IDG.net

EXCLUSIVE!

Sonic Adventure 2 Battle and Sonic Advance

The GameCube GAME BOY ADVANCE Connection!

Why you MUST play this game!

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 2
SONS OF LIBERTY

Read by MORE Than 3.4 Million Gamers Each Month!

GAMEPRO

Issue 160
gamepro.com

World's Largest Multiplatform Gaming Magazine

$5.99 US $7.50 CAN
Subscriber

Reviewed First in GamePro

Harry Potter and the Sorcerer's Stone

- PlayStation
- Game Boy Advance
- Game Boy Color
- Windows 95/98

100+ GAMES INSIDE!

Dead or Alive 3

XBOX

GAME REVIEWS!

- Project Gotham
- Halo • NFL Fever 2002
- Oddworld: Munch's Oddysee
- Maximo: Ghosts to Glory
- Pirates: The Legend of Black Kat
- Star Wars: Obi-Wan • NBA Live 2002
- Return to Castle Wolfenstein

WIN BIG!
GamePro's Holiday Sweepstakes
Win a PS2, Xbox, & GameCube!
Details Inside!

Over 130 Game Cheats!

In-Depth ProStrategy Guides!

TONY HAWK'S PRO SKATER 3

An IDG Communications Publication
PlayStation 2 • GameCube • Xbox • PlayStation • Game Boy Advance • Dreamcast • N64 • PC

SEGA is registered in the U.S. Patent and Trademark Office. Sega, Sega Sports, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of SEGA. © SEGA CORPORATION, 2001 All Rights Reserved. The NBA and individual NBA member team identifications used part without the prior written consent of NBA Properties, Inc. © 2001 NBA Properties, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or

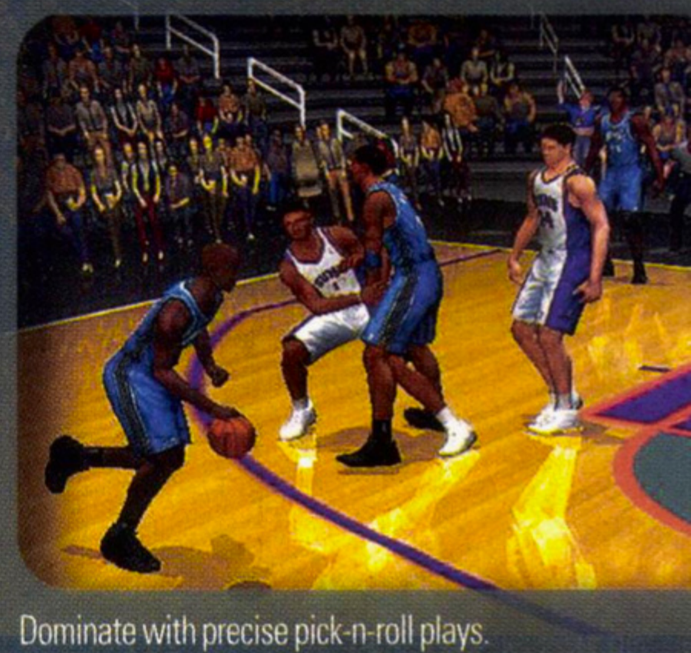
SEGA SPORTS

segasports.com

NBA 2K2

There are worse things than missing the game-winning free throw.

Like having to call your roommate "Daddy" for a week.



Dominate with precise pick-n-roll plays.

Shut down opponents with a variety of zone defenses.

Blow by defenders with crossovers, spins and jukes.

Stun opponents with all-new alley oops and dunks.

PlayStation 2

XBOX

Dreamcast

on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Game screens are from the PlayStation®2 computer entertainment system.

PlayStation

IT'S JUST A

HARMLESS

LITTLE TOY.

1 of 16 collect them all!

➡ YEAH, AND THE BLACK PLAGUE WAS JUST A RASH.

LAUNCH STUFF LIKE →

BOTTLE ROCKETS

FLAMING PUMPKINS

CHERRY BOMBS

*BATTERIES NOT

WRECK 11 NEIGHBORHOOD HANGOUTS LIKE...

1. TREE HOUSE
2. MINI GOLF COURSE
3. YOUR MAMA'S KITCHEN

BATTLE YOUR FRIENDS TOO!

WARNING
THIS IS FUN

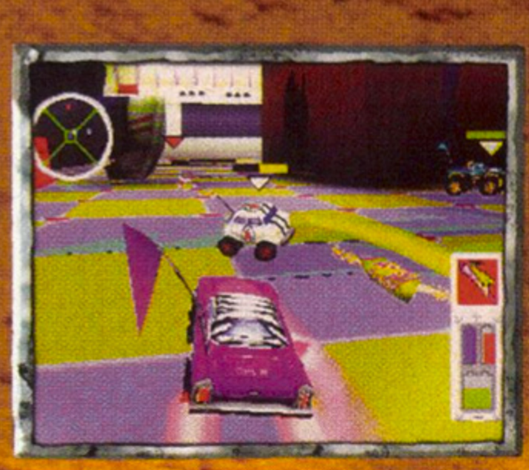
from the makers of TWISTED METAL®
and TWISTED METAL 2

PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc. Product shown above is not an actual product.
Twisted Metal and Twisted Metal: Small Brawl are trademarks of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc.
WWW.SCEA.COM

INCOGINC. entertainment

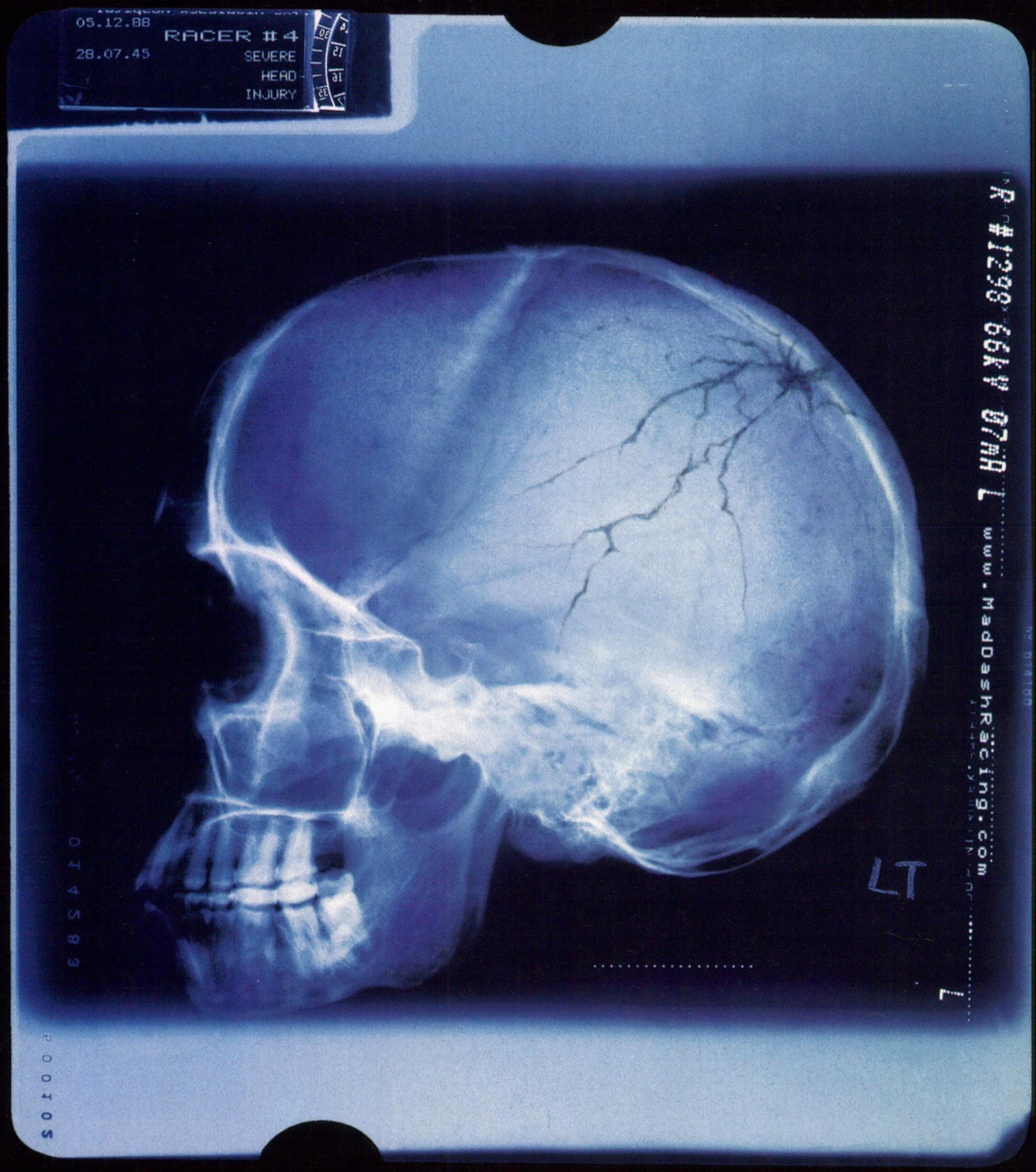
TEEN T
CONTENT RATED BY ESRB

COMIC MISCHIEF
VIOLENCE



TWISTED METAL small brawl

XBOX



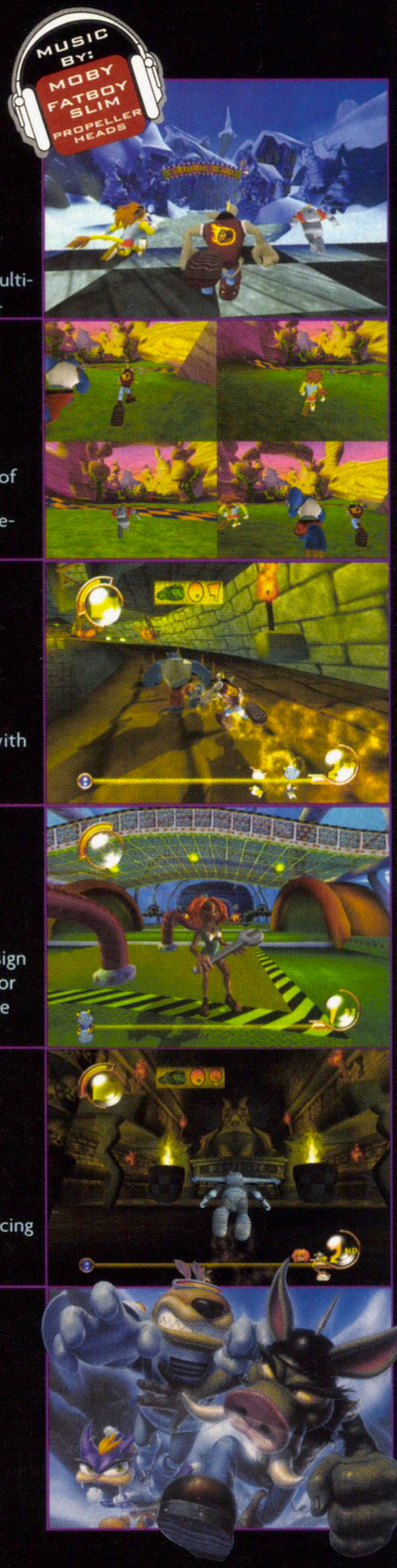
TEEN
T
CONTENT RATED BY ESRB

COMIC MISCHIEF
MILD LANGUAGE
MILD LYRICS

EIDOS INTERACTIVE
GAMES WITH CHARACTER

CRYSTAL DYNAMICS

ONLY ON XBOX



Haul ass in ruthless, multi-player combat racing.

Race a motley crew of characters through treacherous, obstacle-filled terrains.

Thwart opponents with traps, trickery and explosive attacks.

An original game design created exclusively for the Xbox™ video game system.

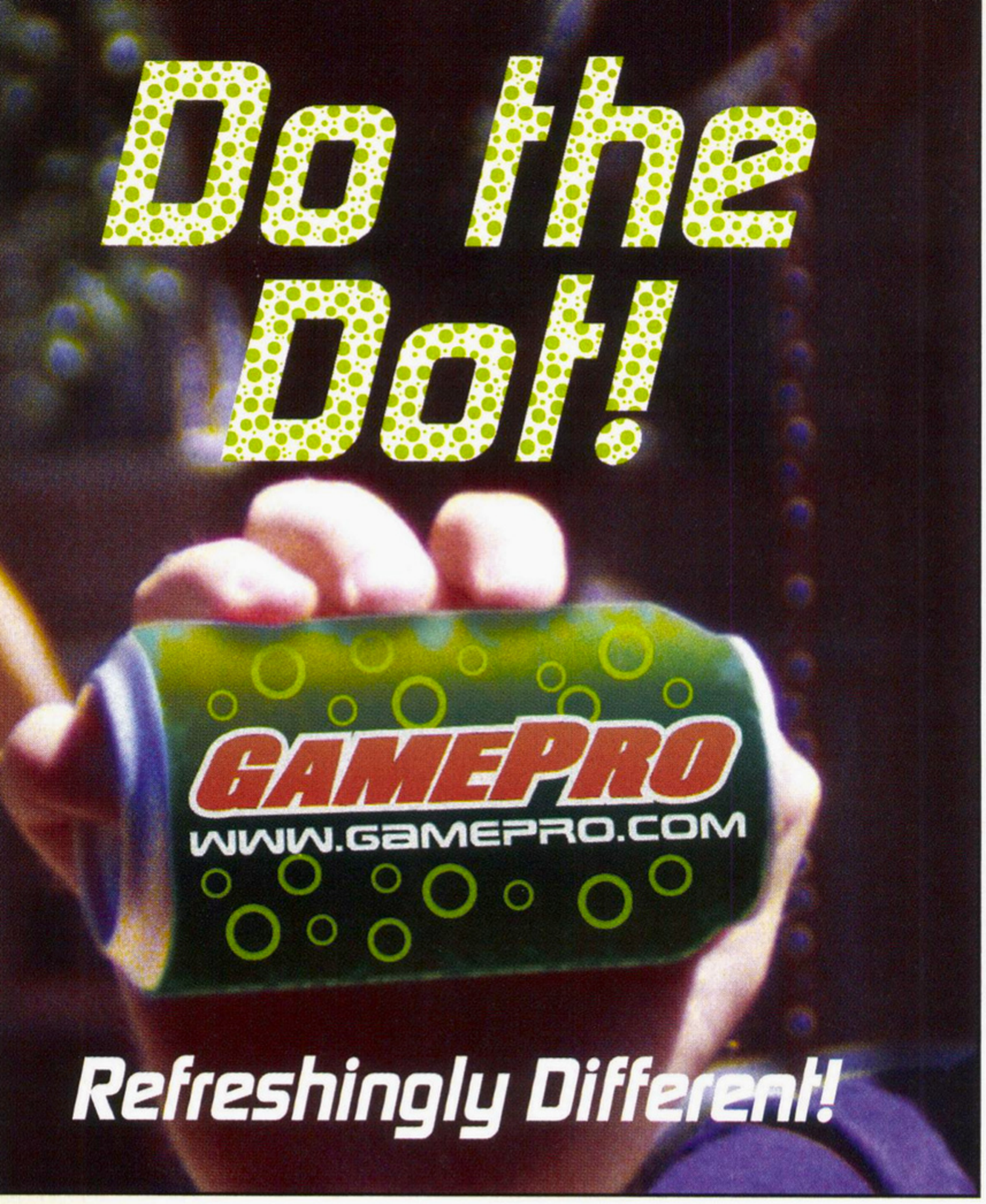
Voted "Best Xbox Racing Game" at E3 2001.
–ign.com

Published by Eidos Interactive. Developed by Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive, Inc. ©2001 Eidos Interactive, Inc. Microsoft, Xbox, and the Xbox logos and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2001 Eidos Interactive, and the Crystal Dynamics logo are registered trademarks of Crystal Dynamics, Inc. Eidos, Eidos Interactive, and the Interactive Digital Software Association. All rights reserved. and are used under license from Microsoft. The ratings icon is a registered trademark of the Mad Dash Racing logo and related characters are all trademarks of Eidos Interactive. Published by Eidos Interactive. Developed by Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive, Inc. ©2001 Eidos Interactive, Inc. Microsoft, Xbox, and the Xbox logos and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2001 Eidos Interactive, and the Crystal Dynamics logo are registered trademarks of Crystal Dynamics, Inc. Eidos, Eidos Interactive, and the Interactive Digital Software Association. All rights reserved. and are used under license from Microsoft. The ratings icon is a registered trademark of Microsoft Corporation in the U.S. and/or other countries and are trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are Mad Dash Racing, the Mad Dash Racing logo and related characters are all trademarks of Eidos Interactive. Published by Eidos Interactive. Developed by Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive, Inc. ©2001 Eidos Interactive, Inc. Microsoft, Xbox, and the Xbox logos and the Crystal Dynamics logo are registered trademarks of Crystal Dynamics, Inc. Eidos, Eidos Interactive, and the Interactive Digital Software Association. All rights reserved. are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are

Whatever it takes to win.

MAD DASH RACING™

www.MadDashRacing.com



GAMEPRO ACTIVE

The Spirit of Giving

Besides enjoying the gifts you receive this holiday season, try giving a gift to your community. There are plenty of ways to extend your benevolence to the neighborhood: donate your time to the Salvation Army (**www.salvationarmy.org**), provide toys to the Toys for Tots program (**www.toysfortots.org**), give blankets to the local Goodwill (**www.goodwill.org**), or volunteer at your local place of worship to feed the hungry. Your generosity is the best gift anyone can receive. Happy holidays!

Liberality will always bring warmth to you and to the community.

VisionTek

GamePro PCs are powered by VisionTek™ graphics, featuring the GeForce3™GPU.

nVIDIA.

GAMEPRO®

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

www.gamepro.com

Publisher	John F. Rousseau
Director of Editorial and Creative Services	Francis Mao
Editor-in-Chief	Wes Nihei
Associate Publisher, National Sales	Doug Faust
Assistant Managing Editor	Jennifer Cotton
Senior Editors	Mike Weigand, Paul Curthoys, Dan Amrich
Associate Editors	Lindsay Young, Jay Turner
Assistant Editor	Frank Parisi
Copy Editor	Jessica Dryden-Cook
Editorial Interns	Calvin G. Chan, Ed Distel, Joe McNeilly
Senior Designer	Katrin Auch
Designer	Mike Kim
Design Interns	Kathy Praisner, Collette Davies
Staff Photographer	Michele Thomas
Senior Production Manager	Shelly Reimer
Assistant Production Manager	Michele Thomas
Production Coordinator	Ryan Meith
Senior Editor, GamePro.com	Wataru Maruyama
Associate Editor	Sean Molloy
Product Manager, GamePro.com	Craig Eastman
Web Developer/Programmer	Paul Warner
Online Producer	Julie Ramirez
Online Production Interns	Dominic Nguyen, Erena Shimoda

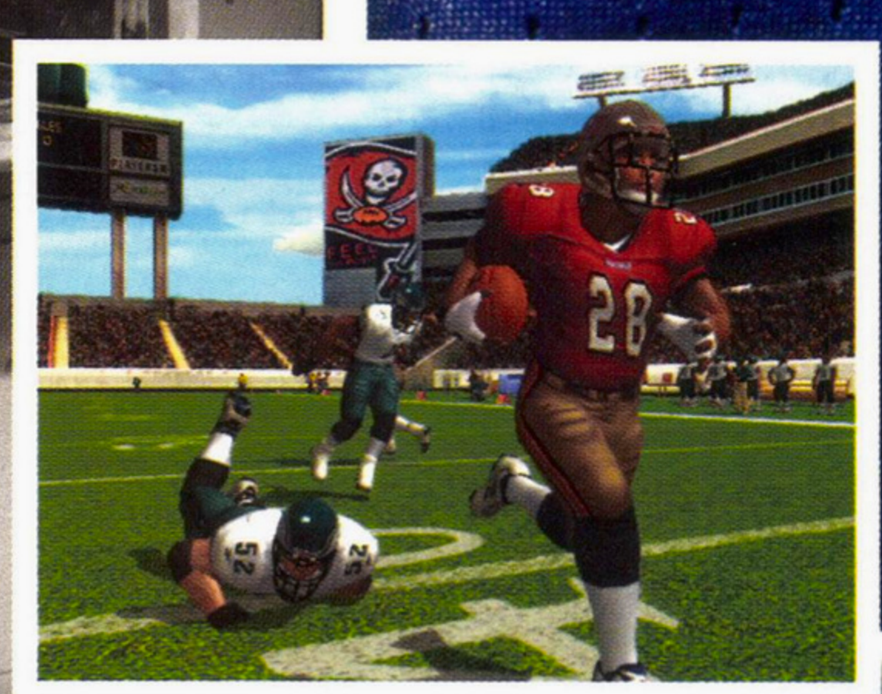
IDG
GAMES MEDIA GROUP

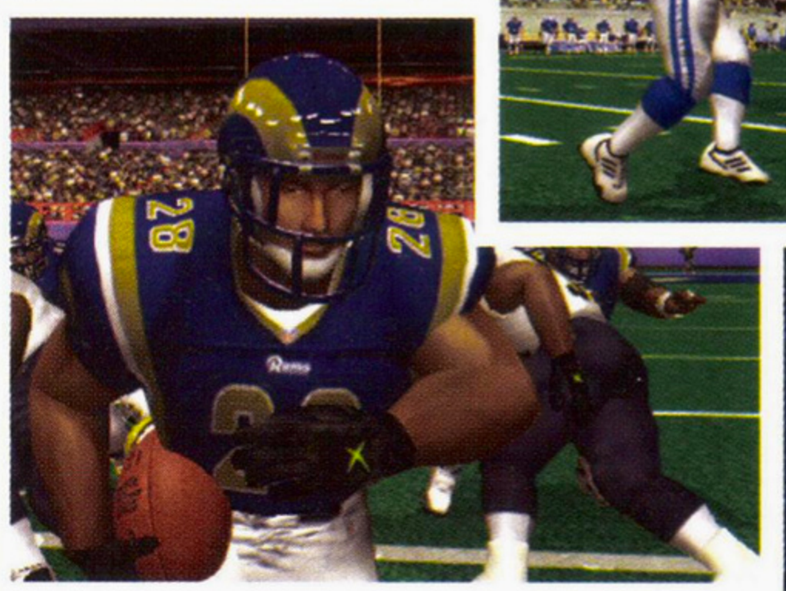
President and CEO	John F. Rousseau
Director of Administration/ Human Resources Specialist	Kristin A. Shackelford
Executive Assistant to the President	Janice Fairlee
Senior Vice President	Francis Mao
Vice President	Wes Nihei
Vice President	Doug Faust
Controller	Jeff Spitzer
Staff Accountant	Susan Bell
Manufacturing Director	Herb Linden
Vice President, Circulation	Barry Service
Single Copy Sales Director	Lynn Mueting
Senior Manager of Circulation Operations	Natale Russo
Circulation Promotion Manager	Stephanie Taylor
Newsstand Associate	Alex Guzman
Circulation Coordinator	Rosemary Brownson
Vice President, Marketing and Strategic Sales	Craig D. Lee
Marketing Manager	Sherry Pedrin
Marketing Intern	Spencer Quan
Information Systems Manager	Chris Sipe
PC Support Specialist	Eng Lim
Founder, GamePro magazine	Patrick J. Ferrell

Entire contents copyright 2002 by IDG Communications, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs, and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO®, DVDPRO®, and NETPRO® names and logos are Registered Trademarks of IDG Communications, Inc. Nintendo, Nintendo 64, Game Boy, Game Boy Color, Game Boy Advance, GameCube, and the 3-D "N" logo are Trademarks of Nintendo of America, Inc. Sega, Dreamcast, and the Dreamcast logo are either Registered Trademarks or Trademarks of Sega Enterprises, Ltd. PlayStation, PlayStation 2, PS one, and the PlayStation logo are Registered Trademarks of Sony Computer Entertainment Inc. The Xbox name and logo are either Trademarks or Registered Trademarks of Microsoft Corporation. All other trademarks are the property of their respective owners. All products and the characters contained therein are owned by the respective trademark and copyright owners. *GamePro* does not claim any copyright in the screen shots herein. Copyright in all screen shots contained within this publication are owned by their respective companies. All materials listed in this guide are subject to change and the publisher assumes no responsibility for such changes. Printed in the U.S.A.

For subscription problems only, please write: P.O. Box 37579, Boone, IA 50037-0579, or call: 415/974-7447.

ABC membership applied for





This is your day: You get up, you go to work, someone makes fun of your momma, you tear an ACL, you hear trade rumors, you go home. This isn't playing the NFL—this is playing in the NFL. The graphics, the camera angles, the intensity, the trophy case. Have a good night, Mr. Manning. See you tomorrow.

nflfever2002.com

EVERYONE E CONTENT RATED BY ESRB

XBOX

ONLY ON XBOX

PLAYERS INC

NFL NFL 2002 FEVER

It's a living.

© 2001 Microsoft Corporation. All rights reserved. Microsoft, Xbox, and the Xbox logos are registered trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2001 PLAYERS INC. Team names and logos are trademarks of the teams indicated. All other NFL related marks are trademarks of the National Football League.

WWW.XBOX.COM

XBOX

MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT, HAS BEEN MYSTERIOUSLY CLOSED DOWN BY THE IRON-FISTED **CHIEF O'LEARY**.

NAYA AND HER SNOWBOARDING COUNTERPARTS LEAD A RESISTANCE, LOOKING TO UNCOVER THE CONSPIRACY.

© 2001 THQ Inc. Radical Entertainment and its logo are trademarks of Radical Entertainment Ltd. Dark Summit, THQ and the respective logos are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Language

RADICAL ENTERTAINMENT™

COMING SOON ON

NINTENDO GAMECUBE

XBOX

NAYA HAS OTHER IDEAS. SHE KNOWS SOMETHING BIG IS GOING ON UP THERE AND MUST ESCAPE THE SKI PATROL.

BUT THAT'S NOT THE HALF OF IT. NAYA ALSO HAS TO FIND ALL THE UNASSEMBLED BOMB PARTS AND FIRE THE **ARTILLERY CANNON** TO START AN **AVALANCHE.**

SHE HAS HER WORK CUT OUT FOR HER IF SHE HOPES TO UNLOCK THE MYSTERIES ATOP THE SUMMIT.

DARK SUMMIT

IT'S NOT WHAT IT SEEMS.

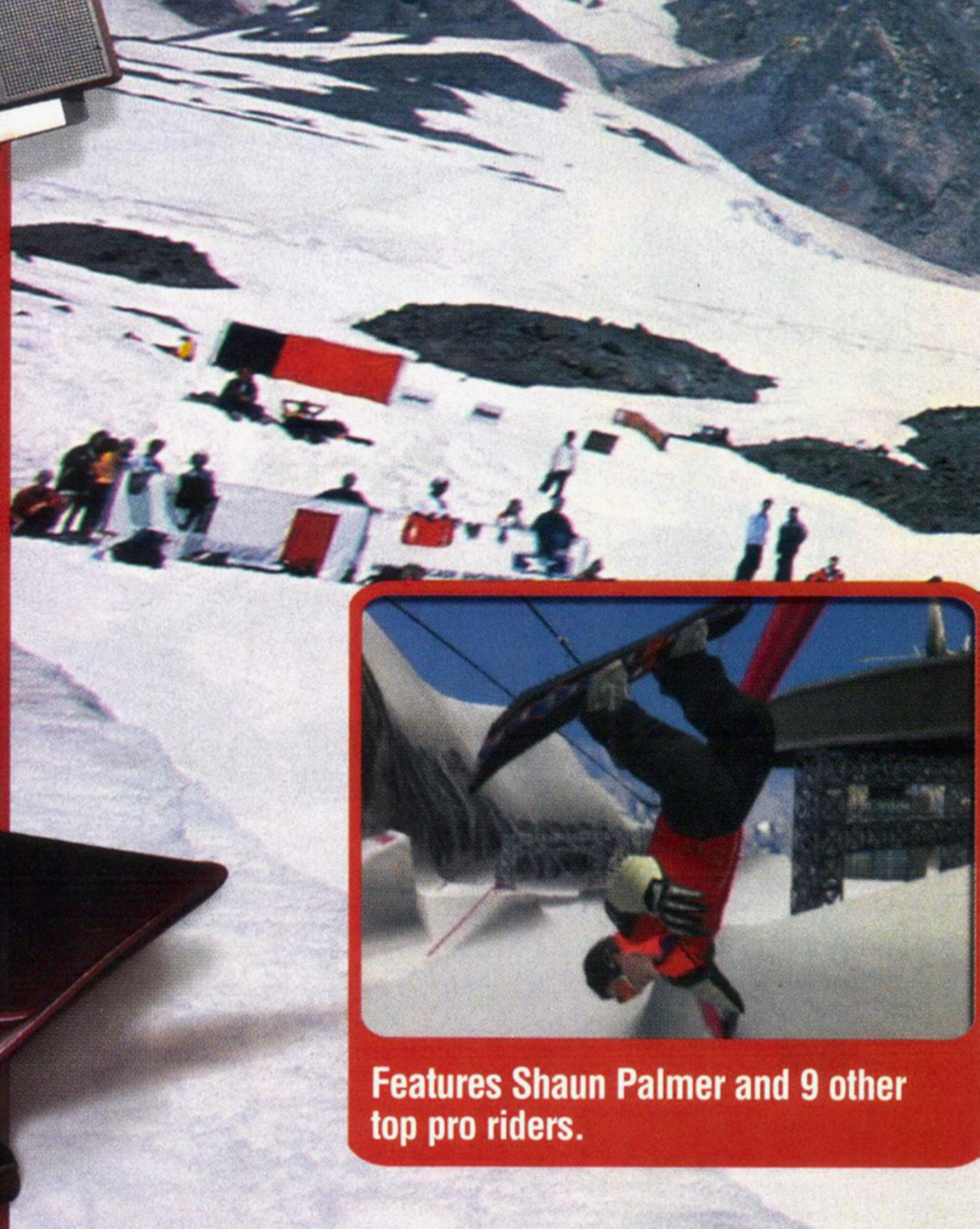
www.darksummit.net

PlayStation®2

THQ™

www.thq.com

TH
RIDE
LIKE



Features Shaun Palmer and 9 other top pro riders.

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

PlayStation 2

GAME BOY COLOR

GAME BOY ADVANCE

I.T.L IMAGINATIVE TECHNOLOGY LAND

natsume

© 2001 Activision, Inc. and its affiliates. All rights reserved. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision O2, Shaun Palmer's Pro Snowboarder and Pro Snowboarder are trademarks of Activision, Inc. and its affiliates. Shaun Palmer is a trademark of Shaun Palmer. Developed for the Playstation 2 computer entertainment system by DearSoft Co., Ltd. Game Boy Color version developed by I.T.L. and Game Boy Advance version developed by Natsume. Licensed by Sony Computer Entertainment America for use with the PlayStation 2 computer entertainment system. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Licensed by Nintendo. Game Boy Color and Game Boy Advance are trademarks of Nintendo. © 1989, 1998, and 2001 Nintendo of America Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

THINK YOU CAN RIDE LIKE ME?

SHAUN PALMER'S PRO SNOWBOARDER™

Trick off anything in 8 real world destinations.

Force your opponent off the screen in the all new PUSH mode.

Real boards, real riders, real mountains, real attitude.

You'll need everything you've got to keep up. I own 6 Winter X-Games gold medals and I'm not slowing down anytime soon. Session with me and some of the best pro riders including Tara Dakides, Shaun White, Ross Powers, and others as you drop into 8 levels based on real world-class resorts. With an insane trick style game-play, this video game is the ultimate snowboarding challenge. Pull the sickest tricks off anything in sight, defy gravity using hundreds of realistic moves, and link combos to access epic new terrain. Still think you can ride like me? Well step up or step off.

Soundtrack includes songs by Static-X, Papa Roach and Alien Ant Farm.

ACTIVISION O2
SPORTS REVOLUTION

ACTIVISIONO2.COM

A WARRIOR WORTH A THOUSAND!

DYNASTY WARRIORS 3 Xtreme Legends™

- BATTLEFIELD ACTION with over 20 intense Stages and 40 playable Warriors!
- Brand new 2-PLAYER Versus and Cooperative Modes!
- Even more bone-crushing moves, and improved MUSOU Attacks!
- Control your bodyguards with squad-level commands!
- First in the series -- massive ELEPHANT TROOPS!

TEEN
T
CONTENT RATED BY ESRB

Mild Language
Violence

Dynasty Warriors 3 is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2001 KOEI Co., Ltd. All rights reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

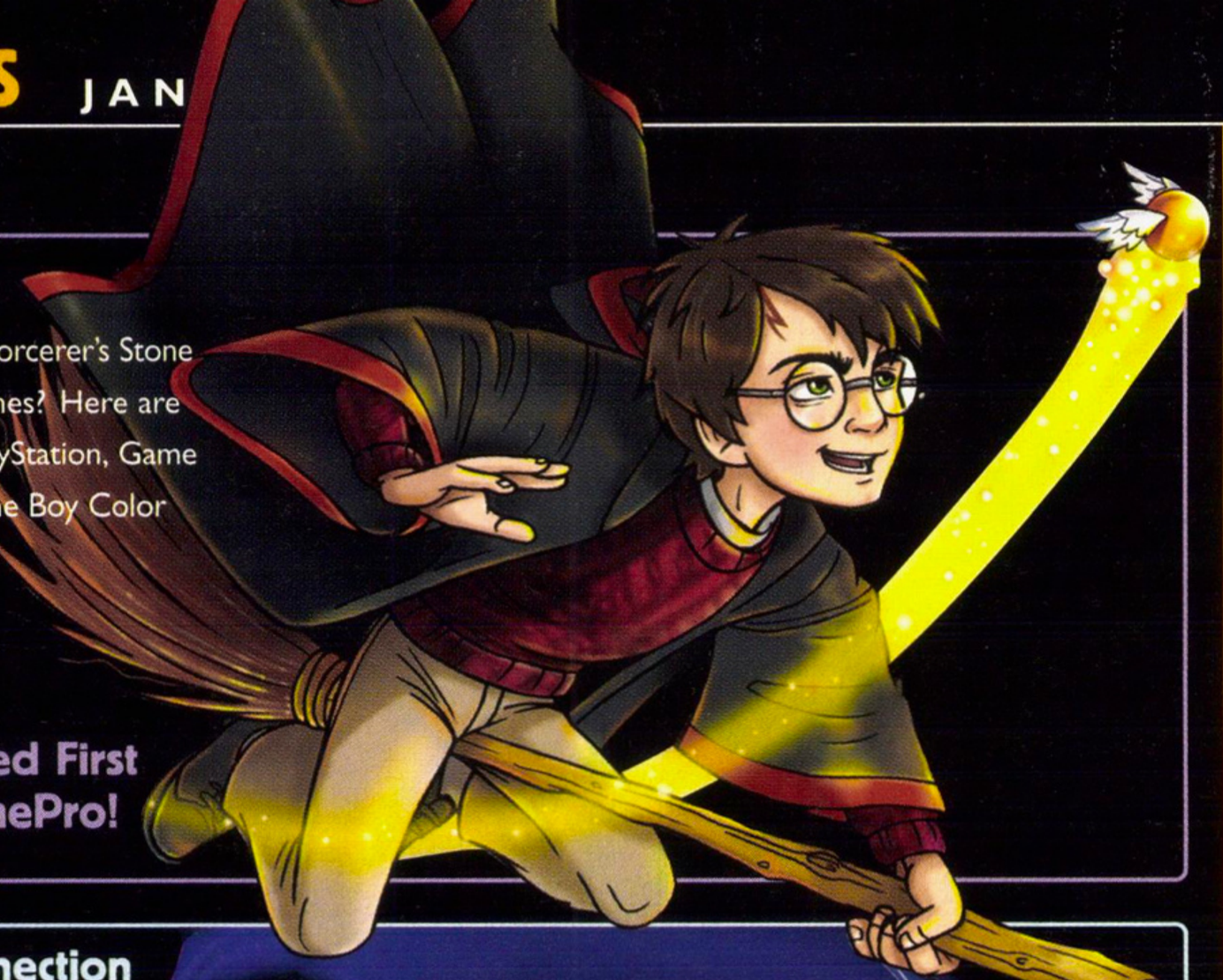
PlayStation®2

KOEI®

www.koeigames.com

CONTENTS JAN

FEATURES



44 Spell Check

Can Harry Potter and the Sorcerer's Stone cast its magic on video games? Here are exclusive reviews of the PlayStation, Game Boy Advance, PC, and Game Boy Color versions of the game.

Reviewed First in GamePro!

48 The Sonic Connection

Sonic Adventure 2 Battle for the GameCube and Sonic Advance for the Game Boy Advance have more in common than the world's fastest hedgehog. Find out what the connection is here.

GAMEPRO EXCLUSIVE!

PROSTRATEGY SECTION

PROSTRATEGY GUIDE

140 **Tony Hawk's Pro Skater 3 (PS2, GameCube)**
Let's get rollin' with Tony Hawk. This guide will help you complete the goals for eight levels, learn special tricks for 14 skaters, find the S-K-A-T-E letters, uncover the tapes, and more.

THE FIGHTER'S EDGE

152 **Capcom vs. SNK 2 (PlayStation 2)**
When two of the greatest fighting game franchises clash, you'd best be prepared! Here are a bunch of combos and special moves for six of the game's standout fighters.

CODE VAULT

160 With these codes you can do special stuff with The Simpsons: The Complete First Season (DVD), NASCAR Heat 2002 (PlayStation 2), Silent Hill 2 (PlayStation 2), NFL Blitz 20-02 (Game Boy Advance), and more!

Cover art courtesy of Electronic Arts

Game Finder

Agent Under Fire 96
Aladdin 164
Antz 162
Arctic Thunder 162
Baldur's Gate: Dark Alliance 136
Barbarian 81
Big Trouble in Little China 166
Boong-Ga Boong-Ga 63
Buffy the Vampire Slayer 76
Bug Busters 62
Burnout 100
Capcom vs. SNK 2 152
CART Fury Championship Racing 164
Circus Maximus: Chariot Wars 74
Club Kart European Session 63
Columns Crown 65
Crash Bandicoot: The Wrath of Cortex 96
Dead or Alive 3 110
Doom 64
Dragon Warrior VII 136
Eternal Darkness: Sanity's Requiem 76
FIFA 2002 126
Frequency 100
Fuzion Frenzy 118
Giants: Citizen Kabuto 100
Golden Tee 2002 63
Gothic 54
Gradius Galaxies 65
Halo 108
Harry Potter and the Sorcerer's Stone (GBA) 46
Harry Potter and the Sorcerer's Stone (GBC) 47
Harry Potter and the Sorcerer's Stone (PC) 47
Harry Potter and the Sorcerer's Stone (PlayStation) 45
High Heat Major League Baseball 2003 134
Jonny Moseley Mad Trix 78
Kelly Slater's Pro Surfer 80
Knockout Kings 2002 135
The Lion King: Simba's Mighty Adventure 166
Madden NFL 2002 126
Martial Masters 62
Mat Hoffman's Pro BMX 2 73
Maximo: Ghosts to Glory 74
Max Payne 78
Mech Platoon 65
Medal of Honor Frontline 70
Mega Man X6 80
Men In Black: The Series 162
Metal Gear Solid 2: Sons of Liberty 86
Monkey Ball 63
Monster Rancher Advance 64
NASCAR Heat 2002 (PS2) 160
NASCAR Heat 2002 (Xbox) 130
NASCAR Thunder 2002 130
NBA 2K2 128
NBA Live 2002 (PS2) 122
NBA Live 2002 (Xbox) 135
NFL Blitz 20-02 162
NFL Fever 2002 124
No One Lives Forever 81
Oddworld: Munch's Oddysee 112
Pac-Man Collection 161
Pac-Man World 2 80
PaRappa the Rapper 2 78
Phalanx 65
Pirates: The Legend of Black Kat 73
Portal Runner 162
Project Eden 98
Project Gotham: World Street Racer 116
Ready 2 Rumble Boxing: Round 2 164
Return to Castle Wolfenstein 56
Run Like Hell 81
Sega GT 2002 76
Shaun Palmer's Pro Snowboarder 103
Shenmue II 34
Shrek 118
Silent Hill 2 160

CONTINUED ▶

U.F.O. LIGHT

ALIEN TECHNOLOGY
OF A BRIGHTER KIND

GAME BOY ADVANCE

WIN COOL STUFF
AT NYKO.COM

INCLUDES 3 GLOWING SAUCERS AND FLASHING PORT LIGHTS

EXTREME nYko GAMING

U.F.O. LIGHT™ AND NYKO© ARE TRADEMARKS OF NYKO TECHNOLOGIES, INC. GAME BOY© ADVANCE IS A TRADEMARK OF NINTENDO.

CONTENTS JANUARY 2002

SNEAK PREVIEWS & PROREVIEWS

70 Sneak Previews

Medal of Honor Frontline (PlayStation 2), Star Fox Adventures: Dinosaur Planet (GameCube), Star Wars: Obi-Wan (Xbox), Mat Hoffman's Pro BMX 2 (PlayStation 2), Pirates: The Legend of Black Kat (PlayStation 2), and more!

86 PlayStation 2 ProReviews **104** GameCube ProReviews **108** Xbox ProReviews

PC GAMEPRO

54 You're called to battle a ruthless king and orcs in Gothic, Nazi zombies in Return to Castle Wolfenstein, bad guys in Soldier of Fortune II, and… the opposite sex in The Sims Hot Date Expansion Pack.

Gothic! Page 54.

HOT AT THE ARCADES

62 You thought the arcades were dead? This year's AMOA arcade show gives them a fighting chance with Tekken 4, Virtua Fighter 4, and… Bug Busters!

Tekken 4! Page 62.

GAME BOY ADVANCES

64 Your battles are cute with Monster Rancher Advance and Spyro: Season of Ice (both for the Game Boy Advance), but that doesn't mean they're boring!

Monster Rancher Advance! Page 64.

SPORTS PAGES

122 Get competitive with NBA Live 2002 (PS2) and NBA 2K2 (Dreamcast); NFL Fever 2002 (Xbox) and Madden NFL 2002 (GameCube); NASCAR Thunder 2002 (Xbox) and NASCAR Heat 2002 (Xbox).

NBA Live 2002! Page 122.

ROLE-PLAYER'S REALM

136 Baldur's Gate: Dark Alliance (PS2) places you in a fantasy world fraught with combat and intrigue. Dragon Warrior VII (PlayStation) revives classic RPG gameplay and story-telling with old-school graphics.

Baldur's Gate: Dark Alliance! Page 136.

DEPARTMENTS

22 Editor's Letter
The Xbox rocks!

22 HEAD2HEAD
Final Fantasy's future

24 ART ATTACK!
Let's get visual!

26 BUYERS BEWARE
How to replace a damaged Game Boy Advance screen

34 PRONews
Sega's Shenmue shocker

84 PlaySmart
Which games are suited for mature audiences?

Game Finder (continued)

Silent Hill 2: Restless Dreams 116
Silent Scope EX 63
The Sims Hot Date Expansion Pack ...54
The Simpsons:
The Complete First Season 160
Smuggler's Run 2: Hostile Territory ...98
Snoopy Tennis 166
Soldier of Fortune II: Double Helix 56
Sonic Advance 48
Sonic Adventure 2 Battle 48
Soul Reaver 2 88
Spider-Man 164
Splashdown 94
Spyro: Season of Ice 64
SSX Tricky (GameCube) 104
SSX Tricky (PS2) 92
Star Fox Adventures: Dinosaur Planet ...72
Star Wars: Obi-Wan 72
Star Wars Starfighter:
Special Edition 118
Tekken 4 63
Tennis 2K2 128
Tony Hawk's Pro Skater 2 164
Tony Hawk's Pro Skater 3 140
TransWorld Surf 114
Tsurugi: Blade of Honor 62
Vampire Night 103
Virtua Fighter 4 63
Virtua Golf 62
Virtua Tennis 2 62
WaveRunner GP 62
World Series Baseball 62
WWF SmackDown: Just Bring It 90

What's On GAMEPRO WWW.GAMEPRO.COM

Games

Go to GamePro.com for reviews and previews of all the hottest games for the PlayStation 2, Xbox, PlayStation, PC, and more. Enter contests to win awesome prizes, find the latest cheats, print out strategies, and chat with a different *GamePro* everyday.

This Month

- **Super Smash Bros. Melee (GameCube)**
- **Eternal Darkness (GameCube)**
- **Jet Set Radio Future (Xbox)**
- **Virtua Fighter 4 (PS2)**

Entertainment

Check out the entertainment channel for reviews of newly released movies, comics, anime, toys, and all the latest DVDs. Be sure to check out New Comics Day every Friday.

This Month

- **Movies—*Fellowship of the Ring***
- **Movies—*Ali***
- **Movies—*Ocean's 11***
- **Comics—*Batman Dark Knight Strikes Back***

THE ONE MIND-BENDING FILM THAT SET THE STANDARD FOR ALL THAT FOLLOWED.

"Without *Tron*, there would be no '*Toy Story*'."
— John Lasseter, Director

Over Five Hours Of Incredible Bonus Material Including:

- "The Making Of *Tron*"— All-new, extensive documentary, including new interviews
- Deleted Scenes with all-new introductions by Bruce Boxleitner
- Production Photo Gallery — All-encompassing gallery, including never-before-seen photos
- Audio Commentary with Steven Lisberger, Donald Kushner, Harrison Ellenshaw and Richard Taylor
- 3-D Animated Menus that put you in the world of *Tron*
- Storyboards showcasing early work on Light Cycles
- Storyboard-To-Film Comparisons
- Dolby Digital 5.1 Surround Sound
- THX-Certified — Includes THX Optimizer
- Widescreen (2.20:1) — Enhanced For 16x9 Televisions
- Spanish and French Subtitles

WALT DISNEY PICTURES Presents "TRON" A LISBERGER-KUSHNER PRODUCTION
Starring JEFF BRIDGES BRUCE BOXLEITNER DAVID WARNER CINDY MORGAN and BARNARD HUGHES Executive Producer RON MILLER
Music by WENDY CARLOS Songs by JOURNEY Screenplay by STEVEN LISBERGER Story by STEVEN LISBERGER and BONNIE MACBIRD
Produced by DONALD KUSHNER Directed by STEVEN LISBERGER

Read the Ballantine Book

Original Motion Picture Soundtrack Available Wherever Music Is Sold.

Visit disneydvd.com

Reactivated On Disney DVD And Video January 15.

PG PARENTAL GUIDANCE SUGGESTED
SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN
Bonus Material Not Rated
CC
Distributed by Buena Vista Home Entertainment, Inc., Burbank, CA 91521. © Disney Enterprises, Inc.
Disney DVD

Tetris® is back.

If you loved it then, you'll love it even more now.

EVERYONE

E

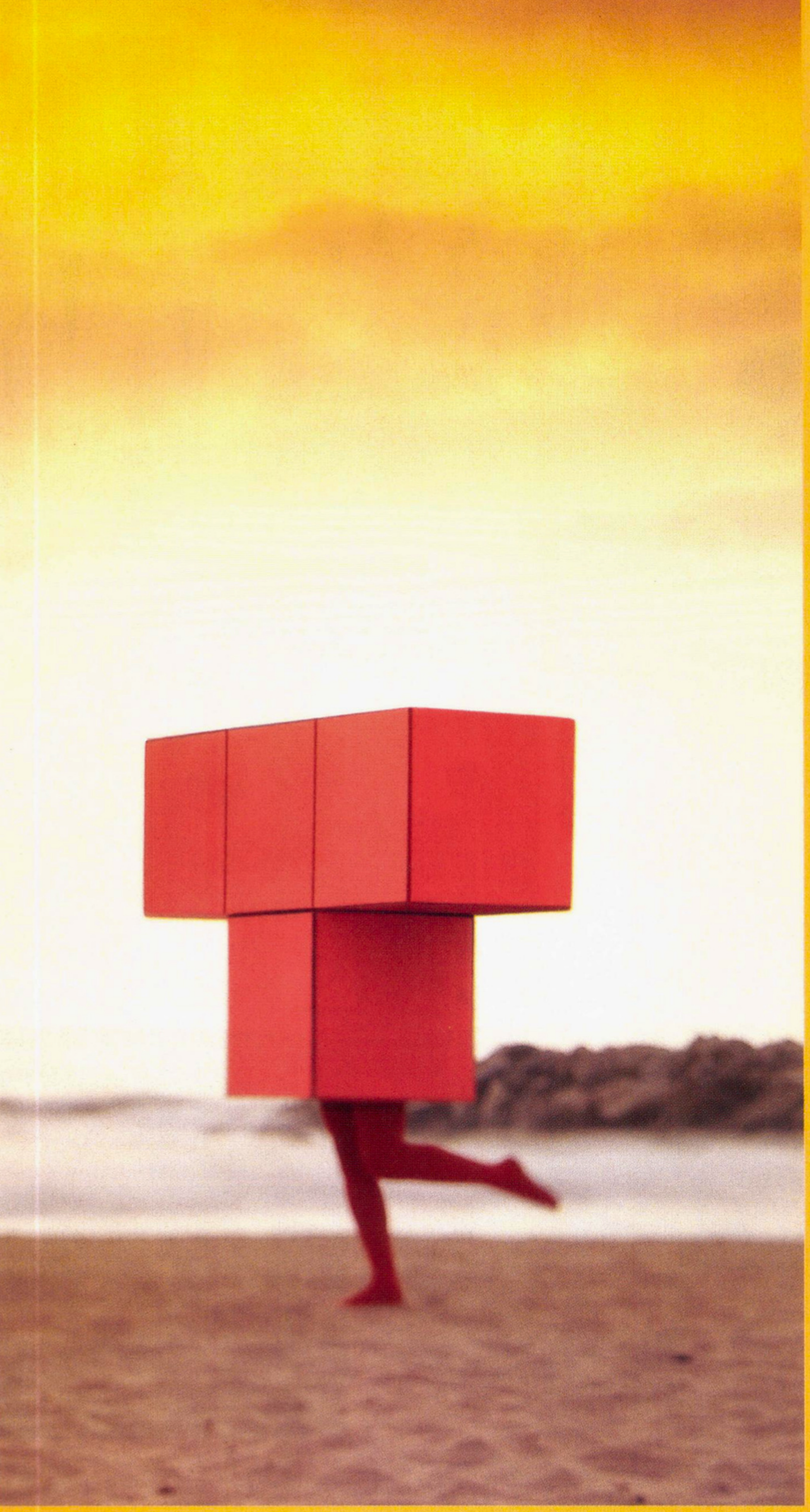
CONTENT RATED BY ESRB

Visit www.esrb.org or call **1-800-771-3772** for more info.

GAME BOY ADVANCE

PlayStation®2

Tetris®; © Elorg 1987. Tetris Worlds™; © Elorg 2001. Cover Painting and Tetris Worlds Logo by Roger Dean; Cover Painting © Roger Dean 2001. Tetris Worlds Logo © The Tetris Company 2001. All Rights Reserved. Developed by Blue Planet Software and/or registered trademarks of THQ Inc. All rights reserved. TM, ® and Game Boy Advance are trademarks of Nintendo. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc.

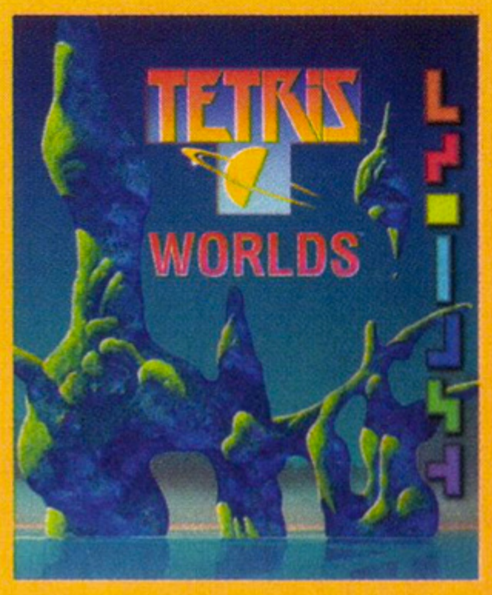


TETRIS WORLDS™

- Exciting challenges await you with 6 variations of Tetris in Story Mode and Arcade Mode, including the all new Hot-Line Tetris, Cascade Tetris and Fusion Tetris.

- Lush 3D worlds evolve and animate as a reward for clearing lines and reaching goals. See what each world is meant to look like.

- Enjoy Tetris Worlds together when up to four people play to see who is the best.
(Two players only on Game Boy®Advance)



Deceptively simple, completely addictive.

WINDOWS®95/98 PC CD ROM WINDOWS®ME

AUTHENTIC TETRIS GAME™

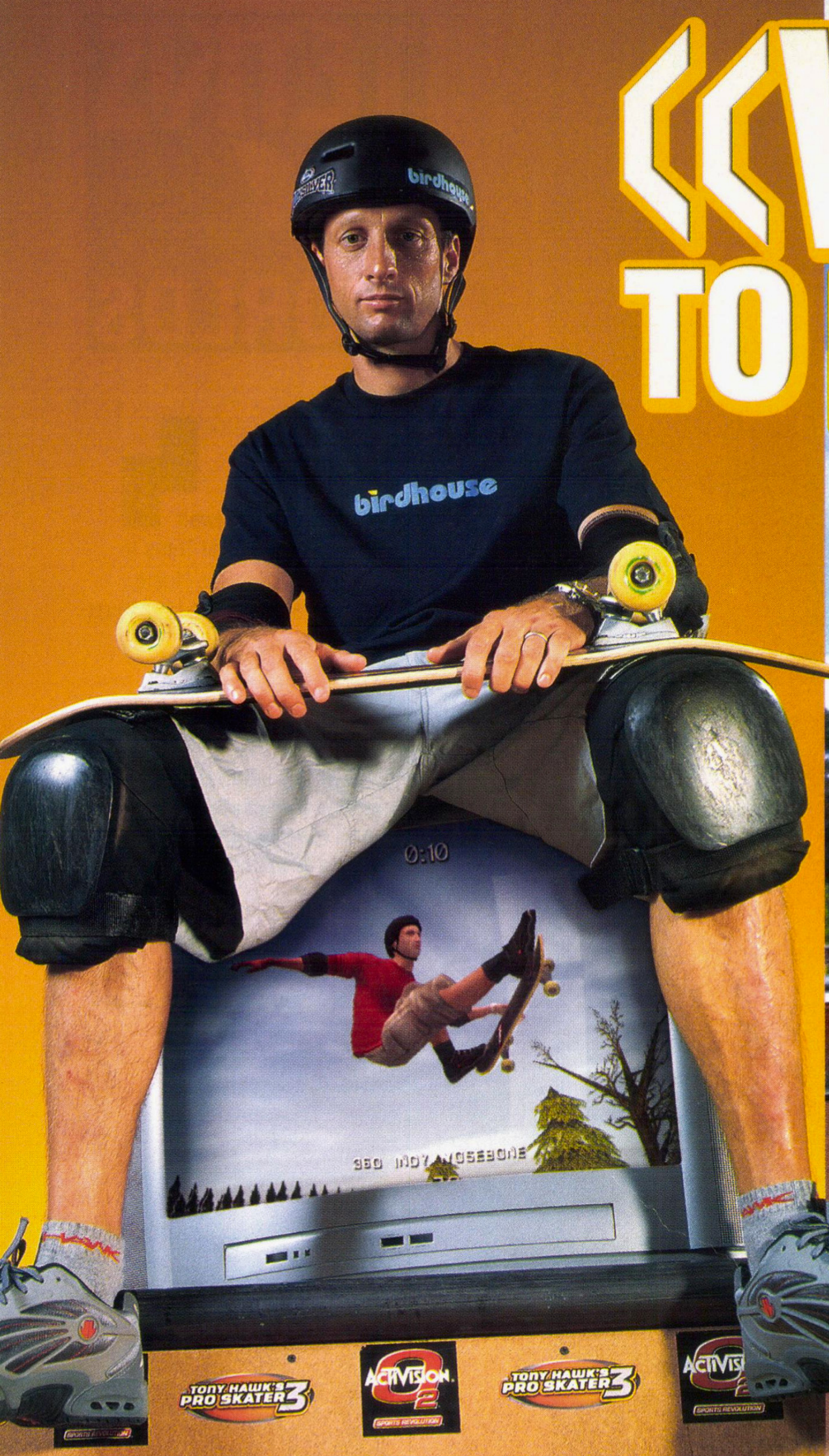
www.tetris.com
www.tetrisworlds.com

Blue Planet Software and its logo are trademarks of Blue Planet Software, Inc. Sublicensed to THQ Inc. THQ and the THQ logo are trademarks

THQ™

www.thq.com

WELC
TO MY W



Tony like you've never seen him befo

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

Compatible with the PlayStation® game console and compatible with the PlayStation®2 computer entertainment system.

GAME BOY COLOR

NINTENDO GAMECUBE

NEVERSOFT

© 1999-2001 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision O2, Tony Hawk's Pro Skater and Pro Skater are trademarks of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. PlayStation 2 and GameCube versions developed by Neversoft Entertainment, Inc., Playstation version developed by Shaba Games, LLC, and Game Boy Color version developed by HotGen Studios Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. ™, ®, Game Boy Color and Nintendo GameCube logo are trademarks of Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

OME ORLD

TONY HAWK'S PRO SKATER 3™

All new flatland tricks like Caspers, the Primo, and the Handstand Manual.

Skate with friends in all new online play.

Massive Living Levels include interactive pedestrians, traffic, and other skaters.

Enter the ultimate skater's world. Weave through traffic, avoid annoying pedestrians and cause natural disasters as you shred through 8 massive living levels in the ultimate skating challenge. Skate as the legendary Tony Hawk... or create your own legend with the improved Create-a-Skater feature where you can choose from hundreds of looks. Master new tricks using the same tight THPS2 controls and check your skills by taking it online against your friends across town or around the globe. Welcome to my world.

Featuring songs by Alien Ant Farm, Motorhead, and Ozomatli.
Sountrack available on Maverick Records.

ACTIVISION O2

SPORTS REVOLUTION

ACTIVISIONO2.COM

Editor's Letter

The Xbox Rocks!

Happy New Year and hallelujah! Microsoft came through! As the GamePros prepare to rock and roll into 2002, there's at least one resolution we all plan to keep: We're gonna score some Xbox games.

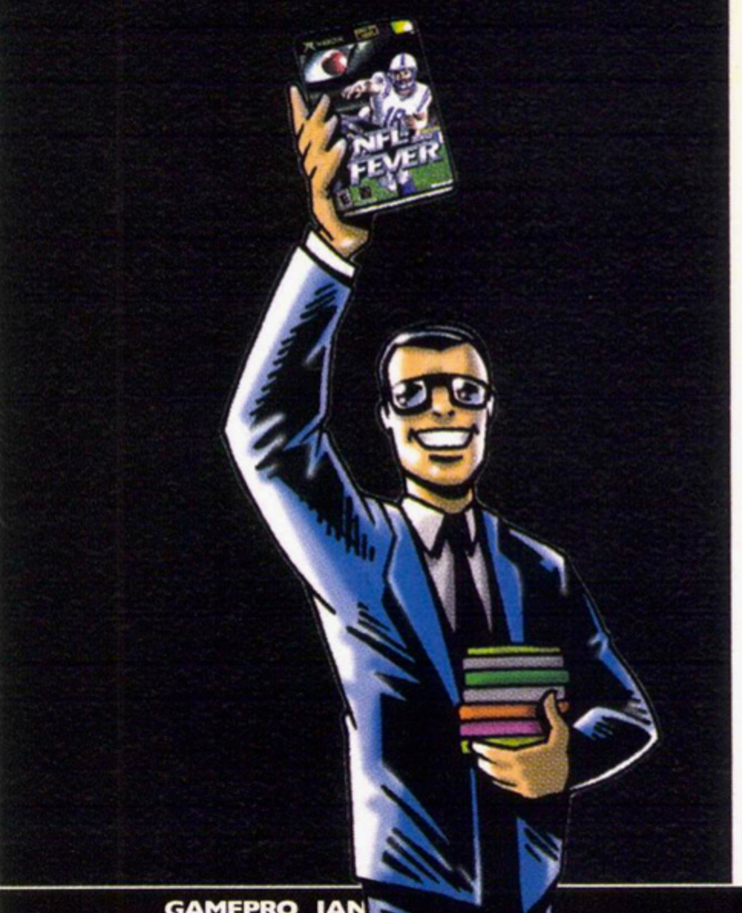
Sure, the bean counters are still tallying up receipts from the Xbox launch, but whatever that is, it's time to roll out the old mantra: "It's all about the games." And Microsoft's Xbox games are very good.

This issue, Halo, Oddworld: Munch's Oddysee, NFL Fever 2002, Project Gotham, and Fuzion Frenzy all showed up for a beating by the GamePros. And they all represented.

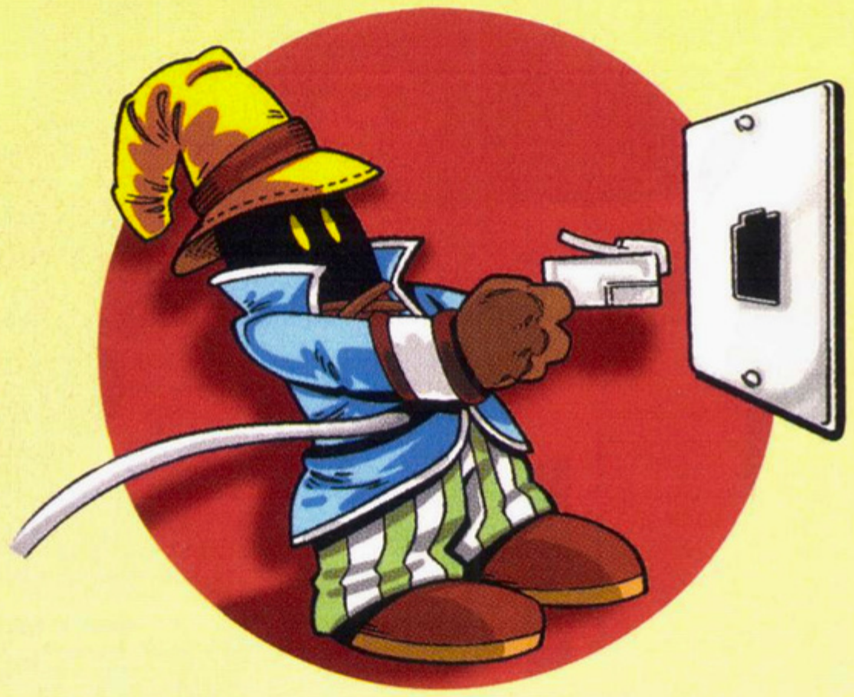
Halo explodes with an amazing science-fiction adventure. Munch's Oddysee zaps fans back into its familiar sci-fi fantasy in grand style. NFL Fever and Project Gotham are impressively crafted takes on familiar game genres (football and racing respectively) that show that Microsoft is serious about listening to what gamers want. And Fuzion Frenzy? It's an instant party.

Microsoft—whose new motto might be "We try harder!"—even took a stab at satisfying the demanding *GamePro* editors by delivering several Xbox review units in time to examine games for the holiday issues. That may sound like a no-brainer to all of you (and it really is), but that extra effort may serve as a wake-up call to other video game companies who should know better. They certainly opened some eyes at *GamePro*.

The GamePros
San Francisco, CA
letters@gamepro.com



HEAD2HEAD



Future Fantasies

There have been rumors that the Final Fantasy series might come to the Xbox and the GameCube. That would kick ass. Is it true?

▶ **Thuan Nguyen–Via Internet**

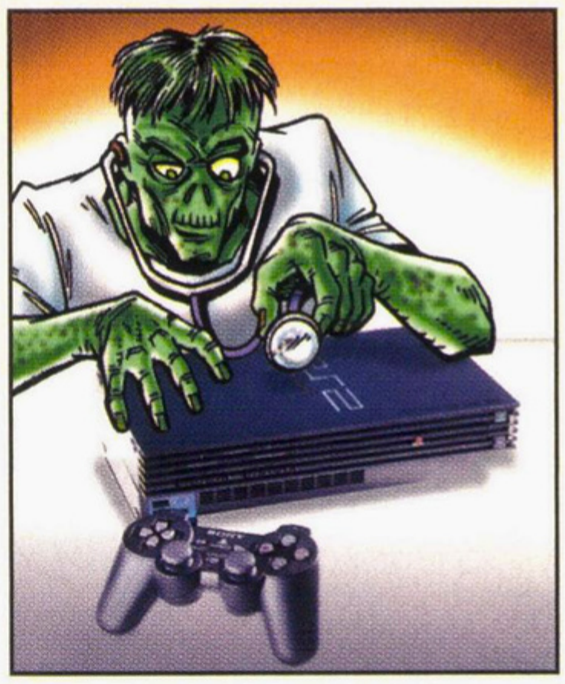
Anything's possible, but nothing's been announced. The rumors come from SquareSoft's desire to see Final Fantasy XI, the company's first online RPG, be as successful as possible. Why limit the audience to just PlayStation 2 owners if you can get GameCube and Xbox players involved as well—or even PC folks for that matter? More platforms means more players, which means more success for an ambitious project. So while Square has suggested that it would like to see the game go multiplatform, it's far from a done deal. If and when this comes to pass, you know we'll give you the full scoop.

Outbreak!

I heard on TV about the recent attacks of computer viruses like Code Red and Nimda, so when the PS2 goes online, will the viruses infect my PS2? I don't want a virus that will look like Resident Evil's Nemesis or Venom from Spider-Man to enter my PS2 and say, "This game is my new kingdom." Will the console companies use viruses to attack their competitors? For instance, Microsoft's Xbox could send one called "Billy The Gaming King and Buyer" to destroy the PS2, while Nintendo would send a Wario-like virus to attack the PS2 and Xbox.

▶ **Hécot Bonds–Arroyo, Puerto Rico**

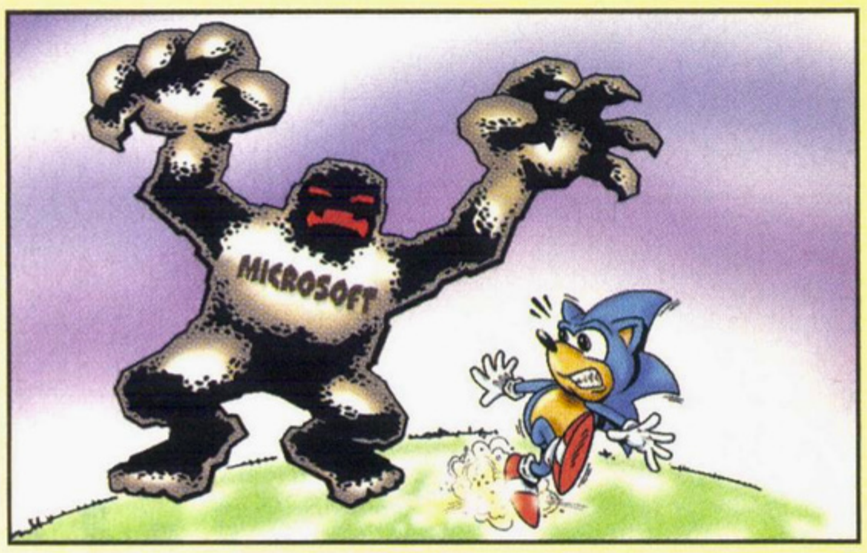
You've got one heck of an imagination there, Hécot, but there's probably no cause for alarm. The viruses you describe don't affect every computer out there, just specific ones running specific software. Unless someone comes up with a virus to specifically attack, say, PS2 memory cards or the Xbox hard drive, you won't have anything to worry about. But you can keep being paranoid if you want, because it's kind of amusing.



The Spy Who Confused Me

Recently, my friend and I came up with a conspiracy: We think that Microsoft shut down the Dreamcast. Firstly, the Dreamcast is compatible with Microsoft Windows CE. This gave Microsoft a foothold inside Sega. Sure, it might have been a handy business deal, but it could also have been so that if Sega became too powerful, Microsoft would have an opening to buy them out. Heck, if the tabloids are true, they buy out lots of people. Maybe Microsoft just decided to kill off Sega! Also, there is the matter of Jet Grind Radio Future. That was a Sega game then WOOSH! It's coming to the Xbox. And they plan on making Sonic games for the Xbox. Is this a generous offer from Sega…or a command from Microsoft? We both think that Microsoft was being very strategic about getting copyrights and control over the Sega corporation and the game licenses that came along with it. So what's your opinion? Think about it.

▶ **VRchimp and The Gup, two gamers being chased by Microsoft–no return address**



Wow…if you're right, this could be bigger than that whole "The Virtual Boy was sabotaged by the other colors of the rainbow" conspiracy we've been covering up. Or, you know, you could be way, way off the deep end. Sonic's coming to the GameCube, not the Xbox… Microsoft owns no Sega copyrights…and Sega's not dead. If it weren't for the fact that most of your facts are incorrect, why, you might just be on to something….

Bael, Meet VRchimp and The Gup

What's with all the hype about the Xbox? Is it just because it's more powerful than any other system? In my opinion, Bill Gates is the Antichrist! I try to tell people this at school, but I just get called an idiot. Is there anyone on the *GamePro* staff that shares my beliefs?

▶ **Bael Davar–Via Internet**

Um, no, because we don't take the console wars personally. Did Bill Gates steal your lunch money or something? If you don't want to buy his company's machine, then don't—but personal attacks hardly seem rational. And you wonder why people call you names….

Illustrations: Francis Mao

©2001 Sony Computer Entertainment America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

WWW.JAKANDDAXTER.COM

Old, Old Old-School

Ooh, you hooligans! So young, so naïve! Why, back in my day, we didn't have these fancy-schmancy electronic hodiggles. We were pleased with "kick the kid with one shoe." I had to walk to school uphill both ways! Your magazine promotes a whole generation of video game slackers! HA!

▶ **Cranky Old Grandpa–Dana Point, CA**
P.S. Luigi rules!

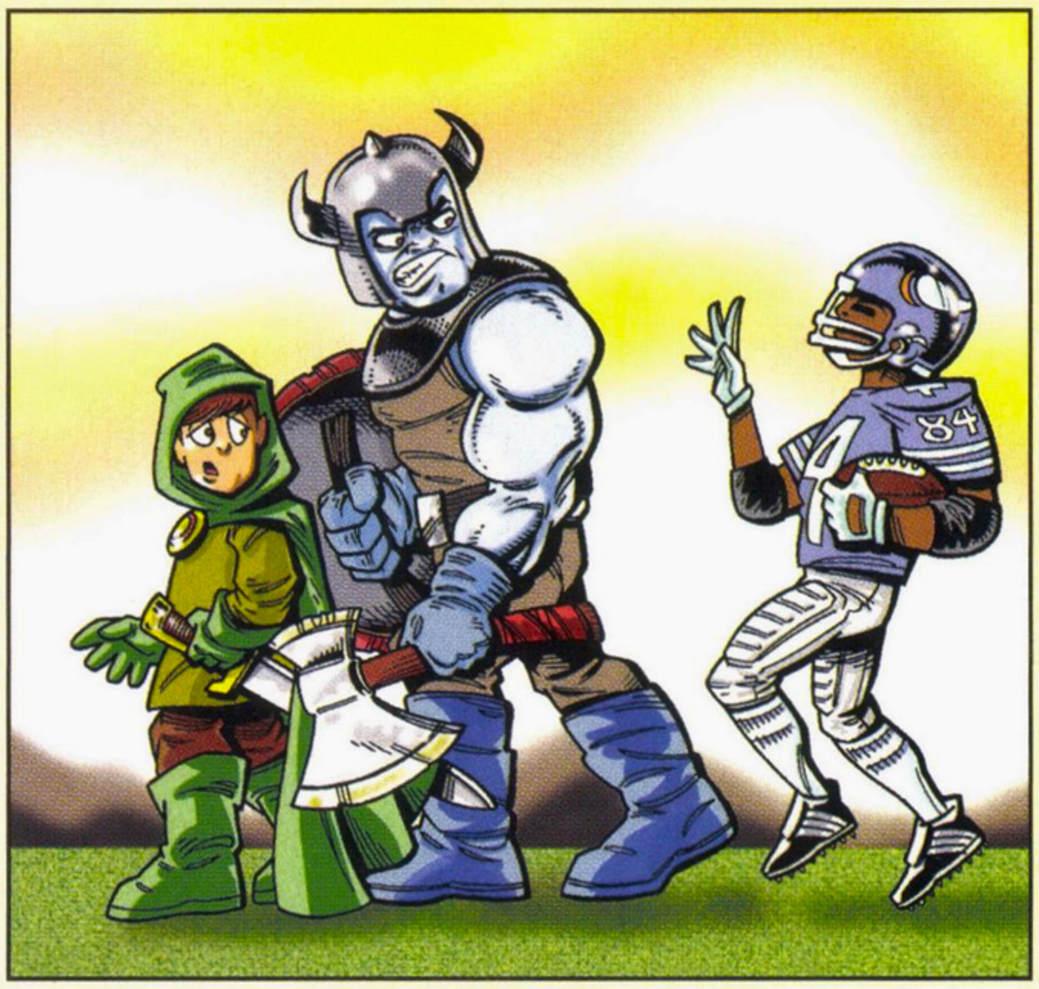
Back in your day, gramps, video games were called "books." Before you take your fourth nap of the day, answer us this: What the hell is a hodiggle?

