \$59.99 ■ Available now ■ Basketball ■ 2 players
- ESRB: E ■ Also on the PlayStation 2 and Xbox

MX vs. ATV In the Edge

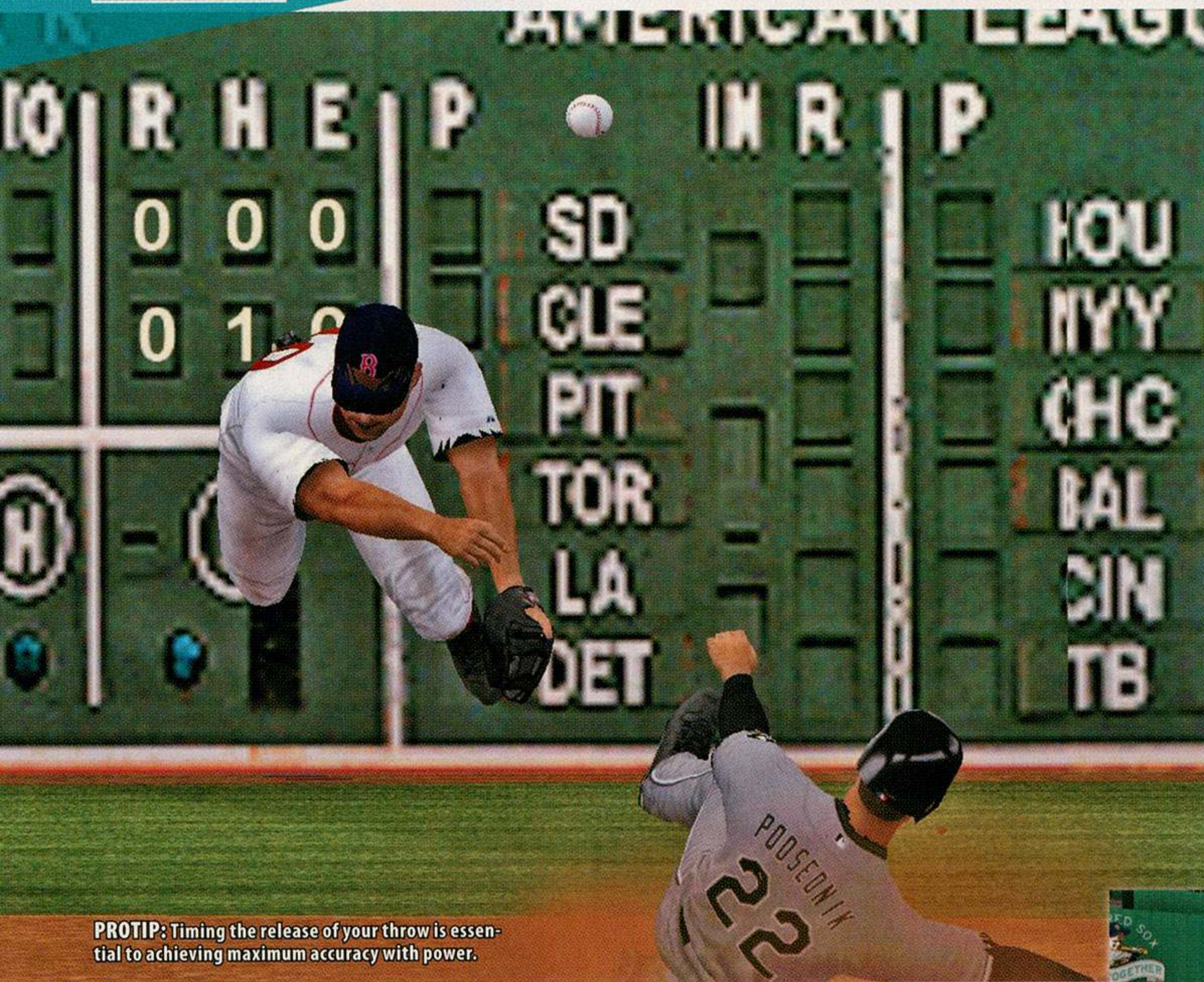
ADRENALINE-FUELED RACING ON THE PSP™



www.thq.com



© 2006 THQ Inc. Developed by Rainbow Studios and Tantalus Interactive Pty. Ltd. Tantalus and its logo are trademarks or registered trademarks of Tantalus Interactive Pty. Ltd. Rainbow Studios, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.



PROTIP: Timing the release of your throw is essential to achieving maximum accuracy with power.



PROTIP: Pitch guessing is the key to slugging extra-base hits in this game.



MLB '06: The Show uses the standard baseball-game pitch meter.



All MLB ballparks sport stunning detail

MLB '06: The Show



It's Show time...again.



With baseball season right around the corner, SCEA is pumping out its yearly version of MLB, this time in the name of The Show. As per usual, a new yearly sports title brings about the loaded question, "What's new this time around?"

Well, Mr. Inquisitive, I'm glad you asked. With MLB '06: The Show, we're looking at the same game from last year with a few big additions (more on those later). The basic career mode and gameplay features are fundamentally the same, sans a few minor tweaks in the game engine. The MLB series staples, including Release Point Pitching, pitch guessing, and adjustable camera angles (still no first-person view, which is a drag), are all back with user-controlled slides and multibranch fielding (the ability to break out of any fielding animation) dialed in as new gameplay feature.

Rookies with Promise

In all honesty, The Show can be looked at like an expansion pack to last year's MLB 2005 with the following new and notable game modes packed in. The first, Rivalry Mode, lets you track a multigame rivalry for as long as you please. While not really anything fresh in the way of

gameplay, per se, it is cool for keeping a running tab of wins and losses for bragging rights with a buddy.

The second and more substantial addition is King of the Diamond mode, which Sony describes as somewhat of a classic playground duel between pitcher and batter. Essentially, it's a wacky three-inning game of over-the-line, where a batter hits for two minutes and fair hits are determined by the position on the field where they land. For example, a ball hit into the left-center gap, even though there are no fielders, would count as a double. If there's a hypothetical runner on first, a weak grounder would double him up. It's actually fun, and it quickly becomes more challenging as you advance through the levels.

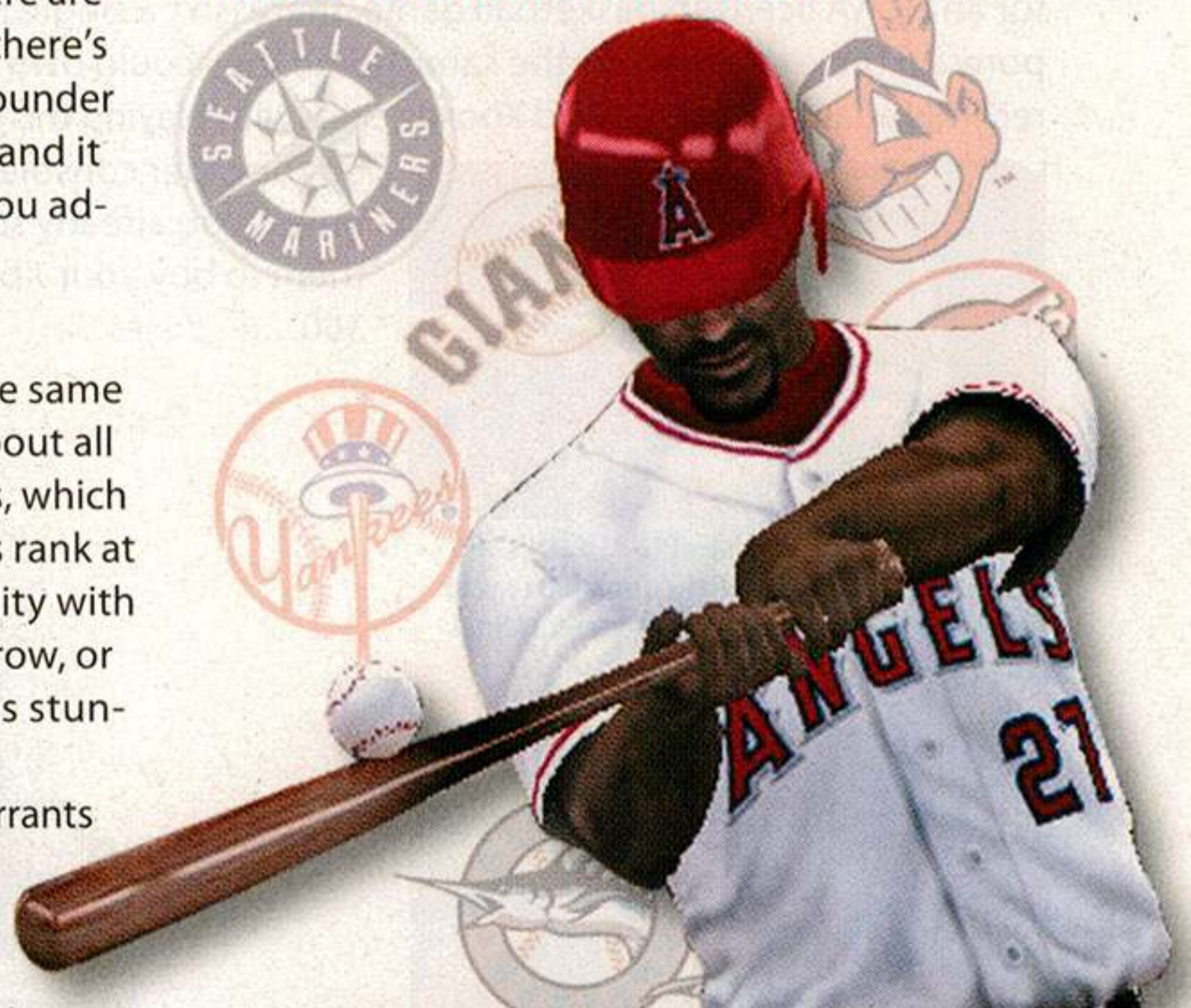
Gold Glove Winner

Because the game engine is basically the same as the previous season's, you see just about all the same hitting and fielding animations, which is great because the fielding animations rank at the top of the baseball league. The fluidity with which fielders can step on a bag and throw, or make running throws for that matter, is stunningly realistic and accurate.

Whether or not MLB '06: The Show warrants another yearly PS2 baseball purchase is a judgment call. Baseball fans might want to jump into all the new features, but really, this is the same basic but solid game from last year, though a nifty online MLB news service is a nice added bonus for all those MLB fantasy fanatics.—Mr. Marbles



"That's not going to cut it in New York, Johnny!"



