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REPORT:
VIDEO-GAME
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ZIFF DAVIS MEDIA Issue 156

July 2002 \$4.99/\$6.50 Canada



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REVIEWED:

- Medal of Honor (PS2)
- DBZ: Card Game (GBA)
- World Series Baseball (Xbox)
- Digimon World 3 (PS1)



PREVIEWED:

- Tony Hawk 4
- Pokémon Adv. (GBA)
- Eternal Darkness (GC)
- Devil May Cry 2 (PS2)



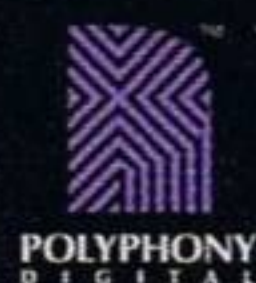
PlayStation 2



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It's difficult to appreciate some of the greatest tourist destinations in the world when you're racing through them at 225 mph. But with over 30 different racecourses and cars from the world's top manufacturers which are created according to the exact specifications of their real-life counterparts, you'll feel like you could. Besides, when the competition starts battling with you for every inch of space on the track, you won't have time to see the sights. However, you can test your skills in the intense arcade mode or the simulation mode, where true car fanatics can supe-up their cars to no end. So don't worry about packing all your things, because if you're good, it'll be a short trip.



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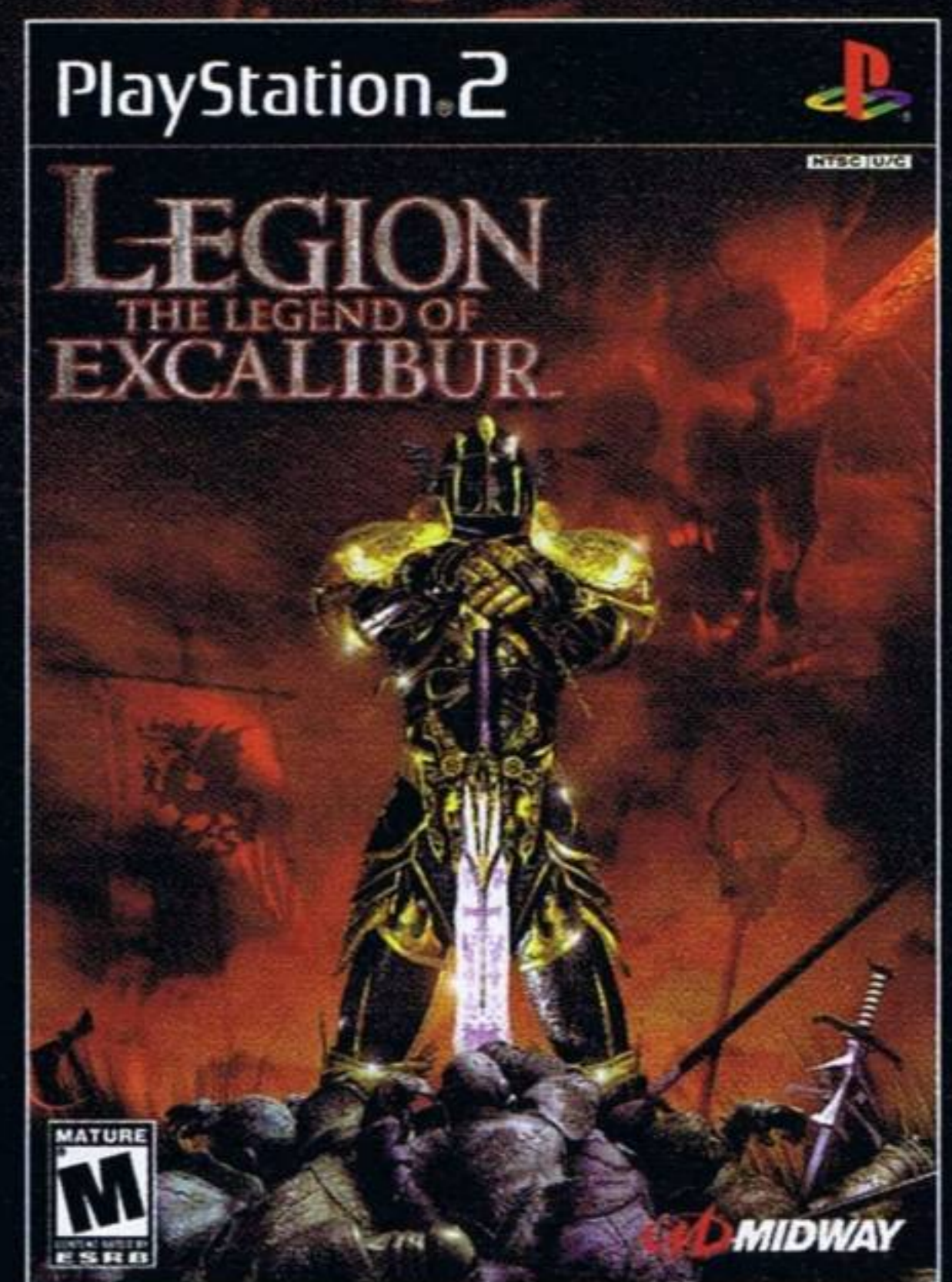


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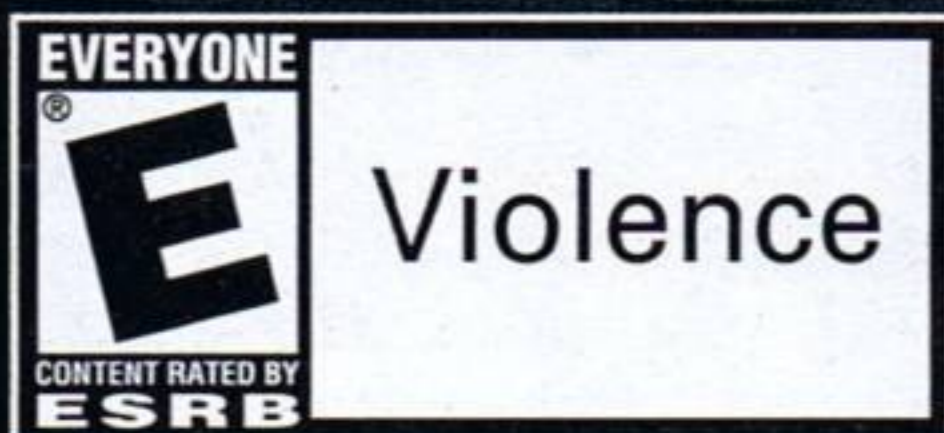
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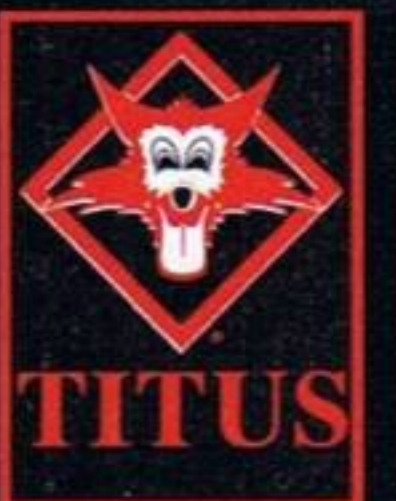
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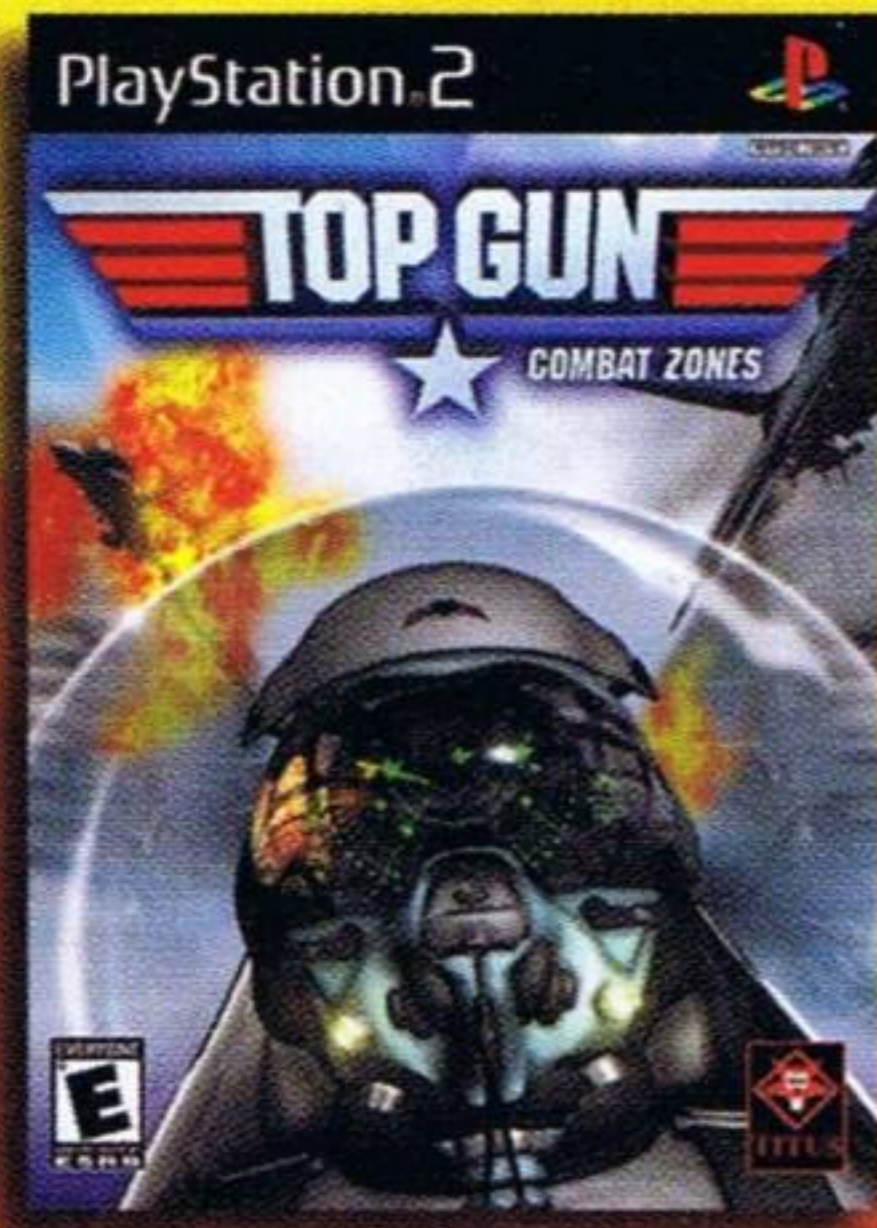
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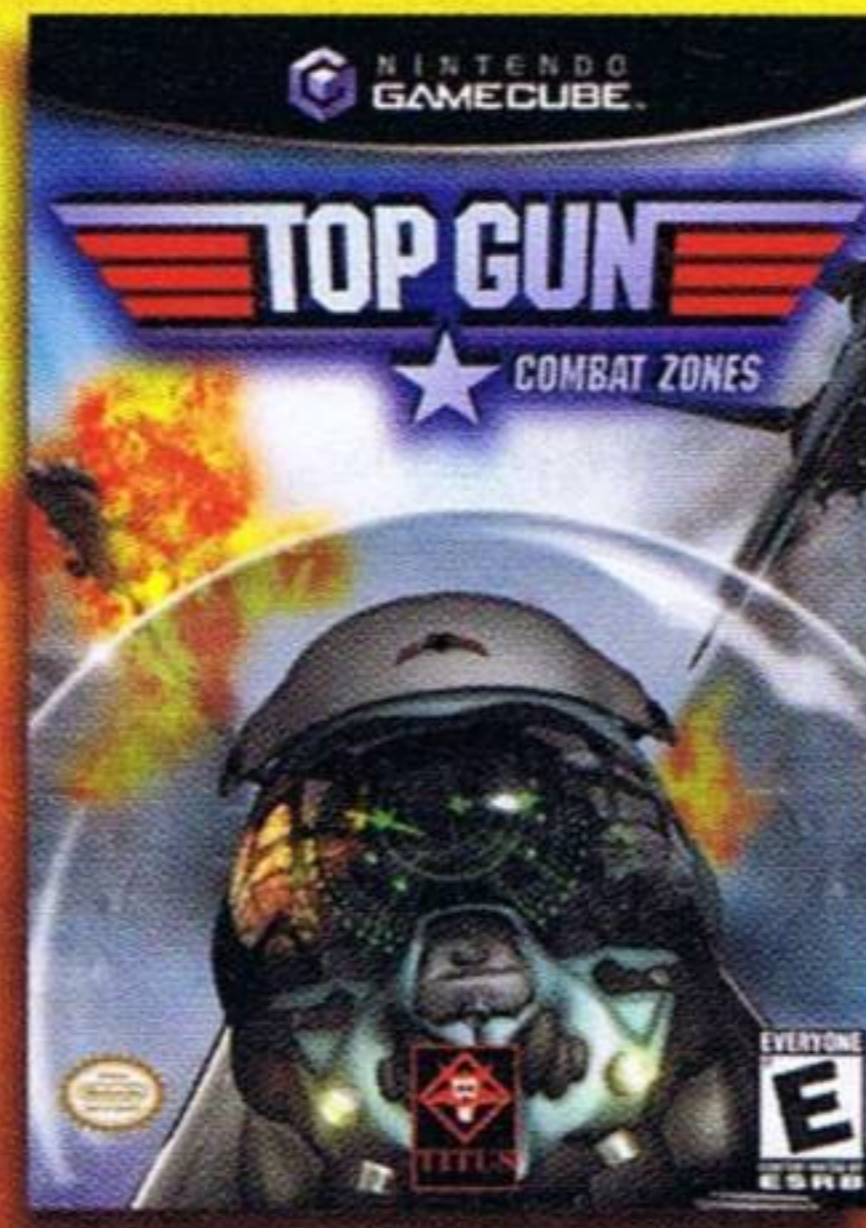
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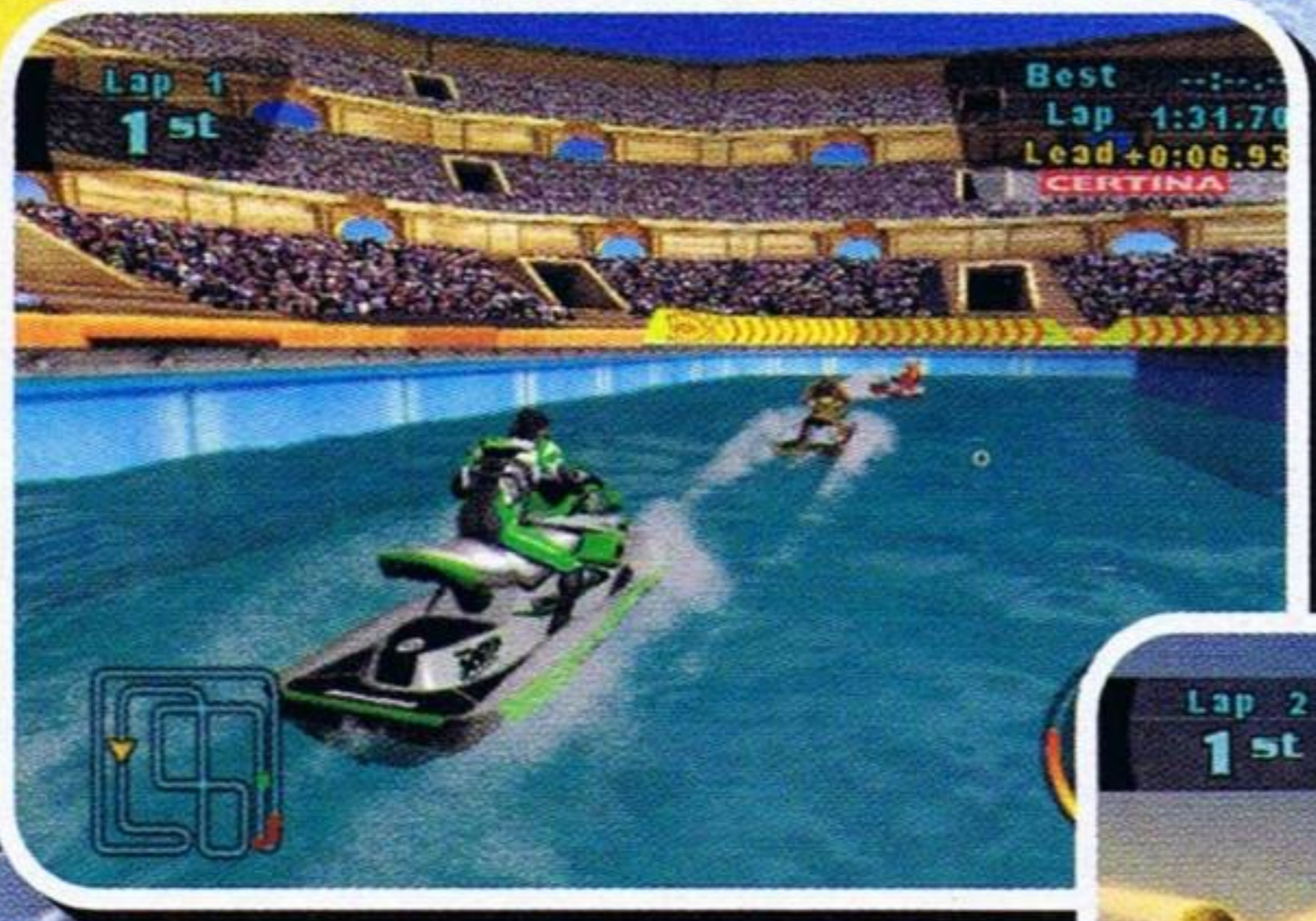


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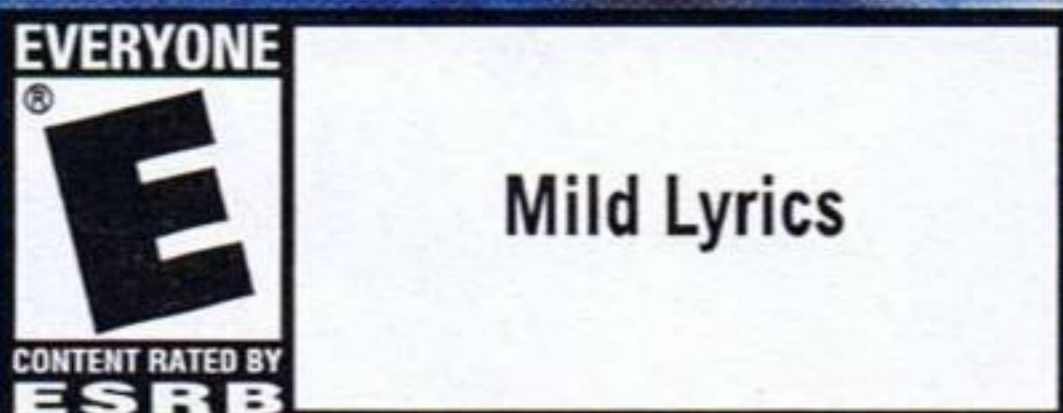


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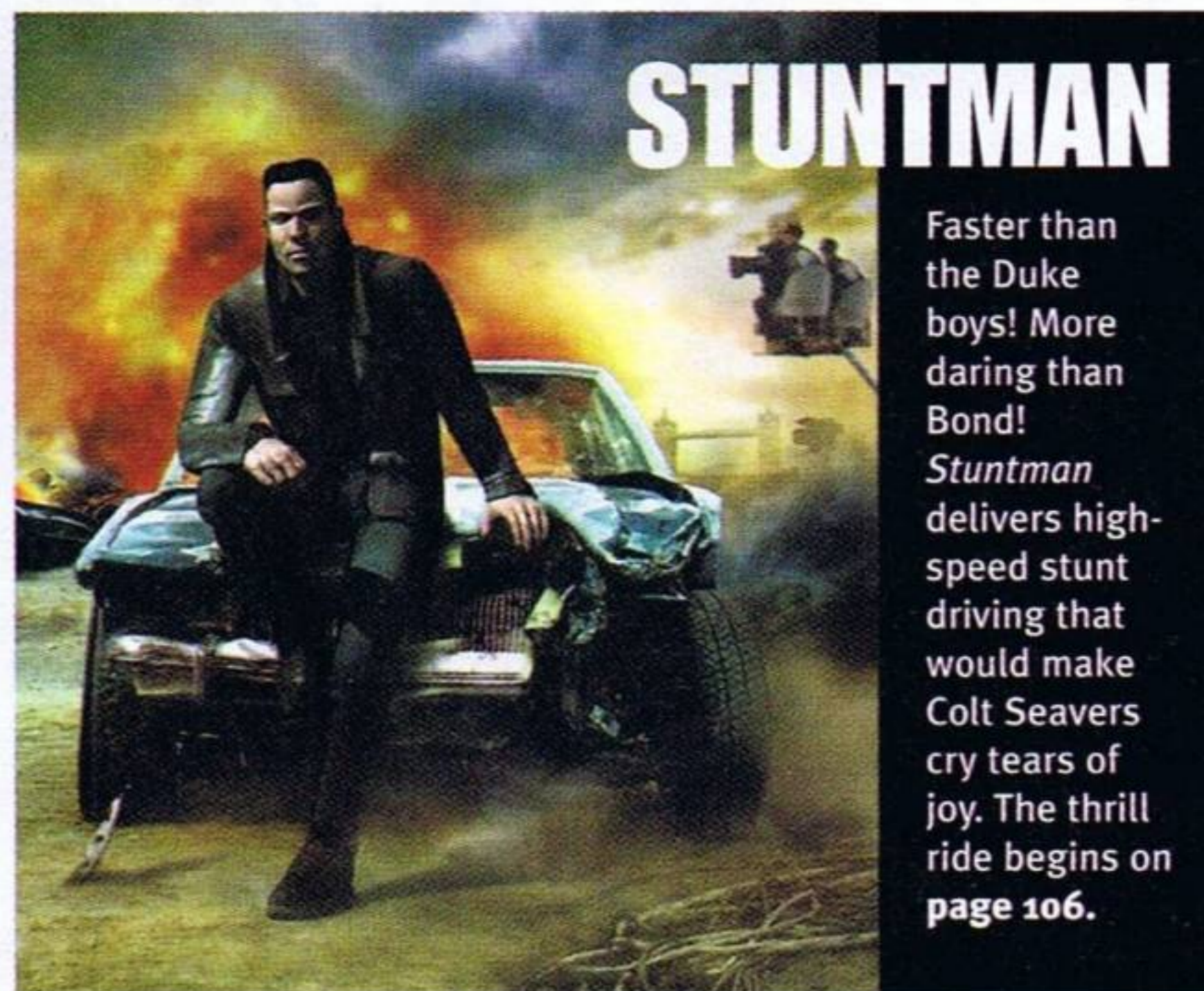


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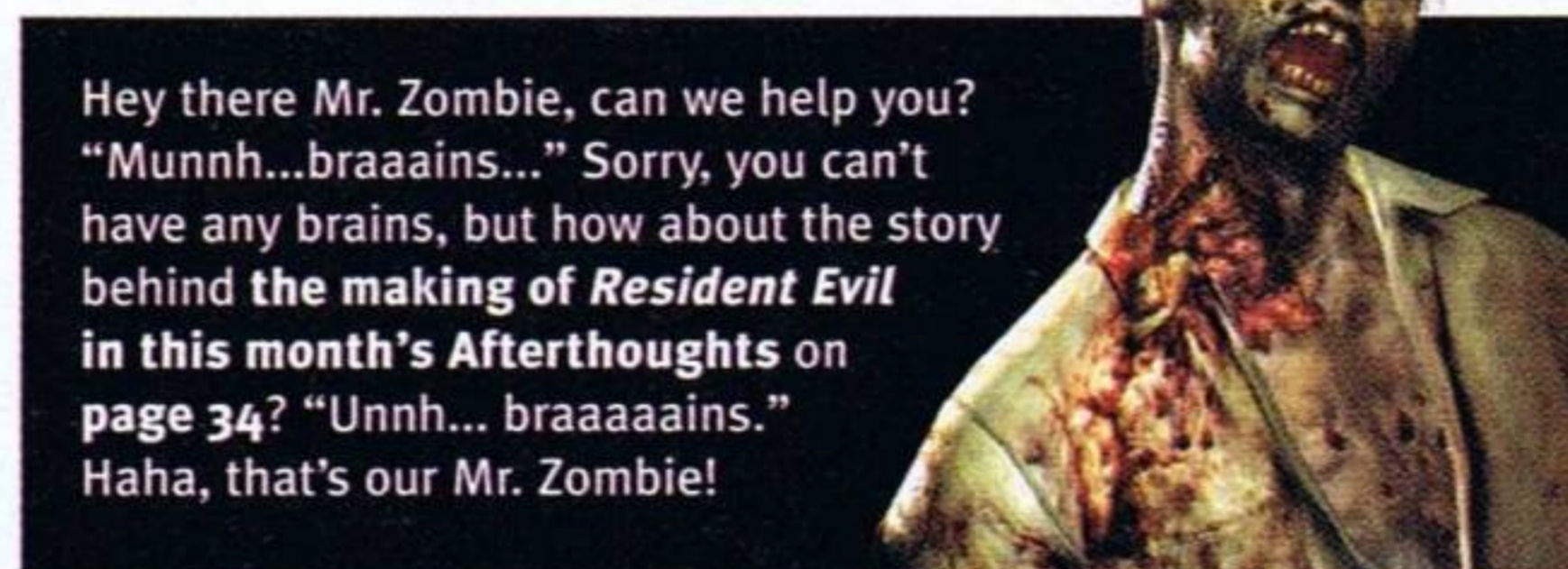


STUNTMAN

Faster than the Duke boys! More daring than Bond! *Stuntman* delivers high-speed stunt driving that would make Colt Seavers cry tears of joy. The thrill ride begins on page 106.



G4, the world's first 24-hour gaming network, has launched, but will it survive? On page 26, we look into the sordid past of video-game TV shows and answer the question: Are video games ready for primetime?



Hey there Mr. Zombie, can we help you? "Munnh...braaaains..." Sorry, you can't have any brains, but how about the story behind the making of *Resident Evil* in this month's *Afterthoughts* on page 34? "Unnh... braaaaaains." Haha, that's our Mr. Zombie!



You should see her "before" picture! Ever wondered if those ridiculous surfboard, bicycle and dance-pad peripherals could really help you shed a few pounds? We did. Come see the results of our research in *Let's Get Physical* on page 10.

Photograph by Tom Abraham

WAR!

Military sims are all the rave lately. Even the United States government is getting into the act. Check out our round-up of the latest batch of these war games on page 42.

SYSTEM COLOR KEY



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Take a gander at the first screens and information on *Panzer Dragoon Orta* for the Xbox, as well as *Resident Evil Zero*, *Mario Sunshine* and details on the first online *Madden* game.

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Check out this month's hearty selection: *Minority Report*, *Rygar* for the PS2, *Eternal Darkness*, *Dragon's Lair 3D* for the Game-Cube, plus *Crazy Taxi 3: High Roller* and *Tony Hawk 4* for the Xbox.

Review Crew 114

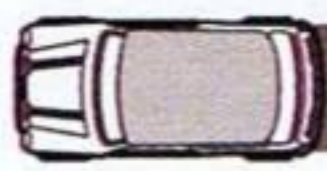
Hallelujah!—it's raining *Spider-Man* reviews. Plus: War is hell, and we have the game to prove it—*Medal of Honor: Frontline*. And sports fans, don't forget to see how *World Series Baseball* fared.

Tricks 130

Take *Spidey bowling* or change him into a gal, open up all the ships in *Wipeout Fusion*, and explore every track in *SledStorm*. How about kicking around a giant eyeball in *Soccer Slam* as well? You gotta love that.

The Final Word 134

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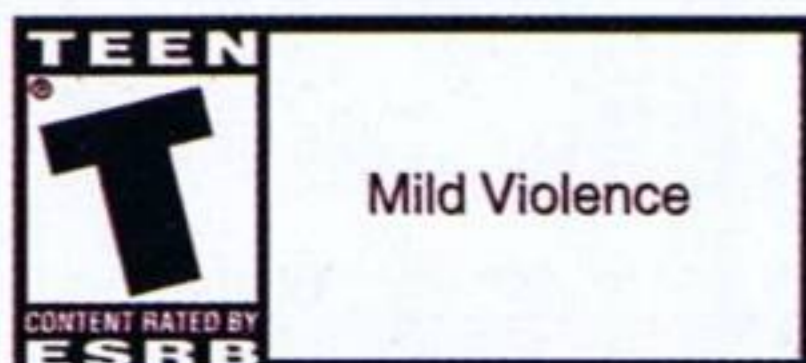
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EDITORIAL

Xbox, GameCube: Round 2

Six months ago, we produced a somewhat controversial "Xbox vs. GameCube" cover story (EGM #149) for those two systems' near-simultaneous launches. Why controversial? Because we actually had the kahunas to objectively tell the world which system we'd recommend buying at the time, something everyone else was afraid to do. Looking back, did we make the right pick?

We still stand by what we said, that for this past holiday season, the Xbox was the better deal. We knew that the big machine was going to come out strong out of the gates, but we gotta admit, we did not predict that only a couple of furlongs in, it would decide to continue the race on a gentle trot—some would even say a slow crawl. If you're an Xbox owner, should you be worried about that \$300 purchase?

Hang in there. Microsoft's gentle giant should not disappoint down the stretch. It's got some first-party games you won't find anywhere else, like *MechAssault*, *Brute Force* (pg. 98) and the one we all can't wait to play, *Project Ego*. Third-party-wise, the system is also doing well, with better-looking versions of cross-platform titles

and, even better, some of Sega's best stuff, like the *other* Xbox game we can't wait to get our hands on, *Panzer Dragoon Orta* (pg. 30).

GameCube owners on the other hand may have sweated a little late last year but should soon be giddy. No doubt about it—Nintendo's little box will make the most noise the second half of 2002 with *Mario Sunshine*, *Metroid Prime* and maybe *Zelda*. After those titles come out, the 'Cube should rightfully take its place among the Nintendo systems of the past...as a console that, whether with great third-party support or not, has some of the best games around. Have you ever played a *Zelda* that wasn't fantastic? Oh wait, don't answer that....

In other, more self-serving news: Thanks for making us #1 again. The latest audits are out and EGM is at the top of the heap with the highest newsstand sales and overall circulation (of the multiplatform gaming mags). And like a Costanza leaving on a high note, EGM veteran Review Crew member Kraig Kujawa has left the building. This is his last issue—can you believe he's gonna stop complaining about games and start making 'em? Good luck, Kraig. **Shoe**

By Dan "Shoe" Hsu



Contributors



Shane Bettenhausen

Despite his last name, which loosely translates to "lazy, drunken buffoon," Shane is a regular contributor to Gamers.com, OPM, GameNOW and Computer Gaming World.



Ray LeWan

Ray helped out on our Tricks section this month. His nose isn't really as big as it looks here, but then again ladies, you know what they say about guys with big noses....



Scott Steinberg

Don't be fooled by his wholesome smile. Scott contributes to *The Source*, *Maxim*, *Playboy* and other unwholesome outlets we wish our parents would let us read.



Bryan Stratton

Between his duties as a Prima strategy-guide author and amateur Marilyn Manson impersonator, Mr. Stratton found time to write our *Eternal Darkness* preview.



Sam Kennedy

It's not every day they let OPM's news editor out, but fortunately they made an exception for our *Tony Hawk 4* preview. We'll just keep the stun gun handy.



Chris Baker

OPM's previews editor was in fanboy heaven when he visited DC Comics to play the new Superman games. And as a surprise bonus, the games actually didn't suck!



Jeremy "Norm" Scott

Norm hasn't let Hsu and Chan's popularity go to his head. Instead, he tries to focus on the more important things in life, like plastic surgery and Hollywood shindigs.



Shawn Smith

Oh, how the mighty have fallen! Once revered as a great and powerful EGM editor, all that's left of Shawn is the puny illustrator you see before you. Fear him not.

Eat My Shorts!

Look around this issue for quotes from *The Simpsons* or a famous movie. Find one, e-mail it (and where you found it and your non-P.O. Box mailing address) to us at EGM@ziffdavis.com (subject: *Eat My Shorts—EGM #156*), and you may be one of five lucky winners (chosen at random) who will win a copy of this month's *Game of the Month*.

- Just a few of the quotes from issue #155:
- "...mmm, lobster boy." (*The Simpsons*, pg. 68)
 - "Riots in the streets, dogs and cats living together, mass hysteria!" (*Ghostbusters*, pg. 26)
 - "Show [me] the money." (*Jerry Maguire*, pg. 108)
 - "I see dead people." (*The Sixth Sense*, pg. 50)

- Issue #154's winners of *Virtua Fighter 4* (PS2):
- Max VanDuyne—Independence, OH
 - Troy Stancliffe—New Orleans, LA
 - Matt Zacharias—McAlester, OK
 - Tristan Wenceslao—Schaumburg, IL
 - Frederick DeLisi—Staten Island, NY



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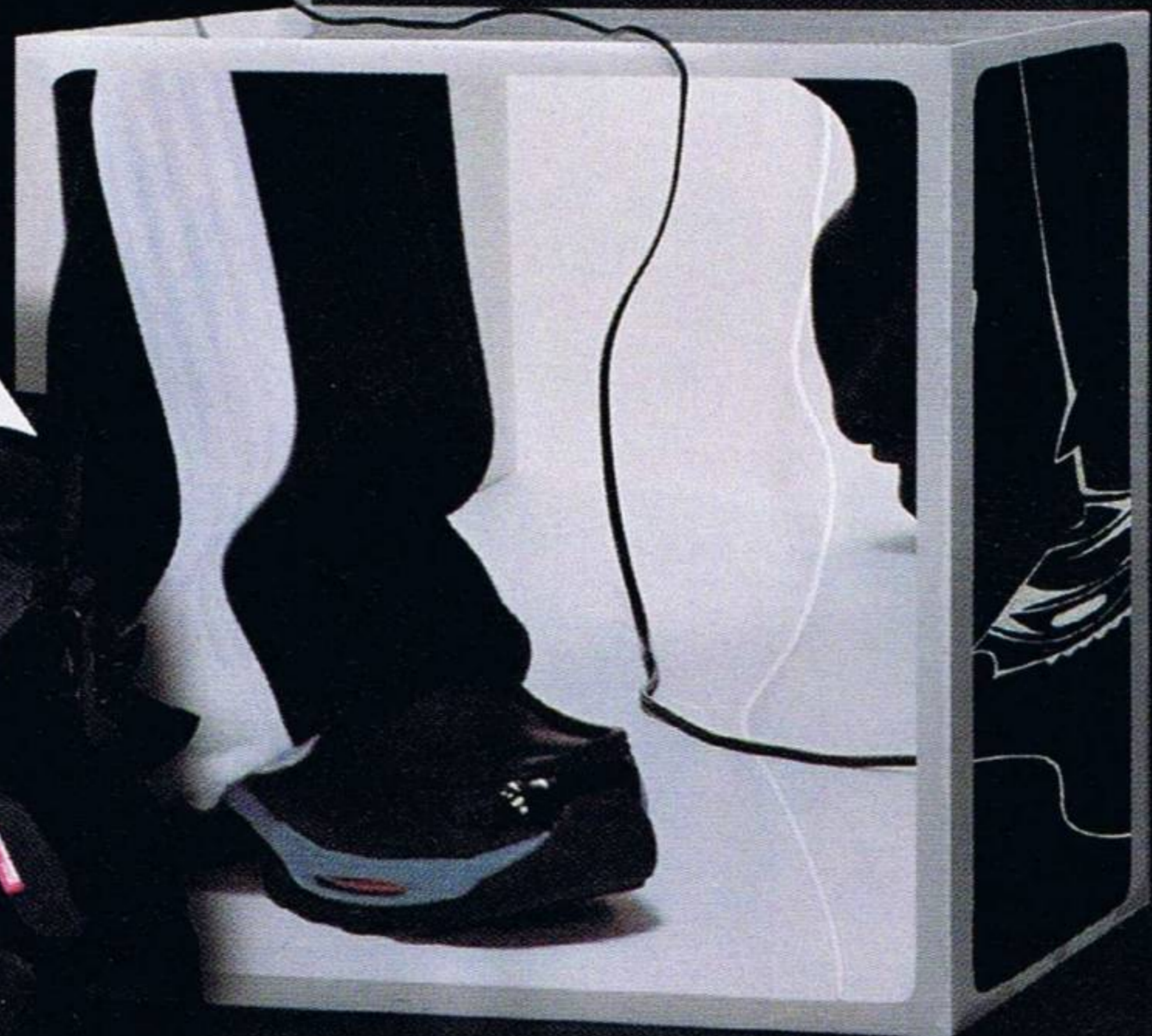
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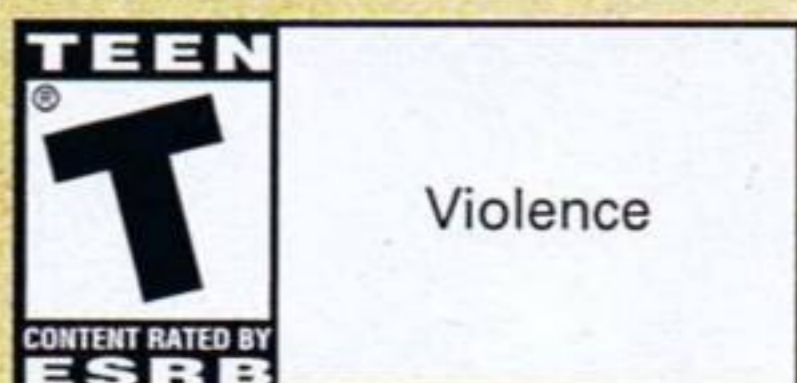
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New Yankee Skipper Manager, GM

By FELIX COATES

Yanks Slow Out of the Gate

Fans question off-season moves

ASSOCIATED TIMES

A 6-7 inning five of their first seven games

SPORTS WEEKLY

Pitching woes plague struggling Yankees

Posada sidelined for 2 weeks with foot injury

Associated Times

Top prospects called up to fill holes

With the advice of scouts and coaches, the Yankees' GM has called up two promising prospects from the minors to help plug the holes created by recent injuries. Management hopes these youngsters will not only



Have a Seat. T

Yanks snag Big Unit in blockbuster trade

By M. Yeung

In a move geared to brace them for a second-half surge, the Yankees landed perennial All-Star Randy Johnson in a trade yesterday. The 6'10" lefty will step in as the number one starter and shore up a rotation that has been, by most accounts, New York's

Big Unit fires one-hitter as Yanks' streak continues

By Marisa Ramsdell
SPORTS WEEKLY

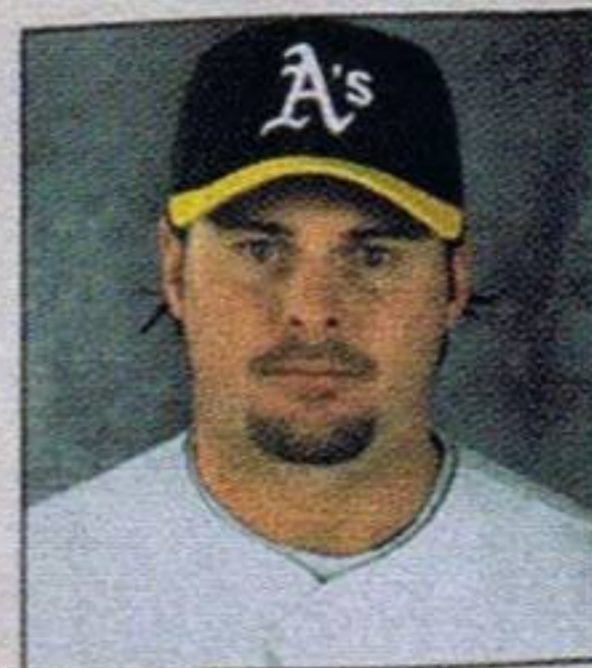
Yanks staff up with veteran coaches

By Matt Johnson

TWS TODAY

THURSDAY: DECEMBER 13, 2001

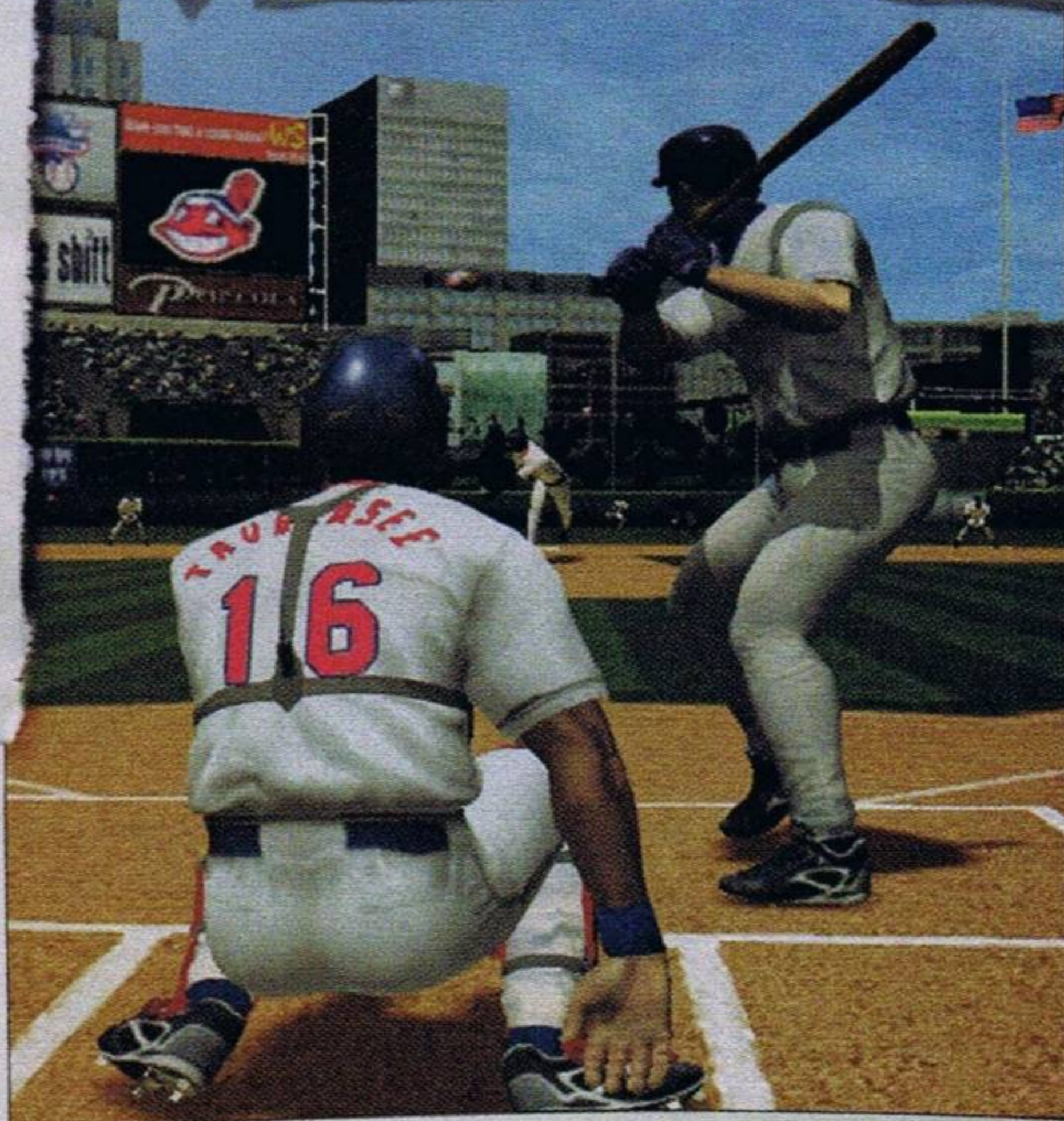
NY signs Giambi to be 'cornerstone' of franchise



Money Player. Jason Giambi, inked a 7-year deal.

Retooled lineup excites fans, management

By Owen Bly



Look out world. Giambi's blast won the game and sent a signal to the rest of the league.

Giambi and Co. Starting to Roll

By H. Willoughby
Staff Writer

Johnson proved once again why he's one of the most feared



Doubles as

Clutch hitting secures Wild Card

New York rides Giambi's hot bat to World Series

► Game 1 Tuesday in New York

Cards steal first 2 in NY

► BASEBALL

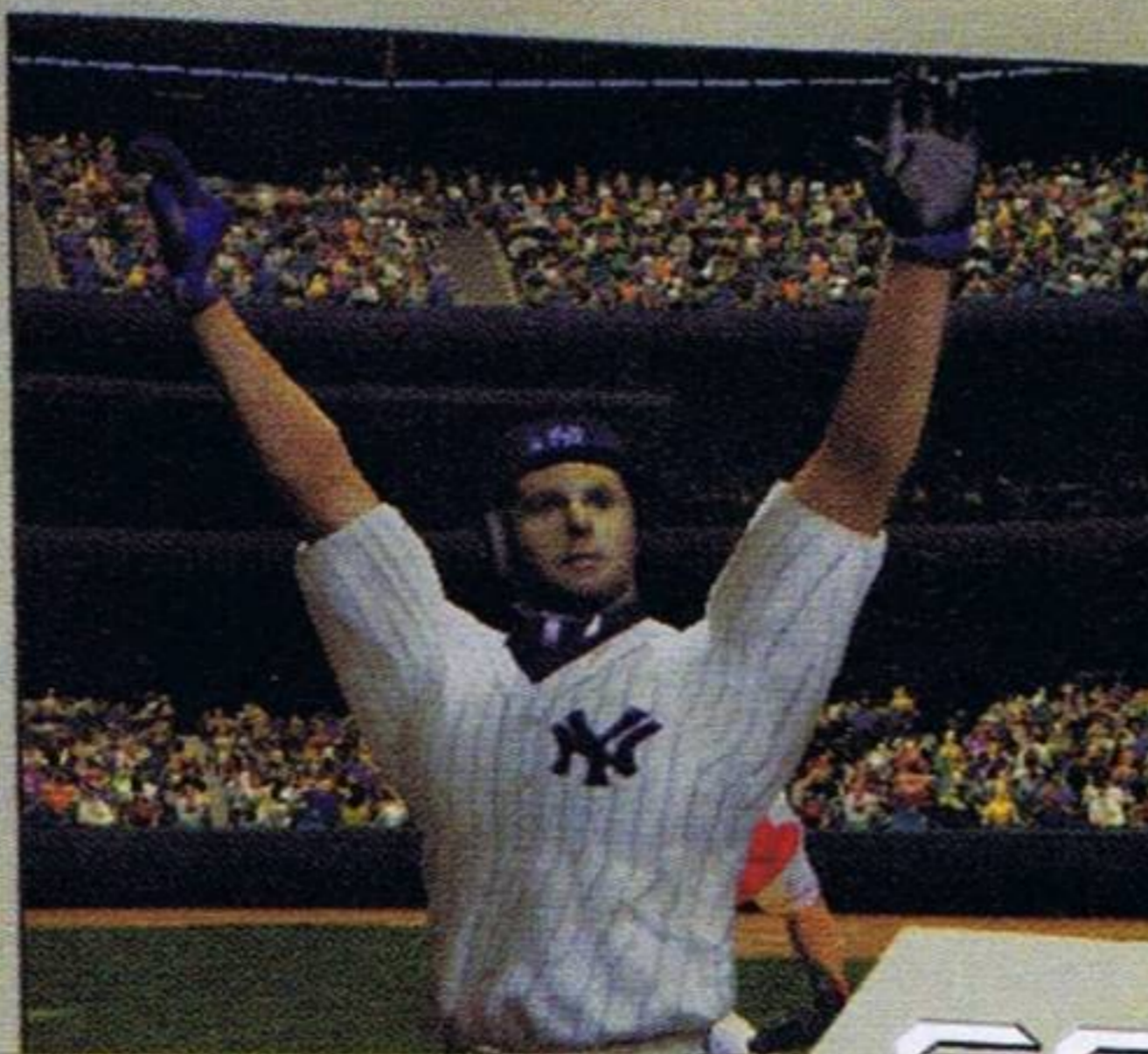
Yanks storm back to force game 7

Pressure on shoulders of first-year Bronx boss

► **BASEBALL** From Page B2

By T. Lyons

As if there isn't enough pressure being a rookie manager in Game Seven of the World Series, this newcomer has to manage against history and expectations, not to mention a very talented Cardinal club.



Giambi's 2 homers end drought
Heroics fitting tribute as Yanks honor Yogi, Whitey, and Reggie on Legends' Day

Pinstripers roll to 6th straight win

► BASEBALL

Rookie manager makes right moves, Yankees advance to ALCS

By KENNY

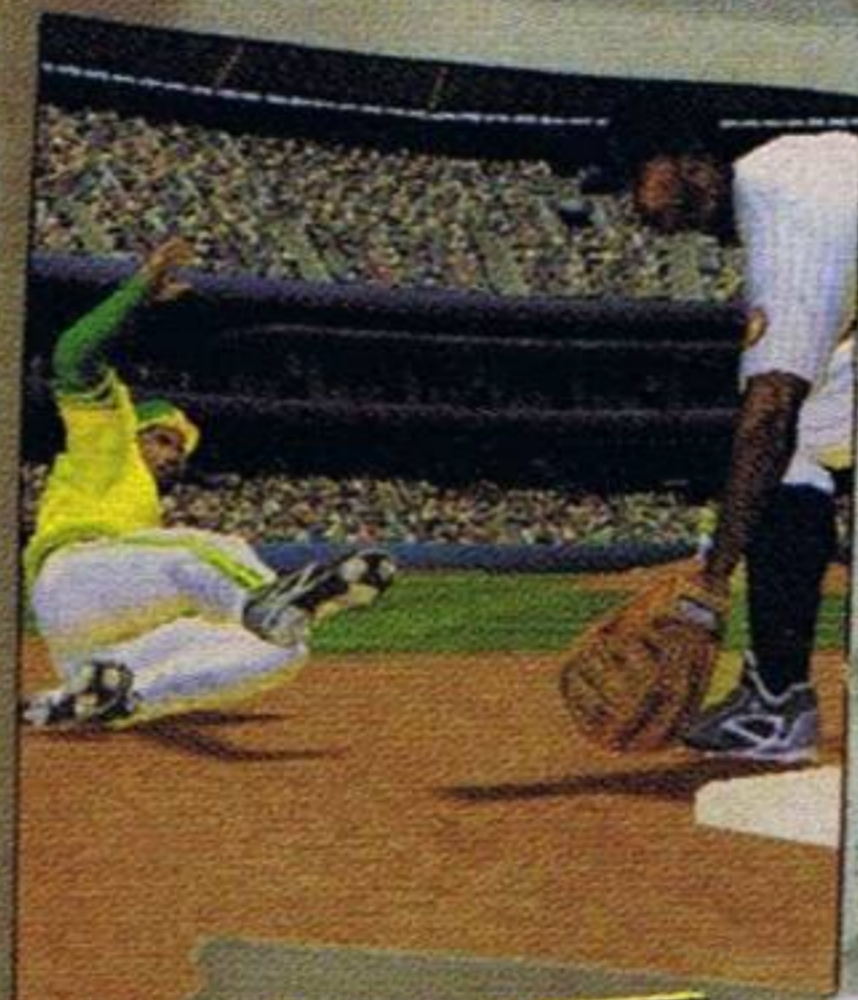
'Turn back the Clock' game becomes Battle for the Ages

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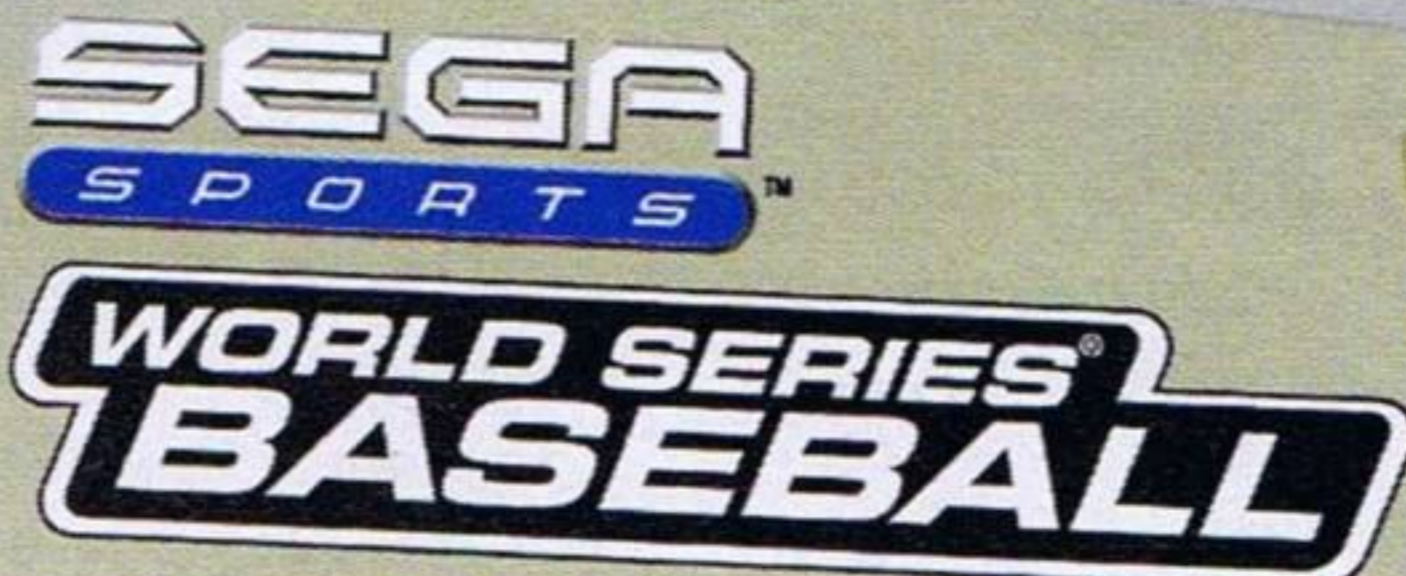


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segasports.com



Letters to the Editors

ITEM!

Hey! If you've got a sweet, high-quality image of anything cool related to gaming, send it to the *EGM* mail or E-mail addresses on page 22. It can be a photo, cartoon, drawing, whatever—but it has to deal with gaming. Next month, this spot could be occupied by your pic!

LETTER OF THE MONTH

What the...?

Congratulations Ron Ray! You win an InterAct GameShark for PlayStation 2, PlayStation, Dreamcast, Nintendo 64 or Game Boy Color.



In issue #155, you guys did a whole article on Sony's online strategy with the PS2, but it looks no better than Sega's two years ago. When are you going to start comparing the PS2 to the Dreamcast like you should? (Even though the Dreamcast is still a much better console.) It's disgusting how Sega was knocked for coming out too early with a dial-up connection, but apparently now dial-up is OK because Sony is bringing it out. Are you sure your E-mail address isn't egm@sony.PS2lover.brainwashed.com?
rayrons@email.uophx.edu

No, you have the right address. But wouldn't it be wacky if that was our E-mail address? Imagine.

Anyway, you're this month's winner because we almost feel sorry for ya. We're not exactly sure what your problem with the PS2 is, but a couple of things need straightening out.

First off is your idea of comparing the PS2—the most popular

mainstream console and overall market leader with almost 30 million units sold worldwide—to the Dreamcast, an excellent yet undermarketed system (with lots of hardcores-only software support) that didn't even approach 10 million in sales.

Second, Sega was indeed ahead of its time with the dial-up service, but *EGM* never faulted it for the modem. We were actually big supporters of their online efforts. DC-modem play failed because the system and its online games just weren't popular enough. Plus, it wasn't the most user-friendly system for getting online.

We're genuinely excited to see the PS2 go online (and while dial-up is supported by some games, by the way, a lot of them are broadband-only) because it's got the kind of installed base, marketing backing and software support the DC didn't. Like it or not, those are vital components to keeping online games available to a mass market.

Zelda's Old New Look

I'm sorry but your new *Zelda* for GameCube looks really stupid. I hope you try to change it back to the style I saw in the original previews. If you can't do that, well, try to come out with two different games (one with the old, better graphics) at the same time.

Jason Pelletier
Georgetown, MA

While we're not the ones who actually make the games over here, Jason, we did receive another letter you might be interested in:

I was surfing the Internet and came across a rumor that the GameCube *Legend of Zelda's* graphics (the cel-shaded ones) are just a cover-up for the REAL graphics. The rumor came from someone who said his relative works for Nintendo of America, and that Nintendo was just trying to see if people would be interested anyway. If this is true, can you please print some of the real graphics in your magazine for all the *Zelda* fans? That game is the reason I bought a GameCube.

Steve O'Brien
Flushing, MI

Definitely, Steve. Have a look at this brand-new screen of *Zelda's* real look that Nintendo sent out.



The real Link, sharing a tender moment with the new princess Zelda.

OK, we're lying. But hopefully this has taught you a valuable lesson: Never believe anything you read on the Internet unless we put it there. Just like that tropical vacation for two you "already may have won" just by visiting gameluvzors.net, this rumor is a total pile.

We're hoping to have real new

Speak No Evil

I am not surprised but somewhat disappointed in the overly high scores *EGM* awarded the *Resident Evil* GameCube game. It seems like reviewers in general and *EGM* in particular have a huge blind spot for *RE*. I have many problems with the series: Small items like keys shouldn't take up a full inventory slot, the static camera angles are a huge problem when fighting faster and range-attacking enemies, tons of backtracking.... *RE's* problems could be solved, but the designers just seem content to rest on their laurels.

Game reviewers infatuated with the *RE* games could show their love not by swallowing the crap that continually pollutes the series but by subtracting points from the score.

Mark Stephens
markst54@yahoo.com

That cuts deeper than Chris Redfield's combat knife, Mark. But we'll forgive you, since the problems you have with the game are mostly valid. But they're also based substantially on personal preference.

The static camera angles are part of the original game's style, and we don't think the prerendered backgrounds could look much better. The new areas in the GC game took a lot of design and integration work, as well. It's not that the designers couldn't have changed things—*Code: Veronica* had a dynamic camera and plenty of inventory slots. But it wouldn't feel like *RE1* if they did.

Capcom is tinkering with *Resident Evil Zero* (you'll be able to drop items on the fly, at least), but it sounds like you're just not into the *RE* style. Hold out for *Silent Hill 3*.

SHORTS

Whenever I play a new game, I don't want to stop until I finish every part of it. I end up playing it so much, it just gets boring. I really don't want this to ruin *Eternal Darkness* or the weird-looking new *Zelda*—is there anything I can do to keep it from happening?
chadjman@hotmail.com

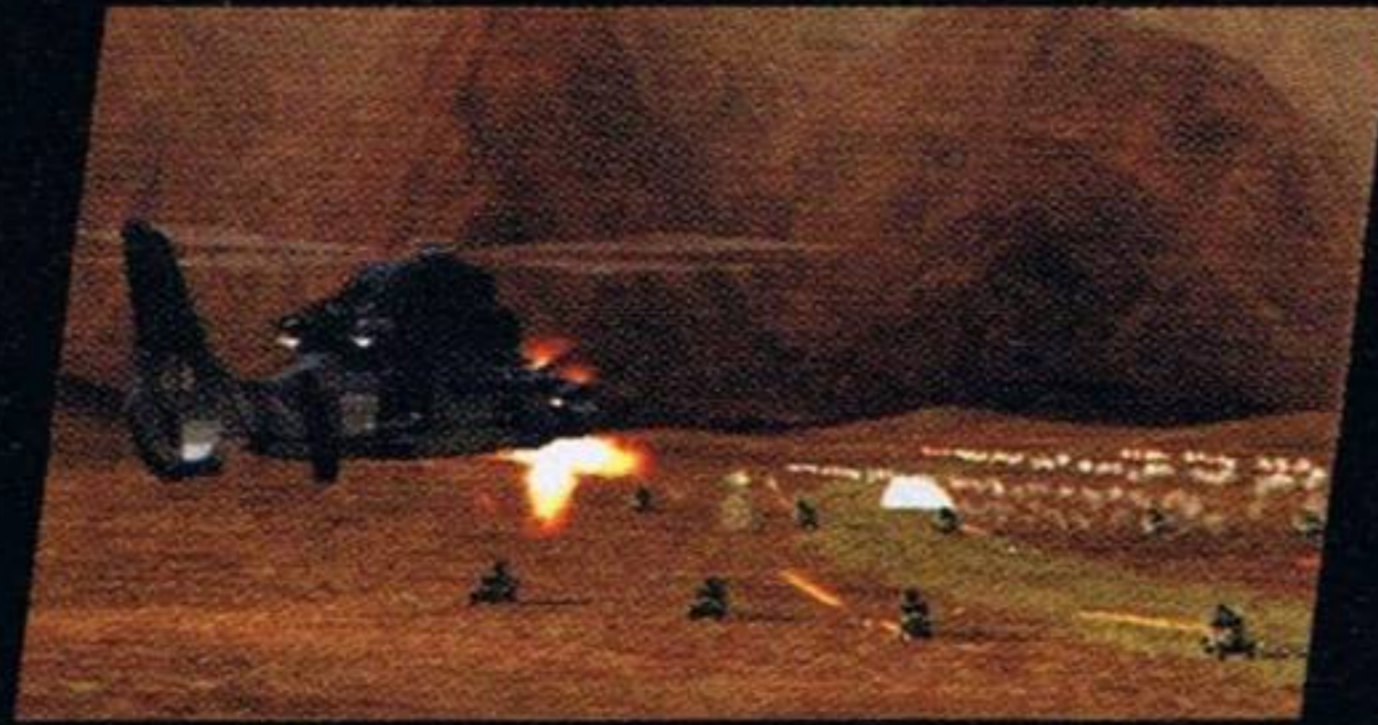
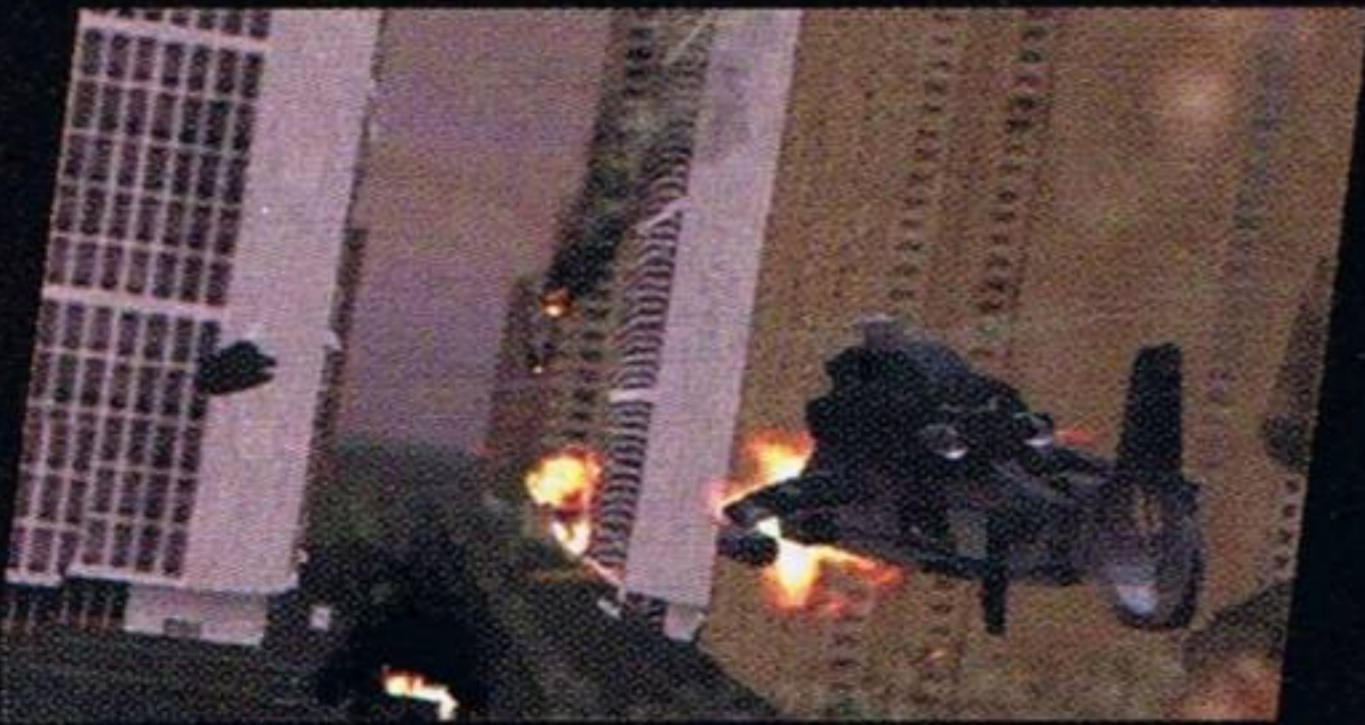
So, what you're saying is games get boring if you play them too much? Um, you can...stop playing games....

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Violence



PlayStation®2

Witness the explosive action of Fire Blade firsthand at:
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LETTERS

THE INFO BOX

Some answers to the most common reader questions.

Why don't you guys write about computer games?
Nicholas Robles
tvman26146@aol.com

Why would you want to read reviews from console gamers about PC games? It's a totally different gaming genre and market. Check out *Computer Gaming World*.

Would it be reasonable to expect to see a 2D platform game with cel-shaded graphics? I really miss playing classic 2D games sometimes.
skinsmak@ctc.net

Klonoa 2 (PS2) came pretty close to what you're talking about, but alas, it didn't sell very well. People seem to want 3D or nothin', so we wouldn't expect to see many 2D platformers, cel-shaded or not.

My friend said that Xbox can overheat and catch on fire. Is this true?
Sandy Key
Cincinnati, OH

If you keep your Xbox over an open flame, maybe. But under normal operating conditions, you're probably more likely to catch the plague.

screens and info for *Zelda* (as well as *Mario Sunshine* and *Metroid*) after the industry's Electronic Entertainment Expo in late May.

It's Good to Have a Backup Plan...

I'm working on a math assignment for school. I have to write to a company I would be interested in working for someday and find out if there is any mathematics work involved in its day-to-day operations. I would like to work at *EGM* as an art director if I do not get drafted to the National Football League.

Marty Hanson
Redondo Beach, CA



A *Beautiful Mind* subject John Nash goes over some numbers prior to his interview for an art director position at *EGM*.

Yeah, career dilemmas are a bitch; for most of us it was either this or become astronauts. Let us know if the NFL doesn't work out.

As far as the math goes, the closest we get is calculating our expenses from trips, meals during deadline and other junk the company is supposed to pay for. You'll need to know your fractions and decimals for sizing art layouts, but it's not the kind of job that requires a solid understanding of linear algebra or anything.

Parental Indiscretion

Do you ever notice that whenever you're playing a game with lots of cinemas or limited save points, your parents always seem to interrupt? Either they call you down to set the table or want to watch TV on the screen you're using. You have to shut off the system and start all over from your last save later on. How annoying.

Richard Giovane
Richmond Hill, Ont., Canada

Yeah, or when you're playing *Sega* in the living room, and your dad comes in and he's all, "Get yer lazy ass outside and cut some firewood," but you're all like, "I only have one level left!" Then he goes, "Don't make me

Post Office

We know the feeling—you've got an incredible idea but just don't know how to share it with the rest of the world. May we suggest the *EGM* message boards, which are viewed by literally thousands of gamers daily? Hit egm.gamers.com and let the prose flow like wine.

Hardcore *EGM* fans wanted for a secret mission!

This month's pivotal post is from...Shoe, actually. He's looking for a few good men and female men to help us get the word out about *EGM* on CNN Headline News. That's right, your favorite cable news station (shut up—it's your favorite now) and your favorite gaming magazine (ditto) are teaming up to get the word out about games Thursday nights around 7:45 p.m. (EST).

Where do you fit in? We need decent folks to come up with the most broad-reaching, creative ways to put the word on the street that *EGM* is on TV (or just advertise *EGM* in general, if you want). Whatever you can do that's within the limits of the law (and common sense— don't go spray-painting your cat or anything that's going to get us in trouble) is fair game. Send a description of your stunt and proof that it actually took place to egm@ziffdavis.com. Or shoot it to our Letters address at the top of page 22. Just write **I am a good *EGM* citizen** in the subject line or on the envelope. We'll send you fabulous prizes (games, T-shirts, other goodies) for your efforts, so be sure to include your address (no P.O. boxes). The crazier the stunt, the crazier the prize!

Question of the Moment

Which movie would you like to see made into a game or vice-versa?

Dude, a *Tetris* movie!

XMaCZerOX@aol.com

I think it will be cool to make a game from the recent movie *Showtime*, with a lot of cars, action and gameplay like *GTA3*'s.

aleco3000@hotmail.com

I would really like to see *Gladiator* get made into a video game. It would be awesome to fight for your life in the middle of a coliseum while the crowd goes nuts.

abertino@tampabay.rr.com

I think *Gone in 60 Seconds* would make a great game. It would be like a mix of *GTA3* and *Need For Speed*. Plus, you'd be able to unlock Angelina Jolie after finishing it!

pick317@bellsouth.net

Kazaam! In a semi-sequel to *Shaq Fu*, you run around granting wishes for white suburban kids and show them your mad rhymin' skillz.

zlamb123@hotmail.com

I'd love to see *No One Lives Forever* on the big screen. That game is so freaking fun.

eric_luu@hotmail.com

Halo would make a pretty good action flick, but I wouldn't want a movie to ruin its reputation. So I'd have to go with the next best thing: *Metal Gear Solid*.

ddrbigbob@hotmail.com

Metroid, starring Shannon Elizabeth.

OTACON120@cs.com

In a few weeks I will be starring in my home-made *Final Fantasy VII* movie. It will suck, but I'd love to see that game hit the big screen. Best storyline ever!

marsattack@earthlink.net

Definitely a *Girls Gone Wild III* game.

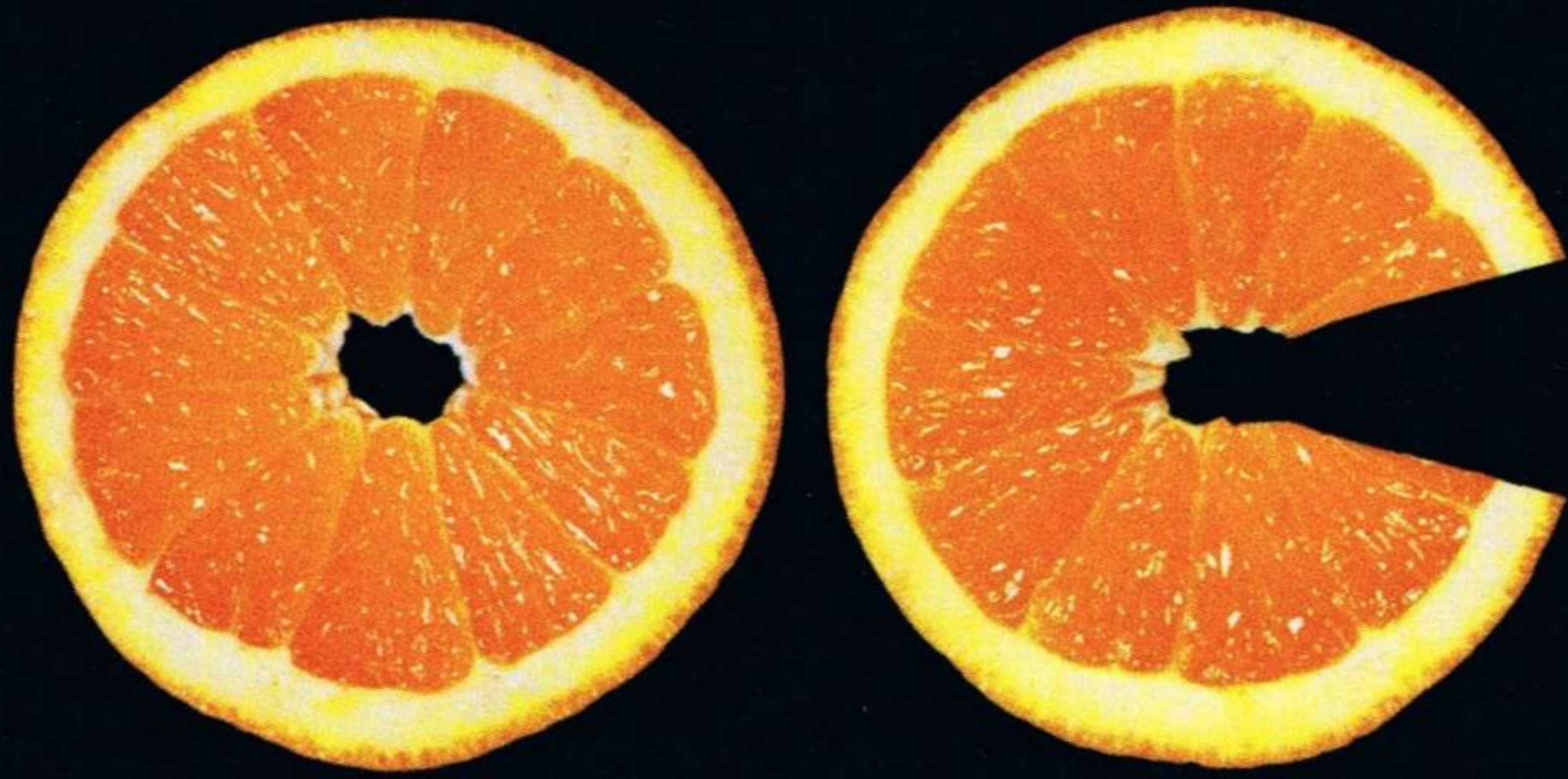
Airwalk51@aol.com

Next Month's Question of the Moment:

What's got you most excited for the rest of the year in console gaming?

Send your brief, coherent responses to: EGM@ziffdavis.com with the subject heading:

Jazzed



COLIN HANKS JACK BLACK

ORANGE COUNTY

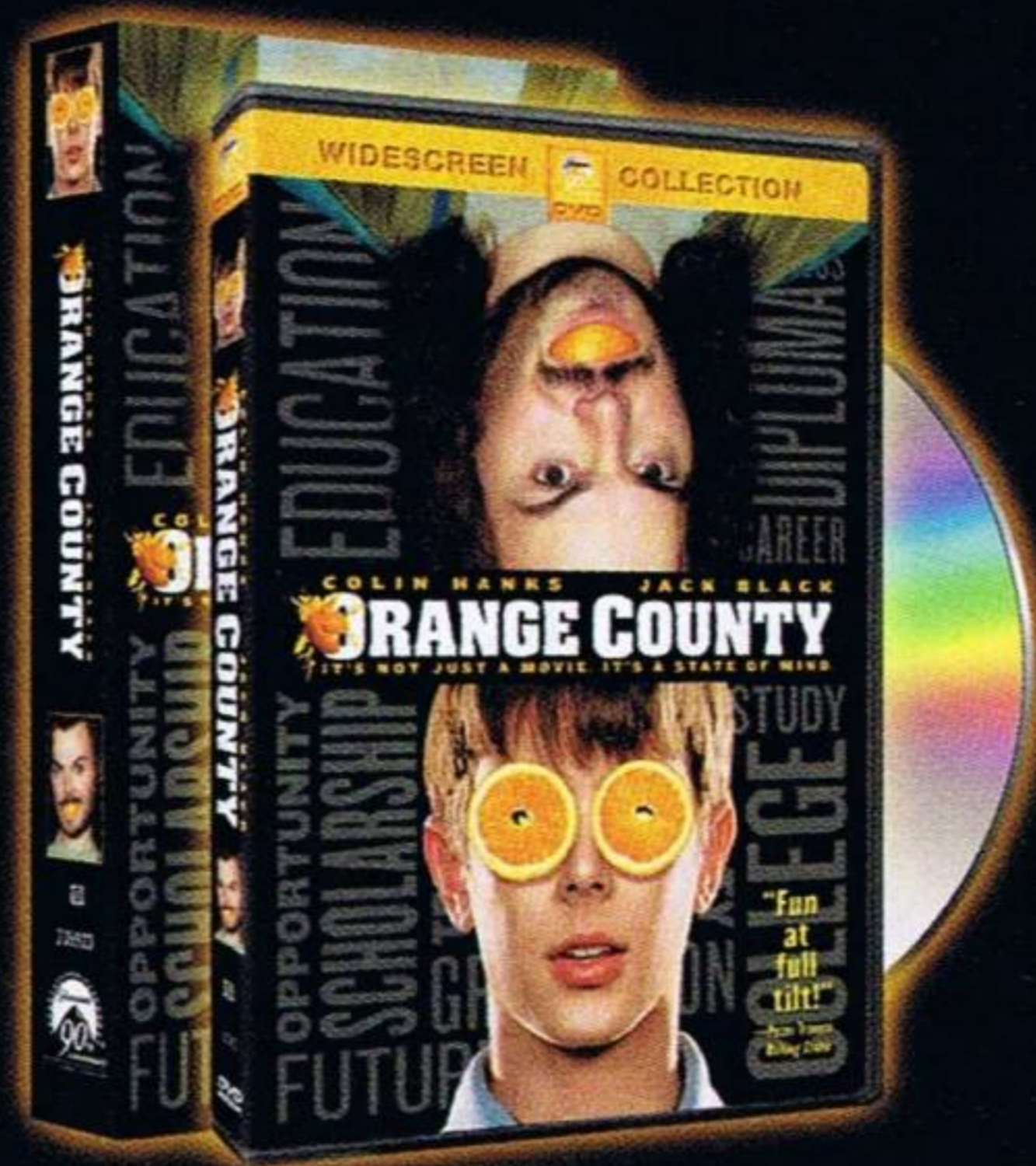
"IT'S THE NEW YEAR'S FIRST HAPPY
SURPRISE!

FUN AT FULL TILT. A WOW CAST."
PETER TRAVERS, ROLLING STONE

**"CRAZY,
SEXY,
COOL**

AND JACK BLACK AIN'T BAD EITHER!
A PINCH OF COOL, A BIT OF CRUDE,
SHAKE REALLY WELL AND YOU'VE
GOT YOURSELF 'ORANGE COUNTY.'
JACK BLACK IS INSANE!
RICHARD REID, NORTHWEST CABLE NEWS

"A TREAT!"
A COMEDY WITH AN EQUAL
SHARE OF WIT AND HEART."
ANDREW JOHNSTON, US WEEKLY



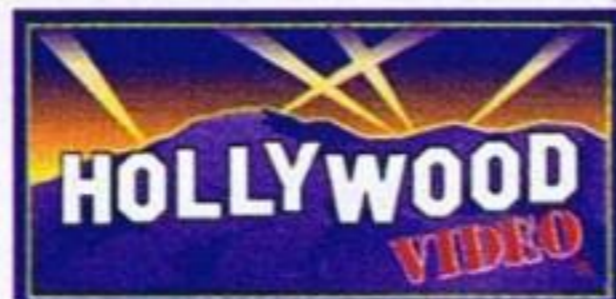
DVD SPECIAL FEATURES

- Commentary by the director and the writer
- Deleted Scenes with Jack Black
- 15 MTV Promotional Spots
- Theatrical Trailer

PARAMOUNT PICTURES PRESENTS AN MTV FILMS/SCOTT RUDIN PRODUCTION "ORANGE COUNTY" COLIN HANKS JACK BLACK CATHERINE O'HARA SCHUYLER FISK JOHN LITHGOW
WITH LILY TOMLIN ORIGINAL MUSIC BY MICHAEL ANDREWS COSTUME DESIGNER MANISH RAVAL EDITOR TOM WOLFE EXECUTIVE PRODUCER TARA TIMPONE PRODUCED BY GARY FRUTKOFF DIRECTED BY GREG GARDINER
EXECUTIVE PRODUCERS HERBERT W. GAINS ADAM SCHROEDER WRITTEN BY MIKE WHITE PRODUCED BY SCOTT RUDIN VAN TOFFLER DAVID GALE SCOTT AVERSANO DIRECTED BY JAKE KASSAN

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LETTERS

You can write EGM at:

EGM Letters
 P.O. Box 3338
 Oak Brook, IL
 60522-3338
 E-mail: EGM@ziffdavis.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or E-mail address printed, tell us so (but please include your phone number, mailing address and system preference for Letter of the Month prize consideration).

Also note: We just can't write back to everyone who writes in, but make your comments constructive or at least humorous and you might get sumpin' back!

take a strap to you, boy!" and you start screaming, "I'll never be like you! I don't want your life!" and you throw the controller down and storm out to the shed for some alone time, but you really wanna be inside playing Sega. That sucks, too.

SSBM Contest: A Winner is You?

Two issues ago, we challenged you to conquer Cruel Melee mode in *Super Smash Bros. Melee* by achieving a KO count of 20 or greater and mailing us the tape of your game footage. The response was tremendous: We're up to our eyes in videocassettes.

Here are the 10 winners who will receive a copy of *Sonic Adventure 2 Battle* for the GameCube, courtesy of Sega of America. We didn't necessarily pick the tapes with the most KOs, but 89 was the highest count. We especially looked for style and the use of unique characters (besides Jigglypuff, you bunch of cheapos). Thanks loads to everyone who entered.



| Name | KOs | Character |
|-------------------------------------|-----|--------------|
| Dan Brennan Newtown, CT | 29 | Ness (Cool!) |
| Steve Brosca Tewksbury, MA | 31 | Roy |
| Brandon Beisegel Plymouth, NH | 39 | Pikachu |
| Kevin Weston Paterson, NJ | 42 | Pikachu |
| Berni Buhler St. George, UT | 51 | Roy |
| Madan Kumar Merrick, NY | 64 | Jigglypuff |
| Tony Rowison Tennessee Ridge, TN | 65 | Jigglypuff |
| Ryan Branoff Unionville, Ont. | 69 | Jigglypuff |
| Charles Cooper Petersburg, NY | 73 | Jigglypuff |
| Scott Seto Virginia Beach, VA | 89 | Jigglypuff |

Our First(?) Nutcase

I saw your post on the EGM message boards about putting the word out that EGM is appearing regularly on CNN Headline News now. So on May 4, I stood on a corner with an "EGM ROX" sign and screamed at old ladies to go buy one. I actually got on the local news! The headline was "Local Gaming Maniac Goes Wild."

Not sure if we believe you, but we like you. Oh, we like you a lot. We'd need to see some pictures, or better yet, the news reel. This could be worth some major crap...er...prizes.

Can Ya See the Light?

I really trust EGM's game reviews, so I

MORE SHORTS

I loved issue #154, especially the *Virtua Fighter 4* reviews. When I first got the game, it was tough. But after only two days, I reached First Dan with Kage in Kumite mode. Just wanted to say thanks for printing such honest reviews!

When Che heard that, he almost cracked a smile. He sure loves happy endings.

was interested in what you guys thought of the GBA internal light at www.portablemonopoly.com. I've heard all kinds of good things about it on the Internet, but since I haven't seen how it looks in person, I would like to know what I'm getting into before I rip my GBA apart.

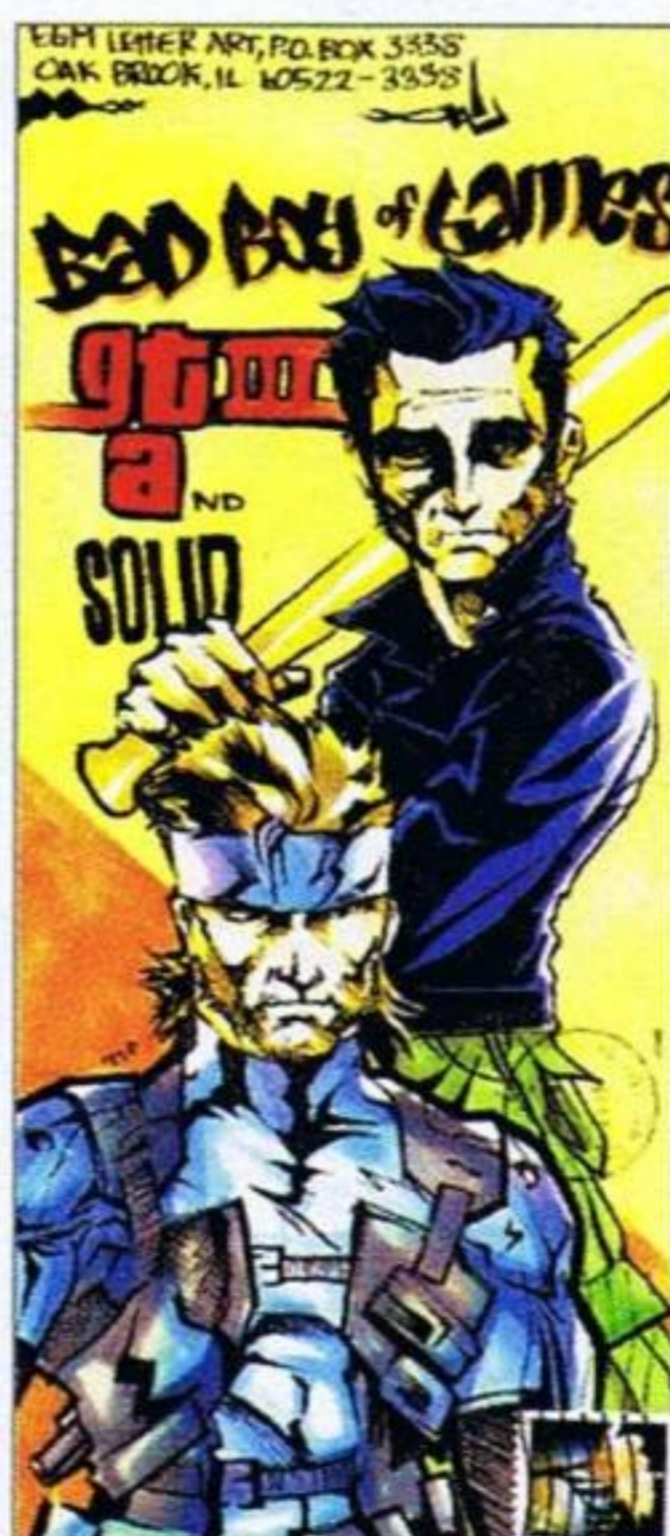
Chris Mosteller
San Diego, CA

The good news, Chris, is we are getting a couple of these units in to review. The bad news is we won't have 'em in time for this issue, so you'll have to wait until next month for our thoughts. But we'll give you all the info you need on the quality of the product, installation options and costs, so you can get your GBA to a more viewable state.

LETTER ART: 30 PERCENT MORE, FREE!

Letter Art of the Month WINNER

Sayun Tip • Oakland, CA



Congratulations, Sayun Tip! We're not sure it's too smart for even *GTA3* guy to be taking a swipe at Solid Snake, but that's the harmless beauty of Letter Art. Your prize cometh soon—an InterAct GameShark for PlayStation 2, PlayStation, Dreamcast, Nintendo 64 or Game Boy Color.



Get creative with your postal supplies. Deck out a #10 envelope (the long, business type) with your own unique touch. Send letter art to:

EGM Letter Art, P.O. Box 3338
 Oak Brook, IL 60522-3338
 (or E-mail EGM@ziffdavis.com)

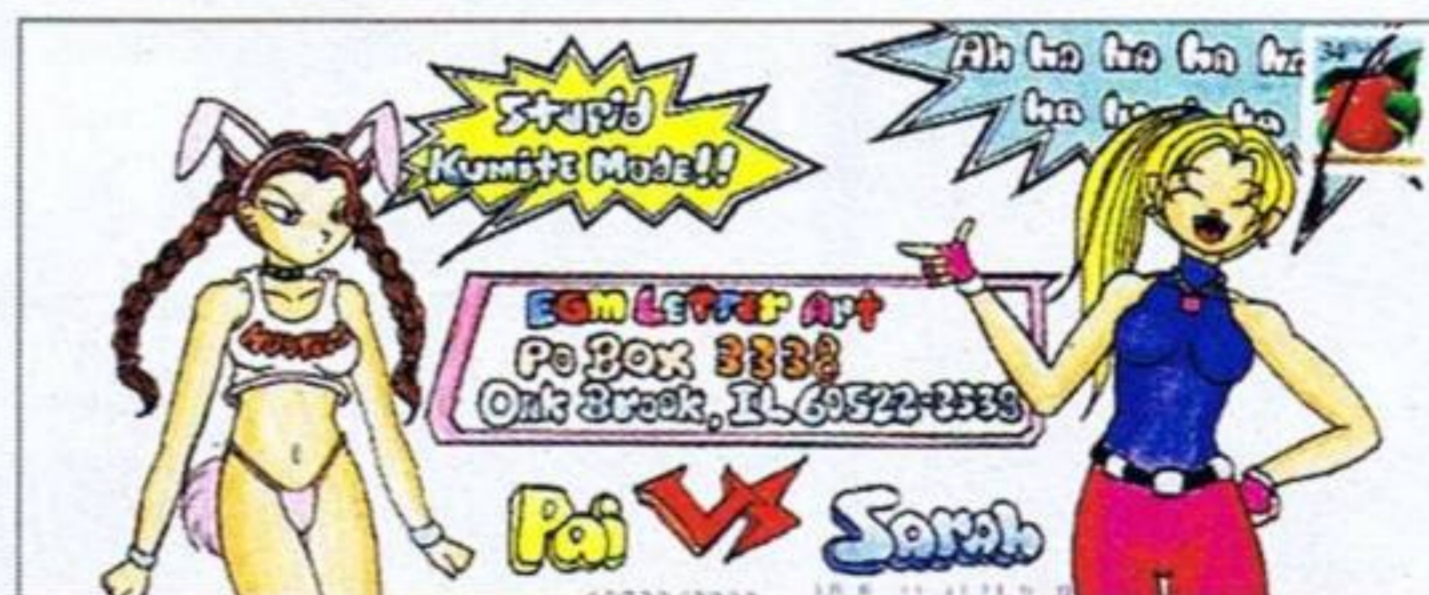
Make sure you send us your address and console of choice for your GameShark prize in the event that you win. One sure way to not win is to trace something and send it in. We see all the ads and artwork, boys and girls, and can tell when something's been traced. Once we look at all the entries, we usually use the envelope remains as wadding for our Civil War re-enactment muskets, so don't expect anything back.

Not quite Sharkworthy...

Points for personality, but lost the swimsuit competition



Chris Kau
Stewartsville, NJ



Tait Westfall
Belfast, NY



Daniel Cortes
Lisle, IL

For Letter of the Month and Letter Art of the Month contests, no purchase is necessary. That doesn't mean, however, that you can rip this page out of the magazine in the store and take it home with you just to get the info. Official contest rules can be obtained by writing: EGM Contests-Legal Rules Request, P.O. Box 3338, Oak Brook, IL 60522-3338. Rules can also be found online at egm.gamers.com, or you can try one of our mirror sites at www.seriouslygiveitup.com or <http://youneedahobby.org>.



DAVID
BECKHAM

Player Card

7



Position **Midfield**

Height **5'11"**

Weight **147lbs.**

Born **2/7/75**

- Kicks a soccer ball 98-Mph.
- Runs nearly 9 miles a game.
- Has multiple MVP and Player of the Year awards.
- Captain - Team England.
- Helped create a game worthy of his name.

**Helped create a game
worthy of his name.**

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Comic Mischief
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PlayStation 2

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Until, one day a bunch of freestylers found it and it wasn't so happy anymore.
The End.



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Press Start

The Hottest Gaming News on the Planet

Are Video Games Ready for Prime Time?

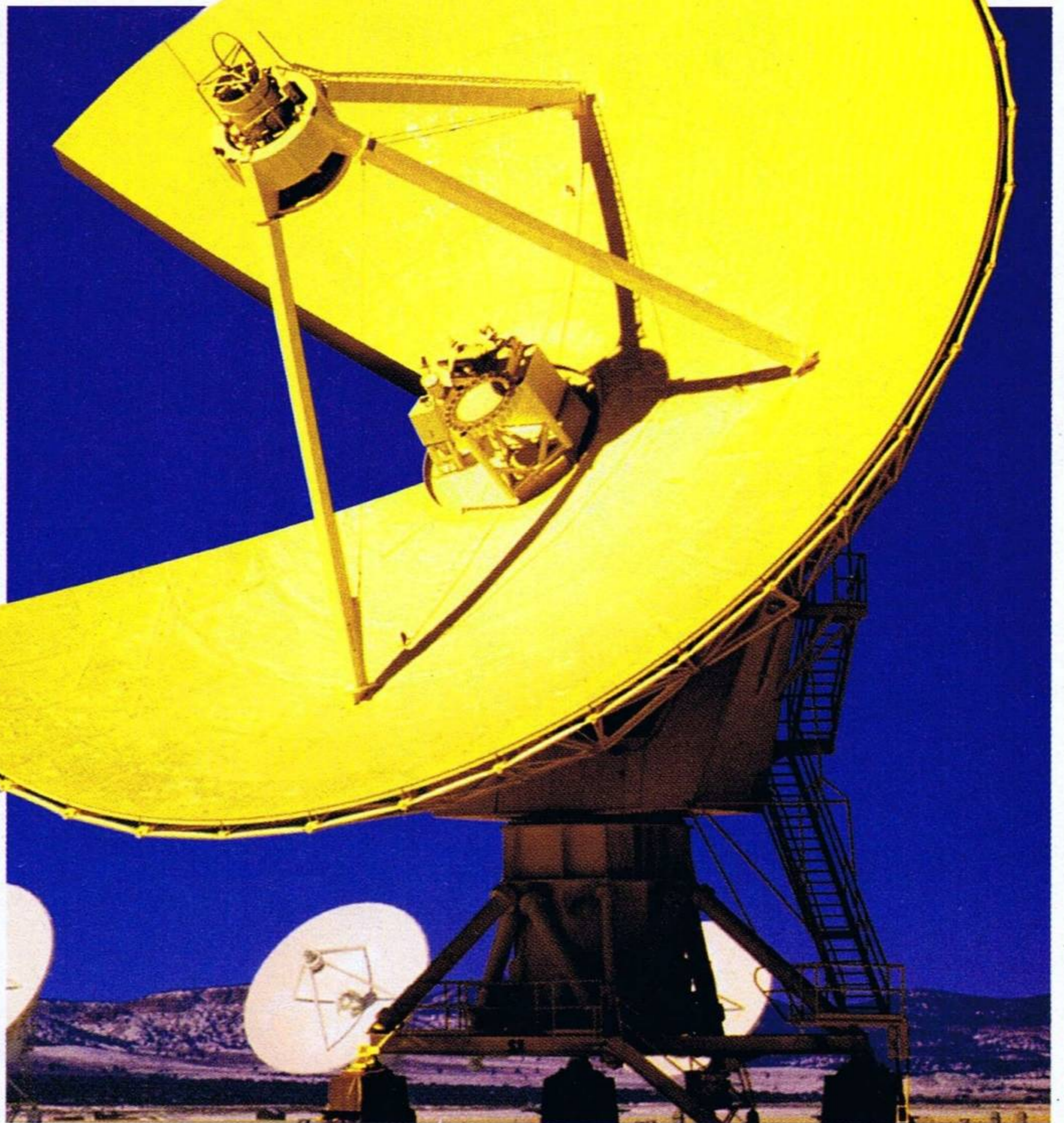
The folks behind game channel G4 bet 150 million bucks on what may be the MTV of gaming

You like to watch games just as much as you like playing them. Or at least that's what cable giant Comcast is hoping. They're staking \$150 million on the hope that a handpicked team of experienced TV execs can pull off something that has never been done before: Create the world's first cable network devoted entirely to video games. That network is called G4, and it went live in late April.

Judging from the success of past video-game shows, maybe G4 should be called Mission: Impossible. Over the last decade, a slew of video-game-related programs have aired that never won over their intended audience, and with good reason: We've seen public-access shows with better production quality. So what makes the big wigs behind G4 think that they can do better, let alone devote an entire network to this beloved subject? "Well, some of those shows failed because they weren't very good, very interesting or well-produced," explained Vince Longobardo, senior vice president of programming at G4. "The ones that were good were buried on channels that had a lot of programming that gamers weren't necessarily interested in." We're inclined to agree. *GamePro TV* made our craniums throb (OK, we could be biased, but ratings show you hated it too), *Electric Playground* was on a channel no one had during its stint in the U.S., and *Dave & Steve's Video Game Explosion* is more like a sad *Saturday Night Live* wannabe with one of the worst show titles ever. Yeah, we'd say Longobardo has a point.

What's a G4?

It's a sleek Macintosh that we use to create the very magazine you have in your dirty little hands, but Apples aren't this channel's main



focus (though, yes, Mac games will be covered). Longobardo explains, "'G4' means 'For games: PC, consoles, handheld and wireless,'" and also signifies that the channel "caters to four types of gamers: casual, hardcore, developers and the curious." Um...OK, makes sense, but maybe GTV might have been a better choice. The problem is, those are four groups that apparently haven't had an interest in watching video games on TV before.

Longobardo has a plan to change that. "We've assembled a production team that includes people who've worked at MTV, VH-1, Sci-Fi Channel, *IGN*, *Next Gen*, Sony Computer Entertainment.... The list goes on and on. These are people who are not only talented in producing great TV, they are passionate gamers." They better be: The network launched with an ambitious schedule of 13 half-hour shows, but G4 runs 24/7, so they have a lot of space to fill.

WILL G4 THRIVE OR TAKE A DIVE?

We posed that question to Brian Ford Sullivan (www.thefutoncritic.com), who is known as being a Krezkin of television on the Internet.

His take: "With television coming off one of its worst advertising climates ever, one wonders if a 24-hour Penelope Cruz channel

could make it, let alone a 24-hour video-game network. Nevertheless, Comcast has tasted success before (QVC, The Golf Channel), not to mention they own the cable system G4 is carried on. That gives G4 an early leg up on channels like ABC Family and

Oxygen, which are battling to be carried by satellite providers or facing financial ruin. But it's G4's bold moves like airing a live game of *Pong* for the first seven days of its existence that makes me think it really has what it takes."




G4's hosts come in all shapes and styles, but can one of them step up to become this station's equivalent of Carson Daly? "Human Pac-Man" with hot models is one of the things you can expect from *Game On!*



Are the Shows Worth TiVo'ing?

Let's get right down to it: What in the hell will you want to watch? Admittedly, we haven't seen all of the shows yet, but many of them deliver exactly what you might expect: reviews, news, cheats and the usual gaming staples. But the launch slate also has a few unique blips, such as *Icon*, an A&E *Biography*-style show focusing on industry figures (we loved seeing how Atari founder Nolan Bushnell blew all his *Pong* dough); *Arena*, a show that puts gamers to the ultimate test by subjecting them to Wil Wheaton's (of *Star Trek: The Next Generation* fame) commentary during multiplayer matches; and *Game On!*, a goofball travelogue that follows the journeys of "two video-game junkies in search of the perfect arcade." While some of the premises and stars might be cheesy, the production values are not. "The two main things G4

shows share," says Tom Russo, director of program development, "is a true enthusiasm for games and cool, cutting-edge presentation."

Whether that'll make the network popular enough to land on a cable box near you remains to be seen. You can check www.g4tv.com to see if G4 is available in your area. Currently, Comcast is the only cable provider to carry the network (to roughly 5 million homes), but with crap like the Game Show and Oxygen networks cluttering our TV guides, we see no reason why G4 can't make it with flying colors. Additionally, Longobardo assures us, "We are in talks with every major cable and satellite system in the country. So far, we've received nothing but positive and enthusiastic responses." And hopefully, they'll get the same type of gung-ho feedback from gamers as well.  —*Kraig Kujawa*

TIDBITS

EGM on CNN

Talk about not ready for primetime—get a load of this: The *EGM* crew will appear on CNN Headline News every Thursday night to discuss gaming. We don't think G4 will be quaking in their boots, but at least it'll help some of us score with the ladies.

