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PAGE 105
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VOL. 3 #24

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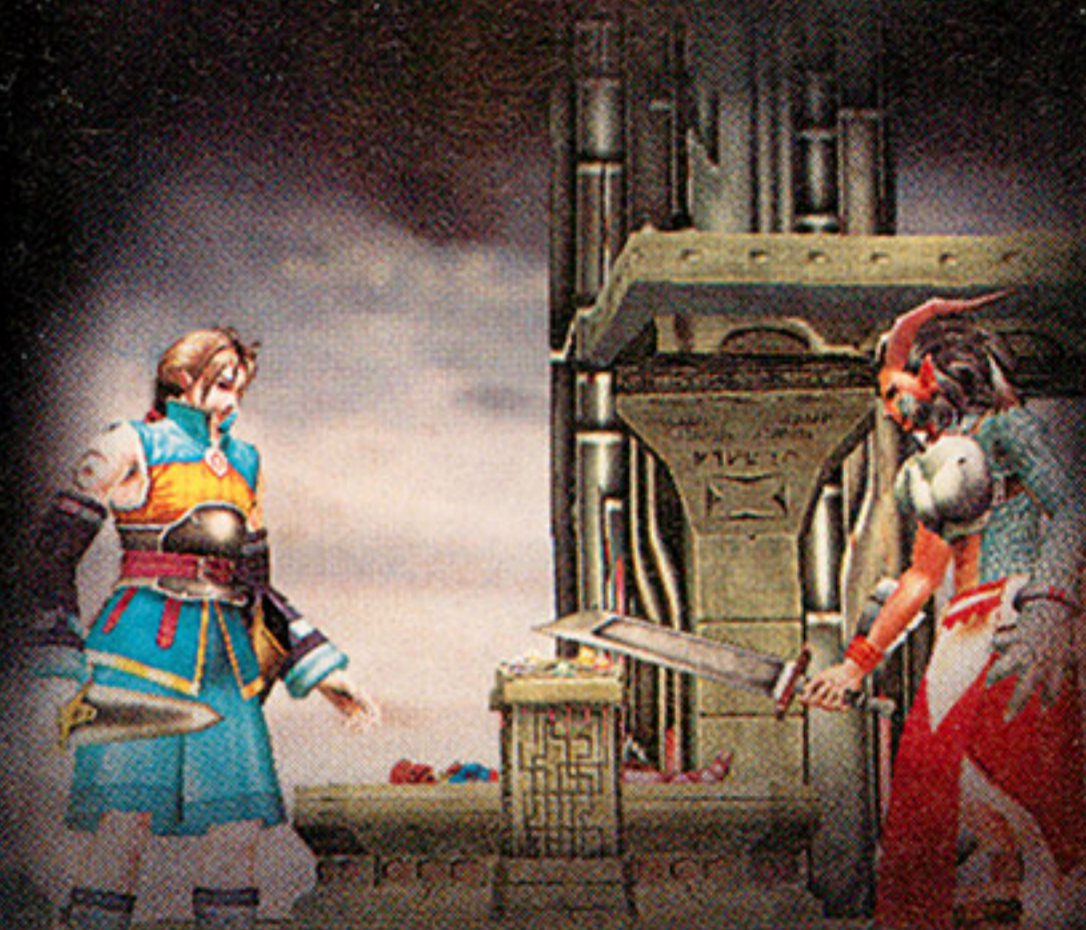


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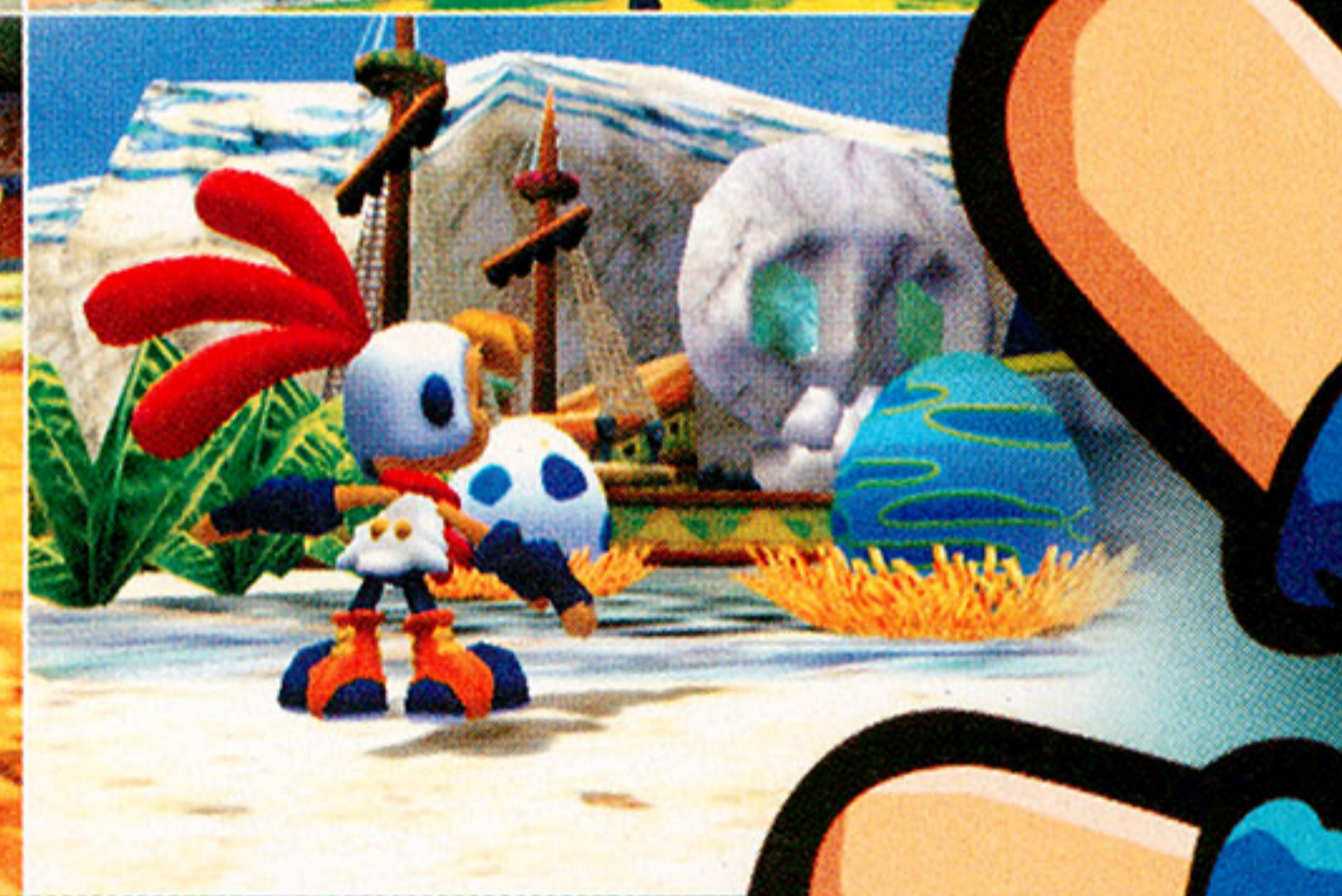
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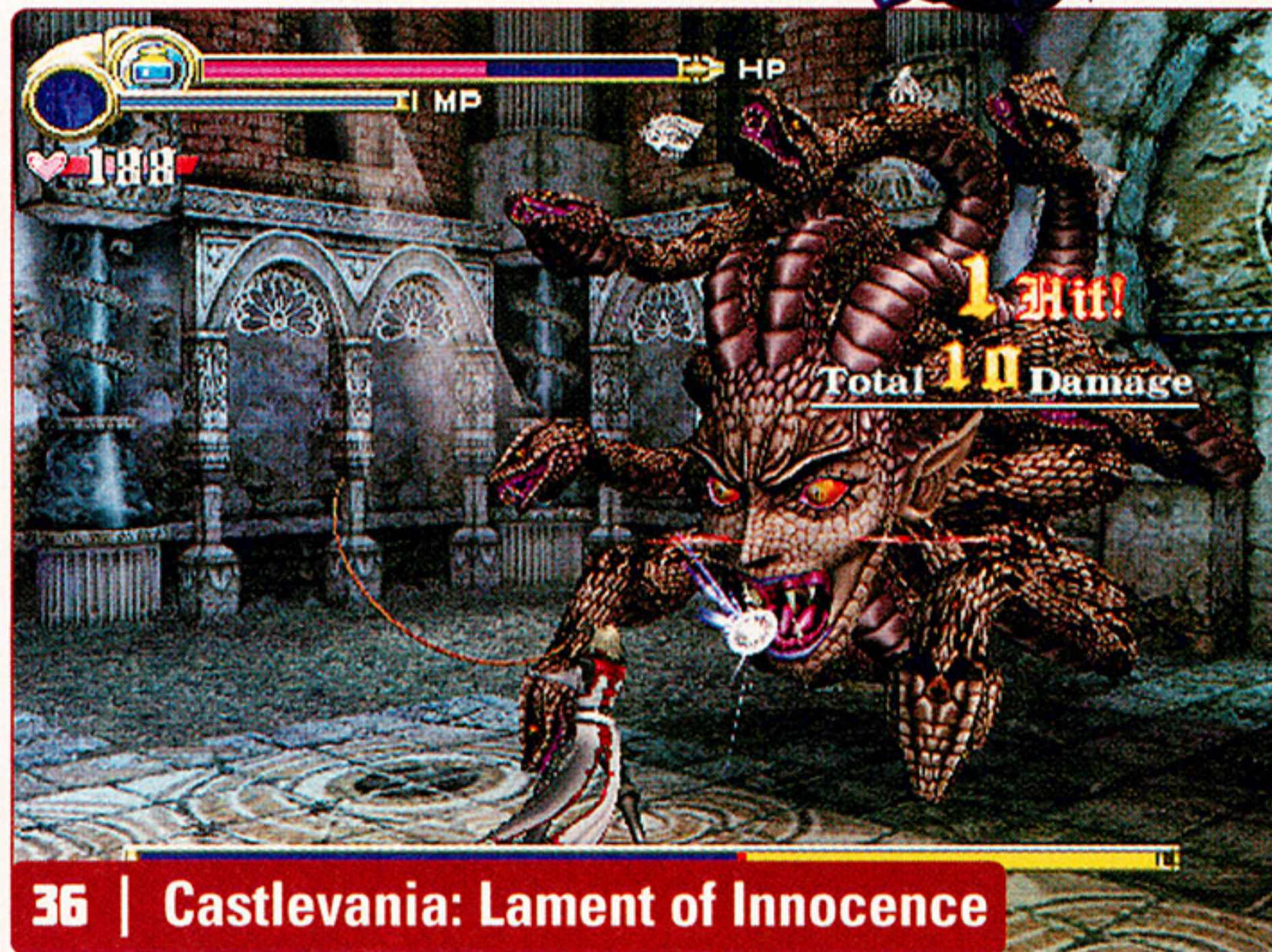
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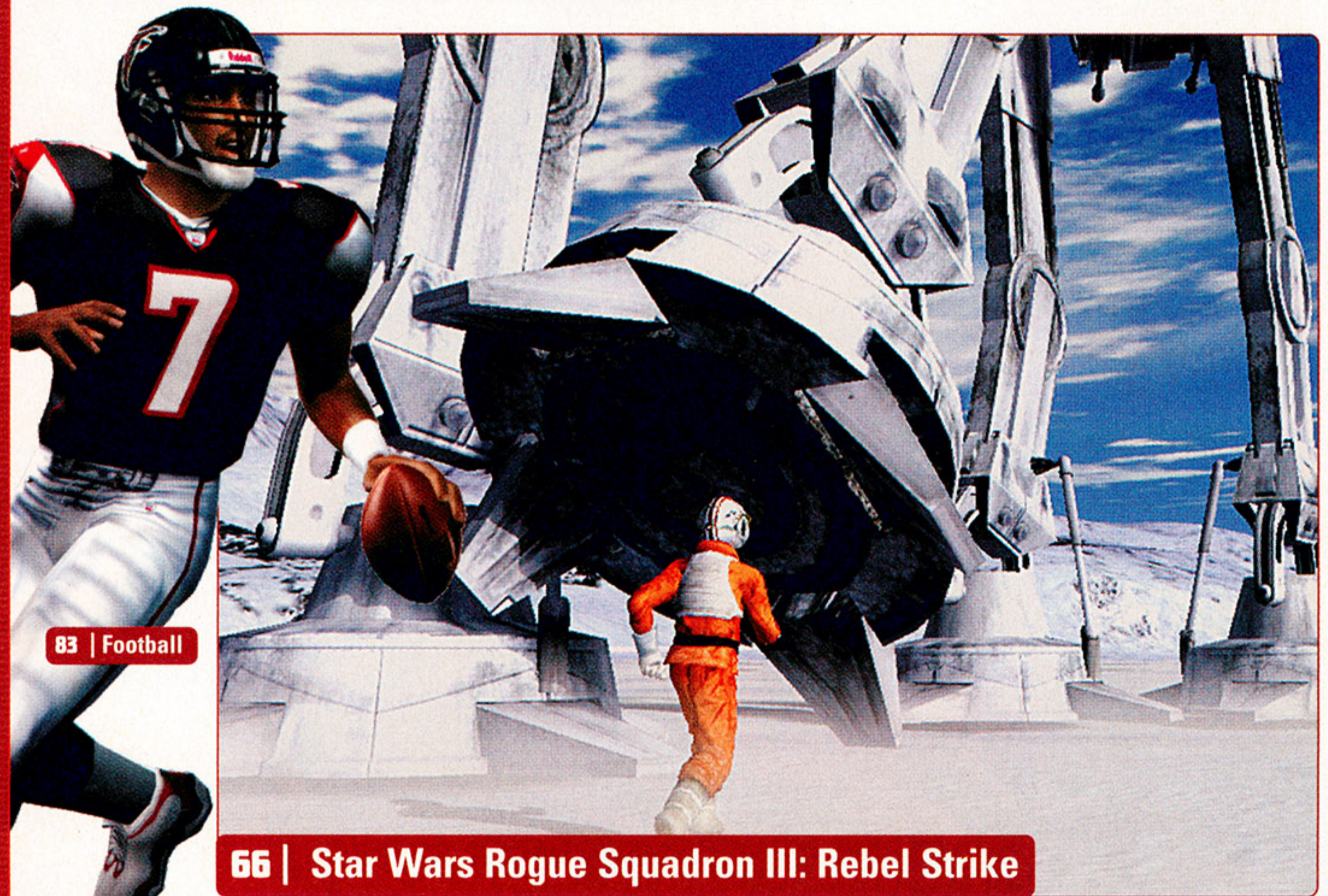
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EDITOR'S NOTE

Japantasmagoric!

GameNOW has got to have the most patient readers in the world. I think we received our first request for more Japan coverage about a year ago, when the new crew started, and since then, we've seen a steady flow of e-mails, message-board posts, and letters, all asking, pleading, imploring—nay, even begging—for more Japan coverage.

Good things really do come to those who wait.

This issue marks the debut of a new monthly column on cool stuff from Japan. It's written by none other than Phil, *GameNOW's* resident cool-stuff-from-Japan expert. It's Phil who gave the column its catchy, kitschy name, and it's Phil who will bring you news and views on upcoming games, imports, anime, and much more from

the Land of the Rising Sun, aka Nippon, aka Japan—aka you better read it.

The fun starts on page 110.

THE NEXT BIG THING

Darwin was on to something when he claimed that species evolve in order to adapt to their surroundings and become stronger, better, etc. In other words, species seek to improve themselves.

GameNOW is sort of like that. We're constantly evolving, adding new things such as the aforementioned Japan column and last month's The Next Big Thing. You'll see this section just after the Hot 10 previews. The Next Big Thing shines the spotlight on what we at *GameNOW* truly feel WILL be the next big thing in gaming. Last month, it was *Ninja Gaiden*. This month: *Karaoke Revolution*. The *GameNOW* staff had a lot of fun with this game, and we're pretty sure you will too.

WIN BIG!

I almost forgot—not only did LucasArts give us exclusive access to *Rebel Strike* this month, it also supplied us with some kick-arse prizes, including a suite of LucasArts games worth \$515! See page 105 to see how you can win.

—Tom



MEET THE EDITORS



TOM BYRON

Editor-in-Chief

Tom wonders if this Game Face rendition of him is just another attempt to compare him to Drew Carey. In fact, there's no comparison: Drew's funnier... looking! (Special thanks to Greg Orlando for making the pic.)



CARRIE SHEPHERD

Managing Editor

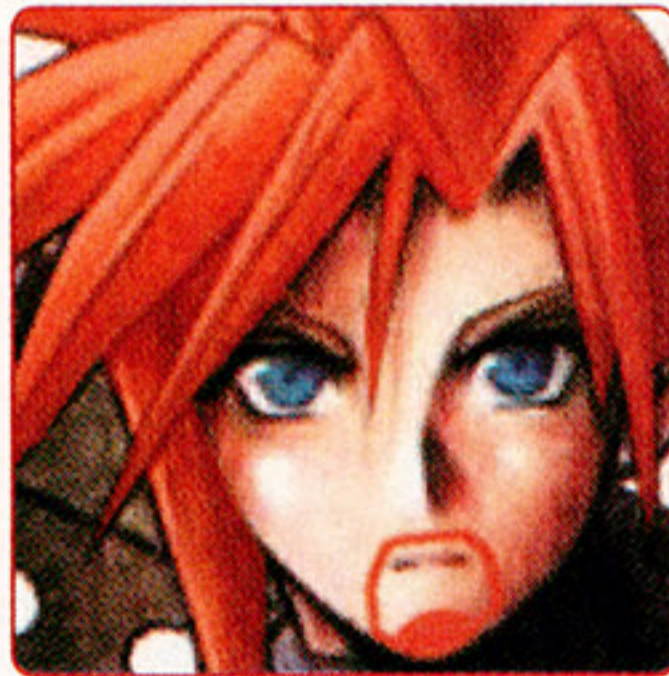
Carrie spent much of the month dressed as a chicken, rolling around giant eggs in *Billy Hatcher*. She's wondering if she can somehow harness the power of regular Easter eggs to destroy all her enemies.



PHIL THEOBALD

Reviews Editor

As you read this, Phil is gearing up for his first-ever trip to Japan. And yes, he is indeed bringing along an empty suitcase to haul home all the games that he's gonna buy. Nerd.



ETHAN EINHORN

Previews Editor

Games are getting more gimmicky than ever, and Ethan's loving it. No party is complete without *Karaoke Revolution*, Sony's Eye Toy, and the Microsoft Music Mixer. Now, if only *Samba De Amigo* could make a comeback....



SUSHI-X

Editor

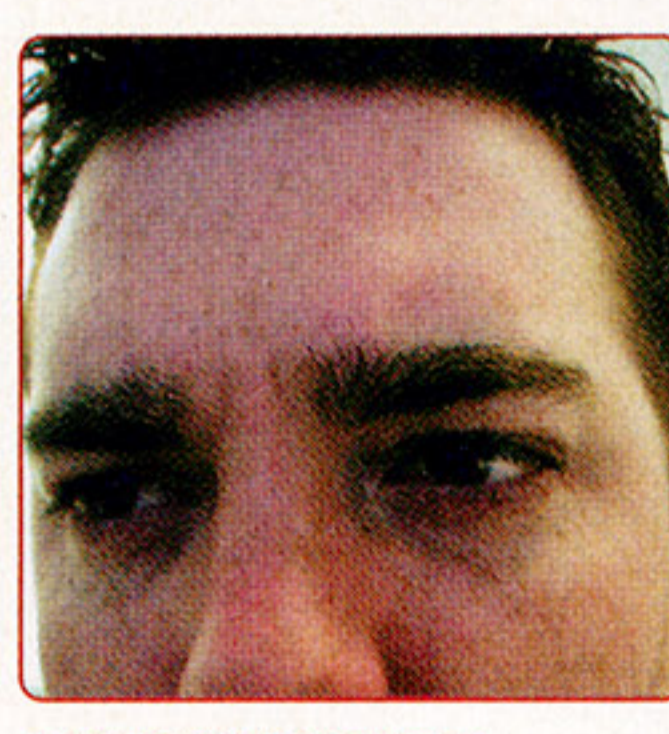
After dealing with *Soul Calibur II*, Sushi-X has felt an incredible calm come over him. He's taking it easy, playing a few games, and cultivating his cactus garden while making home-brewed plum wine. Do you want to try some?



MIGUEL LOPEZ

Strategy Editor

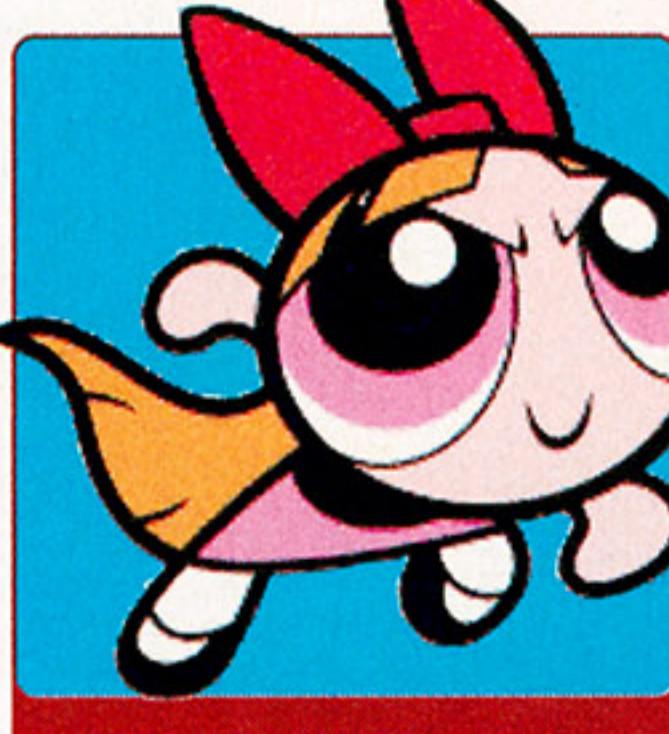
It's been a traumatic month for Miguel. Since *GameNOW* got its copy of *Karaoke Revolution*, it has invaded his nightmares. Ethan's falsetto is not something to be taken lightly.



ANDREW BURWELL

Senior Art Director

Seems *GameNOW's Karaoke Revolution* party scared Andrew away. Not only did he refuse to sing, he took off for QuakeCon immediately after it—during deadline!



NICOLE TANNER

Associate Art Director

Nicole has fun playing *Karaoke Revolution* despite the fact that she hates almost all of the songs featured in the game. How about Tori Amos? Or the Cure? That's some karaoke she could seriously get into.



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JAKEWINDHAM

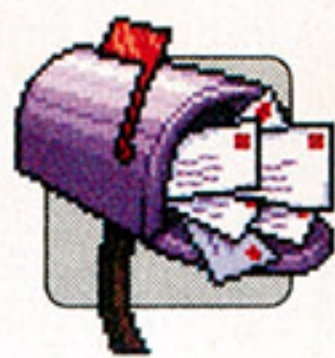
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RANTS & RAVES

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GAMENOW

LETTER OF THE MONTH

SECRETS

I recently stumbled upon these two secrets that I think you guys should know about. The first is in *Super Mario Sunshine* for GameCube. I was toying around with the game because I had everything in it...or so I thought. Since my favorite level in the game is Noki Bay, I play there a lot. Well, this day I was in Episode Three, (Red Coins in a Bottle); I went down to the bottom of the bottle, where there's a ruined castle. At the back of the ruins, I saw two notches big enough for me to fit in.

First, I checked out the left notch, but nothing was there. Then I checked out the right notch. There was a normal-looking door at the end of the notch. It wouldn't open, so I decided to do a little camera trick to see what was behind it, and what I saw really puzzled me. I pressed Y to go into a semi-first-person mode and looked around the door, and to my astonishment, I saw a book lying there. It was a normal-size brown book, just lying there.

The second thing I found was a weird coincidence between two totally different games. In *Super Mario 64* for Nintendo 64, there's a star statue with a plaque on it in Boo's Garden. It says something, but it's blurred. When I first found this out, I thought nothing of it. Then a few years later, *The Legend of Zelda: Ocarina of Time* comes out. When I arrived at the second dungeon (Dodongo's Cavern) as child Link and was about to face the boss, I noticed a stone monument with a plaque on it (it's near the bridge that tells you how to get to Dodongo). The plaque has a funny blurry message on it. I



thought to myself, "Now where have I seen this before?" After months of thinking about this, I finally figured it out. I compared the plaques from *Mario 64* and *Zelda 64* and found that they are exactly the same, scribble by scribble.

Now, could you be so kind as to give me two things: your opinion, thoughts, or solutions on both things, and a statement from Nintendo about the book or coincidences. I would be very thankful.

Kevin Johnson
Address withheld

Yo, Kev, awesome secrets, huh? These seem to us to be the kind of cool little secrets and inside jokes developers like to leave in their games to satisfy discriminating gamers, like the kind who frequent these pages. We'd like to think the book you found has all Miyamoto's game-design secrets in it....

HOORAY FOR NERDS

I would like to protest the persecution of nerds. People dislike, hate, even despise nerds. What I really don't understand is why people say, and I quote someone from my school, "Nerds SUCK!" Then he went straight to one of the school computers and sent an e-mail to his girlfriend. Who invented the computer? Nerds. Who invented e-mail? Nerds. Who makes sure the servers are running, keeps packet data uncorrupted, and removes bugs from almost anywhere in a program? Nerds! I find this behavior appalling. Why tread on nerds when they are the very stone the entire computer and gaming industry is based on?

Also, I quote from *GameNOW* magazine itself: On page 106 of Issue #22, volume 3 you state, "...Nerds are cool." So, I would like nerds to be recognized and this crass insulting to be stopped. Immediately. Thank you for your time.

P.S. I (very unwisely, because I highly disapprove of betting) bet a friend \$20 that I could get this into the Oddball Letter of the Month.

Name withheld
kuu708@hotmail.com

It has been our experience at *GameNOW* that nerdiness gets more appreciated with age. Being able to play high school football is appealing to the ladies when you're 17, but when you're 30, the ladies tend to like the gentlemen who have high-paying jobs (that is, nerds), versus the slobs who sit around all day in bars reliving their glory days (high school football heroes). However, people skills should never be underestimated. So try to get along with the idiots at your school. And yeah, you were definitely unwise to make that bet. We found a bigger oddball this month.

WE A YOUR OS

This is very important to me, so please put this in your mag.

1. Your magazine rocks. It's the best.
2. Why don't you guys ever put *Tony Hawk 4* cheats in the back of your mag?
3. My cousin has a problem. His mom won't let him get a

subscription to *GameNOW*. What should he do?

Kyle Groat
Lake Stevens, WA

1. Thanks. 2. There are some—see page 101. But you need more, don't you? Miguel has failed. Miguel, you listening? 3. Beg, plead, hold his breath, roll around on the floor, scream, yell, or better yet, save up some dough and subscribe himself! And when he gets it, he should hide it in a *Playboy* so his mom won't get mad.

SHENMUSING

Is it true that Sega will release *Shenmue 3*, and it will be on Dreamcast and Xbox?

Noe Vidales
lasombra@mynewroads.com

OK, Ethan. This is really Ethan, right? The official word from Sega is that *Shenmue 3* is not in development at this time and that reports otherwise might reflect wishful thinking. And if you believe it will ever ship for Dreamcast, you must be as gullible as Little Red Riding Hood. The system, great as it was, is as dead as a thing that's been dead a long time.

DON'T HATE!

LOL, I hate you. I just ordered your magazine, and now I found out that it is only 10 bucks, but I paid 20! Why didn't you note in one of your mags that *GameNOW* is going to be only 10 bucks? Well, just tell the public if you're going to change the price. Good magazine, though.

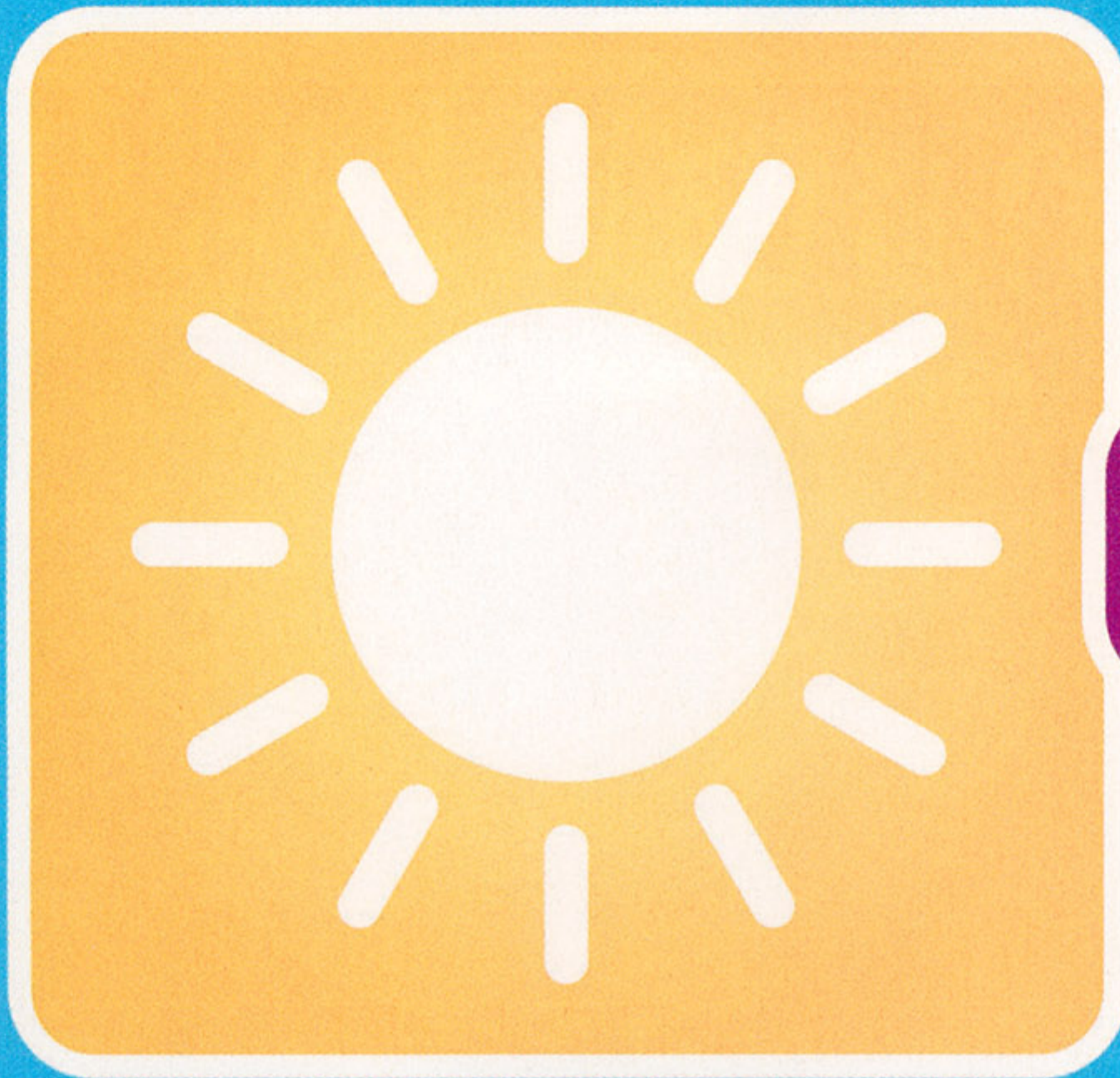
Mr. Bubbles
FungusFeet1928@MSN.com

Hey Mr. Bubbles, you're directing your hate at the wrong people! We just make the thing—some bean counters set the subscription price. That said, *GN* is easily worth \$30 a year, so you got a bargain!

HELP ON THE WAY...

I have two things to tell (ask?) you. First, what the heck is an MMORPG (MMOFPS)!? Second, I need help in *Lord of the Rings: Two Towers* for GameCube. Could you help me get through the breached wall? Thank you for doing this.

Zach Fitting
Greenacres, WA

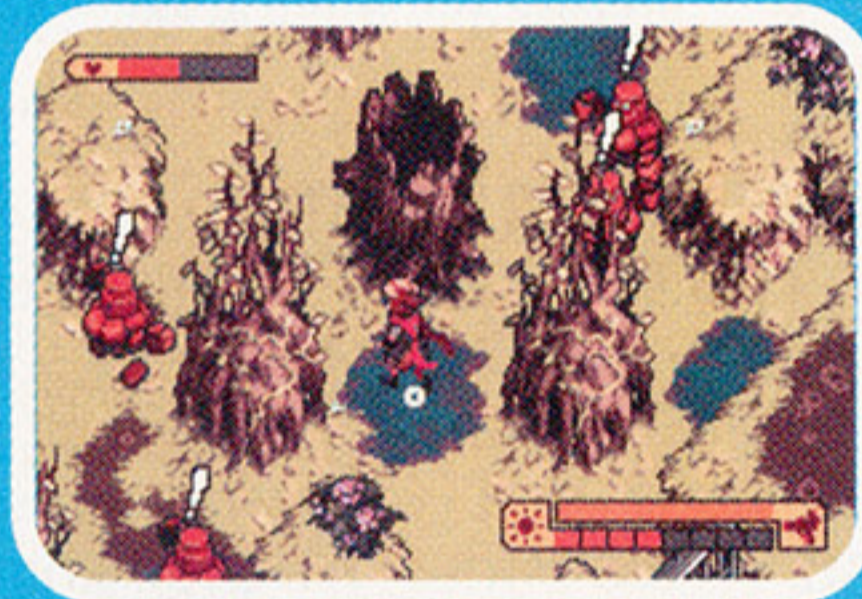


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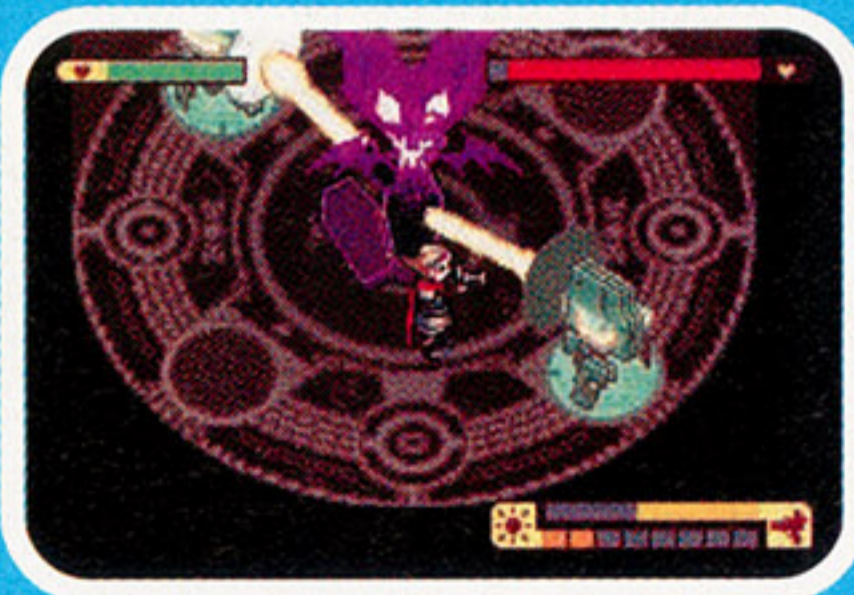
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Wow, Zach. I bet a lot of people make *Green Acres* jokes when they find out where you live. We won't do that, though. We'll make fun of the way you spell your name! Zach! It's spelled ZACK—"Zach" looks like the sound you make when someone tells a joke when you are drinking and you get milk in your nose....

Uh, anyway, MMORPG stands for Massively Multiplayer Online Role Playing Game—a great example is *EverQuest*, where tons of people can pretend they are in a fantasy world together at the same time.

The breached wall: Come here as a Level 6 or above and outfitted with the best range weapon available. **DON'T LET THE ORCS TOUCH THE DOOR!** Use your arrows (or axes) to knock out the first onslaught. As the orcs get closer, including the trolls, use your combos! To take out the catapult, destroy the front, left, and right sides. Don't waste time killing orcs, except to defend yourself.

DISSIN' NECRID

Hey, what's the deal with you guys dissing Necrid's look in your July issue's *Soul Calibur II* coverage? Did you guys somehow overlook the pointy-hatted, thermal-underwear-wearing elfin lad on the previous page? I do

agree with you about Spawn's astronaut foot, though. I'm a fan of Spawn, but seriously, where the hell did that thing come from?

Kragan Moore
DangerAardvark
@aol.com

Let's face it, when it comes to making fun of fighting-game characters' looks, there's plenty to go around—we just don't have enough pages to dish out all the taunting deserved. We can't get enough *Soul Calibur II*, though. We've had to pry it out of Miguel's hands repeatedly.

MATRIX LOVER

I played through *Enter the Matrix* (which you gave a C-) twice and found only minor cinema bugs and one guy spinning like a ballerina in slow-motion when I shot him in the head with a sniper rifle. Now, you see, I was playing on my GameCube. I didn't walk through any walls,

the graphics were rather decent, and I am deeply sorry to tell you that I think your rating is very unfair. Now, the story would be WAY different if the review was of the PS2 version, but I loved *Enter the Matrix* and cannot seem to find all these bugs you mention. Yes, I do think the game needed another look by the developers to smooth out the minor errors, but I think the game should have received a B instead of a C-. Please play *Enter the Matrix* on GameCube and find out where all these "bugs" are in certain points of the game and mention them in a small section of your mag, so I can find them and agree with you guys. And, you guys rock!

Jeff (took the red pill)
netwarrior606@hotmail.com

Dude, our review of *Enter the Matrix* is of the GameCube version. It's janky and mediocre. Deal.

WANTED: REAL DATES

In your Hot 50 Games of Fall 2003 issue (GN #22), four of the games you mentioned were *Super Mario Advance 4: Super Mario Bros. 3* (28), *Tony Hawk's Underground* (25), *Mario & Luigi* (18), and *Final Fantasy X-2* (6). I was wondering if you knew the release dates of these four titles (please don't just say "fall 2003"). And just because everyone else says it, YOUR MAG ROX.

P.S. I am SOOOO happy someone else likes *Sprite Remix* (Hot or Not, GN #22). Everyone else I talk to says it's disgusting. Thank you.

Mike Dunphy
Fond du Lac, WI

Hey Mike, we hate to say it but...FALL 2003! If you head to your local game store, you'll find "official" release dates, but these change pretty frequently. For the record, as of press time, the dates are *Super Mario Advance 4*—October 21; *Tony Hawk's Underground*—October 28; *Mario & Luigi*—November 17; *Final Fantasy X-2*—late November or early December.

CAN'T COUNT, EITHER

Yes, I'll admit it. I am not very good at certain FPS games (*CS* and *SOF2* mainly). But that doesn't mean I don't like to play them. If you can't learn to do something well, learn to enjoy doing it poorly. Anyway, there are three main reasons I'm writing today: I finally agree with Ethan that *Shenmue 2* was the best game of 2002 (I had to play through it a second time),

OddBall Letter of the Month

LONG-LOST GOAT—ER, SON

I have read your magazine for the past year or so, and I would like to let you know I think your mag is the best. Most of all, it's because you employ my dad, Phil Theobald. That's right, Dad, I've found you after all these years. Me, your half-human, half-goat son.

I admit I've had some trouble typing with these hooflike hands, but I've learned. Me and my goat mother moved up to British Columbia. It's colder up here and we like it. I just wanted to contact you, Dad. Why have you never come to visit? WHY?

Phoat Theobald
British Columbia, Canada

NO-LONGER-DEADBEAT-DAD PHIL THEOBALD RESPONDS: Well, son, after finally moving to San Francisco from Chicago, I've become too accustomed to the warmer weather to return to a colder climate. Also, my duties at *GameNOW* leave me precious little time for personal travel. Still, I haven't forgotten about you and your mother. Look forward to monthly shipments of goat cheese and tin cans to chew—I'm no deadbeat dad. And please tell your mother that she's the only goat for me.

and now that I've finally played it, *Wind Walker* is an AWESOME game.

Tom Brown
sonofek2@hotmail.com

Tom, do you realize you wrote to a national magazine to admit you suck at some games? That's weird, dude. Agreeing with Ethan is also weird, but in the case of *Wind Walker*, we agree, too. And hey, where's the third main reason you wrote to us?

EVER RANTING

The game formerly known as *EverQuest* can now, surely, be known as *EverDev*. Or perhaps even *EverBetatest*. In some countries, it's even known as *EverBroken*.

I'm talking about the latest blunder known as the "Preorder Lost Dungeons of Norrath" bug. The bug causes level 65 characters with hundreds of AAs and elemental armor to be reduced upon death to level 50 characters. That means no AA points, you can't loot your level-65-only armor, and getting rezzed puts you at level 51.

Why? Preordering LDON unregistered all of your expansions, placing you in "Original EverQuest," where the max level is 50.

Visiting the technical-support board, you're overwhelmed by people saying they've been waiting 15-plus hours for responses from GMs (supposedly, they're able to fix

it in-game...if you ever get a GM—which is never).

We are tired of testing *EverQuest* for its developers.

We are tired of the fact that the test server isn't really a test server, it's a place to put new stuff before they send it live...broken or not.

We are tired of the fact that years after this game was originally released, the developers still have no clue what they're doing.

Guess what. It happened in *Planetside*.

Guess what. It's going on in *Star Wars: Galaxies*, too.

Guess what. It's going to happen in *EverQuest 2*, as well.


It's time to stop touting *EverQuest* with nifty screenshots and great reviews about how wonderful the graphics are. Start telling the world what's really going on.


Oh yeah, the servers are down again. I guess they're going to roll us back a week to fix the problem they caused...tell it to the world!


Chris Zangarine
chrisz@bass-trigon.com

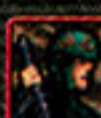
One word: DARK AGE OF CAMELOT. OK, that's four words, but whatever. The point is, if EQ isn't cutting it for you, leave. Supporting an MMORPG can be a formidable task, one that might topple the likes of the Hulk, Gandalf, and Master Chief put together, and we're sure Verant is working hard, but if enough people actually walk, we expect that they'll up the customer service. That's why capitalism took

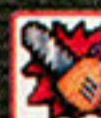
IF YOU COULD CHOOSE ONE VIDEOGAME CHARACTER TO BE REAL, WHO WOULD IT BE?

 **jsn02682**
Posted On 07/29/03
I can't decide.


 **master_newb**
Posted On 07/29/03
ok, I would pick cloud, because it would be funny to walk past some guy with pointy blonde hair wearing a funny uniform with a big sword

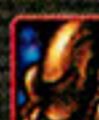
 **master_newb**
Posted On 07/29/03
no, wait! I would chose Tony Hawk!!!...oh...never mind


 **Carnesaur**
Posted On 07/29/03
I would be solid snake cus he just so so..... i dunno whats the word im looking for?

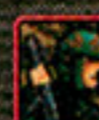
 **negative_spaceX**
Posted On 07/29/03
Seriously? Lei-Fang from


DOA. I think you should know the reasons.


 **Dog-money**
Posted On 07/29/03
I'd say Kefka, because the world needs to die.
... well, all I know is that I wouldn't pick any female in the pantheon of videogames thus far; I'd hate to see what all of these top-heavy "beauties" look like at ages 50, 60, and so on.


 **IlikeTowelie**
Posted On 07/29/03
I would say the Master Chief and Cortana from Halo.

 **Cometdawgee**
Posted On 07/29/03
Kirby would have 2 be it and remember the more u suck the better u r

 **Carnesaur**
Posted On 07/29/03
i changed my mind i want to be sonic! look out when he storms through! sonic the hedgehog!

 **Crimson_Flash**
Posted On 07/29/03
How about Vivi?? or even Glover. I know the game sucked, but a living glove... weird.

 **2devilhunter2**
Posted On 07/29/03
Dante Snake or Zell

 **neoes25**
Posted On 07/30/03
Solid Snake all the Way! He has a mullet!

**Be part of the action!
Voice your opinion on our message boards at
www.gamenowmag.com.**

more than a few brain synapses trying to decide—and god knows, we don't have any to spare.

MOST WANTED GC GAME

Well I am shocked! In your "Most Wanted of 2004" article in issue #22, you left out your "Most Wanted GameCube Game of 2004." I don't know if you editors forgot it on account of *Soul Calibur II*, but I would still like to know your most wanted GC game. I know you're not biased and have no signs of fanboyism and that you respect GC like all the other systems, but I was just surprised that you left GC out. Thanks a lot. Peace out.

P.S. You probably guessed that I'm a Nintendo fan, but I do respect the other systems.

Ryan Laforest
hockeydude2k2@cogeco.ca

It may have looked like we were slighting GameCube by not mentioning a Most Wanted GameCube Game on our 2004 list. But the real deal is that Nintendo is so tight-lipped that we're sure they've got something up their sleeves that we don't have any info on yet. Curse you, secretive Nintendo!

KEEP THE GBA?

Your answer to question #2 in the Get It Already! letter (*GN* #23) is incorrect. You need a GBA to use an e-Reader, so there is a reason to keep a GBA.

Sean
Alienmaster51@aol.com

Au contraire, Sean. You can use the e-Reader with the SP, but we admit, it is a little awkward, so if you're a big e-Reader user and can't hack it, there is a reason to keep your GBA.

WRITE US!

E-mail us at:
Game_Now@ziffdavis.com
Or send us snail mail at:
**101 Second Street, 8th Floor,
San Francisco, CA 94105.**
Letters should include name and address and may be edited for clarity and space.

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over the world—it gives us consumers a choice!

ANOTHER ANNOYING SIDEKICK

In the Fan Club section of *GameNOW* #20, you listed the Top 10 Annoying Videogame Sidekicks. Well, I have an 11th entry for that list that could probably be the No. 1 most annoying videogame sidekick: Sue from GameArts' *Grandia*.

First, she always wants to follow you wherever you go. Then, when you're going on a trip overseas to start your adventure, she has a tantrum because you won't let her go due to her age. Next, she stows away on the boat and causes you to get in serious trouble. From then on, she annoys you, gets you into trouble, and talks down to you (how's that for a best friend you grew up with). After you've traveled halfway around the world, she says that she wants to go home. You must then use your extremely rare single-use-only item to send her back home, leaving you with almost no way to continue.

At least Aeris had a good reason for not continuing, being dead and all. Sue, on the other hand, leaves in the middle of all the action just because she "doesn't want to play anymore." How's that for annoying?

Name withheld
DMajorBoss@aol.com

Yeah, that's annoying. There is no shortage of annoying sidekicks. And remember those two annoying sidekicks in *Daikatana* who just keep getting killed and ending the game? They suck, too.

WHO'S DUMB?

You guys are so dumb. You don't know anything about *Nights* [sic] of the *Old Republic*. I thought you guys were actually smart. In your July issue, you said that *Nights* [sic] of the *Old Republic* was based on the *Dungeons and Dragons* D20 rules. Well, let me tell you, *Star Wars* has its own RPG called *Star Wars* role-playing game. In the game, you can be a fighter, Jedi night [sic], scoundrel, technician, scout, and many other different classes. So that's all I wanted to say. Oh, ya ur mag rocks.

P.S. Just kidding, it doesn't.
Dan Jaffe
guslov356@hotmail.com

And where do you think the rules for the *Star Wars* RPG came from? It's all based, one way or another, on the

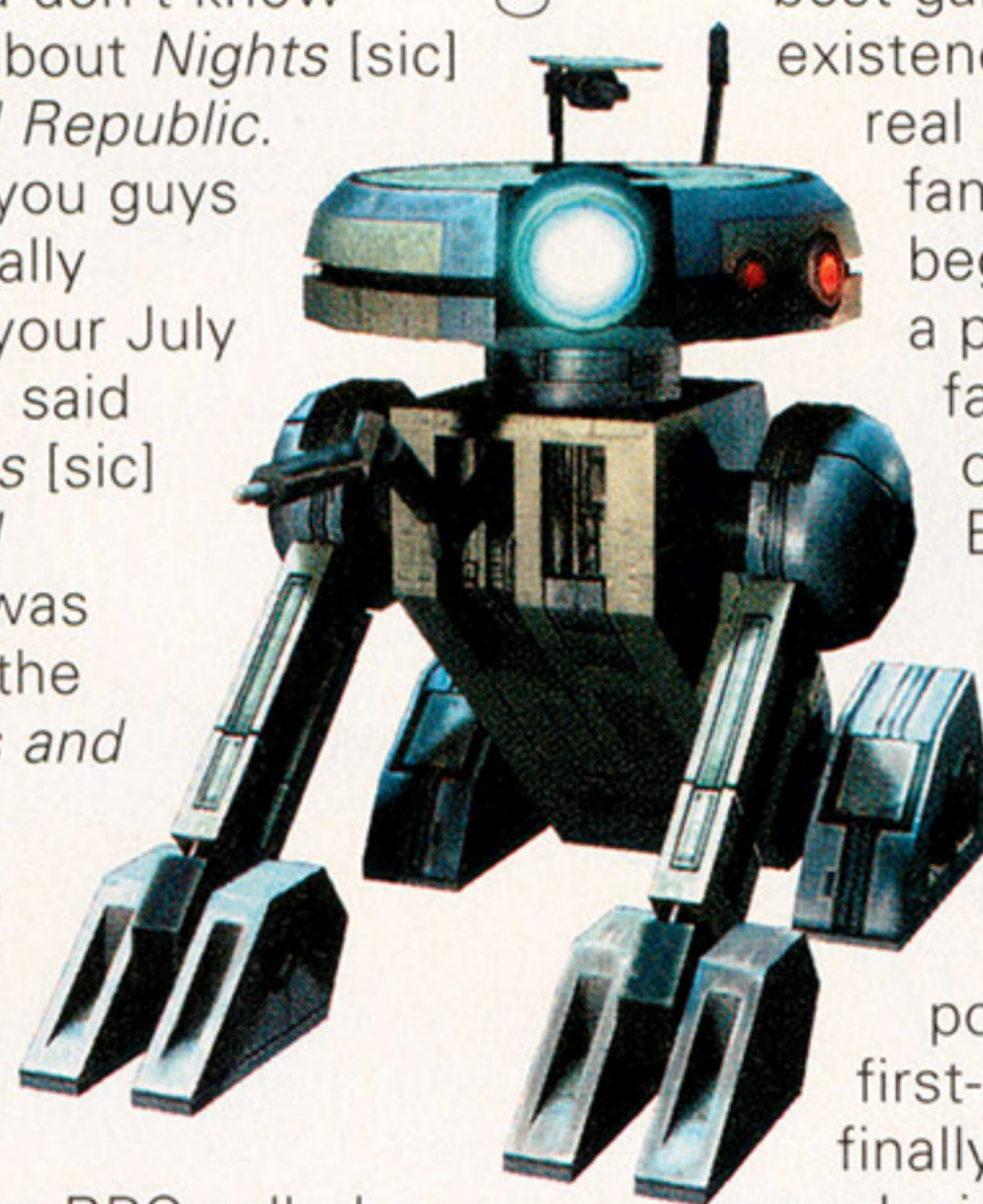
work of Gary Gygax and the original *D&D*. So chillax, fella. And the game title is not about evenings, but rather fighting guys. It's "Knights" with a K, you dummy.

JEDI NIGHT???

NO FAN OF FANBOYS

First things first: Congratulations on the best gaming magazine in existence. Now for the real topic of my letter, fanboys. I can't even begin to fathom why a person could play favorites and stick to only one console. Each console has terrific aspects about it: PlayStation 2 with its large library of games, GameCube with powerful and terrific first-party games, and finally Xbox with great exclusive games. I have a dream that one day PS2 fanboys, Microsoft fans, and Nintendo fanboys may sit together at the table of brotherhood and and all play a few games of *Super Smash Brothers Melee*, *Halo*, and *Grand Theft Auto: Vice City*.
Matt Stephens
Denver, CO

Amen, brother. Thank god we at *GameNOW* don't have to choose just one system to play on. We'd surely fry



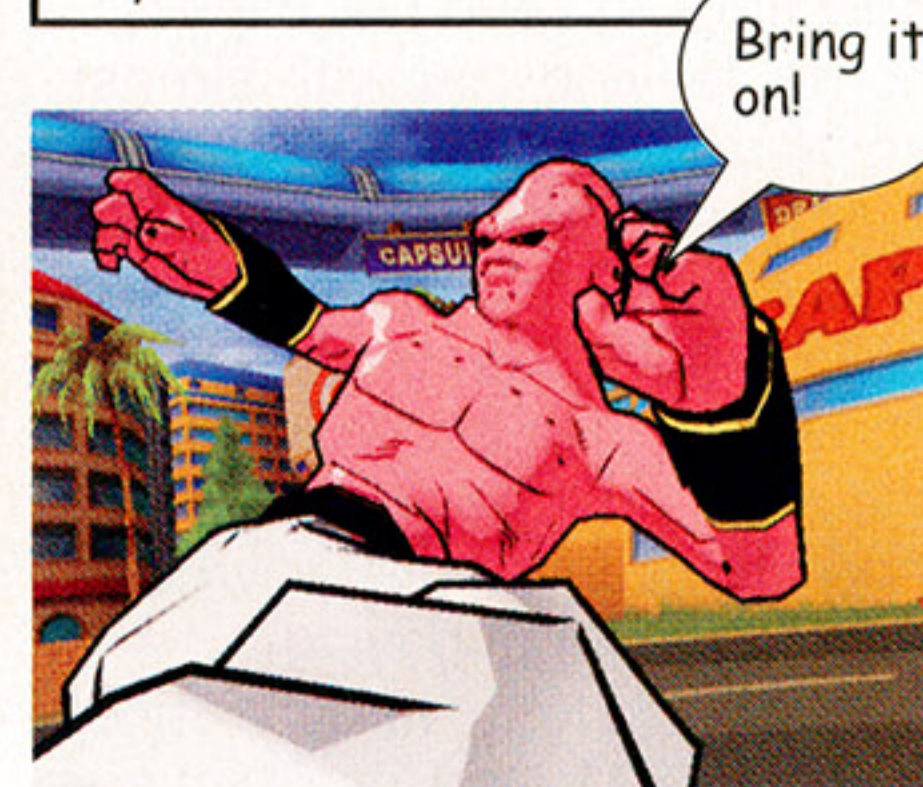
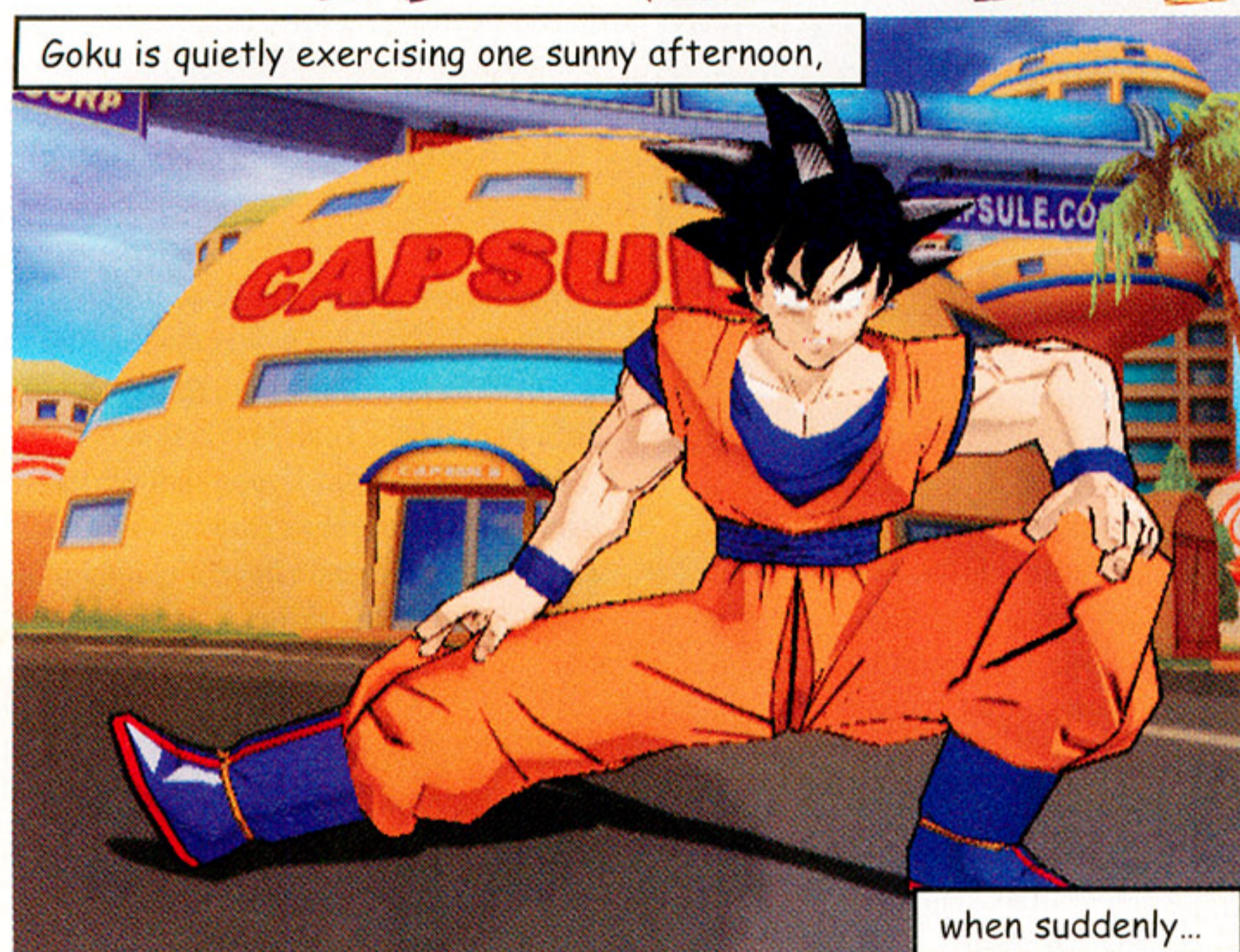


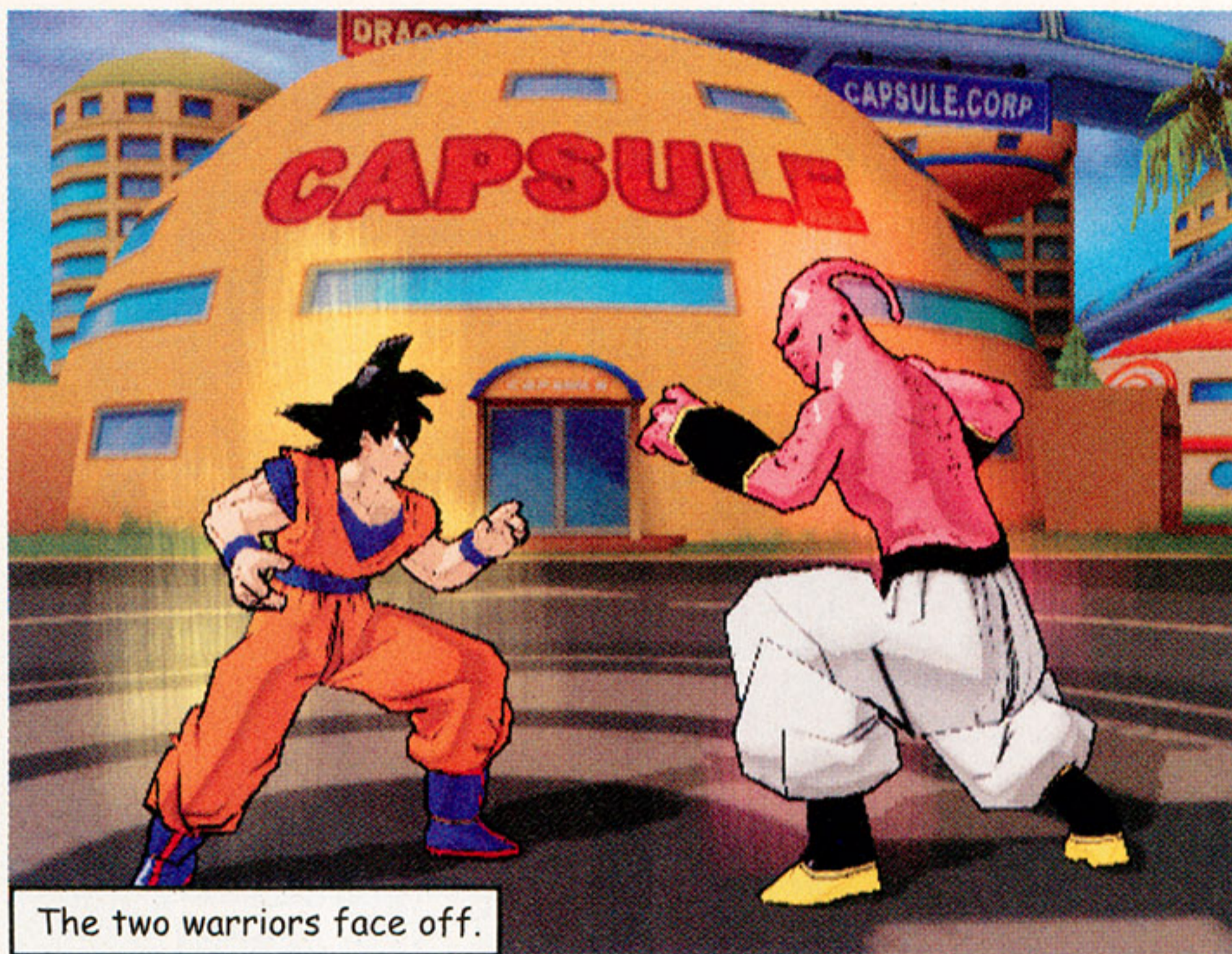
GALLERY

DRAGONBALL Z

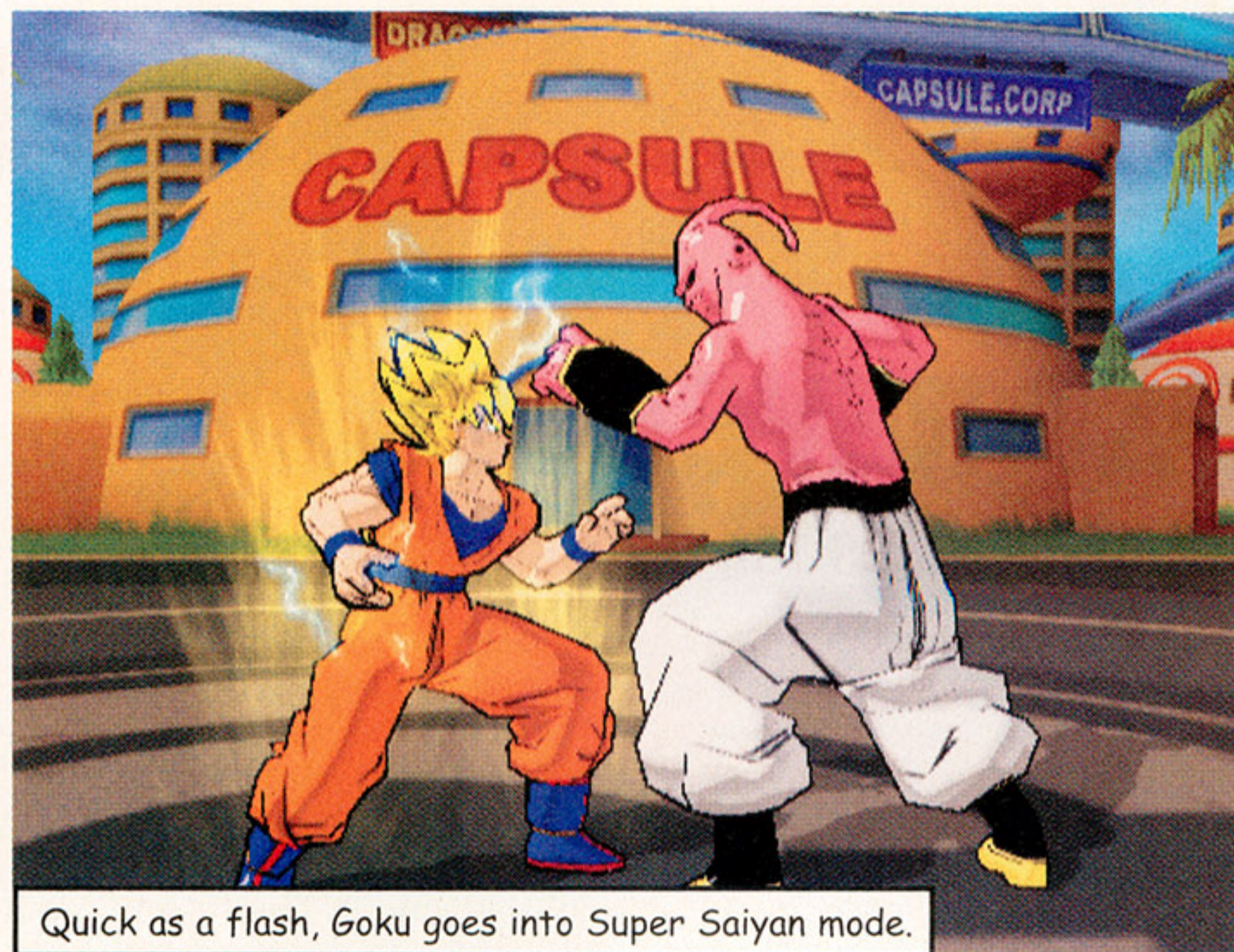
BUDOKAI 2 武道会 2

DBZ is back and it's better than ever. Atari's *Budokai 2*—slated to ship for PS2 this December—features 34 ultra-cool cel-shaded characters, fluid controls, and a fighting system that makes you feel like you're in the anime series. For this issue's Gallery, we thought we'd have a little fun with our exclusive screenshots. Join us now as the nefarious Buu challenges hero Goku to a little one-on-one....





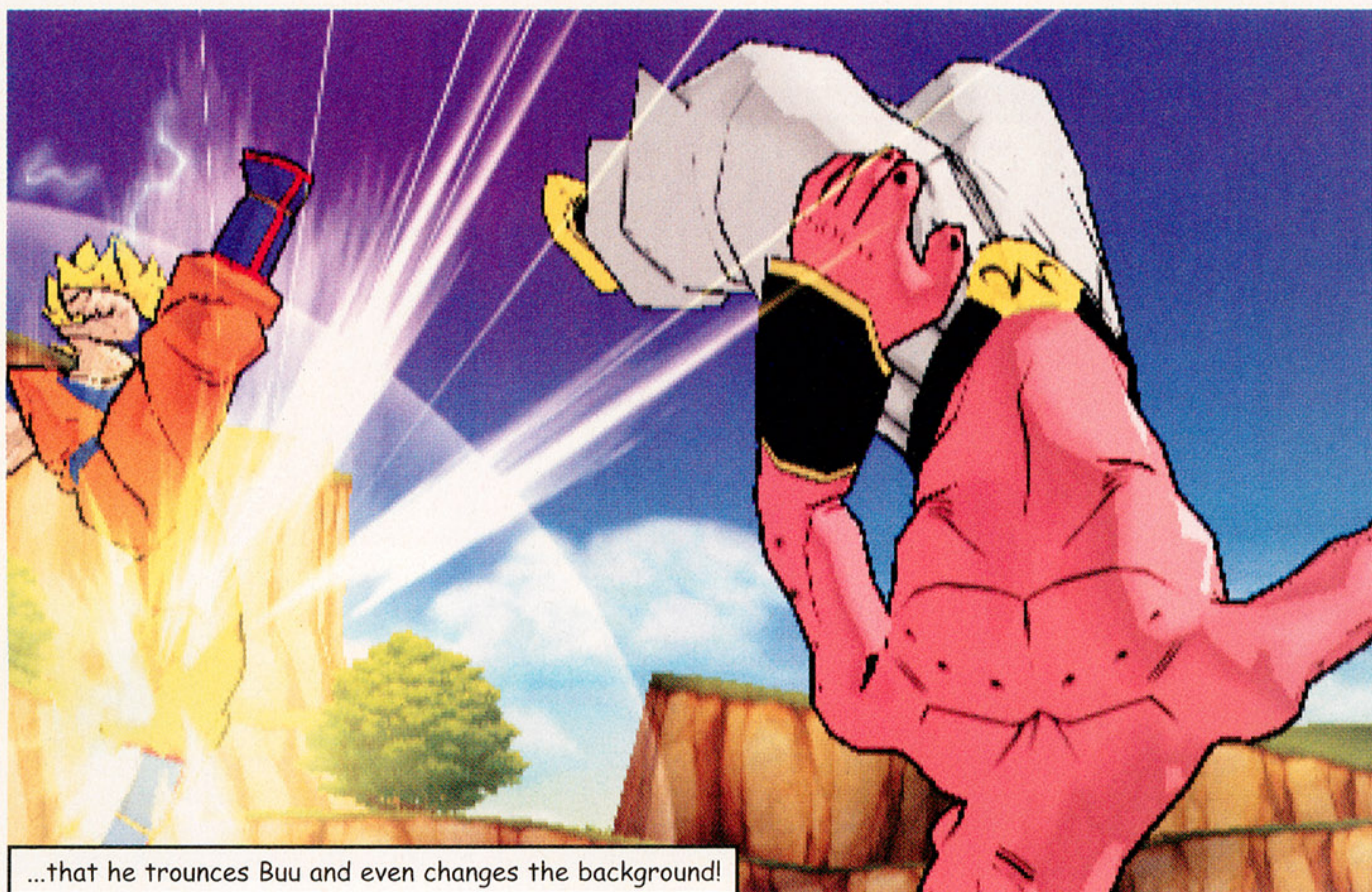
The two warriors face off.



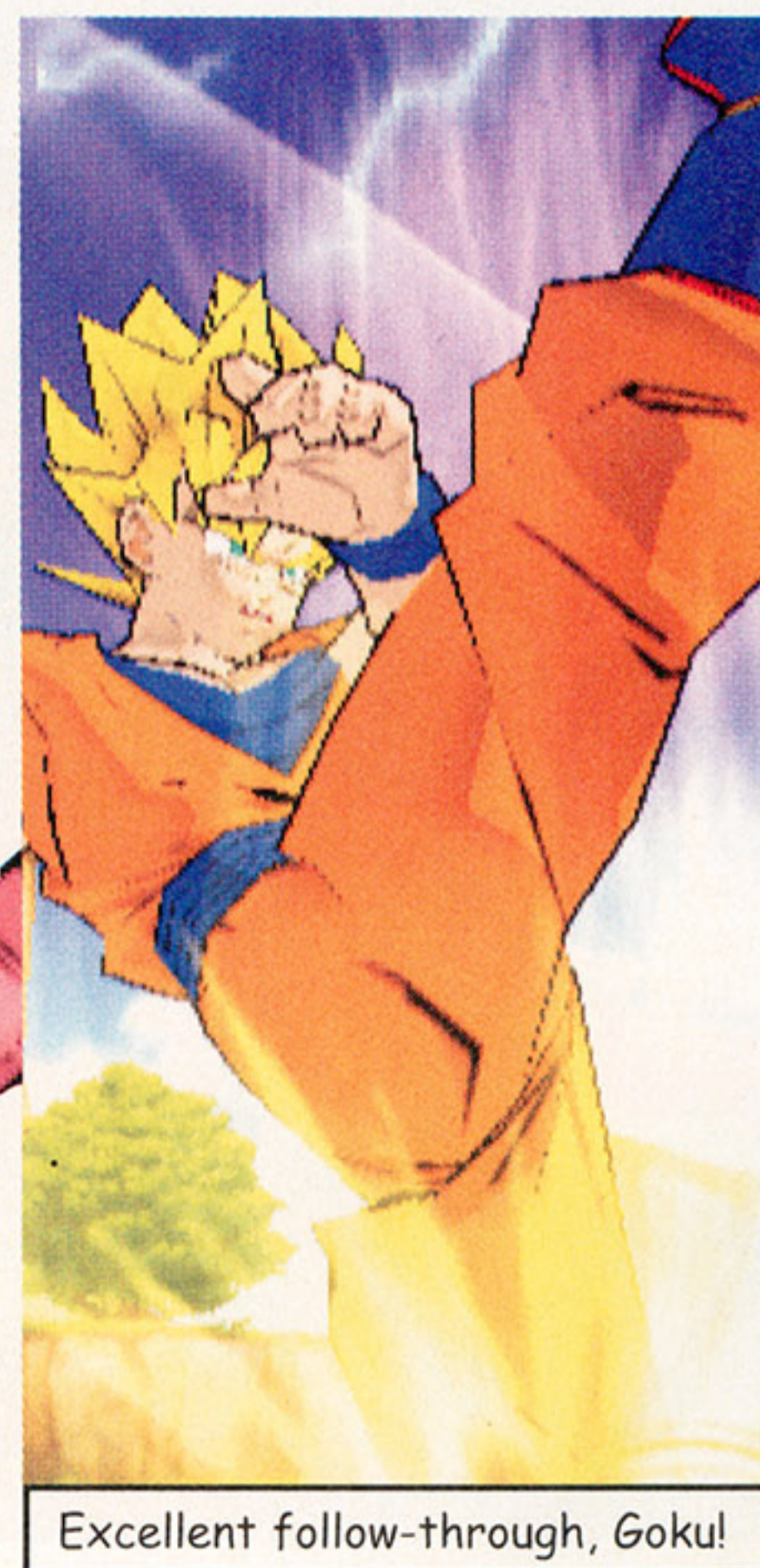
Quick as a flash, Goku goes into Super Saiyan mode.



He executes a mighty kick so powerful...



...that he trounces Buu and even changes the background!



Excellent follow-through, Goku!



NEWS NOW

Tidbits and info you need to know

PSP REVEALED

Sony releases full specs of handheld

The PSP portable system is already shaking up the electronics world a year and a half before its planned arrival. Sony recently disclosed a more complete specs list than what was shown at E3, revealing the chips and capabilities inside what will be one powerful handheld.

Sony claims the four chips at PSP's heart—a 32-bit CPU, a separate Media Engine for video and audio playback, and two graphics chips for handling geometry calculations and 3D

rendering—will let it crank out 33 million polygons per second. That's half the quoted figure for PlayStation 2, which should draw some impressive images for PSP's small screen. The CPU, in a funny reminder of how fast technology is moving these days, will perform 2.6 billion floating-point calculations per second—better than Dreamcast's CPU.

It's clear Sony also wants PSP to do more than just play games. The 1.8GB Universal Media Disc format looks like it will become a medium for music and movies as well, since the system has powerful built-in audio and video playback capabilities. It supports the H.264 video codec, which will fit a two-hour DVD-quality movie on to one UMD (or four hours of broadcast-quality video), while the sound chip is capable of 7.1-channel surround sound.

PSP also won't need a link cable. Sony is building in infrared communication and 802.11 wireless LAN support, so you'll be able to connect two or more PSPs just by having them in the same room. The LAN support also means the system will be able to access the Internet if it is

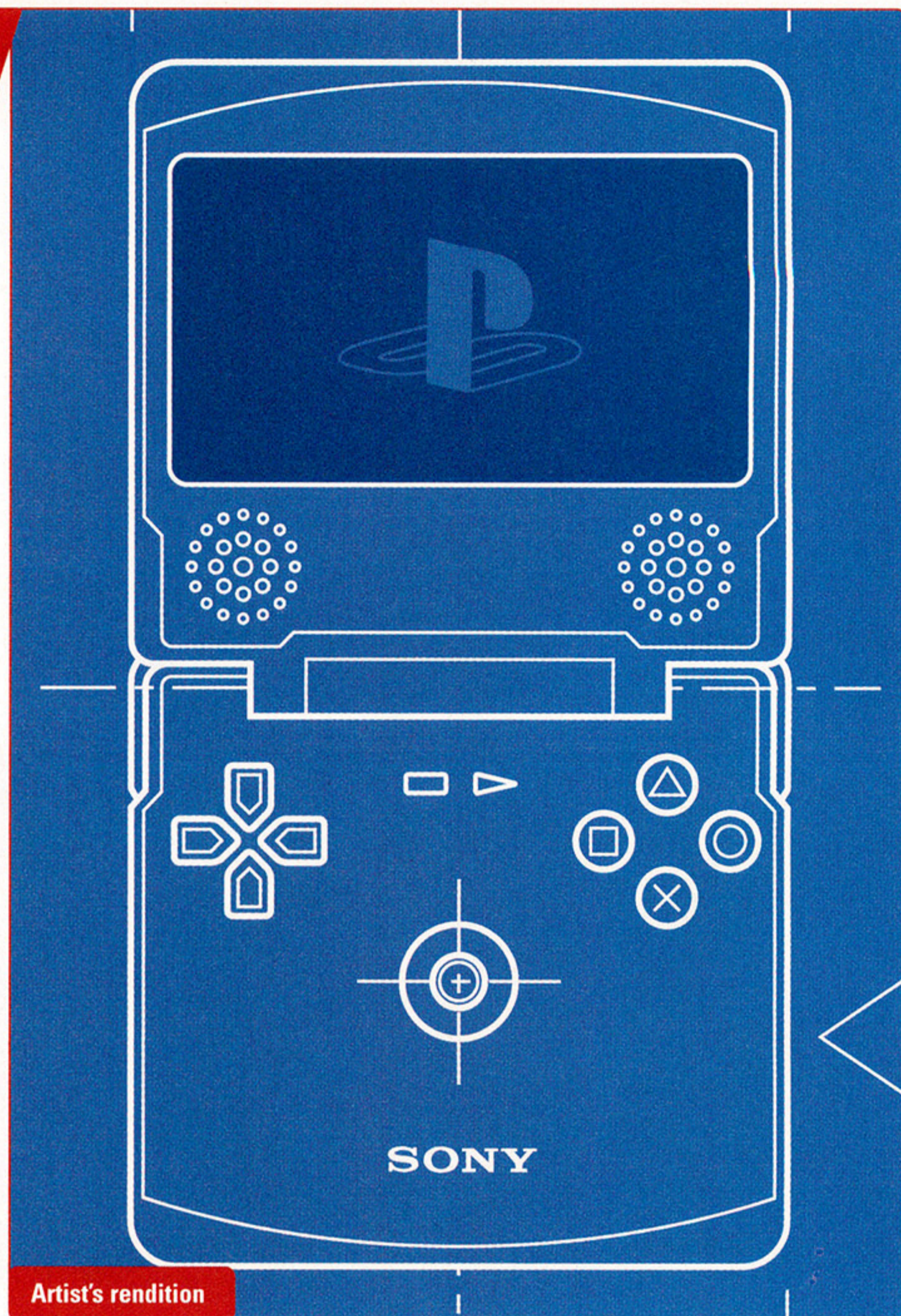
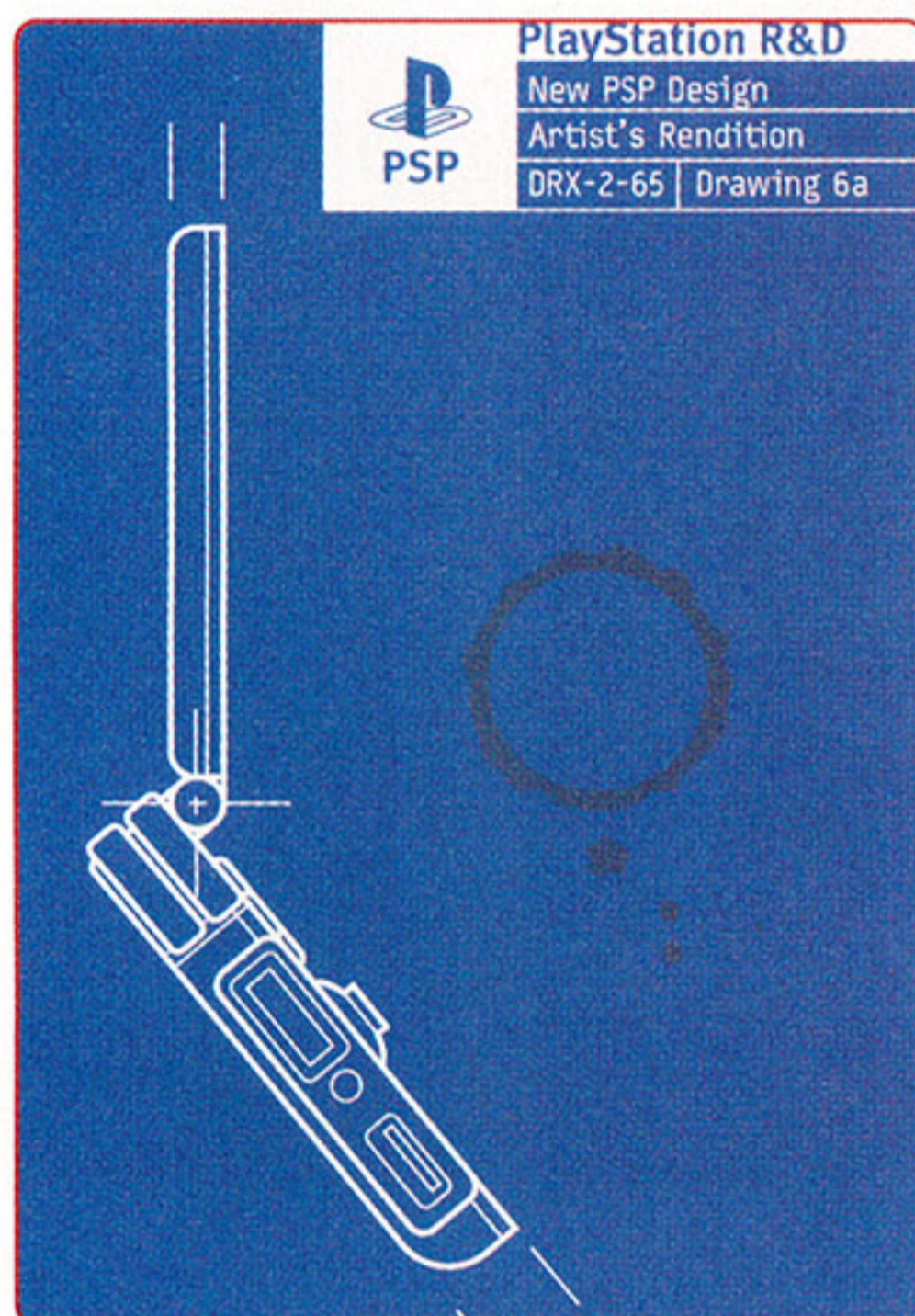


Illustration by Nik Schultz



near a wireless access point.

For all these new features, though, it should control just like a PlayStation. The interface will include two shoulder buttons, four face buttons, and an analog thumbstick. We'll see how those features fit together into the total package at next year's E3, where Sony will unveil the

finished hardware. E3 should also bring answers to some of the remaining burning questions: "How long will the batteries last?" and "How much will it cost?" The first PSP games will then debut at the Tokyo Game Show in September 2004, just a few months before PSP ships worldwide.

GOOD OL' DAYS OF GAMING CELEBRATED

Classic Gaming Expo brings golden age to modern gamers



Despite its reputation as a show for those who love to relive the past, August's Classic Gaming Expo offered a couple of modern-day announcements. Midway will release *Midway Arcade Treasures* for PS2, GameCube, and Xbox this November. It's a collection of more than 20 arcade

classics, including *Rampage*, *Smash TV*, *Klax*, *Paperboy*, *Gauntlet* (with four-player support), and many more.

The classic Intellivision system is also making a comeback in the form of an upcoming collection of games for PS2 and Xbox. This collection will feature—hold on to your hats—more than 70 games from the classic machine.

This year's surprise guest was the father of videogames (and Atari founder) himself,

Nolan Bushnell, who made his first appearance at CGE. Other guests of honor included former Activision programmers Steve Cartwright, Garry Kitchen, and David Crane (creator of *Pitfall*).



From left to right: Steve Cartwright, David Crane, and Garry Kitchen.

EIDOS SHOWS CORE THE DOOR

Moves Tomb Raider development to Crystal Dynamics

Tomb Raider: *The Angel of Darkness*' late release and questionable quality has cost its developer the job of handling Eidos' biggest franchise. Core Design is off the series, while Eidos has handed Lara Croft over to Crystal Dynamics, developer of the *Soul Reaver* series. *Tomb*

Raider will be undergoing a complete overhaul, with the next game not due until 2005. As for Core, it now has no announced projects in the works, and its future remains uncertain. Maybe the team members can make more narcissistic videos of themselves.

FULL THROTTLE 2 JOINS CORE IN THE UNEMPLOYMENT LINE

LucasArts cans sequel to its adventure classic

Saying it "does not want to disappoint the many fans of *Full Throttle*," LucasArts announced it has canceled *Full Throttle: Hell on Wheels*. The sequel to the biker-gang adventure classic (once planned for PS2, Xbox,

and PC) met with poor reception at E3, and the recent crash and burn of *RTX Red Rock* no doubt has LucasArts seeking to improve its quality average. Hey, there's always *Star Wars*.



WEIRD BUT TRUE

Everyone loves *Star Trek*, but the Canadians love it the most. That's why the people of the town of Vulcan, Alberta, decided to create a replica of the starship *Enterprise*. Some pictures are at www.town.vulcan.ab.ca; the town itself is southeast of Calgary and northwest of Lethbridge.



Weirdest game controller ever: pee. That's right, students at the Massachusetts Institute of Technology have developed urinal-mounted games that use the force and direction of your pee to play the game. And even though the project is currently mounted on a men's urinal, gals can play along using a special harness. They're calling it *You're in Control* (get it?).

At the Tecmo store at www.tecmoinc.com, you can buy Tecmo games and...bikinis? Yes, if you have about \$150 to spare, you can buy a limited-edition bikini designed like the ones you'd find in *DOA: Xtreme Beach Volleyball*. You're on your own when it comes time to find a girl to put them on.

Lik-Sang.com is selling a hand-powered windup charger for your GBA SP. That's right, when your battery goes dead and there's nary an electrical outlet to be found, you can break out the miniature handle and start cranking away for more juice.

An economics professor at California State University at Fullerton discovered that female characters in *EverQuest* experience the same sort of glass ceiling that most female executives hit in the real world.

Professor Castronova noticed that on popular *EQ* character auctions, female characters sell for an average of \$281, while male characters sell for \$346 on average. Until people stop being sexist, you'll probably want to stick to playing as male characters for a while.

SEGA CLEANS HOUSE

Reorganizes development teams, creates new studios

Sega continues to shake up its management in a big way, contracting four of its independent development teams and creating two new studios.



United Game Artist (*Rez*) is now part of Sonic Team, Smilebit (*Jet Set Radio*) has been folded into Amusement Vision (*F-*

Zero GX), *Wow* (*House of the Dead*) and *Overworks* (*Skies of Arcadia*) are now Wow Works, and Sega Rosso (*Initial D*) is part of Hitmaker (*Crazy Taxi*). Sega wants these four teams to focus on the kinds of games that can bring in big sales by targeting casual gamers, taking advantage of next-generation hardware, and jumping aboard the new trend in movielike games. Meanwhile, the AM2 division

will refocus on games for hardcore fans.

The remains of Smilebit will focus on Japanese sports titles, while the other new studio, Cinematic Online Games, will be headed by *Shenmue* and *Virtua Fighter* creator Yu Suzuki. Suzuki's team is taking over his big-name franchises from AM2, leading to speculation that another *Shenmue* might be in the works.

EA'S NEW VENDETTA

Def Jam *Vendetta 2* planned for spring 2004

Def Jam Vendetta did big business for all involved—big enough that EA's partnership with Def Jam Records is growing.

Def Jam Vendetta 2 is tentatively planned for the spring of 2004 on platforms

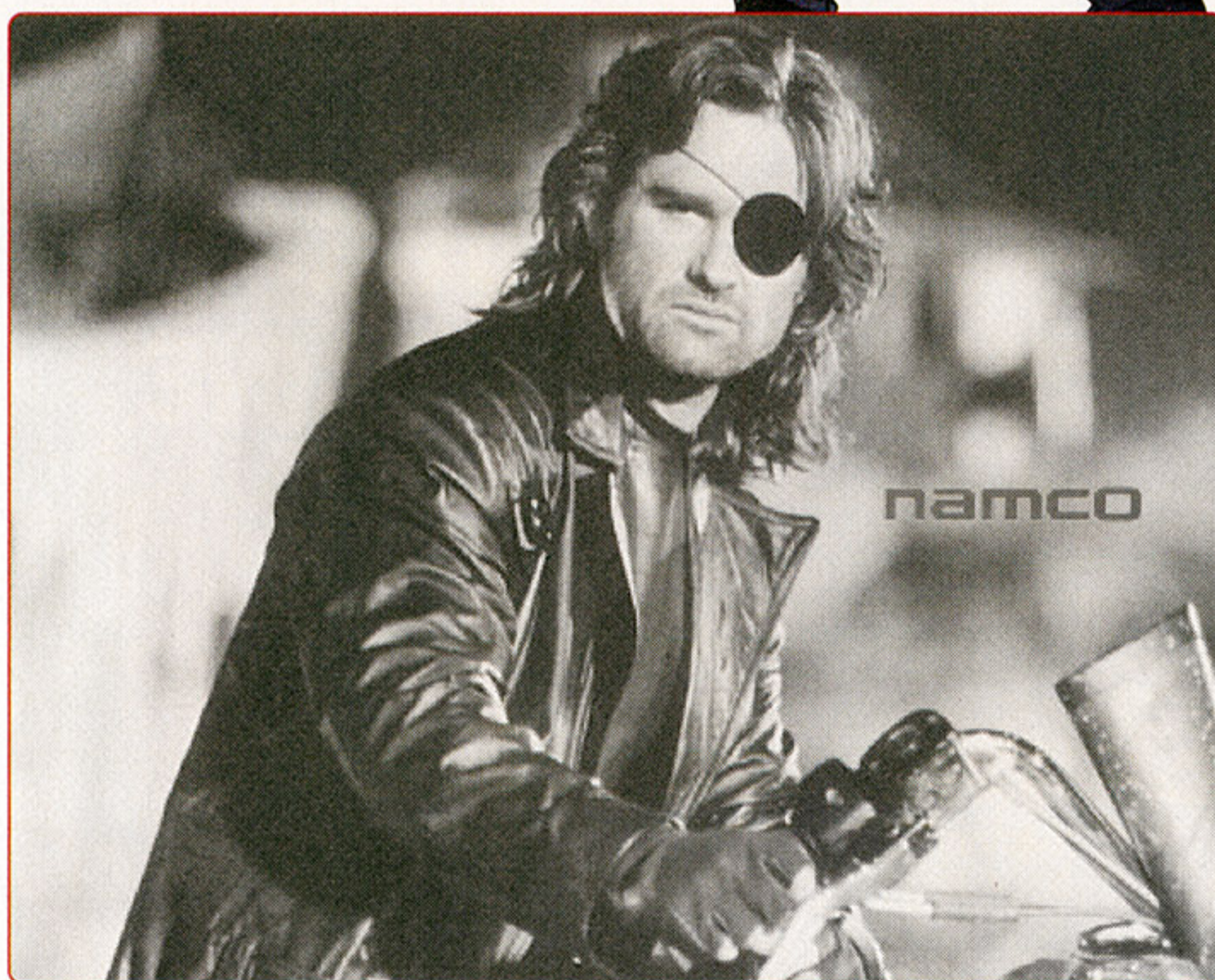
to be announced, incorporating a new *Grand Theft Auto*-style urban environment to flesh out the world outside its underground fight clubs. EA Games is also planning other *Def Jam*-licensed games.