PS2	GRAPHICS	3.5	FUN FACTOR 4.0
	SOUND	3.5	
	CONTROL	4.0	

Developer: SCE Studios San Diego Publisher: Sony
\$39.99 Available now Sports 2 Players ESRB: E



FINAL FANTASY XI

ONLINE

Vana'diel® Awaits You

Get ready to experience the first massively multiplayer online role playing game on the Xbox 360™, with Square Enix's worldwide smash hit FINAL FANTASY XI. Players will immerse themselves in a rich and inviting world filled with danger and adventure, while playing with gamers from around the globe.

The world of Vana'diel

Poised on the brink of war, the land of Vana'diel is a complex world of ancient sorcery and technology. Three nations struggle to control mystical crystals, which hold the power to control the entire world. Players will explore the vast expanse of Vana'diel, through glaciers, forests, mountains, deserts, and oceans, while taking part in special missions to gain new items and treasures. The inclusion of the expansion packs *Rise of the Zilart*®, *Chains of Promathia*®, and the newly released *Treasures of Aht Urhgan*™ help ensure that you never run out of exciting new areas to explore.



It's all about teamwork

Utilizing its trademark "linkshell" system, gamers will be encouraged to work together. This ideal is made even more enticing as players on the Xbox 360 will be able to fully interact and play with gamers who are already part of this exciting community. With 500,000 players worldwide, you're bound to find a new friend and teammate.

Play your way

Play FINAL FANTASY XI the way YOU want to, and see your character change and grow according to your own personal playing style. Create characters with unique special abilities and jobs and hone those skills as you explore the massive world of Vana'diel, all the while keeping track of friends who may be online or other gamers you've met during your adventures. You can choose to venture out on your own, or team up with other players to tackle difficult dungeons and even more dangerous creatures. But, those hardy enough to take on the challenge will reap rare items and treasures to help them in their future quests.

Next-generation FINAL FANTASY

Taking advantage of the technological power of the Xbox 360, FINAL FANTASY XI will support crystal clear high-definition graphics and 5.1 channel surround sound. Gamers need only an Xbox Live Silver account to explore the world of Vana'diel, so every Xbox 360 owner can experience FINAL FANTASY XI for themselves.



SQUARE ENIX™ PlayOnline®

© 2002-2006 SQUARE ENIX CO., LTD. All Rights Reserved. Title Design by Yoshitaka Amano. CHAINS OF PROMATHIA, FINAL FANTASY, RISE OF THE ZILART, SQUARE ENIX, TREASURES OF AHT URHGAN and VANA'DIEL are trademarks or registered trademarks of Square Enix Co., Ltd. All other trademarks are properties of their respective owners.



Kingdom Hearts II

Square and Disney take RPG players on another trip through a magic kingdom.



PS2



After years of anticipation, loyal fans are being rewarded with a stellar sequel to one of the greatest RPGs in recent memory. Cast your doubts aside—Kingdom Hearts II is every bit the outstanding adventure we've been waiting for.

Royal Flush

While the story relies heavily on prior knowledge of the first game and can be difficult to follow at times, even total series newbies are sure to fall in love with this enchanting and formidable quest. Like its predecessor, the game is sluggishly slow to start, building up the story and weaving an absorbing fairy-tale universe for you to explore. The narrative gains momentum and things quickly pick-up when you're thrown back into a struggle against the wicked sorceress, Maleficent, as she uses her army of Nobodies to conquer free worlds. Picking-up where the original left off, the story rewrites large parts of Disney and Final Fantasy continuity by combining numerous, separate franchises, and comprehending the plot depends largely on your knowledge of the first game (and carefully reading your journal entries). The game is filled with trademarks aplenty, whether it's a setting based on Disney's *Tron*, *Steamboat Willie*, or *The Nightmare Before Christmas*; or cameos by Final Fantasy VII icons Cloud and Yuffie, so it's easy to simply speed-bump the plot points and enjoy the awesome RPG ride.



PRO TIP: Make use of Sora's powerful new Overdrive moves as they can easily turn the tide against devastating bosses and overwhelming odds.



PRO TIP: Always exploit the special team-up moves available when fighting with a temporary party member.





PRO TIP: Be sure to set your A.I. teammates' abilities and item usage to the appropriate level to conserve important supplies as needed



PRO TIP: Most battles can be avoided by simply fleeing the area: it's a cowardly but effective tactic when you're low on vitality.



PRO TIP: Most boss characters can only be defeated with special reaction commands, so pay attention to the onscreen cues.



Heart Attack

One of the budding series' trademarks is the killer action-combat system. In Kingdom Hearts II, the fighting has been beefed up with a series of new reaction commands and cool team-up combos that make every battle interesting and preserve the fun throughout. Sora's awesome transforming Overdrive and Limit abilities provide him with a killer advantage in tight situations and make for hours of entertaining eye candy. Speaking of visuals, the game shines with beautiful graphics and superb cinemas that accurately capture the look and personality of the beloved Disney and Square cast members while proving the PS2 still has a palpable pulse. The rousing and often subtly beautiful orchestral soundtrack also helps build the illusion, and the voice acting is second to none. Steadfast, responsive controls remain intact from the first game, and they make battling hordes of creatures in furious real-time fights seem infinitely superior to the typical turn-based genre combat.

Long Live the King

By any measure, Kingdom Hearts II is an outstanding adventure made all the more spectacular by its uncanny ability to weave disparate strands of fiction into a single, engaging conglomeration of iconic characters and settings. The Disney cuteness might seem geared toward younger players, but any gamer able to recall the cartoon pop-culture of their childhood will instantly appreciate the waves of nostalgia emanating from this title. If you missed the first Kingdom Hearts game, don't make the same mistake with this excellent sequel.—*Bones*

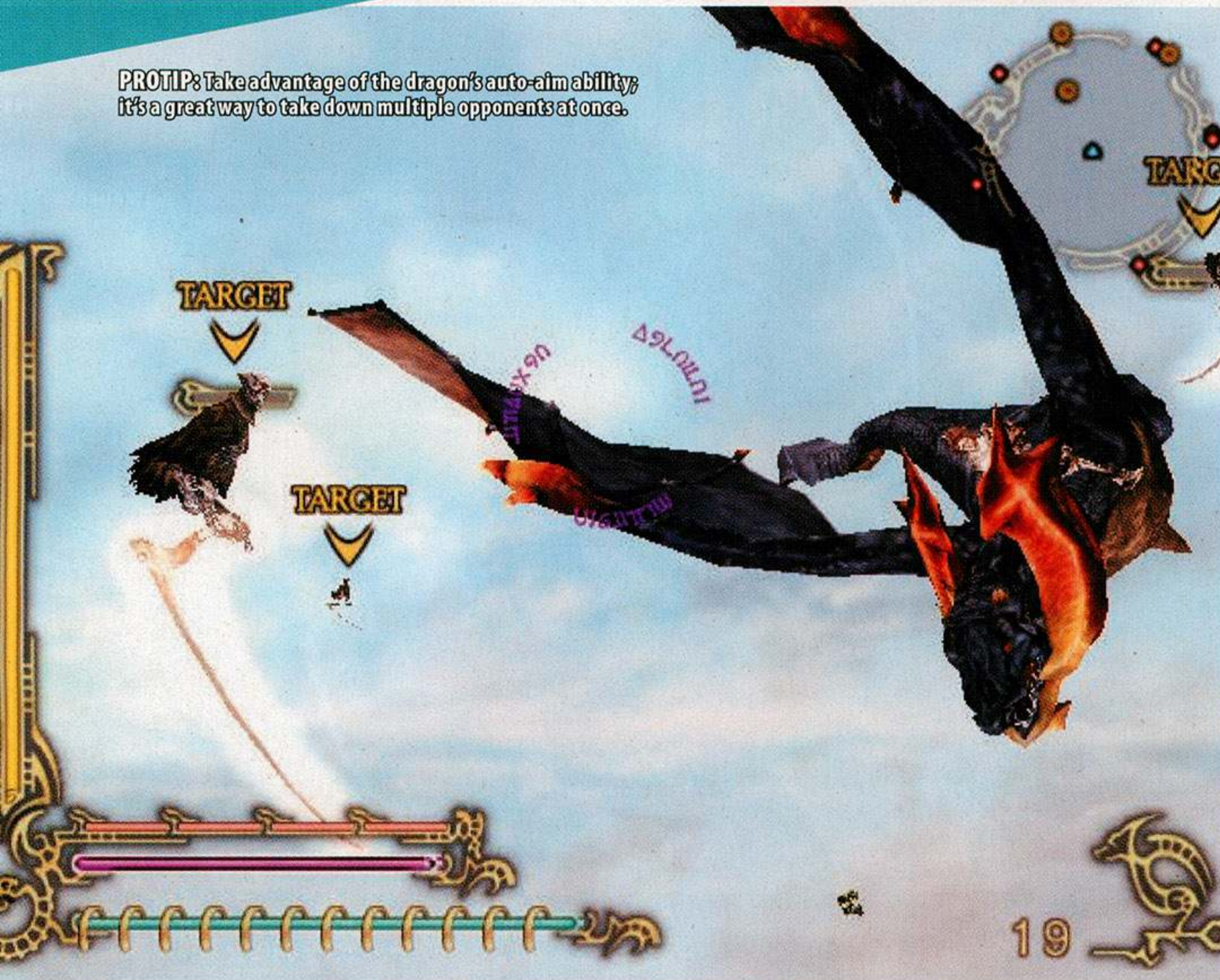
PS2 GRAPHICS 4.5
 SOUND 5.0 EDITORS' CHOICE
 CONTROL 5.0

FUN FACTOR
 4.5/5

- Developer and publisher: Square Enix
- Available: March
- RPG
- 1 player
- ESRB: E10+
- \$49.99



PRO TIP: Take advantage of the dragon's auto-aim ability; it's a great way to take down multiple opponents at once.



Drakengard 2

Meet Nowe: warrior, poet, and wuss in this sequel to Drakengard.

PS2



Giving up the ability to speak in order to bind to a powerful dragon is pretty cool. Even better is hopping on the dragon's back in the heat of battle and raining down death and destruction on your enemies. It's too bad that those two ideas from the first Drakengard essentially get thrown out of the window in favor of boring, repetitive gameplay.

Return of the Dragon

Playing as Nowe, you engage in ground- and air-based battles with a dizzying array of different bladed weapons and sweet variety of combo attacks. Different characters join the quest, and each one has their own distinctive skills, too. The other part of combat involves a fireball-spewing dragon, whose powers also develop throughout the game.