GBA Gone Platinum

Nintendo's back to their old tricks, hoping you'll buy multiple colors of the same



system. To commemorate the one-year anniversary of their latest portable,

Nintendo will

release this stylish

platinum-model Game Boy

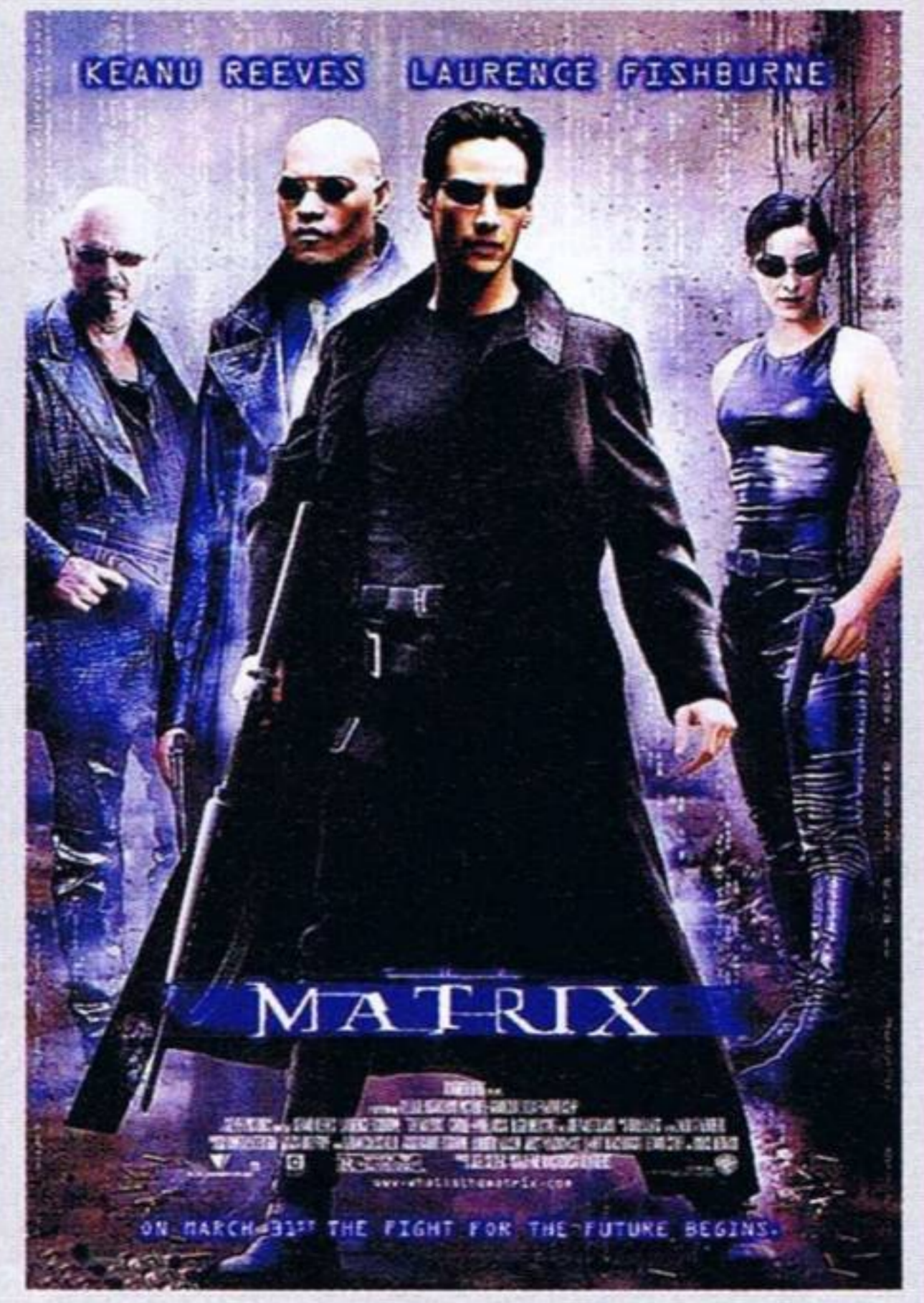
Advance on June 3 for an MSRP of \$79.95.

Infogrames Taps into The Matrix

It's been a long time since we last heard about the game based on *The Matrix* (and its sequels). Don't get too excited. The only news on it is that it's switched publishers to Infogrames. Hopefully we'll see the game by next summer's *Reloaded* release.

TV GUIDE

| | Notable Talent | What's the Angle | A Typical Scene | Prognosis |
|---------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| Electric Playground  | Tommy Tallarico, pint-sized relative of the singer from Aerosmith (no kidding). | A Canadian and a rock-star wannabe check out the hottest games. What's not to like? | Some dweebish guys (and one girl) answering viewer questions on air. Hey, wait—those are <i>EGM</i> editors! | Exiled back to Canada, but the hosts pull double duty on G4's review show <i>Judgement Day</i> . |
| G4 Network  | The big-mouthed guy from <i>Planet's Funniest Animals</i> and Wil Wheaton sans spandex space suit—we hope. | All video and computer games, all the time. Kinda like working on this magazine. | Hosts who show how hip video games are by jumping around and sneering a lot. | Growing pains of Tech TV-style proportions. But with \$150m, they'll probably be around for a while. |
| Dave & Steve's Video Game Explosion  | A comedy host duo that can't fail: a scrawny guy and a dude who's as appealing as Louie Anderson is good-looking. | Possible marketing slogan: We're like <i>SNL</i> , but worse. And we have a big guy like Chris Farley, but worse! | Dave and Steve pretending to interview a young, afro'd Bill Gates. And a hot chick. OK, maybe it's not so bad. | Aimed toward frat guys whose binge drinking has probably made them immune to the pain of watching this show. |





PRESS
START



LIKE MOVIES ABOUT DRAGONS?

Then you'll love this one. From *X-Files* director Rob Bowman comes a movie that asks, "What if dragons were real, and they suddenly appeared in the 21st century to wreak havoc on the planet?" No swords 'n' sorcery here—we're talkin' Apache helicopters (you can see 'em in the poster on the left) and missiles. *Reign of Fire* lands in theaters July 12. And later this fall, you can check it out as a PS2 game from Bam Entertainment.

Panzer Dragoon Rides Again

It's been five years since Sega's amazing dragon-riding shooter *Panzer Dragoon* was last seen. After the RPG-ish *PD Saga*, the series died when creators Team Andromeda disbanded. But Sega developer Smilebit has finally resurrected the series for a release this fall on Xbox.

Panzer Dragoon Orta follows *Zwei*'s model of gameplay (shoot gun, fire lock-on lasers, move camera with shoulder buttons, etc.) and features a female rider. Although the game stars the techno-organic warships of the past, the world won't be nearly as desolate as the one in previous titles. Whereas *Saga* signaled the end of one civilization, *Orta* heralds the beginning of a new era, meaning that combat will take place over villages and cities. Most interestingly, *Orta* will feature an appearance from a certain female character from *Panzer Saga*. Azel anyone?



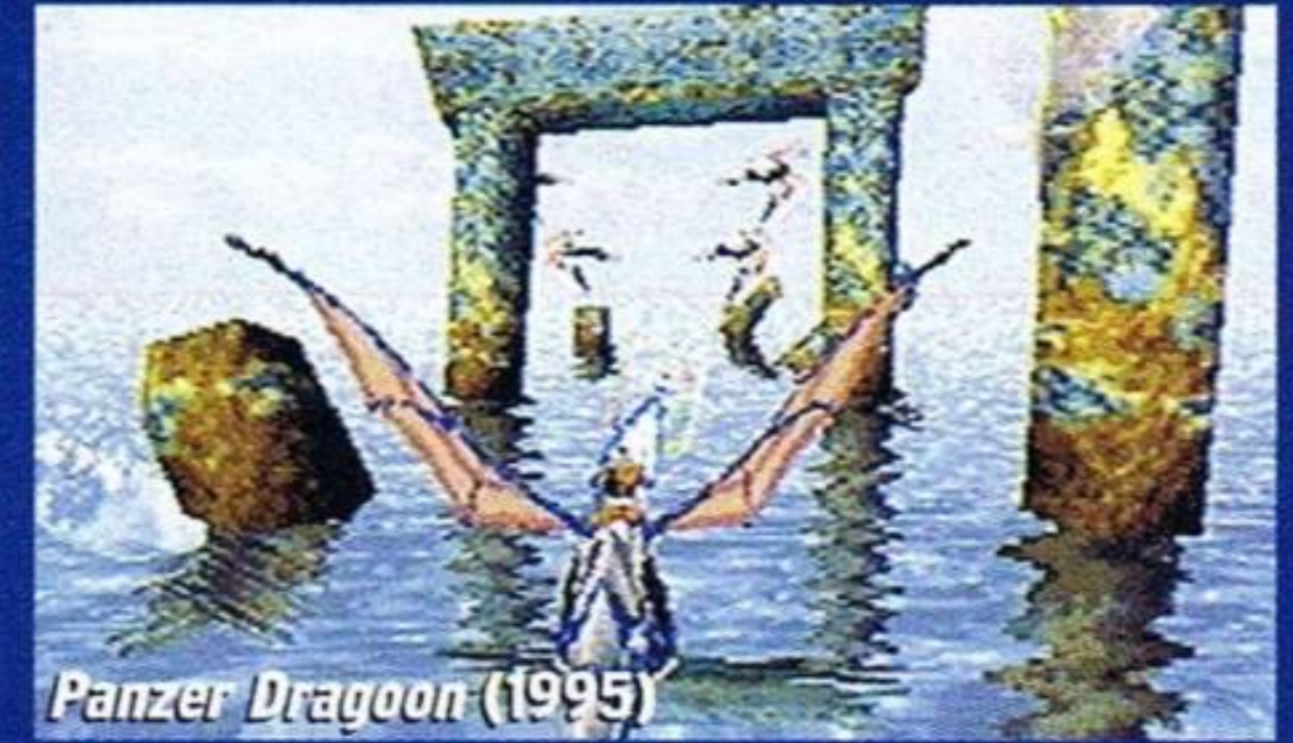
Lock your missiles onto multiple targets, then let 'em fly. Yee haw!



Guaranteed to be better than the *Dungeons & Dragons* movie.

A Panzer Primer

Should you care about *Panzer Dragoon Orta*? Yes, you should. The previous three games in the series (all released for Sega's Saturn system) have each received Gold awards (average of a 9 or better) from our Review Crew.



Panzer Dragoon (1995)



Panzer Dragoon II Zwei (1996)



Panzer Dragoon Saga (1998)

Ghouls Advanced

Gamers who liked Capcom's PS2 hack-'n'-slasher *Maximo* will get a chance to check out the game that inspired it. *Super Ghouls n' Ghosts* hits GBA in July in Japan and later this year in the U.S. For purists, it's got an original and an "arranged" mode with new levels and monsters.



Xbox Goes Live

No, Xbox Live isn't a theater production with big, googly-eyed Master Chiefs singing songs about friendship. It's the name of Microsoft's Xbox online service, and a few new details have leaked out about it. First, as part of the service's match-making feature, you'll be able to search for your friends online regardless of the games they're currently playing. So let's say you're racking up frags in an online *Halo*, but your bud is playing *Tony Hawk*. You'll be able to send a message to him inviting him to join the fun. And switching games won't require resetting—just eject the disc, put in a new game, and you're off. More specifics, like which games will support the service, pricing and availability is expected to be unveiled at the Electronic Entertainment Expo (E3) in LA at the end of May.



Capcom Vs. SNK Comes to GameCube

Who said the 'Cube doesn't have any fighting games—here's one! Capcom's prepping a GC-exclusive version of *Capcom Vs. SNK 2*, called *Capcom Vs. SNK 2 EO* for release in Japan in July. We're sure someone's already got a fighting-stick design on the drawing board. Look for it in the U.S. later this year.

CELEBRATE CLASSIC GAMING

While May's Electronic Entertainment Expo was only for industry-types, there is a convention for fans of classic gaming (we're talkin' *Frogger*, *Pac-Man*) coming up. It's the Classic Gaming Expo 2002, held August 10-11 at Jackie Gaughan's Plaza Hotel in Las Vegas, Nev. For more information on how to attend and a list of guests, check out their Web site at www.cgexpo.com.

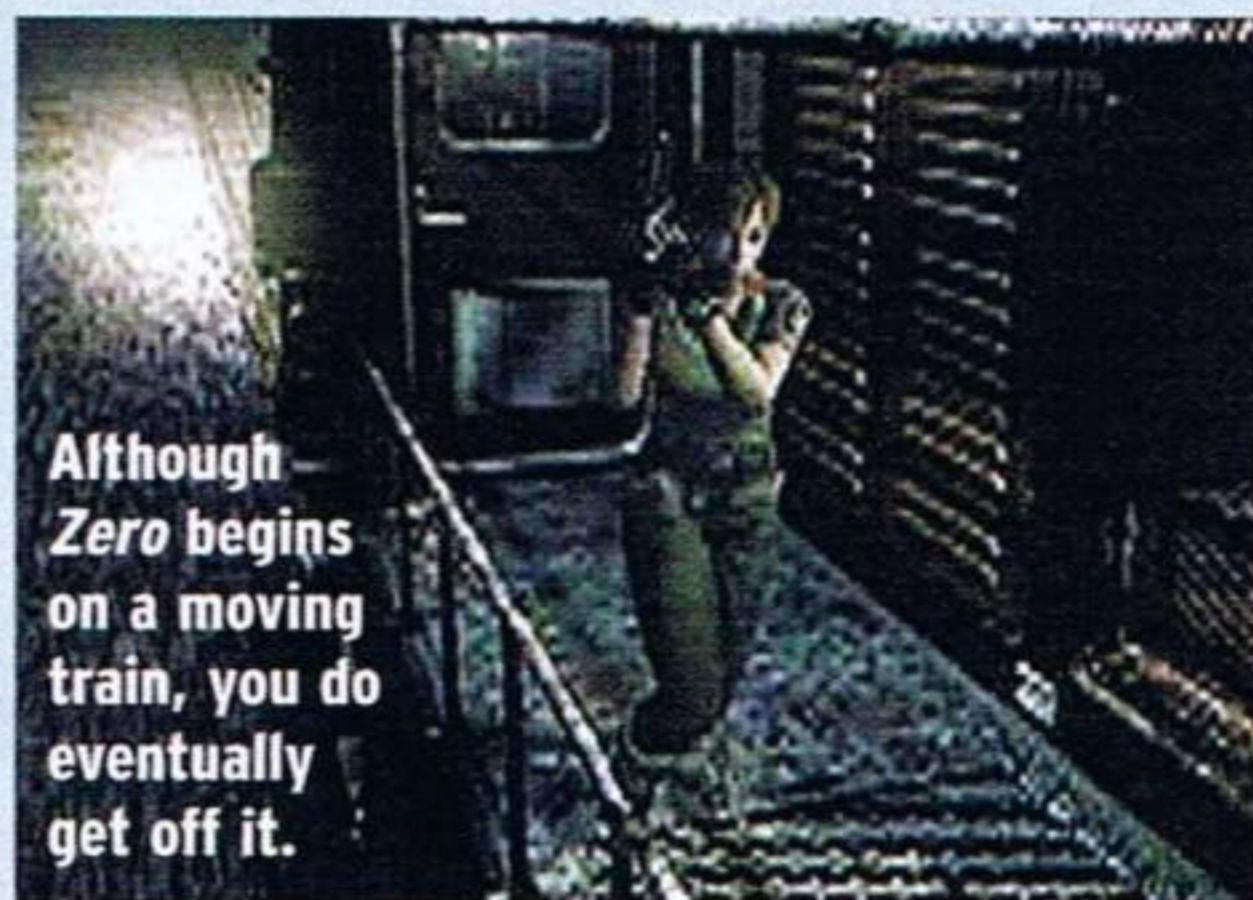


LAST-MINUTE UPDATE

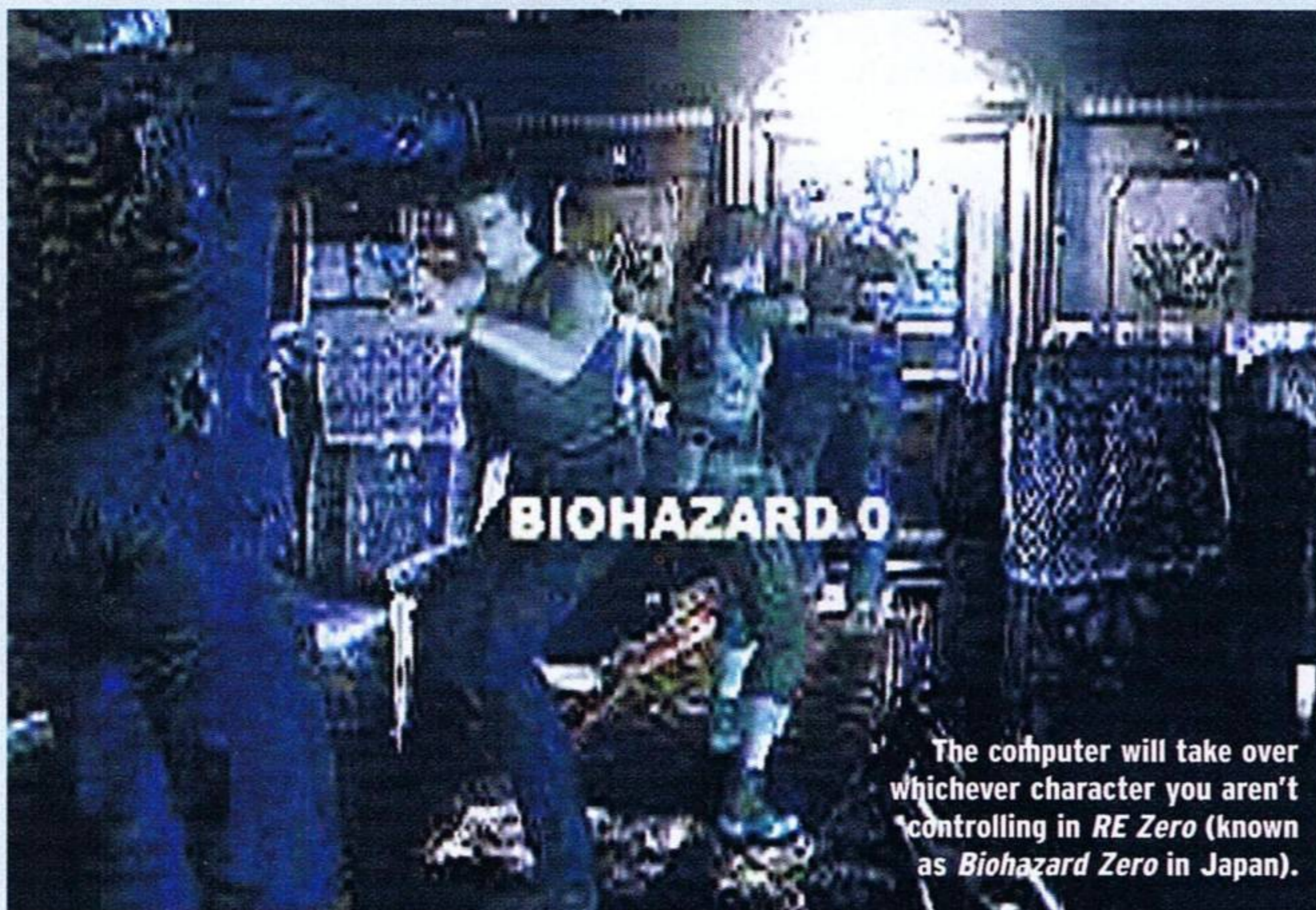
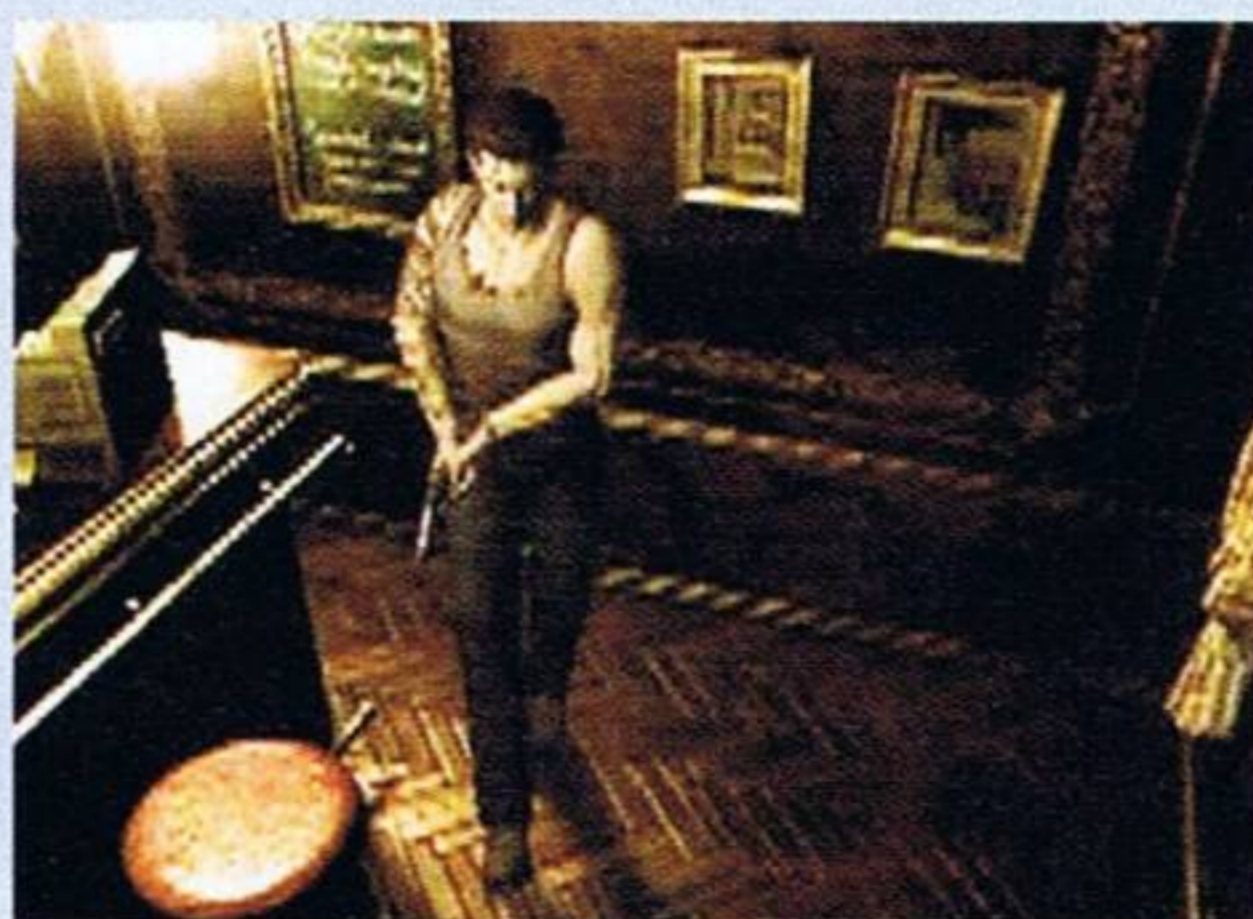
Resident Evil Zero

Ready for another helping of *Evil*? Believe it or not, the next GameCube installment of Capcom's survival-horror adventure series will hit U.S. shelves before year's end, and screens are already leaking out of Japan.

Detailing the events leading up to the original *Resident Evil*, this prequel follows the exploits of Rebecca Chambers and the rest of the S.T.A.R.S. special-forces unit's Bravo Team. (Remember that downed chopper from the intro to *RE*? That was Bravo Team's.) Using even more of those same cool moving backgrounds as the recent *RE* remake, *Zero* will allow players to switch between two characters at will and also adds the ability to drop items (finally!). Look for more in the coming months.

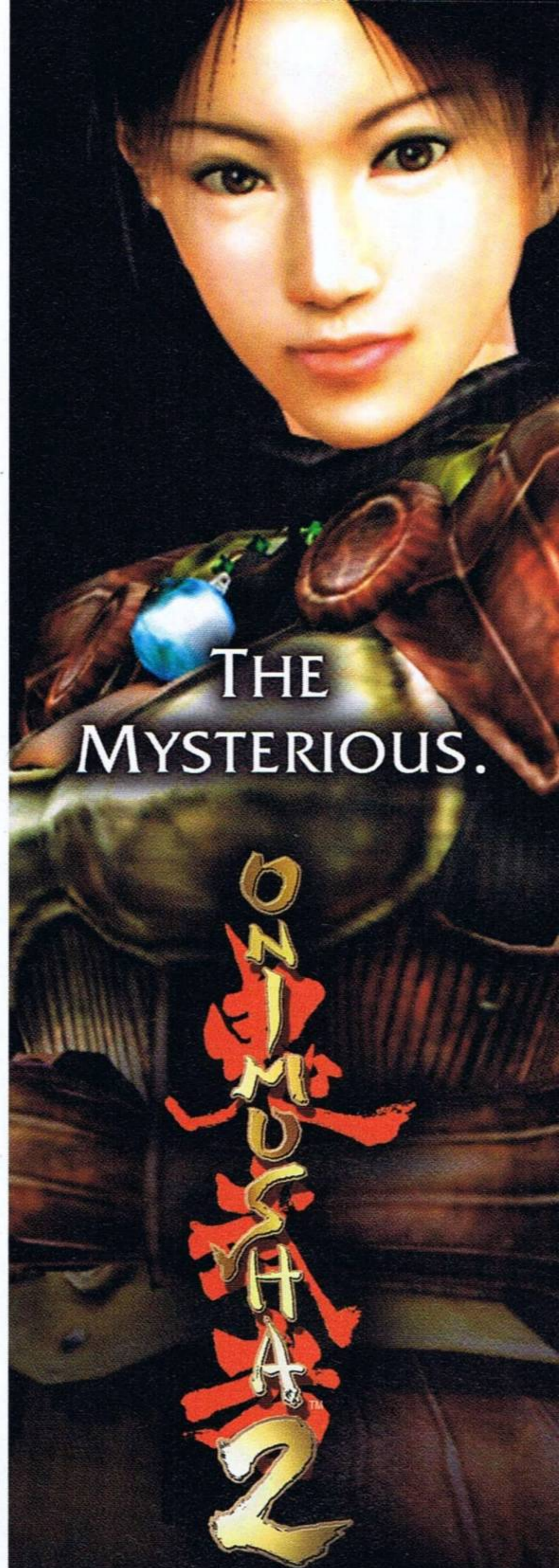


Although *Zero* begins on a moving train, you do eventually get off it.



BIOHAZARD 0

The computer will take over whichever character you aren't controlling in *RE Zero* (known as *Biohazard Zero* in Japan).



THE MYSTERIOUS.

ONIMUSHA 2

Samurai's Destiny

AUGUST 28, 2002



PlayStation®2

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Violence
Blood and Gore

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PRESS
START



SHARK HUNTS GAMECUBE

You've tried your damndest to beat Events 50 and 51 in *Super Smash Bros. Melee* but can't seem to do it (you sorry excuse for a gamer, you!). Here comes some help. InterAct will launch a GameCube version of their GameShark cheat peripheral in June, preloaded with codes for all the hot games, including *Melee*. Now go forth and cheat!

CAUGHT IN THE NET



Freshly Remixed

We know you've done it—spent so many hours with a great game that you've found yourself humming the tunes. You're not alone, and now there's an outlet for people like you. It's **OverClocked ReMix** (<http://remix.overclocked.org>), a not-for-profit Web site dedicated to fan-crafted MP3 "ReMixes" of video-game tunes. Once you check out the site's selections (each hand-picked by webmaster DJ Pretzel, David Lloyd), you'll find it's even harder to get the remixed tunes out of your head. Our current faves? The ReMix from the Super Nintendo game *Kirby Super Star* called "GreenGreens (ContagiousEyeInfection)" by sgtRama, and from the NES classic *Punch-Out*, "Little Mac's Confession" by Swedish metal band Game Over. You owe it to yourself to bookmark this site now.

What Are We Doing with Our Old Xbox Controllers?

Now that the trimmed-down Xbox Controller Type S (for "s"maller) is out, what are we doing with all our old Controller Type Frickin' Gigantics?

- Pop out buttons and stick in grandma's bowl of hard candy.
- Rig into booby-trap to roll over nosy archeologists after our bejeweled pagan idols.
- Trade in at Electronics Boutique along with \$20 for a Controller S (this isn't funny, 'cause it's true).
- A little white paint and into the tank before anyone at SeaWorld notices Shamu is dead.
- Keep handy in case Shaq stops by to play *Fusion Frenzy* or something.
- Bronze and engrave to create "World's Sexiest Xbox Owner" medallion.
- Lift above head and ask passing ladies, "Which way to the gym?"
- Take out of storage and plug back in after realizing we miss the feel of its thick, manly girth in our hands.



Illustration by Jeremy "Norm" Scott

Let the Sunshine in

Nintendo gamers, the drought is about to end. On Aug. 26, *Mario Sunshine* lands stateside (unforeseen delays notwithstanding). And to really whet your whistle, here's another look. Check Yoshi out! (inset)





NAMCO COMES TO 'CUBE COUNTRY

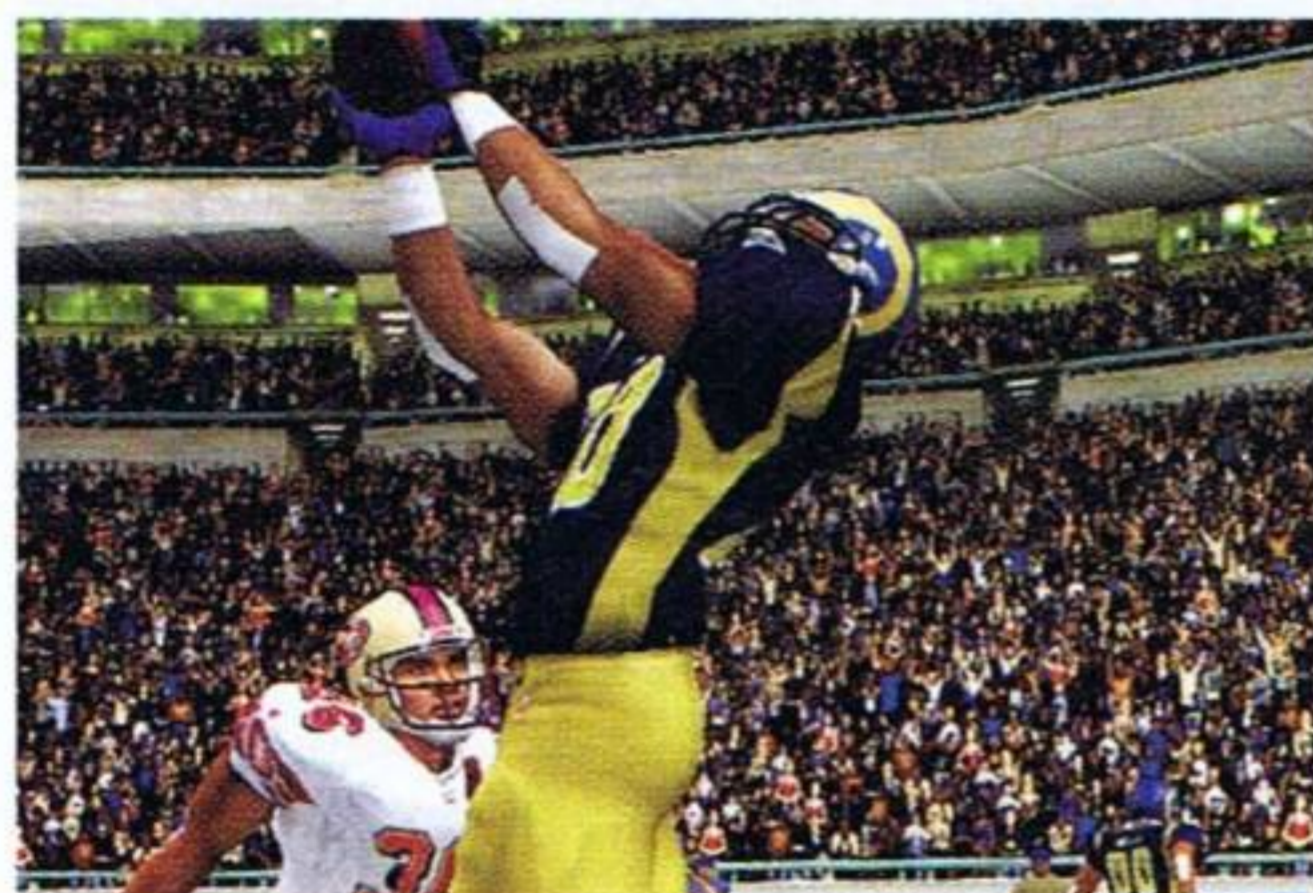
If you thought Sega developing a new *F-Zero* was weird enough, Namco will do the honors on a new GameCube *Star Fox* (a shooter this time, different from Rare's *Star Fox Adventures*). Planned for release in Japan in April 2003, it's just the first of a slew of GameCube titles from Namco that includes *Soul Calibur II*, a racing game (probably a *Ridge Racer*), a *Mr. Driller*, a new RPG and an installment of the *Tales of Destiny* series. Additionally, they've got a number of GBA titles in the works, including two more *Klonoas*. Sweet.

Madden Football Jumps Online

It's official! *Madden 2003* will be the first EA Sports game to go online...at least on the PS2 (they're still deciding on Xbox and GC online support). Just don't expect too much: You'll only get to play against one person at a time (compare that to Dreamcast's NFL 2K2 that offered four-on-four online matchups), and the game won't have online Season and Franchise modes.

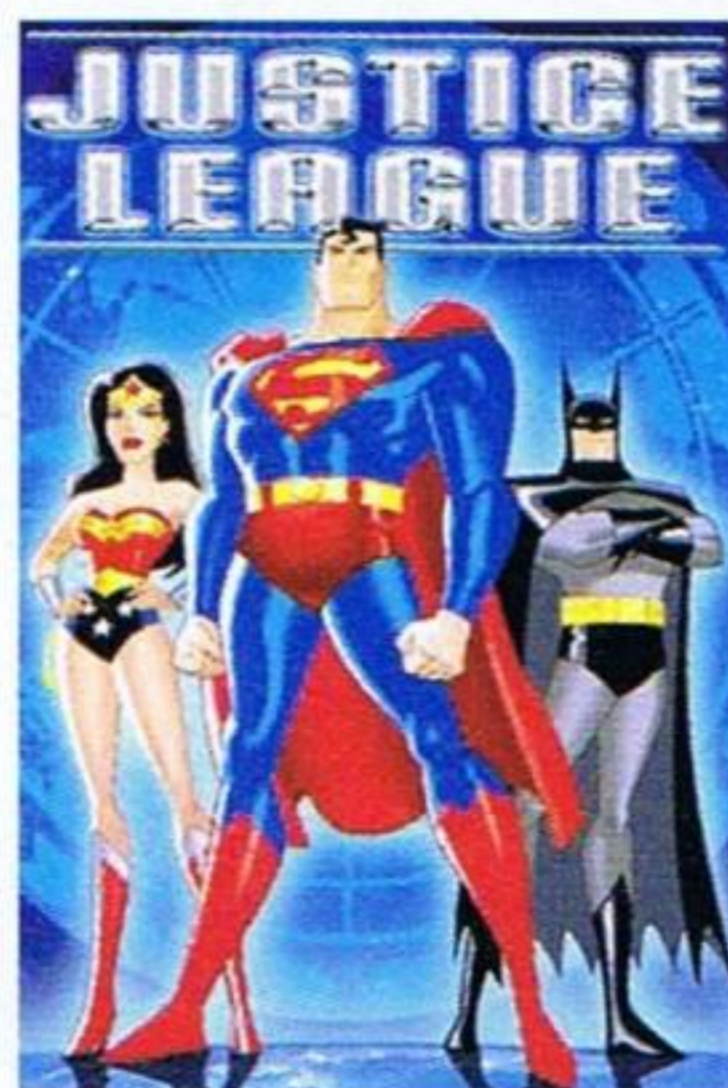
What you will get is a matching service that keeps track of player stats, including the all-important disconnect record to warn you of jerks who log off when the going gets tough.

Madden will also feature a chat option during play, but no keyboard support. Oh, well...maybe next year.



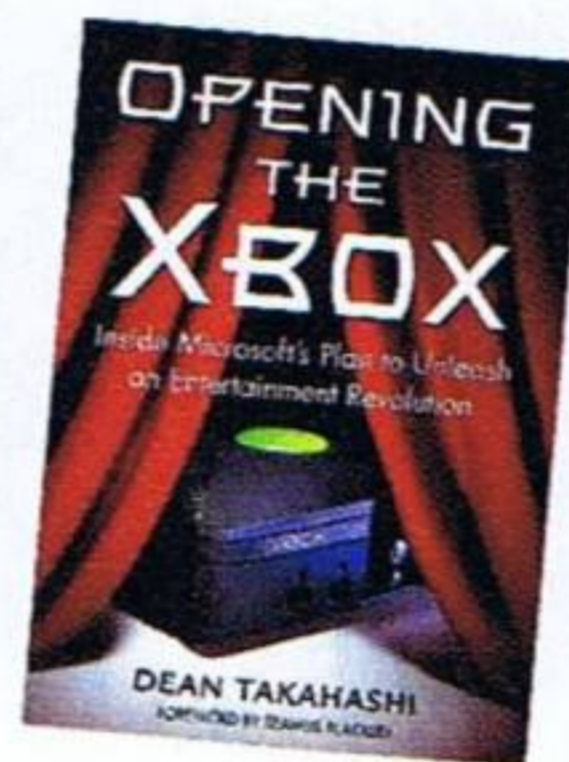
Midway to Deliver Justice Games

Break out the Superman Underoos. Midway's snapped up the rights to develop games for consoles and GBA based on both the Cartoon Network's *Justice League* series and DC's *JLA* comic books. Release dates have not been set.



New Book on Xbox

Ever wondered what goes into developing and launching a new console? Find out in *Opening the Xbox* by Dean Takahashi. Learn the inside scoop of how the system began as "Project Midway" and evolved into the machine that gave us *Halo*.



OLD SCHOOL

It's June, and you know what that means—it's World Cup Soccer time! So we thought we'd use this opportunity to poke a lil' fun at two wacky fútbol games of the past:

Soccer Kid

Super NES, 3DO (Ocean, 1994)

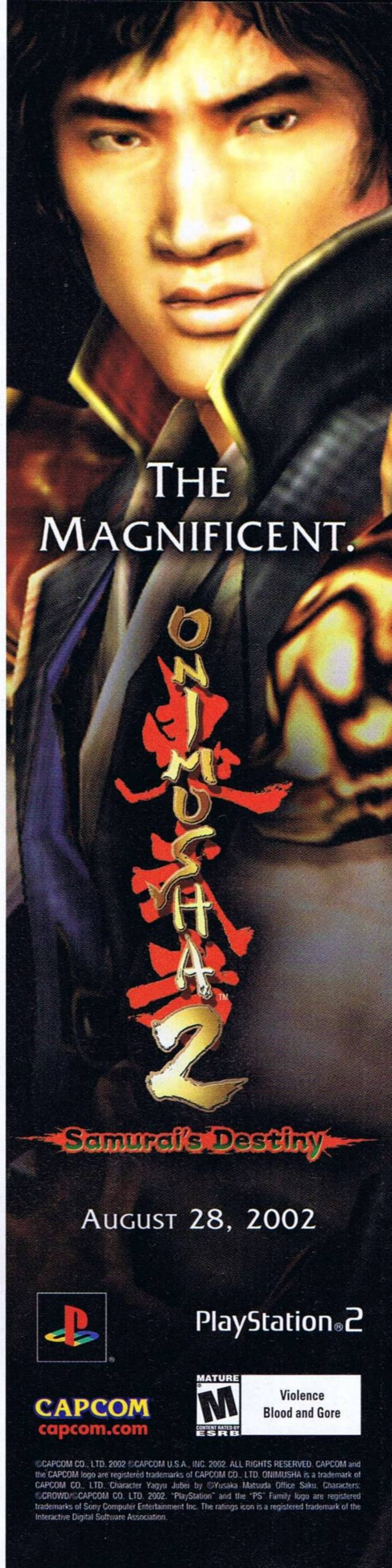
When a soccer-hating evildoer steals all of the sport's major trophies, the Soccer Kid goes on a quest to get them back using his ball as a weapon. This is one mediocre platformer we doubt FIFA would approve of.



Mega Man Soccer

Super NES (Capcom, 1994)

Forget *Mario Golf*—Capcom's blue bomber started the mascot-sports genre. In this simplistic, arcade-style soccer game, Mega Man battles Dr. Wily's robots on artificial turf. Check your laser blaster at the door.



THE MAGNIFICENT.

ONIMUSHA 2

Samurai's Destiny

AUGUST 28, 2002



PlayStation 2

CAPCOM
capcom.com



Violence
Blood and Gore

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PRESS
START

SWITCHING SIDES

Think you're done playing *Spider-Man*? Think again. "There is still a lot to do if you haven't played as the Green Goblin," says Producer Marc Turndorf. To unlock him, you would normally have to beat the game on Hero mode, but we dug up a shortcut. Turn your difficulty to Hero, start a new game, and exit to the opening menu once it starts. Enter "ARACHNID" in the Cheats menu to open up all levels, then use Level Warp to go to the Conclusion level. Skip the cinemas and credits, and the game will reset thinking you have beaten it. Now you can turn on Goblin in the Secret Store! (For more *Spidey* tricks, turn to page 131.)



Afterthoughts: Spider-Man

We wondered what it was like to make a game based on

one of this year's biggest movies, so we sat down with two producers from Activision who worked on *Spider-Man*: Matt Powers and Marc Turndorf. Here's what they had to say about Tobey Maguire and his digital adventure.

EGM: Were you worried about there being a lot of spoilers with the game coming out before the movie?

Matt Powers: Actually, we were kind of surprised that they let [the games] ship before the movie.

Mark Turndorf: From what I heard, it has to do with *Godzilla*—they put all the merchandise out after that movie and nothing sold well. So this time they are letting the products come out before the movie. I really don't think we are going to have that concern.

EGM: Did Sam Raimi (the movie's director) have anything to do with the story of the game?

MP: Yes, Sony/Columbia and Sam were helpful early on in the development cycles. We got a lot of the material and script early, so we could tailor the game to the movie plot.

EGM: Yeah, just you guys and the rest of the Internet got it early. Was there anything that you wanted to do that they didn't?

MP: We went on the set while they were shooting, and Raimi would meet with us and discuss what he liked about the story and what he would change. It's fantastic, because we got to see him in action, and he wouldn't miss a beat when talking to us. He was genuinely interested in what we were doing.



Spider-Man's Spider-Sense starts tingling as the trainload of cash from his movie and games approaches.

EGM: Did you get to meet a lot of the movie actors?

MP: We got to meet Tobey Maguire and Willem Dafoe at the voice-over session.

EGM: Is Tobey Maguire as mellow as he seems on screen?

MP: He's actually a little more...I wouldn't say hyper...because he's still mellow. Just not as mellow as you see him on screen.

MT: He likes video games.

EGM: Every time we talk to celebrities, we ask them if they like games, and it's really hard to tell if they are just saying "yes."

MT: Actually, it's in his contract to have a PlayStation 2 in his trailer.

EGM: Ours too. What did you guys set out to do differently from the first two games?

MT: With the Green Goblin, we knew we had to change our gameplay, because the cool thing about the Goblin is his glider and equipment. We knew if we wanted to cash in on that, we would have to create a whole new type of gameplay model. So the first thing we had to do was change the way Spider-Man moves through the air.

EGM: Speaking of which, what would you

say is the best way to fight the Green Goblin when he is on his aerial board?

MT: Taking the fight to him by just swinging at him and jumping off the web and getting a hit in. I am sure that hitting him with webs as you're falling could be effective.

EGM: Yeah, we ended up doing that a lot. A few times we landed on his hoverboard and cracked him from behind—that was cool. So spill the beans: Why did only the Xbox version have the extra booby-trap level and Kraven boss fight?

MP: Microsoft said they wanted some exclusive features, so we struck a monetary deal to do the additional two levels.

EGM: All about the Benjamins, eh? We dig. So were there any other ideas you guys had that got cut out of the final game?

MT: Well, we might like to revisit those things if we have the opportunity to work on another *Spider-Man* game in the future. So we can't tell you. Sorry!

EGM: Ugh...so at least tell us who the best pinhead bowler (see pg. 131) is over there.

MP: It's always the testers. I think there is one guy who bowled a 300. But one of our 3D modelers is consistently the best. 🕷️

Hackers have cracked into Digimon Online!

Can you stop their plans for world
domination and help save the planet?



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DIGIMON WORLD 3

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PRESS
START

“[Resident Evil Zero] will be a pure, beefed-up version of RE. On the other hand, we are working on RE4 to be something beyond gamers’ imaginations.”

—Capcom Producer Hiroyuki Kobayashi



Afterthoughts: Resident Evil

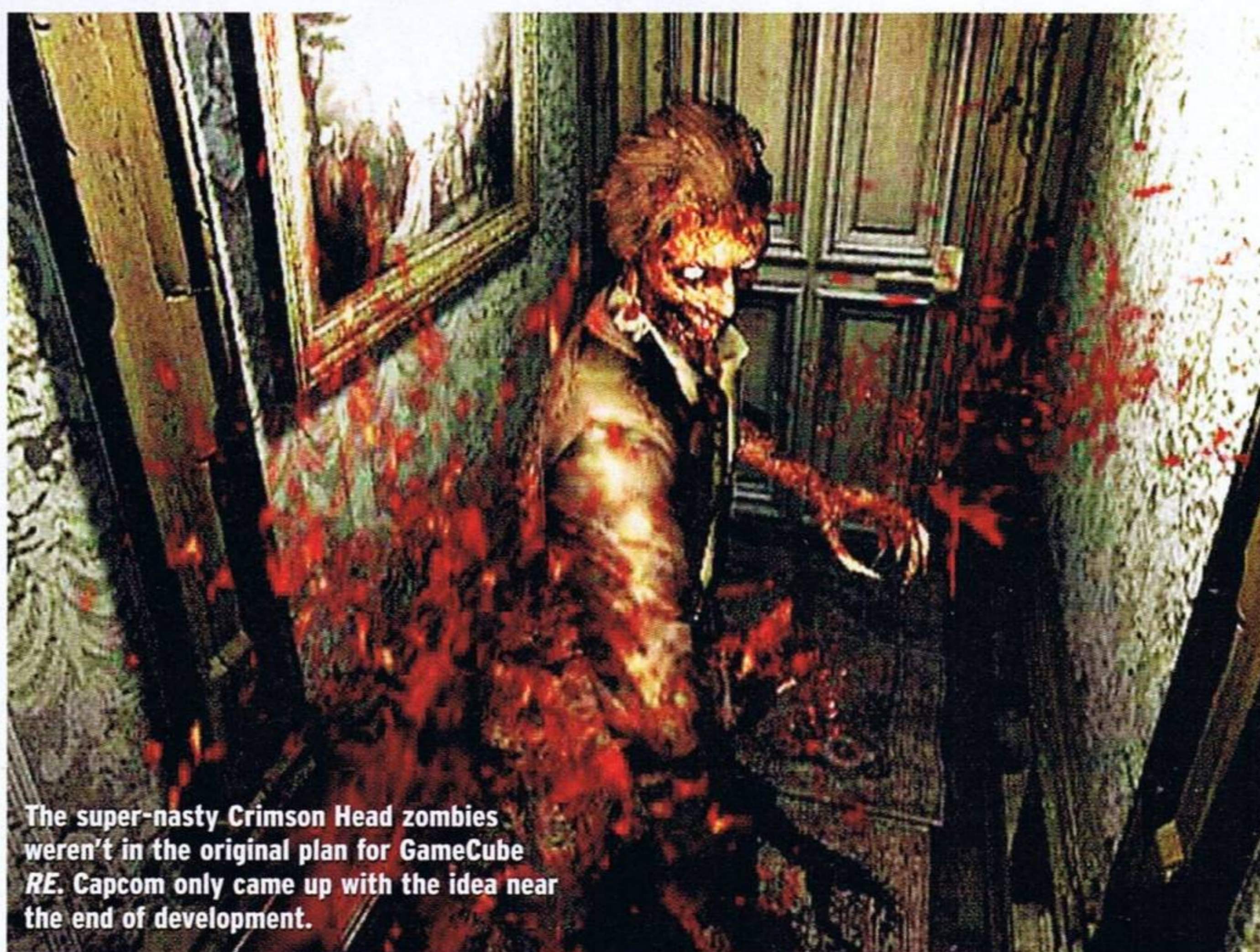
You’ve played the GameCube remake of *Resident Evil*—now read about the last-minute decisions, heavy drinking and horrible, horrible B-movies that fueled its creation. Capcom Producer Hiroyuki Kobayashi tells all in this month’s Afterthoughts. Plus: our tips for unlocking all the secrets you might have missed.

EGM: At first, this GameCube remake was just going to offer improved graphics and sound. When did you decide to add all the other stuff?

Hiroyuki Kobayashi: When we announced the title on Sept. 13 [last year] in Japan, we didn’t intend to remodel the mansion. The [new forest scene] was there from the beginning, but we didn’t think about changing anything inside the house. After the game took shape, we played it and it just wasn’t fun enough. It was the same game, after all. So we talked about what we should do. [Director and RE Creator Shinji] Mikami suggested stuff like changing the route through the game, adding new rooms, etc. After we decided to do that, it didn’t take too long to actually do it. All those changes were made less than six months from the release date. The Crimson Head zombie was one of those changes.

EGM: Speaking of the Crimson Head, where did that idea come from?

HK: We were trying to think about what new stuff we could do for the game. People have already gotten used to zombies. They don’t get upset when they see zombies anymore—they



The super-nasty Crimson Head zombies weren’t in the original plan for GameCube RE. Capcom only came up with the idea near the end of development.

just take care of them and go to the next door. We needed to scare gamers again, and we wanted them to realize the game had changed. So we thought, “What if the zombies come back to life...?” I know it sounds funny, because zombies already came back to life once. [laughs] Then we came up with the two methods to get rid of them [burning or beheading them] after that. Those ideas came from us putting our wits on the rack! It all fits into the game so well that people may think it

was planned from the beginning, but it wasn’t. On the other hand, the defense items were planned from the beginning, but people may think they were squeezed in at the last moment.

EGM: We heard that invisible enemies were going to be part of the regular game at some point, and not just in the extra mode you can unlock at the end.

HK: Yes, it’s true. But it only lasted a day. [laughs] Like I said, we were thinking about new stuff to add. Back when we released the original RE, the zombie was new, at least for gamers. But now, [having] zombies in RE is too obvious. It’s not as scary as it used to be. Well, with the graphical update, they are scary again, but Mikami also came up with the idea of invisible enemies in the main game. But that idea was opposed fiercely by the rest of the team. [laughs] After we turned down that idea, we came up with the Crimson Heads. All that kind of stuff was added in the latter half of development. By the end of the development, when we were thinking about hidden stuff to add, one of the team members suggested putting those invisible enemies in the game as one of the hidden modes.

Did You Find the Secret Weapons?

Two special weapons lie hidden in RE, both with unlimited ammo. Once you unlock them, they are usable by both Chris and Jill but only in Once Again mode. Use them to rip through the game quickly, and you’ll open the secret modes on the next page with ease.

Samurai Edge (.40S&W M92F)

Barry’s custom handgun never needs reloading and fires faster than the Beretta. Complete the game on normal difficulty in under five hours.



Rocket Launcher

When you absolutely, positively got to kill every zombie in the room, accept no substitutes. Complete the game on hard difficulty in under three hours with any ending. (We recommend the worst ending since it’s the fastest.)



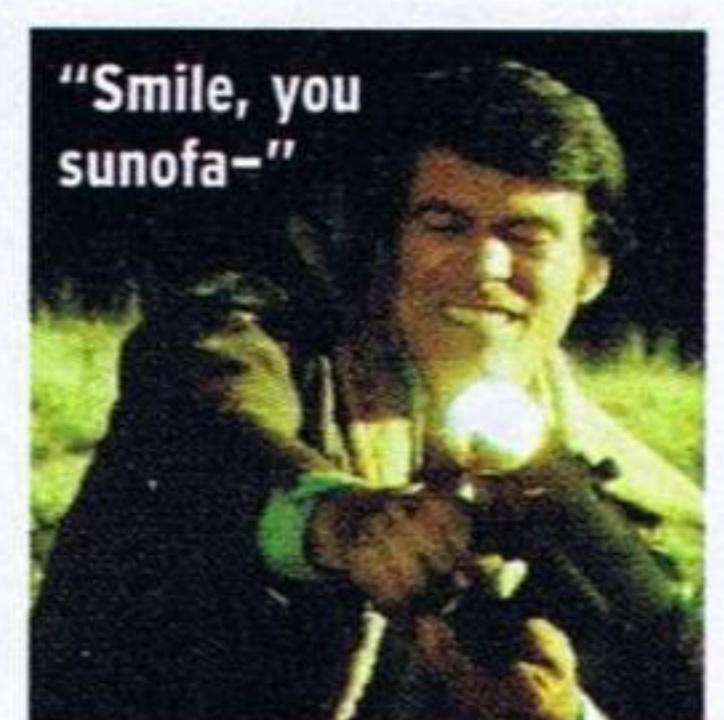


"Do I smell a pick-a-nick basket?"

18 FEET OF MAN-EATING TERROR

What does the shameless 1976 *Jaws* rip-off *Grizzly* have to do with *RE*? Kobayashi told us that *RE* series mastermind and film buff Shinji Mikami brought in loads of horror DVDs for inspiration while working on the remake, many of dubious quality like *Grizzly* here. You have no idea how terrible this movie is—the "18-foot-

tall" bear is never even in the same shot as his victims. But at least one good thing spawned from it: The final sequence in *RE* came in part from the climax of this film, when the ranger fires a rocket launcher at the camper-munching grizzly. Cut to stock explosion footage and roll credits! Just pray Mikami doesn't see *Jason X*...



"Smile, you sunofa—"



There's no sure-fire method for beheading zombies—it's random which ones it works on.

EGM: It seems harder to blow zombies' heads off with the shotgun now—do you have some advice for doing it every time?

HK: This time it happens randomly. We decided to do it that way because...when the game becomes as realistic as it has, and you blow their heads off continuously, the game looks too gory. In Mikami's mind, *RE* is not a splatter-film kind of game. He doesn't want it to be that way. So there's no special technique to always blow their heads off.

EGM: Where'd the idea for Lisa come from?

HK: When we were thinking about new monsters for the remake, there was an idea about a creature who has its arms and legs in shackles. That was the start of the idea. It started from a visual standpoint, then later it was linked to the storyline.

EGM: Why does Lisa knock the player unconscious at one point? When you come to, Lisa is just standing there—what was she doing while the player was out of it?

HK: You are talking about the first time Lisa hits you, right? I'm sorry, I'm not sure why that is. There's no other indication or explanation about that moment in the script. So I think it's just meant to add drama.

EGM: The dialogue seems much more serious now. Why'd you change it?

HK: We know that it wasn't good in the original game, so we wanted to fix it. We auditioned new voice actors for this project and everything. And this time, we have someone who can speak English on our team. He wanted to change some of the lines. Actually, Mikami wanted to use Barry's "I have *this*." line again. But this guy convinced Mikami to replace it. We wanted all the lines in natural English, so we changed them.

EGM: Be honest: When you made the original PlayStation *RE*, were you really thinking Wesker was faking his death at the end so he could return?

HK: Well, [laughs] I don't think we planned for Wesker to return. When we were developing the original *RE*, we meant that as the end of the game. There was no plan to make any sequels during development. But now we know Wesker comes back in *Code: Veronica*, so we didn't kill him at the end of this *RE*.

EGM: Any other particularly memorable stories about the making of the game you can tell us about?

HK: Hmm...development started in January 2001, right? Well, Mikami decided to take the role of director [on *RE*] at the year-end party in December 2000. Actually, it was a post-party party. That is a funny memory. He cut loose and said he'd do it at the party. But after the new year, he was extremely busy. After all,

he's the chief of a whole division of Capcom. He said he shouldn't have said that he'd do it; he shouldn't have made that decision under the influence of alcohol. [laughs]

EGM: What can we look forward to in *Resident Evil Zero* and *RE4*?

HK: Zero will be a duly evolved *RE* title. It will feature two main characters, and you can change from one to the other during the game. That's a new feature. We also added more moving backgrounds than we did for *RE*. You'll see new creatures and other elements evolved from the previous *RE* games. It will be a pure, beefed-up version of *RE*. On the other hand, we are working on *RE4* to be something beyond gamers' imaginations. It's gonna be "fully overhauled." That's all I can say about it for now. You can probably imagine *RE Zero*, what it's gonna be like and how the game will be played. But you can't imagine *RE4*. 🎮

—Mark MacDonald and Jim Mazurek

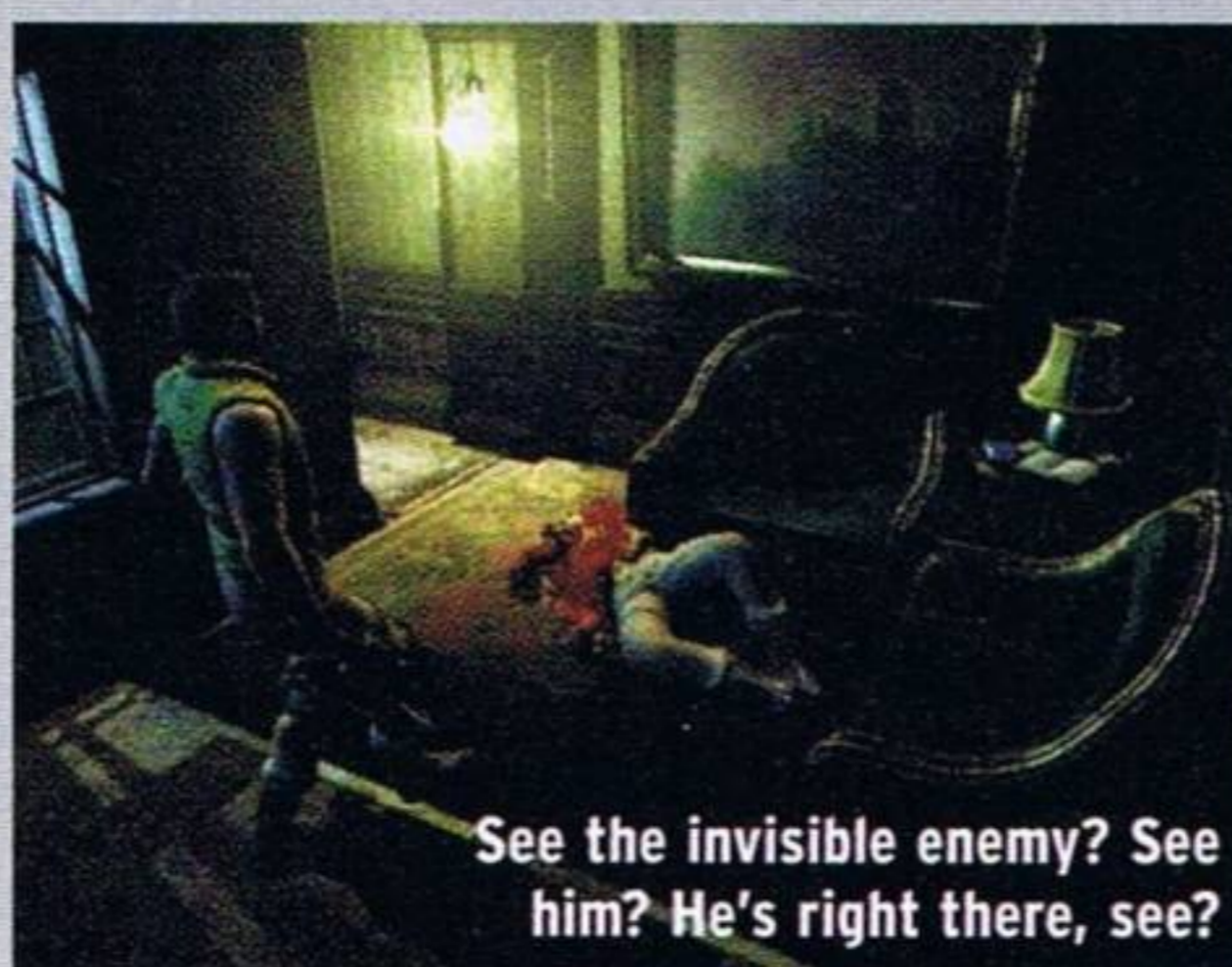
Can You Survive the Horror of the Secret Modes?

Think you're done with *RE*? Well, maybe you is and maybe you ain't! Did you know you can unlock three new modes by beating the game certain ways? Check it:

INVISIBLE ENEMY

HOW DO I UNLOCK IT? Complete the game twice on normal difficulty.

WHAT IS IT? Just like it sounds, all of the enemies are now invisible—use sounds to track them. You really need to know the mansion inside out to have a shot at completing this mode. The trick is knowing which enemies you actually need to kill.



See the invisible enemy? See him? He's right there, see?

REAL SURVIVAL

HOW DO I UNLOCK IT? Complete the game once on normal or hard difficulty with either character.

WHAT IS IT? Get ready for a "real" pain in the ass: The enemies are tougher, there's less ammo and health items, and your weapon no longer auto-tracks. Oh, and the best part? The Item Boxes are no longer magically interconnected. Have fun!

THE KAMIKAZE ZOMBIE

HOW DO I UNLOCK IT? Complete the game on normal or hard with both Chris and Jill and choose Once Again.

WHAT IS IT? The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often and he can't be shot or BOOM!—you both go up in flames.





PRESS
START

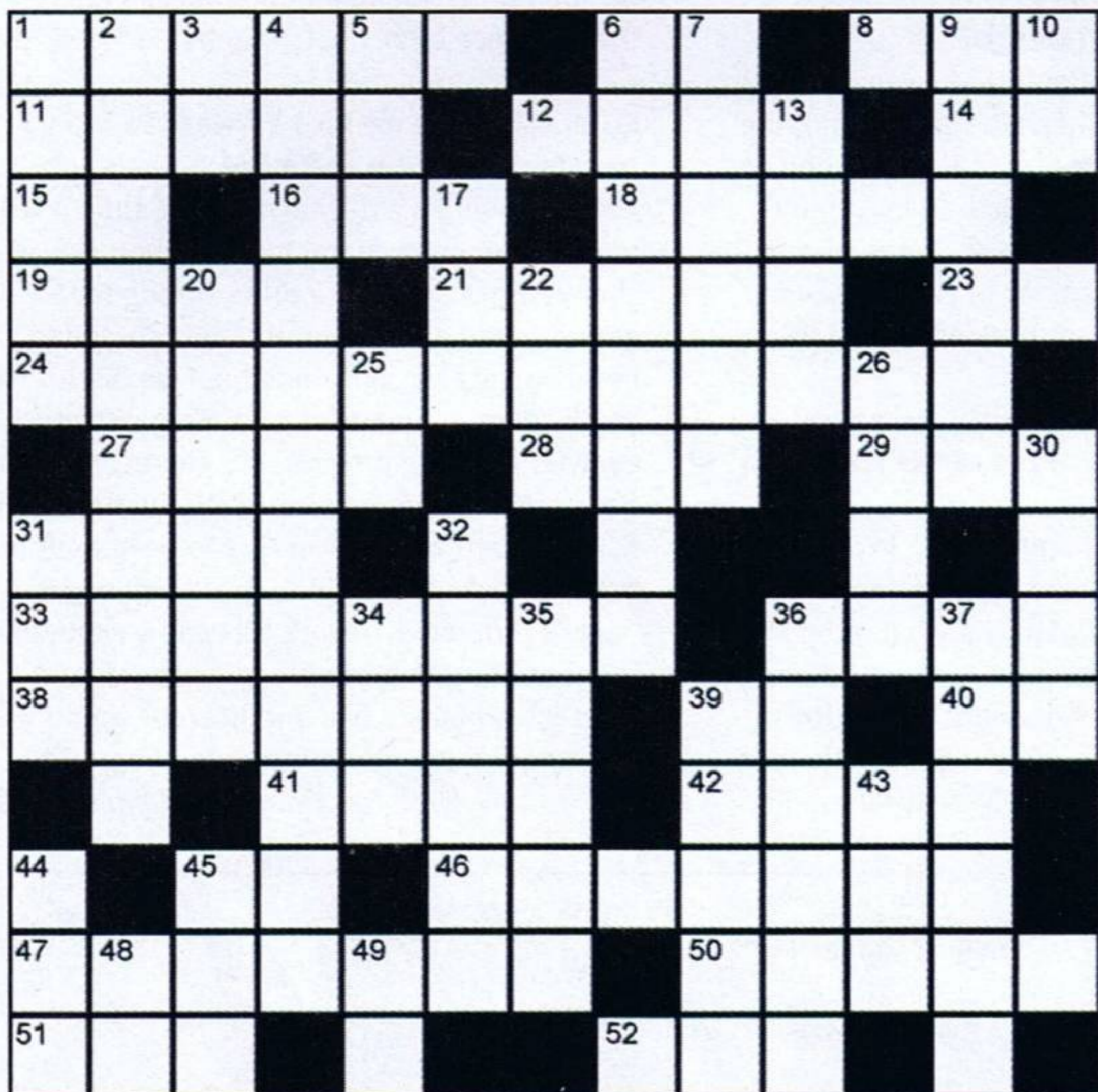


EUROPE'S CRAZY FOR 'CUBE

Talk about an odd way to promote your new console. GameCube launched in Europe on May 3, and to publicize its debut, Nintendo put various street performers (including sword eaters, illusionists and others) in large, transparent cubes in high-traffic locations. We don't know about you guys, but when we see sideshow acts in cubes, we really want to play *Smash Bros. Melee*.

Racing Riot

(Solution on page 137)



ACROSS

- 1. Greatest Hits PS1 car-chase title
- 6. Console cables
- 8. Three KO's in NES *Punch-Out!!*
- 11. One to beat in *Tokyo Xtreme Racer*
- 12. *Spider-Man* (PS1) narrator Lee
- 14. Mock-3D *Street Fighter* series
- 15. Era post-dating *Circus Maximus*
- 16. *GT3*'s Camaro and Corvette
- 18. Ultimately responsible for all *Star Wars* games
- 19. Frankenstein's *Castlevania* partner
- 21. Has a swingin' report show on the DC
- 23. *Syphon Filter* or *Street Fighter*
- 24. 8-bit Nintendo competitive edge
- 27. *NHL 2002* setting
- 28. PS2-supported digital-audio mode
- 29. PS1 "solo" action-shooter
- 31. *Super Mario 2* end boss
- 33. Bobby Barrows' *Clock Tower* weapon
- 36. *Rayman 2* collection objects
- 38. Like *Bloody Roar 3*'s cast
- 39. Xbox *Starfighter* title suffix, for short
- 40. *Fester's Quest's* (NES) hairy cousin
- 41. *Panzer Dragoon* _ (Xbox)
- 42. Finish *Bible Adventures* (NES)?
- 45. *Halo*'s machine gun, for short
- 46. Pending Xbox third-person shooter
- 47. Abe and Munch both had one
- 50. What *Pokémon's* Snorlax does?
- 51. Another name for 6 across
- 52. UFC pugilist Ruten

DOWN

- 1. Outhole in pinball
- 2. Namco's flagship driver
- 3. *Super Castlevania* _ (SNES)
- 4. Squaresoft PS1 action-RPG
- 5. *Nightmare* street (NES)
- 6. Watered-down Disney/Sony PS1 title
- 7. Done with poles in *Olympic Summer Games* (SNES)
- 9. Hardcore PS2 strategy game
- 10. *Death Crimson* _ (DC)
- 13. College-sports-game league
- 17. Sahara Special in *Smuggler's Run 2*
- 20. *The Scorpion King: Sword of* _ (GBA)
- 22. Arc is one
- 25. Ape with his own *Country*, for short
- 26. *Dragon Ball Z* (GBA) star
- 30. Game and pinball developer Data _
- 31. Current Game of the Month, for short
- 32. Hip guys like *State of Emergency's* Mack have one
- 34. How you address a *Clockwork Knight*
- 35. Next to the L. lane in driving games
- 36. PS2 racer _ *24 Hours*
- 37. *Red Faction* cast members
- 39. *Samba de Amigo* musical style?
- 43. *GT3*'s Lancer
- 44. Aging race series *Need* _ *Speed*
- 45. *Resident Evil 2* side-chick
- 48. Sega's most recent hardware disaster, for short
- 49. It's written on Solid Snake's luggage

Quartermann - Game Gossip & Speculation

Welcome, friends, to another exciting episode of Quartermann. I am your host, The Q, here to take you by the hand and guide your nose to the month's bounty of delicious rumors. And I'm doin' things a bit differently this month. Let 'er rip!

Hunting Down Killer Instinct

...Since *Kl Gold* came out for the Nintendo 64 in 1996, there's been one question The Q gets consistently: When is **Killer Instinct 3** coming out? Well, while there have been rumblings and grumblings about it before, the rumors have finally been put to rest by the boys at **Rare**. The answer is—it's not...for now. And I'll just quote Rare's Uncle Tusk, since he explains it better than I could. "There are all sorts of reasons that *Kl3* has yet to be attempted," Tusk explains. "In addition to holding back further development until we feel we can really bring something new and worthwhile to the genre, one of the main reasons that there haven't been any recent additions to the series is that all of the key people who were involved in the creation of *Killer Instinct* have been working on different projects. There's also the matter of knowing which way to take the franchise: Some people prefer one installment to the other, some champion 2D while others insist that only 3D will sell nowadays, etc. It wouldn't be a straightforward undertaking in any sense of the word: Opinion is doomed to be split on the final decision." And there you have it....



Rare to Pull a Sega?

...Let's keep the barrel of Twycross goodness rollin' with one lil' rumor that is literally burning a trail of flames across the Internet: **Rare developing for multiple platforms.** The whole sordid business stems from a holiday card the company sent out picturing other systems as presents wrapped under a Christmas tree. Rare will only say it was a "joke," and Nintendo has not completely dispelled the rumors. And if The Q has learned one thing from when Sega went multiplatform, it's that anything is possible. But remember, Nintendo owns 25 percent of Rare, and the developer is generally thought of as the big N's greatest second-party asset. In ol' Quartermann's opinion, it would be a mistake to let them slip away. And frankly, the GC needs all the software it can get right now, so losing them would be a major blow to all of Nintendo's systems. OK, maybe not as bad as it would be should Mario master Miyamoto go to Microsoft (haha, kidding!)...we'll know more next month....

Bits of Q

...Well, I seem to have spent the whole column talking about Rare. Let's see if I can't get something else in. **Haley Joel "I see dead people" Osment** will lead the cast in the English version of Square and Disney's RPG, *Kingdom Hearts. Jet X20*, a PS2 installment in **Sony's Jet Moto** series is coming.... And with that, I'm outta here!

E-mail me at quartermann@ziffdavis.com. Ciao! —The Q



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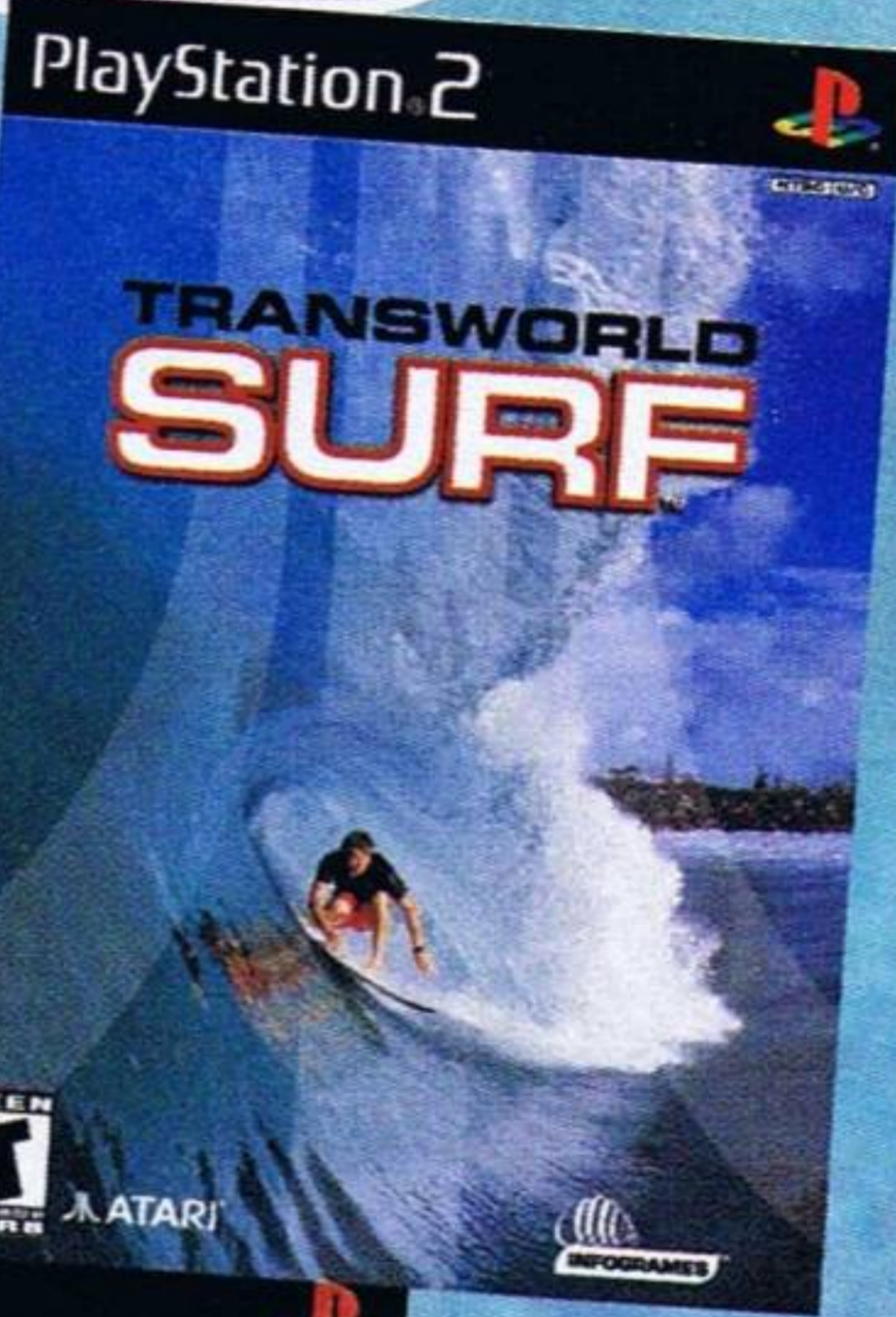
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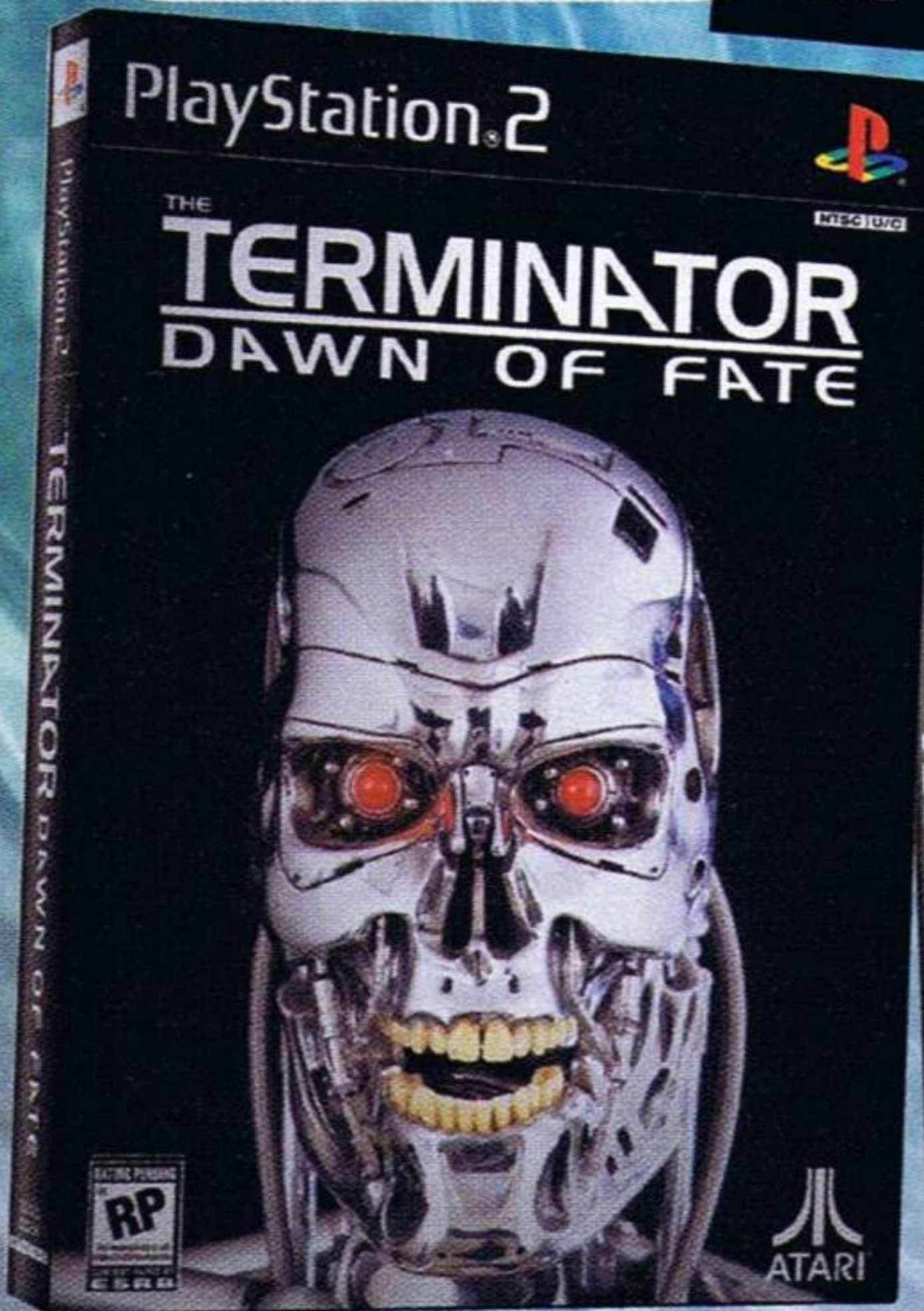
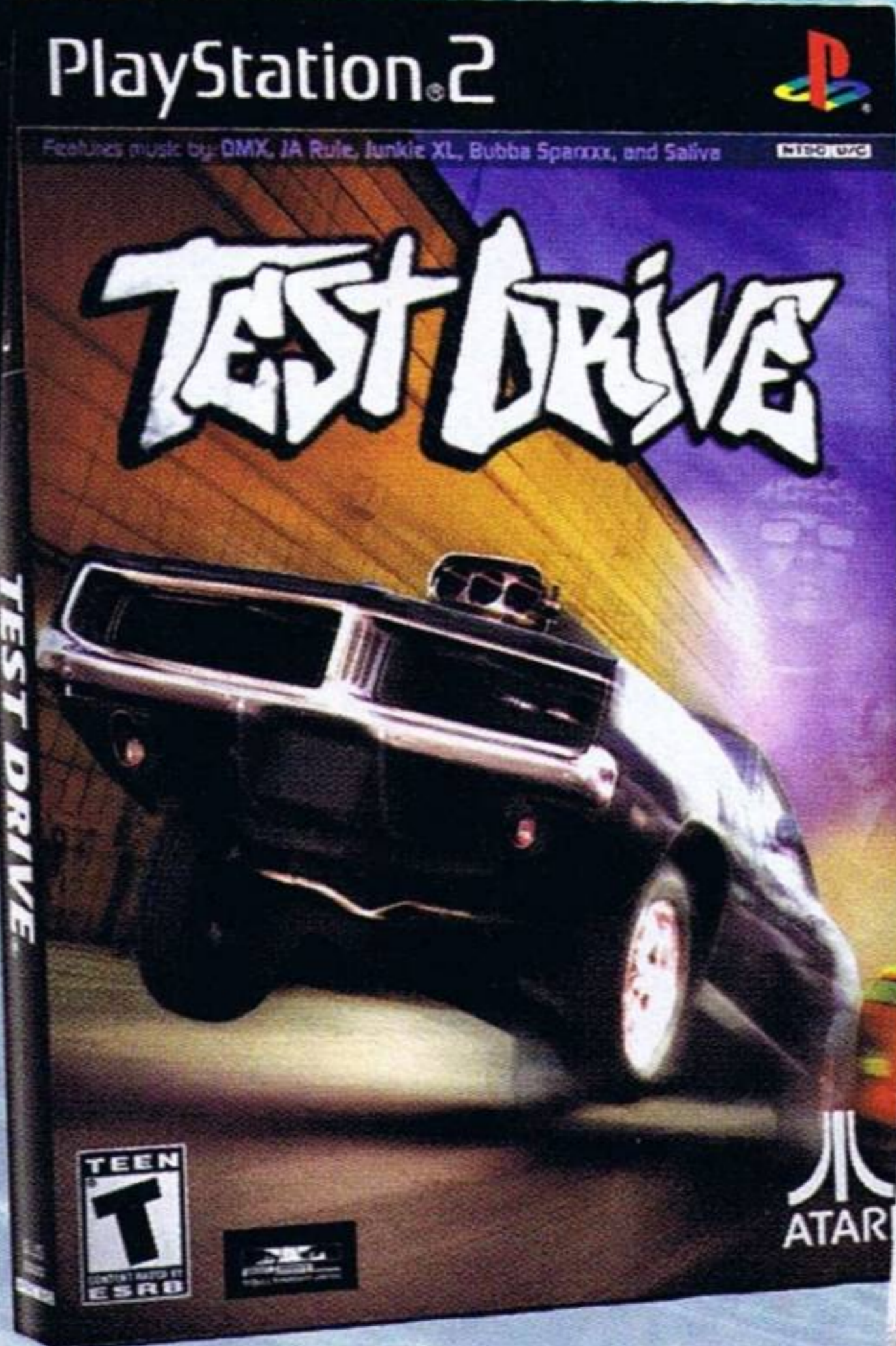
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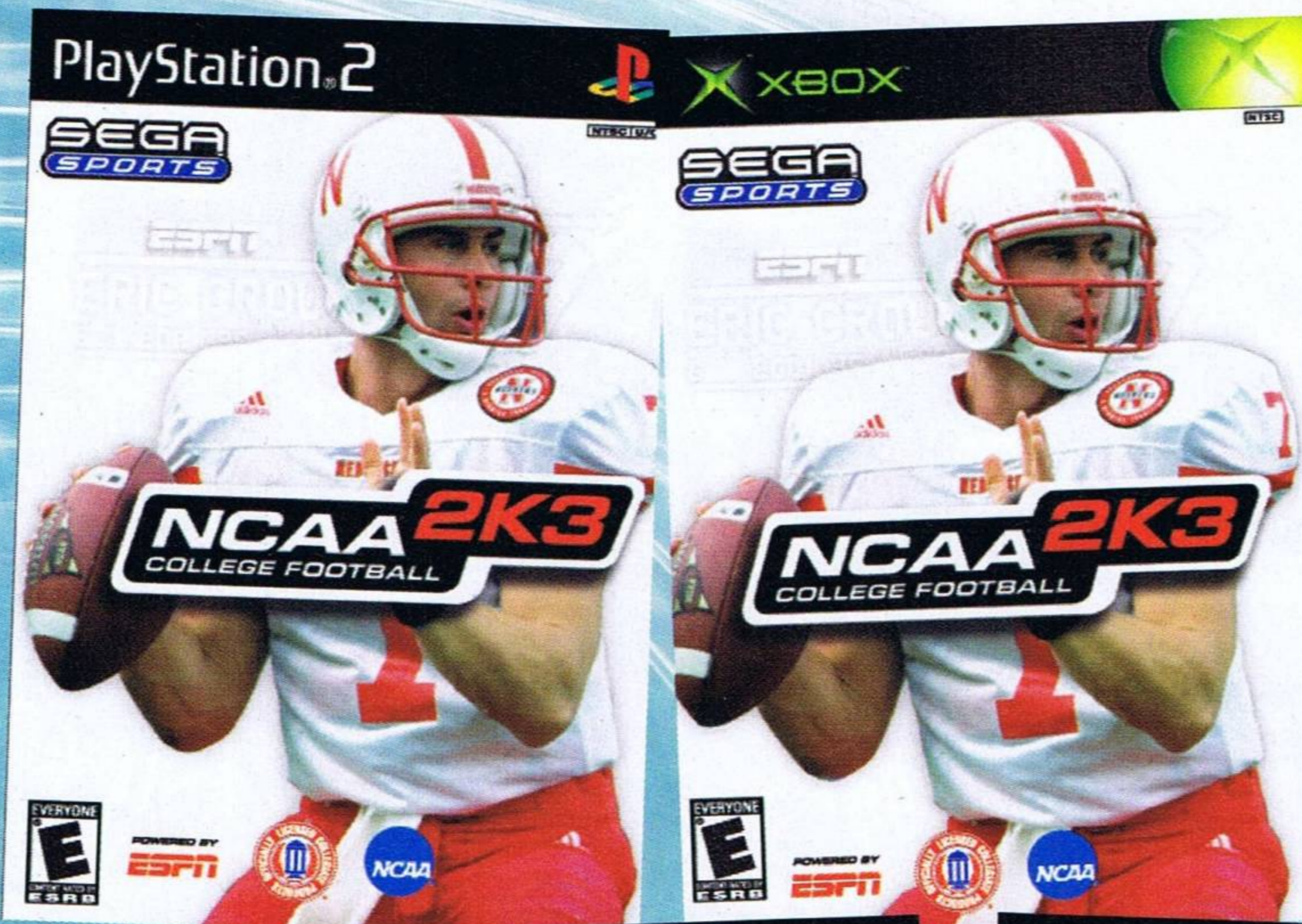
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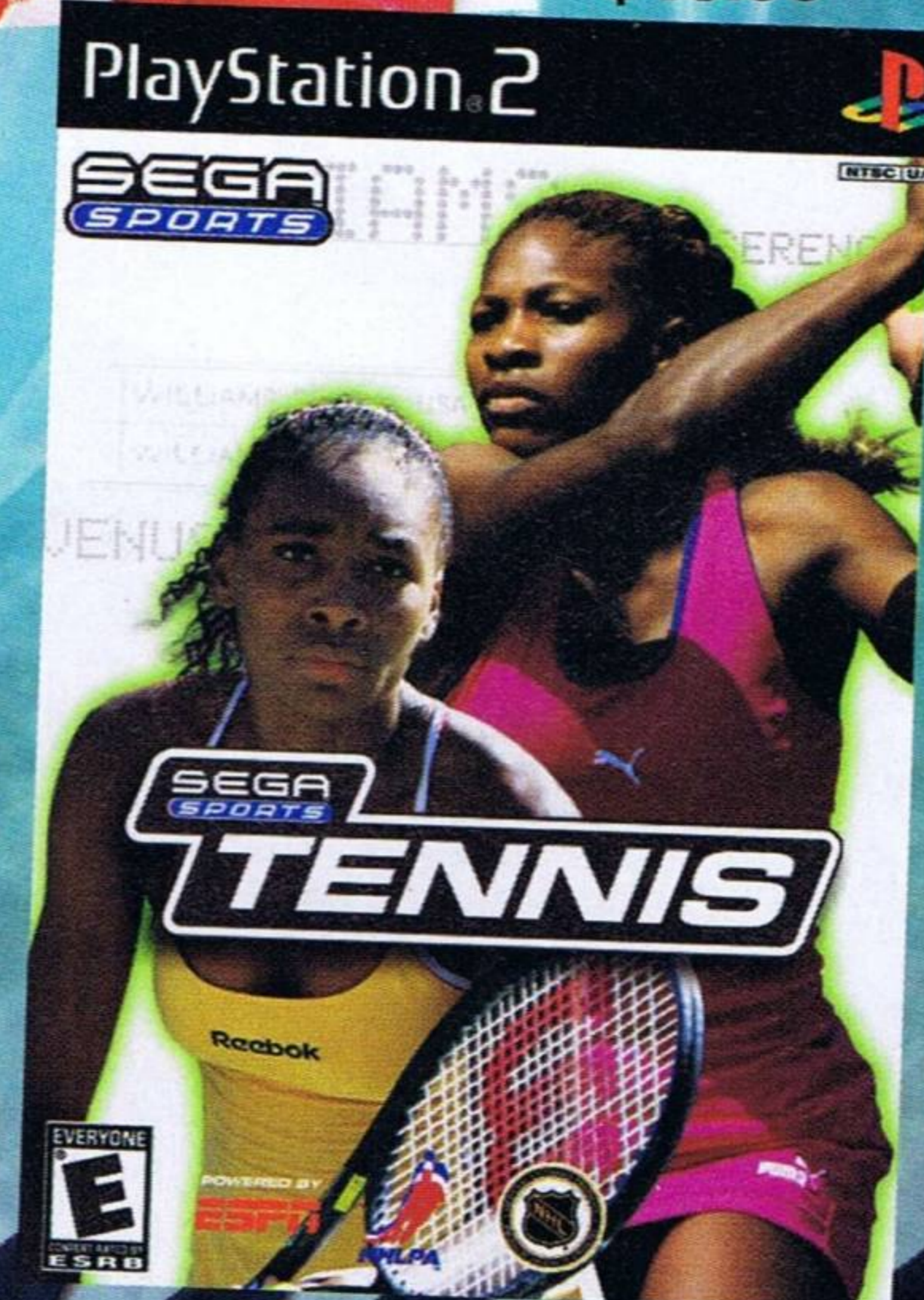
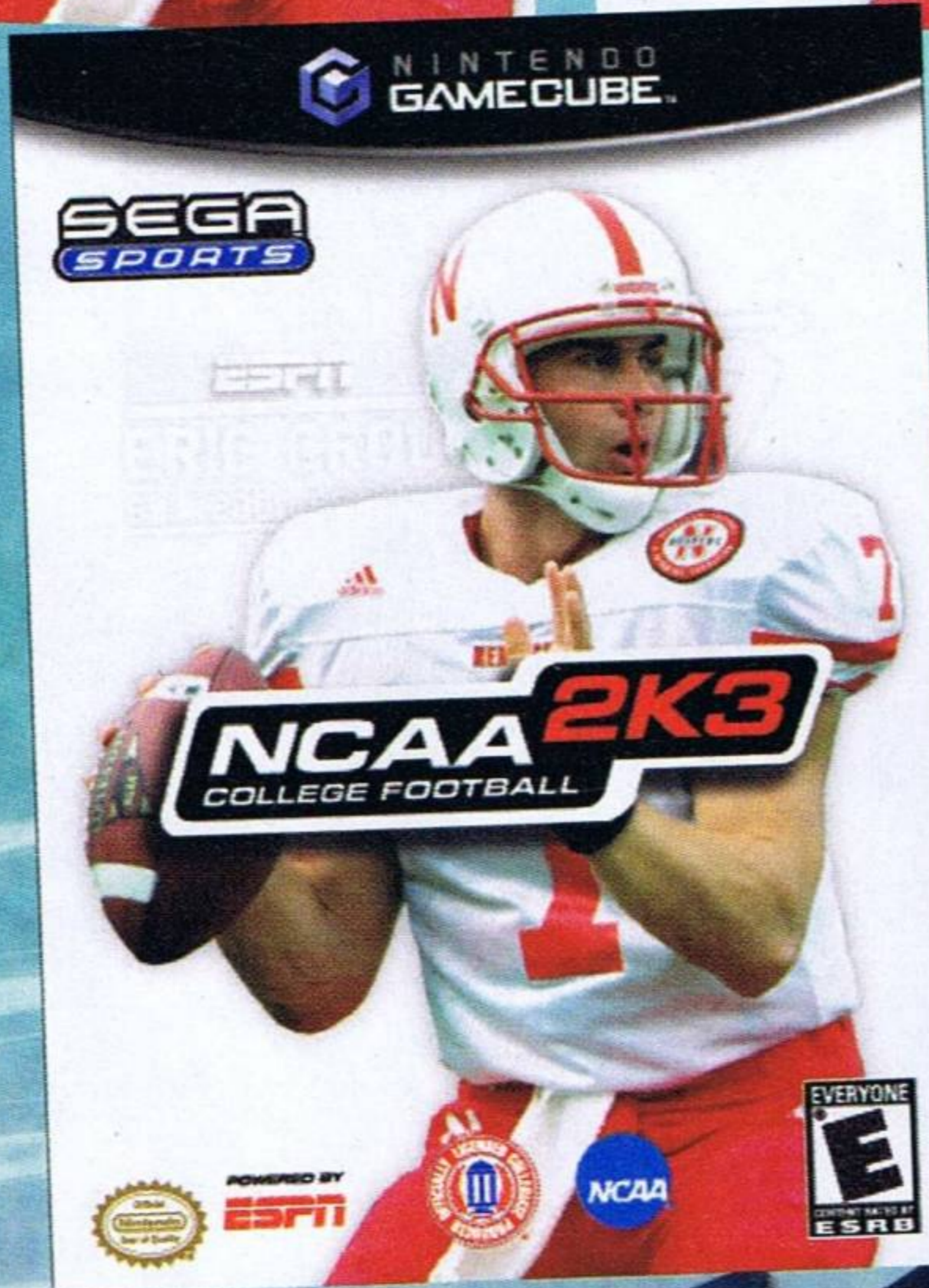
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Challenges

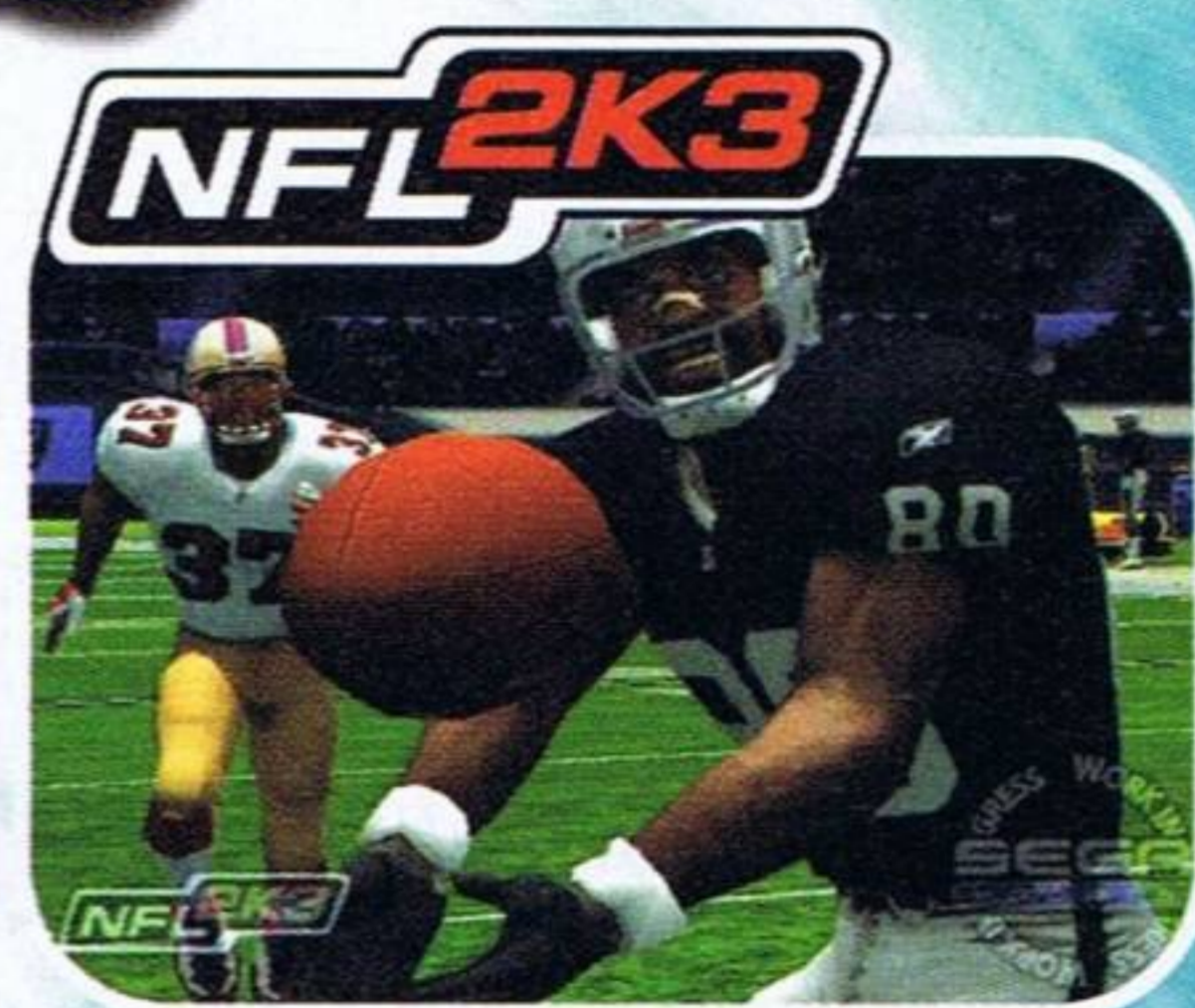


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INTERVIEW TO A KILL

What do America's most effective guardians do when they're not fighting terror in all its forms? They help make games, of course. Medal of Valor winner Mike Grasso, a decorated LAPD top cop and counter-intelligence specialist (he trained with the CIA), has served

as consultant for several Tom Clancy games. We'd give you the lowdown on his service record, but then he'd have to kill us. Word on the street is he can use any piece of ordinary furniture in a room to take down his foes. We caught up with this real-life Solid Snake for a quick one-on-one interrogation...

EGM: What exactly is a "black bag" operation?

Mike Grasso: The name comes from the large black field bag your equipment is stored in. So anytime you saw the bag, you knew the operators had everything they needed to get a job done. The phrase has now settled into the

WAR!

True-life combat has exploded on the consoles. We get a bead on the war games that have us surrounded.

Gritty tactical-combat games—the kind with crouching soldiers and hidden terrorists—have hit such a boom on the PC that even the U.S. Army is muscling in on the action. (A free military-developed PC game called Army Operations will hit PCs in July. Why is it free? To boost recruitment.) So it was only a matter of time before the war-game craze caught up with console gamers.

That time is now. A small army of ultra-realistic combat titles is marching onto all the consoles this year, and we felt it was our sworn duty to round them all up for you. Are you prepared for these battles?

TOM CLANCY'S GHOST RECON

PUBLISHER: Ubi Soft

SYSTEM: Xbox (October 2002), PS2 (Winter 2002)

THE GOOD GUYS: You command a six-man squad of elite soldiers known as "The Ghosts," nicknamed for being super-stealthy. But given the brutally realistic difficulty of the game, that name may become doubly appropriate if you lead your team to an early grave.

THE BAD GUYS: A group of kooky nationalistic Russians determined to re-create the Iron Curtain.

THE MISSION: *Ghost Recon* takes the squad-based tactical action that you loved in *Rainbow Six* out of the confines of besieged embassies and musty bunkers. Here, the gunplay takes place on vast plains, in thick forests and across arid deserts—it's like mixing the rush of combat with a refreshing hiking expedition. You'll have to use the terrain to your advantage as you lead your squad across big stages in Estonia, Latvia, Lithuania and Georgia (as in the former Soviet republic, not the Peach State).