MEN IN THONGS

Global A brings back the *Chou Aniki 2D* shooting games

If you've never heard of the *Chou Aniki* series, well, sorry—here's your introduction. For reasons unknown, niche developer NCS/Masaya managed to make a series of successful 2D shooters on 16-bit consoles under that name, which means "Super Brother" in Japanese. They star a pair of thong-clad steroid addicts, Samson and Adon, whose adventures are drenched in weird genital imagery and homoerotic innuendo. These games had been thought dead with their developer, but publisher Global A Entertainment is bringing the series back with *Chou Aniki Seinaru Protein Densetsu*, due this fall for PlayStation 2 in Japan. Observe and tremble in fear.



SNAKE PLISSKEN JOINS NAMCO

Escape from New York character gets his own games

If you dug John Carpenter's *Escape from New York*—and who didn't—Namco has good news for you.

The developer has licensed Kurt Russell's grizzled hero Snake Plissken to star in

Snake Plissken Chronicles, due out from Namco's Stateside development teams in 2005. Carpenter will contribute to the project—maybe he wants to tell the story of what really went down in Cleveland.



SUSHI-X FILES

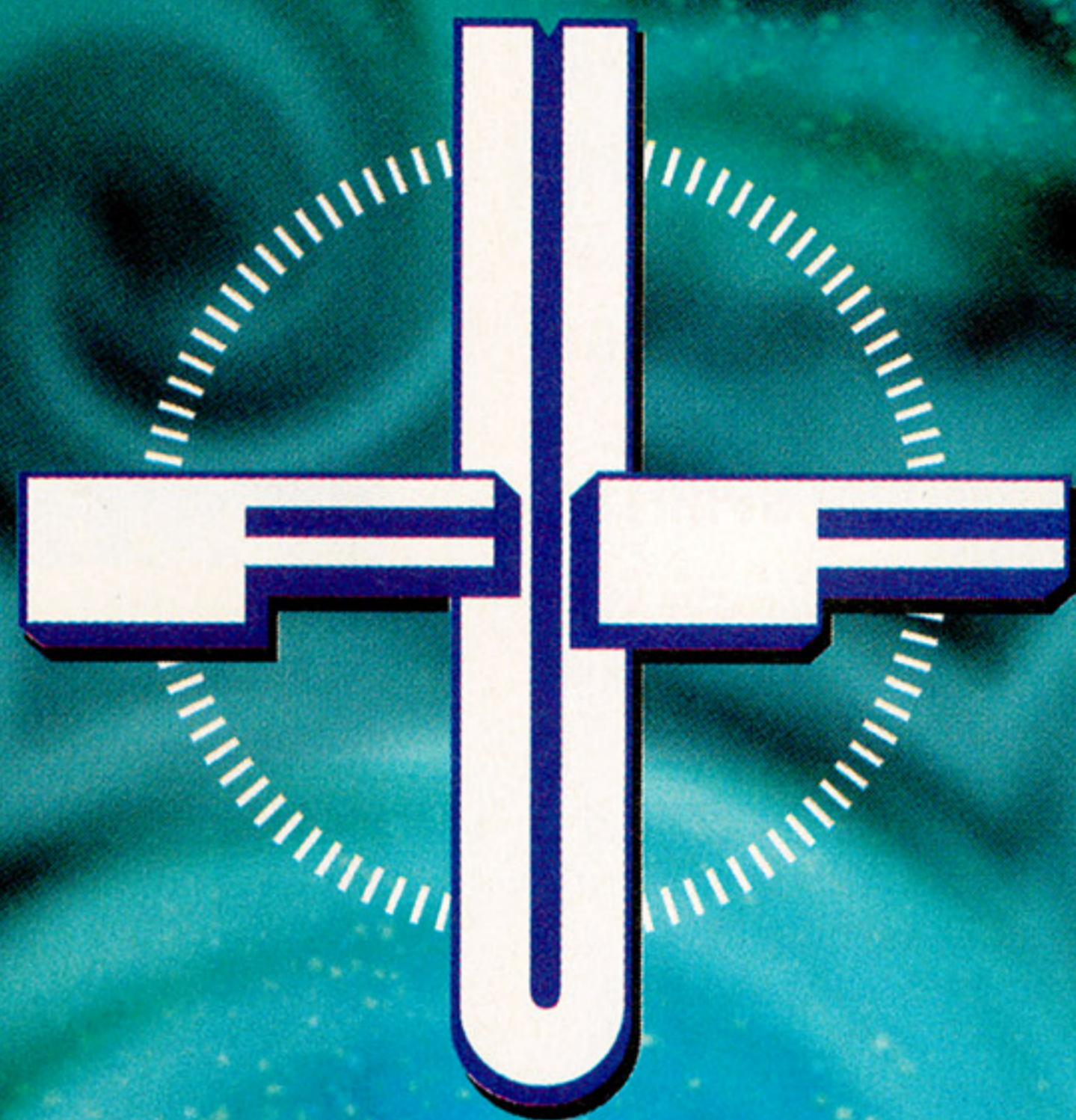
Rumors from the shadows

Tecmo's *Dead or Alive Online* might not make it out in 2003. If it is delayed, it would be for a good reason. Team Ninja is apparently contemplating putting *Dead or Alive 3 in the package*, making for a complete online-playable collection of all its 3D fighters.

Diddy Kong Pilot is still in limbo along with the rest of Rare's planned Game Boy Advance games, but it may

eventually make it out in another form. **Microsoft** recently trademarked the name "**Banjo Pilot**," suggesting that the game would star characters that Rare owns (it has the rights to the *Banjo-Kazooie* crew, while *Diddy Kong* is still Nintendo's property). **Microsoft has said it might publish GBA games** in the right situation, so the series might continue after all.

OCTOBER 2003.
IT'S COMING.



FINAL FANTASY:
UNLIMITED



WWW.ADVFILMS.COM

Final Fantasy: Unlimited © Square Enix • TV Tokyo • Dentsu • FF.U Production Committee

WHO'S THAT VOICE?

X-Files and Batman stars in Ubi's XIII

The starring roles in Ubi Soft's cel-shaded shooter *XIII* come from some interesting places along the pop-culture spectrum. David Duchovny, *The X-Files'* Fox Mulder, will voice the starring role, and '60s *Batman* star Adam West will also make an appearance—or his voice will, anyway—when the game arrives for all three consoles and PC this fall.



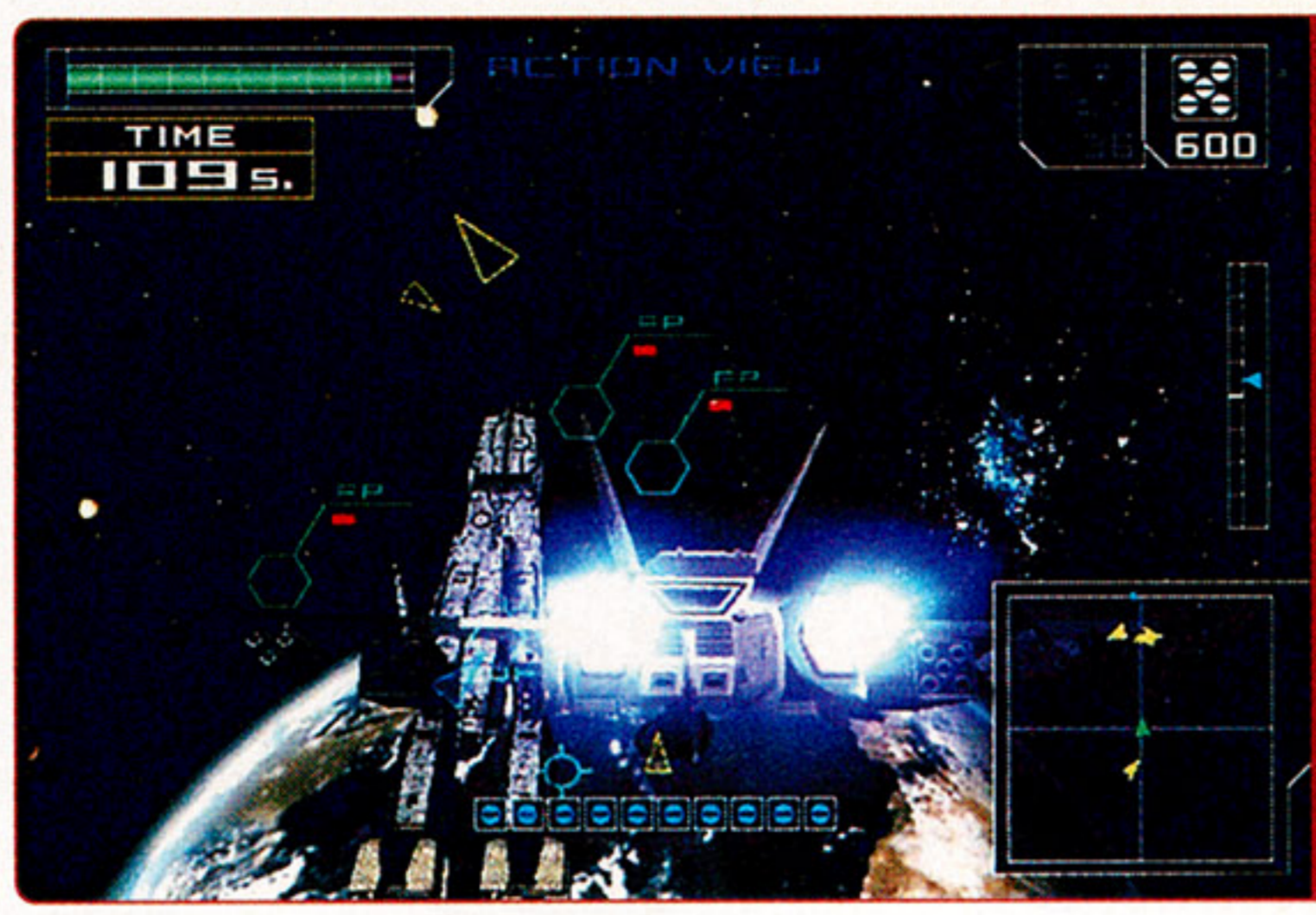
Holy employment, Batman!

At least you can still find work!



PLAYMORE BRINGS BACK SAMURAI SHODOWN WITH SAMURAI SPIRITS ZERO

Hot on the heels of *SVC Chaos*, SNK Playmore is bringing back another classic SNK fighter: *Samurai Spirits Zero*, or *Samurai Shodown Zero* to you, is coming to Japanese arcades this year. There's not much else to say right now, but the four character silhouettes released by Playmore suggest the return of Haohmaru, Nakoruru, Genjuro, and Shiki (from *Samurai Shodown 64*).



AM2 AND BANDAI TEAM FOR MACROSS GAME

Bandai's many games based on the classic *Macross* cartoon—the one that became *Robotech* in America—are famous for being universally awful. That may change this year, though. Bandai has commissioned Sega's AM2 team, the developers responsible for *Aero Elite Combat Academy*, to do transforming giant robots right on PlayStation 2. The result comes out in Japan this October.

RAINBOW SIX 3 GOES XBOX-EXCLUSIVE FOR THE HOLIDAYS

If you've got an Xbox, good news—Ubi Soft's online tactical shooter *Rainbow Six 3* is exclusive to Microsoft's system until next year.



EA FEE BASES

According to Electronic Arts CEO John Riccitello, beginning with *NBA Live 2004*, EA Sports plans to experiment with some pay-for-play online features on PS2. Just playing online will stay free, but EA's going to try out some new ideas, such as fee-based tournaments—with prizes for the winners—and selling extra downloadable content.

KOEI ANNOUNCES SENGOKU MUSOU

Taking inspiration from a different page of history, *Dynasty Warriors* developer Omega Force's next PS2 game will be *Sengoku Musou*, a 3D action game set in the civil wars of 15th-century Japan. Koei won't release any details, not even a release date, but large-scale samurai action is said to be in store.



DELAYS, DELAYS

Activision's E3 billboards lied—*Doom III* won't make it out in 2003. Id Software says the PC version will ship "when it's done," and Activision is hoping for a spring 2004 release. Square's GameCube RPG *Final Fantasy: Crystal Chronicles* will miss this year's holidays. Nintendo is postponing it until February 9, 2004. *Fable*, the Xbox über-RPG from Big Blue Box and Lionhead, is among the many games falling off the 2003 release list. Microsoft now says it's coming next spring. Although it's still coming this year, Vivendi Universal says *Half-Life 2* for PC has slipped from its September 30 release date. Now, it's expected in time for the holidays.

PARAPPA IS BACK, SORT OF

Mojib Ribbon, the new PS2 rhythm action game from the makers of *PaRappa the Rapper*, is coming out in Japan this fall.

LEVEL 5 ANNOUNCES NEXT RPG

Level 5, developer of the upcoming *True Fantasy Live Online* and *Dragon Quest VIII*, has another RPG in the works. It's calling it "Next RPG" for now, and only one piece of art has been released so far, but the smart money says it's a PS2 sequel to the excellent *Dark Cloud 2*.



PAYNE-FUL LAWSUIT

Pro wrestler sues Rockstar for copyright infringement

If you watched WCW pro wrestling in the mid-'90s, maybe you caught a glimpse of Maxx Payne, tag-team partner to future best-selling author Mick "Cactus Jack" Foley. Payne faded into obscurity pretty quickly, but now he's back in the spotlight with a lawsuit against Rockstar Games. Allegedly, Rockstar's *Max Payne*—hero of Remedy's gritty shooter— infringes on the rights of "Maxx with two x's," and he wants \$10 million in damages. "They stole something from me that I'm not going to give up," says Darryl Peterson (his real name). It's an arguable point, given "they" had probably never heard of him.



MEGAMAN ZERO 2

Zero Returns to the Game Boy[®] Advance!

- New In-Game Special Effects & Mission Selection!
- Weapon Customization Feature Lets You Adjust Level Difficulty
- Incredible Cyber-Elf Character Collection System
- Real-Time Two Player Mode



Cartoon Violence

CAPCOM

GAME BOY ADVANCE

capcom.com/megaman



OCTOBER HOT 10

Previews of the 10 hottest games scheduled for release in October

Wow, it was tough narrowing our October Hot list down to only 10 games. Check out our Also In October section to

see how many titles barely missed the final cut. In the end, there was no question which title would snag the No. 1 spot, but don't discount our

runner-up; it may be one of the best games you'll see on PS2 this year. The biggest surprise on the list: *Kya*, a new franchise that's as

exciting as the last French import, *Rayman 3*, is disappointing. So enjoy, and be sure to tune in next month.

—Ethan Einhorn



Flower power

Pikmin 2

What's It About? Captain Olimar returns to the strange Pikmin-inhabited planet to find treasure that will pay off his company's debt. He's also brought along an assistant to help control the little plantlike creatures.

Why's It Cool? Not many people bought the first *Pikmin* when GameCube launched, but that didn't keep the title from obtaining a solid cult



following amongst the gaming elite. Shigeru Miyamoto's (*Mario 64*, *The Legend of Zelda: The Ocarina of Time*) series brings the excitement of real-time strategy to the console market using a setup that's both deep and easy to get a handle on.

Pikmin 2 promises plenty of new surprises, the most important being two new types of Pikmin—purple and white. The game boasts more than 60 enemy types to battle as well as randomly generated dungeons that offer new puzzle challenges. There are no time limits this time, which means you can explore new environments for as long as you desire.

Two-player cooperative gameplay also makes its debut in this version, allowing one player to control Olimar, and the other his assistant.

Should We Worry? The demo we played at E3 was solid, but the game didn't seem all that different from the first. You still run around tossing your Pikmin at enemies and have them carry items back to your spaceship. However, we didn't get a look at the new types of Pikmin, so their special skills could add to the gameplay significantly.

Bottom Line *Pikmin 2* looks to be as fun as the first, but we have yet to see if it will offer enough new features to keep us playing.



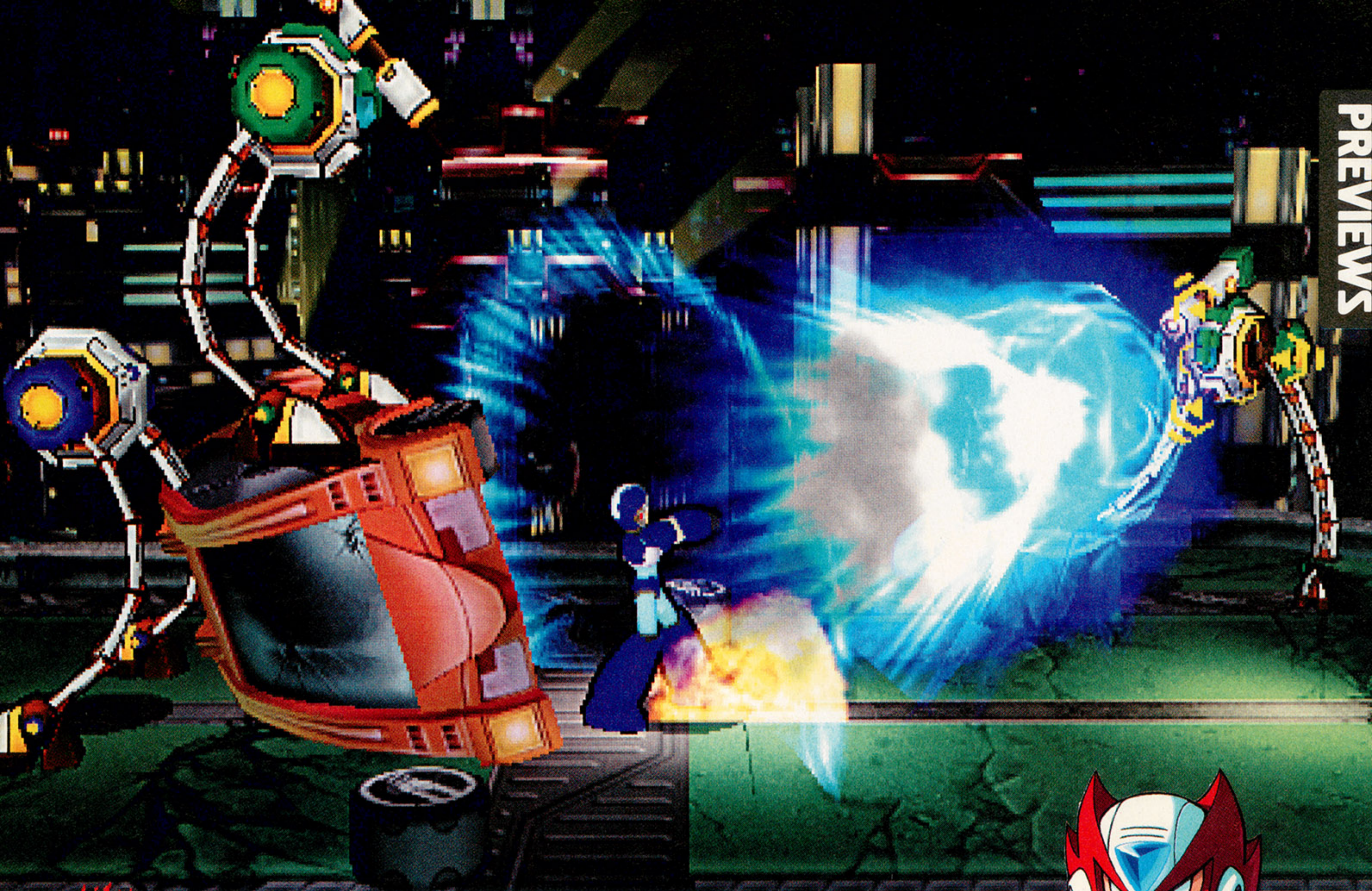
TRY THIS

Here are some general tips that can apply to both *Pikmin 2* and the first *Pikmin* game.

- Spend some time exploring your terrain before taking your Pikmin out with you. This will give you an idea of the obstacles you may face, so you'll know which types and how many Pikmin you need to take with you.
- Clear the path first. Before attempting to grab anything to take back to your ship, make sure you eliminate any enemies along the way. Otherwise, your Pikmin can get attacked and killed on the way back.



Publisher: Nintendo Developer: Nintendo



Rock 'n' roll

Mega Man X7

What's It About? The *Mega Man X* games have always had some sort of convoluted, cyberpunkish backstory to them. Strip away all the Replid-hunting mumbo jumbo and you'll find the real meat of this game: yet another excuse for Mega Man (X, in this case) to run to the right and blow up robots.

Why's It Cool? This is the first "real" *Mega Man* game to be done in 3D. Sure, *Legends* is

3D, but it's an adventure game. And *Network Transmission* has that funky *Battle Network* combat interface. *X7* is the first straight-up 3D platformer in the old-school *Mega Man* tradition. Like *Network Transmission*, *X7* uses cel shading to give the graphics a more cartoony look. It works. You'll especially notice how nice the game looks during the cinema scenes. *X7* also marks the debut of a cool new character named Axl, who possesses the ability to mimic enemy attacks and fights with a laser pistol instead of the standard issue "arm that turns into a gun."

Should We Worry? Since the gameplay occasionally shifts between standard 2D and free-

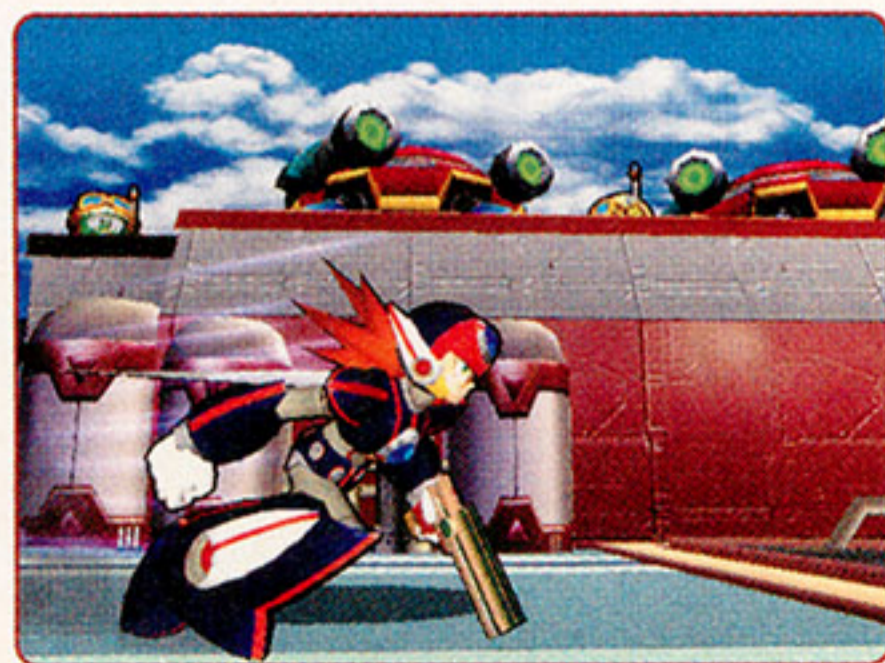
roaming 3D, there may be some getting used to the transition. There are also some stages that could benefit from a more maneuverable camera (this is a big problem with the *Legends* games). Also, we're a bit worried about X's absence—we don't want another situation like *Sonic Adventure 2* where you end up controlling the sidekicks more than the main character.

Bottom Line We've been looking forward to this game since we first got our hands on the early demo of it months ago. Each time we see a new version, it looks better and better. Let's hope the final version blows us away.



BIG BANG

One of *X7*'s cooler gameplay techniques is the ability to switch characters on the fly by pressing L2. Is there a high ledge you can't reach? Switch to Zero and use his double jump to get up there. Can't jump over that large pit? Axl's hover boots will float you across with style. And when you need some extra power, X's X-Buster charges up and shoots a giant blast.



Publisher: Capcom Developer: Capcom



No Muggles allowed

The Sims: Makin' Magic

What's It About? It's *Harry Potter* meets *The Sims*! In this seventh expansion, your Sims use magic to help their love lives, clean up the house, or get even with rival Sims by turning them into toads.

Why's It Cool? *Makin' Magic* has a ton of new stuff, starting with a new destination—Magic Town—where Sims can perform magic and duel

against one

another to earn magical tokens, a new form of Sims currency. *Makin' Magic* also introduces quests consisting of various puzzle and problem-solving elements, which help Sims gain more difficult spells. There are also a bunch of magical items for the home, such as the wand charger and charm maker, as well as a dragon nest that will hatch a pet dragon.

You can use spells and charms to accomplish a variety of tasks, but each spell can backfire if you don't have the sufficient skills to cast it

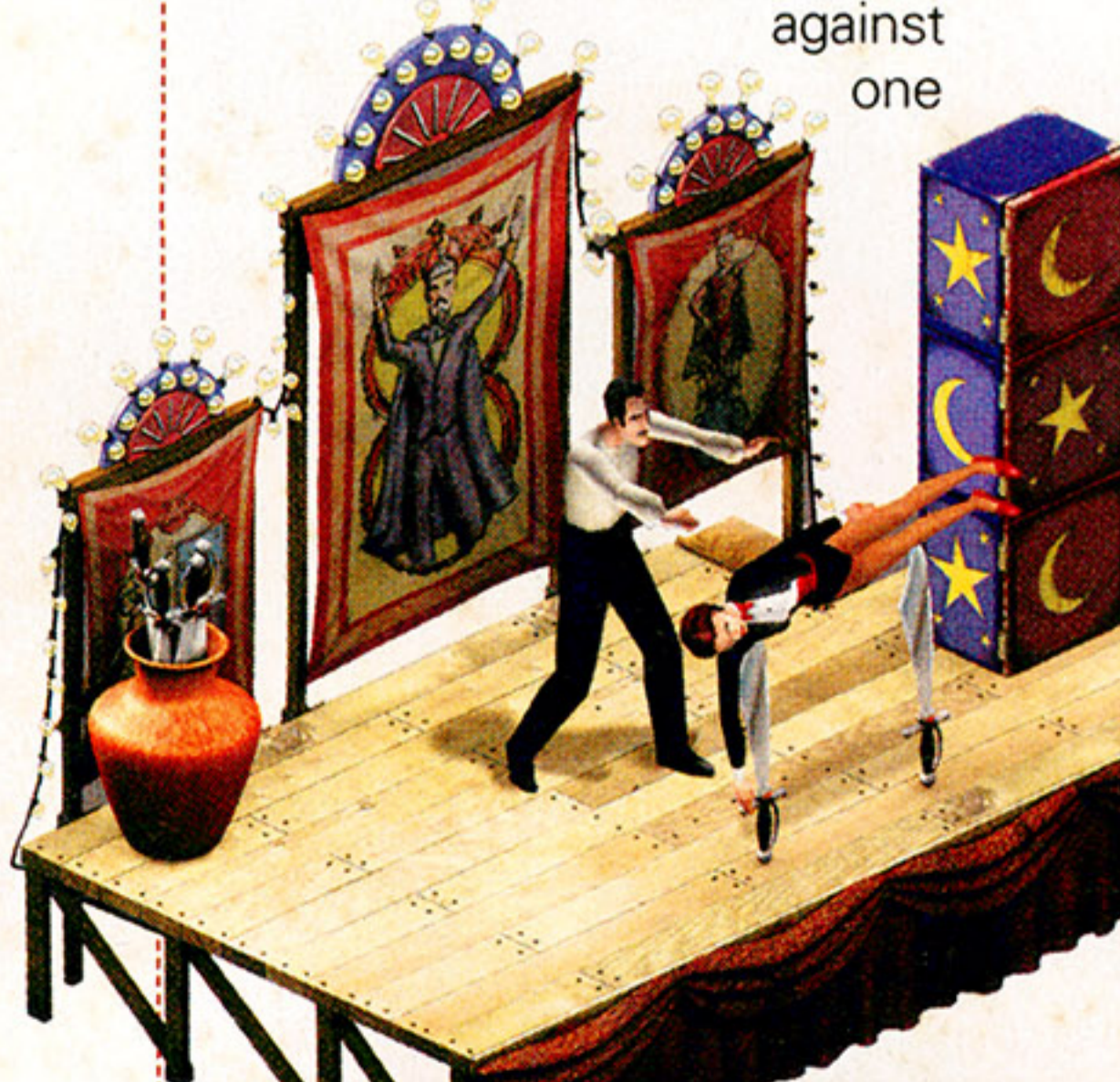
properly. Backfiring can look like anything from a toad plague to lightning strikes.

Another major, new feature: cooking that's more comprehensive. Using the baker's oven, another new item, your Sims can bake pies and breads, using real ingredients they grow in their garden or purchase in Magic Town.

Should We Worry? Not at all. Each *Sims* expansion has been solid and fun. Maxis has this game down.

Bottom Line *Makin' Magic* has so many new elements that it

should be a blast. The addition of magic to this already addictive game can only make it more fun.



TRY THIS

One of the results of a spell backfiring is a toad plague—but this may not be a bad thing, especially if your Sim is a lonely female. Try kissing all the toads...one of them just might turn into a prince.

Publisher: Electronic Arts Developer: Maxis



Shell game

Teenage Mutant Ninja Turtles

What's It About? Heroes in a half shell, turtle power, all of that. You play as any one of the four green fighting machines and take on all manner of street punks, robots, evil ninjas—the whole nine yards. It's a straight-up beat-em-up, just like the classic *Turtles* games, so if you've been around long enough to know what I'm talking about, then you know just what to expect.

Why's It Cool? It's easy to get into, and, if all goes well, it'll be hard to put down. The moves at your disposal aren't supercomplex, but that just might be for the better, since you'll be fighting upwards of six enemies at any given time. So yeah, it gets crazy, but it gets even crazier when you start to do things like blow up

explosive barrels. Imagine a big gang of dudes standing next to a barrel. Now imagine throwing a ninja star at the barrel and making it explode. Think about how good you'll feel when you see all the guys screaming and burning, flying all over the place. Now, factor in your friend (as player two) messing up fools right along with you. Yep, you can play cooperatively, making the carnage much more fun. Just make sure you don't hog all the power-ups, or your friend might punch you in real life.

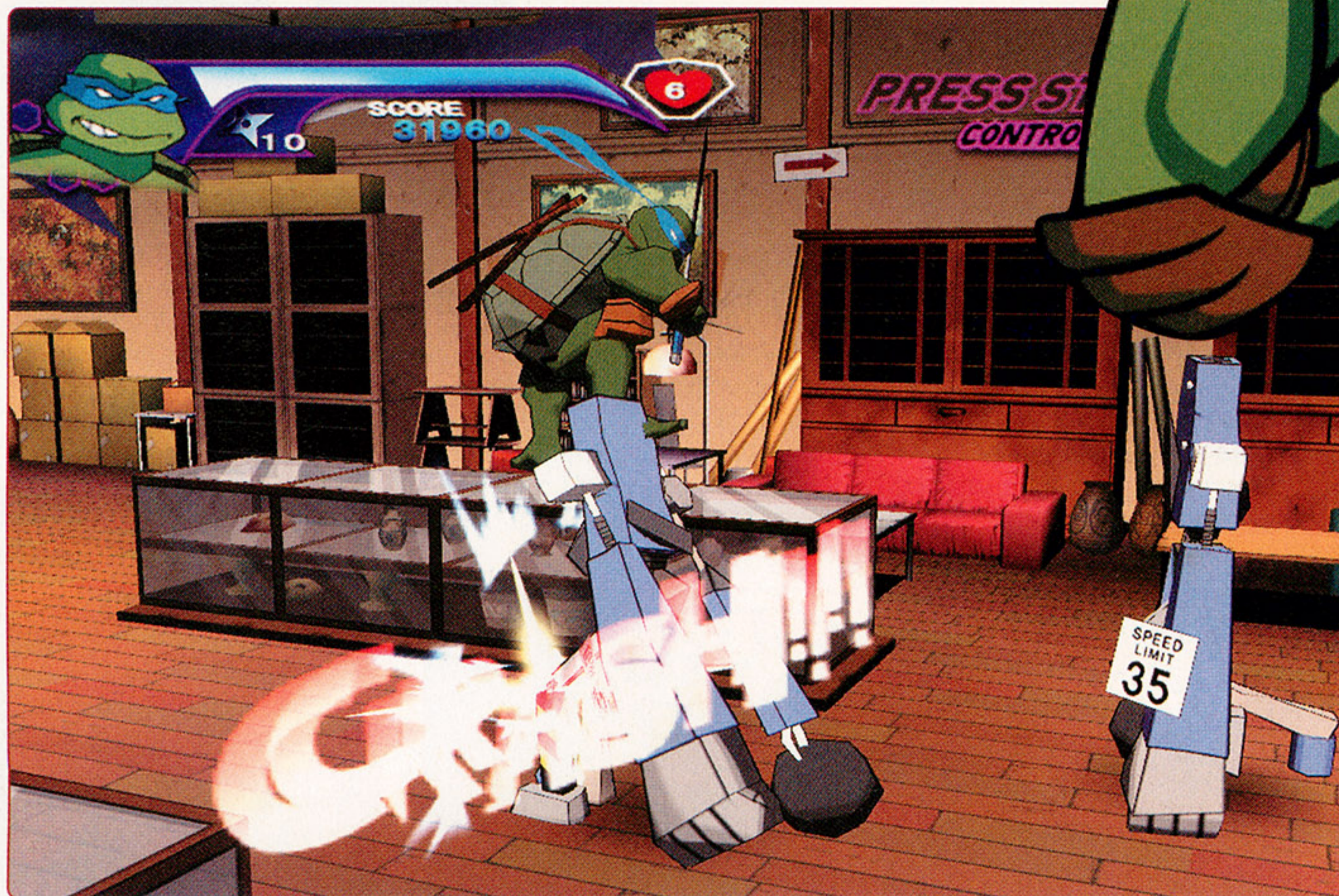
Should We Worry? Well, all the old-school games allowed four players at the same time, so it's pretty weak that this new game doesn't. What the hell? Why can't the game support the Multitap? Two players is cool for sure, but c'mon, it would have been so much better to have all four turtles playing at the same time.

Bottom Line *TMNT* is a fast, fun, and simple beat-em-up. The graphics look great—just like the cartoon—and it's supersmooth. Don't expect something revolutionary, but do expect to have fun mashing it up with a friend.



YOU TELL US

Hey, guess what? That girl who sits next to you told us she likes you. PSYCH! J/K! HA HA! No, really, you know what? Next month's *GameNOW* cover will be dedicated to the Turtles, and it's gonna be sick—you'll get a whole buttload of *Turtles* goodies, including an exclusive review of the game and some strategy. So tell us, are you psyched?



Publisher: Konami Developer: Konami



Kaboomy toons

XIII

What's It About? *XIII* is based on a French graphic novel that never made its way Stateside. In case you haven't heard of it, here's the skinny: A secret agent wakes up without any memory of who he is, but a tattoo on his shoulder reading "XIII" gives him a clue to his identity. The game's story has often been compared to that of *The Bourne Identity* (the Matt Damon movie).

Why's It Cool? 'Cause it's a cel-shaded (read: cartoony) first-person shooter that feels like a live-action comic book. Every

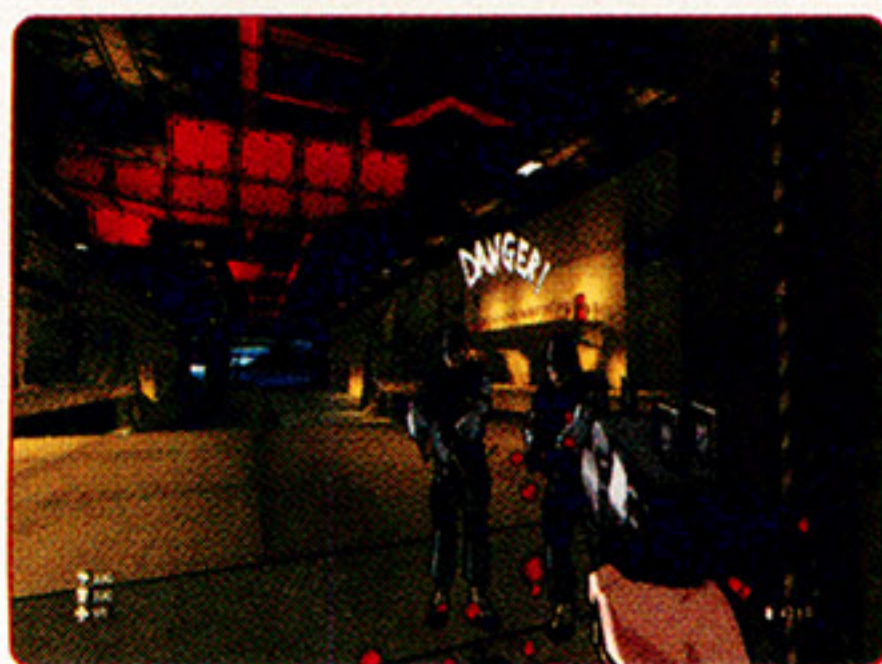
character, weapon, and building looks hand drawn with old-fashioned pencil and ink. To add to the effect, when you kill enemies, multiple action frames pop up (see sidebar), and fallen foes are accompanied by colorful *Batman*-style onscreen words like "AARGH!" and "NOOOO!" The unique look makes *XIII* stand out in an overcrowded shooter market. The promise of online play is icing on the cake.

Should We Worry? The preview version we got our hands on feels sticky with a PS2

controller, but there's still time to adjust that. We're also concerned that once you get past the cartoon gimmick, the straightforward missions won't keep your interest for very long. Only time (and a reviewable copy) will tell if the game has lasting power.

Bottom Line The high-end production values impress. David Duchovny and Eve lent their vocal talents to game, and the visuals are mighty tasty, but the verdict is still out on the gameplay. Ubi Soft insists that

XIII will be a heavy hitter on the level of *Splinter Cell*. That's unlikely, but from what we've seen, the game is definitely worth looking at regardless.



DID YOU KNOW?

XIII's over-the-top style features an in-depth look at every precision kill you make. As seen in this pic, you get a comic-book rendering of your enemy's shocked face, followed by a grisly shot of his corpse.



Publisher: Ubi Soft Developer: Ubi Soft

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PlayStation 2



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Duty call

5 Call of Duty

What's It About? *Medal of Honor* set the mold for first-person WWII games, and Activision is hoping to break that mold with the ambitious, technically sophisticated *Call of Duty*. This historical epic is told from three distinct points of view—you see the conflict through the eyes of an American

soldier, a British soldier, and a Russian conscript.

Why's It Cool? The team developing this game is jammed with *Medal of Honor* veterans (22, to be exact), and their expertise is apparent from the moment you boot up the game. The controls are slick and responsive, the visuals are top

of the line, and the arcade-style action keeps firefights exciting.

But what really impresses is how completely *Call of Duty* pulls you into its world. Everywhere you look, squad mates are fighting off enemy soldiers, taking part in a conflict that feels much bigger than any individual's fight for survival. At one point, you'll play as a Russian in an underequipped platoon. The sergeant you're following has only one gun for every two soldiers on the field. You have to follow a partner, unarmed, until he dies, and then grab his weapon to carry on the good fight. This scenario is based on

an actual historical event, which makes playing through it all the more horrifying.

Should We Worry? PC war games are becoming a dime a dozen, especially in the first-person category. Will players be sick of WWII re-creations by the time this game comes out? Further, after experiencing *Battlefield: 1942*'s massive scale, online players might be disappointed with *Call of Duty*'s fairly basic Deathmatch and Capture-the-Flag multiplayer scenarios.

Bottom Line Great looking and expertly crafted, *Call of Duty* is, despite its online shortcomings, one of the most promising PC offerings of the fall season.



DON'T DO THIS

Don't kill your comrades in battle. Sure, they're easy pickings when you get behind a machine-gun turret, but the developers are considering making them attack you if you slaughter too many of them.



Publisher: Activision Developer: Infinity Ward



Boomerang bang

Kya

What's It About? Kya, a spunky, energetic girl, finds herself transported to a magical world where her brother Frank is being held captive by a wicked ruler. How wicked? Well, he's sinister enough to have mutated some of the inhabitants of the land into vicious wolflike creatures. In order to save her brother, Kya must help the peaceful creatures fight against their oppressors and defeat the dark ruler.

Why's It Cool? The first thing you'll notice about Kya is how beautiful it is. The environments are lush and bright, and the character models are extremely detailed and fit well within the game. But there's much more than just good looks here. Kya offers a multitude of exciting gameplay options. You'll find

yourself running, jumping, sliding, fighting, and even free-falling (when the ground gives out below you). And that's all in the first level!

The combat system also involves much more than just punching and kicking. You can ride enemies into walls and even kick them into other enemies. Kya is also quite an acrobat and frequently shows off her moves during battles, such as when she leaps off the shoulders of one enemy and does a back flip into another.

Should We Worry? The build we got our hands on was pretty smooth and clean, but it lacked polish. Most of the story text hadn't been implemented yet, and that will be key to developing Kya's personality and turning her into a memorable character. She needs to be unique if the



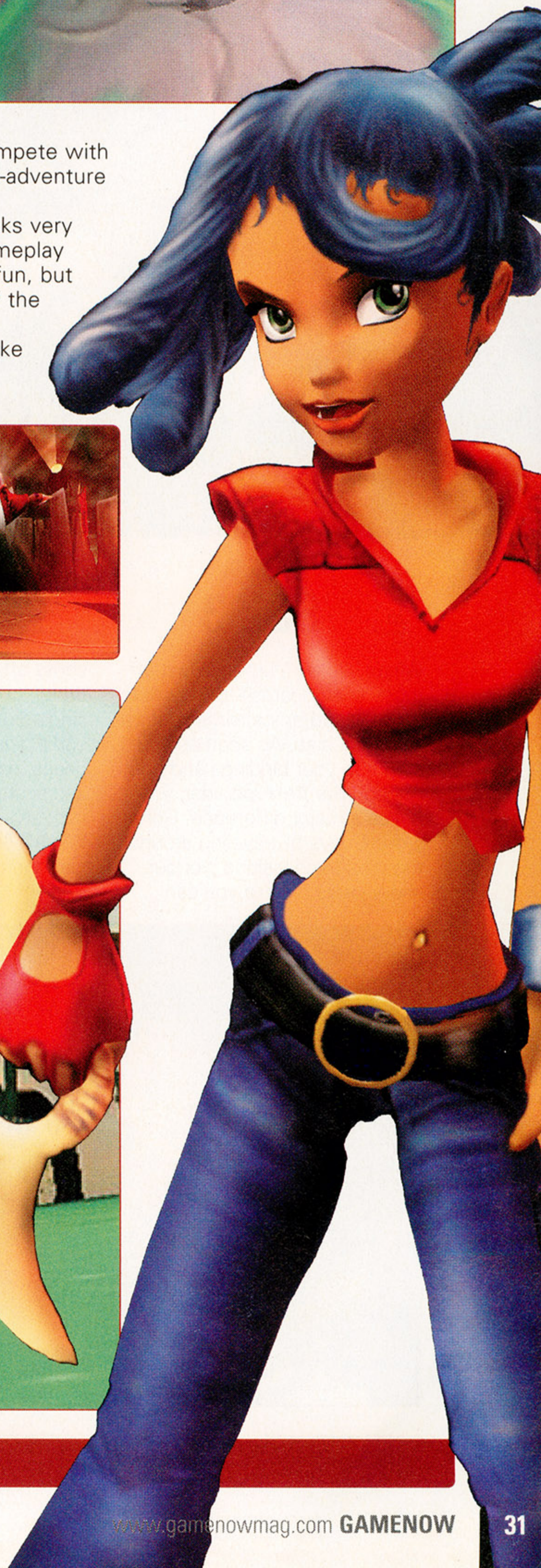
game hopes to compete with all the other action-adventure games out there.

Bottom Line Kya looks very promising. The gameplay should be a lot of fun, but we've yet to see if the leading lady's personality will make it great.



BIG BANG!

Kya can use a variety of attacks in battle. For little enemies, the best thing to use is her boomerang hair clip, which takes them out before you even get to them.



Publisher: Atari Developer: Eden Studios



Snowbound

SSX 3

What's It About? Time to dust off those snowboards—EA is set to deliver another installment of its SSX franchise. As soon as you step into your bindings and ride through the fresh powder, you'll notice a major difference. Gone are the days of traveling around the world and visiting glorious snow parks, where you can

show off your mad skills. This time, you're pitted against a single but gigantic piece of earth. This mountain has three peaks, each varying in difficulty and scattered with race and trick-style events.

Why's It Cool? The game features just one mountain—but it's freakin' huge. Each of the three

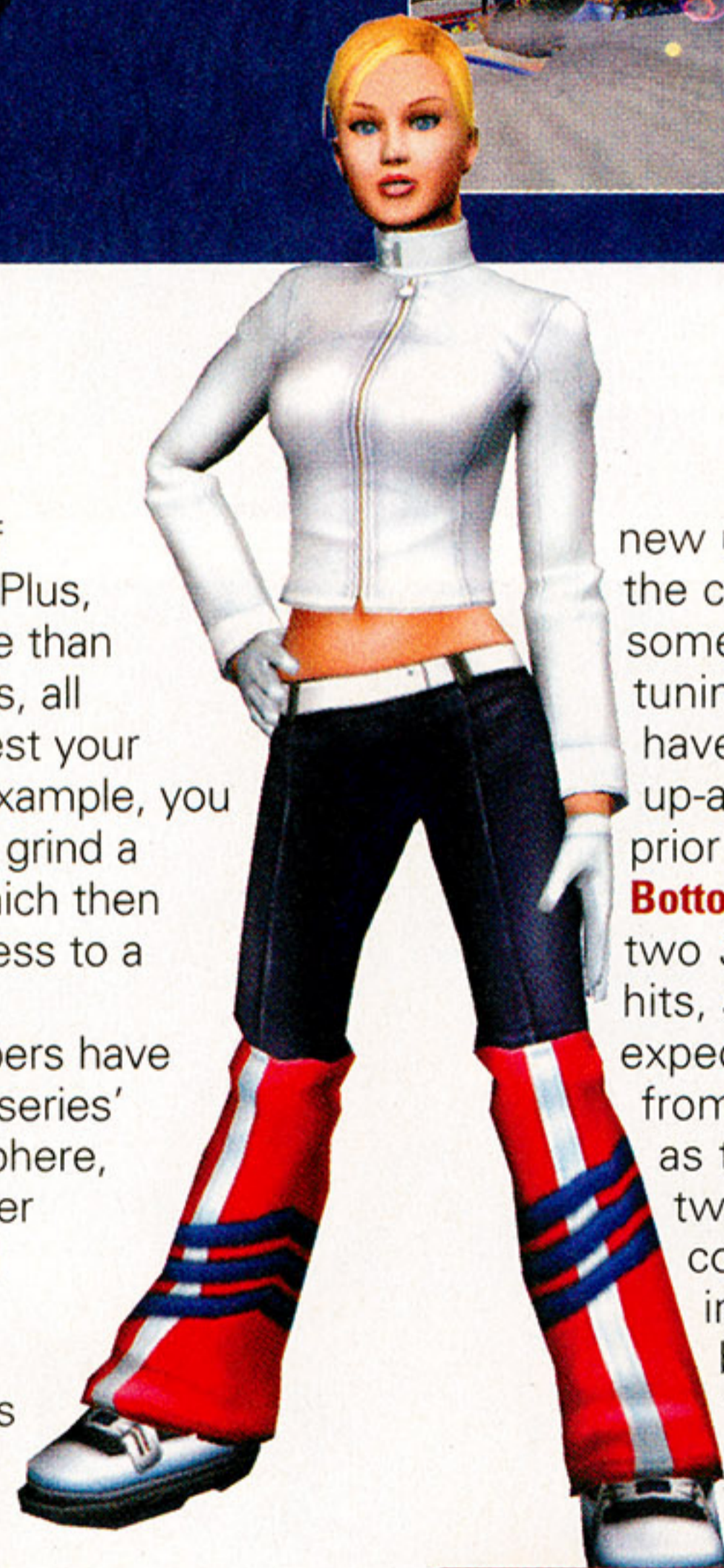
peaks is full of hidden paths. Plus, there are more than 150 challenges, all designed to test your abilities. For example, you might have to grind a fallen tree, which then gives you access to a secret area.

The developers have improved the series' overall atmosphere, with some killer environmental effects. You contend with powerful gusts of wind, avalanches, and lightning storms. And PS2 owners can expect an extra treat: peer-to-peer online play—woohoo!

Should We Worry? From what we saw during a recent play test, *SSX 3* is shaping up to be a worthy sequel. The visuals are superb, and adrenaline junkies will love perfecting the

new über tricks. Still, the controls need some minor fine-tuning—they don't have the same pick-up-and-play feel of prior games.

Bottom Line The first two *SSX* titles were hits, and we don't expect anything less from No. 3. As long as the controls are tweaked, you can count on us investing 50 bucks for a lift ticket up EA's mountain.



DID YOU KNOW?

The man responsible for *SSX 3*'s superimpressive eye candy is Henry LaBounta, an Oscar-nominated visual-effects artist who has worked on such films as *Twister* and *Minority Report*. Looks like EA is goin' Hollywood!



Publisher: EA Sports Big Developer: EA Canada

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Alcohol Reference
Mild Violence

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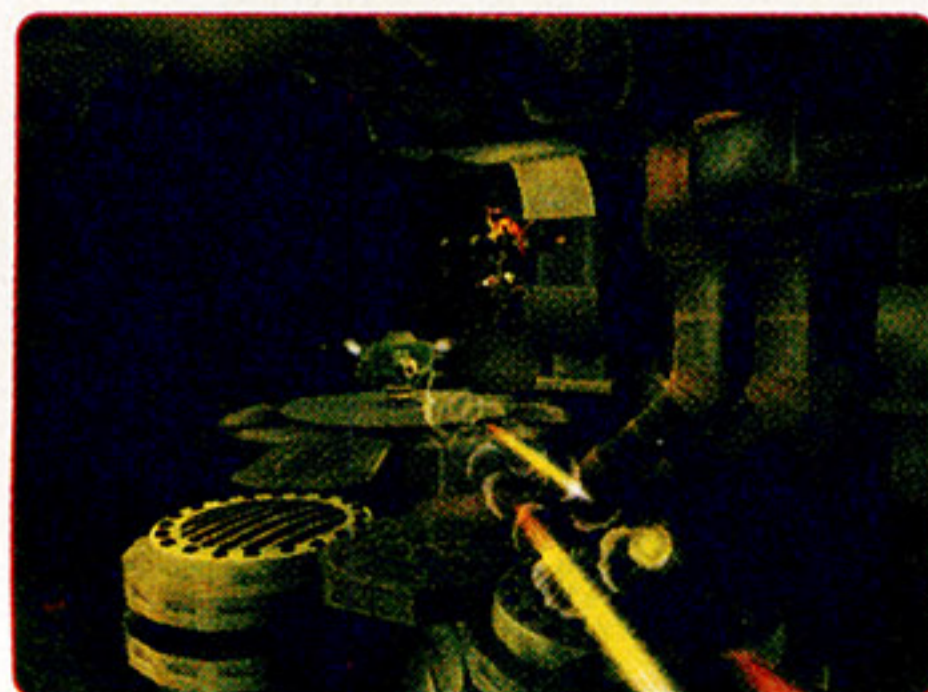


GTA: Jak City

Jak II

What's It About? At its core, the original *Jak and Daxter* is a loving homage to *Super Mario 64* (or a slick rip-off, depending on your point of view). And while the game doesn't add much to the genre, it's more than capable of hanging with the best action-platformers out there. By contrast, *Jak II* is a riskier, more ambitious project that dramatically changes the series' tone and direction. Jak's now a prison-hardened badass willing to take on missions from mob bosses in a freely roamable city. The *Grand Theft Auto* influence is undeniable—throwing people off hovercrafts and stealing their rides is a central play mechanic—but Naughty Dog (the development team) hasn't forgotten what made the first game fun to play: crazy run-n-jump action.

Why's It Cool? 'Cause there's so frickin' much to do. Imagine: You're performing hover-board tricks that'd make Tony Hawk jealous when suddenly, a slew of goons attacks you. How do you take on the threat? By going on a quick fetch quest to gather up enough dark eco to go Bruce Banner on the meanies (i.e., turn into a supercharged, monstrous version of yourself). After you wipe the floor with the bad guys, you climb a platform-infested hill, gather a valuable bauble, then return to town in a stolen hovercraft. That's a ton of action, all crammed into a quick half hour of gameplay.



Should We Worry? So far, the *GTA* stuff feels a little out of place. It certainly makes this action-platformer unique, but we'd rather be crossing creaky bridges and spinning on poles than busting up cutesy, fluffy civilians.

Bottom Line Have faith in Naughty Dog. These guys know platforming (they created *Crash Bandicoot*), and anything they work on is worth paying attention to.



DID YOU KNOW?

Naughty Dog, *Jak II*'s developer, and Insomniac, *Ratchet & Clank*'s developer, share software technology to make sure their platformers can compete with the best in the biz (i.e., Nintendo). Keep an eye out for *Ratchet & Clank: Going Commando* this November. It looks very promising.



Publisher: SCEA Developer: Naughty Dog

DIGIMON

DIGITAL MONSTERS

BATTLE SPIRIT 2

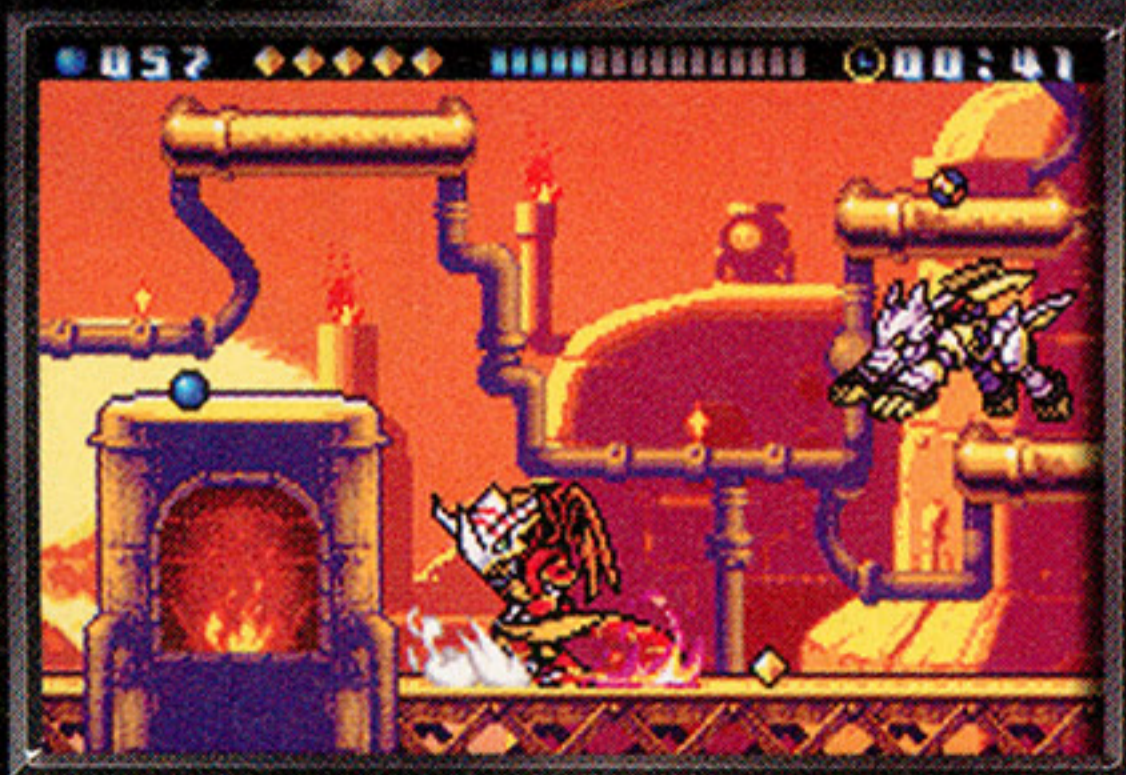
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* 2 Player mode requires each player to use a separate Game Pak.

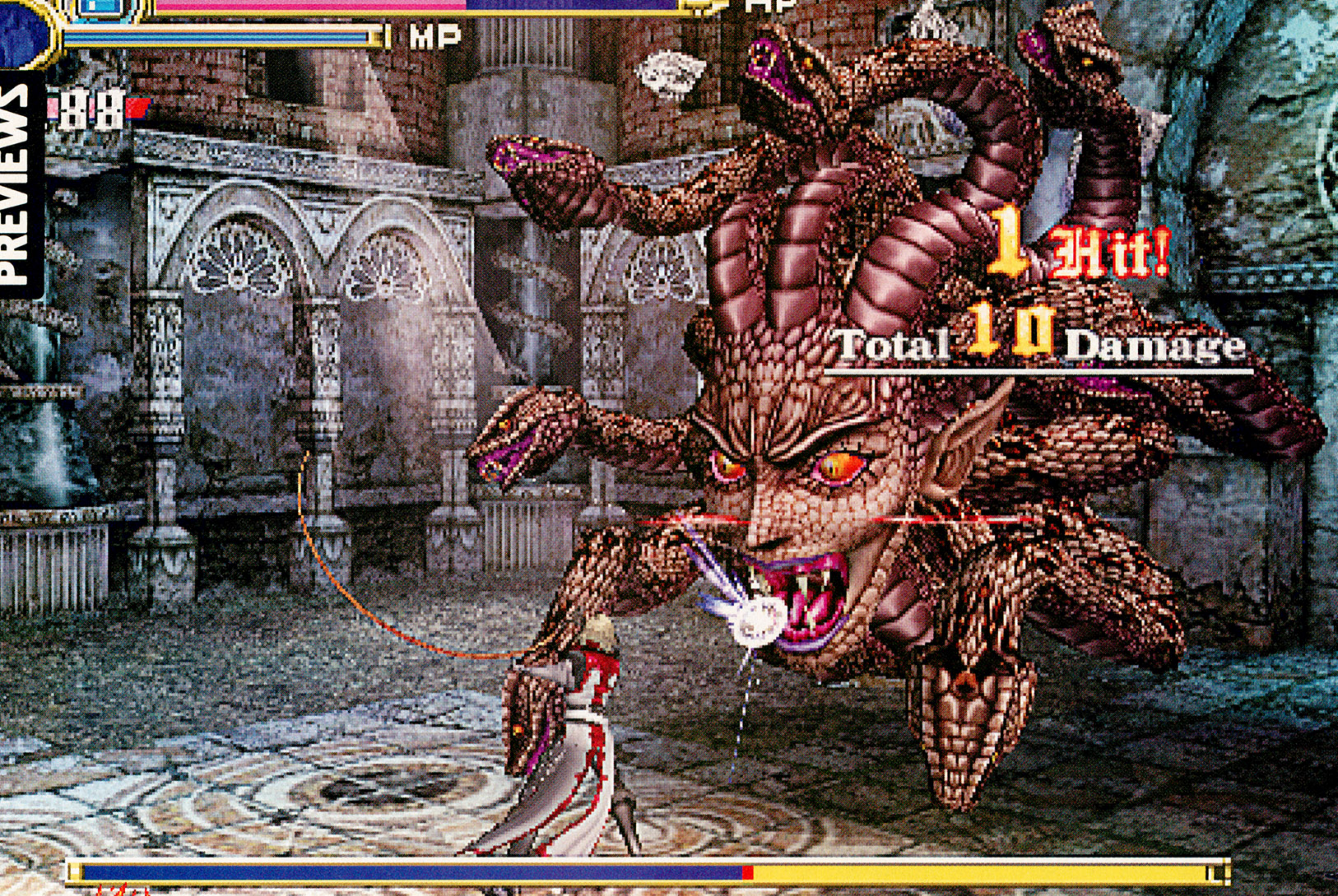


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Whip it good

Castlevania: Lament of Innocence

What's It About? It's *Castlevania* in 3D, straight up, and not like those old N64 games. This is the real deal—it's like *Devil May Cry*, but with a huge castle to explore. The same free-roaming play style from the 2D versions is back, and as you can imagine, it's a blast to experience it in the third dimension. It's OK to be

excited, so don't feel like you have to be all cool and collected and stuff. Just don't wet your pants.

Why's It Cool? It's *Castlevania* in 3D for real, damn it! You walk around a huge, crazy castle, whipping torches to get hearts, eating pieces of meat to regain your health, and avoiding swarms of flesh-hungry bats,

for starters. The combat is superfast, and the combo system is superdeep for a game of this type, ensuring you'll never quite be able to breeze through entire rooms. We've already seen a bunch of the old-school *Castlevania* weapons in there, too—throwing knives, holy water, battle axes, and crosses, to name a few—and when you combine them with special orbs you find throughout the game, you get some crazy effects. Remember how it worked in GBA's *Harmony of Dissonance*? It's just like that here—combine the red orb with holy water, for instance, and you'll get an attack that lights up the ground in a purple flame, doing crazy damage to anything it touches. You also get items called relics, which grant you cool special abilities—one lets you turn invisible, while another leaves a trail of fire behind you when you walk. All these factors

equal one thing: Fighting never gets old, making it a challenging pleasure to explore the beautiful environments.

Should We Worry? It might be a little hard to imagine *Castlevania* working well in 3D after those N64 travesties, but rest assured, Konami is pulling it off. At times, the fixed camera makes it a little hard to see what you're fighting, but those are rare occurrences, so don't worry about it. *Castlevania* is going to be fresh.

Bottom Line It has finally happened—a real 3D *Castlevania* that feels so right. You know you want to play it.



Publisher: Konami Developer: Konami

Fiend Folio

Lament of Innocence features a whole bunch of monsters, a great many of which you will recognize from the old-school games. Here's a sampling of what you're up against.

Fish Man

Remember him? He used to spit streams of water at your face for maximum pain. He's back, and he still does it, only he doesn't look as goofy as he used to. That's a shame. Sometimes when you kill him, he drops Sushi, which replenishes your life.

Encyclopedia



No. 004
Axe Armor

HP 150

Tolerance

Weakness

Drop Items
?????

13

Information

An armored knight that wields a giant axe.

Axe Armor

Ah yes, our old friend Axe Armor. He's still hanging around the castle, and he still throws axes at you. The third dimension has been kind to him, though—he can now block attacks with his big old shield.

Flea Man

Cutest enemy in videogame history? Quite possibly! But don't say that to his face—or he'll get his 5,000 brothers to jump you and then eat the flesh off your corpse. No longer just a tiny hunchback, Flea Man actually sports antennae in *Lament of Innocence*. He's psyched about his makeover.

Lizard Man

The deadly Lizard Man is a skilled combatant. Just look at the way he moves with that sword. He'll occasionally block your attacks, but if you hit him enough, you might be in for a treat—a piece of yummy Big Meat to cure what ails you.

Bat

Bats fly in swarms, and you can take out a whole gang of them with a well-placed whip stroke. Remember how satisfying it was to do that in the 2D games? The same applies here. They even explode in blood.

Encyclopedia



No. 001
Bat

HP 1

Tolerance

Weakness

Drop Items

64

Information

A bat serving under the control of a vampire.

Encyclopedia



No. 064
Dullahan

HP 150

Tolerance

Weakness

Drop Items
?????????
?????

1

Information

A headless armored knight. It wanders in search of its lost head.

Encyclopedia



No. 037
Fish Man

HP 80

Tolerance

Weakness

Drop Items
Small Meat
Sushi

100

Information

A blue merman that attacks by spewing ice.

Encyclopedia



No. 021
Flea Man

HP 10

Tolerance

Weakness

Drop Items
Heart Repair
Tomato Juice

131

Information

A humanoid monster that hops in any and all directions.

Encyclopedia



No. 024
Lizard Man

HP 160

Tolerance

Weakness

Drop Items
Big Meat

94

Information

A subspecies of man that has hard scales.

Dullahan

This guy rules. He's the headless knight with the evil face on his shield, as well as the sword that can hit you from like 10 miles away. He's just as intimidating in 3D, 'cause you can see the blood splattered all over his armor.

Zombie

What would *Castlevania* be without zombies? A BS rip-off, that's what. Anyway, these guys got hooked up in 3D, too. Now, instead of just walking into you, they actually lurch forward and grab you, doing damage every second.

Encyclopedia



No. 002
Zombie

HP 50

Tolerance

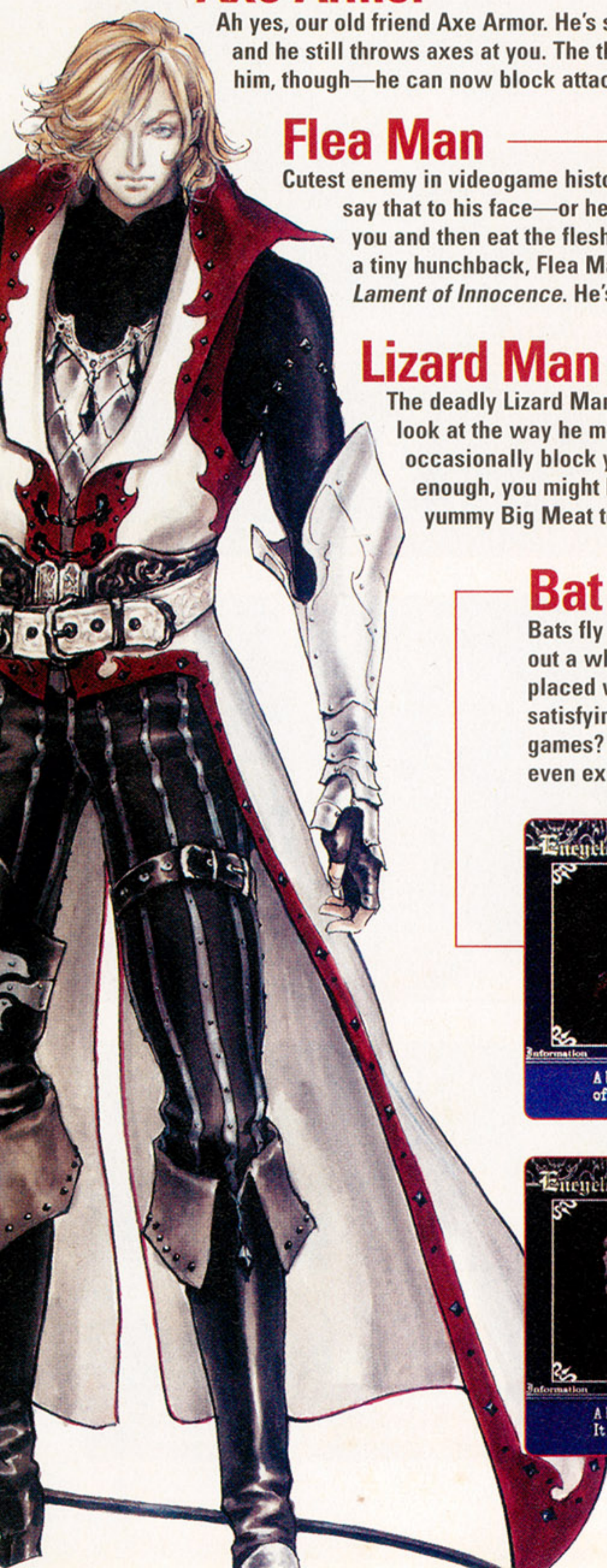
Weakness

Drop Items

32

Information

A freshly buried corpse animated by magic.

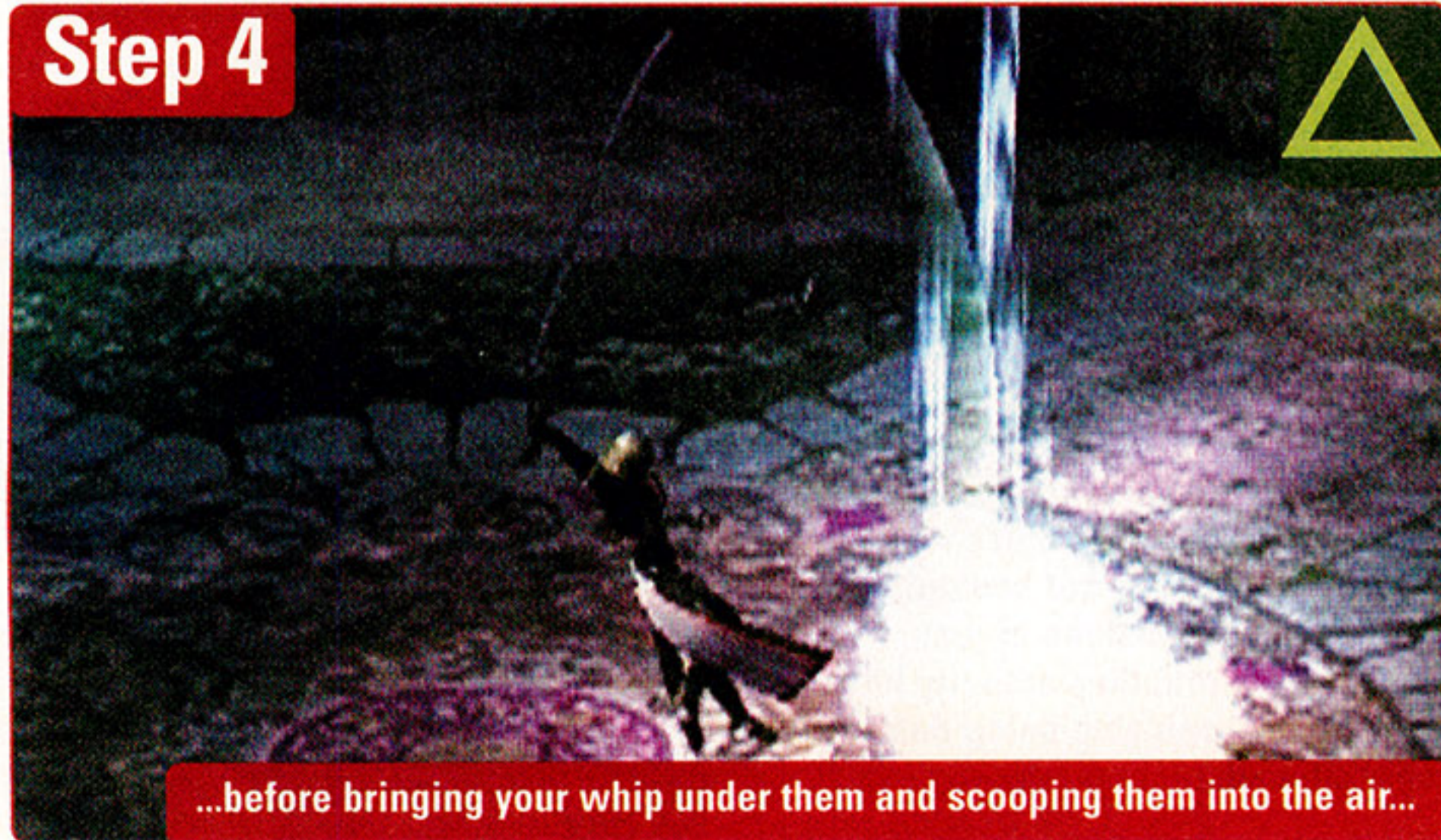


Mortal Kombat

With all these screwed-up creatures running around, you have to be able to defend yourself. Luckily, pretty boy Leon Belmont can bust some heads when it comes down to it.

Blaster Combo

We said *Lament of Innocence's* combat is deep, but now it's time to show you. As you progress through the game, you spontaneously learn new attacks. Once this happens, you have access to the attack forever. Here's an example of a kick-ass six-hit chain.



Side Arms

It's all about the subweapons, know what I'm saying? Because if you went around whipping everything, you would get bored, and so would your enemies. Anyway, here's a sampling of what will be in your arsenal.

Crystal+Blue Orb

Alone, the crystal is a limited-use subweapon that sits in one place, exploding on contact with an enemy. But combine it with the power of the blue orb, and you get a giant freaking shard of ice that falls from the sky and explodes into a cloud of shrapnel.



Holy Water+Purple Orb

Holy water is a pretty formidable weapon that causes the ground to erupt in flames, consuming anything evil or demonic caught in its wake. But when you mix it up with the purple orb, you get a crazy explosive effect that covers the ground in a giant flaming X, which hurts anything caught in it like hell.



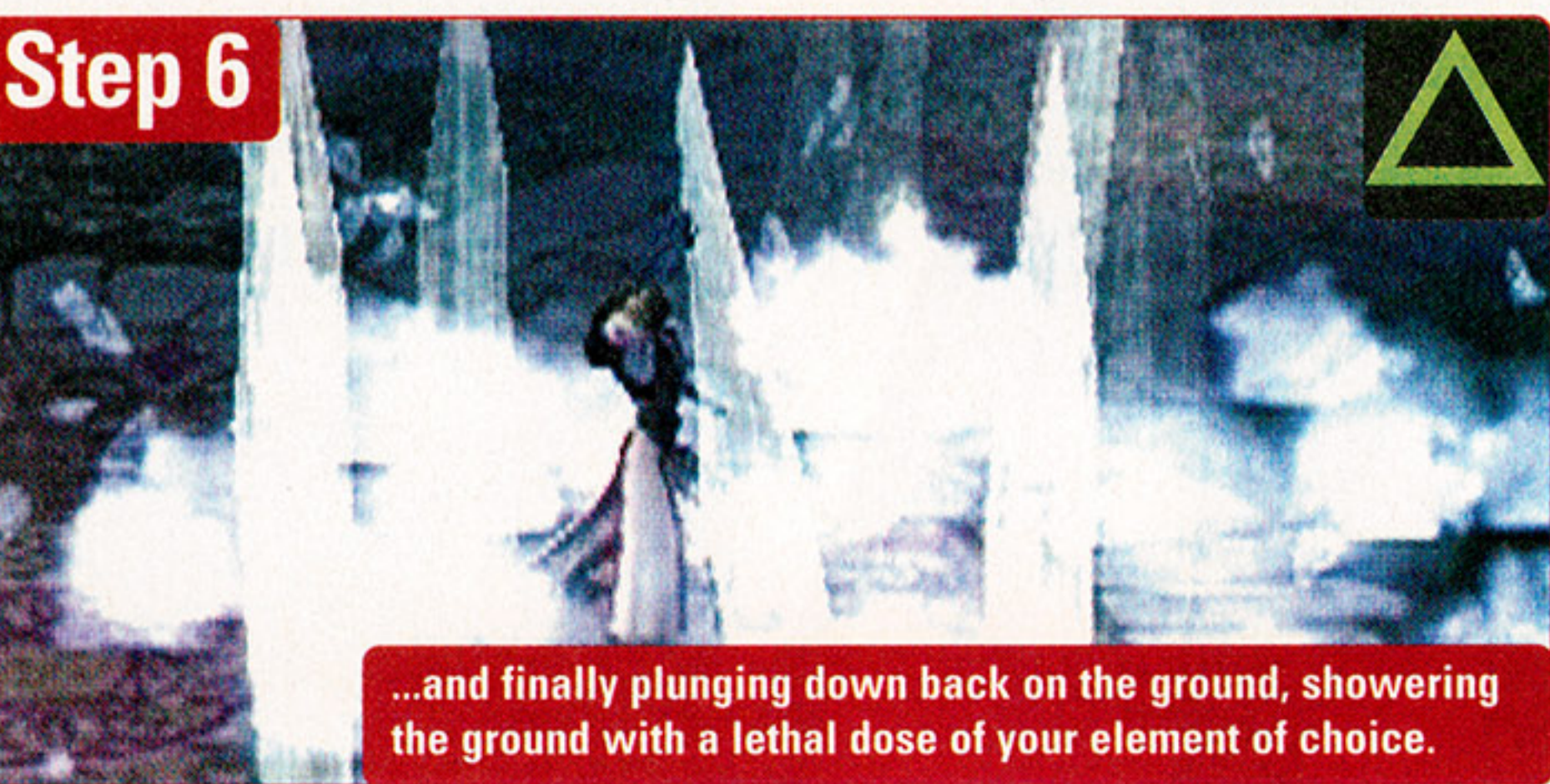
Ax+Red Orb

You normally hurl two of these axes and watch them fly in a circular path toward your enemy. But if you have the red orb equipped, you'll shoot out a burst of smaller axes all around you, like a deadly blossoming flower.



Cross+Purple Orb

This is one of the craziest attacks available. Now, without an orb equipped, the cross orbits around you, acting as a shield and hitting anything that gets in your way. Use it with the purple orb, though, and you get something really crazy—a giant burning cross (don't worry—it's blue) appears out of nowhere and deals crazy damage to your enemies.



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PlayStation®2



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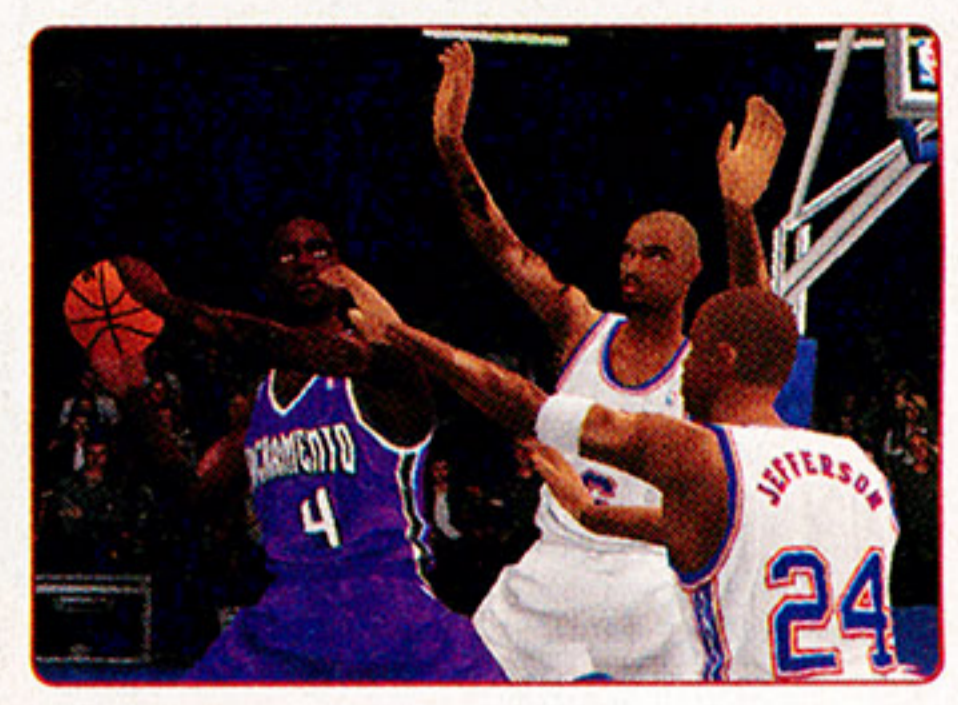


ALSO IN OCTOBER

During lighter months, nearly every game on these two pages would qualify for top 10 status. Some

came so close to making the list (*ESPN Basketball*, *SpongeBob*, *Whiplash*, *Crimson Skies*, and *Dark Alliance 2*) that

fight erupted. But levelheadedness prevailed, and we compromised by doubling the size of the Also In section.

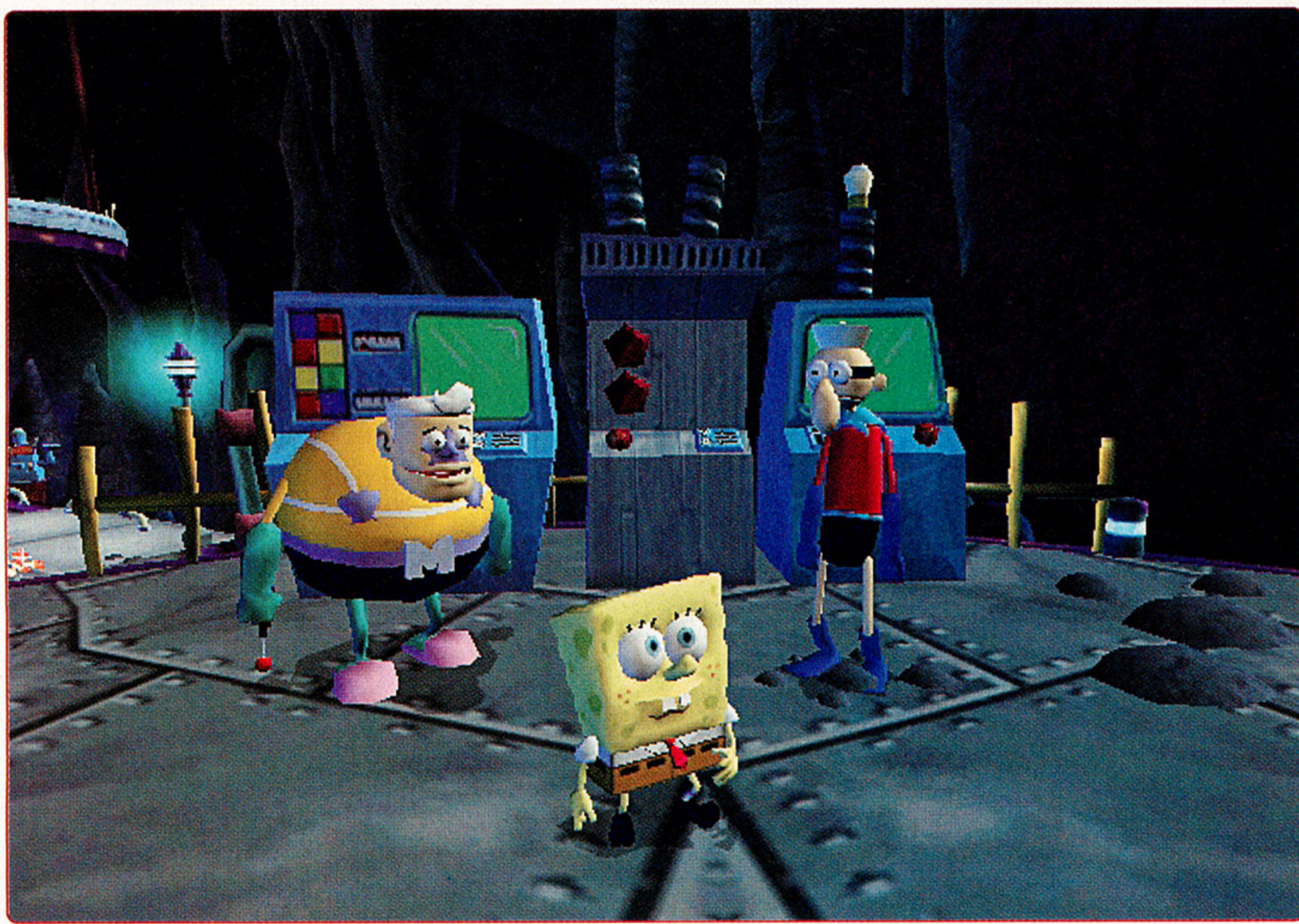


NBA Live

PS2, GC, Xbox

Pros: EA finally got things right on *Live* last year with the introduction of freestyle control. Look for this release to take things one step further.

Cons: Just don't expect more than one step. EA is the king of milking a good thing, which means changing formulas as little as possible.

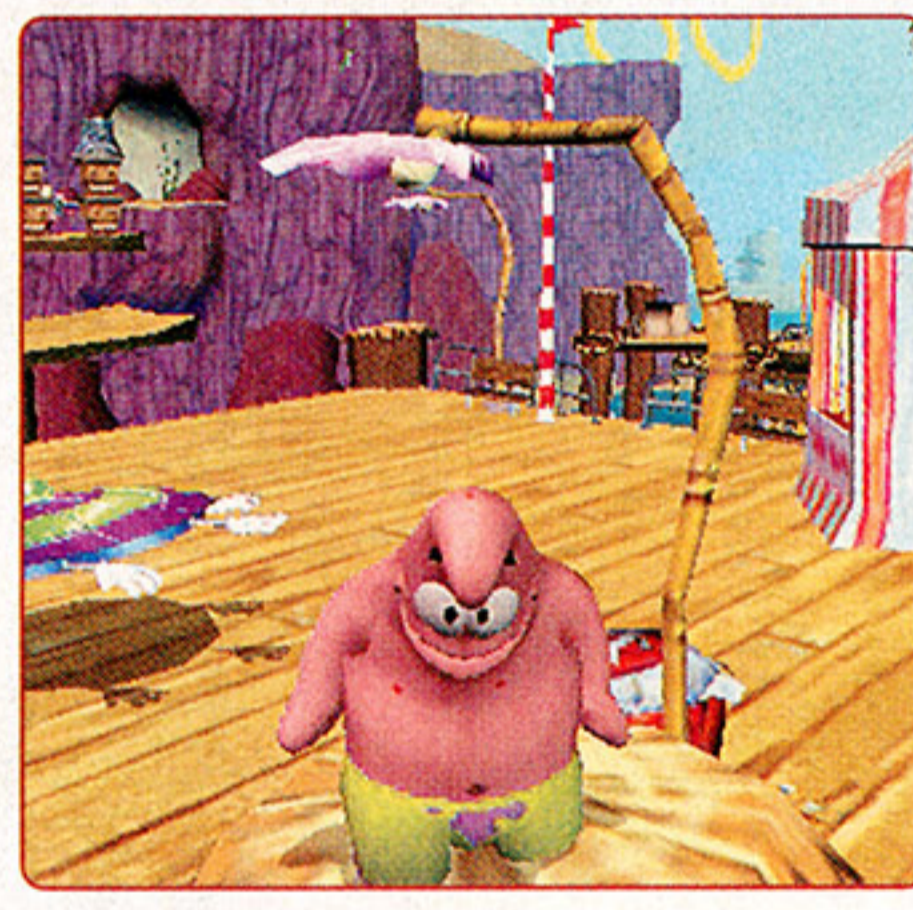


SpongeBob SquarePants: Battle for Bikini Bottom

PS2, GC, Xbox, PC

Pros: This game came closest to making our October Hot 10. No, seriously. SpongeBob is a cool character, and this game looks like it's going to be a really solid, entertaining platformer. It also has a sense

of humor that plays well to both adults and children. **Cons:** Plenty of players will write this one off as kid stuff, but smart gamers will give it a try. Like the show itself, *Bikini Bottom* is not as dumb as it looks.



Backyard Wrestling

PS2, Xbox

Pros: Fully interactive environments, slick visuals, and the Insane Clown Posse make *Backyard Wrestling* more than just a *WWE* wannabe.

Cons: But will you want to keep playing after the novelty of wrestling inside strip clubs and outside of gas stations wears off?

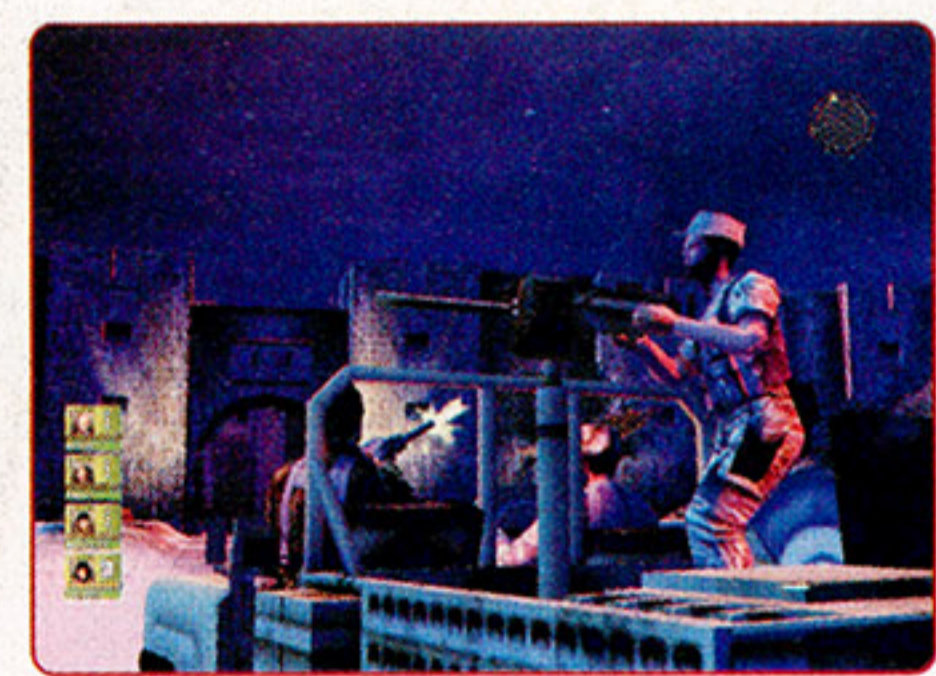


Whiplash

PS2, Xbox, PC

Pros: Watching an adorable rabbit get thrown around as a weapon is amusing, especially when it's begging for its life. Our favorite plea: "Please, show some compassion!"