There's much to admire about Drakengard 2. The game has an interesting plot, and on a strictly character-driven platform, the game does an admirable job at giving you one heck of a story. Too bad you find yourself mired in some pretty lackluster and boring hack-n-slash action. If you're a fan of that kind of play engine, the game will be right up your alley, but those looking for a bit more depth in their destruction will think otherwise. It probably doesn't help that the game's sound is even more repetitive than the swordplay, and some of the music tracks are downright awful.



PRO TIP: Attack combos are a great way to build up weapon experience, so be sure to vary your offensive techniques.



PRO TIP: When fighting tough enemies, remember certain characters may be more effective than others.

One Part Hack, One Part Yawn

Drakengard 2 is almost a mirror image of the first game. While it has a great story, it also suffers from rote action-gaming clichés. You'd think that by adding a kick-ass dragon into the mix that you'd be dealing with a winning formula. Sadly, that isn't the case.—JohnnyK

PS2	GRAPHICS	3.5	FUN FACTOR	3.0
	SOUND	3.0		
	CONTROL	3.0		

■ Developer: Cavia ■ Publisher: Ubisoft ■ \$39.99
 ■ Available now ■ RPG ■ 1 player ■ ESRB: M

QUICK HITS

MS Saga: A New Dawn



PS2 RPGs on the PlayStation 2 have gotten flashier and, in many cases, more complicated with labyrinthine upgrade systems and oodles of interweaving lore threads. MS Saga bucks this trend by retreating to a simpler time. If you've got a youngster looking to cut his or her teeth on the role-playing genre, MS Saga will fit the bloodless bill.—Ouroboros

PS2	GRAPHICS	3.0	FUN FACTOR	3.0
	SOUND	3.0		
	CONTROL	3.5		

■ Developer: BEC ■ Publisher: Bandai ■ \$49.99
 ■ Available now ■ RPG ■ 1 player ■ ESRB: E10+

Shadow Hearts: From the New World



PS2 As a 16-year-old towhead and private detective, you face shimmering monster portals, a winged ally, and more than a few nutcases in this sequel that's filled with hilarious moments and memorable characters. The fighting is fun but ultimately underwhelming, and time not spent in battle is awkwardly constrained. Series fans will forgive the rough spots even as newcomers mourn what might've been.—Ouroboros

PS2	GRAPHICS	4.0	FUN FACTOR	3.5
	SOUND	4.0		
	CONTROL	4.0		

■ Developer: Nautilus/Aruze ■ Publisher: XSEED Games
 ■ \$39.99 ■ Available now ■ RPG ■ 1 player ■ ESRB: T

GET IT ALL @ GAMEPRO.COM

HIS BAZOOKA IS WORSE THAN HIS BITE.

"...dogs with rocket launchers sounds like a recipe for success."
- VGO Network

"...deep and totally likeable..."
- Newtype USA



Pre-order Metal Saga™ at select retailers and receive a Steambot Chronicles™ playable demo free!



*While supplies last



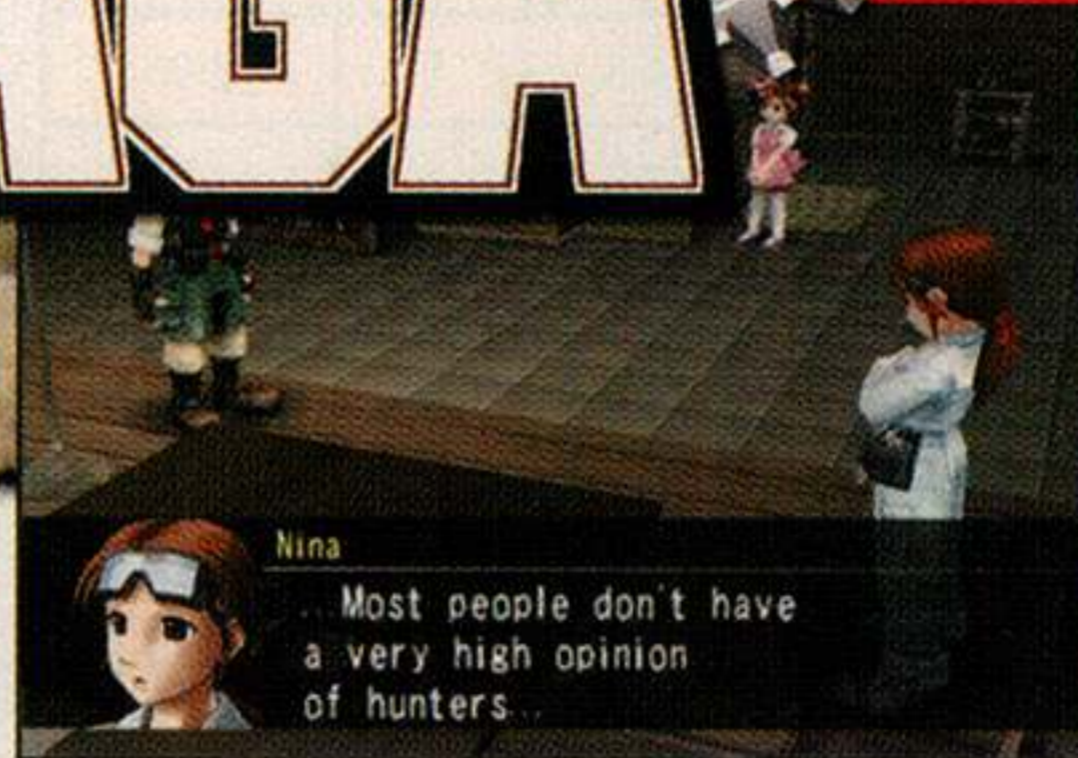
METAL SAGA



Use your personal arsenal, unleash the dogs of war, or hop in a tank!



Test your skill and your luck in 12 mini-games!



Travel across a war-torn world with over 800 events and quests, providing 40+ hours of gameplay!



A full-scale rpg that offers unprecedented freedom!



PlayStation 2



ATLUS
WWW.ATLUS.COM

GAMEPRO's **BIG LIST**

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

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
50 Cent: Bulletproof	PS2	Vivendi Universal	2.0	M	3/06
Aeon Flux	PS2, Xbox	Majesco	3.5	T	2/06
Amped 3	Xbox 360	2K Sports	3.0	T	2/06
Animal Crossing: Wild World	DS	Nintendo	3.5	E	1/06
Ape Escape 3	PS2	Sony	4.0	E10+	3/06
Ape Escape Academy	PSP	Sony	3.0	E10+	3/06
Arena Football	PS2	EA Sports	2.5	E10+	3/06
Blitz: The League	PS2, Xbox	Midway	4.0	M	12/05
Brothers in Arms: Earned in Blood	PS2	Ubisoft	3.5	M	1/06
Call of Duty 2: Big Red One	PS2	Activision	4.5	T	3/06
College Hoops 2K6	PS2, Xbox	2K Sports	4.0	E	3/06
Crime Life: Gang Wars	Xbox	Konami	1.5	M	3/06
Dance Dance Revolution Extreme 2	PS2	Konami	3.0	E10+	12/05
Devil May Cry 3: Dante's Awakening (Special Edition)	PS2	Capcom	4.5	M	2/06
Donkey Kong Country 3	GBA	Nintendo	3.0	E	12/05
Dr. Mario and Puzzle League	GBA	Nintendo	3.5	E	1/06
Dragon Ball Z: Budokai Tenkaichi	PS2	Atari	3.0	T	12/05
Dragon Quest VIII: Journey of the Cursed King	PS2	Square Enix	4.0	T	1/06
Electroplankton	DS	Nintendo	4.0	E	2/06
Far Cry Instincts	Xbox	Ubisoft	4.0	M	12/05
Fatal Frame III: The Tormented	PS2	Tecmo	4.0	M	1/06
FIFA 06	PS2, Xbox	EA Sports	4.0	E	12/05
FIFA Soccer 06	PSP	EA Sports	4.0	E	1/06
Fight Night Round 3	Xbox 360	EA Sports	4.5	T	4/06
Final Fantasy Advance IV	GBA	Nintendo	4.5	E	3/06
Fire Emblem: Path of Radiance	GameCube	Nintendo	4.0	T	1/06
Gauntlet: Seven Sorrows	PS2, Xbox	Midway	3.5	T	3/06
Grand Theft Auto: Liberty City Stories	PSP	Rockstar Games	5.0	M	1/06

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
Grandia III	PS2	Square Enix	4.0	T	3/06
Guitar Hero	PS2	RedOctane	4.5	T	1/06
Gun	PS2	Activision	3.5	M	1/06
Harry Potter And the Goblet of Fire	PS2, Xbox, GameCube	EA Games	3.0	E10+	1/06
Infected	PSP	Majesco	3.5	M	2/06
James Bond 007: From Russia with Love	PS2, Xbox, GameCube	EA Games	4.0	T	1/06
Kameo: Elements of Power	Xbox 360	Microsoft	3.0	T	2/06
The Lord of the Rings Tactics	PSP	EA Games	3.5	T	2/06
Madden NFL 06	PSP	EA Sports	1.5	E	12/05
Madden NFL 06	Xbox 360	EA Sports	4.0	E	2/06
Mario & Luigi: Partners in Time	DS	Nintendo	4.0	E	1/06
Mario Kart DS	DS	Nintendo	4.5	E	1/06
Mario Party 7	GameCube	Nintendo	4.0	E	1/06
The Matrix: Path of Neo	PS2	Atari	4.0	T	1/06
Mega Man Maverick Hunter X	PSP	Capcom	3.5	E10+	3/06
Mega Man X Collection	PS2, GameCube	Capcom	4.0	E	2/06
Metal Gear Solid 3: Subsistence	PS2	Konami	5.0	M	4/06
Metroid Prime Pinball	DS	Nintendo	3.5	E	12/05
MS Saga: A New Dawn	PS2	Bandai	3.0	E10+	4/06
MVP 06 NCAA Baseball	PS2, Xbox	EA Sports	3.5	E	2/06
Naruto: Clash of Ninja	GameCube	D3 Publishing	4.0	T	4/06
Naruto: Ninja Council	GBA	D3 Publishing	4.0	E10+	4/06
NBA 06	PS2	SCEA Sports Studio	4.0	E	1/06
NBA 06	PSP	SCEA Sports Studio	4.0	E	1/06
NBA 2K6	Xbox 360	2K Sports	4.0	E	2/06
NBA Live 06	PSP	EA Sports	4.5	E	1/06
Need for Speed: Most Wanted	PS2	EA Games	4.5	T	1/06