THE BIG DEAL: By combining the PC original with single-player maps from the *Desert Siege* expansion pack, developer Red Storm has crafted a hefty solo experience for the PS2 version. But the real draw here for the Xbox incarnation is multiplayer online combat. *Ghost Recon* will support Microsoft's broadband network from day one with voice chat, an online ranking system and an array of 16-player modes, as well as all the multiplayer maps from the *Desert Siege* expansion pack. Ubi hasn't said whether the PS2 version will offer online play.



realm of secret operations done by shadow warriors.

EGM: How many have you been on?

MG: Sorry, but I'm not at liberty to discuss that.

EGM: You serve as a consultant for *Raven Shield*. Just how realistic is it?

MG: It's as realistic as we can make it without giving away too much info to

the bad guys. It's by no means a counter-terror simulator, but it does help you understand how difficult it is to get in, neutralize the bad guys, and get innocent folks out of harm's way in a short period of time. My job is to make sure that the stuff they do put in—the tactics, the formations, the equipment and the situations—all rings true.

EGM: Do you think the technology in games has reached that level where it can be a useful training tool?

MG: I think it's useful in the planning and logistics phase. That's why *Raven Shield* is so great. But nothing is like loading your own magazine under the pressure of incoming rounds.

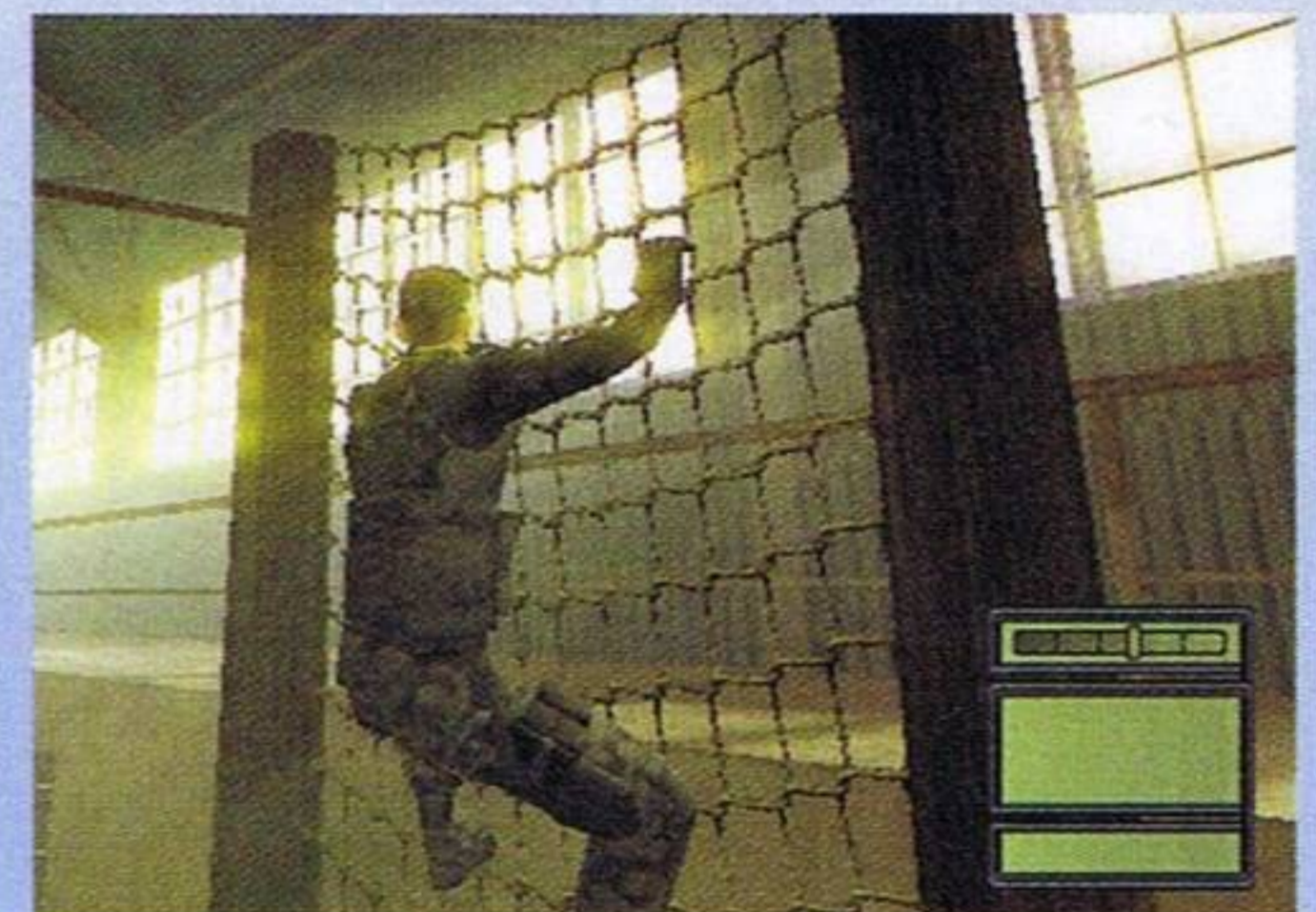
EGM: Which job is more dangerous:

special ops or law enforcement?

MG: Without a doubt, law enforcement. The main difference is in spec ops, you know exactly what you're going up against, and you have every tool and resource with you. In law enforcement, it's always seat-of-the-pants flying!

EGM: What was your most harrowing assignment?

Cont. on page 46



TOM CLANCY'S SPLINTER CELL

PUBLISHER: Ubi Soft

SYSTEM: Xbox (Fall 2002, available on other consoles next year)

THE GOOD GUY: No team spirit here—just Sam Fisher, an agent for Third Echelon, an arm of the National Security Agency. Figuratively speaking, he's kind of a single cell who has been splintered from the main group of...um, cells. With no one to answer to, he works above the law. Some might compare this lone wolf to Solid Snake, but hey, that's better than comparing him to that whiny Raiden priss.

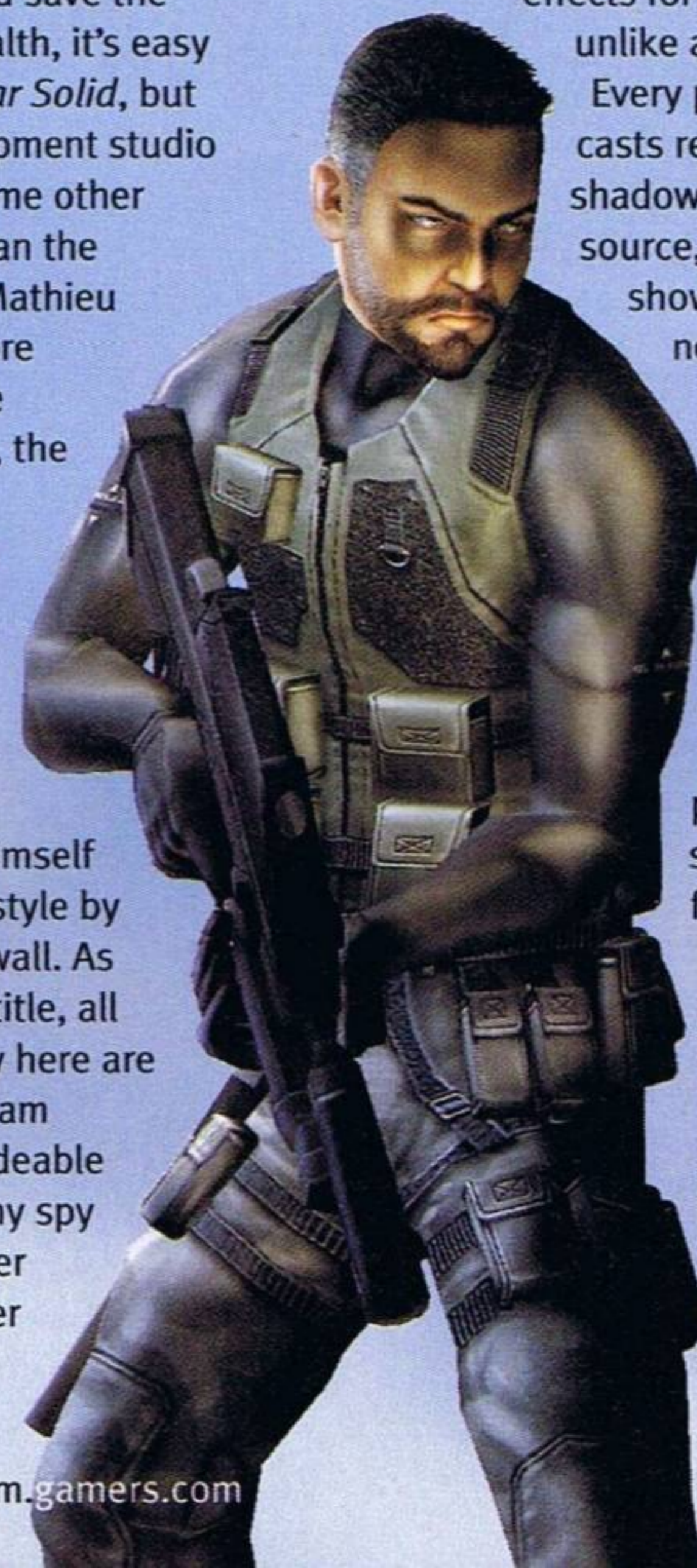
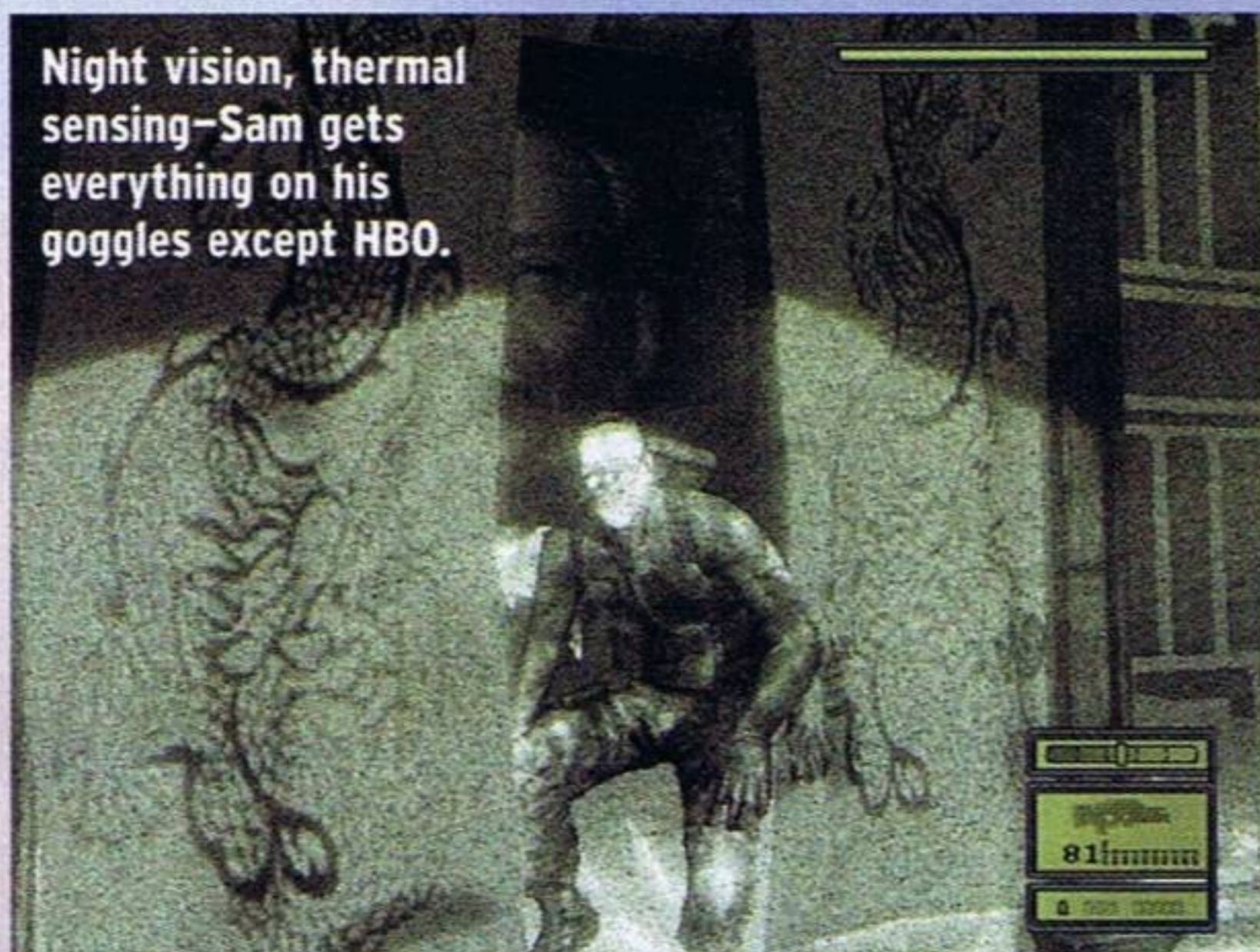
THE BAD GUYS: Once again, you'll have

terrorists staring down the barrel of your gun. Expect a few twisty surprises, thanks to Tom Clancy's original scenario concepts.

THE MISSION: It's a one-man mission to infiltrate a terrorist stronghold and save the day. Given *Cell's* emphasis on stealth, it's easy to draw comparisons to *Metal Gear Solid*, but Ubi Soft's Montreal-based development studio downplays the similarities. "In some other games, the cinemas are longer than the gameplay parts," says Producer Mathieu Ferland. "*Splinter Cell* is much more gameplay-oriented." Although the game does sport a few cutscenes, the majority of your time is spent sneaking around, snapping necks or shootin' fools. Sam's also much more athletic than your average war-game hero. He can crawl, climb, jump, zip across ropes and prop himself in hallways Jackie Chan-style by planting a foot on each wall. As with every Clancy-verse title, all weapons and technology here are firmly rooted in reality. Sam wields a modular, upgradeable gun, thermal goggles, tiny spy cameras for looking under doors and oodles of other gee-whiz gadgetry.

THE BIG DEAL: Real competition for Solid Snake doesn't come around every day, and this game actually looks better than *MGS2*. Ubi Soft has wrangled lighting and shadow effects for *Splinter Cell* that are

unlike anything seen before. Every person and object casts realistic, moving shadows from every light source, and it's not just for show. "The player not only needs to hide in the shadows but also has the opportunity to create his own through our dynamic lighting system," Ferland says. "He can shoot lights or turn them off to create safe passages." Watching shifting shadows cast from swaying lights kept us entertained for a good three minutes alone.



Fantastic Sam: *Splinter's* Fisher joins Solid Snake and Gabe Logan in the I-Could-Kill-You-With-My-Little-Finger club.

"Raggy, Raphne, Red, Relma? Where are you?"

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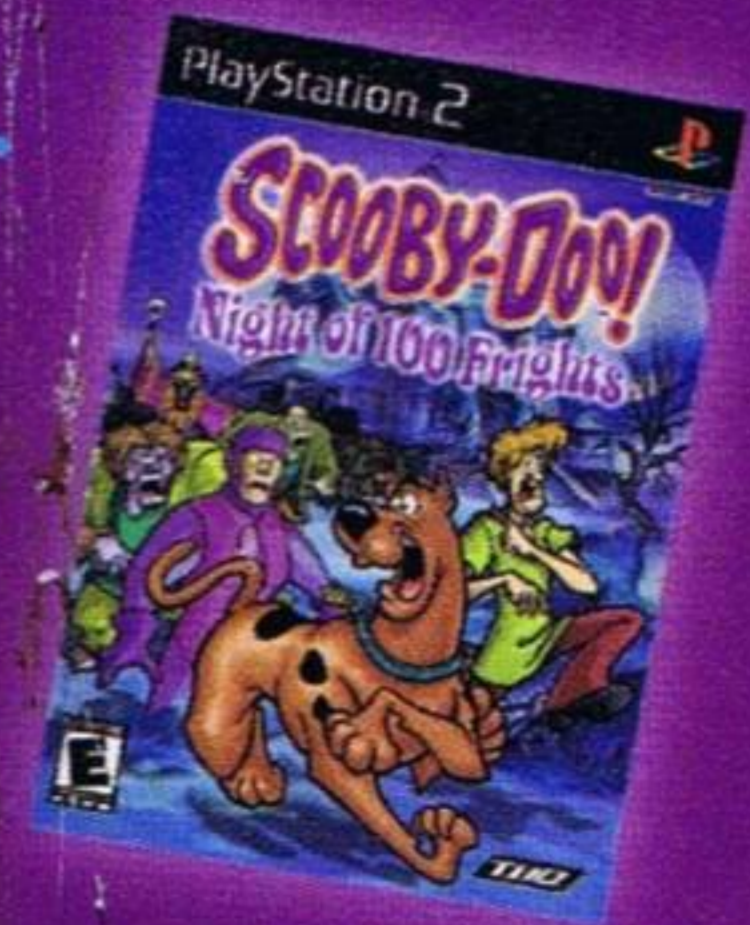
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Cont. from page 43

MG: The scariest warrant I can think of involved a famous outlaw bike group. Our plans were to execute the warrant on a Thursday, but at the last minute we did it earlier on a Tuesday. Lucky for us—word has a way of leaking out, and they were getting ready with explosives to meet us on Thursday! Hitting them two days

earlier caught them in the process of gearing up. Casualties would have been so high—none of us wants to think about it....

EGM: Do you know things that would keep the average American awake at night?

MG: I try to forget things that keep us awake at night!

EGM: Say a reader wants to get into a real-life Splinter-Cell organization or Rainbow Team. Any advice?

MG: Practice sports that are strategy and team-work based: soccer, field hockey, water polo, etc. Keep your grades up, go to a good college, and join the service or a good law-enforcement agency.



TOM CLANCY'S RAINBOW SIX: RAVEN SHIELD

PUBLISHER: Ubi Soft

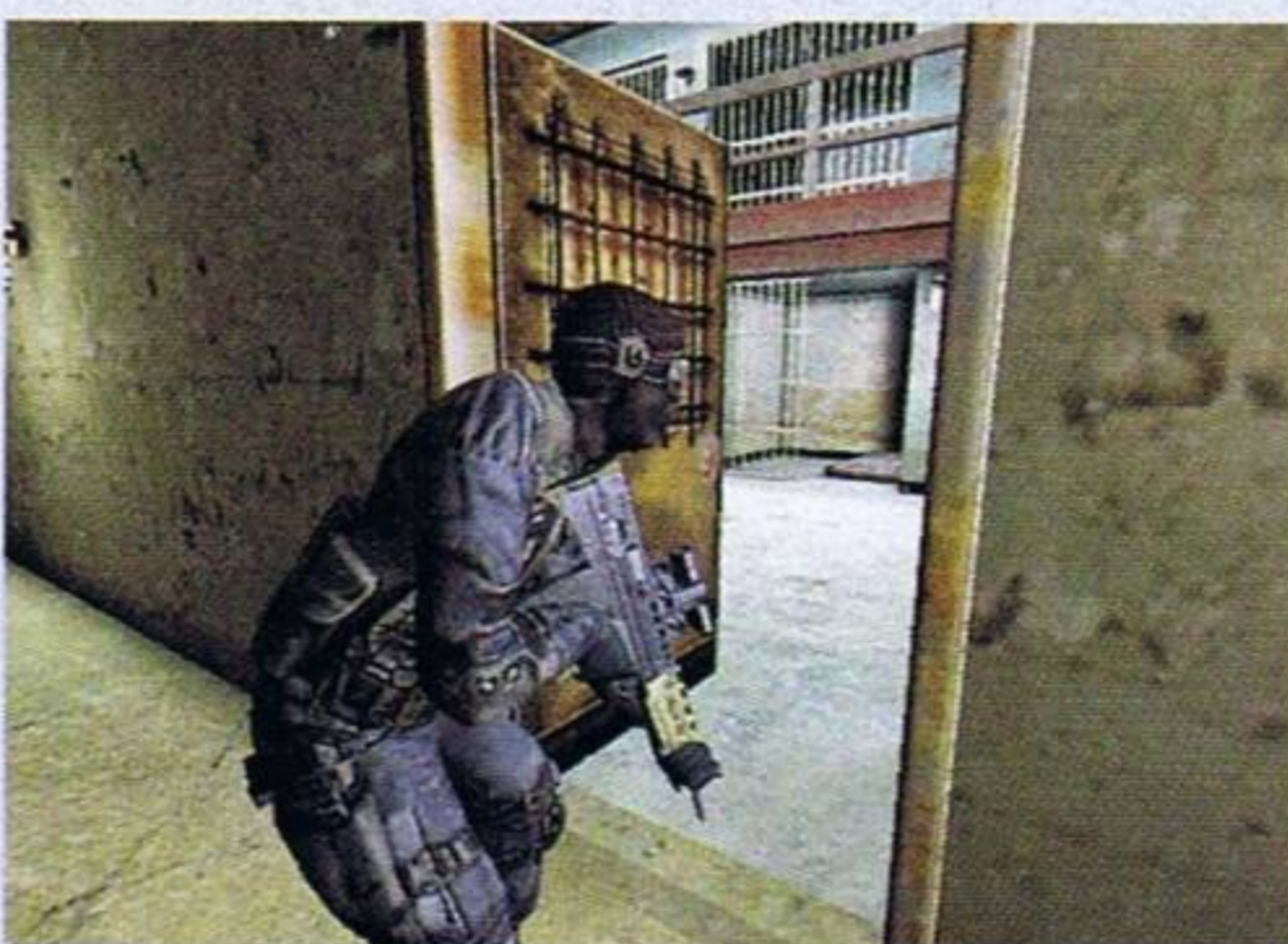
SYSTEM: Xbox (January 2003)

THE GOOD GUYS: Those loveable rascallions from Team Rainbow are back for another round of counter-terrorist heroism. If you missed their earlier exploits, they're basically a crack team of stealthy special-ops gurus sent in to clean up the messiest international situations.

THE BAD GUYS: Punk terrorists who kidnap innocent civilians, blow things up, and generally try their best to mess up our happy planet.

THE MISSION: To stop insidious terrorists all over the world, in environments like a Central American barrio, a posh London bank and a crumbling U.S. penitentiary. The gameplay builds upon the classic *Rainbow Six* model of strategic planning and execution. Careful preparation is even more crucial than ever, as the previous games' on-screen radar map has been axed. You'll have to rely on heartbeat sensors or the new sniper-only thermal vision ability to pinpoint terrorist locations. Oh yeah, it's really hard, too. Just like in real life, if your boys take a bullet to the skull, they're gone for good. This ain't *Duke Nukem*, kids.

THE BIG DEAL: Hey, it's *Rainbow Six 3*, the latest chapter in an immensely popular series. With stunning graphics, impeccable realism, sizable gameplay enhancements (you can actually see your guns now!) and online play, this title delivers a state-of-the-art tactical-action experience on the Xbox.



TOM CLANCY'S THE SUM OF ALL FEARS

PUBLISHER: Ubi Soft

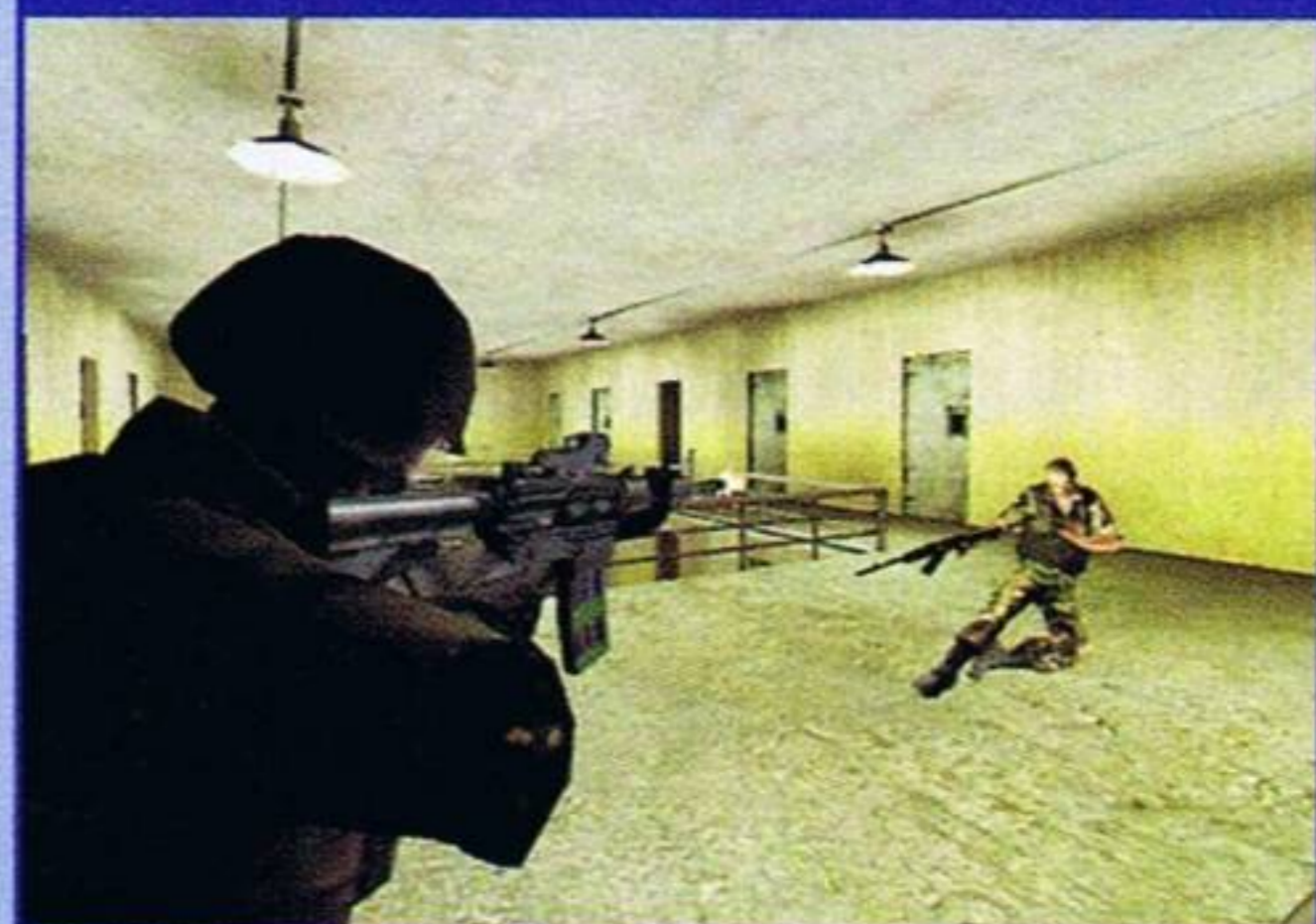
SYSTEMS: GameCube, PS2 (Fall 2002)

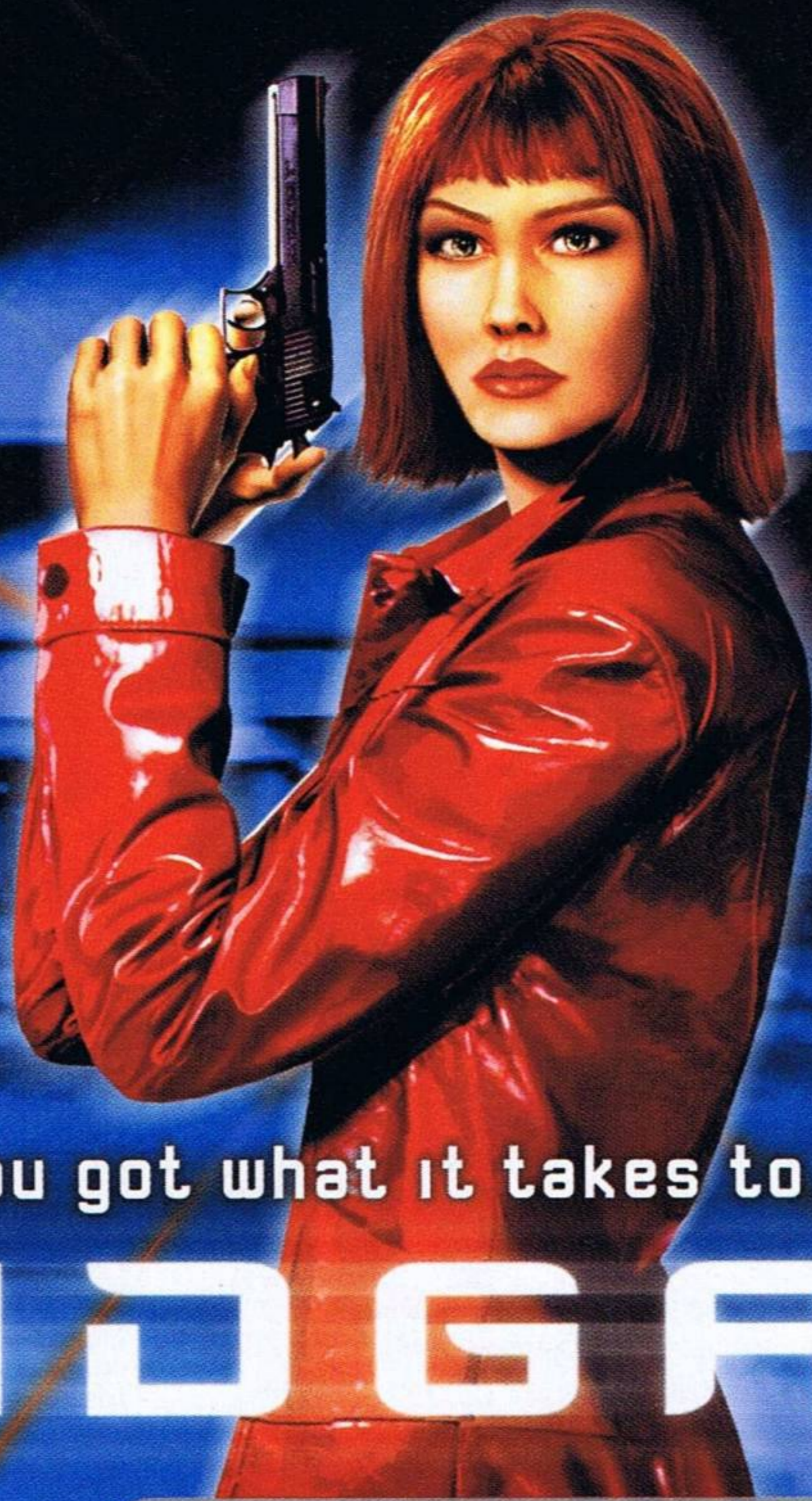
THE GOOD GUY: A member of an elite FBI hostage-rescue team.

THE BAD GUYS: Terrorists who've made off with a nuclear weapon and plan on blowing up the Super Bowl. What? It's not enough that the XFL was cancelled?

THE MISSION: Nope, you don't play as Jack Ryan (who's portrayed by Ben Affleck in this summer's *Sum of All Fears* flick). Instead, you control a three-player team sent on counter-terrorism missions in West Virginia, the Middle East and South Africa. The plot loosely follows events of the Tom Clancy novel and film, so movie-going gamers will have a headstart on what's going on when the GameCube and PS2 versions hit this fall with the flick's DVD release.

THE BIG DEAL: *Fears* is more significant as a GameCube title, since the system lacks gritty squad-based games. But if you just can't wait until its fall release, *Fears* hits Game Boy Advance this summer. The PC version, which uses the *Ghost Recon* engine, seems a bit like a rush job, though, so let's hope all the console versions pack more polish.



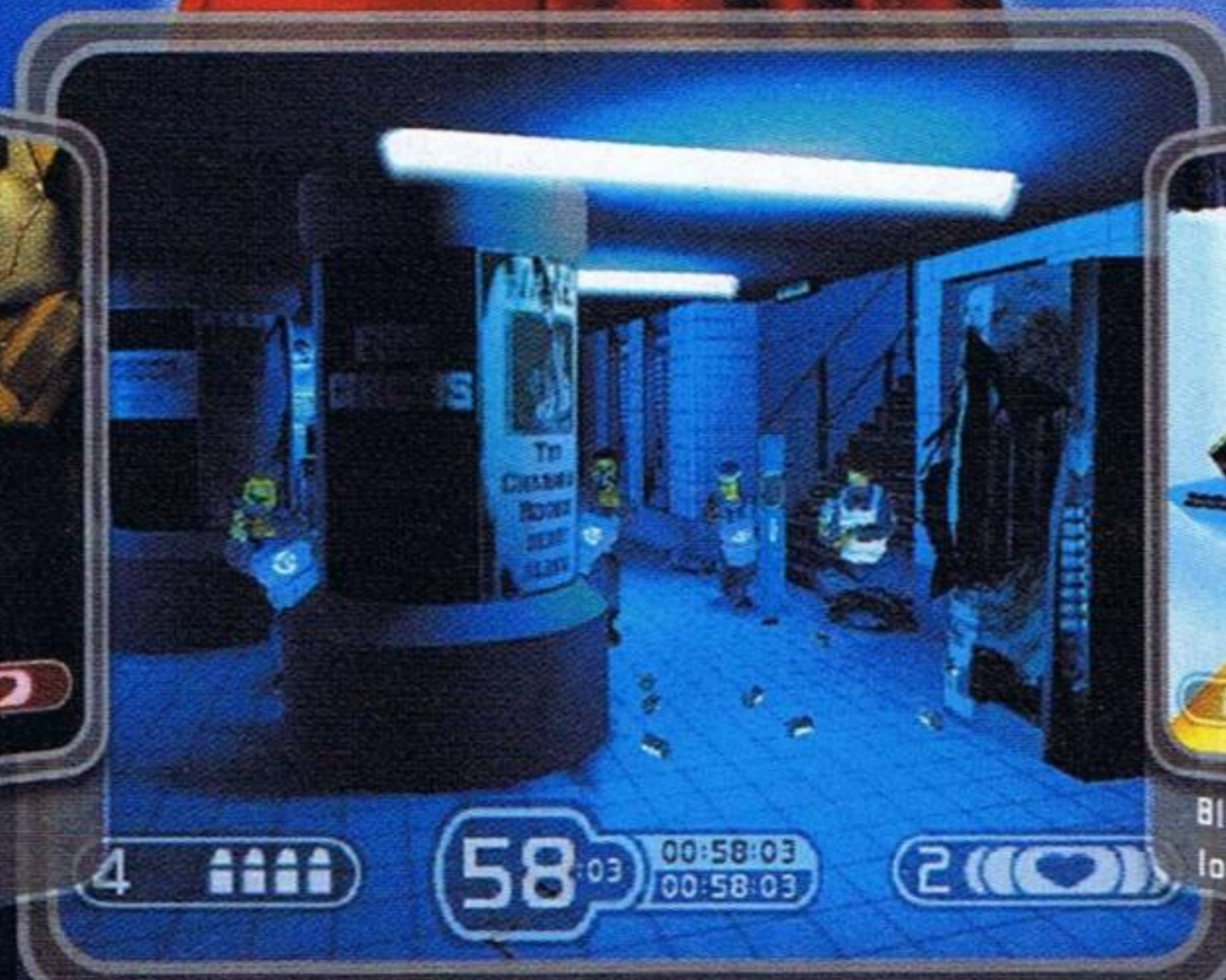


Think you got what it takes to control her?

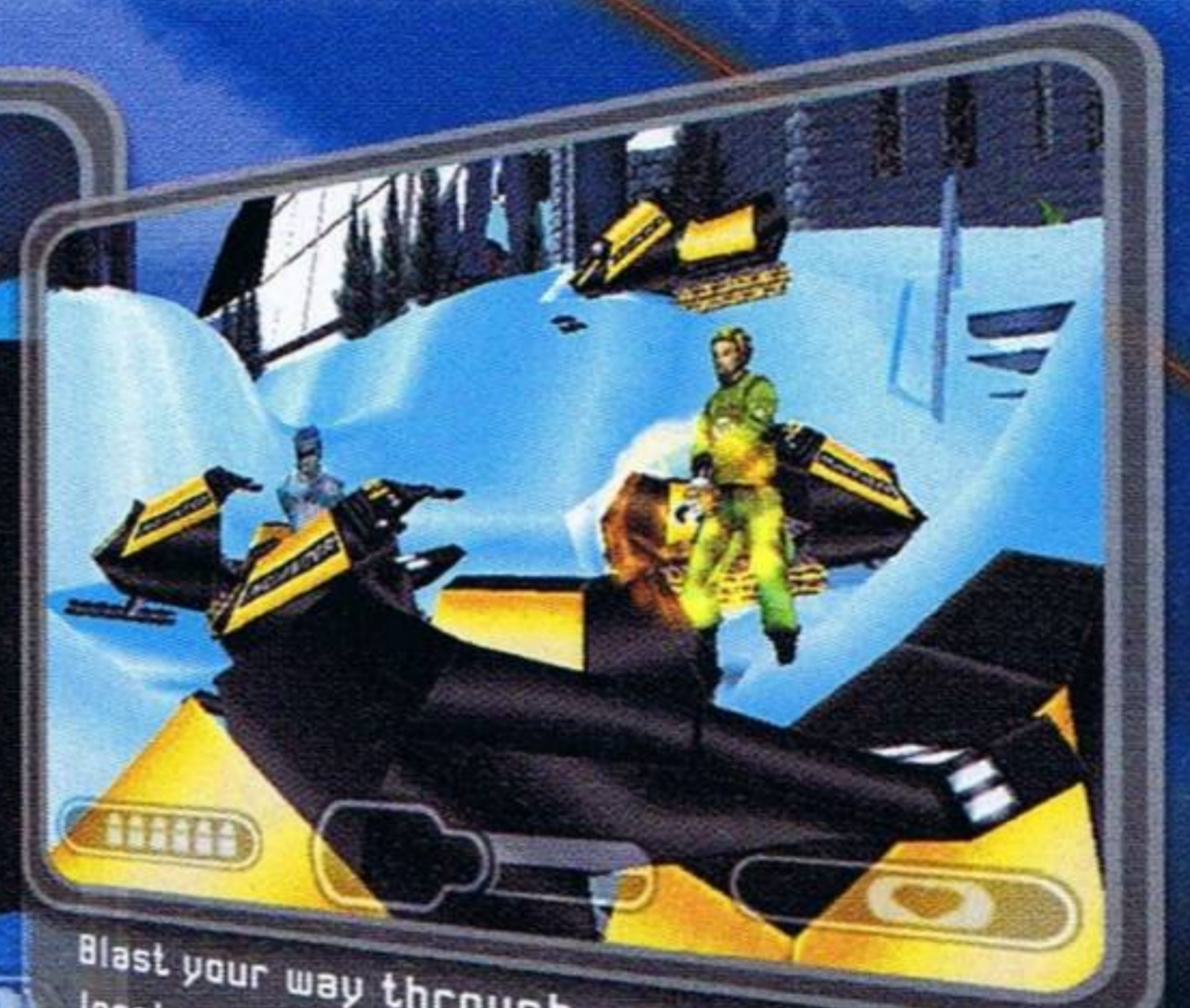
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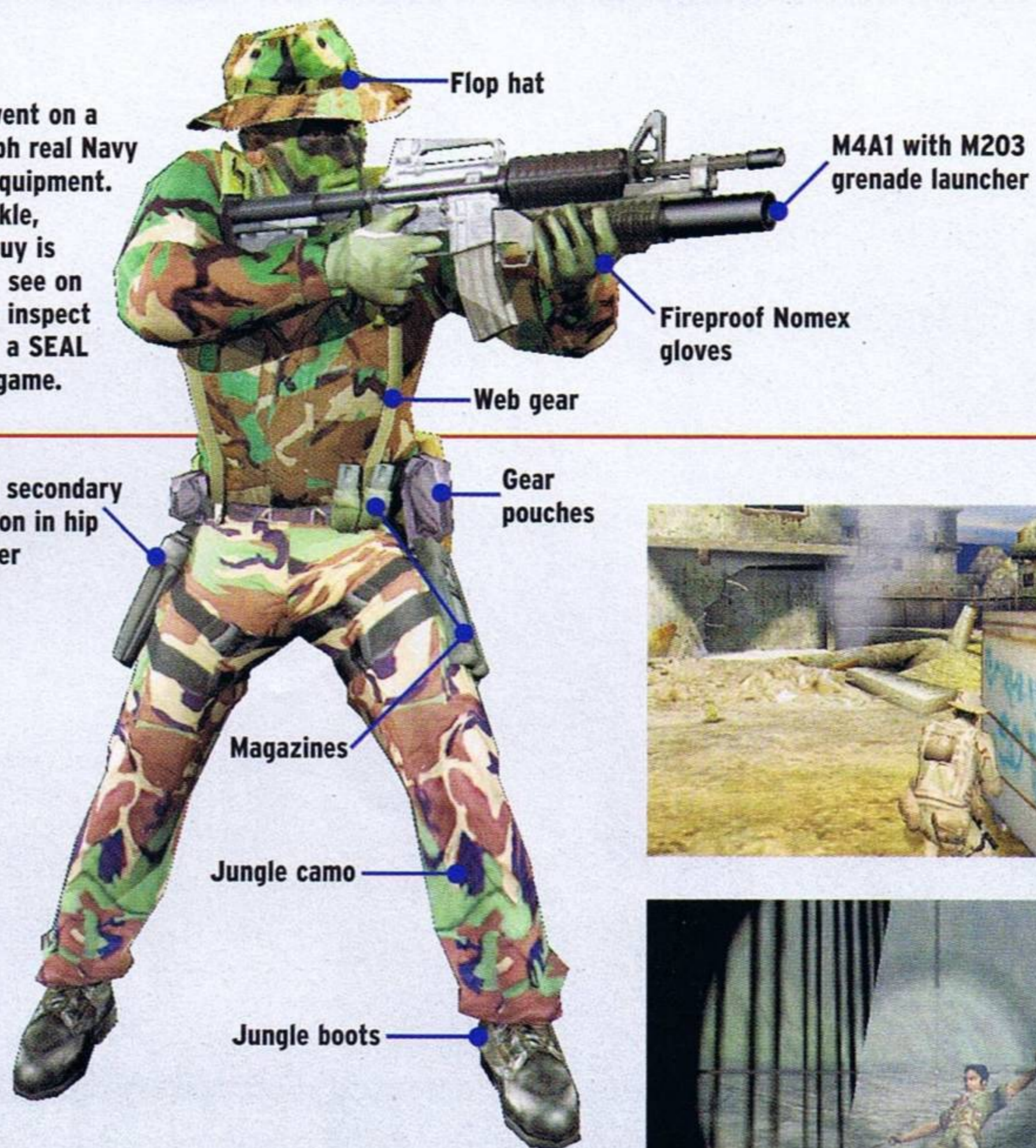




PRESS
START

FASHIONABLY DEADLY

SOCOM developer Zipper went on a recon mission to photograph real Navy SEALs' combat duds and equipment. The result: Every belt, buckle, grenade and gun on your guy is the authentic article you'd see on the battlefield. G'head and inspect the gear here, draped over a SEAL character model from the game.



SOCOM: U.S. NAVY SEALS

PUBLISHER: Sony CEA
SYSTEM: PS2 (August 2002)

THE GOOD GUYS: Here's a hint: Look at the name of this game. You control a team of elite Navy SEALs so badass they make Rambo look like Gomer Pyle.

THE BAD GUYS: Arab, Russian and Thai terrorists, with a few Eurotrash thugs thrown in for the fun of it.

THE MISSION: Finally, you get to visit all those scenic hotspots—Thailand, the Congo, Turkmenistan and Alaska—you see in *Soldier of Fortune* magazine. Better still: You bring three SEAL buddies with you on the 12 single-player missions, and you can command them to do your dirty work via the snazzy headset mic that's packed with the game (the whole package costs 60 bucks). Missions have you infiltrating terrorist bases, rescuing hostages, retrieving files and generally just making the world a safer place. Stealth and teamwork are more important than John Wayne-style, run-and-gun heroics. You'll want to sneak through the foliage and off those terrorists up close and personal, preferably with your knife—and hide the bodies when you're done!

SOCOM is also one of the first PS2 titles you can play online (not counting last year's *Tony Hawk's Pro Skater 3*), as long as you buy

Sony's \$40 Network Adapter and have a broadband Internet-service provider (unfortunately, this game doesn't support dial-up connections). Up to 16 players can wage their own mini-wars online while yapping orders to each other with the headset.

THE BIG DEAL: As if voice chat and online play weren't enough, *SOCOM* also packs so much realism that you might wanna wear kevlar Underoos while you play this thing. Enemies will follow your footprints in the snow. Each bullet type has different velocity and penetration characteristics, so you can shoot



through walls—and even terrorists—with some guns but not others. Real SEALs served as consultants. "They wanted to counter the Hollywood clichés," says Jim Bosler, president of developer Zipper Interactive. "They wanted to get the message across that this isn't Rambo." The developers even recorded the terrorists' dialog in their native languages. Play like a pro and you might just hear "Don't shoot—I give up!" in Arabic.

DELTA FORCE: URBAN WARFARE

PUBLISHER: NovaLogic
SYSTEM: PS1 (May 2002)

THE GOOD GUY: John Carter, a lone Delta Force operative sent to kick ass in South America.

THE BAD GUYS: Assorted terrorist groups who've banded together make big trouble for the good ol' US of A.

THE MISSION: You infiltrate bases, plant bombs, cap bad guys—the usual routine. But the twist here is you're also gathering intel on just what those terrorists are up to. Sneak up to enemies and they'll surrender. Then force 'em to open doors to secure areas. You can drag your victims into the shadows to hide them. And if you do take a bullet, bandage up—enemies will track you by following the blood trail.

THE BIG DEAL: NovaLogic is readying a PS2 *Delta Force* game for release this winter, so this PS1 installment will give a taste of things to come.




OPERATION FLASHPOINT: COLD WAR CRISIS

PUBLISHER: Codemasters
SYSTEM: Xbox (Winter 2002)

THE GOOD GUYS: NATO peacekeepers livin' in the Cold War '80s.

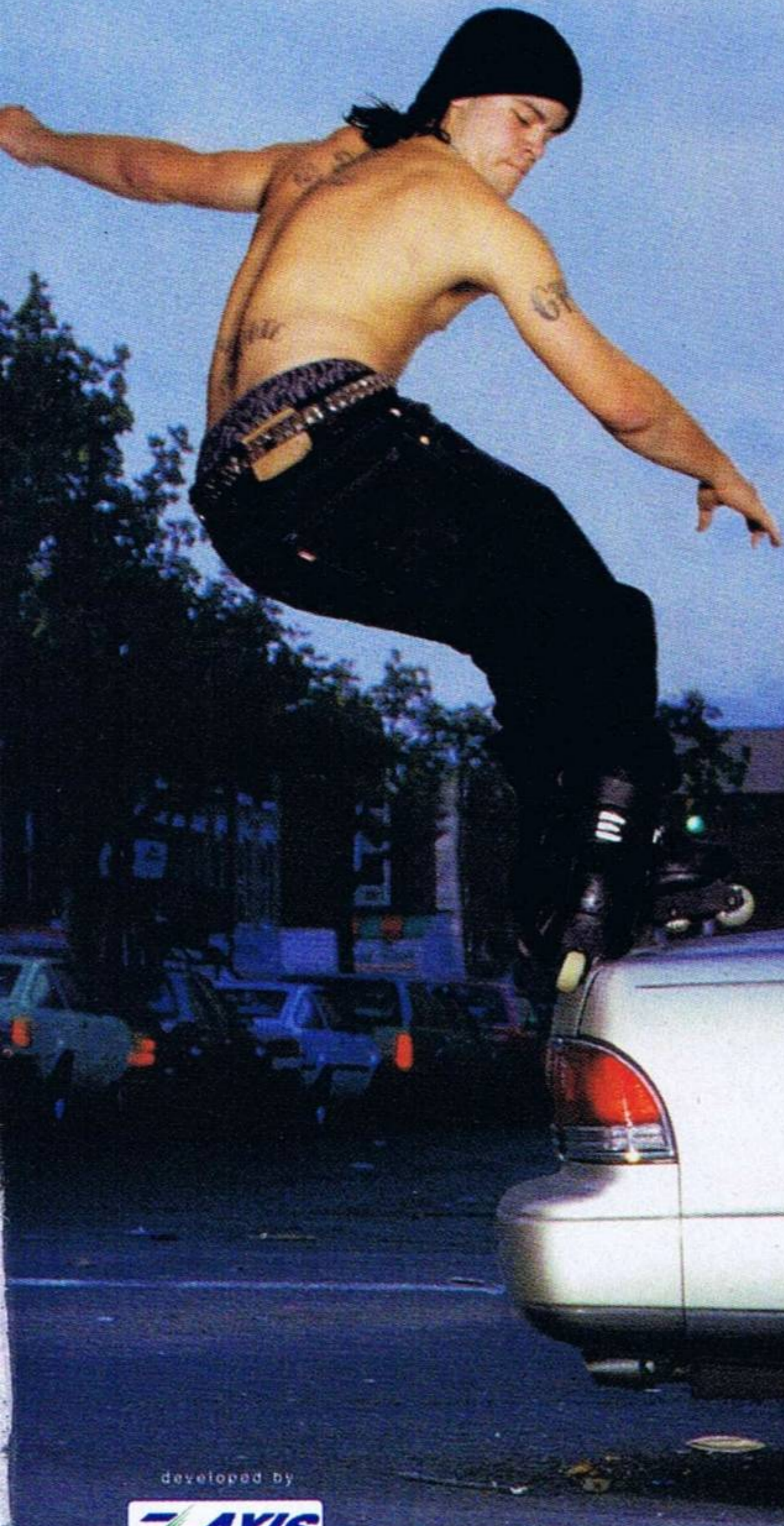
THE BAD GUYS: Soviet hardliners raising a ruckus.

THE MISSION: The Russkies have taken over three islands, and it's your job to knock 'em back in line. This Xbox port of the PC hit (shown below) also packs prequel campaign *Operation Flashpoint: Resistance*, which includes a new island, main character and story.

THE BIG DEAL: *Flashpoint* gives you total freedom to get the job done. You can control various soldier types such as grunts and snipers or—and here's the really cool part—hop in sea and air vehicles, from civilian cars to APCs to tanks and even military helicopters. Missions have no boundaries, either; you can mosey anywhere. Why not explore the world while you're saving it? 



AGGRESSIVE INLINE™



Skate the edge of sanity.

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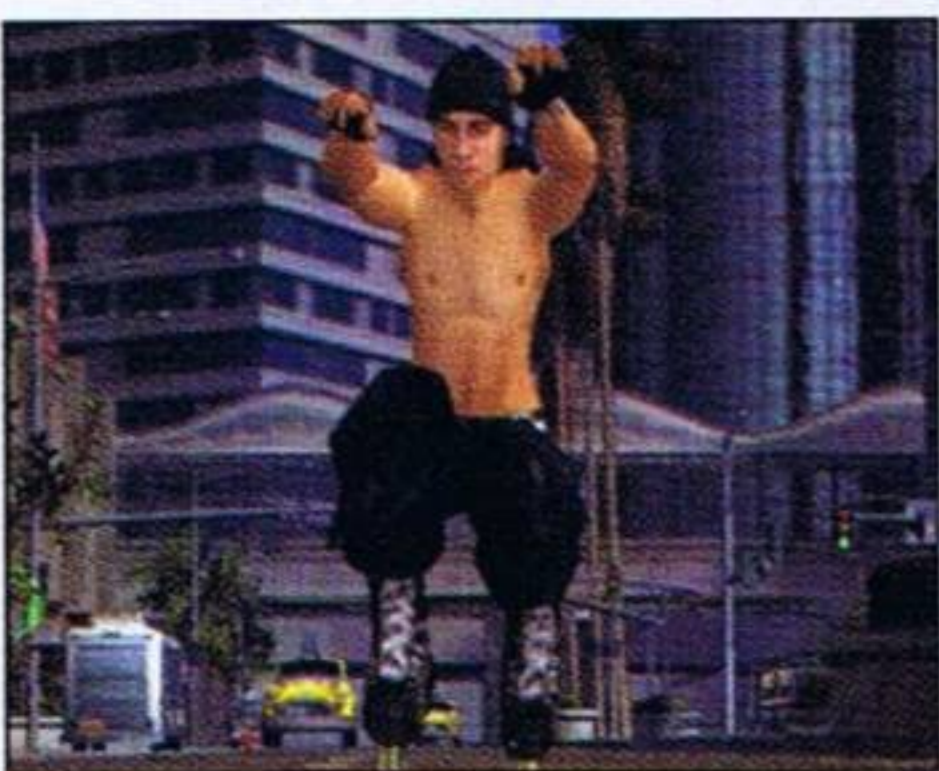
**Blood
Strong Language
Suggestive Themes**



PlayStation 2



GAME BOY ADVANCE



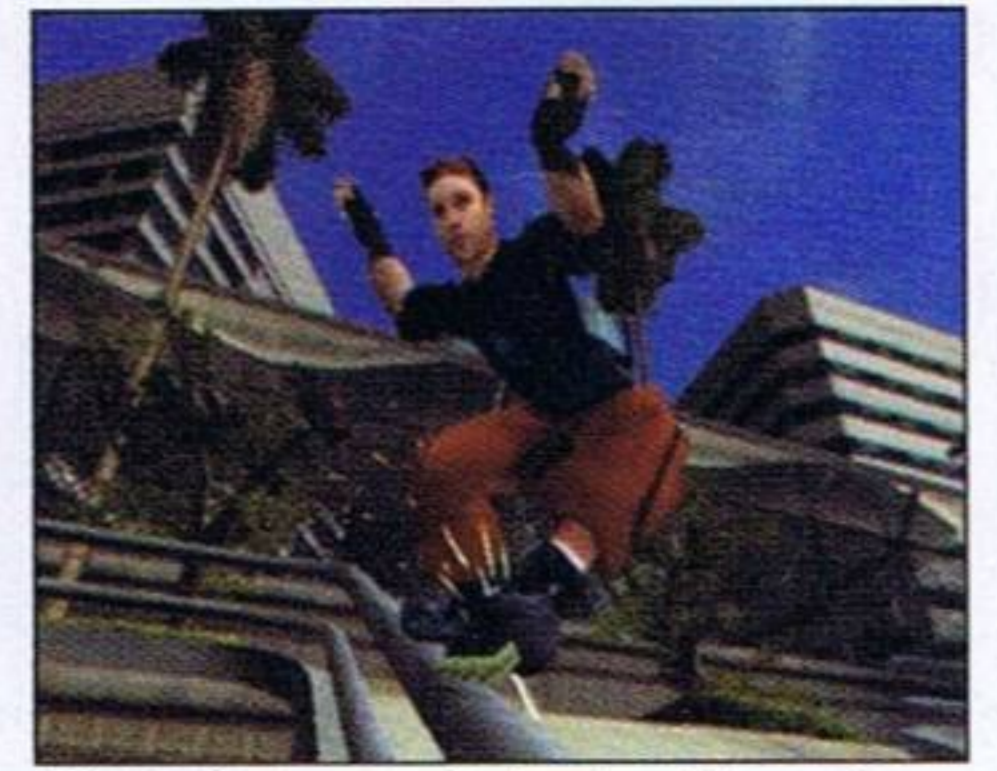
Skate as one of the 10 top pros:
Jaren Grob, Taig Khris, Shane Yost,
Matt Salerno and Chris Edwards



Unleash an arsenal of tricks: big air
maneuvers, grinds, vaults, wall rides,
fast plants, cess slides and skitches



Punish your friends with split-screen
multiplayer; build the ultimate skate-
park with the in-game park editor



Attack 9 mammoth levels with environ-
ment-altering cinematics at every corner

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RP
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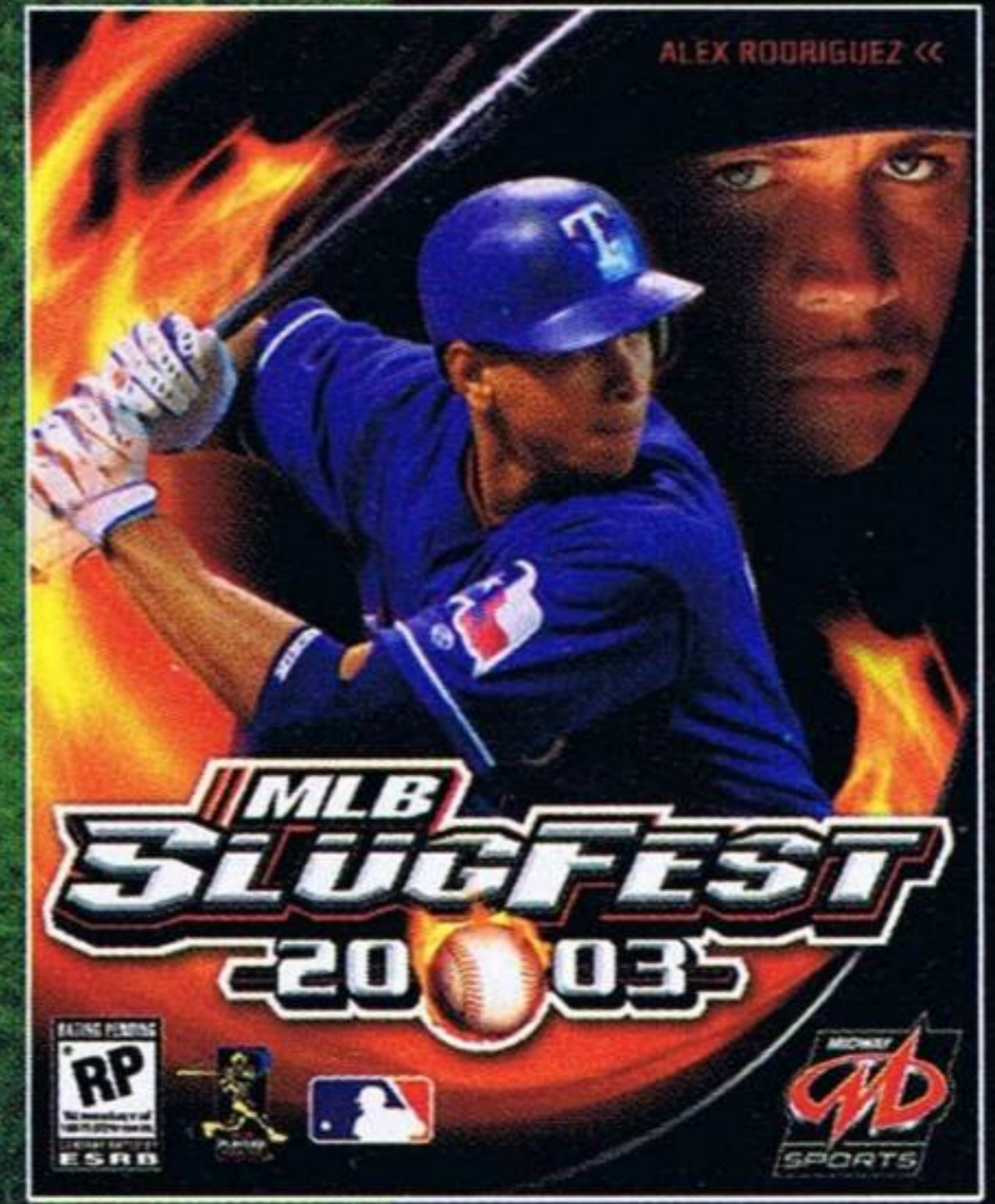
FIGHT FIRE WITH FIRE

ALEX RODRIGUEZ is on fire, taking one deep and going in spikes high in **MLB SlugFest 20-03** – the fastest, most exciting, adrenaline-style baseball videogame you've ever played!

- **Fast-Action Batter/Pitcher Interface & Gameplay** – Non-stop, over-the-top, blazing fastball to screaming line drive to wall-crashing catch action.
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slugfest.midway.com



PRESS
START

Let's Get Physical!

Five gaming gizmos for the calorie-conscious gamer

By Scott Steinberg

Summer may be nearly here, but many gamers would still rather spend hours lounging in front of *NFL 2K2* or *Triple Play 2002* than go outside. Pleasing? Yes. Liable to promote fitness? Uh-uh. So without further ado, we present a whopping round-up of physically intensive game gadgetry road-tested to see whether this stuff burns actual calories or just a hole in your wallet. You 50-inch-waist couch potatoes might want to drop that foot-long sub and controller long enough to check out these techie toys....

Fitness Factor:

- ♥♥♥♥♥ = A five-mile Sonic-style sprint
- ♥♥♥♥ = Mall power-walking from EB to Babbage's
- ♥♥♥ = Sweatin' to the *Final Fantasy* soundtracks
- ♥♥ = Squat-thrusting an Xbox
- ♥ = Getting up to change TV channels



Photograph by
Todd Pierson



GameRider — Model GR3

■ PS1, PS2 ■ CycleFX
 ■ \$600 from www.cyclefx.com

The Gist: A stationary exercise bike that powers more than 55 PS1 and PS2 racing games. The faster you pedal, the quicker on-screen characters go. Steer via handlebar controls and brake using buttons.

The Reality: Pop in the right game and you have a workout that'd make Richard Simmons cry like a little girl (well, more than usual). Adjustable pace settings let you crank up the burn. For comic relief, set the difficulty level to max and watch as an unsuspecting chum gives himself a coronary playing *Hydro Thunder*.

The Irony: Setting this sucker up piece by piece is a workout itself.

Fitness Factor: ♥♥♥♥♥

Dance Dance Revolution Pad

■ PS1 ■ Konami ■ \$60*

The Gist: Your dorm room becomes a virtual dance club, minus alcohol, girls or anyone worth talking to. Beat feet to music-themed PlayStation games (such as *Dance Dance Revolution: Konamix*) while the pad records every missed step.

The Reality: Surprise—girls love it! But virtual dancing isn't something most dudes will dig, except for drunken kicks. Still, it's never been easier to do the Truffle Shuffle while playing PS1. Or look like a complete idiot.

The Irony: This pad works with any game that supports digital control, so you can work up a sheen playing *Mortal Kombat Mythologies*.

Fitness Factor: ♥♥♥♥♥

* You can order this pad or beefier third-party versions at www.redoctane.com.

FreeStyler Board

■ Xbox, PS2 ■ Thrustmaster ■ \$70 ■ www.thrustmaster.com

The Gist: Step onto this Big Kahuna of skate/snowboard controllers and take off on a genuine bone-breaking adventure. A one-hand controller's included, so you can strangle yourself after noticing you're the only one in the state "studly" enough to own it.

The Reality: Now you're playing with power—a high-end gadget that performs admirably, even if its bulkiness hampers portability.

The Irony: You'd get just as much exercise screaming, "I'm surfing! I'm surfing!" while playing with a normal controller.

Fitness Factor: ♥♥



**PRESS
START**

Fighting Arena

■ PS1, PS2 ■ Thrustmaster
■ \$60 ■ www.thrustmaster.com

The Gist: Set up the mat and sensor combo, then make like a crackhead having an epileptic seizure as photo sensors translate your moves into actual maneuvers enacted by a character in your fighting game of choice.

The Reality: Someone in R&D has way too much free time on his hands. The gadget works reasonably well, though it isn't always responsive. Sadly though, whether it performs up to snuff or not, you're stuck in front of the TV looking like a white suburban kid trying to dance.

The Irony: Coming out of the zen-like battle state only to realize the room is trashed and onlookers have been knocked unconscious.

Fitness Factor: ♥♥♥♥

Get with the program

Lose 30 pounds in three months or your cellulite back!



You've checked out the gear. Now melt flab the sensible way—playing *Tekken Tag!* Personal trainer D.J. Harris of Body of Change in Atlanta, Ga., says any couch-potato bodybuilder can knock off 30 pounds in 90 days using three of our most fitness-friendly peripherals: the GameRider, Fighting Arena and Dance Dance pad. Stick to a 2,000-calorie-a-day diet (that means go easy on the meat-lover's pizza, tubby) and follow this program.*

MONTH ONE: FEEL THE BURN

"You're gonna hurt after this one," warns Harris. "Here's where we build motivation and get into the groove." He recommends doing all three of the following exercises in one sitting, three to four times a week (workout days needn't be consecutive). If your idea of exercise is flipping chips into your mouth, you'll want to ease into this program and cut these times in half.

- 15 minutes on the GameRider
- 15 minutes on the Dance Pad
- 25 minutes on the Fighting Arena

MONTH TWO: STOMACH THE PAIN

"Time to bring your intensity level up," Harris says. "It's like a pyramid. Once you've got your wind and feel confident, having seen results, the program increases in intensity." Translation: Get ready to shake that moneymaker, Michelin Man. Perform one of these activities per day, three to four times per week. Alternate exercises with each session.

- 20-25 minutes on the GameRider
- 30-45 minutes on the Dance Pad
- 30 minutes on the Fighting Arena

MONTH THREE: SEE THE FEET

You go, boy. "By now, you'll be striving to get more in shape each month. It'll have become a competitive thing," suggests Harris, who also offers this sage advice: "Don't go up much on the Fighting Arena.... That'll already hurt like a mother." For the home stretch, follow the previous month's guidelines, increasing to these time blocks:

- 30 minutes on the GameRider
- 1 hour on the Dance Pad
- 30 minutes on the Fighting Arena

* As always, consult your physician before starting any physical-fitness program.



Photograph by Tom Abraham

FreeStyler Bike

■ PS2 ■ Thrustmaster ■ \$70 ■ www.thrustmaster.com

The Gist: Become a motocross superstar using this titanic controller that comes complete with a seat and rumble support. Attach it to a desk or let the unit stand free depending on your preference.

The Reality: If you're one of the 10 people in America who demands absolute realism from their superbike simulations, the FreeStyler delivers. You'll find yourself leaning into turns, although as far as workouts go, don't expect to build up a Schwarzeneggerian sweat.

The Irony: With all the money you're spending on games and controllers, you might as well just go cold turkey for a year and save up for a damn Ducati.

Fitness Factor: ♥



RATING PENDING
RP
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PlayStation 2



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All without finding yourself waiting to hit behind plaid pant wearing, slow moving rich guys named something-something the third ever again. A place where caddies talk trash on the greens and no tee times are ever required. Hot Shots Golf 3. Golf for the people.



PRESS START

The Top 20 Best-Selling Games of March 2002

PlayStation who? This month, the GBA shows the charts who's boss by nailing down the top spot with what is essentially an 11-year-old game. But balancing the sweet and sugary success of **Super Mario Advance 2** is the ever-present **Grand Theft Auto III**, which has now sold over 3 million copies in the U.S. alone. In fact, at this point Rockstar is probably smoking fine Cuban cigars rolled in hundred-dollar bills. And we're very happy to see Sega's **Virtua Fighter 4** is experiencing the success it deserves, as evidenced by its top-three finish this month. Those commercials during WWF obviously paid off.

| | | | | | | | |
|-----------|----------------------------------------------------------|--|-----------------------|------------------------|-----------------------|---------------------|--|
| 1 | Super Mario Advance 2 Nintendo | | 9.0 Chris | 9.0 John R | 9.0 Mark | | |
| 2 | Grand Theft Auto III Rockstar | | 9.0 Crispin | 9.0 Greg | 10 Milkman | | |
| 3 | Virtua Fighter 4 Sega | | 10 Che | 9.5 Jonathan | 10 Milkman | | |
| 4 | Sonic Advance THQ/Sega | | 8.0 Chris | 8.0 Greg | 7.0 Milkman | | |
| 5 | Sonic Adventure 2: Battle Sega | | 6.5 Chris | 7.0 Greg | 6.5 Milkman | | |
| 6 | James Bond in Agent Under Fire Electronic Arts | | | | | | |
| 7 | Grand Theft Auto 2 Rockstar | | 7.0 Che | 7.0 Chris | 8.0 Crispin | 9.0 Shawn | |
| 8 | Motocross Mania Take 2 | | | | | | |
| 9 | Knockout Kings 2002 EA Sports | | | | | | |
| 10 | Tiger Woods PGA Tour 2002 EA Sports | | 7.0 Dean | | | | |

| | | | | |
|-----------|---------------------------------------------------------------------|--|--|--|
| 11 | Triple Play 2002 EA Sports | | | |
| 12 | Max Payne Rockstar | | | |
| 13 | All-Star Baseball 2003 Acclaim Sports | | | |
| 14 | State of Emergency Rockstar | | | |
| 15 | Crash Bandicoot: The Huge Adventure Universal Interactive | | | |
| 16 | Final Fantasy X Square Electronic Arts | | | |
| 17 | Super Smash Bros. Melee Nintendo | | | |
| 18 | Driver 2 Infogrames | | | |
| 19 | James Bond in Agent Under Fire Electronic Arts | | | |
| 20 | Halo Microsoft | | | |

Source: NPD TRSTS Video Games Service. Call Kristin Barnett-von Korff at (516) 625-2481 for questions regarding this list. Chart description written by EGM staff. "See guys? He just wanted his machete back!"

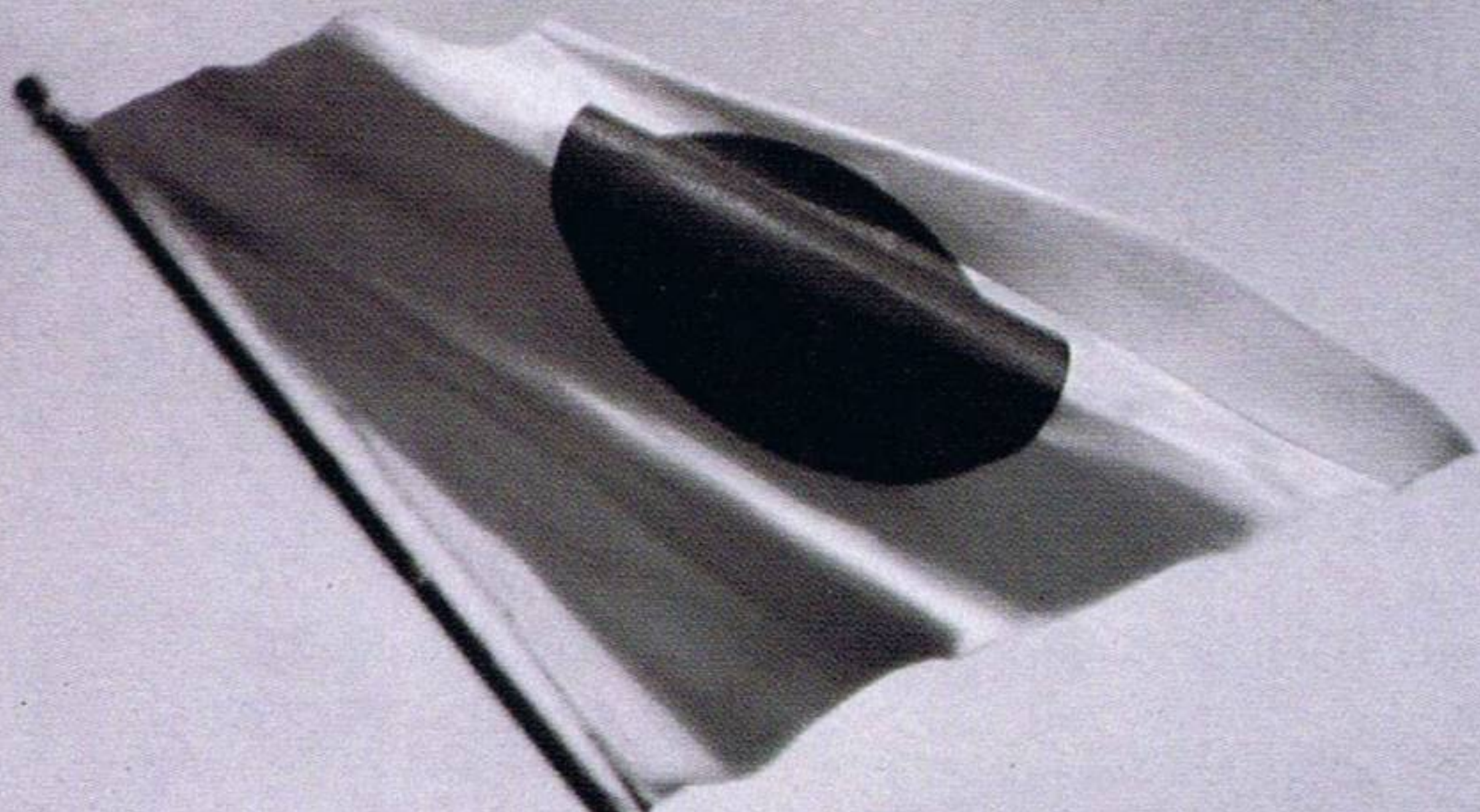
JAPAN TOP 10

| | | | |
|-----------|----------------------------------------------------|--|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Kingdom Hearts Square | | <p>Clear some room at the top of the Japanese chart—we got a Square RPG comin' through: <i>Kingdom Hearts</i>. But what's this, a Dreamcast game? Yes, the latest <i>Gundam</i> title gives the system a chance to chart one last time. And for you <i>Smash Bros. Melee</i> fans, <i>Fire Emblem</i> (an RPG starring Roy) on GBA hovers near the middle of the list. Let's hope it comes to the U.S.</p> |
| 2 | One Piece: Grand Battle! Bandai | | |
| 3 | Armored Core 3 From Software | | |
| 4 | Super Robot Taisen Impact Banpresto | | |
| 5 | Fire Emblem Nintendo | | |
| 6 | Tekken 4 Namco | | |
| 7 | Nobunaga's Ambition Koei | | |
| 8 | Let's Make a Pro Soccer Club 2002 Sega | | |
| 9 | MS Gundam: Federation Vs. Zion DX Bandai | | |
| 10 | Power Pro-kun Pocket Baseball 4 Konami | | |



Kingdom Hearts

Source: Weekly Famitsu, week ending 4/14/2002



**HISTORY IS IN YOUR HANDS.
DON'T SCREW IT UP.**



EIDOS
INTERACTIVE
GAMES WITH CHARACTER



COMMANDOS
2
MEN OF COURAGE

IT'S WWII ALL OVER AGAIN.

TEEN
T
CONTENT RATED BY
ESRB
Blood
Violence



PlayStation 2

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PRESS
START

Coming Soon

June

PlayStation 2

| | |
|-------------------------------------------|-----------|
| Antz Racing—Empire | Racing |
| Commandos 2: Men of Courage—Eidos | Strategy |
| Dropship—Bam | Action |
| Endgame—Empire | Action |
| Fire Blade—Midway | Action |
| Freestyle—EA Sports Big | Racing |
| Jimmy Neutron Boy Genius—THQ | Action |
| Gravity Games Bike—Midway | Sports |
| H2Overdrive—Crave | Racing |
| Legion: Legend of Excalibur—Midway | Strategy |
| Lethal Skies—Sammy | Action |
| Mat Hoffman's Pro BMX 2—Activision O2 | Sports |
| Medal of Honor: Frontline—Electronic Arts | Action |
| MLB Slugfest 20-03—Midway | Sports |
| MX Superfly—THQ | Racing |
| Need for Speed: Hot Pursuit 2—Elec. Arts | Racing |
| Prisoner of War—Codemasters | Action |
| Return to Castle Wolfenstein—Activision | Action |
| Riding Spirits—Bam | Racing |
| Simpsons Skateboarding—Electronic Arts | Sports |
| Stuntman—Infogrames | Action |
| UFC: Throwdown—Crave | Fighting |
| Way of the Samurai—Bam | Adventure |

GameCube

| | |
|------------------------------|-----------|
| BMX Racing—THQ | Racing |
| Eternal Darkness—Nintendo | Adventure |
| F1 2002—EA Sports | Racing |
| Gravity Games Bike—Midway | Sports |
| Jimmy Neutron Boy Genius—THQ | Action |
| MLB Slugfest 20-03—Midway | Sports |
| Top Gun—Titus | Action |
| WWF Wrestlemania X8—THQ | Wrestling |

Xbox

| | |
|---------------------------------------|--------|
| Gravity Games Bike—Midway | Sports |
| House of the Dead 3—Sega | Action |
| Mat Hoffman's Pro BMX 2—Activision O2 | Sports |
| Mike Tyson Boxing—Codemasters | Sports |
| MLB Slugfest 20-03—Midway | Sports |
| Outlaw Golf—Simon and Schuster | Sports |
| Prisoner of War—Codemasters | Action |
| Pro Race Driver—Codemasters | Racing |
| Toxic Grind—THQ | Action |

Game Boy Advance

| | |
|----------------------------------------------|-----------|
| Aero the AcroBat—Metro3D | Action |
| Defender of the Crown—Metro3D | Adventure |
| Desert Strike—Electronic Arts | Action |
| Disney's Lilo and Stitch—Disney Interactive | Action |
| Dragon Ball Z: Fighting Card Game—Infogrames | Misc. |
| Dual Blades—Metro3D | Action |
| Duke Nukem Advance—Take 2 | Action |

| | |
|--------------------------------------|-----------|
| Fire Pro Wrestling 2—Bam | Action |
| Mega Man Battle Network 2—Capcom | Adventure |
| Minority Report—Activision | Action |
| Need for Speed: Porsche Unleashed—EA | Racing |
| Pinball of the Dead—THQ | Misc. |
| Robocop—Titus | Action |
| Spirit: Stallion of the Cimarron—THQ | Adventure |
| Spy Hunter—Midway | Racing |
| Spy Kids 2—Buena Vista Ent. | Action |
| Urban Yeti—Telegames | Action |
| Worms Blast—Ubi Soft | Strategy |
| Yu-gi-oh!—Konami | Misc. |

July

PlayStation 2

| | |
|------------------------------|--------|
| NCAA Football 2003—EA Sports | Sports |
| Sky Gunner—Atlas | Action |
| The Thing—Sierra | Action |

GameCube

| | |
|---------------------------------|--------|
| NCAA Football 2003—EA Sports | Sports |
| Smuggler's Run: Warzones—Take 2 | Racing |

Xbox

| | |
|------------------------------------------|--------|
| Bruce Lee: Quest of the Dragon—Universal | Action |
| Buffy the Vampire Slayer—Electronic Arts | Action |
| Crazy Taxi 3: High Roller—Sega | Racing |
| Dead to Rights—Namco | Action |

Game Boy Advance

| | |
|---------------------------------------|--------|
| Road Rash: Jail Break—Electronic Arts | Racing |
| Sega Smash Pack—THQ | Misc. |
| Ultimate Brain Games—Telegames | Misc. |

August

PlayStation 2

| | |
|-------------------------------|-----------|
| Dragon's Lair 3D—Encore | Adventure |
| Madden NFL 2003—EA Sports | Sports |
| NCAA Football 2K3—Sega Sports | Sports |
| NFL Blitz 20-03—Midway | Sports |
| Turok: Evolution—Acclaim | Action |

GameCube

| | |
|-------------------------------|--------|
| Madden NFL 2003—EA Sports | Sports |
| Mario Sunshine—Nintendo | Action |
| NCAA Football 2K3—Sega Sports | Sports |
| Turok: Evolution—Acclaim | Action |

Xbox

| | |
|-----------------------------------|--------|
| Mace Griffin: Bounty Hunter—Crave | Action |
| Madden NFL 2003—EA Sports | Sports |
| NCAA Football 2K3—Sega Sports | Sports |
| NFL Blitz 20-03—Midway | Sports |
| NFL 2K3—Sega Sports | Sports |
| Turok: Evolution—Acclaim | Action |

Game Boy Advance

| | |
|-------------------------------------|----------|
| Mat Hoffman's Pro BMX—Activision o2 | Sports |
| Street Fighter Alpha 3—Capcom | Fighting |

IMPORT CALENDAR

Dragon Quest Monsters 1&2



Dragon Quest Monsters 1&2

Import Pick of the Month: A few years ago, Enix released a *Dragon Quest*-meets-*Pokémon* monster-capturing extravaganza for the Game Boy Color called *Dragon Quest Monsters* (*Dragon Warrior Monsters* in the U.S.). In case you missed that or its sequel (or if you just hate portable games), now you can catch them on PS1. The catch is, you'll need to brush up on your Nihongo (Japanese). This PS1 collection of *DQM1&2* is not coming to America. So grab that Kanji dictionary, a hot cup of Joe, and get ready to capture that King Slime you've always wanted.

PlayStation 2

| | |
|------|-------------------------------------------------------|
| 5/30 | <i>Disney Golf Classic</i> , Capcom (Action-Sports) |
| May | <i>Otostaz</i> , Sony CEI (Puzzle) |
| 6/20 | <i>Popolocrois: New Beginnings</i> , Sony CEI (RPG) |
| June | <i>Gun Survivor 3: Dino Crisis</i> , Capcom (Shooter) |
| July | <i>Gungrave</i> , Sega (Action) |
| July | <i>Suikoden III</i> , Konami (RPG) |

PlayStation

| | |
|------|---------------------------------------------------|
| 5/30 | <i>Dragon Quest Monsters 1&2</i> , Enix (RPG) |
|------|---------------------------------------------------|

Game Boy Advance

| | |
|-----|-------------------------------------------------------------|
| 6/6 | <i>Castlevania: Harmony of Dissonance</i> , Konami (Action) |
|-----|-------------------------------------------------------------|

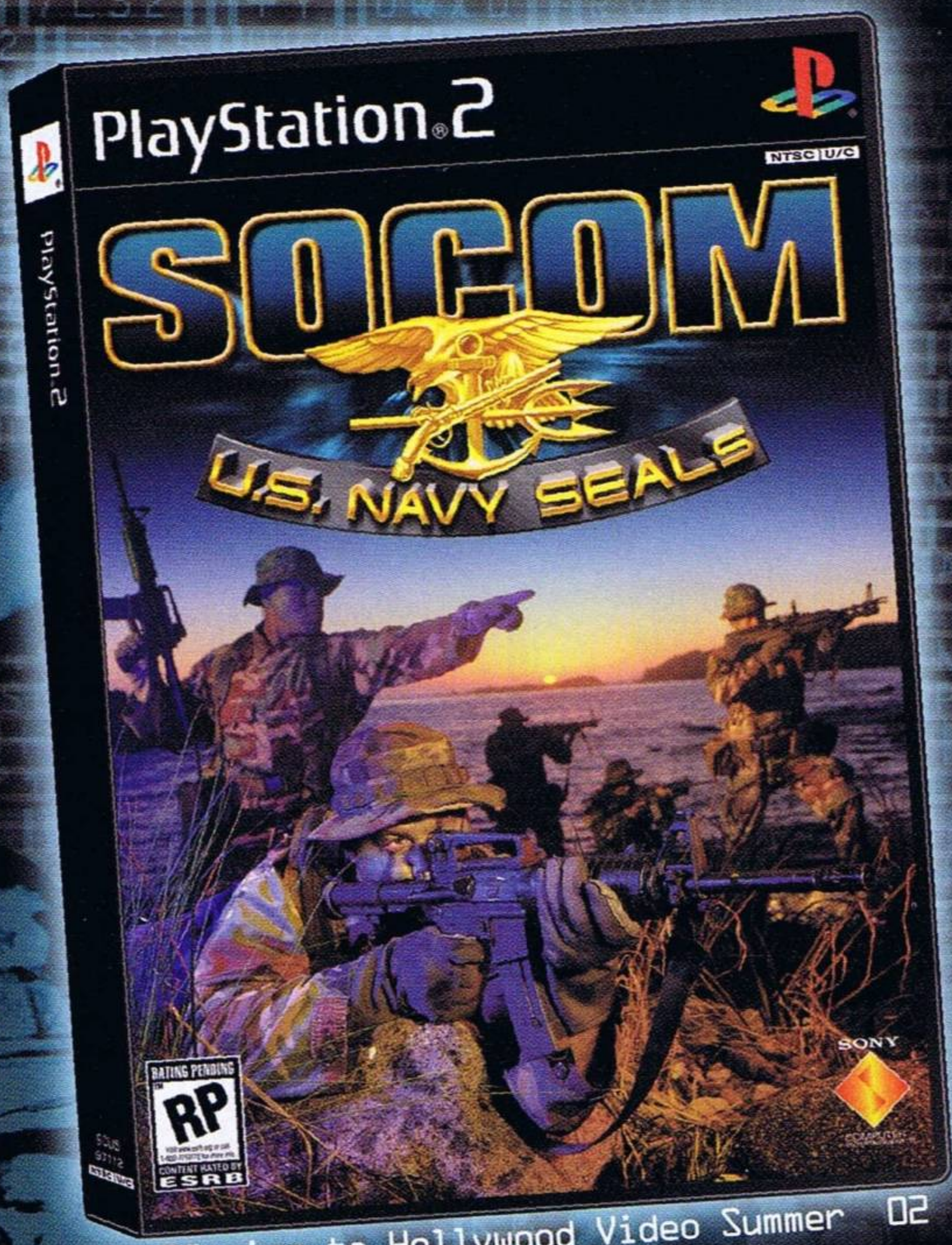
GameCube

| | |
|------|--------------------------------------------------------------------|
| 6/27 | <i>Bomberman Generation</i> , Hudson (Action) |
| July | <i>Phantasy Star Online Episode I & II</i> , Sega (Online RPG) |
| 7/19 | <i>Super Mario Sunshine</i> , Nintendo (Adventure) |

*Schedule subject to change without notice. Consult your local import-game store for the latest release info. Don't you hate pants?

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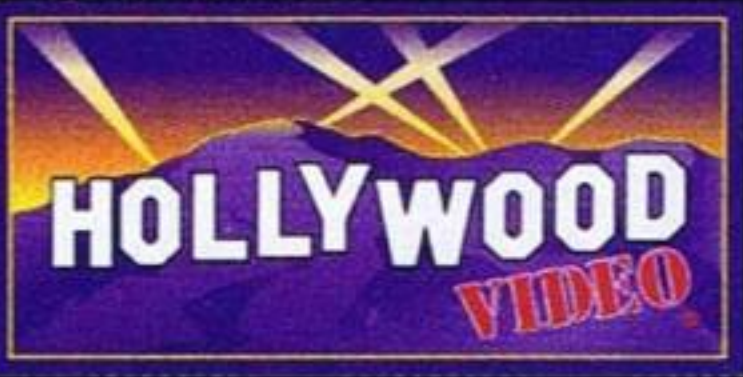
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PlayStation 2



HSU AND CHAN
GAME DESIGNERS

Go Hollywood!

I USED TO BE SOMEBODY! I USED TO BE A STAR!

YOU CALL THESE FLOWERS FRESH? DEATH TO YOU! I'LL BE IN MY TRAILER!

AH, HELLO, VIDEO GAMERS!

I'M HSU TANAKA, THAT'S MY BROTHER CHAN, AND TODAY WE'RE IN SUNNY CALIFORNIA, TAKING IN THE SIGHTS AND SHIELDING OURSELVES FROM THE LOCAL COLOR AS WE MAKE OUR WAY TO A MEETING WITH SOME BIG-SHOT STUDIO HEADS ABOUT A FILM VERSION OF OUR CLASSIC BEAT-EM-UP, "FIGHTING FIGHTERS."

YES, YOU HEARD CORRECTLY, VIDEO GAMERS! EVER SINCE THE RELEASE OF THE CINEMATIC GEMS THAT WERE THE "SUPER MARIO BROS." AND "DOUBLE DRAGON" MOVIES, IT WAS INEVITABLE THAT THE BIG SCREEN WOULD ONE DAY SEE AN ADAPTATION OF ONE OF THE TANAKA BROS.' WORKS-- AND THAT DAY IS HERE!

BACK, FOUL CREATURE!

MAPS
STALK THE CELEBRITIES IN THEIR OWN BEAUTIFUL HOMES

WELL, DON'T GET YOUR HOPES UP JUST YET-- HOLLYWOOD OR NOT, THE TANAKA BROTHERS HAVE INTEGRITY, AND NO MATTER HOW VICIOUS THE NEGOTIATIONS, IT WILL BE A COLD DAY IN HELL BEFORE WE COMPROMISE OUR PRINCIPLES!

IT WORKS LIKE THIS-- YOU GET A FAT CHECK, WE TAKE COMPLETE CREATIVE CONTROL OF THE PROJECT, TRAMPLE ALL OVER YOUR ESTABLISHED CHARACTERS AND STORYLINE, THEN HAND THE WHOLE THING OFF TO AN NYU FILM DROPOUT WITH TWO SHAMPOO COMMERCIALS TO HIS CREDIT, WHO WILL MOST LIKELY TURN THE FILM INTO A CROSS BETWEEN A HIGH-SCHOOL DRAMA PRODUCTION, AND A DURAN DURAN VIDEO. IT WILL THEN HAVE A TWO-WEEK THEATRICAL RUN AND THEN BE FORGOTTEN FOREVER.

DEAL!

WE CAN CASH THESE TODAY, YES?

WE HAVE UNIQUE PRINCIPLES, BROTHER.

YOU KNOW, WHEN YOU THINK ABOUT IT, THE AMERICAN FILM AND VIDEO-GAME INDUSTRIES HAVE A GREAT DEAL IN COMMON-- FEAR OF ORIGINALITY, PANDERING TO THE LOWEST COMMON DENOMINATOR, HAVING NUMEROUS PRODUCTION DELAYS, GOING WAY OVER BUDGET, AND RELEASING HALF-FINISHED CRAP, ANYWAY!

LET'S LEARN MORE ABOUT IT!

THIS IS THE CRAMPED, SMELLY APARTMENT OF OUR SCREENWRITER, CHARLES!

CHARLES, TELL US A LITTLE ABOUT HOW YOU'RE ADAPTING THE UNIQUE AND EXCITING STORY OF "FIGHTING FIGHTERS" FOR THE BIG SCREEN!

WELL, FOR THE LAST FOUR YEARS, I'VE FOUND MYSELF LIVING IN A HAZE OF BOOZE AND CANNABIS BECAUSE THE HOLLYWOOD MACHINE HAD TAKEN ALL MY DREAMS AND CRUSHED THEM LIKE SO MANY BAGS OF KITTENS ON A BUSY HIGHWAY IN SUMMER, WHICH MAKES IT HARD TO WRITE. SO WHAT I DO IS TAKE ONE OF MY MANY UNSOLD SCRIPTS FROM MY MORE IDEALISTIC YEARS AND, USING A BALL-POINT PEN AND COPIOUS AMOUNTS OF LIQUID PAPER, CHANGE ALL THE NAMES AND SETTINGS TO MATCH WHATEVER MY CURRENT PROJECT IS.

YOU GOT YOUR CHOICE BETWEEN THE ROMANTIC COMEDY AND THE STORY OF A LITTLE BOY WHO MEETS A GORILLA.

SOME DALLIES

SCRIPTS

SPARE A DOLLAR?

OKAY, LET'S MOVE ON! LOTS LEFT TO SEE!

WE'RE NOW ON THE SPACIOUS AND EXCITING SET OF "FIGHTING FIGHTERS: THE MOVIE," THE PLACE WHERE FANTASY BECOMES REALITY, AND BELOVED CHARACTERS OF FICTION BECOME... UM... SARAH MICHELLE GELLAR, OR ONE OF THE LESSER BALDWINs, OR SOMETHING!

OOH! A SPRAY-PAINTED POLYSTYRENE JUNGLE FORTRESS! THE MAJESTY!

AND WHO ARE YOU, SIR?

I'M JUSTIN CAIN RILEY, I PLAY THE LUGGAGE-FETCHING KICKBOXER, BILLY HOPP! YOU MAY RECOGNIZE ME FROM MY HIT SHOW ON THE WB NETWORK!

AND WHICH ONE WOULD THAT BE?

WHO CAN TELL? BUY MY ACTION FIGURE, KIDS!

AND HERE'S A LADY WHO NEEDS NO INTRODUCTION, BECAUSE MERELY MENTIONING HER NAME WOULD PUT THE FILM OVER BUDGET!

AND WHO ARE THESE WELL-COORDINATED PERSONS BESIDE YOU?

THIS IS MY STUNT DOUBLE, BODY DOUBLE AND ACTING DOUBLE. I'M JUST HERE TO DO SOME PROMO SHOTS.

SAY, AND I DO BELIEVE THIS PALE YOUNG SOCIAL OUTCAST IS OUR DIRECTOR! CAN YOU TELL US A LITTLE ABOUT YOUR APPROACH FOR THIS FILM?

HUH?

OH, WELL, BASICALLY, I TELL PEOPLE TO STAND IN CERTAIN PLACES, THEN DOZE OFF... THEY CAN USUALLY HANDLE THEMSELVES. I MEAN, THE WHOLE THING'S WRITTEN DOWN ON PAPER-- THEY'RE NOT TOTAL RETARDS...

YOUR LAID-BACK APPROACH TO FILMMAKING IS UNIQUE.

WELL, I FIGURE, WITH THE "STREET FIGHTER" MOVIE AND "MORTAL KOMBAT: ANNIHILATION" ALREADY OUT THERE, WHAT ARE THE CHANCES OF HISTORY RECORDING THIS ONE AS THE BAD FIGHTING-GAME FILM?

HEY, YOU GUYS SEEN THE ICE BUCKET?

THIS KID'S GONNA GO FAR!

MOVING ALONG, WE FIND OURSELVES IN THE LAIR OF THE ADVERTISING PEOPLE, WHERE SCORES OF MEN AND WOMEN ARE WORKING DAY AND NIGHT TO MAKE YOU FEEL BAD ABOUT NOT WATCHING THEIR DUMB MOVIES!

SO, THIS IS THE "FIGHTING FIGHTERS" MOVIE POSTER, HUH? HAVEN'T I SEEN THIS LINEUP BEFORE?

YOU BETCHA! THIS IS THE INDUSTRY-STANDARD ENSEMBLE CAST TEMPLATE! "NAME" ACTORS OR ACTRESSES GO UP FRONT, THEN YOUR MALE LEADS, THEN, IF THERE'S ROOM IN THE BACK, WOMEN AND MINORITY FIGURES!

IT SELLS THE FILM TO SUBURBANITES, AND AT THE SAME TIME ALLOWS US TO MALICIOUSLY OVERCOME OUR OWN FEELINGS OF INFERIORITY! WANNA SEE THE TRAILER?

AND THERE YOU HAVE IT, VIDEO GAMERS, THE SOFTWARE-TO-CINEMA PROCESS ENTIRE!

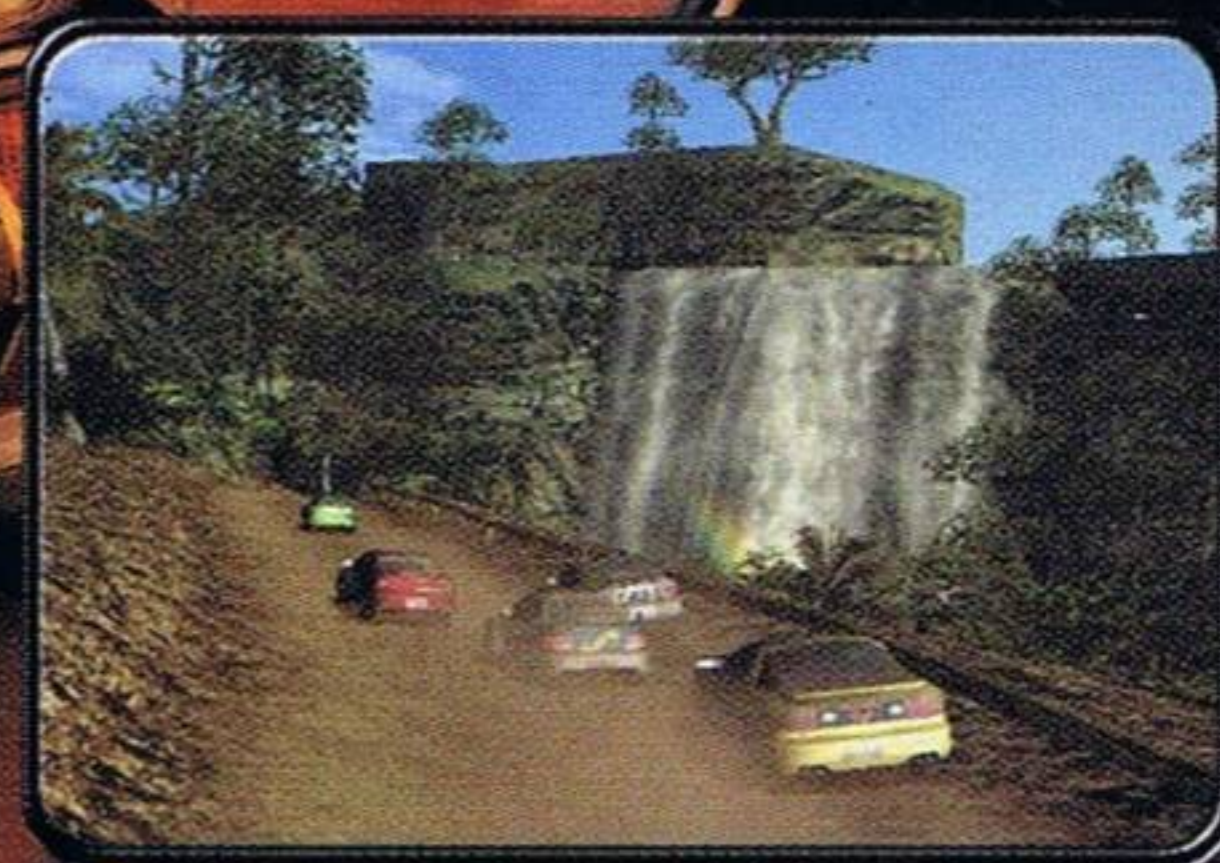
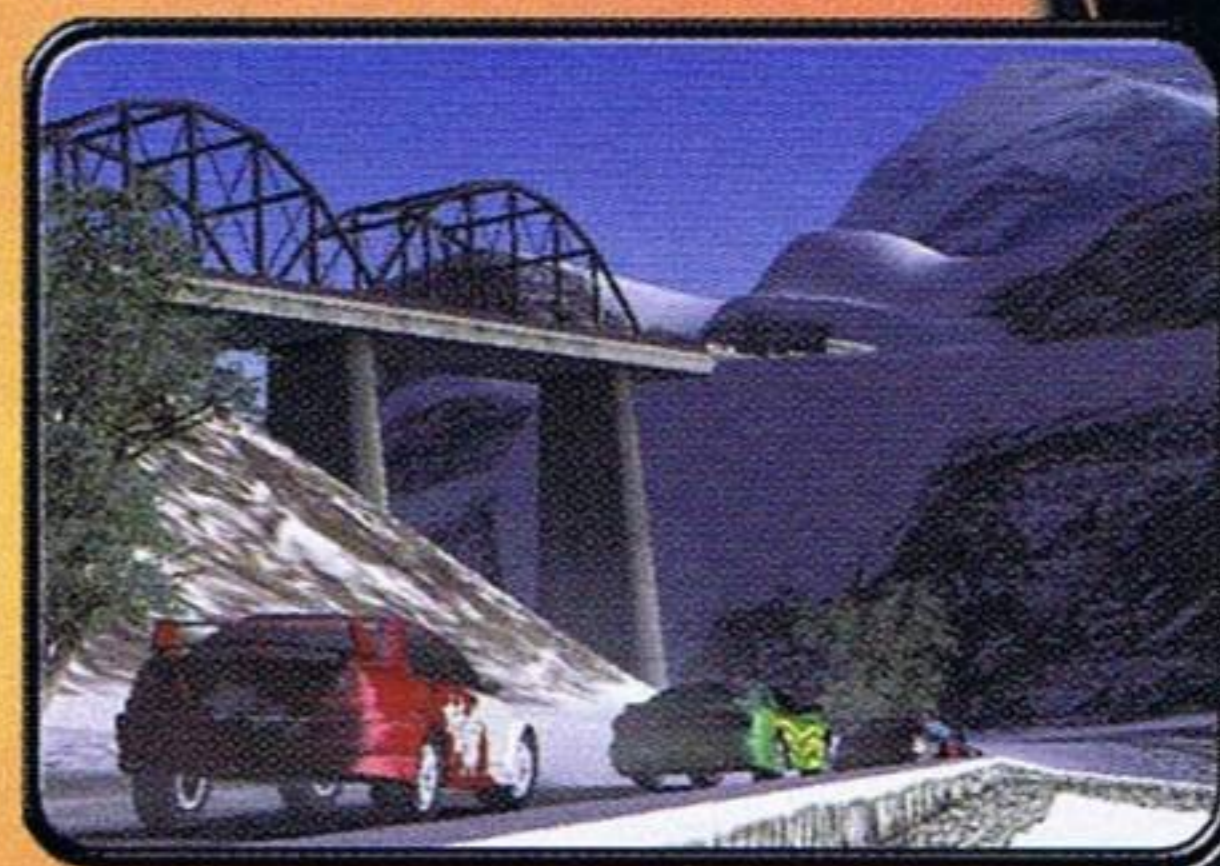
LOOK FOR "FIGHTING FIGHTERS: THE MOVIE" AT A THEATER NEAR YOU!