Cons: The actual gameplay in the preview build was rough—as were the visuals.



Conflict: Desert Storm

PS2, GC, Xbox, PC

Pros: A refined control scheme and a more reasonable learning curve are the big highlights in this quickly produced sequel.

Cons: Did anybody really ask for a follow-up to *Conflict: Desert Storm*? And why wasn't online play included in this game?



Tak and the Power of Juju

PS2, GC, GBA

Pros: This is a good-looking platformer that might be worth trying once you've gotten through *Jak II*.

Cons: ...that is, if you can finish it before *Ratchet & Clank: Going Commando* ships in November.

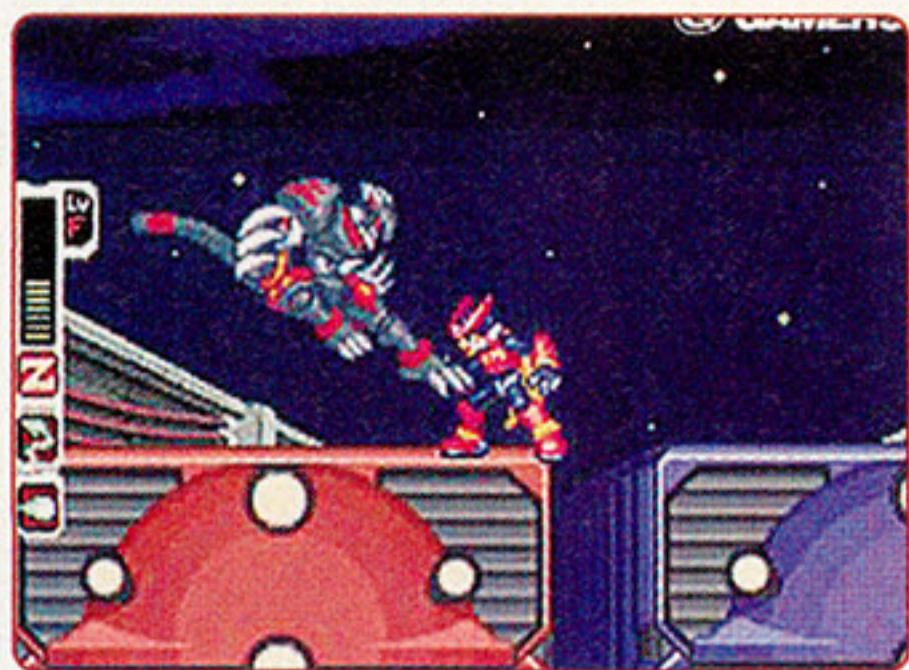


Monster Rancher 4

PS2

Pros: If you've played the others, you already know what to expect—lots of inventive monster collecting.

Cons: You'd best be a fan, 'cause part four isn't likely to convert holdouts. And as fun as it is, this still doesn't compare to *Pokémon*.



Mega Man Zero 2

GBA

Pros: Mega Man in plain old 2D. That's where he belongs, and that's where he shines. This GBA game might even be better than *X7*.

Cons: The franchise is starting to feel a little stale. Don't all these games kinda run together in your memory?

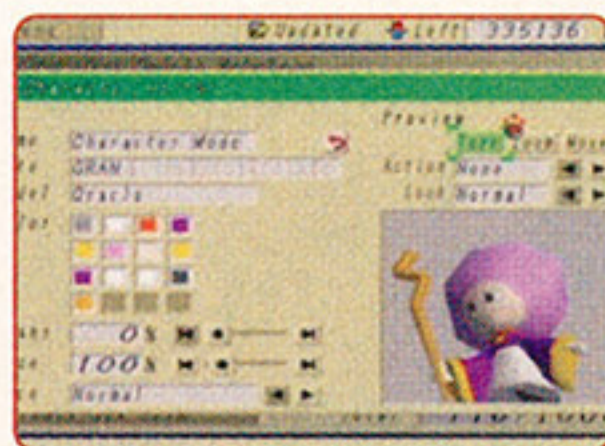


Batman: Rise of Sin Tzu

PS2, GC, Xbox

Pros: *Batman: Vengeance* was light years better than the abysmal *Batman: Dark Tomorrow*. This is a sequel to the former, not the latter.

Cons: It's also based on the cartoon that went off the air, like, 200 years ago.



RPG Maker 2

PS2

Pros: The original PS1 game didn't offer much flexibility, but gamers were still able to craft some pretty playable RPGs. This year—with more memory, better graphics, and (yes!) a keyboard—things should be easier.

Cons: This is for hardcore RPG fans only. It requires a huge time investment.



Xbox Music Maker

Xbox

Pros: Now, you can play MP3s on your Xbox, jam to your favorite CDs with custom video, and (of course) sing and record karaoke tunes. And it comes with a cool microphone.

Cons: This product looks lame when compared with PS2's *Karaoke Revolution*, which works as an actual game.



Crimson Skies

Xbox

Pros: Beautiful graphics and elegant controls make this one of the most anticipated Xbox Live games in Microsoft's lineup.

Cons: Nothing bumpy so far. Looks like smooth sailing till launch. But then, we would have said the same thing about the disappointing *Brute Force* around preview time.

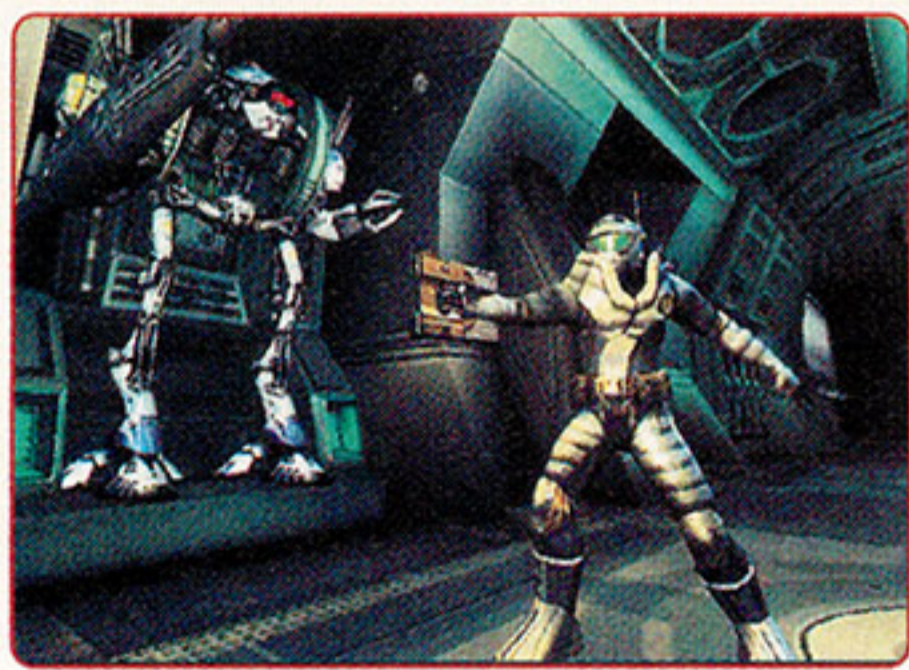


Breed

PS2

Pros: Strong word of mouth among beta testers makes us curious about this multiplayer action game that kinda feels like a sci-fi variation of *Battlefield 1942*.

Cons: We don't think enough people will have heard of the game to make it an instant smash.



Black 9

Xbox, PC

Pros: Speedy gameplay and a cool sci-fi backdrop make this the ideal choice for action junkies who can't wait until 2004 for *StarCraft: Ghost*.

Cons: The title sorta feels like *BloodRayne* in space. Translation: It doesn't scream "quality game" right outta the gate.



ESPN Basketball

PS2, Xbox, PC

Pros: This is the real b-ball game to beat this season. Last year's edition (*NBA 2K3*) was a near-perfect emulation of the actual sport and was the best reason to own an Xbox Live headset.

Cons: There doesn't seem to be much that's new. And why do we have to keep shelling out 50 bucks for what amounts to an expansion pack?



Baldur's Gate: Dark Alliance 2

PS2, Xbox

Pros: Even without the original developers, this should be a worthy sequel, especially given the online four-player option.

Cons: It's hard to get excited after seeing *Champions of Norrath*.

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TWNT

THE NEXT BIG THING

This game is made for hams, like Phil.

Photography by Michael Sexton

Karaoke Revolution

Showing you an amazing game like *Karaoke Revolution*—and explaining why you'd be an idiot not to try it—is what this new section of *GameNOW* is all about. Yeah, we know that a game based on singing doesn't sound cool, but you'd be surprised by how addictive this new Bemani concoction is.

Its setup is similar to *Dance Dance Revolution's*—you're scored

on the timing and accuracy of your performance. But instead of fast feet, you need perfect pitch. If you sing off-key, the game gives you a Lousy rating. Have a tin ear? No worries...there are multiple difficulty settings, so newbies can keep up with pop stars-in-training.

Tempo also comes into play. You know how impossible it is to keep up with *DDR* when the songs start going really fast? Well, machine-

gun lyrics make the same thing happen in *Karaoke Revolution*. R.E.M.'s "It's the End of the World As We Know It" and Barenaked Ladies' "One Week" are guaranteed to leave all but the best players tongue-tied.

GAMENOW SPEAKS:

ETHAN

Favorite Song: "Every Morning" by Sugar Ray

His Take: This is totally addictive...and listening to Phil's rendition of Bette Midler's "Wind Beneath My Wings" has made my life complete. But why aren't Britney and Xtina on the playlist?

PHIL

Favorite Song: "Wind Beneath My Wings" by Bette Midler

His Take: Britney's not on here because the game would suck if she were, Ethan. And yeah, this game is a hoot. If I'm gonna look like an ass singing to my television, I'm gonna go all out. That's why I need the pure cheese that is "Wind Beneath My Wings."

MIGUEL

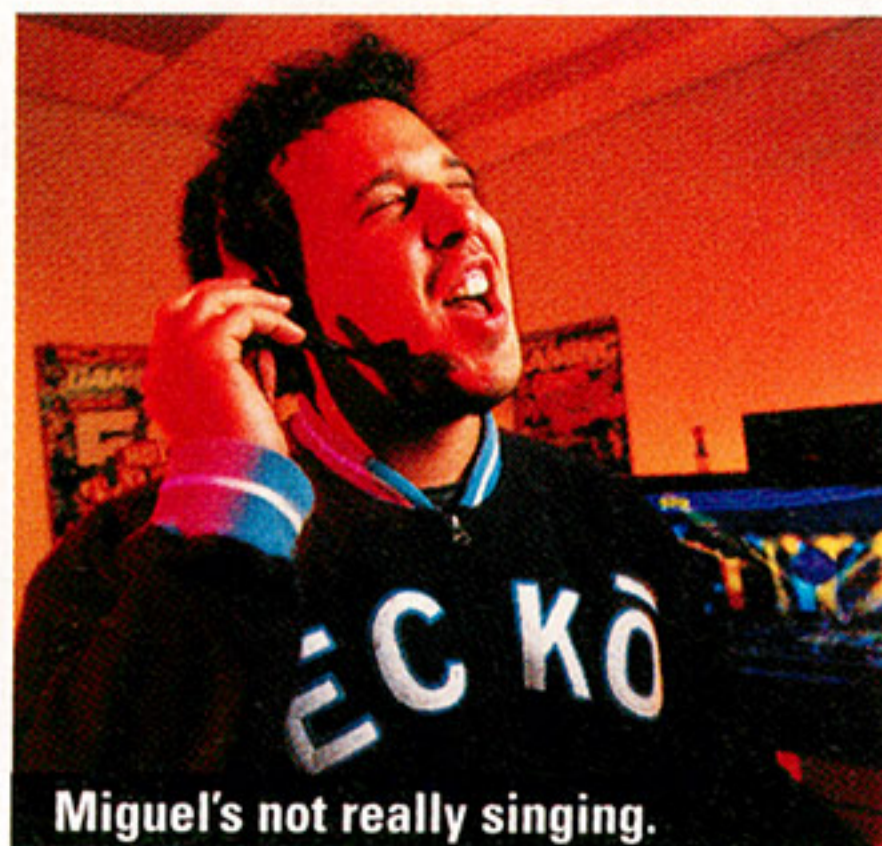
Favorite Song: "Celebration" by Kool & the Gang

His Take: Konami's gonna have to put some more bangers on this piece before I fully get on it, but if you get me in the right mood (after about six mojitos), I might get down to some Aretha or Diana Ross. But hearing Ethan sing three octaves higher than what a man his age should be is good enough in the meantime.

TOM

Favorite Song: "Believe" by Cher

His Take: Yeah, Ethan makes the Vienna Boys Choir sound like Barry White. But Miguel



Miguel's not really singing.

SONG LIST

Addicted
Simple Plan

All You Wanted
Michelle Branch

Are You Happy Now?
Michelle Branch

Believe
Cher

Billie Jean
Michael Jackson

Bizarre Love Triangle
New Order

Broken Wings
Mr. Mister

Celebration
Kool & the Gang

Chain of Fools
Aretha Franklin

Complicated
Avril Lavigne

Crawling in the Dark
Hoobastank

Don't Know Why
Norah Jones

It's the End of the World As We
Know It (And I Feel Fine)
R.E.M.

Every Morning
Sugar Ray

Everything You Want
Vertical Horizon

Girls Just Want To Have Fun
Cyndi Lauper

Hey Jealousy
Gin Blossoms

Hit Me With Your Best Shot
Pat Benetar

How You Remind Me
Nickleback

I'm Coming Out
Diana Ross

Kiss Me
Sixpence None the Richer

Ladies' Night
Kool & the Gang

Like a Virgin
Madonna

One Week
Barenaked Ladies

Red Red Wine
UB40

Save Tonight
Eagle-Eye Cherry

She Talks to Angels
Black Crowes

Son of a Preacher Man
Dusty Springfield

The Power of Love
Huey Lewis & the News

Waiting for Tonight
Jennifer Lopez

When a Man Loves a Woman
Percy Sledge

Wind Beneath My Wings
Bette Midler

You Really Got Me
Van Halen

You're the One That I Want
Olivia Newton-John



PREVIEW



Lovely Nicole models the Logitech headset.



Carrie hit the right notes—every once in a while. Make it stop!

makes a great point—*KR* needs MORE SONGS, lots more. Oh, and shorter ones—or at least include a Short Song mode so players don't have to suffer too long. Still, Konami gets big marks for making a truly fun party game. And I really do believe in life after love.

CARRIE

Favorite Song: "Kiss Me" by Sixpence None the Richer

Her Take: (Um that's my favorite

song in the game, but not in the whole world.) The thing about this game is, the worse you sing, the funnier it is. As the one with the worst singing voice on staff, you should all thank me for providing hilarity.

NICOLE

Favorite Song: "It's the End of the World As We Know It (and I Feel Fine)" by R.E.M.

Her Take: This game definitely needs more songs or I fear the

novelty will wear off quickly. It's also probably going to be strictly a party game. I don't imagine too many people will serenade their televisions alone.

ANDREW

Favorite Song: None of the above
His Take: You won't catch me singing any of these songs. I'd rather shoot the undead than bellow out a tune in front of my friends. We've got better things to do than sing to each

other. But hey, if you're like Ethan or Phil and love singing like a girl, I won't get in your way. :)

PERIPHERAL ACTION

You'll be able to buy *Karaoke Revolution* with or without the microphone. If you already own a *SOCOM* headset, that'll do just fine. You might also want to consider picking up the deluxe Logitech headset (pictured), which is sold separately.



PRESENTS

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GAMENOW

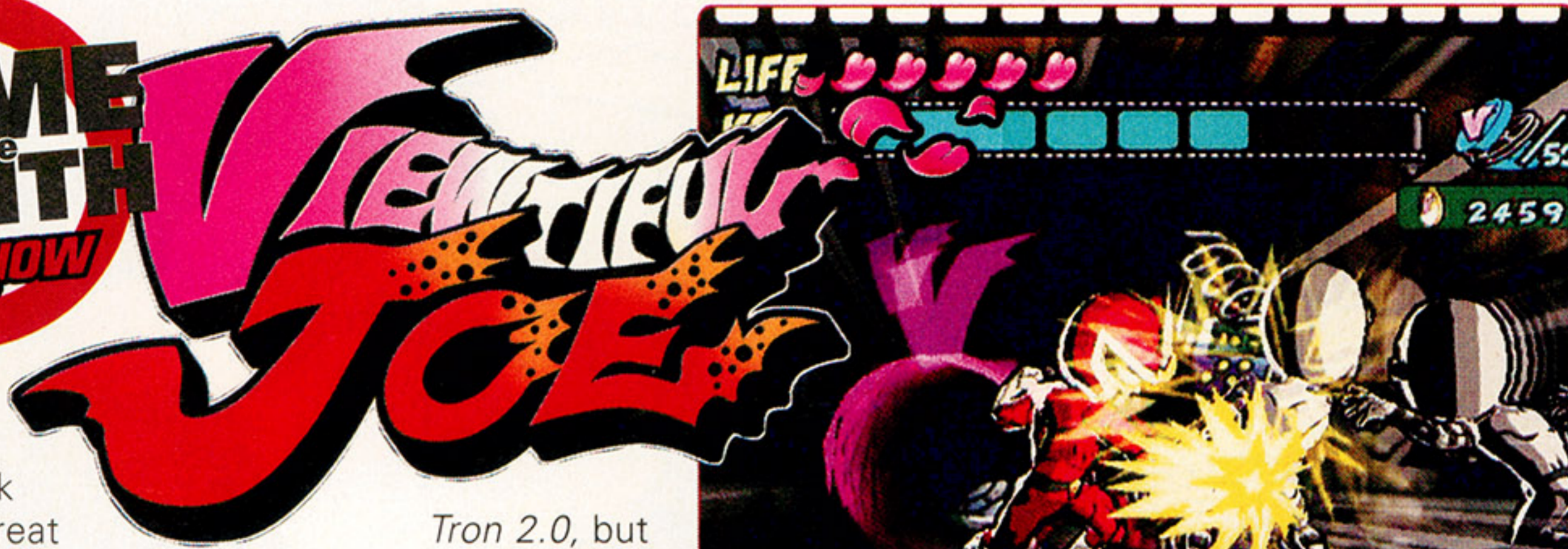
EVERYTHING YOU WANT
IN A GAME MAGAZINE...

NOW!



NOW PLAYING

GameNOW takes on this month's top games



Wow! Talk about a great month. When you have this many games getting A's, you know that you're in for a good time. The Game of the Month honors came down to a fierce competition between *Viewtiful Joe* and

Tron 2.0, but *Joe* just barely squeaked ahead.

What it came down to was *Joe's* play mechanics—they're just so perfectly implemented into the game design that they

help set a new standard for platform games.

Of course, with this many good games in one month, we're all winners.



This is for that C- you gave me.

U.S.A. TOP 10

The 10 Best-Selling Games of June 2003

- 1 Enter the Matrix
Atari/PS2
- 2 Tomb Raider: AOD
Eidos/PS2
- 3 Donkey Kong Country
Nintendo/GBA
- 4 The Hulk
Vivendi Universal/PS2
- 5 NBA Street Vol. 2
EA/PS2
- 6 Pokémon—Ruby Version
Nintendo/GBA
- 7 Pokémon—Sapphire Version
Nintendo/GBA
- 8 Finding Nemo
THQ/GBA
- 9 DBZ: Legacy of Goku II
Atari/GBA
- 10 Yu-Gi-Oh! Worldwide Edition
Konami/GBA



Welcome to the A+ Club and the F Troupe. These are the games that you must definitely own or definitely avoid. There's no middle ground here—these are the best and the worst games out there. Just be sure to follow the legend below. You don't wanna buy the wrong games!



A+ CLUB

- Final Fantasy X, PS2
- Golden Sun, GBA
- Halo, Xbox
- Madden NFL 2003, GC, PS2, Xbox
- Metal Gear Solid 2: Sons of Liberty, PS2
- Metroid Prime, GC
- Need for Speed: Hot Pursuit 2, PS2
- Resident Evil, GC
- SimCity 4, PC
- Soul Calibur II, GC, PS2, Xbox
- Star Wars Galaxies: An Empire Divided, PC
- Star Wars Rogue Leader: Rogue Squadron II, GC
- Super Mario Sunshine, GC

- Super Mario World: Super Mario Advance 2, GBA
- Super Smash Bros. Melee, GC
- The Legend of Zelda: The Wind Waker, GC
- Tony Hawk 3, PS2
- Yoshi's Island: Super Mario Advance 3, GBA

F TROUPE

- Batman: Dark Tomorrow, Xbox
- Britney's Dance Beat, GBA
- Crazy Taxi: Catch a Ride, GBA
- Men in Black: The Series, GBA
- NBA Jam 2002, GBA
- Shrek Super Party, PS2
- Shrek: Swamp Kart Speedway, GBA
- Unlimited Saga, PS2



JAPAN TOP 10

The 10 Best-Selling Games for 7/28/03-8/3/03

- 1 Mobile Suit Gundam Seed
Bandai/PS2
- 2 Pokémon Pinball: R&S
Nintendo/GBA
- 3 Tales of Phantasia
Namco/GBA
- 4 JikkYOU Powerful Pro Y10
Konami/PS2
- 5 Guilty Gear XX #Reload
Sammy/PS2
- 6 Shutokou Battle 01
Genki/PS2
- 7 Super Mario Advance 4: SMB 3
Nintendo/GBA
- 8 Kirby's Air Ride
Nintendo/GC
- 9 K-1 World Grand Prix: TBA!
Konami/PS2
- 10 F-Zero GX
Nintendo/GC

NOW RATED

Once we've thoroughly played a completed version of a game, we give it our final Now Rated grade. Here's our grading scale:

- A** games are excellent and well worth picking up.
- B** games may not be the best, but they're still darn good.
- C** is an average grade. These games aren't especially bad.
- D** means below average. It's not very good.
- F** is...well, you know. F is a failure.

All Windows games featured in *GameNOW* are reviewed on an Alienware™ Area-51:

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- Hercules 3D Prophet 9700 PRO 128MB
- Black Floppy Drive 1.44MB
- Sound Blaster® Audigy 2™ 6.1
- 16X/48X DVD-ROM Drive
- Microsoft® Internet Keyboard
- Microsoft® Intellimouse Explorer 3.0
- Microsoft® Windows® XP Home Edition
- AlienIce: Video Cooling System
- AlienAdrenaline: Video Performance Optimizer
- NEC Multisync 991SB Black 19" Monitor
- Klipsch Promedia 5.1 THX Speakers



There are 30 cars racing on the track at once! Don't be afraid to smash up the competition.



DID YOU KNOW?

So how did *Super Monkey Ball's* Aiai score a cameo in *F-Zero GX*? Well, *GX* is programmed by Sega's AV development team, which created such games as *Daytona USA* (AV knows its racing games) as well as (you guessed it) *Super Monkey Ball*.



F-ZERO GX

No, it's not the name of a Star Wars droid



Publisher: Nintendo
 Players: 1-4
 Also On: None
 Genre: Racing



Just for the record, I'm not a big racing-game fan. Although I certainly respect good racing

games, the genre wears thin for me after about half an hour. I can do laps around a track only so many times before I get bored.

Having said that, **I couldn't stop playing *F-Zero GX***. It's refreshing to see a racing game ditching the sim elements that seem to be a prerequisite nowadays in favor of more arcadey gameplay. The **incredibly fast action and supertight controls** remind me of the days when I was hooked on such racing games as *Pole Position* and *Outrun* (and yes, the old *F-Zero* titles).

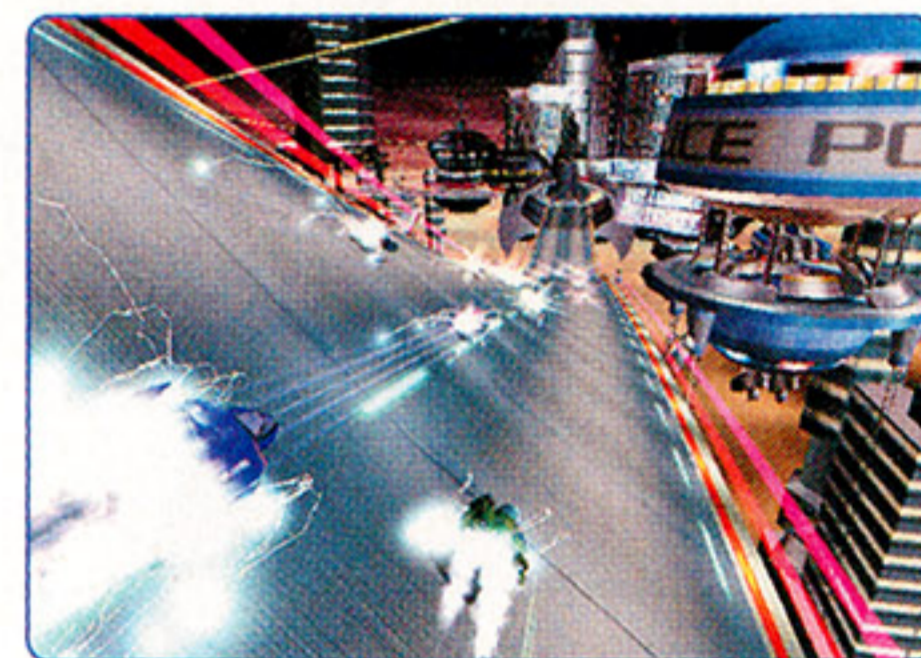
GX's relatively simplistic gameplay makes it easy to dive into the action. That's not to suggest the game lacks depth. Between the multiple modes (including a sweet Story mode, complete with cinemas) and the technique involved in racing (proper use of turbo boost,

spinning to damage opponents, etc.), **there's a lot to master**.

My only beef with *GX* is the odd way it handles the Story mode. In it, you complete a specific mission before moving on to the next. Instead of standard level progression, however, you must purchase new missions with points you earn from completing previous goals or from playing the Grand Prix mode. It's annoying to have to quit Story mode each time you complete a mission to enter the shop and unlock the next. Sometimes you won't have enough points, so you'll have to earn more in Grand Prix mode before moving on in Story mode. **Lame!**

Even so, it's hard to stay mad at a game this awesome. With everything *GX* does right, it's hard not to like it.

—Phil Theobald



TRY THIS

Be sure to check out the Emblem Editor mode. You can design your own patterns and then place them anywhere on your ships. There are even secret unlockable designs. Who wouldn't want Aiai from *Super Monkey Ball* on their car?



- PROS:**
- Tight gameplay
 - Lots of unlockables
 - Great sense of speed

- CONS:**
- Story-mode progression is awkward

BOTTOM LINE: Easily GameCube's best racing game.

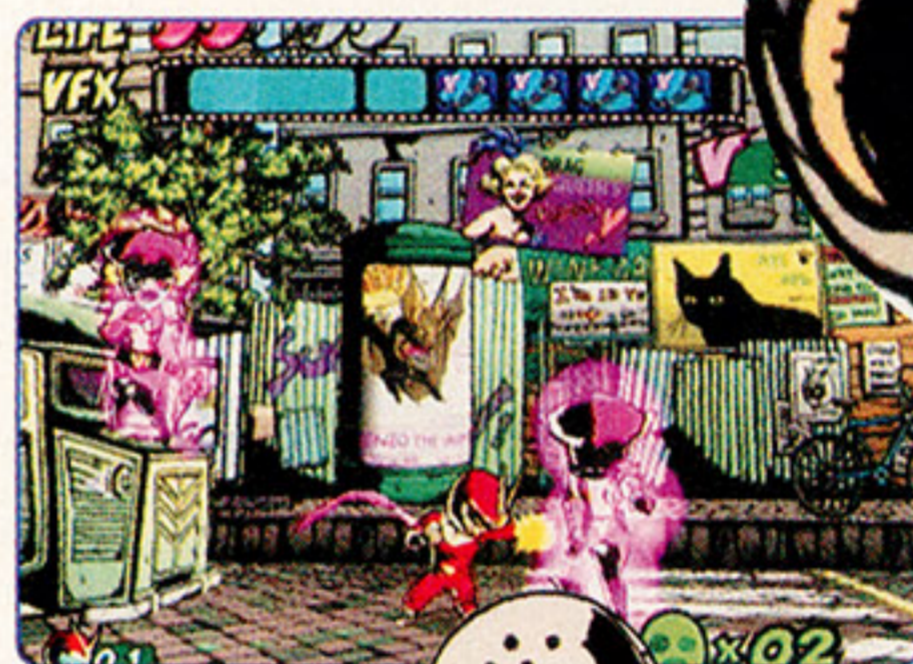
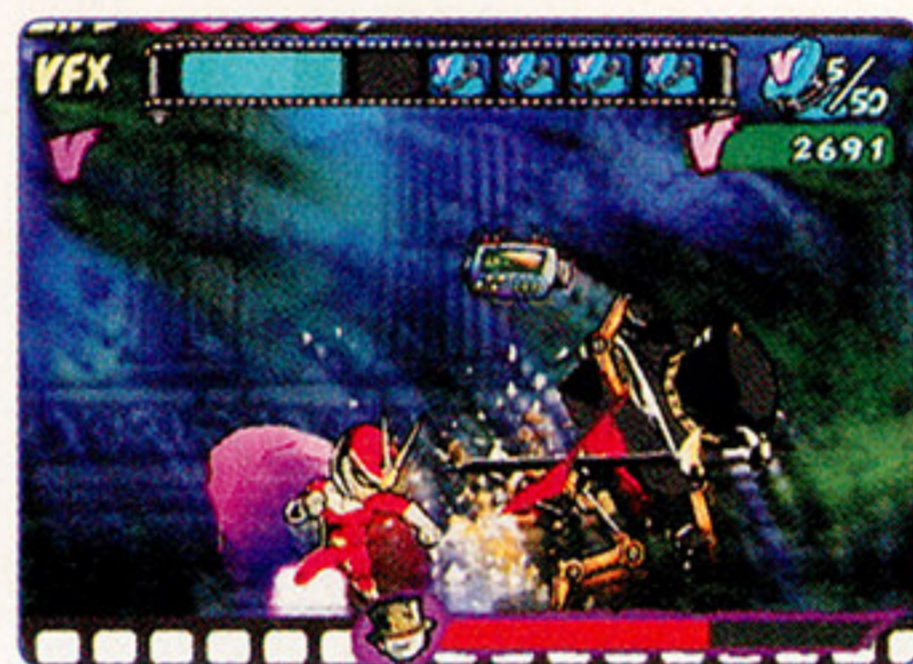
A



When using the Slow VFX, explosions grow bigger and last longer.

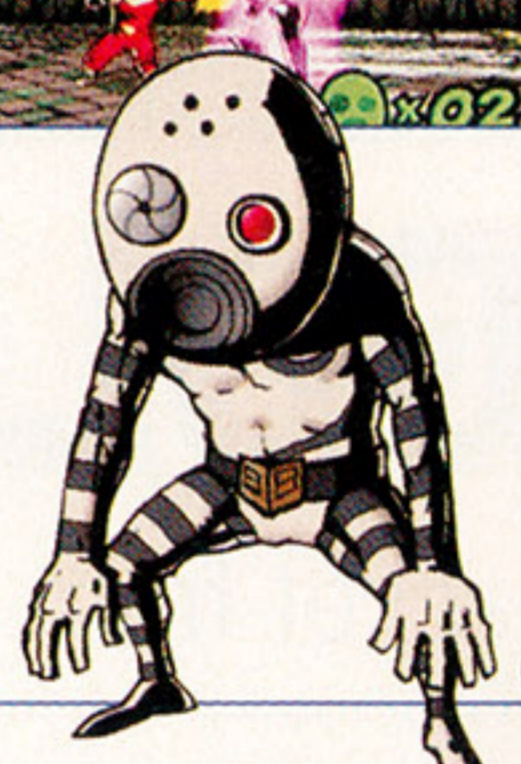
BIG BANG

To rack up tons o' Viewtifuls, dodge an enemy's attack to dizzy him. Then, use your Slow VFX to target the dazed chump. Once you punch him, any other enemies you attack while in Slow will multiply the Viewtifuls you earn.



VIEWTIFUL JOE

Henshin a-go-go, baby! Awaken your heroness!



Publisher: Capcom
 Players: 1
 Also On: None
 Genre: Action



We've talked about *Viewtiful Joe* a lot these past few months, and Capcom has finally graced us with the U.S. version of the game. Now, we can officially tell you what we've known for a while (we've been playing the Japanese version, you see)—*Viewtiful Joe rocks*.

If you read our feature on the game last month, you know how amazing it looks. If you missed it (shame on you!), *Viewtiful Joe* is an old-school 2D beat-em-up thrust into a 3D world. The graphical style is truly innovative,

something I haven't been able to say about a game in a long time—it **truly looks like a manga come to life**.

Of course, looks aren't everything, but *Viewtiful Joe* is as much about gameplay as it is about looking pretty. The game's main gimmicks are the VFX moves—the ability to slow down, speed up, or zoom in on the action, which allows you to pull off a variety of powerful (and sweet-looking) attacks.

"Gimmicks" is a poor word to choose, though. These moves aren't here just for show—they're deeply woven into the gameplay. Throughout *Viewtiful*

Joe, I was impressed by how cleverly the **stages take full advantage of the VFX moves**. You can tell that the designers carefully crafted the game around these techniques instead of simply tossing together a generic platformer with some flashy special moves. With the current glut of lame, character-based action games coming out, it's refreshing to see one that has obviously had a ton of time, effort, and planning devoted to it.

For a reminder of what videogames are supposed to be, pick up *Viewtiful Joe*.

—Phil Theobald

PROS:

- VFX moves rule
- Sweet graphical style

CONS:

- Uneven difficulty

BOTTOM LINE: Attention all game developers: Make your games like this.

A

POWER UP

Between rounds, spend those Viewtifuls you earn on new techniques and items. I recommend buying the VFX Turbo Charger. It may cost a whopping 30,000 Viewtifuls, but it makes your VFX bar refill at twice its normal rate. Handy!

(VFX TURBO CHARGER) Double the rate of recovery on your VFX gauge.



If you want a straight shooter, stick with Mario. He doesn't have the power of Bowser or Wario, but his ease of use makes him ideal for beginning players.



TRY THIS

Having trouble unlocking courses? Cheat by saving every time you end a hole with a birdie or par. You'll get kicked back to the startup menu, but by continually doing this, you'll have an under-par total score, which will be enough to win any match.



MARIO GOLF: TOADSTOOL TOUR

Mario takes the green jacket from Tiger Woods

Publisher: Nintendo
Players: 1-4
Also On: None
Genre: Sports



I don't get politics in the Mushroom Kingdom. When Mario isn't risking his

life fighting Bowser, he's... challenging him to a spot of golf?

But that's the great thing about this game: You don't need to be a fan of Nintendo's plump plumber and friends (or their odd relationships) to love it. License aside, this is **the best golf title I've ever played.** If you dig the sport and don't have a GameCube, it's time to buy one.

EA's *Tiger Woods 2003* may be more realistic, but it isn't nearly as fun. And *Hot Shots Golf 3*—forget about it. *Mario Golf: TT* is developed (like



DON'T DO THIS
 Don't rely too much on automatic shots. The manual setup (which was standard in the first *Mario Golf*) allows for more precise aiming, combo-driven backspins, etc.

the N64 original) by Camelot, the designers responsible for the first *Hot Shots* (but not *Hot Shots 3*). And with this release, they've perfected their formula.

The controls are streamlined, so inexperienced gamers can jump right in. But they're also flexible, allowing experts to tweak and master their shots. This is important in multiplayer games; if you stick to the skins game while challenging friends, everyone will have fun, regardless of their skill level.

The courses, however, are what really make the game stand out. They're challenging, beautiful, and exquisitely designed,

offering a level of variety the also-rans can't touch. **Giant Chomp Chomps devour balls that land in sand traps.** Green pipes deliver your ball to different areas on the course. And something really neat happens when you drive your shot into a flower patch (I won't spoil it).

Add a learning curve that always **keeps the game challenging without making it too frustrating**, and you have that rare sports title that's ideal for all players. Unlocking characters and courses solo is a blast, and as for multiplayer, I haven't had this much fun with three buddies since *Mario Party 4* came out. Buy it now.

—Ethan Einhorn



- PROS:**
- Deep, satisfying gameplay
 - Great multiplayer action
- CONS:**
- No online play
 - No unlockable gear

BOTTOM LINE: This is the best golf game on the market. You need this game.

A

THE POWERPUFF GIRLS: RELISH RAMPAGE



Publisher: BAM!
 Players: 1
 Also On: PS2
 Genre: Action-Adventure



NOW PLAYING

You'll never look at pickles the same way again



The Powerpuff Girls' humble abode of Townsville is under attack from an alien race of pickle people, and it's up to the girls to stop them. While that may sound like quite a feat, it's actually really easy and not all that involved.

Relish Rampage does a beautiful job of capturing the cartoon's look and feel. You run into all the show's major

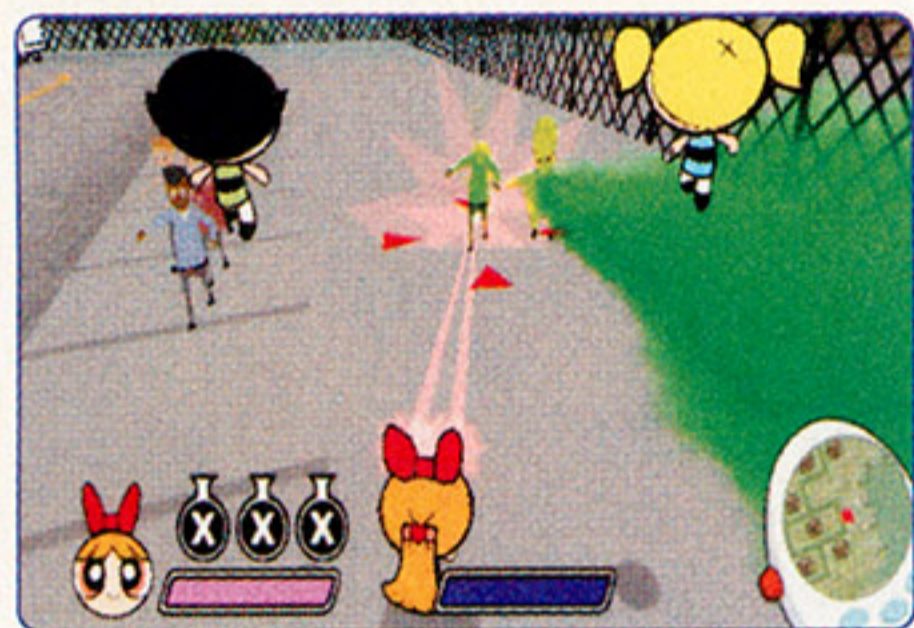


characters, and they're all true to form. You can even perform a number of special attacks that appear in the show, such as Laser Eyes and Sonic Scream. Unfortunately, **the game**

doesn't do these fearless kindergartners justice. The gameplay is pretty repetitive for the most part, and camera issues crop up all over the place. In battles, the girls often get shrouded in huge clouds of smoke after blowing up an enemy, preventing you from seeing which way you're going. There's also **little challenge, except when time limits are placed on missions.** On top of that, the game is short, and the ending is anticlimactic and disappointing, to say the least.

The game is just average, and that's a shame, because saving the world before bedtime should be a lot of fun.

—Nicole Tanner



SWEET SPOT

The GameCube version of this game has some extras you won't find in the PS2 edition. When you're flying around on a mission, keep your eye out for clumps of toys sitting around. Picking these up unlocks arcade-style minigames you can play later.



PROS:

- Looks just like the cartoon
- Characters are true to form

CONS:

- Repetitive gameplay
- Camera issues

BOTTOM LINE: Nice to look at, but not very interesting to play.

C+

P.N. 03

A classic case of style over substance



I'll give *P.N.03* this—its opening is killer. The second you lay eyes on leading-lady

Vanessa, a too-cool-for-words cyberchick for hire, you'll think you're in store for an action-packed gaming experience. As explosions shatter the earth around her, she stands in one place, bobbing her head to the rhythm of the game's soundtrack. And when she finally jumps into action, it's like you're controlling a ballerina who has a Master's degree in ass kicking.

But the game can't keep up this high level of momentum,



not even for a half-hour. You'll get bored quickly, realizing that you're seeing the same enemies and hallways over and over again. And you don't even get an interesting story to latch on to—**nothing significant happens to Vanessa till the very end of the game.**

That ending, by the way,



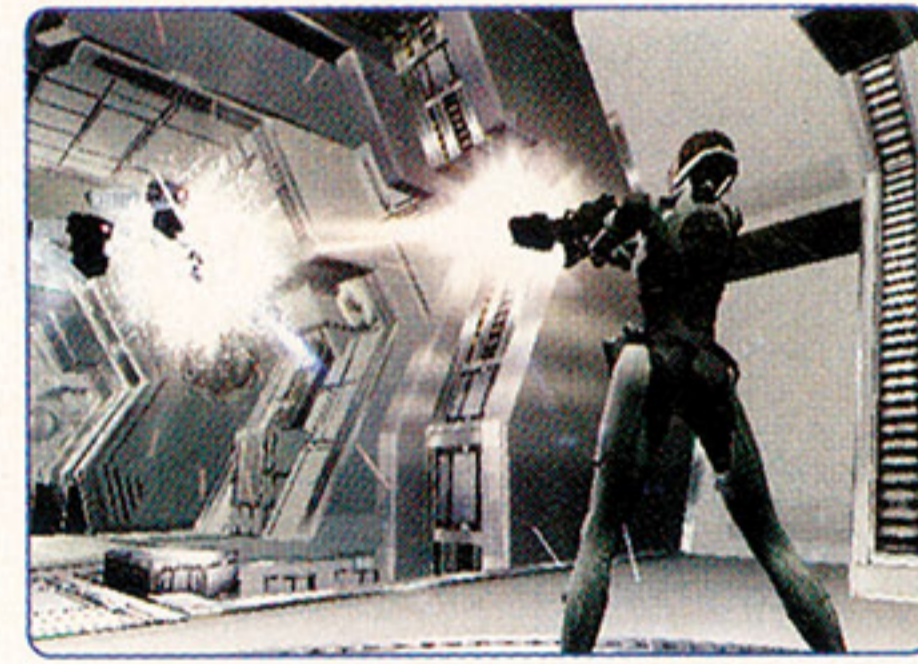
comes up on you in only about four hours if you're playing on Easy mode. Sure, you can extend the playtime by attempting to beat *P.N. 03* on Normal, but the game is merciless on that level of difficulty. You have to master the placement of every enemy to stand a chance, and that's about

the most tedious thing you can do in a videogame.

P.N. 03 tries to capture the excitement and intensity of old-school 2D shooters, but the end product is just **a boring hodgepodge of gaming clichés.** If you really want old-school thrills, pick up the incomparably better *Ikaruga*.

—Ethan Einhorn

Publisher: Capcom
 Players: 1
 Also On: None
 Genre: Action



PROS:

- Solid controls
- A cool leading lady

CONS:

- Too difficult in Default mode
- Too short

BOTTOM LINE: Despite the cool lead character, it's mind-numbingly repetitive.

C-



STUMPED?

Can't power up your suit quickly enough? Take on the minimissions between each stage to build up the dough you need to purchase your gear.

BILLY HATCHER AND THE GIANT EGG

Publisher: Sega
 Players: 1-4
 Also On: None
 Genre: Egg Rolling



Rollin', rollin', rollin', keep them eggies rollin'



Billy Hatcher, a kid in a chicken suit, is an unlikely hero. But then, he's in one weird

land, where he must restore sunshine and roll giant, colorful eggs around. **Bizarre.**

Strange concepts don't guarantee great games, but they do help. And in *Billy Hatcher's* case, **the mechanics of egg rolling, egg bouncing, and egg hatching are so well done and fun to execute that they infuse the whole omelet—er, game—with deliciousness.**

SWEET SPOT

Inside some eggs, there are hidden minigames that you can download to your Game Boy Advance. Egg-cellent.



The giant eggs are crucial to gameplay—you need one in hand to perform any of the superhuman moves necessary to make jumps through lava-surrounded platforms or bump off giant jumping cats. The rolling action feels just right, and though it sounds awkward, jumping and running with an egg is easy. Plus, **it's**



fun to use bowlinglike action to take out the baddies.

The twist of being able to hatch eggs adds a satisfying collecting aspect to the game. Some eggs hatch into clever power-ups, like a circus hat that allows you to run on top of your egg to ride it on water; some produce friendly critters that help you in battle. The thing is, it never seems completely necessary to hatch the eggs. It's helpful, and it's fun, but you get the feeling you could pretty much take on all the enemies on your own.

But that's a minor quibble. *Billy Hatcher* is great fun to play. Don't be chicken: Buy it!

—Carrie Shepherd



PROS:

- Fun rolling mechanic
- Lots of egg types to hatch
- Cute characters

CONS:

- Easy bosses

BOTTOM LINE: An egg in the hand is worth two ho-hum platformers. Or something.

B+

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

Publisher: Vivendi Universal
 Players: 1-2
 Also On: PS2, Xbox
 Genre: Action-Adventure



It's as if she never left

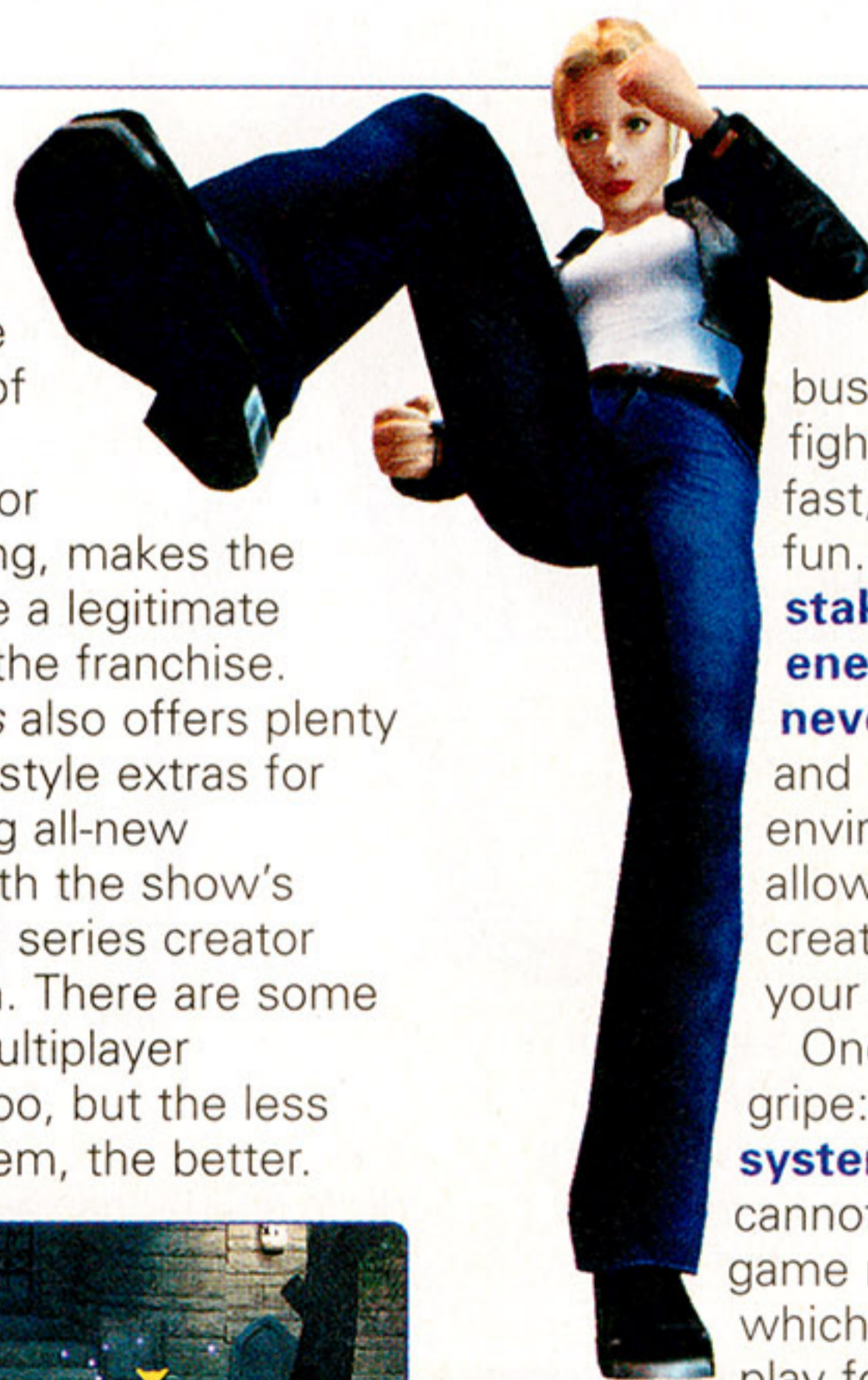


Yeah, it's a bummer that Buffy's TV show is gone, but this surprisingly good game

makes it easier to deal with the loss. We championed *Buffy the Vampire Slayer* on Xbox last year, and *Chaos Bleeds* is even better—the puzzles are more interesting, the learning curve isn't as steep, and **the opportunity to take control of all of Buffy's pals mixes up gameplay nicely.**

The experience is tied together with a strong story, penned by the TV show's

writing team. Their involvement, as well as the participation of most of the original cast for voice recording, makes the game feel like a legitimate extension of the franchise. *Chaos Bleeds* also offers plenty of tasty DVD-style extras for fans, including all-new interviews with the show's principals and series creator Joss Whedon. There are some unlockable multiplayer minigames, too, but the less said about them, the better.



None of this gravy would matter if the game were a bust, but the fighting system is fast, fluid, and fun. **Plunging stakes into your enemies' chests never gets old,** and interactive environments allow you to be creative with your kills.

One nitpicky gripe: **The Save system sucks.** You cannot store your game midlevel, which forces you to play for as long as an hour and a half before retiring for the night. Irritating, but that's a small price to pay in order to play one of the best action-brawlers on GameCube.

—Ethan Einhorn

WTF?

Apparently, the Sunnydale movie theater plays only old 20th Century Fox movies. Inside, there are posters for *Alien*, *Planet of the Apes*, *The Fly*, and *Fight Club*.

PROS:

- Extremely fun gameplay
- Multiple characters

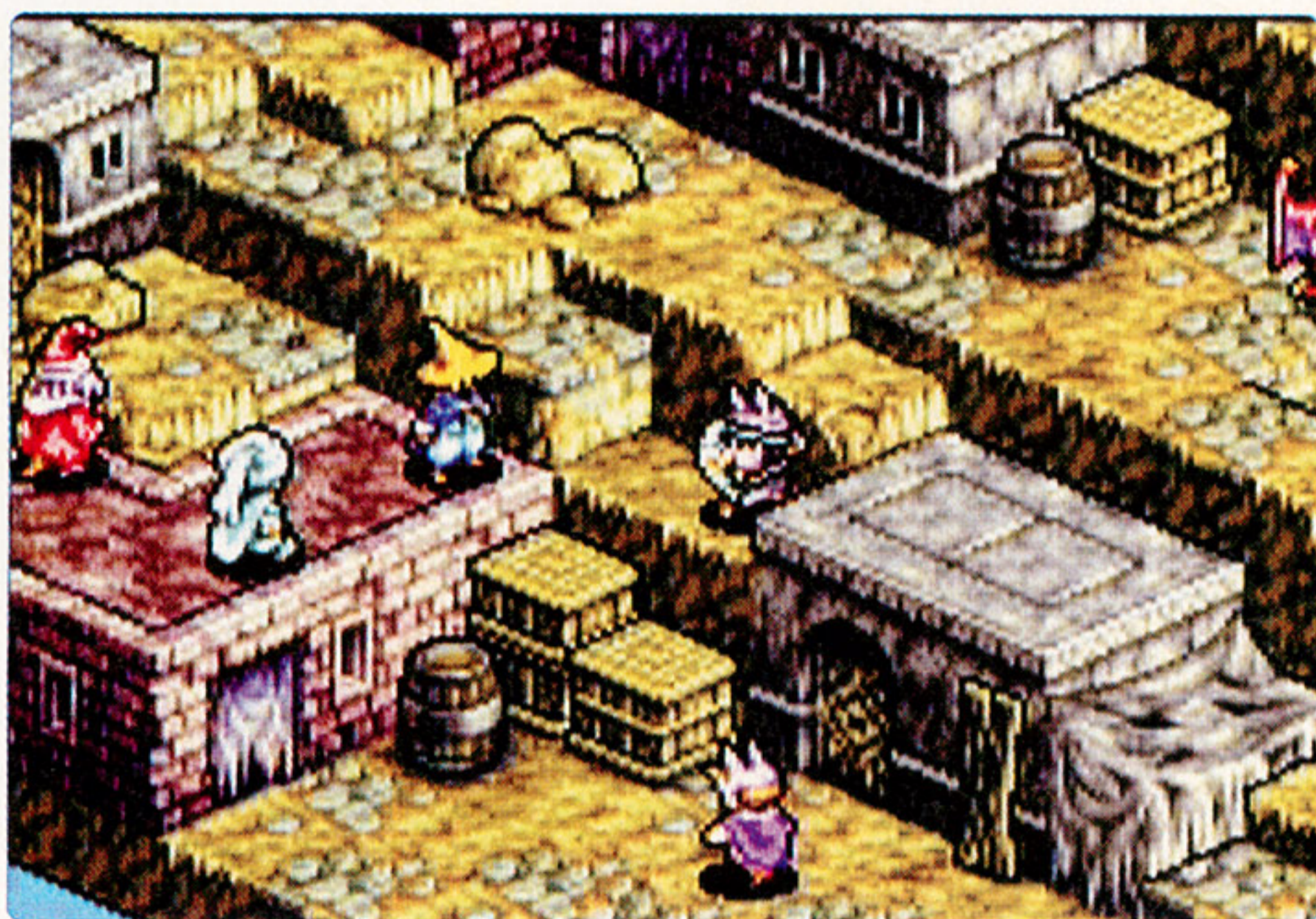
CONS:

- Messy multiplayer modes
- Gellar still not in voice cast.

BOTTOM LINE: A good-looking, well-designed sequel that's jam-packed with action.

B+

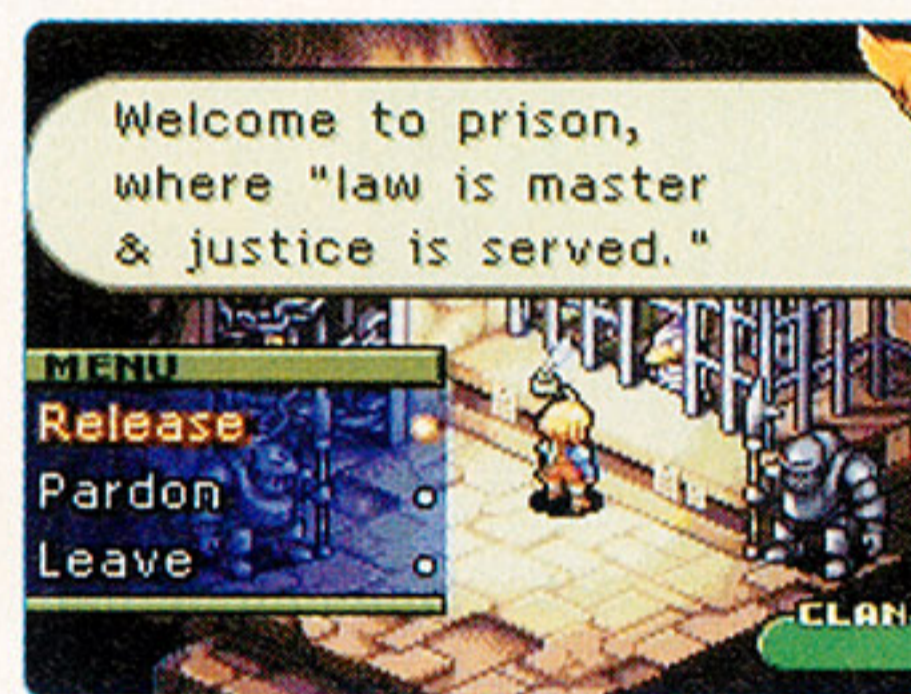




STUMPED?

The number of classes in *FFTA* is simply ridiculous. It's like being lost at sea. Consult this list for help. And be thankful.

CLASS	REQUIREMENTS
Paladin	Human, Soldier (2 skills)
Fighter	Human, Soldier (2 skills)
Ninja	Human, Thief (2 skills)
Magician	Human or N'Mou, Black Mage (5 skills), White Mage (3 skills)
Blue Mage	Human, White Mage (1 skill), Black Mage (1 skill)
Hunter	Human, Archer (2 skills)
Dragoon	Banga, Warrior (2 skills)
Guardian	Banga, Warrior (2 skills)
Gladiator	Banga, Warrior (2 skills)
Bishop	Banga, Monk (2 skills)
Templar	Banga, Monk (2 skills)
Time Mage	N'Mou, Moogle, Black Mage (5 skills)
Alchemist	N'Mou, White Mage (3 skills), Black Mage (5 skills)
Shape Shifter	N'Mou, Beastmaster (5 skills)
Sage	N'Mou, White Mage (3 skills), Beastmaster (2 skills)
Elementalist	Viera, Thief (1 skill), Beastmaster (1 skill)
Red Mage	Viera, Fencer (1 skill)
Summoner	Viera, White Mage (2 skills), Elementalist (2 skills)
Assassin	Viera, Elementalist (2 skills), Sniper (1 skill)
Sniper	Viera, Archer (2 skills)
Moogle Knight	Moogle, Animist (1 skill)
Gunner	Moogle, Animist (1 skill)
Juggler	Moogle, Thief (2 skills)
Mechanic	Moogle, Thief (2 skills)



FINAL FANTASY TACTICS ADVANCE

Publisher: Nintendo
 Players: 1
 Also On: None
 Genre: Strategy-RPG



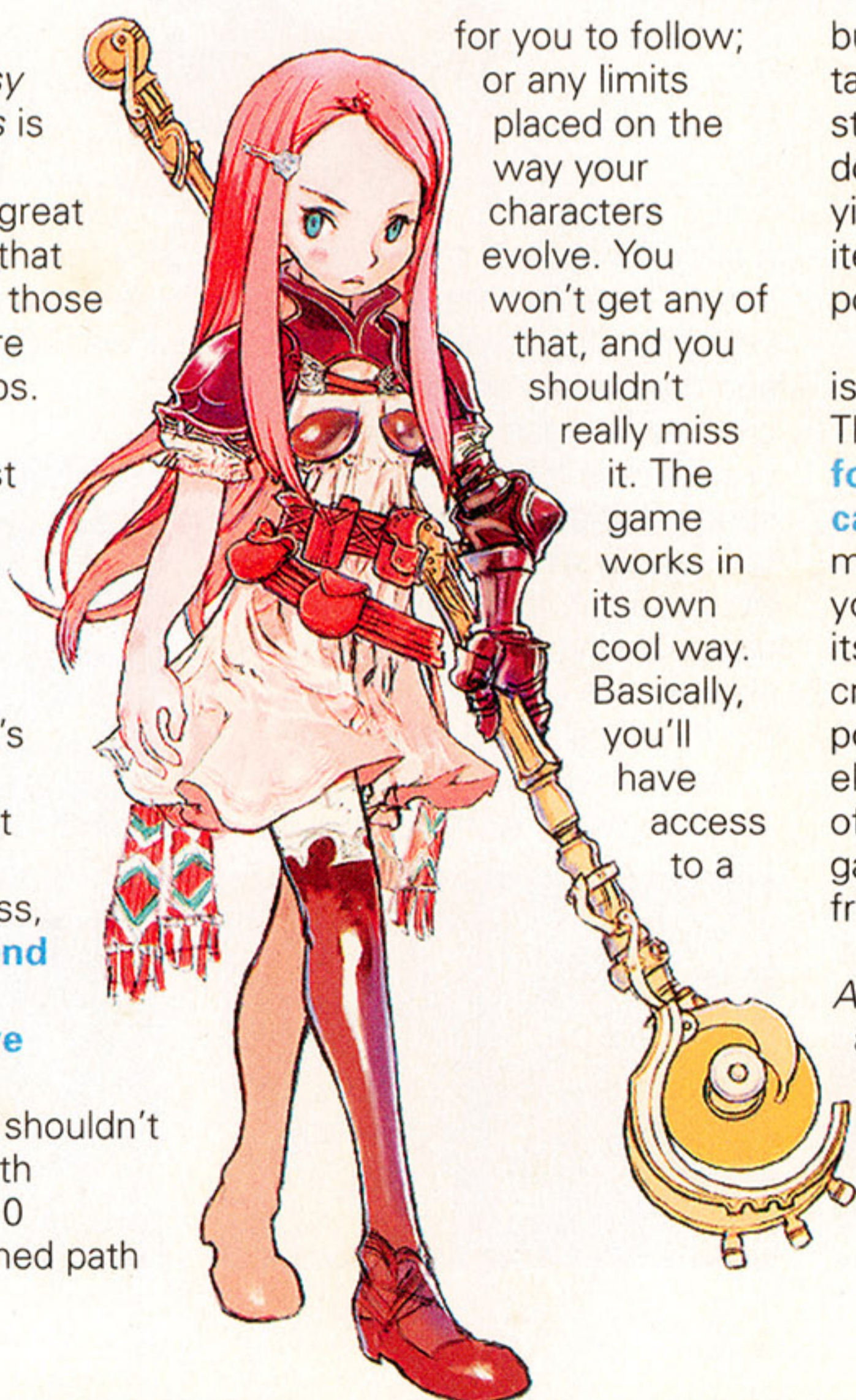
It don't get much more real



Final Fantasy Tactics is one of those great RPGs that

everyone—particularly those who know what they're talking about—worships. I would go as far as saying that it's the best 32-bit *Final Fantasy* game, but that might cause legions of Square fans to send packs of rabid dogs after me, so that's not what I'm saying. What I'm saying is that *Final Fantasy Tactics Advance* is the business, and **if you even pretend to like RPGs in their purest form, you have to play it.**

But here's what you shouldn't expect: a real story, with cinematic clips every 10 minutes; a predetermined path



for you to follow; or any limits placed on the way your characters evolve. You won't get any of that, and you shouldn't really miss it. The game works in its own cool way. Basically, you'll have access to a

bunch of missions that you can take, some of which contain story elements. The ones that don't are just simple battles, yielding you cash rewards, items, and the opportunity to power up your characters.

Customizing your characters is where the real fun comes in. There's **a crapload of classes for your characters, and you can control their evolution** as much as you want. And once you earn a class, you can mix its abilities with those of others, creating some unique and powerful warriors. Know what else is fresh? If you get bored of playing the single-player game, you can link up with a friend and battle each other.

So yeah, *Final Fantasy Tactics Advance* lives up to its legacy—and then some. **Easily one of the best GBA games around.** If pure RPG madness is what you crave, then you know what to do.

—Miguel Lopez



PROS:

- Amazing depth
- Amazing replayability
- Great multiplayer features

CONS:

- Um, you'll play so long that your batteries will run out?

BOTTOM LINE: People who don't play this are suckers.

A

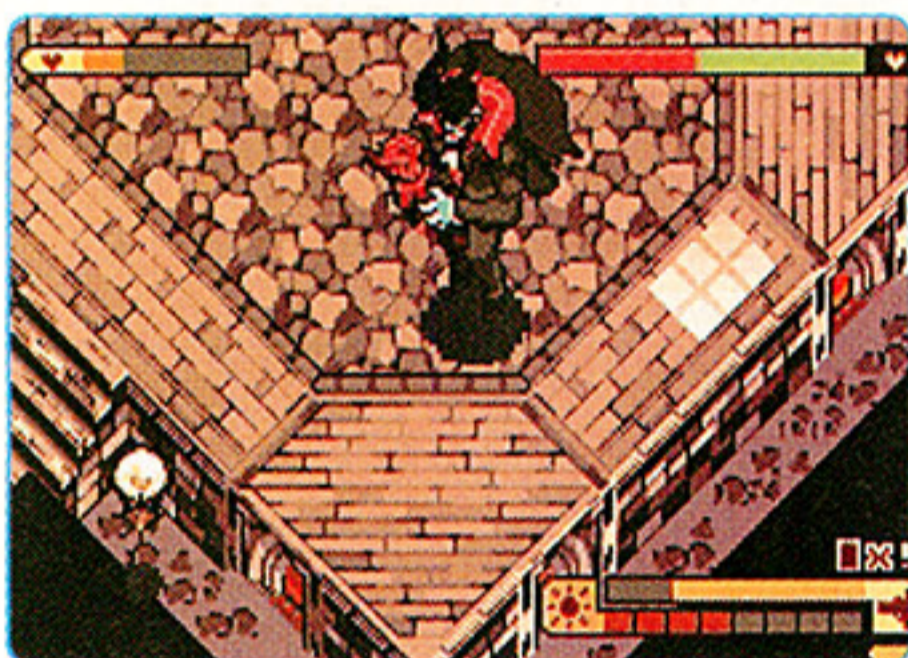
BOKTAI: THE SUN IS IN YOUR HAND

Get your pasty butt outside



Boktai is what happens when you take *Metal Gear Solid*, put it in a cauldron with *The Legend of Zelda*, and say 10,000 prayers to the sun god. It's a fun game that looks pretty, and it's fleshed out by a bunch of cool, innovative ideas.

The one thing you've probably heard about it is that you need to play it in the sun. "WTF?" you're thinking, "I gotta go outside?" Yeah, you totally do. You don't have to play it outside 24/7, but you need actual sunlight to do



Found the Luna lens yet? Here's a little tip for when you're low on solar energy or health. Just walk around and blast the air—if you're lucky, you'll uncover some of those crystals that release little motes of health and sunlight. Since the Luna lens doesn't use any sunlight, you can blast away to your heart's content.

some important things—like defeat bosses. It works like this: The cartridge has a built-in sensor that detects sunlight. You use sunlight to gather ammo for your gun. The stronger the light, the faster it'll recharge. You can also "store" sunlight for later use, but like I said before, you just can't do certain things if the sun isn't out. Which sucks for people living in places

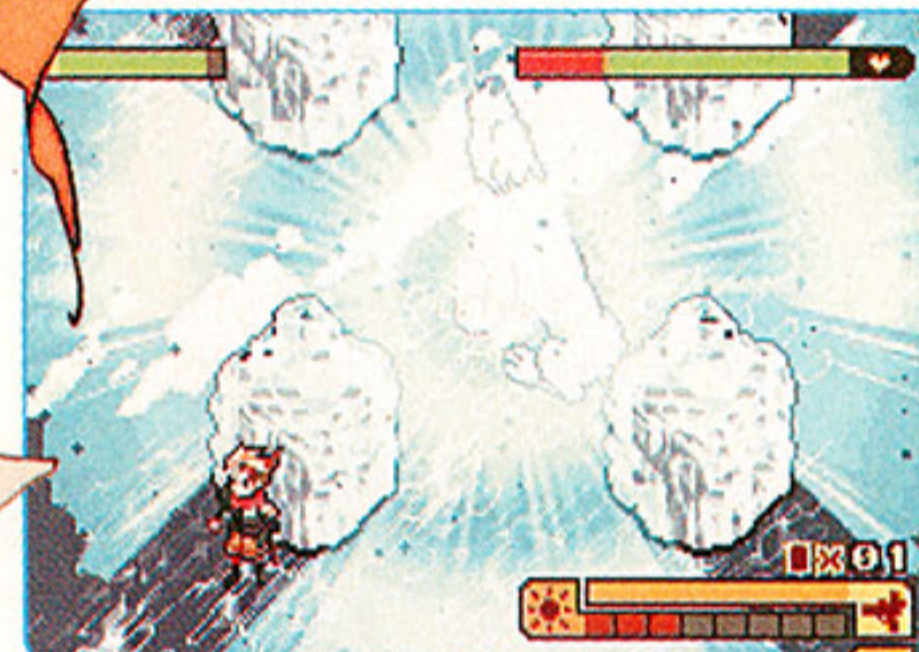
where there's no sun for months at a time. It's kind of a pain when you have to wait till morning, but that's the way it goes, so don't cry.

Gameplay is heavily stealth-based, *Metal Gear*-style, mixed with a good dose of *Zelda*-like exploration. The world is huge, and its areas are basically minidungeons filled with all kinds of puzzles (some of which are, sadly, kind of generic and annoying).

Boktai is a cool little game, no doubt, and its experience is pretty rewarding once you spend some time with it. If you like your adventure games with a crazy twist, then you'll totally get into this one. Just know that you won't be able to play whenever you want.

—Miguel Lopez

Publisher: Konami
Players: 1
Also On: None
Genre: Adventure



- PROS:**
- Awesome visuals
 - Cool level design
 - Great boss fights
- CONS:**
- Dependent on nature

BOTTOM LINE: *Boktai* is worth checking out for novelty value alone.

A-

DISNEY'S MAGICAL QUEST 2 STARRING MICKEY & MINNIE

The name is long...the game is not



I wasn't expecting much from *Disney's Magical Quest 2*. I mean, come on—it's a Mickey Mouse game. But as I played it, I was surprised and shocked by how fun it is.

Mickey and Minnie just want to spend the day at the circus

with their friends, but thanks to the evil Baron Pete, their plans are turned upside down. Mickey and Minnie (you can play as either) must work their way through various locations, get to the Baron's castle, and take him down. They do this with the aid of three different costumes, which they earn throughout the game.

The gameplay is solid, and it's fun trying to figure out which costume to use to get through

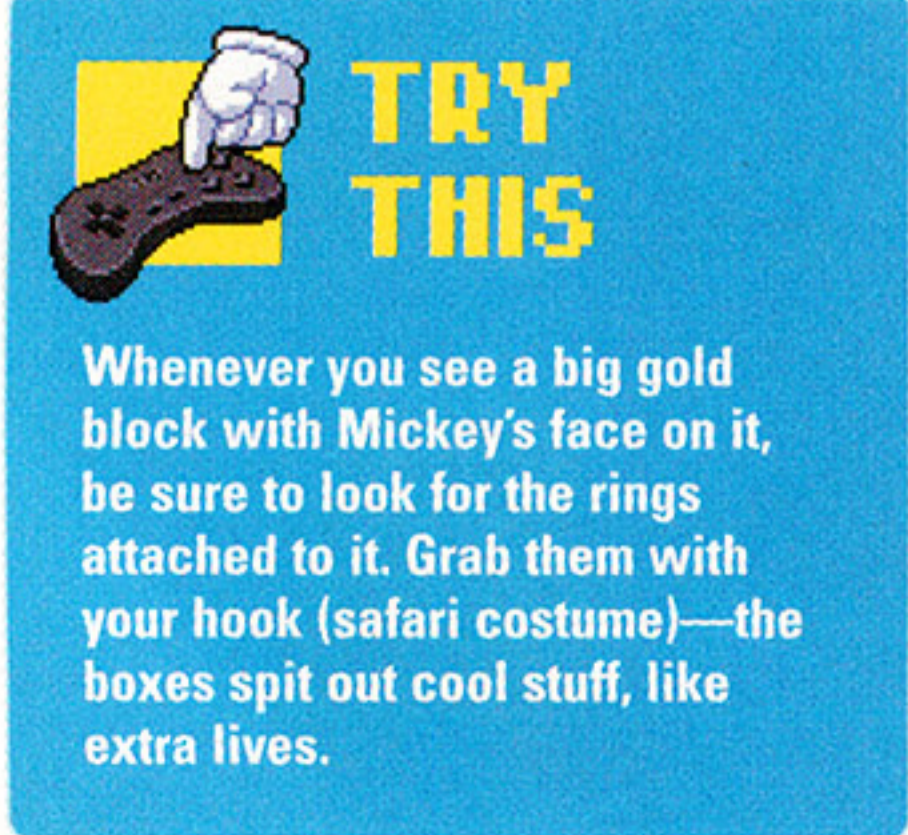
a specific area or beat a specific boss. The levels are all different enough to keep you interested, and the bosses are pretty creative. The game's major drawback is that it's short—really short. At the end, I was all set to play for at least a few more hours. So, in that way, it's a bit disappointing. The cowboy outfit also takes a little getting used to, but it's not a major flaw.

Overall, *Magical Quest 2* is a really good game, despite

the fact that Mickey Mouse is the main character. I just wish it was longer.

—Nicole Tanner

Publisher: Capcom
Players: 1-2
Also On: None
Genre: Action-Platformer



Whenever you see a big gold block with Mickey's face on it, be sure to look for the rings attached to it. Grab them with your hook (safari costume)—the boxes spit out cool stuff, like extra lives.



- PROS:**
- Costume switching adds to gameplay
 - Creative bosses
- CONS:**
- Way too short

BOTTOM LINE: A really fun, although short, game.

B

CAUTION:
MOVING METAL PARTS INSIDE!

INTERNET
CONNECTION
REQUIRED



Create Your Character!
Explore Amazing Lands!
Join Forces &
Save Toontown!



Thousands of Toons
can't be wrong at

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The evil robot Cogs have invaded!
It's up to you and your friends
to save Toontown!

ARE **YOU** TOON ENOUGH?






If you think dinosaurs are scary, wait until you come across skinless, zombielike space dinosaurs—yikes!



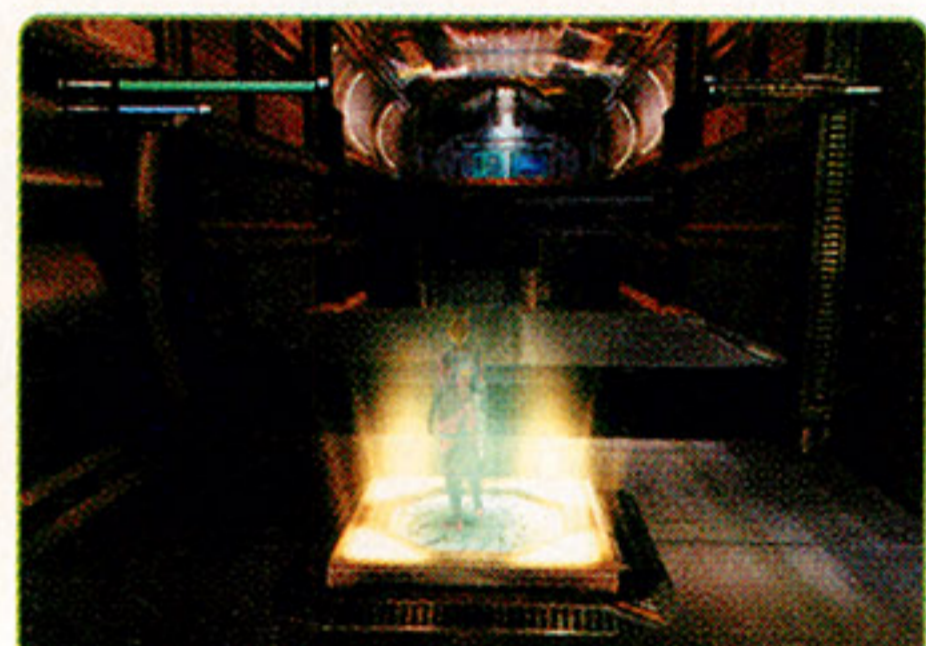
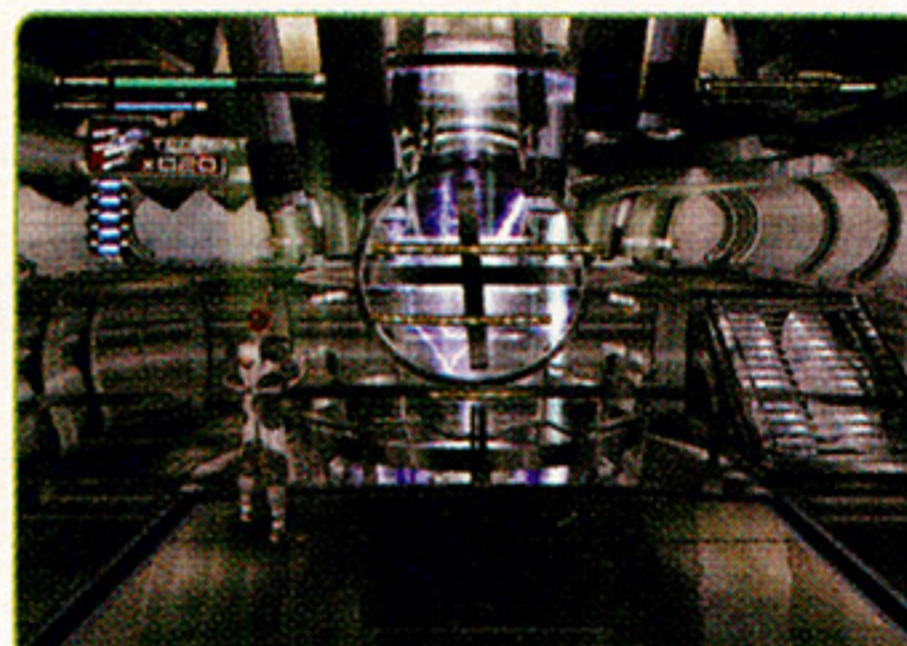
DON'T DO THIS

You've just cleared out an entire room of dinosaurs. You leave the room feeling like a badass, but then realize you have to return to it. Do not go back into rooms expecting them to be cleared. In fact, almost all the areas you return to will be swarming with bad guys. Watch your step!

BIG BANG

Your W.A.S.P. targeting system isn't just for mowing down dinosaurs! Be sure to purchase as much W.A.S.P. ammo as you can afford in order to unlock specific passageways. Once in front of a W.A.S.P.-oriented door, just blast away. The targeting system will automatically disengage all the locks, allowing you to advance through the ship.



DINO CRISIS 3

Make dinosaurs extinct all over again...again

Publisher: Capcom
 Players: 1
 Also On: None
 Genre: Action



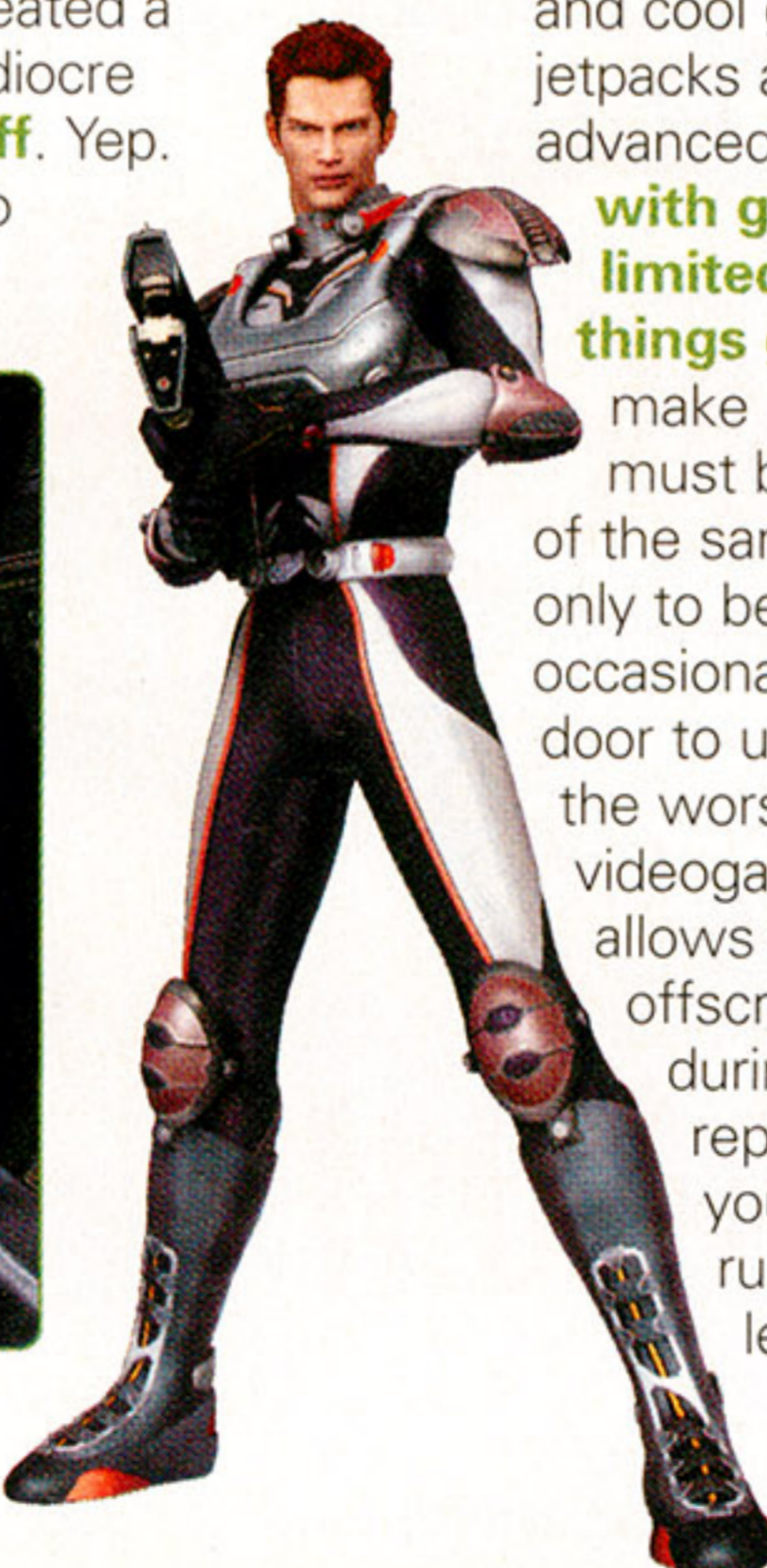

Pesky dinosaurs! First Mother Nature wipes 'em out, then some mad scientist named Dr. Kirk teleports them through a black hole (oops!), and now they're back again, this time with nothing better to do than eat people and break stuff while on a spaceship. The nerve! The least they could do is be entertaining.

I mean, if Jason can kick some ass in space, then so should dinosaurs. Right? Wrong. *Dino Crisis* fans, grab a Kleenex, because I have bad news: **Capcom basically flushed our beloved series straight through its proverbial airlocks** and created a blatant and mediocre ***Aliens knockoff***. Yep. Say good-bye to the steamy

jungles, bloodcurdling scares, and adventure-laden gameplay that made the series so popular, and say hello to a flawed *Run Like Hell* with dinosaurs. To be fair, *DC3* does pack some positive elements, like smooth control, sweet visuals, and cool gizmos, such as jetpacks and the new W.A.S.P. advanced-targeting system, but **with gameplay basically limited to "find the key," things get boring fast.** To make matters worse, players must backtrack through many of the same rooms and battles, only to be rewarded with an occasional switch to throw or door to unlock. Toss in one of the worst camera systems in a videogame (one that frequently allows cheap attacks from offscreen, wild changes during jumps, and jarring repositioning in front of you while you're running/flying/navigating ledges, etc.), and it's no

wonder the dinosaurs in this game are pissed. *Pee Wee's Big Adventure* has only one dinosaur, and it doesn't even move. Too bad that dino's cooler than so many parts of this game.

—Mark Manzo



PROS:

- Fluid controls
- Beautiful visuals

CONS:

- Belligerent camera system
- Repetitive gameplay

BOTTOM LINE: *DC3* puts the "ass" in "Jurassic." A rental at best.

C-



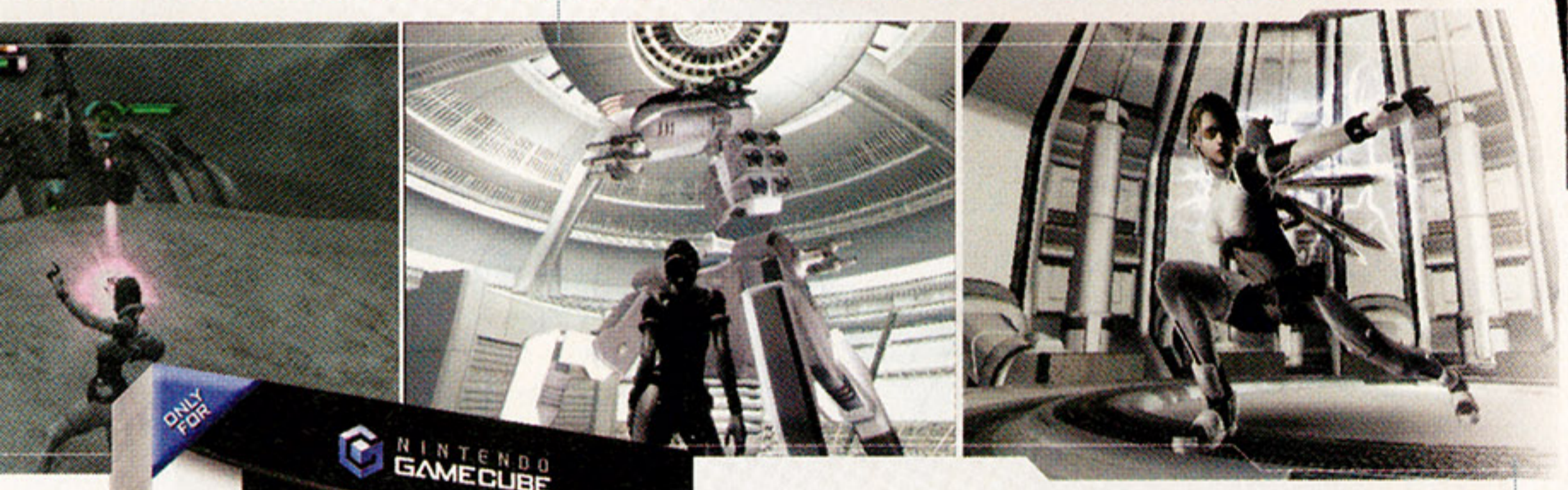
P.N.03

DANGER AROUND EVERY CURVE.

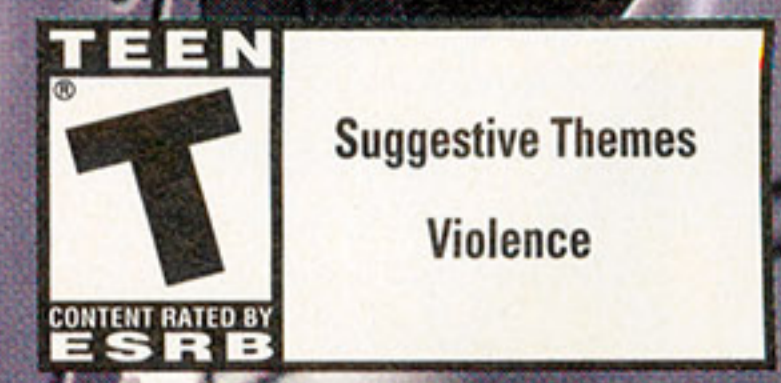
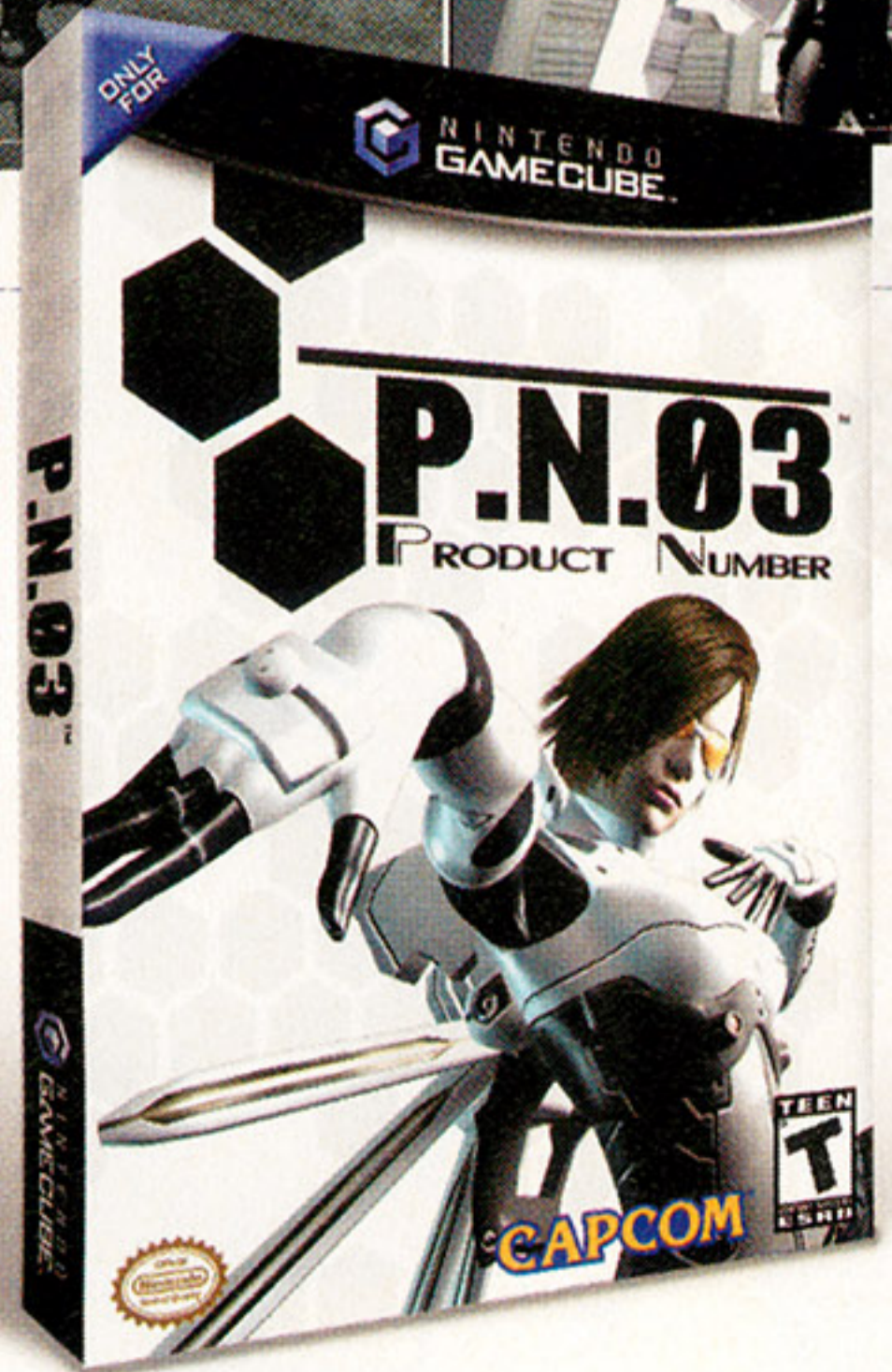
EXHILARATE YOUR SENSES in this all-new, all-out fast action frenzy created exclusively for the Nintendo GameCube™. A Computer Arms Management System has gone haywire on a distant planet. The hopes of an entire civilization rest with Vanessa Schneider, a mercenary robot killer with a personal grudge to settle. With moves that amaze and an attitude to match, only she can demolish the mechanical menace.