Role With the Punches

I have one question, and I know only you can answer it. An RPG is traditionally a game in which you gain levels and experience points when you battle monsters. Grandia II and Phantasy Star Online are good examples. But since RPG stands for role-playing games, doesn't that mean that all games are RPGs? In Starlancer, you play the role of a rookie pilot, and in NFL 2K2, you play the role of a quarterback or a receiver in a football game.

▶ **Chris Borgen–Camarillo, CA**

These are all old wounds that you're opening up and pouring salt on, Chris, but let's suffer through anyway. Technically, sure—any video game is a role-playing game in that you assume the role of a character on the screen. Still, don't expect Randy Moss to show up in Role-Player's Realm any time soon. Our core definition for an RPG is close to yours, though we generally delete the bit about monsters and insert a linear quest structure instead. However, that definition gets questioned with every new game. Is an action-oriented, medieval fantasy game like Diablo II an RPG? What about The Legend of Zelda: Majora's Mask? How about Pokémon—there's a linear quest and experience gained there, right? Just because it doesn't use the traditional structure doesn't mean it's not an RPG, and vice versa—new ideas are cropping up all the time. The more hybrids that designers create, the harder it is to draw that line between RPG and non-RPG. So we draw it one game at a time.



Got a strange urge to communicate with the *GamePro* editors? E-mail them at **"editor's name"@gamepro.com**!

four-eyed_dragon
danelektro
major_mike
miss_spell
brobuzz
pongsifu
dr.zombie
star_dingo
airhendrix
tokyo_drifter
iron_monkey
dunjin_master
dpad_destroyer

For more letters, go to gamepro.com!

Tell Us What You Think!

This is your magazine, so tell us what you'd like to see in it. Send your letters to:

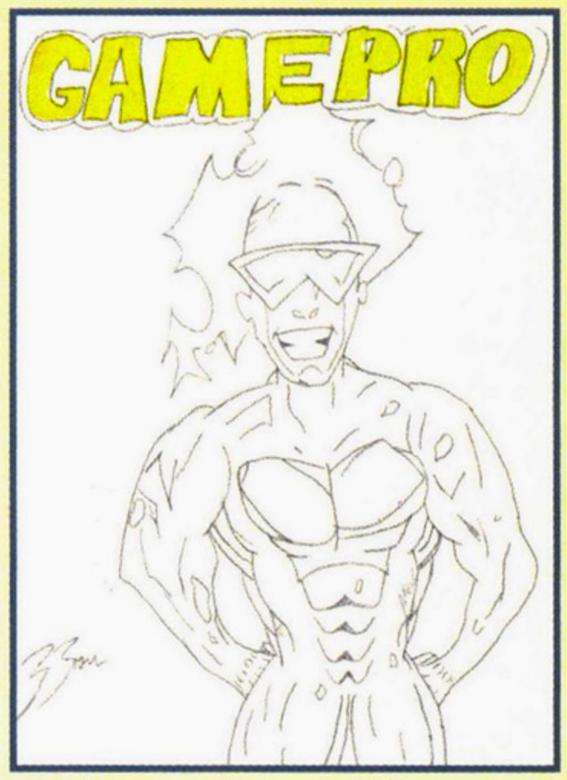
GamePro magazine
Dear Editor
P. O. Box 193709
San Francisco, CA 94119-3709

We cannot publish all letters and e-mail messages, and we cannot send personal replies to all your letters or e-mail (though we try).

Art Attack!

Pick of the Month!

Zuelian Cooper–Seattle, WA



Bob Brocon–Newark, N.J.

Attention *GamePro* Artists!

We want to see your artistic renditions of your favorite *GamePro* editors! Give them new costumes, set them inside your favorite games... anything goes!

Winners Receive a Free *GamePro* T-shirt!

Send Us Your Art!

***GamePro* magazine**
Art Attack
P. O. Box 193709
San Francisco, CA 94119-3709

All art becomes the property of *GamePro* magazine. Sorry, we cannot return your artwork.

A HERO
WITH HIS HEART
IN THE RIGHT
PLACE.

MAXIMO™
Ghosts To Glory

DON'T GET CAUGHT WITH YOUR PANTS DOWN.

Reserve Your Copy Now! www.capcom.maximo.com

CAPCOM

PlayStation®2

TEEN
T
CONTENT RATED BY ESRB

Violence

©CAPCOM CO., LTD. 2001 ©CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. MAXIMO is a trademark of CAPCOM CO., LTD. Character by ©2001 Susumu Matsushita Company/Master Licensor Dream Ranch Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

Buyers Beware

By The Watch Dog

The Watch Dog is here for the people. And what the people want is to know how to replace a damaged Game Boy Advance screen, whether the Game Doctor MD will damage the discs it's supposed to repair, and what's wrong with the volume on the PlayStation 2 DVD player.

Q I placed my Game Boy Advance in my backpack, and the wire from my spiral notebook scratched up the screen. Is there any way I can get rid of the scratch marks?

Josh—Via Internet

A That's what carrying cases are for, Josh! To answer your question, there are a couple of replacement screens you can purchase. The Screen Cover Kit, which is available directly from Nintendo, enables you to change your existing Game Boy Advance screen. Included with the kit are detailed instructions for replacing the screen and a replacement tool. You can order the Screen Cover Kit directly from Nintendo's online store at **www.store.nintendo.com**, or you can call Nintendo Customer Service at 800/255-3700 and find out how to order the kit by mail. The kit will run you $3.95, plus $2.50 for shipping and handling, and it will take four to 12 business days to receive the kit. You can also take your Game Boy Advance to an authorized service center. To find out if there is a center near you, contact Nintendo and it will give you information for any outlets in your area.

Though replacing the screen will not void your warranty, touching the liquid crystal display (LCD) screen underneath the cover will, so be careful not to touch the actual screen when replacing the cover. Also, if you have Internet access, you'll find import replacement screens for anywhere from $5 to $10, but you'll have to do some surfing around to find them. You may also want to invest in a screen protector, such as Pelican's Light Shield Advance or InterAct's GlowGuard, to prevent your screen from being damaged again. Each will run you about $8 to $10, but they'll eliminate the need for replacement screens and save you money in the long run.

Q I purchased a Game Doctor MD to repair my scratched Dreamcast discs. After using it, I noticed that there was a spoke-like pattern on the discs. Will this affect the disc's playability?

Matthew Hadis—Spokane, WA

A According to the company that made the Game Doctor, you'll be fine. The Web site for Digital Innovations reads: "If you look at the disc straight on after buffing it with the felt, you should find the resurfacing pattern to be virtually invisible. Since disc players read the disc from straight on and aren't focused on the play side surface, they generally can't even 'see' the pattern. Take a close look at your eyeglasses or sunglasses. You may be surprised to find a number of fine scratches or dust particles on the lenses that are completely invisible to you when you look through the glasses. Since your eye is focusing on objects on the other side of the lens, and not on the lens itself, you don't even see fine

scratches or particles on the lenses. If you take the glasses off and focus on the lenses themselves, the scratches or particles become visible, particularly when you hold the lenses at an angle to the light.

"Even if the resurfacing pattern isn't completely invisible from straight on, all optical disc players are designed to tolerate a surprising amount of radial scratching (scratches that radiate out from the center like spokes on a bicycle wheel) without affecting the quality of the play back in any way. Optical disc players will also tolerate a certain amount of curved scratching (scratches that go around the disc), provided they aren't too heavy, but they are much less tolerant of them than they are of radial scratches."

Q When I play DVDs on my PlayStation 2, the picture is fine, but the volume is very low. This happens only when I watch DVD movies. All of my games, however, sound fine. Is there something wrong with the sound on the DVD player?

Richard Sturdevant—Via Internet

A According to our resident PlayStation 2 guru, Dan Elektro, in *PlayStation 2 for Dummies*: "DVDs have a tendency to sound softer than games and audio CDs you play in the PlayStation 2. It all depends on the individual disc and the way it was created or mastered by the company that made it. If that's a problem, you can boost the setting to +1 or +2 here, but be wary of distortion—you don't want to amplify a signal so much that it damages your speakers. If you're using an optical cable for your PS2 sound, you probably won't be able to select this option. But DVD Volume is handy for folks using the standard A/V cable."

The Watch Dog adds: To access the DVD Volume, press Select while playing a DVD to bring up the DVD Control Panel. If you look, you'll notice the eighth icon in the middle row that looks like a toolbox. That is the DVD Setup icon. Select it to bring up the DVD Setup Submenu, scroll over to the last icon, Audio Setup, and then press ×. If the Audio Digital Out is turned on, you will not be able to adjust the DVD Volume, so switch the Audio Digital Out off. Then, scroll down to the DVD Volume setting and press × to bring up the DVD Volume submenu, where you will be able to adjust the volume of the DVD player. We've experienced the same problem, and so far, adjusting the DVD Volume has done the trick.

Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709, San Francisco, CA 94119-3709

Or e-mail us at:
buyers_beware.gamepro@gamepro.com

You Make the Call

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

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

it's play time

See our new selection of video games and accessories.

The Get-What-You-Want card

samgoody®

www.samgoody.com

For the location near you, call 1.888.606.3342 or visit us online.

Product availability and selection varies by store and online.

1732D1 9982

the **FUTURE** of China

DESTINY

ONE

The Force Of One Man...

NEW LEGENDS™

"Part Final Fight, part Jedi Knight, and part Unreal, New Legends is all Chinese stick-wielding, ass-kicking loveliness."

Official Xbox Magazine

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

...Can Change a Nation.

XBOX

IM

THQ™

www.thq.com

New Legends - game and software © 2001 Infinite Machine, Inc. Exclusively licensed to and published by THQ Inc. New Legends, the New Legends logo, Infinite Machine, Inc. and its logo are the trademarks of Infinite Machine, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

No parachute, no seat belt,

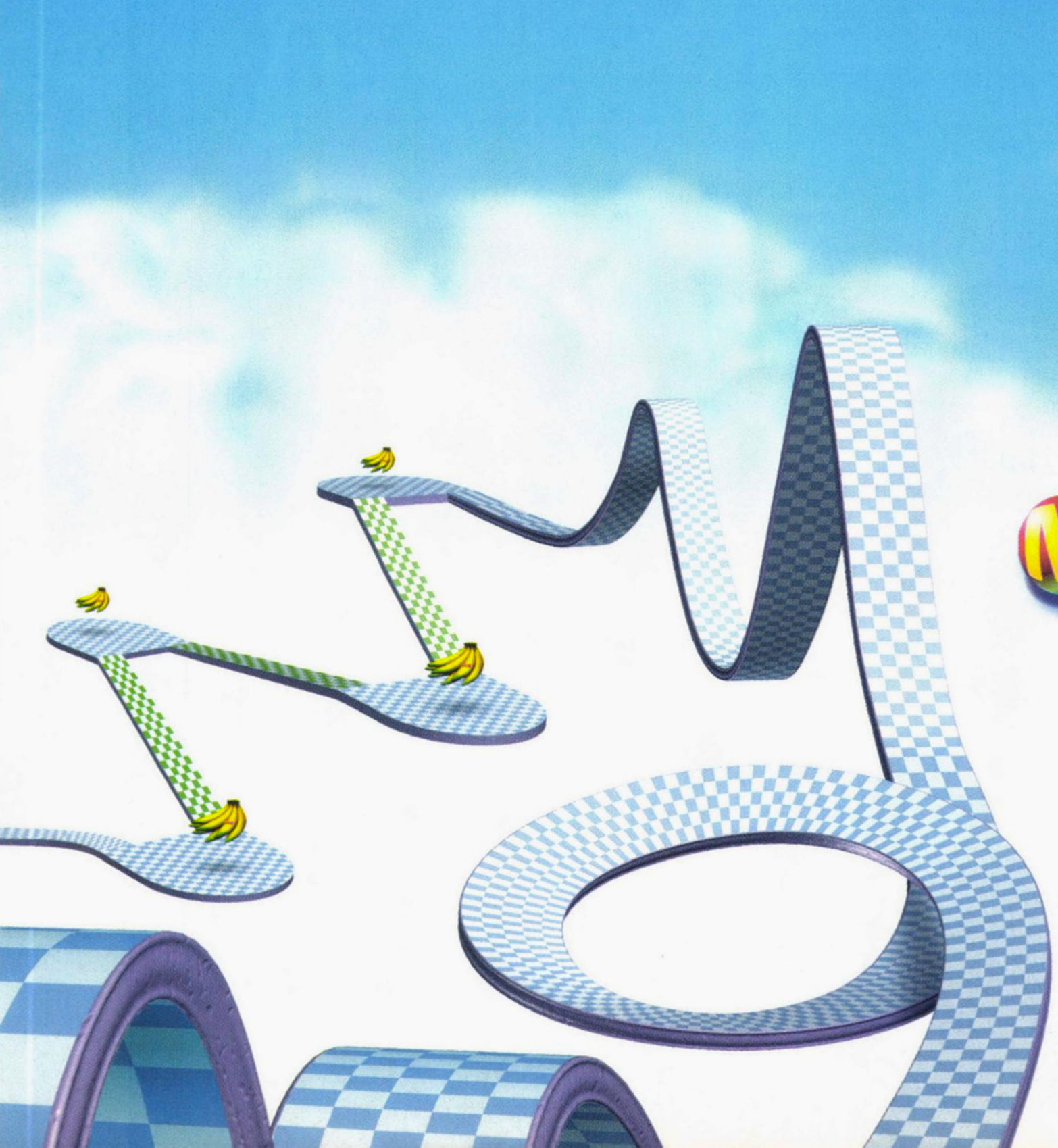
EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence

NINTENDO GAMECUBE™

no roll cage, no problem.

Casual pick-up-and-play gamers and the more fanatical will go bananas over *Super Monkey Ball*'s hilarious 4-player party modes like Monkey Race and Monkey Fight. Polish your simian skills in deep mini-games like billiards, bowling and golf. Wildly fun. Endlessly challenging. Totally addictive. *Super Monkey Ball* brings out the party animal in all of us.



SUPER MONKEY BALL™

LET'S ROLL.

SEGA®

TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. SEGA is registered in the U.S. Patent and Trademark Office. Sega and Super Monkey Ball are registered trademarks or trademarks of SEGA CORPORATION or its affiliates. © SEGA/AMUSEMENT VISION 2001. All Rights Reserved. www.sega.com Dole® and Dole & Sun Design® are registered trademarks of Dole Food Company, Inc.

SPYRO
SEASON of ICE

www.spyrothedragon.com

Spyro played here.

UNIVERSAL

UNIVERSAL INTERACTIVE

www.universalinteractive.com

GAME BOY ADVANCE

DIGITAL ECLIPSE

Spyro's hotter than ever on Game Boy® Advance. With over 20 new levels and 3D worlds, it's big Spyro action in the palm of your hand. Just be careful where you play.

EVERYONE

E

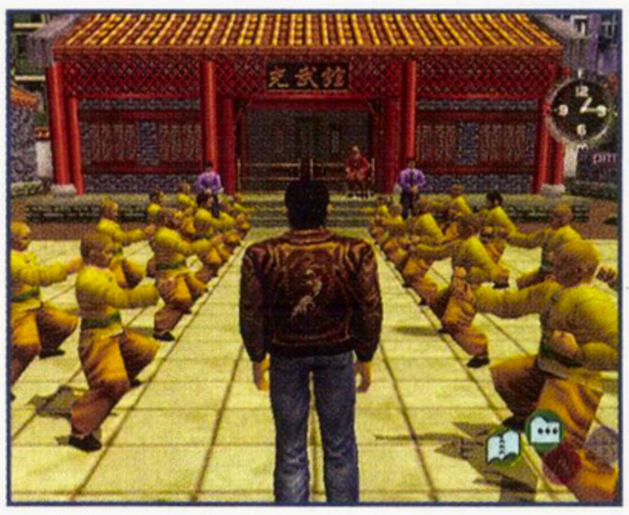
CONTENT RATED BY ESRB

"Spyro: Season of Ice" interactive game © 2001 Universal Interactive, Inc. Spyro the Dragon and related characters are ™ & © Universal Interactive, Inc. All rights reserved. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. © 2001 Nintendo.

MICROSOFT, SEGA SHAKE UP TOKYO GAME SHOW

Shenmue II to be the Xbox exclusive in America; Dreamcast version cancelled

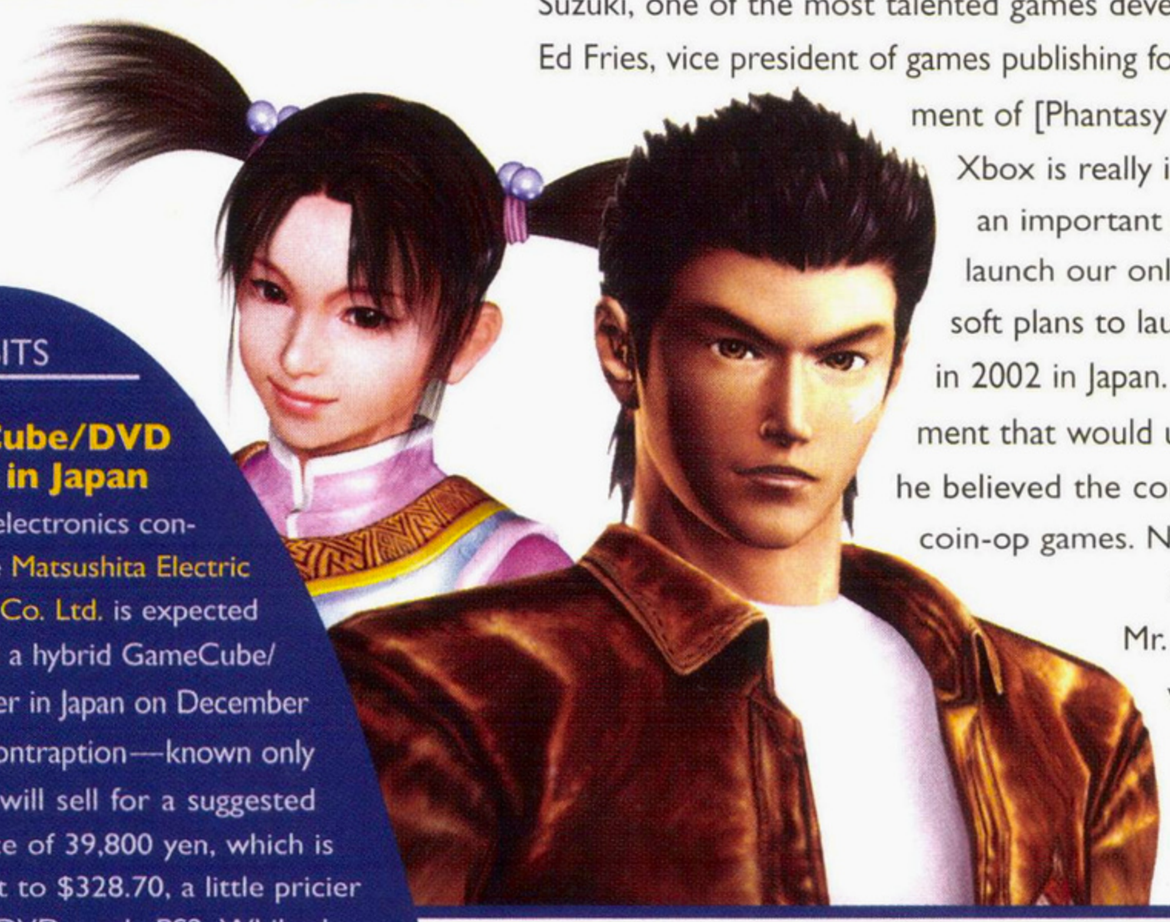
This year's Tokyo Game Show, held in mid-October, had its share of surprises. Microsoft came on strong, announcing that Sega's Phantasy Star Online and Shenmue II would both appear on the Xbox. For the Japanese market, the Shenmue announcement might not be such a big deal, since the Dreamcast version shipped earlier this year, but for American gamers, that means there will be no U.S. Dreamcast version.



U.S. Dreamcast owners may be disappointed, but at least the Shenmue saga will continue on Microsoft's Xbox.

"[Shenmue II] is a very important announcement because it brings Yu Suzuki, one of the most talented games developers, onto the Xbox," said Ed Fries, vice president of games publishing for Microsoft. "The announcement of [Phantasy Star Online] coming to the Xbox is really important because online is an important part of the Xbox. When we launch our online service in Japan, we will launch it with Phantasy Star Online." Microsoft plans to launch the online elements of the Xbox this summer in the U.S. and later in 2002 in Japan. Additionally, Sega said that a new arcade motherboard was in development that would use Xbox technology. Sega's Chief Operating Officer Tetsu Kayama said he believed the company would use this new technology exclusively to create its future coin-op games. No titles were announced, however.

Microsoft chairman Bill Gates, who was in Japan discussing business with Mr. Kayama, made a surprise appearance at the show as well. "Sega has been very brave in supporting a newcomer to the game business," said Gates. "Sega has announced a commitment to work together with Microsoft to build the best games possible, and we are extremely appreciative of this. I want to thank the heads of the Sega studios for their commitment."



NEWS BITS

GameCube/DVD Hybrid in Japan

Japanese electronics conglomerate Matsushita Electric Industrial Co. Ltd. is expected to release a hybrid GameCube/DVD player in Japan on December 14. The contraption—known only as "Q"—will sell for a suggested retail price of 39,800 yen, which is equivalent to $328.70, a little pricier than the DVD-ready PS2. While the machine was previewed at this year's E³ show in America, no U.S. release plans have been announced.

Xbox's Parental Controls

The rumored parental controls for the Xbox can now be confirmed—they'll be

in every Xbox sold in America. Whereas the PlayStation features a parental control system for DVD viewing, which restricts any DVDs rated over a certain threshold from being played without the entry of a numerical password, Microsoft's console takes it one step further, offering both DVD and game software lockouts. The Xbox's settings menus include a simple slider control for ESRB ratings so that only software within the established range will play. Additionally, the passcode is not a sequence of numbers or characters but a string of four button presses, much like a cheat code. To play software that exceeds the current rating setting, users will have to enter the passcode when prompted.

BUILDING A BETTER-LIT GBA

No matter how much you love your Game Boy Advance, there's one thing you have to admit: The lighting sucks. Unless you're sitting under a desk lamp and tilted at just the right angle for light to catch the reflective LCD screen, the Game Boy Advance is nearly impossible to play.

There's one gamer who agrees—a gamer who's mad as hell and not going to take it anymore. Adam Curtis set up **portablemonopoly.com** back in June to show Nintendo just where it went wrong with the design of the Game Boy Advance. And over the last few months, the full-time student/Web developer has not only done that, but has also come up with his own ingenious internal lighting solution that you'll be able to buy any day now.

The as-yet-unnamed device—which Curtis assembled using off-the-shelf parts and some engineering know-how—lights the front of the Game Boy Advance screen with LEDs that must be installed inside the handheld's casing (so if you're skittish about your warranty, this isn't something you'll want to do). The LEDs suck power off the main batteries (about twice the drain of a Worm Light), but Curtis estimates that you'll still get eight to 10 hours of gameplay on two AAs—and as you can see from this picture of the prototype, the resulting illuminated LCD screen is gorgeous. Installation will require minor soldering and a little filing of the plastic case; if you're an electronics hobbyist, this won't prove difficult.

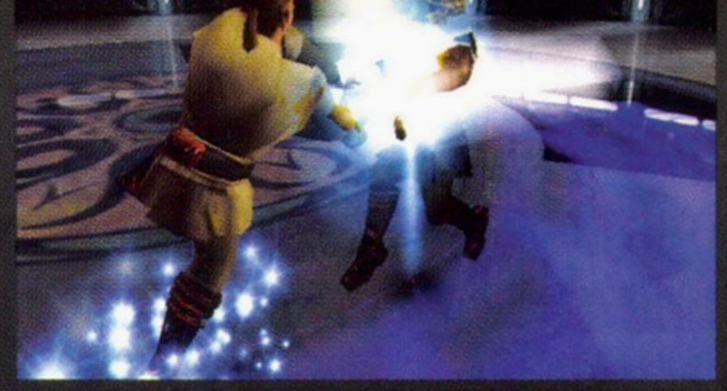
A college student did what Nintendo couldn't or wouldn't: gave the Game Boy Advance an internal light.

Curtis hopes to have a kit for sale (complete with instructions) by the end of the year, and expects the price to be in the $30 range. For the current status of the project, check the latest updates at portablemonopoly.com.

THQ, SEGA TEAM UP ON THE GBA

As Sega continues its metamorphosis into a software publisher, it's getting a little help—this time from THQ. THQ and Sega will co-publish 16 Game Boy Advance titles between now and 2003. "We have the content, THQ has the expertise," said Sega President Peter Moore in an interview with Reuters.

The first six titles under the agreement, which will be released by March 2002, include Sega's mascot starring in Sonic Advance; the puzzle games Columns Crown and Puyo Pop; Smash pack, a retro collection of Sega classics; an as-yet-unnamed, officially licensed Major League Baseball game; and the highly anticipated The House of the Dead Pinball.



can a single ray of light really save the galaxy?

STAR WARS® OBI-WAN™

obiwan.lucasarts.com

Be Obi-Wan Kenobi. Experience full control of the force and your lightsaber as you uncover dark plots and new enemies, hone your skills in two-player combat, and take on the worst scum and villainy the galaxy has to offer.

XBOX

TEEN T CONTENT RATED BY ESRB — Violence

official *Star Wars* website: starwars.com

© 2001 LucasArts Entertainment Company LLC. ©2001 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. 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.

LUCAS Arts®

GAMEPRO LABS

Sony DVD Remote Control

Rating: 4.0

Sony's official DVD remote adds great functionality—at a price: You'll need to sacrifice roughly a fourth of your PS2 memory card for the new DVD driver (what, no internal flash ROM?), the IR receiver lacks a pass-through port for controllers, and the buttons are on the small side. However, the package adds multi-speed scan, slow-motion, and some other useful playback features. It's also competitively priced, and its design matches the PS2's sleek, grooved look. If the PS2 is your main DVD player, then this flawed upgrade is still very much worth the trouble.—*Dan Elektro*

Price: $19.99
Contact: Sony, 800/345-7669, www.scea.com

Best-Selling Video Game Titles: September 2001

	TITLE	PLATFORM	PUBLISHER
1	Madden NFL 2002	PlayStation 2	EA Sports
2	Mario Kart: Super Circuit	Game Boy Advance	Nintendo
3	Pokémon Crystal	Game Boy Color	Nintendo
4	Silent Hill 2	PlayStation 2	Konami
5	NFL 2K2	Dreamcast	Sega
6	Tony Hawk's Pro Skater 2	Nintendo 64	Activision
7	Super Mario Advance	Game Boy Advance	Nintendo
8	Madden NFL 2002	PlayStation	EA Sports
9	Resident Evil Code: Veronica X	PlayStation 2	Capcom
10	Driver 2	PlayStation	Infogrames

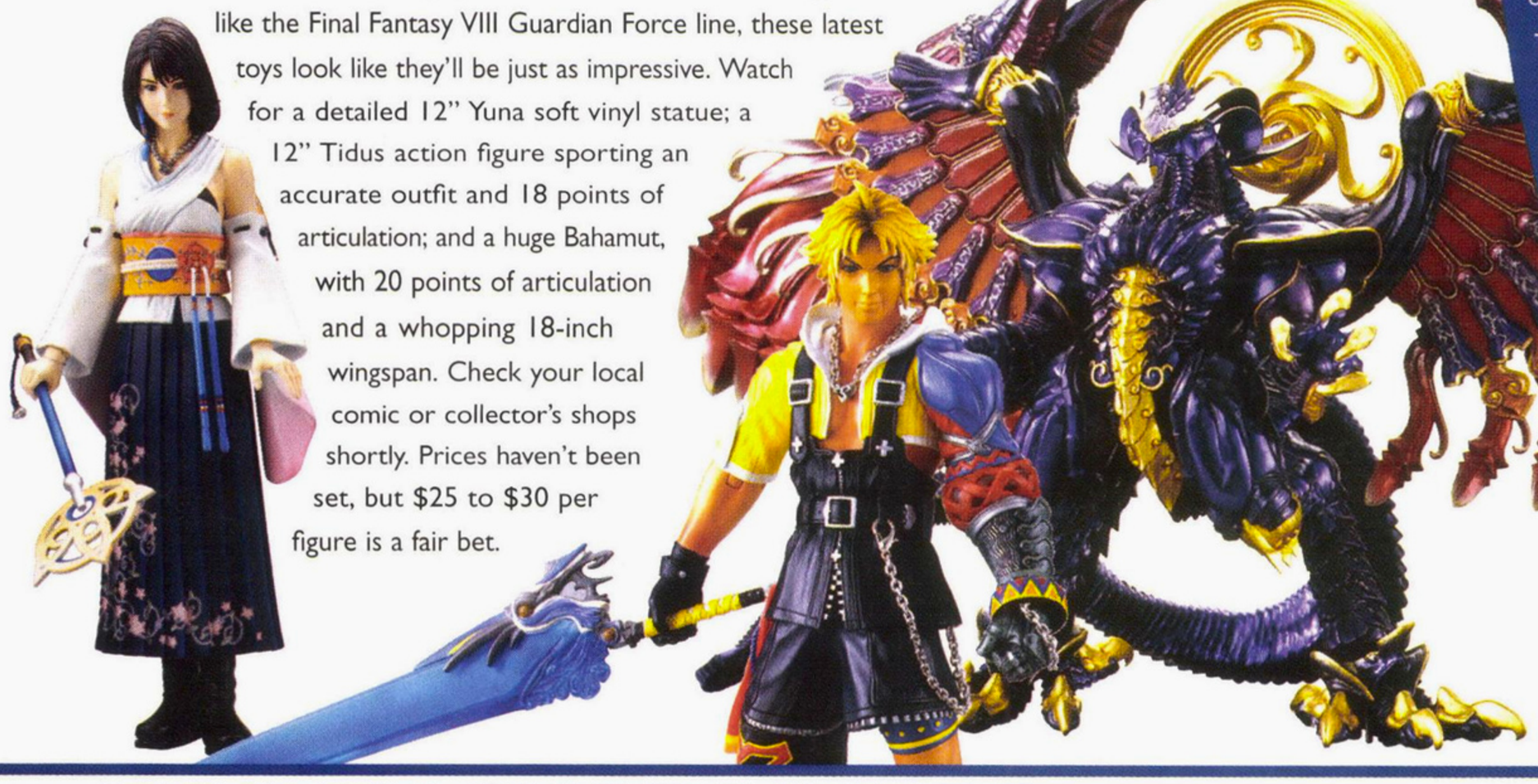
Source: NPD TRSTS Video Games Tracking Service

STATIC

…per Monkey Ball…Super Monkey Ball…The debug Game Cubes are a lovely teal. Why isn't that one of the consumer colors? • Good heavens, we hope someone from Pelican or Mad Catz or InterAct or whoever is reading this will jump on Adam Curtis's GBA light kit. We're begging here. • The odds of winning an Xbox at Taco Bell depended on how many people from your restaurant bothered to enter, but we confirmed that after your meal, you had a one in three chance of needing to run to the bathroom to drop the chalupa. • If you've got the DVD for *The Phantom Menace*, see if you can spot Pong Sifu—he's one of the nut cases at the Coronet near the end of the new documentary, "The Beginning." • If you see Evil in the GamePro.com chat room, smile and scream CHEESE! • If you haven't checked out neo-geo.com lately, do so—because Metal Slug still kicks ass. • False Jump Start Dept.: Um, maybe Run-D.M.C. hasn't hit the 'hood of suburban Illinois yet, but the lyrics to "It's Tricky" are not "rock around" but "rock a rhyme"—you know, so it rhymes with "right on time." You be illin'—but maybe glaring mistakes in a headline make a first issue even more collectible, huh? We'd mention a few other errors, but we only have so much space. • After being locked in a room with the Harry Potter games on a tight deadline, Sky Champion Silver heard "Flipendo!" in his nightmares…. • Halo…Halo… Halo…Halo…Halo… Halo…Halo…Halo… Halo…Halo…

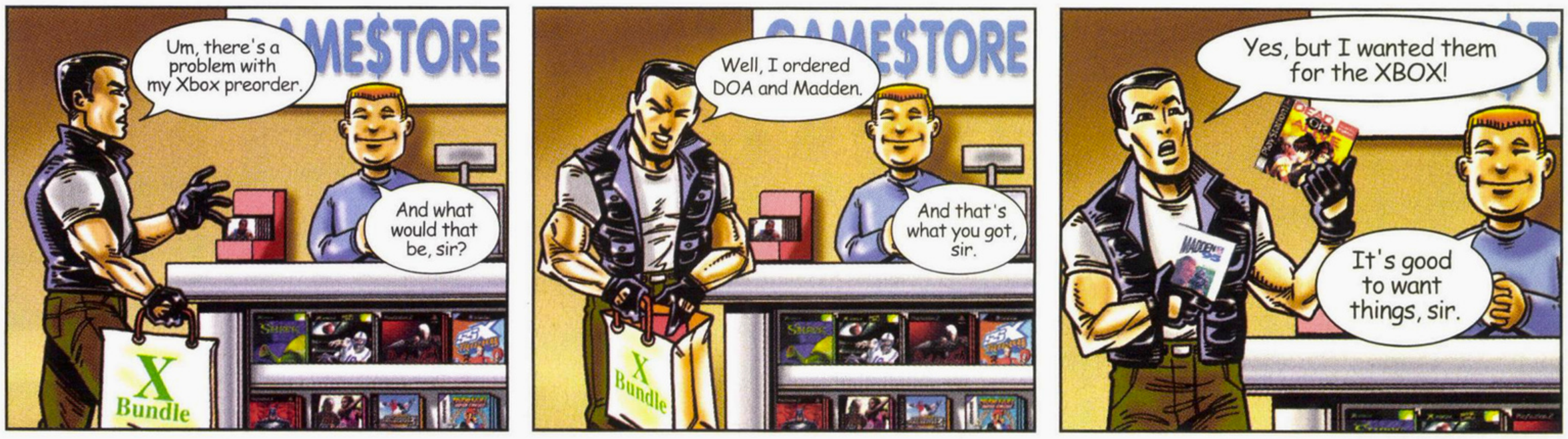
FINAL FANTASY X FIGURES

As if Final Fantasy fans won't have enough to spend their money on shortly, Koto and ArtFX are teaming up for another wave of action figures—and like the Final Fantasy VIII Guardian Force line, these latest toys look like they'll be just as impressive. Watch for a detailed 12" Yuna soft vinyl statue; a 12" Tidus action figure sporting an accurate outfit and 18 points of articulation; and a huge Bahamut, with 20 points of articulation and a whopping 18-inch wingspan. Check your local comic or collector's shops shortly. Prices haven't been set, but $25 to $30 per figure is a fair bet.



HIDDEN CHARACTERS

Bundle of Joy?



Babble: Auch 'n Amrich Doodles: Mao

XBOX

It's coming.

Are you ready?

***Star Wars* Starfighter Special Edition** for Xbox. All-new daring 2-player modes. 5 new bonus missions. Enhanced graphics. Performance-tuned for Xbox. It's the ultimate in *Star Wars* adventure combined with blazing space combat.

Get your flight plan at swstarfighter.lucasarts.com

Official *Star Wars* Web Site www.starwars.com

TEEN T CONTENT RATED BY ESRB

VIOLENCE

LUCAS Arts

STAR WARS® STARFIGHTER™

SPECIAL EDITION

© 2001 LucasArts, a division of Lucasfilm Entertainment Company Ltd. © 2001 Lucasfilm Ltd. & ™ as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

EACH SHALL RISE TO

Born of different worlds, woven together by fate,

each shall rise to face their destiny. Ryudo has been hired

to protect a young priestess who must participate in a ceremony to

halt the encroaching rebirth of Valmar, the God of Darkness.

Embroiled between the forces of good and evil, Ryudo must follow

his destiny and save the people he detests so much.

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

GA GAME ARTS

Ubi Soft ENTERTAINMENT
www.ubisoft.com

Licensed from ESP/Game Arts by Ubi Soft Entertainment. All rights reserved. Original game (c)2000 Game Arts. English Translation (c)2000 Ubi Soft Entertainment. Grandia is a trademark of Game Arts Co., Ltd. Character designs by Youshi Kanoe. "Carro" character design by Atsuko Nishida. Ubi Soft Entertainment and the Ubi Soft logo are registered trademarks of Ubi Soft, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

FACE THEIR DESTINY.

GRANDIA™ II

グランディア

"The Dreamcast version of the game already rocks, so get ready for this one."

Official PlayStation Magazine

Over 1,000 characters to interact with in beautiful, varied environments.

Groundbreaking Battle System requiring tactics, skill, timing and technique.

Customize skills, spells and special attacks with an amazingly flexible level advancement system.

PlayStation®2

...on the other side.

DEAD OR

HITOMI

The **fastest** and most **powerful** fighting entertainment.

Gorgeous and **fierce** female fighters.

TEEN
T
CONTENT RATED BY ESRB

Violence
Mature Sexual Themes

TECMO | 100% GAMES

Dead or Alive 3™, DOA2: Hardcore™ and Dead or Alive® Tecmo, LTD. 1996, 1997, 1998, 1999, 2000, 2001. Tecmo® is a registered trademark of Tecmo LTD. Tecmo, Inc. PMB#5553 21213-B Hawthorne Blvd., Torrance, CA 90503 *p* (310) 944-5005 *f* (310) 944-3344.
Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association.

Revolutionary
and **stunning**
new graphics.

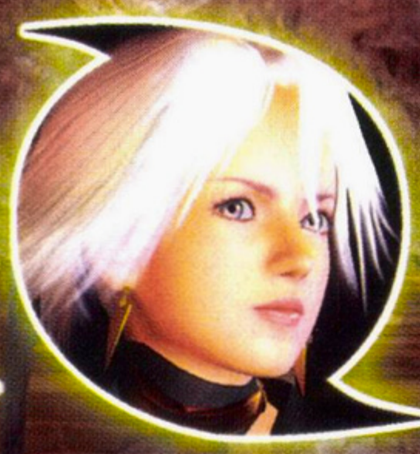
DEAD OR ALIVE 3

< The **most technologically advanced fighting game** ever made. >

ONLY ON XBOX

HAYATE

The grass is **greener** @ www.**deadoralive3game**.com



Four player **tag-battle** mode

Multi-tiered fighting environments

3

XBOX

Relax, I'll handle this.

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Violence

PSEUDO INTERACTIVE INC.

XBOX

NINTENDO GAMECUBE

©2001 Electronic Arts Inc. All rights reserved. Software © 2001 Pseudo Interactive. Cel Damage is a trademark of Pseudo Interactive. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EA GAMES™ is an Electronic Arts™ brand. Microsoft, Xbox and the Xbox logos are trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Nintendo GameCube is a trademark of Nintendo. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. ©2001 Nintendo.

Hop into the suped-up rides of the toughest 'toons around.

Grab a chainsaw, giant axe or one of 34 other wild and wacky weapons.

Knock your opponents silly in smack attack, capture-the-flag and racing modes.

EA GAMES™

These *gas-powered gladiators* are ready for battle. A revolutionary *'stretch-and-squish'* engine makes Cel Damage™ part demolition derby, part whacked-out cartoon. Crash into *12 interactive environments* and smash your friends in *four-player split screen* mode. So buckle up, the 'toons rule the road.

For road conditions visit www.celdamage.ea.com or www.eagames.com

CEL DAMAGE™

XBOX™ screenshots shown.

SPELL CHECK ✓

EA has conjured up no less than four different magical adventures based on Harry Potter and the Sorcerer's Stone. Are they as enchanting as fans had hoped?

Reviewed First in GamePro!

BY AIR HENDRIX

- Developed by Argonaut Games
- Published by EA Games
- $39.99
- Available now
- Platform/ adventure
- 1 player

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.5	3.5

A VITAL THREAD of the Harry Potter yarns is that wizards and Muggles (mundane, non-magical folk) mix like oil and water, and that applies neatly to Harry's PlayStation debut. Potter fans will delight in exploring this rich portrayal of J.K. Rowling's universe, but Muggle gamers who are immune to Harry's magic will be bored stiff by the stale, simplistic platform gameplay.

Super Wizard Crackers

Named after the first novel, Harry Potter and the Sorcerer's Stone puts you in Harry's robes for his first year at Hogwarts, the wizardry school. Sorcerer's strongest point is its slick re-creation of the book's world—fans will delight in moments like battling Draco with spell and broomstick, or attending Snape's Potions class. The world is impressively large and nonlinear, and respectable visuals and good audio breathe life into Rowling's words as you check out Hagrid's hut, recover the missing Hedwig, ride through Gringotts' tunnels, and experience many other straight-from-the-book highlights.

The gameplay, however, is the stuff of cliché rather than legend, involving lots of platform hopping mixed with some gentle puzzles, mild doses of action, and PaRappa-style sequences where you learn new spells. The Fun Factor directly corresponds to your level of Potter fandom: The joy of this game comes from experiencing Harry's universe, not from the repetitive, trite gameplay.

PROTIP: The flying stone pig (sent after you by a dark, hooded figure) takes damage only to its underbelly. Run underneath it, pop it with Flipendo, and when it's toast, levitate it back atop its column.

Borrowing from PaRappa and Dance Dance Revolution, Harry learns new spells by correctly timing a sequence of button taps.

Naturally, Sorcerer is aimed at younger gamers, and it has basic controls and lots of help to make it easy for them to play. Between tips from other characters and the onscreen hints, you'll rarely figure something out on your own. Jumping is automatic, and playing Quidditch (the wizard's soccer-like sport) is a matter of flying through a trail of rings left by the Snitch until a meter fills up.

Chocolate Frogs

With legions of Potter fans flocking to bookstores and theaters, Sorcerer will surely enchant hordes of Harry's followers. If, however, you're a Muggle and proud of it, you'll find Sorcerer to be the kind of dreary platform game that you've played too many times before.

PROTIP: When you've flown through all the Snitch's rings, grab it by tapping × right when the Snitch on the meter makes contact with the hand icon.

PROTIP: Puffpods make trolls sneeze. Throw one at them right when they're standing on a grate, and the resulting blast will drop them through the grate.

PROTIP: When battling Draco with wizard crackers, the best way to take him out is to run right up to him and throw your cracker.

PROTIP: When hunting down Hagrid's fire seeds, move quickly across these platforms—they'll crumble if you stay on them too long.

PROTIP: When you're on your way to Sprout's class, use a charged-up Flipendo (hold × until the tip of your wand glows) to move these blocks into a line, and then jump across them.

GRAPHICS 3.5

Sorcerer's main visual problems are a sometimes-sluggish frame rate and a camera that often loses track of the action. Sharp scenery and magical effects provide the pop.

SOUND 4.0

Excellent voice work and solid sound effects earn props for Sorcerer's audio. Although Harry himself never speaks, EA found good sound-alikes for the movie's actors.

CONTROL 3.5

The automatic jumping is too spastic, and flying on a broomstick takes a soft, steady touch. Overall, though, these basic controls are nicely streamlined for young kids.

FUN FACTOR 3.5

If you love all things Potter, Harry's PS game casts a powerful spell despite its tried-and-trite platform gameplay. For non-fans, knock another point off the Fun Factor.

CONTINUED

BY DAN ELEKTRO

- Developed by KnowWonder
- Published by EA Games
- $39.99
- Available now
- Action/ adventure
- 1 player

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.0	3.5

HARRY'S DEBUT ON the Game Boy Advance is tougher than you might think, combining puzzles with repetition for a well-executed if standard handheld adventure.

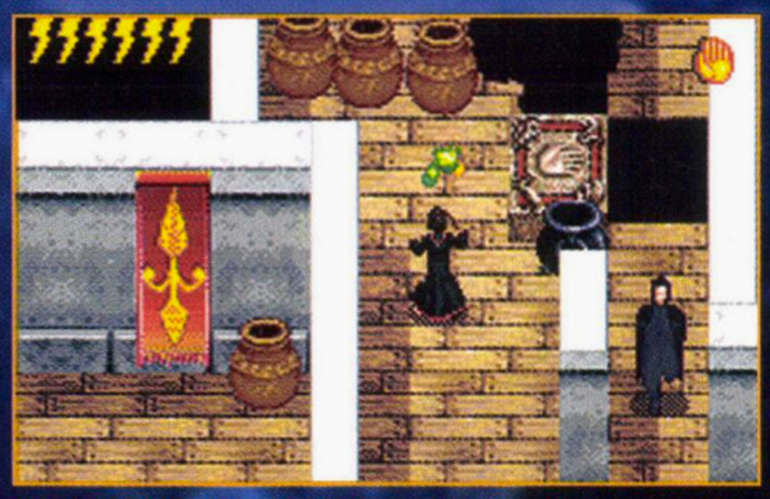
PORTA-POTTER

Like the other Potter titles, the Game Boy Advance game loosely follows the book, picking up from when Harry starts school. Fans will enjoy hallmarks like chocolate frogs, wizard cards, and Every Flavor Beans, which play various roles in health and progress.

The character animation is smooth, with many frames—which is good, since watching Harry run around is half the gameplay. Most of your actual tasks involve navigating 2D maze-like levels, collecting items while figuring out switch-and-lever puzzles. There's also a bit of PaRappa button pressing when learning new spells and some broomstick flying, which plays like a top-down racer without radar. However, the Game Boy Advance's infamous lighting problems do come into play, especially on some of Harry's shadowy, nocturnal missions.

Some of the gameplay mechanics are frustrating—one slip into a pit and it's back to the start of the segment. You'll also wish Harry could run faster while traveling long distances, but overall, the controls perform well—any errors you make are more likely to be caused by a missed visual cue than a botched button press. Speech is used sparingly, such as Peeves' laughter and when Harry calls out spells like "Flipendo!" (which, on the handheld, sounds uncannily like "Nintendo!"). The happy storybook music, despite its full arrangement, is sometimes just plain incongruous with the onscreen action. You can (and very likely will) turn it off.

PROTIP: Gnomes will zero in on you when they see you–your only chance is to run until you lose them, then zap them with Flipendo.



PROTIP: Several missions require you to sneak around the halls undetected, so peek over walls and time your movements accordingly.

Many of the puzzles involve finding hidden objects in an area of the school or its grounds, and they can be quite time-consuming.

TOUGH ENOUGH

The game is harder than you might expect—sometimes in challenging ways and sometimes in annoying ways, but hard nonetheless. The sadly limited save points mean you should expect to play for an hour or two each time you pick it up if you want to make real progress. Fans, however, will enjoy spending that time and more for the simple fact that it's digital Harry. Other players may find themselves less enchanted. G

There are a few broomstick flying sequences, including chasing Malfoy, and simplified games of Quidditch.

PROTIP: You'll need Wingarium Leviosa to solve some switch puzzles–keep an eye out for nearby objects to levitate.

Harry learns new spells via a Simon Says–style follow-the-leader game.

GRAPHICS	4.0

Skillful use of shadows highlights Harry's spruced-up, colorful 2D look. The character animation is particularly well done.

SOUND	3.0

The sound effects aren't anything major, and the speech—while clear—is brief. Both are better than the loopy, busy music, which gets grating fast.

CONTROL	4.0

Harry does as he's told via the directional pad, and spellcasting with the B button is simple and straightforward.

FUN FACTOR	3.5

Pottermaniacs will love exploring even a 2D version of Hogwarts, but be prepared for challenging and sometimes frustrating gameplay.

PROTIP: Not all switches are good–some unleash traps. Beware when you activate one.

HARRY'S PC APPEAL doesn't come from the straightforward, simple gameplay itself, but the joy of exploring a 3D Hogwarts in all its hoggy, warty glory.

MAGIC KINGDOM

As with most of the other Potter games, the PC version picks up as Harry begins his days at his new school and loosely follows the events of the book (though it helps to have read it before playing). Along his adventure, Harry collects Every Flavor Beans, wizard cards, and chocolate frogs while completing goals and learning new spells.

For Potter fans, seeing Hogwarts in hi-res 3D is the main appeal. Powered by the Unreal engine, every stained-glass window, translucent ghost, and rough-hewn wall looks gorgeous. You'll feel like you're there, whether you're fetching potion ingredients for Snape, sneaking past Filch in the tower, running from an angry troll, or racing Malfoy on broomsticks.

All that gameplay is fun, but none of it is particularly challenging. As with the PlayStation's version, unless you're an ickle firstie, chances are you'll breeze through the puzzles and only goof on the occasional platform jump. Harry can strafe only during certain action sequences, so control feels a little awkward. Also, flying a broomstick takes much practice, but learning new spells by mouse motions is a welcome and novel idea.

HOGWARTS AND ALL

The orchestral music has a nice fantasy feel that subtly adds to the atmosphere, and while the voice-acting is good, Harry sounds a bit constipated as he jumps and climbs. Beyond that, the inconveniences are minor, and Potter on PC makes for a fun, hi-res playground.

BY BAD HARE

- Developed by KnowWonder
- Published by EA Games
- $29.99
- Available now
- Action/adventure
- 1 player

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	3.0	4.0

PROTIP: Learn the spells as well as you can to earn bonus house points—you won't get a second chance.

PROTIP: When battling Peeves, speed is essential. As he pauses to attack you, unleash a Flipendo.

PROTIP: Your spells have a range limit. If you're not close enough to your target, even the basic Flipendo won't work correctly.

PROTIP: Flying sequences are tricky; be sure to choose the proper Invert Broom setting to make control more comfortable.

WITH TURN-BASED BATTLES and a reward system centered on the accruement of experience points, the Game Boy Color version of Harry Potter and the Sorcerer's Stone is a whimsical though somewhat flat Zelda-esque RPG.

HUMBLE BEGINNINGS

The GBC game differs from the other Potter offerings since your initial quests take place before your enrollment at Hogwarts School of Witchcraft and Wizardry. When you do get to Hogwarts, your professors will assign you quests, which you must complete in order to learn new spells and advance to higher levels. You'll also stockpile wizard cards, which enable you to create special kinds of magic to use against hostile creatures like rats, gnomes, and trolls. The Sorcerer's Stone isn't particularly puzzle-orientated, as most of the game centers on Easter egg hunts around the campus of Hogwarts for enchanted herbs, archaic tomes, and magical rabbits. This can get a bit tedious because you don't receive a map of Hogwarts and its surrounding areas, which results in endless random room sweeping and backtracking.

BY SKY CHAMPION SILVER

- Developed by KnowWonder
- Published by EA Games
- $29.99
- Available now
- RPG
- 1 player

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.0	3.0

PROTIP: Search around Hagrid's hut for magical herbs.

PROTIP: Hagrid will assist you in your quests and can usually be found outside or near the entrance of Hogwarts.

GBC RPG? OK...

Harry Potter and the Sorcerer's Stone is a pleasant enough little adventure for pleasant enough little people. Harry's pixelated world is nicely re-created, with detailed textures and some nice character animations. The music is charming and catchy, albeit a bit monotonous. The control scheme is incredibly simplistic, even though the list-based menu system is too long. If you aren't a big fan of the book, you may have trouble locating certain people and objects during your quests. If you are, you'll find this Game Boy Color version to be a delightful, if a little bland, adventure.

Ron Weasley, Peeves, and many other characters who made the book so enchanting are all here in their 8-bit glory.

Even magical people need a little help from their friends.

THE SONIC

GAMEPRO EXCLUSIVE!

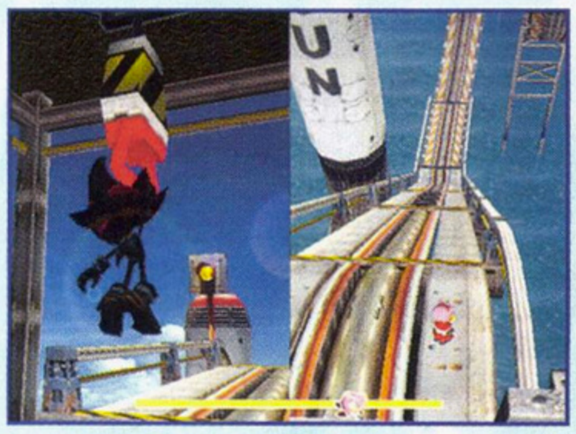
Sega and Sonic the Hedgehog are leading the charge for Nintendo's new game systems. Here's an exclusive inside look at Sonic Adventure 2 Battle for the GameCube, Sonic Advance for the Game Boy Advance, and how they'll link up.

By Brother Buzz

Metal Sonic from Sonic CD will be a contender in Sonic Adventure 2 Battle.

VETERAN GAMERS ARE still trying to wrap their minds around the idea that Sega is making games for its old console competitor, Nintendo. Things aren't going to get any easier for them this February when Sonic Adventure 2 Battle links GameCube gameplay to the Game Boy Advance.

Blame those darn Chaos (pronounced "chows"). Dreamcast gamers remember raising these cutesy little blobbular guys in Sonic Adventure 2 (see page 92, July 2001). According to Takashi Iizuka, director of Team Sonic USA, "Initially, there were no plans to support Sonic Advance in Sonic Adventure 2 Battle. But we wanted to somehow continue to support the Chaos, so we thought that linking to the GBA would be a great way to do this."



Amy and Shadow will go head-to-head.

To make matters more complicated, you'll be able to nurture Chaos in the Game Boy Advance with or *without* a Sonic Advance cartridge. Blame this on the GBA, a mighty mite with a 32-bit ARM central processor. The system has the processing muscle to deal data back and forth with the GameCube. What's going on? It starts with Sonic Adventure 2 Battle.

Chaos and Knuckles will battle it out at the dry lagoon.

You'll build up your Chaos on the GBA to finish first on the GameCube.

THE SONIC ADVENTURE CONTINUES

Chao-raising is going to connect the GameCube to the GBA, but Sonic Adventure 2 Battle will also highlight two-player battle modes, which were a secondary feature in the original Dreamcast game. Says Iizuka, "The Dreamcast two-player battle mode was essentially designed so that players who had sharpened their skills in the single-player action stages could compete to find out who was the best. The only

In Sonic Adventure 2 Battle, the world's most famous hedgehog hero will once again choose between the forces of light and dark.

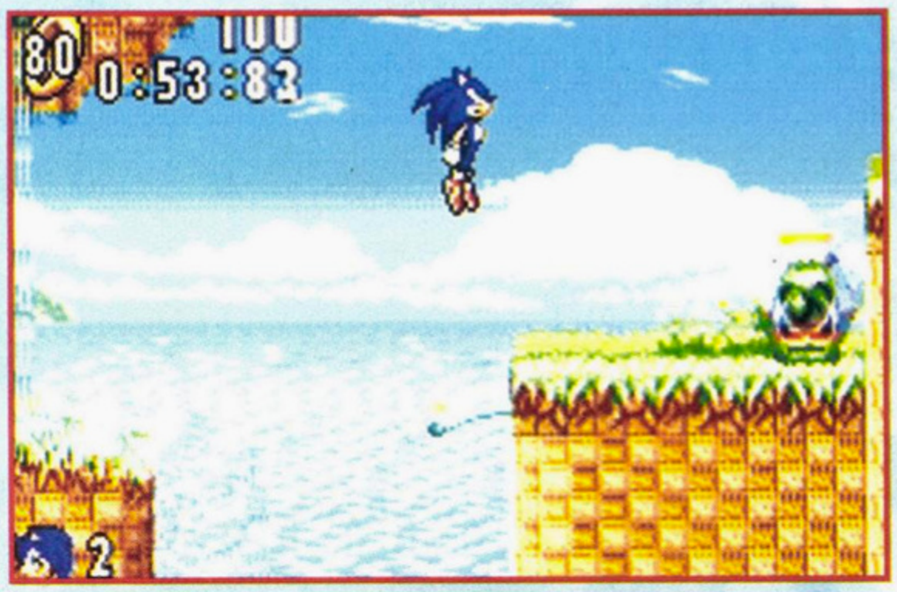
Chao Karate will be a new Chao challenge in Sonic Adventure 2 Battle.

Sonic gameplay is receiving a shiny, smooth facelift for the GameCube.

CONNECTION

drawback was that the two-player battle mode was not much fun between players of different skill levels."

Sonic Adventure 2 Battle will seek to balance out the challenge. On six battle boards, you'll select a hero from a classic cast including Metal Sonic from Sonic CD, Chaos Zero from Sonic Adventure, and even Hero Chao and Dark Chao Walkers. Power-ups throughout the boards will augment character abilities, and an auto-handicap feature will even out player skill levels. Iizuka adds, "We intentionally designed the two-player battle mode to be more party-like so that anyone could sit down and enjoy it."



Sonic the Hedgehog is springing into classic side-view action on the Game Boy Advance.

THE RETURN OF EGGMAN

In single-player mode, you'll try to best the nefarious Dr. Eggman (a.k.a. Dr. Robotnik). You'll play as part of a good team—Sonic, Knuckles, or Tails—or a "bad" team—Shadow (Sonic's evil twin), Rouge the bat, or Eggman. Both squads will blitz through 30-plus stages to accomplish six missions. You'll grab golden rings and look for eggs, which you'll hatch in the Chao Garden as your little pals. Now hold that thought.

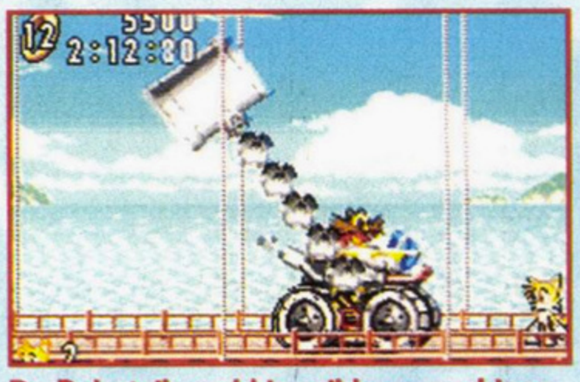
Tails will try to hold onto his GBA rings.

OLD-SCHOOL SONIC

In Sonic Advance for the Game Boy Advance, you won't find any Chaos, but you will find plenty of rings—and running up the rings will be important later on when you connect to the GameCube.

Advance will kick up a classic, side-view, 2D runner (see page 68, October 2001). Although it will be brand-new, some of Advance's environments will be based on the 16-bit Genesis games. As Sonic, Knuckles, Amy, or Tails, you'll pit your speed against the evil Dr. Robotnik to save some furry friends. However, for the purposes of Chao-raising, remember: It's all about those rings.

Tails will use the grapple move.



Dr. Robotnik and his evil boss machines are returning for the GBA.

Sonic will pull some familiar stunts on the Game Boy Advance.

SA2B's single-player gameplay will essentially be "shadows" SA2 for the Dreamcast.

TIME TO CHAO DOWN

The Chaos in Sonic Adventure 2 Battle will bring the GameCube and the Game Boy Advance together. By connecting a special link cable from the GBA to the GameCube's controller port, you'll herd your Chaos from the Chao Garden to the Tiny Chao Garden within Sonic Adventure 2 Battle. Then you'll load the entire Tiny garden into the Game Boy, where it will reside in memory as a sort of GBA mini-game.

Now you'll be ready for Chao-raising on the run. In the GBA's Tiny Chao Garden, you'll trade those rings you gathered in GameCube Sonic and in Sonic Advance to fortify Chao-skills, such as running or flying. You'll earn more rings by playing two games: a rock-paper-scissors variation and a concentration game. Then you'll be able to transfer pumped-up Chaos back into Sonic Adventure 2 Battle to take part in Chao Races and Chao Karate.

If you don't have a Sonic Advance cartridge, you'll keep your Chaos portable by using a heretofore untapped GBA feature called "sleep mode." Sleep mode will switch the GBA to a low power level when it's not being used, and keep the Tiny Chao Garden resident in dynamic memory. However, should you switch the GBA off, say "ciao" to your newly buffed Chaos. Sonic Advance owners will avoid premature Chao cancellation by saving their Chaos to the cart. Plus, any rings earned in Sonic Advance will add to the stash you bring in from Sonic Adventure 2 Battle.

'CUBE BOY ADVANCES

Sonic the Hedgehog is first to make the run from the Game Boy Advance to the GameCube, and where he'll stop nobody knows. "We haven't specifically thought about what might be next for this new connectivity feature," says Iizuka, "but the future holds many exciting possibilities."

The Tiny Chao Garden

Transporting Chaos from Sonic Adventure 2 Battle will start here in the GameCube's Chao Garden...

...and wind up here in the Game Boy Advance's Tiny Chao Garden to win rings and build up your Chao abilities.

Day 3:
Combined fire and earth elements
to kill sleeth. Axion causing blisters,
out of bandages.

©2001 Microsoft Corporation. All rights reserved. Microsoft, Azurik, Rise of Perathia, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners.

TEEN
T
CONTENT RATED BY ESRB
VIOLENCE

XBOX

ONLY ON XBOX

It's a journey to save a world, and all you have is your trusty axion. Combine the elements of fire, water, earth, and air to fight and explore your way through the 6 vast realms of Perathia. Prevent the apocalypse and, well, survive.

Day 11:
Went for a swim.
Electrocuted a golem.
Mixing elements is tiring.
Must sleep.

Day 19:
Saving the world is lonely. Axion only friend.
Named him Bob. Funny Bob.

AZURIK™
GO ELEMENTAL
www.azurik.com

WWW.XBOX.COM

XBOX

Marcianna,
Wal-Mart
Customer

AT LAST, A WORLD YOU CONTROL.

It's the world of Nintendo. And you can get there by heading to Wal-Mart, where all the latest Nintendo games and accessories are available at Every Day Low Prices. Hey, this is your world. Get ready to rule.

WAL★MART®
ALWAYS LOW PRICES.
Always.

Nintendo®

NV CREW
www.ncrew.com

GAME BOY ADVANCE

Game Boy® Advance Indigo
$89.96

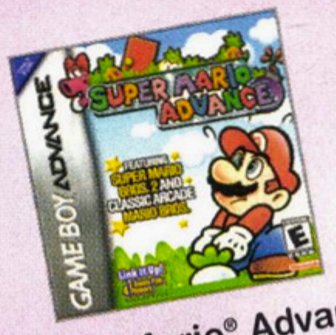
Game Boy® Advance Arctic
$89.96

Game Boy® Advance Glacier
$89.96

Game Boy® Advance Fuchsia
$89.96

Game Boy® Advance Game Link® Cable
$9.96

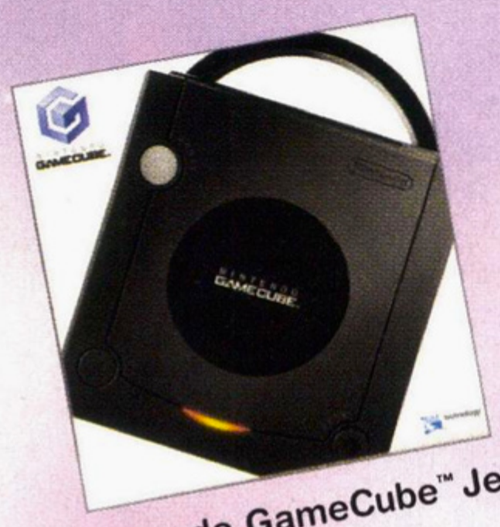
Game Boy® Advance AC Adapter Set
$19.96



Super Mario® Advance
$29.96

Mario Kart™ Super Circuit™
$29.96

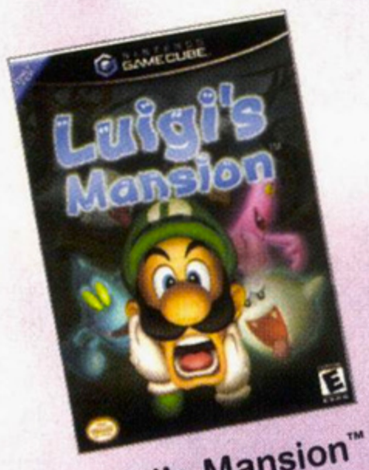
Wario Land 4®
$29.96



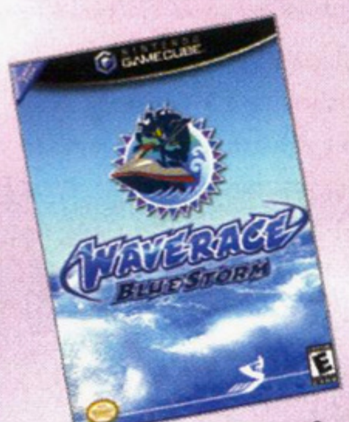
Nintendo GameCube™ Jet
$199.96

Nintendo GameCube™ Indigo
$199.96

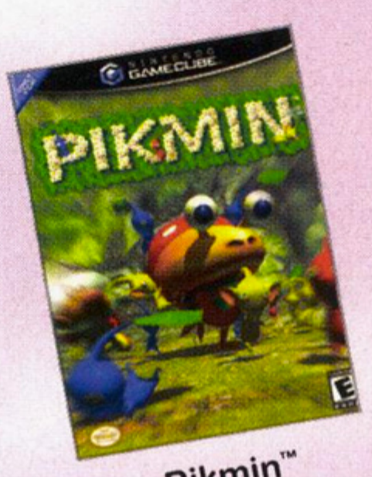
Nintendo GameCube™ Memory Card 59
$14.86



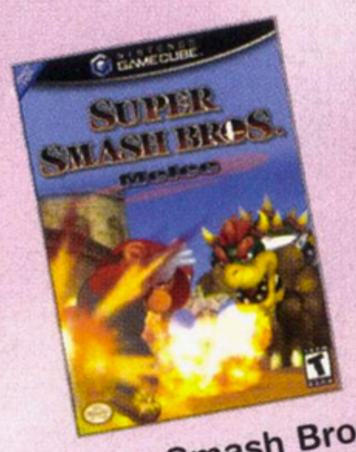
Luigi's Mansion™
$49.96



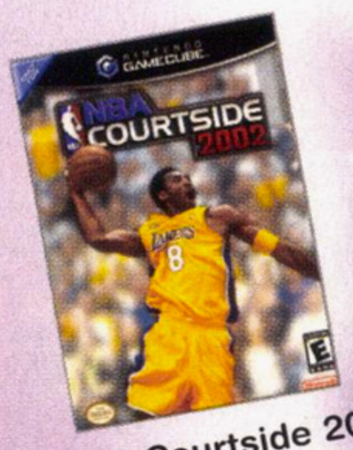
Wave Race® Blue Storm
$49.96



Pikmin™
$49.96



Super Smash Bros.® Melee
$49.96



NBA Courtside 2002
(Coming in January)

Nintendo GameCube™ Controllers:
Jet, Indigo, Indigo/Clear, Spice
$34.86 each

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

TM, ®, Game Boy Advance, and the Nintendo GameCube™ logo are trademarks of Nintendo.
All other game copyrights and trademarks are property of their respective owners. ©2001 Nintendo.

Walmart.com © 2001 Wal-Mart

Gothic

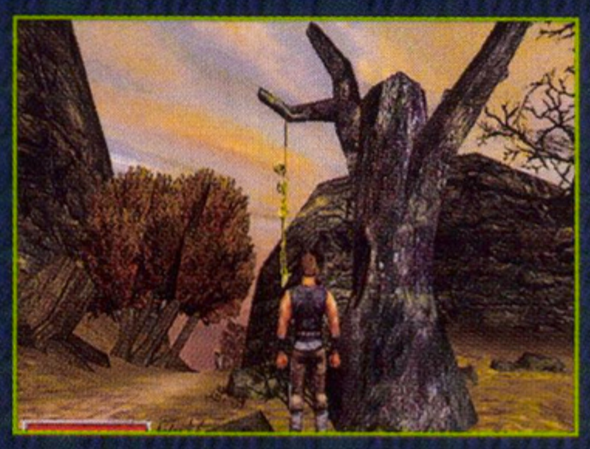
BY DUNJIN MASTER

- Developed by Piranha Bytes
- Published by JoWood
- Target release date: November

WINDOWS 95/98

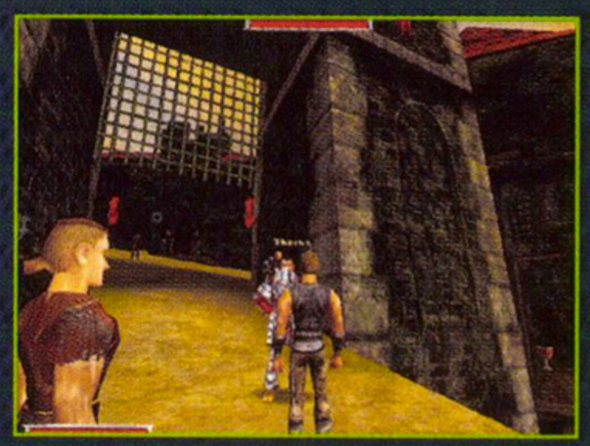
HANDS-ON

WELCOME TO THE mining colony of Khorinis. War with the local orcs has forced the king to decree that all prisoners must toil in the mines for the good of the kingdom. To keep the prisoners in, the king's mages cast a magical barrier around the colony—but the spell extended the barrier farther than the mages intended. It will be your mission to find a way to destroy the magical barrier and free the innocent from within. How you do it will be up to you.

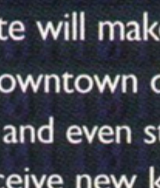


There will be three major camps that you can join: the main mining camp, a camp ruled by mages, and a camp of cultists who believe their god will save them. You will create your character through your actions, rather than by choosing a class or stats like in most role-playing games. If you want to be a mage, you'll have to make the right friends and do the right favors; be careful, though, you might just make powerful enemies along the way.

The unintuitive control scheme in Gothic's preview version couldn't tarnish the polished graphics, sweet sound, and immersive feel. If the final version of this ambitious game is as interesting as this tiny little taste, then PC role-playing game fans are in for a treat.



The Sims Hot Date Expansion Pack



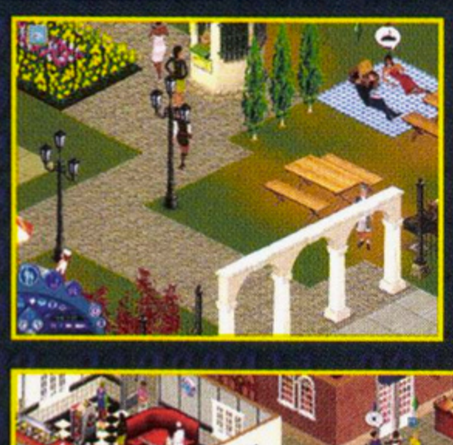
BY BROTHER BUZZ

- Developed by Maxis
- Published by EA Games
- Target release date: November

WINDOWS 95/98

FIRST LOOK

OH, IRONY OF ironies! The game responsible for keeping thousands home on Saturday nights is preparing to enter the mysterious and even treacherous world of…dating! The Sims Hot Date will make you a Sim-matchmaker. You'll be able to create your own downtown dating world with high-brow and low-brow restaurants, discos, and even stores for the all-important shopping date. Of course, you'll receive new kisses, hugs, and tickles, as well as critical dater's gear like the Cuddle Couch, the Love Tub, and the Lover's Swing (don't ask). Score with Hot Date and you may qualify for that next terrifying adventure…marriage!

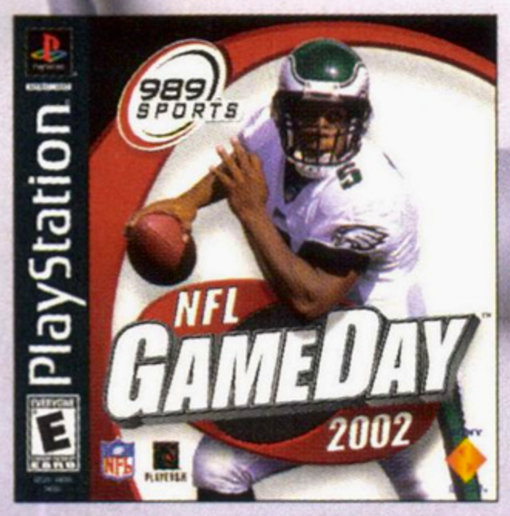


www.gamepro.com FIND OUT MORE ONLINE

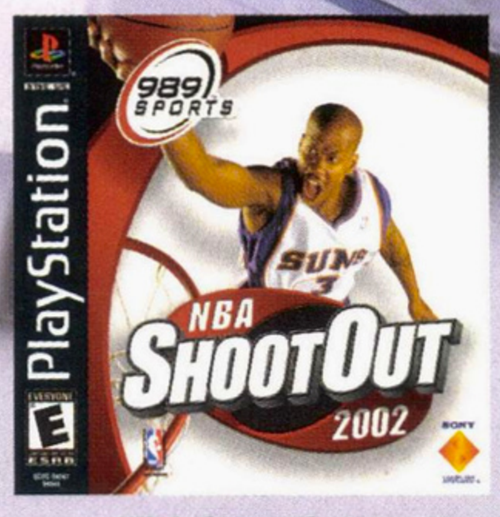
PlayStation

989 SPORTS

Exclusively at SEARS



NFL GameDay™ 2002



NBA ShootOut 2002

Receive $5 OFF one of these 989 Sports™ games!

PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com. © 2001 PLAYERS INC. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc. NBA ShootOut is a trademark of NBA Properties, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©2001 NBA Properties, Inc. All rights reserved. Dolby and the Double-D symbol are trademarks of Dolby Laboratories. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. Developed by 989 Sports. © 2001 Sony Computer Entertainment America Inc.

$5 off — **STORE COUPON • EXPIRES 2/15/02** — **$5 off**

NFL GameDay™ 2002

NBA ShootOut 2002

Receive $5 OFF one of these 989 Sports™ games!

SEARS

PlayStation

R57727836725500

Good for $5 off the purchase of NFL GameDay 2002 and NBA ShootOut 2002 at Sears electronics department. Off regular purchase price. Valid 11/12/01 - 2/15/02 only. Offer not good on layaway balances, gift certificates or credit card payments. Not valid with any other coupons or offers. Limit one coupon per transaction. One per customer. Void if copied or transferred and where prohibited by law. Cash value 1/20c. 2001 Sears Roebuck and company. Satisfaction guaranteed or your money back. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Return to Castle Wolfenstein

BY D-PAD DESTROYER

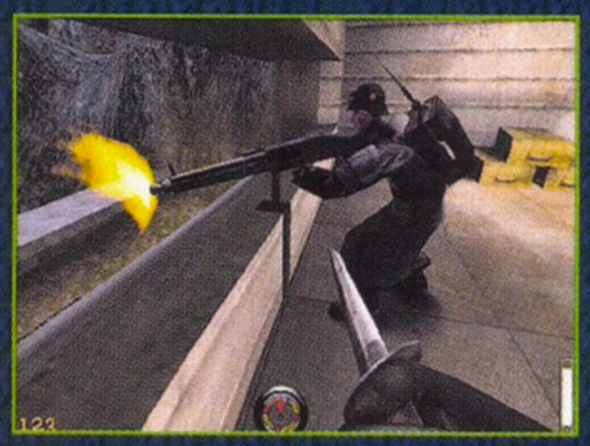
- Developed by Gray Matter
- Published by Activision
- Target release date: December

PC WINDOWS 95/98

HANDS-ON

JUST IN CASE you didn't get to kill enough Nazi occult zombies in 1992, Gray Matter and id Software have your return trip ready in Return to Castle Wolfenstein. This time, you'll play as B.J. Blaskovitz, an Army Ranger who must escape from the aforementioned castle and foil Heinrich Himmler's occult experiments and evil goal: to reincarnate an ancient sorcerer and use him to subjugate the world under the Third Reich.

The preview version of Return to Castle Wolfenstein played like a dream, giving you the chance to hose Nazis with a flame thrower or pin down Allied troopers with a mounted machine gun. The single-player game included levels ranging from the icy dunes of Norway to the forests of Germany to the crypts of Castle Wolfenstein itself. The feature-packed multiplayer mode included a full, Team Fortress–esque system of classes and roles, as well as an extremely well-tuned balance between the teams. The only real problem with the game's preview version was that there simply wasn't enough of it.



Soldier of Fortune II: Double Helix

BY DAN ELEKTRO

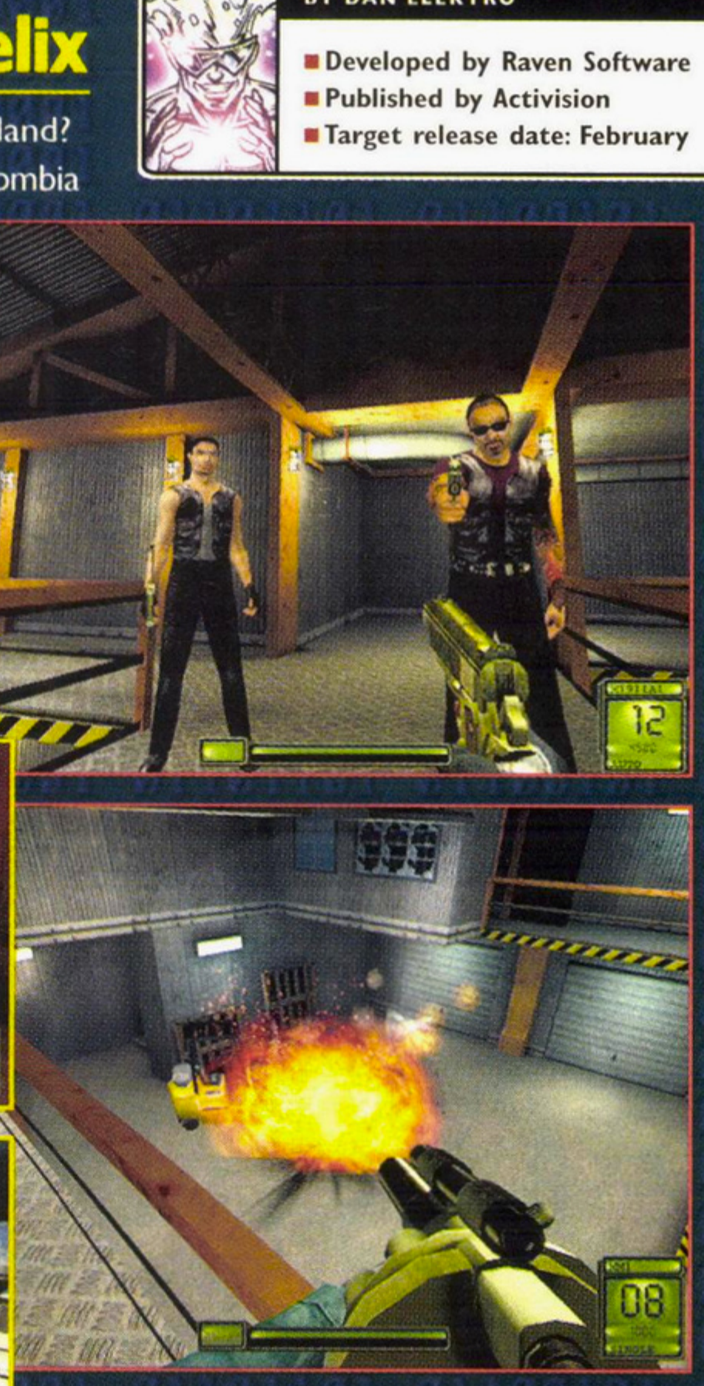
- Developed by Raven Software
- Published by Activision
- Target release date: February

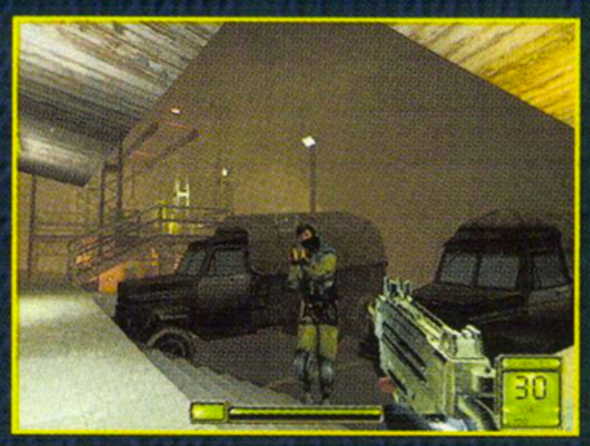
PC WINDOWS 95/98

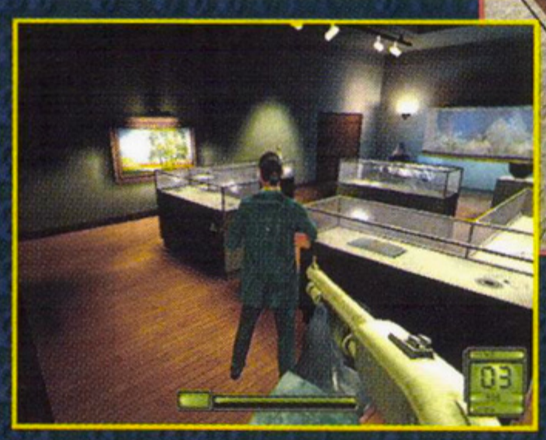
FIRST LOOK

WHERE DO YOU like to go on vacation? Bermuda? Tahiti? Disneyland? Forget 'em. As a soldier of fortune, you'll travel to deadly spots like Colombia and Kamchatka as a member of the anti-terrorist group known as The Shop. The sequel to Soldier of Fortune will build on the original game's uncanny detail and, um, graphic graphics, but the ways to dispatch the bad guys are being tweaked to be a bit less gory but more realistic.

SOF2 will feature a ton of improvements under the hood, too. The Quake III engine is being enhanced with a new terrain system, an improved scripting language, and per-pixel hit detection—your accuracy will count more than ever. A new A.I. system means that trained soldier enemies will use real tactics while a street gang will be less conventional in its warfare. Cool features like shooting from vehicles and mixing two weapons (a pistol in one hand, an Uzi in another) will join a random scenario generator to make SOF2 all the more appealing. Start preparing for your February mission now.







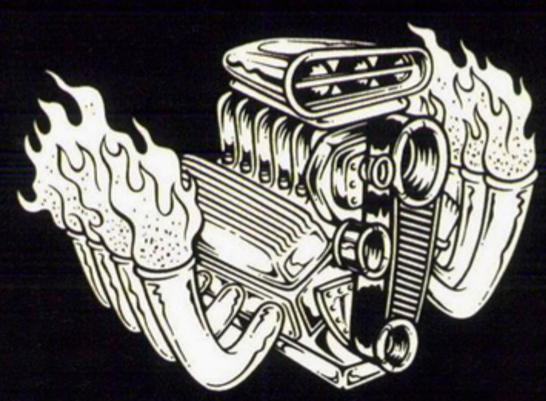
Welcome to Motor City

The Anytime Online Racing Community

The Ultimate Internet Racing and

Hot Rod

haven



BUILD AND RACE

YOUR OWN COLLECTION OF CUSTOM CARS WITH THOUSANDS ONLINE

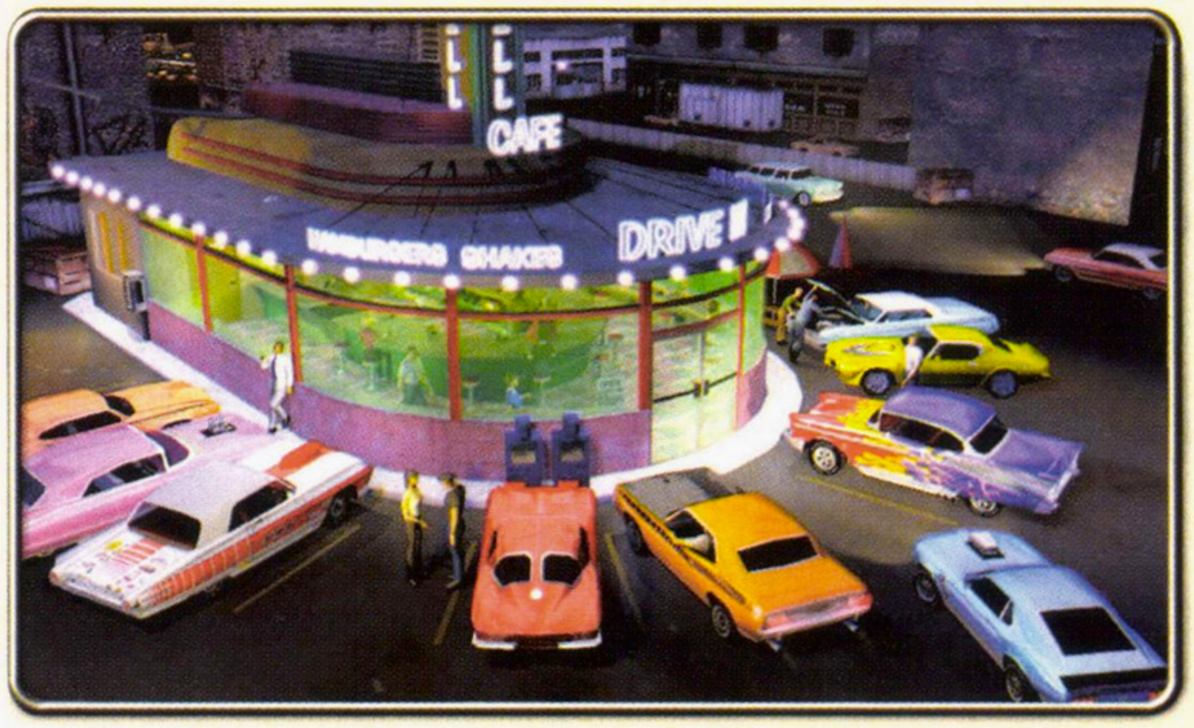
Anytime Online Racing

© 2001 Electronic Arts Inc. Electronic Arts, Motor City Online logo, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S.and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand. Hot Rod Haven is a trademark of Electronic Arts Inc. AMC, Chrysler, Dodge, Plymouth and Mopar are registered trademarks of DaimlerChrysler Corporation. All AMC®, Chrysler®, Dodge®, and Plymouth® vehicle models and their trade dress are used under license from DaimlerChrysler Corporation 2001. Shelby, the CS Design, and the design/shape of the Cobra 427 are the trademarks and/or trade dress of Carroll Shelby and Carroll Shelby Licensing, Inc. ("Shelby"); the Cobra is the registered trademark of Ford Motor Co. used by Shelby under a worldwide license. All Ford, Mercury and Lincoln vehicle models and trademarks are used under license from Ford Motor Company. General Motors Trademarks used under license to Electronic Arts Inc. AMC, Chrysler, Dodge, Plymouth and Mopar are registered trademarks of DaimlerChrysler Corporation. All other trademarks are the property of their respective owners.

WHERE THE RUBBER MEETS THE WEB

Persistent State Car Community

Enter a place dedicated to online racing and classic American car culture. Earn your rep by forming clubs, fighting for turf, customizing your ride and hanging with your buddies. Buy, sell, trade and auction cars, parts or your services. Whether you're a racer, mechanic, seller or tycoon, there are many ways to make it big in Motor City.



The Coolest Cars

Over 60 Licensed American Classics:

The '57 Chevrolet® Bel-Air,™ '63 Corvette™ Stingray,™ '66 Shelby Cobra 427 S/C,® '70 Plymouth® 440 Cuda,™ '70 Ford Mustang Boss 302 and many more.

Customize the Details:

More than 2,000 authentic styling and performance parts. From blowers to wheelie bars, slanted sixes to big-block terrorizers, or nitrous to chop tops—MCO delivers performance in style.

Intense Racing

24 Tracks in 4 Racing Modes. (Drag, Street, Time Trial and Circuit)

Wager your salary, reputation, or pink slips on the streets. Or race for fun and see your name light up the leader board.

Driving Realism

True-to-life four-point physics deliver behind-the-wheel realism. Trick these cars out and feel the difference on the blacktop!

Motor City ONLINE™

Enter the city limits at MotorCityOnline.com

America Online Keyword: Motor City Online

eagames.com

PC CD ROM

EVERYONE E1 ESRB INTERACTIVE™

VIOLENCE
MILD LANGUAGE
The content of this game may change due to interactive exchange.

THE GAME HAS ARRIVED

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

ONLY ON XBOX

World Wrestling Federation®

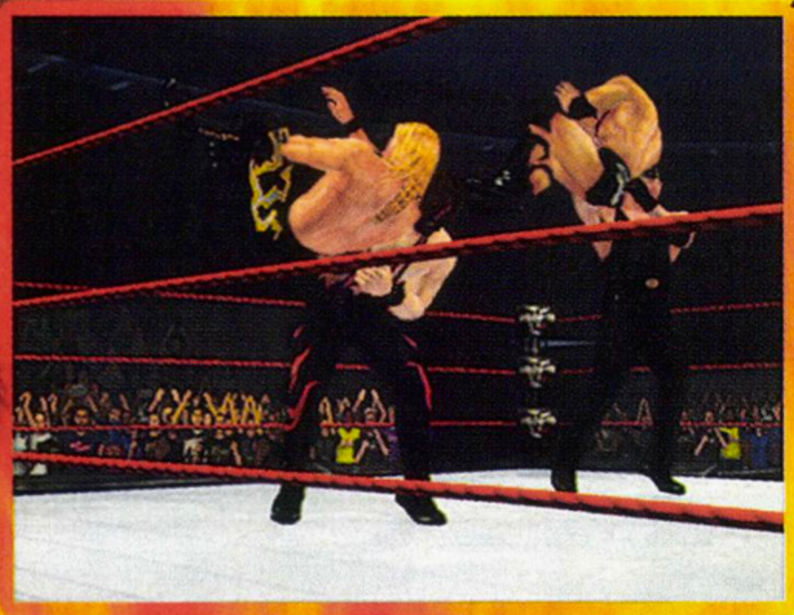
World Wrestling Federation, its logos and all character likenesses are trademarks of World Wrestling Federation Entertainment, Inc. © 2001 World Wrestling Federation Entertainment, Inc. All Rights Reserved. Game and Software © 2001 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. Developed by Anchor Inc. Anchor and its logo are trademarks of Anchor Inc. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft

AUTHENTIC SUPERSTAR ENTRANCES
WITH TITANTRON™ VIDEO

WWF RAW IS WAR™

THOUSANDS OF MOVES INCLUDING
BONE-SHATTERING FINISHERS

WAGE WAR WITH TOP WWF SUPERSTARS MODELED IN AMAZING DETAIL



ASSAULT OPPONENTS ON
THE WAY TO THE RING

COMPETE IN A VARIETY
OF MATCH TYPES

JAKKS Pacific inc.

XBOX™

THQ™

www.thq.com

AMOA 2001

Some of the biggest arcade franchises—including Tekken and Virtua Fighter 4—went on display at the Amusement and Music Operators Association show in Las Vegas. Get ready for some driving, shooting, and... bug-spraying? BY MAJOR MIKE

Bug Busters

Developed and published by EM-Teck • Target release date: Available now

Who ya gonna call? Sure, we've all played gun games with a variety of peripherals, including everything from pistols to sniper rifles. But Bug Busters is probably the first game where you, er, spray first and ask questions later. Armed with an aerosol spray can peripheral, you take down a variety of deadly insects—wasps, flies, cockroaches, and other pests—through nine zones. The spray can shoots air (for effect); to reload, simply give it a firm shake. You can increase your spray power by collecting the lighter power-up for a temporary flame-thrower, and increase your health and time with first aid and watch icons, respectively. Two wannabe exterminators can play simultaneously.

Tsurugi: Blade of Honor

Developed and published by Konami • Target release date: Spring 2002

Blade of Honor is the latest Konami title to make use of the motion-sensor technology that was introduced with Police 911 and later used with Mocap Boxing. Playing as a samurai warrior, you use a sword-handle peripheral to battle a virtual army of enemy samurais and ninjas. Each move taken with the handle translates onscreen—whether it's to block incoming attacks or to jab and slash at enemies. A foot pedal built into the cabinet changes your distance and helps you reach distant targets. Blade of Honor gives new meaning to the term samurai showdown.

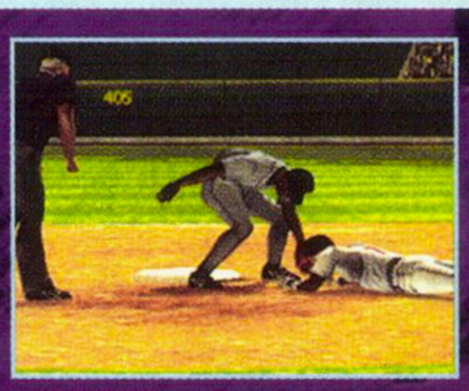
Other Games at AMOA 2001

Virtua Golf
BY SEGA

WaveRunner GP
BY SEGA

Martial Masters
BY ANDAMIRO

Virtua Tennis 2
BY SEGA



World Series Baseball
BY SEGA

Tekken 4

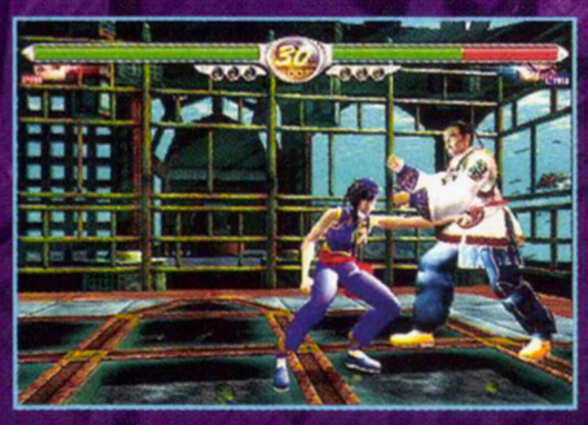
Developed and published by Namco • Target release date: Available now

Namco's popular fighting franchise counts to "four" with its latest installment in the Tekken saga. Unlike the previous title, Tag Tournament, Tekken 4 has no fighter-swap feature; it's strictly one-on-one. The most arresting new aspects of Tekken 4 are the polished graphics and slick character redesigns, which make this the best-looking Tekken title to date. Play-wise, the game engine remains mostly unchanged—save for some new techniques, such as counters and wall-juggles. Simply put, this is more of the same Tekken gameplay that's sure to keep fans coming back for more.

Virtua Fighter 4

Developed by AM2 • Published by Sega
Target release date: Available now

Virtua Fighter was the first fighting game to feature polygonal characters in 3D environments, and it became an alternative Street Fighter–based play engine with its button-tap combos. Virtua Fighter 4's visuals are excellent and loaded with fine details—especially the fighting stages, where you'll spy everything from individual blades of grass to fish in a gigantic aquarium. Regular Virtua characters—like Sarah, Akira, and Pai—make their return and are joined by two new fighters, Lei-Fei and Vanessa. New fight techniques have also been implemented, including ring-outs, recoveries, and dodge maneuvers.



"Honorable" Mention

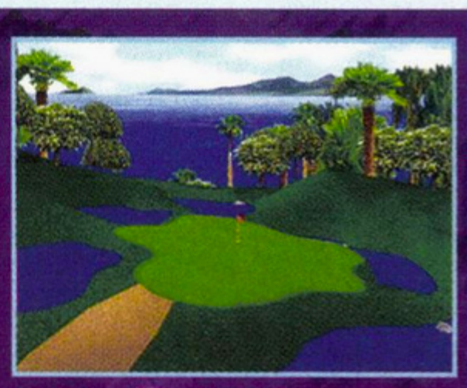
Boong-Ga Boong-Ga

Flight sim, driving sim, hunting sim—these are a few of the popular and enduring genres that have kept arcades booming. Yet there are some sims that we really don't need, such as a spanking sim. Boong-Ga Boong-Ga has a cabinet that will probably go down in history. The objective is simple: You choose one of eight "victims" (ex-girlfriend, in-law, annoying neighbor, etc.), wind up with the built-in paddle, and let loose on the cabinet's other "peripheral." Your score depends on force and precision, and, oh, you get to watch your onscreen victim scream in pain. You have been warned.

Silent Scope EX
BY KONAMI

Club Kart European Session BY SEGA

Monkey Ball
BY SEGA



Golden Tee 2002
BY INCREDIBLE TECHNOLOGIES

Capcom vs. SNK 2
BY SEGA

Dragon Ball Z2
BY WORLDWIDE VIDEO

Football Power
BY NAMCO

Wild Riders
BY SEGA

Zupapa
BY SNK

GB PROreviews

BY STAR DINGO

- Developed and published by Tecmo
- $39.99
- Available now
- Monster-raising sim
- 4 players (with link cable)

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	3.0	5.0

Monster Rancher ADVANCE

OKAY, SO IT'S not exactly fast-paced. And, granted, battles essentially involve struggling against a stubborn, somewhat-sentient slider bar. And yeah, Sisyphus has performed less repetitive tasks before. But that doesn't change the fact that Monster Rancher Advance is an inexplicably rewarding, utterly bizarre, and impossible-to-put-down battery-sucking gem that feels like it was born to live on the Game Boy Advance.

PROTIP: Specialized monsters always go further. Concentrate on raising POW or INT (but not both) and two or three other stats.

Ranch on the Side

Wondering what this Monster Ranchin' stuff is all about? Think Tamagotchi to the tenth power with tons of weird goals to work for and plenty of oddness to spare. The game looks great—a clean, sprites-only version of its earlier PlayStation counterpart with goofier monsters and stranger training animation segments. Though be sure to unplug your headphones—the repetitive sound will quickly get on your nerves.

Are you worried that real-life will intrude on your current monster-lovin' session? Don't be. Monster Rancher Advance silently saves after every turn, so you can put the game down at any time.

PROTIP: When you see a ??? appear on the enemy's side of the screen, your accuracy is doubled–quickly hurl out an attack!

Get 'Em, Steve Dave!

Early Monster adopters who first ranched on the PlayStation will be instantly at home with the inane-yet-somehow-still-fun slider bar battle system, and will be pleased to know that stupid annoyances like "let's adventure…oh crap, my stupid moron monster got lost for a month" have been removed.

You'll still spend 99 percent of your time training and engaging in tournaments, but it's those beautifully bizarre moments in between—such as when Mr. Spoons (your not-quite-assembled-properly, insane gray wooden bird) gives you "Hi-Tough" Taupurin N in appreciation for all your hard work on Mother's Day—that make this life worth living.

PROTIP: Drop everything to take advantage of the sales at the AGIMA training facility–that's where you learn new attacks essential to S-Rank.

PROTIP: Aye, there be rare monsters about–though you need permission to raise them. Try keywords 12345678 and (not kidding) GAMEPRO at the Shrine for a sneak peek.

Spyro: Season of Ice

BY STAR DINGO

- Developed by Digital Eclipse
- Published by Universal Interactive
- $39.99
- Available now
- Action/ platform
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	3.0	4.0

ACHTUNG, DRAGON-LOVING, sheep-distrusting kleptomaniacs! While Spyro's huge, "collect a bazillion things" platform adventure constantly teeters on the verge of repetition, a plethora of colorful worlds and mini-games (including a Space Harrier clone and a version of Gauntlet starring backyard insects) keep the purple one from warping into World 4-4 of the Tedium Kingdom.

PROTIP: In the Space Harrier-ish shooting stages, shoot gold enemies to give you extra time and blue ones to earn gems.

The colorful graphics and animation are great, and show lots of attention to detail. The music and sound won't inspire you to plant a tree, but they won't make you burn down a rain forest, either. The game's only real flaw is that Spyro kind of handles like a broken bicycle, and steering him/her/it through the pseudo-3D landscape can get frustrating after the nine-hundredth time you've inadvertently come too close to a puddle of lethal water. Spyro is straightforward, but you'll definitely get your money's worth.

◀ PROTIP: Holding down L1 enables you to check out the area around you, but sometimes finding secrets requires a blind leap of faith.

Doom

BY PONG SIFU

- Developed by David A. Palmer Productions
- Published by Activision
- $39.99
- Available now
- Shooting
- 4 players (with link cable)

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	4.0

ACTIVISION BRINGS ID SOFTWARE'S classic FPS to the Game Boy Advance, complete with the frenetic pace and carnage that blistered thumbs, fried synapses, and outraged parents back in 1993. Twenty-four of the original's 29 labyrinthine levels—with indoor and outdoor environments, spiraling staircases, Satanic pentagrams, and secret doors—have been beautifully translated. The wall and floor textures are impressive, but tenebrous tones in some levels make it hard to see where you're going on the tiny Game Boy Advance screen. Although switching weapons with the directional pad and both shoulder buttons takes a little time to get the hang of, the control scheme is tight and simple. Some players may find the game's nonstop action a little repetitive, but gamers looking for a healthy dose of brutal handheld nostalgia can do no better.

PROTIP: The horned demons are among the most difficult to kill. Lure them toward the fuel drums, then blow them to kingdom come.

PROTIP: At the Computer Station level, stand on the round platform. It will rise off the ground and take you to a secret level.

Phalanx

BY STAR DINGO

- Developed and published by Kemco
- $39.99
- Available now
- Shooting
- 1 player

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.0

THE ORIGINAL SNES version of Phalanx is probably remembered more for its weird banjo-themed box art than the fact that it was a really darn good shooter. This straight-up, so-old-school-it's-new-again Game Boy Advance port features bullets, enemies, and tons of crazy alien crap that whirl around against multilayered scrolling backgrounds, and (shockingly enough) you'll have absolutely no trouble seeing any of it on the Game Boy Advance's tiny screen. The music is great, too—an absolute necessity when you're talking the language of old-school 2D shooters.

But here's the catch: Phalanx is really, really, really hard. There are no continues and no in-game saves, a turn-off to anyone without the time to memorize boss patterns and an effective way to kill the point of that whole "portable" thang.

PROTIP: Self-destruct your special weapon with L1 for a super-hyper-omega death blast, but don't accidentally trigger it when you just want to switch weapons.

PROTIP: Lasers can shoot through walls, making them the ideal weapon for the water tube stage and its constant barrage of flying walls.

Mech Platoon

BY STAR DINGO

- Developed and published by Kemco
- $39.99
- Available now
- Real-time strategy
- 4 players

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	3.5	3.5

IT'S A SIMPLE physical fact: Handhelds aren't designed for the intricacies of real-time strategy games. But Kemco gives it a very valiant go with Mech Platoon, a fun, fast-paced RTS that boasts lots of nifty features and a few annoying flaws that keep it from beating up on its bigger PC cousins.

The good stuff includes three factions with a wide variety of different mission types, a cool and unique unit upgrade system that involves scavenging your enemies' remains, and an admirable harnessing of the GBA's limited controls to make grouping and giving orders as painless a procedure as humanly possible. The not-so-good stuff includes wonky path-finding A.I., dull units that are hard to differentiate, an abuse of explosion sprites, and a personality-free story that makes you wish Blizzard would find a way to pocket-size Starcraft.

PROTIP: Build a factory, increase your Military Skill, and upgrade your units ASAP—the upgrade applies even to units already deployed.

◀ **PROTIP:** Always have Labors near the front lines to scrape up enemy remains—even enemy types you've salvaged before may harbor mech parts you don't already have.

Gradius Galaxies

BY BAD HARE

- Developed and published by Konami
- $39.99
- Available now
- Space shooting
- 1 player

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.0	4.0

AN ALL-NEW CHAPTER in Konami's side-shooter legacy, Gradius Galaxies offers frantic gameplay that really deserves the title "classic." More than just a retro replay, Galaxies offers eight very large and very challenging levels full of treacherous terrain and screen-filling bosses; you may need to tweak the adjustable difficulty, and you'll need the game's infinite continues. Gradius's trademark upgrade system, which enables you to save up power-ups to cash in for the special weapons you personally prefer, is enhanced by four distinct weapon load-outs. The control is sharp but depends greatly on how many speed-up upgrades you've acquired. The crisp graphics hold up fine on the small screen, but the music is standard, forgettable fare. However, Gradius Galaxies should more than satisfy your inner twitch gamer.

PROTIP: To defeat the level 2 boss, drop back to destroy one row of generators, then zoom in to take out the barriers. You must repeat the pattern about four times.

PROTIP: Saving your power-ups for Option helpers is entirely worth it. Get at least one Option as fast as you can.

Columns Crown

BY STAR DINGO

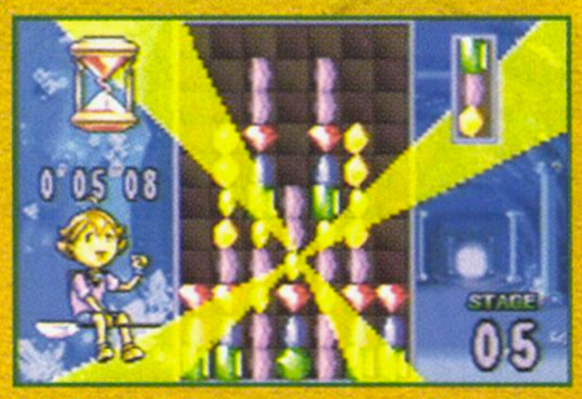
- Developed by Wow Entertainment
- Published by Sega/THQ
- $39.99
- Available now
- Puzzle
- 2 players

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	4.0

WHILE COLUMNS CROWN still features the old drop 'til you drop Columns gameplay, the addition of an extended two-player mode and a vast assortment of collectible enemy-trouncing Power Jewels are big, fun bonuses. Watch out, though, because the game is almost ridiculously difficult; when you finally get your hands on a power jewel, you feel as though you have really earned it.

While it's well-nigh impossible for a puzzle game to have particularly "mind-blowing" graphics, Columns does what it can: Weird anime characters add personality, and big jewels prevent eye trauma. The ability to choose different graphics would have been nice (even the old Game Gear version enabled you to play with dice or Lucky Charms marshmallows to spice things up), though that's only a minor flaw in what's otherwise a little gem of a Game Boy Advance puzzle game.



PROTIP: Always set yourself up for future diagonals—it's the only way you'll earn that freakin' crown!

PROTIP: Drop a Black Jewel so its top is offscreen. The top will drop on the next turn, clearing a second color!

© 2001 Electronic Arts Inc. EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. ©2001 Twentieth Century Fox Film Corporation. All Rights Reserved. Fox Interactive, The Simpsons, The Simpsons Road Rage and their respective logos are trademarks of Twentieth Century Fox Film Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Nintendo GameCube is a trademark of Nintendo. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. ©2001 Nintendo.The ratings icon is a registered trademark of the Interactive Digital Software Association.

Mr. Burns' nuclear-powered fleet of critical mass transit is making Springfieldians catch "ride-share fever"! Help buy the bus system back by driving fares through rush-hour traffic, suicide shortcuts and unsuspecting buildings. Take the fastest possible route. Or just use the roads.

THE SIMPSONS ROAD RAGE

thesimpsonsroadrage.com

TEEN T CONTENT RATED BY ESRB

Mild Language
Suggestive Themes
Violence

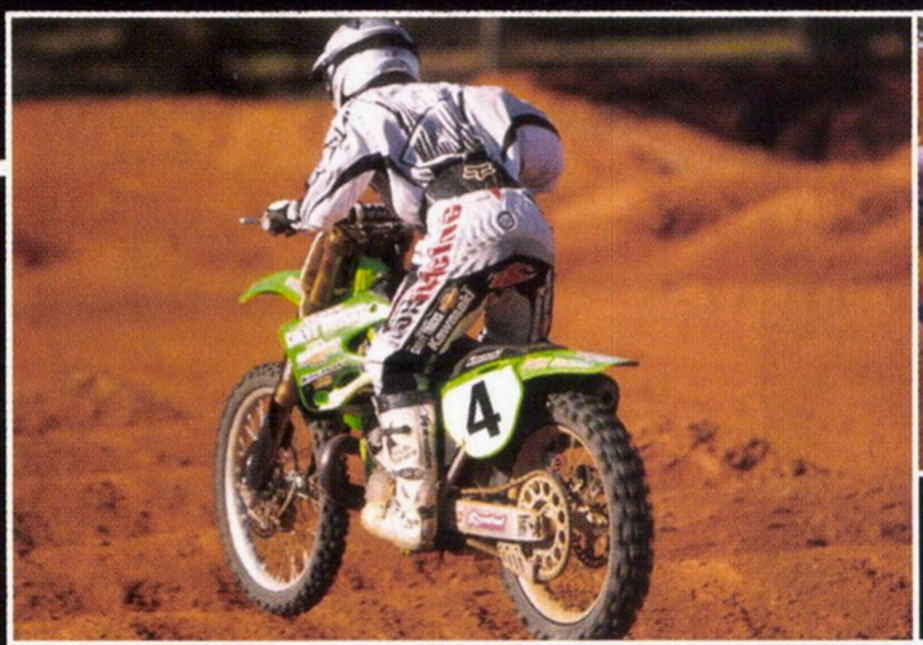
FOX INTERACTIVE

EA ELECTRONIC ARTS

PlayStation.2

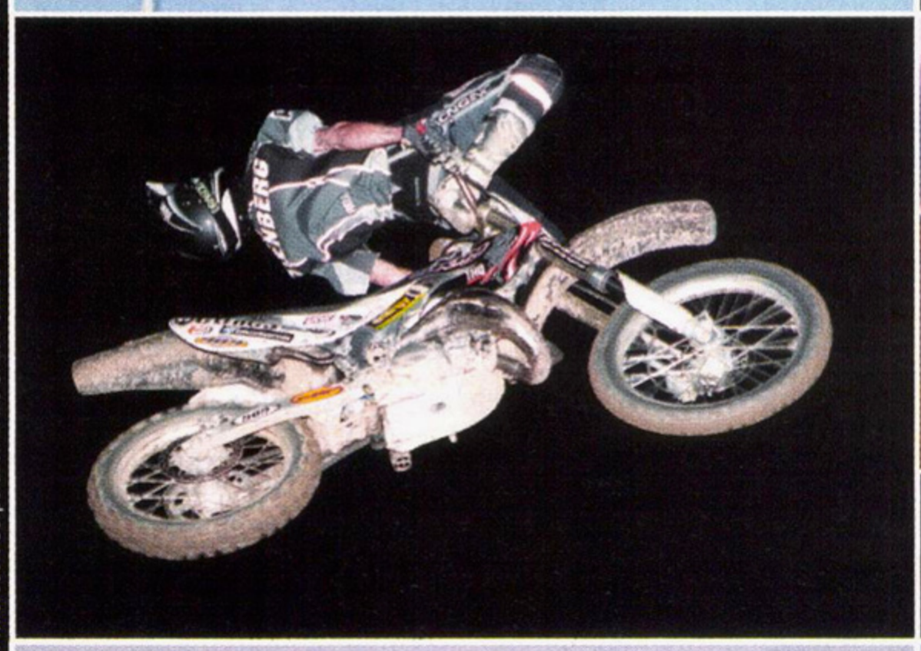
NINTENDO GAMECUBE

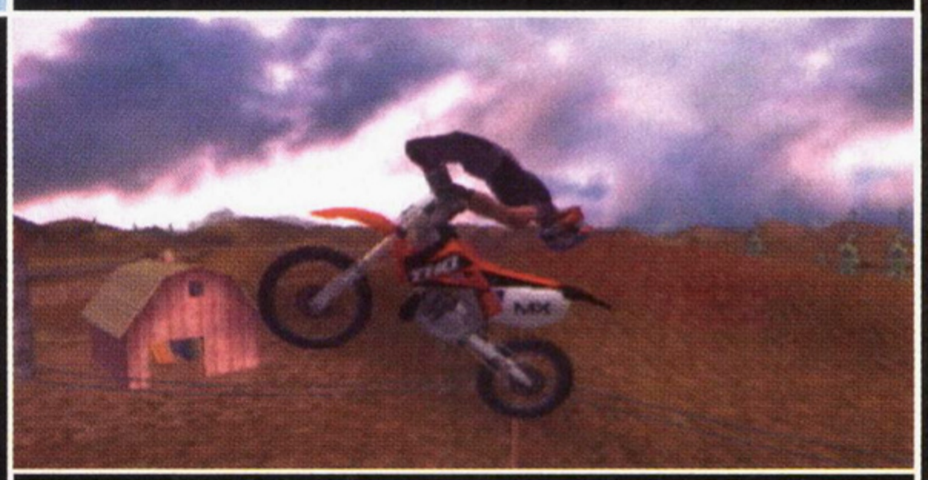
XBOX



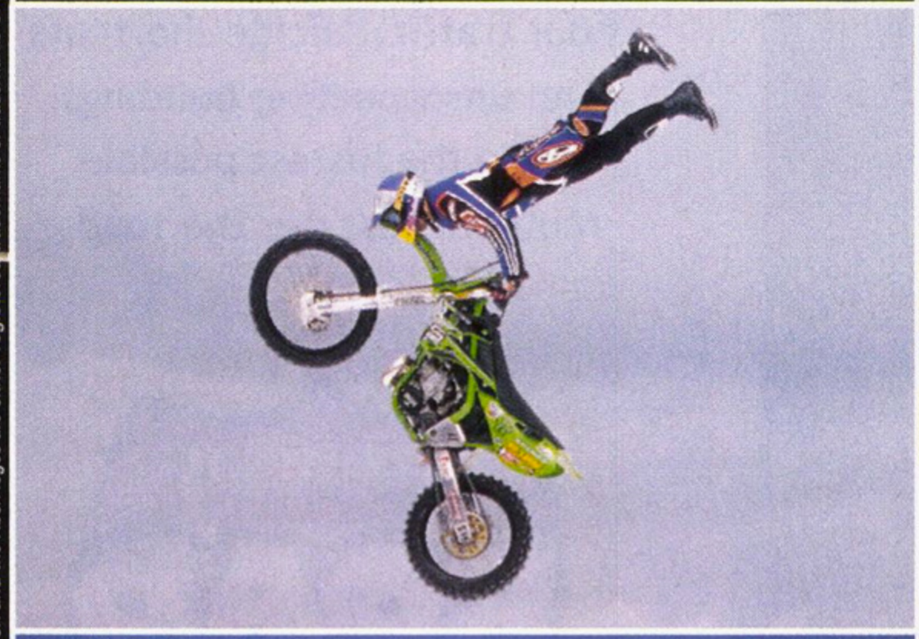
Real motocross racing with 21 pro riders on 15 MX and SX race tracks

Set the record in the Bus Jump and Step Up Challenges





Pull insane tricks in arenas and wide open freestyle environments



Mimic "Mad" Mike Jones and his Kiss of Death

Backflips, frontflips, 360s ...need we say more?

MX™ 2002 featuring Ricky Carmichael Game and Software—© 2001 THQ Inc. Ricky Carmichael used under exclusive license by THQ Inc. Developed by Pacific Coast Power and Light Company, THQ and their respective Logos are trademarks and/or registered trademarks of THQ Inc. Kawasaki® is a registered trademark of Kawasaki Motors Corp., U.S.A. All other trademarks are property of their respective owners. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

EVERYONE

E

CONTENT RATED BY ESRB

Mild Lyrics

MX 2002

FEATURING RICKY CARMICHAEL

THE EVOLUTION OF MOTOCROSS

PACIFIC COAST POWER & LIGHT CO

PlayStation®2

XBOX™

THQ™

www.thq.com

Medal of Honor Frontline

Saving Lieutenant Patterson

If you are dismayed that Medal of Honor: Allied Assault is coming out only for the PC and possibly the Xbox, your respite is here as EA's nearing the completion of Medal of Honor Frontline for the PS2. MOH's original hero, Lt. Jimmy Patterson, is returning to the fray against the backdrop of Operation Market Garden, the Allies' huge paratrooper offensive. Over the course of 15 missions that span five levels, Patterson will be charged with penetrating the Nazi front line and stealing the HO-IX plane, an experimental stealth-bomber–like prototype plane that could literally win the war for the Germans.

As you move across the landscape of the Market Garden, you'll tackle objectives like demolishing a Nazi naval outpost, stowing away on an armored train, rescuing a captive OSS agent from a German-held Dutch mansion, and disarming a bridge the Nazis have set to blow. New weapons will include the Liberator pistol and the MG42 mounted machine gun, while favorites like the Panzershrek bazooka and Browning Automatic Rifle will be back in action in Frontline.

Band of Brothers

While the gameplay will mostly involve first-person combat, at times it will also require you to work with a small squad of fellow soldiers, issuing them basic commands to organize your attack. Some missions will also involve going undercover in disguise and infiltrating an enemy base, while some will involve volatile, large-scale battles with all kinds of mayhem going down all around you. EA is also promising that the series' already-sharp A.I. is being ramped up to deliver even more engaging combat: For instance, taking out the commander of an enemy unit will throw that squad into disarray, making them easier to dispatch.

The Medal of Honor development team at EA LA has never failed to deliver anything less than an outstanding game, and these early peeks at Medal of Honor Frontline look truly tantalizing. Mark this one on your calendar as one of the PlayStation 2's hot prospects for early 2002.

BY AIR HENDRIX

- Developed by EA LA
- Published by EA Games
- Target release date: First Quarter 2002

PlayStation 2

FIRST LOOK

After delivering two of the PlayStation's top games, the Medal of Honor franchise is taking the war to the PS2 for what looks like another sizzling adventure.

© 2001 KF Holdings.

HIGHER WEIGHT
LOWER REPS

CAPRI SUN®

ALL NATURAL JUICE DRINK

BIG POUCH

Strawberry Kiwi

2/3 more than 6.75 fl. oz. juice boxes or pouches.

WANT MORE? BOOM. 2/3 MORE.

Star Fox Adventures: Dinosaur Planet

BY THE MAN IN BLACK

- Developed by Rare
- Published by Nintendo
- Target release date: March

GameCube

FIRST LOOK

WHERE DINOSAURS ROAM, mass destruction soon follows. And now Dinosaur Planet is on the brink of extinction. Huge chunks of the surface have been ripped from the planet, and the evil General Scales and his mutant dinos seem behind it all. In Star Fox Adventures, Fox McCloud returns to investigate the primordial punishment.

Unlike in his airborne Nintendo 64 shooter, Fox's GameCube challenges will take place in and out of his Arwing interceptor. On Dinosaur Planet, the three-dimensional action/adventure gameplay will revolve around a magical staff, which Fox will swing martial-arts style in third-person perspective. But he'll also be able to upgrade the weapon to fire off energy bolts from first-person view.

Foxy's movements won't be limited to combat either. He'll explore the planet with moves like swimming and free-rock climbing. Arwing pilots will get their flybys, too, in familiar first-person or behind-the-ship views.

Fox's old wingmen…er, wingthings, Slippy and Peppy, will be on hand—but, sorry friends of Falco, the feathered avenger won't be seen.

Star Wars: Obi-Wan

BY PONG SIFU

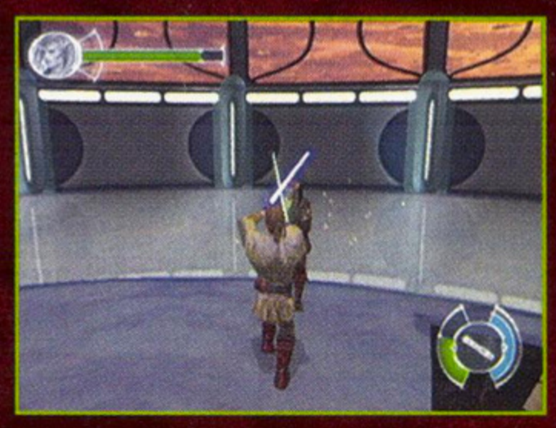
- Developed and published by LucasArts
- Target release date: December

Xbox

HANDS-ON

ORIGINALLY SLATED FOR release on the PC, Star Wars: Obi-Wan is heading to the Xbox instead. In this third-person adventure, you'll take the role of the Padawan apprentice, with Qui-Gon Jinn guiding you through missions that range from locating missing Jedi in the marshes of Jin'Ha to protecting Naboo pilots from Trade Federation droids. You'll also hone your Force powers by sparring against Ki-Adi-Mindi, Plo Koon, and other Jedi masters in lightsaber arenas. The game's 19 levels will take you to Tusken Raider outposts on Tatooine, the teeming underbelly of Coruscant, and other wretched hives of scum and villainy, before culminating in a fierce duel with Darth Maul at the Theed power core.

Graphically, the preview build was a mixed bag. Reflections of real-time light sources off of polished surfaces and water were beautifully rendered, though overall the models were blocky and lacked detail. While the controls enabled a wide array of acrobatics and force abilities, so far, they were clumsy and inaccurate. Hopefully, LucasArts can clean up these problems before the game's release.



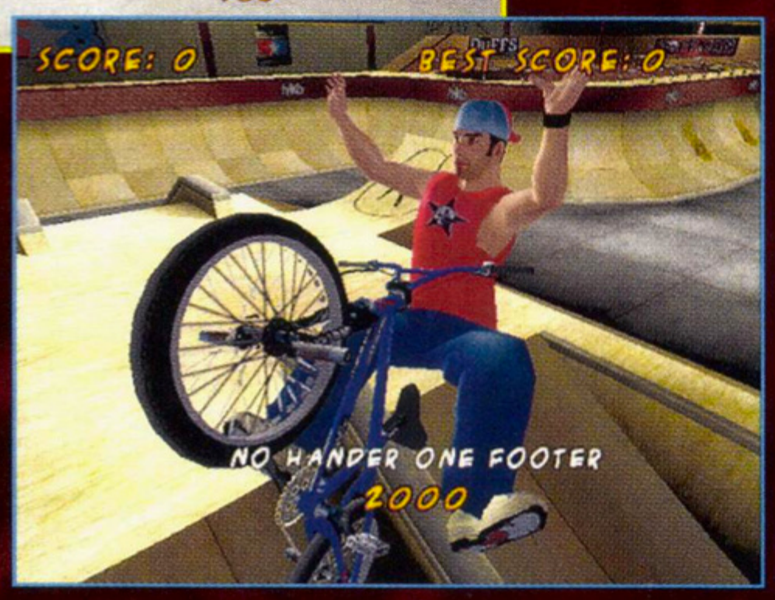
Mat Hoffman's Pro BMX 2

BY FOUR-EYED DRAGON

- Developed by Rainbow Studios
- Published by Activision
- Target release date: First Quarter 2002

PlayStation 2

FIRST LOOK



WITH A SOLID showing on the PlayStation and the Dreamcast, Mat "The Condor" Hoffman is gearing up for another round of high-flying aerials and crazy stunts. In this BMX tour on the PS2, you'll play as Mat—or seven other pros—and freestyle in eight cities, which will be populated with boats, cars, helicopters, and people. You'll be able to perform the usual grinds, manuals, wall rides, and, of course, just about any other sick air trick. New to Mat Hoffman 2 will be the ability to morph your tricks, a feature that will enable you to change your stunt into something sicker on the fly. Also highlighting Mat's second installment will be a course editor, plenty of multiplayer games, and, by the look of these early screens, some sharp visuals. However, with gameplay elements that sound suspiciously similar to those of Dave Mirra 2, the current freestyle BMX champ on the PS2, will Mat be able to prove once and for all that he's the bike king?

Pirates: The Legend of Black Kat

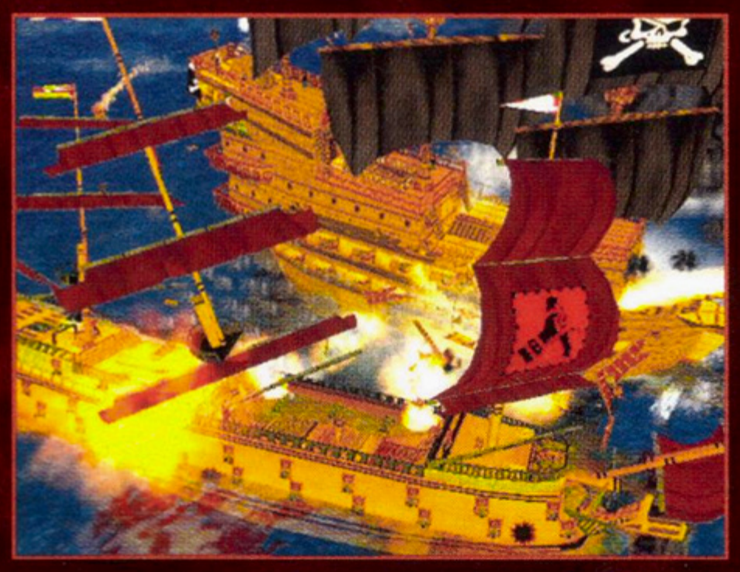
BY D-PAD DESTROYER

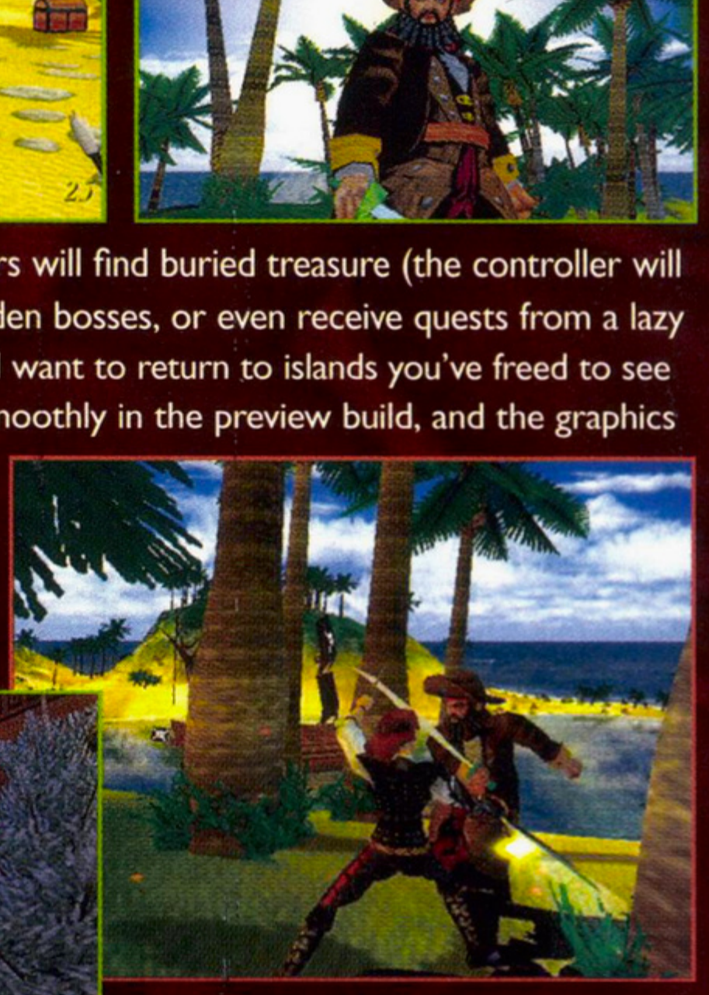
- Developed and published by Westwood Studios
- Target release date: February

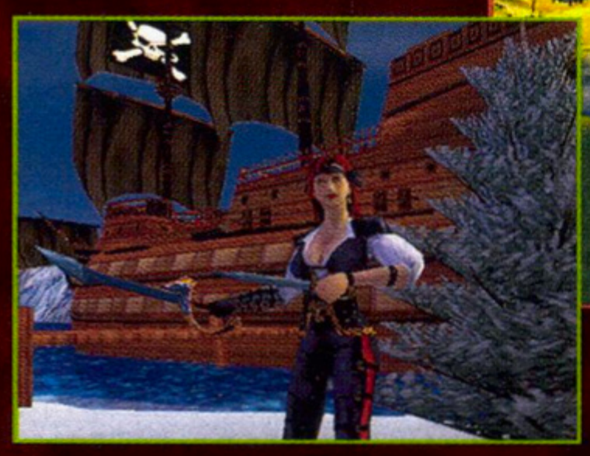
PlayStation 2

HANDS-ON

IN PIRATES, YOU'LL stand behind the wheel of tall sailing ships as you try to avenge your father's death and recover the pirate islands taken over by the pirates of Skull Cove. To accomplish this, you'll have to sail any of 12 pirate ships, from a simple gunboat to the impressive Man O' War, and complete on-land quests on 24 islands ranging from pirate colonies to voodoo nations to skeleton-infested ghost islands. Intrepid adventurers will find buried treasure (the controller will vibrate when you get close to underground booty), fight hidden bosses, or even receive quests from a lazy mermaid. The game's structure will be open and free, so you'll want to return to islands you've freed to see if new things pop up. Land- and sea-based combat worked smoothly in the preview build, and the graphics looked sweet, with a colorful, fantasy-esque feel. If Pirates: The Legend of Black Kat for the PlayStation 2 can keep up the high-seas adventure feel of the preview version, they might just find buried treasure.







Maximo: Ghosts to Glory

BY FOUR-EYED DRAGON

- Developed and published by Capcom
- Target release date: January

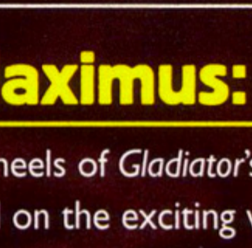
PlayStation 2

HANDS-ON

THE PAST IS here to haunt us—literally. Capcom's legendary Ghosts 'N Goblins is being resurrected into a 3D-action fest, complete with fast swordsmanship and plenty of undying fun. The preview version exhibited both of these traits in four levels of hair-raising action: Sword-wielding skeletons, creepy walking dead, and horrifying ghosts populated every turn. Even better, Maximo was a cinch to control; it felt like you were playing the original Ghosts 'N Goblins again. And there were a variety of special attacks, magic, and defensive postures you could perform.

As Maximo, you'll have to save your kingdom from a nasty villain who has snatched your girlfriend and made your homeland into an evil sanctuary. Throughout your quest, you'll need to collect money to buy upgraded weapons and armor in order to fight the glut of undead monsters that stand in your way.

Circus Maximus: Chariot Wars



BY DR. ZOMBIE

- Developed by Kodiak Interactive
- Published by Encore Software
- Target release date: First Quarter 2002

Xbox

FIRST LOOK

HOT ON THE heels of *Gladiator*'s cinematic success comes a video game based on the exciting world of the Roman Empire. Charging onto the Xbox is Circus Maximus: Chariot Wars, a clever combination of standard cart racing and ancient combat. Up to four players will control 20 chariot teams in seven ancient environments, ranging from the forests of Germania to the Coliseum in Rome. Players will be able to control both the chariot driver and their warrior teammate as they maneuver through twisting terrain and obstacles. Each warrior will have specific weapons, shields, and power-ups to battle their foes. And power-ups, hidden secrets, and alternate paths will be scattered throughout each level.

Crisp Xbox-power will bring the thundering action to life with detailed graphics and photorealistic visual effects. Kudos to the Kodiak Interactive team for breathing new life into an old genre with a concept based on ancient history.

© 2001 Best Buy

If you're really into music, come to Best Buy. You'll find all the latest stuff to create a digital mix everyone will get into. Except, perhaps, the neighbors.

BEST BUY
Turn On the Fun™

BestBuy.com

Eternal Darkness: Sanity's Requiem

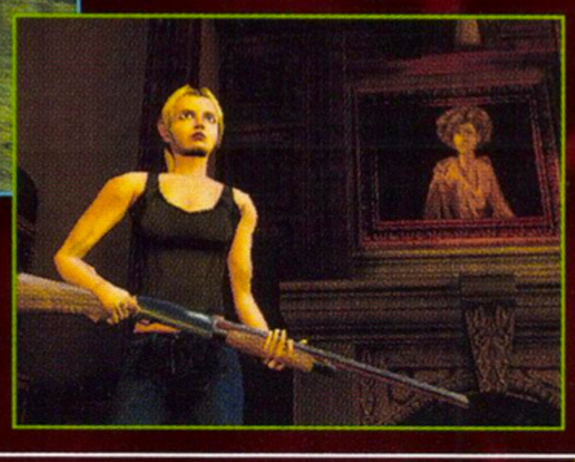
BY BROTHER BUZZ

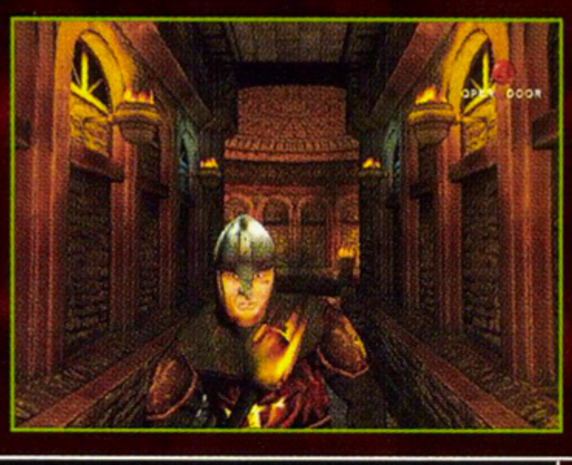
- Developed by Silicon Knights
- Published by Nintendo
- Target release date: February

GameCube

HANDS-ON

ETERNAL DARKNESS WILL literally make you insane. The preview for this Mature-rated nightmare tended toward a Resident Evil–style survival/horror challenge, with lumbering skeletal creatures chomping on you at every turn. The more they chomp, the more "insane" you'll become—eventually, what you'll see and do onscreen will really just be an illusion, until you snap out of it. Pretty cool idea. The gameplay was also like Resident Evil's, with fixed camera views as you moved through the environment. The wacky, slow-moving preview build, however, revealed completely blocked views. Hopefully, some light will be shed on Darkness soon. G





FIND OUT MORE ONLINE www.gamepro.com www.gamepro.com

Sega GT 2002

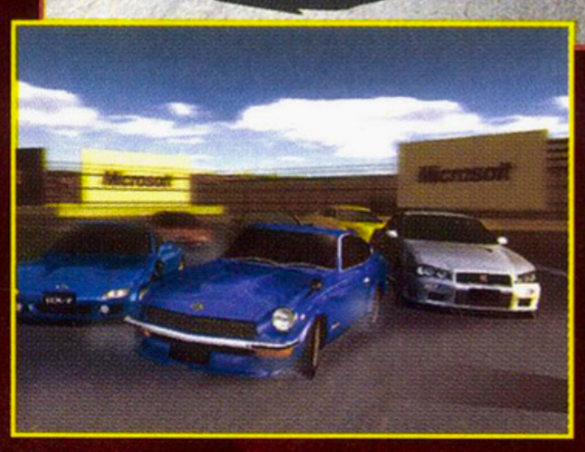
BY FOUR-EYED DRAGON

- Developed by Wow Entertainment
- Published by Sega
- Target release date: First Quarter 2002

Xbox

FIRST LOOK

DURING THE ERA of the Dreamcast, Sega's answer to Sony's venerable Gran Turismo series was Sega GT. Unfortunately, it didn't receive many accolades, even though it showed off some spectacular visuals. Now, the next Sega GT will be arriving on the Xbox, promising to be more than just beautiful eye candy. You'll speed along in the latest high-performance models as well as in cars from the past that developer Wow Entertainment says will represent "tradition," "legend," and "blood." G



Buffy the Vampire Slayer

BY BURNT TOAST

- Developed by The Collective
- Published by Electronic Arts
- Target release date: First Quarter 2002

Xbox

FIRST LOOK

BLOODTHIRSTY VAMPIRES CAN'T seem to resist invasions of the living world, and this time they've concocted a nasty plan to open up a bridge from hell to attack the flat-toothed humans. Unfortunately for them, the teenage vampire hunter from suburbia is out to stop the Old Ones and their after-hours dining habits. This hack-n-slash adventure will feature the voices of the cast from the television series, and could raise the bar for realistic graphics with its finely textured faces and gruesome beasties. The fashion police are armed and dangerous. G

Nothing

Break stuff

Eat pancakes at 3 a.m.

Sleep

Wrestle for no reason at all

Refer to strangers as "Slappy"

Run naked

Spit

Slam squeeze cheese for money

Pee outside

Draw on friends while they sleep

Steal goats

Hang

Light poo on fire, then run

Shave monkeys

Play sports

Play video games all the time

Dump salt in friend's milk

Watch scrambled TV

Light their farts

Swear

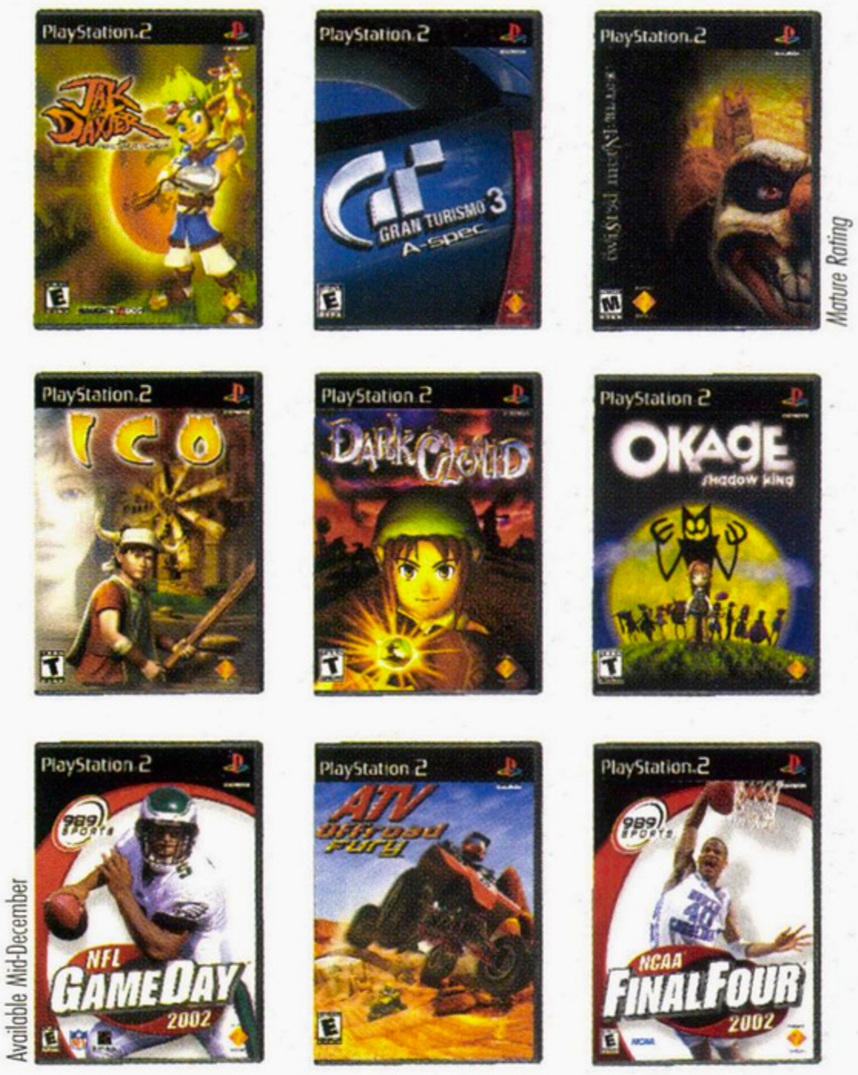
Tie fishing line to door knockers

Road trip

Call the ex and hang up

Best Buy

We asked men aged 16 to 25 what they like to do for fun. Here's what they said:



We're all over this one.

$5 OFF Any of these PlayStation®2 Titles

BEST BUY

Turn On the Fun™

Cashier Instructions: Verify product qualifies. Scan coupon bar code. Scan product bar code. Highlight qualified item. Press "Item Modify." Press "Item Discount." Press "Tab." Enter "500" and press "Enter. "Write "VOID" on coupon and place in register media file.

Good only at Best Buy stores. Not good in combination with other coupons or offers. Limit one per coupon per title per customer. Not valid on prior purchases. Valid on in-stock items only; no rainchecks. No dealers. Coupon must be presented at time of purchase. No copies. Coupon value is 1/100 of one cent. Good through 2/28/02.

4 00043 59492 2

© 2001 Best Buy

BestBuy.com

PaRappa the Rapper 2

BY TOKYO DRIFTER

- Developed and published by Sony
- Target release date: March

PlayStation 2

FIRST LOOK

AW YEAH, THE original musical hound that gets hugs and pounds is coming back. PaRappa 2 will once again have the canine with the gift of rhyme that matches button presses with timed melodic onscreen commands. The world's food is turning to noodles and it's getting in the way of the harmonious union of PaRappa and Sunny Funny. New hip-hop jams will be in the mix, as will other funky genres that promise to be equally yummy while not upsetting the tummy. The graphics will maintain the unique 2D/3D look, but the game won't be about visuals; it will be about music and heart, making it something to look forward to.

Jonny Moseley Mad Trix

BY BEEFCAKE

- Developed and published by 3DO
- Target release date: December

PlayStation 2

HANDS-ON

JONNY MOSELEY MAD TRIX is taking the popular Xsport video game style and bringing back the pastime that snowboarders thought was long-gone. You'll test your gravity skills on skis, scoring points by gathering targets, jumping crazy objects, and racing the clock. In the preview version, Mad Trix offered textures and maps that looked as good as those of any other PlayStation 2 game, but the early control and sound scheme needed a lot of fine tuning. There's still plenty of time for 3DO to adjust the physics and animations to make Jonny Moseley Mad Trix a winter smash hit!

Max Payne

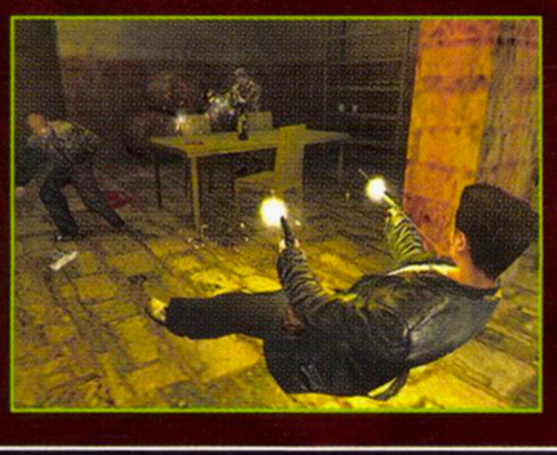
BY MAJOR MIKE

- Developed by Neo Software
- Published by Rockstar Games
- Target release date: November

Xbox

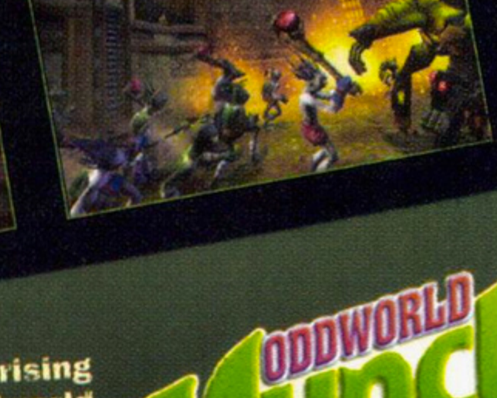
HANDS-ON

THERE ARE FEW things more dangerous than a man with nothing to lose—especially a tough-as-nails NYC detective whose family has been massacred. That's the basic premise of Max Payne, a third-person action/adventure that pits a one-man-army title character against organized crime. Payne's biggest twist will be Bullet Time, which causes time and action to slow as you jump through the air with guns blazing. The playable Xbox beta of Max Payne retained all the detailed sights and atmospheric sounds from the PC version, and the controls were surprisingly responsive—but not without a learning curve. In this game, Payne-back is a bitch.



THEY'RE REVOLTING!

TEAM UP. POWER UP. BLOW UP. ODDWORLD NEEDS YOU.



No really, they're revolting, uprising against the conniving, corporate clods of Oddworld that are eating an entire species to extinction. And you can join the fight. Be both Munch and his flatulent friend Abe in cooperative game play. Hit some twisted power-ups along the way, and lead the revolution against the misguided power mongers. C'mon. The fate of Oddworld is in your hands.

ODDWORLD Munch's Oddysee™

POWER-UPS TO THE PEOPLE!

MunchOnThis.com

XBOX™

TEEN T CONTENT RATED BY ESRB — COMIC MISCHIEF VIOLENCE

ODDWORLD INHABITANTS

ONLY ON XBOX

©2001 Microsoft Corporation. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. ©2001 Oddworld Inhabitants, Inc. All Rights Reserved. The Oddworld logo, and Oddworld: Munch's Oddysee are either registered trademarks or trademarks of Oddworld Inhabitants in the United States and/or other countries.

Kelly Slater's Pro Surfer

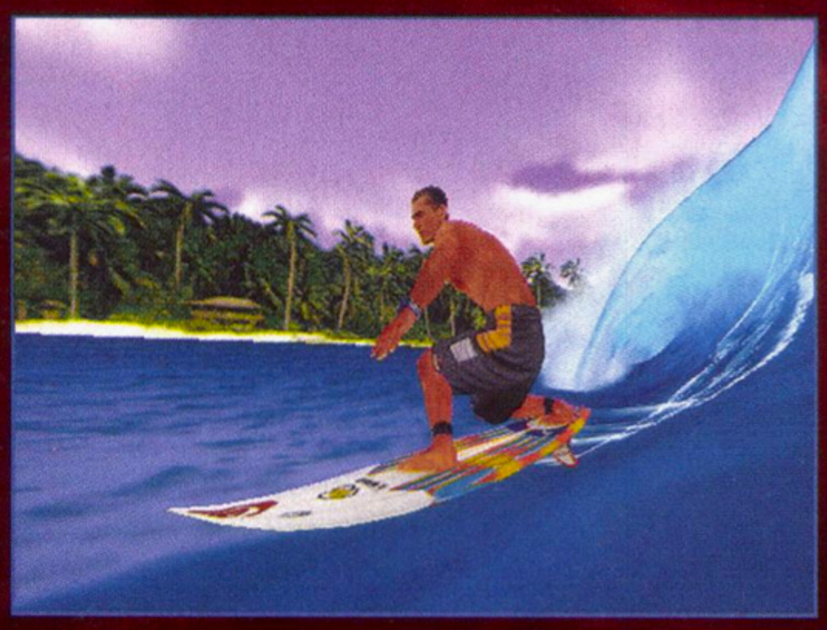
BY FOUR-EYED DRAGON

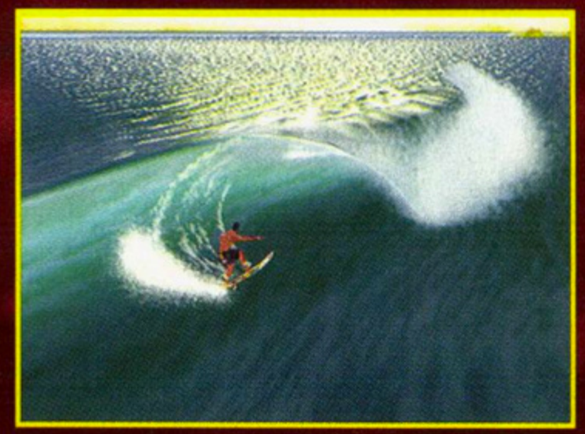
- Developed by Treyarch
- Published by Activision
- Target release date: First Quarter 2002

PlayStation 2

FIRST LOOK

BIG-NAME SURFER Kelly Slater is backing Activision's newest extreme sport entry, which promises to be the perfect wave for the PS2. You'll ride as Slater or eight other pros, like Lalani Robb and Lisa Anderson, and travel to 13 of the most famous surfing locales in such areas as Africa and the South Pacific, complete with real landmarks and hazards. You'll be able to carve through the water and perform multiple trick combos and signature pro moves, or go for an exhilarating tube ride. You'll also see real video footage of your favorite boarder performing insane aerial stunts and sweet tricks.