PASS THE GOOBERS, CHAN!

I WILL BE THE GREATEST FIGHTER IN THE-- HEY, LOOK, A GORILLA!

Finé

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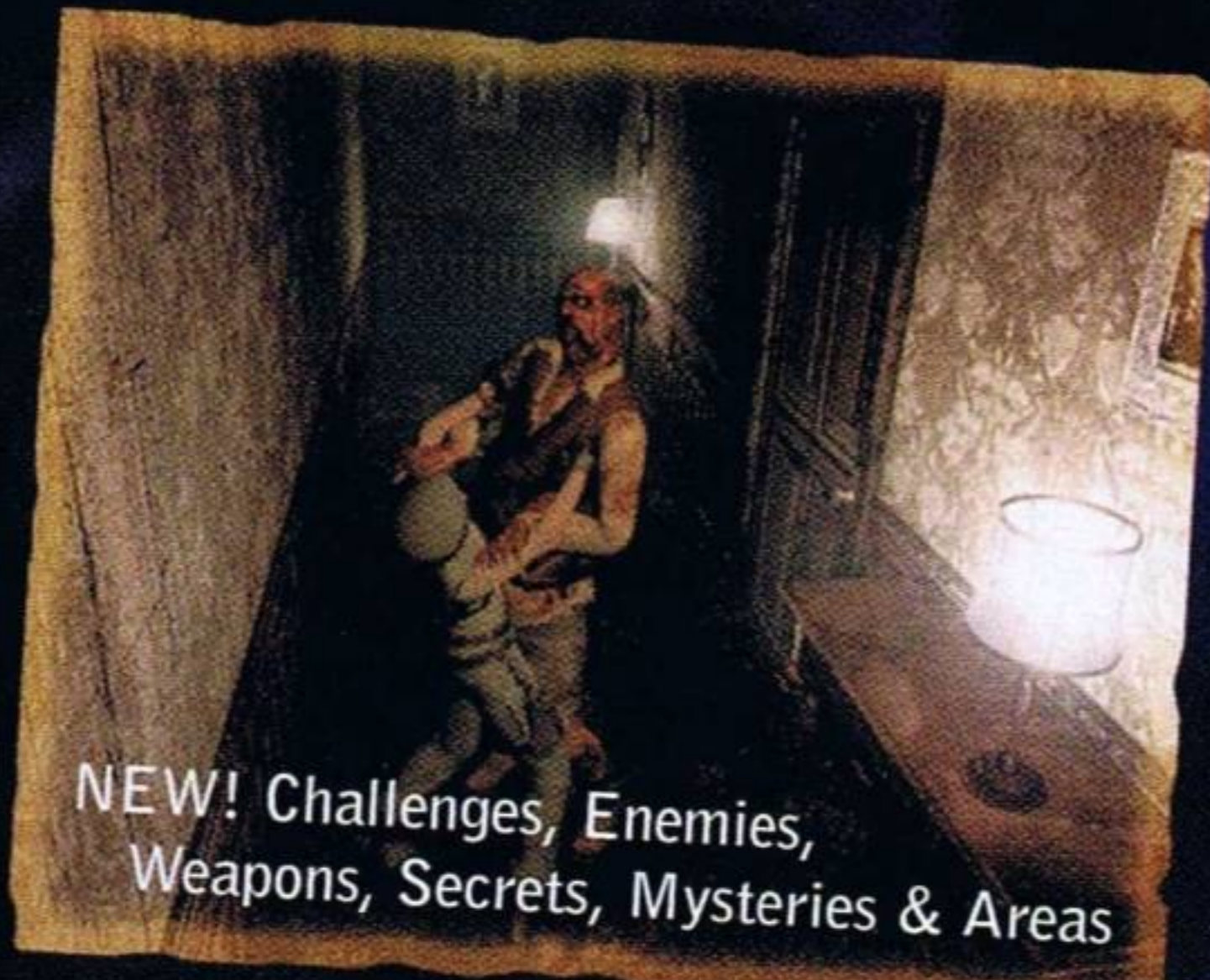
Rage

www.rage.com



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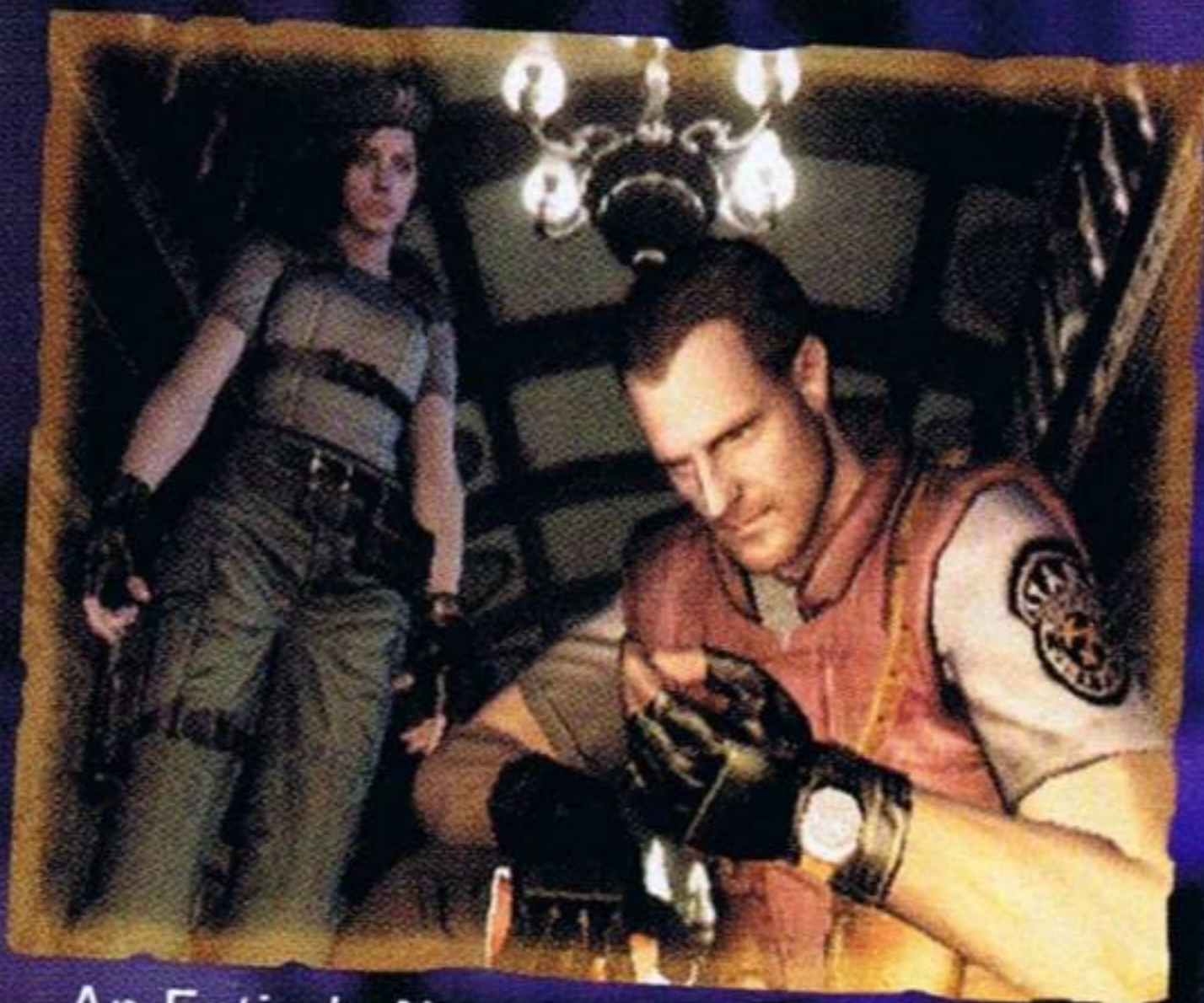
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An Entirely New Experience
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gonna scare the hell out of you!
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Resident Evil

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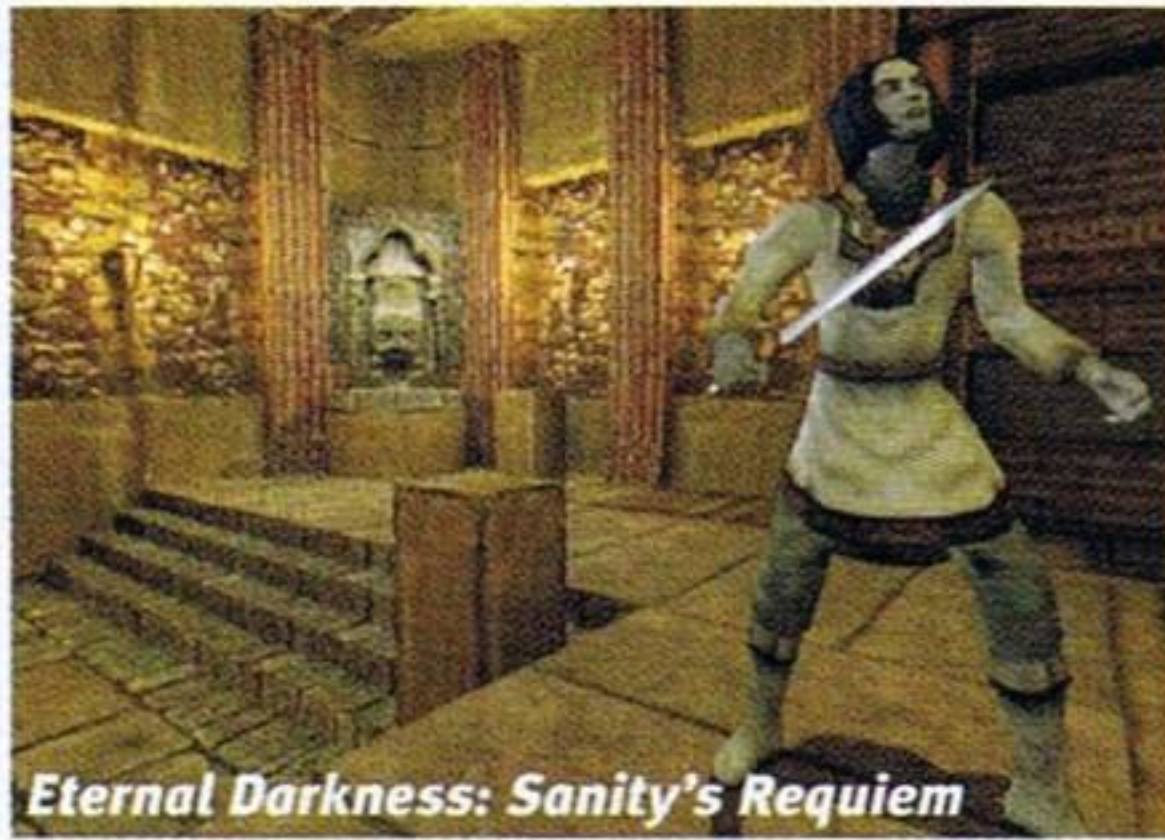
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This Month in Previews

Since Sega has gotten out of the hardware biz and concentrated on developing games for the Xbox, GameCube and PS2, they've been receiving a lot of critical acclaim. *Soccer Slam*, *Jet Set Radio Future*, *Super Monkey Ball* and *Rez* have been getting nice review scores, but these games aren't really burning up the sales charts.

As we said on this page a few issues back, Sega's success as a third party would depend more on the performances of the big franchises like *Virtua Fighter* and *Sonic*. I mean, let's be honest. None of us expected stuff like *Monkey Ball* or *Rez* to compete for sales with games like *Grand Theft Auto III* or *Mario Advance 2*.

But check out the March charts on page 56. *Virtua Fighter 4*, *Sonic Advance* and *Sonic Adventure 2* are all the top one or two games on their respective systems. Why is that important? Because it shows that people other than hardcore Sega freaks (you know, the ones who are



Everyone played the first one, no one seemed to care about the second one, but the third time may prove a charm for the *Crazy Taxi* series. Check out pages 88-89.

still crying over the death of the Saturn) actually care to play the games that "made" Sega.

This month we have a big preview of *Crazy Taxi 3* on the Xbox. It's the next Sega title that should enjoy some real success. The first game in the series was a small phenomenon (one of the best-selling Dreamcast games of all time), so Xbox owners should be very excited. 🎮

—Greg Sewart, previews editor



WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

TOP 5 Preview Picks

- | | |
|-----------------------------------------|-------------------------------|
| 1. Tony Hawk's Pro Skater 4 | Xbox/PS2/GC, November 2002 |
| 2. Eternal Darkness | GameCube, June 2002 |
| 3. Rygar | PlayStation 2, October 2002 |
| 4. Superman: Shadow of Apokolips | PlayStation 2, September 2002 |
| 5. Crazy Taxi 3: High Roller | Xbox, Summer 2002 |

The Best Wheelman

We asked which game has the best car chases. You decided you only care about *Grand Theft Auto III*. We were shocked...really.

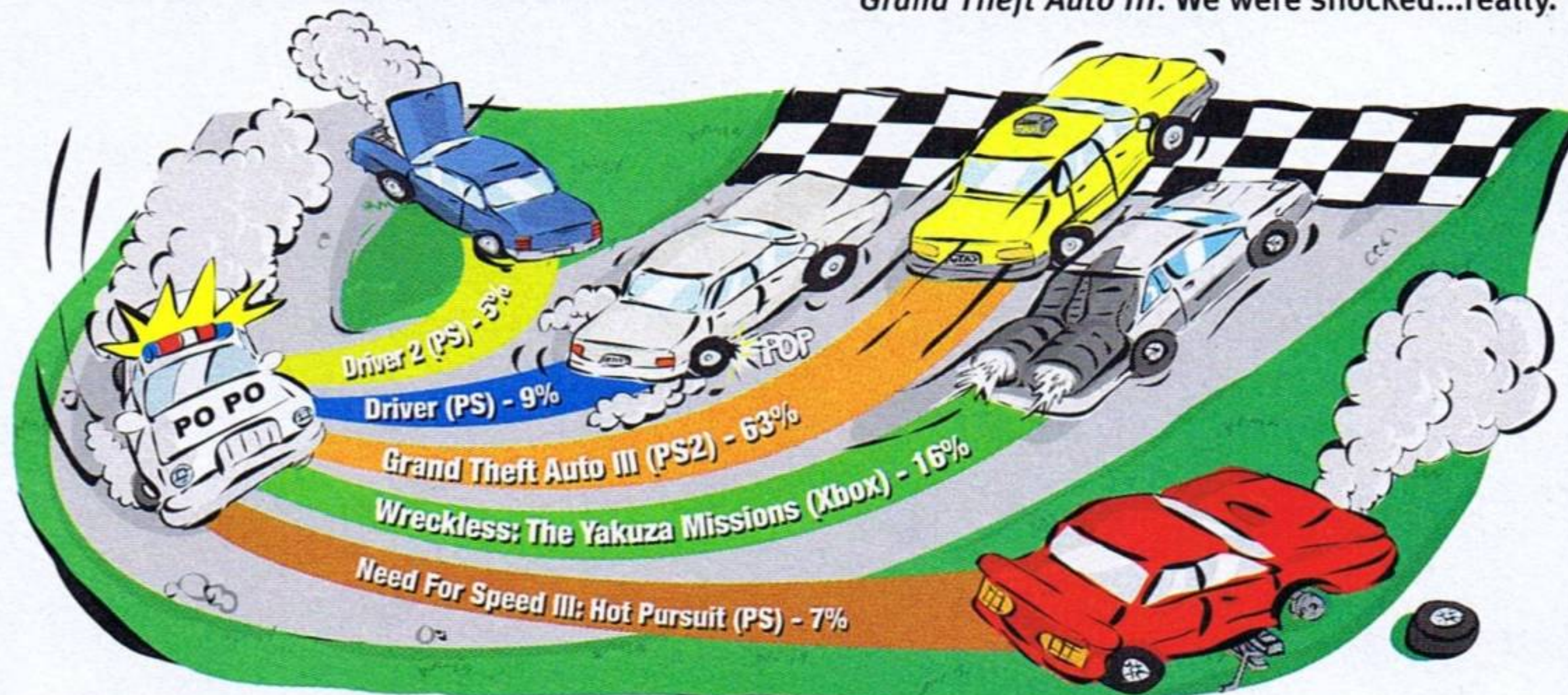


Illustration by Shawn Smith

Source: Gamers.com poll, 4/02

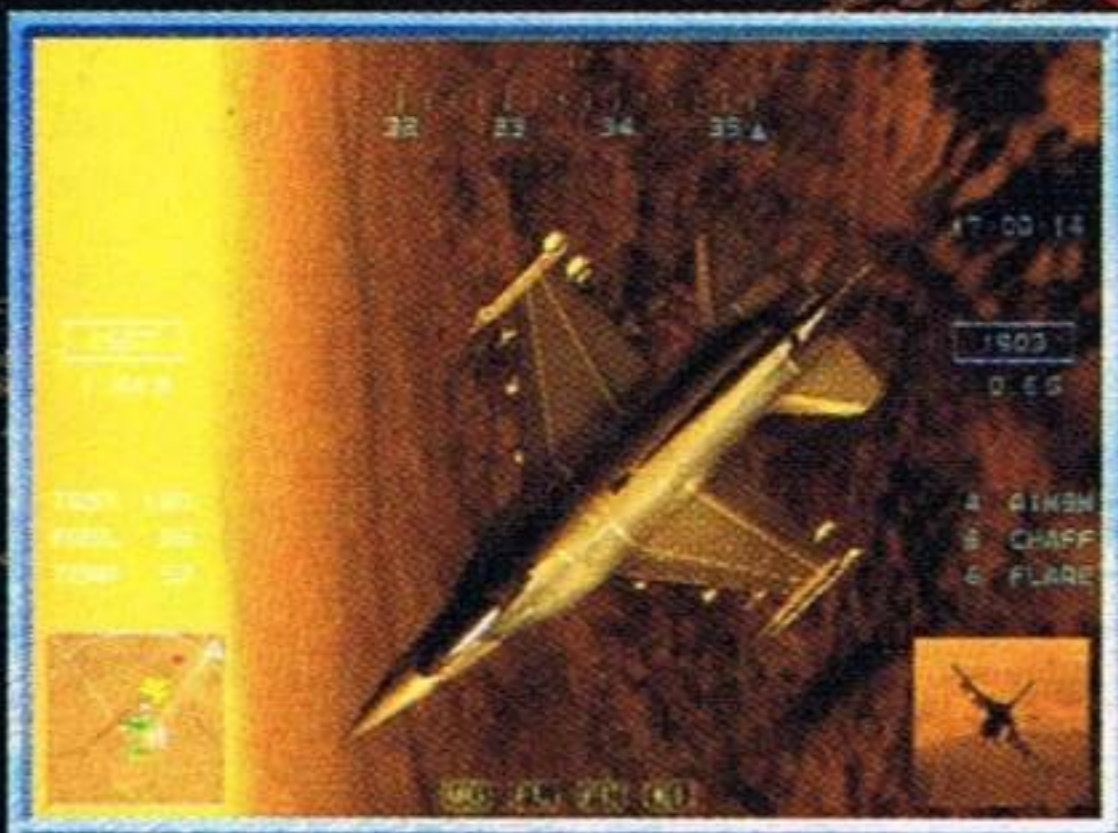


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PlayStation 2



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Minority Report

- Publisher:** Activision
- Developer:** Treyarch
- Players:** 1
- Genre:** Action
- % Done:** 75%
- Release:** Fall 2002
- Also On:** GameCube, Xbox
- Web Address:** www.minorityreport.com
- The Good:** Realistic physics engine makes combat crunchtacular.
- The Bad:** We're a little tired of beat-'em-ups....
- And The Ugly:** The game's John Anderton compared to the movie's dreamboat Tom Cruise. [Sigh]



Sometimes avoidance is more important than fighting in *Minority Report*. How they gonna catch you if they can't see you?

The future's full of moving walkways, yet everyone's way more fit than they are today.... Must be all the fighting.



"Seriously, he was like that when I got here."

PRE-CRIME DOESN'T PAY

Run, Johnny Run



Been scratching your noodle trying to figure out what to expect from a movie called *Minority Report*? It's a futuristic thriller based on a story by sci-fi writer Philip Dick. John Anderton (Tom Cruise) is the head of the PreCrime organization that catches murder suspects before they commit the act. All's well until he gets set up by the system, and the organization starts chasing him down as a murder suspect. So in the game, you'll spend a lot of time on the run.

In the movie, a group of psychics predicts when these murders are going to occur. When one member's prediction dissents from that of the others (you can almost hear the plot thickening)—bam! You've got a minority "report."

Seems like a guy can't make a movie this summer without Treyarch building a game to match. *Minority Report's* premise is a little more cryptic than *Spider-Man's* boy-rescues-girl plot. But no matter how the movie (in theaters June 21) turns out, Treyarch has some cool ideas of their own for the console versions (the game's coming to Xbox and GameCube as well) of this summer's, uh, third hottest movie?

If you're unfamiliar with *Minority Report's* sci-fi-thriller leanings, have a look at the sidebar on this page for a quick lesson in the futuristic art of PreCrime. In the game, you play as movie protagonist John Anderton on the run from the neo-cop authorities he ironically works for. According to Treyarch Producer Alex Offerman, however, the game's plot isn't just a copy of the film's storyline. "We created a unique story, utilizing aspects of the movie that we thought worked well in terms of the gameplay we wanted to achieve," he tells us. "When someone who is familiar with the movie plays *MR*, they will instantly recognize a lot of similarities but still be surprised to find many environments that don't exist in the movie."

We had a chance to see *Minority Report* in action,

"...we decided that running from a fight wasn't nearly as fun as running through one."

—Treyarch Producer Alex Offerman

and its most impressive quality by far was the unique physics engine. "Part of the fun of knocking enemies around," Offerman explains, "is seeing their reactions as they flip over banisters, roll down stairs, and crash into breakable objects and other enemies in completely different ways each time. It's both fun to watch and rewarding to the player, as enemies take more damage when they hit things." Since *Minority Report* is a pretty standard beat-'em-up at its core, being able to interact in depth with the environment while you're busting through the bad guys is a huge part of what makes the game appealing.

Anderton will also have access to a handful of futuristic weapons, including a hugh-jass shock rifle



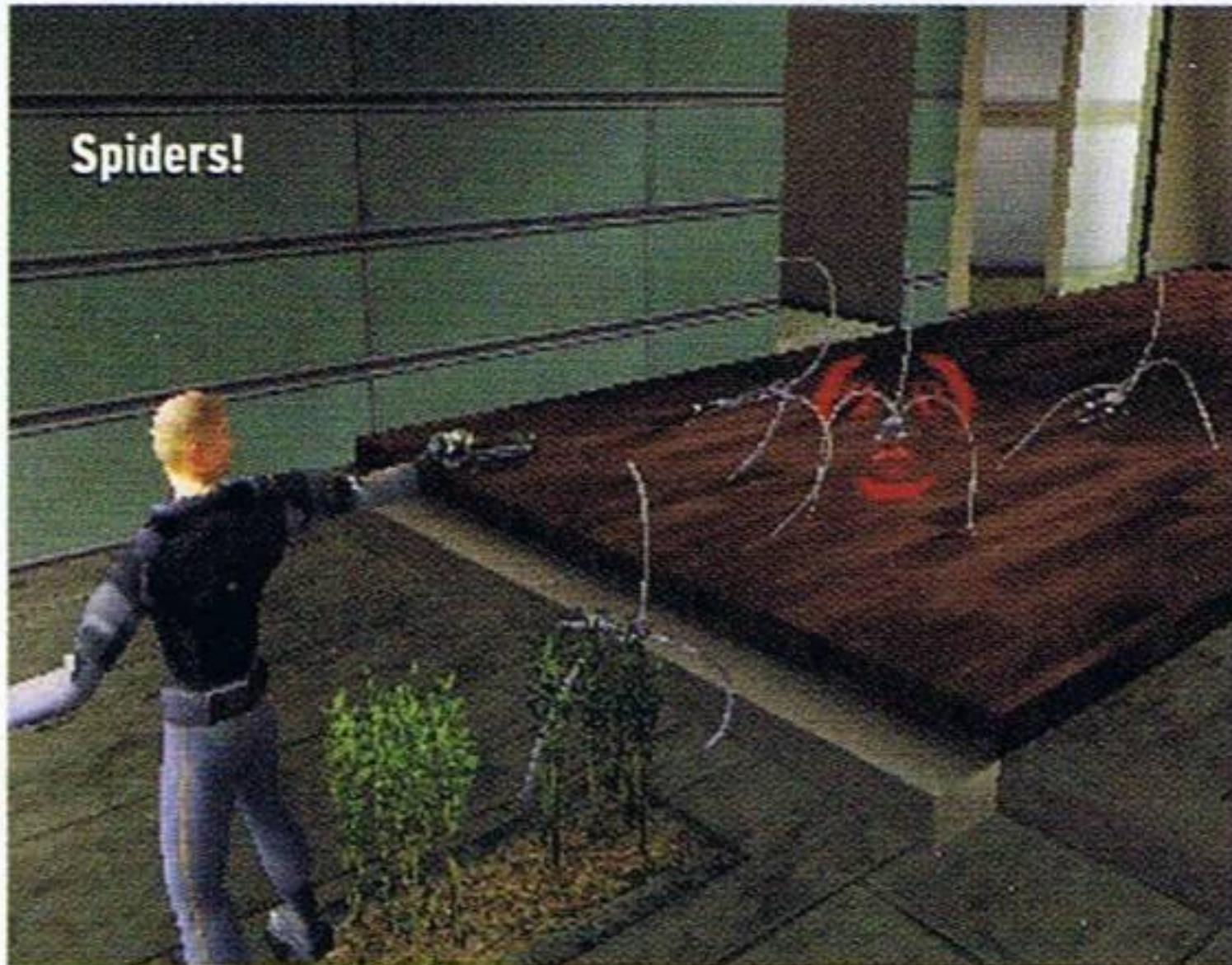
"Then I punched him in the neck, see?"





MORAL MINORITY

If you venture over to *Minority Report's* PreCrime Web site at www.precrime.org, check out the elaborate setup they've got dedicated to the movie's PreCrime organization. Between the campaign ads and support polls, you'd think Director Steven Spielberg is really trying to sell the idea as a viable solution to saving the world from crime. It could work, but Miss Cleo would have to be our psychic murder-prediction friend.

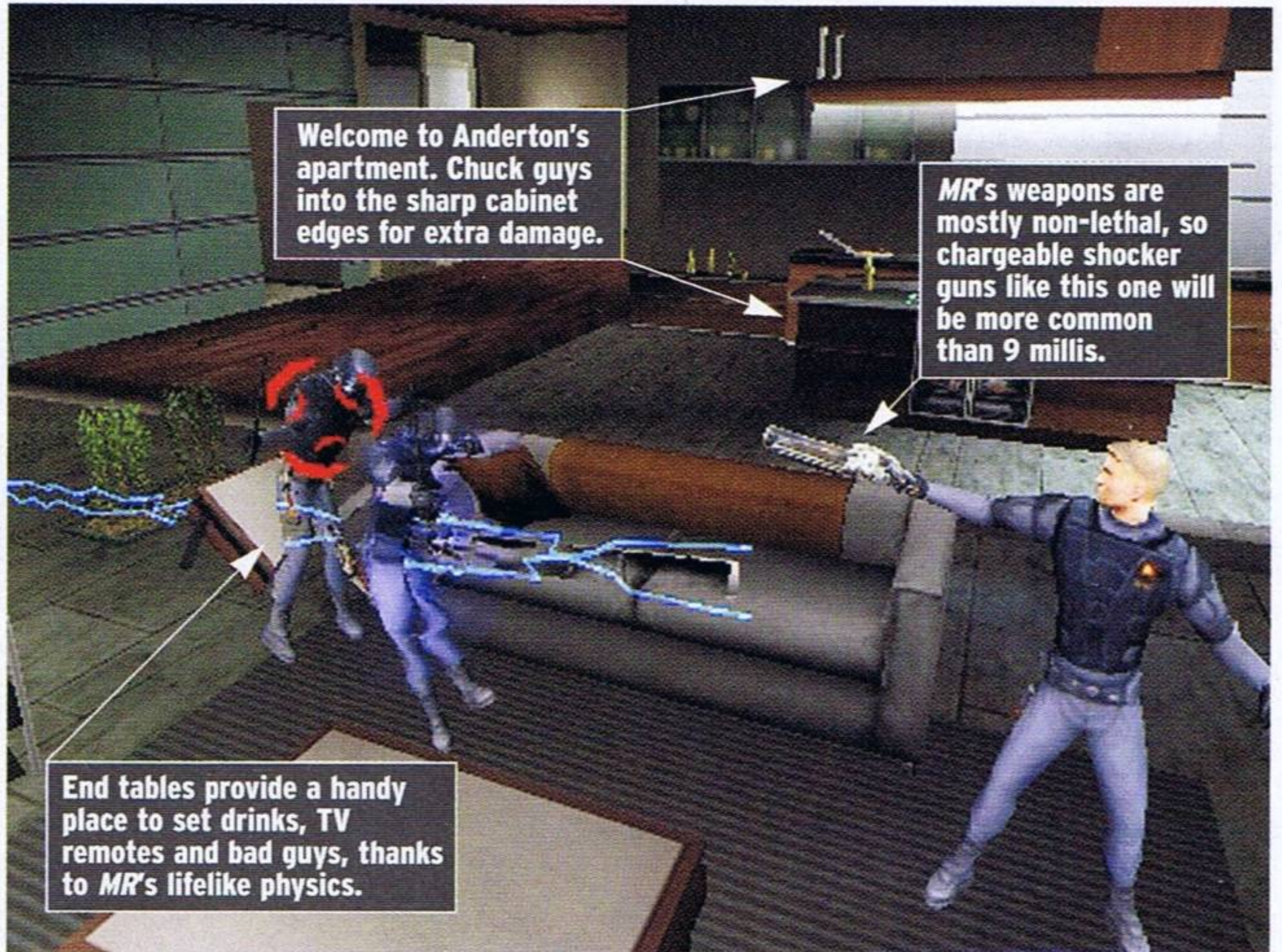


and the "Sick Stick," which apparently induces some graphic projectile vomiting in the movie. According to Offerman, every weapon in the game has both a normal and a "charged-up" attack mode. We can't wait to see how the Sick Stick performs in the latter.

On top of its combat complexities, *Minority Report* challenges gamers to make it through the bustling, multi-tiered city of Washington, D.C., 2054. "You'll need to solve several navigation puzzles, including some that allow you to avoid potentially bad situations," Offerman says. "We've designed other areas where you can use the hero's physical environmental abilities (climbing, jumping, ledge crawling, etc.) to get around fortified emplacements and ambush your enemies. Players can be very creative with their tactics." Mission objectives, which are updated on the fly in Anderton's PDA (yep, those damn things are still around in the future), will help guide you through each of the game's 15 levels, so you don't accidentally backtrack into the authorities as you run for your life.

It's a long way from fall right now, so go check out *Minority Report* in theaters on June 21 for a glimpse of what's to come on consoles later this year. It might just be the first time you'll be worried about game spoilers from a movie. 🎮

—Jonathan Dudlak



Welcome to Anderton's apartment. Chuck guys into the sharp cabinet edges for extra damage.

MR's weapons are mostly non-lethal, so chargeable shocker guns like this one will be more common than 9 millis.

End tables provide a handy place to set drinks, TV remotes and bad guys, thanks to MR's lifelike physics.



The freestyle pig toss.

It's In There...

How much stuff from the *Minority Report* movie made it into the game?

✓ Robotic Spiders



Check out the screenshot in the upper-left corner of the page. We got yer spiders.

✓ Jet Packs



Alex Offerman: "We have two Jet-Pack levels which offer very different gameplay."

✓ Maglev Cars



Offerman: "Hover ships and Maglev cars translate well into the MR game."

☐ Hot Psychic Chick



Unfortunately not. Too bad, we wanted to try out those real physics in other areas....

Rygar

| | |
|---------------------|---------------|
| Publisher: | Tecmo |
| Developer: | Tecmo |
| Players: | 1 |
| Genre: | Action |
| % Done: | 40% |
| Release: | October 2002 |
| Web Address: | www.tecmo.com |

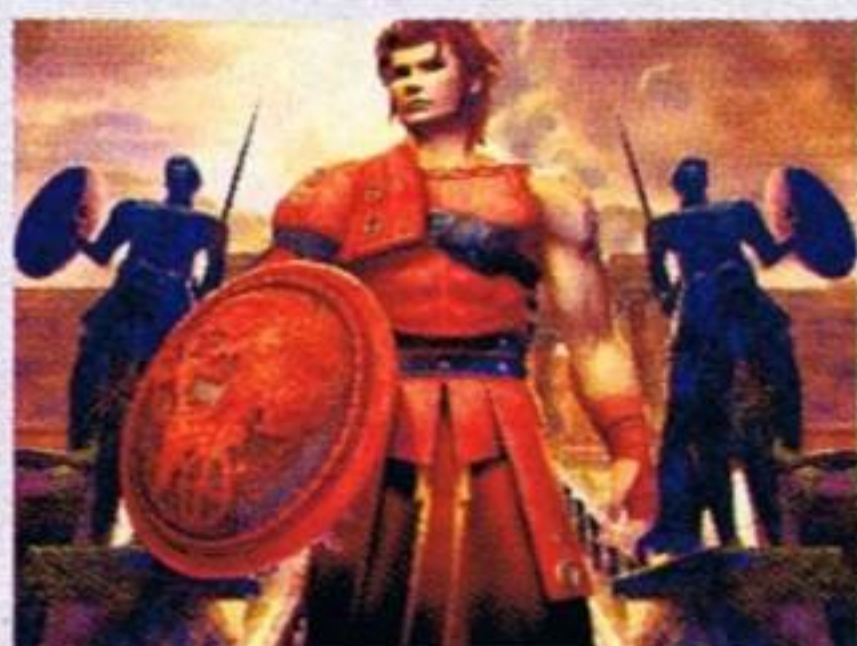
The Good: It's quite a looker, and thrashing enemies with the Diskarmor just feels right.

The Bad: The Greco-Roman art style might confuse hardcore, old-school Rygar supporters.

And The Ugly: Did Rygar get those tattoos while doing hard time in a Turkish prison?

KILLER YO-YOS

Diskarming



Rygar's weapon of choice is the Diskarmor, a spinning, bladed disk attached to a long chain. Imagine swinging around a yo-yo that you've glued a few razor blades onto, and you'll catch the drift. This versatile instrument of destruction can be swung several times quickly by tapping the attack button or in one long arc by holding it down and moving the analog stick. Rygar can also use the Diskarmor as a shield to block attacks and as a grappling hook to swing to unreachable areas.

Throughout the game, you'll get several different types of Diskarmor, including ones imbued with fire, ice and lightning powers. Each new type allows Rygar to unleash a powerful magical attack.



Rygar, do you like movies about gladiators? We'd guess that he does, as his new adventure oozes Greco-Roman atmosphere.

If you're an old-school gamer who waxes nostalgic about the glory days of 8-Bit gaming, you don't require any introduction to Tecmo's proud gladiator. However, if you're a less-experienced player (calling the Nintendo 64 the "Old

arcade. He's been laying low for some 15 years, but now he's coming back to run beneath a blazing sunset once again.

This *Rygar* isn't exactly a sequel to those older games—it's more of a full-scale reimagining. While

"...I discovered that Rygar reminded me of the impressive sunsets of Greece."

— Tecmo Producer
Satoshi Kanematsu

Nintendo" is a dead giveaway), you might be wondering who this skirt-clad dude with the giant yo-yo is. He's Rygar, the mythical star of cult-classic titles for both the Nintendo Entertainment System and the

Argool, the mythical setting of the original title, had some design influences from real-life civilizations, the world of this new *Rygar* exudes a strong Greek flavor. The Athenian leanings aren't accidental. "I often sit on

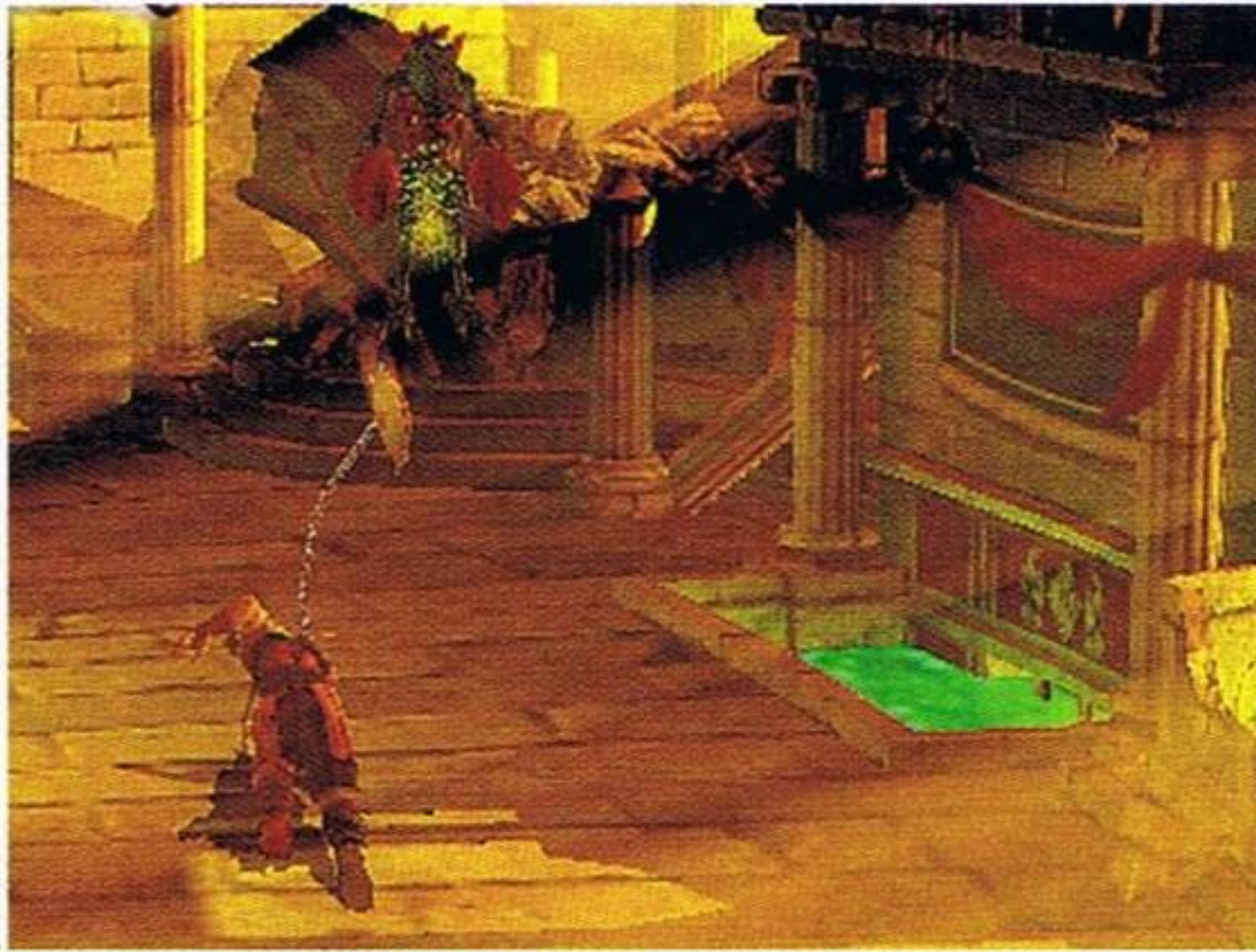


The Diskarmor's handy for wiping out insects the morning after Rygar's two-kegger.



REVISITING THE CLASSICS

Tecmo USA's general manager, John Inada, hinted that we would not have to dig out our dusty NES cartridges to play the 8-Bit version of *Rygar* this fall. The whole game will be hidden in the PS2 version.




Rygar pauses to admire some sexy mermaid statues. Shhh... don't tell John Ashcroft about them.



the steps of the Parthenon shrine to see the sun set and reflect on my life and the life of the ancient people," muses Producer Satoshi Kanematsu. "After the fact, I discovered that Tecmo's *Rygar* reminded me of the impressive sunsets of Greece." Kanematsu's love of Greece inspired the team's programmer, planner and CG designers to all visit the sunny Balkan nation. This influence injects the game with a stunningly unique visual style—crumbling coliseums, watery temples and weathered statues create a world of living myth. The fully orchestrated music evokes a similar classical flair, using a real symphony and chorus to score the action.

Even refined beauty can be skin-deep, so how does *Rygar* play? You'll venture through more than 10 diverse environments, each populated with scads of nasty foes and one gargantuan boss monster. It's a bit like *Devil May Cry*, blending intense action with occasional rudimentary puzzles and role-playing elements. It also shares the same mix of 3D backgrounds and dramatic camera angles that served *DMC* so well. However, don't expect *Rygar* to pull out Dante's guns-blazing moves. *Rygar*'s distinctive weapon, the Diskarmor (see sidebar) lends the game a whiplike, *Castlevania*-in-3D feel.

Despite the new setting and 3D gameplay, this latest chapter manages to recapture the magic of its classic forerunner. Kanematsu asserts, "It's going to be a brand-new *Rygar*, but the unique atmosphere, the bright red sun and the stoic hero carry over."  —Shane Bettenhausen

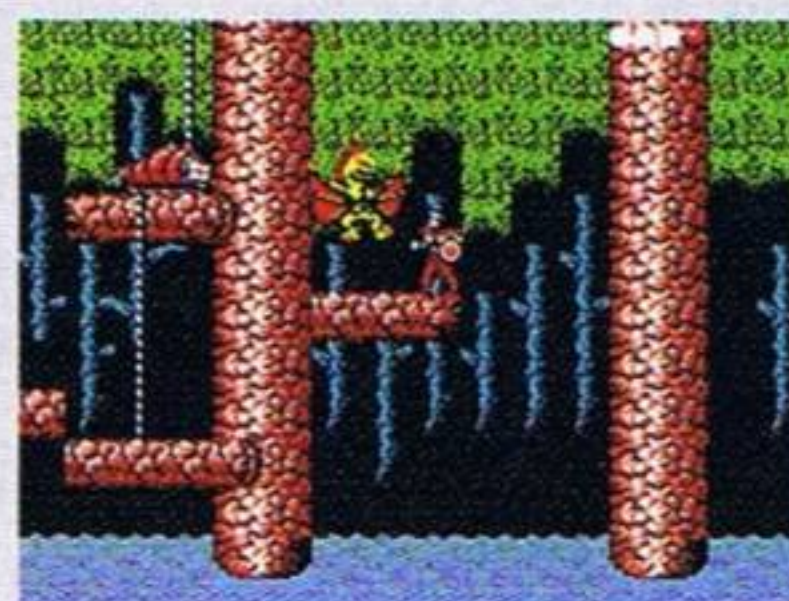


The Diskarmor is good for more than just...uh, diskarming people. Here Rygar uses the versatile bladed yo-yo to swing across a chasm. If you're going to try zooming across giant pits at home, be sure to get a really strong yo-yo.

CATCHING UP WITH THE RYGARS: ARE THEY WORTH PICKING UP NOW?



ARCADE (1986)
Get this classic for about \$250 (for a used coin-op) or for free via emulation... if you're evil.



NES (1987)
Scour the bins for this cart. It's super-hard to beat, but you'll definitely get your \$5 worth.



LYNX (1990)
Chunky and junky, like all games for this turd handheld. Instead, turn that Lynx into a snowboard for your cat.



PREVIEW

Superman: Shadow of Apokolips

- Publisher:** Infogrames
- Developer:** Infogrames Sheffield House
- Players:** 1
- Genre:** Adventure
- % Done:** 75%
- Release:** September 2002
- Web Address:** us.infogrames.com
- The Good:** At times, the game looks *just like* a cartoon; Superman has lots of superpowers.
- The Bad:** Controls take some getting used to.
- And The Ugly:** The mere thought of the last game based on *Superman: The Animated Series*.



How do you get your violent-gaming fix with a character who refuses to kill? Robotic enemies!

DAM IT!



The Dam level puts several of your superpowers to the test. Visualized as radar, superhearing guides you to civilians in need, as well as the hostile Interbots terrorizing them. Sometimes you'll see innocents trapped by the likes of an overheated tank (above) or fire, which a nice dose of ice breath quickly remedies. You even have several rescue options: Save everyone one by one, or pick up objects with your super-strength and use them to bridge gaps. Now, those in danger can safely escape.



Ask Rob Smith, the senior producer at Infogrames Sheffield House, about his thoughts on past Superman games, and he's quick to the point. "It's irrelevant. We've moved on," he says confidently, obviously inferring that *Shadow of Apokolips* should stand as its own game on its own merits. And he's right. Despite many gamers' instinctual desires to compare *Apokolips* to Titus' infamous Nintendo 64 Superdebacle (which

actors from the series itself—that makes for 16 total voices contributing to the dialogue, including Tim Daly, Dana Delany and Malcolm McDowell.

Superman moves gracefully through the sky, cape flapping in the wind as he performs loop-de-loops, barrel rolls and strafe maneuvers. Though his powers can expire if used in excess, Supes always retains the ability to use most of them, whether he chooses to cool off a fire with his ice breath or take out a

"You can learn by other developers' mistakes."

—Rob Smith, senior producer, Infogrames Sheffield House

was the lowest-rated game in *EGM* history until *Mortal Kombat Advance*), it's already obvious that the only commonality shared by the two is the source material: *Superman: The Animated Series*.

A quick look at these screens and you'll immediately notice that *Apokolips'* graphics admirably realize the look of the late-'90s Kids WB! cartoon. Nowhere is this more apparent than in the nearly 60 cutscenes that advance a plot in which Darkseid (the all-powerful ruler of planet Apokolips) lends his advanced technology to Lex Luthor for their common goal to rid the universe of Superman once and for all. Villains like Metallo, Parasite, Livewire and Kanto only further the mayhem and, as with every other character in the game, are all voiced by

hostile Interbot using heat vision. Particularly devastating is the superspin move, similar in result to a *Spider-Man* web dome. X-ray and telescopic vision help in solving puzzles, with superstrength, superhearing and more always handy. And don't go looking for power-ups. "We're staying as true as possible to the Superman universe," Smith explains.

Fans will recognize many of the huge areas, especially Metropolis, where you can fight a villain at street level or fly atop the highest buildings. One particular edifice, the LexCorp tower, is the site of a stealth mission with you in the guise of Clark Kent.

To sum up, Smith states, "I'm a huge Superman fan—and this is the kind of game I want to play."

—Chris Baker

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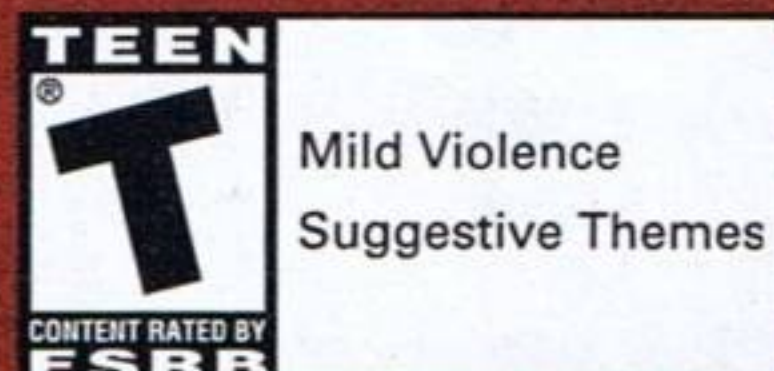


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GAME BOY ADVANCE



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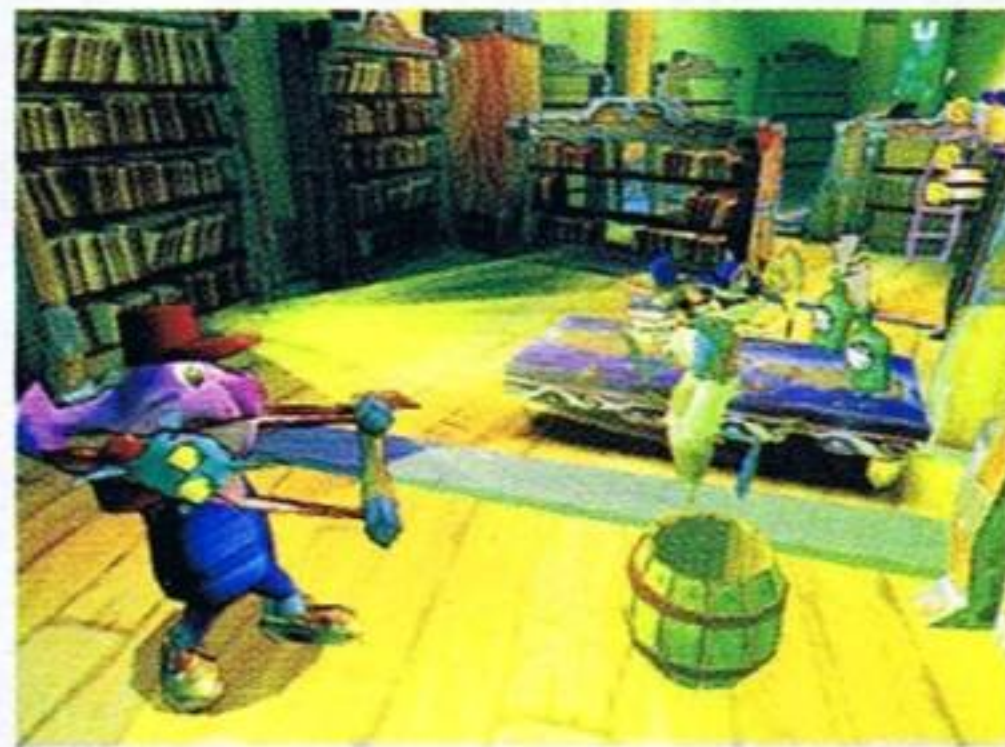
The Mark of Kri

Sony CEA • August 2002 — *The Mark of Kri* features the most innovative use of the right analog stick on the Dual Shock controller since *Ape Escape* (PS1). By waving the stick around in a 360-degree circle, you can target any enemy within range and assign it to a button (see right). If you press the corresponding button, Rau the Barbarian will attack that enemy even if he isn't facing it. To help keep Rau "in the know," players can send his companion blackbird, Kuzo, to scout out trouble spots ahead. With grandiose jungle environments and Disney-esque animation, *The Mark of Kri* is looking good.



"Sly" Cooper and the Thievis Raccoonus

Sony CEA • Fall 2002 — Prepare yourself for a new, slightly unscrupulous action hero: Sly Cooper. This cuddly master thief must recover the Thievis Raccoonus, his family's precious heirloom. Sly meets Solid Snake in this cel-shaded action/stealth romp from the wizards at Sucker Punch.



Ratchet & Clank

Sony CEA • November 2002 — The creators of *Spyro the Dragon* are back, but the little purple puffer is nowhere in sight. Instead, the folks at Insomniac return with a dynamic duo that lands somewhere between *Jak and Daxter* and *Maximo*. Unlike that rat Daxter, Clank (Ratchet's robotic backpack buddy) is actually useful. By saving up enough loot, Ratchet can upgrade the little droid into a wide variety of useful gadgets which, when combined with the dozens of weapons available for purchase, give the player a beefy arsenal to play with. Nonstop action, huge cities, loads of levels and a wealth of secrets make *Ratchet & Clank* one to watch.





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Evil Dead: A Fistful of Boomstick

THQ • February 2003 — Where the Deadites go, so too does the man named Ash. In his holster lies a shovel, a gatling gun, a shotgun and a chainsaw (weapons can be two-fisted for double-barrel fun), with which he may dispatch the undead who have infested the town of Dearborn. In case you thought the last *Evil Dead* game was lacking in a steady flow of action, this time around up to 50 enemies can appear on screen at once.



Total Immersion Racing

Empire • September 2002 — Empire is tight-lipped about their new Le Mans-style racing project. We do know it'll have 18 licensed vehicles, including prototype machines and real tracks from around the world.

Like the title implies, they're hoping it'll lull you into a racing trance in which time and reality have no meaning. Yeah right. Just make it fast and fun, OK? Oh, and while you're at it, think about changing the name, too.



Romance of the Three Kingdoms VII

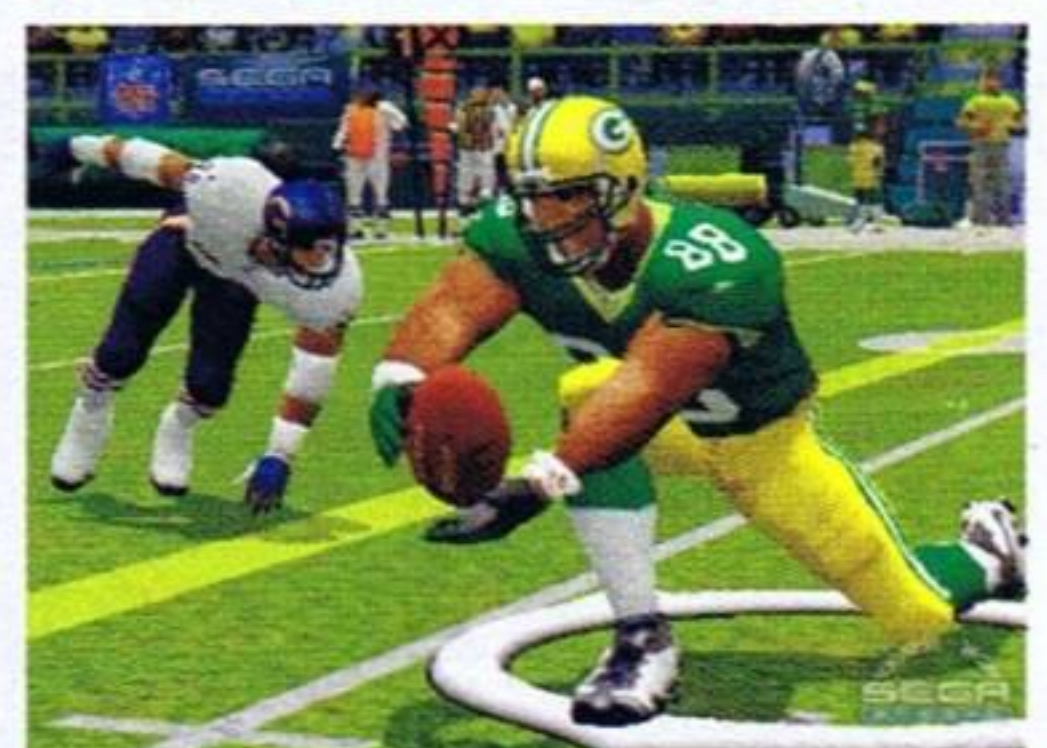
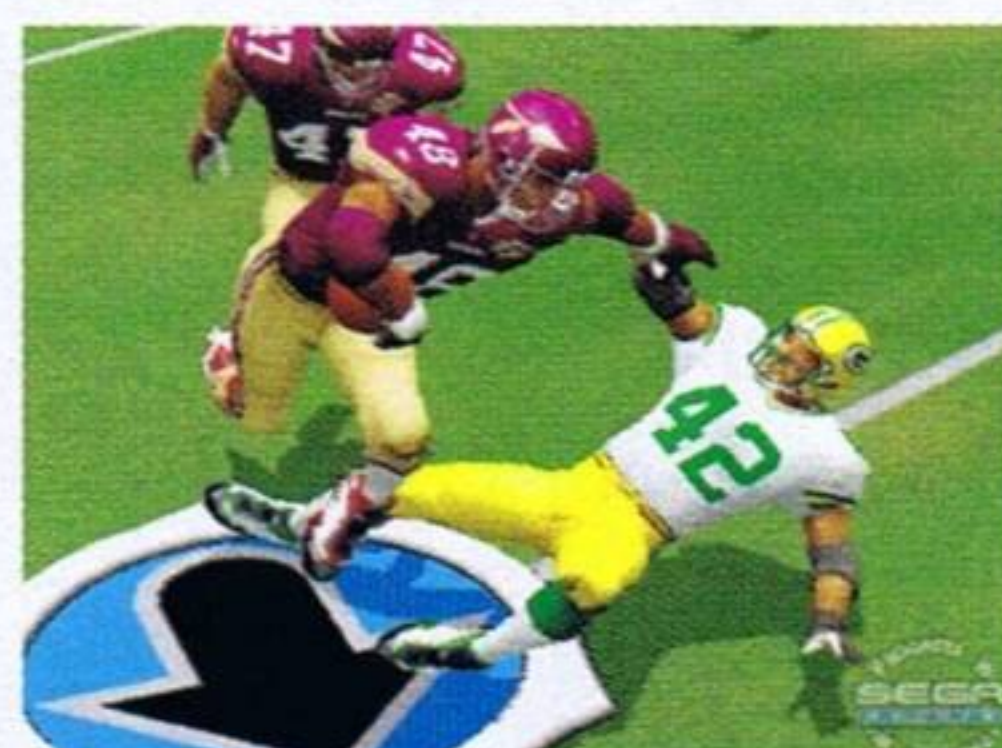
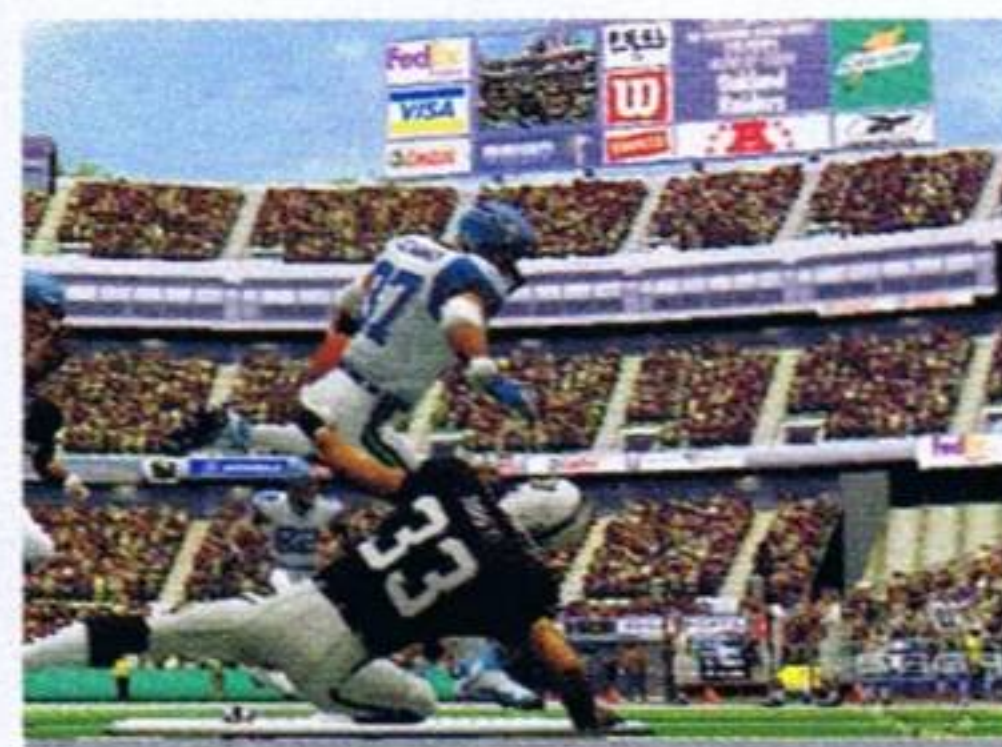
Koei • June 2002 — Most either love or despise niche games like *Romance*, since turn-based city micro-management and military strategy usually aren't everyone's cup of tea. But seeing as how this series is on its seventh chapter, enough diehard fans must be buying into the formula.

Diplomatic, domestic and military decisions are crucial to success. You will have 10 scenarios and 535 characters with whom to interact, and you'll get much greater flexibility with classes such as Ruler, Warlord, Officer, Civil Servant or Ronin. Plus, a new strategy screen lets you plan out your battles better. Sound geeky enough for you? Our thoughts exactly.



NFL 2K3

Sega Sports • Fall 2002 — Now that this series is running tight with *Madden Football*, a simple roster upgrade won't cut the muster this year. Fortunately, developer Visual Concepts has revamped the Franchise mode with deeper stat tracking and easier-to-navigate menus. Action junkies will dig the new animations, including ball-stripping lunges and spearing, airborne tackles. And let's not forget, the game is online-ready.



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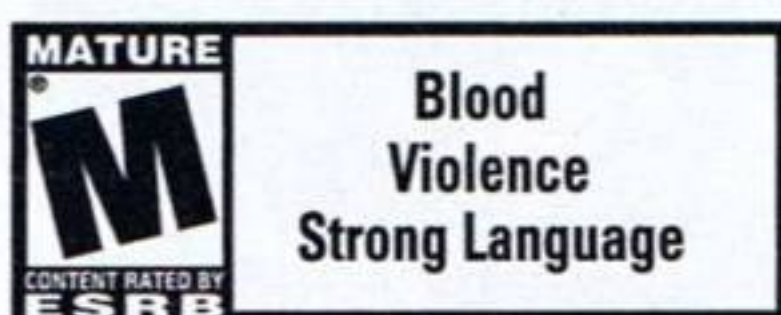
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.hack

Bandai • October 2002 — The first of four episodic installments, Bandai's upcoming *.hack* ("Dot Hack") places you in control of a gamer who's playing a massively multiplayer online RPG called "The World." When things go wrong in this virtual world, it's up to the player's character, Kite, to save the joint by messing with the "World's" source code. Helping our digital hero combat the corrupt-code critters are a phalanx of diverse characters and allies, and a deep customization system. Included with each episode of this bizarre but unique RPG is a DVD of *.hack* animation (about a half hour long), which should help flesh out the storyline (the anime will not be sold separately). Plans for a *.hack* TV show and comic book give an indication of how ambitious Bandai is regarding this franchise.



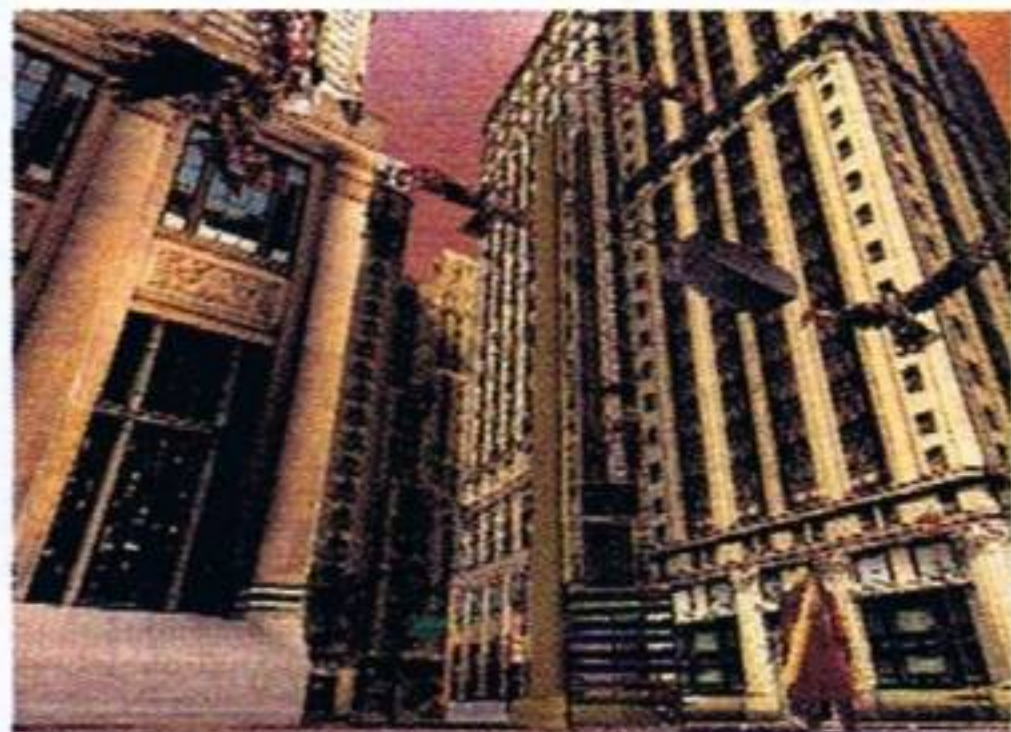
Simpsons Skateboarding

Electronic Arts • Summer 2002 — What's this? *Bart Simpson's Pro Skater*? Not quite, but close. Obviously inspired by the *Tony Hawk* games, EA's second *Simpsons* outing for PS2 features five modes of play (Freeskate, Skate Fest, Trick Contest, Skillz School and H-O-R-S-E) and nine playable characters. EA is promising lots of unlockable stuff and a wide variety of moves for skate freaks and *Simpsons* fans alike.



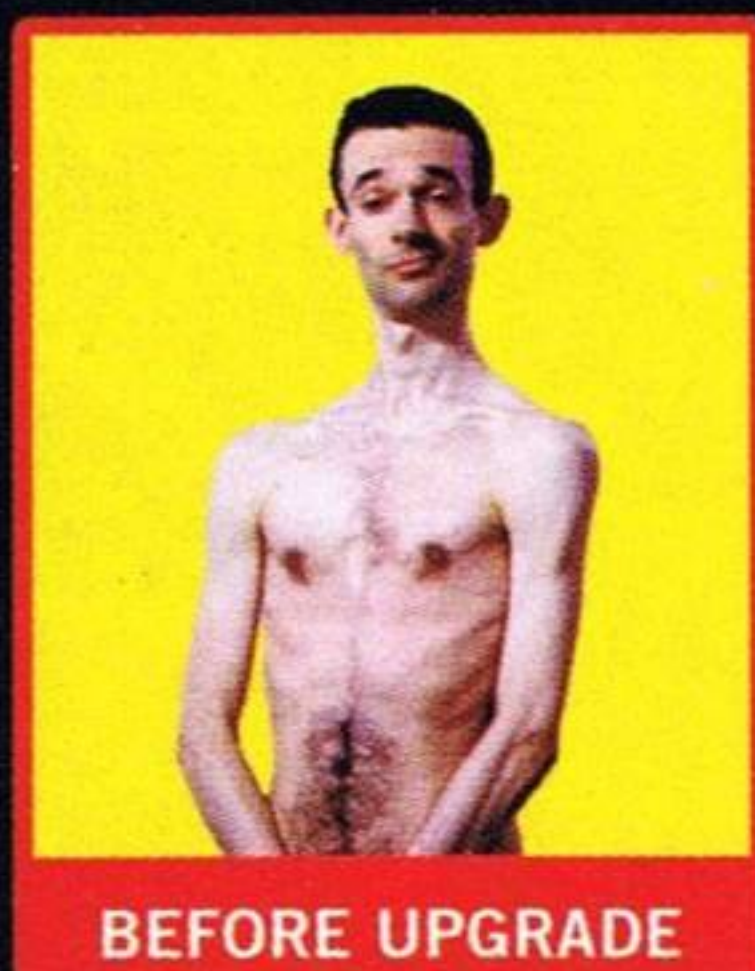
Devil May Cry 2

Capcom • November 2002 — Guess they aren't going to call it *Devil Never Cry* after all. This time, Dante and his demonic foes frolic among the streets and rooftops of a giant abandoned city, including skyscrapers so tall they'd make Spider-Man nervous. An entirely different team at Capcom is developing this action-adventure sequel, promising brighter levels and a second (female) playable character.

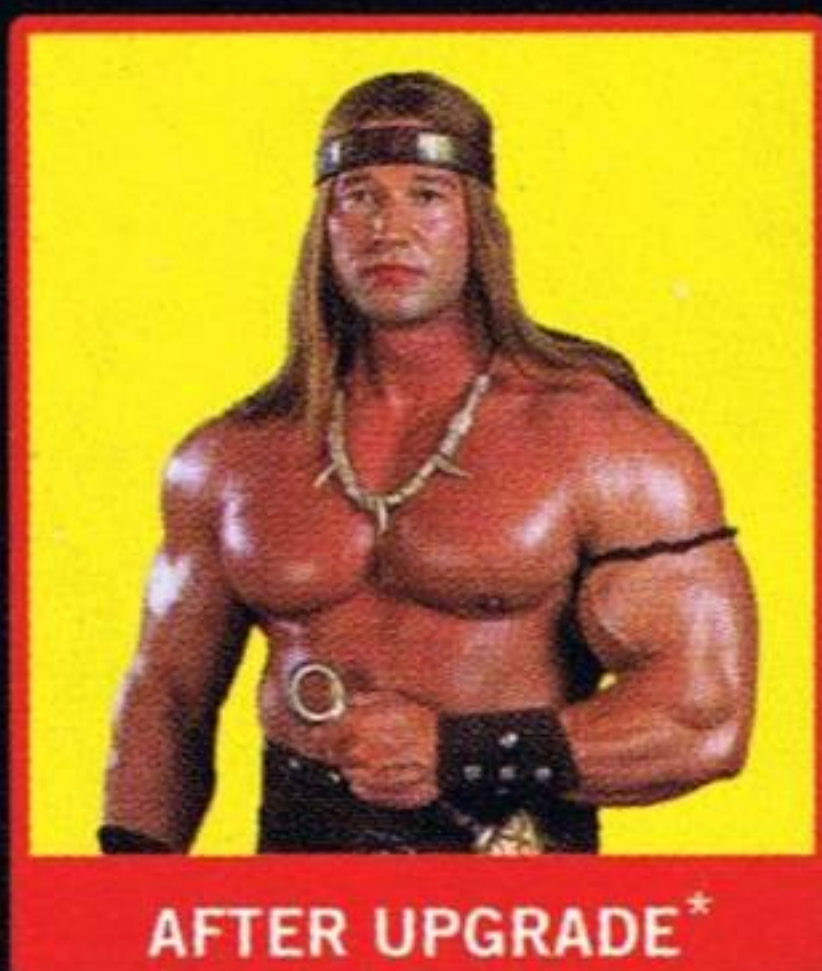


"I WAS A 99 LB. BARBARIAN"

- Gothar of Gundria

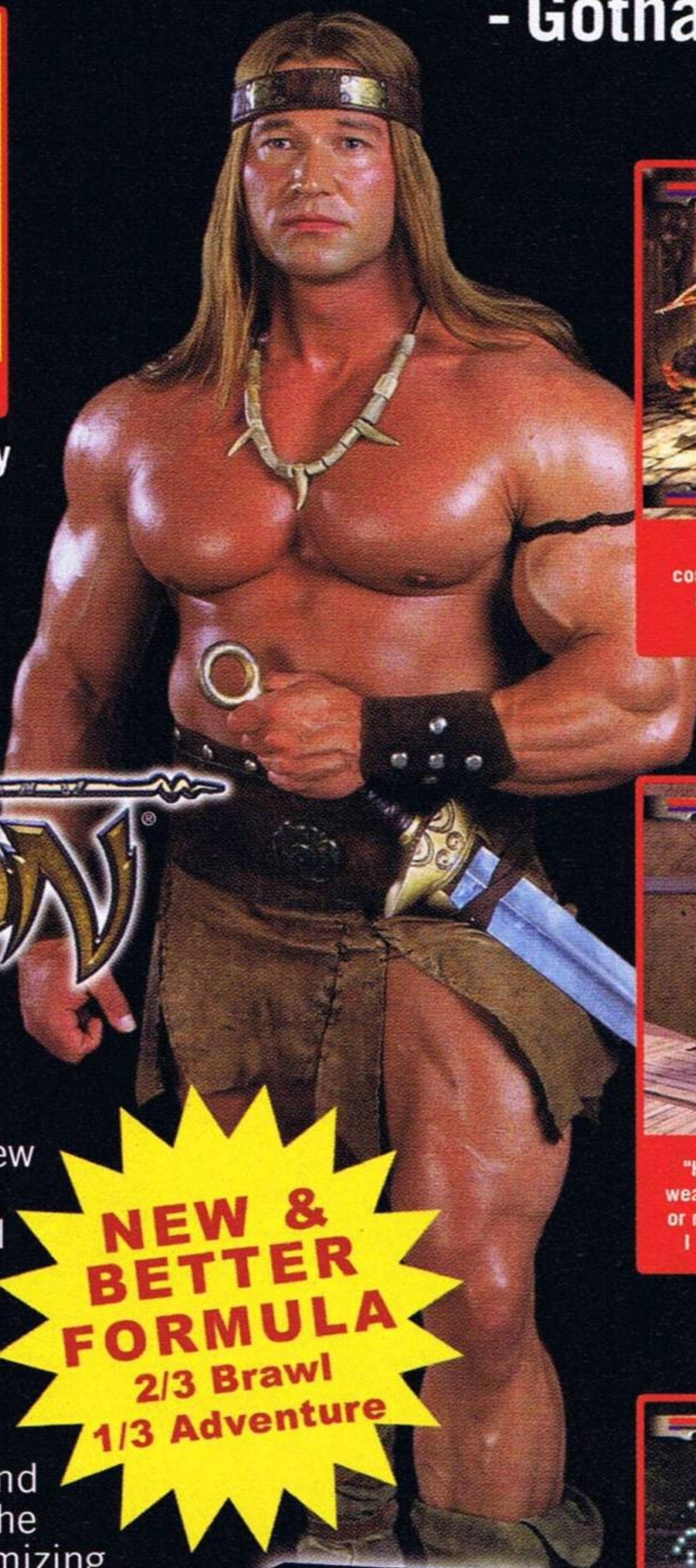


BEFORE UPGRADE



AFTER UPGRADE*

"I used to get molten lava kicked in my face. I was a little girly man, better suited to playing with sissy baby dolls than with battle axes. But then I mastered the **UPGRADE FEATURE** in **BARBARIAN**. Now nobody messes with me... **NOBODY!!!**"

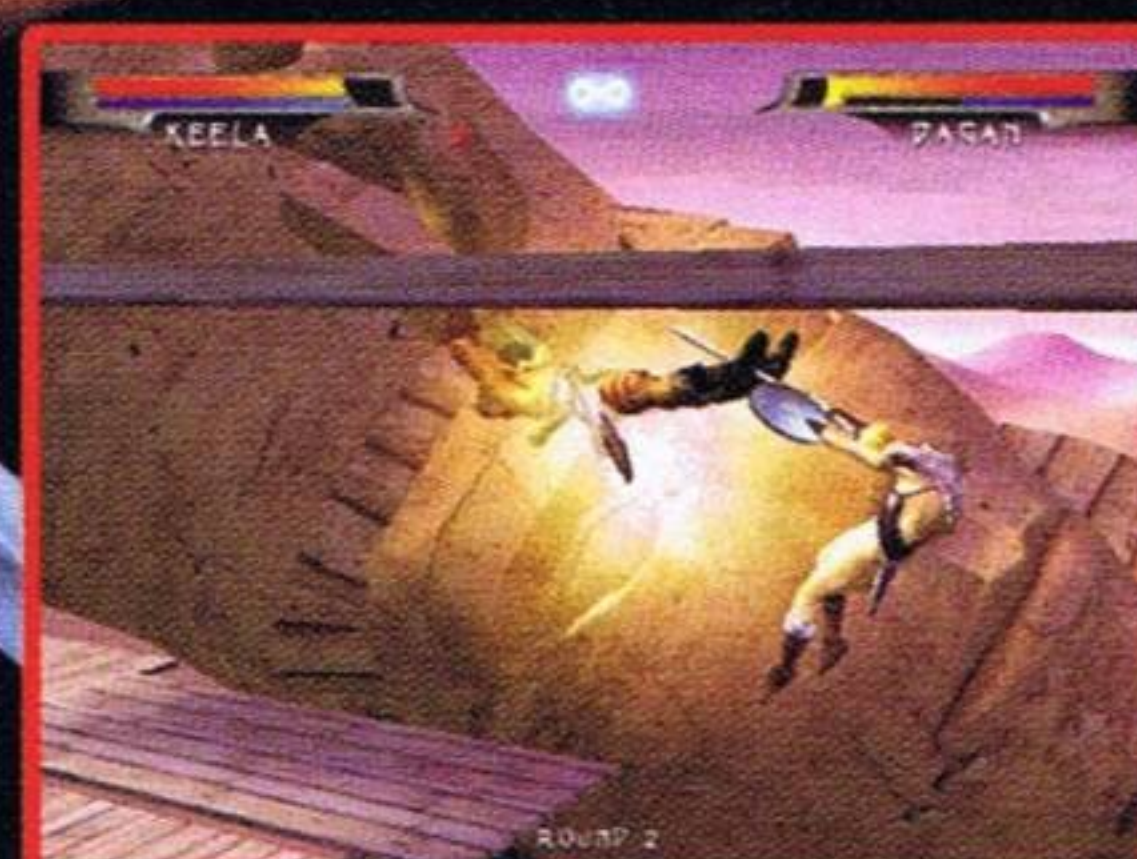


"The 4-player mode is wicked. Now if I could just find 4 opponents I haven't already killed I would show you BARBARIAN's 8 character on-screen mayhem."



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"Here I am getting Medieval on Keela. My weapon of choice is usually a tree, or a pillar, or my opponent... but you know me, everytime I can grab onto something and show off..."



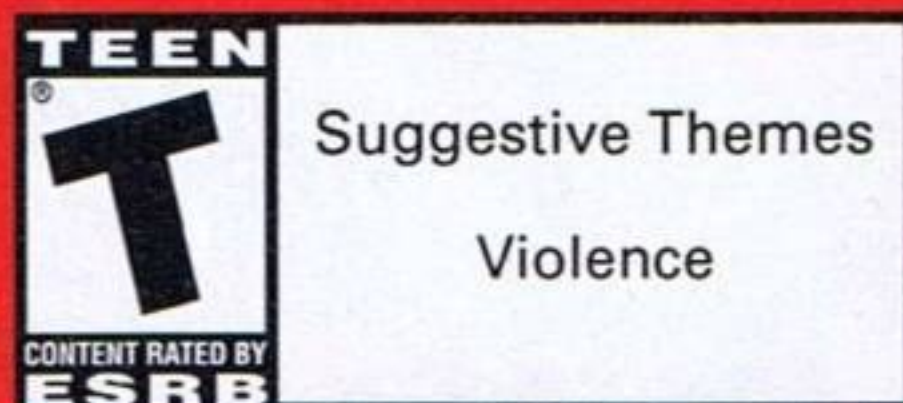
"I had no social life before, but now, with **BARBARIAN's SAVE AND RUN** formula, I can take my muscles with me to a friend's... and work that disco magic, if you know what I mean..."

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* Your actual results may vary, Mr. Saggy Breasts.



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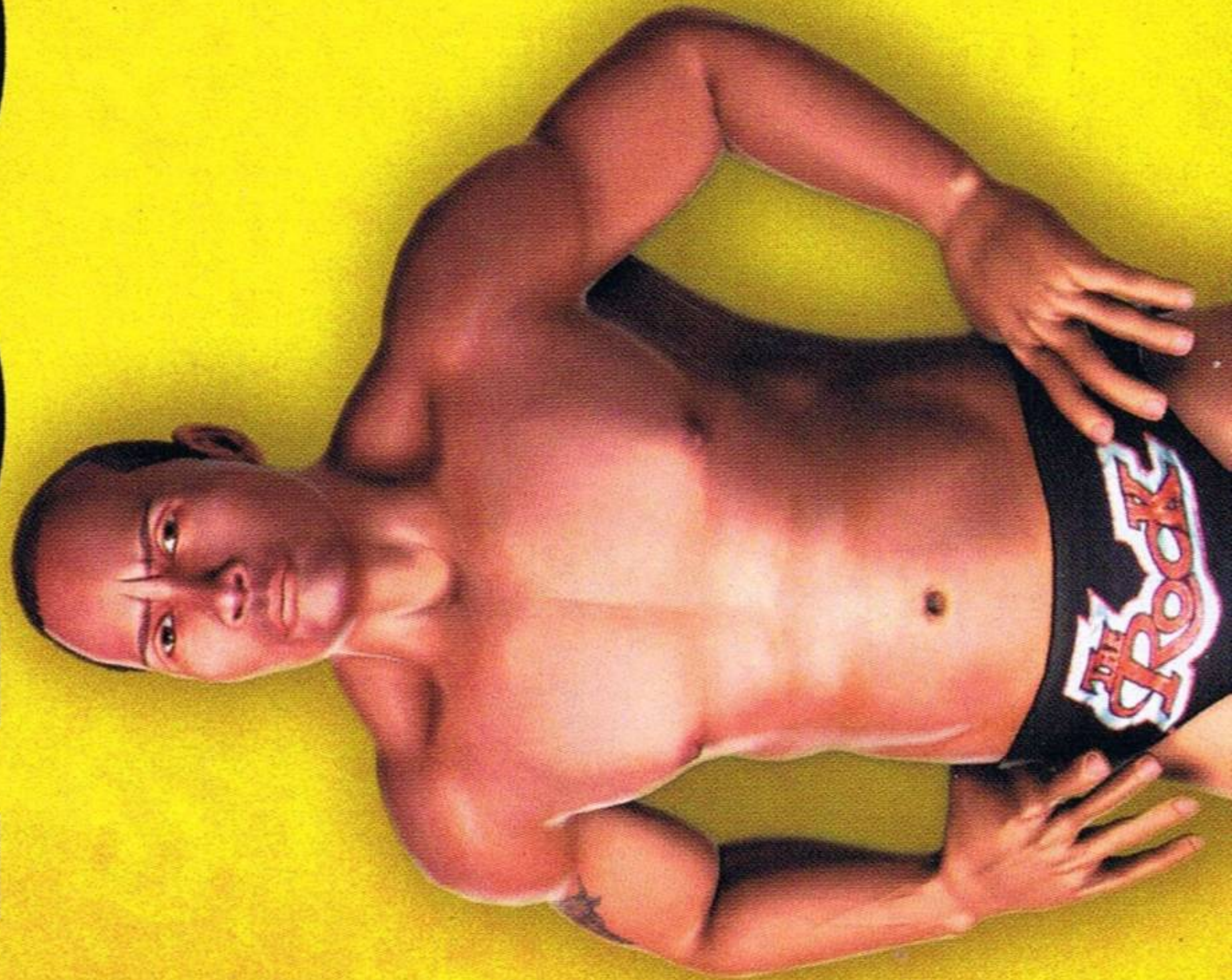




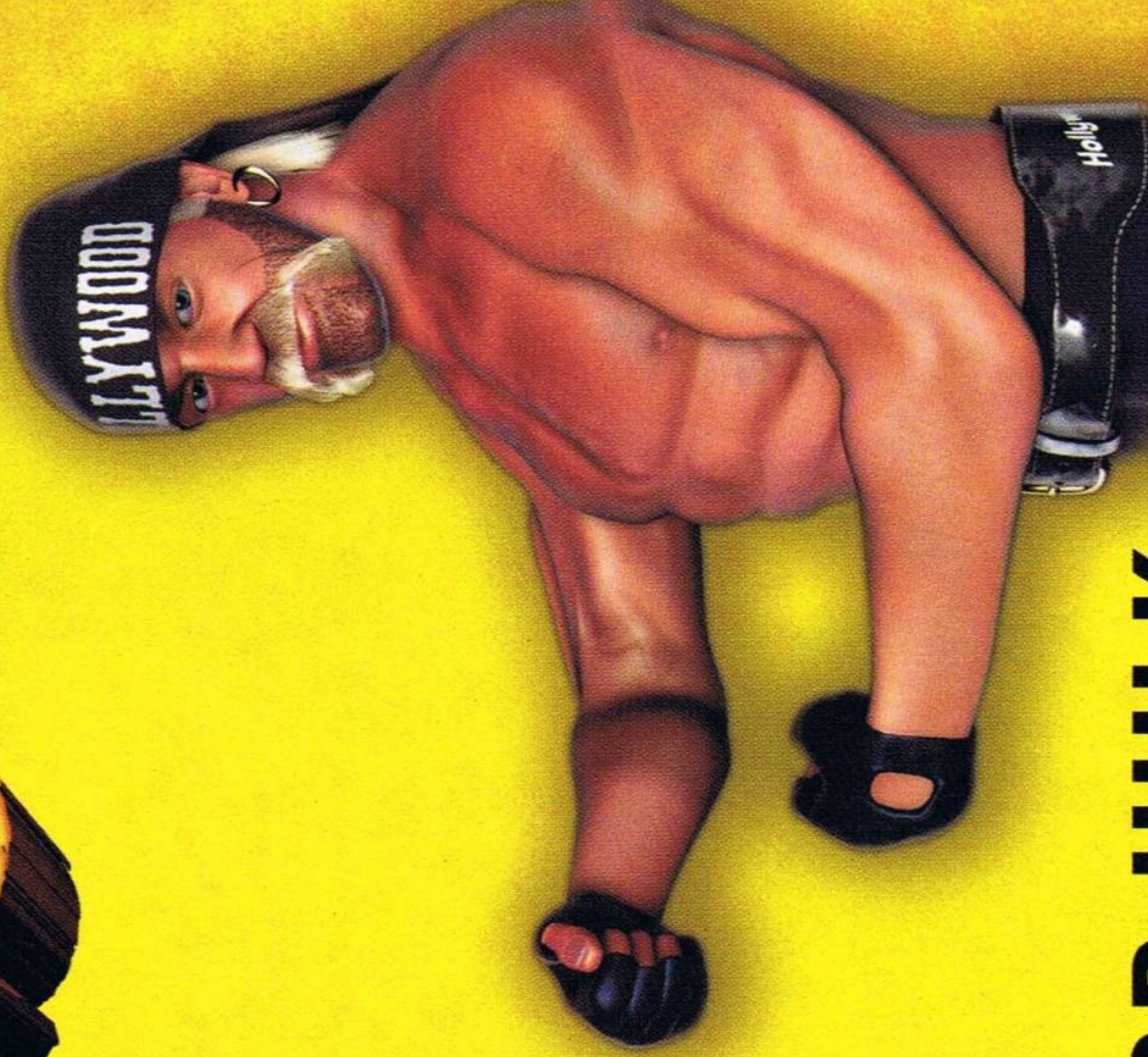
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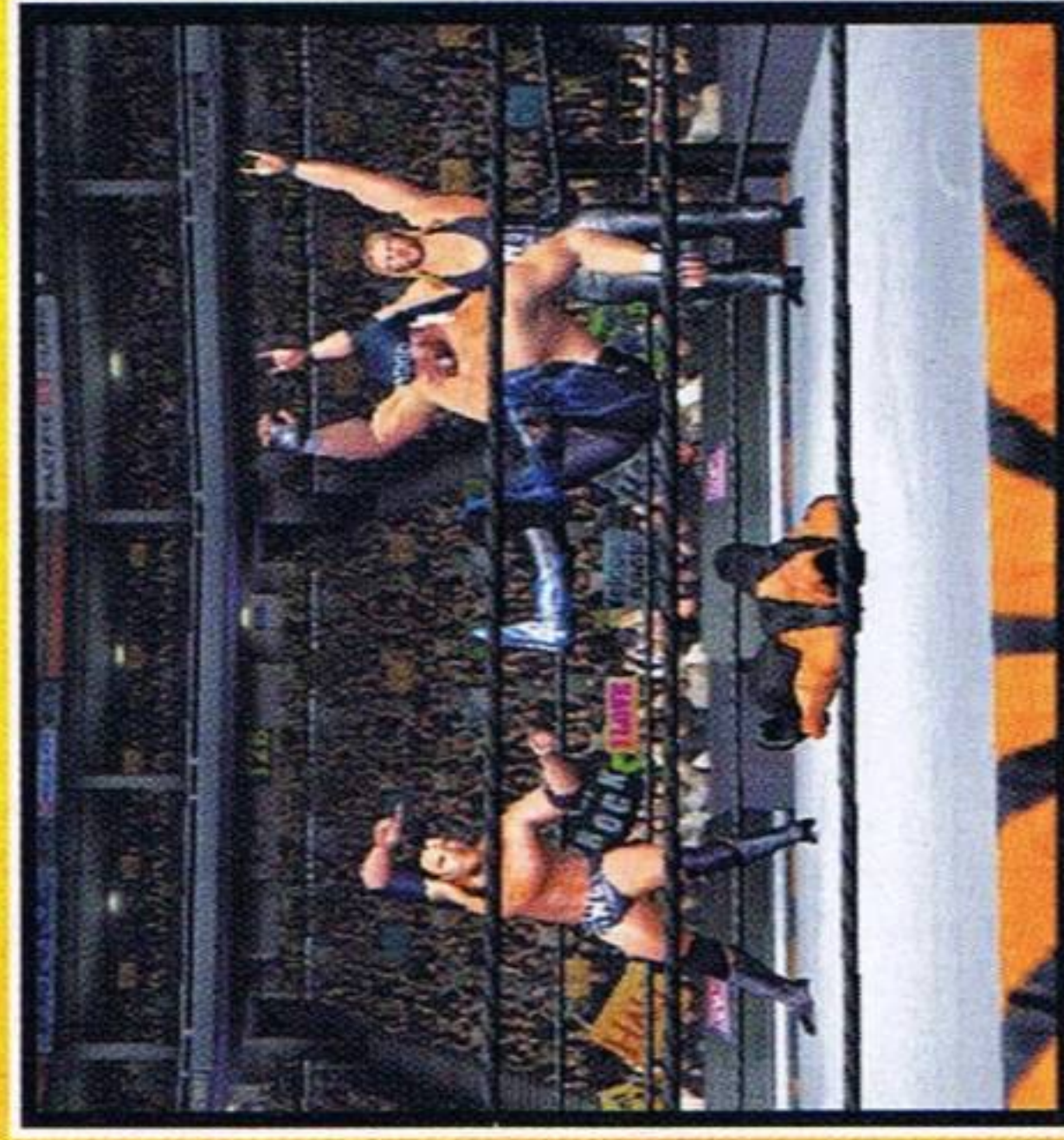
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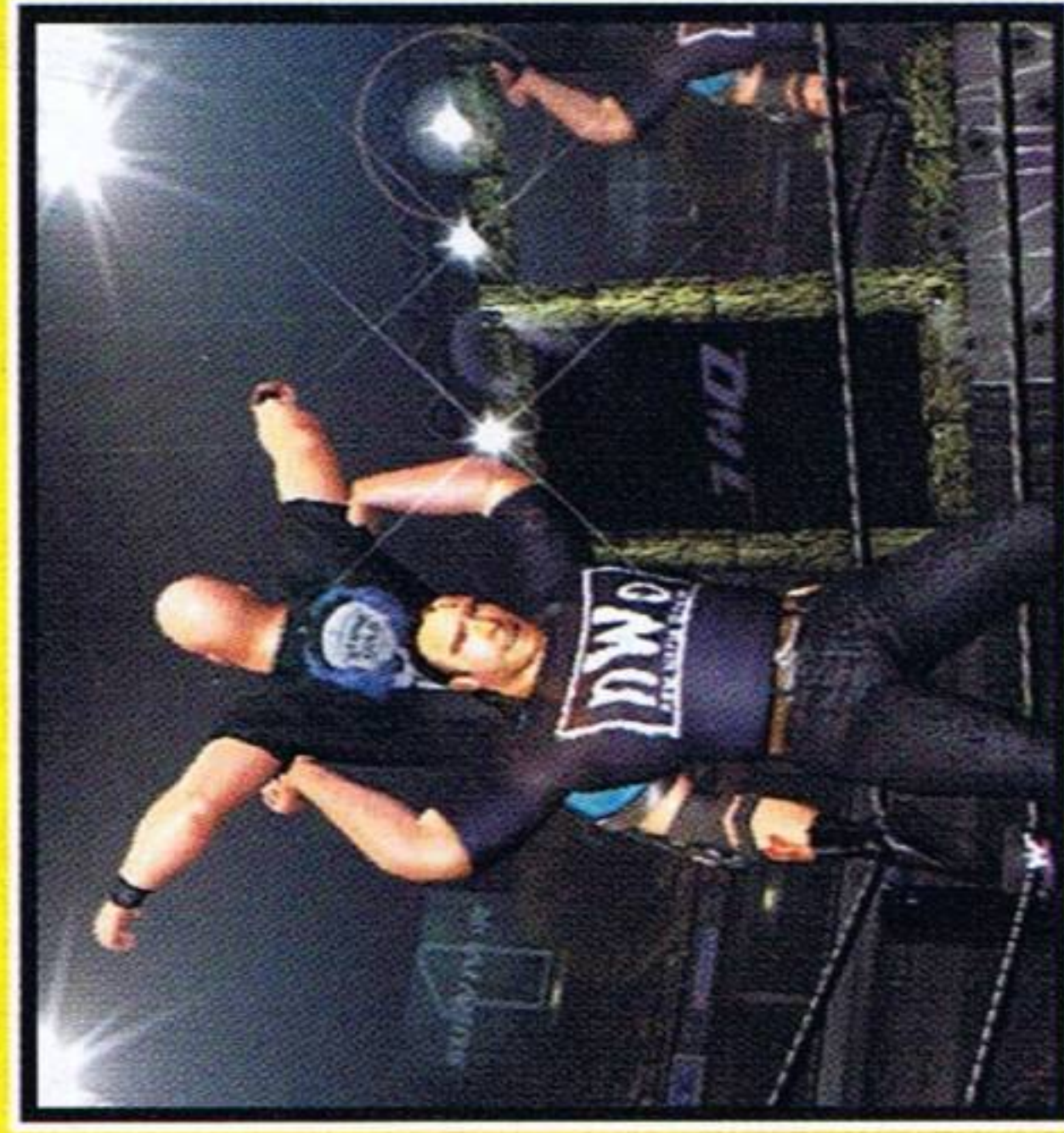
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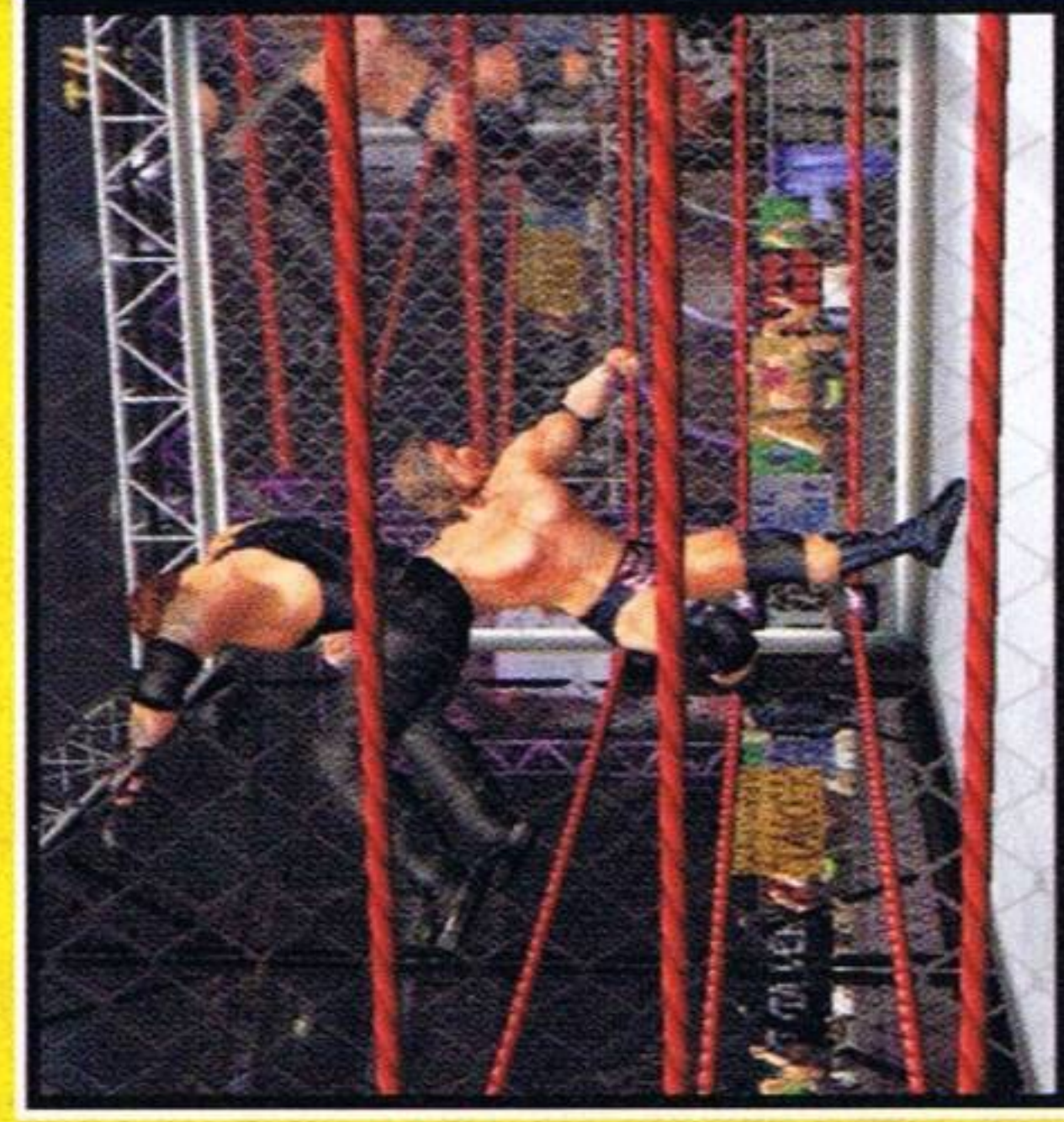
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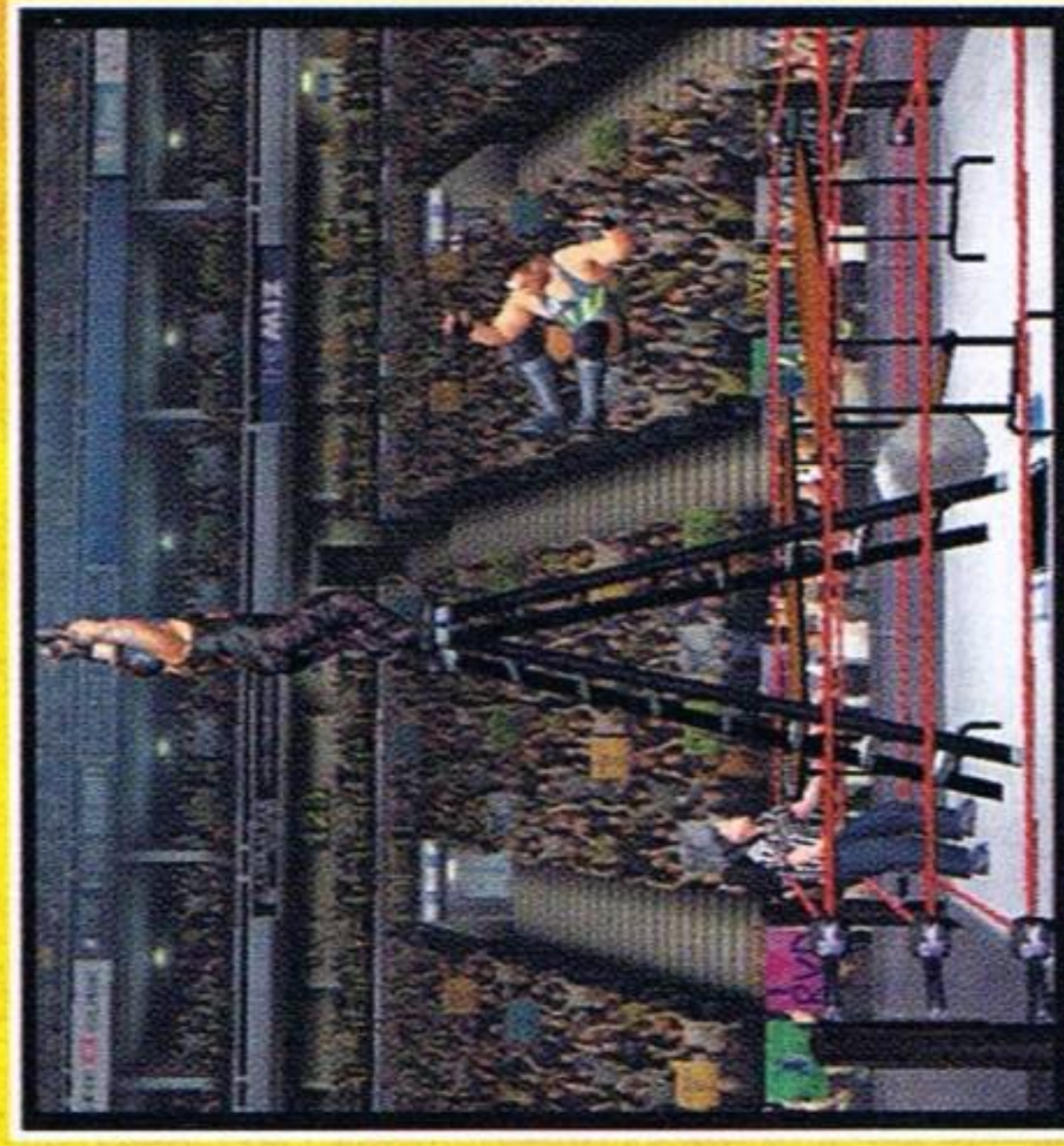


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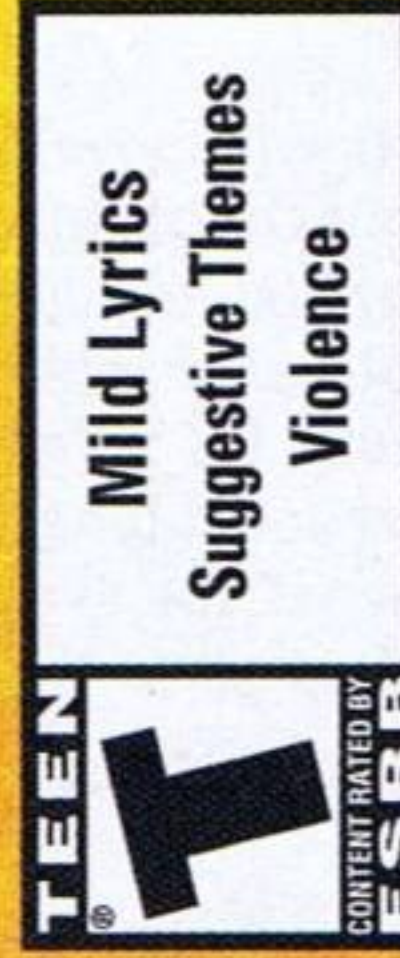


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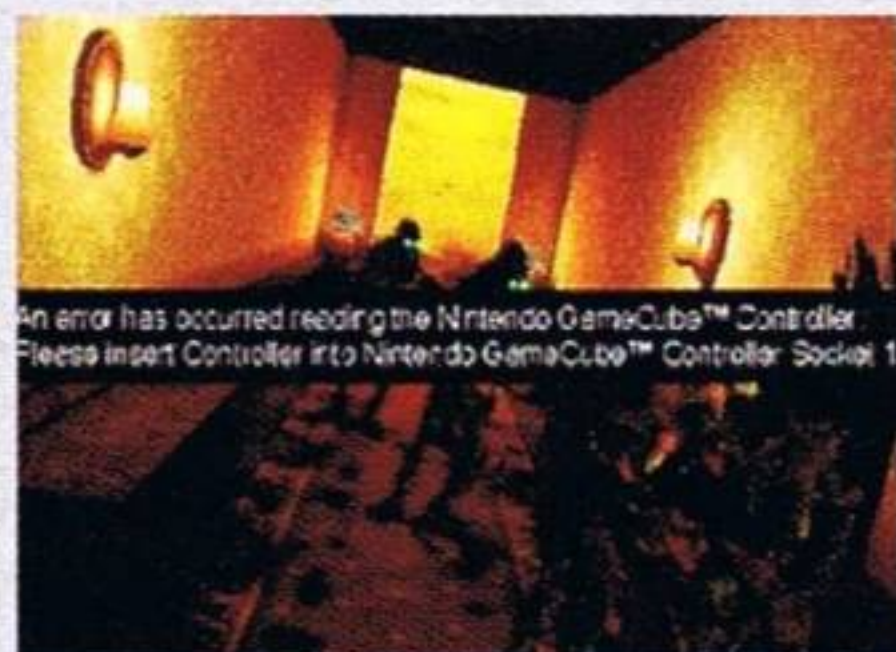
PREVIEW

Eternal Darkness: Sanity's Requiem

- Publisher:** Nintendo
- Developer:** Silicon Knights/
Nintendo
- Players:** 1
- Genre:** Adventure
- % Done:** 90%
- Release:** June 24, 2002
- Also Try:** *Resident Evil*
- Web Address:** www.nintendo.com
- The Good:** Lopping off a zombie's head and watching it flail around.
- The Bad:** Watching it grow a new head as it walks toward you.
- And The Ugly:** What you have to do next to finish it off.