YOU'VE NEVER SEEN ACTION LIKE THIS.

demolish robots, machines, mega weapons and transforming enemies with your bare hands



master stylish moves and powerful attacks for enhanced choreographed gameplay



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SCOOBY-DOO! NIGHT OF 100 FRIGHTS

Not quite 100 frights, but fun



Scooby-Doo! Night of 100 Frights may not be innovative or amazing to look at, but it does

manage to be pretty fun.

The story is typical *Scooby-Doo* fare: In short, it's up to Scooby to rescue the gang from the evil Mastermind.

On his quest, Scooby traverses spooky locales, picking up **wacky inventions for battling zombies, gargoyles, and other creepy creatures.** Some, like the helmet, are indispensable, allowing you to ram and eliminate enemies. Others, like the bunny slippers that you use to sneak by snoozing witches and such, are mostly just for fun.

Physics, like the ability to **swing Scooby from chandeliers**, are mostly well done, but on the downside, the

Publisher: THQ
Players: 1
Also On: PS2, GC
Genre: Platform



camera sometimes makes it impossible to see where you're headed. Plus, enemies plod back and forth and don't pursue you.

Overall, though, *Frights* **does an admirable job of using the Scooby license to its full potential.** The show's voice talent and sound effects, including the laugh track, are intact, as is that catchy theme song. At \$19.99, you won't go wrong.

—Carrie Shepherd

PROS:

- Fun inventions
- Voice talent from the cartoon

CONS:

- Uncontrollable camera
- Not great looking

BOTTOM LINE: Just enough Scooby-ness keeps it fun.

B-

KNOW THE CODE

TO UNLOCK ALL THE WARP GATES, pause the game and hold down both triggers. Then enter X, X, B, X, X, B, X, B, B, B. Scooby will utter one of his standard phrases if you're successful.

FUTURAMA

Kiss my shiny metal Xbox



As a huge fan of the *Futurama* TV show, I must admit that I was pretty

worried about this game. After all, when a show that's being made into a videogame has been (sadly) canceled, you'd find it easy to neglect the game. Luckily, that isn't the case here.

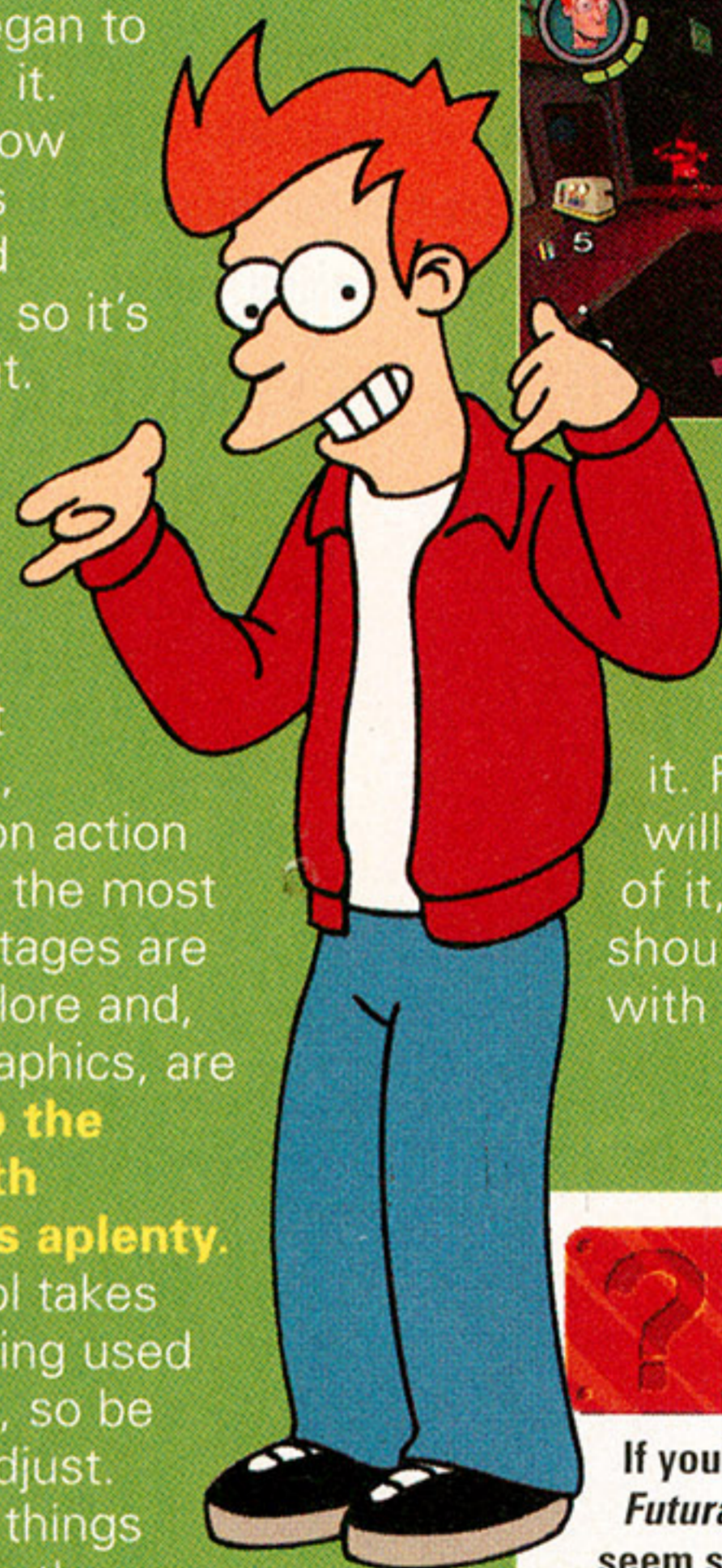
At first, the game's cel-shaded look wasn't working for me, but after a while, I began to appreciate it. The TV show often uses cel-shaded animation, so it's a natural fit.

As for the game itself, it's a fairly solid, if somewhat uninspired, third-person action game. For the most part, the stages are fun to explore and, like the graphics, are **faithful to the show, with references aplenty.**

The control takes some getting used to, though, so be ready to adjust.

To keep things interesting, the gameplay cycles between the show's three main characters (Fry, Leela, and Bender—each voiced by the show's voice actors). Instead of letting you choose a character, each one has a set number of stages. It works out so that you **switch to the next character (and their completely different gameplay style)** just as you might be getting tired of the

Publisher: Vivendi Universal
Players: 1
Also On: PS2
Genre: Action



current one.

Sure, *Futurama* isn't the most innovative game out there, but I dug it. Fans of the show will get the most out of it, of course, but it should appeal to anyone with a sense of humor.

—Phil Theobald

DID YOU KNOW?

If you're wondering why *Futurama's* in-game cinemas seem so much like the show, it's because J. Stewart Burns, who won an Emmy for writing a *Futurama* episode in 2002, wrote the story and dialogue.

PROS:

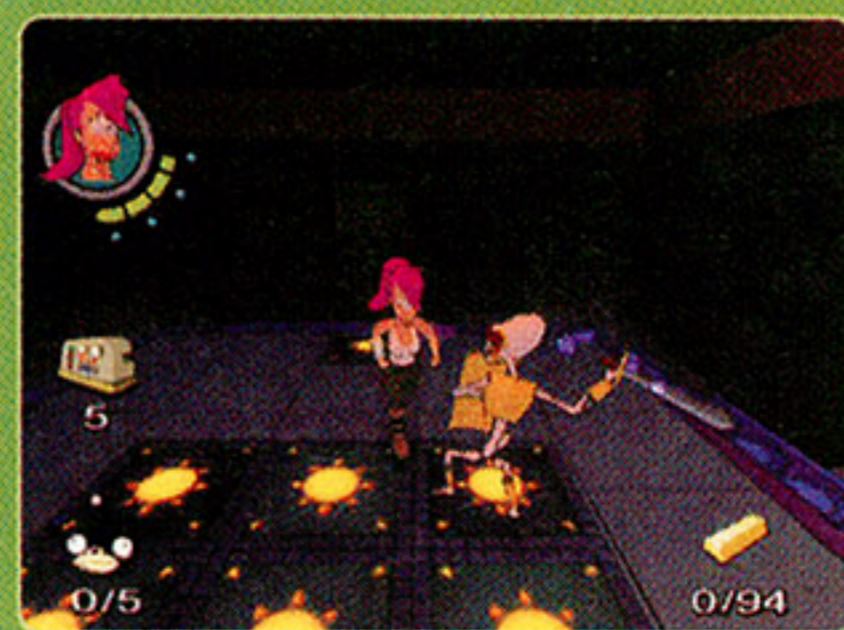
- Hilarious—like the show
- Some cool stages

CONS:

- Flighty jumps
- Slightly repetitive

BOTTOM LINE: A run-of-the-mill platformer made better with comedy.

B-



OTOGI: MYTH OF DEMONS

Not for the weakhearted



Publisher: Sega
Players: 1
Also On: None
Genre: Action



NOW PLAYING



There are games you play, my friends, and there are games that play with you. *Otogi: Myth of Demons* is the latter. It is **beautiful and complex, and like most things in life worth**

experiencing, it is maddeningly challenging. You will quickly realize that the game is no cakewalk, but it will already be too late.

Otogi casts you in the role of a samurai spirit traveling through a world that has suffered through a series of cataclysmic events; your goal is to purify this land of the demons that have invaded by chopping them to bits and blasting them with spirit magic.

Indeed, *Otogi* is a heavily combat-based game—something along the lines of a *Shinobi* and *Devil May Cry* hybrid. Your character is powerful: You fly around, engage demons in midair, and execute impressive combinations of sword strokes and magic. The environments shatter under your blade, and you'll often send demons flying into walls after powerful attacks. The creatures are truly frightful, and they tend to

attack en masse. As a result, there are hardly any dull moments in the game.

Your enemies are powerful, and the fact that you have to keep on killing in order to survive (much like in *Shinobi*) makes the game quite frustrating at times.

Restarting a level 38 times before you beat it makes it hard to look upon the experience fondly, after all. If you are prepared to deal with frustration, then perhaps *Otogi* is for you. The rewards for doing so are great indeed.

—Sushi-X



PROS:

- Beautiful graphics
- Engaging combat system
- Impressive visual design

CONS:

- Unforgiving difficulty

BOTTOM LINE: A challenging game for those with courage and skill.

B+



POWER UP

This list of attack combinations will doubtlessly help you in this difficult game.

- X
- X, X
- X, X, X
- X, X, X, X
- Y
- X, Y
- X, X, Y
- X, X, X, Y
- X, B
- X, X, B
- X, X, X, B
- X+L



THE SIMPSONS HIT & RUN

Or, as we like to call it, Grand Theft Animated



Publisher: Vivendi Universal
Players: 1
Also On: PS2, GC, PC
Genre: Adventure



To be brutally honest, to get the sucking power of one *Simpsons*-based

videogame, you'd need to look beyond man-made vacuums to something more

powerful. Like, say, a black hole. Yet the news from Springfield is nothing but good right now: The 3D adventure *The Simpsons Hit & Run*

hits like Barry Bonds and runs away with a solid A- grade.

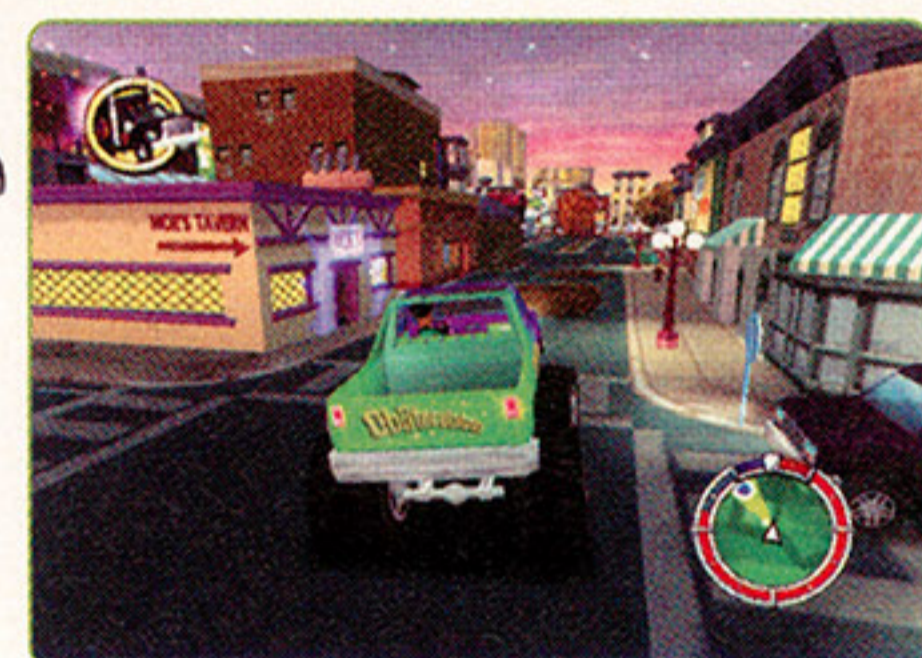
Yes, *Hit & Run* "borrows" liberally from Rockstar's *Grand Theft Auto*. Players perform many vehicle-

based missions, such as races and delivery quests, and can complete tasks on foot. They also have the opportunity to **explore an enormous world at their leisure, collect all sorts of goodies, and break stuff.** Even the developers acknowledge their source material, calling one in-game mission "Grand Theft Homer."

While hardly original, *Hit & Run* offers lots in the way of **solid gameplay, excellent controls, and pure, unadulterated fun.** As Homer, players can drive the Plow King truck straight over Springfield's famed tire fire.

When playing as Bart, players rocket around town in Martin Prince's Honor Roller soapbox car. Exploration is rewarded with coins that can be used to buy special costumes and vehicles, and the developers do an absolutely smashing job of scattering the good stuff around to ensure there's always something new to see. **Laugh-out-loud comic quips** ("I blame society!" Homer yells when he runs someone over) and endless sight gags round out this very pretty—and ever-so-animated—picture.

—Greg Orlando



PROS:

- Funny, funny stuff
- Wonderful controls

CONS:

- Uneven A.I. in race missions
- Some camera issues

BOTTOM LINE: Springfield is no longer known as America's videogame sorrow.

A-



.HACK//OUTBREAK

More of what you already love about .hack

Publisher: Bandai
Players: 1
Also On: None
Genre: RPG



My only disappointment with the third chapter in this serialized RPG? It's just as good as chapter two. I know—that's an odd thing to say. After all, I loved *MUTATION*, flaws and all. **But after noticing the huge leap from *INFECTION* (part 1) to *MUTATION*, I wanted more.**

To be fair, I got plenty more—more of the meta-mind-altering story of a world within a world, more of the intense, real-time battles, more of

the offbeat character development—basically, more of everything I'm hooked on.

The combat gets even more intense this time around, so you'd better be prepared.

And the boss battles are incredibly intense. The story ends with yet another cliffhanger that has me eagerly anticipating the series' final chapter, and the separate anime DVD gives me a heck of a lot more background info to chew on.

I especially appreciate how much strategy is now required during combat. **I had to alter my approach for almost every battle,** sometimes hanging back and functioning as a healer, other

times rushing forward to unleash a flurry of physical attacks. Meanwhile, I had to carefully monitor every action of my other two party members—shouting out specific commands, having them target specific foes, and changing their strategies to suit each moment. It really kept me on my toes.

So forgive me if I wanted more. I still love this series, but I had higher hopes for this sequel. Nonetheless, it's great fun. I can't wait for chapter four.

—Gary Steinman



PROS:

- Even more intense battles
- Story gets better and better

CONS:

- It's expensive to be a .hack addict!

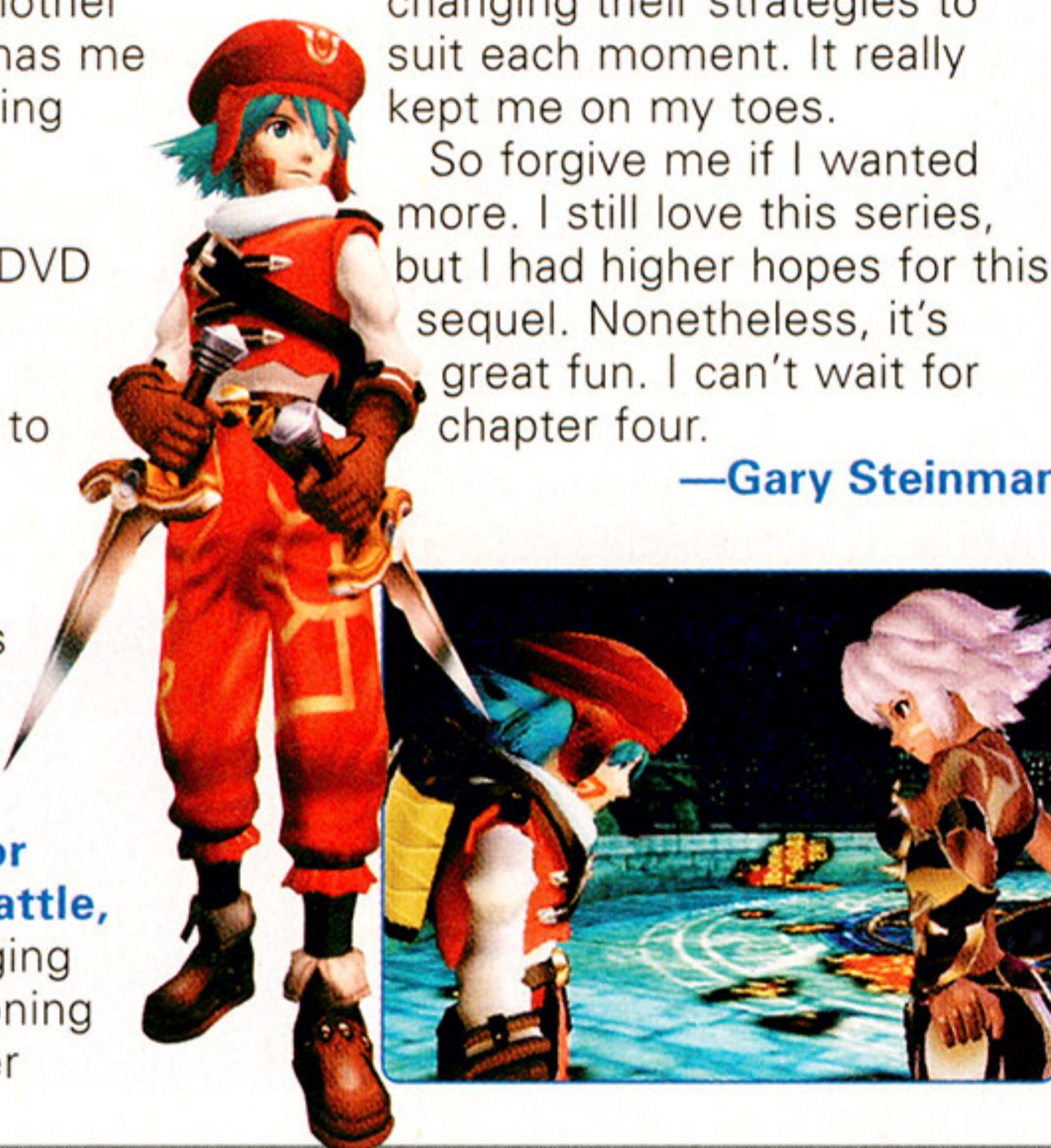
BOTTOM LINE: If you're already hooked on .hack, this is the perfect fix.

B+



TRY THIS

Use Wiseman. His name is Wiseman, after all, which can only mean he's a very wise man indeed. His healing and magic abilities are essential for survival, especially since your other Wavemaster friends are unavailable for much of the game.



DISGAEA: HOUR OF DARKNESS

A poor man's Tactics?

Publisher: Atlus
Players: 1
Also On: None
Genre: RPG



Final Fantasy Tactics Advance ships at the same time as *Disgaea*, and that really sucks for *Disgaea*. It sucks because *Disgaea* is a good game in its own right, but if you're smart (read: if you play

the crap out of *FFTA*), you won't have the time or desire to play it.

But enough of that. I will now tell you why *Disgaea* is kind of tight.

First, there are roughly 10 million character classes to choose from. Actually, it's in the mid-100s, but the fact remains that it's a crapload and **you'll have a good**

time recruiting new characters and customizing ones you already have. The process is fun (you have to fight gangs of monsters to upgrade your class), and the variety you can achieve by mixing abilities is nearly limitless.

Combat is fun, too. There's a lot of crazy stuff to do, like **throw your teammates across the map to hit faraway enemies.** In fact, if you're strong enough, you can have a line of like eight characters pick each other up and then have a really burly character toss them all. Factor in some crazy group combo attacks and an insane



exploding-floor-panel system, and you have fights that are pretty much popping with madness.

So, **while *Disgaea* sure isn't as elegant and polished a game as *FFTA*, it's definitely fun.** But don't let it cut into your *Tactics* time. That would be silly.

—Miguel Lopez



PROS:

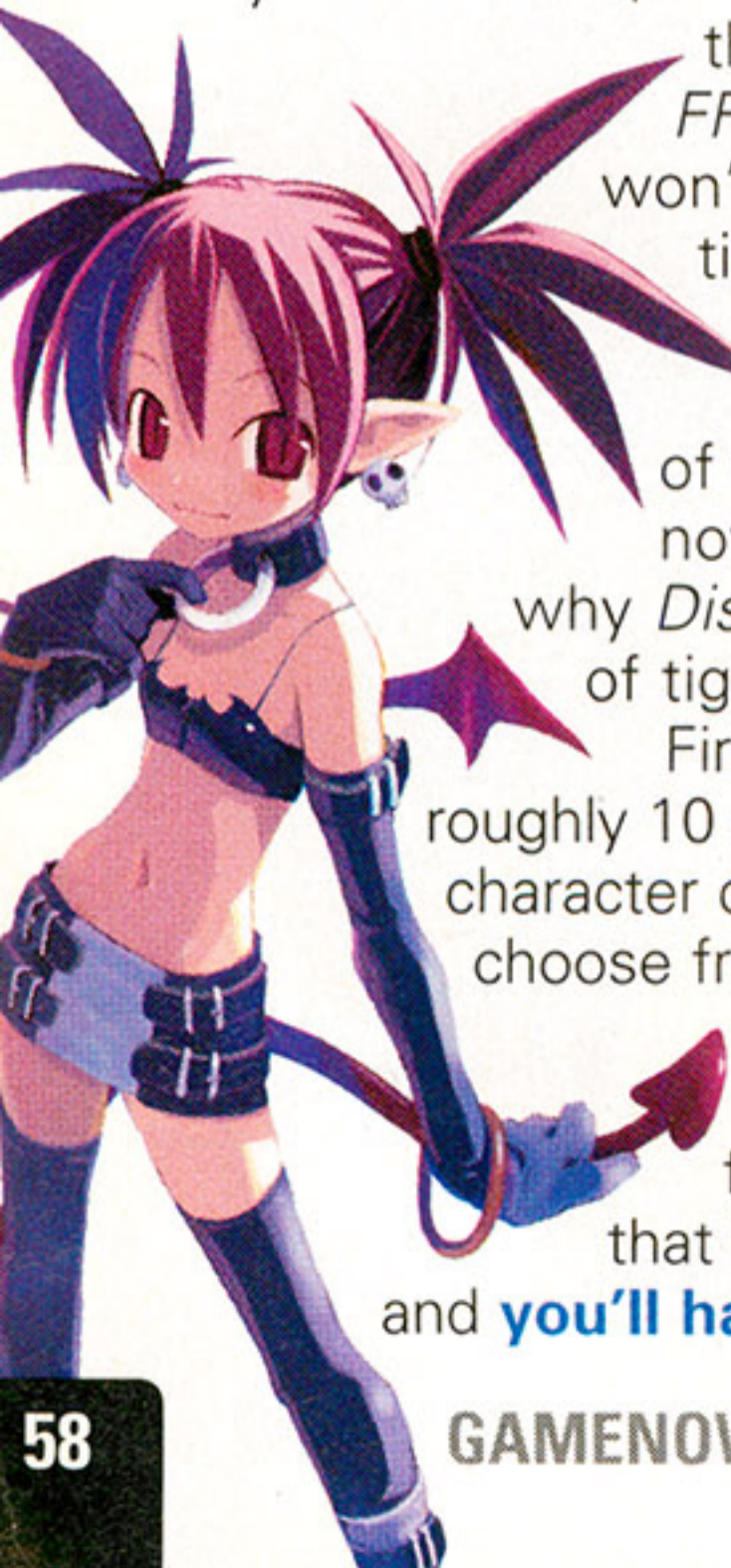
- Lots of character classes
- Whacked-out, funny story

CONS:

- You might not have the time to invest in it

BOTTOM LINE: *Disgaea* is fun and crazy, but it's hurt from a case of bad timing.

B



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THE INDEPENDENT GUIDE TO TECHNOLOGY



SPLASHDOWN: RIDES GONE WILD

All riders were 18 at time of filming



I don't know how well the original *Splashdown* has done, but I'm

Publisher: THQ
Players: 1-2
Also On: None
Genre: Racing



willing to bet the sales haven't been as good as they should. That game rocks. And this one also rocks. Shocking!

Seriously, though, anyone who likes the first game, or even anyone who digs Sony's *ATV Offroad Fury* series, should check out *Rides Gone Wild*. It uses the same control and trick system, which is to say that weight transfer is everything.

Lean back to hydroplane and pick up speed in the straights, and lean forward to plant the nose and make a sharp turn—and don't forget

to set up for flips and rotations during big air.

Tricks are the name of the game. Keeping your Trick meter constantly full is the key to top speeds, which means you need to learn to use ramps and big waves to



your advantage. Usually, trick-heavy games like these irritate me to no end. But

Rides Gone Wild's trick system is very simplistic, making it easy to pull off insane combos and keep that speed up.

If only *Rides Gone Wild* was online this year, I'd be even more impressed. It's actually really disappointing, considering *ATV Offroad Fury 2* made the jump to online. The games are basically the same! Well, I guess I can spend yet another year getting wet and going solo. (Wait...that didn't come out the way I wanted.)

—Greg Sewart



DID YOU KNOW?

You'll find 10 real-world kids starring alongside the Disney characters in *DESA*. Hundreds of kids between the ages of 6 and 14 showed off their mad skillz at tryouts held by Activision last March. Talk about a dream come true.



DISNEY'S EXTREME SKATE ADVENTURE

When the Hawk meets the Mouse



I can't believe *GameNOW's* got me reviewing a Disney skateboarding

Publisher: Activision
Players: 1-2
Also On: Xbox, GC
Genre: Action Sports



game. What's next? *Mary-Kate and Ashley's Extreme Shopping Adventure*?

Know what else I can't believe? I actually dig this game. **It's so good, I can even deal with the cutesy characters.** This shouldn't be that surprising, since *DESA* is based on *Tony Hawk's Pro Skater 4*, but the Disney license has a way of ruining games (*Squaresoft's Kingdom Hearts* being the big exception).

The levels are big and very creative. The *Toy Story* levels are particularly cool: Being a pint-sized skater in an oversized bedroom provides opportunities for big air and crazy grinds.

Even though this is basically *THPS4*, your little brother or sister can play the game with ease, thanks to **a simplified control scheme that makes performing major tricks easy.** And if your little bro or sis usually hands you your butt in *Tony Hawk*, the regular control scheme is here as well.



I have only two gripes about *DESA*. The biggest is that **this game should be online.** Kids go online nowadays, right? Second, **it's too bad that the Disney characters can't get into levels outside of their own.**

It's a limit to the license that the developers couldn't help. But I think Disney needs to loosen up a bit.

—Greg Sewart

PROS:

- Awesome gameplay
- Simplified control scheme

CONS:

- Should be online
- Disney characters need to break out into other levels

BOTTOM LINE: Don't let the Disney license scare you off.

A-

DID YOU KNOW?

There's a reason *Rides Gone Wild* plays just like Sony's *ATV* series: It's developed by Rainbow Studios, the same guys who brought us *ATV*, not to mention *Star Wars Racer Revenge*. Good bunch of guys.



PROS:

- Very cool trick system
- Plays like *ATV Offroad Fury 2*

CONS:

- Should be online

BOTTOM LINE: A solid Sea-Doer in a world dying for a solid Sea-Doer.

B



MADDEN NFL 2004

Publisher: EA Sports
Players: 1-8
Also On: Xbox, GC, PS1
Genre: Sports



NOW PLAYING

The dynasty continues



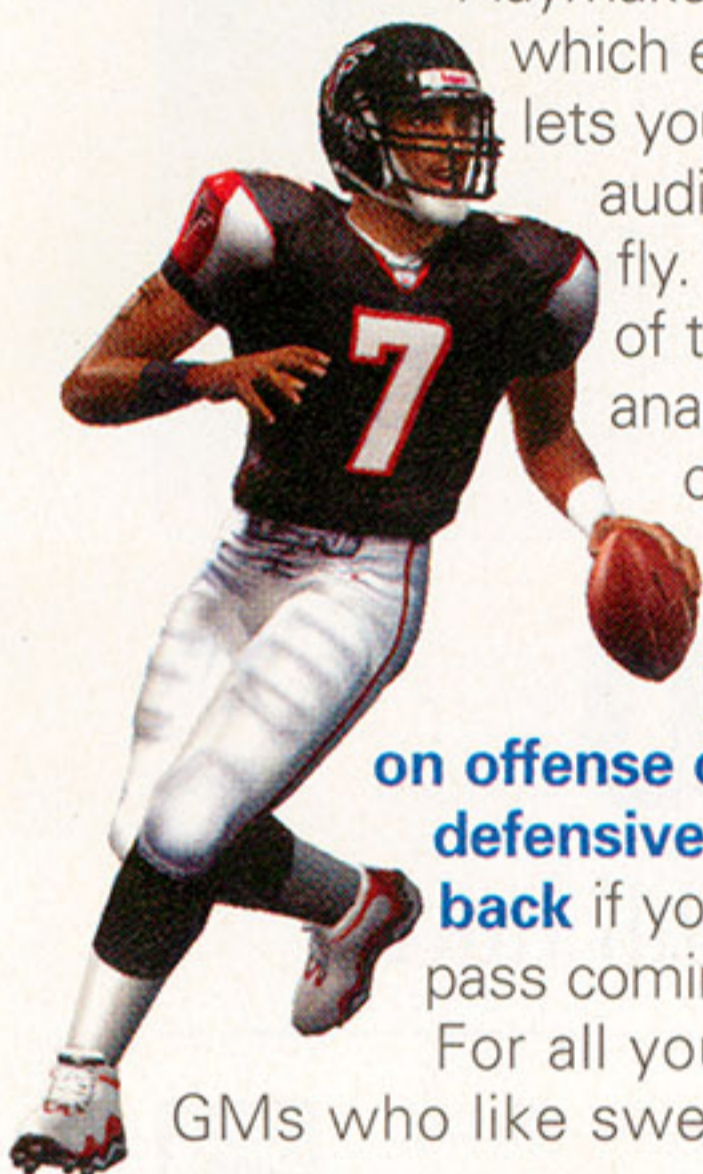
Another season of football games, another shocker. OK, not really. By fine-tuning an

already near-perfect game, *Madden* once again grabs the trophy as the **best pigskin sim out there**.

What makes it so good? There's a cool new feature called

Playmaker control, which essentially lets you call audibles on the fly. With a flick of the right analog stick, you can **change your running back's route on offense or have your defensive backs drop back** if you smell a pass coming.

For all you wannabe GMs who like sweating the



TRY THIS

If you're looking for an edge against an equally skilled opponent, try using a team with a good running quarterback (like the Falcons or Eagles). Play your normal game the first few quarters, and when you need a spark, start running your QB. Your opponent likely won't adjust to your scrambling ways until you've already done some damage.

details, the new Owner's mode proves highly entertaining. You get to fire coaches, build a new stadium, and set the price of nachos. Online play has also been beefed up with voice-chat support and tournaments.

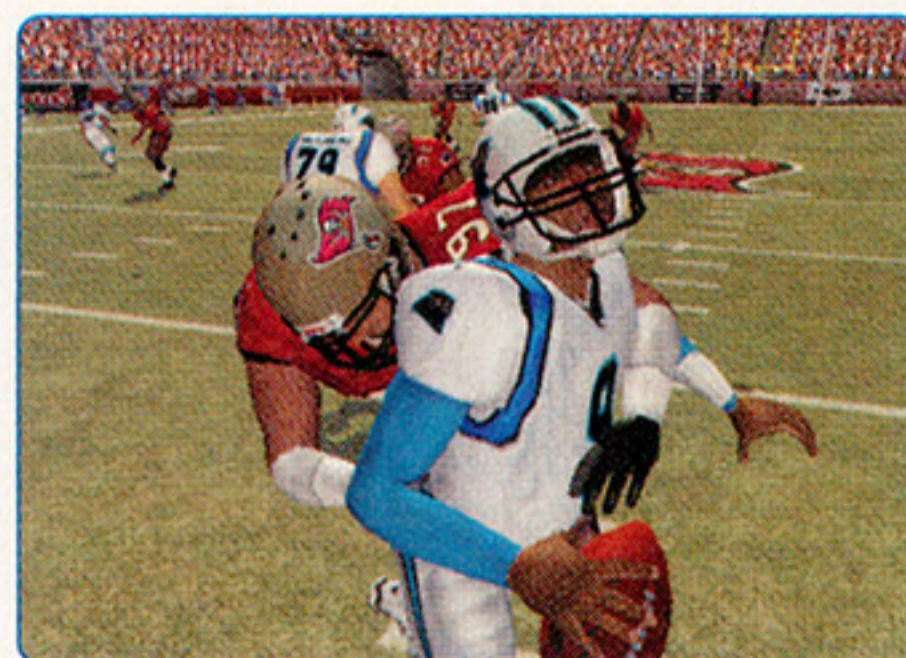
You know what, though? These improvements wouldn't mean squat if the game wasn't fun to play. As always, *Madden* delivers. **The core gameplay remains unmatched on all sides of the ball;** you have no one to blame but yourself if things go wrong.

Complaints? *Madden* the announcer hasn't been too insightful or funny the past few years. But what can you do?



His name's on the box. Otherwise, if the new features sound good, don't hesitate to pick this up. If not (or if you're still enjoying *Madden 2003*), there's no harm waiting till next year when you know all these improvements (and undoubtedly some more) will be waiting.

—Greg Ford



PROS:

- Excellent core gameplay
- Playmaker/Owner's modes

CONS:

- Madden's not too funny

BOTTOM LINE: Without question, the year's best football game...again.

A

ESPN NHL HOCKEY

Publisher: Sega Sports
Players: 1-10
Also On: Xbox
Genre: Sports



Sega outscores the competition again



Strip away that big mean-lookin' dude on the cover of *ESPN NHL Hockey*, and you'll find

an *NHL 2K4* logo. Those of you who've been standing between the virtual pipes for a few years know what that means: one damn good hockey game.

Pretty much everything wrong with *2K3* (which wasn't

a whole lot) has been fixed here. **A.I. players now lunge for the free puck**, the constant bumping that used to destroy the game flow has disappeared, and the overall presentation is far and away better than ever. **This is one good-looking game.**

Of course, **the smooth-as-ice puck physics and controls are back** as well. One thing you can say about *ESPN* is that you'll never see a questionable goal or wonder why supermen like Mario Lemieux or Jaromir Jagr are so hard to hit. If you line 'em up, they'll go down.

And now you can take the action online with PS2,



complete with voice chat (using the *SOCOM* or a third-party headset). Downloadable rosters can also be found online.

My one gripe is with *ESPN's* Franchise mode. It's OK, but next to EA's *Dynasty* mode, it leaves a lot to be desired. Luckily, everything else about this game screams quality. One of the best hockey games ever released, if not the best.

—Greg Sewart



PROS:

- Best-playing hockey in years
- Great looking

CONS:

- Franchise mode
- Sedate commentary

BOTTOM LINE: You won't find a smoother hockey game.

A-

TRY THIS

Stick handling not up to snuff? Having trouble hitting the open side of the net? Check out the Skills mode. Not only do these minigames accurately represent the skills competition before each year's all-star game, but they also teach you everything you need to be successful in *ESPN NHL Hockey*.

NHL 2004

Take out those front teeth and faceoff!



For the second year in a row, EA's *NHL* series plays bridesmaid to

Sega's hockey game. But the gap's closing, not so much because of gameplay, but because of *NHL 2004*'s robust Dynasty mode. *Madden* aficionados will be familiar with this setup, through which you **manage a team over a 20-year span, fiddling with rosters, building training facilities, setting the prices** of tickets and concessions, and so on.

And it's all backed up by a solid—if not great—hockey game. Ironically, *NHL 2004* suffers from the same problems Sega's *2K3* had to overcome last year: When the puck is loose on empty ice, your A.I. teammates simply will not skate for it. Very frustrating.

But slightly more irritating is the bump, bump, bumping of the players. **Yes, checking is a part of hockey, but it's overdone in *NHL 2004*.** The physical game here makes it almost impossible to get a good flow or even a good



Publisher: EA Sports
Players: 1-10
Also On: Xbox, PC
Genre: Sports



You know what sucks? When you're streaking down the ice with a good scoring chance, only to have one of the boneheads on your team drop the gloves and ruin your rush. However, in *NHL 2004*, your team won't get into a fight unless you tell them to. Now, an icon pops up whenever one of your players is pissed off enough to throw a punch. But if you don't press the Select button, nothing happens. Cool.

offensive play going.

Still, I'm still willing to deal with these problems, thanks to the Dynasty mode and what is an otherwise solid game of stick. I especially like the fact that you can actually shoot by pressing in the right analog stick and can also aim your checks with the right stick.

What it comes down to: **EA's *NHL* series is just about back to where it should be.** Another year of tweaking and it may even beat out Sega in the 2005 round.

—Greg Sewart

PROS:

- A superdeep Dynasty mode
- Cool new deke controls

CONS:

- Too much bumping
- Dumb-as-dirt teammates

BOTTOM LINE: Franchise improves but it still doesn't steal the cup from Sega's game.

B+



NHL HITZ PRO

Hits so hard, even your hair will hurt



Make *NHL Hitz* more realistic? What a stupid idea. The brutal 3-on-3 action in last year's

game was so satisfying that to mess with it in any way is a huge mistake.

Well...OK, so this 5-on-5 stuff isn't so bad. I still get to hit guys a lot. Ah, **I love it when I send them through the glass.** So cool. And the way the

players handle the puck on the way to the net—forward kicks for better shots, sweet wraparounds from behind the goal—is incredible. *Hitz Pro* has some fantastic animation.

The shift to more realism hasn't hurt the game at all—especially if you turn off the penalties and offsides. Then it's just one bone-crushing hit after another, sprinkled liberally with some beautiful goals.

And the Franchise mode is pretty unique. Instead of taking over an existing NHL team, you **put together a group of nobodies** (like the

Publisher: Midway Sports
Players: 1-2
Also On: Xbox, GC
Genre: Sports



game's development team) and take them through a fictional minor league in an attempt to qualify them for the NHL. Brilliant.

One thing I'm wishing for more of in *Hitz* is crazier hitting, fighting, and commentary. What's there is good, but one need only look to EA's *NBA Street* series to see how much more fun *Hitz Pro* could have been.

—Greg Sewart

PROS:

- Beautiful animation
- Hard-hitting gameplay

CONS:

- Sim mode plays slowly
- Needs to be a bit crazier

BOTTOM LINE: If full-on simulation hockey isn't your thing, then *NHL Hitz Pro* is.

B+

NASCAR THUNDER 2004

Publisher: EA Sports
Players: 1-2
Also On: Xbox, PC, PS1
Genre: Racing



NOW PLAYING

Once again, but this time with feeling!



The big problem with most racing games is your competition.

The brain-dead nobodies driving the other cars simply march around the track on predestined paths at predestined speeds, and if you're lucky, they may acknowledge you enough to move out of your way when you pass 'em.

So I think it's fitting that the motor sport where personality is of utmost importance is the one that brings the innovation of emotional drivers to racing



DESIGNER TIP

A couple of angry drivers crossed you off their Christmas list? Assistant Producer Matt Lewis tells us how to get back into their good graces: "If you accidentally bump a few other drivers out there, use the Share Draft feature to gain back some respect. Otherwise, you'll spend a lot of time banging fenders with some angry competitors."

games. Gone are the days when bouncing off another car to make a turn was acceptable. In *Thunder 2004*, you can still pull crap like that, but **don't be surprised if your victim stuffs you into the wall on the next lap.**

And it works the other way, too. Race close and clean, and you'll start making friends out there. Friends are good when you need someone to move out of your way for a pass or someone to help you draft into the lead on a superspeedway like Daytona or Talladega. Now, consider there are 42 of these



guys to deal with in each race, and you'll see why **driving smart is a good idea.** Oh, and they all remember how you treated them from one event to another, too.

Thunder 2004 comes with all the other bells and whistles you'd expect: great handling, a superb Career mode in which you build a championship race team from nothing, and now the ability to go online and challenge drivers around the country. Look for "Sewart," and we'll see who's fastest on the information superhighway.

—Greg Sewart



PROS:

- Grudge/Alliance system
- Online play

CONS:

- No voice chat online
- Only two can play

BOTTOM LINE: More realism would require drivers who flip you off when you hit 'em.

A

FREEDOM FIGHTERS

Publisher: Electronic Arts
Players: 1-4
Also On: Xbox, GC, PC
Genre: Action



Our country would be proud of this performance



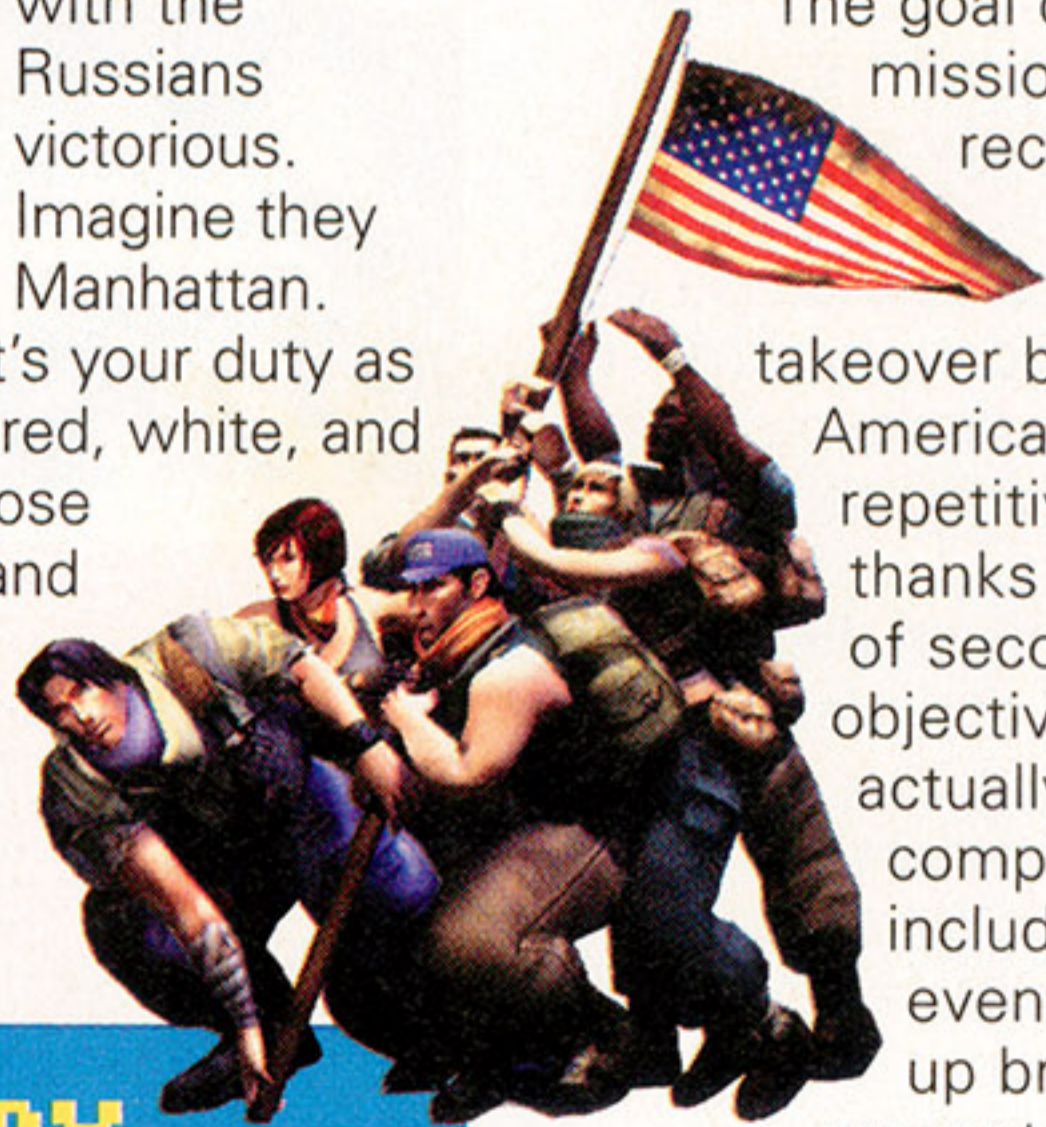
Imagine the Cold War ended with the Russians victorious.

Imagine they decided to visit Manhattan. Now, imagine it's your duty as a citizen of the red, white, and blue to send those troops packin' and recruit others to support your efforts. That, in a nutshell, is *Freedom*

Fighters—a game perfect for those feelin' rebellious.

The goal of each mission is to reclaim a part of the city and signify your takeover by raising the American flag. Sound repetitive? It's not, thanks to a number of secondary objectives you'll actually want to complete. This includes such events as blowing up bridges to prevent Soviet

supplies from entering the city and saving prisoners of war. *Freedom Fighters* is also **quite the visual shell shocker.** You really get the sense you're walking through New York City after the Red army invasion with soldiers patrolling the streets, barbed-wire barricades, and Russian propaganda



plastered on buildings. And aside from overly sensitive first-person shooting, the controls are superb. Delivering commands to your troops is a breeze, and **the third-person auto-aiming always targets the correct Russkie.**

So, why only a B- score? The game is awfully short (it takes only six to seven hours to complete), and the multiplayer does little to extend its replay value. No doubt *Freedom Fighters* deserves praise, but more in the form of a weekend rental than a purchase.

—Bryan Intihar

PROS:

- Sweet graphics
- Intuitive control setup

CONS:

- Short game length
- Limited multiplayer mode

BOTTOM LINE: Glorious battles indeed, but too short for recognition in history books.

B-

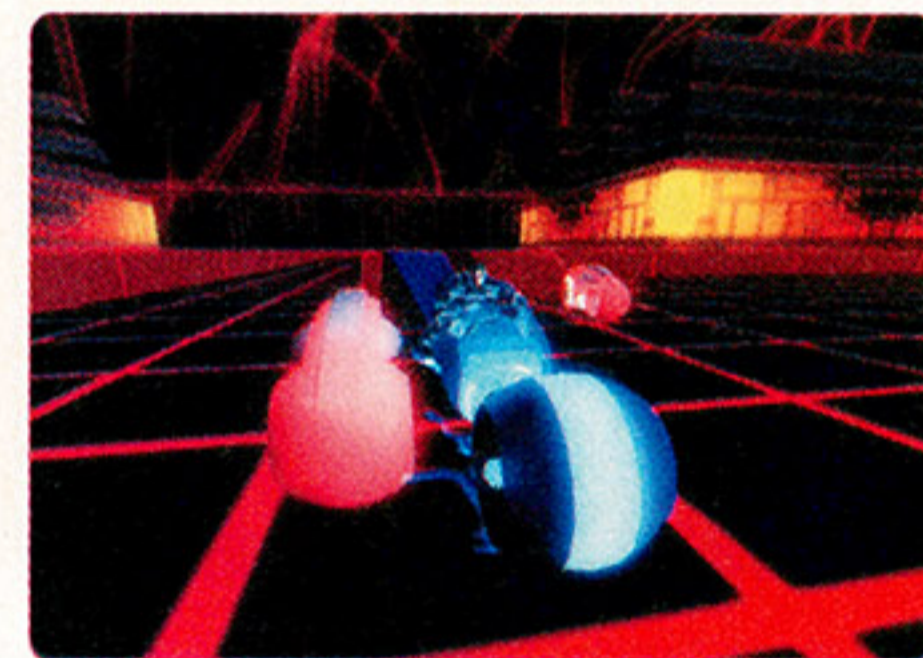
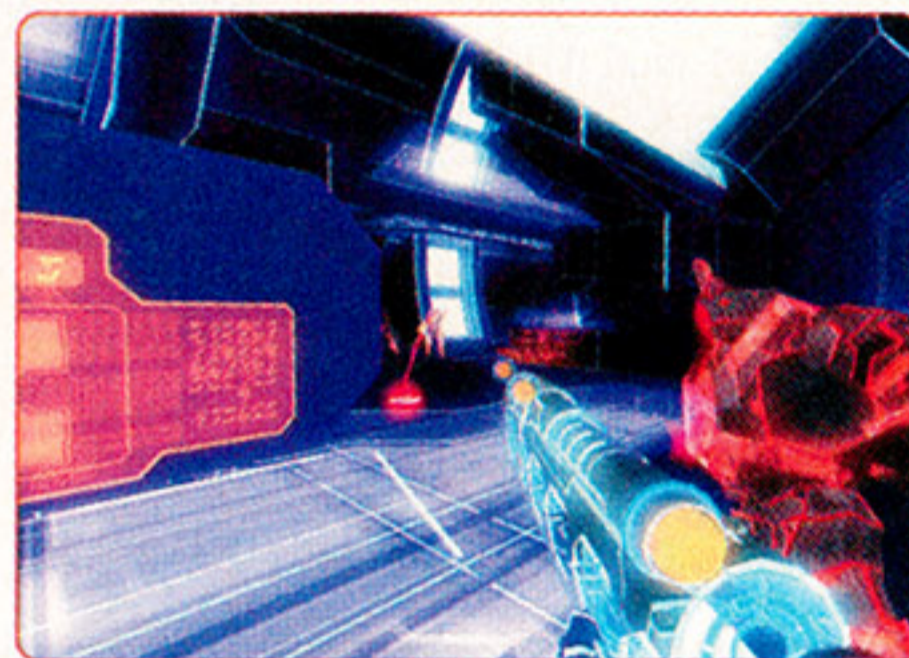
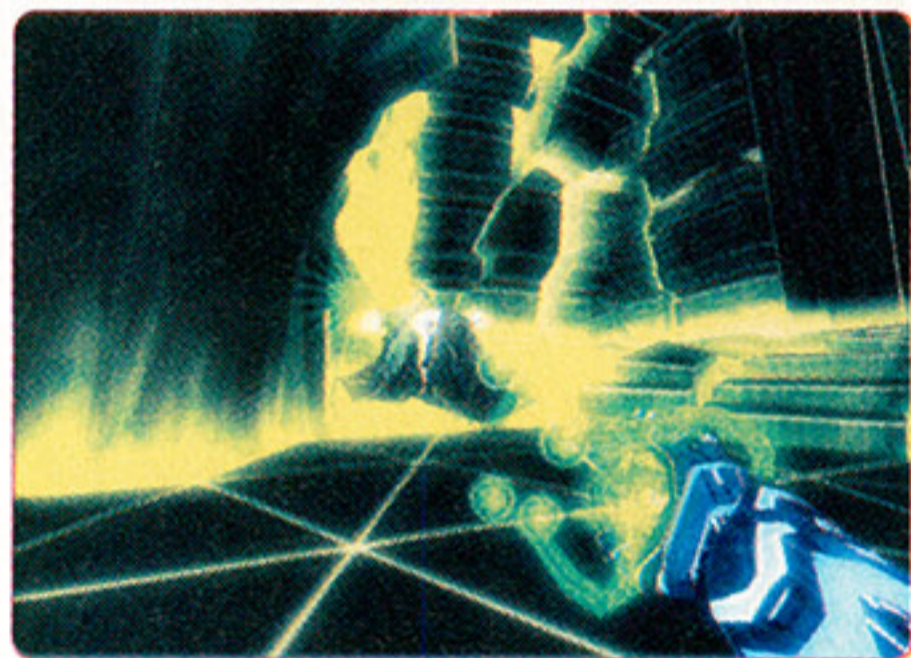
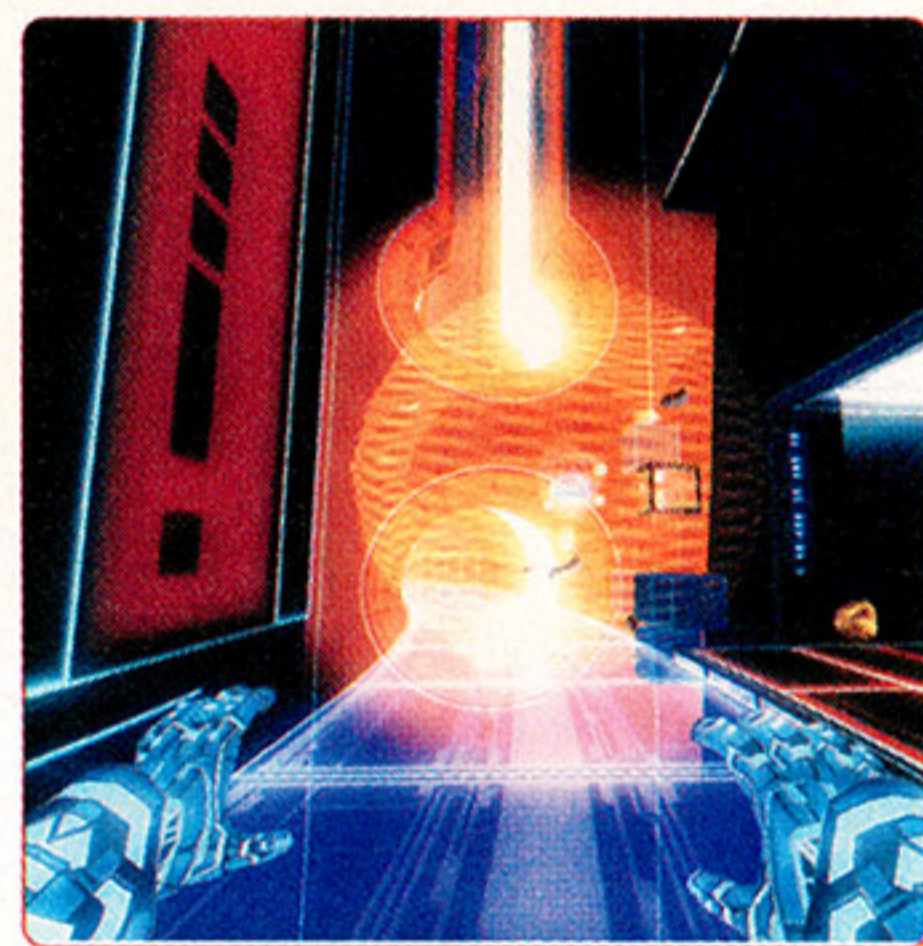


In the later stages, start sending your troops ahead of you to scout out the area. It's a great way to save on ammo and health, since they will eliminate the majority of the enemy. Then you can swoop in to finish off whoever is left.



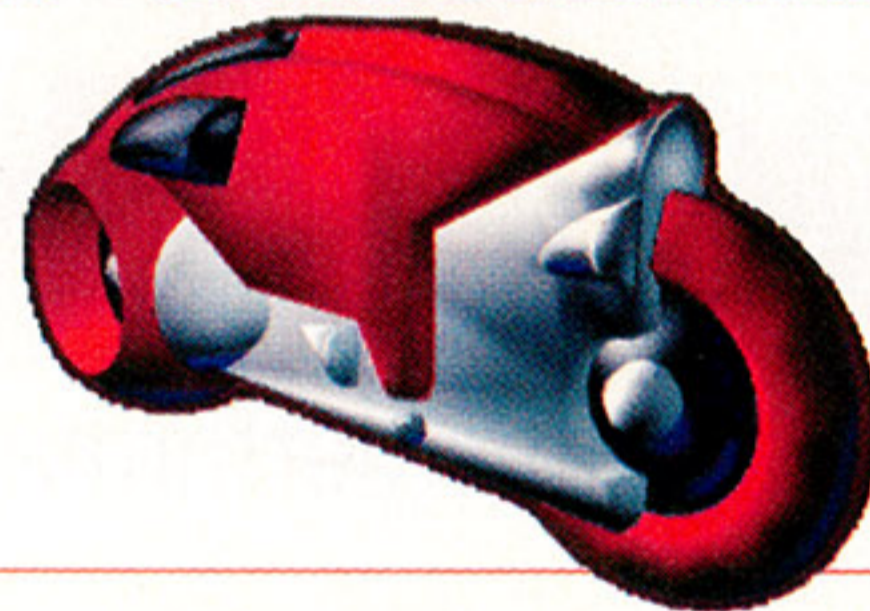
You don't always have to use the disc; there are more traditional FPS weapons available.

TRY THIS
 Ethan is all about head-on action, whereas Andrew prefers taking the stealth route, using the LOL rifle to snipe enemies and hide behind corners during disc fights. The difference: Ethan gets to feel like a real action hero, but Andrew dies less frequently.



TRON 2.0

Yep, it's even better than the movie



Publisher: Buena Vista
Players: 1-16 (online)
Also On: None
Genre: FPS



REVIEWED ON
ALIENWARE



OK, first things first: Are you old enough to remember the movie *Tron*? If not, check it out on DVD right away...you're not a hardcore gamer unless you've seen it.

After you've finished watching the flick, go buy the game. It's great. You'll love it. **Everything that made the movie cool is featured in *Tron 2.0***—the lightcycle racing, the disc battles, even the geeky in-jokes about computers. And the film's look is captured perfectly, too. Turn out the lights, and you'll feel like



you've been sucked into an actual cyberworld that's swirling with sprites and neon lights.

At its core, the game is a first-person shooter, but standard ammunition has been replaced by Frisbee-like discs.

These deadly weapons return to you like a boomerang every time they're thrown. Cooler still, when the discs are used as shields, they bounce enemies' attacks back at them. This setup allows gamers to get really aggressive; instead of hiding behind corners, skilled *Tron* players can charge a large group of enemies, carefully timing their deflect moves to simultaneously protect themselves and attack the bad guys.

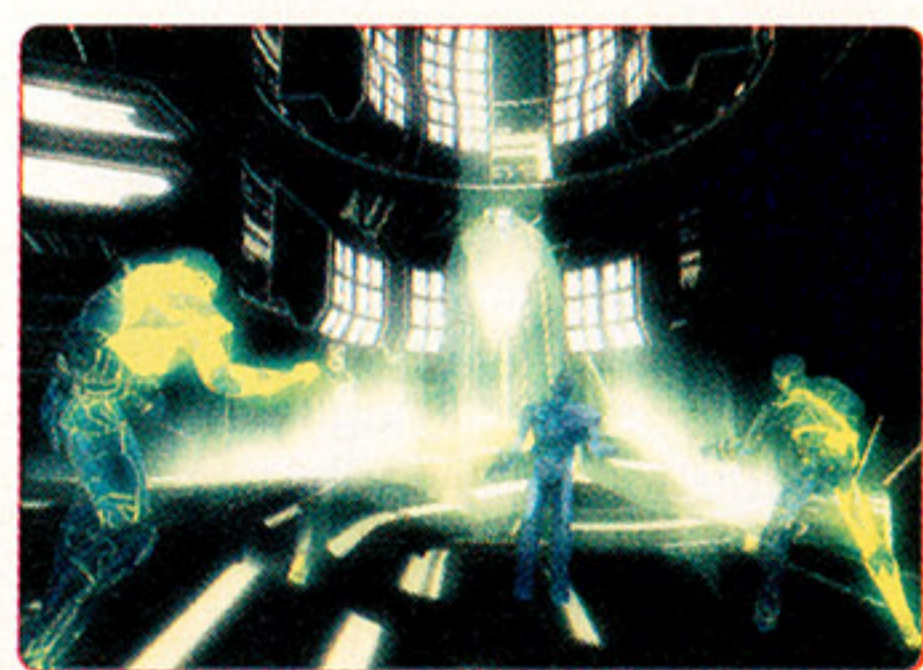
Run-n-gun battles play out in

gorgeous, varied levels that keep the gameplay fresh. As a "program," you get to shake things up inside a giant mainframe, literally surf the World Wide Web, dig inside a laptop, and hack a database via a PDA. These computer-themed environments are clever, and so is the story, which is better than the film's.

Once you finish the Solo mode, you'll find plenty of replay value in the online multiplayer games, which are designed to test both your strategic skills and your reflexes.

If it weren't for a few frustrating platform sequences (always a problem in first-person games), *Tron 2.0* would have gotten an A+.

—Ethan Einhorn



PROS:
 ■ Great graphics
 ■ Exciting varied gameplay

CONS:
 ■ Too much jumping
 ■ Lots of useless weapons

BOTTOM LINE: A brilliantly executed first-person adventure.

A

CONGO CUBE



Publisher: Monkeystone
 Players: 1
 Also On: GBA
 Genre: Puzzle



REVIEWED ON
ALIENWARE

NOW PLAYING

I...can't...stop...playing...



Congo Cube is addictive! It's **simple, quick, and fun.** Bongo (the ape) is in search of lost

idols, and it's your job to help him find them all.

The game has a simple premise: Just drag the cubes of various markings (including fruit and faces) to match three or more of the same type in a row. Combo multiple rows or chain them one after another as quickly as you can to earn megabonus points. As a reward for meeting point goals, you advance to the next

stages and are treated to some crazy, nonsensical statements about Bongo's travels. Once you hit expedition two and three, new gameplay elements are added, like the fly, which makes your fruit cubes rotten (and takes a few clicks to get rid of), or the parrot, which flies overhead, dropping



new fruit cubes on your stack. All this makes for some really intense action.

Congo Cube actually comes from the minds behind *Doom*, *Quake*, *Anachronox*, and *Daikatana*. While it's quite a departure in style from those games, these guys definitely still know what it takes to make a great game. It's awesome to see them doing what they do best because I'm freaking

addicted. I mean, **I'm literally starting to see Congo cubes in my dreams!** I think my head's going to explode! By the way, you won't find this game on store shelves—look for it at www.congocube.com and check out the free demo.

—Andrew Burwell

PROS:

- Addictive gameplay
- New drag technique

CONS:

- You'll have nightmares about falling cubes

BOTTOM LINE: You must get this addictive little gem. It's only \$19.99, so you can't lose.

A



TOP SECRET

Check it out: "But a ziggurat? In Africa?" Anyone know what a ziggurat is? If you've played *Quake*, you probably do!



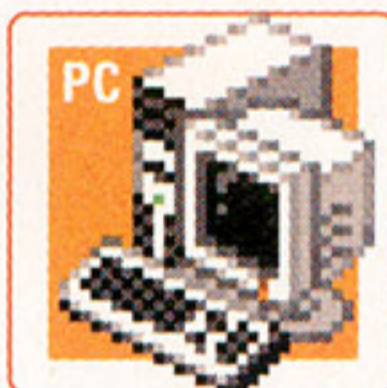
BATTLEFIELD 1942: SECRET WEAPONS OF WWII

Publisher: Electronic Arts
 Players: 1-64
 Also On: None
 Genre: FPS



REVIEWED ON
ALIENWARE

Planes, tanks, and jet packs...oh my!



It's a cool idea that hit no harder than a V2 dud. For its third expansion to the *BF1942*

series, EA brought into play the "secret weapons" that were being developed during WWII. I was excited to get to try out some jet-powered planes and the V2 rocket, only to find out **they're so insanely fast that I was hitting the edge of the map before I knew it.** Or



POWER UP

The jetpack is a neat addition, but you'll have to hunt for it. Look inside buildings, and you're bound to come across one. While you can't go crazy flying around with them, you get just enough power to burst out of the way of oncoming shells. This makes a great defensive tactic.



flying completely out of control right into the ground. This wasn't fun at all.

But, **my gosh—the new maps rule.** Eagles Nest, Hitler's final stand, puts you on the top of the hill, running the show as the Germans. Or down below as the Americans, trying to storm the hill and take it over. Essen is a great city map with lots of



spots to hide and attack from. It's got a central straightaway that's easy to ambush, which makes replaying the map a lot of fun. Actually, there are a total of eight new maps and a ton of new vehicles. Overall, this is a decent addition to the game, but it might have been better as a freebie. Lately, it seems like EA's been enjoying milking its

franchises for all their worth (i.e., *The Sims*), which is fine, as long as the expansions live up to everyone's expectations.

—Andrew Burwell

PROS:

- Awesome new maps
- Jet pack

CONS:

- Uncontrollable jets
- Repetitive gameplay

BOTTOM LINE: Some weapons are not so hot, but it has some great new maps.

C+



STAR WARS REBEL STRIKE

ROGUE SQUADRON III

WORLDWIDE
EXCLUSIVE

BY PHIL THEOBALD

Our exclusive hands-on look at LucasArts' GameCube tour de force

We've been talking about *Star Wars Rogue Squadron III: Rebel Strike* for a few months now. We can't help it—the previous game is one of the best GameCube launch titles (OK, it is the best), and we've been dying to play the sequel since LucasArts announced it.

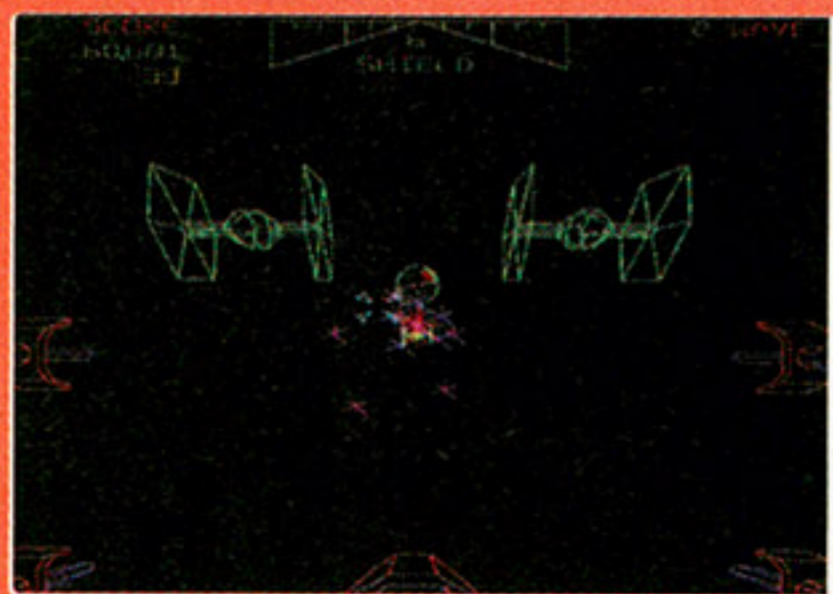
In fact, we're so excited that we decided to bust into LucasArts and try the game for ourselves. Under cover of darkness, we snuck into the joint like Obi-Wan gearing to turn off the Death Star's tractor beams. Sure, there were some stormtroopers to get past, but the persuasive power of the Force is strong within us (meaning we took a ball-peen hammer to the backs of their helmeted heads).

Now, we wanna share our *Rebel Strike* experience with you. The version we played isn't complete, but we did see some stuff no one has seen before. (Of course, details like level names and available ships might change before the final release.) So sit back and enjoy, young Padawan. We did this for you (and, of course, for us).



BIG BANG

If this sneak peek has got you excited for *Rebel Strike* (and it should), then run to your local videogame store and prepurchase it right now. Why? Because if you do, you'll receive a free demo disc that contains such cool stuff as a single-player demo of the Hoth level, various making-of *Rebel Strike* content, early concept art, and LucasArts game trailers. Best of all, however, is that the disc contains a fully playable version of the 1982 *Star Wars* arcade game by Atari. Score!



BEGINNING THE GAME

Tatooine Training

CONTROLLABLE CHARACTER:

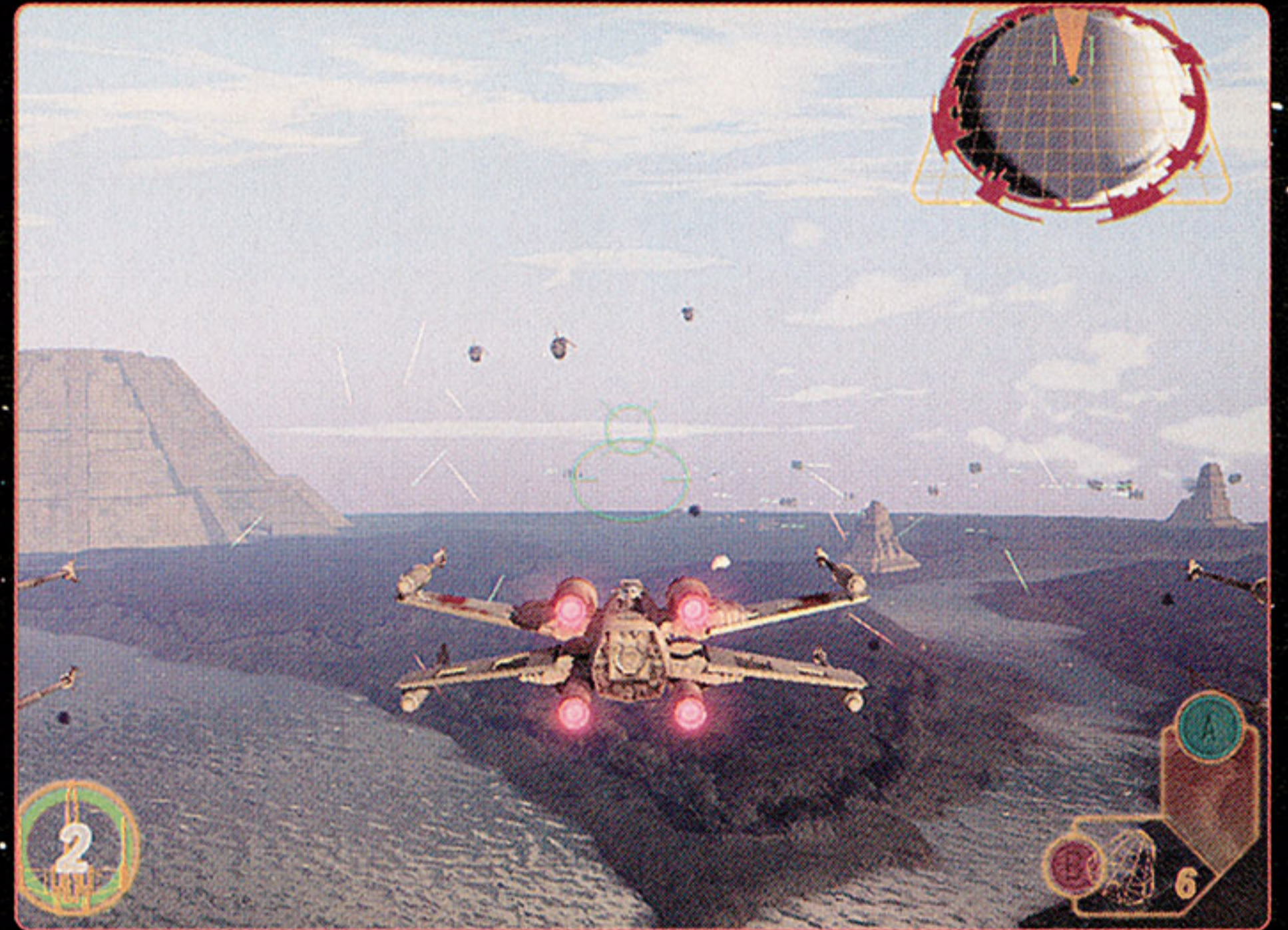
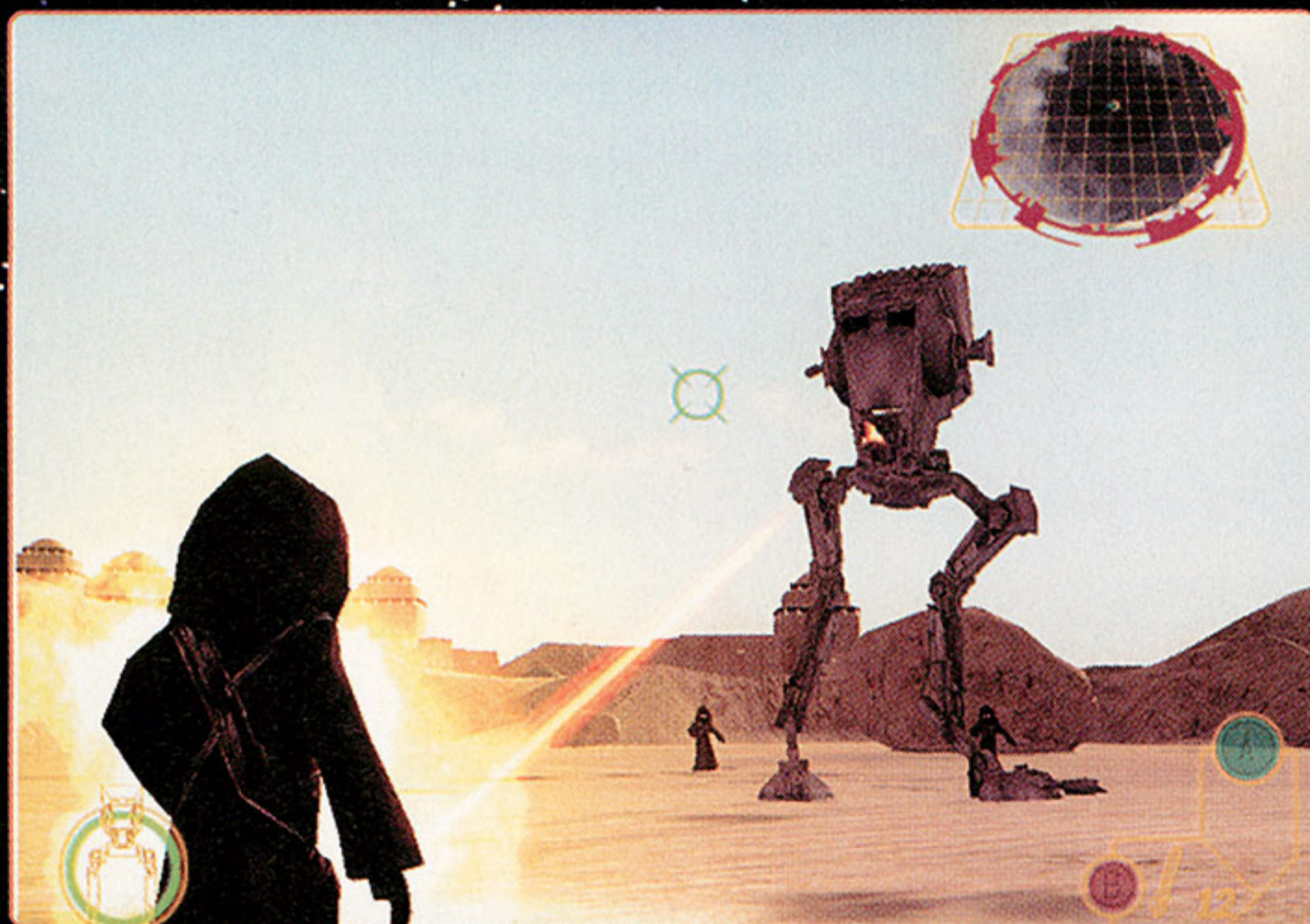
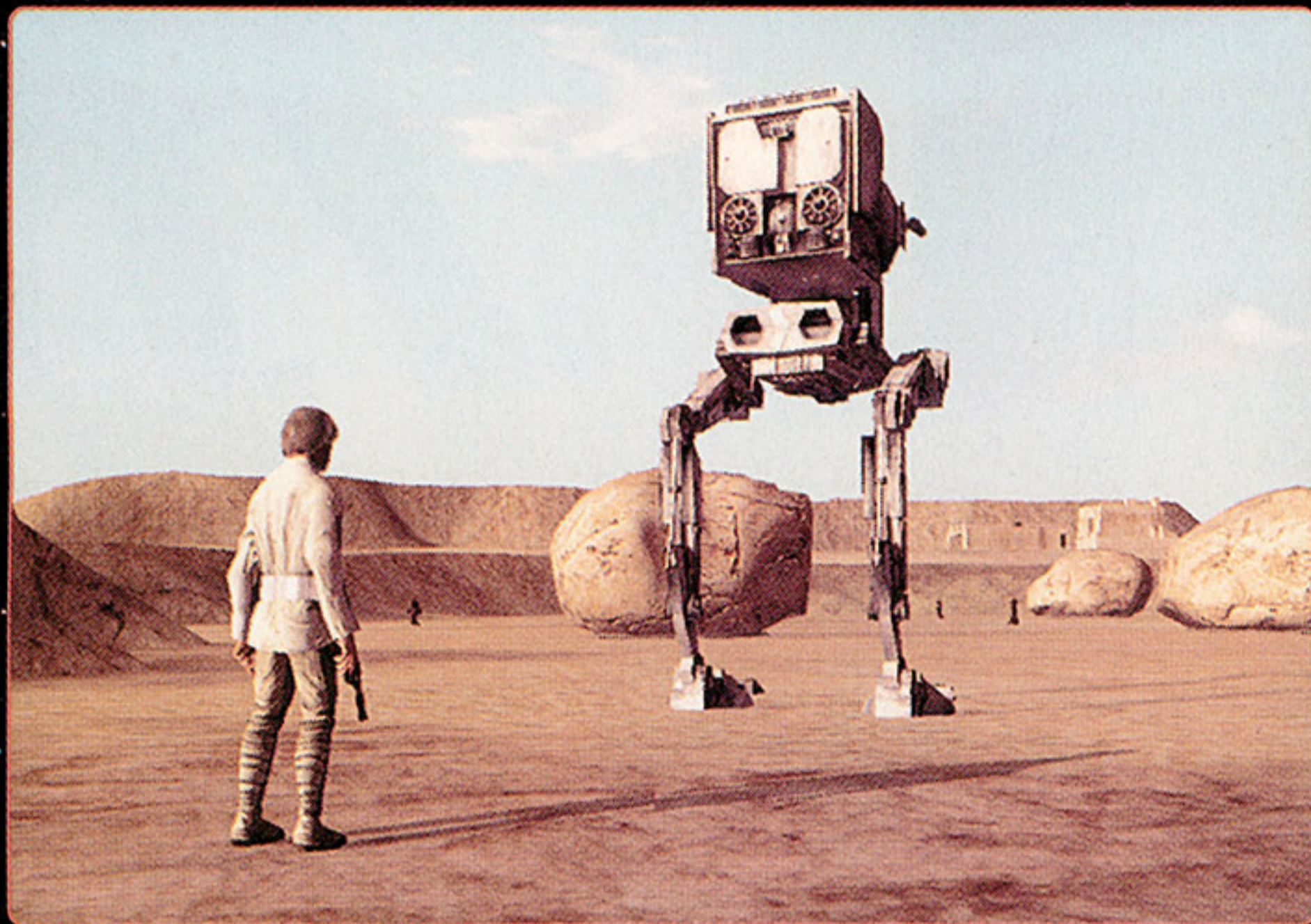
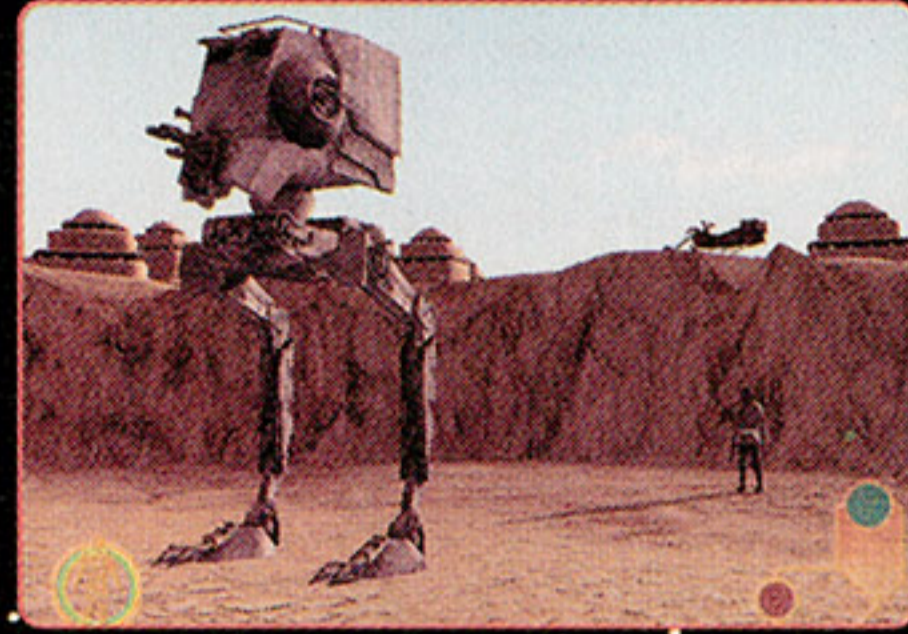
Luke Skywalker

AVAILABLE VEHICLES:

Landspeeder, T-16 Skyhopper, swoop bike

Like the last game, *Rebel Strike* begins with a training level that gets you used to the game's controls, including the new on-foot segments: You control Luke (in his whiny farmboy phase) as

he wanders around his homestead on Tatooine. Parked outside Luke's pad are a couple ships that you'll use to hone your piloting skills.



The Empire Strikes Back

CONTROLLABLE CHARACTER:

Luke Skywalker

AVAILABLE VEHICLES:

X-Wing, Y-Wing

After the training stage, you join the game as a Rebel returning to your home base on Yavin just after the destruction of the first Death Star. But there's no rest

for our hero Luke—the Yavin base is under

Imperial attack, and you've gotta save the day again. That means blowing up Imperial transports and protecting Rebel transports: After the air battle, Luke enters the Yavin temple on foot to save the Rebels inside from invading stormtroopers.

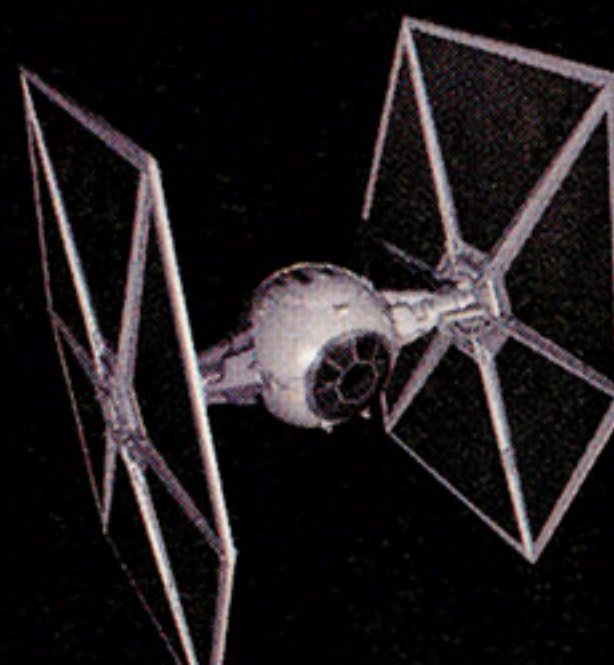


STAR WARS TIMELINE

After we escaped from LucasArts with our *Rebel Strike* experience fresh in our minds, we got to thinking about all the *Star Wars* games that have come before it. Some are great, and some are...well, not so great. Still, they're all part of the *Star Wars* saga, so it's tough to ignore them. We compiled this list of *Star Wars* games so you

can see which ones you've yet to play. Because let's face it: You're not a hardcore *Star Wars* fan until you've played them all.

1982
Star Wars The Empire Strikes Back
Atari 2600



1983
Star Wars Arcade
Star Wars Jedi Arena Atari 2600
Star Wars Return of the Jedi: Death Star Battle Atari 2600
Star Wars Return of the Jedi: Ewok Adventure Atari 2600 (never released)
Star Wars Death Star Battle Atari 5200
Star Wars The Arcade Game Atari 5200

Star Wars The Empire Strikes Back
Intellivision

1984
Star Wars Return of the Jedi Arcade
Star Wars The Arcade Game Atari 2600
Star Wars The Arcade Game ColecoVision

1985
Star Wars The Empire Strikes Back
Arcade

TWO ROADS DIVERGED

After the first real mission, something strange happens: You choose whether to follow Luke or Wedge. Luke's missions more closely follow the plot of the movies and include more on-foot missions. Wedge's missions play more like *Rogue Leader*, with more flying and fewer missions based on the movies (but following the same timeline).

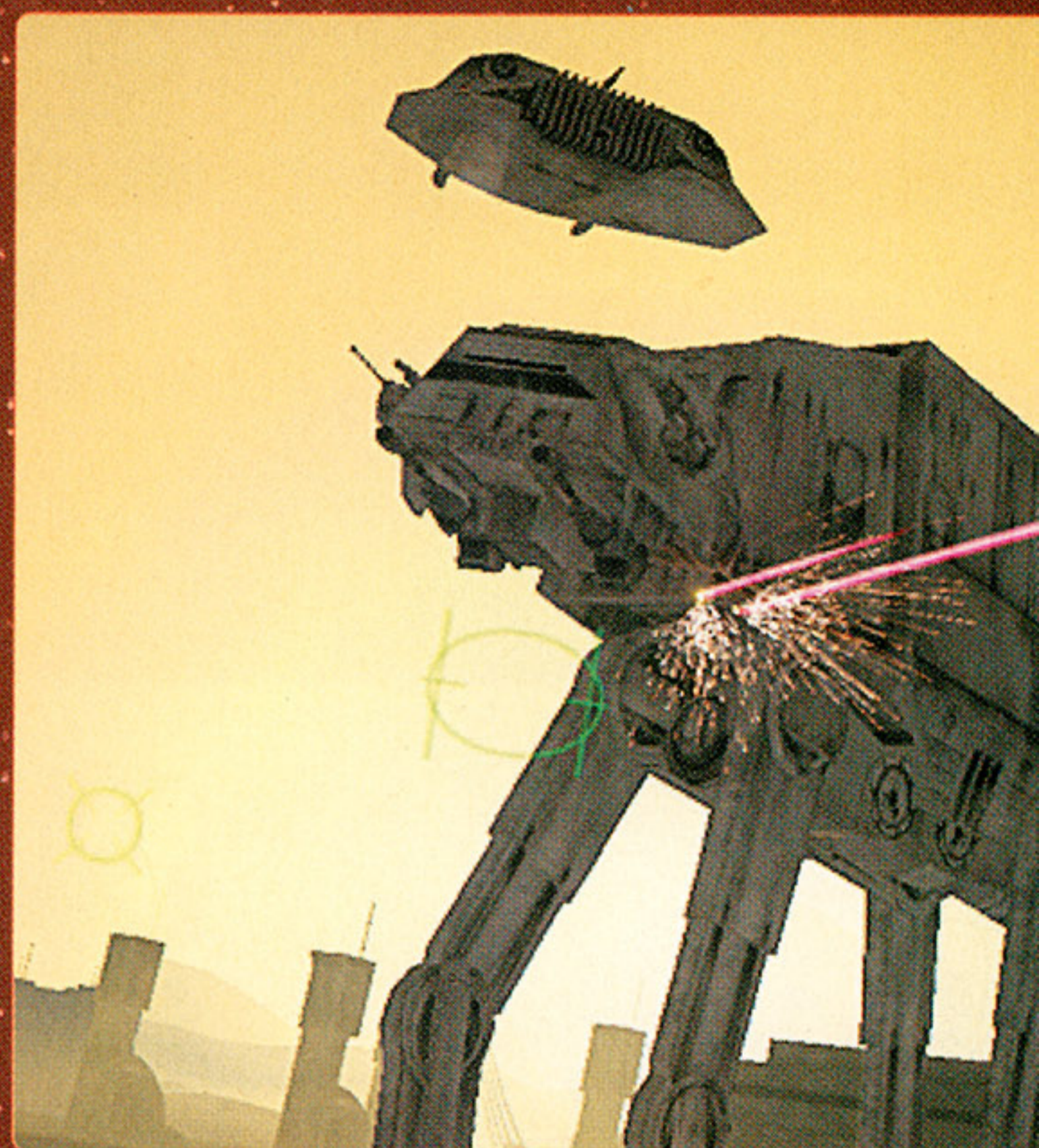
Luke's Path



Dantooine

CONTROLLABLE CHARACTER:
Luke Skywalker
AVAILABLE VEHICLES:
Speeder bike

There's an old Rebel base on Dantooine (you'll recall that in *A New Hope*, Leia lied to Vader and Grand Moff Tarkin about it being the location of the current base...right before her home planet was blown up). Now, you (as Luke, that is) tear around Dantooine on a speeder bike, using the vehicle to leap over large canyons. There's also a bit in which you must stop an Imperial Guard transport by firing several different laser cannons at it as it flies away. You must run from cannon to cannon and blast the ship before it escapes.