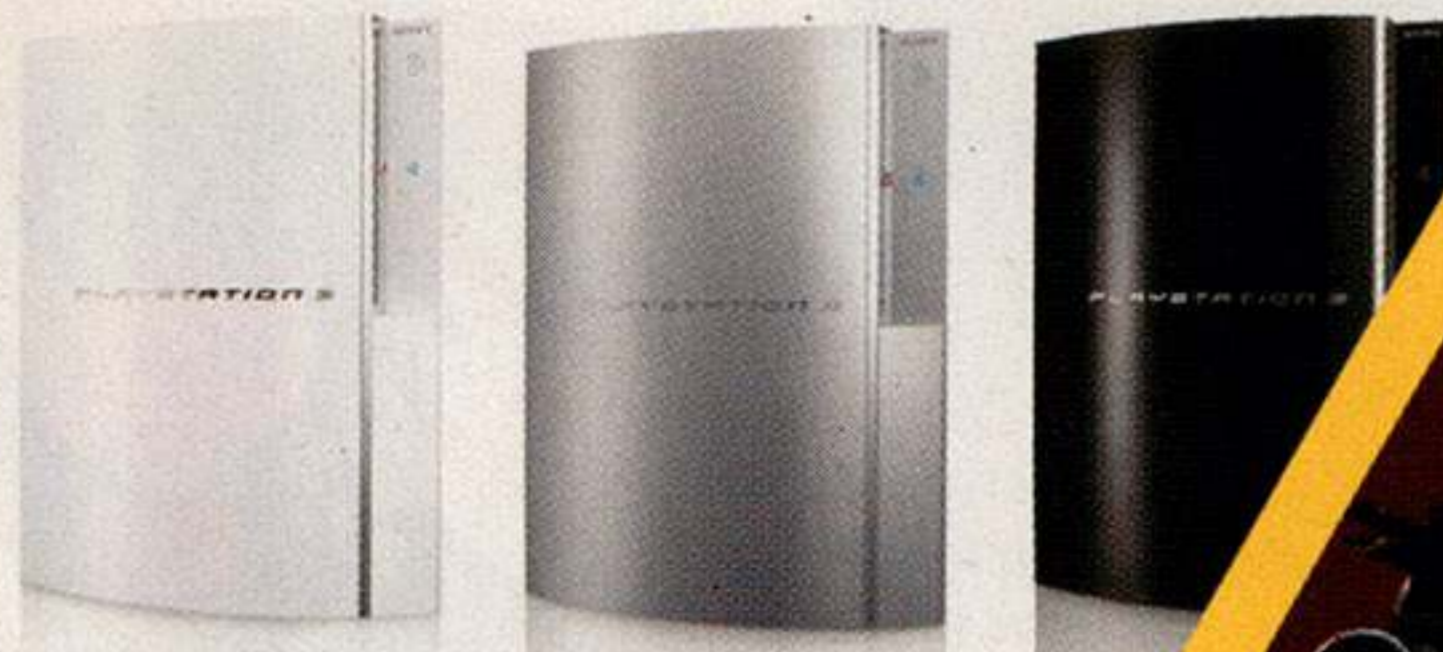
NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
NHL 2K6	Xbox 360	2K Sports	4.0	E10+	2/06
Onimusha: Dawn of Dreams	PS2	Capcom	4.5	M	4/06
The Outfit	Xbox 360	THQ	4.5	M	4/06
Pac-Man World 3	PS2	Namco	4.0	E	3/06
Perfect Dark Zero	Xbox 360	Microsoft	4.0	M	2/06
Peter Jackson's King Kong	Xbox 360	Ubisoft	4.0	T	2/06
Pokémon Trozei	DS	Nintendo	4.0	E	4/06
Prince of Persia: The Two Thrones	PS2	Ubisoft	4.5	M	2/06
Project Gotham Racing 3	Xbox 360	Microsoft	4.0	E10+	2/06
Pursuit Force	PSP	Sony	3.5	T	4/06
Quake 4	Xbox 360	Activision	4.0	M	2/06
Ratchet: Deadlocked	PS2	Sony	4.5	T	12/05
Resident Evil 4	PS2	Capcom	4.5	M	12/05
Resident Evil: Deadly Silence	DS	Capcom	3.0	M	4/06
Ridge Racer 6	Xbox 360	Namco	3.0	E	2/06
The Rub Rabbits	DS	Sega	4.5	T	3/06
Shadow Hearts: From the New World	PS2	XSEED Games	3.5	T	4/06
Shadow of the Colossus	PS2	Sony	4.5	T	12/05
Shadow the Hedgehog	PS2	Sega	2.0	E10+	3/06
The Sims 2	PSP	EA Games	2.5	T	3/06
Sly 3: Honor Among Thieves	PS2	Sony	4.5	E10+	12/05
SOCOM 3: U.S. Navy SEALs	PS2	Sony	4.0	M	12/05
SOCOM: U.S. Navy SEALs Fireteam Bravo	PSP	Sony	4.0	M	2/06
Sonic Rush	DS	Sega	3.5	E	2/06
Soulcalibur III	PS2	Namco	4.0	T	1/06
Star Wars Battlefront II	PS2, Xbox	LucasArts	4.5	T	12/05
Street Fighter Alpha 3 Max	PSP	Capcom	4.0	T	4/06

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
Stubbs the Zombie In Rebel Without a Pulse	Xbox	Aspyr	3.5	M	1/06
Super Mario Strikers	GameCube	Nintendo	5.0	E	1/06
Tales of Legendia	PS2	Namco	3.5	RP	3/06
ToCa Race Driver 3	PS2, Xbox	Codemasters	4.5	E10+	3/06
Tokobot	PSP	Tecmo	4.5	E	2/06
Tony Hawk's American Wasteland	Xbox 360	Activision	4.5	T	12/05
Tony Hawk's American Wasteland	PS2	Activision	4.0	T	12/05
Trapt	PS2	Tecmo	2.5	M	1/06
True Crime: New York City	PS2	Activision	2.5	M	2/06
True Swing Golf	DS	Nintendo	3.5	E	3/06
Viewtiful Joe: Double Trouble	DS	Capcom	4.0	E	1/06
Viewtiful Joe: Red Hot Rumble	GameCube	Capcom	3.5	T	1/06
The Warriors	PS2, Xbox	Rockstar Games	4.5	M	1/06
World Soccer Winning Eleven 9	PS2	Konami	4.5	E	3/06
WWE SmackDown! Vs. Raw 2006	PS2	THQ	2.5	T	1/06
WWE SmackDown! Vs. Raw 2006	PSP	THQ	3.5	T	3/06
X-Men Legends II: Rise of Apocalypse	PS2, Xbox	Activision	4.5	T	12/05



GamePro.com
Get more online

THIS MONTH:



PLAYSTATION 3

Will the PS3 make its spring launch deadline? Sony says so. Head online for all the latest news on the PlayStation 3.

TOM CLANCY'S GHOST RECON: ADVANCED WARFIGHTER

Squad-based combat gets a performance boost. Get our in-depth Xbox 360 review.



GAME DEVELOPER'S CONFERENCE

We'll have all the latest next-generation news straight from GDC in San Jose.



Stay on top of the gaming scene!
Sign up for free weekly newsletters delivered to your inbox!

HyperCritical

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

	GamePro	EGM	Game Informer	GameSpot	IGN	Official PlayStation Magazine	Official Xbox Magazine	PlayStation Magazine	Average
50 Cent: Bulletproof (PS2/Xbox) Vivendi Universal	2/5	3.33/10	6/10	4.8/10	6.5/10	1.5/5	5/10	4/10	4.6
Ape Escape 3 (PS2) Sony	4/5	6.17/10	8.75/10	8.2/10	8.3/10	3/5	N/A	7/10	7.5
Call of Duty 2 (Xbox 360) Activision	5/5	8.83/10	9.75/10	8.8/10	9/10	N/A	9/10	N/A	9.2
Call of Duty 2: Big Red One (PS2/Xbox) Activision	4.5/5	N/A	7.25/10	7/10	8/10	3.5/5	9/10	7/10	7.8
Condemned: Criminal Origins (Xbox 360) Sega	3.5/5	7.17/10	8.75/10	8/10	8.7/10	N/A	8.5/10	N/A	8.0
Dead or Alive 4 (Xbox 360) Tecmo	5/5	N/A	N/A	8.8/10	9/10	N/A	N/A	N/A	9.3
Devil May Cry 3: Dante's Awakening (Special Edition) (PS2) Capcom	4.5/5	N/A	9/10	8.2/10	9/10	N/A	N/A	9.5/10	8.9
Electroplankton (DS) Nintendo	4/5	5.67/10	7/10	7.3/10	7/10	N/A	N/A	N/A	7.0
FIFA 06: Road to FIFA World Cup (Xbox 360) EA Sports	3/5	N/A	8.25/10	6/10	6.9/10	N/A	6.5/10	N/A	6.7
Full Auto (Xbox 360) Sega	3.5/5	8.16/10	7.5/10	6.5/10	7.1/10	N/A	5.5/10	N/A	7.0
Grandia III (PS2) Square Enix	4/5	8.16/10	8.75/10	7.6/10	7.6/10	4/5	N/A	N/A	8.0
Grand Theft Auto: Liberty City Stories (PSP) Rockstar Games	5/5	9.17/10	9.25/10	8.6/10	9/10	4.5/5	N/A	9/10	9.1
Gun (Xbox 360) Activision	4.5/5	N/A	8.75/10	6.4/10	7.9/10	N/A	7.5/10	N/A	7.9
Kameo: Elements of Power (Xbox 360) Microsoft	3/5	6.33/10	7.5/10	8.7/10	8.4/10	N/A	8.5/10	N/A	7.6
Madden NFL 06 (Xbox 360) EA Sports	4/5	N/A	N/A	7.4/10	8/10	N/A	N/A	N/A	7.8
Marc Ecko's Getting Up: Contents Under Pressure (PS2/Xbox) Atari	2.5/5	N/A	N/A	8.7/10	7/10	N/A	N/A	N/A	6.9
MS Saga: A New Dawn (PS2) Bandai	3/5	6.33/10	7.75/10	N/A	N/A	3/5	N/A	6.5/10	6.5
Need for Speed: Most Wanted (Xbox 360) EA Games	4.5/5	7.33/10	9/10	8.4/10	8/10	N/A	9/10	N/A	8.5
Perfect Dark Zero (Xbox 360) Microsoft	4/5	7.83/10	7/10	9/10	8.4/10	N/A	8/10	N/A	8.3
Peter Jackson's King Kong (Xbox 360) Ubisoft	4/5	N/A	8.5/10	8.2/10	8/10	N/A	9/10	N/A	8.3
Prince of Persia: The Two Thrones (PS2/Xbox) Ubisoft	4.5/5	8.5/10	9.25/10	8.6/10	8.8/10	5/5	9/10	9/10	9.0
Project Gotham Racing 3 (Xbox 360) Microsoft	4/5	9/10	8.5/10	8.8/10	8.8/10	N/A	9/10	N/A	8.7
Quake 4 (Xbox 360) Microsoft	4/5	6.33/10	7.75/10	6.6/10	8.1/10	N/A	7/10	N/A	7.3
Resident Evil: Deadly Silence (DS) Capcom	3/5	N/A	7.75/10	7.9/10	7/10	N/A	N/A	N/A	7.2
Shadow the Hedgehog (PS2/Xbox) Sega	2/5	5.17/10	4/10	4.7/10	4.7/10	1.5/5	5.5/10	3/10	4.3
SOCOM: U.S. Navy SEALs Fireteam Bravo (PSP) Sony	4/5	7.5/10	7/10	8.7/10	8.3/10	4.5/5	N/A	8/10	8.1
Street Fighter Alpha 3 Max (PSP) Capcom	4/5	7.33/10	7.75/10	8.2/10	8.3/10	N/A	N/A	8/10	7.9
Tony Hawk's American Wasteland (Xbox 360) Activision	4.5/5	N/A	N/A	6.6/10	8.3/10	N/A	7.5/10	N/A	7.9
True Crime: New York City (PS2/Xbox) Activision	2.5/5	5/10	8.75/10	4.3/10	7.8/10	N/A	6.5/10	8/10	6.5