ARE YOU INSANE?

Trust No One



(WARNING: MAJOR SPOILERS HERE!)

As the macabre enemies in the game spook your characters, you'll start seeing "insanity effects." For example, a character might be convinced that he or she is walking on the ceiling or sinking into the floor. Some of the insanity effects mess with the player directly: The game fakes a reboot sequence, convincing you that you've just lost all of your unsaved progress. One of the nastiest effects (shown above) tells you that your controller has come unplugged right after you've entered a zombie-filled room. It's all a hallucination, but you'll lunge for the GameCube every single time it happens.



Nothing screams "survival horror" like an Indian housewife taking on *The Mummy*.

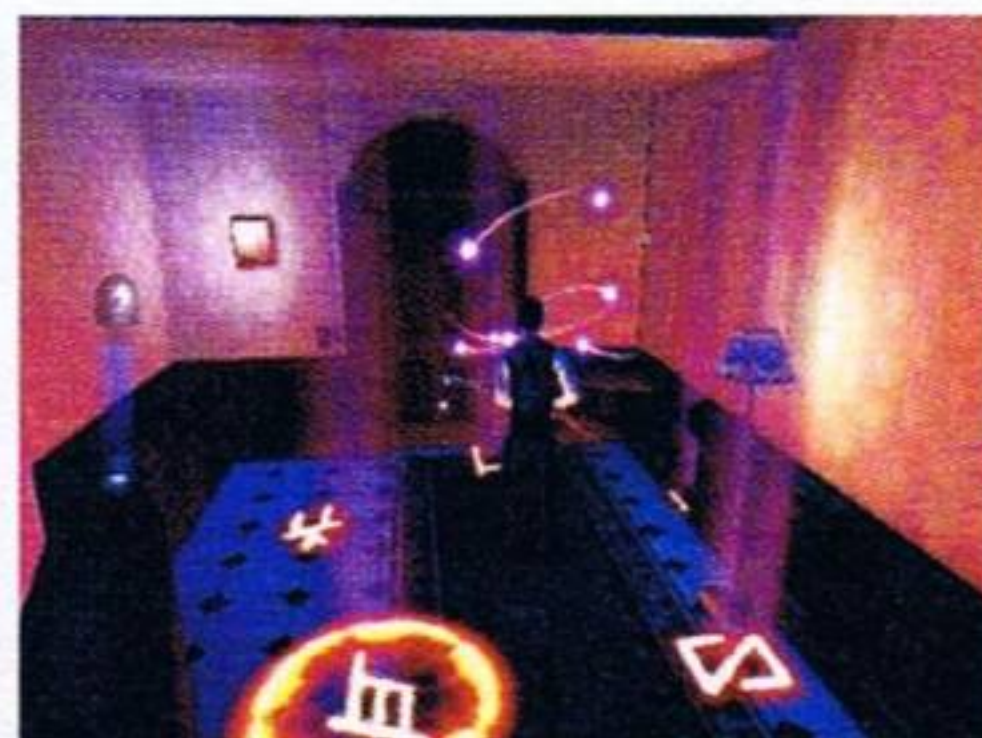
Nintendo critics who accuse the company of valuing kid gamers over the mature crowd are going to have a lot less to complain about this summer. Just two months after Capcom's *Resident Evil* remake hits the stands, Silicon Knights' *Eternal Darkness* will prove once and for all that Nintendo's cute purple box has one hell of a dark side.

Eternal Darkness comes from the same team that gave you *Blood Omen: Legacy of Kain* (PS1, PC), so it's no surprise that the plot is first-rate, with a storyline that integrates its 12 playable characters into a meticulously detailed epic. *ED*'s protagonist is Alexandra Roivas, who starts the game with an early-morning phone call informing her of the grisly

murder of her grandfather. When she arrives at the Roivas mansion, she discovers that the true story of her grandfather's demise is only one chapter in a 2,000-year struggle against the macabre forces of the *Eternal Darkness*.

Yes, it starts off in a mansion, but *ED* is no *Resident Evil* clone. As the game progresses, you play through the stories of the 11 other personalities in environments ranging from a French cathedral to a subterranean Persian city. You revisit the same areas in different eras with various characters, which include a female Cambodian dancer, a Franciscan monk from the Dark Ages of the Inquisition and a Revolutionary War-era gentleman. The unique abilities of each character and the changes over time in each environment create a nice sensation of déjà vu rather than tedium.

The gameplay itself is fresh and fast, and easy to pick up and play. Move the control stick in any

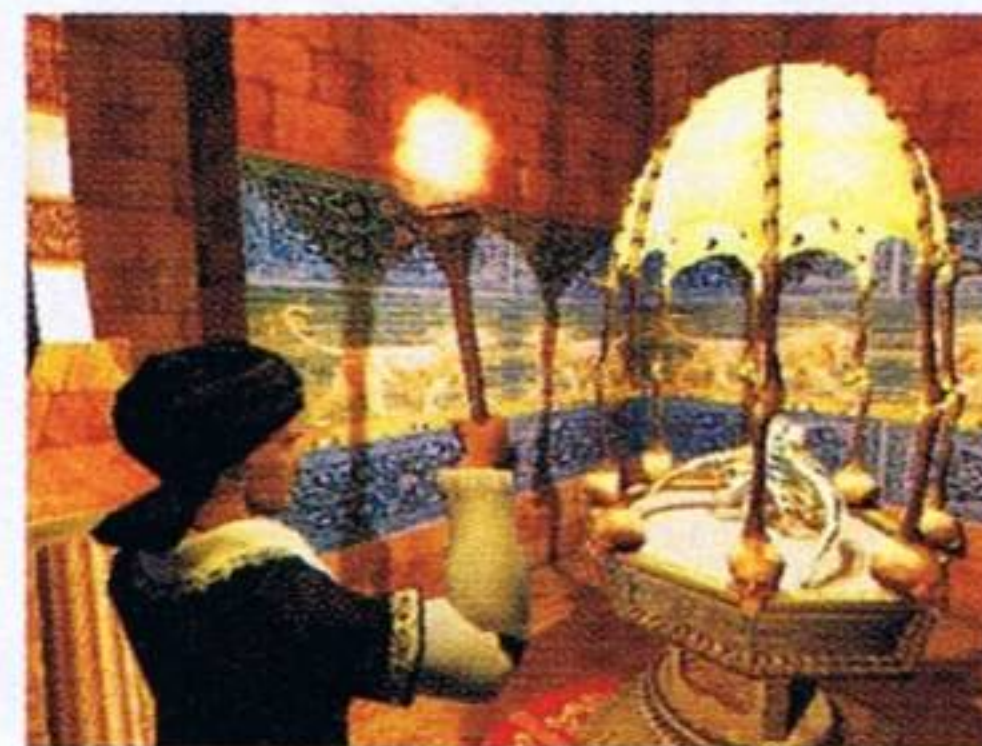
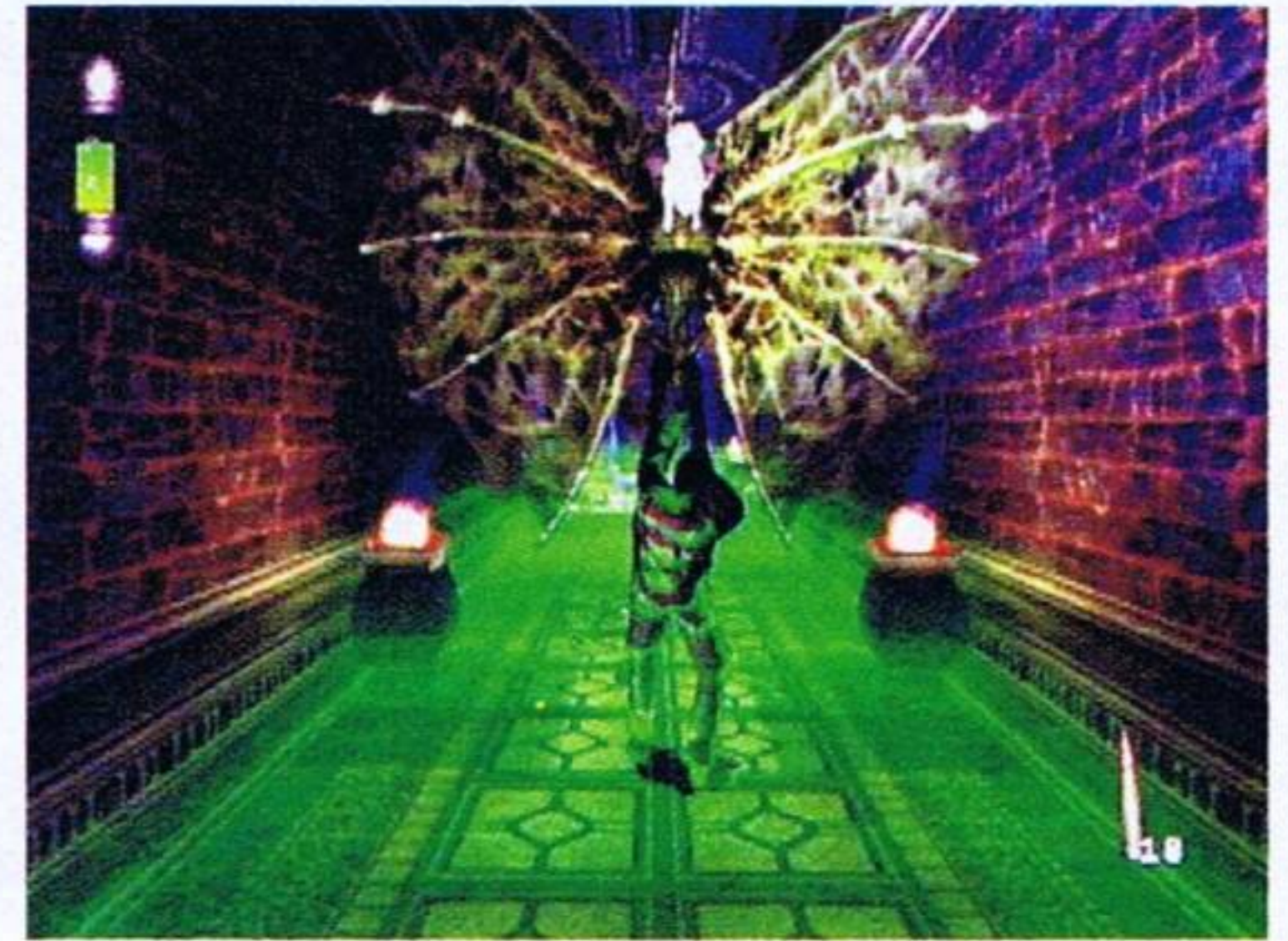
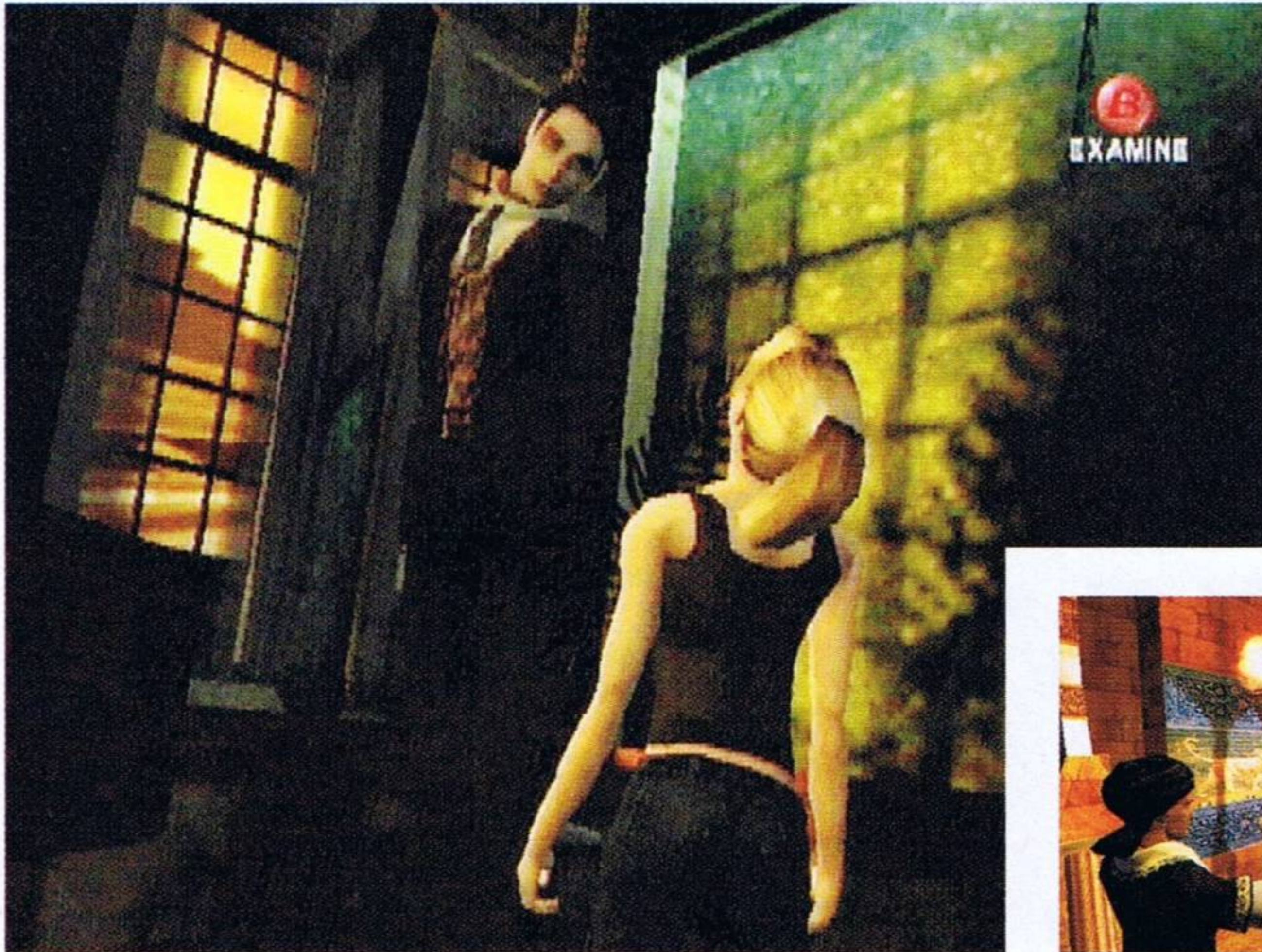


Eternal Darkness's graphic engine renders multiple lighting effects in detailed environments with ease. The game sounds great, too.



ASH-ES TO ASH-ES

Go to www.bruce-campbell.com to find out how Bruce made his mark by hacking up zombies in the *Evil Dead* series and then had all of his best lines stolen by *Duke Nukem*. Hail to the king of the B-movies, baby.



Hang around the Roivas mansion long enough, and you're guaranteed to have a swingin' good time. Mu-hu-ha-ha-hah! (top left). *Eternal Darkness's* monsters are so elegantly creepy, you'll be torn between blowing them away and watching them devour your character whole. (above)

direction and you'll move in that direction. Target enemies with the right trigger and press A to attack. The B button is the action button, used for examining items, finishing moves or other unique character abilities. And that's really all you need to know. In many respects, it's the anti-*Resident Evil*: You're supposed to destroy all enemies, not run

benefits from the GameCube's graphical might, smoothly handling multiple characters in detailed environments with several light sources. Other touches, like fog that flows realistically through corridors, provide the parsley garnish for the game's gourmet meal. The graphics don't slap you across the face like *Resident Evil's*, but they're rock-solid,


(ED) will prove once and for all that Nintendo's cute purple box has one hell of a dark side.

from them, and instead of abruptly switching angles as you move through a room, the camera zooms and pans flawlessly, tracking your player and giving you a clear view of the action.

Eternal Darkness has been three years in the making, and the time was well spent. Originally planned as a Nintendo 64 game, *ED* certainly

and the superior camera work only enhances them. The game also sounds as good as it looks—can you say topnotch voice acting and soundtrack with Dolby 5.1 Surround Sound?

All of *Eternal Darkness's* elements fit its style really well—you won't find yourself thinking, "Why does a biotech research company lock its doors with amulets?" Some gamers might be turned off by the rather linear plotline, but the solid 25-plus hours of incredible story and gameplay should give naysayers a reason to keep going, especially when they can replay it to face different types of enemies the second time through.

Eternal Darkness has more atmosphere than Mars at the end of *Total Recall*, and it's not afraid to borrow from the greatest of the classic horrorists, from Poe to Lovecraft. Best of all, it delivers a very different experience than your typical survival-horror game, expanding the genre with some fresh ideas and great execution. 

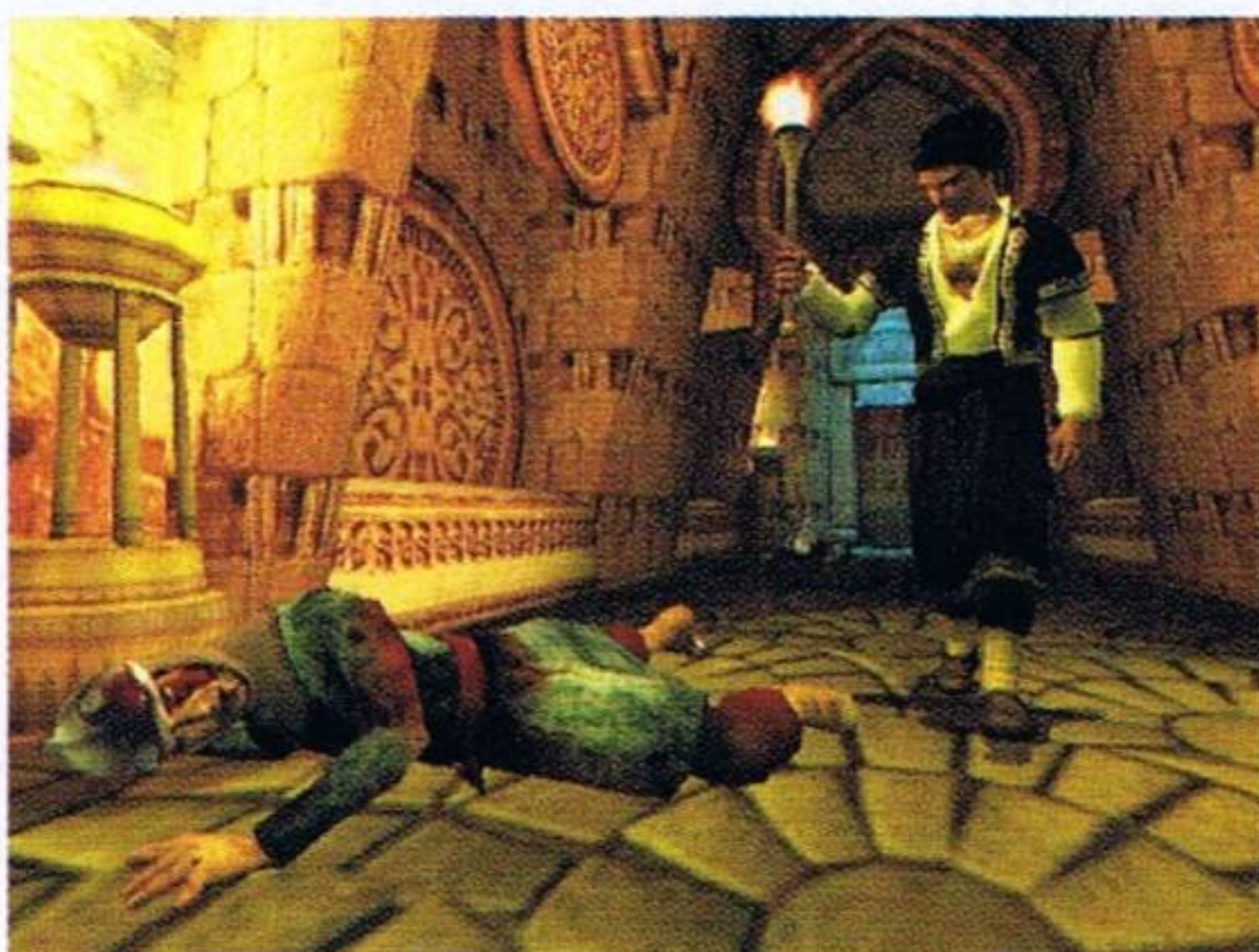
—Bryan Stratton

DOWNIZING

Off With Their Heads!



If you love horror games but hate running from every enemy, *Eternal Darkness* is for you. *ED* encourages you to hack, slash, shoot and club every monster that comes your way, and it's a refreshing change of pace. Targeting parts of the enemy's body is the best strategy—take off a zombie's head and it can't see you, or whack off its arms and it can't attack. Once you've picked your foes to pieces, you can perform finishing moves to make sure they never get back up. And yes, Virginia, the enemies gush like geysers when you do. You sick freak.



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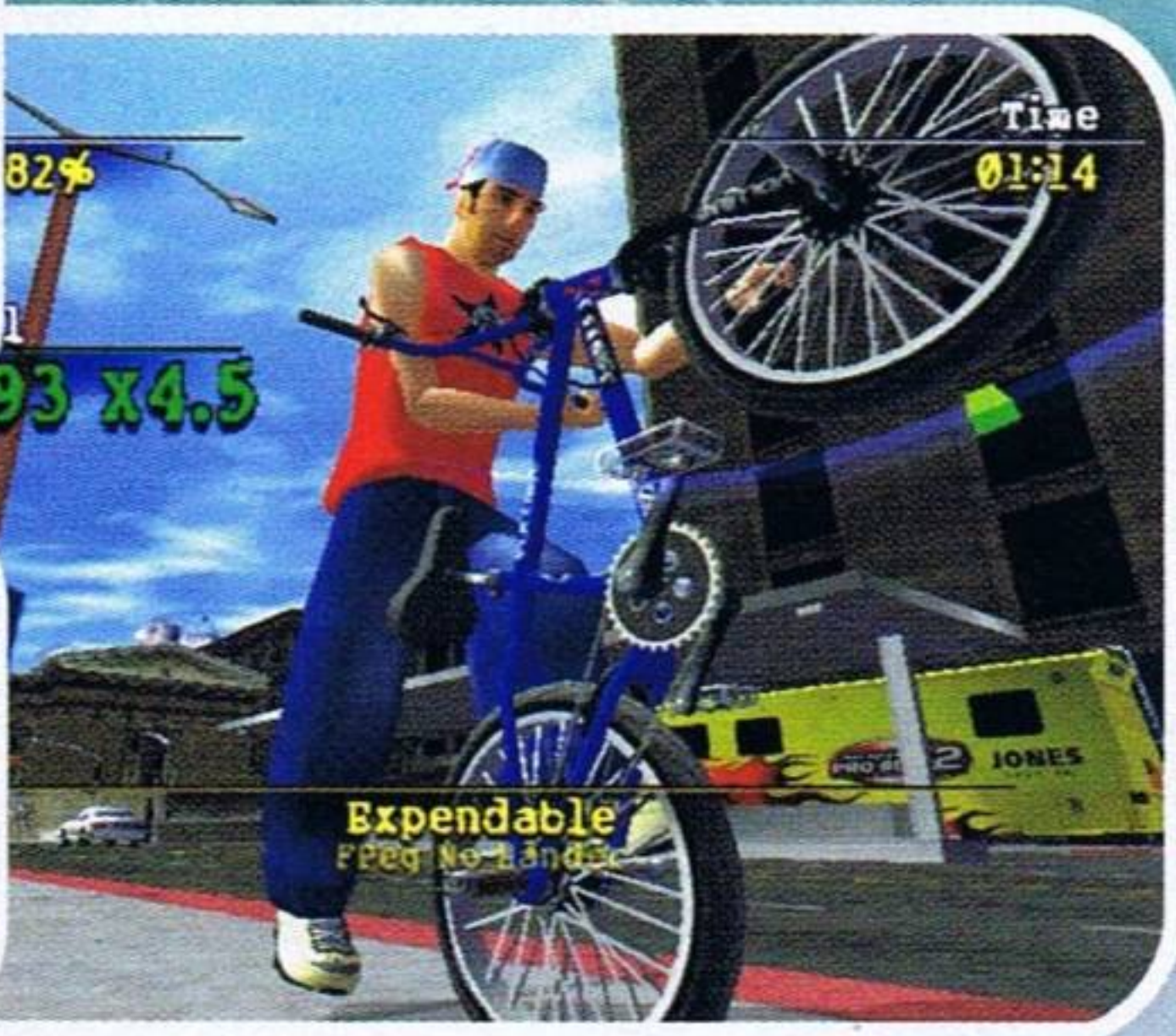
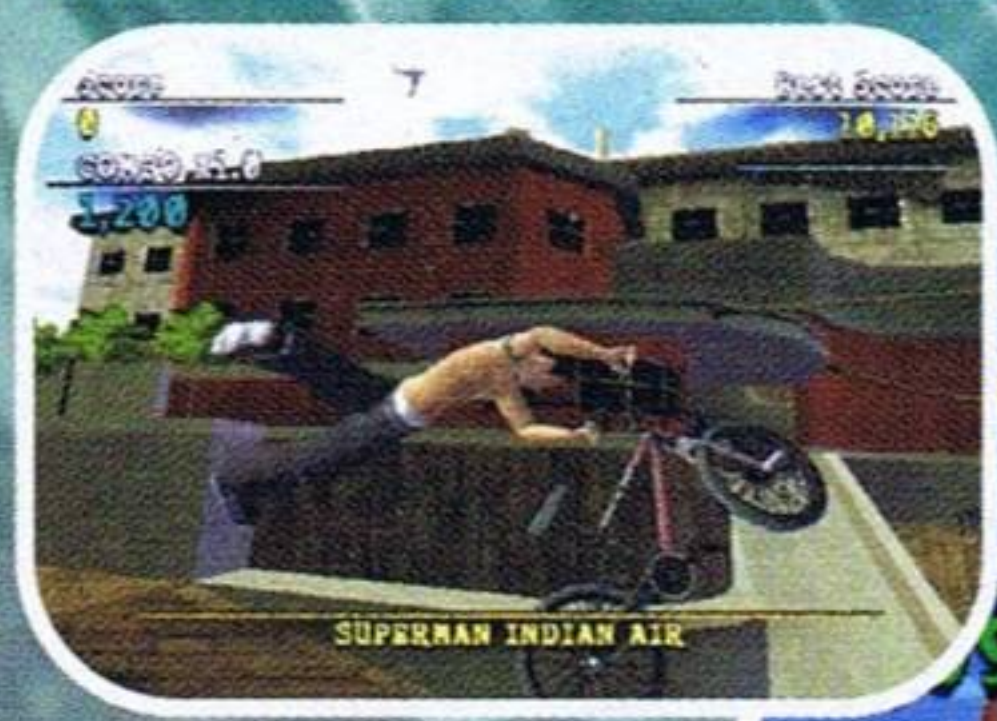
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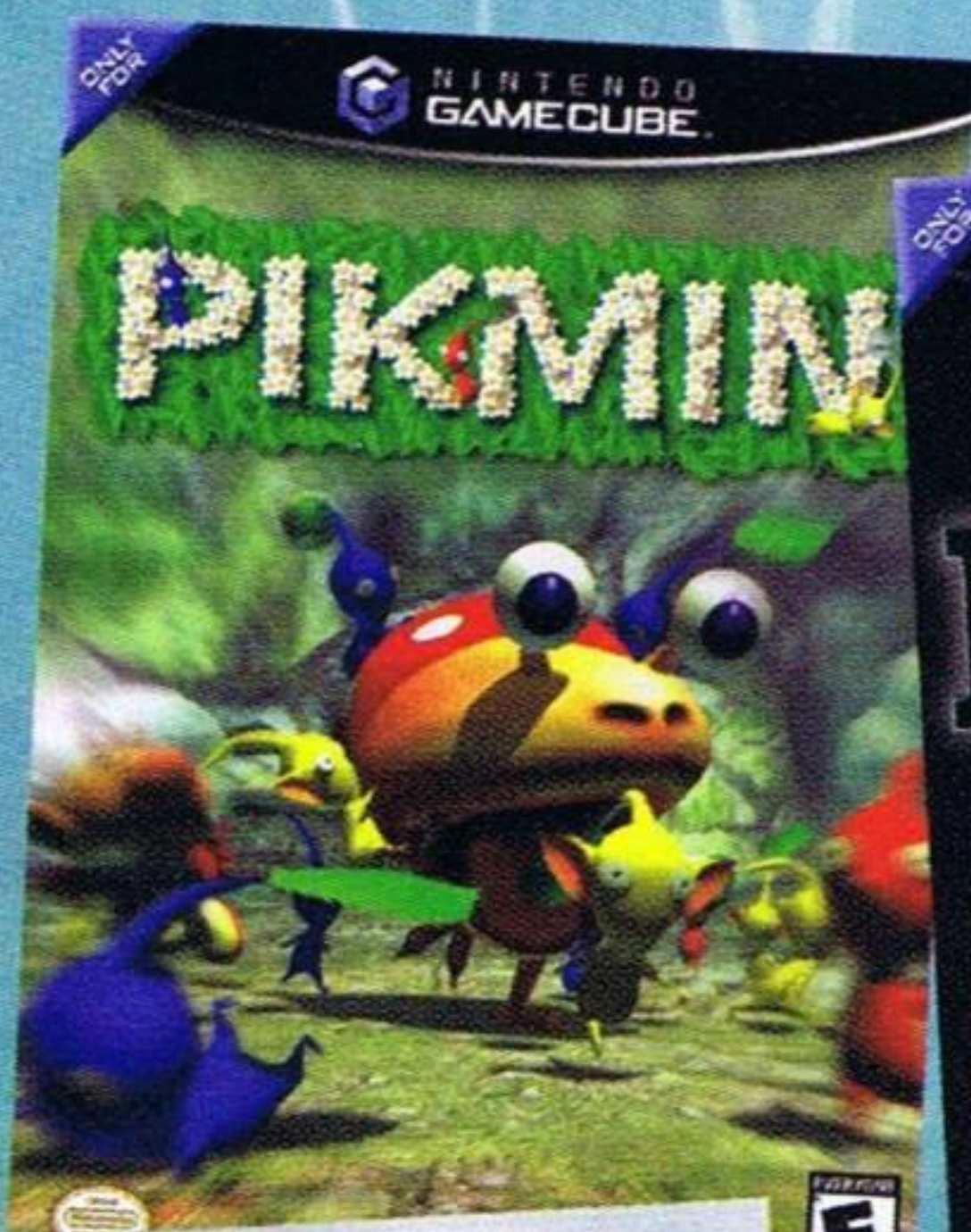
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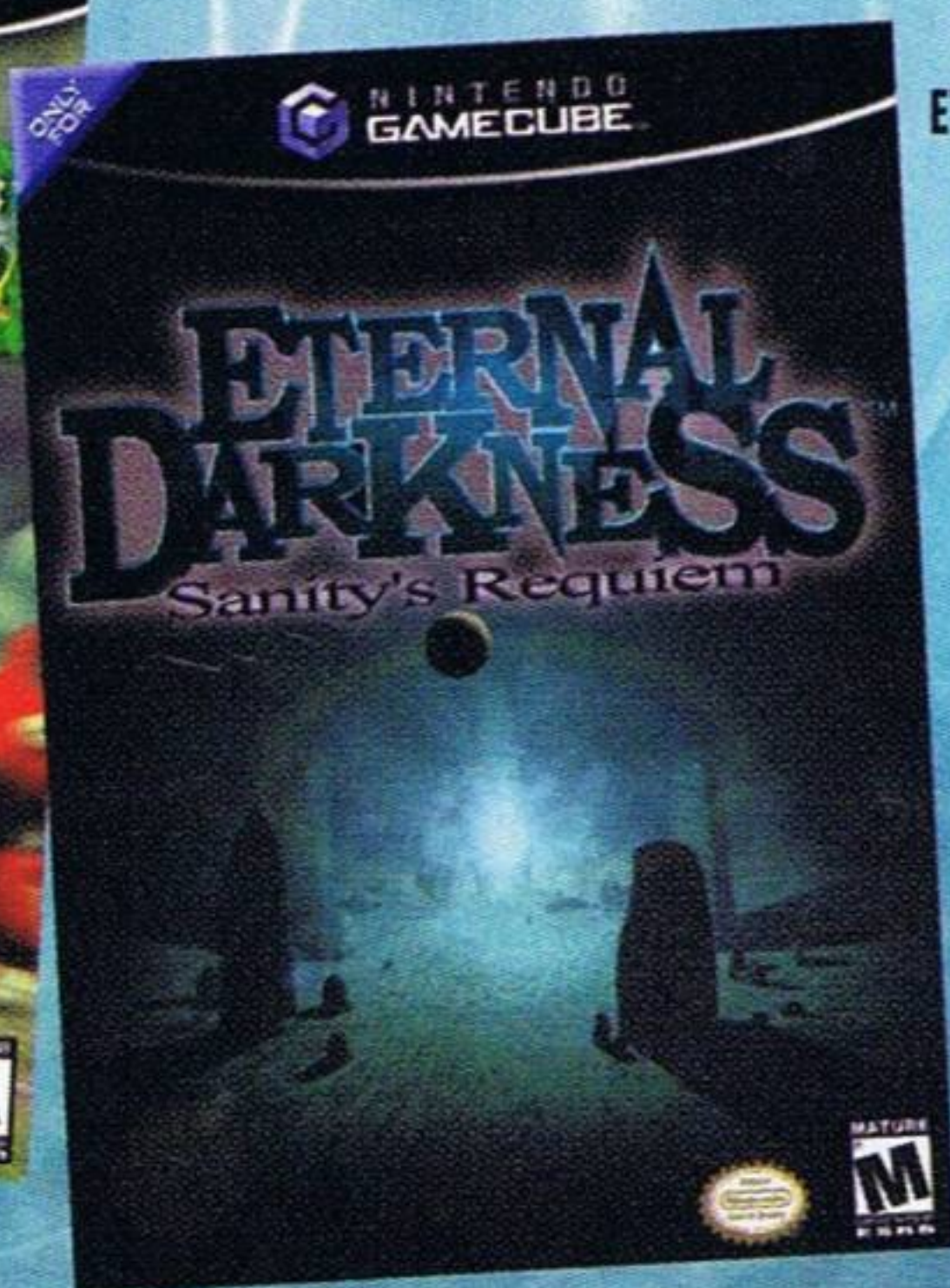
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PREVIEW

Dragon's Lair 3D

SAVE ME!



The voluptuous Daphne is still the object of our hero's affection.

- Publisher:** Encore
- Developer:** Dragonstone
- Players:** 1
- Genre:** Adventure
- % Done:** 60%
- Release:** September 2002
- Also On:** PS2 (Encore) and Xbox (Ubi Soft)
- Web Address:** encoresoftware.com
- The Good:** Daphne's kiss is worth risking your life for.
- The Bad:** When something says "Drink Me," trust us—don't.
- And The Ugly:** Dirk's hat hair after he takes that beanie off. Yecch!



No, he's not Batman, but this knight can fly once he's equipped the Dragon's Wing element. Wait, did we say fly? More like float.



Pop quiz, hotshot. Your hands are full and there's an axe-wielding soldier charging your way. What do you do?

NEXT IN LINE?

Ace Redux



Space Ace


After his success with *Dragon's Lair*, creator Don Bluth produced the sci-fi laserdisc adventure, *Space Ace*. So will it get the 3D treatment too? Dragonstone's Thomas Konkol told us, "When people find out that we're making *Dragon's Lair* in 3D, that's usually the follow-up question, which tells us we'd be crazy not to do *Space Ace* [3D]. It is something we may look into in the future."

Twenty years ago, gamers flocked to arcades to play the original *Dragon's Lair*, where Dirk the Daring had to save the Princess Daphne from the evil dragon Singe. The gameplay back then was about as complex as navigating menus on a DVD (in other words, not very). You'd watch the animated scene and move the joystick or press the button to prompt the laserdisc (the larger, '80s version of DVD) to skip to the next scene and get Dirk out of danger...for a few seconds, anyway.

What a difference 20 years of technological advances makes. *Dragon's Lair 3D* brings Dirk's world

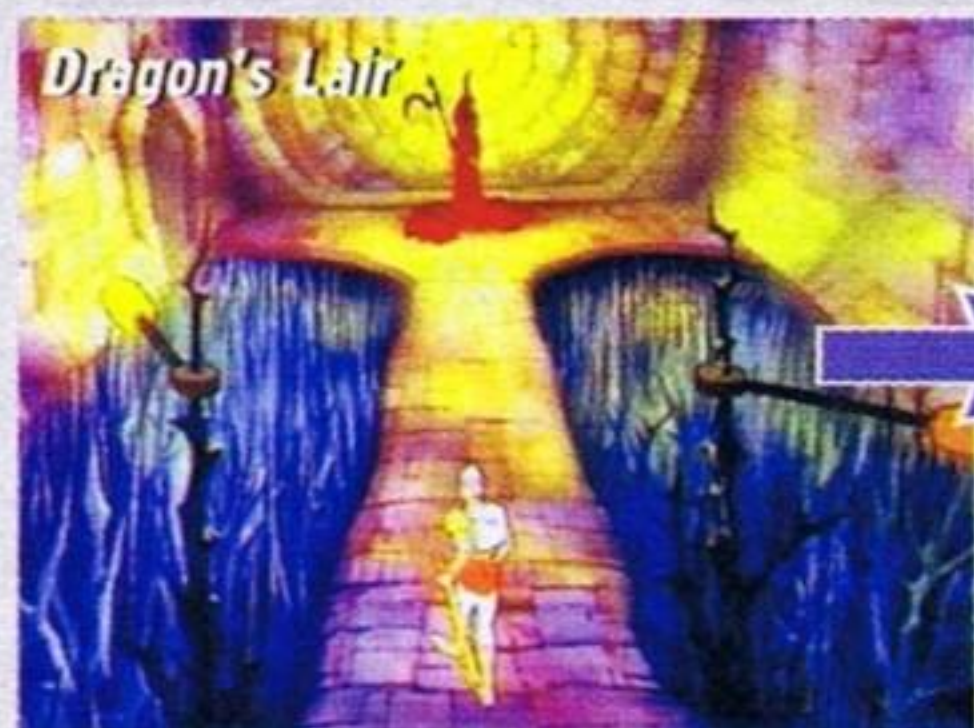
into the 21st century and uses cel-shaded graphics to retain the original's cartoon look. But it's more than just a retelling of the old game in three dimensions. Thomas Konkol, project director for developer Dragonstone Software, told us, "It is the same classic *Dragon's Lair* tale from the arcade version; however, we give more of a backstory this time. About a third of the game is totally new, and the elements we brought over from the arcade version have been greatly expanded. In a sense, we're telling the whole story this time."

As you intrepidly work your way through the winding castle, it won't just be hacking and slashing Giddy Goons. Enemies like the Giddies, Lizard King and Crypt Creeps are joined by more dragons, different types of knights and, as Konkol tells us, "The Gargoyle (The One-Eyed Pig), an original character left on the cutting-room floor who will make its debut here." To help smite these and other foes, Dirk now has a crossbow that shoots several types of arrows (he also keeps his trusty sword). Dirk will also get new abilities by collecting Dragon elements that will let him withstand fire, float, see through walls, restore life, or turn his sword into a fire blade.

All that, yet Dirk still won't be able to talk. Konkol confesses, "Dirk is more lovable as the clumsy hero without much to say."  —Chris Johnston



DARE TO COMPARE: ORIGINAL VS. 3D





PREVIEW
GALLERY



ZooCube

Acclaim • May 2002 — How desperate are you for a GameCube puzzle game? Desperate enough to give this one a try? Here's the premise: Some animals have been mutated by shape-altering science experiments. Players use their ZooCube (whatever the hell that is) to return animals to their normal state and bring them to the...uh...flying ark (shudder). Grab a friend for co-op or head-to-head play.



Evolution Worlds

Ubi Soft • October 2002 — Look familiar? *Worlds* is a compilation of the two *Evolution* titles released on Dreamcast, seamlessly presented back-to-back. Its claim to fame are its randomly generated dungeons and wide-eyed anime-style characters.

Although at this point *Worlds* looks like nothing but a straight remake, there are talks of a new dungeon and a Top-Hunter mode that would let you battle bosses outside of the regular game.



Before last weekend, the only thing he'd ever burned was a CD.

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This message is brought to you by the International Association of Fire Fighters. **Harold A. Schaitberger**, General President






PREVIEW GALLERY

Toxic Grind

THQ • July 2002 — With things like time travel, deadly toxins and game shows, *TG* seems more like a bad Cinemax movie than your average BMX game. This story-driven title features 14 levels, each taking place in a different era (place time-travel sound effect here) wherein you hunt for keys, deactivate bombs, and deal with a host of whacky objectives. Hmm...wait, is this *Dave Mirra* meets *Portal Runner*? Let's hope not.



Madden NFL 2003

EA Sports • August 2002 — It took Madden jumping to *Monday Night Football* to get EA to shake up their broadcast booth. Thankfully, they replaced the zombified Pat Summerall with Al Michaels before the rigor mortis set in. The best new addition, however, could be the training camp that lets you improve players in various minigames. (Sorry, no matter how many reps you give Ryan Leaf, he's still gonna suck.)

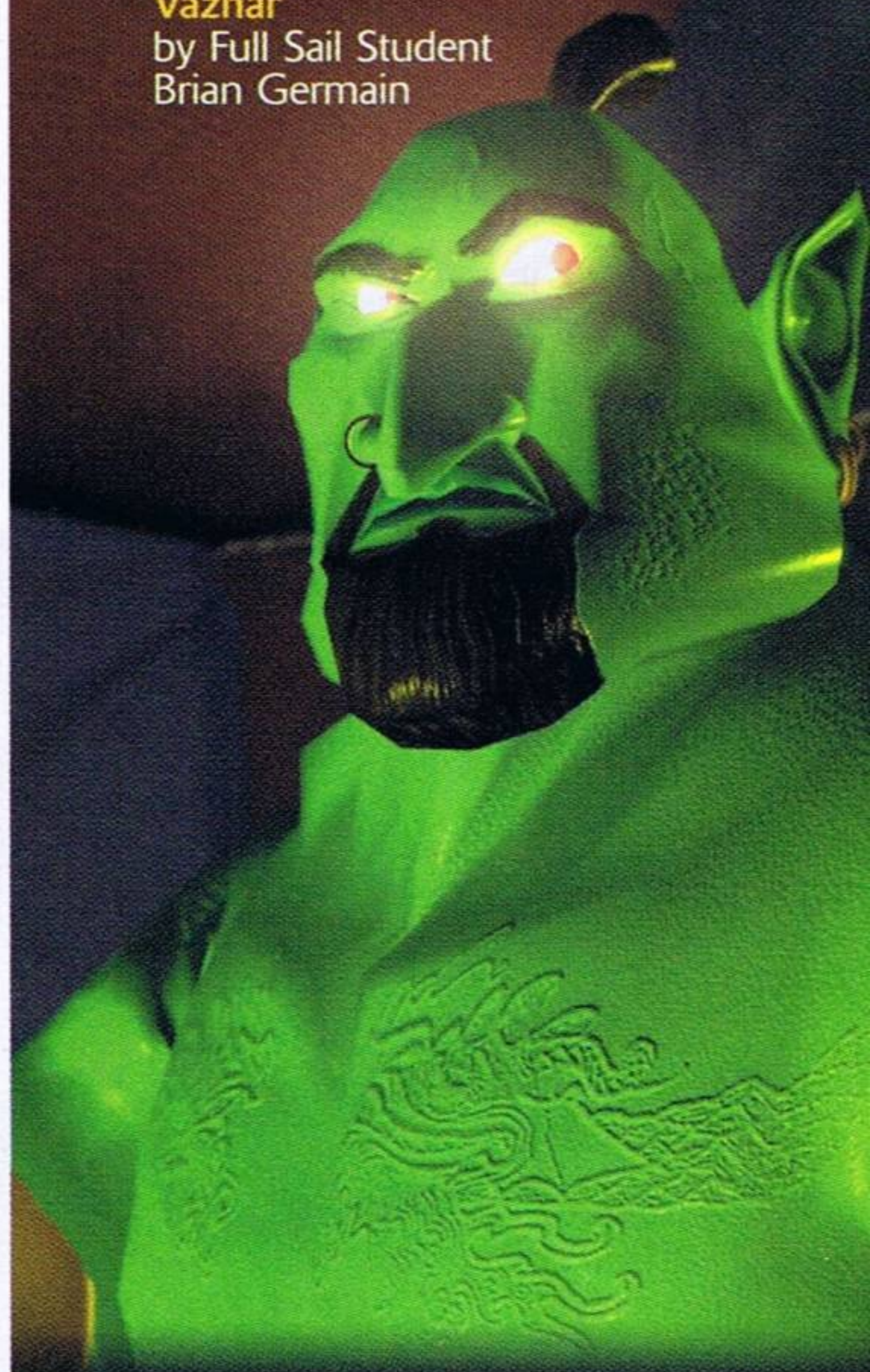


Black & Bruised

Majesco • December 2002 — We haven't had a crack at this brawler yet, but if it plays like the classic *Punch-Out*, we'll be pleased. The game's cartoon look and Saturday-morning humor seem just right for the younger 'Cube crowd, but Majesco claims the gameplay is deep enough for grown-ups as well. That's good, because we can't wait to put that flabby, Bald-Bull impersonator (right) in his place.



Vazhar
by Full Sail Student
Brian Germain



Robotech: Battlecry

TDK Mediactive • October 2002 — The wait for a *Robotech* game of any kind has been almost as frustrating as sitting through one of Minmei's songs for fans of the series. But when you consider that said game is looking gorgeous and plays very well so far, it's hard to say that the wait wasn't worth it. Look in last month's *EGM* for the full scoop on *Battlecry*.



Batman: Dark Tomorrow

Kemco • November 2002 — Forget about that skinny, limp-wristed ninja of the future they've been pushing as *Batman* on the WB network lately—this third-person action/adventure has you playing as the real Dark Knight. Use both your brains and your utility belt as you wage urban warfare on the Joker and a slew of other familiar enemies. The Boy Wonder is thankfully absent from this adventure.



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PREVIEW

Crazy Taxi 3: High Roller

- Publisher:** Sega
- Developer:** Hitmaker
- Players:** 1
- Genre:** Driving
- % Done:** 65%
- Release:** Summer 2002
- Web Address:** www.sega.com
- The Good:** Since *CT3* contains all the cabbies and levels from the first two titles, you're getting a lot of game for your dollar.
- The Bad:** If you didn't like *Crazy Taxi 2*, you probably won't like this one.
- And The Ugly:** Mrs. Venus isn't nearly as hot as Cinnamon or Gena.



Man...no one's hittin' the BK lately. Guess that "Chicken Whopper" marketing campaign didn't go over too well.

MINIGAMES

Crazy X



Previous *Crazy Taxi* titles featured a selection of mini-games that would unlock secret levels and vehicles. Of course, *CT3*'s got 'em too. As we go to press, the exact games haven't been finalized, but it's safe to say that almost all the old challenges and a plethora of new ones (like the touchdown and ring-of-fire games pictured here) will be included. What will they unlock? You'll have to play to find out.



Like your father always said, you can only count on a few things in this life. Death, taxes and *Crazy Taxi* to be one of the best-selling Dreamcast games month in and month out (for the record, it was ranked third on the DC sales chart in March 2002). Even more telling is that when Acclaim ported the original game to the PS2, it enjoyed some real success on that much more mainstream platform as well.

That success has everything to do with *Crazy Taxi*'s accessible, pick-up-and-play game mechanics (which isn't surprising, considering its arcade roots). Anyone can hop into a cab and drive around like a maniac, just like in real life. It also helps that the games look great and feature fresh soundtracks.

So it's no surprise that Sega has chosen this

franchise as its next big title on the Xbox. After a hardcore game like *Gunvalkyrie*, the mainstream gamer on this console could use something a bit more friendly. What is surprising, though, is that Hitmaker has basically included the first two games on this disc, making it kind of a "*Crazy Taxi Deluxe*."

High Roller is more or less just an update to *Crazy Taxi 2*. You choose one of four cabbies (different rosters for each of the three cities), and set out to make some crazy money by picking up fares and delivering them on time. You earn tips by weaving in and out of heavy traffic, speedy delivery, drifting and performing jumps. It's as simple as that.

But there's a lot of technique to this game. Don't be fooled by the deceptively simple play mechanics. Not only do you have to find a cabbie you're

CRAZY CAB COMPANY, GLITTER OASIS BRANCH



NAME: ANGEL
AGE: 18

Young and crazy, Angel's a cabbie because he can make a quick buck. Plus, he's always up for a good joyride. Why not get paid for it, too?



NAME: BIXBITE
AGE: 24

A former race-car driver, Bixbite found that line of work boring. As a cabbie, he lives on the edge, ever-focused on the next adrenaline rush.

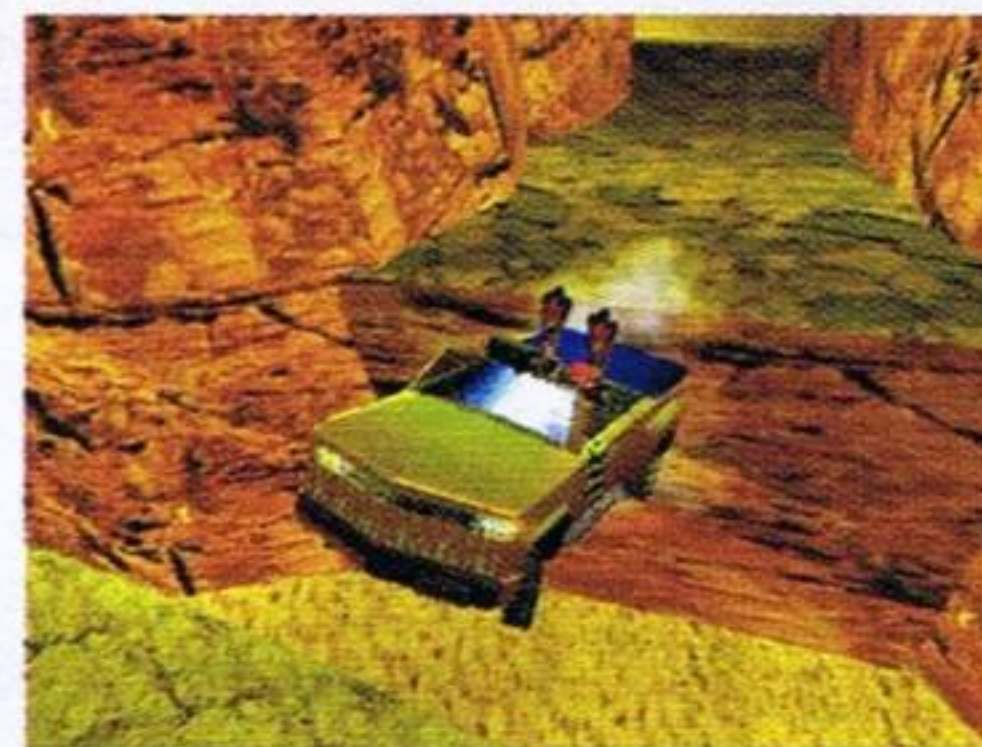


FARE GAMES

Crazy Taxi (Dreamcast, arcade) introduced the concept. *Crazy Taxi 2* (DC) introduced new moves (like the jump) and multiple fares. Now, *Crazy Taxi 3* gives you all of the above and then some.



Performing slides and jumps with three passengers means three times the tips. Plus, it looks damn cool.



comfortable with (they all have different attributes), but you need to master the art of making your cab go exactly where you want it to. On top of that, you'll need to learn the West Coast (San Francisco), Small Apple (New York) and Glitter Oasis (Las Vegas) courses inside and out. And that includes not only the roads and shortcuts, but which buildings you can jump on top of or completely over in order to shave seconds off your delivery time. Sooner or later, you'll actually forget about that green arrow pointing you to your next destination, as you'll already have the best route plotted in your head the moment a customer tells you where he or she's going.

I should say "customers." That's right—you can also pick up groups of people (from two to four at a time) and take them to multiple locations on the same fare. It's harder to do within the time limit, but all your tips are multiplied by the number of people in your cab. That's some major cheddar, my friend.

The one caveat is that *High Roller* plays exactly

like *Crazy Taxi 2*. Big deal, you might say. But the second game was a radical enough departure from the first (what with the jump button and all) that a lot of *CT* fans found it a little too disorienting. It also had a lot to do with the confusing, congested streets of the Small Apple level. Thankfully, Hitmaker's alleviated that problem with *Glitter Oasis*. It resembles the first game much more than the second, with a good mix of crowded city streets and wide-open areas to explore (along with a massive canyon to jump into—talk about huge tips!).

Now the big question is whether Xbox fans will take to the Crazy Cab Company like the DC crowd before it. Sega's banking on it (or else they wouldn't be making the game...duh). At the very least, you'll be getting a lot of game for your \$50. And considering *High Roller* features that addicting pick-up-and-play feel from the first game, we're betting the answer will be a resounding yes. ♠

—Greg Sewart

WEST SIDE

Redux



Of the three areas in *High Roller*, the original West Coast level was the hardest one for Hitmaker to include. Remember, we haven't seen this San Fran-based route since the original *Crazy Taxi* on the Dreamcast. And back then, our cabbies couldn't pick up multiple fares or jump at will.

The jump feature is what caused all the extra work for Hitmaker. Now players can land on top of a lot of buildings—something they couldn't do before. So the developers had to go back in and make all those structures solid for *CT3*.



NAME: MRS. VENUS
AGE: 48

Mrs. Venus hates housework, so she supports her seven kids by driving a cab. Her husband's probably a deadbeat—or a video-game mag editor.



NAME: ZAX
AGE: 36

Zax's only love is his car. That's why he cabbies. What better way to stay near his beloved? And no, he's not the lead singer of Smashmouth.



PREVIEW

Superman: The Man of Steel

Publisher: Infogrames
Developer: Circus Freak
Players: 1
Genre: Action
% Done: 35%
Release: November 2002
Don't Try: The Nintendo 64 game

Web Address: us.infogrames.com

The Good: A huge game that stays true to *Superman* comics.

The Bad: Perhaps a bit *too* hardcore for Superman fans not necessarily into the comics.

And The Ugly: Bizarro. Metallo. Mongul. Supes' enemies ain't pretty.



In its current playable state, *The Man of Steel* doesn't feature the *Zone of the Enders*-like combat we'll see in the final game (above)—but man, is it great just to fly through an absolutely enormous Metropolis! (You can even visit some of the city's more famous locales.) Better yet, the game's 15 levels also include trips to deep space, Warworld, the Phantom Zone and more.

GOOD READIN'


The Man of Steel acts as a sequel to a past *Superman* story currently collected in the trade paperback *Endgame*. Capitalizing on the Y2K craze, the story involves Brainiac 13 taking over at the stroke of midnight on Jan. 1, 2000, and upgrading Metropolis to a true "city of the future."

Step into the office of Eddie Berganza these days and you'll get a very positive vibe. Not only does the editor of the *Superman* books feel that Infogrames is on the right track with its upcoming PS2 game (see page ??), but Berganza himself is also playing an active role in consulting with the more comics-based *The Man of Steel* for Xbox—and he knows it's off to a damn good start.

With the help of Berganza and his fellow *Super*-folk, Circus Freak has plotted a veritable sequel to a popular Y2K storyline from a couple years back (see sidebar). This time, the evil, living supercomputer Brainiac 13 returns to Metropolis to reclaim the futuristic technology he left there, which was in turn

stolen by Lex Luthor. Also factoring into the plot, Bizarro, Metallo, Cyborg, Mongul and Parasite only complicate matters, while allies like Steel, Lois and Jimmy help out the heroic man in tights.

"This thing is really accurate," enthuses Berganza. "It's *great* in that it actually follows our continuity. [And] everything in the game is *huge*!"

Is it ever. If the skyline in *Spider-Man* impressed you, just wait until you take on B13's attack droids high into the sky of a Metropolis that absolutely lives up to its name (including landmarks like the LexCorp building and Supes' golden statue). And, oh yeah...unlike *Spider-Man*, *Steel* actually lets you touch the ground. Even better, practically any superpower you've ever seen Superman use in the comics is at your disposal, all beautifully visualized through the likes of heat distortion for heat vision or a blue/red blur during flight. X-ray and telescopic vision, ice breath, superstrength and other powers should help justify Berganza's excitement to all who thought they'd never see a decent Superman game.  —Chris Baker



Just outside of Warworld, Superman embarks on a chase mission in pursuit of intergalactic baddie Mongul through this asteroid belt.



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PREVIEW GALLERY



SKINNED-KNEE SOCIETY

Mr. Hawk runs the Tony Hawk Foundation, tonyhawkfoundation.org. The goal? "The Tony Hawk Foundation seeks to foster lasting improvements in society.... The Foundation supports programs focusing on the creation of public skateboard parks and other causes." Hopefully those "other causes" mean he's gonna start equipping needy kids with PS2s.

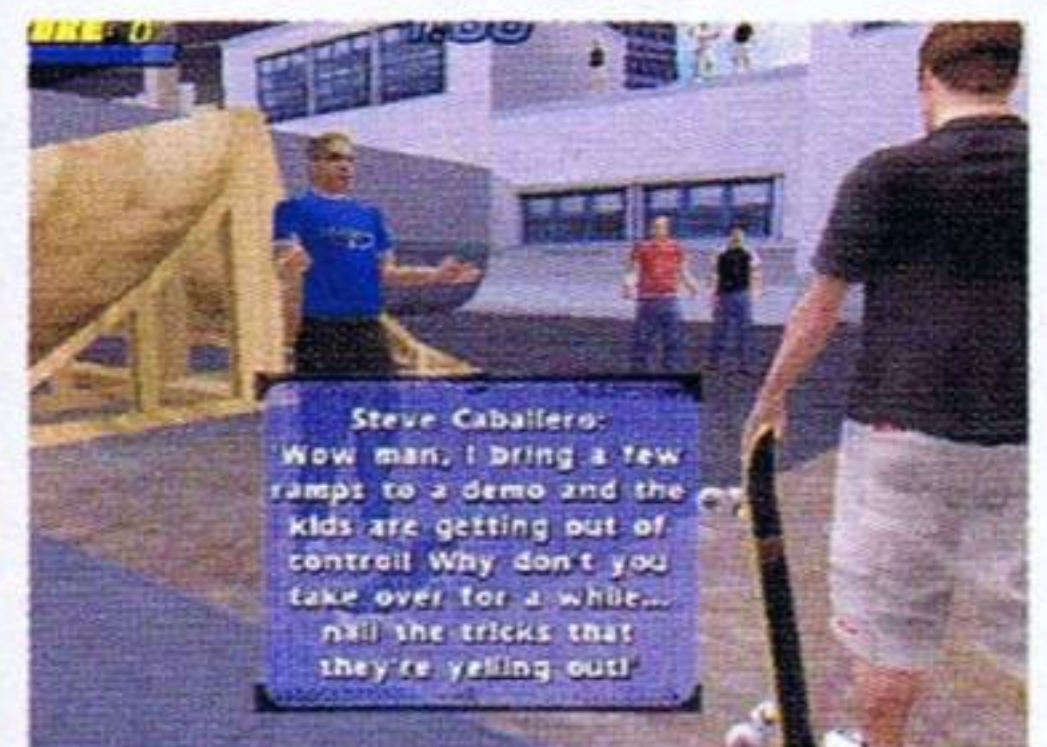
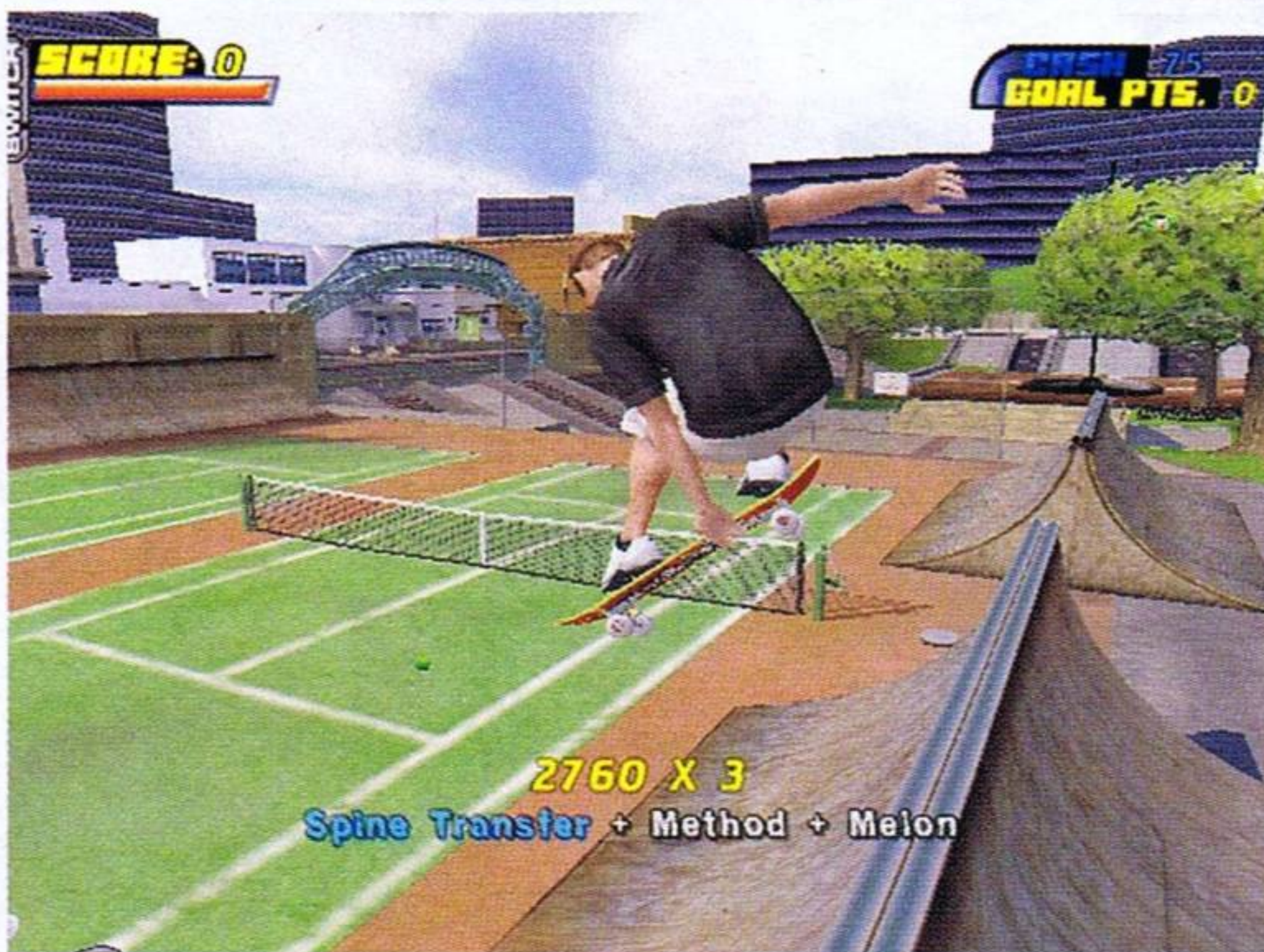
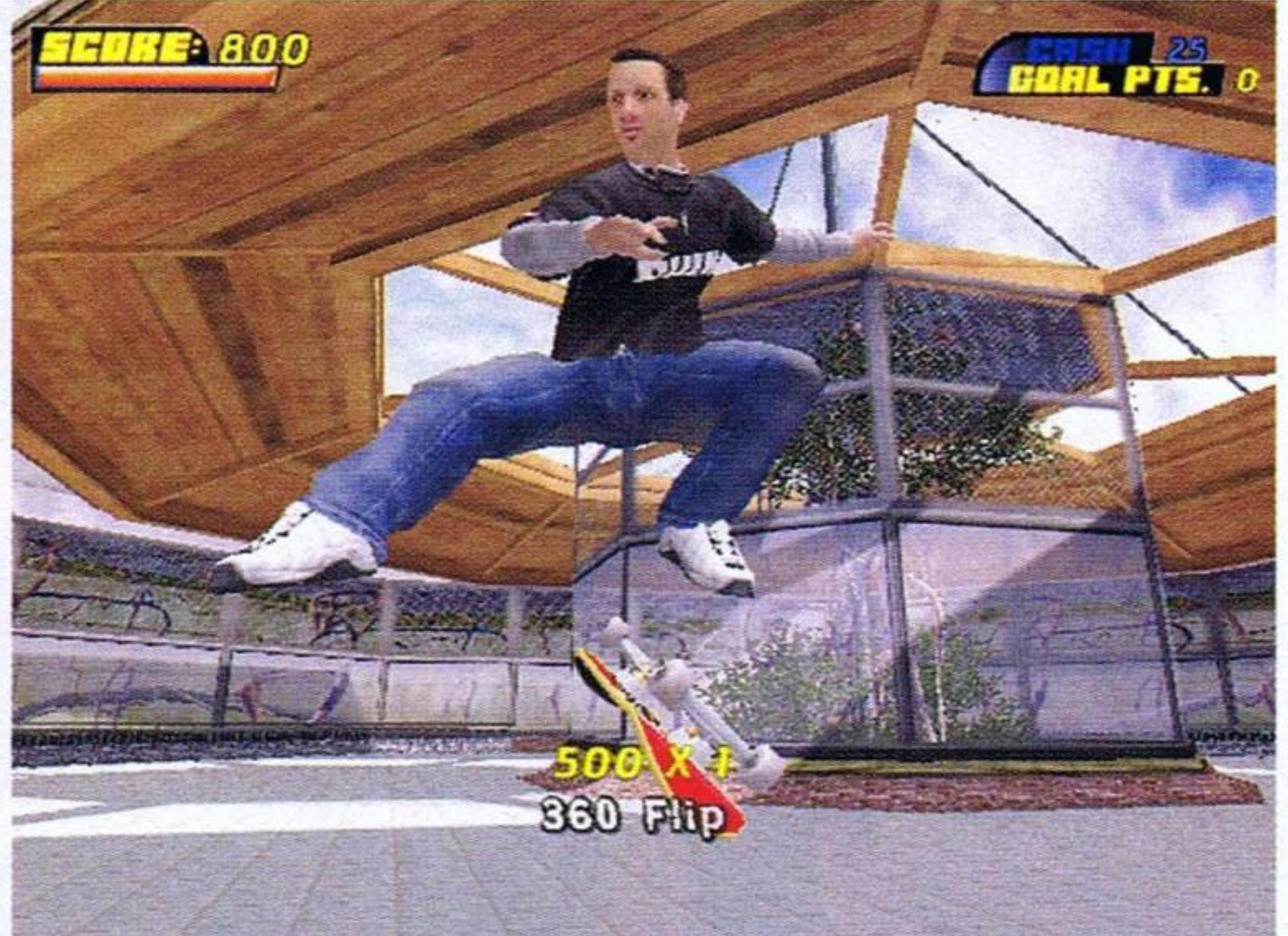
Tony Hawk's Pro Skater 4

Activision O2 • November 2002 — OK, so now we're up to the fourth title in the venerable *Tony Hawk* series, and we're pretty sure you are thinking the same thing we were before we saw the game—what the heck is left for developer Neversoft to do with this one? Well, a good lot, thankfully.

For starters, they've added a new Career mode that offers a wealth of playability. You skate around in massive areas with no time limit and interact with people, not unlike your standard role-playing game. For example, talk to a photographer and he'll ask you to pull off some tricks for a shoot. Or race across town to warn your skater buddies that a cop is on his way over to bust their asses.

And get this: If you get bored with the skating, you can easily jump into one of the included minigames, such as a fully playable match of tennis or basketball!

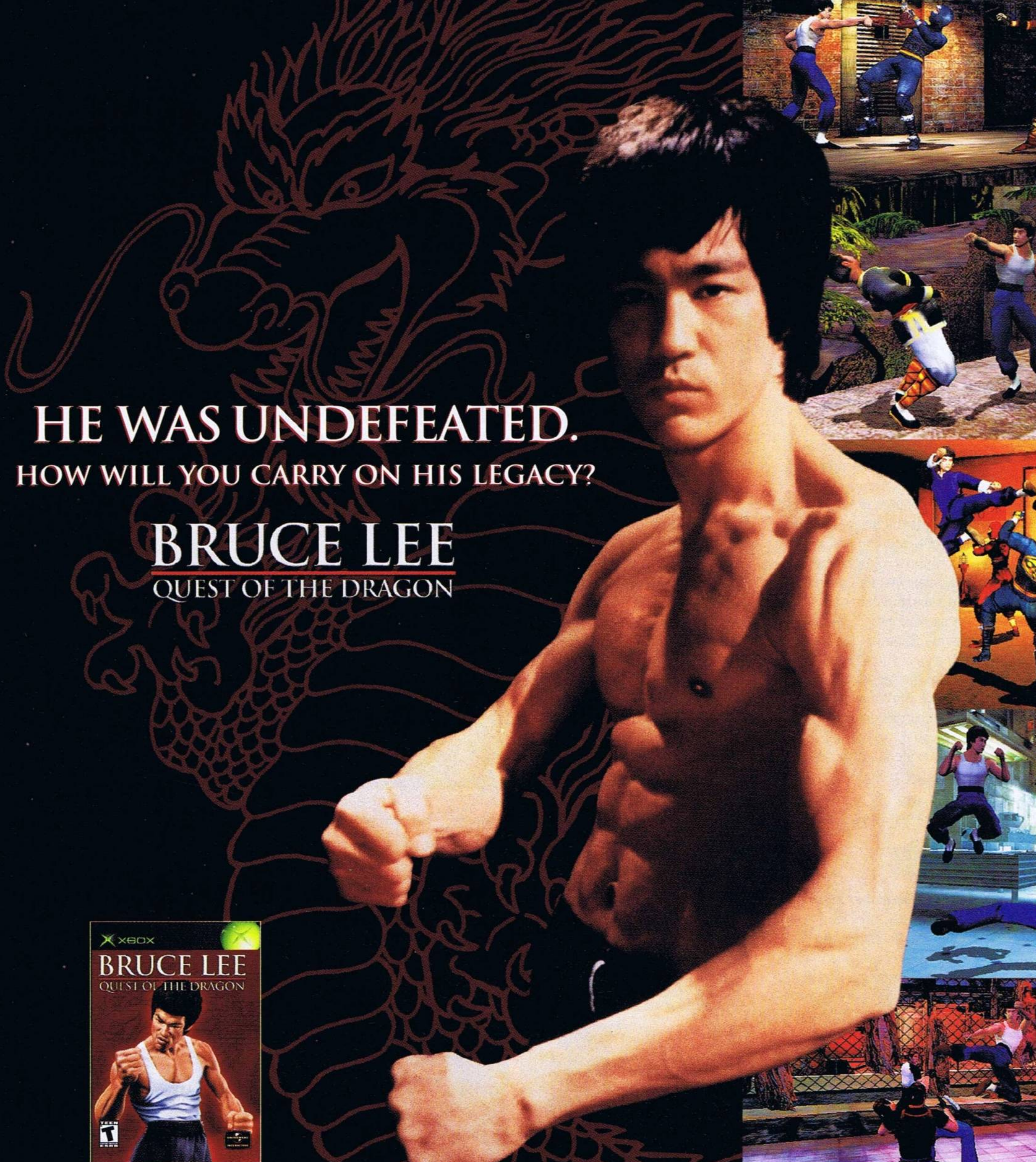
Of course, the PlayStation 2 version will feature online play. As for the Xbox or GC games? Well, Neversoft's keeping quiet so far. Not surprising, since Microsoft and Nintendo don't have any solid online plans yet.



Phantom Crash

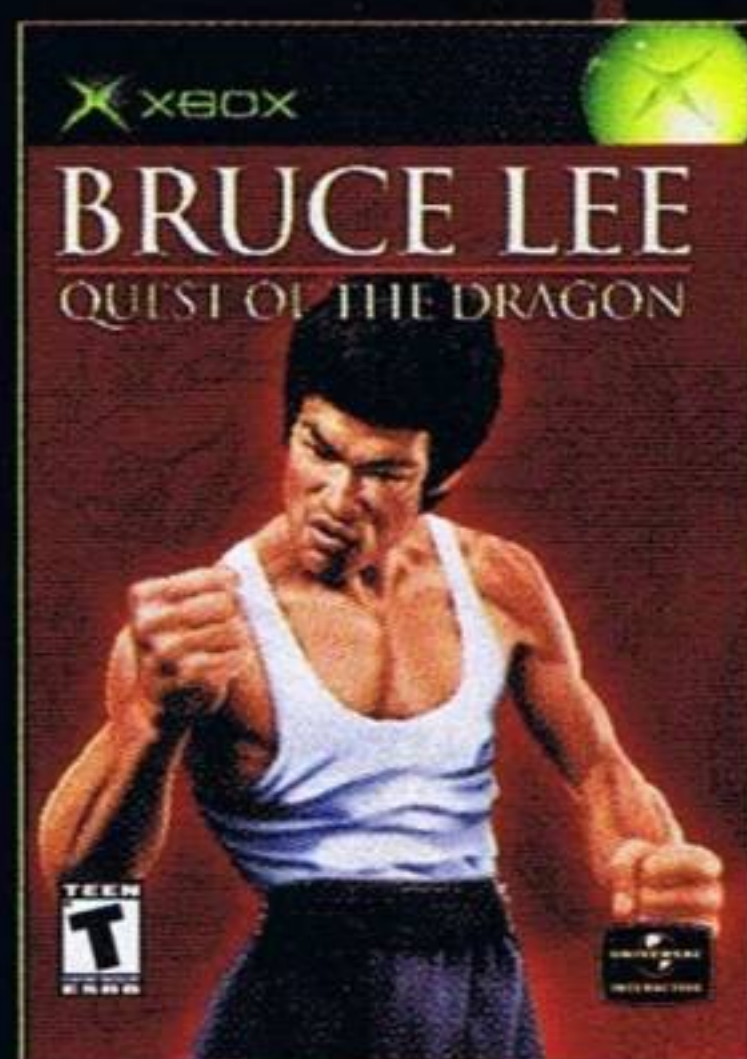
Phantagram • Fall 2002 — What the world needs is another 3D mech-action game and who better to bring the noise than speed addicts Genki, the developers who brought you the *Tokyo Xtreme Racer* series. The action in *Phantom* takes place in the heart of the Shinjuku district Neo-Tokyo, where players lay waste to hundreds of cutesy Hello Kitty stationary stores and endless karaoke bars. Sayonara, suckers!





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Suggestive Themes
Violence



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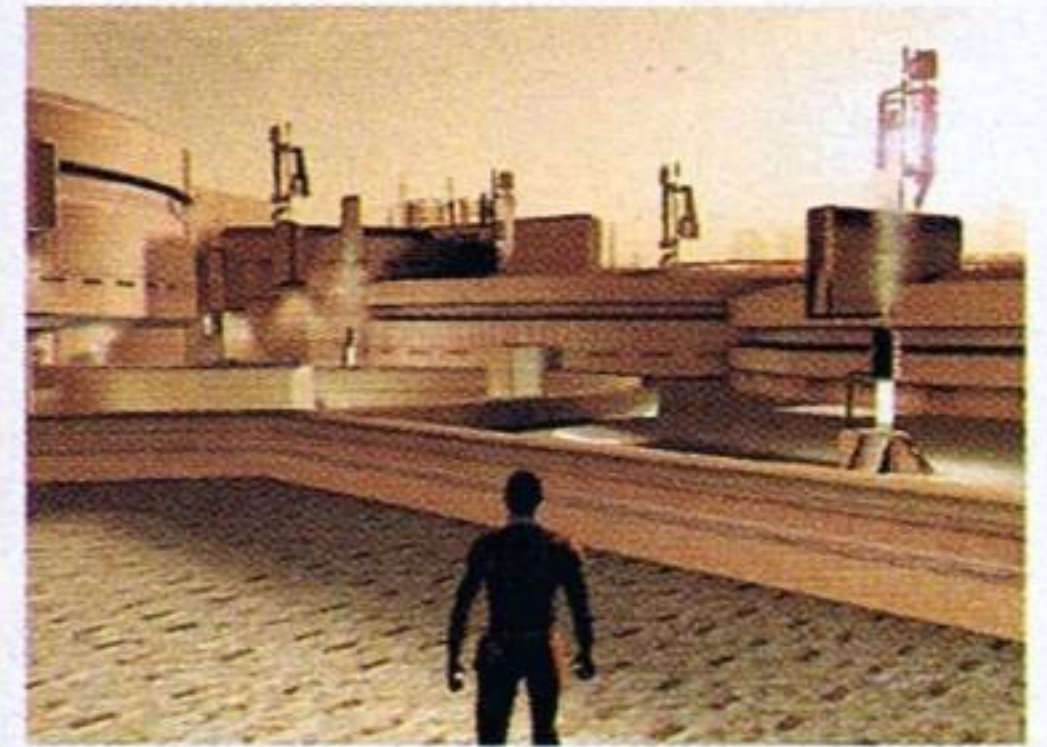


MIDNIGHT MISTAKE

On Tuesday, April 23, 2002, the Episode II toys went on sale at midnight at participating Toys 'R Us locations. What action figure did EGM's Shane Bettenhausen rush to pick up? None other than the bane of every sane fan—Jar Jar Binks. Fortunately, Shane's local TRU didn't get any of the little Gungan freak's figures. The tragedy only lasted about eight hours, though, since Shane just bought one elsewhere the next morning.

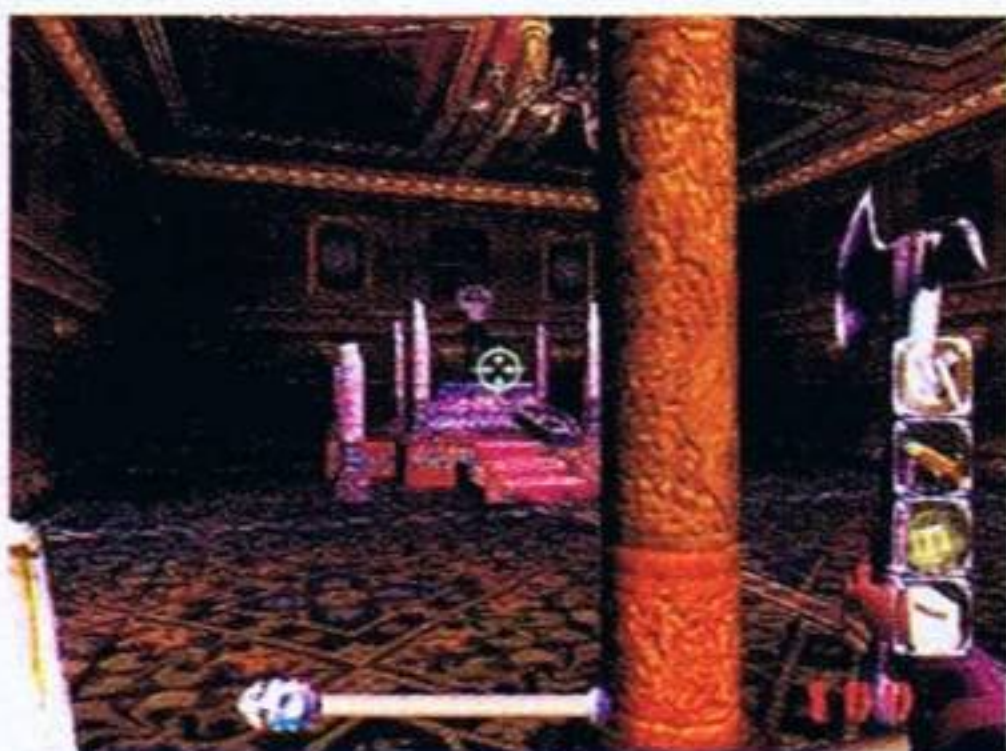
Star Wars: Knights of the Old Republic

LucasArts • November 2002 — The Star Wars: Knights universe is still looking pretty barren, but we're finally seeing some more signs of life in these screenshots. Set 4,000 years before this summer's Episode II movie, Old Republic lets the player assume the role of a budding Jedi Knight with traditional role-playing abilities (you wield a lightsaber "sword," and mastery of the Force serves as your magic). Moreover, the game's three-person party system allows you to control any one of the characters in your group at any time. BioWare Producer Casey Hudson explains, "During combat, you'll control one character while the others fight alongside you using A.I."



Shayde

Metro 3D • November 2002 — Capcom Vs. SNK. Ecks Vs. Sever. Paper Vs. Plastic. Chocolate Vs. Peanut Butter. And soon, Shayde: Monsters Vs. Humans. This gothic-horror themed first-person shooter lets you choose sides: Will you play a righteous human and vanquish the plague of nasty monsters? (yawn) Or how about evil, where you can feast upon the tangy flesh and steaming entrails of the living? MUHAHAHA!...(Ahem) Play solo as any of six characters, each with his or her own storyline, or online for a two- to eight-player frag-fest.



Sgt. Cruise

Titus • September 2002 — Titus' upcoming action game won't win any points for its name (Sgt. Cruise? Come on, guys...), but it does offer a fresh take on the third-person shooter genre with its stylized cartoon graphics and animation, plus Looney Tunes-esque zaniness. Expect 30 missions of shooting, driving and even tactical strategy, along with a two-player co-op mode.



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.....HEADHUNTER.

"Headhunter is already looking like it has what it takes to stand in the same place as Syphon Filter or Metal Gear Solid." - DPM, January 2002



Blood
Violence



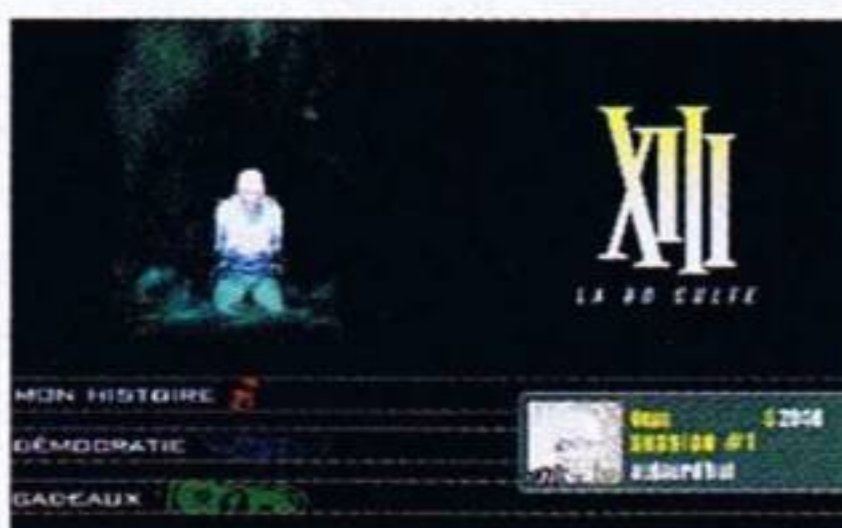
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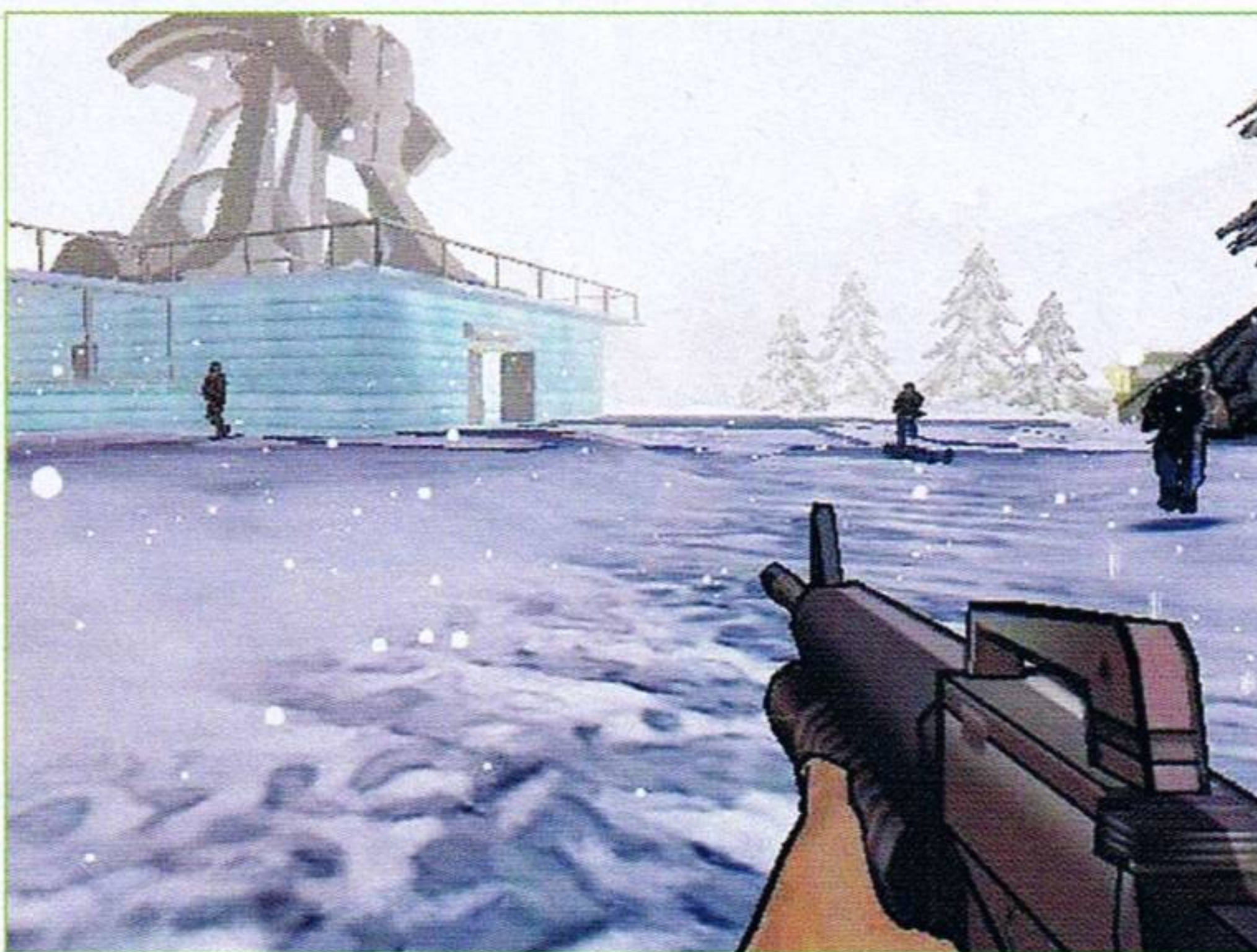


PARLEZ-VOUS FRANCAIS?

XIII is based on a popular and long-running comic-book series from France. Consequently, if you want to get ready for the game, you're going to have to do some digging. We suggest www.treize.com and www.bdxiii.com. Yes, they're both in French.

XIII

Ubi Soft • Fall 2002 — The title reads “13,” and it’s a moniker borrowed from the popular French comic book this game is based on. The story for this unique first-person-shooting combo of cel-shaded characters in real-world terrain goes like this: You’re a commando suffering from amnesia who tries to remember who he is. OK, so the story isn’t so unique, but at least the hybrid visuals are.



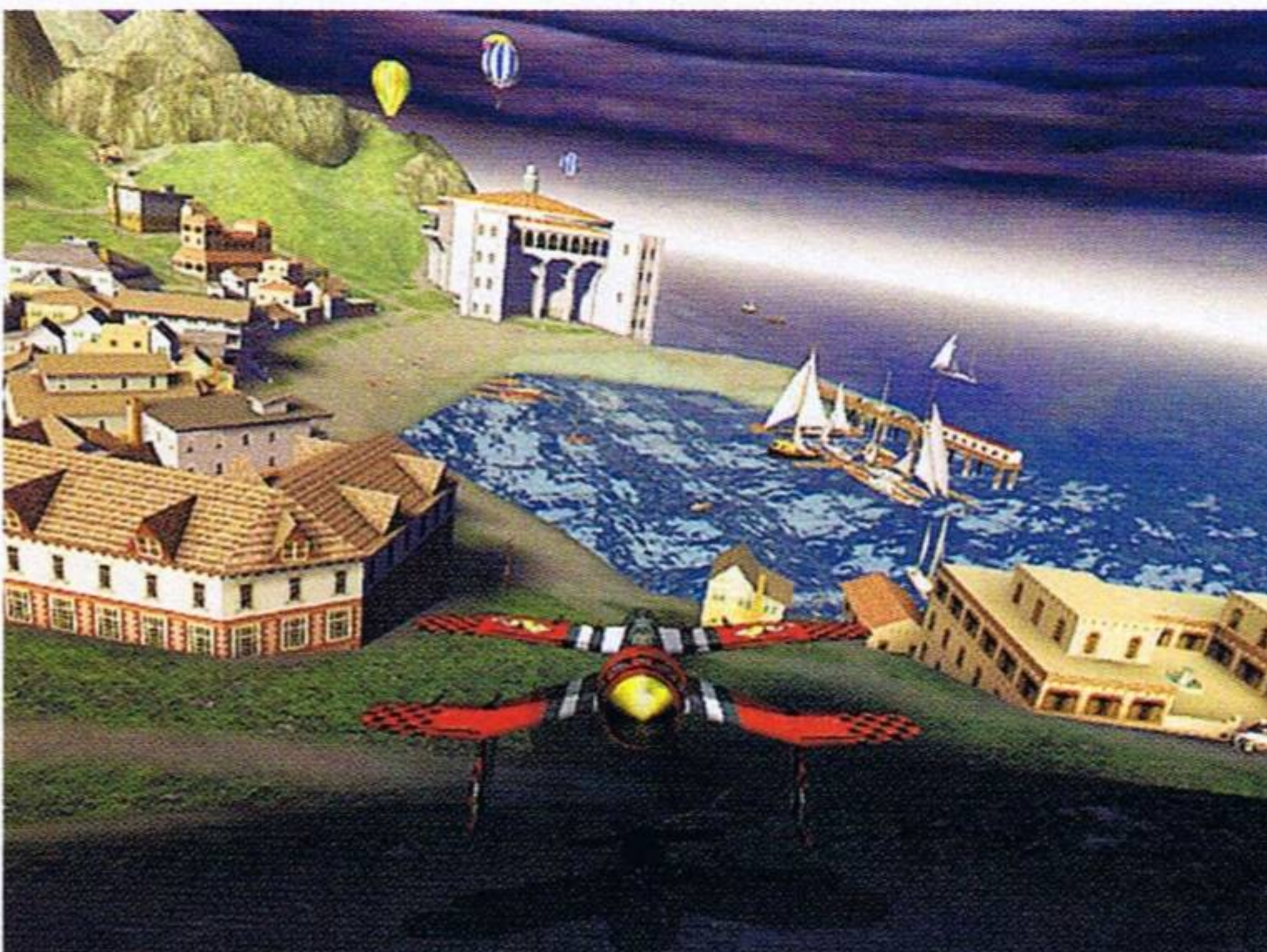
Sega GT 2002

Sega • Fall 2002 — For those of you wondering, yes, *Sega GT 2002* plays better than the original Dreamcast game. Now that we’ve gotten our hands on it, we can really appreciate the cool, classic cars you can use and a couple of really keen features. For instance: Place in the top three on a race, and you can take a photo of your replay to hang in your virtual garage. The whole game is full of little touches like that.



Crimson Skies

Microsoft • October 2002 — We took this bugs-in-your-teeth dogfighter for a spin this month and came away impressed. If the sheer amount of background activity doesn’t blow your mind, the squadrons of fighters trying to put bullets in your bonnet will. But it’s not all twitch action. The swashbuckling storyline, the strategic use of environments and the solid arcadey controls all help *Crimson Skies* eclipse its PC counterpart.