Raid at Bakura

CONTROLLABLE CHARACTER:
Wedge Antilles
AVAILABLE VEHICLES:
B-Wing, TIE bomber

You're gonna have to work to clear this mission—there are many

chores that need to be done here. Your Rebel buddies have to dock with multiple Imperial transports, but before they can, you must disable the transports with your B-Wing's ion cannons. After that, you pilot a stolen TIE bomber. Its homing missiles can take out multiple targets.



Wedge's Path



STAR WARS TIMELINE

1987
Star Wars
Famicom (NES) (Japan only)
Star Wars Pinball (Europe only)

1989
Star Wars
Sega Master System (Europe only)

1991
Star Wars NES

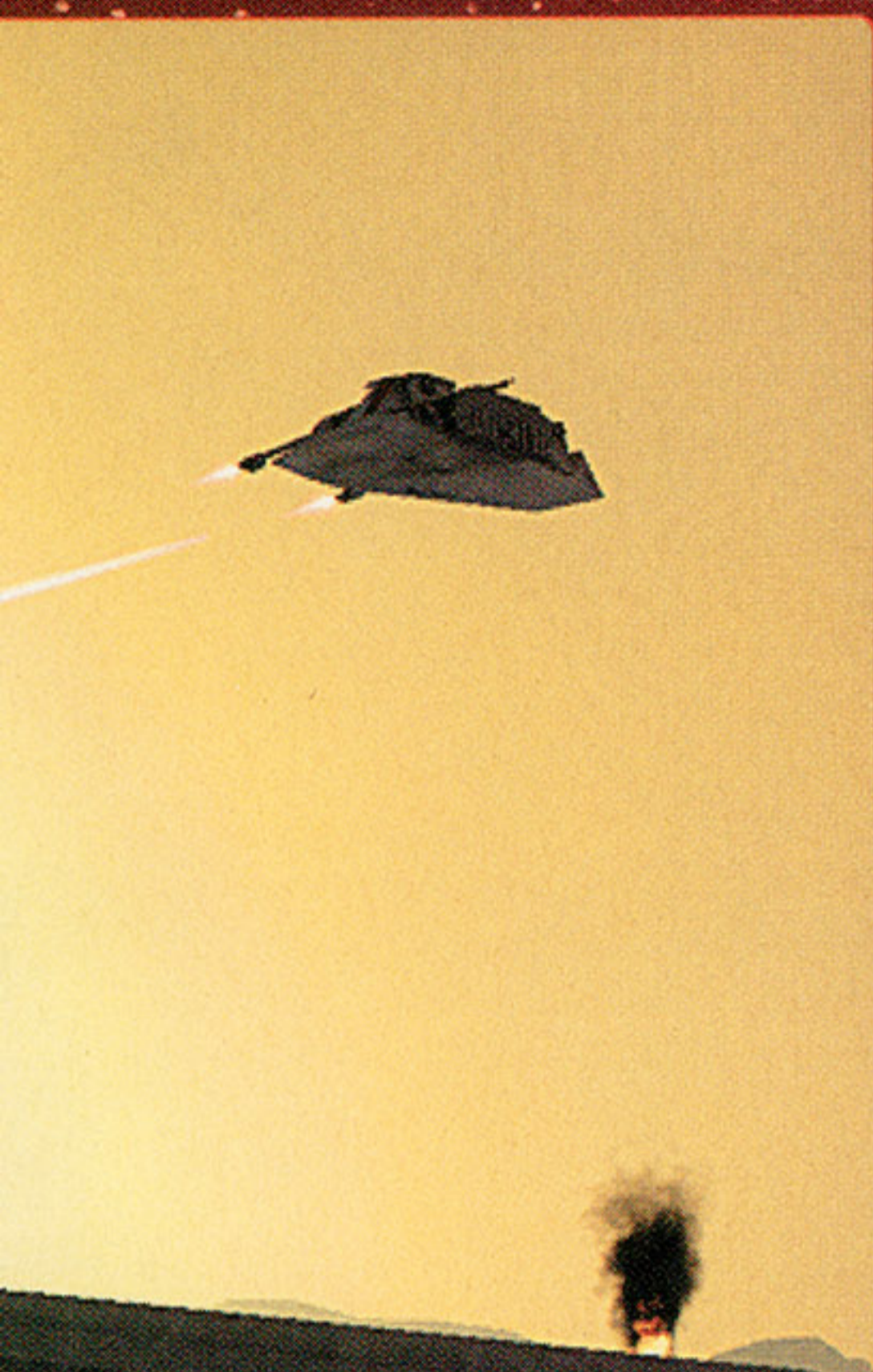
1992
Star Wars Game Boy
Star Wars The Empire Strikes Back Game Boy
Star Wars The Empire Strikes Back NES
Star Wars Pinball Super Star Wars Super NES

1993
Star Wars Arcade

Arcade
Star Wars Game Gear
Star Wars Chess PC
Star Wars Rebel Assault PC
Star Wars X-Wing PC
Star Wars X-Wing: B-Wing (expansion disc) PC
Star Wars X-Wing: Imperial Pursuit (expansion disc) PC
Star Wars Rebel Assault Sega CD
Super Empire Strikes Back Super NES

1994
Star Wars Chess 3DO
Super Return of the Jedi Game Boy
Star Wars Arcade Genesis 32X
Star Wars Screen Entertainment PC
Star Wars TIE Fighter PC
Star Wars TIE Fighter: Defender of the Empire (expansion disc) PC
Star Wars X-Wing Collector's CD-ROM PC
Star Wars Chess Sega CD
Super Return of the Jedi Super NES





Defenders of Ralltiir

CONTROLLABLE CHARACTER:

Luke Skywalker

AVAILABLE VEHICLES:

Snowspeeder

There's no snow on Ralltiir, but you're still using a snowspeeder. Odd. Anyway, there are plenty of AT-ATs on which to use your tow cables. You may not have time to fight them, though—the Imperials are crossing a large bridge and attacking some scientists who are hiding in the city on the opposite side. It doesn't take a genius to realize you should take out the bridge. Bay Area residents will



notice that San Francisco heavily influences the look of this stage and that the bridge looks suspiciously like the Golden Gate. Strangely enough, LucasArts and *Rebel Strike* developer Factor 5 are located just outside San Fran. Coincidence?

Marooned on Geonosis

CONTROLLABLE CHARACTER:

Wedge Antilles

AVAILABLE VEHICLES:

X-Wing, [CLASSIFIED]

Remember this planet from *Star Wars Episode II*? About 40 years before this game took place, this was the planet on which the Clone Wars began.

After fighting your way through the vast asteroid field surrounding the planet in your trusty X-Wing, you (as Wedge, of course) are forced to land. Once on the surface for an on-foot mission, you will be surprised to find that the planet may still be populated....



1995

- Star Wars Rebel Assault 3DO
- Super Return of the Jedi Game Gear
- Star Wars Dark Forces PC
- Star Wars Rebel Assault II: The Hidden Empire PC
- Star Wars TIE Fighter Collector's CD-ROM PC
- Star Wars Trilogy CD-ROM PC

1996

- Star Wars Shadows of the Empire Nintendo 64
- LucasArts Archives Vol. II: Star Wars Collection PC
- Star Wars Dark Forces PlayStation
- Star Wars Rebel Assault II: The Hidden Empire PlayStation

1997

- Monopoly: Star Wars Edition PC
- Star Wars Jedi Knight: Dark Forces II PC

- Star Wars Shadows of the Empire PC
- Star Wars X-Wing vs. TIE Fighter PC
- Star Wars X-Wing vs. TIE Fighter: Balance of Power (expansion disc) PC
- Star Wars Yoda Stories PC
- Star Wars Trilogy Pinball
- Star Wars Masters of Teras Kasi PlayStation

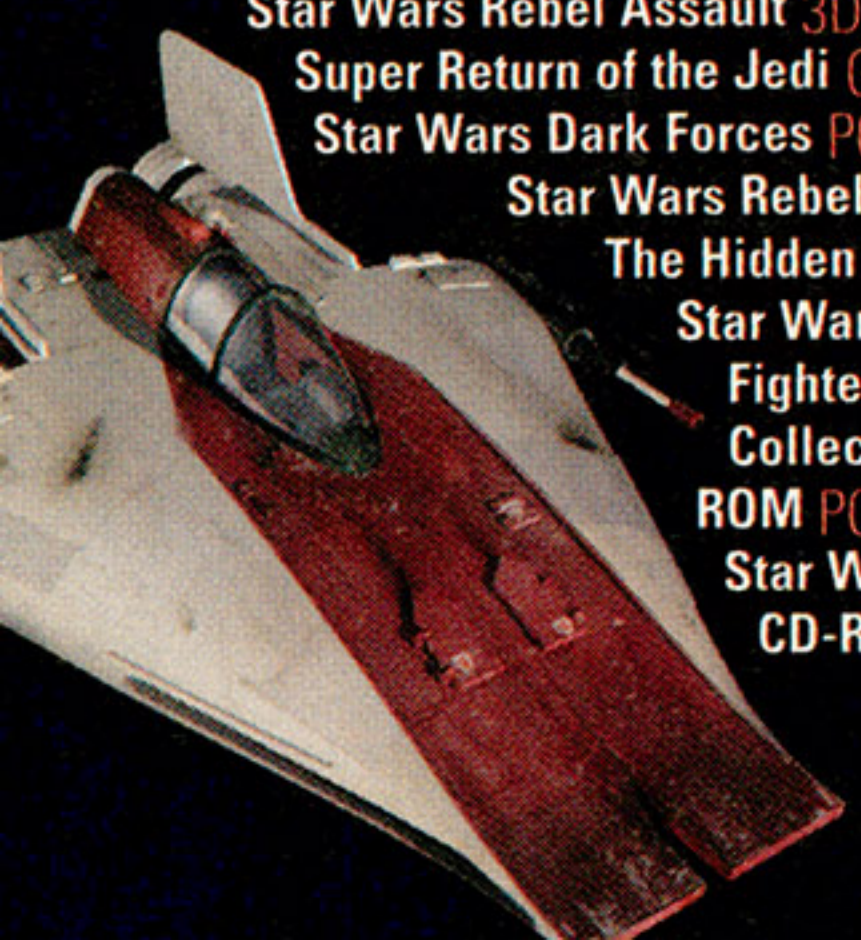
1998

- Star Wars Trilogy Arcade Arcade
- Star Wars Rogue Squadron Nintendo 64

- Star Wars Behind the Magic PC
- Star Wars DroidWorks PC
- Star Wars Jedi Knight: Mysteries of the Sith (expansion disc) PC
- Star Wars Millennium Falcon CD-ROM Playset PC
- Star Wars Rebellion PC
- Star Wars Rogue Squadron PC
- Star Wars X-Wing Collector's Series PC

1999

- Star Wars Episode I: Racer Game Boy Color



...Luke's Path



Flight from Ralltir

CONTROLLABLE CHARACTER:
 Luke Skywalker
AVAILABLE VEHICLES:
 AT-ST

Now that you've saved the scientists, it's time to escape with them. Pilot an AT-ST through a gauntlet of Imperial forces. Stay well ahead of the scientists (they're following you on foot) so that you can blast any bad guys who might be headed toward them (and there are a lot of bad guys). The scientists aren't fighters, so, unfortunately, they'll go down quickly if you don't protect them.

Destrillion

CONTROLLABLE CHARACTER:
 Wedge Antilles
AVAILABLE VEHICLES:
 A-Wing, Y-Wing

This mission is a bit odd—you spend much of it flying through a tunnel. You'll also face off against a new Imperial ship, the TIE Hunter. During the second half of this stage, you hop into a Y-Wing and head into a bombing run, similar to the super-frustrating Prisons of the Maw stage in the previous game.



Dubrillion

CONTROLLABLE CHARACTER:
 Wedge Antilles
AVAILABLE VEHICLES:
 Y-Wing, AT-ST, [CLASSIFIED]

After cruising around Dubrillion in the powerful Y-Wing, Wedge arrives at his first chance to pilot the AT-ST. There's a superlaser (similar to the one on the Death Star) on this planet that needs disabling. The best way to take it out is to attack its power source with an AT-ST. Before reaching the power source, of course, you'll have to work your way through an Imperial base. Once you get there, you may find that you'll need some extra firepower to destroy the mechanism.

STAR WARS TIMELINE

Star Wars Yoda Stories
 Game Boy Color
 Star Wars Episode I: Racer
 Nintendo 64
 Star Wars Episode I: Insider's Guide PC
 Star Wars Episode I: Racer PC
 Star Wars Episode I: The Phantom Menace PC
 Star Wars Jar Jar's Journey PC
 Star Wars Pit Droids PC
 Star Wars The Gungan Frontier PC
 Star Wars X-Wing Alliance PC
 Star Wars Yoda's Challenge Activity

Center PC
 Star Wars Episode I Pinball
 Star Wars Episode I: The Phantom Menace PlayStation

2000
 Star Wars Racer Arcade Arcade
 Star Wars Demolition Dreamcast
 Star Wars Episode I: Racer Dreamcast
 Star Wars Jedi Power Battles Dreamcast
 Star Wars Episode I: Obi-Wan's Adventures Game Boy Color

Star Wars Battle for Naboo
 Nintendo 64
 Star Wars Anakin's Speedway PC
 Star Wars Early Learning Activity Center PC
 Star Wars Force Commander PC
 Star Wars Math: Jabba's Game Galaxy PC
 Star Wars Demolition PlayStation
 Star Wars Jedi Power Battles PlayStation

2001
 Star Wars Jedi Power Battles
 Game Boy Advance
 Star Wars Rogue Squadron II: Rogue Leader GameCube
 Star Wars Battle for Naboo PC
 Star Wars Galactic Battlegrounds PC
 Star Wars Starfighter PlayStation 2
 Star Wars Super Bombad Racing PlayStation 2
 Star Wars Obi-Wan Xbox
 Star Wars Starfighter: Special Edition Xbox



Battlefield Hoth

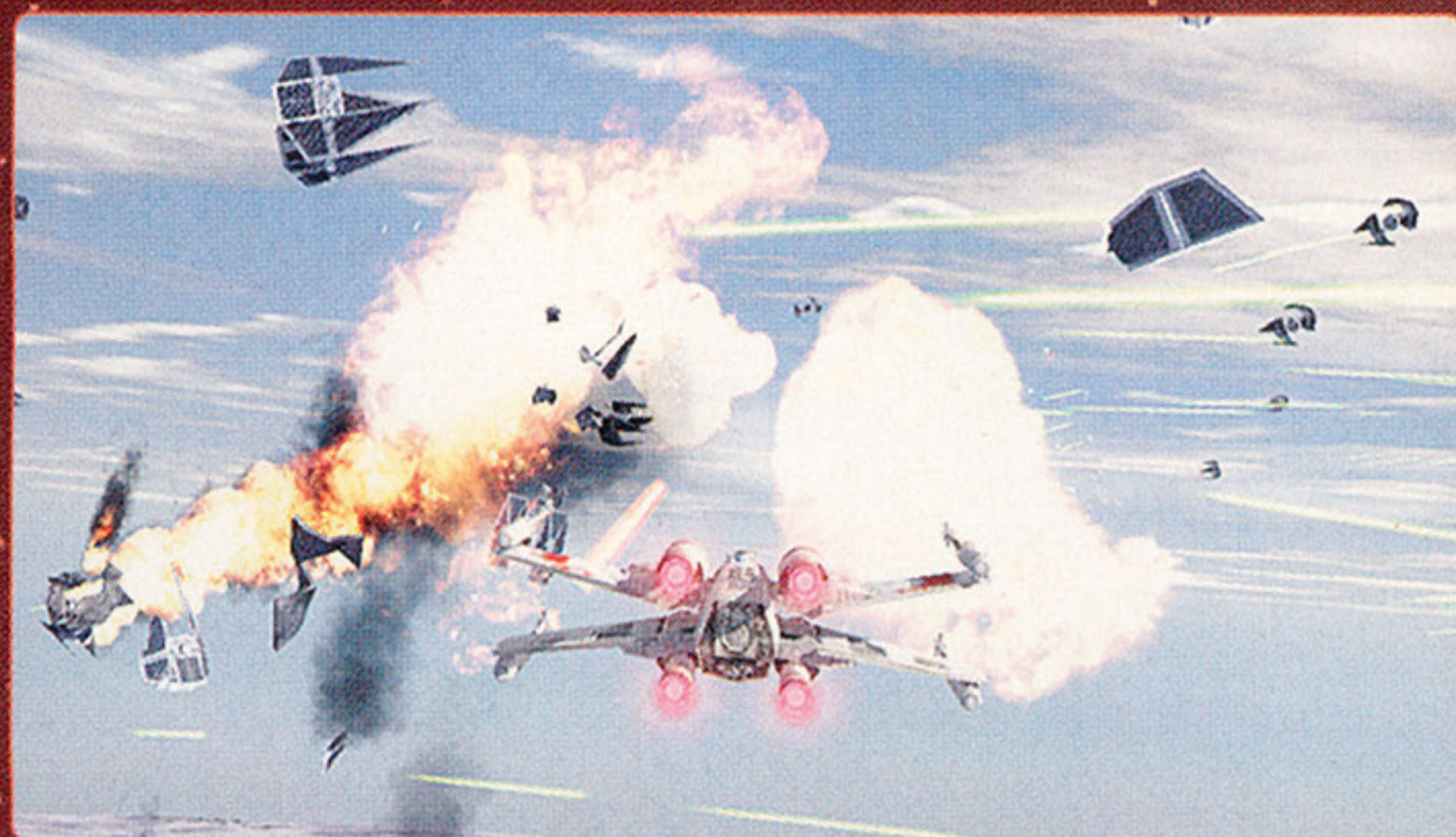
CONTROLLABLE CHARACTER:

Luke Skywalker

AVAILABLE VEHICLES:

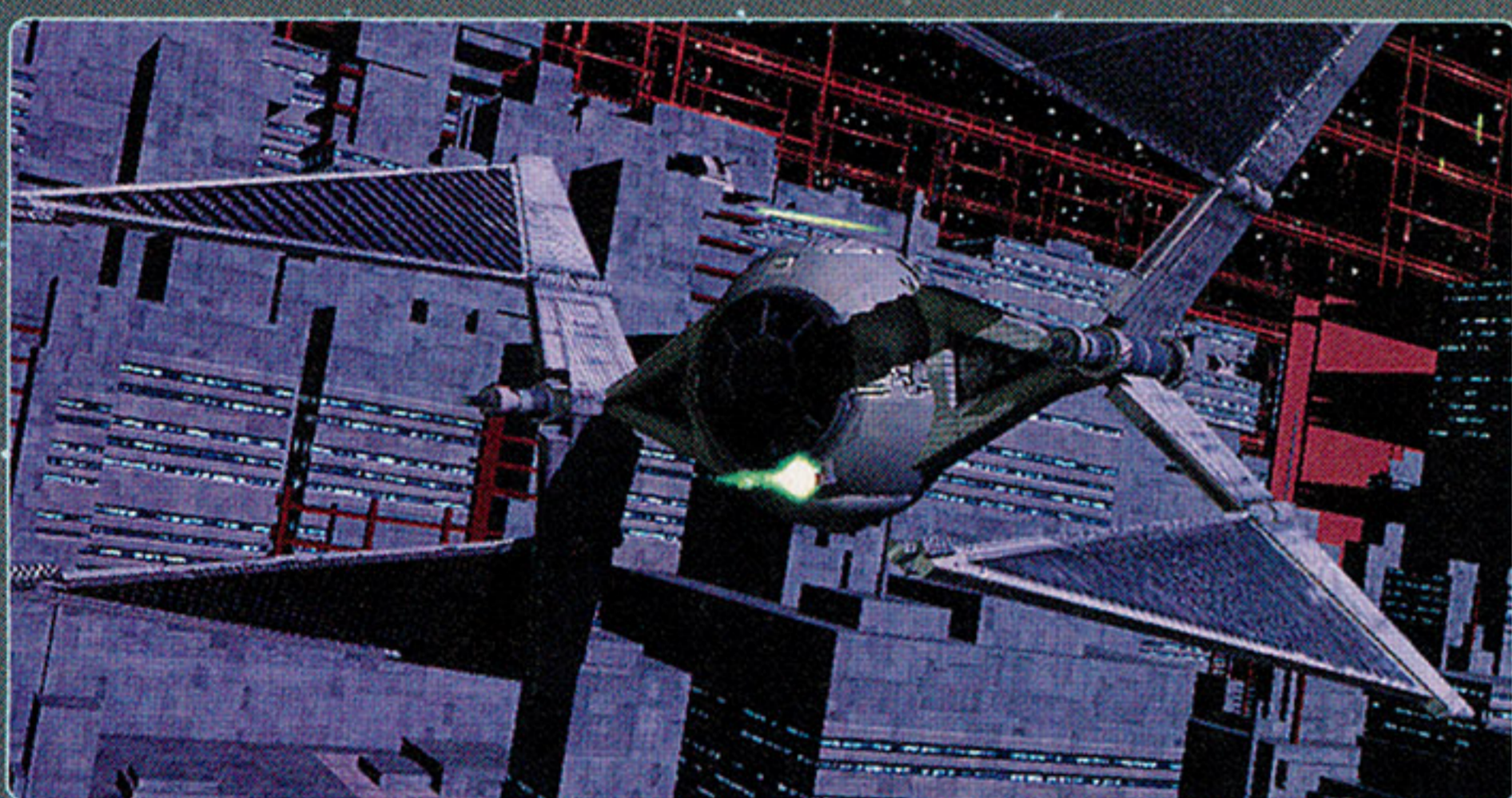
Tauntaun, X-Wing

Ah, yes...the obligatory Hoth stage. This one picks up just as



Luke's downed snowspeeder gets stepped on (a moment of silence for Luke's gunner, Dak, please). From there, Luke uses his grappling hook to pull himself up under the giant AT-ATs. Then he uses his lightsaber to slice a hole, through which a thermal detonator can be tossed.

After knocking out a few AT-STs, you hop onto a Tauntaun (they smell slightly better on the outside) and race to the shield generators in danger of being destroyed. Use a laser cannon to destroy some AT-STs before hopping into an X-Wing and flying off to escort the Rebel transports off Hoth. Whew! That's a lot of work for one mission.



Fondor Shipyard Assault

CONTROLLABLE CHARACTER:

Wedge Antilles

AVAILABLE VEHICLES:

TIE Hunter

Time to turn the tables on the Empire! A Rebel transport needs defending, and you use a TIE Hunter to do just that. Then you take on a Super Star Destroyer ("Look at the size of that thing!"). It's tough, but if the Force is with you, you can do it. Wait a second, the Force isn't with Wedge. Uh-oh.



...Wedge's Path

2002
 Star Wars Episode II: Attack of the Clones *Game Boy Advance*
 Star Wars Episode II: The New Droid Army *Game Boy Advance*
 Star Wars Bounty Hunter *GameCube*
 Star Wars Jedi Knight II: Jedi Outcast *GameCube*
 Star Wars The Clone Wars *GameCube*
 Star Wars Jedi Knight II: Jedi Outcast *PC*
 Star Wars Galactic Battlegrounds:

Clone Campaigns (expansion disc) *PC*
 Star Wars Galactic Battlegrounds Saga *PC*
 Star Wars Starfighter *PC*
 Star Wars Bounty Hunter *PlayStation 2*
 Star Wars Jedi Starfighter *PlayStation 2*
 Star Wars Racer Revenge *PlayStation 2*
 Star Wars The Clone Wars *PlayStation 2*
 Star Wars Jedi Knight II: Jedi Outcast *Xbox*
 Star Wars Jedi Starfighter *Xbox*

2003
 Star Wars Flight of the Falcon *Game Boy Advance*
 Star Wars Rogue Squadron III: Rebel Strike *GameCube*
 Star Wars Galaxies: An Empire Divided *PC*
 Star Wars Jedi Knight: Jedi Academy *PC*
 Star Wars: Knights of the Old Republic *PC*

Star Wars Jedi Knight: Jedi Academy *Xbox*
 Star Wars: Knights of the Old Republic *Xbox*
 Star Wars The Clone Wars *Xbox*

2004
 Star Wars Republic Commando *PC*
 Star Wars Republic Commando *Xbox*

TOGETHER AGAIN

Luke and Wedge's story lines rejoin at this point, although you can complete the game by playing through as just one character. These are the final battles, so get ready!

Speeder Bike Pursuit

CONTROLLABLE CHARACTER: Luke Skywalker
AVAILABLE VEHICLES: Speeder bike

Do you feel the need for speed? If not, you will as you're blasting through the claustrophobic forests of

Endor. Just like in *Return of the Jedi*, there are plenty of trees to dodge and biker scouts to blast. At the end of the level, you (as Luke) jump off your speeder bike and must take out the final scout with your lightsaber.



Endor Forest Battle

CONTROLLABLE CHARACTER: Chewbacca, [CLASSIFIED]
AVAILABLE VEHICLES: AT-ST

Huzzah! Finally, a chance to control everybody's favorite Wookiee. Stomp through Endor in a stolen AT-ST, blasting stormtroopers and other AT-STs. If you need assistance, call



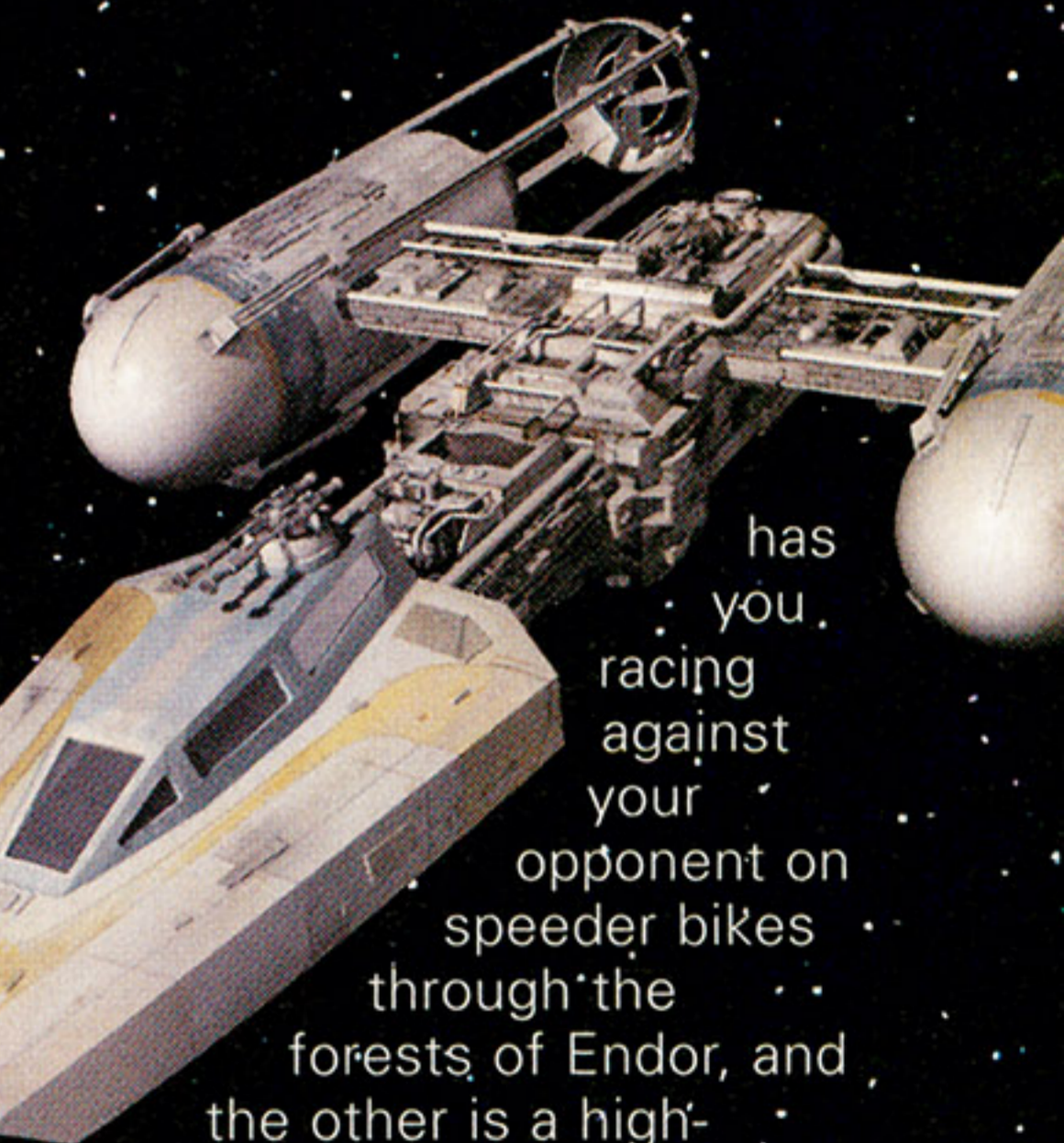
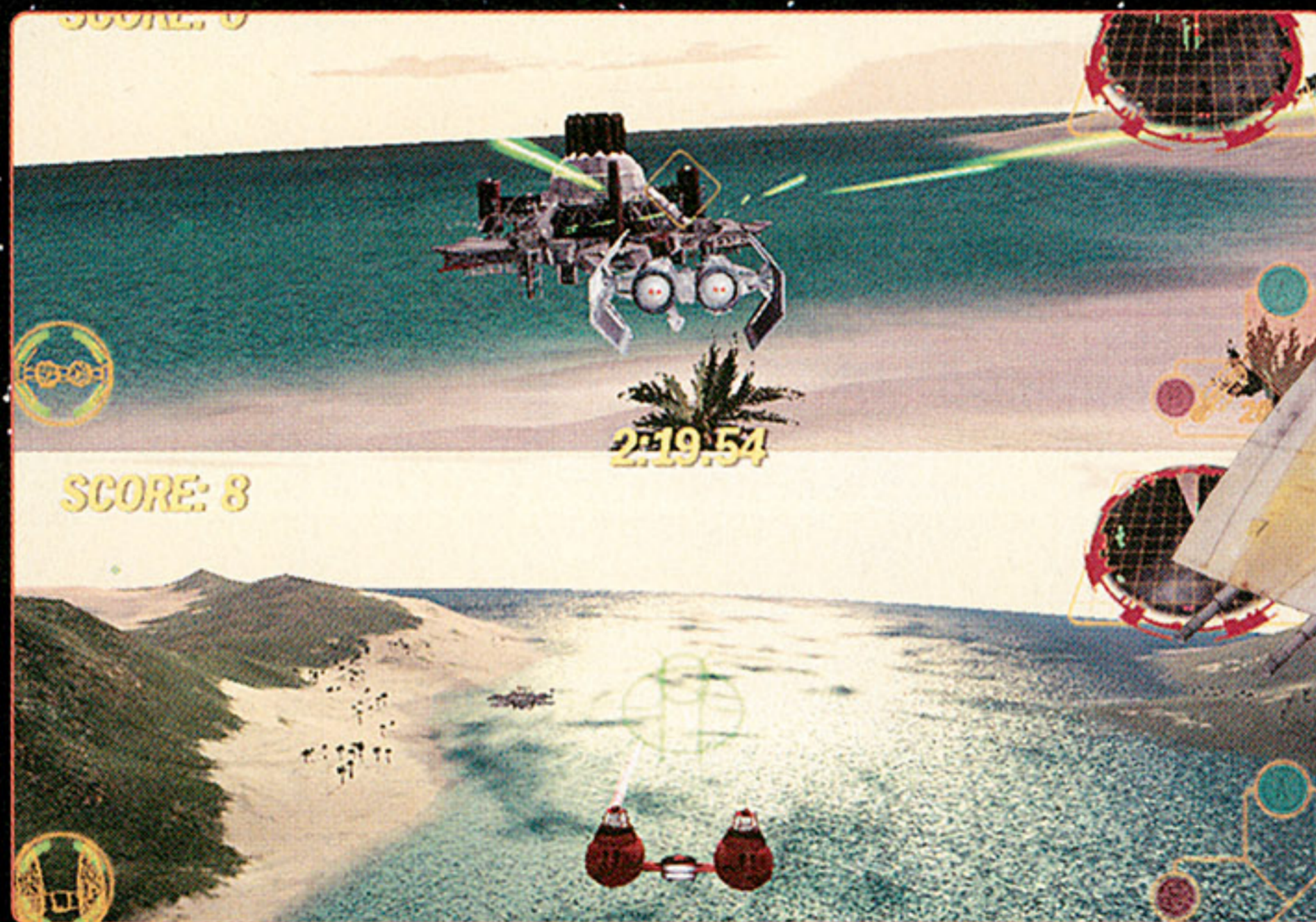
upon the Ewoks to activate their primitive traps, like rolling logs and the "crush the AT-ST head with two logs" thing. There's more to this stage, but we've gotta save some surprises for the review.

VERSUS MODE

As we've mentioned before, *Rebel Strike* includes *Rogue Squadron II* (yes, the entire game, minus some of the bonus stages) as its multiplayer cooperative mode. If you're looking for some competitive action, though, these are the modes to check out.

Dogfight

This is your basic deathmatch—it's just you against another player. Pick your craft, set a limit (either kills or time), and go to it. There are plenty of locations to battle in, including Hoth, Bespin, Endor, Geonosis, and even the Death Star.



has you racing against your opponent on speeder bikes through the forests of Endor, and the other is a high-speed race through the Death Star's trench. Be careful—there's not much room to maneuver.

Rampage

If you're looking for random, senseless violence, Rampage is the mode for you. The whole point of this mode is to cause as much destruction as possible to the surrounding environment. Don't be shy with those lasers.

Tag and Defend

In Tag and Defend, you must fly around and "capture" bases. Once a base is yours, make sure your opponent doesn't steal it away. Whoever gets the most bases wins. The tug-of-war

nature of this mode keeps things exciting.

Special

When we saw *Rebel Strike*, both games available in Special mode were races. One



BONUS STAGES

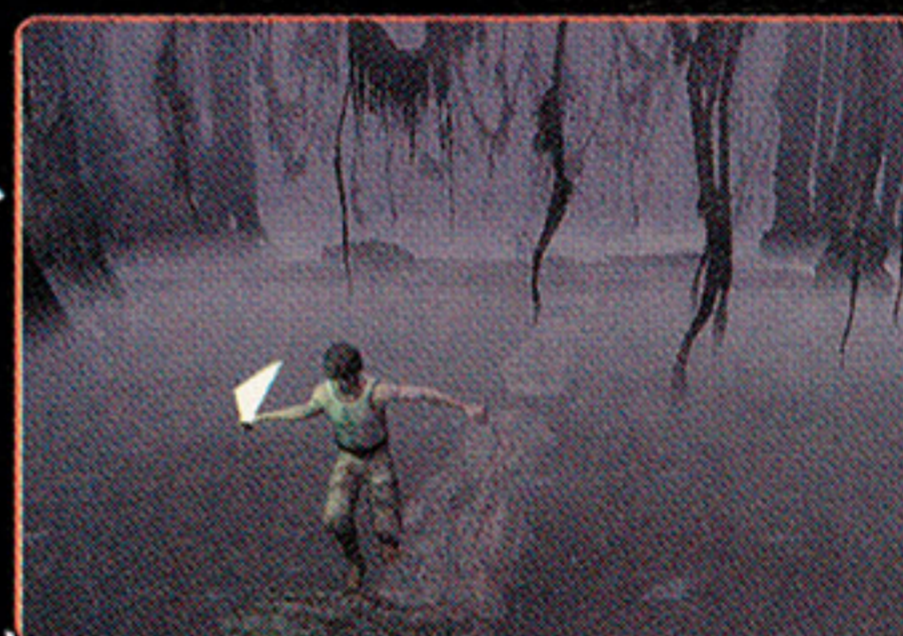
In addition to the standard missions, several bonus missions are unlockable by earning medals. Like in the previous *Rogue Squadron* games, you earn medals by completing a mission with specific goals met. Factor 5 has most of the bonus stages locked up tight, but we were able to find a couple. And you don't need to earn any medals to play these—they open up automatically as you progress through the game.



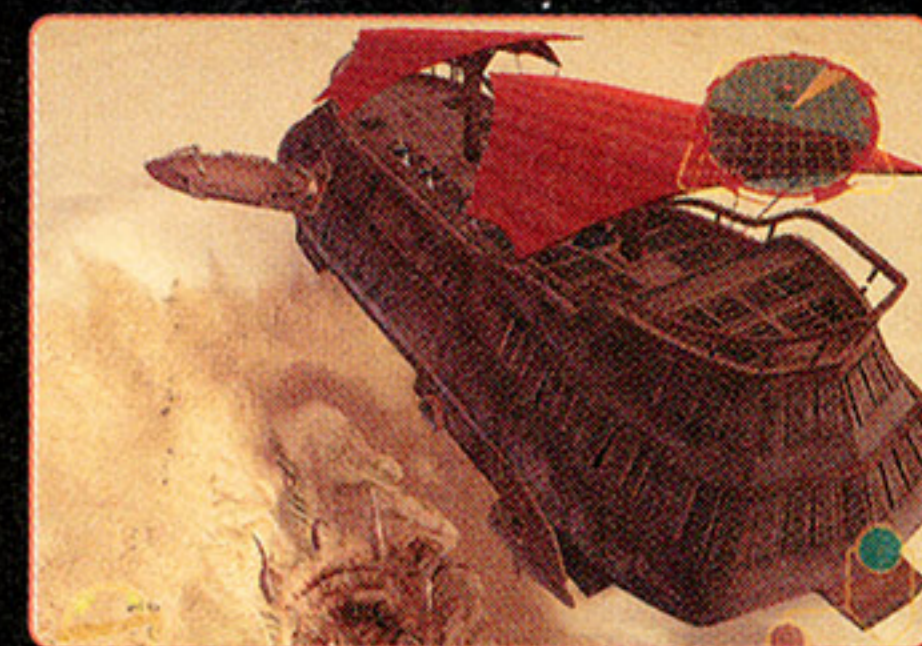
Training of a Jedi

CONTROLLABLE CHARACTER:
Luke Skywalker
AVAILABLE VEHICLES:
None

It's not often you get to visit the swamp world of Dagobah in a videogame, so this stage is a cool treat. It's based on Luke's Jedi training with Yoda during *The Empire Strikes Back*. Run around on foot,



following Yoda's instructions to get through the dangerous world. Be ready for a lot of tricky jumps! Only the most skilled Jedi will get through this world unscathed.



Sarlacc Pit

CONTROLLABLE CHARACTER:
Luke Skywalker
AVAILABLE VEHICLES:
None

This stage begins right after Luke rebounds off the ramp of Jabba's skiff to avoid being fed to the sarlacc. All of Jabba's henchmen are firing at you, but you can use your lightsaber to deflect the shots. Multiple skiffs begin circling you. Leap across them (slicing up the guards manning them as you go) until you reach Jabba's sail barge. From there, it's just a matter of fighting the guards until Princess Leia (in her saucy metal bikini—hubba hubba!) can blast the barge with its own deck gun.



Please note that this picture has been electronically altered to make the normally breathtaking subject look like a big dork.

Getting YOURSELF into the GAME

GameNOW gets characteristically creative with character creators

BY GREG ORLANDO

You might be uglier than the stick you were beaten with. You might be the best-looking hideous freak on your block. You might even make Medusa, the mythological creature who routinely turned those who looked at her into stone, seem like Miss Universe 2004.

No matter. Videogames will make you look beautiful. With *Tiger Woods PGA Tour 2004* and *Tony Hawk's Underground* on consoles, and *The Sims 2* and *Star Wars Galaxies: An Empire Divided* on PC, companies such as Electronic Arts and Activision are leading the charge to literally put you inside their games with Create-a-Character modes that stomp flat everything that's come before them.

To show you how easy and fun these modes are, and also to illustrate how good they'll make you look, *GameNow* sent its simplest and—how to put it delicately?—butt-ugliest freelance writer to investigate them. But don't tell him that, folks. He thinks he's smart and handsome.

Oh, and he also thinks he's going to get paid for writing this. Sucker!

While a career as a runway model is certainly not in this man's future, he has at least remembered to wear pants.

It's all about the shoes, isn't it? In this case, red is the new blue, which, we think, is either the old yellow or the new brown.



TIGER WOODS PGA TOUR 2004

Cedric the Entertainer can testify to the strength of Electronic Arts' new Game Face Create-a-Character mode. At this year's Electronic Entertainment Expo, Cedric squared off against golfer Tiger Woods in an online game of *Tiger Woods PGA Tour 2004*. Woods, who was in Florida, naturally chose to play as himself. In Los Angeles, Cedric decided to play as himself as well—but only after Electronic Arts used Game Face to create him. The results were astounding. The videogame Cedric looked incredibly like the real-world one. There's no real magic to Game Face—it's simply so thorough as to allow for billions of possibilities. You can create almost anyone.

Start off by selecting a character's birthday, gender, and whether it's right- or left-handed. From there, pick a skin tone and blemishes such as acne, dimples, tattoos, and freckles. Facial features can be tweaked to make your character look as weather-beaten as Clint Eastwood or as fresh-faced as Britney Spears.

Hairstyles can also be customized. Select hair length and then give your characters Afros, mullets, or flat tops, and tint the hair almost any color. Add sideburns, thin or thicken eyebrows, tinker with mustaches, and alter teeth to appear discolored, capped with gold, or laced with metal braces. Shape the face by playing with the width, height, and length of the cheeks, chin, and jaw. Alter facial features to change the size and shape of a golfer's brows, eyes, nose, mouth, and ears. Change your character's body in almost unlimited ways, too. Slider bars extending from 1 to 100 let you find the exact part of the scale your character's desired attributes fall into.

Once you've created your ideal character, or maybe someone famous, you'll easily be able to tell your friends how you did it by giving them the exact numbers you used in each specific category.

Game Face allows for almost total customization—right down to a golfer's shirt and the kind of celebrations and reactions he or she can perform. Using a special paint program, you can create tattoos and logos and strategically place them on a golfer's clothes and body.

For now, *Woods* is the only



EA game to feature Game Face. Since it's too deep and too easy-to-use to be a one-trick pony, EA has plans to put it in other games yet to be determined.

TONY HAWK'S UNDERGROUND

This year's model of *Tony Hawk's Pro Skater* is not last year's model of *Tony Hawk's Pro Skater*. This time, the game will feature new adventure and RPG elements, and the emphasis here is creating a new skater and taking him from scrub to superstar. It will be possible to take a rest from skateboarding and to travel on foot and employ crazy climbing skills.

With the new attitude comes a new title for the game: *Tony Hawk's Underground*. With the new title comes a new approach to creating a character. With the PlayStation 2 version of *Underground*, players can actually send an e-mail photo of themselves to the game's developer, Neversoft. Neversoft will then digitize the photo and post a file for players to download via the PlayStation 2's Network Adaptor.

Unfortunately, details about this new mode are sparse, and it's not certain if Neversoft will be able to do much with blurred or low-resolution pictures. The game is expected to hit shelves in late October.



STAR WARS GALAXIES AND THE SIMS 2

Create-a-Character has been a staple for PC games since the first MUD (multiuser dungeon) asked players if they wanted to be a fighter or a wizard.

Now, titles such as *The Sims 2* and *Star Wars Galaxies* are blending deep appearance customization options most commonly seen in console games with a PC RPG's emphasis on character attributes.

The Sims 2 features an extensive character creation mode, and Maxis claims it's deep enough to let anyone create anyone else. Individual traits created for a Sim (such as the size of its nose) will be passed down from a Sim dad and Sim mom to their child by way of a genetics model that tracks dominant and recessive characteristics.

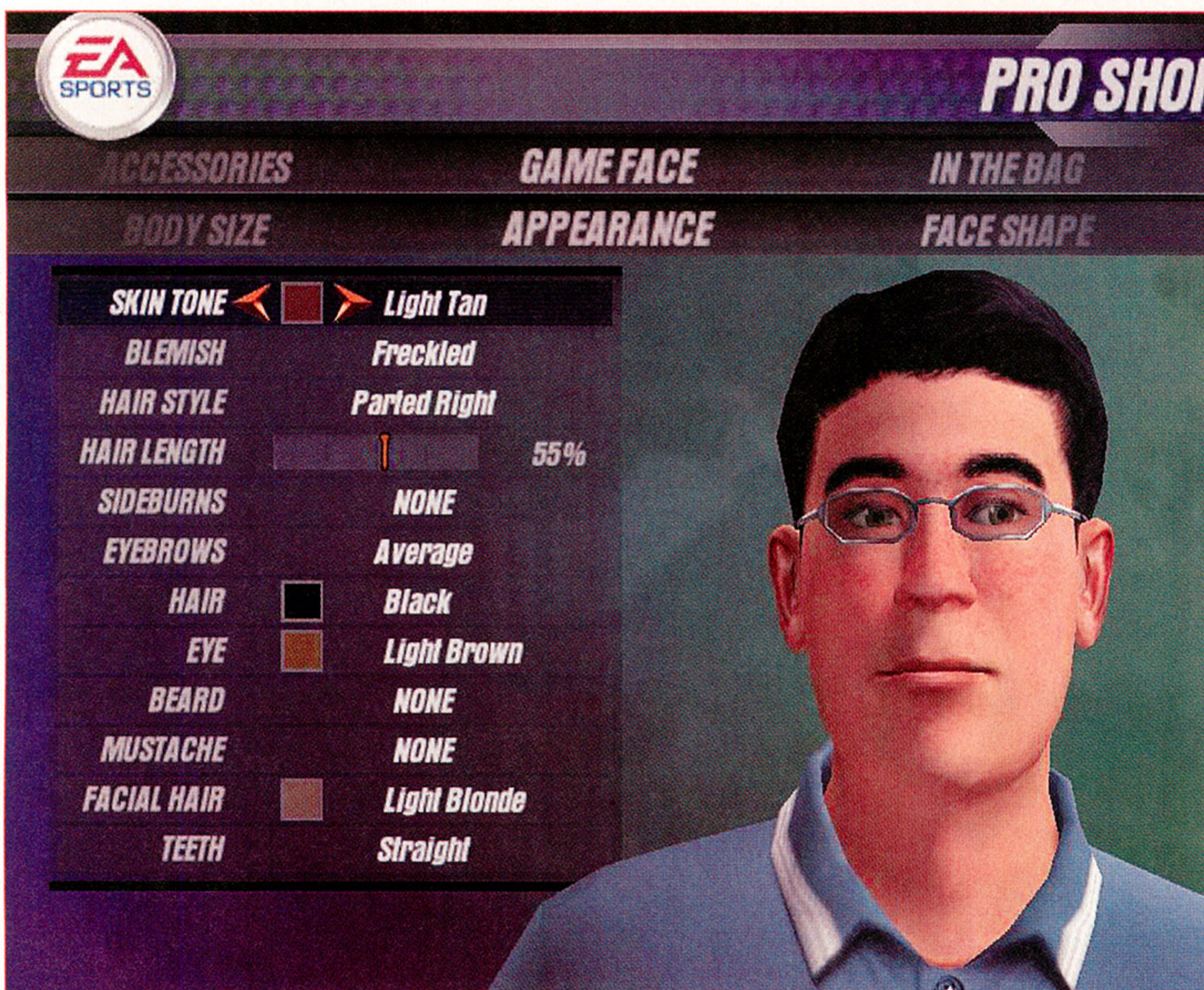
The online RPG *Star Wars Galaxies: An Empire Divided* lets players re-create themselves as a human or alien. Players choose one of eight races, including Wookiees and humans. It's possible to alter skin color, muscle tone, and body fat, and to choose a height that falls somewhere in the range limits for the race selected. Characters can then be customized by appearance and abilities.

Making

or, how I became a character in a game (and you can, too)

ME

On a sweltering day in Redwood City, CA, things just got simultaneously hotter and cooler. Hotter because after visiting Electronic Arts' headquarters, I'm now a character in *Tiger Woods PGA Tour Golf 2004*. Cooler, well, for the exact same reason. Here's how the developers at EA made me:



Step 1: Face Dances

The secret to making me is getting the gorgeousness just right. Note the strong, rectangular face; the petite yet undeniably manly nose; the eyes that manage to convey intelligence and compassion. Don't hate me because I'm beautiful. Using a photo for comparison, the developers first tackled the basics such as my skin tone, hair and eye color, facial hair, and so on. With the framework firmly established, the rest was a matter of trial and error, using slider bars to fine-tune such details as my eye size and shape, my ears, and the height of my enormous brow.



Step 2: Building a Better Me

With the face set and the body size (thin with a deceiving musculature) selected, it's then possible to deck me out in all sorts of cool clothes.

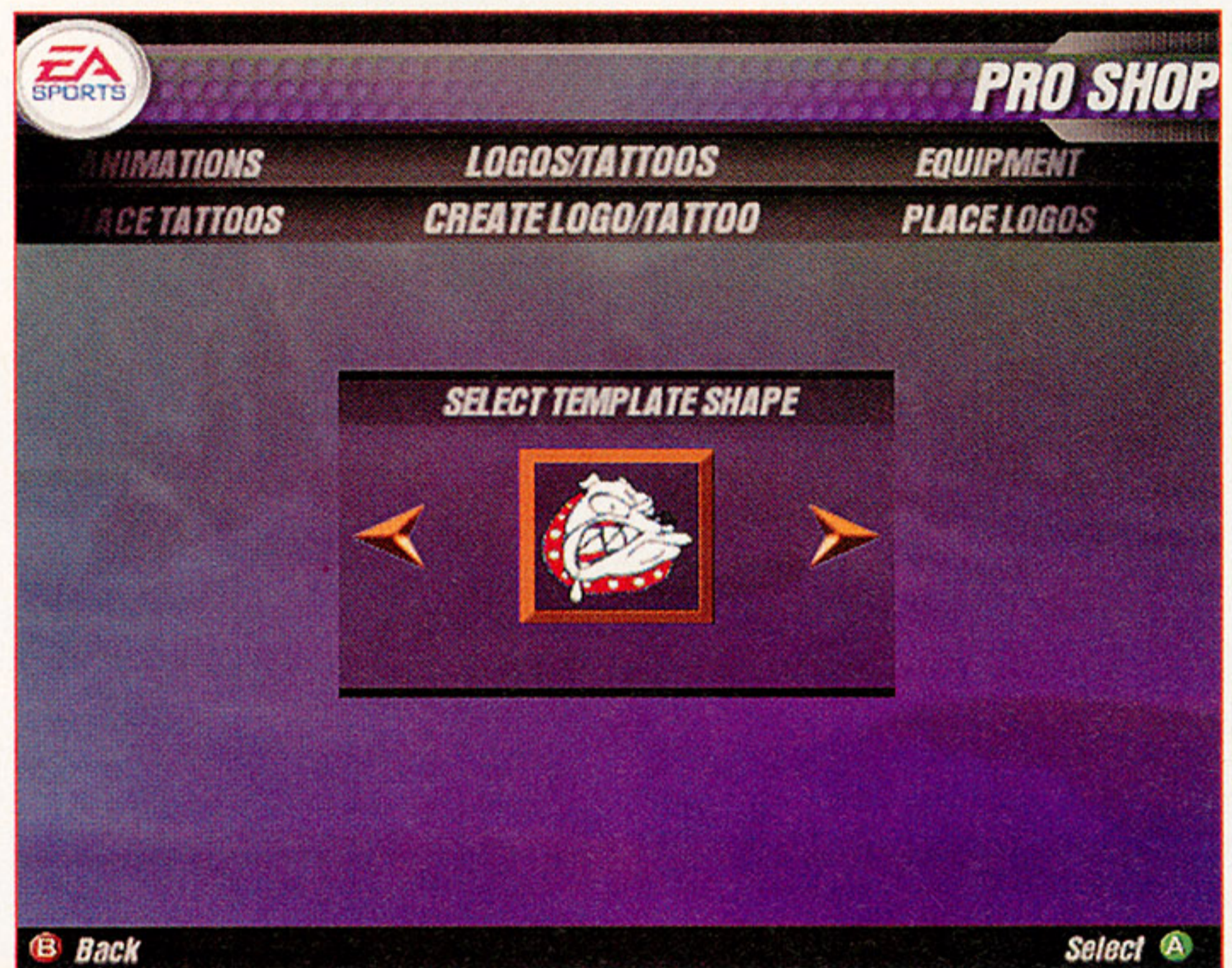
To punish me for not bringing them cookies, the developers at EA dressed the videogame me like Sir Dorksalot of the Square Table.

In real life, I'd opt for a T-shirt, jeans, and sneakers. My Fantastic Four shirt, the one I'm wearing when the developers take my picture, could be faithfully re-created by anyone with minimal art talent using Game Face's paint program.

After creating an enclosed "4" for the logo, I could take what I'd made and paste it directly onto a blue shirt and voilà! I could complete the videogame me if I chose, by adding tattoos, hats, jewelry, and oddly colored socks (mine are often mismatched).

If the urge hit me, I'd even be able to select a certain brand of sneakers—one endorsed by a certain Tiger Woods.

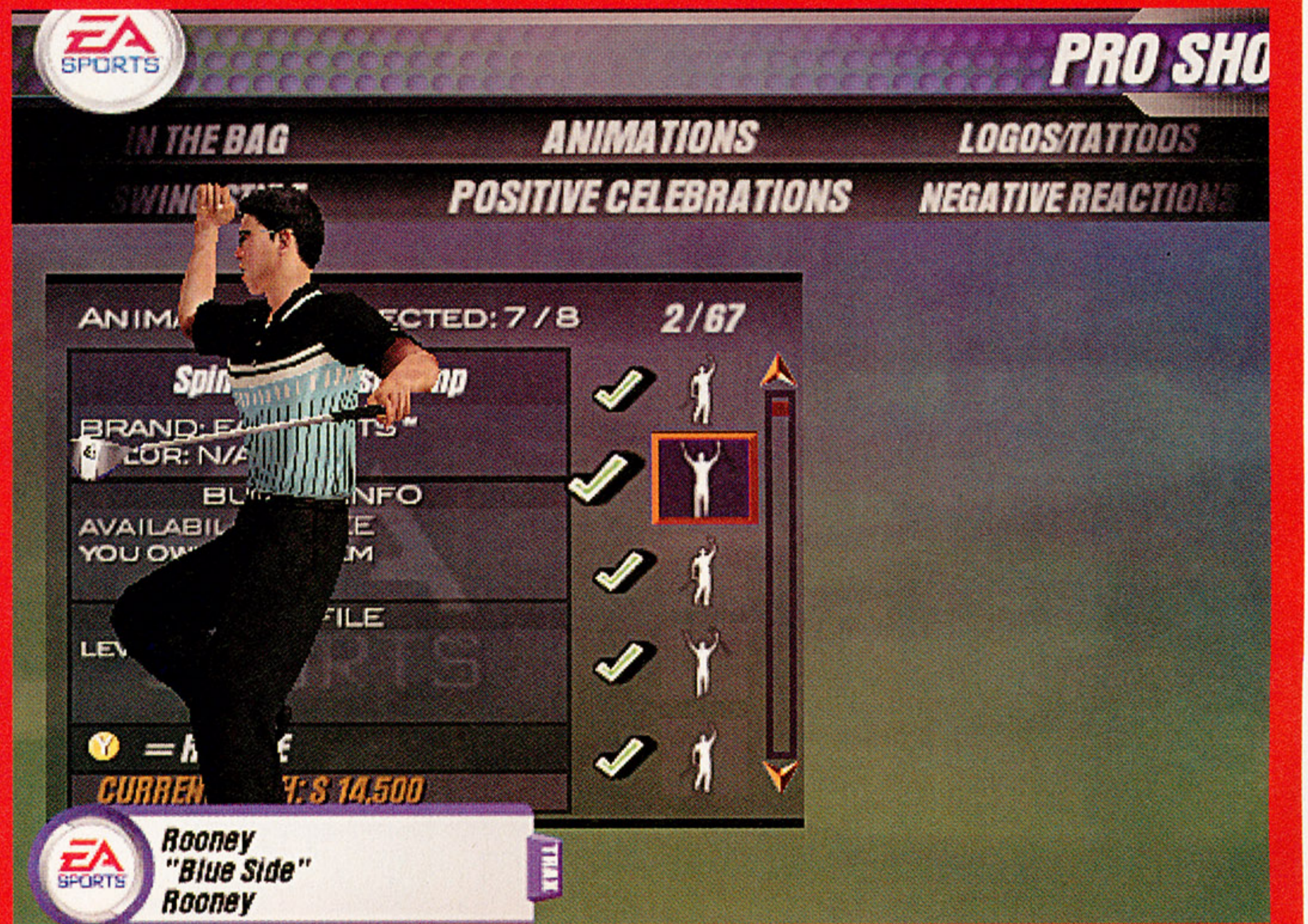
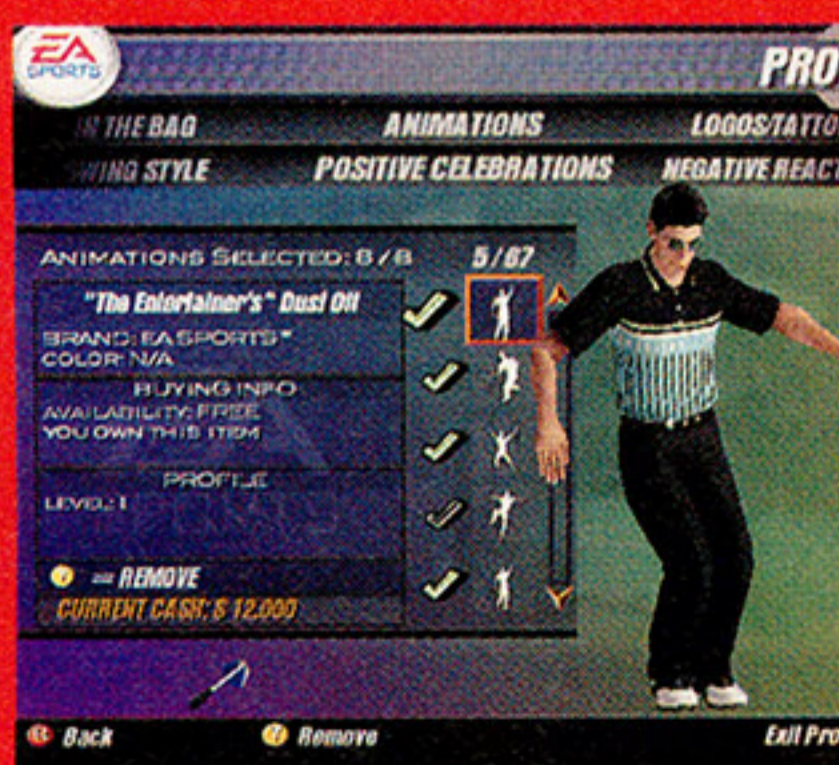
Different clothes, many of them cooler than the duds I'm wearing in these pictures, will become available after I win some golfing tournaments, ensuring, yet again, that fashion never sleeps.



Step 3: The Greatness of Me

To top me off, I need to do some pretty impressive victory celebrations. There are a number of different claps, headstands, and break dance moves to choose from, and players will be able to use other players' celebrations as well.

Because I am as great as I am humble, I'll opt to do a celebratory fist pump followed by a bit of fanciful footwork. Sigh. It's hard to be this excellent.



STAR WARS KNIGHTS OF THE OLD REPUBLIC

World-Spanning Quests

Overview

Several of the game's quests aren't limited to a single planet, but span several worlds. This chapter details each of those world-spanning quests. In addition, each party member has his or her own series of conversations throughout your adventure where they reveal their hopes and dreams. Simply talk to them when prompted and continue to speak to them throughout the adventure until they reveal all their inner machinations.



The following strategies and tips were excerpted from *Star Wars Knights of the Old Republic: Prima's Official Strategy Guide*. The full guide is on sale now. Check www.primagames.com for availability.

Main Quest: Bastila (Romance)

You can hold a dozen different conversations with Bastila over the course of the game. When a conversation is available, the game prompts you. You can ignore her or engage in conversation. The romance portion of the quest occurs only if you're playing as a male.

The first four conversations all become available on Taris. In Conversation #1, Bastila is openly hostile, demanding to know what you've been doing since her ship crashed on Taris. In Conversation #2, Bastila inquires about your past. In Conversation #3, she asks when you

started to notice your ability to command the Force;

at the end of the conversation, she launches into a tirade about



Bastila starts out cool, but ends up hot.

the evil of the dark side. You can ask why Bastila is so upset, but she won't elaborate. In

Conversation #4, Bastila takes a conciliatory approach, although she's nervous at your lack of training in the ways of

the Force.

Conversations #5 through #7 are available after you collect the first star map. If you haven't reached Conversation #5 before you collect the

second star map, the romance subplot ends. In Conversation #5, Bastila explains that she was taken from her family at a young age. In Conversation #6, she comments on your light-side/dark-side leanings, commending or warning you depending on your inclinations. In Conversation #7, you ask Bastila why she insisted on taking you on this mission to the Jedi Council.

Conversations #8 through #10 are available after you collect the second star map. If you haven't reached Conversation #8 before you collect the third star map, the romance subplot ends. In Conversation #8, Bastila confesses how she's come to depend on you and commends you on your progress. You can remind Bastila of the nastiness she once directed at you. In Conversation #9, Bastila again comments on your dark-side/light-side direction. If you're heading toward the dark side, Bastila asks how it feels to do whatever you want. If you're on the light side, Bastila asks how you're able to control yourself

without training. In Conversation #10, Bastila confesses that she's never made it past the rank of Padawan and that she should have left you at Dantooine. If you mock Bastila at this point, the romance subplot ends. Be supportive if you want to continue it.

Conversations #11 and #12 are available after you collect the third star map. You must complete Conversation #12 before collecting the fourth star map or the romance subplot ends. In Conversation #11, Bastila confesses her love for you. You can rebuff her advances to end the romance subplot, or respond in kind. In Conversation #12, Bastila confesses that she's still in love with you. If you're light-side inclined, she remarks on how much stronger you are than she is and begs you to see the quest through, no matter what. If you're on the dark-side path, you can try to tempt her. Bastila asks how you feel about her; even if you say you don't feel the same, the romance continues to the end of the adventure.



Main Quest: Carth (Romance)

You can hold 15 different conversations with Carth over the course of the game. When a conversation is available, the game prompts you by saying that Carth looks like he wants to talk. You can ignore him or engage in conversation. The romance portion of the quest occurs only if you're playing as a female character.



Carth is the strong, not-silent type.

The first four conversations all become available on Taris. In Conversation #1, Carth asks what you were doing during the battle that crashed the ship and states that he intends to keep a close eye on you. (If Bastila is present, she argues with Carth.) In Conversation #2, you can ask if Carth has a problem with you, and he admits to your expertise. In Conversation #3, Carth begrudgingly tells a tale of betrayal and apologizes for how he's treated you. In Conversation #4, Carth talks about Saul, the current admiral of the Sith fleet, and how he and Saul were once close friends.

Conversations #5 and #6 are available after you collect the first star map. If you haven't reached Conversation #5 before you collect the second star map, the romance subplot ends. In Conversation #5, Carth asks some pointed questions about your conversations with the Jedi Council (you can answer or ignore); if Bastila is present, she tells Carth to mind his own business. If you're on the light side, Carth wants to know how you have such responsibility; if you're on the dark side, Carth mentions your inclinations. In Conversation #6, you can demand an apology or ask what triggered Carth's outburst. He says he wants Saul dead and that he feels helpless.

Conversations #7 and #8 are available after you collect the second star map. If you haven't reached Conversation #7 before

you collect the third star map, the romance subplot ends. In Conversation #7, you ask Carth why he wants revenge on Saul, and he relates how Saul devastated the planet his wife and son lived on. His wife perished in the assault, and his son disappeared.

This opens up an extra quest on Korriban. In the Sith Academy on Korriban, you can hack or use a console belonging to Master Uthar. This offers background on the Valley of the Dark Lords. There's also an option for searching the database regarding past Sith operations. If you search Master Uthar's room, you find a datapad that plays an important part in the side quest involving Carth's son. The importance of this datapad will be made clear in Carth's messenger side quest.

In Conversation #8, Carth says he doesn't believe the dark side can change someone so completely. If you're dark side, Carth expresses his concern.

Conversations #9 and #10 are available after you collect the third star map. If you haven't reached Conversation #9 before you collect the fourth star map, the romance subplot ends. In Conversation #9, you can ask why Carth seems so distant. He explains that he's had difficulty remembering his wife's face. In Conversation #10, you can ask Carth how he intends to gain revenge—he's surprised by the question.

Conversations #11 and #12 are available after you collect the fourth star map. If you haven't reached Conversation #12 before you collect the fifth star map, the romance subplot ends. In Conversation #11, Carth compliments your strongest skill and mentions that you've been invaluable. In Conversation #12, Carth expresses his concern for you. If you're on the light side, he's worried you're making yourself a target. If you're on the dark side, he's worried about how much you've succumbed to violence and anger.

Conversation #13 takes place after the Leviathan. Bastila has been taken and Saul has been killed. Carth tells you a shocking bit of information. You can express surprise and tell Carth he has nothing to do with your destiny (which ends the romance subplot), or you can tell him you won't follow the same path. How much he believes your claim depends on your

light-side or dark-side leanings. Conversation #14 takes place before the Unknown World encounter at the temple summit. Carth speaks to you before the challenge and promises to protect you. Conversation #15 takes place after the Unknown World encounter. If you've chosen the dark side, Carth runs off and swears that he'll save you. If you've chosen the light side, you can express your love for Carth, and he returns that love to you.

Main Quest: Bastila (Messenger)

To initiate this quest, speak to Bastila frequently—ideally, each time you gain an experience level. Eventually, a messenger approaches Bastila at one of the spaceports and says that her mother, who lives on Tatooine, is dying. Travel to Tatooine and visit the cantina where Bastila and her mother get into a fight. Bastila agrees to retrieve her dead father's holocron, which is in the krayt dragon cave. Find the holocron, talk to Bastila, and return to the cantina. Give up the holocron (light side) or keep it (dark side).

is alive and well at the Sith Academy on Korriban. Travel to the Sith Academy and reunite Carth and Dustil, who's an intensely hostile youth. Break into Uthar's room and retrieve the datapad (light side) or kill Dustil (dark side).



Bastila and her mother aren't on the best of terms.



Carth and his son Dustil aren't on the best of terms, either.

Main Quest: Carth (Messenger)

To initiate this quest, speak to Carth frequently—ideally, each time you gain an experience level. Eventually, a messenger approaches Carth at one of the spaceports and says that his son, once thought to be dead,

Main Quest: Mission (Messenger)

To initiate this quest, speak to Mission frequently, ideally, each time you gain an experience level, and a character named Lena will approach you in one of the spaceports. She reveals that

Mission's brother Griff is on Tatooine working for Czerka, but when the player asks about him in the Czerka office, the official says Griff was taken prisoner in a Czerka raid. Lena pleads for the safe return of Griff, who has apparently been captured by Sand People.

After you speak to Lena, you can find further information about Griff from the Czerka Corporation office inside Anchorhead. Next,



Mission and Lena aren't on ... oh, never mind.

mount a rescue mission into the Sand People enclave. Free Griff with the Sand chieftain's permission or by killing off the whole Sand People's tribe. In addition to claiming the Jawas, you can either request or demand the freedom of Mission's brother. Once freed (by force or diplomacy), Griff waits for you at the Czerka Corporation offices.

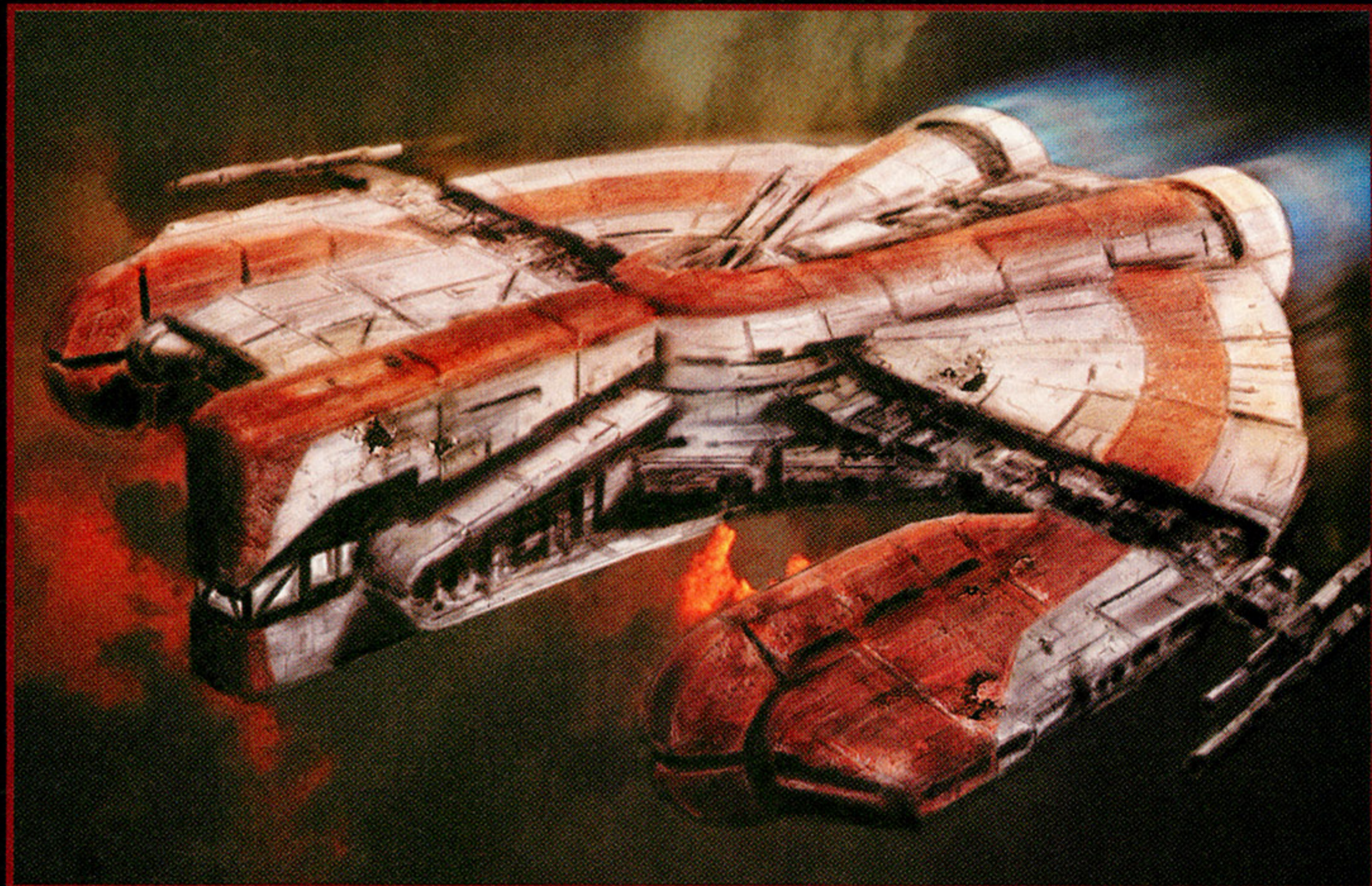
After you free Griff, he asks you to meet him in the Czerka office and then asks you to secure a tach gland for him. This requires the player to go to Kashyyyk, head to the Shadowlands, and either offer to help the poachers hunt tach or steal one from their storage bins. After Griff acquires the gland, he'll disappear, possibly with some of your money.



Mission's brother Griff is desperate for a tach gland.

Main Quest: Canderous (Messenger)

To initiate this quest, speak to Canderous frequently—ideally, each time you gain an experience level. Eventually, a Mandalorian named Jagy approaches Canderous at one of the spaceports and



challenges him to a fight in the Dune Sea. Agree to the fight and defeat Jagy.



Canderous is not the kind of man to turn down a chance to kill someone.

Main Quest: Juhani (Messenger)

To initiate this quest, speak to Juhani frequently—ideally, each time you gain an experience level. Eventually, a character named Xor approaches Juhani at one of the spaceports and talks about how he tried to buy Juhani as a young girl and now wants to purchase her as an adult. Xor leaves but shows up again later and attacks. You must encourage or discourage Juhani's dark-side desires.



Juhani's tormentor tries to lure her back to the dark side

Main Quest: Alien Stowaway

After collecting the second star map and returning to the *Ebon Hawk*, Zaalbar tells you that someone has been tampering with the food supply. Wander around the *Ebon Hawk* until you hear footsteps, and then go inspect the food kiosk in the storage room. Speak to the stowaway—or try to, since she doesn't speak Basic. You must figure out the dialect she speaks. If you end the conversation, she retreats to the food kiosk and stands there until you speak with her again.



Who's been eating your food stores?

Once you learn to communicate with her, you discover she's the daughter of a wealthy Dantooine settler. Her name is Sasha, and she was stolen by Mandalorian slavers at an early age and was never taught to speak. (The only word she remembers from her time on Dantooine is her name.) She cobbled together her own language from the one spoken by the Mandalorians. If you learn this about Sasha, you

can go to Dantooine and return her to her family.

An alien servant named Lur Arka Sulas, who you meet at the Dantooine landing port, serves the stolen girl's family. If you haven't yet uncovered her story, the Ithorian tells you that he waits here and questions new arrivals about a girl named Sasha. If you've uncovered her story, you can tell this to the alien servant, who takes Sasha back to her home.

Main Quest: Darth Bandon and Calo Nord

Your encounters with these two hardened killers aren't quests, but they are world-spanning and have thus been included here. At any of four points in the game, you are ambushed by Calo Nord (when you reach any of the four points for the first time) or Darth Bandon (when you reach any of the four points after slaying Calo Nord). The four points are the following:

1. Descending into the Shadowlands of Kashyyyk.
2. Leaving the krayt dragon cave on Tatooine.
3. Leaving the Hrakert Station after collecting the star map on Manaan.
4. Entering the valley of the Dark Lords on Korriban.

Main Quest: GenoHaradan Assassin Guild

After you defeat Calo Nord, a Twi'lek named Senni Vak approaches you near the *Ebon Hawk* and gives you a datapad with instructions to meet a Rodian named Hulas on Manaan (in East Central Ahto) alone. If you approach Hulas with party members active, he acts

like he doesn't know what you're talking about. If you approach him by yourself, he offers to make you a member of the GenoHaradan Assassin Guild if you carry out a few missions for him.



Hulas makes you an offer you

The first and second targets he gives you are easy: a Rodian named Lorgal in the Republic Embassy, and a Grann slaver named Zuulan Sentar at the Matale Estate. You only need to kill one of the two in order to advance to the remaining quests, but you can kill them both if you want an extra item (up until you've killed off the second tier of opponents).

When you return to Hulas, he gives you three more targets: a Gamorrean named Vorn

Daasrad (find his droid in the Sand People territory), a Selkath named Ithoriak Guldar (talk to his servant Vek in the Manaan swoop lounge), and a shape-shifter named Rulaan Prolik in the Upper Shadowlands (find a Wookiee corpse with a datapad mentioning the "faceless one,"

then find a Wookiee impersonating the one whose corpse you found).



Assassination for fun and profit!

When you've killed all three targets, return to Hulas and discover he's double-

crossed you. If you wish, you can challenge him to a duel; he asks you to show up alone at the Dune Sea. Hulas will bring a squad of assassins to the duel, however, so bring your own party members if you hope to prevail.

Main Quest: The Trouble With Gizka

When you arrive on Tatooine and depart the *Ebon Hawk* for the first time, you're approached by an alien named Jor UI Kurax who says a shipment has been delivered to the ship as requested. You can ask what Kurax means, but he says that the gizkas are your problem now.



The gizka looks at you curiously, cooling

The next time you board the *Ebon Hawk*, you find six gizkas hopping around. Each time you land on a planet, the number of gizkas doubles until you reach a maximum of 96. You can pick up or snap the neck of each one, but when you pick one up, another spawns to take its place. There are two methods to completely eliminate them.

The first is to purchase gizka poison from one of the stores or merchants that sell it. Two such vendors are Mic'Tunan'Jus in the Tatooine spaceport and the bartender in

the Tatooine cantina. The poison causes a gizka to go rabid and attack other gizkas, turning them rabid as well. Fortunately for you, rabid gizkas die after a few moments.

The second method is to speak with Nubassa, the Selkath in the Manaan docking area. He takes the gizkas from you for his zoo exhibit. Your light-side/dark-side score is unaffected by the method you choose to eliminate the creatures.

Main Quest: Unfinished Business

Next to the Dreshdae cantina on Korriban, you run into a Rodian named Lurze Kesh. He's heard about the arrival of the *Ebon Hawk* and asks if you're the pilot. If you say yes, he asks about a shipment from Davik. Davik's men were to deliver a shipment of spice to Lurze, and he thinks the spice may be on the *Ebon Hawk*. He asks you to look for a hidden compartment on the ship and gives you a passcode (RED-47) to open it.



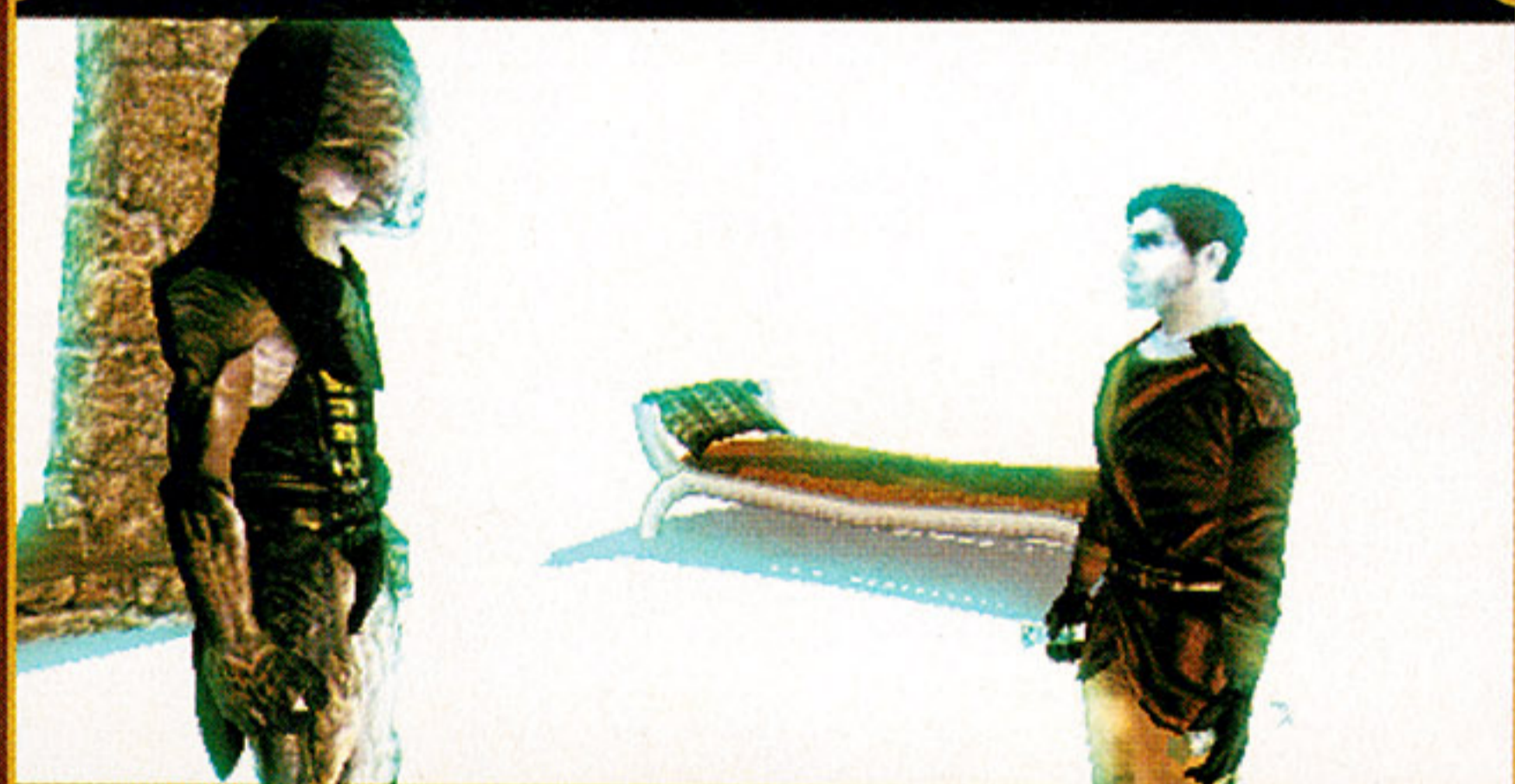
Every ship needs a secret compartment.

Return to the *Ebon Hawk* and go into the cargo hold (with the emergency cache of food and the various containers on the floor). Toward the back of the room is a cylindrical object sticking out of the wall. This is the hidden compartment. Open it and return to Lurze with the spice.

Lurze is quite pleased and rewards you with 1,000 credits. If your Persuade skill is high enough, you can convince him to increase the payment to 1,500 credits. When the transaction is complete, Lurze asks if you're interested in earning additional credits. He offers you a simple courier mission—all you need to do is take a package to a Hutt named Motta on Tatooine. Deliver the package to earn 2,000 credits. Agree to the task and Lurze has the package loaded onto the *Ebon Hawk*. He also admonishes you not to open the box under any circumstances.



Calo Nord wants you dead ... but we can't always get what we want.



Well let's have a look at you. Hmm. Biped. More or less symmetrical. Far less hair than the last one. Opposable digits. Mostly water, hey? I suppose you'll have to do.

Riddle me this, Rakatan.

If you open the box, you find yourself alone in a room of endless white that is featureless except for a small bed surrounded by four pillars. As you approach the pillars, a Rakatan emerges from behind one of them. Speak with the Rakatan to discover that you're trapped inside a mind prison. The Rakatan was a great leader who started a civil war within the Rakatan empire. He was captured and sentenced to eternity inside the mind prison.

The Rakatan has found a

way out of the prison, but he can't return to his body, as it's long dead. He can, however, transfer his consciousness into your body. The Rakatan challenges you to a set of riddles. If you answer one incorrectly, the Rakatan will seize your body. If he answers one incorrectly, he'll send you back to your body unharmed. Here are the riddles and the answers:

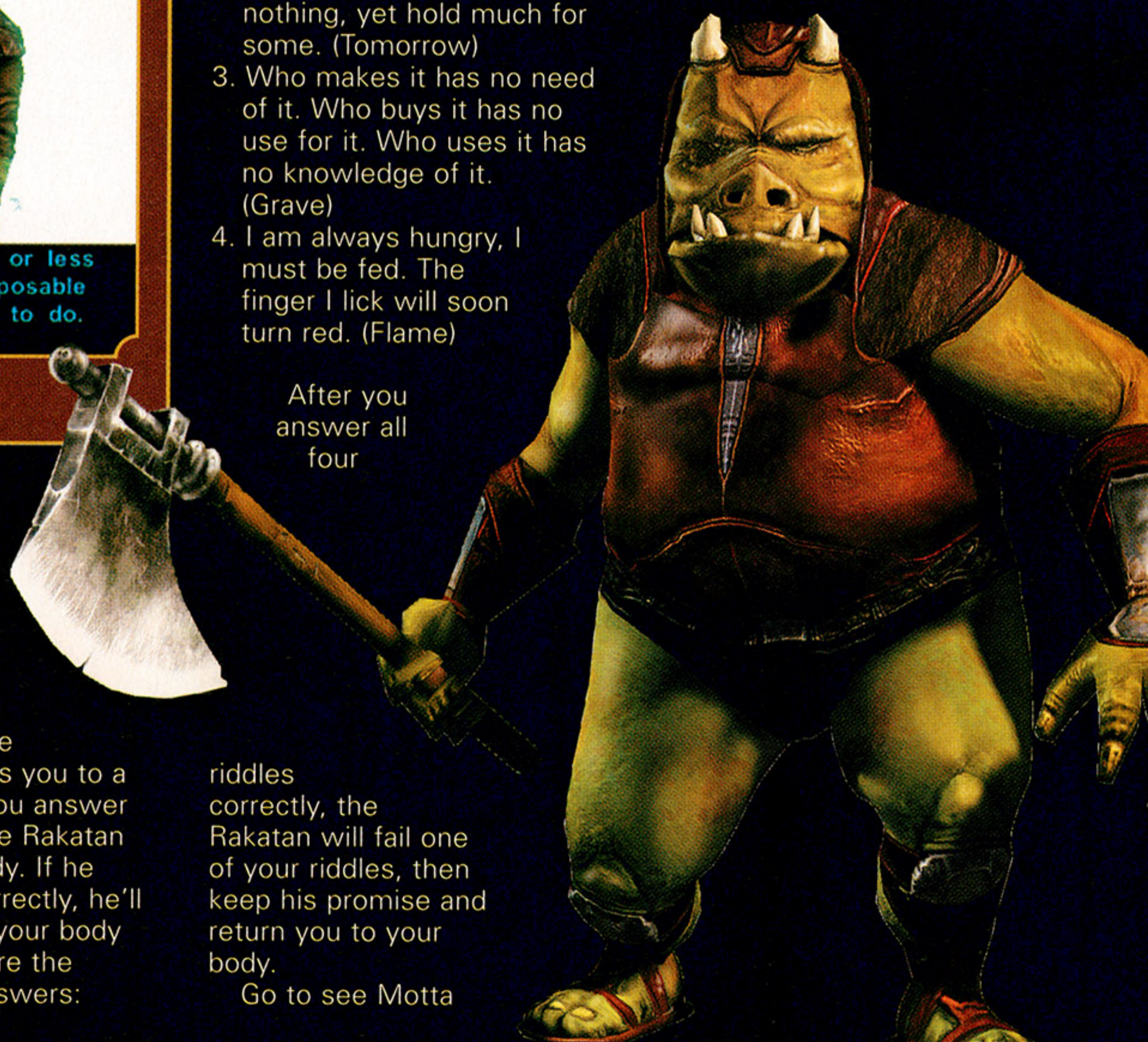
1. Until I am measured, I am not known, yet how you miss me when I have flown. (Time)
2. I never was, yet always will be. I am never seen, yet always come. I can carry nothing, yet hold much for some. (Tomorrow)
3. Who makes it has no need of it. Who buys it has no use for it. Who uses it has no knowledge of it. (Grave)
4. I am always hungry, I must be fed. The finger I lick will soon turn red. (Flame)

After you answer all four

riddles correctly, the Rakatan will fail one of your riddles, then keep his promise and return you to your body.

Go to see Motta

in Anchorhead's swoop-registration building. He rewards you with 2,000 credits, but you can bargain him up to 2,500.



BECOME A GRIDIRON GURU ON OPENING KICKOFF

With increasingly complex sports sims putting the average fan a step behind, we

thought it'd be helpful to get some strategies for this fall's top titles into your hands.

Whether you're looking to brush up on your passing skills or learn how to play

lockdown defense, we've got you covered. Hut hut!

MADDEN NFL 2004

Make the big play—EA's newest feature (read: marketing bonanza) is its Playmaker system. It's key to winning in *Madden* this year, so here's a quick breakdown of what it is, what it does, and how best to use it.

OFFENSE

You can utilize the playmaker in a variety of ways on offense. Before each play, one wide-receiver icon will be pulsing at the line of scrimmage. He's your playmaker, and you have specific hot routes you can call

for him at the line. To have him run a fade, push Up on the stick before the snap. For a drag (crossing route), press Right or Left away from the sideline, and hit Right or Left toward the sideline for a corner route.

Once that receiver is running his route, you can get him to break off his designated assignment by using the right analog stick. Direct him to flow back toward the QB, downfield, or left or right by simply pushing in that direction. This is especially useful for mobile quarterbacks who can break containment and buy the time necessary to improvise.

Lastly, the Playmaker control is also helpful in the running game in two regards; before the snap, you can quickly tap the right analog stick in either direction to pick a new gap in the line. See the defense stacked to one side? Tap it the other way and break free for a



big gain. It's a lot better than an audible because nobody moves (e.g., the tight end doesn't shift)—you're just reading the defense. During the run, you can guide blockers manually with the right analog stick. Want that pulling guard to swing outside a bit more? Just hold the analog stick in the direction you want him to block, and bam...extra yards.