Pac-Man World 2

BY FOUR-EYED DRAGON

- Developed and published by Namco
- Target release date: First Quarter 2002

PlayStation 2

FIRST LOOK

EVERYBODY'S FAVORITE dot-eating hero is coming back again for another quirky 3D adventure. This time, you'll travel through six colorful worlds in an attempt to retrieve the Magical Golden Fruit that the Ghost Gang has stolen. In 24 levels, you'll wind through crazy mazes filled with colorful enemies. Plus, you'll be able to skate, using roller blades or ice skates, and take control of a submarine. You can expect plenty more challenges than just consuming dots in this take on the legendary classic.

Mega Man X6

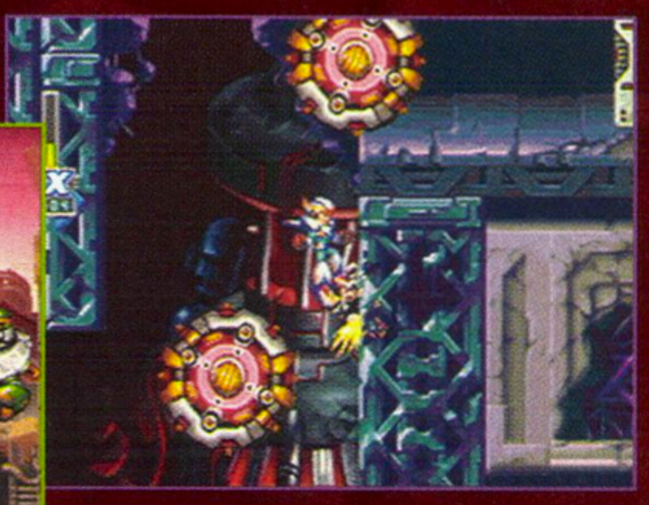
BY DR. ZOMBIE

- Developed and published by Capcom
- Target release date: December

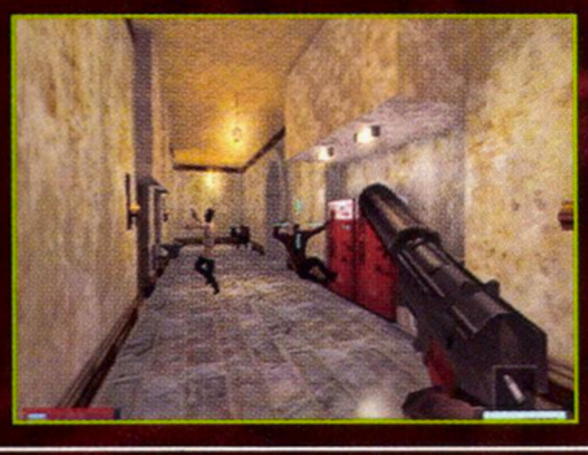
PlayStation

HANDS-ON

CAPCOM'S FAMOUS blue bomber is returning for one last hurrah on the PlayStation—and even in preview form, Mega Man looked ready to blast off. In Mega Man X6, the canon-armed kid battles a giant berserk reploid who's wreaking havoc in a lavishly rendered 2D world. This time around, gamers will be introduced to the Nightmare System, where actions on one level create specific reactions and effects on subsequent levels. Mega Man fans will recognize the five boss characters, but will be treated to a Random Stage System where the map of each level changes every time it is played. The final launch for Mega Man should be out of this world.



No One Lives Forever



BY BEEFCAKE

- Developed by Monolith Productions
- Published by Sierra
- Target release date: February

PlayStation 2

HANDS-ON

IT'S HALF-LIKE; it's Cate Faction! This Bond-ish first-person shooter is porting shagadelic secret agent Cate Archer from the popular PC version to the PS2. In the work-in-progress preview version, the frame rate dropped amid firefights and textures were a bit fuzzy—let's hope the graphics will be optimized before release. Once the analog sensitivity was toned down, the controls performed reasonably well. If you liked Half-Life and/or Red Faction, you may dig this—just cross your fingers for some graphical improvement in the home stretch of development.

www.gamepro.com FIND OUT MORE ONLINE www.gamepro.com

Run Like Hell

BY FOUR-EYED DRAGON

- Developed and published by Interplay
- Target release date: February

PlayStation 2

HANDS-ON

IT'S NOT ALL smiles and sunshine on the Forseti Station. Murderous aliens have taken over the space station, and it's up to you to save the day. In this third-person action/adventure, you'll play as Nick, who must try to eradicate all the aggressive creatures not only by unloading on them with the latest weaponry, but also by solving some ingenious puzzles along the way. The preview version already showcased plenty of action that mirrored the game's name.

Barbarian

BY FOUR-EYED DRAGON

- Developed and published by Titus
- Target release date: March

PlayStation 2

FIRST LOOK

IN THIS ARENA-BASED fighter, you'll choose from 10 skilled warriors, then fight in gigantic 3D environments against up to four people at once. If you can't wrangle up friends, the one-player mode will keep you busy. There will be 11 quests to complete, plus you'll need to play a variety of side-quests to build up character skills and abilities. The barbarian brutes will begin battle in March.

PlayStation®2

SMUGGLER'S RUN 2

HOSTILE TERRITORY

OUT NOW!

WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN2

DEVELOPED BY

PUBLISHED BY

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. Copyright 2001 All rights reserved.
Buggy Image ©Jim Sugar Photography/CORBIS.

The ultimate off-road driving adventure returns to the PlayStation®2 computer entertainment system this fall. Work for an elite band of smugglers delivering contraband, escaping the authorities and attacking rivals. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

Race anywhere across the world's most hostile territories

Fully integrated plot increases the adrenaline and ups the stakes

Deliver the goods through mine fields, avalanches and enemy crossfire!

Outrun and outwit your enemies head-to-head in split screen multiplayer mode!

6 all new mission types

TEEN
T
CONTENT RATED BY ESRB

Violence

PlaySmart

Maximize your video gaming fun! Make the right purchasing choices by knowing exactly what kind of content is inside each game.

The ESRB Ratings Guide

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. The following is a quick key to the most common ratings; for a complete description, check out the ESRB's Web site at **www.esrb.org** or call **800/771-3772** for more information.

Titles rated **Everyone (E)** have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, comic mischief, or crude language.

Games rated **Teen (T)** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.

Games rated **Mature (M)** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

The **Rating Pending (RP)** icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, check the ESRB's Web site or call its toll-free phone number for updated rating information.

WHERE TO FIND THE ESRB RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout *GamePro*.**

Note: Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.

Halo
By Microsoft

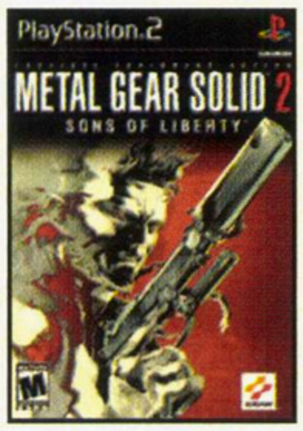
MATURE

Like Half-Life, Halo is a story-based combat game that revolves around battle with alien creatures. The fairly intense action involves gunplay on foot and in a variety of vehicles, and plenty of blood—both human and alien—is spilled. While the violence isn't over the top, it's realistic enough and frequent enough to make Halo unsuitable for younger audiences.

Metal Gear Solid 2: Sons of Liberty
By Konami

MATURE

In Metal Gear Solid 2: Sons of Liberty, you'll play as a sole member of a special-forces team out to thwart a terrorist plot. The game includes splashing blood, gunplay, and hand-to-hand combat. The cinematic cut-scenes and spoken dialogue can also get intense, and some of the areas in the game feature scantily clad women on pinup posters.



Return to Castle Wolfenstein
By Activision

MATURE

The latest trip to Castle Wolfenstein is packed with blood, gore, and violence. If gunning down realistic-looking Nazis isn't enough, the game also features zombies, undead knights, and other gory creations. The violence is exaggerated, and there's lots of it. Those gamers squeamish about guns and gore won't be pleased with this one.

Silent Hill 2: Restless Dreams
By Konami

MATURE

The kind of game that breeds weeks of nightmares, Silent Hill 2 earns every letter of its ESRB Mature rating. This game is more twisted, dark, intense, realistic, and downright disturbing than most R-rated horror movies these days, and it's filled with lots of blood, indescribably gruesome creatures, graphic murders, and bizarre sexual themes. Don't let children anywhere near this one.

Soul Reaver 2
By Eidos

MATURE

You play a rotting, undead vampire/demon anti-hero who impales his enemies on spiked poles and then sucks out their souls to regain health—so expect lots of brutal violence, gore, and gallons of blood. There's tons of dialogue, but only a few moments involve the use of even marginally offensive language.

Baldur's Gate: Dark Alliance
By Interplay

TEEN

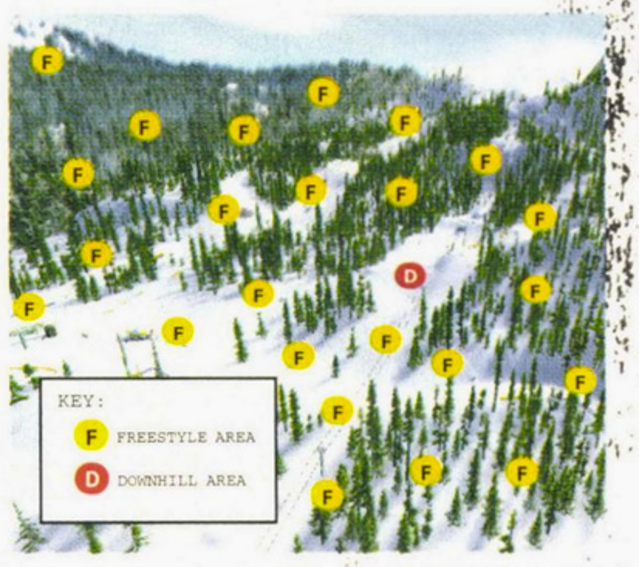
Baldur's Gate: Dark Alliance is a Dungeons & Dragons–based action role-playing game featuring mythical creatures blown apart by medieval sorcery and zombies' limbs hewn by swords and axes. A few of the women are scantily clad, but the Teen rating is mostly for the game's animated violence and mature story line.

Note: Some box art does not display final ESRB ratings.

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

Baldur's Gate: Dark Alliance	M	Crash Bandicoot: The Wrath of Cortex	E
Halo	M	FIFA 2002	E
Metal Gear Solid 2: Sons of Liberty	M	Frequency	E
Silent Hill 2: Restless Dreams	M	Fuzion Frenzy	E
Soul Reaver 2	M	Gradius Galaxies	E
Agent Under Fire	T	Harry Potter and the Sorcerer's Stone	E
Capcom vs. SNK 2	T	Madden NFL 2002	E
Dead or Alive 3	T	Mech Platoon	E
Doom	T	NASCAR Heat 2002	E
Dragon Warrior VII	T	NASCAR Thunder 2002	E
Giants: Citizen Kabuto	T	NBA 2K2	E
Oddworld: Munch's Oddysee	T	NBA Live 2002	E
Project Eden	T	NFL Fever 2002	E
Smuggler's Run 2: Hostile Territory	T	Phalanx	E
Star Wars Starfighter: Special Edition	T	Project Gotham World Street Racer	E
Tony Hawk's Pro Skater 3	T	Shaun Palmer's Pro Snowboarder	E
TransWorld Surf	T	Shrek	E
Vampire Night	T	Splashdown	E
WWF SmackDown: Just Bring It	T	Spyro: Season of Ice	E
Burnout	E	SSX Tricky	E
Columns Crown	E	Tennis 2K2	E

CHECK IT! IT'S THE AMPED GUIDE TO FREESTYLE!



A BASIC GUIDE TO THE MOUNTAIN

POCKET PHRASE TRANSLATOR

ENGLISH:
"THAT WAS A NICE TRICK."
FREESTYLE:
"DAG!"

ENGLISH:
"I LIKE YOUR PANTS."
FREESTYLE:
"DAG."

ENGLISH:
"I THINK I'VE FRACTURED MY PELVIS."
FREESTYLE:
"DAG."

THE RODEO FLIP **Also known as the "Don't Try This At Home." The nice part of this trick is that once you're insane enough to try it, you're probably ready for a magazine cover.**

ampedfreestyle.com

EVERYONE E CONTENT RATED BY ESRB — MILD LYRICS

XBOX

ONLY ON XBOX

amped™ FREESTYLE SNOWBOARDING

STYLE ISN'T EVERYTHING... JUST KIDDING

©2001 Microsoft Corporation. All rights reserved. Microsoft, Amped, Xbox, and the Xbox logos are registered trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners.

FIND OUT MORE ONLINE www.gamepro.com

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SONS OF LIBERTY

HYPE IS A double-edged sword that can either shred a game or elevate it to classic status, and anyone who follows the gaming world knows that Metal Gear Solid 2: Sons of Liberty faced lofty expectations. The verdict: MGS2 easily vaults the bar that it set for itself with an action/adventure that's bigger, louder, longer, and tougher than that of its PlayStation predecessor. The game also includes some risky plot twists and play elements that pay off in spades.

"?"

MGS2 builds on the framework of its 32-bit predecessor with familiar characters and new play features. You start as Solid Snake, a one-man army who infiltrates an oil tanker and later an offshore decontamination facility in hopes of thwarting terrorists from gaining control of the latest "Metal Gear" combat vehicle. Since the mission involves top military brass, research secrets, and need-to-know information, the dialogue frequently wanders into techno-military babble that's likely to put a question mark over your head. Kudos to the excellent voice talents that not only bring characters to life, but also further immerse you in the game.

One of the biggest strengths of the first Solid was the array of moves and tactics at your disposal, and MGS2 retains all those features and throws some new stuff into the mix: You can dangle from railings, perform cartwheels, and use weapons in first-person mode. Although responsive controls nicely hold their own, some features aren't entirely successful—such as button-sensitive aiming that makes it easy to accidentally discharge a weapon while lining up a target.

"!"

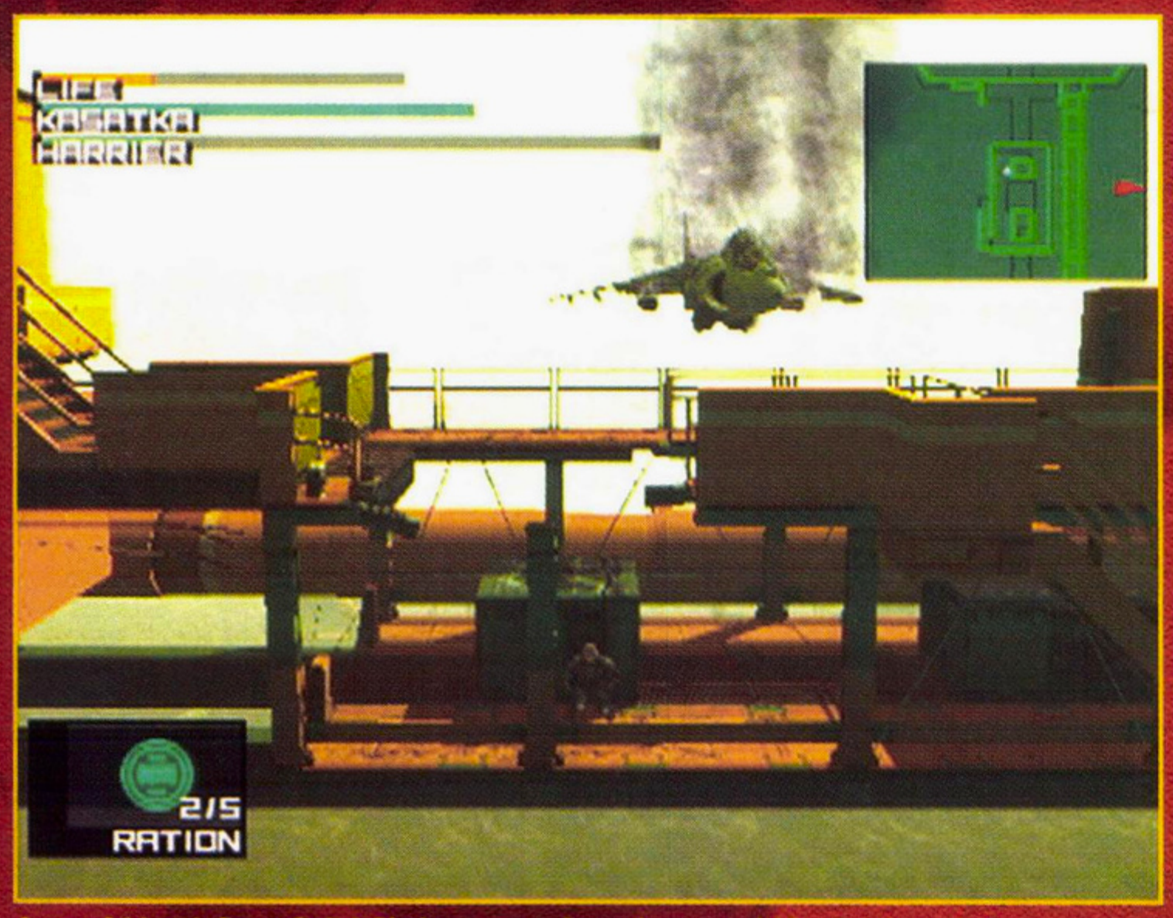
The game's level design and enemy A.I. are astounding. Most of the action takes place in rooms and corridors that are riddled with interactive elements, but they're more than just a series of cool bells and whistles for their own sake. Here, you must learn to use your surroundings creatively—whether it's to conceal defeated guards, set traps, or hide from your pursuers.

Speaking of which, adversaries are imbued with a unique and highly challenging A.I. Guard patrols have communication chains, which, if broken, summon perceptive reinforcements. Well-armed reinforcements also come running if you're spotted or unsuccessful in taking out individual guards—and even if you're able to neutralize the initial units, you'll quickly find

PROTIP: Battling Vamp is a long and drawn-out fight. Chip away at his vitality by throwing grenades in the water when he's submerged. Also, shoot out all the room lights.

PROTIP: When defusing Fatman's time bombs, look all around the area where one appears on your radar, including underneath a crate.

PROTIP: After you find a new keycard, re-explore areas that you previously passed through; you could find new weapons and items.



One of Metal Gear Solid 2's bosses–a heavily armed Harrier jumpjet.

PROTIP: Before you try to free President Johnson with a Nikita missile, lure him out of the line of fire by knocking on a wall that's close to him.

PROTIP: When navigating the pipe room during the bomb search, crawl underneath the big red pipe, which leads to an explosive.

BY MAJOR MIKE

- Developed by KCEJ
- Published by Konami
- $49.99
- Available now
- Action/adventure
- 1 player

MATURE M — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.0	5.0

yourself outflanked and outgunned. Gamers who are prone to Rambo tactics will be quickly greeted by "Mission Failed"—even decorated veterans of the first game must re-think their approach and strategies.

Yet stealth isn't always an option. At times, you must fight—especially against some seriously tough bosses. Trying to locate and defuse timed explosives while avoiding gunfire and enduring obnoxious insults from a roller-skating bomb-nut taxes your skills and reflexes, as does a beautifully staged firefight against a Harrier gunship atop a rickety platform. Excellent graphics add overall effect as they fill the screen with fine details and jarring special effects.

11-13-01

MGS2 hardly lacks diversity. In addition to sneaking, crawling, and running past guards, you'll encounter several pressure-cooker situations—navigating narrow platforms, rescuing hostages, and sneaking past a platoon of marines are just a few of the game's activities to keep you on sweaty edge. A plethora of subtle hidden features, tweaks, and side challenges—like collecting dog tags—only add to the fun. It's as if the game developers took their "what if…" list of cool ideas and threw it into the game; you can spend hours just exploring.

Oh yes, there are new "toys," too. The war chest includes a grenade launcher, tranquilizer pistol, and microphone gun to eavesdrop on distant conversations—and you can still use cardboard boxes for various applications.

THE BOX IS BACK

Gamers can breathe a collective sigh of relief: Metal Gear Solid 2: Sons of Liberty is everything it was teased, touted, hyped, and—in some circles—feared to be. It's easily one of the most memorable gaming experiences you're likely to have.

Metal Gear Solid 2's cinema cut-scenes are rife with well-written dialogue, including a few moments of light-and unintentional-humor.

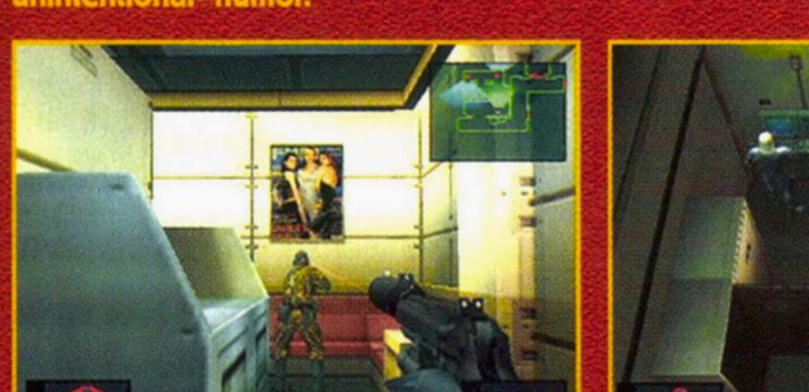
PROTIP: Whenever you knock-or take-out a guard, drag their body to a closet and store them inside it.

PROTIP: When you're stalking down a long, dark hallway, switch to the thermal scope so you can spot any guards in the distance.

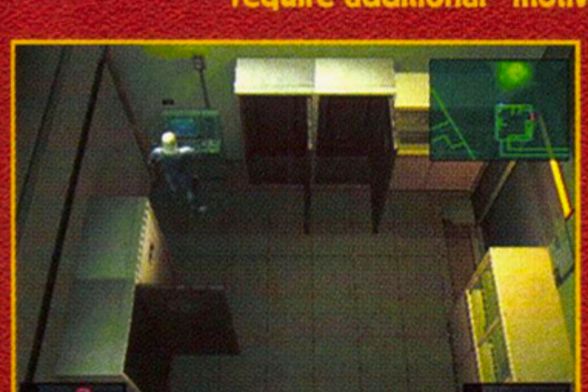
Unlike in the first MGS, it's more difficult to shake enemies once they're on "Alert" status; if you try to stand and fight, chances are you'll be defeated.

PROTIP: Use caution when walking around hostages: You could accidentally trip one of them and blow your cover.

PROTIP: Guards carry collectable dog tags. To acquire a guard's dog tags, stick them up, and then aim at their head or crotch; when you do, they'll shake and drop the prize. However, some guards require additional "motivation" in the form of a warning shot.



PROTIP: Beware of eye-catching distractions that can divert your attention and get you spotted.



PROTIP: When you enter a new area, your first objective is to find and activate the node.

PROTIP: When you use a cardboard box to hide from enemies, do so in a place that makes sense.

GRAPHICS 5.0

Multiple camera angles keep you rooted in the action and consistently aware of your surroundings. The effects are no slouch, either, as they fill the screen with intense explosions and fine details.

SOUND 5.0

MGS2 benefits significantly from poignant voice casting, atmospheric special effects, and a charging music score. The sudden trumpeted blast that signals your discovery by enemy guards hasn't lost its ability to make you jump.

CONTROL 4.0

The various character functions are kept under tight control, but the touchy, pressure-sensitive aiming/firing system takes patience and practice. Lack of a custom configuration also hurts the score.

FUN FACTOR 5.0

Does Metal Gear Solid 2: Sons of Liberty meet the hype? You bet. Here's a game that was well worth the wait. Complete with a stellar scenario, clever level design, challenging enemy A.I., and a captivating play scheme, MGS2 is a definite don't-miss title.

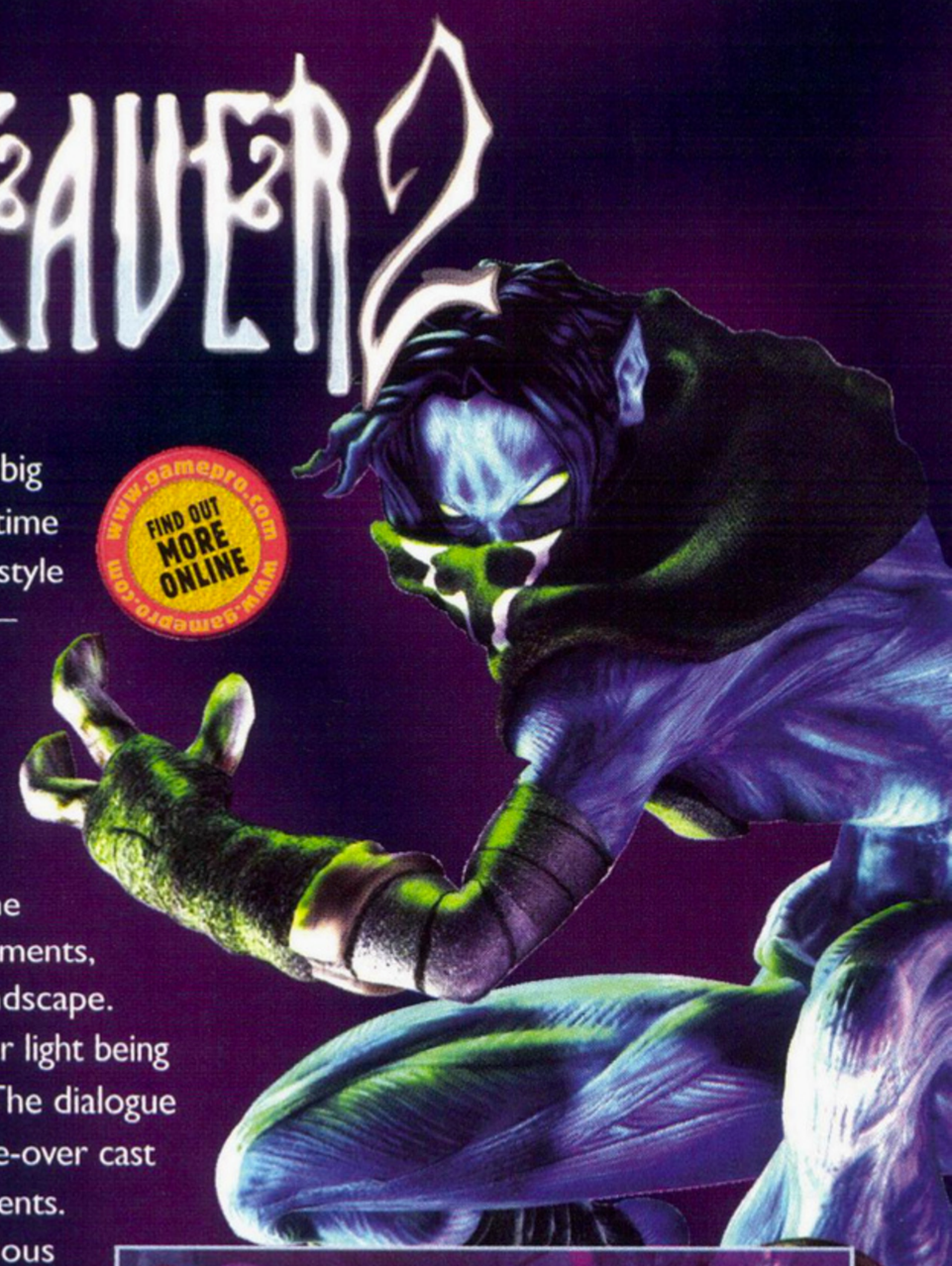
BY STAR DINGO

- Developed by Crystal Dynamics
- Published by Eidos
- $49.99
- Available now
- Action/ adventure
- 1 player

MATURE M — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	3.5	3.5

SOUL REAVER 2



www.gamepro.com FIND OUT MORE ONLINE

AND SO THE BALANCE came to pose a question: Can a great story, a host of cool things to look at, and the undeniable cool factor of an undead anti-hero with a spirit sword grafted to his arm make up for wonky combat, lots of retreading, and a few too many missed opportunities? Steel your resolve, dear reader, and listen to the tale of jawless Raziel.

O, This Sanguine Illusion Called Freedom

While Raziel's original PlayStation adventure was pretty linear in nature, the game did a fantastic job of leading you to believe your destiny was firmly in your putrid, misshapen talons. In Soul Reaver 2, however, there's a much more palpable sense that you're constantly being led along. The first game's brilliant realm-shifting device doesn't play as big a role in the sequel's puzzles, and—aside from a few key plot points—Raziel's newfound ability to time travel sadly doesn't play any role at all. Most of Soul Reaver 2's puzzles are complex, Indiana Jones–style affairs that—while fun, varied, and wickedly challenging—involve lots of retreading the same ground.

PROTIP: Each Elemental Reaver grants you several different advantages. Air enables you to walk more quickly through swamps, while fire is ridiculously powerful.

At the Crux of Crimson Ambition

Neo-Nosgoth's biggest boons are its awesome architecture, detailed textures, and a beautiful world that moves along at a mostly solid 60 frames per second. However, the game cheats in the lighting, shadows, and reflections departments, and polygon glitches occasionally show up to mar the landscape.

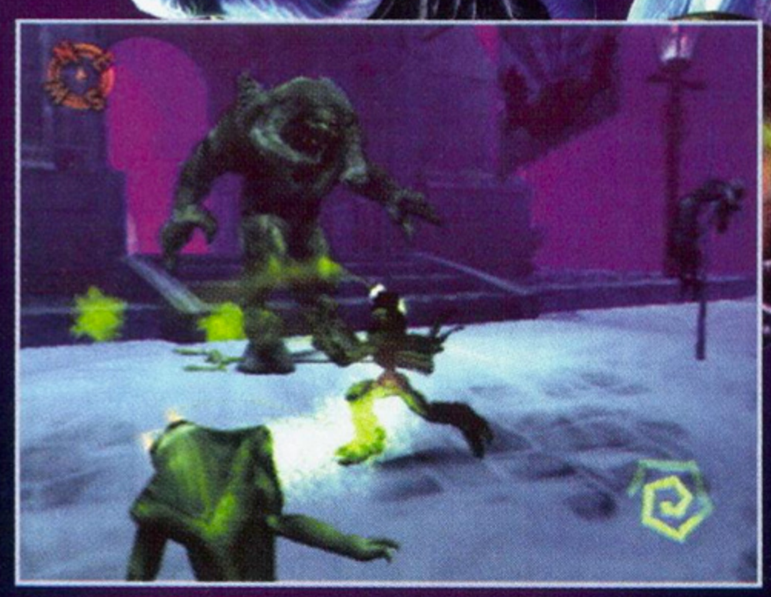
Great mood music sets the tone, and you can almost hear light being sucked from the world as Raziel swings his Dark Reaver. The dialogue is rife with Anne Rice–flavored pretension, though the voice-over cast graduated from the Royal Academy of Affecting British Accents.

Combat (one of the first game's most tedious vices) has been improved thanks to some newfound agility on Raziel's part—though the enemies move as if only pretending to obey the law of gravity, and fighting still isn't deep or varied enough to keep you from running past as many battles as possible.

PROTIP: Since unblockable attacks are common, avoid Raziel's ability to block and abuse his new ability to dodge.

The Fulfillment of Fate's Dark Plan

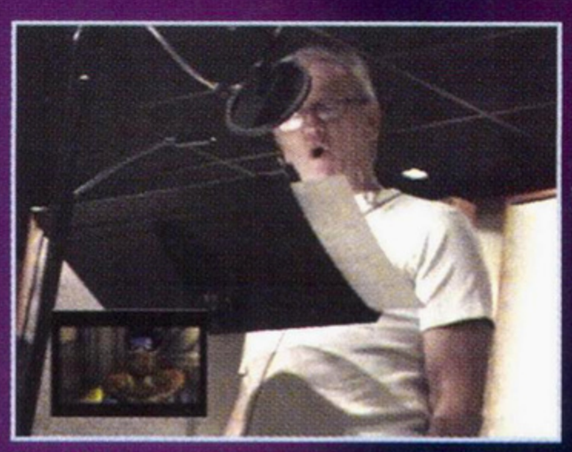
Soul Reaver 2 is a good, great-looking game that takes as many steps back as it does forward, and winds up teetering precariously over the brink of disappointment. Perhaps next time we meet old Raziel, he'll be ready to fully assume his grand role in destiny's dark design.



PROTIP: There's no rest for the wicked–even in death. These demons will follow you from the material world to the spectral realm.

PROTIP: Avoid the temptation of impaling your foes since you temporarily lose your weapon. Just let them die all on their own.

PROTIP: To lower these crystal bridges, align both sun symbols in your Light Reaver's sights and shoot them both at once.



Soul Reaver 2 actually boasts a very nice array of DVD extras, including conceptual art, scripts, and voice-actor outtakes.

PROTIP: If you auto-target an enemy [R1], the other enemies tend to back off while you fight.

GRAPHICS	4.0

The gorgeous, wide-open worlds boast breathtaking architecture and a mostly sky-high frame rate, though Nosgoth loses some luster with polygon glitches and cheats in the realms of lighting and shadows.

SOUND	5.0

Great mood music serves as the soundtrack to your soul-reaving—though it's the sound effects that steal the show—while great voice actors read reams of pretentiously entertaining dialogue.

CONTROL	3.5

Raziel is more agile than he used to be, though right around the halfway point, you'll realize your greatest battle is against the tedium of combat.

FUN FACTOR	3.5

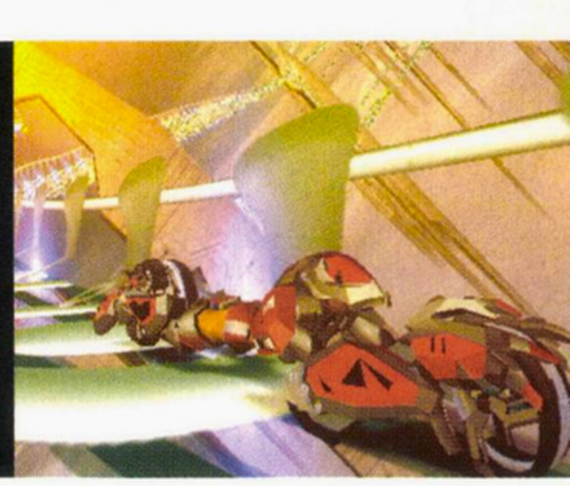
It's an epic, bloody feast for the eyes and the ears—but missed opportunities, too much walking, and puzzles that try your patience as much as your mind make it a bit of a famine for the fingers.

PlayStation.2

G-STRING MEETS G-FORCE

Kinetica™

RACING HAS EVOLVED™



It's what they're wearing in the fast lane. Slip into a Kinetic Suit and feel the intense competition. Scale walls. Cling to ceilings. Pull off ground and aerial stunts on 12 futuristic tracks. Man and machine are united. Pure speed never looked so good. www.scea.com

TEEN
T
CONTENT RATED BY ESRB

Mild Violence
Suggestive Themes

Kinetica is a trademark of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

BY D-PAD DESTROYER

- Developed by Yukes
- Published by THQ
- $49.99
- Available now
- Wrestling
- 4 players

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	3.5	4.0

WWF SMACKDOWN! JUST BRING IT

WRESTLING FANS, YOUR cries have been heard. The wrestling-game gods over at Yukes and THQ have brought you a wrestling game with more tables, ladders, and motorcycle ring entrances than ever before. Unfortunately, they had to leave some of the important stuff out.

THE TOTAL PACKAGE

Just Bring It is by far the most ambitious and complete wrestling game in history. The feature list on this puppy reads like a New York City phone book. Over 30 wrestlers can compete in well over 60 match types, ranging from Hardcore and Coffin matches to King of the Ring. If the roster's not large enough for you, you can create your own wrestler with the genre's most complete Create A Superstar mode. Managers, Create A Stable, and even a fairly deep Season mode round out SmackDown's total package.

The PlayStation 2 really does the game justice, taking the best-looking wrestling series for the PlayStation and giving it that PlayStation 2 shine. The wrestlers grapple and brawl with smooth realism, but the action seems stiff anytime there's not a big move going on. Still, SmackDown's TV-style presentation with multiple camera angles and realistic arena lighting will knock hardcore fans on their asses.

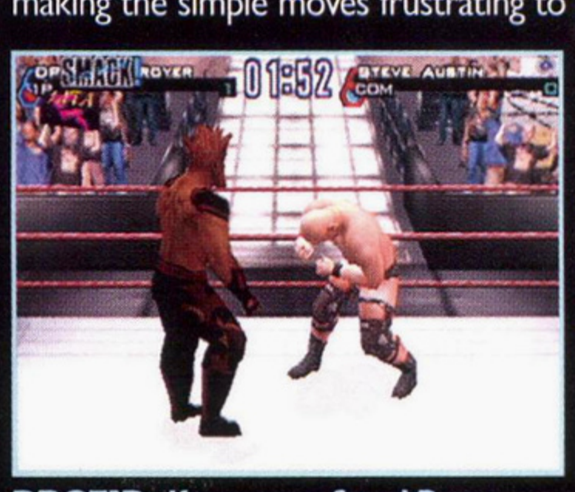
JUST BRING MORE

With so many strengths, it's tempting to ignore the game's faults. This SmackDown marks a definite downshift in the quality of the announcing, with the ringside commentary calling out moves that neither the player nor the superstar even thought of performing. Hearing "What a wonderful suplex!" when there's not a suplex within a hundred miles is really annoying. The music fails, too: Generic rock-type sonic patterns back the action, and the SmackDown theme is the only other song nearby—unless you count the one licensed song in the game, "Rolling" by Limp Bizkit. Move timing seems a little off as well, making the simple moves frustrating to pull off. Not to mention the Season mode, which is tons of fun but still seems like it could have been better.

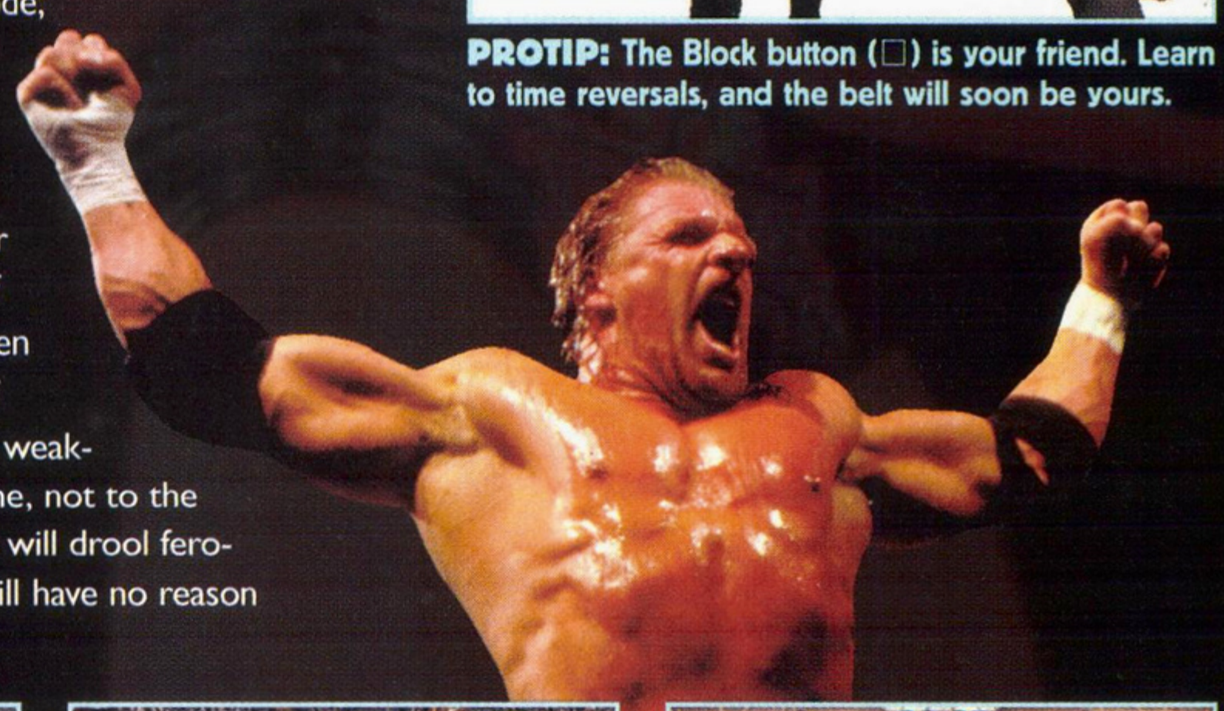
THE PEOPLE'S CHAMP

WWF SmackDown: Just Bring It for the PlayStation 2 packs in a ton of features that wrestling fans have been screaming about since the days of Acclaim's WWF War Zone, but its weakness lies in the attention to the game, not to the details. Hardcore wrestling maniacs will drool ferociously for this title, but non-fans still have no reason to just bring it. GP

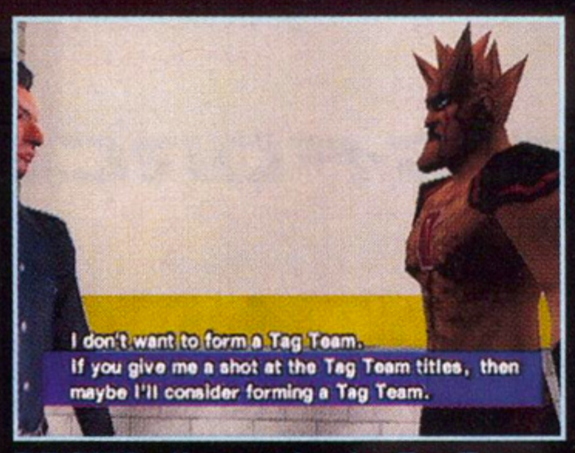
Just Bring It offers the genre's most complete Create A Superstar mode.



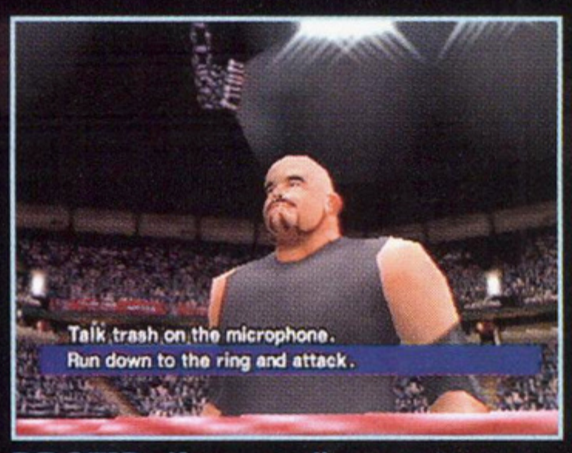
PROTIP: Know your SmackDown move and use moves that set you up easily. The setup can be as simple as a punch to dizzy your opponent for a split second.



PROTIP: The Block button (□) is your friend. Learn to time reversals, and the belt will soon be yours.



PROTIP: If you take the Tag Team route, be sure to stay on good terms with your partner. Otherwise, you might end up facing a Three-Man Tag Team match–alone.



PROTIP: If you really want to get into Season mode, you'll have to lose matches and make a few bad decisions. The really fun stuff happens backstage.

PROTIP: If a move looks amazing to you, it will wow the crowd. Do all the crazy moves you can to fill your SmackDown meter more quickly.

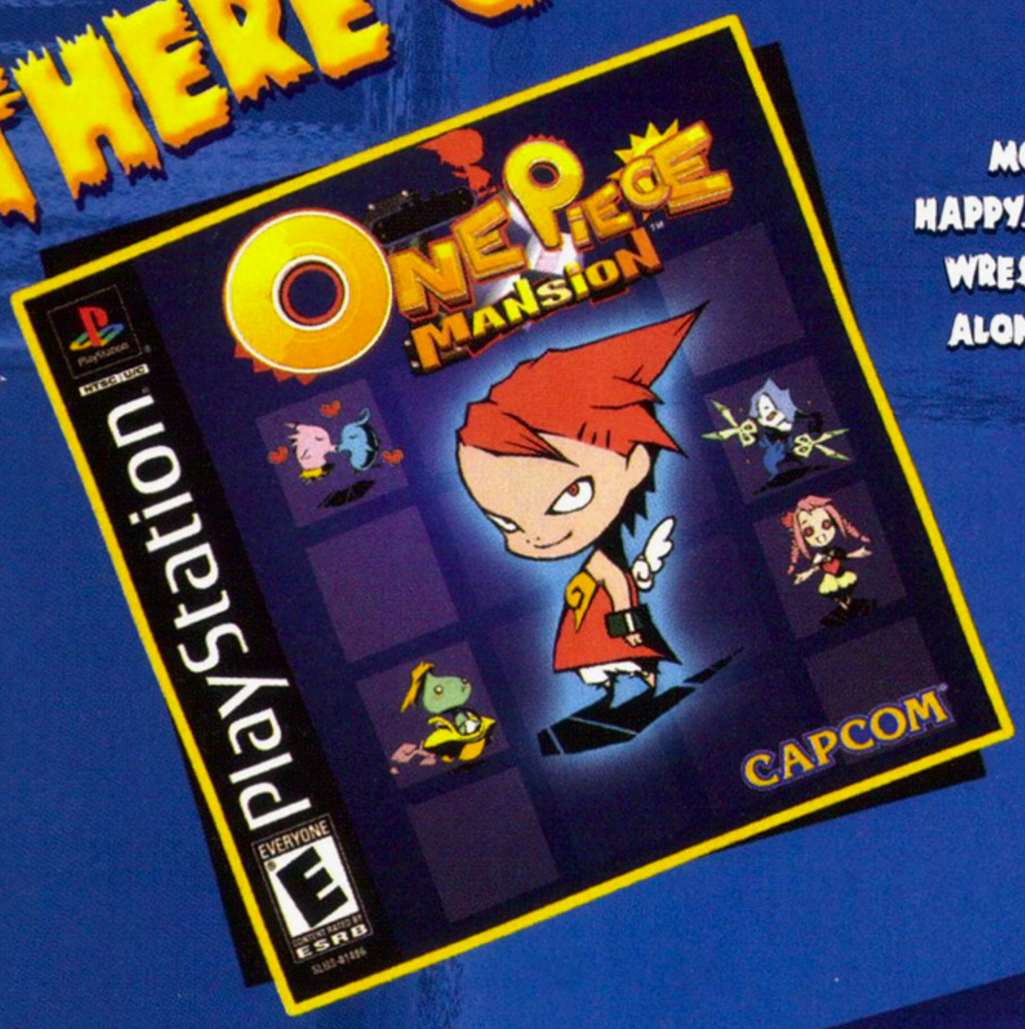
PROTIP: Take every opportunity to taunt your opponent. You'll raise your momentum meter without having to perform a sweet move.

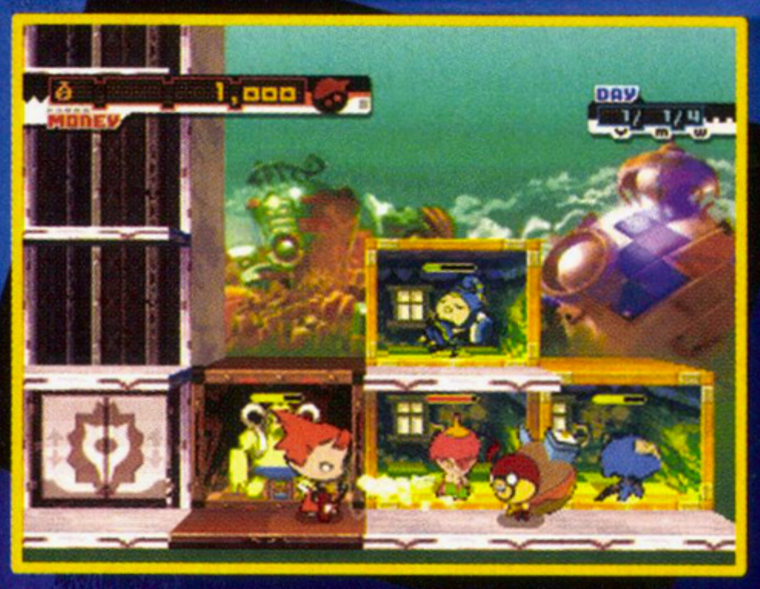
GRAPHICS 4.5	SOUND 3.0	CONTROL 3.5	FUN FACTOR 4.0
Only vaulting expectations hurt this title. Everything looks just about perfect, but a little work could have helped the robot wrestlers become human again.	The soundtrack repeats, there are no wrestler voices, and the commentary is about as smart as a plate of spaghetti. Thankfully, you can adjust all of the above.	Stiff controls are countered by a responsive reversal system, but strange timing makes simple moves frustrating to pull off.	Just Bring It is the total package for diehard wrestling fans, but casual gamers might feel the need to toss it over the top rope.

ONE PIECE MANSION™

THERE GOES THE NEIGHBORHOOD!

IT'S NOT EASY BEING THE LANDLORD OF THE ONE PIECE MANSION. IN THIS WACKY PUZZLE GAME IT'S YOUR JOB TO MAKE SURE LIFE RUNS SMOOTHLY. BUILD UP YOUR MANSION AS HIGH AS YOU CAN, RAISE THE RENT AND COLLECT MORE MONEY. BUT, IT'S ALSO UP TO YOU TO KEEP EVERYBODY HAPPY HAPPY HAPPY... OR ELSE THEY'LL MOVE AND SKIP OUT ON THEIR RENT. CAN A SUMO WRESTLER, NEWLYWED COUPLE, CAT LADY, STUDENT AND MORE REALLY GET ALONG? IT'S GOING TO TAKE SOME SERIOUS SKILL TO KEEP THE PEACE AND MAKE SURE LIFE AT THE ONE PIECE MANSION REMAINS STRESS FREE!





Keep the Peace Among Your Tenants in Order to Make More Money and Add to Your Mansion

Wacky Gameplay that Will Leave You Frantic!

A Puzzle Game Full of Crazy Tenants!

EVERYONE E CONTENT RATED BY ESRB

COMIC MISCHIEF

CAPCOM.COM

CAPCOM

© CAPCOM CO., LTD. 2001 © CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. ONE PIECE MANSION is a trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

BY TOKYO DRIFTER

- Developed by EA Canada
- Published by EA Sports Big
- $49.99
- Available now
- Snowboarding
- 2 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	5.0	4.5

SSX TRICKY

SSX TRICKY IS billed as the director's cut of the original with all kinds of graphical and gameplay enhancements, but it really deserves to be called a worthy sequel. With Tricky, SSX has nailed its identity and trademark formula in one complete package.

Steep Slope Sequel

The characters in SSX Tricky have been given more…well, character thanks to new facial animations and lots of fresh outfits. There are only two new tracks, but seven of the pre-existing areas have been revamped—most notably in the special Show Off mode that has tons more crazy rails and higher ramps. Unfortunately, there is the occasional frame rate drop when too much action is onscreen or when you go through an alternate path. And there are other minor graphical glitches in the tracks and characters, but they don't hurt the action on the slope.

Uber the Top

What really puts Tricky over the top is the refined gameplay that requires you to use the directional pad to wind up for spins, freeing up the analog stick purely for steering the boarder. This little tweak makes all the difference in the world and allows for some seriously insane air acrobatics when properly mastered—although it may seem more daunting to newbies. Filling up the Adrenaline meter enables you to unleash one of four Uber tricks per rider by holding any of the shoulder buttons and the Square button. These are a welcome boost in the flashy moves department—as is the Alliance system, which marks fellow boarders as friends, neutrals, or foes depending on your conduct on the slopes.

Tricky or Treaty?

Nothing says "I've got an attitude" better than appropriate theme music. So along with the title track by Run-D.M.C., Tricky includes a slew of mixes from famous DJs that lend the appropriate funky flavor to the proceedings. Even more "extreme" is the use of top Hollywood talent like Oliver Platt, David Arquette, and Lucy Lui to give voice and personality to the riders, running the gamut from entertaining to annoying.

To top things off and to fill up space on the massive DVD, a host of featurette videos are included, highlighting the behind-the-scenes work. All this adds up to a great package for SSX fans as well as those new to the series.

PROTIP: The easiest way to catch tough rails is to brake slightly so your board is sideways, exposing a maximum area of contact.

PROTIP: Study what is behind the SSX glass barriers so you can align yourself to grab a rail or aim for another quick jump.

PROTIP: In Show Off mode, you can grab more than one multiplier by angling your jumps.

PROTIP: You can get points for not making it over gaps as long as you land on the wall–although you'll still fall and lose boost.

PROTIP: You can knock into two secret jumps in a row in Aloha Ice Jam if you head to the right and angle a trick toward the mountain.

PROTIP: Use the boost to help you stay on rails, but don't pick up too much speed or you will zip right off.

Death-defying moves are all part of the over-the-top action in SSX Tricky.

GRAPHICS 4.0

All-new facial animations and lots of other shiny tweaks are great, but frame rate drops are not. Great overall, but lots of room for improvement.

SOUND 4.0

The celebrity voices are fun for a little while, but don' t have the staying power to keep them from being annoying after extended play.

CONTROL 5.0

The new control method requires you to steer with the analog stick and wind up for spins with the directional pad. It sounds a bit daunting at first, but this is one of those little tweaks that goes a long way.

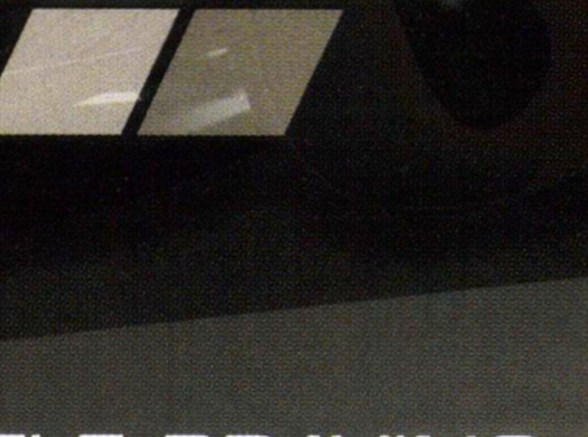
FUN FACTOR 4.5

With a massive amount of features to unlock and enjoy, SSX Tricky gives fans a whole lot of tasty treats to chew on.

WHILE YOU'RE ON YOUR KNEES

A LITTLE PRAYING COULDN'T HURT

Flying through curves on narrow tire edges and a thin metal plate is enough to make anyone ask for a little help. Wickedly fast, licensed 500cc bikes, ten world-famous tracks and legendary riders — MotoGP2 is as close as you get to Grand Prix bike racing without a helmet.



■ Race La Mans, Mugello and 8 other famous circuits. ■ Riders include Kenny Roberts Jr., Valentino Rossi, Max Biaggi and others. ■ Race against past champions in the new Legends Mode. ■

EVERYONE
E
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

PlayStation.2

namco®

WWW.NAMCO.COM

motogp MotoGP 2

OFFICIAL GAME OF MotoGP

MotoGP2 © 1998 2000 2001 NAMCO LTD., ALL RIGHTS RESERVED. Licensed by Dorna. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

BY AIR HENDRIX

- Developed by Rainbow Studios
- Published by Infogrames
- $49.99
- Racing
- Available now
- 2 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.5	4.5

SPLASHDOWN

WAVE RACE 64 showed that jetskiing could make for awesome racing action, and at long last, a worthy successor has arrived. While Splashdown has a more sim-like, technical feel than Wave Race, its gorgeous graphics and deep, challenging gameplay pack just as much punch.

Seat Surf

Like all extreme-sports games these days, Splashdown involves plenty of trick-busting madness, but its clever approach means you have to both race smartly and strut your stuff. Successful stunts gradually fill a performance meter that affects your speed and acceleration, so to compete with the pack, you have to be part Jeff Gordon, part Tony Hawk—it's definitely an exciting fusion.

But don't think Splashdown's a fluffy game. Crafty A.I. means the pack runs a tough, smart race, and even experienced gamers should expect tough, demanding races. The game's 18 tracks offer plenty of cool scenery and wild jumps as you tackle standard single races, two-player split-screen heats, or the absorbing Career mode.

Well-tuned controls make the action easy to dive into, but still provide plenty of long-term depth for pros to master. The action has a floaty feel that players of ATV Offroad Fury, Rainbow's first PlayStation 2 game, will instantly recognize. It feels a little weird at first, but only until you get used to it.

PROTIP: Hold ↓ to shift your weight back and increase your speed at the cost of handling, but only do so when your craft is nearing top speed or has stopped skipping after landing a jump.

PROTIP: Gently push ↑ to shift your weight forward and turn more sharply for tight corners or slaloming through buoys.

PROTIP: Until your performance meter is full, don't take jumps without busting tricks–getting max performance out of your Sea-Doo is vital.

Handlebar Handstand

The most attention-grabbing part of Splashdown, though, is its spectacular water, which ranks as some of the best ever. The waves and swells move with such fluid realism that you almost forget to notice because it looks so natural. Great reflections, spray effects, and rider animations add the luster to these impressive graphics—the only minor knock is the slight problems with fog and draw distance.

The game's audio, however, could use a bit of help. While the soundtrack kicks ass with a star-studded lineup that includes Blink 182, Smash Mouth, Newfound Glory, and more, the cheesy dialogue from the riders is stereotypical and lame.

Double Cancan

Don't let Splashdown's minor flaws dissuade you from taking this slick racer for a spin. As long as you don't mind a slightly more technical feel and a hefty challenge, you'll find the best thing to happen with jetskis since the Nintendo 64's Wave Race.

PROTIP: Dive under small obstacles by holding ↓ until your craft submerges, then quickly release the joystick to pop back out.

PROTIP: If you bag a lot of air, hold your trick as long as possible for the most performance boost.

PROTIP: On indoor tracks like Madrid, riding the banked ramps is much faster than taking the corners in the water.

PROTIP: Never skip slalom buoys–the performance hit isn't worth it.

GRAPHICS 4.5

Beautiful water adds a lot of oomph to Splashdown's races. Sharp trick animations and spray effects put some extra shine on the show—the only minor hiccup is occasionally excessive fog and draw distance.

SOUND 3.5

A star-filled roster of pop punk bands provide the perfect accompaniment to these trick-filled races. It's too bad that the obnoxious dialogue puts such a damper on things.

CONTROL 4.5

Responsive controls enable you to start zipping across the waves right away, but there's plenty of depth here to tackle, along with an odd floaty feel that takes some getting used to.

FUN FACTOR 4.5

Splashdown isn't a milestone like GT3, but its excellent combo of stunts and racing makes for some thrilling competitions. Expect a fairly stiff challenge, but you'll enjoy conquering these waves.

PlayStation®2

Love and Battle in the Three Kingdoms. A magnificent Historical Fantasy.

KESSEN II 決戦

MORE DYNAMIC BATTLES, MORE DRAMATIC ACTION

- New "Agent Technology" allows for 500 soldiers on screen - 5x more than the original!
- Devastating new Elemental Attacks including tornadoes, lightening strikes, and meteor showers!
- New weapons, tactics, and troops including Elephant Cavalry!
- Experience battles firsthand - control generals and give orders at the squad level!
- 30 new stages! Besiege castle walls, battle aboard moving ships, and stampede across open plains!

KOEI®
www.koeigames.com

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

Kessen II is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2001 KOEI Corporation. All rights reserved. "PlayStation"and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

BY AIR HENDRIX

- Developed and published by Electronic Arts
- $49.99
- Available now
- Action
- 4 players (with adapter)

T — TEEN — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	3.5

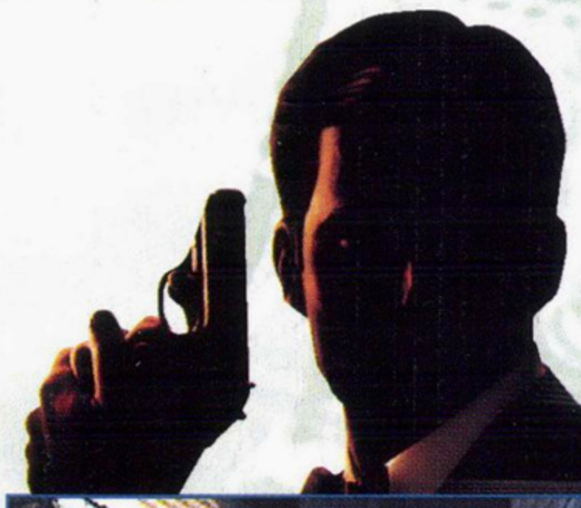
AGENT UNDER FIRE, EA's third 007 game, daringly passes on a movie tie-in, but focuses so much on the franchise's clichés that you'll feel like you've seen—and played—this one before. The reasonably exciting action isn't bad, but it's just so familiar and uninspired that you'll practically get déjà vu.

Golden Gun

In Agent Under Fire, Bond takes on Identicon, a shadowy corporation bent on a creepy human-cloning scheme. The game's 12 levels involve first-person combat/stealth, car combat, and rail shooting (vehicles drive automatically while you blaze away). Missions range from rescuing a CIA agent to storming an oil rig at sea, and the cool part is how seamlessly the three gameplay styles blend together.

Unfortunately, the action has a "vanilla" feel. The missions are engaging and fairly exciting, but you've played ones just like them dozens of times before, and the hefty helping of silly, ornate gadgets and Bond-girl quips is cumbersome.

Also, Agent Under Fire's gradual learning curve is a little too gentle—experienced gamers will whip through the first third of the game before facing any real challenges, and predictable A.I. makes enemies seem robotic. Fortunately, a sharp, fully loaded multiplayer mode—four-player split-screen deathmatches, capture the flag, VIP escort, and more—adds welcome depth.



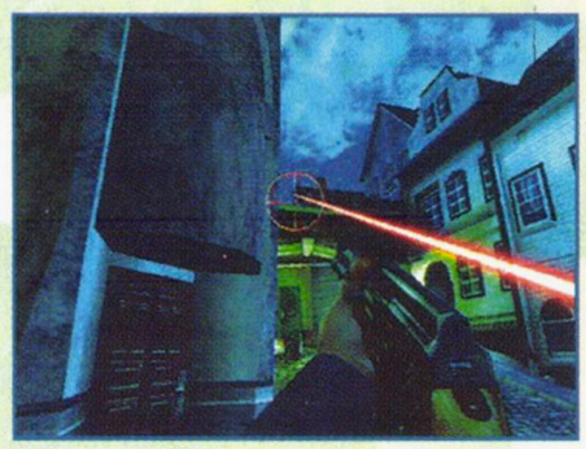
PROTIP: In Mission 6, shoot Carla the Jackal until she moves in front of the yellow crane, then push the button on the room's right side to knock her into the fan.

Shoot and Let Shoot

The controls smoothly handle the three gameplay styles and the variety of weapons and gadgets, but the restless auto-targeting is too touchy. Visually, Agent Under Fire delivers eye-catching environments and special effects, but blocky characters and unnatural animations sometimes spoil the show. The audio performs sweetly, though, mixing that classic music with explosive sound effects and good voice-overs.

Agent Under Fire's solid but somewhat flawed espionage action makes it a perfect weekend rental. You'll definitely enjoy a brief tour of duty as 007, but laying out the cash for a purchase will probably make you feel shaken, not stirred.

PROTIP: In car-combat levels, missiles are the most effective weapon.



PROTIP: When you spot the red beam of an enemy sniper, step right into the open–you have enough time to shoot first.

PROTIP: At the start of Mission 5, stand with your back to the stained glass and press the buzzer on the desk to your left. The other two buzzers summon guards.

PROTIP: On the tank in Mission 7, prioritize the choppers–their attacks inflict the most damage.

Crash Bandicoot: The Wrath of Cortex

BY STAR DINGO

- Developed by Traveller's Tales
- Published by Universal Interactive
- $49.99
- Available now
- Action/platform
- 1 player

E — EVERYONE — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.0	3.0

EVEN WITH A new publisher and development team around to shake things up, Crash's first outing on the PlayStation 2 reveals that the Bandicoot is a creature remarkably resistant to change. Where Crash shines most is in the graphics department—the game's 25 worlds are extremely vibrant, the animation is fluid, and the frame rate is consistently high. Uninspired sound effects, however, are forgotten in the wake of rhythm-happy music and Mark Hamill cameos.

But anything new gameplay-wise comes in the form of a few level types that range from wickedly fun (Marble Madness–style levels that boast the game's tightest control) to alarmingly mediocre (some flying levels) to just plain obnoxious (pretty-but-painful underwater shooter stages). Most of the game is still comprised of the same old box-smashing, platform-leaping, path-restricting stuff Crash has been tackling since his birthday. If you were hoping the new management would give Crash a big kick in the pants, this is one pair of pants you will find woefully unkicked.

PROTIP: Don't try to be all "stealthy" around that pesky Nitro Box–just blow it out of the way with your fruit launcher.

PROTIP: After screaming, "JUMANJI!" fails, hold ○ to stay ahead of the charging rhinos and follow the fruit trail to avoid upcoming offscreen obstacles.

Give GAMEPRO

1st gift is only $17.97 and each additional gift is only $12.00 just $1 a copy!

***GamePro* is the best gift because...**

- **You're REALLY giving 12 gifts—one every month!**
- **EVERY issue offers new cheats, codes, and more!**
- **Each gift costs LESS than a game!**
- **Best of all, you'll be considered a GENIUS!**

FREE!

AND each subscription comes with a FREE HOT Tips Guide! Hundreds of cheats, codes, and tricks for all your favorite games!

Use the attached reply card to complete your holiday shopping—and to allow you more time to, well, play games! We'll even send you gift cards to tell your friends that the gift of *GamePro* is on its way.

Call TOLL-FREE 800/678-9097
or visit www.gamepro.com
and click on subscribe.

SMUGGLER'S RUN 2
HOSTILE TERRITORY

BY D-PAD DESTROYER

- Developed by Angel Studios
- Published by Rockstar
- $49.99
- Available now
- Driving
- 2 players

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	3.5	3.5

PROTIP: When you're attempting to destroy a vehicle, try to tag them into a building or wall. If you hit them at an angle from behind, they'll spin out and hopefully wreck.

SMUGGLER'S RUN 2 skids onto the scene with a new story line and huge new locations, but it also packs more frustration and less originality than its predecessor.

Dune Buggin'

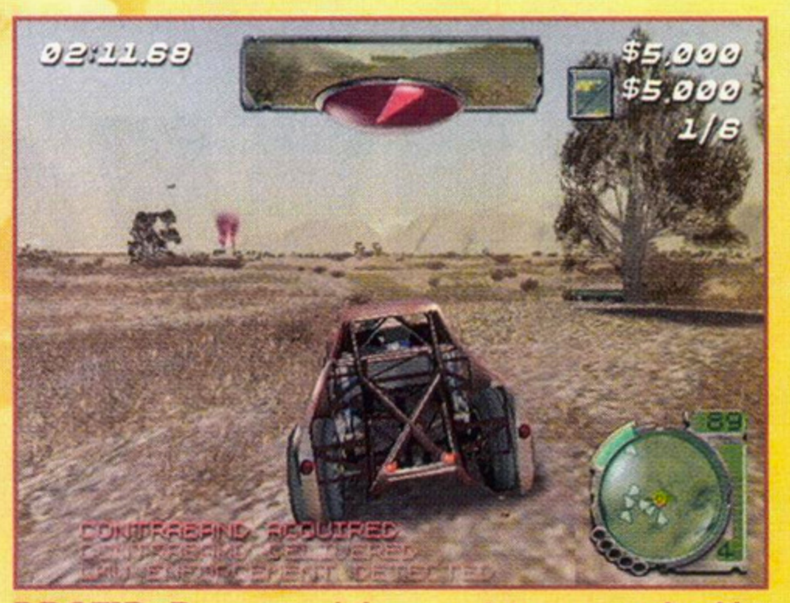
The original Smuggler's Run was essentially a technology demo that showed how the PlayStation 2 can render huge landscapes. For the sequel, Angel Studios tacked on a few movie clips that tell a story about some general who wants you to drive all over gigantic levels, run from cops, and make deliveries to streams of red smoke—basically giving you a reason to do what you did in the original.

The game is great to look at, sporting massive nonlinear levels and beautifully animated cars. On the other hand, the music comes over like a three-year-old's experiment in mindless techno, and the sound effects are the electronic equivalent of fingernails on chalkboards.

Your cars control well enough in most cases, but there seems to be a magnet that makes your car stick to the other vehicles when you make contact. Also, the cars bounce and jitter so much that simply driving in a straight line can be difficult.

Wanted: Less Story, More Innovation

Smuggler's Run 2 isn't really a sequel—it's more the realization of what the original game should have been. Fans of the original will love this one, but if you couldn't be bothered with Smuggler's Run, this version doesn't really add enough to suddenly capture your attention—just leave it in the dirt and go on to the next pick-up.



PROTIP: Try to corral the cops into your wake. It's a lot easier to control enemies behind you than ones to your front or sides.

PROTIP: Use the super buggy for chase missions. You'll eventually unlock a turbo boost that helps a lot with keeping your target in range.

PROTIP: Lose followers by driving close to obstacles, such as trees or buildings. Often enough they'll crash—scratch one copper!

EDEN

BY D-PAD DESTROYER

- Developed by Core Design
- Published by Eidos
- $49.99
- Available now
- Action/ puzzle
- 1 player

TEEN T

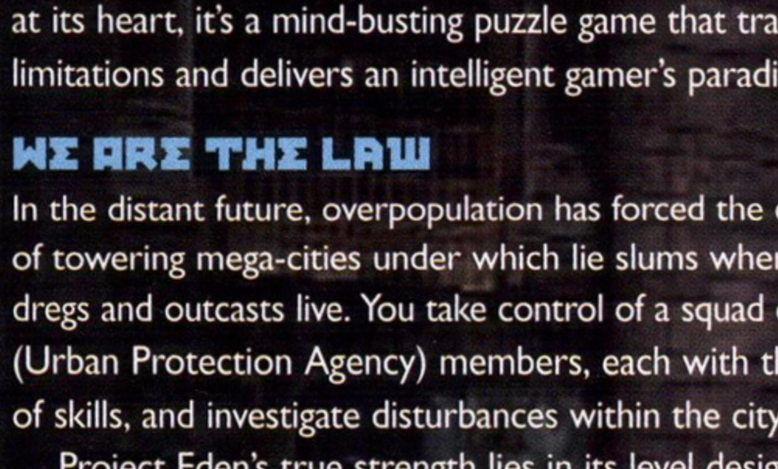
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.5	4.0

PROJECT EDEN IS a strange, strange game. It looks like a shooter, but at its heart, it's a mind-busting puzzle game that transcends its own graphical limitations and delivers an intelligent gamer's paradise.

WE ARE THE LAW

In the distant future, overpopulation has forced the construction of towering mega-cities under which lie slums where society's dregs and outcasts live. You take control of a squad of four UPA (Urban Protection Agency) members, each with their own set of skills, and investigate disturbances within the city.

Project Eden's true strength lies in its level design and well-thought-out presentation. Each massive level contains tons of obstacles that you must overcome using the unique strengths of your team. For example, you might use Minoko to hack a terminal to open a door so Amber can enter and clear out hazardous conditions, allowing Andre to repair a security terminal that Carter can then access with his security clearance. Only the slightly unintuitive control gets in the way of really enjoying the game—and you'll even get used to that.



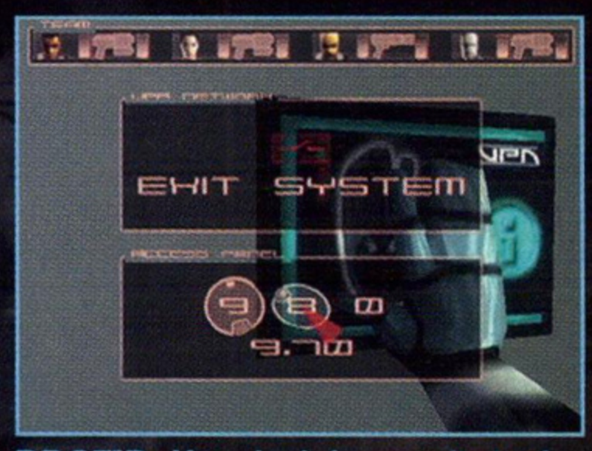
PROTIP: Amber can withstand hazardous environments. Use her for scouting and removing the hazards so the others can follow.