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UFC

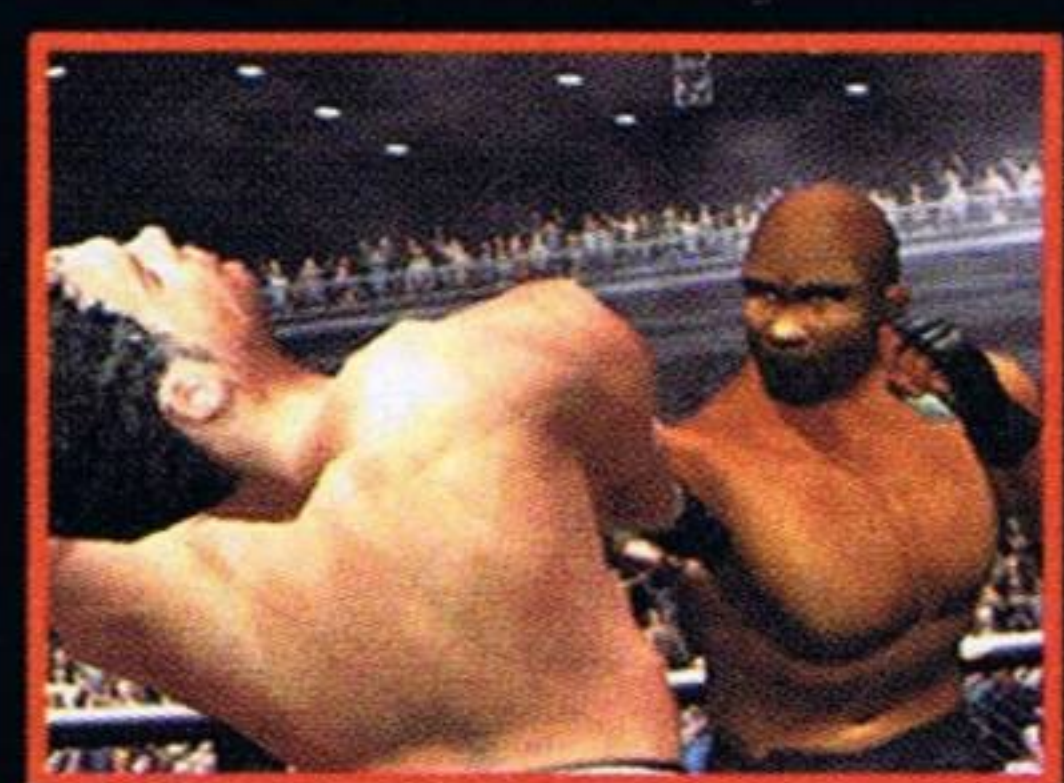
ULTIMATE FIGHTING CHAMPIONSHIP

THROWDOWN

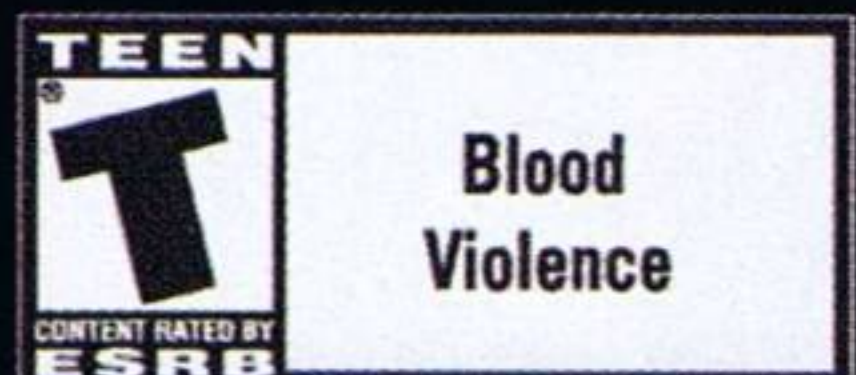
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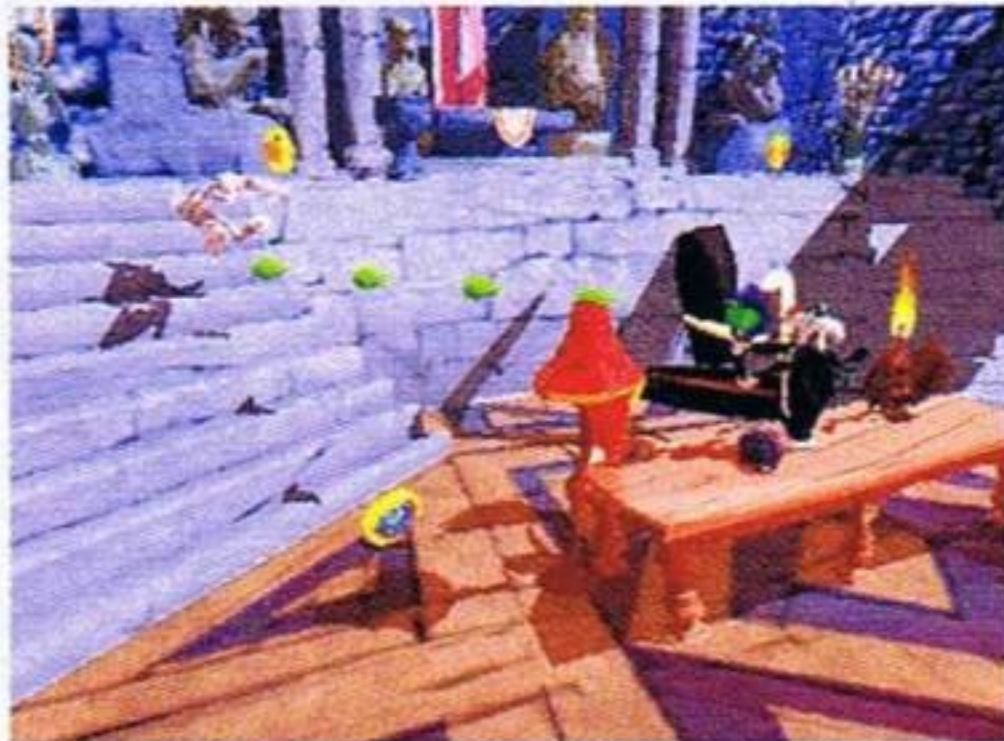


FLIP THE BIRD

Loons are types of birds similar to ducks, geese and grebes, native to the northern U.S. and Canada. They're famous for their voices, which according to the Canadian Wildlife Service sound like "a crazy laugh." Now you know why people (well, maybe grandma) say "crazy as a loon."

Loons

Infogrames • Fall 2002 — Somewhere between the minigame madness of Mario Party and the free-for-all brawling of Super Smash Bros. falls Loons, Infogrames' upcoming four-player party game. You play as Bugs Bunny, Daffy Duck, Taz or Sylvester and face off against other Looney Tunes characters in a variety of action-packed, movie-themed stages using cartoon props and gizmos as your weaponry. Looney Tunes and mayhem are definitely ingredients for success; if Loons can manage to keep from getting too stale too quick (cough, Fuzion Frenzy, cough), it could be a winner.



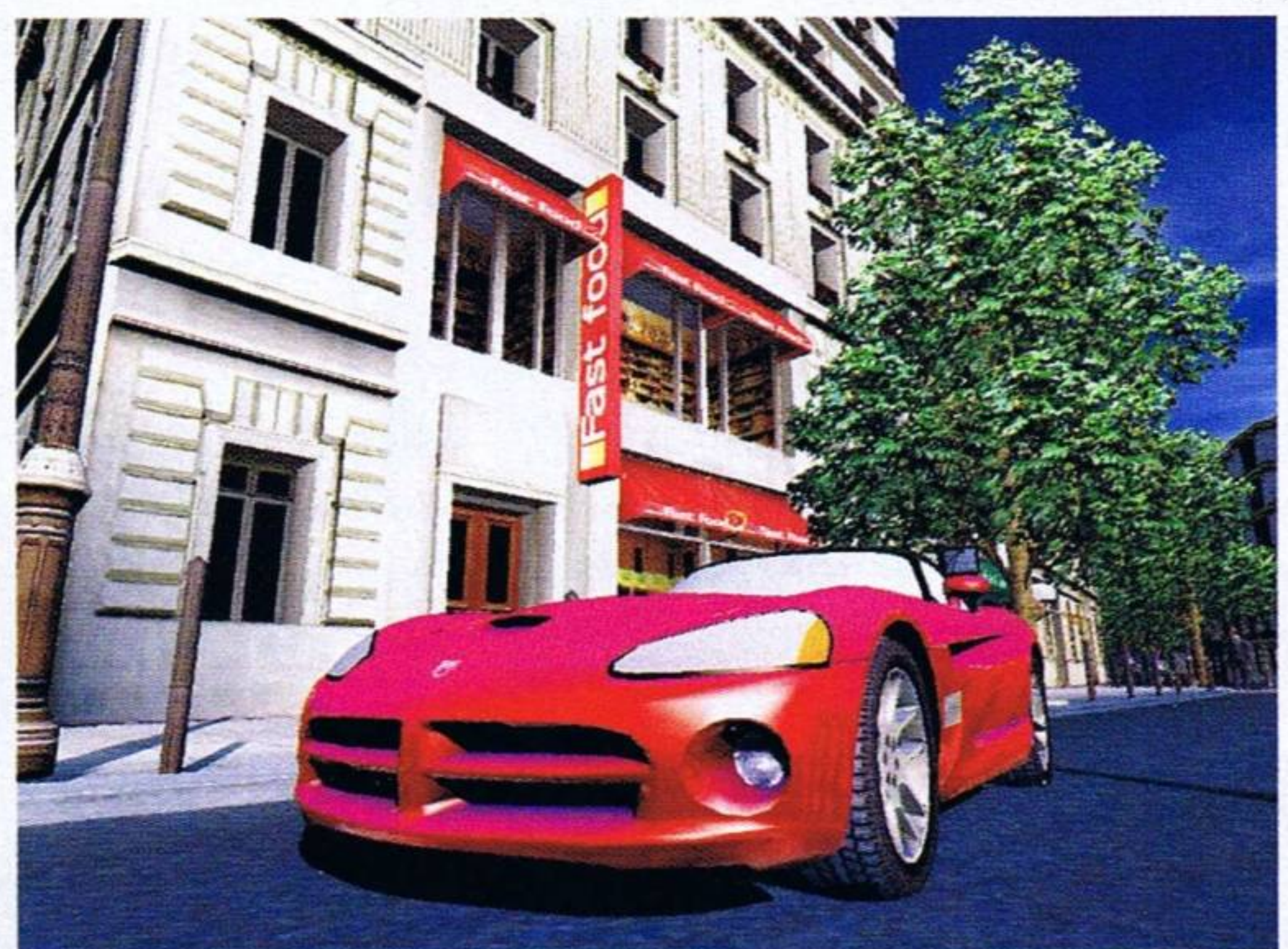
Brute Force

Microsoft • Fall 2002 — Its title might fool you into thinking it's a mindless shoot-'em-up, but this game aims much deeper. Think of it as Doom meets Command & Conquer. You control a squad of four commandos (ranging from a scout to a minigun-toting alien) who learn new abilities as the game wears on. A good battle plan is essential, but you can also control your troops on the fly when the crap hits the fan.



Midtown Madness 3

Microsoft • Fall 2002 — Think of Midtown Madness 3 as a watered-down GTA3—without the sex and violence. The game is primarily an arcade, street-racing affair with a crapload of real vehicles to choose from, plus all the traffic you can dodge. The two featured cities, DC and Paris, are modeled after the real deals and include plenty of pretty parks and neighborhoods for you to abuse.



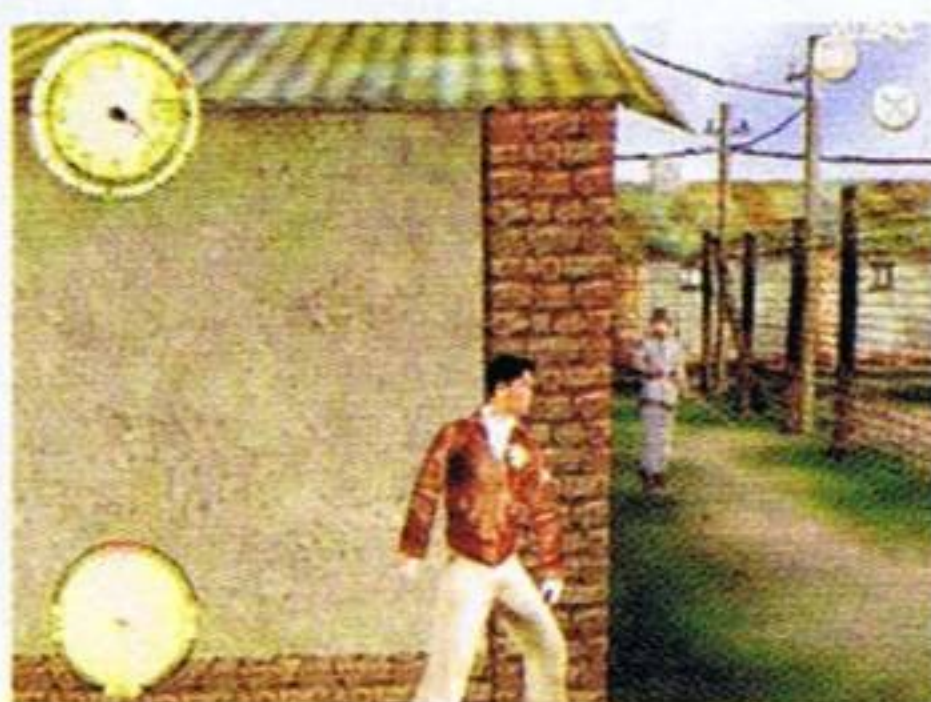
TOO LIMITED EDITION

Good luck finding *The Infernal Machine* (Nintendo 64). The game was only sold on LucasArts' Web site and rentable at Blockbuster.



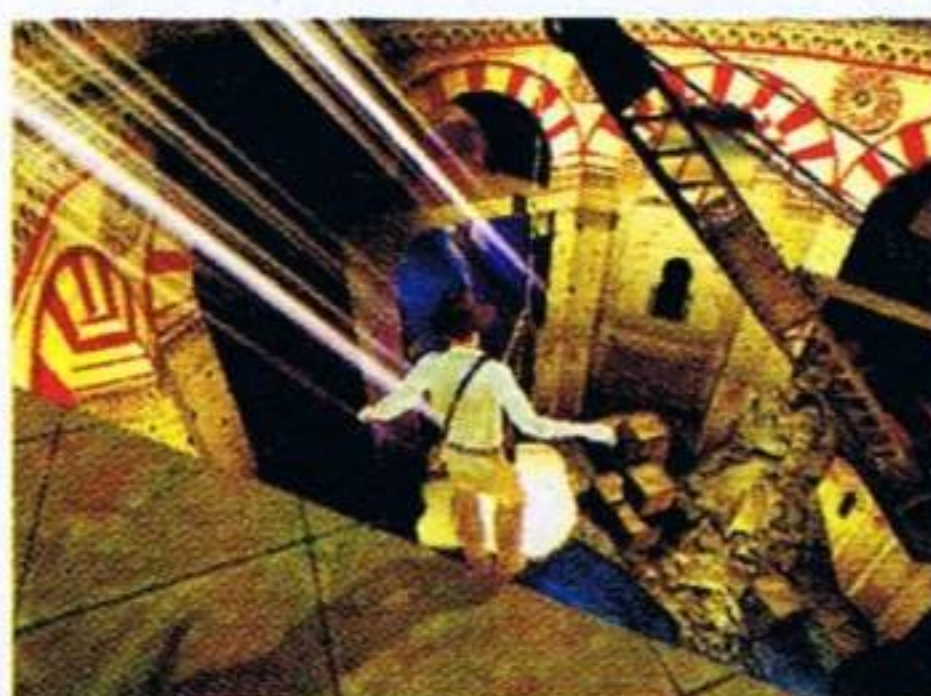
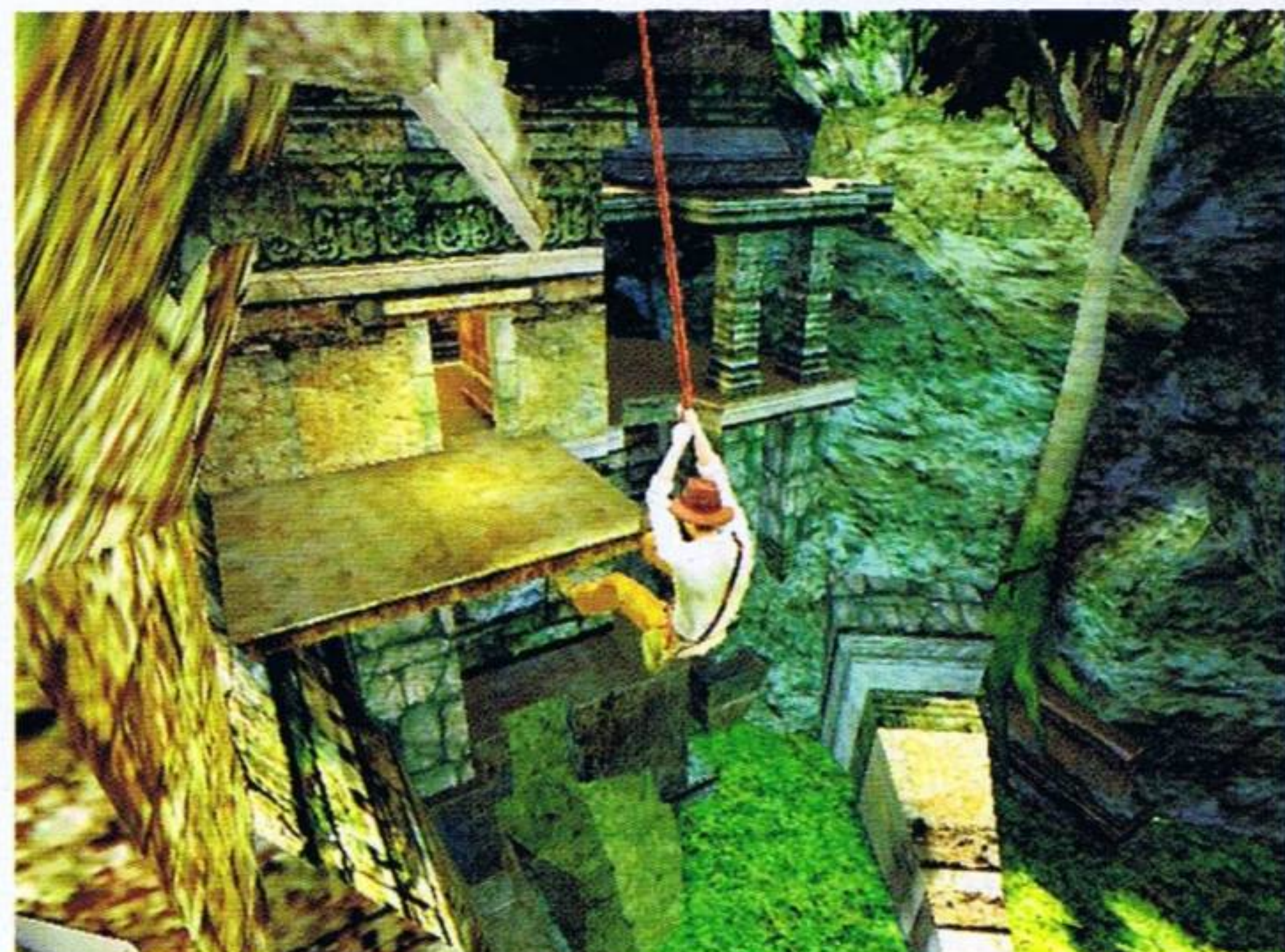
Prisoner of War

Codemasters • June 2002 — A better title for this game would be *Escape from Metal Gear Solid*. Your goal is to break out of Nazi prisons by using evasion radar and moves shamelessly ripped off from Solid Snake. At least the game's use of teamwork is more clever: You'll have to scheme with cellmates to buy off guards and haul in contraband. What kind of prison is this, anyway?



Indiana Jones and the Emperor's Tomb

LucasArts • Fall 2002 — Harrison Ford won't be donning the whip and hat anytime soon, but you can get your Indy fix with this new *Tomb Raider*-esque adventure game. The unique plot caught our attention. Get this: Indy must beat the Nazis to a mystical artifact.



Original Soundtrack
Produced by Nobuo Uematsu
Music by Yurya Nakano, Masashi Hamauzu
And Nobuo Uematsu

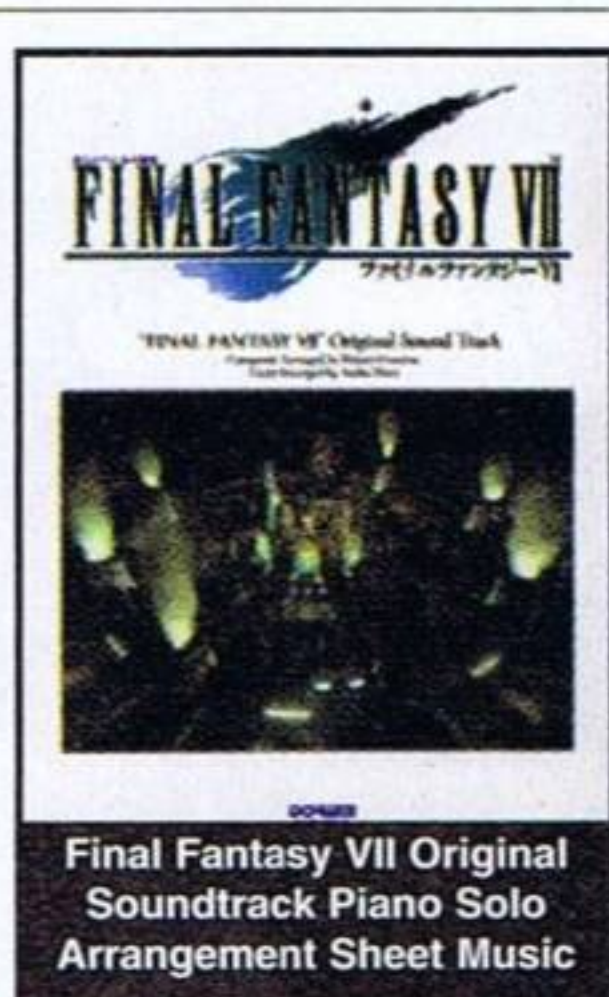
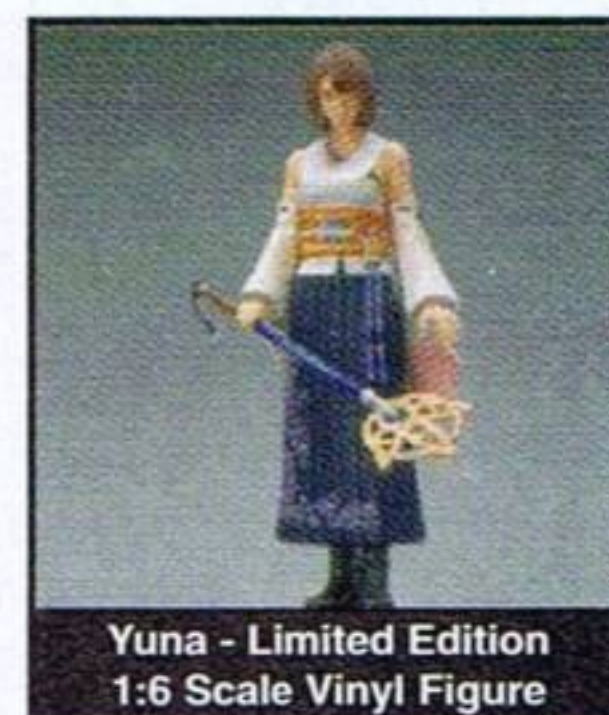
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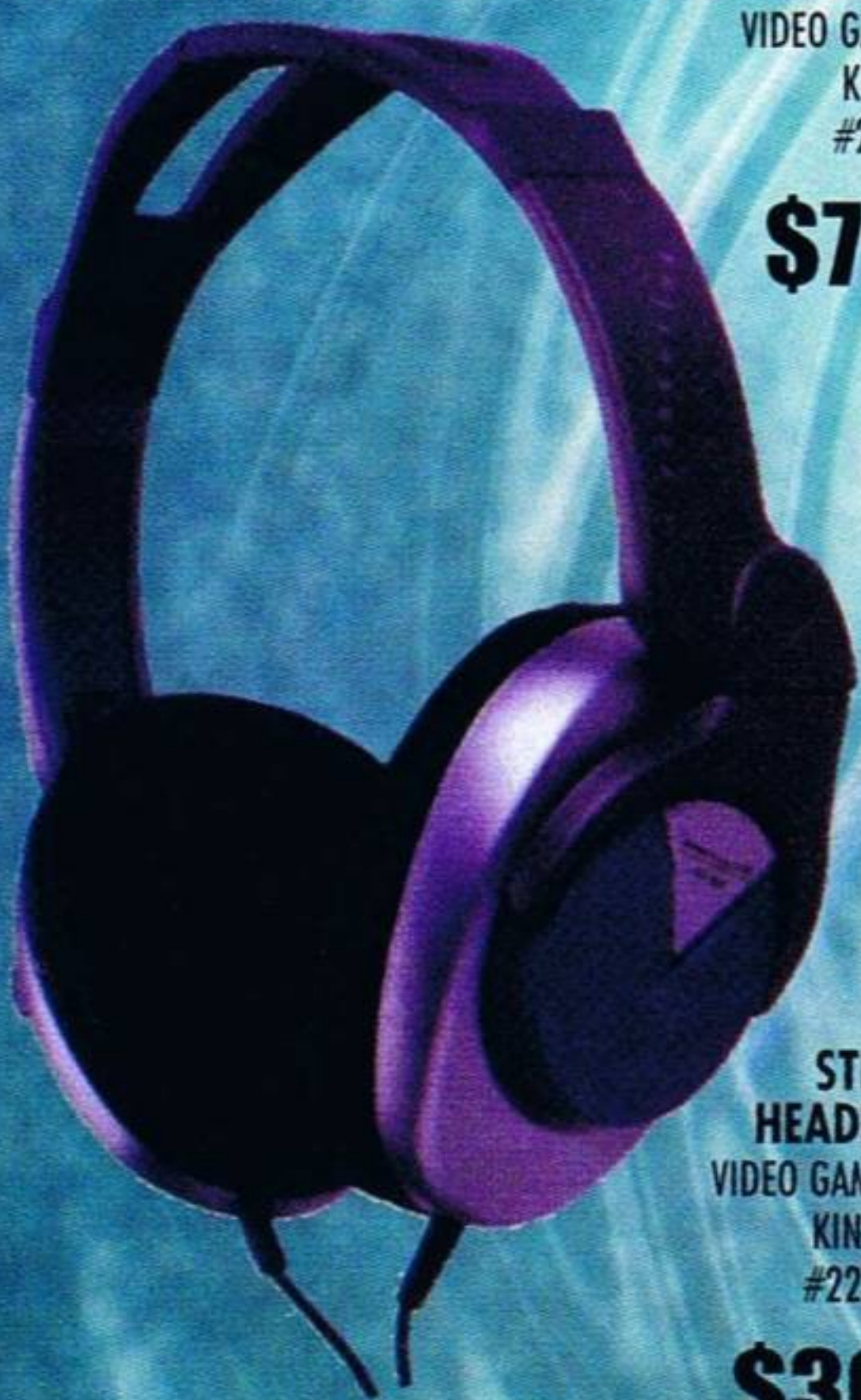
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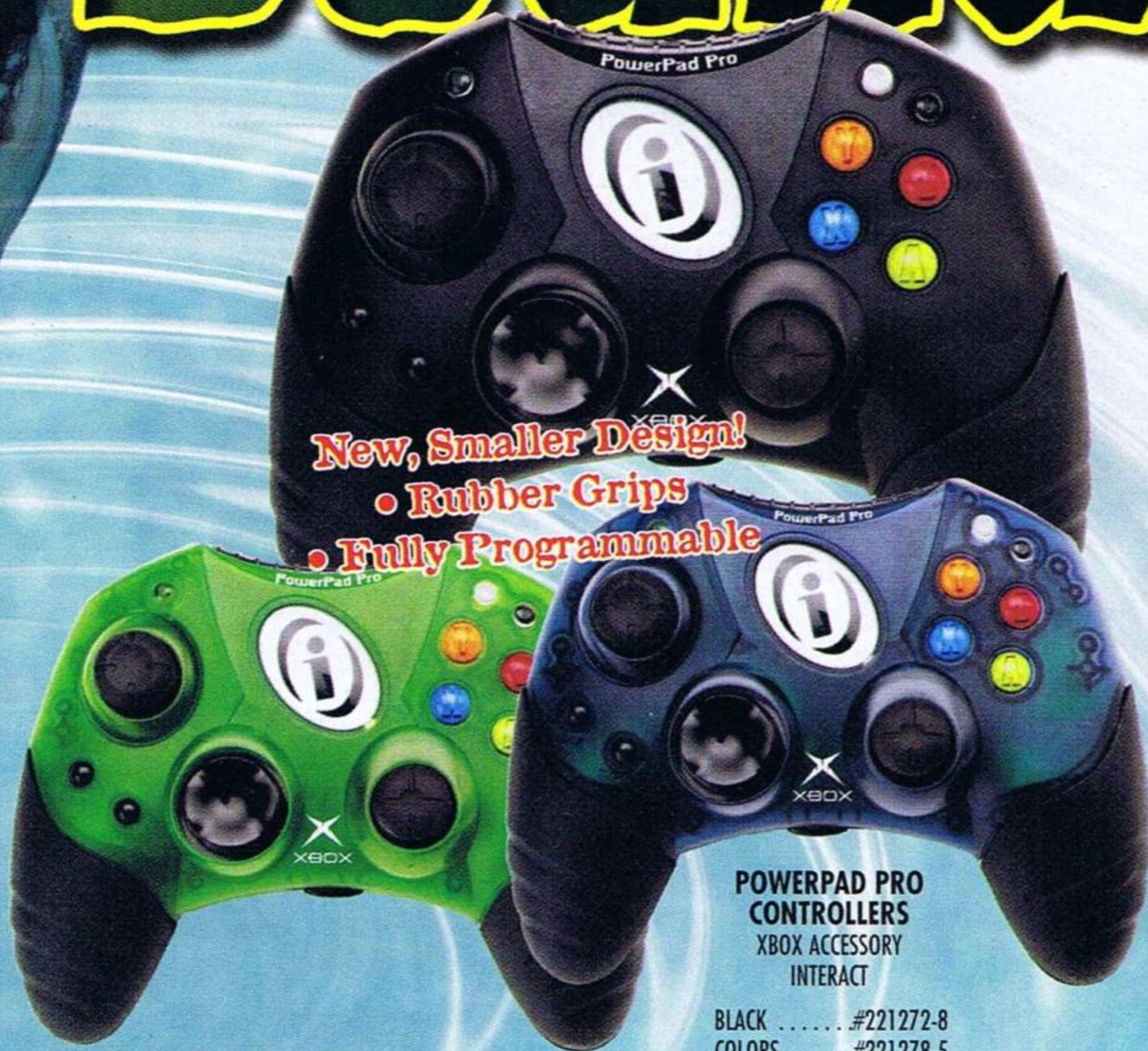
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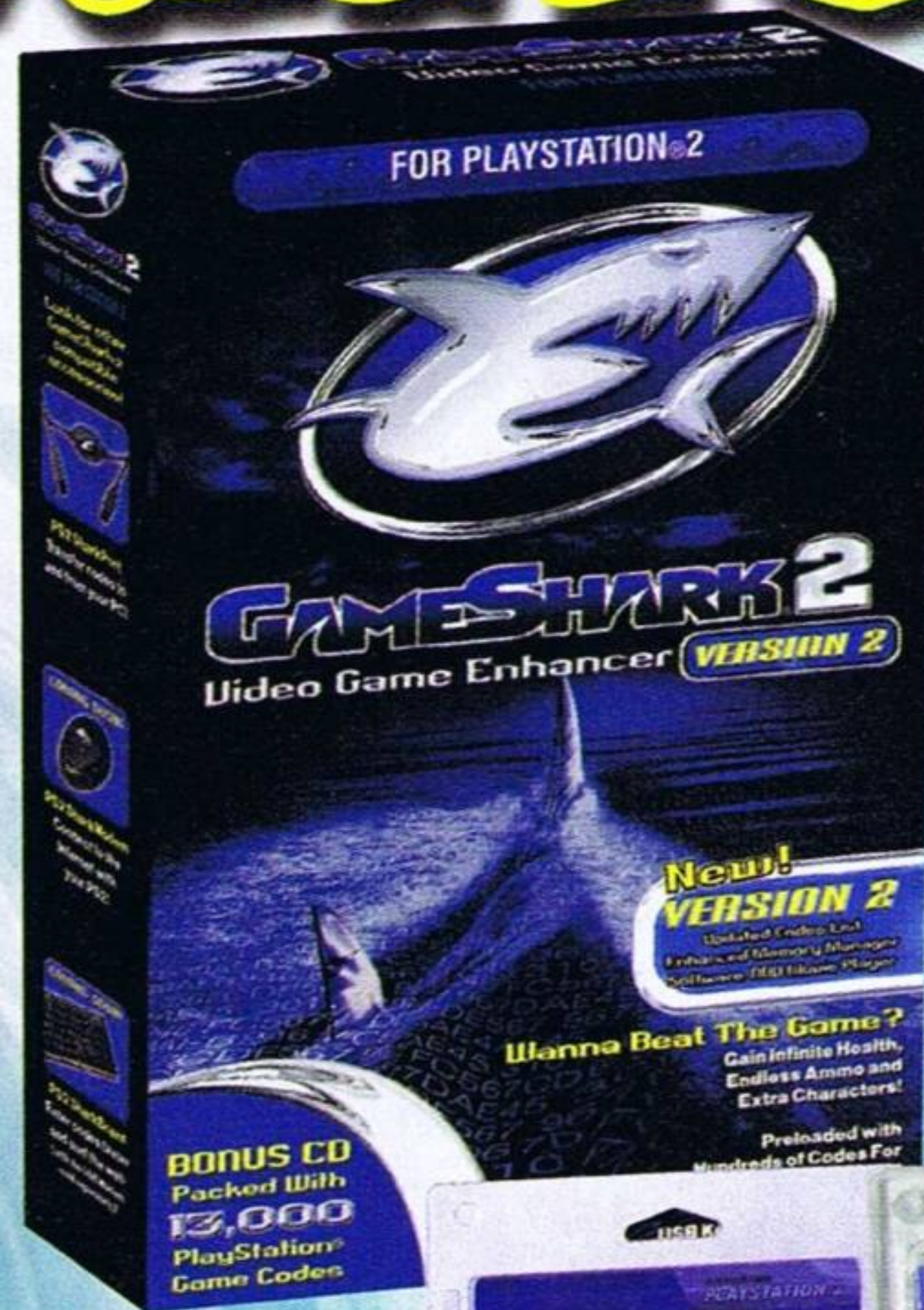


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FELLOWSHIP OF THE LINKS

We recommend checking out www.theonering.net for stories on the ultimate five-DVD *LotR* release that's due in November, gossip about Elijah Woods, and a weird article about composer Howard Shore having a studio built in his London hotel room, among other things.

PREVIEW GALLERY

Pokémon Advance

Nintendo • 2003 — As screens continue to trickle in, it's becoming clear that the visual upgrade we were hoping for with the great leap to GBA isn't going to occur—or at least not with this version. The extra colors are nice, but what's with the blocky graphics and empty battle backgrounds?



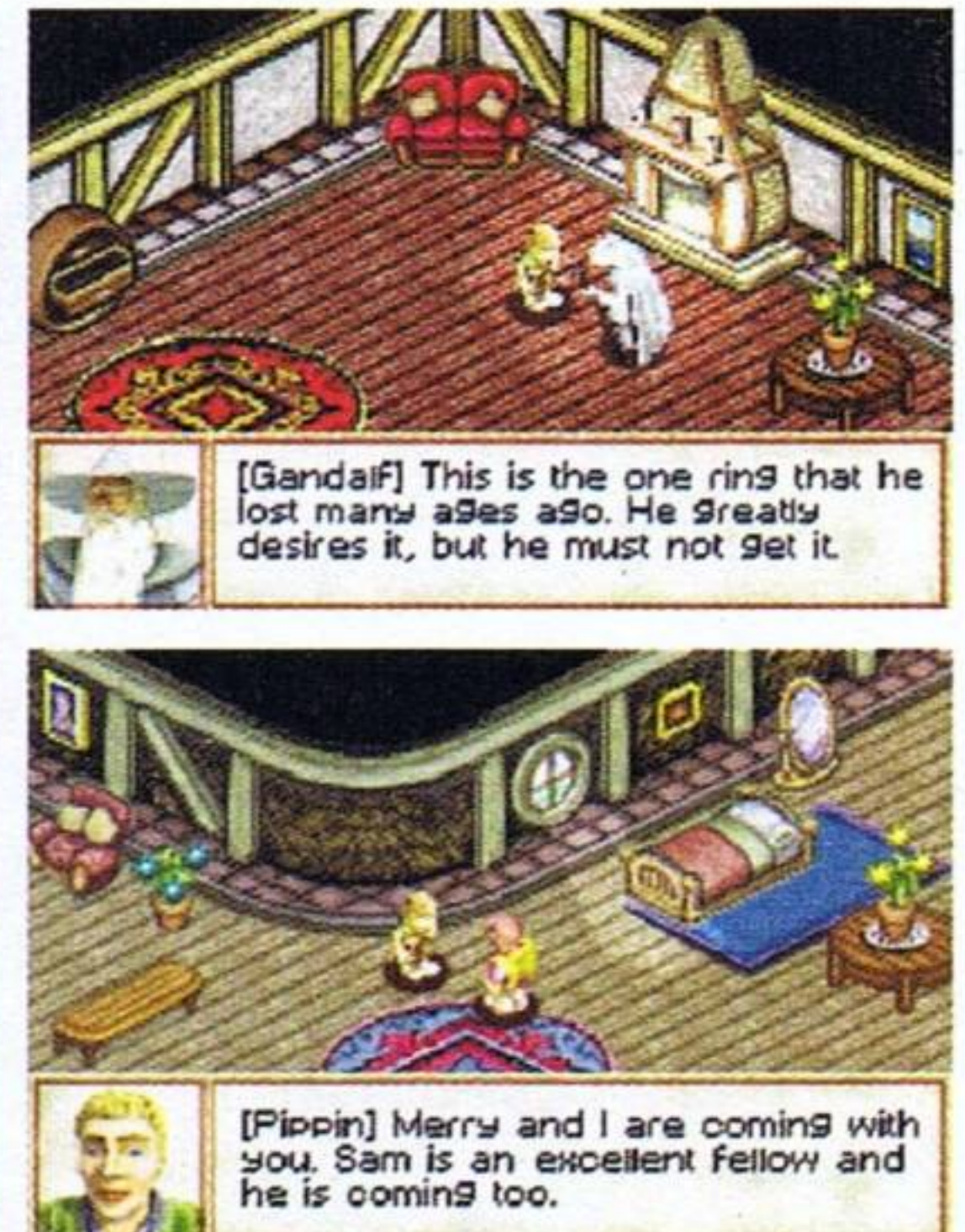
Street Fighter Alpha 3

Capcom • Summer 2002 The GBA *Alpha 3* plays almost exactly like the console originals, has all the same modes, and stars three new fighters from *Capcom vs. SNK 2* (Eagle, Jun and Maki) to boot. Having to use six attacks with only four buttons sucks, though.



The Fellowship of the Ring

Universal • October 2002 — Hobbit fever goes handheld with the first *Lord of the Rings* game for GBA. An RPG with a mixture of turn-based battles and action-oriented gameplay, *Fellowship* will feature scenes from the first two books in the series.



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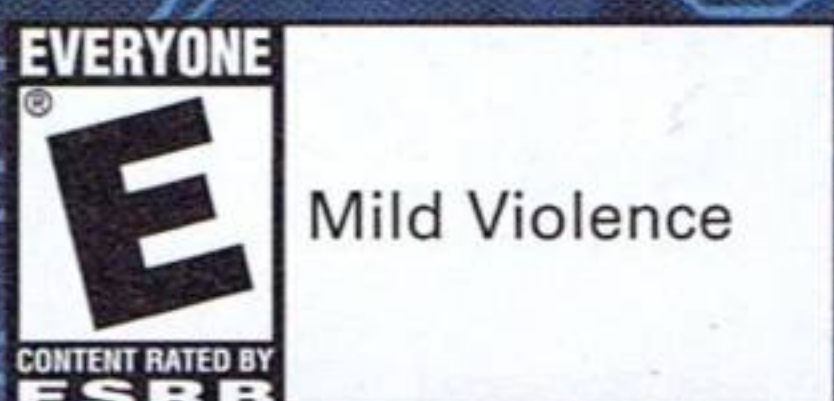
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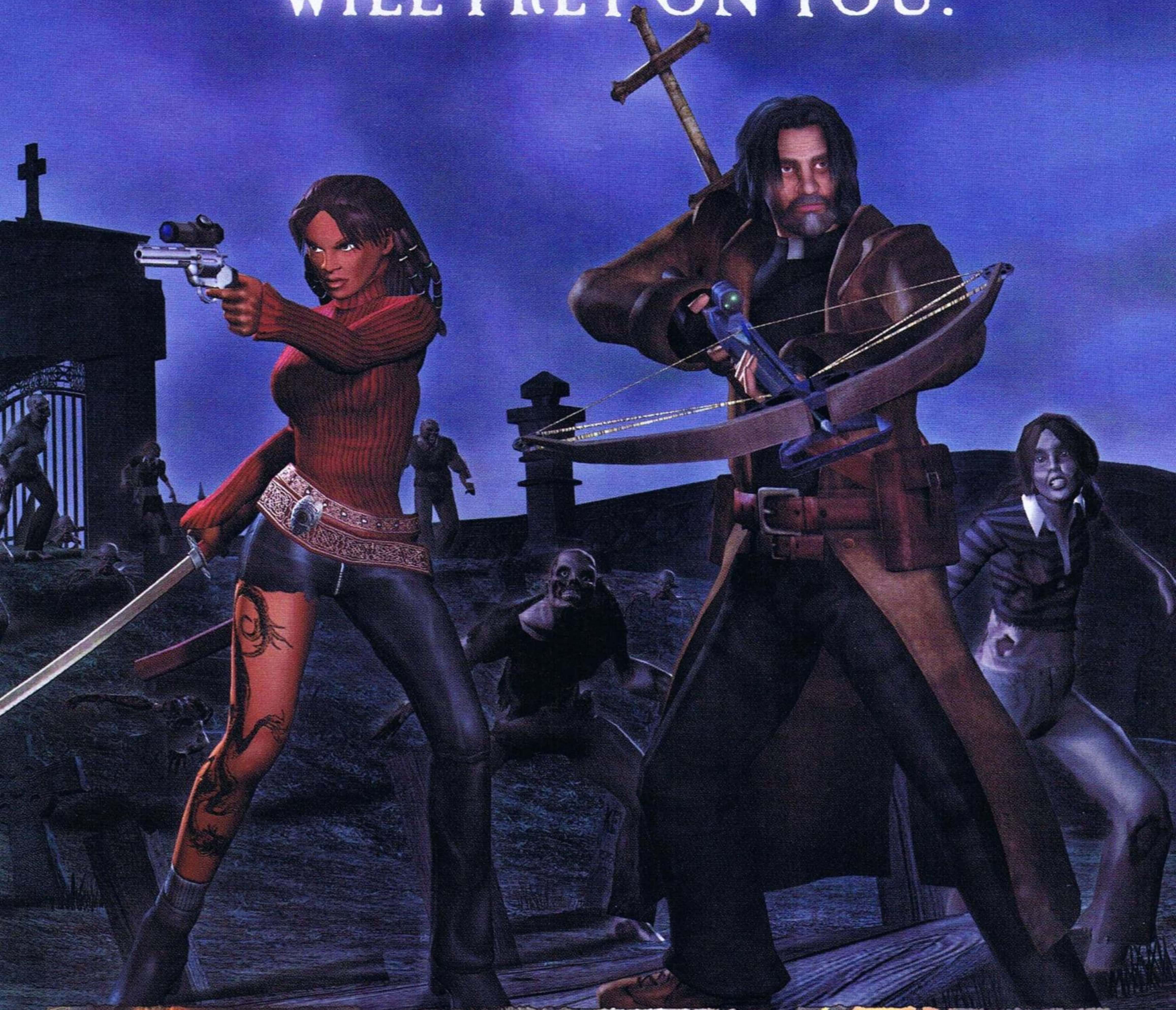
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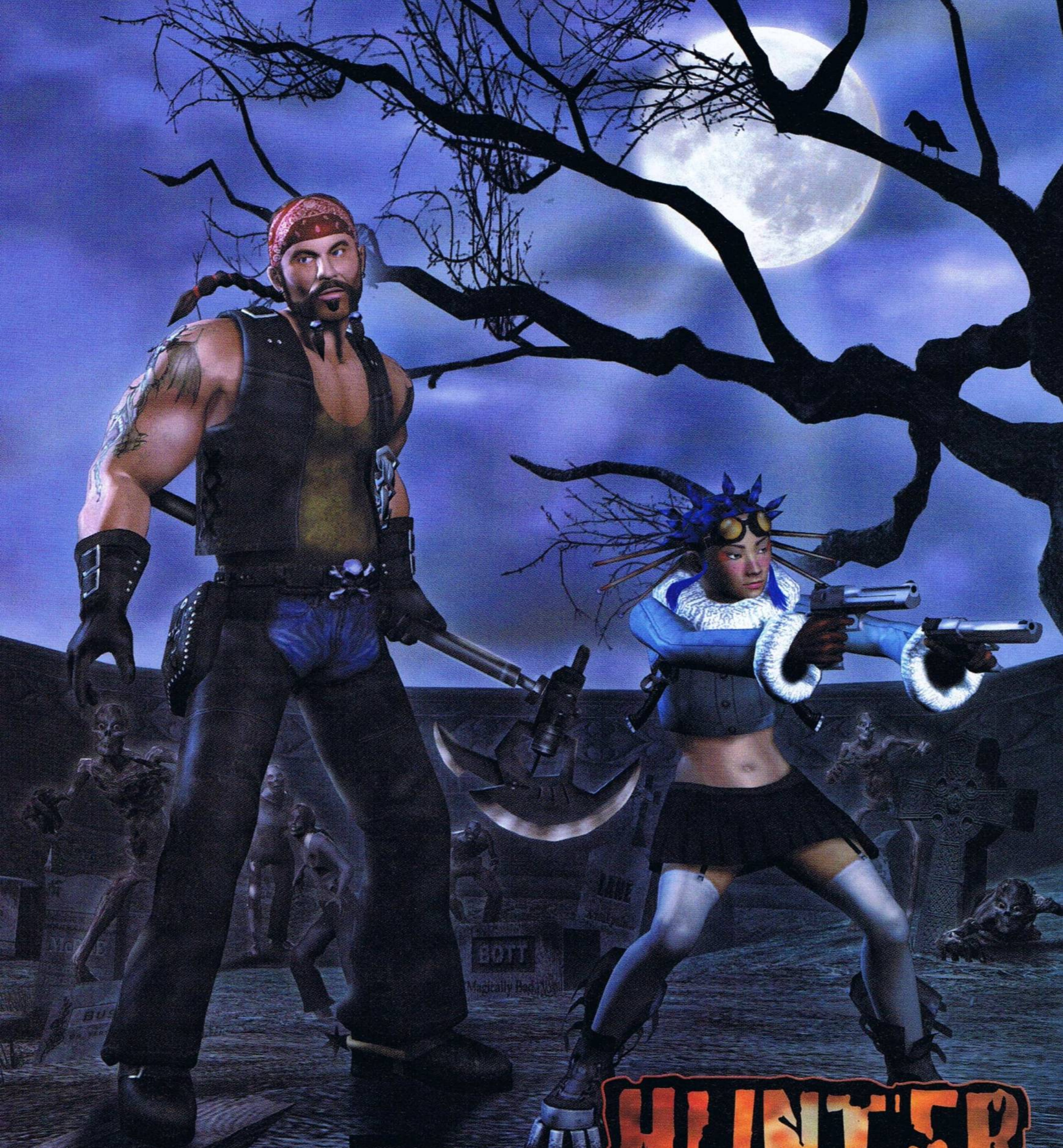
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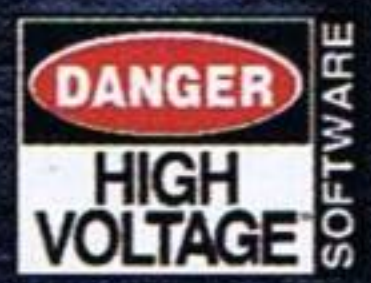
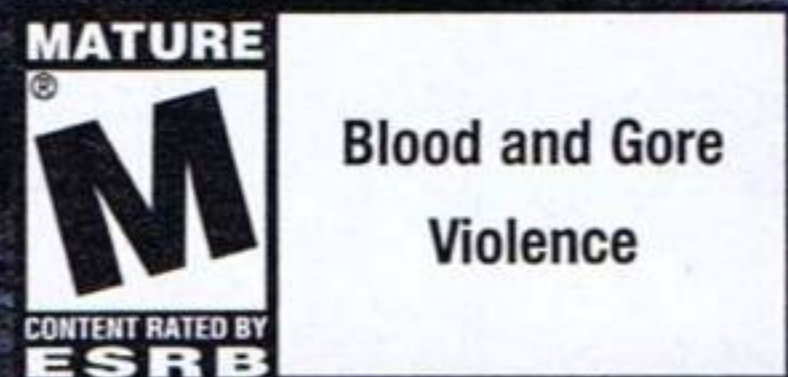


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FLAMING HOOPS! LOOP-DE-LOOPS! HOT PURSUITS!

Strap into **Stuntman**, this summer's wild roadster from the gang behind **Driver 1 and 2**

Dukes of Hazzard fans, you better sit down for this. Turns out your favorite show was a sham. Half the time you saw the General Lee—that hillbilly hot-rod at the center of the series—catch big air during a hot pursuit, there was no one behind the wheel. “The car was a projectile,” says Martin Edmonson, founder and managing director of U.K.-based developer Reflections. “They just put dummies in it and in most cases used a steam cannon to shoot the car at a ramp.”

Bummer, eh? But before you mope about another childhood memory tattered by cold, hard reality, listen up: Edmonson and his team have a game that'll let you set things right. It's *Stuntman* for the PlayStation 2, due June 25, and it buckles you in the roll cage of a Hollywood daredevil driver, filming stunt sequences for everything from an Indiana Jones-cloned adventure to—you guessed it—a deep-South chase flick starring a coupla good ol' boys in their General Lee-lookalike roadster. (See page 110 for a guide to all six of the game's movie environments.) *Stuntman's* snazzy graphics and nifty premise have already

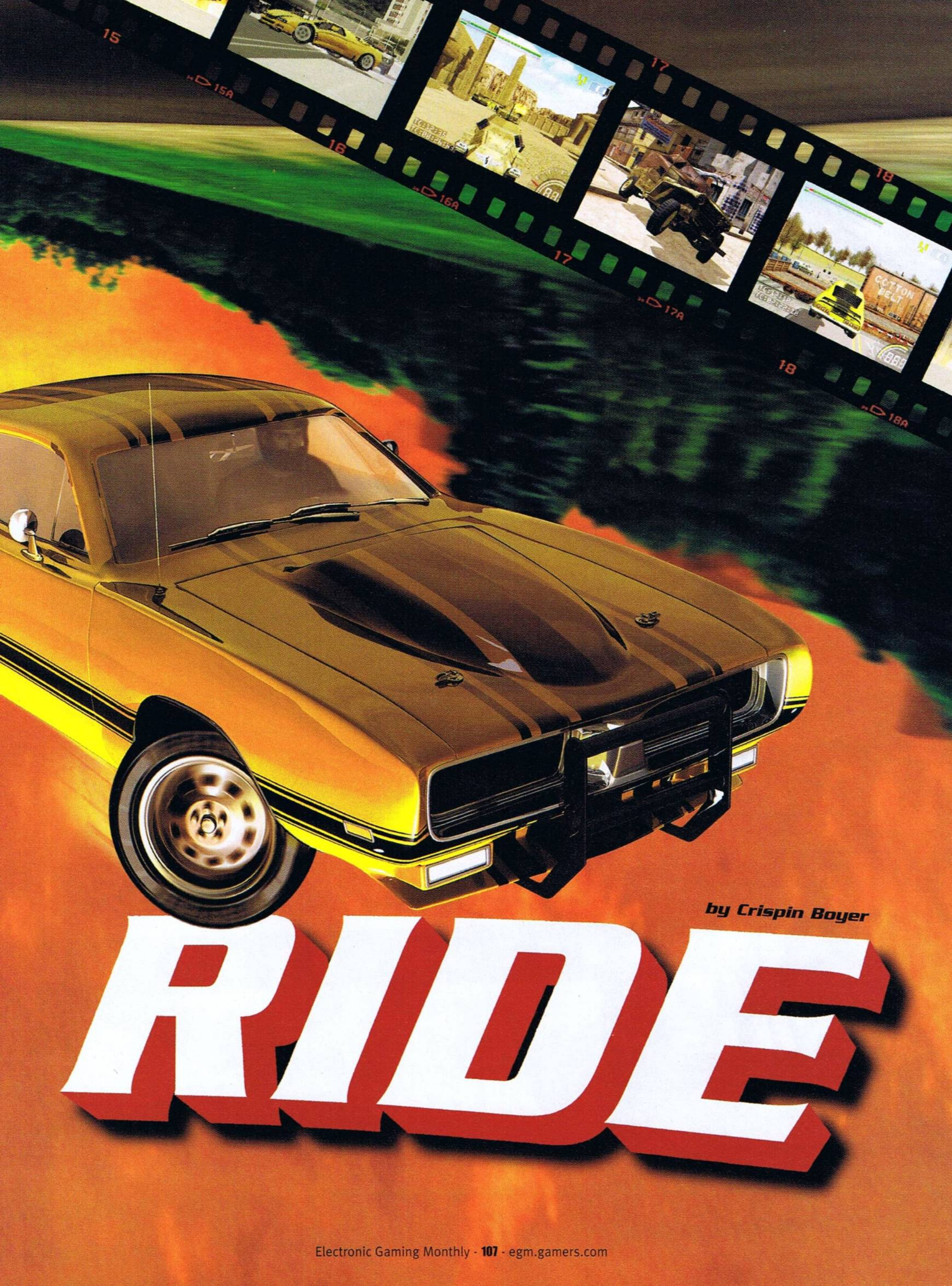
jumpstarted the game's hype machine, especially among PS2 owners still revved up from *Grand Theft Auto III's* high-octane thrills. Fueling more interest: It's the next big game from Reflections, developer of the PlayStation *Driver* series, which in many ways laid *GTA3's* roadwork. (*Stuntman* includes a teaser demo of the upcoming *Driver* sequel for PS2.)

But unlike *Driver*, which let you cruise around a sprawling city trying to outrace the po-po, *Stuntman* is a precision-driving game that makes you follow a set path through a movie set, performing tricky maneuvers with dead-on accuracy while the director barks orders in your ear. “In *Driver*, you could be driving for almost two minutes with very little happening,” Edmonson says. “Whereas in *Stuntman*, we've focused on short bursts of extreme action. You're making a film, you're in a car chase, and you want maximum impact and as much going on as possible.”

In other words: no steam cannons or unmanned-car trickery here. When you watch the replay of your car catching big air in *Stuntman*, you know exactly who's sitting behind the wheel.



THRILL



by Crispin Boyer

RIDE

ACTION!

Want examples of the short bursts of extreme action Edmonson was talking about? Buckle up for a stunt sequence from the game's final movie, *Live Twice for Tomorrow*, a high-speed spoof of Bond-flavor spy flicks. We start off driving a sports car down a snaking mountain road with an armed-to-the-teeth helicopter hot on our tail. Over the course of the three-minute sequence, we must weave through oncoming traffic, swerve around a roadblock, trash a mountainside picnic area, then jump a ravine—all while dodging rockets from the chopper and falling boulders hurled in the explosions. At the end, we zoom off a cliff and hit the helicopter head-on.

In another sequence—this one from a suspense-thriller called *Conspiracy*—we zoom along on a stolen snowmobile while being chased by motorized gliders dropping grenades. We tear across a parking lot, through a small village and up onto a snow-covered hill, dodging trees and trying to get as close as possible to the explosive attacks of the glider assassins (the scene has to look real, after all). The chase continues until we jump off a log ramp and crash through the wooden doors of a barn.

The game's 25 sequences mix simple feats of fancy driving—stuff like powersliding, smashing crates, weaving through traffic and driving next to special-effect explosions—with real showstopper stunts. One rooftop chase level has you leaping from building to building. Another has you playing chicken with a train. And if all that sounds like the stuff you've seen in a million movies, well, that's pretty much the point here. "We didn't really do a lot of research for this," Edmonson says. "A lot of it comes from what we remember from films and childhood. It's what's ingrained in you after years of watching *Dukes of Hazzard*, *Smokey and the Bandit*, James Bond films and so on."



STUNTMAN: BEHIND THE WHEEL



Nevertheless, Reflections did seek expert help with the game, and they went right to the best: Vic Armstrong, a pro stuntman for 30 years who has worked on more than 250 films, including the *Indiana Jones* movies, *Terminator 2* and the *Bond* flicks. (He's actually listed in the *Guinness Book of World Records* as the planet's most prolific stuntman.) Armstrong showed the team the



behind-the-scenes trickery that lets cars do the kind of things cars just weren't meant to do. Take, for instance, the cannon roll, a punchy hydraulic-pole gizmo that sits under your car and launches it into an end-over-end tumble when you trigger it. You get to use this device in *Stuntman* (it's activated via the R2 button), along with a variety of other toys. Depending on what's called for in the stunt,

GRAVITY THRILLS

Strap in for another *Stuntman* scene inspired by Hollywood: Here, you race past an industrial park before a toppling smokestack ruins your Sunday drive. Burt Reynolds fans'll recognize this stunt—one of the most dangerous ever—from his film *Hooper*. The movie scene has a happier ending.





Smash TV: Finally, a game with replays worth watching. And if you're like us, you're probably making explosion sounds with your mouth as you look at this shot.



you may need to trigger a nitro boost or a pyrotechnic effect. In one motorcycle-driving scene, you have to time the release of a sidecar filled with explosions so that it slams into a building and blows it sky high. Your stuntman character even explains how all this gear works during a mock documentary between levels. How's that for edutainment?

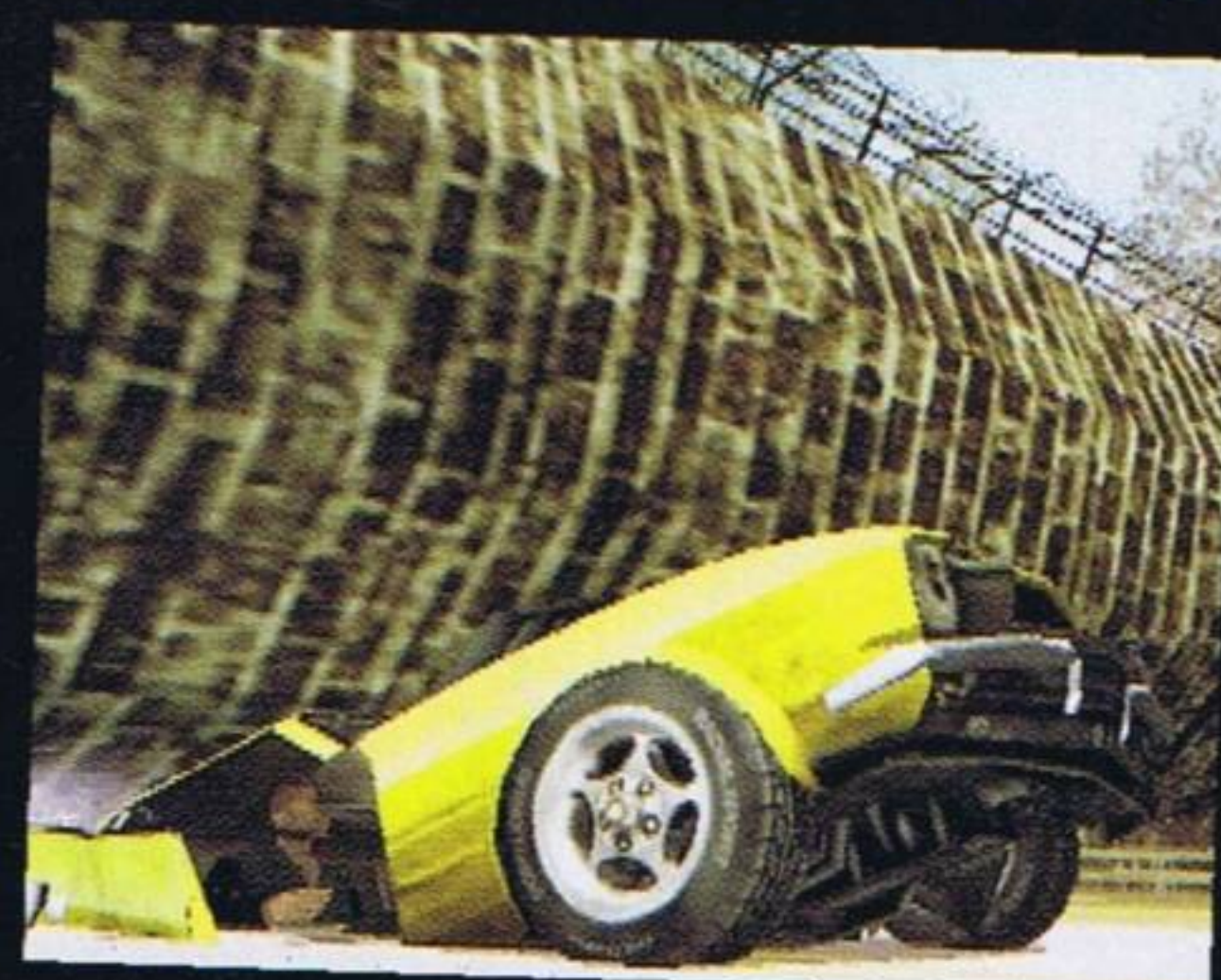
CUT!

Stuntman's gameplay demands concentration and steady hands, since your goal in every level is to pull off perfectly timed stunts as accurately as possible. When part of a sequence calls for you to, say, pass a vehicle on the left, you'll want to cut as close as you can without hitting it. If you're supposed to

cross a bridge that's rigged to explode, you want to reach the other side just as it's detonated. Your job is to make the stunts look as exciting and realistic as possible. An accuracy gauge on the top left of the screen shows how many stunts you've done, how many are left, and whether you're performing them at exactly the right time. You can also switch on checkpoints to help you master the pace of each sequence.

You're rated for accuracy, speed and other factors at the end of a scene. If the director's happy with your performance, you can move on to the next level. If not, it's time for take two, or three, or however many takes you'll need until you get it right (the director becomes grumpier the more you screw up). Stellar accuracy ratings will earn you new

toys and vehicles for the Stunt Arena mode (see page 112). The game's garage packs 40 vehicles in all, which come into play at various times depending on the movie and stunt you're filming. You'll climb into a monster truck, a semi, a tank, a snowmobile, various sports cars, military jeeps, motorcycles and more. Some of these vehicles, such as the three-wheeled motorized rickshaw, are pretty funky. But none are real



cars from real manufacturers, mainly because of all the abuse these suckers take in the game. "There was certainly no question of using real cars," Edmonson says. "We gave that up early on. We spoke to a few car manufacturers. One or two were willing to talk about it, but some wouldn't even entertain the idea of a meeting if the cars were going to be damaged in a street environment. It was a big mess." Vehicles in *Stuntman*, consequently, look darn close to the actual makes and models, but they're not the real thing.

The cars' handling, however, will instantly feel familiar to anyone who's played the *Driver* titles. That's not to say Reflections is recycling technology from its PS1 racers; this game was created for the PS2 from scratch. The team is just carrying over some of the concepts, such as the way your car handles on different terrain. *Stuntman's* physics engine is nearly two years in the making. You'll see it in the way your vehicle quivers on its four-wheel independent suspension when you land. Or when you zip up an off-kilter ramp and wobble through a 360 barrel roll. It's the kind of stuff you'd expect from Reflections, a dev studio known for physics tweaked to be more thrilling than real life. (Remember *Destruction Derby* for PS1?) "You can imagine how frustrating a game would be if it was 100-percent realistic," Edmonson says. "If you crash into something at 30 miles per hour in real life, chances are you're not going to drive off. How fun is that?"



Art imitates art: "One of my favorite stunts was the 360-degree barrel-roll from *Man with the Golden Gun*," says Edmonson. Sho'nuff, that very scene (above) is reproduced in *Stuntman* (below).



WRECK FLIX

The Movies You'll Make—or Break—in *Stuntman*

Ah, showbiz—the glamour, the craft services, the concussions. You experience all that reckless glitz in *Stuntman*, which spreads its 25 stunt sequences across six different movies with progressively bigger budgets, from *Clerks*-dirt cheap to *Waterworld*-astronomical. The best part: Finish a movie and you get to watch its cliché-crammed trailer, complete with intercut scenes of your most death-defying drivin'. Don't go out to the lobby and have yourself a snack—check this sneak preview of the game's movies instead.



MOVIE 1: TOOTHLESS IN WAPPING

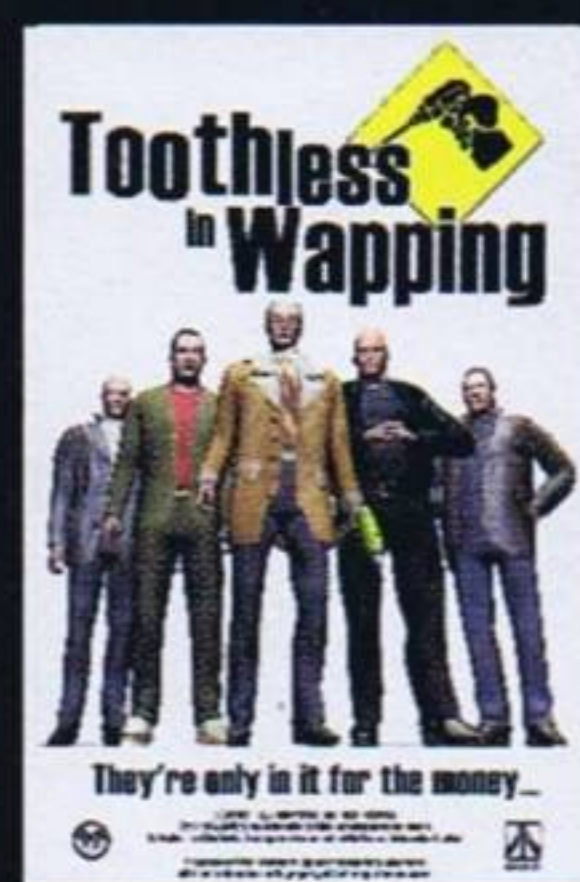
THE SETTING:

London's seedy backstreets

THE PLOT: Potty-mouth crooks bungle the kind of caper you'd expect potty-mouth crooks to bungle in a Guy Ritchie flick.

SAMPLE STUNT: Use your cannon-roll gizmo to flip your car after getting sideswiped by a van.

LINE FROM THE TRAILER: "I ain't in it for the money. I'm in it to scare people and say cool stuff...and the money."



MOVIE 2: A WHOOPIN' AND A HOLLERIN'

THE SETTING:

Backwoods Louisiana

THE PLOT: Two good ol' boys run afoul of Sheriff Emitt P. Porkswine, who's convinced they're running moonshine. Yep, just like *Dukes of Hazzard* before cousins Coy and Vance ruined everything.

SAMPLE STUNT: Catch major air from a highway onramp to land on the roof of a zooming train.

LINE FROM THE TRAILER: "Yeee-haaw!"



MOVIE 3: BLOOD OATH

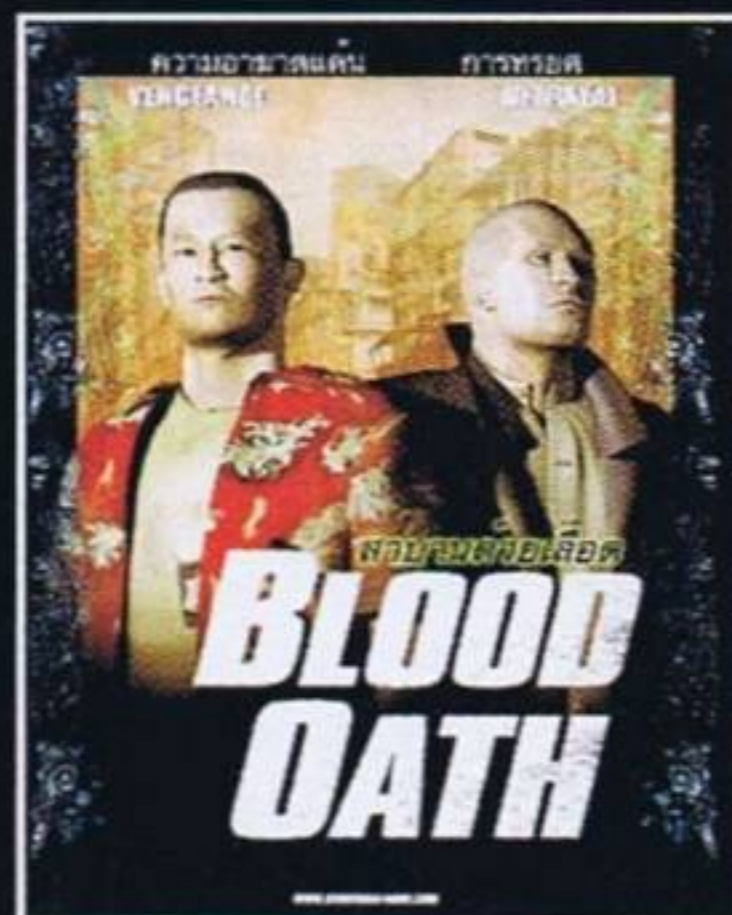
THE SETTING:

Bangkok, Thailand

THE PLOT: An undercover cop infiltrates Bangkok's crime underworld in this John Woo-style flick filled with kung foolery.

SAMPLE STUNT: Jump off a freeway, drive through the upper floor of an office building and land on a car carrier on the other side.

LINE FROM THE TRAILER: Er, none. It's a subtitled foreign film.



MOVIE 4: CONSPIRACY

THE SETTING:

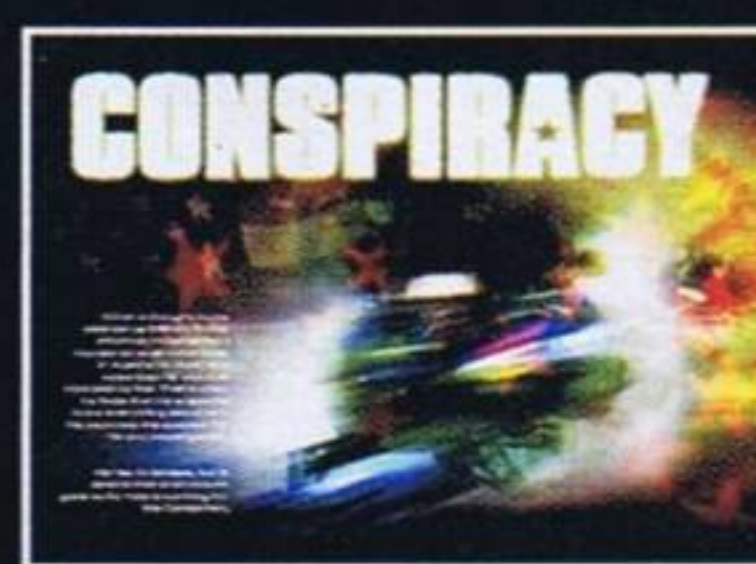
Swiss Alps

THE PLOT: A murder on a military base

lands a military attorney in a sticky conspiracy that reaches the upper echelons of the government. If this were a real flick, we'd expect it to star Harrison Ford as the beleaguered hero.

SAMPLE STUNT: Ride a snowmobile up a stack of logs and crash through the top story of a barn.

LINE FROM THE TRAILER: "I'm a suspect in my own investigation."



MOVIE 5: THE SCARAB OF LOST SOULS

THE SETTING:

Egypt

THE PLOT: Indie Jones-wannabe Dakota Scott races no-goodnik Nazis to nab a powerful scarab artifact.

SAMPLE STUNT: Drive a tank off a dock and smash into a Nazi sub's conning tower.

LINE FROM THE TRAILER: "It's not just lost. This was never meant to be found."



MOVIE 6: LIVE TWICE FOR TOMORROW

THE SETTING:

Monaco
THE PLOT: Stylin' English super-agent Simon Crown must stop a madman from taking over satellites that can foul up world communication.

SAMPLE STUNT: Play chicken with a helicopter as you jump your car off a cliff.

LINE FROM THE TRAILER: "The name's Crown. Simon Crown."



(Have you heard who's on Nintendo GameCube?)



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Fender bender: *Stuntman's* cars take a pounding, and it shows. Panels fly, bits of underbody litter the road—about 20 parts can get knocked free as you sustain real-time damage. “You can even get your engine to fall out,” says Producer David Brown.



THAT'S A WRAP!

Here's another question: Will PS2 owners find long-term fun from a game that repeats stunt sequences over and over until they get them right? *Stuntman* is definitely a different kind of driving title—not really racing, not really car combat, not at all a free-roaming driving game like *Driver* or *GTA3*. But we still found it addicting. We couldn't wait to retry a stunt sequence if we loused it up or to see if we could get more spectacular footage for the replay. And, fortunately, not every stunt is a linear experience. “As you go through the game,” Edmonson says, “we actually slacken up what you have to do, so you have more choices.” He points to a London chase scene as an example. It has you pursuing a van that pulls into a warehouse. If you stay right on the van's tail through the entire



sequence, you get a certain amount of accuracy points. But if you're feeling particularly daring, you can break off to the left and smash a pile of boxes and earn a bonus percentage on top of your total score. Later levels present similar opportunities. You can veer off the main path to go after bonus stunts, or you can take the safe route and just follow the script. Of course, that's no way to make an exciting movie. If you're going to play it safe, you might as well pull a *Dukes of Hazzard* and let the dummies do the driving.

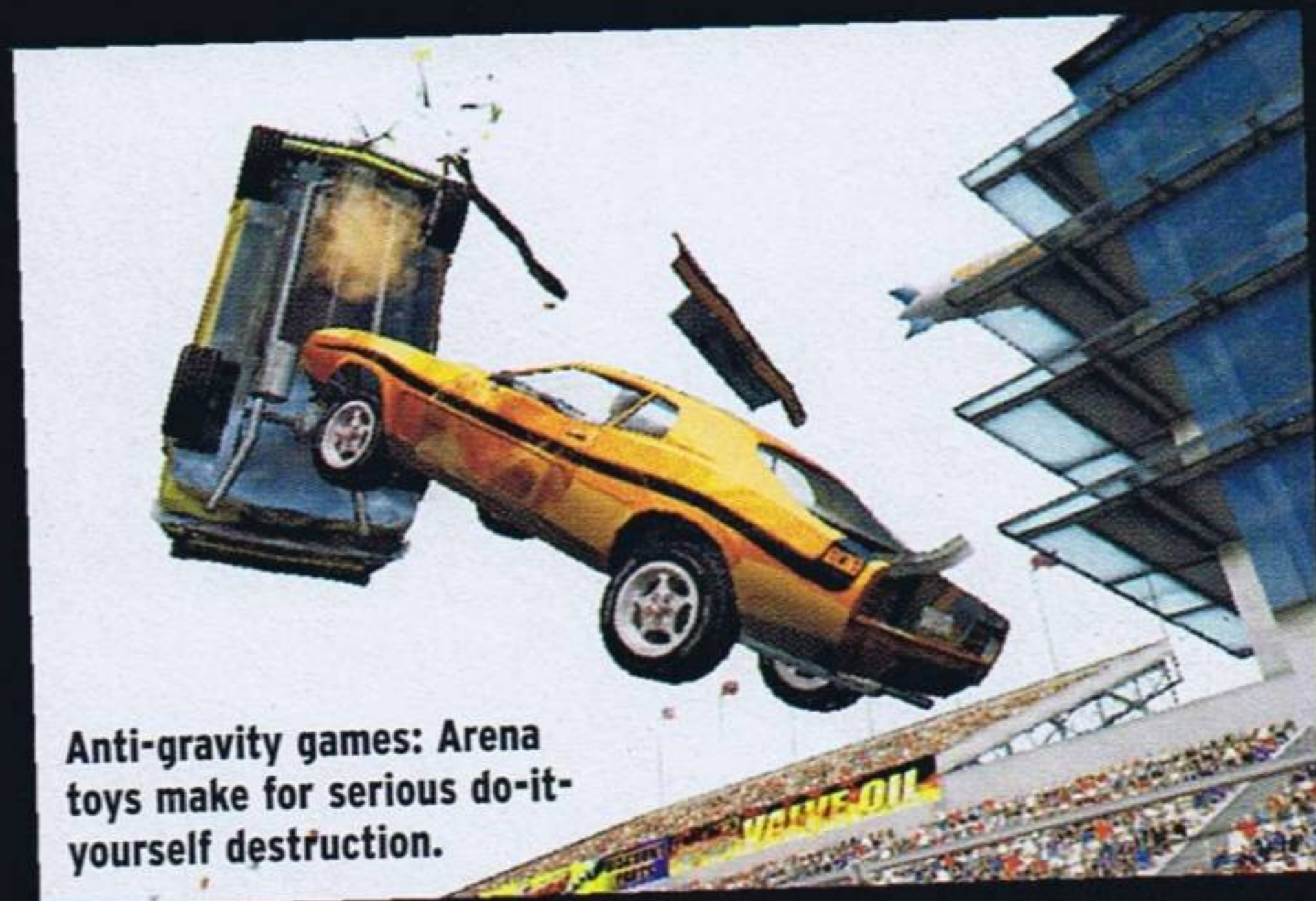


CRUNCH TIME

Twist some metal in the game's Stunt Arena

We're told it'll take about 12 hours to play through *Stuntman's* movie-themed stunt sequences. So what's a highly trained daredevil to do when his workday's through? Welcome to the Stunt Arena, a thrill seeker's paradise that lets you build the kind of stunt sequences you see in those commercials with gravelly throated announcers shouting “Sunday, Sunday, Sunday!” This mode lets you select the various “toys” you earn from the movie levels, place them in a massive, dun-colored arena, then go nuts with any of the vehicles you've unlocked. You'll earn access to more than 30 toys altogether, including flaming hoops, a dozen ramps, loop-

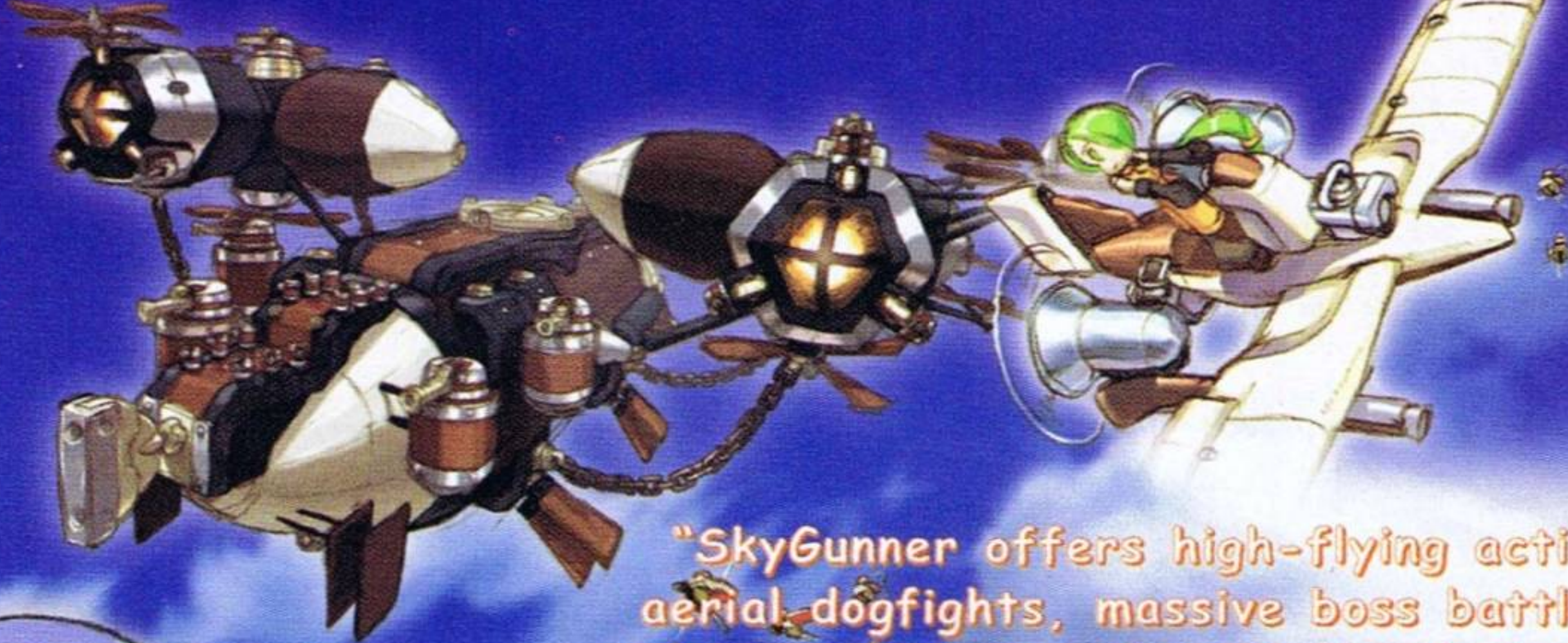
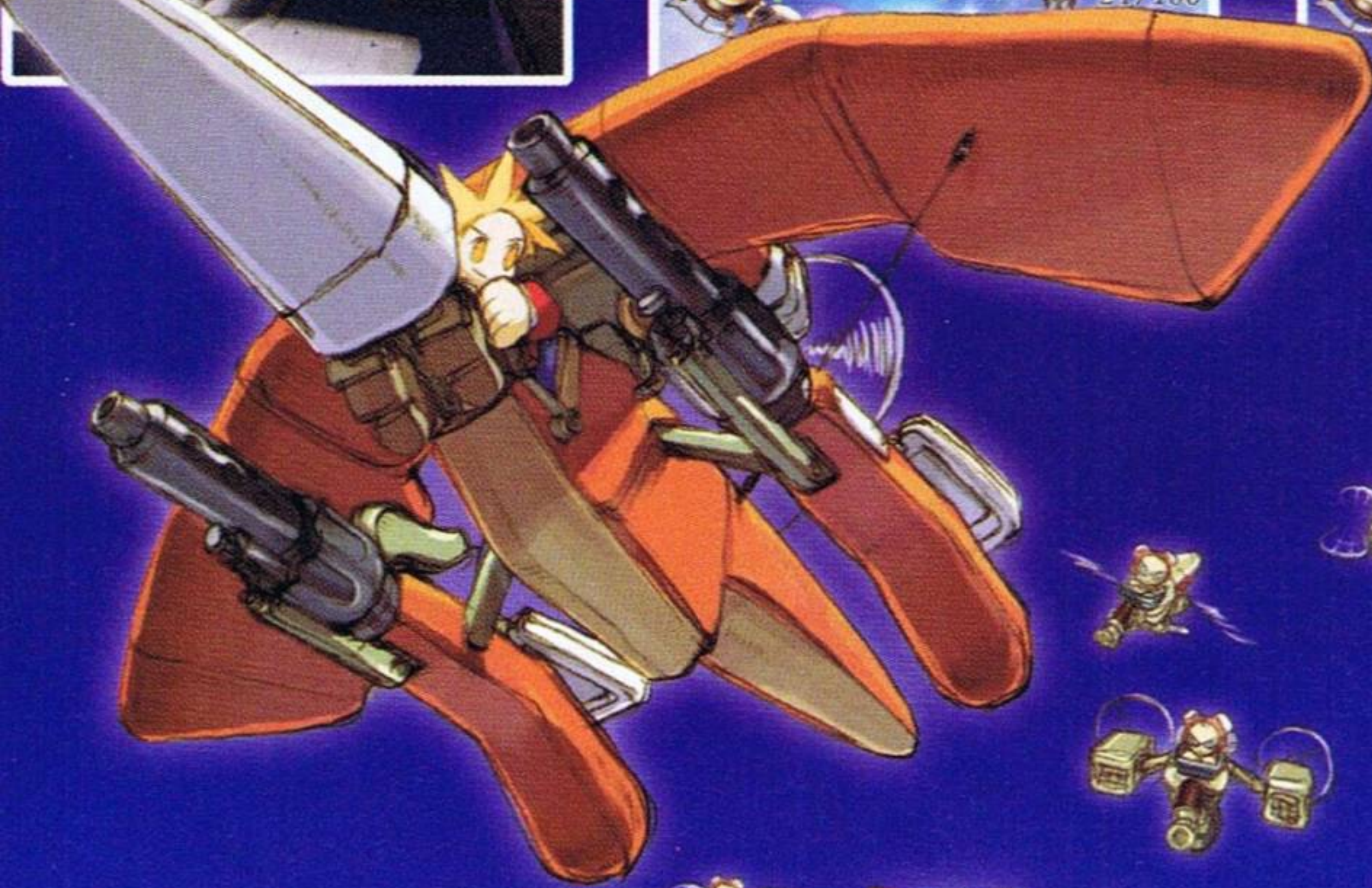
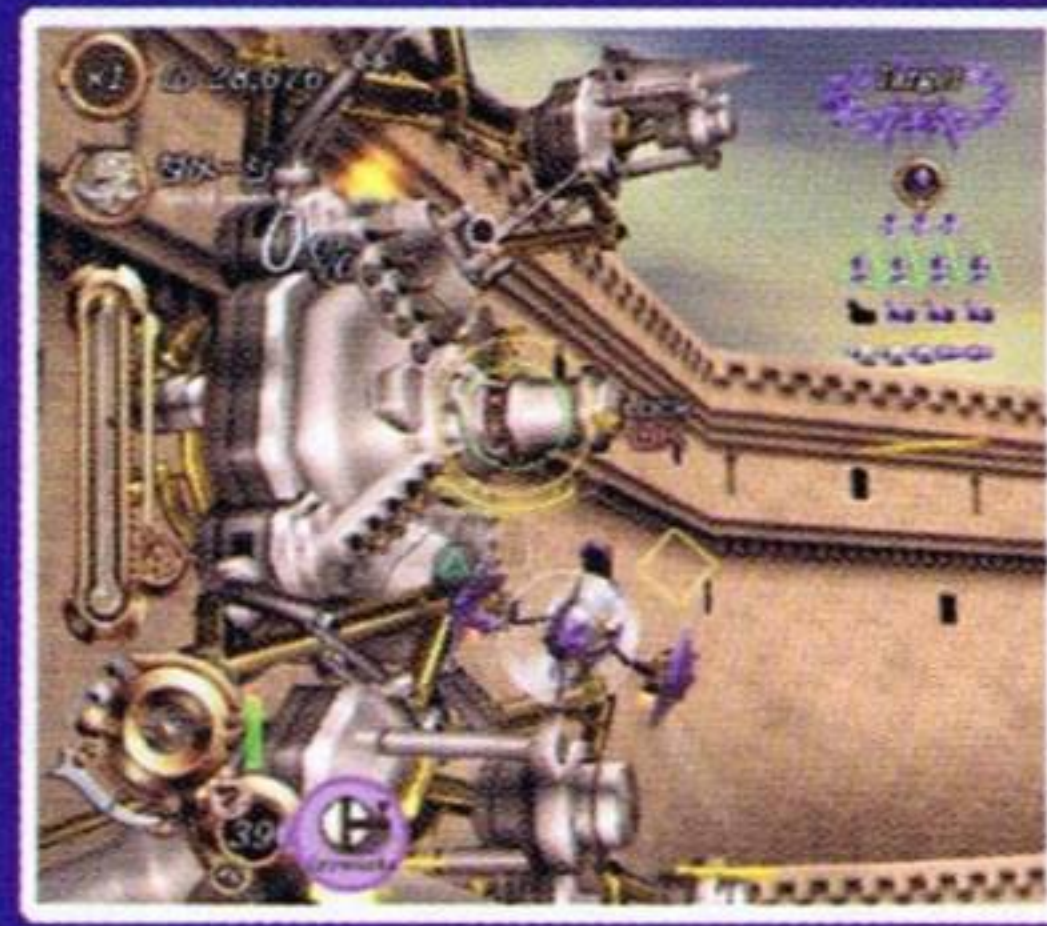
de-loops, triggered explosives, stacks of cars, rows of upended autos you can topple like dominoes, and school buses you can line up and leap over. One of our favorite gadgets is the car launcher, which hurls an empty vehicle high into the air when you trigger it. “You can place a ramp facing one of these launchers,” Edmonson says, “drive at it, hit the ramp, then press the action button and have a spectacular mid-air collision.” You can earn several of these launchers from the movie levels. “So you can imagine situations where you put them in a ring of four,” continues Edmonson, “then fire them all at each other.” Talk about a replay to show your friends.



Anti-gravity games: Arena toys make for serious do-it-yourself destruction.

Six bonus levels set in the arena give you an idea of the kinds of metal-rendering stunts you can unleash, but you'll have the most fun with your own experiments in daredevilry. Ever wondered how many school buses a WWII tank clears if you jump off a 50-foot ramp? There's only one way to find out....

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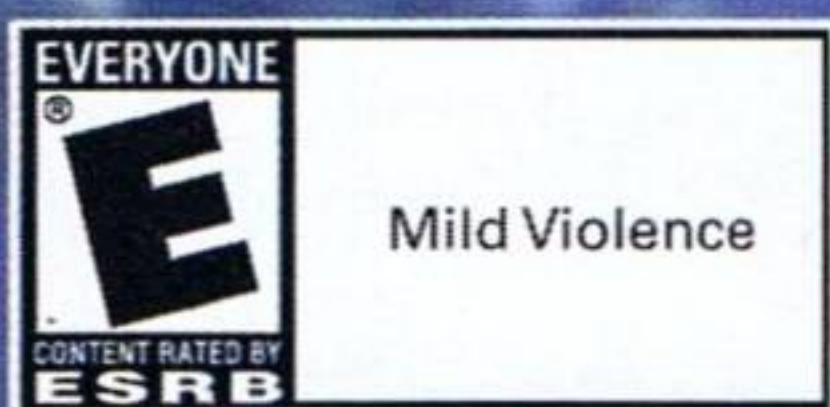


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- EGM

SKY | GUNNER™

In various parts of the world, there are those with jobs unlike any others. They are owners of special aircraft and guns and are commonly referred to as "Gunners."
The setting is the town of Rive, where an exposition is set to take place in two months time.
What adventures await these Gunners?



PlayStation.2

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Review Crew

Our Philosophy

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for



its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AVERAGE. Simple, ain't it?

Our Awards



Platinum Awards go to games that get all 10's, the best and rarest review a game can get.



Gold Awards go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 (but lower than 9.0) receive **Silver Awards**.

The Crew



Crispin Boyer Features Editor

Given the choice between being a stuntman or an editor, Cris sticks with EGM. "You get to play every game for every system," he says. "So what if the office is built over an Indian burial ground—aaaiiee!"

Favorite Genres: Action, Adventure
Current Faves: *Spider-Man, Medal of Honor*



Che Chou West Coast Editor

Three weeks on the road and 10,000 miles later, Che returned to the EGM offices smelling like a man. His band "eE" rocked across the country, met a seductive Succubus, and triumphed over her evil ways.

Favorite Genres: Fighting, Racing, RPG
Current Faves: *VF4, Freedom Force (PC)*



Jonathan Dudlak Reviews Editor

During a brief snowboarding vacation in Lake Tahoe this month, Jon wanted to get some pictures of the beautiful scenery around the mountains. But once again, he was holding the camera backward.

Favorite Genres: Fighting, Action, Racing
Current Faves: *Street Fighter II, Hot Shots 3*



Dean Hager Managing Editor

With all the hours Dean spent playing *World Series Baseball* this month, we're surprised he had extra time to hang out in the bushes with his mannequin friend. I guess you make time for the important things.

Favorite Genres: Sports, Racing
Current Faves: *World Series Baseball*

Kraig Kujawa Senior Associate Editor

Kraig finally decided to stop bitching about games and make one of his own. His first project: *NFL Blitz 20-04*. Good luck, but we'll be damned if he thinks he's gonna get outta here with our mannequin.

Favorite Genres: Sports, Strategy
Current Faves: *WSB, Medal of Honor*

Jeanne Kim Associate Editor

Jeanne picked up tons of wacky stuff during her stay in Hong Kong, including this AiAi look-alike who squirts water out of his wee-wee after you've filled his head with water. Ah...so that's how boys do it!

Favorite Genres: RPG, Shooters, Adventure
Current Faves: *HSG3, Hunter, Heroes IV (PC)*

Dan "Shoe" Hsu Editor In Chief

Now that the snowboarding season is over, steep-slope rider Shoe is singing the blues. He's now looking for the perfect snowboarding video game to fill the void, but he's not finding it in *SSX* or *Shaun Palmer...*

Favorite Genres: Shoe loves 'em all
Current Faves: *Mario Adv. 2, Freedom Force (PC)*

Chris Johnston News Editor

This month, Chris blew his tax-refund check on anime. Why do they have to time anime conventions with tax season? Now if he can only find the time to work through those *Evangelion* DVDs....

Favorite Genres: Adventure, Puzzle, Music
Current Faves: *Ico, Hot Shots Golf 3*

Dan Leahy Editor in Chief, GameNOW

Dan's desperate for more sports games to go online. He keeps talking about how his online teams are gonna be so bad-azz and this and that. Maybe some of you readers can shut him up.

Favorite Genres: Sports, Fighting, Action
Current Faves: *Hot Shots 3, WSB*

Mark MacDonald Executive Editor

A late-night-deadline combination of Frappuccino, Benadryl, and the final boss battle in *Hunter* caused Mark to finally lose his already tenuous grip on reality. You may now address him as "Señor Funkernickel."

Favorite Genres: Action, Adventure, RPG
Current Faves: *Resident Evil, 'Nam 75 (Neo•Geo)*

James Mielke West Coast Editor/Webmaster

For two months now, the Milkman has been unable to see the people looking at his picture in this magazine. Maybe if he got that damn rag off his freakin' head it might do something to improve the situation.

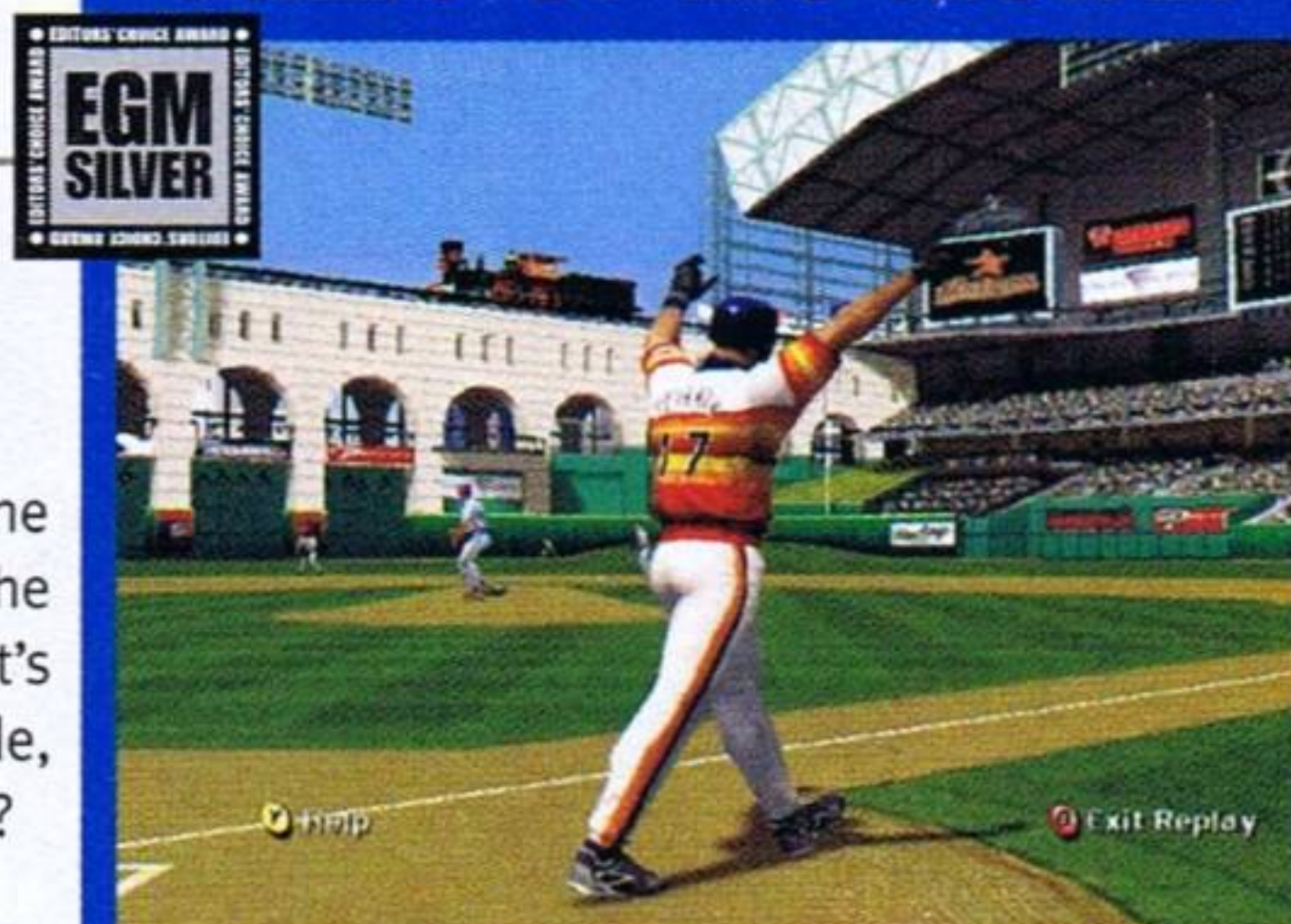
Favorite Genres: Fighting, RPG, Action
Current Faves: *MotoGP (Xbox), Armored Core 3*

Greg Sewart Previews Editor

Good God! We're not sure if Sewart's gone through some weird Canadian evolution, or a hideous swamp creature has eaten him and now walks among us. We're not sure if we care, either.

Favorite Genres: Racing, RPG, Adventure
Current Faves: *Gran Turismo 3, Final Fantasy IV*

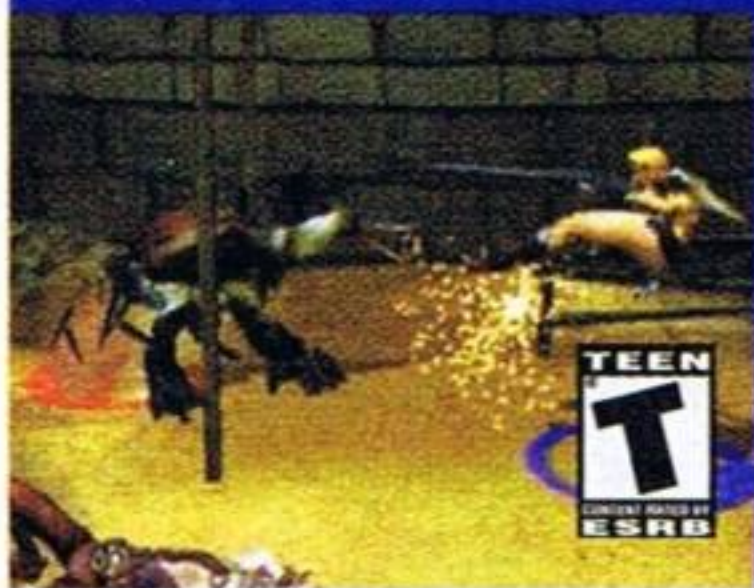
Game of the Month



World Series Baseball pg.124

Down two strikes after a couple lackluster offerings, Visual Concepts finally belts a home run with *World Series Baseball*. This one has it all: beautiful graphics, great pitching and batting, and the most lifelike animation we've ever seen in a baseball sim. And don't forget those smart-looking old-time uniforms, too.