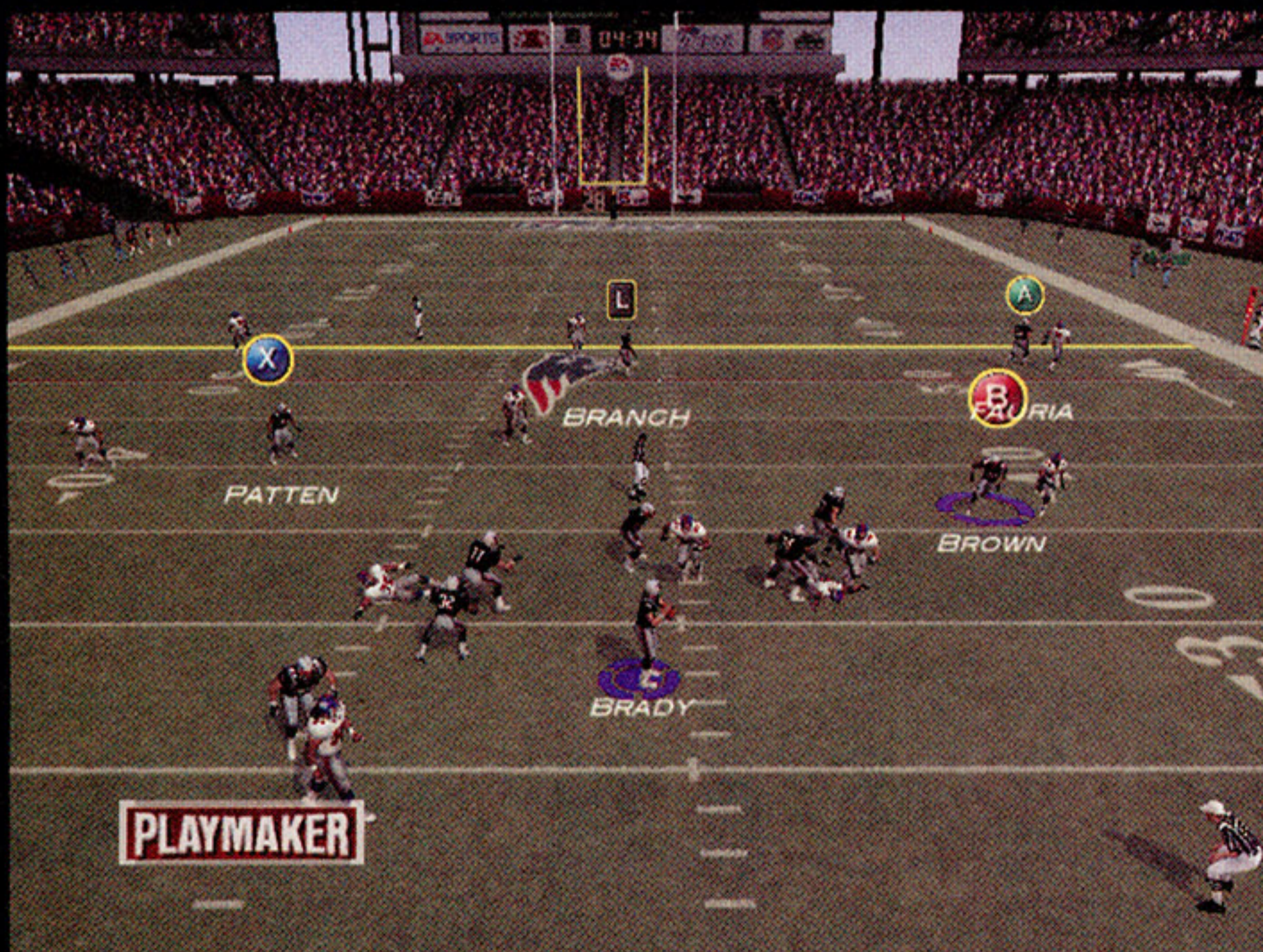


DEFENSE

While the Playmaker feature definitely allows for more creativity on offense, it also serves as a useful tool on defense. Before the snap, you can tap the right analog stick Right or Left to have your

safeties cheat to one side of the field. This can help shut down a star receiver (Terrell Owens, Randy Moss, etc.) and throw your opponent off balance.

If you see the run play coming, push the right analog stick Down to alert your guys to rush the line. If you see the quarterback take a deep drop and want heightened pass coverage, tap Up on the stick to drop your defensive backs deeper. It may sound like a lot of work to keep all of this in mind during a play, but these nuances are the difference between winning and losing in *Madden*.



NCAA FOOTBALL 2004



OFFENSE

Why not take advantage of the option play, one of college football's most unique features? Teams like Nebraska and Notre Dame have used this scheme as a meal ticket to national prominence, and you can, too. Here's a breakdown of how to successfully run a triple option.

1) The fullback will lead through the line. If you see the defense spread out, hold X for a quick-hitting dive play.

2) If the defense is bunched up or you see an inside blitz coming, let the QB fake the handoff to the fullback and proceed down the line to the outside.

3) Read the offensive line. If you see a gap develop and have a rather nifty QB, jaunt through for some easy yards.

4) Most of the time, you'll want to pressure the outside and force the defense to make decisions. Once you're nearing the sideline, it's time to decide whether to pitch the ball to the trailing halfback or turn upfield with the QB. Again, watch the defense. If it overcommits to the outside, then keep the ball. If it bites on the QB's path, toss it and fly down the sideline.

Practice the option against a variety of defenses (5-2, 4-4) to get a feel for how to react. Once

you perfect this simple-looking yet infinitely complex play, you'll be prepared for nearly anything the defense can throw at you.

DEFENSE

Here's a quick way to snuff out a high-powered option attack.

1) Choose a defense that has extra linebackers. The 3-4 and 4-4 each have four linebackers available to pursue the ball. These guys are big enough to fight off blocks (unlike the defensive backs in Nickel and Dime formations) and fast enough to pursue the ball (unlike the defensive linemen in 5-2).

2) Look for the strong side of



the formation and consider shifting your linemen that way. Keep your linebackers spread out so that they're ready to cut down the outside angles.

3) Send a blitzing backer inside. This should plug any inside gaps and force the play outside, which limits the offense's number of choices.

4) Once you're chasing the QB, be patient. Force him wide to the point where he can turn upfield for two or three yards. The worst thing you can do is hit the QB, only to watch him toss it to an undefended halfback for big yards. The second worst thing you can do is go chasing the halfback before the pitch, allowing the QB an unimpeded path upfield. Stay on that QB!

Remember to make the offense work to beat you. Rather than going for the spectacular big hit or loss, it's best to make it string together 10-plus plays to score. Chances are, it'll make a mistake somewhere along the line.



ESPN NFL FOOTBALL



Sega's game forces you to play like a pro to succeed. It's also the only game to truly put you in first-person mode. When confined to the on-field view through your helmet, the action can happen at a dizzying pace. Here are some QB strategies to help you survive life in the NFL.

1) Check the position of the safeties. Are they fanned out deep or locked up over a receiver? If you determine that they're lined up with a receiver, that indicates man coverage. Otherwise, expect them to drop into zones.

2) Check the linebackers to see

if they appear manned up on the tight end. Also take a peek at the outside cornerbacks to see if it's normal or press coverage. If you do see the bump 'n' run, be prepared to dump down quickly. Or be patient and go deep.

3) Let the defense show its hand. Oftentimes, safeties and linebackers will adjust to their man just before the snap. They'll even give away the blitz from time to time.

4) Establish a primary receiver. Know which receiver has the best chance of getting open and think about the point in the route you want for getting him the ball. Also consider where your

running back or tight end are.

5) Play the odds. Don't continually throw at Champ Bailey. Know where the lower-rated defensive players are and send receivers at them.

6) Take a good drop. Gone are the days of 20-yard drop backs and scanning the field forever. Depending on the length of the routes, take a 3-, 5-, or 7-yard drop and get rid of the ball.

7) As the play develops, practice scanning your first two targets quickly. If things go as planned, hit one of them. If the defense catches you off guard, try to find a short option or rollout for some time.



NFL FEVER 2004

This year's *Fever* has a lot to offer, but the feature that requires the largest learning curve is the read-and-lead passing. This is one of the coolest things we've seen implemented in years.



Basically, after hiking the ball, use the left analog stick to move your QB around and the right stick to move a cursor (or target). Here's how to do it.



1) The cursor starts in the middle of the field, so immediately draw an arc to your primary receiver. If he's covered, swing it downfield to the deep guy.

2) Assess where the defensive back is playing on your man. If he's behind you, drop that cursor a few yards short and watch your wide receiver come back for the ball. If he's inside, gun it to the outside shoulder.

3) Don't forget that read-and-lead lets you control not only placement but velocity as well. Throw a soft fade here and there to keep the defense off balance.



TRON 2.0

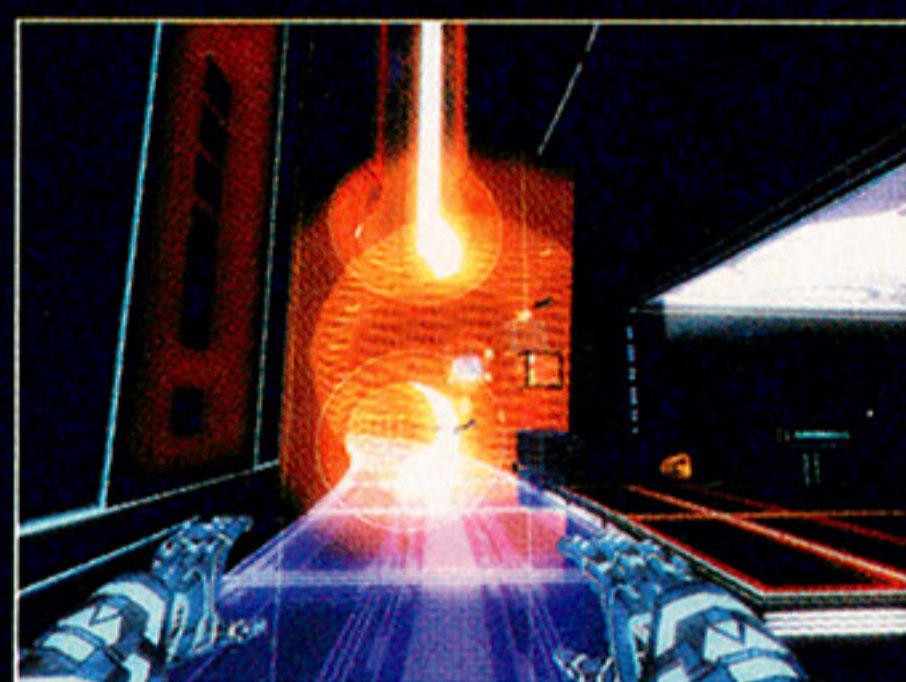
12 THINGS YOU SHOULD KNOW

By Cliff Kamida, senior producer, Disney Interactive

So you haven't played *Tron* since the early days of arcades, eh? No problem; *GameNOW's* on hand to get you up to date. We had one of Disney Interactive's own hotshots give us a quick list of the most important things to remember while spinning those cool neon discs.



memory and infects your subroutines, causing them not to work well. Proper hygiene is the key—clean infected subroutines and get rid of bad blocks by using your procedurals.



POWER BLOCK

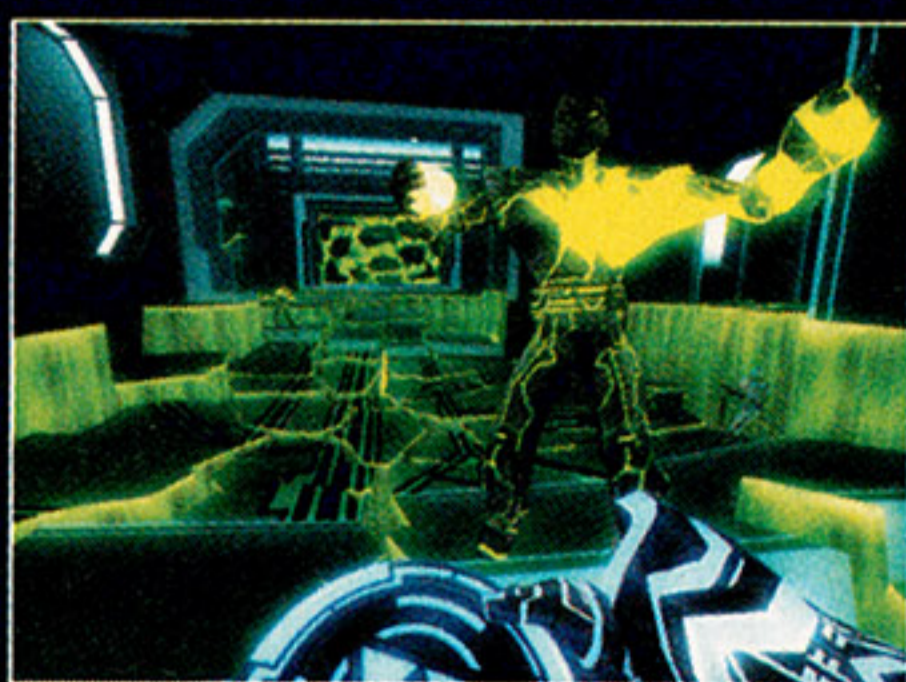
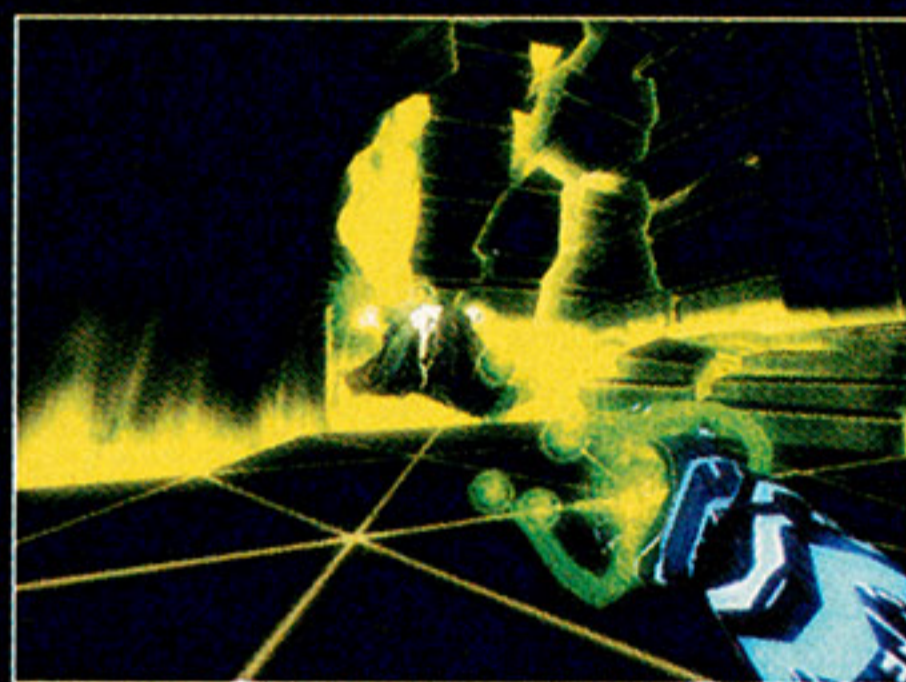
This is the most important utility subroutine, so download it immediately after finding it in an archive, then optimize it (see *Size Matters*) as soon as you can. You'll thank me the next time you're blocked off by a half-dozen disc-wielding Intrusion Countermeasure programs.

SIZE MATTERS

Unoptimized subroutines take up more space in your system memory (*Tron*-speak for inventory), so take every opportunity to optimize your subroutines by searching out Code Optimization Wares (COWs).

MASTER THE DISC

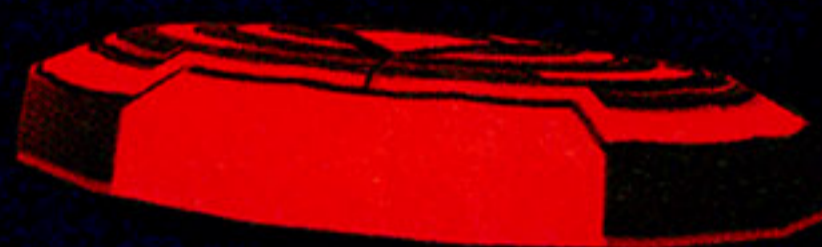
The disc has many advantages over other weapons. It doesn't use energy, so get a lot of practice with it in the early levels when your energy reserves are relatively low. You can control a disc's flight path

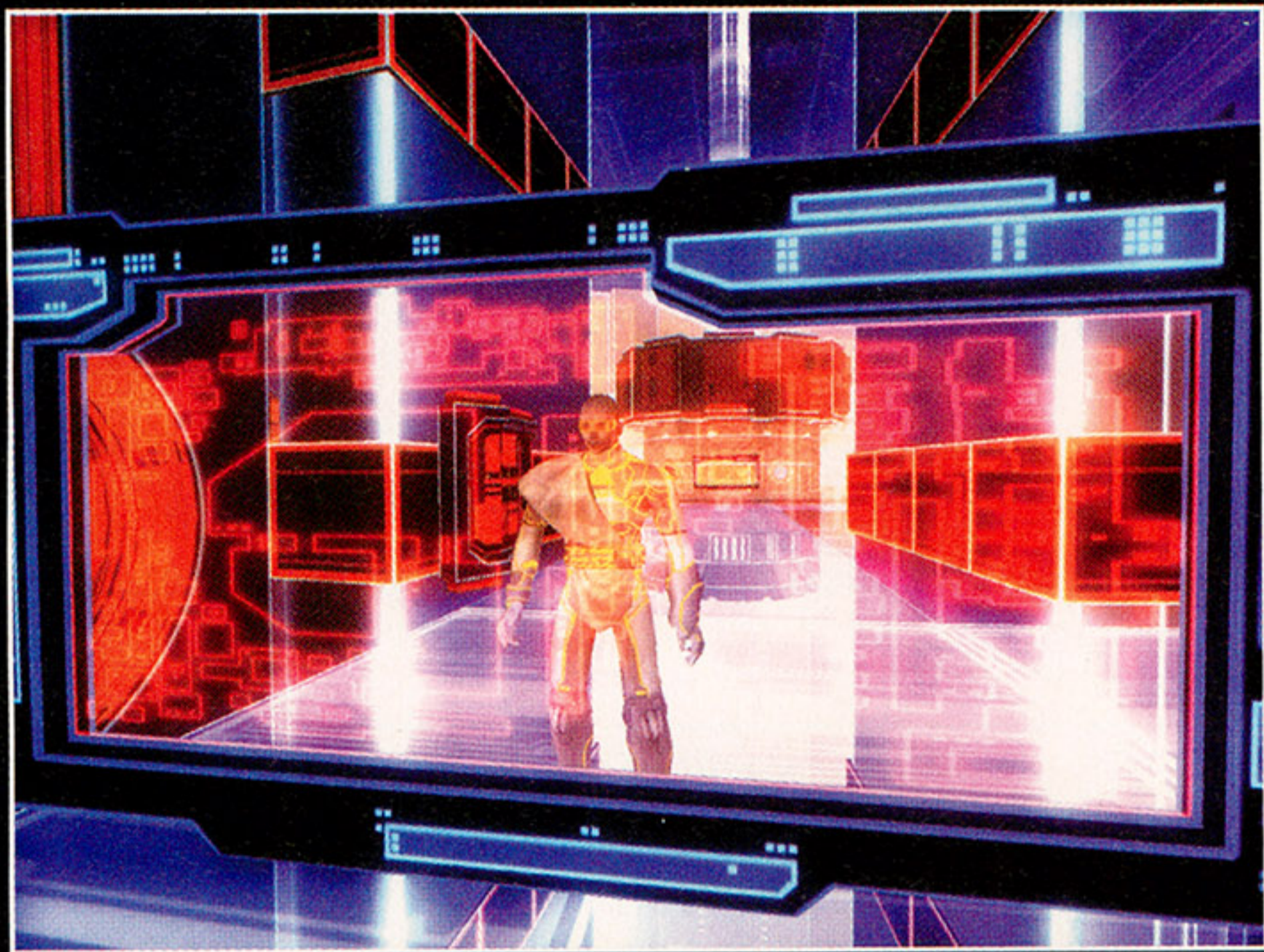


STOP THE CORRUPTION

The nasty zLots and RectorScripts leave a kiss that lingers. Not only do you take damage from their attacks, but the resulting corruption also puts bad blocks (which take up valuable space) in your system

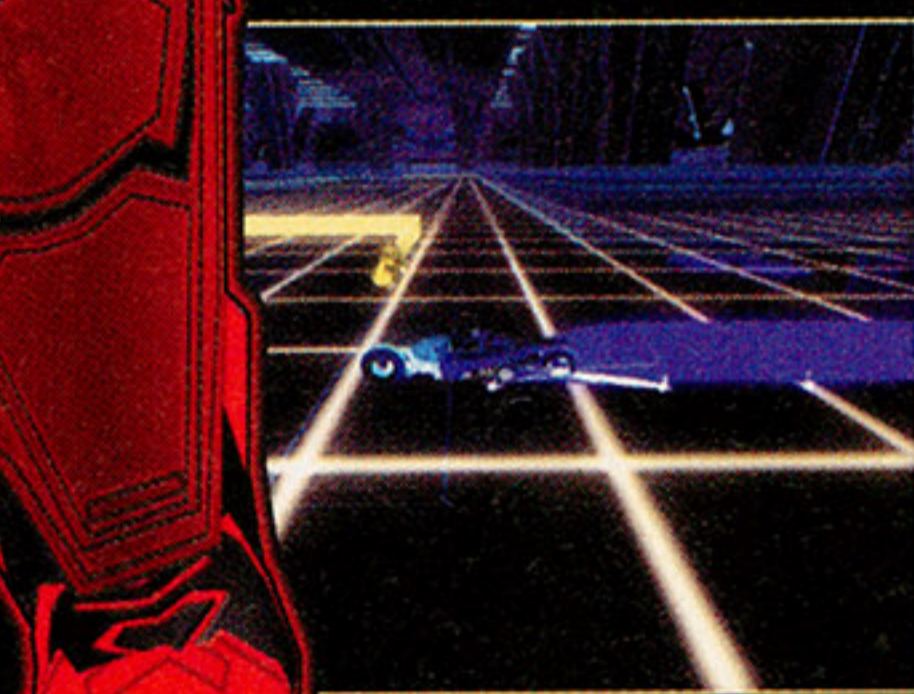
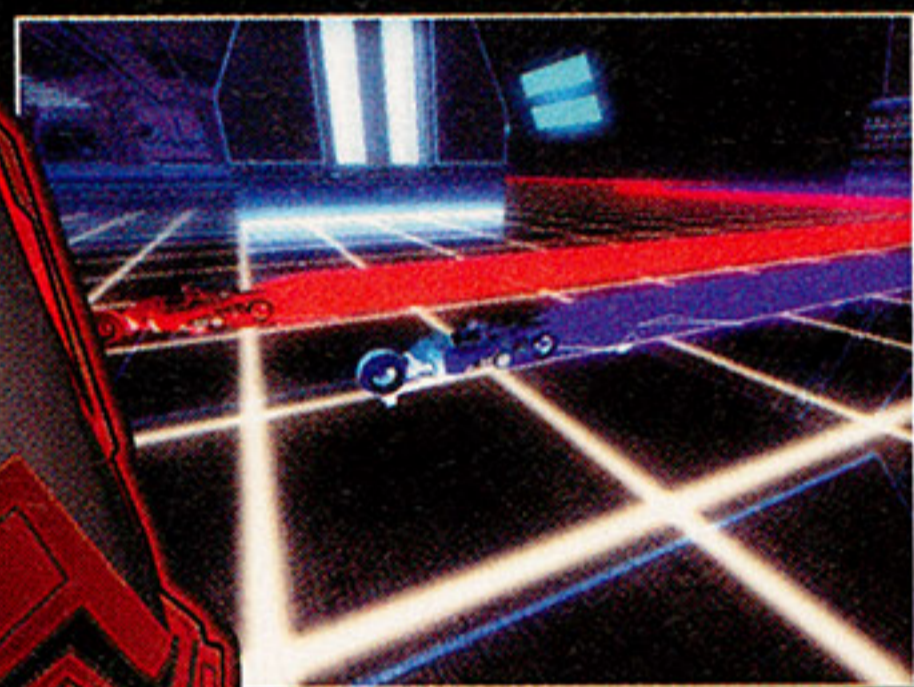
enough to throw it around far corners and do boomerang shots. It's the weapon of choice among discriminating programs, so get with it.





BE A SCAVENGER

It really pays off to search out every nook and cranny. You'll find build points, archive bins full of goodies, and COWs.



LIGHT CYCLES-CAMERA-ACTION!

You'll probably want to use the default settings for the lightcycle camera until you get used to the 90-degree turns, but once you do, the developers strongly recommend unlocking the

camera for a 360-degree look.

TURN SPECTATOR DISCS ON IN DISC ARENA

If you're hosting a game and you have a powerful computer and a fast, stable connection, make sure you turn on spectator discs while in the Disc Arenas. It's the best way to get practice while waiting for a game to start.

WATCH YOUR BACK

Remember that your opponent's disc can hit you on the way back. If your opponent barely misses you, move quickly or a boomerang shot will tag you.

COMBINATIONS

Remember, while your opponent's disc is in the air, he's unprotected. Follow up a block with a disc throw of your own to drive your point home.

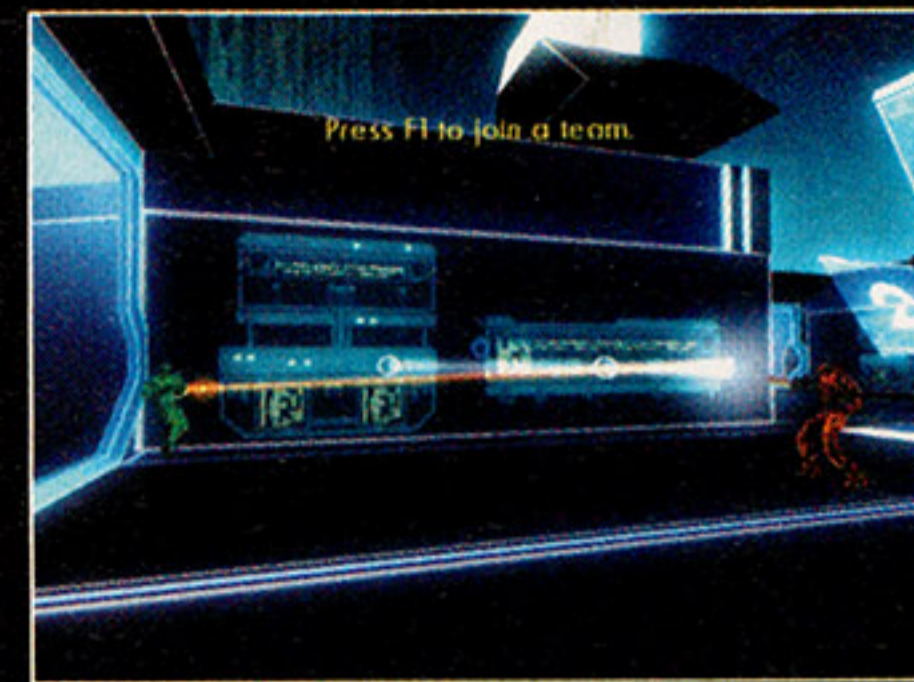
THE "FAKE" (MULTIPLAYER HINT)

Throw your disc, immediately recall it to cause your opponent to block, and then throw it again. If you time it right, you'll hit him while his disc is in the down position.

POWER-BLOCKING BYSTANDERS (MULTIPLAYER HINT)

Advanced players know to move after throwing, in case their opponent power blocks their

throw. However, you can block a disc back and hit your opponent's teammate if they aren't paying attention. This works best in two-versus-two in Disc Arena.





Why buy when you can rent? A hero, that is. The nice folks at AIA were kind enough to supply the following lists of all items and locations in their quirky *Rent A Hero No. 1*. And they did it all for free! They're OUR heroes.



BIG BANG

Wanna make Nurse Milky thin? Here's how: Each time you lose an event that requires you to fight, you're immediately taken to the hospital where Nurse Milky takes care of you. If you lose several times and talk to Nurse Milky each time, she will start to become thinner. The more you do it, the thinner she gets! What a weight plan.

During and after the passing-out-flyers mission

CITY	BUILDING	LOCATION
<input checked="" type="checkbox"/> Hangover Park	Your house	The plant in the dining room
<input checked="" type="checkbox"/> Hangover Park	In front of your house	Left of your front door
<input checked="" type="checkbox"/> Hangover Park	Residential area	The fire hydrant in front of Albright's place
<input checked="" type="checkbox"/> Hangover Park	Coco Nut's apartment	The garbage pile next to the entrance
<input checked="" type="checkbox"/> Hangover Park	Sam 'N' Ella's Burger	The table in the far back right

During and after Kent's love-letter mission

CITY	BUILDING	LOCATION
<input checked="" type="checkbox"/> Hangover Park	Bleech's place	In the living-room lamp
<input checked="" type="checkbox"/> Hangover Park	Hanson's place	The plant to the left of the entrance door
<input checked="" type="checkbox"/> Hangover Park	Albright's place	Inside oven

During and after your delivery mission

CITY	BUILDING	LOCATION
<input checked="" type="checkbox"/> New Dork	Bank 1.5	By the big bank sign
<input checked="" type="checkbox"/> New Dork	GIGO	Right next to the fortune-telling machine
<input checked="" type="checkbox"/> New Dork	SECA	The plant left of the entrance
<input checked="" type="checkbox"/> New Dork	Jewel4Fools	The statue in front of the store
<input checked="" type="checkbox"/> New Dork	Jewel4Fools	The clay pot that looks like a face to the left
<input checked="" type="checkbox"/> New Dork	General Hospital	The hospital map located on the first floor
<input checked="" type="checkbox"/> New Dork	General Hospital	The vending machine on the second floor
<input checked="" type="checkbox"/> New Dork	Building next to Penguin Restaurant	Behind the sign on the roof
<input checked="" type="checkbox"/> New Dork	Penguin Restaurant	The shelf in the back of the kitchen
<input checked="" type="checkbox"/> New Dork	Left side street of Penguin Restaurant	White area of the poster

After your second delivery mission

CITY	BUILDING	LOCATION
<input checked="" type="checkbox"/> Hangover Park	Hangover College	The corner left of the entrance way
<input checked="" type="checkbox"/> Hangover Park	Hangover College	The book shelf on the second floor of the teacher's lounge

After your second delivery mission continued

CITY	BUILDING	LOCATION
✓ Hangover Park	Coco Nut's apartment	The lamp in Papple's bedroom
✓ Hangover Park	Coco Nut's apartment	The drain in the bathroom of Oder's place

During and after your money-delivering mission

CITY	BUILDING	LOCATION
✓ Driveby City	Bling Bling Hotel	The left side of the piano seat
✓ Driveby City	Bling Bling Hotel	The left corner located to the far left of the hallway
✓ Driveby City	Driveby City Police Station	The locker second to the left, located on the far-right wall
✓ Driveby City	Driveby City Police Station	The far shelf in the chief's room
✓ Driveby City	The place in front of Sharks Lone	D Statue
✓ Driveby City	Good By Electronics	The shelf located next to the right of the blue refrigerator
✓ Driveby City	CopyUs Publishing	The plant to the right of the reception desk
✓ Driveby City	Marshmallow Fields	The case located underneath the drink sign at the 81st floor
✓ Driveby City	Marshmallow Fields	Behind the hero show stage by the blue drum can
✓ Driveby City	The alley next to Marshmallow Fields	Inside the garbage dumpster
✓ Clean Bay	Narco Head Office	The picture second to the left on the first floor
✓ Clean Bay	Narco Lab	By the tank that reads [USONOMOTO]
✓ Clean Bay	Warehouse	The far-left corner located by the L-shaped containers
✓ Clean Bay	Place by the scrap factory	The red drum located by the sea

During and after your mysterious pet-search mission

CITY	BUILDING	LOCATION
✓ Cornwhole Valley	In front of the train station	By the pay phone
✓ Cornwhole Valley	In front of the train station	The vending machine next to the Mom 'N' Pop shop
✓ Cornwhole Valley	Place next to the fanny hay	The garbage can to the far right
✓ Cornwhole Valley	Place in front of the shoddy construction	The drum can to the far right
✓ Cornwhole Valley	Shoddy construction	The shell to the far back right of blackboard

Your mysterious pet search mission continued

CITY	BUILDING	LOCATION
✓ Cornwhole Valley	Residential area	The sign that reads [Next 8km]
✓ Cornwhole Valley	Garden	The far right of the first mound
✓ Cornwhole Valley	Sweet's place	The dresser located in the room to the far right
✓ Cornwhole Valley	Nappa's place	The dresser located in the dining room
✓ Cornwhole Valley	Wood's place	The shelf to the left of the entrance way

After you receive the Narco invitation

CITY	BUILDING	LOCATION
✓ Clean Bay	Narco Head Office	The vending machine on the third floor. This must be completed before the robot-attacking scenario.

During the Be-Hi scenario

CITY	BUILDING	LOCATION
✓ Driveby City	Be-Hi	The far desk located on the second floor of the lab room. This must be completed before the stolen-file scenario.

Only during the bistro-skip mission

CITY	BUILDING	LOCATION
✓ Driveby City	Bistro skip	The picture by the bar in bistro skip. This must be completed while you are in the bistro skip.

During and after the family-feud mission

CITY	BUILDING	LOCATION
✓ Driveby City	Macro Soft	The middle toilet on the second floor of the bathroom





Buffy

the vampire slayer

Courtesy of
Vivendi
Universal
Entertainment

CHAOS BLEEDS

Town Square Walkthrough

Town Square pops up pretty early in the game. Most players get stuck here, since the area is jam-packed with puzzles. This guide will give you the quick and easy route to saving your friends so you won't need to wander aimlessly, trying to open every door you come across.

Willow Rescue (Cinema Walkthrough)



At the start of the level, you—as Buffy—will find yourself on the streets of Town Square. The first thing you need to do is head toward the cinema and rescue Willow. Before you go into the cinema, you need to get some stakes, which can be found under the closest tree and near the car.

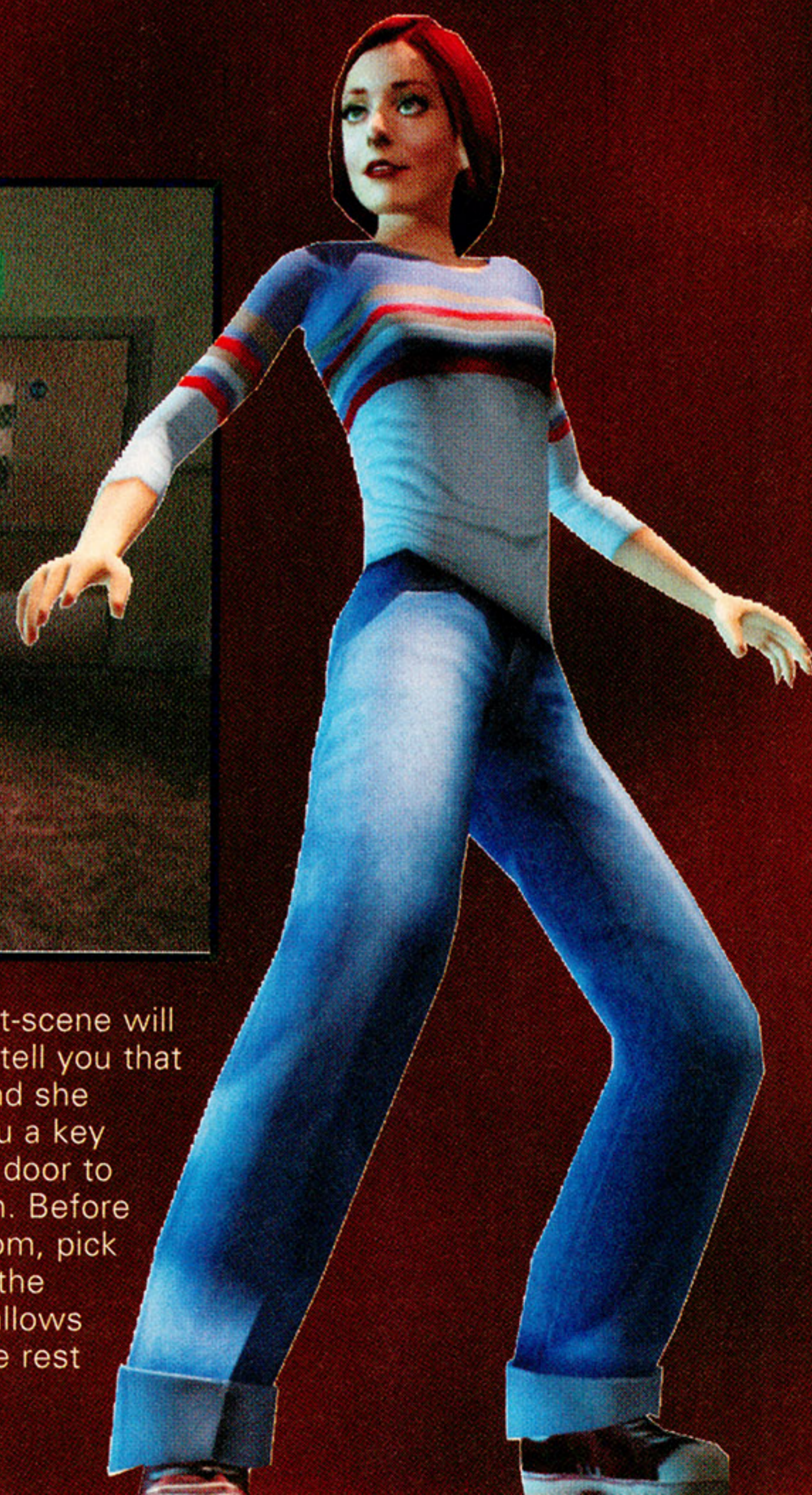


Go into the cinema and follow the corridors.

You will arrive at an area with turnstiles that are blocked. To get the ticket to open them, head up the stairs.

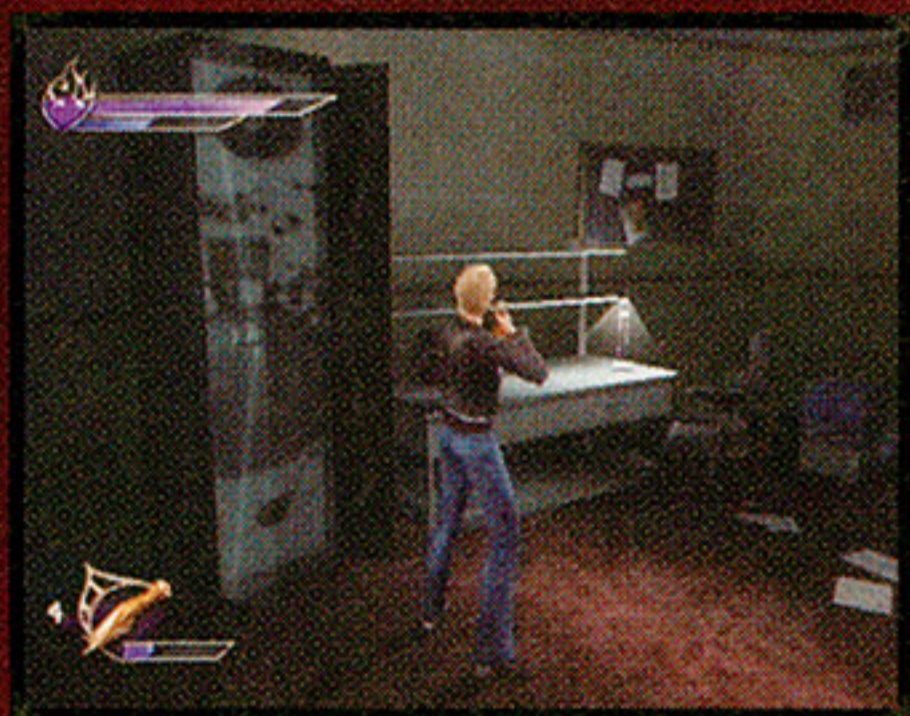
At the top of the stairs, turn left and go down the corridor toward the double doors. When you go through these

doors, a short cut-scene will play: Willow will tell you that she is trapped and she needs to give you a key card to open the door to the room she's in. Before you leave the room, pick up the ticket for the turnstile, which allows you to access the rest



of the cinema.

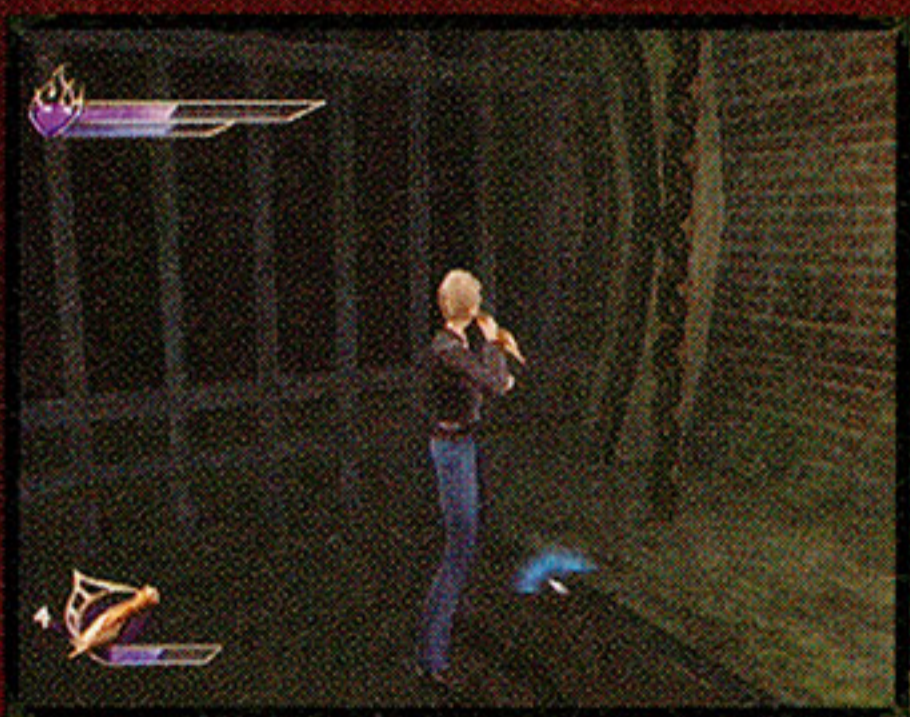
Leave this room, but before you go downstairs, go through the first door on your left, which is the projectionist's room. Search the floor for a fuse. You'll need this later.



Now, return to the ground floor and use the ticket to go through the turnstile. Head straight down and go through the second double door on the right. This will bring you to the toilets. You need to go through the window leading to the outside (it can be smashed).



Outside you will find a pump machine, which drains water from the sewers. During your investigation, you'll see that it's missing a spark plug. Climb down into the sewers through the open manhole, which is near the pump.



First, go through the green door (close to where you begin in the sewers). You'll find a tank full of effluent, which you cannot bypass. Exit the room, search the dead end at your right, and you will find the spark plug that was missing from the pump. Pick this up, return to the pump, and use it.

You'll see a short cut-scene. When it's over, go back to the sewage tank, cross over to the other side, and climb up

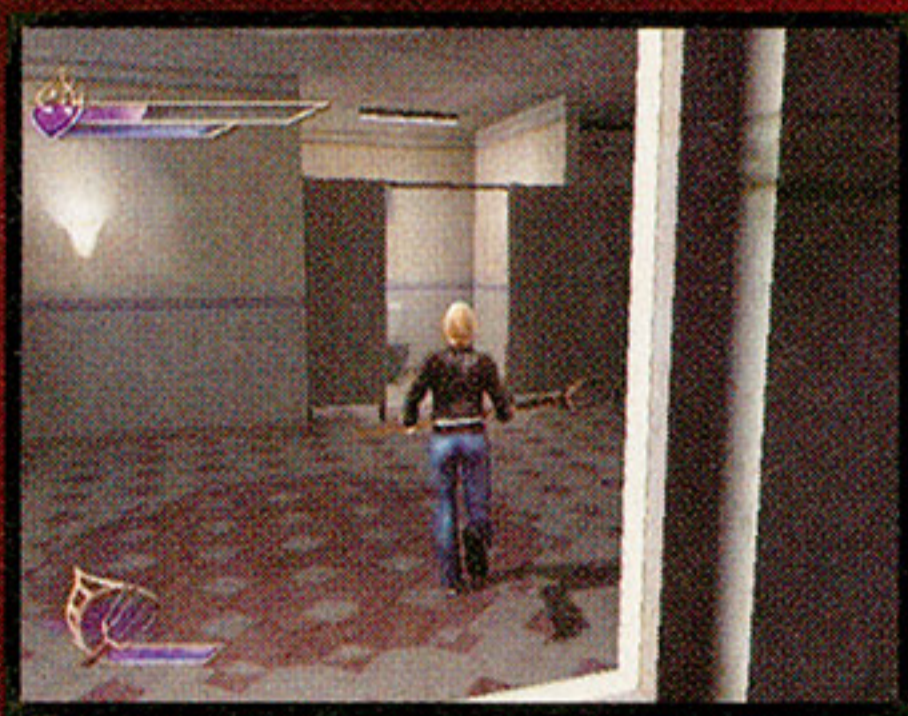


the ladder.

Now, you're back in the alleyway outside the cinema. You'll see a cut-scene showing Willow throwing the key card out the window. Pick this up and smash the lock off the gate that's blocking you in.



Climb back in through the toilet window and make your way upstairs to the room where you first encountered Willow. Use the key card on the door. When the cut-scene ends, use a Retrieval spell on Willow. You have now rescued the first member of the gang.



Xander Rescue (Warehouse)



To rescue Xander, you must work your way to the warehouse, which is at the end of the street to the right of the truck that has smashed into the shop.

seems that there is no way to reach Xander, who is on the far side. Use the controls for the crane and a T-bar will appear. Jump onto this and you will automatically be brought to the far side.

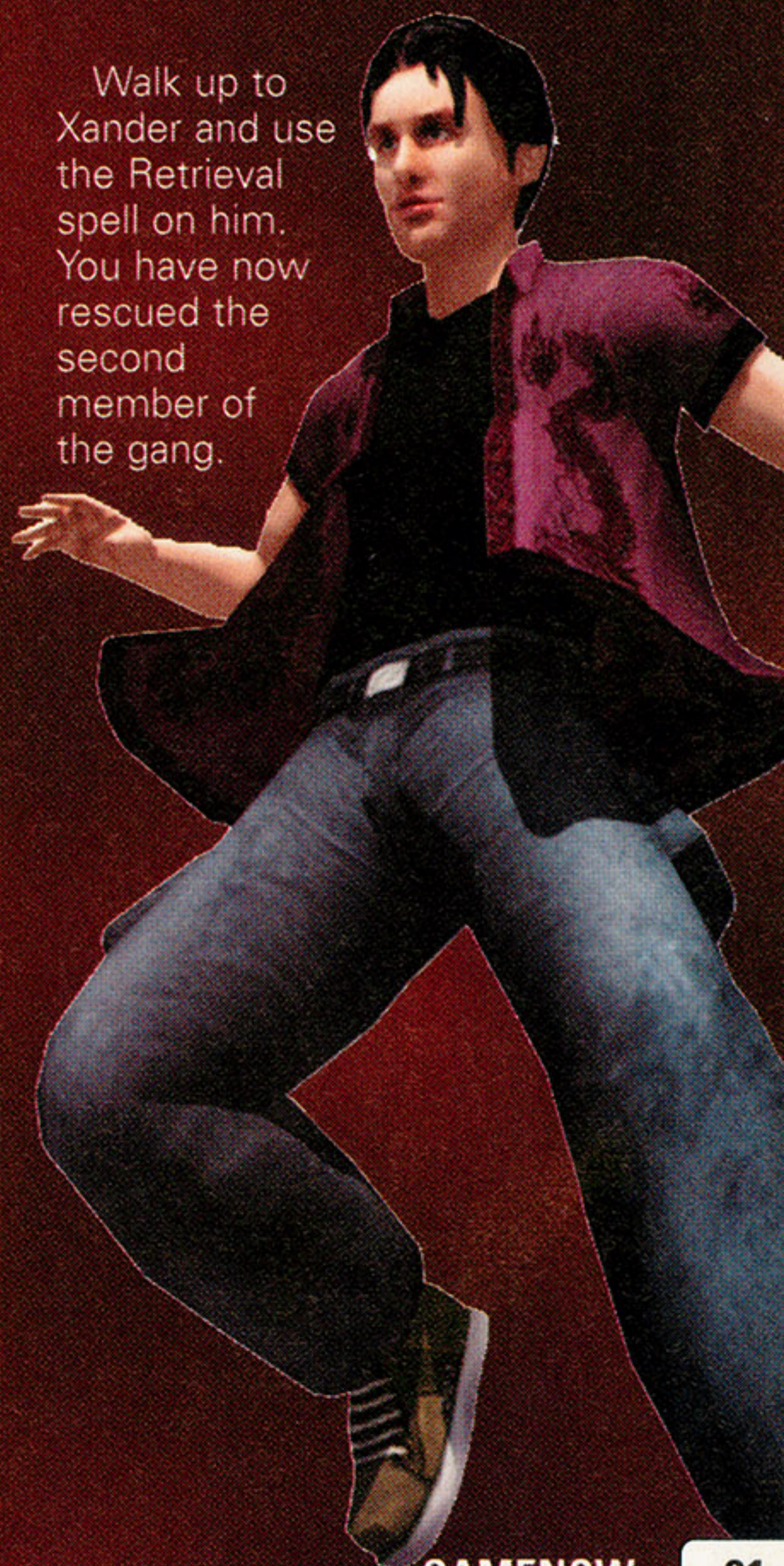


When you reach the main shutter door, you'll find that it's not working. Use the fuse you found in the cinema on the fuse box. This will restore power and allow you to open the door to the department store.

Inside the storeroom, you will find a stairway leading up to the next level. At first glance, it



Walk up to Xander and use the Retrieval spell on him. You have now rescued the second member of the gang.



Faith Rescue (Bank Walkthrough)

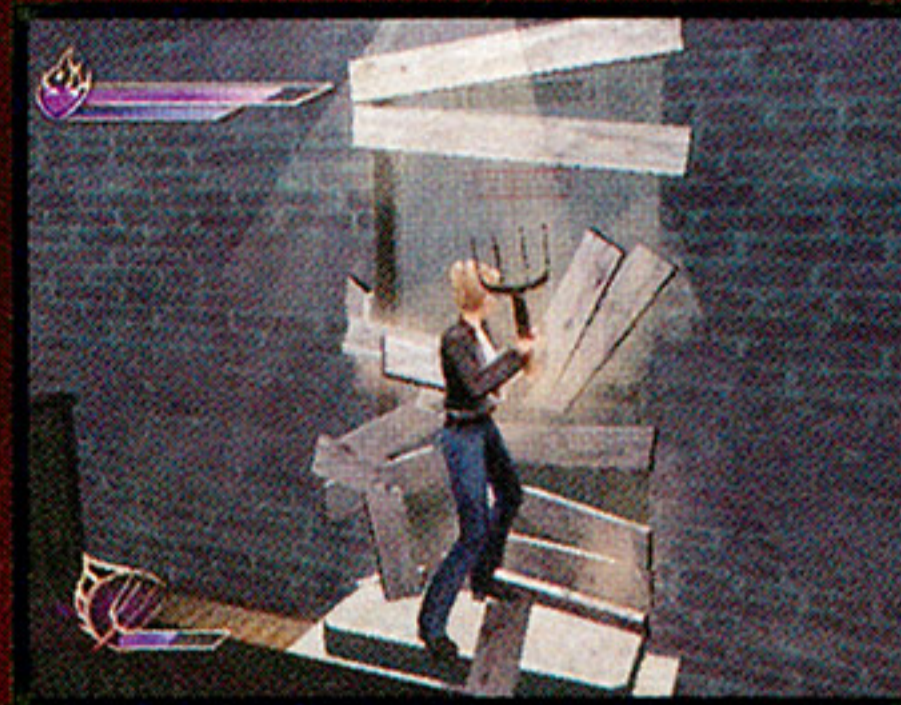


you need to pull back in order to jump onto it. Jump up, then hang onto the fire-escape ledge. You can now climb onto a ladder, which takes you to the next fire escape.

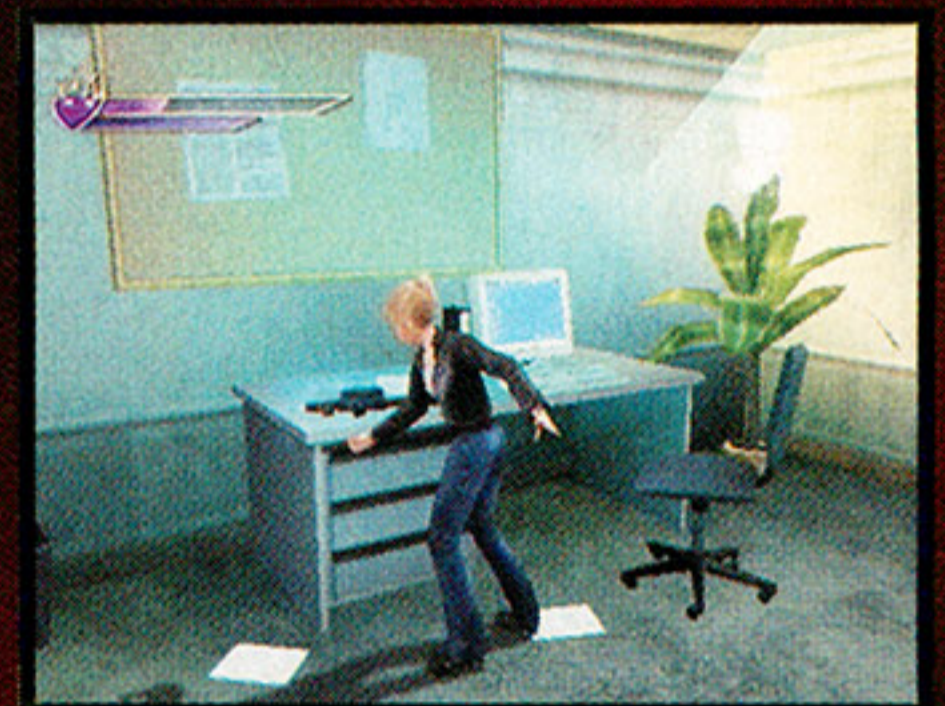
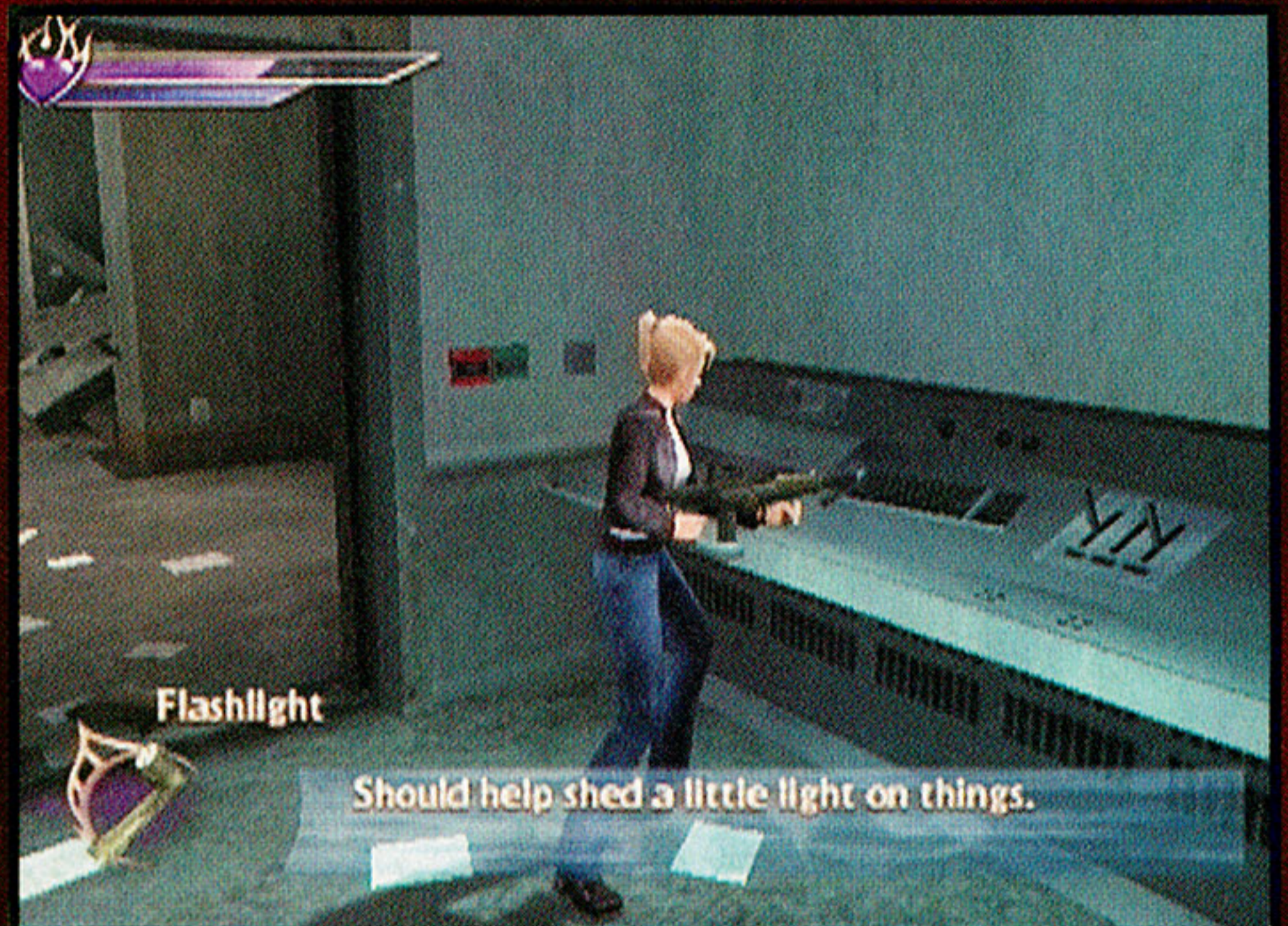
This leads to a door that has been boarded up. You can break the boards and enter the bank through the same door.

To rescue Faith, go around the side of the bank until you reach an alleyway (before the bus). At the end of the alleyway there is a door, but you cannot go through it.

On the right side of the alleyway is a dumpster, which



Next, enter the upper floor of the bank. To your right is another door—go through it and into the darkened room. You won't find anything here, so take the lift down a floor to the lowest level (the vault). Here, you will find a flashlight.



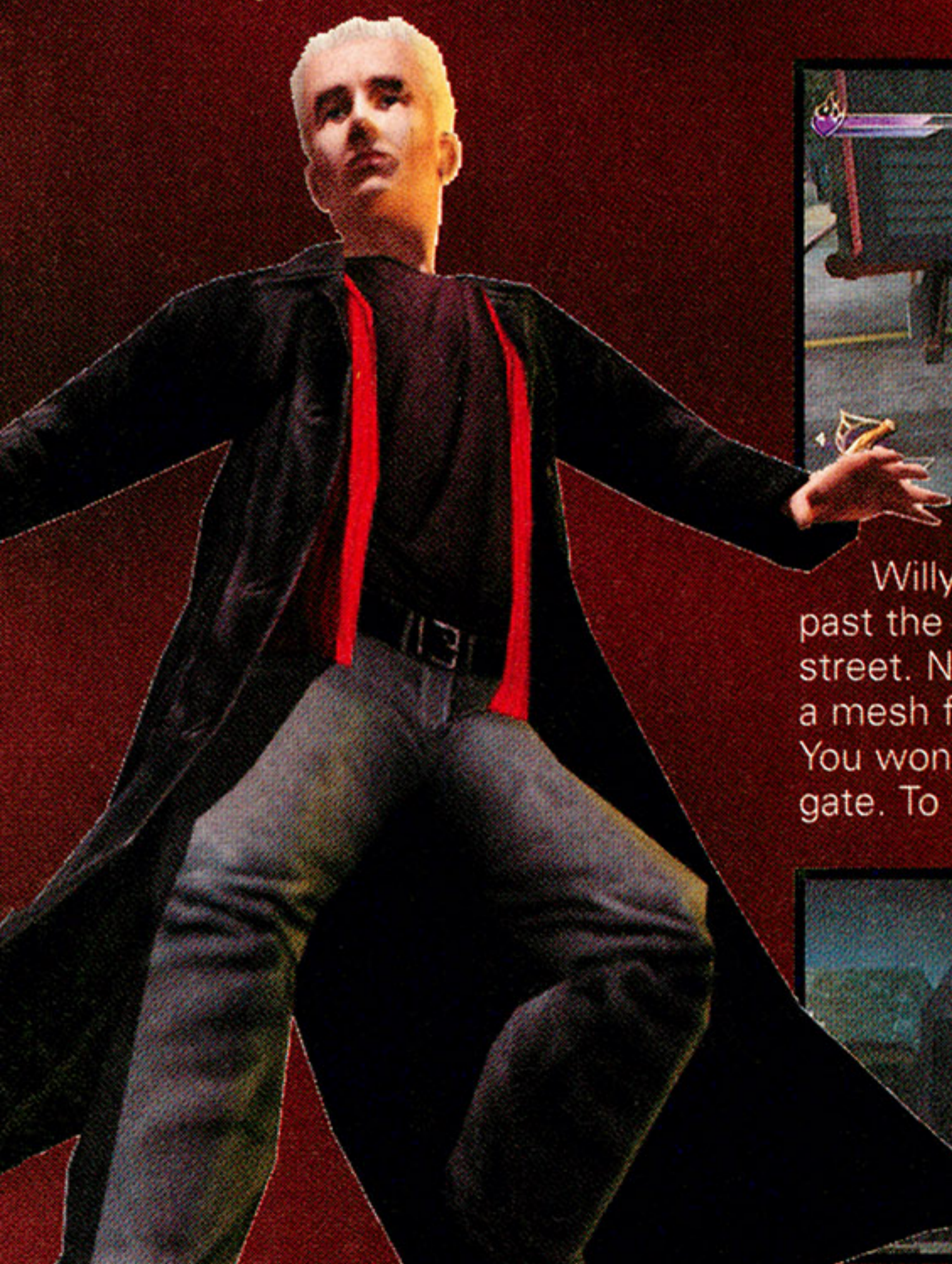
Return to the darkened room and explore. Aided by the torch, you will find a security code.

Take the lift down one floor to the office. In the left room you'll find a Super Soaker filled with fire.

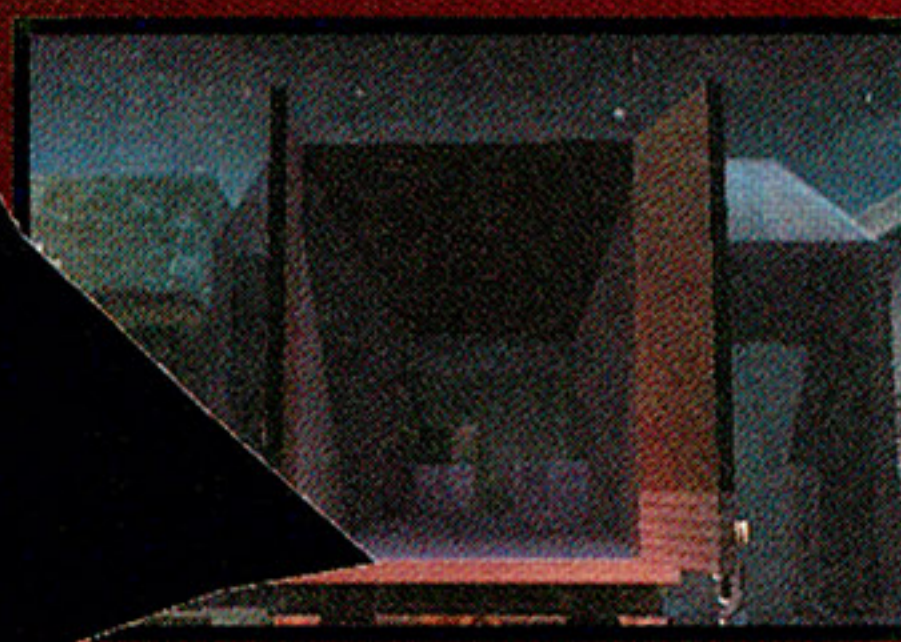
Finally, return to the vault. Use the key code to open the vault doors. Now, you can rescue Faith.



Spike Rescue (Willy's Bar)



Willy's Bar is located just past the crashed truck in the street. Next to the neon sign is a mesh fence with a gate on it. You won't be able to open the gate. To find Spike, head to the



crashed truck. Press the button on the side of the trailer to open the trailer doors.

Now, head through the trailer to the back alleyways. At this moment there's no way into the bar, since the door has been locked and is guarded by vampires. To get into the bar,



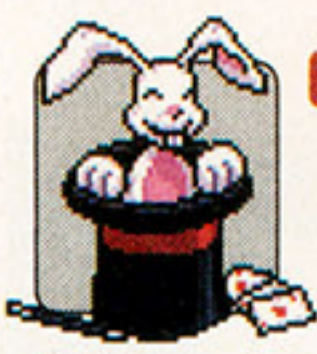
vamps inside and you will find Spike. Use the Retrieval spell on him to rescue the final member of the gang.



you must defeat all the vampires.

When the last vampire is dusted, the vamps inside will open the door to investigate. Defeat these and the remaining





TRICKS NOW

We lose at games so you don't have to

GAMECUBE

BURNOUT 2: POINT OF IMPACT

RECKLESS CODES

UNLOCK ALL CARS

Following are the conditions you must meet in order to unlock all the cars in the game.

Custom compact: Beat Custom Series qualifier

Custom coupe: Get all gold medals at Split Second Grand Prix

Custom muscle car: Beat Pursuit 6

Custom pickup truck: Beat Pursuit 5

Custom roadster: Get all gold medals at the Point Of Impact Grand Prix

Custom sports car: Get all gold medals at the Speed Streak Grand Prix

Custom SUV: Beat Pursuit 4

Classic 1970s car: Destroy the car with a police car in Pursuit 2

Drivers' Ed car: Get all gold medals in Driving 101

Gangster car: Beat Pursuit 3

Hot rod: Beat Face Off 1

Japanese muscle car: Beat Face Off 2

Oval racer: Beat the car in Face Off 2

Police car: Beat Pursuit 1 and destroy the villain's car

Super car: Beat Face Off 4

DEF JAM: VENDETTA

On any character select screen (minus Story mode), hold down L + R + Z and enter any of the following codes to unlock the corresponding character.

Arii: A, Y, B, X, Y

Carla: A, Y, A, A, A

Chukklez: Y, Y, B, A, X

Cruz: X, B, A, A, X

D-Mob: Y, B, Y, A, X

Dan G: A, X, A, X, Y

Deebo: X, X, A, A, B

Deja: X, Y, X, X, A

DMX: X, A, X, B, Y

Drake: B, Y, X, A, A

Funkmaster Flex: X, B, X, X, Y

Headache: B, B, B, Y, X

House: B, A, B, X, A

Iceberg: Y, B, X, Y, X

Ludacris: X, X, X, Y, B

Masa: A, X, B, Y, Y

Method Man: Y, X, A, B, X

Moses: B, B, Y, Y, A

N.O.R.E.: X, Y, B, A, X

Nyne: Y, X, A, A, B

Omar: X, X, Y, B, B

Opal: X, X, Y, Y, B

Peewee: A, A, Y, B, Y

Penny: A, A, A, B, X

Pockets: B, Y, X, Y, A

Razor: B, Y, B, X, A

Redman: X, X, B, Y, A

Ruffneck: A, Y, A, B, X

Scarface: X, Y, A, B, Y

Sketch: B, B, X, Y, A

Snowman: B, B, A, A, X

Steel: A, B, X, X, B

T'ai: X, X, Y, A, X

Zaheer: B, B, Y, A, A

ENTER THE MATRIX

THESE CODES AREN'T REAL

Access the Hacking mode from the Main menu and enter "cheat.exe" at the A> prompt to unlock the Cheat menu. Enter the following codes to unlock the listed cheats:

All weapons: 034AFF

Bonus level: 13D2C77F

Invisibility: FFFFFFF1

Faster logos: 7867F443

Infinite ammo: 1DDF2556

Infinite focus: 69E5D9E4

Multiplayer: D5C55D1E

Infinite health: 7F4DF451

Recover focus fast: FFF0020A

Deaf enemies: 4516DF45

Blind enemies: FFFFFFF1

Turbo mode: FF0001A

Low gravity: BB013FFF

Faster logos: 7867F443

Taxi driving: 312MF451

F-ZERO GX

UNLOCK AX MACHINE PARTS

Beat Story mode on Hard.

UNLOCK AX PILOTS

Beat Story mode on Very Hard.

UNLOCK AX TRACKS

Get first place in AX machine tracks or beat the Grand Prix mode on Master difficulty.

UNLOCK DARK SCHNEIDER

Beat Story mode.

UNLOCK DIAMOND CUP

Place first place in the Ruby, Sapphire, or Emerald cups.

UNLOCK MASTER CLASS

Place first place in Ruby, Emerald, and Sapphire cups on Expert difficulty.

UNLOCK MUTE CITY SONIC OVAL

Beat the AX cup.

NBA 2K3

SPECIAL STUFF

UNLOCK SPECIAL TEAMS

Select Gameplay from the Options menu. Hold Left on the D-pad and Right on the left analog stick and hit Start. The Codes selection will now be available from the Options menu. Enter MEGASTARS (all caps) in the Codes menu to unlock the Sega Sports, Visual Concepts, and Team 2K3 teams in Exhibition and Street modes.

NBA STREET VOL. 2

CODES OF THE STREET

These codes can be entered in Pickup mode only. Input them when the game says "Enter Codes Now."

Street Kids: Hold L and hit Y, Y, X, B.

No counters: Hold L and hit Y, Y, X, X.

Permanent Legend Trails: Hold L and hit Y, Y, Y, B.

All quicks: Hold L and hit Y, X, Y, B.

Unlimited turbo: Hold L and hit B, B, Y, Y.

Easier two pointers: Hold L and hit Y, X, B, Y.

Harder two pointers: Hold L and hit Y, B, X, Y.

Big Head mode: Hold L and hit X, B, B, X.

WNBA ball: Hold L and hit X, Y, Y, X.

Alternate ball (NBA or ABA): Hold L and hit X, B, X, B.

No HUD: Hold L and hit B, X, X, X.

Explosive rims: Hold L and hit X, X, X, Y.

RESIDENT EVIL

INFINITE GRENADES

Want infinite grenades of normal, flame, and acid? The alchemy involved is tricky, works only in Once Again, and ruins the balance of the game. Cool.

Step 1: Take acid and flame rounds and the Launcher to an item box.

Step 2: Place the launcher in the top-left item-list space. Put two grenades

(of any type) in the last two inventory spaces. The third set is loaded in the launcher.

Step 3: Leave the item box, equip the launcher so it's your weapon, and then open the item box and scroll to an empty space. Put grenades in that space. Flick the cursor over the grenades and press A, and the cursor will move over your launcher. Press A again and the item box grenades are loaded into your weapon and multiplied to 456! Swap them and repeat for more!

SECRET MODES

We purposely left out an explanation for the Once Again mode because it replaces the regular game on your second playthrough. In addition to changing the name of the regular game to Once Again, you'll get a new Title screen.

entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often and can't be killed.

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

CODES FROM SPACE

From the Main menu, go to the Options screen, and then move down and access the Passcodes option. Put in the passcodes as follows. (Note: You have to enter both passcodes for each cheat before they will work.)

STAGE SELECT

Put in !??QWTTJ for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in CLASSIC for your

confirm correct code entry.

SLAVE 1

Put in PZ?APBSY for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in IRONSHIP for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

MILLENNIUM FALCON

Put in MVPQIU?A for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in OH!BUDDY for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

HIDDEN OPTIONS

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

DOCUMENTARY

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

UNLOCK THE ART GALLERY

Enter EXHIBIT! as a passcode.

UNLOCK THE CONCERT HALL

Enter Composer as a passcode.

ACE MODE

Complete all the Tatooine Training objectives and finish the game with 15 gold medals to unlock Ace mode.

BLACK AND WHITE MODE

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

UNLOCKABLE SHIPS

SLAVE 1 SHIP

Finish all missions with a silver medal or better.

MILLENNIUM FALCON

Finish all missions with a bronze medal or better.

NABOO STARFIGHTER

Finish the Tatooine Training in all four time settings. You must get all discovery items and objects, and get two hidden bonus items in each zone. Times: 6 a.m., 2 p.m., 6 p.m., and 11 p.m.

TIE FIGHTER

You must steal a TIE Fighter and complete the mission in level 7 during both daytime and nighttime hours.

DARTH VADER'S TIE

Acquire 15 gold medals.

SUPER SMASH BROS. MELEE

SECRET CHARACTERS

There are 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you follow any of the methods listed below, the secret character will appear and challenge you. Once you defeat him, he will be unlocked.

DR. MARIO

Play 100 Vs. matches or beat Classic or Adventure mode as Mario without continuing.

FALCO LOMBARDI

Play 300 Vs. matches or defeat the 100-Man Melee mode.

GANONDORF

Beat Event Match #29 (Triforce Gathering).

GAME	TITLE	CODE
Wario World	[M]	BKUK-GJ05-A8PKC G54Y-0876-E3J4F
Wario World	Max/Infinite Cash	PXH2-PKV7-EDNFA 3PY6-ZPZJ-NK9F0
Wario World	Super Max Health	U0JQ-FU5F-859H4 C65R-733X-8XHMJ
Wario World	Tons Of Enemies Killed	JPX7-B8XJ-PWK3W 5G0Y-8HNT-TDNUV
Star Wars: CW	All Keys/Levels/Boss Stamps	F07Z-8DBG-ZFBGG UH5M-ENXK-ZKKYU
Star Wars: CW	[M]	ZVVA-2MYP-JRV23 6243-X2DH-7A0V2
Star Wars: CW	Infinite Health	93C2-NWQF-UEHCB NEXJ-7WTA-EMGNO
Star Wars: CW	Infinite Ammo	4PQ5-PWGB-HWFOD QVM0-5APY-WJBMN

REAL SURVIVOR

How Do I Unlock It?

Complete the game once with either character. The game must be on the Normal difficulty setting.

What Is It?

This is the regular game on an insanely hard difficulty level. The enemies are tougher, there is less ammo, and there are fewer health items. Your weapon targeting no longer autotracks, and the item boxes are no longer magically interconnected.

INVISIBLE ENEMY

How Do I Unlock It?

Complete the game on Normal twice with the same character.

What Is It?

Just like it sounds, all of the enemies are now invisible. The sounds are still in place, so you can at least do a little bit of audible tracking. You really need to master all enemy locations to have a shot at completing this mode. The trick is finding out which ones you actually need to kill.

ONE DANGEROUS ZOMBIE

How Do I Unlock It?

Complete the game on Normal with Chris and Jill.

What Is It?

This mode will overwrite the regular game mode. So if you go to the Once Again option, you'll automatically be

passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

UNLOCKABLE SHIPS

BLACK CADILLAC

Put in !ZUVIEL! for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in !BENZIN! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

TIE FIGHTER

Put in ZT?!RGBA for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in DISPSBLE for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

TIE (ADVANCED) FIGHTER

Put in NYM!UOOK for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in BLKHLMT! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

NABOO FIGHTER

Put in CDYXF!?Q for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in ASEPONE! for your passcode. Move to Enter Code and press A. R2D2 will beep to

Welcome to Animal Crossing Bulletin Board

Animal Crossing

2nd Monday—Explorer's Day

Today, *Animal Crossing* celebrates explorers of all types. Stop by the well to hear Mayor Tortimer's rousing speech and to claim a classy bottled ship to display in your home.



October 15-25—Mushroom Season

To earn some fast cash from Tom Nook, you'll have to wake up pretty early.

During Mushroom Season, five mushrooms sprout up at 8 a.m. Someone in town will pick one about every 15 minutes, so you'll have to scramble to collect them all. Tom will pay top dollar for them, so get searching!



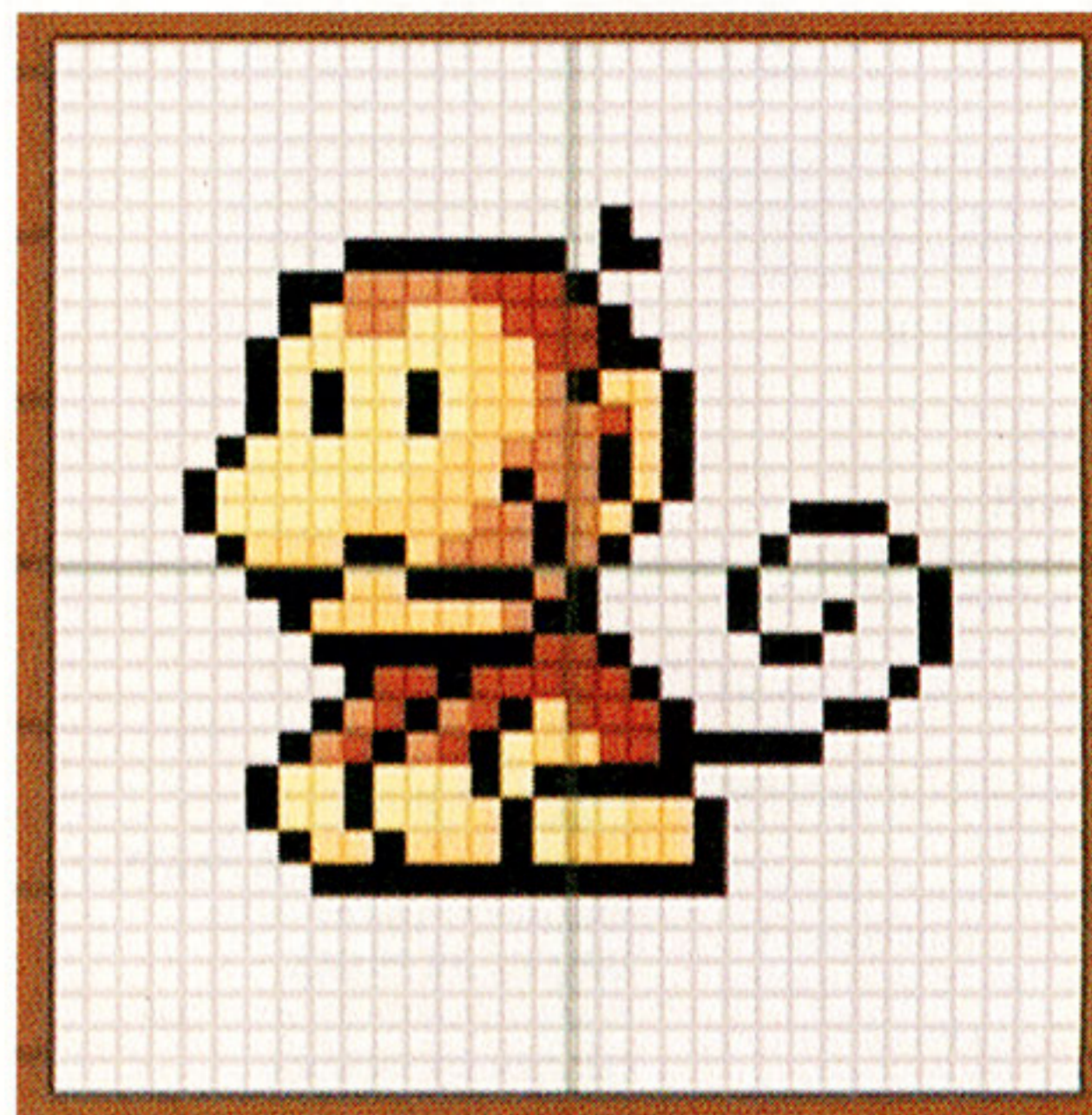
Random—Harvest Moon

Just like last month, the moon's giant reflection will randomly appear in the town lake. Again, talk to Tortimer during the Harvest Moon—he'll give you a large item for your house.

Design Your Own Patterns

Monkey from Yoshi's Island—Palette 6

There may be a few monkeys in *Animal Crossing*, but let's face it, there's just not enough of 'em. Remedy that problem by plastering this pattern on your shirt, walls, and floor. It's the adorable little monkey enemy from the incredible game *Yoshi's Island*. Whether he's dropping bombs on you, spitting watermelon seeds, or just hopping around, you can't deny that this monkey rules.



October 31—Halloween

Prepare for a spooktacular time at the end of this month. You'll be able to wander around town between 6 p.m. and 1 a.m. collecting Spooky furniture from a visitor named Jack. A couple weeks before Halloween, Tom Nook will begin selling candy at his store. Be sure to stock up. On the 31st, load your candy into your inventory and begin exploring the town. You'll notice that everyone is disguised in pumpkin-headed costumes. When you get near someone, they'll chase after you. If they catch you, they'll demand a piece of your candy. Give it to them to make them go away; don't, and they'll change your clothes into rags or transform one of your items into a jack-o'-lantern or a jack-in-the-box. There will be one costumed person, however, who won't chase after you. That's our new friend Jack. If you talk to this shy trick-or-treater and give him a piece of candy, he'll give you a rare piece of furniture as a reward. Once you get your prize, leave the current acre and Jack will wander away, allowing you to find him again and claim another piece of furniture. One of the trick-or-treaters you'll stumble across is the mayor. Find him and he'll give you a model of Katrina's Tent.

Protect your candy!

To keep the villagers from stealing your valuable candy on Halloween, simply store them as presents in letters. Be sure to remove a piece before talking to Jack, however, or else he'll think you don't have any candy.



JIGGLYPUFF

Beat Classic or Adventure mode with any character.

LUIGI

Beat Stage 1 of Adventure mode (Mushroom Kingdom) when the timer shows a "2" in the last seconds place (the fourth digit from the left). When you go to the next section of this stage (the fight against Mario and Peach), Luigi will jump into the battle and replace Mario. Defeat the pair within a minute and Luigi will challenge you again once you beat the Adventure mode.

MARTH

Play 70 Vs. matches or play Classic, Adventure, or Vs. mode with each of the 14 normal characters.

MEWTWO

Play 700 Vs. matches or play Vs. mode for 20 hours.

MR. GAME & WATCH

You must first unlock all of the other characters. Then beat Classic, Adventure, or Target Test mode with them all.

PICHU

Play 200 Vs. matches or beat Event Match #37 (Legendary Pokémon).

ROY

Beat Classic or Adventure mode as Marth without continuing.

YOUNG LINK

Play 500 Vs. matches or beat Classic mode with 10 different characters (two must be Link and Zelda).

THE HULK

INCREDIBLE CODES

Invincibility: GMMSKIN
Regenerator: FLSHWND
Unlimited continues: GRNCHTR
Double Hulk HP: HLTHDSE
Double enemies' HP: BRNGITN
Half enemies' HP: MMMYHLP
Reset high score: NMBTHIH
Level select: TRUBLVR
The following codes must be entered at a universal terminal.
SANFRAN (unlocks in Movie Art: Hulk Transformed)
PITBULL (unlocks in Movie Art: Hulk vs. Hulk Dogs)
FIFTEEN (unlocks in Movie Art: Desert Battle)
NANOMED (unlocks in Movie Art: Hulk Movie F/X)
JANITOR (unlocks the Gray Hulk).

WAVERACE: BLUE STORM

PASSWORDS

In order to get the Password option, perform the following on the Main

menu: Z + X, Start. Select the Password option that appears and enter any of the following codes:
D L P H M O D: Dolphin-back free room
K T U P W N P D: Normal difficulty Dolphin Park stunt mode
W C X 5 W P 5 A: Expert difficulty Southern Island Stunt mode
M J V 8 L K L 6: Hard difficulty La Razza Canal time attack
J 7 8 4 W M H F: Normal difficulty Lost Temple Lagoon time attack
L Q 3 T R K T E: Hard difficulty Lost Temple Lagoon time attack

XBOX

AMPED

ASSORTED CHEATS

Enter the following codes into the Cheats field from the Options mode.
R i d i n w R a v e n: Unlocks Raven as a playable character
C h i l l i n w S t e e z y: Unlocks Steezy

G i m m e G i m m e: Opens all courses

S t i c k i T: Makes landing jumps easier

Z i p s t e r: Increases speed

b u z z s a W: Makes you run through trees

M e g a L e g: Makes you jump higher

W h i r l y G i g: Increases spin rate

M e g a b o u n c e: You'll bounce like a ball.

BMX XXX

CHEAT OVERLOAD

Enter these in the Cheats menu. *GameNOW* is not responsible for the content of the unlockables.

RUDIMENTARY CHEATS

Level select: XXX RATED CHEAT

Stage select: MASS HYSTERIA

Play as Amish Boy: ELECTRICITYBAD

FREE BIKES

65 SWEET RIDES

Amish Boy's bikes: AMISHBOY1699

Hellkitty's bikes: HELLKITTY487

Itchi's bikes: ITCHI594

Joyride's bikes: JOYRIDE18

Karma's bikes: KARMA311

La'tey's bikes: LATEY411

Manuel's bikes: MANUEL415

Mika's bikes: MIKA362436

Nutter's bikes: NUTTER290

Rave's bikes: RAVE10

Skeeter's bikes: SKEETER666

Tripledub's bikes: TRIPLEDUB922

Twan's bikes: TWAN18

UNLOCK LEVELS

Launch Pad 69 level:

SHOWMETHEMONKEY

Rampage Skatepark level:

IOWARULES

The Dam level: THATDAMLEVEL

Las Vegas level:

SHOWMETHEMONEY

Roots level: UNDERGROUND

Sheep Hills level: BAABAA

Syracuse level: BOYBANDSSUCK

RANDOMNESS

Night-vision mode: 3RD SOG

Happy Bunny mode: FLUFFYBUNNY

Ghost Control mode:

GHOSTCONTROL

Super Crash mode: HEAVYPETTING

Green Skin mode: MAKEMEANGRY

Visible Gap mode: PARABOLIC

NAUGHTY FLICKS

All FMV sequences: CHAMPAGNE ROOM
 Bonus Movie 1 FMV sequence: THISISBMXX
 Bonus Movie 2 FMV sequence: KEEPITDIRTY
 Dam 1 FMV sequence: BOING
 Final Movie FMV sequence: DDUULRRLDRSquare
 Las Vegas 1 FMV sequence: HIGHBEAMS
 Las Vegas 2 FMV sequence: TASSLE
 Launch Pad 69 1 FMV sequence: IFLINGPOO
 Launch Pad 69 2 FMV sequence: PEACH
 Rampage Skatepark 2 FMV sequence: BURLESQUE
 Sheep Hills 1 FMV sequence: ONEDOLLAR
 Sheep Hills 2 FMV sequence: 69
 Syracuse 1 FMV sequence: FUZZYKITTY
 Syracuse 2 FMV sequence: MICHAELHUNT
 The Bronx, NYC 1 FMV sequence: LAPDANCE
 The Bronx, NYC 2 FMV sequence: STRIPEASE
 UGP Roots Jam 2 FMV sequence: BOOTYCALL
 Park editor: BULLETPPOINT

BUFFY THE VAMPIRE SLAYER HOLY UNLOCKABLES

PLAY AS DARK BUFFY IN ARENA

Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, Black, White, White. A scream will confirm correct entry.

UNLIMITED HEALTH

Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y. A scream will confirm correct entry.

UNLOCK NEW ARENAS

Y, Y, White, Black, Black, Y, Y, Y, Y, White, Black. A scream will confirm correct entry.

BURNOUT 2: POINT OF IMPACT

RECKLESS CODES

UNLOCK ALL CARS

Following are the conditions you must meet in order to unlock all the cars in the game.
 Custom compact: Beat Custom Series qualifier
 Custom coupe: Get all gold medals at Split Second Grand Prix
 Custom muscle car: Beat Pursuit 6
 Custom pickup truck: Beat Pursuit 5
 Custom roadster: Get all gold medals at the Point Of Impact Grand Prix
 Custom sports car: Get all gold medals at the Speed Streak Grand Prix
 Custom SUV: Beat Pursuit 4
 Classic 1970s car: Destroy the car with a police car in Pursuit 2
 Drivers' Ed car: Get all gold medals in Driving 101
 Gangster car: Beat Pursuit 3
 Hot Rod car: Beat Face Off 1
 Japanese muscle car: Beat Face Off 2
 Oval racer: Beat the car in Face Off 2
 Police car: Beat Pursuit 1 and destroy the villain's car
 Super car: Beat Face Off 4

DEAD OR ALIVE: XTREME BEACH VOLLEYBALL

RANDOM DIRTINESS

Wanna see *DOAXBV's* ending without having to actually play it? Too bad. To do so, you'll have to beat it at least once. When that happens, you'll be able to choose a Leave Tomorrow option at the hotel when you retire at night. Doing so will let you see the ending sequence

immediately.

HIDDEN SONGS

You can find these two hidden music tracks in the game after you beat it once:
 "How Crazy Are You" by Meja
 "Is This Love" by Bob Marley
 Use the save file you beat the game with and you'll be able to select the songs from the Radio menu.

DEAD TO RIGHTS

UNLOCK ALL CHAPTERS

Press Up, Down, Up, Down, Left, Right, Right, Y, X, X at the Main menu. All chapters will then be open.

ELDER SCROLLS III: MORROWIND

VARIOUS CHEATS

These codes must be entered through the Stats menu with the appropriate statistics highlighted.
 Restore health: Highlight Health in the Stats menu and press Black, White, Black, Black, Black. Then hit A to restore health.
 Restore Magicka: Highlight Magicka in the Stats menu and press Black, White, White, Black, White. Then hit A to restore magicka.
 Restore fatigue: Highlight Fatigue in the Stats menu and press Black, Black, White, White, Black. Then hit A to restore fatigue.

ENTER THE MATRIX

THESE CODES AREN'T REAL

Access the Hacking mode from the Main menu, and enter "cheat.exe" at the A> prompt to unlock the Cheat menu. Enter the following codes to unlock the listed cheats:
 All weapons: 034AFF
 Bonus level: 13D2C77F
 Invisibility: FFFFFFFF1
 Faster logos: 7867F443
 Infinite ammo: 1DDF2556
 Infinite focus: 69E5D9E4
 Multiplayer: D5C55D1E
 Infinite health: 7F4DF451
 Recover focus fast: FFF0020A
 Deaf enemies: 4516DF45
 Blind enemies: FFFFFFFF1
 Turbo mode: FF00001A
 Low gravity: BB013FFF
 Faster logos: 7867F443
 Taxi driving: 312MF45

FREESTYLE METAL X

X-TREME CHEATS

The following cheats are case sensitive!