PROTIP: If you can pull a gunfight to a regenerator, you can fight with what amounts to invulnerability.

PROJECT THINKIN'

The whole time you're roasting your brain, the game presents you with above-average visuals that lack the cutting-edge dazzle of other PlayStation 2 titles. Rich ambient sounds like whirring engines, leaky water pipes, and blazing jets of fire make up for the lackluster graphics. For gamers who like some strategy with their sci-fi, Project Eden brings the future to life.

PROTIP: Use the Flycam and the Rover for scouting. They can slip through cracks, and if they get killed, you can just put down another.



PROTIP: You don't have unlimited time when hacking. On each override attempt, try to figure out an order that will enable you to work quickly.

It's coming

PlayStation®2

www.playonline.com Published by Square Electronic Arts L.L.C.

© 2001, 2002 Square Co., Ltd. All rights reserved. FINAL FANTASY and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. Character design: Tetsuya Nomura. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

PICK A WORLD
WE'LL TAKE YOU THERE

SQUARESOFT®

TEEN
T
CONTENT RATED BY ESRB

Blood and Violence

Burnout

BY MAJOR MIKE

- Developed by Criterion Games
- Published by Acclaim
- $49.99
- Available now
- Racing
- 2 players

EVERYONE — CONTENT RATED BY ESRB

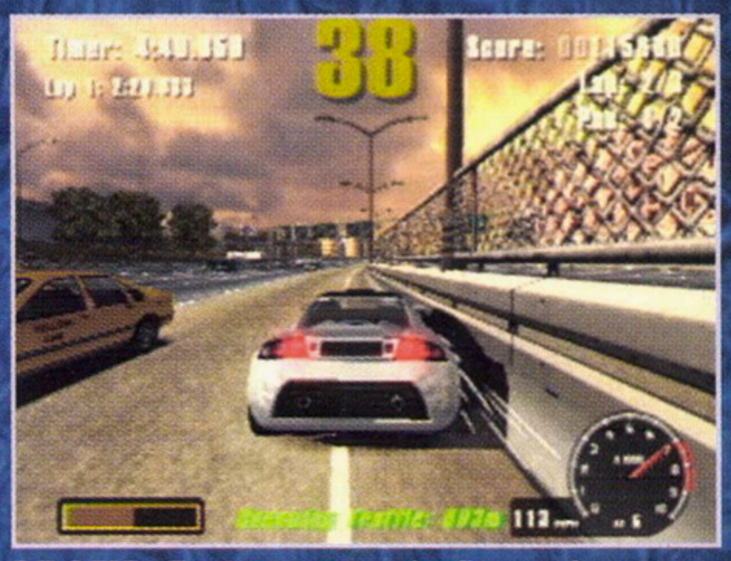
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0

SPEED FREAKS LOOKING for a high-octane fix could likely overdose on Burnout, a sleeper hit with some of the finest arcade racing action since Rumble Racing.

PROTIP: If time's about to expire as you approach a checkpoint, don't give up; the momentum of your car can push you past the checkpoint even if "Game Over" appears.

The simple premise—go from start to finish as fast as you can—is greatly enhanced by intense street racing where you're rewarded with bursts of extra speed for narrowly avoiding potential wrecks. Sure, crashes are discouraging, but Burnout's are quite a show, and you can even save your "greatest hits" to a memory card.

Burnout's solid engine delivers reliable gaming performance. Quick and colorful visuals are complemented by solid sound effects, but the distracting music is best left muted. The controls are responsive enough, but nevertheless hampered by limited customization. Although the opponent A.I. tends to school you repeatedly in Championship mode, the rewards are worth the frustration. With a limited selection of decent arcade-oriented racing games, Burnout's a debatable purchase—but a definite must-rent—for fans of the genre.



PROTIP: To drive against the flow and minimize your chances of hitting traffic, drive right next to the rail on either side of the expressway.

Giants: Citizen Kabuto

BY PONG SIFU

- Developed by Digital Mayhem
- Published by Interplay
- $49.99
- Available now
- Action
- 1 player

TEEN — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	4.5	4.5	4.0

A QUIRKY COMBINATION of Monty Python and Starship Troopers, the PC version of Giants: Citizen Kabuto garnered critical acclaim for being challenging, imaginative, and hilarious. In the PlayStation 2 version, the game's depraved humor is intact, and the gameplay is still a refreshing variety of action and strategy, though the RTS aspects of the base-building missions have been simplified. Digital Mayhem has managed to pack a lot of commands on the PlayStation 2 controller, and they're intuitive and well mapped out. The witty, taboo-bending script is perfectly complemented by superb voice-acting. The alien environments are vast and lush—although the colors are washed out, the models are chunkier, and many texture details have been lost in the PlayStation 2 translation.

Unable to handle the game's explosive battles, the frame rate often takes a beating, and a couple of sequences degenerate into slide shows. Nevertheless, the humor and action alone make Giants: Citizen Kabuto worth checking out if you've never played the PC version.

PROTIP: As Delphi, try to kill your enemies up close so you can absorb their soul energy.

PROTIP: As Kabuto, your enemies are not only delicious but nutritious. Eat as many as possible to keep your health up.

Frequency

BY DAN ELEKTRO

- Developed by Harmonix
- Published by Sony
- $49.99
- Available now
- Music/rhythm
- 4 players

EVERYONE — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	5.0	4.5

FREQUENCY HAS THE look of Tempest 2000, the gameplay of PaRappa, and the soul of a DJ. The goal of this abstract music game is simple: Hit the buttons in sequence and in time with the rhythms of the music. Mind you, those beats are streaming down a 3D tunnel, which you must rotate to "capture" different song elements (drums, vocals, etc.) and assemble a song. You can't look at the geometric, pulsating, rave-worthy backgrounds or you'll miss a cue, but your friends watching over your shoulder will tell you how gorgeous and psychedelic the visuals are.

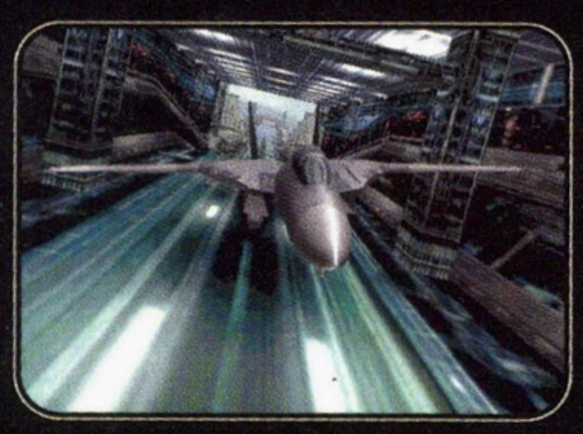
PROTIP: For long combos to be timed right, you'll need to press the first button of the next track while the tunnel's still rotating.

The dance music—including Fear Factory, Chemical Brothers, No Doubt, LoFi Allstars, and many more—is surprisingly diverse, and the controls respond well (and show you precisely where and when you're off the beat). With a four-player mode and user-created remixes, the replay value goes through the roof. Innovative, non-violent, fun, and trippy, Frequency's a keeper for music fans.

PROTIP: You can only hold one power-up at a time, so use a Multiplier before you start grabbing an Autocatcher, and vice versa.

AIRFORCE DELTA STORM™

If it gets too insane, eject.



Strap yourself into the cockpit, grab the controls, and let the g-forces warp your world! AirForce Delta Storm, the first and only flight combat game engineered for Xbox, is about to launch you into the action! Choose from over 70 battle-ready, high-tech aircraft and 50+ furious, high-speed missions – then get ready to unleash extreme attitude at every altitude!

EVERYONE
E
CONTENT RATED BY ESRB
VIOLENCE

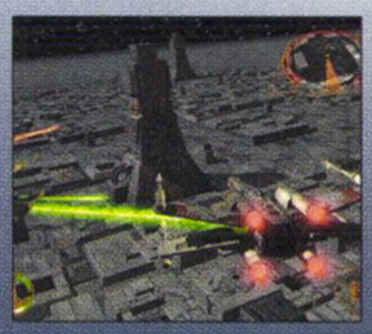
XBOX

www.konami.com

KONAMI®

AirForce Delta Storm™ is a trademark of KONAMI CORPORATION. ©1999 2001 KONAMI. ALL RIGHTS RESERVED. KONAMI® is a registered trademark of KONAMI CORPORATION. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. Xbox and Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.

STAR WARS
ROGUE LEADER
ROGUE SQUADRON II



Got a problem with the Dark Side? Get ready to lead Rogue Squadron in epic dogfighting so real, they'll have to peel you out of the cockpit.
***Star Wars* Rogue Squadron II: Rogue Leader** only for Nintendo GameCube.™

TEEN T CONTENT RATED BY ESRB — Violence

LUCAS Arts

© 2001 LucasArts Entertainment Company LLC. © 2001 Lucasfilm Ltd. & ® or TM as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Game and Nintendo GameCube sold separately.
www.nintendogamecube.com

BY DAN ELEKTRO

- Developed by Dearsoft
- Published by Activision
- $49.99
- Available now
- Snowboarding
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

Shaun Palmer's Pro Snowboarder

SHAUN PALMER'S PRO SNOWBOARDER takes the appeal of Tony Hawk's Pro Skater and lowers its core temperature. Despite licenses for Donner, Aspen, and Squaw Valley, the game's mountains are fantasy courses inspired by real runs. Gameplay is similar to that of THPS: find goal objects scattered around the course and locate some hidden stuff, all while pulling off insane tricks. Clothing rippling in the wind is just one of the smooth graphic touches, and the aggressive punk/hardcore soundtrack matches Palmer's bad-boy persona—but the sound effects aren't terribly impressive. Control is tight, but you'll quickly find that wax isn't wheels, and Tony vets will need time to adjust to the feeling of powder instead of asphalt (but the fact that you can tell a difference is great). A very cool two-player mode awards screen space for performance—blow too many tricks and your half of the playfield shrinks. Palmer's game isn't a revolution, but it is more solid 0_2-brand gameplay. G

PROTIP: The manual (tap ↑ ↓ or ↓ ↑ before landing) and revert (tap L2 as you land) are the keys to big point combos. Learn them well.

PROTIP: Grind the blue Cadillac near the end of Donner to open the garage and snag the hidden sponsor.

BY MAJOR MIKE

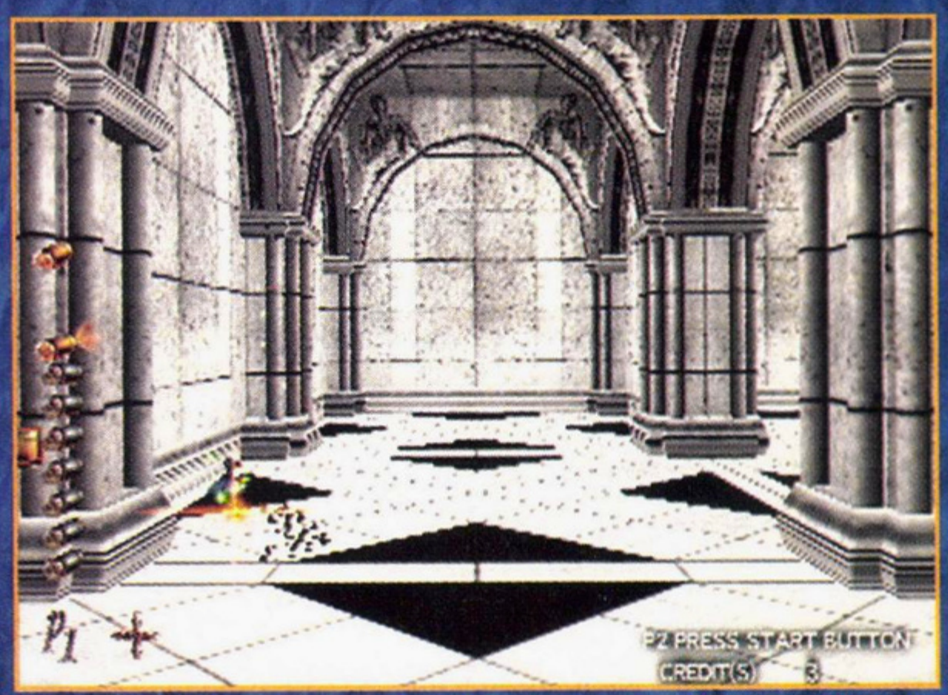
- Developed and published by Namco
- $49.99; $59.99 with GunCon 2
- Available now
- Shooting
- 2 players

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.5	3.5

Vampire Night

VAMPIRE NIGHT WANTS to be the PlayStation 2's House of the Dead, but it lacks creativity and spooky bite. Granted, gun games don't require a deep narrative, but this shooter doesn't even try; it's strictly by-the-numbers fare: aim, shoot, reload, repeat. Although it tries to mimic House of the Dead, Vampire Night comes off more like a c-grade Crypt Killer. As a monster/vampire killer (armed with a gun—go figure), you blast through six bland Chapters loaded with various monsters and capped by a tough boss. The game provides some replay value with a Special mode—where you can find secret areas, collect silver, and purchase new ammunition and items—along with various Training exercises, but this is hardly a game you'll want to play for days on end. Interested parties—or those seeking a thorough trigger-finger workout—should check out Vampire Night with a weekend rental. G



PROTIP: In Chapter 4 of Special mode, when Caroline falls into the staircase, look for a blue bag. Shoot the bag and you'll free the storekeeper's brother, who adds new items for purchase.

▶ **PROTIP:** Training mode: If you successfully complete any game on three different skill settings, you'll be rewarded with a special item.

STAR WARS ROGUE LEADER
ROGUE SQUADRON II

Got a problem with the Dark Side?
Get ready to lead Rogue Squadron
in epic dogfighting so real,
they'll have to peel you out of the cockpit.
Star Wars **Rogue Squadron II:**
Rogue Leader
only for Nintendo GameCube.™

TEEN T — Violence

LUCAS Arts

© 2001 LucasArts Entertainment Company LLC. © 2001 Lucasfilm Ltd. & ® or TM as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Game and Nintendo GameCube sold separately. www.nintendogamecube.com

SSX TRICKY

- Developed by EA Canada
- Published by EA Sports Big
- $49.99
- Available December
- Snowboarding
- 2 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.5

WHEN YOU GET it right the first time, what do you do on the second try? EA found a few things to tweak in the already-cool SSX for Tricky, but the changes feel more like upgrades, not overhauls. However, for GameCube players, it's a whole new experience.

Are You SSXperienced?

Like its PlayStation 2 sibling, SSX Tricky offers beautiful fantasy snowboarding courses with steep drops, enormous jumps, and icy curves. As you pull off sick tricks, you're rewarded with speed boosts; build enough energy and you'll be able to pull off Uber tricks—wild moves like kickflips and spins that you'll never see on the real slopes. However, it's still a race, and you have to place high enough to advance to the next round.

More interesting than Uber tricks is the game's new alliance system. Other boarders are either friends, enemies, or neutral—and your behavior (such as how often you smack them with the flick of the C-stick) affects the relationships dramatically. As the world circuit progresses, you may find someone's more interested in making you eat powder than actually crossing the finish line first. This addition changes your strategy with every race.

That's Snow Biz

Graphically, the GameCube could be pumping out a bit more power. Character animation is smooth, but the textures look a little scruffy in places (clothing, some snow textures) and you'll spot dropped frames when racers crowd a corner. It's cool to revisit the revised courses from the original, but what would have been so wrong with all-new tracks? The first of the game's two new areas, Garibaldi, is a sweet run full of massive airs and alternate paths. More, please!

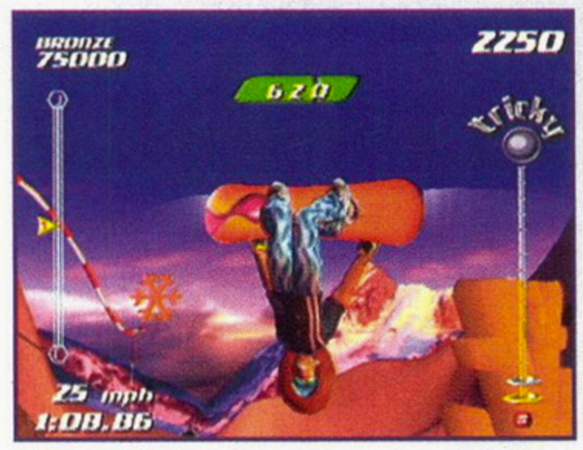
The voices from such celebrities as David Arquette and Lucy Liu work well—thankfully, the high-profile actors get lost in their characters. A spiffier trick is how the audio team worked samples from Run-D.M.C.'s "It's Tricky" into the dance soundtrack, matching the mood and pacing of each piece. Controls are complex but not confusing—there's just the right amount of challenge to make you feel like you've accomplished something when you pull off a cool trick.

Tricky Treats

The sequel doesn't stray far from the original, but SSX Tricky has far more personality and the ultimate tricks wired—rewarding gameplay and a high replay value. You should check it out. G

PROTIP: These yellow barriers denote alternate paths, but don't just plow through them–a little jump as you knock them aside will minimize your speed loss.

PROTIP: Watch the exclamation points over opponents' heads to determine who's on your side and who's not. White is friendly, yellow is borderline, and red is angry.



PROTIP: Don't panic in the air! If you're upside down and coming in for a landing, hammer Down on the analog stick hard and fast.

PROTIP: Don't save your Uber tricks for standard ramps–learn how to trick off banked curves or you'll run out of Uber time.

PROTIP: At the halfway point on Garibaldi, take the right red arrow at the fork and bear right through this blue sign–it leads to gorgeous unpacked powder and killer jumps.

PROTIP: The bigger your prewind, the more rotations you can get on a trick. Crank your prewind as early as you possibly can.

PROTIP: If you're in a race, hop over the glass gates in the Elysium Alps ice pipe for the quickest line. Always take this option when you're riding a longer board, too.

GRAPHICS 4.0	SOUND 4.0	CONTROL 4.5	FUN FACTOR 4.5
Characters still look a little too perfect and plastic, but the facial animations have been improved. The courses look pretty, but there's still a hint of slowdown here and there.	The techno music hasn't changed much, but the new celebrity voices (Oliver Platt, Macy Gray, and others) give the game even more character. After about three races, however, you'll have heard most of their quips.	Getting a grip on the Uber tricks takes a little practice, but it's manageable in short order. The fit and response of the GameCube controller is excellent.	On the GameCube, SSX makes an excellent debut but falls short of being truly revolutionary. However, it's still the most enjoyable snowboarding game you'll find on the GameCube this year.

200 Miles Per Hour. 1000 Decisions Per Second. »

» Catching air in SF. Looks good, earns style points and offers tasty view. But you lose lap time and possibly your bet. What do you do, pally?

» Powersliding. It earns points, but increases risks. A.K.A. crashing. And crashing equals dents. Equals less kudos. Equals loser. Better think fast, chief.

» Welcome to NYC, circuit #178. Virgin run and you're off pace. You can learn the line. Or just go for style points. Again, your call, tough guy.

With over 25 cars, 4 cities and 200+ circuits, what will you do? It all depends:

What's driving you?

PROJECT GOTHAM RACING™

microsoft.com/games/projectgotham

EVERYONE E CONTENT RATED BY ESRB — MILD LYRICS

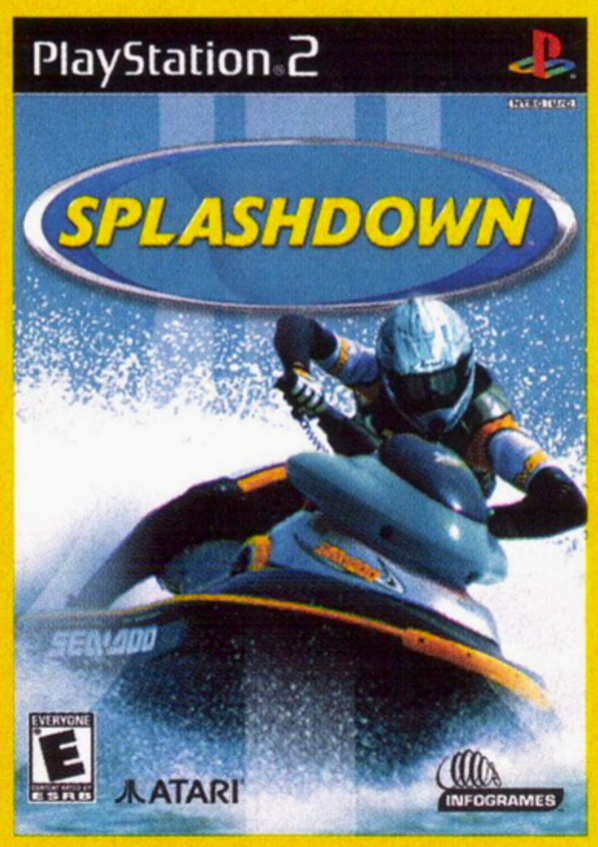
BIZARRE CREATIONS

XBOX™

ONLY ON XBOX

©2001 Microsoft Corporation. All rights reserved. Microsoft, Project Gotham Racing, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners. Ferrari, Ferrari F50, all associated logos, and the Ferrari F50 distinctive designs are trademarks of Ferrari S.p.A. Licensed from Dr. Ing h.c. F. Porsche AG under certain Patents. Porsche, and Boxster S are registered trademarks of Dr. Ing. h.c. F. Porsche AG. Aston Martin and Vanquish are the registered trademarks of Ford Motor Company, and licensed to Microsoft Corporation.

ACTION



Wild Water Racing. Blast through the waters of Bali, tear it up over the Great Barrier Reef, maneuver through the Venice canals. Become one of eight rebellious riders as you throttle a Sea-Doo over water that looks so real you'll need a wetsuit. Jump wakes, fly over ramps and smash through the windows of a waterfront high-rise. Battle your way to the finish line through 18 incredibly detailed courses all around the globe. **www.gosplashdown.com**

EVERYONE
E
CONTENT RATED BY ESRB

Mild Lyrics

INFOGRAMES

ATARI

Splashdown™ © 2001 Infogrames, Inc. All rights reserved. Developed by Rainbow Studios.
are trademarks of Bombardier, Inc., or its subsidiaries, used under license to Infogrames, Inc.
by Infogrames, Inc., New York, NY. "PlayStation" and the "PS" Family logo are registered

The Atari logo is a registered trademark of Atari Interactive, Inc., a wholly owned subsidiary of Infogrames Interactive, Inc. and an affiliate of Infogrames, Inc., SEA-DOO, XP, RX, SPX, Rotax GTX is a trademark of Castrol Limited, used under license to Bombardier, Inc. All other trademarks and trade names are the property of their respective owners. Manufactured and marketed trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association.

BY AIR HENDRIX

- Developed by Bungie
- Published by Microsoft
- $49.99
- Available now
- Action
- 4 players

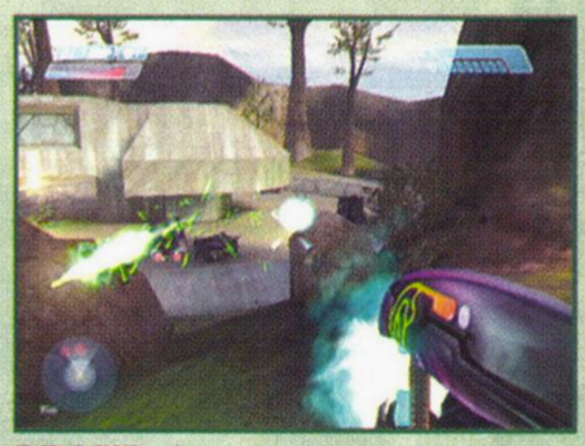
MATURE M — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	5.0

HALO

GREAT LAUNCH TITLES make selling new hardware platforms much easier, and with Halo in its arsenal, the Xbox's job just got easier. This fantastic sci-fi saga is the most captivating and original first-person shooter to come along since Half-Life.

PROTIP: When driving a jeep into combat, focus on getting the gunner a good angle on the enemy. Don't just park, though, or you'll draw heavy fire.



PROTIP: Covenant Hunters are big, slow, and lethal. Keep your distance, strafe to keep moving and to dodge their fire, and blaze steadily away.

Ringworld

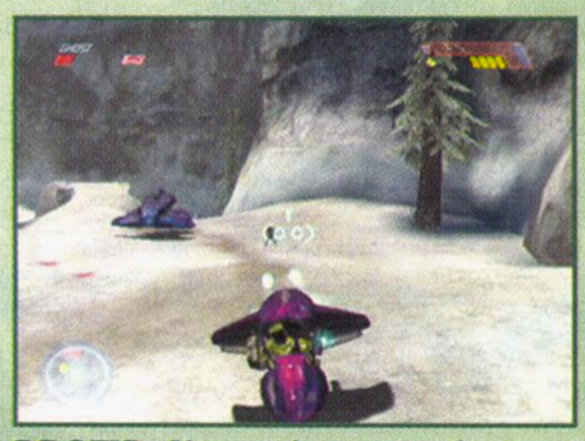
Halo's gripping tale begins as a spacecraft fleeing the Covenant (Earth's alien enemies) stumbles across Halo, a mysterious ring-shaped world. Playing as the Master Chief, a cyborg soldier so advanced that even the Covenant are awed by him, you fend off the Covenant and explore Halo, uncovering vast secrets that…won't be spoiled here.

As in Half-Life, the story meshes beautifully with the gameplay—even controller configuration happens in-game as the Master Chief is blearily defrosted from cryogenic sleep. Halo's 10 huge levels pack in thrilling action that ranges from a D-Day–like beach assault to stealthy sniping to vehicular combat, and stellar A.I. makes every moment tense and exciting. Crafty enemies fight intelligently, circling around to flank you or taking cover to recharge their shields, while your fellow Marines back you up like pros, requiring no orders or direction.

PROTIP: As you storm the beach at the start of the fourth level, focus on the larger Covenant troops and let your grunts handle their grunts.

Even the multiplayer side excels, offering absorbing two-player split-screen cooperative action as you play through the single-player game together. For standard deathmatches, you can recruit four players on one Xbox, eight players with two Xboxes and a link cable, or 16 players with four Xboxes and a LAN. However you play, Halo's controls feel immediately comfortable and natural—only the twitchy vehicles are a handful at first, but practice eventually makes perfect.

PROTIP: Chuck a grenade into any pack of Covenant troops you encounter, then rush in with guns blazing while they're disoriented.



PROTIP: Along with snagging Covenant weapons, you can also commandeer their craft.

Against a Dark Background

Halo's spectacular, lush visuals are a big part of the game's allure. The beautiful scenery practically sets a new standard, and it's backed by colorful weapons fire and sleek animations. The frame rate (a problem in preview versions) stays steady and clean throughout the one-player game, but it stutters infrequently during split-screen play.

Awesome audio also builds Halo's ambiance—especially in Dolby Digital 5.1. Sweeping music and thunderous weapon effects are matched with excellent, organic dialogue that rarely repeats. Only the shrill, falsetto voices of the Covenant foot soldiers break the mood.

PROTIP: When sniping along the ridge in the third level, prioritize the enemies in the turrets, then take out as many others as you can before you're detected.

2001's Space Odyssey

Halo is the kind of landmark, epic game that will lure droves of gamers to the Xbox. It's easily one of this year's best, providing a compelling reason to fork 300 bucks over to Microsoft.

PROTIP: As you enter the snowy area in the fifth level, grab the rocket launcher that's next to the wrecked Marine Warthog and use it to take out the Covenant craft.

GRAPHICS 5.0

Halo's resplendent world showcases rich scenery, sharply modeled characters, smooth animation, and best of all, a solid frame rate that hiccups only infrequently in split-screen action.

SOUND 5.0

The Covenant sound like Ewoks on helium, but that's a minor gripe in an otherwise-dazzling audio package. Stirring music and superb sound effects blend sweetly with topnotch voice work.

CONTROL 4.5

Halo's controls mostly do what great controls should do: Work so smoothly that you don't really notice them. It's a shame that the vehicles handle so fussily, though.

FUN FACTOR 5.0

Halo's so good it's worth gushing over. This immersive sci-fi epic delivers both an expansive story and electrifying first-person combat, making it one of 2001's best games.

NOW LAUNCHING FOR Xbox™

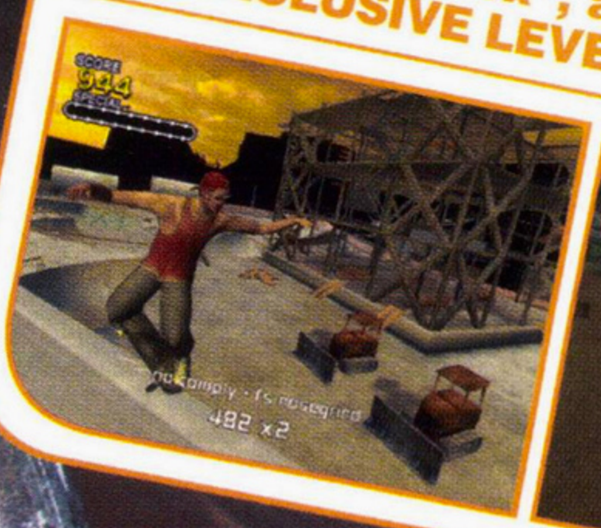
TONY HAWK'S PRO SKATER™ 2x

TAKE IT TO THE NEXT LEVEL ON Xbox™!

THPS2X LOGO

TONY HAWK'S PRO SKATER 2x™

Tony Hawk's Pro Skater 2x for the Xbox™ video game system just made skateboarding even better. With pumped-up graphics and sound, four-player split screen and eight player system link play, THPS2x takes full advantage of the Xbox™ future-generation video game system. THPS2x lets you skate all the levels from THPS 1 & 2 enhanced for Xbox™, and GRANTS YOU ALL ACCESS TO FIVE NEW AND EXCLUSIVE LEVELS.



XBOX

TREYARCH

NEVERSOFT

RATING PENDING RP CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

ACTIVISION O2 SPORTS REVOLUTION

ACTIVISIONO2.COM

© 1999-2000 Activision, Inc. and its affiliates. Published and Distributed by Activision Publishing, Inc. Activision is a registered trademark and Activision O2, Tony Hawk's Pro Skater and Pro Skater are trademarks of Activision, Inc. All Rights Reserved. Tony Hawk is a trademark of Tony Hawk. All Marvel character names and distinctive likenesses thereof: Trademark and © 2000 Marvel Characters, Inc. All Rights Reserved. Developed by Treyarch LLC. Licensed by Microsoft Corporation for the use of the Xbox game console. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S.A. and/or other countries and are used under license from Microsoft. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

DEAD OR ALIVE 3

BY TOKYO DRIFTER

- Developed by Team Ninja
- Published by Tecmo
- $49.99
- Available now
- Fighting
- 4 players

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	5.0

AS THE HIGHEST profile launch game for Microsoft's Xbox, Dead or Alive 3 has a lot riding on its shoulders—and it doesn't disappoint. This amazing fighting game is a stunner in more ways than one.

After Tengu

The dramatic victory of Ryu Hayabusa in the last Dead or Alive tournament was not enough to avert the end of the century Tengu disaster, causing massive global destruction and despair. The story that unfolds in Dead or Alive 3 doesn't make the convoluted plot any clearer, but then again fighting games aren't known for weaving engaging tales. Fortunately, DOA3 delivers everything else you could have hoped for from a next-generation brawler.

Crazy Beautiful

Anyone who sees screenshots of this game knows that graphics are one area where DOA3 shines, but still images can't convey all the extra texture detail or amazing animation of the flowing clothing on the characters. The environments are also a stunning exercise in visual excess, with every object intricately drawn, not to mention the sheer size of some areas.

The Fight of Your Life

The Xbox controller handles all the action just fine, whether you use the digital pad or the analog stick. The DOA3 fighting engine has finally found a distinct set of rules to round out previous game balance issues. Common counters are slightly harder to time and do less damage, while the brand-new advanced reversals not only separate the mashers from the skilled, but also inflict extra damage. The numerous refinements manage to remain accessible to beginners, give experts the depth they crave, and achieve good overall gameplay balance.

The game's audio is the only thing that fails to hold its own. Having Aerosmith provide some tracks is nice, but even diehard fans will be hard-pressed to say that the three featured songs are among the best of their catalog. The rest of the background music is well done, but it won't stoke demand for a domestic soundtrack. The sound effects are good, but they're also not as meaty as one would like from a sound workhorse like the Xbox.

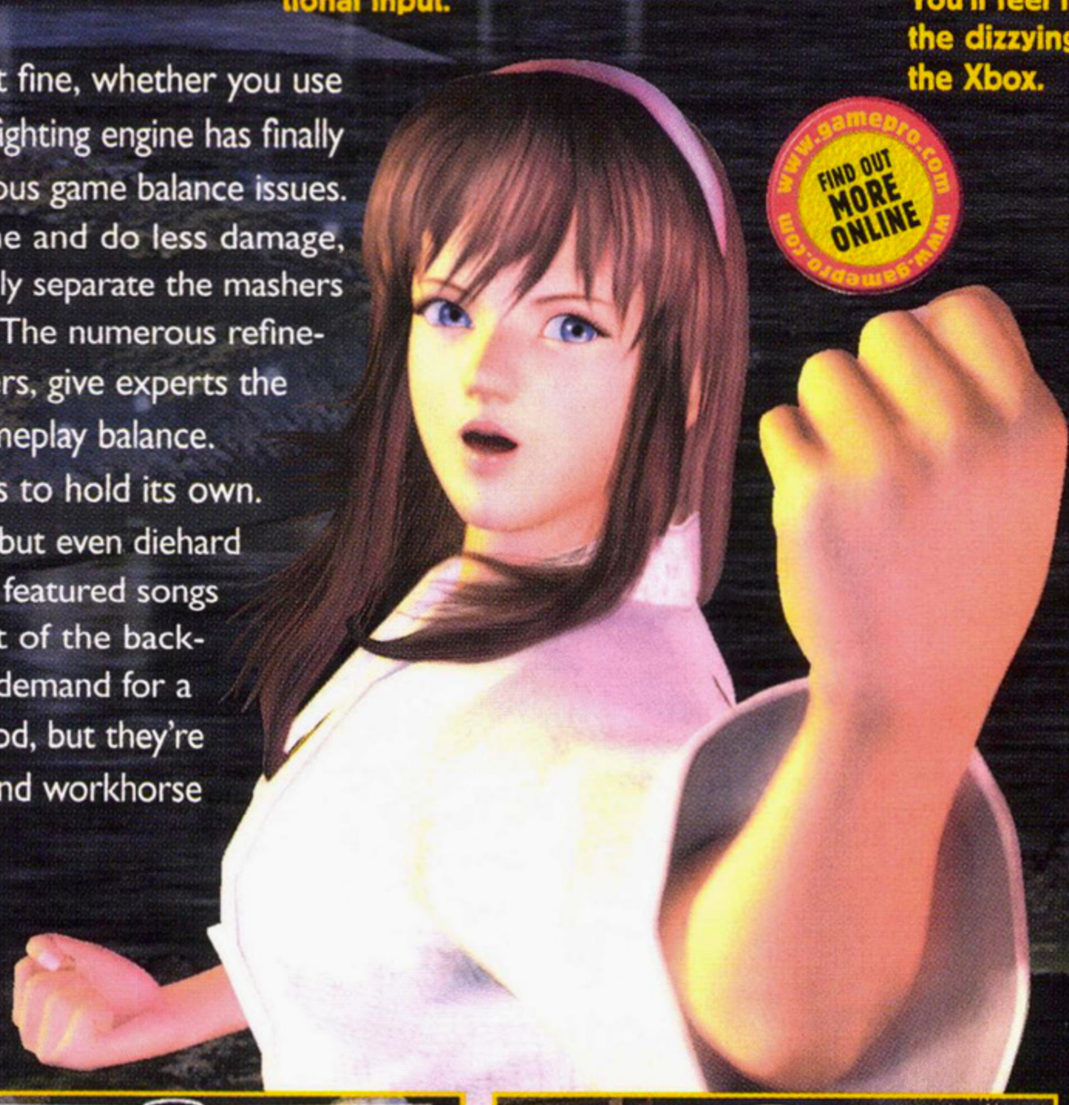
Minor audio issues aside, Dead or Alive 3 nails its Xbox debut and firmly establishes itself as the best home console fighting game of 2001. G

PROTIP: Most grapplers have new ground holds that you perform by pressing Down simultaneously with the Free and Punch buttons.

PROTIP: Don't even try to find the bottom level of Lost World, a series of endless platforms.

PROTIP: Combo throws have somewhat forgiving controls, enabling you to pull them off—even without the proper directional input.

You'll feel like you've smashed your head, too, after the dizzying visual feast that is Dead or Alive 3 for the Xbox.



www.gamepro.com FIND OUT MORE ONLINE www.gamepro.com

GRAPHICS 5.0

The Xbox couldn't have asked for a better game to show off its muscle. The combination of vast, detailed environments and highly polished character models is irresistible.

SOUND 4.0

The Aerosmith tunes aren't all that great, but thankfully the standard background music is enjoyable. Sound effects sound slightly tinny even on a great home theater setup and could use more punch—although what's there is varied and gets the job done.

CONTROL 4.5

The much-maligned Xbox controller actually works well as long as you customize the buttons to your particular play style. The raised oval buttons are murder on your fingertips and thumb during serious play.

FUN FACTOR 5.0

There are still some minor issues with the revised fighting engine, but it's very deep and satisfying. Dead or Alive 3 for the Xbox is the best home console fighting game of 2001.

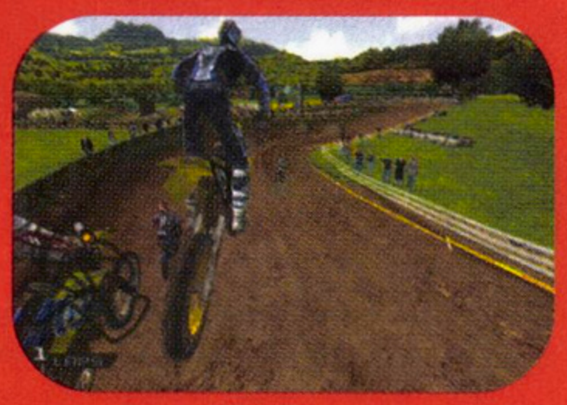
PROTIP: Advanced counter holds require more than pressing backwards at the same time you hit the Free button. For example, some require you to press Back, Forward, then Free.

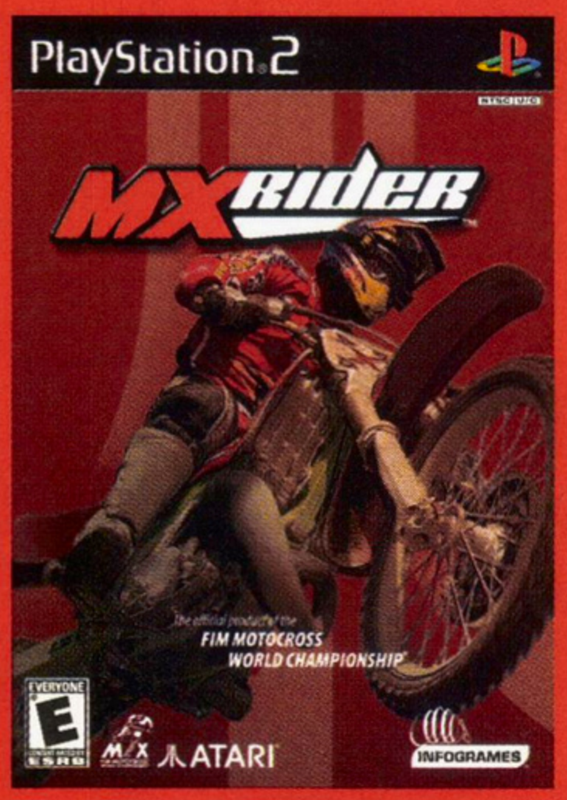
PROTIP: The Lorelei stage has four levels: the uppermost area where you start and three others in which you can knock people over.

PROTIP: Opponents take more damage if they break an object, but you must knock your adversary into them at close range or with great force.

ATTACK

The Complete Motocross Experience.
Race full throttle around 22 World Championship circuit tracks in 13 countries as you immerse yourself in the heart-pounding world of motocross. Ride into 6 Fantasy Freestyle Arenas where you can bust tricks even the pros won't try. If clenched teeth, big air and whiplash speed are your thing, then MXrider is your game. **www.mxrider-game.com**



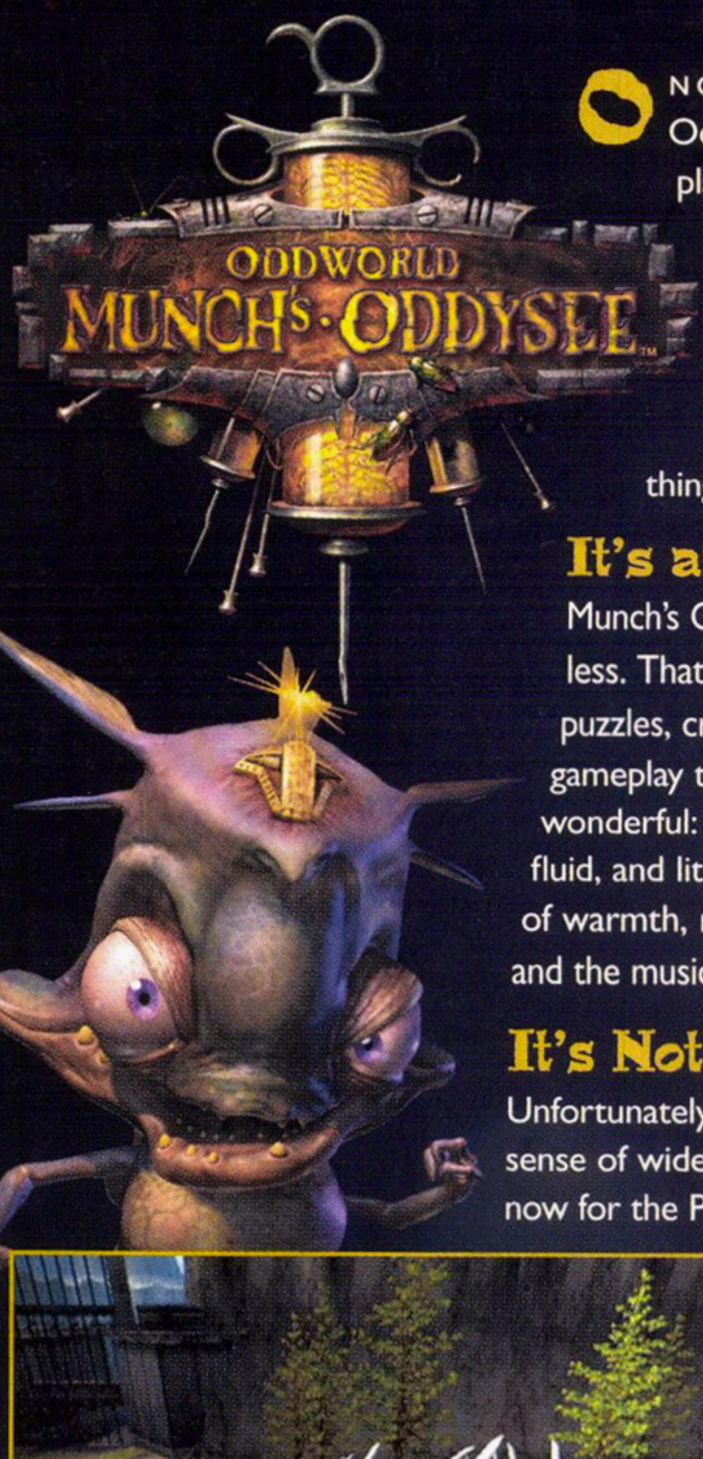


MXRIDER™

EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics

FIM MOTOCROSS WORLD CHAMPIONSHIP
INFOGRAMES
ATARI
PlayStation 2

MXrider™ © 2001 Infogrames, Inc. All rights reserved. The Atari logo is a registered trademark of Atari Interactive, Inc., a wholly owned subsidiary of Infogrames Interactive, Inc., and an affiliate of Infogrames, Inc. FIM Motocross World Championship® is a registered trademark of Federation Internationale Motocycliste. Licensed by DORNA OFF ROAD S.L. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. All other trademarks and trade names are the property of their respective owners. Manufactured and marketed by Infogrames, Inc., New York, NY. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association.



BY STAR DINGO

- Developed by Oddworld Inhabitants
- Published by Microsoft
- $49.99
- Available now
- Platform/ puzzle
- 1 player

ESRB: TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	3.5	4.0

ONCE THERE WAS a land called Oddworld, a freakishly wonderful place of boundless possibility, primed for a great evolutionary transformation as it made the leap from Sony's ancient PlayStation contraption to Microsoft's shiny new Xbox machine. And leap Oddworld did…but evolve, alas, Oddworld did not. Instead, it just molted its old skin and emerged a little bit bigger, perhaps, and quite a whole lot shinier—but still mostly the same darn thing it had always been.

It's an Oddworld After All

Munch's Oddysee is a 3D version of the first two games—nothing more, nothing less. That means it's a great new sequel to a great couple of games, with solid puzzles, creative-looking worlds, characters that bleed freaky personality—and gameplay that's a little too limited for its own good. The graphics in Munch are wonderful: The character designs are loveably strange, the animation is fast and fluid, and little touches like cloud shadows rolling over the landscape lend a sense of warmth, richness, and surrealism. The CGI cut-scenes are awesome (as usual) and the music rules, but the voices alone are almost reason enough to play the game.

It's Not Easy Bein' Green

Unfortunately, Munch rarely manages to instill the awesome "whole world is yours" sense of wide-openness that Mario 64 did for the N64, or that Jak and Daxter does now for the PS2. The newest Oddworlds feel rather canned, confined, repetitive, and contrived, and Munch and Abe control more stiffly than most characters put in similar situations.

The game is a lengthy commitment, though, and in typical Oddworld fashion, immensely challenging. It still focuses on the same "get horde of friends to safety using patented Gamespeak" style of puzzle-solving, and still consists of the same tyrannical "keep dying 'til you get it the right" gameplay—though some bizarre tag-team interaction between Munch and Abe makes things more interesting. Luckily, that crazy built-in Xbox hard drive enables you to save anywhere, anytime for when those tired brain cells need a well-deserved rest.

Potential Energy

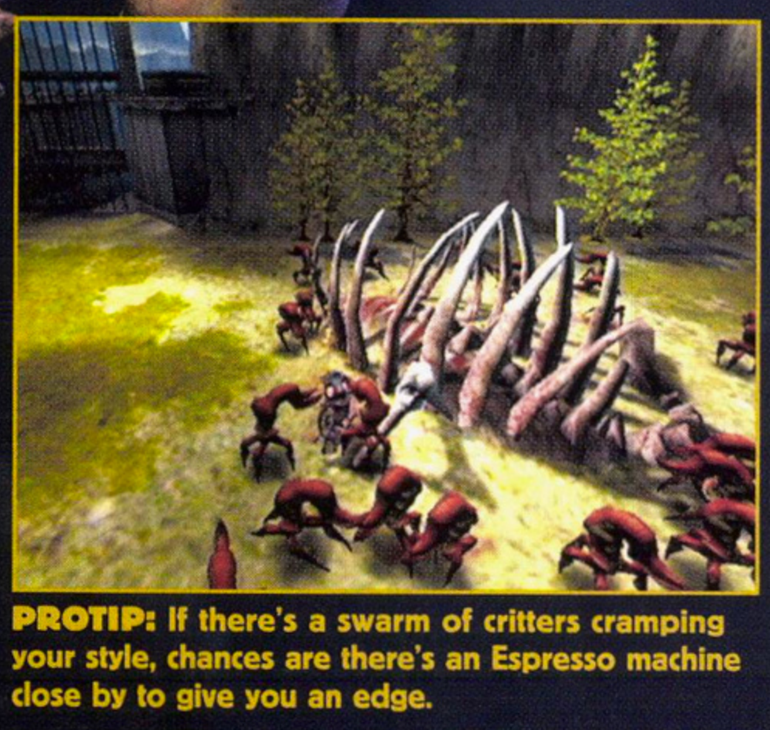
If creative visuals and lots of high-impact lateral thinking are what you seek, then Munch is undoubtedly the game for you—even if all logic suggests this Oddysee could (and should) have been more. There's no question that this latest Oddworld incarnation harnesses the impressive power of the Xbox; the Xbox, however, doesn't quite harness the infinite promise of Oddworld.

PROTIP: When no weapons or Fuzzles are around to lend Munch a hand, hop in a wheelchair and lead your foes into a minefield.

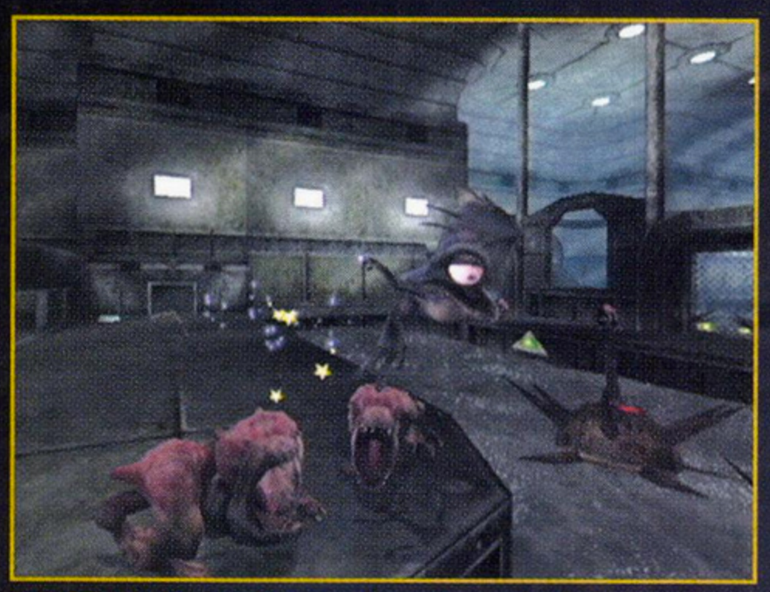
PROTIP: While it's obvious Munch can use the Skill Crane to move bombs, he can also use it to grab Abe if he moves within its range.

PROTIP: In order to put the Interns into deep sleep, skip your red lightning bolt attack and concentrate on tagging 'em with yellow tranquilizers.

PROTIP: Save as many Fuzzles as possible before rallying them to attack; you'll lose fewer Fuzzles–and less quarma–that way.



PROTIP: If there's a swarm of critters cramping your style, chances are there's an Espresso machine close by to give you an edge.



PROTIP: If there's an obnoxious obstacle in your way that you can't quite overcome, just remember that Munch can jump much higher from the water than he can from the land.

PROTIP: Abe's mental-possession sphere can't travel over water to take control of the Slig across the lake, so switch to Munch to get Abe across.

GRAPHICS 4.5

The graphics are coated in a mucus layer of charisma. Munch is horrifically fascinating to watch, and the artists paid keen attention to little details—even if the environments don't quite have the epic scope you'd expect.

SOUND 5.0

Yeah, sure, the music is awesome, and that boinging sound Munch makes sure is funny—but those voice-overs are like a virus…a good, infectious, violently happy virus.

CONTROL 3.5

Abe and Munch handle a bit more stiffly than some other 3D platformin' fools, and jumping doesn't quite feel right. Controlling your underlings, however, is fun and simple thanks to patented Gamespeak.

FUN FACTOR 4.0

A feast of freakiness with puzzles that could qualify you for MENSA membership, though a sense of confinement and a too-strong similarity to Abe's previous Oddysees means it ain't quite a Mario 64-sized leap.

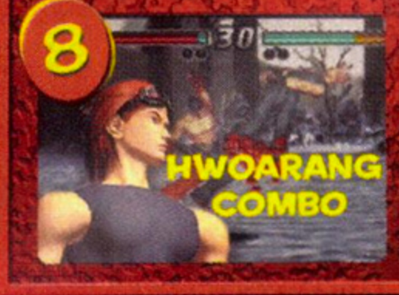
鉄拳 TEKKEN ADVANCE™

JUGGLES

Jin Kazama	small 1.39 large 1.69
Yoshimitsu	small 1.39 large 1.69
Ling Xiaoyu	small 1.39 large 1.69
King	small 1.49 large 1.79
Hwoarang	small 1.49 large 1.79
Forest Law	small 1.59 large 1.89
Nina Williams	small 1.59 large 1.89

BLOCKING

Paul Phoenix	small 1.39 large 1.69
Gun Jack	small 1.39 large 1.69
Ling Xiaoyu	small 1.39 large 1.69
Jin Kazama	small 1.49 large 1.79



THROWS

Jin Kazama	small 1.39 large 1.69
Yoshimitsu	small 1.39 large 1.69
Ling Xiaoyu	small 1.39 large 1.69
King	small 1.49 large 1.79
Hwoarang	small 1.49 large 1.79
Forest Law	small 1.59 large 1.89
Nina Williams	small 1.59 large 1.89

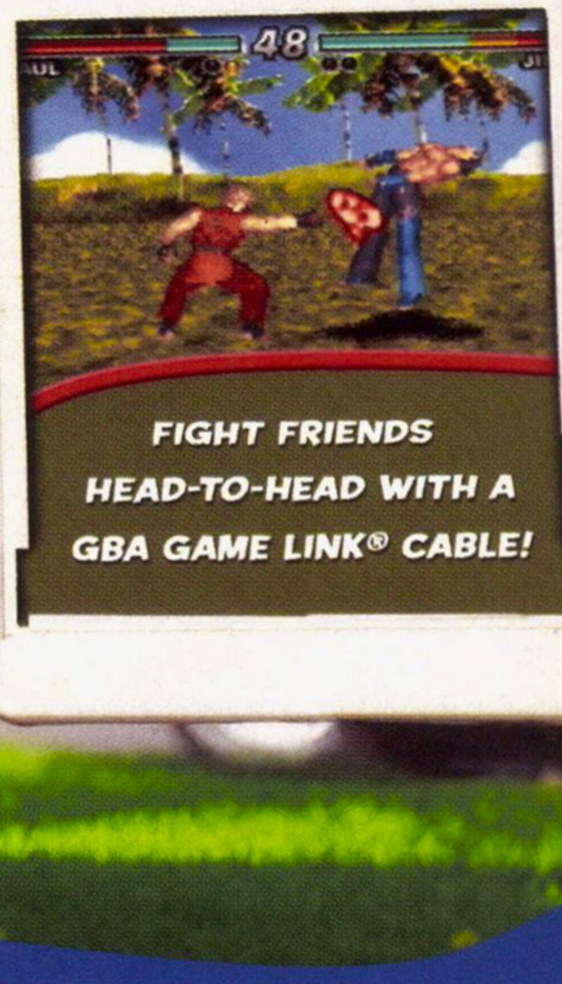
SPECIAL ARTS

Paul Phoenix	small 1.39 large 1.69
Gun Jack	small 1.39 large 1.69
Ling Xiaoyu	small 1.39 large 1.69
Jin Kazama	small 1.49 large 1.79
Nina Williams	small 1.49 large 1.79
Hwoarang	small 1.59 large 1.89
Mystery character	small 1.59 large 1.89

ORDER HERE THANK YOU

ATTACK WITH COUNTLESS FURIOUS AND PUNISHING COMBOS.

INCREDIBLE FLOWING, ZOOMING AND ROTATING ENVIRONMENT.



FIGHT FRIENDS HEAD-TO-HEAD WITH A GBA GAME LINK® CABLE!

Butt Kickings TO GO

There's gonna be fighting in the streets! The all-time ultimate fighting game, Tekken, is now available for the Game Boy® Advance. So you can serve up all the punishing combos, incredible throws and high intensity poundings you want – anywhere you want! With 10 fighters to choose from and six modes of play, including two-player Versus mode using the GBA Game Link® cable, no other game's gonna satisfy your fighting appetite better.

TEEN T CONTENT RATED BY ESRB — Mild Violence

GAME BOY ADVANCE

鉄拳 TEKKEN ADVANCE™

namco®

WWW.NAMCO.COM

TEKKENADVANCE™ & © NAMCO LTD. ALL RIGHTS RESERVED. TM, ® & Game Boy Advance are trademarks of Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association.

TRANSWORLD SURF

BY FOUR-EYED DRAGON

- Developed by Angel Studios
- Published by Infogrames
- $49.99
- Available now
- Surfing
- 4 players

TEEN T CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	3.5	4.0	4.5

FINALLY, A SURFING game that not only feels right, but also looks extraordinary. Simply put, TransWorld Surf sets the standard for games to come in this extreme-sport genre.

THE NEXT "HOLE IN THE WALL GANG"

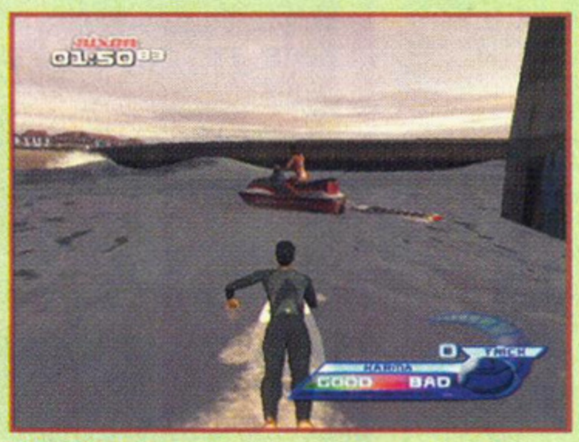
A strong lineup of pros and surfing locales are showcased in TransWorld Surf. You can take your pick from 13 veterans—including Rochelle Ballard, Tim Curran, and Cory Lopez—then ride in 10 beautiful waterfronts like Tahiti, Queensland, and France. The locations are highlighted with a visual vibrancy that makes your eyes widen with awe. Emerald and blue waves sparkle as they tower to legendary heights and then curl into an awesome flurry of white spray.

PROTIP: Be sure to look forward with the right analog stick to accurately line up objects that you need to surf, ollie, or air over.

PROTIP: For a quick combo, surf into a barrel, then quickly snap in the other direction.

PROTIP: During competition, surf on the Hazardous or Difficult waves to get more speed and air.

PROTIP: Be prepared to perform a combination of floaters and airs when you shoot through a particular area.

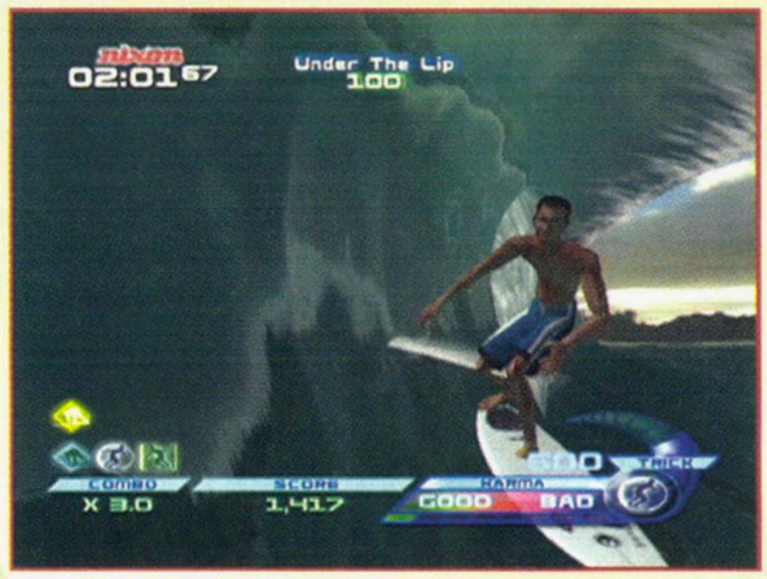


PROTIP: In Hossegor, look for the secret jet skier behind the bunkers close to the shore.

PROTIP: For big points, start with a barrel for about 20 seconds, then maneuver a few floaters and grabs with quick snaps in between to link the entire combo.

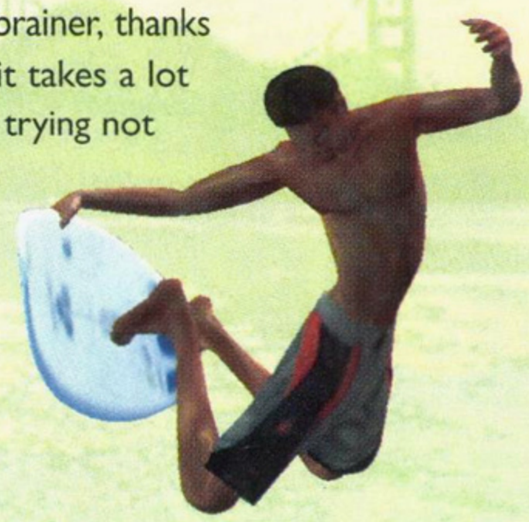
MORE CHALLENGING THAN MAVERICKS

TransWorld Surf's gameplay is straightforward, but also extremely challenging. In the Pro Tour mode, each stage demands that you complete specific objectives like getting airs above wave peaks or liberating dolphins caught in tuna nets. The more you finish, the more levels and boards open up. The difficulty level, however, is frustrating. Even in the first few courses, frequent wipeouts are common as you try to accomplish almost impossible objectives. Truly, TransWorld Surf is not a pick-up-and-play game; it asks for lots of patience, which can infuriate gamers used to the scheme of Tony Hawk's Pro Skater.



TransWorld Surf's fantastic visuals are equally matched by the realistic controls.

Still, pulling off big airs, ollies, and grabs is a no-brainer, thanks to the intuitive controls. Like the gameplay, though, it takes a lot of practice to link combos and then stick a landing while trying not to wipe out on the same run—which is essential to advancing to later stages.



THE DUKE WOULD BE PROUD

Despite its troubling difficulty level, TransWorld Surf is a superbly done game that surfer fans can be proud to play. It reflects the realism and adrenaline-pumping action of riding actual waves. Surf's up for the best surfing game yet!

GRAPHICS 5.0

The graphics are simply breathtaking. The amazingly detailed water moves with fluidity. Waves have their own personality in the way they roll and break, and surfer animations look lifelike—even when they wipe out.

SOUND 3.5

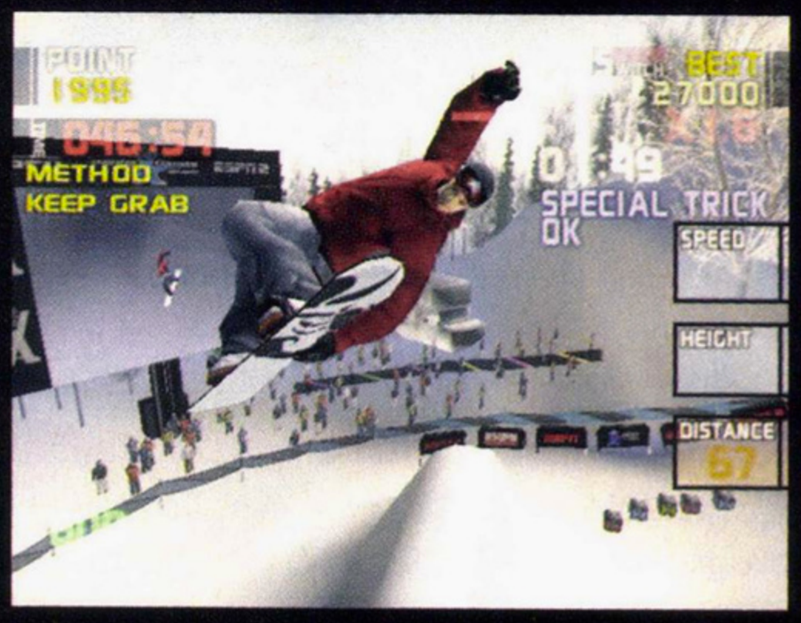
The soundtrack consists of mostly punk tunes that can easily be adjusted to your own liking. Some chatter in level intros and funny comments from the Reef Girl complete the solid sounds.

CONTROL 4.0

The usual jump and grab buttons respond with pinpoint accuracy. But since you're trying to land on moving water, gameplay can get frustrating—especially when you're trying to link huge combos.

FUN FACTOR 4.5

Once you get past the difficulty level, you can appreciate the realism that TransWorld Surf has to offer. You can actually feel as if you're one with the waves as the water elegantly moves your board across the serene, beautifully created ocean.



FEEL THE THRILL WITHOUT THE FROSTBITE.

ESPN the games

pro-rider JP WALKER

Winter X Games Snowboarding 2002 keeps you riding with over 20 multi-level courses filled with pipes, jibs, and insane terrain. You select from 13 real pro-riders and compete against the best. Create your own rider with a specific appearance, physical attributes and equipment. Then take your skills to locations around the world for filming, heli-boarding and X Games competitions in your own professional pursuit.

winter Games snowboarding 2002

PETER LINE, TODD RICHARDS, KEVIN JONES, BJORN LEINES, JP WALKER, DEVUN WALSH, DANNY KASS, RIO TAHARA, TRAVIS PARKER, TINA BASICH, BARRETT CHRISTY, VICTORIA JEALOUSE, & SHANNON DUNN

RATING PENDING TM RP CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

GAME BOY ADVANCE XBOX PlayStation.2

KONAMI®

©2001 Disney. ESPN, ESPN the Games and X Games are trademarks of ESPN, Inc. KONAMI® is a registered trademark of Konami Corporation. ©2001 KONAMI. All Rights Reserved. "PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Game Boy Advance is a trademark of Nintendo. ©2001 Nintendo. Xbox and Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.

PROJECT GOTHAM
World Street Racer
プロジェクト ゴッサム：ワールド ストリート レーサー

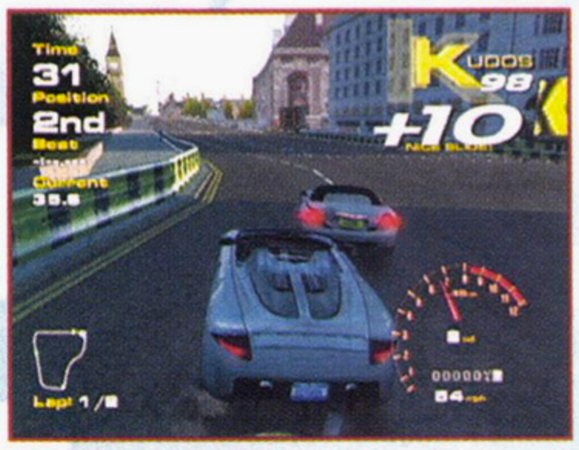
BY FOUR-EYED DRAGON

- Developed by Bizzare Creations
- Published by Microsoft
- $49.99
- Available now
- Racing
- 4 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.0	4.5

WHILE PROJECT Gotham shares many gameplay similarities with Bizzare's other racer, Metropolis Street Racer for the Dreamcast, this speedster is definitely much better in every respect.

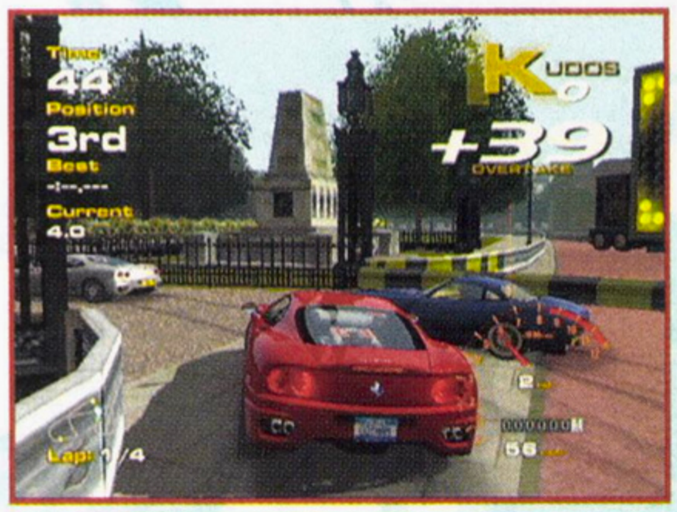


PROTIP: To effectively slow down and gain points at a turn at the same time, hit your breaks right before you turn, then as you're turning, use the handbrake.

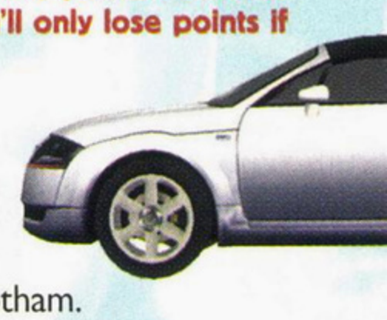
It's Sure Not the Batmobile That's Cruising Gotham

In the twisting streets of San Francisco, New York, Tokyo, and London, you must prove that your driving skills consist of more than just crossing the finish line in first place. Like MSR's, Project Gotham's gameplay is based on Bizzare's trademark Kudos system—you earn points for every cool skid, clean turn, and sick airtime that you achieve. The more Kudos you win, the more courses and cars open up.

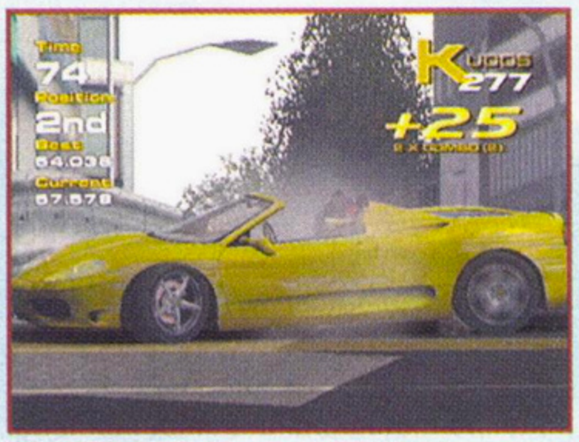
But unlike in MSR, earning Kudos is much easier thanks to the much-improved controls. Using the handbrake is key to slick skids, plus all 29 cars respond intuitively. Whether you're driving the latest Ferrari or Porsche, you're guaranteed a smooth ride. Even better, cars will take damage if you scrape too many walls or bump an opponent. However, damage oddly doesn't affect the controls.



PROTIP: You won't get any points deducted if you turn into a car. You'll only lose points if you hit walls.



PROTIP: Unlike in other racers, bumping cars to make them swerve or get off course won't work here–it will only slow you down.



PROTIP: Perform a skidding turn right before you cross the finish line for a few extra Kudos.

Drive Responsibly

Graphically, an attention to detail is evident in Project Gotham. If you're not amazed by the lush and colorful city streets passing by at over 100 mph, your eyes will be awed by the slick car reflections and elaborate course designs. You can even witness your driver switch gears! And if the sights aren't enough, your ears will rock to the banging tunes. Bizzare cleverly incorporated real DJs from their respective real radio stations from each city. Modern, hip-hop, and dance are all in the mix, which fits right in to the overall race.

Don't get Project Gotham just because it's one of the first racers for the Xbox. Get it because it's one of the top driving games for any system.

SILENT HILL 2
RESTLESS DREAMS

www.gamepro.com FIND OUT MORE ONLINE

BY PONG SIFU

- Developed and published by Konami
- $49.99
- Available December
- Survival/horror
- 1 player

MATURE M CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	3.0	5.0

DRAWING INSPIRATION FROM the film works of Dario Argento, Clive Barker, and David Lynch, Silent Hill 2: Restless Dreams is a cinematic passage into macabre territory—and probably the most depraved game of the year. While its gameplay is strict survival-horror/puzzle-solving, SH2's Grand Guignol art direction, twisted story, and brilliant use of sound give it a creepiness that even the Resident Evil series fails to reach.

PROTIP: Your characters will turn their heads in the direction of hidden items, so watch their reactions closely so you don't miss anything important.

PROTIP: When you first encounter the pyramid-headed monster, shoot him about 35 to 40 times until the alarm sounds and he retreats.

Sick and Disturbing in All the Right Ways

The enemy creatures in SH2 are gruesome reinterpretations of human forms, with blood-caked demon nurses, mental-patient ghouls that wear flesh straightjackets, and biologically twisted human/door hybrids among the bizarre denizens of the haunted town—this stuff is as mature as the ESRB's M rating gets. The shadow and lighting effects are some of the best ever in a console game. Each object and monster gives off its own accurately reflected shadow, adding to the game's dark realism.

SH2 also excels in its use of repetitive dissonant sounds, which, combined with offscreen footsteps and squeals, heightens tension and gets under your skin to the point that you'll find yourself hesitating before entering certain rooms or stairways for fear of what lies ahead. Although customizable, the controls are still a bit cumbersome, and the analog-stick–controlled camera should have had a wider range of movement.

Dawn of the Dead

The Xbox exclusive extra chapter, Born From a Wish, is a prequel to SH2 in which you'll play Maria as she begins descending into her own personal hell. It's a short, creepy little gem that adds to the Silent Hill mythos. If you've already shelled out the money for an Xbox and are a fan of the horror genre, you owe it to yourself to buy this game.

PROTIP: Always go to the in-game menu to reload your weapons–doing it during gameplay will leave you vulnerable to attack.

PROTIP: You'll find the steel pipe on the hood of a car at the Texxon gas station.

HARVEST MOON®

Save The Homeland

WELCOME TO THE HEARTWARMING WORLD OF HARVEST MOON!

Your goal is to successfully save your family's farm and the surrounding village from being turned into a resort. Do you have what it takes to SAVE *YOUR* HOMELAND!