For more aggregate reviews, previews, screens, videos, and more, visit [Games.net!](http://Games.net)

games.net
the net effect

Bringing you the BEST of the .net every day!

FIVE WAYS TO SAVE THE XBOX 360

System shortages, less-than-stellar launch titles—some say the Xbox 360 is already in trouble. Fear not as we give five ways to save Microsoft's powerhouse console.

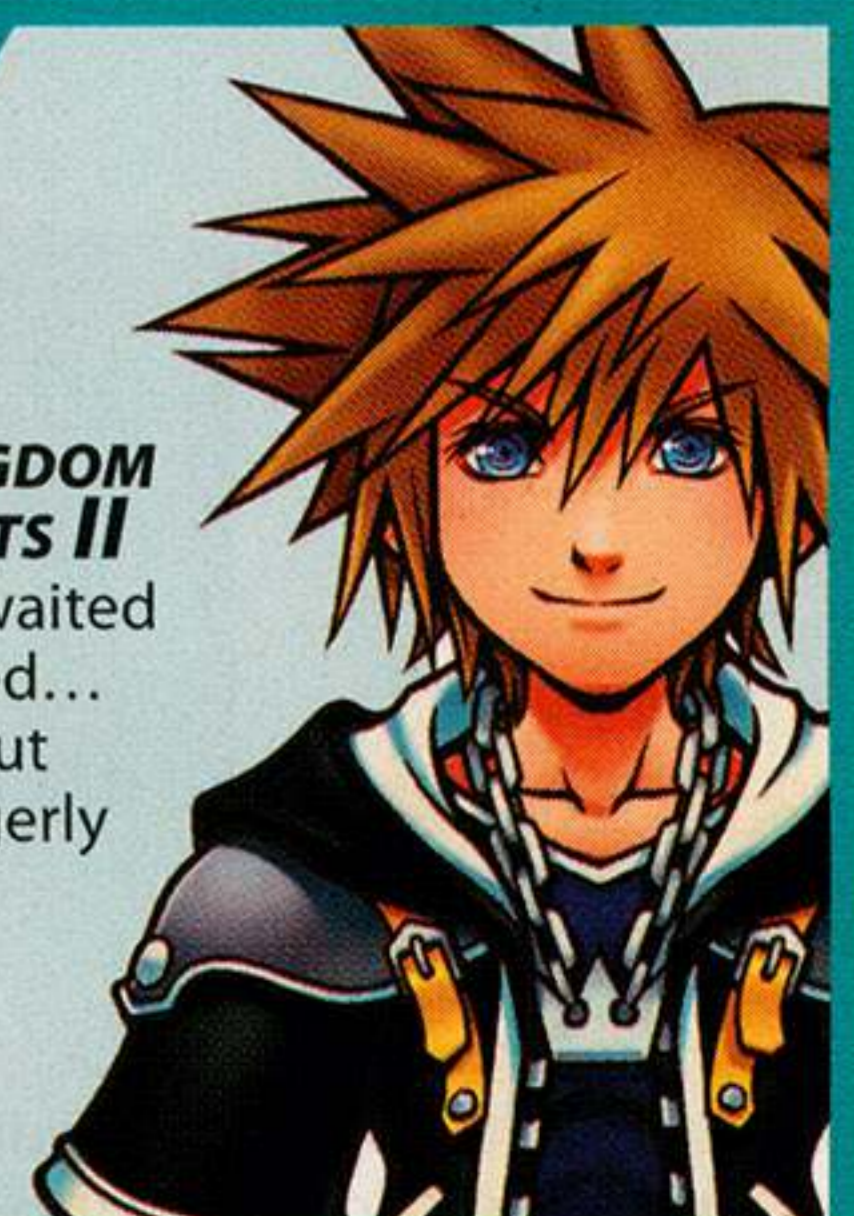


THE GAMER'S GUIDE TO THE GALAXY

The gamer's ultimate travel guide to the most interesting, controversial, and downright scandalous gaming stories on the Internet.

KINGDOM HEARTS II

You've waited and waited... now find out how this eagerly anticipated Disney/Square role-playing game fares with our ProReview!



Stay on top of the gaming scene!

Sign up for free weekly newsletters delivered to your inbox!

YOUR FUTURE IS OUR REALITY



At Wilkia, we understand that 21st century naval warfare calls for modern mission solutions. We're here to serve your needs with a vast fleet of warships, including destroyers, battleships, and submarines, as well as an array of armaments customized for you and by you using the latest tools in vessel design. With numerous key upgrades, including plasma, laser, and railgun technology, our ships will play a dominant role in the future of littoral and open sea battlespaces.



WARSHIP GUNNER[®] 2

AVAILABLE NOW



PlayStation[®] 2

WARSHIP GUNNER and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. ©2006 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

CODE VAULT

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

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



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

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

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

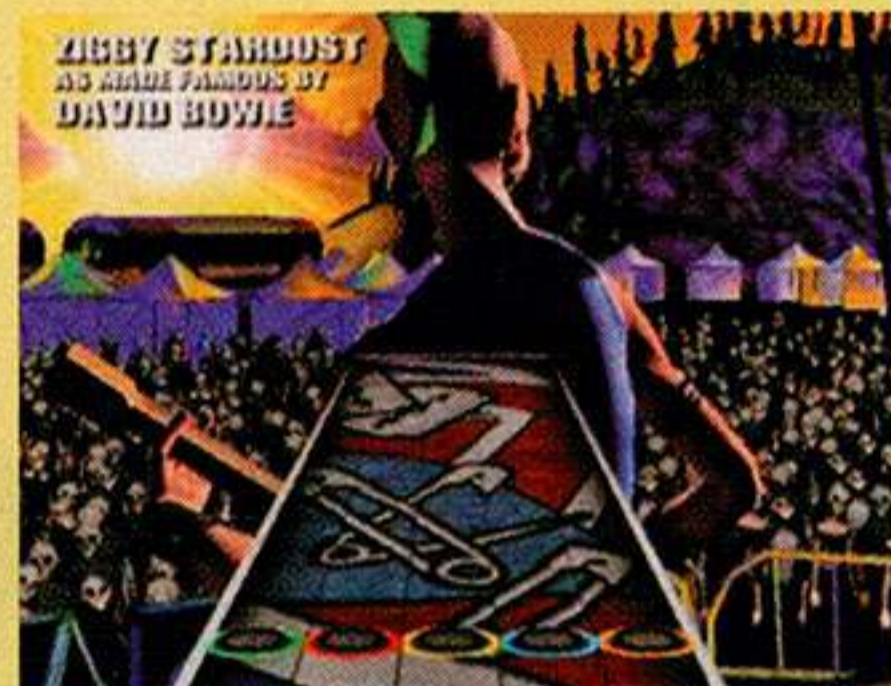
WIN!



READER TIP OF THE MONTH

PLAYSTATION 2

GUITAR HERO



At the main menu, quickly enter the following codes with the guitar controller to unlock the corresponding cheats. If you entered a code correctly and fast enough, you'll see a confirming message onscreen.

Air Guitar: Press Orange, Orange, Blue, Yellow, Orange.

Hero Guitar: Press Blue, Orange, Yellow, Blue, Blue.

Monkey-Headed Crowd: Press Blue, Orange, Yellow, Yellow, Yellow, Blue, Orange.

Rock Meter Is Always Green: Press Yellow, Blue, Orange, Orange, Blue, Blue, Yellow, Orange.

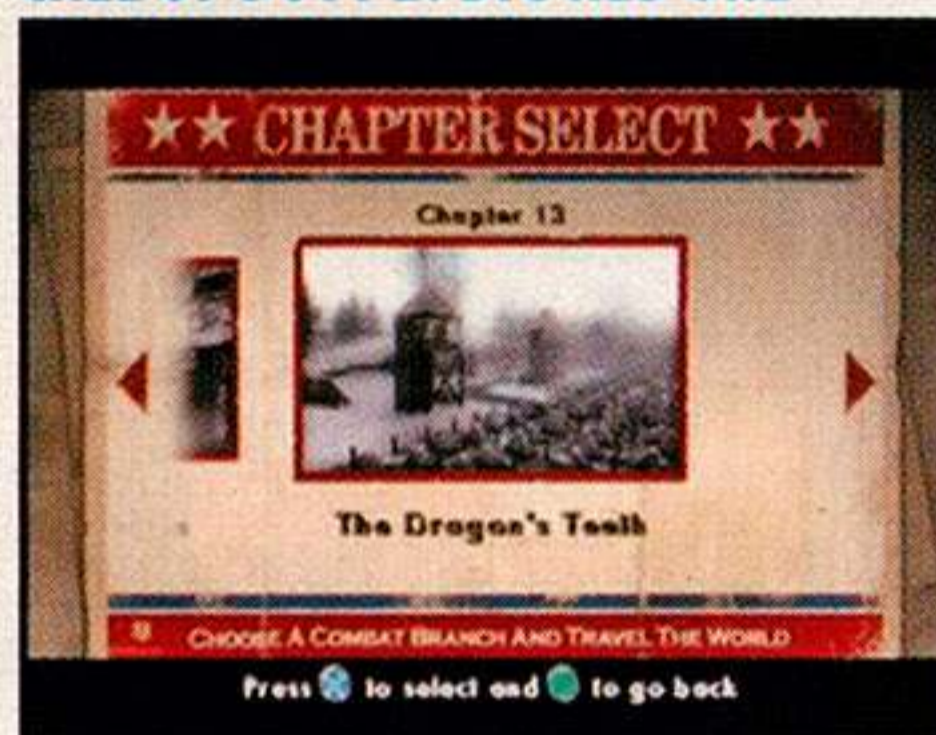
Skeleton Crowd: Press Orange, Yellow, Blue, Blue, Orange, Yellow, Blue, Blue.