SEEALL

Get all posters and photo slots.

WATCHALL

Get all videos.

HEARALL

Get all songs.

SUGARDADDY

Get \$1,000,000.

DUDEMASTER

Get all riders and bikes.

GARAGEKING

Get all bike parts.

JOHNNYE

Get all costumes for all riders.

UNIVERSE

Get all levels and events.

FLEXIMAN

Get all special stunt slots.

GODZILLA: DESTROY ALL MONSTERS MELEE

RADIOACTIVE CHEATS

CHEAT MENU

To enter the Cheat menu, go to the Main menu and hold down L, B, R (in that order). Then release the buttons

PLAYING HALO ONLINE WITH XBCONNECT

You thought you had to wait for *Halo 2* before you got to play this rad game online, huh? Well, guess what? There are ways to do it right now! Seriously! All you need is a PC, a broadband connection, a little ingenuity, and a neat program called XBConnect. Don't be afraid to get your hands dirty—playing this awesome game over the Internet is well worth it.

STEP 1:

Go to www.xbconnect.com and download the latest version of the software. Install it on your PC, but don't run it yet.

STEP 2:

Connect your Xbox to your network's hub or router. Boot up *Halo* and select the System Link multiplayer option. Open your profile and sit tight.

STEP 3:

Go back to your PC and start up XBConnect. You'll have to go through a setup

process, through which you'll pick your screen name and whatnot. On the interface, you'll see something that says Xbox Status. If it says Found, then you're all good. If it says Not Found, then there's something wrong with your connection, which sucks. You'll have to go through the troubleshooting channels in www.xbconnect.com to figure out how to make your connection work. There are dozens of possible configurations for this sort

of thing, so it's impossible for us to detail all of them here. Sorry.

STEP 4:

Assuming your Xbox was detected, you simply have to log on to the chat server, join a room, and find a game. You'll even be able to even host games, if your connection is fast enough. You'll have to run back and forth to your Xbox every time you join a new game, but it'll be worth it. Think of all the fresh meat lurking out there in the land of the Internet!

in this order: B, R, L. If you did it correctly, a window will pop up and allow you to enter cheats. Input the codes below to activate the cheats. A monster will roar if you entered the code correctly.
 Unlock all cities and all monsters: 863768
 Unlock Destoroyah: 352117
 Unlock Gigan: 822777
 Unlock Godzilla 2000: 637522
 Unlock King Ghidorah: 939376
 Unlock Mecha Godzilla: 643861
 Unlock Mecha King Ghidorah: 504330
 Unlock Orga: 622600
 Unlock Rodan: 724284
 Unlock all monsters except Orga: 753079
 Unlock all monsters: 209697
 Unlock Monster Island level: 745749
 Unlock Mothership level: 972094
 Unlock Boxing Ring level: 440499
 Unlock all cities: 107504
 Player one is small: 558277
 Player two is small: 689490
 Player three is small: 203783
 Player four is small: 495355
 Players one and three are small: 853955
 Players two and four are small: 600095
 All players are small: 154974
 Add A.I. player to Melee: 154974
 Ending credits: 339223
 Unlock all gallery items: 962129
 Player one takes no damage: 152446
 Player two takes no damage: 724689
 Player three takes no damage: 367744
 Player four takes no damage: 317320
 All players take no damage: 569428
 Player one deals quadruple damage: 940478
 Player two deals quadruple damage: 930041
 Player three deals quadruple damage: 537651
 Player four deals quadruple damage: 889610
 All players deal quadruple damage: 817683
 Military deals quadruple damage: 970432

Disable HUD: 880460
 Players' health regenerates: 597378
 Throw all buildings and objects: 248165
 Indestructible buildings: 451129
 Hedorah in every game: 288730
 No Hedorah: 584408
 Player one is invisible: 659672
 Player two is invisible: 493946
 All monsters are invisible: 600225
 Energy does not recharge, but energy weapons do more damage: 690242
 Toggle military: 728629
 Player indicators always visible: 860068
 Constant full energy for player one: 778393
 Constant full energy for player two: 881557
 Constant full energy for player three: 597558
 Constant full energy for player four: 218967
 No health power-ups: 221086
 No Mothra power-ups: 491040
 No energy power-ups: 803358
 No rage power-ups: 666500
 No freeze tanks: 223501
 No power-ups: 229497
 No power-ups except energy: 553945
 No power-ups except rage: 660398
 No power-ups except health: 270426
 Player one always in rage: 159120
 Player two always in rage: 491089
 Player three always in rage: 450514
 Player four always in rage: 702905
 Black-and-White mode: 860475
 Technicolor mode: 394804
 Twelve continues in Adventure mode: 548319
 Display game version number at Option menu: 097401

HITMAN 2: THE SILENT ASSASSIN

MURDEROUS CODES

Note: If you use these codes, you won't be able to complete missions. In other words, they're just for the heck of it.
 The following codes must be entered during gameplay:

God mode: R, L, Up, Down, A, R, L, Black, White
 All weapons: R, L, Up, Down, A, Up, X, A
 Slow motion: R, L, Up, Down, A, Up, L
 Full heal: R, L, Up, Down, A, Up, Down
 Punch mode: R, L, Up, Down, A, Up, Up
 Gravity: R, L, Up, Down, A, L, L
 Lethal charge: R, L, Up, Down, A, Black, Black
 Bomb mode: R, L, Up, Down, A, Up, White
 Megaforce: R, L, Up, Down, A, R, R
 Nailgun mode: R, L, Up, Down, A, White, White
 Enter this one from the Title menu:
 Level select: R, L, Up, Down, X, Y, B

JAMES BOND 007: NIGHTFIRE SECRET CODES

The following codes must be entered at the Passcode screen.

OPEN GAME MODES

Unlock all multiplayer scenarios:
 GAMEROOM
 Demolition mode: TNT
 GoldenEye Strike mode: ORBIT
 Protect mode: GUARDIAN
 Team King of the Hill mode: TEAMWORK
 Uplink mode: TRANSMIT
 Assassination mode: SCOPE

UNLOCK MULTIPLAYER

CHARACTERS

Jaws: DENTAL
 Oddjob: BOWLER
 Xenia: JANUS
 Pussy Galore: CIRCUS
 Scaramanga: ASSASSIN
 Baron Samedi: VODOO
 Christmas Jones: NUCLEAR
 Goldfinger: MIDAS
 Tuxedo Bond: BLACKTIE
 Unlock all: PARTY
UNLOCK STAGES
 Alpine Escape: POWDER
 Enemies Vanquished: TRACTION
 Double Cross: BONSAI

Night Shift: HIGHRISE
 Chain Reaction: MELTDOWN
 Phoenix Fire: FLAME
 Deep Descent: AQUA
 Island Infiltration: PARADISE
 Countdown: BLASTOFF
 Equinox: VACUUM
EXTRA UNLOCKABLES
 Get all upgrades: Q LAB
 Laser upgrade: PHOTON
 Upgrade missiles: LAUNCH
 Extra sniper ammo: MAGAZINE
 Explosive scenery: BOOM

LORD OF THE RINGS: THE FELLOWSHIP OF THE RING
CODES OF POWER
 The following codes must be entered during regular gameplay.
 Infinite ammo: X, B, Y, A, X, B
 Infinite magic (Gandalf): X, Y, A, X, B, X
 Infinite ring power (Frodo): Y, B, A, B, Y, X
 Unlimited health: Y, A, X, B, A, Y

MACE GRIFFIN: BOUNTY HUNTER
RED HOT CODES
AUTO-FOCUS
 Select the Electro Cosh and press Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, A.
BIG HEAD MODE
 Select the Electro Cosh and press Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, B.
DETACH CAMERA
 Select the Electro Cosh and press Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, X.
DOUBLE DAMAGE
 Select the Electro Cosh and press Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, Y.
INFINITE AMMO
 Select the Electro Cosh and press Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, X.
INVULNERABILITY
 Select the Electro Cosh and press Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, Y.
LEVEL SKIP
 Press Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, A, B, B, X, B.
ONE-HIT KILLS WITH ELECTRO COSH
 Select the Electro Cosh and press Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, A, A.
UNLOCK ALL SECTIONS
 Press Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, A, B, B, X, X.

MEDAL OF HONOR: FRONTLINE
U.S.A. POWER CODES
 Enter these codes into the enigma machine (the typewriter thing). Do it right, and you'll see a green light.
 Bullet Shield: NOHITSFORU
 Unlock Mission 2: BASS
 Unlock Mission 3: STURGEON
 Unlock Mission 4: PIKE
 Unlock Mission 5: TROUT
 Unlock Mission 6: CATFISH
 Earn Gold Star: SALMON
 Paintball FMV: COTOBREATH
 Animation Reel: FLIPBOOK

MIDNIGHT CLUB 2
SUPERCHARGED CODES
 Tweak Difficulty Level: Go to the Options menu and select Cheat Codes. Enter the code howhardcanitbe followed by a number digit from 0 to 9. The higher the number, the harder the game will be.

WEAPONS
 Go to the Options menu and select Cheat Codes. Enter the code lovenotwar. Your cars will now have weapons you can fire by pressing in the analog sticks as if they were buttons.
UNLIMITED NITROUS
 Go to the Options menu and select Cheat Codes. Enter the code zoomzoom4.
UNLOCK ALL CAR ABILITIES
 Go to the Options menu and select Cheat Codes. Enter the code greasemonkey.
UNLOCK ALL LOCATIONS
 Go to the Options menu and select Cheat Codes. Enter the code theworldismine.

NBA STREET VOL. 2
CODES OF THE STREET
 You can only enter these codes in Pickup mode. Input them when the game says "Enter Codes Now."
 Street Kids: Hold L and hit Y, Y, B, X.
 No counters: Hold L and hit Y, Y, B, B. Permanent Legend Trails: Hold L, and hit Y, Y, Y, X.
 All quicks: Hold L and hit Y, B, Y, X. Unlimited turbo: Hold L, and hit X, X, Y, Y.
 Easier 2 pointers: Hold L and hit Y, B, X, Y.
 Harder 2 Pointers: Hold L and hit Y, X, B, Y.
 Big Head Mode: Hold L and hit B, X, X, B.
 WNBA ball: Hold L and hit B, Y, Y, B. Alternate ball (NBA or ABA): Hold L and hit B, X, B, X.
 No HUD: Hold L and hit X, B, B, B.
 Explosive rims: Hold L, and hit B, B, Y, Y.

OUTLAW GOLF
DIRTY CODES
 Unlock all golfers, courses, clubs, and events: Create a new file under the name Golf_Gone_Wild.
 Bonus costumes: At the Character Select screen, hold L and hit Y, Y, White, Y, Black, Y.

OUTLAW VOLLEYBALL: SPIKE OR DIE
THE BOOBIES
ANATOMICAL MORPH
 During gameplay, simply hold down the left trigger and press B, Up, Up, B, Y. See the exact results for yourself.
BIG HEADS
 During gameplay, hold down the left trigger and press B, A, B, Y. Big heads will appear on all the players.

PIRATES OF THE CARIBBEAN
SCURVY CHEATS
 Enter these codes while you're on the land or in Ship Command mode.
GET 100,000 GOLD
 A, X, Y, B, Y, B, X, B, B, A
GOD MODE FOR SHIP AND CAPTAIN
 A, Y, X, X, Y, Y, B, Y, X, A
GET 50 SKILL POINTS
 A, B, Y, X, Y, B, B, Y, B, A
RESET REPUTATION TO NEUTRAL
 A, X, Y, X, Y, B, B, Y, B, A

RALLISPORT CHALLENGE
VARIOUS CHEATS
BONUS CARS
 To get bonus cars and some extra tracks without earning them, go to the Main menu, choose Start Game, and then choose Create a New Profile. On this screen, enter your name as one of the following to unlock bonus cars you can use in

Career mode.
CLASSIC
 Enter your profile name as "TheGoodStuff" and then choose OK. This will give you the Metro ER4, Peugeot 205 T16, Audi Quattro SI, and Lancia Delta S4 in Career mode.
EXPERT
 Enter your profile name as "WheelToWheel" and then choose OK. This will give you the Saab 9-3 T16 4x4, Opel Astra T16 4x4, Ford Focus Rallycross, Citroen Xsara Rallycross, Mitsubishi Lancer EVO 65, Subaru Impreza Hill Climb, Lancia Delta Integrale, and Nissan Skyline in Career mode.
ENDURANCE
 Enter your profile name as "TheLongHaul" and then choose OK. This will give you the Peugeot 405 HC, Audi Quattro S1 HC, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC, and it will open the endurance tracks in Career mode.
UNLIMITED
 Enter your profile name as "Geronimo" and then choose "OK." This will give you the Peugeot 405 T16 Hill Climb, Audi Quattro SI Hill Climb, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC in Career Mode.

RED FACTION 2
CODES FOR THE PEOPLE
 Enter these codes in the Cheats menu.
 Extra health: X, Y, White, Y, White, Black
 Unlimited ammo: Y, White, X, Black, Y, Black, X, White
 Unlimited grenades: Black, X, Black, Y, X, White, X, Black
 Wacky deaths: White, White, White, White, White, White, White, White
 Director's cut: Y, X, Black, White, Black, X, Y, White
 Bouncing grenades: Black, Black, Black, Black, Black, Black, Black
 Zombie walk: X, X, X, X, X, X, X, X
 Fire bullets: Y, Y, Y, Y, Y, Y, Y, Y
 Rapid rails: Black, Y, Black, Y, X, X, White, White
 Instant gib (bullets): X, X, X, X, Y, Black, X, X
 Explosives instantly gib: White, Black, X, Y, White, Black, X, Y
 Bullet gibs: Black, Black, Black, Black, White, X, Black, Black
 Unlock everything: White, White, X, X, Y, Black, Y, Black

SCOOPY-DOO! NIGHT OF 100 FRIGHTS
 During gameplay, pause the game. Hold down both triggers and enter the cheat codes. Button presses must be completed within 0.5 seconds of each other. If you successfully enter the codes, you will hear Scooby exclaim one of four different catch phrases.
UNLOCK CREDITS
 X, B, B, X, B, X
UNLOCK MOVIES
 X, X, X, B, B, B, X, B, X
EASTER EGGS ARE UNLOCKED ON CERTAIN DAYS OF THE YEAR
 January 1 and 15: Fireworks in the courtyard
 January 9: Loveharts on Snack pickups, daisies on all other pickups
 February 2: Daisies on Snack pickups
 February 14: Loveharts on Snack pickups
 March 17: Fountain is green, chimneys emit green smoke
 March 22: Fireworks in the courtyard
 May 27 and 30: Fireworks in the courtyard
 July 4: Fountain and chimneys on house are colored red, white, and

blue; fireworks in the courtyard are also red, white, and blue
 August 28: Fireworks in the courtyard, fountains are multicolored
 September 8: Fireworks in the courtyard
 October 31: Bats hanging in the courtyard
 November 5: Fireworks in the courtyard
 December 14: Snowing in the courtyard
 December 25: Snowing in the courtyard
 December 31: Fireworks in the courtyard

SOLIDER OF FORTUNE II
CODES FOR DEATH
 Enter these codes during regular gameplay. Just press the left analog stick as if were a button and enter the following button sequences:
GOD MODE
 B, A, X, Y
ALL WEAPONS
 X, Y, A, B
UNLIMITED AMMO
 Black, A, Y, White
LEVEL SELECT
 Black, B, A, White

STAR WARS: THE CLONE WARS
USE THE CODES
 Here's a list of the rewards you get for earning bonus points.
 5: Rexus Duel multiplayer level
 10: Thule Moon Control multiplayer level
 15: Rhen Var multiplayer level
 20: Jedi Academy multiplayer level
 25: Unit viewer
 30: "Making Of" movie
 35: CD player
 40: Sketchbook
 45: Yoda playable on Academy: Geonos

THE HULK
INCREDIBLE CODES
 Invincibility: GMMSKIN
 Regenerator: FLSHWND
 Unlimited Continues: GRNCHTR
 Double Hulk HP: HLTHDSE
 Double enemies' HP: BRNGITN
 Half enemies' HP: MMMYHLP
 Reset high score: NMBTHIH
 Level select: TRUBLVR
 These following codes must be entered at a universal terminal:
 SANFRAN (unlocks in Movie Art : Hulk Transformed)
 PITBULL (unlocks in Movie Art : Hulk vs. Hulk Dogs)
 FIFTEEN (unlocks in Movie Art : Desert Battle)
 NANOMED (unlocks in Movie Art : Hulk Movie F/X)
 JANITOR (unlocks the Gray Hulk)

UFC TAPOUT
UNLOCKABLE CHARACTERS
BRUCE BUFFER
 Win UFC mode with all characters
JOHN MCCARTHY
 Win UFC mode with Bruce Buffer
MARIO YAMASAKI
 Win UFC mode with John McCarthy
THE CAT
 Win four consecutive matches in Arcade mode
FEMME FATALE
 Win eight consecutive matches in Arcade mode
ICE-T
 Win 16 consecutive matches in Arcade mode
MASK
 Win 27 consecutive matches in Arcade mode

X2: WOLVERINE'S REVENGE
GENETIC CODES
 Unlock Everything: Enter X, L, X, L, X, X, L, and R at the Title screen. Do it a few times to unlock everything.

X-MEN: NEXT DIMENSION
UNLOCK ALL
 In the Main menu, hold down the Left Trigger. Then press Right, Right, Left, Left, Down, Up, B.



ALIENS VS. PREDATOR: EXTINCTION
CHEATS
 Enter the following code: R1, R1, L1, R1, L1, L1, R1, L1, R1, L1, L1, L1, R1, L1. You'll see a bunch of cheats. Go crazy.

BALDUR'S GATE: DARK ALLIANCE
ASSORTED CODES
 Unlock Drizzt Do'Urden: At the Character Selection screen, hold down L1 + R1 and hit Triangle and X. There will be no indication you've entered the trick correctly; you'll have to wait till your game starts to find out.
 Level skip and invincibility: During normal gameplay, hold down L1 + R2 + Left + Triangle and hit Start. Select the appropriate cheats from the menu that pops up.
 Ultimate cheat: During regular gameplay, hold down L1 + R2 + Left + Triangle and press in the right analog stick (R3). Your character will jump to the 20th experience level, plus you'll gain 75,000 gold pieces and all level-one feats.

BLOODRAYNE
BLOODY CHEATS
 You'll have to access the Cheat menu from the Options screen. To execute a cheat, combine the columns of words to form a single long word. You'll receive a confirmation if you've entered it correctly. In the game, you'll have to activate the cheat from the Pause menu.
 Dismemberment: INSANEGIBSMODEGOOD
 Fill bloodlust: ANGRYXXXINSANEHOOKER
 Freeze enemies: DONTFARTONOSCAR
 God mode: TRIASSASSINDONTDIE
 Juggy mode: JUGGYDANCESQUAD
 Regain health: LAMEYANKEEDONTFEED
 Show weapons: SHOWMEMYWEAPONS
 Time factor: NAKEDNASTYDISHWASHERDANCE

BURNOUT 2: POINT OF IMPACT
RECKLESS CODES
UNLOCK ALL CARS
 The following are the conditions you must meet in order to unlock all the cars in the game.
 Custom Compact: Beat Custom Series qualifier
 Custom Coupe: Get all gold medals at Split Second Grand Prix
 Custom Muscle Car: Beat Pursuit 6 Custom Pickup Truck: Beat Pursuit 5 Custom Roadster: Get all gold medals at the Point Of Impact Grand Prix
 Custom Sports Car: Get all gold medals at the Speed Streak Grand Prix
 Custom SUV: Beat Pursuit 4
 Classic 1970 Car: Destroy the car

with a police car in Pursuit 2
 Drivers' Ed Car: Get all gold medals in Driving 101
 Gangster Car: Beat Pursuit 3
 Hot Rod Car: Beat Face Off 1.
 Japanese Muscle Car: Beat Face Off 2
 Oval Racer: Beat the car in Face Off 2
 Police Car: Beat Pursuit 1 and destroy the villain's car
 Super Car: Beat Face Off 4

CONFLICT DESERT STORM IMPERIALIST CODES

If you have a USB keyboard connected to your PS2, you can access the following codes by entering the corresponding keys:
 L: Toggle Debug menu on or off
 K: Toggle damage taken on or off
 \: Display settings on or off
 Y: Invert aiming on or off
 X: Freeze action on or off

CHEAT MODE

From the Main menu, press Square, Square, L1, L1, R1, R1, L2, L2, R2, R2. You'll see extra options in the Pause menu if you entered the code correctly.

CONTRA: SHATTERED SOLDIER

30 LIVES

At the Title screen, enter Up, Up, Down, Down, L1, R1, L2, R2, L3, R3 on the second controller. This will give you 30 lives. You must have a DualShock controller in order to get this code to work.

DEAD TO RIGHTS HARD-BOILED MODE

At the New Game screen, hold down L1, L2, R1, and R2. Then press Triangle, Square, Left, Left, Circle.

PRECURSOR MODE

At the New Game screen, hold down L1, L2, R1, and R2. Then press Up, Up, Down, Down, Up.

MANUAL DISARMS

You must turn off random disarms in the Options screen to be able to perform these. You can then specify which disarms you want to perform by entering these commands:
 Circle (shotgun usable)
 Up and Circle (shotgun usable)
 Left and Circle
 Down and Circle
 Right and Circle

DEF JAM: VENDETTA UNLOCK ALL FIGHTERS

On the Select-a-Fighter screen, hold down L1, L2, R1, and R2, and enter one of the following codes:
 Aarii: X, Square, Triangle, O, Square
 Briggs: (alternate costume) X, Triangle, O, Square, O
 Briggs: (alternate costume) X, Triangle, Square, X, O
 Carla: X, Square, X, X, X
 Cruz: O, Triangle, X, X, O
 D-Mob: Square, Square, Triangle, Square, Square
 Deebo: O, O, X, X, Triangle
 Deja: O, Square, O, O, X
 DMX: O, X, O, Triangle, Square
 Iceberg: Square, Triangle, O, Square, O
 Ludacris: O, O, O, Square, Triangle
 Masa: X, O, Triangle, Square, Square
 Moses: Triangle, Triangle, Square, Square, X
 N.O.R.E.: O, Square, Triangle, X, O
 Nyne: Square, O, X, X, Triangle
 Omar: O, O, Square, Triangle, Triangle
 Opal: O, O, Square, Square, Triangle
 Penny: X, X, X, Triangle, O
 Proof: (alternate costume) X, Square, Triangle, Square, O
 Razor: Triangle, Square, Triangle, O, X
 Razor: (alternate costume) Square, O, X, Triangle, Triangle

Scarface: O, Square, X, Triangle, Square
 Sketch: Triangle, Triangle, O, Square, X
 Snowman: Triangle, Triangle, X, X, O
 Steel: X, Triangle, O, O, Triangle
 T'ai: O, O, Square, X, O
 Zaheer: Triangle, Triangle, Square, X, X

ENTER THE MATRIX

THESE CODES AREN'T REAL

Access the Hacking mode from the Main menu and enter "cheat.exe" at the A> prompt to unlock the Cheat menu. Enter the following codes to unlock the listed cheats:
 All weapons: 034AFF
 Bonus level: 13D2C77F
 Invisibility: FFFFFFFF1
 Faster logos: 7867F443
 Infinite ammo: 1DDF2556
 Infinite focus: 69E5D9E4
 Multiplayer: D5C55D1E
 Infinite health: 7F4DF451
 Recover focus fast: FFF0020A
 Deaf enemies: 4516DF45
 Blind enemies: FFFFFFFF1
 Turbo mode: FF0001A
 Low gravity: BB013FFF
 Faster logos: 7867F443
 Taxi driving: 312MF451

FINAL FANTASY X

AIR SHIP PASSWORDS

Enter the following passwords at the airship.

FIND RIKKU'S LEGENDARY WEAPON

GODHAND

FIND RIKKU'S VICTORIOUS ARMOR

VICTORIOUS

FIND THE MURSAME

MURASAME

SECRET PLACE COORDINATES

The following coordinates are places you would not ordinarily find on your first time through the game. Once you have the airship, talk to Cid and choose the second option (Search) in the Map menu.

OMEGA RUINS

X: 74 Y: 36

SANUBIA SAND DUNE

X: 15 Y: 41

BESAID RAINBOW WATERFALL

X: 31 Y: 73

YEVON TEMPLE

X: 16 Y: 57

BATTLE SITE

X: 42 Y: 57

Mi'ihen ABOVEWATER RUINS

X: 34 Y: 58

AL BHED PRIMER LOCATIONS

In case you haven't found all the primers, here are their locations. Each one represents one letter of the alphabet to be translated.

AL BHED PRIMER I

On the deck of the Al Bhed salvage ship

AL BHED PRIMER II

Beside village Crusaders headquarters

AL BHED PRIMER III

Transport ship from Besaid to Kilika in the power room

AL BHED PRIMER IV

Kilika bar

AL BHED PRIMER V

Transport ship from Kilika to Luca in the control room

AL BHED PRIMER VI

Luca stadium underground floor B

AL BHED PRIMER VII

Luca viewing room, on the counter

AL BHED PRIMER VIII

Mi'ihen Road, a gift from Rin

AL BHED PRIMER IX

Mi'ihen Road at the new road north

AL BHED PRIMER X

Mushroom Rock Road, Cliff area

AL BHED PRIMER XI

Djose Road

AL BHED PRIMER XII

Moonflow, North shore

AL BHED PRIMER XIII

Guadosalam found in a room on the far left

AL BHED PRIMER XIV

Thunder plains as a gift from Rin

AL BHED PRIMER XV

Macalania Forest on the road to the lake

AL BHED PRIMER XVI

Macalania Lake in front of the inn

AL BHED PRIMER XVII

Sanubia Desert central portion left side

AL BHED PRIMER XVIII

Sanubia Desert central portion right side

AL BHED PRIMER XIX

Al Bhed city of Home

AL BHED PRIMER XX

Al Bhed city of Home, residential area

AL BHED PRIMER XXI

Al Bhed city of Home, road area

AL BHED PRIMER XXII

Bevelle Temple

AL BHED PRIMER XXIII

Calm Lands, Northwest area

AL BHED PRIMER XXIV

Remiem Temple

AL BHED PRIMER XXV

Cave under the mountain

AL BHED PRIMER XVI

Omega ruins

CACTUAR LOCATIONS

You can find nine Cactuar.

FIRST CACTUAR

Oasis: Near the first save point

SECOND CACTUAR

Sanubia Desert (East): In the alcove to the east, north of the tent with the save point

THIRD CACTUAR

Sanubia Desert (West): Search the sign near the Cactuar rock that says “20% off”.

FOURTH CACTUAR

Sanubia Desert (Central): Near the ruins to the west, look for two Cactuars running around the desert.

FIFTH CACTUAR

Sanubia Desert (East): Near the Save point under the tent

SIXTH CACTUAR

Sanubia Desert (West): Trapped in the treasure chest in the far west

SEVENTH CACTUAR

Sanubia Desert (Central): Inside one of the sand whirlpools. You must exit and re-enter the area.

EIGHTH CACTUAR

Oasis: Teleport back to the airship and go on the outside deck.

NINTH CACTUAR

Sanubia Desert: Return to the Cactuar statue, and the last one automatically appears behind you.

FINDING NEMO

RAW CODES

UNLOCK ALL LEVELS

Triangle, Triangle, Triangle, Square, Square, Circle, Square, Triangle, Circle, Square, Triangle, Square, Triangle, Square, Circle, Triangle, Triangle

INVINCIBILITY

Triangle, Square, Square, Circle, Circle, Circle, Triangle, Triangle, Square, Square, Square, Circle, Circle, Circle, Circle, Square, Triangle, Circle, Circle, Circle, Square, Circle, Triangle, Circle, Circle, Square, Circle, Circle, Triangle, Circle, Square, Circle, Circle, Circle, Triangle

REWARD

Triangle, Square, Circle, Circle, Square, Triangle, Triangle, Square, Circle, Circle, Square, Triangle,

Triangle, Circle, Square, Triangle, Square, Circle, Circle, Square, Triangle

FREQUENCY 2: AMPLITUDE FEEL THE BASS CODES

Blurry mode: During gameplay, hit R3, R3, R3, R3, L3, L3, L3, L3, R3. Scramble gem positions: During gameplay, hit X, X, Left, Left, R3, R3, Right, Right.
 Tunnel mode: During gameplay, hit L3, L3, L3, R3, R3, R3, L3, L3. Can be repeated to change view yet again.
 Gems become monkey heads: During gameplay, hit L3, L3, L3, R3, R3, R3, R3, L3.

GRAND THEFT AUTO III BUTTON CODES

Enter these codes at any time while you're playing the game.

CLEAR WEATHER

L1, L2, R1, R2, R2, R1, L2, Triangle

FOGGY WEATHER

L1, L2, R1, R2, R2, R1, L2, X

CLOUDY WEATHER

L1, L2, R1, R2, R2, R1, L2, Square

RAINY WEATHER

L1, L2, R1, R2, R2, R1, L2, Circle

FASTER CLOCK

Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle

TANK UNLOCKED

Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle

LOWER WANTED LEVEL

R2, R2, L1, R2, Up, Down, Up, Down, Up, Down

HIGHER WANTED LEVEL

R2, R2, L1, R2, Left, Right, Left, Right, Left, Right

GREAT HANDLING CAR

R1, L1, R2, L1, Left, R1, R1, Triangle

PEDESTRIANS FIGHT EACH OTHER

Down, Up, Left, Up, X, R1, R2, L2, L1

PEDESTRIANS ALL HATE YOU

Down, Up, Left, Up, X, R1, R2, L1, L2

CRAZY PEDESTRIANS

R2, R1, Triangle, X, L2, L1, Up, Down

WEAR DIFFERENT OUTFITS

Right, Down, Left, Up, L1, L2, Up, Left, Down, Right

GRAND THEFT AUTO: VICE CITY

FELONIOUSLY COOL CODES

Enter these codes at any point during regular gameplay:

CHEAT!

Get weapons (set 1): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

Get weapons (set 2): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left

Get weapons (set 3): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down

Get full armor: R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up

Get full health: R1, R2, L1, O, Left, Down, Right, Up, Left, Down, Right, Up

Raise wanted level: R1, R1, O, R2, Left, Right, Left, Right, Left, Right

Lower wanted level: R1, R1, O, R2, Up, Down, Up, Down, Up, Down

WEIRDNESS

Die instantly: Right, L2, Down, R1, Left, Left, R1, L1, L2, L1

Attract women: O, X, L1, L1, R2, X, X, O, Triangle

All cars are pink: O, L1, Down, L2, Left, X, R1, L1, Right, X

All cars are black: O, L2, Up, R1, Left, X, R1, L1, Left, O

Time goes faster: O, O, L1, Square, L1, Square, Square, Square, L1, Triangle, O, Triangle

Time goes slower: Triangle, Up, Right, Down, Square, R2, R1

Drive on water: Right, R2, Circle, R1, L2, Square, R1, R2

Alter wheel size: R1, X, Triangle, Right, R2, Square, Up, Down, Square

Flying cars: Right, R2, O, R1, L2, Down, L1, R1

CHAOS

Blow up all cars: R2, L2, R1, L1, L2, R2, Square, Triangle, O, Triangle, L2, L1

Insane drivers: R2, O, R1, L2, Left, R1, L1, R2, L2

Murderous pedestrians: Down, Left, Up, Left, X, R2, R1, L2, L1

Pedestrians want to kill you: Down, Up, Up, Up, X, R2, R1, L2, L2

CHARACTER SHIFT

Change getup: Right, Right, Left, Up, L1, L2, Left, Up, Down, Right

Play as Ricardo Diaz: L1, L2, R1, R2, Down, L1, R2, L2

Play as Lance Vance: O, L2, Left, X, R1, L1, X, L1

Play as Candy Suxxx: O, R2, Down, R1, Left, Right, R1, L1, X, L2

Play as Ken Rosenberg: Right, L1, Up, L2, L1, Right, R1, L1, X, R1

Play as Hilary King: R1, O, R2, L1, Right, R1, L1, X, R2

Play as Love Fist member: Down, L1, Down, L2, Left, X, R1, L1, X, X

Play as another Love Fist member: R1, L2, R2, L1, Right, R2, Left, X, Square, L1

Play as Phil Cassidy: Right, R1, Up, R2, L1, Right, R1, L1, Right, O

Play as Sonny Forelli: O, L1, O, L2, Left, X, R1, L1, X, X

Play as Mercedes: R2, L1, Up, L1, Right, R1, Right, Up, O, Triangle

CAR GET!

Summon Bloodring Racer: Down, R1, O, L2, L2, X, R1, L1, Left, Left

Summon Bloodring Banger: Up, Right, Right, L1, Right, Up, Square, L2

Summon Caddie: O, L1, Up, R1, L2, X, R1, L1, O, X

Summon Hotring Racer: R1, O, R2, Right, L1, L2, X, X, Square, R1

Summon another Hotring Racer: R2, L1, O, Right, L1, R1, Right, Up, O, R2

Summon Love Fist Limo: R2, Up, L2, Left, Left, R1, L1, O, Right

Summon Rhino: O, O, L1, O, O, O, L1, L2, R1, Triangle, O, Triangle

Summon Romero's Hearse: Down, R2, Down, R1, L2, Left, R1, L1, Left, Right

Summon Sabre Turbo: Right, L2, Down, L2, L2, X, R1, L1, O, Left

Summon Trashmaster: O, R1, O, R1, Left, Left, R1, L1, O, Right

WEATHER CONTROL

Sunny weather: R2, X, L1, L1, L2, L2, L2, Down

Cloudy weather: R2, X, L1, L1, L2, L2, L2, Triangle

Cloudier weather: R2, X, L1, L1, L2, L2, L2, Square

Tropical storm: R2, X, L1, L1, L2, L2, L2, O

Foggy weather: R2, X, L1, L1, L2, L2, L2, X

HITMAN 2: THE SILENT ASSASSIN

MURDEROUS CODES

Note: If you use these codes, you won't be able to complete missions. In other words, they're just for the heck of it. They must be entered during gameplay.

Slow-motion: R2, L2, Up, Down, X, Up, L2

Full heal: R2, L2, Up, Down, X, Up, Down

Bomb mode: R2, L2, Up, Down, X, Up, L1
 Megaforce: R2, L2, Up, Down, X, R2, R2
 Nailgun mode: R2, L2, Up, Down, X, L1, L1
 This last one must be entered from the Title screen:
 Level menu: R2, L2, Up, Down, Square, Triangle, Circle

INDIANA JONES AND THE EMPEROR'S TOMB

GOD MODE

At the Title screen, hold down L1 and R1 and then press Up, Up, Down, Up, X, Square, X, Circle, Up, Down, Triangle, and Start. Voilà, you're in God mode.

JAMES BOND 007: NIGHTFIRE SECRET CODES

The following codes must be entered at the Passcode screen:

OPEN GAME MODES

Unlock all multiplayer scenarios: GAMEROOM

Demolition mode: TNT

GoldenEye Strike mode: ORBIT

Protect mode: GUARDIAN

Team King of the Hill mode: TEAMWORK

Uplink mode: TRANSMIT

Assassination mode: SCOPE

UNLOCK MULTIPLAYER CHARACTERS

Jaws: DENTAL

Oddjob: BOWLER

Xenia: JANUS

Pussy Galore: CIRCUS

Scaramanga: ASSASSIN

Baron Samedi: VOODOO

Christmas Jones: NUCLEAR

Goldfinger: MIDAS

Tuxedo Bond: BLACKTIE

Unlock all: PARTY

UNLOCK STAGES

Alpine Escape: POWDER

Enemies Vanquished: TRACTION

Double Cross: BONSAI

Night Shift: HIGHRISE

Chain Reaction: MELTDOWN

Phoenix Fire: FLAME

Deep Descent: AQUA

Island Infiltration: PARADISE

Countdown: BLASTOFF

Equinox: VACUUM

EXTRA UNLOCKABLES

Get all upgrades: Q LAB

Laser upgrade: PHOTON

Upgrade missiles: LAUNCH

Extra sniper ammo: MAGAZINE

Explosive scenery: BOOM

LORD OF THE RINGS: THE TWO TOWERS

KILLER CODES

These codes must be entered at the Pause menu.

Get 1,000 experience: Hold down L1, R2, L2, and R2, and press X, Down, Down, Down.

Replenish arrows/axes: Hold down L1, R2, L2, and R2, and press X, Down, Triangle.

Get all level 8 attacks: Hold down L1, R2, L2, and R2, and press X, X, Down, Down.

Fully replenish health: Hold down L1, R2, L2, and R2, and press Triangle, Down, X, Up.

THE MARK OF KRI

OPPONENT STRENGTH

Enter the following codes at the Title screen.

OPPONENTS ARE WEAKER

X, Circle, Circle, Square, X, Square, Square, Circle

OPPONENTS ARE STRONGER

X, Circle, Square, Square, X, Square, Circle, Circle, X, Circle, Circle, X



ACTION REPLAY
 This Month's PS2 Codes

GAME	TITLE	CODE
Arc the Lad: TOTS	(M)	0E3C7DF21853E59E EE9EBFDABCC9DA6A
Arc the Lad: TOTS	Infinite Money	DE9B28CAC19E7B82 DE9B2E8EC19E7B82
Arc the Lad: TOTS	Max Spirit Stone	CE9B28D6BCA99E6A CE9B2E8ABCA99E6A
Arc the Lad: TOTS	Infinite Airship Energy	CE9B2498BCA99E6A
NCAA Fball 2004	(M)	0E3C7DF21853E59E EEBA4E3ABCED4B4A
NCAA Fball 2004	Inf Pennant Credits	C1CCA78EBCA99C77
NCAA Fball 2004	Enable Pennant Slots	D1CCA72EBCA99CF3
NCAA Fball 2004	Enable Pennants Team Boosts	
NCAA Fball 2004	Air Force	D1CC9BC2BCB99B83
NCAA Fball 2004	Akron	D1CC9BCEBCB99B84
NCAA Fball 2004	Alabama	D1CC9BCABC99B85
NCAA Fball 2004	Alabama A & M	D1CC9BD6BCB99B86
NCAA Fball 2004	Alabama State	D1CC9BD2BCB99B87
NCAA Fball 2004	Appalachian State	D1CC9BDABC99B89
NCAA Fball 2004	Arizona	D1CC9BE6BCB99B8A
NCAA Fball 2004	Arizona State	D1CC9BE2BCB99B8B
NCAA Fball 2004	Ark Pine-Bluff	D1CC9BEEBCB99B8C
NCAA Fball 2004	Arkansas	D1CC9BEABC99B8D
NCAA Fball 2004	Arkansas State	D1CC9BF6BCB99B8E
NCAA Fball 2004	Army	D1CC9BF2BCB99B8F
NCAA Fball 2004	Auburn	D1CC9AFECBC99B90
NCAA Fball 2004	15 Ball State	D1CC9AFABC99B91
NCAA Fball 2004	16 Baylor	D1CC9A86BCB99B92
NCAA Fball 2004	Boise State	D1CC9A8EBCB99B94
NCAA Fball 2004	Boston College	D1CC9A8ABC99B95
NCAA Fball 2004	Bowling Green	D1CC9A96BCB99B96
NCAA Fball 2004	Brown	D1CC9A92BCB99B97
NCAA Fball 2004	Buffalo	D1CC9A9EBCB99B98
NCAA Fball 2004	BYU	D1CC9A9ABC99B99
NCAA Fball 2004	Cal	D1CC9AA6BCB99B9A
NCAA Fball 2004	Central Michigan	D1CC9AA2BCB99B9B
NCAA Fball 2004	Chattanooga	D1CC9AAEBCB99B9C
NCAA Fball 2004	Cincinnati	D1CC9AAAABC99B9D
NCAA Fball 2004	Clemson	D1CC9AB6BCB99B9E
NCAA Fball 2004	Colorado	D1CC9AB2BCB99B9F
NCAA Fball 2004	Colorado State	D1CC9ABEBC99BA0
NCAA Fball 2004	Columbia	D1CC9ABABC99BA1
NCAA Fball 2004	Cornell	D1CC9A46BCB99BA2
NCAA Fball 2004	Dartmouth	D1CC9A42BCB99BA3
NCAA Fball 2004	Delaware	D1CC9A4EBCB99BA4
NCAA Fball 2004	Delaware State	D1CC9A4ABC99BA5
NCAA Fball 2004	Duke	D1CC9A56BCB99BA6
NCAA Fball 2004	East Tenn State	D1CC9A52BCB99BA7
NCAA Fball 2004	East Washington	D1CC9A5EBCB99BA8
NCAA Fball 2004	East Michigan	D1CC9A5ABC99BA9
NCAA Fball 2004	ECU	D1CC9A66BCB99BAA
NCAA Fball 2004	41 Elon	D1CC9A62BCB99BAB
NCAA Fball 2004	Florida	D1CC9A6EBCB99BAC
NCAA Fball 2004	Florida A & M	D1CC9A6ABC99BAD
NCAA Fball 2004	Florida State	D1CC9A76BCB99BAE
NCAA Fball 2004	Fresno State	D1CC9A72BCB99BAF
NCAA Fball 2004	Georgia	D1CC9A7ABC99BB1
NCAA Fball 2004	Georgia Southern	D1CC9A06BCB99BB2
NCAA Fball 2004	Georgia Tech	D1CC9A02BCB99BB3
NCAA Fball 2004	Harvard	D1CC9A16BCB99BB6
NCAA Fball 2004	Hawaii	D1CC9A12BCB99BB7
NCAA Fball 2004	Houston	D1CC9A1ABC99BB9
NCAA Fball 2004	Howard	D1CC9A26BCB99BBA
NCAA Fball 2004	Illinois	D1CC9A2ABC99BB0
NCAA Fball 2004	Illinois State	D1CC9A36BCB99BBE
NCAA Fball 2004	Indiana	D1CC9A32BCB99BBF
NCAA Fball 2004	Indiana State	D1CC9A3EBCB99BC0
NCAA Fball 2004	Iowa	D1CC9A3ABC99BC1
NCAA Fball 2004	Iowa State	D1CC9AC6BCB99BC2
NCAA Fball 2004	Jackson State	D1CC9AC2BCB99BC3



ACTION REPLAY
 This Month's PS2 Codes cont.

GAME	TITLE	CODE
NCAA Fball 2004	Kansas	D1CC9ACABC99BC5
NCAA Fball 2004	Kansas State	D1CC9AD6BCB99BC6
NCAA Fball 2004	Kentucky	D1CC9ADEBCB99BC8
NCAA Fball 2004	Louisiana Tech	D1CC9ADABC99BC9
NCAA Fball 2004	Louisville	D1CC9AE6BCB99BCA
NCAA Fball 2004	LSU	D1CC9AE2BCB99BCB
NCAA Fball 2004	Maine	D1CC9AEEBCB99BCC
NCAA Fball 2004	Maryland	D1CC9AF6BCB99BCE
NCAA Fball 2004	Memphis	D1CC9AF2BCB99BCF
NCAA Fball 2004	Miami	D1CC99FECB99BD0
NCAA Fball 2004	Michigan	D1CC9986BCB99BD2
NCAA Fball 2004	Michigan State	D1CC9982BCB99BD3
NCAA Fball 2004	Mid Tenn State	D1CC998EBCB99BD4
NCAA Fball 2004	Minnesota	D1CC998ABC99BD5
NCAA Fball 2004	Miss Valley State	D1CC9996BCB99BD6
NCAA Fball 2004	Mississippi State	D1CC9992BCB99BD7
NCAA Fball 2004	Missouri	D1CC999EBCB99BD8
NCAA Fball 2004	Montana	D1CC999ABC99BD9
NCAA Fball 2004	Montana State	D1CC99A6BCB99BDA
NCAA Fball 2004	Morgan State	D1CC99A2BCB99BDB
NCAA Fball 2004	N Carolina A&T	D1CC99AEBCB99BDC
NCAA Fball 2004	Navy	D1CC99AABC99BDD
NCAA Fball 2004	NC State	D1CC99B6BCB99BDE
NCAA Fball 2004	Nebraska	D1CC99B2BCB99BDF
NCAA Fball 2004	Nevada	D1CC99BECB99BE0
NCAA Fball 2004	New Hampshire	D1CC99BABC99BE1
NCAA Fball 2004	New Mexico	D1CC9946BCB99BE2
NCAA Fball 2004	New Mexico State	D1CC9942BCB99BE3
NCAA Fball 2004	Norfolk State	D1CC994EBCB99BE4
NCAA Fball 2004	North Carolina	D1CC994ABC99BE5
NCAA Fball 2004	North Texas	D1CC9956BCB99BE6
NCAA Fball 2004	Northeastern	D1CC9952BCB99BE7
NCAA Fball 2004	Northern Arizona	D1CC995EBCB99BE8
NCAA Fball 2004	Northern Illinois	D1CC995ABC99BE9
NCAA Fball 2004	Northwestern	D1CC9962BCB99BEB
NCAA Fball 2004	Notre Dame	D1CC996EBCB99BEC
NCAA Fball 2004	Ohio	D1CC996ABC99BED
NCAA Fball 2004	Ohio State	D1CC9976BCB99BEE
NCAA Fball 2004	Oklahoma	D1CC9972BCB99BEF
NCAA Fball 2004	Oklahoma State	D1CC997EBCB99BF0
NCAA Fball 2004	Oregon	D1CC9906BCB99BF2
NCAA Fball 2004	Oregon State	D1CC9902BCB99BF3
NCAA Fball 2004	Penn	D1CC990EDD7BF813
NCAA Fball 2004	Penn State	D1CC990ABC99BF5
NCAA Fball 2004	Pittsburgh	D1CC9916BCB99BF6
NCAA Fball 2004	Portland State	D1CC9912BCB99BF7
NCAA Fball 2004	Princeton	D1CC991ABC99BF9
NCAA Fball 2004	Purdue	D1CC9926BCB99BFA
NCAA Fball 2004	Rhode Island	D1CC9922BCB99BFB
NCAA Fball 2004	Rice	D1CC992EBCB99BFC
NCAA Fball 2004	Richmond	D1CC992ABC99BFD
NCAA Fball 2004	Rutgers	D1CC9936BCB99BFE
NCAA Fball 2004	Sacramento State	D1CC993EBCB99B00
NCAA Fball 2004	San Diego State	D1CC993ABC99B01
NCAA Fball 2004	San Jose State	D1CC99C6BCB99B02
NCAA Fball 2004	SMU	D1CC99C2BCB99B03
NCAA Fball 2004	South Carolina	D1CC99CEBCB99B04
NCAA Fball 2004	Southern	D1CC99CABC99B05
NCAA Fball 2004	Southern Ill	D1CC99D6BCB99B06
NCAA Fball 2004	Stanford	D1CCA69EBCB99B08
NCAA Fball 2004	Syracuse	D1CCA6A6BCB99B0A
NCAA Fball 2004	TCU	D1CCA6A2BCB99B0B
NCAA Fball 2004	Temple	D1CCA6AABC99B0C
NCAA Fball 2004	Tennessee	D1CCA6AABC99B0D
NCAA Fball 2004	Texas Longhorns	D1CCA6B6BCB99B0E
NCAA Fball 2004	Texas A&M	D1CCA6B2BCB99B0F
NCAA Fball 2004	Texas Southern	D1CCA6BECB99B10
NCAA Fball 2004	Texas Tech	D1CCA6BABC99B11
NCAA Fball 2004	Toledo	D1CCA642BCB99B13
NCAA Fball 2004	Troy State	D1CCA64EBCB99B14



ACTION REPLAY

This Month's PS2 Codes cont.

GAME	TITLE	CODE
NCAA Fball 2004	Tulane	D1CCA64ABC99B15
NCAA Fball 2004	Tulsa	D1CCA656BC99B16
NCAA Fball 2004	UAB	D1CCA652BC99B17
NCAA Fball 2004	UCLA	D1CCA65ABC99B19
NCAA Fball 2004	UCONN	D1CCA666BC99B1A
NCAA Fball 2004	UL Monroe	D1CCA66EBC99B1C
NCAA Fball 2004	UMASS	D1CCA66ABC99B1D
NCAA Fball 2004	UNLV	D1CCA676BC99B1E
NCAA Fball 2004	USC	D1CCA672BC99B1F
NCAA Fball 2004	USF	D1CCA67EBC99B20
NCAA Fball 2004	Utah	D1CCA67ABC99B21
NCAA Fball 2004	Utah State	D1CCA606BC99B22
NCAA Fball 2004	Vanderbilt	D1CCA60EBC99B24
NCAA Fball 2004	Villanova	D1CCA60ABC99B25
NCAA Fball 2004	Virginia	D1CCA616BC99B26
NCAA Fball 2004	Virginia Tech	D1CCA612BC99B27
NCAA Fball 2004	Wake Forest	D1CCA61EBC99B28
NCAA Fball 2004	Washington	D1CCA61ABC99B29
NCAA Fball 2004	Washington State	D1CCA626BC99B2A
NCAA Fball 2004	Weber State	D1CCA622BC99B2B
NCAA Fball 2004	Western Carolina	D1CCA62ABC99B2D
NCAA Fball 2004	Western Kentucky	D1CCA632BC99B2F
NCAA Fball 2004	W. Michigan	D1CCA63EBC99B30
NCAA Fball 2004	William and Mary	D1CCA63ABC99B31
NCAA Fball 2004	Wisconsin	D1CCA6C6BC99B32
NCAA Fball 2004	Wyoming	D1CCA6CEBC99B34
NCAA Fball 2004	Yale	D1CCA6CABC99B35
NCAA Fball 2004	Youngstown State	D1CCA6D6BC99B36
NCAA Fball 2004	Cheats/Pennants	
NCAA Fball 2004	1st & 15	D1CCA6D2BC99B37
NCAA Fball 2004	1st & 5	D1CCA6DEBC99B38
NCAA Fball 2004	Blink	D1CCA6DABC99B39
NCAA Fball 2004	Boing	D1CCA6E6BC99B3A
NCAA Fball 2004	Brakes	D1CCA6E2BC99B3B
NCAA Fball 2004	Butter Fingers	D1CCA6EEBC99B3C
NCAA Fball 2004	Crossed the Line	D1CCA6EABC99B3D
NCAA Fball 2004	Cuffed	D1CCA6F6BC99B3E
NCAA Fball 2004	Diesel	D1CCA6F2BC99B3F
NCAA Fball 2004	Extra Credit	D1CCA5FEBC99B40
NCAA Fball 2004	Get a Grip	D1CCA5FABC99B41
NCAA Fball 2004	Hurricane	D1CCA586BC99B42
NCAA Fball 2004	Action Freeplay	D1CCA582BC99B43
NCAA Fball 2004	Jumbalaya	D1CCA58EBC99B44
NCAA Fball 2004	Long Range	D1CCA58ABC99B45
NCAA Fball 2004	Molasses	D1CCA596BC99B46
NCAA Fball 2004	Pitchit	D1CCA592BC99B47
NCAA Fball 2004	Protection	D1CCA59EBC99B48
NCAA Fball 2004	QB Dud	D1CCA59ABC99B49
NCAA Fball 2004	QB Rocket	D1CCA5A6BC99B4A
NCAA Fball 2004	Stiffed	D1CCA5A2BC99B4B
NCAA Fball 2004	Super Bullet	D1CCA5AEBC99B4C
NCAA Fball 2004	Super Dive	D1CCA5AABC99B4D
NCAA Fball 2004	Take Your Time	D1CCA5B6BC99B4E
NCAA Fball 2004	The Glove	D1CCA5B2BC99B4F
NCAA Fball 2004	Thread & Needle	D1CCA5BEBC99B50
NCAA Fball 2004	Toast	D1CCA5BABC99B51
NCAA Fball 2004	Tough As Nails	D1CCA546BC99B52
NCAA Fball 2004	Trip	D1CCA542BC99B53
NCAA Fball 2004	What a Hit	D1CCA54EBC99B54
NCAA Fball 2004	Wind at My Back	D1CCA54ABC99B55
NCAA Fball 2004	Stadium Pennants	
NCAA Fball 2004	Alamo Bowl	D1CCA556BC99B56
NCAA Fball 2004	AXA Liberty Bowl	D1CCA552BC99B57
NCAA Fball 2004	Capital One Bowl	D1CCA55EBC99B58
NCAA Fball 2004	Cont Tire Bowl	D1CCA55ABC99B59
NCAA Fball 2004	Cotton Bowl	D1CCA566BC99B5A
NCAA Fball 2004	Fiesta Bowl	D1CCA562BC99B5B
NCAA Fball 2004	Fort Worth Bowl	D1CCA56EBC99B5C
NCAA Fball 2004	Gator Bowl	D1CCA56ABC99B5D
NCAA Fball 2004	GMAC Bowl	D1CCA576BC99B5E



ACTION REPLAY

This Month's PS2 Codes cont.

GAME	TITLE	CODE
NCAA Fball 2004	Hawaii Bowl	D1CCA572BC99B5F
NCAA Fball 2004	Holiday Bowl	D1CCA57EBC99B60
NCAA Fball 2004	Houston Bowl	D1CCA57ABC99B61
NCAA Fball 2004	Humanitarian	D1CCA506BC99B62
NCAA Fball 2004	Independence	D1CCA502BC99B63
NCAA Fball 2004	Insight Bowl	D1CCA50EBC99B64
NCAA Fball 2004	Las Vegas Bowl	D1CCA50ABC99B65
NCAA Fball 2004	Motor City Bowl	D1CCA516BC99B66
NCAA Fball 2004	Music City Bowl	D1CCA512BC99B67
NCAA Fball 2004	N. Orleans Bowl	D1CCA51EBC99B68
NCAA Fball 2004	Orange Bowl	D1CCA51ABC99B69
NCAA Fball 2004	Outback Bowl	D1CCA526BC99B6A
NCAA Fball 2004	Peach Bowl	D1CCA522BC99B6B
NCAA Fball 2004	Rose Bowl	D1CCA52EBC99B6C
NCAA Fball 2004	San Fran Bowl	D1CCA52ABC99B6D
NCAA Fball 2004	Silicon Valley	D1CCA536BC99B6E
NCAA Fball 2004	Sugar Bowl	D1CCA532BC99B6F
NCAA Fball 2004	Sun Bowl	D1CCA53EBC99B70
NCAA Fball 2004	Tangerine Bowl	D1CCA53ABC99B71
NCAA Fball 2004	EA Sports	D1CCA5C6BC99B72
NCAA Fball 2004	Tiburon Stadium	D1CCA5C2BC99B73
NCAA Fball 2004	All-Time Pennants	
NCAA Fball 2004	'02 All-Americans	D1CCA5CEBC99B74
NCAA Fball 2004	'01 All-Americans	D1CCA5CABC99B75
NCAA Fball 2004	'00 All-Americans	D1CCA5D6BC99B76
NCAA Fball 2004	'99 All-Americans	D1CCA5D2BC99B77
NCAA Fball 2004	'98 All-Americans	D1CCA5DEBC99B78
NCAA Fball 2004	'97 All-Americans	D1CCA5DABC99B79
NCAA Fball 2004	'96 All-Americans	D1CCA5E6BC99B7A
NCAA Fball 2004	'95 All-Americans	D1CCA5E2BC99B7B
NCAA Fball 2004	'94 All-Americans	D1CCA5EEBC99B7C
NCAA Fball 2004	'93 All-Americans	D1CCA5EABC99B7D
NCAA Fball 2004	'92 All-Americans	D1CCA5F6BC99B7E
NCAA Fball 2004	'91 All-Americans	D1CCA5F2BC99B7F
NCAA Fball 2004	All-Alabama	D1CCA4FEBC99B80
NCAA Fball 2004	All-Auburn	D1CCA4FABC99B81
NCAA Fball 2004	All-Clemson	D1CCA486BC99B82
NCAA Fball 2004	All-Colorado	D1CCA482BC99C83
NCAA Fball 2004	All-Florida	D1CCA48EBC99C84
NCAA Fball 2004	All-FSU	D1CCA48ABC99C85
NCAA Fball 2004	All-Georgia	D1CCA496BC99C86
NCAA Fball 2004	All-Iowa	D1CCA492BC99C87
NCAA Fball 2004	All-LSU	D1CCA49EBC99C88
NCAA Fball 2004	All-Miami	D1CCA49ABC99C89
NCAA Fball 2004	All-Michigan	D1CCA4A6BC99C8A
NCAA Fball 2004	All-Nebraska	D1CCA4A2BC99C8B
NCAA Fball 2004	All-N Carolina	D1CCA4AEBC99C8C
NCAA Fball 2004	All-Notre Dame	D1CCA4AABC99C8D
NCAA Fball 2004	All-Ohio State	D1CCA4B6BC99C8E
NCAA Fball 2004	All-Oklahoma	D1CCA4B2BC99C8F
NCAA Fball 2004	All-Penn State	D1CCA4BEBC99C90
NCAA Fball 2004	All-Pittsburgh	D1CCA4BABC99C91
NCAA Fball 2004	All-Tennessee	D1CCA446BC99C92
NCAA Fball 2004	All-Texas	D1CCA442BC99C93
NCAA Fball 2004	All-Texas A&M	D1CCA44EBC99C94
NCAA Fball 2004	All-UCLA	D1CCA44ABC99C95
NCAA Fball 2004	All-USC	D1CCA456BC99C96
NCAA Fball 2004	All-Virginia Tech	D1CCA452BC99C97
NCAA Fball 2004	All-Washington	D1CCA45EBC99C98
NCAA Fball 2004	Mascot Pennants	
NCAA Fball 2004	AF	D1CCA45ABC99C99
NCAA Fball 2004	Arizona	D1CCA466BC99C9A
NCAA Fball 2004	ARK	D1CCA462BC99C9B
NCAA Fball 2004	ASU	D1CCA46EBC99C9C
NCAA Fball 2004	Auburn	D1CCA46ABC99C9D
NCAA Fball 2004	Ball ST	D1CCA476BC99C9E
NCAA Fball 2004	BC	D1CCA47EBC99C9A0
NCAA Fball 2004	BUCKS	D1CCA47ABC99C9A1
NCAA Fball 2004	BYU	D1CCA406BC99C9A2
NCAA Fball 2004	CAL	D1CCA402BC99C9A3

MAX PAYNE BUTTON CODES

Pause the game at any point and enter these codes.

Invulnerability:

L1, L1, L2, L2, R1, R1, R2, R2 (Note: Invulnerability doesn't always stay on. Watch your health after an autosave.)

All weapons, full ammo, and eight painkillers:

L1, L2, R1, R2, Triangle, Circle, X, Square

UNLOCK EVERY LEVEL

To unlock all levels, play through subway A1, then return to the Main menu via soft reset (hold Start and hit Select). Enter the following button combination: Up, Down, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose any one of them in the Load Levels selection. Choose Continue and load away.

MEDAL OF HONOR: FRONTLINE

ASSORTED CHEATS

Enter the following cheats from the Pause menu:

Invincibility: Square, L1, Circle, R1, Triangle, L2, Select, R2

Infinite ammo: Circle, L2, Square, L1, Select, R2, Triangle, Select

PASSWORDS

Enter the following passwords in the Password screen you can access from the Options menu:

T P D O M O H T O N : MOHton

torpedo

W H A T Y O U G E T : One-hit kills

U R T H E M A N : Bullets kill YOU

with one hit

B U L L E T Z A P : Immunity to bullets

W H E R E R U : Invisible enemies

G L A S S J A W : Only headshots

harm enemies

B O I N G : Bouncing grenades

L O N G S H O T : Sniper zoom for all

weapons

M O N K E Y : Automatic gold star for

current level

T I M E W A R P : Earn a gold star for

previous level

O R A N G U T A N G : Open second

mission

B A B O O N : Open third mission

C H I M P A N Z E E : Open fourth

mission

L E M U R : Open fifth mission

G O R I L L A : Open sixth mission

B A C K S T A G E D : Unlock gallery

item "Making of D-Day"

B A C K S T A G E T : Unlock gallery

item "Making of a Storm in the Port"

B A C K S T A G E R : Unlock gallery

item "Making of A Needle in a

Haystack"

B A C K S T A G E F : Unlock gallery

item "Making of Several Bridges

Too Far"

B A C K S T A G E I : Unlock gallery

item "Making of Rolling Thunder"

B A C K S T A G E S : Unlock gallery

item "Making of The Hornet's Nest"

A N I M R E E L : Unlock gallery item

"From the Animator's Desk"

M A G G O T A H O Y : Unlock gallery

item "A Good Day to Dye"

D A W O I K S : Unlock everything

listed here

METAL GEAR SOLID: SUBSTANCE

FREE UNLOCKS

If you have a completed document of *Metal Gear Solid 2* saved on your memory card, you'll start *Substance* with a bunch of stuff already unlocked.

MIDNIGHT CLUB II

TWEAKED-OUT CODES

Improve air control: carcrobatics



ACTION REPLAY

This Month's PS2 Codes cont.

GAME	TITLE	CODE
NCAA Fball 2004	CIN	D1CCA40EBCB99CA4
NCAA Fball 2004	CLEM	D1CCA40ABC99CA5
NCAA Fball 2004	CSU	D1CCA416BCB99CA6
NCAA Fball 2004	CU	D1CCA412BCB99CA7
NCAA Fball 2004	DUKE	D1CCA41EBCB99CA8
NCAA Fball 2004	FS	D1CCA426BCB99CAA
NCAA Fball 2004	GT	D1CCA422BCB99CAB
NCAA Fball 2004	HOU	D1CCA42EBCB99CAC
NCAA Fball 2004	IOWA	D1CCA42ABC99CAD
NCAA Fball 2004	ISU	D1CCA436BCB99CAE
NCAA Fball 2004	KSU	D1CCA432BCB99CAF
NCAA Fball 2004	KU	D1CCA43EBCB99CB0
NCAA Fball 2004	Louis	D1CCA43ABC99CB1
NCAA Fball 2004	LSU	D1CCA4C6BCB99CB2
NCAA Fball 2004	MIAMI	D1CCA4CEBCB99CB4
NCAA Fball 2004	MINN	D1CCA4CABCB99CB5
NCAA Fball 2004	MISS	D1CCA4D6BCB99CB6
NCAA Fball 2004	MISS ST	D1CCA4D2BCB99CB7
NCAA Fball 2004	MIZZOU	D1CCA4DEBCB99CB8
NCAA Fball 2004	MSU	D1CCA4DABC99CB9
NCAA Fball 2004	MTSU	D1CCA4E6BCB99CBA
NCAA Fball 2004	NCSU	D1CCA4E2BCB99CBB
NCAA Fball 2004	ND	D1CCA4EEBCB99CBC
NCAA Fball 2004	NEB	D1CCA4EABCB99CBD
NCAA Fball 2004	NU	D1CCA4F6BCB99CBE
NCAA Fball 2004	OHIO	D1CCA4F2BCB99CBF
NCAA Fball 2004	OR ST	D1CC9BFABCB99CC1
NCAA Fball 2004	PITT	D1CC9B86BCB99CC2
NCAA Fball 2004	PSU	D1CC9B82BCB99CC3
NCAA Fball 2004	PURD	D1CC9B8EBCB99CC4
NCAA Fball 2004	S CAR	D1CC9B8ABC99CC5
NCAA Fball 2004	SU	D1CC9B96BCB99CC6
NCAA Fball 2004	TCU	D1CC9B92BCB99CC7
NCAA Fball 2004	TENN	D1CC9B9EBCB99CC8
NCAA Fball 2004	TEXAS	D1CC9B9ABC99CC9
NCAA Fball 2004	UCF	D1CC9BA6BCB99CCA
NCAA Fball 2004	UCLA	D1CC9BA2BCB99CCB
NCAA Fball 2004	UF	D1CC9BAEBCB99CCC
NCAA Fball 2004	UGA	D1CC9BAABC99CCD
NCAA Fball 2004	UK	D1CC9BB6BCB99CCE
NCAA Fball 2004	UMD	D1CC9BB2BCB99CCF
NCAA Fball 2004	UNC	D1CC9BBEBCB99CD0
NCAA Fball 2004	UNM	D1CC9B46BCB99CD2
NCAA Fball 2004	USM	D1CC9B4EBCB99CD4
NCAA Fball 2004	UVA	D1CC9B4ABC99CD5
NCAA Fball 2004	Vandy	D1CC9B56BCB99CD6
NCAA Fball 2004	VT	D1CC9B52BCB99CD7
NCAA Fball 2004	WAKE	D1CC9B5EBCB99CD8
NCAA Fball 2004	Harry	D1CC9B5ABC99CD9
NCAA Fball 2004	WISC	D1CC9B66BCB99CDA
NCAA Fball 2004	WSU	D1CC9B62BCB99CDB
NCAA Fball 2004	WVU	D1CC9B6EBCB99CDC
NCAA Fball 2004	WYO	D1CC9B6ABC99CDD
NCAA Fball 2004	ZIPs	D1CC9B76BCB99CDE
NCAA Fball 2004	Col Classic Pennants	
NCAA Fball 2004	'80 Holiday Bowl	D1CC9B72BCB99CDF
NCAA Fball 2004	The Play	D1CC9B7EBCB99CE0
NCAA Fball 2004	'83 Holiday Bowl	D1CC9B7ABC99CE1
NCAA Fball 2004	'84 Orange Bowl	D1CC9B06BCB99CE2
NCAA Fball 2004	Hail Mary	D1CC9B02BCB99CE3
NCAA Fball 2004	'85 Iron Bowl	D1CC9B0EBCB99CE4
NCAA Fball 2004	'87 Fiesta Bowl	D1CC9B0ABC99CE5
NCAA Fball 2004	'91 Orange Bowl	D1CC9B16BCB99CE6
NCAA Fball 2004	Wide Right I	D1CC9B12BCB99CE7
NCAA Fball 2004	Snow Bowl	D1CC9B1EBCB99CE8
NCAA Fball 2004	Game o' Century	D1CC9B1ABC99CE9
NCAA Fball 2004	Miracle Michigan	D1CC9B26BCB99CEA
NCAA Fball 2004	Choke at Doak	D1CC9B22BCB99CEB
NCAA Fball 2004	'95 FSU at Vrgnia	D1CC9B2EBCB99CEC
NCAA Fball 2004	'97 Rose Bowl	D1CC9B2ABC99CED



ACTION REPLAY

This Month's PS2 Codes cont.

GAME	TITLE	CODE
NCAA Fball 2004	'97 NEB at Msri	D1CC9B36BCB99CEE
NCAA Fball 2004	Best Swamp	D1CC9B32BCB99CEF
NCAA Fball 2004	'98 MSU at OHIO	D1CC9B3EBCB99CF0
NCAA Fball 2004	'98 VT at Syr	D1CC9B3ABC99CF1
NCAA Fball 2004	'03 Fiesta Bowl	D1CC9B36BCB99CF2

Tweak difficulty:
howhardcanitbeNUMBER (ex:
howhardcanitbe5)
Inifinite nitro: greenLantern
Armed cars: savethekids
No damage: gladiator
Unlock all cities: Globetrotter
Unlock all game modes: dextran
Unlock all vehicles: theCollector
Unlock all vehicles plus cities:
pennyThug
Unlock everything in Arcade mode:
rimbuk

MLB 2004
ASSORTED CODES
Giant ball: L1, L2, L1, L2, Up, Right, Down, Left
Giant bodies: Up, Down, Left, Right, L1, L2, R2, R1
Giant heads: Up, Left, Down, Right, Up, Right, Down, Left
Developer names: R1, R2, Right, Right, Left, Left, L2, L1
Superfast players: Left, Right, Right, Left, L1, R1, R1, L1
No bodies: R1, R2, R1, R2, Up, Down, Left, Right
Slow players: Left, Left, Right, Right, R2, R2, L2, L2
Small heads: Up, Down, Up, Down, R1, R1, L1, L1

MORTAL KOMBAT: DEADLY ALLIANCE
FATALITIES LIST
• When you beat someone up, entering the following commands will show you something totally graphic and probably gratuitous.

BO' RAI CHO
Belly Flop: Back, Back, Back, Down, Attack 4

JOHNNY CAGE
Brain Ripper: Back, Forward, Forward, Down, Attack 2

CYRAX
Claw Smasher: Forward, Forward, Up, Attack 2

DLAHMIN
Iron Bash: Back, Forward, Forward, Down, Attack 3

FROST
Freeze Shatter: Forward, Back, Up, Down, Attack 1

HSU HAO
Laser Slicer: Forward, Back, Down, Down, Attack 2

JAX
Head Stomp: Down, Forward, Forward, Down, Attack 2

KANO
Open-Heart Surgery: Forward, Up, Up, Down, Attack 1

KENSHI
Telekinetic Crush: Forward, Back, Forward, Down, Attack 3

KITANA
Kiss of Doom: Down, Up, Forward, Forward, Attack 2

KUNG LAO
Splitting Headache: Down, Up, Back, Attack 3

LI MEI
Super Crush Kick: Forward, Forward, Down, Forward, Attack 4

MAVADO
Kick Thrust: Back, Back, Up, Up,

Attack 1
NITARA
Blood Thirst: Up, Up, Forward, Attack 1

QUAN CHI
Neck Stretcher: Back, Back, Forward, Back, Attack 3

RAIDEN
Electrocution: Back, Forward, Forward, Forward, Attack 3

REPTILE
Acid Shower: Up, Up, Up, Forward, Attack 3

SCORPIO
Spear Head: Back, Back, Down, Back, Attack 4

SHANG TSUNG
Soul Steal: Up, Down, Up, Down, Attack 2

SONYA
Kiss of Death: Back, Forward, Forward, Down, Attack 2

SUB-ZERO
Skeleton Rip: Back, Forward, Forward, Down, Attack 3

NBA STREET VOL. 2
CODES OF THE STREET
These codes can be entered only in Pickup mode. Input them when the game says "Enter Codes Now."
Street kids: Hold L1, then hit Triangle, Triangle, Circle, Square.
No counters: Hold L1, then hit Triangle, Triangle, Circle, Circle.
Permanent Legend Trails: Hold L1, then hit Triangle, Triangle, Triangle, Square.
All quicks: Hold L1, then hit Triangle, Circle, Triangle, Square.
Infinite turbo: Hold L1, then hit Square, Square, Triangle, Triangle.
Easier 2 pointers: Hold L1, then hit Triangle, Circle, Square, Triangle.
Harder 2 pointers: Hold L1, then hit Triangle, Square, Circle, Triangle.
Big Head mode: Hold L1, then hit Circle, Square, Square, Circle.

NEED FOR SPEED: HOT PURSUIT 2
UNLOCK CARS

McLaren F1: Triangle, L1, Triangle, L1, R1, Left, R1, Left
(NFS edition): Left, Triangle, Triangle, Triangle, L2, Square, Square, Triangle
McLaren F1 LM: Square, L1, Square, L1, Triangle, Right, Triangle, Right
(NFS edition): R1, Square, Square, Square, R2, Left, Left, Square
Mercedes CLK-GTR: R2, R1, R2, R1, Left, Triangle, Left, Triangle
(NFS edition): Triangle, Left, Left, Left, L1, L2, L2, Left
Chevrolet Corvette Z06: Left, R2, Left, R2, L1, R1, L1, R1
(NFS edition): Square, Right, Right, Right, R2, R1, R1, Right
Dodge Viper GTS (NFS edition): L1, L2, L2, L2, Right, Triangle, Triangle, L2
Ferrari F50: L1, Triangle, L1, Triangle, Right, L2, Right, L2
(NFS edition): Triangle, L1, L1, L1, Left, Right, Right, L1
Lamborghini Diablo VT 6.0: Right, R2, Right, R2, R1, L1, R1, L1
(NFS edition): Square, R2, R2, R2, Triangle, R1, R1, R2

Lamborghini Murcielago: R1, L2, R1, L2, L1, Right, L1, Right
(NFS edition): L1, R2, R2, R2, Left, Square, Square, R2
Porsche 911 Turbo (NFS edition): Right, Left, Left, Left, Triangle, R1, R1, Left
Porsche Carrera GT: Left, Right, Left, Right, R1, R2, R1, R2
(NFS edition): R2, Triangle, Triangle, Triangle, R1, Square, Square, Triangle
Aston Martin V12 Vanquish: R2, Right, R2, Right, Triangle, Left, Triangle, Left
(NFS edition): Square, Left, Left, Left, R1, R2, R2, Left
BMW Z8: Square, Right, Square, Right, R2, Triangle, R2, Triangle
Ferrari 360 Modena Challenge (NFS edition): Left, Square, Square, Square, R1, L2, L2, Square
Ferrari 360 Spider: R2, Square, R2, Square, Triangle, L2, Triangle, L2
Ferrari 550 Barchetta: L1, Square, L1, Square, Right, R1, Right, R1
(NFS edition): Square, R1, R1, R1, R2, Left, Left, R1
Ford SVT Mustang Cobra R (NFS edition): R1, Right, Right, Right, Left, R2, R2, Right
HSV Coupe GTS: L1, L2, L1, L2, R1, Triangle, R1, Triangle
(NFS edition): Right, L2, L2, L2, L1, Left, Left, L2
Jaguar XKR (NFS edition): L1, Right, Right, Right, L2, R1, Right
Ford TS50: Right, Left, Right, Left, R2, Square, R2, Square
(NFS edition): Right, L1, L1, L1, R1, Left, Left, L1
Lotus Elise: Triangle, R2, Triangle, R2, Left, Square, Left, Square
(NFS edition): Square, L1, L1, L1, R2, L2, L2, L1
Mercedes CL55 AMG: L1, Right, L1, Right, L2, Square, L2, Square
(NFS edition): Triangle, R2, R2, R2, R1, L1, L1, R2
Opel Speedster (NFS edition): L2, R2, R2, R2, Square, Left, Left, L2
Vauxhall VX-220 (NFS edition): L1, R1, R1, R1, Left, Right, Right, L1

UNLOCK TRACKS
Coastal Parklands (reverse): R2, R2, Left, Left, Left, R2, R1, L1
National Forest: Square, Square, L2, L2, R1, R1, Left, Left
(reverse): Left, Left, L1, L1, Left, Right, Square
Scenic Drive (reverse): L2, L2, L1, L1, L1, L2, Triangle, Square
Desert Heat (reverse): R1, R1, R2, R2, R2, R1, L1, Left
Outback: Triangle, Triangle, Right, Right, L1, L1, R1, R1
(reverse): L1, L1, Triangle, Triangle, Triangle, L1, Square, Right
Rocky Canyons: R1, R1, Left, Left, Square, Square, Right, Right
(reverse): Square, Square, Triangle, Triangle, Triangle, Square, L1, Left
Ancient Ruins (reverse): Right, Right, Left, Left, Right, L1, Square
Calypso Coast: R2, R2, R1, R1, L1, L1, Triangle, Triangle
(reverse): Triangle, Triangle, Right, Right, Right, Triangle, Square, L1
Mediterranean Paradise (reverse): Square, Square, Right, Right, Right, Square, Left, L2
Fall Winds (reverse): R2, R2, Square, Square, Square, R2, Left, R1
Alpine Trail: Square, Square, Triangle, Triangle, Left, Left, L2, L2
(reverse): Left, Left, R2, R2, Left, R1, Square
Autumn Crossing: Right, Right, Triangle, Triangle, R1, R1, Left, Left
(reverse): R1, R1, Right, Right, Right, R1, R2, Triangle
Island Outskirts: L2, L2, R1, R1, R1, L2, Left, R2
Palm City Island: Left, Left, R1, R1, Right, Right, Square, Square
(reverse): Right, Right, R2, R2, Right, R1, Left
Tropical Circuit: R2, R2, Triangle,

Triangle, Right, Right, R1, R1 (reverse): L1, L1, Right, Right, Right, L1, Square, R2

STOP BEING SUCH A COP

Pursuit Corvette (you're the cop): R2, L1, L1, R2, R1, Right, Right, R1 (Challenge): L2, R2, R2, L2, Triangle, Right, Triangle, Right

Pursuit Murcielago (you're the cop): Right, L2, L2, Right, Square, Left, Left, Square (Challenge): R1, L1, L1, R1, Right, R2, Right, R2

Pursuit Mustang (you're the cop): Left, Triangle, Triangle, Left, R1, R2, R2, R1 (Challenge): Left, Square, Left, Square, R2, R1, R2, R1

Pursuit M5 (you're the cop): Triangle, Square, Square, Triangle, L1, R1, R1, L1 (Challenge): Square, Triangle, Triangle, Square, Left, R1, Left, R1

Pursuit Crown Victoria (Challenge): Right, Left, Left, Right, Square, Triangle, Square, Triangle (Challenge): Square, Triangle, Triangle, Square, Left, R1, Left, R1

RANDOM UNLOCKABLES

Motion blur: L2, L1, R1, Square, R1, R1, R1, L1
Black-and-White mode: R1, L1, Left, Triangle, Left, Left, Left, L1
Video mode: L1, R1, Right, Square, Right, Right, Right, R1
Chrome cars: L2, R2, Left, Square, Left, Left, Left, R2
Cool fog: Triangle, Square, Right, R2, Right, Right, Right, Square
R/C car: Right, Triangle, L1, R1, L1, L1, L1, Triangle
Championship event 31: L1, Square, R2, R2, R2, R1, L1, Square
Ultimate Racer event 31: Right, Square, Left, Left, Left, R2, Right, Square

PARAPPA THE RAPPER 2 NINJA STAR MODE

At the Stage Selection screen, hold R1 + R2 and then select a stage.

SKIP OPENING-STAGE CINEMATICS

At the Stage Selection screen, hold L1 + L2 and then select a stage.

EARN THE BLUE HAT

Successfully complete the game.

EARN THE PINK HAT

Successfully complete the game with the blue hat.

EARN THE YELLOW HAT

Successfully complete the game with the pink hat.

SONG TEST

Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in the levels you finished with a Cool rating.

BONUS STAGE

To unlock a bonus stage after any regular stage, finish the stage with a good score (near 1,000 points). You will be brought to Chop Chop Master Onion Head, who gives you a little bonus game before returning to the stage-selection map.

SECRET RAP ABOUT PARAPPA

Go through the opening FMV sequence to the part where PaRappa is writing his name and all the characters appear. Wait until a demo of the game appears. Go through the demo and the opening FMV sequence will appear again. Go through it to the part where PaRappa writes his name. Wait again. Instead of a demo, the colorful noodles will appear on the sides of the screen and the song will start playing.

SUNNY'S MUSIC VIDEO

Successfully complete the game with the yellow hat, then do the Secret Rap trick. Go through the whole song. A music video with Sunny singing her intro music will begin.

CONTROL TIME OF DAY

The game shows PaRappa's

neighborhood at the same time of day indicated by PlayStation 2's time setting. For example, if you set the time to 11:30 a.m., it will be bright and sunny in the game. If it is 7 p.m., it will be sunset. If you set the time to 11 p.m., it will be dark outside.

RATCHET & CLANK VARIOUS CHEATS

These codes are activated after you defeat Drek. Enter them by accessing the Goodies menu and performing the series of moves listed.

BIG-HEAD MODE (CLANK)

Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch

BIG-HEAD MODE (RATCHET)

Flip Back, Flip Back, Flip Back, Full Second Crouch, Stretch Jump, Full Second Glide

BIG-HEAD MODE (ENEMIES)

Stretch Jump, Flip Back, Flip Back, Flip Back, Stretch Jump, Flip Back, Flip Back, Flip Back, Stretch Jump, Flip Back, Flip Back, Flip Back, Full Second Crouch

BIG-HEAD MODE (NPCS)

Flip Left, Flip Right, Flip Back, Flip Back, Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike

FULL HEALTH INVINCIBILITY

Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4)

MIRRORED LEVELS

Flip Left, Flip Left, Flip Left, Flip Left, 3-Hit Wrench Combo, Hyper Strike, Double Flip Right, Flip Right, Flip Right, Double Jump, Full Second Crouch

TRAIL FILTER

Wall Jump (x10), Double Jump, Hyper-Strike

RYGAR: THE LEGENDARY ADVENTURE HOLDOVER STATS

If you beat the game on any difficulty setting, any subsequent games you start on the same memory card will hold over your attack and defense stats, as well as any mystic stones you've acquired.

PIZZA DISK ARMOR

Beat the game on any difficulty. Hold L1 on the Tecmo screen until it fades out, then start the game.

ONE WORLD MODE

Simply beat the game on any difficulty to access One World mode.

SILENT HILL 2 EXTRA OPTIONS

Select Option from the Main menu and then press L1 + R1 to open the Extra Options menu.

SPIDER-MAN ASSORTED CODES

These codes should be entered in the Cheats field in the Specials section of the Main menu:

K O A L A: Opens all combat controls
I M I A R M A S: Opens all stages
H E A D E X P L O D Y: Opens Pinhead Bowling mode
A R A C H N I D: Unlocks all above options, plus Gallery extras
G I R L N E X T D O O R: Opens Mary Jane as a playable character
H E R M A N S C H U L T Z: Opens Shockers as a playable character
S E R U M: Opens a scientist as a playable character
K N U C K L E S: Opens a thug as a playable character
S T I C K Y R I C E: Opens another thug as a playable character
T H U G S R U S: Opens yet another thug as a playable character

F R E A K O U T: Opens still a fourth thug as a playable character
C A P T A I N S T A C E Y: Opens a helicopter pilot as a playable character
R E A L H E R O: Opens a security guard as a playable character
O R G A N I C W E B B I N G: Gives you unlimited web fluid
C H I L L O U T: When playing as Green Goblin, your glider will never overheat
R O M I T A S: Allows you to skip levels from the Pause menu
D O D G E T H I S: Unlocks *Matrix* mode
S P I D E R B Y T E: Shrinks Spider-Man by a considerable degree
G O E S T O Y O U R H E A D: Big-Head mode
J O E L S P E A N U T S: Big-Head mode for enemies
U N D E R T H E M A S K: Unlocks First-Person View mode

SOCOM U.S. NAVY SEALS HEADSET CODES

You actually have to say these commands into the included headset during the game. Specific instructions are below.

"Bravo defuse bomb": Point your crosshairs on a bomb and this will automatically defuse it.
"Bravo open door": Point your crosshairs at a door and this will unlock it.
"Breach, bang, clear": Point your crosshairs at an open room and all your squad members will throw grenades inside.
"Team low profile": Your squad will go into Stealth mode.

TENCHU 3: WRATH OF HEAVEN MY NINJA STYLE

These codes must be entered at different spots throughout the game. Look at each code's listing for info.

INCREASE ITEMS

To increase the number of items in your inventory, go to the Items screen, hold down R2 and L2, and then press Square, Square, Square, Up, Left, Down, Right.

REGAIN HEALTH

To fully heal yourself, hit Pause, then press Up, Down, Right, Left, Square, Square, Square.

UNLOCK ALL CHARACTERS

To unlock all the playable characters, go to the Title screen and press L1, R2, L2, R1, Right, Left, L3, R3.

UNLOCK ALL ITEMS

To make all the items available, go to the Items screen, hold down R1 and L1, and then press Up, Square, Square, Left, Square, Square, Down, Square, Square, Right, Square, Square.

UNLOCK ALL LAYOUTS

To unlock all mission layouts, go to the Mission Select screen and press R3, L3, R2, L2, R1, L1.

UNLOCK ALL MISSIONS

To unlock all the missions in the game, go to the Mission Select screen and hit L1, R1, L2, R2, Right, Square, L3, and R3.

UNLOCK BONUS STAGE

To unlock the bonus stage, go to the Title screen and press L1, Up, R1, Down, L2, Right, R2, Left.

THE HULK INCREDIBLE CODES

Invincibility: GMMSKIN
Regenerator: FLSHWND
Unlimited continues: GRNCHTR
Double Hulk HP: HLTHDSE
Double enemies' HP: BRNGITN
Half enemies' HP: MMMYHLP
Reset high score: NMBTHIH

Level select: TRUBLVR
These following codes must be entered at a universal terminal:
SANFRAN (unlocks in Movie Art: Hulk Transformed)
PITBULL (unlocks in Movie Art: Hulk vs. Hulk Dogs)
FIFTEEN (unlocks in Movie Art: Desert Battle)
NANOMED (unlocks in Movie Art: Hulk Movie F/X)
JANITOR (unlocks the Gray Hulk)

THE SIMS GET FREE STUFF

You'll have to open the Cheats menu before entering these tricks. Do this by holding down all four shoulder buttons from the Main menu. Enter the following codes in the new menu:
MIDAS: Unlocks all two-player games, all locked objects, and all locked skins
FREEALL: Makes all items cost 0 simoleons
PARTY M: Unlocks the Party Motel two-player game
SIMS: Unlocks the Play The Sims mode

TOMB RAIDER: THE ANGEL OF DARKNESS LEVEL-SKIP CODE

To skip the level you're currently on, simply go into the Pause menu and hold down the following buttons: L1, R2, Down, and Triangle. Then press Circle, Up, Square, Triangle, Right, Down.

TONY HAWK'S PRO SKATER 4 GET SICK

PERFECT MANUALS:
Enter MULLENPOWER at the Cheats screen.

PERFECT RAILING:
Enter SSBSTS at the Cheats screen.

MATRIX MODE:
Enter NOSPPON at the Cheats screen, then activate it from the Cheats menu in the Pause screen.

CRAZY PHYSICS:
Enter SUPERFLY at the Cheats screen.

UNLOCK DAISY:
To get Daisy without scoring 100 percent in the game, enter (o)(o) at the Cheats screen.

TWISTED METAL: BLACK BUTTON CODES

In the middle of the game, press and hold L1 + L2 + R1 + R2. Keep holding down this button combination and enter one of the following codes. Make sure you have the control settings on Classic before entering these tricks. Each trick will immediately appear on the screen if it's been entered.

INVULNERABILITY
Up, Down, Left, Right, Right, Left, Down, Up

GOD MODE
Up, X, Left, Circle

KILLER WEAPONS
X, X, Up

MEGA GUNS
X, X, Triangle

WEAPONS FOR HEALTH
Triangle, X, Square, Circle

NEW VIEW FOR WEAPONS
In the game, press Right + Select to get a different look for your weapon icons.

VIRTUA FIGHTER 4 CREATED CHARACTER TRICKS

The following tricks can be done only with a created character. To create a character, choose Data Files from the Main menu and pick New Player.

From the New Player menu, create an A.I. file and then save.

VFI MODELS

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

CLASSIC VICTORY POSES

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

CLASSIC VICTORY POSES, PART 2

Have a created fighter reach third Dan rank. Hold Punch + Kick during the replay after winning to see another classic victory pose.

BONUS STAGES FOR VS. MODE

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

TRAINING STAGE 1
First Dan rank

TRAINING STAGE 2
Fifth Dan rank

TRAINING STAGE 3
Monarch rank

PLAY AS DURAL IN VS. MODE

Defeat Dural in Kumite mode with a created fighter.

WIPEOUT FUSION RANDOM CODES

From the Main Menu screen, choose the Extras option and then choose the Cheats option. On the Password screen, enter the following button configurations.

SUPERFAST SHIP
Square, X, X, X, Triangle

RETRO PLANES
X, Circle, Triangle, Square, X

INFINITE WEAPONS
Triangle, Circle, X, Circle, Square

ANIMAL SHIPS
Triangle, Circle, Circle, Triangle, X

FEATURES UNLOCKED
X, Triangle, Circle, Triangle, Circle

MINISHIPS
Circle, Square, Square, X, Circle

WWF SMACKDOWN! JUST BRING IT

PLAY AS FRED DURST

Choose Slobberknock Match. Pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will unlock the Limp Bizkit frontman himself. Who would have thought he could wrestle?!

UNLOCK EVERYTHING

Go to the Main menu and enter the following code while holding down the L trigger: Right, Right, Left, Left, Down, Up, B. This will open every hidden feature in the game.

X2: WOLVERINE'S REVENGE BERSERKER CODES

These codes must be entered at the Main menu.

Level select: Triangle, Circle, Triangle, Square, Triangle, Circle, L1 + R1

Unlock all costumes: Triangle, Circle, Triangle, Square, Square, Square, L1 + L2

Access Debug menu: Triangle, Triangle, Circle, Circle, Square, Square, Circle, Circle, L1 + R1 + L2 + R2. Hit pause to access the menu.

Unlock all Cerebro Files: Triangle, Circle, Triangle, Square, Square, Square, R1 + R2

YU-GI-OH! THE DUELISTS OF THE ROSES

MAP EDIT MODE
In order to unlock the Map Edit mode in Custom Battle mode, you have to

beat the White Rose and Red Rose Story modes.

ZONE OF THE ENDERS VERSUS MODE

To open Versus mode, enter the following code at the Title screen: Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. If you've entered the code correctly, a special sound effect will play. You can then select Versus mode from the Main menu.

TRADE LEVEL FOR HEALTH/AMMO

You can trade an experience level for a refill of health and ammo at any point during the game. Simply pause the game and enter the following code: L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Note that this code will not work if you are already at level one.

GAME BOY ADVANCE

ADVANCE WARS INCREASED DIFFICULTY

On the Select Mode screen, choose Vs. mode and pick a new game. Press and hold the Select button while choosing a map, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

CASTLEVANIA: ARIA OF SORROW

CODES OF BLOOD

GET THE REAL ENDING

Equip the following souls before you fight Graham: Flame Demon, Succubus, and Giant Bat. You'll then have access to the previously hidden Forbidden Area, where you'll be able to fight two more bosses. If you beat both, you'll unlock Sound mode and Boss Rush mode, as well as the best ending. If you beat the first and die fighting the second, you'll get the second-best ending.