Barbarian



Publisher: PS2
Titus
Developer: Sapphire
Featured In: EGM #152
Players: 1-2 (1-4 Multi-tap)
Try Instead: Virtua Fighter 4
Web Site: www.titusgames.com

Best Feature: Story-driven gameplay
Worst Feature: Generic, flawed combat

In its efforts to combine one-on-one fighting with a solid, RPG-caliber story, *Barbarian* gives you an excessive amount of plot info between each battle, explaining in almost painful detail what's driving your dude along. But once you take your character to the ring, he becomes a lot less memorable. **A small batch of scripted combos makes the combat very confining**—you can't stray from the prescribed move strings at all; your fighter just freezes up as if confused by your most basic orders. Bland magic attacks (hazy blobs of light that are difficult to aim) also contribute to the generic spirit of the game. And while I like the idea of broad, multitiered arenas (think *Power Stone* with fewer objects lying about), fighters on opposite ends of the large stages get lost in the background when the camera zooms out. If Sapphire put as much emphasis on the combat as they did on conjuring gritty stories to back each fighter, *Barbarian* could have been a lot better. But there's too many problems and not enough depth here to interest even the most casual gamers. **Jonathan**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 6 | 6 | 3 | 5 |

FIFA World Cup 2002



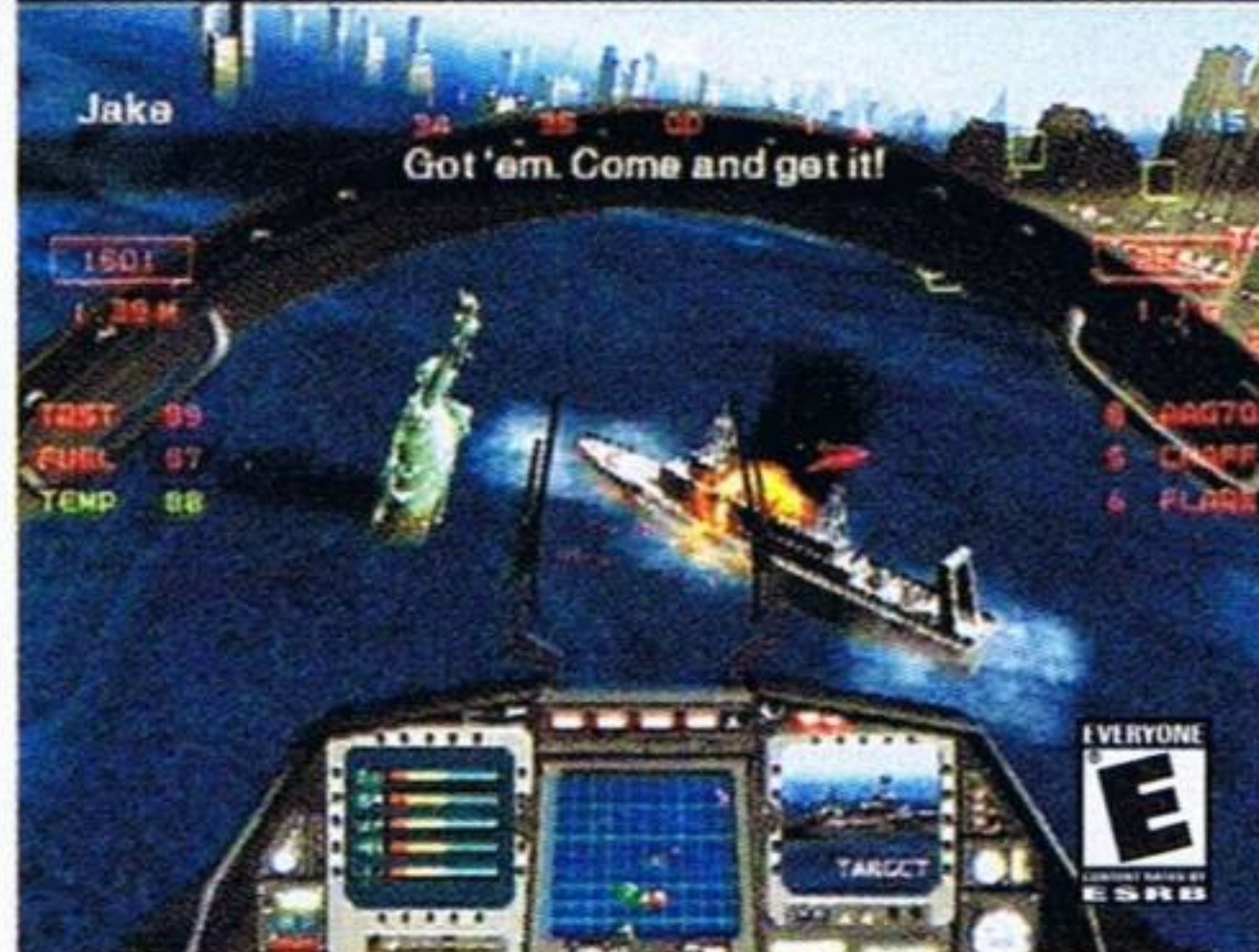
Publisher: PS2
EA Sports
Developer: EA Canada
Note To Developer: If it ain't broke...
Players: 1-2 (1-4 Multi-tap)
Try Instead: The previous FIFA
Web Site: www.easports.com

Best Feature: Flexible, intuitive passing system
Worst Feature: The worst sports intro video ever

This sequel comes only six months after the last *FIFA*, and **I swear the only thing EA did was take a hammer to that great game.** The first sign of trouble is the opening intro featuring gratuitous clips of an orchestra composing the game's theme music. I don't get it—is watching some dude blow on a horn supposed to fire me up? The clunky controls are an even bigger buzz kill. *FIFA* looks gorgeous, but making your players do what you want, when you want, is difficult. Want to juke? No problem, just as soon as that kick animation in the move queue is done. Sometimes I had to predict which move I needed to make sure it happened on time, which sucks since I'm no psychic; maybe Ms. Cleo would fare better. It's too bad *World Cup's* gameplay is so slow and deliberate, because I like other parts of it. It's packed with great modes, and I'm still impressed by how the on-screen aides make passing easy and fun without making it unrealistic. Thoughtful features like this make me wonder why the developers treated the rest of the game like an afterthought. **Kraig**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7 | 7 | 3 | 5 |

Lethal Skies



Publisher: PS2
Sammy
Developer: Asmik Ace
Players: 1
Try Instead: Ace Combat 4
Worst Level: Jetroller 2
Best Feature: Enemy designs
Worst Feature: Lack of supersonic thrills
Web Site: www.sammy-zone.com

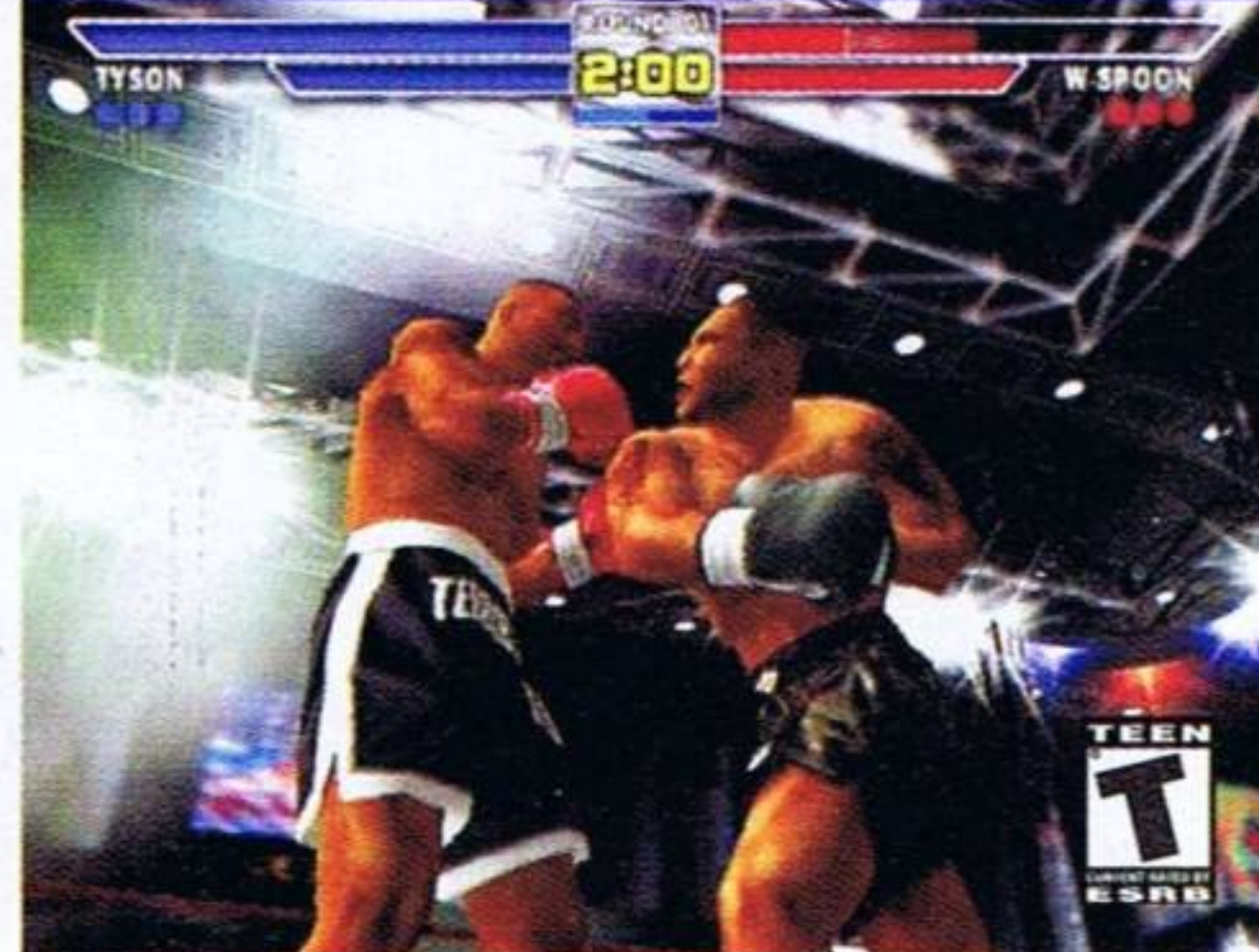
Not much in *Lethal Skies* will surprise you if you've ever played a console-flight game before. You dog-fight braindead bogies, dump ordinance on ground-based baddies, unlock zippy real-world jets, yada, yada, yada. You even get the mandatory fly-through-a-zig-zagging-canyon levels. **The whole package is about as exciting as a flight attendant's safety demonstration.** You do go up against some nifty enemies: lumbering spider robots, rolling fortresses, mega-choppers bristling with turrets—the kind of stuff you'd expect to see in an old-school 2D shooter. Trouble is, the weapons in this game just don't do the job. Air-to-ground missiles take way too long to lock on, and most of them lack big-bang oomph. Even worse, the game is super-strict when it comes to scoring hits on the various bits of the big enemies. You spend most missions lining up attack run after attack run, trying to, say, blow one radar dish off a communications tower. It's telling that one of the most lethal dangers in *Lethal Skies* is running out of fuel. The funky control doesn't help. I found myself constantly fiddling with the throttle, and my jet often seemed on the verge of stalling out of the sky. That's the last thing I wanted to worry about while making my umpteenth run on the left tread of a rolling fortress. At least the game looks OK, although it lacks the crisp terrain of *Ace Combat 4*—the PS2 title you should play instead of this jet jalopy. **Crispin**

When firing up *LS*, the first thing that comes to mind is the Hollywood-cheese flyboy movie *Top Gun*. And if that weren't enough, get a load of all the bull that comes with it. Some major flaws are the navigational and targeting features. All those pretty dials? Worthless, including the little map. The overhead map's better, but you have to pause in and out constantly. Dogfights can be OK, especially with an F-16 that fires five-in-one missiles. But having to rely on a single schizo arrow that can't decide if it's pointing to air or surface targets leads to tiresome tries after tries. In the end, as arcadey as *LS* is, **destroying targets is way too difficult to stay fun.** **Jeanne**

This scrappy competitor for *Ace Combat 4* aims high yet barely manages to keep from crashing. Missions are numerous, creative and diverse. I can totally hang with zooming between skyscrapers in a flooded Manhattan and blasting colossal airships over icy glaciers. Too bad **I have trouble dealing with the plain-Jane graphics, repetitive voice samples and overly touchy controls.** The sensitive setup sufficed for my flying and shooting needs, but when the game forced me to refuel in midair, disaster struck. It took 15 tries and all of my patience to line up for the tricky maneuver, and by then I was too cranky to enjoy the futuristic airborne thrills. **Shane**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 5 | 5 | 3 | 3 |

Mike Tyson Heavyweight Boxing



Publisher: PS2
Codemasters
Developer: Atomic Planet
Try Instead: Knockout Kings 2002
Players: 1-2
Supports: The career of a convicted felon
Best Feature: Deep create-a-boxer mode
Worst Feature: Hard to get up when knocked down
Web Site: www.codemasters.com

If you're either excited about or repulsed by the concept of this crazy, jail-hardened rapist (and ear-chomper) starring in a new game, know this—there's little on-screen Tyson action here. You can spar against him and challenge him for the final belt, but playing as the infamous champ demands tons of unlocking effort. Visually, it seems that the designers blew their 3D wad on the detailed yet cartoony boxers. Minute details like intricate facial expressions and glistening sweat infuse life into the fighters, but the lackluster arenas and embarrassing onlookers look like holdovers from a bargain-bin PS1 title. Trying to master the game's unintuitive control system (with 12 different types of punches) was making my head spin, until I realized that mashing buttons and "circle-strafting" my foe produced great results most of the time. The mad mashing continues with an ill-conceived button-pressing minigame in order to rouse your fallen boxer—it's unrealistically hard to get up even after just one knockdown. One thing *Tyson* gets right is the Create-a-Boxer mode. With a wealth of appearance options, stats to raise, and new punches and combos to unlock, I spent most of my time working on my custom pugilist. In fact, this excellent mode handily bests the limited creation system in EA's *Knockout Kings*. **One good feature in an otherwise substandard game, however, doesn't make it recommendable.** **Shane**

Back in my youth, Mike Tyson was the undisputed champion of the ring. He wasn't the ill-tempered, wife-beating, ear-biting son of a bitch he is today. Here now to capture Tyson's fall from grace is a boxing game so bad, you'd think the coincidence was too good to be true. Where does one begin with *Tyson*? How about the nonexistent controls and gameplay? Trying to remember all the different punches that require you to combine both face and shoulder buttons is like taking one on the chin from ol' Mike himself. And forget about timing. Just jam on the buttons and hope for the best. *Tyson* has next to zero redeeming qualities. **Avoid at all cost.** **Che**

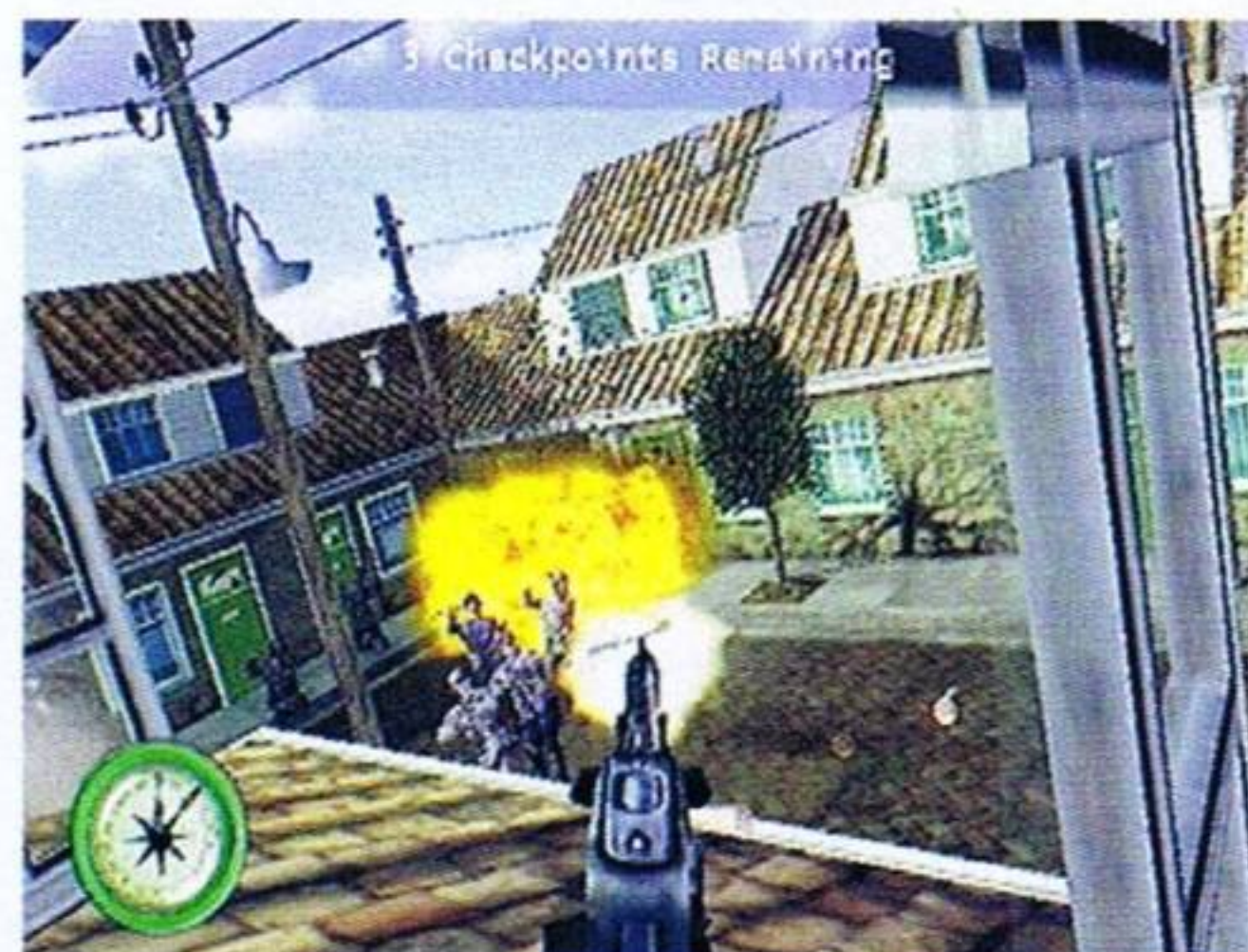
Crafting a good boxing game takes time and a certain level of interest. Good intentions aside, I'm sure Codemasters had a hard time cornering Mr. Tyson to provide input on this title. I mean, rape, assault, crashing cars and other such activities take time, yo. Control here is poor—shoulder buttons should never be a required part of quick combos, but you have to hit one to start off every move string. **The devious setup leads to mad button mashing**, which is fine, but you can do the same thing in *Knockout Kings* with much better results. *Tyson* is an ass-bad game fronted by a has-been bad-ass. Somewhere, Robin Givens must be smiling. **Dan L.**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 5 | 4 | 4 | 3 |

Medal of Honor: Frontline



Turnabout is fair play. One of the recurring themes in *Medal of Honor* is taking over enemy embankments to turn their own guns against them. This mission (below) has you storming houses to use assault rifles on checkpoints, but you'll get to use Jeeps and U-Boat guns as well.



Play this game's hectic first level, the D-Day beach invasion, and you'll be hooked. **Dreamworks has taken Swastika snubbing to a whole new level.** It's cliché to say that this game makes you feel like you're playing a movie, but like *Metal Gear Solid 2*, it often does—especially if you play with Dolby Digital enabled. The artillery shells' cavernous thump-thumping of the Omaha Beach will shake the pictures off your walls all by themselves, never mind the rest of the clamor. Of course not every battle woos you with an awesome-sounding s*** storm. Quieter missions offer a much-needed breather and let the game's subtle details take over. You know, the kind of stuff that makes you pause before squeezing the trigger on your sniper rifle: a couple Nazis sharing a smoke, an AA gunner trying to splash Allied planes, and a soldier harassing local townsfolk, to name just a few. My favorite was watching a Nazi barfight after dropping a few beers on their heads to instigate it. The downside is some of these events make levels feel a lot like my life: a little out of my control. And with all of this attention to detail, it surprises me that you can shoot a Nazi in the head and still have him turn to fire on you. Yeah, it's a game, but a cranium shot is a cranium shot. No one comes back from those. (Maybe consultant Capt. Dale Dye forgot to tell the designers about that.) But who cares—they got damn-near everything else right. **Kraig**

Half of *Frontline* throws you into the chaos of war like no other first-person shooter, like when you storm the beach, explosions, sand and machine-gun fire filling the air. Or take back the smoldering rubble of a city, house by house, with your squad fighting alongside you. Unfortunately, filling the gaps between these ground-breaking levels is that same ol' *MoH* formula, which has grown stale. Repetitive gameplay and predictable (at times even silly) enemy A.I. make these standard sequences feel dull. Luckily, excellent sounds and mission setups create a WWII atmosphere authentic enough to make the monotony bearable until you reach the next exciting bit. **Mark**

Like the PS1 episodes in this Spielberg-inspired series, *Frontline* doesn't win the war with its gameplay. The linear missions and non-interactive environments don't hold their own when compared to feature-rich PS2 shooters like *Red Faction* or *Deus Ex*. But none of that matters, because **in this game, presentation is everything.** The thundering sound effects, soaring music and nerve-rattling moments (like the chaotic big battles or when you're frantically trying to reload your rifle before a nearby Nazi can reload his) really put you in the thick of it. You never quite feel like you're taking part in WWII, but you at least feel like you're in a WWII movie. **Crispin**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 8 | 10 | 6 | 6 |

Publisher: Electronic Arts
Developer: Dreamworks Interactive
Featured In: EGM #155
Players: 1
Also Try: *Red Faction, Half-Life*
Best Feature: Convincing, movie-like atmosphere
Worst Feature: Some missions are too long, inflexible
Web Site: www.moh.ea.com

If you tore out a page from the best part of the script of every popular World War II movie and bound them together to make a book, you'd probably have something similar to Dreamworks' latest addition to the *Medal of Honor* franchise. To say this game is full of war-flick-inspired twists would be a gross understatement. You start your career as a bullet magnet by re-enacting the D-Day beach invasion made popular by *Saving Private Ryan*, then continue your war effort by mowing down German soldiers vacationing in Holland (to learn more about Nazi vacations, see the lovely *Captain Corelli's Mandolin*...or on second thought, don't) and riding a cart through a mine shaft like Indiana Jones.

While these tasks might make it seem like EA's messing with history, some of the game is still grounded in reality. "What we do best is take an existing scenario and put our own



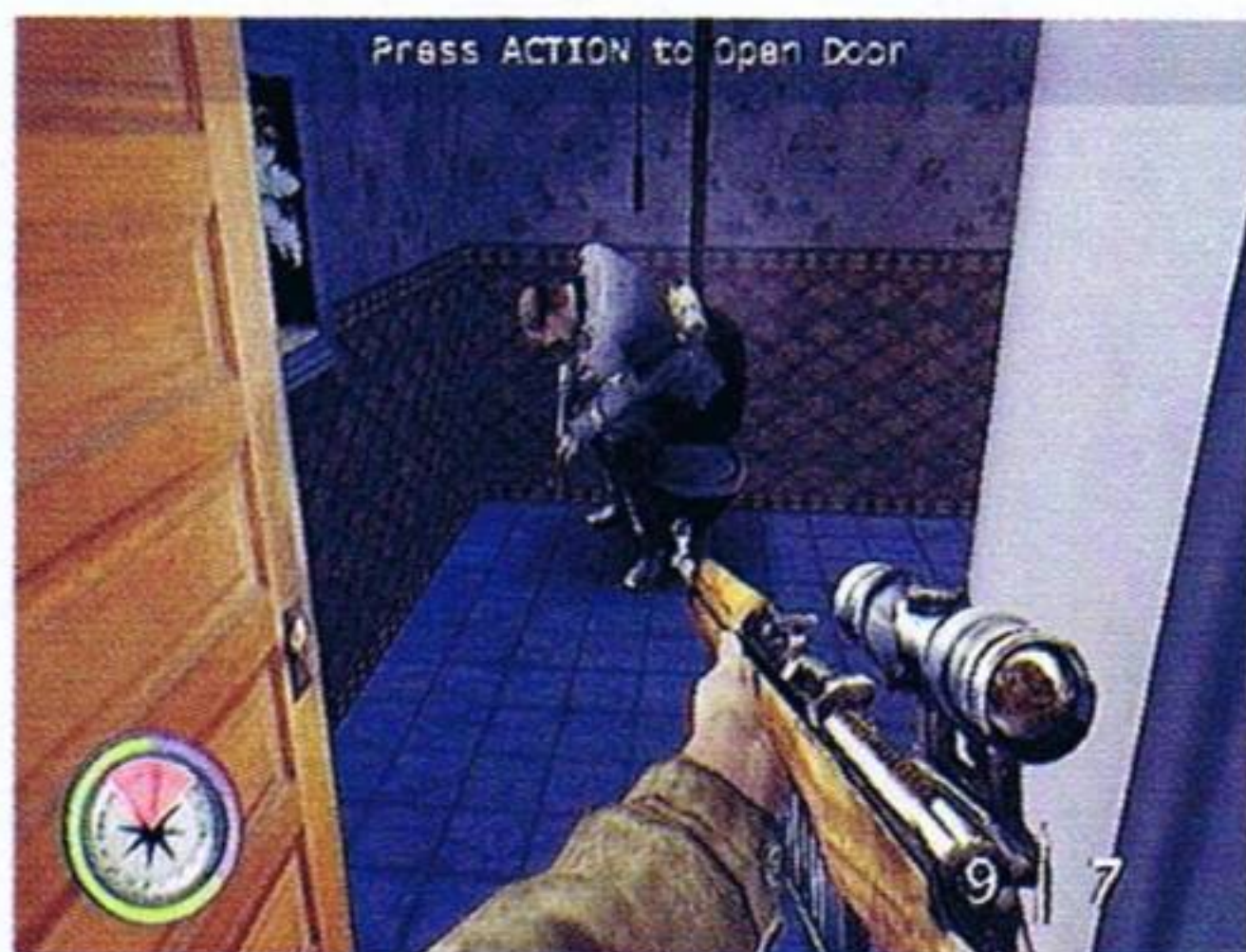
Evidently, Sgt. Slappy missed the part of basic training that teaches you to look at what you're shooting at.

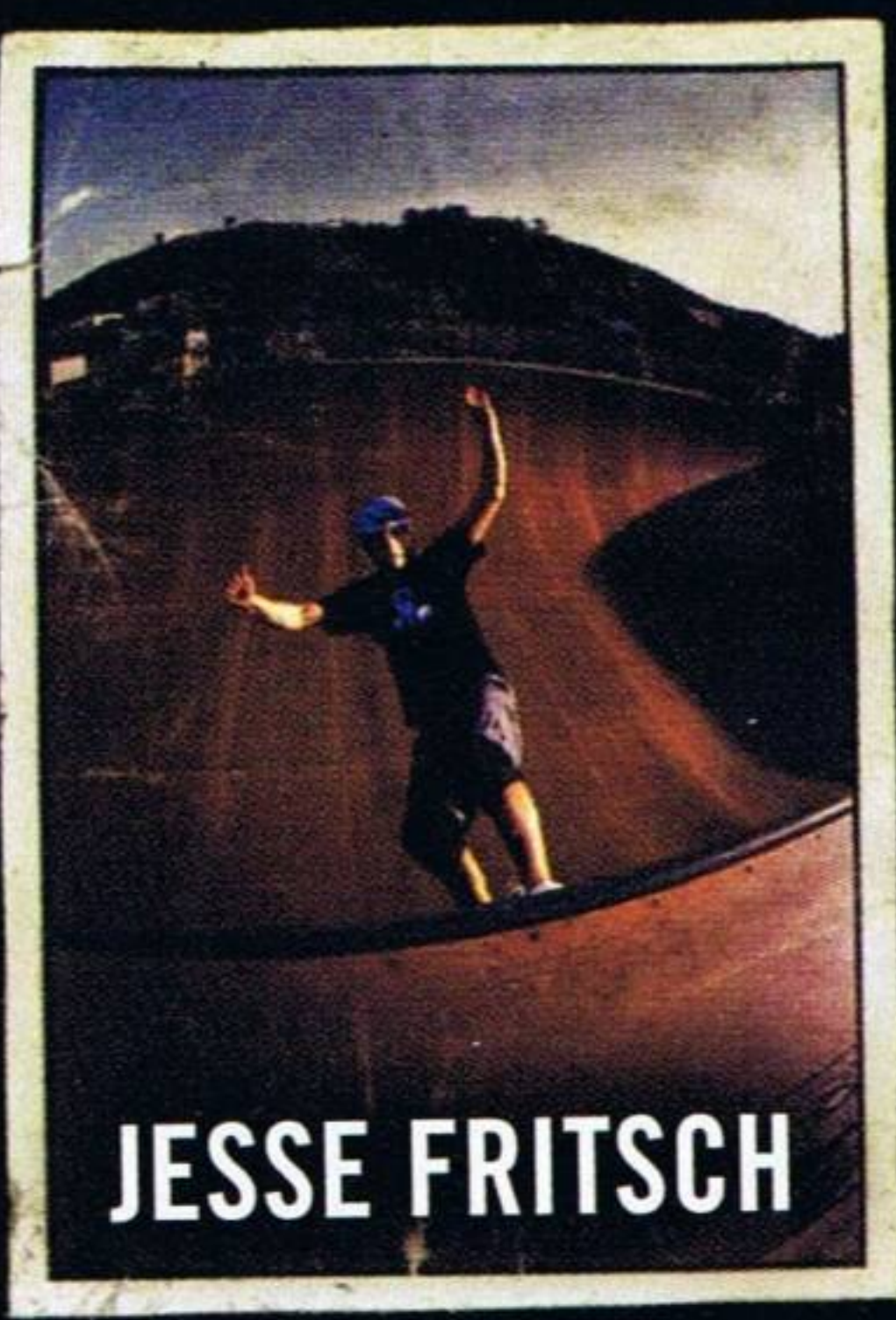
twist on it," says Scott Langteau, producer at Dreamworks. Good thing: It's those twists that make this game shine more than your average murder simulator.

KRAIG'S FIVE "FINEST HOURS"

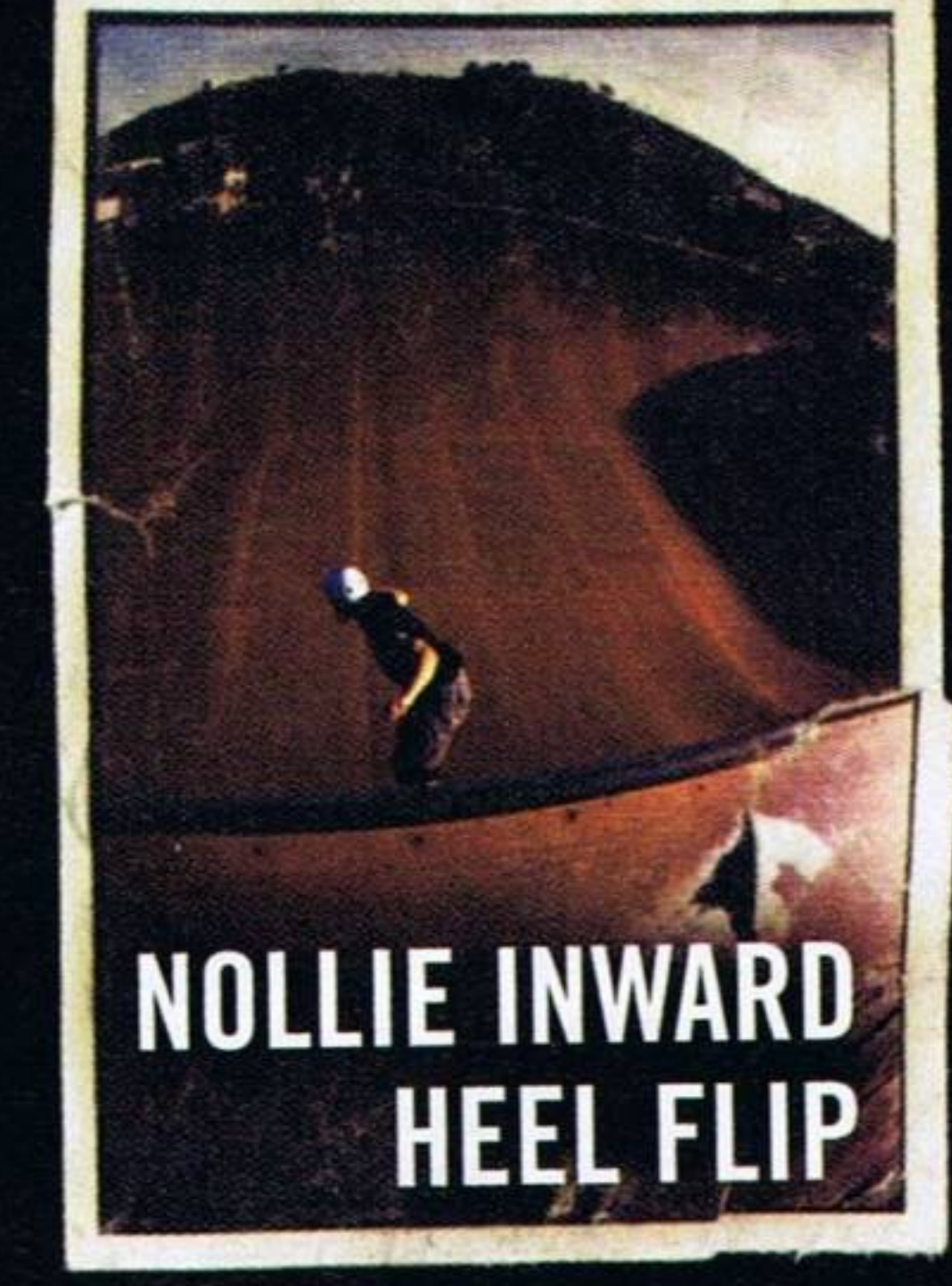
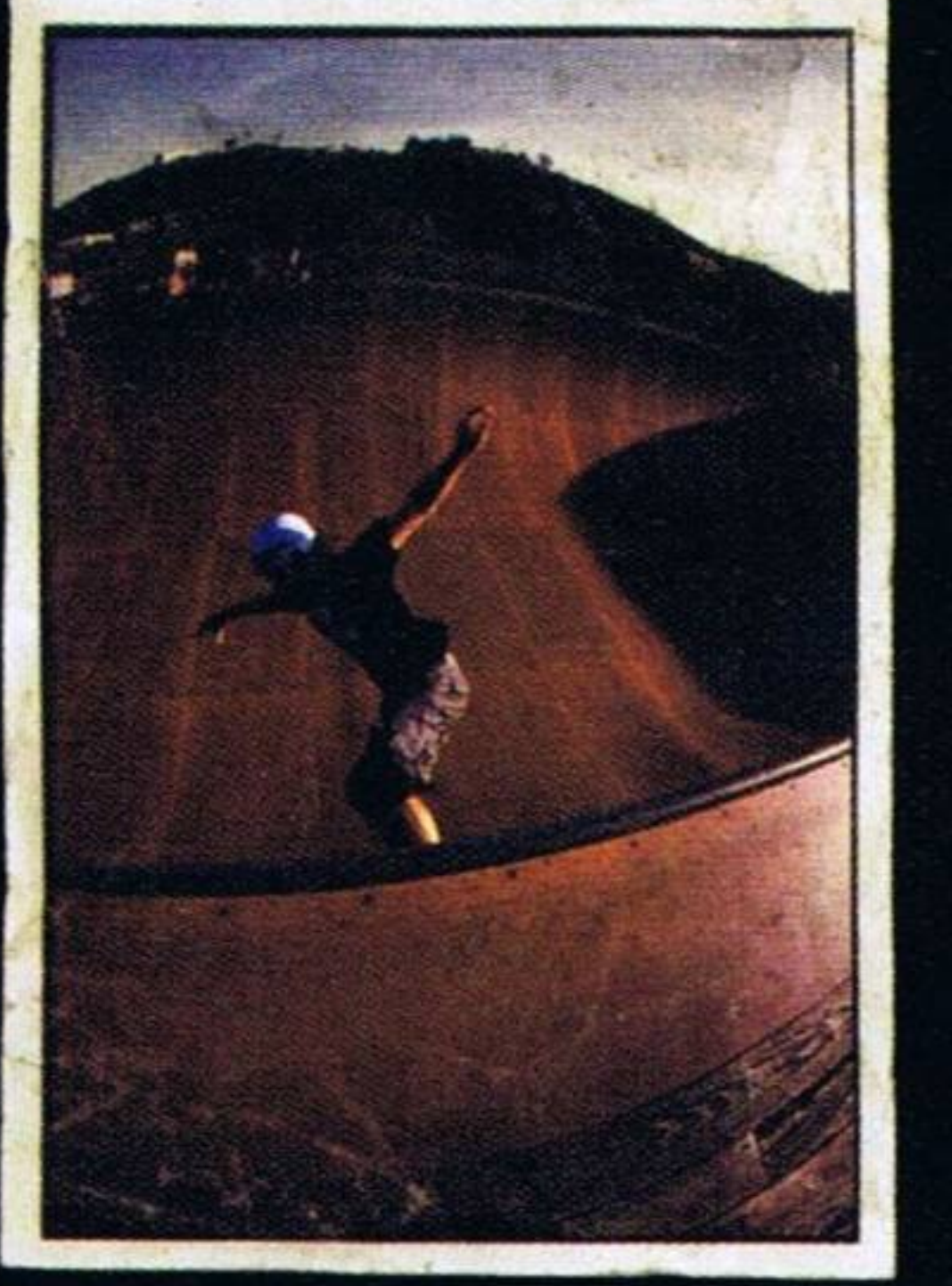
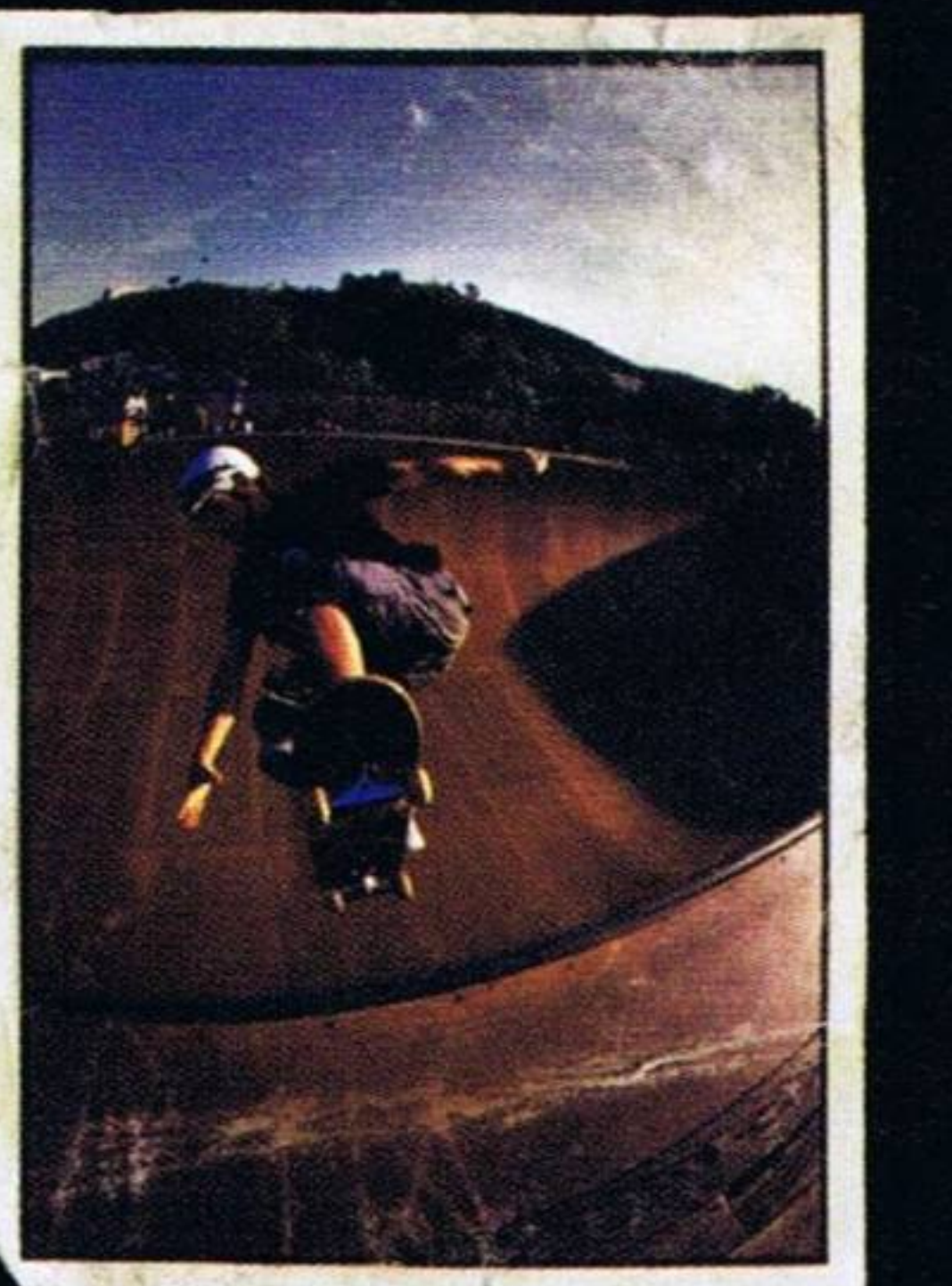
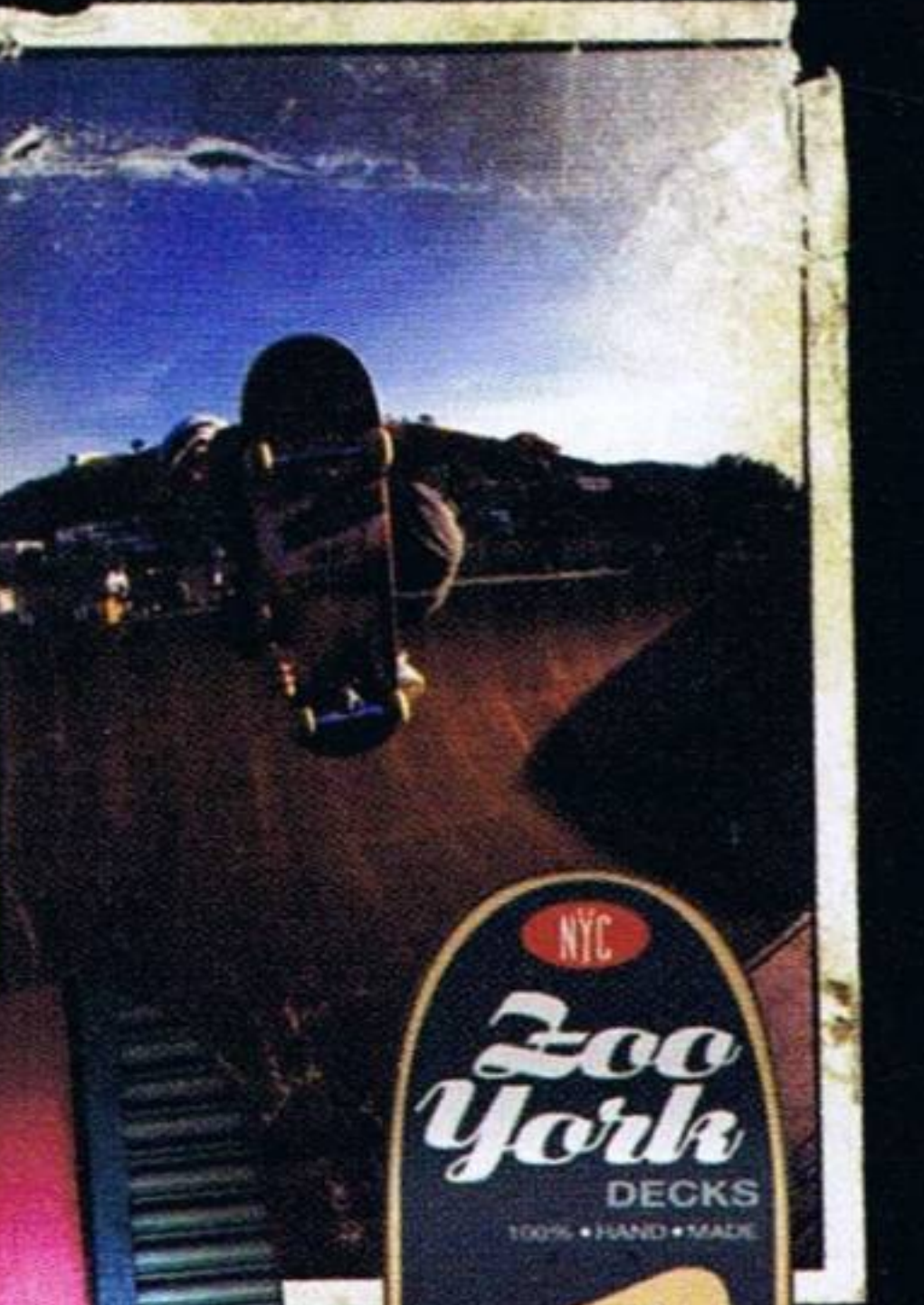
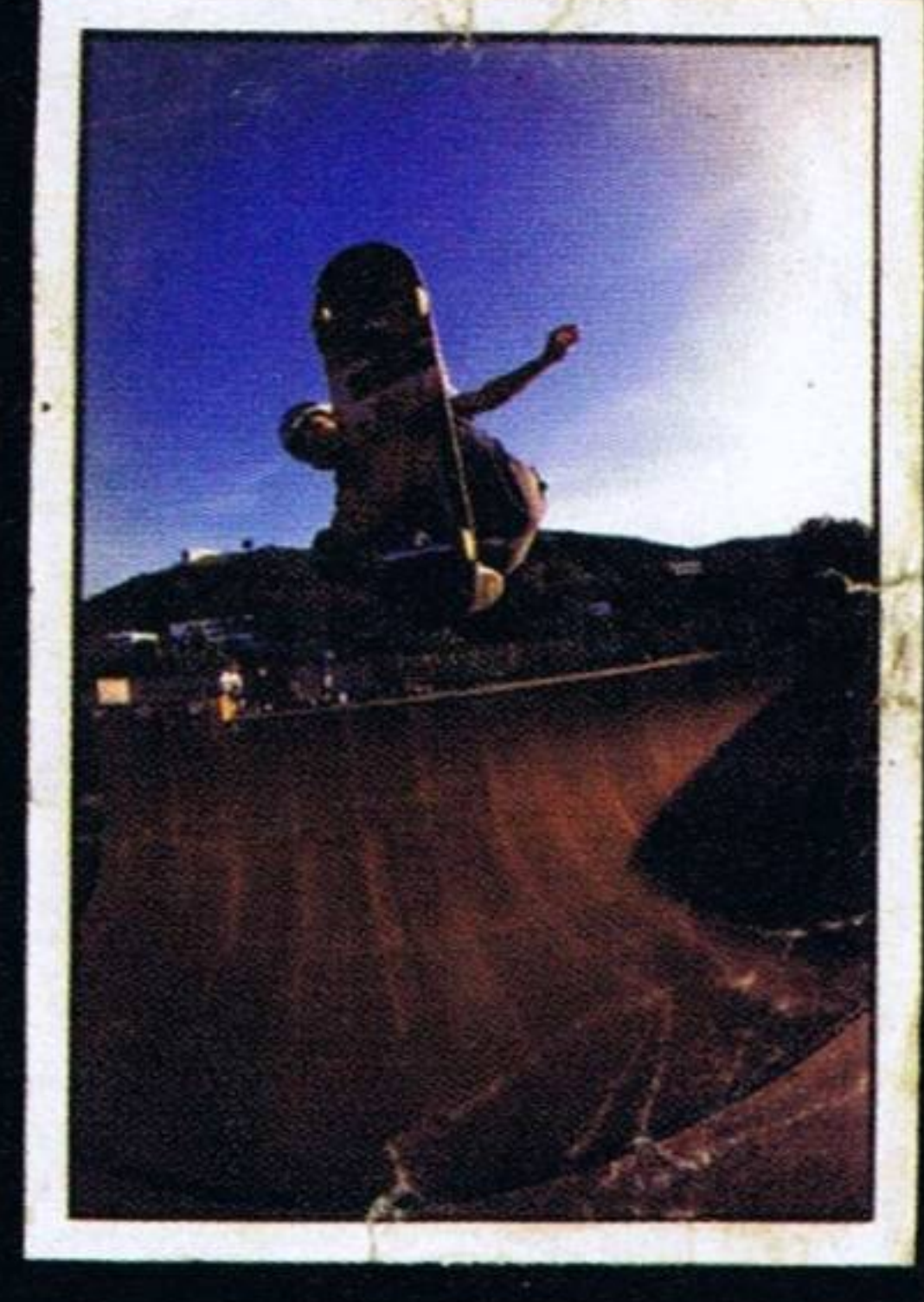
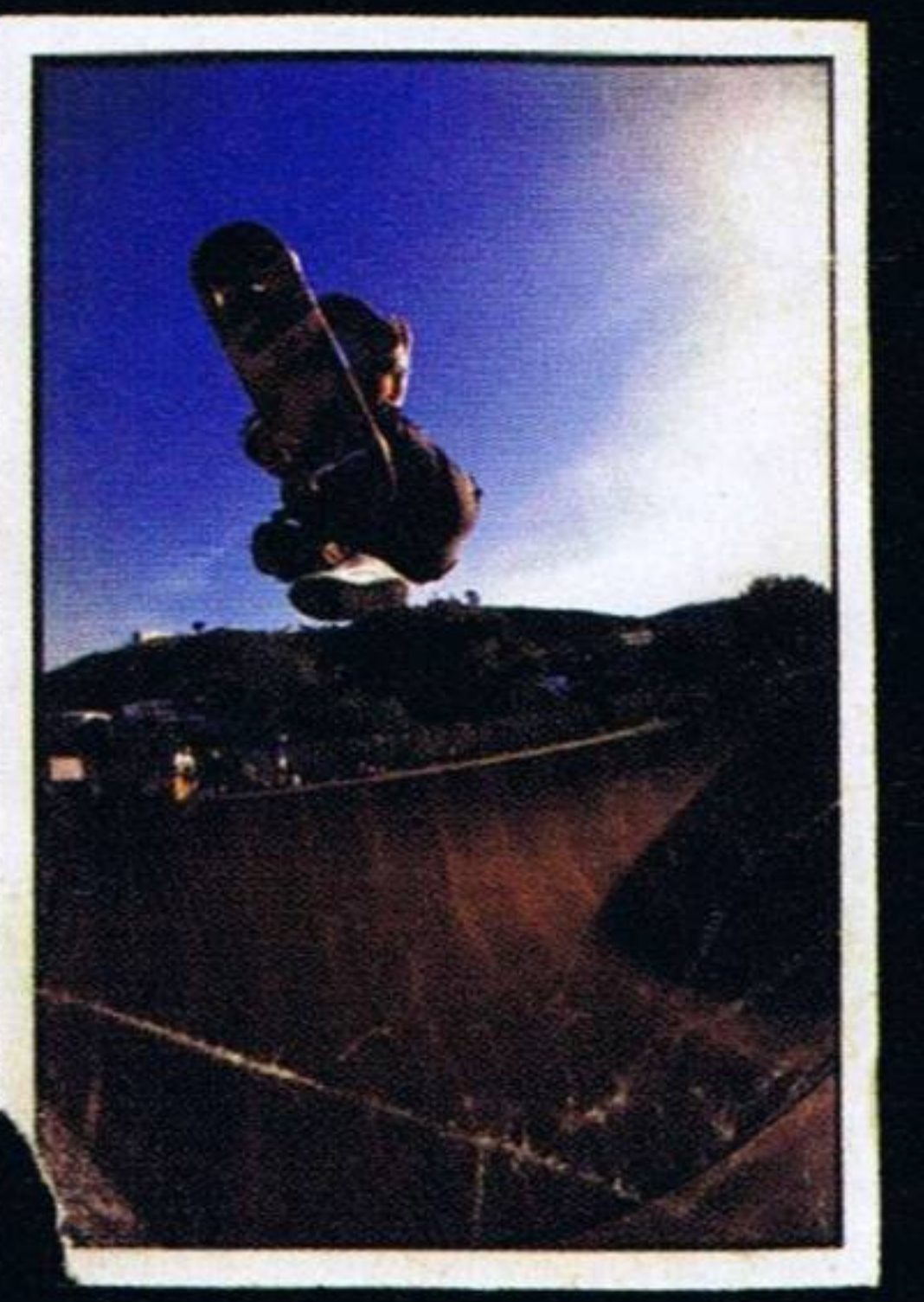
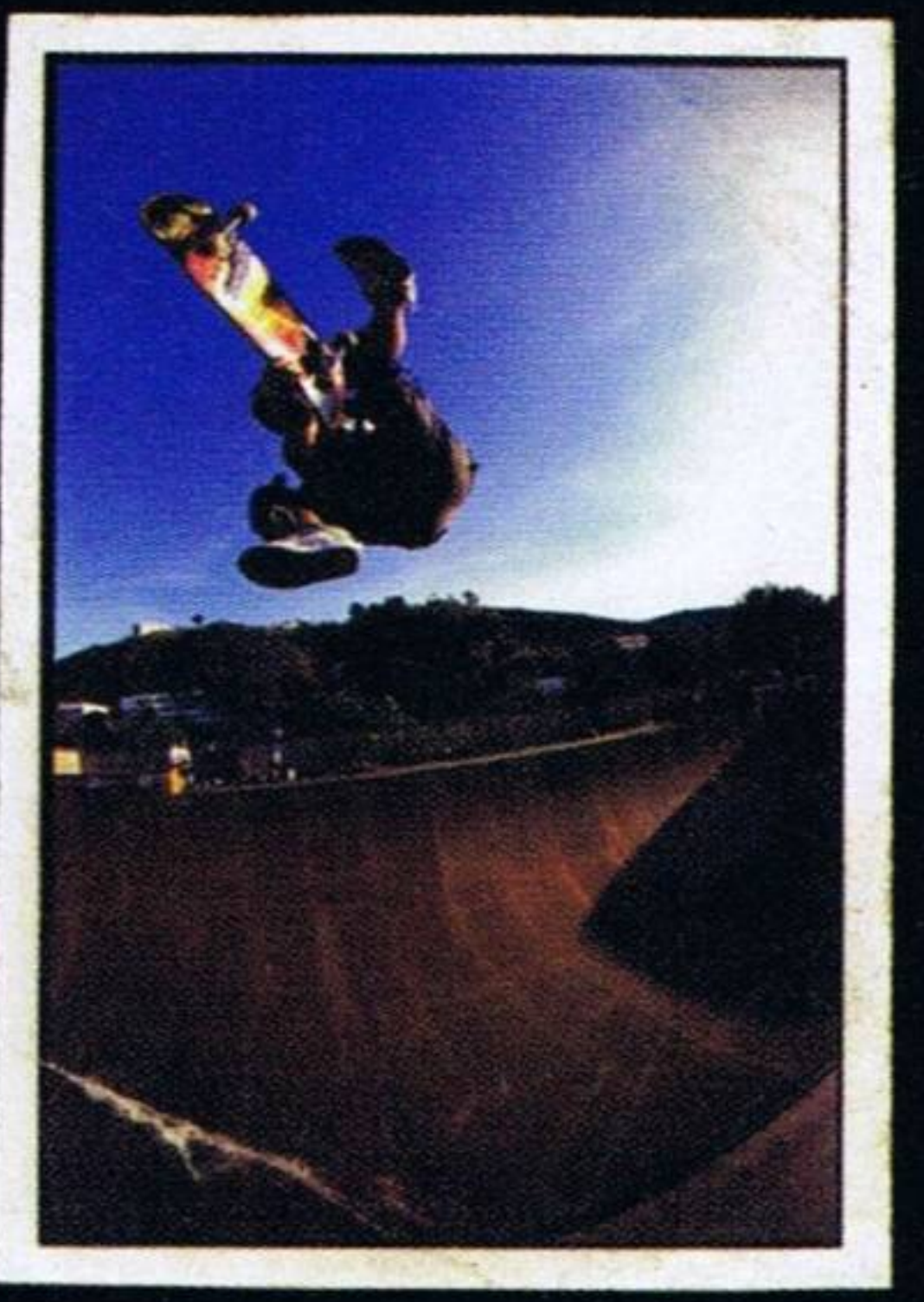
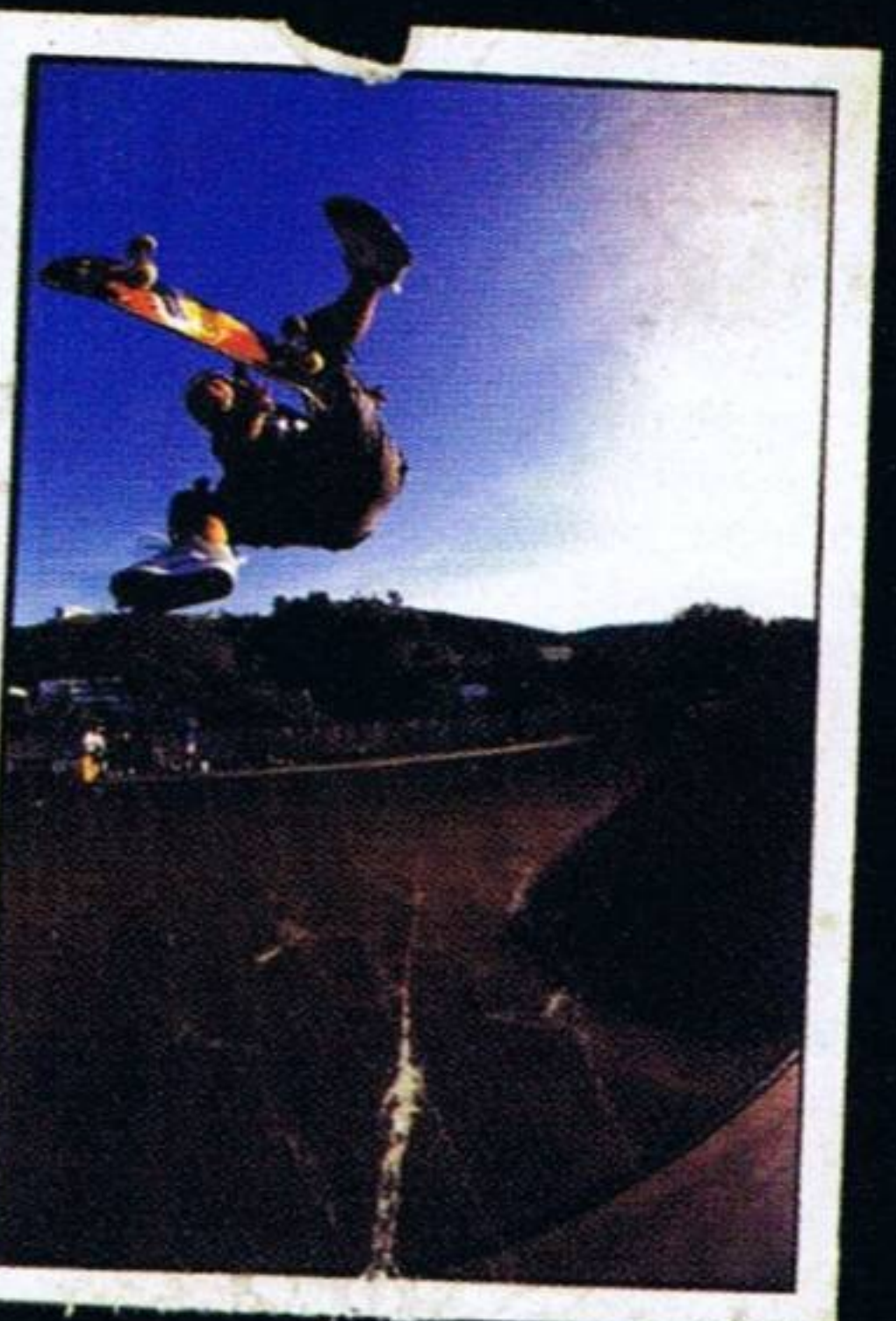
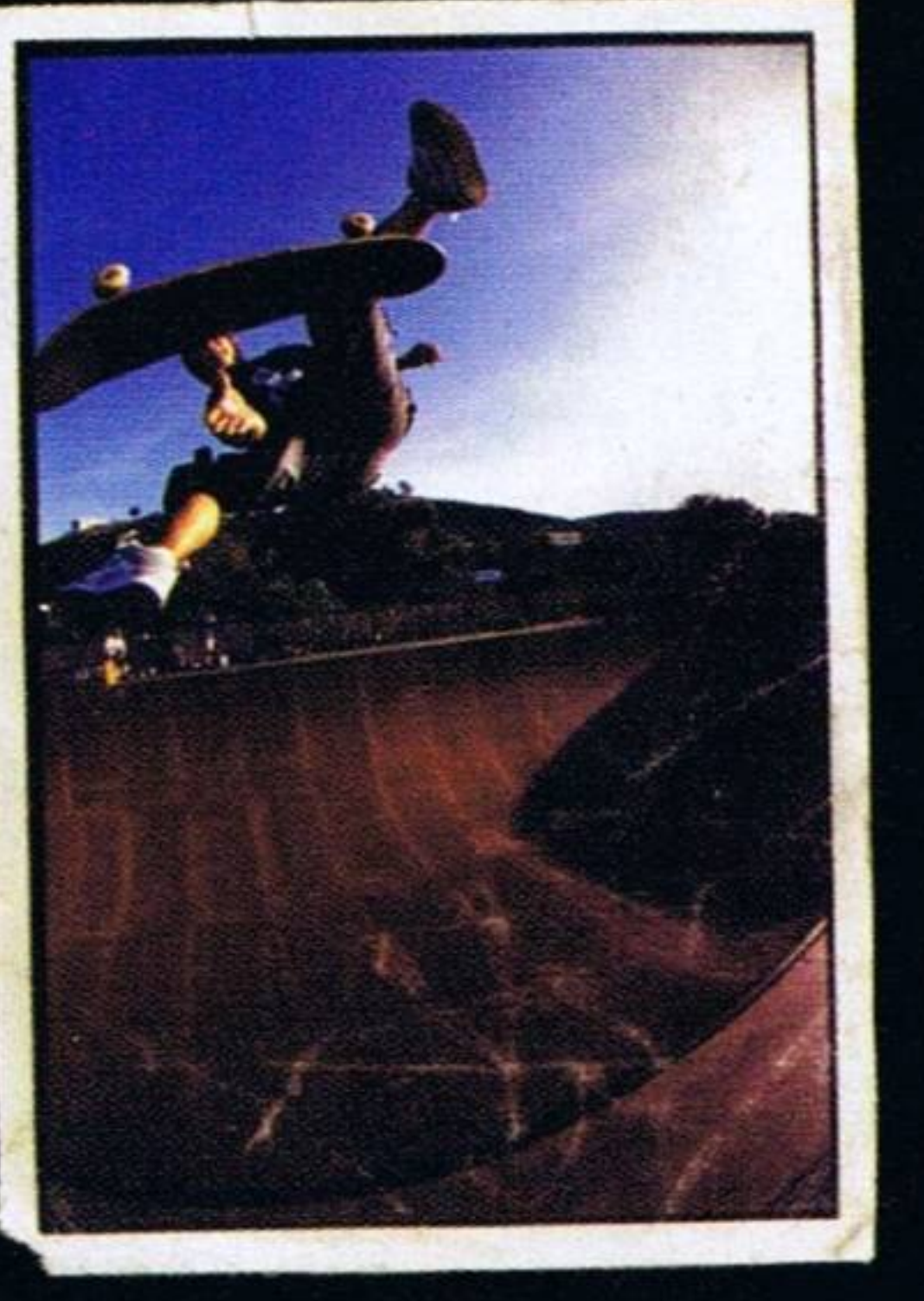
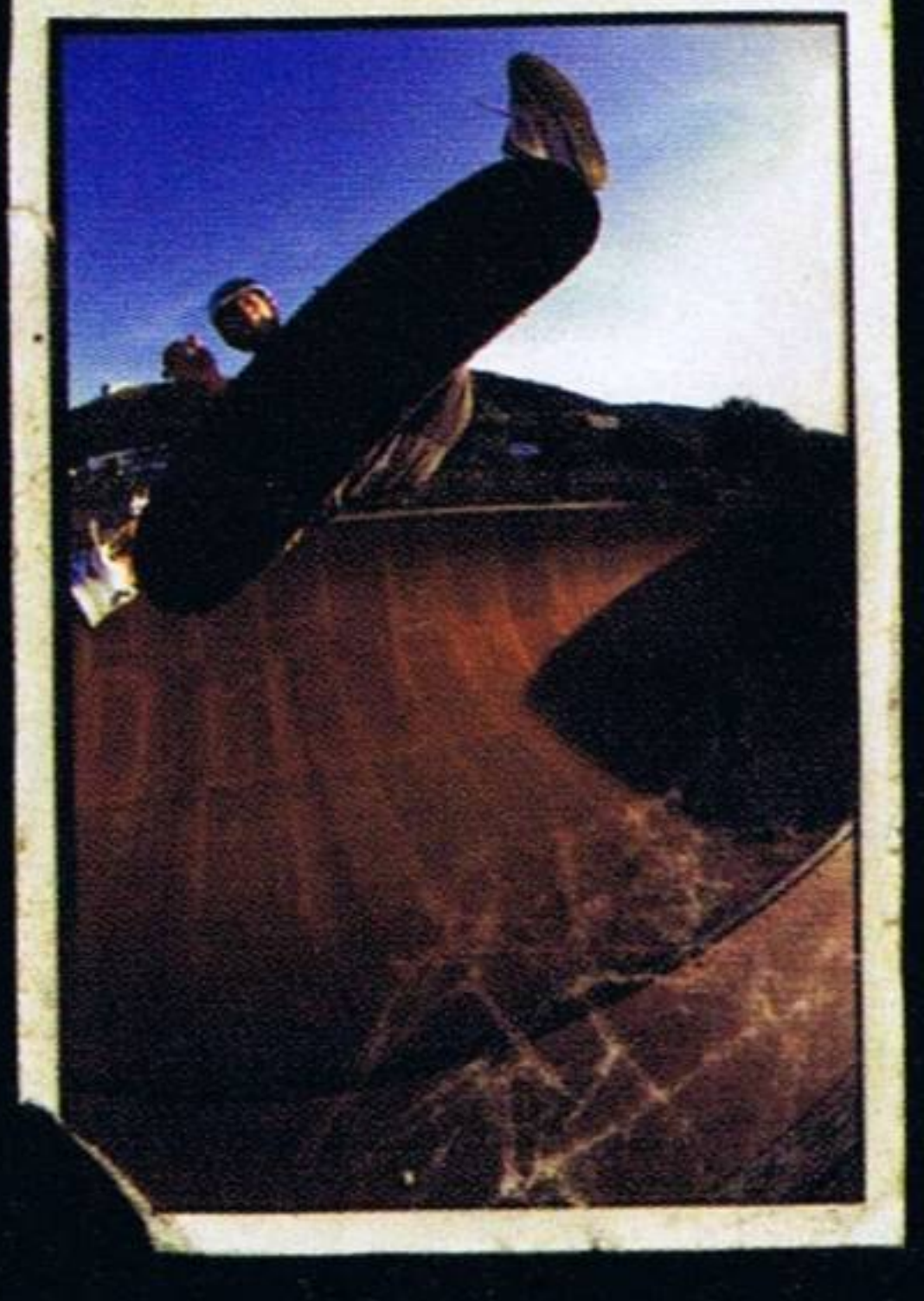
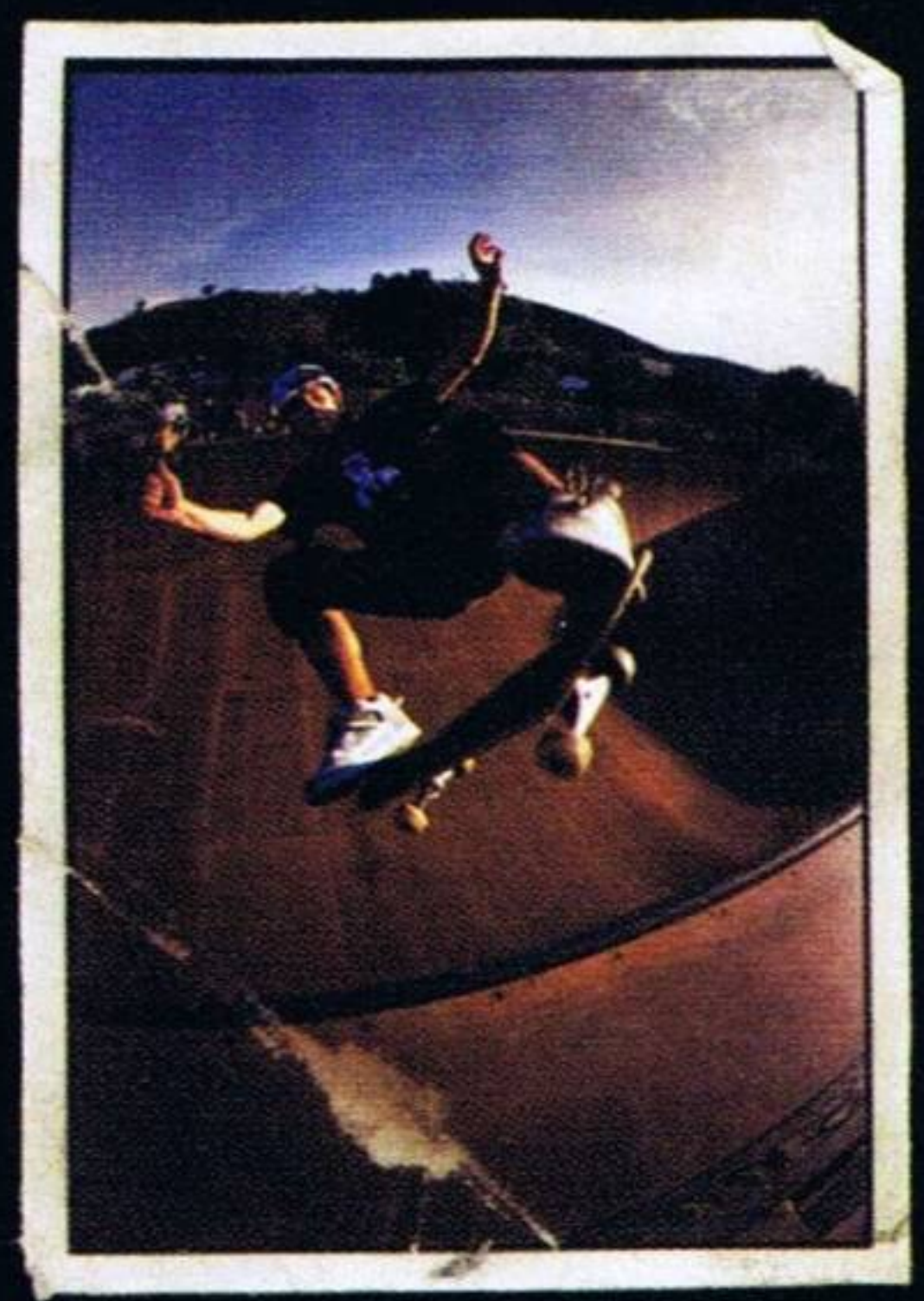
The first mission of *MoHF* is called "Your Finest Hour," but I had many others....

- 1 Killed Nazi while he was draining "lil' Hitler," then flushed toilet afterward for good measure. (Yup, they work!)
- 2 Plugged Nazi with rifle, then shot off his helmet as he fell. Bonus!
- 3 Got a light? Shot a cigarette right out of a Nazi's hand.
- 4 Unloaded shotgun into Nazi's crotch, then his cranium "just to be sure."
- 5 Made my fellow soldier tapdance by peppering his feet with lead (you can't kill your own men).





JESSE FRITSCH



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Spider-Man



Publisher: Activision
Developer: Treyarch
Featured In: EGM #154
Players: 1 (1-4 alternating in minigame)
Also On: Xbox (p. 124), GameCube (p.122)
Best Feature: Lots of creative combat options
Worst Feature: The camera still licks goat
Web Site: www.universeofheroes.com

If it's not too late, go see the *Spider-Man* movie before you pick up the PS2 spinoff. You'll avoid any mild spoilers, understand the context for the game better, and maybe appreciate the use of the real actors' voices for Spidey and Green Goblin. Though die-hard fans have likely experienced both already, here's what the uninitiated can expect:

Treyarch has refined almost every aspect of the two linear, mission-based PS1 *Spider-Man* titles. First off, the gameplay puts more emphasis on the web-zip, which helps you slip through all the security patrols and cover lots of ground in mere seconds. The combat model has seen some revisions as well. Instead of a few punch-and-kick flavors in combat, you've got 21 acrobatic combos that can be used to take on different kinds of bad guys strategically.

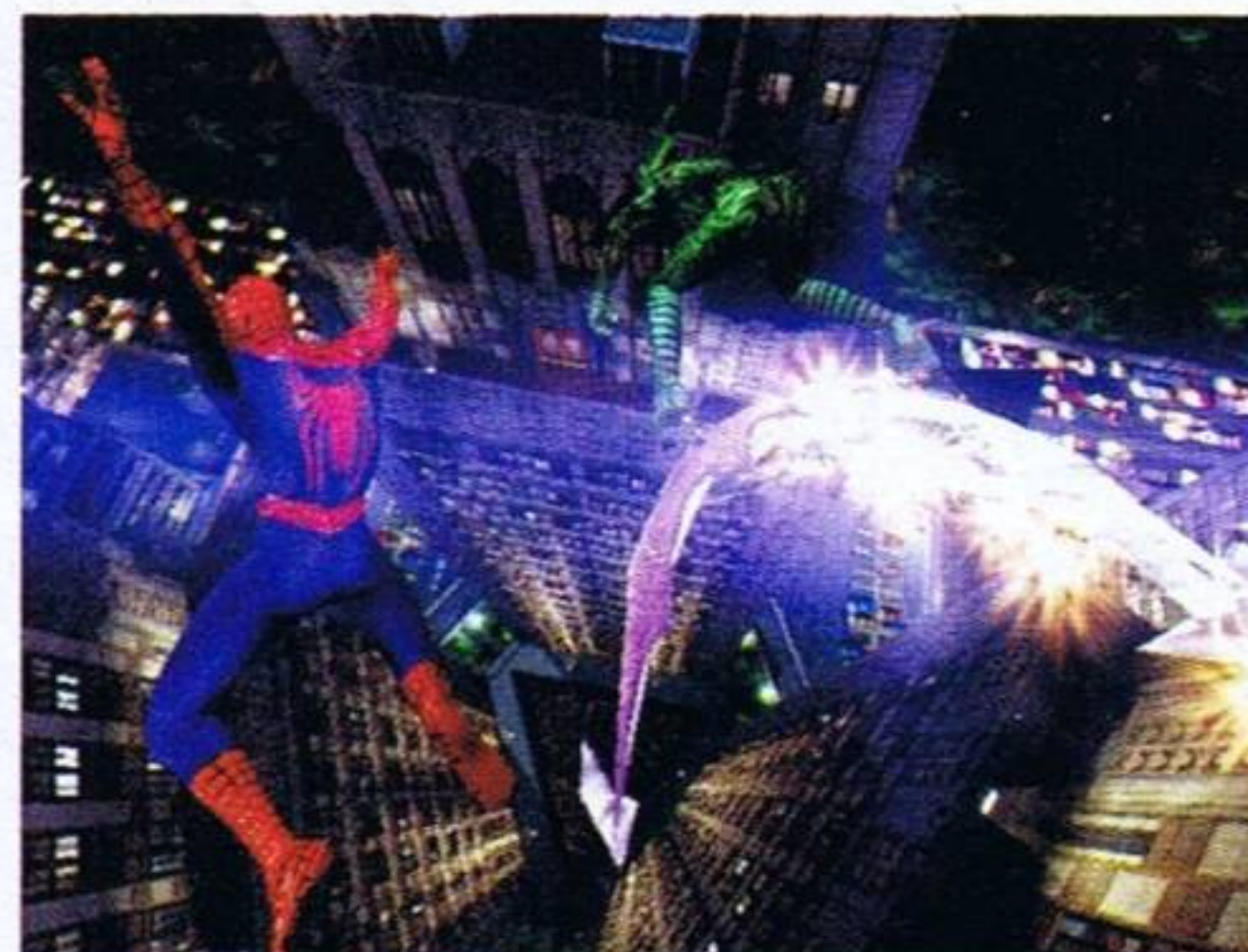
And forget the jaggy, blocky cityscape and green fog that once masked the ground. Now you've got rich building detail and moving cars on the streets below (though you'll get

the most visual bang for your buck out of the richer, more fluid Xbox and GameCube versions). And instead of some marginally witty commentary from Spidey and villains alike during fight scenes, you've got...well, some things haven't changed after all.

The developers have also kept up the tradition of including a fat bank of unlockables to reward you for your logged hours (expect to put in 6-10 your first time through). You'll get skill challenges, new characters to play with (definitely try playing as Green Goblin once you unlock him), and a lukewarm but curious bowling minigame that has Spidey kicking over a bunch of webbed-up bad guys for points. See page 131 for a full-on list of *Spider-Man* bonuses, tricks and hints.



Just as you did with Venom in the PS1 *Spider-Man*, you spend a solid chunk of the new game chasing down and fighting one supervillain: Green Goblin. Too bad the movie had to focus on a guy whose only distinctive power comes from a flying skateboard—it gets a little old here.



I was hoping Treyarch would take this game in a different direction than the previous two PS1 titles, but considering how well those were received, I'm not surprised they just went with a souped-up update of the old formula. *Spider-Man's* mostly well-executed, demanding just the right mix of skill and replay to get through each level. But **the repetition and generally dated gameplay kept me from ever getting excited about playing it.** Swing through the city as Green Goblin throws junk at you, swing through the city chasing Green Goblin as he carries Mary Jane off, swing through the city while fighting Green Goblin.... I longed for the greater variety of *Spider-Man 2* on the PS1 at times like these. I was really hoping I'd be able to jump down to the streets of New York in this game, too. But the cars buzzing around down there were just a sick tease calling to me—once I let myself fall, I ended up a corpse before I hit terminal velocity. One final tick that didn't get totally fixed in the jump from PS1 to PS2 is the obnoxious camerawork. It's easy to get disoriented and end up crawling around in circles. Considering the difficult positions Spider-Man gets himself into, I don't envy the folks who had to come up with a good camera perspective for every situation, and I think the developers did a decent job for such an ominous task. Get the Xbox version if it's an option though—it's got extra levels and Spider-Man looks more...well, amazing. **Jonathan**

I love this game...I'm swinging hundreds of feet above the New York City streets, chasing after some costumed freak, attempting to land on his head and give him a beating. If I could just play levels like this, all would be well. But **Spider-Man starts to suffer when you have to take the wall-crawler inside** and through one annoying, claustrophobic level after another. I found myself only putting up with them in the hopes that another outdoor area would follow. They should've just let Spidey stay outside. And no matter which supervillain you're fighting, they all act the same on the ground. Every boss battle (outside of aerial encounters) feels identical. **Greg**

The controls for all of Spidey's abilities are intimidating at first, but once you adjust, there's nothing you can't do. Web balls, tying up foes, yo-yoing up and down on a thread, and of course web swinging—*Spider-Man* really makes you feel like a superhero. **Graphics are decent, and the game ties in with the movie perfectly**, including CG characters who actually look and sound like their Hollywood counterparts for once (most cutscene voices are actually the stars themselves). So what's holding this game back? The same stuff I feel hurt the old Spidey games: lame combat, an often finicky camera and a few especially frustrating levels. Good, but not great. **Mark**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7 | 7 | 5 | 7 |

Unusual Suspects

Introducing the wacky bunch of masquerading misfits you'll be up against in the *Spider-Man* game:



SHOCKER
Champion of petty theft and property damage. First boss to battle.



VULTURE
Old man in bird suit. He's an easy one—humor him and he'll go away.



SCORPION
Paranoid weirdo, hates his mutated form. Gotta fight him, too.



GREEN GOBLIN
Persistent evildoer with a hoverboard. You'll see a whole lot of him.



PlayStation 2



TAKE A RIDE ON THE WILD SIDE!

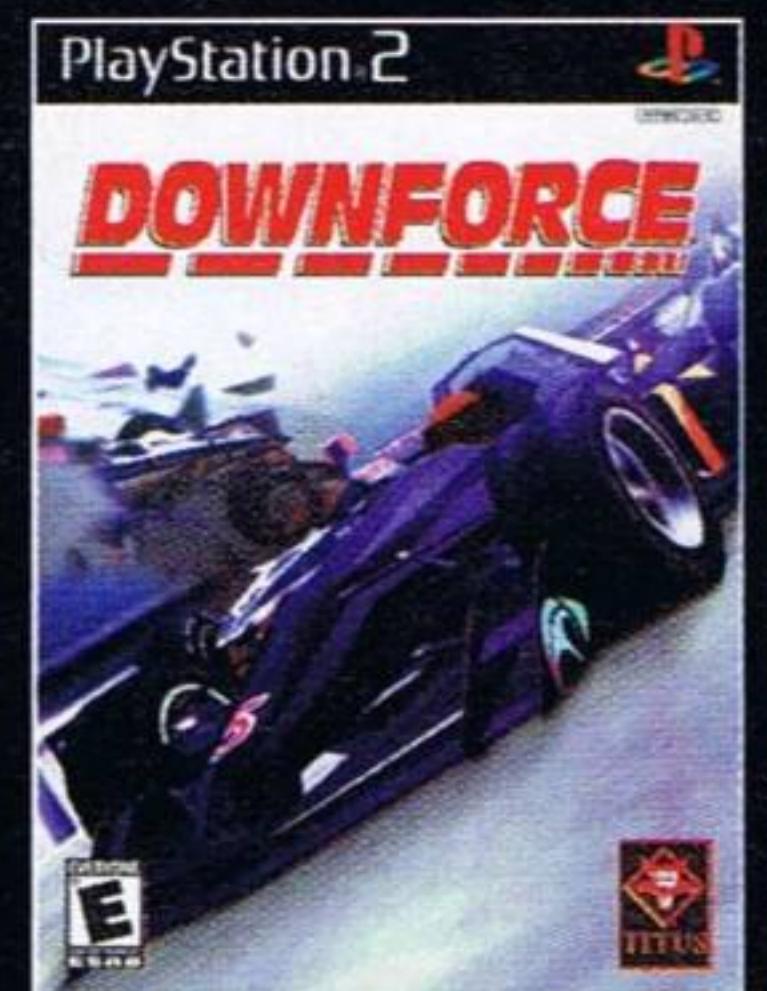
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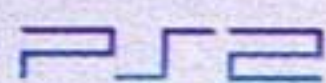
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Test Drive



Publisher: Atari
Developer: Pitbull Syndicate
Featured In: EGM #142
Players: 1-2
Also On: Xbox
Best Feature: Very cool cars to collect
Worst Feature: Suffers some major slowdown
Web Site: www.atari.com



Ever since games like *Gran Turismo 3* and *Project Gotham Racing* came out, it's hard for titles like *Test Drive* to come off as anything but a third-rate, me-too clone. So to set this driver apart, Pitbull chose to implement a unique Story mode that challenges you to rise through the ranks of an underground racing series. You still unlock almost all your cars by finishing each race in the top three. And even though you're earning money at each event, you never need to spend any of it on cars or upgrades. So the whole thing is pretty useless. But I won't penalize the game for it. *Test Drive* is still a very solid racing title that, if anything, is just a tad too short. **If you're one of those people who don't care about having 180+ cars or don't have the hours to spend on something like Gran Turismo 3 or Project Gotham, Test Drive is for you.** Don't worry about car damage, maintenance or anything like that. It's like *GT3*-lite meets *Tokyo Xtreme Racer* as you navigate congested roads at top speeds against five competitors. Since this is an arcade-style driver, your opponents always stay within striking distance, making every race a close one. And the control is spot-on with most of the later cars (the early ones don't have very good traction). Oh...and for those of you who care, the utterly boring drag-racing feature has returned from past *Test Drives*. Luckily, those events are few, so they don't hurt an otherwise fun game. **Greg**

Test Drive is a game that comes *this close* to being great but blows a tire on the home stretch. On one hand, it blends the best parts of *Project Gotham Racing* and *Tokyo Xtreme Racer* to create a white-knuckle street racer that plays out in sprawling, populated urban environments. Plus, the felonious plot that fuels the game's bread-and-butter Underground mode is compelling enough to bring out any gamer's inner hot-rod. A pity, then, that the Underground is home to brutal computer opponents, serious slowdown, psycho cops and uncompromising time limits. **If Pitbull had dialed back the insanity, it would be easier to enjoy the game's merits.** **Milky**

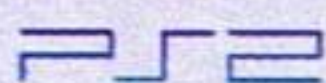
Sometimes a mediocre game offends the sensibilities more than just a straight-up botch job. Take, for instance, *Test Drive*. On its sleek exterior, most of the visual aids we asphalt junkies have been taking for granted in recent racers—stuff like realistic reflections, accurate car models and huge environments—are present and accounted for. But that's just the problem—in a world of “me-too” racers, *TD* looks like just another clone. The controls are predictable for an arcade game: easy to pick up, tons of powerslides and a lot of outrageous crashes. But **why bother with TD at all when a non-racing game like GTA3 does it all so much better?** **Che**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 6 | 6 | 4 | 7 |

UFC Throwdown



Publisher: Crave
Developer: Opus
Featured In: EGM #150
Players: 1-2
Also Try: *WWF SmackDown! Just Bring It*
Best Feature: Career mode is back
Worst Feature: Fights are still ultimately boring
Web Site: www.ufcvideogame.com



This is the fourth version of *UFC* I've seen on a home console, and I'm about ready to tap out. It's been almost two years since the Dreamcast original was released, and all the series has seen are some piddly little tweaks to the roster and fighting engine. This PS2 edition has the best gameplay balance (which thankfully translates to longer matches), the most fighters to choose from, and a decent version of the Career mode that was awkwardly absent in the graphically superior Xbox version. But all the tuning in the world can't turn the fundamentally boring gameplay model into something more palatable. If you're new to this wrestling-meets-bar-fight sport on consoles, the combat is pretty novel at first. You really feel like you've accomplished something just by landing a four-punch combo. But it's not long before you're yearning for some excitement that just doesn't come from kicking your opponent's shins and tussling with him on the ground. See, a lot of *Throwdown*'s problems are simply inherent to the *UFC* sport. It's an incredibly realistic fighter—**realistic, but not necessarily fun.** I wouldn't expect a lifelike arm-wrestling simulation to have me on the edge of my seat, even if it featured 50 of arm wrestling's greatest combatants. Two player mode's the only way to enjoy your time in the ring, mostly because you can taunt your friend incessantly as you go three rounds countering each other's punches and holds. **Jonathan**

From afar, the *UFC* games might look like a goofy wrasslin' affair with all its mullet fanfare, steel cages and wailing guitar solos. But this stuff is for real and *Throwdown* captures all the brutality of a *UFC* match with its simple, straightforward controls and sparse yet effective graphics. **The violence here is nothing short of total realism.** You can almost feel the snap of a bone as your opponents bend your elbow 90 degrees too far—the other way. *Throwdown* certainly isn't the deepest fighter out there, as novices can button mash to victory, but I dig it for its uncompromising portrayal of *UFC* and unpredictable grappling gameplay mechanics. **Che**

Throwdown's nowhere near as purdy as *Tapout* (Xbox), but it is the better *UFC*, if only because of its enhanced Career mode (just a flashier name for its create-a-player feature). Unfortunately, it still doesn't offer enough variety to completely customize the look of your character. Aside from Career mode, *Throwdown* is **not that different from previous UFCs**, except that replays have more flash, and the grappling system seems faster. The problem I have with this game and the series thus far is that I tire quickly of its shallow combat. Under normal conditions, I couldn't play this for more than 20 minutes at a time. For fans of the real *UFC* only. **Chris**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 6 | 5 | 4 | 6 |

Global Touring Challenge Africa



Best Feature: Solid in nearly every aspect...
Worst Feature: ...but generally uninspired

Publisher: PS2
Majesco
Developer: Rage
Players: 1-2
Does Not Support: The *GT3* Force Feedback wheel
Best Track: Zimbabwe
Web Site: majescosales.com

When *Sega Rally* first hit the Saturn back in 1995, it was the only rally game in its class. Now that everyone and their mothers are putting out a rally racer, it takes something special to stand out from the crowd. So what does *Africa* offer gamers that *GT3* or *RalliSport Challenge* does not? Mostly a scenic buzz through Africa and little else. That's not to say *GTC* isn't worth your time. After all, it's hard to complain about a game that features almost two dozen graphically solid, jungley tracks. A healthy stable of licensed rally cars that look nice and control well doesn't hurt either. But for everything that *GTC* does well, **the overall impression one gets playing the game is that it's rather bland.** Perhaps it's the lack of feedback in the Dual Shock controller. Or maybe it's because the tracks are wide and navigable enough to negate the need for powersliding or other Rally-esque habits. Then again, the full grid of competitors you race against (and the lack of a vocal copilot) might be the reason that *GTC Africa* feels like just another racing game. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7 | 7 | 3 | 6 |

Scooby-Doo! Night of 100 Frights



Best Feature: Captures the feel of the show perfectly
Worst Feature: Locked camera makes jumps difficult

Publisher: PS2
THQ
Developer: Heavy Iron
Featured In: EGM #153
Players: 1
Better Than The: New *Scooby* movie
Web Site: www.thq.com

If I could (in good conscience) base a review solely on presentation, *Night of 100 Frights* would get a 9 or a 10. Developer Heavy Iron has captured the show's personality perfectly. The 3D characters look exactly like their cartoon counterparts, and it's **stuffed with classic Doo touches to the bursting point:** cheesy music, Scooby snacks, quadruple-decker sammiches, familiar villains, acting by the original voices and the coup de grâce: a laugh track. Unfortunately, *Night*'s gameplay doesn't match the pretty packaging. It's a solid yet formulaic platformer that suffers from a few problems: The combination of a locked camera and full 3D movement makes jumping small platforms from a side perspective a hassle, and at times I really wish it had a free-look option from Scooby's perspective so you could see what's ahead at any time. These are minor issues, and they'd be the mark of death for most platformers, but they're tolerable in *Night* because you have unlimited lives. The aesthetics alone make this a Scooby fan's dream come true, and it's a good game to boot. **Chris**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 8 | 9 | 5 | 6 |

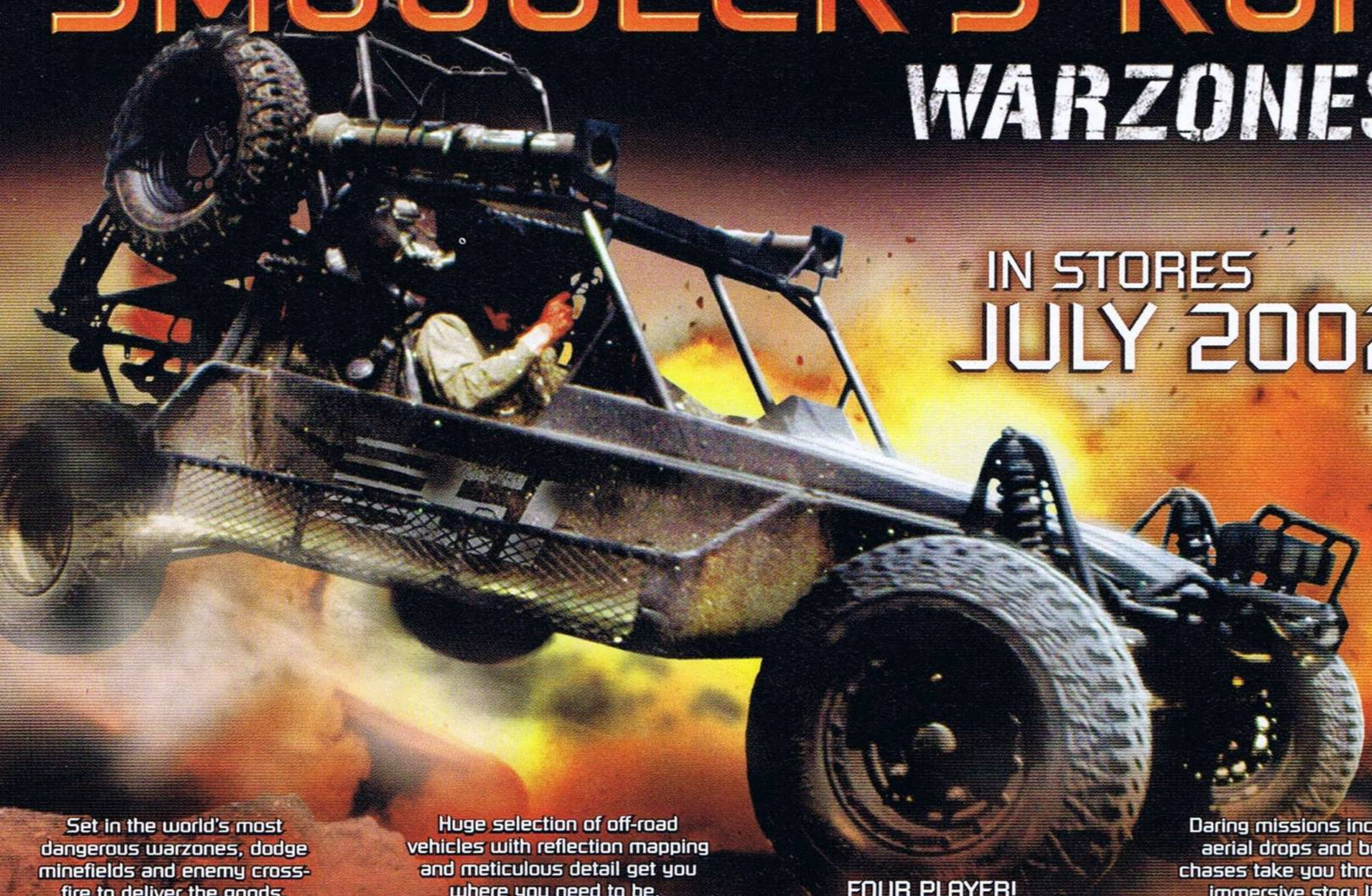
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SMUGGLER'S RUN

WARZONES

IN STORES
JULY 2002

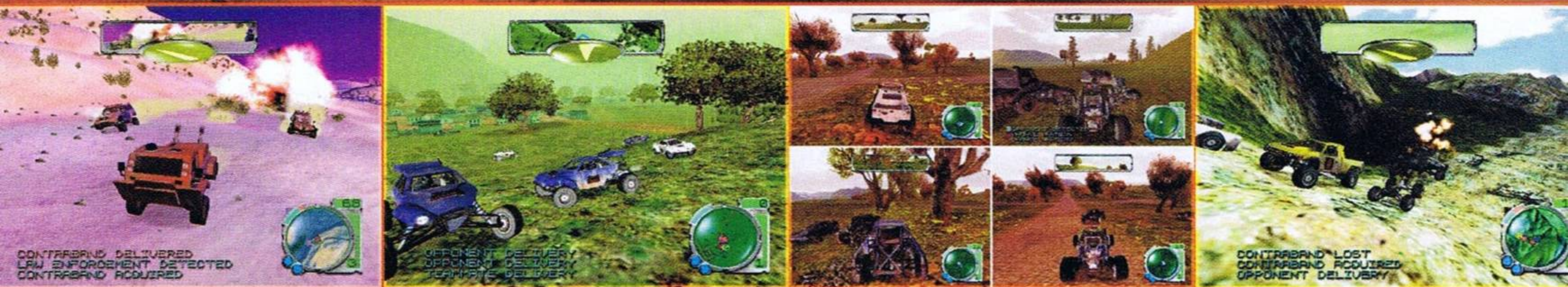


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Violence



www.rockstargames.com/smugglersrun



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Burnout



Publisher: Acclaim
Developer: Criterion
Featured In: EGM #148 (PS2)
Players: 1-2
Also On: PS2, Xbox
Web Site: www.acclaim.com

Best Feature: Excellent control and sense of speed
Worst Feature: It needs to be a little longer

While I'm sure GameCube owners might prefer some more exclusive games on their system, at least having good PS2 ports means there's something worth playing. Take *Burnout*, for example. True, you won't find any major improvements, exclusive levels or new cars in this GC version. What you do get, however, is a **solid little racing game that gets your pulse pounding** as you dart through congested streets in competition with three other opponents. The sense of speed is incredible, especially once you get the Adrenaline (read: boost) Meter filled up and kick it into overdrive. You'll find yourself holding your breath as you approach busy intersections at break-neck speeds, knowing the only thing keeping you from a 12-car pileup (and losing the lead) is a little skill and a lot of luck. Not that you'd ever think of slowing down, of course. *Burnout* keeps the competition so close that any weenie who takes his foot off the gas is guaranteed to lose. Normally I don't like that sort of setup, but it works well here. Now if the game were only a bit longer....

Greg

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7 | 6 | 4 | 7 |

Spider-Man



Publisher: Activision
Developer: Treyarch
Featured In: EGM #154 (PS2)
Players: 1 (1-4 in minigame)
Also On: PS2, Xbox
Web Site: universeofheroes.com

Best Feature: The aerial combat rocks
Worst Feature: The indoor levels just aren't fun

If it weren't for the indoor areas, I'd like *Spider-Man* a lot more. When you're swinging over the streets of New York, either looking for bad guys on rooftops or locked in mortal combat with the likes of Green Goblin or Vulture, this game is superb. Even though one misstep could send Spidey plummeting to his doom, you always feel like you're in control of the situation. But then you enter some warehouse or subway station, and it all goes to hell. On the ground, *Spidey* suffers from a lackluster combat system, an awful camera (that never seems to swing around when you want it to) and the same boss fights no matter which supervillain you happen to be facing. I mean, is it too much to expect that Shocker would fight you differently than Scorpion or Green Goblin? ***Spider-Man* feels like a bunch of great ideas that weren't fully realized, except for the web-swinging and aerial fighting.** At least those levels give you a reason to sit through the ground-based missions. Oh, well. Maybe next time Treyarch can match Neversoft's first *Spider-Man* title.

Greg

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7 | 7 | 5 | 4 |

Virtua Striker 2002



Publisher: Sega
Developer: Amusement Vision
Also Try: *Sega Soccer Slam*
Players: 1-2
Don't Expect: A FIFA-style game
Best Feature: Excellent graphics
Worst Feature: Baffling team-creation mode
Web Site: www.sega.com

Hey, didn't Sega release a zany, arcade-style GameCube soccer game not two months ago? Yep, they sure did—it was called *Sega Soccer Slam*. Although *Virtua Striker* isn't nearly as over-the-top as that goofball title, the decision to release another similar soccer-bopper so soon is questionable. *VS 2002* is based on a popular Japanese coin-op title, *Virtua Striker 3*, and its arcade roots shine through in every possible way. The vibrant, rock-solid graphics with detailed, realistic-looking players and nicely animated crowds filling the stands will turn some heads. Since the game was conceived as a quick, fun way to spend quarters, the gameplay bears no resemblance to that of a FIFA-style sim. **Expect to focus more on busting out the slide tackles than actually strategizing.** Purists might not dig the fast, steal-happy gameplay, but younger gamers, sports-game newbies and people seeking a quick thrill will have a good time with it. Strangely, Sega completely mishandled the console-specific features. The World Cup-esque Season mode suffers from clunky menus, cheap-looking static backdrops and music seemingly piped in from a 1959 dentist's waiting room. Trying to create and edit my own team was even more painful. The series of unwieldy, confusing menus that stood between me and my dream team of *EGM* staffers was so perplexing that it took nearly an hour to successfully bring my boys to the field.

Shane

If I've ever played an oxymoron, this is it. Sega's soccer game seems to embrace simplicity with its rudimentary, arcade-inspired controls and on-screen aides, but everything around it is overly crowded and complicated. The menu screens are cramped, the boxes that display your defense and current player are ugly, and your field radar is unreadably cluttered. And it gets even worse if you try to make subs or use the game's innovative yet intimidating team-management mode. I'd say that it would be worth navigating the unfriendly menus if the gameplay were solid, but it isn't. Like everything else, it's too rough around the edges.