Unlock Everything: Press Yellow, Orange, Blue, Blue, Orange, Yellow, Yellow.

Venue Disappears: Press Blue, Yellow, Orange, Blue, Yellow, Orange.

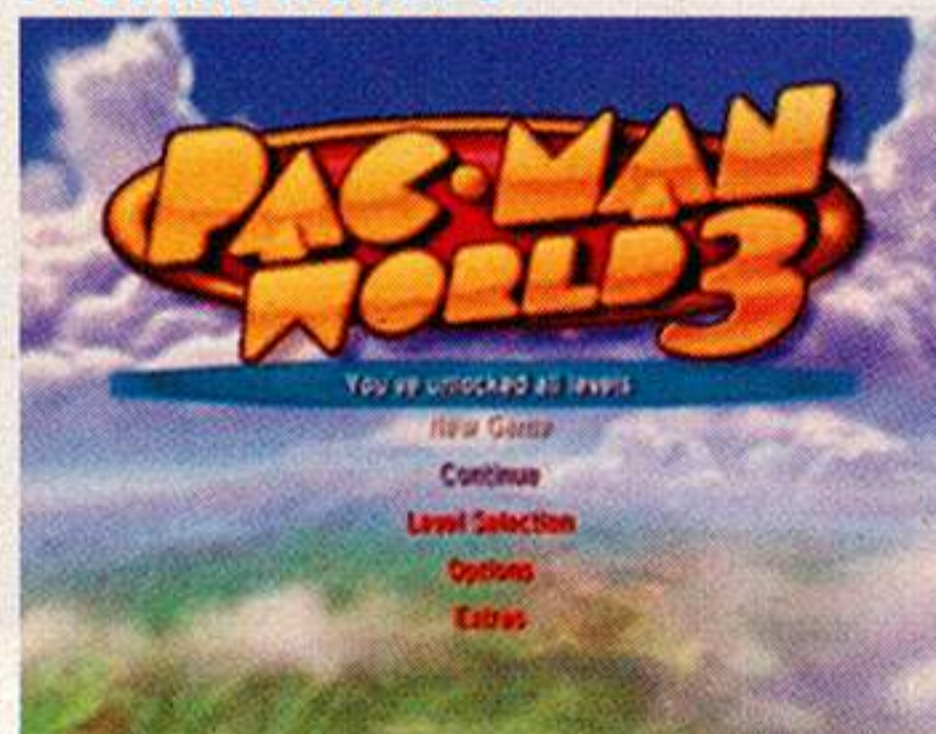
Adam Neely—San Francisco, CA

CALL OF DUTY 2: BIG RED ONE



Unlock All Missions: At the main menu, select Single Player, then select Chapter Select, then simultaneously press and hold L1 and R1, and then press **Up, Up, Down, Down, Left, Left, Right, Right, L, Right, Right, Right, Right, Right**. If you entered the code correctly, the cheat will take effect immediately.

PAC-MAN WORLD 3



Unlock All Levels: At the main menu, press **Left, Right, Left, Right, O, Up**. If you entered the code correctly, you'll see a confirming message onscreen.

PRINCE OF PERSIA: THE TWO THRONES

During gameplay, pause the game and then enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the cheat will take effect immediately.

Baby Toy Hammer: Press **Left, Left, Right, Right, O, O, O, O, Up, Down**.

Chainsaw: Press **Up, Up, Down, Down, Left, Right, Left, Right, O, O, O, O**.

Swordfish: Press **Up, Down, Up, Down, Left, Right, Left, Right, O, O, O, O**.

Telephone: Press **Right, Left, Right, Left, Down, Down, Up, Up, O, O, O, O, O, O, O, O**.

STAR WARS: BATTLEFRONT II

During gameplay, pause the game and then enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the cheat will take effect immediately.

Alternate Soldiers: Press **Down, Down, Down, Down, Down, Left, Up, Up, Up, Left, Right**.

Infinite Ammo: Press **Up, Down, Left, Down, Down, Left, Down, Down, Left, Down, Down, Down, Left, Right**.

TRUE CRIME: NEW YORK CITY



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

All Music: Press **O, O, O, O**.

Fights Open: Press **O, O, O, O, O**.

Ghetto City: Press **X, O, X, O, O, O, O**.

Puma Outfit: Press **O, O, O, O, O**.

Street Races Open: Press **O, O, O, O, O, O, O, O**.

Zombified: Press **O, O, O, O, O, O, O, O**.

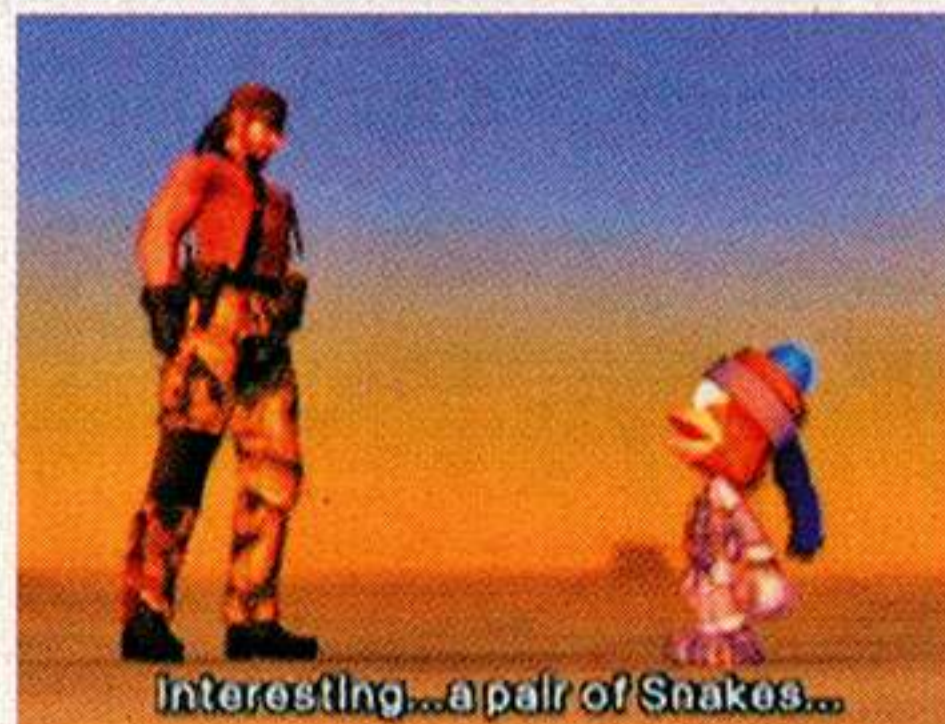
URBAN REIGN



At the Start menu, enter the following codes to unlock the corresponding

PLAYSTATION 2

APE ESCAPE 3



Secret Passwords: At the main menu, highlight "Start" and then simultaneously press **L1, L2, R1, R2, and Start**. This will bring up the Enter the Secret Password screen instead of the Give the File a Name screen. Enter the following passwords to unlock the corresponding cheats. If you entered a

password correctly, you'll see a confirming message onscreen.

Passwords are case-sensitive, and a "_" designates a blank space.

Blue Pipotron:	coolblue
Dark Master:	blackout
Krops:	krops
Metal Gear	
Monkey Movie:	2 _ snakes
Red Pipotron:	redmon
SAL-1000:	grobyc
SAL-3000:	SAL3000
Shimmy:	2nd _ man
Yellow Pipotron:	yellowy



cheats. If you entered a code correctly, you'll see a confirming message onscreen.

All Characters: Press R1, R2, X, Left, Right, □, □, □, □, L1, □, △, ○.

All Weapons: Press L1, R1, X, X, △, R1, R1, △, □, X, R1.

THE WARRIORS

Enter the following codes during gameplay and not while the game is paused. If you entered the code correctly, you'll see a confirming message onscreen.

100 Percent Completion: Press L1, Select, □, Down, L2, Right.

\$200: Press R1, R2, L1, X, Down, L1.

Baseball Bat: Press □, R2, Down, Down, L1, L1.

Complete Current Mission: Press Down, □, X, Select, R1, Left.

Knife: Press Down, Down, Select, Up, Up, L3.

Machete: Press L1, X, R1, R1, Select, R2.

Pipe: Press R2, ○, Select, Up, L1, Right.

XBOX 360

AMPED 3

At the main menu, select Options, select Cheat Codes, and then enter the following codes to unlock the corresponding cheats. If done correctly, you'll see a confirming message onscreen.

Awesomeness: Press Right Bumper, Right Bumper, Down, Left, Up, Right Trigger, X, Right Bumper, X, X.

Awesomeness Always On: Press Up, Right Trigger, X, Y, Left Bumper, X, Down, Left Bumper, Right Trigger, Right Bumper.

Build Licenses: Press Left, Right Trigger, Left Bumper, Right Trigger, X, X, Y, Down, Up, X.

Build Objects: Press Left Trigger, Right Trigger, Up, Up, Right Bumper, Left, Right, X, Y, Left Bumper.

Challenges: Press Right, Left Bumper, Left Trigger, X, Left, Right Bumper, Right Trigger, Y, Left Trigger, X.

Configs: Press Down, X, Right, Left Bumper, Right, Right Bumper, X, Right Trigger, Left Trigger, Y.

Gear: Press Y, Down, Up, Left, Right, Left Bumper, Right, Right Trigger, Right Trigger, Right Bumper.

Levels Unlocked: Press X, Y, Up, Left, Left Bumper, Left Bumper, Right Trigger, X, Y, Left Trigger.