PLAY AS JULIUS BELMONT

Enter "Julius" after beating the game.

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the Main Menu screen, choose Data Select. Begin a new game. On the Name Entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

MAGICIAN MODE

Beat the game once. Enter FIREBALL as your name to give your character magician stats. During the game, press Start to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper left-hand corner.

FIGHTER MODE

Beat the game twice. Enter GRADIUS as your name to give your character fighter stats. During the game, press Start to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper left-hand corner.

SHOOTER MODE

Beat the game three times. Enter CROSSBOW as your name to give your character shooter stats. During the game, press Start to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper left-hand corner.

THIEF MODE

Beat the game four times. Enter

DAGGER as your name to give your character thief stats. During the game, press Start to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper left-hand corner.

FINAL FIGHT ONE UNLOCKING SECRETS

On the Mode Select screen, highlight and access the Options screen. Move down, highlight Exit, and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret.

50

Alpha Guy

200

Nine Lives

500

Alpha Cody

800

Stage Select

1,300

Color Change

2,000

Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen. Either highlight Guy and press Left or highlight Haggar and press Right. To initiate nine lives, Stage Select, etc., you must go to the Options screen, highlight Next, and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

MARIO KART: SUPER CIRCUIT UNLOCK TRACKS

For each normal cup, there is an extra cup that contains the tracks from that cup in the original *Mario Kart* on SNES. These tracks aren't available from the start; you have to

unlock them. To access the extra cups, you must first play through the entire GP mode and acquire gold on each cup. Then replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the extra tracks in Time Trial, just open the extra cups on the 150cc level.

SONIC ADVANCE

CLASSIC MODE SONIC

Use this code to have Tails follow you during the game, like he did in *Sonic 2* and *3*. Highlight Sonic and press Up. Move over to highlight Tails and press Down. Next, highlight Knuckles and press L. Then, highlight Amy and press R. Move back to Sonic and press A. If the trick is done correctly, you'll hear a chime. Now, during gameplay, Tails will follow your every move!

PC

AGE OF MYTHOLOGY

CODES OF LEGEND

Press Enter and type the following codes in the field:

ATM OF EREBUS: Get 1,000 gold
BAWK BAWK BOOM: Get a chicken-meteor god power
CHANNEL SURFING: Advance to next scenario in the campaign
CONSIDER THE INTERNET: Slows down units
DIVINE INTERVENTION: Refreshes a previously used god power
FEAR THE FORAGE: Gives you the power of a walking berry bush
GOATUNHEIM: Grants you god power that turns all units to goats

I WANT THE MONKEYS!!!!!!:

Summons a gang of monkeys
IN DARKEST NIGHT: Changes day to night
ISIS HEAR MY PLEA: Summons heroes
JUNK FOOD NIGHT: Get 1,000 food
LAY OF THE LAND: Reveals map
L33T SUPA H4X0R: Fast build
MOUNT OLYMPUS: Full favor
O CANADA: Summons a laser bear
PANDORAS BOX: Get random god powers
RED TIDE: Makes the water red
SET ASCENDANT: Shows all the animals on the map
THRILL OF VICTORY: Win game
TINES OF POWER: Summons a forkboy
TROYAN HORSE FOR SALE: Get 1,000 wood
UNCERTAINTY AND DOUBT: Hides map
WRATH OF THE GODS: Grants you lightning storm, earthquake, meteor, and tornado god powers
WUV WOO: Summon a flying purple hippo

HITMAN 2: THE SILENT ASSASSIN

MURDEROUS CODES

Enter the following codes into the Hitman2.ini file: EnableCheats 1. Then from gameplay, type in the following lines:
IOISLO: Slow-motion mode On/Off
IOIER: Bomb mode On/Off
IOIHITLIF: Full health
IOIHITALI: Ali mode On/Off
IOILEPOW: Lethal Charge mode On/Off
IOIGRV: Gravity On/Off
IOINGUN: Nailgun mode On/Off
IOIPOWER: Megaforce
IOIGIVES: All weapons and items
IOIRULEZ: God mode On/Off

NEVERWINTER NIGHTS

CODES OF HONOR

To enter these codes, you need to open the nwn.ini file in the game's directory and add the following line to Game Options: Debug Mode=1. Once you do this, you can access the command console from within the game by hitting the Tilde (~) key. In the console field, type in DebugMode1 to enable cheats. You can now access the console by pressing the Tilde key and typing in DebugMode1 to enable cheats.

UP YOUR STATS

Up Strength: SetSTR NUMBER (example: SetSTR 18)
Up Dexterity: SetDEX NUMBER
Up Constitution: SetCON NUMBER
Up Intelligence: SetINT NUMBER
Up Wisdom: SetWIS NUMBER
Up Charisma: SetCHA NUMBER
God mode: dm_god
Tiny horse: dm_myrtlepony
Get gold: dm_givegold NUMBER
Get XP: GiveXP NUMBER
Up level: GetLevel NUMBER

NO ONE LIVES FOREVER 2: A SPY IN H.A.R.M.'S WAY

MENU CHEATS

Hit T to access the cheats console during gameplay, then enter the following codes:
Full armor: armor
God mode: god
Full health: health
Full ammo: ammo
Get skillpoints: skill
All weapons: guns
Invisibility: poltergeist
Level skip: maphole
View position: pos
View version number: build
Scope and zoom mode: mods
Spawn snowmobile: rosebud
Bigger blasts: baddaboom

RETURN TO CASTLE WOLFENSTEIN

GET YOUR CODES ON

To access these codes, you have to create a special shortcut of the game's executable on your desktop. Right-click it and select Properties, then add the following to the target line: + set sv_cheats 1. Click OK, then start the game using the desktop shortcut.

While playing, hit the Tilde (~) key and enter the following cheats:
Commit suicide: /kill
Enemies won't attack: /notarget
God mode: /god
Get all weapons: /give all
Get full armor: /give armor
Get full health: /give health
Get full stamina: /give stamina
Get unlimited stamina: /nofatigue
Old-school *Wolfenstein* interface: /cg_uselessnostalgia 1
Walk through wall: /noclip

LEVEL SKIPPING

Start the game with the alternate shortcut and hit the Tilde (~) key. In the cheat console, enter the following line: /spdevmap MAPNAME. Here is the list of maps:

ESCAPE1

ESCAPE2

TRAM

VILLAGE1

VILLAGE2

CRYPT1

CRYPT2

CHURCH

BOSS1

FOREST

ROCKET

DAM

CHATEAU

DARK

DIG

CASTLE

END

BEACH

VILLAGE

BOSS2

ROCKET

BASEOUT

ASSAULT

FACTORY

TRAINYARD

NORWAY

XLABS

WINE

WINE2

WINE3

WARCRAFT III

TRICKS OF THE GODS

Press Enter and type the following codes into the field. If you do it correctly, "Cheat Enabled" will appear onscreen:
Fast build: warpten
Die faster: iocainepowder
Get gold: keysersoze AMOUNT (example: keysersoze 10000)
Get lumber: leafittome AMOUNT (example: leafittome 10000)
Cannot win: itvexesme
Change to day: riseandshine
Change to night: lightsout
Upgrade all gear one level: sharpandshiny
Disable tech tree: synergy
Level select: motherland RACE LEVEL (example: orc 03)
Remove food limit: pointbreak
Can't lose: strengthandhonor
Get all research: whoisjohnqalt
Unlimited mana: thereisnospoon
Reveal map: lseedeadpeople
Invincible one-hit killing units: whosyourdaddy



ACTION REPLAY This Month's GBA Codes

GAME	TITLE	CODE
Sonic Advance 2	(M)	95B449F2 58F3A8D5 528F7774 1656A5B6
Sonic Advance 2	Infinite lives	AFBFD3DF 0FCF47D8
Sonic Advance 2	Low Time	8F64D0EC 19884224
Sonic Advance 2	Max Rings	2AFB00F3 C8D9CFA5
Sonic Advance 2	Max Points	D1278F35 DE571FE0
Sonic Advance 2	All Characters	47C054B8 2FCCFCDC
Sonic Advance 2	Sound Test Unlocked	25BE6B0D 66FE8AE7
Sonic Advance 2	Chao Gard. Unlocked	DD1B0E67 A823751A
Sonic Advance 2	Boss Levels Unlocked	B7303702 1A761FD7
Sonic Advance 2	True Area 53 Open	753A60EA 57F716F9
Sonic Advance 2	Levels Open—Sonic	A7877A43 365CBEC4
Sonic Advance 2	Levels Open—Cream	3871D7DD F9FBA26E
Sonic Advance 2	Levels Open—Tails	075B664A A0A1D85A
Sonic Advance 2	Levels Open—Knuckles	92AEB1EB DB0CBB13
Sonic Advance 2	Levels Open—Amy	1B448090 E51050AD
Sonic Advance 2	All Gems—Sonic	DEDB331A BB50B05A
Sonic Advance 2	All Gems—Cream	BCCF626A 54FAD37D
Sonic Advance 2	All Gems—Tails	7A461BCC E758DEF5
Sonic Advance 2	All Gems—Knuckles	D710E532 6024803F
Sonic Advance 2	All Gems—Amy	BE212B9B 29755019
Splinter Cell	(M)	1F788EB1 36F03524 0EF9439B 86FCA240
Splinter Cell	Infinite Pistol Ammo	CEEE447D 335E4472
Splinter Cell	Infinite Health	9EF401E1 0253A644 283C7D17 89FD5176
Splinter Cell	Infinite Lockpick Time	A0C85677 33168F8D
Splinter Cell	Low Level Time	751DF42F 4B0F3F49

STAR WARS GALAXIES

By Haden Blackman,
Producer, LucasArts

Star Wars Galaxies offers literally hundreds of ways for players to earn a quick credit. Stashing away credits in your bank account is important because nearly everything costs money. You'll need credits to travel between planets, train, pay for cloning, insure your items, maintain a house, tip other players for healing and other services, and buy weapons and armor. Fortunately, *GameNOW* has been watching the growth of the *Star Wars Galaxies* player economy and can offer you these helpful tips:



TAKE DELIVERY MISSIONS

When you're starting out, even a few hundred credits will seem like a fortune. Delivery missions with start-and-end destinations in the same city are easy to accomplish and can be done in just a few minutes. Take two at a time to increase your efficiency.

SOLO DESTROY MISSIONS

As you become more powerful, you should be able to take on some Destroy missions alone. With only a few combat skills under your belt, take missions against smaller creatures, such as gnorts, chubas, and nunas (all on Naboo). These missions pay out 1,500 to 2,000 credits. As with Delivery missions, take two at a time (preferably in the same direction).



LOOT

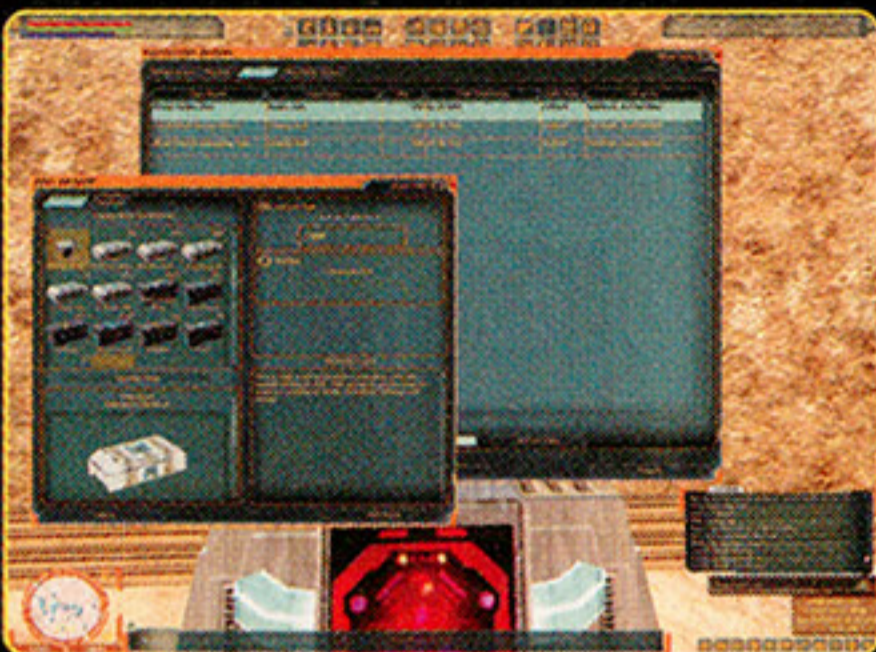
Don't forget to choose the "loot" option after you kill an NPC. Most of them carry worthless items, but many also have at least a few credits on them.

BE FRUGAL

Initially, there's little point in cloning or paying insurance. You get three

FORTUNE AND GLORY: A GUIDE TO GETTING RICH QUICK

"free" deaths, so take advantage of them. Don't start cloning until you travel to more remote worlds. You don't need to use the insurance terminals in cloning facilities until you've found or purchased more-powerful items. Once you do start insuring items, insure only your weapon of choice or healing gear; you can recover the rest of your items from your corpse.



SELL RESOURCES

Right now, one of the quickest paths to riches involves selling resources at the bazaar. Start out as an artisan and then head into the areas outside of town to survey for a few hours. Building up your surveying skills is valuable because it lets you survey larger areas more efficiently. Before you post anything for sale at the bazaar, review the Resources category at the bazaar to get an idea of current prices for various resource types (you can usually charge from one to five credits per unit of resource). If you see an excess of a specific resource you have on a given planet, hop a shuttle to another world to sell your goods there. Sell resources at the bazaar in lots of 100 or 1,000 units. Ores, metal (especially steel), wind energy, and fiberplast seem to be especially lucrative resources. (Scouts should also note that meat, hide, and especially bone can yield a fortune at the bazaar as well.)



MAKE CONTACTS

If you plan to make your money selling goods, it pays to make personal contacts in the game. A surveyor who has forged a business relationship with an architect will always have a willing buyer for resources. You can make contacts by searching for specific types of characters in the Players screen (Ctrl+P) or by e-mailing buyers after they purchase something from you at the bazaar. Direct character-to-

character sales are more lucrative because you avoid the bazaar's 20 credit cut, and many buyers are also willing to pay travel expenses.



USE THE AUCTION FUNCTION

The bazaar supports an Auction function that allows players to bid on items. If you're not sure how much something is worth, place it for sale at the bazaar and watch players fight over it. This is especially useful for clothing.



BECOME AN IMAGE DESIGNER

Currently, image designers are making more credits than virtually any other profession because there aren't very many of them and they don't require any resources or cash expenditure to keep progressing. Essentially, image designers can ply their trade for free, but players are willing to pay a huge number of credits for the opportunity to recustomize their characters. Start out as an entertainer (which can be lucrative in its own right) and establish yourself in a well-traveled cantina (Bestine, Mos Eisley, Moenia, and Coronet all have active cantinas). Early on, offer your image-design services for free (or in lieu of a tip for healing Battle Fatigue with your dancing or music). You can start charging when players get hairstyles and Zabrak tattoos. As image designers become more prevalent, you'll need to set yourself apart from the pack, perhaps by offering full makeovers: Partner with a tailor (or, better yet, learn those skills yourself) to completely change someone's appearance.

PICK UP A SECOND PROFESSION

If you're focused on combat, you might find yourself strapped for credits throughout much of your career. Consider a second profession, like scout or artisan, to help supplement your income. As a scout/marksman or

scout/brawler combo, you'll be able to harvest resources from dead creatures, which you can then sell at the bazaar. During downtime for healing, an artisan/marksman or artisan/brawler can survey for resources or craft goods (you can even craft while running).

BECOME A TOUR GUIDE

Players want to see Yavin 4 and Endor, but these planets are incredibly dangerous for noncombat types. Once you have significant experience battling scoundrels and monsters, explore the more lethal worlds and then offer to take other players on sightseeing trips to these locales. Players—especially those who have spent all their time building a fortune while ignoring blaster skills—will pay for the opportunity to visit these familiar worlds in relative safety.

CHARGE ADMISSION

When you build a structure, set the entrance fee anywhere from five to 20 credits. While this won't seem like much initially, players are usually curious enough to shell out a small fee in order to explore your domicile or shop. This small trickle of credits should be just enough to help with maintenance fees. If you have crafting stations inside (and have told your contacts about them), you can probably get away with charging more.



HOST EVENTS

In-game events bring players together in fun, social settings—and when players are having fun, they tend to spend credits. Examples of successful in-game events include character weddings, "battles of the bands," and dueling tournaments. Browse the boards at www.starwarsgalaxies.com to get more ideas. If you arrange an in-game event, it will give you an opportunity to meet important contacts and perhaps sell some of your goods and resources. But good events aren't cheap: You may need to pay for entertainers, offer prizes, and provide food and drink. If you're a merchant, you should definitely hold the event at your primary shop; the steady stream of visitors should more than make up for the cost of holding the event.

PS1

CASTLEVANIA CHRONICLES

EXTRA OPTION

On the Title screen (with Original and Arrange mode), press Up, Up, Down, Down, Left, Right, Left, Right, Circle, X. This will bring you to the Extra Option screen, where you will be able to choose a Trim or Normal screen. The Trim option will put your life bar, score, etc. in a black bar on the top of the screen instead of overlaying it into the background.

CRASH TEAM RACING

BUTTON CODES

On the Main Menu screen, hold L1 + R1 and press the following button combinations to get the results listed below. You will hear a noise when they've been entered correctly.

UNLOCK KOMODO JOE

Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

UNLOCK PAPU PAPU

Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

UNLOCK PINSTRIPE

Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

MORE TRACKS

Right, Right, Left, Triangle, Right, Down, Down

INVISIBLE RACER (ONLY WHEELS)

Up, Up, Down, Right, Right, Up

SUPER TURBO PADS

Triangle, Right, Right, Circle, Left

SCRAPBOOK OPTION

Up, Up, Down, Right, Right, Left, Right, Triangle, Right

UNLIMITED TRICKS

After entering one of these next tricks, you will have to reset the game to get a different unlimited object.

UNLIMITED WUMPA FRUIT

Down, Right, Right, Down, Down

UNLIMITED BOMBS

Triangle, Right, Down, Right, Up, Triangle, Left

UNLIMITED MASKS

Left, Triangle, Right, Left, Circle, Right, Down, Down

UNLOCK A NEW RACER

On the Main Menu screen, press and hold L1 + R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now, choose Time Trial, Arcade, Vs., or Battle. On the Player Selection screen, you will see a new character at the bottom, called Penta Penguin. This character is now ready to race in any of the modes except Adventure.

BUTTON CODES

At the Main Menu screen (with Adventure, Time Trial, etc.), press and hold L1 + R1 and enter one of these codes (works in any mode except Adventure).

RIPPER ROO

Right, Circle, Circle, Down, Up, Down, Right

N. TROPHY

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

DANCE DANCE REVOLUTION

HIDDEN CHARACTERS

On the Character Select screen, press Up or Down on the dance pad (or control pad). This will give you a

new row of characters to choose from, such as Disco, Disk: A, and Dread Snake. Press Left or Right to scroll through the new choices.

DRAGON BALL GT

These tricks work only in the two-player and Training modes.

WIRE FRAME

Have both players decide on the characters they want. To choose them, hold Select and then press X. When you go into the battle, both characters will be wire-framed!

ALTERNATIVE OUTFITS

Have both players decide on the characters they want. To choose them, press Square + X + Circle simultaneously. You will begin your battle with new clothes.

EINHÄNDER

DEFAULT GUNPOD WEAPONS

Here is a method for you to begin the game with gunpod weapons. First, get to a point in the game where you can get some gunpod weapons. Next, you must intentionally die and use up all of your lives. On Continue Screen 2, let the counter go to zero, causing the Game Over screen to appear. When the Title screen appears, select Game Start. After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons—even if you die!

FINAL FANTASY TACTICS

GET CLOUD IN YOUR PARTY

This trick starts in Chapter 4, which is fairly far into the game. In Machinery City, you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it. After getting the robot, go to the Royal Capital and enter the bar. Ask for some information; you should learn about the Saint Dragon, and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Take the stone back to Machinery City and use it on the robot. Once it becomes functional, leave. On your way out, you should find another machine. You can't do anything with it just yet, but be sure to hold on to it. Leave the city and head for Nerubis Temple. After fighting Worker No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future, and he will then join you. Now, find Aeris in one of the nearby towns and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

GRAND THEFT AUTO: DIRECTOR'S CUT

ULTIMATE CHEAT

Go to the Player Selection screen and press Square to rename your character. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now, you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates, and 99 lives!

GRAND THEFT AUTO 2

PLAYER NAME CODES

From the Main menu, access Play and then Player Name. Enter the name of your player as one of these codes for the results shown.

NO POLICE

LOSEFEDS

10,000,000 POINTS

BIGSCORE

MULTIPLIER X5

HIGHFIVE

ALL WEAPONS

NAVARONE

UNLIMITED ENERGY

LIVELONG

MOST WANTED

DESIRES

(Your Wanted level is maxed out. Everyone will be after you.)

LEVEL SELECT

When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

INCREDIBLE CRISIS

BUTTON CODES

Enter the following tricks from the second controller in port two of your PlayStation. You must have the second controller plugged in for these to work.

Huge Head:

Hold Up or Down

Flat Character:

Hold Left or Right

Horn:

Press Triangle

Boos:

Press Square

Drum:

Press Circle

Whistle:

Press X

METAL GEAR SOLID

SNAKE'S TUXEDO

To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

R-TYPE DELTA

BUTTON CODES

To maximize your weapons at any time during the game, press Start to pause and then hold L2. Now, enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, use the code for All Force Power followed by any of the power-up codes.

ALL FORCE POWER

Left, Right, Up, Down, Right, Left, Up, Down, Triangle

RED POWER-UP

Left, Right, Up, Down, Right, Left, Up, Down, Square

BLUE POWER-UP

Left, Right, Up, Down, Right, Left, Up, Down, X

YELLOW POWER-UP

Left, Right, Up, Down, Right, Left, Up, Down, Circle

LEVEL SELECT

Use the bombs more than 10,000 times.

NINE CREDITS

Gain more than three hours of gameplay.

FREE PLAY MODE

Gain more than six hours of gameplay.

POWER ARMOR

Beat the game on Human or a higher difficulty setting or play the game more than 100 times.

RESIDENT EVIL:

DIRECTOR'S CUT

DOUBLE AMMO TRICK

Double the ammo every time you pick up clips by highlighting "Advanced Mode" at the main menu. Press and hold Right until the word "Advanced" turns green. When it does, start the game. Now all the ammo you pick up is doubled.

RESIDENT EVIL 2

CHILLING CODES

In addition to the thrills and chills normally offered by *Resident Evil 2*, there are a couple of secret characters and special costumes worth finding.

PLAY AS HUNK:

Beat a complete game (Claire and Leon) on the standard difficulty level with an "A" rating. When the rating comes up on the screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

PLAY AS TOFU:

This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.

ALTERNATE COSTUMES:

You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. The key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you a slight advantage in terms of finishing the game.

RESIDENT EVIL 2:

DUAL SHOCK

PLAY AS CHRIS REDFIELD AND ADA

To play as two new characters, beat Scenario B with either Leon or Claire (your old *RE2* saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

SPIDER-MAN

CHEAT CODES

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps) on the "Enter Cheats" screen as shown.

Level Select:
XCLSIOE
Invulnerable:
RUSTCRST
Webbing:
STRUDEL
Game Comic Covers:
ALLSIXCC
Movie Viewer:
WATCH EM
Character Viewer:
CVIEW EM
Storyboard Viewer:
CGOSSETT
What If Contest:
GBHSRSPM
Ben Reilly Costume:
BNREILLY
Symbiote Spidey Costume:
BLKSPIDR
Spidey 2099 Costume:
TWNTYNDN

Captain Universe Costume:

S COSMIC

Spidey Unlimited Costume:

PARALLEL

Scarlet Spider Costume:

LETTER S

Amazing Bagman Costume:

AMZBGMAN

Peter Parker Costume:

MJS STUD

Quick Change Costume:

ALMSTPKR

Unlock J. James Jewett:

RULUR

Full Health:

DCSTUR

Big Heads:

DULUX

Debug Info:

LLADNEK

Everything:

EEL NATS

No Naughty Words:

Enter a "naughty" word for a cheat password, and Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

STREET FIGHTER ALPHA 3

BATTLE SHIN AKUMA

You must first open the Final Battle mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle mode from the Main Menu screen. On the Character Select screen, press and hold L1 + L2 and choose your fighter. Keep holding it until the Vs. screen appears. You will then see Shin Akuma. Now your final battle fight will be with Shin Akuma instead of M. Bison!

SYPHON FILTER

LEVEL SELECT

Pause the game and go to the Options menu. Highlight the Select Mission option, then press and hold Left + L1 + R1 + SELECT + Square + X.

ALL WEAPONS AND AMMUNITION

Pause gameplay and highlight the Weapons option. Hold Right + L2 + R2 + Circle + Square + X (in order). Note: Only the weapons normally available during the current level will become selectable.

HARD MODE

While on New Game on the Title screen, press Left + L1 + R2 + Select + Square + Circle + X. You will hear Gabe say "Damn it!" when entered correctly. When you start the first level, the screen will say "Hard Difficulty" under the area name.

CINEMA MODE

When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is a fence and an elevator; on the left is an alley. Go down the alley and you should be on a street with flaming squad cars at the end. On the left side are three doors. Use the Sniping mode to look up, and it should say "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right + L2 + R1 + X. Gabe should say "Got it" after you enter the code. When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

TENCHU: STEALTH

ASSASSINS

DEBUG MENU

While playing the game, press the Start button to pause. While the

game is paused, hold L1 + R2. While holding L1 and R2, press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 and R2, and then press L1, R1, L2, and R2. Now, press Start and immediately press L2 + R2 at the same time. If you do this correctly, a blue screen will appear and options such as Stage Select, Charged Items, and Layout Enemy will become available.

TENCHU 2: BIRTH OF THE STEALTH ASSASSINS

UNLOCK EVERY STAGE

From the Stage Select screen, hold Square + Circle + Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

UNLOCK ALL ITEMS

On the Items screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

INCREASE ALL INVENTORY ITEMS BY 1

On the Items screen, hold Square + R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

REGAIN ENERGY

Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

UNLOCK TATSUMARU

From the Stage Select screen, hold Square + Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, Select.

YU-GI-OH!

MULTIPLE CHEATS

Card Passwords
Enter these numbers at the password screen to gain access to some special cards. (Note: You still need Star Chips to purchase the unlocked cards.)

Blue Eyes White Dragon:
(Cost: 999,999)
89631139

Dark Magician:
(Cost: 999,999)
46986414

Metal Fish:
(Cost: 350)
89631139

Celtic Guardian:
(Cost: 120)
91152256

Fire Kraken:
(Cost: 230)
46534755

Guardian of the Throne Room:
(Cost: 260)
47879985

Harpie Lady Sisters:
(Cost: 999,999)
12206212

Roaring Ocean Snake:
(Cost: 550)
19066538

Deep Sea Shark:
(Cost: 350)
28593363

Empress Judge:
(Cost: 500)
15237615

Sword Arm of Dragon:
(Cost: 1,000)
13069066

GAMENOW GIVEAWAY...

STAR WARS TRIVIA CONTEST

Answer these five oh-so-easy questions and win!

Hey, we're big fans of George Lucas' far, far away galaxy—and so are you. We're certain you're gonna love this month's *GameNOW* giveaway. As always, it's soooo easy. All you do is answer the five freaky-easy questions below. Get them all correct (we really do check all answers) and you'll be entered to win fantastic prizes!

Send your completed test along with your name, address, age, and e-mail address (if you have one) to:

Star Wars Contest
c/o GameNOW Magazine
101 Second Street, 8th Floor
San Francisco, CA 94105

Or via e-mail with your answers to:

Game_Now@ziffdavis.com, Subject: **STAR WARS CONTEST**

FIRST PRIZE:

STAR WARS GAME SUITE

Includes the Following Games:

Rogue Leader—GameCube
Rebel Strike—GameCube
Clone Wars—GameCube
Starfighter—PS2
Jedi Starfighter—PS2
Racer Revenge—PS2
Bounty Hunter—PS2

Jedi Power Battles—PSone
Phantom Menace—PSone
Dark Forces—PC
Jedi Knight—PC
JK2—PC
Jedi Academy—PC
Galaxies—PC
KOTOR—Xbox
Galactic Battlegrounds Saga



You Will Enter

SECOND PRIZE:

Star Wars Galaxies T-shirt

THIRD PRIZE:

A one-year subscription to *GameNOW*

Contest ends October 8, 2003. See complete rules for details.

STAR WARS TRIVIA CONTEST RULES

NO PURCHASE NECESSARY. To enter our contest, send your answers to Star Wars Contest, c/o GameNOW, 101 Second St., 8th Floor, San Francisco, CA 94105, or send an e-mail to Game_Now@ziffdavis.com with the subject header "Star Wars Contest." Be sure to include your name, address, city, state, zip code, age, phone number, and e-mail address (if you have one). Sweepstakes begins on September 8, 2003. Entries must be received by 11:59 p.m. (Eastern Standard Time) on October 8, 2003. Ziff Davis Media, Inc. ("Sponsor") assumes no responsibility for lost, misdirected, or late entries, or entries containing incorrect or incomplete information. Sponsor shall select the prize winners on or about October 10, 2003, from among all eligible entries received. Only those entries with correct answers will be considered eligible entries. The prizes are as follows: First prize: Star Wars Game Suite from LucasArts, retail value \$515; Second prize: Star Wars Galaxies T-shirt, retail value \$15; Third prize: One (1) one-year subscription to GameNOW, retail value \$9.97. The sweepstakes is open to legal residents of the 50 United States and the District of Columbia who are thirteen (13) years or older at the time of entry. Only one entry per person. If a person submits more than one entry, all entries submitted by the person may be ignored. Employees of Sponsor and its affiliates, and their immediate family members, are not eligible to enter. This sweepstakes is subject to all applicable laws and is void where prohibited. All submissions become the sole property of Sponsor and will not be acknowledged or returned. No substitution or transfer of prize permitted except as provided herein. Sponsor reserves the right to substitute prizes of equal or greater value if any prize (or any portion thereof) is unavailable. By entering the sweepstakes, each prize winner grants Sponsor permission to use his or her name, city, state/province, e-mail address, photograph or likeness, voice, and entry for advertising, publicity, or other purposes without additional compensation except where prohibited by law. All federal, state, local, and other applicable taxes are the sole responsibility of the prize winner. Each prize winner will be notified by mail or e-mail sent to the address indicated on his/her submission. Each prize winner (or, if the prize winner is under eighteen (18) years of age, a parent or legal guardian with due authority) will be required to submit a signed affidavit of eligibility and a liability/publicity release and confirmation that the prize winner has followed the rules of the sweepstakes, each in the form provided by Sponsor. The affidavit must be signed and returned within five (5) days of notification. In the event of non-compliance within this period, an alternate winner will be selected for such prize. Any prize notification or prize returned to the Sponsor as undeliverable will result in the awarding of that prize to an alternate winner (who will be required to comply with similar procedures). By entering the sweepstakes, each entrant releases Sponsor, its subsidiaries and affiliates, and the employees, directors, officers, agents, attorneys, successors, and assigns of any of the foregoing, from any and all claims or liability, including but not limited to damages, losses, or injuries suffered by the entrant or any third parties in connection with participation in this sweepstakes or acceptance or use of any prize awarded. By entering, entrants acknowledge compliance with these sweepstakes rules (including without limitation all eligibility requirements). All matters relating to the interpretation and application of these rules shall be decided by Sponsor in its sole discretion. 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If the potentially winning entry is an Internet or other computer entry, potential winner may be requested to provide Sponsor with proof that the potential winner is the authorized account holder of the e-mail address associated with the potentially winning entry. If for any reason the sweepstakes is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes beyond the control of Sponsor that corrupt or affect the administration, security, fairness, integrity, or proper conduct of this sweepstakes, Sponsor reserves the right at its sole discretion, to disqualify any individual who tampers with the entry process, and to cancel, terminate, modify, or suspend the sweepstakes. 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Besides Luke Skywalker, who is the other playable main character in *Star Wars Rebel Strike*?

- Link
- Han Solo
- Wedge Antilles
- Admiral Akbar

Which game is No. 1 in the Hot 10 previews?

- Pikmin 2*
- Castlevania: Lament of Innocence*
- Kya*
- XIII*

What is this issue's Game of the Month?

- Boktai*
- Dino Crisis*
- F-Zero*
- Viewtiful Joe*

What is "Super Lucky Love Love Japan"?

- GameNOW's* new column on anime and Japanese imports
- The latest game from Konami
- Hayao Miyazaki's latest film
- A new rock band from Japan

Who's the bad guy in this issue's *GameNOW* Gallery?

- Wario
- Shrek
- Buu
- Darth Vader



FAN CLUB

Creative endeavors! Blatherings! Other fun stuff!

TOP 10

FUNNIEST GAMES

Truly funny games are few and far between, but these are the most hilarious

1 SAM & MAX HIT THE ROAD—PC
A deadpan dog detective, his hyperactive rabbit partner, random acts of violence, and a quest to find Bigfoot. Sounds like a recipe for comedy to us.



6 LEISURE SUIT LARRY (SERIES)—PC
Helping Larry score with chicks is a riot, especially when you have to make him buy a special package at the pharmacy. PERVERT!



2 DAY OF THE TENTACLE—PC
Sam & Max barely edged out this sequel to *Maniac Mansion*. Back in the day, LucasArts was the undisputed king of funny games.



7 MONKEY ISLAND (SERIES)—PC/PS2
This seaside adventure does for pirates what *The Naked Gun* did for homicide detectives. We laughed, we cried, we swashbuckled.



3 INCREDIBLE CRISIS—PS1
What's so funny about the adventures of a Japanese "salaryman" trying to get home in time for Grandma's birthday party? Everything!!



8 PARAPPA THE RAPPER—PS1
"Don't get cocky, it's gonna get rocky!" This addictive music game's lyrics had us laughing out loud while we tapped our toes. You gotta believe!



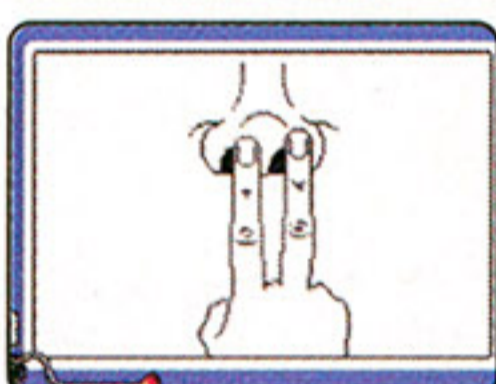
4 CONKER'S BAD FUR DAY—N64
Rare's crude action-platformer shocked us all. Highlights include swearing squirrels, tasteless movie parodies, and a giant singing piece of poo.



9 SPACE QUEST (SERIES)—PC
How could you not love the sci-fi parodying *Space Quest* games starring Roger Wilco, the intergalactic janitor-turned-space captain?



5 WARIO WARE—GBA
Of the 200-plus minigames featured in this brilliant handheld game, the crying collie challenge is our favorite. Human pong weighs in as a close second.



10 NO ONE LIVES FOREVER (SERIES)—PC/PS2
Unlike every other first-person shooter ever made, this one is funny!



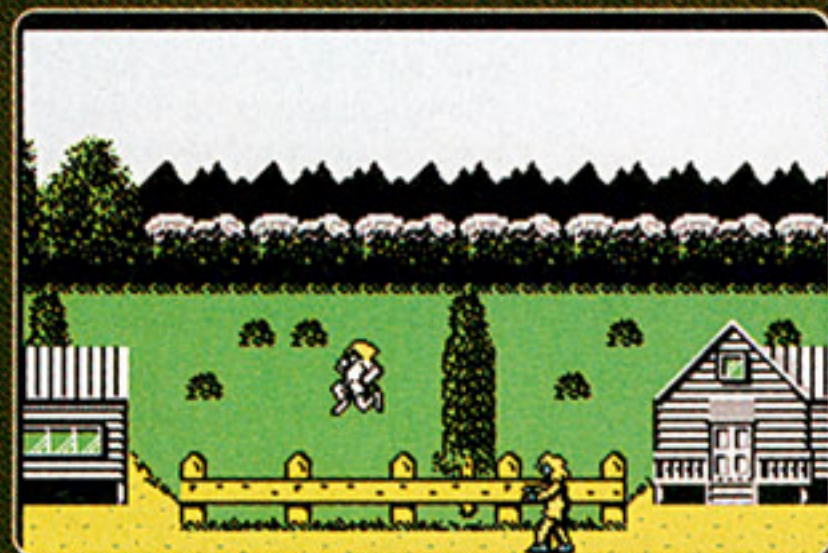
CRAP FROM THE PAST

Old games that stink it up!

FRIDAY THE 13TH (NES)—1988

Now that we've seen Jason fight Freddy, it's time to take a look back. Why Nintendo, the most family-friendly game company of them all, allowed a game based on a series of slasher flicks to come out on its system is beyond us, but who are we to say? Anyway, this game stinks more than *Jason X* (and it's not nearly as funny). In it, you control six counselors trying to stop Jason from murdering the

kids at your camp. You do this by running around the mazelike camp and the adjacent zombie-infested forest. When Jason attacks one of the youngsters, you run into the kid's cabin to confront the man himself. Everything about this game—the counselors' goofy jumps, fending off zombies with rocks, fighting Jason's mother's disembodied head—is just...weird.



HOT OR NOT

GameNOW tells you what to like

■ JUNIOR SENIOR

Head over to www.juniorsenior.com/media.htm and download the "Move Your Feet" video. Quite possibly the coolest music video ever made.

■ CALIFORNIA GUBERNATORIAL CRAZINESS

Looks like our governor is being recalled, and all sorts of colorful candidates are throwing their hats into the ring. Who will it be? Ah-nold, the Terminator? Gary Coleman? The publisher of *Hustler*? Egad.

■ RISE OF THE MUSHROOM KINGDOM

Get on a good computer, go to www.newgrounds.com/portal/view.php?id=113889, and get ready for pure *Super Mario* awesomeness.

■ HOT POCKETS

Poor Ethan received a nasty burn on his lower lip from a freshly microwaved Hot Pocket, leaving him with an unpleasant-looking mark that has lasted for weeks. You've got to be careful around these things, Ethan—they're not called "Hot" Pockets for nothing.

■ BAD MOVIES

From *Justin to Kelly*. *Tomb Raider: The Cradle of Life*. *Gigli*. Why does Hollywood keep doing this to us? For some reason, morbid curiosity keeps dragging us to these schlocky flicks, and then we get mad that we wasted our money.

■ BACK TO SCHOOL

OK, no one here is in school anymore, but it still makes us sad when summer ends. School is no longer out, folks.

GAMERDEX

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to Game_Now@ziffdavis.com with the subject line, "Gamerdex."

The Ninja Gamer was discovered by Debnath.



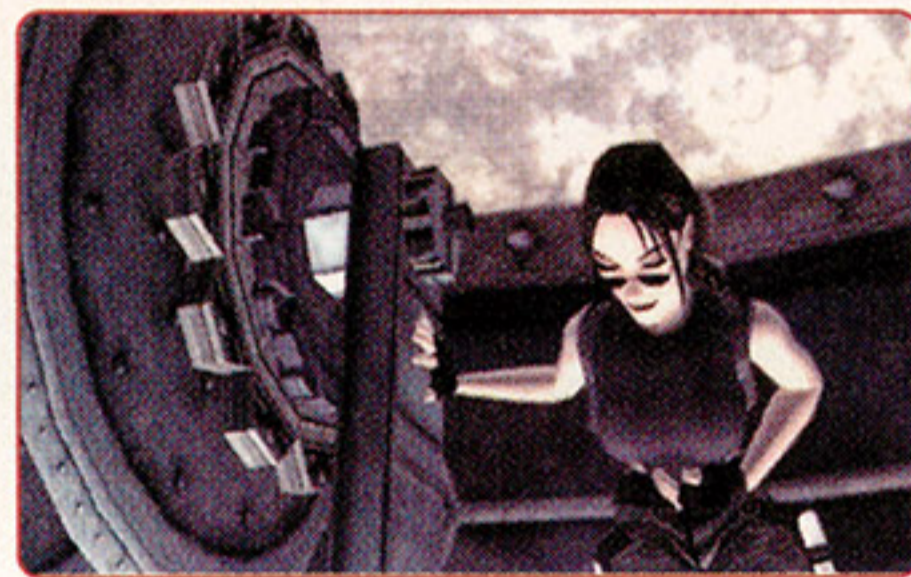
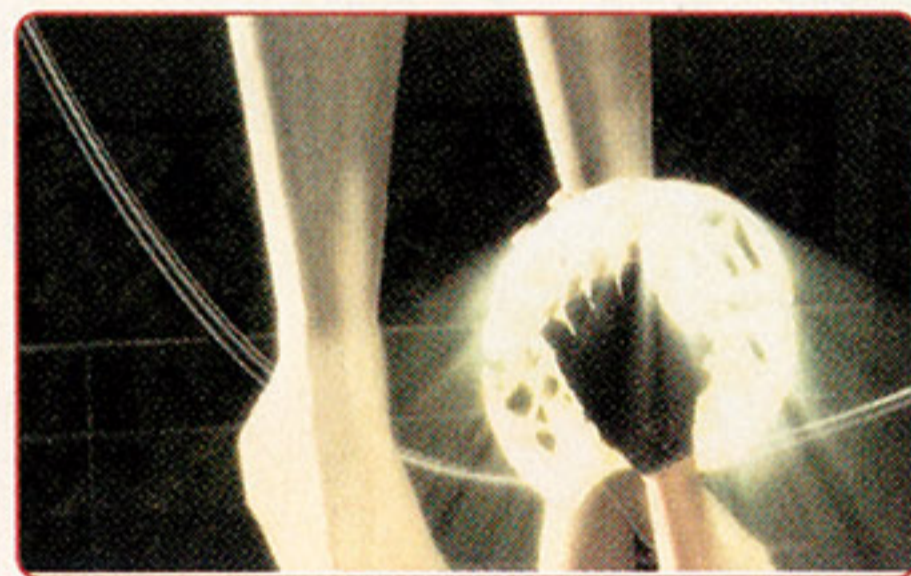
- Mainstream systems of choice:** PS2, Xbox
- Hardcore systems of choice:** Genesis, NES
- Habitat:** A temple by a great waterfall
- Greatest ally:** Stealth Gamer, their sensei
- Greatest enemy:** Ninja of a rival clan
- Mating call:** "Shinobi's back!"
- Diet:** Sushi and ramen
- Fondest memory:** Watching the cinema scenes from *Ninja Gaiden* for NES
- Evolves into:** Master of ninjitsu
- Dreaming of:** Meeting Sushi-X
- Rarity:** Uncommon

NINJA GAMER

Illustration by Colin Adams

SPOILER ALERT!

GAME OVER



LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

All right, fanboys: Before you insist that our harsh review of *Tomb Raider: The Angel of Darkness* wasn't fair "because we probably didn't even beat the game," here's proof that we did. These are clips from the final sequence.

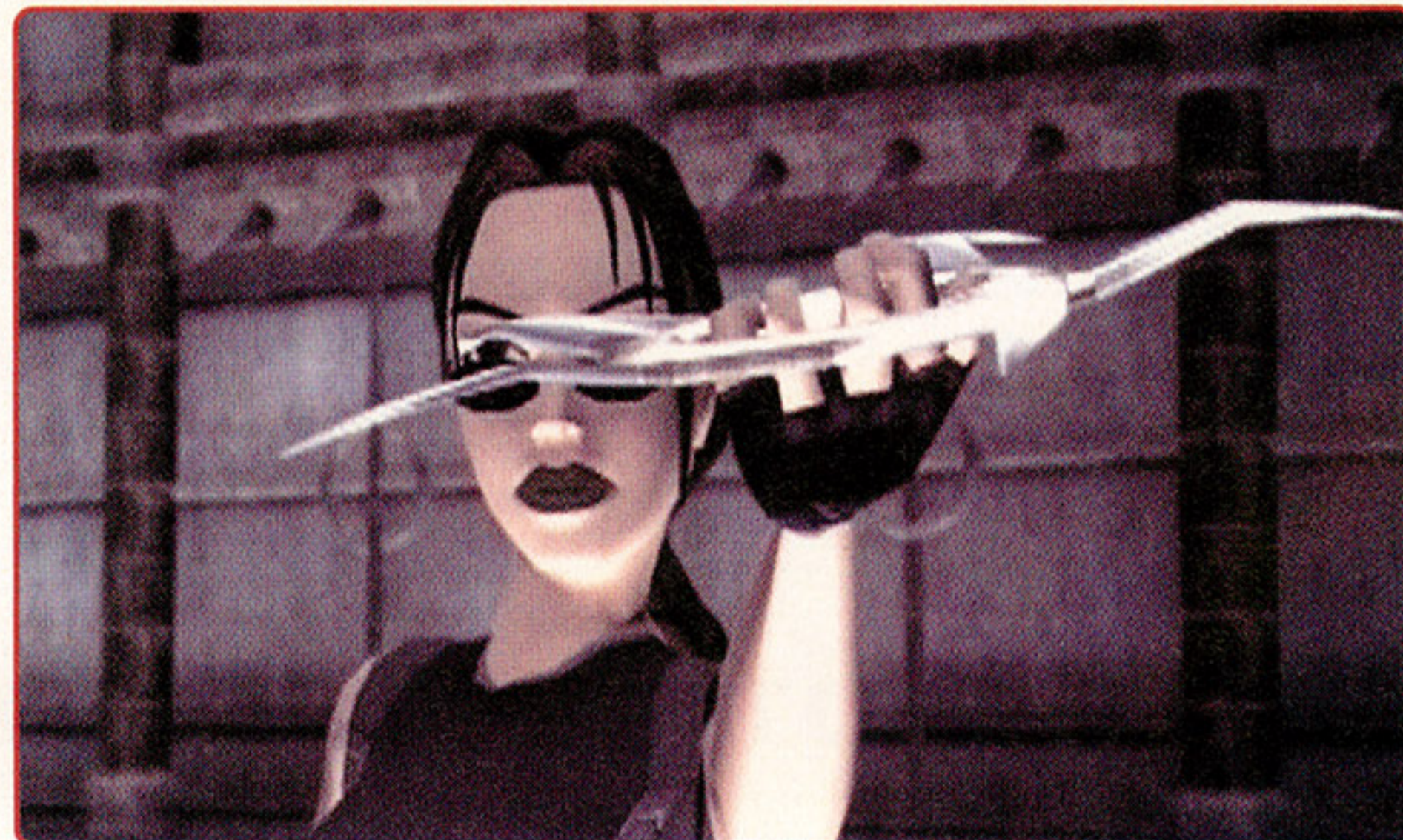
After 20 grueling hours of spelunking, Lara finally faces off against Eckhardt Von Croy, aka The Monstrum. The battle ends in Eckhardt's death, but it's not by Lara's hands: Cabal leader

Joachim Karel steps out of the shadows to do him in with a shard to the head.

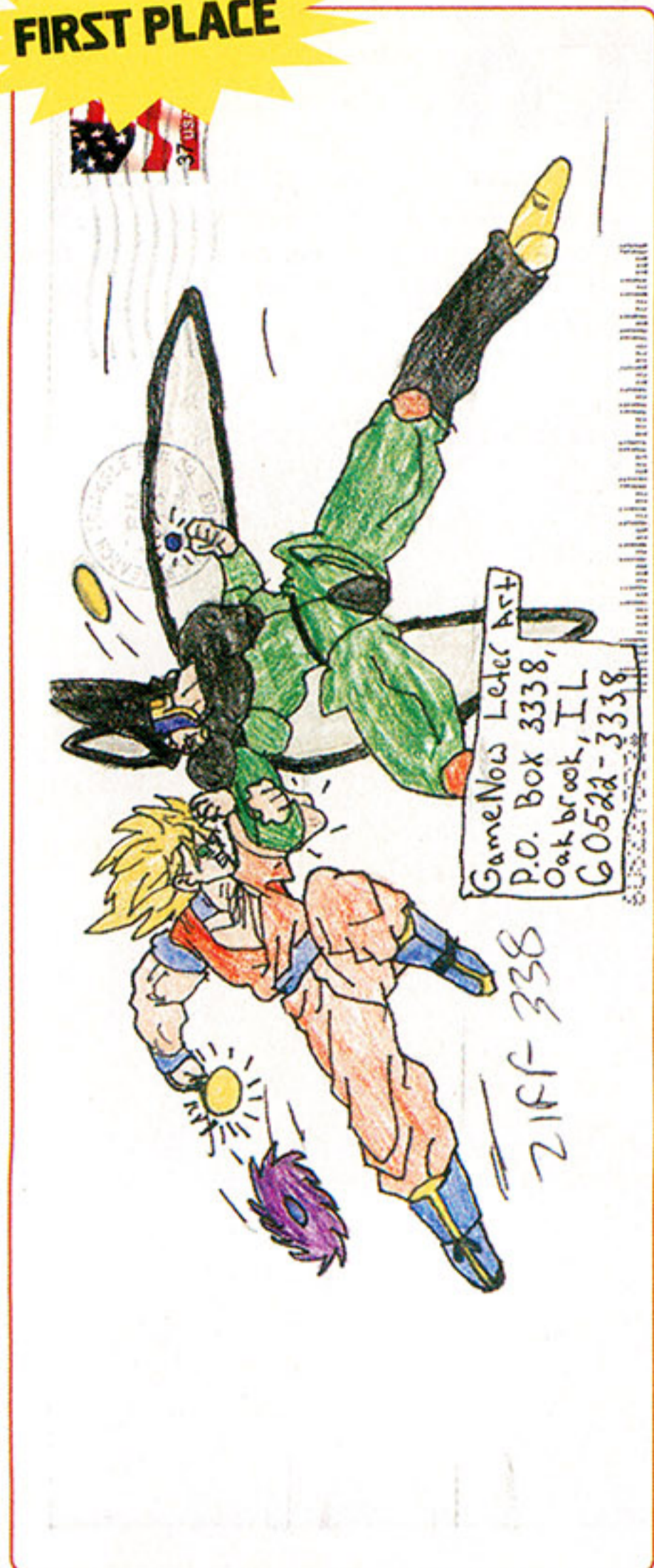
Lara isn't strong enough to attack Karel directly, so she climbs up to the resting place of a Nephilim monster and unleashes a deadly burst of light by touching a magic glove to the monster's skin. Yes, it's as ridiculous as it sounds.

Karel is killed by the blast and Lara drops down to grab guy pal Kurtis Trent's glove. She disappears down a hallway, presumably to return it to him....

THE END



FIRST PLACE

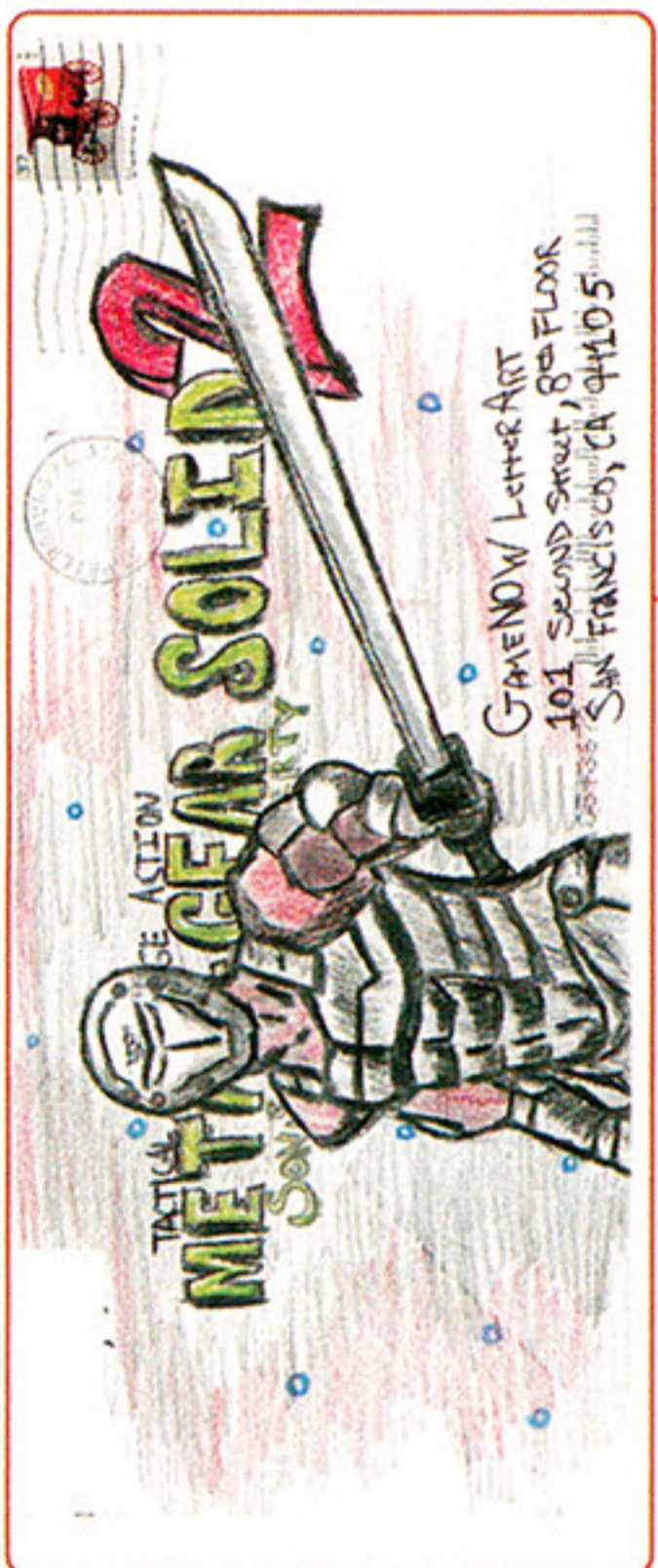


Zack Jenkins
Raleigh, NC

FAN LETTER ART

Where a little creativity and a stamp can make you famous!

Send your letter art submission to: GameNOW Letter Art, 101 Second St., 8th Floor, San Francisco, CA 94105. (Please use a #10 envelope—that's the long kind.) All entries become the property of ZD Inc. and will not be returned.



2ND PLACE
Ryan David
Gulfport, FL



3RD PLACE
Yanil Checa
Montebello, CA

OPINION POLL

Do you play cell-phone games?

Nope...I don't even have a cell phone

39%

14%

Sure do...they're great!

47%

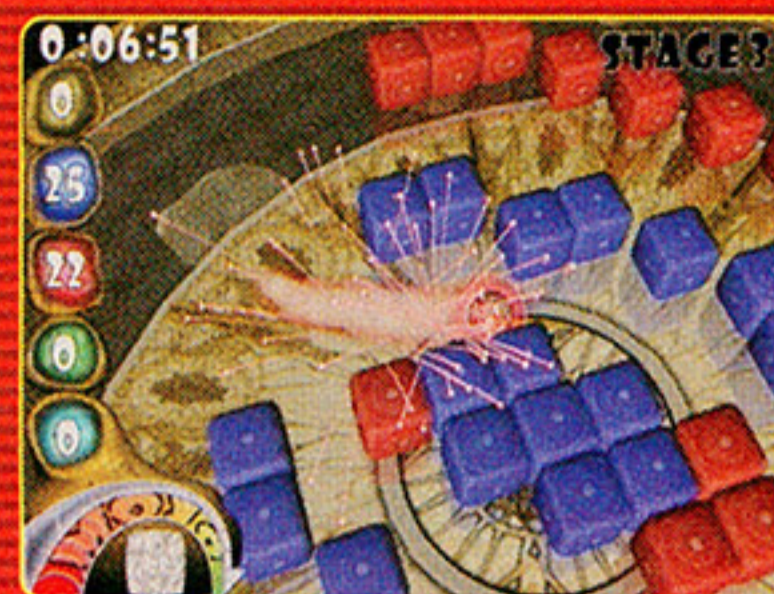
I've played some...they're not that good

BE SURE TO LOG ON TO THE GAMENOW MESSAGE BOARDS AT GAMENOWMAG.COM TO CAST YOUR VOTE IN THE NEXT POLL!



COMIC BY JARED THORBAHN, NEWARK, OH

\$10



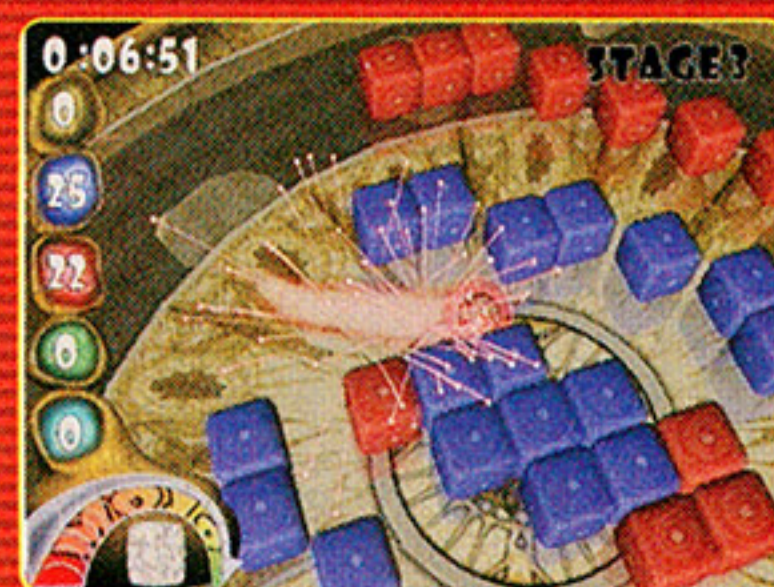
Mojo!

How's this for cool? A \$10 Treasure for PS2. These don't come along too often, and this is a good one. Despite the name, *Mojo!* doesn't star the Powerpuff Girls' monkey foe, but even without monkeys, it's darn fun.

It's a bit like the classic arcade game *Marble Madness* in that you control a sphere moving through a maze. In *Mojo!*, however, the mazes are cluttered with multicolored blocks you must break. Since you can only break blocks that are the same color as your ball, you need to collect power-ups to change your color. As you move around the level, your Mojo meter depletes, so you need to plan your moves carefully. Rolling around like crazy is not recommended unless, of course, you enjoy failure.

There's even a multiplayer mode where up to four people can race around. As one would expect, there are several power-ups you can collect to use against your opponents.

Considering *Mojo!*'s bargain price, it's surprisingly fun, if simplistic. There's even a stage editor, so you can keep the game fresh after you complete it. If you have an Xbox, you can pick up *Mojo!* for that as well, even if it costs \$20 for that version.





By Jeremy Norm Scott

COOL JOB

NAME: Ralph Ortiz, aka Spaceknight
JOB: Senior Game Analyst (Lead Tester)
COMPANY: Eidos Inc.
AGE: ?
LENGTH OF TIME AT JOB: 4 years

What do you do?

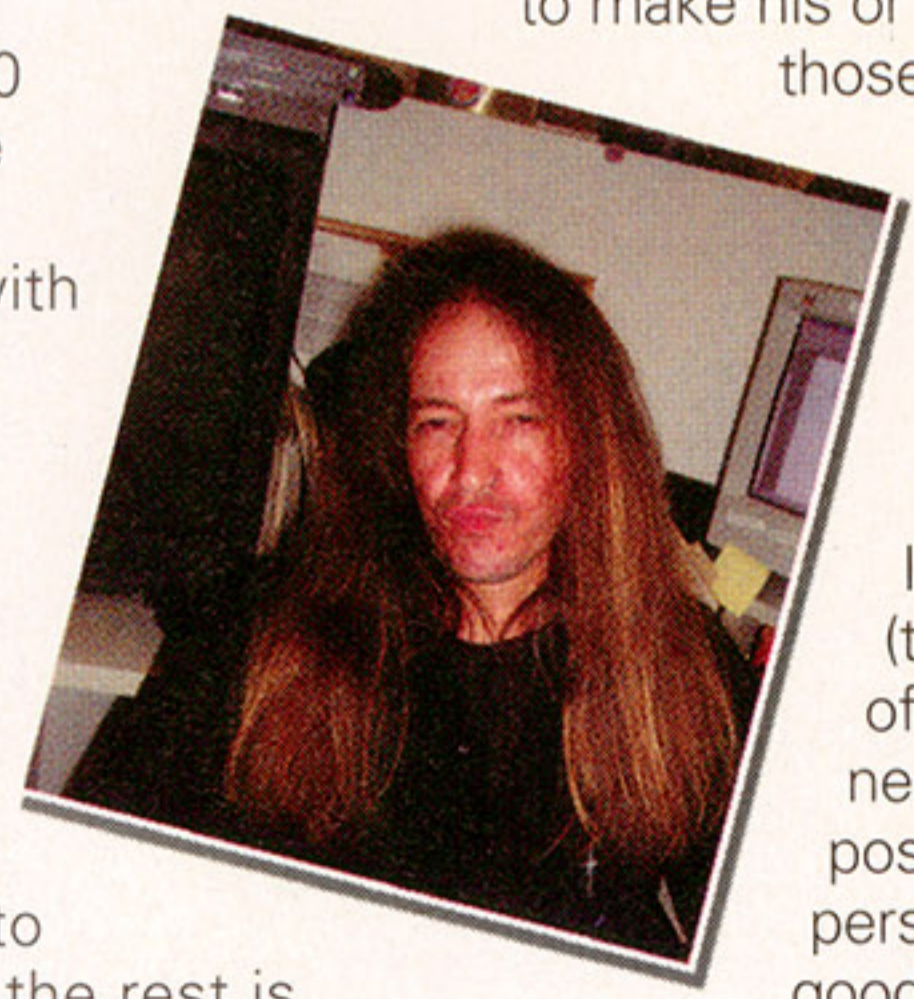
Currently, I'm a product-test coordinator at Eidos. I lead a test team of anywhere from two to 20 analysts, create a comprehensive test plan, delegate assignments, and keep close communication with the development studio, producers, test team, and immediate superiors on the product.

How did you get your job?

I beta-tested an online game for Eidos called *Warzone 2100*. After that, the manager decided to have me come on part-time, and the rest is gaming history on the back of a game manual.

What is your typical day like?

It really all depends on the state of the project. Some days I come into work and I don't even get a chance to leave my chair because I'm so busy. Other days, it's just testing the product, tracking bug progression, writing weekly project reports, handing out test assignments—I can go down the list, but I want everyone to read the whole interview.



Do you ever get tired of playing the same game over and over again?

This is a loaded question (BANG!). Fortunately, my days with Eidos seem to go extremely fast. But there are those very few days where there you are, going over your assignment for the hundredth time, no anomalies to be found in your project, praying for a piano to fall on your head, and—BOOM!—you're busy again, handing out assignments, writing reports, and doing all that good stuff that a product-test coordinator must do to make his or her project flow smoothly. But for those long days, it helps having awesome individuals to work with on a project.

What advice would you give someone who wants to do what you do?

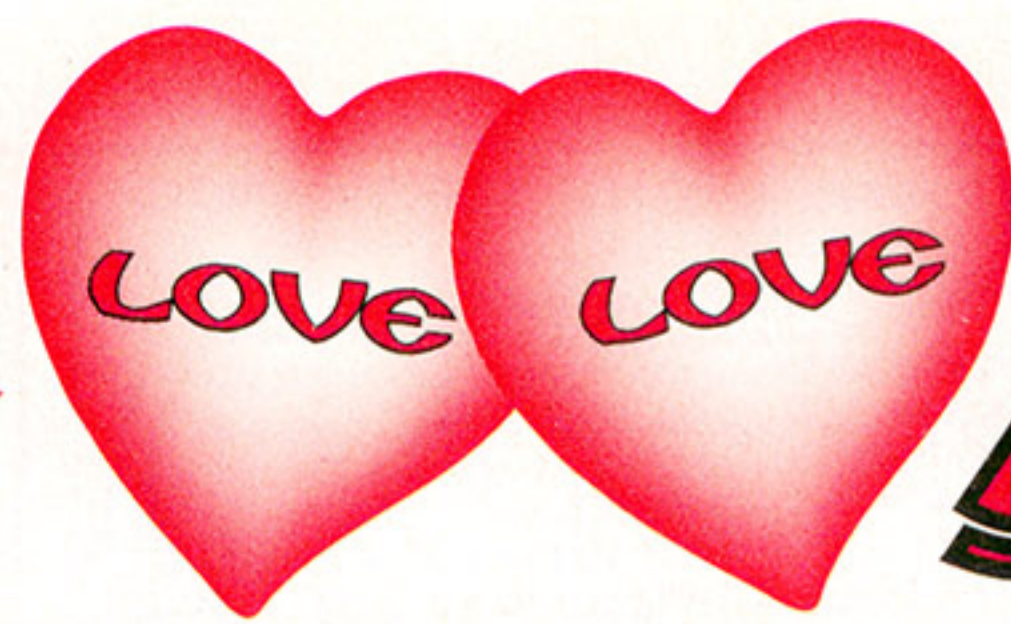
I would say having computer skills (though it's not necessary) and, most of all, being a gamer are really what is needed to fill the basic-analyst position. Persistence, a good personality, communication skills, and a good work ethic would increase your chances of getting a basic-analyst job as well. Try to absorb as much knowledge about videogames and the industry. Keep checking the gaming companies' web pages for open positions. Rock on, my gaming brothers and sisters.

HAVE A QUESTION FOR RALPH?
 Send a note to Game_Now@ziffdavis.com with the subject header "Ralph."

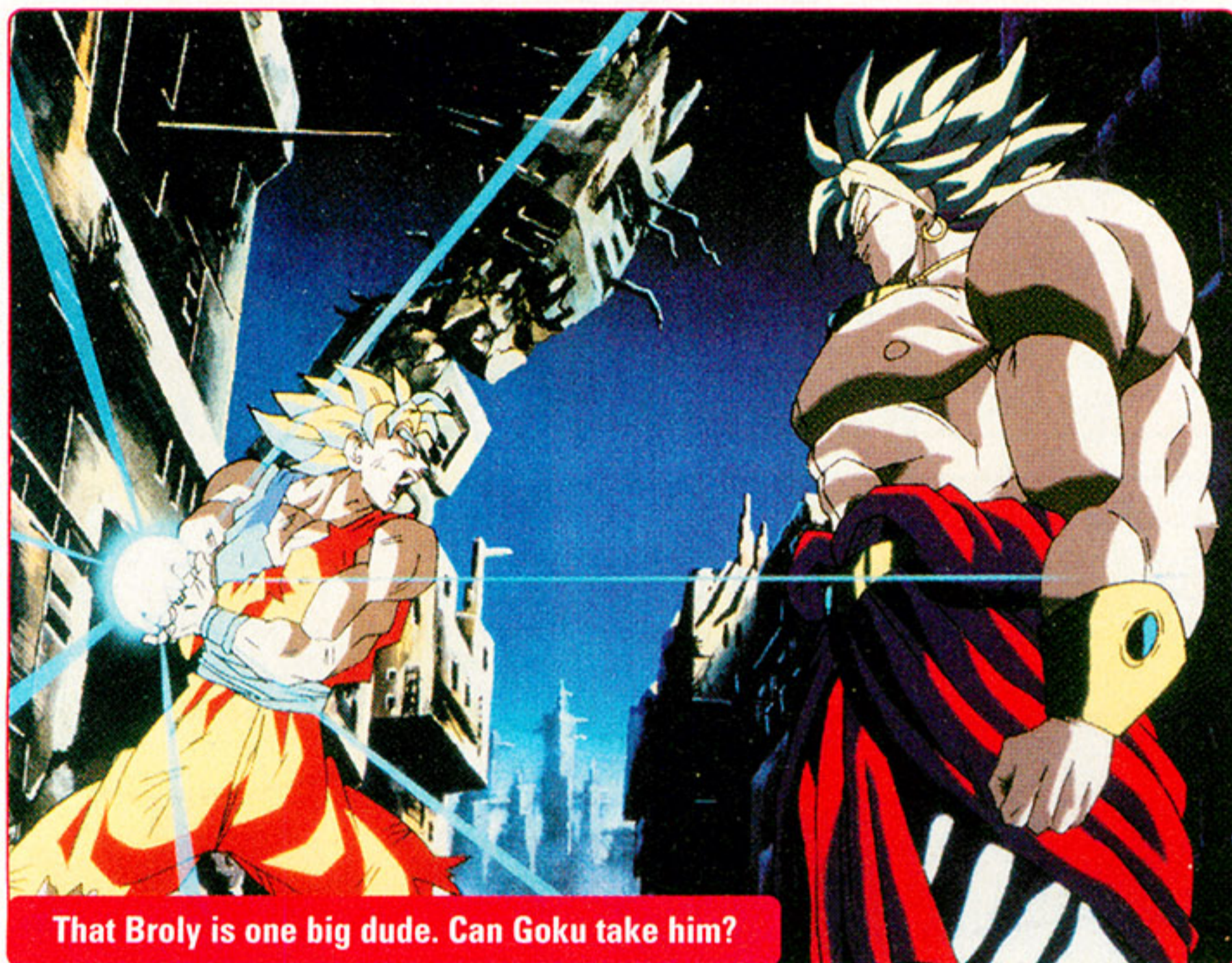
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SUPER LUCKY



JAPAN



That Broly is one big dude. Can Goku take him?

KAMEHAMEHA!

Goku's toughest opponent—on DVD and GBA

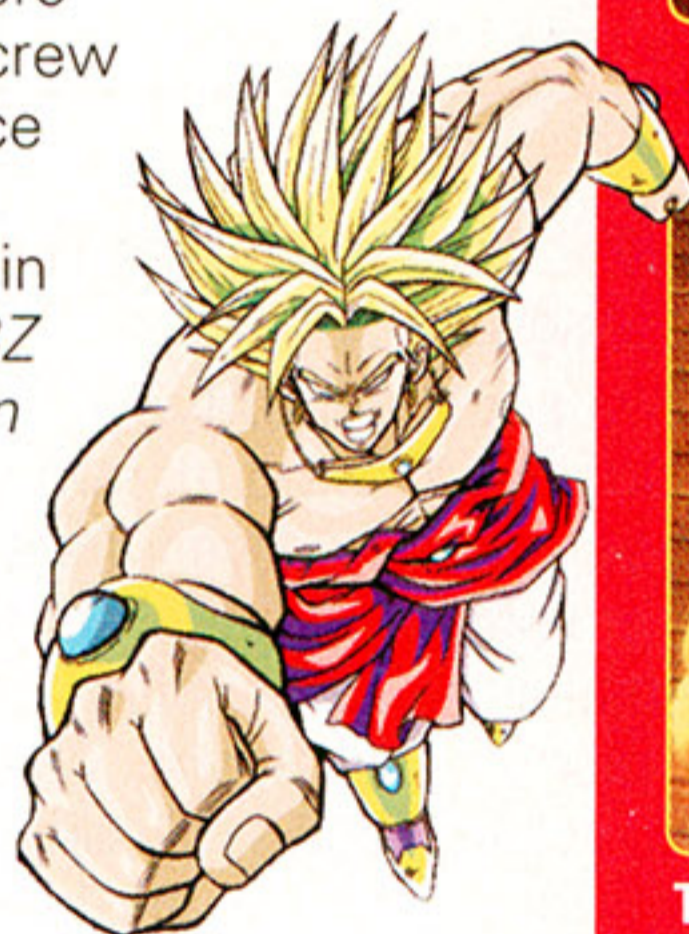
It seems like every couple weeks, Goku and his pals run into "the most powerful opponent ever." It turns out that Frieza, the Androids, Majin Buu, and all those other villains who've threatened our heroes

in the past were nothing. The crew is about to face its toughest challenge yet in the eighth *DBZ* movie, *Dragon Ball Z: Broly—The Legendary Super Saiyan*.

In this movie (recently released on DVD and VHS), a Saiyan warrior arrives on Earth and pleads for Vegeta's help destroying the rampaging Super Saiyan Broly, whose power level indicates that he's much stronger than even Goku.

King Kai also senses Broly's threat and sends Goku to take care of him. Goku and Vegeta must confront each other over who will face the seemingly invincible new enemy. Of course, all this plot is just an excuse for a big ol' fight scene at the end of the movie. It's fun, however, to watch Vegeta cowering like a wuss when he realizes it's pointless to challenge Broly.

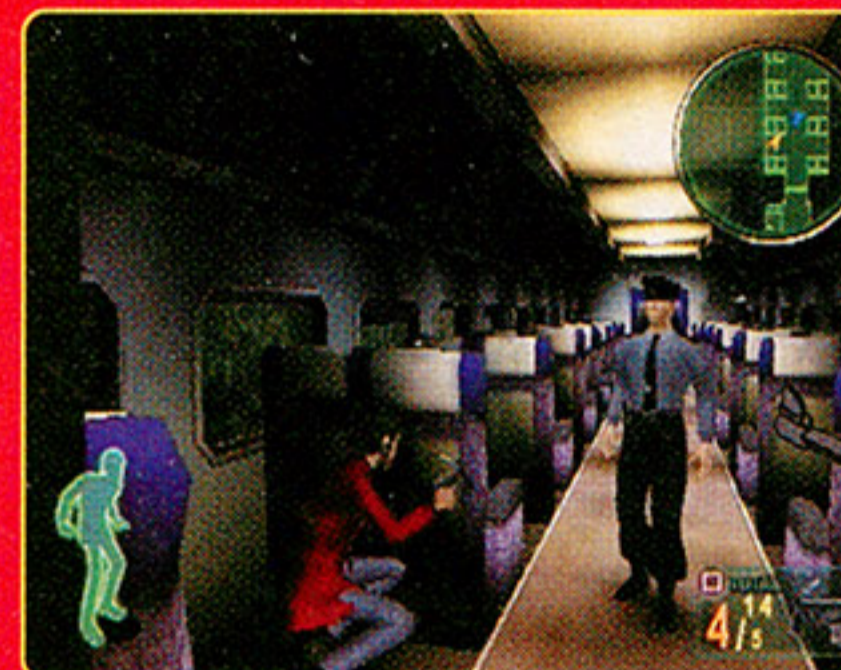
As a bonus, Broly will be a hidden character in Atari's upcoming GBA fighting game, *Dragon Ball Z: Taiketsu*, which should be in stores this October.



Here are a few shots of *DBZ: Taiketsu* for GBA, including a sneak peek at Broly himself.

TO CATCH A THIEF

Master criminal Lupin steals our hearts



As Solid Snake would say, Lupin's PS2 game is a sneaking mission.



Nothing fazes the supercool Lupin.

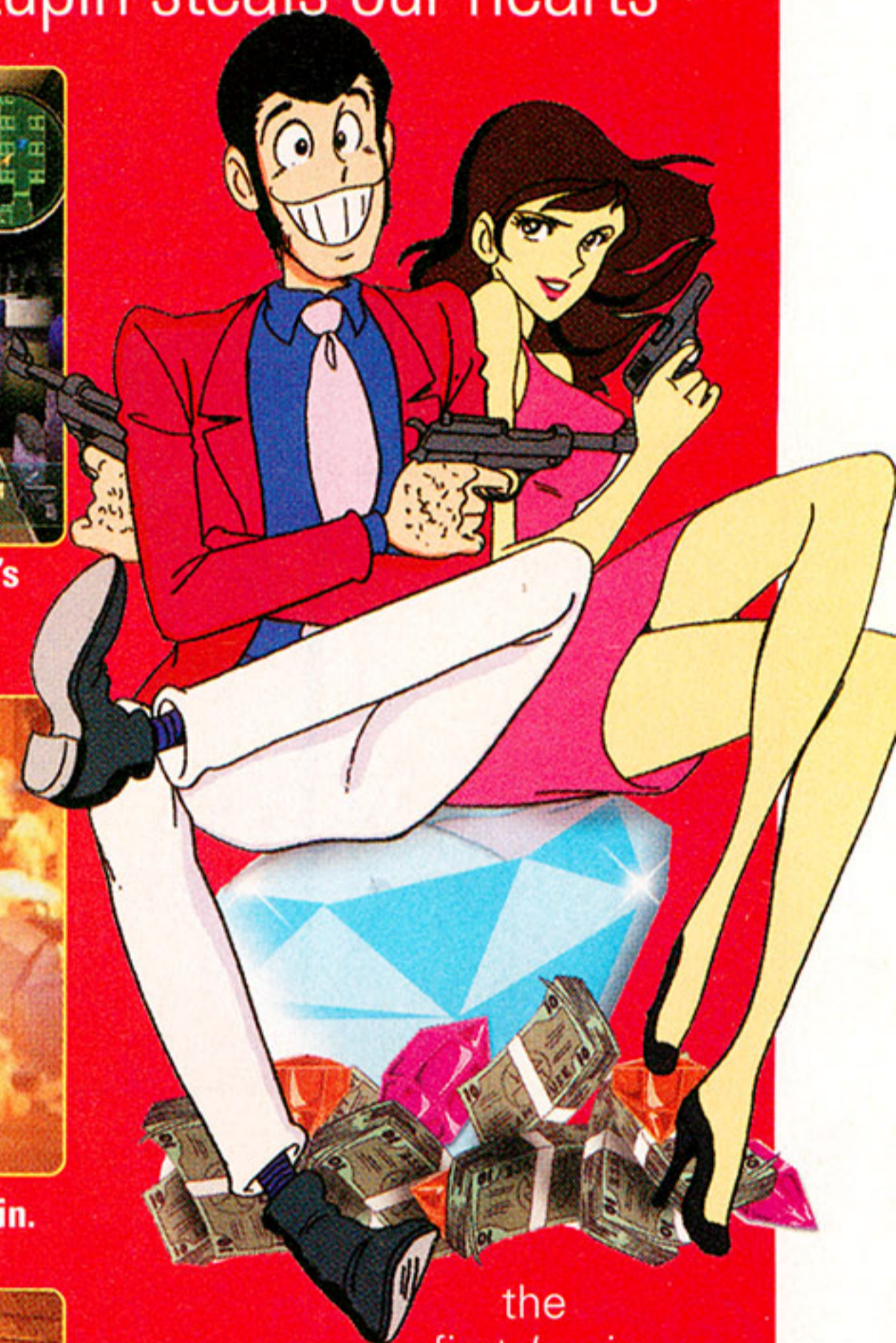


The bumbling Inspector Zenigata loses Lupin again.

Since the '70s, Lupin the 3rd, the world-famous thief, has been entertaining Japanese audiences with his wacky capers. He recently invaded America and we can't get enough of him.

Cartoon Network is running the *Lupin* TV series during its Adult Swim block of shows (Pioneer is releasing the episodes on DVD), and Tokyo Pop is releasing the manga. Both look pretty dated (they are from the '70s, remember), but the retro look just adds to the cool factor.

There are also several *Lupin* movies available on DVD, most of which are being released by FUNimation. However, Pioneer recently released



the first *Lupin* movie, *The Secret of Mamo*, and Animeigo has released another *Lupin* movie, although for legal reasons, our hero is referred to as Rupan. Be sure to check out Manga Video's release of the best *Lupin* movie of them all, *Castle of Cagliostro*, which was written and directed by Hayao Miyazaki (*Princess Mononoke*, *Spirited Away*).

If that's not enough *Lupin* for you, Bandai has announced that it's releasing a PS2 game early next year called *Lupin the 3rd: Treasure of the Sorcerer King*. This *Metal Gear*-inspired adventure allows you to control Lupin and his two sidekicks, Jigen and Goemon, as you hunt down a grand treasure while dodging the gang's nemesis, Inspector Zenigata.

In Japan, Asmik Ace released a *Lupin the 3rd* GameCube game, but unfortunately, there are no plans yet to release it in the United States. If we hear any rumors, though, we'll definitely let you know.

Something is Happening!™

Neopets are magically
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can collect and play with!

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favourite Neopets!**

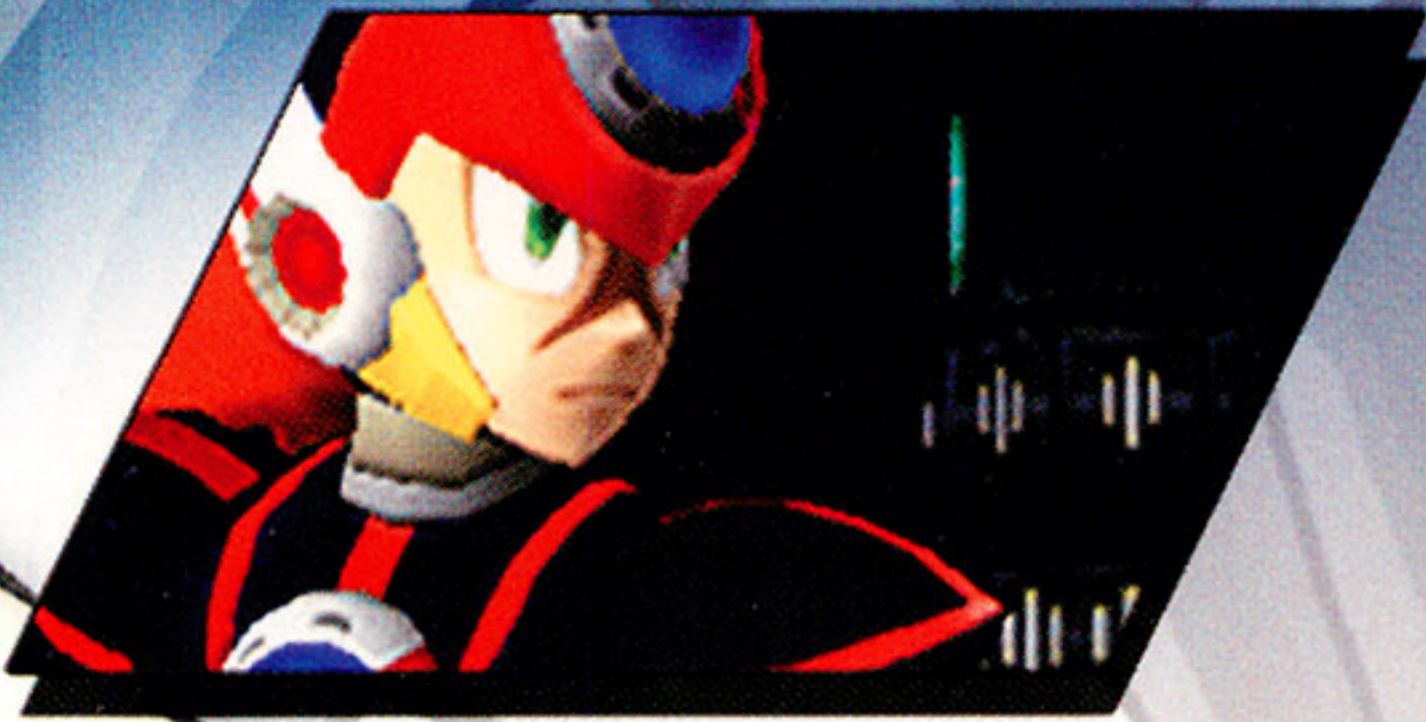
**Challenge
your friends!**



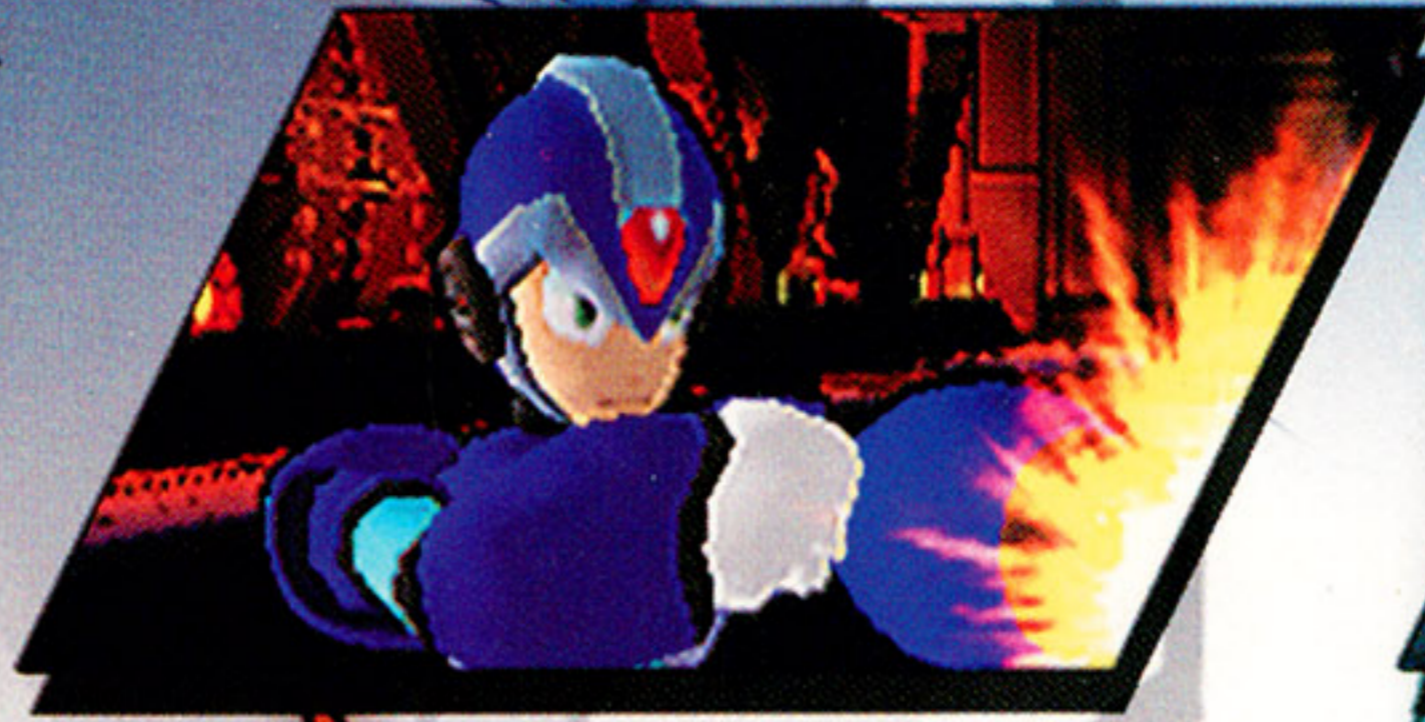
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PLAYABLE CHARACTER: AXL



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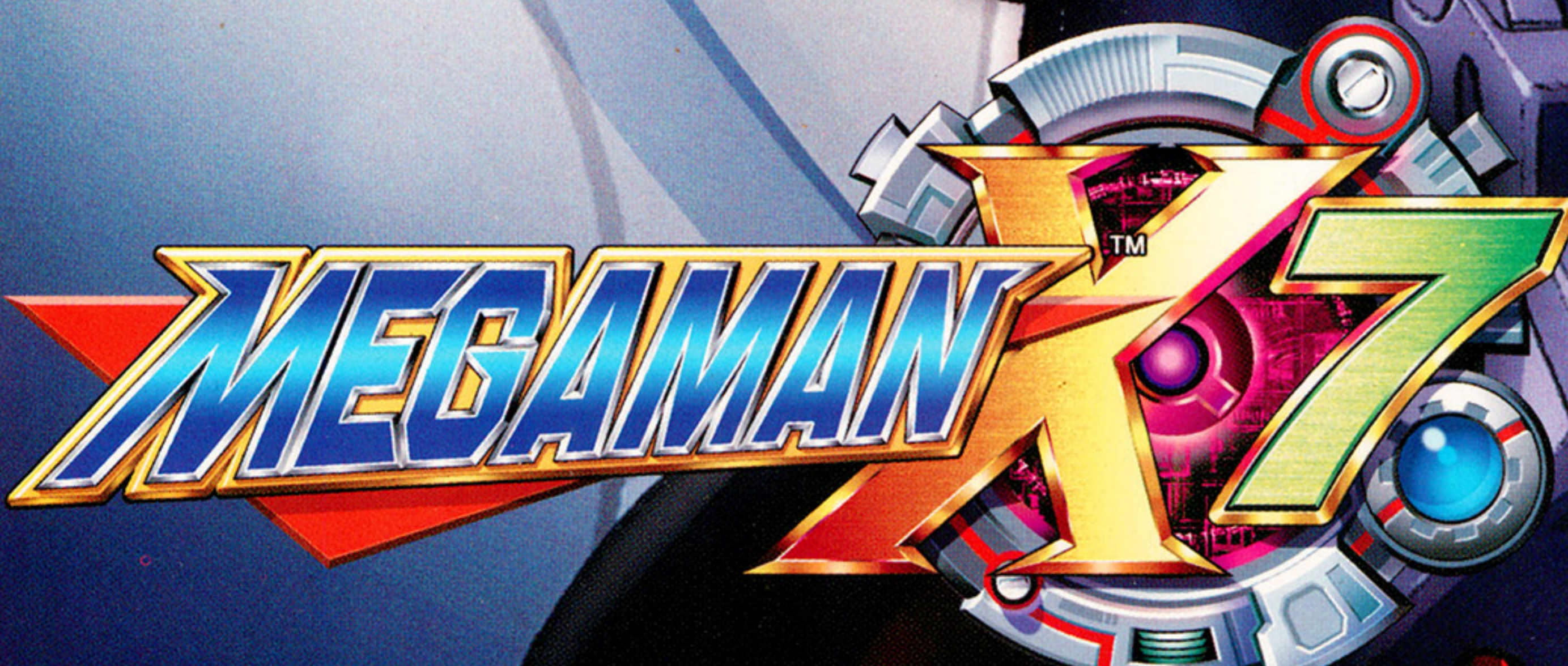


DOUBLE-HERO CHARACTER
SELECT FOR STRATEGIC BATTLES

MEGA MAN X EXPLODES ONTO THE PlayStation[®] 2



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BASH
MEGAMAN 15th



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