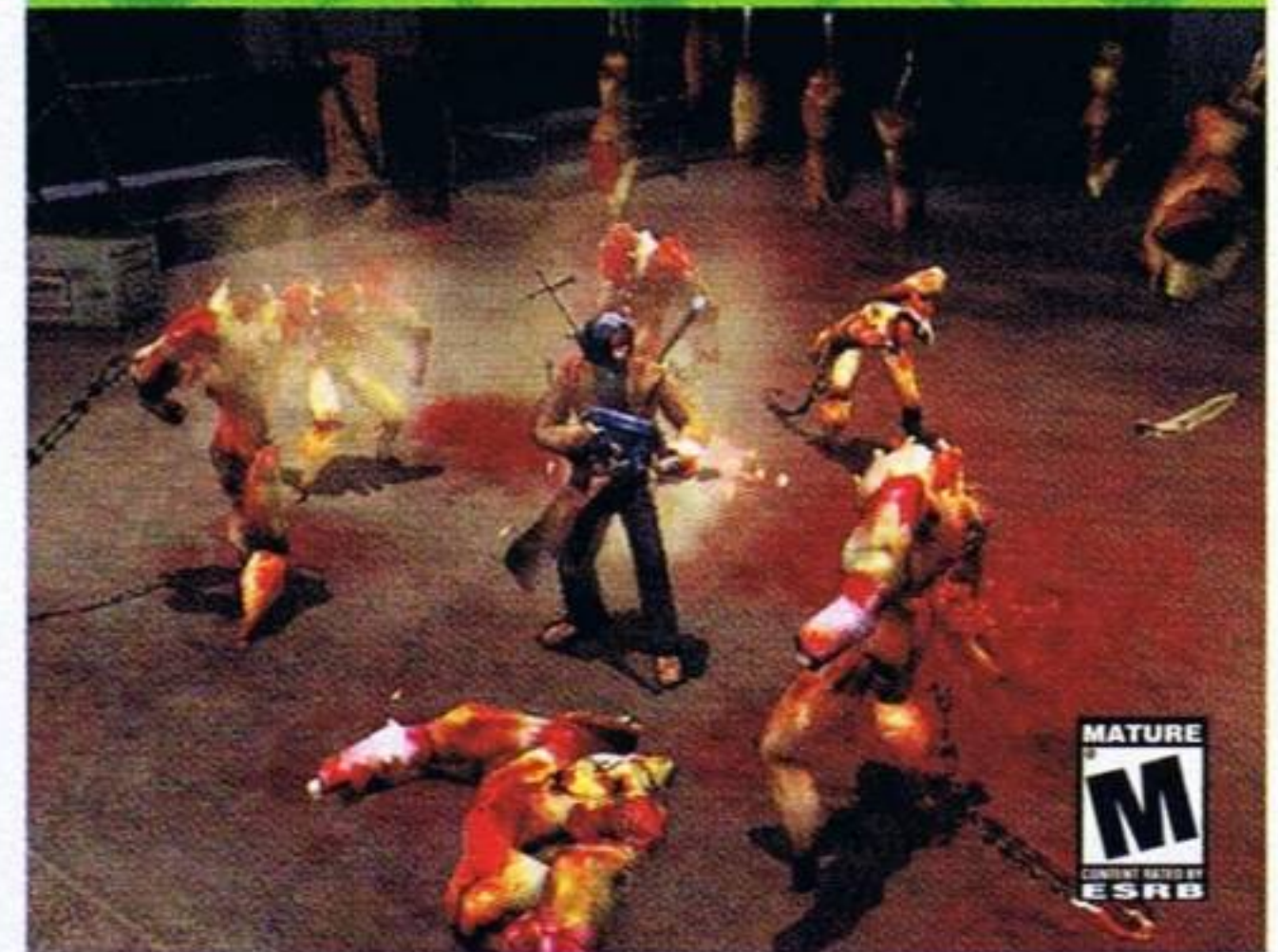
Kraig

GameCube owners can be thankful that Sega's providing some original titles for their system, but *Virtua Striker* is a case of overkill. **Sure, it may look like full-on soccer, but this game's arcade gameplay doesn't impress nearly as much as *Soccer Slam*.** *VS* looks awesome, plays decently, but does nothing to distinguish itself as a rewarding long-term romp. The game's main console offering is a World Cup circuit. It's just too bad the menus and team customization options require more intensity and concentration than the actual game. If you can't get enough of fast-paced soccer, check this out—but I'd head to the rental store first.

Dan L.

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 8 | 5 | 5 | 5 |

Hunter: The Reckoning



Publisher: Interplay
Developer: High Voltage
Featured In: EGM #155
Players: 1-4
Don't Play As: Martyr or Judge—they suck
Best Feature: Classic run-and-gun gameplay...
Worst Feature: ...only without the intensity
Web Site: www.interplay.com

As a huge fan of action-shooters like *Smash TV* and *Robotron*, my trigger finger was itchin' for *Hunter*. I loved the idea of that same nonstop, surrounded-on-all-sides carnage, updated graphically to take advantage of the Xbox's horsepower. Controls are up to snuff, with movement and aiming on the separate analog sticks (so you can run one way and fire in any other), plus buttons for jumping, spells, and special secondary weapons like chainsaws and shotguns. You've even got different characters to choose from and build up with experience points, plus two- to four-player simultaneous action. Unfortunately, *Hunter* **lacks the fine-tuning that could have brought all these cool elements together.** The game discourages you from taking on lots of enemies at once with A) constant pauses to reload guns or B) damage almost every time you fight hand-to-hand. A more methodical pace is necessary to succeed, slowing down the action and slowly sapping away the fun the more you play. Multiplayer works better in that respect; with more firepower you can afford to move things along quicker, but it suffers from everyone being trapped on the same screen ("Move left! Everyone move left! I can't move, I—Argh!"). Level designs lack imagination: Few use your jumping ability, the third dimension, or feature any kind of interaction at all. Lame spells, tame effects and two *sucky* characters (of four total) don't help matters. An average game that could have been so much more.

Mark

With its borderline campy story, but hell-yeah gruesome action and well-paced hack-and-hack-some-more levels, ***Hunter's* for the everyman gamer who likes a side of drama with his afternoon bloodbath.** That is, if you enjoy *Diablo* (PS1, PC) or the movie *Blade* and just want to plop down and samurai-slice poison-vomiting zombie wenches, *Hunter* provides and then some. But everything has a price. A blistered right trigger finger from all the button mashing and sore thumbs from running circles around a boss who takes three shotgun rounds for one sliver of his health bar try your tolerance for repetitive gameplay. Still, it feels too damn good to leave this one behind.

Jeanne

Like Mark, I was hoping for a modern-day update to *Smash TV* or *Robotron*, but what I got instead was a mindless killfest that, while fun, lacks that certain charm that would bring it into the "highly addictive" category. ***Hunter* would've benefitted from a ton more firepower**—you know, the kind of bang-bang action where ammo is a foreign concept and you simply hold down the "kill" button to mow down everything in sight. As it stands, *Hunter* becomes too methodical after the first dozen kills, and it never really delivers that adrenaline rush that a game like this owes its customers. It's worth playing, but don't expect this to be like the classics mentioned above.

Shoe

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7 | 6 | 5 | 6 |

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TEEN
T
CONTENT RATED BY
ESRB

Violence



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EGM SILVER **Burnout**



Publisher: Acclaim 
Developer: Criterion
Featured In: EGM #148 (PS2)
Players: 1-2
Also On: PS2, GameCube
Web Site: www.acclaim.com

Best Feature: Driving full speed against traffic
Worst Feature: Lack of additional game modes

So there I am, racing down the wrong side of an eight-lane highway, splitting the oncoming traffic with surgical precision. The power-enhancing Adrenaline Meter creeps higher with every near miss until it's finally full. I hold down the button for a boost that propels me to hair-raising speeds as the traffic turns to a blur. Holy cow—I can honestly say **Burnout provides the most intense street-racing rush I've ever experienced in a video game.** Not since *Need For Speed: High Stakes* has a racer gotten me so pumped. If delivering a potent thrill was the only criterion for greatness, *Burnout* would score a 9. But for those who like variety, this one will leave you hungry for stuff like licensed cars, more tracks and most importantly, more modes. While I'm at it, how about throwing in a cop or two to chase you? Or maybe some creative shortcuts to spice up the courses? You get the idea. *Burnout* is a fantastic one-trick pony, but because it doesn't have a large variety of play modes, you'll only return for the adrenaline rush. Hopefully the sequel will be beefier. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 8 | 6 | 4 | 7 |

Spider-Man



Publisher: Activision 
Developer: Treyarch
Featured In: EGM #154 (PS2)
Players: 1 (1-4 in minigame)
X-clusive: Two levels
Web Site: www.universe-offheroes.com


Best Feature: Fun webbing your way around town
Worst Feature: Lame, repetitive combat

First, go read the big review of the PS2 version of *Spidey* on page 118—this is almost the exact same game, so everything written there applies here. A few minor differences do make the Xbox version the best overall game of *Spider-Man*, in case you have the choice: Even without the two extra stages featuring Kraven (which feel tacked-on but are cool), the graphics are noticeably smoother, and the Xbox pad serves the control scheme well (although not as naturally as the Dual Shock 2). As I mentioned in my PS2 review, I found the combat lame, the camera annoying, and some levels frustrating (the kind that require you to die 20 times and completely memorize to beat). But I know some will **enjoy Spider-Man just because of the current movie mania and the wow factor of playing as the web-head,** slinging your way between the skyscrapers of New York (which admittedly is pretty thrilling). So if you're a true believer, definitely pick this one up. If you're interested strictly in gameplay, pass. Those of us somewhere in between have a worthy rental. **Mark**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 8 | 7 | 5 | 6 |

EGM SILVER **MotoGP: Ultimate Racing Technology**



Publisher: THQ 
Developer: Climax
Featured In: EGM #153
Players: 1-4
Supports: System Link Cable
Best Feature: Awesome animation and handling
Worst Feature: Lacks a full GP circuit
Web Site: www.thq.com

If ever there were a sign from God that my days of riding a two-wheeled speed demon to work were over, *MotoGP* would be it. Who needs the real-world risk when you can play **the finest, most realistic motorcycle-racing game on a console?** Gearheads might lament *MotoGP* scratching out the nuts and bolts (i.e., no adjusting the shocks, no choice of hard or sticky tires, etc.) in favor of arcadier elements (upgrade handling/brakes/top speed and more by earning GP points). But what this translates into is a cycle racer that controls like the real thing. Managing the bends, no matter how sharp the curve, is a task easily tackled once you master the excellent front and rear braking system (an element that Namco's similarly titled game lacks). In tandem with the excellent analog (or digital) control, quickly rice-rocketing to the front of the pack becomes an intuitive thrill. Happily, the attention to visual detail keeps the eye candy up to par with the controls. Your rider will shift gears with his left foot, lean forward behind the windscreen when you bear down on straightaways, shift realistically in the saddle, and so much more. The replay value is found in the multitude of unlockable secrets stashed away in both Arcade and Grand Prix modes. The only downer is that *MotoGP* lacks the full circuit of real-world GP racing, limiting the game's depth. Still, I'll be playing this one right up until the sequel arrives. **Milkman**

MotoGP is no plain-Jane two-wheeler. It sports clever features like independent front and rear braking, heavier-feeling bikes and painful-looking wrecks. It all comes together in a ballsy, realistic racer that requires patience to master but rewards with edge-of-your-seat, competitive gameplay. **Climax did a great job of balancing the game's lifelike feel with arcade sensibilities.** The controls and physics are responsive and accurate, but at the same time, it doesn't drown in fun-sucking detail. On the contrary, it's a blast to play in single or multiplayer modes. If you liked Namco's *Moto GP II* for the PS2, you'll feel right at home with this humdinger. **Dean**

While I gotta admit this is one sweet-handling racer, I honestly don't feel much of a difference with the separate front- and rear-brake controls. Nonetheless, *MotoGP* is **one of the best bike-racing games I've played.** All the real courses, a good sense of speed and an extensive Create-a-Driver mode make for loads of replay value. And on the higher difficulty settings, your opponents will really fight for position, throwing blocks and outraking you into the turns. That kind of action with an excellent sense of speed (I love the blur effect when you really get going) makes for an impressive game. Plus, you can link a bunch of Xboxes and play with some buds. **Greg**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 8 | 7 | 6 | 8 |

EGM SILVER **World Series Baseball**



Publisher: Sega Sports 
Developer: Visual Concepts
Featured In: EGM #154
Players: 1-2
Surprise: A working Replay mode
Best Feature: Franchise mode
Worst Feature: Not online
Web Site: www.sega.com

With two uninspired baseball titles under its belt, I doubted Sega Sports could bring its *World Series* franchise back to life on the Xbox. But I've been wrong before. **More so than any other game on the market, World Series Baseball dovetails beautiful graphics with top-shelf gameplay.** Every hop of the ball, every shimmering stadium light, every diving catch is represented in convincing fashion. Sure, *All-Star Baseball* might look nice, but *WSB* outdoes it by a substantial margin. And good looks are just the start of what has to be considered a near-revolutionary Franchise mode. As the team's general manager, you have unprecedented control over the roster. Yes, you trade and sign players. Great. How about signing a minor-league director? Oh, and make sure you get a good hitting instructor. Running short on cash? Don't expect to get a good bench coach for key advice. Better not skimp on the minor-league roster either, because you'll need some of those players to develop. It's time-consuming, sure, but it's also a baseball gamer's delight. Once you're on the diamond, a list of options let you determine how arcade- or sim-like you want the game to play. If this is any indication of what Sega and Visual Concepts are capable of in the new, post-Dreamcast era, then we're in for some big surprises. Forgive the semi-late release date, gather up your crappy *Triple Plays*, and head to the store for a nice trade-in upgrade to *WSB*. **Dan L.**

Unlike most baseball titles, *World Series* doesn't get bogged down in stupid details, like having Randy Johnson's mullet length to exact scale. (OK, maybe that's important, but you get the idea.) Instead, Sega stuck to the fundamentals, such as great control, gameplay and graphics. The result: a baseball game that **sucked me into the action right after the first pitch.** And it does so with no sacrifice in realism or features. (The Fantasy Draft is amazing.) The only thing that annoyed me were the strikeouts made by my outfielder...pitching. He managed to down three batters from the mound because I forgot to sub him out after pinch-hitting for my pitcher. **Kraig**

Man, it's nice to finally have a baseball game that kicks ass like this. Besides a few minor clanks, like fielders who release their throws a beat slow and base-runners who streak around the pads a beat too fast, **WSB is clearly the new king of the hill.** I could mention a zillion things I love about it, but all you really need to know is it's extremely intuitive (easy to pick up, yet challenging to master), nearly bug-free, and it plays smoother than any baseball title currently available. OK, one more—it also has authentic major-league details like Craig Counsell's nutty batting stance and Byung-Hyun Kim's side-arm delivery. I couldn't be happier with this game. **Dean**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 9 | 7 | 7 | 10 |

Star Wars: Jedi Starfighter



Publisher: LucasArts
Developer: Secret Level
Featured In: EGM #153
Players: 1-2
Also On: PS2
Web Site: www.lucasarts.com

Best Feature: Cooperative multiplayer modes
Worst Feature: Enemy A.I. equals "Artificial Idiocy"

Call me cuckoo, but if someone was searing my backside with lasers, I'd think about scooting out of the way. It's a concept that never occurs to the big bad-die ships in *Jedi Starfighter*. They just sit there and take it until they go boom. The piddly droid fighters ain't much smarter. You don't really face any hard-to-kill adversaries until you're well into the 16 missions, and those foes are only prickly 'cause of their souped-up guns. But *Jedi Starfighter* isn't really a game of white-knuckle one-on-one dogfighting (cripes, it's barely even a game of Jedi starfighting: You get a measly four Force powers). The fun here comes from all the stuff thrown at you: swarms of enemy ships, capital craft and planetside structures bristling with bits to blow up, even scurrying little clone troopers. Missions are so hectic that a few got confusing. But **it all hangs together as a satisfying, if not exactly deep experience.** Better still, you can play any mission cooperatively with a buddy. (You even get a surprisingly fun, little two-player game exclusive to this Xbox version.)

Crispin

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7 | 8 | 3 | 6 |

GT Advance 2: World Rally



Publisher: THQ
Developer: MTO
Players: 1 (1-2 Linked)
Also Try: *Hot Wheels: Burnin' Rubber*. Seriously, it's cool!
Web Site: www.thq.com

Best Feature: Excellent sound effects and voices
Worst Feature: Gameplay feels too much like the first *GT Advance*

THQ felt the heat last year when they released *GTA1* without a battery-save function. Thanks to all your bitching, *GTA2* is back and sportin' a battery pack. Aside from a handy save-game feature though, it doesn't feel like much has changed here from the last game—at least not in terms of gameplay. Like its predecessor, powersliding is the bread and butter of *GTA2*. You feather the gas, hit the brakes for those nasty hairpins, and occasionally catch some air from a bump. The fact is, *GTA2* feels a little too similar to its non-rally counterpart. Both games require a ton of drifting, feathering and tapping. **As a rally game, *GTA2* doesn't feel quite as fast and loose as it should.** Then there's the sketchy physics straight out of science fiction. Say you're going up for a jump but know you'll land in the middle of a nasty bend...no problemo. Simply turn your vehicle 180 degrees in the air and—voilà—you're a rally ninja. With 40 or so tracks and a nice two-player link-up mode, there's a lot of value to be had here. Just don't expect a generational leap over the last game.

Che

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7 | 8 | 4 | 7 |

Dragon Ball Z: Collectible Card Game



Publisher: Infogrames
Developer: Screaming Games
Featured In: EGM #154
Players: 1 (1-2 Linked)
Try Instead: *Pokémon Trading Card Game*
Why: Bother when you can play the real thing for less?
Best Feature: Access to tons of carts
Worst Feature: Hardly any extra features
Web Site: www.infogrames.com

For a video-game rendition of a real-world card game to be worth the price of admission, it needs to be more than just a direct port. True, having access to a virtual version of every available card is a nice perk, as is being able to "set up and go" from just about anywhere (no more scrambling to keep the board steady in the back of mom's car). But aside from that, if there's nothing extra, what's the point? This is the main problem with *DBZ: Collectible Card Game*. It offers a **bare-bones version of the real-world card game**, with little in the way of extras besides some GBA-exclusive cards and an extremely straightforward single-player mode that consists entirely of head-to-head battles with CPU opponents. Looking for some cool special modes or variations on the main gameplay? You won't find 'em here. Some minigames, perhaps? Not one. Heck, the only "bonus" anything is a practically worthless Tutorial mode which seems like it was made more for CCG veterans than for newbies. To make matters worse, the interface is slow, clunky and unintuitive, and the music is repetitive and annoying (fortunately, you can turn it off). If you're willing to invest the effort into learning how to play, you'll find that the underlying card game isn't bad, but unless you're one of the few who'd actually benefit from the GBA version's limited enhancements (Fly often? Have no friends?), skip this and just get the real thing instead.

John R.

This is like a video game of Checkers that duplicates the experience of a real-life match exactly. The only difference is you don't have to clean up the pieces when you're done. *Dragon Ball* is a completely no-frills version of the card game, and **if you aren't already hardcore into CCGs, you're going to be bored to tears with it.** The droning music, the unfulfilling gameplay, the tutorial that assumes you already know how to play—just gouge my eyes out now! On the positive side, the card graphics look good, the interface is laid out nicely, and you don't have to shell out the dough for rare cards. But enjoying this requires a love of CCGs that I'll never know.

Chris

Unless you're a freak who's got Dragon Balls of steel (in your steel-ball collection, of course) or meet to trade DBZ cards on Friday nights, make like a tree and leave this one alone! **Battle definitely isn't for the non-hardcore crowd.** It almost doesn't matter that it has the worst tutorial ever, since it essentially plays the game for you. All you have to do is shuffle through your hand to see if it lets you play a card in it or not, then sit and watch as the same boring sequence of screens (no animations) flash by. And since any attempt at strategizing is so bogged down by rules only DBZ card experts know or care about, one word is left to describe it: Zzz...

Jeanne

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 4 | 2 | 2 | 3 |

The Pinball of the Dead



Publisher: THQ
Developer: Sega
Featured In: EGM #154
Players: 1
Also Try: *Pokémon Pinball (GBC)*, *Devil's Crush (TurboGrafx-16)*
Best Feature: Elaborate tables and graphics
Worst Feature: Friggin' 13-letter password save. This is a PORTABLE GAME, people!
Web Site: www.thq.com

I don't know what it is about the *House of the Dead* series that makes Sega spin off all these weird tangent games, but it's perfect fodder for a pinball title. Zombie heads pop out of the table to take a few shots in the mouth, you get to fight all the bosses from *HotD2*, and the eerie ambience makes for some sweet table designs. But most importantly, it's got that can't-put-it-down gameplay that'll make your eyes go dry from starin' (in a good way). A few things bugged me, though: It's cool that you can save your game to the cartridge at any time—handy if your bus stop is approaching and you need to quit right away. But dare to finish that game and it gets totally obliterated from the cart. What if I want to go back and revisit the game of my life a second time? Well, I can, but I have to write down and enter a gigantic password. Hmm...how ridiculously inconvenient. Second, you have to spell out several words per table by reaching totally awkward holes for some pretty minor bonuses. Some of these words are six or eight letters long, and each time you lose a ball, they reset. I'll say this: It's damn-nigh impossible to spell out "NIGHTMARE" in one stinkin' turn, and an extra ball isn't much reward for finally pulling it off. The physics aren't fantastic, either—making setups and predicting your ball's speed off the flipper can be tough. But **despite my small gripes, *Dead* is still a must-have in any to-go gamer's pocket.**

Jonathan

At first, *Dead* seemed like a guaranteed slam dunk: three giant tables to choose from, each with plenty of chutes, holes, ramps, bosses and bonuses. But soon you learn it's more than a matter of the standard learning curve—this game is tough. **Mastering stuff like nudging the board and juggling the ball, usually advanced techniques, are practically required to get anywhere here.** And seasoned pinballers will be disappointed by annoying sound effects, no real multiball and a skill shot that takes no skill. Dark graphics and waiting through the start-up sequence after every game further limits *Dead* as an acquired taste for pinball pros only.

Mark

I've always had a soft spot for handheld pinball games; sadly, new ones come along about as often as El Niño. As the first major release since the excellent *Pokémon Pinball*, *The Pinball of the Dead* is a **worthwhile, if slightly underwhelming addition to the GBA library.** On the good side, you've got three tables that are nicely drawn and animated, with top-notch music and sound effects. Controls are tight, and the table physics are decent for video pinball. Unfortunately, the table layouts are pretty bland, which is a shame considering the game's ridiculous premise. Lost potential aside, *PotD* is still a fun game and worth checking out.

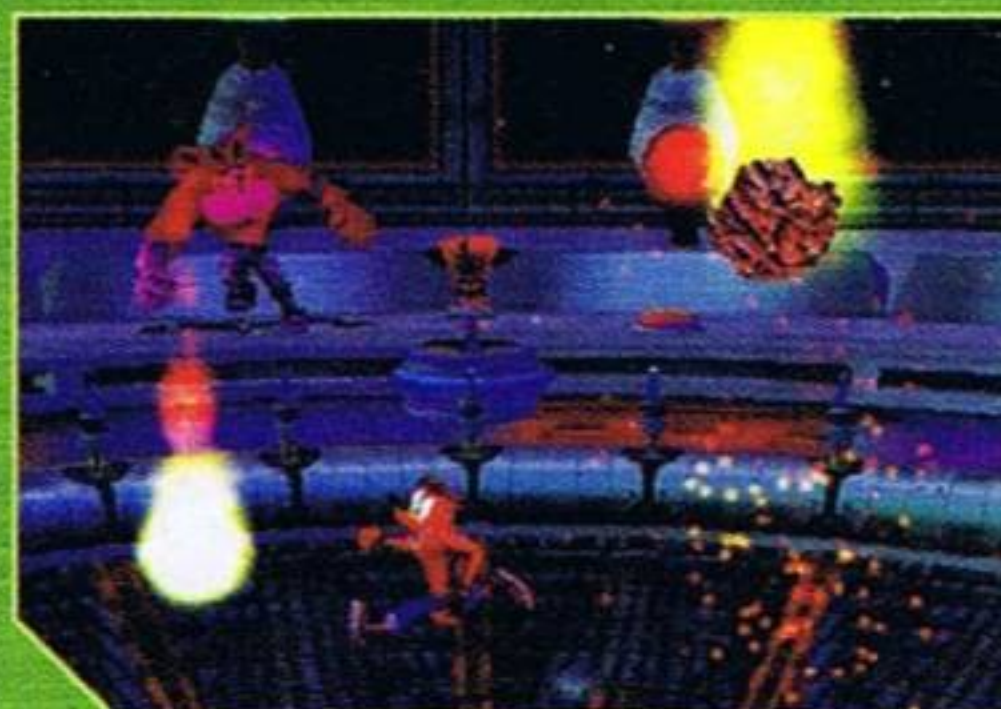
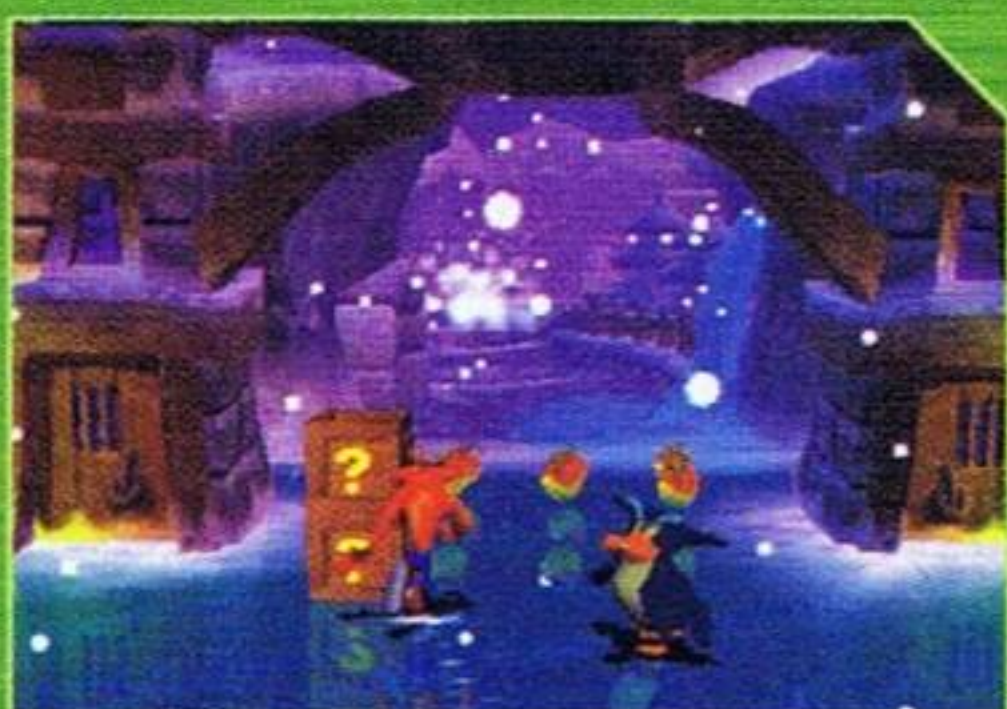
John R.

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 8 | 7 | 6 | 8 |

The Bandicoot's running with a whole new crowd.



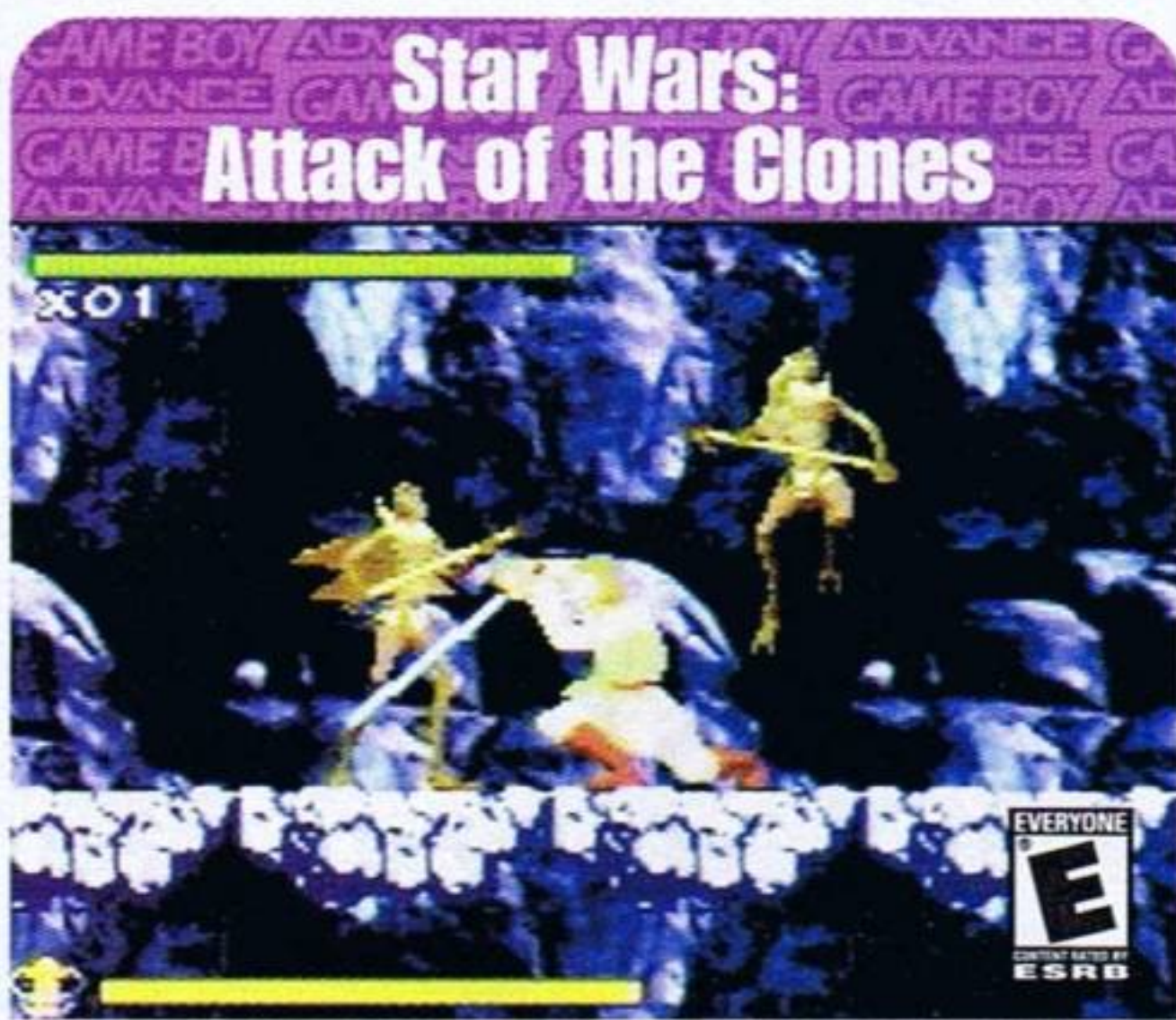
Mild Violence



Crash. Maxed.
crashbandicoot.com

Here comes Crash, in the biggest character-based game to hit Xbox. The Wrath of Cortex. Lightning-fast load times. Super-enhanced graphics. Fully detailed environments. He's really going all out for this one.

Crash Bandicoot: The Wrath of Cortex interactive game © 2002 Universal Interactive, Inc. Crash Bandicoot and related characters ™ & © Universal Interactive, Inc. All rights reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.



Publisher: THQ/LucasArts
Developer: David A. Palmer Productions

GAME BOY ADVANCE

Featured In: EGM #154
Players: 1

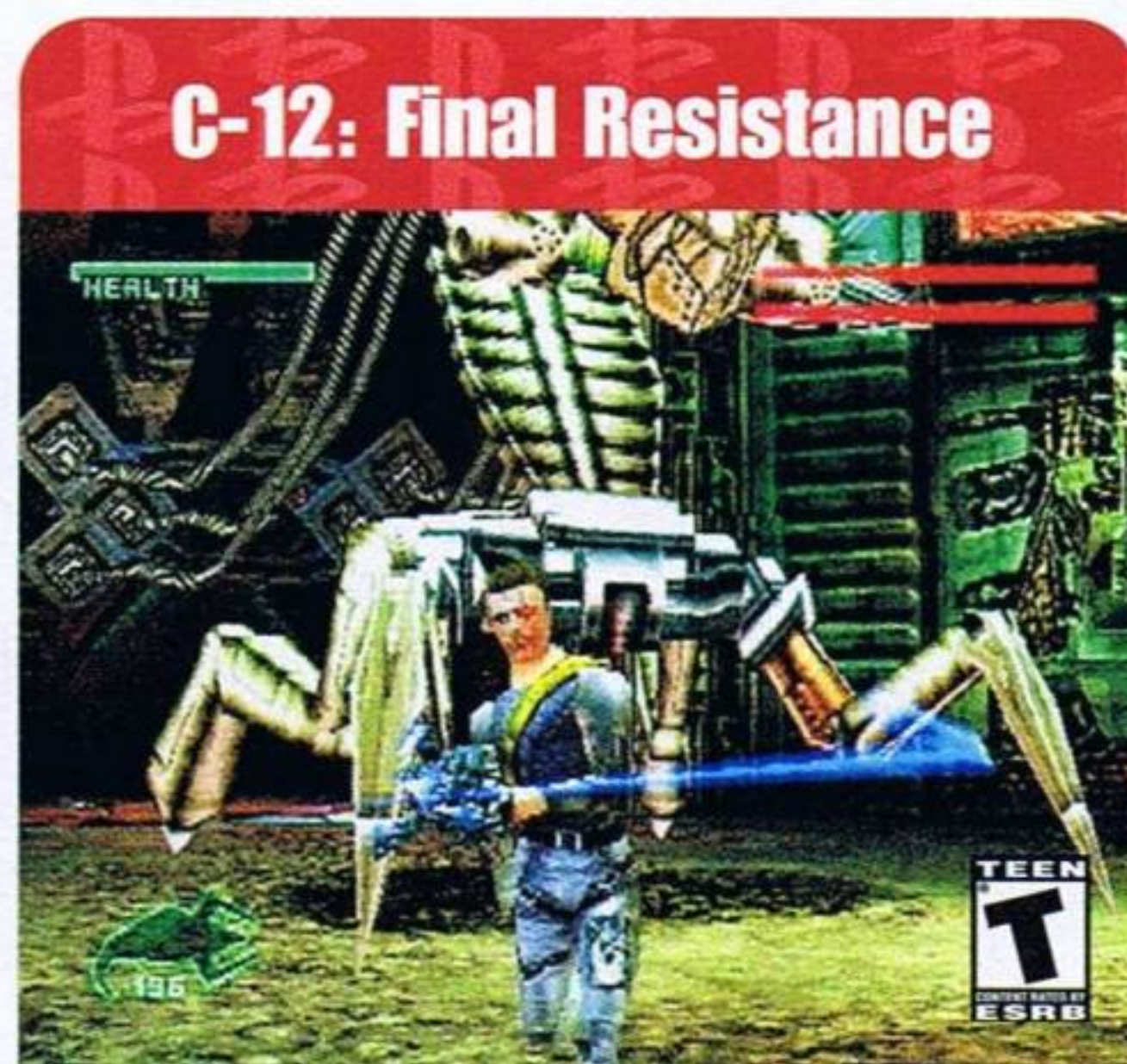
Try Instead: Spider-Man
Jar Jar Sez: Theesa poo-poo!
Best Feature: Opening theme song
Worst Feature: Horrible controls
Web Site: www.thq.com

When you start up a new game in *Attack of the Clones*, you're treated to a surprisingly high-quality rendition of the main *Star Wars* theme, accompanied by the famous text scroll that kicks off each film. Don't let it get your hopes up, though—from that point on, it's all downhill. Like so many before it, *Clones* is just another poorly designed, obviously rushed movie-based title with little going for it besides the license it's based on. Most of the game takes place in 2D side-scrolling levels, with a smattering of *Star Fox*-esque 3D levels thrown in to break up the monotony. The 2D stages are extremely repetitive, with hardly any variety in either level design or enemies. To make matters worse, the control in these stages is awful. Trying to get your lightsaber to do what you want is basically a crap shoot—eventually you realize it's easier to just run, only stopping to kill enemies when it's necessary to advance the screen. The 3D stages are somewhat impressive, on a technical level at least—no surprise, since these are the guys (guy?) who made *GBA Doom*. But the 3D levels are only marginally less frustrating than all the others and just as repetitive gameplay-wise. To add insult to all this injury, the only way to save your progress is via password. What's the point of a portable game if you have to take along a pad and a pen? Do yourself a favor—go see *Episode II* instead and blow the extra money on Raisinets. **John R.**

This little sucker should thank its lucky damn stars *Mortal Kombat Advance* is around to take some of the heat directed at slopped-together GBA games. It's like the enemies, controls and graphics were all conceived in three separate lesser-developed nations. Simple abilities (like turning around while blocking to cover uranus) are totally absent. And everyone's apparently out to get you—you'll get shot at by training droids, punched by robots, and kicked by fighter-pilot-looking aliens who probably just saw all the commotion and wanted in. Even the first-person flying missions are too sloppy to enjoy. It's one of the worst games I've ever played. **Jonathan**

I can't think of the last time that I played such a horrifically fecal excuse for a game. Seriously, did no one think to look back to the Super NES *Super Star Wars* for inspiration? Instead, we get this moronically simplistic turd that rips off, of all things, *MK Mythologies: Sub-Zero*. Walk your giant, digitized Jedi to the right until the screen stops. Enemies pop out. Try to defeat them using the syrupy control scheme. Repeat indefinitely. The occasional 3D flying levels or minigame diversions don't help either, since these modes suck as well. Occasional samples of John Williams' score provide an excellent soundtrack, but you can buy a CD for much less. **Avoid at all costs. Shane**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 3 | 6 | 1 | 1 |



Publisher: Sony CEA
Developer: Sony Computer Ent. Europe



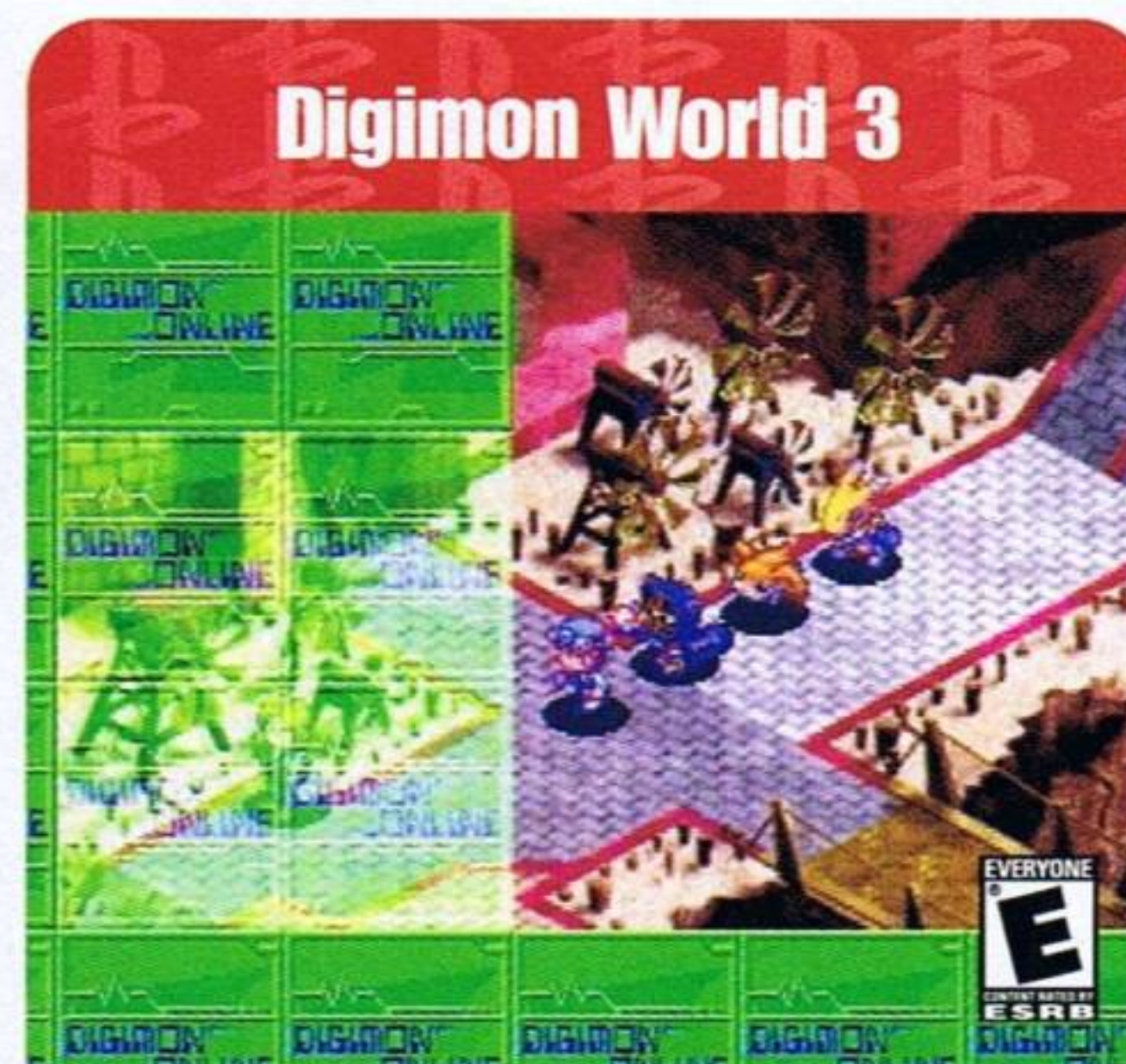
Featured In: EGM #137
Players: 1
Resistance: Is futile
Best Feature: It's a new game for the PS1
Worst Feature: Terrible camera system
Web Site: www.playstation.com

When I first heard that Sony was going to bring us *C-12*, I thought maybe this would be the swan song the PS1 truly deserves: a 3D adventure to top the likes of *Syphon Filter* or, dare we dream, *Metal Gear Solid*. Unfortunately, the end product turned out to be more of a dying gasp for air on Sony's aging console. *C-12* takes place in an apocalyptic future where aliens have turned humanity into hostile cyborgs, and it's up to you to layeth the smack down. That's pretty much the entire story, although you do get plenty of chatter from fellow rebels along the way. It's just too bad you never really get a good sense of who anybody is, only that all your teammates look like *Doctor Who* rejects with cybernetic implants. Story in an action game? I could really take it or leave it. Where *C-12* really hurts is in the camera and targeting areas. You'll curse every time the view clips into a building and shows you nothing but a big black wall, or when it automatically swings around to obscure your line of sight during heated battles. Spittles of hatred will fly from your lips as *C-12*'s auto-targeting system consistently chooses the wrong enemies for you to shoot at, or even worse, simply doesn't target at all. The list of problems goes on and on. Want boring key-fetching and box-pushing puzzles? Step right up. Want repetitive environments and tiresome trial-and-error stealth missions? It's all here in one craptastic package that's destined for the bargain bins. **Che**

The game tells me to take cover to avoid getting hit by enemies. Sure, if I can compensate for the jittery controls that don't put me where I want to be. And how come I'm still taking damage when I finally do get behind "cover"? Then the game tells me to go to "location this" or "destination that." Well Mr. *C-12*, can you at least mark them on my map or point me in the right direction? No? Fine. Later, out of nowhere, the game tells me to kiss its ass by throwing near-impossible situations at me (like bosses who don't play fair) or forcing me to go on tiresome and challengeless fetch errands. At least the storyline kept me intrigued enough to keep playing. **Shoe**

C-12 puts the Sy Fi in *Syphon Filter*—a cool futuristic setting right out of *The Terminator*, with the familiar look and feel of Sony's espionage-action series. The best bits are the puzzles—your abilities to push and pull objects, remotely control gun turrets, and snipe or analyze objects (thanks to your cyborg implants) in first-person mode are integrated well into the levels. With cooler enemies, a more reliable lock-on system for combat, and especially a better camera to help you follow the action, I could make a stronger recommendation. As is, it's not worth any PS2 owner's time, but if you're still stuck with only a PS1, you should definitely check it out. **Mark**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 7 | 6 | 5 | 2 |



Publisher: Bandai
Developer: Bandai



Try Instead: Any portable Pokémon
Players: 1
Caution: For Digimon fans only
Best Feature: Nice overworld graphics
Worst Feature: Story is virtually nonexistent
Web Site: www.bandaiames.com

I didn't expect much from *Digimon World 3* after barely escaping with my life from the first two games. It's no surprise that the third time is definitely not the charm. At first, the town wandering, creature management and item shops make it seem like Bandai's turned the monster-battling series into an honest-to-goodness RPG. But just as that thought takes hold, the game falls back on the old formula, requiring hundreds of excruciatingly boring monster-to-monster (or card) battles just to get anywhere because of the tiny amount of experience points and money you get for a win. (Talk about a cheap way to artificially extend play time.) Each encounter is as about as enthralling as watching a play performed by Sony Aibo dogs—the combat is stale, robotic and looks horrible. When outside of battle, the overworld graphics are fairly nice—that is, when not covered by the green panels used to disguise the load time (see screen above). You find yourself taking a few steps then stopping to wait for the rest of the screen to reveal itself; trying to run around behind them with any accuracy is useless. By far, *DW3*'s biggest flaw is that there's no story bringing up the rear. Your goal is to become the champ—the end. In every town, it's the same old crap: Talk to a sorry bunch of blathering simpletons in hopes of finding the one with the information you need. Digi-fans will dig *DW3* just 'cuz it's *Digimon*, but it's not a good game. **Chris**

Still sucking life from its marketing-juice stores, the *Digimonster* simply refuses to keel over and die. Instead, it regularly resurfaces from a pool of recycled parts and slaps its tired brand name on extremely bland games like *DW3*. The title might as well have been created from a *How To Make a Time-Wasting RPG for Dummies* book: 1) Let the player only walk a few steps before the timer initiates a battle; 2) Keep the story huge, vague and pointless; 3) Include a convoluted card game 'cause kids love that stuff; 4) Devote zilch to visuals, sound and the battle system; 5) No fun allowed. OK, so I added #5, but you get the picture, right? **Jeanne**

I have to say that of the trio of *Digimon World* games, this one has the most successful formula. It blends the sharp 2D graphics of the first title with the party-based 3D battles of the second for a visually appealing adventure that should keep the younger crowd enthralled. Oddly enough, for a game aimed at chil'en, the training elements are intimidatingly deep (*Digimon*'s poorly translated menu text doesn't help either). The extensive training info isn't stored in one place, like a diary. Instead, you must talk to nearly every NPC you meet to get to the info nuggets you need. It's a little tough, but for fans of the series, this is the best one yet. **Milkman**

| VISUALS | SOUND | INGENUITY | REPLAY |
|---------|-------|-----------|--------|
| 3 | 4 | 2 | 3 |



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for
XBOX

INSIDE: EVERY XBOX GAME REVIEWED AND RATED

XBN

XBOX NATION INDEPENDENT XBOX MAGAZINE

WORLD EXCLUSIVE HANDS-ON PREVIEW

PANZER DRAGOON

We've played it: Sega's breathtaking *Panzer Dragoon Orta* revealed for the first time—only in XBN

CONFIRMED

METAL GEAR SOLID ON X

At last: Konami confirms Solid Snake is sneaking over to Xbox

EXCLUSIVE DETAILS AND SCREENS

ONLINE: UNREAL CHAMPIONSHIP

PLUS: 10 world-class game designers speak out on the future of broadband

TOEJAM & EARL III
First hands-on with
Sega's turn-fest p46

Y-PROJECT
The best game you've
never heard of p62

A NEW DEAD OR ALIVE
PLUS: Teemo reveals
Ninja Gaiden p10



You'll believe a mag can fly.

World exclusive first playtest of Sega's breathtaking *Panzer Dragoon Orta*.
Only in **Xbox Nation** issue #3.
Available everywhere May 28



Tricks of the Trade

By Ray LeWan

Similar to the way in which Kramer filled seats at the Tony Awards, young Ray is forcefully standing in until a new, all-powerful tricks god shows up. He says it was all fun, though, and he hopes y'all like his first warm batch of codes. Play on.

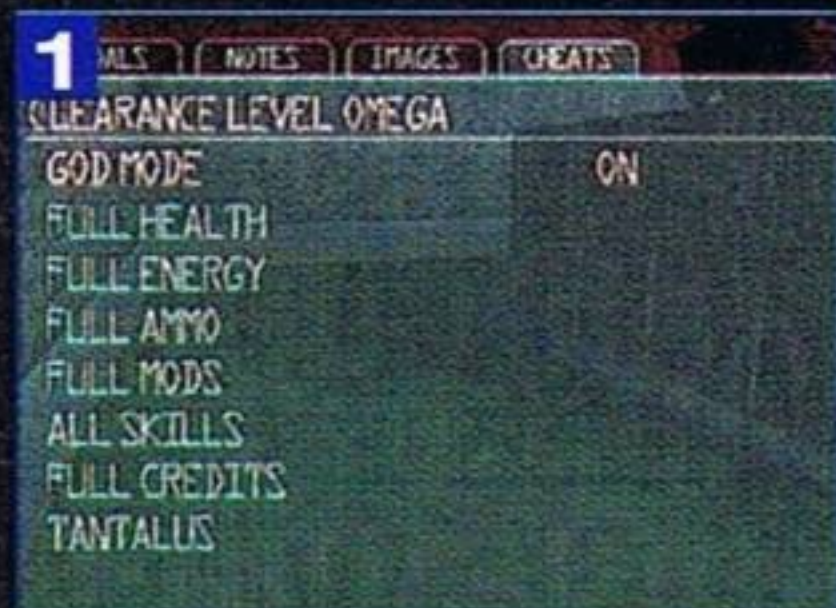
TRICK OF THE MONTH

Deus Ex PS2

CHEAT MENU

During gameplay, press Select to enter the Goals/Notes/Images screen. Now quickly press L2, R2, L1, R1, Start, Start, Start. If done correctly, a "cheats" tab should appear. You now can configure the following options:

- God Mode (may need to be re-enabled after loading a new level)
 - Full Health
 - Full Energy
 - Full Ammo
 - Full Mods
 - All Skills
 - Full Credits
 - Tantalus



PS2 PLAYSTATION 2

Wipeout Fusion

TIRES ARE FOR SCRUBS

From the main menu, choose Extras and then select Cheats. Now enter these codes.

Unlock All Features

X, Triangle, Circle, Triangle, Circle

1 Retro Planes

X, Circle, Triangle, Square, X

Infinite Shield

Triangle, Triangle, Square, Square, Square

Infinite Weapons

Triangle, Circle, X, Circle, Square

Super-Fast Ships

Square, X, X, X, Triangle

2 Animal Ships

Triangle, Circle, Circle, Triangle, X

COOL UNLOCKABLES

Unlock Gold Challenges for Each Team

Earn Gold medals in the first five challenges for any team in Challenge mode.

Unlock Team Super Weapon

Earn any medal in the first five challenges for a team.

Unlock Zone Mode

Complete 30 percent of the game.

Unlock Time Trial Mode

Complete 60 percent of the game.

TIME-SHAVE TRICK

At the start of a Time Trial/Fast Lap challenge, stand behind the starting line. The timer begins only after you cross the line, so at the start of a race, turn around and drive the opposite way for a bit. A good way to judge the distance is to

go until you're at full speed. Now turn around and blaze toward the starting line. Doing this lets you begin the run at full speed, shaving off the time you would have used to reach top speed.

SledStorm

ENGINE HOWLING CODES

Enter these codes at the Press Start screen while holding down R1 & L1.

Unlock All Characters

Circle, Triangle, Circle, Triangle, Circle, Down.

Unlock All Sleds

Circle, Square, Circle, Square, Circle, Left.

Unlock All Tracks

Circle, Left, Circle, Right, Circle, Up.

3 Unlock Hover Sled

Circle, Triangle, Square, Circle, Triangle, Right.

Unlock Everything

Circle, Square, Up, Circle, Triangle, Down.

High Heat 2003

GOING, GOING, GOING...

These menus allow you to create any type of hit or out (except a strike out) for the next batter up. You can also tweak the game situation by changing the score, inning, number of outs, wind velocity, etc.

4 Ball Cannon and Game State Menus

At the pause menu, hit Square, Square, Circle, Circle, L1, R1, and you'll hear a man laughing. Now press and hold L1+R1+L2+R2 to access the Ball Cannon and



Game State. (Pausing during a pitch or hit will not access the pause menu—only a simple Pause screen. This code will not work if you try to enter it anywhere else except the pause menu.)

Tiger Woods PGA Tour 2002

POWER PASSWORDS

From the main menu, select Options, then cycle to the "enter password" bar. Now enter these passwords. You will hear a buzz if one is entered correctly.

Super Tiger Woods

2TREPUS01S

All Courses

GIVEITUP

Unlock Everything

ALLORNOTHIN

GAMECUBE

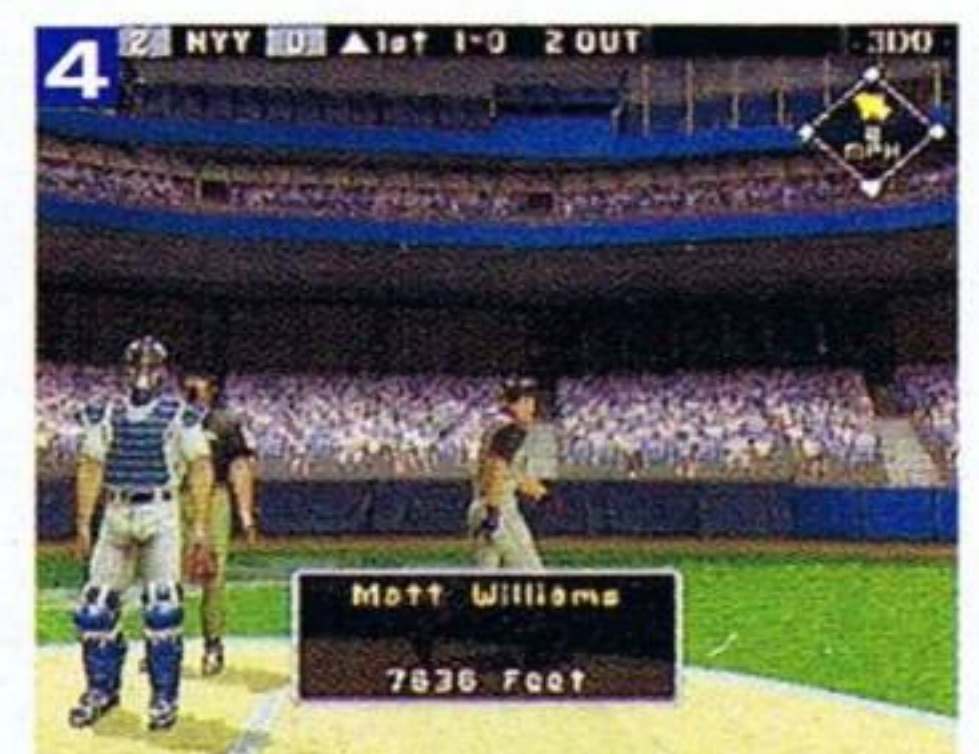
Soccer Slam

BICYCLE KICK SOME TEETH IN

Enter the following codes at the title screen:

Maximum Power

L-Shoulder, R-Shoulder, Left, Right, Y, Y.





Unlimited Turbo

L-Shoulder, R-Shoulder, Right, Up, X, X.

All Stadiums

R-Shoulder, R-Shoulder, Right, Right, Up, Up, Up, Up, Up, X, X.

Big Hits

L-Shoulder, R-Shoulder, Up, Up, X, Y.

Unlimited Spotlight

L-Shoulder, R-Shoulder, Down, Right, Y, X.

Old-School Ball

R-Shoulder, Right, Left, Left, Y, X.

Eyeball Ball

R-Shoulder, Right, Down, Up, X, X.

Black Box Ball

R-Shoulder, Left, Left, Down, X, X.

Kids Play Ball

R-Shoulder, Right, Up, Down, X, Y.

1 Jungle Canopy Stadium

L-Shoulder, R-Shoulder, Up, Down, Left, Right, X, Y.



Cont. on page 132

Spider-Man



If you and your pals are bored with the movie, stick it to the bad guys with these passwords. They work on the PS2, Xbox and GameCube versions of *Spider-Man*. Have fun!

SHOP THE SECRET STORE

Here's what your hard work opens up in the Secret Store.

- 1 10,000 Points**
Unlocks Pinhead Bowling
- 20,000 Points**
Unlocks Vulture Movie
- 2 30,000 Points**
Unlocks Shocker Movie

50,000 Points

- Enable Unlimited Webbing
- Complete Easy Difficulty**
Play as Peter Parker or Wrestling Spider-Man
- Complete Normal Difficulty**
Play as Alex Ross Spider-Man
- Complete Hero Difficulty**
Play as Green Goblin

ALTERNATE SKINS

Enter one of these passwords to swap out your red webbed body and replace it with a new skin. Note: You can only enable one skin at a time.

- Shocker**
HERMANSCHULTZ
- 3 Scientist**
SERUM
- Thug**
KNUCKLES
- Spike**
STICKYRICE
- Shocker Thug**
THUGSRUS
- Helicopter Cop**
CAPTAINSTACEY
- Old Supersoldier**
FREAKOUT
- Cop**
REALHERO
- Mary Jane**
GIRLNEXTDOOR

COOL EXTRA FEATURES

Use these passwords to soup up your gameplay.

- Unlimited Webbing**
ORGANICWEBBING
- Unlock All Combos**
KOALA
- Unlock All Levels**
IMIARMAS
- Bullet-Time Mode**
DODGE THIS
- 4 Micro Spidey**
SPIDERBYTE
- Big Head and Feet Spidey**
GOESTOYOURHEAD
- First-Person Mode**
UNDERTHEMASK
- Unlock All Levels, Combos, Vulture & Shocker Movies**
ARACHNID

SPIDER IN YOUR POCKET

Here's some GBA *Spider-Man* GameShark codes for you web slingers on the go.

Must Be on [M]
(Enter these first)
62195420DE47DC15
6E282EB9442936EB

Infinite Web
7A866998A23F631B
Infinite Lives
4037AEACAF8186C9

Have All Spiders
4736A7580E7D3E9D
Max Score
2B02488CE7726645



TOP 5 TRICKS

The top 5 games of the last month for your tricked-out pleasure:

1. Star Wars: Jedi Starfighter

Unlock Everything!
Input PNYRCAD in the codes section of the bonus menu. It unlocks all the missions, ships and other goodies stored on the disc.

For added fun, try inputting these codes as well:

- No Cockpit View**
NOHUD
- Invincibility**
QUENTIN
- More Camera Views**
DIRECTOR
- Reverse Controls**
JARJAR
- Fly the Headhunter**
HEADHUNT

2. Virtua Fighter 4

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

VF1 Models
In order to get character models styled after the first *Virtua Fighter* game, have a created fighter reach at least the first Dan ranking. Next, select that fighter, then hold Punch and Kick until the match begins.

Classic Victory Poses
Have a created fighter reach the second Dan ranking. Hold Punch, Kick and Guard during the replay after winning to see the classic pose from the first *Virtua Fighter*.

3. Pirates: The Legend of Black Kat

During gameplay, hold R1 + R2 and press the following button combinations. Note that L3 and R3 refer to pushing down on the analog sticks.

Cont. on page 132



TRICKS

TOP 5 TRICKS (CONTINUED)

More Gold

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

Crazy Voices

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

Get SSX Music

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

Katarina Invincible

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

Show All Treasure Chests

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

Get All Treasure Chest Keys

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

4. NBA Street



Enter these codes at the VS. screen.

No Juice

Turntable, Backboard, Backboard, Basketball

Unlimited Turbo

Turntable, Shoe, Shoe, Basketball

Big Heads

Shoe, Shoe, Shoe, Backboard

Easy Distance Shots

Basketball, Backboard, Backboard, Basketball

Mega Dunking

Basketball, Megaphone, Megaphone, Basketball

Ultimate Power

Turntable, Shoe, Backboard, Basketball

Mad Hands

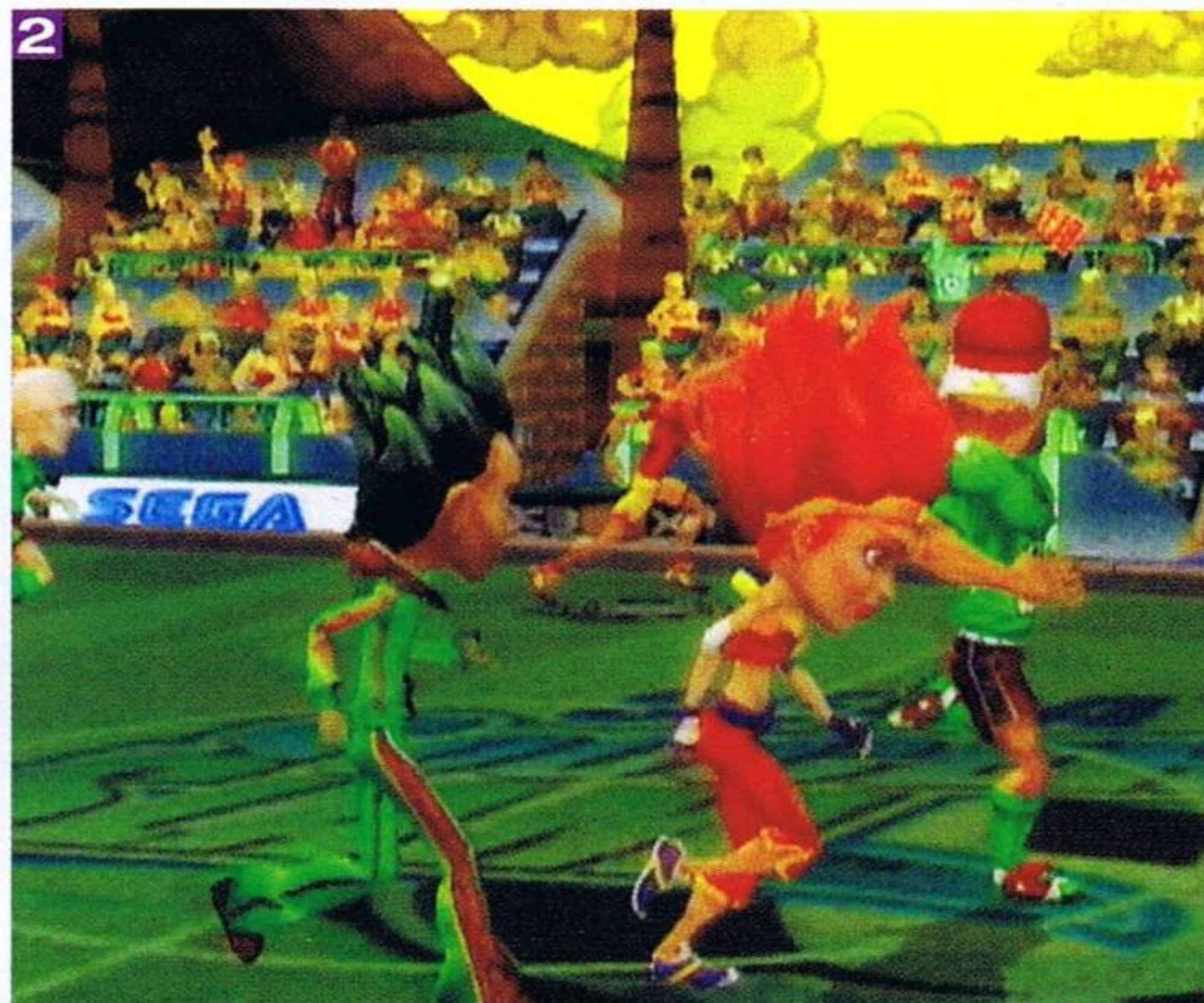
Shoe, Backboard, Turntable, Basketball

5. Bloody Roar: Primal Fury



Clear Arcade mode a total of 16 times to unlock the following cheat options:

Kids mode, Big Heads, Big Arms, No Walls, Final Round, Low Speed, High Speed, No Blocking, Max Difficulty, Knock Down Battle, Human Only, Beast Only, Hyper Only.



Cont. from page 131

Kid's Block Ball

R-Shoulder, Left, Right, Right, Y, Y.

Globe Ball

R-Shoulder, Right, Right, Left, X, X.

Rusty-Can Ball

R-Shoulder, Left, Up, Up, Y, Y.

Beach Ball

R-Shoulder, Right, Right, Down, Y, X.

2 Big Heads

R-Shoulder, L-Shoulder, Up, Up, Y, Y.

Crate Ball

R-Shoulder, Left, Down, Right, Y, X.

8-Ball

R-Shoulder, Right, Up, Up, Y, Y.

Modern-Film Mode

Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left.

Classic-Film Mode

X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right.



Spy Hunter

BEHIND THE SCENES

At the Profile menu, choose an empty agent spot and enter one of the names below. If done correctly, the name will disappear, and you'll hear a clucking sound. Now enter in a new name in the same spot, save the game, begin. Go ahead and choose System Options, then Extras, then Movie Player and discover the goodies you have just unlocked.

Saliva: Spy Hunter Theme FMV
GUNN

Saliva: Your Disease FMV
SALIVA

Making of the Game FMV
MAKING

1 CLASSIC SPY HUNTER

Enter OGSPIY as your name to play the original *Spy Hunter*. Cool!



Yu-Gi-Oh!

UNLOCK SOME SWEET CARDS

Enter in these numbers at the Password screen to gain access to special cards. Note: You still need Star Chips to purchase the unlocked cards.

Dark Magician
(Cost: 999,999)

46986414

Metal Fish
(Cost: 350)

89631139

Celtic Guardian
(Cost: 120)

91152256

Fire Kraken
(Cost: 230)

46534755

1 Blue Eyes White Dragon
(Cost: 999,999)

89631139

Guardian of the Throne Room
(Cost: 260)

47879985

Harpie Lady Sisters
(Cost: 999,999)

12206212

Roaring Ocean Snake
(Cost: 550)

19066538

Deep-Sea Shark
(Cost: 350)

28593363

Sword Arm of Dragon
(Cost: 1000)

13069066



Wolfenstein 3D

BUST A CAP IN SOME NAZIS

Pause during gameplay and enter these codes at the Options screen while holding down L-Trigger + R-Trigger. You will hear a sound if the code was entered correctly. You will have to re-enter the Weapons code after running out of ammo.

Get All Weapons, Full Ammo and Health

A, B, B, A, A, A, A, A.

Invincibility

A, A, B, A, A, A, A, A.

Sonic Advance

1 CLASSIC-MODE SONIC

Use this code to have Tails follow you during the game like he did in *Sonic 2* & *3*. At the Character Select screen, highlight Sonic and press Up. Move over to highlight Tails and press down. Next, highlight Knuckles and press the L-trigger. Finally, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you will hear a chime. Now during gameplay, Tails will follow your every move!

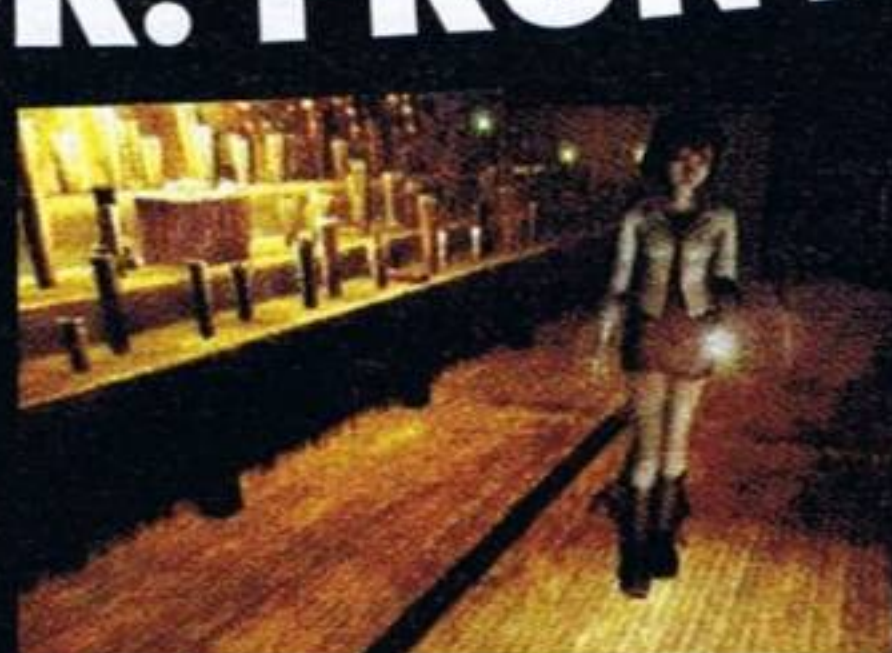
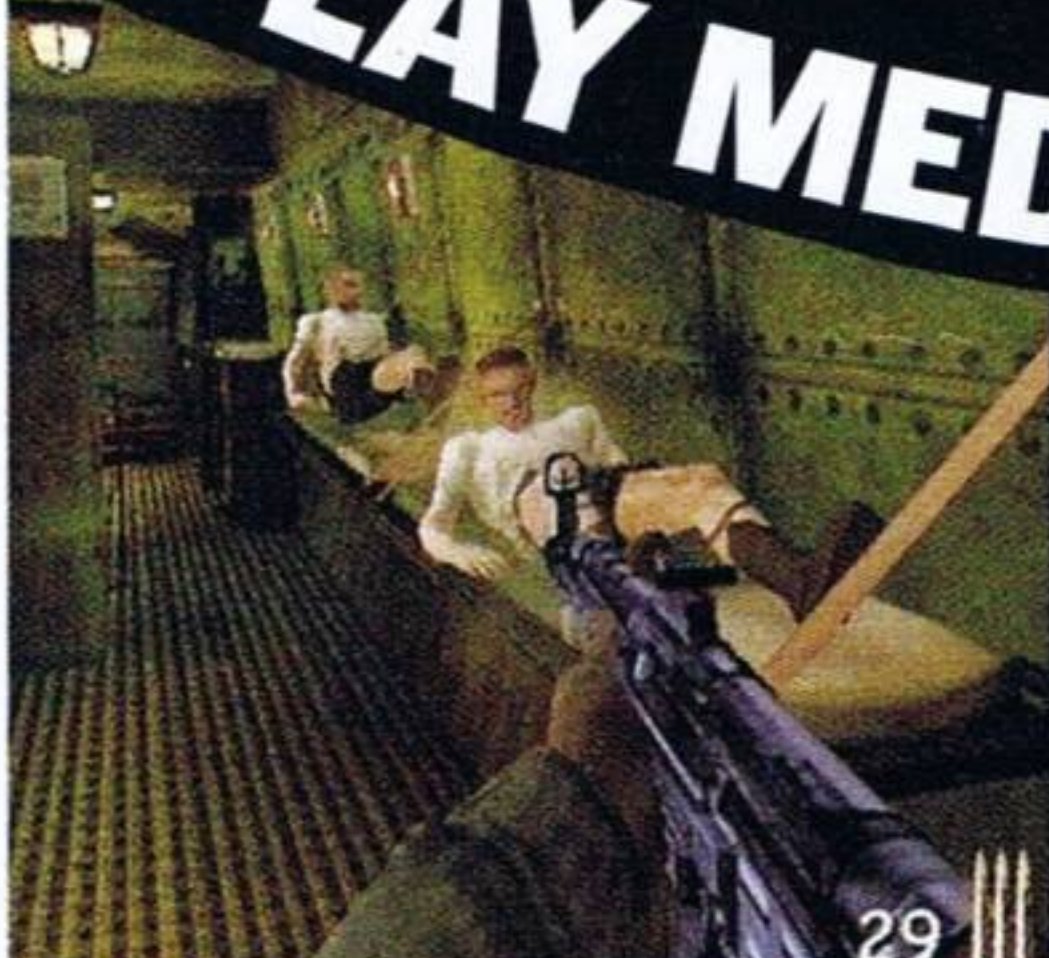


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FINAL WORD

Take a Look at What Ya Missed...

Shoe: The video-game market is taking a cat nap right now. As is the case every year, game companies are saving most of their big guns (except for a few like *Spider-Man* and GameCube *Resident Evil*) for the fall and winter. So if you're a new PS2, Xbox or GameCube owner, you're probably wondering what you should be doing during this lull. The PlayStation 2 has plenty of PS2 and PS1 sleeper hits you should check out. Xbox and GameCube...well, that's a different story.

Dean: If you're looking for a sleeper-hit racing game, go find *Le Mans 24 Hours* for the PS2. It didn't sell



real well when it came out last year, but that's mostly because Le Mans racing just isn't popular in America. The game is smoking fast and plays like butter. It's kind of arcadey, so it's great for playing here and there without a huge time commitment to get to the fast cars.

James: I'm taking this relative lull in the software flow to get in touch with a game that had been relegated to the shelf for quite a while now. That game is *Mars Matrix*. Now, it isn't a *Radiant Silvergun* (Saturn import) or nothin', but considering you should still be able to find this game, and cheap, I suggest anyone with a Dreamcast pick it up. It's got crazy gunfire scattering around at all times, upgrades to purchase and crazy graphics. It's a great and underappreciated shooter.

Kraig: One game that still doesn't get the attention it deserves is *Frequency*. My girlfriend and I spent all night playing that game when I first got it. Yeah, I sucked at it, but I had plenty of fun watching her



jam with it. It has that *Tetris* sort of quality in that anyone can pick it up and play it. But be warned: It takes some hardcore practice to beat it. Sony is rereleasing the game to coincide with their online launch (*Frequency* will support online play), so look for that, too.

Jeanne: Yeah, but if you're really looking to get your honey in the mood, *Gitaroo Man* has the most romantic sunset serenade I've ever heard. In fact, when I got the soundtrack soon after, I let "The Legendary Theme" play on my stereo and in my head nonstop, and I had a gleeful grin on my face for weeks. Although it got a bit lost in the shuffle when it appeared within a month of *PaRappa 2's* release, *GM* is by far the better game.

Chris: Yeah, I agree—*Frequency* and *Gitaroo Man* are great fun. It's unfortunate that most gamers won't give the music genre a chance. But the most neglected game of last year has to be Sony's *Ico*. While the short length leaves a lot to be desired, the presentation and concept of the game still give me the chills. Leadin' that blind broad around that deserted castle while avoiding those creepy shadow enemies was tons o' fun. But I suppose it doesn't have enough of the "killing and maiming" that the kids are so into these days. You people and your *Grand Theft Auto III* fixations make me sick.



Crispin: Hey, *GTA3* ain't the only game with killing and maiming. If you want to see some disturbing stuff, check out the PS2 RPG *Shadow Hearts* from developer Sacnoth. It's a morbid, grown-up RPG with a cool story, simple-but-fun battle system and mucho-bizarre enemies—some of the demons like to attack you with their...uh...protuberances. It's definitely an RPG to check out if you thought *Final Fantasy X* was too sugary.

Jon: What, no love for *Sky Odyssey* so far? The fun little flight sim got overshadowed by the PS2 launch hype, but it's a good time if you want something different for not a lot of money. Both the PS1 and Dreamcast have also seen some sweet releases lately: *Castlevania Chronicles* (PS1), *Fatal Fury: Mark of the Wolves* (DC), and I just started *Martian Gothic* (PS1), a neat survival-horror deal that'll only run ya \$10.

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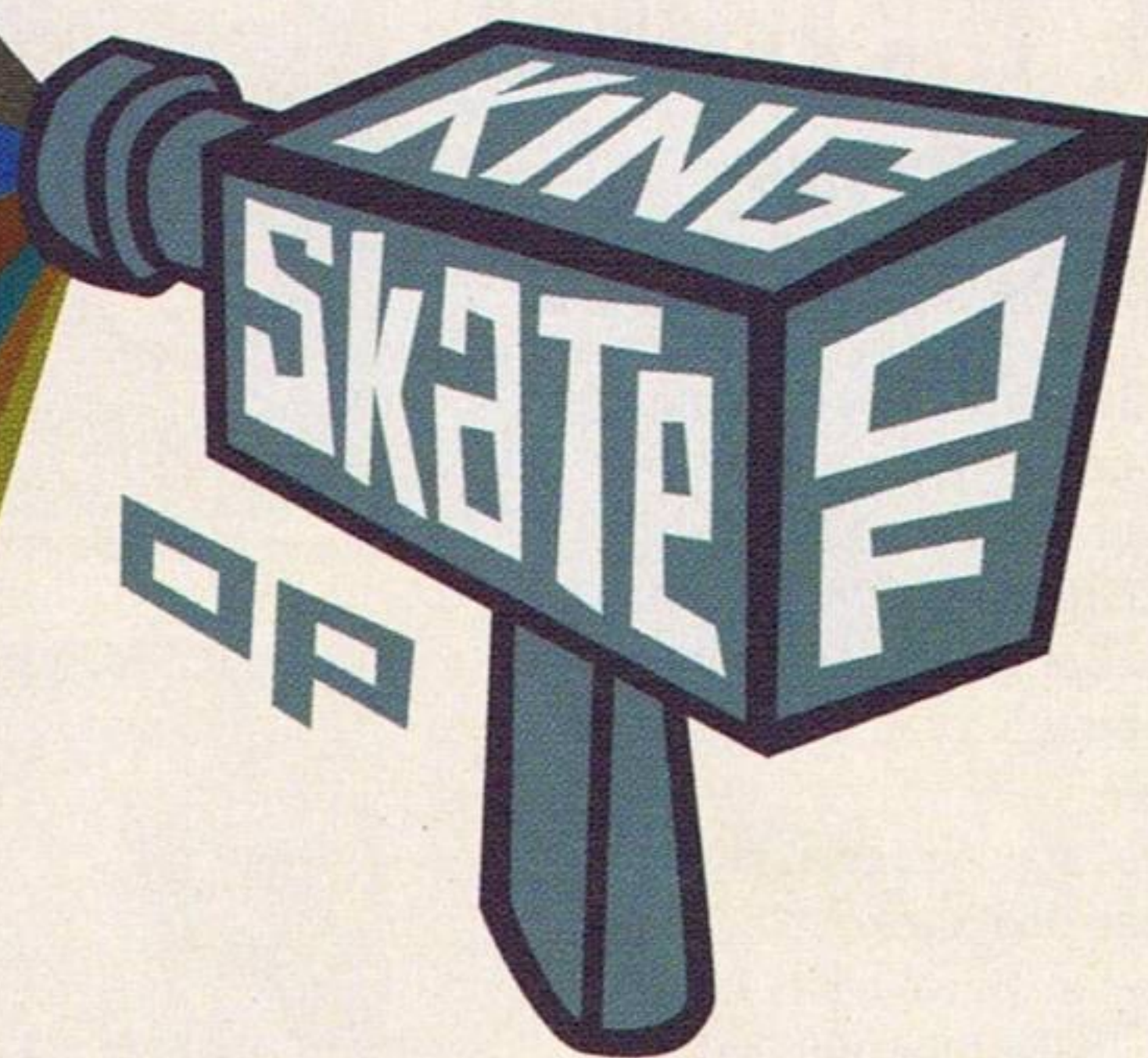
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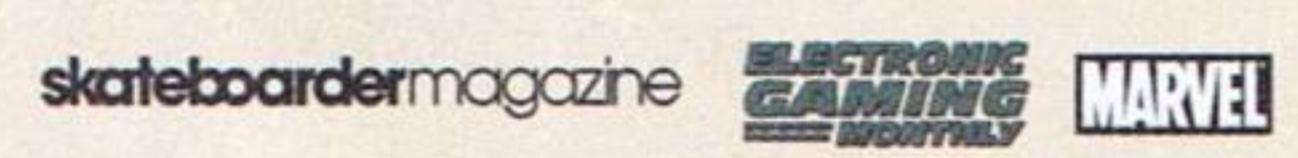
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August 2002 (Issue #157)

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MARIO, METROID

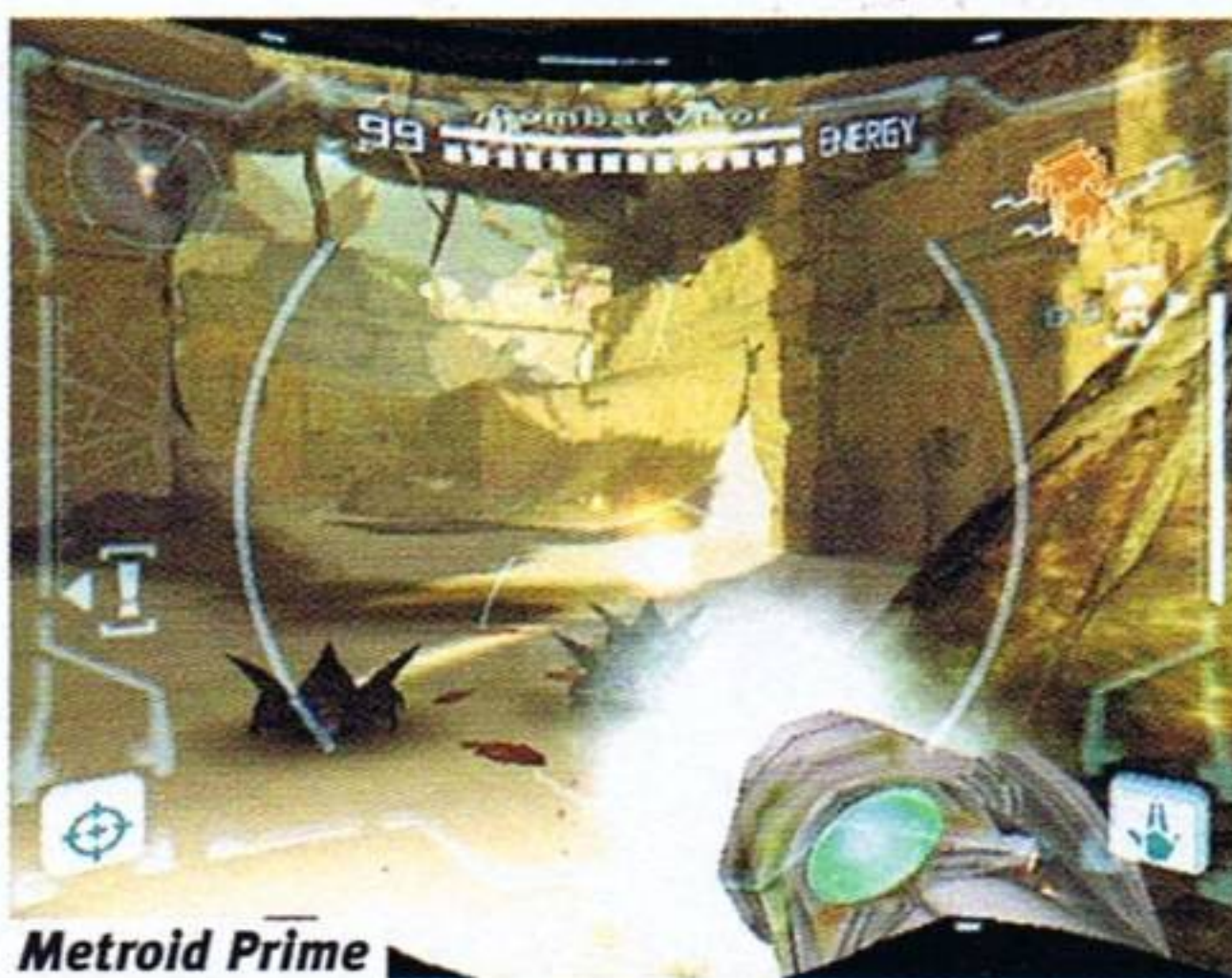
Hands-on with the biggest games of 2002

All the calm in Nintendo's 'Cube right now is in preparation for one hell of a game storm later this year when must-buy titles like *Super Mario Sunshine* and *Metroid Prime* hit store shelves. *EGM* gives you the lowdown on these GameCube titles you just can't live without and more.

Plus: Do you ever stay awake at night wondering how crap like *Superman* (N64), *Bubsy 3D* (PS1) and all those nasty *Army Men* games get the green light for funding? So do we. That's why next month we get the inside story from talented developers who accidentally produce terrible games. Be sure to check it out—it may just help you sleep better at night.



Super Mario Sunshine



Metroid Prime

Reviewed Next Month:

- **Mat Hoffman's Pro BMX 2** (PS2)
- **Test Drive** (Xbox)
- **Eternal Darkness** (GC)
- **Need for Speed: Hot Pursuit 2** (PS2)
- **Buffy the Vampire Slayer** (Xbox)

Previewed Next Month:

- **Resident Evil Zero** (GC)
- **Red Dead Revolver** (PS2)
- **Smuggler's Run: Warzones** (GC)
- **SOCOM: U.S. Navy SEALs** (PS2)
- **NFL 2K3** (PS2, Xbox, GC)
- **NASCAR Thunder 2003** (PS2, Xbox, GC)
- **Panzer Dragoon** (Xbox)

*All editorial content is subject to change.

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July 2002

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Demo Disc Playables

- **Mister Mosquito**
- **Aggressive Inline**
- **Knockout Kings 2002**
- **Tiger Woods PGA Tour 2002**
- **World of Outlaws: Sprint Cars 2002**
- **Star Wars: Jedi Starfighter**
- **Army Men RTS**
- **Fireblade**
- **Sky Gunner**

ONLINE ONSLAUGHT

Next month is *OPM's* "Online Onslaught," where they'll tell you everything you need to know to get your PlayStation 2 online. Also featured: *Final Fantasy XI*, *Everquest* and *SOCOM*.

Videos

- **The Mark of Kri**
- **Woody Woodpecker**
- **Gravity Games Bike: Street, Dirt, Vert.**



SOCOM

GAMENOW

July 2002

On sale June 18

- **Rayman Arena**
- **Resident Evil**
- **Savage Skies**
- **Strategy updates**
- **Codes to go**



Wrestlemania X8

SUMMER STRATEGIES

Next month *GameNOW* serves up a healthy dose of strategy to start your summer right. Never finished *GTA3*? They have package locations. Need help in *Super Mario Advance 2*? You're covered. Think strategy spectacular and you've got the idea. They'll also have another full blowout on *Kingdom Hearts*. Plus, the usual assortment of previews, reviews and letters.



Home Run King



The Italian Job

COMPUTER GAMING WORLD

July 2002

On sale June 4

RAVEN SHIELD



Raven Shield

Tom Clancy's *Raven Shield*, the next game in the acclaimed *Rainbow Six* series, is on the way, and *CGW* has the exclusive scoop! Lock and load, and double-tap those tangos with the world's most badass special-ops sim. Also featured in this issue: *Dungeon Siege*, *The Sims Vacation* and *Star Trek: Elite Force 2*.

Reviews

- **Freedom Force**
- **Jedi Knight 2**
- **Ghost Recon: Desert Siege**
- **Star Trek: Bridge Commander**
- **Warlords: Battle Cry 2**

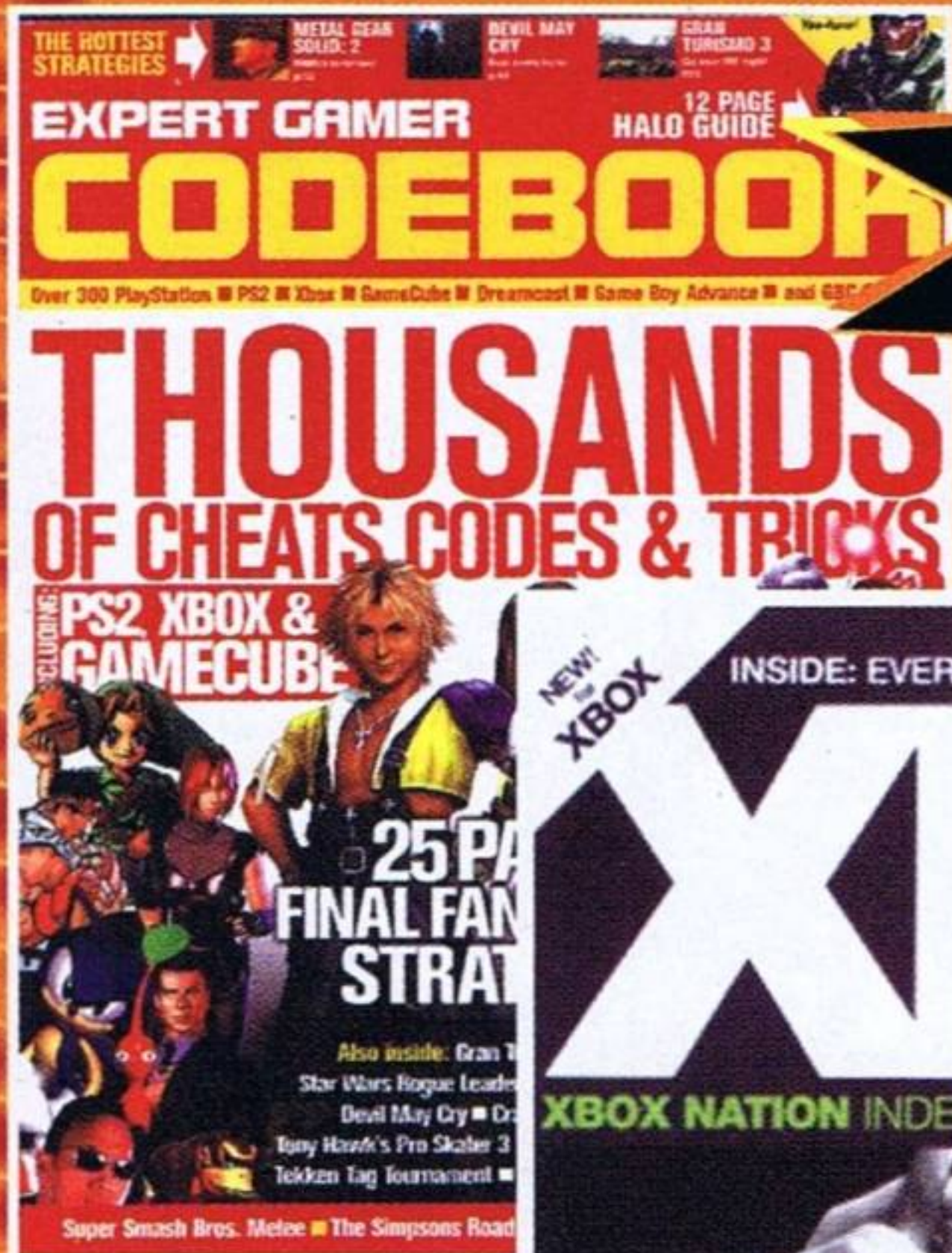
Previews

- **Star Wars: Knights of the Old Republic**
- **C&C Generals**
- **City of Heroes**

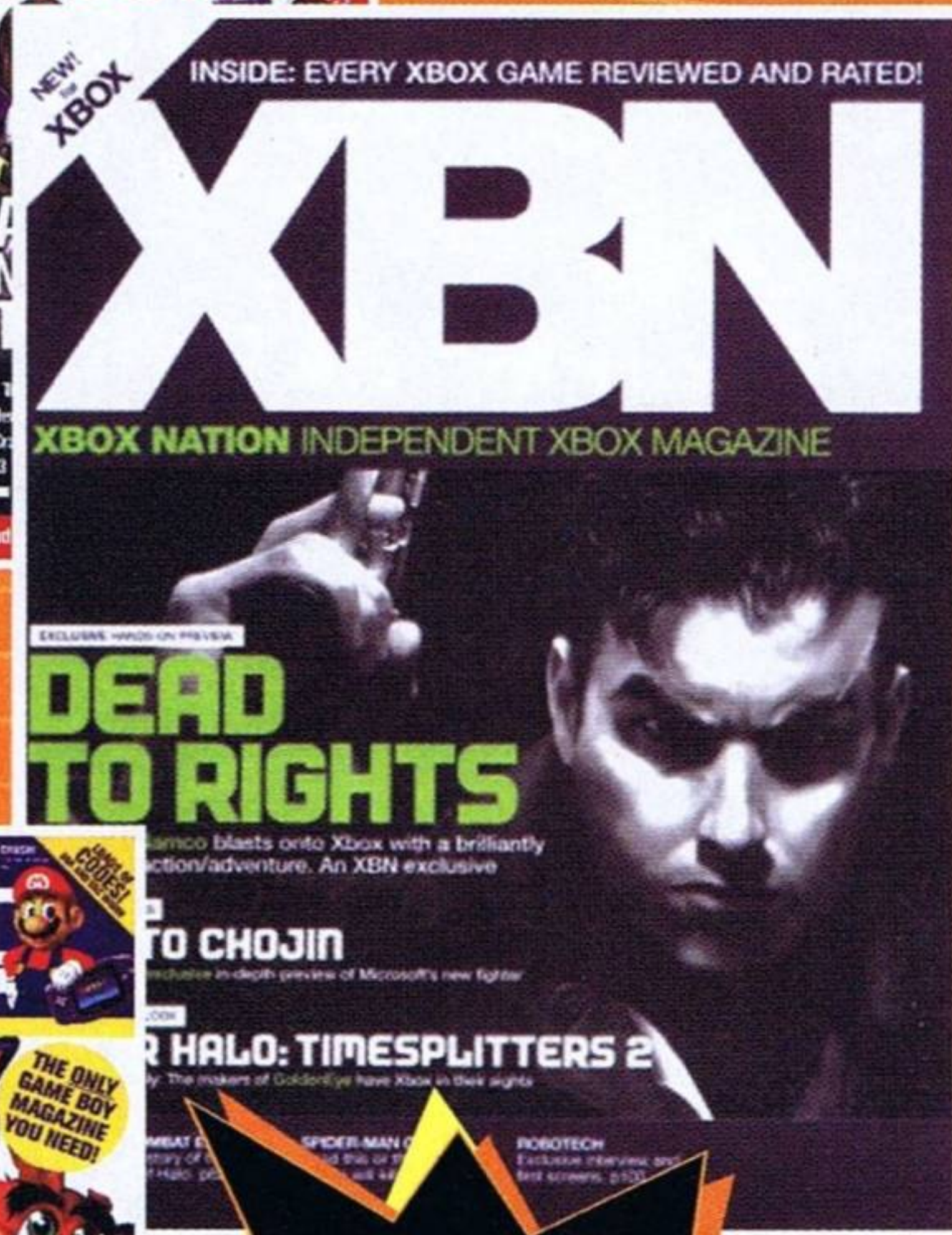


Dungeon Siege

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Answers to pg. 36's Crossword Puzzle

| | | | | | | | | | | | | | | | |
|----|---|----|----|---|----|----|---|----|----|----|----|----|----|---|---|
| 1 | D | R | 5 | I | V | 6 | A | V | 8 | T | 9 | K | 10 | | |
| 11 | R | I | V | A | L | 12 | S | T | A | N | 14 | E | X | | |
| 15 | A | D | 16 | G | M | 17 | S | 18 | L | U | C | A | S | | |
| 19 | I | G | 20 | O | R | 21 | U | 22 | L | A | L | A | 23 | S | F |
| 24 | N | E | S | A | 25 | D | V | A | N | T | A | 26 | G | E | |
| 27 | R | I | N | K | 28 | D | T | S | 29 | O | N | 30 | E | | |
| 31 | W | A | R | T | 32 | G | I | 33 | K | A | | | | | |
| 33 | S | C | I | S | 34 | S | O | 35 | S | 36 | L | U | M | S | |
| 38 | B | E | S | T | I | A | L | 39 | S | E | 40 | I | T | | |
| 41 | R | O | R | T | A | 42 | A | M | 43 | E | N | | | | |
| 44 | F | 45 | A | R | 46 | E | N | C | L | A | V | E | | | |
| 47 | O | 48 | D | D | 49 | S | E | E | 50 | S | N | O | R | E | |
| 51 | R | C | A | S | 52 | B | A | S | S | | | | | | |

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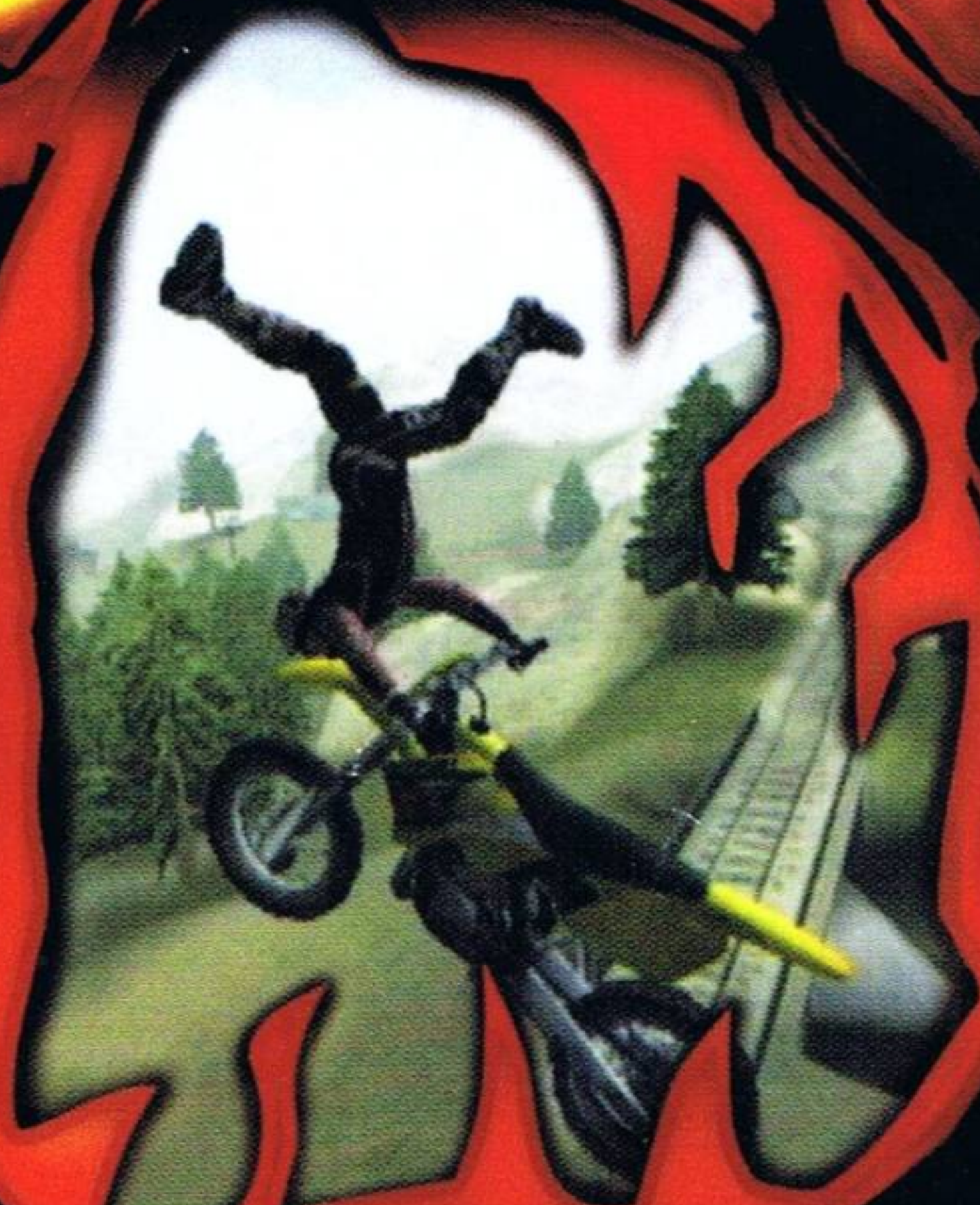




15 RACE TRACKS



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11 MINI GAMES

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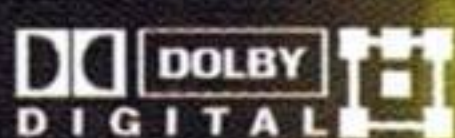


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