PlayStation®2

Make friends with over twenty characters, all with changing attitudes and opinions!

Explore an innovative non-linear game system with a bushel of subplots and entertaining storylines!

Nine different endings and plenty of events make every day on the farm anything but routine!

EVERYONE E CONTENT RATED BY ESRB

USE OF ALCOHOL

NATSUME®

Serious Fun™

Victor Interactive Software

www.natsume.com

Harvest Moon and Natsume are registered trademarks of Natsume Inc. Serious Fun is a trademark of Natsume Inc. © 2001 Natsume Inc. © 2001 Victor Interactive Software All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Fuzion Frenzy

BY D-PAD DESTROYER

- Developed by Blitz Games
- Published by Microsoft
- $49.99
- Available now
- Party games
- 4 players

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.0	3.5

FOLLOWING SAFELY IN the footsteps of Mario Party and Crash Bash, Fuzion Frenzy eliminates the board-game elements in favor of straight randomly chosen mini-games. There's some story about how it's the future and people are forced to play mini-games to survive, but that's all beside the point. You'll engage three amigos (or play against the computer if you're a hermit with no friends) in mini-games that range from capturing orbs and putting them somewhere to capturing orbs and putting them somewhere else. There are more than 45 mini-games, but for some reason, the Xbox enjoys playing the same ones over and over again. This is a bad thing because most of the games aren't deep enough to survive repetitive play.

PROTIP: In "Mystery Beat," make your beats as hard as possible. You won't have to match them, so go nuts.

◀ PROTIP: In Fuzion Frenzy games, you can steal your opponents' orbs. If you feel confident stealing, bank your gems to give you a score advantage starting out.

FUZION FRENZY

Still, with a bunch of friends, Fuzion is fun. Good but unspectacular graphics and above-average sounds almost forgive the simple-but-clunky controls. Fuzion Frenzy lacks the personality of the plumber or the bandicoot, but it'll do.

Shrek

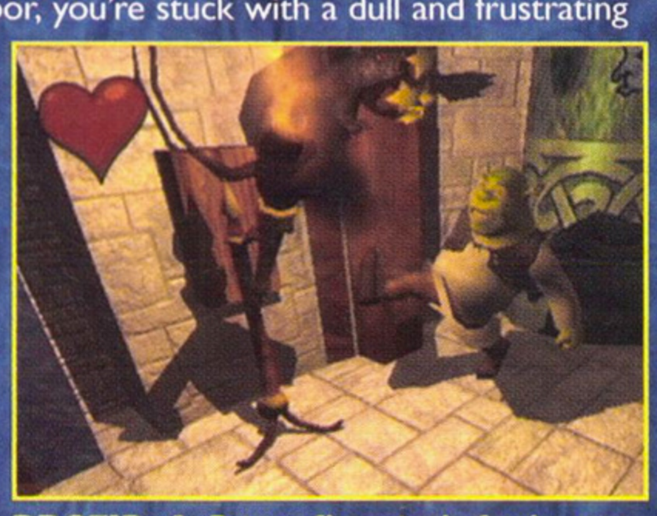
BY IRON MONKEY

- Developed by Digital Illusions
- Published by TDK Mediactive
- $49.99
- Available now
- Adventure
- 1 player

ESRB: E (Everyone)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	2.5	2.5

SHREK IS A graphical achievement with gorgeously rendered interior and exterior textures, stunning real-time lighting, and awesome shadow effects. The sprawling, fairy-tale inspired worlds are fantastically designed and detailed, and by boasting emotionally expressive features and a ridiculous amount of polygons, Shrek himself is a visual marvel. The thing is, once you've taken your jaw off the floor, you're stuck with a dull and frustrating game that's too difficult for younger players and not engaging enough to hook older gamers. Shrek's 37 missions, which almost always consist of herding or punting characters to certain locations, start to get old by the tenth one. The already too tricky platform hopping becomes even more aggravating due to a swaying camera that you'll have to manually rotate every few seconds to see where you're going. The music is standard fare, while the voice-acting is humorous. Besides the thrill of seeing Shrek's wondrous world so beautifully presented, there's not much in the way of gameplay to keep the game interesting.



PROTIP: At Prince Charming's Castle, vanquish the rats for good by kicking them into the torches.

PROTIP: After shutting down the factory power, you'll need to keep the factory workers from turning it back on. Cut off their entrance by standing at the top of the ramp, then pummel them as they approach.

Star Wars Starfighter: Special Edition

BY PONG SIFU

- Developed and published by LucasArts
- $49.99
- Available now
- Shooting
- 2 players

ESRB: T (Teen)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.0

STAR WARS STARFIGHTER: SPECIAL EDITION, a port of LucasArts' awesome PS2 space shooter, is virtually identical to the original in that the single-player missions are just as thumb-crushingly intense, the music is just as epic, while the background story is just as lame. The graphics have been improved a bit, with textures rendered at a higher resolution—although heavy draw-in does occur on a couple of missions. Though the controls are tight, there's still no map or radar to assist you in your missions. The hook of the Xbox version is that the multiplayer missions are playable from the beginning, and new games like Tag and Detonator Drop have been added. They are minor variations on the original multiplayer games, however, and not substantial enough to warrant a purchase if you own the original. If you don't, you won't find a better space shooter for the Xbox.

PROTIP: Outside the Droid Control Ship, don't worry about attacking fighters–just destroy the receiver stations as quickly as possible.

◀ PROTIP: At the Midnight Munitions Run mission, get far ahead of Reti and entirely clear his path of enemy ships and tanks.

TECMO | 100% GAMES

THEY'RE BACK, THEY'RE ADVANCED and THEY'RE READY TO GO!

Monster Rancher™ ADVANCE

All the fun and adventure of the best-selling Monster Rancher series is now available in the palm of your hand on Game Boy® Advance! Take your ranching on the road or in the car with popular pals Suezo, Mocchi and Tiger. Befriend your monster, train it extensively, enter it in exciting tournament battles, and then breed it with other monsters to enhance your stable even more! The all-new monster generation system lets you create unique monsters by inputting different combinations of letters and numbers (from 4-8 digits). With Monster Rancher Advance the possibilities are endless!

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

GAME BOY ADVANCE

www.tecmoinc.com

monsterrancheradvancegame.com

Monster Rancher Advance (TM) 2001 or 2002, Tecmo LTD. Tecmo (R) is a registered trademark of Tecmo LTD. Tecmo, Inc. PMB#5553 21213-B Hawthorne Blvd.,Torrance, CA. 90503 p (310)944-5005 f (310)944-3344. LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. (C) 2001 NINTENDO.

TRIPLE H™

ADMINISTERS PAIN WITH HIS SIGNATURE PEDIGREE MOVE.

THE SMACKDOWN! NEWS Vol. II

Where Anything's Possible

RING NOT BIG ENOUGH FOR SUPERSTARS.

Crowd scatters as the fighting flies into the seats.

TEEN T CONTENT RATED BY ESRB

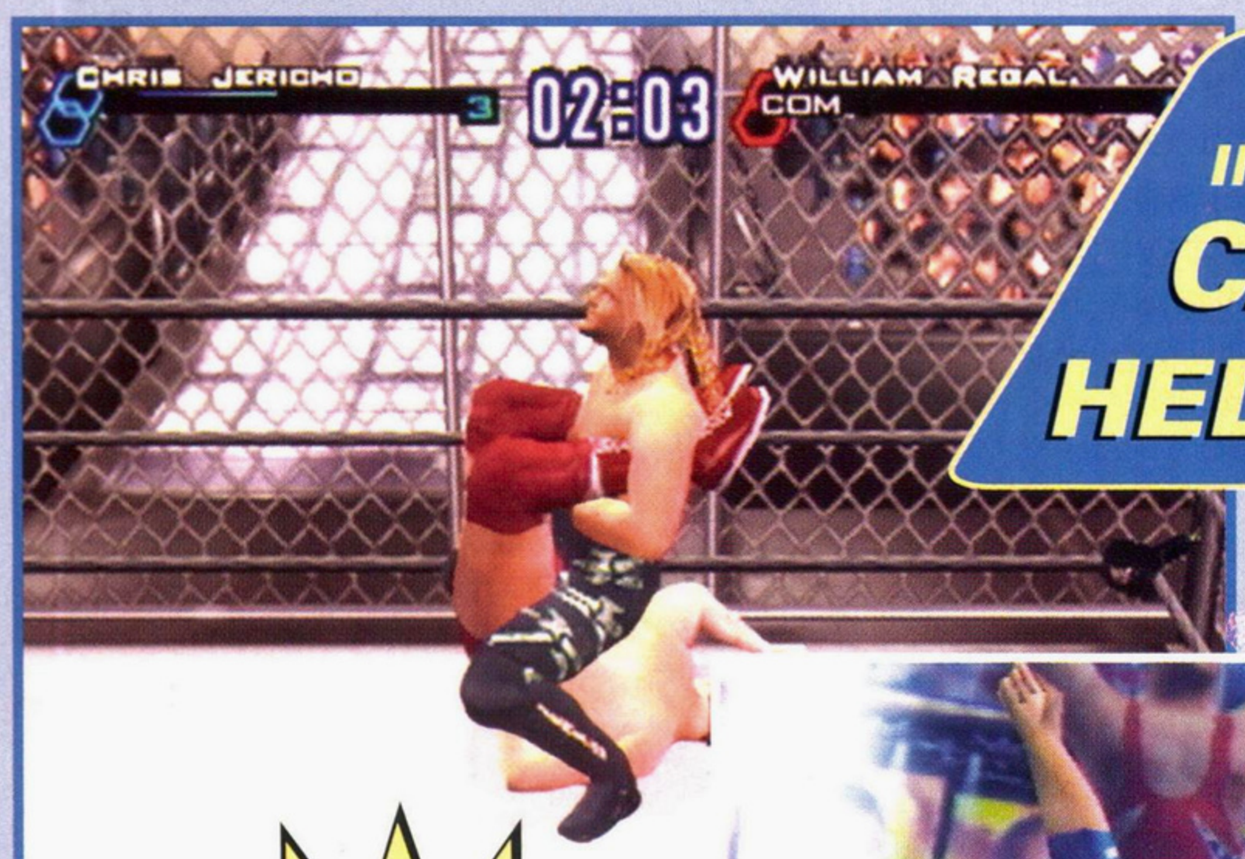
Mild Language

Violence

JAKKS Pacific inc.

World Wrestling Federation, its logos and all character likenesses are trademarks of World Wrestling Federation Entertainment, Inc. © 2001 World Wrestling Federation Entertainment, Inc. All Rights Reserved. Game and Software © 2001 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

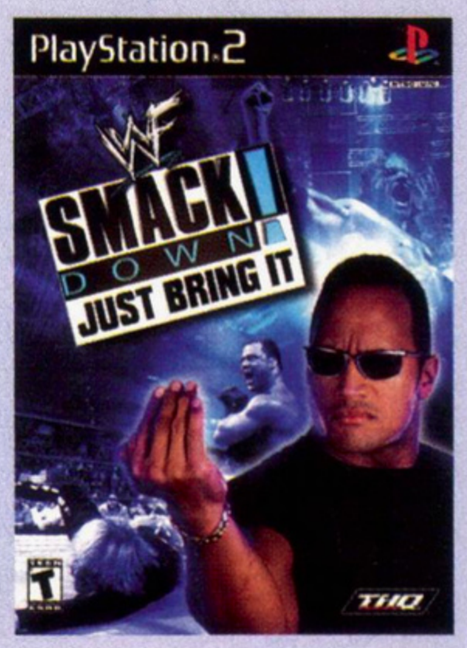
The Rock settles the score with Stone Cold.™



SEE FIRST HAND THE UGLY INHUMANITY OF THE DREADED CAGE MATCH AND HELL IN THE CELL.

Fans brought to their feet as Titantron™ entrance video rumbles through the arena.

WWF SMACKDOWN! JUST BRING IT™



World Wrestling Federation®

PlayStation.2

THQ™

www.thq.com

- Developed by EA Canada
- Published by EA Sports
- $49.99
- Available now
- Basketball
- 2 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.5

A Return to Form for NBA Live 2002

PLATFORM
PlayStation 2

SPORT
Basketball

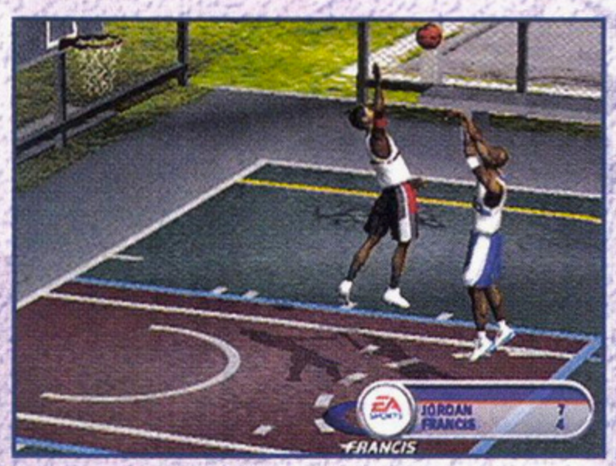
LAST YEAR, THE flawed NBA Live 2001 took the PlayStation 2 championship simply because it had no competition in NBA ShootOut. This year, Live truly earns its ring with a bevy of noticeable improvements.

Filled to the Rim

The usual staples of Season, Playoff, Practice, and 1 on 1 are joined by a new Franchise mode, in which you can manage a team for 10 years while you scout and draft rookies. And on the gameplay side, deep simulation-style strategy in those modes is there if you want it—but if terms like High Post and Inside Triangle mean nothing to you, Live will automatically adjust your team's plan on your behalf. Animated diagrams help define the play terms, too.

Live's new default camera recalls that of Sega's NBA 2K series, but adds a few modifications like stabilizing itself for the half-court press. The basket-to-basket view makes alley-oops easier to pull off—just tap L2 (simplified from last year's two-button combo) when you have a clear view down the lane.

PROTIP: Alley-oops are a heck of a lot easier to do now by tapping L2–but they're only successful about half the time.



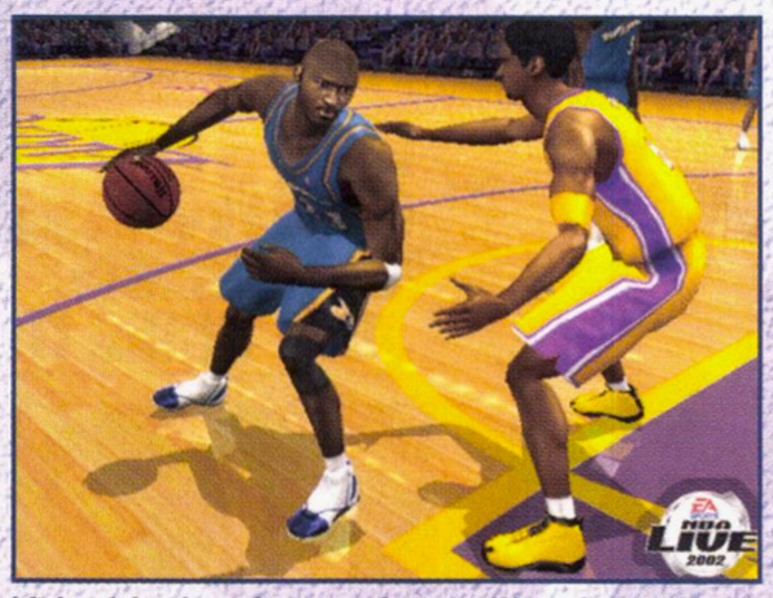
PROTIP: In 1 on 1 games, you absoutely must guard your man closely. On offense, be ready with a quick-step or crossover to break away.

Is It the Shoes?

Last year's NBA Live was pretty; this one's gorgeous. The effort put forth by the development team to create more natural-looking player movements is obvious. The hi-res (but slightly shiny) players look even more like their real-world counterparts, from animated facial expressions (seeing their eyes move is pretty incredible) right down to the tattoos and authentic shoe styles (the only thing missing is the logo).

New quick cutaways of emotional asides—like players reacting to a referee's bad call or chatting with other athletes on the court between plays—add a lot more personality and atmosphere compared to last year's sterile outing. There are also frequent replays and cutaways courtesy of the new Jam Cam, for some television style without being distracting. The slicker interface is just icing.

PROTIP: If you want to block, you must learn to anticipate. If you jump when your opponent jumps, you're already too late.



Michael Jordan–the most famous Wizard since Harry Potter–shows up in his new uni in Live.

Mad Game

The commentary by Don Poier and Bob Elliott is not only smooth and relaxed, but also fast—they rarely lag behind the game events. The crowd always emits a steady warble, but erupts naturally when the home team gets hot. Control is quite sharp (unlike in 2001) and feels instinctive throughout.

NBA Live 2002 makes up for last year's missteps and then some. The gameplay finally matches the graphics, and the result is what basketball fans want and need in a PlayStation 2 game.

GRAPHICS 4.5

Accurate shoes and tattoos are just some of the hi-res highlights this year. Player animations are smooth, and faces are eerily realistic.

SOUND 4.0

Natural-sounding commentary and play-by-play mix with an amped crowd and some slow hip-hop beats for a pleasant-sounding package.

PROTIP: The pump fake is extremely effective. Tap ○ to make your defender leap, then time your shot to launch as he lands.

PROTIP: Be careful when using turbo to catch up with an opponent–it's easy to bump their back and foul.

Player emotions run hot during controversial calls–and you can see it in their faces and body language.

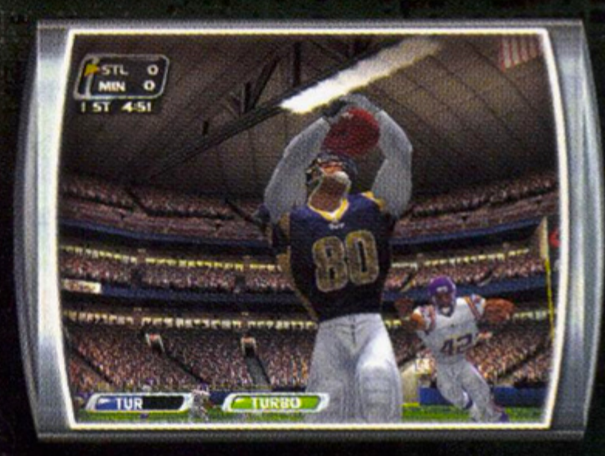
CONTROL 4.0

Players all respond sharply, and a shooter's touch will be rewarded. The new L2 alley-oop move makes for quicker, easier highlights, too.

FUN FACTOR 4.5

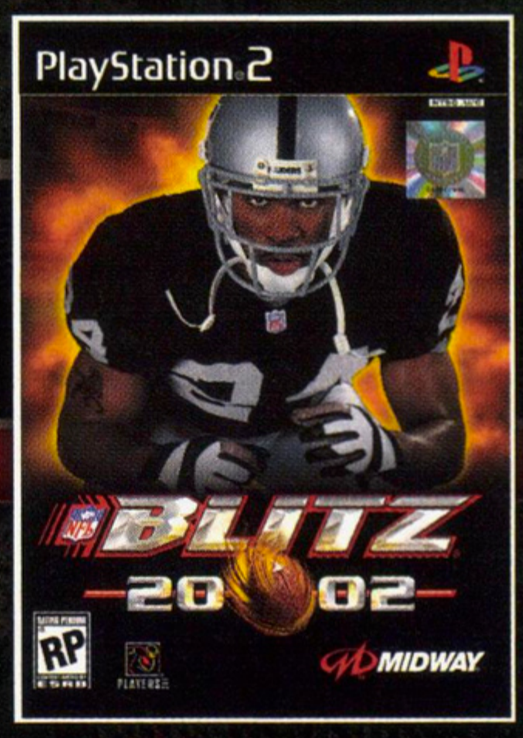
This is what PlayStation 2 basketball should be—and, some might say, what it should have been last year. But good things come to those who wait, and Live 2002 is all good.

NFL BLITZ 20-02



*actual in-game player model

WE GAVE THE ALL NEW NFL BLITZ 20-02
WHAT WOODSON GIVES OFFENSES.
A HUGE DOSE OF REALITY.



MIDWAY
www.midway.com

NFL Blitz 20-02 has evolved. Real teams, real players, real attitude, but totally re-invented for maximum impact. With an all-new engine powering 8-on-8 action, a new running game dimension, and the revolutionary Impact Player customization feature, NFL Blitz 20-02 delivers "No Refs. No Rules. No Mercy." football for the next millennium.

GAME PREVIEW AT WWW.NFLBLITZ.MIDWAY.COM

RATING PENDING RP CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

PlayStation.2 XBOX GAME BOY ADVANCE NINTENDO GAMECUBE

NFL® BLITZ® 20-02 © 2001 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. © 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed Product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL Players. www.nflplayers.com ©2001 PLAYERS INC. Used by permission. Distributed under license by Midway Home Entertainment Inc. TM, ®, Game Boy Advance and the Nintendo GameCube logos are trademarks of Nintendo. 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. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Screen image captures shown taken from the PlayStation®2 computer entertainment system.

Fever Turns Up the Heat on Xbox Football

BY ATOMIC DAWG

- Developed and published by Microsoft
- $49.99
- Available now
- Football
- 4 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	5.0

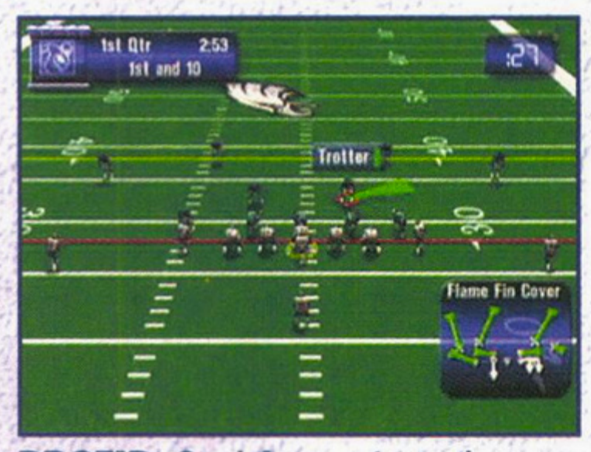
PLATFORM
Xbox

SPORT
Football

NFL FEVER 2002 is primed and ready to take on Madden NFL 2002 in the Xbox football league. The game plan's simple: Keep it lean and mean, baby! For example, Fever has the 31 NFL teams and their players but no all-time teams or classic powerhouses. Game modes include Practice, Season, and General Manager, but no extras like Madden's Two-Minute Drill or Madden Cards.

Furious Football

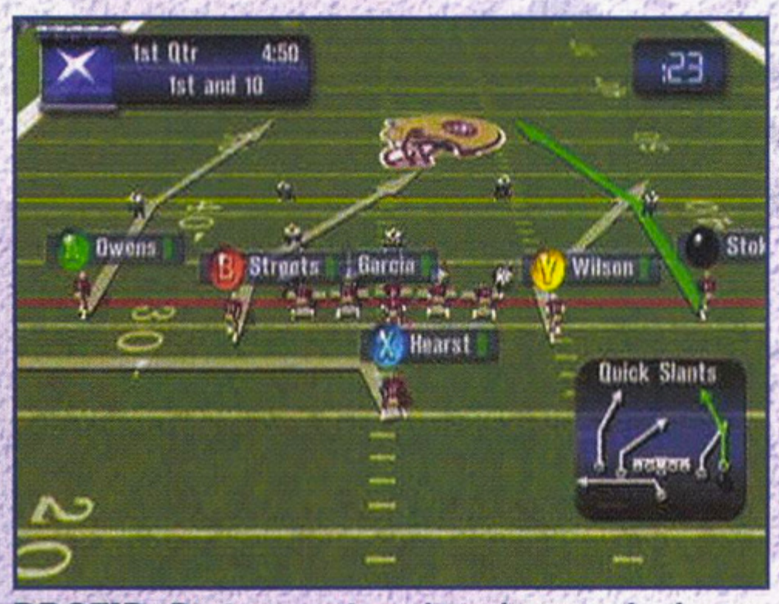
That's the lean, here's the mean: On the field, Fever football is fast, fierce, and fun. Hit the Turbo button and massive linemen and fleet-footed receivers alike can bust a speed burst. Madden purists may toss their yellow flags, but this gives Fever arcade edginess that stops short of NFL Blitz. Now, it's easier for you to make receivers like the 49ers' Terrell Owens or the Rams' Isaac Bruce turn short button-hook passes into long-gainers, just like they do in real-life. Additionally, a shoulder-charge move gives the running game some big-time pop.



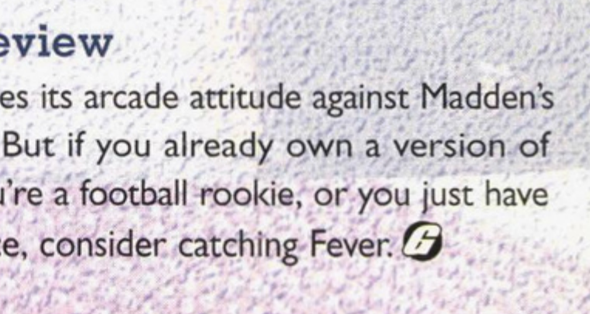
PROTIP: On defense prior to the snap, hold down Y. The full field view reveals the position of the offense's receivers and your player's defensive responsibility. When the play begins, the view automatically switches to gameplay view.

PROTIP: Complete Training Camp skills in Practice mode, and you unlock powerful teams such as the Panama War Elephants (Raiders 14, War Elephants 62!).

PROTIP: For field goals from a hash mark, try to stop the arrow as close as possible to a spot pointing to the inside of the hash mark on the side toward the middle of the field.



PROTIP: During passing plays, learn to look at your receivers in a progression. You may see a receiver other than the primary receiver who's open.



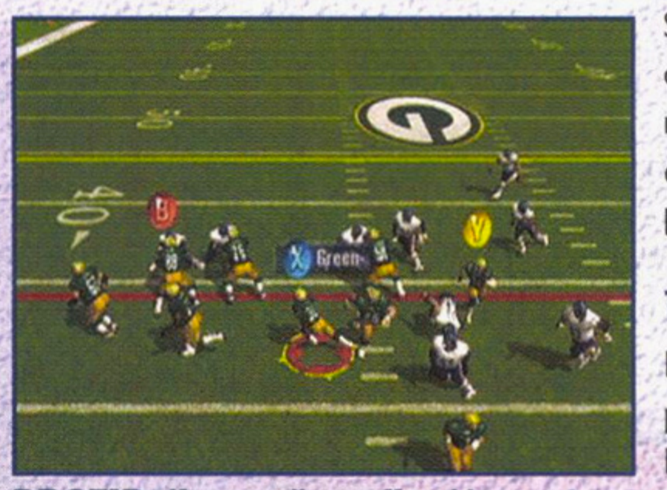
PROTIP: If you're running the ball upfield and a defender is coming toward you at an angle, veer toward him, then quickly veer away and hit Turbo. He hesitates...then he's lost!

Fever's controls are tight, although you have to dance around the Xbox button layout. However, absent Madden moves include hurdling, and the ability to shift the defensive line and the linebackers at the line of scrimmage. Also, when playing against the A.I., the game defaults to recommended offensive and defensive plays, so you can compete without studying your playbook—definitely a Madden no-no. Passing and kicking, too, are simple, un-Madden–like, two-button functions.

Close Calls

Visually, NFL Fever matches up with Madden very well. You can select nine gameplay views, including your own customized look. The character graphics are sharp, and there's great close-up detail in the uniforms and the stadiums—right down to the texture of the grass. It's cool to see fans stand up to cheer big plays and even do the Wave. The sounds are a wash, though. Madden and Summerall's familiar calls simply outclass Fever's accurate but unexcitable announcers. However, Fever's crowd audio is a little more electrifying, and the players talk smack; it's like the difference between being on the field and sitting in the stands.

PROTIP: When the ballcarrier needs a few extra yards, hit × for the shoulder charge. This is also a good move for punt returners trying to burst past downfield coverage men.



PROTIP: If you call an off-tackle running play such as Weak I, Lead Power, keep an eye on the hole between the center and guard before you cut outside. Sometimes, it's open.

Upon Further Review

NFL Fever 2002 matches its arcade attitude against Madden's pure NFL simulation. But if you already own a version of Madden NFL 2002, you're a football rookie, or you just have no patience for practice, consider catching Fever.

GRAPHICS 5.0
Fever's character graphics look crisp and bright with great detail, right down to the reflections in the helmets. There are also outstanding stadium details, including rowdy action in the stands and a dynamic scoreboard.

SOUND 4.0
Fever's electric crowd and stadium audio make up for the subdued play-by-play calls. You can also hear the players talking smack—even calling each other out by name.

CONTROL 4.5
Controls are nicely tuned. Defense-minded gamers might object to not being able to shift linemen and linebackers as in Madden NFL 2002. But quarterback roll-outs, turbo running, and shoulder charges are very cool moves.

FUN FACTOR 5.0
Quick action and swift animation make Fever football fast and fun. With no-huddle playcalling, this is quick-hit video game football that makes it easy on beginners and players looking for that instant adrenaline rush.

I LIKE WRESTLING.

I LIKE WRESTLING.

I THINK CARTOONS ARE FOR KIDS.

I THINK CARTOONS ARE FOR KIDS.

I GRIND HANDRAILS.

I GRIND HANDRAILS.

I DON'T SMOKE WEED. IT'S NOT MY THING.

I DON'T SMOKE WEED. IT'S NOT MY THING.

He's your little brother. Don't do anything you wouldn't want him doing.

Office of National Drug Control Policy/Partnership for a Drug-Free America®

Madden NFL 2002

BY BROTHER BUZZ

- Developed by Tiburon
- Published by EA Sports
- $49.99
- Available now
- Football
- 4 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	5.0

PLATFORM
GameCube

SPORT
Football

MADDEN NFL 2002 is pulling its own version of a "three-peat" by running untouched from the PlayStation 2 to the Xbox and now onto the GameCube. And this is maybe the best Madden out there.

Madden games always bring the NFL out in full force. You get 31 current teams, classic teams, and even "all-team" teams. The game's full feature set includes Franchise mode, create-a-player, create-a-team, and even a training session with John Madden himself.

Long and Deep

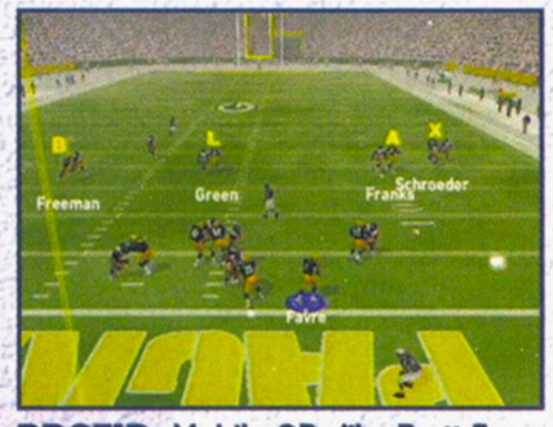
That's all well and good, but Madden NFL 2002 scores on the field as well. The game's controls meld to player movements, and they connect with the GameCube controller like Brett Favre to…well, anyone. You can even shift the linebackers and the defensive line with the joystick and C-stick respectively. However, throwing away a pass by hitting Y and the tiny Z button is awkward.

The great gameplay fires up cool graphics. The animation is as smooth and precise as a Jerry Rice pass pattern. Study the individual character movement during any given play, and the intricate articulation knocks you out.

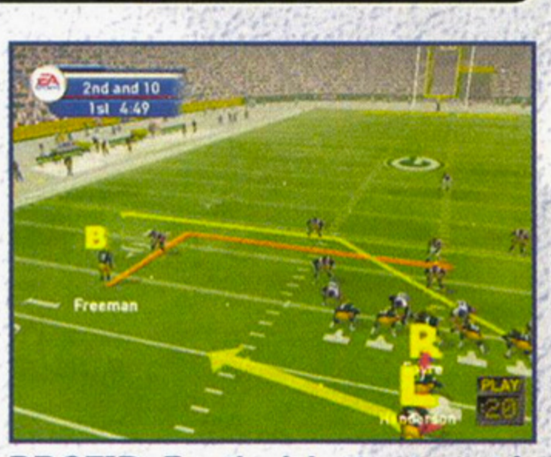
On the sound side, it doesn't get more real than Madden, Summerall, and JB calling the plays. However, the crowd noise lacks personality, and besides some grunting, there's not much going on down on the field.

Dancin' in the End Zone

If you're a football fan, this is as good as it gets. Madden NFL 2002 is an excellent football game on any system, but for the GameCube, with or without competition, it shines.



PROTIP: Mobile QBs like Brett Favre of Green Bay and Jeff Garcia of the 49ers can effectively roll out to avoid a pass rush.



PROTIP: Tap the L button to match your pass routes against the defense. Look for one-on-one coverage and/or a receiver with inside position on a defender.

PROTIP: For a strong pass rush, shift the line in one direction, then select an end and split him off to the opposite direction. He has a clear shot to the QB.

PROTIP: If your receiver has inside position on the defensive back, be sure to get the ball to him!

FIFA 2002

BY D-PAD DESTROYER

- Developed by EA Canada
- Published by EA Sports
- $49.99
- Available now
- Soccer
- 4 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	3.5	3.5

PLATFORM
GameCube

SPORT
Soccer

EA SPORTS PUTS soccer on the GameCube map with FIFA 2002. The result? World Cup–level graphics and realism have to struggle to make up for controls that keep getting yellow cards.

Soccer to Ya

While the graphics won't make you go out and punch old people to get a GameCube, they look every bit as good as those of the PlayStation 2 version. In fact, they're pretty much identical. Grainier and foggier than you'd expect on the GameCube, the visuals still rank above the competition. FIFA 2002 also features commentary by a couple of British soccer guys, but you may want to turn their prattle off and listen to the on-the-pitch sounds of real soccer.

FIFA 2002 suffers a bit from an oddly designed GameCube controller, which makes the new passing system harder to handle. Using the new passing system, it's hard to tell when you're passing to an offscreen player and when you're sending the ball flying out of bounds. Basically, this year's FIFA gets rid of the series' famous heat-seeking passes in favor of more challenging teamwork—maybe too challenging.

Better Luck Next Year

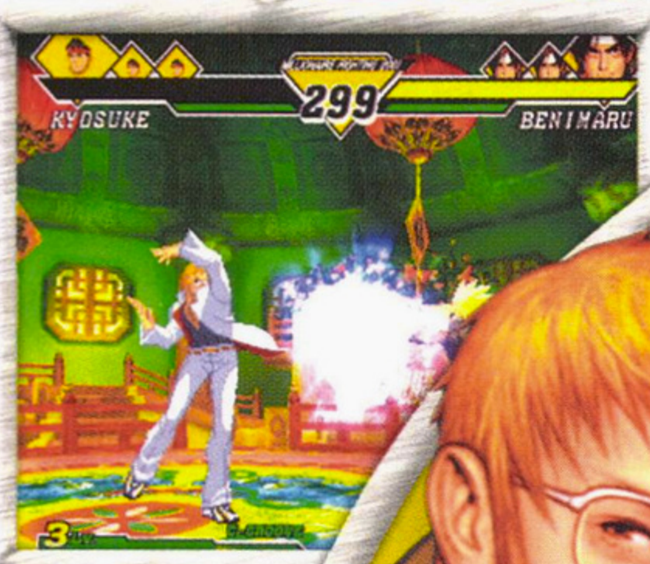
The saddest thing about the GameCube version of FIFA 2002 is that it had to come out this year. Given a little more time with Nintendo's infant hardware, EA Sports could have worked its trademark magic to get more GameCube goodness in the game. As it is, it seems like a direct PlayStation 2 port with somewhat clunky GameCube controls. A World Cup contender, perhaps, but it comes up short of the winning goal.

PROTIP: Aim your slide tackles at the ball, not the player. Well-aimed tackles get you the ball; bad ones get you a penalty card.

PROTIP: Lob the ball to get it downfield fast when you're scrambling to defend your goal or when you know there's someone downfield and ready to score.

PROTIP: Wait for the goalie to commit before taking your shot. You can catch him falling down and kick the ball past him.

PROTIP: When the ball is in the air, hold the A button. Heading the ball is a great way to move it away from defenders.



Love At First Fight.

WIN AN ARCADE MACHINE!

CHECK OUT CAPCOM.COM FOR DETAILS

NO PURCHASE NECESSARY

CAPCOM® VS. SNK® 2

MARK OF THE MILLENNIUM 2001

Two of the world's fighting giants return in this colossal slug-fest and it's time to settle the score! Choose from an arsenal of over 44 characters from the Capcom and SNK fighting universes and customize your fighting style with even more fighting "Grooves." Capcom vs. SNK2... More Fighters...More Fighting Styles... More Mayhem!

TEEN T CONTENT RATED BY ESRB

Violence
Suggestive Themes

CAPCOM

PlayStation®2

© CAPCOM CO., LTD. 2001 © Capcom U.S.A., Inc. 2001 ALL RIGHTS RESERVED. © SNK 2001 Capcom and the Capcom logo are registered trademarks of CAPCOM CO., LTD. CAPCOM VS. SNK 2 MARK OF THE MILLIENNIUM 2001 is manufactured and distributed by CAPCOM CO., LTD. under license from SNK Corporation. SNK is a trademark of SNK Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.The ratings icon is a trademark of the Interactive Digital Software Association.

NBA 2K2

BY TOKYO DRIFTER

- Developed by Visual Concepts
- Published by Sega
- $39.99
- Available now
- Basketball
- 4 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	5.0

PLATFORM
Dreamcast

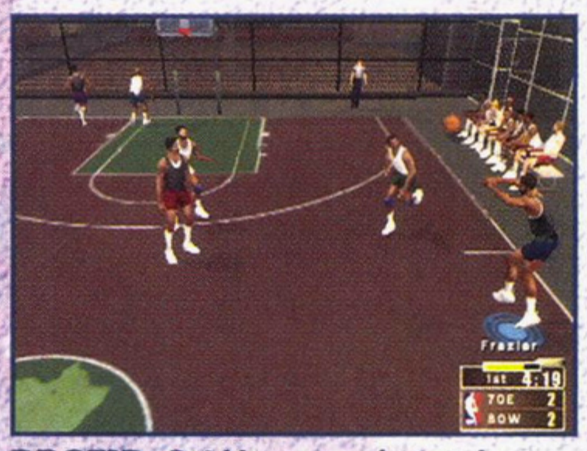
SPORT
Basketball

INSTEAD OF PUTTING all of its development effort into the upcoming PlayStation 2, Xbox, and GameCube versions of NBA 2K2, Visual Concepts has made the Dreamcast's parting shot a memorable one. NBA 2K2 is one of the best basketball games ever on any console.

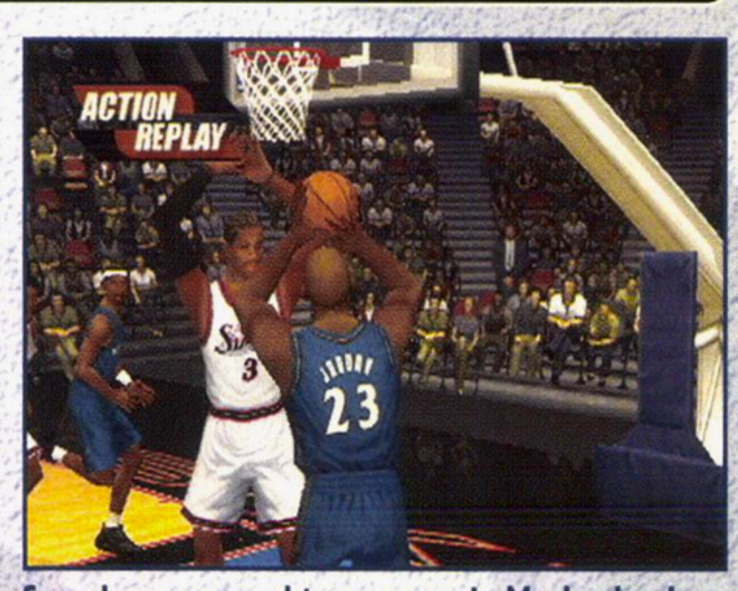
Prime Time Overachiever

It seems every aspect of the game has been honed to a fine edge, starting with the graphics. Player models look fantastic with improved facial likeness and no abrupt breaks where limbs connect.

Modes like Exhibition, Season, and Franchise are standard features, but the big bonus is the Street mode, which enables you to use any NBA team for a game of two-on-two up to a full five-on-five on various blacktops.



PROTIP: Quickly start a shot and pass in the air if you get trapped in a long juke move and are heading out of bounds.



Sega has managed to squeeze in Mr. Jordan less than a week after he announced his return to the courts. Boo-yay!

PROTIP: Any player you create will be awesome and will help plug gaps if your team has a shaky lineup (cough, cough...Knicks!).

Got Crazy Patterns

The improved computer A.I. plays aggressively in the final minutes of a closely contested game and also calls smart time-outs. Some substitution choices are questionable and the computer will try to foul even if it is behind by double digits, but these are small gripes.

The audio is filled with great touches like your teammates yelling at you on the court and a home crowd falling silent when their team gets blown out. The commentary is the only area where there's room for needed improvement.

Controls are solid, although the increased need to use the directional pad to call for picks and screens can leave your fingers in a knot even with the various alternate button layouts. Regardless of these small annoyances, NBA 2K2 rectifies all other gripes about the previous two incarnations and achieves a top ranking in its field.

PROTIP: Don't pass into a double team unless your teammate's hand is raised, signaling that he will go into an alley-oop.

Tennis 2K2

BY FOUR-EYED DRAGON

- Developed by Hitmaker
- Published by Sega
- $39.99
- Available now
- Tennis
- 4 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.5	5.0

PLATFORM
Dreamcast

SPORT
Tennis

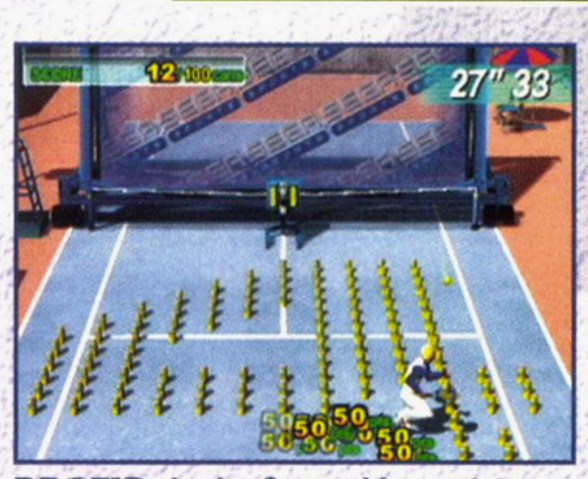
THE SEQUEL TO arguably the most exciting, addicting, and thumb-numbing Dreamcast game ever just got even better.

Keep Your Wrist Straight And Thumbs Pressed Hard

Tennis 2K2 serves up more of the same slick gameplay as its predecessor, but it now has even more panache than before thanks to its new features. The most noticeable additions are the female pros like the Williams sisters, who are part of a pool of 16 internationally ranked men and women you can play with in singles, doubles, and mixed double matches.

As in the original, there's an in-depth World Circuit mode where you build various shot skills then compete in grueling competitions. This time, however, your skills improve in an RPG fashion—points are awarded to various attributes where you need to level up in order to advance.

The intuitive controls have been retained, but to enhance the original's sim-like feel, a slice button has been added and the serves are a little more difficult to perfect. Still, once you get the hang of it, you'll be able to pull off drop shots, put top-spin on a lob, or make crazily angled volleys.



PROTIP: In the Stomp Man training, hit a lob to get the most time.

PROTIP: During double matches, the computer will usually have both players gravitate toward the center—you can take advantage of this by hitting a shot down the line.

PROTIP: Be sure to serve to the inside, closest to the center, so your opponent won't be able to return a shot with a big angle.

An Ace for the Dreamcast

The sights and sounds are new, too. Player animations have greatly improved: You can see a player get jammed, perform a jumping slam, or attempt a variety of behind-the-back desperation moves as they chase a ball down. The upbeat tunes don't really define the game, but the sparse sound effects, like player grunts and the echoing effect of a hit ball, add flavor to the entire experience.

Don't throw out your Dreamcast yet! Tennis 2K2 simply rules by all standards, especially when played with a gang of four competitive friends.

PROTIP: If an opponent is way behind the baseline, attack the net and make a well-angled shot.

FOR GAME BOY® ADVANCE

DOOM™

BLAST YOUR WAY TO FREEDOM

ID'S #1
OF ALL
IS NO
THE
OF YOUR

24 Levels of DOOM!
Shred your way through DOOM's maze-like levels filled with hell-spawned demons!

Blast Outta' Hell!
Take on DOOM's horrific demons with plasma rifles, chain guns and rocket launchers!

Multiplay
Team up with a fri
DOOM in Cooperati
players togethe
Deat

David A. Palmer PRODUCTIONS

GAME BOY ADVANCE

TEEN
T
CONTENT RATED BY ESRB

Blood
Violence

GBA LINK CABLE

Multiplayer games require a Game Boy® Advance Game Link® Cable and separate DOOM® Game Pak for each player (sold separately).

Official Nintendo Seal of Quality

id®

A

© 1993-2001 Id Software, Inc. All Rights Reserved. Published and distributed by Activision Publishing, Inc. under license. Developed by David A. Palmer Productions. DOOM, the DOOM logo, the Id Software name and the Id logo are either registered trademarks or trademarks of Id Software, Inc. in the United States and/or other countries. Activision is a registered trademark of Activision, Inc. and its affiliates. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Advance and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are properties of their respective owners.

idsoftware.com

CAR Thunder 2002

BY FOUR-EYED DRAGON

- Developed by Tiburon
- Published by EA Sports
- $49.99
- Racing
- Available now
- 4 players

EVERYONE E

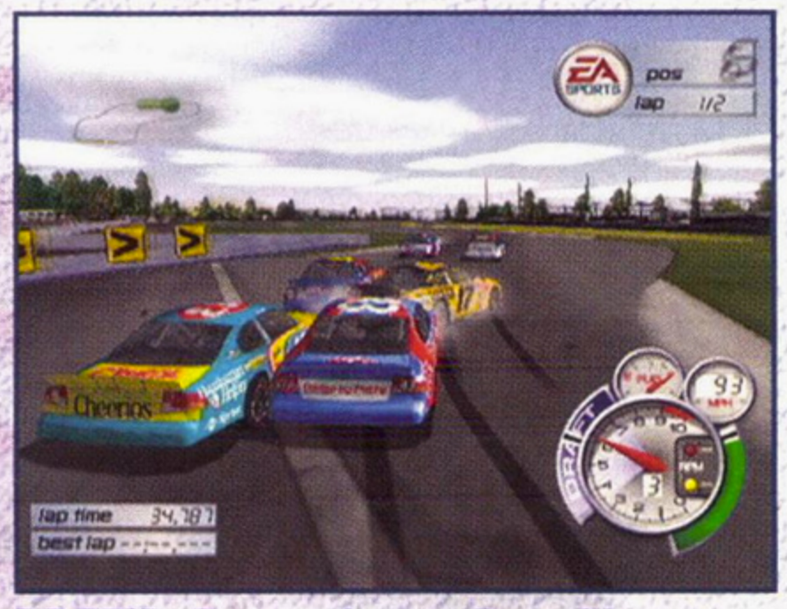
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.5

EA'S ENTRY INTO the stock-car phenomenon results in the most engaging NASCAR racer yet.

Not Your Typical Rice Rocket

Okay, lapping a cement oval over and over again may not be for everyone, but after playing NASCAR Thunder, you'll fully appreciate the true dynamics of a stock car. User-friendly menus that easily explain the key parts of the car help you determine how much pressure should be in the tires or what the heck the wedge does for steering. And if you don't have the settings optimized, you'll certainly feel it in the controls—your tires will slowly lose traction and cornering will be greatly reduced if your spoiler is off a few degrees.

One letdown, however, is that the controls can be extremely forgiving—much like an arcade racer's. A few bumps from opponents will normally put you in the wall, but in NASCAR Thunder, you can easily maneuver out of almost any situation and continue the race without a scratch.



PROTIP: Sure, professionally you'd want to discourage bumping as much as possible. But this is a game, so bump your opponents to get ahead.

PROTIP: To slingshot onto the straightaways, start accelerating about midway through a turn.

PROTIP: After scraping a wall, immediately catch the draft from a passing car to come up to speed faster.

Victory Lane

Thunder's sights and sounds are a mixed bag. Visually, races sometimes look like they take place on the PlayStation 2—cars can seem a bit blocky and there's not much course detail. Infogrames' NASCAR Heat looks much better. Constant blabber from the crew chief, though, makes you feel like you're sitting right behind the wheel.

Despite Thunder's minor imperfections, it still has the most engaging gameplay of any NASCAR game. The in-depth Career mode enables you to start up as a lonely nobody, who must race for needed sponsorship throughout a 20-year career. Playing in this involving mode will remind any NASCAR fan why Thunder takes the checkered flag.

nember to block oppo- e rear-view mirror; if y'll almost always pass t lap.

CAR Heat 2002

BY FOUR-EYED DRAGON

- Developed by MGI
- Published by Infogrames
- $49.99
- Racing
- Available now
- 2 players

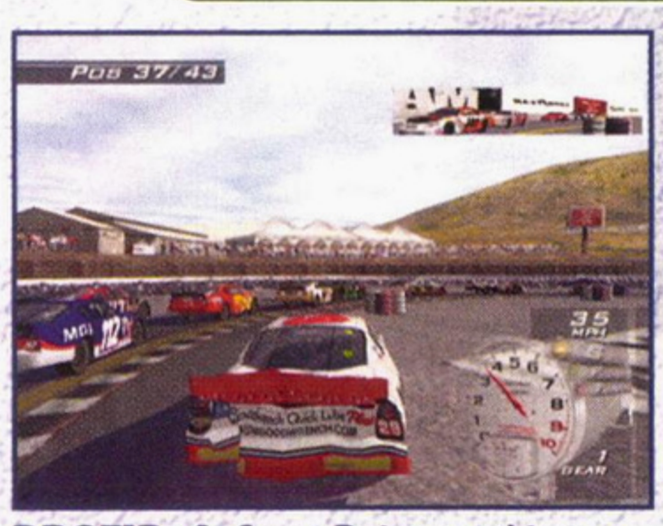
EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.5	4.5

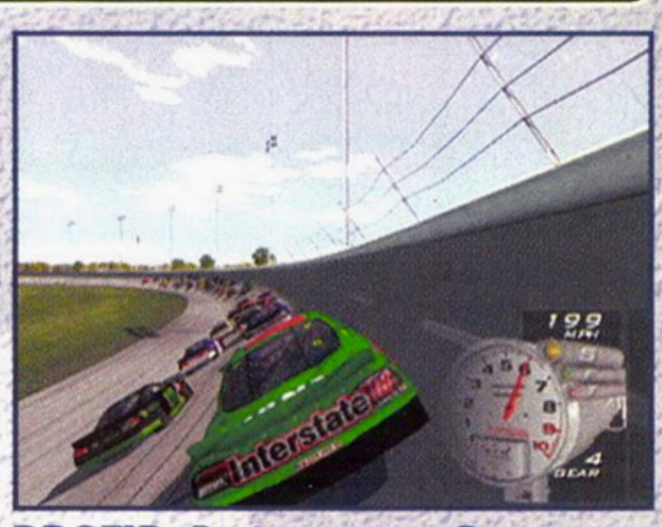
AFTER AN AWESOME showing on the PlayStation 2, NASCAR Heat makes its debut on the Xbox with the same outstanding results.

Taking Pole Position

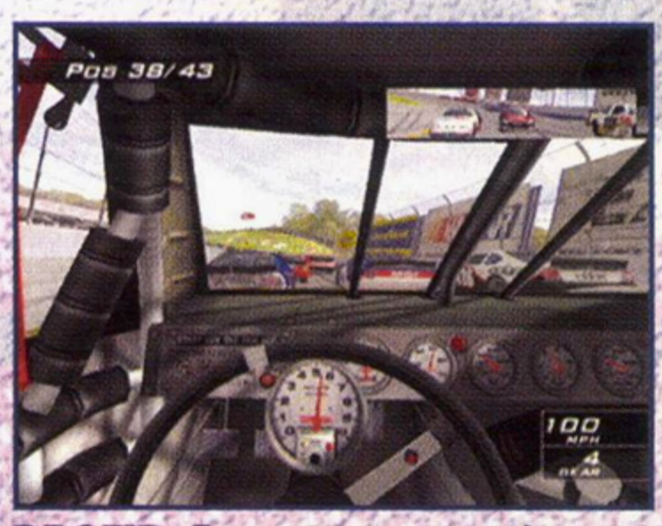
Despite the basic, yawn-inducing premise of NASCAR racing, playing Heat will make you immediately understand why it's one of the fastest growing and most popular sports in America. Immediately after jumping behind the wheel and playing in the Beat the Heat challenges, you'll start to feel the rush that NASCAR drivers feel every time they race. In these ingenious mini contests, you'll muscle against pros in different real-life scenarios where you learn to draft, avoid crashes, and work as a team. In fact, Beat the Heat games are the best part of this speedster, cleverly mixing a variety of cool driving techniques with engrossing competition. Cars perform admirably—the smooth analog stick makes you feel like you're racing on a multigrooved racetrack.



PROTIP: At Sears Point, cut this corner and pass opponents–it's actually allowed in real NASCAR competition.



PROTIP: During turns at Daytona racetrack, stay middle rather than low for maximum speed.



PROTIP: Every time you apply your brakes, your wheels will lock up. Rapidly tap on and off the brakes to effectively slow down.

e yellow flag doesn't mean r slow down. Racing to the re the pace car comes out a few more spots.

It's the Small Things That Count

The visuals look just as impressive as those of Heat's PS2 counterpart. All 43 waxed-up cars with their stuck-on endorsements shine at every turn, reflecting shadows, light, and surrounding cars with sharpness. Best of all, skid marks and wall scrapes remain throughout the entire race, and you'll run into dissipating smoke left from a crash from a previous lap.

The sounds of NASCAR Heat haven't changed: Car buffs will be delighted to hear the roars of Dodge and Ford all around them, but the small amount of chatter from the crew chief doesn't help much.

If you want to play a more sim-like racer than EA's NASCAR Thunder, Heat is it. It offers well-designed challenges for NASCAR and non-NASCAR fans—plus, it plays and looks great.

PRO RACER™ WHEEL:

SMALL WHEEL. HUGE CONTROL.

© 2001 Radica China, Ltd. Radica™, Gamester™, The Unfair Advantage™ and Pro Racer™ are trademarks of Radica China, Ltd.
Playstation is a trademark of Sony Computer Entertainment America. Driven™ is a trademark of BAM Entertainment.

B
A
START
SELECT
MODE

ACTUAL SIZE.

NOT ACTUAL SIZE.

THE NEW **PRO RACER™ WHEEL** PUTS THE **UNFAIR ADVANTAGE** IN THE PALM OF YOUR HAND.
THERE'S NO OTHER WHEEL LIKE IT: SMALL SIZE, HUGE RESPONSE, KILLER CONTROL.
PRO RACER™ IS READY TO GRIP AND RIP FOR **ALL MAJOR GAME PLATFORMS.**

GAMESTER™
THE UNFAIR ADVANTAGE

SEE THE WHOLE GAMESTER LINE AT GAMESTERUSA.COM AND GET A FREE MP3 BY UNCLE MUDFISH JUST FOR TAKING A SPIN.

COMPACT disc UNFAIR ADVANTAGE

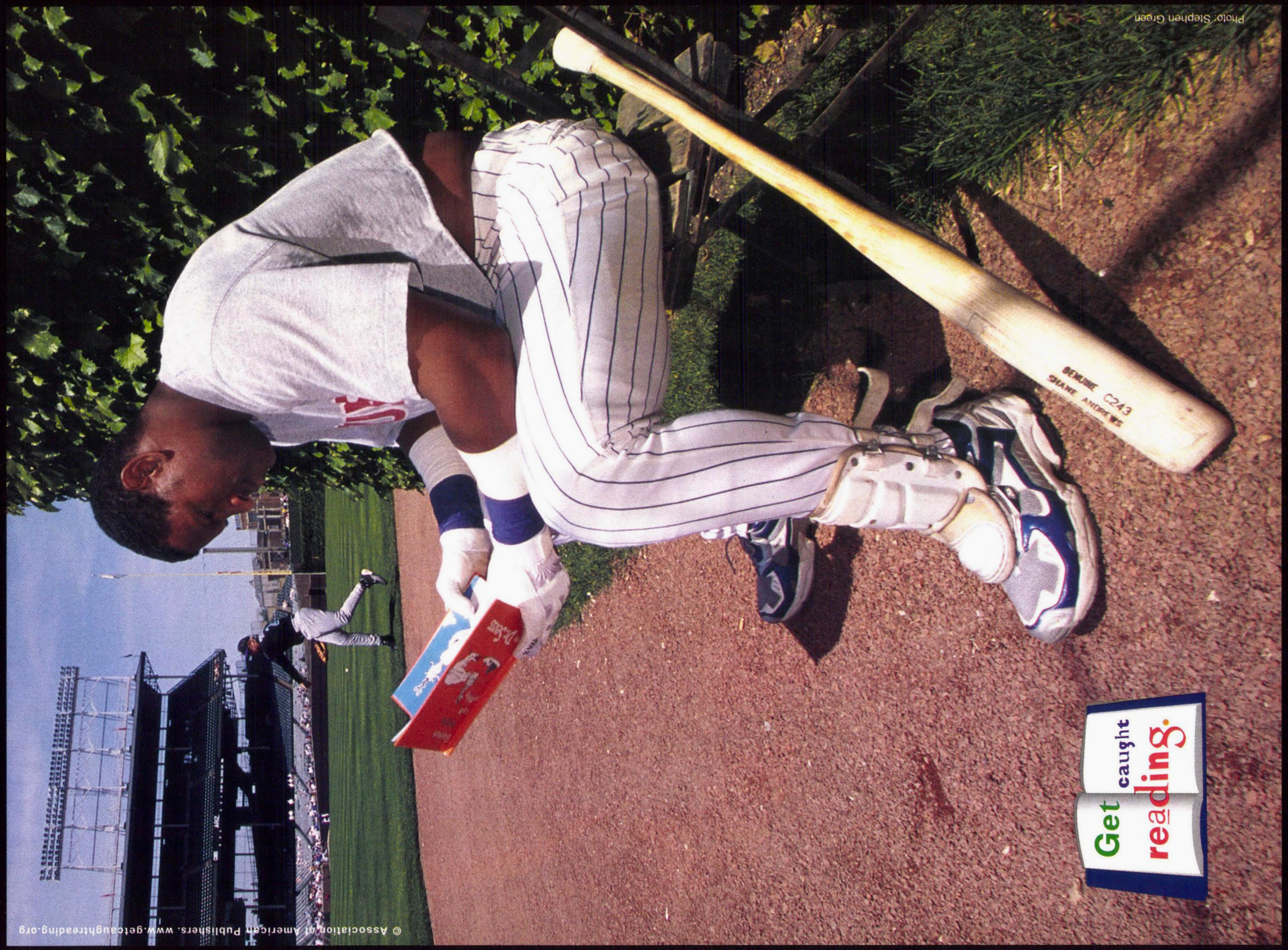


Photo: Stephen Green
Sammy Sosa caught reading.
Get caught reading.
© Association of American Publishers. www.getcaughtreading.org

PART OF A BALANCED GAMING LIFESTYLE!

New Hub Flavors!

In addition to GamePro.com's community-sprinkled mix of frosted Forums, wholesome User Reviews, and cinnamon-swirled Letters, try our two new fun flavors: Hub Games and Am I Art or Not?—our all-new Art Attack Online!

Free Inside! Exclusive Sega Sports Info!

Now, free inside every box of GamePro.com you'll find exclusive information and sugar-smacked screens of Sega Sports' crunchiest new games...including NBA 2K2! Quick, go tell your parents!

High Heat MLB 2003

BY AIR HENDRIX

- Developed and published by 3DO
- Target release date: March

PS2 PlayStation 2

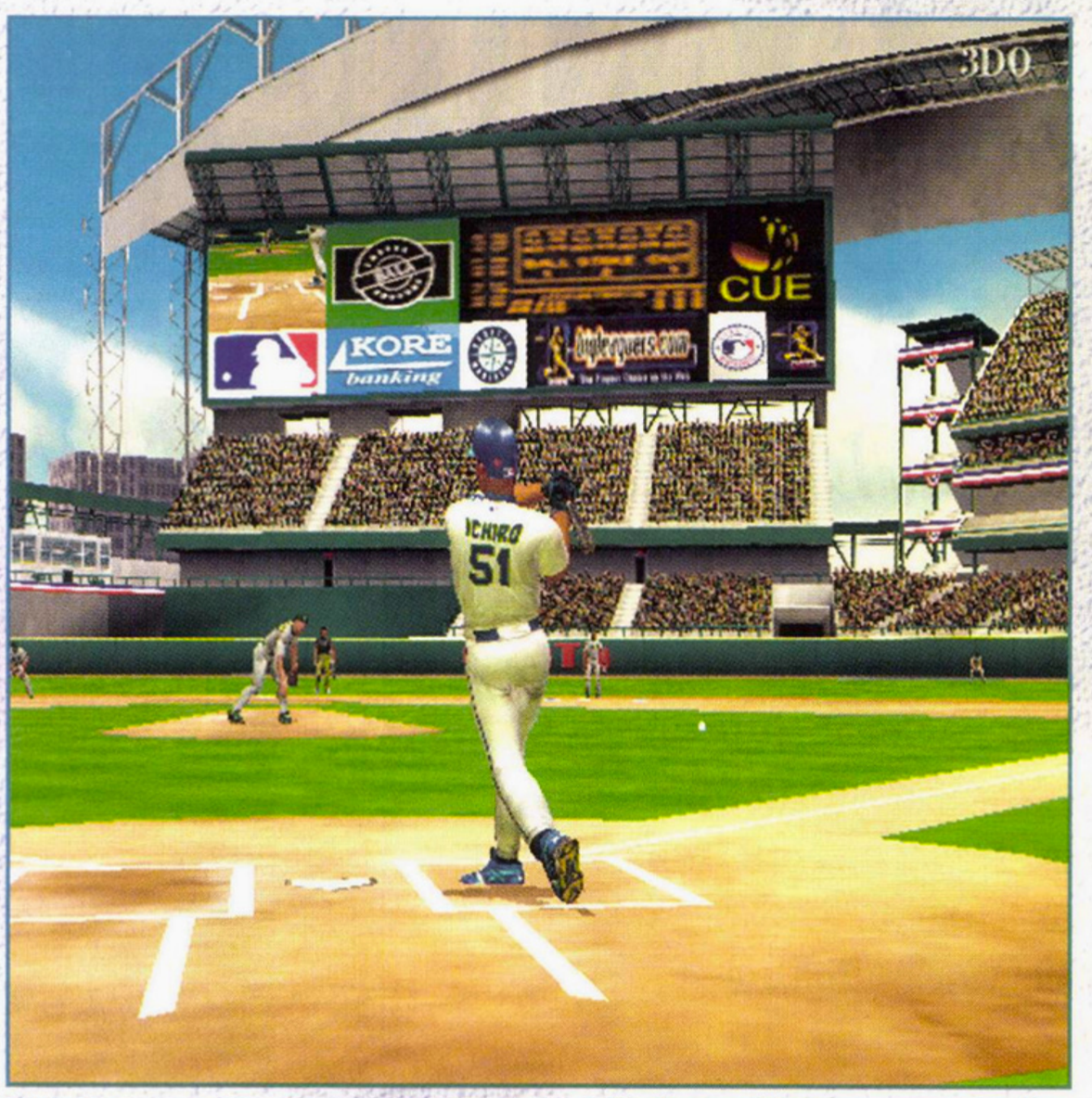
FIRST LOOK

Cy Young Winner

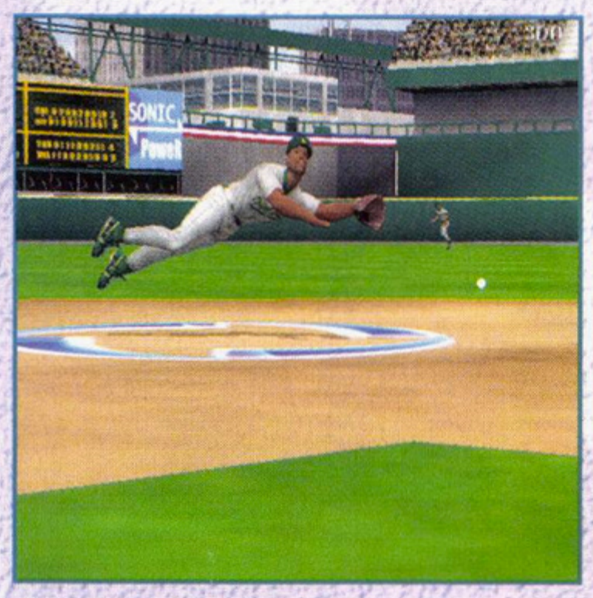
High Heat's PS2 debut grabbed critical but not commercial acclaim as the best-playing baseball game in years—if not ever. 3DO got huge props for its priorities, putting substance over flash by delivering a game that played so well that you could forgive the weak graphics and sounds. Next season, High Heat MLB 2003 is primed to deliver the complete package, and baseball gamers might finally get their holy grail.

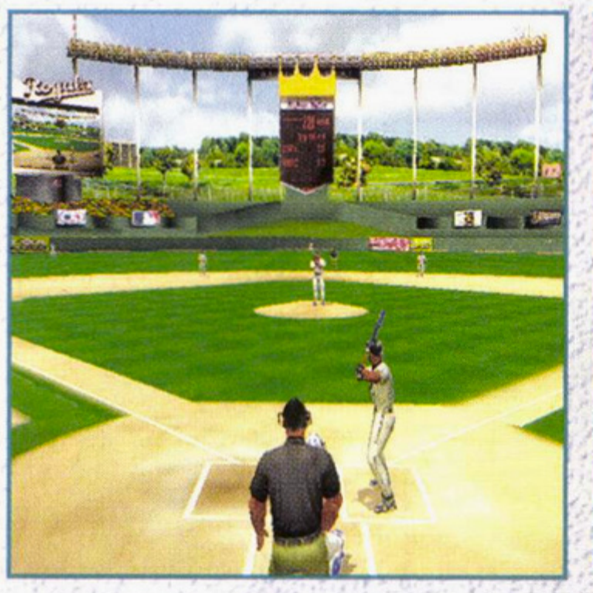
The roster improvements begin with the features. High Heat will provide clutch new modes like Playoffs, Batting Practice, Home Run Derby, and Fantasy Draft. Of course, Season, All-Star, and Exhibition modes will return and will now include injuries, free agents, and inactive reserves for each team. You'll be able to create your own player and, better yet, use the player editor to tune the stats of every player in the game. Other highlights will include saving and loading custom rosters, and tuning the gameplay to suit your preferences on the spectrum from arcade to sim.

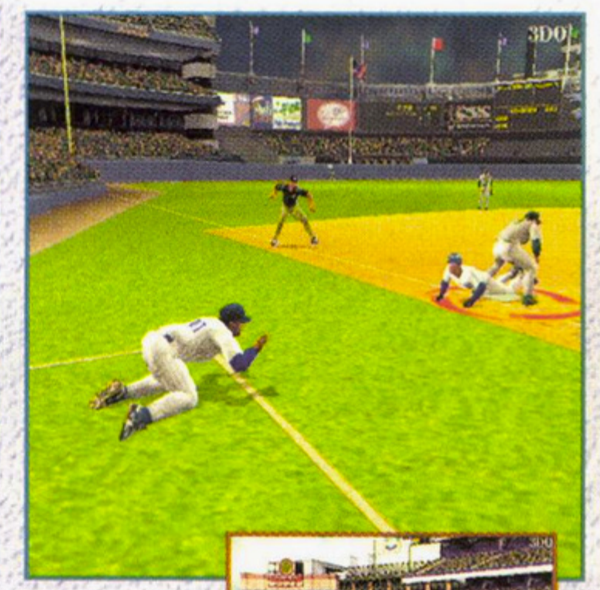
Fans of the first game will appreciate other nice tweaks like support for analog joysticks, separate difficulty settings for offense and defense, improved A.I., and a welcome new pitch type, the cutter. The controls are being tuned but will largely remain identical, which means no user-controlled sliding—a minor gripe given that they're already the best controls out there.

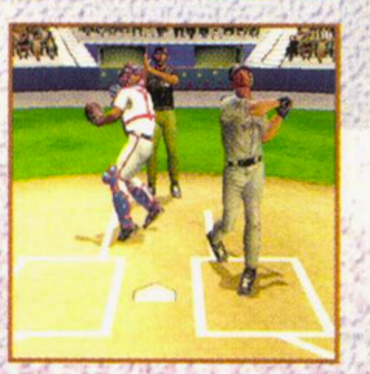


High Heat staged a quiet revolution on the PS2 diamond last season, and with all the awesome improvements in the works for next year, it should take the field with a serious bang.









Golden Glove

Of course, graphics and sounds are where High Heat needs the most love, and this time 3DO isn't slacking. The player models are being retooled to provide varying physiques, recognizable faces for stars, and more accurate stances. Lots of new animations are also being added and blended together more smoothly, and the stadiums will sport better detail and lighting. More importantly, the frame rate is being completely smoothed out, and the game will offer more camera angles as well.

On the sound side, Dave O'Brien will return to call the play-by-play, accompanied by new color commentator Chuck Valenches, and 3DO promises that they'll rarely repeat themselves over the course of one game. The ballpark ambiance and crowds are also being augmented to feature nuances like hecklers and excited or bored crowds depending on how the game's going.

3DO seems to be leaving no stone unturned in revving what was already a fantastic game. If everything comes together cleanly with High Heat 2003, it should own the field next season.

NBA Live 2002

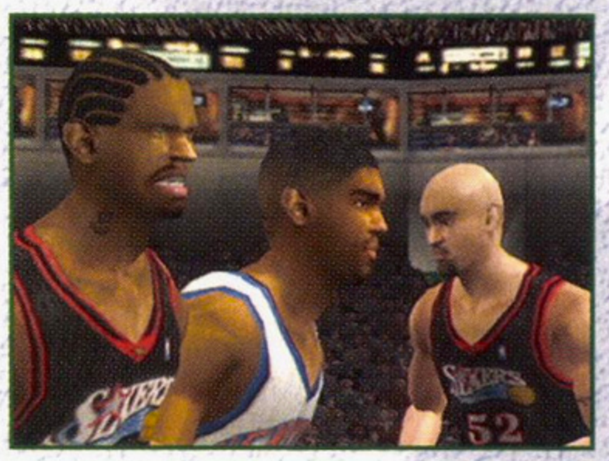
BY DAN ELEKTRO

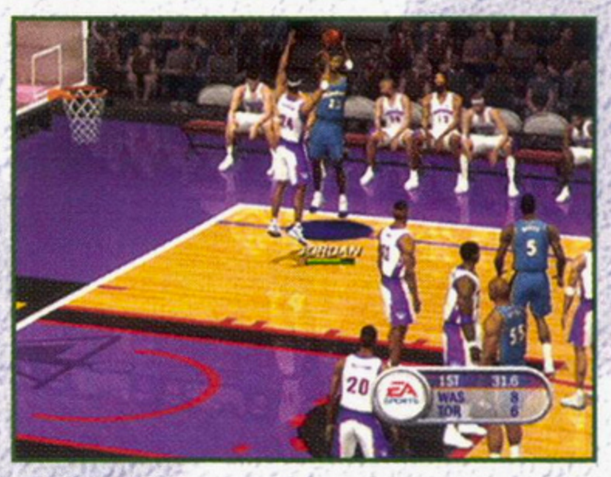
- Developed by EA Canada
- Published by EA Sports
- Target release date: December

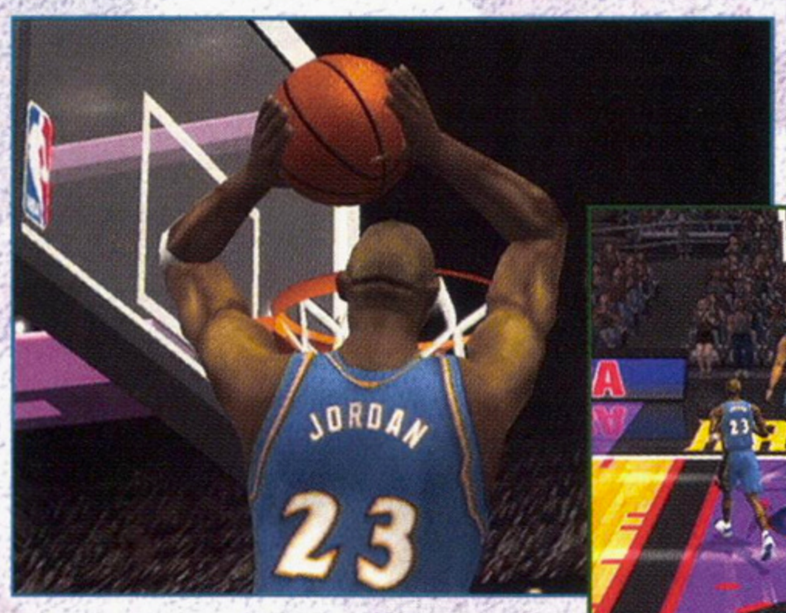
XBOX

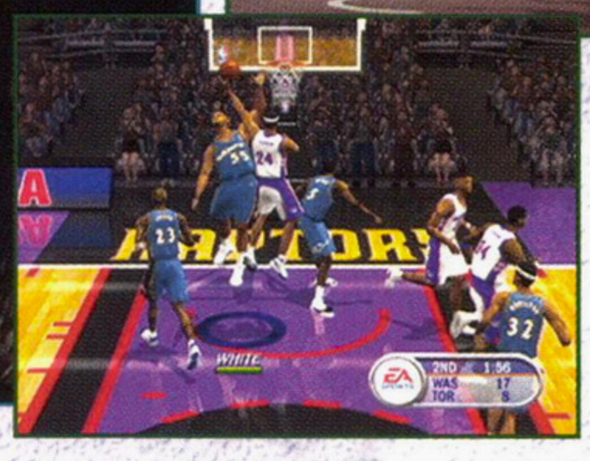
HANDS-ON

NBA LIVE 2002 is lacing up in the Microsoft locker room for its big debut on the Xbox. As with EA's other sports franchises this year, the Xbox Live already looks and plays very similarly to the PS2 version—it's clear the company is sharing code between the platforms. Luckily, that's a good thing, because the PS2 version was great this year, full of hi-res graphics, plenty of options, and His Airness, Michael Jordan, back in a player's uniform. In the preview version of Xbox Live, the Xbox controller responded well to all commands and even the commentary was in place, keeping up with the onscreen action. The graphics featured the PS2's incredibly lifelike player reactions and facial animations, but if there's any special Xbox-only polish, it wasn't evident in the early build. However, even if Xbox gamers wind up getting the same PlayStation 2 gameplay and overall experience, that won't necessarily be a bad thing.