Loud Speakers: Press Y, Right Trigger, Right Trigger, Left Bumper, Down, Down, Left, Left, Right, Left Bumper.

Low Gravity Boarder: Press Right Trigger, Down, Down, Up, X, Left Bumper, Y, Right Trigger, Y, Down.

Music: Press Up, Left, Right Trigger, Right Bumper, Right Trigger, Up, Down, Left, Y, Left Trigger.

No A.I.: Press X, X, Left Bumper, Down, Right, Right, Up, Y, Y, Left Trigger.

Sleds: Press Right Trigger, X, Left Trigger, Down, Right, Left, Left Trigger, Right Trigger, Y, X.

Super Spins: Press X, X, X, X, Y, Y, Y, X.

Tricks: Press Left Bumper, Right Trigger, Y, Up, Down, X, Left Trigger, Left, Right Bumper, Right Trigger.

CALL OF DUTY 2

Unlock All Missions: At the main menu, select Single Player, then select Mission Select, then simultaneously press and hold the Left Bumper and Right Bumper, and then press Left, Left, Right, Right, Y, Y. If you entered the code correctly, the cheat will take effect immediately.

NBA 2K6

Passwords: At the Main Menu, select Features and then select Codes. At the Codes screen, enter the following passwords to unlock the corresponding cheats. If you entered the password correctly, you'll see a confirming message onscreen.

Passwords are case-sensitive.

Unlock 05-06 Indiana Pacers Home and Away Jerseys:	31andonly
Unlock the 2K Sports Team:	2ksports
Unlock Celebrity Players in 24/7 Mode:	ballers
Unlock the NBA 2K6 Team:	nba2k6
Unlock Nike Air Zoom Kobe Shoes:	kobe
Unlock Nike Up Tempo Pro Shoes:	anklebreakers
Unlock Nike Zoom 20-5-5 Shoes:	lebronsummerkicks
Unlock Visual Concepts Team:	vcteam

NEED FOR SPEED: MOST WANTED

Unlock Castrol Version of Ford GT: At the main menu, press Left, Right, Left, Right, Up, Down, Up, Down. If you entered the code correctly, you'll see a confirming message onscreen.

QUAKE 4

During gameplay and not while the game is paused, press Back to enter the Objectives menu and then enter the following codes extremely fast to unlock the corresponding cheats. If you entered to code correctly and quickly enough, the cheat will take effect immediately.

All Weapons, Full Health, and Full Armor: Press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

Refill Ammo: Press B, A, X, Y, Left, Right, Left.

Refill Health: Press B, A, B, A, Up, Up, Down, X.

MULTIPLATFORM

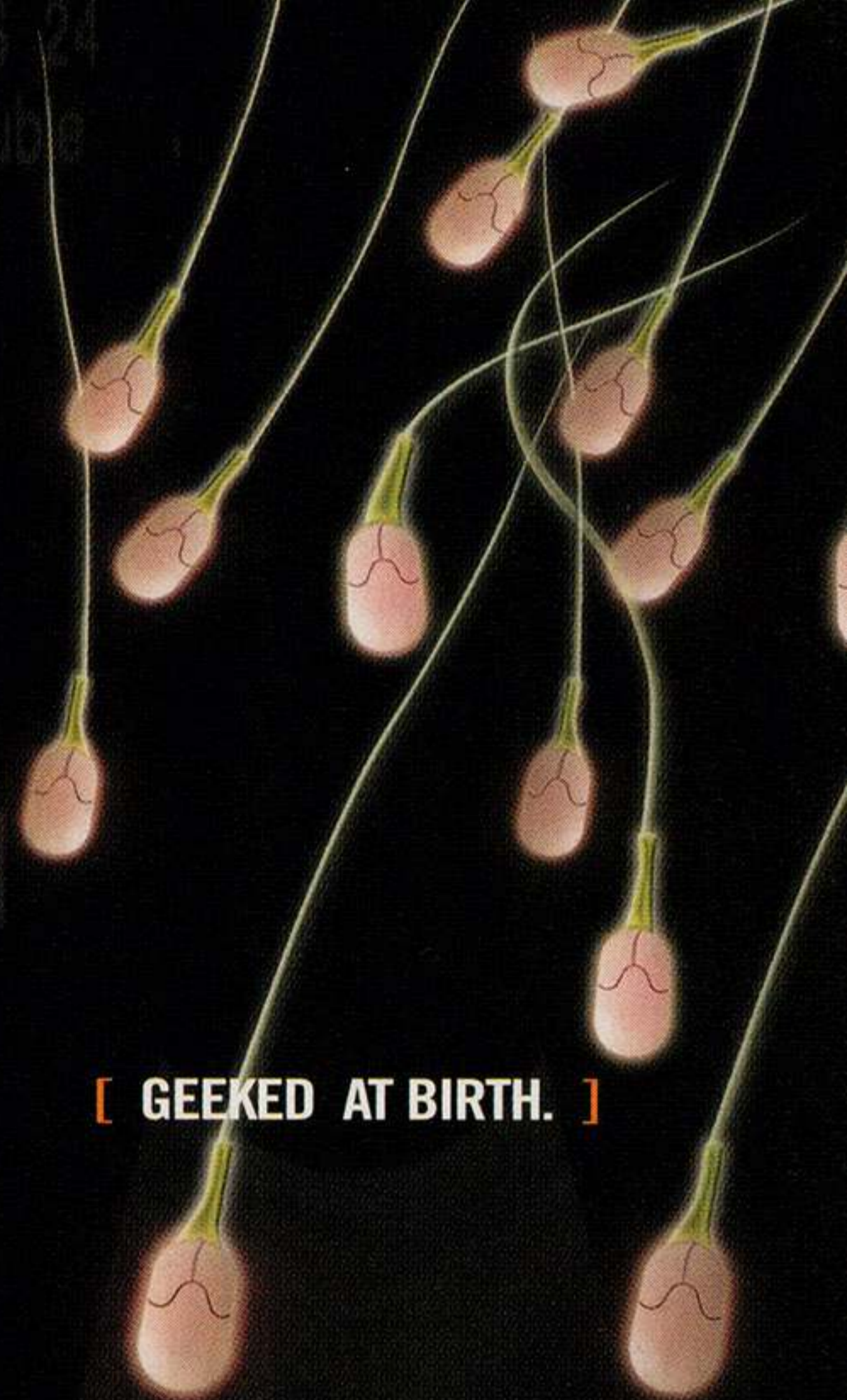


50 CENT: BULLETPROOF

During gameplay, pause the game, select Codes, select Enter Codes to enter the password-input screen, and then enter the following passwords to unlock the corresponding cheats. If you entered a password correctly, you'll see a confirming message onscreen.

Passwords are case-sensitive, and a "_" designates a blank space.

Action 26:	orangejuice
All Songs:	graballthat50
All Weapons:	gotthemrackets
Blood Hound Counter Kill:	gunrunner
Empty Clip Counter Kill:	workout
Exclusive Songs:	50bpexclusives
More Powerful Guns:	the_hub_is_broken
My Buddy Video:	sayhellotomylittlefriend
So Seductive Video:	yayoshome



[GEEKED AT BIRTH.]



You can talk the talk.
Can you walk the walk?
Here's a chance to prove it.
Please geek responsibly.

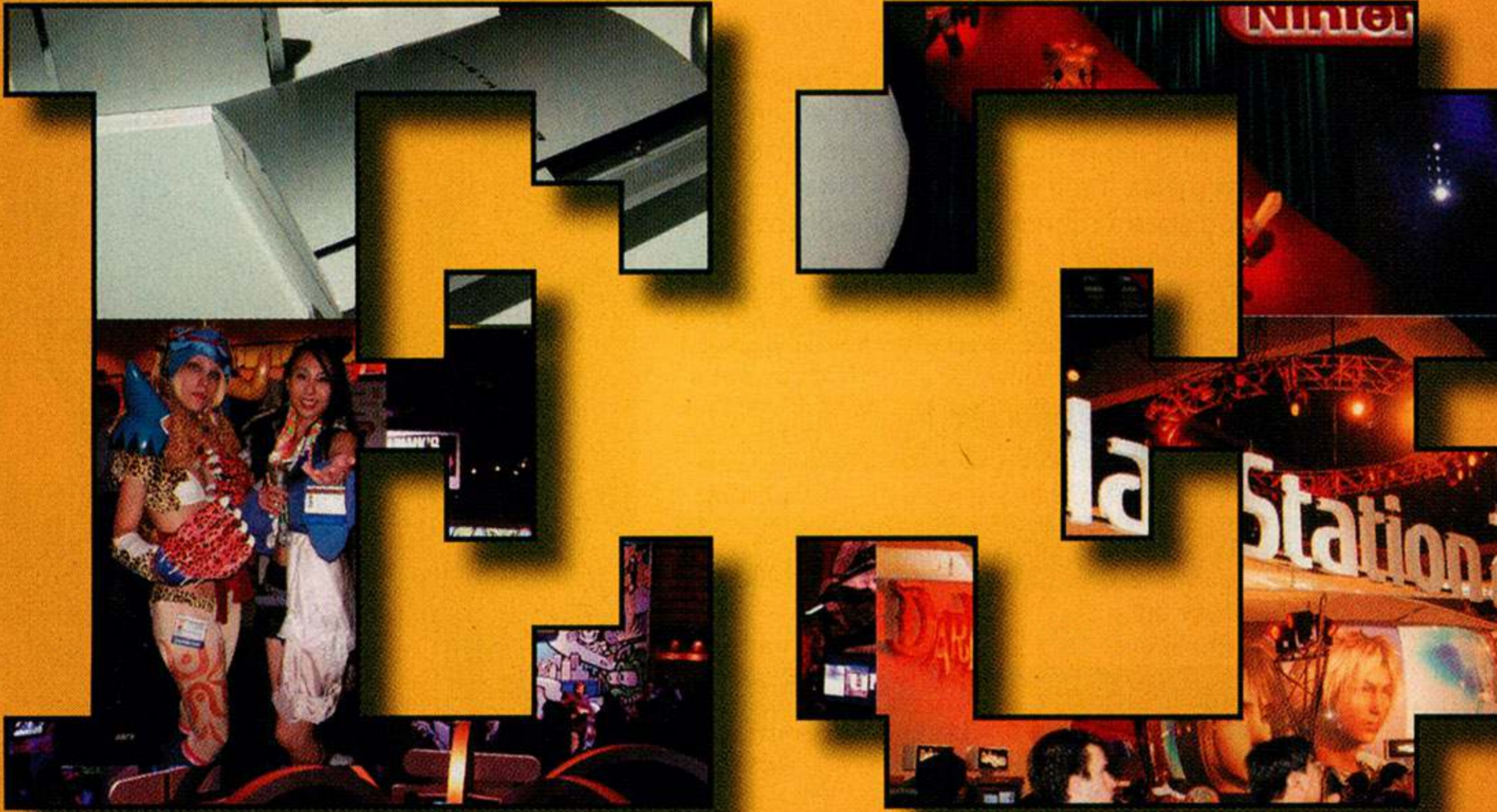
- GAME DESIGN
- DIGITAL ANIMATION
- ARTIFICIAL LIFE
- DIGITAL VIDEO
- WEB DESIGN
- COMPUTER FORENSICS
- NETWORK SECURITY
- SOFTWARE ENGINEERING
- TECHNOLOGY MANAGEMENT
- GAME PROGRAMMING

www.uat.edu > 800.658.5744

NEXT ISSUE!