Knockout Kings 2002

BY AIR HENDRIX

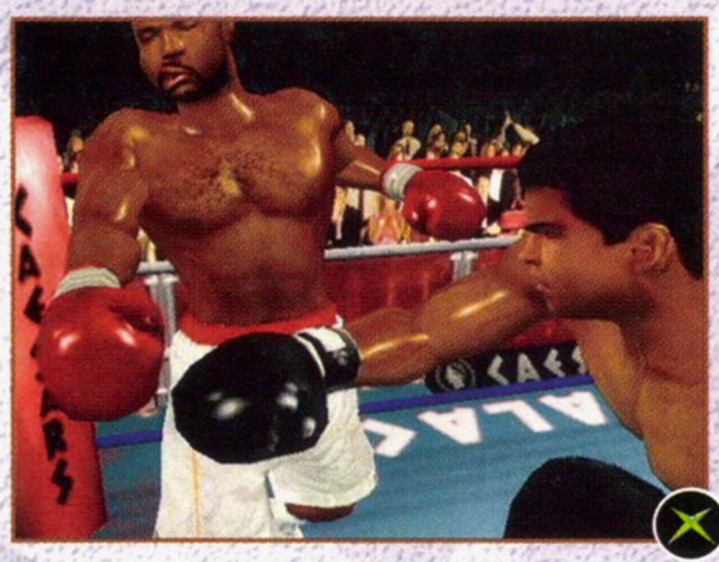
- Developed by Black Ops
- Published by EA Sports
- Target release date: March

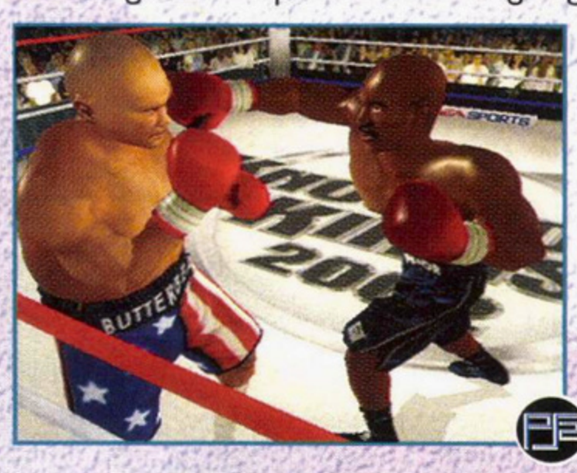
PLAYSTATION 2 XBOX

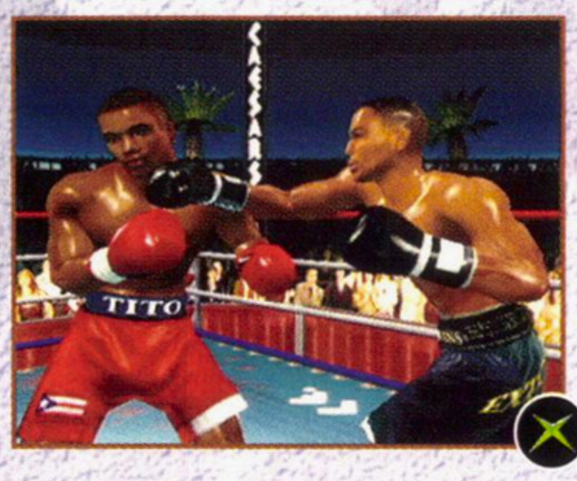
FIRST LOOK

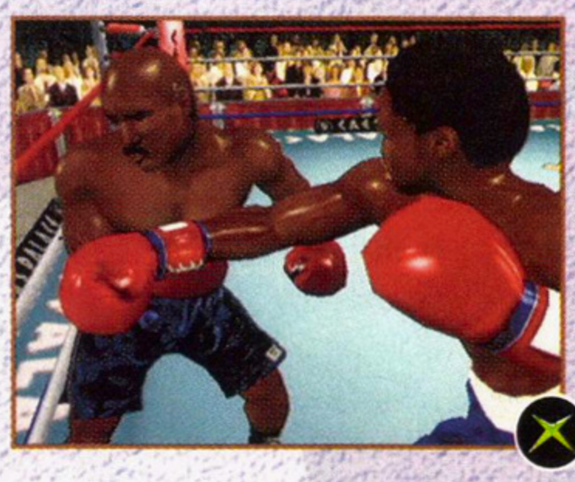
AFTER A SLEEPY first round on the PlayStation 2, the bell's about to ring for Knockout King 2002's next session, this time on the PlayStation 2 and Xbox. An all-new game engine should make the gameplay faster and more arcade-style, while the series' traditionally exhaustive roster of boxers will return, ranging from old-time greats like Joe Frazier and Joe Louis to today's stars, including Fernando Vargas and Felix Trinidad.

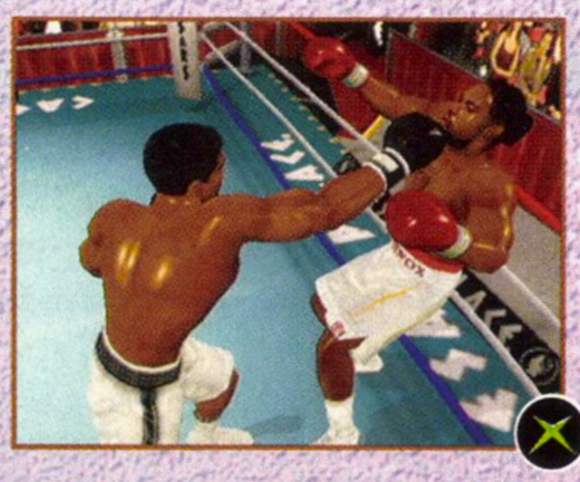
The game's Career mode is being amped up to enable players to better develop skills like counter-punching, blocking, jabbing, combinations, and more, while revamped controls should make the boxers move more smoothly and independently around the ring than they did in the last game. Graphics aren't being neglected either as Knockout Kings 2002 will deliver more expressive faces, motion-blended animations that should increase the speed and clarity of the action, and sharper detail on the boxers' bodies and clothing. If you're about to eat canvas, your vision will also blur as your boxer gets wobbly. These early screens showcase some impressive visuals, so hopefully Black Ops will deliver the gameplay to match.











- Developed by Black Isle Studios
- Published by Interplay
- $49.99
- Action RPG
- Available now
- 2 players

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	4.5

PLATFORM
PlayStation 2

Forgotten Realms Baldur's Gate Dark Alliance

FIND OUT MORE ONLINE www.gamepro.com

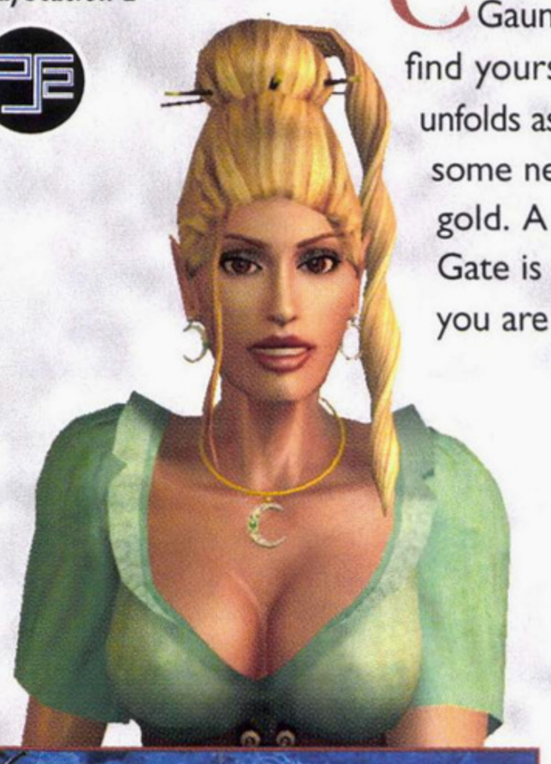


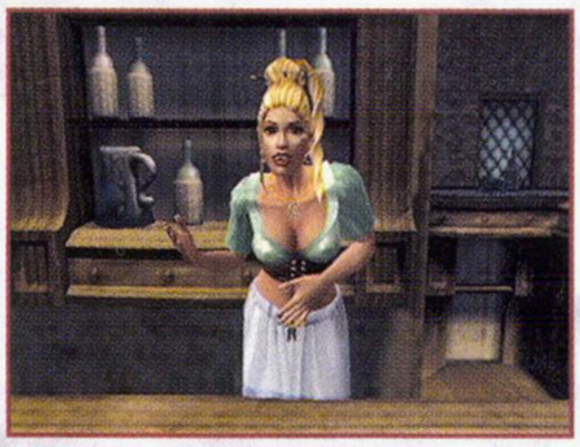
CHART A COURSE between the mindless action of Gauntlet and the RPG elements of Diablo and you'll find yourself in Baldur's Gate: Dark Alliance. The story unfolds as the town of Baldur's Gate is besieged by a troublesome new thieves' guild that has also relieved you of your gold. A fell shadow is falling over the land, and Baldur's Gate is merely one point in a great upcoming conflict that you are now drawn into.

Knocker Your Eyes Out

The visuals are flat-out gorgeous, with environments that are both intricately detailed and quite enormous. The action is viewed from a top-down perspective so you can see entire hordes of creatures hot on your trail, as well as witness the carnage your full-scale magic attacks cause.

Combat is achieved through straightforward action, which is fast and furious—although you'll need to employ lots of hit-n-run tactics until you can find or buy better weapons and armor. Leveling up your characters is easier than in traditional D&D–style games, but limited since enemies don't regenerate and there aren't many optional sidequests. Another gripe is that the game is short for an RPG (about 11 hours)—even if its main focus is action.

PROTIP: Attack the ice dragon when he's breathing frost or his wings will blow you back.



PROTIP: Complete mini-quests to gain valuable experience and gold.

Dungeon Master

The audio holds its own against the graphics with rich orchestral background music and sharp sound effects. The voice-overs are extremely well done and help sell the game's dramatic story.

PROTIP: Be sure to use the Dwarf's Bull Rush to dodge the Beholder's attacks and as a way to get closer to him.

If you simply are not a fan of action RPGs, then none of this is likely to win you over—while Baldur's Gate purists will have to have an open mind due to the radical departure from the format the PC games follow. For the other 90 percent of PlayStation 2 owners, Baldur's Gate: Dark Alliance is absolutely worth checking out and a highly recommended purchase for action role-playing game fans.

PROTIP: The dropping rocks are random, so you have to watch the blinking platforms closely and keep moving.

PROTIP: Use enemies as shields against projectile attacks, and they'll do the work for you.

PLATFORM
PlayStation

Dragon Warrior VII

FIND OUT MORE ONLINE www.gamepro.com

BY STAR DINGO

- Developed and published by Enix
- $39.99
- RPG
- Available now
- 1 player

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.0	2.5	3.5	4.0

IF YOU HAVE the strength to dig past Dragon Warrior VII's childishly bad graphics, ultra-generic fantasy world, and sound effects that haven't evolved since the series' days on the NES, you'll eventually find a rock-solid RPG built on a brilliant story structure and an intricate class-changing system that yields a wealth of incentive for growth and reward. The game strives for simplicity over shininess, and it shows in streamlined menus, fast-paced battles, and easily-navigated towns that seem like anthills in the shadow of a surreal Final Fantasy techno-megalopolis. The game's biggest strength, however, lies in its pacing: The plot unfolds through a series of intriguing, Twilight Zone–ish "short stories" as your innocent little party works to bring lost pieces of the world back into the fold of goodness and light. Of course, none of that changes the fact that the game looks like it was drawn by a three-year-old.

◀ **PROTIP: Go back...to the future! After "fixing" an island, return to key hot spots to gather awesome weapons and armor, as well as Shards that unlock the next island.**

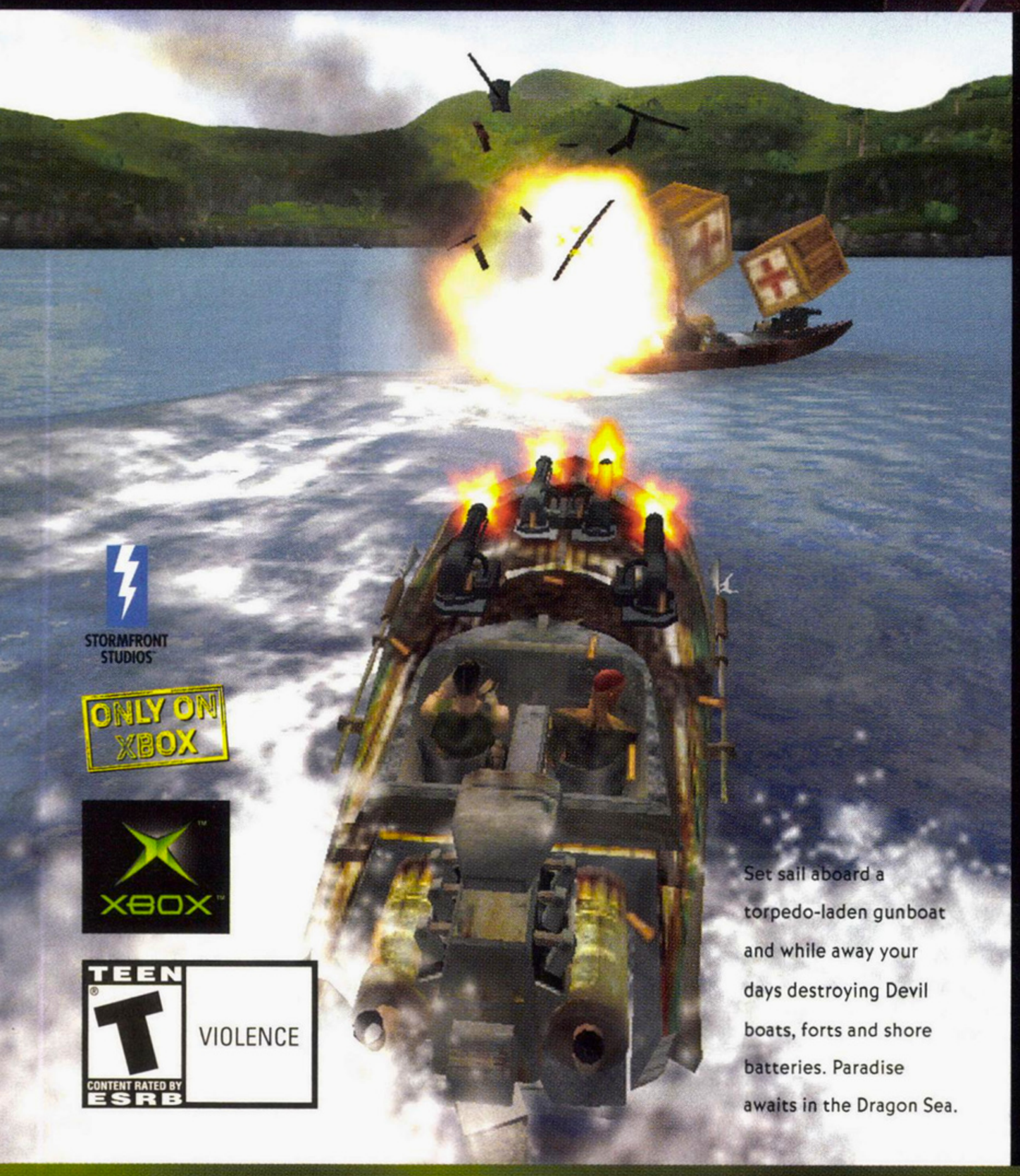
PROTIP: Use and abuse Gabo's Bark skill, especially on large groups. It's essentially a no-cost Sleep spell and will serve you well for a good, long time.

Out here,

amongst the clouds

and the sea,

a chain gun.



©2001 Microsoft Corporation. All rights reserved. Microsoft, Xbox, Blood Wake, and the Xbox logos are registered trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners.

STORMFRONT STUDIOS

ONLY ON XBOX

XBOX

TEEN T CONTENT RATED BY ESRB VIOLENCE

Set sail aboard a torpedo-laden gunboat and while away your days destroying Devil boats, forts and shore batteries. Paradise awaits in the Dragon Sea.

Set

a course

for

destruction

BLOOD WAKE™

bloodwake.com

WWW.XBOX.COM

XBOX

THE WORLD NEEDS A HERO AND THERE IS ONLY ONE MAN FOR THE JOB.

007 Agent Under Fire™

An original, suspense-filled storyline.

Turbo-charged supercars.

Astonishing cutting-edge technology.

PlayStation.2

EA GAMES and MGM INTERACTIVE present

James Bond *007*™ in AGENT UNDER FIRE™

TEEN T CONTENT RATED BY ESRB

Violence
Suggestive Themes

An all-new ACTION-PACKED ADVENTURE. Designed specifically for the PlayStation® 2. Immerse yourself in 12 PULSE-POUNDING MISSIONS. Intense FIRST-PERSON ACTION. Breathtaking DRIVING LEVELS in exotic sportscars, including the ASTON MARTIN® DB5, BMW® 750iL and BMW® Z8. Employ state-of-the-art GADGETS. Wield HI-TECH WEAPONRY. Meet STUNNING BOND GIRLS. Journey to EXOTIC LOCATIONS across the globe. Frag your friends in FOUR-PLAYER SPLIT-SCREEN action. The next generation of BOND has arrived.

Metro Goldwyn Mayer TRADE MARK MGM INTERACTIVE

©2001 Electronic Arts Inc. Agent Under Fire is a trademark of Danjaq, LLC and United Artists Corporation. Agent Under Fire Interactive Game (allsource code, all other software components and certain audio visual components only) ©2001 Electronic Arts Inc. All rights reserved. 007 Agent Under Fire Interactive Game (certain audiovisual components) ©2001 Danjaq, LLC and United Artists Corporation. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties ©1962-2001 Danjaq, LLC and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EA GAMES™ is an Electronic Arts™ brand. Aston Martin DB5 used under license from Aston Martin Lagonda Limited. Ford Motor Company. The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license. "PlayStation 2" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

WWW.007.EA.COM WWW.EAGAMES.COM

TONY HAWK'S PRO SKATER 3

Having trouble figuring out some of the level goals? Here's the stuff you need to know to beat THPS3 as the game's star, Tony Hawk.

By Dan Elektro

Note: This strategy guide was written using the PlayStation 2 version of the game, but everything also applies to the GameCube version.

Pro Skaters' Special Tricks

Tony Hawk

5-0 Overturn	Tap →, ←, G
1-2-3-4	Tap ←, →, GT
The 900	Tap →, ↓, GT
Double Kickflip Indy	Tap ←, ↓, KT

Steve Caballero

Kickflip Superman	Tap →, ↑, KT
FS 540	Tap ←, ↓, KT
Hang Ten Nosegrind	Tap ↓, ↑, G
Handstand 360 Hand Flip	Tap ←, ↑, G

Kareem Campbell

Ghetto Bird	Tap ↑, →, KT
Kickflip Backflip	Tap ←, ↓, GT
Reemo Slide	Tap ↓, ←, G
Nosegrind to Pivot	Tap ↓, ↑, G

Rune Glifberg

Double Kickflip Madonna	Tap →, ←, GT
Christ Air	Tap ←, →, GT
Crail Slide	Tap →, ↓, G
One Foot Blunt	Tap ←, →, G

Eric Koston

Fandangle	Tap ↑, →, G
Slamma Jamma	Tap →, ←, KT
Stalefish Backflip	Tap ↓, →, KT
Pizza Guy	Tap →, ↑, GT

Bucky Lasek

Big Hitter II	Tap ↑, ←, G
Fingerflip Airwalk	Tap ←, →, GT
Misty Flip	Tap →, ↓, KT
FS 540 Heelflip	Tap ↑, ↓, GT

Bam Margera

540 Tailwhip	Tap ↑, ←, KT
The Jackass	Tap ↓, ↑, KT
Human Dart	Tap ↑, ↓, G
Russian Boneless	Tap ←, →, G

Rodney Mullen

Gazelle Underflip	Tap ↑, ↓, KT
Truckstand	Tap ←, ↓, G
Anti Casper	Tap ←, →, G
Handstand Double Flip	Tap →, ↓, G

Chad Muska

Handstand 50-50	Tap →, ↓, G
BS Nose Comply	Tap →, ←, G
Tailblock Slide	Tap ←, ↓, G
Ghetto Blastin	Tap ↓, ↑, G

Andrew Reynolds

Dark Disaster	Tap ←, →, G
Hardflip Late Flip	Tap ←, →, KT
Noseslide Lipslide	Tap →, ↓, G
Quad Heelflip	Tap ↑, →, KT

Geoff Rowley

Rowley Darkslide	Tap ↑, →, G
Casper Flip 360 Flip	Tap ↓, →, KT
The H Teeth Sweeper	Tap ←, →, G
Sproing	Tap ↑, ↓, G

Elissa Steamer

Coffin	Tap ↑, ←, G
Primo	Tap ↓, →, G
Bigspin Flip to Tail	Tap →, ←, G
Judo Madonna	Tap ←, →, GT

Jamie Thomas

Crook Bigspin Crook	Tap →, ↓, G
One Wheel Nosemanual	Tap ↓, ↑, G
360 Hardflip	Tap ←, →, GT
Layback Sparks	Tap ←, →, G

Custom Skater

McTwist	Tap →, ↓, GT
Kickflip Underflip	Tap ←, →, KT
540 Flip	Tap ←, ↑, KT
Handstand	Tap →, ↓, G

Controller Legend

PlayStation 2

GameCube

The Basics

Each skater has slightly different goals—whereas you'll have to do a cannonball over the half-pipe in the Foundry as Tony Hawk, the goal for Steve Caballero is to 50-50 TC's Rail. This ProStrategy Guide is only written for Tony Hawk. Many goals will be similar for the other skaters, but some objectives, like the gap goals, stat icons, and the location of the letters in S-K-A-T-E, can and will vary for other characters.

This guide doesn't cover the location of the stat point medallions or hidden decks. Why? It's for your own good. Figuring out how to get them will help you build your overall skills and introduce you to new, original combo lines. Spoiling all the fun isn't very cool.

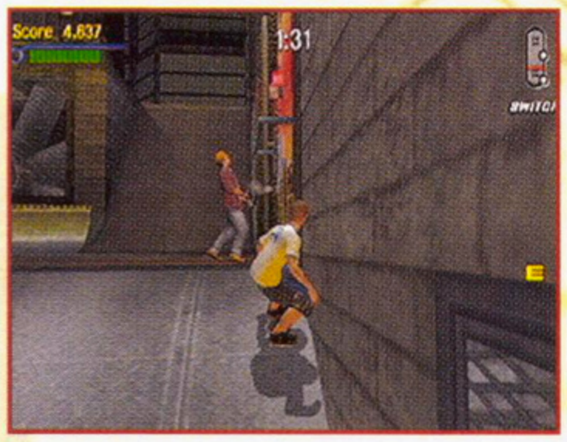
As you collect stat points, upgrade your speed and ollie skills first, then bring up anything else that seems particularly low. Rail balance is a good one to enhance early, as it helps with wicked grind combos. Keep in mind that you can also shuffle your points at will during the game, so if you're having trouble completing a level goal, you can boost one stat as necessary by lowering another stat.

Foundry

Soak the Foreman

The foreman is standing on the catwalk that circles the pool of water. To soak him, grind the rail behind him, and a chain of events will occur.

Un-Jam 5 Valves



The five valves in question are all located against the long walls on either side of this level—three on one wall, two on another. Simply grind each of them (any order is fine) and this goal will be complete.

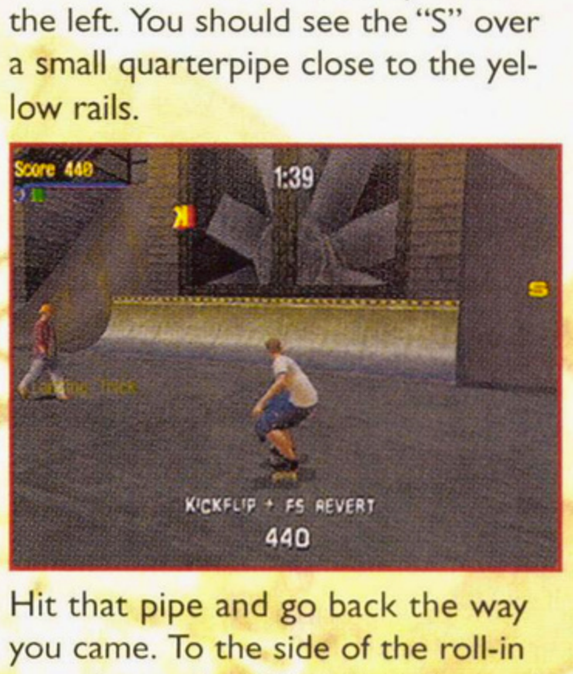
Grind the Molten Bucket

Skate to the opposite end from the starting point—more exactly, to the small control room that says "Molten Operation." Use the quarterpipe to get up speed, and then aim for the ramp in front of the molten pit. If you do it right, you can grind on the small rails on either side of the bucket. The bucket will move into and out of position several times during a session, so make sure that it's in place before you hit the pit ramp. After you do it successfully, enjoy the show.

Collect S-K-A-T-E

Skate down the roll-in ramp and to the left. You should see the "S" over a small quarterpipe close to the yellow rails.

Hit that pipe and go back the way you came. To the side of the roll-in ramp hangs the "K," right in front of one of the big fans.



Hop over the halfpipe and steer to the right. The "A" is pretty much right in front of you—bust a grind on the green ledge to collect it.

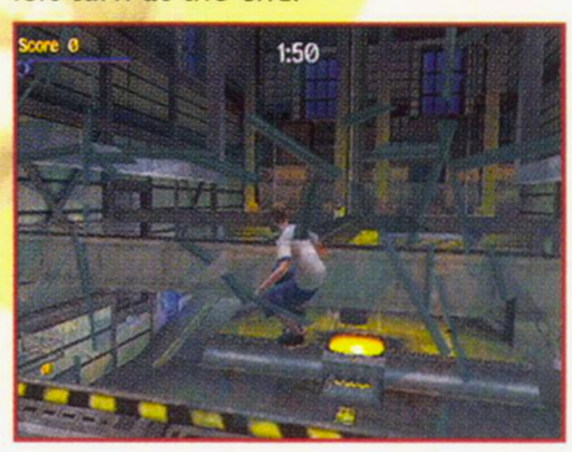
Continue right and grind the yellow rail. You'll collect the "T" as you grind around the bend.

At the end of your grind, you should see the "E"—it's directly opposite where the "S" was located. Use the quarterpipe and it's yours.

Get the Secret Tape

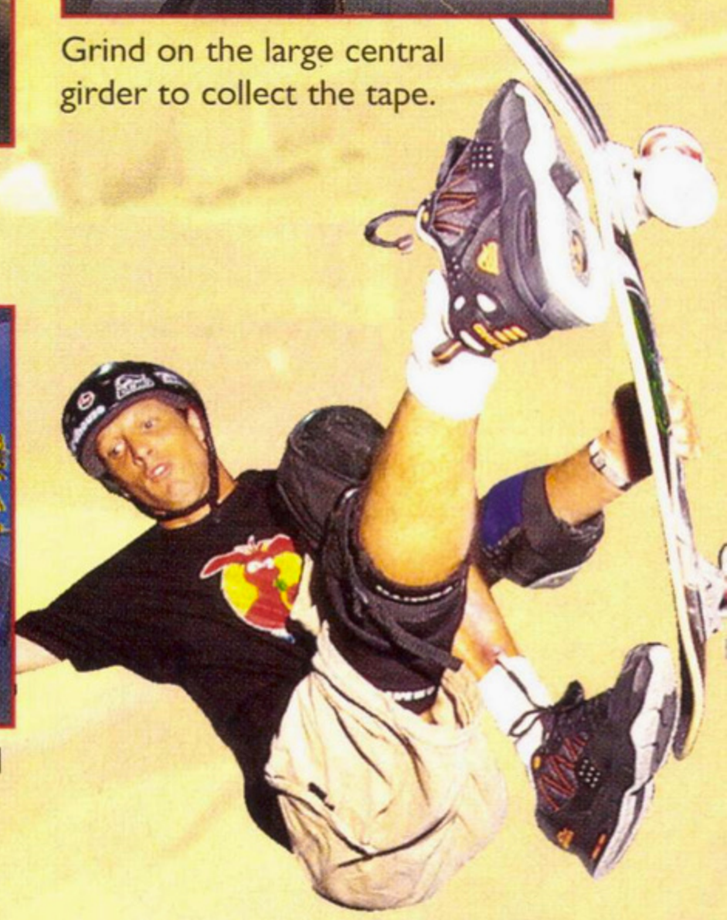
From the starting point, skate to the right and jump onto the high catwalk.

Skate (or grind) to the end of the catwalk, following it up at the 90 degree left turn at the end.



You'll note a small ramp to your left. Line yourself up with the center, and prepare for a leap through the glass. Get ready to grind on the landing!

Grind on the large central girder to collect the tape.



Canada

Get Chuck Unstuck

Simple and painful: Hop the fence in the parking lot next to the parked cars gap. Skate toward Chuck and grind his tongue—that's right, grind his tongue.

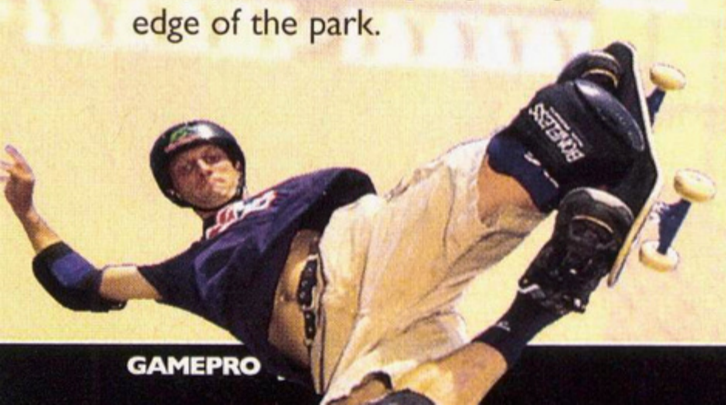
Bury That Bully

Skate up the ramp that you rolled down at the start of the level. As you leap, aim to the right for the snow covered tree. Grind on the wooden bridge's right handrail to complete this amusing goal.

Impress the Skaters

Usually, a combo of three or more tricks is enough to impress the five skaters located around Canada's cement skatepark. You don't have to do all your tricks directly in front of the skaters; just make sure they see part of your combo run. You'll get some verbal acknowledgement that they've seen you and then you'll get credit if you land safely.

The first skater is located on the corner of the cement park—forward and to the right of where you roll in. Grind the fence and his corner, and keep your combo going along the edge of the park.



As you skate, chances are high that the skater standing on the quarterpipe to your right will spot you. If you land your first combo cleanly, you'll get props from two skaters with one trick run.

In the very corner of the park stands the third skater, waiting for you. Bust some vert tricks or a very nice grind to win him over.

Continue grinding around the cement quarterpipe toward the totem pole. The fourth skater stands opposite the pole.

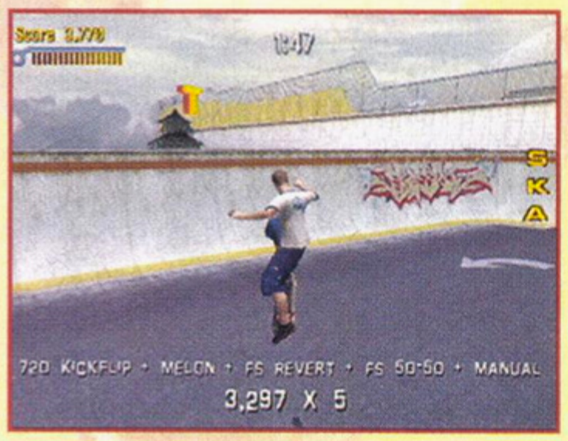
The last skater stands on the quarterpipe corner near the start point.

Collect S-K-A-T-E

Skate ahead and to the left, and you'll find the "S" hanging over the parked car gap.

Continue straight and the "K" is hanging in the corner.

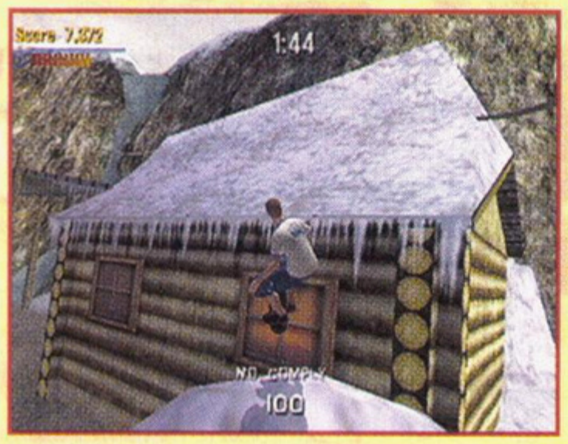
Grind the corner to the right and you'll collect the "A" on the fence in the parking lot.



If you can hold the grind, great: Continue to the right and you'll spot the "T" just a few dozen feet away. You can pop off the grind and grab the "T" with a vert trick, too.

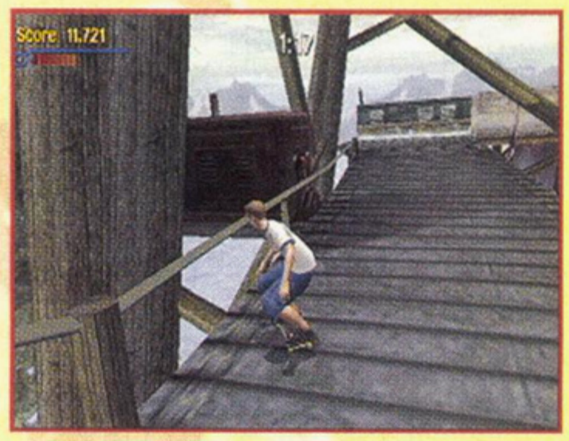
Either way, you'll have to get your grind back on and head to the right, toward the banners in the parking lot. The "E" awaits between the two small billboards.

Get the Secret Tape



To the side of the starting point, near the bully, is a log cabin. Use the snow ramp in front and the wooden bridge to its left to get onto the roof.

A log juts out toward the right from the bridge. Grind it and drop down to the next wooden walkway.



As you approach the end of the path, you'll see a maroon steel box with a lever on it. Grind the rail to flip the switch and raise the white log bin/halfpipe ahead.

Jump up to the white bin and use it to get to the even-higher, larger log bin. Skate straight and leap into the log chute ahead.

The chute leads to some cart rails. Grind the right rail—and only the right rail—or you'll have to do this all over again.

Hold your grind until the rail breaks off and tilts up. Jump off and grab the tape in midair.

Frogger's back!*

*also available in convenient travel size.

Full 3-D gameplay on PlayStation®2.

Classic Frogger action on Game Boy® Advance.

Frogger®

Frogger's hopping into stores this fall in two new magical adventures! Experience full 3D platform action on the PlayStation®2 computer entertainment system and classic Frogger gameplay on Game Boy® Advance. Everybody's favorite amphibian is back and better than ever!

EVERYONE
E
CONTENT RATED BY ESRB

GAME BOY ADVANCE

PlayStation 2

KONAMI®

Frogger®, Frogger's Adventures™, The Great Quest™, Temple of the Frog™ and Konami® are either registered trademarks or trademarks of KONAMI CORPORATION. © 1981 2001 KONAMI CORPORATION. Game Boy® Advance is a trademark of Nintendo. © 2001 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

Rio Ruckus

Hidden Area

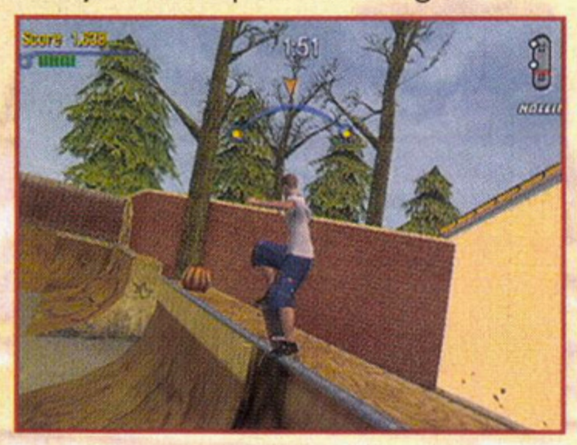
Rio is a competition level, but it does have a secret to share. From the starting point, head left and look for the boarded-up fence between two buildings.

Crash through the fence and you'll discover an empty pool, a nice curved rail, and some benches to grind.

Suburbia

Squash 5 Pumpkins

You can collect these in any order, so this is just one suggestion. From the roll-in ramp, bear left toward the house; there's one at the doorstep that you can squash with a grind.



Bear left around the back of the house and head for the wooden quarterpipe on the other side of the pool. Grind its coping to smash the second pumpkin.

Hop the wall into the rich house's backyard. Grind the back brick wall heading toward the roof and you'll hit pumpkin number three.

Continue across the street to the spooky house. There's a pumpkin on the quarterpipe, which is to the left of the front door.

The final pumpkin is on the trailer park half-pipe. You can leap off the spooky porch and grind over to it.

Restore Power to the Dish

Skate up to the roof of the middle-class house and turn around, so you're facing the pool.

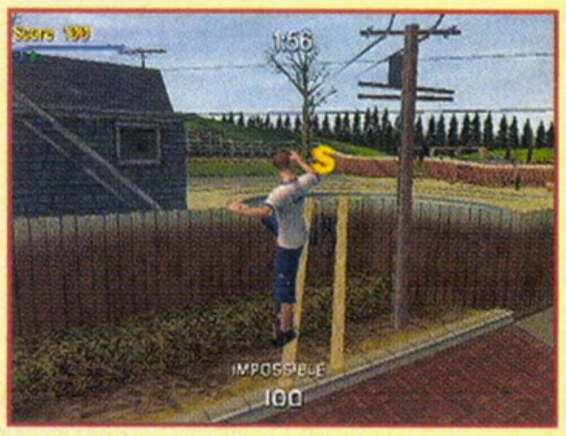
There are two power lines—high and low—that lead to the rich house, and each line has two branches snagged on it. Just grind each power line once all the way down and you'll knock them off. You can grind one going toward the rich house and immediately turn around to grind the other, or you can take out each one individually starting from the middle-class roof. You'll have plenty of time.

Help the Thin Man

The Thin Man wants to get into the house but says he forgot his key. Then why isn't he standing by the front door? Hmmm.

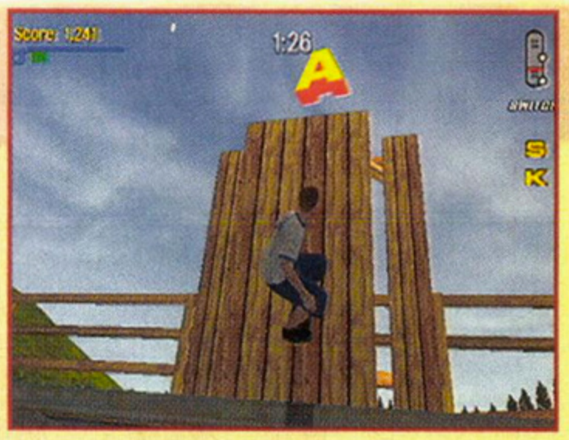
Skate over to the construction area and you should spot an axe. Run over it to pick it up. With axe in hand, return to the Thin Man and…well, you'll see.

Collect S-K-A-T-E



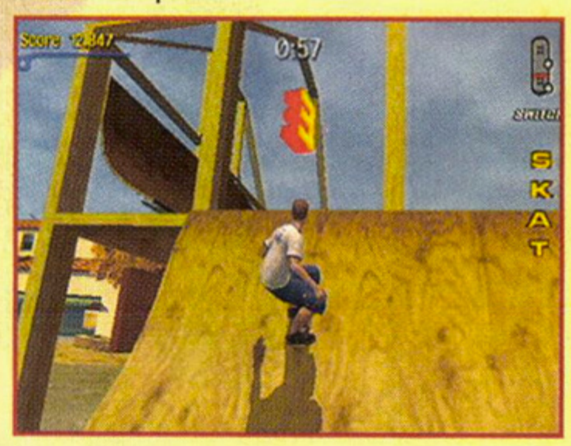
Skate forward from the start and hit the kicker ramp in front of the wooden fence. Snag the "S" on your way over.

Ride up to the roof of the middle-class house and jump off the front to collect the "K."



Skate left toward the halfpipe, and you should spot the "A" over the upended picnic table.

Skate left, toward the spooky house, and you should see the "T" opposite the front porch.



Hop down the stairs to your left and head across to the construction site. Use the quarterpipe to leap into the framework for the "E."

Get the Secret Tape

Skate through the hallway that the Thin Man opened and you'll find yourself behind the spooky house. There's a quarterpipe lined up with a set of windows. Propel yourself up and crash through the windows.

Skate straight through the haunted hallway…but stop to take a peek to your left as you go through.

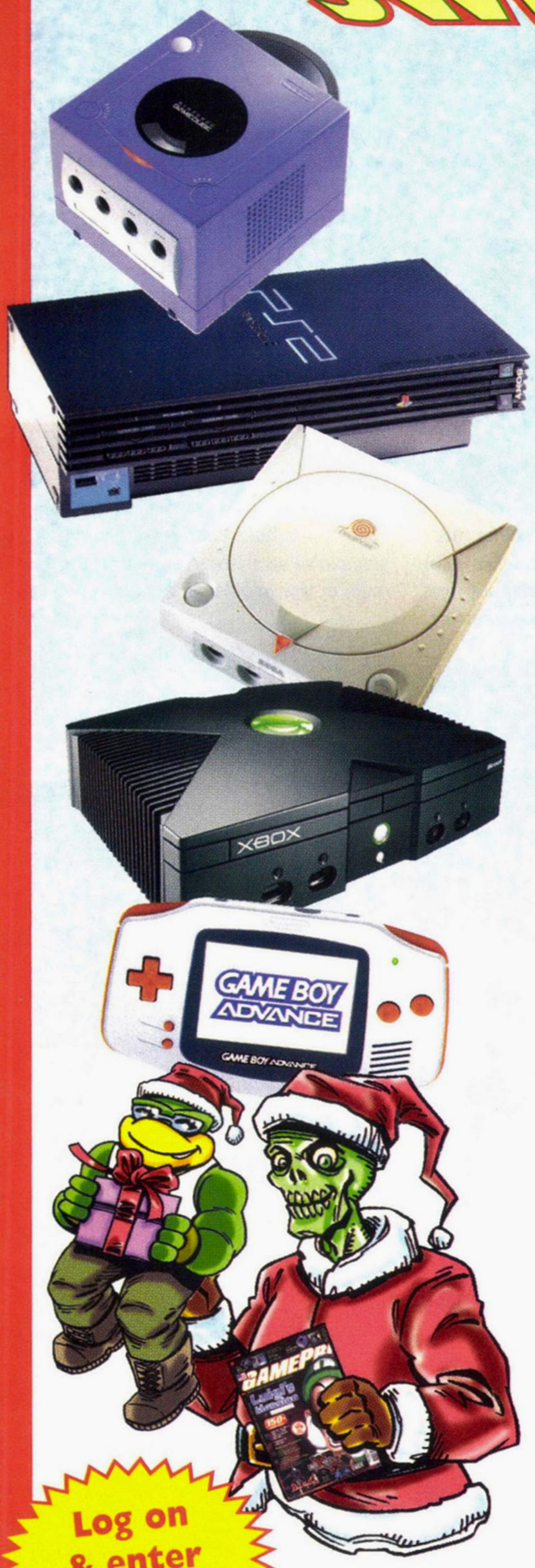
WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!

Over $6,500 in prizes!

GAMEPRO
THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE
www.gamepro.com
PRESENTS

72 winners!

THE WORLD'S LARGEST MULTIPLATFORM SWEEPSTAKES!



Thanks for making *GamePro* the #1 video gaming magazine! In appreciation of our valued readers, we're giving away the hottest gaming products to 72 lucky winners! Enter today!

Grand Prize (1) Winner—"The Mother Lode"

a Nintendo™ GameCube™, a Microsoft® Xbox™, a Nintendo™ Game Boy® Advance, a PlayStation® 2, a Sega® Dreamcast, NFL 2K2, Tarzan Untamed™, Ace Combat '04 Shattered Skies®, Klonoa 2 Lunatea's Veil™, Soul Reaver 2™, Tetris® Worlds™, Sonic™ Adventure 2, Virtua Tennis 2K2, ElectroSource GBA Survival Kit, ElectroSource PlayStation® 2 controller, ElectroSource GameCube™ controller, ElectroSource Xbox™ controller, and a Logitech® Driving Force Wheel for the PlayStation® 2.

First Prize (2)Winners

will receive either a PlayStation® 2 prize package consisting of a PlayStation® 2, Tetris® Worlds™ PS2 game, and a *GamePro* T-shirt **OR** a Microsoft® Xbox™ prize package consisting of a Microsoft® Xbox™, an Xbox game, and a *GamePro* T-shirt.

Second Prize (4) Winners

will receive either a GameCube™ prize package consisting of a Nintendo™ GameCube™, Tarzan Untamed™, and a *GamePro* T-shirt; **OR** a Dreamcast™ prize package consisting of a Sega® Dreamcast™, Alien Front Online™, NCAA Football 2K2, Ooga Booga™, and a *GamePro* T-shirt; **OR** a Game Boy® Advance prize package consisting of a Nintendo™ Game Boy® Advance, Tetris® Worlds™, Gadget Racer, Namco® Museum™, ElectroSource GBA Survival Kit, a *GamePro* T-shirt, and a set of Worm Lights™/FM Tuners; **OR** a *GamePro* prize package consisting of one custom drawing of winner's favorite *GamePro* persona drawn by Dr. Zombie and a *GamePro* T-shirt.

Third Prize (1) Winner

will receive a Logitech® Driving Force PS2 Wheel.

Fourth Prize (52) Winners

will receive one of the following prizes: Ace Combat '04 Shattered Skies®; Tarzan Untamed™; Klonoa 2 Lunatea's Veil™; Soul Reaver 2™; NFL 2K2; Stretch Panic; a one-year subscription to *GamePro* magazine and a *GamePro* T-shirt; Tetris® Worlds™ GBA game and a *GamePro* T-shirt; Namco® Museum™ and a *GamePro* T-shirt; Gadget Racer and a *GamePro* T-shirt; Tetris® Worlds™ PS2 game and a *GamePro* T-shirt.

Fifth Prize (12) Winners

will receive either an Xbox controller; an ElectroSource PS2 controller; an ElectroSource GC controller; a Legacy of Kain Action Figures set and a *GamePro* T-shirt; or a set of Worm Lights™/FM Tuners and a *GamePro* T-shirt.

Log on & enter TODAY!

www.gamepro.com/sweeps.shtml

Special thanks to our great sponsors!

Logitech · Conspiracy Entertainment · namco · EIDOS INTERACTIVE · EXTREME nYko GAMING · Ubi Soft ENTERTAINMENT · THQ · PELICAN ACCESSORIES · SEGA

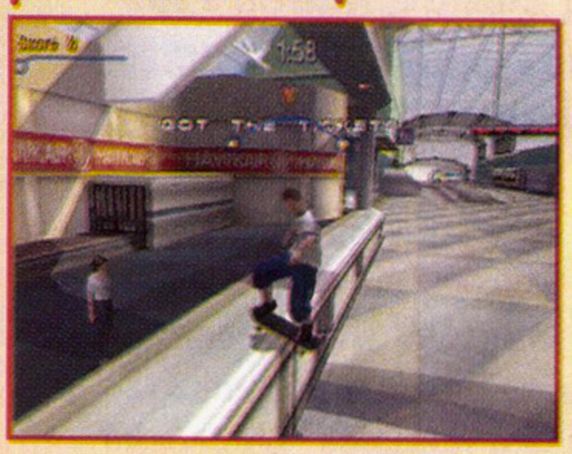
See page 166 for Official Rules.

WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!

Crash through the windows and be ready to either make a major leap or grind to the end of the flagpole to collect the secret tape.

The Airport

Get the Tickets to Your Skate Buddy



Pick up the tickets at the counter to your left. Once you have them, you can't bail or you'll drop them and have to skate back here again.

The tickets will also be confiscated if you try to skate through the security outpost (your board sets off the metal detectors). You need to either grind a light fixture overhead or hop around the side on the quarterpipes for the "F the P" gap bonus.

From there, it's smooth skating: When you reach the bottom of the escalators, turn left and you should see your pal and his girlfriend waiting at the farthest gate.

Visit 10 Countries

There are 10 international flags hanging at the end of the airport, near the gates; all you have to do is tag them by grinding around the lowest red rail. It's a long, curved grind on both sides, so if you don't have decent rail balance skill at this point, now's a good time to get some.

Stop the Pickpockets

The pickpockets are easy to spot, as they're dressed entirely in black. To stop them, just run into them. The first two are located at opposite sides of the first moving walkways.

Two more are located in the restroom at the next set of moving walkways—near the baggage claim.

The last no-goodnik can be found near the bank of monitors near the gates. After you come down the final set of escalators, turn right, toward the area with the secret tape and the American flag.

Collect S-K-A-T-E

Two words of advice: Keep left. From the start, use the white "hump" outside the men's room to jump up to the left light fixture. Grind it and get the "S."

You can collect the "K" in pretty much the same manner on the next level down. Use the same technique to get up to the lights near the next set of moving walkways.

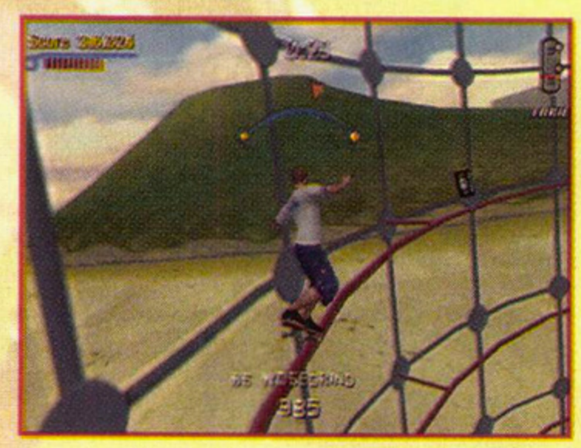
Go through security and stay to the left again. The "A" floats over the center of the left-side escalators.

The "T" is easy to miss; it's to the right, far above one of the actual gates. Use the gate like a quarterpipe and you should have no trouble.

The "E" hovers above the nearest bank of arrival/departure monitors.

Get the Secret Tape

Remember the gate where you found the "T?" Head there and use the gate as a launching ramp to reach the highest of the three red rails.



Land with a grind and you're home free—just hold your grind around the curve and you should grab the tape in the middle of the rail.

Skater Island

Hidden Area

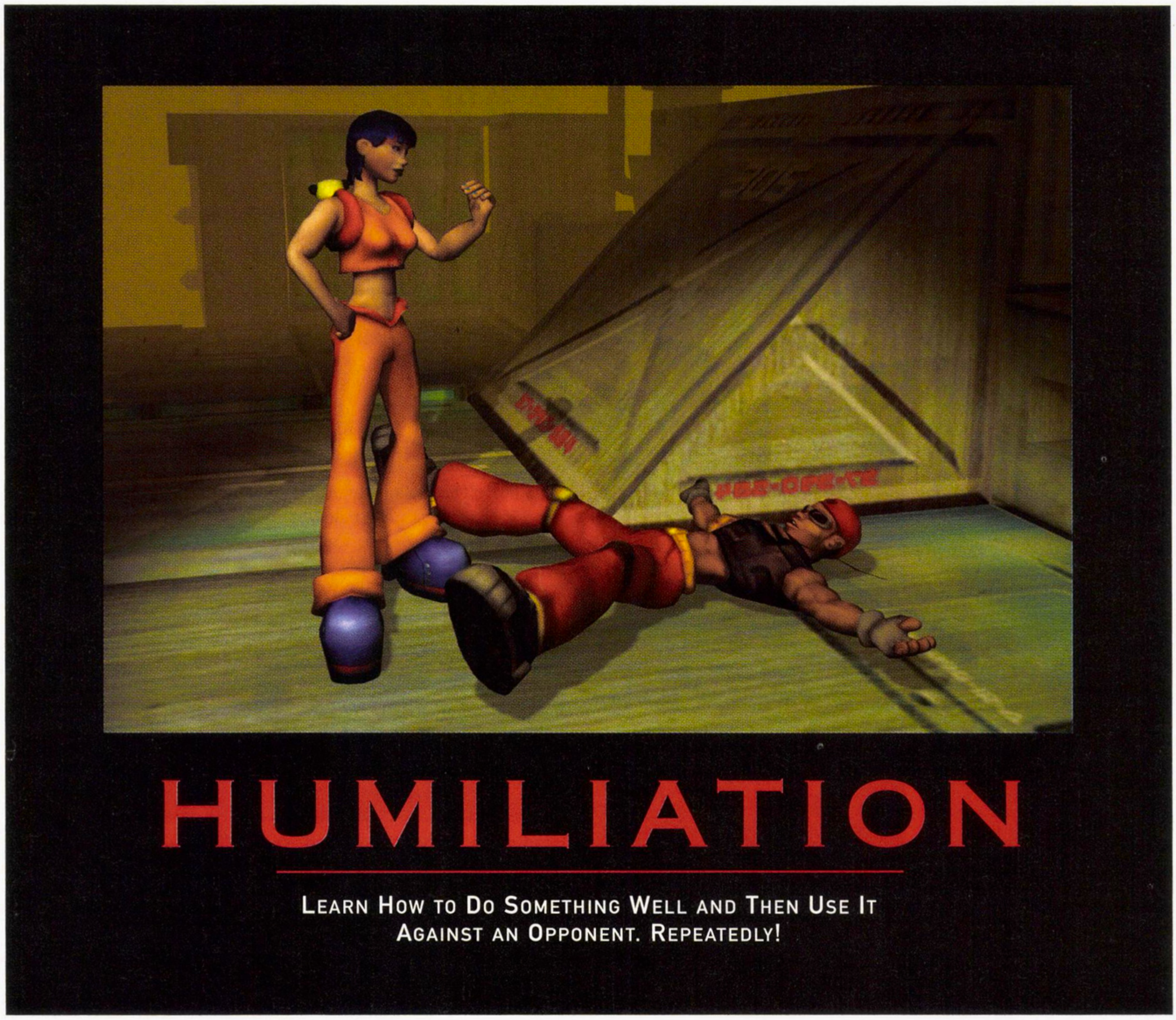
Skater Island's secret area is one of the coolest in the game. In the area between the halfpipe and the snake bowl, you can spot two flags: The stars 'n stripes and the skull 'n crossbones. Grind the pirate flag for a very cool surprise.

Los Angeles

Free Ballin'

There are two red spheres near the purple halfpipe and yellow building. Just grind on each of them during the same run to complete this goal.

#8 IN A SERIES OF MOTIVATIONAL POSTERS



HUMILIATION

LEARN HOW TO DO SOMETHING WELL AND THEN USE IT
AGAINST AN OPPONENT. REPEATEDLY!

Over 45 mini-games set in six futuristic arenas where the competition is fast and furious. The music

FUZION FRENZY™

you rip into the game never stops. Four friends go in; 1 winner and 3 pathetic losers come out.

Only Losers Don't Win.

www.fuzionfrenzy.com

XBOX

ONLY ON XBOX

EVERYONE
E
CONTENT RATED BY ESRB
VIOLENCE

©2001 Microsoft Corporation. All rights reserved. Microsoft, Fuzion Frenzy, Xbox, and the Xbox logos are registered trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners.

Start the Earthquake

You can trigger the earthquake by grinding four specific rails. From the start, jump down the squiggly steps and grind the left rail inside the building. That's the Western Quake Rail.

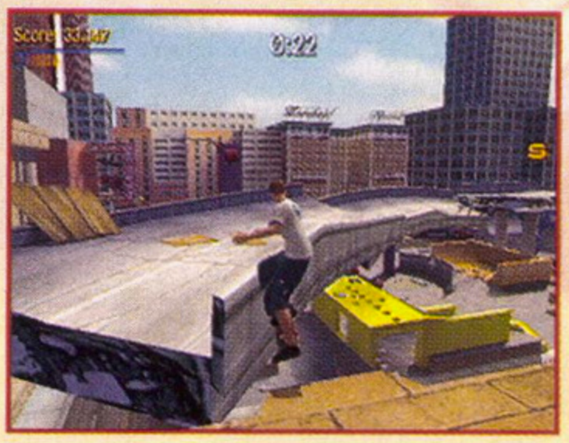
Hang a right at street level and grind the rail next to the newspaper machines—the Southern Quake Rail.

Skate right again, this time past the stairs to your right, and grind up the straight rail next to the street. The Northern Quake Rail is yours.

Go straight and use the wooden quarterpipe at the dead end to launch yourself to the rails above. The Eastern Quake Rail is the straight, long one on the left.

Block the Car Chase

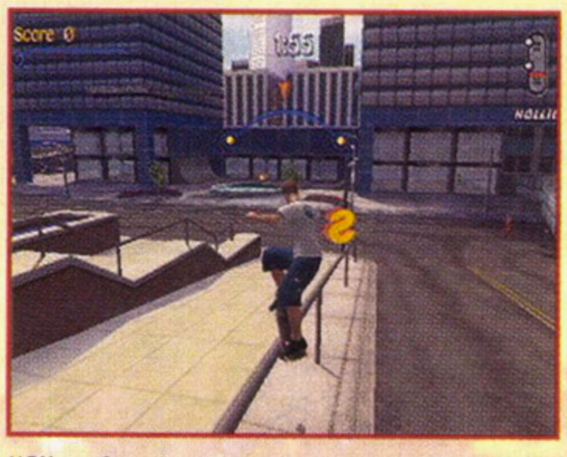
Once you've triggered the earthquake, return to your starting point. Between the squiggle stairs and the Eastern Quake Rail you should see a wire that leads to the roof of the nearby building. Grind up and land on the roof. You need a good amount of speed and several small grinds to make it.



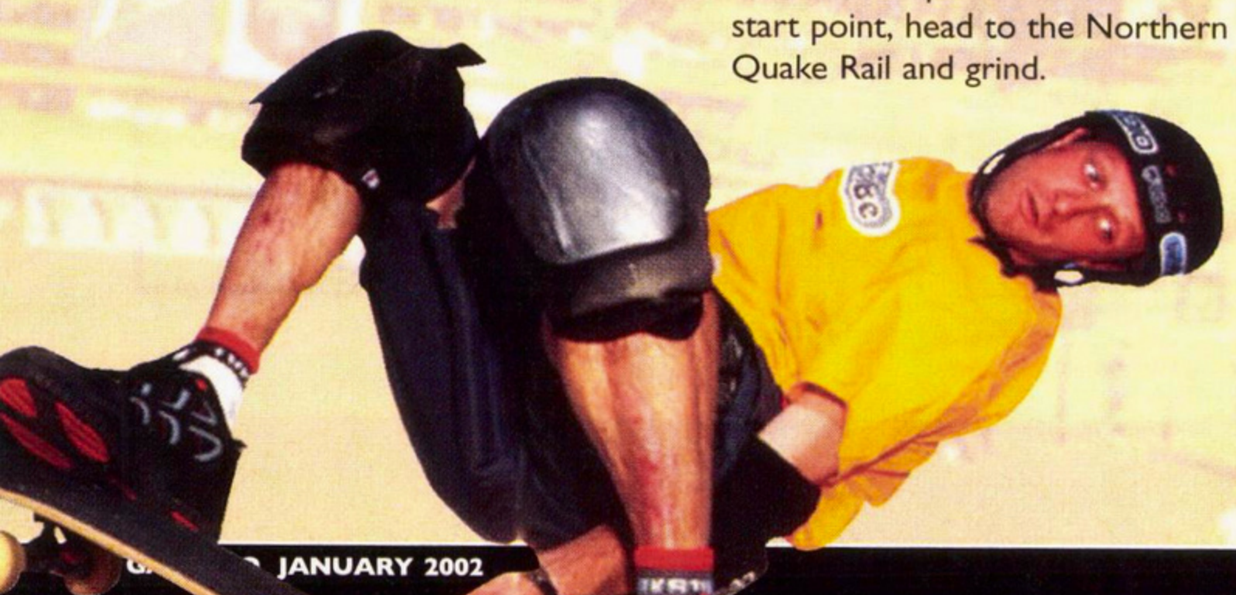
Jump off the roof and onto the damaged freeway. Use a no comply, boneless, or fastplant move to get a bit more height on the jump.

Follow the freeway (carefully!) over to the trapped car. Grind it, and then watch the show.

Collect S-K-A-T-E



"S" is for simple this time—from the start point, head to the Northern Quake Rail and grind.



Directly ahead is the "K," perched on the circular fountain. Grind the lip and slingshot back around toward the Southern Quake Rail.

Ollie up to the kinked handrail and grind it (or the cement below it). When the rail curves to the right, you should run into the "A."

Head down to the art park and get into the purple halfpipe. Use it to launch yourself away from the movie theater and toward the "T," which is above the purple squared arch.

Return to the purple halfpipe and look for a gray wire near where you launched for the "T." Grind it up over the street and to the hotel entrance, where the "E" awaits.

Get the Secret Tape

Use the Car Chase method to get up to the damaged highway, but don't go right once you get there; instead, head straight, and use the wood planks as a ramp to get to the beige building beyond.

Grind the ledge and ollie over to the red Buster's Cherry sign.

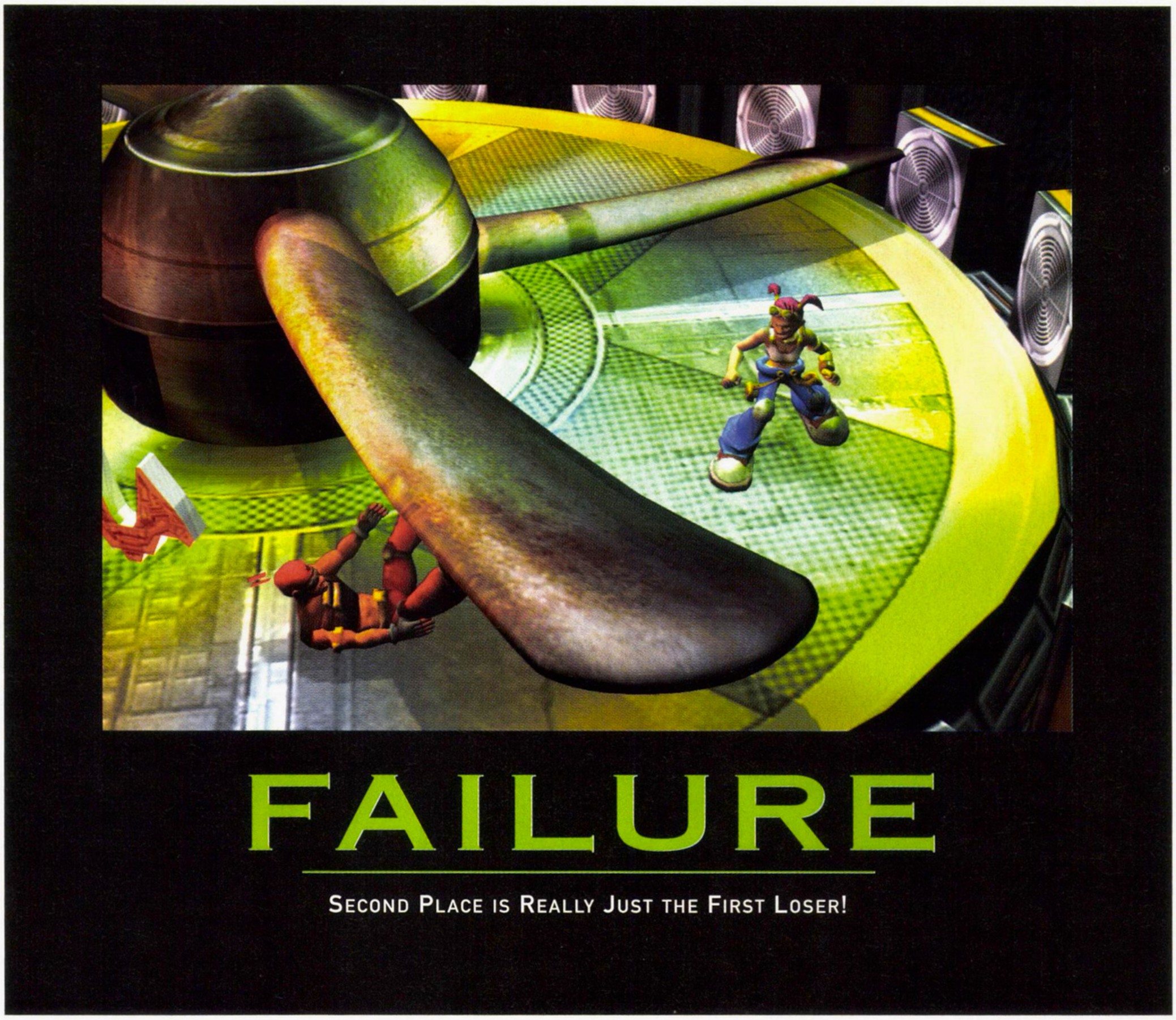
The red sign is curved and will whip you to the right—perfectly lining you up to grind a small pole on the purple tower. That pole leads directly to the secret tape.

Tokyo & Beyond

The secret area of Tokyo is one of the toughest ones to open. The level is vertical—you'll find ledges, wires, and wallrides that take you up into the neon signs above the level. You'll have to grind one of those neon signs—the big circle over the building that says "Gateway Plaza" at ground level. The name—and the gated doorway—should have given you a clue that something's hidden there.

Meanwhile, it's worth earning 100% on every level and getting all gold medals in the competitions—and by now you should have the skills to do that. Good luck!

#11 IN A SERIES OF MOTIVATIONAL POSTERS



FAILURE

SECOND PLACE IS REALLY JUST THE FIRST LOSER!

Over 45 mini-games set in six futuristic arenas where the competition is fast and furious. The music you rip into the game never stops. Four friends go in: 1 winner and 3 pathetic losers come out.

FUZION FRENZY™

Only Losers Don't Win.

www.fuzionfrenzy.com

XBOX

ONLY ON XBOX

EVERYONE E CONTENT RATED BY ESRB — VIOLENCE

©2001 Microsoft Corporation. All rights reserved. Microsoft, Fuzion Frenzy, Xbox, and the Xbox logos are registered trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners.

Prepare for a beating...

The first real fight of the 21st century is coming to PlayStation®2 computer entertainment system...

GAMEPRO and DC present

"The Virtua Fighter 4 Tournament Sweepstakes."

SEGA

RATING PENDING RP CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

For Mail-in entries, please send a standard-sized postcard with your name, address, and date of birth to the following address: VF4 Tournament Sweepstakes; PO Box 193712; San Francisco, CA 94119-3712.

Win the Sweepstakes and you get:

- A weekend in San Francisco and a chance to compete in the VF4 Tournament!
- A coupon good towards a PlayStation 2. Redeemable at your local retailer.
- A copy of the PlayStation 2 version of VF4 signed by Yu Suzuki!

Win the Tournament and you'll be awarded:

- Your very own VF4 Arcade unit—signed by Yu Suzuki himself!

For your chance to win, go to the official site:

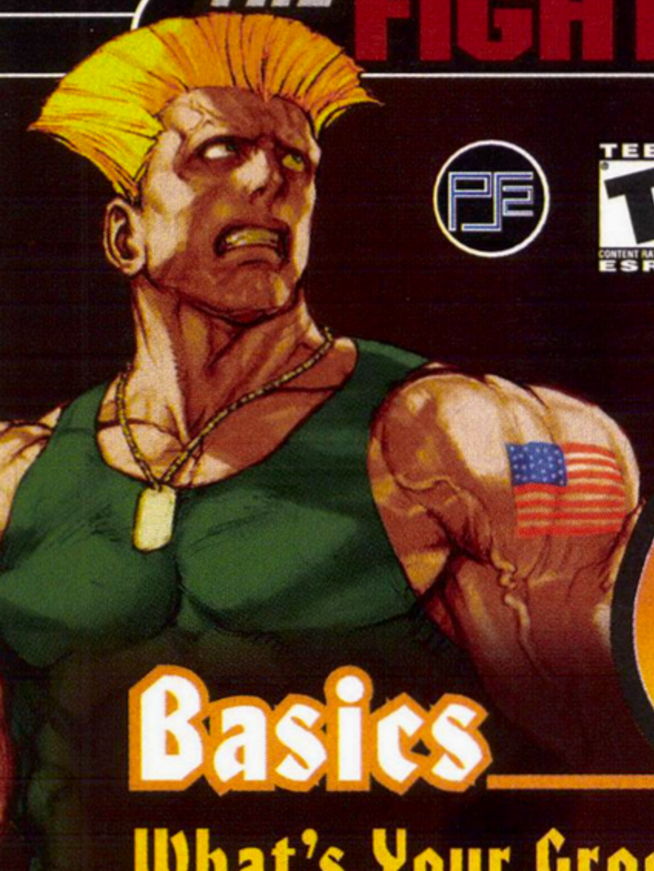
www.gamepro.com/micro/vf4

TM

PlayStation 2

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and Virtua Fighter are registered trademarks of SEGA Corporation. Presented by SEGA © SEGA-AM2 Co. LTD./SEGA CORPORATION, 2001.
www.sega.com "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.
Sony Computer Entertainment America takes no responsibility for this offer.

SEGA-AM2



CAPCOM VS. SNK 2 MARK OF THE MILLENNIUM 2001

Two of the greatest fighting franchises go head-to-head for a second round. In this Fighter's Edge, we give you the lowdown on six of the game's most unique fighters.

By Major Mike

Basics

What's Your Groove?

Capcom vs. SNK 2 has six different fighting styles, or Grooves, that you can select before a fight.

C-Groove

(Three Levels) Super Combo System

C-Groove is similar to the A-ism fighting style in Street Fighter Alpha 3. Each fighter has a Super Bar made up of three levels. Getting hit and performing special moves and combos increases your Super Bar. When the Super Bar reaches Level One, you can perform a Super Move. The Super Bar maxes out at Level Three, and when it does, you can perform a Super Move that uses part of the bar, or the entire bar, depending on the specific button that you press. You can chain any Level Two Super Move into any Level One Super Move.

Chaining Super in Action: Ryo

When your Super Bar is completely full, motion ↓ ↘ → ↘ ↓ ↙ ← MP to execute a Level Two Ryuko Ranbu...

...and then during the first Super Move, motion → ← ↙ ↓ ↘ → LP to execute a Level One Haoh Sho Ken.

A-Groove

Custom Combo System

When the Super Bar reads "Full," tap (HP HK) to start a Custom Combo. During this time, players can chain together any button or special moves to score a high-hitting combo. If you perform a Super Move during this time, the bar will completely drain, and the Custom Combo will end. The Super Bar has two parts, and you can execute any Super Move when the bar is at least 50 percent full.

Custom Combo

When the Super Bar is "Full," tap (HP HK) to start a Custom Combo.

P-Groove

Parrying & Super Combo System

Here you have a Super Bar that allows you to execute a Super Move, but only when the bar is 100 percent full. The other key feature of this Groove is Parrying.

Parrying

As in Street Fighter III, you can Parry incoming attacks. Parrying deflects an incoming attack and leaves an opponent momentarily open to an attack. You can parry punches, kicks, and projectiles. Parrying is different from blocking in that no energy is taken off your life meter. Be careful, though: You can only parry one blow, so be cautious when parrying multiple-hit moves, such as Ryo's Zan Retsu Ken. You can also parry moves while in the air.

When an opponent tries to hit you with an attack...

...tap → at the moment of contact to Parry.

S-Groove

Extra Gauge & Special Move System

Similar to the P-Groove, you have a Super Meter that allows you to perform a Super Move once the meter is 100 percent full. You can charge the meter one of two ways: by taking hits, or manually (see below). However, once the meter is 100 percent full, and "MAX" appears onscreen, the energy depletes until you perform a Super Move, or the meter runs dry. You also inflict more damage when the Super Meter is in "MAX" status.

Manual Charge

Charge (HP HK) to manually charge the Super Meter...

...so you can execute a Super Move.

N-Groove

Advanced Gauge & Special Move System

You can store up to three Super Moves at one time, however, you can also briefly increase your attack power if at least one level is stored (as indicated by a glowing circle next to the meter). Once activated, a Time meter appears that indicates how long the increased power lasts.

Power Up

Tap (HP HK) to increase your attack power.

K-Groove

Just Defended & Rage Gauge System

The K-Groove is the classic Rage Gauge that was featured in the Samurai Shodown games. Instead of a Super Bar, characters have a Rage Gauge that is filled with each blow that hits. Once the Gauge is filled, it slowly depletes and you can execute any Super Move during that time. The most arresting feature to the K-Groove is Just Defended, where if you block an attack at the instant that it hits, you'll take no damage and add energy to your vitality meter and Rage Gauge.

Just Defended in Action

When your character is attacked, block at the moment the blow hits...

...if done correctly, your character will deflect the attack and gain a little vitality and Rage Gauge energy.

Sub-Systems

Each Groove has a variety of sub-systems that allow your character to perform additional abilities. Some of these abilities overlap between Grooves, but no single Groove encompasses them all. Each sub-system is designated by the Groove(s) that support it.

Dash C A P

A dash quickly moves you closer to an opponent.

Tap →, →

Run S N K

Similar to a dash, running moves you closer to an opponent but it has longer range.

Tap →, hold →

Dodge S

A dodge allows you to sidestep an attack and avoid taking damage.

Tap (LP LK)

Rolling C A P

You can roll past an opponent and and dodge their projectiles and other attacks.

Tap (LP LK)

Counter Attack C A S N

A counter attack occurs when you block an incoming move or projectile and then automatically perform a Special Move to counter that attack.

When an opponent comes in for an attack and your character starts their blocking animation...

...tap (→ MP MK) to hit your opponent with a special move.

Counter Movement N

Counter movement occurs when you block an incoming attack and then automatically roll behind an opponent. This move can be done one of two ways.

When an opponent comes in for an attack and your character starts their blocking animation...

...immediately tap (→ LP LK) or (← LP LK)...

...to block the attack and roll behind your opponent.

Safe Fall A

A safe fall allows you to roll on the ground and quickly get up after you're knocked off your feet.

When you are knocked to the ground...

...simultaneously tap (LP MP).

Air Guard C

Air guard is the ability to block attacks in the air as you could while standing on the ground.

While in the air, hold ←

Small Jump P S N K

A small jump is useful for avoiding attacks that are low to the ground.

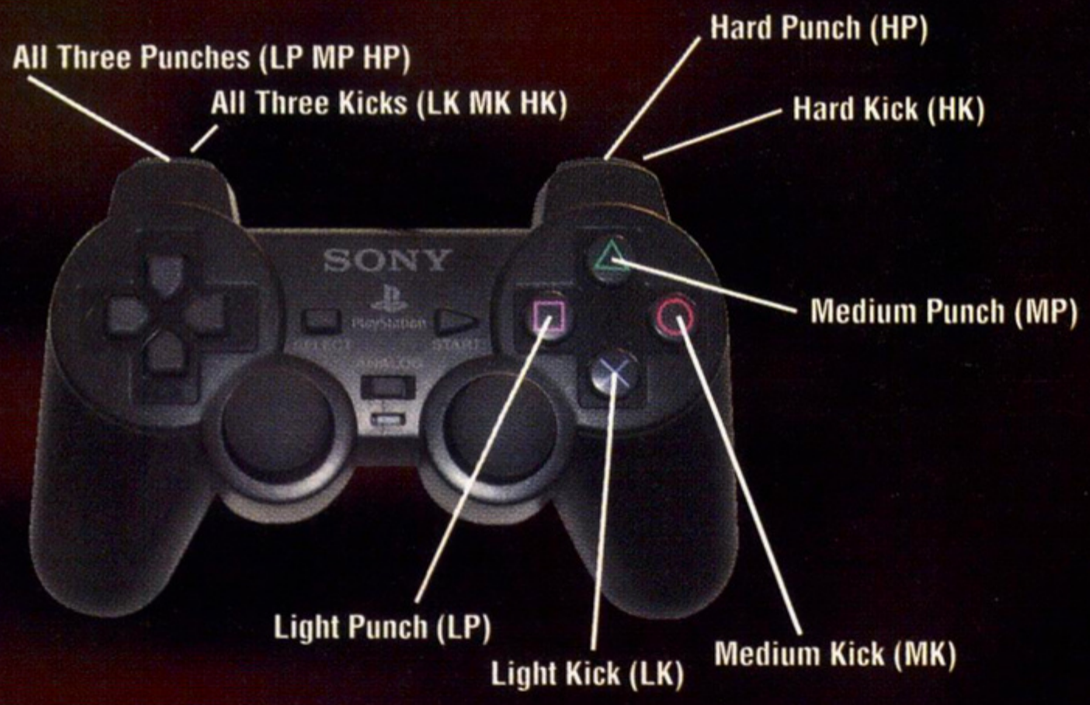
Quickly tap ↑

Tactical Recovery C P S

A tactical recovery delays your recovery time after you are knocked to the ground.

Simultaneously press and hold any two Punches

Controller Legend



P	=	Any Punch
K	=	Any Kick
Charge	=	Hold the direction indicated for the number of seconds indicated.
Motion	=	Move the joystick in one smooth, continuous motion.
Tap	=	Tap the directions indicated in sequence.
( )	=	Execute commands in parentheses simultaneously.
*	=	Designates a move that can also be performed in the air.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any → and ← commands.

Groove Legend

All Special and Super Moves listed for the various fighters can be performed for each Groove if the particular Groove icon is present.

C	=	C-Groove
A	=	A-Groove
P	=	P-Groove
S	=	S-Groove
N	=	N-Groove
K	=	K-Groove

Maki

Maki is essentially a female embodiment of Guy from the Street Fighter Alpha series (which is fitting since Maki trained with him). Maki's last appearance was in Final Fight 2 as an action/adventure character; as a fighter, her strength is in close combat.

Combos

Four-Hit Basic Standing Combo C A P S N K

Tap LP | Tap MP | Tap HP | Tap HK

Three-Hit Jump-In Combo C A P S N K

Jump in deep, tap LK | Hold ↓, tap MP, two-in-one | Motion ↘ → MP

Four-Hit Saka Combo C A P S N K

Jump in deep, tap HP | Hold ↓, tap MK, two-in-one | Motion ↘ → LK | Tap MK

Special Moves

Genko
C A P S N K
Motion ↓ ↘ → P

Hassoukyaku
C A P S N K
While in the air and near a wall, motion ↓ ↙ ← P or K

Hayagake
C A P S N K
Motion ↓ ↘ → K, tap K

Reppukyaku
C A P S N K
Simultaneously tap any two Kicks
Note: This move decreases your Vitality Meter.

Saka Hayagake
C A P S N K
Motion ↓ ↙ ← K, tap K

Tengu Daoshi
C A P S N K
While in the air, motion ← ↙ ↓ ↘ → P

Super Moves

Ajaratengu
C A P S N K
While in the air, rotate the directional pad 720 degrees counterclockwise and tap P

Bushin Gouraiha
C A P S N K
Motion ↓ ↘ → ↓ ↘ → P

Tesshinhou
C A P S N K
Motion ↓ ↘ → ↓ ↘ → K, tap K

Nakoruru

Nakoruru is all about speed, as her small and nimble form can slowly pick away at an opponent's vitality. Her biggest drawback is her lack of an effective projectile attack; her hawk, Mamaha, flies too slow and is really effective against opponents that cannot block while they're in the air. Nakoruru's Annu Mutsube can scoot her under some projectiles, and Kamui Risse can reflect them.

Combos

Four-Hit Kamui Risse Combo C A P S N K

Jump in deep, tap HP | Hold ←, tap P | Hold ←, tap K, two-in-one | Motion ↓ ↙ P

Four-Hit Jump-In Combo C A P S N K

Jump in deep, tap HK | Hold ↓, tap LP | Hold ↓, tap LP, two-in-one | Motion ↘ → P

Eight-Hit Irushika Combo C A P S N K

Note: This combo can only be performed when your Super Bar is at least at Level One or maxed out.

Jump in deep, tap HK | Hold →, tap LP | Hold →, tap LK, two-in-one | Motion ↘ ↓ ↙ ← → ↘ ↓ ↙ ← P for five hits

Special Moves

Annu Mutsube
C A P S N K
Motion ← ↙ ↓ P

Amube Yatoro
C A P S N K
Motion → ↘ ↓ ↙ ← P

Kamui Risse
C A P S N K
Motion ← ↓ ↙ P
Note: Tap P rapidly after the move to inflict more hits.

Lela Mutsube
C A P S N K
Motion ↓ ↘ → P

Mamaha Grab
C A P S N K
Motion ↓ ↙ ← K

Note: You can perform the following moves after performing the Mamaha Grab.

Kamui Mutsube
Motion ↓ ↙ ← P

Mamaha Attack
Tap HP

Mamaha Release
Tap HK

Mamaha Slash
Tap LP, MP, LK, or MK

Shichikapu Ai
Motion ↓ ↘ → P

Super Moves

Shichikapu Kamui Irushika
C A P S N K
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← P

Elelyu Kamui Risse
C A P S N K
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← K

Shirikoro Kamuinomi
C P K
Note: This move can only be performed when your Super Bar is at Level Three or maxed out.
Motion ↓ ↘ → ↓ ↘ → K
Note: Tap (LK MK HK) to cancel this move.

Kyosuke

Kyosuke is one of the only characters in the game who can knock an opponent high in the air, jump up after them, and then deliver an air-juggle combo. Kyosuke's Final Grade Remix brings two of his fellow Rival Schools characters onscreen for a little three-on-one beat down.

Special Moves

Cross Cutter
C A P S N K
Motion ↓ ↘ → P

Lightning Upper
C A P S N K
Motion → ↓ ↘ P

Shadow Breaker
C A P S N K
Motion ↓ ↙ ← P

Shadow Cut Kick*
C A P S N K
Motion ↓ ↘ → K

Shadow Upper
C A P S N K
While in the air, motion ↓ ↘ → P

Super Moves

Super Cross Cutter
C A P S N K
Motion ↓ ↘ → ↓ ↘ → P

Super Lightning Upper
C A P S N K
Motion ↓ ↙ ← ↓ ↙ ← P

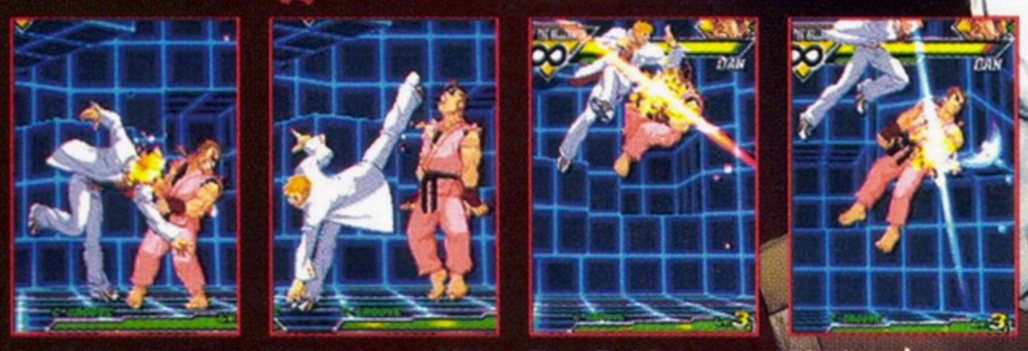
Super Shadow Cut Kick
C A P S N K
While in the air, motion ↓ ↘ → ↓ ↘ → K

Final Grade Remix
C P K

Note: This move can only be performed when your Super Bar is at Level 3 or maxed out.
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← K

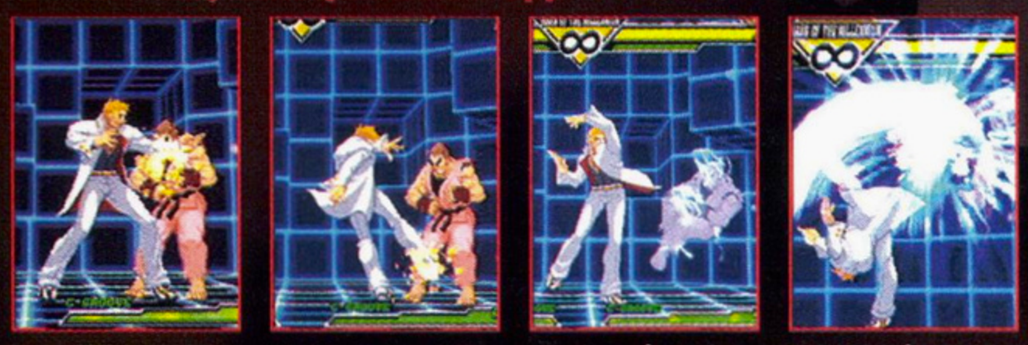
Combos

Four-Hit Air-Juggle Combo C A P S N K



Jump-in deep, tap HP | Hold ↘, tap HK | Tap ↗, LP | Motion ↓ ↘ → LP

Four-Hit Lightning Shadow Upper Combo C A P S N K



Hold →, tap LP | Hold →, tap LK, two-in-one | Motion ↓ ↘ LP | Motion ↓ ↘ → MK

Fourteen-Hit Super Chain Combo C

Note: Your Super Bar must be at Level Two in order to perform this combo.

Jump-in deep, tap HK | Hold ↓, tap LP | Hold ↓, tap LK, two-in-one | Motion ↘ → ↓ ↘ → MP for five hits | Motion ↓ ↘ → ↓ ↘ → LK for six hits

Haohmaru

Haohmaru's basically a nostalgic treat for fans of the Samurai Shodown series. He's a powerful fighter, but really only good for delivering devastating blows as he lacks diverse combos and finesse of other characters. Haohmaru's limited repertoire of linking moves, and slow Secret Cyclone Slash and Secret Earthquake Slice, make him more of a hit-and-retreat character.

Special Moves

Fake Cyclone Slash
C A P S N K
Motion ↓ ↘ → K

Secret Crescent Moon Slash
C A P S N K
Motion → ↓ ↘ P

Secret Cyclone Slash
C A P S N K
Motion ↓ ↘ → P

Secret Earthquake Slice
C A P S N K
Motion ↓ ↙ ← P

Super Moves

Slash of Supreme Judgment
C A P S N K
Motion ↓ ↘ → ↓ ↘ P

Flame of the Conqueror
C P K

Note: You can only perform this move when your Super Bar is at Level Three or maxed out.
Motion → ↘ ↓ ↙ ← → P

Combos

Four-Hit Cross-Up Combo C A P S N K

Cross-up, tap MK | Hold ↓, tap LK | Hold ↓, tap LP | Motion ← ↓ ↙ LP

Ten-Hit Super Chain Combo C

Note: Your Super Bar must be at Level Two in order to perform this combo.

Jump-in deep, tap HP | Hold ↓, tap MK, two-in-one | Motion ↘ → ↓ ↘ → MP for six hits† | Motion → ↓ ↘ HP for two hits

† *Note: Perform this move on the sixth hit of Slash of Supreme Judgment.*

Four-Hit Basic Jump-In Combo C A P S N K

Jump in deep, tap HK | Hold ↓, tap LK | Hold ↓, tap LK | Hold ↓, tap LP

Hibiki

Hibiki's similar to Nakoruru in that she's a small target to hit; however, she has an extra advantage in that her fighting stance makes her attacks difficult to predict. Her various "teleport" moves are also a huge advantage, as she can seemingly appear on both sides of an opponent.

Special Moves

Beckoning Slash
C A P S N K
Motion ↓ ↙ ← P
Note: Charge P to charge the blow.

Distance Slash
C A P S N K
Motion ↓ ↘ → P

Melding Being Blade
C A P S N K
Motion ← ↙ ↓ ↘ → K

Piercing Moon Pounce
C A P S N K
Motion → ↓ ↘ K

Narrow Escape
C A P S N K
Tap (K K)
Note: You can do the following move during the Narrow Escape.

Essential Crunch
C A P S N K
tap (→ K) or (← K)

Super Moves

Heavenly Spirit of Victory
C A P S N K
Motion ↓ ↙ ← ↙ → P

No Fear Feint
C A P S N K
Motion → ← ↙ ↓ ↘ → P

Note: You can only perform the following three moves when your Super Bar is at Level Three or maxed out.

Going My Way (Root 1)
C P K
Motion → ↘ ↓ ↙ ← → K, LP, MP, HP, LP, MP, HP, LP, MP, motion ↓ ↘ → HP

Going My Way (Root 2)
C P K
Motion → ↘ ↓ ↙ ← → K, LP, MP, HP, LP, MP, HP, LP, MP, motion ↓ ↘ → HK

Going My Way (Root 3)
C P K
Motion → ↘ ↓ ↙ ← → K, LP, MP, HP, LK, MK, LK, HK

Combos

Three-Hit Jump-In Combo C A P S N K

Jump in deep, tap HK

Tap LP

Tap LK

Four-Hit Croucher Combo C A P S N K

Hold ↓, tap LK

Hold ↓, tap LK

Hold ↓, tap LP, two-in-one

Motion ↘ → LP

Ten-Hit Going My Way (Root 3) Combo C P K

Note: This combo can only be performed when your Super Bar is at Level Three or maxed out.

Tap LP

Tap LK

Motion → ↘ ↓ ↙ ← → LK

Tap LP

Tap MP

Tap HP

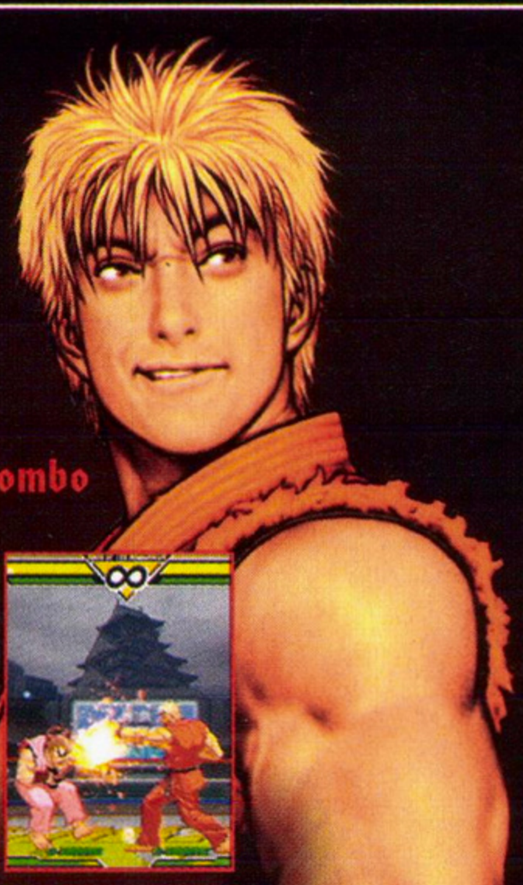
Tap LK

Tap MK

Tap LK

Tap HK

Ryo



Despite Ryo's seeming appearance as "another Ken and Ryu clone," he has some of the most distinctive and effective attacks in the game. Ryo's Zan Retsu Ken can suck in nearby opponents, and is an excellent move to catch opponents who like to jump in for an attack. His Super Move, Haoh Sho Ken, is also a plus as it's difficult to jump over or roll past without getting hit. His real drawback is Koho, which has no real range.

Special Moves

Crazy Tiger Thunder Attack
C A P S N K
Motion ← ↓ ↙ P

Koho
C A P S N K
Motion → ↓ ↘ P

Kyoku Gen Kick Dance
C A P S N K
Motion → ↘ ↓ ↙ ← P

Lightning Legs Knockout Kick
C A P S N K
Charge ↙ two seconds, tap (→ K)

Tiger Flame Punch*
C A P S N K
Motion ↓ ↘ → P

Zan Retsu Ken
C A P S N K
Tap →, ←, →, P

Super Moves

Haoh Sho Ken
C A P S N K
Motion → ← ↙ ↓ ↘ → P

Ryuko Ranbu
C A P S N K
Motion ↓ ↘ → ↘ ↓ ↙ ← P

Heaven Glaze Punch
C P K

Note: You can only perform this move when your Super Bar is at Level Three or maxed out.
Motion ↓ ↘ → ↓ ↘ → P

Combos

Three-Hit Fireball Cross-Up Combo
C A P S N K

Cross-up, tap MK

Hold ↓, tap LK, two-in-one

Motion ↙ ← LP

Fourteen-Hit Chain Super Combo C

Note: Your Super Bar must be at Level Three in order to perform this combo.

Jump-in deep, tap HK

Hold ↓, tap LP

Hold ↓, tap LK, two-in-one

Motion ↘ → ↘ ↓ ↙ ← MP for ten hits†

† *Note: Perform this command at the tenth hit of the Ryuko Ranbu.*

Motion → ← ↙ ↓ ↘ → LP

Another Combo

Five-Hit Knockout Kick
C A P S N K
Jump in deep, tap HP, hold ↙, tap LP, hold ↙, tap LK, two-in-one, tap (→ MK) for two hits

How far will you go to get your prey?

To do list:

- ☑ Wake at 7:00 a.m.
- ☑ Order ACME™ rocket
- ☑ Review master plan
- ☑ Practice stealth maneuvers
- ☐ Pull off ultimate sheep heist
- ☐ Dinner!

Seek. Stalk. Pounce.

© 2001 Infogrames Interactive, Inc. All Rights Reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. All trademarks are the property of their respective owners.

LOONEY TUNES, characters, names and all related indicia are trademarks of and © Warner Bros.
WBIE LOGO: TM & © Warner Bros.
(s01)

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

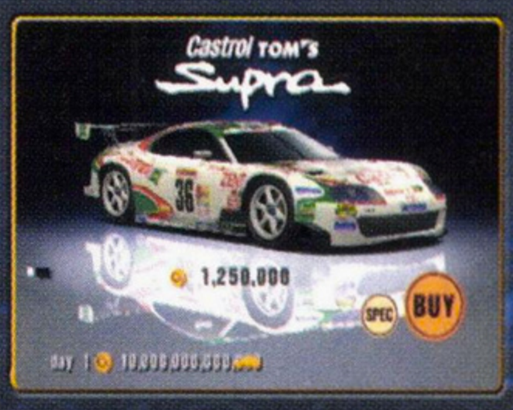
WANNA BEAT THE GAME?

UNLOCK
Hidden Characters/
Vehicles

DOMINATE With Infinite Health

DEMOLISH With Infinite Ammo

BUY ANYTHING
With Infinite Cash



Includes Codes for
GRAN TURISMO 3™

Unleash the power of the new

GAMESHARK® 2

INTERACT

©2001 InterAct Accessories, Inc. All Rights Reserved. All trademarks © their respective owners.
GameShark is not sponsored, endorsed or approved by Sony or any game publisher.

GameShark® 2
Video Game Enhancer

The all-in-one gaming solution for PlayStation®2 gives you the power to bust open even the toughest games… and much, much more.

An incredible new-look user interface with improved graphics and sound.

Thousands of PS2® codes!
Beat virtually every PlayStation™ game, including Gran Turismo 3™, Klonoaz™, Red Faction™, and Onimusha™.

A bonus CD packed with over thirteen thousand codes for PlayStation® one games.

Built-in Memory Card Manager gives you full control of your PS2® game saves.

Save all the hottest new codes for your Gameshark®2.

For More Details, Visit:
www.gameshark.com

Great ways to expand your PS2®:

SharkPort™

Download saves & codes

SharkBoard™

Enter new codes in a flash

SharkDrive™

Store thousands of saves

SharkHub™

Plug Up To 4 USB Peripherals To Your PS2®

Mega Memory 16MB Memory Card

Twice the capacity of standard cards

Memory Manager Plus™

Get Up To 10 Times More Data On Your Memory Card

CODE VAULT

CHEATS · TRICKS · SECRETS

Submit your hottest Code Vault tips! Each month, the reader with the winning tip receives a product from Capcom, which features such high-quality games as Mega Man Legends 2 for the PlayStation!

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

READER TIP OF THE MONTH

Send tips to:
GamePro magazine
Code Vault
P.O. Box 193709
San Francisco, CA 94119-3709

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

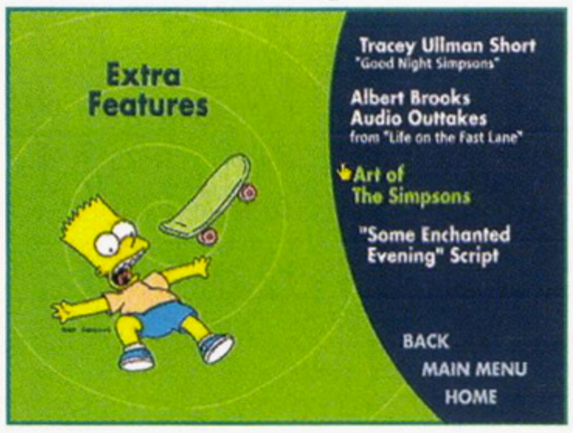
Please include your name, address, and phone number so we can award you your prize.

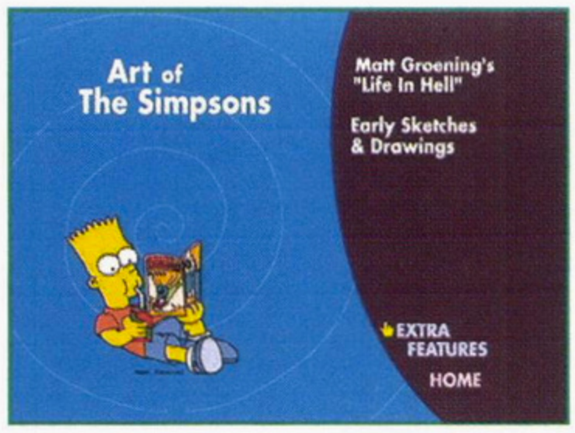
WIN!

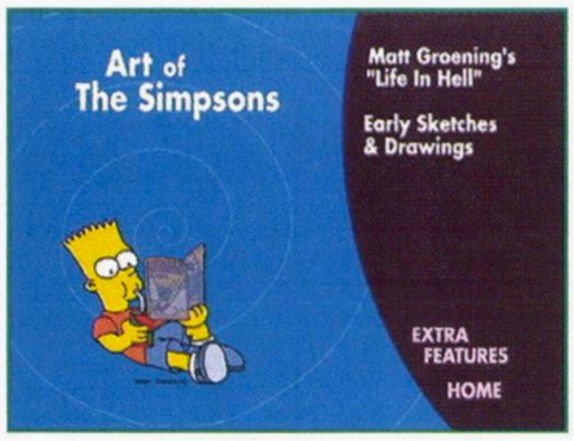
THE SIMPSONS: THE COMPLETE FIRST SEASON

DVD PS2

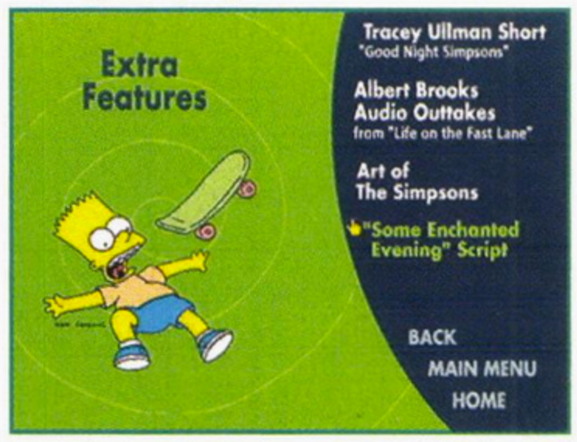
Hidden Magazine Gallery and Hidden News Segment

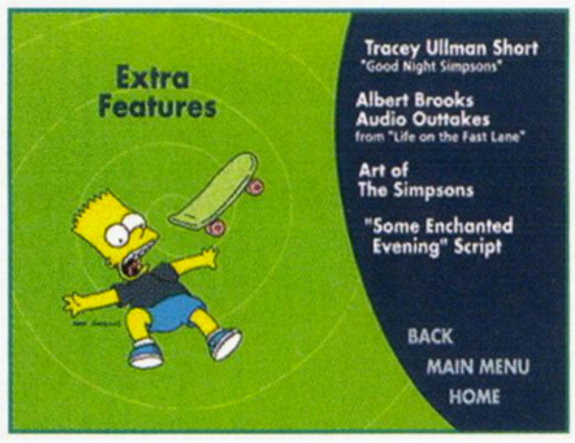






Hidden Magazine Gallery: At the main menu, select Extra Features. At the Extra Features screen, select Next to go to the second page. Select Art of The Simpsons, and, at the Art of The Simpsons page, highlight "Extra Features," and then **press Left**. If done correctly, Bart's comic book will turn blue. **Press** ×, and you will see a hidden gallery of magazine covers featuring The Simpsons.





Hidden News Segment: At the main menu, select Extra Features. At the Extra Features screen, select Next to go to the second page. Highlight "Some Enchanted Evening Script," and then **press Left**. If done correctly, Bart's shirt will turn blue. **Press** ×, and you will see a hidden TV news segment.

Daniel B. Cote—Antrim, N.H.

NASCAR HEAT 2002

PS2

Hardcore Mode, Hide Replay Overlay, and More

Cheats: At the main menu, enter any of the following codes to unlock these cheats. If you entered the code correctly, a voice will say, "Way to go, driver!"

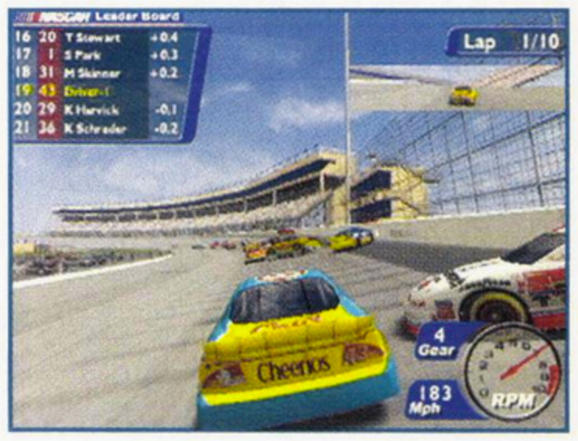
Beat the Heat Mode Skip: Press Up, Down, Left, Right, R1, Right, Left.

Disable Strict Mode in Beat the Heat: Press Up, Down, Left, Right, R1, Left, Right.

Hardcore Mode: Press Up, Down, Left, Right, R1, Up, Down.

Hide Replay Overlay: Press Up, Down, Left, Right, R1, Down, Up.

Note: To activate Hide Replay Overlay, press ○ in Replay mode.



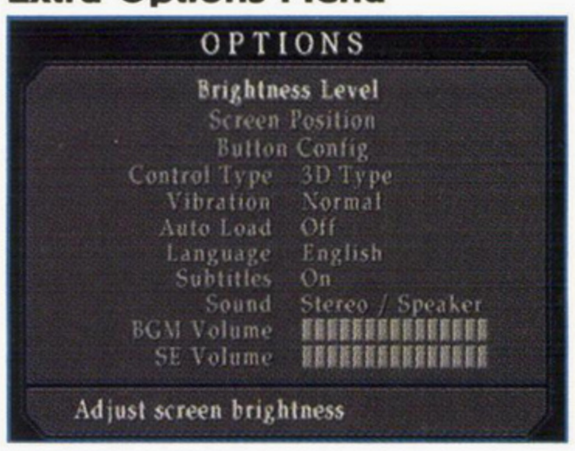
Enable Hornball in Practice Mode: At the main menu, select Single Race. At the Race Day screen, **press Up, Down, Left, Right, R1, Down, Down**. If you entered the code correctly, the practice session will automatically start. **Press Up** during the race to fire a hornball.

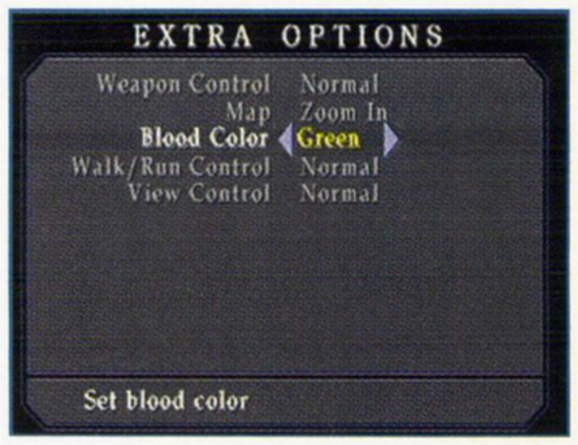
Enable Hornball in Single Race Mode: At the main menu, select Single Race. At the Race Day screen, **press Up, Down, Left, Right, R1, Up, Up**. If you entered the code correctly, the race will automatically start. **Press Up** during the race to fire a hornball.

SILENT HILL 2

PS2

Extra Options Menu

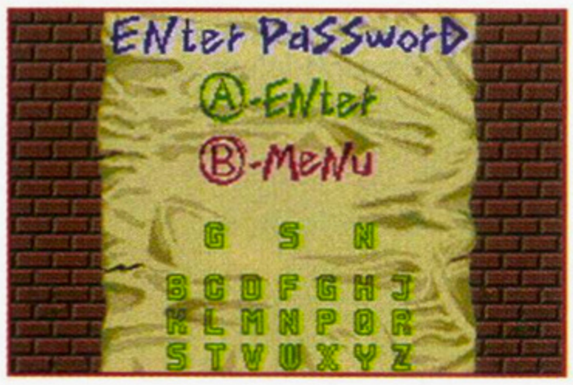


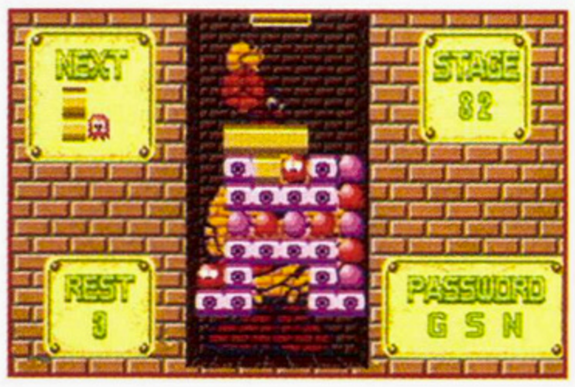


At the main menu, select Options. At the Options screen, **press L1 or R1** to access the Extra Options menu.

PAC-MAN COLLECTION

Level Passwords



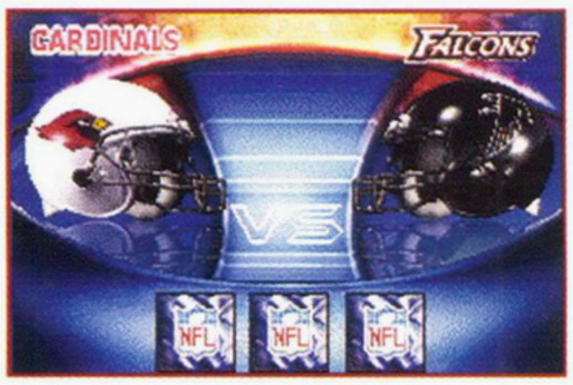


At the main menu, select Pac-Attack. At the mode selection screen, select Puzzle Mode and a menu will appear. Select Password and at the Enter Password screen, enter any of the following passwords to unlock the following levels. If you entered the code correctly, you will automatically start a game at that level.

Level 2:	HNM
Level 3:	KST
Level 4:	TRT
Level 5:	MYX
Level 6:	KHL
Level 7:	RTS
Level 8:	SKB
Level 9:	HNT
Level 10:	SRY
Level 11:	YSK
Level 12:	RCF
Level 13:	HSM
Level 14:	PWW
Level 15:	MTN
Level 16:	TKY
Level 17:	RGH
Level 18:	TNS
Level 19:	YKM
Level 20:	MWS
Level 21:	KTY
Level 22:	TYK
Level 23:	SMM
Level 24:	NFL
Level 25:	SRT
Level 26:	KKT
Level 27:	MDD
Level 28:	CWD
Level 29:	DRC
Level 30:	WHT
Level 31:	FLT
Level 32:	SKM
Level 33:	QTN
Level 34:	SMN
Level 35:	TGR
Level 36:	WKR
Level 37:	YYP
Level 38:	SLS
Level 39:	THD
Level 40:	RMN
Level 41:	CNK
Level 42:	FRB
Level 43:	MLR
Level 44:	FRP
Level 45:	SDB
Level 46:	BQJ
Level 47:	VSM
Level 48:	RDY
Level 49:	XPL
Level 50:	WLC
Level 51:	TMF
Level 52:	QNS
Level 53:	GWR
Level 54:	PLT
Level 55:	KRW
Level 56:	HRC
Level 57:	RPN
Level 58:	CNT
Level 59:	BTT
Level 60:	TMP
Level 61:	MNS
Level 62:	SWD
Level 63:	LDM
Level 64:	YST
Level 65:	QTM
Level 66:	BRP
Level 67:	MRS
Level 69:	SWT
Level 70:	WTM
Level 71:	FST
Level 72:	SLW
Level 73:	XWF
Level 74:	RGJ
Level 75:	SNC
Level 76:	BKP
Level 77:	CRN
Level 78:	XNT
Level 79:	RNT
Level 80:	BSK
Level 81:	JWK
Level 82:	GSN

NFL BLITZ 20-02

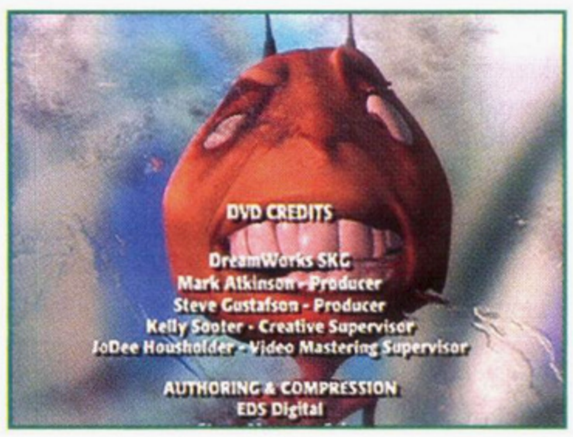
Infinite Turbo



Start a game and at the match-up screen, **press L, L, L, L, B, B, B, A, A, R**. If you entered the code correctly, you will hear a sound and the three icons will be replaced by NFL symbols.

ANTZ

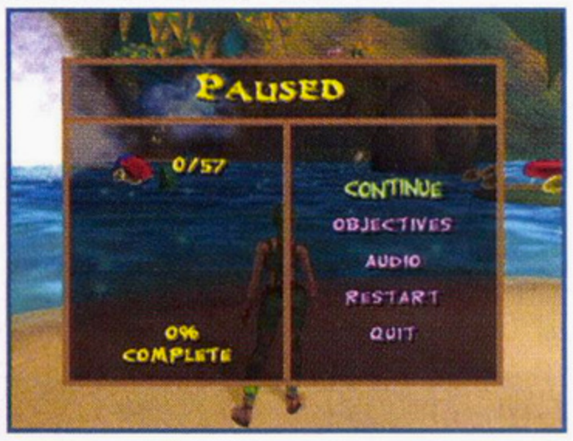
Hidden Credits Sequence



At the main menu, select Special Features. At the Special Features screen, **press Left, Down**, and the leaf with the DreamWorks logo will be highlighted. **Press** ×, and you will see a hidden credits sequence.

PORTAL RUNNER

Automatically Win Level



Pause the game, **press and hold L1, and then press** ○, **Left,** ○, **Right,** ○, □, **Left, Left, Right, R2**. If you entered the code correctly, you will hear a chime and automatically win that level.

ARCTIC THUNDER

Catchup Code, Snowball Power-Ups, and More

At the Mode Select screen, enter any of the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear.

Boost Power-Ups: Press ○, R1, R1, ○, R2, Start.

Catchup Code: Press ○, □, ○, ○, □, Start.

Grappling Hook Power-Ups: Press ○, ○, L2, ○, ○, L1, Start.

No Drones: Press □, □, ○, ○, L1, R1, Start.

Random Power-Ups: Press R1, R2, □, ○, R1, R2, Start.

Rooster Power-Ups: Press R1, R2, L2, L1, □, Start.

Snowball Power-Ups: Press □, □, □, L1, ○, Start.

Snow Bomb Power-Ups: Press ○, ○, R1, R2, Start.

MEN IN BLACK: THE SERIES

Level Passwords

At the main menu, select Start Game. At the Enter Password screen, enter any of the following passwords to unlock the corresponding levels. If you entered the password correctly, you will automatically start at that level.

Level 3:	HSDSHSBS
Level 4:	MXNMSNNG
Level 5:	THXBXSCK
Level 6:	NNTNDWNY

KOEI™

www.koeigames.com

GITAROO MAN

Music tames the savage beast... An entirely new type of music entertainment.

"Simply put, Gitaroo Man is one of the most entertaining titles yet in the rhythm-action genre." – Next Gen

Play as the legendary Gitaroo Man and save the planet from the clutches of the evil Grabaren family!

10 colorfully unique stages, each with its own music including reggae, rock, hip-hop, techno, and more!

Musical Deathmatches and Harmonizing Co-op play for up to 4-players!

The Gitaroo is the weapon! Keep with the rhythm as you shoot, duck, and dodge your way to victory!

EVERYONE

E

CONTENT RATED BY ESRB

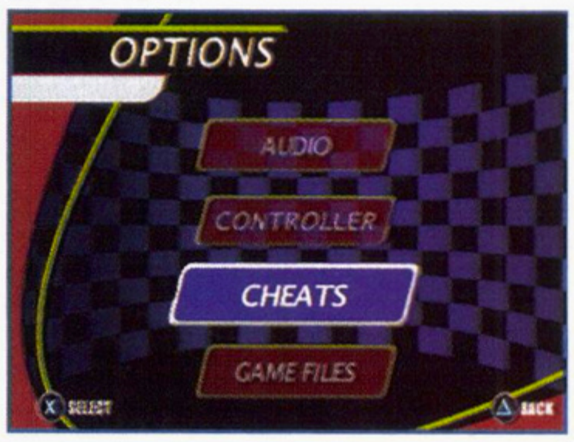
Mild Language

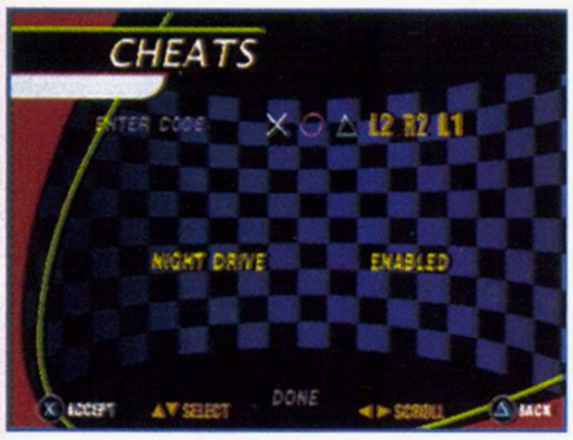
PlayStation®2

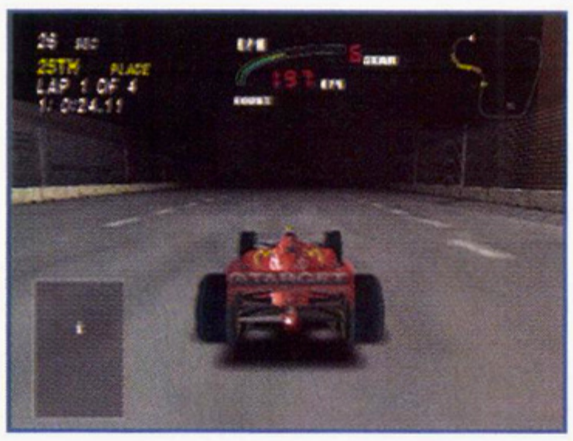
Gitaroo Man is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2001 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

CART FURY CHAMPIONSHIP RACING

Infinite Continues, Night Drive, and More







At the Main Menu, select Options. At the Options screen, select Cheats, and then enter any of the following codes to unlock these cheats. If done correctly, the name of the cheat will appear.

Infinite Continues: Press L1, L2, L1, □, △, ○.

Infinite Turbo: Press ×, ×, □, □, L2, L2.

Jump: Press L1, L2, L1, R2, ×, ×.

Low Gravity: Press R2, R1, □, □, L1, L1.

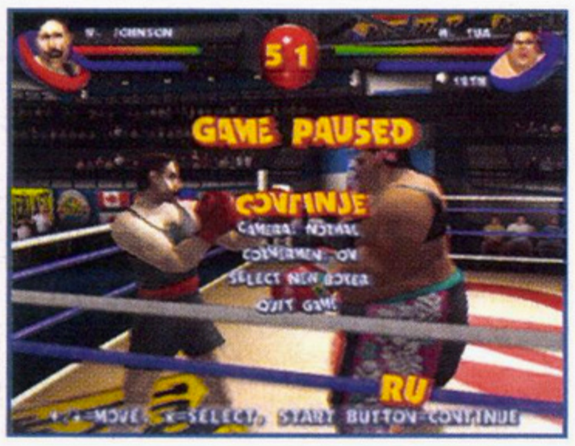
Night Drive: Press ×, ○, △, L2, R2, L1.

Rocket Wheels: Press L1, R2, △, □, □, △.

Unlimited Time: Press □, L1, R2, ○, △, R1.

READY 2 RUMBLE BOXING: ROUND 2

Unlock RUMBLE Modes



Pause the game, then enter the following codes to unlock these RUMBLE modes. If you entered the code correctly, the word RUMBLE will appear below your boxer.

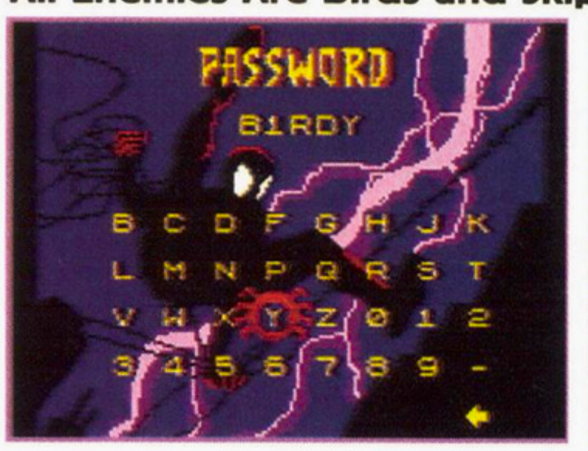
Orange RUMBLE: Press R1, R2, Down, Up, Up, Left, R1, R1, R1, R2.

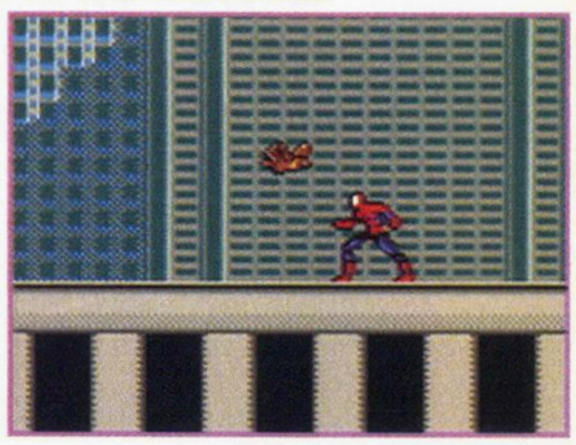
Red RUMBLE: Press R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2.

Silver RUMBLE: Press R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, Left, Right, Up, Down.

SPIDER-MAN

All Enemies Are Birds and Skip to the Last Boss



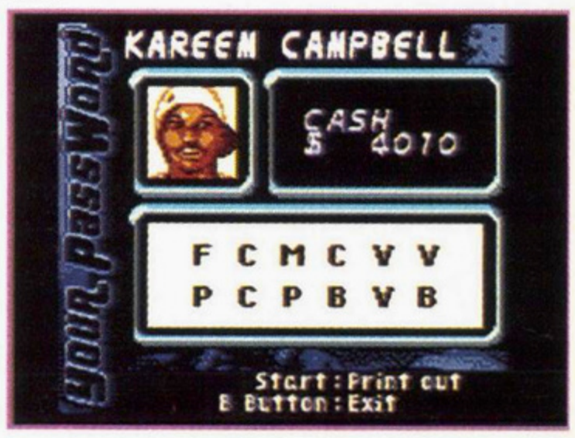


At the main menu, select Continue. At the Password screen, enter the following passwords to activate the corresponding cheats. The cheats activate when the game begins.

All Enemies Are Birds:	B1RDY
Skip to the Last Boss:	18TR9

TONY HAWK'S PRO SKATER 2

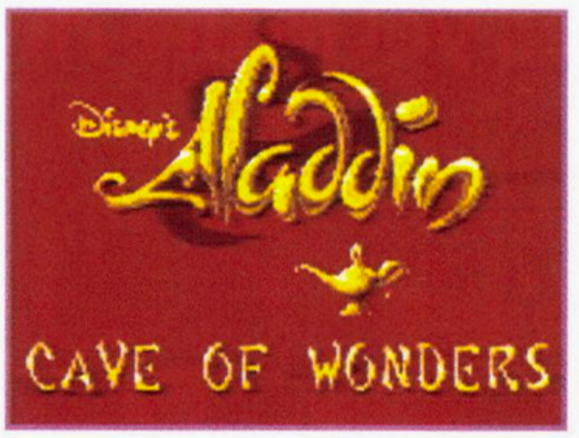
Get $4010 With Kareem Campbell



At the Main Menu, choose Password Input. At the Input Password screen, enter FCMCVVPCPBVB as a password. If you entered the password correctly, you will automatically go to the Skate Shop screen and you will have earned $4010 with Kareem Campbell.

ALADDIN

Level Passwords



At the main menu, select Options. At the Options screen, choose Password, then enter the following passwords to unlock the corresponding levels. If you entered the code correctly, you will automatically begin at that level.

Agrabah Rooftops:	221Z
Cave of Wonders:	423Z
Sultan's Dungeon:	322Z

A Strong Military.

High-Level Diplomacy.

And a Trip to the Shopping Mall.

They are all weapons in the fight against terrorism.

We have been grieving our innocent dead in the wake of vicious terrorist atrocity. We have waved our flags in a proud show of unity and patriotism. Many of us have donated blood. Others have given money to disaster relief. Now, as we begin each new day, we must be courageous in the face of fear.

We all know that consumer confidence is down. The way to change that course is for each of us to begin to act with confidence. If we act with confidence, we will become confident again.

Of course, terrorism seeks to destroy confidence. The World Trade Center was one of the targets because it symbolizes the center of the world's greatest economy—the United States of America.

We need to demonstrate by our actions that we will not abide vicious attack. Our leaders are moving forward with confidence, and we support them. Now, each one of us needs to take a leading role, by playing our part in strengthening our economy.

Here's how:

Walk out your door and go to the movies. Patronize your neighborhood hardware store. Take your family out to dinner. Buy a few shares of stock. Go to the mall. If your refrigerator needs replacing, replace it. And don't put off that visit to a loved one—buy a ticket and fly.

If we are to maintain our free and open society, one thing we must do is open our wallets. Every act in support of the American economy, is the act of a soldier in our country's war on terrorism.

Created and produced by the employees of Kovel/Fuller Advertising

THE LION KING: SIMBA'S MIGHTY ADVENTURE

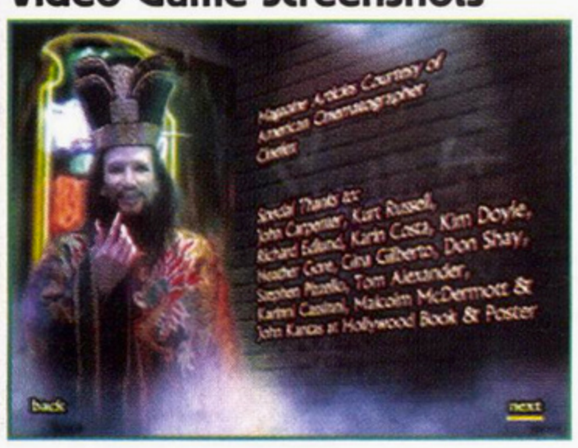
Level Passwords

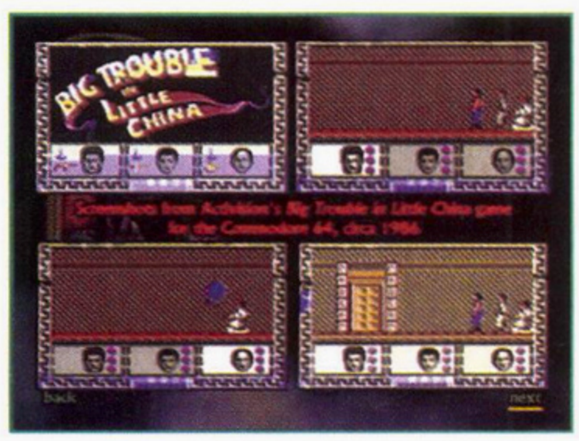
At the Main Menu, select Password, and at the Password screen, enter any of the following passwords to unlock these levels. If entered correctly, you will automatically begin a game at that level.

Level 2:	63NSBY2
Level 3:	80FSBX8
Level 5:	8WNF2N8
Level 6:	2V10FW0
Level 7:	Q9B2WHV
Level 8:	D3J8P3V
Level 9:	VPD+XKJ
Level 10:	456P67L

BIG TROUBLE IN LITTLE CHINA

Video Game Screenshots





At the main menu, select More, and at the Special Features screen, select More to go to the second page of Special Features. Select DVD Production Credits, and then select Next to go to the second page of credits. Select Next again, and you will see screenshots from the Big Trouble in Little China video game for the Commodore 64.

SNOOPY TENNIS

Unlock All Courts and Players

At the main menu, select Options. At the Options screen, select Password. Enter FFWJ as a password, then select OK. If you entered the password correctly, the password entry window will read, "Correct." Start a game, and all players and courts will be available.

THE WORLD'S LARGEST MULTIPLATFORM SWEEPSTAKES OFFICIAL RULES:

1. **No purchase necessary to enter or win.**

2. To Enter: Via the Internet, go to **www.gamepro.com/sweeps.shtml** and complete the entry form, or hand print your name, complete address including zip code, age (on date of entry), gender, complete daytime phone number with area code, and e-mail address (if available) on a 3" x 5" card and mail in a first class stamped envelope to: The World's Largest Multiplatform Sweepstakes, P.O. Box 193712, San Francisco, CA 94119-3712. Limit one (1) entry per person regardless of entry method. Sweepstakes begins at 12:01 AM (PST) on November 26, 2001. All entries must be received by 11:59 PM (PST) on December 31, 2001. By participating, entrant (and entrant's parent/legal guardian, if entrant is a minor) agree to these Official Rules.

3. Drawing: **Seventy-two** winners will be selected in a random drawing held on or about January 15, 2002 from all eligible entries received. Judges' decisions are final and binding in all matters. Winners will be notified by mail. Winners may not substitute, assign or transfer prize or redeem prize for cash. Sponsors reserve right to substitute prize with prize of equal or greater value, if advertised prize becomes unavailable.

4. Prizes: The following prizes (with corresponding estimated retail values) will be awarded: **One Grand Prize Winner** will receive the following: A Nintendo™ GameCube™, Microsoft® Xbox™, Nintendo™ Game Boy® Advance, PlayStation® 2, Sega® Dreamcast, one NFL 2K2 PS2 game, one Tarzan Untamed™ GC game, one Ace Combat '04 Shattered Skies® PS2 game, one Klonoa 2 Lunatea's Veil™ PS2 game, one Soul Reaver 2™ PS2 game, one Tetris® Worlds™ GBA game, one Sonic™ Adventure 2 DC game, one Virtua Tennis 2K2 DC game, one ElectroSource GBA Survival Kit, one ElectroSource PlayStation® 2 controller, one ElectroSource GameCube™ controller, one ElectroSource Xbox™ controller, and a Logitech® Driving Force Wheel for the PlayStation® 2 (ERV: $1,734.90). **Two First Prize Winners** will receive one of the following packages: a PlayStation® 2 prize package consisting of a PlayStation® 2, one Tetris® Worlds™ PS2 game, and a *GamePro* T-shirt; a Microsoft® Xbox™ package consisting of a Microsoft® Xbox™, one game, and a *GamePro* T-shirt (ERV: $369.97). **Four Second Prize Winners** will receive one of the following packages: a GameCube™ prize package consisting of a Nintendo™ GameCube™, one Tarzan Untamed™ GC game, and a *GamePro* T-shirt; a Dreamcast™ prize package consisting of a Sega® Dreamcast™, one Alien Front Online™ DC game, one NCAA Football 2K2 DC game, one Ooga Booga™ DC game, and a *GamePro* T-shirt; a Game Boy® Advance prize package consisting of a Nintendo™ Game Boy® Advance, one Tetris® Worlds™ GBA game, one Gadget Racer GBA game, one Namco® Museum™ GBA game, one ElectroSource GBA Survival Kit, a *GamePro* T-shirt, and one set of Worm Lights™/FM Tuners; a *GamePro* prize package consisting of one custom drawing of winner's favorite *GamePro* persona drawn by Dr. Zombie, and a *GamePro* T-shirt (ERV: $269.97). **One Third Prize Winner** will receive one Logitech® Driving Force PS2 Wheel (ERV: $99.99). **Fifty-Two Fourth Prize Winners** will receive one of the following prizes: one of four Ace Combat '04 Shattered Skies® PS2 games; one of eight Tarzan Untamed™ GC games; one of four Klonoa 2 Lunatea's Veil™ PS2 games; one of nine Soul Reaver 2™ PS2 games; one of two NFL 2K2 PS2 games; one of two Stretch Panic PS2 games; one of 10 one-year subscriptions to *GamePro* magazine and one of 10 *GamePro* T-shirts; one of three Tetris® Worlds™ GBA games and one of three *GamePro* T-shirts; one of four Namco® Museum™ GBA games and one of four *GamePro* T-shirts; one of two Gadget Racer GBA games and one of two *GamePro* T-shirts; one of four Tetris® Worlds™ PS2 games and one of four *GamePro* T-shirts (ERV: $49.99). **Twelve Fifth Prize Winners** will receive one of the following prizes: one Xbox™ controller; one ElectroSource PS2 controller; one ElectroSource GC controller; one of five sets of Legacy of Kain Action Figures and one of five *GamePro* T-shirts; one of four sets of Worm Lights™/FM Tuners and one of four *GamePro* T-shirts (ERV: $39.99). Total ERV of prizes is $6,734.07. Odds of winning depend on number of eligible entries received. If prize is won by Internet entry, winner will be deemed the subscriber to the Internet account, who must comply with all of these rules. Prize won by a minor may be awarded to parent/legal guardian. Limit of one (1) prize per person/household.

5. Eligibility: Sweepstakes is subject to all U.S. federal, state and local laws and regulations and is void where prohibited, taxed or restricted by law. Sweepstakes is open to legal residents age 13 or older of the contiguous 48 United States and Canada, including the District of Columbia, except for Florida, New York, Rhode Island, and Quebec. Employees of Sponsors and their affiliates, subsidiaries, distributors, retailers and anyone involved with the design, production, execution or distribution of Sponsors' products or related promotional materials and their families are not eligible. Canadian residents, in order to be eligible to win, must first correctly answer a time-limited, skill-testing question administered by telephone.

6. General: Prize winners (and winner's parent/legal guardian, if winner is a minor) will be required to sign and return an affidavit of eligibility and liability release and where lawful, a publicity release within 14 days of notification or prize will be forfeited and awarded to alternate winner. If prize notification or prize is returned as non-deliverable, prize will be forfeited and an alternate winner selected. Neither the Sponsors nor any of their agencies are responsible for illegible, lost, late, damaged, incomplete, stolen, postage-due or misdirected mail or entries, or for lost, interrupted or unavailable network server or other connections, miscommunications, failed telephone or computer or telephone transmissions or technical failure, jumbled, scrambled or misdirected transmissions, or other errors of any kind whether human, mechanical or electronic or for phone, electrical, network, computer hardware or software program malfunctions, failures or difficulties, or for ISP/network/Web site accessibility or unavailability. Persons found tampering with or abusing any aspect of this Sweepstakes, as solely determined by the Sponsors, will be disqualified. If disqualified for any tampering or abuses, Sponsors reserve the right to terminate entrant's eligibility to participate in Sweepstakes. In the event any portion of this Sweepstakes is compromised by virus, bugs, non-authorized human intervention or other causes beyond the control of Sponsors which, in the sole opinion of the Sponsors, corrupts, or impairs the administration, security, fairness or proper submission of entries, Sponsors reserve the right at their sole discretion to suspend or terminate the Internet portion of the Sweepstakes, and randomly select a winner from Internet entries received prior to the action taken and regular mail-in entries. Winner (and winner's parent/legal guardian, if winner is a minor) by acceptance of prize (a) agrees that Sponsors and their affiliate companies, parents, subsidiaries, advertising and promotion agencies, and all of their respective officers, directors, employees, representatives and agents will have no liability whatsoever for, and shall be held harmless by winner against, any liability for any injuries, losses or damages of any kind to persons, including death, or property resulting in whole or in part, directly or indirectly, from acceptance, possession, misuse or use of the prize or participation in this Sweepstakes or participation in any Sweepstakes related activity, and (b) except where legally prohibited, grants permission for Sponsors and those acting under their authority to use his/her name, photograph, voice and/or likeness, for advertising and/or publicity purposes without additional compensation. Taxes solely the responsibility of winner. All decisions of Sponsors on all matters relating to this promotion are final. Unclaimed prizes will not be awarded. If an individual winner does not claim his or her prize by February 28, 2002, the prize will be forfeited back to the supplier. Prizes cannot be claimed after the Sweepstakes has been completed.

7. For names of winners, send a stamped, self-addressed envelope for receipt by February 15, 2002 to: The World's Largest Multiplatform Sweepstakes Winners, P.O. Box 193712, San Francisco, CA 94119-3712.

8. Sponsored by: IDG Games Media Group, *GamePro* Magazine, Conspiracy Entertainment, Eidos Interactive, ElectroSource, Logitech®, Namco® Hometek Inc., Nyko Technologies Inc., Sega Sports™, THQ Inc. and Ubi Soft® Entertainment.

GAMEPRO
WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO
WWW.GAMEPRO.COM

ADVERTISING SALES OFFICES

Numbers listed below are for advertising sales calls only, please.

East Coast

Chris Kobran East Coast Sales Manager
Tel: 212.696.8053 • *Fax:* 212.696.8024 • ckobran@gamepro.com

Bay Area

Abbie Feibush Bay Area Sales Manager
Tel: 415.978.2210 • *Fax:* 415.975.2611 • afeibush@gamepro.com

Southwest

Greg Fox Southwest Sales Manager
Tel: 415.978.2224 • *Fax:* 415.975.2611 • gfox@gamepro.com

Northwest

Ann-Marie Taylor Northwest Sales Manager
Tel: 415.978.2259 • *Fax:* 415.975.2611 • ataylor@gamepro.com

Advertising Sales Coordinator

John Gomez Sales Coordinator
Tel: 415.978.2251 • *Fax:* 415.975.2611 • jgomez@gamepro.com

Advertising Sales Associate

Leslie Horgan Sales Associate
Tel: 415.978.2256 • *Fax:* 415.975.2611 • lhorgan@gamepro.com

Marketing/Promotions
Craig D. Lee Vice President
Marketing and Strategic Sales
Tel: 415.978.2283 • *Fax:* 415.975.2611
clee@gamepro.com

Sherry Pedrin Marketing Manager
Tel: 415.978.2252 • *Fax:* 415.975.2611
spedrin@gamepro.com

List Rentals
Rubin Response Management Services
Tel: 847.619.9800 • Fax: 847.619.0149

Marketing Reprints
Natale Russo
Tel: 415.978.2219
nrusso@gamepro.com

Back-Issue Copies
Rosemary Brownson
Tel: 415.978.2238
rbrownson@gamepro.com

For subscription questions, please write:
P.O. Box 37579 • Boone, IA 50037-0579
or call: 415.974.7447
or click on the Customer Service link at www.gamepro.com

GamePro magazine
501 2ND Street, Suite 500
San Francisco, CA 94107

INDEX OF ADVERTISERS

This index is provided as an additional service. The publisher does not assume liability for errors, omissions, or additions due to last-minute changes or other contingencies.

Activision, Inc. 10, 11, 20, 21, 109, 129
Buena Vista Home Entertainment 17
Capcom 25, 91, 127, 132, 133
Eidos Interactive. 4, 5
Electronic Arts . . . . . 42, 43, 57, 58, 59, 66, 67 . . . . . 138, 139
Electro Source, LLC . . . . . 168, 3rd Cover
Get Caught Reading. 132
Infogrames 106, 107, 111, 157
InterAct Accessories 158, 159
KOEI. 12, 13, 95, 163
Konami. 101, 115, 143
Kovel Fuller. 165
Kraft Foods 71
LucasArts 35, 37, 102, 103
Microsoft Xbox . . . . . 7, 50, 51, 79, 85, 105 . . . . . 137, 147, 149
Midway Games. 123
Namco 93, 113
Natsume. 117
NYKO 15
ONDCP. 125
Radica USA Ltd. 131
Redline Entertainment 27, 75, 77
Sega of America. . . . . 2nd Cover, 1, 30, 31, 150, 151
Sony Computer Entertainment America, Inc. . . . 2, 3 . . . . . 23, 55, 89
Square EA 99
Take 2 Interactive. 82, 83
Tecmo. 40, 41, 119
THQ, Inc. . . . . 8, 9, 18, 19, 28, 29, 60, 61 . . . . . 68, 69, 120, 121
Ubi Soft Entertainment . . . . . 4th Cover, 38, 39
Universal Interactive Studios 32, 33
Wal-Mart 52, 53

Volume 14, #1; January Issue; **GAMEPRO**® (ISSN 1042-8658) is published monthly for $24.95 per year by IDG Communications, Inc., 501 Second St., Ste. 500, San Francisco, CA 94107; An IDG Company: The World's Leader In Information Services On Information Technology. Periodical postage paid at San Francisco, CA, and at additional mailing offices. **POSTMASTER**: Send address changes to *GAMEPRO*, P.O. Box 37579, Boone, IA 50037-0579. **Change of Address**: Please send old label and new address to *GAMEPRO*, P.O. Box 37579, Boone, IA 50037-0579. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include $12 for Canadian delivery or $25 for foreign air delivery. Canadian GST# 131 304 347. Agreement number 302228 assigned by Canada Post.

HOT RENTALS • BLOCKBUSTER HOT SHEET • HOT RENTALS • BLOCKBUSTER HOT SHEET • HOT RENTALS • BLOCKBUSTER HOT SHEET •

Wanna make the grade?

Jonathan Smith
History

American History

8/8

Great job!

In what year did the United States enter World War I?

A: 1917
B: 1918
C: 1919

Sacco and Vanzetti were

A: Migrant workers
B: Socialists
C: Anarchists

The novel, The Jungle, was written by which socially conscious American novelist?

A: Ernest Hemingway
B: Sinclair Lewis
C: Upton Sinclair

The stock market crash that ignited the Great Depression occurred in what year?

1929

Which of the following Presidents declared "We have nothing to fear but fear itself."

A: Dwight Eisenhower
B: Franklin Roosevelt
C: Woodrow Wilson

How many times was Franklin Roosevelt elected President?

4 times

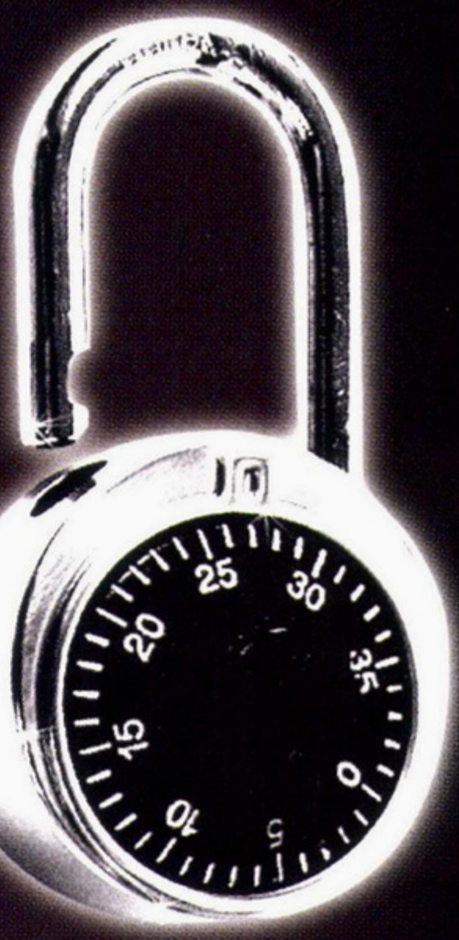
Who did John F. Kennedy run against in the 1960 presidential election?

A: Barry Goldwater
B: George McGovern
C: Richard Nixon

What is the ultimate video game cheat device that gives you unlimited lives, specia
weapons, ammo and thousands of pre-loaded codes?

Code Breaker

Sometimes ya gotta cheat!



CODE BREAKER

Cheating Made Easy

Available for

PSone™, PlayStation®2, Game Boy® Advance and Game Boy®Color

Coming Soon for

Xbox™ and Game Cube™

UNLIMITED AMMO

UNLIMITED HEALTH

SECRET CHARACTERS

EXTRA WEAPONS

EXTRA VEHICLES

PELICAN ACCESSORIES

Code Breaker is a registered trademark of Pelican Accessories.
Pelican and the Pelican logo are registered trademarks.
PSone™, PlayStation®, and PlayStation®2 are registered trademarks of Sony Computer Entertainment Inc. Game Boy® Color, Game Boy® Advance and Game Cube™ are registered trademarks of Nintendo of America Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used with permission from Microsoft.

A DARKER JUSTICE MUST BE SERVED

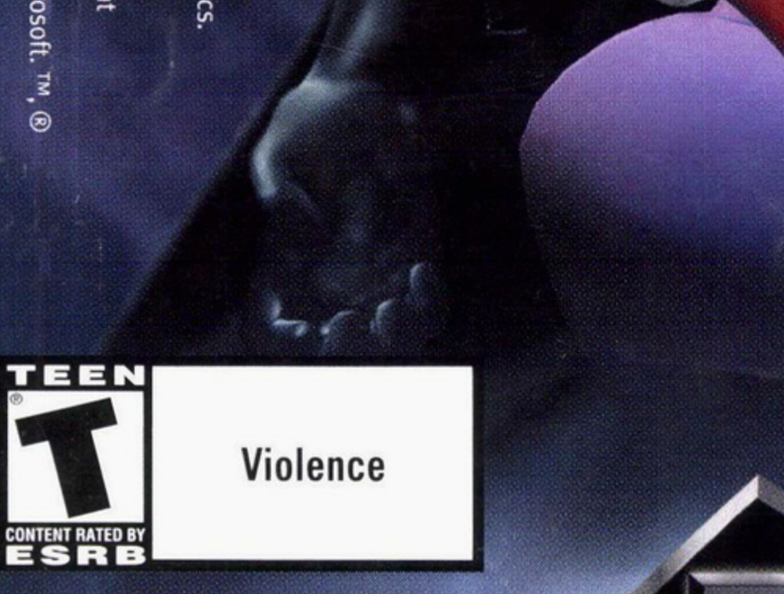
DC Bullet Logo, BATMAN and all related characters and elements are trademarks of and © DC Comics.
WBIE LOGO, TM & © Warner Bros.
(s01)
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. ™, ®
Game Boy Adance and the Nintendo GameCube logo are trademarks of Nintendo.

TEEN
T
CONTENT RATED BY ESRB

Violence

DOLBY DIGITAL

BATMAN™ VENGEANCE



Next Gen Action with over 500 animated Batman moves

Next Gen Gear including 10 devices like remote charges

Next Gen Combat with intense martial arts combos

For more info visit www.ubisoft.com/batmanvengeance

PlayStation.2 GAME BOY ADVANCE XBOX NINTENDO GAMECUBE ™ ™ ™

Ubi Soft
www.ubisoft.com