GAMEPRO

June 2006
On sale May 16, 2006



E3!
The Electronic Entertainment Expo approaches, and we tell you what to expect.

Console Watch
The latest information on Sony's PlayStation 3 and the Nintendo Revolution

Plus
Metroid Prime Hunters DS
Capcom Classic Collection Remix PSP
Steamboat Chronicles PS2
SpyHunter: Nowhere to Run PS2 Xbox
The Elder Scrolls IV: Oblivion Xbox 360
Mortal Kombat: Armageddon PS2 Xbox
And more!

INDEX OF ADVERTISERS

This index is provided as an additional service. The publisher does not assume liability for errors, omissions, or additions due to last-minute changes or other contingencies.

20th Century Fox	39
<small>FOXMOVIES.COM</small>	
2K Games	25
<small>ZKGAMES.COM</small>	
Atlus Software	68, 87
<small>ATLUS.COM</small>	
Avirex	22, 23
<small>AVIREX.COM</small>	
AXE Deodorant	9
<small>THEAXEEFFECT.COM</small>	
Best Buy	52, 53
<small>BESTBUY.COM</small>	
D3	77
<small>NARUTO.COM</small>	
Full Sail Real World Education	69
<small>FULLSAIL.COM</small>	
GameLoft	65
<small>GAMELOFT.COM</small>	
JAMDAT	27
<small>EA-MOBILE.COM</small>	
Jamster	7
<small>JAMSTER.COM</small>	
KOEI	41, 91
<small>KOEIGAMES.COM</small>	
Kohls	3rd Cover
<small>KOHL.COM</small>	
Konami	55
<small>KONAMI.COM</small>	
Midway Games	15
<small>MIDWAY.COM</small>	
ONDCP	17
<small>FREEVIBE.COM</small>	
Schick	79
<small>SHAVING.COM</small>	
Sony Online Entertainment	2, 3, 95, 4th Cover
<small>SONYONLINE.COM</small>	
Sony Pictures	21
<small>SONYPICTURES.COM</small>	
Square Enix	83
<small>SQUARE-ENIX.COM</small>	
Tecmo	61
<small>TECMOINC.COM</small>	
THQ, Inc.	2nd Cover, 1, 11, 28, 29, 81
<small>THQ.COM</small>	
Ubisoft Entertainment	4, 5, 44, 45
<small>UBISOFT.COM</small>	
University of Advancing Technology	93
<small>UAT.EDU</small>	
Wizards of the Coast	13
<small>WIZARDS.COM</small>	

GAMEPRO www.gamepro.com

555 12th Street
Suite 1100,
Oakland, CA
94607-4022
Tel: 510/768-2700
Fax: 510/768-2701

SUBSCRIPTION QUESTIONS

P.O. Box 37579 • Boone, IA 50037-0579
510/768-2767
Or click on the Customer Service link at
GamePro.com

ADVERTISING

Bob Huseby VICE PRESIDENT, SALES bhuseby@idg-entertainment.com

PRINT ADVERTISING

ADVERTISING SALES
CALLS ONLY, PLEASE.

West Coast Office: TEL: 510/768-2700 • FAX: 510/768-2701

Brett Robinson SOUTHWEST SENIOR ACCOUNT EXECUTIVE brobinson@idg-entertainment.com

East Coast Office: TEL: 212/590-2507 • FAX: 212/590-2508

Amy Gershman REGIONAL SALES MANAGER agershman@idg-entertainment.com

Sonia Gourdin SALES ASSOCIATE sgourdin@idg-entertainment.com

ONLINE ADVERTISING

West Coast Office: TEL: 510/768-2700 • FAX: 510/768-2701

Emily Throckmorton ONLINE SALES DIRECTOR ethrockmorton@idg-entertainment.com

Jennifer Crist SENIOR ACCOUNT EXECUTIVE jcrist@idg-entertainment.com

Cory Shelton SENIOR ACCOUNT EXECUTIVE cshelton@idg-entertainment.com

East Coast Office: TEL: 212/590-2577 • FAX: 212/590-2508

Rachel Desjardins SENIOR ACCOUNT EXECUTIVE rdesjardins@idg-entertainment.com

MARKETING/PROMOTIONS

Simon Tonner MARKETING DIRECTOR stonner@idg-entertainment.com

LIST RENTALS

American List Counsel TEL: 800/252-5478 • FAX: 609/580-2864

MARKETING REPRINTS

Natale Russo SENIOR MANAGER OF CIRCULATION OPERATIONS nrusso@idg-entertainment.com

BACK-ISSUE COPIES

Kathryn Washburn CIRCULATION COORDINATOR kwashburn@idg-entertainment.com

IN COMMAND. IN CONTROL. ON THE MOVE.



★ ★ ★ ★ FIELD ★ ★ COMMANDER™

TEEN
T
Blood
Violence
ESRB CONTENT RATING www.esrb.org
Game experience may
change during online play.

SOE
SONY ONLINE
ENTERTAINMENT



PlayStation Portable

CHARTBUSTERS

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

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

TITLE	PLATFORM	LAST MONTH
1. Call of Duty 2 Activision	Xbox 360	18 ▲
2. Madden NFL 06 EA Sports	PS2	2 ▼
3. MVP 06 NCAA Baseball EA Sports	PS2	NEW
4. Grand Theft Auto: Liberty City Stories Rockstar Games	PSP	9 ▲
5. Mario Kart DS Nintendo	DS	6 ▲
6. Animal Crossing: Wild World Nintendo	DS	19 ▲
7. Need for Speed: Most Wanted EA Games	PS2	3 ▼
8. Dead or Alive 4 Tecmo	Xbox 360	NEW
9. Star Wars Battlefront II LucasArts	PS2	2 ▼
10. Grand Theft Auto: San Andreas (Special Edition) Rockstar Games	PS2	NEW

Source: The NPD Group/NPD Funworld/Point-of-Sale

Top 10 Games the GamePro Editors Want to See at E3

1. Metal Gear Solid 4: Guns of the Patriots (PS3)
2. Halo 3 (Xbox 360)
3. Heavenly Sword (PS3)
4. Saint's Row (Xbox 360)
5. BioShock (Xbox 360)
6. Killzone (PS3)
7. Tom Clancy's Splinter Cell: Double Agent (Xbox 360)
8. World of Warcraft: The Burning Crusade (PC)
9. Metroid 3 (Revolution)
10. Stranglehold (PS3, Xbox 360)

1 Call of Duty 2



Well, it's official: The first Xbox 360 game to hit number one across all platforms on the NPD charts is Call of Duty 2, which leads us to ask, "Did more Xbox 360 units secretly hit the market?" Brothers in Arms may have carved itself a niche as the realistic WWII shooter, but Call of Duty's cinematic gameplay still draws in the mainstream FPS buffs, especially with the game's next-gen makeover. Featuring updated visuals and effects, Call of Duty 2 benefits from Xbox 360's powerful GPU, looking more like something from a \$3000 PC gaming rig than a \$300 console.

8



For gamers who like a little "bounce" to their fighting, Dead or Alive 4 hits the spot. Like most sequels, DOA4 strives to do everything bigger and better than its predecessors: more moves, more characters, bigger arenas, advanced techniques, and a plethora of online modes to take advantage of Xbox Live. And let us not forget some of the most beautiful fighting ladies ever in a video game.

10



Huh? What's this "Special Edition" stuff? Yes, Grand Theft Auto: San Andreas returns to the charts. However, this \$20 version of the game is sans the Hot Coffee sequences, and it comes packed-in with the documentary Sunday Driver and the series primer, Introduction. Definitely for mature gamers, San Andreas follows Carl Johnson and his efforts to become king of the game's titular streets.

Top 10 Handheld Games

1. Grand Theft Auto: Liberty City Stories (PSP)
2. Mario Kart DS (DS)
3. Animal Crossing: Wild World (DS)
4. SOCOM: U.S. Navy SEALs Fireteam Bravo (PSP)
5. Nintendogs: Dachshund & Friends (DS)
6. Need for Speed: Most Wanted (PSP)
7. Madden NFL 06 (PSP)
8. Yu-Gi-Oh! GX Duel Academy (GBA)
9. Mario & Luigi: Partners in Time (DS)
10. Nintendogs: Chihuahua & Friends (DS)

Source: The NPD Group/NPD Funworld/Point-of-Sale



For more information, visit gamepro.com/chartbusters or npd.com



MARIUS SYVANEN

HAWK
C L O T H I N G

ONLY AT KOHL'S

TONY HAWK'S
AMERICAN WASTELAND
IN STORES NOW!

PROUD SPONSOR OF:



HAWKCLOTHING.COM

What Dark Beast Lurks Within You?

The SEQUEL to the
#1 ACTION RPG
on the PSP™ system*

UNTOLD LEGENDS THE WARRIOR'S CODE™



Immerse yourself in an epic storyline brought to life through dramatic in-game cinematics and voiceovers.



Experience an enhanced 3D game engine that takes graphics, SFX and lighting to a stunning new level of quality and detail.



Hack, slash and morph your way through the game with the help of the superior combat system.

Pre-order now at www.untoldlegends.com

TEEN
T
 Animated Blood
 Fantasy Violence
 ESRB CONTENT RATING www.esrb.org
 Game experience may change during online play.



PlayStation Portable



Untold Legends™, The Warrior's Code™ © 2006 Sony Online Entertainment. SOE and the SOE logo are registered trademarks and Untold Legends and The Warrior's Code are trademarks of Sony Online Entertainment Inc. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). *Based on data from NPD group.